



2023

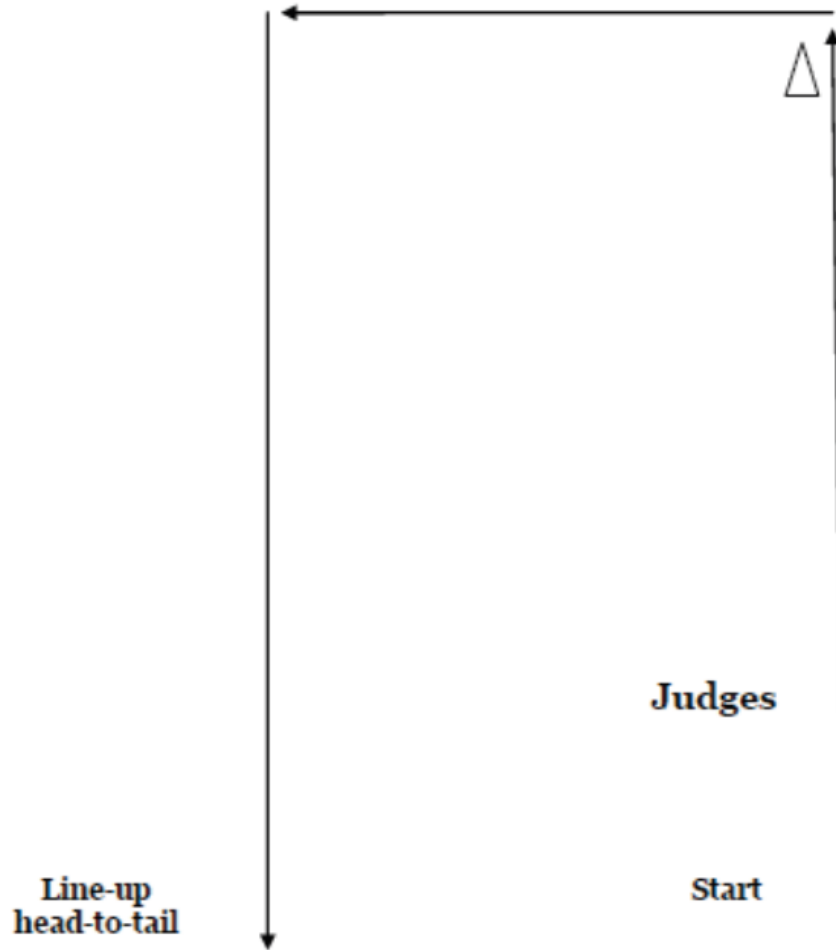
PHBA WORLD
CHAMPIONSHIP
SHOW

PATTEN BOOK



HALTER

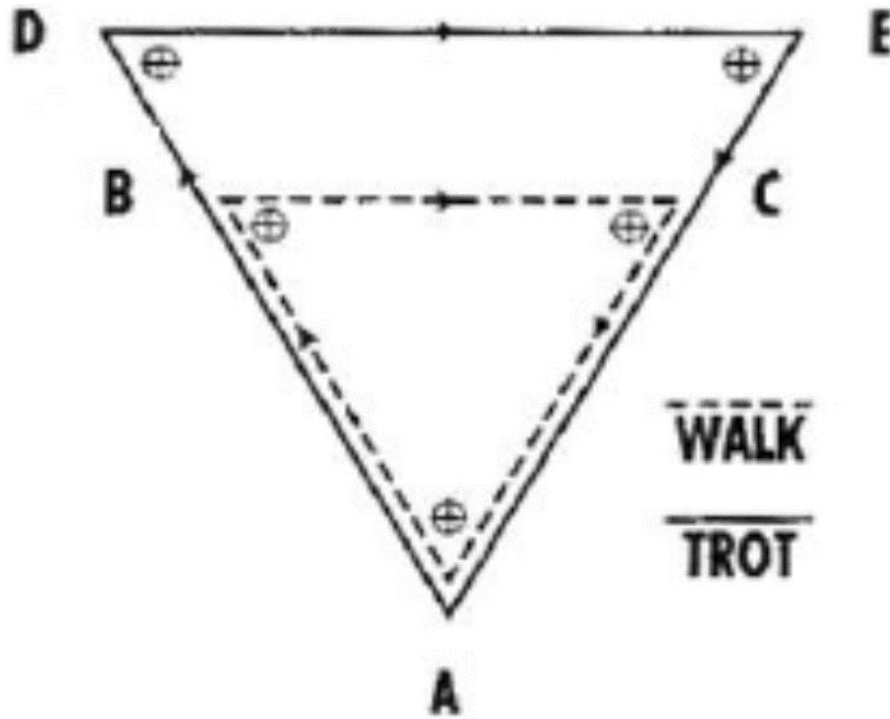
All ages, All divisions



Horses will walk to the judges' one at a time. As the horse approaches, the judges will step to the right (left of the horse) to enable the horse to trot straight to a cone. At the cone, the horse will continue trotting, turn to the left wall of the arena. After trotting, horses will be lined up head to tail for individual inspection by the judge.

HUNTER IN HAND

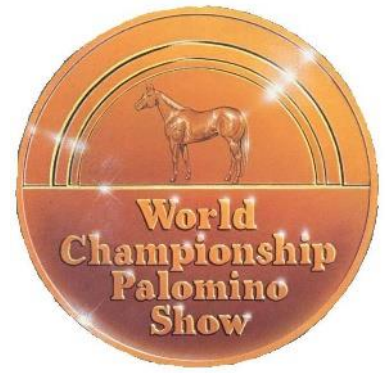
All Ages, All Divisions



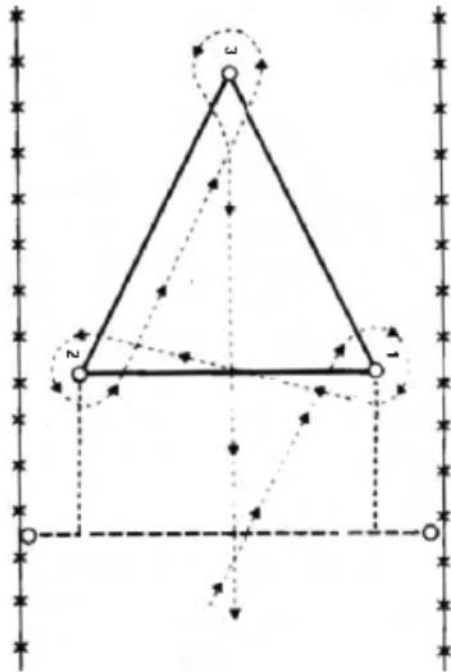
The horses will approach the judging area (A) and set up for inspection in the “open” position (i.e. with all four legs of the horse visible by the judge standing on either side of the horse). The judge shall inspect each horse from the front, rear and both sides. At the judge’s request, the horse will then walk the small triangle ABCA. The horse will continue on at a trot following the large ADEA. At the completion of the judging, the handler will lead the horse away from the judging area.

SPEED EVENTS

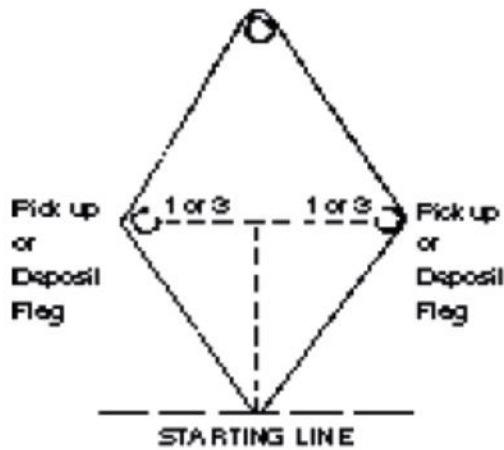
All ages, All Divisions



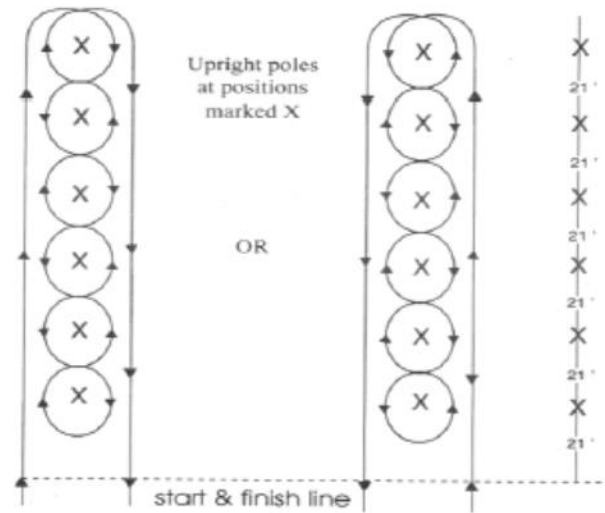
BARREL RACING PATTERN



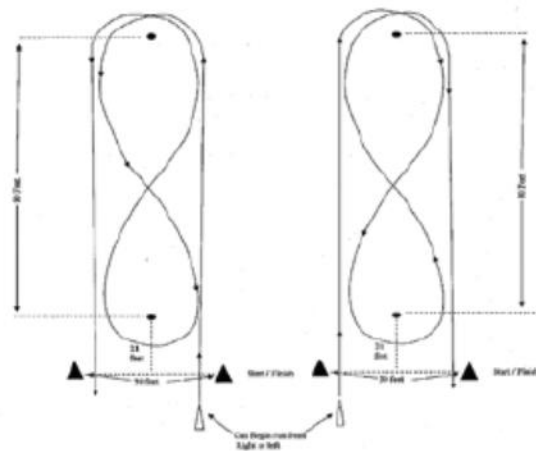
FLAG PATTERN



POLE BENDING PATTERN



STAKE RACE PATTERN



CHP TRAIL

Assisted

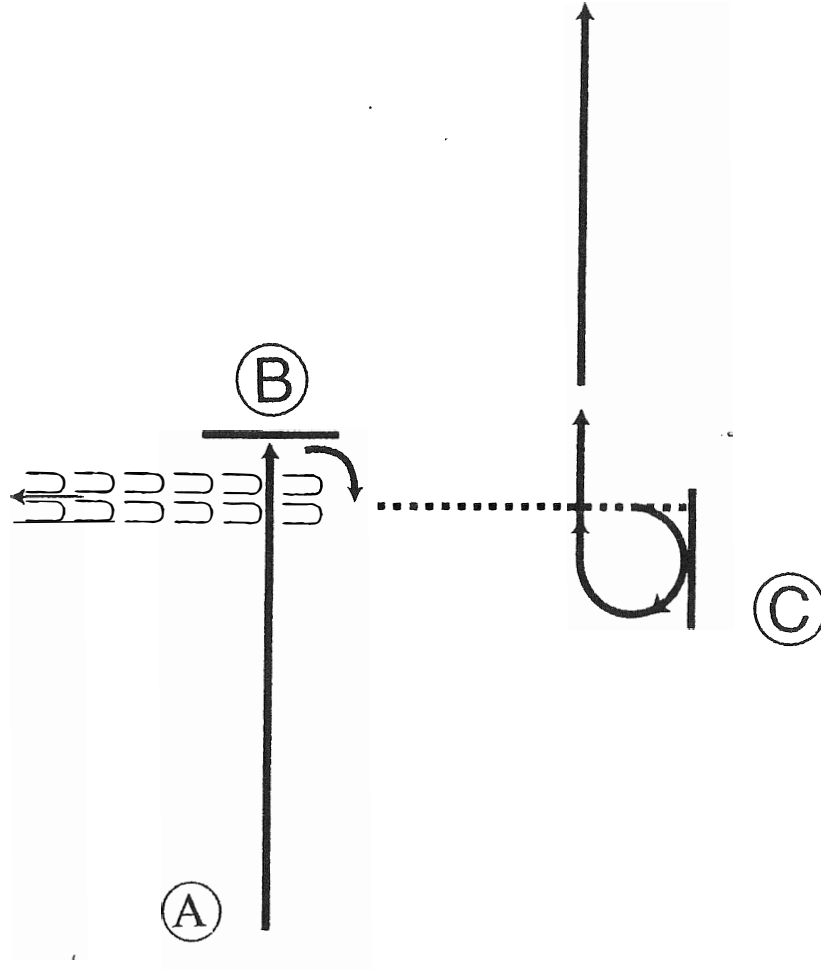
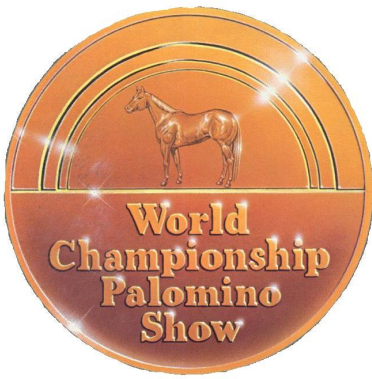


1. Enter arena & walk through open gate.
2. Walk Over 4 poles on the ground.
3. Take up the jog and jog to 1st standing pole.
4. Stop & pick up hanging object such as a cap, hat or light weight jacket.
5. Walk to 2nd standing pole and put object on 2nd standing pole.
6. Walk through cones and to log as show.
7. Stop and back 3 steps.
8. Exit arena at a walk.






