



über 100.000 Euro Preisgeld

International DQHA Championship 2016

Aachen / Soers, ALRV-Gelände

30.09. - 09.10.2016

Pattern- Book



only valid in combination with entry fee



DEUTSCHE
QUARTER
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ASSOCIATION

Q16 – Patternheft

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

Reining	AQHA Shows	Final.
Level 1 (Green) Open	8	
Junior	11	6
Senior	10	11
L1 Amateur	8	
L1 Youth	6	
Amateur	1	11
Youth	6	4
Select Amateur	4	8
Graduate	8	
Maturity	6	
Futurity	5	

Ranch Reining	AQHA Shows
Ranch Reining Open	2
Ranch Reining Amateur	2

**Working Cowhorse**

Junior
Youth
Amateur
Senior

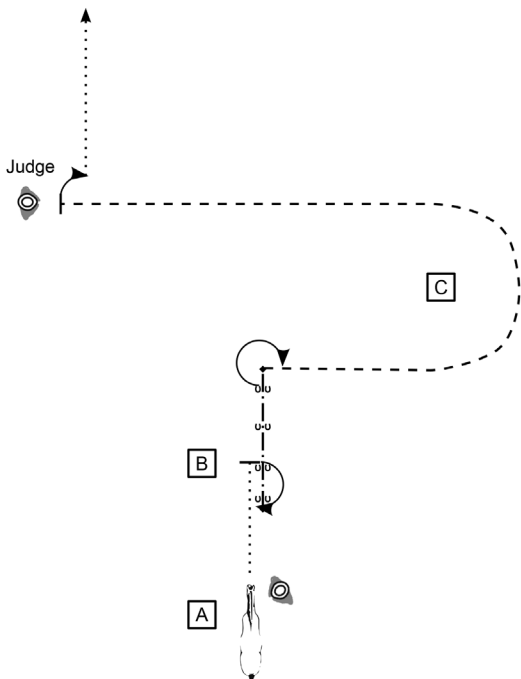
AQHA Shows

4
4
12
12

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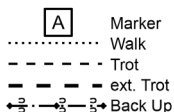
Trail	Tim Kimura
EWD Pattern	Sandra Schmitz Horseshowpatterns.com Tim Kimura
Showmanship, Horsemanship, Hunt Seat Equitation	Pierre Ouellet
Ranch Riding	Michaela Kayser
Other Patterns	AQHA

Showmanship at Halter L1 Amateur / L1 Youth



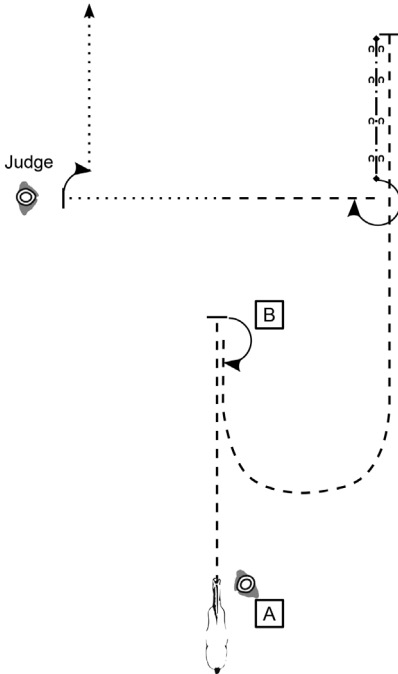
Be ready at A.

1. Walk to B.
2. Perform a 180° turn.
3. Back approx. one horse length.
4. Perform a 270° turn.
5. Trot around C and to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 90° turn.
8. Walk straight away from judge.



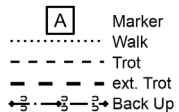
Follow the instructions of your ring steward.

Showmanship at Halter Amateur / Youth / Select Amateur



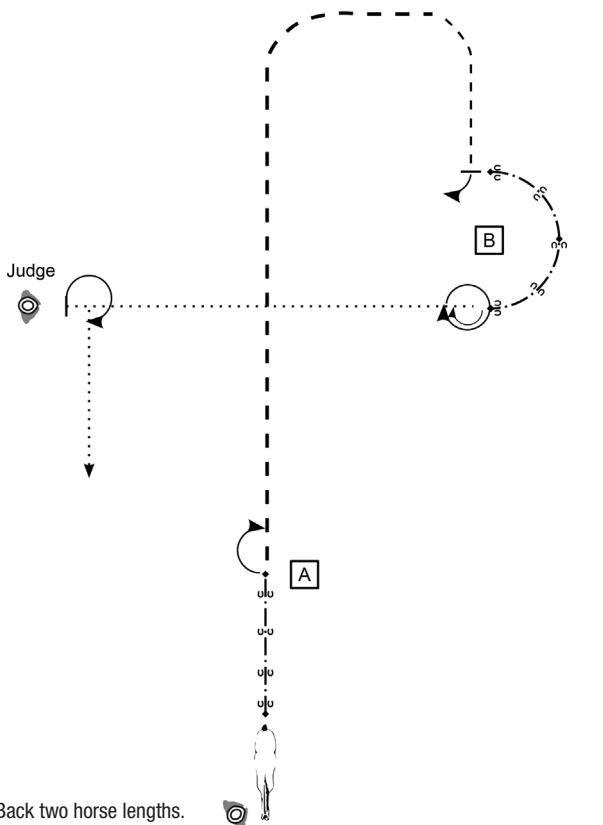
Be ready at A.

1. Trot to B.
2. Stop and perform a 180° turn.
3. Trot a half circle, then trot straight until past judge.
4. Back until your horse's hip is even with judge.
5. Perform a 270° turn.
6. Trot halfway to judge, then walk to judge. Stop and set up for inspection.
7. When dismissed, perform a 90° turn and walk straight away.

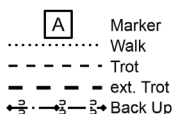


Follow the instructions of your ring steward.

Showmanship at Halter Youth (Final)

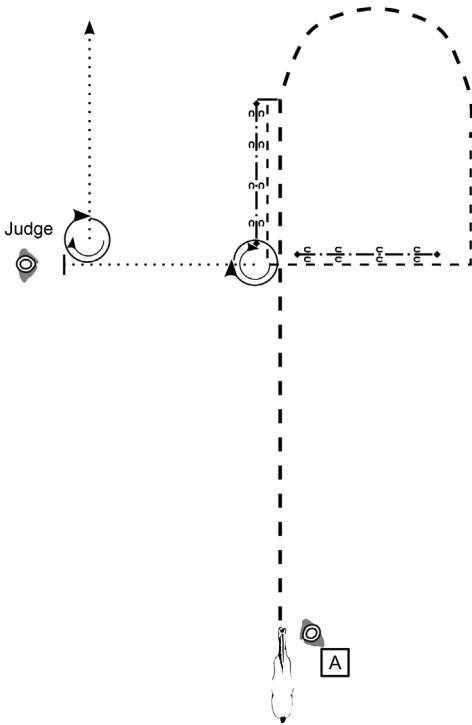


1. Back two horse lengths.
2. Perform a 180° turn.
3. Extended trot.
4. Trot, Stop. Perform a 90° turn.
5. Back around B in line with judge.
6. Perform a 540° turn and walk to judge.
7. Stop and set up for inspection.
8. When dismissed, perform a 270° turn and walk straight away.



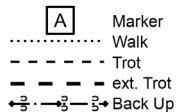
Follow the instructions of your ring steward.

Showmanship at Halter Amateur / Select Amateur (Finals)



Be ready at A.

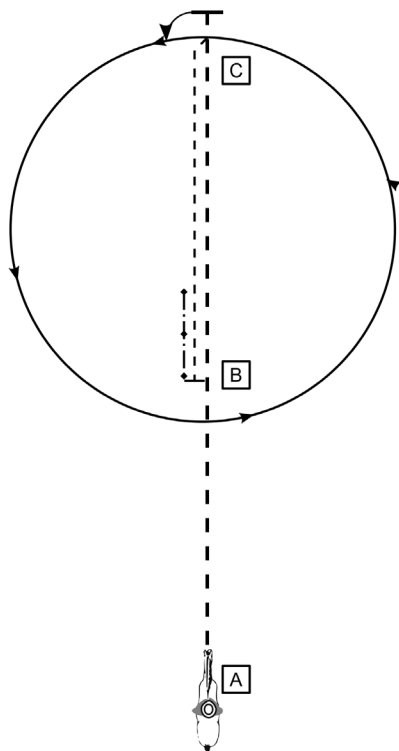
1. Extended trot in an arc as shown.
2. Slow to the trot before the square corner and complete two square corners to the right.
3. Stop and back two horse lengths.
4. Execute a 630° turn and back two horse lengths.
5. Walk to judge and set up for inspection.
6. When dismissed, perform a 450° turn.
7. Walk to the exit.



