

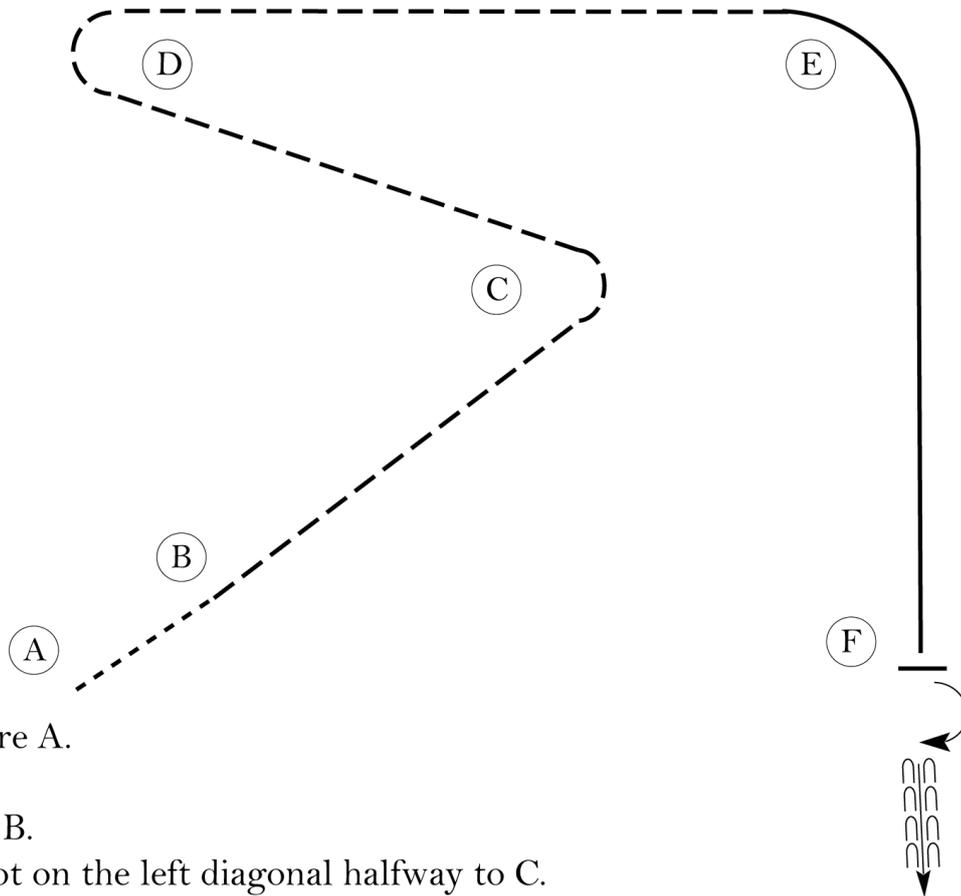
# The Dutch Championship 2016

## Hunt Seat Equitation (Novice Youth, Novice Amateur)

Show Date: 09-16-2016 - 09-18-2016

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready before A.

1. Walk A to B.
2. Posting trot on the left diagonal halfway to C.
3. Change diagonals and post on the right diagonal halfway to D.
4. Change diagonals and post the trot to and around D.
5. Siting trot from D to E.
6. Canter on the right lead E to F.
7. Halt at F. Turn 180 degrees on the forehand to the right.
8. Back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	
Back	←←←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

[HSE/2-64]

Pattern Provided by:

**NQHA**



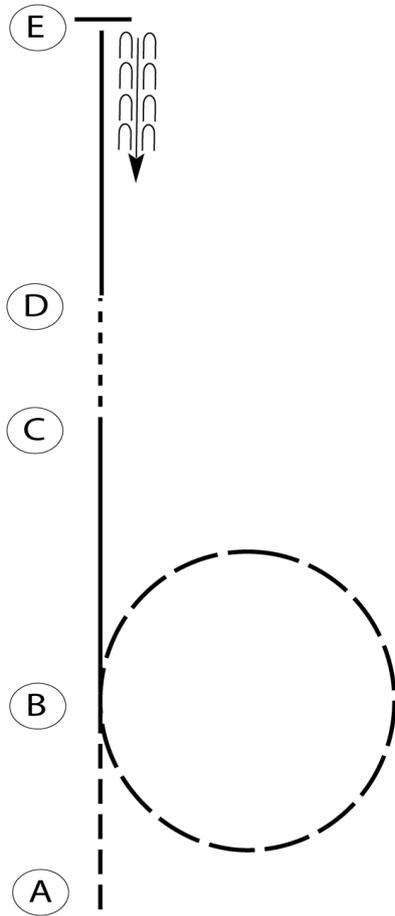
# The Dutch Championship 2016

## Western Horsemanship (Youth, Amateur)

Show Date: 09-16-2016 - 09-18-2016

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Be ready at A WITHOUT STIRRUPS

1. Jog from A to B.
2. Extend the jog at B and circle to the right at the extended jog.
3. Lope on the left lead to C.
4. Walk from C to D and pick up your stirrups while walking.
5. Lope on the right lead to E.
6. Stop at E and back one horse length

Retire to the rail or line up at a jog.

- Walk -----
- Jog - - - - -
- Extended Jog - - - - -
- Lope \_\_\_\_\_
- Leg Yield |||||
- Lead Change /
- Back ← ⊞ ⊞ ⊞
- Marker ⊞
- Sidepass ← - - - - - →

[WH/3-21]

