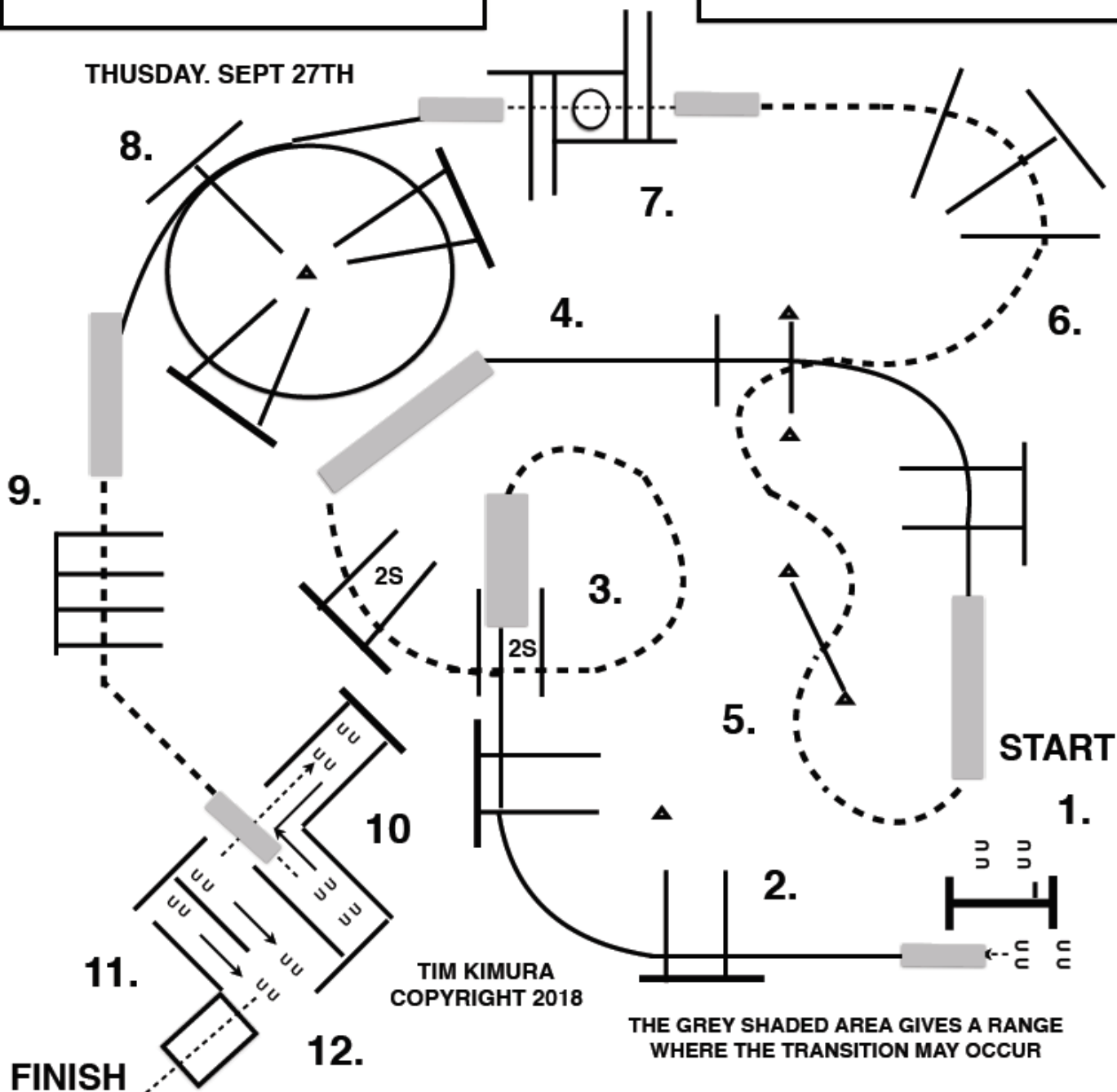


2018 APPALOOSA
EUROPEAN CHAMPIONSHIP

NON PRO TRAIL

THURSDAY, SEPT 27TH



TIM KIMURA
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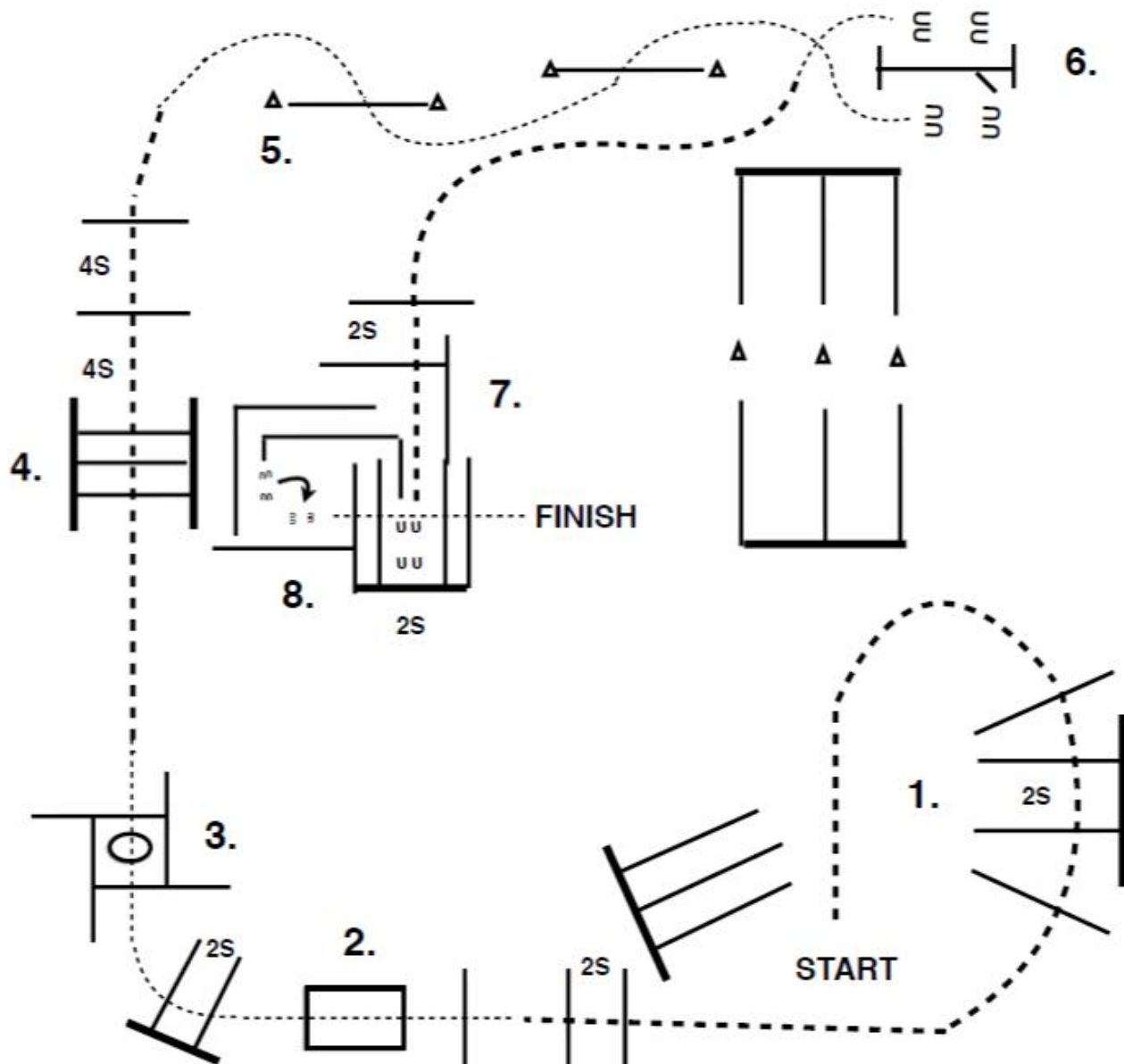
THE GREY SHADED AREA GIVES A RANGE
WHERE THE TRANSITION MAY OCCUR

1. GATE: RH OPEN, RIDE THRU CLOSE.
2. YOU MAY WALK FORWARD, THEN 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 THRU SERPENTINE.
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK OVER POLES AND INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION, THEN WALK OVER POLES.
8. LOPE OVER POLES (LL).
9. BREAK TO THE JOG,, JOG OVER POLES.
10. JOG INTO CHUTE, STOP AND BACK THRU POLES.
11. WALK AND STEP FRONT LEGS OVER POLE, SIDE PASS LEFT, ALL THE WAY OFF POLE
12. WALK FORWARD, WALK OVER BRIDGE.

2018 APPALOOSA
EUROPEAN
CHAMPIONSHIP

SUN
OCT 21

In-Hand Trail
(1&2 YO Non Pro)

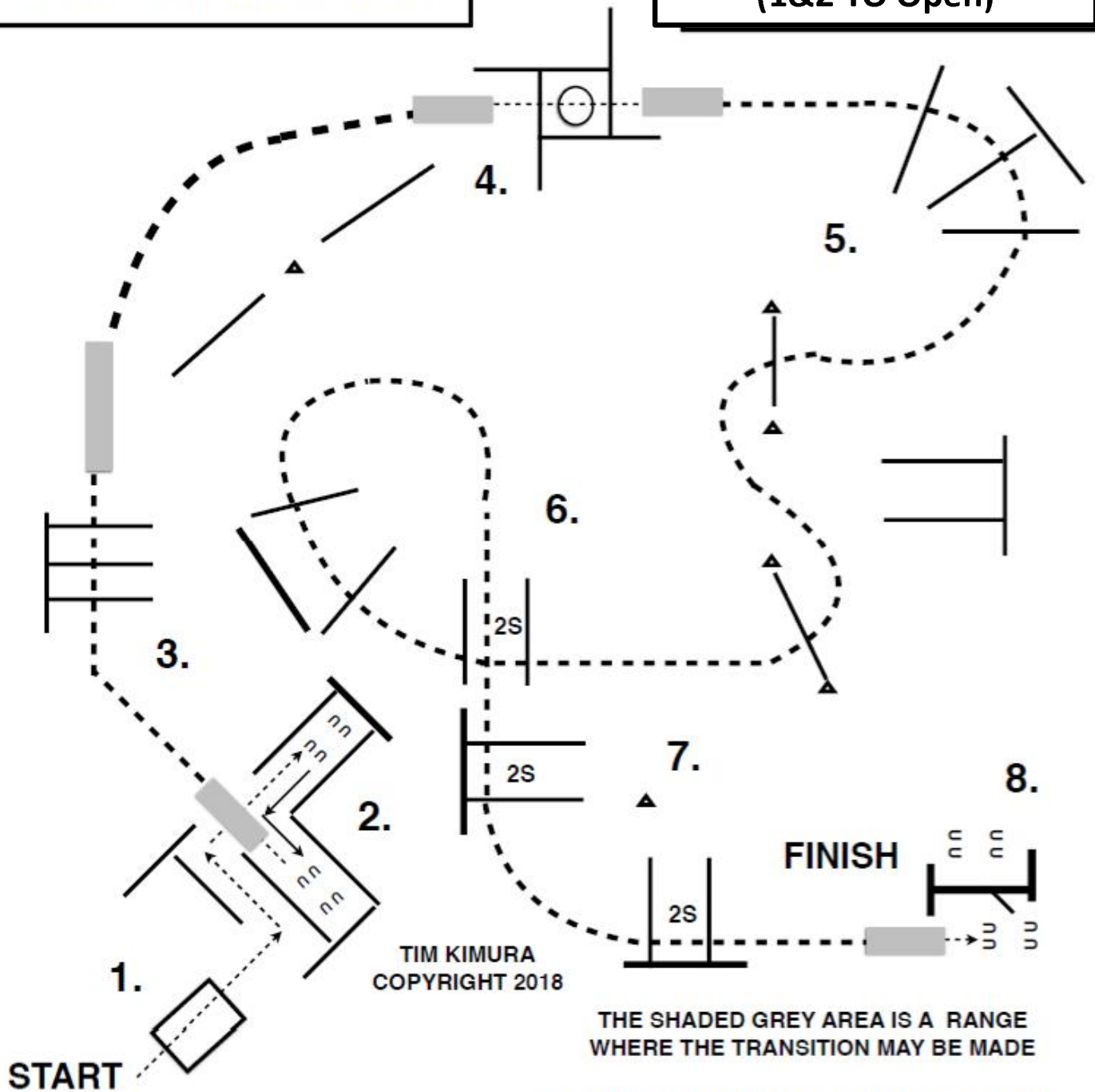


1. JOG AND TURN TO THE RIGHT, AND JOG OVER POLES.
2. STOP OR BREAK TO THE WALK, WALK OVER BRIDGE AND POLES.
3. KEEP WALKING AND WALK INTO THE BOX EXECUTE A 360 TURN RIGHT AND WALK OUT BOX.
4. JOG OVER POLES.
5. BREAK TO THE WALK, WALK THRU SERPENTINE, WALK OVER POLES, WALK UP TO GATE.

6. GATE: WORK GATE, LEFT HAND, OPEN, WALK THRU AND CLOSE GATE.
7. WALK FORWARD PAST GATE, THEN, JOG OVER POLES AND JOG INTO CHUTE, STOP AND BACK A U-SHAPE TURN AROUND THE CORNER BETWEEN POLES.
8. EXECUTE A 90 DEGREE TURN TO THE RIGHT THEN WALK OVER POLES.

2018 APPALOOSA
EUROPEAN CHAMPIONSHIP

In-Hand Trail
(1&2 YO Open)



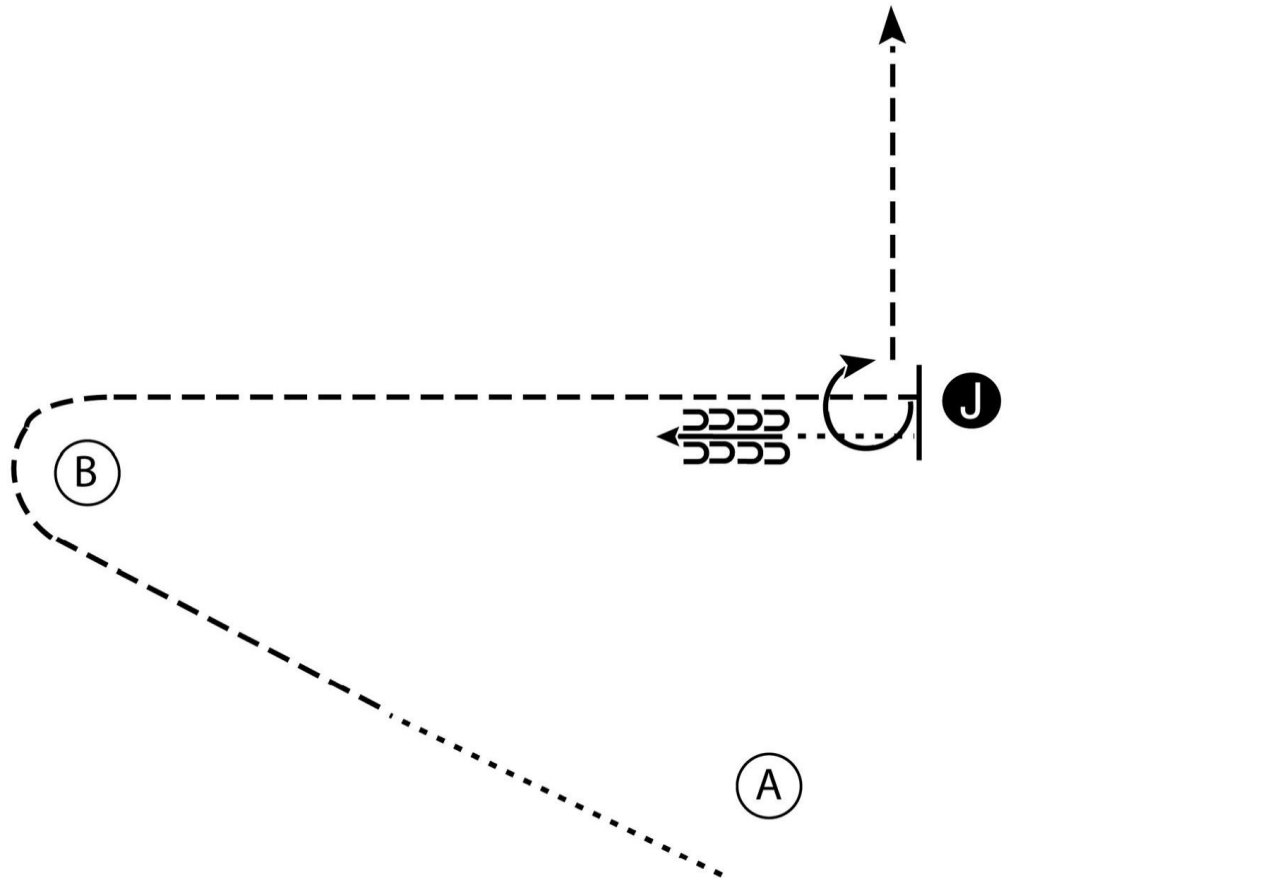
1. WALK OVER BRIDGE AND WALK BETWEEN POLES
2. WALK INTO CHUTE, BACK THRU POLES, WALK FORWARD.
3. JOG OVER POLES, THEN EXTEND THE JOG UP TOWARD THE BOX.

4. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION, THEN WALK OUT BOX.
5. JOG OVER POLES AND CONTINUE TO JOG THRU SERPENTINE, JOG OVER POLES.
6. JOG OVER POLES
7. JOG OVER POLES
8. STOP OR BREAK TO THE WALK, WALK UP TO GATE THEN WORK GATE WITH LEFT HAND OPEN AND WALK THRU AND CLOSE GATE.

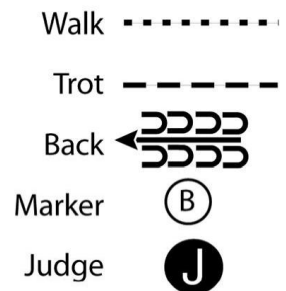
Euroappa 2018

English Showmanship (All)

Show Date: 10-16-2018



1. Walk half way from A to B.
2. Trot around B to the Judge.
3. Stop and back four steps.
4. Walk to Judge and set up for inspection.
5. When dismissed perform a 270 degree turn and trot to line-up.



[S/2-12]

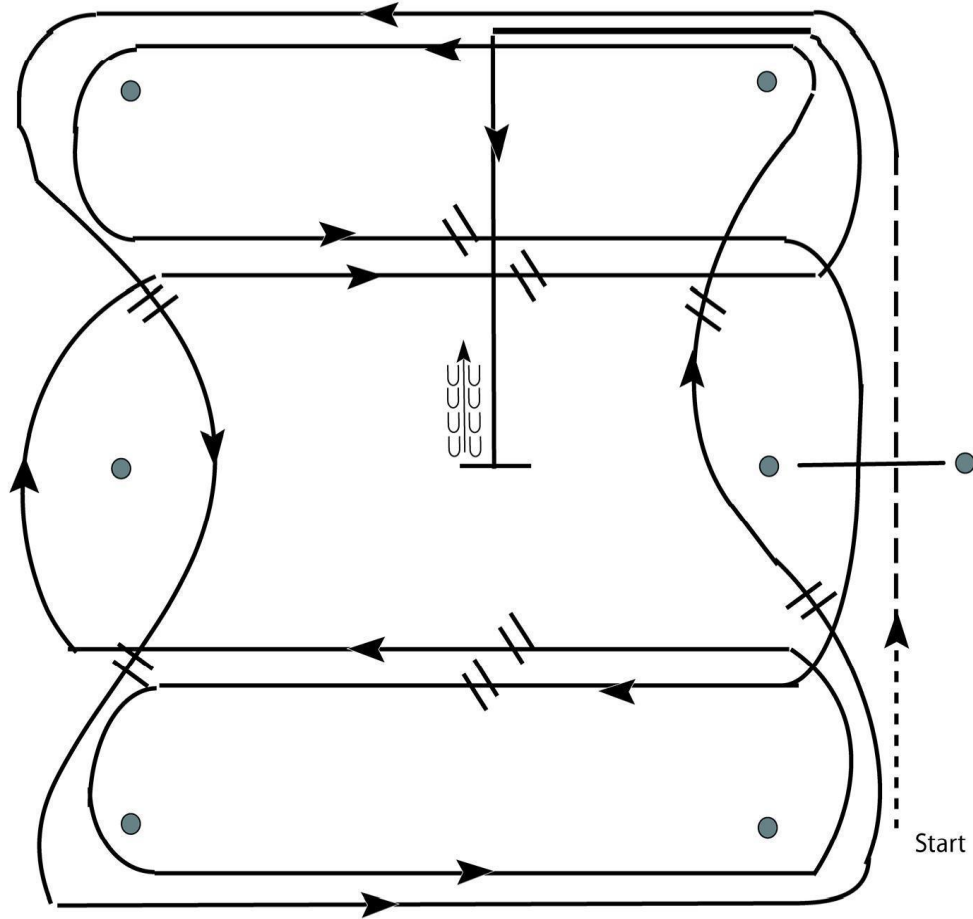
Pattern Provided by:

D.K.

Euroappa 2018

Jackpot Western Riding

Show Date: 10-16-2018



1. Walk, transition to jog, jog over log.
2. Transition to the lope, on the left lead.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Lope over the log.
9. Second crossing change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope, stop and back.

[WR/OP-5]

Pattern Provided by:

D.K.

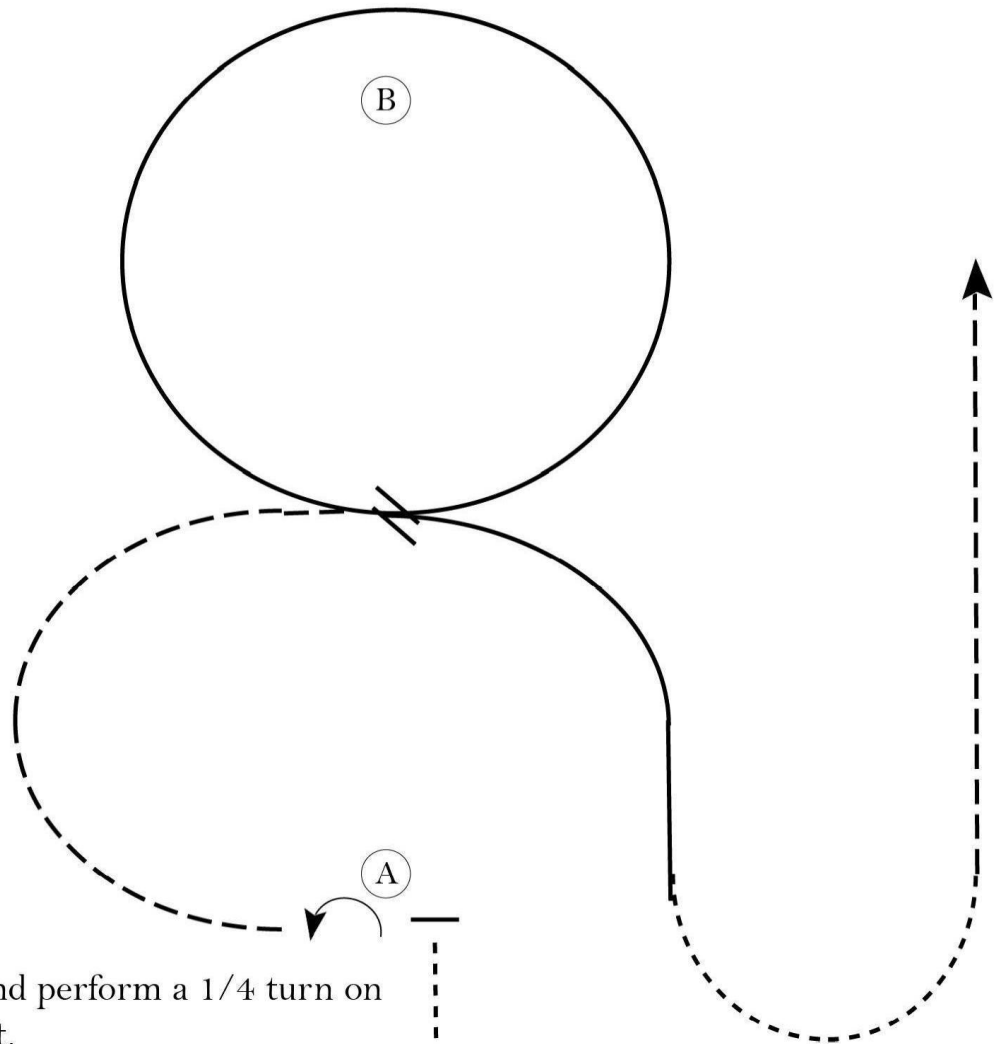
European Championships

Hunt Seat Equitation (All Novice)

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Stop before A and perform a 1/4 turn on the forehand left.
3. Posting trot on the left diagonal to center.
4. Canter a circle around B on the left lead.
5. Change leads in center and canter on the right lead until even with A.
6. Walk a half circle.
7. Posting trot on the right diagonal to exit.

Follow the instructions of your ring steward.

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

[HSE/2-72]

Pattern Provided by:

Your Judges

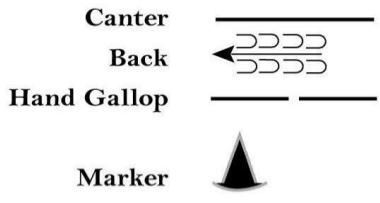
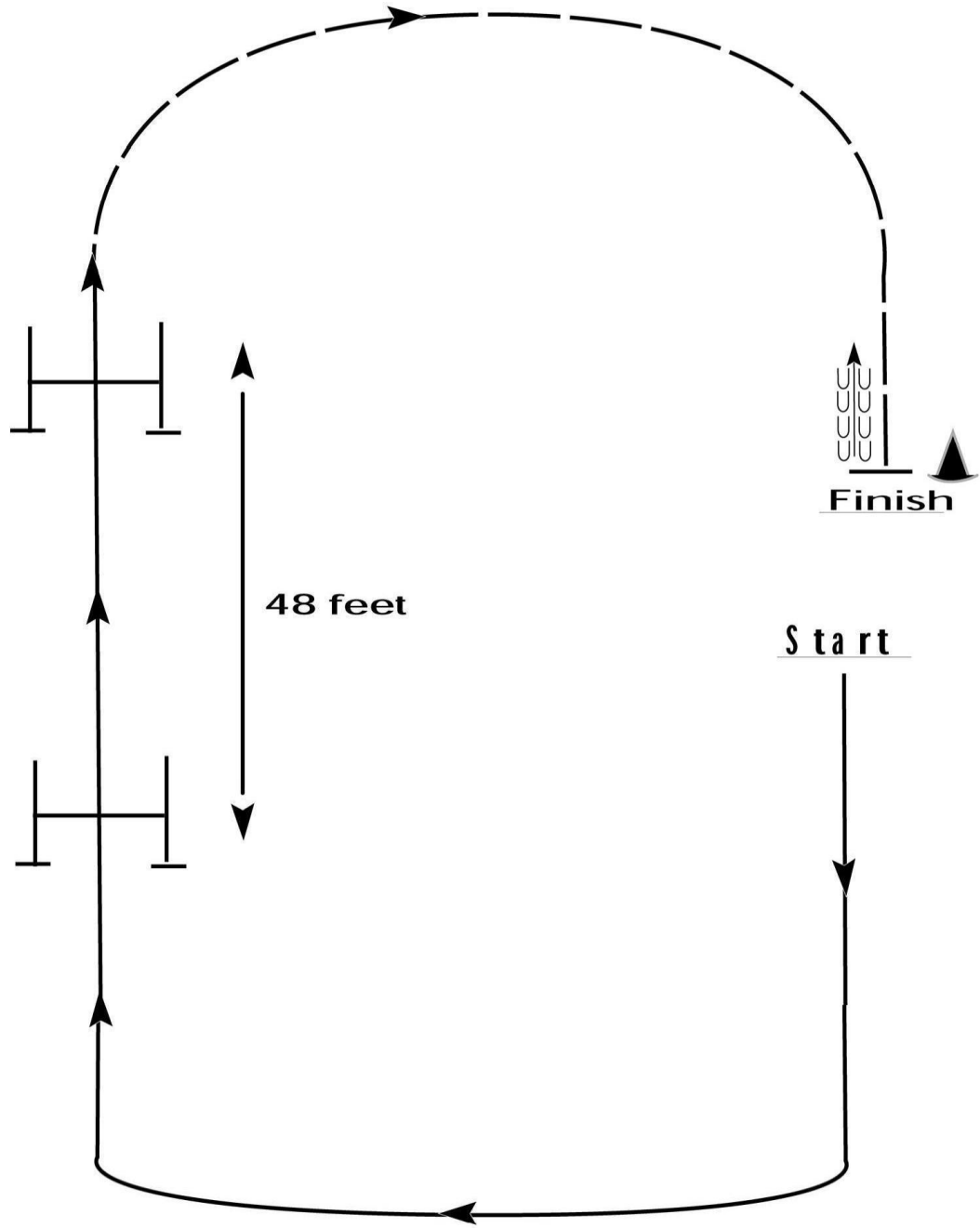
European Championships

Hunter Hack

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Fences are set approximately 48 feet apart.
2. After 2nd fence, hand gallop to marker. Stop and back approximately one horse length.
3. Drop your reins to signify completion.

[HH/48-2]

Pattern Provided by:
Your Judges

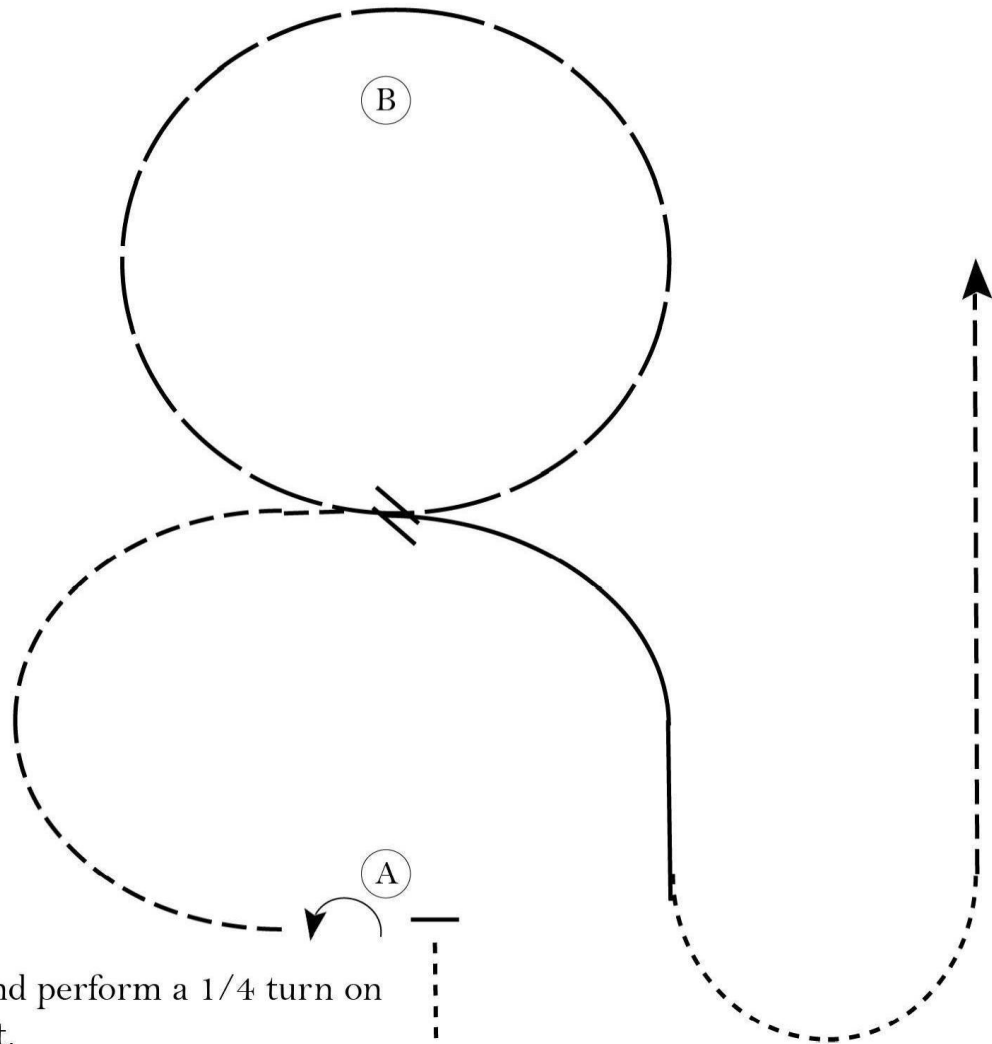
European Championships

Hunt Seat Equitation (All Other Youth/Non Pro)

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Stop before A and perform a 1/4 turn on the forehand left.
3. Posting trot on the left diagonal to center.
4. Hand gallop a circle around B on the left lead.
5. Change leads in center and canter on the right lead until even with A.
6. Walk a half circle.
7. Posting trot on the right diagonal to exit.