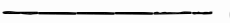


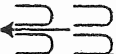


HUNT SEAT EQUITATION

Walk Trot 5-9



INSTRUCTIONS

1. Begin at A, trot on right diagonal to B.
2. Halt – execute a 90-degree turn.
3. Back six steps.
4. Walk to C.
5. Execute a 270-degree turn.
6. Trot out on left diagonal

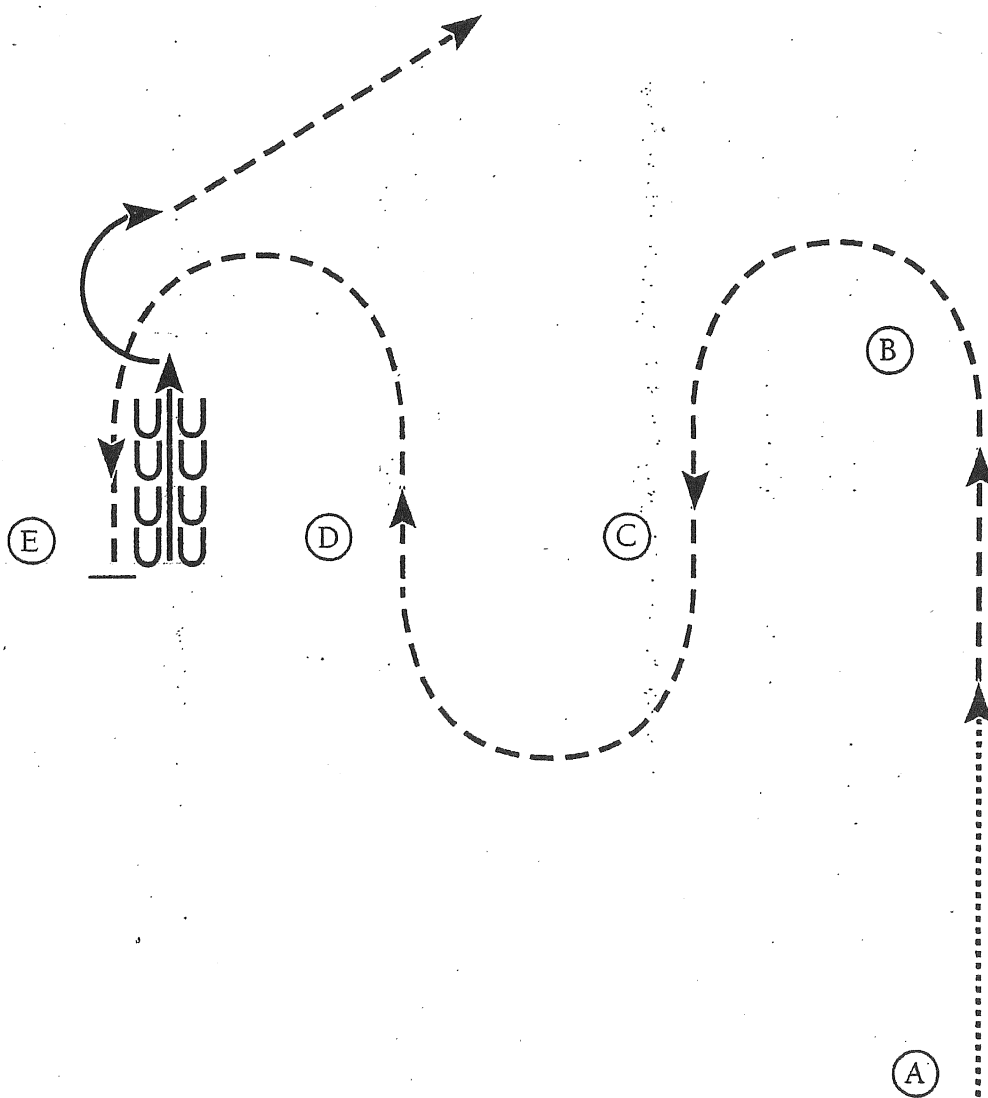
KEY		
	Trot	
	Walk	
	Lope	
	Canter	
	Hand Gallop	
	Jog	
	Back	
	Judge	
	Marker	

HUNT SEAT EQUITATION

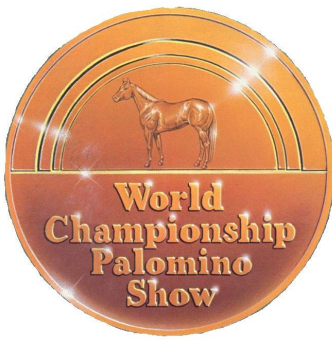
Walk Trot 10-18 and CHP Walk Trot



1. Walk from A half-way to B.
2. Sitting trot to B.
3. Posting trot at B, through C and D to E, showing proper change of diagonals.
4. Stop at E. Back 4 steps.
5. Turn 180 degrees on hindquarters to the right.
6. Trot to exit.

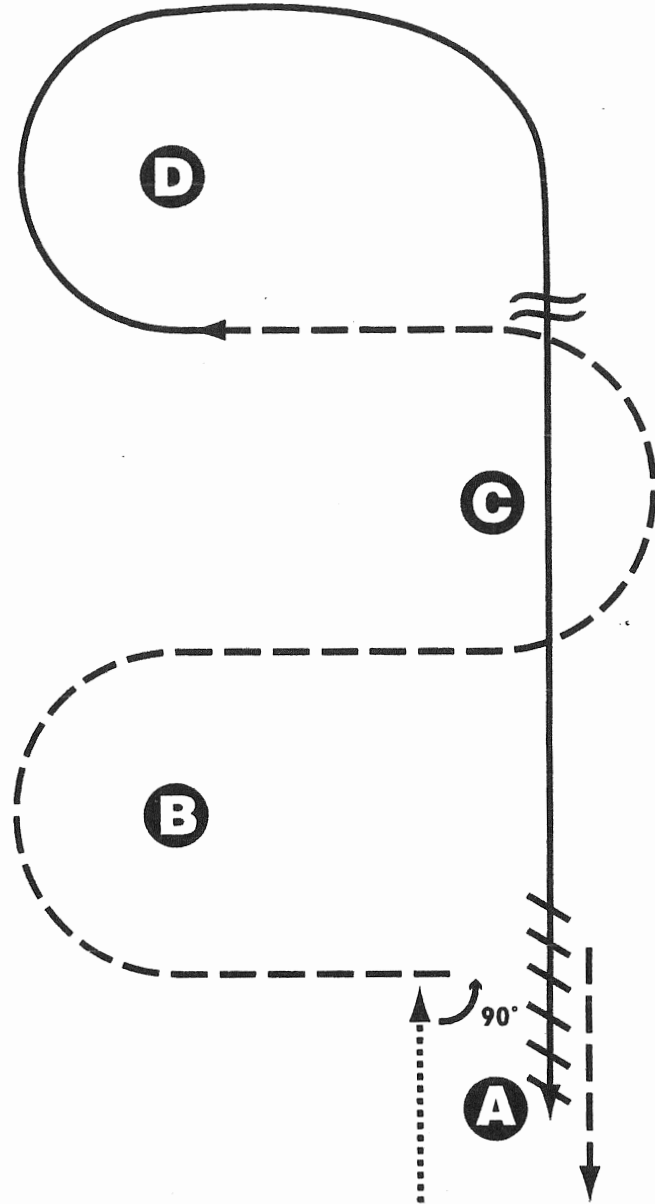


Walk
Jog/Trot	- - - - -
Lope/Canter	— / — / —
Extended Trot	— — — — —
Leg Yield	
Change Lead	≠
Gate	— —
Back	← — — — —
Judge	●
Marker	○
Sidepass	← — — — —



HUNT SEAT EQUITATION

Novice Youth, Novice Amateur and CHP
Walk/Trot/Canter



INSTRUCTIONS

1. When judge signals, walk to and slightly past A. Stop.
2. Execute a 90° turn on the forehand to the left.
3. Trot a serpentine around B and C changing diagonals when appropriate.
4. When even with D, begin cantering on right lead around D and back towards A.
5. Before reaching C, execute a simple lead change.
6. Continue cantering to A. Stop. Back.
7. Exit arena at a trot.

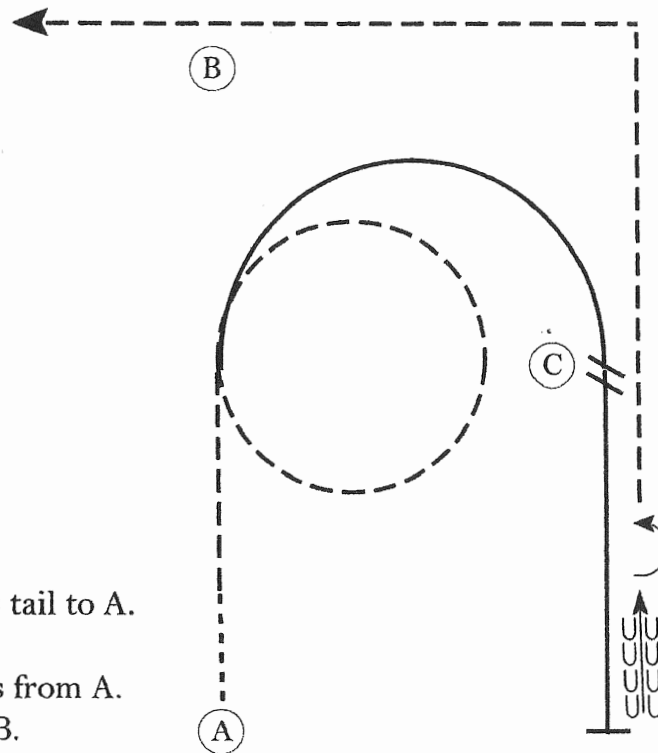
KEY

.....	WALK
-----	POSTING TROT
- . - . - . - .	SITTING TROT
-----	EXTENDED TROT
—————	CANTER
//////	BACK
≈	CHANGE LEADS
~	CHANGE DIAGONAL



HUNT SEAT EQUITATION

13 & Under and Amateur Select



Be ready with your horse's tail to A.

1. Walk two horse lengths from A.
2. Sitting trot halfway to B.
3. Rising trot circle to the right.
4. Canter a half circle to C.
5. Perform a simple lead change at C.
6. Canter until even with A.
7. Stop when even with A and back approximately one horse length.
8. Perform a 1/2 turn on the forehand to the left.
9. Rising trot on the right diagonal until even with B. Trot around the corner toward B.
10. Continue to trot past B.

