

DEUTSCHE
QUARTER
HORSE
ASSOCIATION



Patternbook

DQHA Regionenfuturity West

6. - 8. September 2019

Döring Quarter Horses

Herner Weg 46-48

45772 Marl

Ein herzliches Dankeschön an die Sponsoren der Trailpattern!

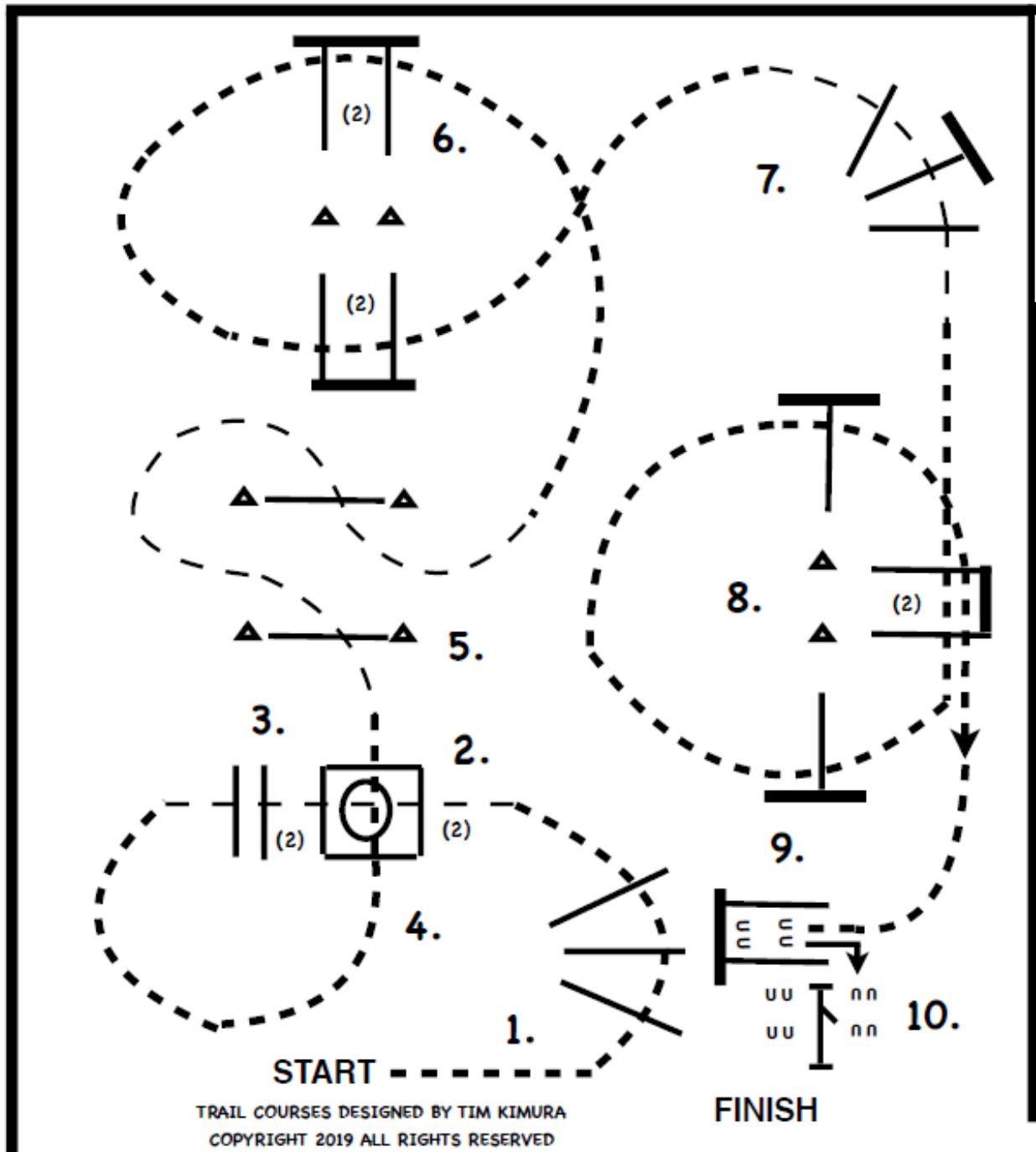
DEUTSCHE
QUARTER
HORSE
ASSOCIATION

SADDLES
R



Trail

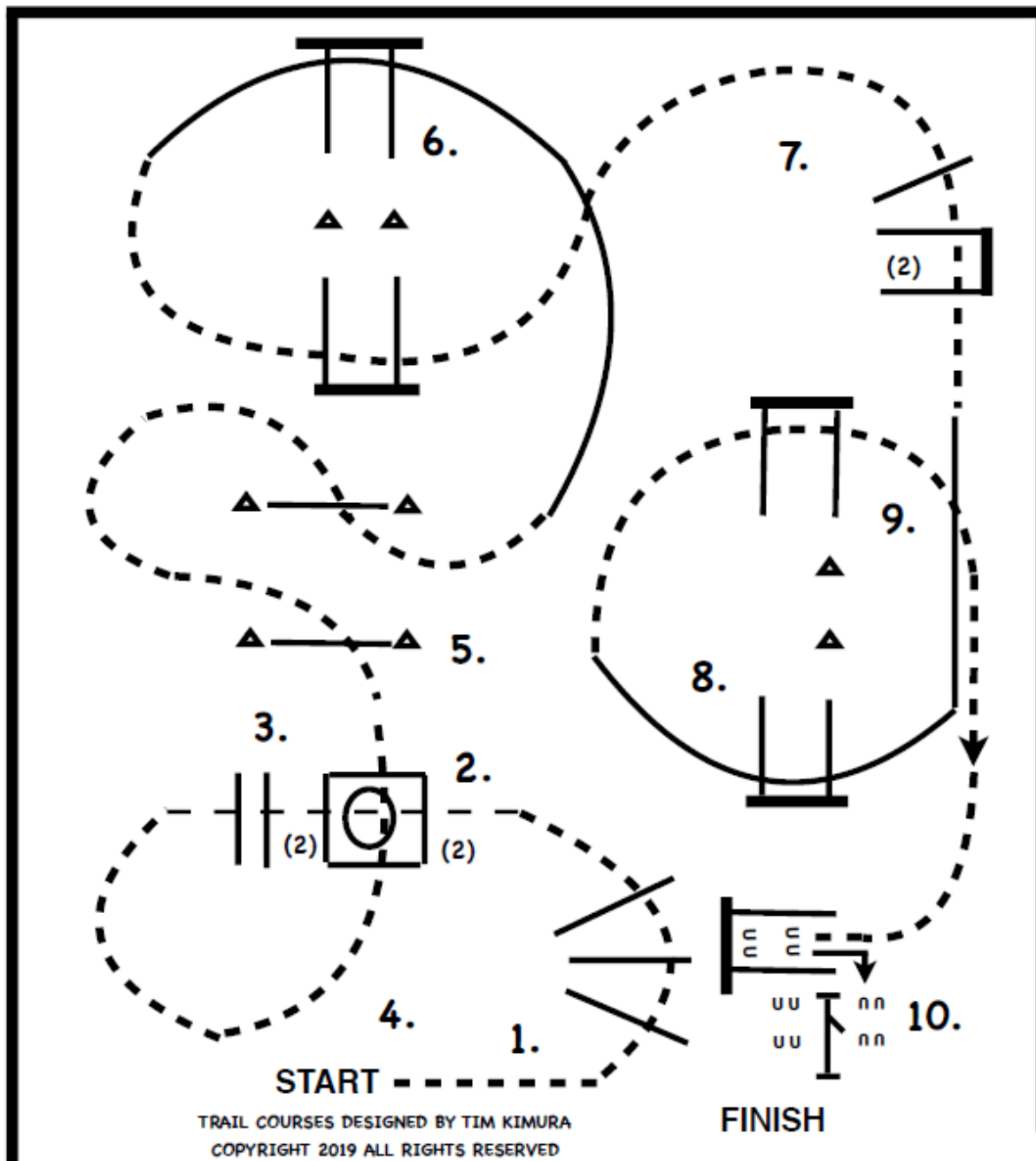
Futurity In Hand



1. JOG OVER POLES, JOG UP TO BOX.
2. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN IN EITHER DIRECTION, WALK OUT BOX.
3. WALK OVER POLES.
4. JOG OVER POLES, JOG THRU BOX.
5. STOP OR BREAK TO THE WALK, WALK THRU SERPENTINE, WALK OVER POLES, WALK AROUND CONES.
