Q17 International DQHA Championship 2017

Aachen / Soers, ALRV–Gelände

29.09. – 08.10.2017

Pattern-Book

DEUTSCHE QUARTER HORSE ASSOCIATION

AMERICAN QUARTER HORSE ASSOCIATION

Q17 – Patternheft

Western Riding	AQHA Shows	Final.
Level 1 Youth	Level 1 # 1	
Level 1 Amateur	Level 1 # 1	
Select Amateur	2	4
Level 1 Green	Level 1 # 2	
Senior	3	2
Youth	4	2
Junior	Level 1 # 3	Level 1 # 1
Amateur	4	3
Maturity	1	
Futurity	Level 1 # 2	

Reining	AQHA Shows	Final.
Level 1 (Green) Open	6	
Junior	8	9
Senior	9	10
L1 Amateur	6	
L1 Youth	8	
Amateur	2	8
Youth	4	6
Select Amateur	3	3
Graduate	1	
Maturity	7	
Futurity	10	

Ranch Reining	AQHA Shows
Ranch Reining Open	VRH #3
Ranch Reining Amateur	VRH #3

Working Cowhorse	AQHA Shows
Junior	3
Youth	3
Amateur	7
Senior	7
Futurity	4
Maturity	4

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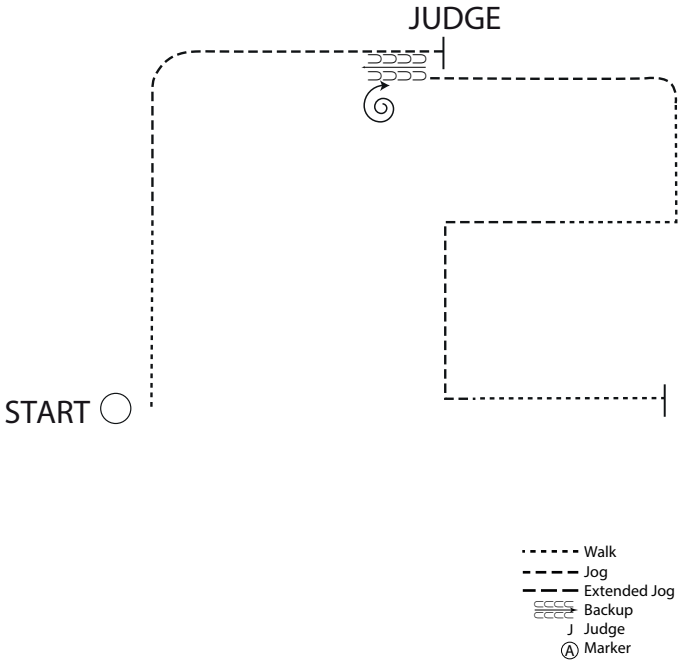
Trail	Tim Kimura
EWD Pattern	Sandra Schmitz
	Horseshowpatterns.com
	Tim Kimura
Showmanship, Horsemanship, Hunt Seat Equitation	Marilyn Randall
Ranch Riding	Michaela Kayser
Other Patterns	AQHA

Showmanship at Halter
L1 Amateur / L1 Youth

JUDGE

- - - - - Walk
- - - - Jog
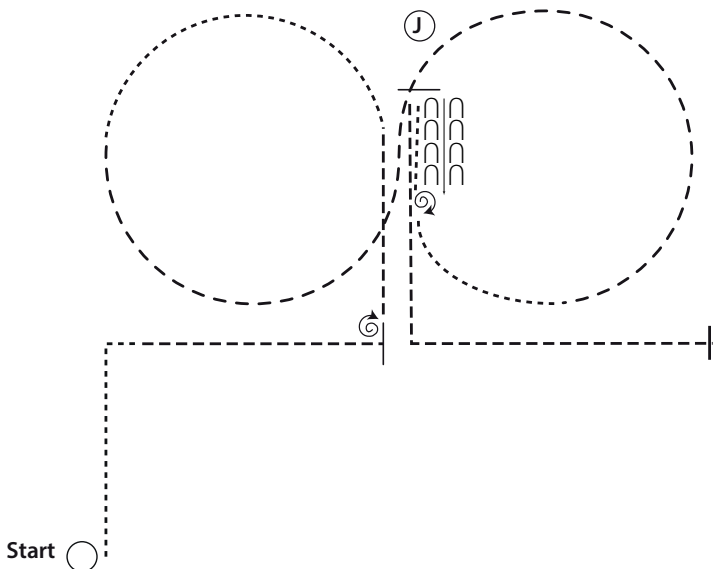- — - — Extended Jog
⊂⊂⊂⊃ Backup
J Judge
Ⓐ Marker
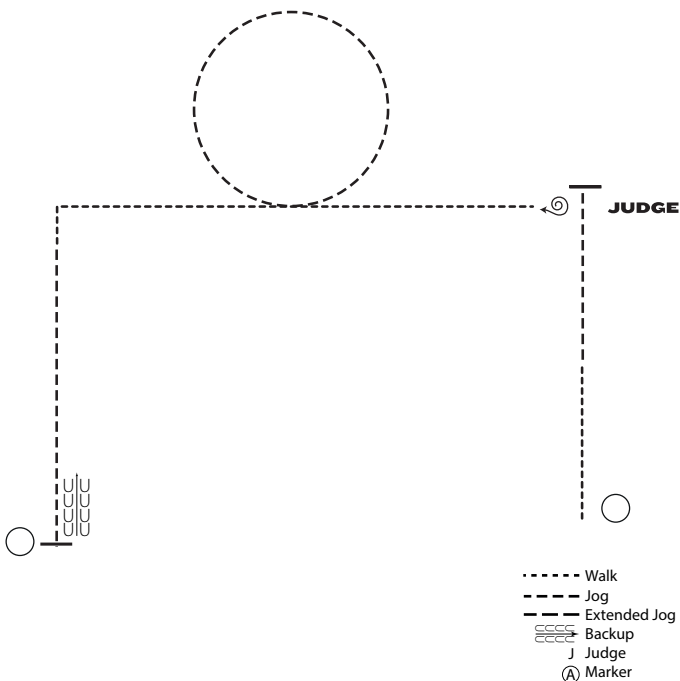
1. Walk
2. Trot, stop with horse's shoulder even with judge
3. a) Set up
   b) Inspection
   After inspection, judge will move to horse's hip
4. 1 ³/₄ turn
5. Walk to center
6. Trot circle
7. Walk corner
8. Trot to end, stop
9. Back 2 horse lengths, hesitate
10. Exit at walk or trot

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Showmanship at Halter
Amateur / Youth / Select Amateur

JUDGE

START ◯

	Walk
	Jog
	Extended Jog
	Backup
J	Judge
Ⓐ	Marker

1. Walk
2. Trot to judge
3. a) Stop with hip at the judge and set up
   b) Inspection
4. Back 2 horse lengths
5. 2 turns
6. Trot corner
7. Walk corner
8. Trot 2 corners
9. Walk, stop
10. Exit at a walk or trot

Showmanship at Halter
# Youth / Amateur / Select Amateur (Finals)

Legend:
- ······· Walk
- – – – Jog
- — — Extended Jog
- Backup
- J Judge
- Ⓐ Marker

1. Walk corner
2. Trot
3. Halt, 1 3/4 turn
4. Trot towards judge and walk; trot left circle as shown
5. Trot, walk, right circle and walk to judge
6. a) Set up
   b) Inspection
7. Back 2 horse lengths
8. 1 1/2 turn
9. Trot left corner and stop, no set up
10. Exit at walk or trot

