

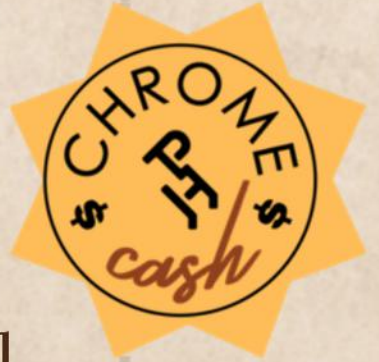
# ICEBREAKER

Thunderbird Show Park, Langley BC.

**MAY 1<sup>ST</sup> - 3<sup>RD</sup> 2026**

AQHA, APHA, All Breed Classes

Judges: Leanne Williams & Louis Hufnagel



# PATTERN BOOK

**\$50**

**Youth Flat Class Fee**

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Daily Duck Hunt Prizes



Official Photographer  
*Kalijan Cartwright*  
PHOTOGRAPHY



SHANNON ENVIRONMENTAL



**AQHA**  
AMERICAN QUARTER HORSE ASSOCIATION



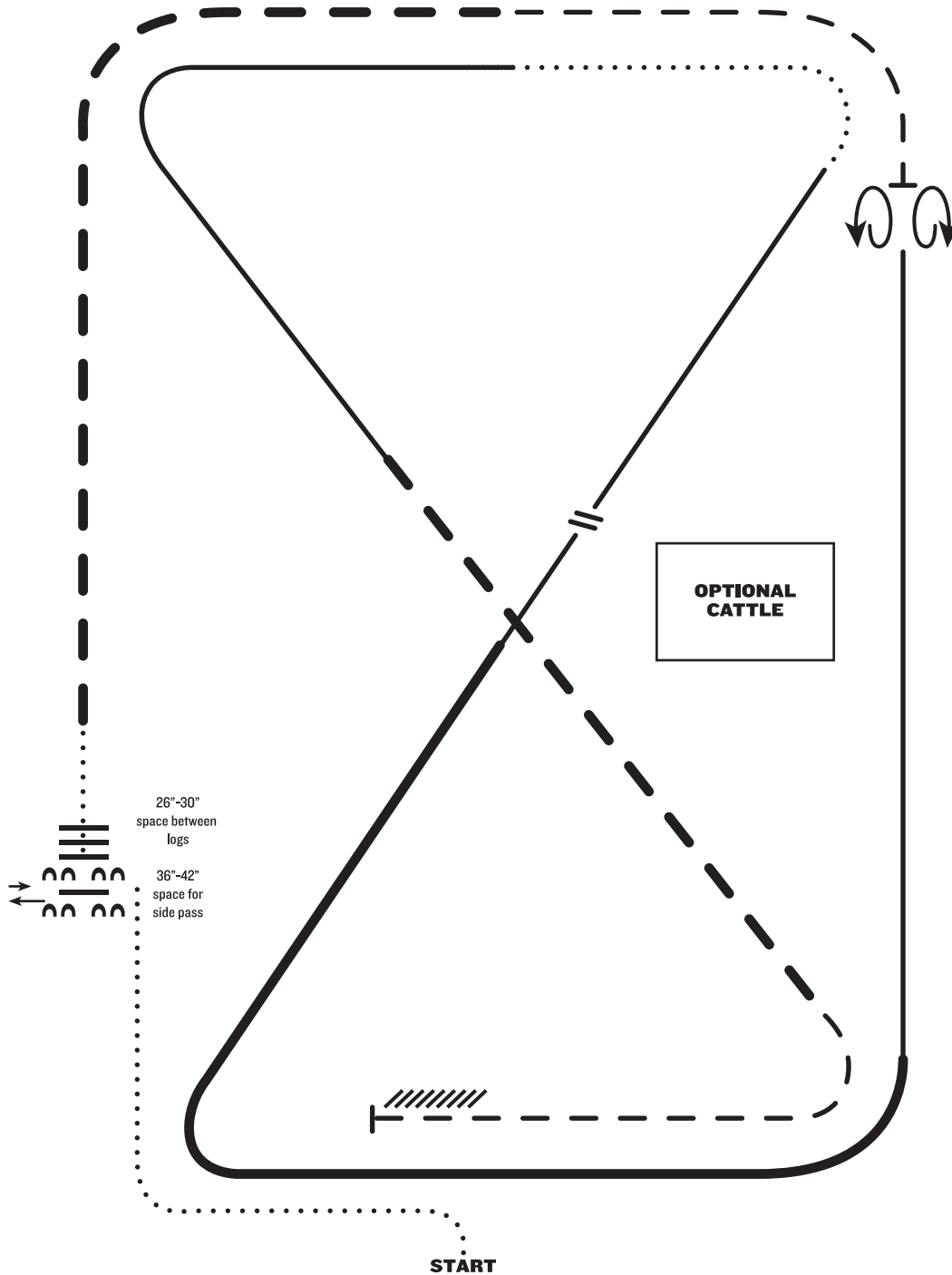
**NWCC**

★ ★ ★ [www.BCPHC.com](http://www.BCPHC.com) ★ ★ ★

# RANCH RIDING - PATTERN 8

## LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
—	Lope
—	Extended Lope
////	Back
//	Lead Change



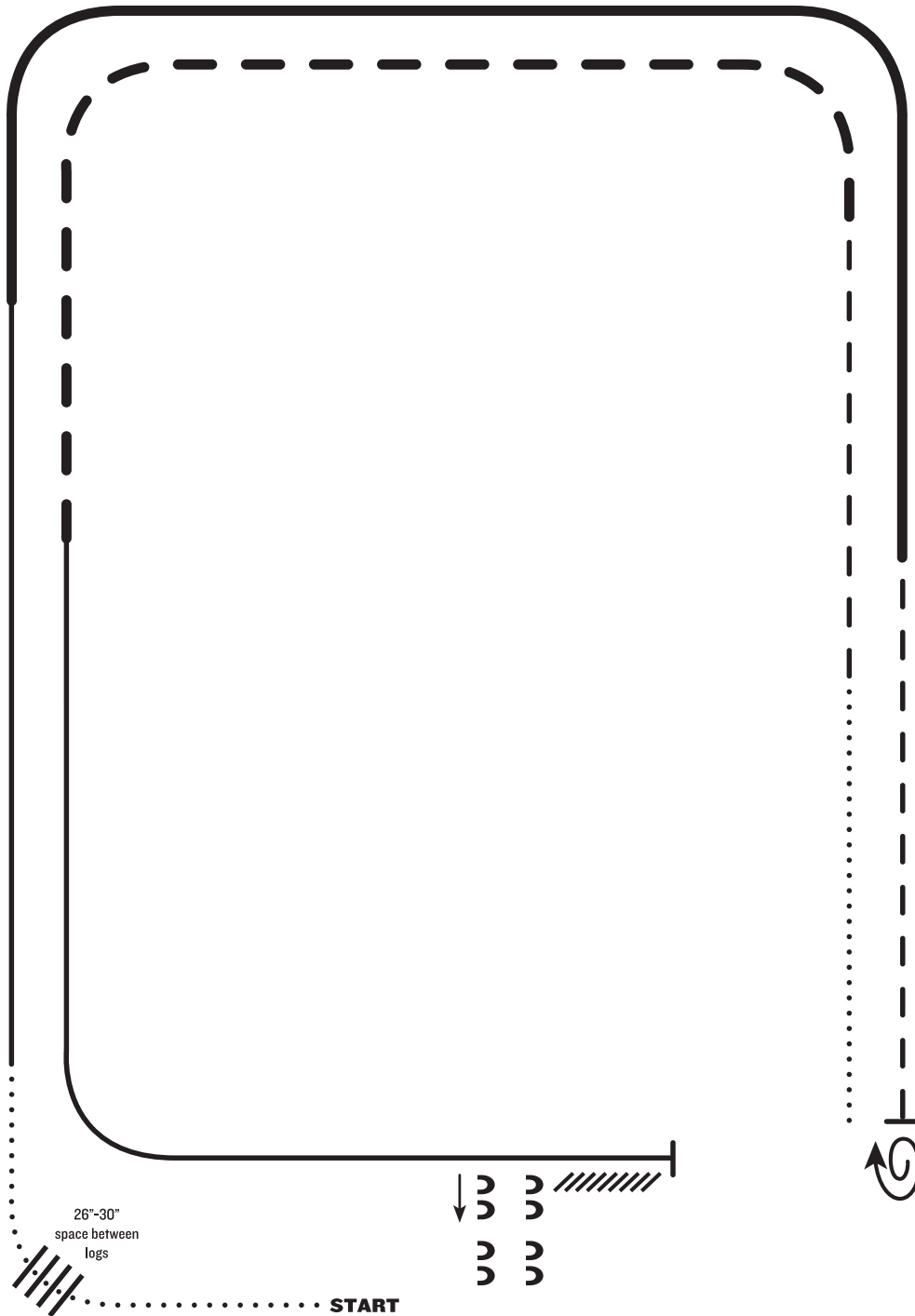
1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

# RANCH RIDING - PATTERN 6

## LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	Lead Change



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

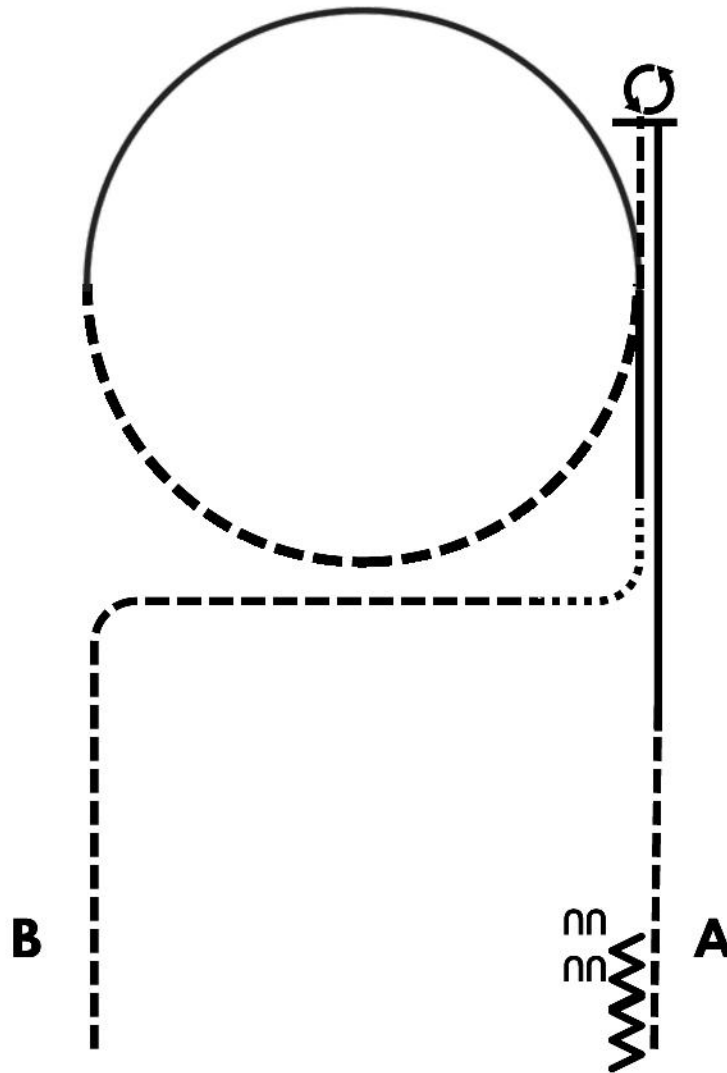
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

## HUNT SEAT EQUITATION

AQHA L1 NON-PRO  
 AQHA L1 YOUTH  
 AQHA L1 AM  
 APHA NOV YOUTH  
 APHA NOV AM

ALL BREED YOUTH  
 ALL BREED OPEN

illustration for  
 guidance only,  
 use arena space



### BE READY AT CONE A

1. Back, then sitting trot
2. Canter on the left lead, stop
3. 180 degree turn on the forehand right
4. Trot left diagonal then begin circle
5. Canter right lead as shown
6. Walk corner
7. Trot right diagonal

