



Pattern Book



Michaela Kayser

TRAININGSSTALL

97618 Wollbach - Braidbacher Strasse 1 - Tel/Fax: 09773 897431 - mobil: 0171 6980511

www.mkqh.de email: mickyklee@aol.com

**Pattern Book
for the
29th European Championship
of
American Quarter Horses**

Welcome To The Show!

COPYRIGHTS

Western Horsemanship

Showmanship

Hunter Hack

Hunt Seat Equitation

Trails

Ranch Riding

All other patterns

AQHA,

Showmanagement

Tim Kimura

AQHA, Showmanagement

AQHA

Pattern ECQH 2018

The drawn description of these patterns is only intended for the general depiction.

Exhibitors should utilize the arena space to best exhibit their horses.

All patterns are for show 1-5 unless marked as ~FINALS~.

Western Riding

Level 1 Youth	L1 #1
Level 1 Amateur	L1 #1
Select Amateur	2
Level 1 (Green) Open	L1 #4
Senior	2
Youth	4
Junior	L1 #1
Amateur	2

Western Riding Finals

Select Amateur	4
Youth	1
Junior	L1 #4
Senior	3
Amateur	3

Reining

Level 1 (Green) Open	5
Junior	8
Senior	2
L1 Amateur	8
L1 Youth	5
Amateur	9
Youth	6
Select Amateur	4

Reining Finals

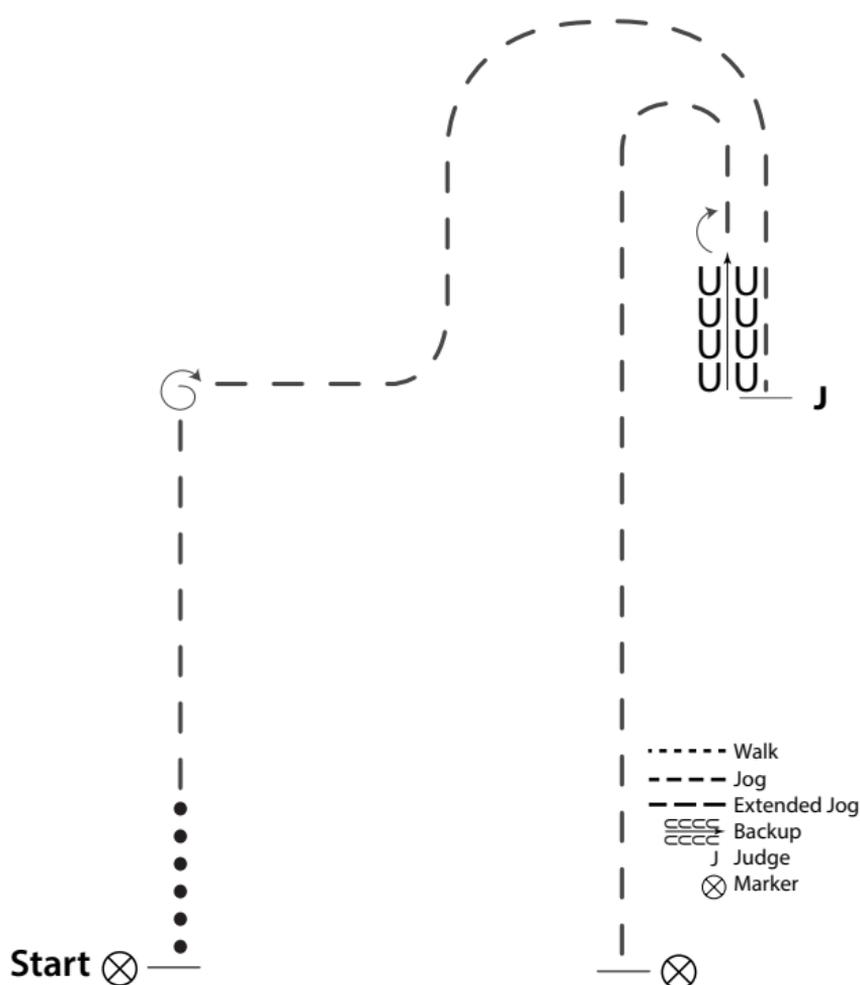
Junior	6
Senior	11
Youth	8
Amateur	6
Select Amateur	5

Working Cowhorse

Junior	11
Youth	11
Amateur	2
Senior	2

SHOWMANSHIP

Youth, Amateur, Select Amateur

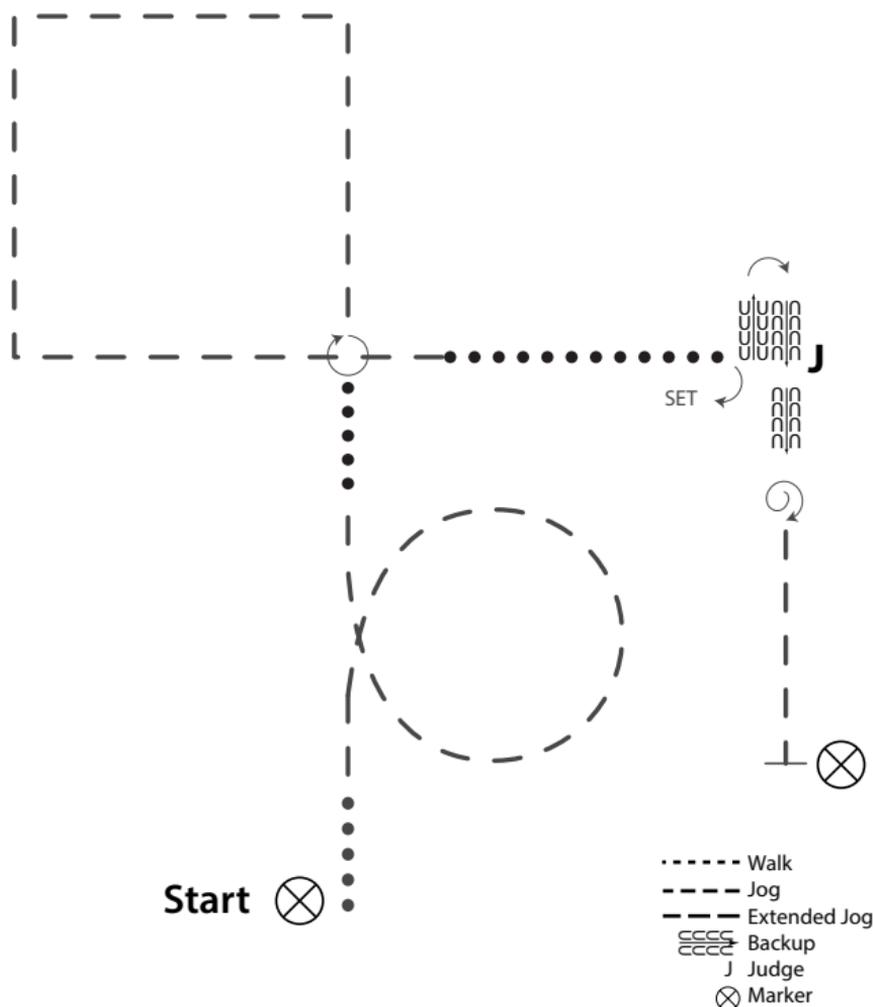


1. Walk, trot, stop with horse's shoulder in line with the judge, stop
2. 1 1/4 turn
3. Trot path as shown
4. Stop with hip in line with the judge
5. Set up
6. Inspection
7. When dismissed, back approximately two horse lengths
8. 180° turn
9. Trot path as shown to stop
10. Exit at the walk or trot