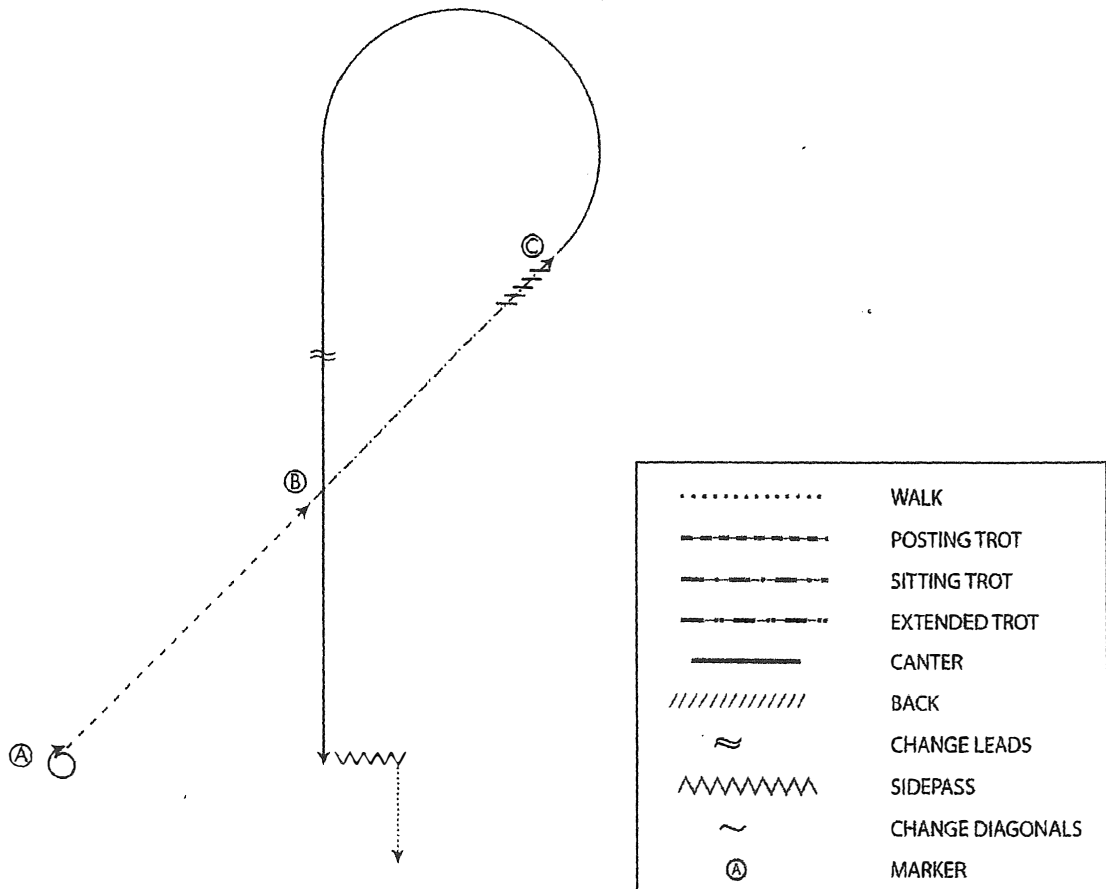
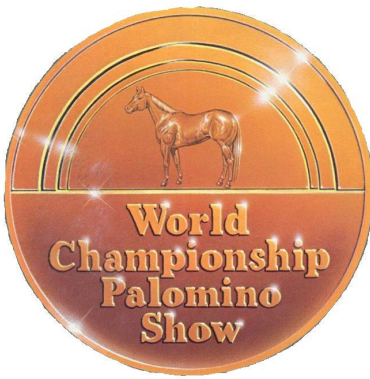
Pattern is over once you have passed B at the trot.

Exit the pattern under the direction of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Lead Change	
Back	
Marker	
Hand Gallop	— — — — —

HUNT SEAT EQUITATION

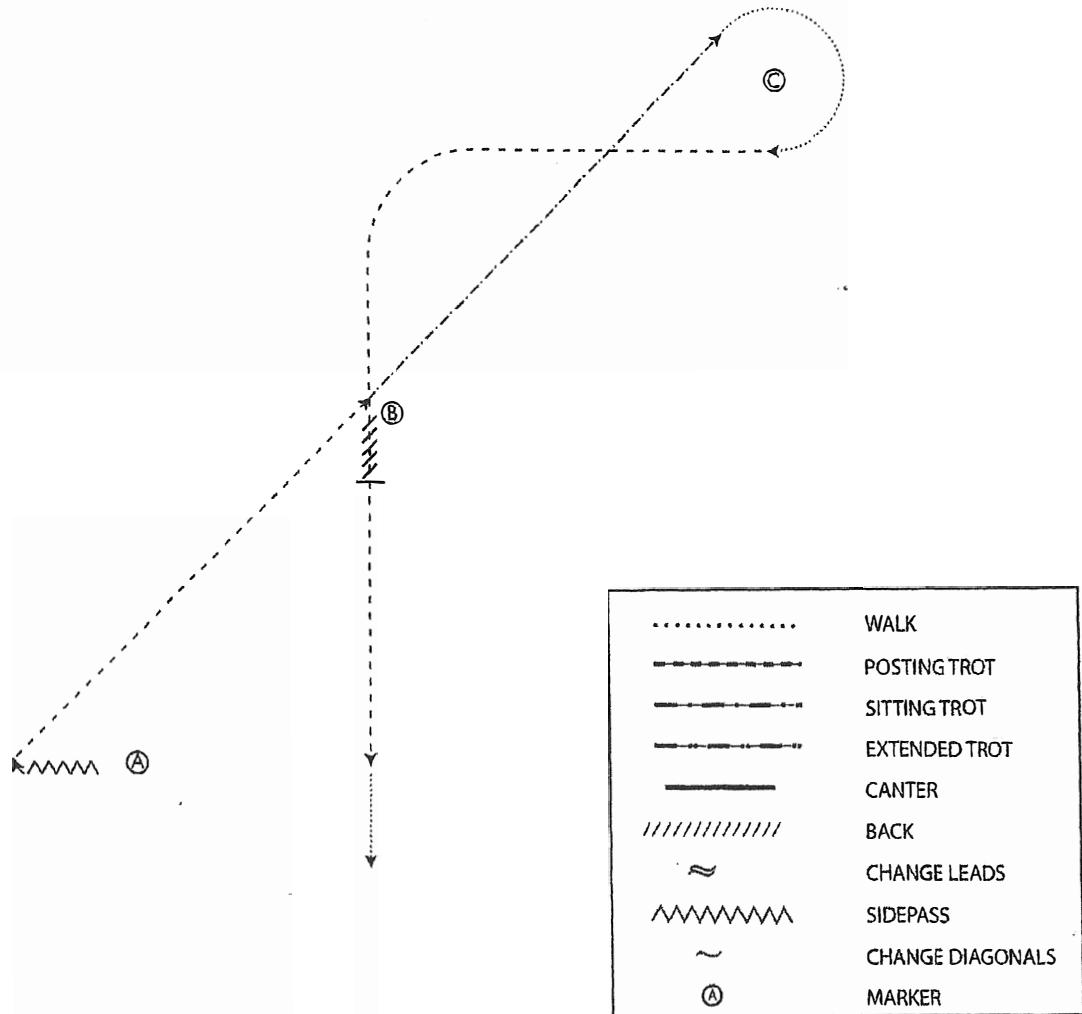
14-18 and PB Youth



1. Begin at A. Execute an approximate 405-degree turn on the haunches to the right.
2. Trot from A to B, posting on the left diagonal. At B, sit the trot to C.
3. At C, stop and back.
4. Canter around C and back toward B in the left lead.
5. Before B, change leads (simple or flying) and canter past B until even with A.
6. At A, stop. Side pass left.
7. Walk forward and exit the arena at a walk.

HUNT SEAT EQUITATION

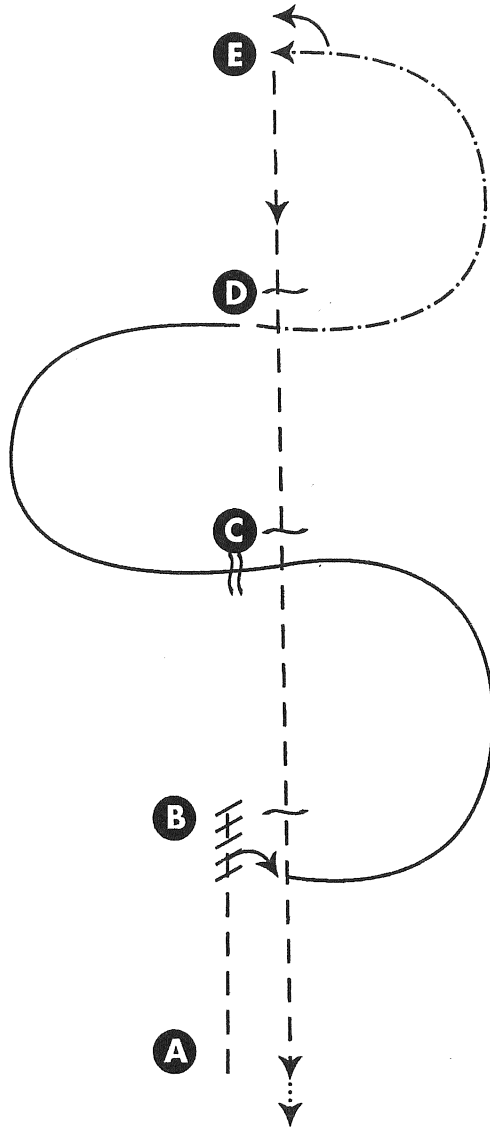
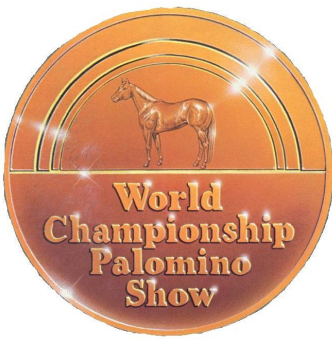
Amateur Walk Trot



1. Begin as A. Side pass left. Then execute a 45-degree turn on the forehand to the right.
2. Trot from A posting on the left diagonal until even with B. At B, sit the trot from B to C.
3. At C, break down to a walk and walk a circle to the right around C.
4. When even with C, pick up the trot posting on the right diagonal.
5. Trot a straight line and then a corner to the left. Continue at the trot to and past B.
6. Stop and back to B.
7. Trot a straight line from B until even with A posting on the left diagonal.
8. At A, break down to a walk and exit the arena at a walk.

HUNT SEAT EQUITATION

Amateur and PB Amateur



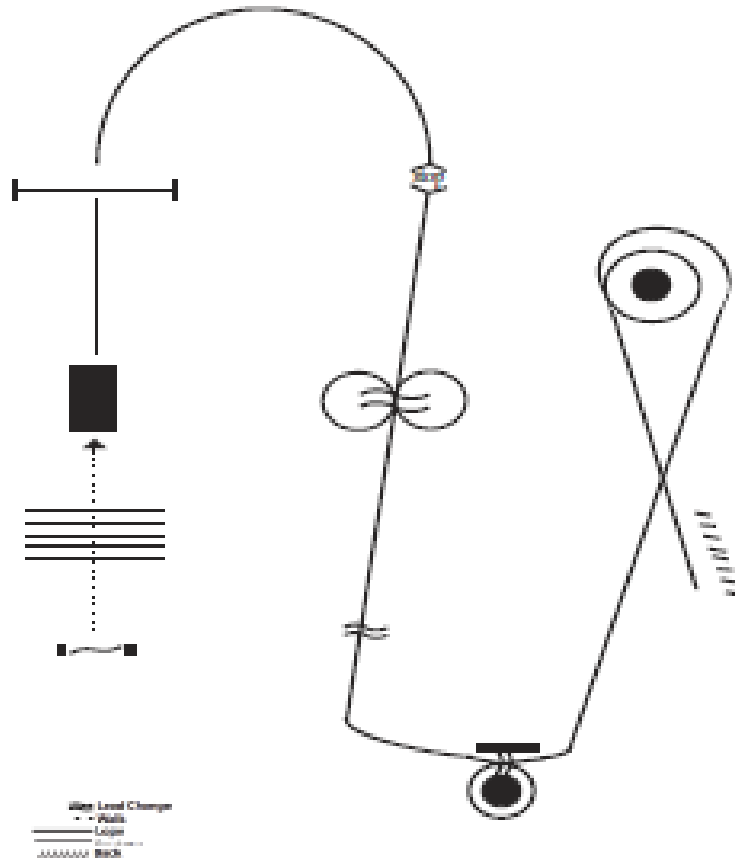
KEY	INSTRUCTIONS
-----	--------------

- | | |
|----------------------|------------------------|
| | Walk |
| ----- | Trot |
| - . - . - . - . - . | Sitting Trot |
| ————— | Canter |
| ~ | Change Diagonal |
| \\\\\\\\\\\\\\\\\\\\ | Back |
| ≈ | Change Leads |

1. Trot from A to B on the left diagonal. Stop. Back.
2. Execute a 90° turn on the haunches to the right.
3. Canter on the left lead in a half circle from B to C.
4. At C change leads (simple) and canter on the right lead in a half circle to D.
5. At D break down to a sitting trot in a half circle to E.
6. At E stop. Execute a 90° turn on the forehand to the left.
7. Trot in a straight line from E to A, changing diagonals at each cone after beginning on the right diagonal.
8. At A break down to a walk. Exit the arena at a walk.