Pattern complete once you pass B

WALK	.....
TROT	- - - -
CANTER	————
EXTEND	————
BACK	W
TURN	↻
CHANGE	//

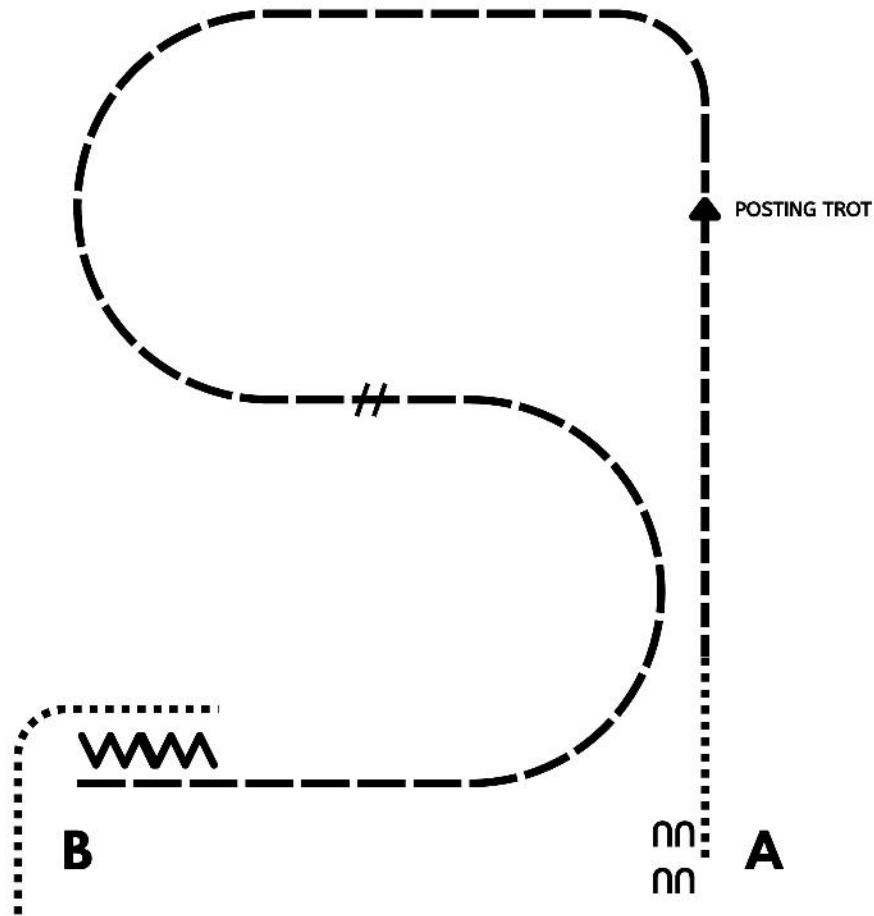
## HUNT SEAT EQUITATION

AQHA SMALL FRY WALK TROT

APHA YOUTH WALK TROT 5-10

ALL BREED YOUTH WALK TROT 11 & UNDER

illustration for  
guidance only,  
use arena space



### BE READY AT CONE A

1. Walk two horse lengths
2. Sitting trot
3. Posting trot right diagonal
4. Change diagonal
5. Posting trot left diagonal
6. Stop and back
7. Walk

Pattern complete once you pass B

WALK	.....
TROT	-----
CANTER	—————
EXTEND	—————
BACK	W
TURN	↻
CHANGE	//

## HUNT SEAT EQUITATION

AQHA L1 YOUTH WALK TROT

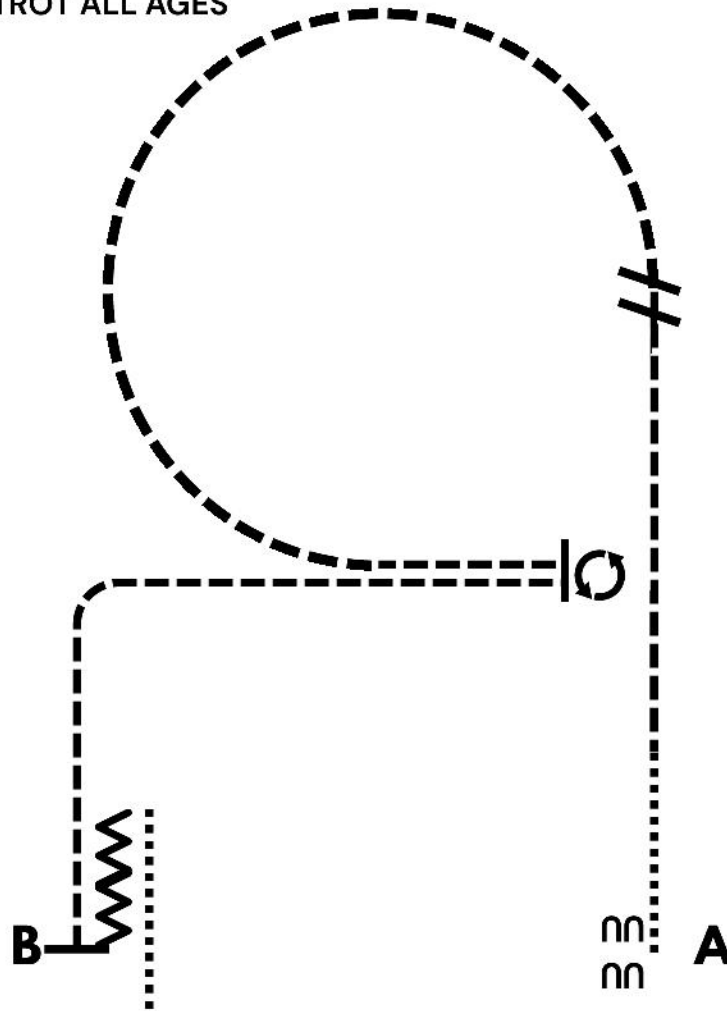
AQHA L1 AM WALK TROT

APHA YOUTH WALK TROT 11-18

APHA AM WALK TROT

ALL BREED WALK TROT ALL AGES

illustration for  
guidance only,  
use arena space



### BE READY AT CONE A

1. Walk two horse lengths
2. Trot left diagonal
3. Change diagonal, circle left
4. Stop, 180 degree turn on the forehand right
5. Sitting Trot
6. Stop and back
7. Walk

Pattern complete once you pass B

WALK	.....
TROT	-----
CANTER	—————
EXTEND	—————
BACK	⋈
TURN	↻
CHANGE	//

## HUNT SEAT EQUITATION

AQHA YOUTH  
 AQHA AMATEUR  
 APHA YOUTH  
 APHA AMATEUR

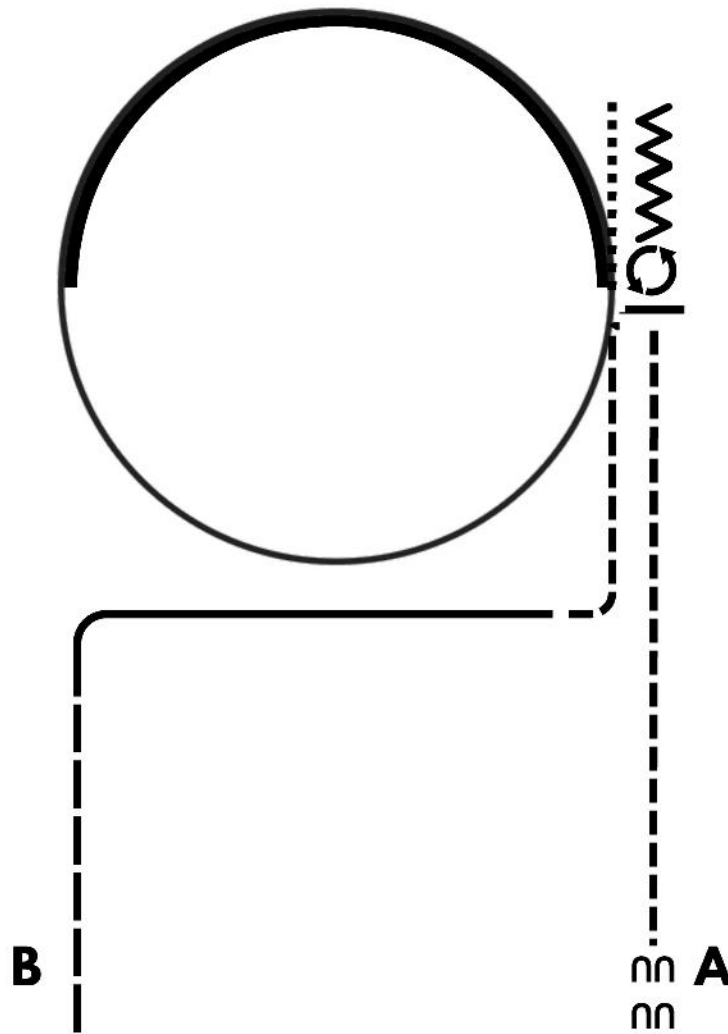


illustration for  
 guidance only,  
 use arena space

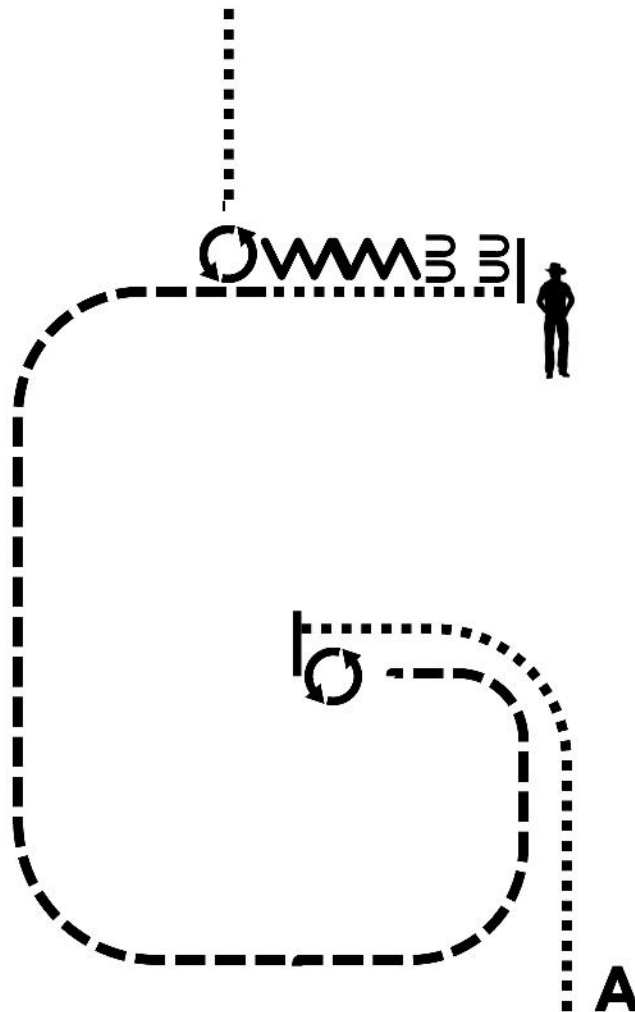
### BE READY AT CONE A

1. Trot right diagonal, stop
  2. 180 degree turn on the forehand right, back
  3. Walk, then canter right lead in a circle
  4. Build to hand gallop
  5. Trot left diagonal
  6. After corner, canter left lead
  7. After corner, two-point trot
- Pattern complete once you pass B**

WALK	.....
TROT	-----
CANTER	=====
HAND GALLOP	=====
BACK	W
TURN	↻
CHANGE	//

## SHOWMANSHIP

### GENTLEMEN'S



#### BE READY AT CONE A

1. Walk
2. Stop at center, perform a 180 degree turn
3. Trot as shown
4. Walk to judge, stop
5. Set up for inspection
6. When, dismissed back
7. Perform a 270 degree turn
8. Walk to exit