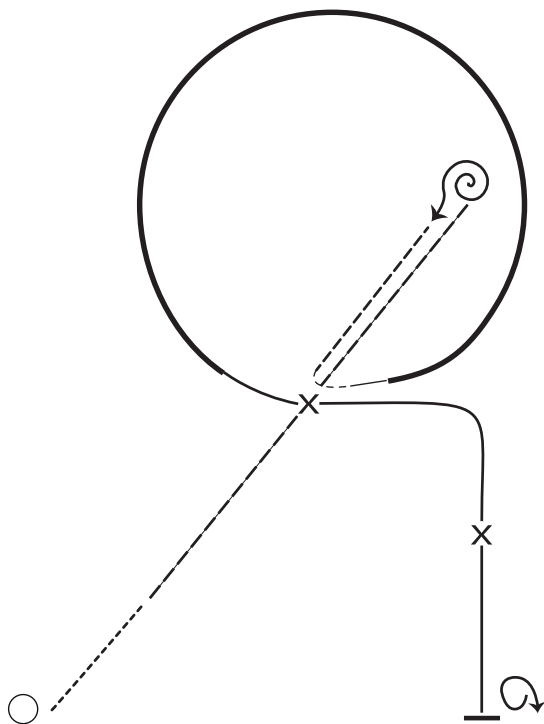# Western Horsemanship
L1 Amateur / L1 Youth
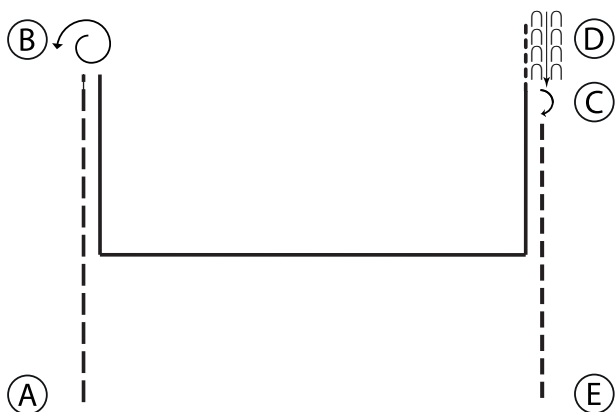
Legend:
- · · · · · Walk
- – – – Jog
- — — Extended Jog
- ——— Lope
- ▬▬▬ Extended Lope
- —⧸⧸— Change Leads
- ⊏⊏⊏➤ Backup
- ·····➤ Side Pass
- ↗↗↗ Leg Yield

1. Extended jog from A to B
2. 1 ½ spins to the left
3. Lope left lead in the shape of a ½ square to C
4. Walk from C to D
5. Back from D to C and do a roll back to the right
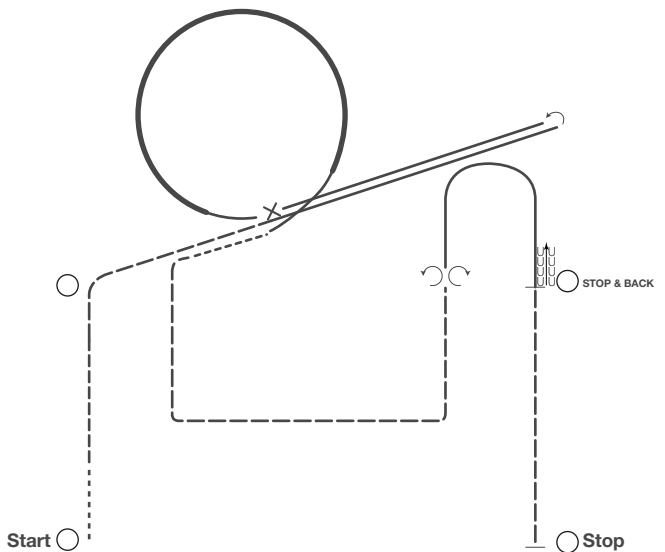6. Jog from C to E

Western Horsemanship
Youth / Amateur / Select Amateur

Legend:
- ····· Walk
- – – Jog
- — — Extended Jog
- —— Lope
- ▬▬ Extended Lope
- ⫻ Change Leads
- ⟩⟩⟩ Backup
- ···▸ Side Pass
- ⤳⤳ Leg Yield

1. Walk
2. Extended jog
3. Stop, 1 $\frac{1}{2}$ left turn
4. Jog and jog corner
5. Left lead lope moving into an increased pace and then collect to a lope
6. Change leads (if a simple change through the trot), lope corner
7. Simple change of leads through a trot
8. Left lead lope
9. Stop, 360° right
10. Exit at walk or jog

Western Horsemanship
## Youth / Amateur / Select Amateur (Finals)

STOP & BACK

Start ○

○ **Stop**

Legend:
- · · · · · Walk
- – – – Jog
- — — Extended Jog
- —— Lope
- ▬▬ Extended Lope
- ⫽ Change Leads
- ⫸ Backup
- ·····► Side Pass
- ↗↗↗ Leg Yield

1. Walk with purpose
2. Jog, extended trot through the corner
3. Lope right lead on the diagonal
4. Stop, left roll back, left lead
5. Change leads (if simple lead change, must be through trot), lope right circle with speed, collect
6. Walk and drop stirrups
7. Extended trot as shown
8. Stop – 360° turn both directions (either direction first)
9. Left lead and counter canter loop
10. Stop and back
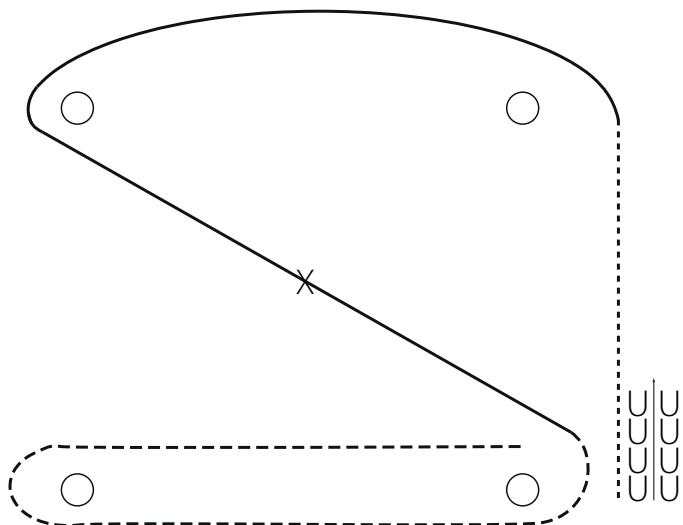11. Extended trot, stop and exit at walk or jog

Western Horsemanship
EWD
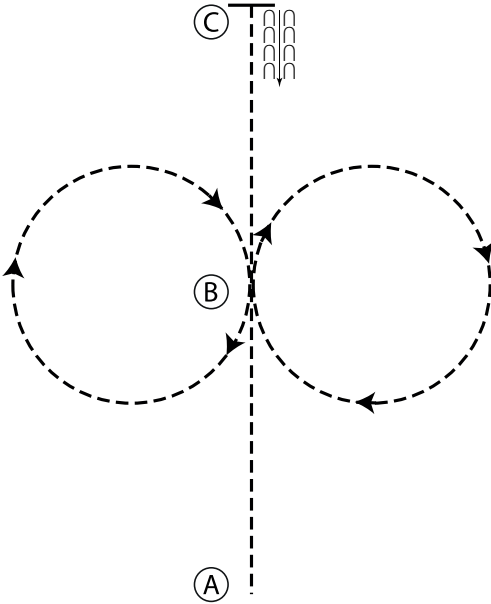
Legend:
- Walk
- Jog
- Extended Jog
- Lope
- Extended Lope
- Change Leads
- Backup
- Side Pass
- Leg Yield

1. Jog A to B
2. At B perform a figure eight, beginning to the right
3. Continue the jog from B to C
4. At C stop and back 4 steps

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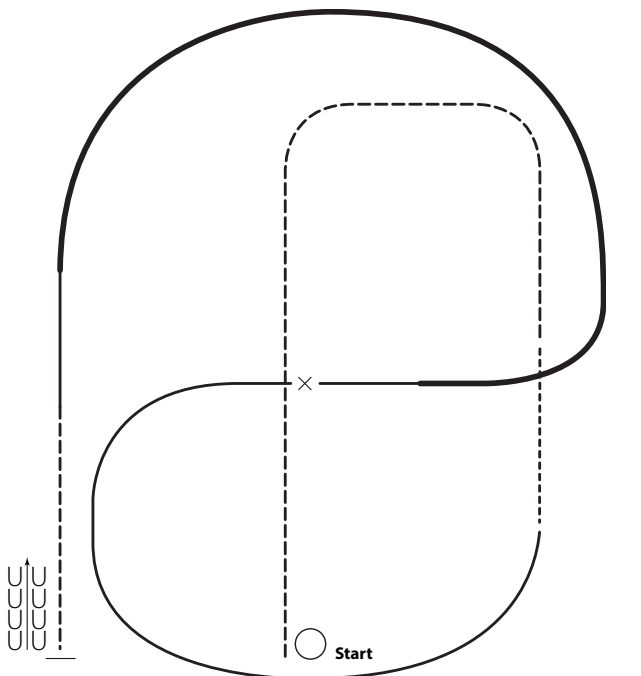# Hunt Seat Equitation
L1 Amateur / L1 Youth

- ······ Walk
- − − − Trot
- − − − Extended Trot
- —— Canter
- ▬▬ Hand Gallop
- ⁄⁄ Change Leads
- Backup