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK OVER POLES.
8. JOG OVER POLES.
9. JOG INTO CHUTE AND STOP, BACK THRU POLES AROUND THE CORNER UP TO GATE.
10. GATE: LEFT HAND OPEN, WALK THRU AND CLOSE GATE.

Trail

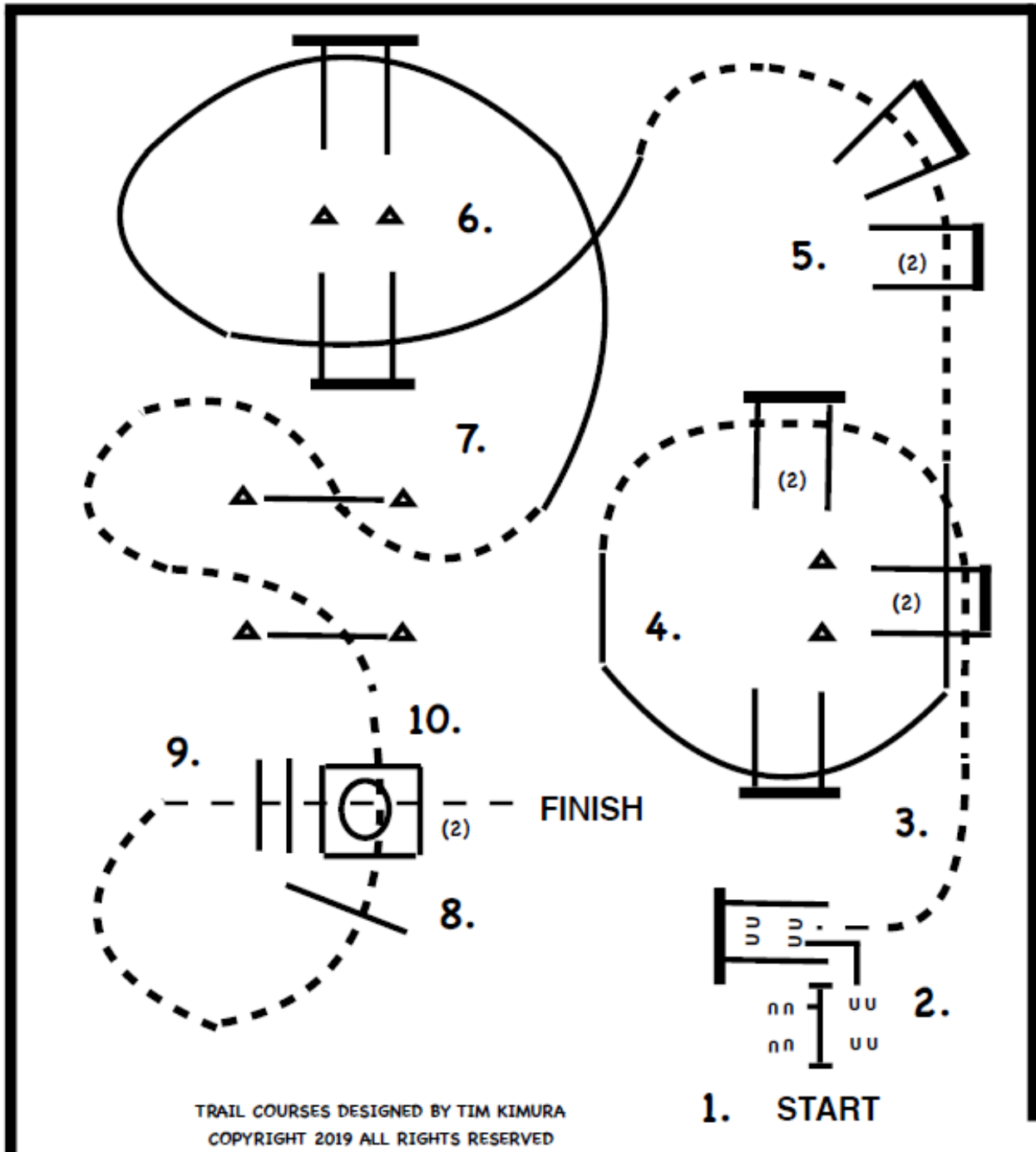
Futurity



1. JOG OVER POLES, JOG UP TO BOX.
2. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN IN EITHER DIRECTION, WALK OUT BOX.
3. WALK OVER POLES.
4. JOG OVER POLES, JOG THRU BOX.
5. JOG THRU SERPENTINE, JOG OVER POLES, JOG AROUND CONES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE AND STOP, BACK THRU POLES AROUND THE CORNER UP TO GATE.
10. GATE: LEFT HAND OPEN, WALK THRU GATE, NO POLE AND CLOSE GATE.