**Pattern complete**

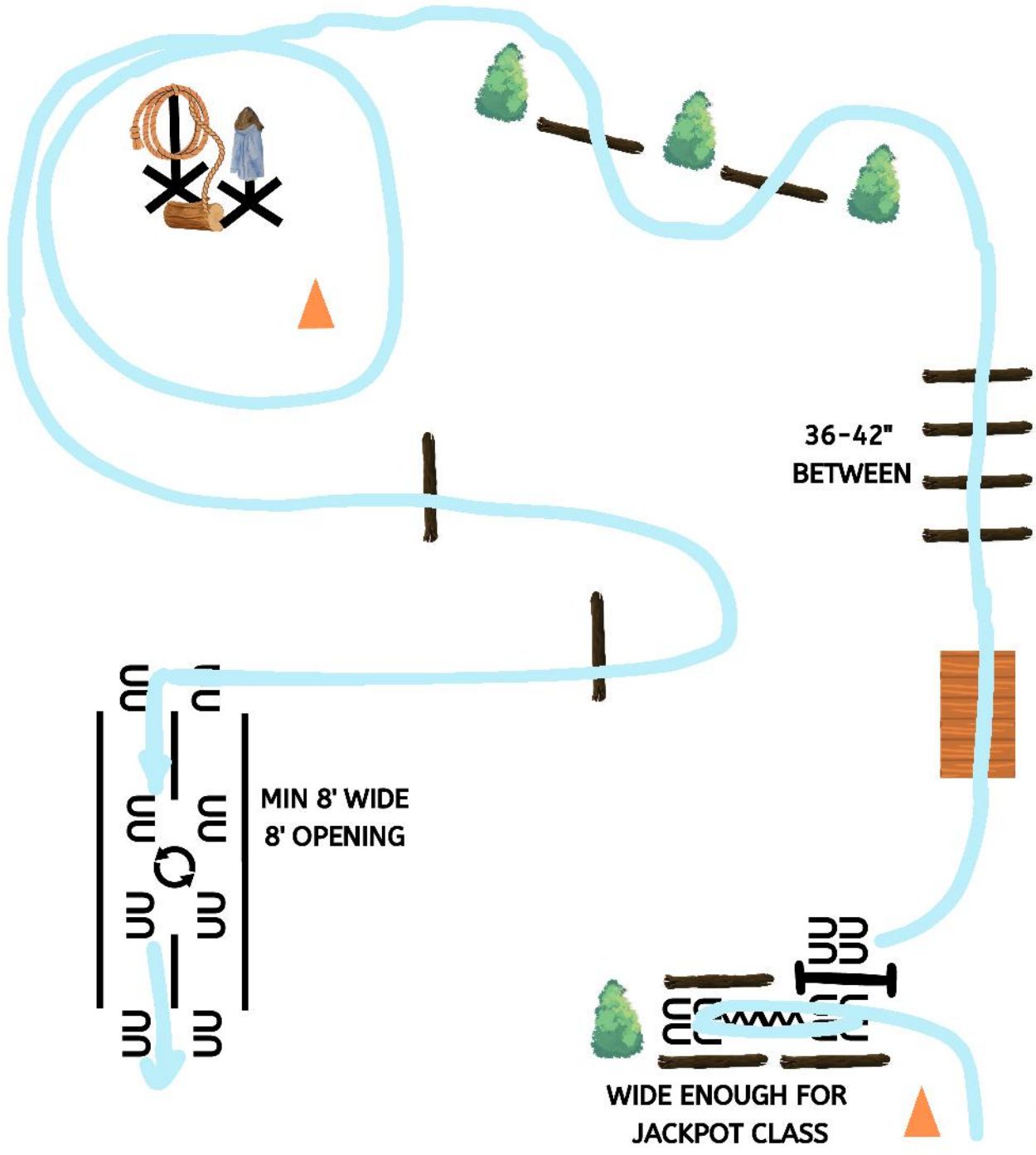
WALK	.....
TROT	-----
EXTEND	————
BACK	W
TURN	↻



## RANCH TRAIL

GUIDE ONLY

DRAG - OPEN AND AMATEUR ONLY  
NOT PERMITTED IN ANY YOUTH OR NOVICE/L1 CLASS



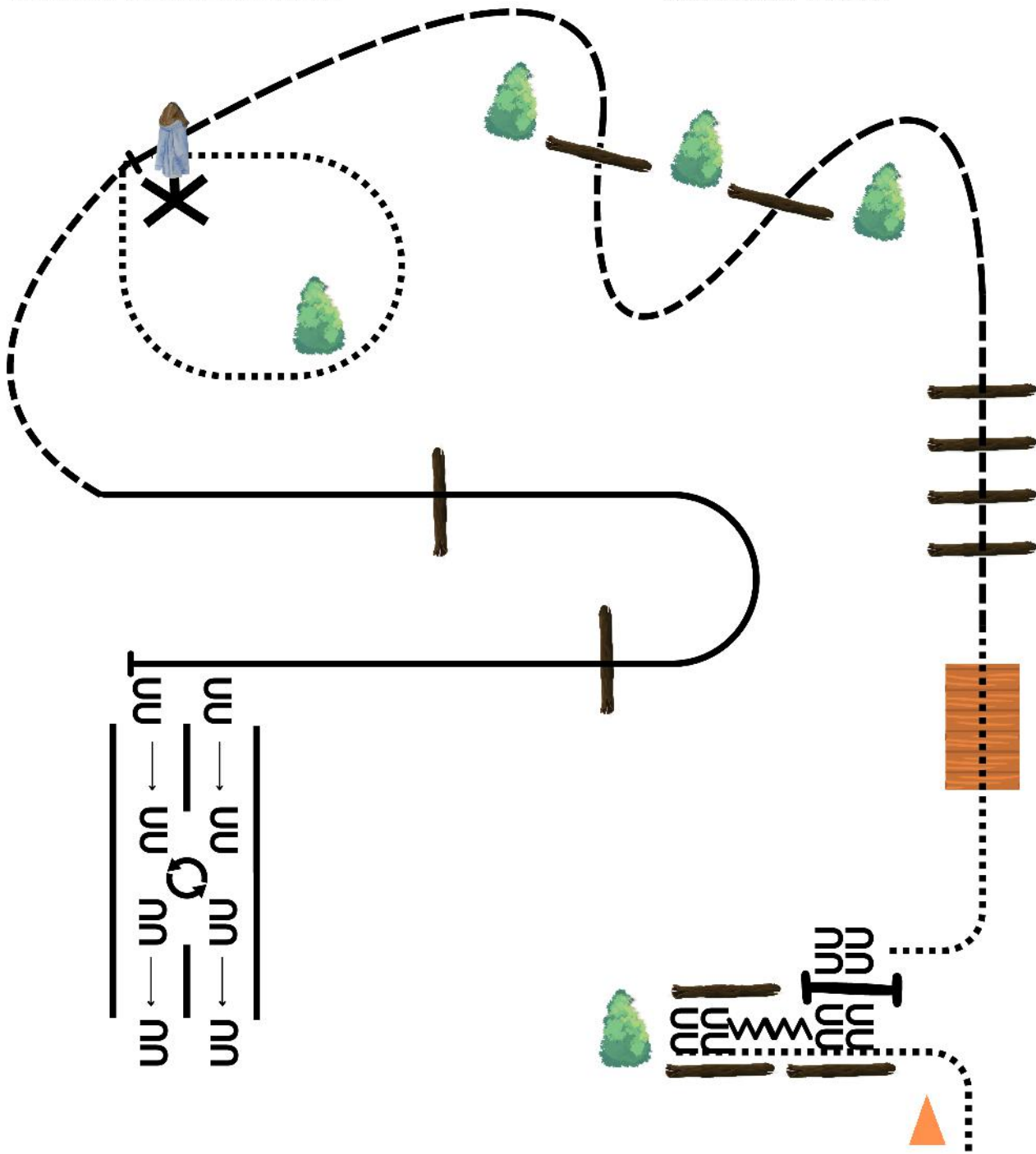
## RANCH TRAIL

AQHA L1  
 APHA GREEN  
 ALL BREED NOVICE HORSE

AQHA L1 AMATEUR  
 APHA NOVICE AMATEUR

AQHA L1 YOUTH  
 APHA NOVICE YOUTH  
 ALL BREED YOUTH

AQHA YOUTH  
 APHA YOUTH



### BE READY AT CONE

1. Walk into chute, back to gate, right hand push gate
2. Walk over bridge
3. Trot, 4 logs

6. Trot serpentine to slicker
7. Pick up slicker, carry around marker, return to post
8. Lope right lead, 2 logs, stop at chute
9. Sidepass left, ½ turn either way, sidepass right

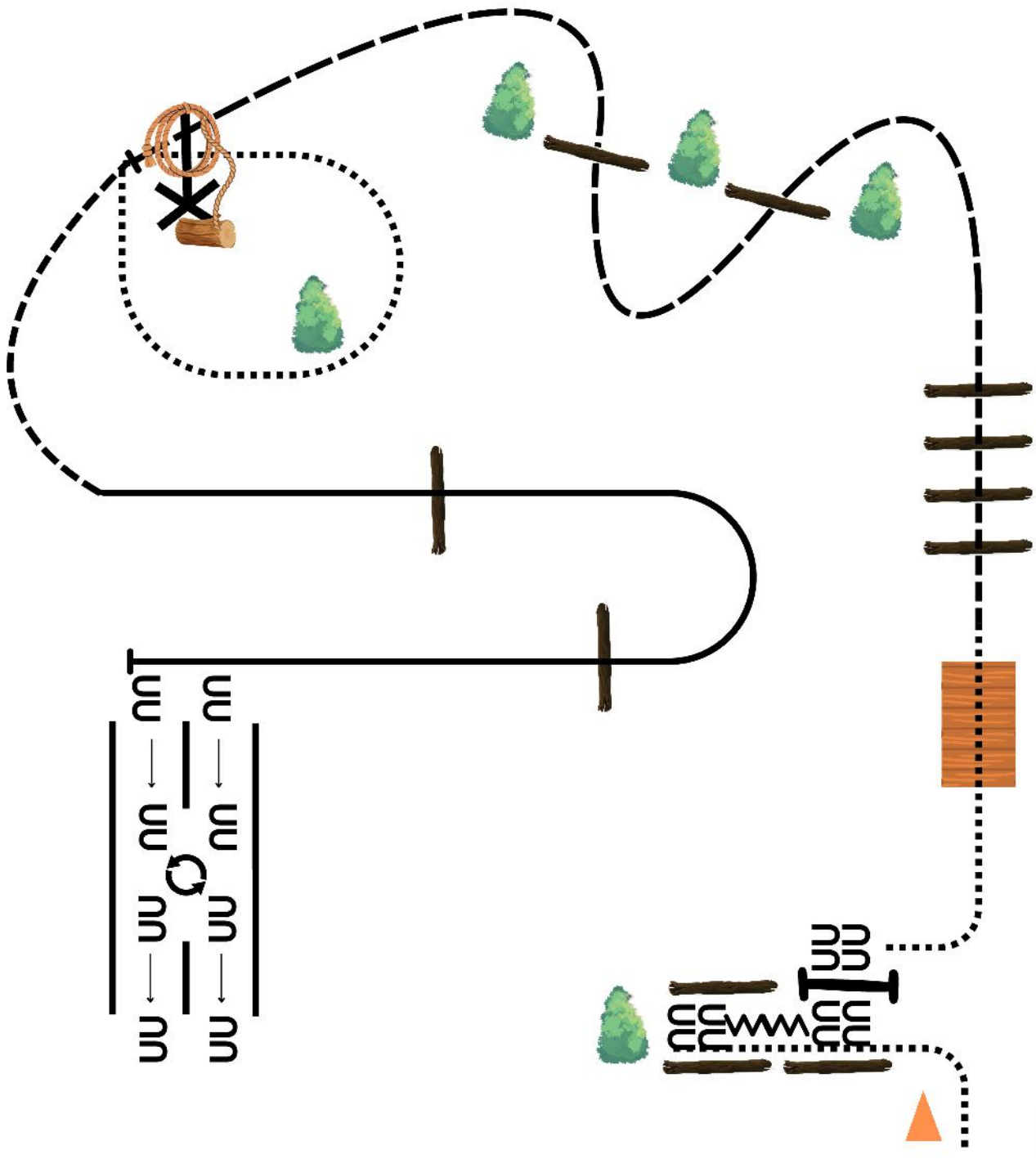


## RANCH TRAIL

AQHA OPEN  
APHA OPEN

AQHA AMATEUR  
APHA AMATEUR

ALL BREED OPEN



### BE READY AT CONE

1. Walk into chute, back to gate, right hand push gate
2. Walk over bridge
3. Trot, 4 logs

6. Extended trot serpentine
7. Drag log around marker
8. Lope right lead, 2 logs, stop at chute
9. Sidepass left, 1+½ turn either way, sidepass right