1. Posting trot left diagonal
2. At cone change to right diagonal and continue posting around cones
3. Pick up the left lead and do a flying lead change or a simple lead change through trot in the middle
4. Continue on right lead to the cone and then hand gallop around the end cones.
5. Sitting trot back to the start cone.
6. Halt and back

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ASSOCIATION

Hunt Seat Equitation
Youth / Amateur / Select Amateur

Start

Walk
Trot
Extended Trot
Canter
Hand Gallop
Change Leads
Backup

1. Posting trot, right diagonal for $1/2$ of the line posting trot, left diagonal around end
2. Transition to a walk without losing forward motion
3. Right lead canter
4. Change leads either flying or simple through trot
5. Left lead canter building into a hand gallop. Collect to the canter.
6. Sitting trot, halt, back approx.. 2 horselength
7. Exit at a walk or trot

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Hunt Seat Equitation
Youth / Amateur / Select Amateur (Finals)

Walk
Trot
Extended Trot
Canter
Hand Gallop
Change Leads
Backup
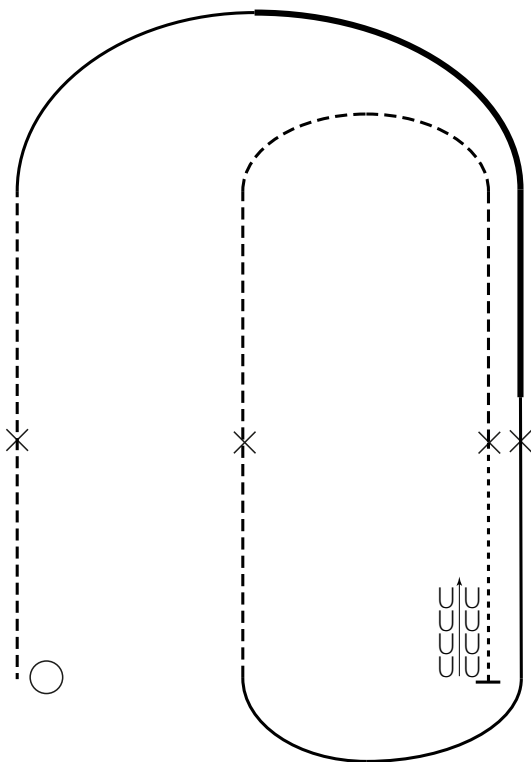
1. Start trotting at marker on the right diagonal.
2. Halfway change to the left diagonal.
3. Transition to the canter (rl) slowly building to a hand gallop.
4. Halfway down long line, collect to the canter and change leads either flying or simple through trot.
5. Counter-canter, transition to the trot on the right diagonal.
6. Halfway up center line, change diagonals.
7. Halfway down line, transition to the sitting trot.
8. Halt. Back up.
9. Exit at the walk or trot.

Hunter Hack
all classes

Legend:
- · · · · · Walk
- – – – Trot
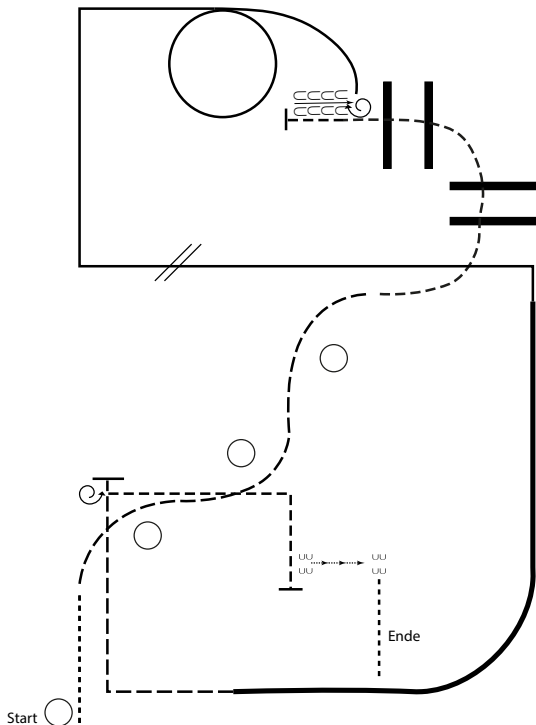- — — Extended Trot
- ——— Canter
- **———** Hand Gallop
- —//— Change Leads
- ≋≋≋ Backup
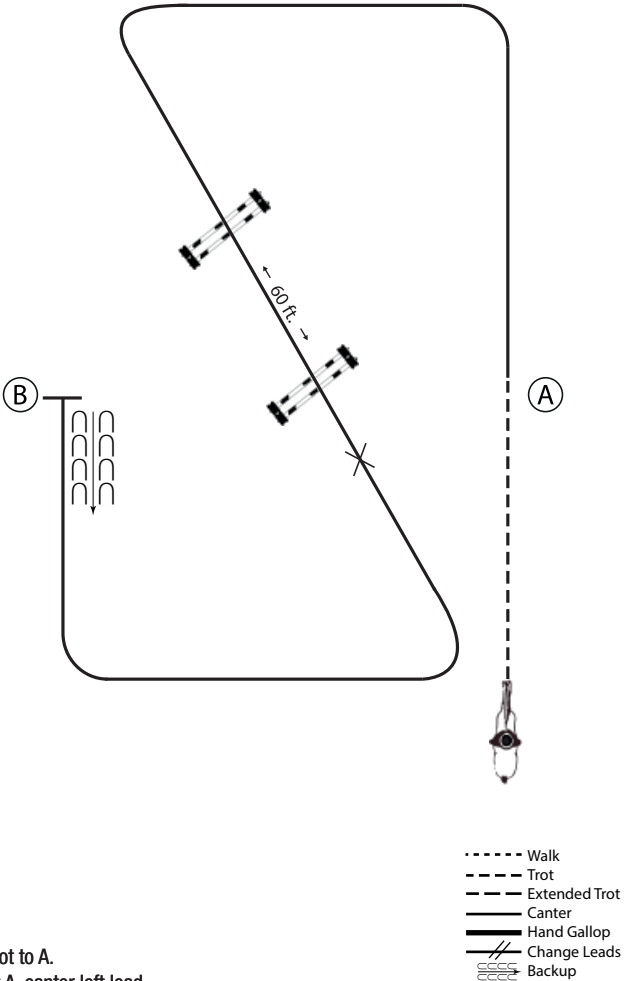
1. Trot to A.
2. At A, canter left lead.
3. Jump two fences.
4. Flying lead change (if not already done),
   hand gallop to B.
5. Stop at B, hesitate 5-10 sec., back up
   approx. 2 meters.

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Ranch Riding
Amateur / Select Amateur / Junior Open


Start

Ende

1. Walk
2. Pick up trot, ext. trot serpentine
3. Regular trot over logs
4. Stop and back
5. 2 ¼ turn right
6. Lope left lead, circle and corners
7. Change leads, simple or flying
8. Collected lope, corner, ext. the lope
9. Ext. trot,corner, stop
10. 1 ¾ turn left
11. Trot corner, stop
12. Sidepass left
13. Walk to exit

- - - - - Walk
- - - - Trot
- - - Extended Trot
——— Lope
━━━ Extended Lope
⁄⁄ Change Leads
Backup
·····▶▶▶▶ Side Pass
◯ Marker

Ranch Riding
L1 Amateur / L1 Youth / L1 Open / Futurity
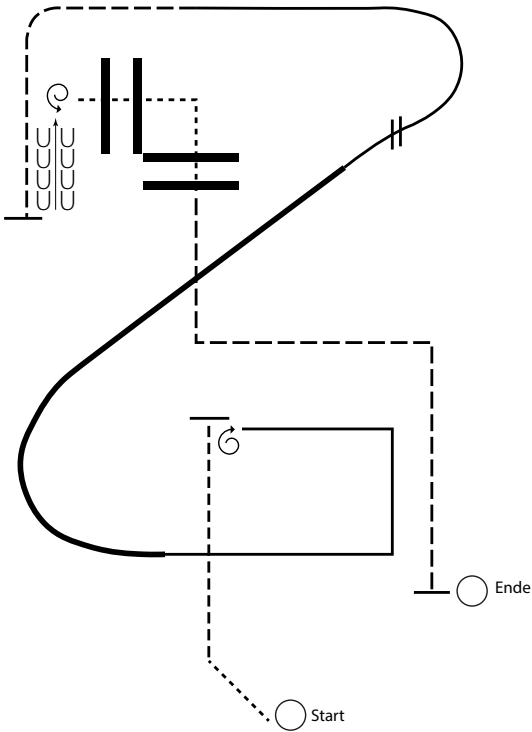
1. Walk
2. Trot, stop
3. 2 ¼ turn right
4. Lope corners
5. Ext. the lope, back to collected lope
6. Change leads, simple or flying
7. Left lead lope
8. Ext. trot corner
9. Stop and back
10. 2 ¼ turn left
11. Walk over
12. Ext. trot corners
13. Stop

