



*Pattern Book*



Michaela Kayser  

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TRAININGSSTALL

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**Pattern Book  
for the  
30<sup>th</sup> European Championship  
of  
American Quarter Horses**

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Horsemanship/  
Showmanship/  
Hunt Seat Equitation

Pierre Ouellet/  
Guylaine Deschenes

Trail

Tim Kimura

VRH Ranch Riding/  
VRH Ranch Trail

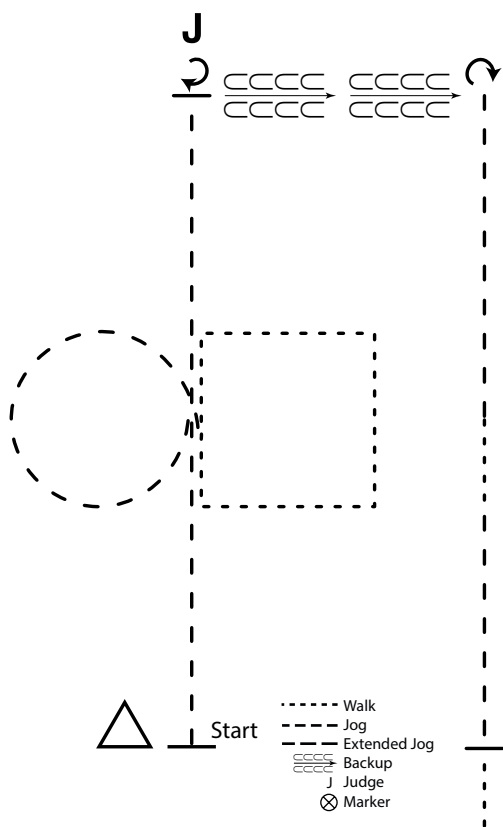
Showmanagement

All others:

AQHA/Showmanagement

# SHOWMANSHIP

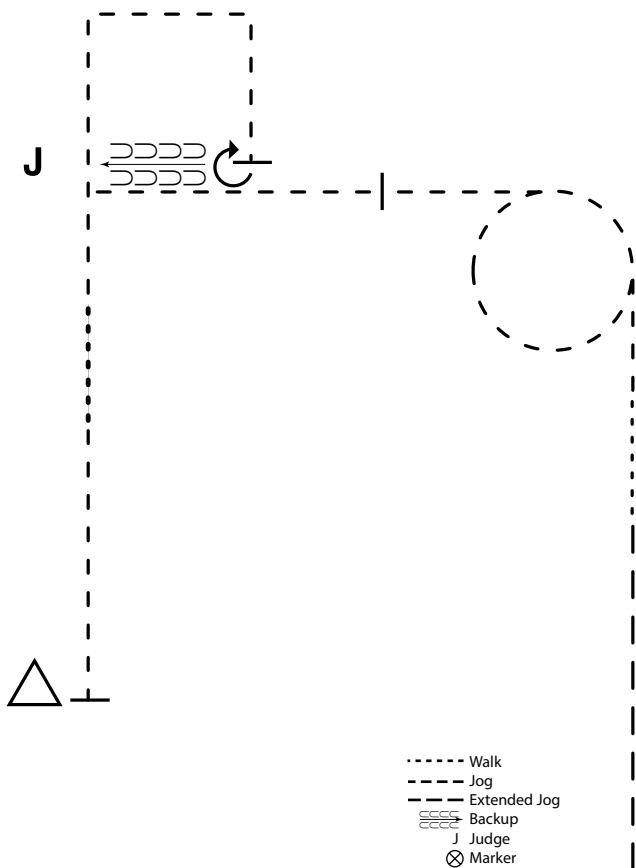
## Level 1 Youth / Level 1 Amateur / Young Horse Cup



1. Start at cone, trot, half way to judge, transition to walk and design a square to the right
2. When finished the square on the same line, do a left circle at the trot and continue to the judge and stop in front of the judge
3. Do a 270° turn and set up
4. Inspection
5. Back up 2 horse lengths and do a 270° turn
6. Trot, half way and do a transition to a walk for few steps and trot to stop
7. Exit at walk

# SHOWMANSHIP

## Youth / Amateur / Select Amateur

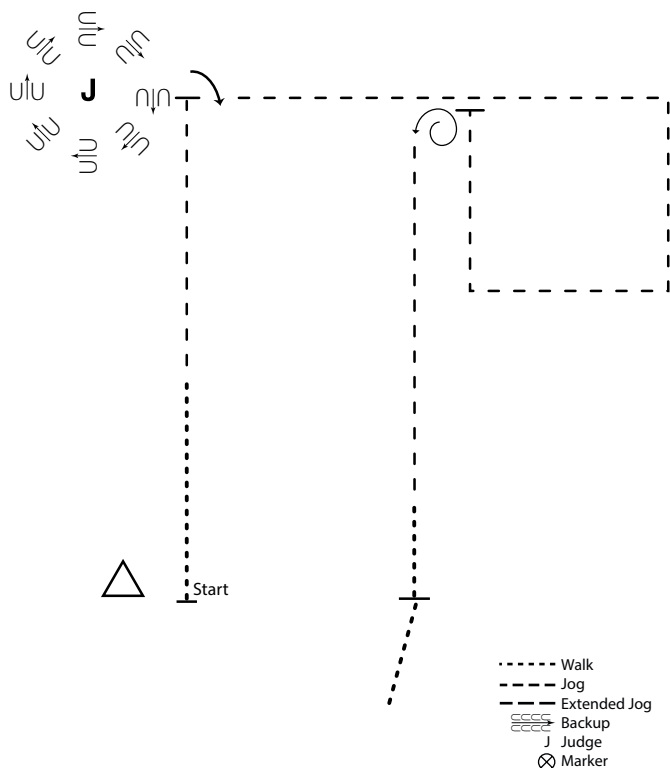


1. Start at trot, transition to walk few steps and trot
2. Begin a box with two square turn and stop
3. Do a 270° turn and back up to the judge
4. Set up / inspection
5. Trot, stop, set up
6. Trot a circle as designed
7. Continue to trot on straight line, few steps at walk and extended trot to exit

# SHOWMANSHIP

## Youth / Amateur

### ~Finals~

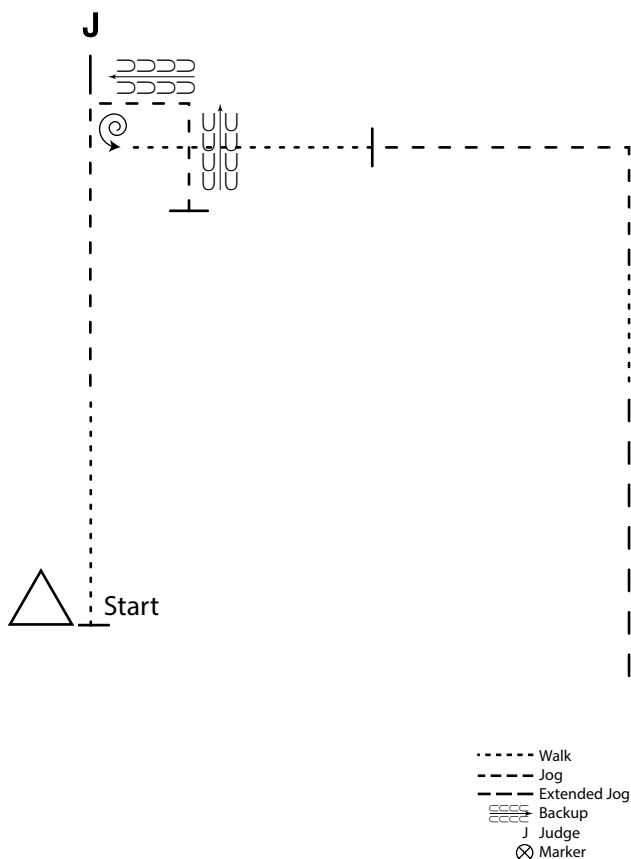


1. Start at cone, walk half way, trot to line up haunches to judge, stop
  2. Back a circle around judge, close circle and line up haunches with judge
  3. Set up
  4. Inspection
  5. 90° turn, trot straight line, make a box, close it and stop
  6. Do a 540° turn
  7. Extended trot, walk, stop
- Exit at walk

