



Geld- und  
**150.000 €**  
Sachpreise



**International DQHA  
Championship 2018**

*Aachen / Soers, ALRV-Gelände  
5. - 14. Oktober 2018*

# *Pattern- Book*

*design: Julia O. H., photographs: Ullrich Company*



DEUTSCHE  
QUARTER  
**HORSE**  
ASSOCIATION

AMERICAN  
QUARTER  
**HORSE**  
ASSOCIATION

## Showmanship at Halter

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**Western Riding**

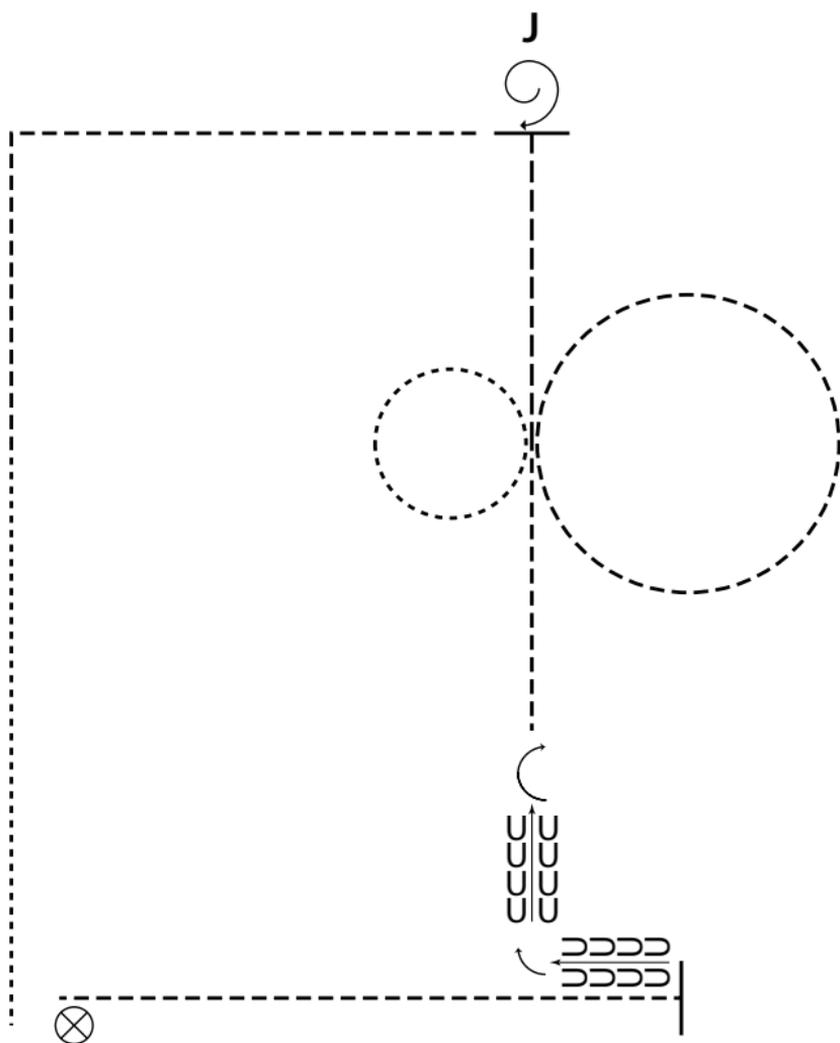
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|  |  |
|--|--|
| Trail  | Tim Kimura   |
| EWD Horsemanship                                   | Sandra Schmitz   |
| EWD Trail  | Tim Kimura/Michaela Kayser                                 |
| Showmanship, Horsemanship,<br>Hunt Seat Equitation | Pierre Ouellet and Guylaine Deschenes<br>ABC Horse Academy |
| Ranch Riding                                       | Michaela Kayser  |
| Other Patterns                                     | AQHA   |



# Showmanship at Halter Youth / Amateur

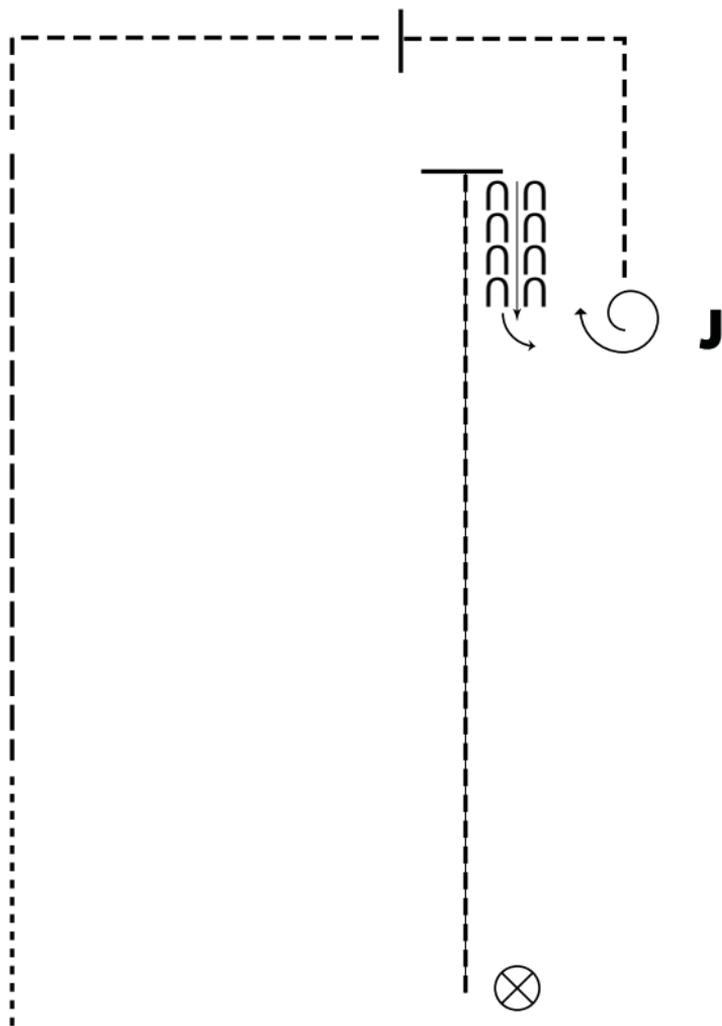


Follow pattern as designed

1. Trot straight line and stop
2. Back up one horse length, turn and back up one horse length in line with judge
3. Turn 180° and trot a straight line
4. Make a right large circle at the jog
5. Then make a left small circle at walk
6. Extended trot in a straight line and stop
7. Set up – inspection
8. 270° turn, trot, turn square, trot and walk to exit

- Walk
- - - - - Jog
- — — — — Extended Jog
- ←←←←← Backup
- J Judge
- ⊗ Marker

# Showmanship at Halter Youth / Amateur (Finals)

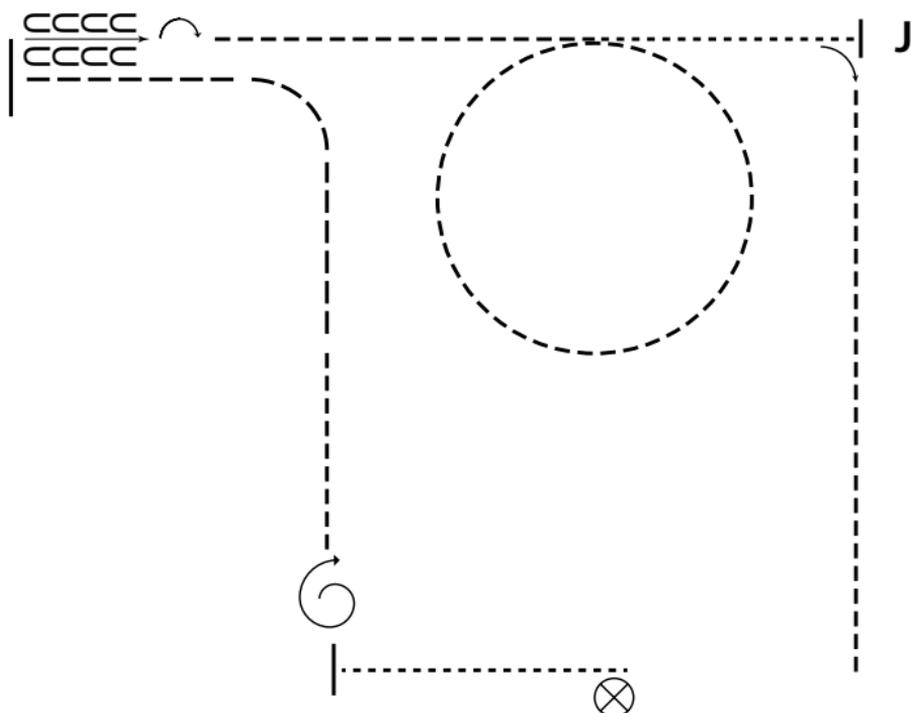


Follow pattern as designed

1. Trot straight line and stop
2. Back up on line with the judge
3. 90° turn, set up
4. Inspection
5. 270° turn, trot, turn square
6. Trot and stop, „set up“
7. Trot and turn square
8. Extended trot  $\frac{3}{4}$  of the distance and walk to exit

- ..... Walk
- Jog
- Extended Jog
- CCCC Backup
- J Judge
- ⊗ Marker

## Showmanship at Halter Select Amateur

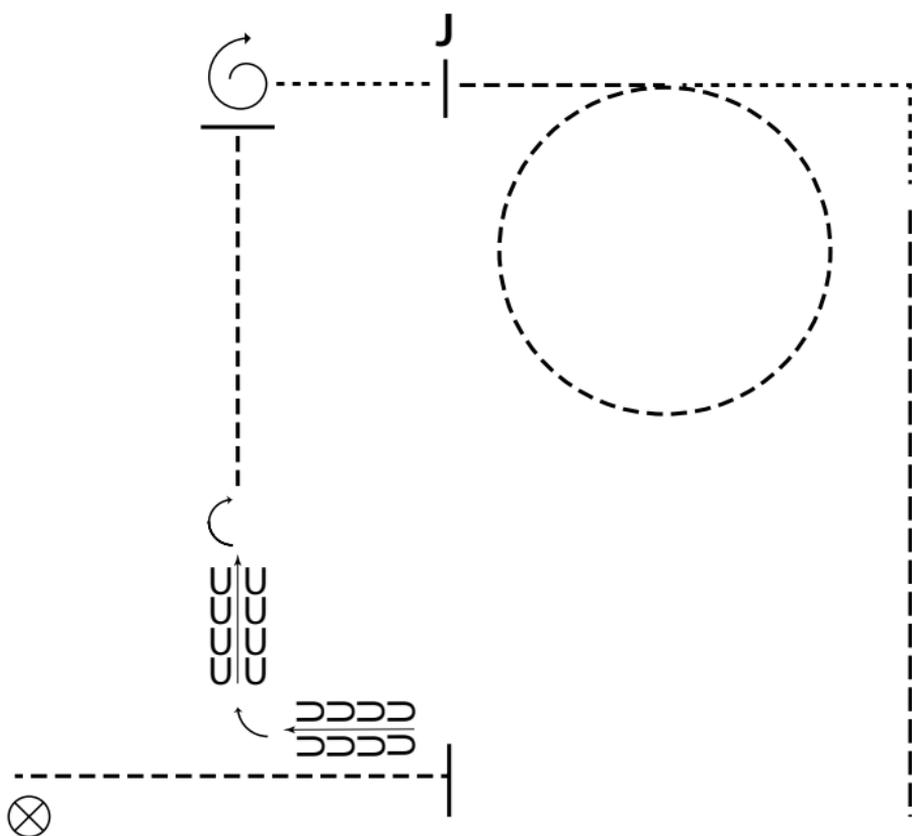


Follow pattern as designed

1. Walk straight line and stop
2. 1 <sup>1</sup>/<sub>4</sub> turn, trot half way
3. Extended trot next half, turn and make a straight line and stop
4. Back one horse length & turn 180°
5. Trot and make a circle
6. At the conclusion of the circle, walk to judge & stop
7. Set up & inspection
8. Turn 90° & exit at jog

- · · · · Walk
- - - - - Jog
- - - - - Extended Jog
- CCCC → Backup
- J Judge
- ⊗ Marker

## Showmanship at Halter Select Amateur (Finals)



Follow pattern as designed

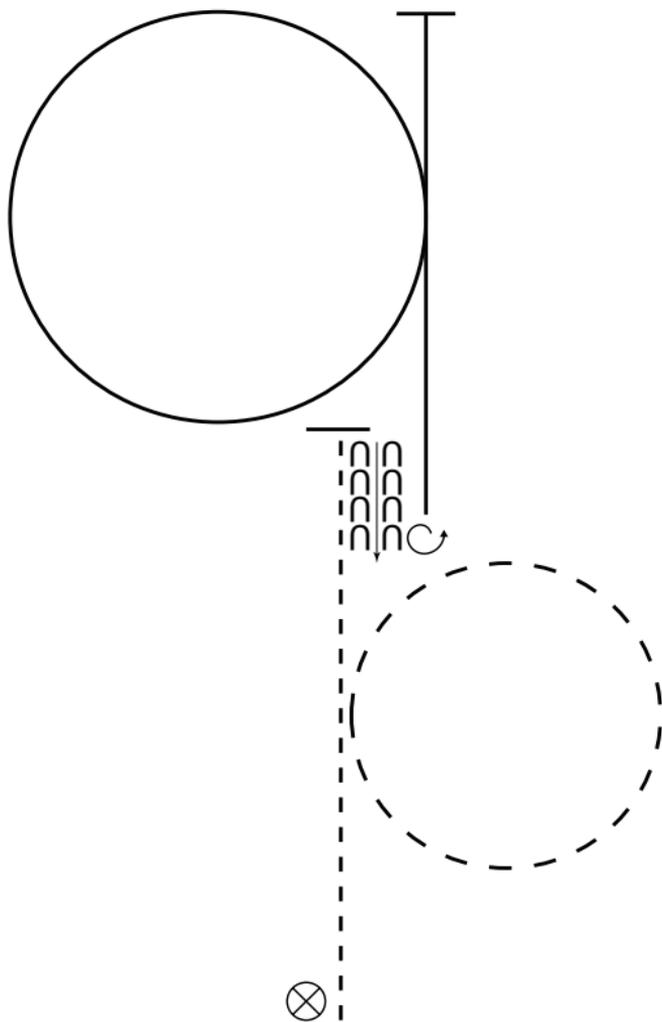
1. Trot straight line and stop in line with the judge
2. Back, turn square, back one horse length
3. 180°, trot until haunches are level with judge, stop
4. 1 1/4 turn, walk to the judge
5. Set up & inspection
6. Trot a circle, walk, turn square
7. Extended trot

- Walk
- - - - - Jog
- - - - - Extended Jog
- ←←←←← Backup
- J Judge
- ⊗ Marker

Follow directions of the ringsteward

# Western Horsemanship

## L1 Amateur / L1 Youth



Ride pattern as designed

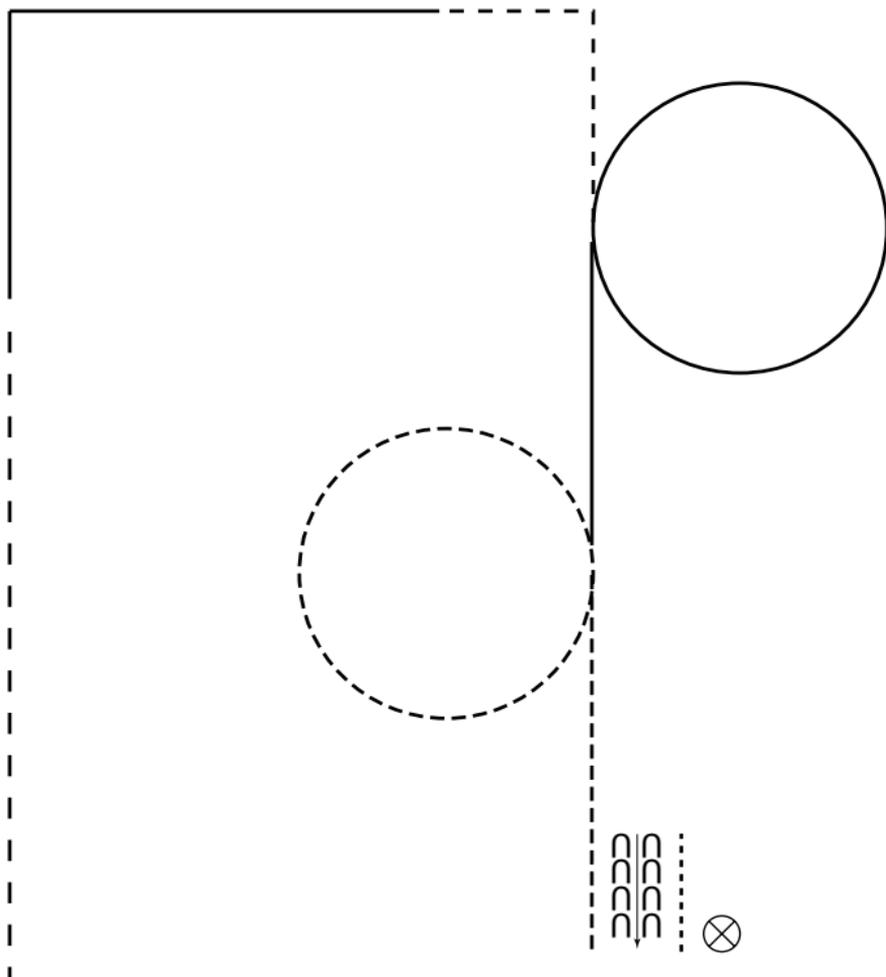
1. Trot a straight line and make a right circle at extended trot
2. Continue at the trot on straight line and stop half way between the 2 circles
3. Back up two horse lengths, 360° turn on haunches
4. Take the left lead, and make a left circle
5. Continue straight line and stop