Pattern Provided by:  
**NQHA**

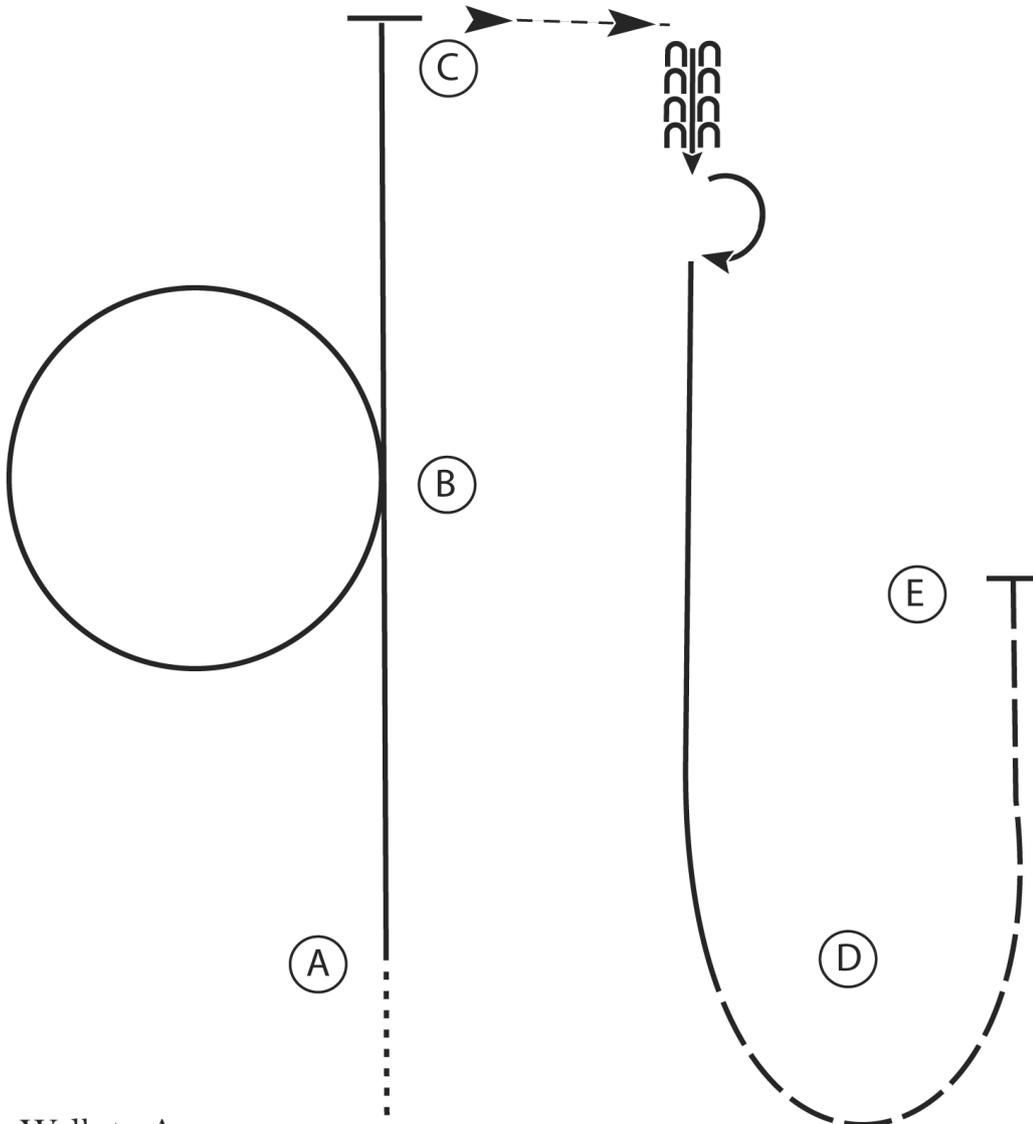
# The Dutch Championship 2016

## Western Horsemanship (Jackpot)

Show Date: 09-16-2016 - 09-18-2016

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1. Walk to A
2. At A lope on the left lead to B
3. At B lope a circle to the left and continue to C
4. Stop past C and sidepass right
5. Back 3 steps
6. Perform a 180 degree turn to the right on the hindquarters
7. Lope on the right lead to D
8. At D extend the jog around D
9. Stop at E

- Walk
- Jog
- Extended Jog
- Lope
- Leg Yield
- Lead Change
- Back
- Marker
- Sidepass

[WH/3-26]

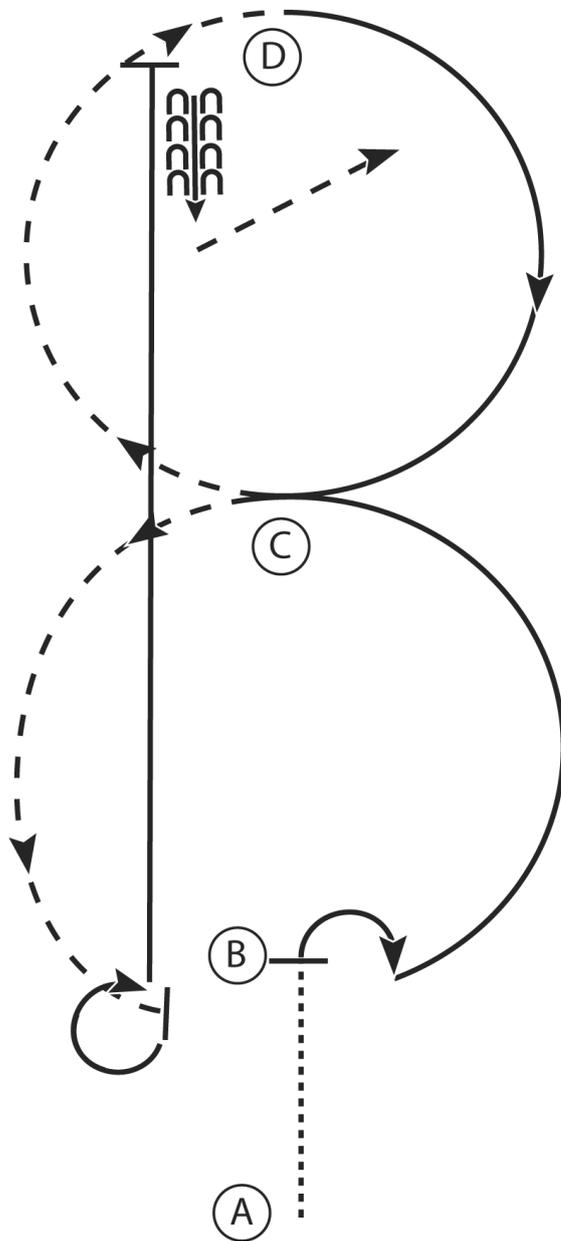
Pattern Provided by:

**NQHA**

# The Dutch Championship 2016

## Hunt Seat Equitation (Youth, Amateur)

Show Date: 09-16-2016 - 09-18-2016



1. Walk A to B
2. At B stop and perform a 90 degree turn to the right
3. Canter on the left lead in a half circle to C
4. At C posting trot in a half circle to D on the left diagonal
5. At D counter canter on the left lead in a half circle to C
6. At C posting trot a half circle to before B on the right diagonal
7. Before B stop and perform a 270 degree turn to the right
8. Hand gallop to D
9. At D stop and back 4 steps
10. Sitting trot to exit

Walk	.....
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	—/—
Back	←←←←
Marker	(B)
Sidepass	←←←←

[HSE/3-16]

Pattern Provided by:

**NQHA**

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www.HorseShowPatterns.com



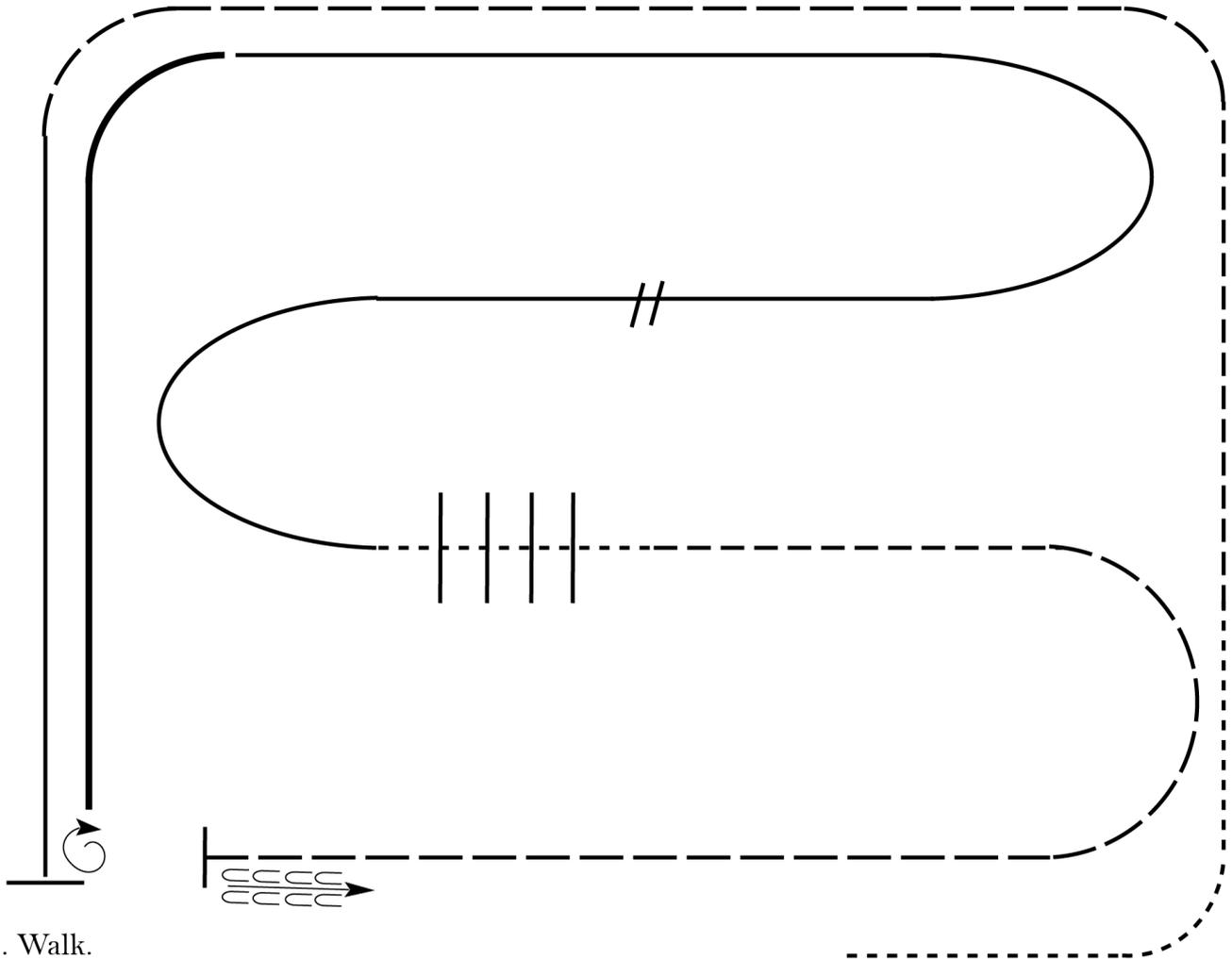
# The Dutch Championship 2016

## Ranch Riding (Novice Youth, Novice Amateur, Green)

Show Date: 09-16-2016 - 09-18-2016

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www.HorseShowPatterns.com



1. Walk.
2. Trot
3. Extended trot.
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	-----
<b>Lope</b>	
<b>Lead Change</b>	///
<b>Back</b>	← ~~~~~ ~~~~~
<b>Marker</b>	Ⓚ