SHOWMANSHIP

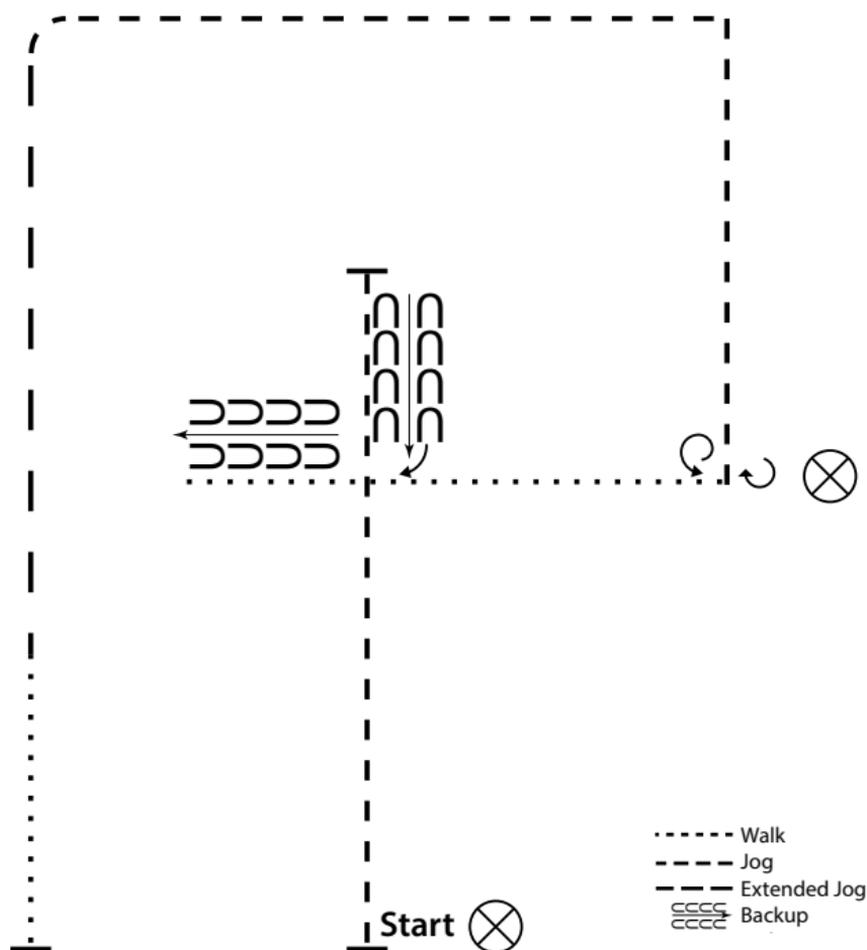
Youth, Amateur, Select Amateur

~Finals~



1. Walk, trot circle and walk as shown
2. Stop with shoulder in line with the judge
3. 360° turn
4. Set up, hesitate
5. Trot square, walk to judge
6. 1/4 turn and set
7. Inspection
8. When dismissed, back one horse length
9. 180° turn, back three horse lengths
10. 1 1/2 turn and trot, stop
11. Exit at walk or trot

WALK-TROT HORSEMANSHIP

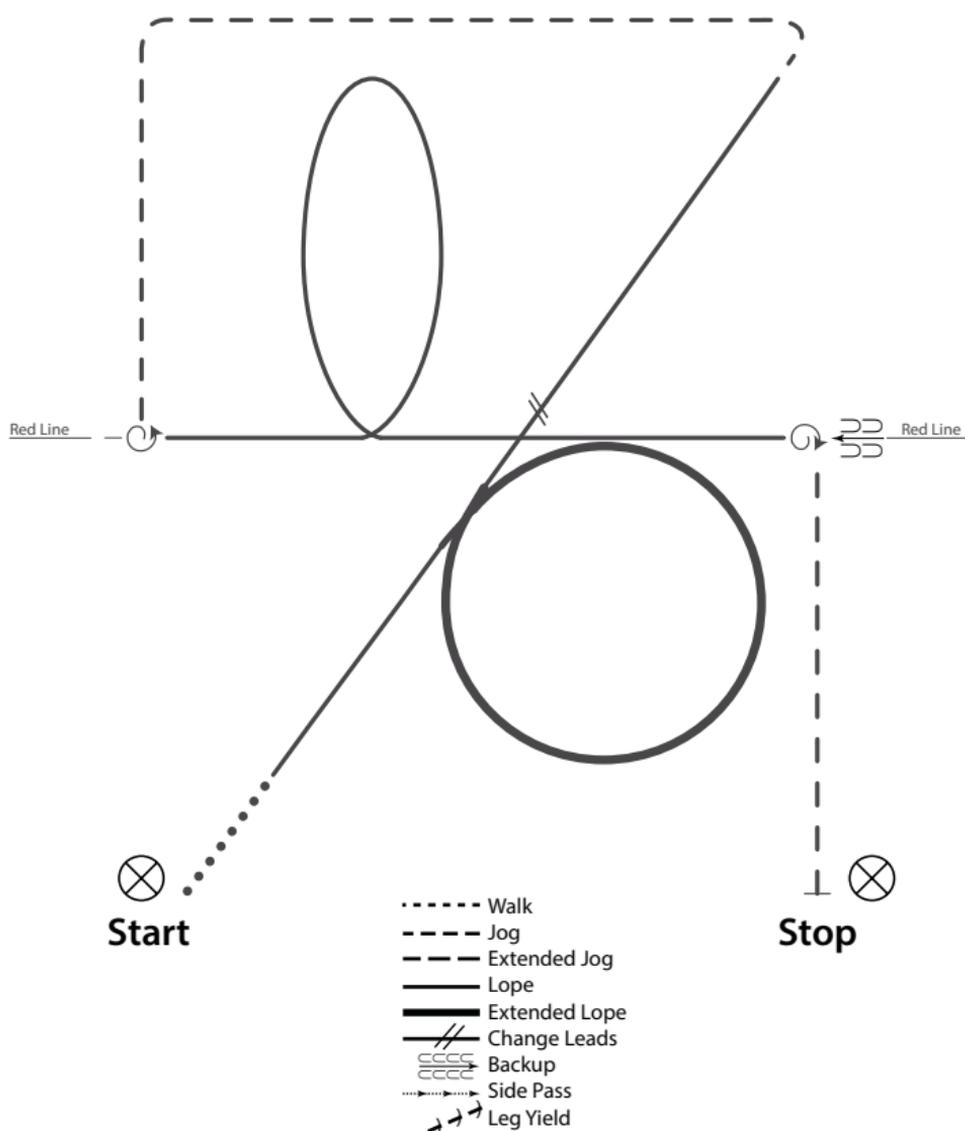


1. jog past marker
2. Back, $\frac{1}{4}$ turn right, back
3. Walk, stop, turn 360° left
4. 270° turn right
5. Jog corner, walk
6. Extended jog
7. Walk and stop

Exit at a walk or jog

HORSEMANSHIP

Youth, Amateur, Select Amateur

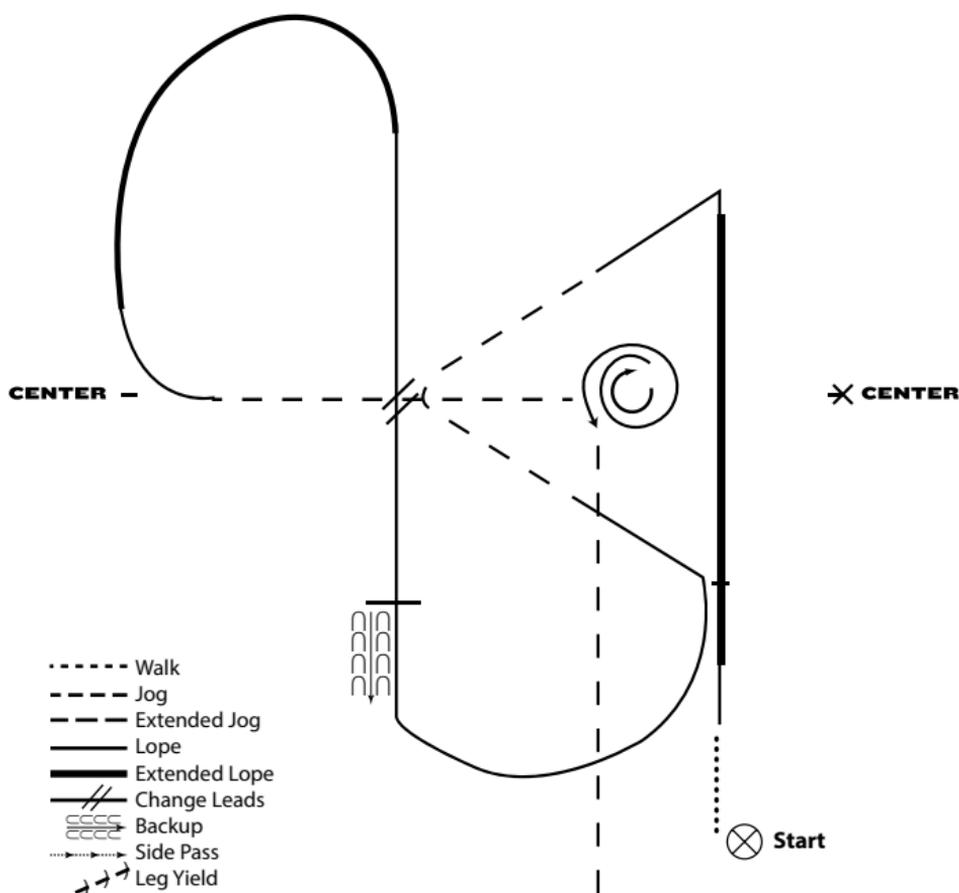


1. Walk with purpose, lope right lead, lope a forward right circle
2. Change leads slightly past the red line
3. Left lead, break to a jog and jog a left corner
4. Extended trot through left corner
5. Stop, 1 1/4 left turn
6. Left lead, lope loop as shown and continue as drawn
7. Stop, back, 1 1/4 right turn
8. Extended trot, stop
9. Exit at walk or jog