Trail

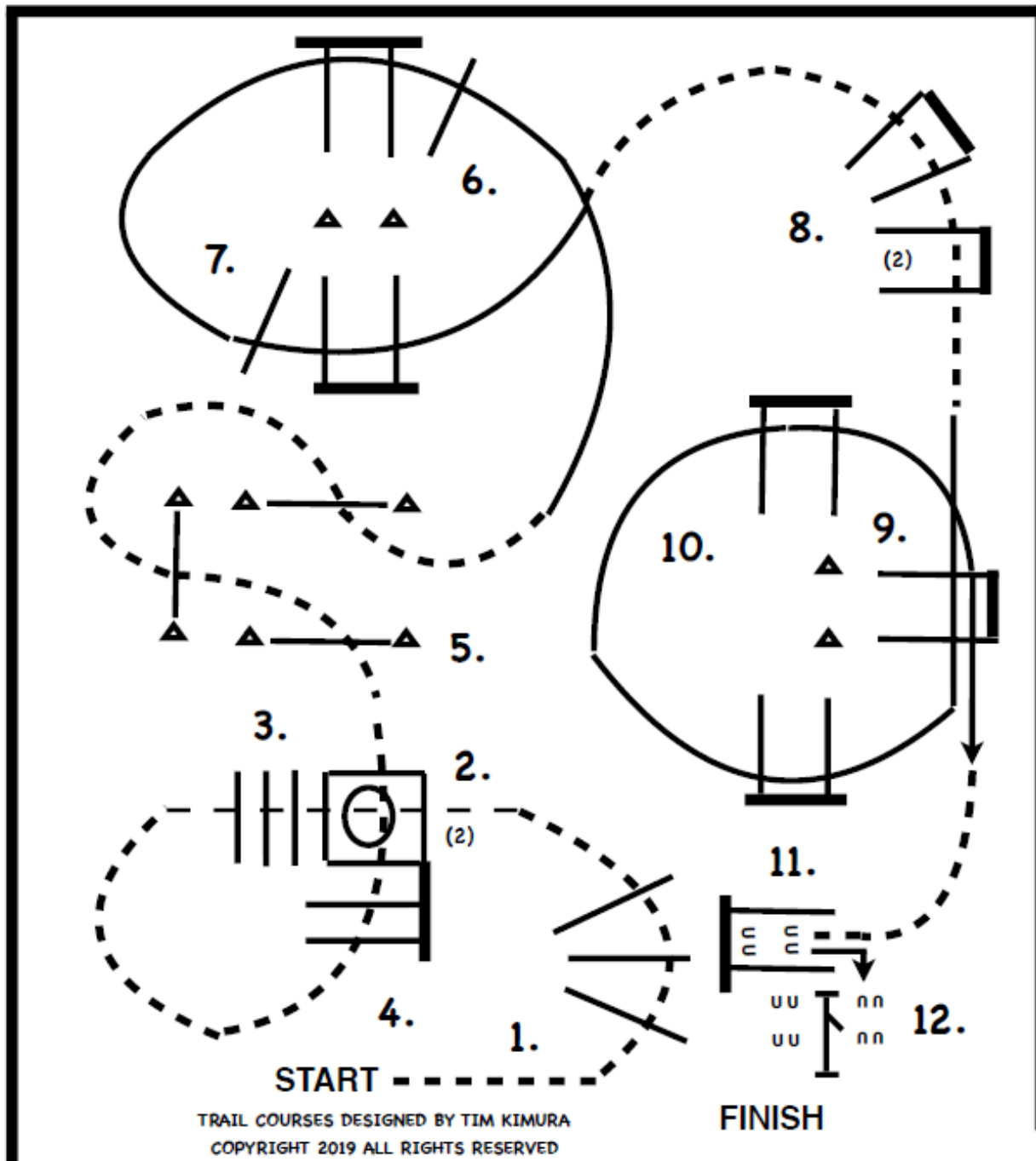
Maturity



1. GATE: RIGHT HAND, WALK OVER POLE, AND CLOSE GATE.
2. BACK AROUND CORNER, BACK BETWEEN POLES, WALK OUT CHUTE.
3. JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES, JOG AROUND CONES.
8. JOG THRU BOX, JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO BOX.
10. EXECUTE A 360 TURN, EITHER DIRECTION, THEN WALK OUT BOX.

