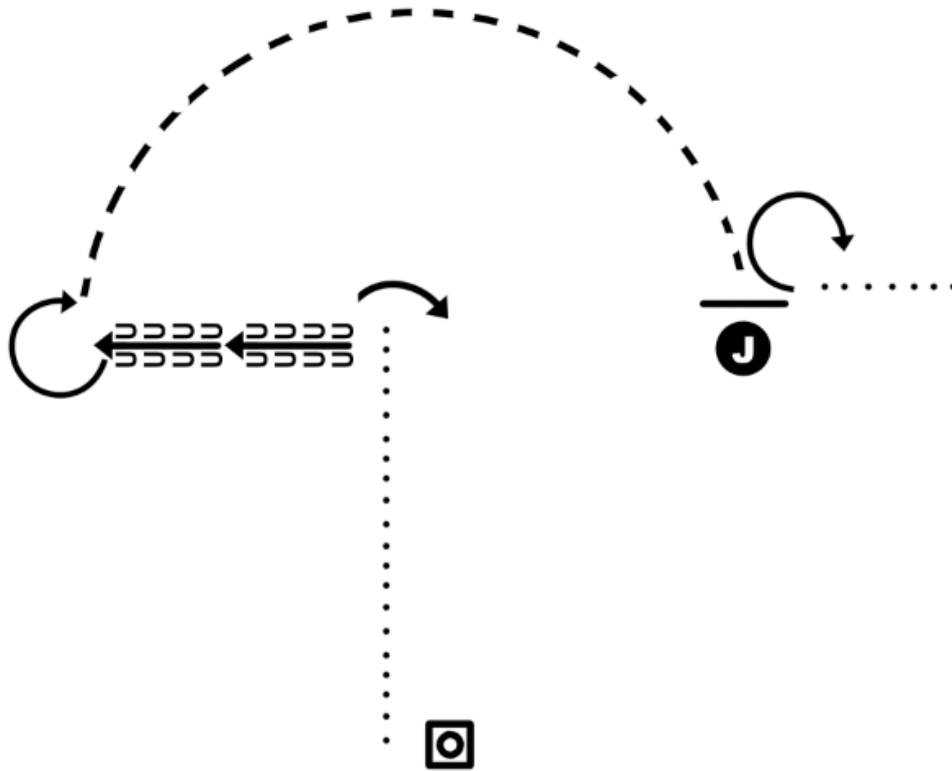


Painted Gold Classic Pattern Book v 1.3
Lumberton, NC
August 3-4, 2024

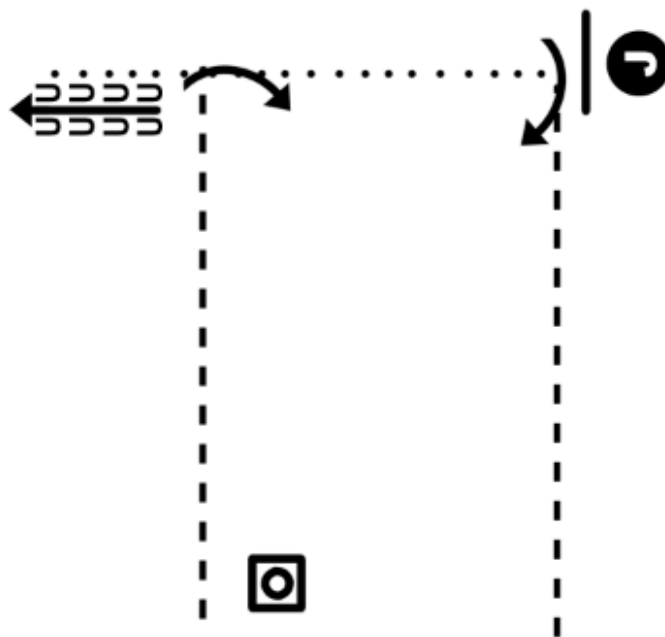


All Showmanship except CHP Showmanship
(Classes that do not permit trot should **extended walk** where
trot is drawn)



- 1. Walk until even with judge.**
- 2. 90 degree pivot right.**
- 3. Back 2 horse lengths.**
- 4. 270 degree pivot right.**
- 5. Trot/extended walk semi circle as drawn.**
- 6. Stop and set up for inspection at judge.**
- 7. 270 degree pivot right.**
- 8. Walk away to finish.**

CHP Walk Only and CHP W/T Showmanship
(Walk Only should **extended walk** where trot is drawn)



- 1. Extended walk or trot until even with judge.**
- 2. 90 degree pivot right.**
- 3. Back 1 horse length.**
- 4. Walk.**
- 5. Stop and set up for inspection at judge.**
- 6. 90 degree pivot right.**
- 7. Extended walk or trot away to finish.**



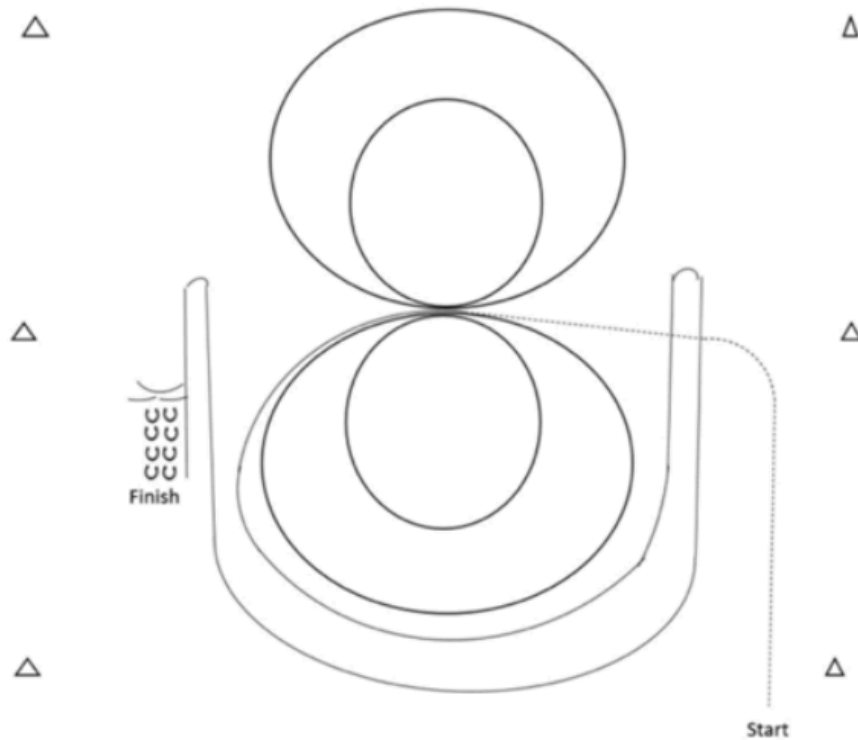
All Ranch Pleasure (Walk/Trot should **extended Trot** for all Lope)

APHA Ranch Pleasure Pattern 5

- Lope- 150 feet
- Extended Lope- 200 feet
- Ordinary Walk- 30 feet
 - Trot- 120 feet
- Stop and Reverse
- Extended Trot- 240 feet
 - Trot- 90 feet
- Extended Walk- 75 feet
 - Lope- 150 feet
 - Stop and Back