HORSEMANSHIP

Youth, Amateur, Select Amateur

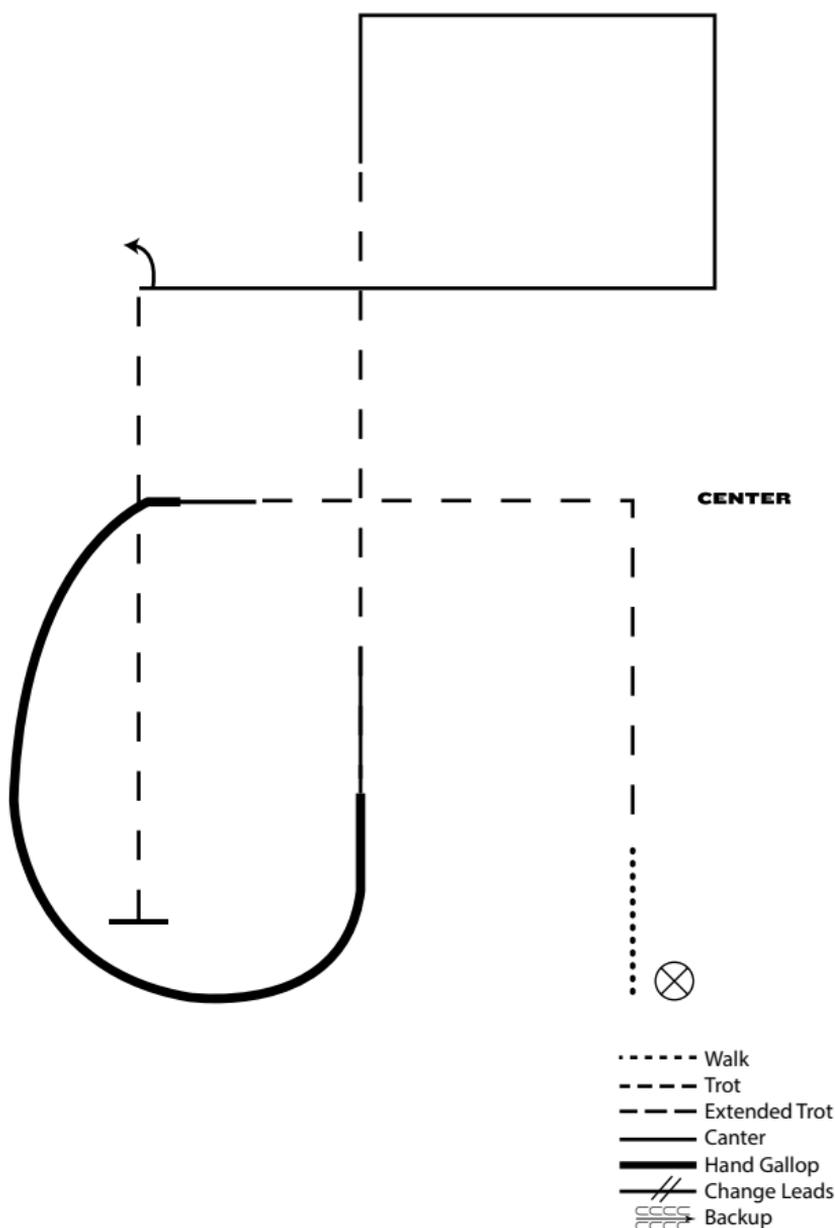
~Finals~



1. Walk with purpose
2. Left lead lope, building to an extended lope, collect
3. Lope left corner, break to a jog, jog a left corner
4. Right lead
5. Stop and back
6. Right lead, change leads
7. Left lead building to an extended lope around the arena, collect
8. Break to an extended trot, stop
9. 270° turn to the right
10. 1 1/2 turns to the left
11. Exit at a moderate extension of the jog

HUNT SEAT EQUITATION

Level 1 Youth & Level 1 Amateur

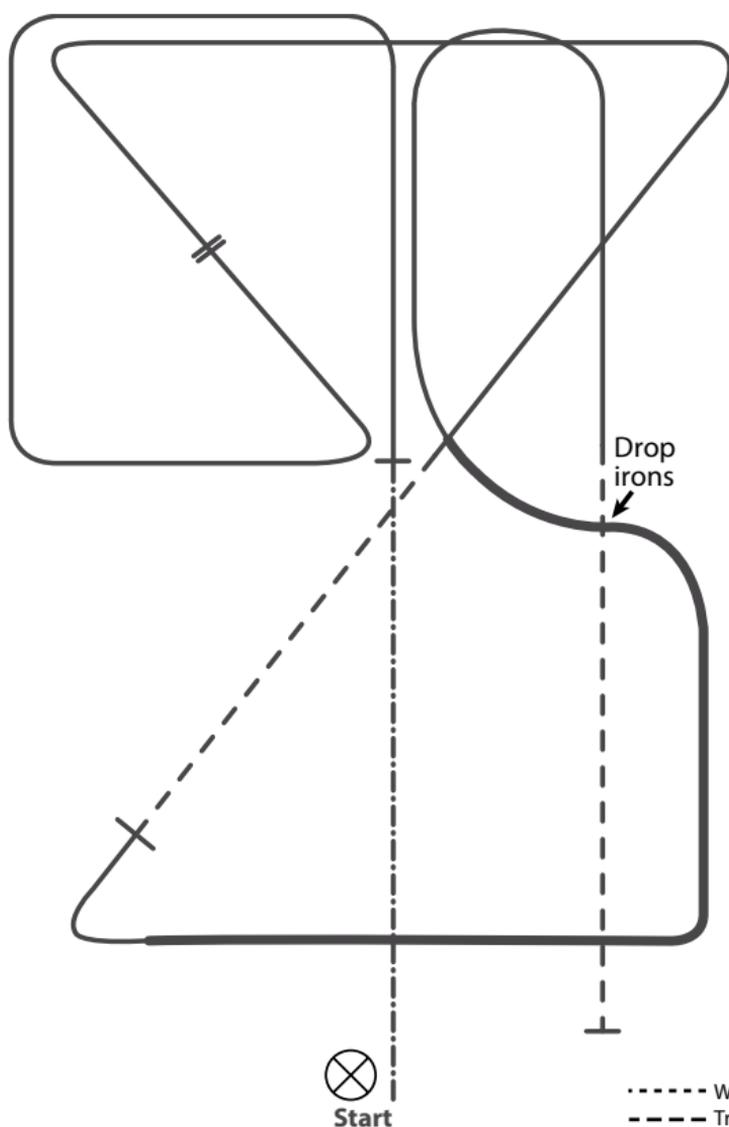


1. Forward walk
 2. Sit trot, square corner
 3. Pick up left lead, build to the hand gallop around the arena and up the center, collect
 4. Break to a trot left diagonal
 6. Canter right lead rectangle
 7. Stop, 90 degree turn on the forehand to the left
 8. Right diagonal to halt
- Exit at a walk or trot

HUNT SEAT EQUITATION

Youth, Amateur

~Finals~



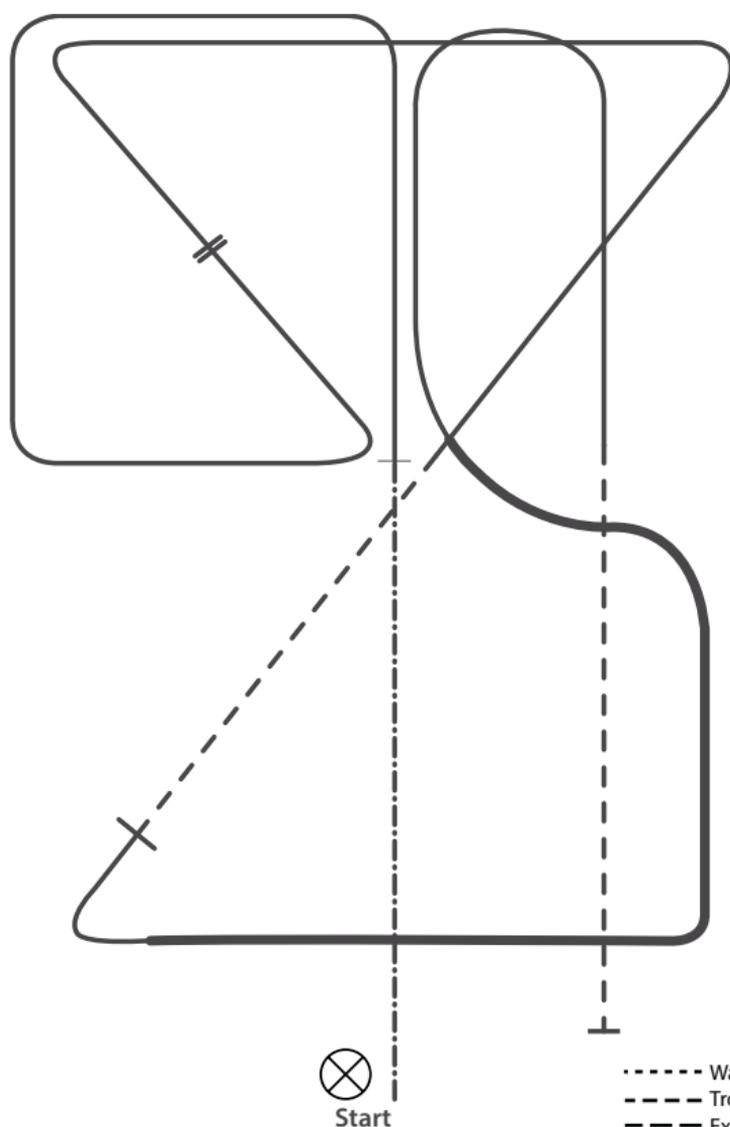
1. Enter the arena at the sitting trot; halt in the center of the arena
2. Left lead canter as shown
3. Change leads
4. Right lead canter around end of the arena and down the diagonal to the center
5. Downward transition to a posting trot right diagonal; halt
6. Left lead moving into a hand gallop to the center of the arena
7. Collect canter, counter canter left lead as shown back to the center line; drop irons
8. Sitting trot; halt
9. Exit a walk or trot

