



PATTERNS

27.08.-02.09.2017

GUT MATHESHOF

KREUTH/ RIEDEN



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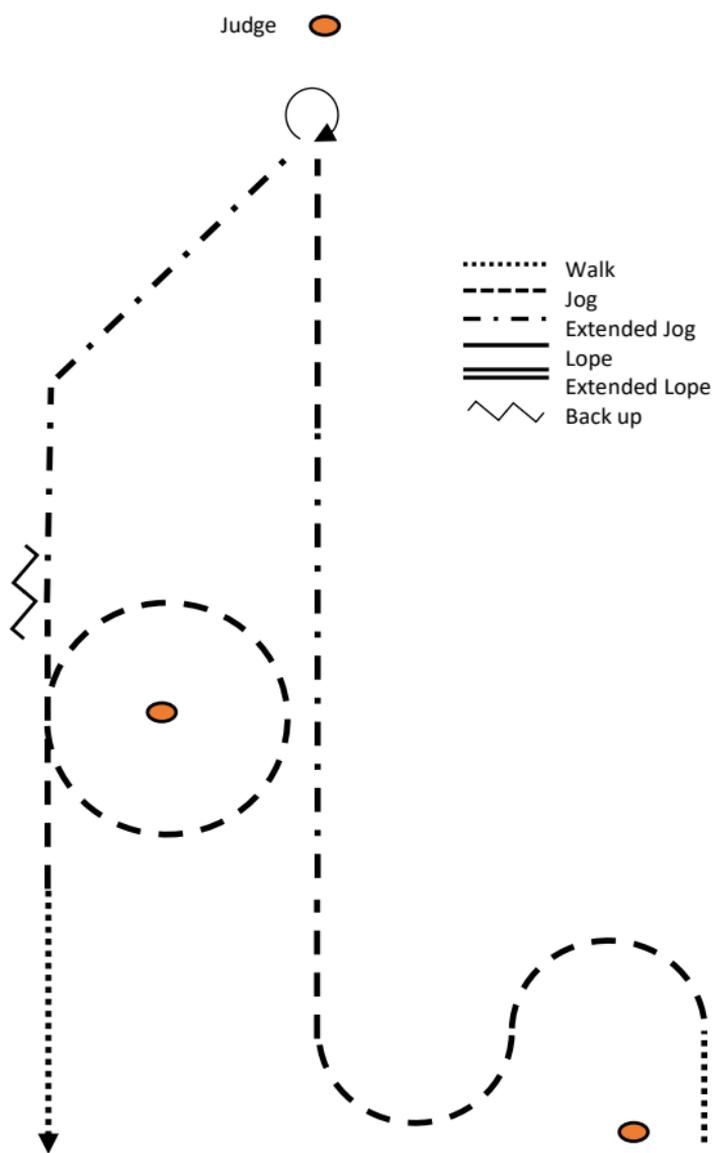


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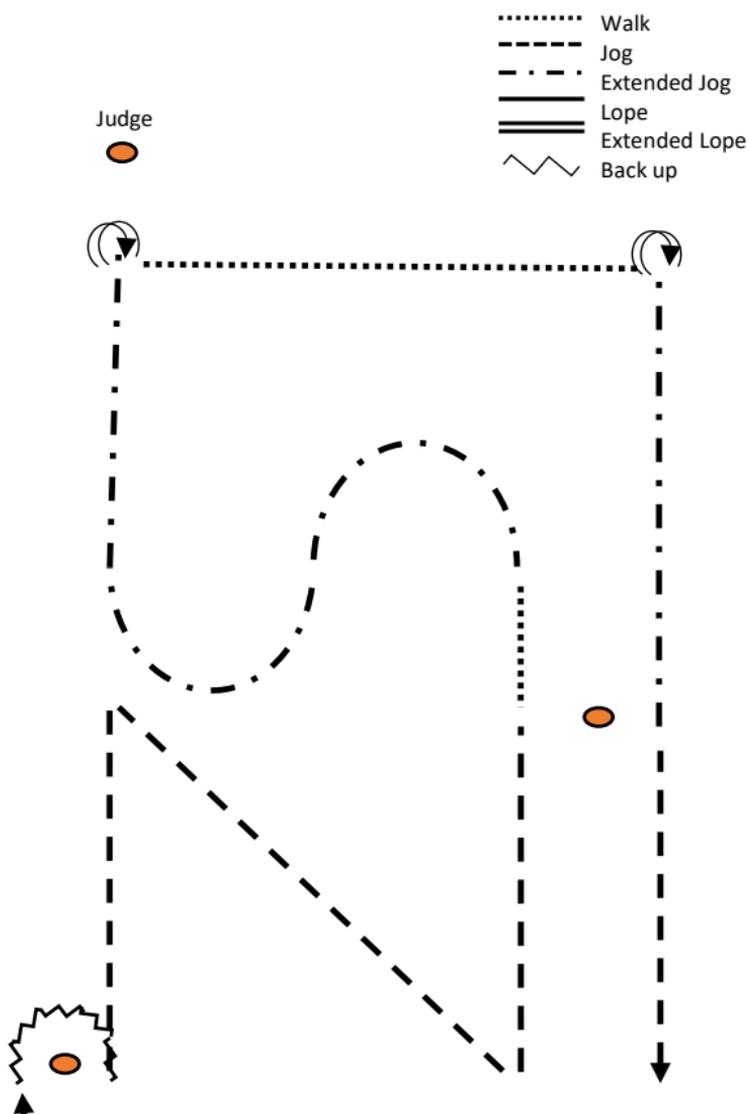
	PAGE		PAGE
AMATEUR		OPEN	
Western Horsemanship	8	Junior Reining	29
Western Horsemanship Masters	9	Senior Reining	25
Hunt Seat Equitation	11	Western Riding	30
Hunt Seat Equitation Masters	12	Yearling In Hand Trail	15
Reining	26	2-Year Old In Hand Trail	16
Western Riding	31	Junior Trail	21
Showmanship at Halter	5	Senior Trail	23
Showmanship at Halter Masters	6	Ranch Riding	33
Yearling In Hand Trail	14	Hunter Hack	13
2-Year Old In Hand Trail	14		
Trail	20	OPEN GREEN HORSE	
Trail Masters	20	Western Riding	32
Ranch Riding	34	Trail	19
Hunter Hack	13		
		OPEN SPB	
AMATEUR SPB		Reining	25
Western Horsemanship	8	Yearling In Hand Trail	15
Hunt Seat Equitation	11	2-Year Old In Hand Trail	16
Reining	26	Trail	23
Western Riding	31	Ranch Riding	33
Showmanship at Halter	5	Hunter Hack	13
Yearling In Hand Trail	14		
2-Year Old In Hand Trail	14	OPEN SPB GREEN HORSE	
Trail	21	Trail	19
Ranch Riding	34		
		YOUTH 18 & UNDER	
NOVICE AMATEUR		Western Horsemanship	8
Western Horsemanship	7	Hunt Seat Equitation	11
Hunt Seat Equitation	10	Reining	28
Reining	27	Showmanship at Halter	5
Showmanship at Halter	4	Trail	22
Trail	18	Ranch Riding	34
		Hunter Hack	13
NOVICE YOUTH			
Western Horsemanship	7	YOUTH SPB 18 & UNDER	
Hunt Seat Equitation	10	Western Horsemanship	8
Reining	27	Hunt Seat Equitation	11
Showmanship at Halter	4	Reining	28
Trail	17	Showmanship at Halter	5
		Trail	22
PHCG FUTURITY & MATURITY		Ranch Riding	34
Futurity Reining	28		
Maturity Reining	29	REINING CHALLENGE	26
Maturity Trail	24		
		NATIONSCUP	
		Showmanship at Halter	4
		Reining	27
		Trail	20



Be ready at marker

1. Walk, jog serpentine
2. Extend jog straight line to the judge
3. Regular jog, set up for inspection
4. Turn 2/3
5. Extended jog, diagonal and corner
6. Stop, back up
7. Jog circle to the left

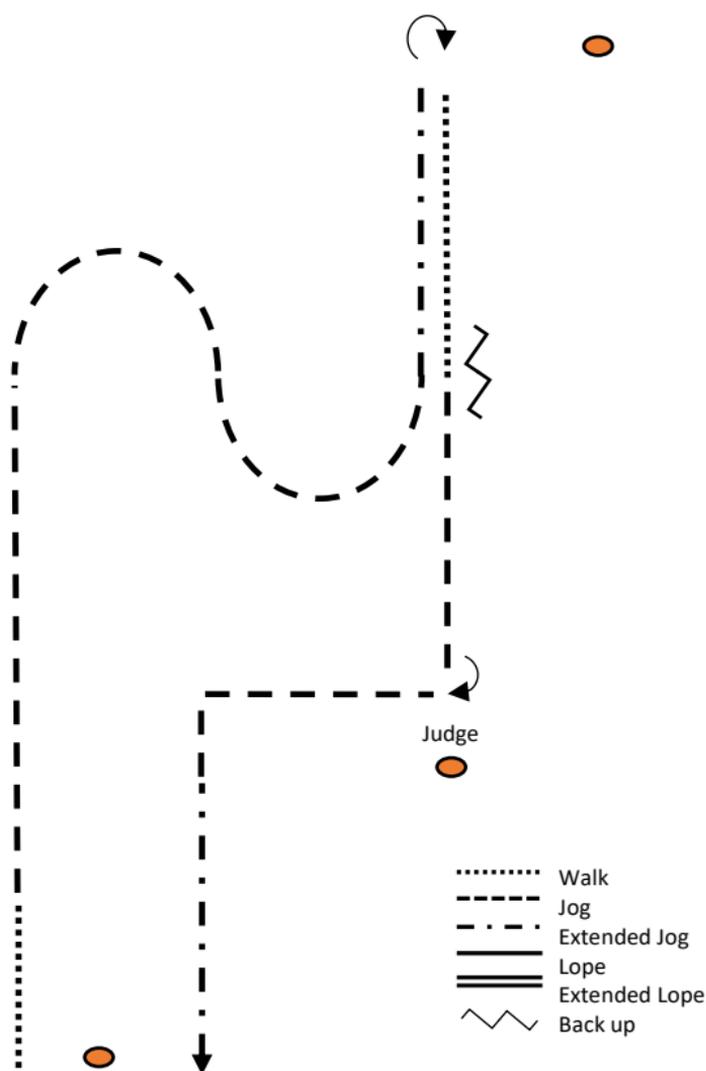
Leave the arena in walk



Be ready at marker

1. Back up ½ circle
2. Jog 3 straight lines as drawn
3. Walk at marker
4. Extended jog: ½ circle left, ½ circle right, straight line to judge
5. Set up for inspection
6. 1 ¼ turn, walk, 1 ¼ turn
7. Extended jog, regular jog at marker