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

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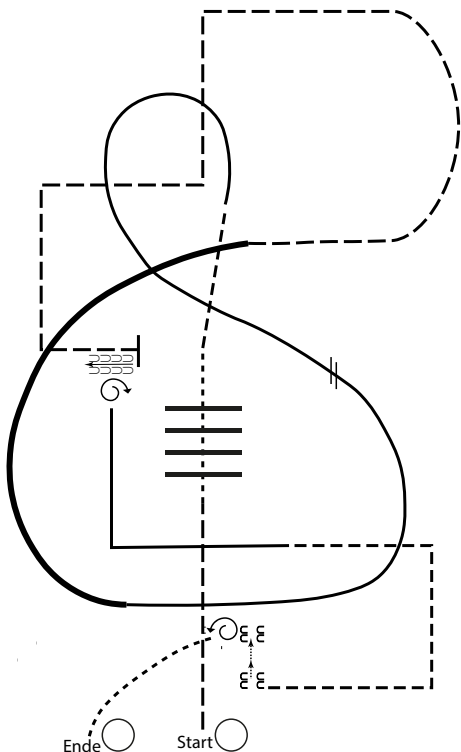
Ranch Riding
Youth / Senior Open
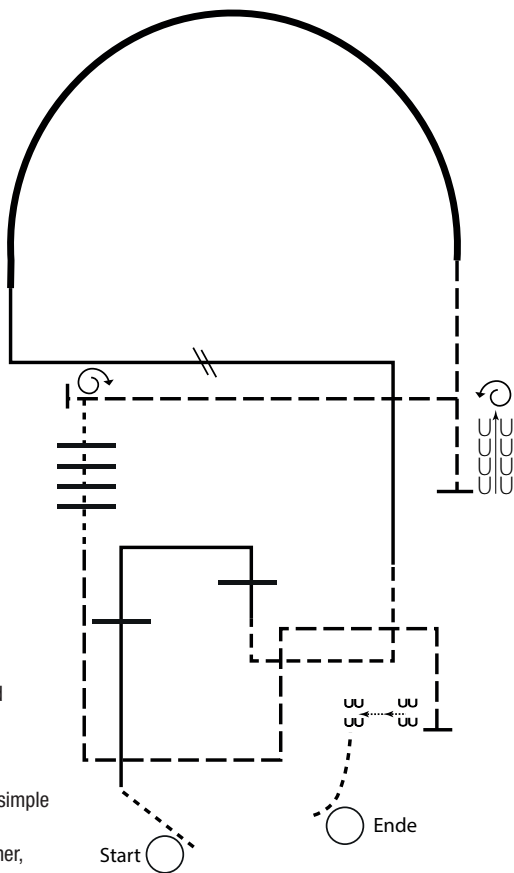
1. Walk
2. Lope right lead over logs
3. Trot corners
4. Lope left lead
5. Change leads simple or flying
6. Right lead corner, ext. the lope
7. Ext. trot
8. Stop and back
9. 2 ¾ turns left
10. Ext. trot, stop
11. 1 ¾ turns right
12. Walk over
13. Ext. trot corners, stop
14. Sidepass right
15. Walk to exit

Start

Ende

- - - - - Walk
- - - - Trot
- - - Extended Trot
——— Lope
▬▬▬ Extended Lope
—//— Change Leads
≋ Backup
····▶▶▶ Side Pass
◯ Marker

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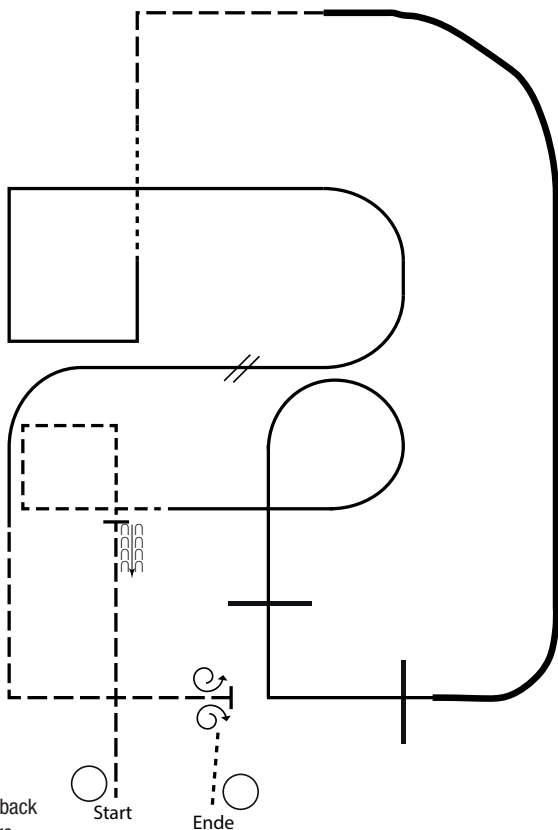# Junior Open / Amateur / Select Amateur
Maturity

Ende Start

1. Ext. trot
2. Walk over logs
3. Trot
4. Lope left lead
5. Change lead simple or flying
6. Right lead
7. Ext. lope
8. Ext. trot, corners
9. Stop and back
10. 2 ¼ turns right
11. Lope left lead corner
12. Trot corners, stop
13. Sidepass right
14. 2 turns left
15. Walk to exit

- - - - - Walk
- - - - Trot
- - - Extended Trot
——— Lope
━━━ Extended Lope
—//— Change Leads
≡≡≡ Backup
···▶▶▶ Side Pass
◯ Marker

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Ranch Riding
Youth / Senior Open (Finals)

1. Ext. trot
2. Stop and back
3. Trot square
4. Lope left lead circle and corner between logs
5. Ext. lope
6. Ext. trot corner
7. Walk
8. Lope square right lead
9. Lead change simple or flying
10. Left lead
11. Ext. trot corner, stop
12. 2 turns left
13. 2 ¼ right
14. Walk to exit

Start Ende

- - - - - Walk
- - - - Trot
- - - - Extended Trot
——— Lope
——— Extended Lope
—//— Change Leads
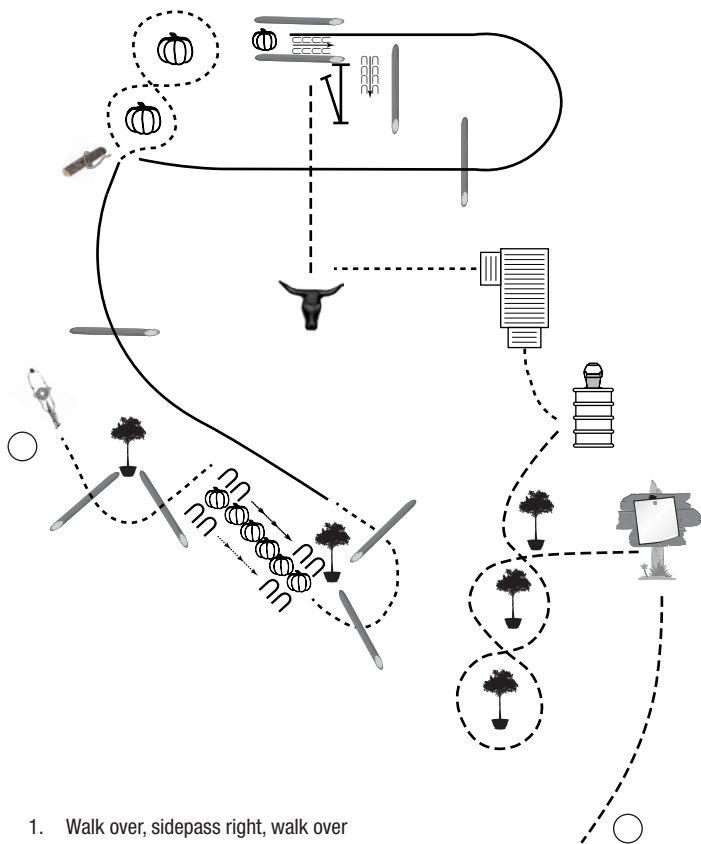≡≡≡ Backup
····►···► Side Pass
◯ Marker