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

HUNT SEAT EQUITATION

Select Amateur

~Finals~

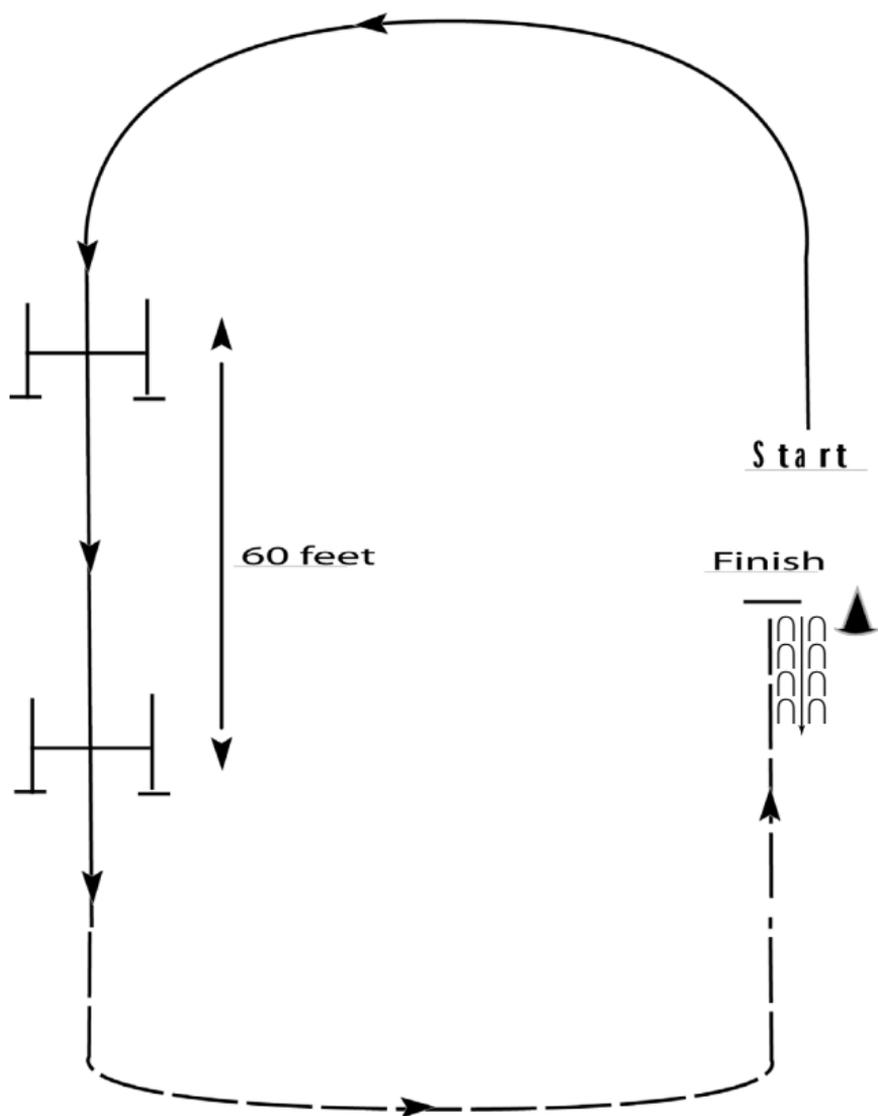


1. Enter the arena at the sitting trot; halt in the center of the arena
 2. Left lead canter as shown
 3. Change leads
 4. Right lead canter around end of the arena and down the diagonal to the center
 5. Downward transition to a posting trot right diagonal; halt
 6. Left lead moving into a hand gallop to the center of the arena
 7. Collect canter, counter canter left lead as shown back to the center line
 8. Sitting trot; halt
- Exit a walk or trot

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

HUNTER HACK

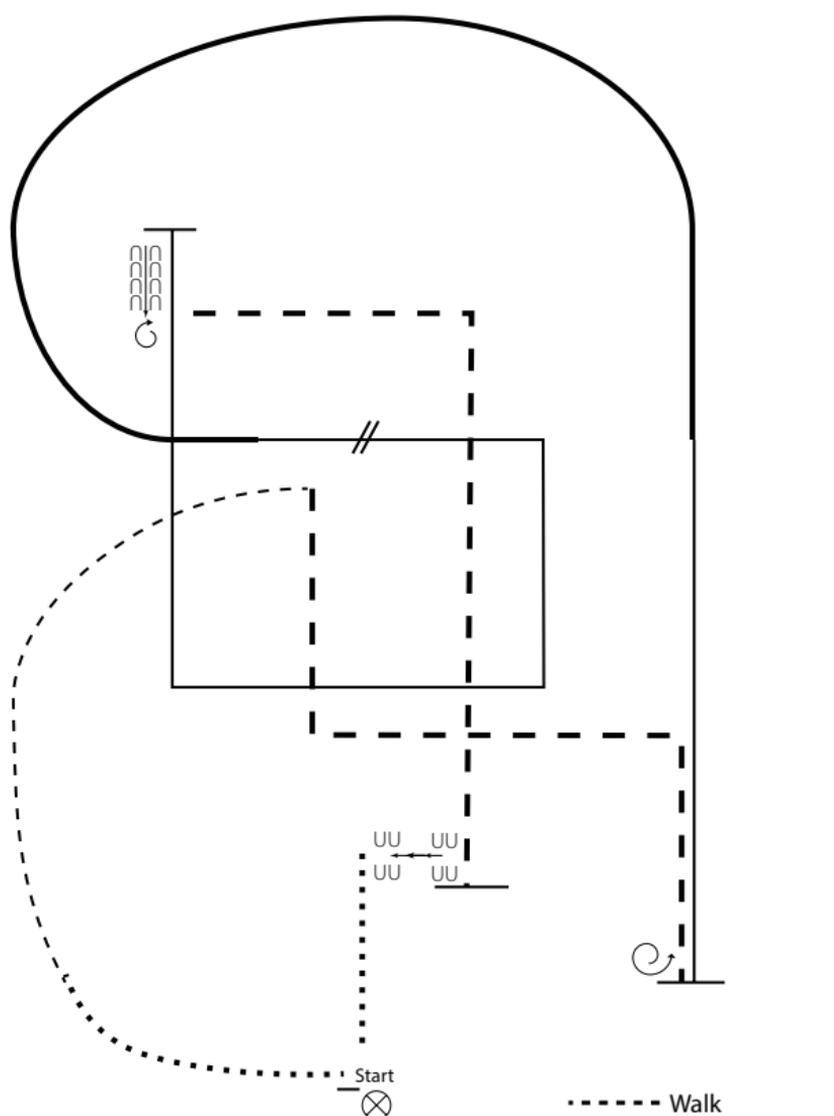
All Classes



1. Fences are set approximately 60 feet apart
2. After 2nd fence, hand gallop to marker. Stop and back approximately one horse length
3. Drop your reins to signify completion