Follow the instructions of your ring steward.

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

[HSE/3-72]

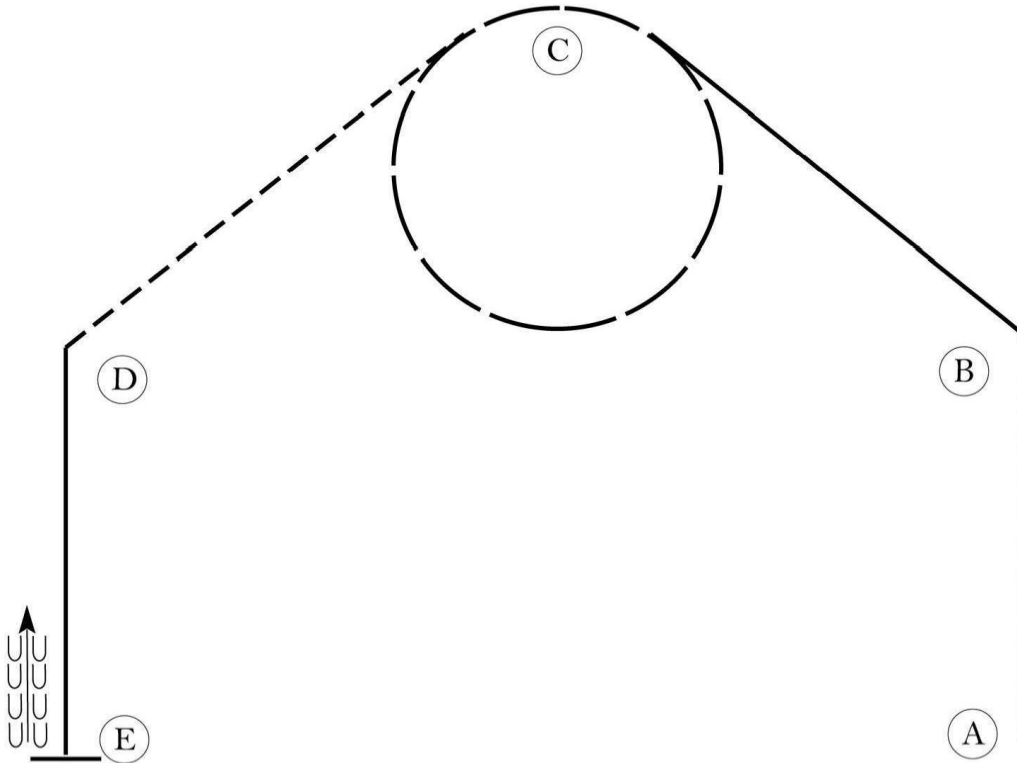
Pattern Provided by:

Your Judges

European Championships

Jackpot Hunt Seat Equitation

Show Date:



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot on the right diagonal to B.
3. Canter on the 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 approximately one horse length.

When dismissed, follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

[HSE/3-37]

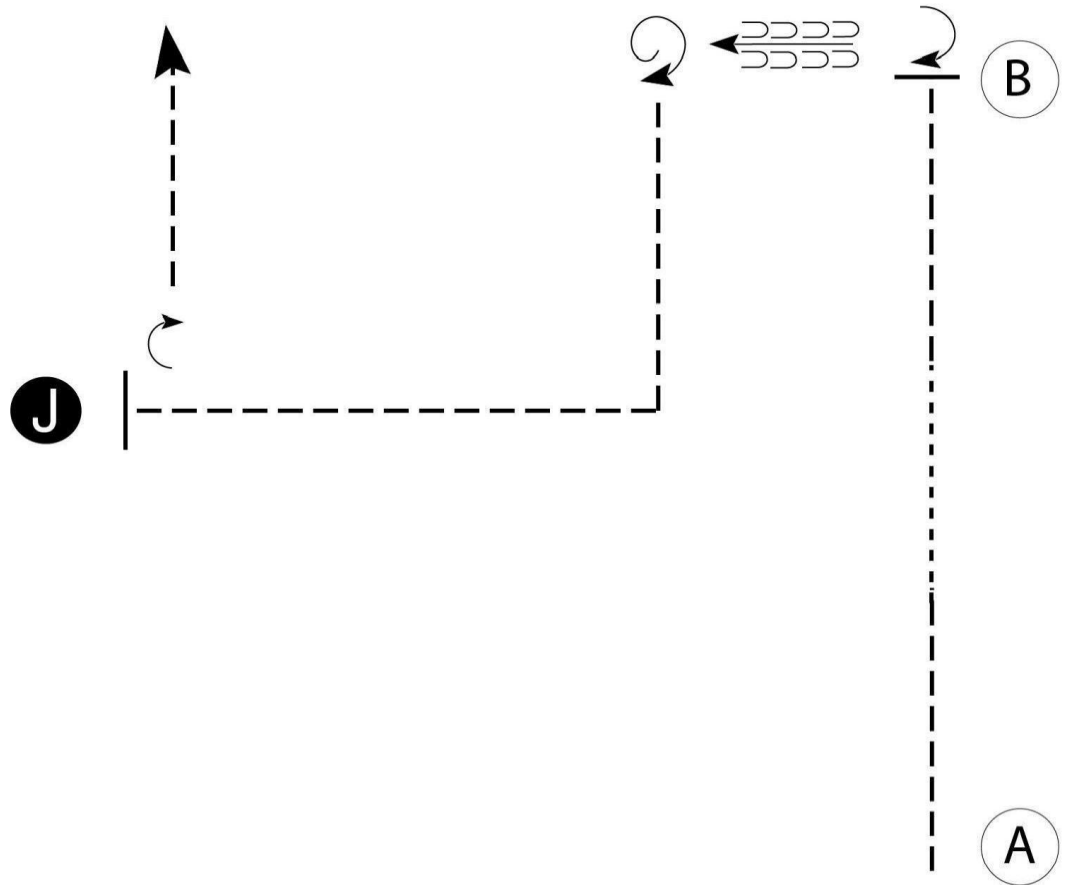
Pattern Provided by:

Your Judges

European Championships

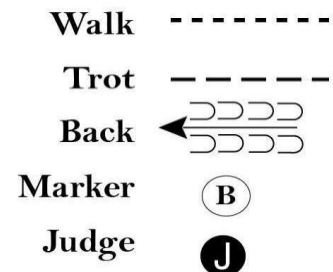
Showmanship (All Novice)

Show Date:



Be ready at A.

1. Trot 1/3 of the line, then walk 1/3 of the line then trot the final 1/3 of the line.
2. Stop with horse's hip even with B then perform a 1/4 turn.
3. Back 2 horse lengths then perform a 1 1/4 turn.
4. Trot to judge as shown.
5. Stop and set up at Judge.
6. Inspection.
7. When dismissed, perform a 1/4 turn and trot to exit.



[S/2-119]

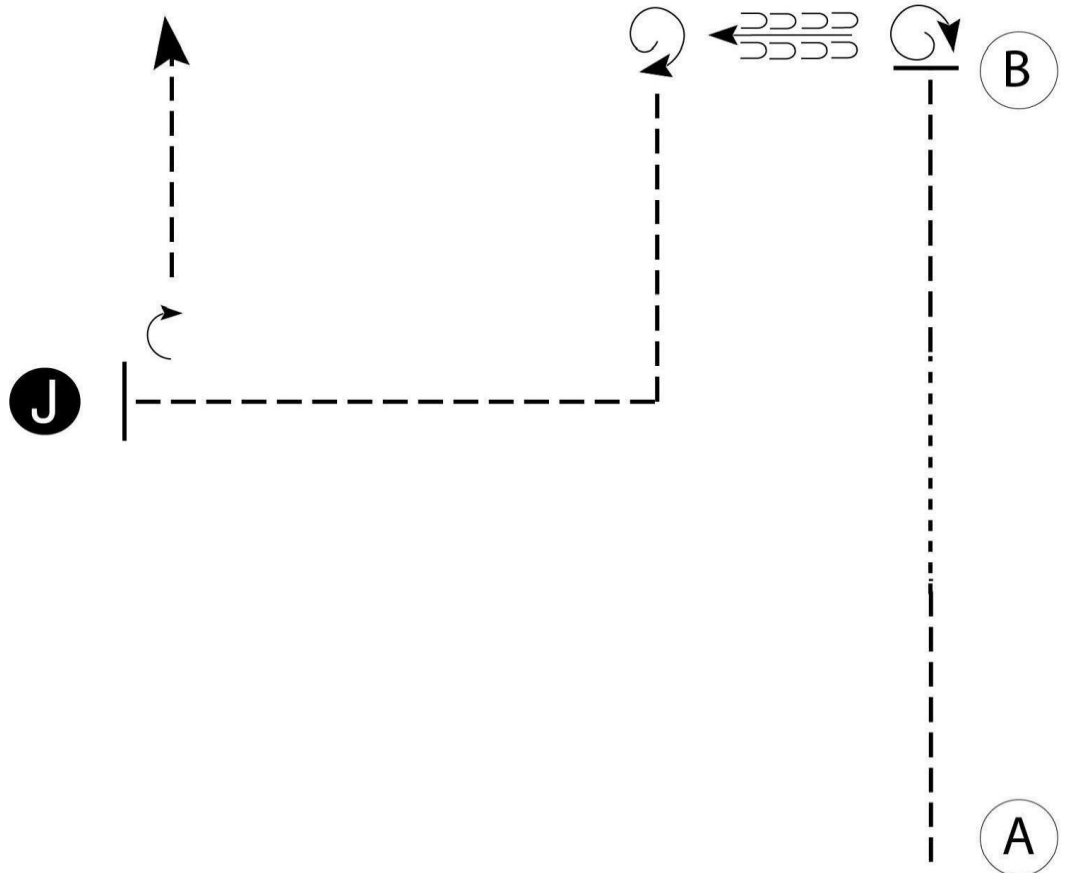
Pattern Provided by:

Your Judges

European Championships

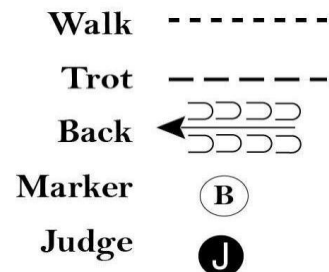
Showmanship (Youth, Non Pro (all divisions))

Show Date:



Be ready at A.

1. Trot 1/3 of the line, then walk 1/3 of the line then trot the final 1/3 of the line.
2. Stop with horse's hip even with B then perform a 1 1/4 turn.
3. Back 2 horse lengths then perform a 1 1/4 turn.
4. Trot to judge as shown.
5. Stop and set up at Judge.
6. Inspection.
7. When dismissed, perform a 1/4 turn and trot to exit.



[S/3-119]

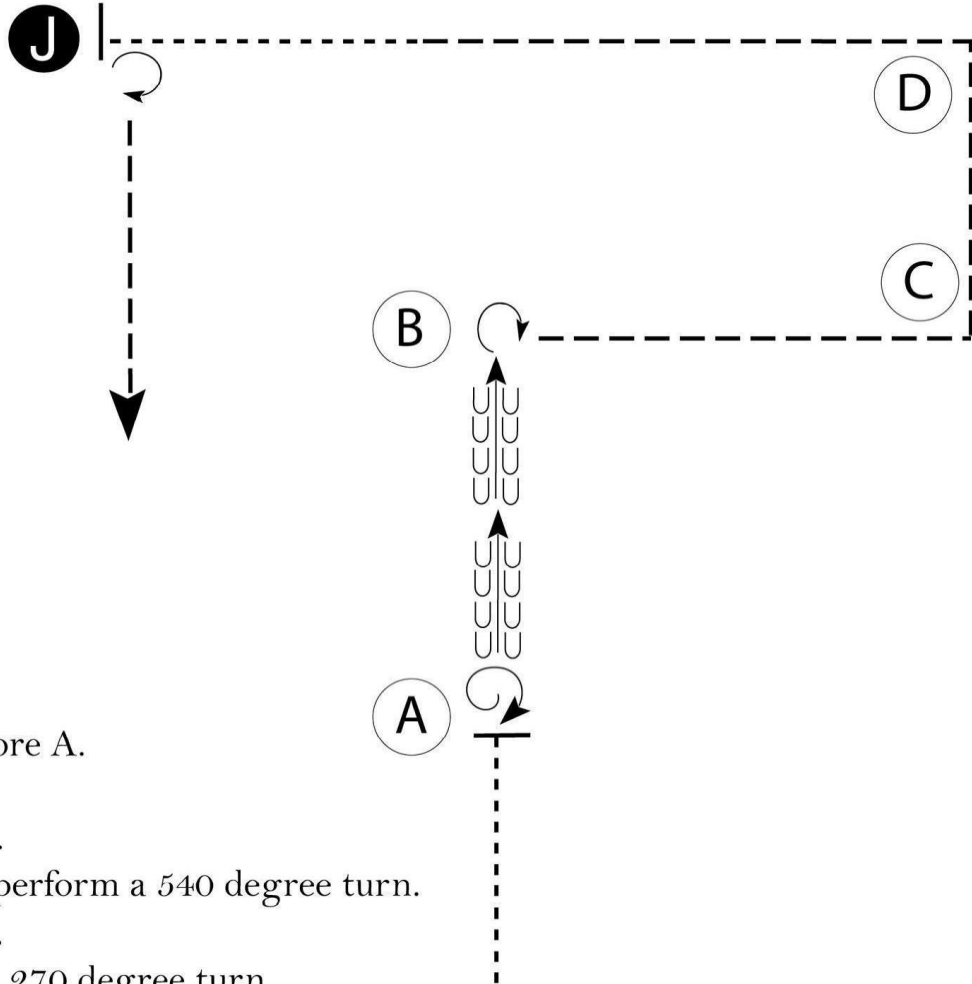
Pattern Provided by:

Your Judges

European Championships

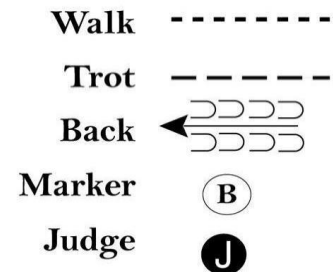
Jackpot Showmanship

Show Date:



Be ready before A.

1. Walk to A.
2. Stop and perform a 540 degree turn.
3. Back to B.
4. Perform a 270 degree turn.
5. Trot square corners around C and D toward judge.
6. When even with B, break to a walk.
7. Walk to judge.
8. Stop and set up for inspection.
9. When dismissed, perform a 270 degree turn and trot straight away from judge.