[RR/2]

Pattern Provided by:

**NQHA**

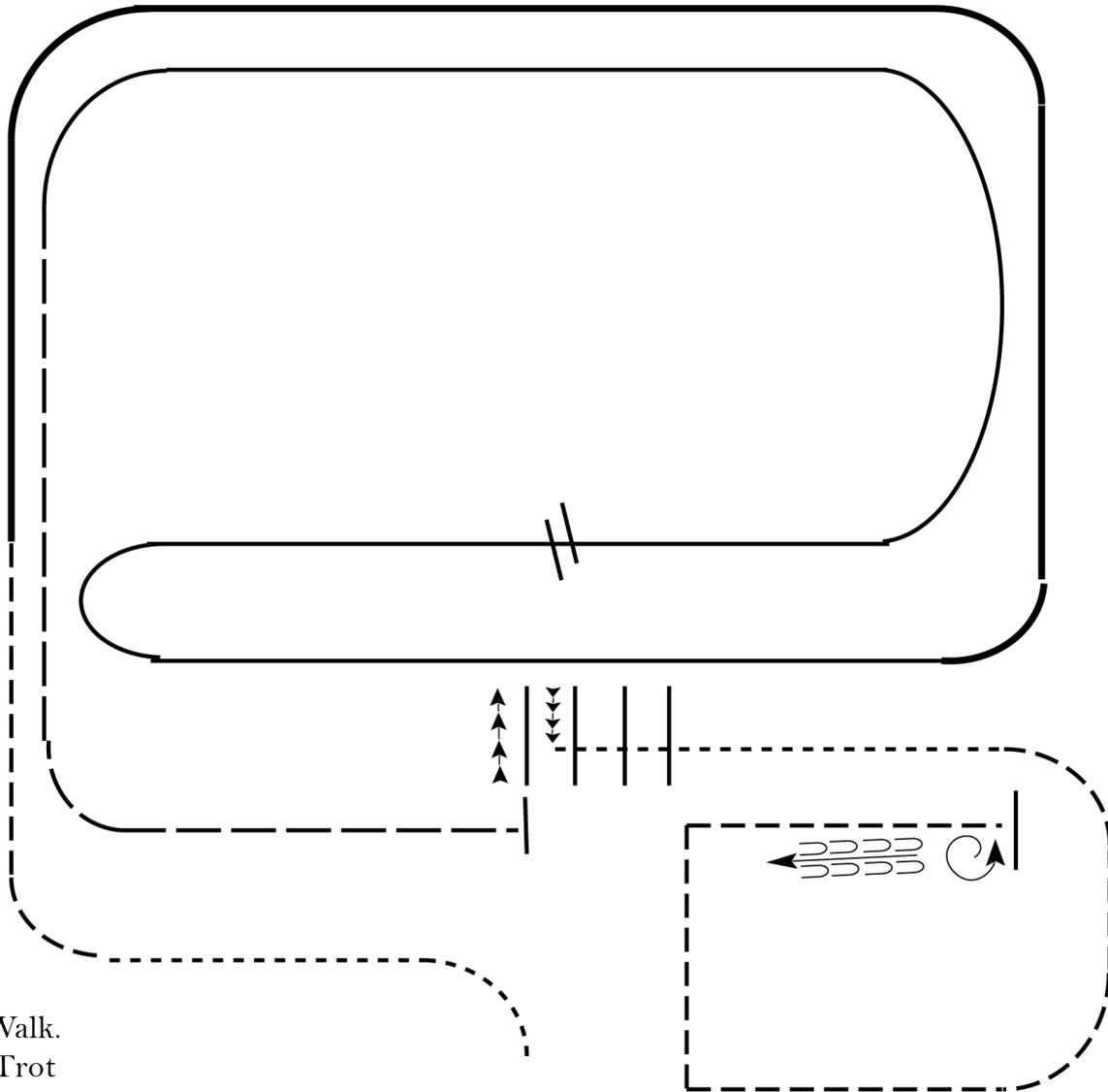
# The Dutch Championship 2016

## Ranch Riding (Youth, Amateur, Open)

Show Date: 09-16-2016 - 09-18-2016

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk.
2. Trot
3. Extended lope-right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360 degree turn left, back

- Walk
- Jog
- Extended Jog
- Lope
- Lead Change
- Back
- Marker

[RR/5]

Pattern Provided by:

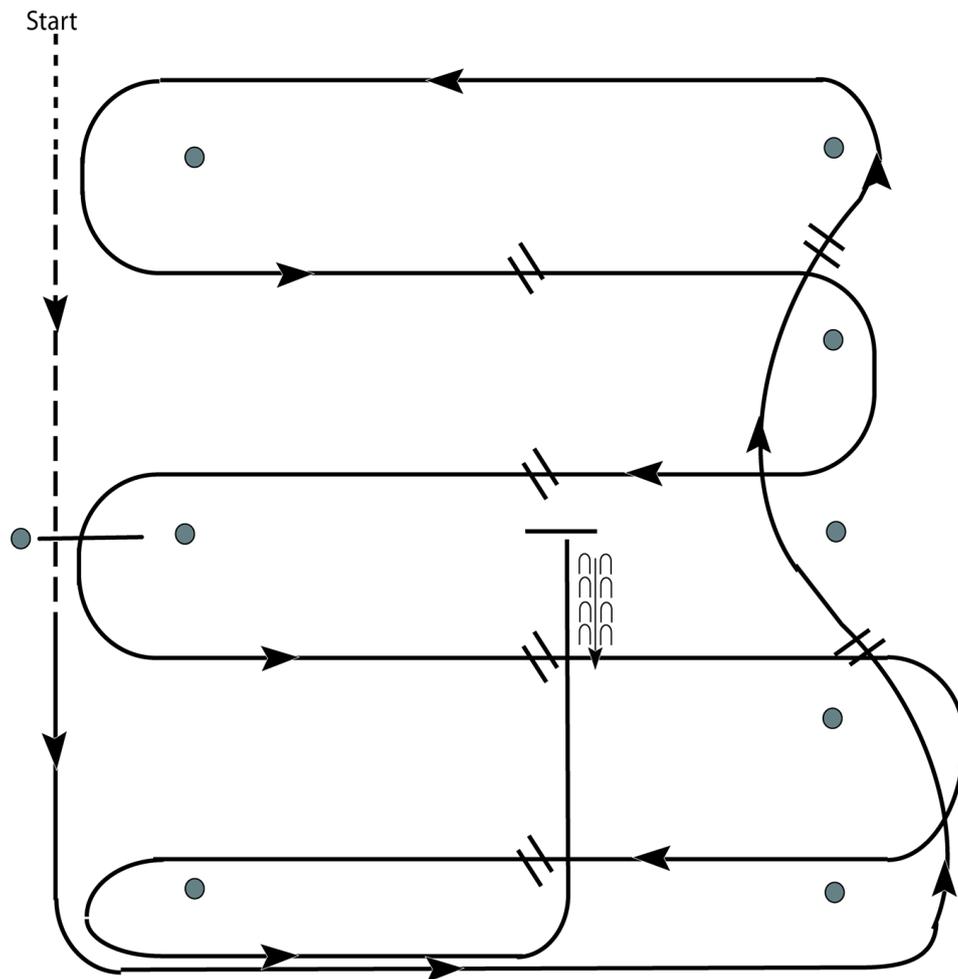
**NQHA**



# The Dutch Championship 2016

Western Riding (Novice Youth, Novice Amateur, Green)