RANCH RIDING

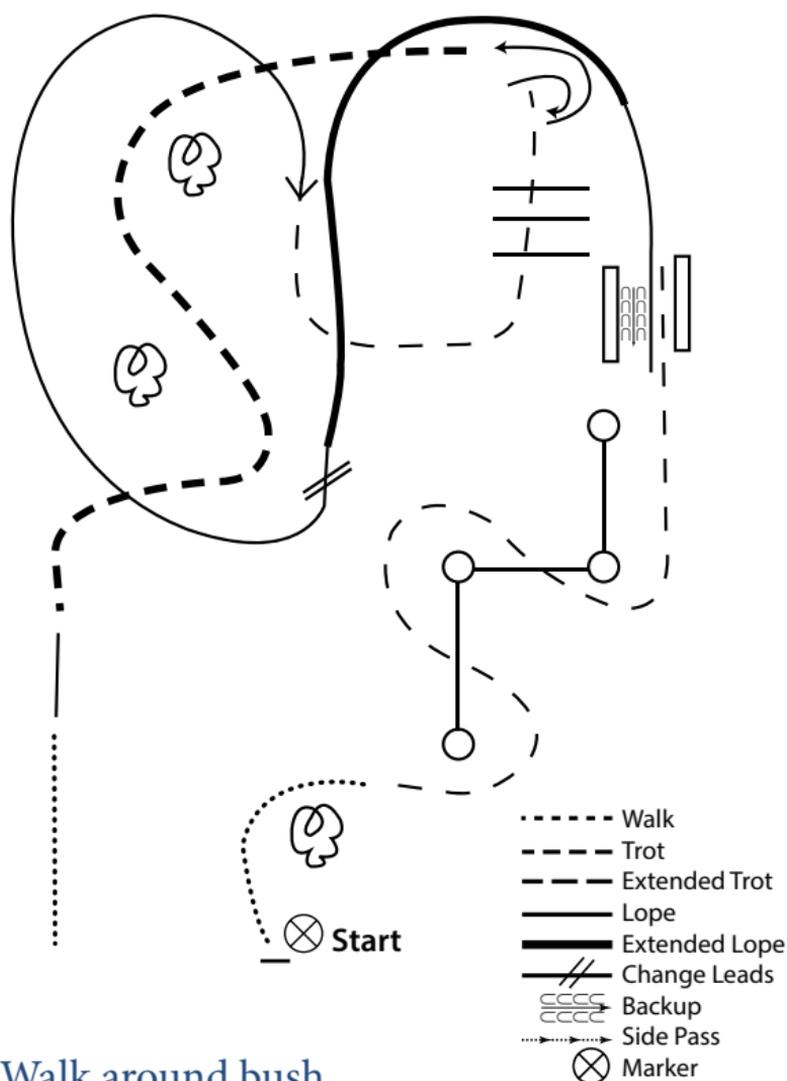
Level 1 Youth & Level 1 Amateur



1. Walk
2. Jog
3. Extended jog, line with corners, stop
4. 1 ½ turns left
5. Lope left lead
6. Extended lope, collected lope
7. Lead change (simple or flying)
8. Lope right lead, line with corners
9. Stop and Back
10. 1 ¼ turn right
11. Extended trot, stop
12. Sidepass right, walk out

RANCH RIDING

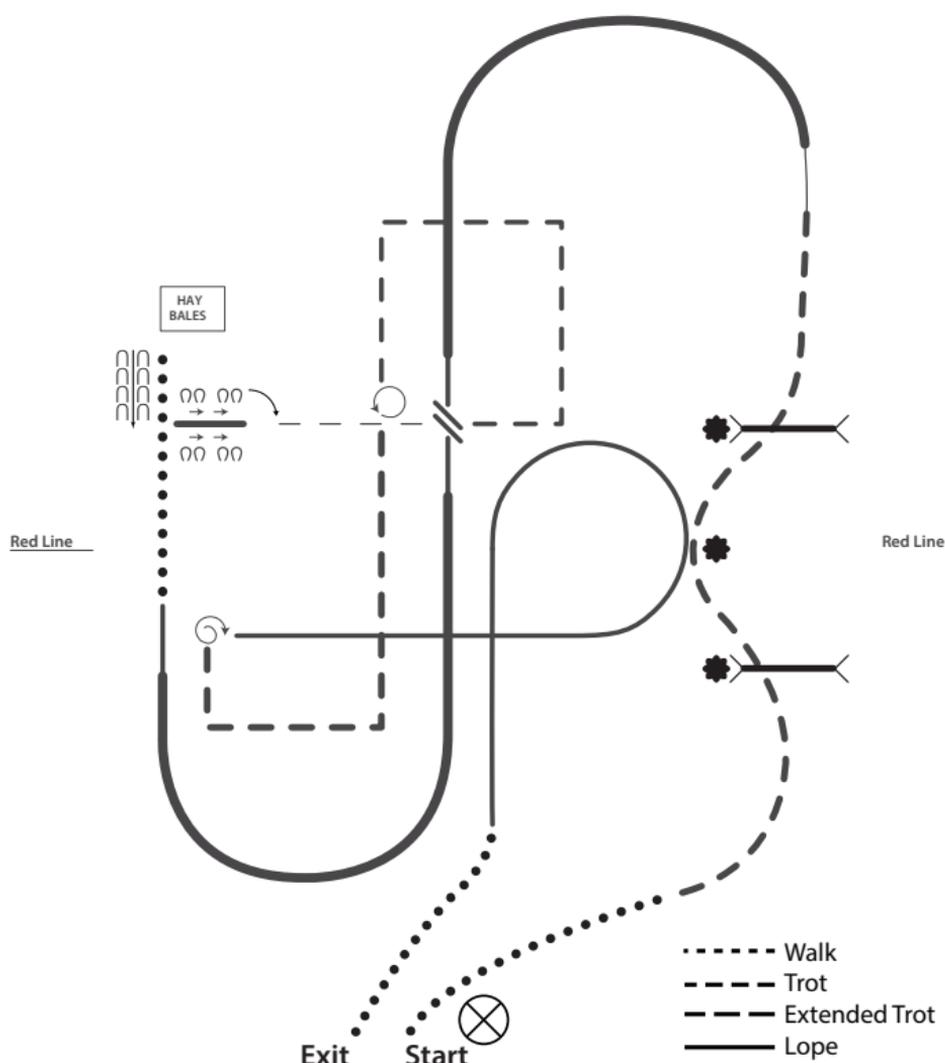
Level 1 Open, Junior Open



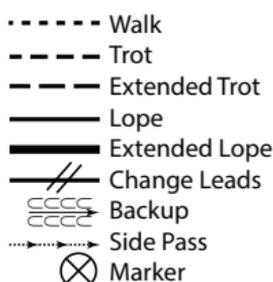
1. Walk around bush
2. Trot around bushes and over logs as shown
3. Trot in between the logs, stop and back
4. Depart on left lead, build to the extended lope around the arena down through the center
5. Change leads
6. Right lead around the other half of the arena
7. Break to the trot and trot over logs
8. Stop, 180° turn to the right, 270° turn to the left
9. Extended trot serpentine through the bushes
10. Break to the walk and exit at the walk