Follow the instructions of your ring steward.

Western Horsemanship

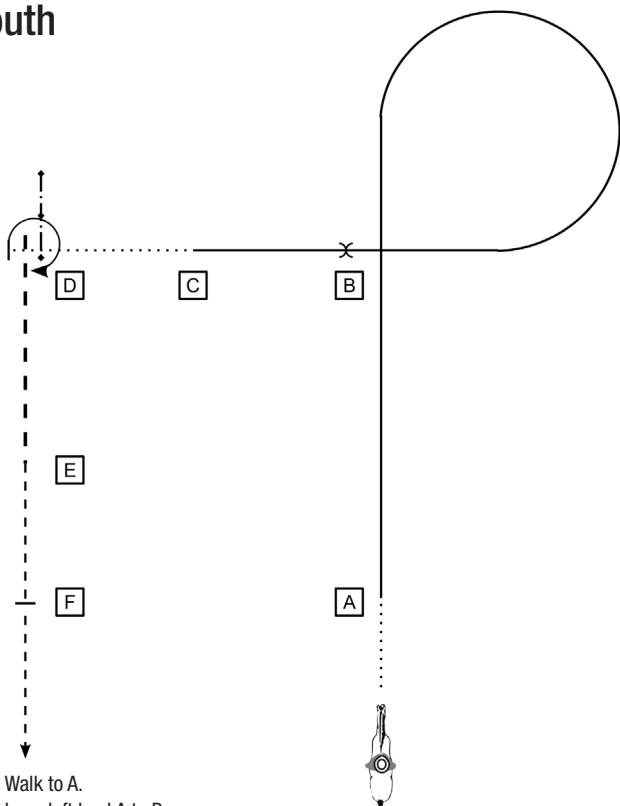
L1 Amateur / L1 Youth



1. Extended trot past C.
2. Stop. Do a 90° turn to the left.
3. Lope immediately off on the left lead.
4. Do a small circle to the left.
5. When even with top of C, break to a jog.
6. Jog to B.
7. Stop and back.
8. Exit at judge's signal.

A	Marker
.....	Walk
- - - - -	Jog
- - - - -	ext. Jog
—————	Lope
—————	ext. Lope
← - - - - →	Backup
no →	Sidepass
————— X ———	Lead Change

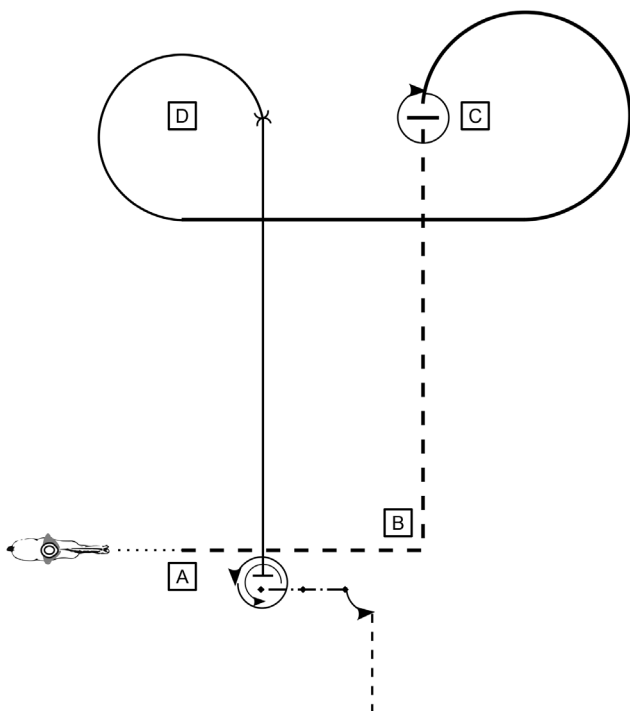
Western Horsemanship Youth



1. Walk to A.
2. Lope left lead A to B.
3. Continue on left lead counter canter back to B.
4. Change lead at B and continue on right lead to C.
5. At C make transition to walk with no loss of rhythm or forward motion.
6. Walk past D and stop.
7. Turn 270° right.
8. Back 5 steps.
9. Extend trot to E.
10. Jog E to F.
11. At F stop to show completion of pattern.
12. Jog to exit.

[A]	Marker
.....	Walk
- - - - -	Jog
- - - - -	ext. Jog
—————	Lope
—————	ext. Lope
◄ · · · · · ►	Backup
no →	Sidepass
————— X —————	Lead Change

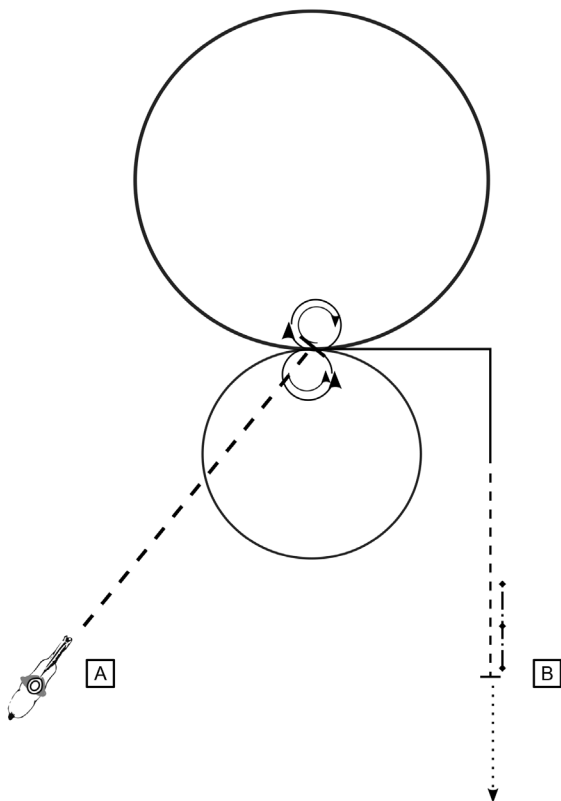
Western Horsemanship Amateur / Select Amateur



1. Walk to A.
2. Extended jog, making a corner, past B to C.
3. Stop at C, execute a 360° turn to the right.
4. Lope a large circle with speed around C and continue to D.
5. At D, slow to regular lope.
6. Lope a small circle around D. Change to left lead at „X“.
7. Lope on the left lead to A°
8. Execute a 1 3/4 turn to the left.
9. Back one horse length. Execute a 1/4 turn.
10. Exit arena at the jog.

[A]	Marker
.....	Walk
- - - - -	Jog
- - - - -	ext. Jog
—————	Lope
—————	ext. Lope
← · · · · · →	Backup
····· →	Sidepass
————— X	Lead Change

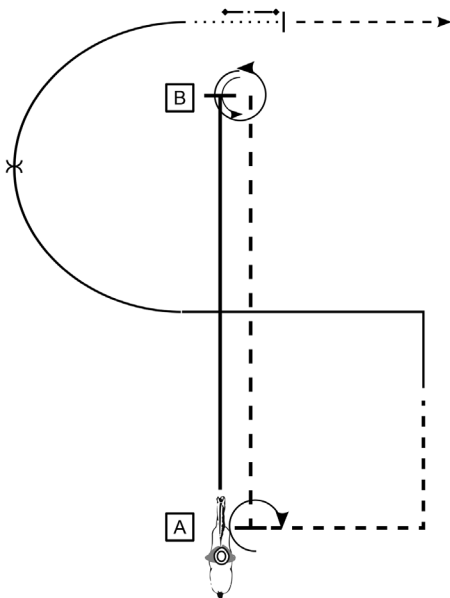
Western Horsemanship Youth (Final)



1. Extended trot to middle of the arena. Stop and execute a $1 \frac{5}{8}$ turn to the right.
2. Lope a large circle to the right with speed. Change leads.
3. Lope a smaller circle with moderate speed to the left. Stop and execute a $1 \frac{1}{2}$ turn to the left.
4. Lope on the left lead. Counter loping the corner.
5. Jog, Stop and back.
6. Exit at a walk.