All Ranch Reining

APHA Ranch Horse Reining Pattern 4



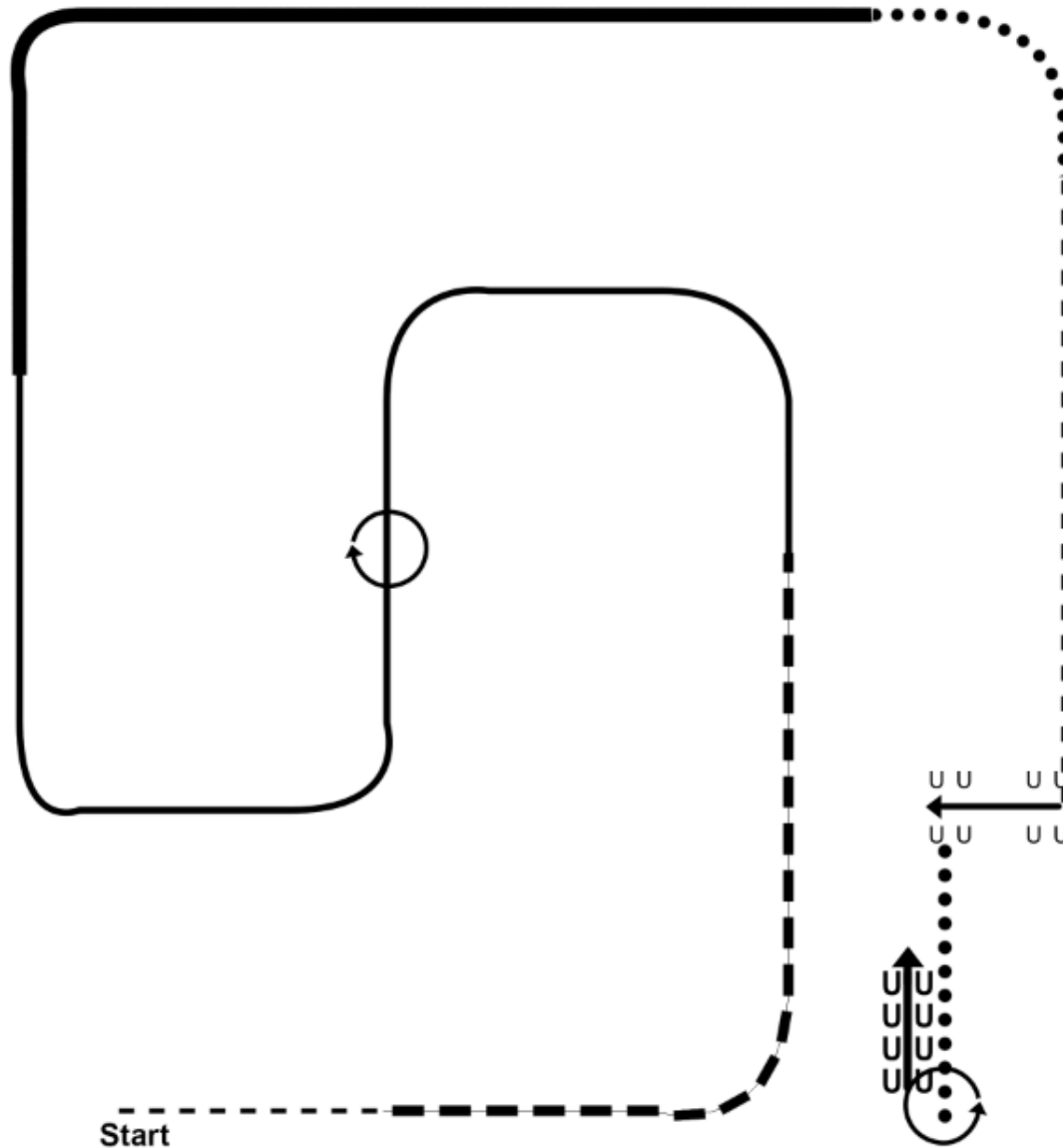
Pattern can be a trot or Lope in Pattern

1. Beginning on the left lead complete two circle to the left, The first circle small and slow, the next circle large and fast, Change leads at the center of arena.
2. Complete two circles to the right, The first circle small and slow, the next circle large and fast, Change leads in the center of the arena.
3. Begin large circle to left, but do not close the circle, run down the right side of the arena past center marker, and roll back right, no hesitation.
4. Continue around the end of the arena to run down the left side of the arena past center marker and do a left roll back, no hesitation.
5. Run past the middle marker, Stop, Back up 10 feet, 1/4 turn to right, 1/2 turn to left, 1/4 turn to Right.

Hesitate to complete pattern.