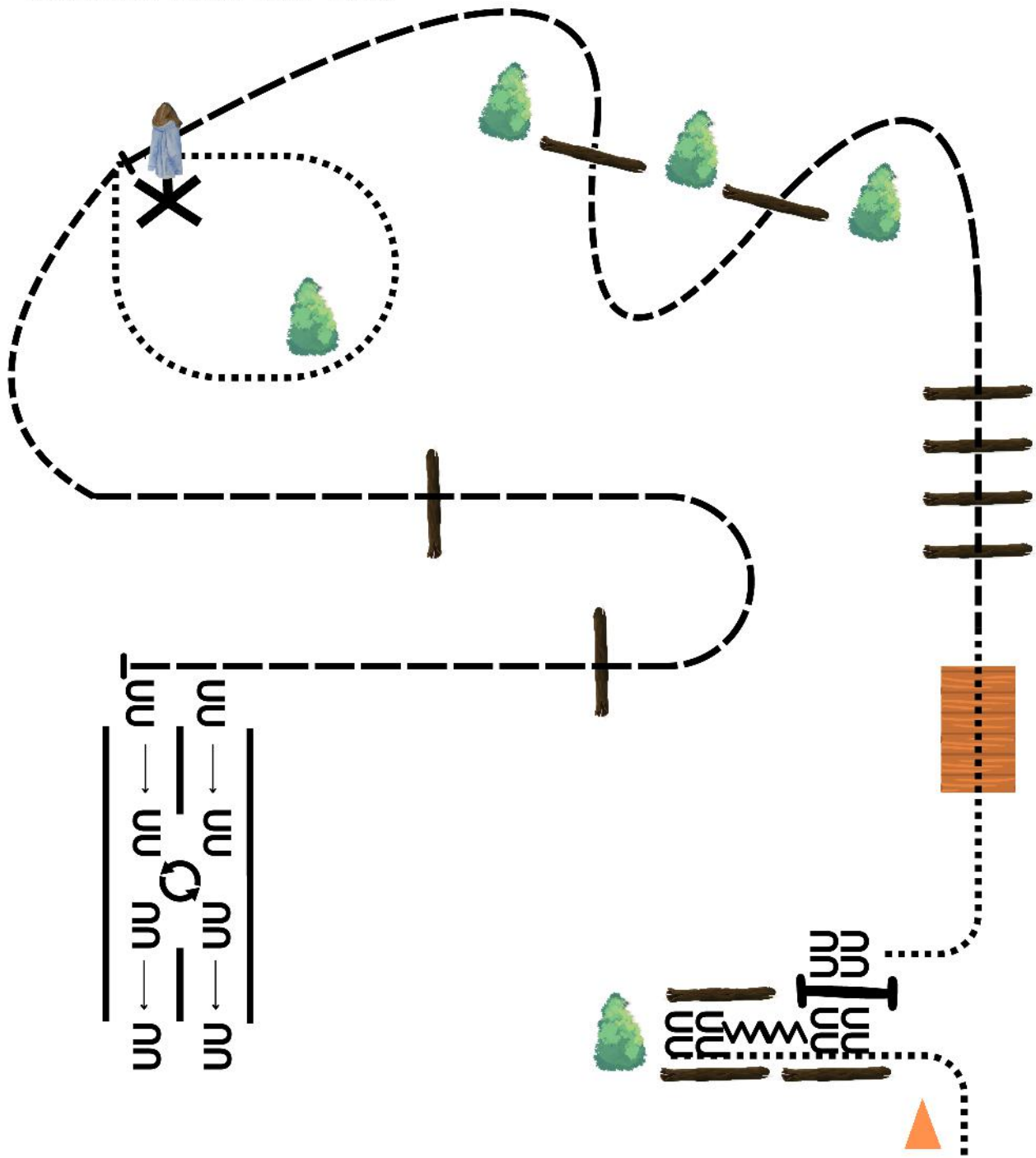


## RANCH TRAIL

ALL BREED IN-HAND

ALL BREED WALK TROT ALL AGES

ALL BREED WALK TROT 11 & U



### BE READY AT CONE

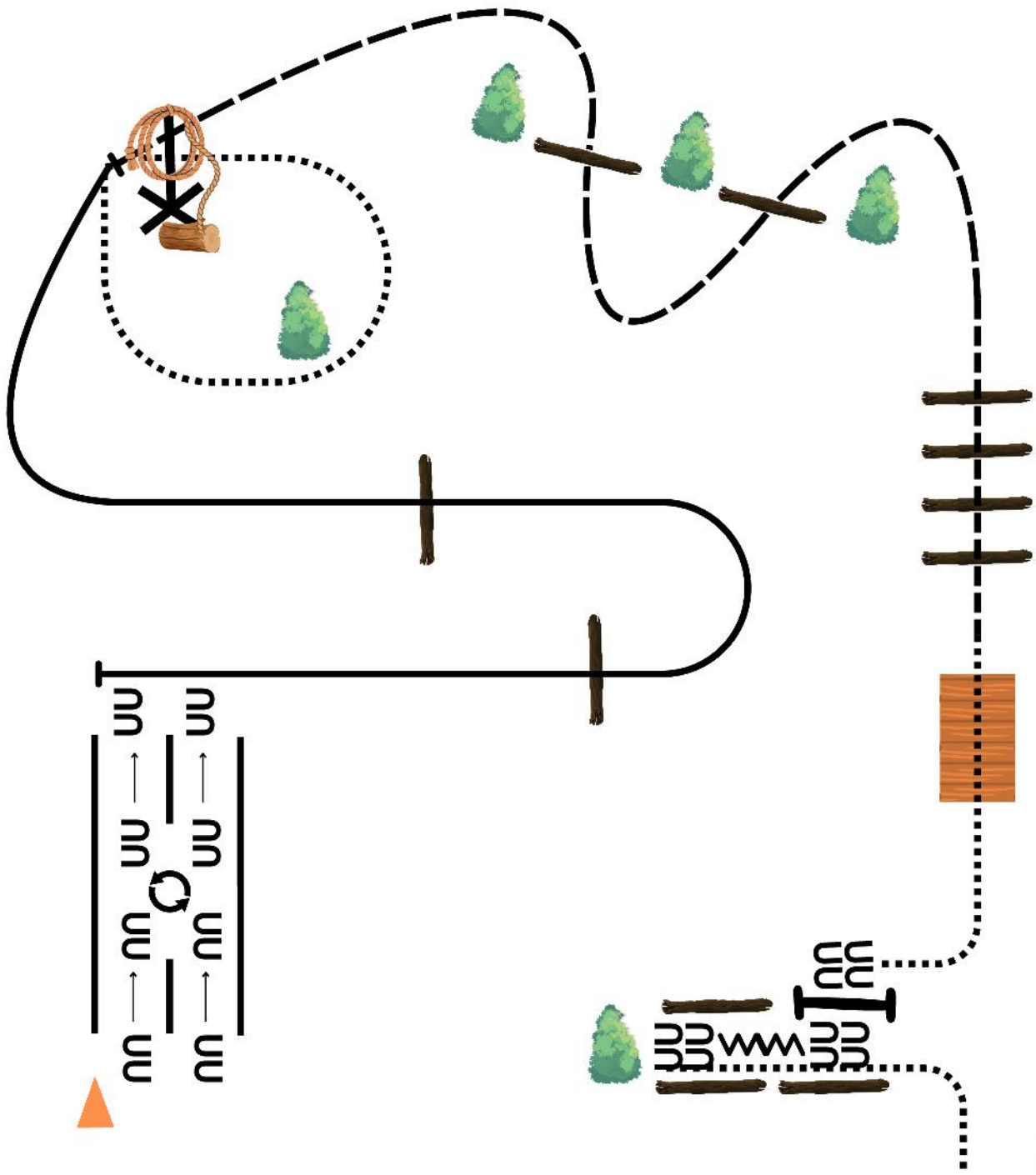
1. Walk into chute, back to gate, right hand push gate
2. Walk over bridge
3. Trot, 4 logs

6. Trot serpentine to slicker
7. Pick up slicker, carry around marker, return to post
8. Extended trot, 2 logs, stop at chute
9. Sidepass left, ½ turn either way, sidepass right



## RANCH TRAIL

JACKPOT OPEN



### BE READY AT SIDEPASS

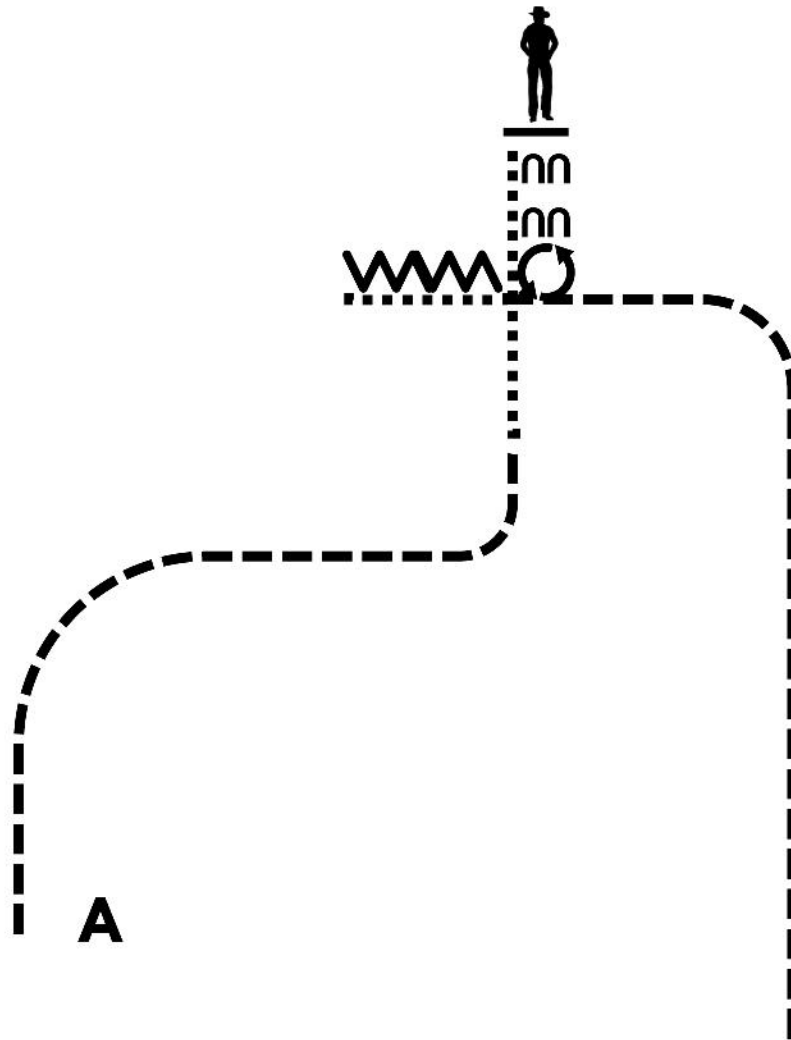
1. Sidepass right, 1+½ turn either way, sidepass left
2. Lope left lead, 2 logs, to drag
3. Drag log around marker

6. Extended trot serpentine
7. Trot 4 logs
8. Walk over bridge to gate
9. Left hand gate, back chute, walk out



## RANCH SHOWMANSHIP

ALL CLASSES



### BE READY AT CONE A

1. Trot as shown
2. Break to walk, stop
3. Set for Inspection
4. When dismissed, Perform a 90 degree turn
5. Back
6. Walk, then trot to exit

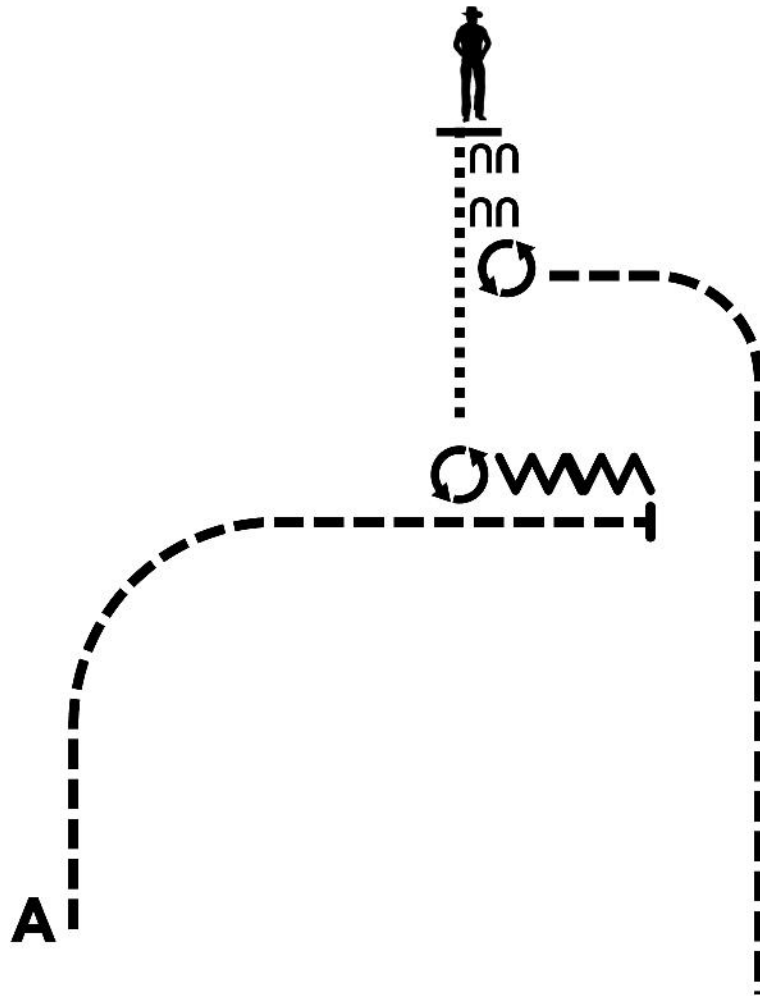
Pattern complete once you pass line of cone

WALK	.....
TROT	-----
EXTEND	————
BACK	W
TURN	↻

## SHOWMANSHIP

AQHA L1 NON-PRO  
 AQHA L1 YOUTH  
 AQHA L1 AM  
 APHA NOV YOUTH  
 APHA NOV AM

ALL BREED YOUTH  
 ALL BREED NOVICE HORSE  
 ALL BREED OPEN



### BE READY AT CONE A

1. Trot as shown, stop
2. Back until hip in line with judge
3. Perform a 270 degree turn
4. Walk to judge, stop
5. Set up for inspection
6. When dismissed, perform a 90 degree turn
7. Trot to exit

