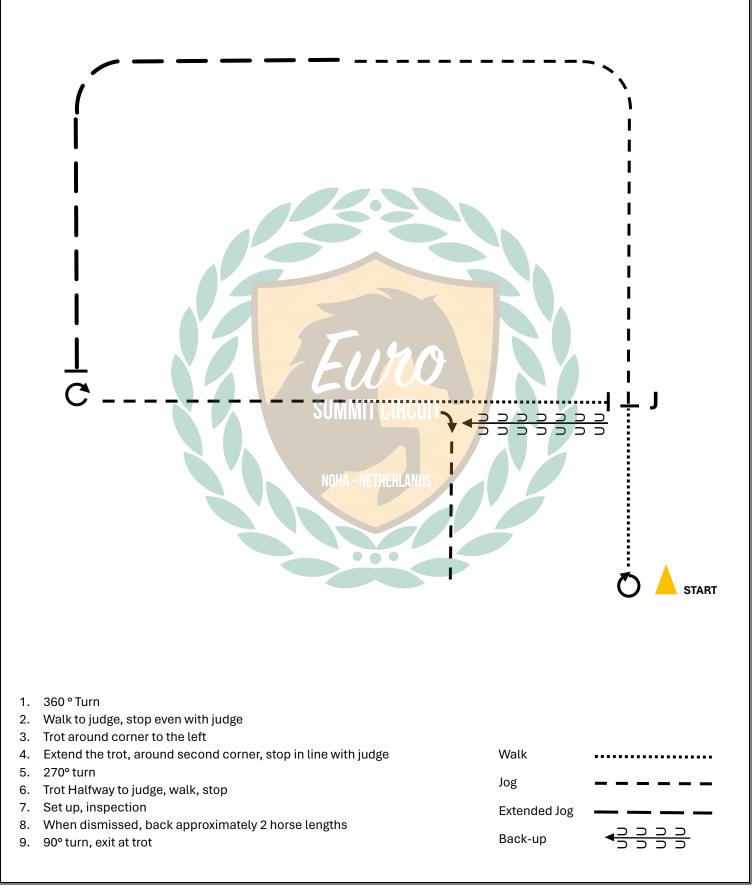
#### NQHA Euro Summit Netherlands 2024

L1 Amateur, L1 Youth Showmanship At Halter

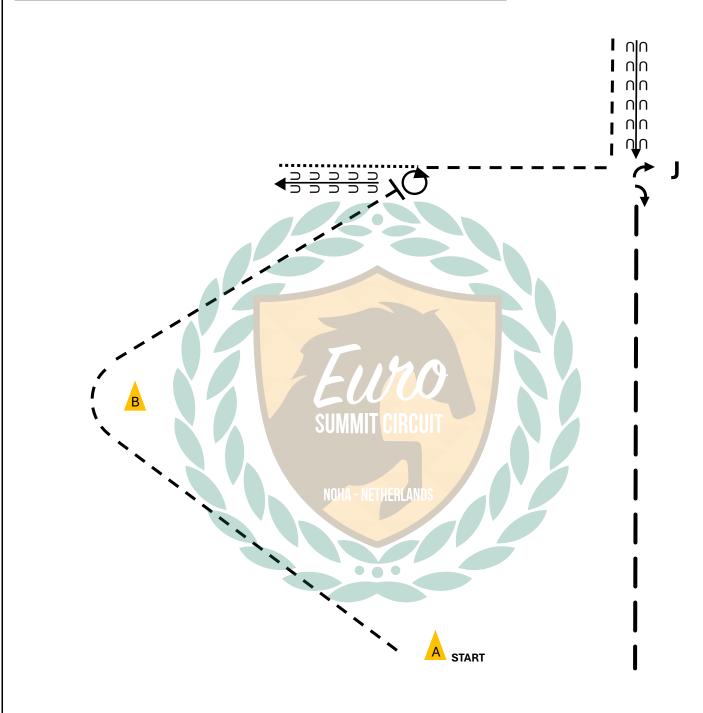
Show 1-2



#### NQHA Euro Summit Netherlands 2024

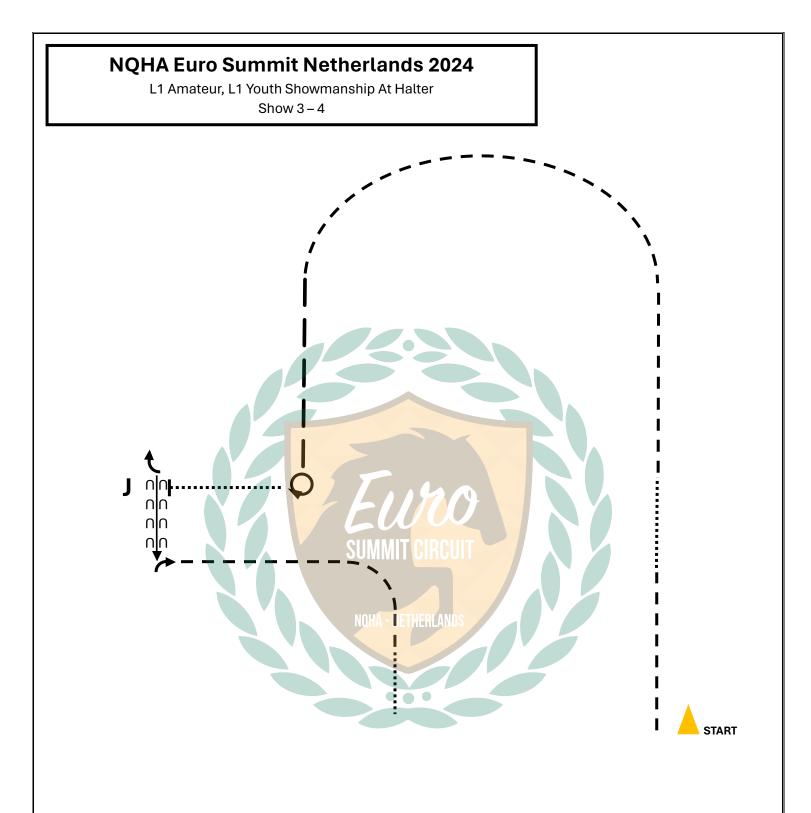
Amateur, Youth, Select Showmanship At Halter

Show 1 – 2



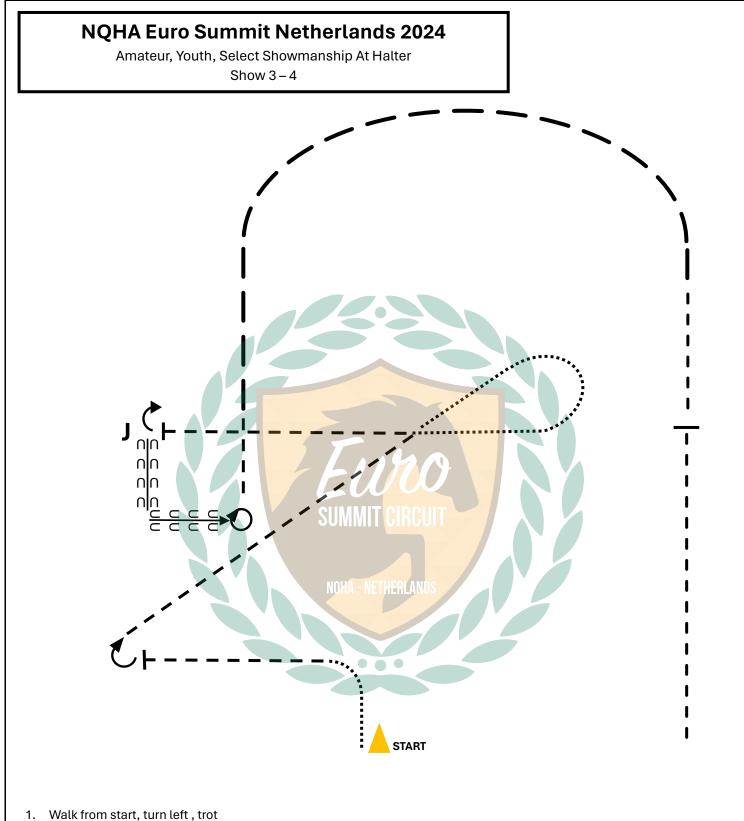
- 1. Trot from start, around B, Stop
- 2. Perform a 405 ° turn
- 3. Back 6-8 steps
- 4. Walk 6-8 steps
- 5. Trot towards judge, trot a left square corner, stop
- 6. Back until horses hind feet are even with judge
- 7. 90° turn , Set up
- 8. Inspection, when dismissed 90 ° turn
- 9. Extended trot until even with cone A