RANCH HORSE

All ages, All divisions

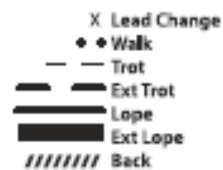
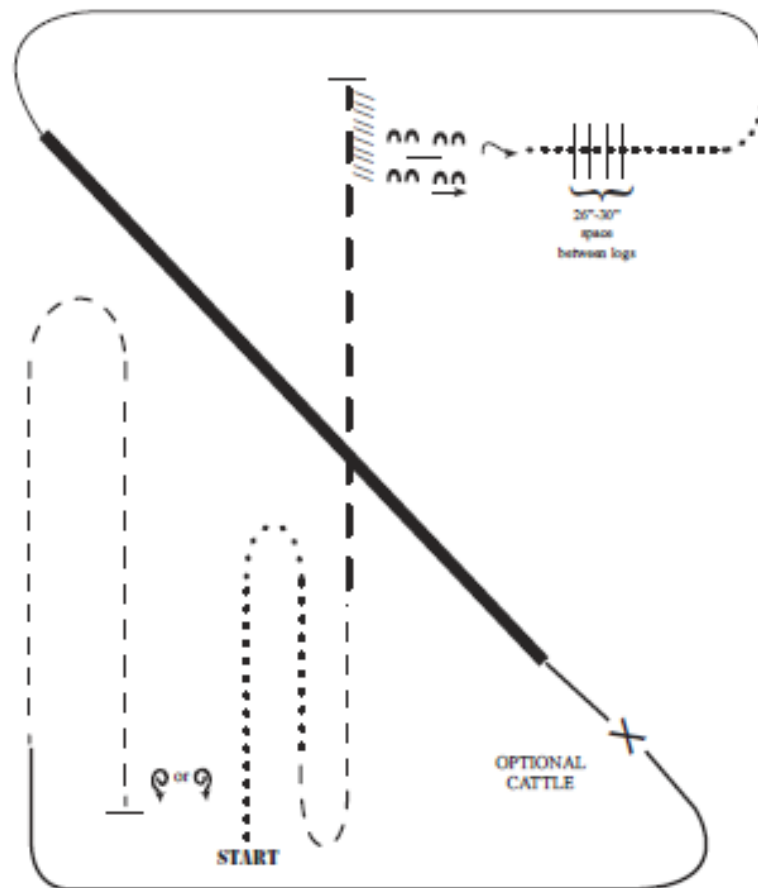


- 1) Work gate;
- 2) Walk over five logs. Distance between logs, measured at the edge of logs, twenty (20") to twenty-four (24") inches (40-60 cm);
- 3) Walk over bridge;
- 4) Begin on right lead at a slow lope to and over twelve (12") inch (30 cm) jump. (*Distance to be minimum of 36');
- 5) Stop and take down coiled rope in hand. Begin on left lead;
- 6) With speed on left lead make a fast figure eight, executing a simple or flying change to right lead. Execute another simple or flying lead change to left lead;
- 7) In between log and barrel execute a simple or flying lead change to right lead and around barrel showing speed. In between log and barrel execute a simple or flying lead change to left lead and lope with speed to next barrel;
- 8) Begin one fast large circle and one fast small circle around barrel on left lead. Run down straight away with speed;
- 9) Execute a sliding stop as coiled rope is pitched out and horse works rope by backing up.
EXCEPTION: for all amateur and youth classes See **Rule 3608**;
- 10) Recoil rope. EXCEPTION: for all amateur and youth classes See **Rule 3608**;
- 11) Hesitate to demonstrate completion of pattern.

RANCH RIDING

PHBA All ages, All division

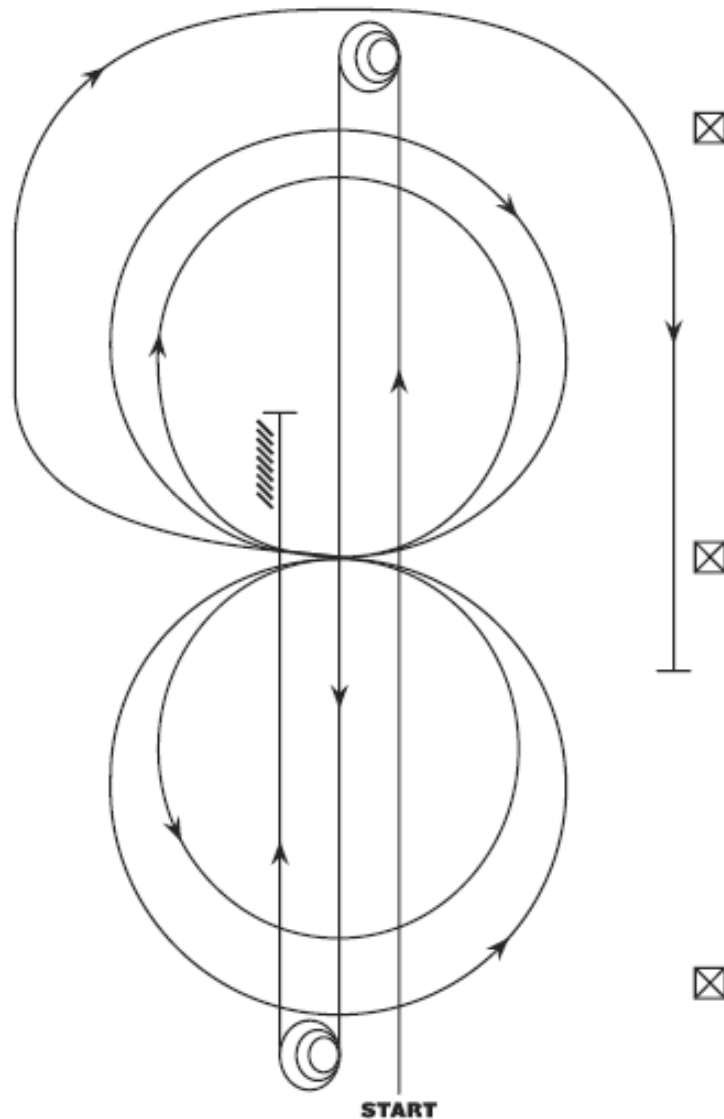
AQHA All ages, All divisions



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope (left lead)
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360 degree turn either direction

RANCH REINING

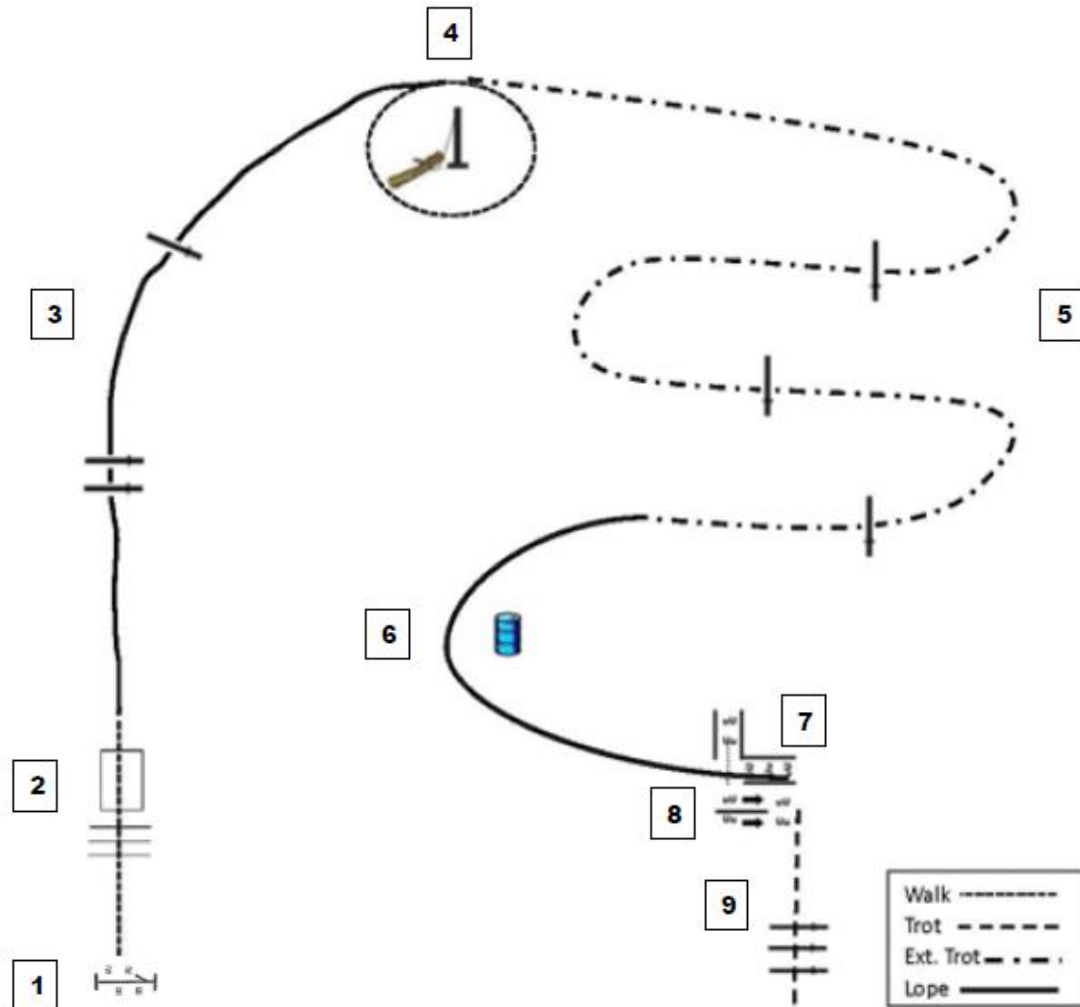
All ages, All divisions



1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 ½ spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 ½ spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete ¼ turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right – the first one small and slow, the second one large and fast. Change leads at center of the area.
7. Complete two circles to the left – the first one small and slow, the second one large and fast. Change leads at center of the arena.
8. Begin a large circle to the right but do not close this circle. Run down the right side of the arena, past center marker and do a sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

RANCH TRAIL

All ages, All divisions

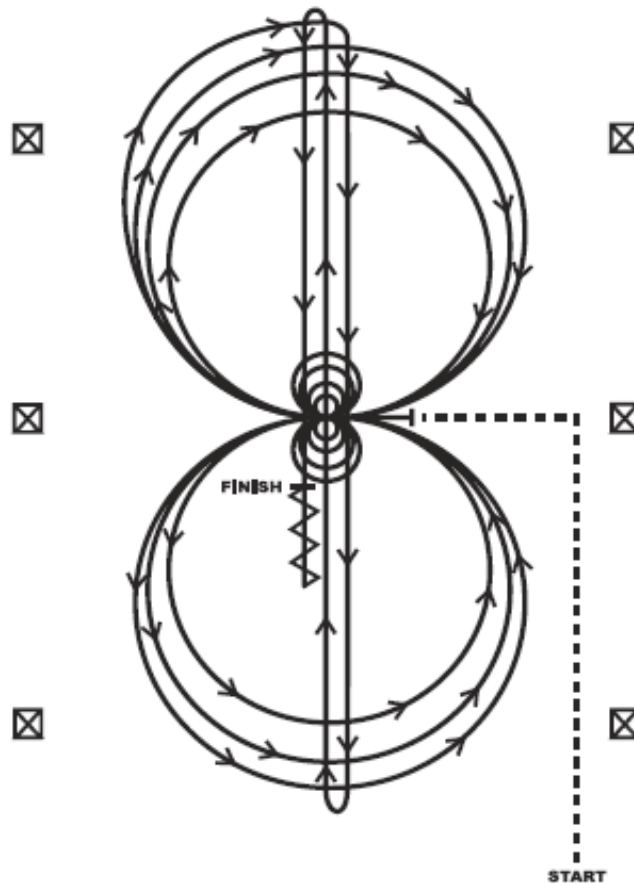


1. Work RH Gate
2. Walk logs & Bridge
3. Right Lead over logs
4. Drag right circle (walk or trot) and replace drag. **Exception** Youth classes.
5. Extend trot through serpentine