Show Date: 09-16-2016 - 09-18-2016



1. Walk at least 15' & jog over log.
2. Transition to left lead and 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. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

[WR/GP-1]

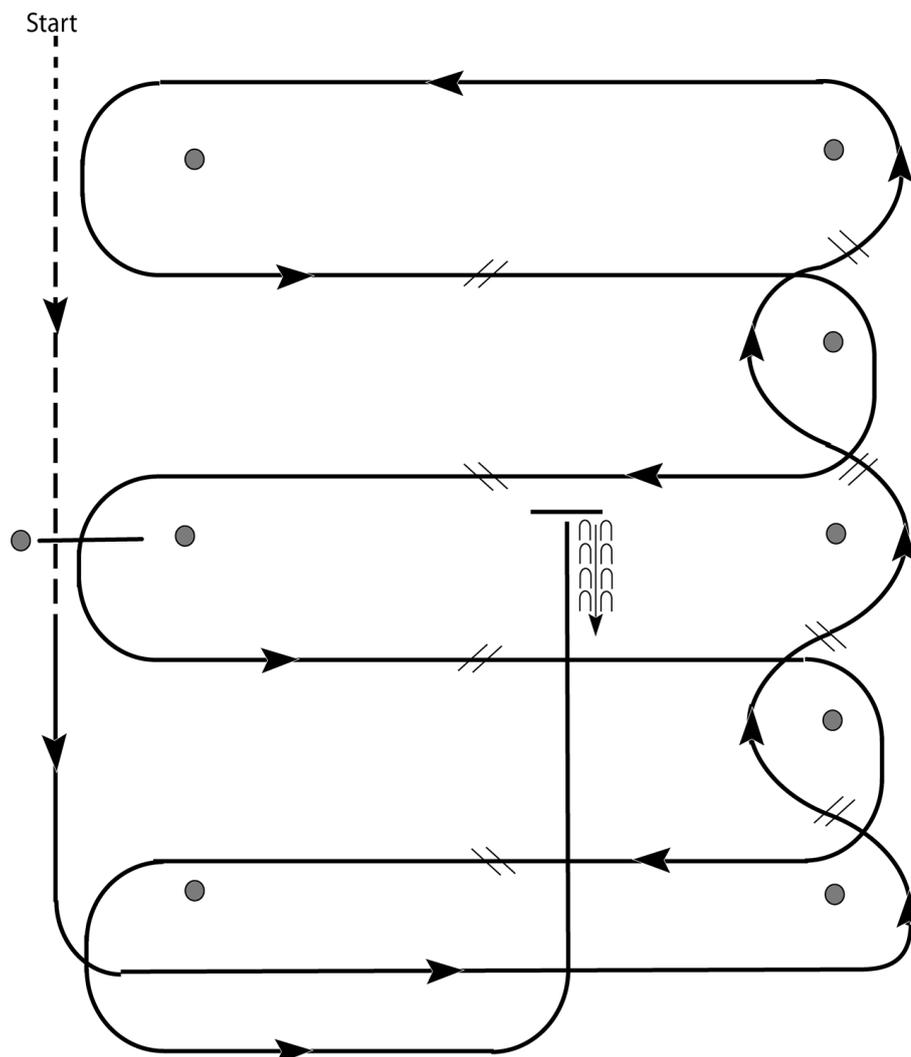
Pattern Provided by:

**NQHA**

# The Dutch Championship 2016

## Western Riding (Youth, Amateur, Open)

Show Date: 09-16-2016 - 09-18-2016



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

[WR/OP-1]

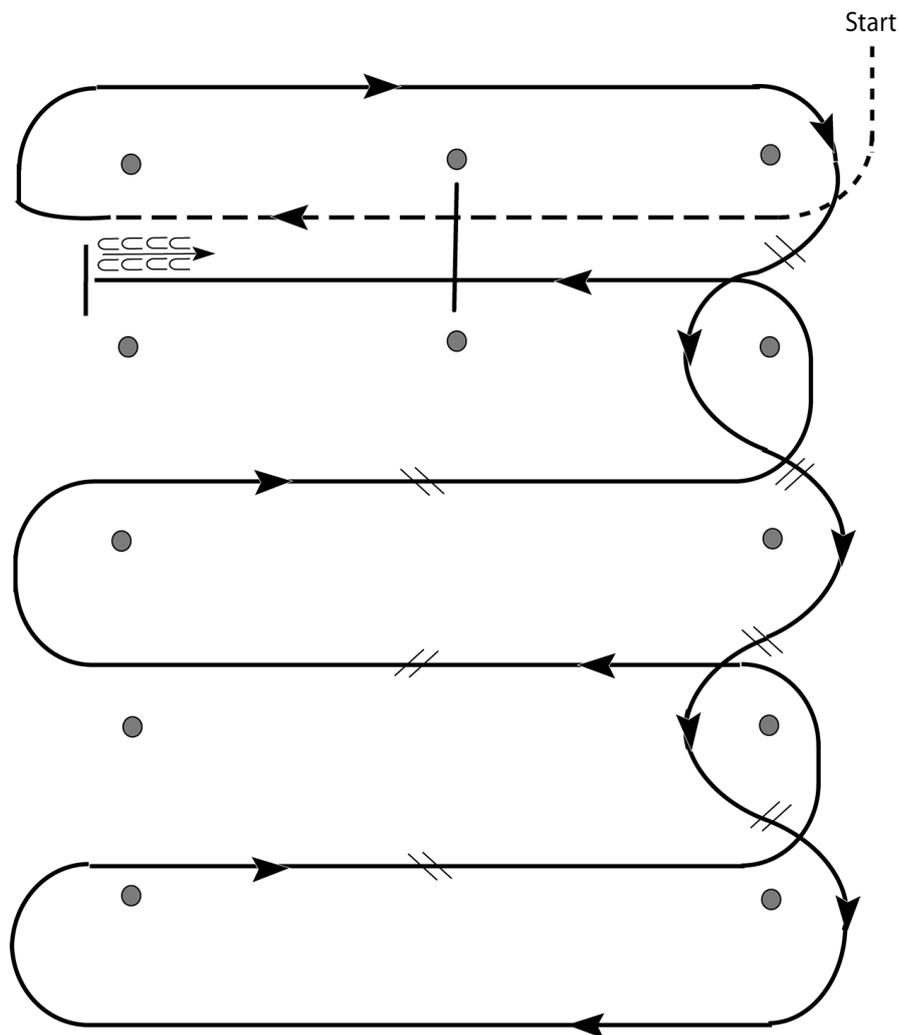
Pattern Provided by:

**NQHA**

# The Dutch Championship 2016

## Western Riding (Jackpot)

Show Date: 09-16-2016 - 09-18-2016



1. Walk, transition to jog, jog over log.
2. Transition to right.
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 and back.

[WR/OP-4]

Pattern Provided by:

**NQHA**

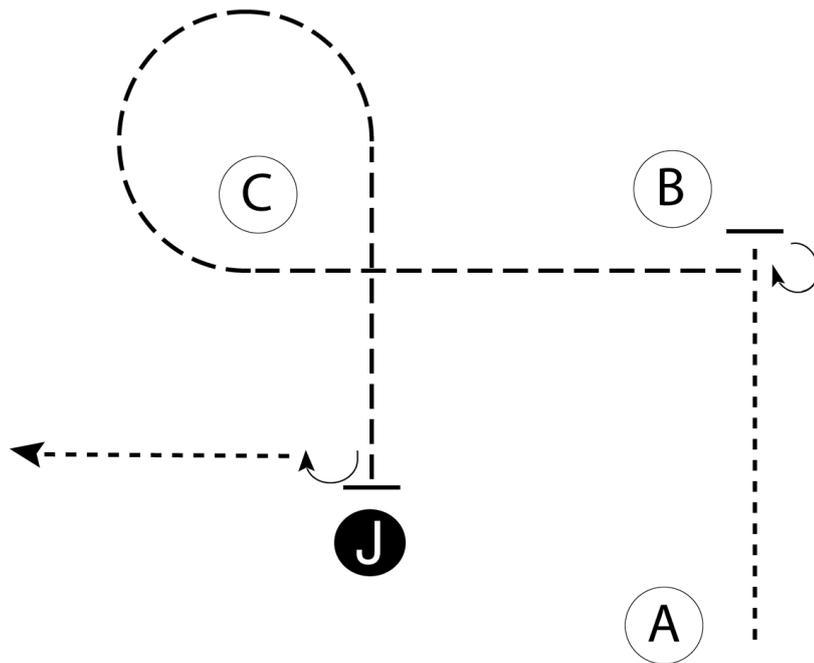
# The Dutch Championship 2016

## Showmanship At Halter (Novice Youth, Novice Amateur)

Show Date: 09-16-2016 - 09-18-2016

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Walk from A to B.
2. Stop just before B and perform a 270 degree turn.
3. Trot to and around C as shown; trot to judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn.
6. Walk straight away.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← 
Marker	ⓑ
Judge	ⓐ