Trail

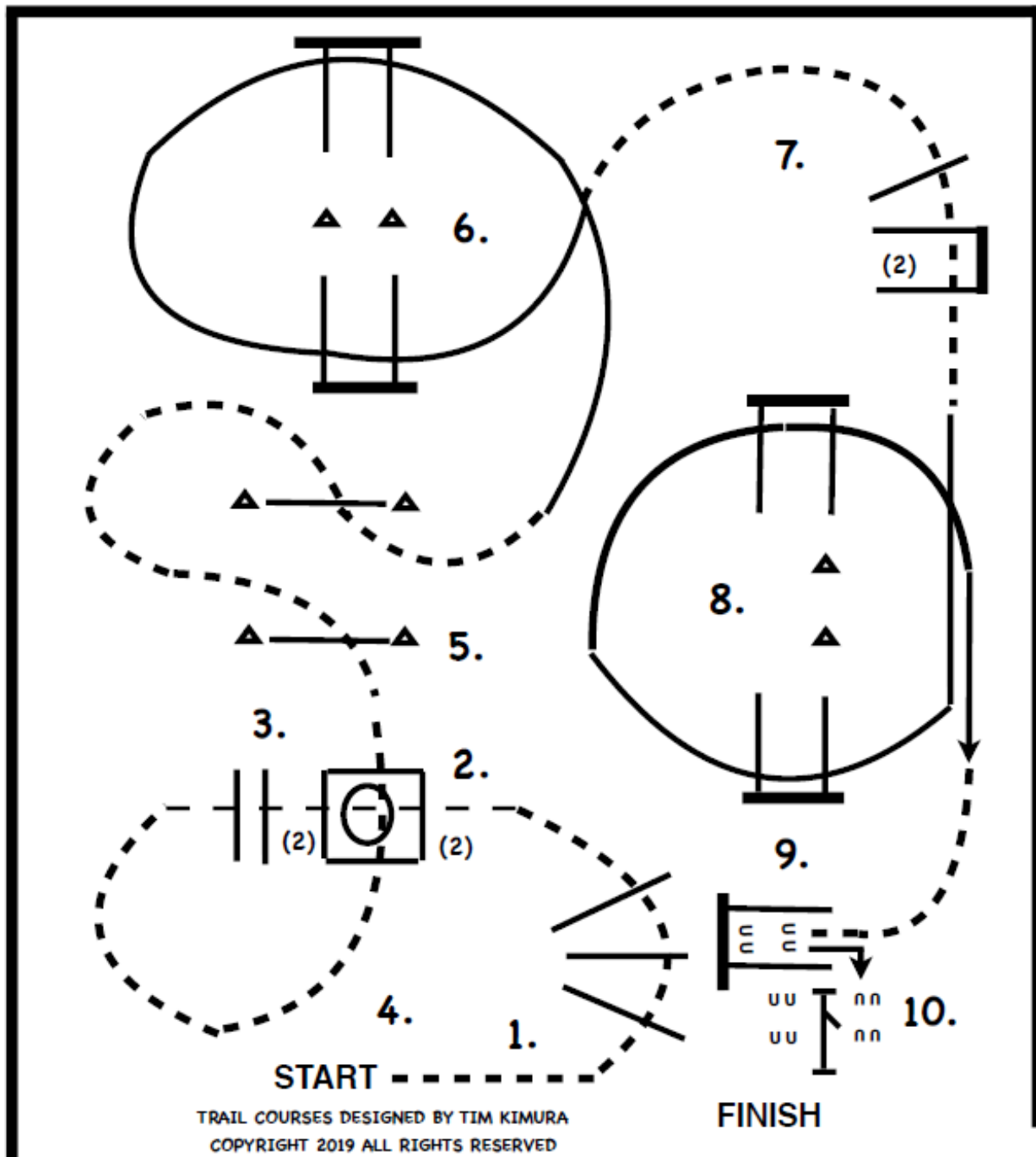
Open



1. JOG OVER POLES, JOG UP TO BOX.
2. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN IN EITHER DIRECTION, WALK OUT BOX.
3. WALK OVER POLES.
4. JOG OVER POLES, JOG THRU BOX.
5. JOG THRU SERPENTINE, JOG OVER POLES, JOG AROUND CONES.
6. LOPE OVER POLES (LEFT LEAD).
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.
9. LOPE OVER POLES (RIGHT LEAD).
10. LOPE OVER POLES (RIGHT LEAD).
11. BREAK TO THE JOG, JOG INTO CHUTE AND STOP, BACK THRU POLES AROUND THE CORNER UP TO GATE.
12. GATE: LEFT HAND OPEN, WALK OVER POLE AND CLOSE GATE.

Trail

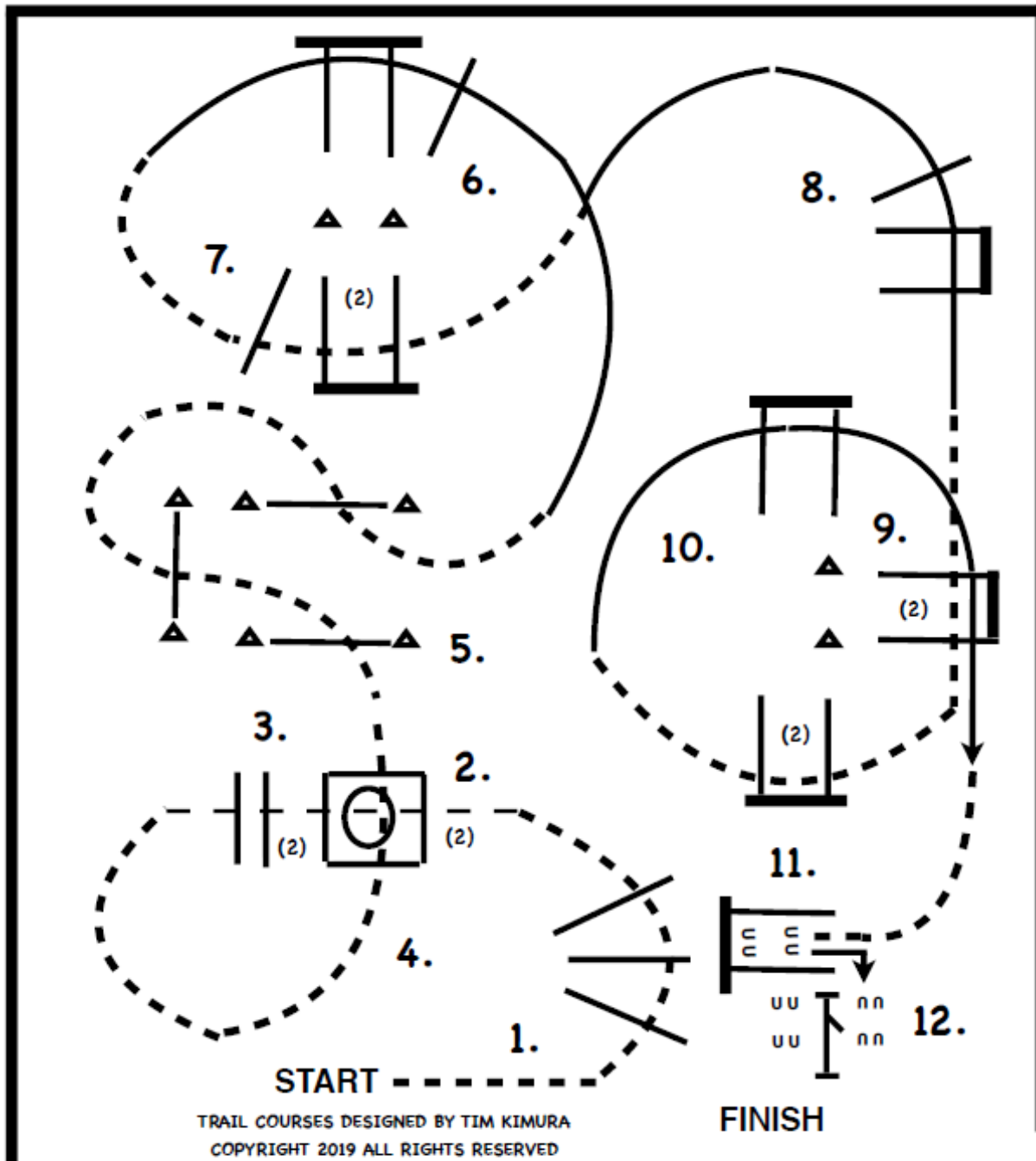
L1 Open/L1 Amateur/L1 Youth/Bridleless



1. JOG OVER POLES, JOG UP TO BOX.
2. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN IN EITHER DIRECTION, WALK OUT BOX.
3. WALK OVER POLES.
4. JOG OVER POLES, JOG THRU BOX.
5. JOG THRU SERPENTINE, JOG OVER POLES, JOG AROUND CONES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG INTO CHUTE AND STOP, BACK THRU POLES AROUND THE CORNER UP TO GATE.
10. GATE: LEFT HAND OPEN, WALK THRU GATE, NO POLE AND CLOSE GATE.