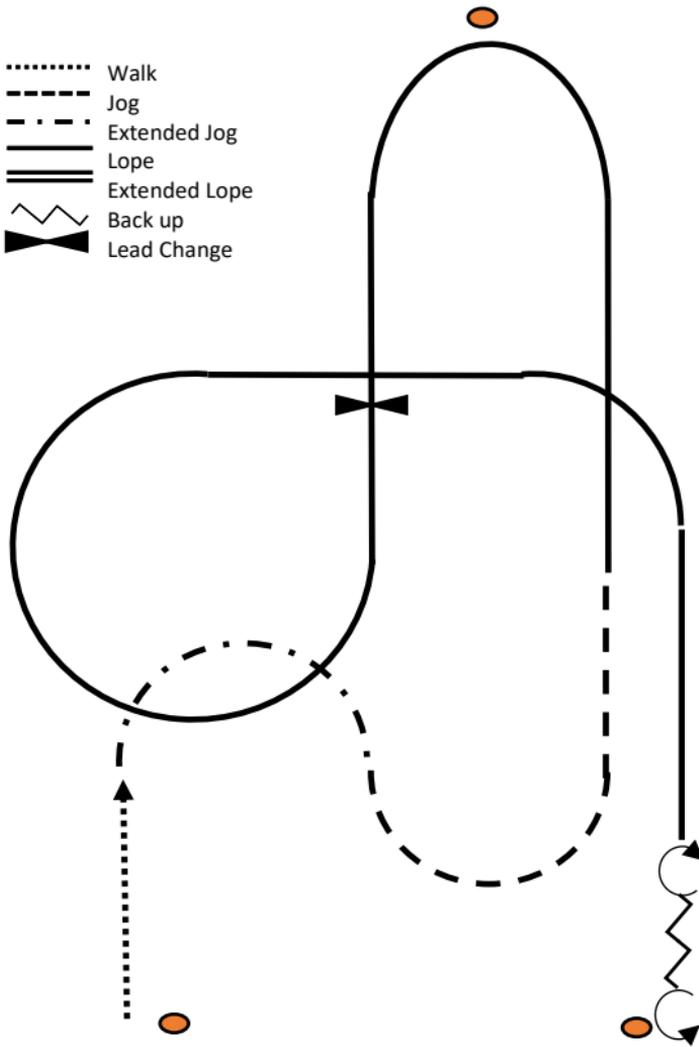
Leave the arena in jog



Be ready at marker

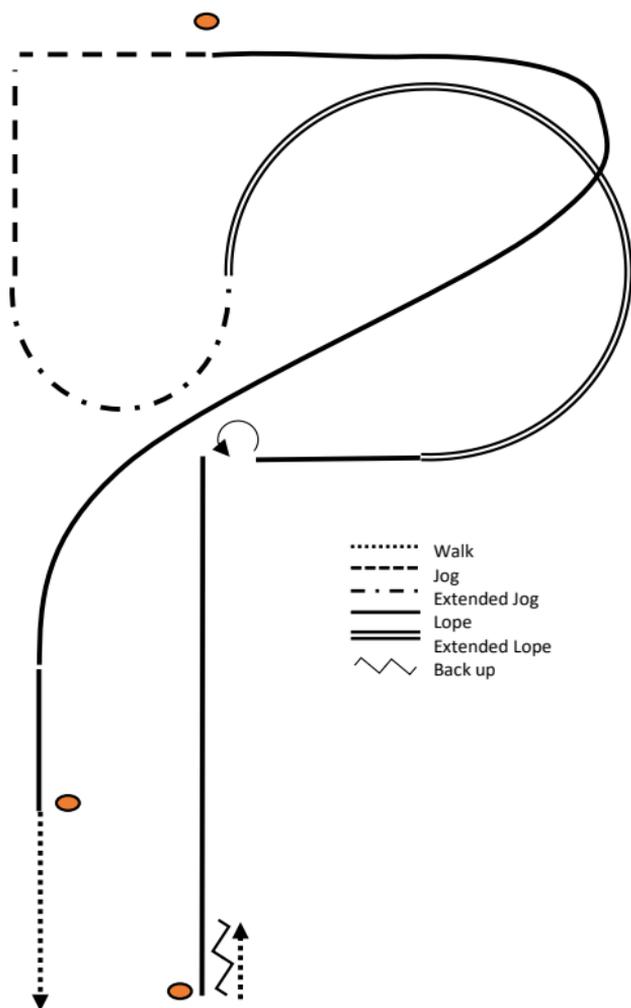
1. Walk straight line
2. Jog straight and serpentine
3. Extend jog straight line
4. When even with marker stop, turn 180 °
5. Walk, half way to judge stop, back up 4 steps
6. Jog, set up for inspection
7. Turn 90 °, jog, corner, extend jog

Exit arena



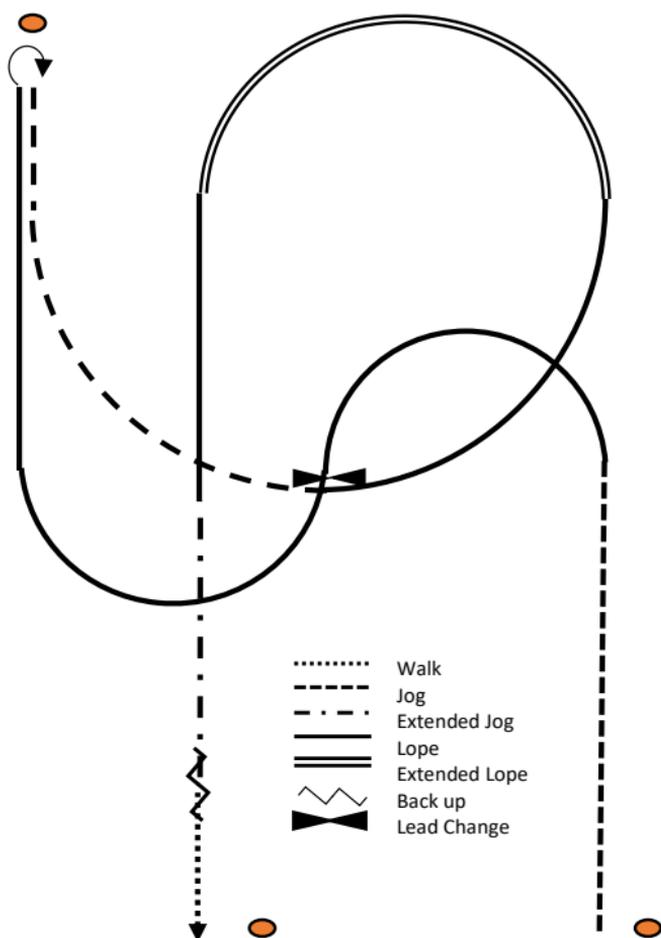
Be ready at marker

1. Walk,
2. Extended jog $\frac{1}{2}$ circle right,
3. Regular jog $\frac{1}{2}$ circle left
4. Lope, straight long side of the arena, $\frac{1}{2}$ small circle and straight line thru the center of the arena
5. Simple lead change at center of the arena,
6. $\frac{3}{4}$ circle lope right, straight thru the arena and long side of the arena
7. Stop, turn 180° right, back up, turn 180° left



Be ready at marker

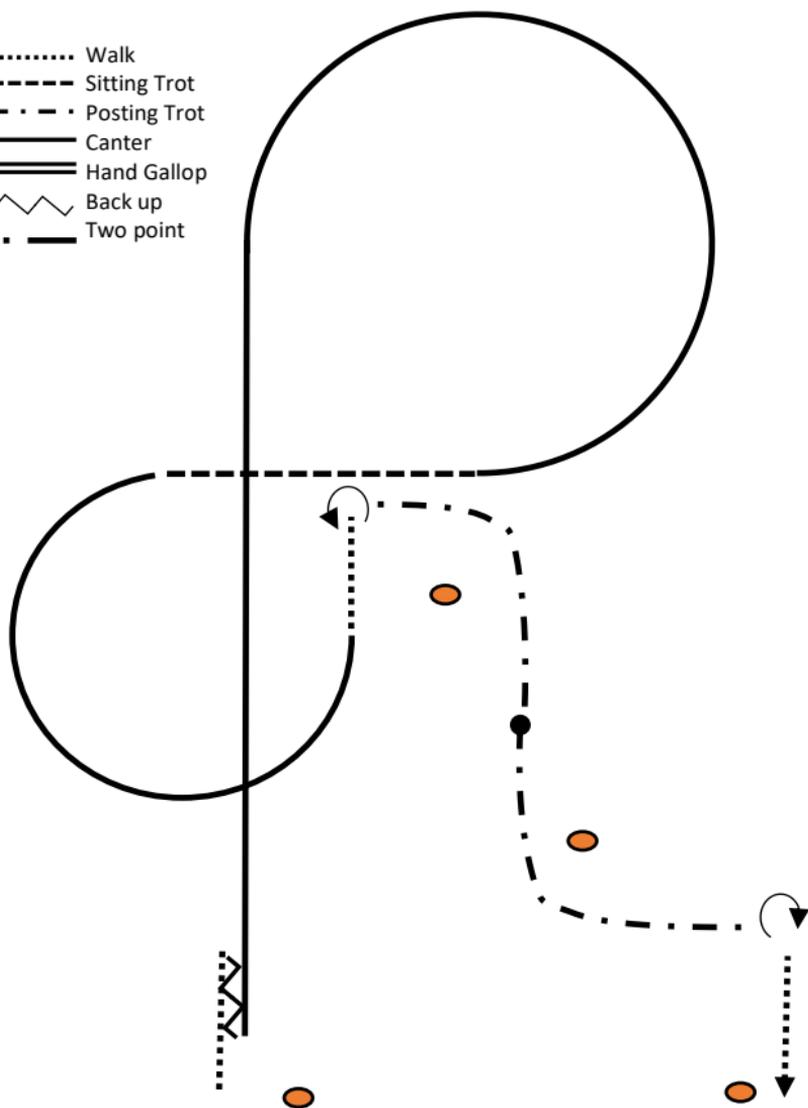
1. Walk, stop, back up
2. Lope left lead
3. Stop, turn $\frac{3}{4}$ left
4. Lope left lead, extended lope $\frac{3}{4}$ circle
5. Extended jog $\frac{1}{2}$ small circle right
6. Jog straight line & corner to the right
7. At marker lope right lead, lope diagonal, stay in right lope, walk, walk out