# SHOWMANSHIP

## Select Amateur

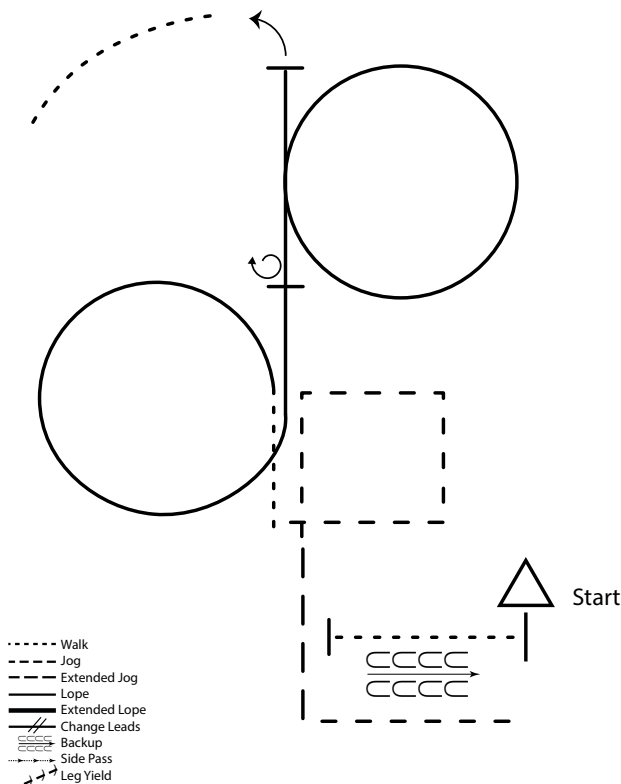
~Finals~



1. Walk, half way trot to judge, turn square 2 times and stop
2. Back until hip is on line with the judge
3. Set up
4. Inspection
5. 360° turn, walk, stop, set up
6. Jog, square turn
7. Walk, extended trot to exit

# WESTERN HORSEMANSHIP

## L1 Youth / L1 Amateur / Select



1. Start at marker, walk, stop back at marker
2. Jog, turn square and straight line at extended trot
3. Jog a square when finish square walk straight
4. Lope a circle on left lead and continue straight and stop
5. Right turn 360° on haunches
6. Take right lead and make a circle continue straight and stop
7. Turn 90° left on haunches and exit at walk



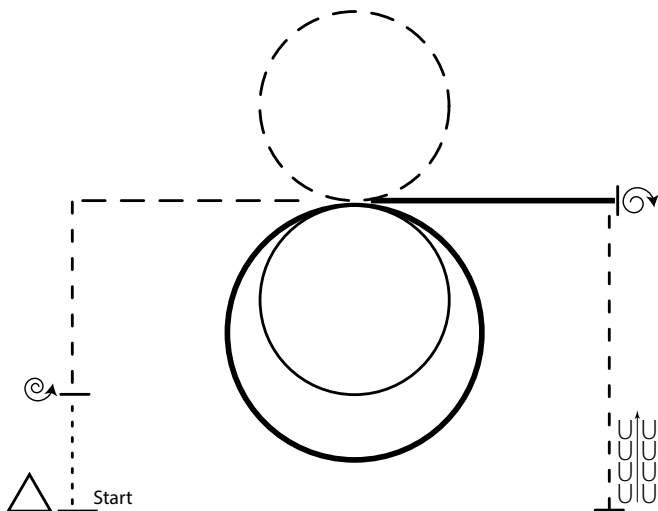




# HORSEMANSHIP

## Select Amateur

### ~Finals~



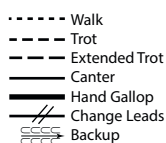
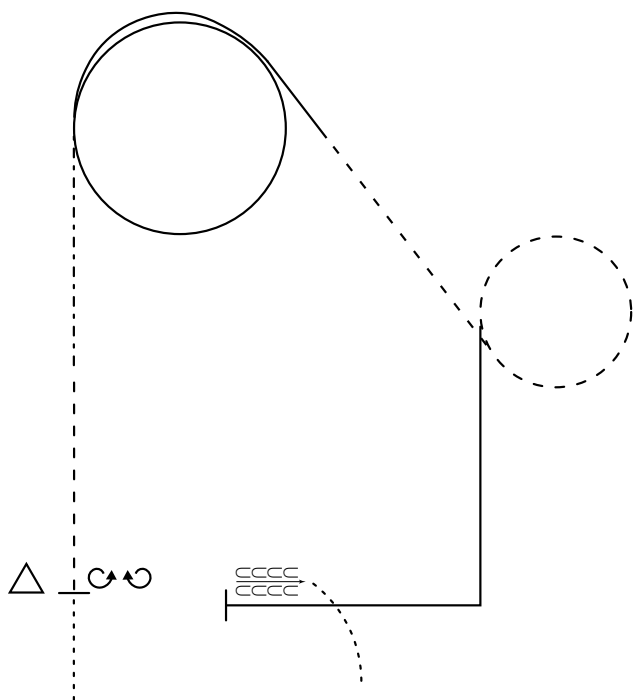
- ..... Walk
- Jog
- Extended Jog
- Lope
- Extended Lope
- //—— Change Leads
- cccc Backup
- > Side Pass
- Leg Yield

1. Start at cone, walk, stop
2. Execute 2 left turns on the haunches
3. Trot turn square, extended trot and make a left circle
4. Take the right lead and make two circles to the right, first small and collect, the second large and faster. At the completion of the circle continue straight and stop
5. Do a 45° right turn on haunches
6. Take off the stirrups, jog a straight line
7. Stop and back 2 horse lengths



# HUNT SEAT EQUITATION

## Youth / Amateur

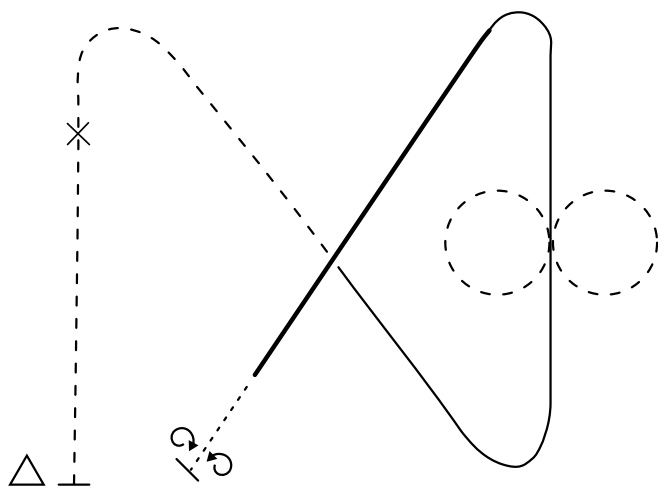


1. Walk to cone, stop
2. Turn on forehand 360° each way
3. Sitting trot half way and take the 2 point position
4. Make a circle on right lead
5. Trot straight line on left diagonal
6. Make a circle on the right diagonal
7. Take a left lead and turn square
8. Stop, back, exit at walk

# HUNT SEAT EQUITATION

## Youth / Amateur / Select

### ~Finals~

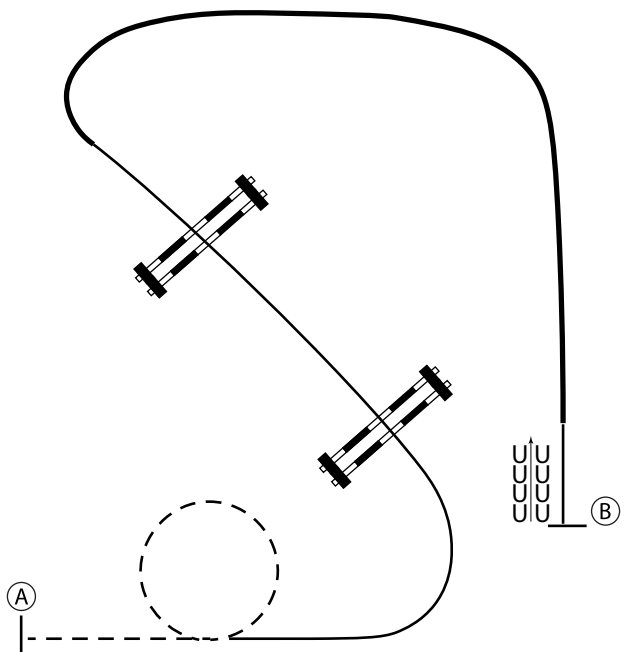


- ..... Walk
- Trot
- - - - - Extended Trot
- Canter
- Hand Gallop
- //—— Change Leads
- ⋯⋯⋯ Backup

1. Trot from the cone on the right diagonal
2. Before turning change diagonal
3. Take right lead and turn
4. Transition to sitting trot and make a figure „8“ at the trot beginning either way
5. Take left lead and make a turn
6. After turn take hand gallop
7. Transition to walk for 2 horse lengths
8. Stop, turn on forehand 360° each way