- ..... Walk
- - - - - Jog
- - - - - Extended Jog
- Lope
- Extended Lope
- //—— Change Leads
- ⤴⤴⤴⤴⤴ Backup
- ⤴⤴⤴⤴ Side Pass
- ⤴⤴⤴⤴ Leg Yield

Follow directions of the ringsteward

# Western Horsemanship

## Select Amateur

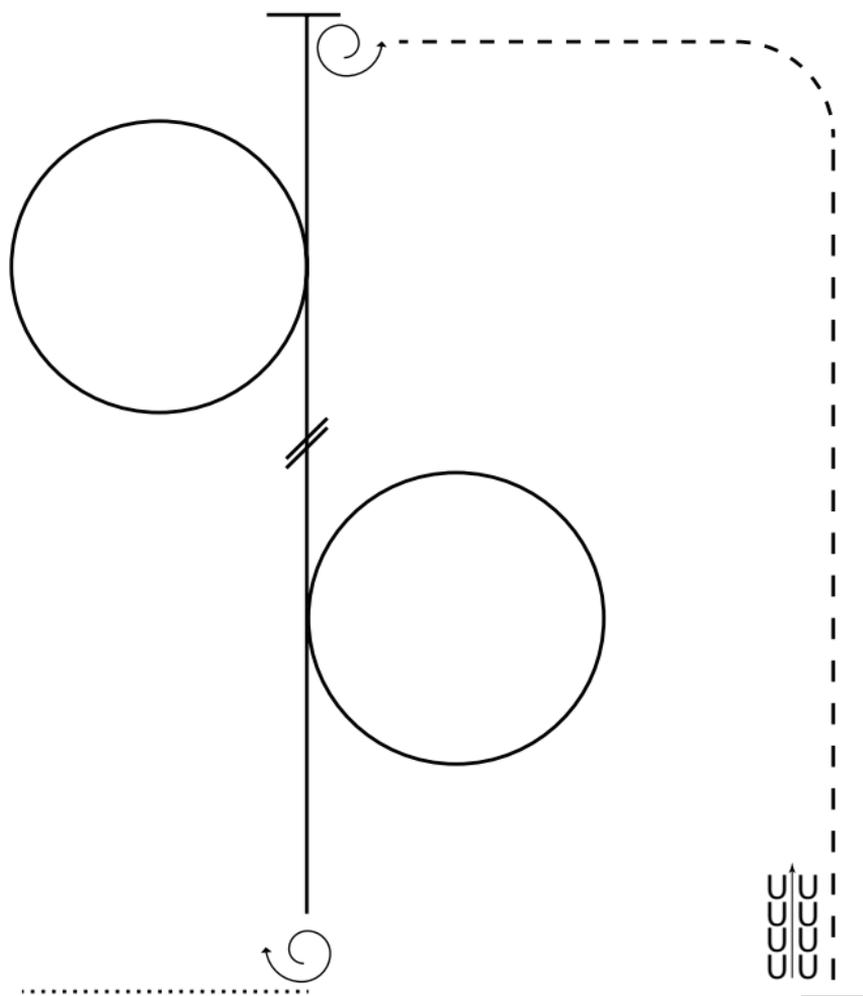


Ride pattern as designed

1. Walk 2 horse lengths, back to departure
2. Jog straight line and make a left circle
3. At the conclusion of circle take right lead, make a straight line followed by a right circle
4. At the conclusion of circle jog and turn square
5. After  $\frac{1}{3}$  of distance take the left lead
6. Straight line, turn square, straight line
7. Extended jog to exit

- ⋯⋯⋯ Walk
- Jog
- - - Extended Jog
- Lope
- Extended Lope
- // Change Leads
- ~~~~ Backup
- ⋯⋯ Side Pass
- Leg Yield

# Western Horsemanship Select Amateur (Finals)



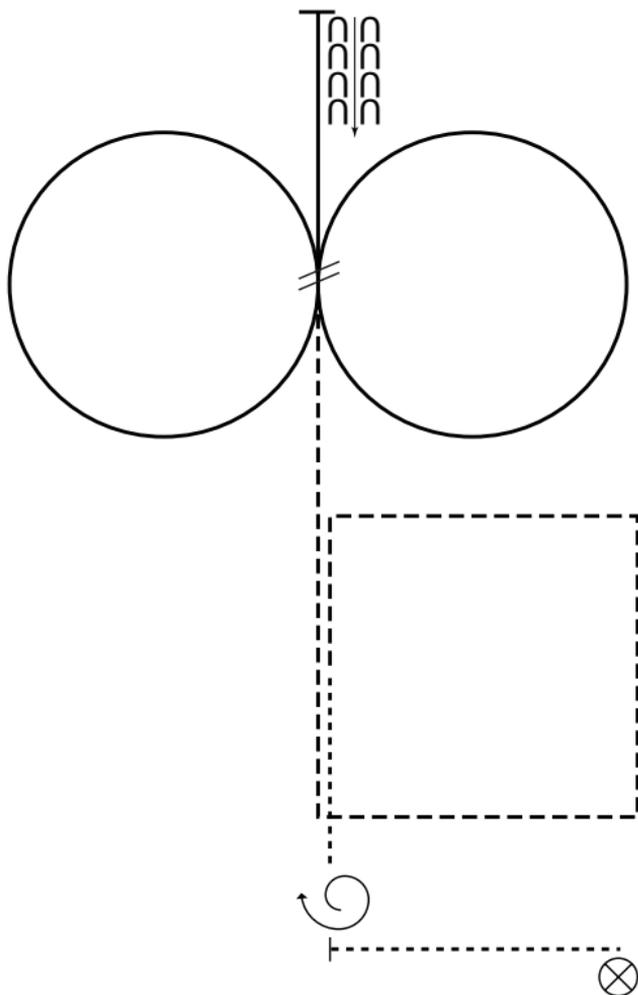
Ride pattern as designed

1. Walk and stop, 270° right turn on forehand (moving HAUNCHES to the LEFT)
2. Right lead and do a right circle
3. Between circles simple lead change
4. Take the left lead & circle left, lope straight line and stop
5. 1 3/4 left turn on haunches, jog and turn at jog
6. Extended jog to stop and back up 1 horse length

- Walk
- - - - - Jog
- - - - - Extended Jog
- Lope
- Extended Lope
- //—— Change Leads
- ←←←←← Backup
- Side Pass
- Leg Yield

Follow directions of the ringsteward

# Western Horsemanship Youth / Amateur



Ride pattern as designed

1. Walk, stop, 2 1/4 right turn on the haunches
2. Walk few steps, trot a big square, trot a straight line
3. Take the right lead and make a right circle
4. Do a flying or simple lead change
5. Complete a left circle and go straight
6. Stop and back a horse length

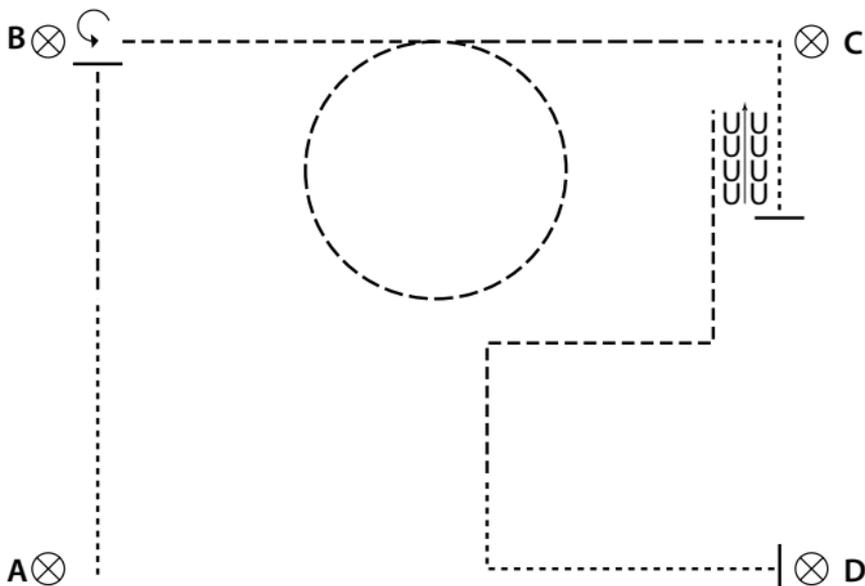
- · · · · Walk
- - - - - Jog
- - - - - Extended Jog
- Lope
- Extended Lope
- // Change Leads
- ←←←←← Backup
- Side Pass
- Leg Yield

Follow directions of the ringsteward



# Western Horsemanship

## EWD



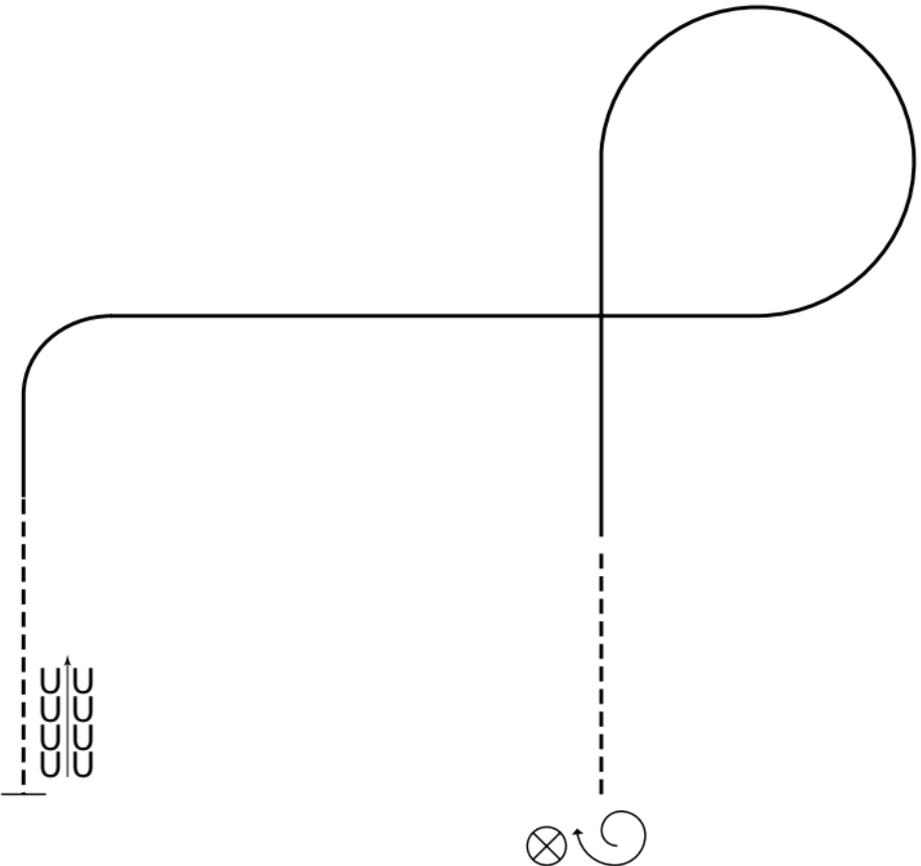
1. Walk half way between A & B; jog to B
2. Stop & ¾ turn to the left
3. Jog, circle to the right in extended jog, continue in extended jog
4. Before C break to a walk, walk corner & straight approx. 2 horse lengths
5. Stop & back-up
6. Jog corners & walk corner
7. At D stop & hesitate

- · · · · Walk
- - - - - Jog
- - - - - Extended Jog
- Lope
- Extended Lope
- /// Change Leads
- ~~~~~ Backup
- Side Pass
- Leg Yield

Follow directions of the ringsteward

# Hunt Seat Equitation

## L1 Amateur / L1 Youth



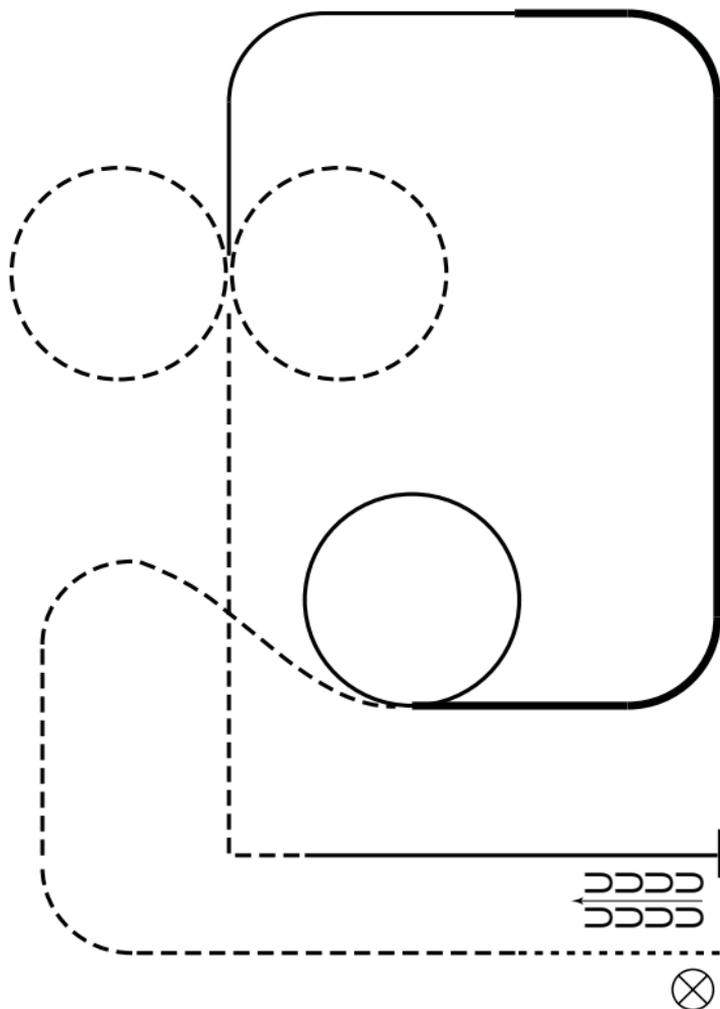
Ride pattern as designed

1. Left turn on forehand 360°
2. Posting trot left diagonal half way
3. Canter right lead and make a right circle
4. Keep right lead, straight line and turn left
5. Posting trot on the right diagonal
6. Stop & back 2 horse lengths

- ..... Walk
- Trot
- - - - Extended Trot
- Canter
- Hand Gallop
- //// Change Leads
- cccc Backup