Be ready at marker

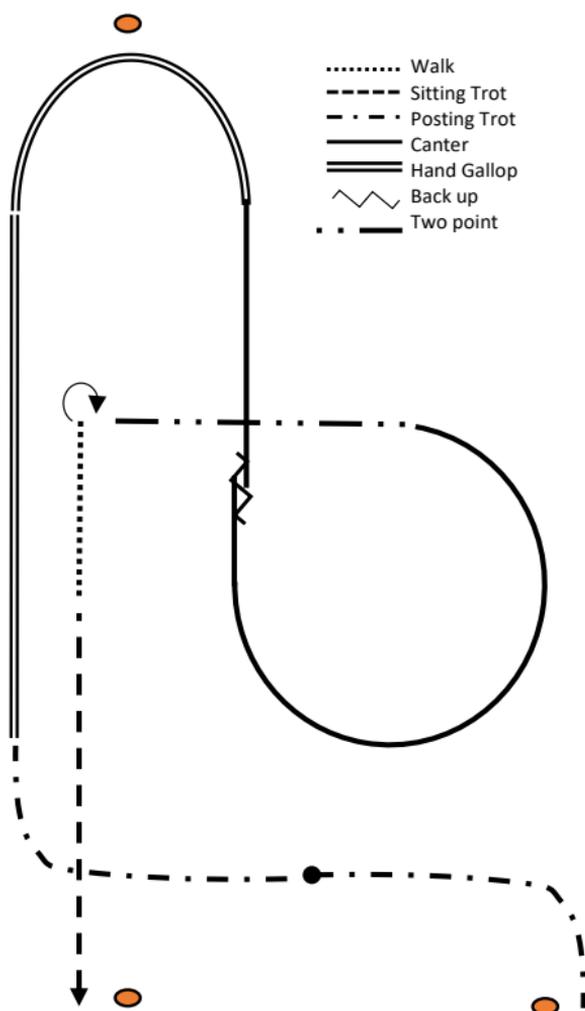
1. Jog straight line
2. Lope 1/2 circle left, 1/2 right perform a simple lead change, lope straight line to marker
3. Turn 180° right
4. Jog 1/4 circle
5. Lope 1/4 circle, extend lope 1/2 smaller circle, regular lope straight line
6. Extended jog, stop
7. Back up, walk, walk out

- Walk
- - - - - Sitting Trot
- Posting Trot
- Canter
- ==== Hand Gallop
- ∩ ∩ ∩ Back up
- · · · · Two point



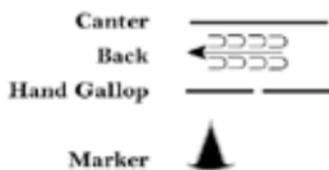
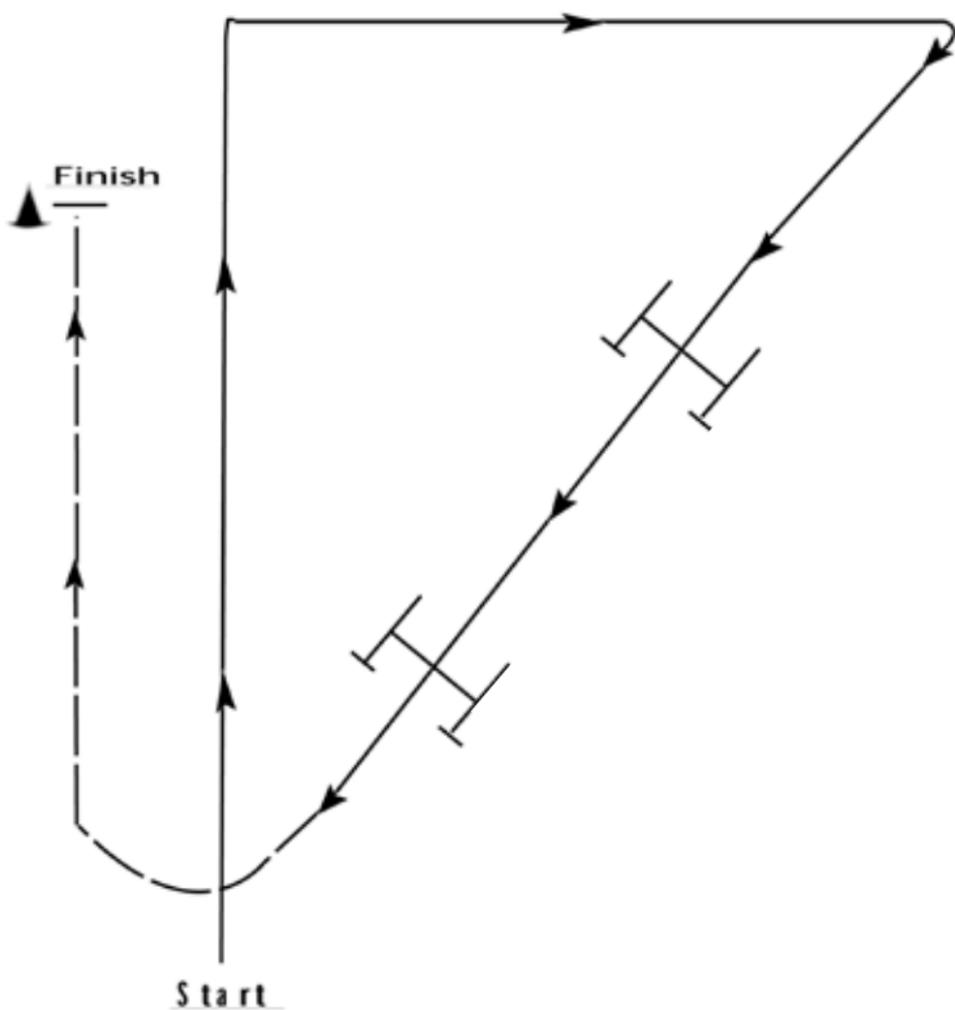
Be ready at marker

1. Walk, stop, back up
2. Canter straight line and big circle to the right
3. Sitting trot straight line
4. $\frac{3}{4}$ small circle, canter left lead, walk to center
5. Left turn $\frac{3}{4}$ on the haunches
6. Posting trot on proper diagonal, change diagonal between marker
7. Stop, right turn $\frac{1}{4}$ on the haunches, walk out