# HUNTER HACK

## All Classes



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

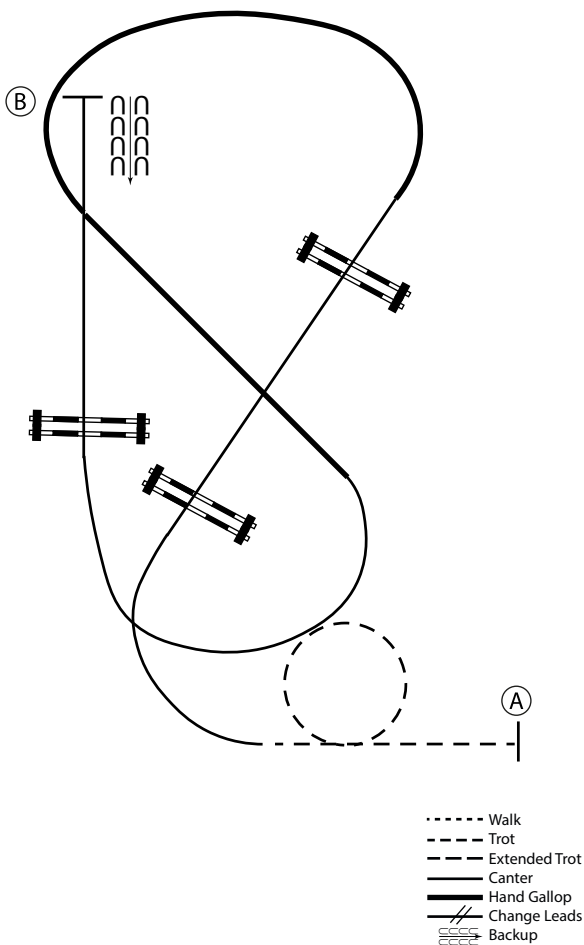
Start at A

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

# HUNTER HACK

## All Classes

~Finals~



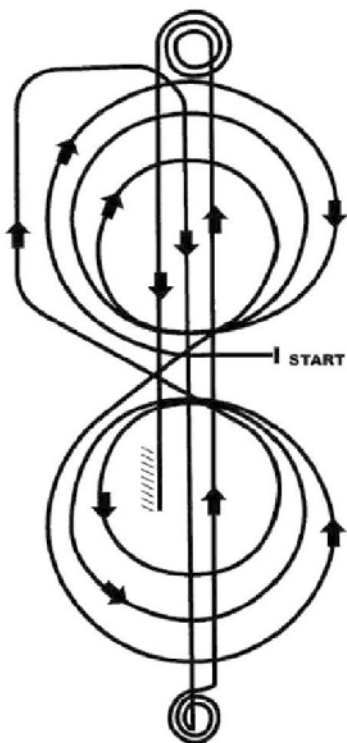
Start at A

1. Pick up trot, trot a circle
2. Canter (right lead)
3. Jump two fences, you should be on left lead before corner
4. Hand gallop, lead change, canter
5. Jump third fence
6. Stop, back up approx. 2 horse lengths



# RANCH REINING

## Amateur / Open



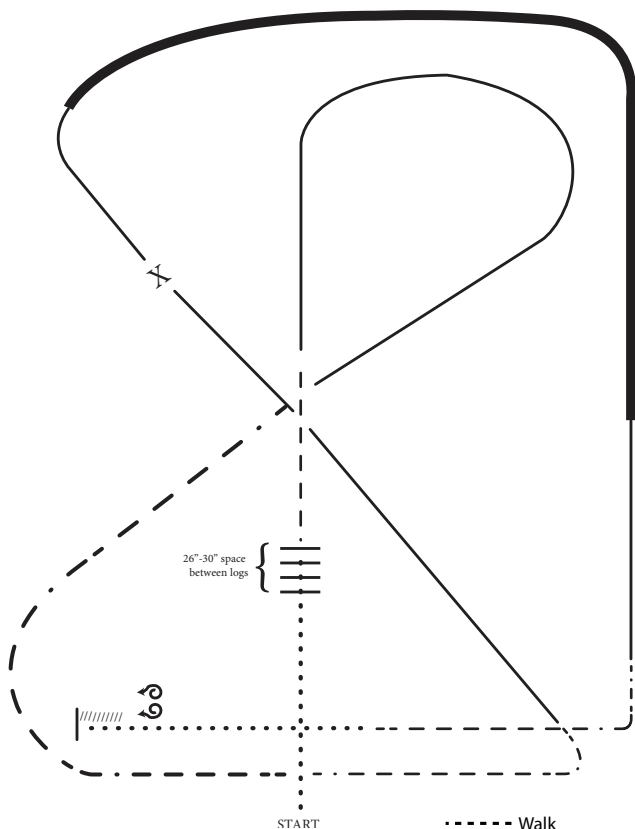
**Mandatory Marker along Fence or Wall:** The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.

# RANCH RIDING

## Level 1 Youth / Level 1 Amateur



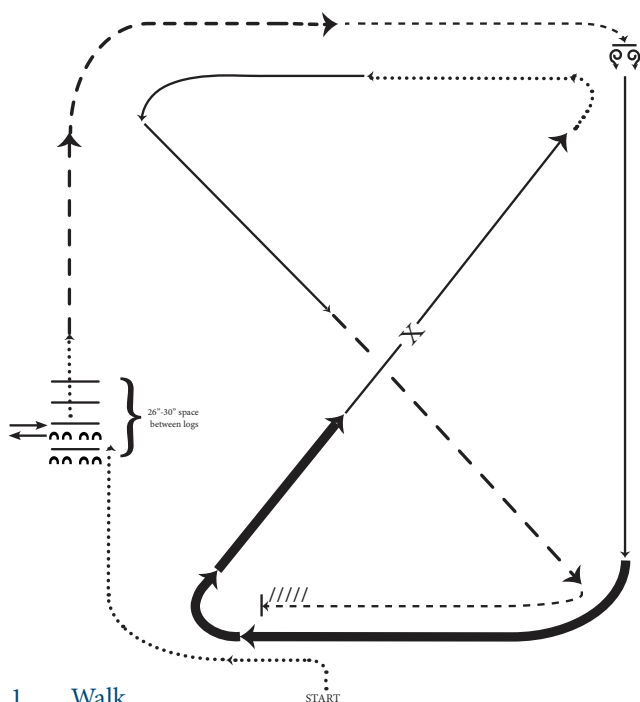
1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st)  
(L-R or R-L)

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

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

# RANCH RIDING

## Level 1 Open / Junior Open



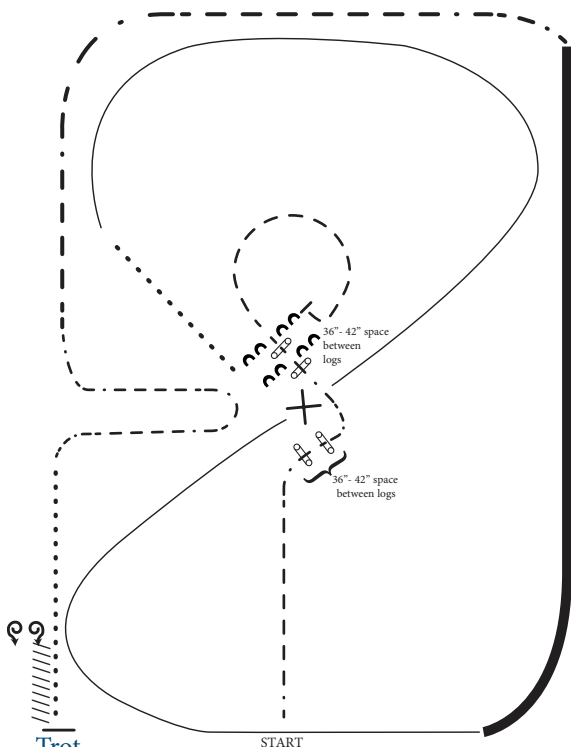
1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk across logs
4. Extended trot
5. Trot
6. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope (right lead)
9. Collect lope, change leads (simple or flying)
10. Walk
11.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

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

# RANCH RIDING

## Amateur / Select Amateur / Youth / Senior Open



1. Trot
2. Trot two sets of logs
3. Trot circle, stop and side pass log left
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope (left lead)
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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