[S/2-54]

Pattern Provided by:

**NQHA**

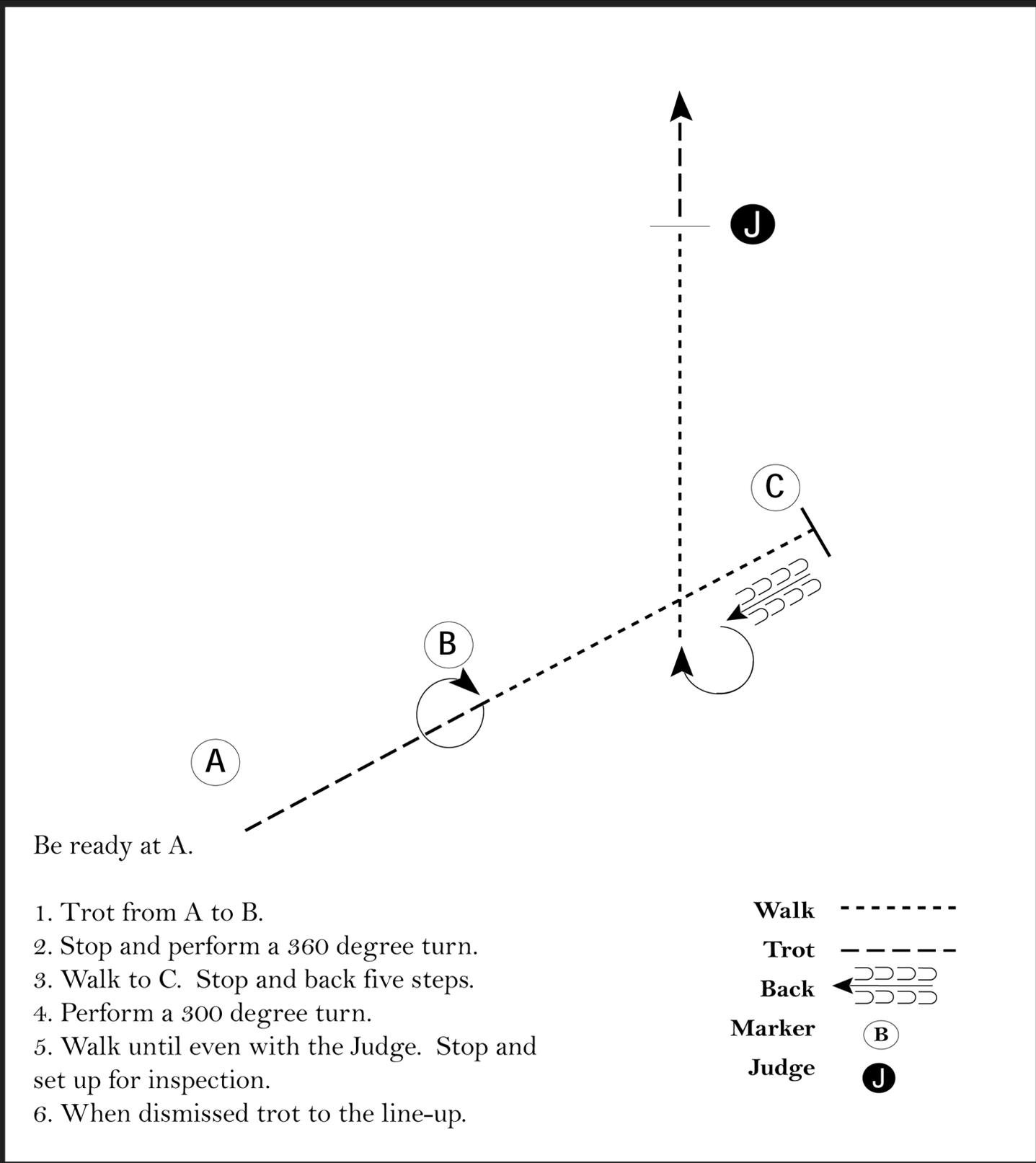
# The Dutch Championship 2016

## Showmanship At Halter (Youth, Amateur)

Show Date: 09-16-2016 - 09-18-2016

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Trot from A to B.
2. Stop and perform a 360 degree turn.
3. Walk to C. Stop and back five steps.
4. Perform a 300 degree turn.
5. Walk until even with the Judge. Stop and set up for inspection.
6. When dismissed trot to the line-up.

- Walk -----
- Trot \_\_\_\_\_
- Back ←=====
- Marker (B)
- Judge (J)

[S/3-10]

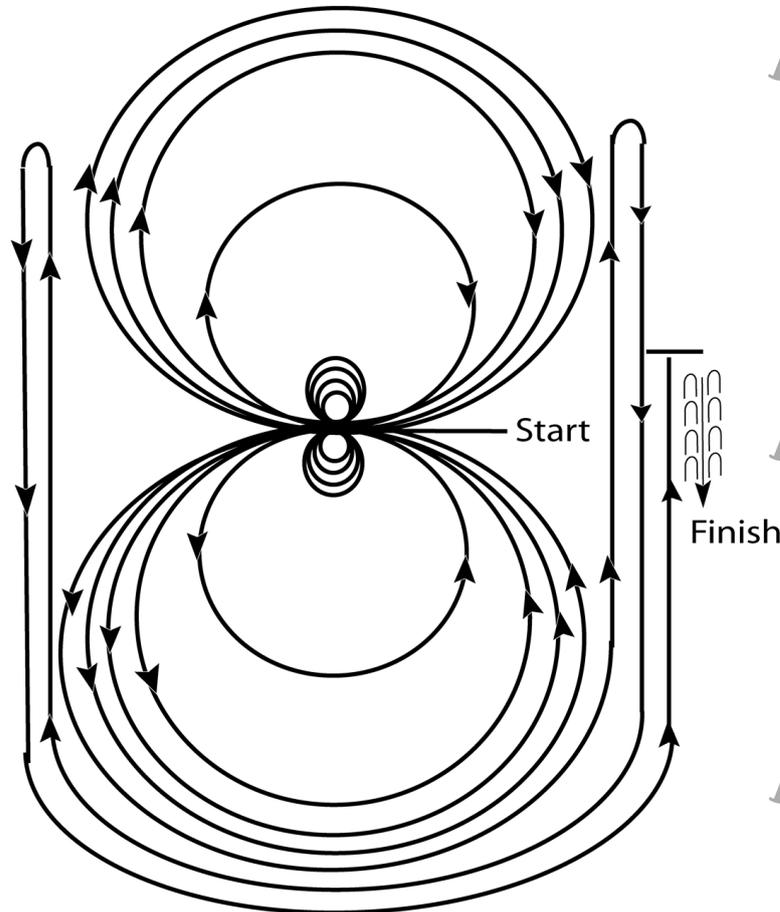
Pattern Provided by:

**NQHA**

# The Dutch Championship 2016

## Reining (Novice Youth, Novice Amateur, Junior Open, Futurity)

Show Date: 09-16-2016 - 09-18-2016



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

1. Beginning on the left lead, complete 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.
  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.
  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 drop bridle to the designated judge.