A	Marker
.....	Walk
- - - - -	Jog
- - - - -	ext. Jog
—————	Lope
—————	ext. Lope
← · · · · · →	Backup
no →	Sidepass
————— X	Lead Change

Western Horsemanship Amateur (Final)

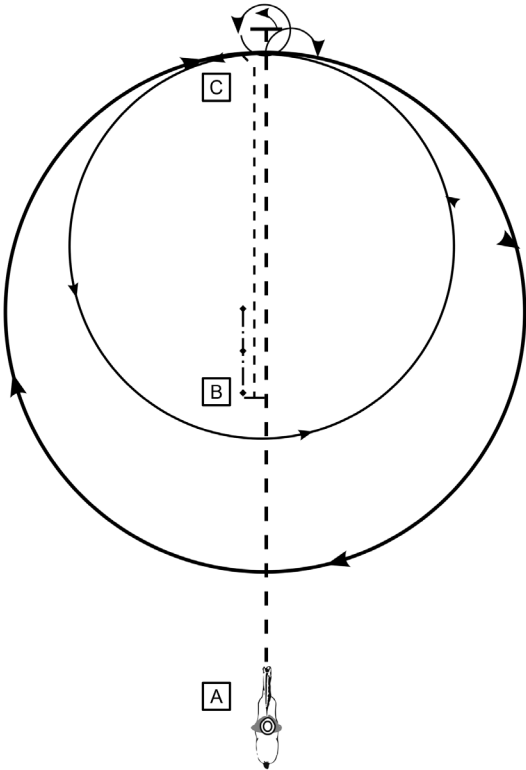


Be ready at A.

1. Lope on the right lead increasing speed to B.
2. Stop and execute a 540° turn to the left.
3. Extended trot back to A.
4. Stop and execute a 270° turn to the right.
5. Extended trot a square corner to the left.
6. Pick up left lead as shown.
7. Continue on the left lead in half a circle and change leads as shown.
8. Break to a walk and walk two horse lengths.
9. Stop and back one horse length and jog to exit.

A	Marker
.....	Walk
- - - - -	Jog
- - - - -	ext. Jog
—————	Lope
—————	ext. Lope
← · · · · · →	Backup
no →	Sidepass
————— X	Lead Change

Western Horsemanship Select Amateur (Final)

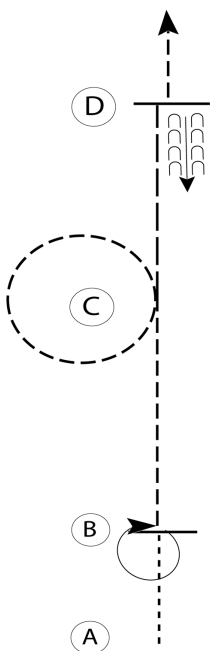


1. Extended trot past C.
2. Stop. Do a 1 1/4 turn to the left.
3. Lope immediately off on left lead.
4. Do a small circle to the left.
5. Stop when even with top of C and do 1/2 turn to the right.
6. Lope immediately off on right lead.
7. Lope large fast circle to the right.
8. When even with top of C, break to a jog.
9. Jog to B, stop and back.
10. Exit to rail at judge's signal.

[A]	Marker
.....	Walk
- - - - -	Jog
- - - - -	ext. Jog
—————	Lope
—————	ext. Lope
◄ - - - - - ►	Backup
no>	Sidepass
————— X	Lead Change

Western Horsemanship

EWD

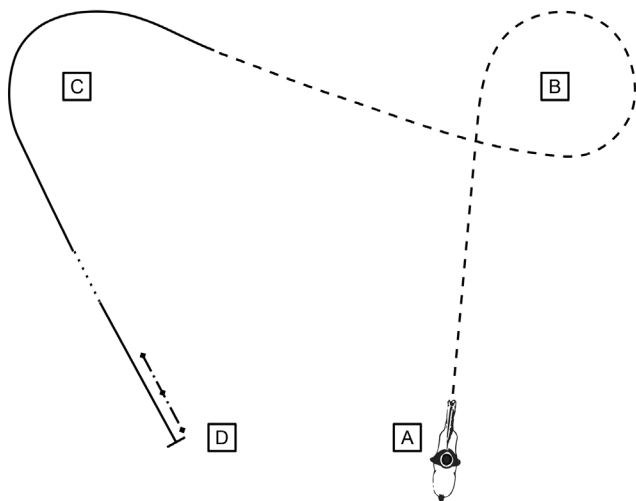


Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	↘
Back	← C C C C C
Marker	(B)
Sidepass	←-----→

1. Walk from A to B.
2. At B stop and perform a 360 degree turn on the hindquarters to the right.
3. Jog to C, and jog a circle around C to the left.
4. Extend the jog to D.
5. At D stop, back five steps, and jog to the line.

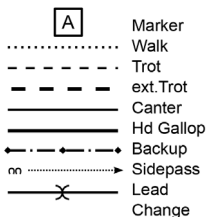
Hunt Seat Equitation

L1 Amateur / L1 Youth



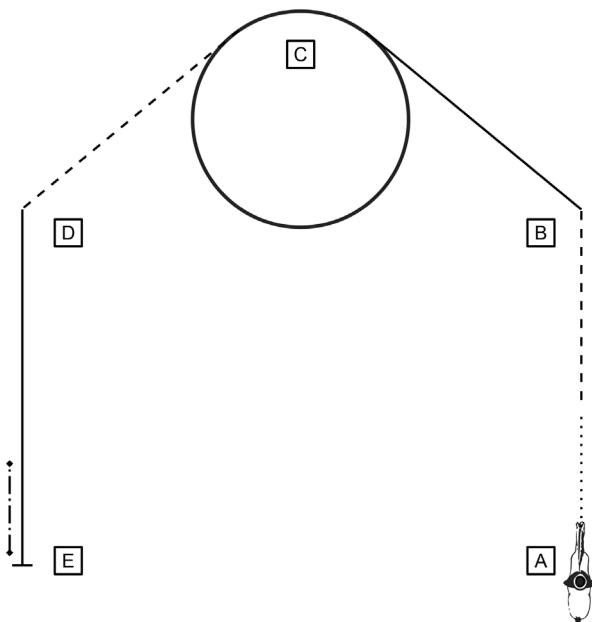
Be ready at A.

1. Trot on left diagonal around B.
2. Change diagonals at mid-point to C.
3. Canter on left lead around C.
4. At mid-point to D, walk 2 strides.
5. Depart on right lead to D.
6. Stop and back.
You are excused.



Follow the instructions of your ring steward.

Hunt Seat Equitation Youth



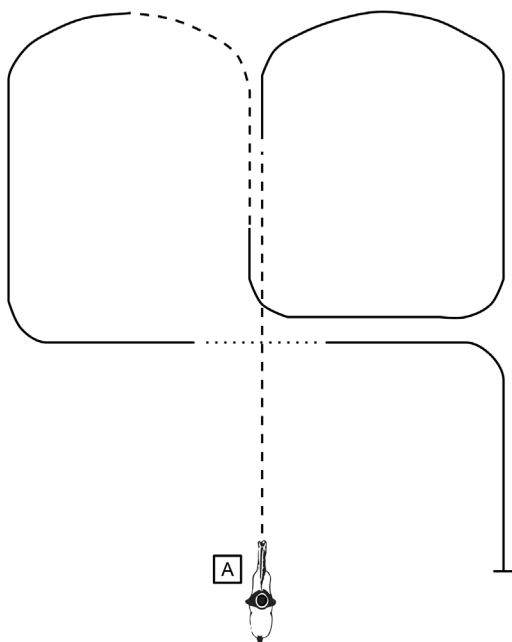
Be ready at A.

1. Walk approx. 2 horse lengths from A.
2. Trot on the right diagonal to B.
3. Canter on left lead to C.
4. Hand gallop a circle around C.
5. Trot on the left diagonal to D.
6. Canter on the right lead to E.
7. Halt at E and back approx. one horse length.