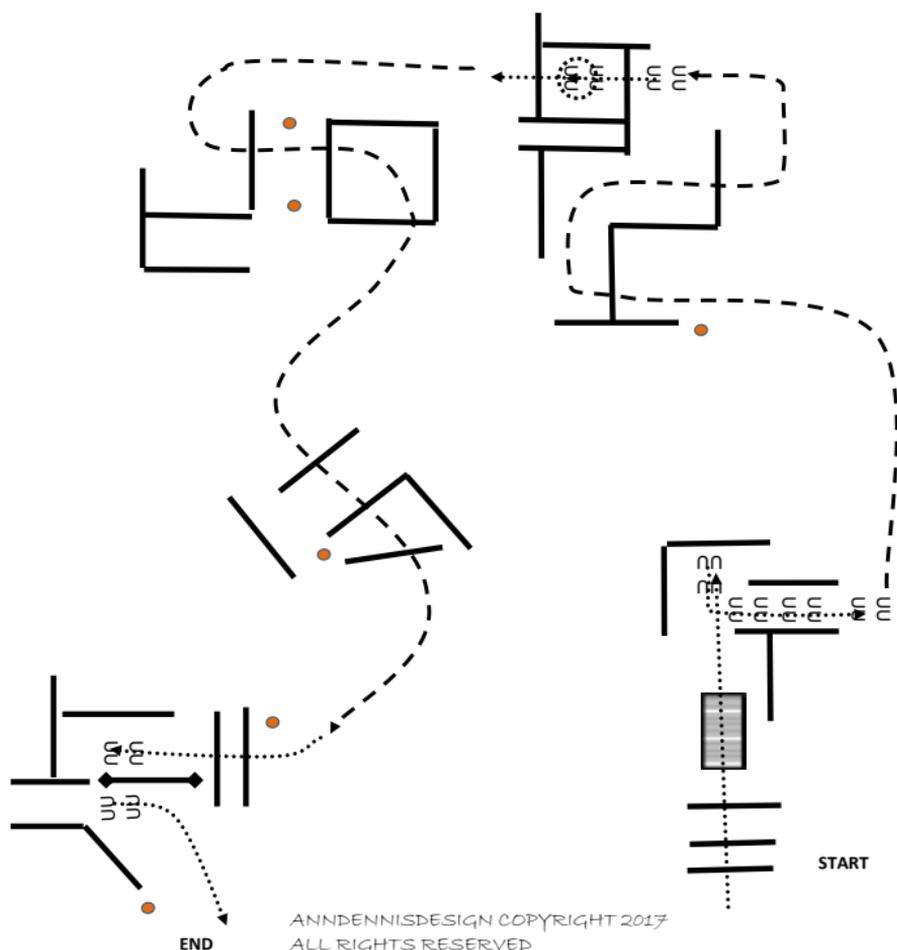


Be ready at marker

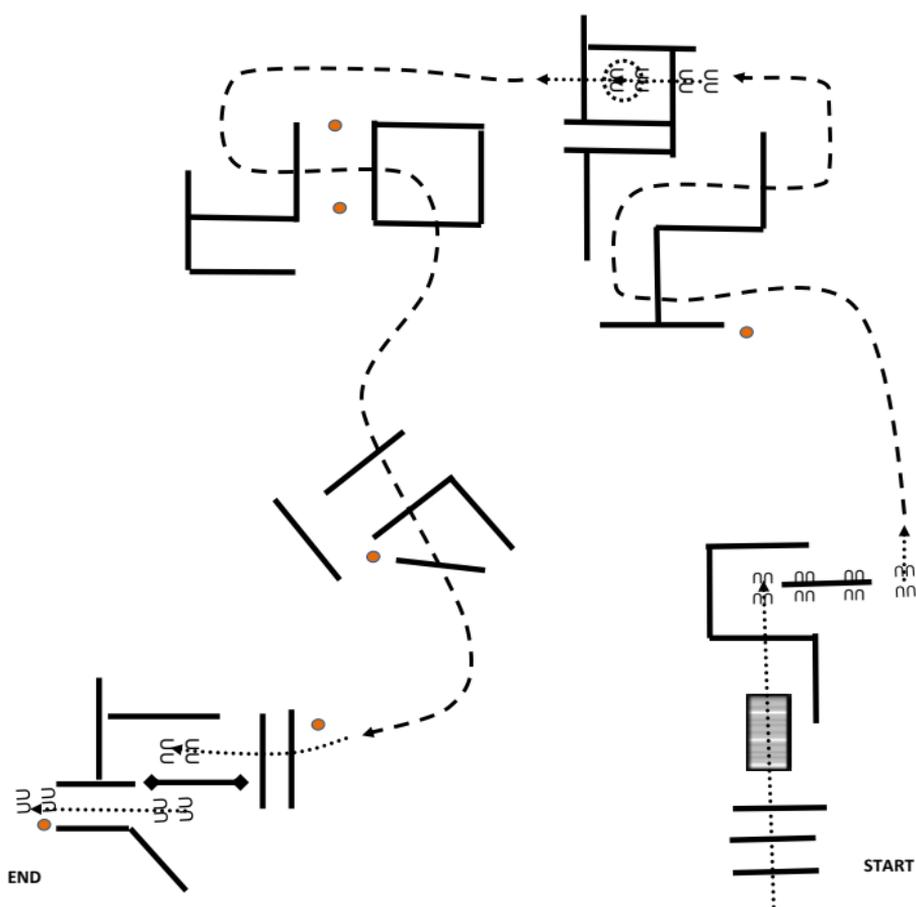
1. Posting trot on proper diagonal, change diagonal half way
2. Hand gallop long side of the arena and $\frac{1}{2}$ small circle
3. Canter to center of the arena, stop, back up
4. Canter left hand, small $\frac{3}{4}$ circle
5. Two point straight line, stop
6. $\frac{3}{4}$ right turn on the forehand
7. Walk, two horse lengths, sitting trot



1. After 2nd fence, hand gallop to marker and stop
2. Drop your reins to signify completion

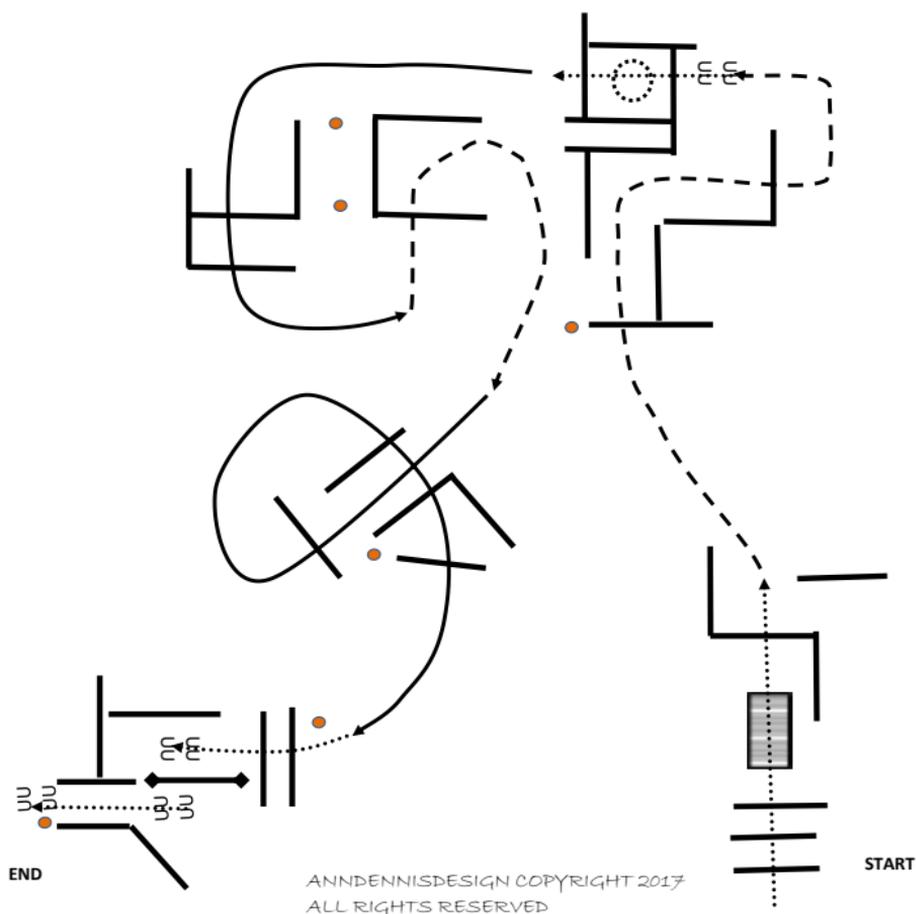


1. Walk overs, bridge
2. Back out chute
3. Trot serpentine
4. Stop or break to a walk, walk in box, 360° turn right, walk over
5. Trot over pole, thru markers and box
6. Trot overs
7. Stop or break to a walk, walk overs, stop, left hand gate open, lead thru, close, walk past marker to end pattern