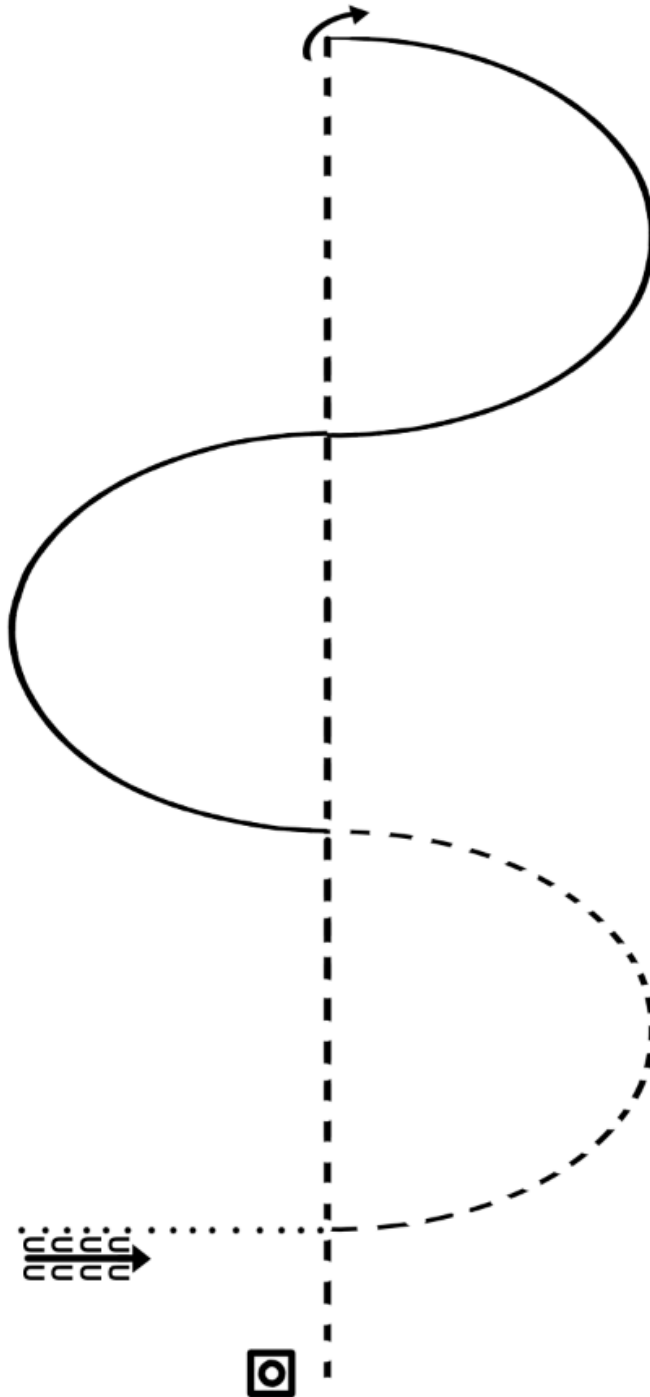


All Ranch Riding except Walk/Trot



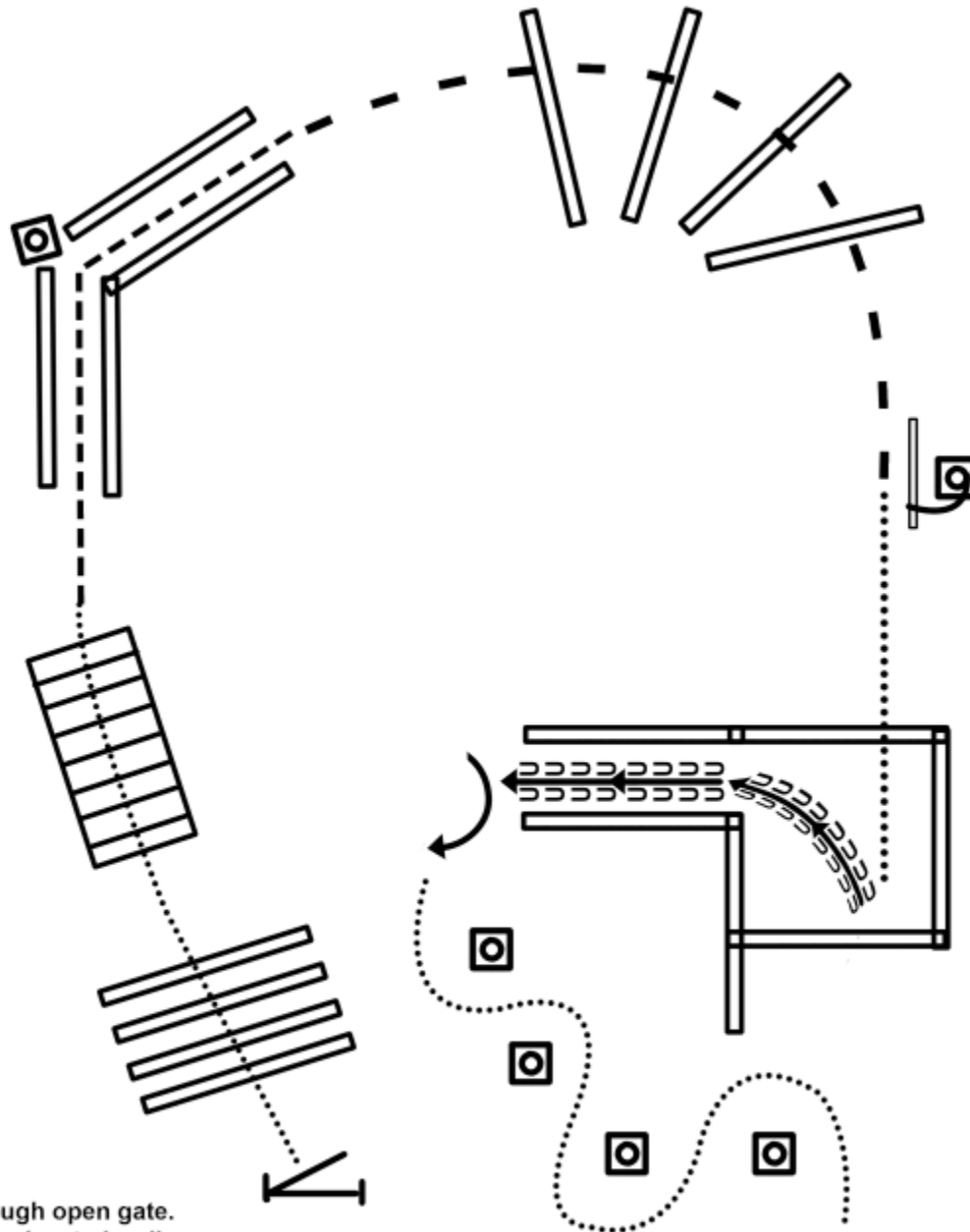
1. Jog.
2. Extended jog.
3. Lope left lead.
4. Stop and 360 degree turn right.
5. Lope right lead.
6. Extend right lead.
7. Drop to walk around corner.
8. Jog, then stop and sidepass right.
9. Walk, then 360 degree turn left.
10. Back to finish.

All Equitation except Walk/Trot



1. Trot a straight line.
2. Halt.
3. 90 degree right turn on the haunches.
4. Begin serpentine as drawn on right lead.
5. Change leads (simple or flying) on the original center line.
6. Continue serpentine left lead as drawn.
7. Continue serpentine as drawn executing sitting trot on the original center line.
8. Complete serpentine as drawn executing walk on the original center line.
9. Halt and back.