RANCH RIDING

Amateur / Select Amateur / Youth / Senior Open



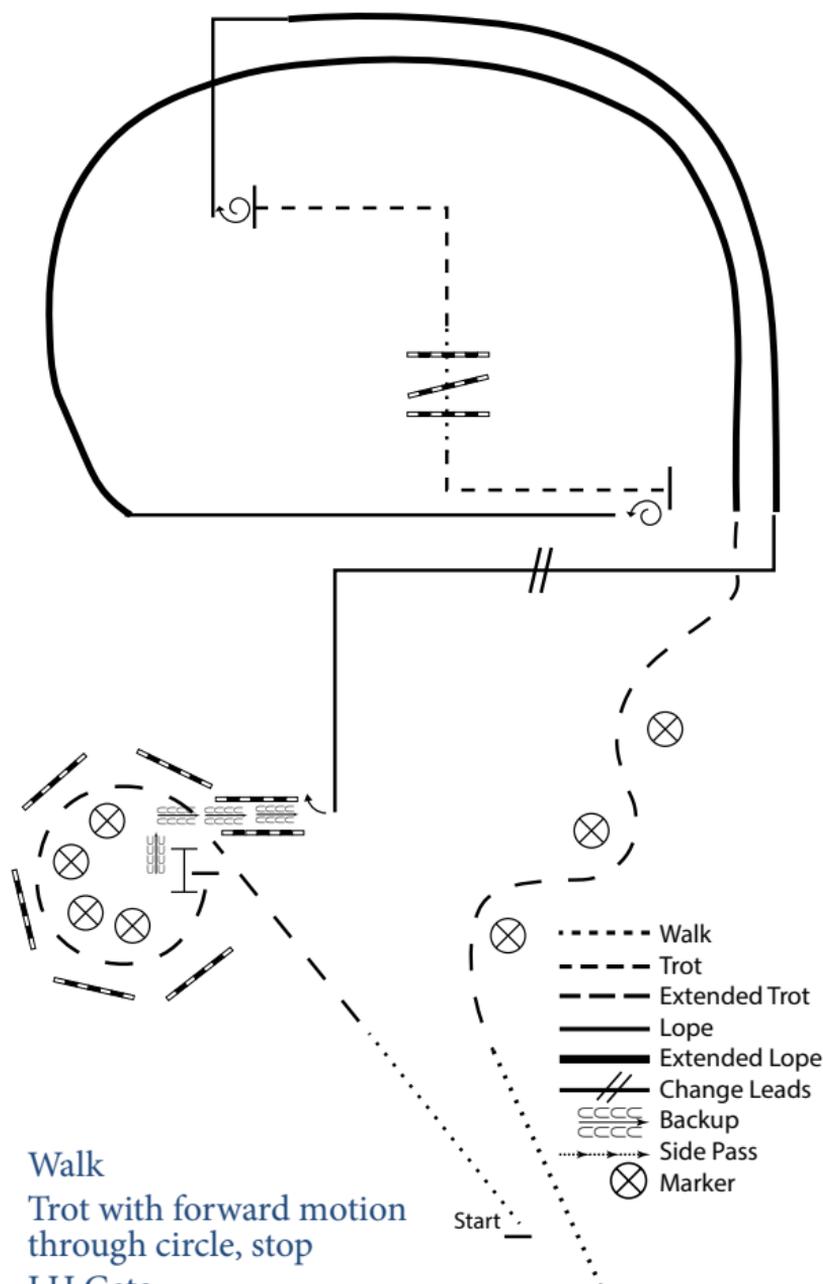
1. Walk
2. Extended trot
around bushes and over poles
3. Lope left lead, build to extended lope
left lead, collect before the lead change
4. Change leads (simple or flying)
5. Build to extended lope on the right lead, collect
6. Walk
7. Stop and back
8. Side pass right over log, $\frac{1}{4}$ turn right
9. Trot square, stop
10. 360° turn left
11. Extended trot 2 corners, stop
12. $1\frac{1}{4}$ turn right
13. Lope left circle as shown
14. Walk to exit



RANCH RIDING

Youth , Junior open

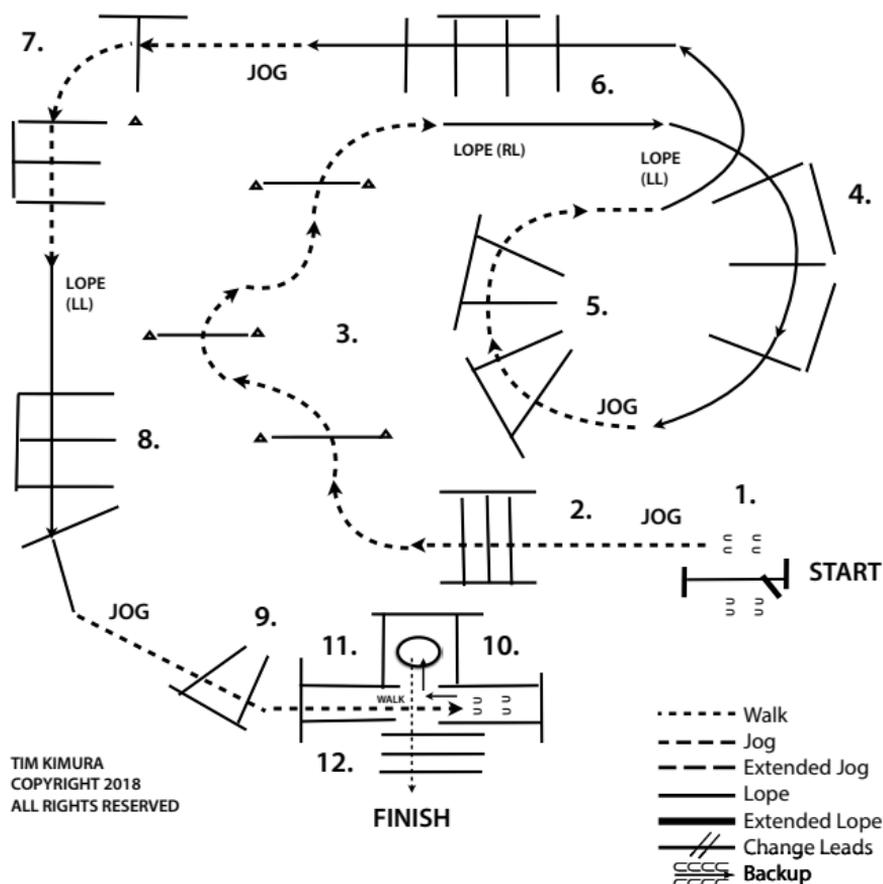
~Finals~



1. Walk
2. Trot with forward motion through circle, stop
3. LH Gate
4. Back "L", turn 90° right
5. Lope right lead
6. Change lead (simple or flying)
7. Build up speed, collect lope, lope corner, stop
8. 1 ¾ turn right
9. Trot corner, walk over logs
10. Trot, stop 1 ½ turn left
11. Lope right lead
12. Extended lope
13. Extended trot through serpentine, walk toward exit

TRAIL

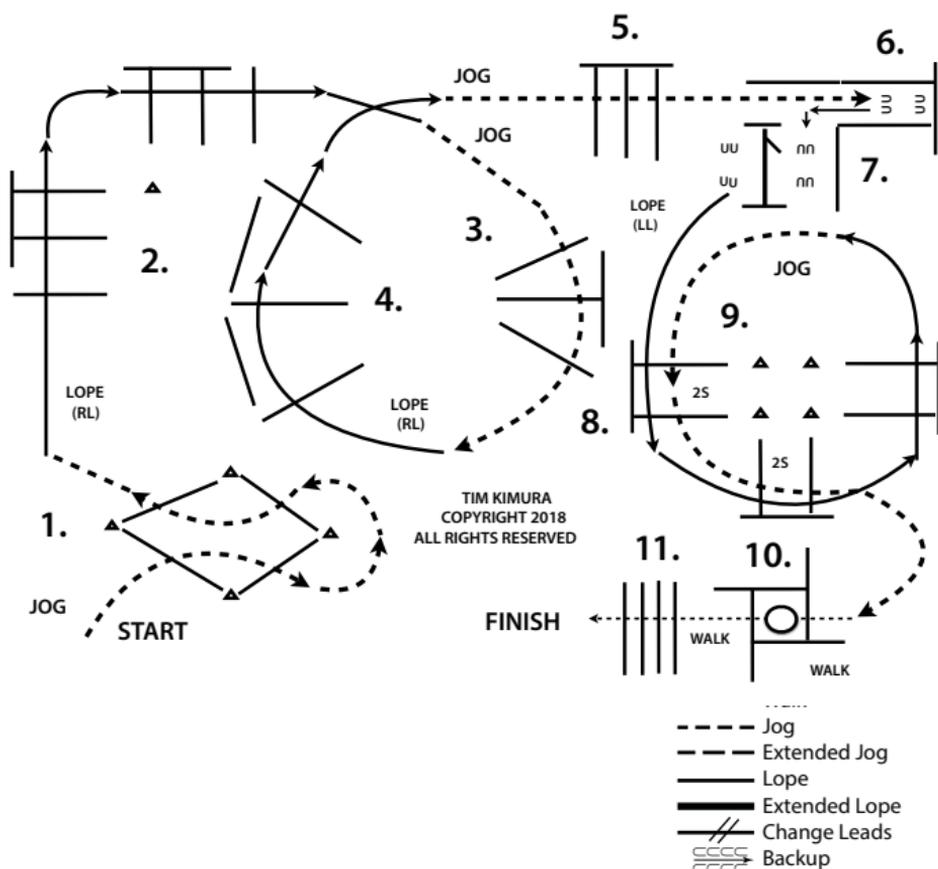
L1 Open, L1 Amateur, L1 Youth



1. Gate: left hand open gate, ride through and close gate
2. Jog over poles
3. Jog thru serpentine, jog over poles
4. Lope over poles (rl)
5. Break to the jog, jog over poles.
6. Lope over poles (ll)
7. Break to the jog, jog over poles.
8. Lope over poles (ll)
9. Break to the jog, jog over poles and jog into chute
10. Stop in chute, back between poles and back around corner into the box.
11. Execute a 360° turn either way, walk out box
12. Walk over poles