Trail

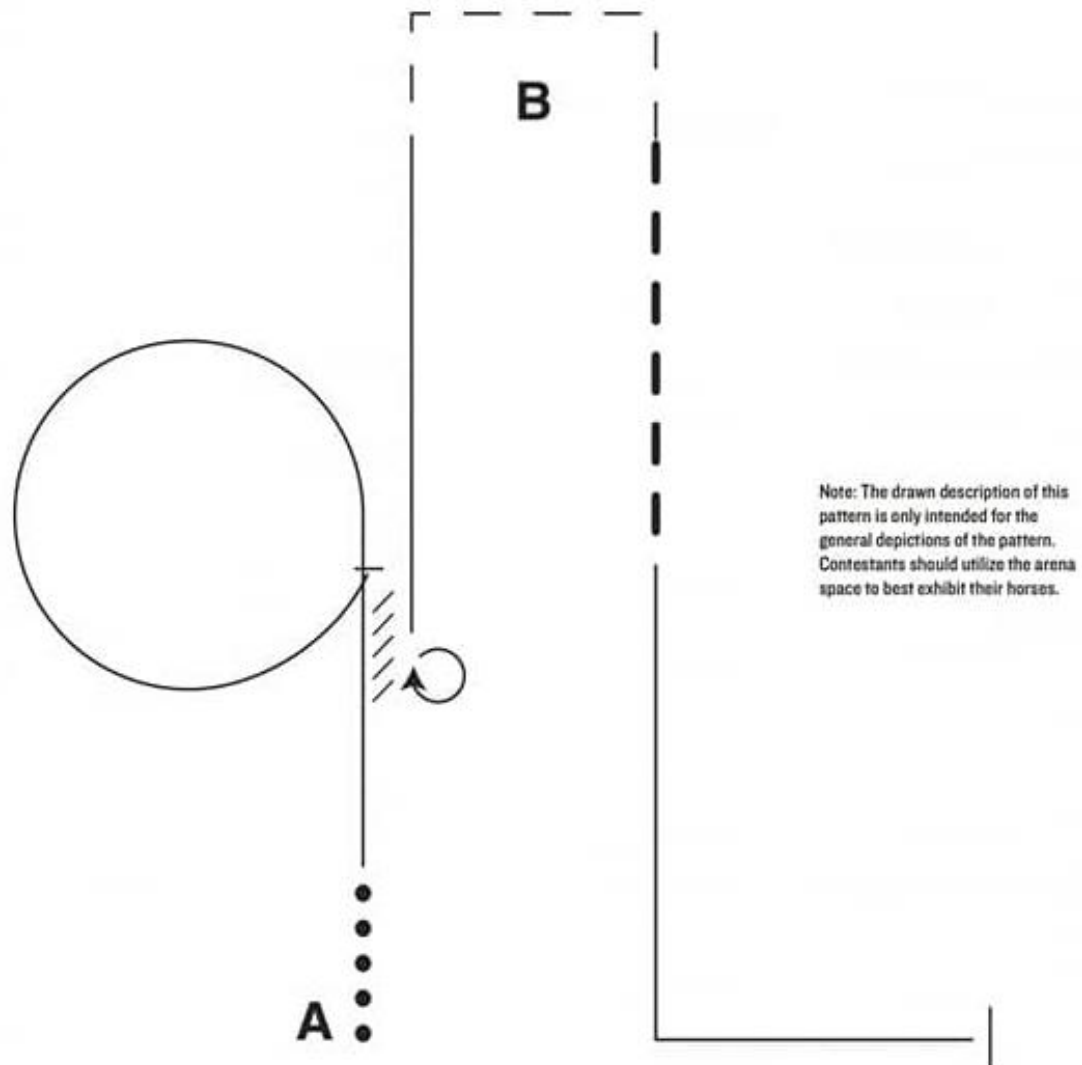
Youth/Amateur



1. JOG OVER POLES, JOG UP TO BOX.
2. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN IN EITHER DIRECTION, WALK OUT BOX.
3. WALK OVER POLES.
4. JOG OVER POLES, JOG THRU BOX.
5. JOG THRU SERPENTINE, JOG OVER POLES, JOG AROUND CONES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES.
10. LOPE OVER POLES (RIGHT LEAD).
11. BREAK TO THE JOG, JOG INTO CHUTE AND STOP, BACK THRU POLES AROUND THE CORNER UP TO GATE.
12. GATE: LEFT HAND OPEN, WALK OVER POLE AND CLOSE GATE.

Western Horsemanship

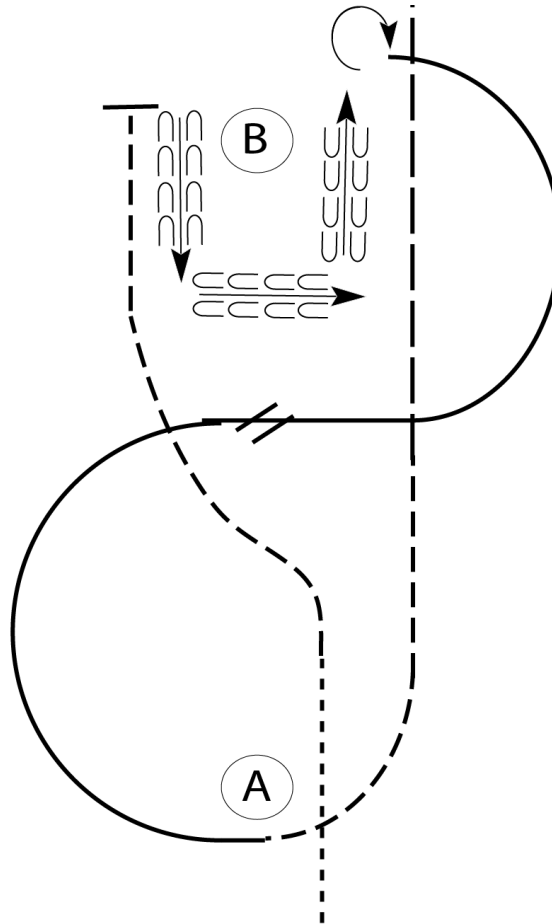
L1 Youth/L1 Amateur



1. Walk two horse lengths
2. Lope left lead to midpoint of arena, lope a cadenced circle to the left
3. Close circle and stop, back one horse length
4. 360° Right
5. Right lead to B
6. At B break to jog, jog a square corner around B, continue jogging
7. Extend the jog to midpoint of arena
8. Lope a left lead, square corner stop
9. Exit at a walk or jog

Western Horsemanship

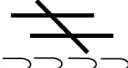


Youth/Amateur



Be ready before A.