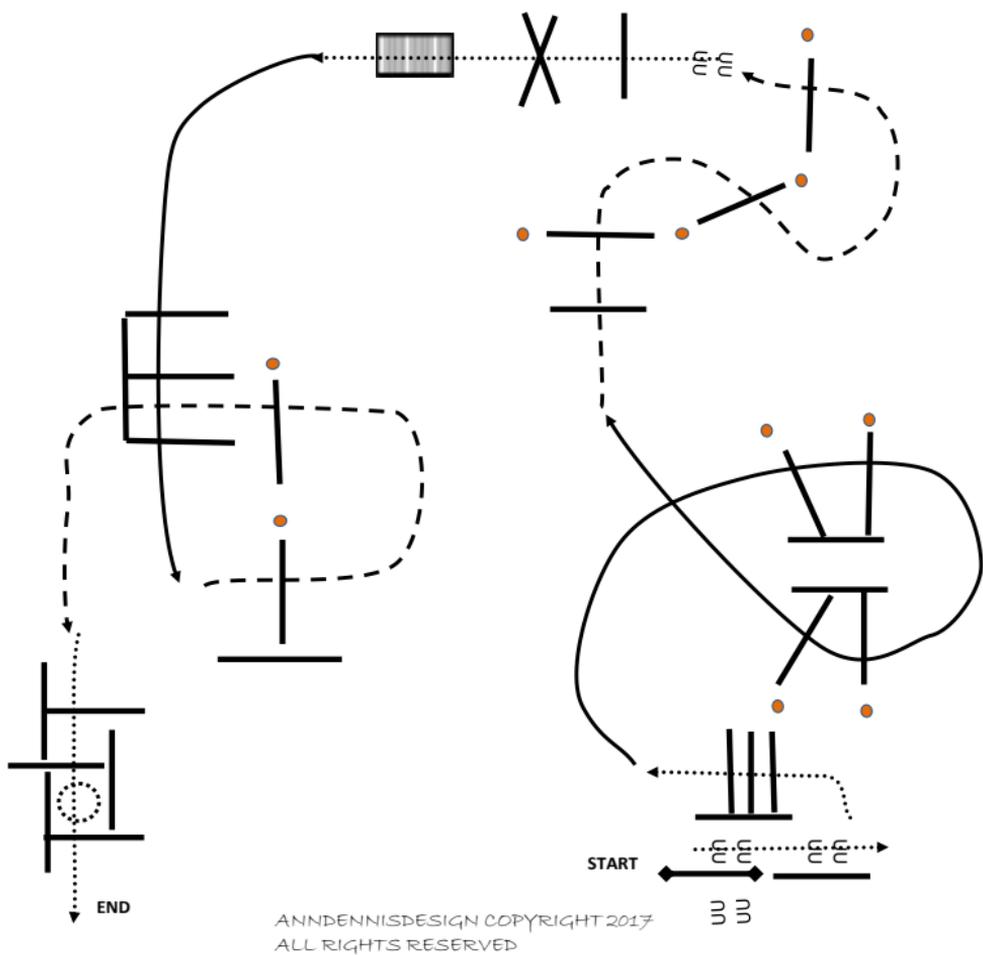


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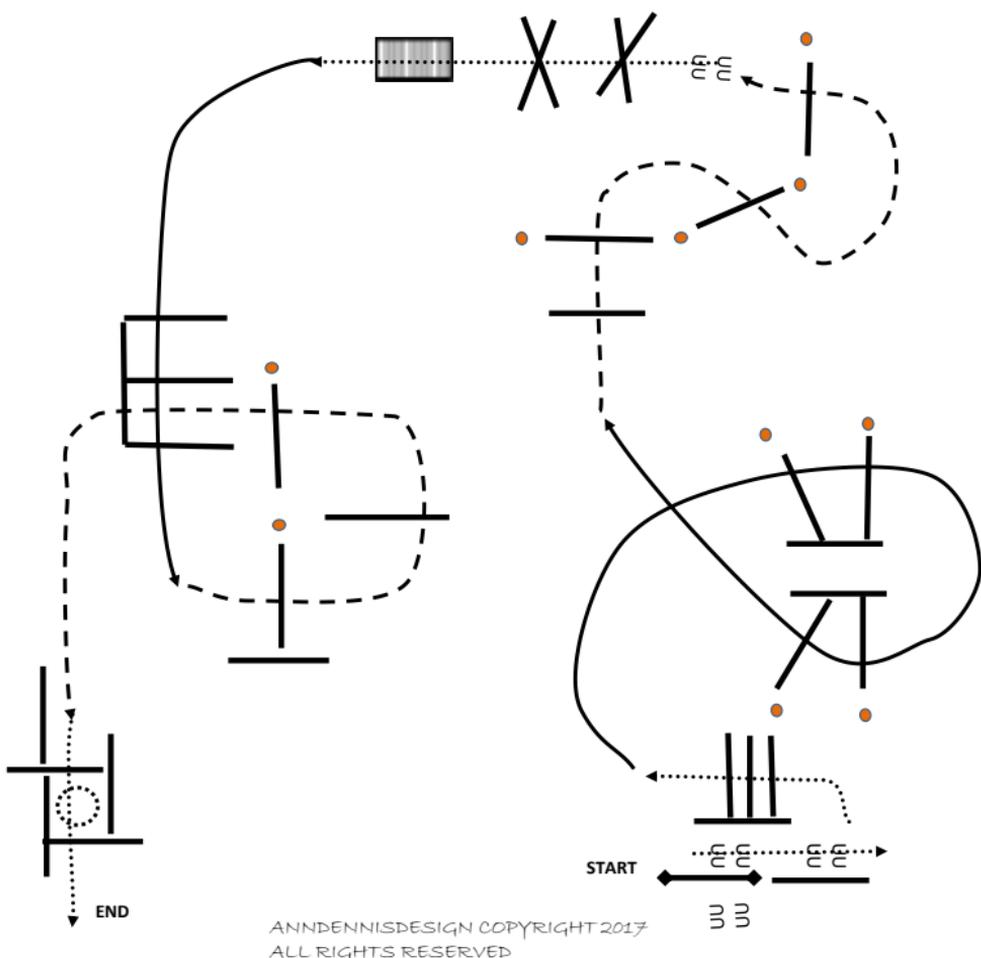
1. Walk overs, bridge, walk over
2. Sidepass right
3. Trot serpentine
4. Stop or break to a walk, walk in box, turn 360° right, walk over
5. Trot over pole, thru markers and box
6. Trot overs
7. Stop or break to a walk, walk overs, stop, left hand gate open, lead thru, close
8. Back out chute to end pattern



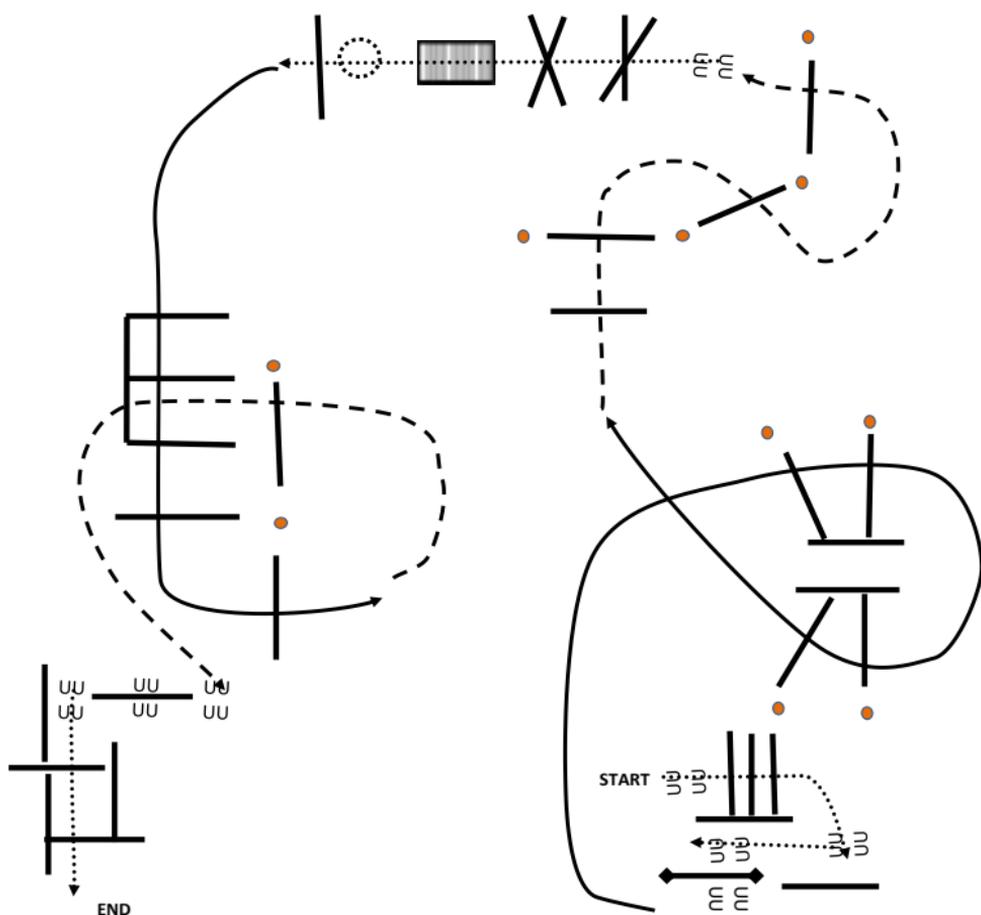
1. Walk overs, bridge, walk over
2. Jog serpentine
3. Stop or break to a walk, walk in box, stop, 360° turn either way, walk over
4. Left lead lope overs
5. Jog over
6. Right lead lope overs
7. Stop or break to a walk, walk overs, stop, left hand gate open, ride thru, close
8. Back out chute to end pattern



1. Left hand gate, open, ride thru, close
2. Back out from gate, walk overs
3. Right lead lope overs
4. Jog serpentine
5. Stop or break to a walk, walk overs, bridge
6. Left lead lope overs
7. Jog overs
8. Stop or break to a walk, walk in box, stop, 360° turn either way, walk over

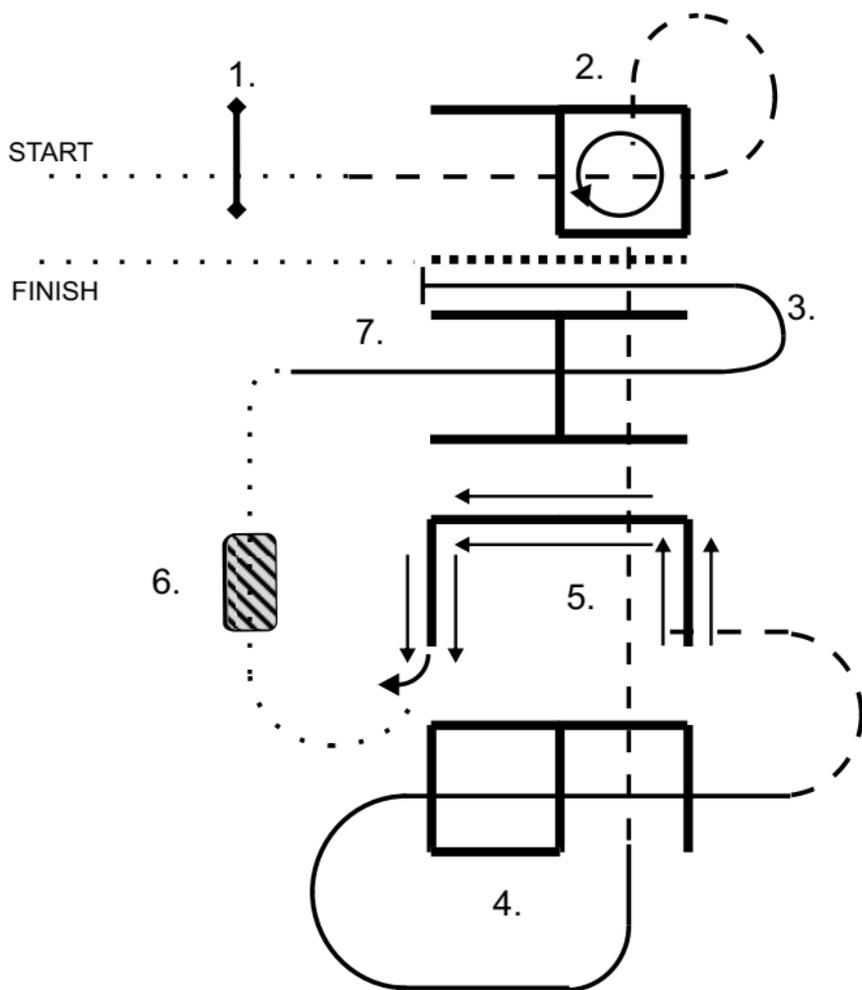


1. Left hand gate open, ride thru, close
2. Back out from gate, walk overs
3. Right lead lope overs
4. Jog serpentine
5. Stop or break to a walk, walk overs, bridge
6. Left lead lope overs
7. Jog overs
8. Stop or break to a walk, walk in box, stop, 360° turn either way, walk over



