



**International DQHA  
Championship 2019**

*Aachen / Soers, ALRV-Gelände  
4. - 13. Oktober 2019*

*Pattern-  
Book*

*inspired by John Ort, photographs by UX Company*

DEUTSCHE  
QUARTER  
HORSE  
ASSOCIATION

AMERICAN  
QUARTER  
HORSE  
ASSOCIATION



**Showmanship at Halter**

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### Western Riding

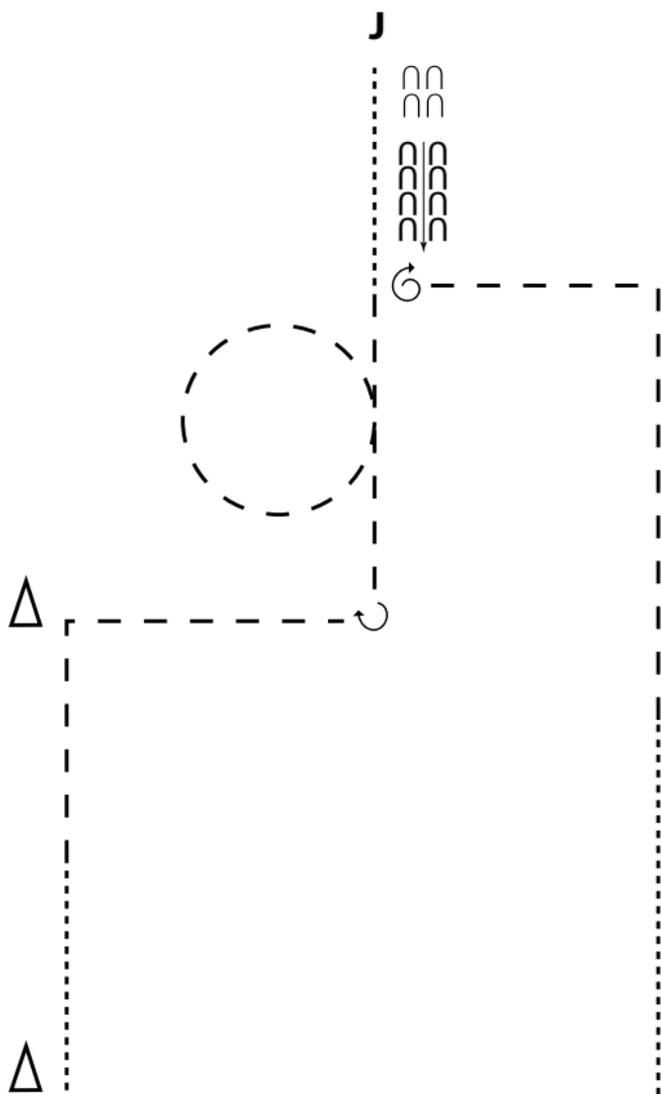
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Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

### Copyright

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VRH Trail, Hunter Hack	Michaela Kayser
Ranch Riding, Reining, Western Riding	AQHA

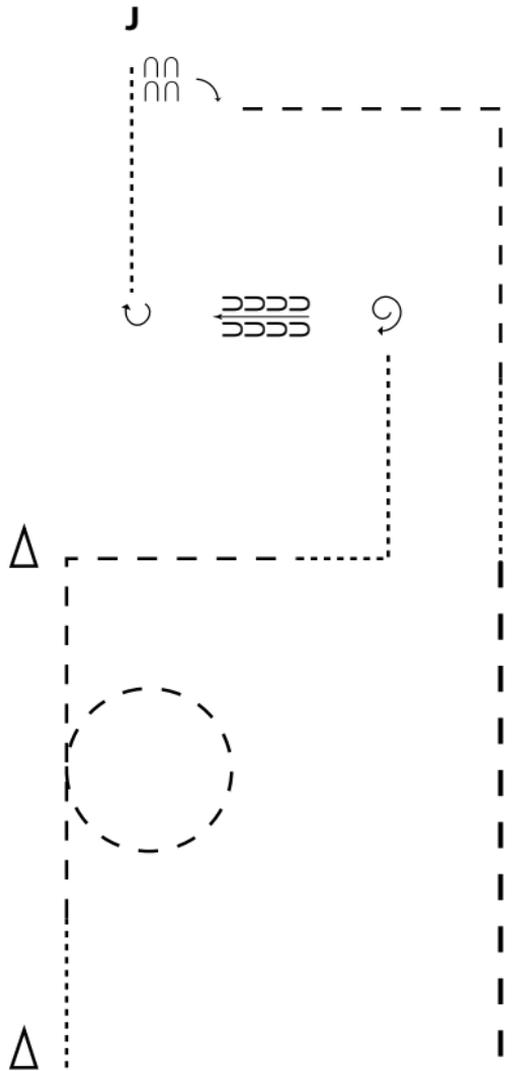
# Showmanship at Halter L1 Amateur / L1 Youth



1. Walk
2. Trot corner
3. 3/4 turn
4. Trot circle
5. Transition to walk, walk to Judge, Set up
6. Inspection
7. Back
8. 1 1/4 turn
9. Trot corner
10. Transition to walk, exit arena

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

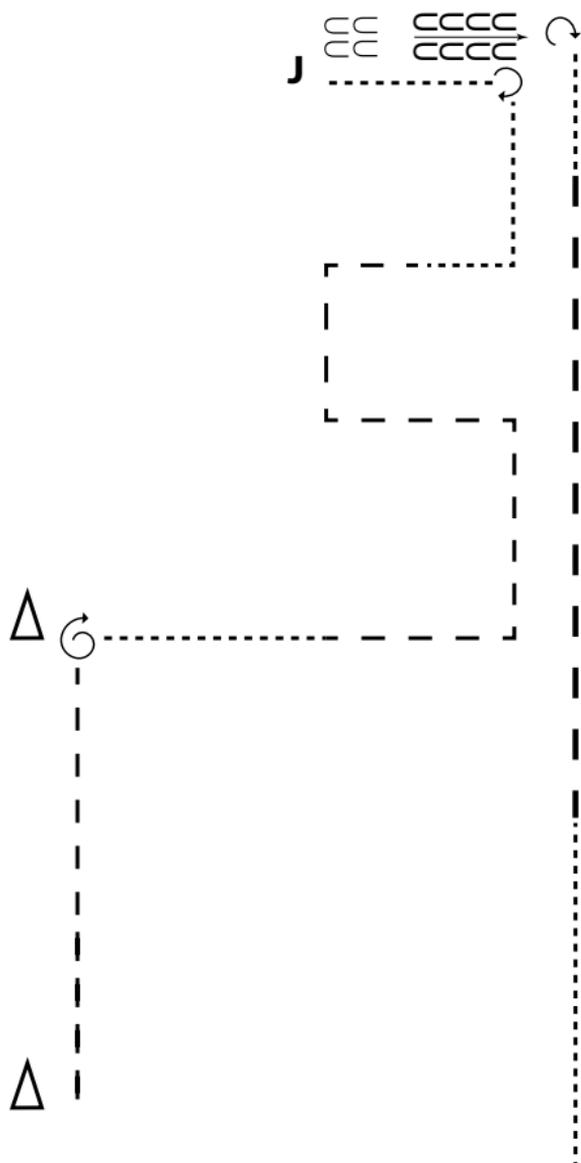
# Showmanship at Halter Youth / Amateur / Select Amateur



1. Walk
2. Trot circle and corner
3. Transition to walk, walk, 1 1/4 turn
4. Back
5. 3/4 turn, walk to judge
6. Set up
7. Inspection
8. 90° turn, trot corner
9. Transition to walk
10. Extended trot out of arena

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

# Finals Showmanship at Halter Youth / Amateur



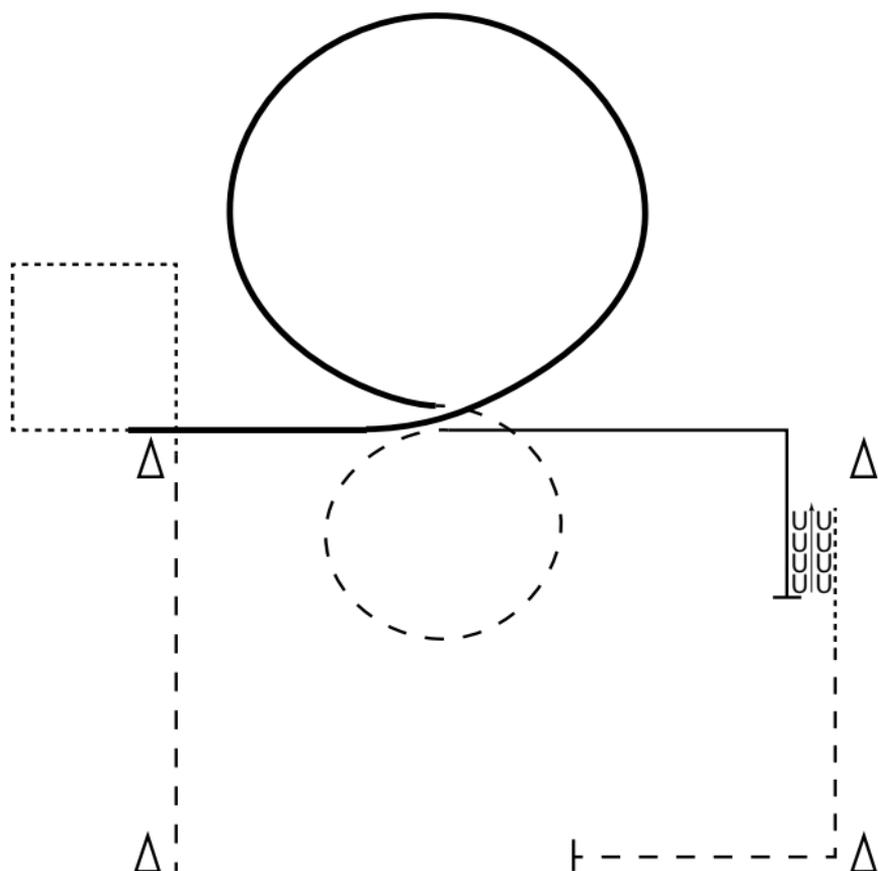
1. Trot
2. 1 1/4 turn, walk
3. Trot corners
4. Transition to walk, walk corner
5. 3/4 turn, walk
6. Set up
7. Inspection
8. Back
9. 3/4 turn, walk
10. Transition to extended trot,
11. extended trot, transition to walk and exit arena

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



# Western Horsemanship

## L1 Amateur / L1 Youth



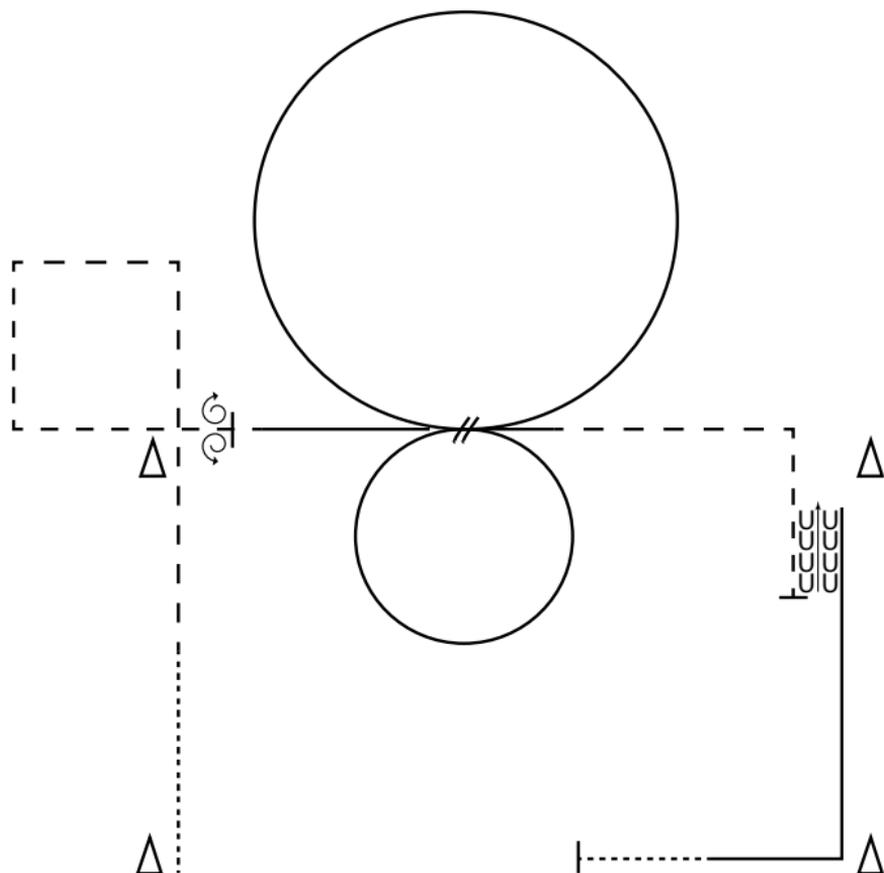
Be ready at cone

1. Trot
2. Walk square
3. Lope left lead large circle with forward motion
4. Transition to a trot, trot small circle to the right
5. Lope right lead, square corner
6. Stop and back 3 meters
7. Walk
8. Trot square corner and stop

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

# Western Horsemanship

## Youth / Amateur / Select Amateur



Be ready at cone

1. Walk, transition to jog
2. Trot corners
3. Stop and turn 1 time each way (any direction first)
4. Lope small circle right lead
5. Change leads (simple or flying)
6. Lope large circle left lead
7. Trot corner
8. Stop and back 3 meters
9. Lope right lead
10. Transition to walk and stop