Walk	•••••
Jog	
Extended Jog	
Back-up	

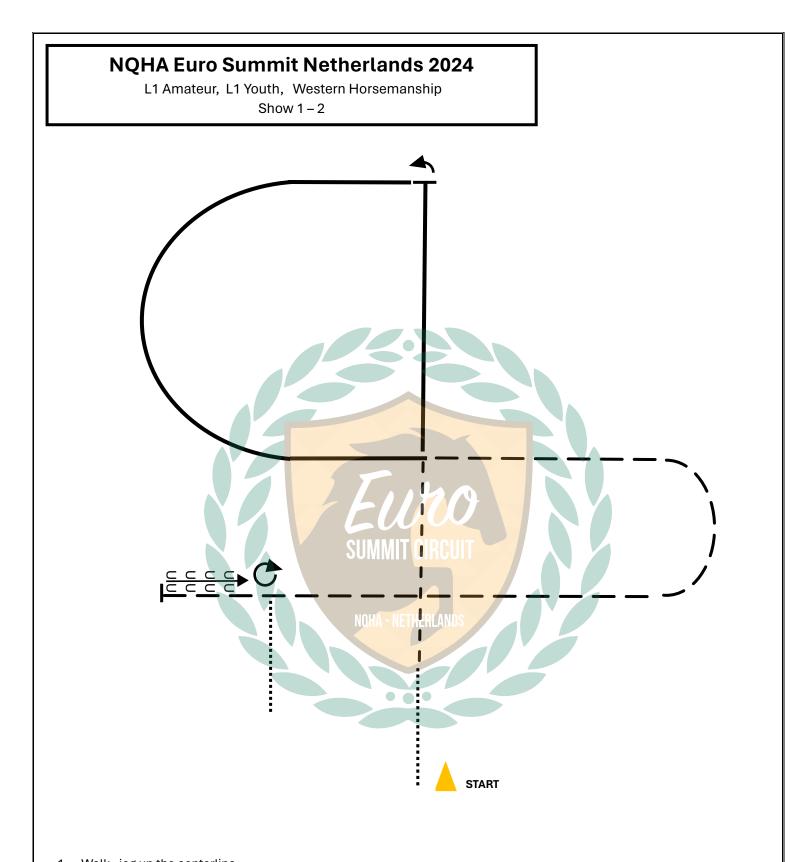


- 1. Trot from start, break to walk, walk one horse length
- 2. Jog, half circle
- 3. Extended Trot, stop when even with judge
- 4. 450° turn, walk to judge, stop
- 5. Set-up, inspection
- 6. When dismissed , 90  $^{\rm o}$  turn, back up one horse length
- 7. 90 ° turn , trot away and around corner
- 8. Break to walk, and walk to exit

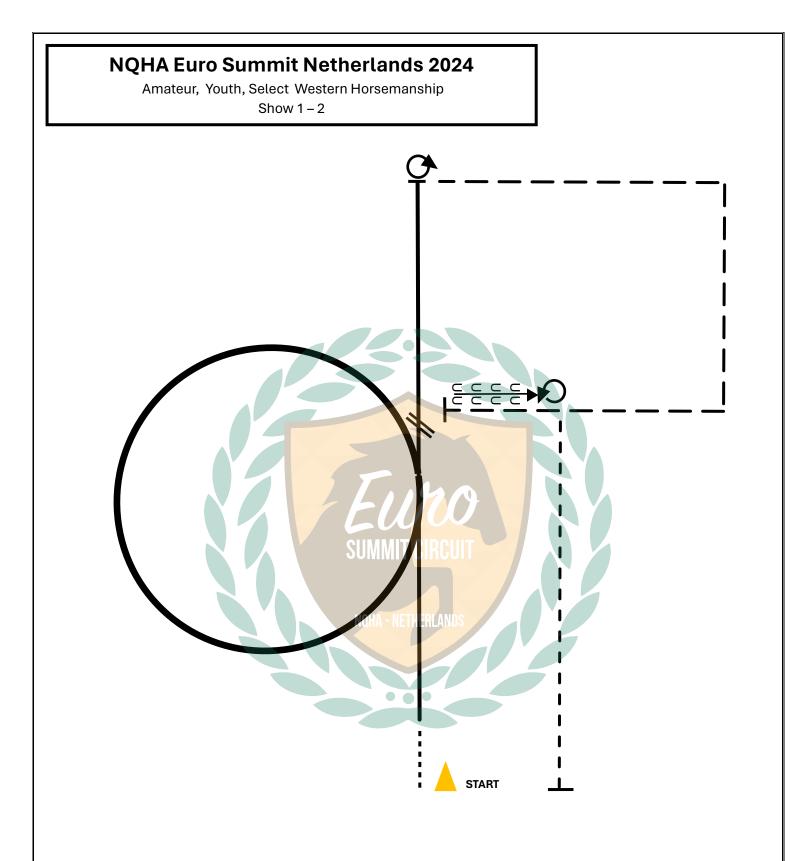
Walk	
Jog	
Extended Jog	
Back-up	$\overset{D}{\bullet} \overset{D}{\bullet} \overset{D}{\bullet$



- 2. Stop, 135° turn
- 3. Trot diagonal line
- 4. When even with judge, walk a small teardrop to the right, trot to judge, stop
- 5. Set up, inspection
- 6. When dismissed , 90 ° turn, back up L
- 7. 450 ° turn
- 8. Trot, build up to extended trot, extended trot half circle
- 9. Collect to trot, when even with judge stop, pattern is complete, exit at the trot



Walk , jog up the centerline
Lope right lead, stop
90 ° turn to the left
Left lead, half circle
Break to extended jog, around corner
Stop , Back up
Z70 ° turn to the right
Walk to exit
Walk to exit



1.	Walk one horse length
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- 2. Lope left lead, build up speed and lope a circle to the left, collect
- 3. Change leads ( simple or flying), continue right lead, stop
- 4. 450 ° turn to the right
- 5. Extended jog, around 2 square corners
- 6. Stop ,Back up
- 7. 450 ° turn to the left
- 8. Drop stirrups, jog, stop

Walk	•••••
Jog	
Extended Jog	
Canter	
Back-up	< <u></u>

#### NQHA Euro Summit Netherlands 2024

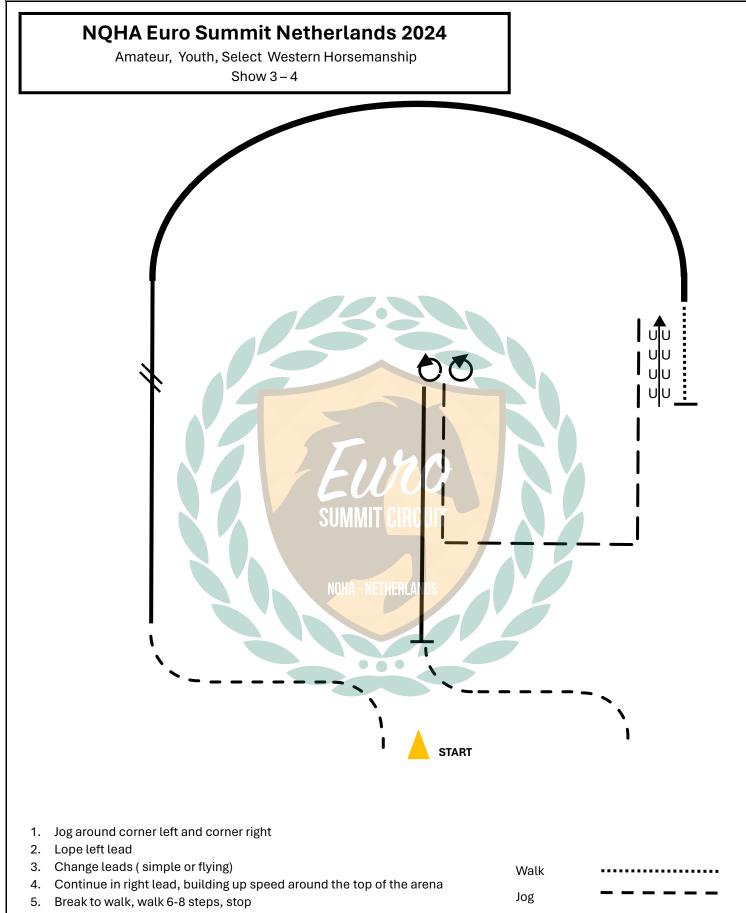
L1 Amateur, L1 Youth, Western Horsemanship Show 3-4

NOHA - NETHERLAN START 1. Extended jog up to center, collect, corner left Walk 2. Stop, 405 ° turn Jog 3. Lope left lead around corner, continue loping, stop 4. Back up 6-8 steps Extended Jog 5. 270 ° tur to the right Canter Lope right lead, build up to extended, collect

Back-up

7. When even with start cone, walk 6 - 8 steps

6.