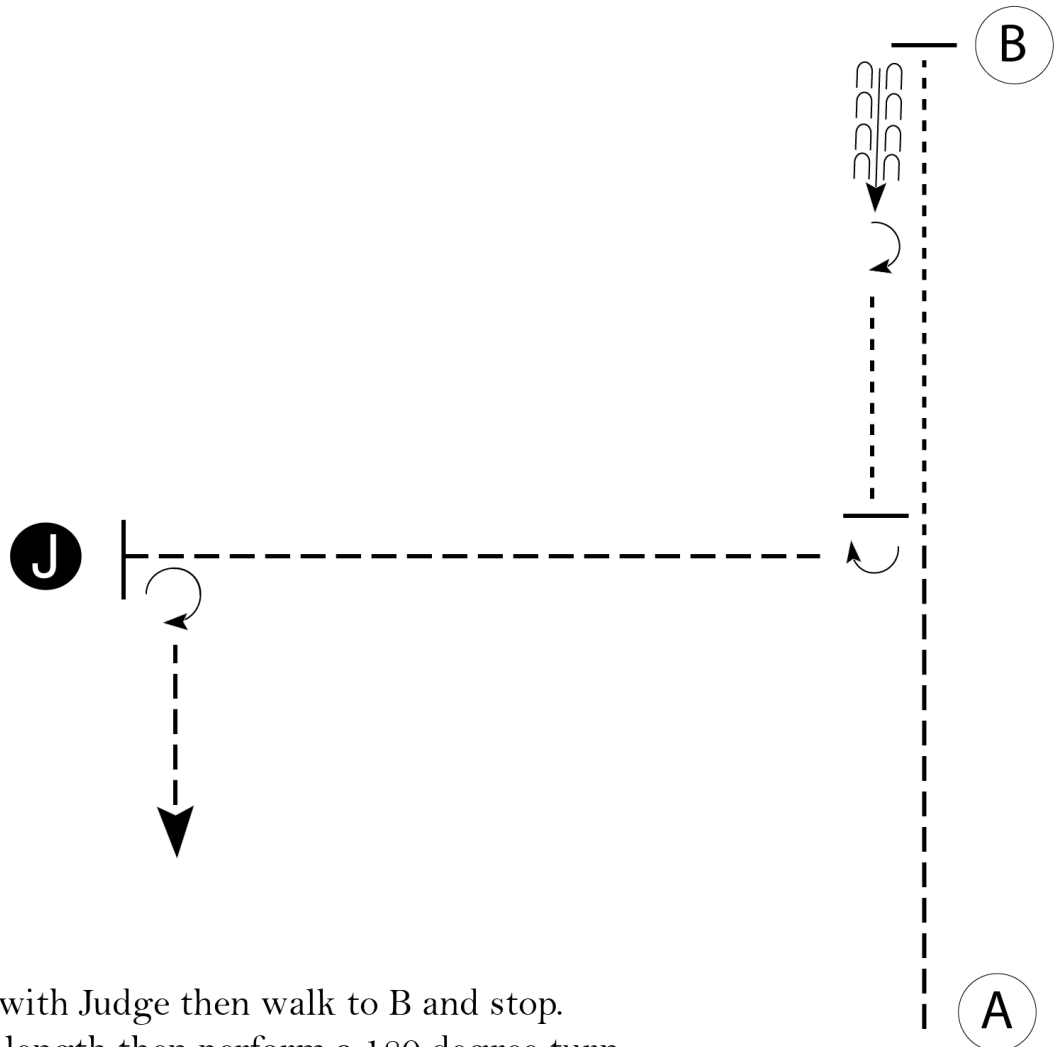
1. Walk approximately 2 horse lengths from A.
2. Jog to B as shown.
3. Stop at B and back around B as shown.
4. Perform a 3/4 turn to the right.
5. Lope a half circle on the right lead to center of pattern.
6. Perform a simple lead change and lope a half circle to A.
7. Jog from A halfway to B.
8. Extend the jog to and past B.

Pattern is over once you have passed B.

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

Showmanship

L1 Youth/L1 Amateur



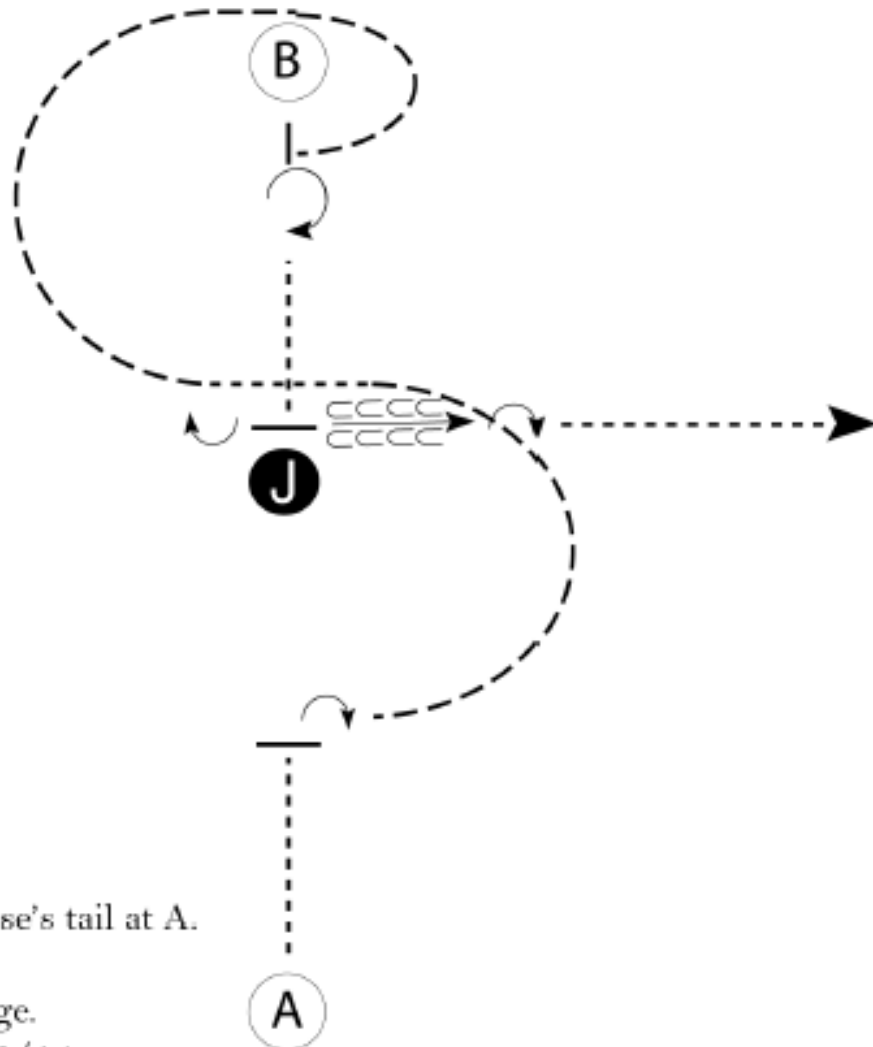
Be ready at A.

1. Trot until even with Judge then walk to B and stop.
2. Back one horse length then perform a 180 degree turn.
3. Walk until your horse's hip is even with Judge.
4. Perform a 1/4 turn.
5. Trot to Judge.
6. Set up.
7. Inspection. When dismissed, perform a 270 degree turn and trot to exit.

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

Showmanship

Youth/Amateur



Be ready with your horse's tail at A.