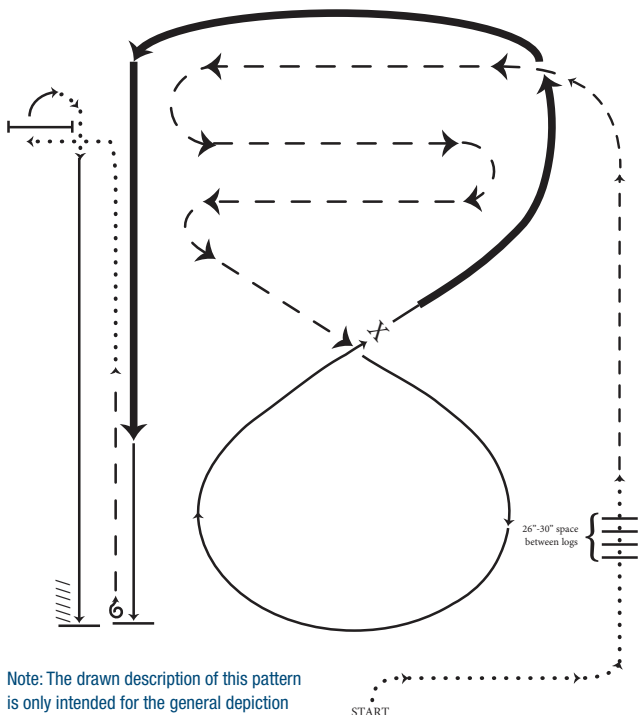
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



# RANCH RIDING

## Youth / Junior open

### ~Finals~



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.

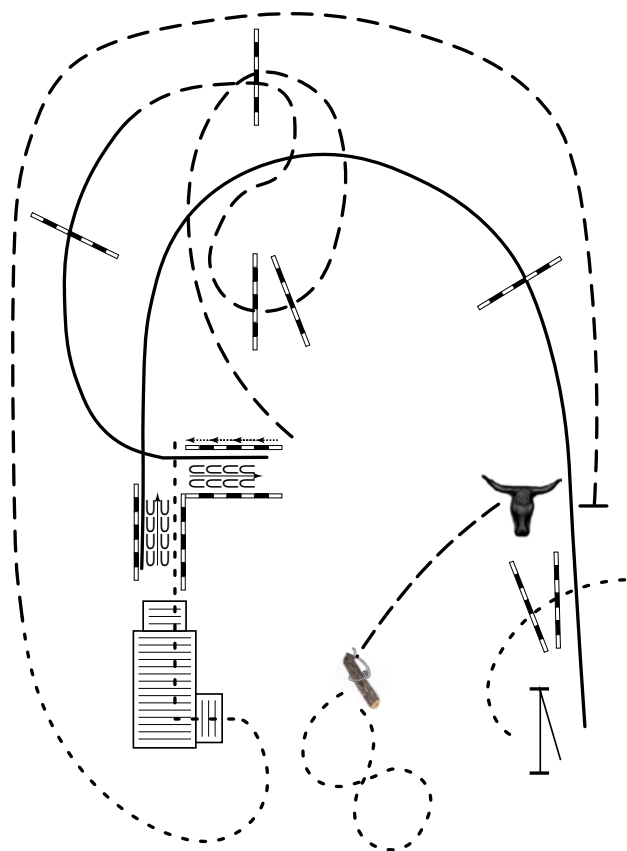
1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope (left lead), collect lope
8. Stop, 1 1/2 turn, either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

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

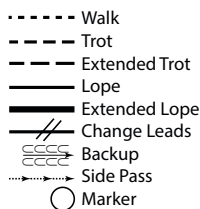


# VRH RANCH TRAIL

## All classes



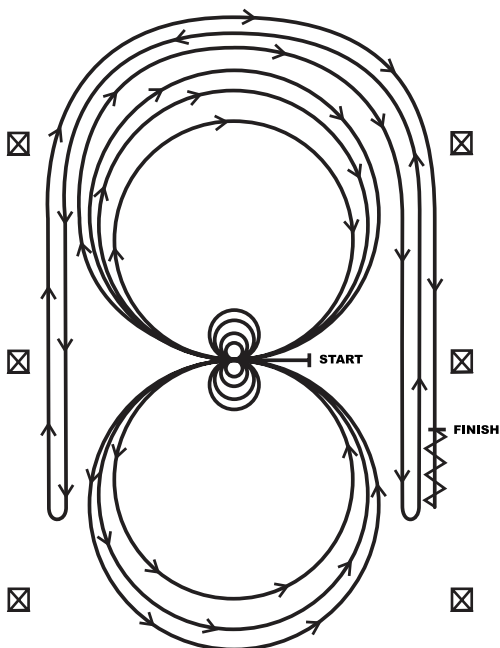
1. Open gate, ride through, close
2. Lope left lead over log
3. Back up „L“
4. Lope right lead over log
5. Trot serpentine over logs
6. Sidepass right
7. Bridge
8. Take rope, walk and make a loop. trot, swing rope, throw it toward „cow dummy“, stop. Trot to drag
9. Drag log „Figure 8“





# REINING

## Youth / L1 Amateur / L1 Open

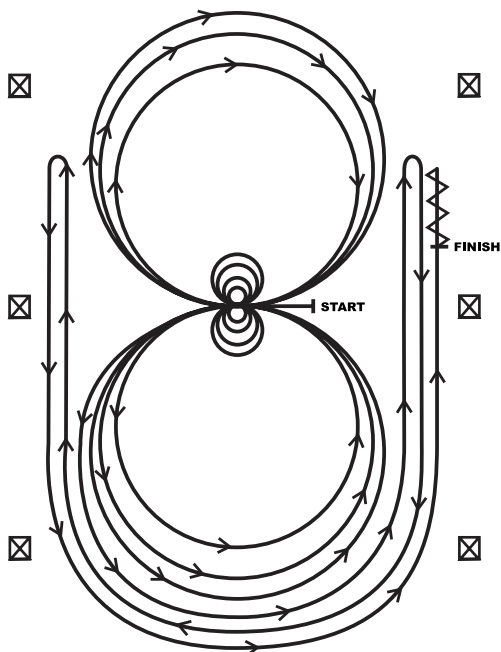


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

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

## L1 Youth / Junior

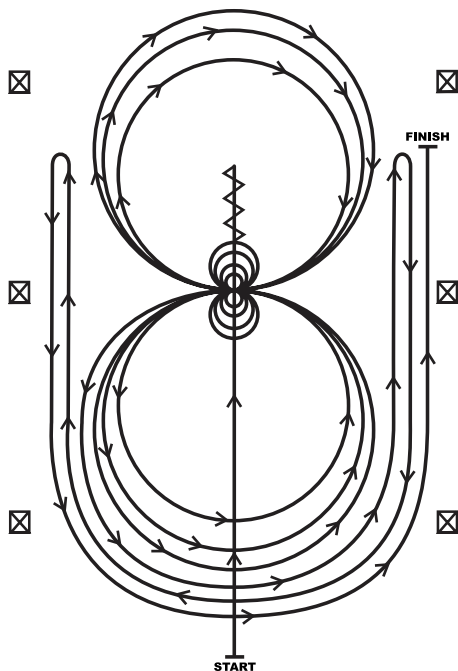


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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

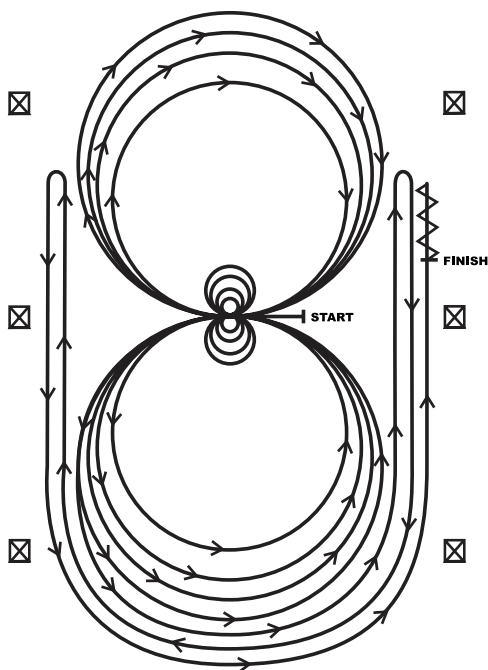
## Amateur



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 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 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 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.
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 (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