6. Left Lead around barrel in to chute
 7. Back 'L'
 8. Walk out of 'L', side pass Left
 9. Trot over logs
- Pattern is complete

REINING

Youth 18 & U and Amateur



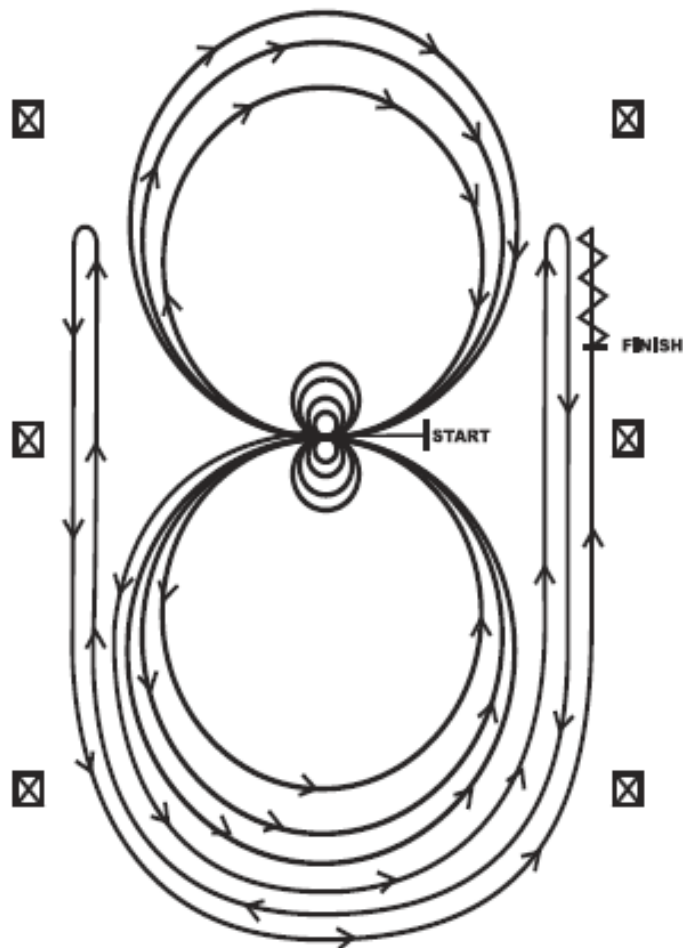
Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written.

Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback - no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

REINING

Open

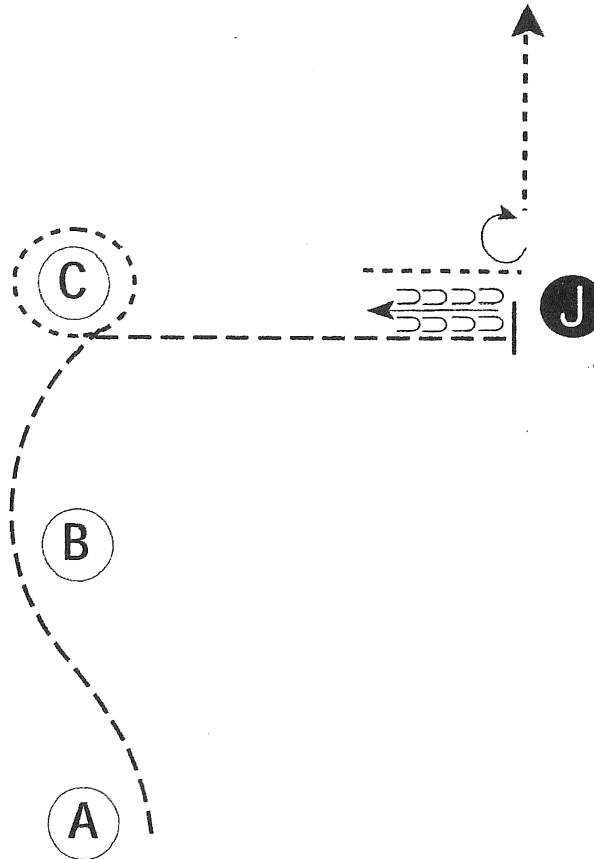
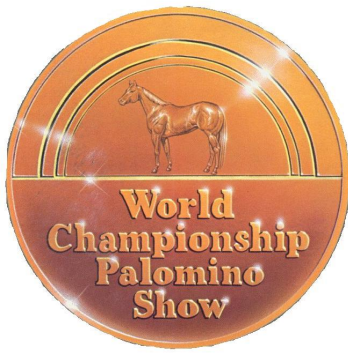


Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.

SHOWMANSHIP

Youth Walk Trot 5-9, Youth Walk
Trot 10-18 and CHP Walk/Trot

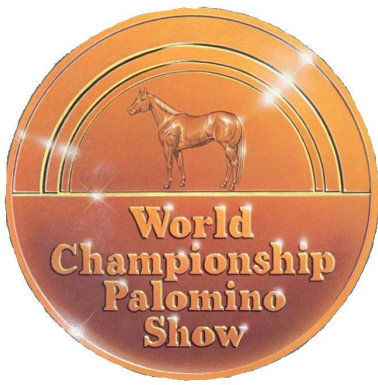


Be ready at A.

1. When acknowledged, trot from A, around B and to C.
2. Walk a tight circle around C.
3. Trot to judge.
4. Back approximately one horse length.
5. Walk to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 270 degree turn and walk away from judge.

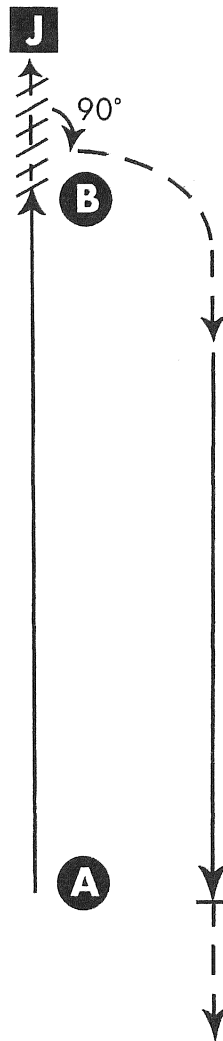
Walk	-----
Trot	-----
Back	← 3333 5555
Marker	⊙ B
Judge	● J

Please exit the arena at the direction of your ring steward.



SHOWMANSHIP

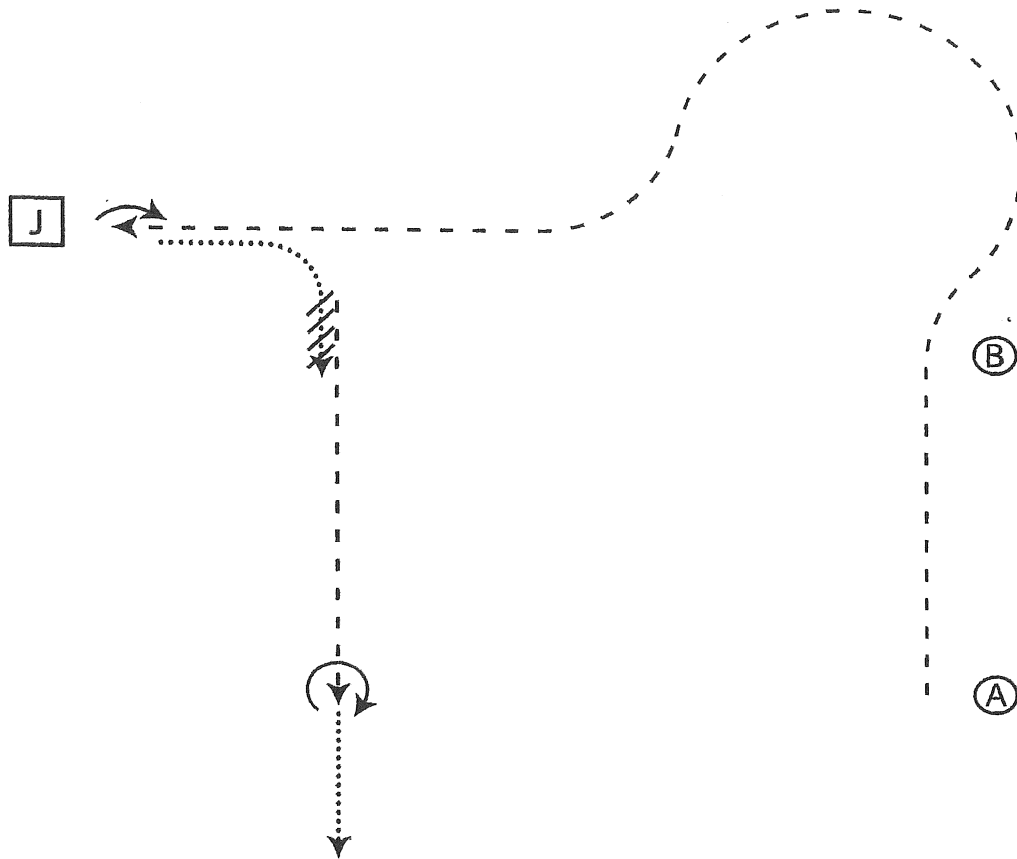
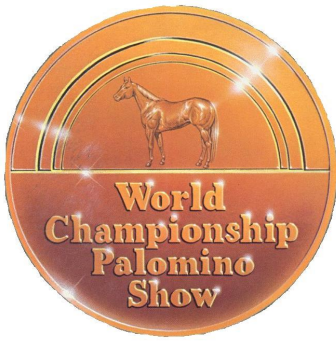
Novice Youth, Novice Amateur
and CHP Walk/Trot/Lope



KEY	INSTRUCTIONS
<p>----- Walk</p> <p>———— Trot</p> <p>\\\\\\\\\\\\\\\\\\\\ Back</p> <p>J Judge</p> <p>A Marker</p>	<ol style="list-style-type: none"> 1. Begin at A. Trot until even with B. 2. At B, break down to a walk and walk to Judge. 3. Stop and set up for inspection. 4. When excused, back away. 5. Execute a 90° turn to the right. 6. Walk around B. When past B, begin trot. 7. Trot until even with A. 8. At A, stop. Exit arena at a walk.