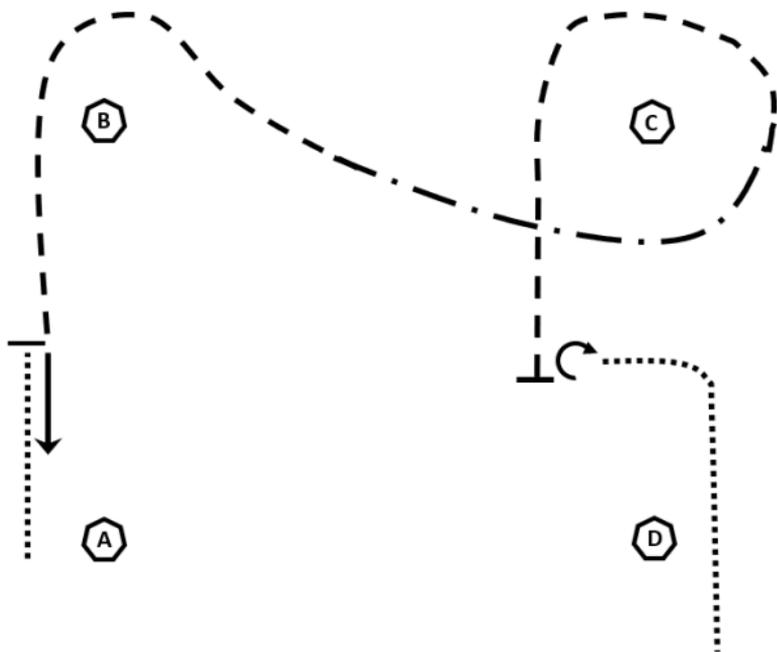
- ..... Walk
- Jog
- - - - - Extended Jog
- Lope
- Extended Lope
- //—— Change Leads
- ←←←←← Backup
- Side Pass
- Leg Yield





# Western Horsemanship

## EWD



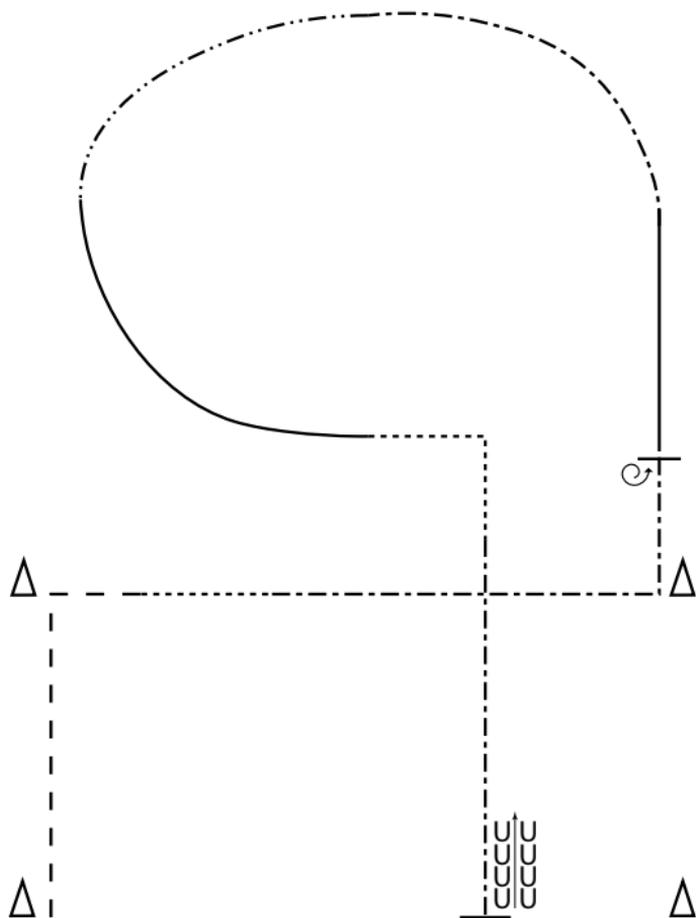
Be ready at A

1. Walk ½ way to B
2. Stop & back
3. Jog around B
4. Ext. Jog to C
5. Jog around C
6. Stop half way between C & D
7. 270° turn on the hindquarters to the right
8. Walk corner & to exit

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

# Hunt Seat Equitation

## L1 Amateur / L1 Youth

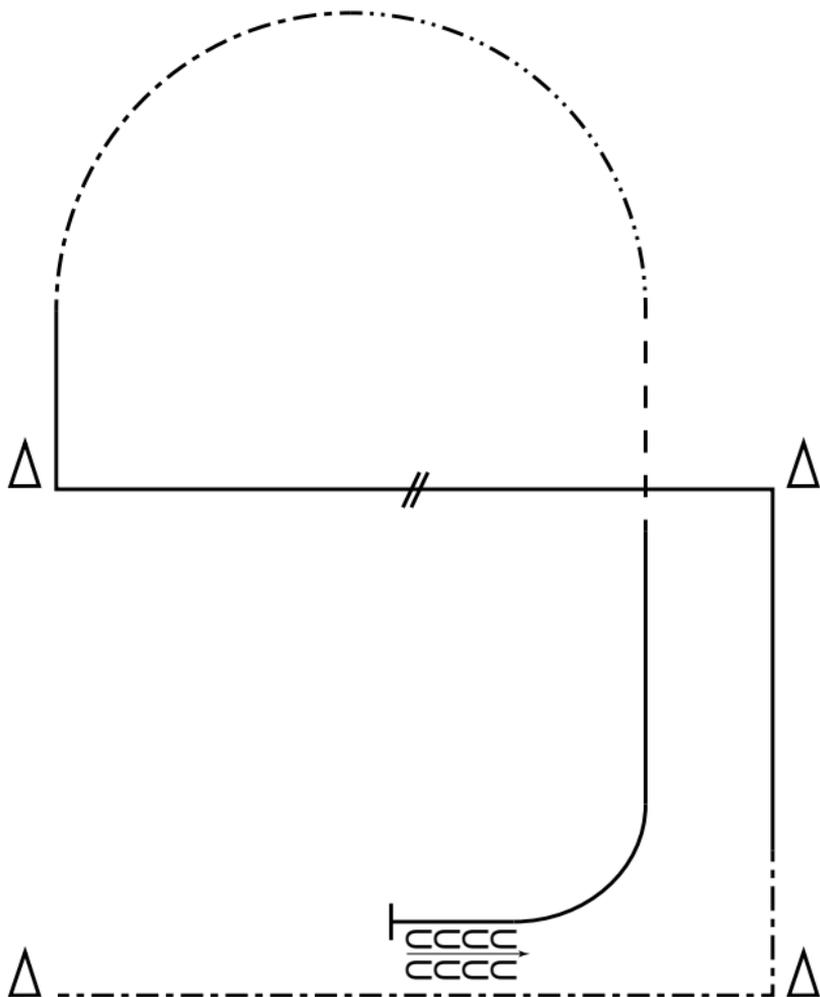


1. Sitting trot
2. Walk
3. Trot right diagonal
4. Stop, 1 turn either way on forehand
5. Canter right lead
6. Trot right diagonal
7. Trot two point
8. Canter left lead
9. Walk corner
10. Trot left diagonal
11. Stop and back

-----	Walk
- - - - -	Trot
- . - . -	Trot diagonal
- . . . -	Trot two point
- - - - -	Extended Trot
—————	Canter
—————	Hand Gallop
—————	Change Leads
cccccc	Backup

# Hunt Seat Equitation

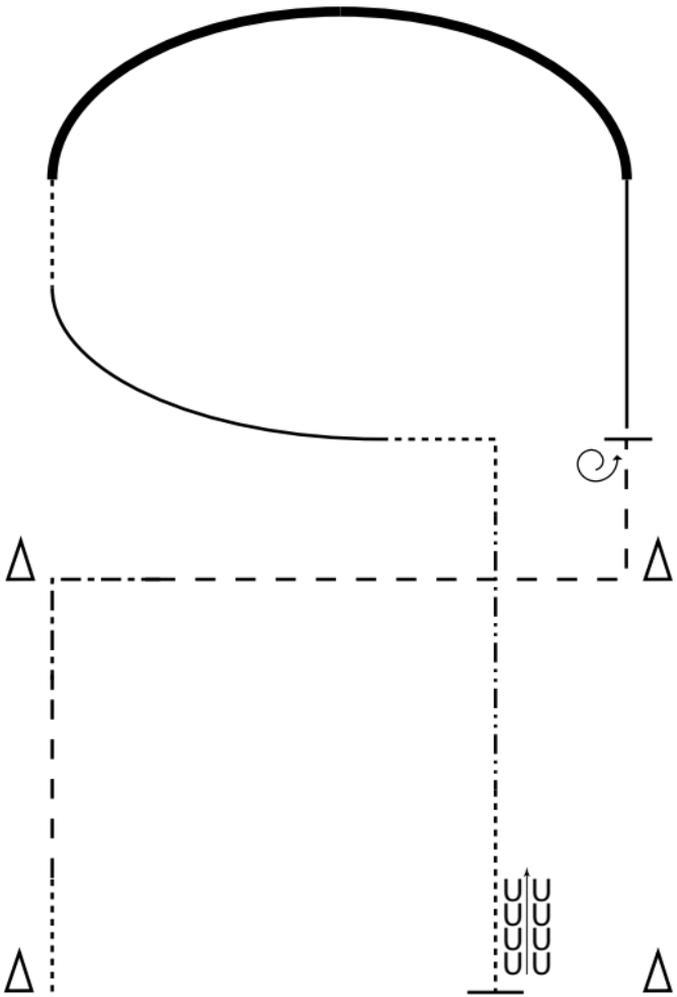
## Youth / Amateur / Select Amateur



1. Trot right diagonal
2. Canter left lead
3. Lead change in the middle (simple or flying)
4. Canter right lead
5. Trot left diagonal
6. Two point trot
7. Sitting trot
8. Canter left lead
9. Stop and back

- Walk
- - - - Trot
- . - . - Trot diagonal
- . . . . Trot two point
- — — Extended Trot
- Canter
- Hand Gallop
- // —— Change Leads
- CCCC<br>CCCC Backup

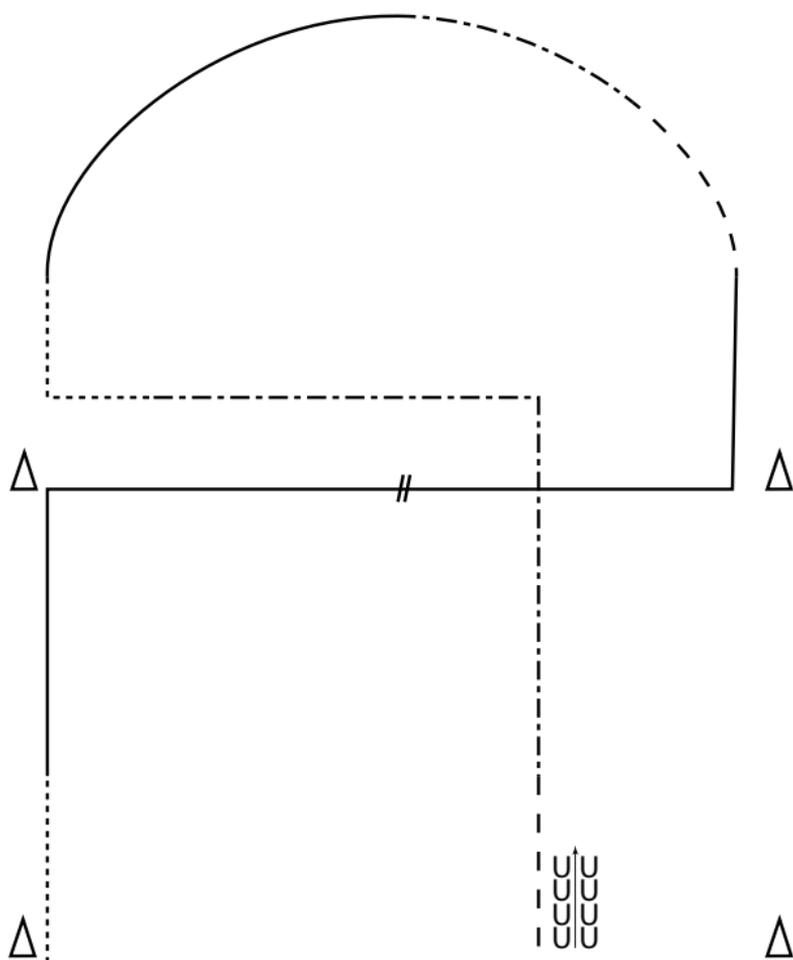
# Finals Hunt Seat Equitation Youth / Amateur



1. Walk
2. Trot left diagonal
3. Sitting trot through corner
4. Trot right diagonal
5. Stop, 1 turn on forehand either direction
6. Canter left lead
7. Hand gallop
8. Walk
9. Canter right lead
10. Walk through corner
11. Trot two point
12. Walk, stop and back

- Walk
- - - - Trot
- . - . Trot diagonal
- . . . . Trot two point
- - - - Extended Trot
- Canter
- ===== Hand Gallop
- Change Leads
- Backup