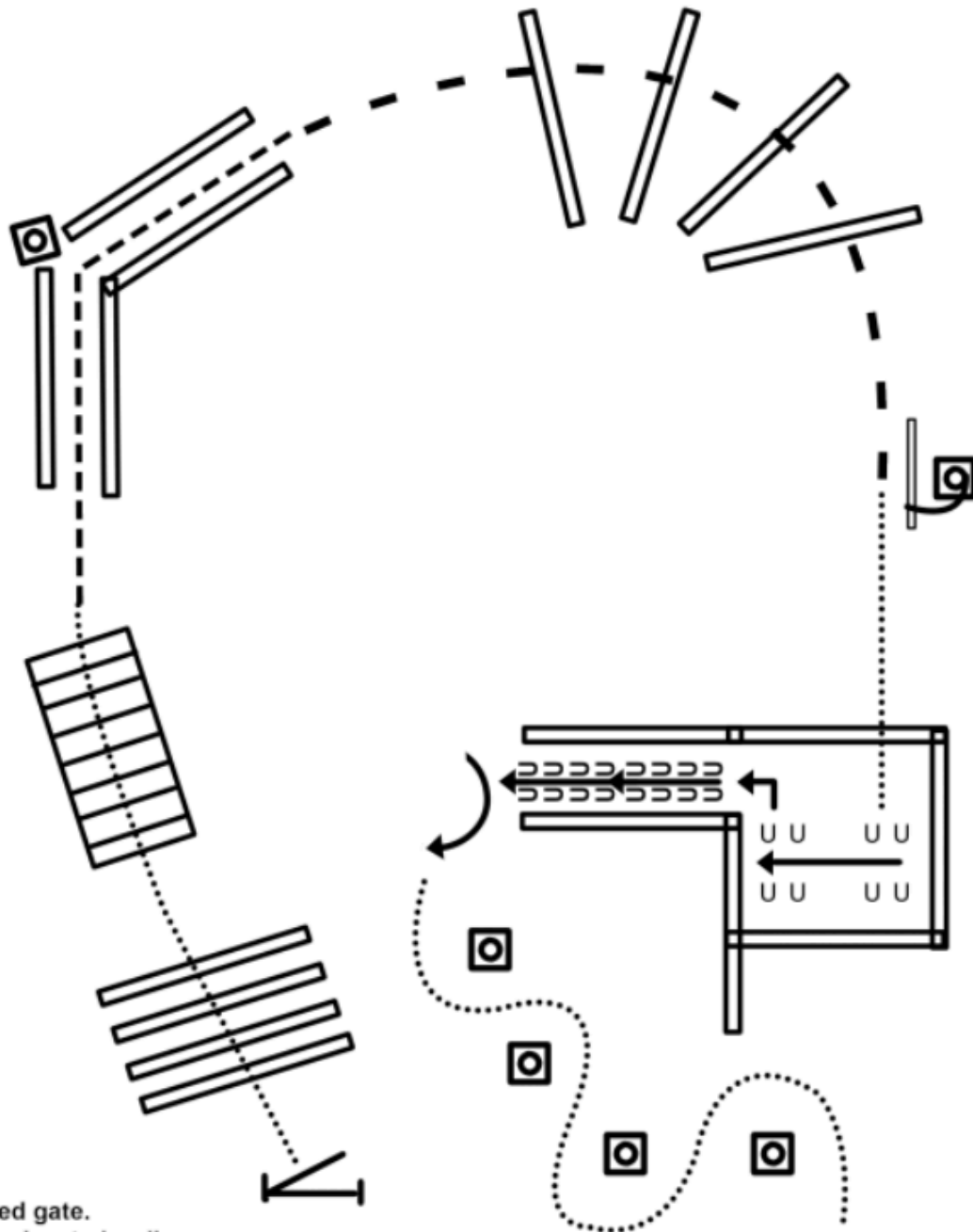
All Youth Walk/Trot and CPH W/J Unassisted Trail



1. Walk through open gate.
2. Walk over elevated walk overs.
3. Walk over bridge.
4. Jog the jog through.
5. Extended jog over jog overs.
6. Walk into box and stop.
7. Back out of box through chute.
8. Walk serpentine as drawn.

Note the drawing is not to scale.

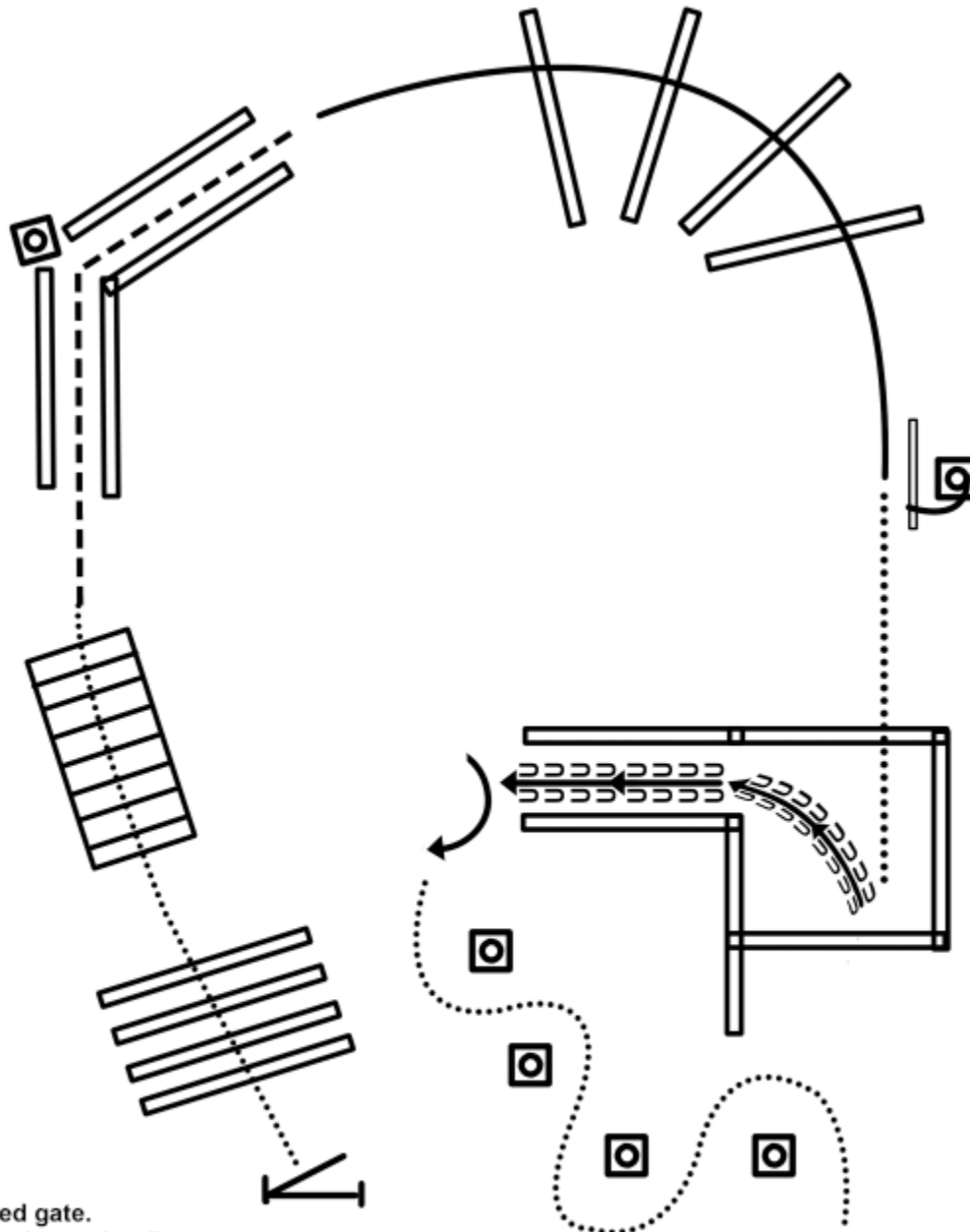
All Amateur & Adult Walk/Trot Trail; All In Hand Trail



1. Left handed gate.
2. Walk over elevated walk overs.
3. Walk over bridge.
4. Jog the jog through.
5. Extended jog over jog overs.
6. Walk into box. Stop. Sidepass right.
7. Back a right angle and out of chute as drawn. Pivot to right.
8. Walk serpentine as drawn.

Note the drawing is not to scale.