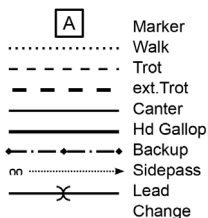
When dismissed, follow the instructions of your ring steward.

[A]	Marker
.....	Walk
- - - - -	Trot
- - - - -	ext. Trot
—————	Canter
—————	Hd Gallop
← · · · · · →	Backup
no →	Sidepass
————— X	Lead Change

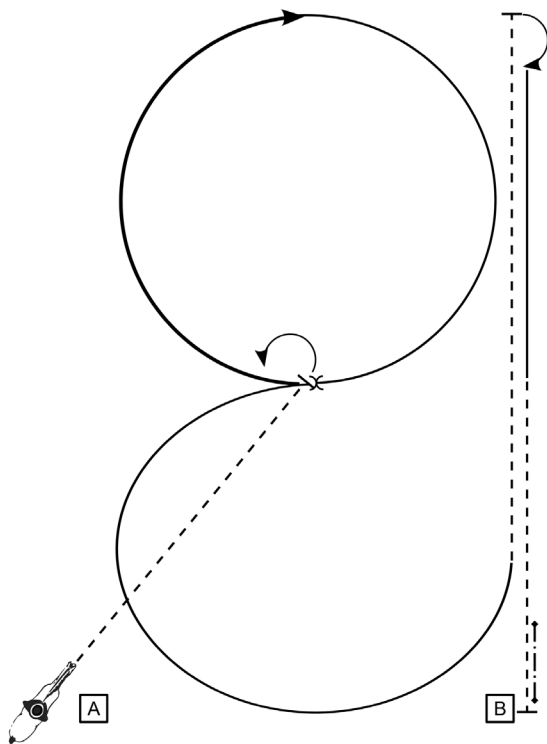
Hunt Seat Equitation Amateur / Select Amateur



1. Sitting trot $1/2$ line.
2. Posting trot left diagonal, $1/2$ line.
3. Canter on right lead.
4. Posting trot right diagonal.
5. Canter on left lead.
6. Change leads through walk.
7. Canter on right lead.
8. Halt.
9. Exit at a walk or trot.



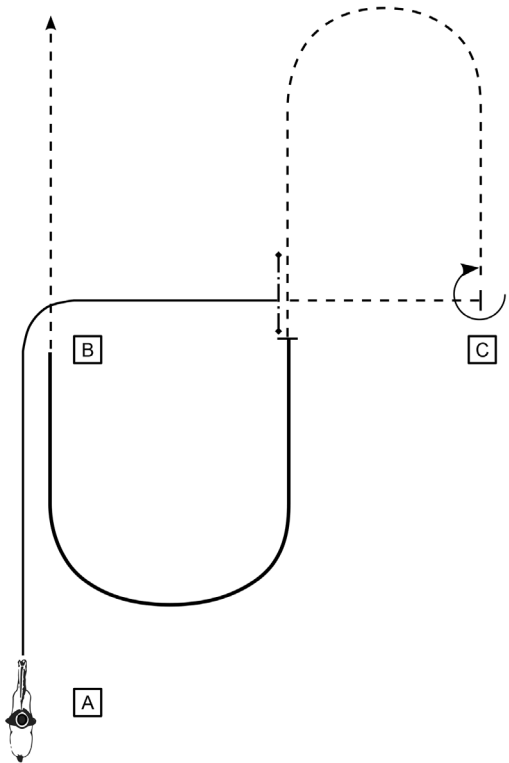
Hunt Seat Equitation Youth (Final)



1. Sitting trot half way and posting trot left diagonal to halt.
2. Execute a 135° turn on the forehand to the left.
3. Hand gallop right lead half a circle.
4. Canter and change lead at center.
5. Canter 3/4 circle left lead, posting trot right diagonal.
6. Halt, execute a 180° turn on the forehand to the right.
7. Canter left lead, half way sitting trot.
8. Halt, back one horse length.

A	Marker
.....	Walk
- - - - -	Trot
- - - - -	ext. Trot
—————	Canter
—————	Hd Gallop
← · · · · · →	Backup
no →	Sidepass
————— X	Lead Change

Hunt Seat Equitation Amateur / Select Amateur (Finals)

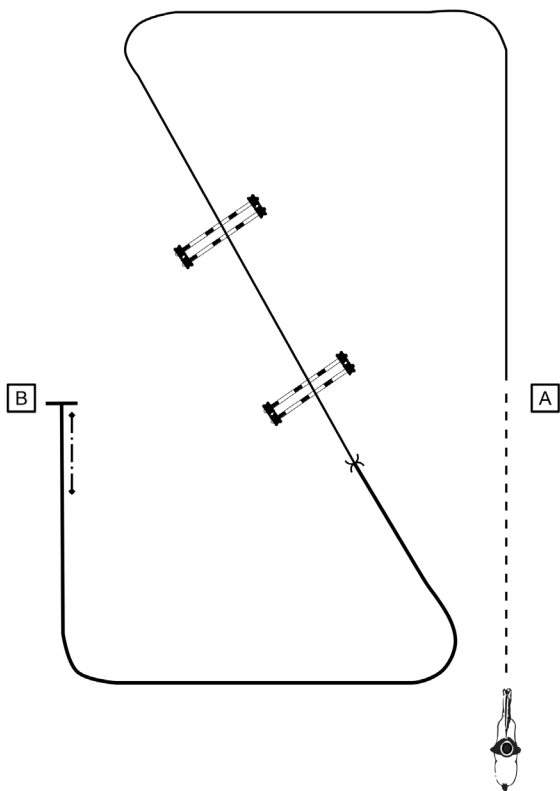


Be ready at A.

1. Canter left lead.
2. Counter canter around B.
3. Break to trot on the left diagonal between B and C.
4. At C, halt and perform a 270° forehand turn to the right.
5. Trot in the 2 point position as shown.
6. Halt between B and C and back one horse length.
7. Hand gallop right lead to B.
8. When beside B exit at the trot on the right diagonal.

A	Marker
.....	Walk
- - - - -	Trot
- - - - -	ext. Trot
—————	Canter
—————	Hd Gallop
← · · · · · →	Backup
no →	Sidepass
————— X	Lead Change

Hunter Hack all classes

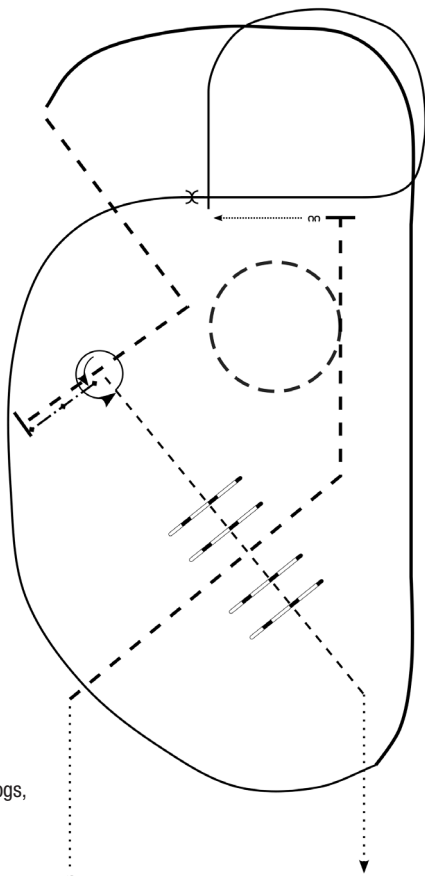


1. Trot to A.
2. At A, canter left lead.
3. Jump two fences.
4. Flying lead change (if not already done), hand gallop to B.
5. Stop at B, hesitate 5-10 sec., back up approx. 2 meters.