Follow directions of the ringsteward

# Hunt Seat Equitation Youth / Amateur



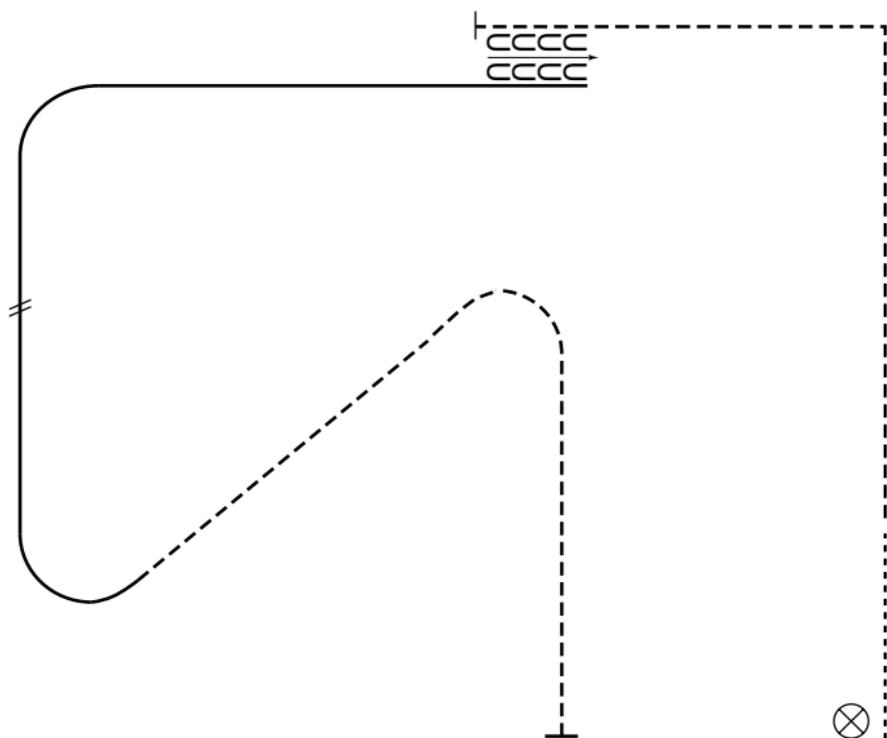
Ride pattern as designed

1. Walk 2 horse lengths and posting trot left diagonal as designed
2. Canter left lead, make a left circle
3. Hand gallop as designed and collect canter
4. Posting trot, right diagonal, left circle
5. Continue with a right circle at sitting trot and then straight to make a square turn
6. Right lead, stop, back

- ..... Walk
- Trot
- - - - - Extended Trot
- Canter
- Hand Gallop
- // Change Leads
- cccc Backup

Follow directions of the ringsteward

# Hunt Seat Equitation Youth / Amateur (Finals)



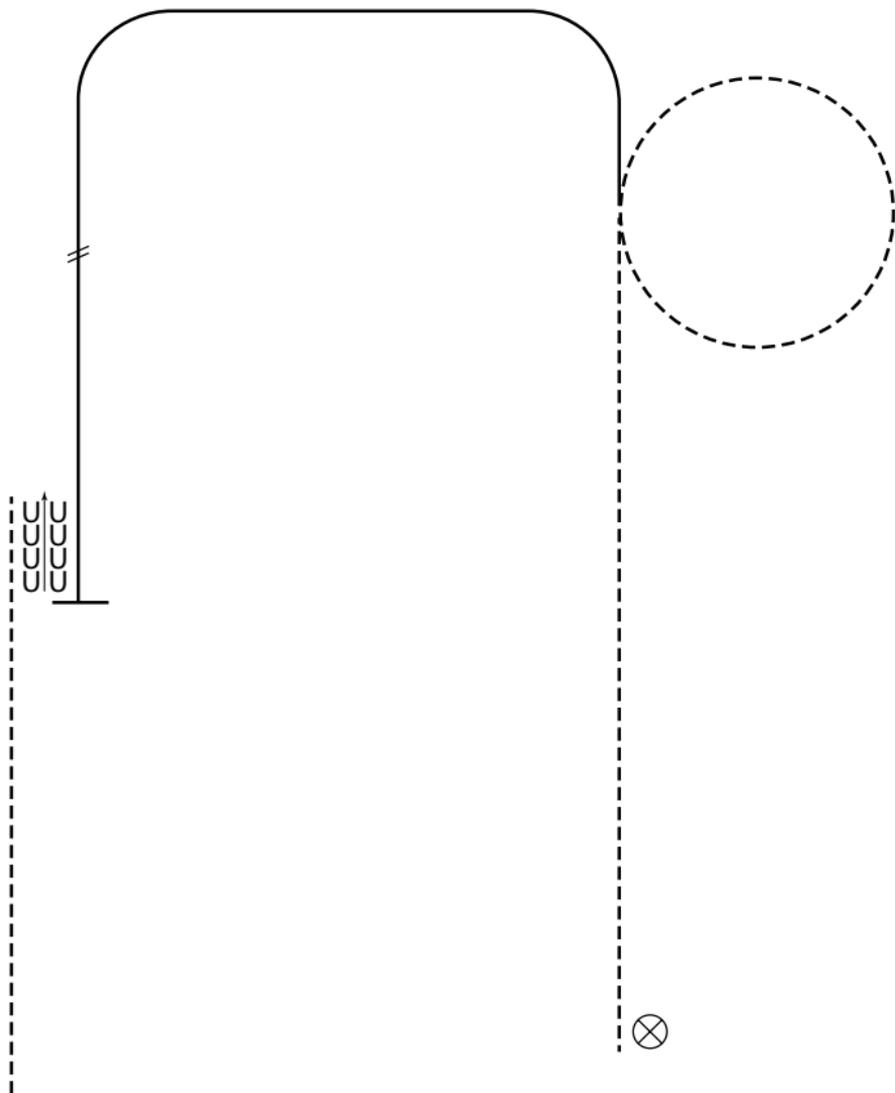
Ride pattern as designed

1. Walk few meters
2. Posting trot right diagonal
3. Stop and back one horse length
4. Canter right lead and turn left
5. Change lead (simple or flying) continue and turn left
6. Posting trot on left diagonal
7. Before the last right turn take a 2 points position, continue & stop

- ..... Walk
- Trot
- - - - Extended Trot
- Canter
- Hand Gallop
- //—— Change Leads
- ←←←←← Backup

Follow directions of the ringsteward

# Hunt Seat Equitation Select Amateur

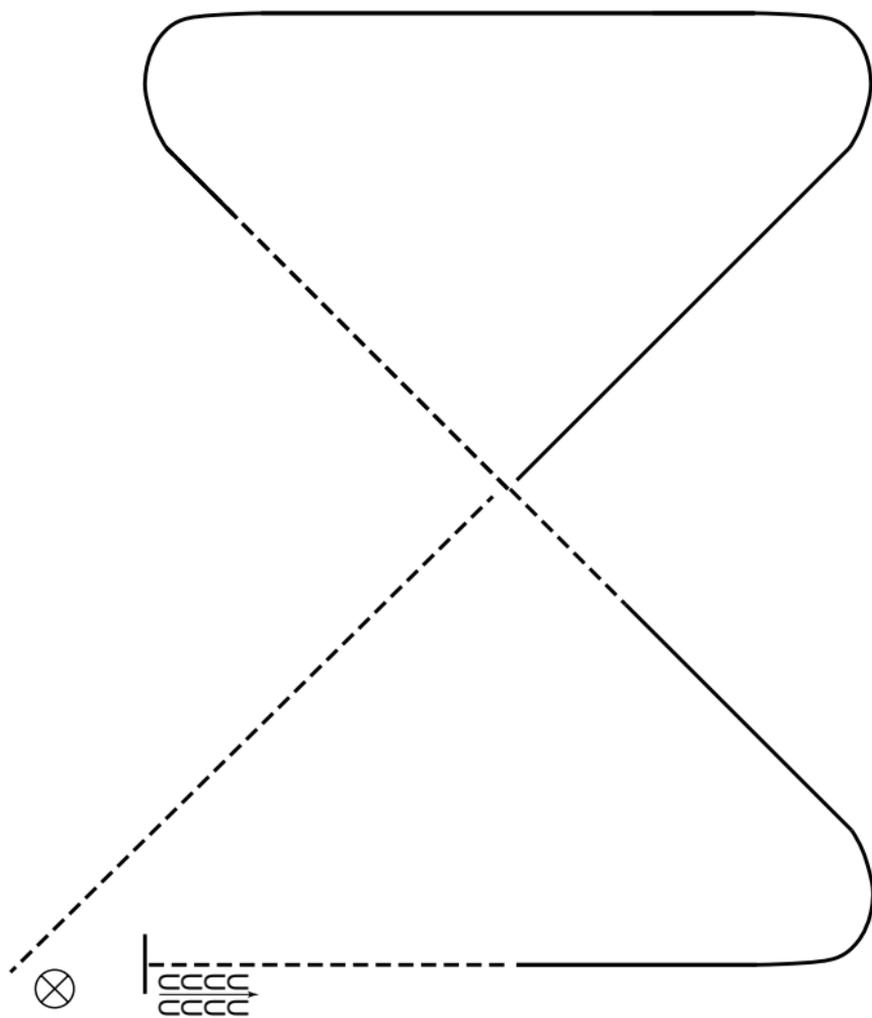


Ride pattern as designed

1. Posting trot right diagonal for half way
2. Change to left diagonal at posting trot
3. Make a right circle
4. Take the right lead
5. Do a lead change (simple or flying) where it's designed in the pattern
6. Stop & back 2 horse lengths
7. Exit at sitting trot

- ..... Walk
- Trot
- - - - - Extended Trot
- Canter
- Hand Gallop
- //—— Change Leads
- cccccc Backup

# Hunt Seat Equitation Select Amateur (Finals)



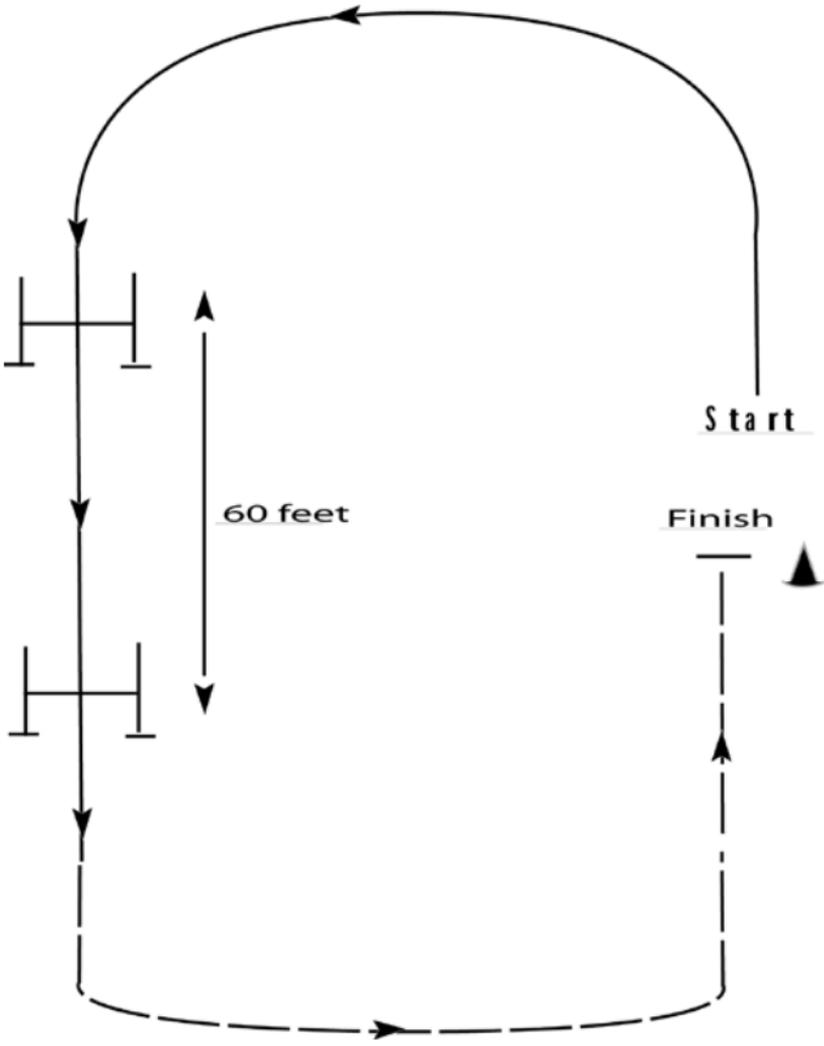
Ride pattern as designed

1. Sitting trot half way
2. Take the right lead canter as designed
3. Posting trot right diagonal
4. Take left lead and turn
5. Posting trot left diagonal
6. Stop & back 1 horse length

- ..... Walk
- Trot
- - - - Extended Trot
- Canter
- Hand Gallop
- // Change Leads
- CCCC→ Backup

Follow directions of the ringsteward

# Hunter Hack all classes



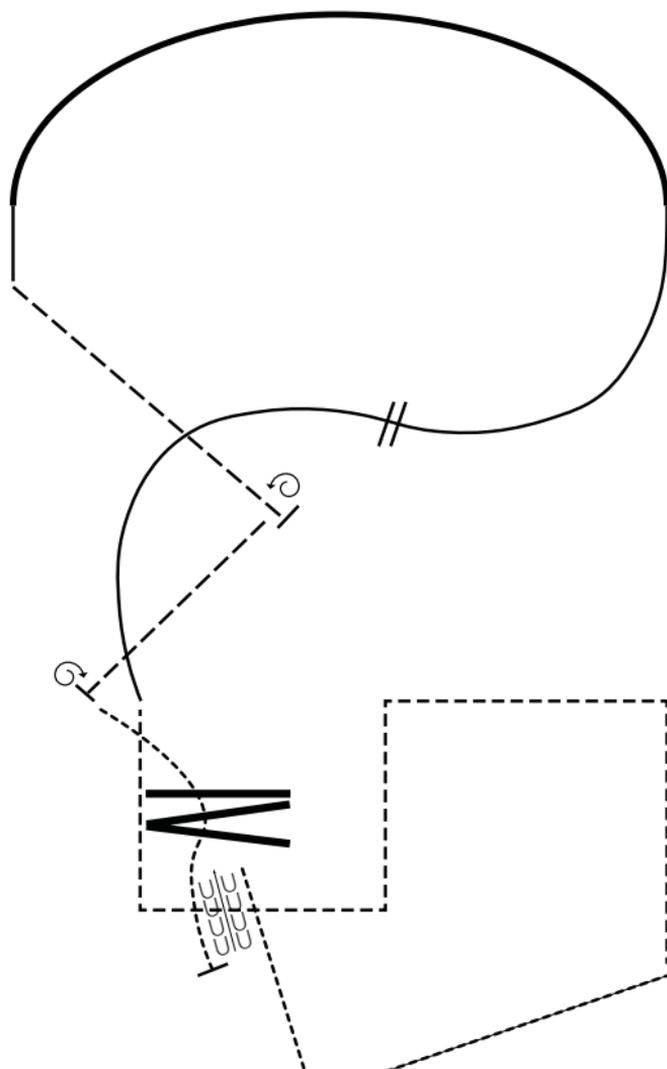
1. Fences are set approximately 60 feet apart
2. After 2<sup>nd</sup> fence, hand gallop to marker.  
Stop and back approximately one horse length
3. Drop your reins to signify completion

- · · · · Walk
- - - - Trot
- - - - Extended Trot
- Canter
- Hand Gallop
- /// Change Leads
- cccc Backup

Follow directions of the ringsteward

# Ranch Riding

## L1 Youth / L1 Amateur / L1 Open



1. Walk
2. Trot, line with corners
3. Lope right lead
4. Change leads (simple or flying)
5. Lope left lead
6. Extend the lope, collect
7. Extended trot, stop
8. 1 <sup>3</sup>/<sub>4</sub> turn left
9. Extended trot, stop
10. 1 <sup>3</sup>/<sub>4</sub> turn right
11. Walk over logs
12. Walk, stop, back, walk to exit

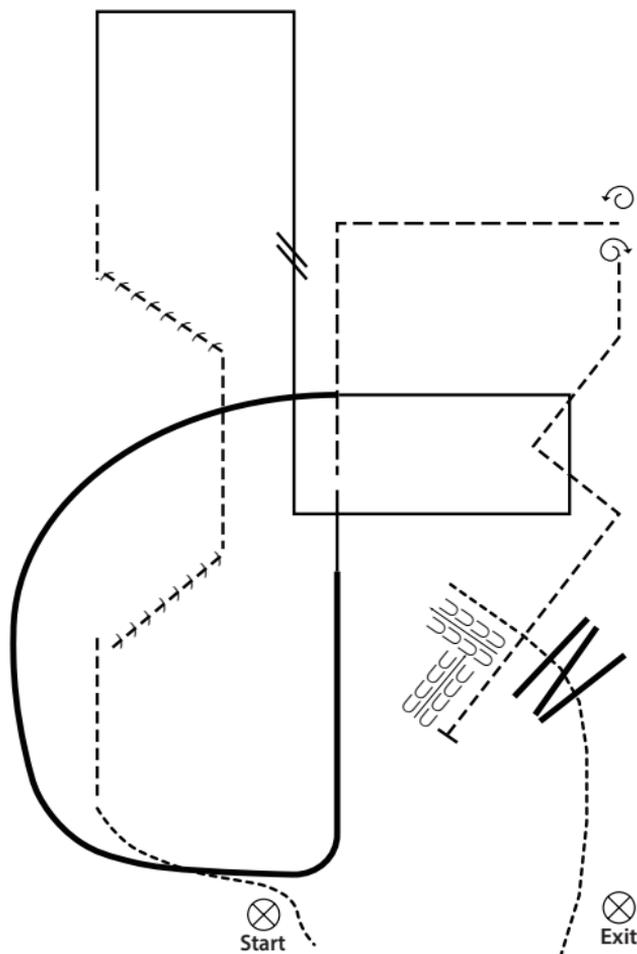
⊗ Exit

⊗ Start

- Walk
- - - - Trot
- — — Extended Trot
- Lope
- Extended Lope
- // Change Leads
- CCCC Backup
- ..... Side Pass
- Marker