VRH Ranch Riding
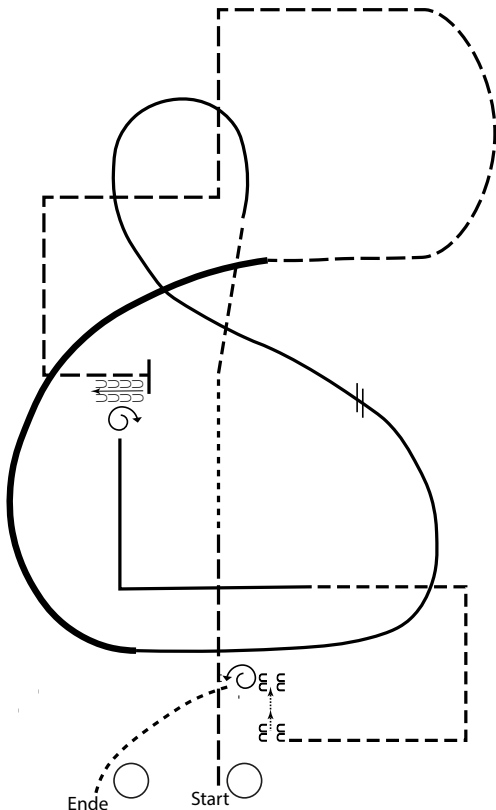
1. Ext. trot
2. Walk
3. Trot
4. Lope left lead
5. Change lead simple or flying
6. Right lead
7. Ext. lope
8. Ext. trot, corners
9. Stop and back
10. 2 ¼ turns right
11. Lope left lead corner
12. Trot corners, stop
13. Sidepass right
14. 2 turns left
15. Walk to exit

Legend:
- ····· Walk
- – – – Trot
- – – – Extended Trot
- —— Lope
- ▬▬ Extended Lope
- ⫽ Change Leads
- Backup
- ····►► Side Pass
- ◯ Marker

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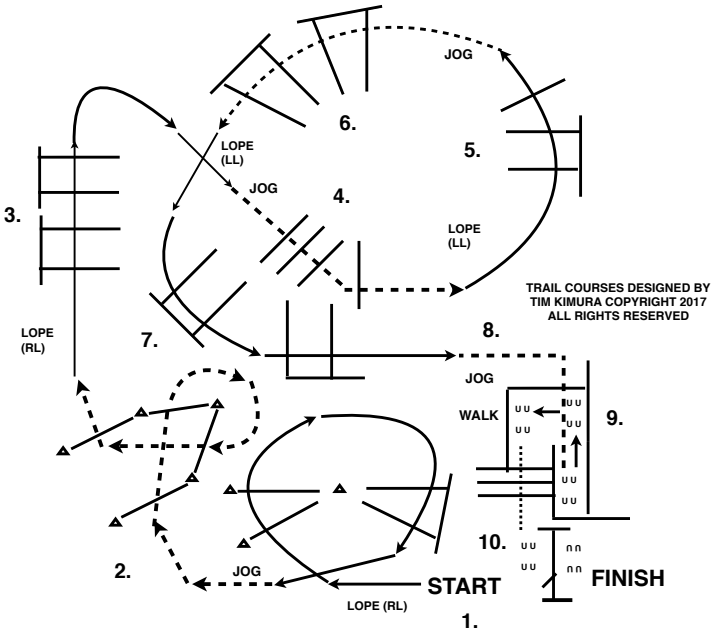
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Ranch Trail

1. Walk over, sidepass right, walk over
2. Lope over right lead
3. Drag log figure 8
4. Lope over left lead
5. Back up
6. Gate left hand
7. Trot to dummy, rope dummy
8. Bridge
9. Pick up bucket, trot serpentine
10. Ground tie and hit paper with nail to the board
11. Lead to exit at a trot

- · · · · · Walk
- – – – Trot
- – – – Extended Trot
- ——— Lope
- ━━━ Extended Lope
- // Change Leads
- Backup
- ·····►·····► Side Pass
- ◯ Marker

Trail
L1 Youth / L1 Amateur / L1 Open

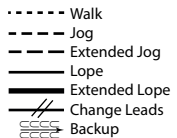TRAIL COURSES DESIGNED BY
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Legend:
- - - - - Walk
- - - - Jog
- - - Extended Jog
——— Lope
▬▬▬ Extended Lope
⁄⁄ Change Leads
≋ Backup

1. Lope over poles (rl).
2. Break to the jog, jog over poles and around cones.
3. Lope over poles (rl).
4. Break to the jog, jog over poles.
5. Lope over poles (ll).
6. Break to the jog, jog over poles.
7. Lope over poles (ll).
8. Break to the jog, jog over pole and into chute and stop. Back straight between poles then side pass right.
9. Then walk over poles, and walk up to the gate
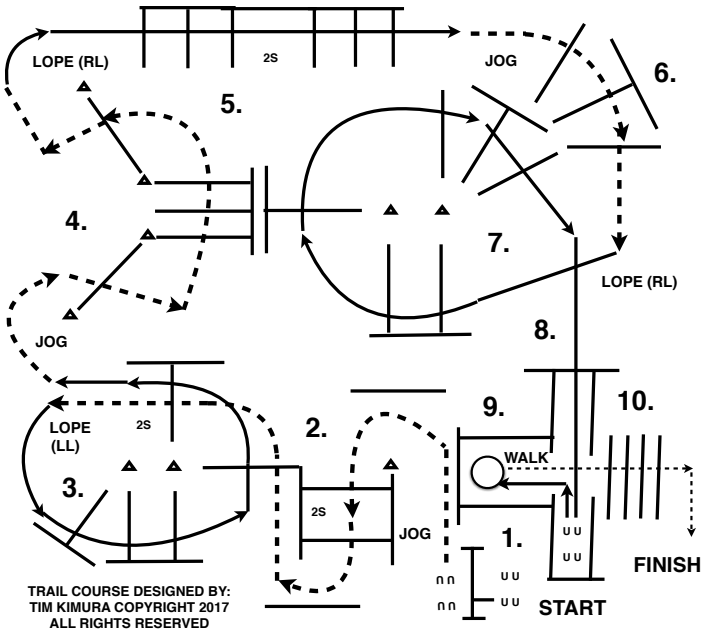10. Gate: lh open gate, walk over pole, then close gate.

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Trail
Youth

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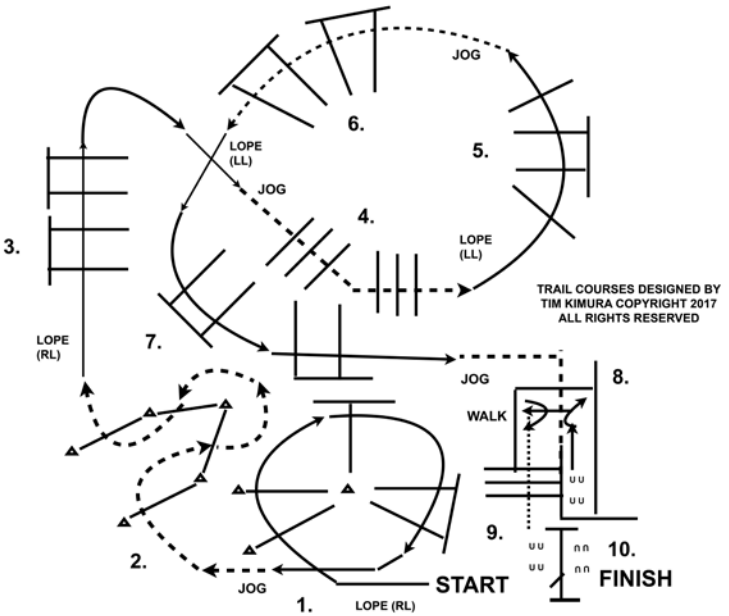
1. Lope over poles (rl).
2. Break to the jog, jog over poles and around cones.
3. Lope over poles (rl).
4. Break to the jog, jog over poles.
5. Lope over poles (ll).
6. Break to the jog, jog over poles.
7. Lope over poles (ll).
8. Break to the jog, jog over pole and into chute and stop. Back straight between poles.
   Then turn 180 degrees right and side pass to the left, and then turn another 180 degrees to the right.
9. Then walk over poles, and walk up to the gate.
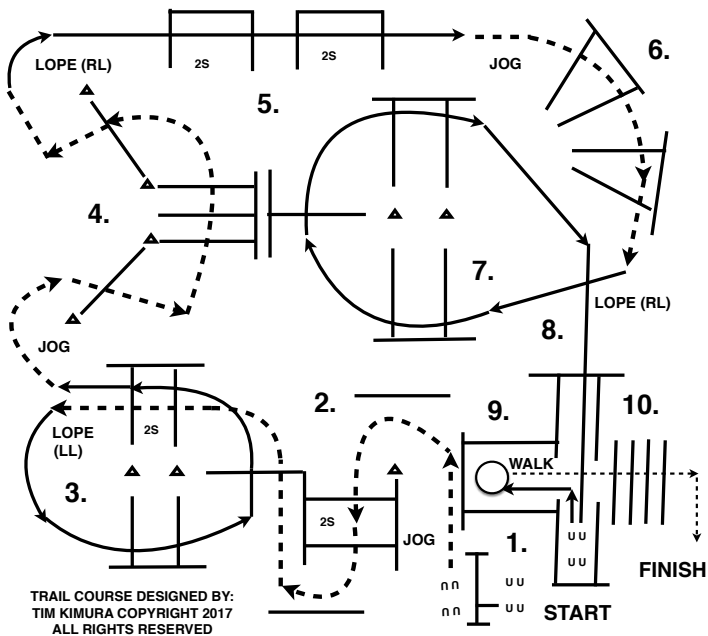10. Gate: lh open gate, walk over pole, then close gate.