# REINING

## Select Amateur

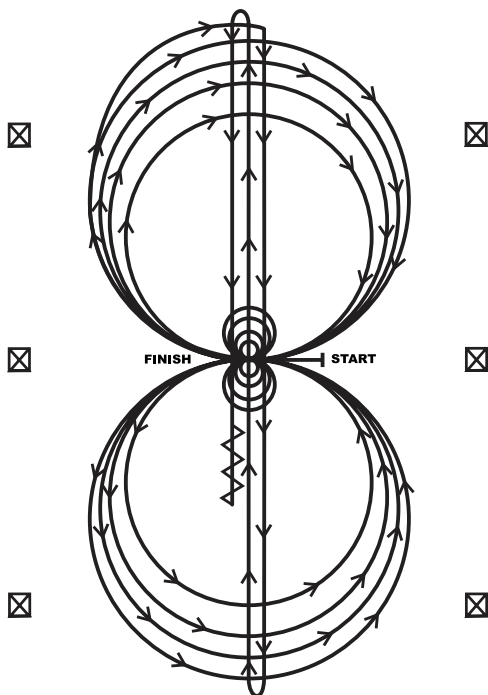


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. 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.
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. Hesitate.
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. (Figure 8)
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 (six meters) 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 (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

# REINING

## Senior



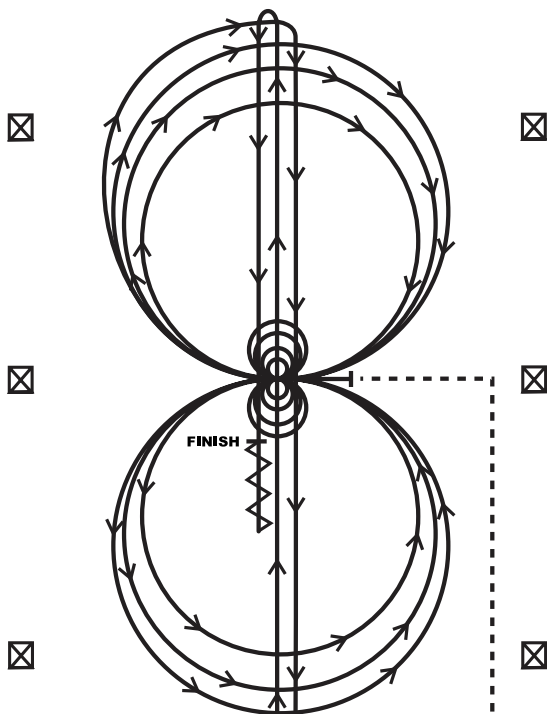
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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

# REINING

## Youth / Senior

### ~Finals~

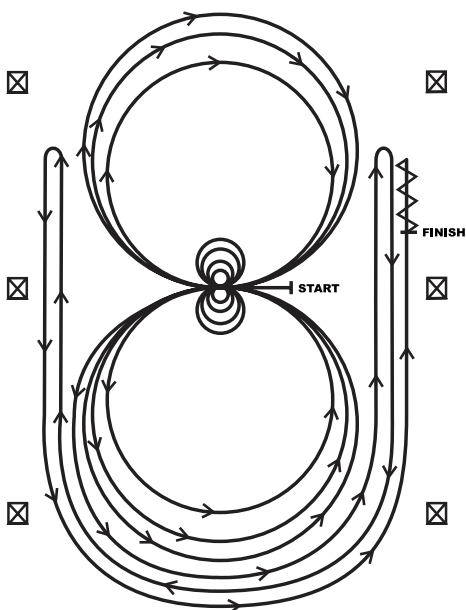


Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. 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 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 circle 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.
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 ten feet (three meters). Hesitate to demonstrate completion of the pattern.

# REINING Amateur

## ~Finals~



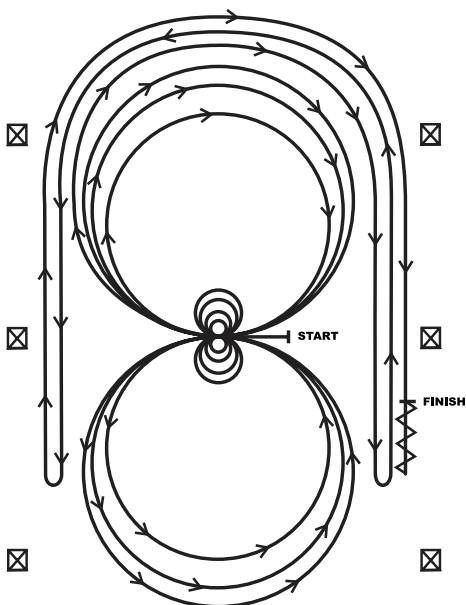
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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

## Select Amateur / Junior

### ~Finals~



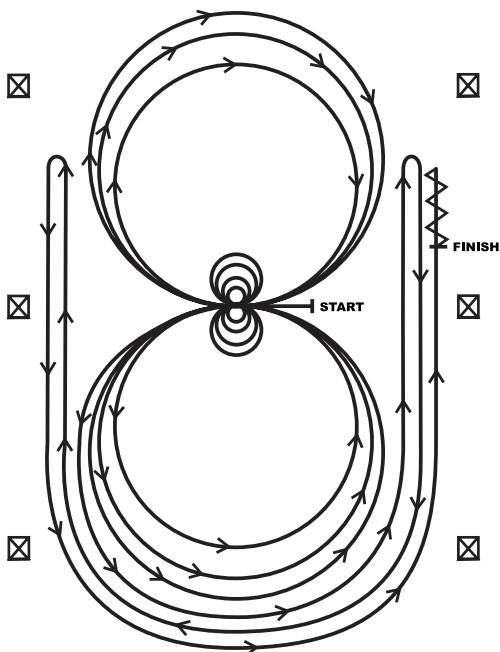
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

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.



# FN REINING

## Junge Reiter / Junioren

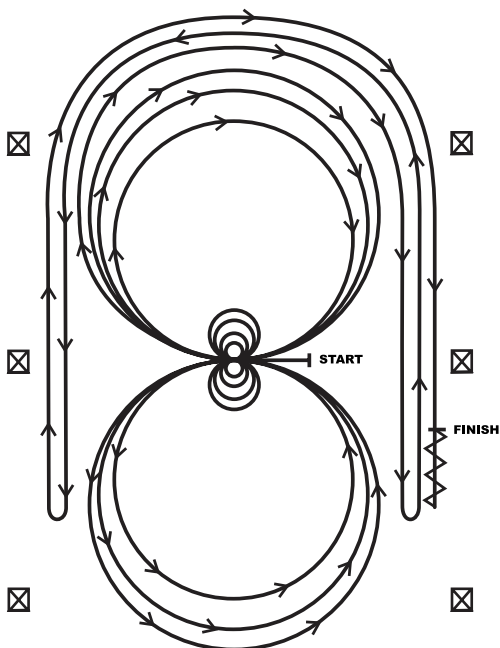


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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.

# FN REINING

## Senioren



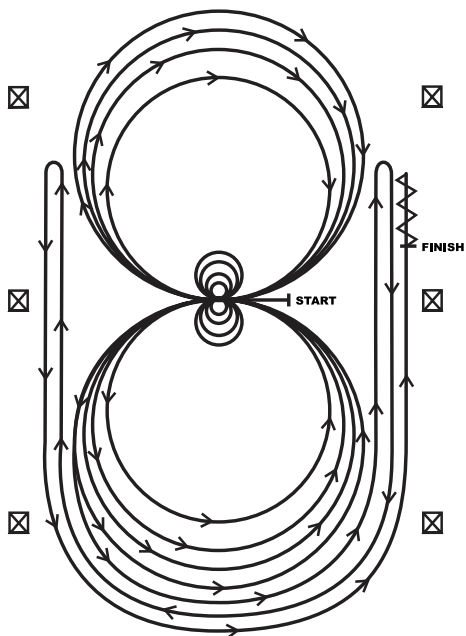
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

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.

# FN REINING

## Junge Reiter

### ~Finals~



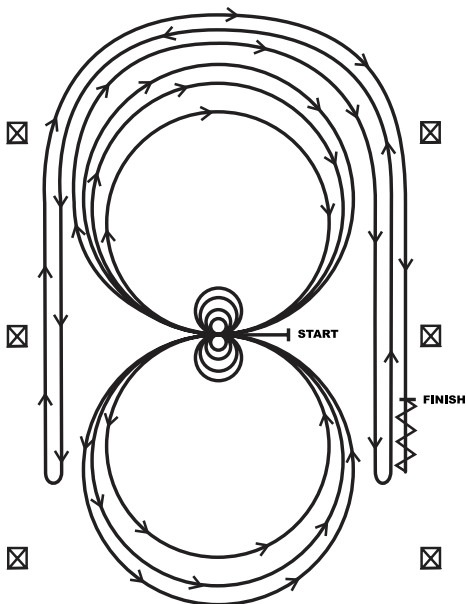
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. 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.
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. Hesitate.
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. (Figure 8)
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 (six meters) 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 (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

# FN REINING

## Junioren

### ~Finals~



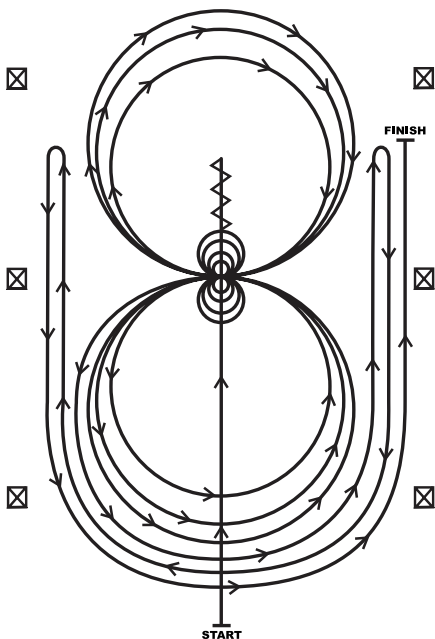
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

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.