Follow the instructions of your ring steward.

[S/3-49]

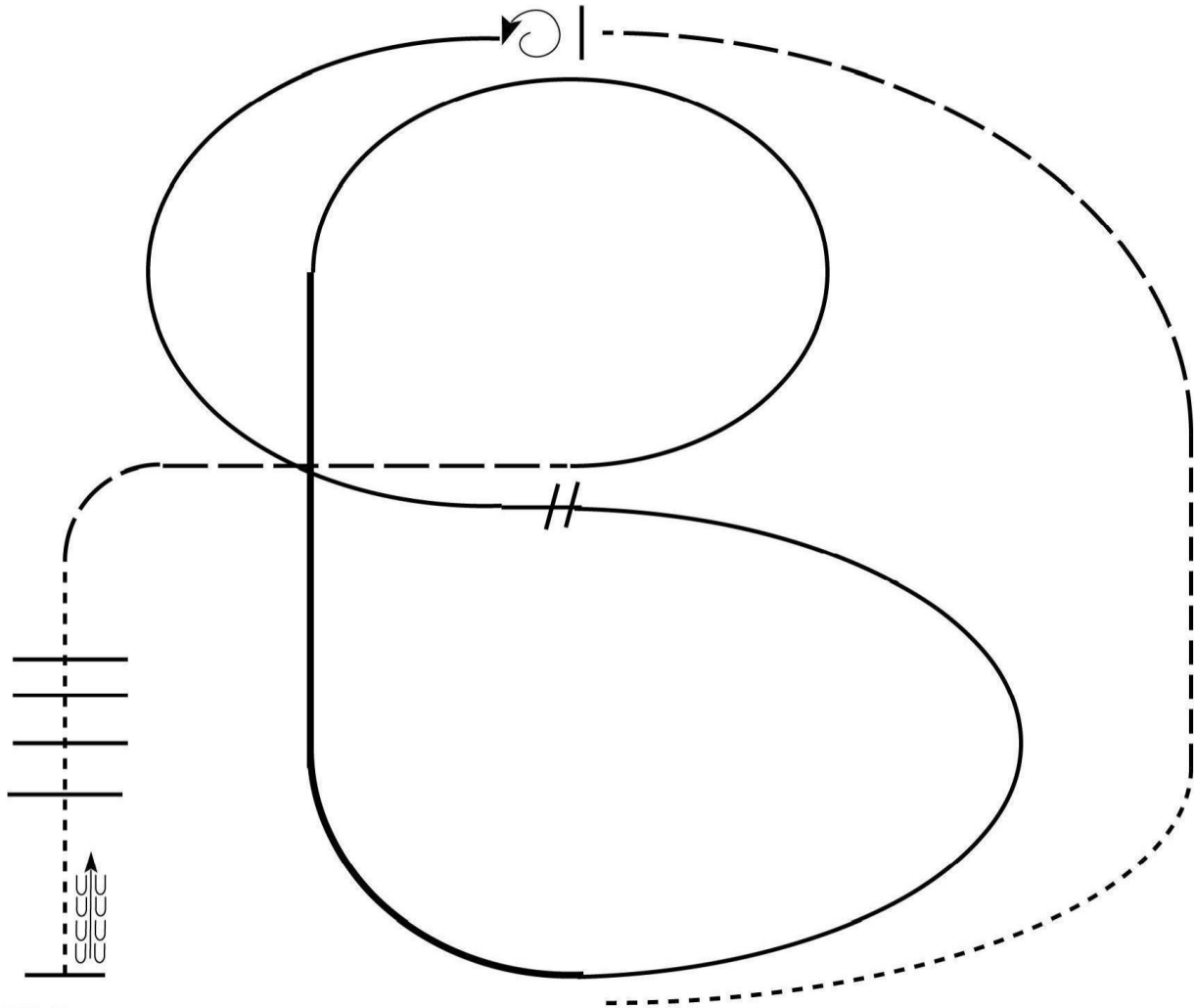
Pattern Provided by:

Your Judges

European Championships

Ranch Riding (All)

Show Date:



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles.
12. Stop and back

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	////
Back	←←←←←
Marker	ⓑ

[RR/1]

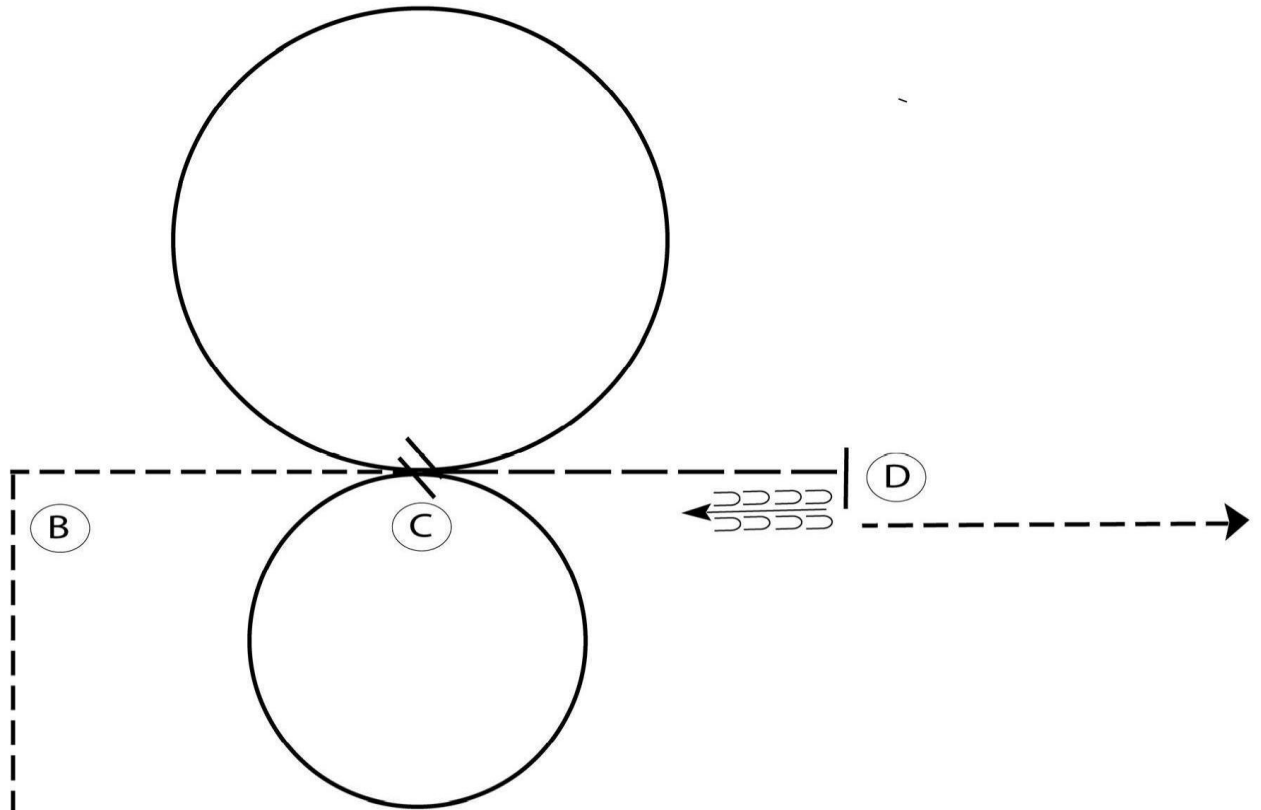
Pattern Provided by:

Your Judges

European Championships

Western Horsemanship (All Novice)

Show Date:



(A)

Be ready before A.

1. Walk to A.
2. Jog around B and to C.
3. Lope a small circle to the right.
4. Change leads at C and lope a larger circle to the left.
5. Extend the jog at C and to D.
6. Stop and back approximately one horse length.
7. Jog to exit.

Follow the instructions of your ring steward.

Walk -----

Jog - - - - -

Extended Jog - - - - -

Lope _____

Leg Yield |||||

Lead Change /

Back ← ← ← ← ←

Marker (B)

Sidepass ← ← ← ← ←

[WH/2-65]

Pattern Provided by:

Your Judges

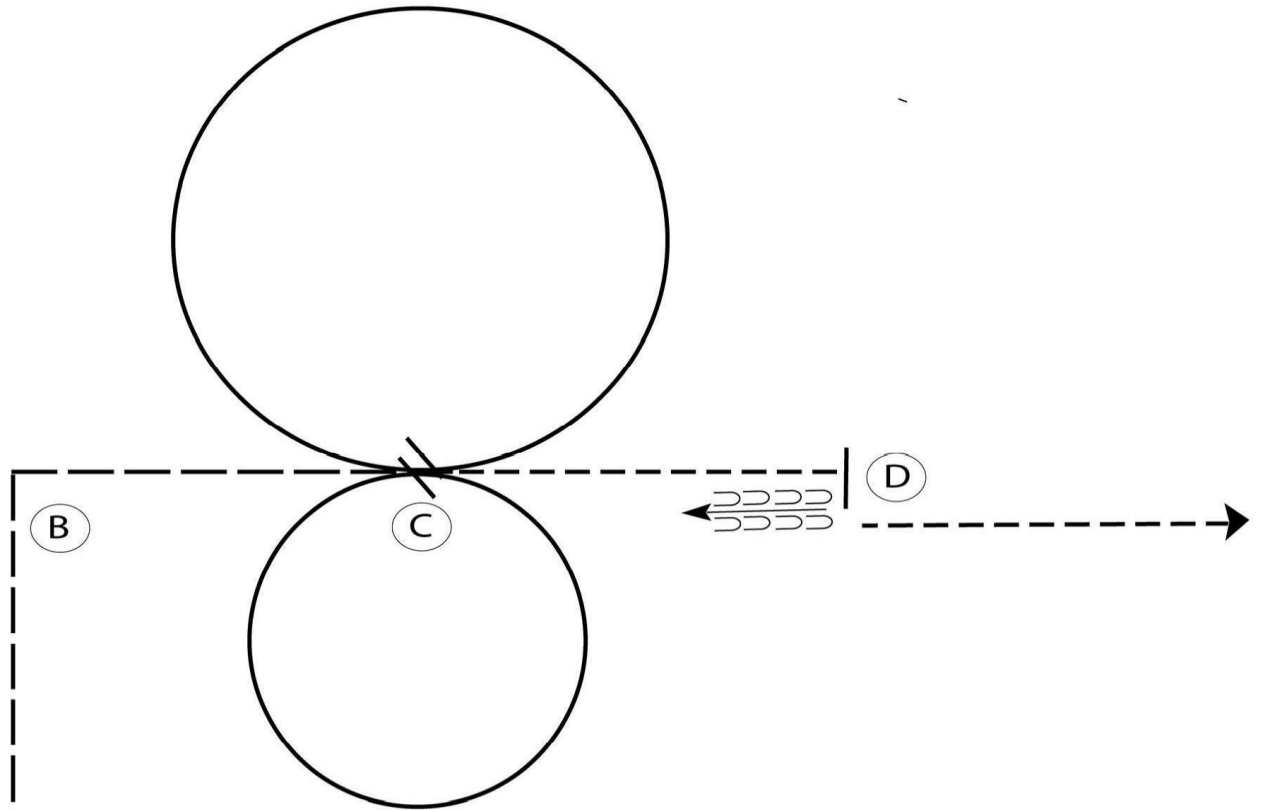
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www.HorseShowPatterns.com

European Championships

Western Horsemanship (All Other Youth/Non Pro)

Show Date:



(A)

Be ready before A.

1. Walk to A.
2. Extend the jog around B and to C.
3. Lope a small circle to the right.
4. Change leads at C and lope a large, fast circle to the left.
5. Jog at C and to D.
6. Stop and back approximately one horse length.
7. Jog to exit.

Follow the instructions of your ring steward.

Walk -----

Jog - - - - -

Extended Jog - - - - -

Lope _____

Leg Yield |||||

Lead Change /

Back ← ← ← ← ←

Marker (B)

Sidepass ← ← ← ← ←

[WH/3-65]

Pattern Provided by:

Your Judges

www.HorseShowPatterns.com

www.HorseShowPatterns.com

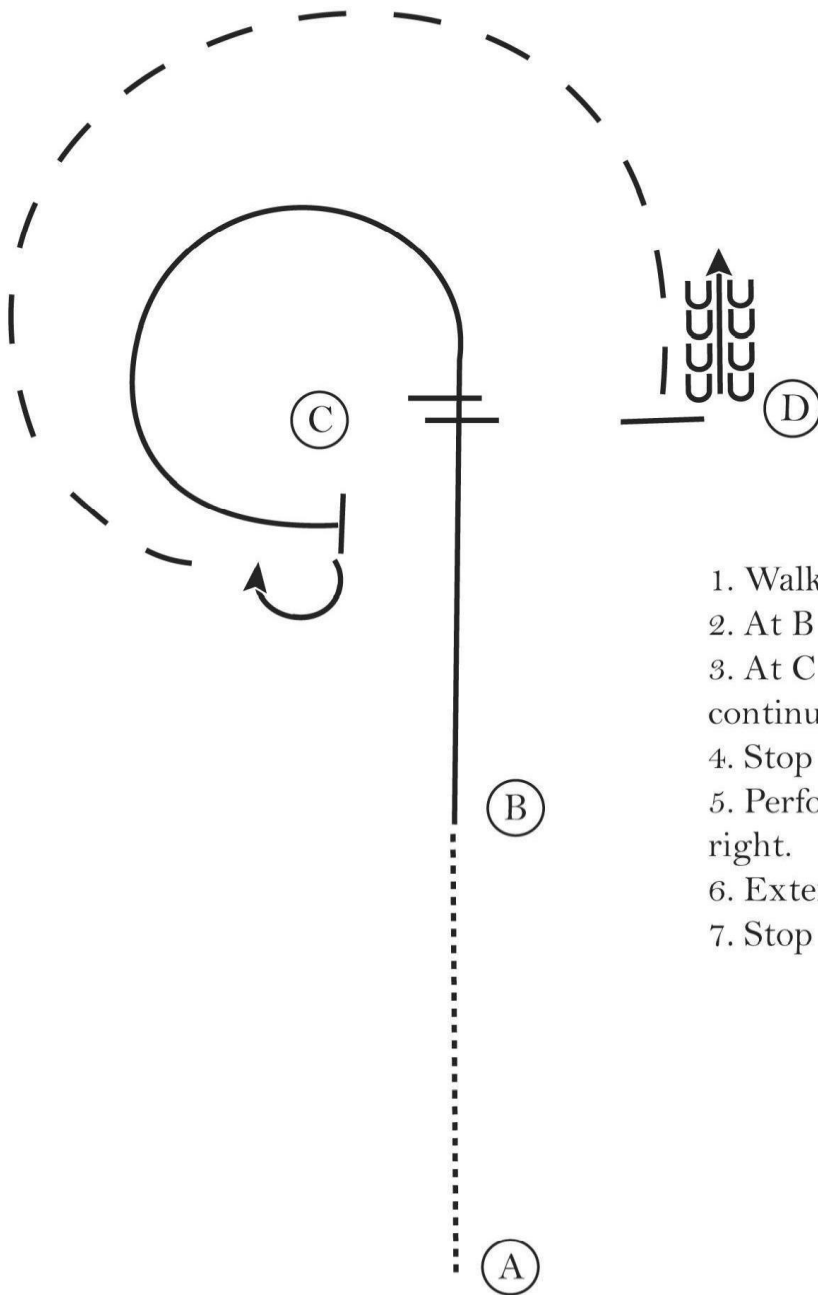
European Championships

Bareback Horsemanship (All)

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk A to B.
2. At B lope on the right lead to C.
3. At C perform a lead change and continue on the left lead around C.
4. Stop at C.
5. Perform a 180 degree turn to the right.
6. Extend the jog around C.
7. Stop at D and back 4 steps.