Legend:
- - - - - Walk
- - - - Jog
- - - Extended Jog
───── Lope
━━━━ Extended Lope
──╱╱── Change Leads
≡≡≡ Backup

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ASSOCIATION

Trail
Amateur & Select

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------ Walk
----- Jog
-- -- Extended Jog
——— Lope
━━━ Extended Lope
Change Leads
Backup

1. Gate: rh open, walk over pole and close gate.
2. Jog over poles, jog around corners.
3. Lope over poles (ll).
4. Break to the jog, jog over poles, jog around cones.
5. Lope over poles (rl).
6. Break to the jog, jog over poles.
7. Lope over poles (rl).
8. Lope into chute (rl), stop , then back around corner into box.
9. Execute a 360° degree turn either way in the box.
10. Walk forward, walk over poles.

Trail
Youth (Finals)

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Legend:
- - - - - Walk
- - - Jog
- - - Extended Jog
——— Lope
▬▬▬ Extended Lope
—//— Change Leads
≡≡≡ Backup

1. Gate: rh open, walk over pole and close gate.
2. Jog over poles, jog around corners.
3. Lope over poles (ll).
4. Break to the jog, jog over poles, jog around cones.
5. Lope over poles (rl).
6. Break to the jog, jog over poles.
7. Lope over poles (rl).
8. Lope into chute (rl), stop, then back around corner into box.
9. Execute a 360 degree turn either way in the box.
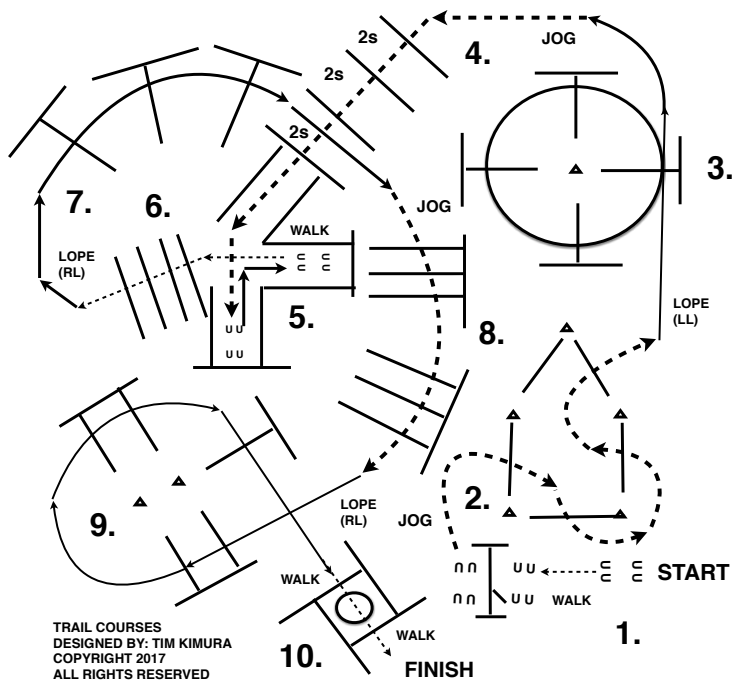10. Walk forward, walk over poles.

Trail
Junior
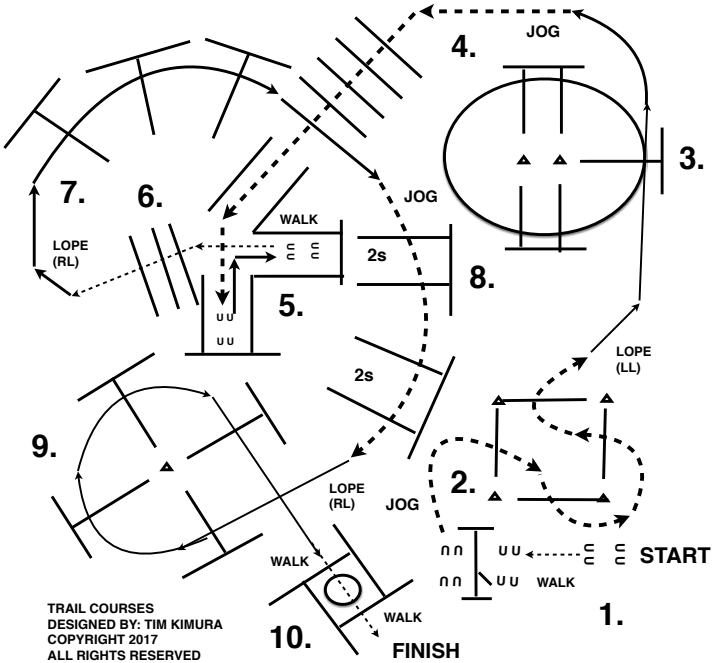
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Legend:
- ······ Walk
- ─ ─ ─ Jog
- ── ── Extended Jog
- ──── Lope
- ▬▬▬ Extended Lope
- ╱╱ Change Leads
- ⌇⌇ Backup

1. Walk up to gate. Rh open, walk over pole and close gate.
2. Jog over poles, jog around cones.
3. Lope over poles (ll)
4. Break to jog, jog over poles. Jog into chute and stop.
5. Back thru „L" and around corner.
6. Walk out chute, walk over poles.
7. Lope over poles (rl).
8. Break to jog, jog over poles.
9. Lope over poles (rl).
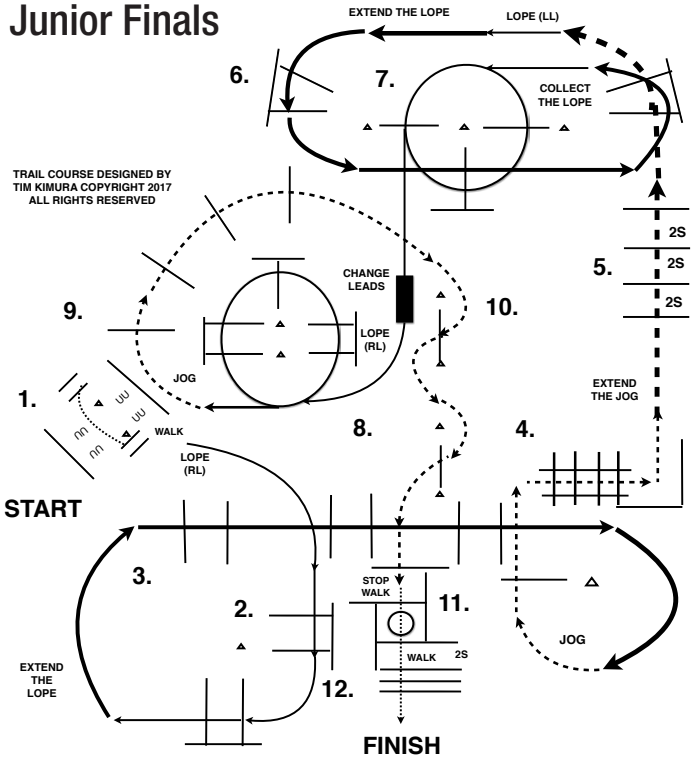10. Stop or break to walk. Walk into box, execute a 360° turn either direction, walk out box.