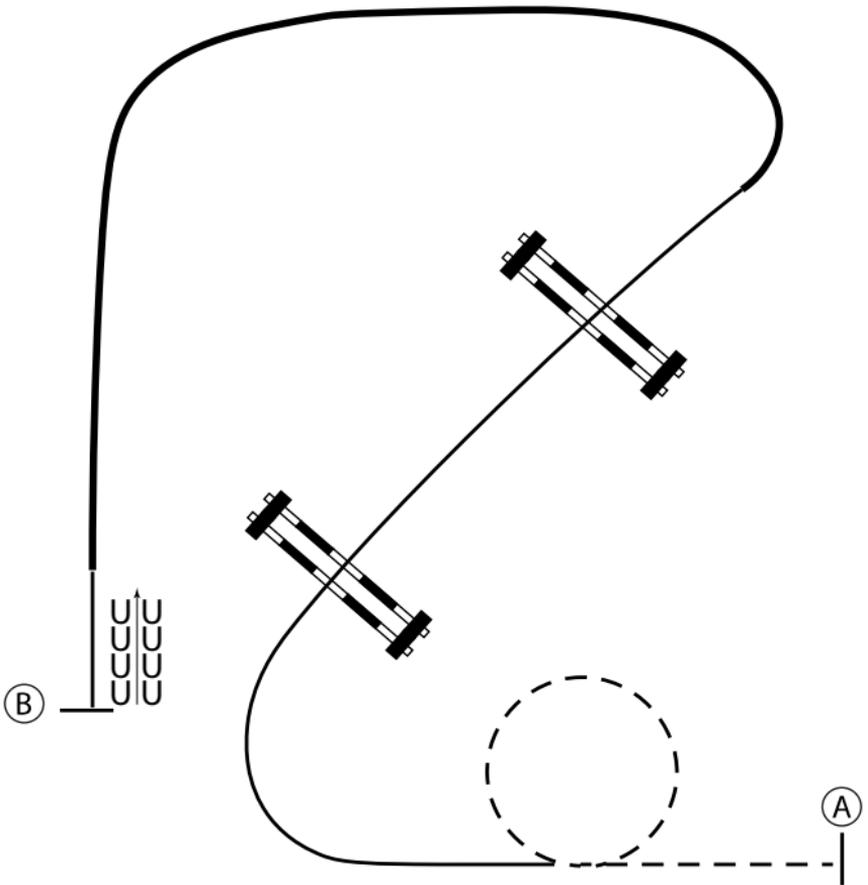
# Finals Hunt Seat Equitation Select Amateur



1. Walk
2. Canter right lead
3. Change leads (simple or flying)
4. Canter left lead
5. Sitting trot
6. Trot right diagonal
7. Canter left lead and walk corner
8. Trot left diagonal
9. Sitting trot
10. Stop and back

- Walk
- - - - Trot
- . - . Trot diagonal
- . . . Trot two point
- — — Extended Trot
- Canter
- Hand Gallop
- // —— Change Leads
- ← cccc cccc Backup

# Hunter Hack All Classes



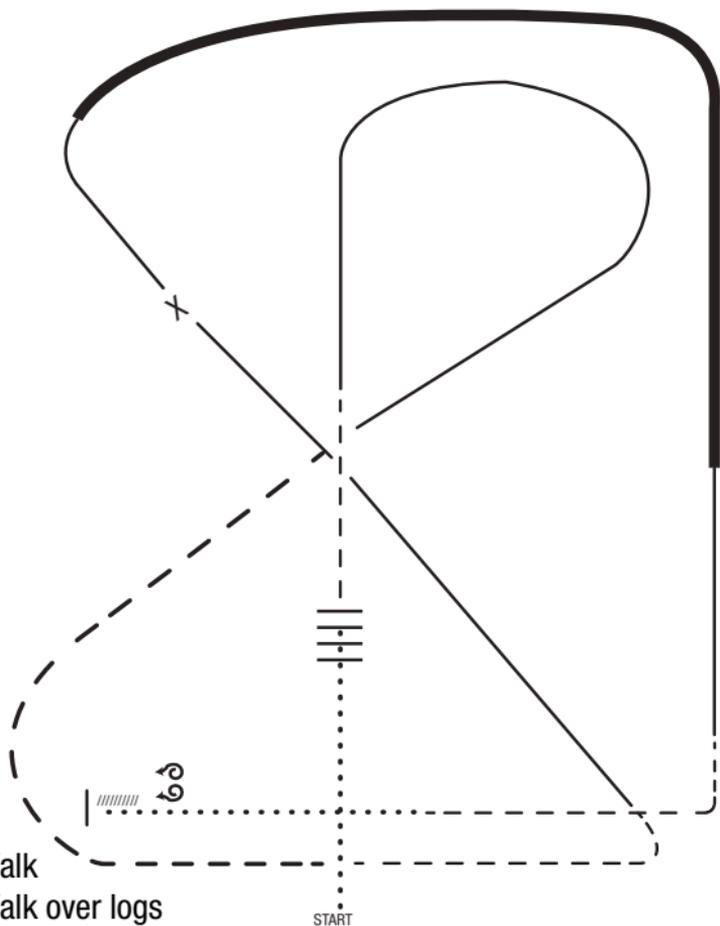
Start at A

1. Pick up trot, trot a circle
2. Canter (right lead)
3. Jump two fences
4. Hand gallop, canter till B
5. Stop, back up 2 horse lengths

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

# Ranch Riding

## L1 Youth / L1 Amateur / L1 Open / Futurity

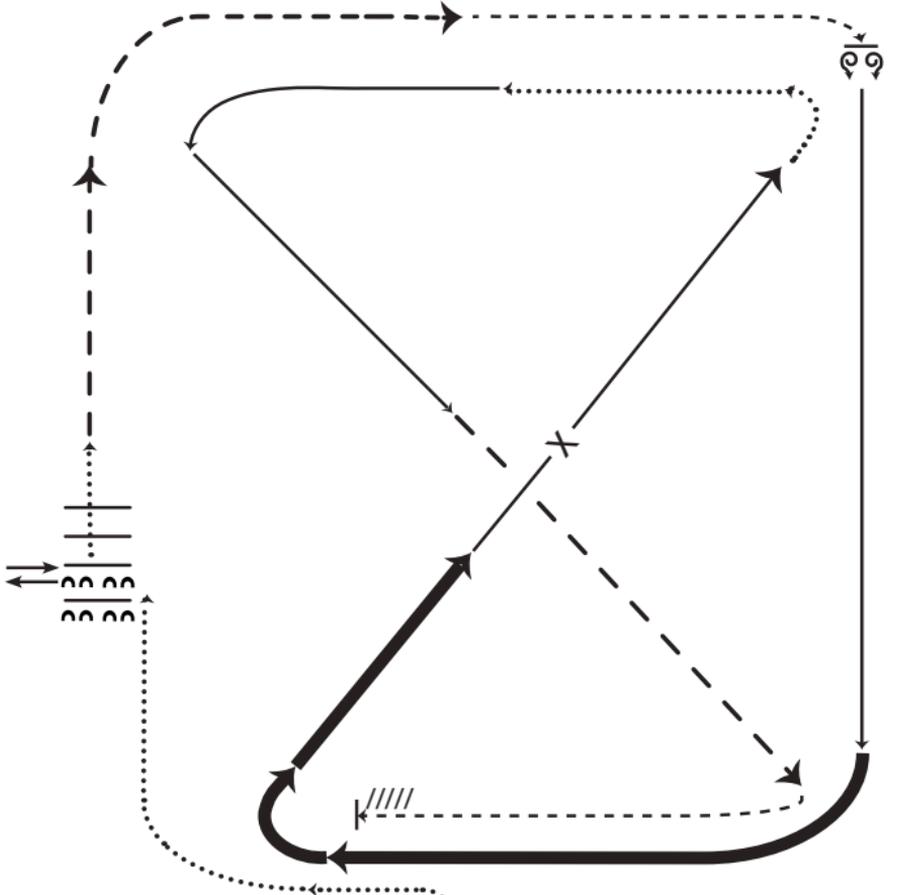


1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction  
(either direction 1st) (L-R or R-L)

- ..... Walk
- Trot
- - - - - Extended Trot
- Lope
- Extended Lope
- //—— Change Leads
- cccccc Backup
- .....>>>> Side Pass

# Ranch Riding

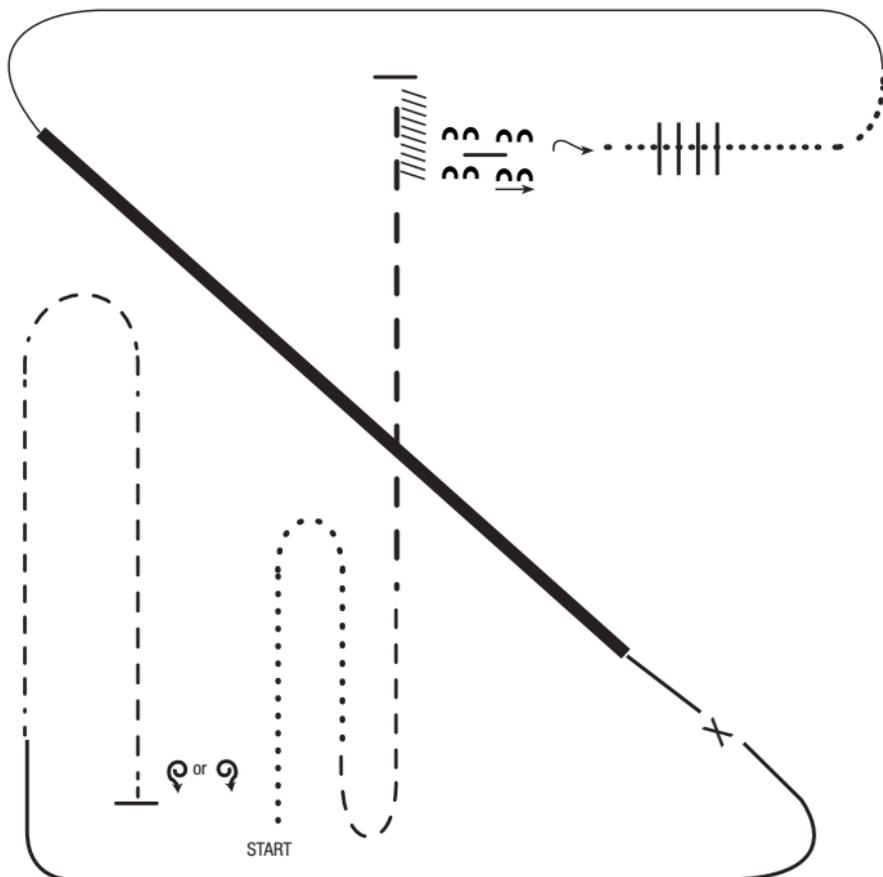
## Youth / Select Amateur / Junior Open



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk across logs
4. Extended trot
5. Trot
6. Stop, 360 degree 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)
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

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

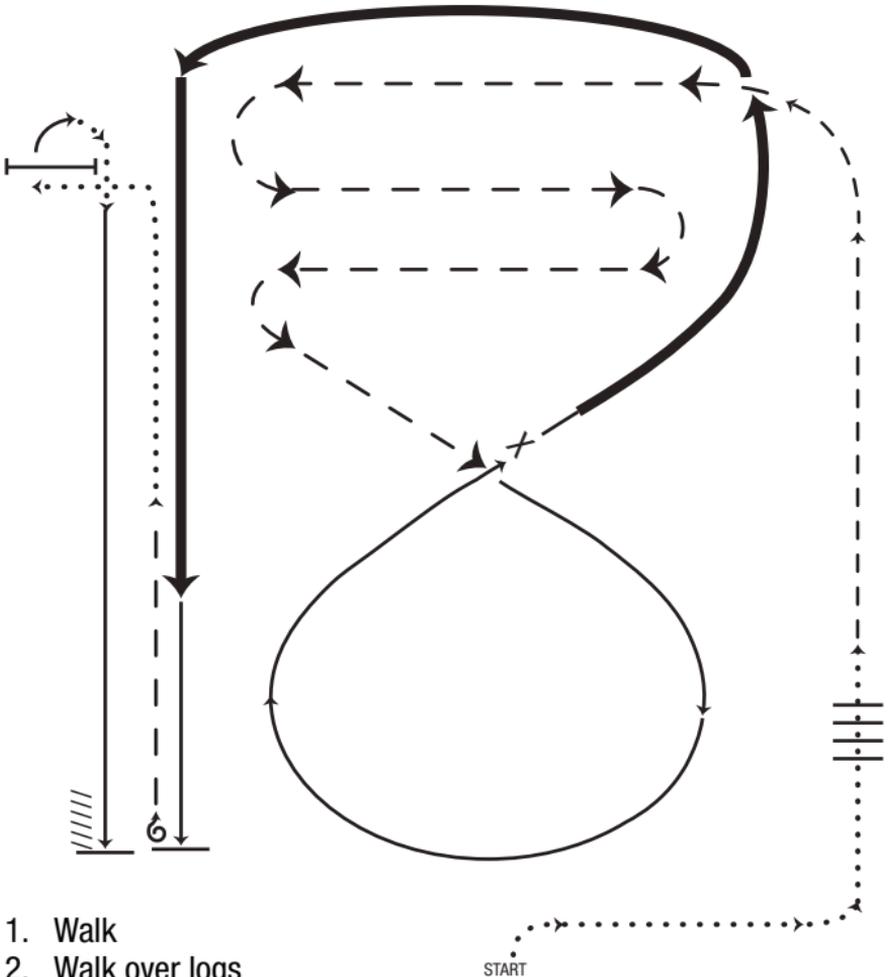
# Ranch Riding Amateur / Senior / Graduate



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope (left lead)
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360 degree turn either direction

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

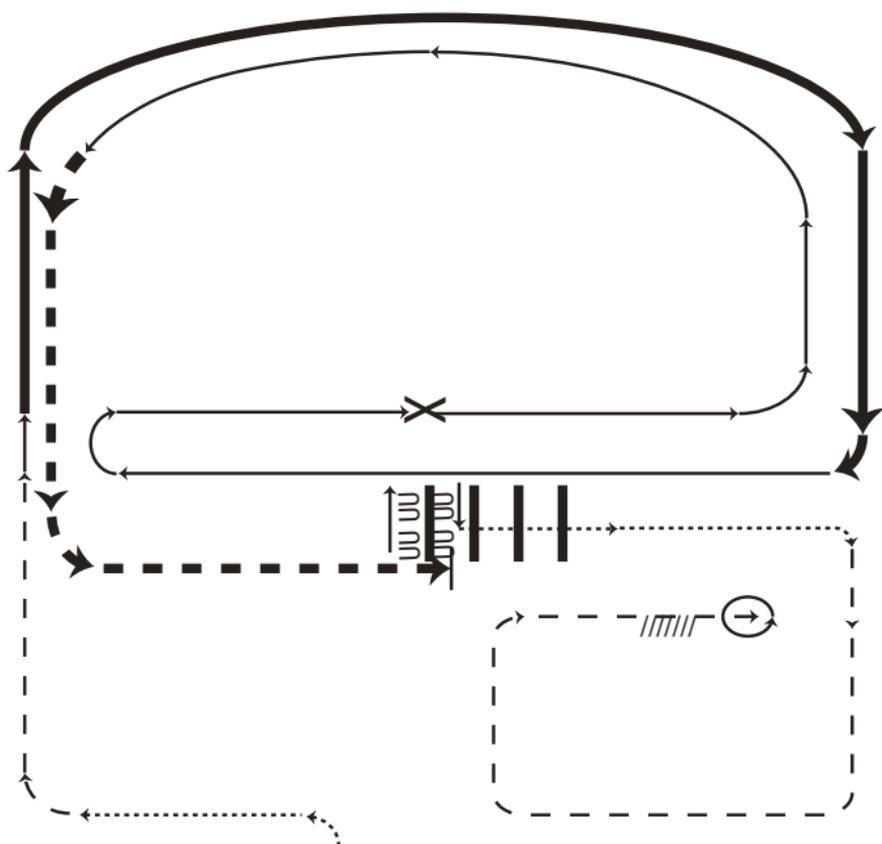
# Finals Ranch Riding Youth / Select Amateur / Junior Open Maturity