# Ranch Riding

## Graduate / Junior (Finals) / Senior (Finals) / Amateur (Finals)

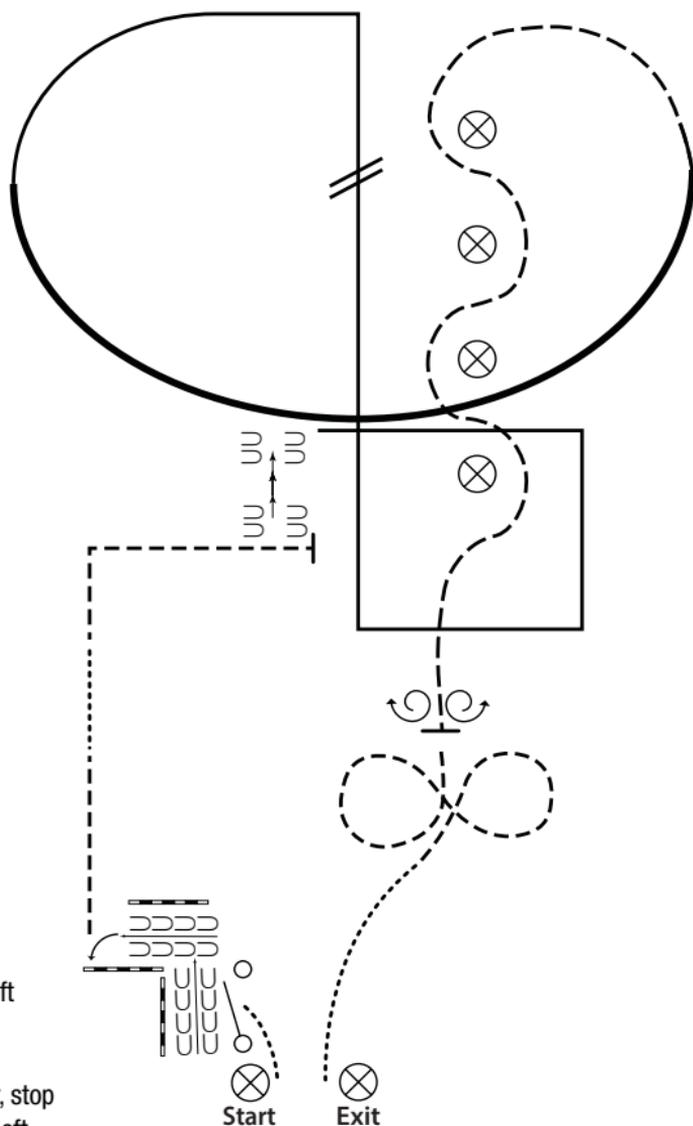


1. Walk
2. Trot, two-track right (two-track is moving the horse forward and laterally simultaneously. The horse's body is kept pointing straight)
3. Trot, two-track left, trot
4. Lope right lead
5. Lead change (simple or flying)
6. Lope left lead, line with corners
7. Extended lope, collect
8. Extended trot, line with corners
9. 2 turns left
10. 2 1/4 turns right
11. Trot, stop
12. Back up
13. Walk over logs, walk to exit

- Walk
- Trot
- Extended Trot
- Lope
- Extended Lope
- Change Leads
- Back up
- Side Pass
- Marker

# Ranch Riding

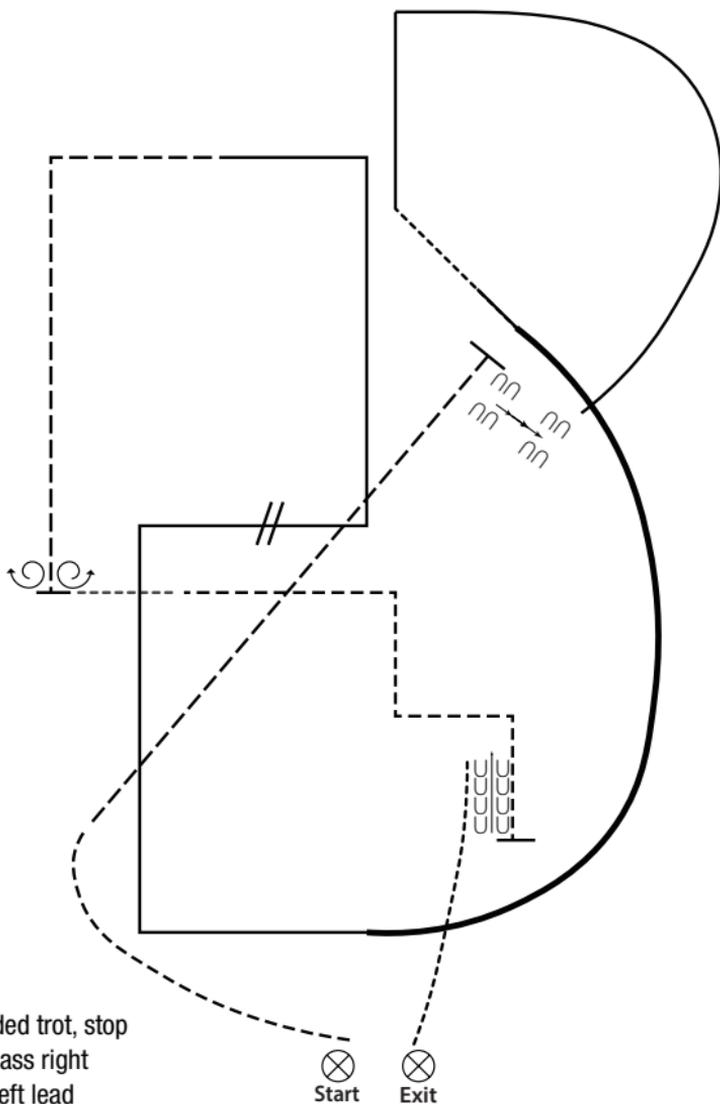
## Junior / Senior / Amateur / Maturity / Youth (Finals)



1. Gate LH
2. Back up, 90° turn left
3. Trot
4. Walk
5. Trot corner, stop
6. Side pass left
7. Lope right lead, square line
8. Lead change (simple or flying)
9. Lope left lead, line with corner
10. Extend the lope, collect
11. Extended trot, serpentine, stop
12. 360° each way, either way first
13. Trot small figure eight
14. Walk to exit

- Walk
- Trot
- Extended Trot
- Lope
- Extended Lope
- Change Leads
- Backup
- Side Pass
- Marker

# Ranch Riding Youth / Futurity / Select Amateur (Finals)

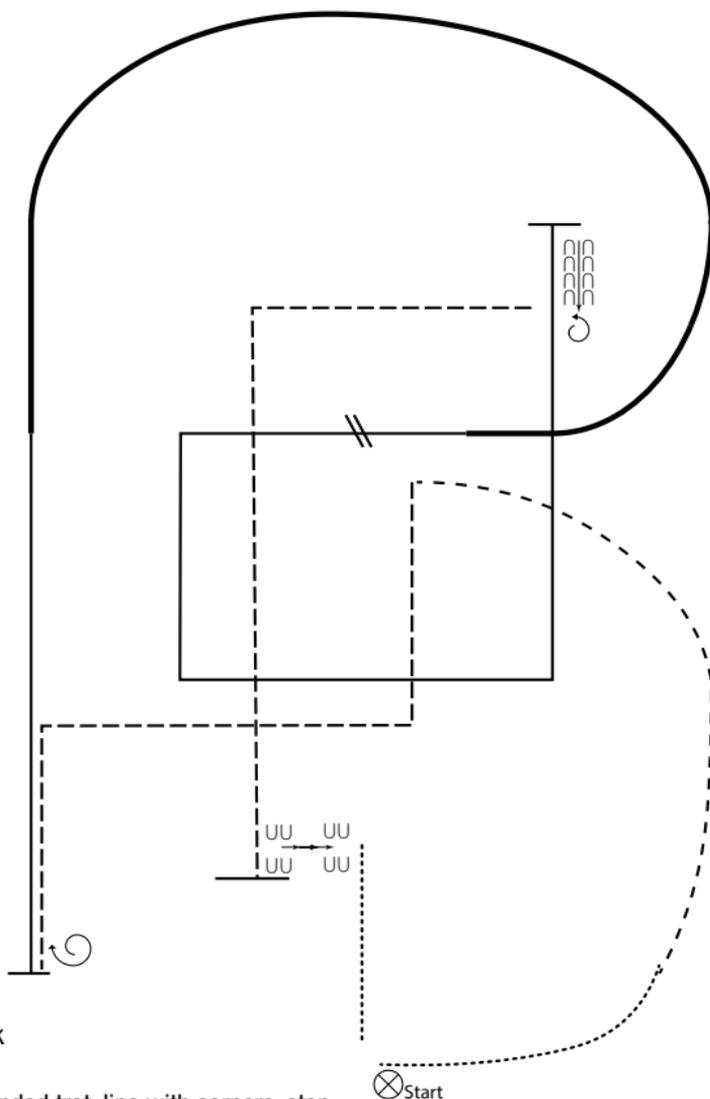


1. Trot
2. Extended trot, stop
3. Side pass right
4. Lope left lead
5. Walk
6. Lope right lead, extend the lope
7. Collect lope, line with corners
8. Change leads (simple or flying)
9. Left lead, line with corners
10. Extended trot around corner, stop
11. 2 turns right, 1 ¼ left
12. Walk
13. Trot line with corners, stop, back
14. Walk to exit

- Walk
- Trot
- Extended Trot
- Lope
- Extended Lope
- Change Leads
- Backup
- Side Pass
- Marker

# Ranch Riding

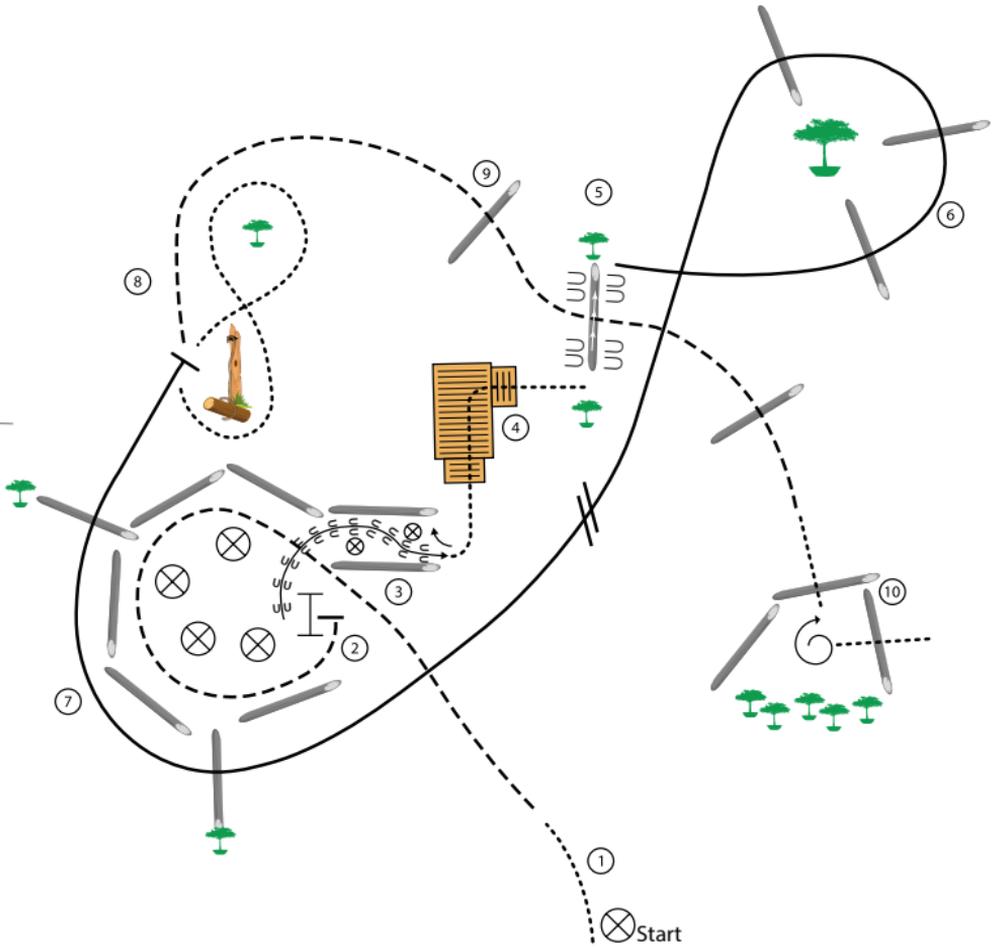
## Select Amateur / VRH Open / Amateur



1. Walk
2. Trot
3. Extended trot, line with corners, stop
4. 1 ½ turns right
5. Lope right lead
6. Extended lope, collect lope
7. Lead change (simple or flying)
8. Lope left lead, line with corners
9. Stop and back
10. 1 ¼ turn left
11. Extended trot, stop
12. Side pass left, walk out

- ..... Walk
- Trot
- Extended Trot
- Lope
- Extended Lope
- //—— Change Leads
- UUUUUU Backup
- ..... Side Pass
- Marker

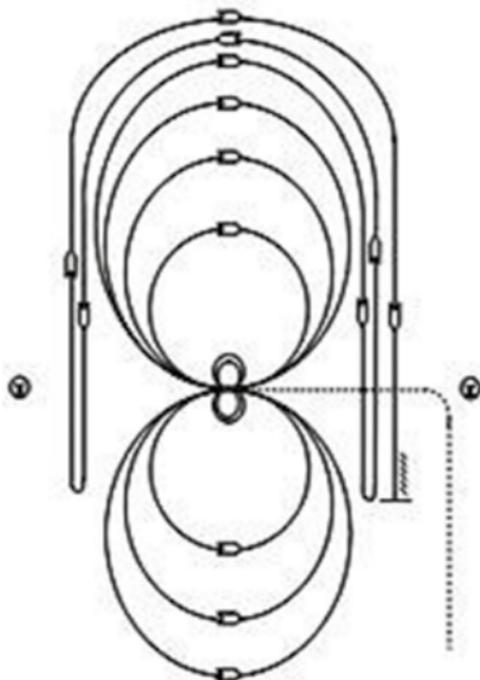
# Ranch Trail



1. Walk, trot with forward motion through circle, stop
2. LH Gate
3. Back around
4. Walk over bridge
5. Side pass left
6. Lope over left lead
7. Change lead (simple or flying)  
Lope over right lead, stop
8. Drag log (Figure eight)
9. Trot over
10. Walk in, 270° right, walk out

- Walk
- - - - - Trot
- - - - - Extended Trot
- Lope
- Extended Lope
- //// Change Leads
- CCCC Backup
- ..... Side Pass
- Marker

## Ranch Reining Open / Amateur



### Mandatory Marker along Fence or Wall

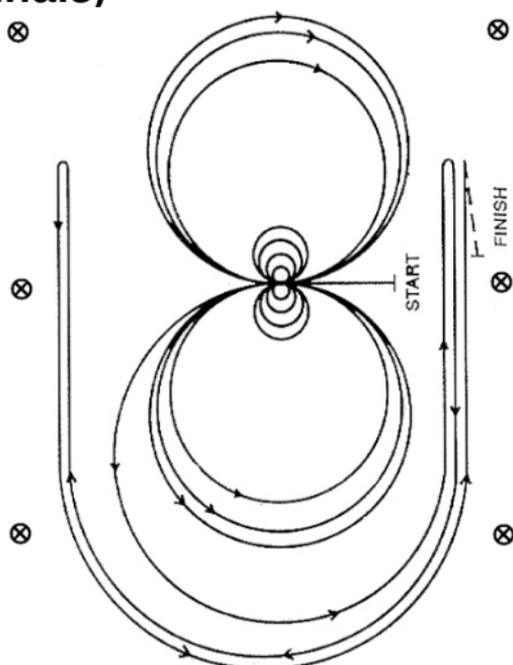
The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four right spins at the center marker; hesitate
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four left spins, hesitate
8. Take a right lead & make a large fast circle to the right, change leads and make a large fast circle to the left, change leads
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence
10. Continue back the arena, run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence
11. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