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Trail
Senior

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Legend:
- ······ Walk
- - - - - Jog
- – – – Extended Jog
- ——— Lope
- ——— Extended Lope
- ⫽ Change Leads
- ≋ Backup

1. Walk up to gate. Rh open, walk over pole and close gate.
2. Jog over poles, jog around cones.
3. Lope over poles (ll).
4. Break to jog, jog over poles.
   Jog into chute and stop.
5. Back thru „L" and around corner.
6. Walk out chute, walk over poles.
7. Lope over poles (rl)
8. Break to jog, jog over poles.
9. Lope over poles (rl).
10. Stop or break to walk.
    Walk into box, execute a 360 turn either direction, walk out box.
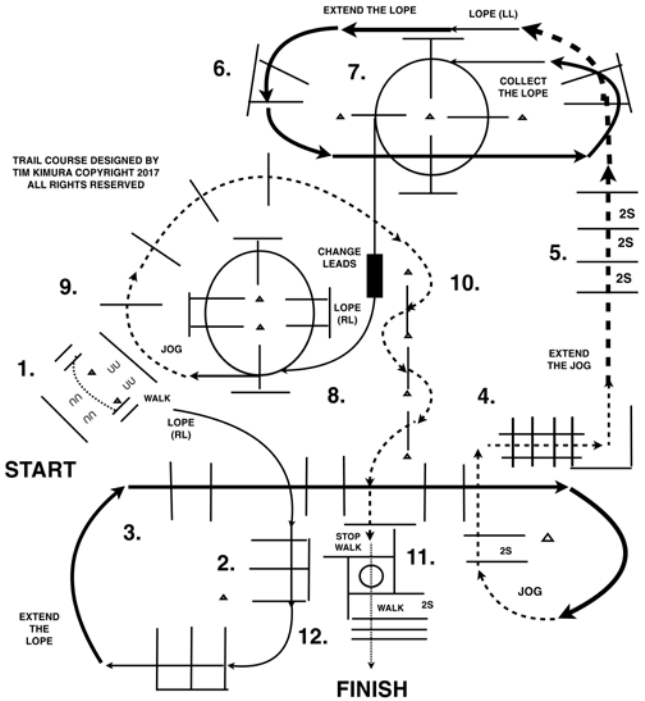
Trail
Junior Finals

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1. Gate: rh open, walk forward, then back through gate
   between cones and poles. Then walk forward
   and close gate.
2. You may walk forward again,
   then lope over poles (rl)
3. Extend the lope over poles (rl)
4. Break down to the jog, then jog over poles.
5. Extend the jog and extend the jog over poles
6. Lope (ll) then extend the lope over poles (ll)
7. Collect the lope, then lope over poles (ll)
8. Change leads simple or flying then lope over poles (rl).
9. Break down to the jog, jog over poles.
10. Jog thru serpentine, jog over poles.
11. Jog over pole and stop, then
    walk into box, execute a 360° turn either way, walk out box.
12. Walk over poles.

- - - - - Walk
- - - - Jog
- - - Extended Jog
——— Lope
▬▬▬ Extended Lope
—//— Change Leads
⧉ Backup

Q17 – Aachen
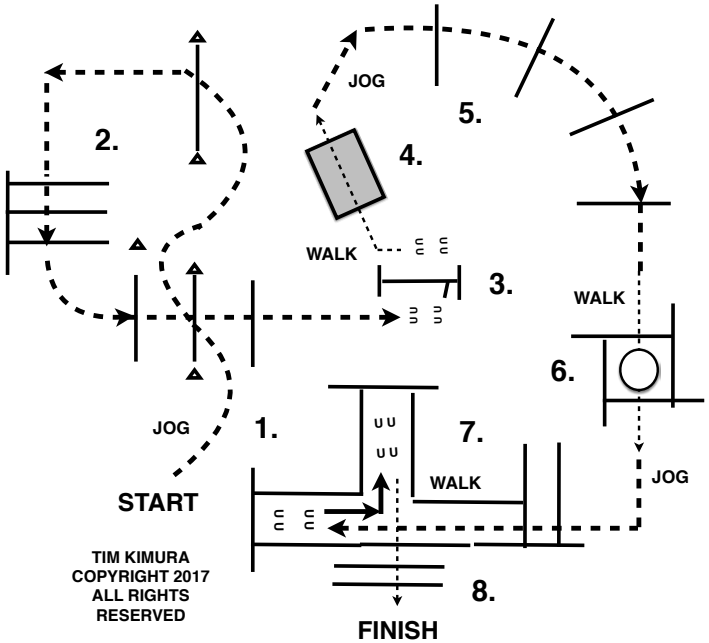
DEUTSCHE
QUARTER
HORSE
ASSOCIATION

Trail
Senior Finals

1. Gate: rh open, walk forward, then back through gate between cones and poles. Then walk forward and close gate.
2. You may walk forward again, then lope over poles (rl).
3. Extend the lope over poles (rl).
4. Break down to the jog, then jog over poles.
5. Extend the jog and extend the jog over poles.
6. Lope (ll) then extend the lope over poles (ll).
7. Collect the lope, then lope over poles (ll).
8. Change leads simple or flying then lope over poles (rl).
9. Break down to the jog, jog over poles.
10. Jog thru serpentine, jog over poles.
11. Jog over pole and stop, then walk into box, execute a 360° turn either way, walk out box.
12. Walk over poles.

- - - - - - Walk
- - - - Jog
— — — Extended Jog
——— Lope
━━━ Extended Lope
⫽ Change Leads
⫸ Backup

DEUTSCHE
QUARTER
HORSE
ASSOCIATION

Trail
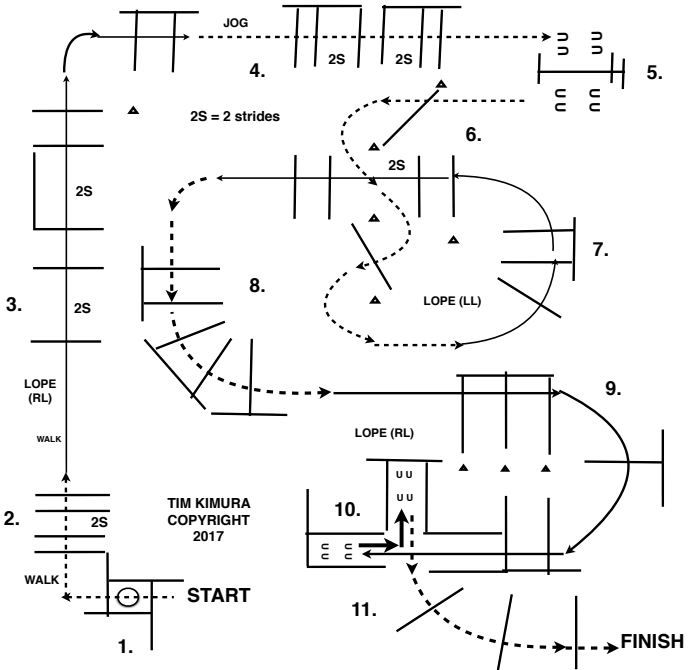# In Hand

Legend:
- ..... Walk
- - - - Jog
- – – Extended Jog
- —— Lope
- ▬▬ Extended Lope
- ⫽ Change Leads
- ≣≣ Backup

1. Jog thru serpentine, jog over poles.
2. Jog over poles.
3. Jog up to gate: lh work gate.
4. Walk over bridge.
5. Jog over poles.
6. Stop or break to the walk, walk into box, execute a 360 turn right, walk out box.
7. Jog over poles, jog into chute, stop, back „L" around corner.
8. Walk over poles.
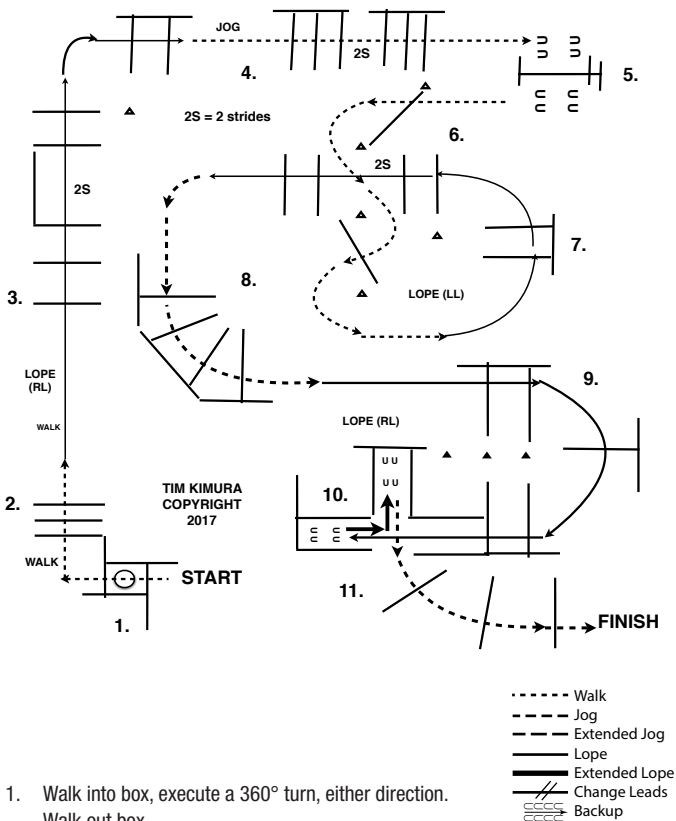
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Trail
Amateur & Select (Finals)