[A]	Marker
.....	Walk
- - - - -	Trot
- - - - -	ext. Trot
—————	Canter
—————	Hd Gallop
← · · · · · →	Backup
no →	Sidepass
————— X	Lead Change

Ranch Riding

L1 Amateur / L1 Youth



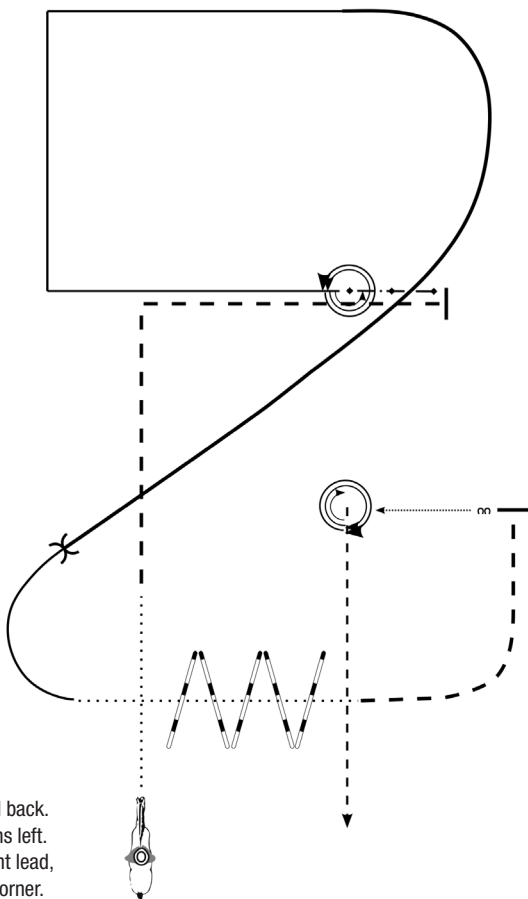
1. Walk.
2. Ext. trot between logs, circle, stop.
3. Sidepass (approx. 3 meters).
4. Lope right lead.
5. Lead change (simple or flying)..
6. Lope left lead.
7. Ext. lope.
8. Ext. trot corner.
9. Stop and back.
10. 450° turn left.
11. Trot over.
12. Walk out.



A	Marker
.....	Walk
- - - - -	Trot
- - - - -	ext. Trot
—————	Lope
—————	ext. Lope
◄ - - - - - ►	Backup
m>	Sidepass
————— X	Lead Change

Ranch Riding

Junior Open / Select Amateur / Youth

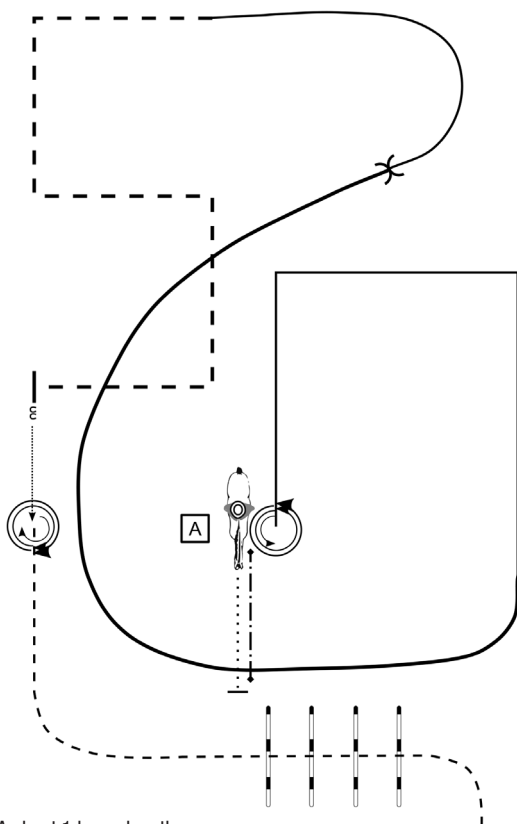


1. Walk.
2. Ext. trot.
3. Stop and back.
4. 2 1/2 turns left.
5. Lope right lead, square corner.
6. Ext. lope.
7. Lead change simple or flying).
8. Lope left lead.
9. Walk over.
10. Ext. trot, stop.
11. Sidepass (approx. 3 meters).
12. 2 1/2 turns right.
13. Trot out.

A	Marker
.....	Walk
- - - - -	Trot
- - - - -	ext. Trot
—————	Lope
—————	ext. Lope
← · · · · · →	Backup
m →	Sidepass
————— X	Lead Change

Ranch Riding

Senior Open / Amateur

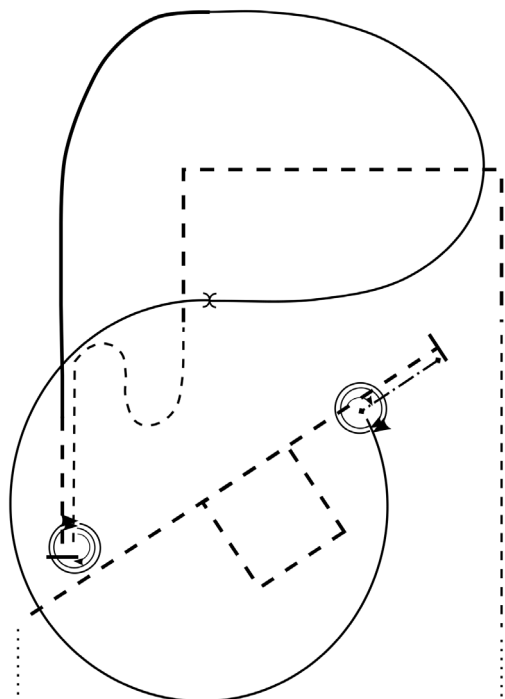


1. Walk from A about 1 horse length.
2. Stop and back.
3. 2 1/2 turns left.
4. Lope right lead, square corners.
5. Ext. lope.
6. Lead change (simple or flying).
7. Lope left lead.
8. Ext. trot, square corners, stop.
9. Sidepass (approx. 3 meters).
10. 2 3/4 turns right.
11. Trot.
12. Trot over.

THE FOLLOWING

A	Marker
.....	Walk
-----	Trot
-----	ext. Trot
—————	Lope
—————	ext. Lope
←- - - - ->	Backup
no>	Sidepass
————— X	Lead Change

VRH Ranch Riding Futurity / Maturity



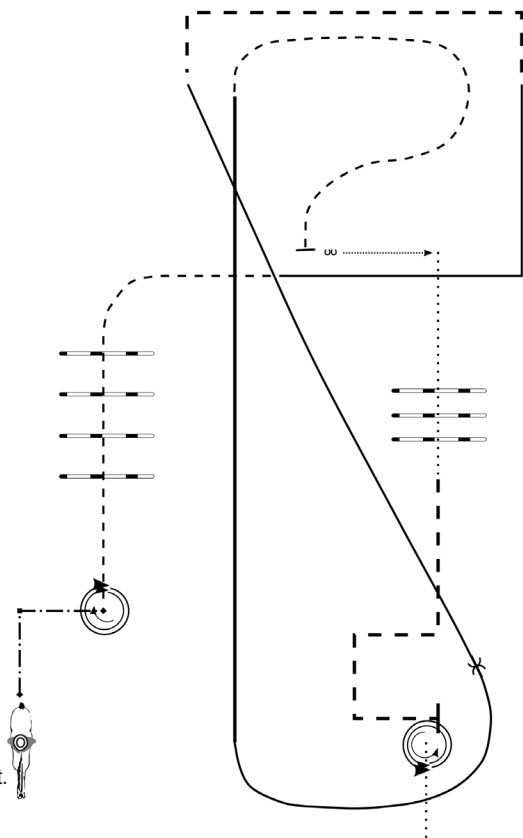
1. Walk.
2. Ext. trot with square.
3. Stop and back.
4. 2 1/4 turns right.
5. Lope right lead.
6. Lead change simple or flying).
7. Lope left lead.
8. Ext. lope.
9. Ext. trot, stop.
10. 2 1/2 turns right.
11. Trot serpentine.
12. Ext. trot, square corners.
13. Trot.
14. Walk.