TRAIL

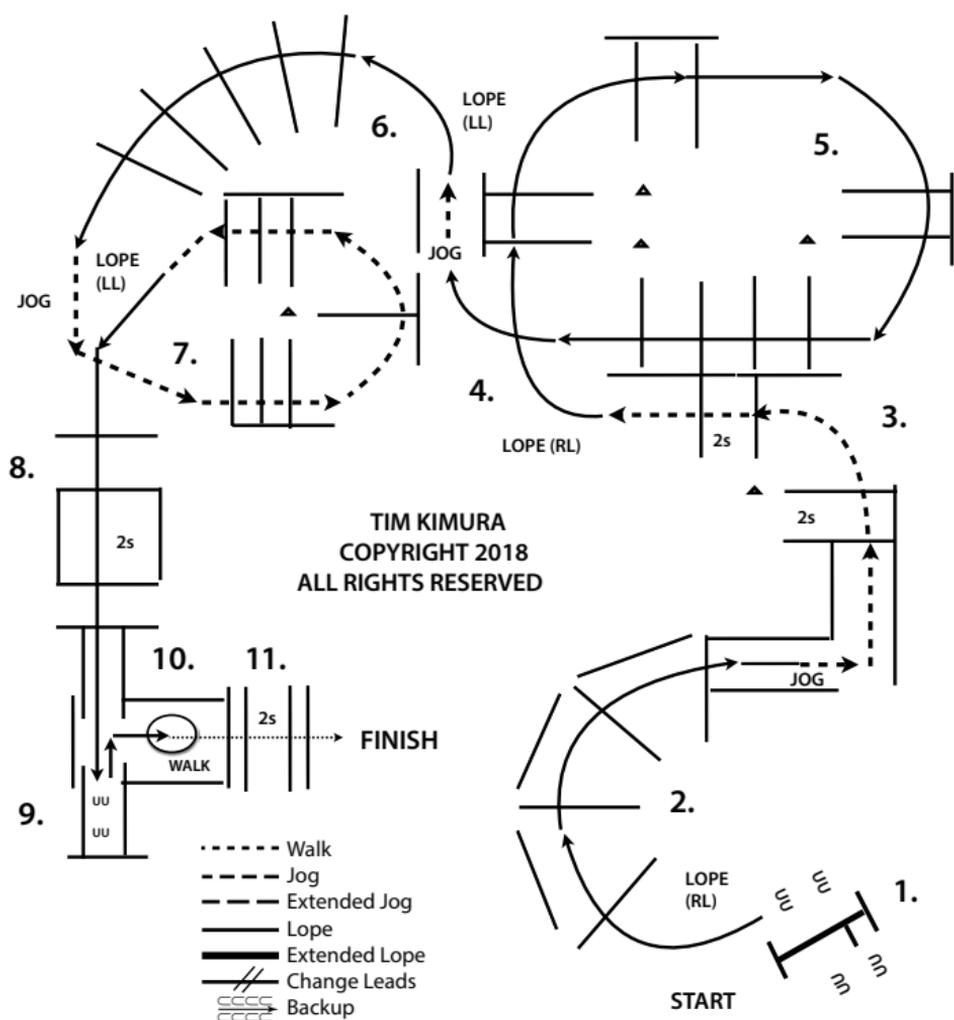
Junior, Amateur Select



1. Jog over poles, and jog around cones.
2. Lope over poles (rl).
3. Break to the jog, jog over poles.
4. Lope over poles (rl).
5. Break to the jog, jog over poles, jog into chute and stop.
6. Back between poles, and back up to gate.
7. Gate: open gate (left hand), open and walk over pole and close gate.
8. You may walk forward then lope over poles (ll).
9. Break to the jog, jog over poles, turn and jog up to box.
10. Stop or break to the walk, walk into box, execute a 360° turn either way, walk out box.
11. Walk over poles.

TRAIL

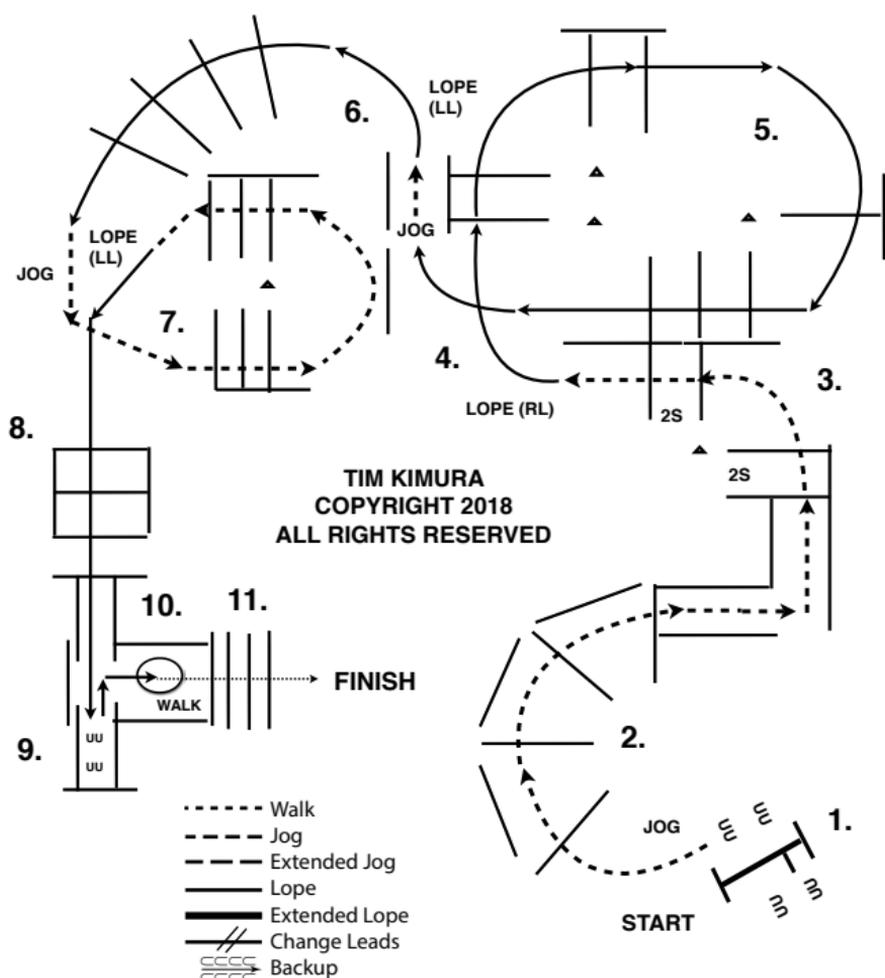
Senior Open



1. Gate: lh open, walk over pole and close gate.
2. Lope over poles (rl)
3. Break to jog, jog over poles.
4. Lope over poles (rl)
5. Lope over poles (rl)
6. Break to the jog then lope over poles (ll).
7. Jog over poles.
8. Lope over poles (ll).
9. Lope into chute, back thru poles back around corner and back into box.
10. Execute 1 1/2 turn either direction inside box.
11. Walk out box, walk over poles.

TRAIL

Youth / Amateur

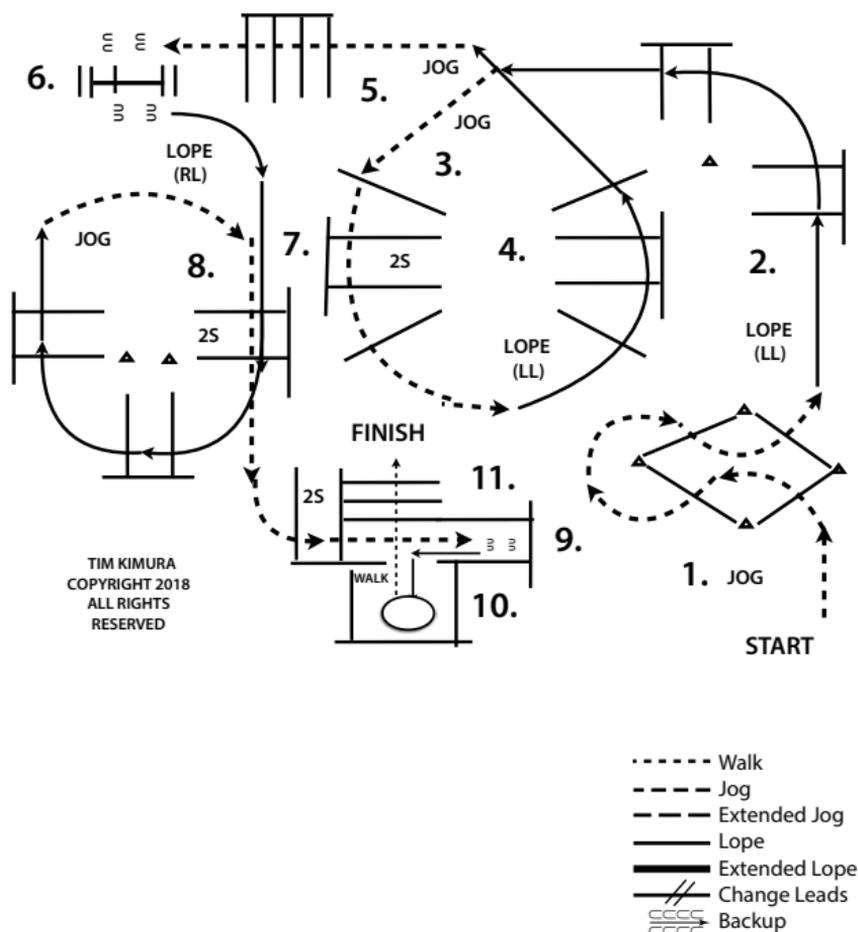


1. Gate: lh open, walk over pole and close gate.
2. Jog over poles.
3. Jog over poles.
4. Lope over poles (rl)
5. Lope over poles (rl)
6. Break to the jog then lope over poles (ll).
7. Jog over poles.
8. Lope over poles (ll).
9. Lope into chute, back thru poles back around corner and back into box.
10. Execute 1 and 1/2 turn either direction inside box.
11. Walk out box, walk over poles.