[R/AQHAP-5]

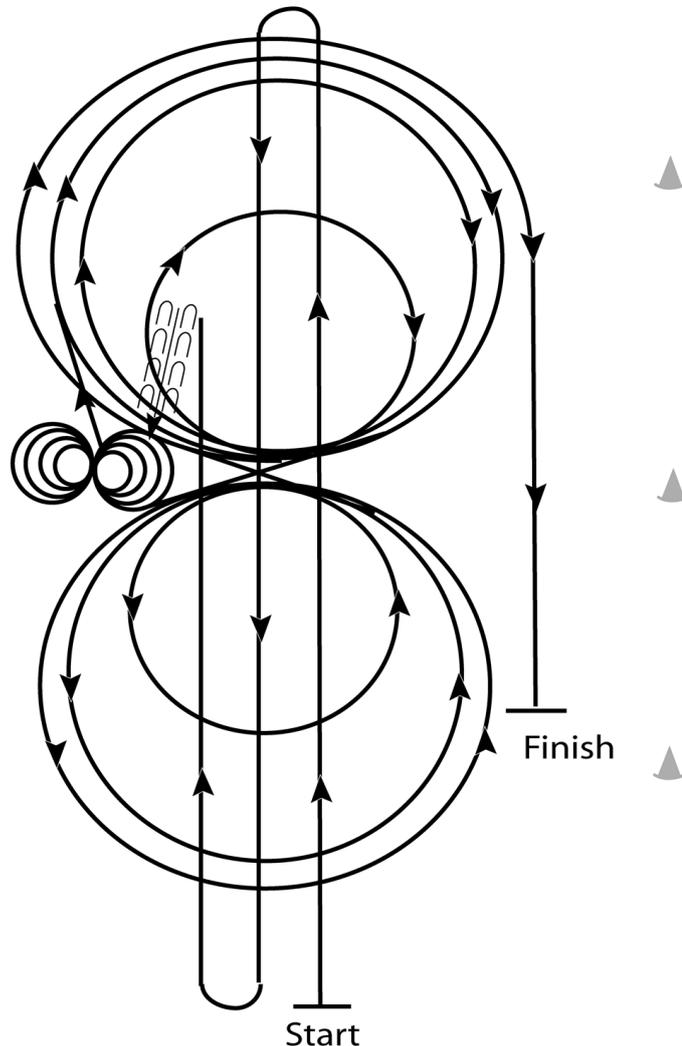
Pattern Provided by:

**NQHA**

# The Dutch Championship 2016

## Reining (Jackpot)

Show Date: 09-16-2016 - 09-18-2016



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 at least ten feet (3m). 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 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 sliding stop at least twenty feet (6.09m) from the wall or fence. Hesitate to demonstrate completion of the pattern.  
Rider may drop bridle to the designated judge.

[R/AQHAP-7]

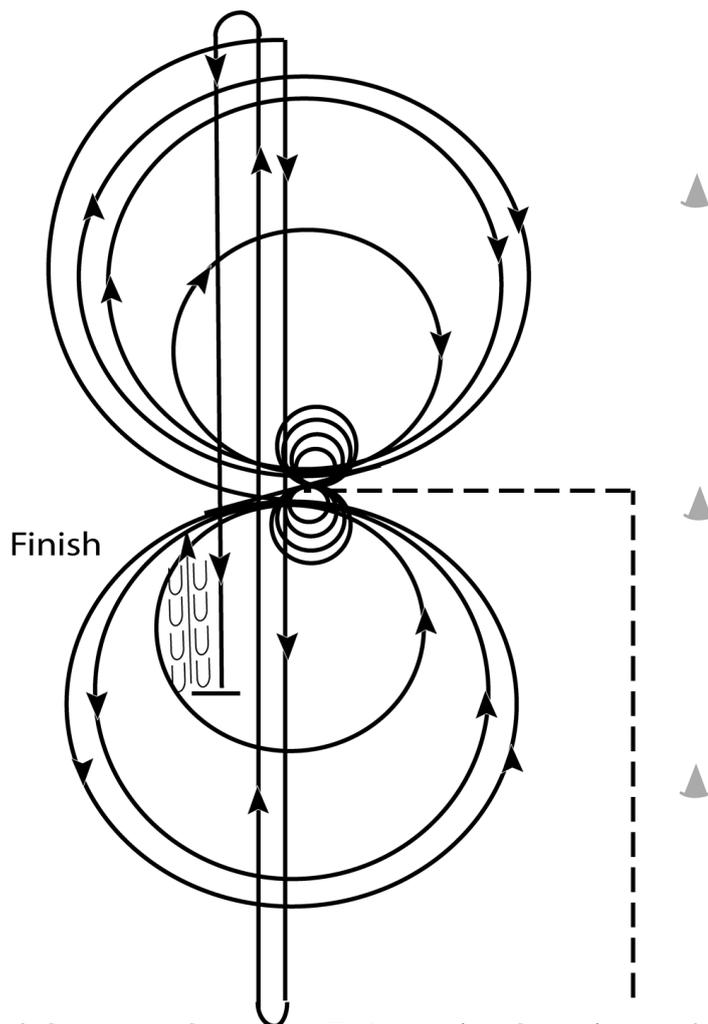
Pattern Provided by:

**NQHA**

# The Dutch Championship 2016

## Reining (Youth, Amateur, Maturity )

Show Date: 09-16-2016 - 09-18-2016



Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. Horses must wal or stop prior to starting pattern. Begin 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 small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback - no hesitation. C
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3m). Hesitate to demonstrate completion of pattern.

[R/AQHAP-11]

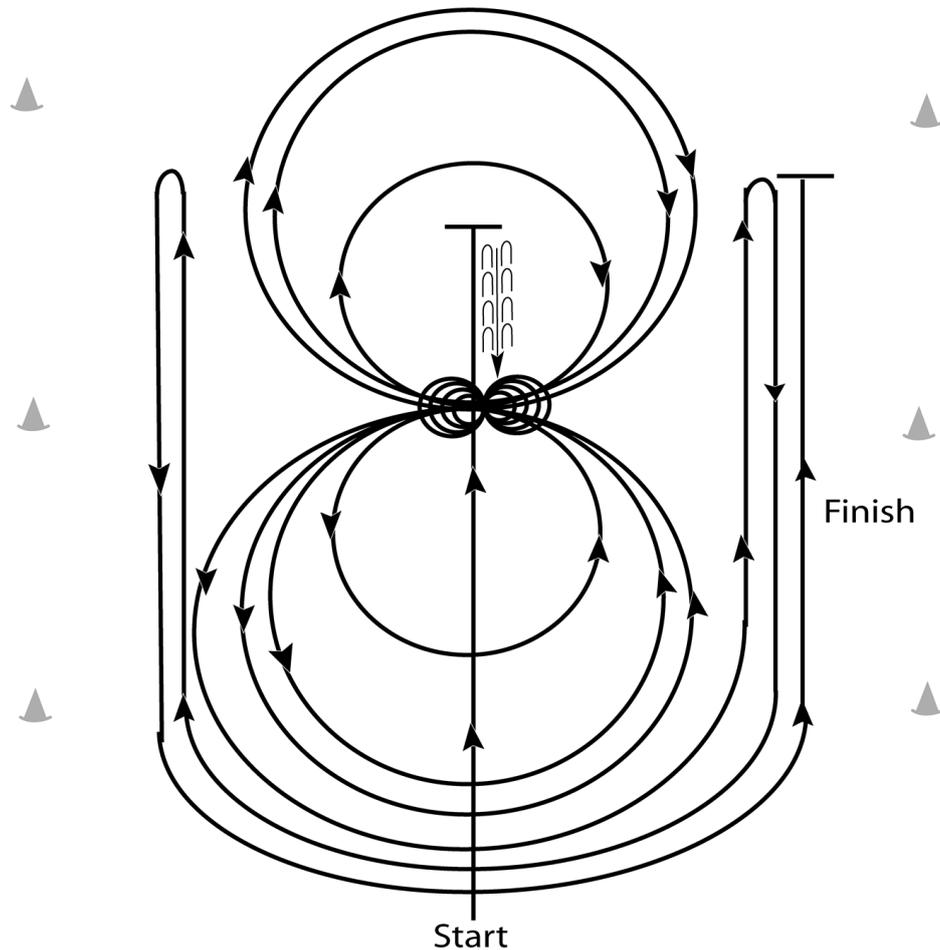
Pattern Provided by:

**NQHA**

# The Dutch Championship 2016

## Reining (Senior Open)

Show Date: 09-16-2016 - 09-18-2016



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.
  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 drop bridle to the designated judge.