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

[WH/2-1]

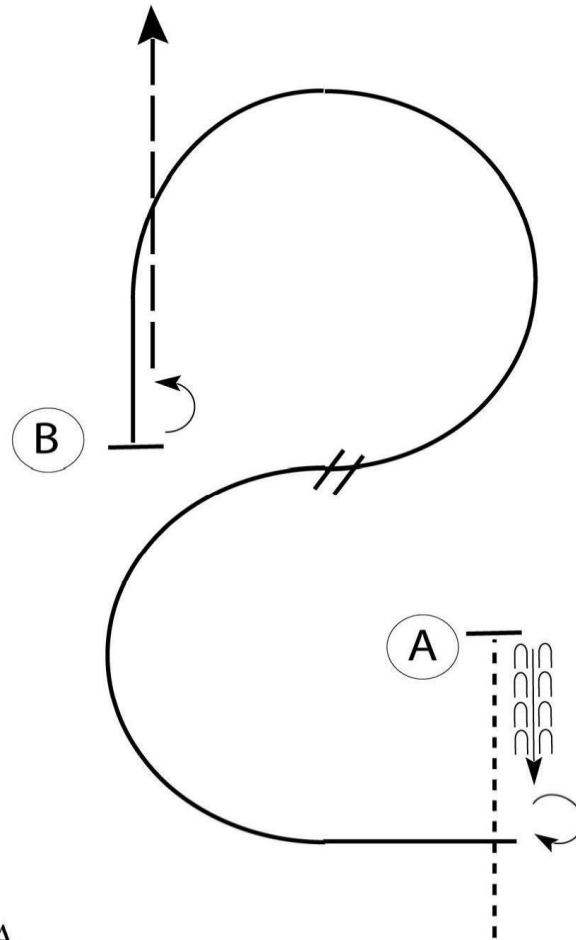
Pattern Provided by:

Your Judges

European Championships

Jackpot Western Horsemanship

Show Date:



Be ready before marker A.

1. Walk to A.
2. Stop and back approximately one horse length.
3. Execute a 3/4 turn to the right and lope on the right lead.
4. Change leads and lope on the left lead to B.
5. Stop at B and execute a 1/2 turn to the left.
6. Extend the trot to exit.

Follow the instructions of your ring steward.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	← ← ←
Marker	Ⓚ
Sidepass	←-----→

[WH/3-68]

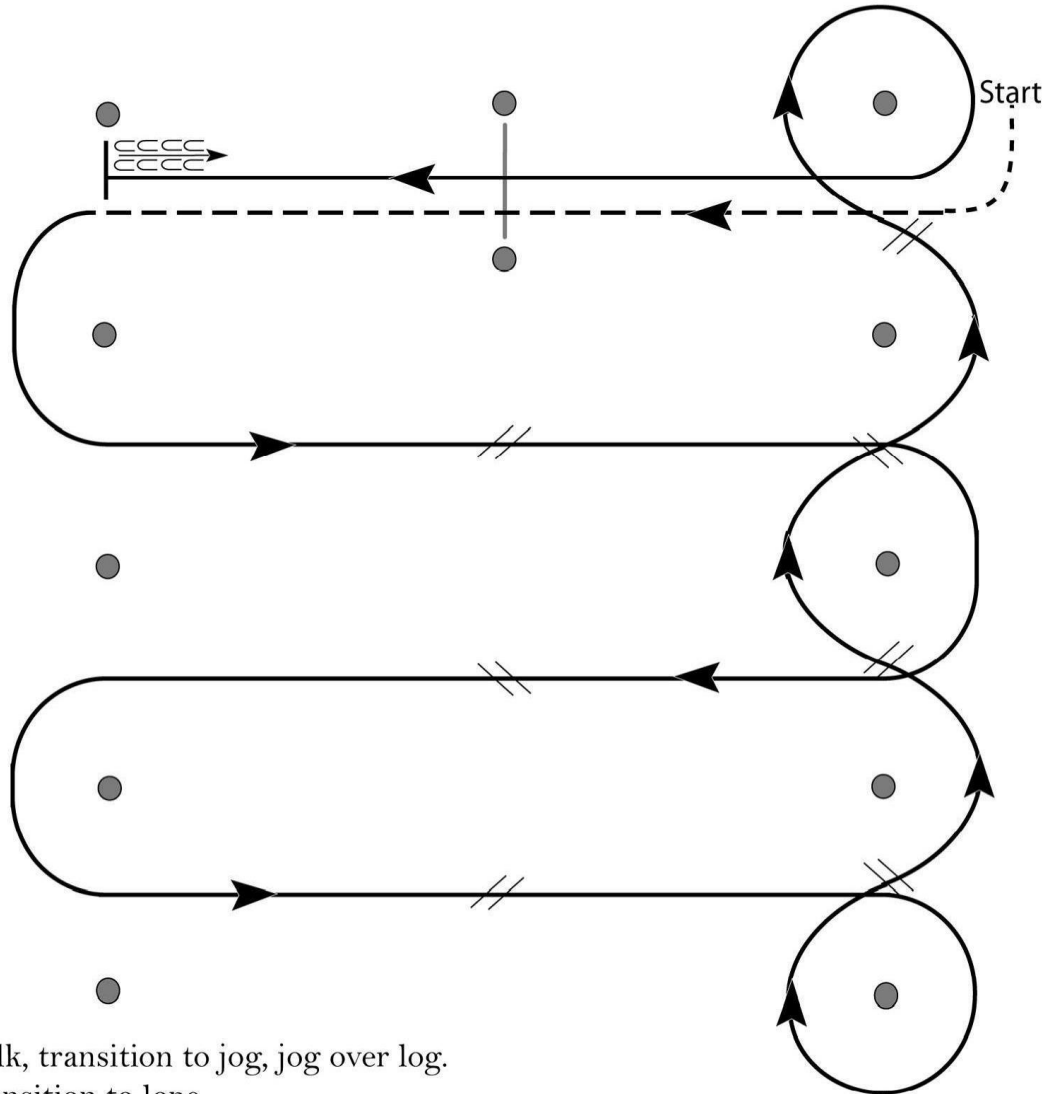
Pattern Provided by:

Your Judges

European Championships

Western Riding (Open Youth, Non Pro)

Show Date:



1. Walk, transition to jog, jog over log.
2. Transition to lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope log.
11. Lope, stop and back.

[WR/OP-2]

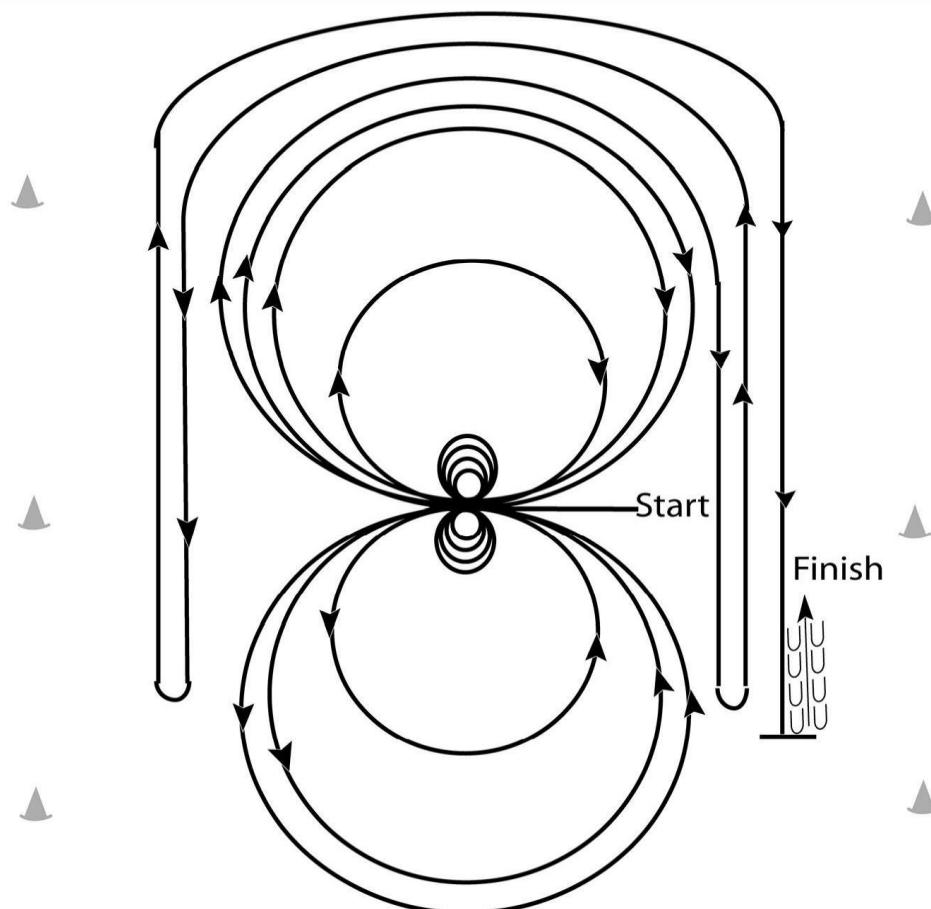
Pattern Provided by:

Your Judges

Euroappa 2018

Reining (Non Pro, Novice Non Pro)

Show Date: 10-16-2018



Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left.
 2. Complete four spins to the right. Hesitate.
 3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
 4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
 5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
 6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
 7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

[R/AQHAP-8]

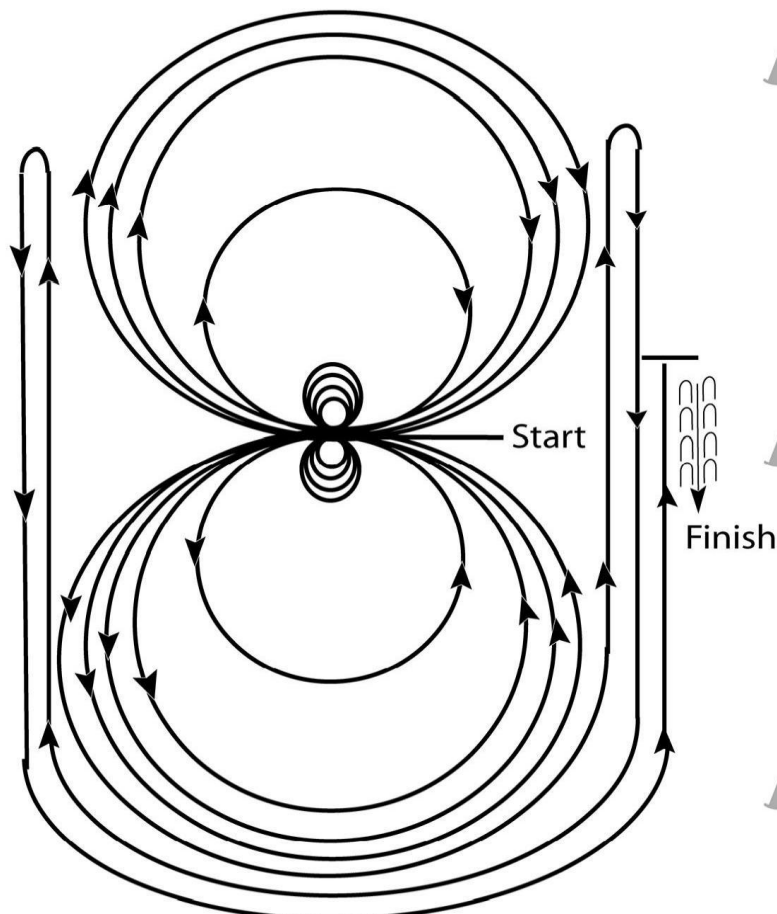
Pattern Provided by:

D.K.

Euroappa 2018

Reining (Junior)

Show Date: 10-16-2018



Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern. Rider may drop bridle to the designated judge.

[R/AQHAP-5]

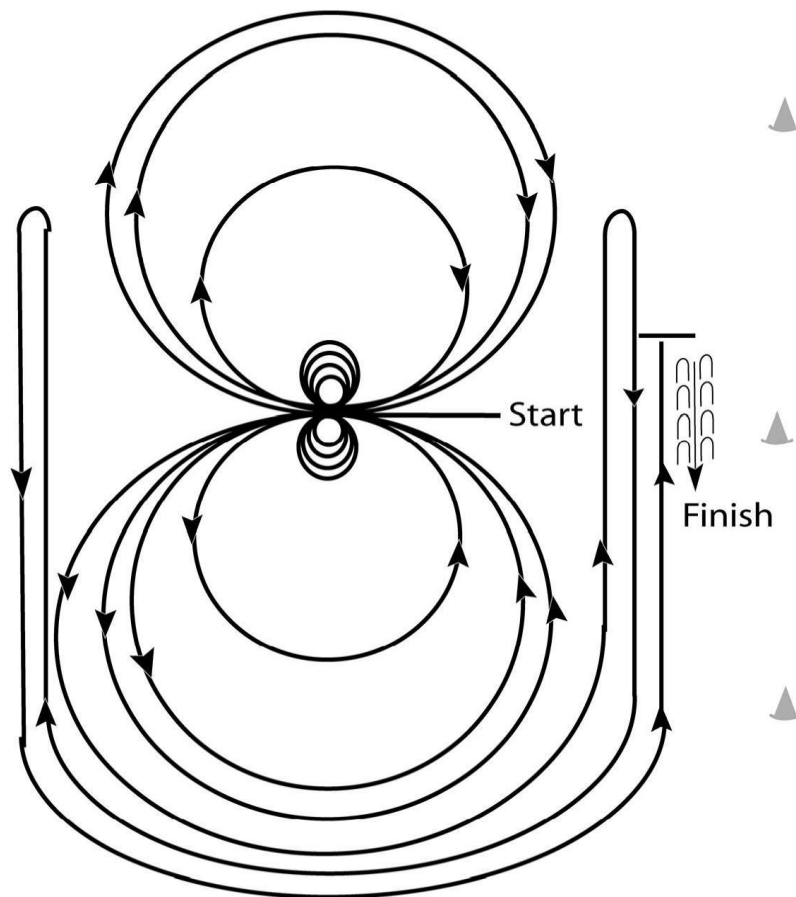
Pattern Provided by:

D.K.

Euroappa 2018

Reining (Senior)

Show Date: 10-16-2018



Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right.
 2. Complete four spins to the left. Hesitate.
 3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
 4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
 5. Begin a large, fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
 6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
 7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate the completion of the pattern.
- Rider may drop bridle to the designated judge.

[R/AQHAP-6]

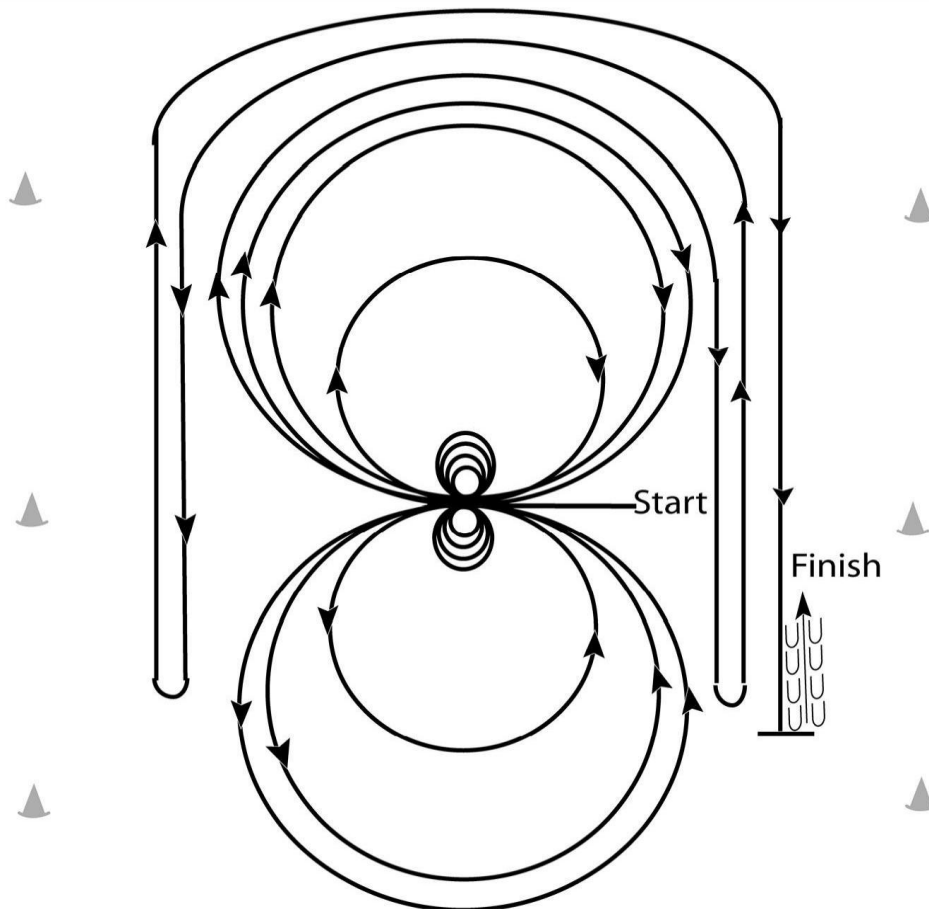
Pattern Provided by:

D.K.