Extended Jog

Canter

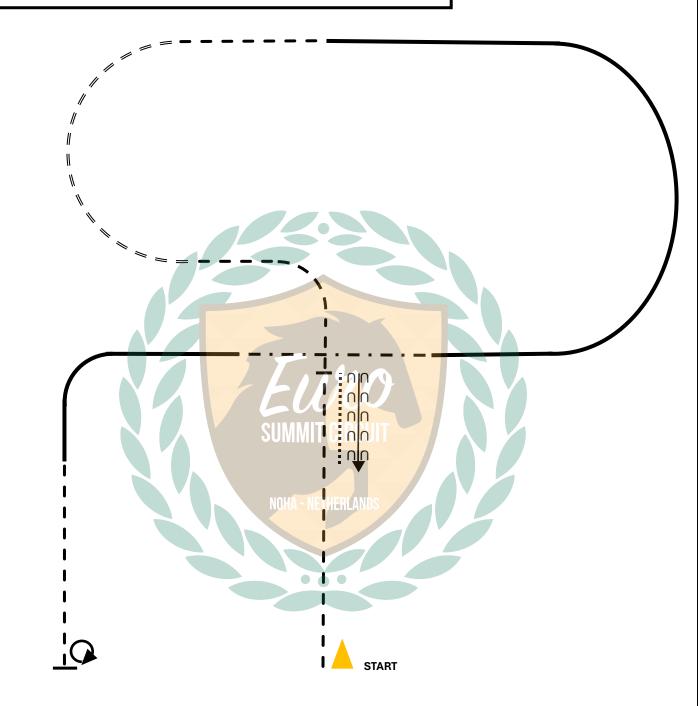
Back-up

- 6. Back up 6 8 steps
- 7. Extended Jog two square corners, stop
- 8. 360 ° turn to the right, 540 ° turn to the left
- 9. Left lead, stop, jog to exit

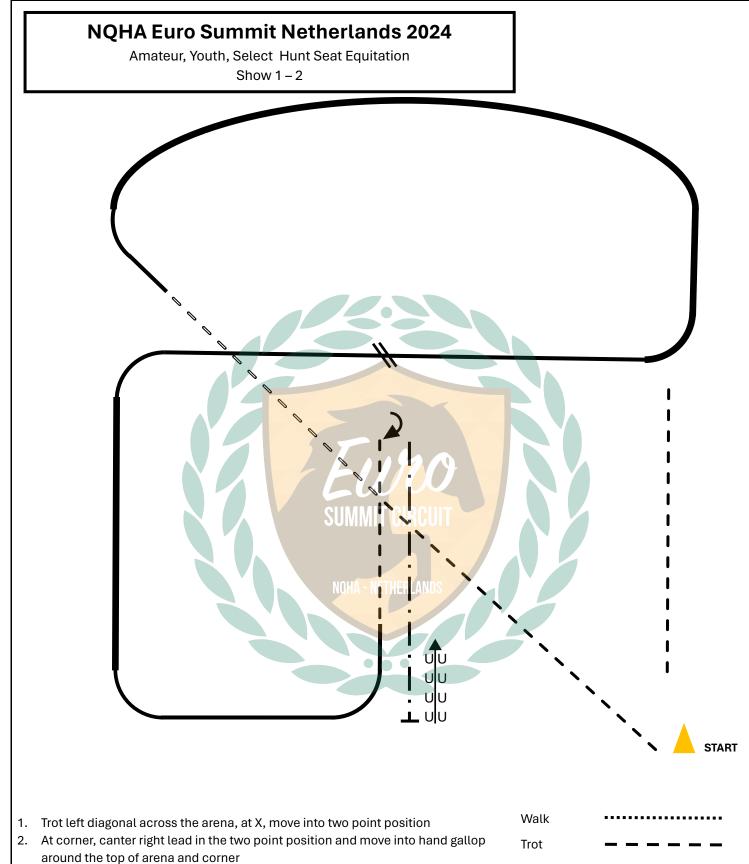
### NQHA Euro Summit Netherlands 2024

L1 Amateur, L1 Youth, Hunt Seat Equitation

Show 1 – 2



1.	Trot right diagonal to center, halt	Walk	
2.	Back 6-8 steps, Walk 6 – 8 steps	Trot	
3.	Trot around corner to the left		
4.	Two point position, half circle to the right, right diagonal	Extended Trot	
5.	Canter right lead, break to sitting trot	Two point	
6.	Canter left lead		
7.	Break to trot, left diagonal	Sitting Trot	
8.	Stop, 360° turn to the left on forehand	Canter	
		Back-up	< <u></u>

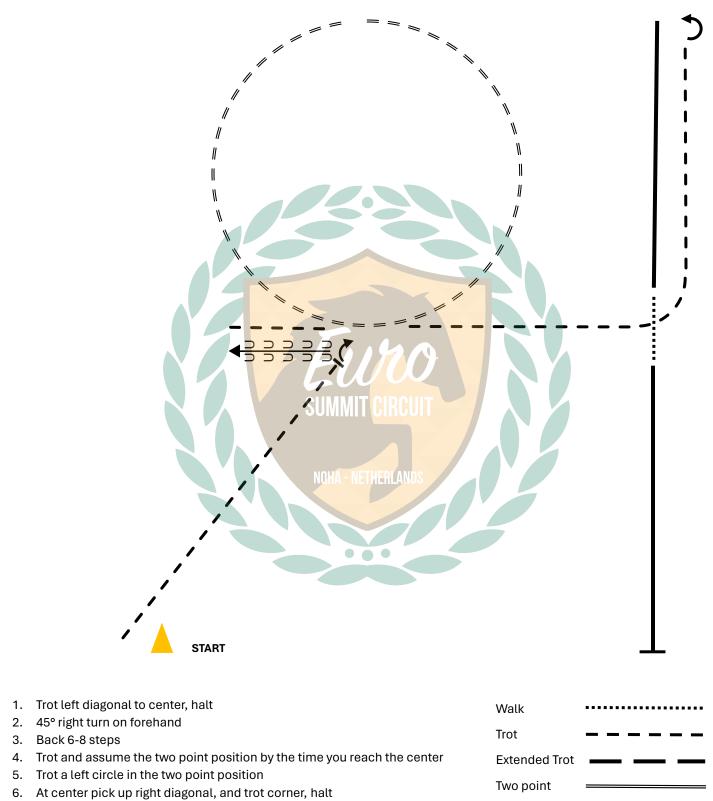


- 3. When even with X, change leads (simple or flying)
- 4. Canter a corner to the left and move into hand gallop, collect before corner
- 5. Trot right diagonal, halt
- 6. Drop stirrups, 180  $^{\rm o}$  to the right on the forehand
- 7. Sitting trot
- 8. When even with start cone, halt and back up one horse length, exit at walk