# Reining

## L1 Open / L1 Amateur/ Select Amateur / Youth (Finals)



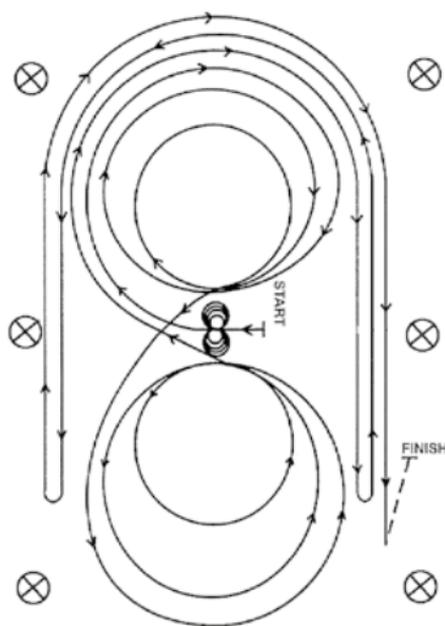
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right.
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 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.
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 20 feet (6 meters) 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

## Reining Junior / L1 Youth / Amateur (Finals)



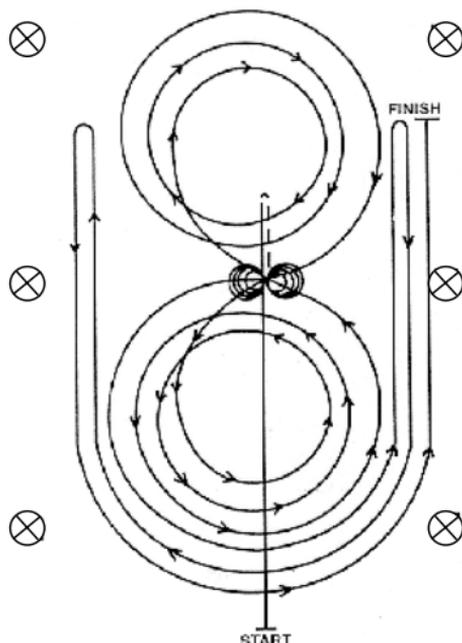
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left.
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 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 20 feet (6 meters) 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 20 feet (6 meters) 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

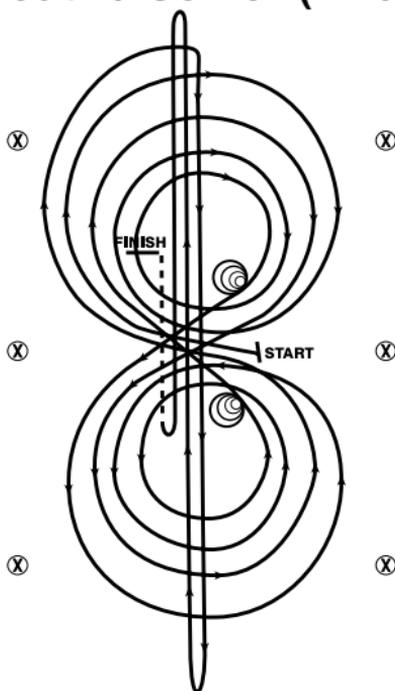
## Reining Senior / Youth (Finals) / Select Amateur (Finals)



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right.
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 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 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 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 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. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

## Reining Amateur / Youth / Senior (Finals)



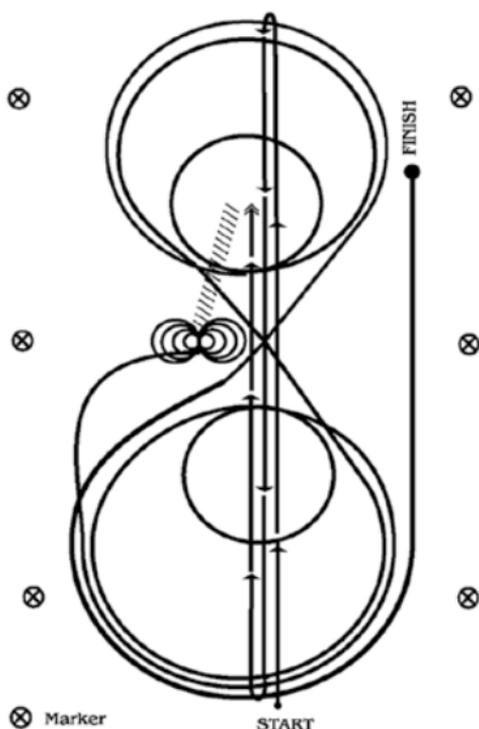
Horse must walk or stop prior to starting pattern.

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 circles large and fast; the third circle small and slow. Stop at the center of the arena.
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.
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.
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 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

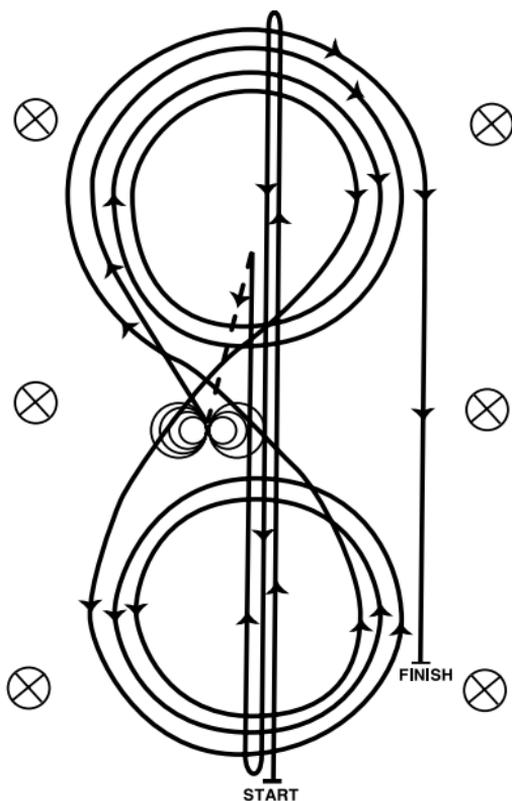
## Reining Graduate



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 10 feet (3 meters). Hesitate.
4. Complete four spins to the right.
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 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 20 feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

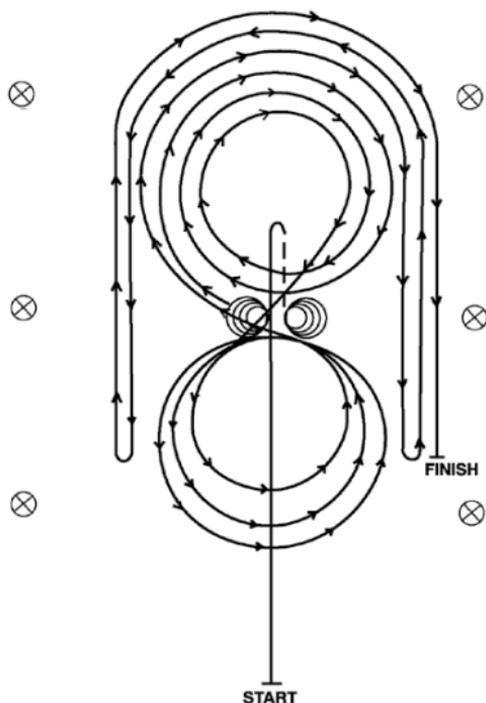
## Reining Maturity



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 the center of the arena or at least ten feet (3 meters). Hesitate.
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, 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.
7. 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.
8. Begin a large 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 sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

## Reining Futurity

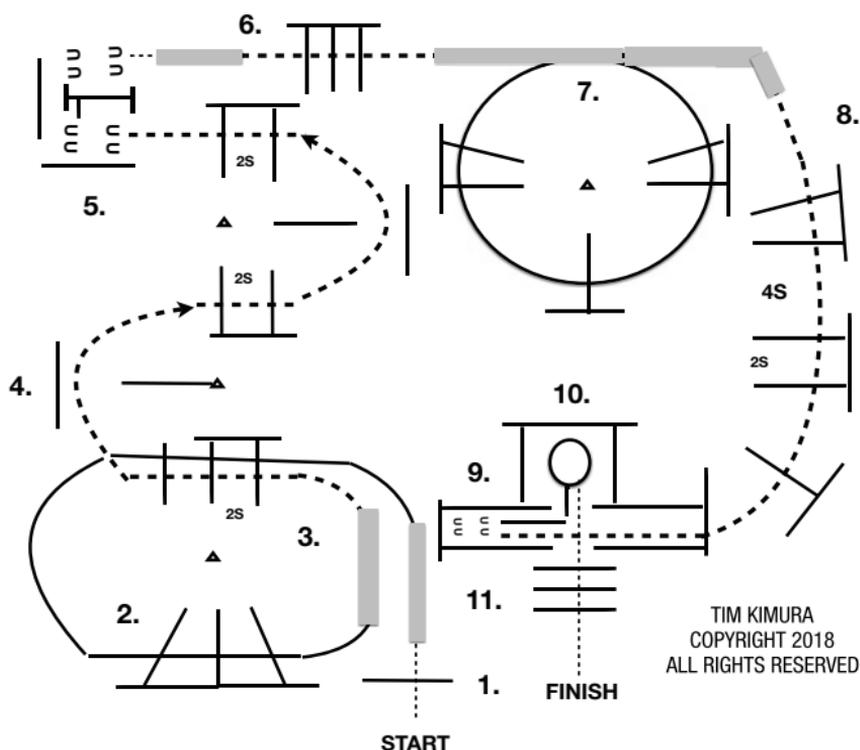


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, 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. 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.
6. Begin a large circle to the right but do not close this circle. Run down the right 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.
7. 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 20 feet (6 meters) from the wall or fence - no hesitation.
8. Continue back around 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 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

# Trail

## L1 Youth / L1 Amateur / L1 Open

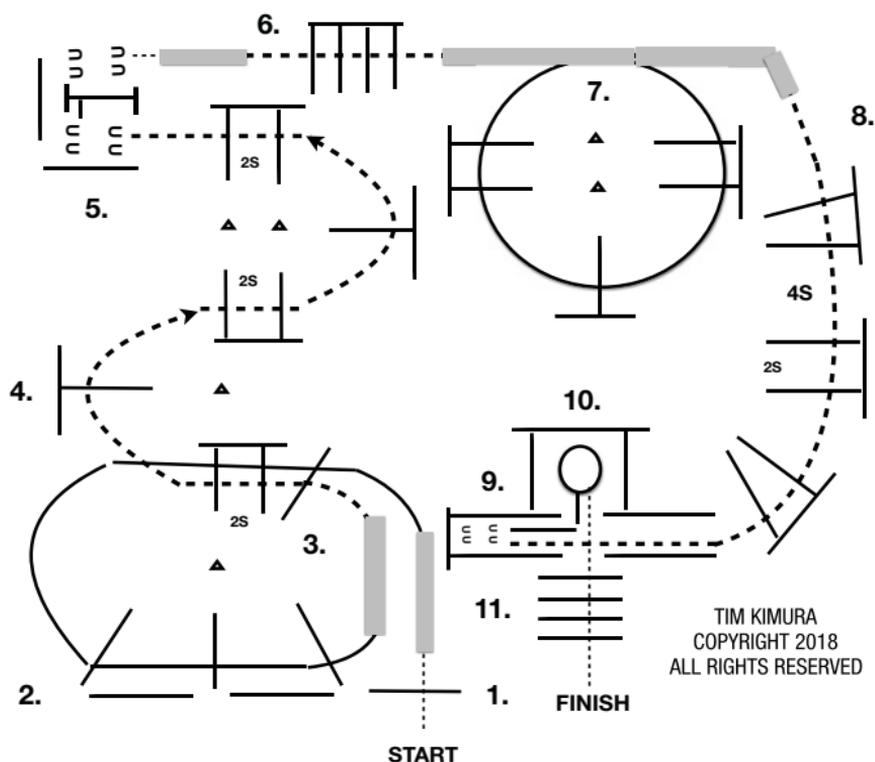


The shaded areas indicate the region in which the transitions should occur at.

1. Walk over 1 pole, and then lope over 3 poles (LL).
2. Continue loping and lope over 3 more poles (LL).
3. Break to the jog, jog over 3 poles.
4. Jog between and jog over poles, and then jog up to gate
5. Gate: RH open, walk over pole and close gate.
6. Walk forward, then jog over poles.
7. Lope over poles (RL).
8. Break to the jog, jog over poles jog into chute and stop.
9. Back between poles back into box.
10. Execute a 360 turn, either way, then walk out chute.
11. Walk over poles.

- Walk
- - - - - Jog
- . - . - Extended Jog
- ===== Lope
- ===== Extended Lope
- ===== Change Leads
- Backup
- Side Pass
- Leg Yield

# Trail Youth

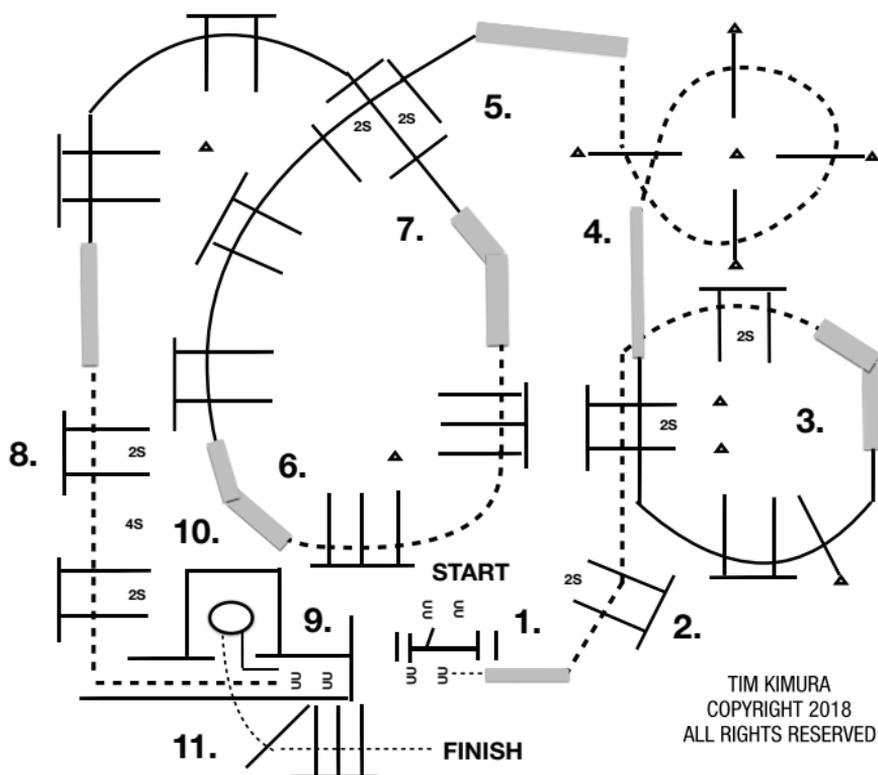


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1. Walk over 1 pole, and then lope over 3 poles (LL).
2. Continue loping and lope over 3 more poles (LL).
3. Break to the jog, jog over 3 poles.
4. Jog thru serpentine, jog over poles, jog up to gate
5. Gate: RH open, walk over pole and close gate.
6. Jog over poles.
7. Lope over poles (RL).
8. Break to the jog, jog over poles jog into chute and stop.
9. Back between poles back into box.
10. Execute a 360 turn, either way, then walk out chute.
11. Walk over poles.