Euroappa 2018

Reining (Youth, Novice Youth)

Show Date: 10-16-2018



Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left.
 2. Complete four spins to the right. Hesitate.
 3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
 4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
 5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
 6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
 7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

[R/AQHAP-8]

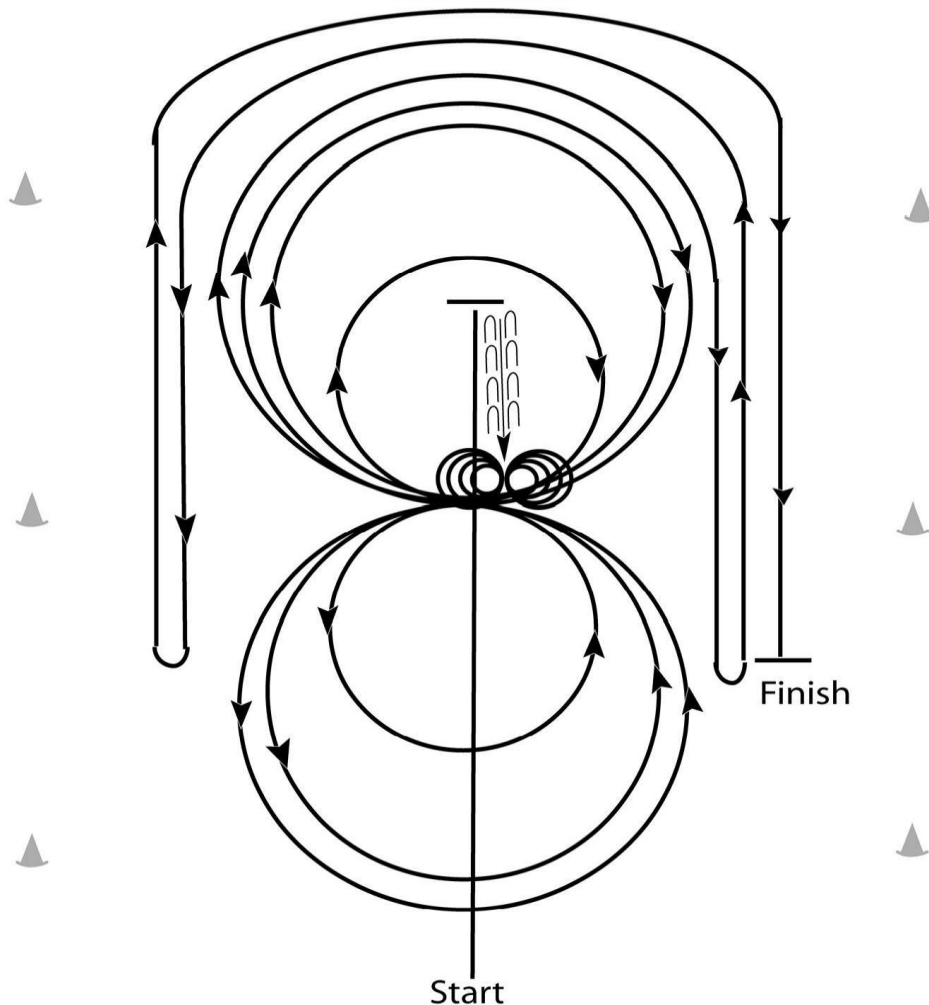
Pattern Provided by:

D.K.

Euroappa 2018

Reining (Jackpot)

Show Date: 10-16-2018



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3m). Hesitate.
 2. Complete four spins to the right.
 3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
 4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
 5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
 6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
 7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
 8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Hesitate to demonstrate completion of pattern.
- Rider may dismount and drop bridle to the designated judge.

[R/AQHAP-10]

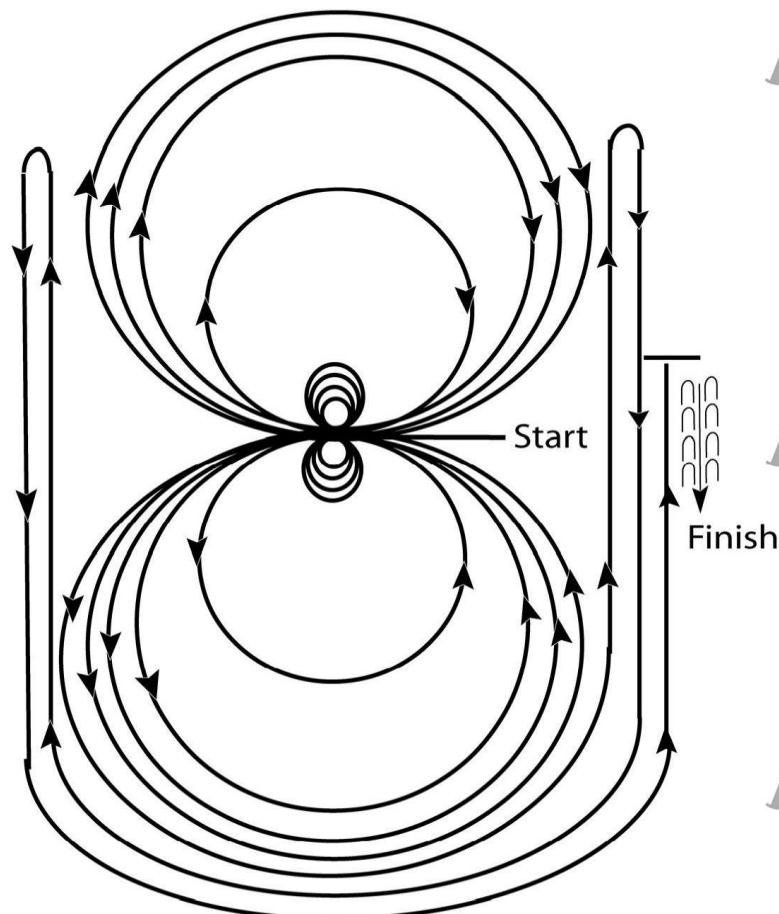
Pattern Provided by:

D.K.

Euroappa 2018

Reining (Hackamore/Snaffle)

Show Date: 10-16-2018



Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern. Rider may drop bridle to the designated judge.

[R/AQHAP-5]

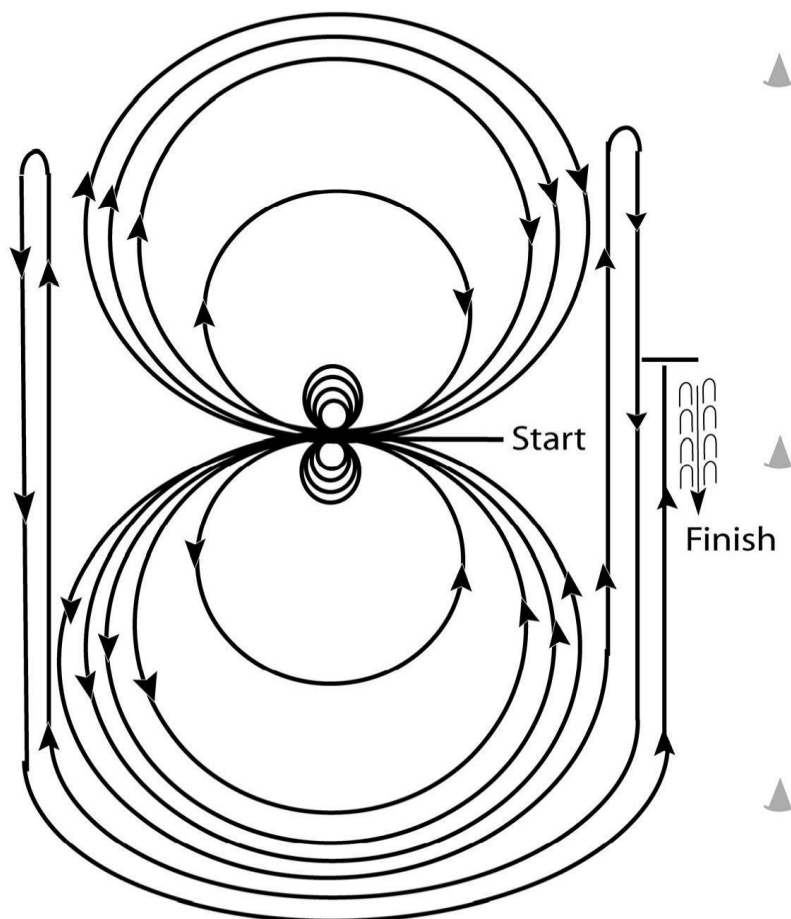
Pattern Provided by:

D.K.

Euroappa 2018

Reining (All ages - in case of splitting)

Show Date: 10-16-2018



Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern. Rider may drop bridle to the designated judge.

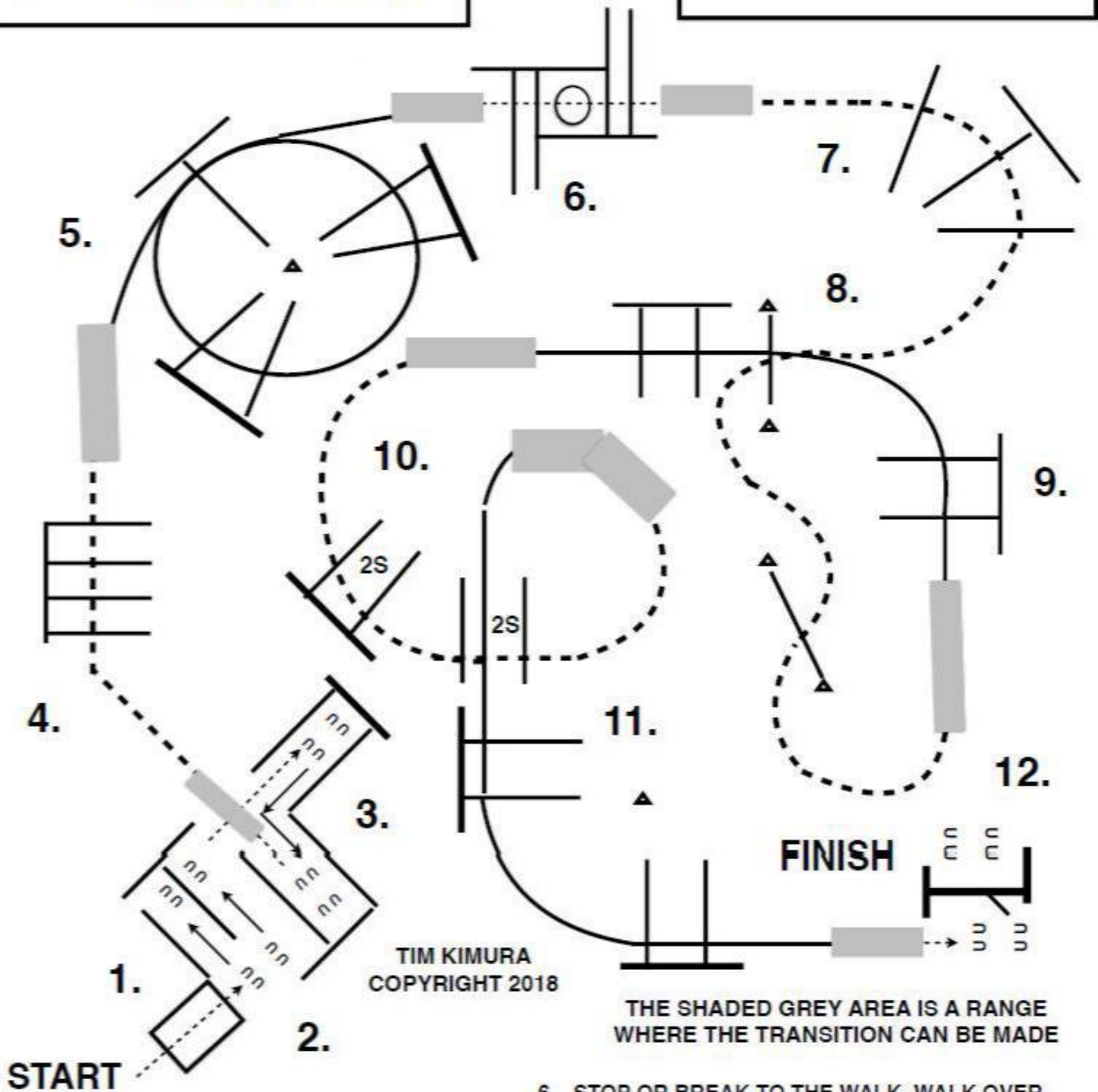
[R/AQHAP-5]

Pattern Provided by:

D.K.