[R/AQHAP-9]

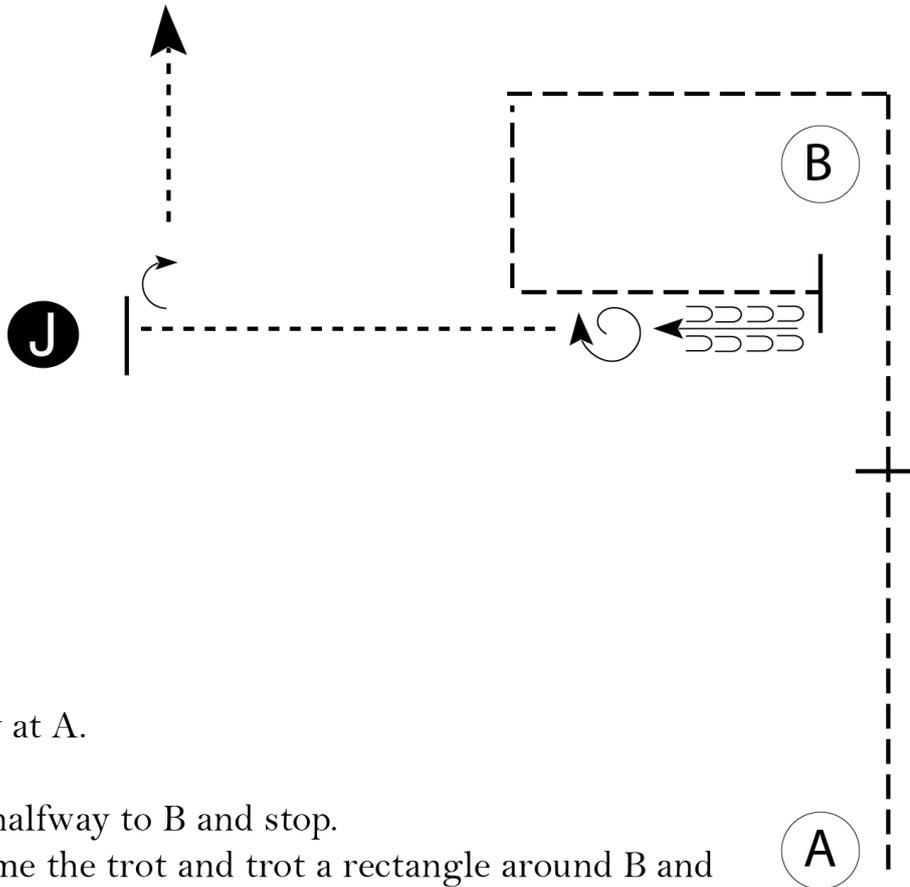
Pattern Provided by:

**NQHA**

# The Dutch Championship 2016

## Showmanship At Halter (Jackpot)

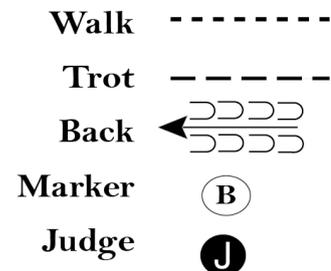
Show Date: 09-16-2016 - 09-18-2016



Be ready at A.

1. Trot halfway to B and stop.
2. Resume the trot and trot a rectangle around B and stop even with B.
3. Back approximately one horse length and perform a 540 degree turn.
4. Walk to Judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn and walk to exit.

Pattern is over once you have walked more than one horse length away from Judge.



[S/3-95]

Pattern Provided by:

**NQHA**

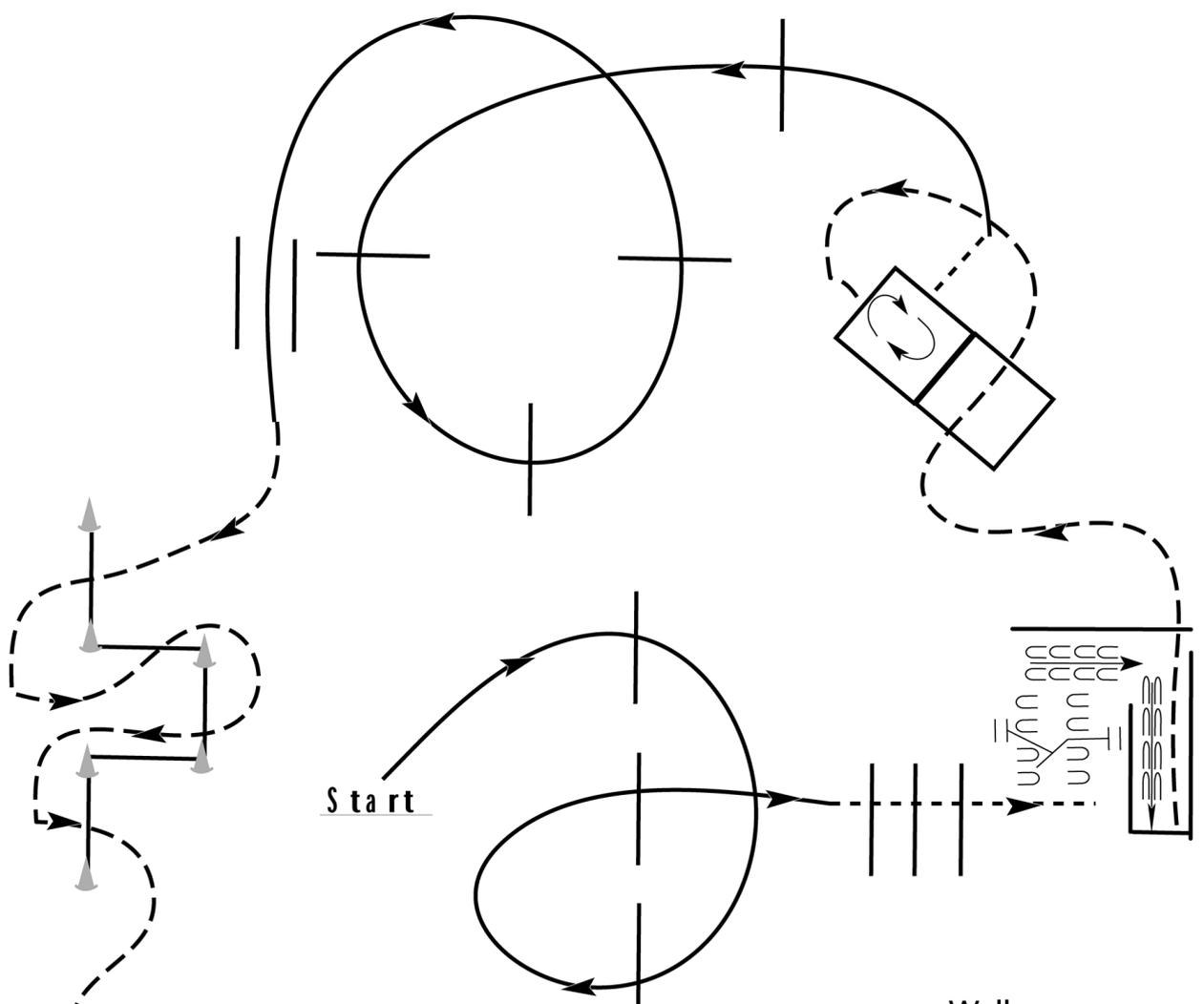
# The Dutch Championship 2016

## Trail (Novice Youth, Novice Amateur, Green, Futurity)

Show Date: 09-16-2016 - 09-18-2016

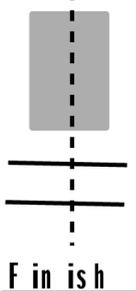
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1. Lope on the right lead over poles
2. Walk over poles to gate
3. Left hand push gate and back L
4. Jog out of chute and over poles into box
5. 3/4 turn to the right in box and walk out of box
6. Lope on the left lead over poles
7. Jog over poles
8. Walk over bridge and over poles to finish

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	Ⓚ
Sidepass	←-----→



[T/2-13]