**Pattern complete once you pass line of cone**

WALK	.....
TROT	-----
EXTEND	————
BACK	W
TURN	⊙

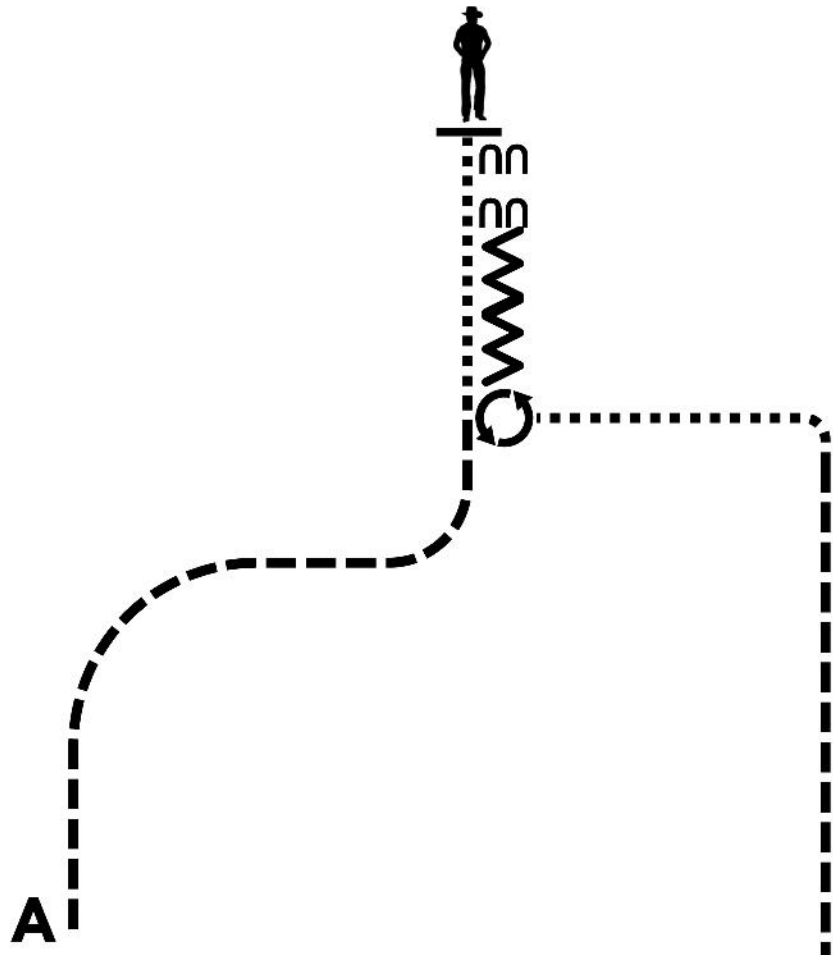


## SHOWMANSHIP

AQHA SMALL FRY WALK TROT

APHA YOUTH WALK TROT 5-10

ALL BREED YOUTH WALK TROT 11 & UNDER



### BE READY AT CONE A

1. Trot as shown
2. Walk to judge, stop
3. Set for Inspection
4. When dismissed, back
5. Perform a 90 degree turn
6. Walk
7. Trot to exit

Pattern complete once you pass line of cone

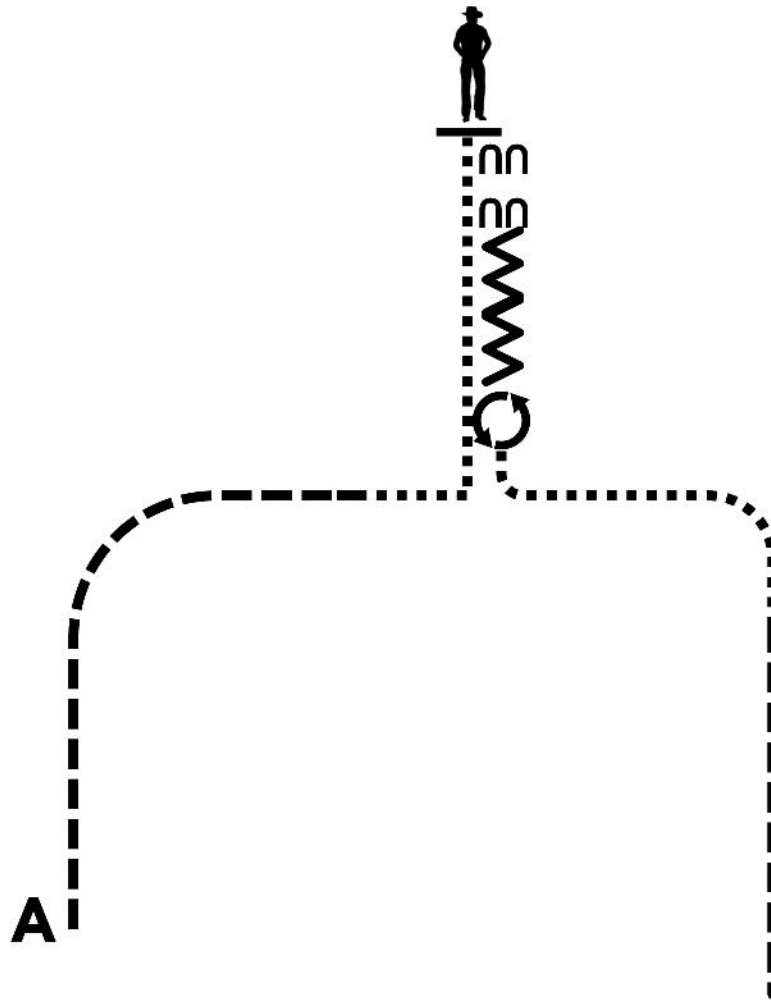
WALK	.....
TROT	-----
EXTEND	————
BACK	W
TURN	⊙

## SHOWMANSHIP

APHA YOUTH WALK TROT 11-18

APHA AM WALK TROT\*

ALL BREED WALK TROT ALL AGES



### BE READY AT CONE A

1. Trot\* as shown
2. Walk a square corner to judge, stop
3. Set for Inspection
4. When dismissed, back
5. Perform a 180 degree turn
6. Walk
7. Trot\* to exit

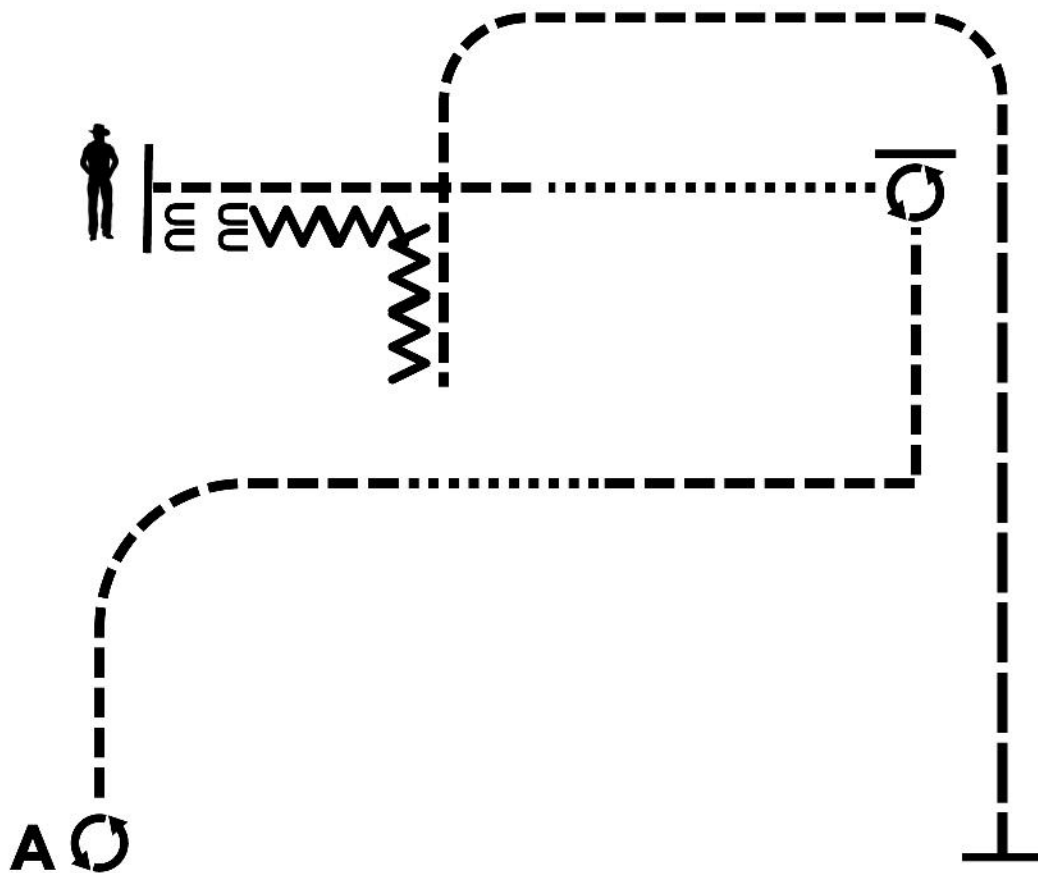
Pattern complete once you pass line of cone

\*APHA AMATEUR WALK TROT - WALK ONLY  
EXTENDED WALK WHERE TROT SHOWN

WALK	.....
TROT	-----
EXTEND	————
BACK	W
TURN	↻

## SHOWMANSHIP

### NON-PRO SHOWMANSHIP JACKPOT



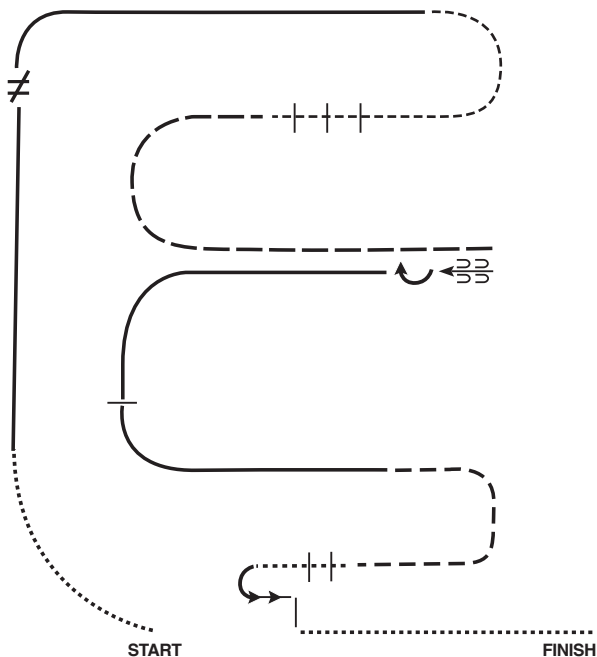
#### BE READY AT CONE A

1. Perform a 360 degree turn
2. Trot arc
3. Break to walk for at least two horse lengths
4. Trot square corner, stop
5. Perform a 270 degree turn
6. Walk halfway, then trot to judge, stop
7. Set up for inspection
8. When dismissed back "L"
9. Trot
10. Extended trot, stop in line with A

**Pattern complete**

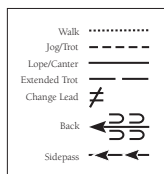
WALK	.....
TROT	-----
EXTEND	————
BACK	W
TURN	⊞

## Western Versatility - Pattern 1



1. Walk
2. Left Lead
3. Simple change through Walk
4. Right Lead
5. Jog
6. Jog three poles
7. Extended jog
8. Stop and Back

9. 180 Turn Right
10. Left Lead Lope
11. Lope over One Pole
12. Jog
13. Walk over Two Poles
14. 180 Turn Left
15. Sidepass Right Over Pole and Walk to Exit