A	Marker
.....	Walk
- - - - -	Trot
- - - - -	ext. Trot
—————	Lope
—————	ext. Lope
← - - - - →	Backup
no →	Sidepass
————— X	Lead Change

Ranch Riding

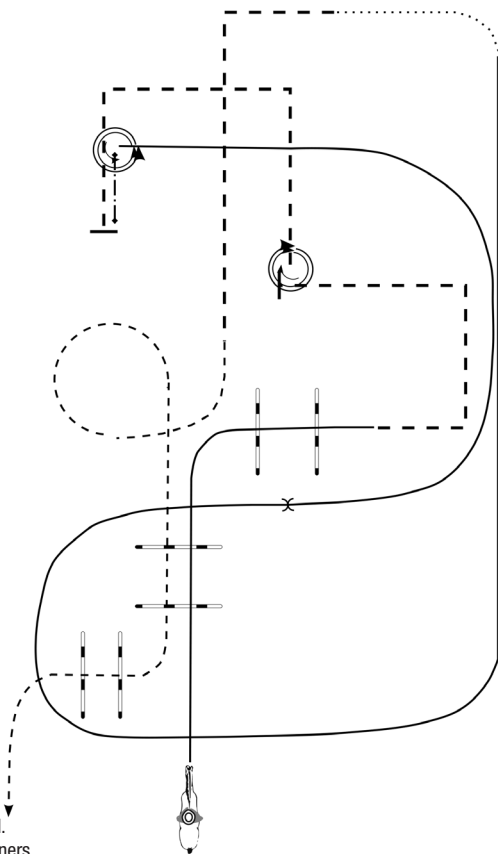
Junior Open / Select Amateur / Youth (Finals)



1. Back corner.
2. 2 1/4 turns right.
3. Trot over.
4. Lope left lead.
5. Ext. trot.
6. Lope left lead.
7. Lead change (simple or flying).
8. Lope right lead.
9. Ext. lope.
10. Trot.
11. Sidepass (approx. 3 meters).
12. Walk over.
13. Ext. trot with square corners, stop.
14. 2 1/4 turns left.
15. Walk

A	Marker
.....	Walk
-----	Trot
-----	ext. Trot
-----	Lope
-----	ext. Lope
←- - - - ->	Backup
no>	Sidepass
-----X-----	Lead Change

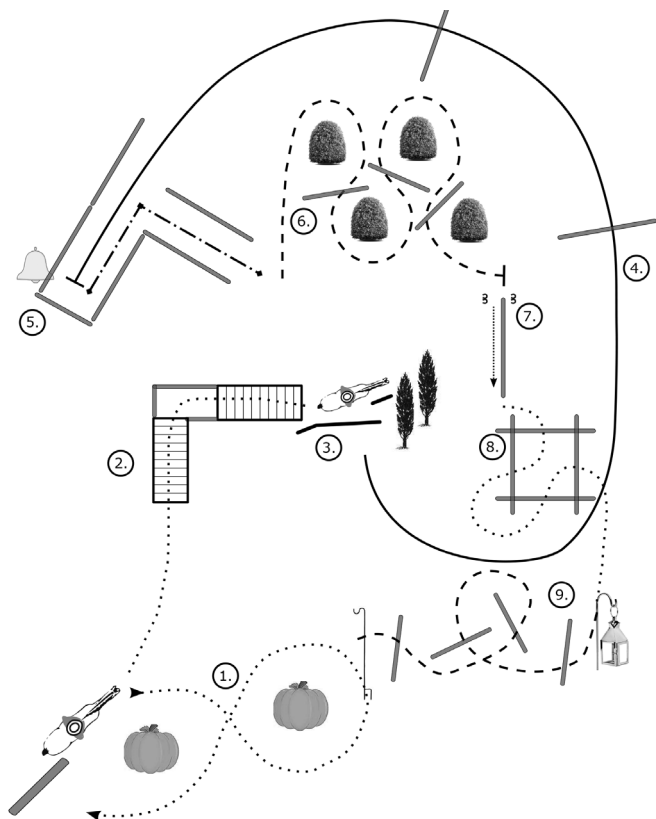
Ranch Riding Senior Open / Amateur (Finals)



1. Lope over right lead.
2. Ext. trot, square corners.
3. 2 1/4 turns right.
4. Ext. trot, square corners.
5. Stop and back.
6. 2 1/4 turns left.
7. Lope right lead.
8. Lead change (simple or flying).
9. Lope left lead.
10. Ext lope.
11. Walk.
12. Ext.trot.
13. Trot circle.
14. Trot over.

A	Marker
.....	Walk
- - - - -	Trot
- - - - -	ext. Trot
—————	Lope
—————	ext. Lope
◄- - - - ->	Backup
m>	Sidepass
————— X	Lead Change

Ranch Trail

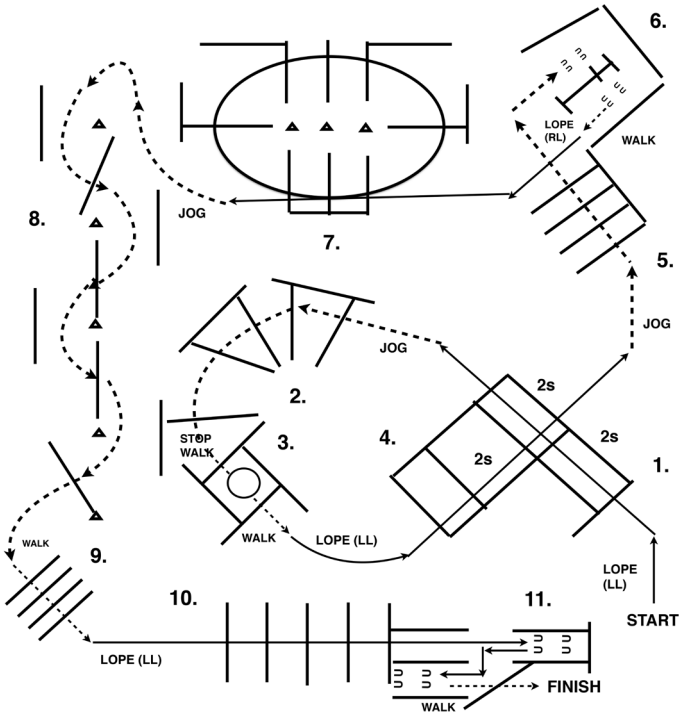


1. Log drag.
2. Bridge.
3. Gate (right hand).
4. Lope over (left lead),
lope in to chute.
5. Ring bell, back up.
6. Jog through and over.
7. Sidepass (right).
8. Walk through box.
9. Pick up light, trot over,
hang light on post.

A	Marker
.....	Walk
- - - - -	Jog
—————	Lope
←-----←	Backup
∞----->	Sidepass

Trail

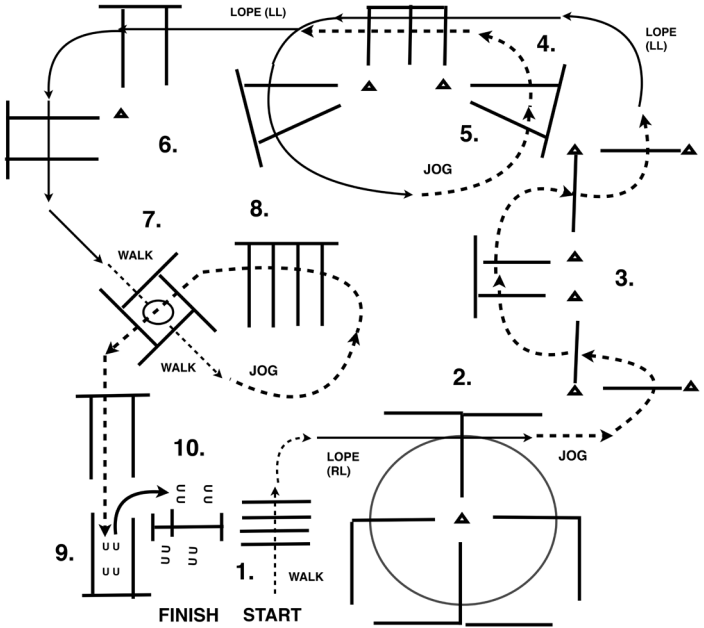
Amateur and Select Finals Graduate



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1. Lope over poles (left lead).
2. Jog over poles.
3. Jog over pole, stop in gap, walk into box, execute a 360° turn either direction, walk out box.
4. Lope over poles (left lead).
5. Jog over poles, jog up to gate.
6. Gate: right hand open, walk over pole, close gate.
7. Lope over poles (right lead).
8. Jog thru serpentine, jog over poles.
9. Stop or break to walk, walk over poles.
10. Lope over poles (left lead), stop.
11. Back chute to chute, walk out over pole.