Pattern Provided by:  
**NQHA**

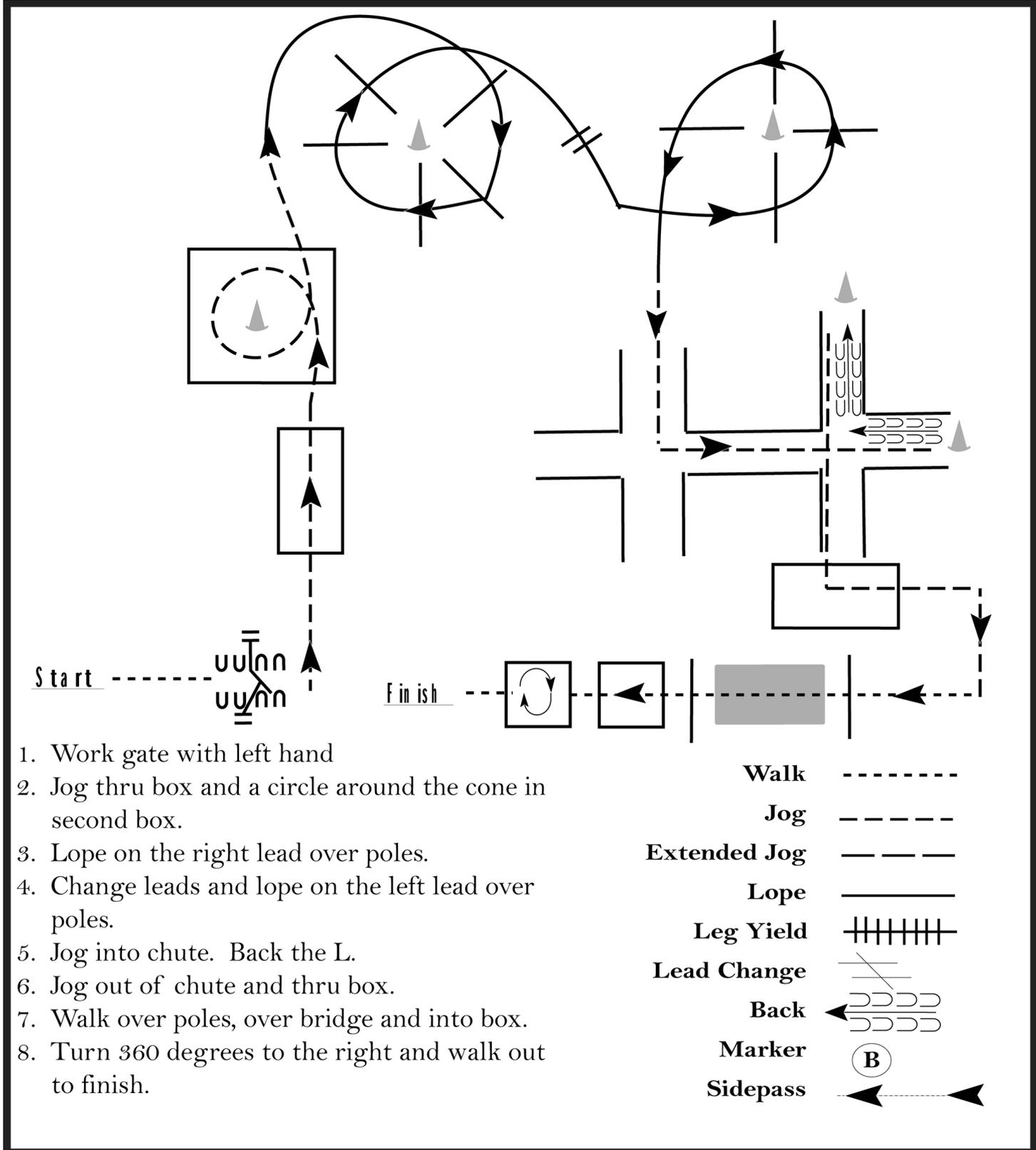
# The Dutch Championship 2016

## Trail (Youth, Amateur, Open, Maturity)

Show Date: 09-16-2016 - 09-18-2016

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1. Work gate with left hand
2. Jog thru box and a circle around the cone in second box.
3. Lope on the right lead over poles.
4. Change leads and lope on the left lead over poles.
5. Jog into chute. Back the L.
6. Jog out of chute and thru box.
7. Walk over poles, over bridge and into box.
8. Turn 360 degrees to the right and walk out to finish.

<b>Walk</b>	-----
<b>Jog</b>	-----
<b>Extended Jog</b>	-----
<b>Lope</b>	-----
<b>Leg Yield</b>	
<b>Lead Change</b>	↘
<b>Back</b>	←←←
<b>Marker</b>	Ⓚ
<b>Sidepass</b>	←-----→

[T/3-33]

**Pattern Provided by:**  
**NQHA**

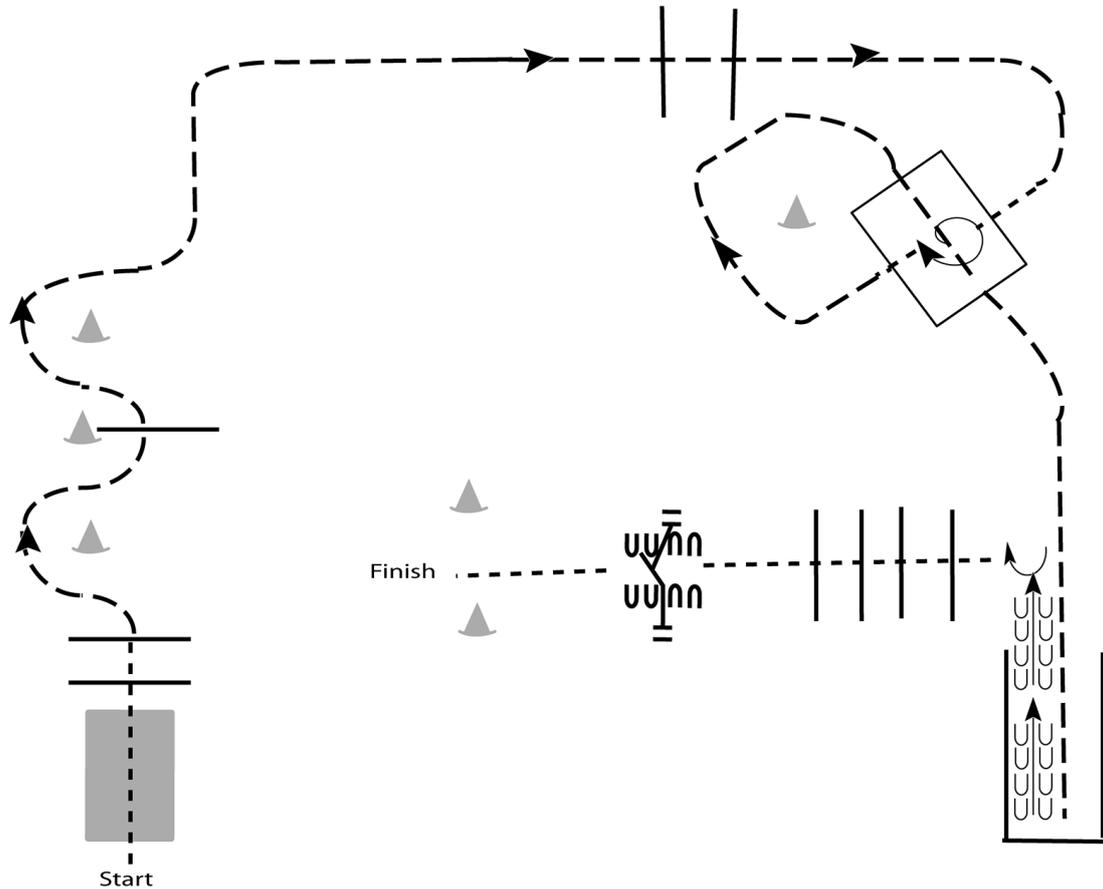
# The Dutch Championship 2016

## In Hand Trail (Futurity , Jackpot)

Show Date: 09-16-2016 - 09-18-2016

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1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Continue to jog over poles.
4. Break to a walk and walk into box. Turn a full turn to the right and walk out of box.
5. Jog through box and into chute
6. Back out of chute
7. Turn 90 degrees and walk over poles to gate
8. Work gate and walk to finish

<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	— / —
<b>Back</b>	← ← ← ← ←
<b>Marker</b>	⊙ B
<b>Sidepass</b>	← — — — — →

[T/1-6]

Pattern Provided by:

**NQHA**