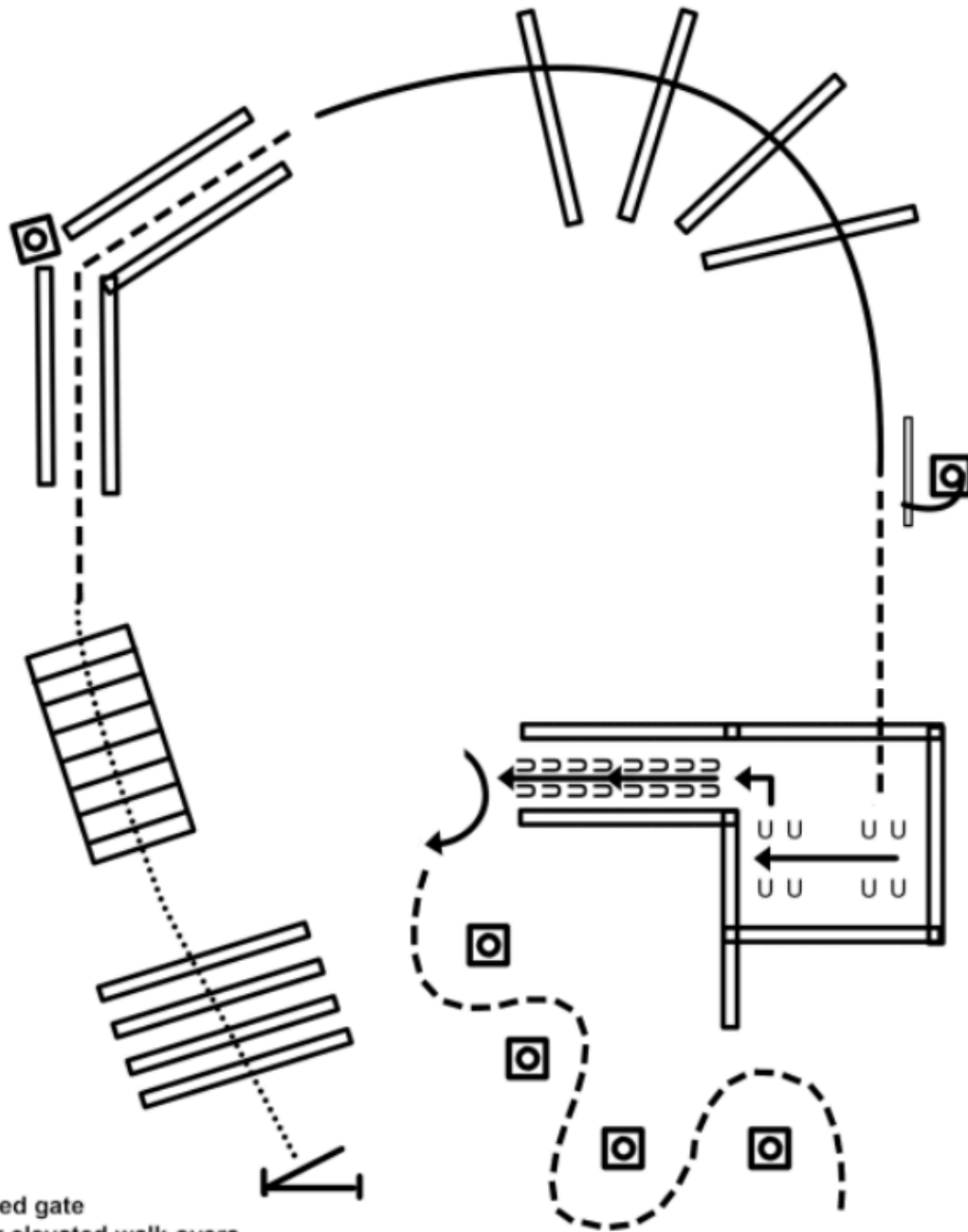
All Novice and CPH W/J/L Unassisted Trail



1. Left handed gate.
2. Walk over elevated walk overs.
3. Walk over bridge.
4. Jog the jog through.
5. Lope right lead over lope overs.
6. Walk into box and stop.
7. Back out of box using chute.
8. Walk serpentine as drawn.

Note the drawing is not to scale.

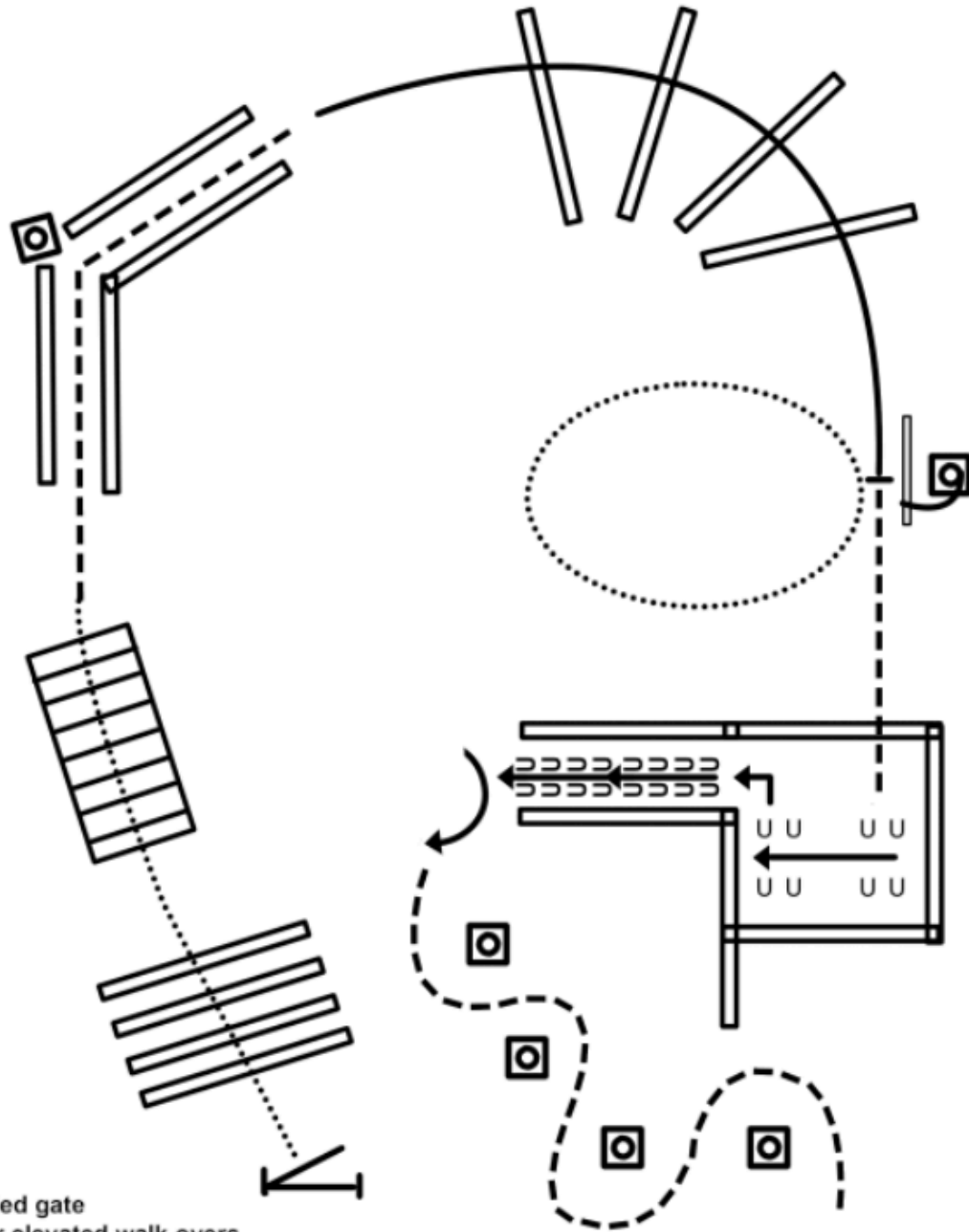
All Trail except Novice, CPH, Walk/Trot or In Hand Trail



1. Left handed gate
2. Walk over elevated walk overs.
3. Walk over bridge.
4. Jog the jog through.
5. Lope right lead over lope overs.
6. Jog into box. Stop. Sidepass right.
7. Back a right angle and out of chute as drawn. Pivot to right.
8. Jog serpentine as drawn.