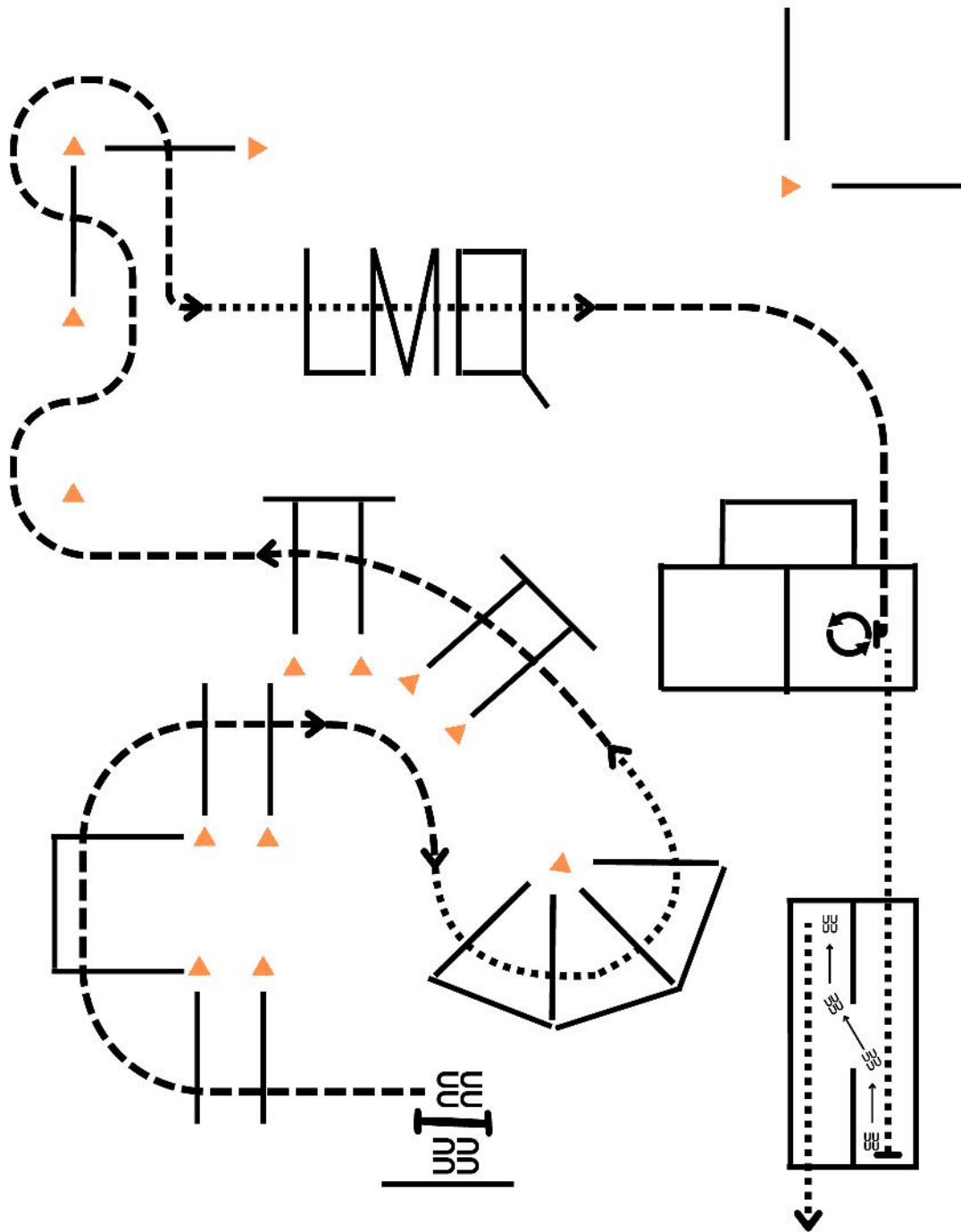




## TRAIL

APHA IN HAND TRAIL

ALL BREED IN HAND TRAIL



### BE READY AT THE GATE

1. Gate, left hand push
2. Jog, 6 poles
3. Walk, 4 poles
4. Jog serpentine
5. Walk "LMQ"

6. Jog into "Ice cubes", stop in box
7. 360 turn right, Walk out
8. Walk into chute
9. Back chute as shown, walk out

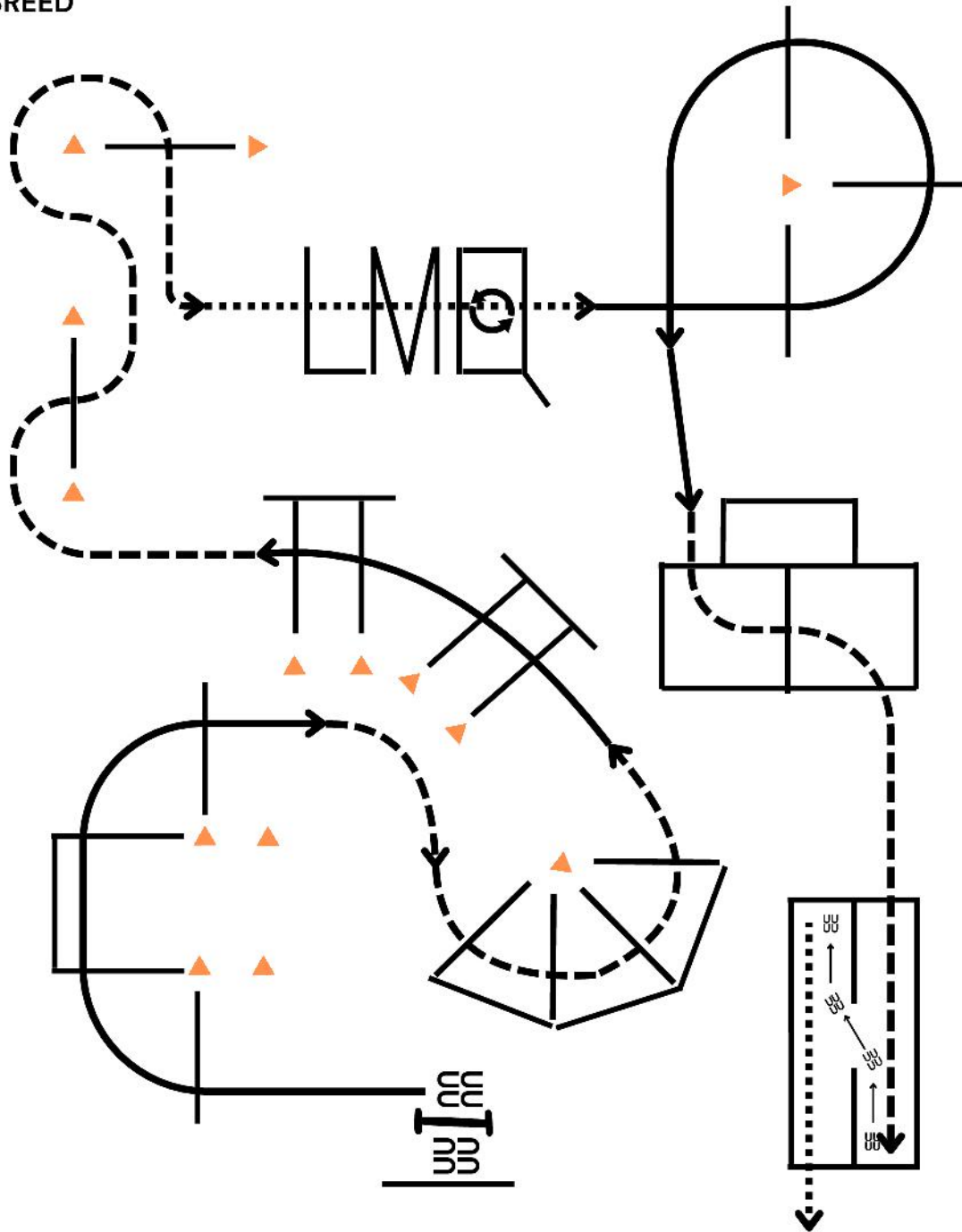


## TRAIL

AQHA L1 YOUTH  
AQHA L1 AMATEUR  
ALL BREED

APHA NOV YOUTH  
APHA NOV AMATEUR

AQHA L1 HORSE & NON-PRO  
APHA GREEN HORSE



### BE READY AT THE GATE

1. Gate, left hand push
2. Lope right lead, 4 poles
3. Jog, 4 poles
4. Lope left lead, 4 poles
5. Jog serpentine

6. Walk "LMQ", stop in "Q"
7. 360 turn, either direction, walk out
8. Lope lead lead, 3 poles
9. Jog "Ice cubes" as shown into chute
10. Back chute as shown, walk out