#### NQHA Euro Summit Netherlands 2024

L1 Amateur, L1 Youth, Hunt Seat Equitation

Show 3 – 4



7. 180° left turn on the forehand

- 8. Canter right lead, break to walk
- 9. Canter left lead, halt

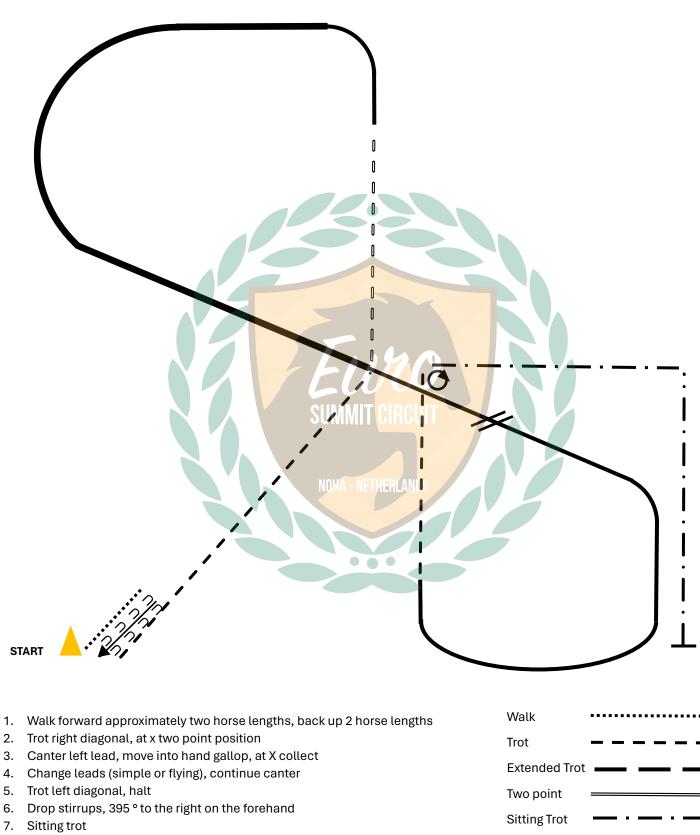
Canter

Back-up



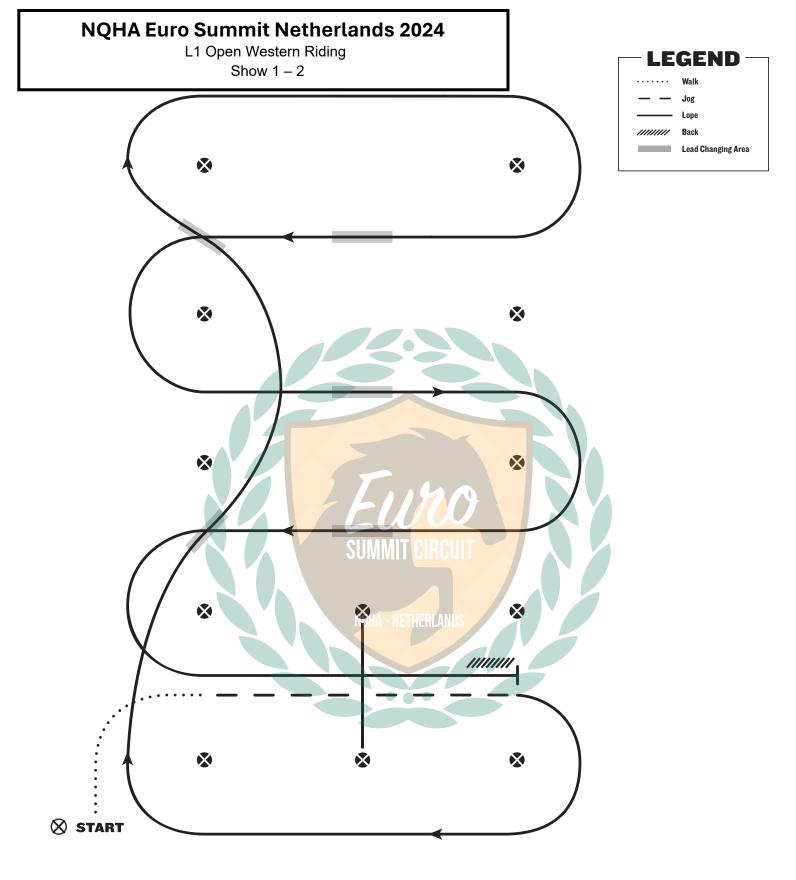
Amateur, Youth, Select Hunt Seat Equitation

Show 3 – 4



8. When even with start cone, exit at walk

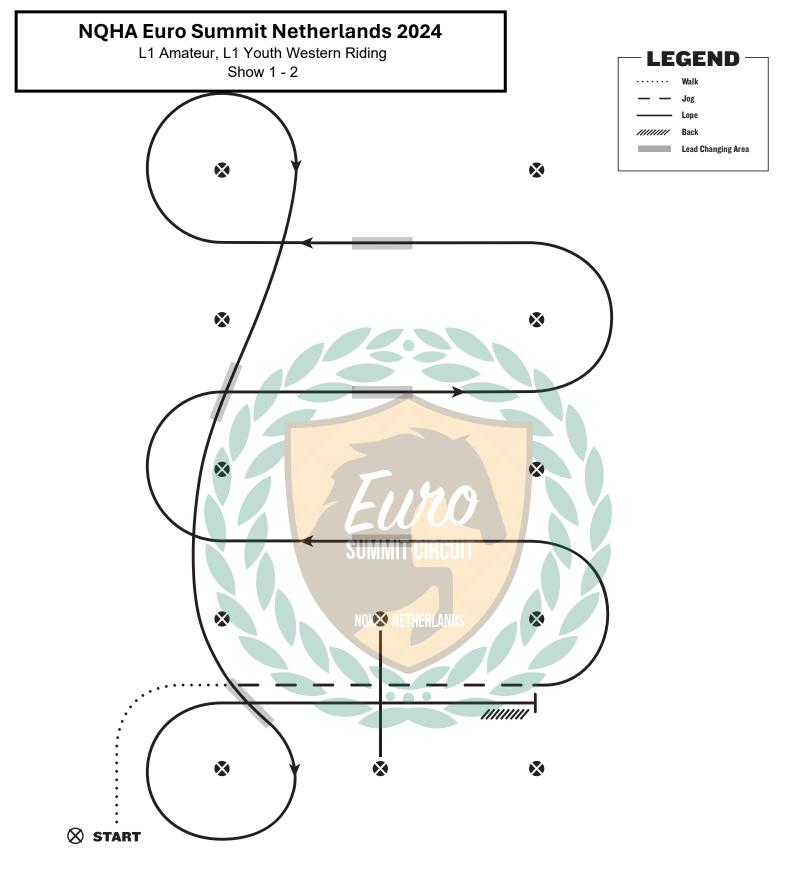
Canter Back-up



I. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.

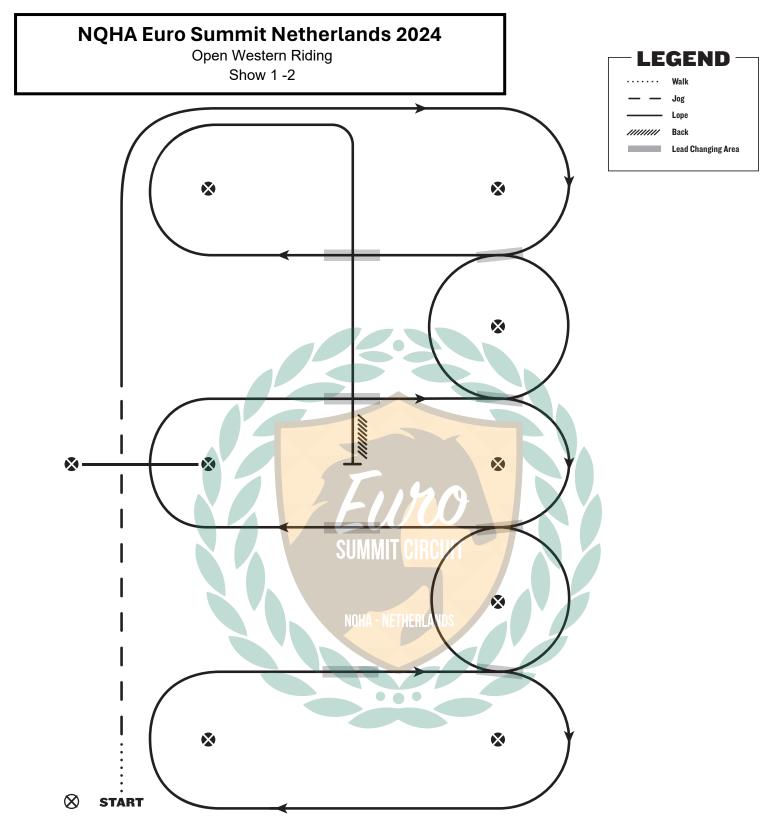
- 2. Transition to the lope right lead & lope around end
- 3. First line change
- 4. Second line change, lope around end of arena
- 5. First crossing change
- 6. Second crossing change
- 7. Third crossing change
- 8. Lope over log
- 9. Lope, stop & back

#### **LEVEL I WESTERN RIDING PATTERN 4**



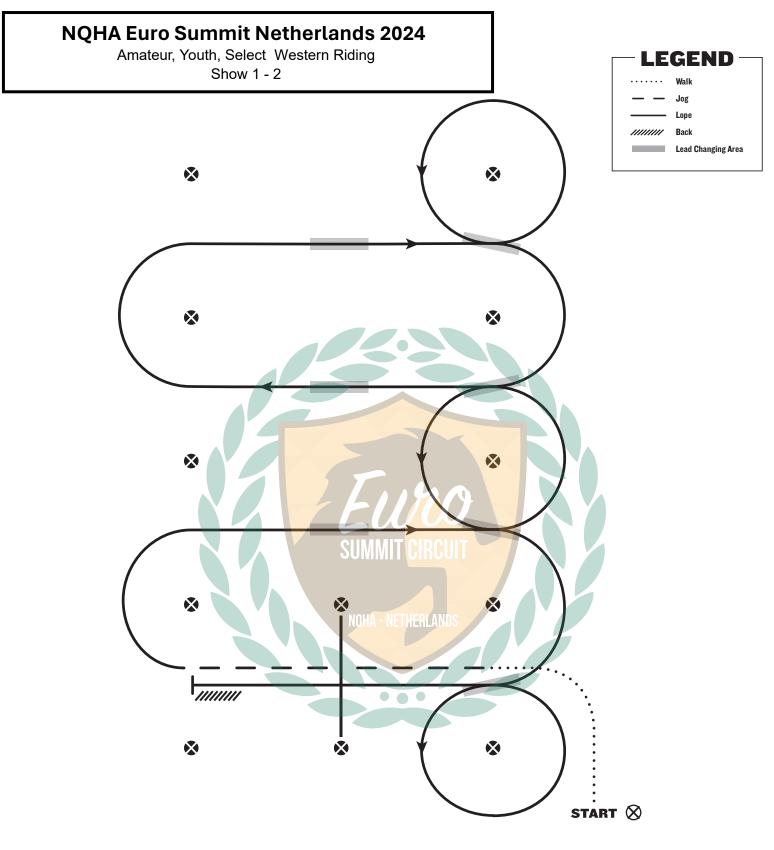
- I. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope left lead
- 3. First crossing change
- 4. Second crossing change
- 5. Third crossing change
- 6. Circle & first line change
- 7. Second line change & circle
- 8. Lope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