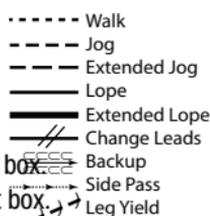
- Walk
- - - - - Jog
- - - - - Extended Jog
- Lope
- Extended Lope
- //// Change Leads
- cccc Backup
- Side Pass
- Leg Yield

# Trail Amateur & Select

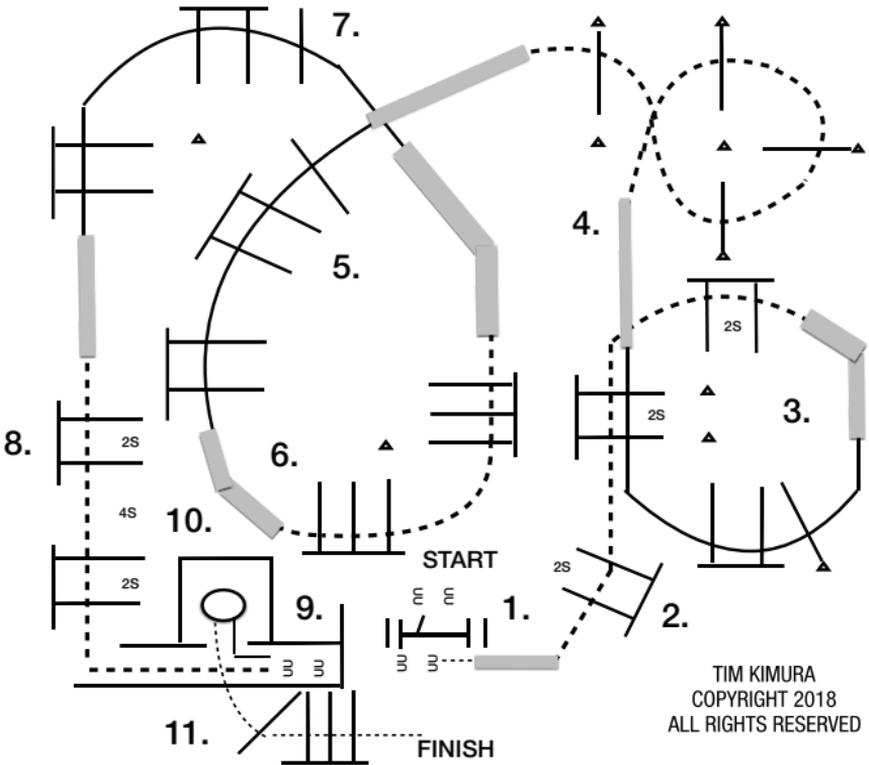


The shaded areas indicate the region in which the transitions should occur at.

1. Rope gate: left hand, open gate, walk over pole and close gate.
2. Walk from gate, then jog over poles.
3. Lope over poles (RL)
4. Break to the jog, jog over poles, jog around cones.
5. Lope over poles (LL).
6. Break to the jog, jog over poles.
7. Lope over poles (LL).
8. Break to the jog, jog over poles.
9. Jog into chute, stop and back between poles and back into box.
10. Box: execute a 360 degree turn in either direction, walk out box.
11. Walk over poles.



# Trail Youth (Finals)

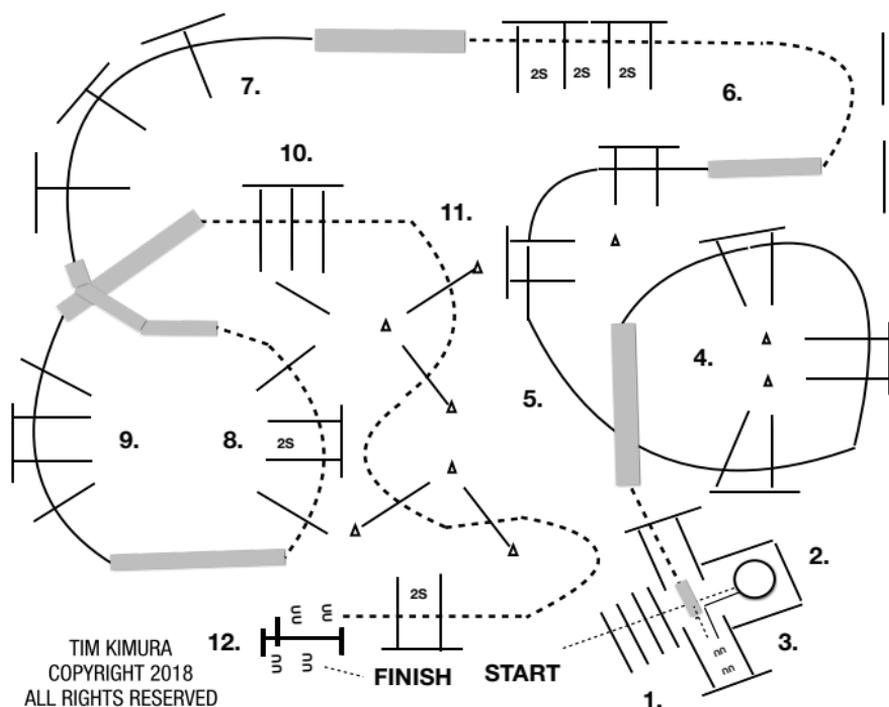


The shaded areas indicate the region in which the transitions should occur at.

1. Rope gate: left hand, open gate, walk over pole and close gate.
2. Walk from gate, then jog over poles.
3. Lope over poles (RL)
4. Break to the jog, jog over poles jog around cones.
5. Lope over poles (LL).
6. Break to the jog, jog over poles.
7. Lope over poles (LL).
8. Break to the jog, jog over poles.
9. Jog into chute, stop and back between poles and back into box.
10. Box: execute a 360 degree turn in either direction, walk out box.
11. Walk over poles.

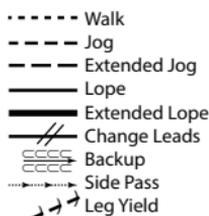
- ..... Walk
- Jog
- - - - - Extended Jog
- Lope
- Extended Lope
- //// Change Leads
- ..... Backup
- ..... Side Pass
- ..... Leg Yield

# Trail Junior

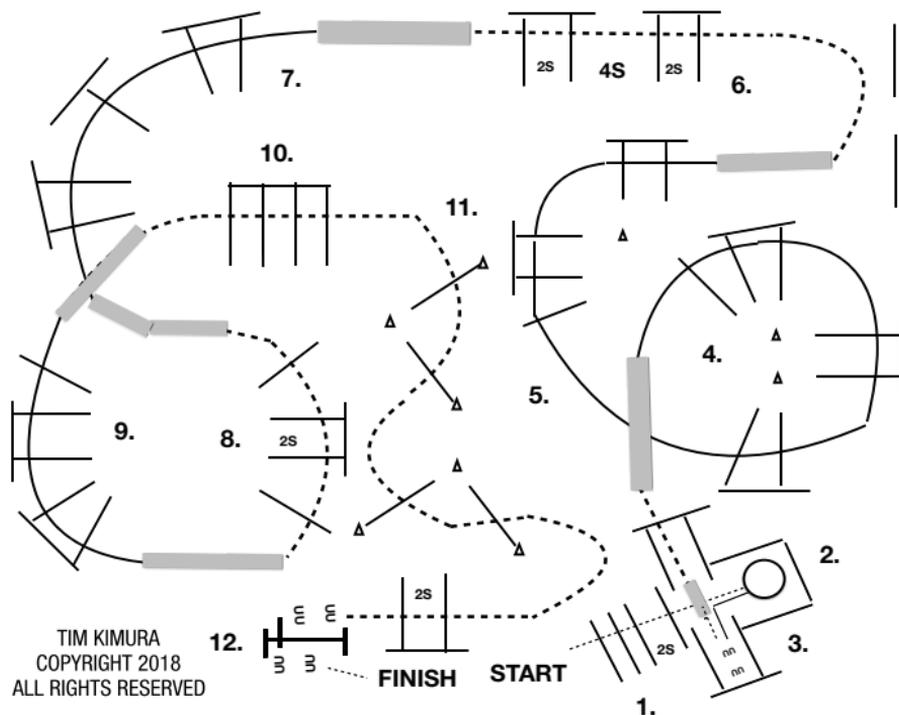


The shaded areas indicate the region in which the transitions should occur at.

1. Walk poles and walk into box.
2. Execute a 360 turn either way.
3. Back thru gap and back around corner.
4. Walk forward, then jog out chute, and jog over pole, and then lope over poles (RL).
5. Continue to lope and lope over poles (RL)
6. Break to the jog before turning left, and jog over poles.
7. Lope over poles (LL).
8. Break to the jog, then jog over poles.
9. Lope over poles (RL).
10. Jog over poles.
11. Jog thru serpentine, jog over poles and jog around cones.
12. Jog over poles, jog up to gate, lh open gate, walk over pole and close gate.



# Trail Senior

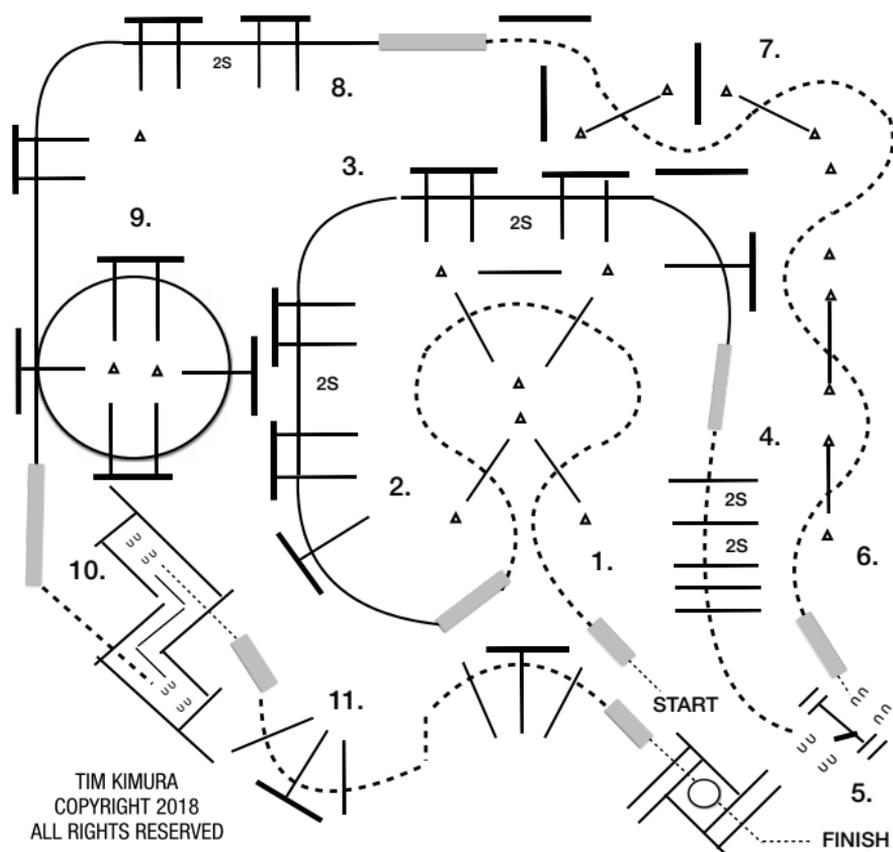


The shaded areas indicate the region in which the transitions should occur at.

1. Walk poles and walk into box.
2. Execute a 360 turn either way.
3. Back thru gap and back around corner.
4. Walk forward, then jog out chute, and jog over pole, and then lope over poles (RL).
5. Lope over poles (RL)
6. Break to the jog before turning left, and jog over poles.
7. Lope over poles (LL).
8. Break to the jog, then jog over poles.
9. Lope over poles (RL).
10. Jog over poles.
11. Jog thru serpentine, jog over poles and jog around cones.
12. Jog over poles, jog up to gate, lh open gate, walk over pole and close gate.

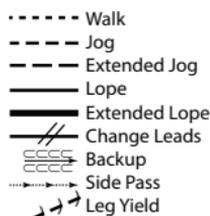
- Walk
- - - - - Jog
- - - - - Extended Jog
- Lope
- Extended Lope
- //// Change Leads
- cccc Backup
- ..... Side Pass
- Leg Yield

# Trail Junior Finals

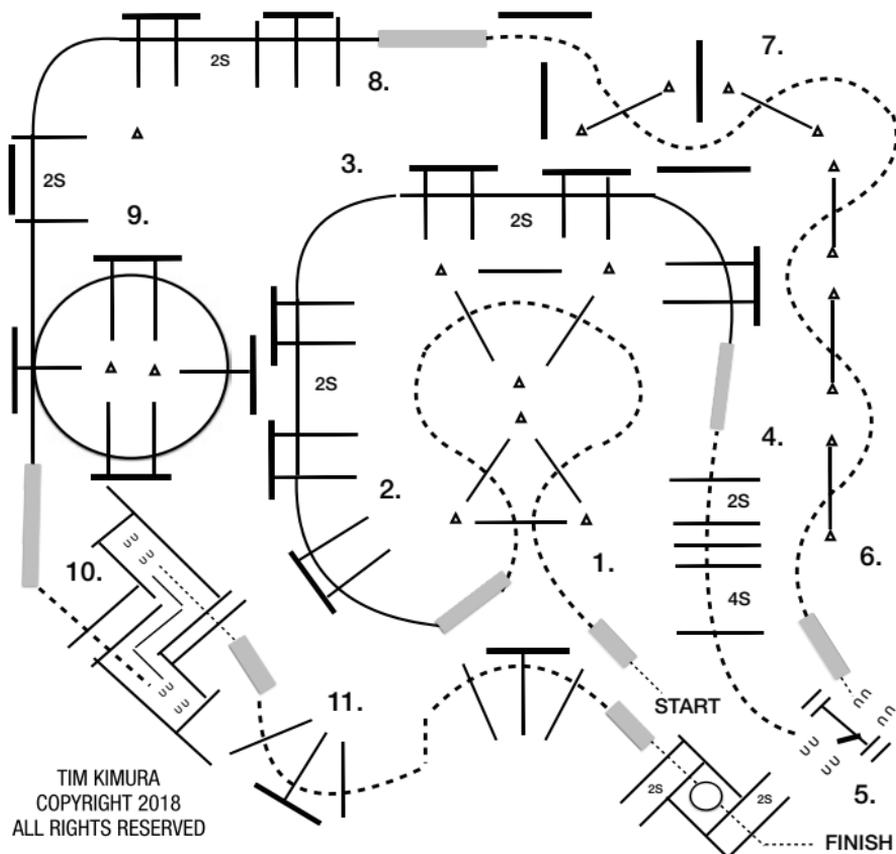


The shaded areas indicate the region in which the transitions should occur at.

1. Walk a few steps, then jog over poles, and jog around cones.
2. Lope over poles (RL)
3. Continue to lope, and lope over poles (RL).
4. Break to the jog, jog over poles, jog up to gate.
5. Gate: LH open, walk over pole, and close gate.
6. Jog thru serpentine, jog over poles.
7. Jog over poles, jog around cones, jog between poles.
8. Lope over poles (LL).
9. Continue to lope, lope over poles (LL).
10. Break to the jog, jog over pole, jog into chute and stop.  
Back thru poles, walk out chute, and walk over pole.
11. Jog over poles.
12. Stop or break to the walk, walk over poles and into box.  
Execute a 360 turn either way, walk out box, walk over poles.



# Trail Senior Finals

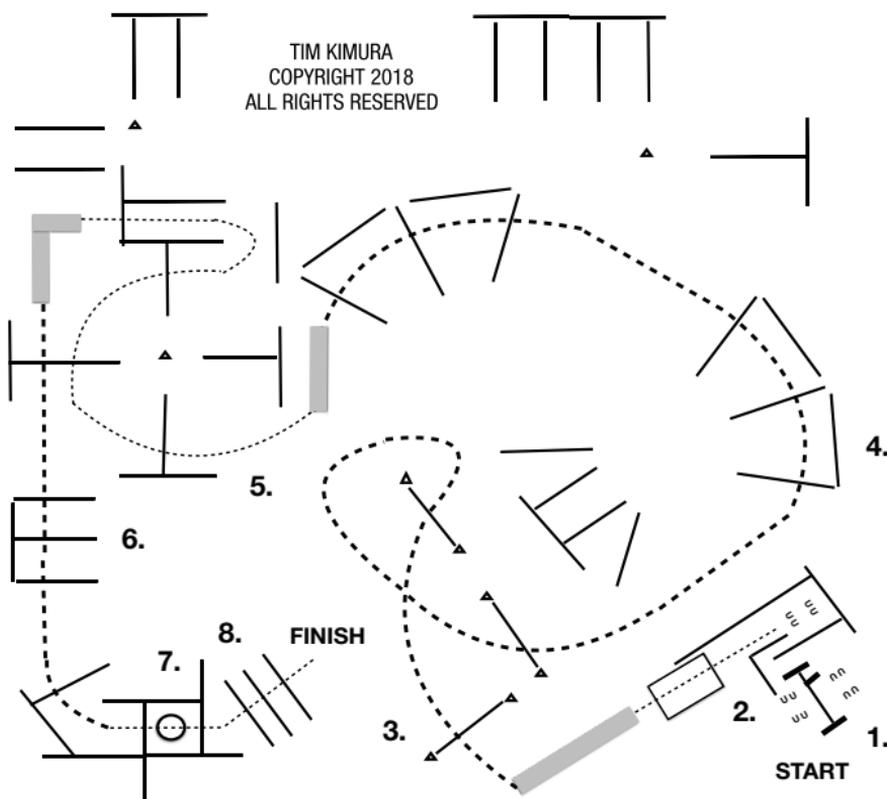


The shaded areas indicate the region in which the transitions should occur at.