SHOWMANSHIP

13 & Under and Amateur Select

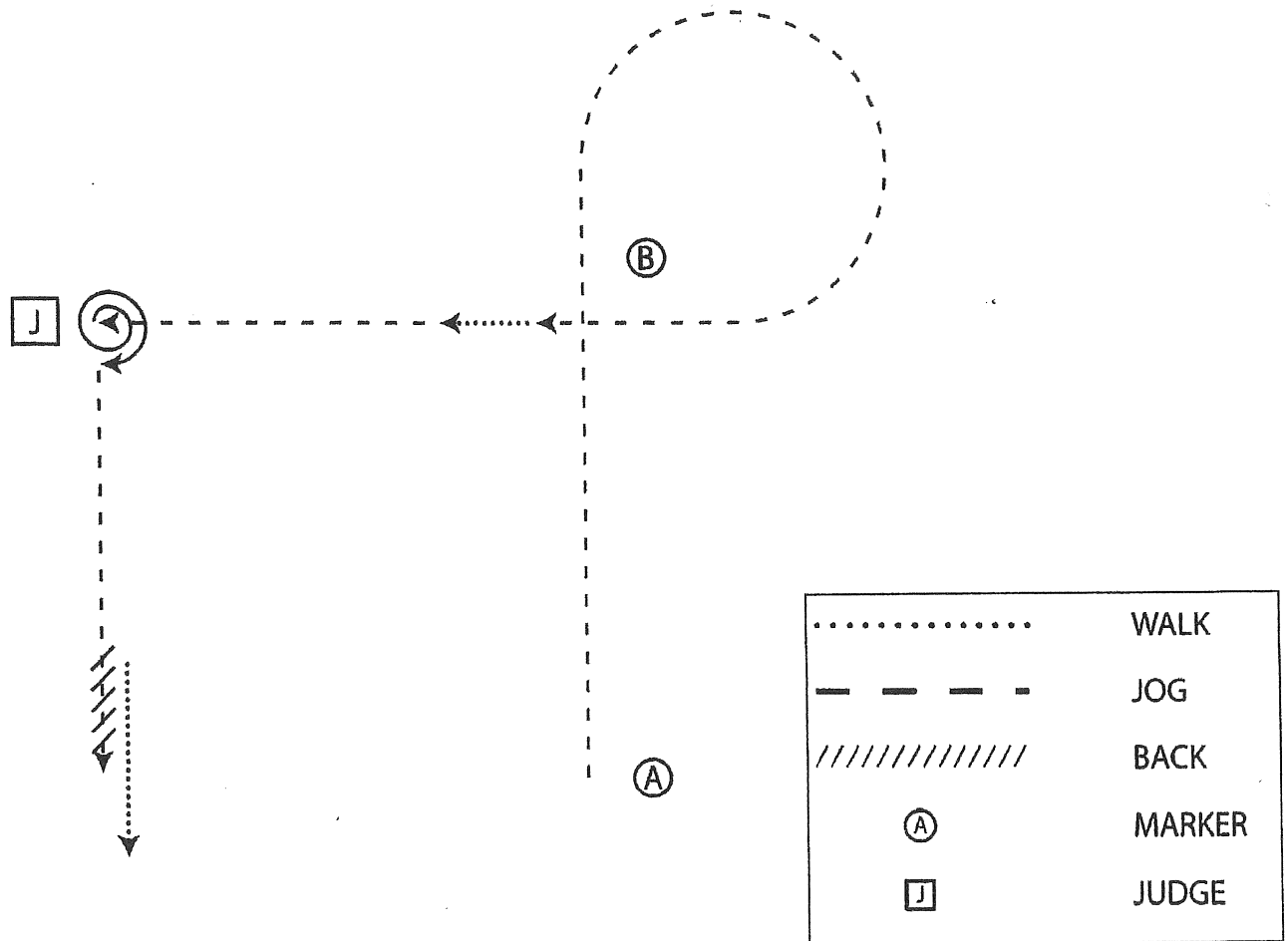
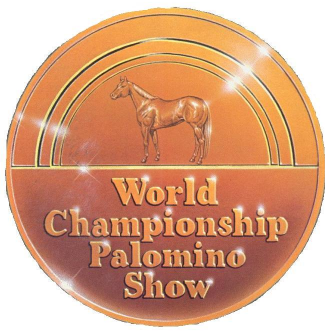


1. Begin at A. Jog/trot from A to B.
2. At B jog/trot the serpentine as shown from B to the Judge.
3. At Judge, stop and set up for inspection.
4. When excused, execute a 180-degree turn.
5. Walk away and turn a corner to the right. Walk until even with B. At B, stop and back.
6. Jog/trot from B until even with A.
7. At A, stop. Execute a 360-degree turn.
8. Walk forward and exit the arena at a walk.

.....	WALK
- - - -	JOG
////////	BACK
Ⓐ	MARKER
ⓙ	JUDGE

SHOWMANSHIP

14-18, PB Youth, Amateur and PB Amateur



1. Begin at A. Jog from A to B and then in a circle around B and toward the judge.
2. Break down to a walk to 3 steps and then jog a straight line to the Judge. Stop and set up for inspection.
3. When excused, execute a 630-degree turn ($1 \frac{3}{4}$).
4. Jog straight line until even with A.
5. At A, stop and back.
6. Walk forward and exit the arena at a walk.



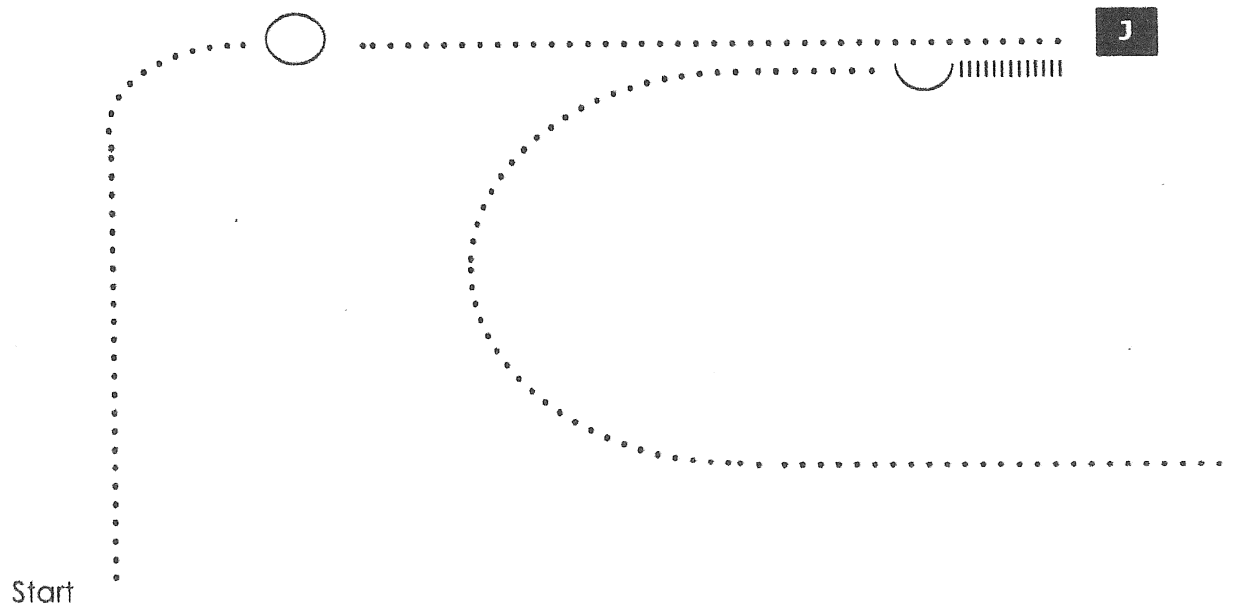
SHOWMANSHIP

Amateur Walk Trot - Walk Only

CHP Walk Trot - Walk Only

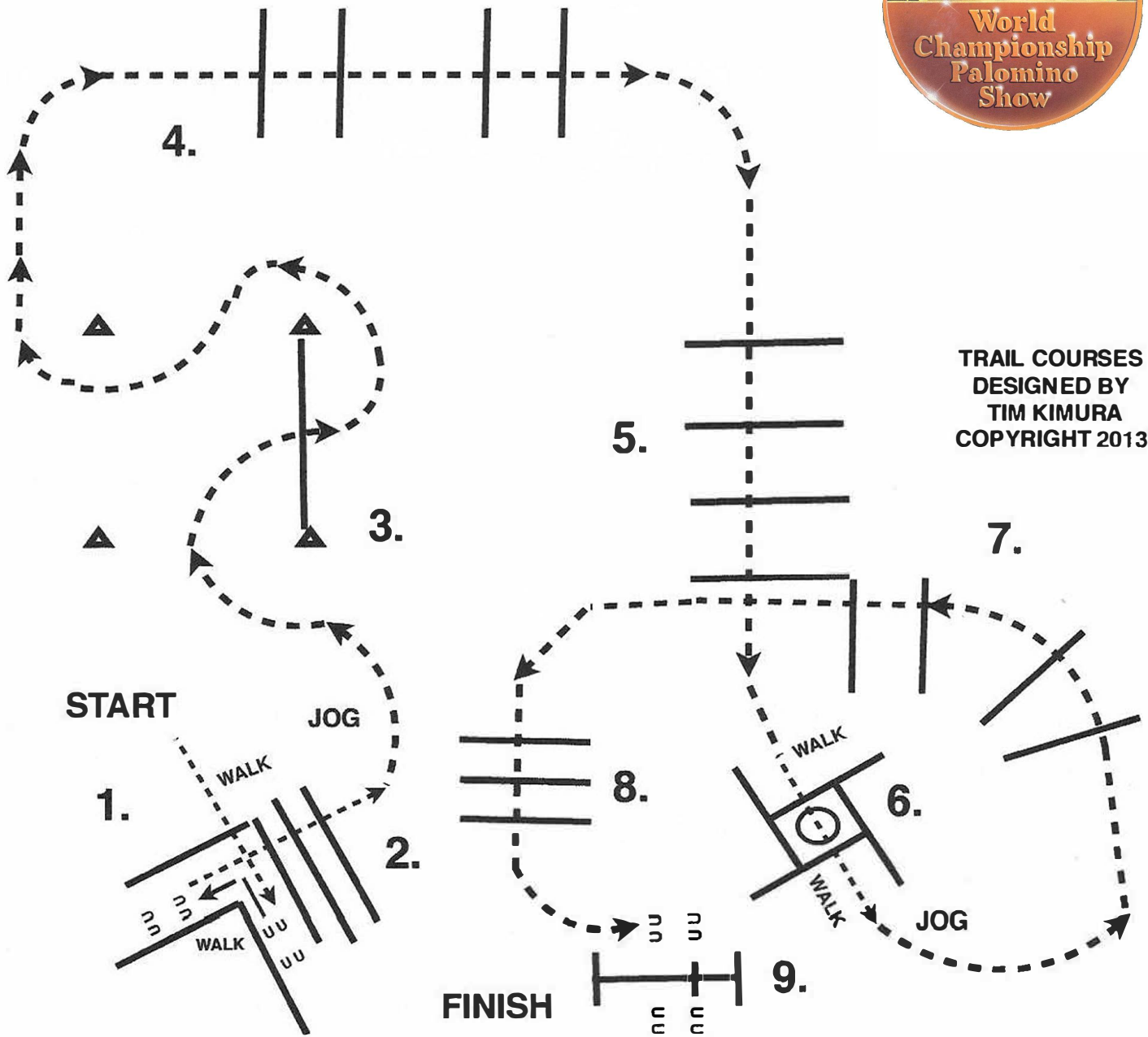
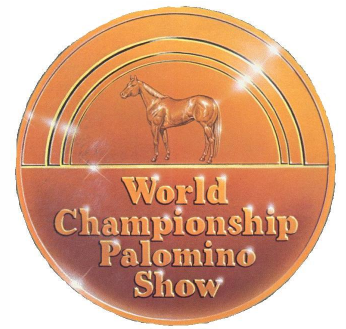
Instructions

1. Walk
2. Stop, execute 1 turn
3. Walk to Judge, stop
4. Set up
5. Inspection
6. When dismissed, back at least one horse length
7. Execute 1/2 turn
8. Walk to exit