# FN REINING

## Senioren

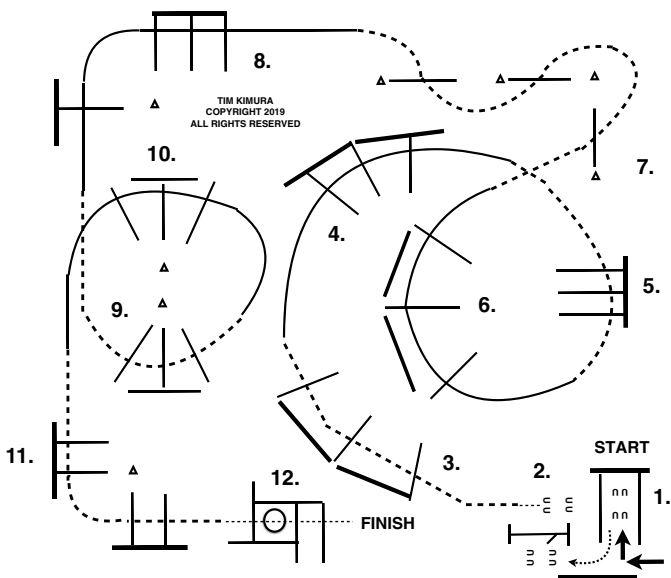
### ~Finals~



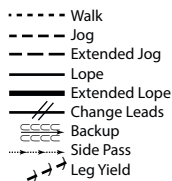
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning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

# TRAIL

## L1 Open / L1 Amateur / L1 Youth



There is no specific place where all the lope to jog and jog to lope transitions should occur

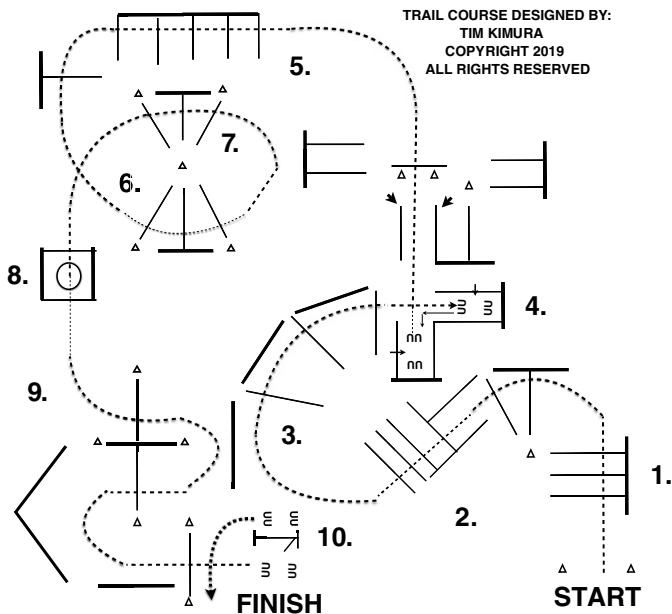


1. Be ready in chute, then back between poles back around corner and up to gate
2. Rope gate: lh open, walk over pole and close gate
3. You may walk forward, then jog over poles
4. Lope over poles (rl)
5. Break to the jog, jog over poles
6. Lope over poles (rl)
7. Break to the jog, jog thru serpentine, jog over poles
8. Lope over poles (left lead)
9. Break to the jog, jog over poles
10. Lope over poles (left lead)
11. Break to the jog, jog over poles
12. Jog into box, execute a 360 turn left, walk out box, walk over poles.

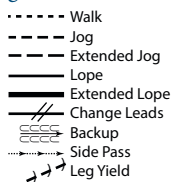
# TRAIL

## Trail In Hand 1, 2 & 3 Year Old

TRAIL COURSE DESIGNED BY:  
TIM KIMURA  
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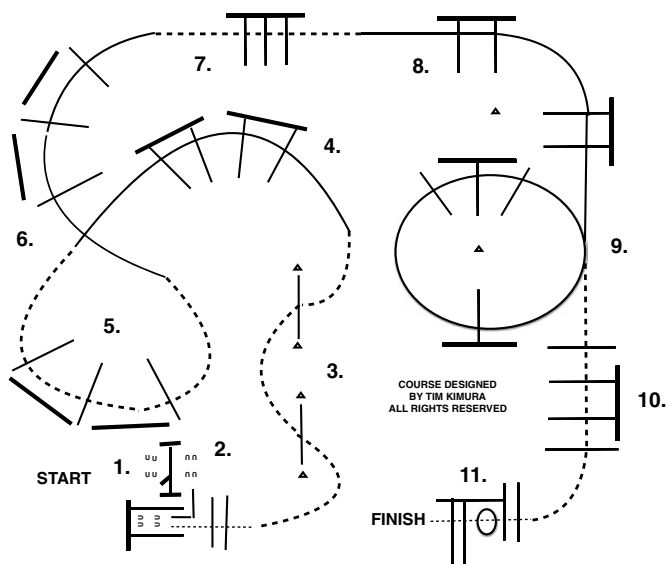
There is no specific place where all the lope to jog and jog to lope transitions should occur



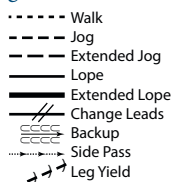
1. Jog over poles
2. Stop or break to the walk, walk over poles
3. Jog over poles jog into the chute and stop toward the end of the chute
4. Back between poles and back around corner, Walk a few steps forward then jog over pole
5. Jog over poles
6. Stop or break to the walk, walk over poles
7. Jog over poles
8. Jog into and stop in box, execute a 360 turn right, walk out box
9. Jog thru serpentine, jog over poles, jog up to gate
10. Open gate left hand, open and lead horse thru gate, and close gate.

# TRAIL

## Junior / Youth / Amateur / Select



There is no specific place where all the lope to jog and jog to lope transitions should occur

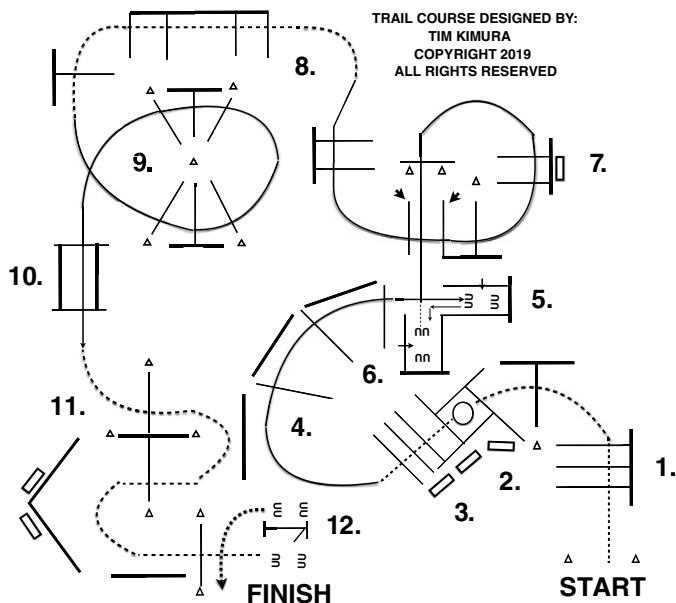


1. Rope gate lh open walk over pole and close gate
2. Back thru poles, walk out and walk over 2 poles
3. Jog thru serpentine, jog over poles
4. Lope over poles (ll)
5. Break to the jog, jog over poles.
6. Lope over poles (rl)
7. Jog over poles
8. Lope over poles (rl)
9. Lope over poles (rl)
10. Break to the jog, jog over poles
11. Stop or break to the walk, walk over poles and walk into box, execute a 360 turn either way, walk out box. Walk over poles.