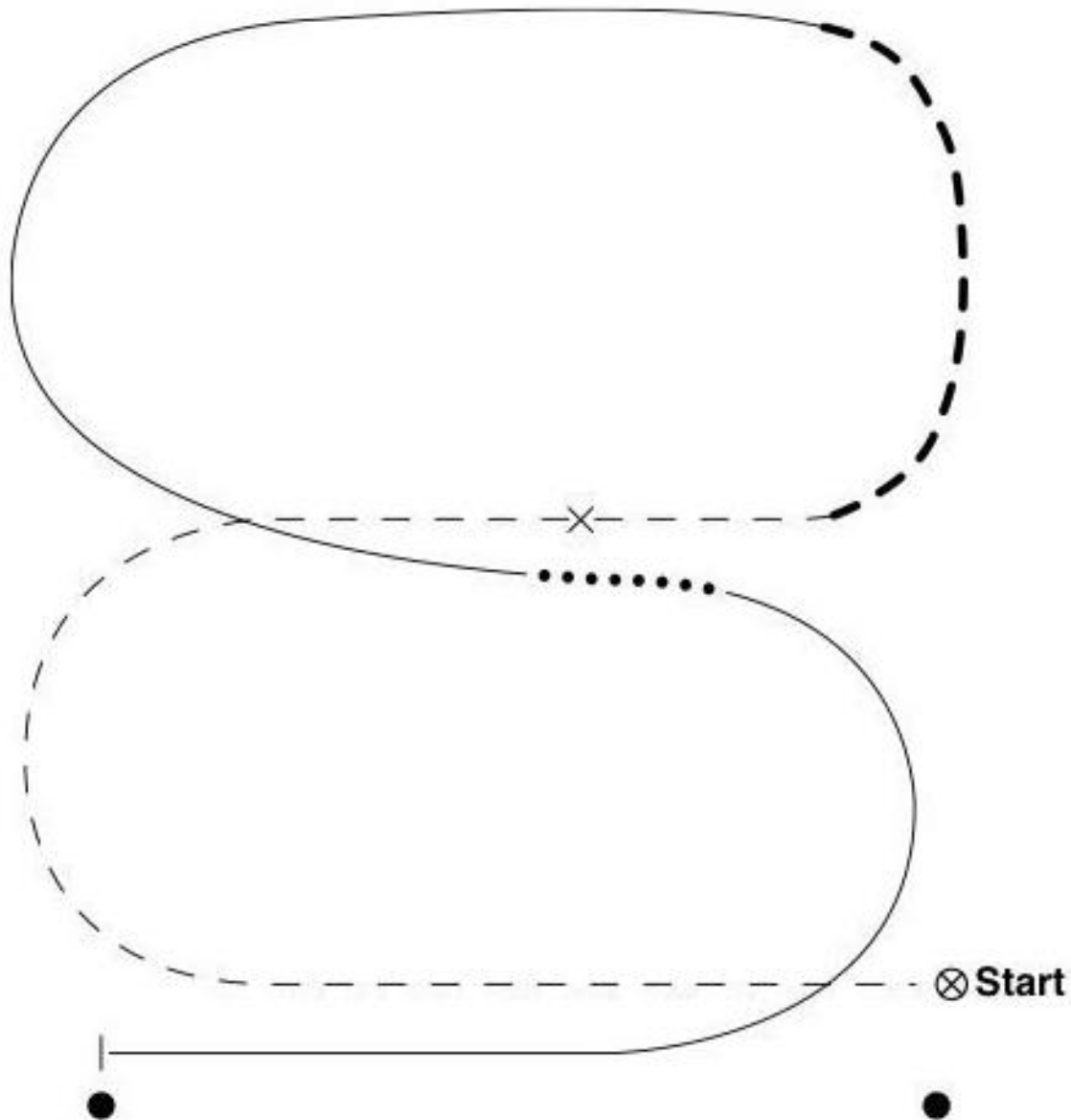
1. Walk halfway to Judge.
2. Stop and perform a 1/4 turn.
3. Trot a half circle. Break to a walk before Judge and walk at least two horse lengths past Judge.
4. Trot a half circle to and around B as shown.
5. Stop and perform a 3/4 turn and walk to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 1/4 turn.
8. Back approximately one horse length.
9. Perform a 1/2 turn and walk straight away to exit.

Walk	-----
Trot	- - - - -
Back	← 3333 3333
Marker	⊙ B
Judge	● J

Follow the instructions of your ring steward.

Hunt Seat Equitation

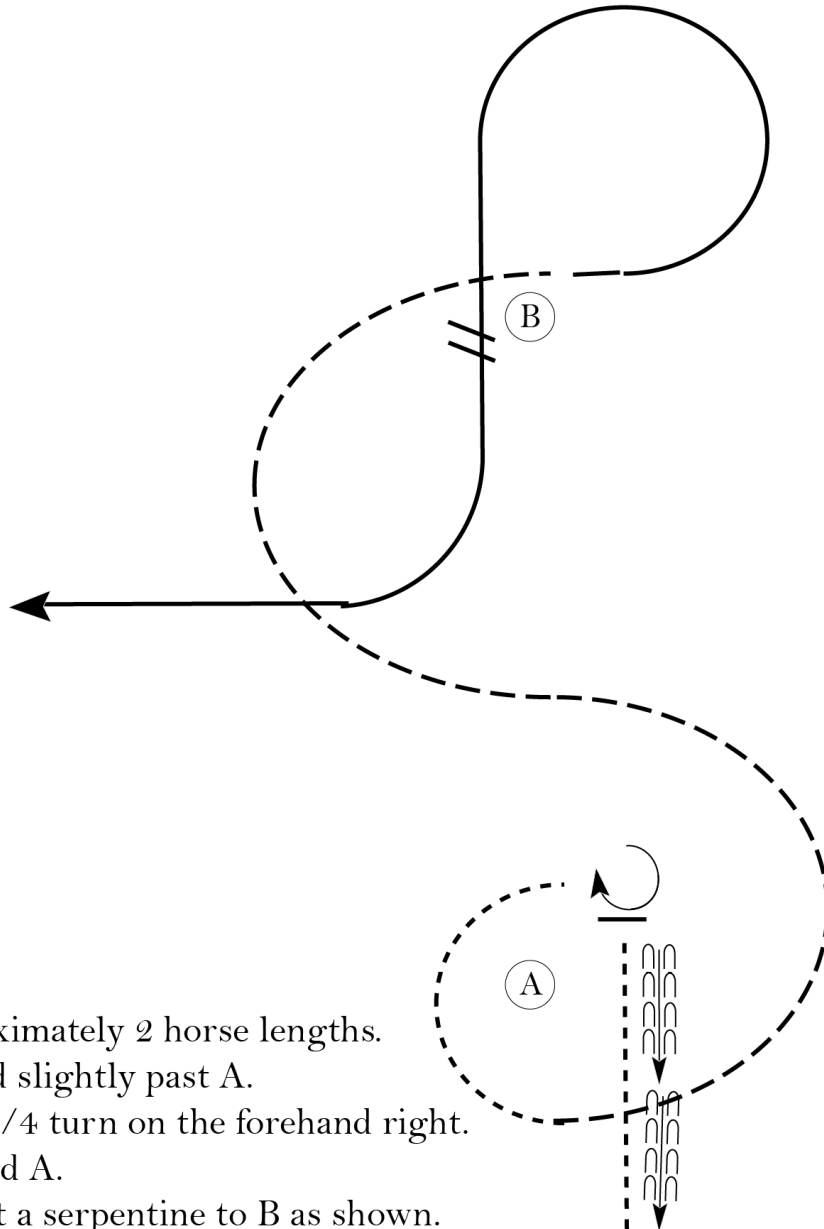
L1 Youth/L1 Amateur



1. Left diagonal
2. Change diagonals for 2-4 strides
3. Sitting trot
4. Canter left lead
5. Walk
6. Canter right lead
7. Stop
8. Exit at walk or trot