Note the drawing is not to scale.

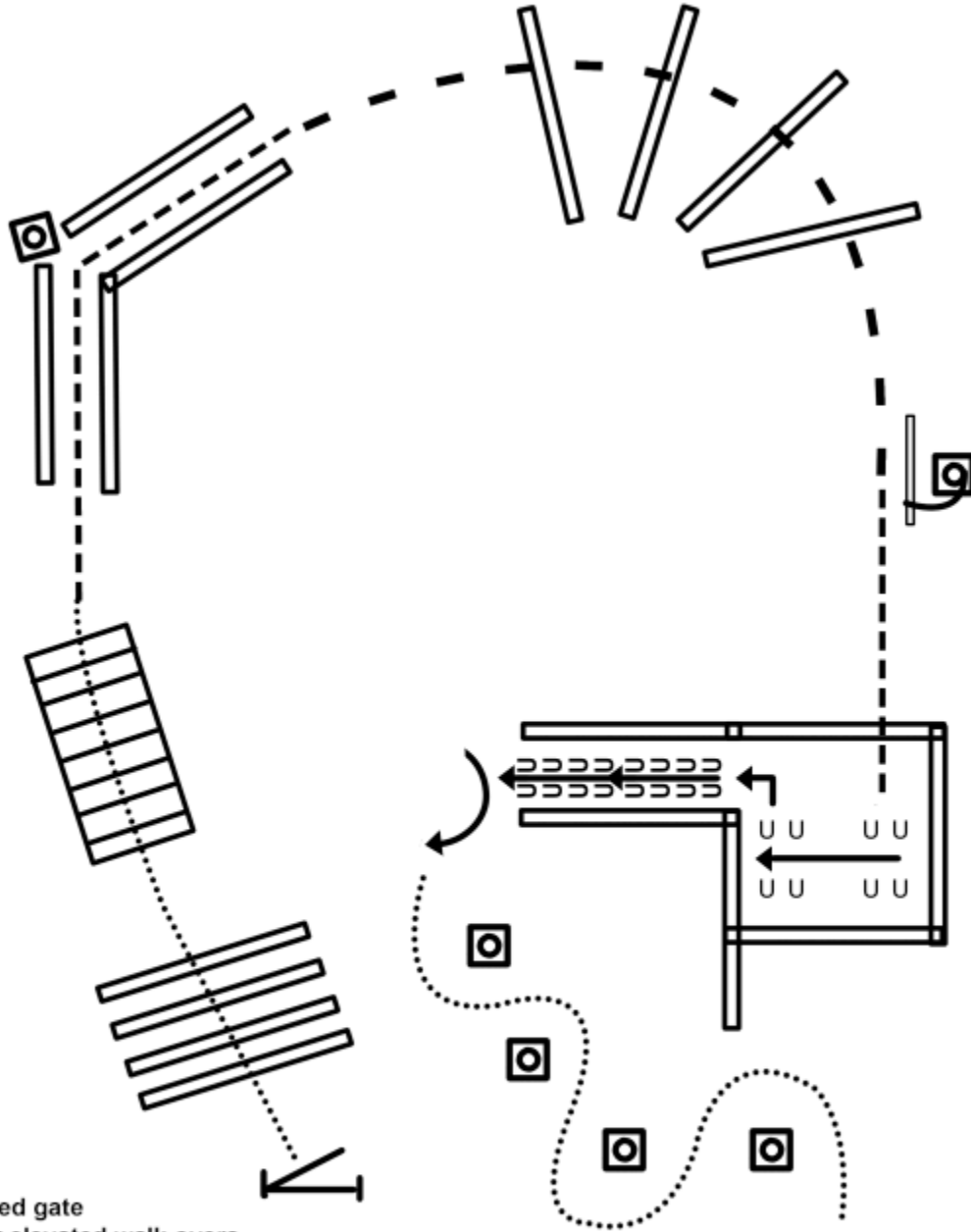
All Ranch Trail except Walk/Trot



1. Left handed gate
2. Walk over elevated walk overs.
3. Walk over bridge.
4. Jog the jog through.
5. Lope right lead over lope overs.
6. Stop. Complete log drag, returning drag to original position (Novice & Youth do not drag).
7. Jog into box. Stop. Sidepass right.
8. Back a right angle and out of chute as drawn. Pivot to right.
9. Jog serpentine as drawn.

Note the drawing is not to scale.

All Walk/Trot Ranch Trail



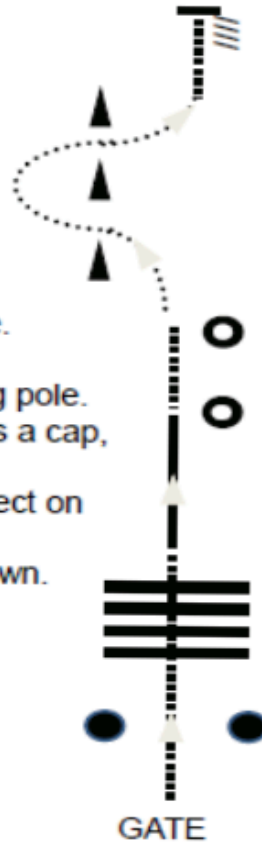
1. Left handed gate
2. Walk over elevated walk overs.
3. Walk over bridge.
4. Jog the jog through.
5. Extended jog over jog overs.
6. Reduce speed to regular jog at drag (do not drag).
7. Jog into box. Stop. Sidepass right.
8. Back a right angle and out of chute as drawn. Pivot to right.
9. Walk serpentine as drawn.

Note the drawing is not to scale.