# TRAIL

## Senior Open



There is no specific place where all the lope to jog and jog to lope transitions should occur

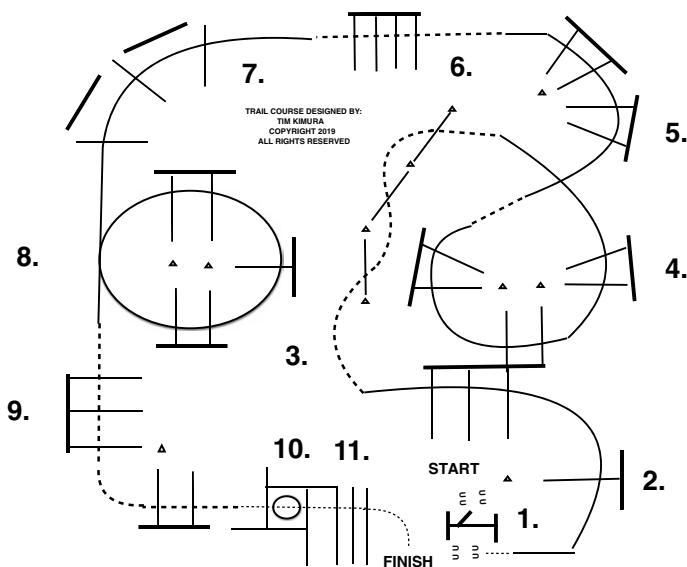
1. Jog over poles and jog into and stop in box
2. Execute a 360 to the (left) no option! Then walk out box
3. Walk over poles after exiting the box
4. Lope over poles (right lead), continue to lope between poles and stop toward the middle of the chute
5. Back between poles and back around corner. You should back up to the center of the pole
6. Walk at least 2 steps forward, then lope on right lead and lope over the single pole. You should be loping by the time you reach the end of the pole marked by the arrows.
7. Lope over poles (right lead)
8. Break to the jog, jog over poles. (No specific area where to break down)
9. Lope over poles (left lead)
10. Continue to lope on the left lead and lope over 2 more poles while loping thru the rectangle
11. Break to the jog, jog over poles and jog around cones, and jog up to gate
12. Rope gate: left hand, open gate, walk over pole and close gate.

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

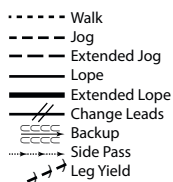
# TRAIL

## Junior Open / Youth / Select

### ~Finals~



There is no specific place where all the lope to jog and jog to lope transitions should occur

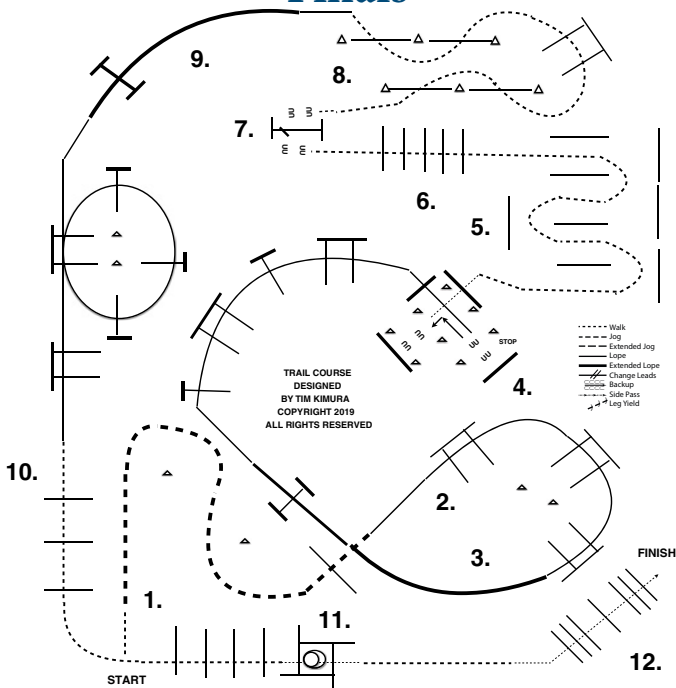


1. Rope gate lh open walk over pole and close gate
2. Lope over poles (ll)
3. Break to the jog, jog over poles. Jog thru serpentine
4. Lope over poles (rl)
5. Break to the jog, then lope over poles (ll)
6. Break to the jog, jog over poles.
7. Lope over poles (ll)
8. Lope over poles (ll)
9. Break to the jog, jog over poles
10. Stop or break to the walk  
walk into box, execute a 360 turn either way, walk out box
11. Walk over poles

# TRAIL

## Amateur / Senior Open

### ~Finals~

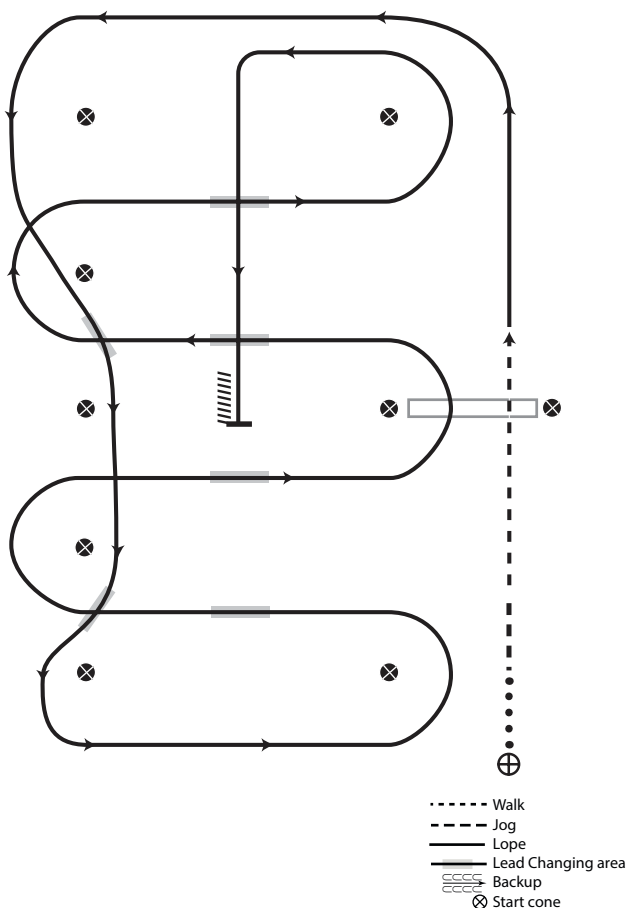


There is no specific place where all the lope to jog and jog to lope transitions should occur

1. Jog, then extend the jog around cones and continue extending the jog over last pole
2. Lope over poles (right lead)
3. Lope with forward motion and lope over 1 pole, then collect the lope and lope over poles (right lead)
4. Continue loping and lope over (rl) and lope in and stop, then back around corner and walk out over pole
5. Jog between poles, and jog around corners
6. Then jog over poles and jog up to and stop at gate
7. Work rope gate with right hand, open, walk over pole and close gate
8. You may walk forward then jog thru serpentines, and jog over poles
9. Lope (left lead) then lope with forward motion over 1 pole, and then collect the lope and lope over poles (left lead)
10. Break to the jog, jog over poles and show a stop in the gap in front of the box
11. Walk over pole and walk into box, execute (one 360 degree turn in both directions), either way first and walk out box
12. Pick up the jog, and jog up to poles, dont stop!!!! But break to the walk and walk over poles.