1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope (left lead), collect lope
8. Stop, 1 1/2 turn, either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

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

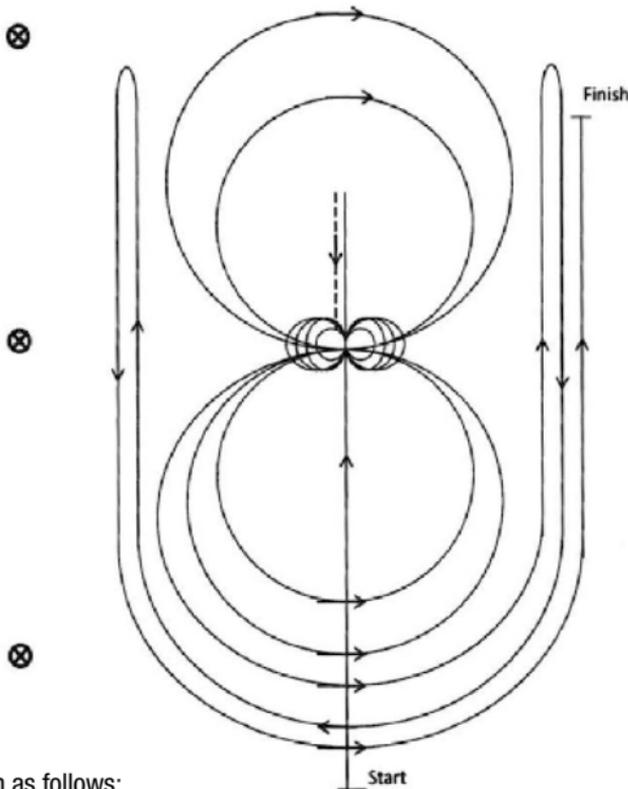
# Finals Ranch Riding Senior / Amateur



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° turn left, back

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

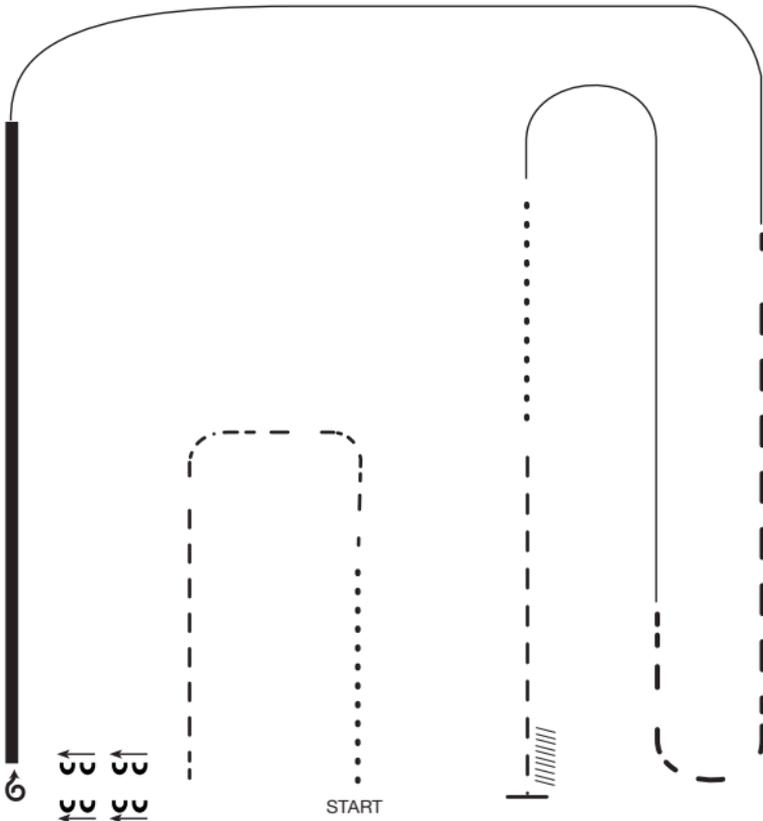
# VRH Ranch Reining Open / Amateur



Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Hesitate.
3. Complete four and one-quarter left spins. Hesitate. Horse to be facing left fence.
4. Beginning on left lead, complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
5. Complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of 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 from the wall or fence.
7. Continue back around the previous circle, but do not close circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence.
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 20 feet from the wall or fence. Hesitate to show completion of pattern.

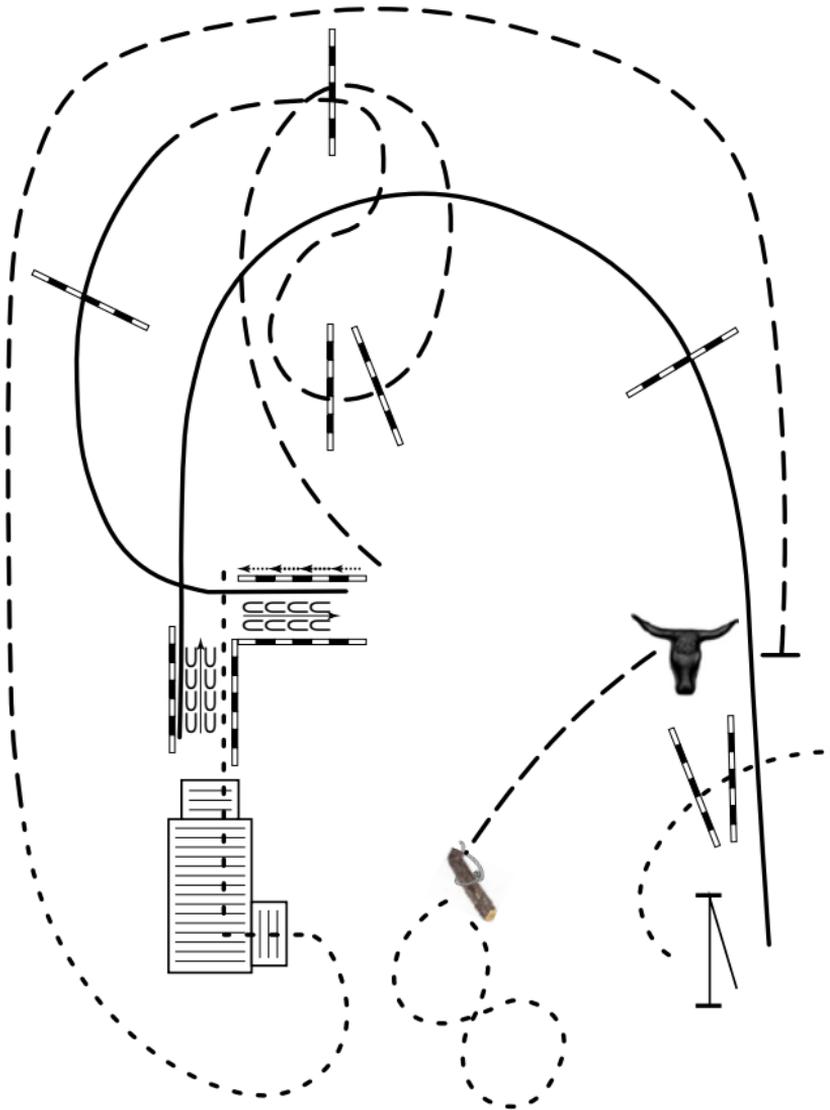
# VRH Ranch Riding Open / Amateur



1. Walk
2. Trot
3. Side pass right
4. 1 1/2 turns right
5. Extended lope (right lead)
6. Lope right lead
7. Extended trot
8. Lope left lead
9. Walk
10. Trot
11. Stop and back