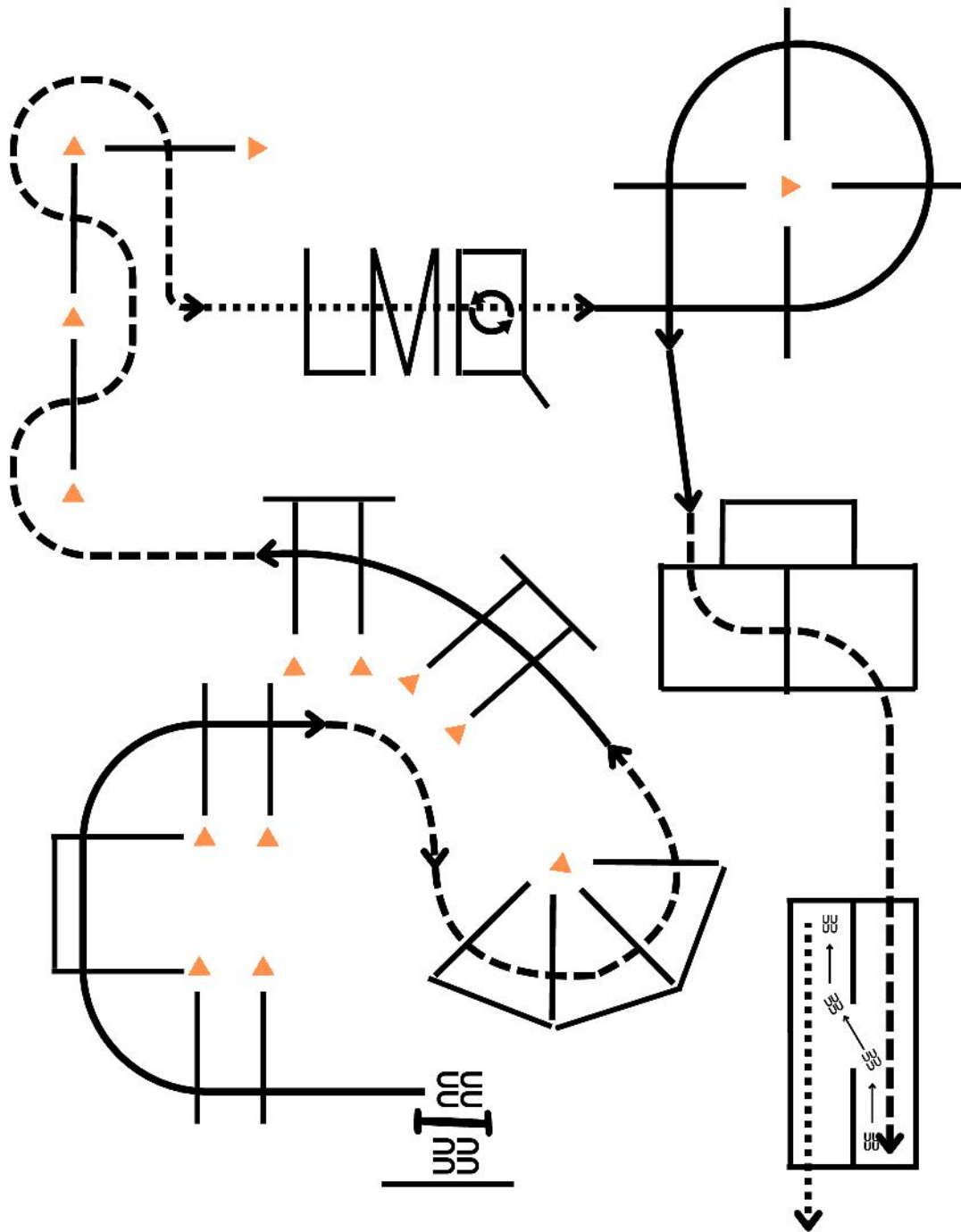


## TRAIL

AQHA YOUTH  
AQHA AMATEUR

APHA YOUTH  
APHA AMATEUR

AQHA JR/SR ALL AGES  
APHA OPEN ALL AGES



### BE READY AT THE GATE

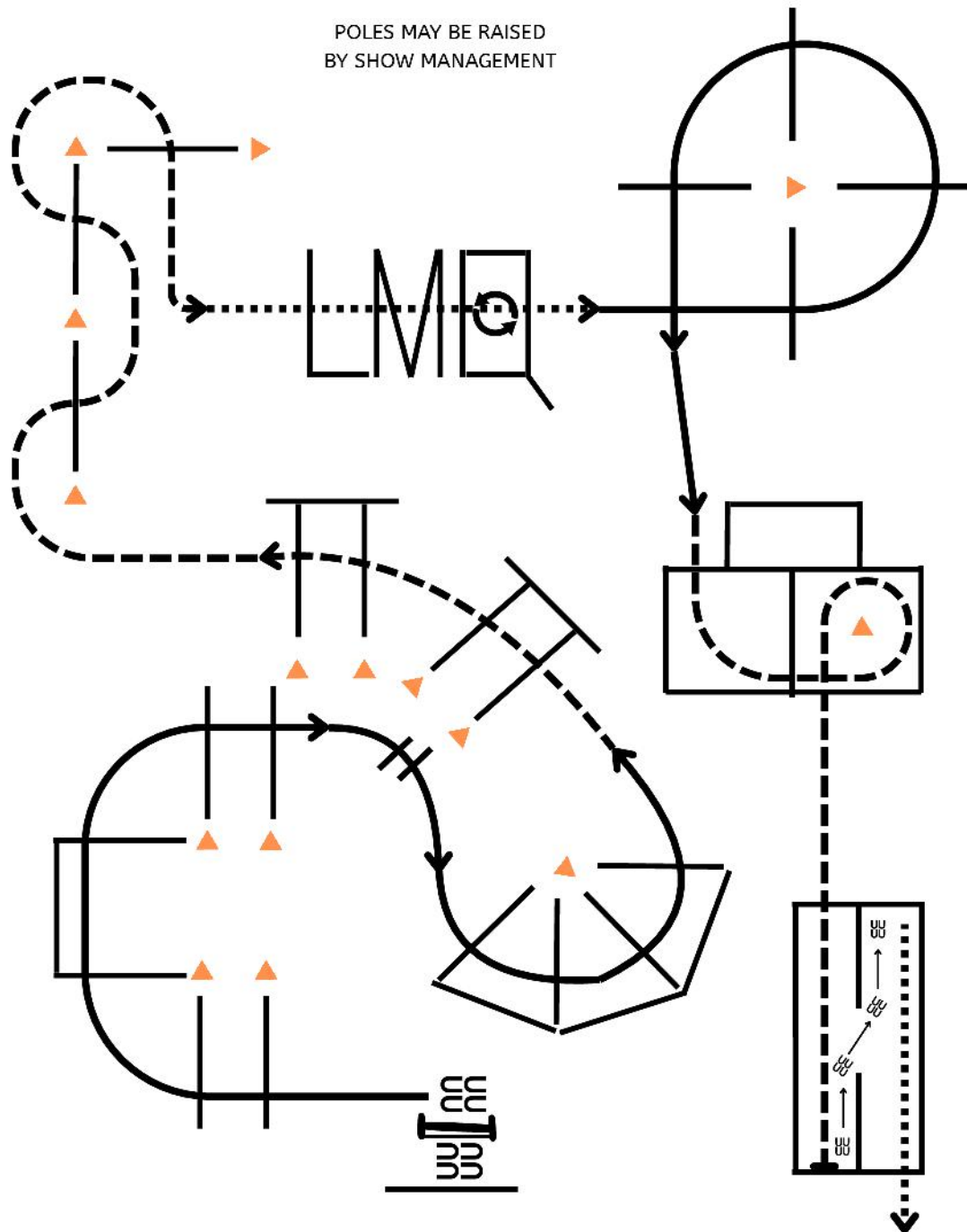
1. Gate, left hand push
2. Lope right lead, 6 poles
3. Jog, 4 poles
4. Lope left lead, 4 poles
5. Jog serpentine

6. Walk "LMQ", stop in "Q"
7. 360 turn, either direction, walk out
8. Lope lead lead, 4 poles
9. Jog "Ice cubes" as shown into chute
10. Back chute as shown, walk out



## TRAIL

### TRAIL JACKPOT



#### BE READY AT THE GATE

1. Gate, left hand over pole
2. Lope right lead, 6 poles
3. Change leads, simple or flying
4. Lope left lead, 4 poles
5. Jog 4 poles

6. Jog serpentine
7. Walk "LMQ", stop in "Q"
8. 360 turn, either direction, walk out
9. Lope lead lead, 4 poles
10. Jog "Ice cubes" as shown into chute
11. Back chute, walk out over pole



## HORSEMANSHIP

AQHA YOUTH  
AQHA AMATEUR

APHA YOUTH  
APHA AMATEUR

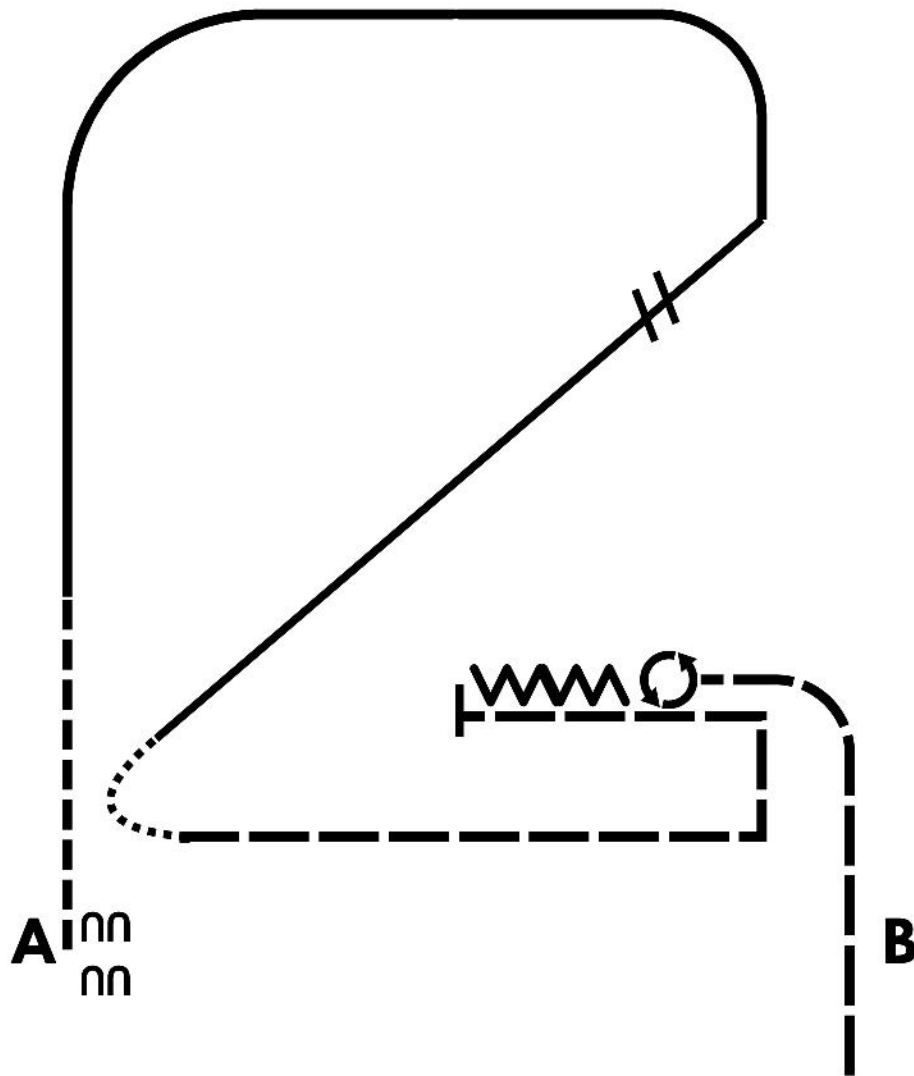


illustration for  
guidance only,  
use arena space

### BE READY AT CONE A

1. Jog
2. Lope right lead
3. Change leads, simple or flying
4. Left lead
5. Walk corner
6. Extended jog, two square corners, stop
7. Back, 540 degree (1½) turn on the haunches right
8. Extended jog to exit

**Pattern complete once you pass B**

WALK	.....
TROT	-----
EXTEND	————
BACK	W
TURN	⤵
CHANGE	//

## HORSEMANSHIP

AQHA L1 NON-PRO  
AQHA L1 YOUTH  
AQHA L1 AMATEUR

APHA NOVICE YOUTH  
APHA NOVICE AMATEUR

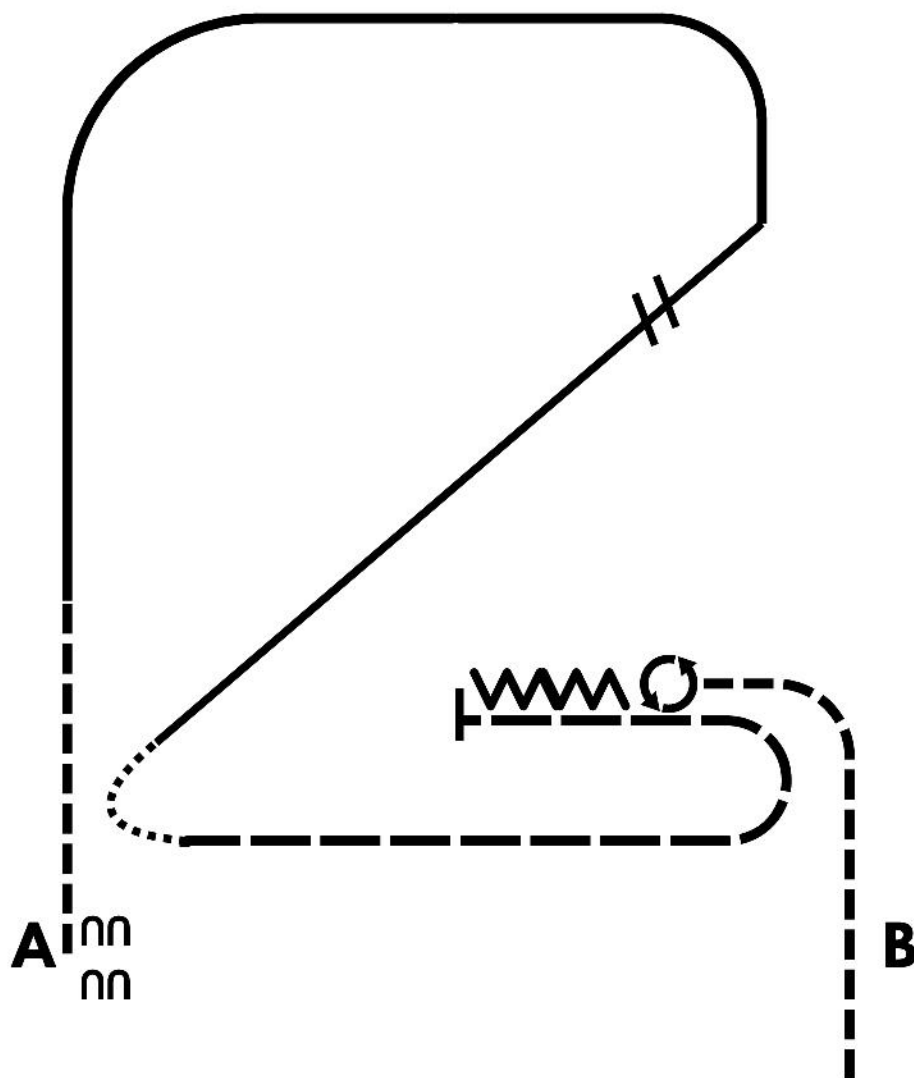


illustration for guidance only, use arena space

### BE READY AT CONE A

1. Jog
2. Lope right lead
3. Change leads, simple or flying
4. Left lead
5. Walk corner
6. Extended trot, stop
7. Back, 180 degree (½) turn on the haunches right
8. Jog to exit

Pattern complete once you pass B

WALK	.....
TROT	-----
EXTEND	————
BACK	W
TURN	⤵
CHANGE	//

## HORSEMANSHIP

AQHA L1 YOUTH WALK TROT  
AQHA L1 AMATEUR WALK TROT

APHA YOUTH WALK TROT 11-18  
APHA AMATEUR WALK TROT

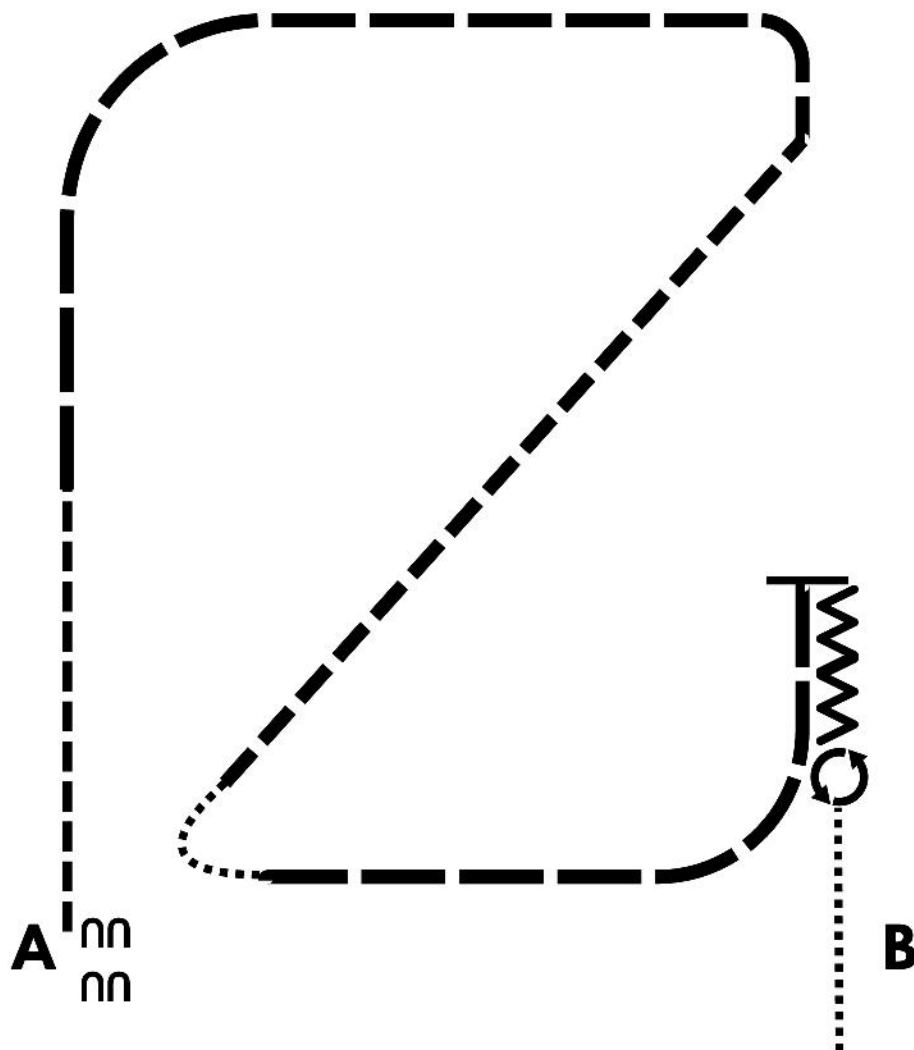


illustration for  
guidance only,  
use arena space

### BE READY AT CONE A

1. Jog
2. Extended jog
3. Jog across diagonal
4. Walk corner
5. Extended jog, stop
6. Back, 180 degree (½) turn on the haunches right
7. Walk to exit