1. Walk a few steps, then jog thru triangle, and jog over poles, and jog back thru triangle again.
2. Lope over poles (RL).
3. Continue to lope, and lope over poles (RL).
4. Break to the jog, jog over poles, jog up to gate.
5. Gate: LH open, walk over pole, and close gate.
6. Jog thru serpentine, jog over poles.
7. Jog over poles, jog around cones, jog between poles.
8. Lope over poles (LL).
9. Continue to lope, lope over poles (LL).
10. Break to the jog, jog over poles, jog into chute and stop. Back thru poles, walk out chute and walk over poles.
11. Jog over poles.
12. Stop or break to the walk, walk over poles and into box. Execute a 360 turn either way, walk out box, walk over poles.

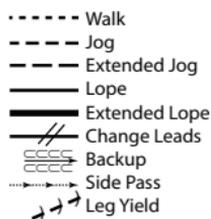
- Walk
- Jog
- Extended Jog
- Lope
- Extended Lope
- Change Leads
- CCCC Backup
- Side Pass
- > Leg Yield

# Trail In Hand 2YO

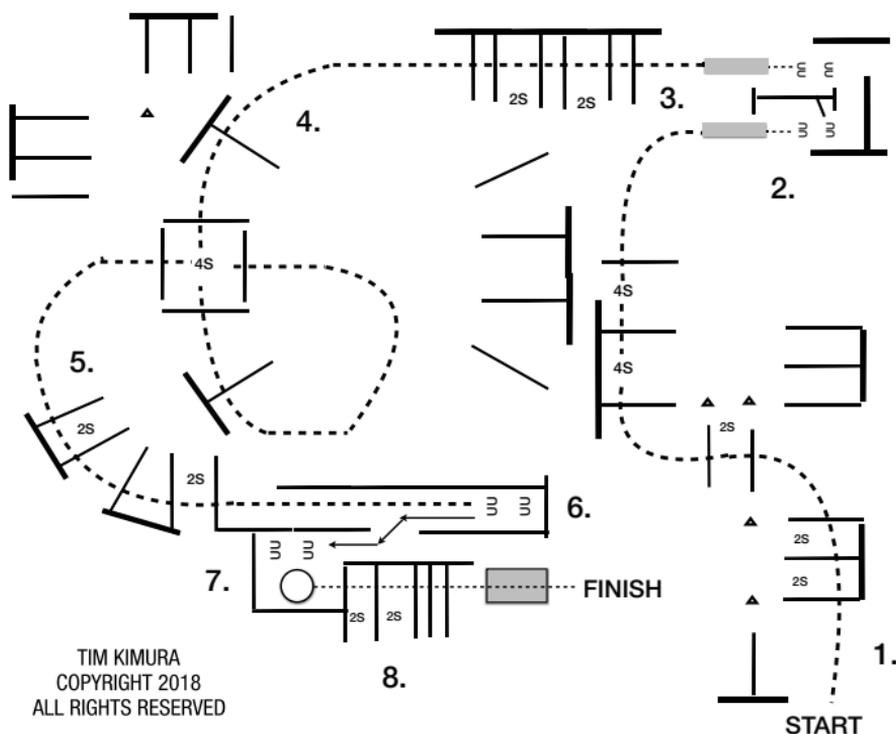


The shaded areas indicate the region in which the transitions should occur at.

1. Rope gate work with left hand open, walk thru and close gate.
2. Back thru poles, walk out over bridge
3. Jog over poles, jog around cones.
4. Jog over poles.
5. Without stopping break to the walk, turn right and walk over poles and keep walking thru chute and walk over last pole.
6. Jog over poles.
7. Stop or break to the walk, then walk into 2<sup>nd</sup> box, execute a 360 turn right, walk out box.
8. Walk over poles.

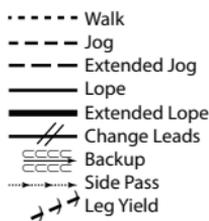


# Trail In Hand 3Y0

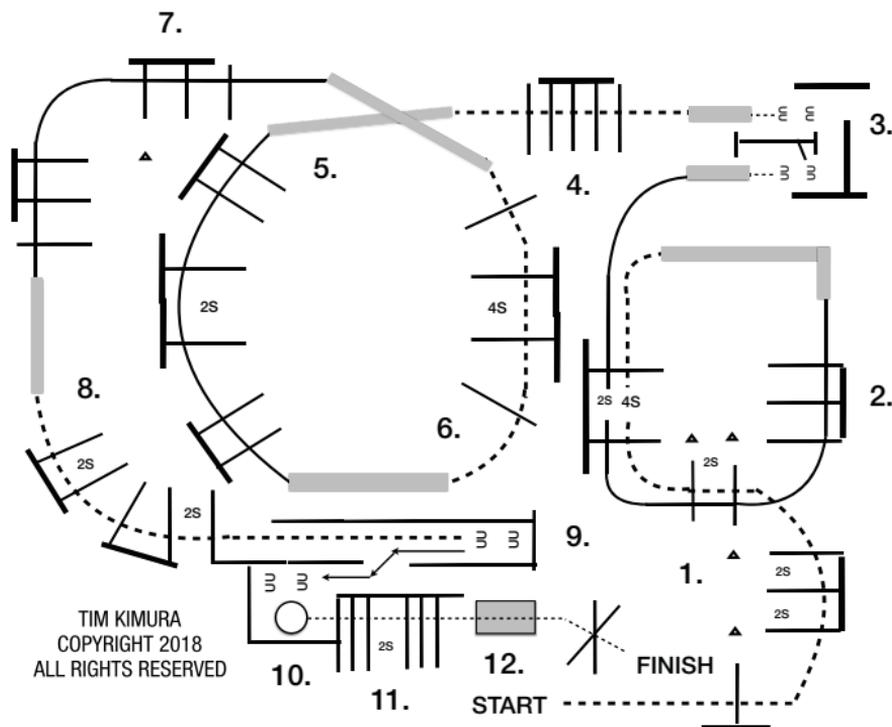


The shaded areas indicate the region in which the transitions should occur at.

1. Jog over poles.
2. Stop or break to the walk, and walk up to gate.  
Gate left hand, open walk thru and close gate.
3. Walk forward away from gate, then jog over poles.
4. Jog over poles.
5. Jog over poles, jog into chute.
6. Back chute to chute and between poles.
7. Execute a 360 turn to the right.
8. Walk over poles and walk over bridge.

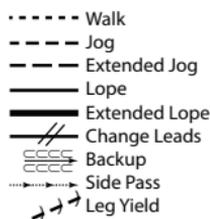


# Trail Amateur & Select (Finals)

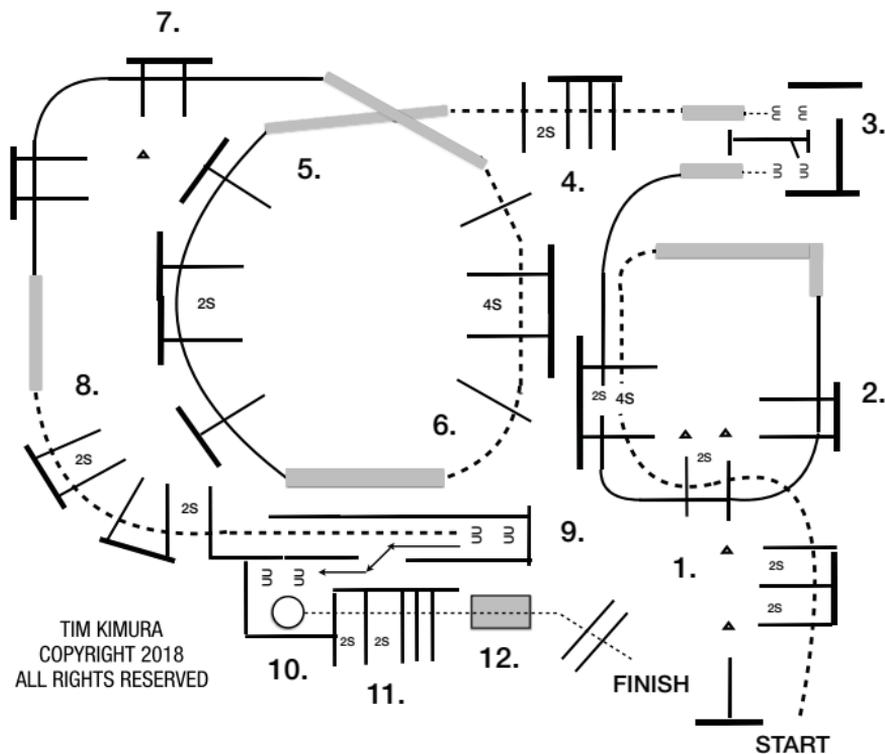


The shaded areas indicate the region in which the transitions should occur at.

1. Jog over poles.
2. Lope over poles (RL).
3. Stop or break to the walk, and walk up to gate.  
Gate (LH), open and walk over pole and close gate.
4. Walk forward away from gate, then jog over poles.
5. Lope over poles (LL).
6. Break to the jog, jog over poles.
7. Lope over poles (LL)
8. Break to the jog, jog over poles, jog into chute.
9. Back chute to chute and back between poles.
10. Execute a 360 turn to the right.
11. Walk over poles.
12. Walk over bridge and walk over "x".

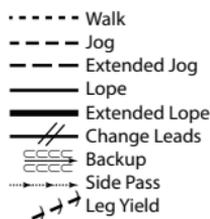


# Trail SSA Graduate

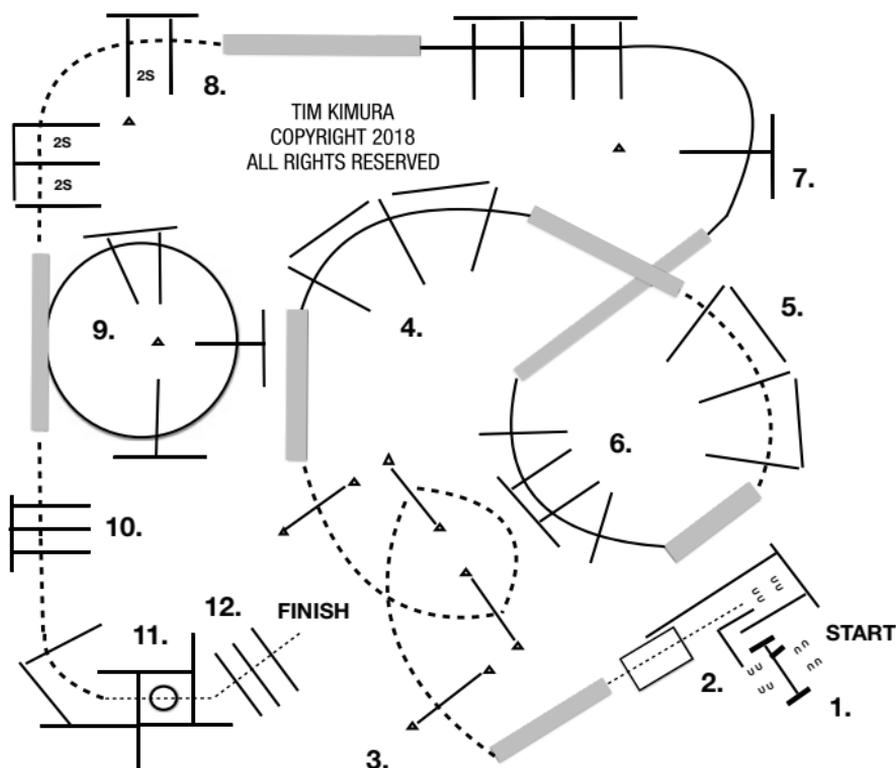


The shaded areas indicate the region in which the transitions should occur at.

1. Jog over poles.
2. Lope over poles (RL).
3. Stop or break to the walk, and walk up to gate (LH), open and walk over pole and close gate.
4. Walk forward away from gate, then jog over poles.
5. Lope over poles (LL).
6. Break to the jog, jog over poles.
7. Lope over poles (LL)
8. Break to the jog, jog over poles, jog into chute.
9. Back chute to chute and back between poles.
10. Execute a 360 turn to the right.
11. Walk over poles.
12. Walk over bridge and walk over poles.

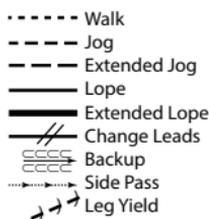


# Trail Futurity

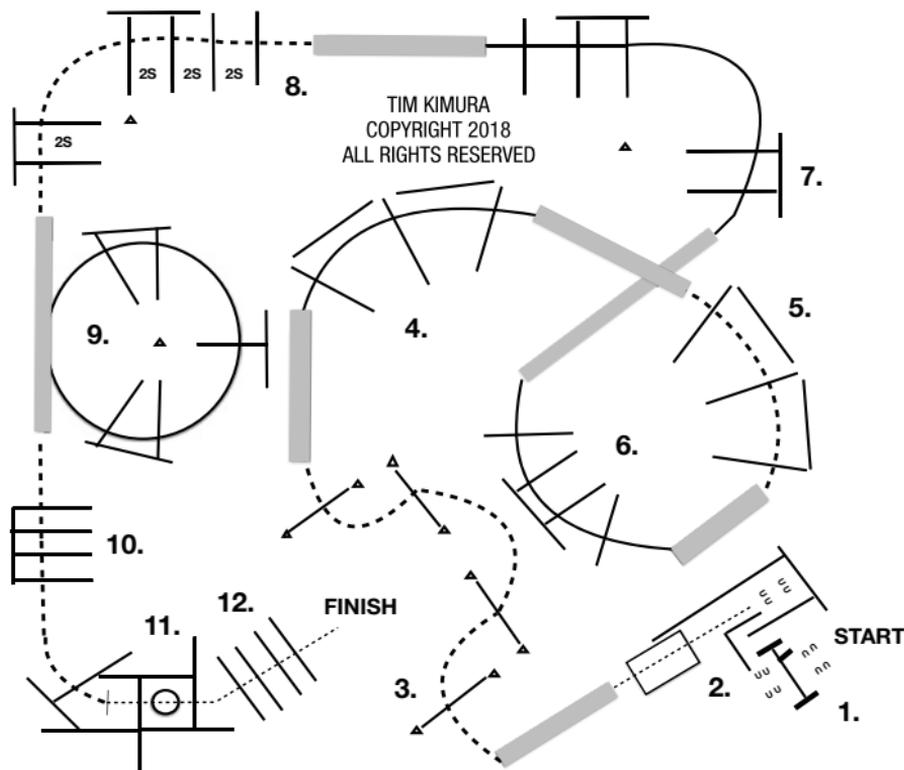


The shaded areas indicate the region in which the transitions should occur at.

1. Rope gate lh open, walk over pole and close gate.
2. Back thru poles, walk out over bridge
3. Jog over poles, jog around cones.
4. Lope over poles (RL)
5. Break to the jog, then jog over poles.
6. Lope over poles (RL).
7. Break to the jog, jog a few steps then lope over poles (LL)
8. Break to the jog, jog over poles.
9. Lope over poles (LL).
10. Break to the jog, jog over 4 poles.
11. Stop or break to the walk then walk into 2<sup>nd</sup> box, execute a 360 turn either way, walk out of box.
12. Walk over poles.