- ..... Walk
- Trot
- - - - - Extended Trot
- Lope
- Extended Lope
- //// Change Leads
- ~~~~~ Backup
- .....> Side Pass

# VRH Ranch Trail

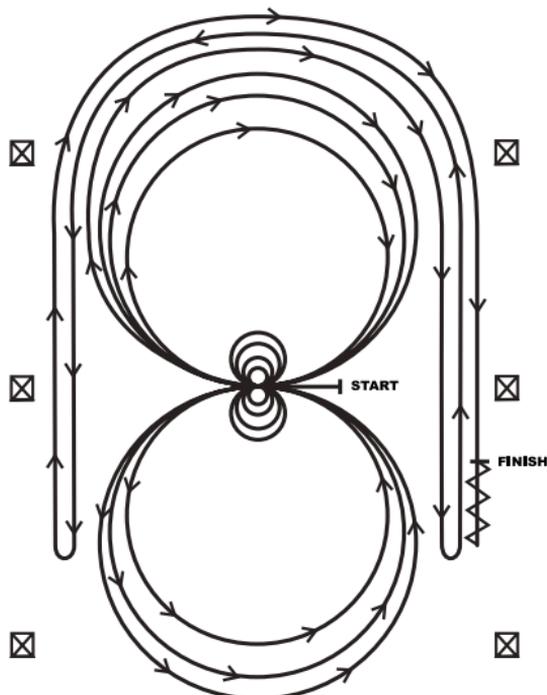


1. Open gate, ride through, close
2. Lope left lead over log
3. Back up „L“
4. Lope right lead over log
5. Trot serpentine over logs
6. Sidepass right
7. Bridge
8. Take rope, walk and make a loop. trot, swing rope, throw it toward „cow dummy“, stop. Trot to drag
9. Drag log „Figure 8“

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

# Reining

## L1 Open / L1 Amateur/ L1 Youth / Futurity

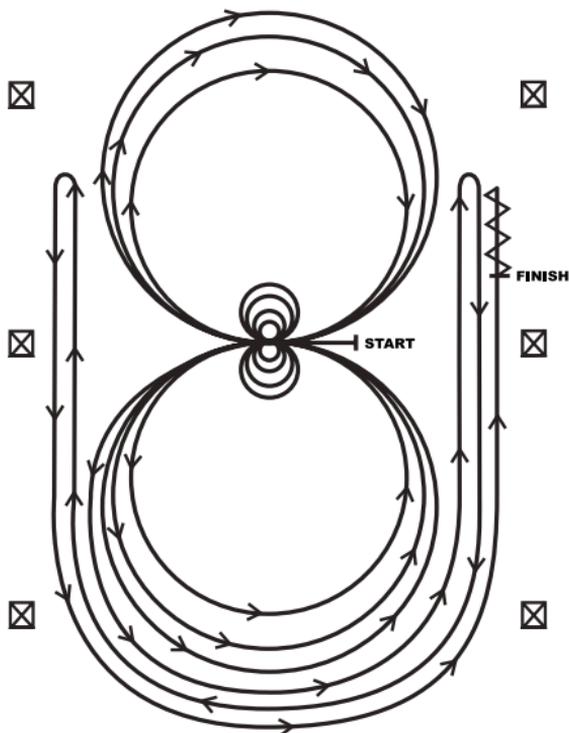


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large 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 rollback at least twenty feet (six 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 rollback at least twenty feet (six 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

## Reining

### Junior Open / Youth / Select Amateur

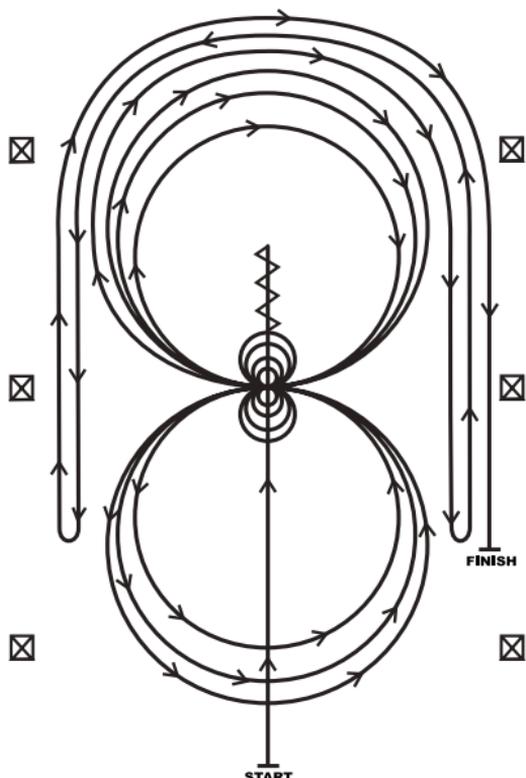


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large 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.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

# Reining

## Amateur / Senior Open / Graduate

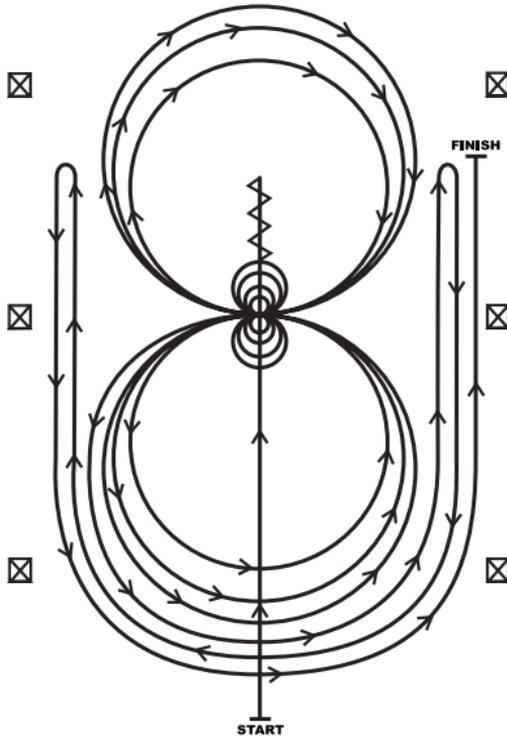


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the 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 twenty feet (six 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 and do a right 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 down 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. Hesitate to demonstrate completion of the pattern.

# Finals Reining

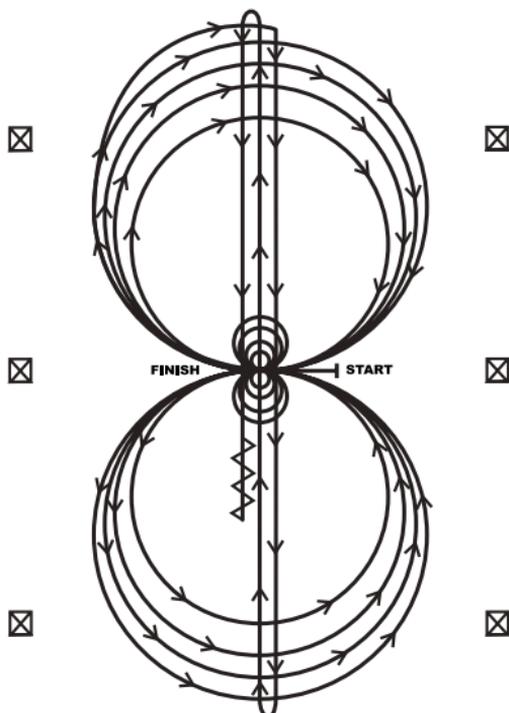
## Youth / Select Amateur / Junior Open

### Maturity



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. 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 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 left side of the arena and 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 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 pattern.

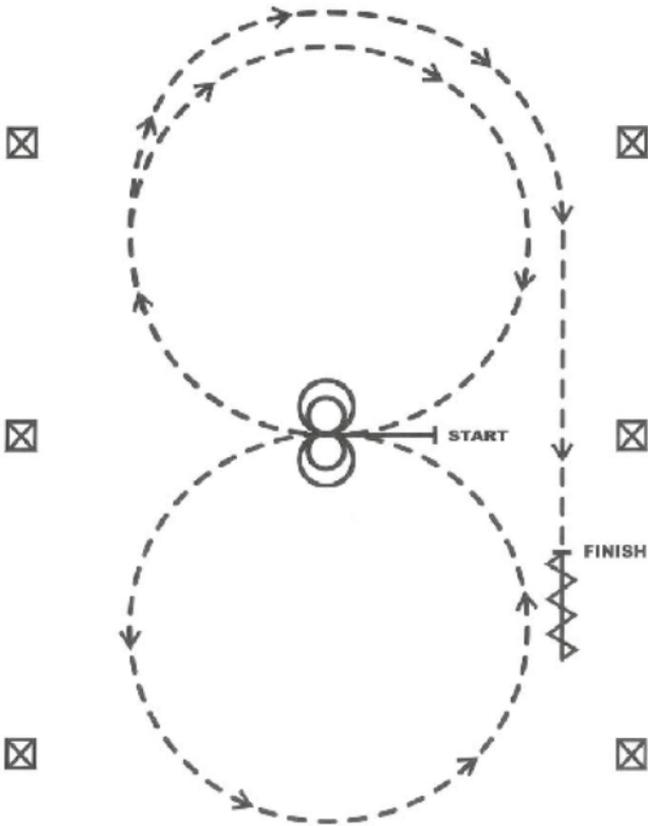
## Finals Reining Amateur / Senior Open



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.

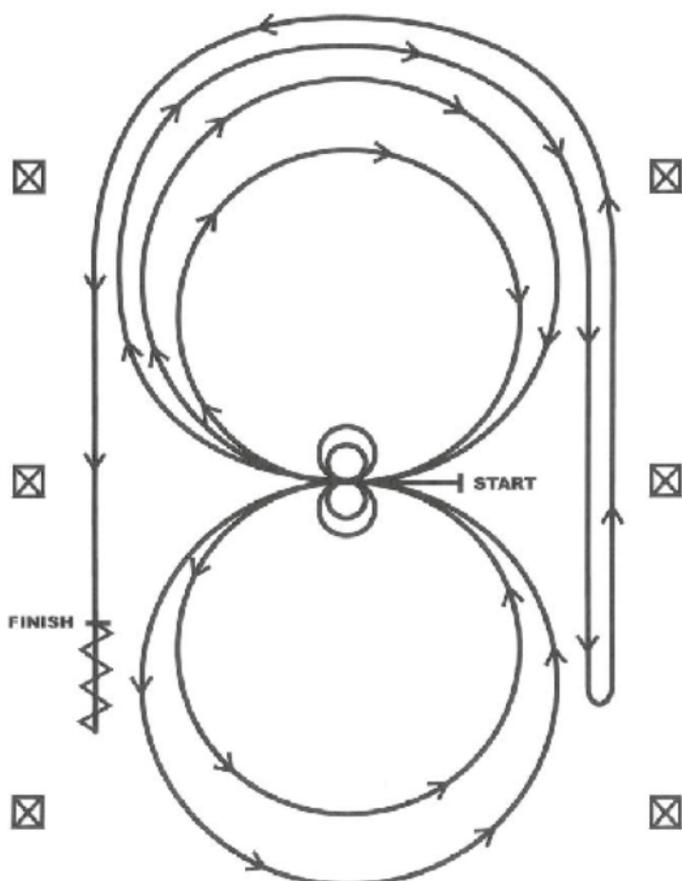
## EWD Reining Walk – Jog



Horses may walk or trot 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. Complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate
3. Trot once circle to the right, change directions at the center of the arena.
4. Complete one circle to the left, change directions at the center of the arena.
5. Begin a circle to the right but do not close this circle. Trot straight down the right side of the arena past the center marker, stop and back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

## Para Reining Walk – Jog – Lope

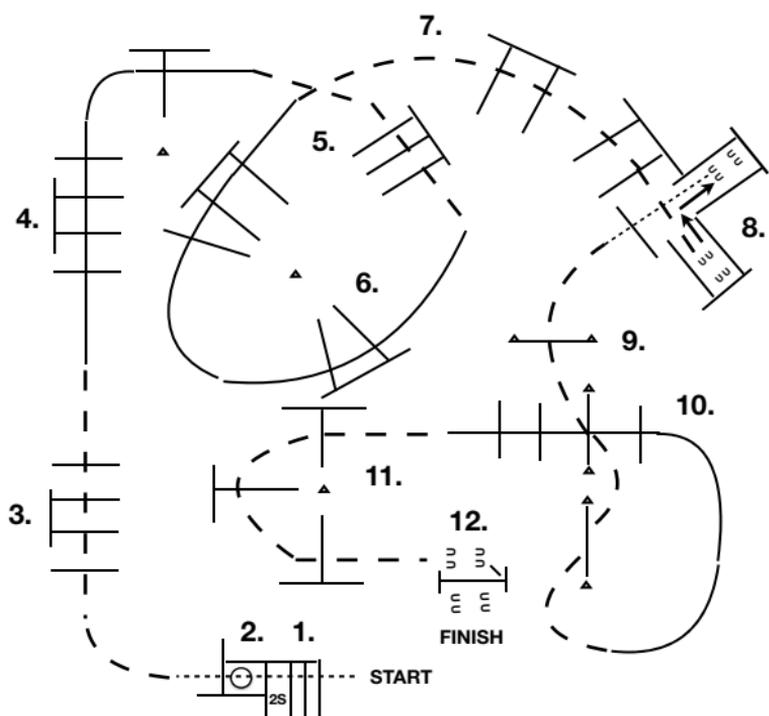


Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate.
3. Beginning on the right lead, complete two circles to the right, the first circle small and slow and the second circle large and fast. At the center of the arena, do a simple lead change.
4. Complete two circles to the left, the first circle small and slow and the second circle large and fast. At the center of the arena, do a simple lead change.
5. Begin a circle to the right but do not close this circle. Lope down the right side of the arena past the center marker and stop and do a left rollback.
6. Lope back around the previous circle but do not close this circle. Lope down the right side of the arena past the center marker, stop and back at least ten feet. Hesitate to demonstrate completion of the pattern.

# Trail

## L1 Youth / L1 Amateur / L1 Open / Youth

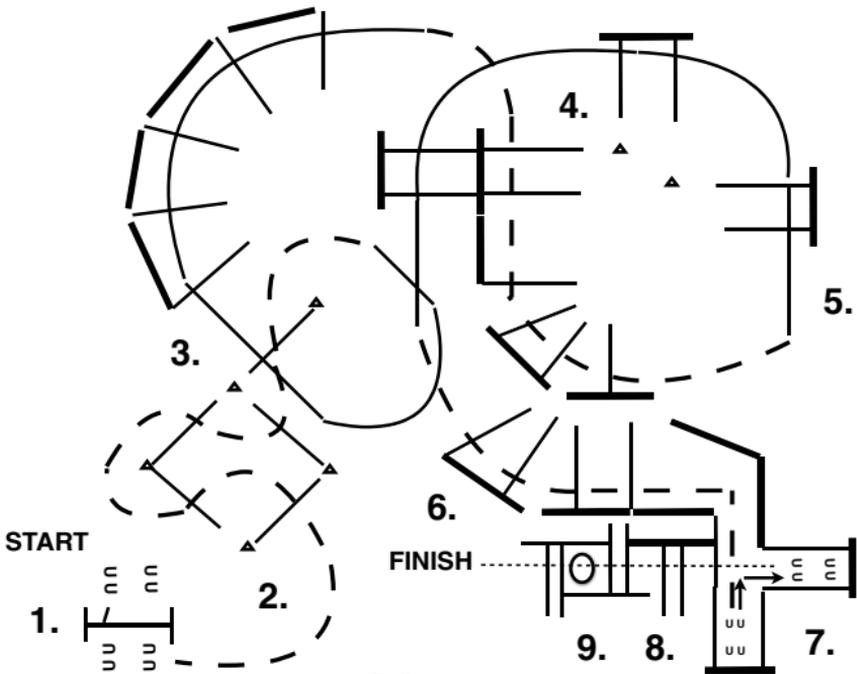


1. Walk over poles and walk into box.
2. Execute a 360 turn either way, walk out box.
3. Jog over poles.
4. Lope over poles (right lead).
5. Break to the jog, jog over poles.
6. Lope over poles (right lead).
7. Break to the jog, jog over poles, jog into chute.
8. Back between poles and back around corner.  