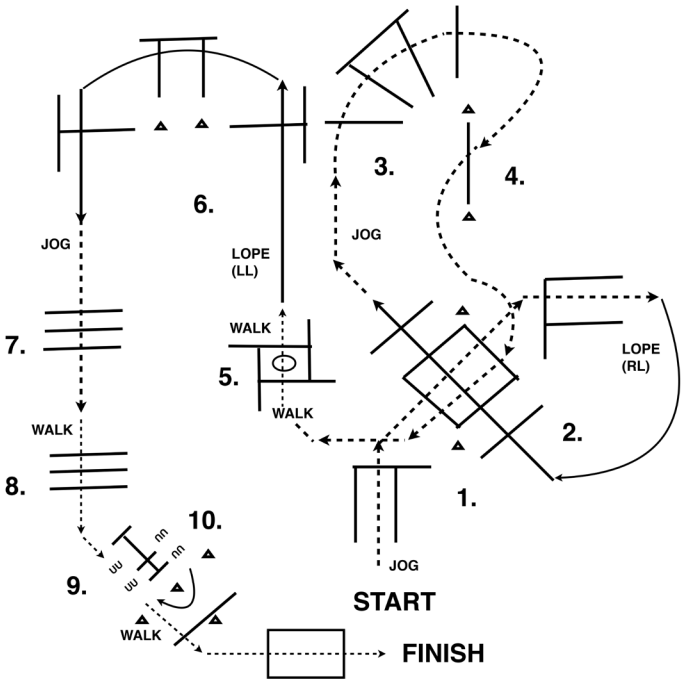
Trail Amateur & Select Youth Finals



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1. Walk over poles.
2. Lope over poles (right lead).
3. Jog thru serpentine.
4. Lope over poles (left lead).
5. Jog over poles.
6. Lope over poles (left lead).
7. Stop or break to walk,
walk into box, 360° turn either way, walk out box.
8. Jog over poles.
9. Jog into chute, back to gate.
10. Gate: left hand walk over pole, close.

Trail Futurity

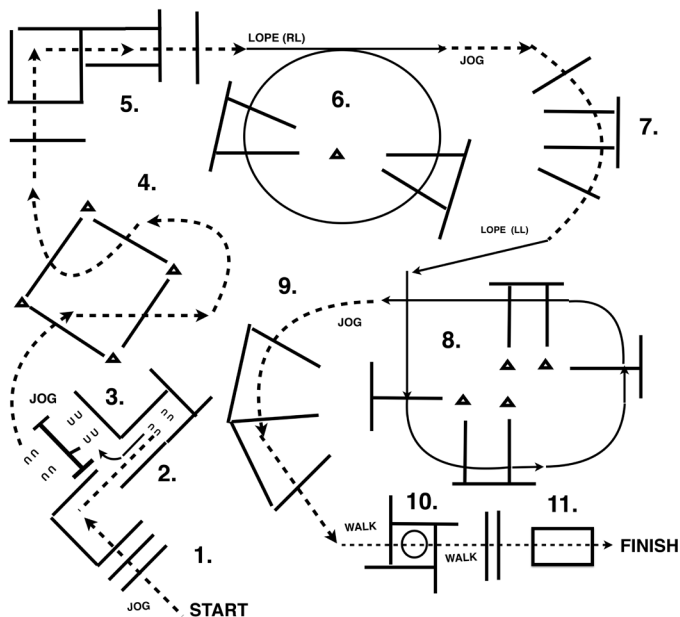


1. Jog over poles.
2. Lope over poles (right lead)
3. Jog over poles.
4. Jog thru serpentine, jog over poles.
5. Stop or break to walk, then walk into box, execute a 360 turn either way, walk out.
6. Lope over poles (left lead).
7. Jog over poles.
8. Stop or break to walk, walk over poles.
9. Walk up to gate, left hand open, walk over pole and close gate.
10. Back "U" around cones and gate.
11. Walk over pole and walk over bridge.

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Trail

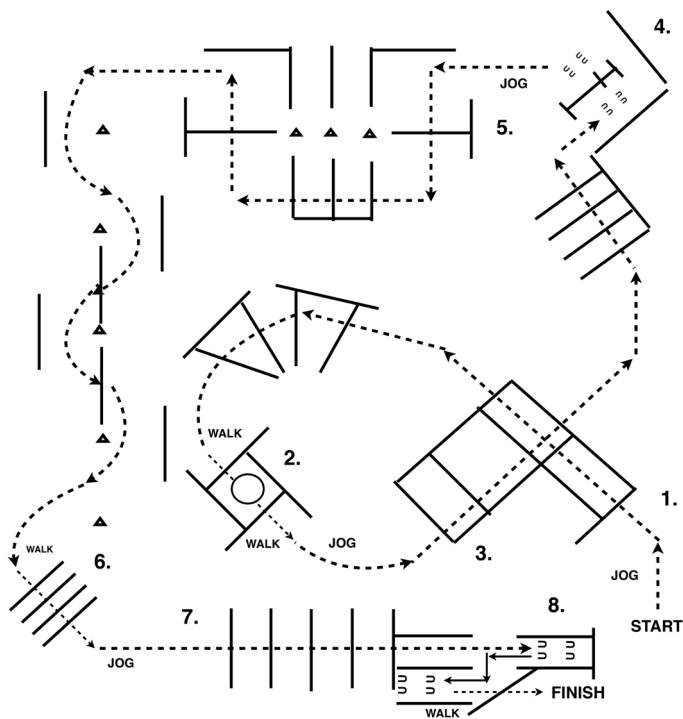
Novice Youth & Novice Amateur Youth And Green Horses



Tim The Trail Man
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1. Jog over poles, jog into chute.
2. Back thru poles up to gate.
3. Gate: right hand open, ride thru, close.
4. Jog thru serpentine, jog over poles.
5. Jog over poles.
6. Lope over poles (right lead).
7. Jog over poles.
8. Lope over poles (left lead).
9. Jog over poles.
10. Stop or break to walk, walk into box, execute a 360° turn either way, walk out.
11. Walk over poles and bridge.

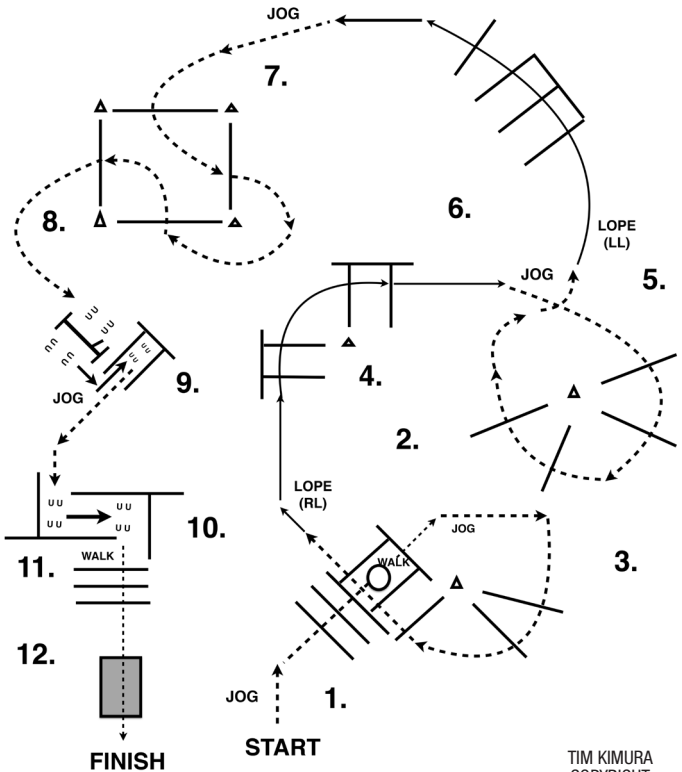
Trail In Hand



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1. Jog over poles.
2. Stop or break to walk, walk into box, execute a 360° turn either way, walk out box.
3. Jog over poles, jog up to gate.
4. Gate: left hand open, walk thru, close.
5. Jog over poles, jog thru serpentine,
6. Stop or break to walk, walk over poles.
7. Jog over poles, jog into chute, stop.
8. Back chute to chute, walk out over pole.