# WESTERN RIDING

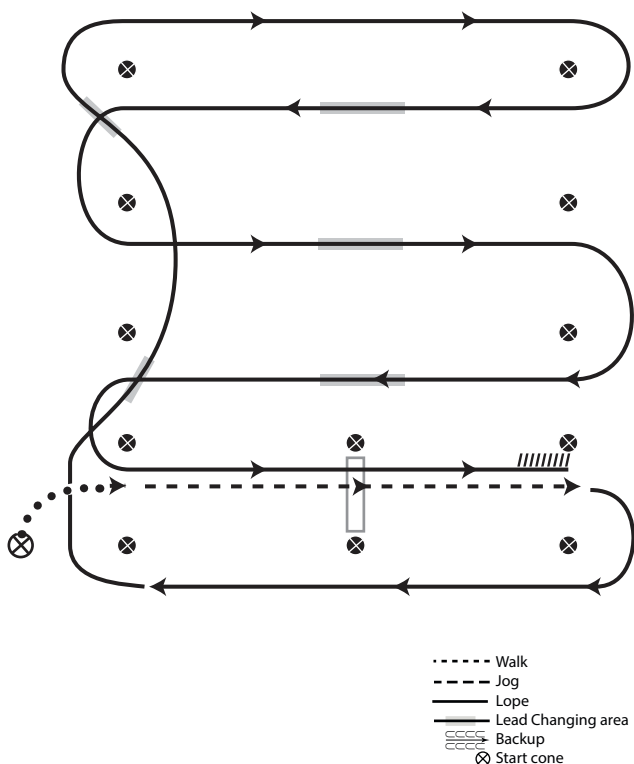
## L1 Youth / L1 Amateur / Junior



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

# WESTERN RIDING

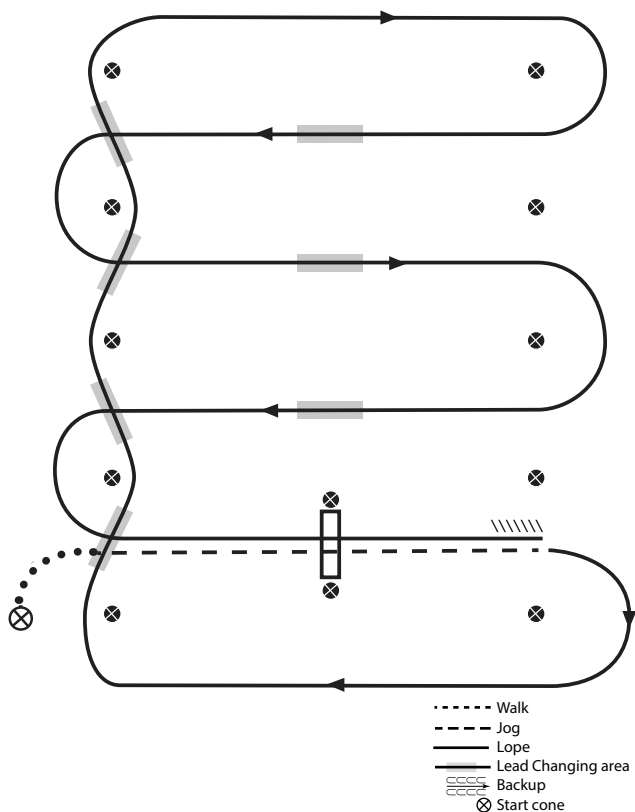
## L1 Open



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

# WESTERN RIDING

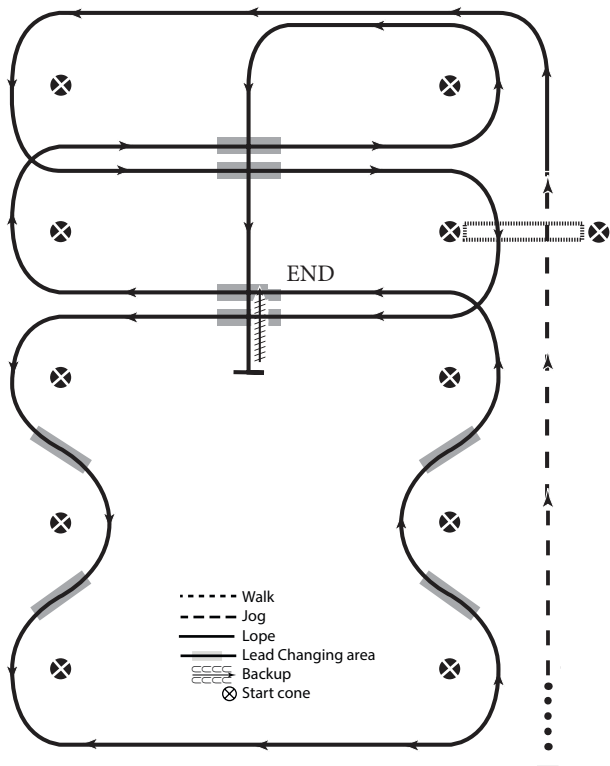
## Select Amateur / Amateur / Youth



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

# WESTERN RIDING

## Senior

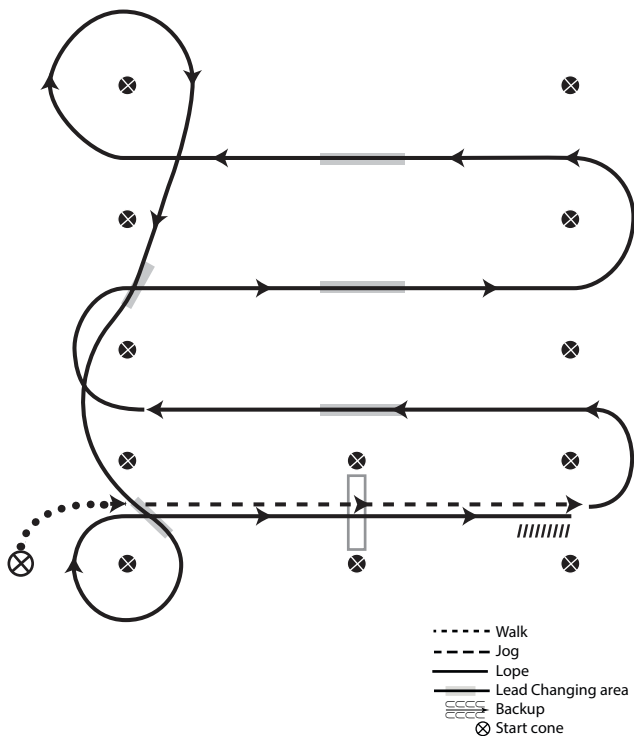


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope, on the left lead
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

# WESTERN RIDING

## Junior

### ~Finals~



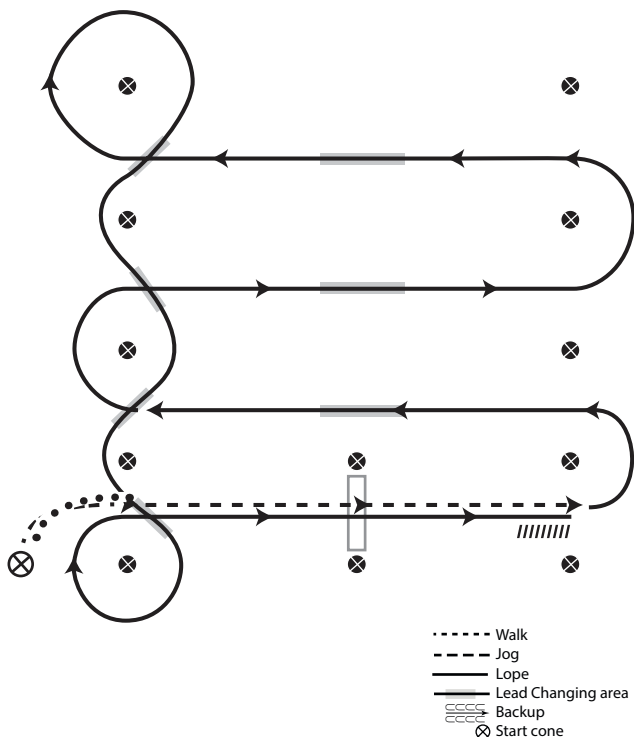
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back



# WESTERN RIDING

## Select Amateur / Senior

### ~Finals~

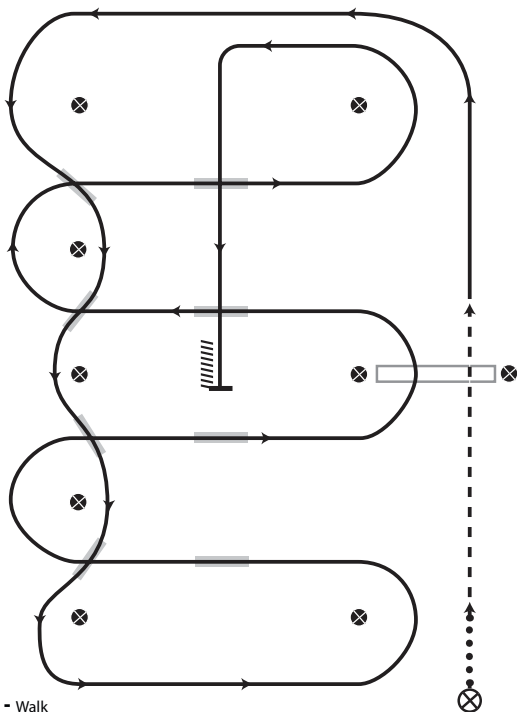


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

# WESTERN RIDING

## Youth / Amateur

### ~Finals~



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

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



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