TRAIL

Walk Trot - All Ages, All Divisions
and CHP Walk/Trot



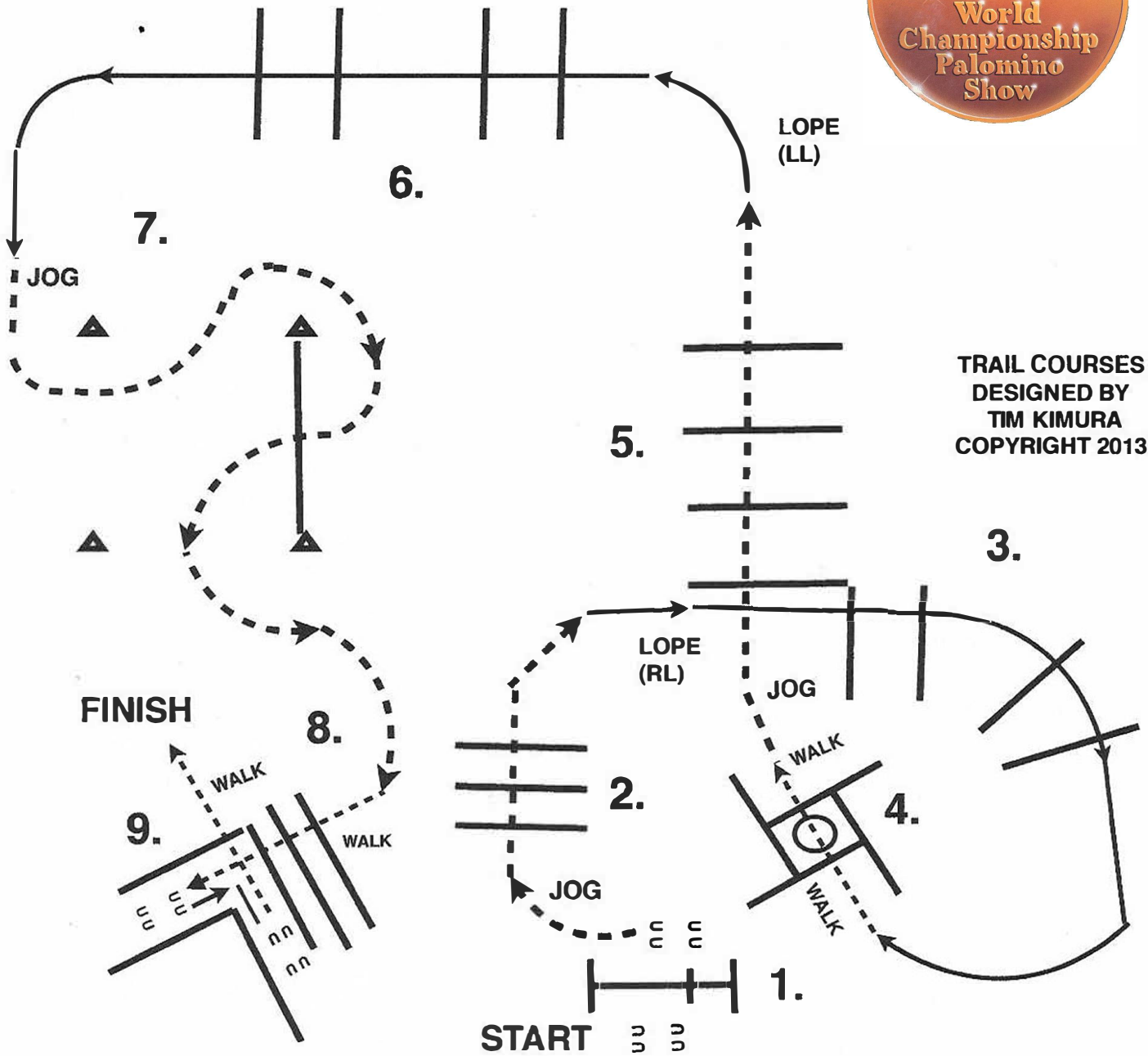
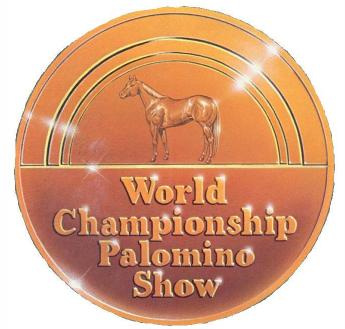
TRAIL COURSES
DESIGNED BY
TIM KIMURA
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1. WALK INTO CHUTE, BACK THRU POLES.
2. WALK OUT CHUTE, WALK OVER POLES.
3. JOG THRU SERPENTINE, JOG OVER POLES.
4. JOG OVER POLES.
5. JOG OVER POLES.

6. STOP OR BREAK TO WALK, WALK INTO BOX, 360 EITHER WAY, WALK OUT BOX.
7. JOG OVER POLES.
8. JOG OVER POLES, JOG UP TO GATE.
9. GATE: RIGHT HAND RIDE THRU CLOSE.

TRAIL

All ages, All divisions and
CHP Walk/Trot/Lope

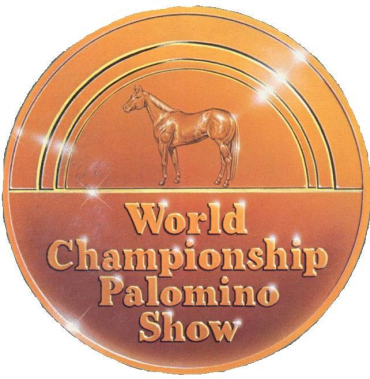


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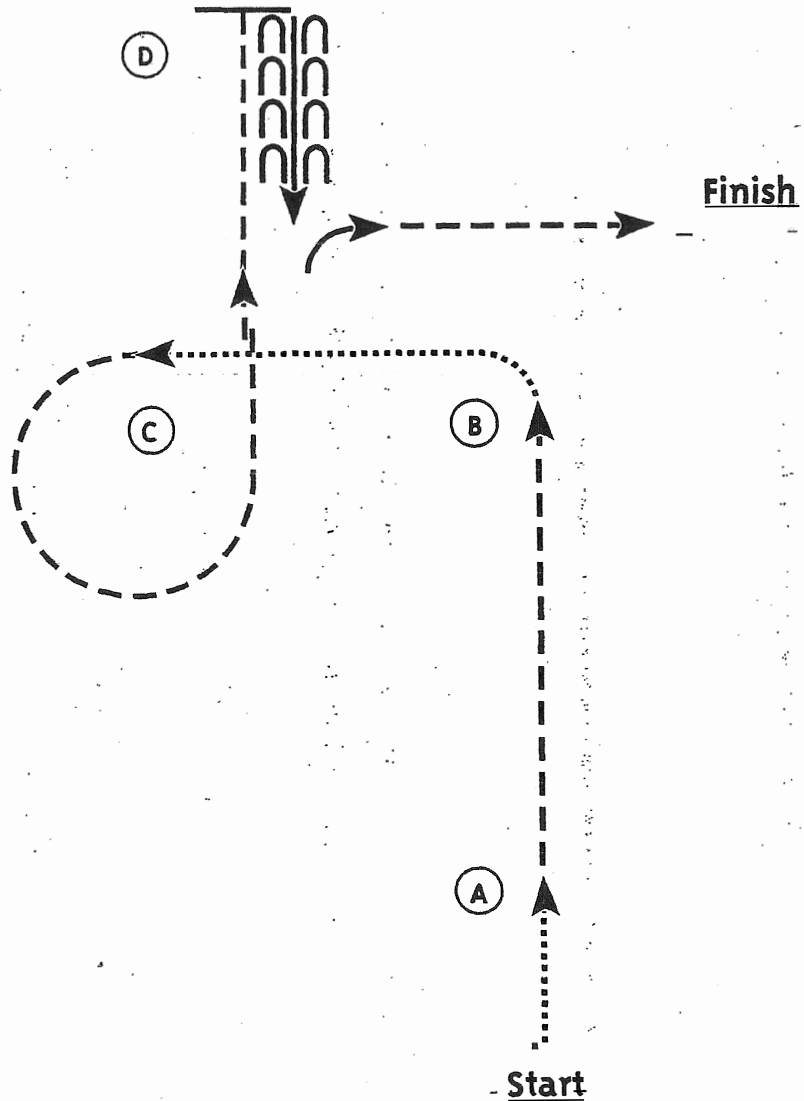
1. GATE, LH RIDE THRU CLOSE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RL).
4. STOP OR BREAK TO WALK, WALK INTO BOX, 360 EITHER WAY, WALK OUT.
5. JOG OVER POLES.
6. LOPE OVER POLES (LL).
7. BREAK TO JOG, JOG THRU SERPENTINE.
8. STOP OR BREAK TO WALK, WALK OVER POLES, WALK INTO CHUTE.
9. BACK THRU POLES, WALK OUT CHUTE.

WESTERN HORSEMANSHIP

Walk Trot, All ages, All Divisions and
CHP Walk/Trot



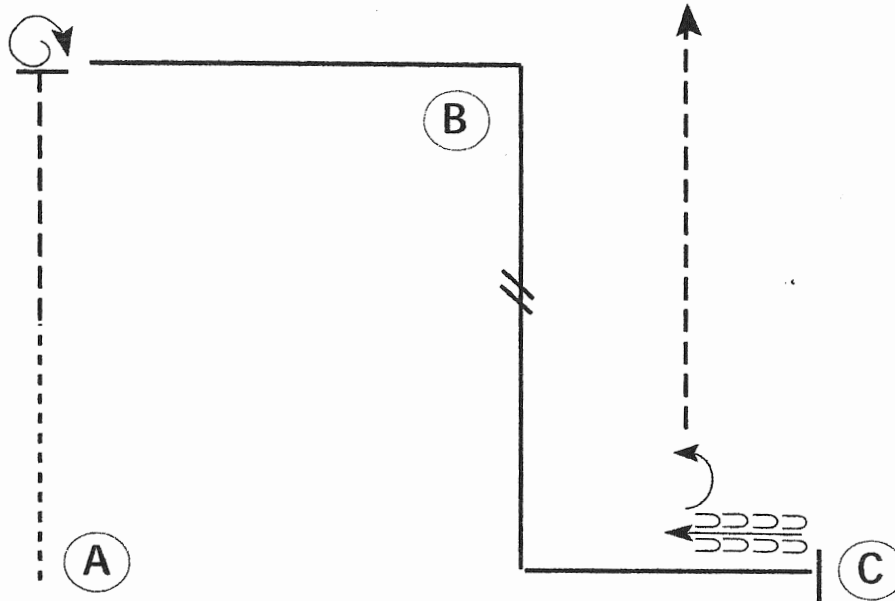
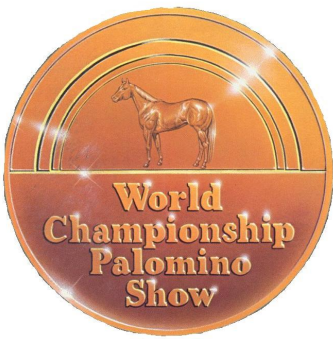
1. Walk to A.
2. Jog from A to B.
3. Walk at B around to C.
4. Jog at C around to D.
5. Stop at D and backone horse length.
6. Turn 90 degrees to the right on the hindquarters and jog out.



Walk
Jog/Trot	- - - - -
Lope/Canter	—————
Extended Trot	—— — —
Leg Yield	
Hand Gallop
Change Lead	≠
Gate	— —
Back	← — — — — —
Judge	●
Marker	○
Sidepass	← — — — — —

WESTERN HORSEMANSHIP

Novice Youth, Novice Amateur and CHP
Walk/Trot/Lope



Be ready at A.

1. Walk from A to center of pattern.
2. Jog until even with B and stop.
3. Spin 1 1/4 turns right.
4. Lope on the right lead to B. Lope a square corner at B.
5. Perform a simple lead change in the center of the pattern.
6. Lope on the left lead until even with A and C. Lope a square corner to C.
7. Stop at C and back approximately one horse length.
8. Perform a 1/4 turn left and extend the jog until even with B.

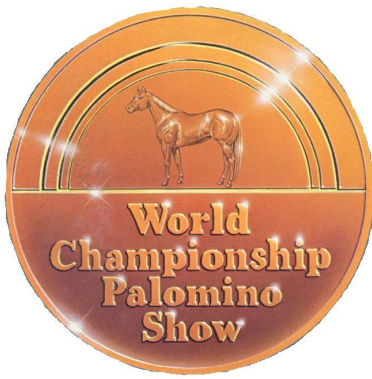
Pattern is over once you pass B at the extended jog.

Please exit the arena at the direction of your ring steward.