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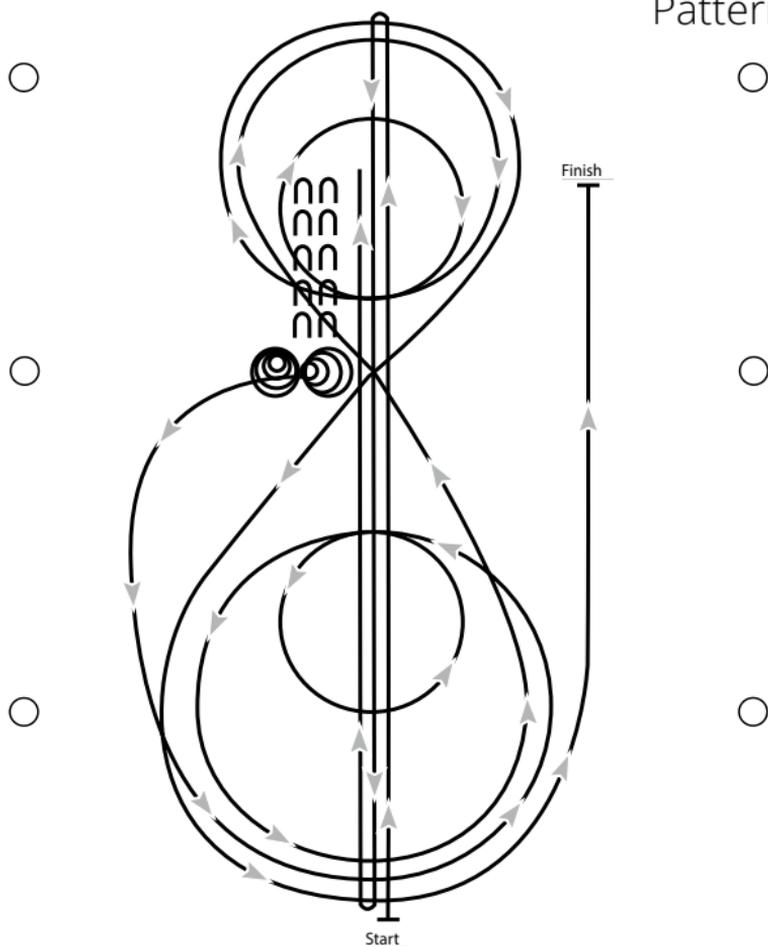
1. Walk overs, back to gate
2. Right hand gate open, ride thru, close, right lead lope
3. Right lead lope overs
4. Jog serpentine
5. Stop or break to a walk, walk overs, bridge, 360° turn either way, walk over
6. Left lead lope overs
7. Jog overs
8. Stop at pole, sidepass off pole, walk overs



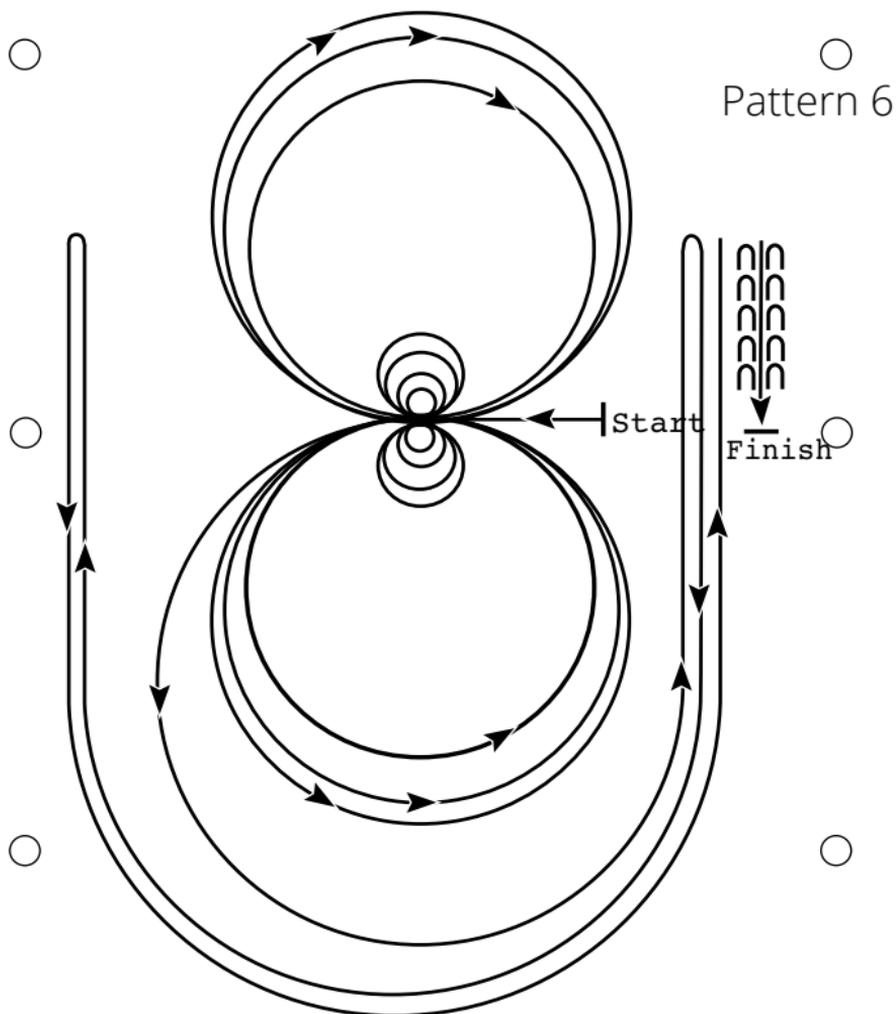
1. Work gate
2. Jog over 3 poles into box, turn 360 degrees to the left
3. Jog out of box and over 5 poles
4. Lope right lead over 3 poles
5. Break to a jog. Stop over pole. Sidepass to the right over 3 poles. Turn 90 degrees to the right
6. Walk over bridge
7. Lope left lead over pole, stop between obstacles. Back until even with corner of „P“

Walk to exit.

Pattern 1

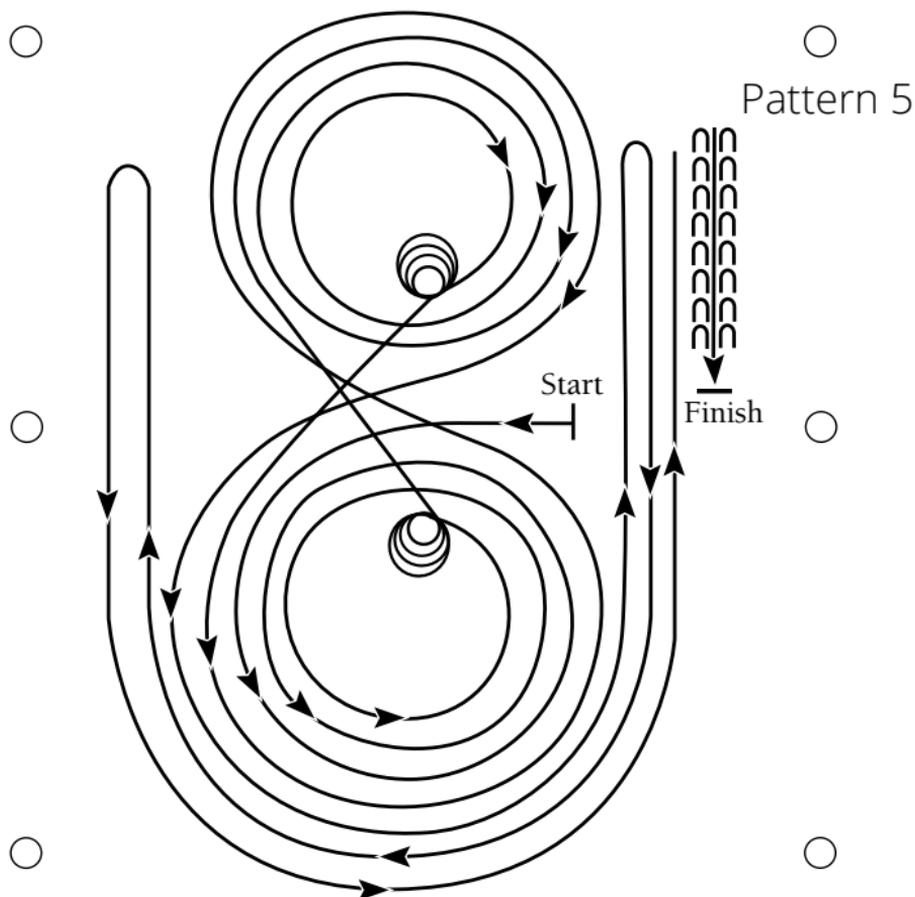


1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (3m). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left; the first circle large and fast; the second circle small and slow; the third circle large and fast.
Change leads at the center of the arena.
7. Complete three circles to the right; the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from wall or fence. Hesitate to demonstrate the completion of the pattern.
Rider may dismount and drop bridle to the designated judge.