#### **LEVEL I WESTERN RIDING PATTERN 2**



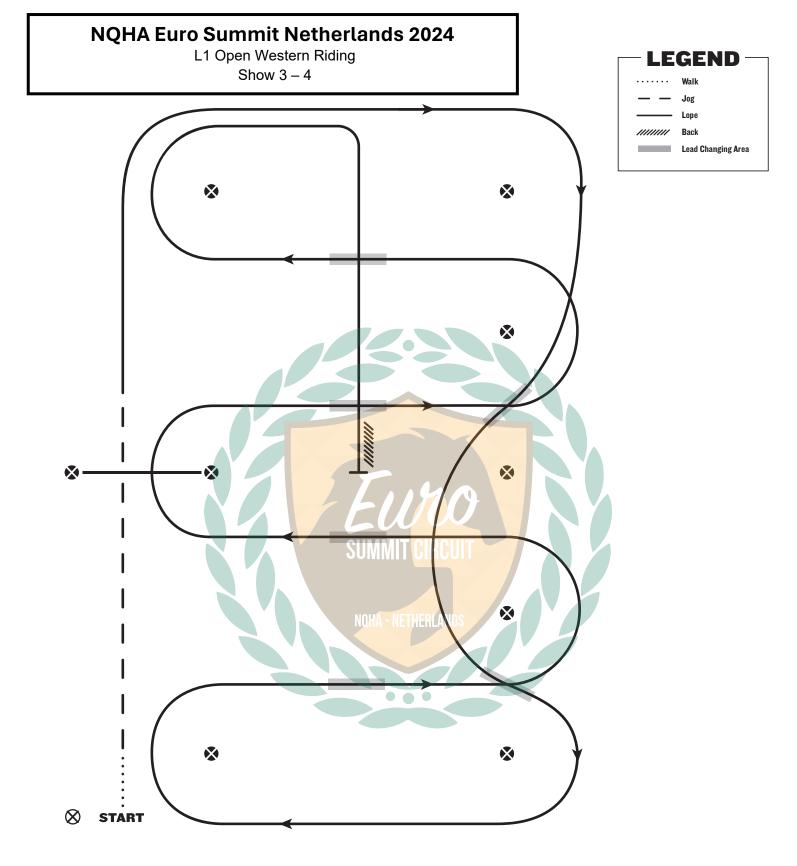
- I. Walk at least I5 feet from start cone to the first marker, transition to jog, jog over log
- 2. Transition to the lope right lead & lope around end
- 3. First line change
- 4. Second line change
- 5. Third line change
- 6. Fourth line change lope around the end of arena
- 7. First crossing change
- 8. Second crossing change
- 9. Lope over log
- IO. Third crossing change
- II. Fourth crossing change
- I2. Lope up the center, stop & back

#### **WESTERN RIDING - PATTERN 6**



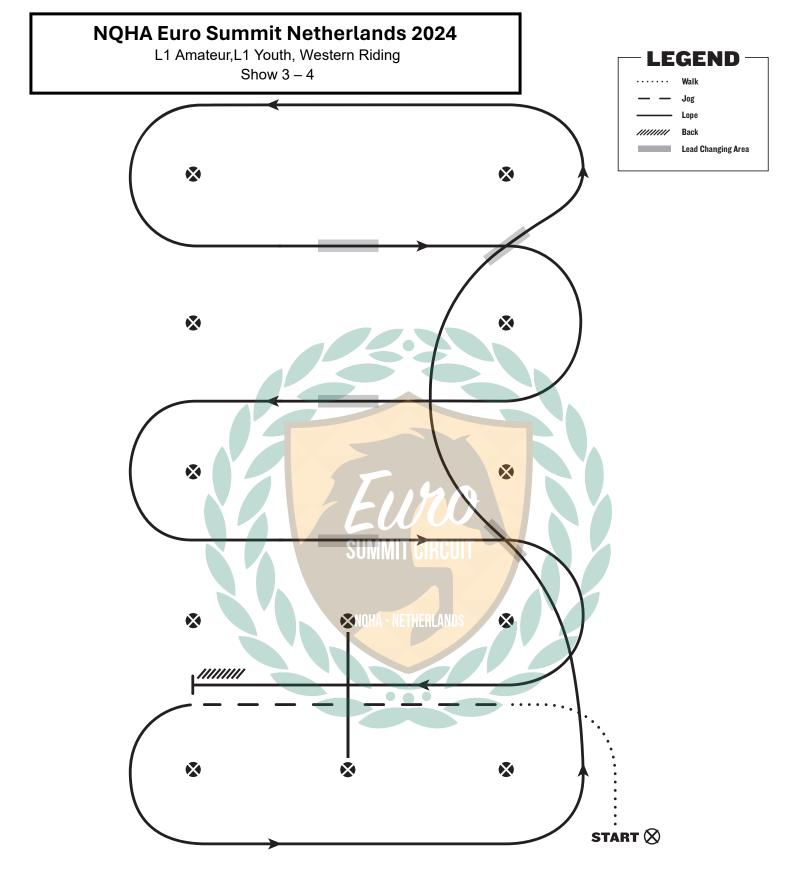
- I. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope right lead
- 3. First crossing change
- 4. Second crossing change
- 5. Third crossing change
- 6. Circle & first line change
- 7. Second line change
- 8. Third line change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

### **WESTERN RIDING - PATTERN 7**



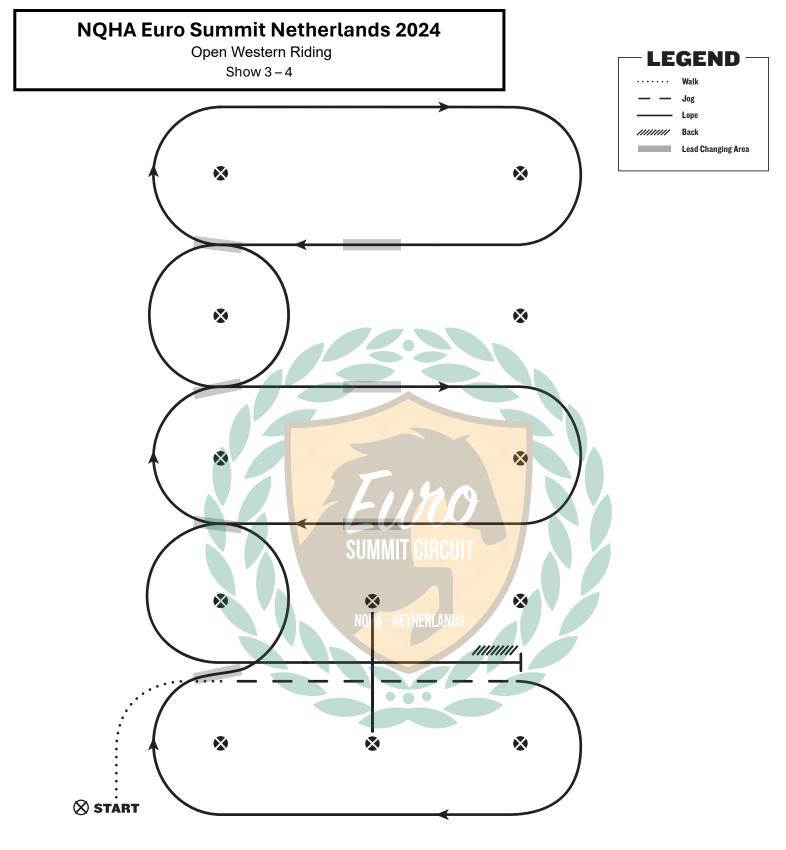
- I. Walk at least I5 feet from start cone to the first marker, transition to jog, jog over log.
- 2. Transition to the lope right lead & lope around end
- 3. First line change
- 4. Second line change, lope around the end of arena
- 5. First crossing change
- 6. Second crossing change
- 7. Lope over log
- 8. Third crossing change
- 9. Fourth crossing change
- IO. Lope up the center, stop & back