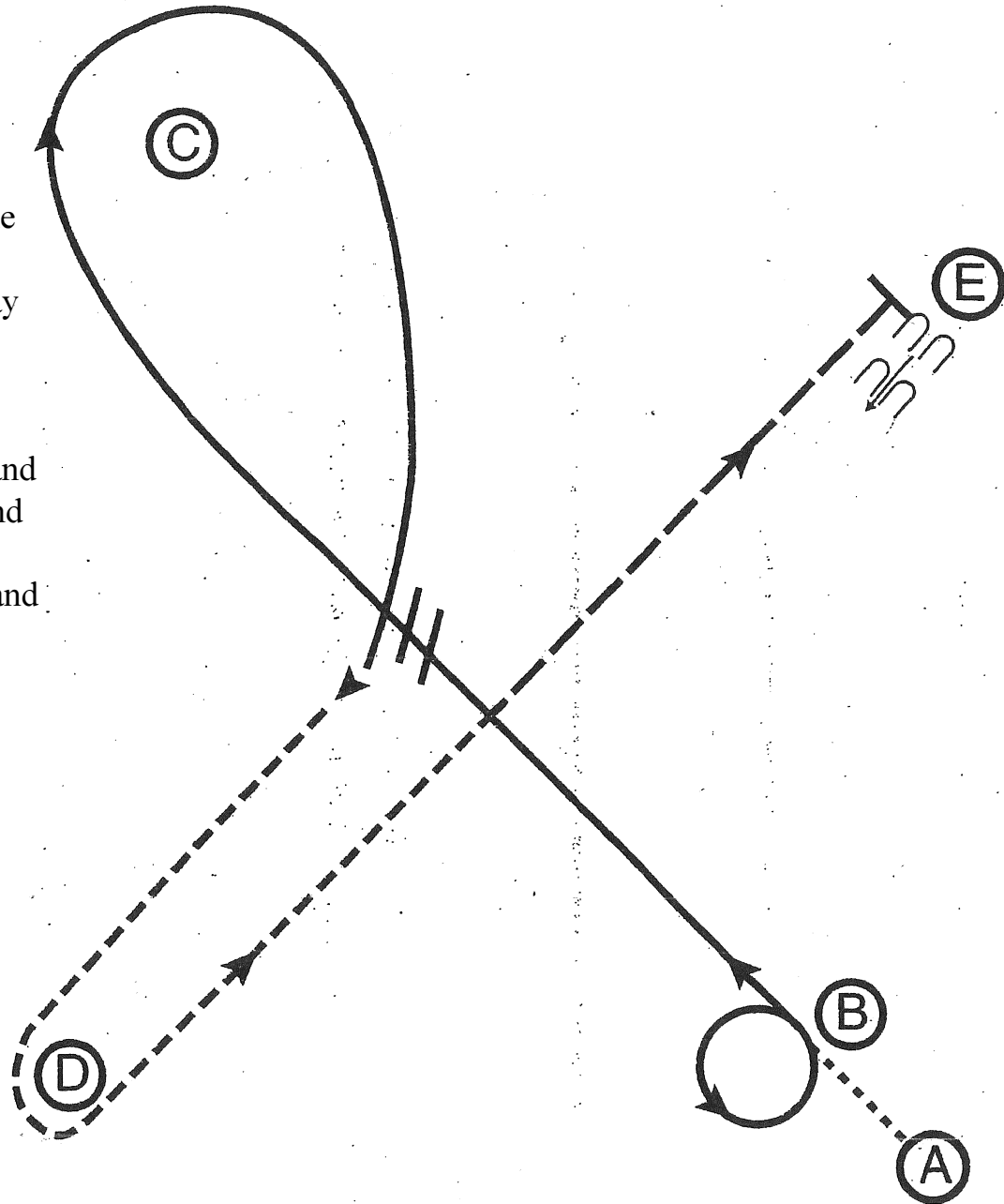
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	-----
Back	←-----
Marker	(B)

WESTERN HORSEMANSHIP

13 & Under and Amateur Select



1. Begin a marker A. Walk to B.
2. At B, execute a 360 turn on the hindquarters to the left.
3. Lope left lead from B. Halfway to C, execute a simple or flying lead change and lope around marker C towards D.
4. Halfway between markers C and D, break into a jog and jog around D.
5. Halfway between markers D and E, extend the jog to E. Stop and back five steps.
6. Exit arena at a jog.

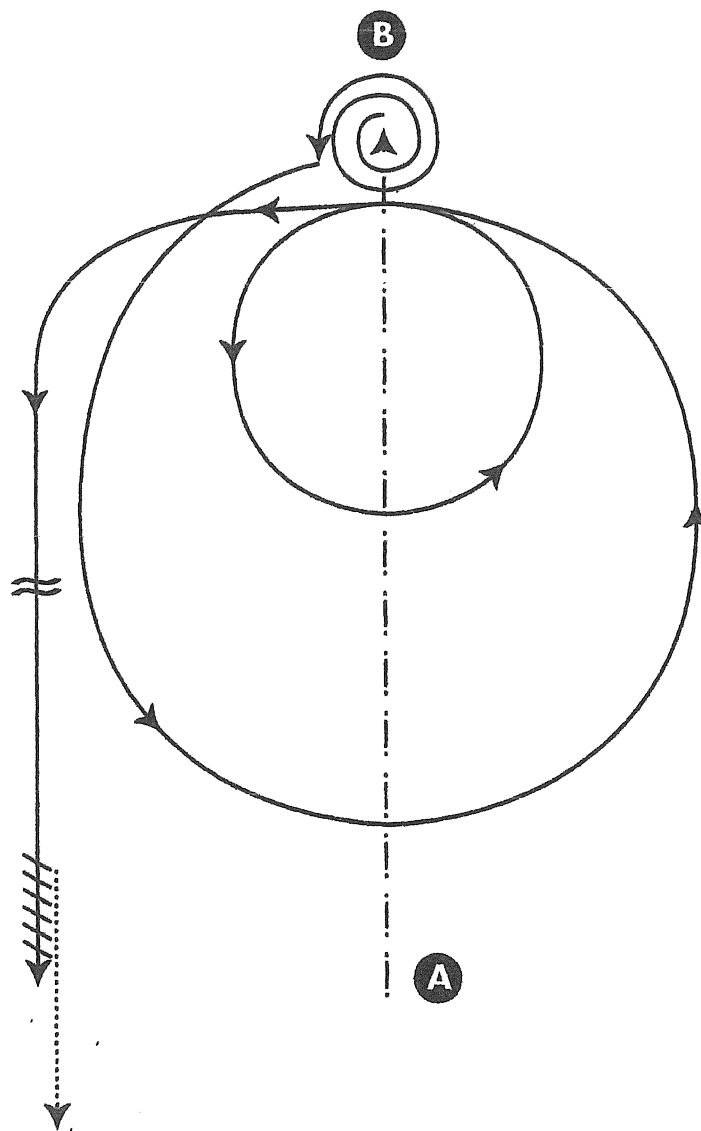
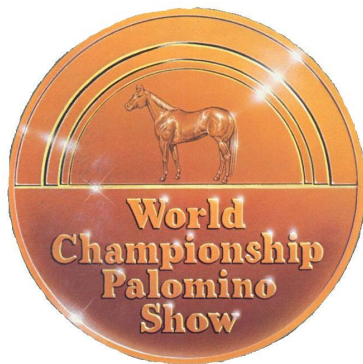


Walk
Jog/Trot	-----
Lope/Canter	—————
Extended Trot	——— ———
Change Lead	≠
Gate	/ \
Back	← ← ← ← ←
Judge	ⓐ
Marker	○
Sidepass	← ← ← ← ← ← ← ← ← ← ←

GATE

WESTERN HORSEMANSHIP

14-18 and PB Youth



INSTRUCTIONS

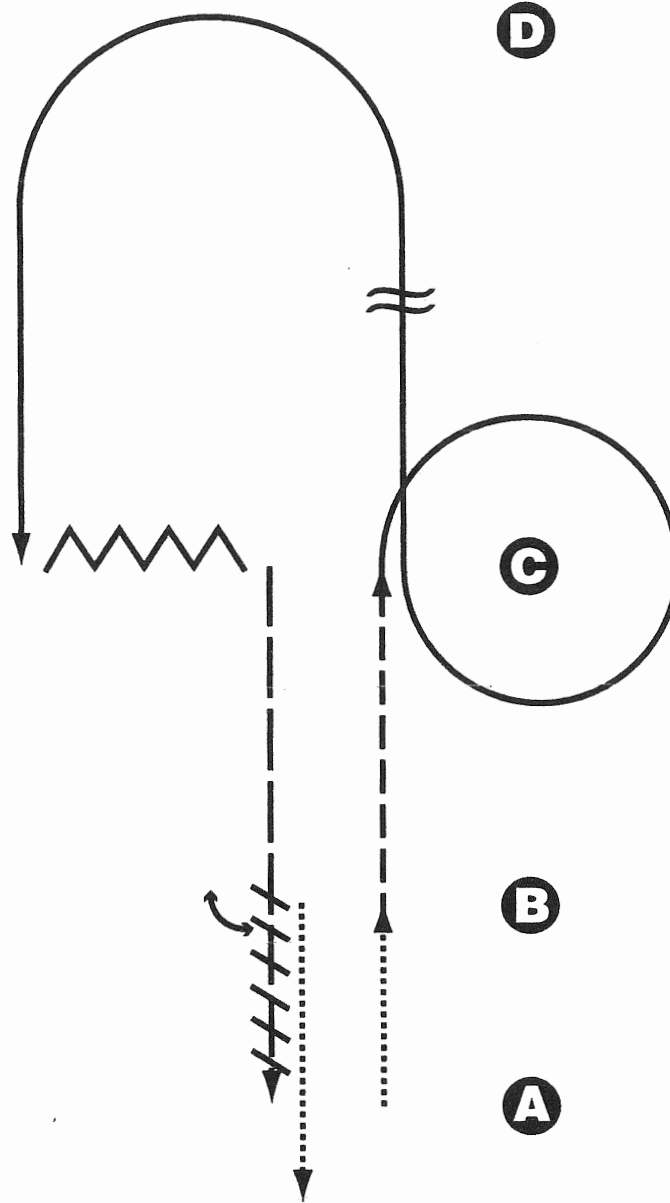
1. Begin at A. Pick up extended jog from A to B.
2. At B, stop. Execute 2 1/4 turns on the haunches to the left.
3. Begin on left lead and complete one large, fast circle.
4. Complete one small, slow circle.
5. Continue to lope toward rail. Then turn left.
6. Execute a simple or flying lead change at least 20' from the rail.
7. When even with A, Stop, Back.
8. Walk Forward and exit the arena at the walk.

KEY

- Walk
- Jog
- . - . - . - Extended Jog
- Lope
- \\\\\\\\\\\\\\\\\\\\ Back
- ≈ Change Leads

WESTERN HORSEMANSHIP

Amateur and PB Amateur



INSTRUCTIONS

1. Begin at A. Walk to B. At B, pick up jog to C.
2. At C, lope a small circle on right lead around C and towards D.
3. At the midpoint between C and D, execute a simple or flying lead change.
4. Lope a half circle and then lope straight towards gate.
5. When even with C, stop. Side pass left towards C.
6. Pick up extended jog to A. Stop. Back.
7. Pivot right and pivot left.
8. Exit arena at a walk.

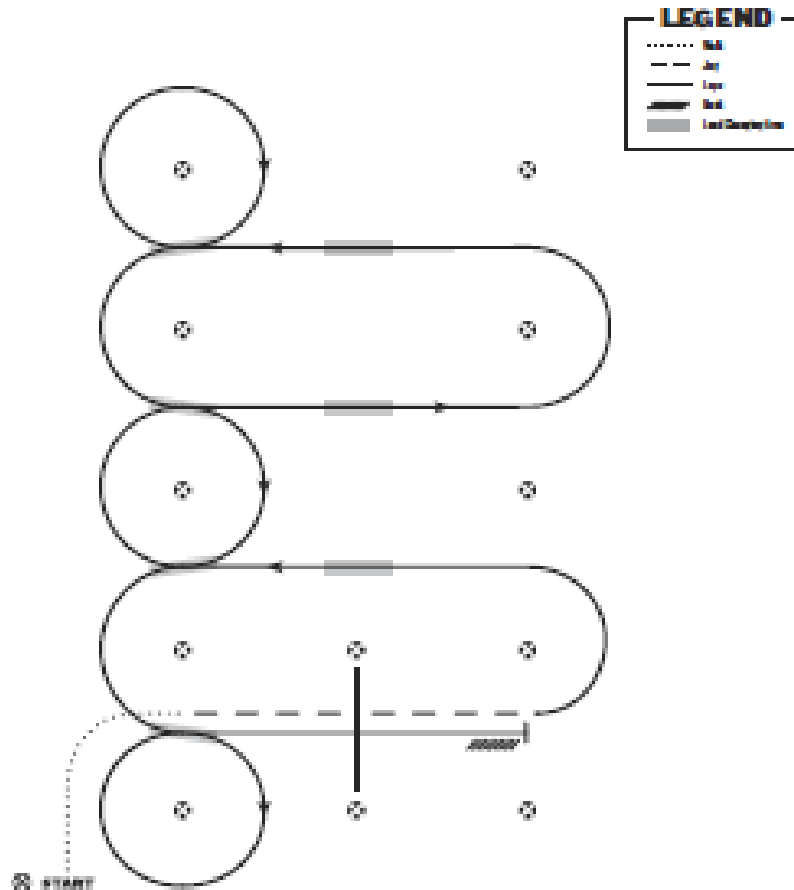
KEY

.....	WALK
-----	JOG
—————	EXTENDED JOG
—————	LOPE
//////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS



# WESTERN RIDING

All ages, All division



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back