TRAIL

Junior Open / Youth / Select

~Finals~

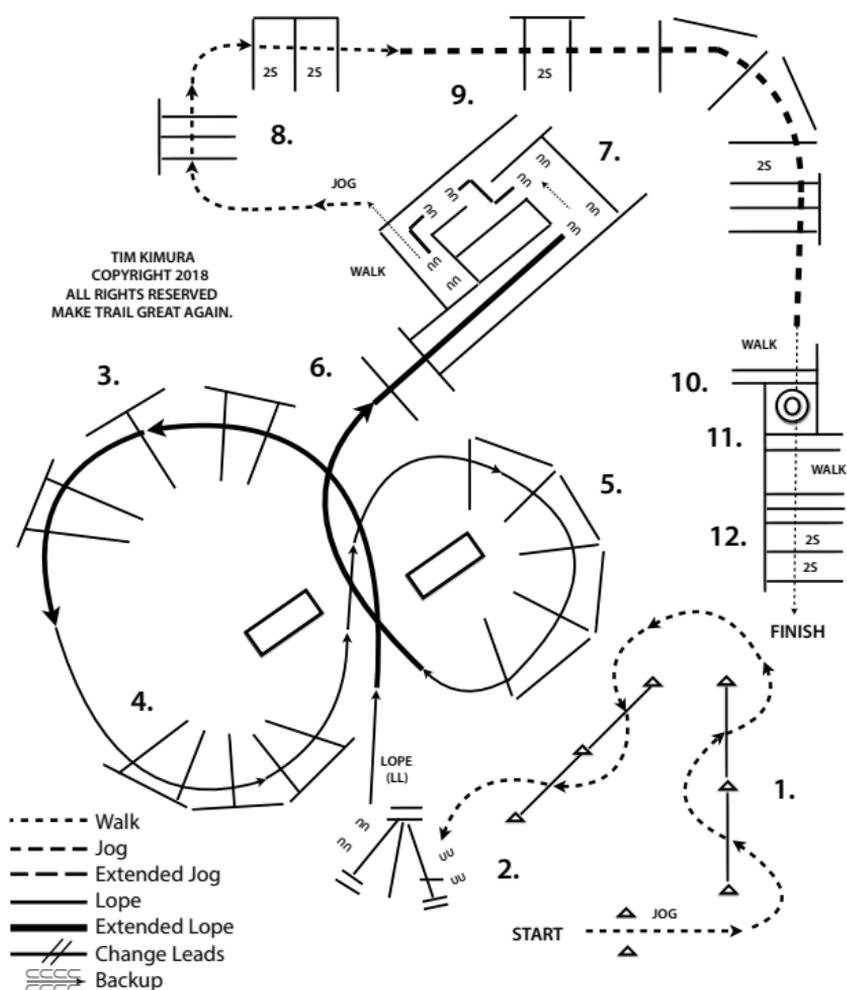


1. Jog thru serpentine, jog over poles.
2. Lope over poles (ll).
3. Break to the jog, jog over poles.
4. Lope over poles (ll).
5. Break to the jog, jog over poles.
6. Jog to gate: lh open, walk over pole, close gate.
7. Lope over poles (rl).
8. Break to the jog, jog over poles, jog into chute.
9. Back between poles and into box.
10. Execute a 360° turn either direction.
11. Walk out over poles.

TRAIL

Senior Open

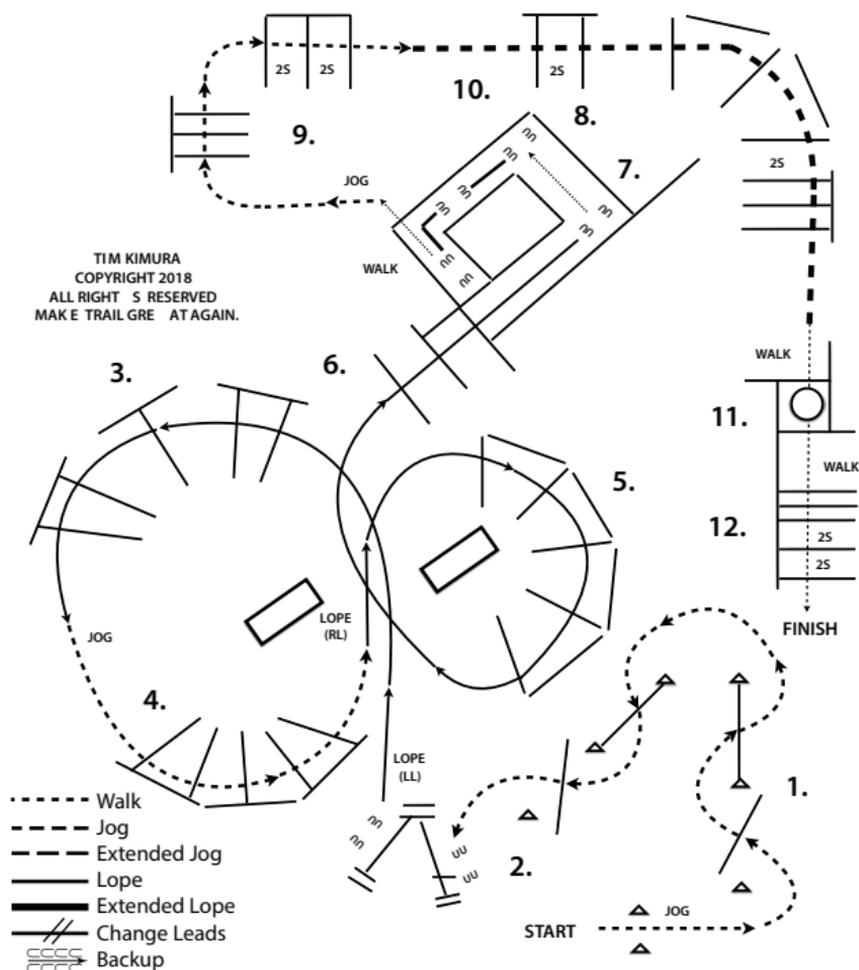
~Finals~



1. Jog thru serpentine, jog over poles, jog up to gate.
2. Right hand, open gate, walk thru gate, walk over poles, close gate.
3. Lope (ll), then lope with forward motion and lope over poles (ll).
4. Collect the lope and lope over poles (ll).
5. Change leads simple or flying and then lope (rl) and then lope over poles (rl).
6. Lope (rl) with forward motion, and lope over poles (rl), and lope into chute.
7. Side pass to the left and then back between poles and then walk out over pole.
8. Jog over poles.
9. Then extend the jog, and extend the jog over poles.
10. Stop or break to the walk over poles, walk into box and execute a 360° turn right, and hesitate.
11. Then execute a 360° turn left and then walk out box and walk over poles.
12. Walk over last set of poles and complete the pattern.

TRAIL Amateur

~Finals~



1. Jog thru serpentine, jog over poles, jog up to gate.
2. Right hand, open gate, walk thru gate, walk over poles, close gate.
3. Lope over poles (ll).
4. Break to the jog, jog over poles.
5. Lope over poles (rl).
6. Lope over poles (rl), and lope into chute and stop at the end of chute.
7. Side pass to the left between the poles.
8. Then back between poles and then walk out over pole.
9. Jog over poles.
10. Then extend the jog, and extend the jog over poles.
11. Stop or break to the walk, walk into box and execute a 360° turn in one direction, hesitate and then execute a 360° turn in the opposite direction and walk out box.
12. Walk over last set of poles and complete the pattern.



CC SHOWHORSES

... we breed for Pleasure!

DQHA HALL OF FAME
DQHA UND NSBA LEADING BREEDER
DQHA LEADING DAM

WWW.CC-SHOWHORSES.DE



Great to have
you here!

FEQHA
FEDERATION
OF
EUROPEAN
QUARTER
HORSE
ASSOCIATIONS