# **LEVEL I WESTERN RIDING PATTERN 6**



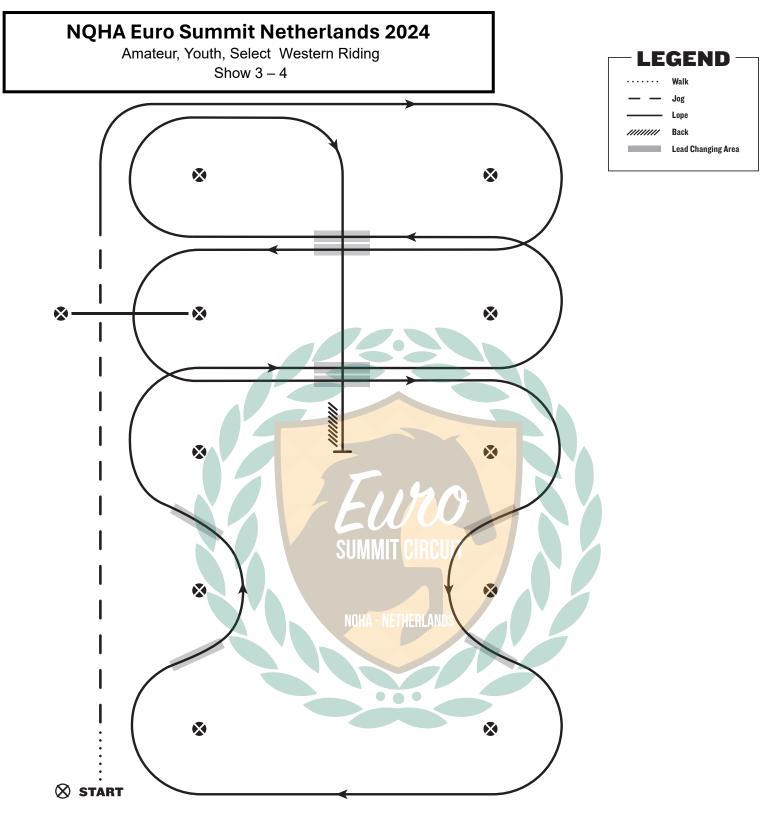
- I. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope left lead & lope around end
- 3. First line change
- 4. Second line change, lope around the end of arena
- 5. First crossing change
- 6. Second crossing change
- 7. Third crossing change
- 8. Lope over log
- 9. Lope, stop & back

#### **LEVEL I WESTERN RIDING PATTERN 9**



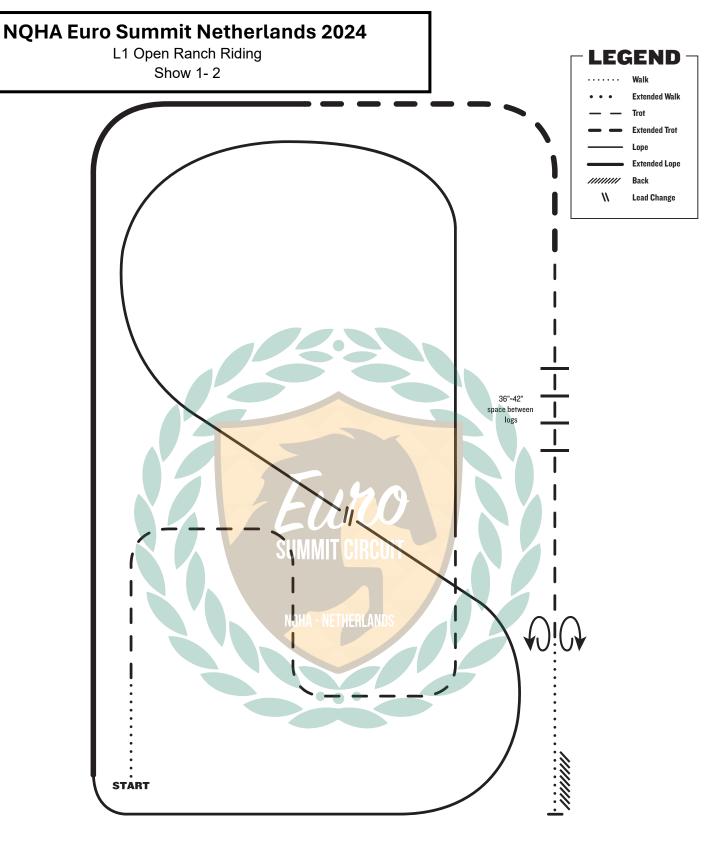
- I. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope right lead
- 3. First line change
- 4. Second line change
- 5. Third line change
- 6. Fourth line change
- 7. First crossing change
- 8. Second crossing change
- 9. Third crossing change
- 10. Lope over log
- II. Lope, stop & back

#### **WESTERN RIDING - PATTERN 4**

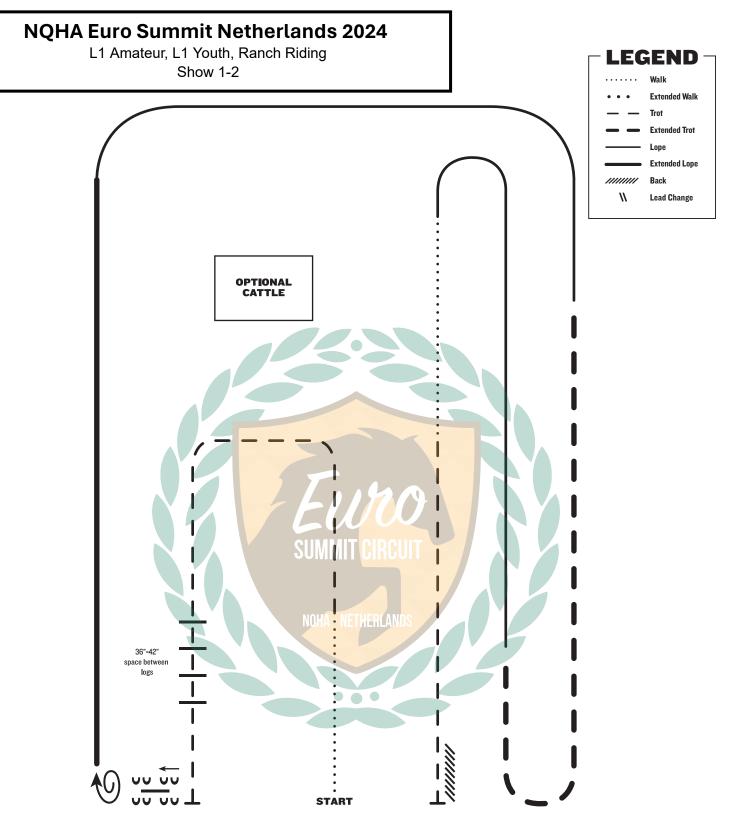


- I. Walk at least I5 feet from start cone to the first marker, transition to jog, jog over log.
- 2. Transition to the lope right lead
- 3. First crossing change
- 4. Lope over log
- 5. Second crossing change
- 6. First line change
- 7. Second line change
- 8. Third line change
- 9. Fourth line change
- IO. Third crossing change
- II. Fourth crossing change
- I2. Lope up the center, stop & back