Walk out chute, walk over pole.
9. Jog thru serpentine, jog over poles.
10. Lope over poles (left lead).
11. Break to the jog, jog over poles, jog up to gate.
12. Gate: right hand open gate, walk thru and close gate.  
No pole in gate.

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

# Trail

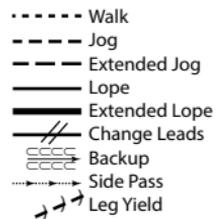
## Youth (Finals) / Amateur / Select Amateur



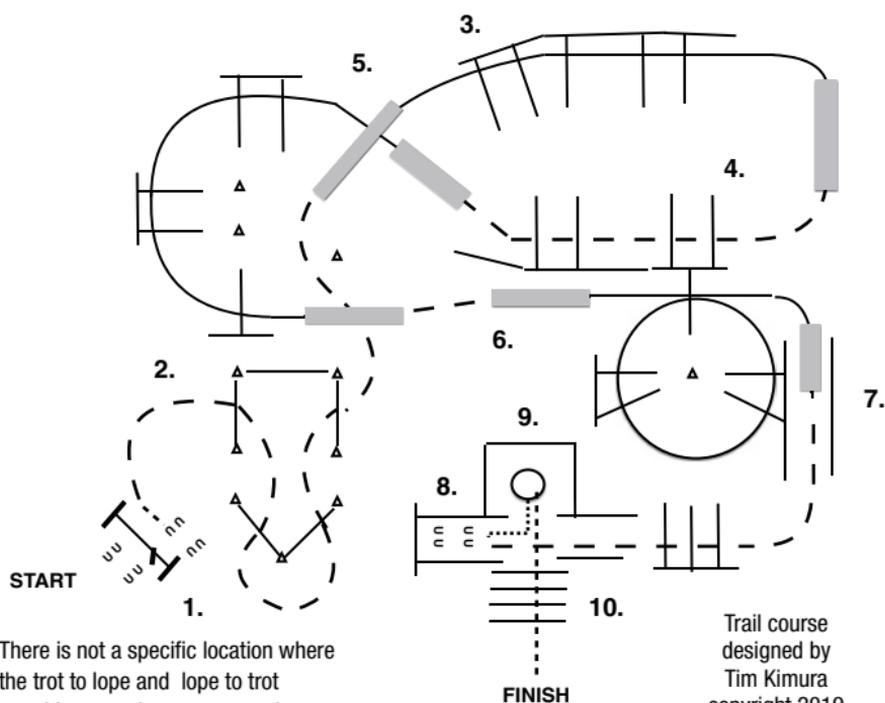
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There is not a specific location where the trot to lope and lope to trot transitions need to occur at... just a general range...

1. Rope gate: left hand open, walk over pole, close gate.
2. Jog thru serpentine, jog over poles.
3. Lope over poles (right lead).
4. Break to the jog, jog over poles.
5. Lope over poles (left lead).
6. Break to the jog, jog over poles.
7. Jog into chute, stop and back between poles and around corner.
8. Walk out chute, walk over poles, walk into box.
9. Execute a 360 turn either way, walk out box, walk over poles.



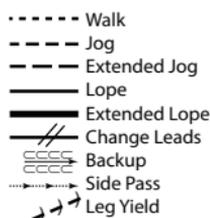
# Trail Junior



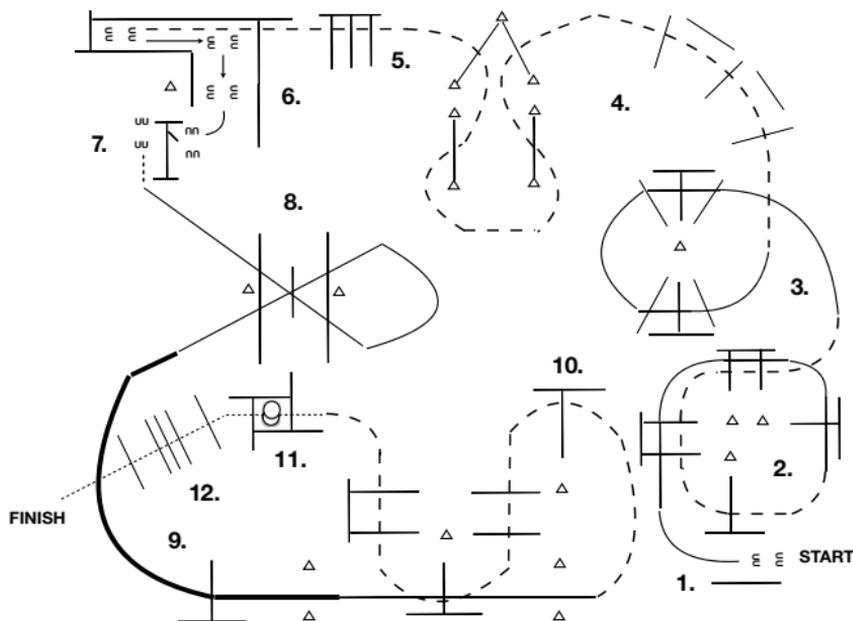
There is not a specific location where the trot to lope and lope to trot transitions need to occur at... just a general range...

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1. Gate: left hand open, walk over pole then close gate.
2. You may walk forward then, jog over poles, jog around cones.
3. Lope over poles (right lead).
4. Break to the jog, jog over poles.
5. Lope over poles (left lead).
6. As you get to the cones, break to the jog, show the jog, then lope over poles (right lead).
7. As you get to chute, break to the jog between poles, then jog over poles and jog into chute and stop.
8. Back between poles and back around corner and into box.
9. Execute a 360 turn either way.
10. Walk out and walk over poles.



# Trail Junior Finals



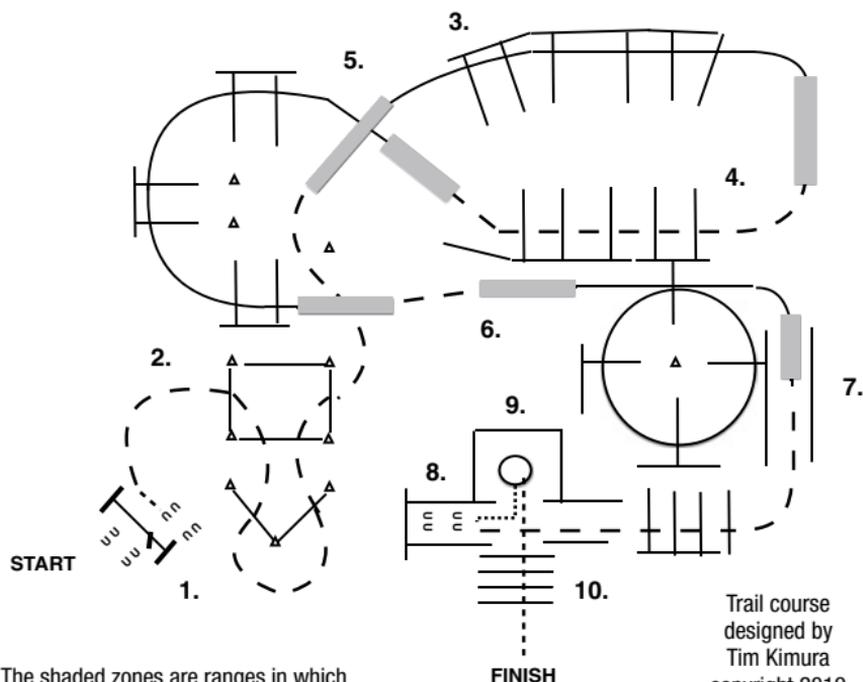
The shaded zones are ranges in which that specific transition should occur

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1. Lope over poles (right lead)
2. Break to the jog, jog over poles.
3. Lope over poles (left lead).
4. Break to the jog, jog over poles, and then jog around cones and jog over more poles.
5. Continue to jog over poles, and jog into chute and stop and back up straight between poles.
6. Side pass left between poles at least till head goes by cone, then swing body around and position yourself to work the gate.
7. Rope gate left hand open, walk over pole, close gate.
8. Walk forward and prepare to lope over diagonal poles (left lead).
9. Begin loping with forward motion and ride over first pole and between first set of cones, next, collect the lope and lope over pole and keep loping between second pair of cones (left lead).
10. Break to the jog, jog over poles.
11. Do not stop but break to the walk, walk into box, execute a 360 turn in both directions either direction first, then walk out box.
12. Walk over poles.

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

# Trail Senior



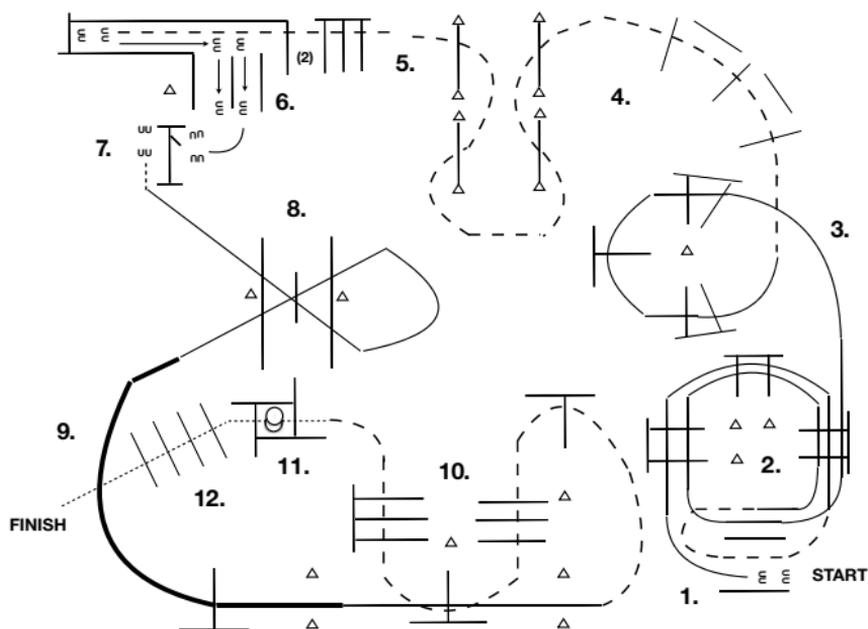
The shaded zones are ranges in which that specific transition should occur

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1. Gate: left hand open, walk over pole then close gate.
2. You may walk forward then, jog over poles, jog around cones.
3. Lope over poles (right lead).
4. Break to the jog, jog over poles.
5. Lope over poles (left lead).
6. As you get to the cones, break to the jog, show the jog, then lope over poles (right lead).
7. As you get to chute, break to the jog between poles, then jog over poles and jog into chute and stop.
8. Back between poles and back around corner and into box.
9. Execute a 360 turn either way.
10. Walk out and walk over poles.

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

# Trail Senior Finals

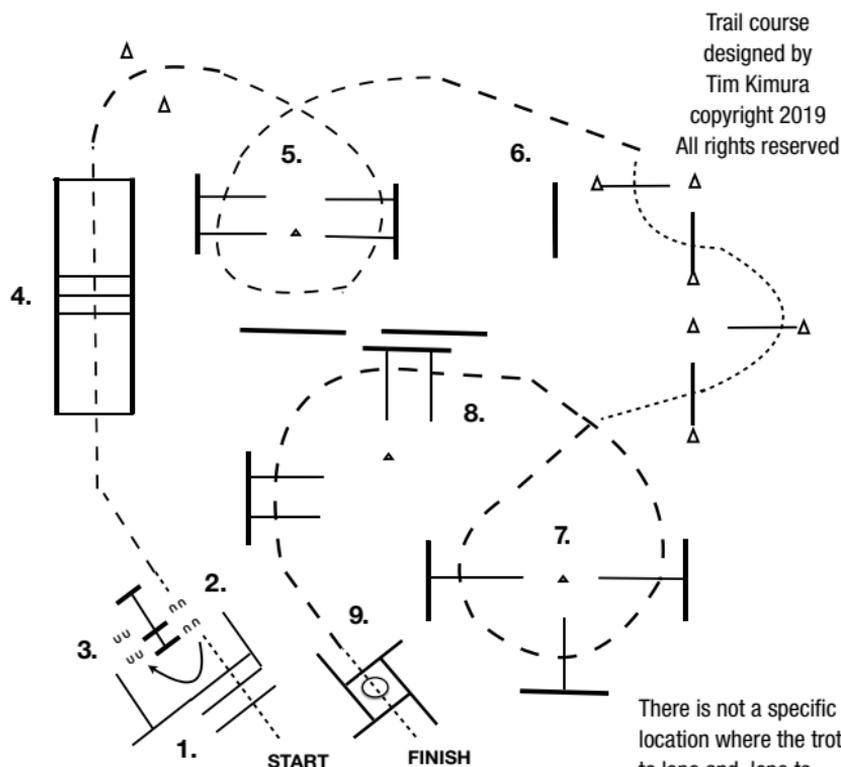


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1. Lope over poles (right lead)
2. Break to the jog, jog between poles and then jog a u turn to the right and then lope over poles (left lead)