# Trail Maturity

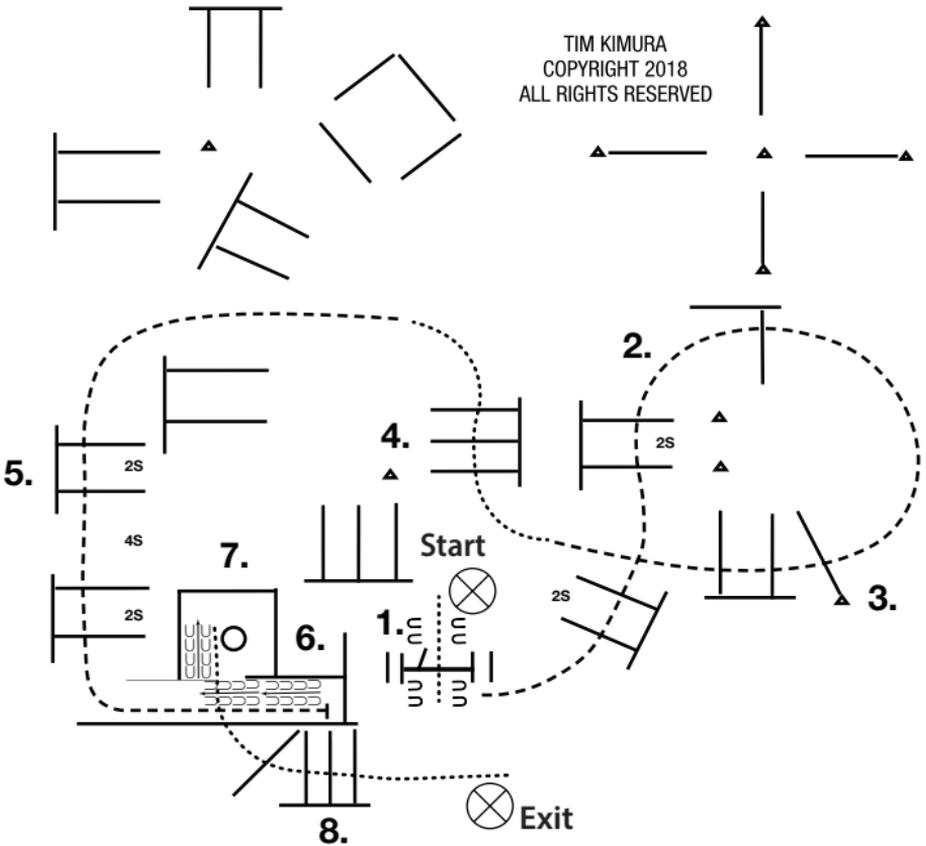


1. Rope gate LH open, walk over pole and close gate.
2. Back thru poles, walk out over bridge
3. Jog thru serpentine, jog over poles.
4. Lope over poles (RL)
5. Break to the jog, then jog over poles.
6. Lope over poles (RL).
7. Change leads simple or flying lope over poles (LL)
8. Break to the jog, jog over poles.
9. Lope over poles (LL).
10. Break to the jog, jog over 4 poles.
11. Jog over pole, and stop in 1st box, then walk into 2nd box, execute a 360 turn either way, walk out box.
12. Walk over poles.

- Walk
- - - - - Jog
- - - - - Extended Jog
- Lope
- Extended Lope
- //—— Change Leads
- cccc Backup
- ..... Side Pass
- Leg Yield

# Trail EWD

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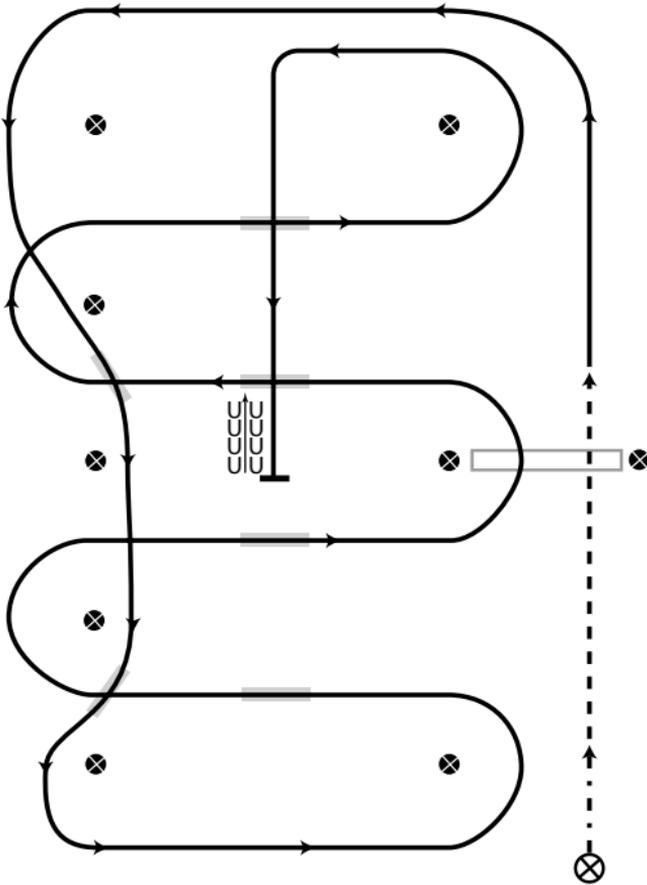


1. Walk through open gate
2. Jog over poles
3. Jog over poles
4. Walk over poles
5. Jog over poles and into chute, stop
6. Back up into box
7. 360° turn, either way
8. Walk out of box and over poles

- Walk
- - - - - Jog
- ..... Extended Jog
- Lope
- Extended Lope
- //// Change Leads
- ~~~~ Backup
- ..... Side Pass
- Leg Yield

# Western Riding

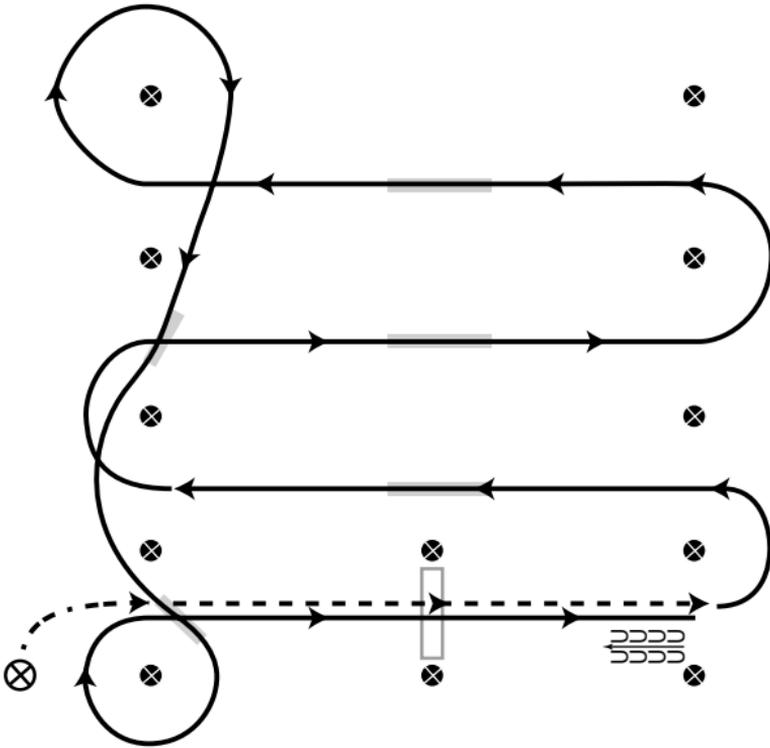
## L1 Youth / L1 Amateur / Jr. Open (Finals)



1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

- · · · · Walk
- - - - - Jog
- Lope
- Lead Changing area
- u u u u Backup
- ⊗ Start cone

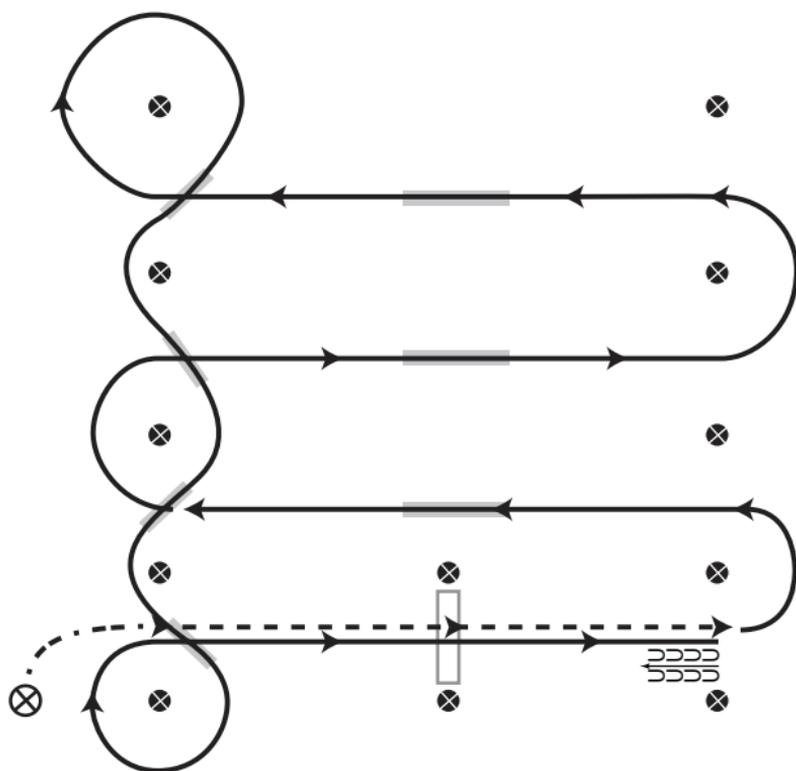
# Western Riding L1 Open / Futurity



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

- Walk
- Jog
- Lope
- Lead Changing area
- SSSS Backup
- ⊗ Start cone

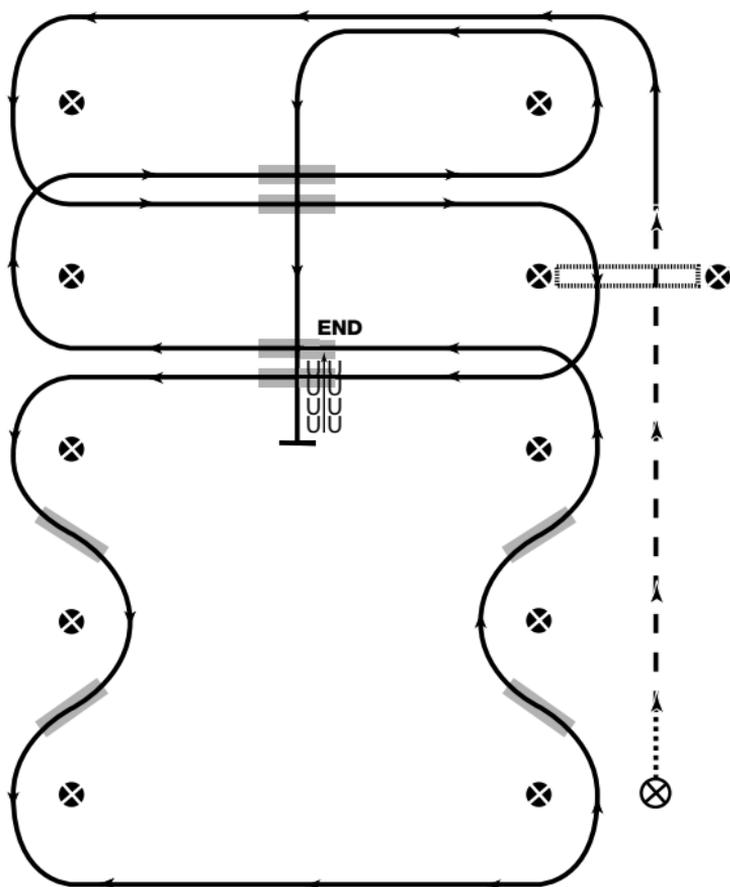
# Western Riding Select Amateur / Senior Open (Finals) / Youth (Finals)



1. Walk, transition to jog, jog over log
2. Transition to the lope, on the 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

- · · · · Walk
- - - - - Jog
- Lope
- Lead Changing area
- ⊞⊞⊞⊞ Backup
- ⊗ Start cone

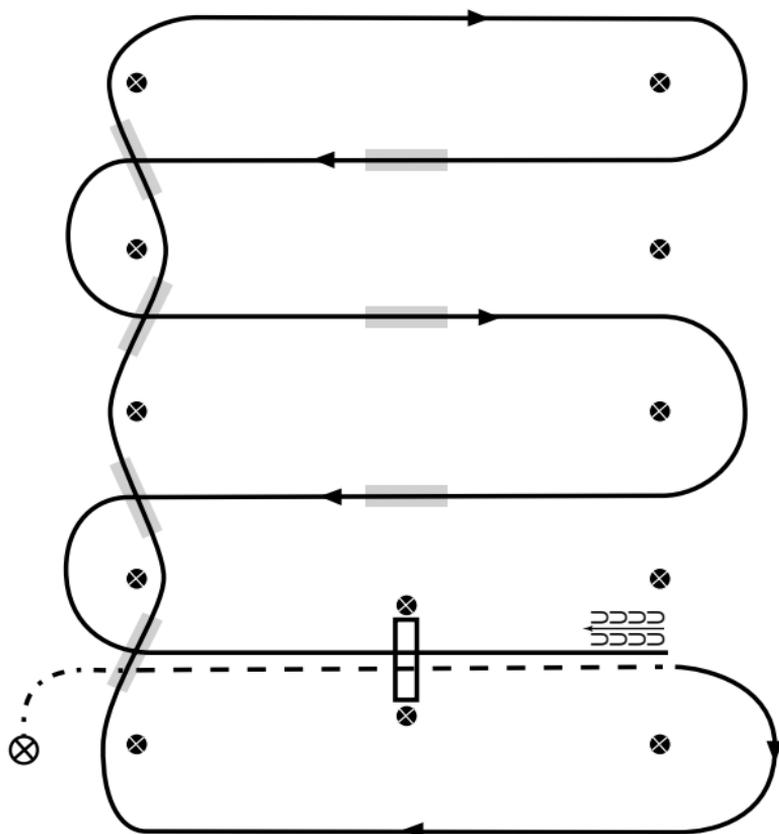
# Western Riding Senior / Amateur (Finals)



1. Walk halfway between markers, transition to jog, jog over log
2. Transition to the lope, on the left lead
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 & back

- ..... Walk
- - - - - Jog
- Lope
- Lead Changing area
- UUUU Backup
- ⊗ Start cone

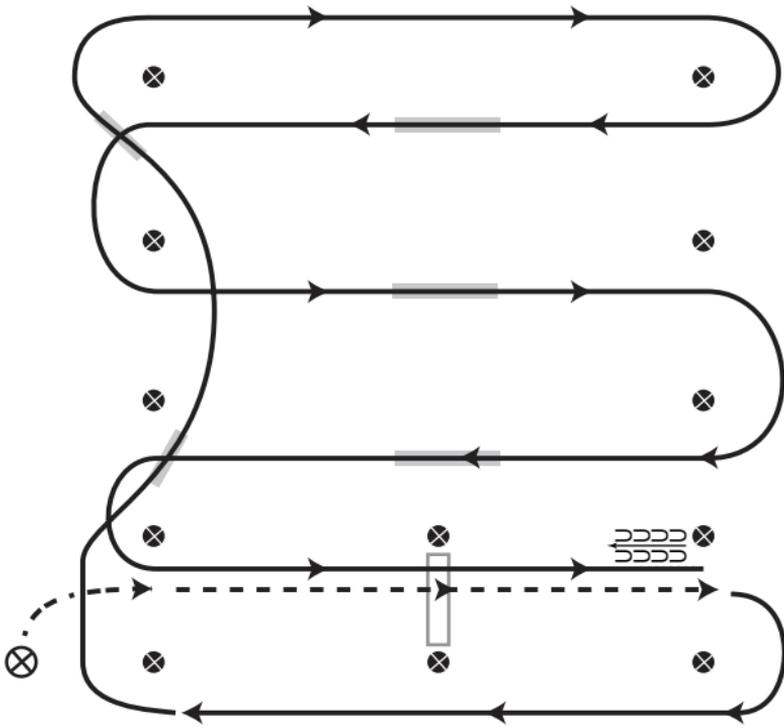
# Western Riding Youth / Amateur / Select Amateur (Finals) / Maturity



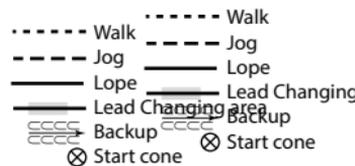
1. Walk, transition to jog, jog over log
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

- Walk
- Jog
- Lope
- Lead Changing area
- ⊞⊞⊞⊞ Backup
- ⊗ Start cone

# Western Riding Junior Open



1. Walk, transition to jog, jog over log
2. Transition to right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back



*Herzlich Willkommen  
auf der*



**International DQHA  
Championship 2018**

*Die Deutsche Quarter Horse  
Association wünscht  
allen Teilnehmern viel Erfolg  
und faire Wettkämpfe  
in der Aachener Soers!*

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