Pattern complete once you pass B

WALK	.....
TROT	-----
EXTEND	————
BACK	W
TURN	↻
CHANGE	//

## HORSEMANSHIP

AQHA L1 YOUTH WALK TROT  
AQHA L1 AMATEUR WALK TROT

APHA YOUTH WALK TROT 11-18  
APHA AMATEUR WALK TROT

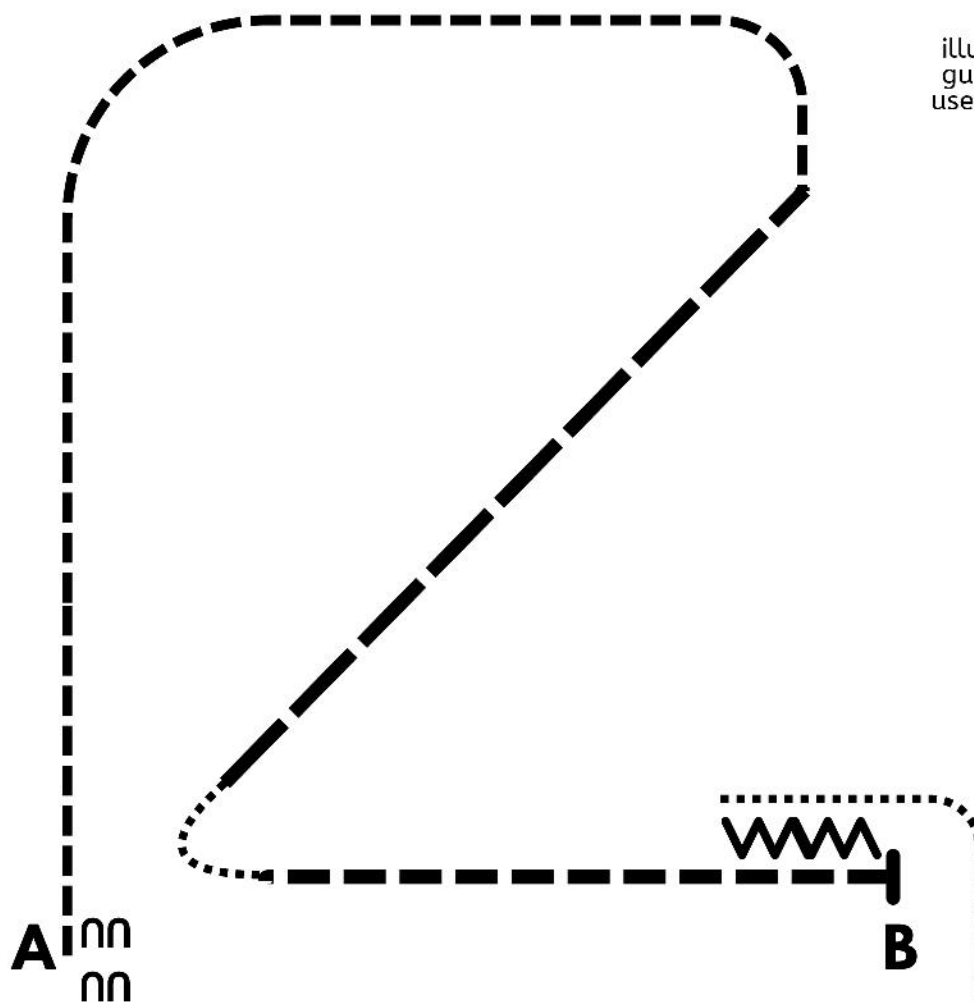


illustration for  
guidance only,  
use arena space

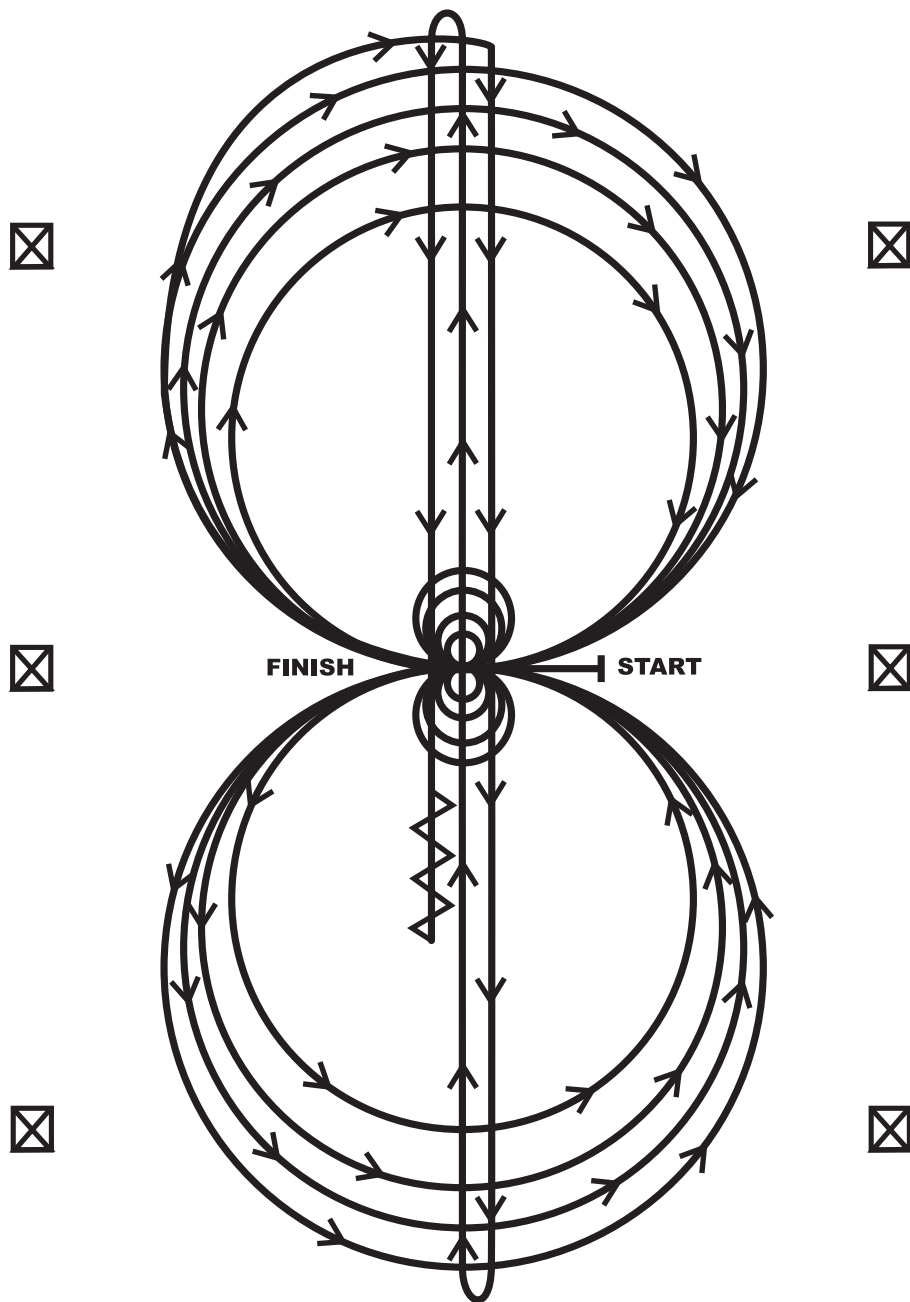
### BE READY AT CONE A

1. Jog
2. Extended jog across arena
3. Walk corner
4. Jog
5. Stop and back
6. Walk to exit

Pattern complete once you pass B

WALK	.....
TROT	-----
EXTEND	————
BACK	W
TURN	↻
CHANGE	//

# REINING PATTERN 4

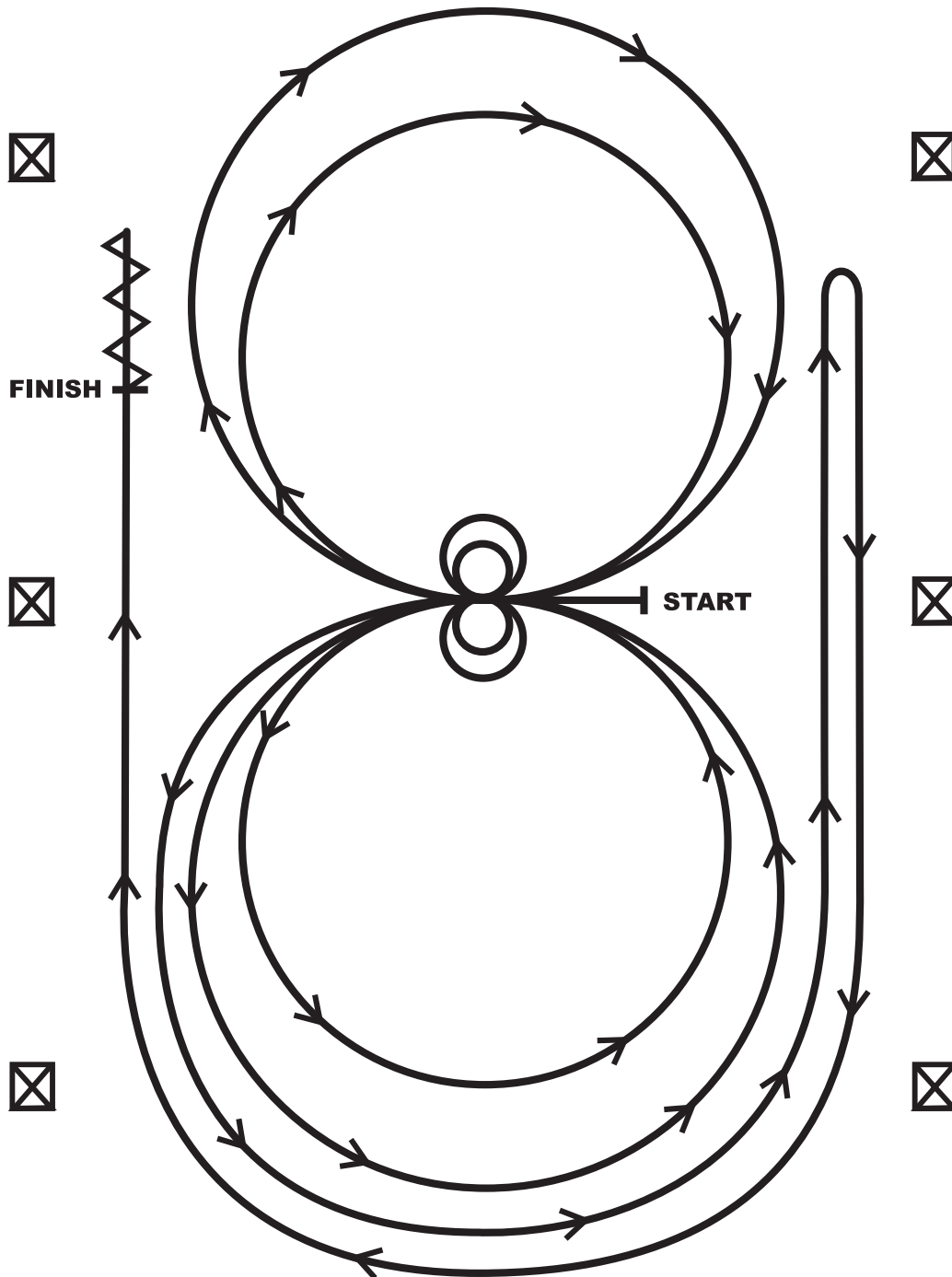


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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 PATTERN A

Approved only for Level I Youth & Amateur, Youth I3 & Under



Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the 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. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.