3. Keep loping and lope over poles (left lead).
4. Break to the jog, jog over poles, jog thru serpentine and around cones.
5. Jog over poles, jog into chute and stop and back up straight between poles.
6. Side pass left over pole, then swing around corner and side pass or position yourself to work the gate.
7. Rope gate left hand open, walk over pole, close gate.
8. Walk forward and prepare to lope over diagonal poles (left lead).
9. Begin loping with forward motion and ride over first pole and between first set of cones, next, collect the lope and lope over pole and keep loping between second pair of cones (left lead).
10. Break to the jog, jog over poles.
11. Do not stop but break to the walk, walk into box, execute (2) 360 turns in either direction, then walk out box.
12. Walk over poles.

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

# Trail In Hand 2YO



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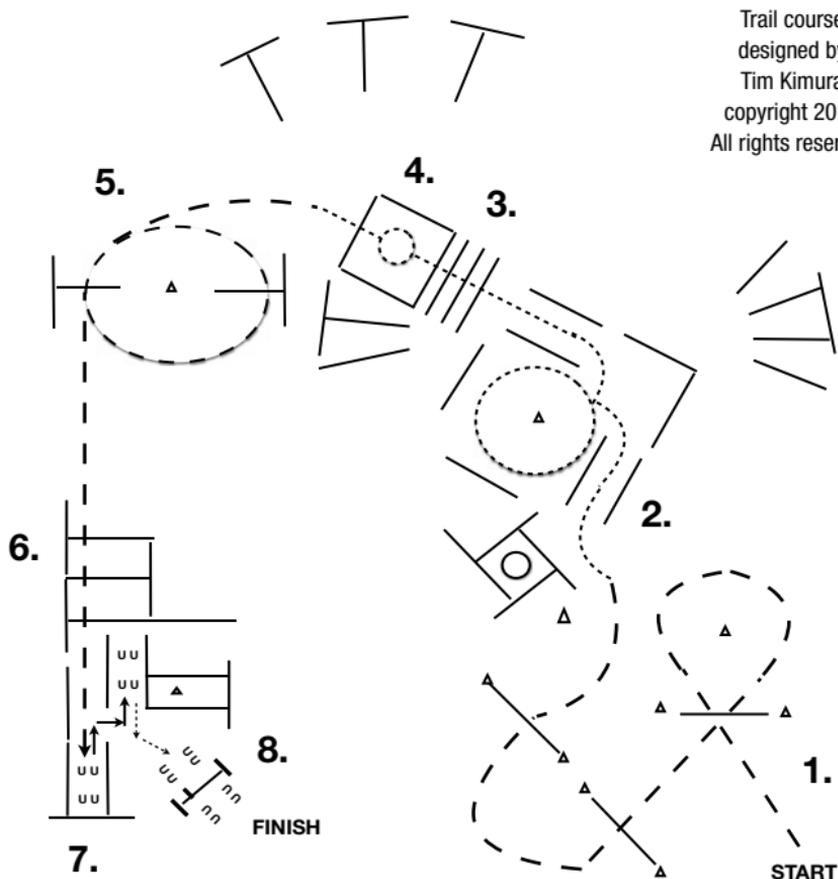
There is not a specific location where the trot to lope and lope to trot transitions need to occur at... just a general range...

1. Walk over poles and walk up until your horse is beside the gate.
2. Back around the gate to the other side.
3. Gate left hand, open walk thru and close gate.
4. You may walk forward, then jog over poles and jog thru cones.
5. Jog over poles.
6. Stop or break to the walk, walk thru serpentine, walk over poles, walk between cones.
7. Jog over poles.
8. Jog over poles.
9. Jog up to box, stop or break to the walk, walk over pole, and walk into box, execute a 360 turn in either direction and walk out box.

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

# Trail In Hand 3Y0

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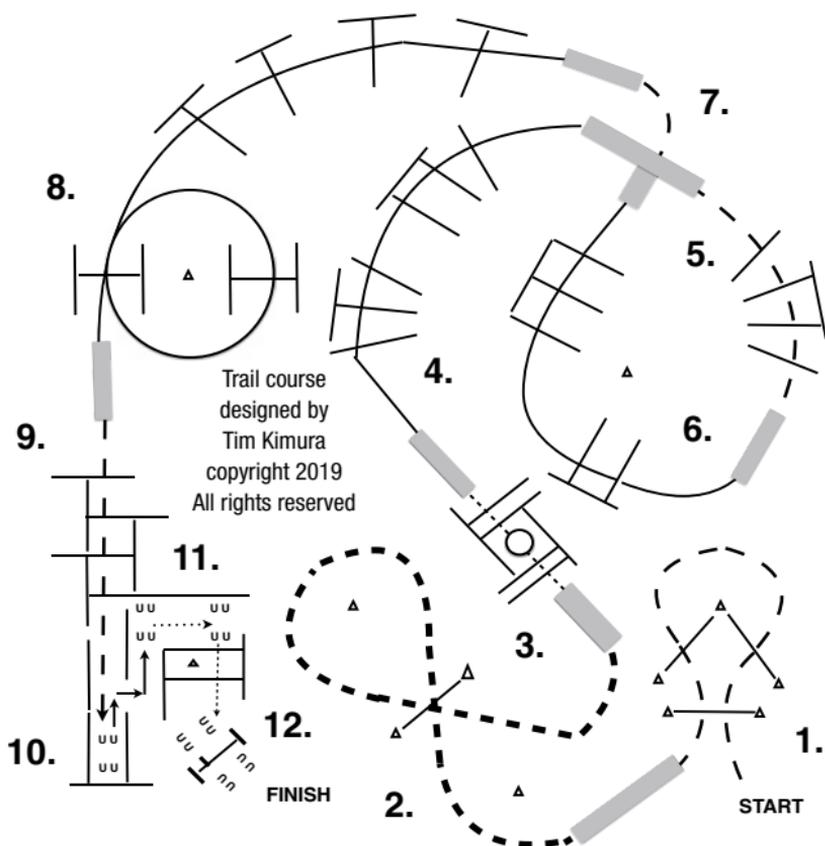


1. Jog over poles, jog around cones, jog up to chute.
2. Break to the walk, walk between poles and then walk a circle to the left around cone, and walk out chute.
3. Walk over poles and walk into box.
4. Box: execute a 360 turn right, walk out box over pole.
5. Jog over poles and jog circle to the left around cone.
6. Keep jogging and jog over poles and jog into chute.
7. Back chute to chute until front legs are into second chute. Walk out chute, walk up to gate.
8. Work gate with left hand, open gate and lead thru and close gate.

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

# Trail

## Amateur & Select (Finals)

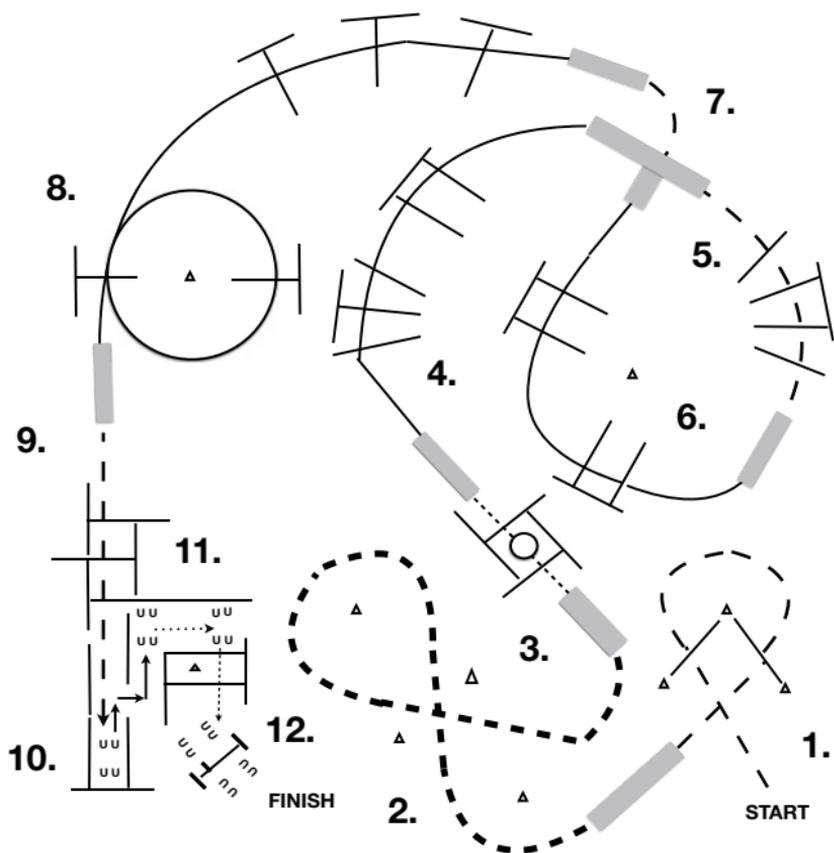


1. Jog over poles and jog thru triangle.
2. Extend the jog, and jog over pole and jog around cones, and jog up to the box.
3. Stop or break to the walk, walk over poles and into box, execute a 360 turn either direction, walk out box and over poles.
4. Lope over poles (right lead).
5. Break to the jog, jog over poles.
6. Lope over poles (right lead).
7. Break to the jog, show the jog, then lope over poles (left lead)
8. Keep loping and lope over poles (left lead).
9. Break to the jog, jog over poles and jog into chute.
10. Back chute to chute, between poles to the end of chute
11. Side pass left until you past cone, then walk over poles and walk up to gate.
12. Gate: left hand open, walk over pole and close gate.

The shaded zones are ranges in which that specific transition should occur

- Lope
- Extended Lope
- Change Leads
- Backup
- Side Pass
- Leg Yield

# Trail SSA Graduate



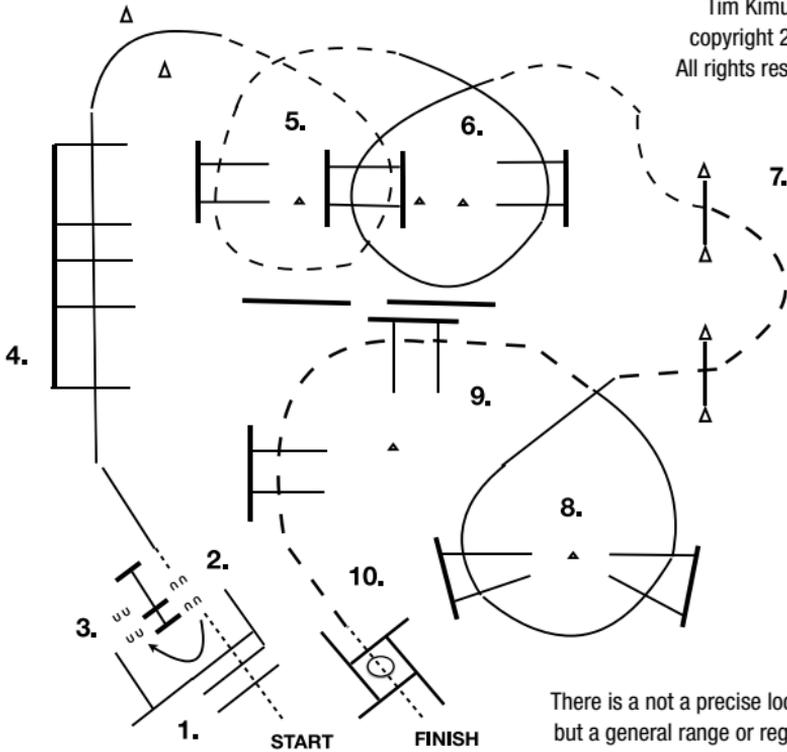
1. Jog over poles and jog around cones.
2. Extend the jog, and jog around cones, and jog up to the box.
3. Stop or break to the walk, walk over pole and into box, execute a 360 turn either direction, walk out box and over pole.
4. Lope over poles (right lead).
5. Break to the jog, jog over poles.
6. Lope over poles (right lead).
7. Break to the jog, show the jog, then lope over poles (left lead)
8. Keep loping and lope over poles (left lead).
9. Break to the jog, jog over poles and jog into chute.
10. Back chute to chutes, between poles to end of chute