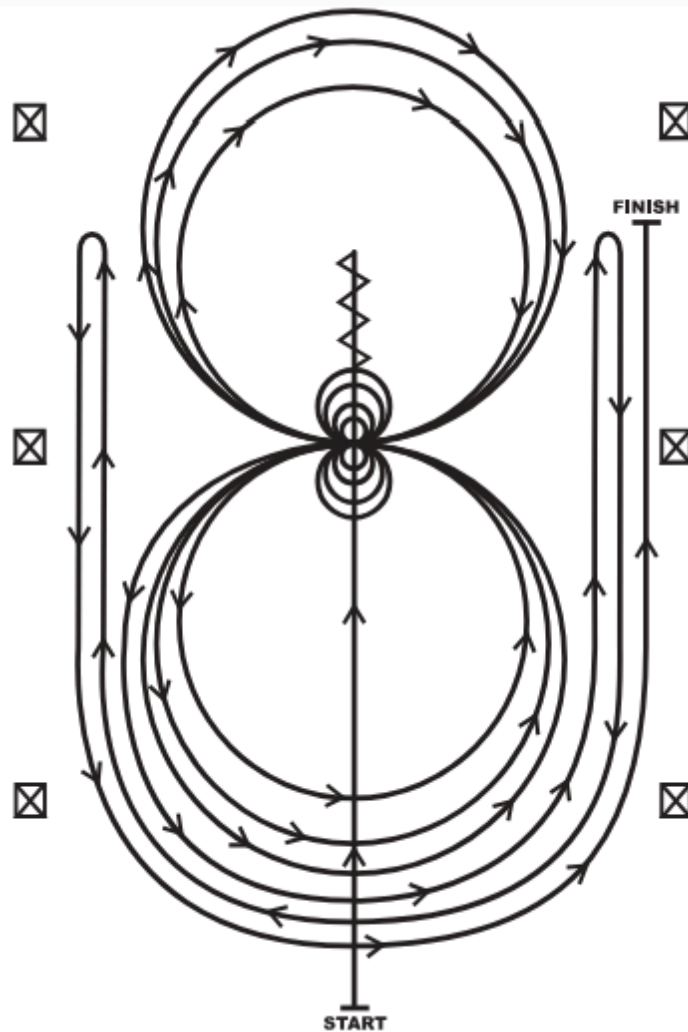
PHBA CPH Assisted Trail

Palomino Horse Breeders of America

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 shown.
7. Stop and back 3 steps.
8. Exit arena at a walk.