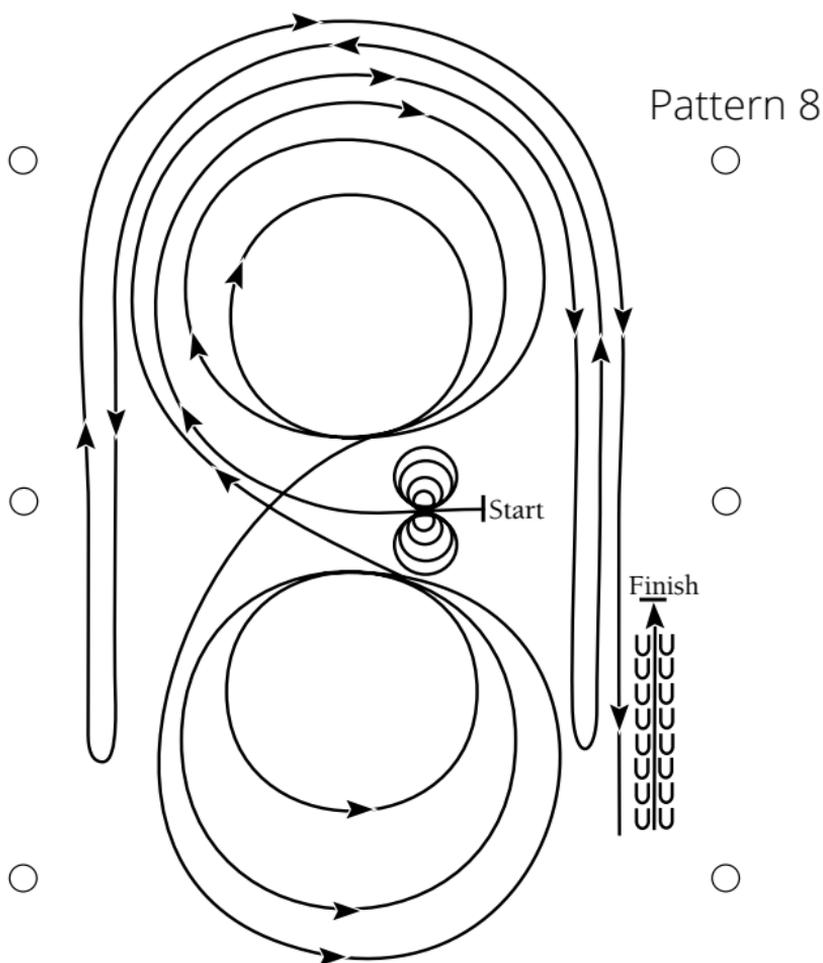
Horses may walk or trot to the center of the arena. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
 2. Complete four spins to the left. Hesitate.
 3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
 4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
 5. Begin a large, fast 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 twenty feet (6.09m) from the wall or fence – no hesitation.
 6. Continue back 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 twenty feet (6.09m) from the wall or fence – no hesitation.
 7. 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 twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate the completion of the pattern.
- Rider may dismount and drop bridle to the designated judge.



Horses may walk or trot to the center of the arena. Beginning at the center of the arena facing the left wall or fence.

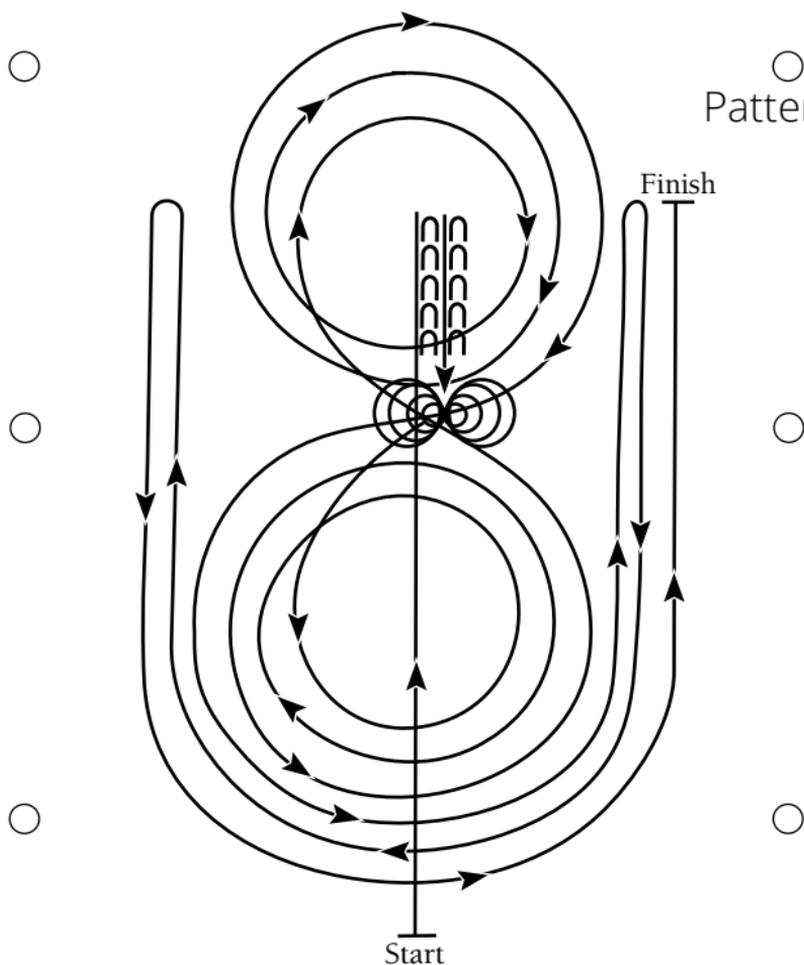
1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
 2. Complete four spins to the left. Hesitate.
 3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
 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 twenty feet (6.09m) 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 twenty feet (6.09m) 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 twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.
- Rider may dismount and drop bridle to the designated judge.



Horses may walk or trot to the center of the arena. 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 large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left roll back at least twenty feet (6.09m) from the wall or fence – no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll-back at least twenty feet (6.09m) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern. Rider may dismount and drop bridle to the designated judge.

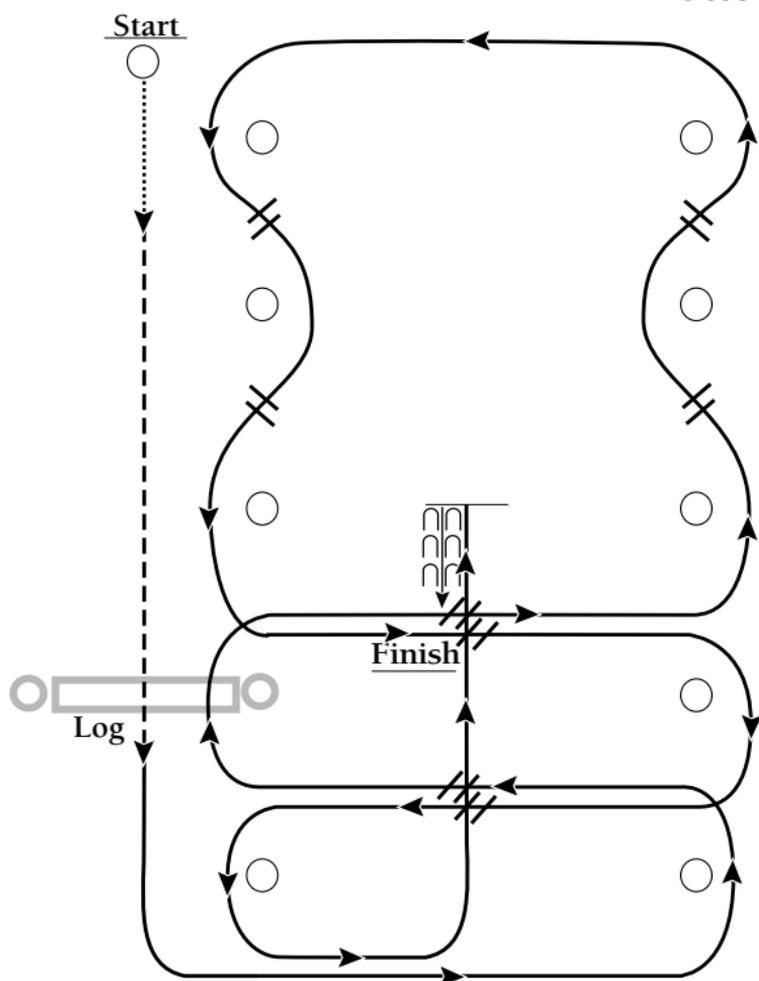
○ ○
Pattern 9



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3m). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, 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. 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.
6. Begin a large fast 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 twenty feet (6.09m) from the wall or fence – no hesitation.
7. Continue back around the 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 twenty feet (6.09m) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Hesitate to demonstrate completion of the pattern.

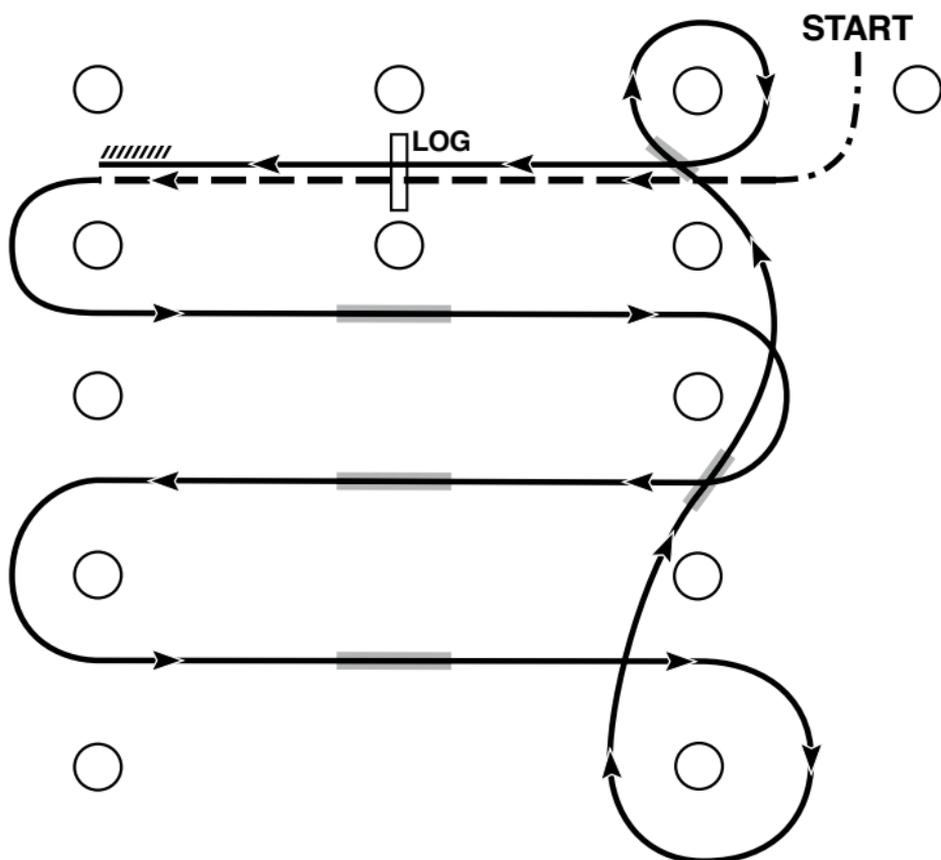
Rider may dismount and drop bridle to the designated judge.