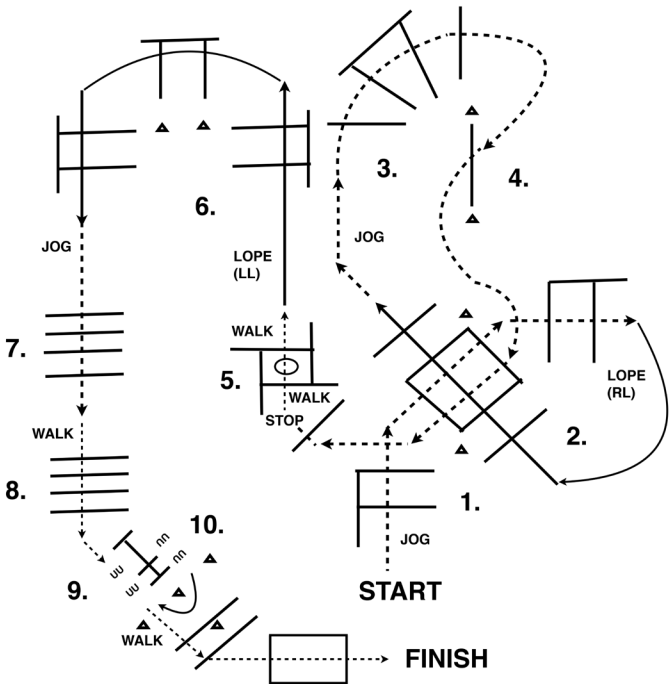
Trail Junior



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1. Jog over poles, jog into box.
2. Execute a 360° turn either way, walk out over pole.
3. Jog over poles.
4. Lope over poles (right lead).
5. Jog over poles.
6. Lope over poles (left lead).
7. Jog around cones, jog over poles, jog to gate
8. Gate: right hand ride thru, close
9. Back around corner, back between poles, jog out.
You may walk a few steps first.
10. Jog into chute side pass left in gap, walk out.
11. Walk over poles.
12. Walk over bridge.

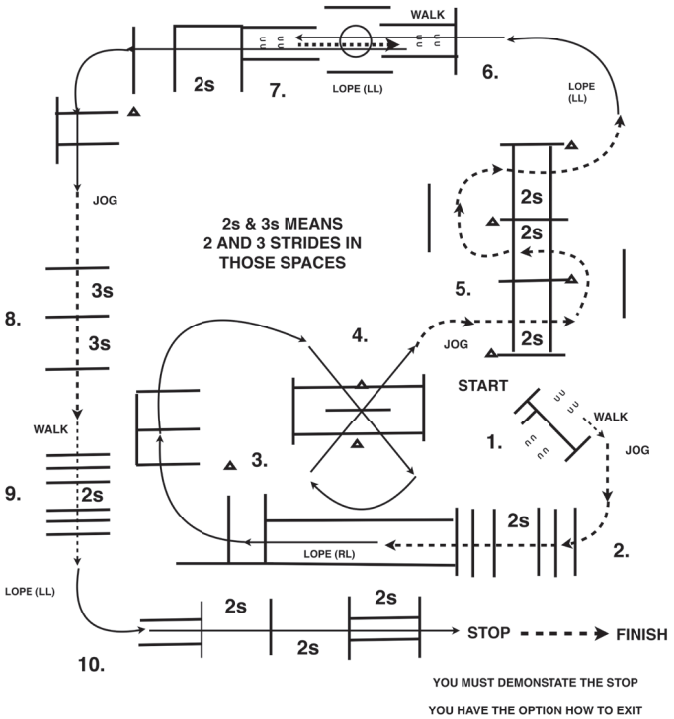
Trail Maturity



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1. Jog over poles.
2. Lope over poles (right lead).
3. Jog over poles.
4. Jog thru serpentine, jog over poles.
5. Jog over pole, stop then, walk into box, execute a 360° turn either way, walk out.
6. Lope over poles (left lead).
7. Jog over poles.
8. Stop or break to walk, walk over poles.
9. Walk up to gate, left hand open, Walk over pole and close gate.
10. Back "U" around cones and gate.
11. Walk over poles and walk over bridge.

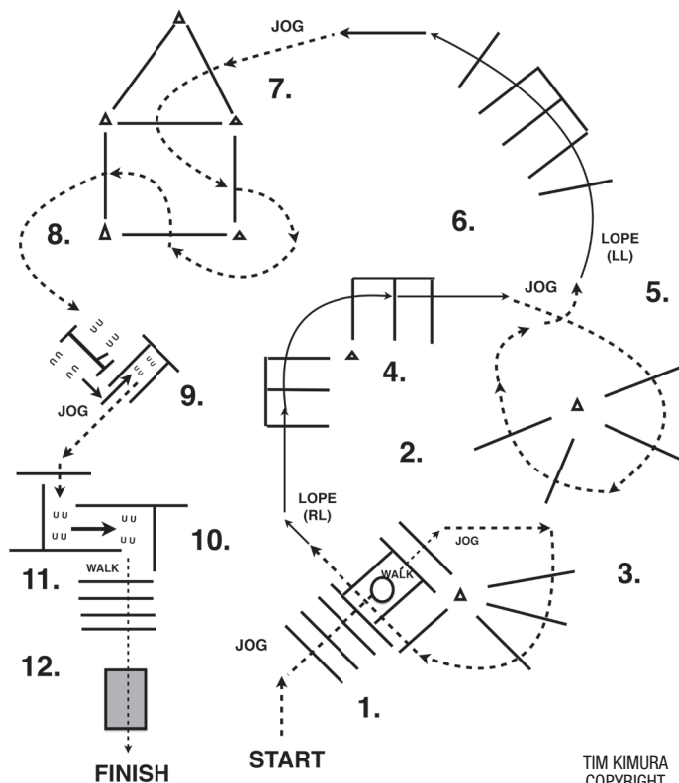
Trail Senior Finals



1. Gate: right hand open, walk over pole, close gate, walk a few steps.
2. Jog over poles.
3. Lope over poles (right lead).
4. Lope over poles (right lead).
5. Jog over poles, Jog thru serpentine.
6. Lope over pole and into chute (left lead), Back to gap, execute a 360° turn either way, back some more.
7. Lope out chute (left lead), lope over poles. You may walk a few steps first.
8. Break to jog, jog over poles.
9. Stop or break to walk, walk over poles.
10. Lope over poles (left lead), stop, hesitate, demonstrate completion of the pattern

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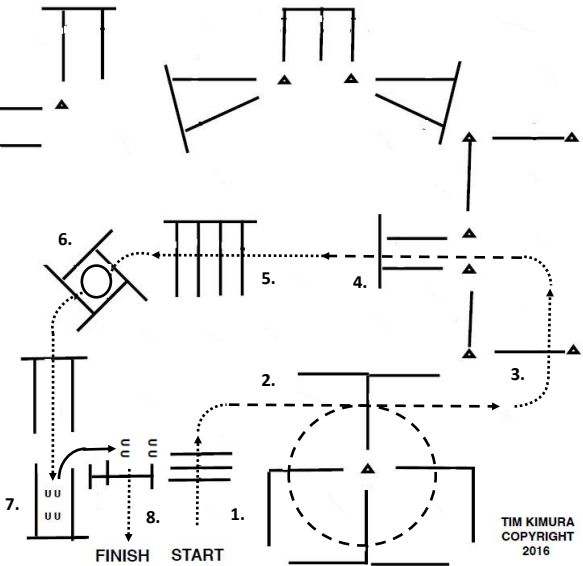
Trail Senior



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1. Jog over poles, jog into box.
2. Excute a 360° turn either way, walk out over poles.
3. Jog over poles.
4. Lope over poles (right lead).
5. Jog over poles.
6. Lope over poles (left lead).
7. Jog around cones, jog over poles, jog to gate.
8. Gate: right hand ride thru, close.
9. Back around corner, back between poles, jog out. - You may walk a few steps first.
10. Jog into chute, side pass left in gap, walk out.
11. Walk over poles.
12. Walk over bridge.

Trail EWD



1. Walk over poles.
2. Jog over poles.
3. Walk over pole.
4. Jog over pole.
5. Walk over poles.
6. Walk into box, 360° turn either way, walk out box
7. Walk into chute, back to gate
8. Walk through open gate over pole

*Herzlich Willkommen
auf der*



**International DQHA
Championship 2016**

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

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