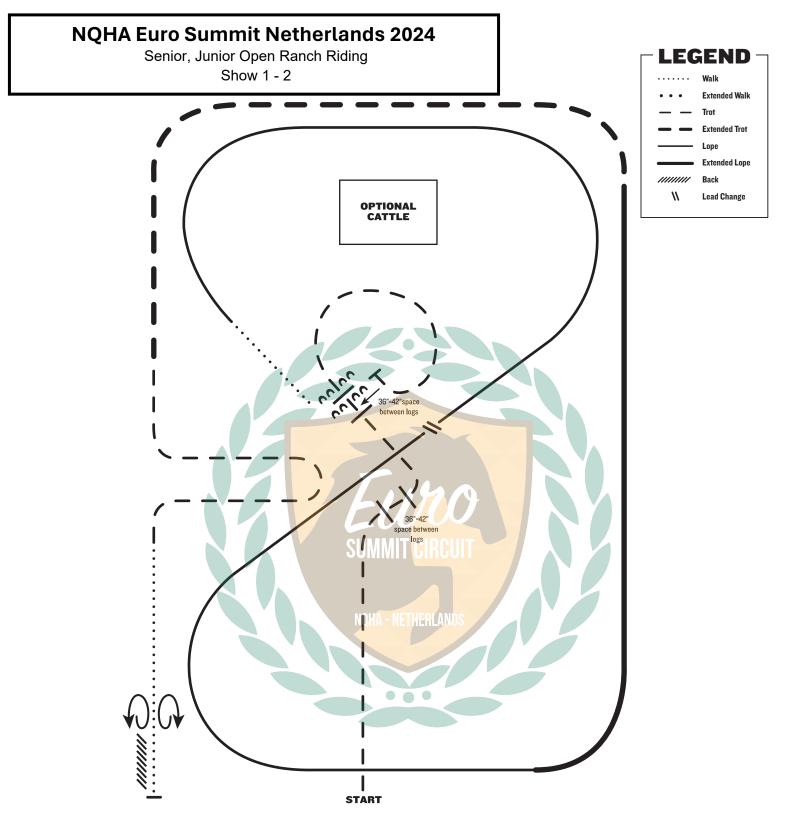
#### **WESTERN RIDING - PATTERN 8**



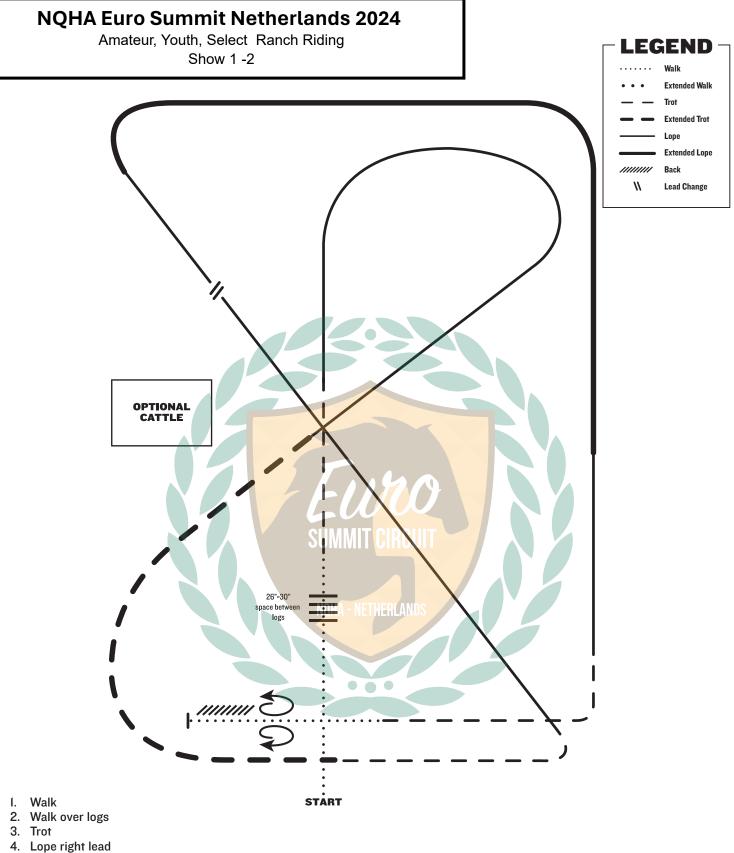
- I. Walk
- 2. Trot serpentine
- 3. Lope left lead around the end of the arena and then diagonally across the arena
- 4. Change leads (simple or flying)
- 5. Lope right lead around end of the arena
- 6. Extend lope on the straight away and around corner to the center of the arena
- 7. Extend trot around corner of the arena
- 8. Collect to a trot
- 9. Trot over logs
- IO. Stop, 360° turn each direction (either direction Ist) (L-R or R-L)
- II. Walk, stop and back



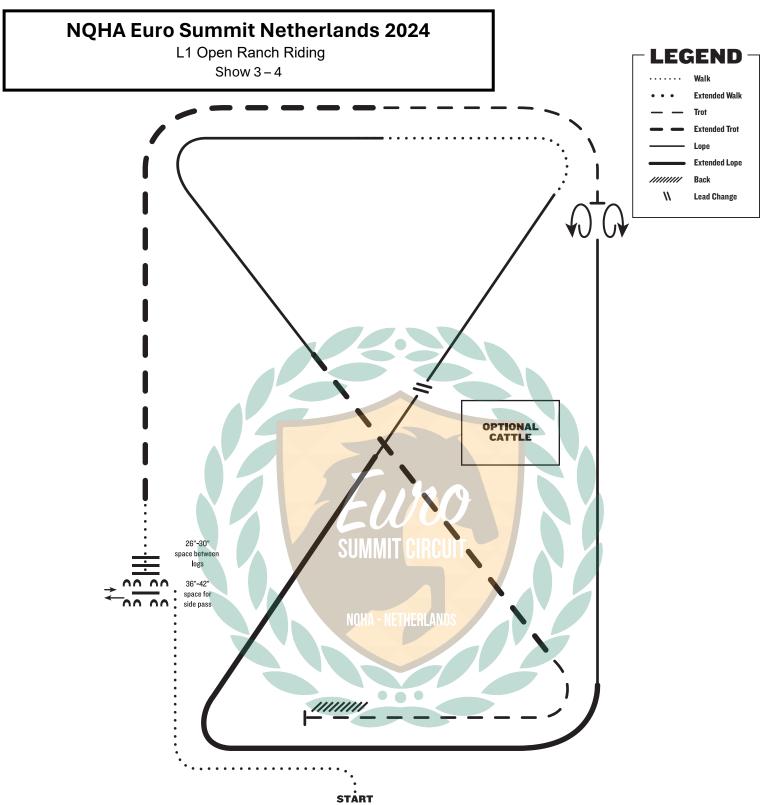
- I. Walk
- 2. Trot
- 3. Trot over logs, stop
- 4. Side pass right over log
- 5. I I/2 turn right
- 6. Extended lope right lead
- 7. Lope right lead
- 8. Extended trot
- 9. Lope left lead
- IO. Walk II. Trot
- I2. Stop and back



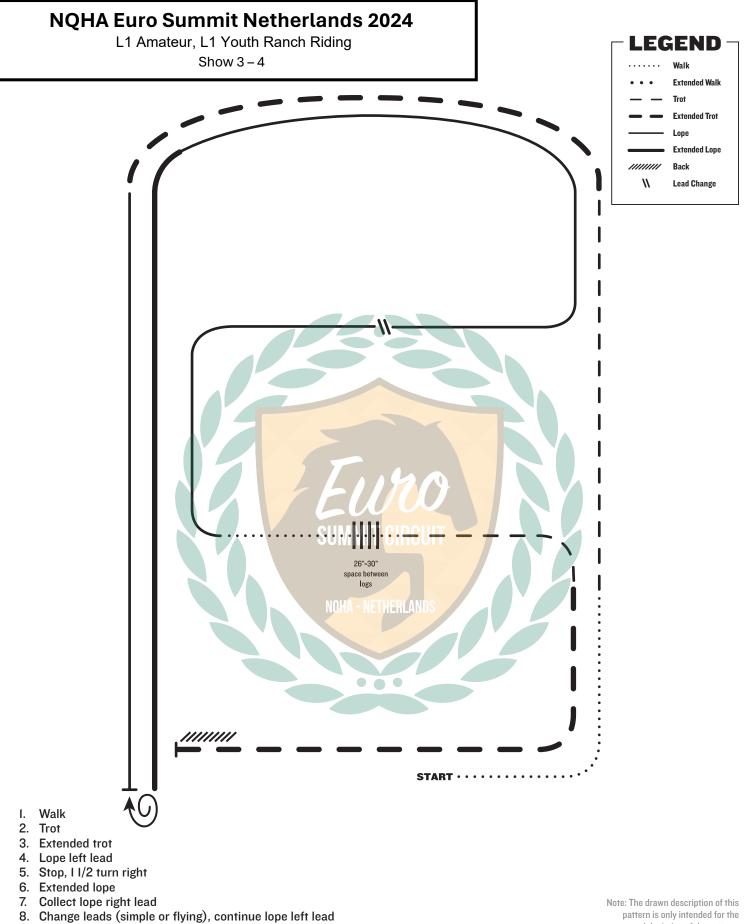
- I. Trot
- 2. Trot over two sets of logs
- 3. Trot circle, stop and side pass left over log
- 4. Walk
- 5. Lope right lead
- 6. Change leads (simple or flying)
- 7. Lope left lead
- 8. Extended lope left lead
- 9. Extended trot
- IO. Trot
- II. Walk
- 12. Stop and back
- 13. 360° turn each direction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



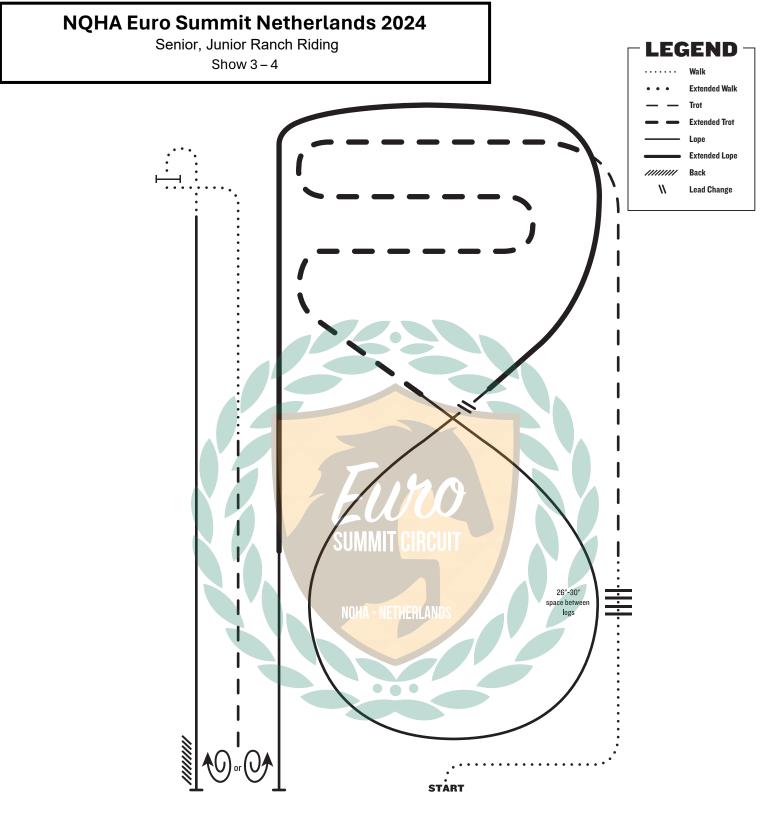
- 5. Extended trot
- 6. Trot
- 7. Lope left lead
- 8. Change leads (simple or flying)
- 9. Extended lope right lead
- 10. Collect lope
- II. Trot
- 12. Walk
- I3. Stop and back
- 14. 360° turn each direction (either direction lst) (L-R or R-L)