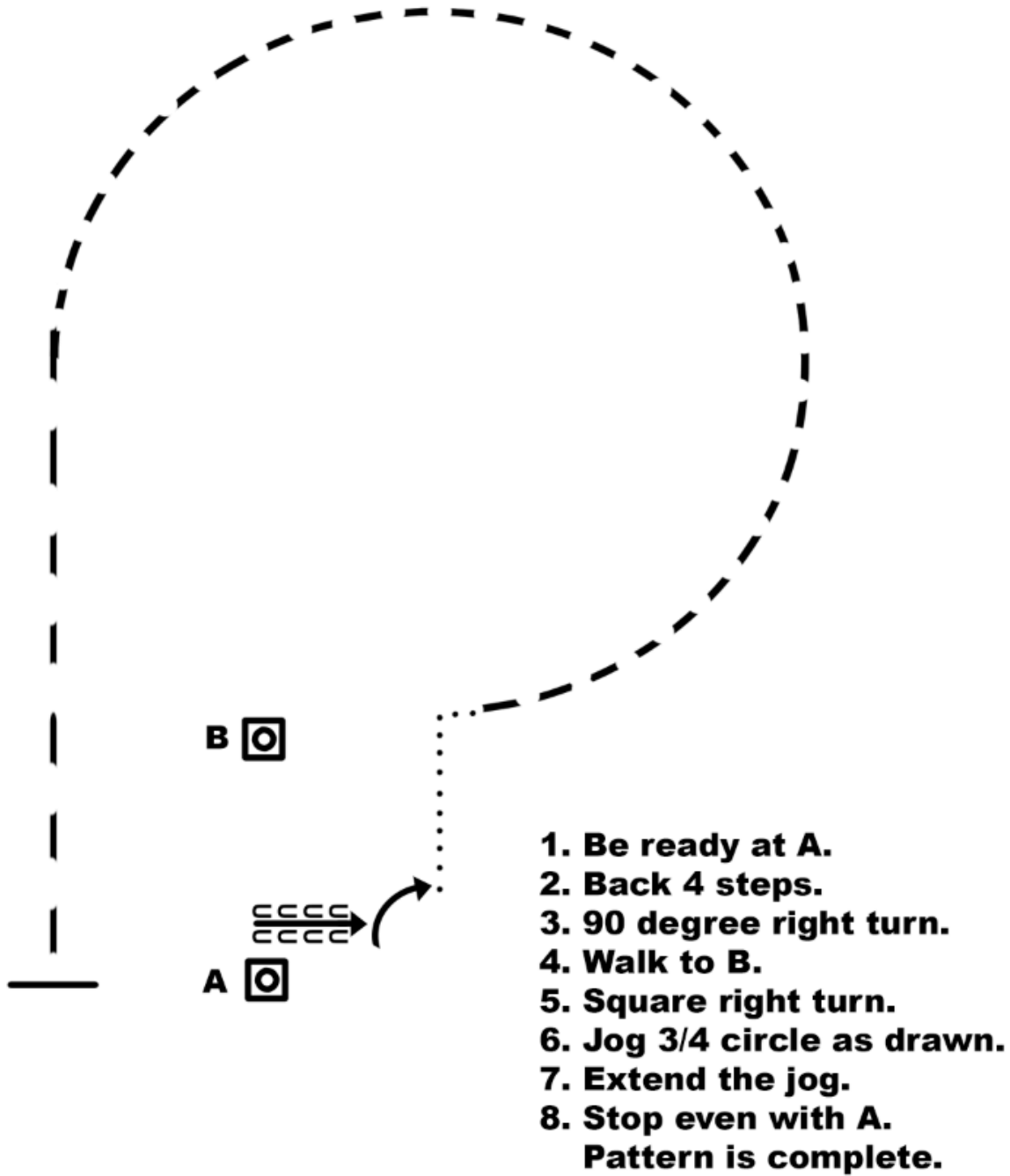
All Reining PHBA Reining Pattern #12



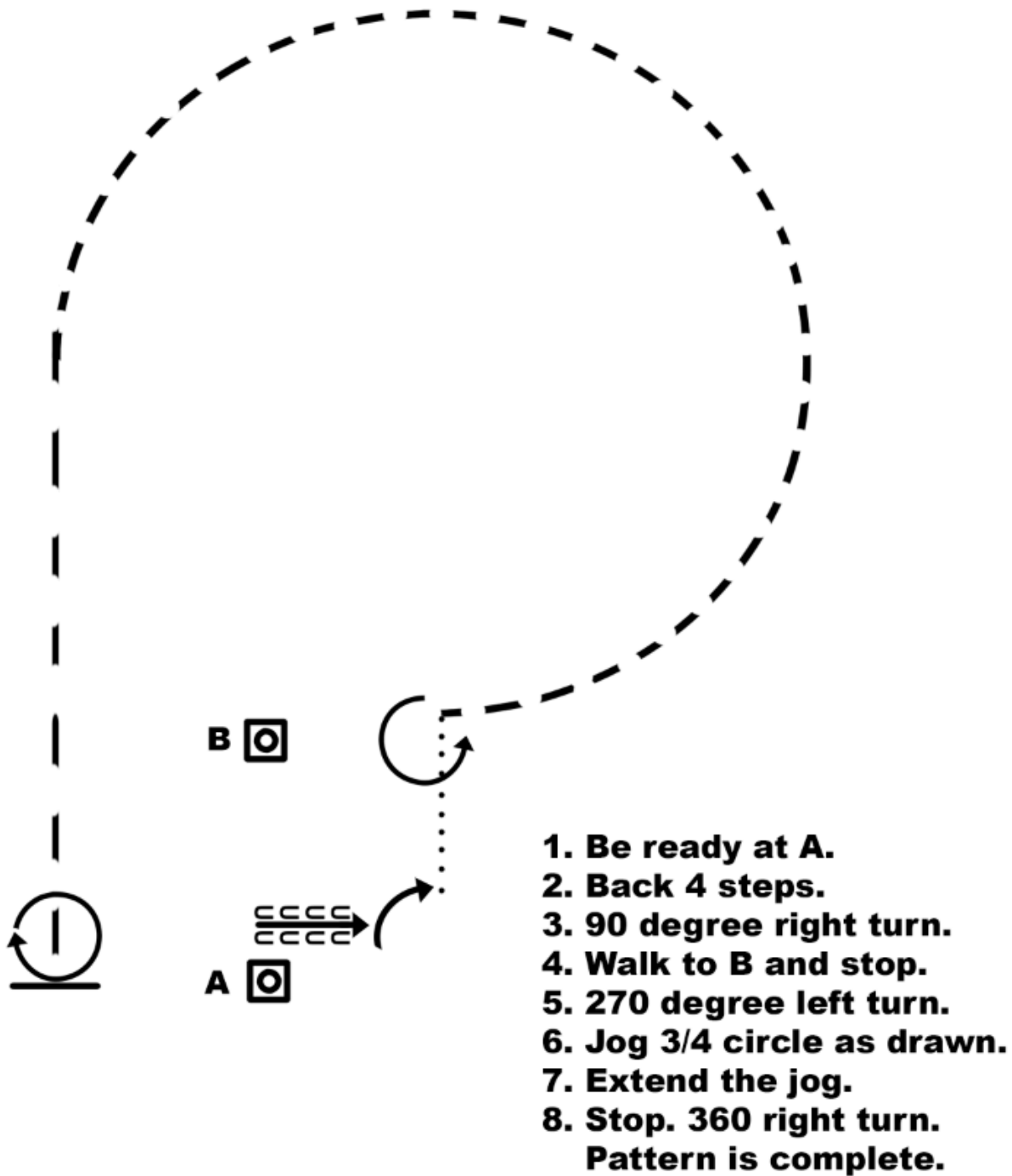
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning 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.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. Begin a large 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 (six meters) from the wall or fence - no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least twenty feet (six 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 twenty feet (six meters) from the wall or fence.

Rider may drop bridle to the designated judge.

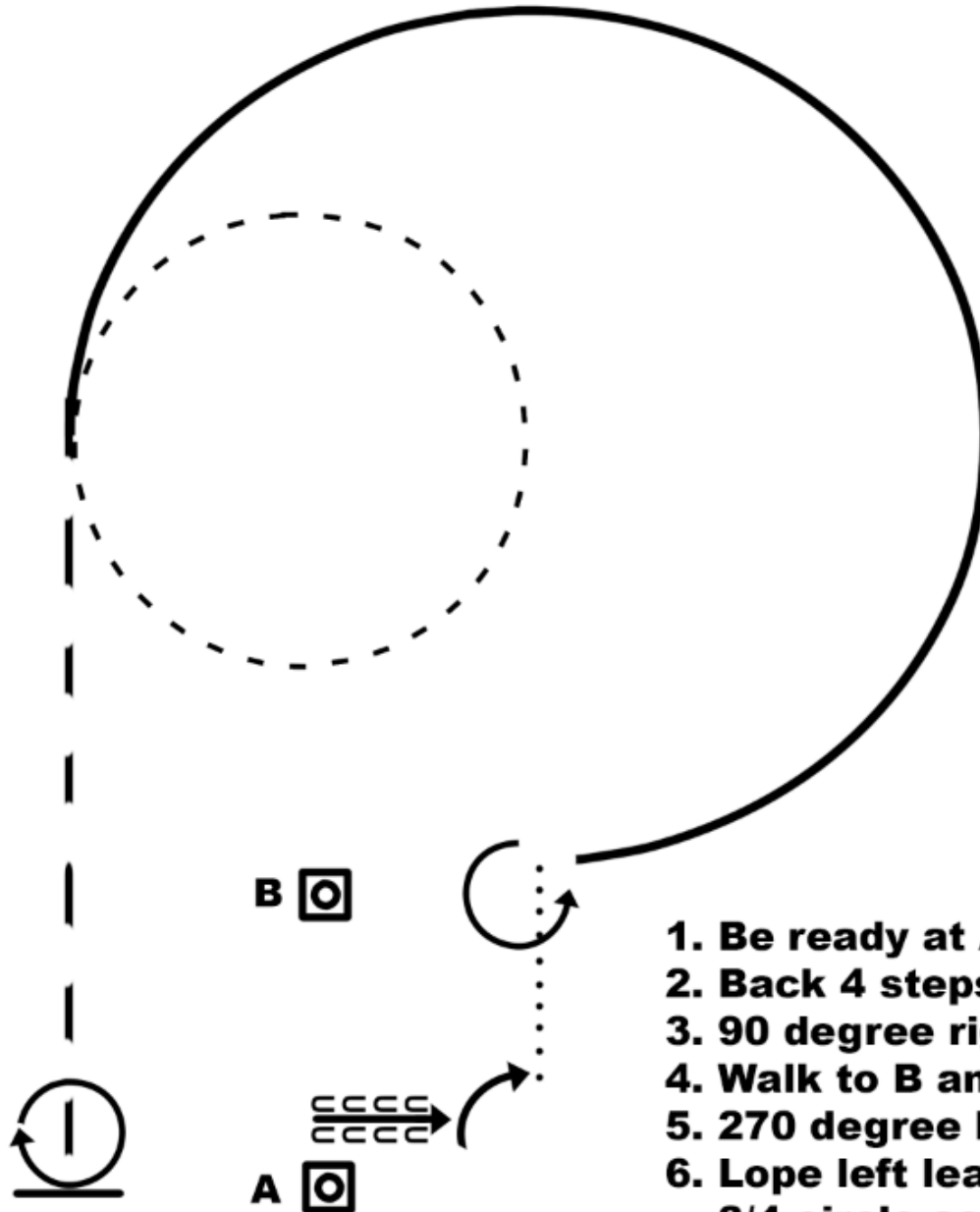
All Youth Walk/Trot Horsemanship



All Walk/Trot Horsemanship except Youth



All Horsemanship except Walk/Trot



1. Be ready at A.
2. Back 4 steps.
3. 90 degree right turn.
4. Walk to B and stop.
5. 270 degree left turn.
6. Lope left lead
3/4 circle as drawn.
7. Jog a small circle to
left as drawn.
8. Extended jog.
9. Stop. 360 right turn.
Pattern is complete.