Hunt Seat Equitation

Youth/Amateur



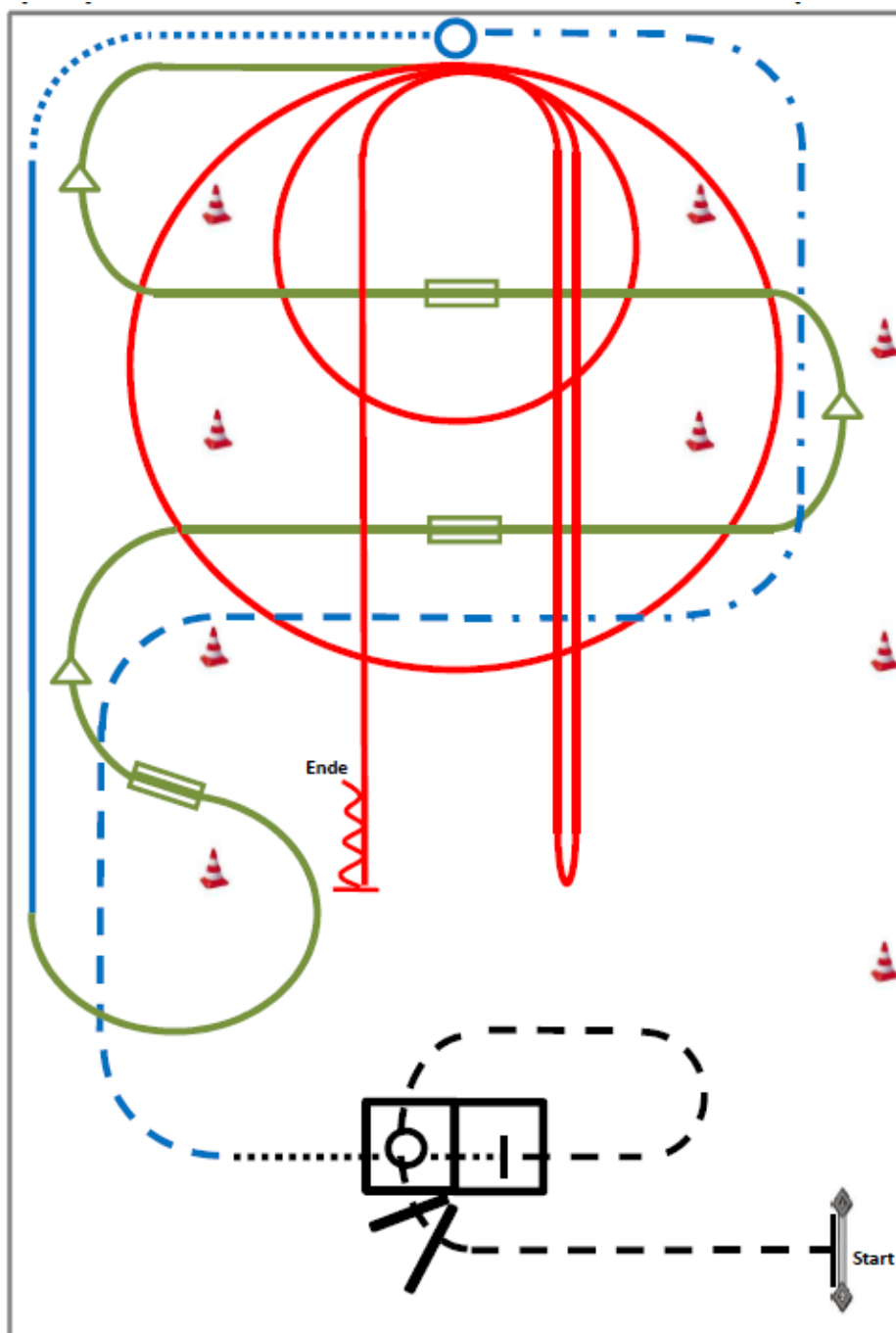
Be ready at A.

1. Back approximately 2 horse lengths.
2. Walk to and slightly past A.
3. Perform a $3/4$ turn on the forehand right.
4. Walk around A.
5. Posting trot a serpentine to B as shown.
6. Canter on the left lead in a circle to B.
7. Change leads at B and canter on the right lead to exit as shown.



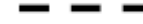


Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	_____
Canter	=====
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	Ⓟ
Sidepass	← →
Hand Gallop	=====

Superhorse



- 1) rope gate over pole (TH)
- 2) jog over, jog in, stop (TH)
- 3) walk in, 360° turn either way, walk out (TH)
- 4) trot, extended trot, stop (RR)
- 5) turn 360° (each direction either way first) (RR)
- 6) walk, lope left lead (RR)
- 7) Galoppwechsel auf der Linie (WR)
- 8) Galoppwechsel mit Seitenwechsel (WR)
- 9) Galoppwechsel mit Seitenwechsel (WR)
- 10) 2 Zirkel Galopp (rechts), 1. groß und schnell, 2. klein und langsam (RN)
- 11) Rechtsgalopp, run down entlang der langen Seite, sliding stop mind. 6m von der Bande entfernt hinter dem Mittelmarker, rollback links, kein Verharren (RN)
- 12) Galopp (links) auf dem Zirkel, der nicht geschlossen wird, run down entlang der langen Seite, sliding stop mind. 6m von der Bande entfernt hinter dem Mittelmarker, Rückwärtsrichten mind. 3m, verharren. (RN)

	Back
	Lope
	Jog/Trot
	Walk
	Lead change flying/simple

Pattern

AQHA Rulebook 2019

Western Riding

Futurity: L1 # 1

Maturity: # 5

Open: # 2

Youth/Amateur: # 1

L1 Open/L1 Amateur/L1 Youth: L1 # 1

Reining

Futurity: # 5

Maturity: # 6

Open: # 9

Youth/Amateur: # 5

L1 Open/L1 Amateur/L1 Youth: # 8

Ranch Riding

Futurity: # 15 (ohne Rinder)

Maturity: # 5

Open: # 13

Youth/Amateur: # 15

L1 Open/L1 Amateur/L1 Youth: # 5