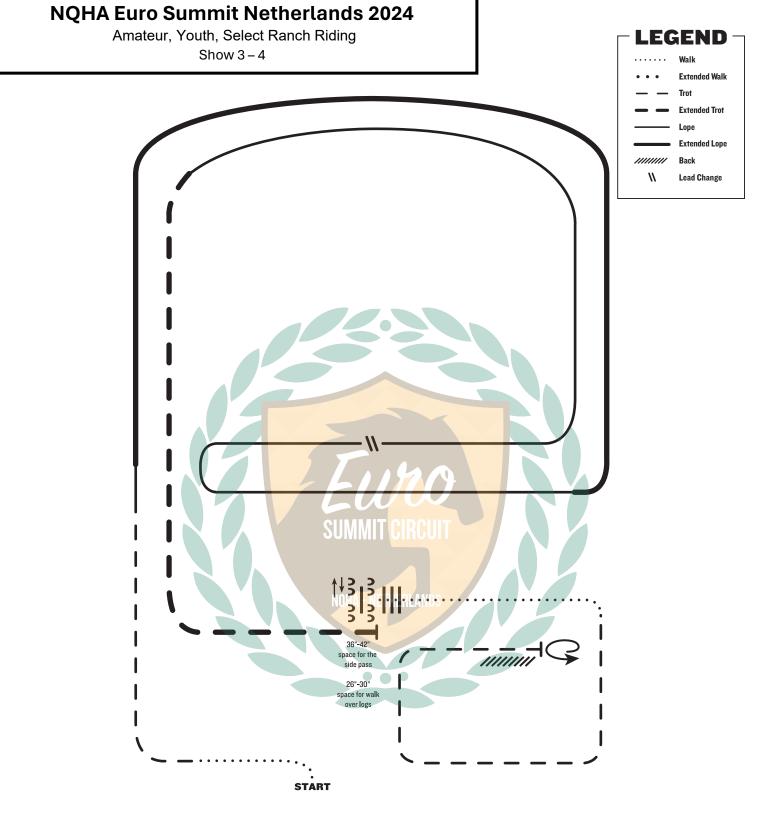
- I. Walk
- 2. Side pass left across first log, side pass I/2 way to right
- 3. Walk over logs
- 4. Extended trot
- 5. Trot
- 6. Stop, 360° turn each direction (either direction Ist) (L-R or R-L)
- 7. Lope right lead
- 8. Extended lope right lead
- 9. Collect lope, change leads (simple or flying), continue lope left lead
- 10. Walk
- II. Lope left lead
- 12. Extended trot
- 13. Trot
- I4. Stop and back



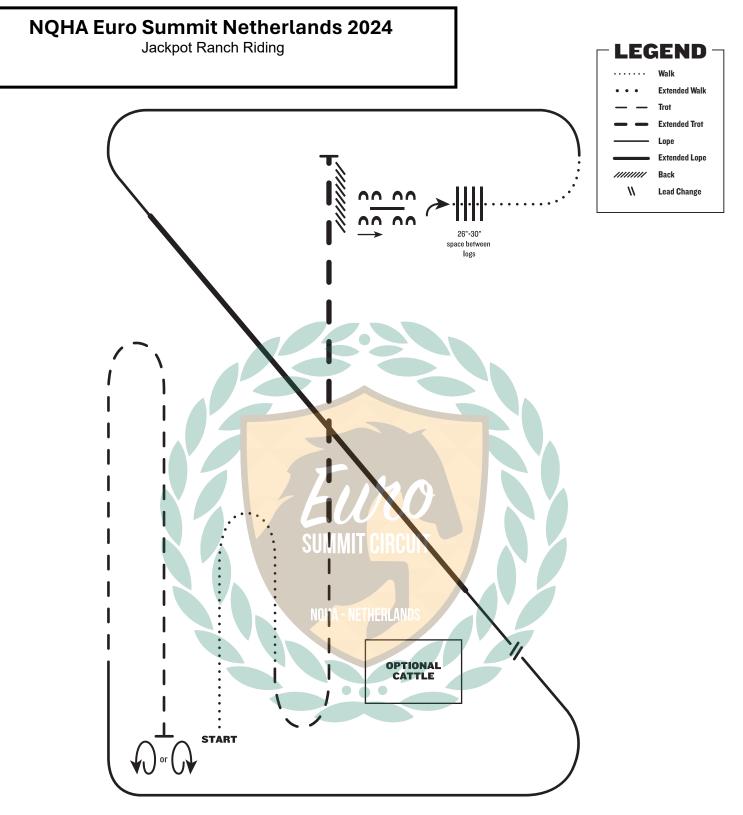
- 9. Walk
- 10. Walk over logs
- II. Trot
- I2. Extended trot
- 13. Stop and back



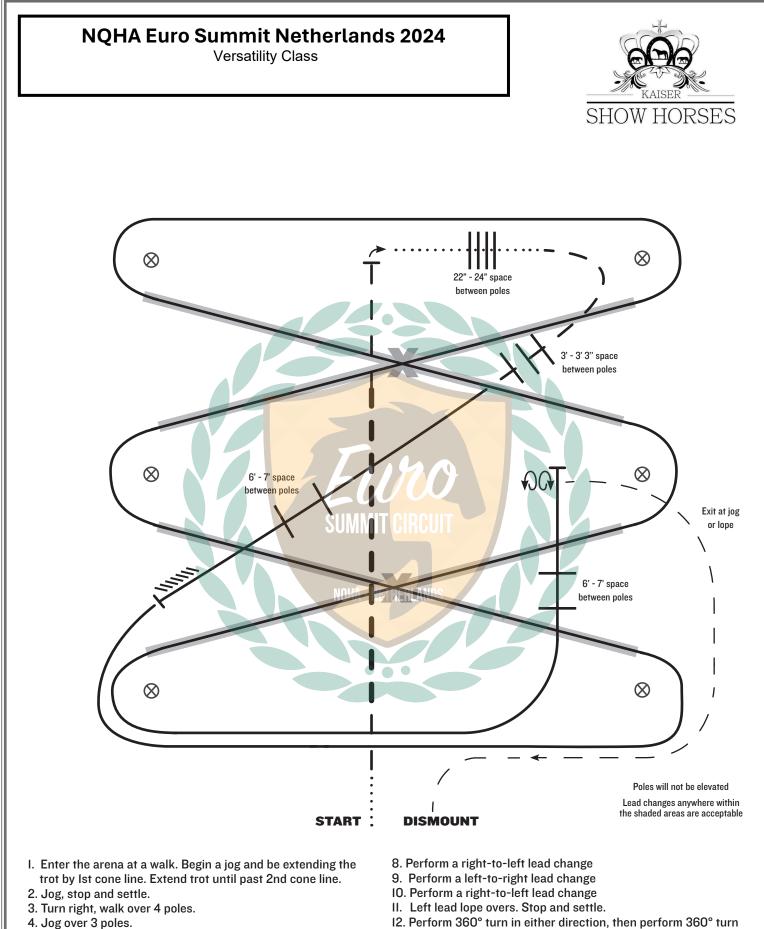
- I. Walk
- 2. Walk over logs
- 3. Trot
- 4. Extended trot serpentine
- 5. Lope right lead
- 6. Change leads (simple or flying)
- 7. Extended lope left lead, collect lope
- 8. Stop, I I/2 turn either direction
- 9. Trot
- IO. Walk to gate
- II. Right hand push gate
- 12. Walk, lope left lead
- 13. Stop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



- I. Walk
- 2. Trot
- 3. Extended lope right lead
- 4. Lope right lead
- 5. Change leads (simple or flying)
- 6. Lope left lead
- 7. Extended trot
- 8. Stop, side pass left, side pass right, I/2 way
- 9. Walk over logs
- IO. Walk
- II. Trot square
- I2. Stop, 360° turn left, and back



- I. Walk
- 2. Trot
- 3. Extended trot
- 4. Stop and back
- 5. Side pass right over log
- 6. I/4 turn right, walk over logs
- 7. Walk
- 8. Lope left lead
- 9. Extended lope left lead
- IO. Collect lope, change leads (simple or flying)
- II. Lope right lead
- I2. Trot
- 13. Stop, one 360° turn either direction



- 4. Jug over 5 poies.
- 5. Right lead lope overs. Stop and settle.
- 6. Back at least 5 steps, left lead lope.
- 7. Perform a left-to-right lead change

 Perform 360° turn in either direction, then p in opposite direction. Pattern is complete.

Go to the arena wall and exit at jog or lope. You must dismount at exit gate or you will be assessed a 10 point penalty.