Pattern 3

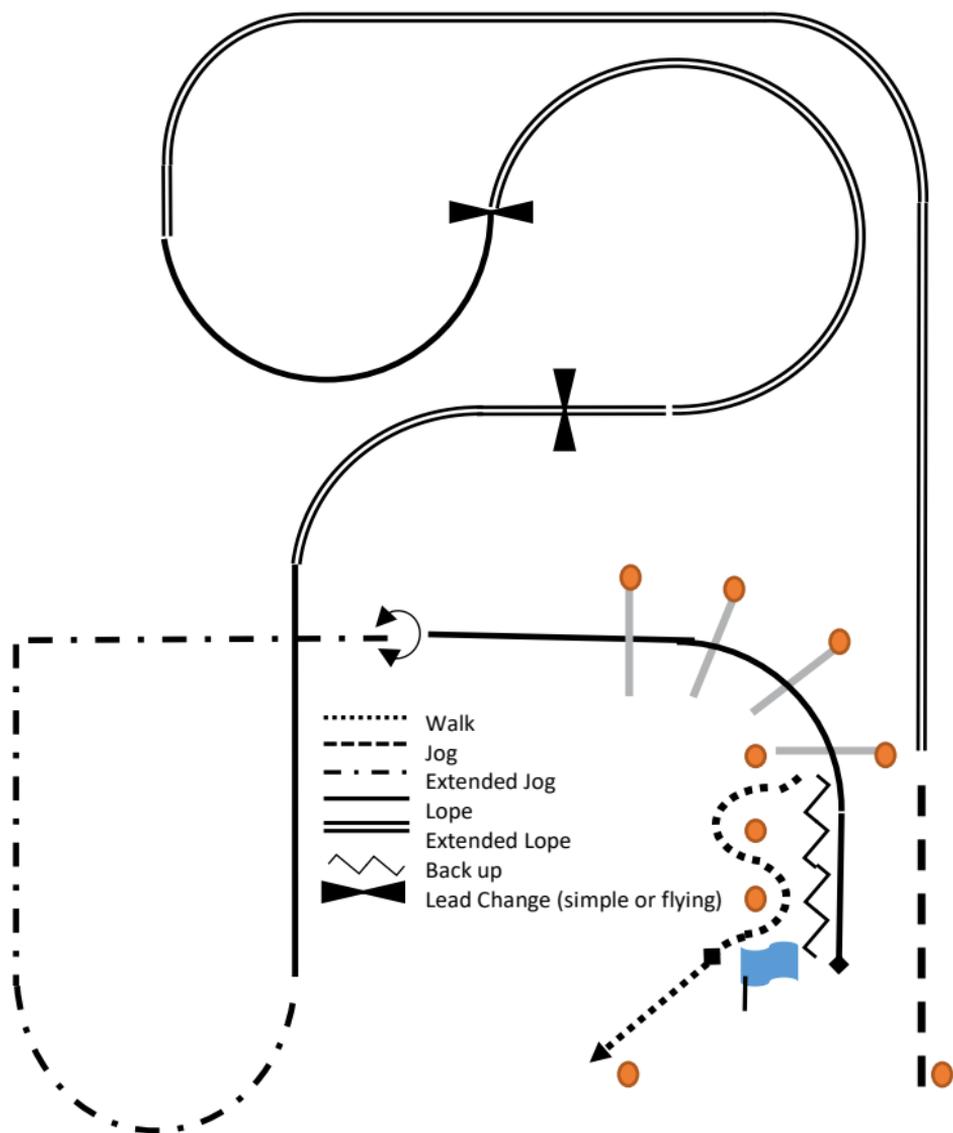


1. Walk halfway between markers; transition to jog, jog over log.
2. Transition to lope, lope to left around end.
3. First crossing change.
4. Lope over log.
5. Second crossing change.
6. First line change.
7. Second line change.
8. Third line change.
9. Fourth line change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.

Pattern 2

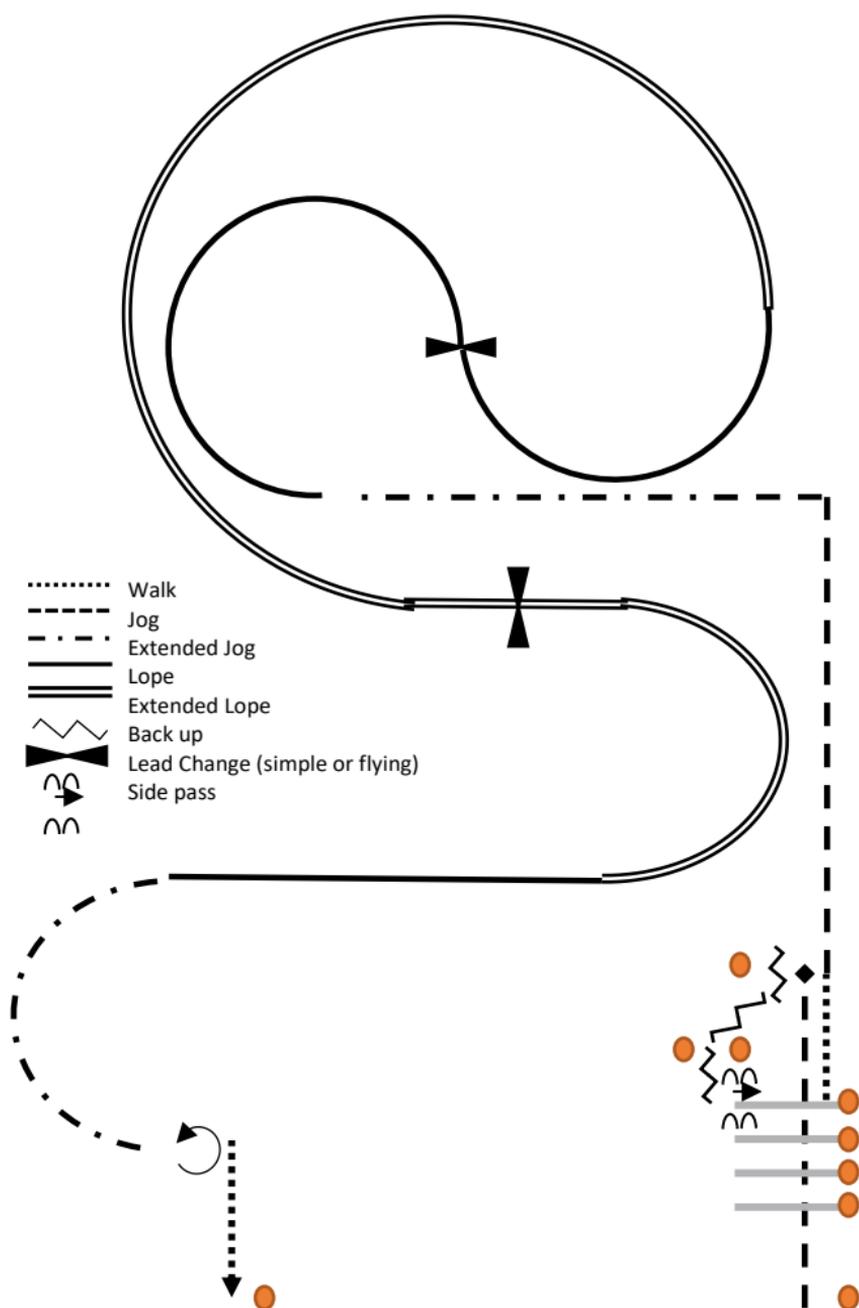


1. Walk, transition to log, jog over log.
2. Transition to left lead lope
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change and circle.
8. Lope over log.
9. Stop and back.



1. Jog, extended lope
2. Small $\frac{1}{2}$ circle to the left, regular lope
3. Lead change, extend lope, $\frac{3}{4}$ small circle to the right
4. Lead change, $\frac{1}{4}$ circle to the left, regular lope long side of the arena
5. Extended jog $\frac{1}{2}$ circle to the right, long side of the arena and around corner
6. Stop turn 360° both directions, either side first
7. Lope over, stop
8. Pick up object, back up, walk serpentine and put back object

Walk out



1. Jog over poles, stop
2. Back up
3. Side pass, walk
4. Jog, long side of the arena and corner to the left, extended jog
5. Regular lope, $\frac{3}{4}$ small circle to the right, lead change $\frac{1}{2}$ small circle to the left
6. Extend lope $\frac{3}{4}$ circle to the left, lead change, $\frac{1}{2}$ small circle right, regular lope straight line
7. Extended jog, $\frac{1}{2}$ circle to the left, stop
8. Turn $\frac{3}{4}$ left, walk



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