2018 APPALOOSA
EUROPEAN CHAMPIONSHIP

JACKPOT TRAIL



START

FINISH

TIM KIMURA
COPYRIGHT 2018

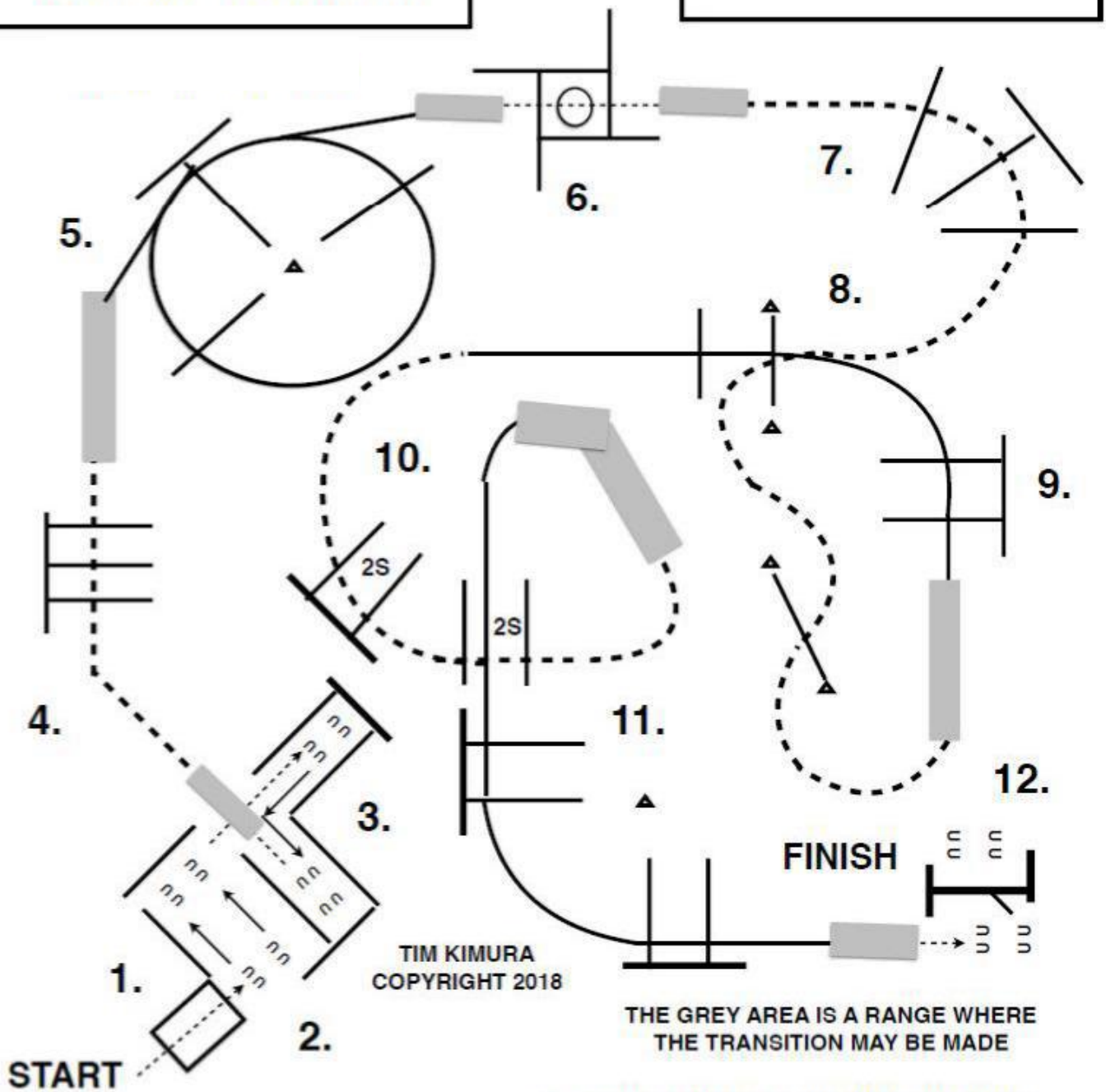
THE SHADED GREY AREA IS A RANGE
WHERE THE TRANSITION CAN BE MADE

1. WALK OVER BRIDGE.
2. SIDE PASS LEFT, WALK OFF POLE.
3. WALK INTO CHUTE, BACK THRU POLES, WALK FORWARD.
4. JOG OVER POLES.
5. LOPE OVER POLES (RL).

6. STOP OR BREAK TO THE WALK, WALK OVER POLES AND INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION, THEN WALK OVER POLES.
7. JOG OVER POLES.
8. JOG THRU SERPENTINE, JOG OVER POLES.
9. LOPE OVER POLES (LL).
10. BREAK TO THE JOG, JOG OVER POLES.
11. LOPE OVER POLES (LL).
12. STOP OR BREAK TO THE WALK, WALK UP TO GATE THEN LH OPEN RIDE THRU AND CLOSE.

2018 APPALOOSA
EUROPEAN CHAMPIONSHIP

JUNIOR TRAIL

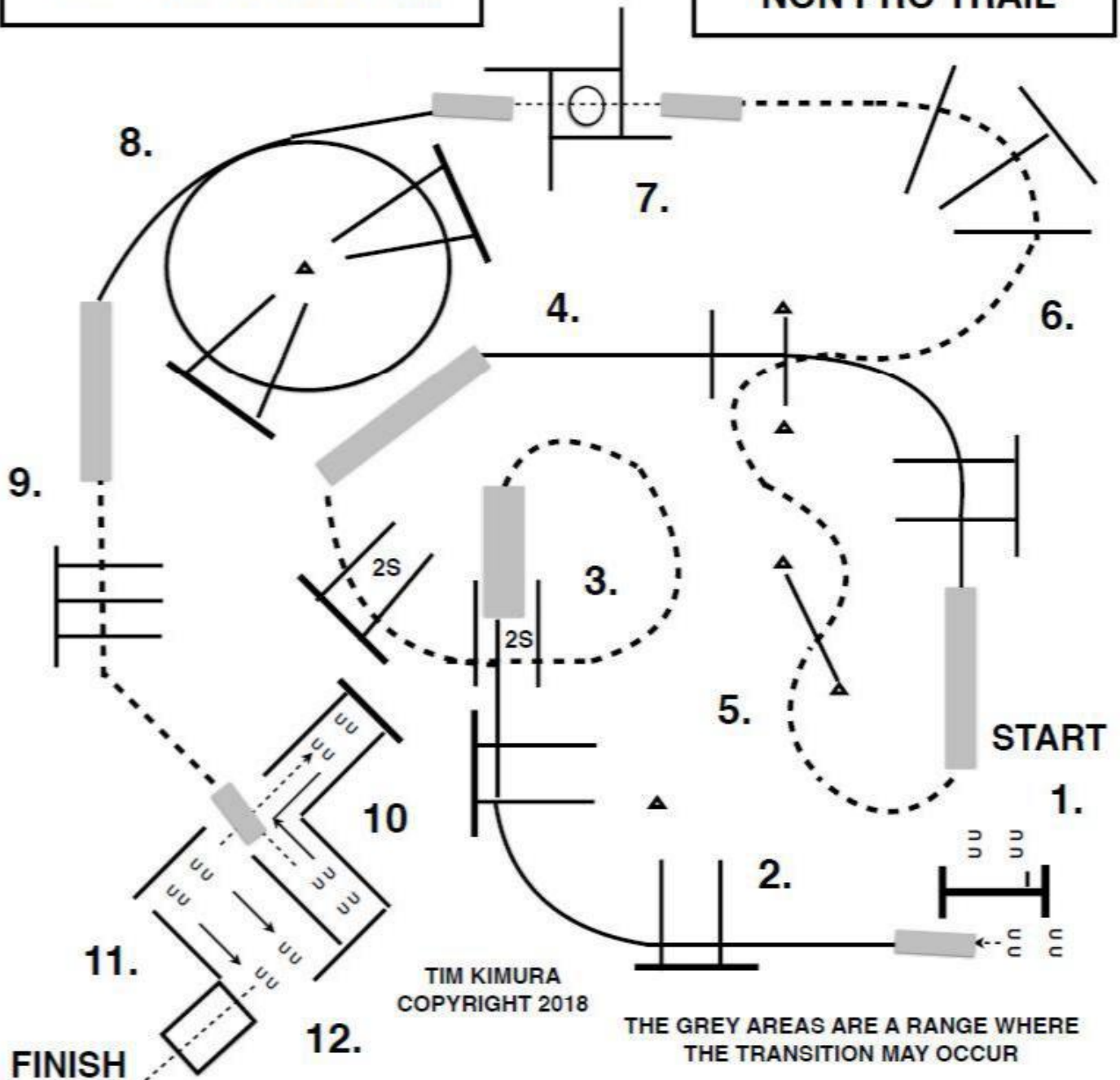


1. WALK OVER BRIDGE AND STOP IN GAP.
2. SIDE PASS LEFT
3. WALK INTO CHUTE, BACK THRU POLES, WALK FORWARD.
4. JOG OVER POLES.
5. LOPE OVER POLES (RL).

6. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION, THEN WALK OUT BOX.
7. JOG OVER POLES.
8. JOG THRU SERPENTINE, JOG OVER POLES.
9. LOPE OVER POLES (LL).
10. BREAK TO THE JOG, JOG OVER POLES
11. LOPE OVER POLES (LL).
12. STOP OR BREAK TO THE WALK, WALK UP TO GATE THEN LH OPEN RIDE THRU AND CLOSE.

2018 APPALOOSA
EUROPEAN CHAMPIONSHIP

NOVICE
NON PRO TRAIL



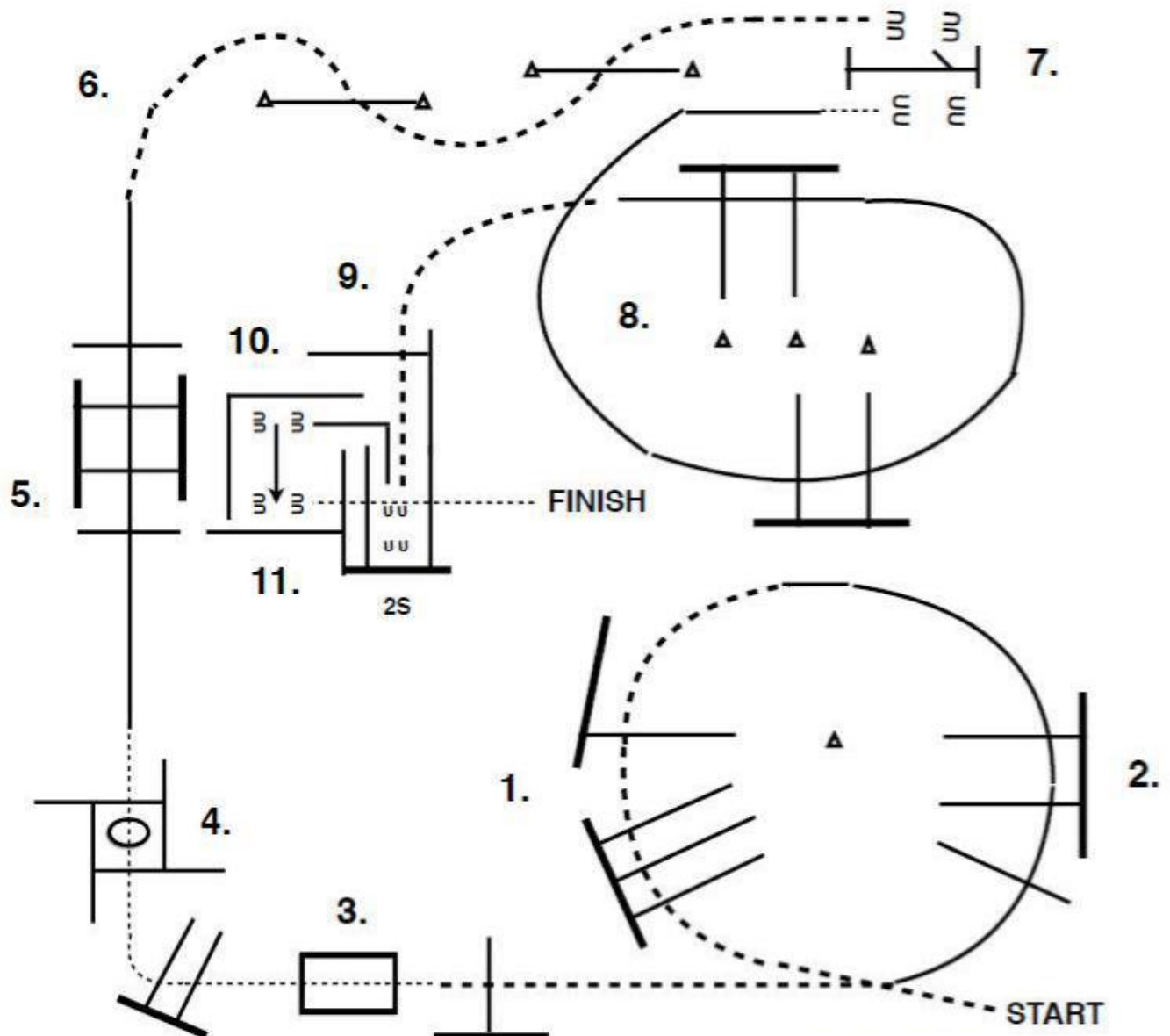
1. GATE: RH OPEN, RIDE THRU CLOSE.
2. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RL).
3. BREAK TO THE JOG, JOG OVER POLES.
4. LOPE OVER POLES (RL).
5. BREAK TO THE JOG, JOG OVER POLES, JOG THRU SERPENTINE.
6. JOG OVER POLES.

7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION, THEN WALK OUT BOX.
8. LOPE OVER POLES (LL).
9. BREAK TO THE JOG,, JOG OVER POLES.
10. JOG INTO CHUTE, STOP AND BACK THRU POLES.
11. WALK FORWARD INTO GAP, SIDE PASS LEFT.
12. WALK FORWARD, WALK OVER BRIDGE.

2018 APPALOOSA
EUROPEAN
CHAMPIONSHIP

SUN
OCT 21

OPEN GREEN TRAIL



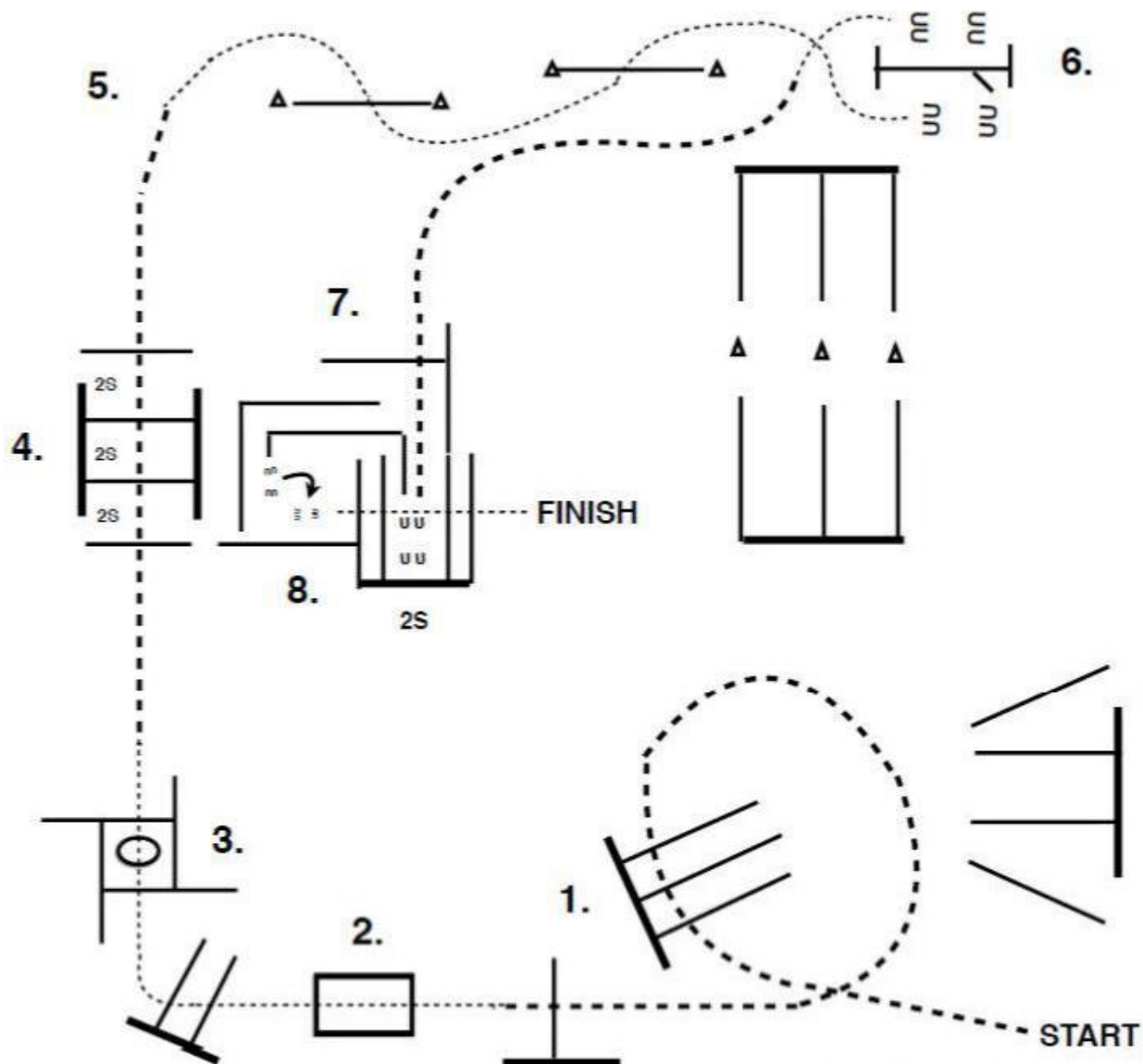
1. JOG OVER POLES.
2. LOPE OVER POLES (RL).
3. BREAK TO THE JOG, JOG OVER POLE.
STOP OR BREAK TO THE WALK,
WALK OVER BRIDGE AND POLES.
4. KEEP WALKING AND WALK INTO THE BOX
EXECUTE A 360 TURN EITHER WAY
WALK OUT BOX.
5. LOPE OVER POLES (RL)
6. BREAK TO THE JOG, JOG THRU SERPENTINE,
JOG OVER POLES, JOG UP TO GATE.