1. Walk into box, execute a 360° turn, either direction, walk out box.
2. Walk over poles.
3. Lope over poles (rl).
4. Break to jog, jog over poles.
5. Jog to gate. Gate rh walk over pole and close gate.
6. Jog thru serpentine, jog over poles.
7. Lope over poles (ll).
8. Break to jog, jog over poles.
9. Lope over poles, (rl).
10. Lope into chute and stop in chute. Back between poles, back around corner.
11. Jog out chute, jog over poles.

Trail
SSA Graduate

1. Walk into box, execute a 360° turn, either direction. Walk out box.
2. Walk over poles.
3. Lope over poles (rl).
4. Break to jog, jog over poles.
5. Jog to gate. Gate rh walk over pole and close gate.
6. Jog thru serpentine, jog over poles.
7. Lope over poles (ll).
8. Break to jog, jog over poles.
9. Lope over poles, (rl).
10. Lope into chute and stop in chute. Back between poles, back around corner.
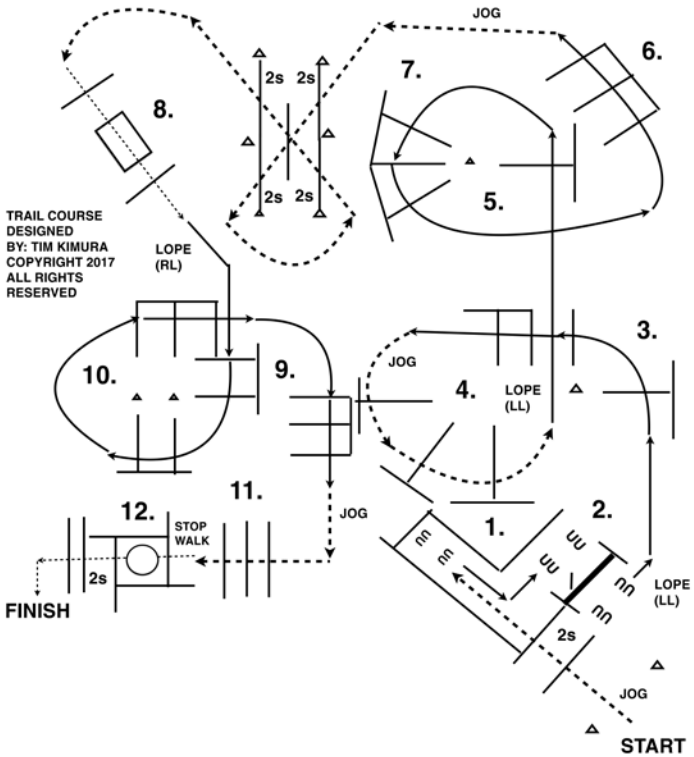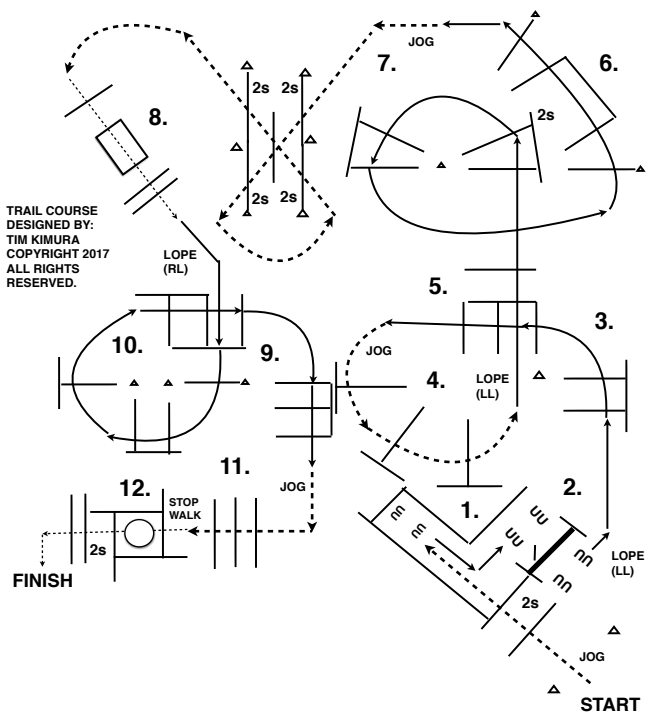11. Jog out chute, jog over poles.

Q17 – Aachen

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ASSOCIATION

Trail
Futurity

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1. Jog over poles, jog into chute, stop and back to gate.
2. Gate: lh open, walk over pole, and then close gate.
3. Lope over poles (ll).
4. Break to the jog, jog over poles.
5. Lope over 4 poles (ll).
6. Lope over 3 more poles (ll).
7. Break to the jog, jog over poles, jog around cones.
8. Stop or break to the walk, walk over poles and bridge.
9. Lope over 4 poles (rl).
10. Lope over 6 more poles (rl).
11. Break to the jog, jog over poles, stop in gap before box.
12. Walk over pole and into box, execute a 360° turn either way, then walk out box, and walk over poles.

· · · · · · Walk
– – – – Jog
– – – Extended Jog
———— Lope
———— Extended Lope
⫻ Change Leads
⊑⊑⊑ Backup

Trail
Maturity

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Legend:
- · · · · · Walk
- – – – Jog
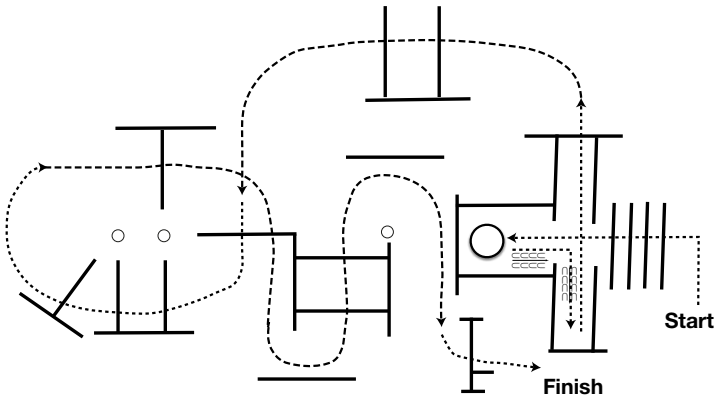- – – – Extended Jog
- ——— Lope
- ▬▬▬ Extended Lope
- ⫽ Change Leads
- ≋ Backup

1. Jog over poles, jog into chute, stop and back to gate.
2. Gate: lh open, walk over pole, and then close gate.
3. Lope over poles (ll).
4. Break to the jog, jog over poles.
5. Lope over 6 poles (ll).
6. Lope over 4 more poles (ll).
7. Break to the jog, jog over poles, jog around cones.
8. Stop or break to the walk, walk over poles and bridge.
9. Lope over 5 poles (rl).
10. Lope over 6 more poles (rl).
11. Break to the jog, jog over poles, stop in gap before box.
12. Walk over pole and into box, execute a 360° turn either way, then walk out box, and walk over poles.
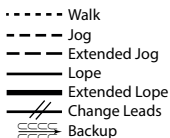
Trail
EWD

Walk ·······
Jog -----
Extended Jog — — —
Lope ——
Extended Lope ▬▬
Change Leads ⤢
Backup ⮂

Start

Finish

1. Walk over poles into chute
2. Stop, 360° turn either way
3. Back up
4. Walk over pole
5. Trot over poles
6. Walk over poles
7. Jog over poles
8. Walk through open gate

Herzlich Willkommen
auf der

**International DQHA
Championship 2017**

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

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