11. Side pass left until you past cone, then walk over poles and walk up to gate.
12. Gate: left hand open, walk thru and close gate.

The shaded zones are ranges in which that specific transition should occur

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

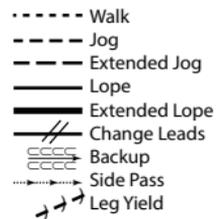
# Trail Futurity

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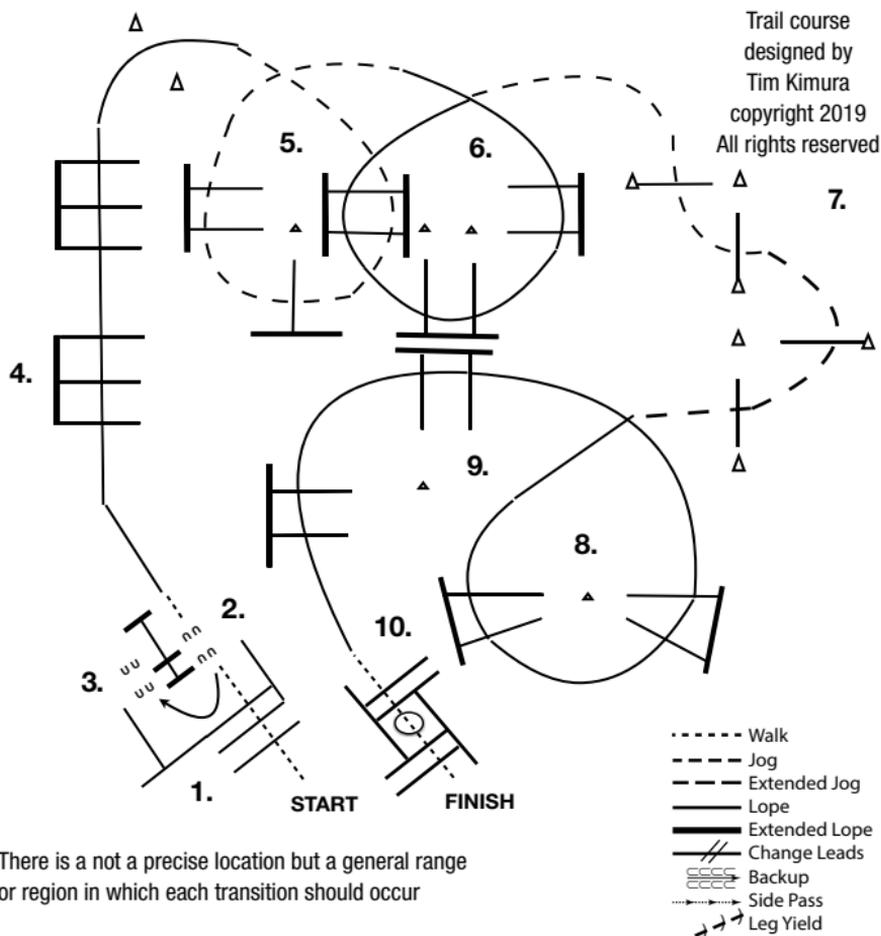


There is not a precise location  
but a general range or region  
in which each transition should occur

1. Walk over poles and walk up until your stirrup is beside the gate.
2. Back around the gate to the other side.
3. Gate left hand, open walk thru and close gate.
4. You may walk forward, then lope over poles (right lead) and lope thru the cones.
5. After loping thru the cones, break to the jog, then jog over poles.
6. Lope over poles (right lead).
7. Break to the jog, jog thru serpentine, and jog over poles, and jog between cones.
8. Lope over poles (lope lead).
9. Break to the jog, jog over poles.
10. Jog up to box, stop or break to the walk, walk over pole and walk into box, execute a 360 turn in either direction and walk out box.



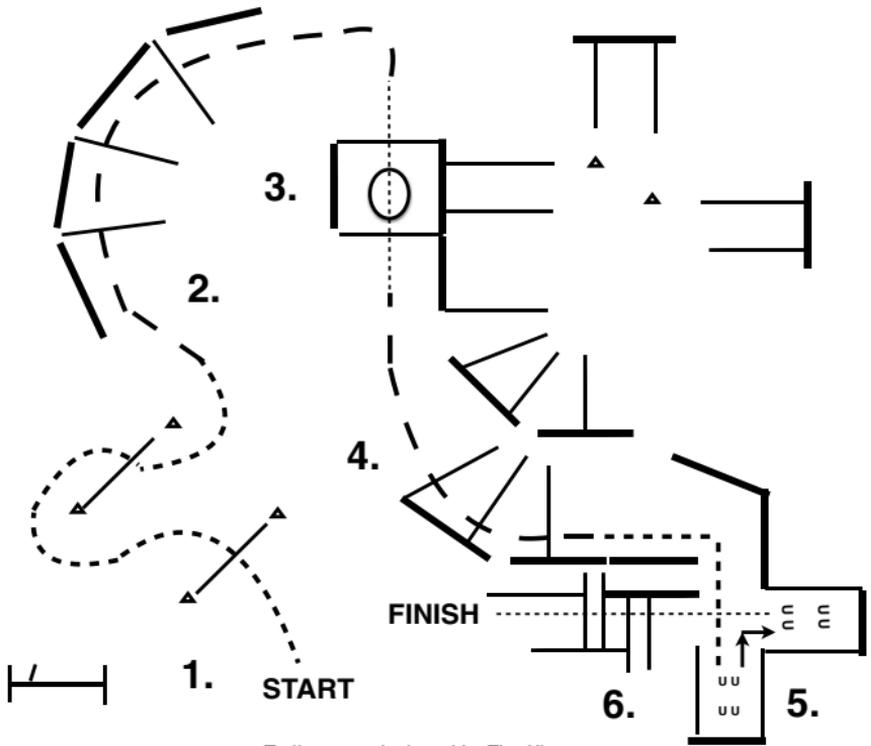
# Trail Maturity



There is a not a precise location but a general range or region in which each transition should occur

1. Walk over poles and walk up until your stirrup is beside the gate.
2. Back around the gate to the other side.
3. Work gate left hand, open walk thru and close gate.
4. You may walk forward, then lope over poles (right lead) and keep loping thru the cones.
5. After loping thru the cones, break to the jog, and jog over poles.
6. Lope over poles (right lead).
7. Break to the jog, jog thru serpentine, and jog over poles and between cones.
8. Lope over poles (lope left lead).
9. Lope over poles (lope left lead).
10. Lope up to box, stop or break to the walk, walk over poles, walk into box, execute a 360 turn in either direction and walk out box, and walk over poles.

# Trail EWD



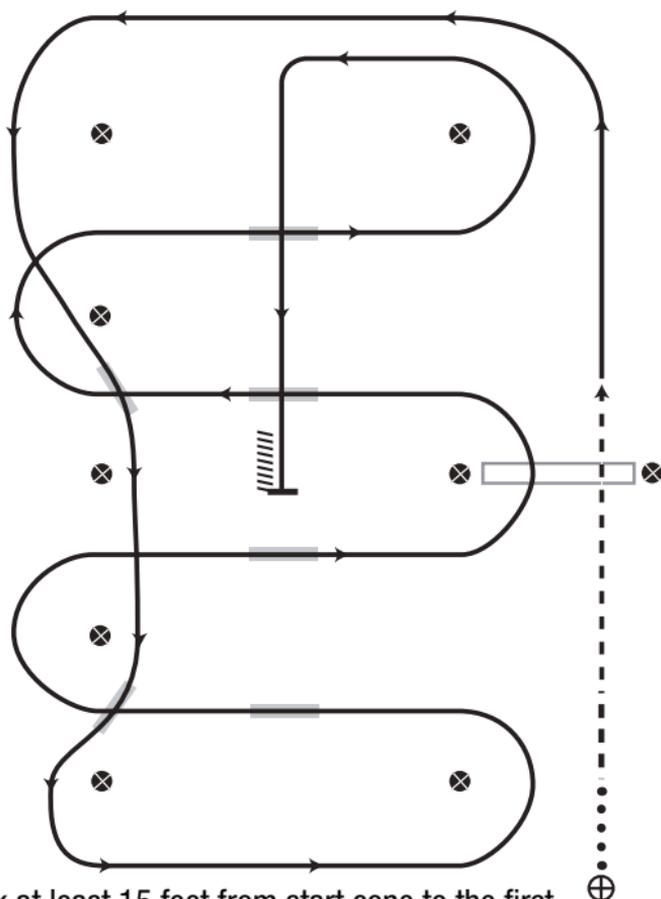
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1. Walk thru serpentine, walk over poles.
2. Jog over poles.
3. Stop or break to the walk, walk into box, execute a 360 turn either direction, then walk out box.
4. Jog over poles.
5. Stop or break to the walk, walk around corner and up into chute. Back between pole and around corner.
6. Walk out chute, walk over poles.

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

# Western Riding

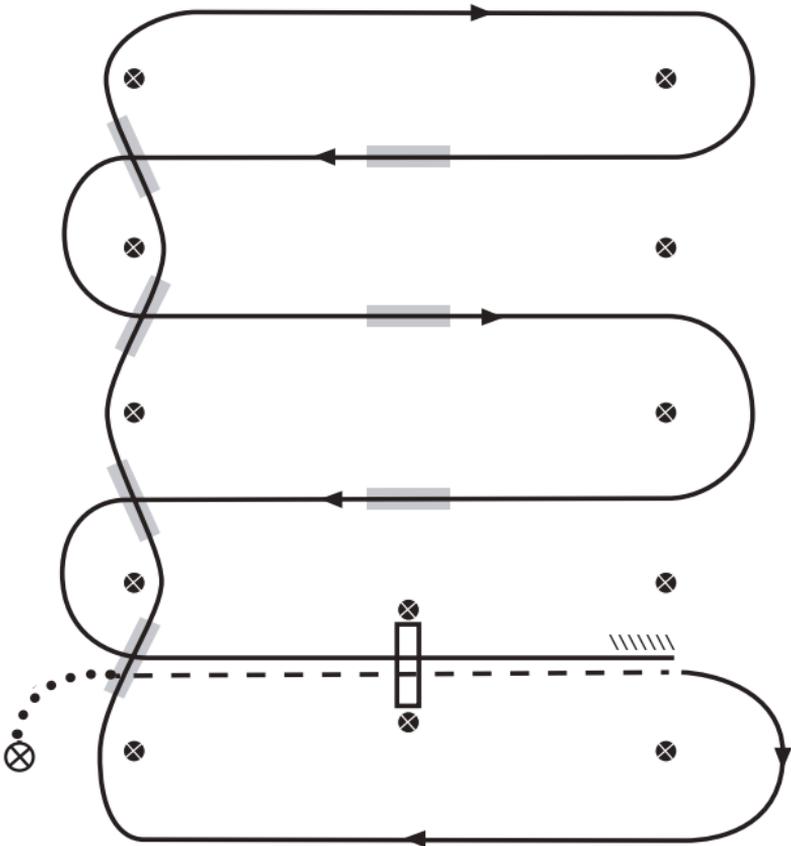
## L1 Youth / L1 Amateur / L1 Open / Junior Open



1. Walk at least 15 feet from start cone to the first marker, transition to jog, 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
- ▨ Backup
- ⊗ Start cone

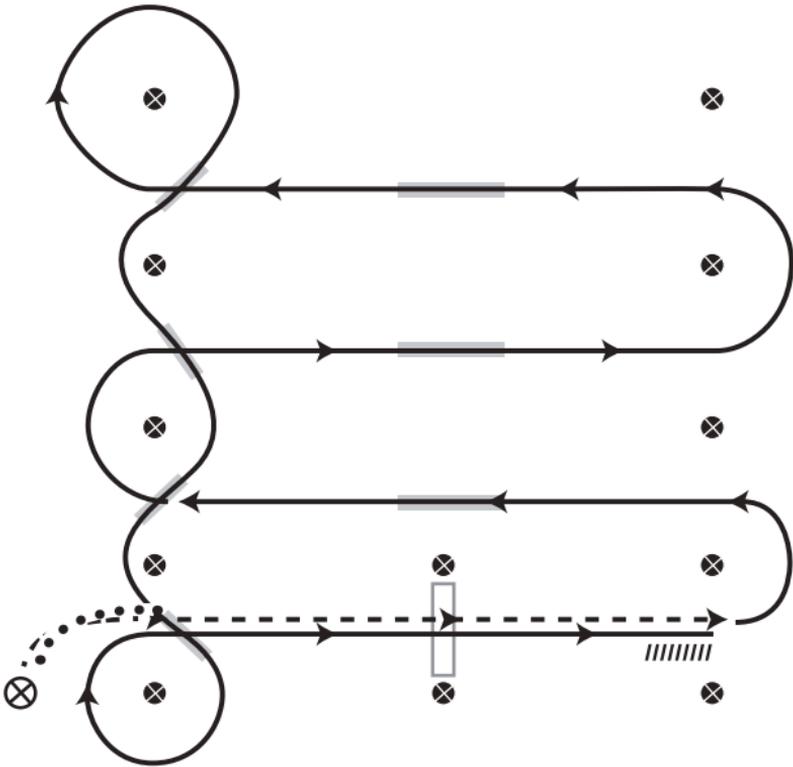
# Western Riding Youth / Select Amateur



1. Walk at least 15 feet from start cone to the first marker, 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
- Backward hatched Backup
- ⊗ Start cone

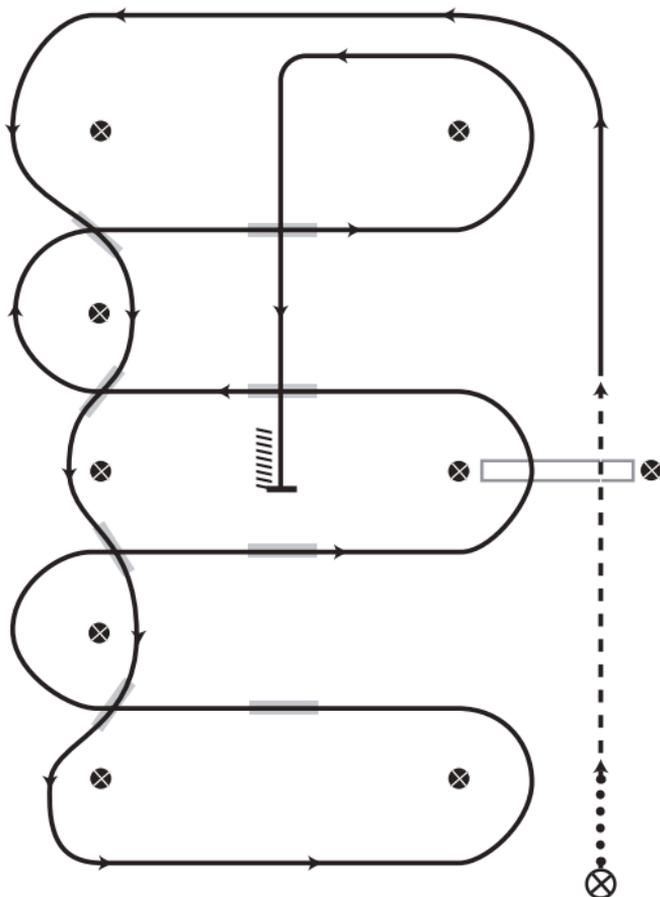
# Western Riding Amateur / Senior Open



1. Walk at least 15 feet from start cone to the first marker, 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

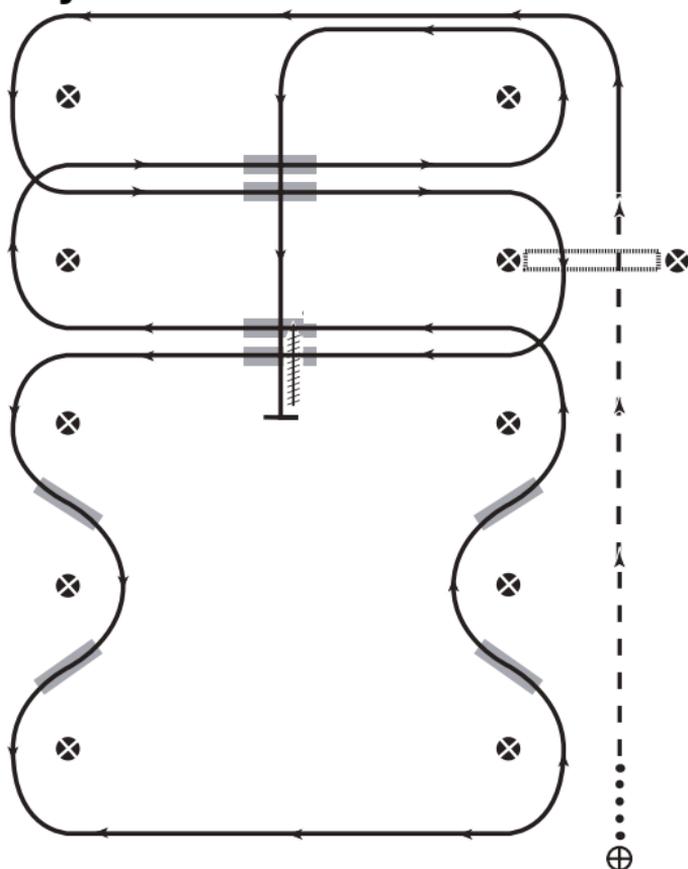
# Finals Western Riding Youth / Select Amateur



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of 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 & back



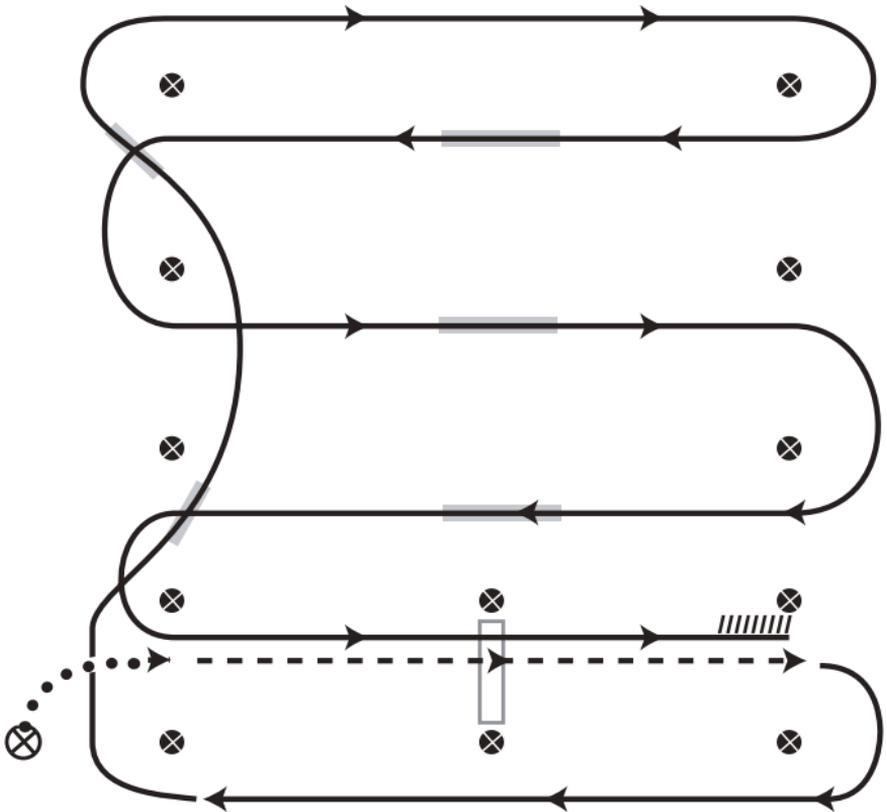
# Finals Western Riding Amateur / Senior Open Maturity



1. Walk at least 15 feet from start cone to the first marker, 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
- ~~~~~ Backup
- ⊗ Start cone

# Finals Western Riding Junior Open Futurity



1. Walk at least 15 feet from start cone to the first marker, 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

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

*Herzlich Willkommen  
auf der*



**International DQHA  
Championship 2019**

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

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