7. GATE: RH, OPEN, WALK THRU
AND CLOSE GATE.
8. WALK FORWARD THEN,
LOPE OVER POLES (LL)
9. BREAK TO THE JOG,
JOG OVER POLE AND
JOG INTO CHUTE, STOP AND
BACK BETWEEN POLES
BACK AROUND CORNER.
10. SIDE PASS RIGHT
11. WALK OUT CHUTE.
WALK OVER POLES.

2018 APPALOOSA
EUROPEAN
CHAMPIONSHIP

SUN
OCT 21

In-Hand Trail
(Jackpot all)



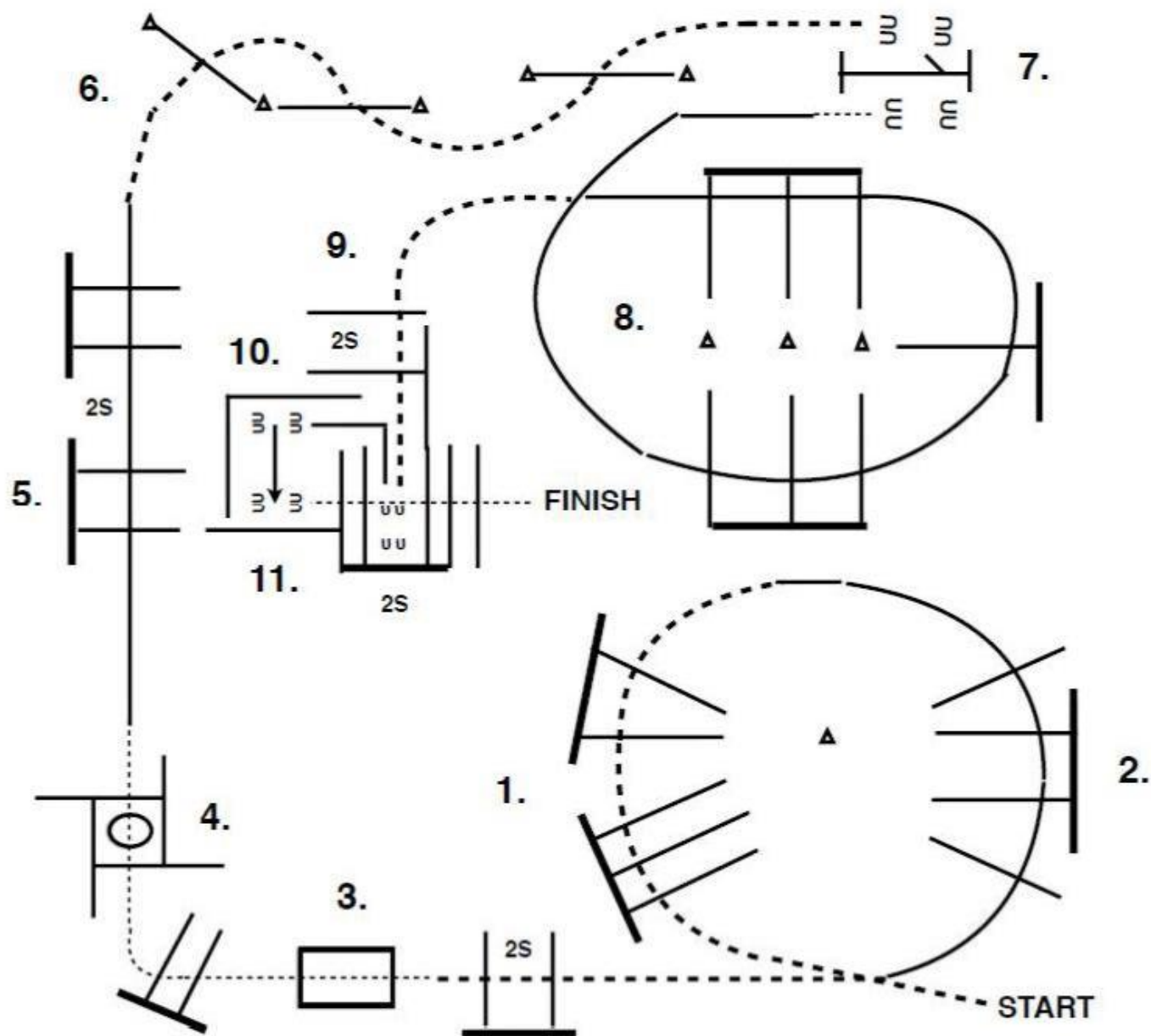
1. JOG CIRCLE TO THE RIGHT, AND JOG OVER POLES.
2. JOG OVER POLE,
STOP OR BREAK TO THE WALK,
WALK OVER BRIDGE AND POLES.
3. KEEP WALKING AND WALK INTO THE BOX
EXECUTE A 360 TURN EITHER WAY
WALK OUT BOX.
4. JOG OVER POLES.
5. BREAK TO THE WALK, WALK THRU SERPENTINE,
WALK OVER POLES, WALK UP TO GATE.

6. GATE: WORK GATE,
LEFT HAND, OPEN, WALK THRU
AND CLOSE GATE.
7. WALK FORWARD PAST GATE,
THEN, JOG OVER POLE AND
JOG INTO CHUTE, STOP AND
BACK A U-SHAPE TURN AROUND
THE CORNER BETWEEN POLES.
8. EXECUTE A 90 DEGREE TURN
TO THE RIGHT THEN
WALK OVER POLES.

2018 APPALOOSA
EUROPEAN
CHAMPIONSHIP

SUN
OCT 21

OPEN SENIOR TRAIL



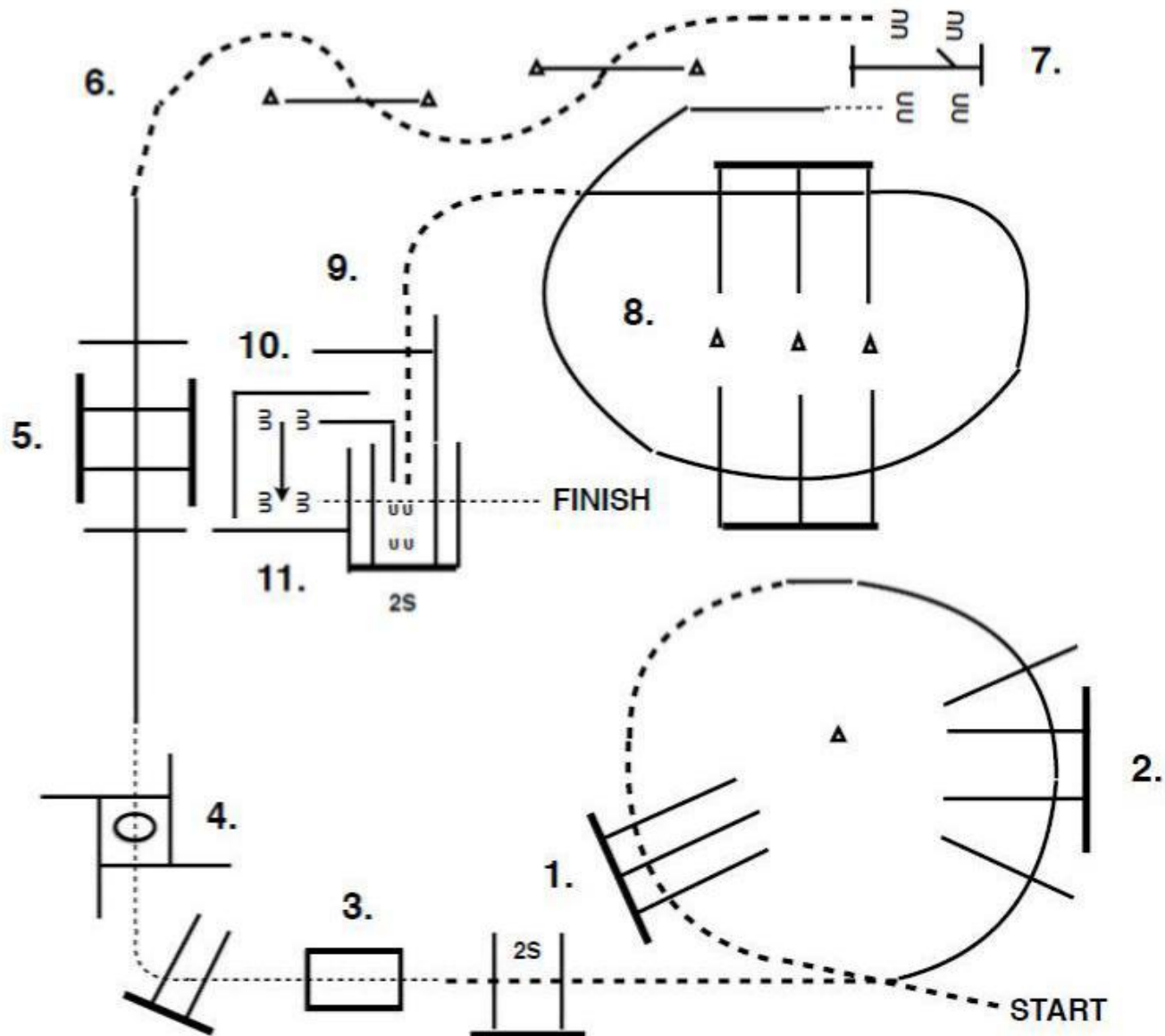
1. JOG OVER POLES.
2. LOPE OVER POLES (RL).
3. BREAK TO THE JOG, JOG OVER POLES.
STOP OR BREAK TO THE WALK,
WALK OVER BRIDGE AND POLES.
4. KEEP WALKING AND WALK INTO THE BOX
EXECUTE A 360 TURN EITHER WAY
WALK OUT BOX.
5. LOPE OVER POLES (RL)
6. BREAK TO THE JOG, JOG THRU SERPENTINE,
JOG OVER POLES, JOG UP TO GATE.

7. GATE: RH, OPEN, WALK THRU
AND CLOSE GATE.
8. WALK FORWARD THEN,
LOPE OVER POLES (LL)
9. BREAK TO THE JOG,
JOG OVER POLES AND
JOG INTO CHUTE, STOP AND
BACK BETWEEN POLES
BACK AROUND CORNER.
10. SIDE PASS RIGHT
11. WALK OUT CHUTE.
WALK OVER POLES.

2018 APPALOOSA
EUROPEAN
CHAMPIONSHIP

SUN
OCT 21

YOUTH TRAIL



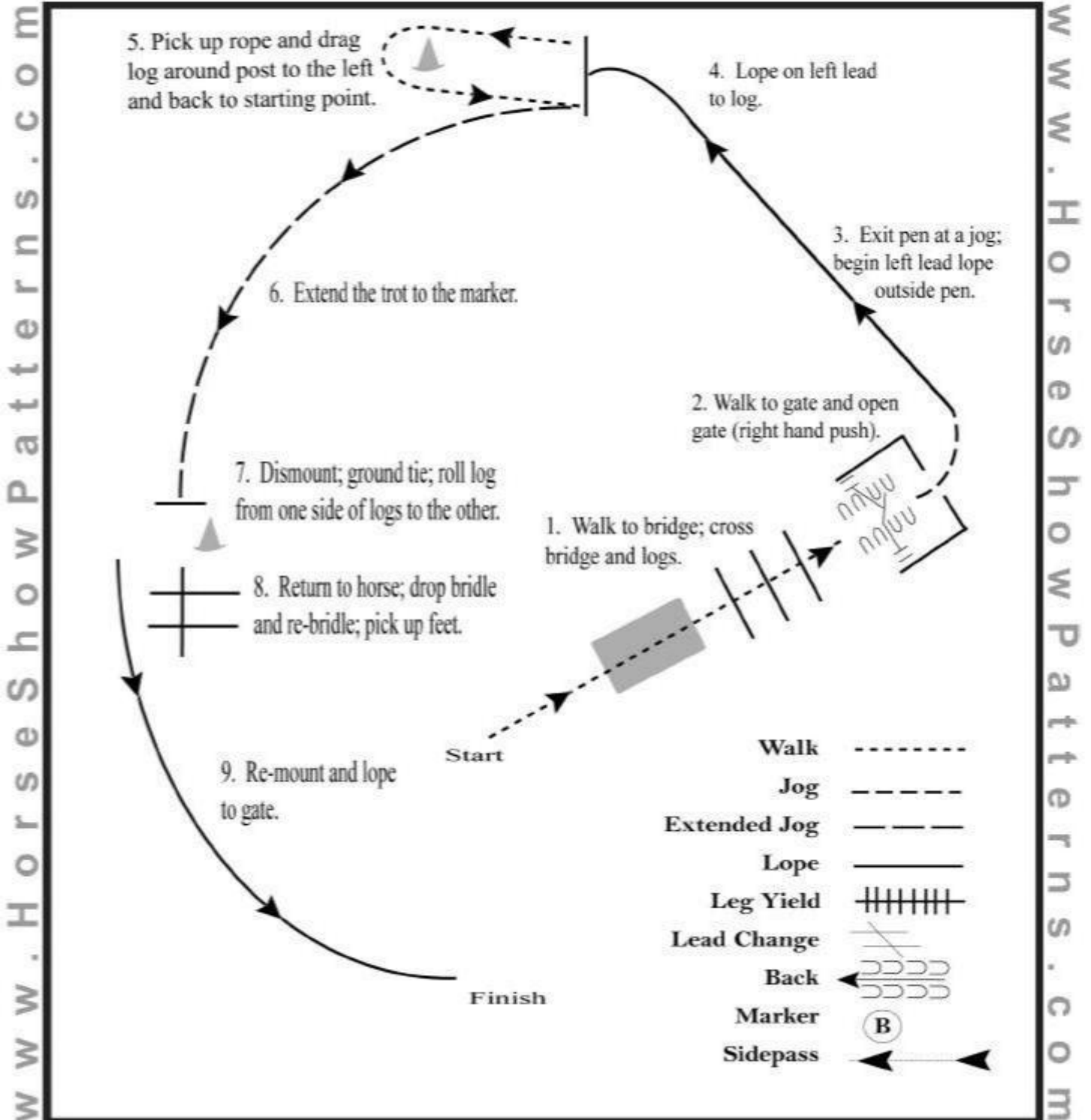
1. JOG OVER POLES.
2. LOPE OVER POLES (RL).
3. BREAK TO THE JOG, JOG OVER POLES.
STOP OR BREAK TO THE WALK,
WALK OVER BRIDGE AND POLES.
4. KEEP WALKING AND WALK INTO THE BOX
EXECUTE A 360 TURN EITHER WAY
WALK OUT BOX.
5. LOPE OVER POLES (RL)
6. BREAK TO THE JOG, JOG THRU SERPENTINE,
JOG OVER POLES, JOG UP TO GATE.

7. GATE: RH, OPEN, WALK THRU
AND CLOSE GATE.
8. WALK FORWARD THEN,
LOPE OVER POLES (LL)
9. BREAK TO THE JOG,
JOG OVER POLE AND
JOG INTO CHUTE, STOP AND
BACK BETWEEN POLES
BACK AROUND CORNER.
10. SIDE PASS RIGHT
11. WALK OUT CHUTE.
WALK OVER POLES.

Euroappa 2018

Ranch Trail (Open, Non Pro, Youth, Jackpot)

Show Date: 10-16-2018



[RT/5]

Pattern Provided by:

DK