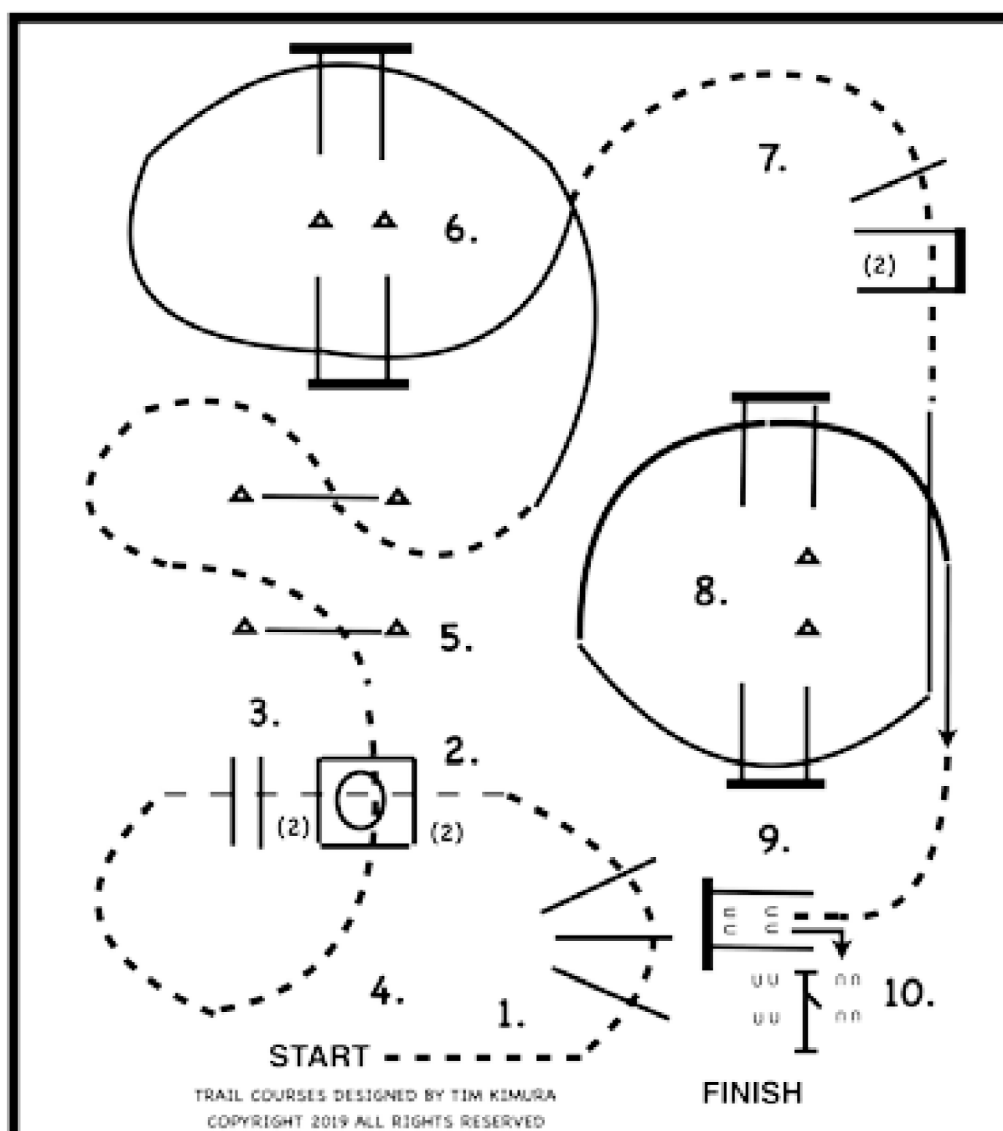


**Pattern laut. AQHA Regelbuch 2019**

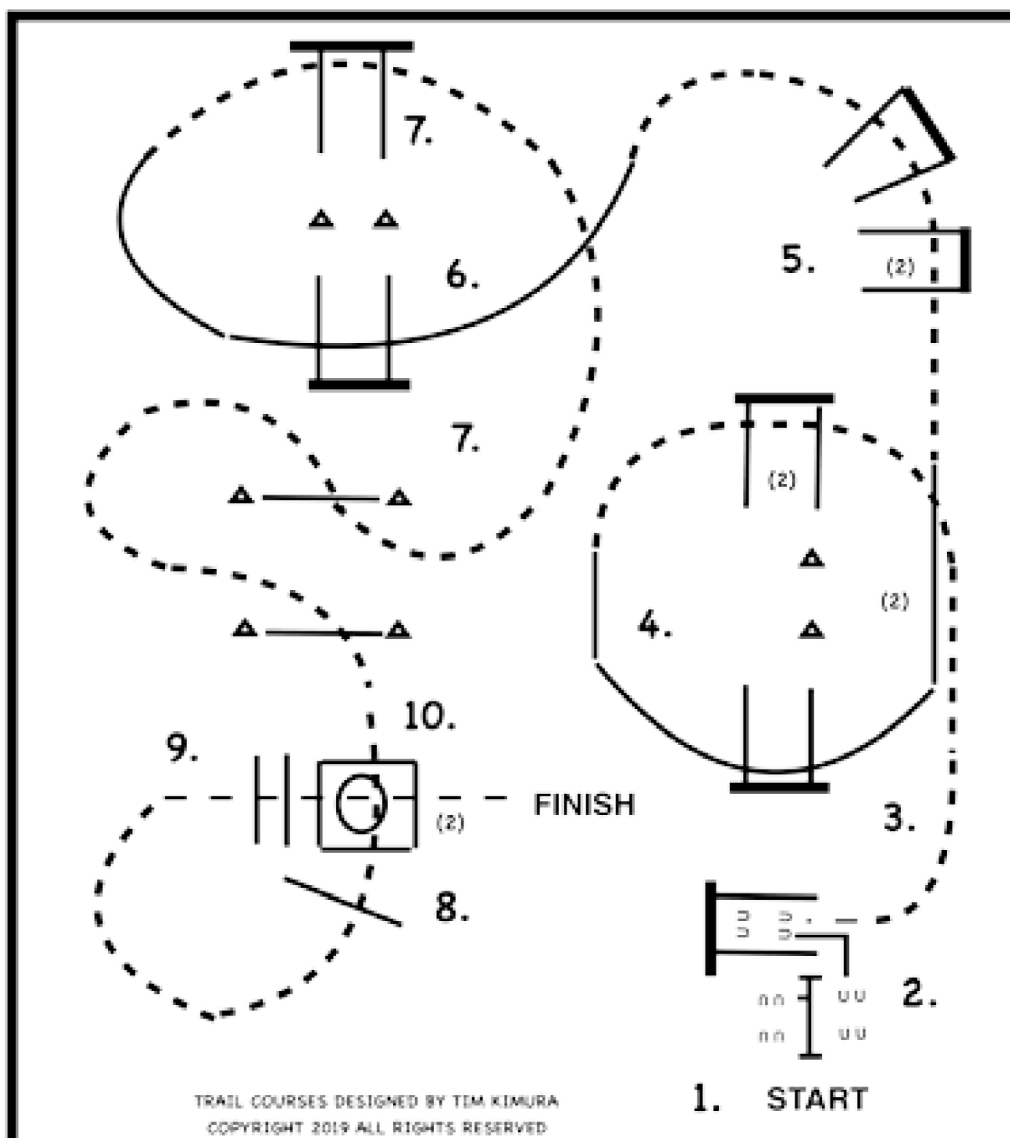
<i>Pattern</i>	<i>Prüfung</i>
Ranch Riding Pattern 1	AQHA Open L1/Green Ranch Riding AQHA L1/Novice Amateur Ranch Riding AQHA L1/Novice Youth Ranch Riding
Ranch Riding Pattern 3	AQHA Open Ranch Riding AQHA Amateur Ranch Riding AQHA Youth Ranch Riding
Ranch Riding Pattern 5	DQHA Maturity Ranch Riding
Ranch Riding Pattern 15	DQHA Futurity Ranch Riding
Reining Pattern 4	"Berlin Rundown" Non Pro
Reining Pattern 5	DQHA Futurity Reining AQHA Open L1/Green Reining "Berlin Rundown" Youth
Reining Pattern 6	DQHA Maturity Reining AQHA Youth Reining "Berlin Rundown" Greener
Reining Pattern 7	AQHA Amateur Reining
Reining Pattern 8	AQHA Open Junior Reining "Berlin Rundown" Rookie
Reining Pattern 10	AQHA Open Senior Reining
Reining Pattern 11	"Berlin Rundown" Open Jackpot
Reining Pattern 12	Zachger Immobilien Reining Trophy
Reining Pattern 13	"Berlin Rundown" Open
Reining Pattern A	AQHA L1/Novice Youth Reining AQHA L1/Novice Amateur Reining
Western Riding Pattern 1	AQHA Open Western Riding All Ages AQHA Amateur Western Riding AQHA Youth Western Riding
Western Riding Pattern 5	DQHA Maturity Western Riding
Western Riding L1 Pattern 1	DQHA Futurity Western Riding AQHA Open L1/Green Western Riding

## AQHA Open L1/Green Trail



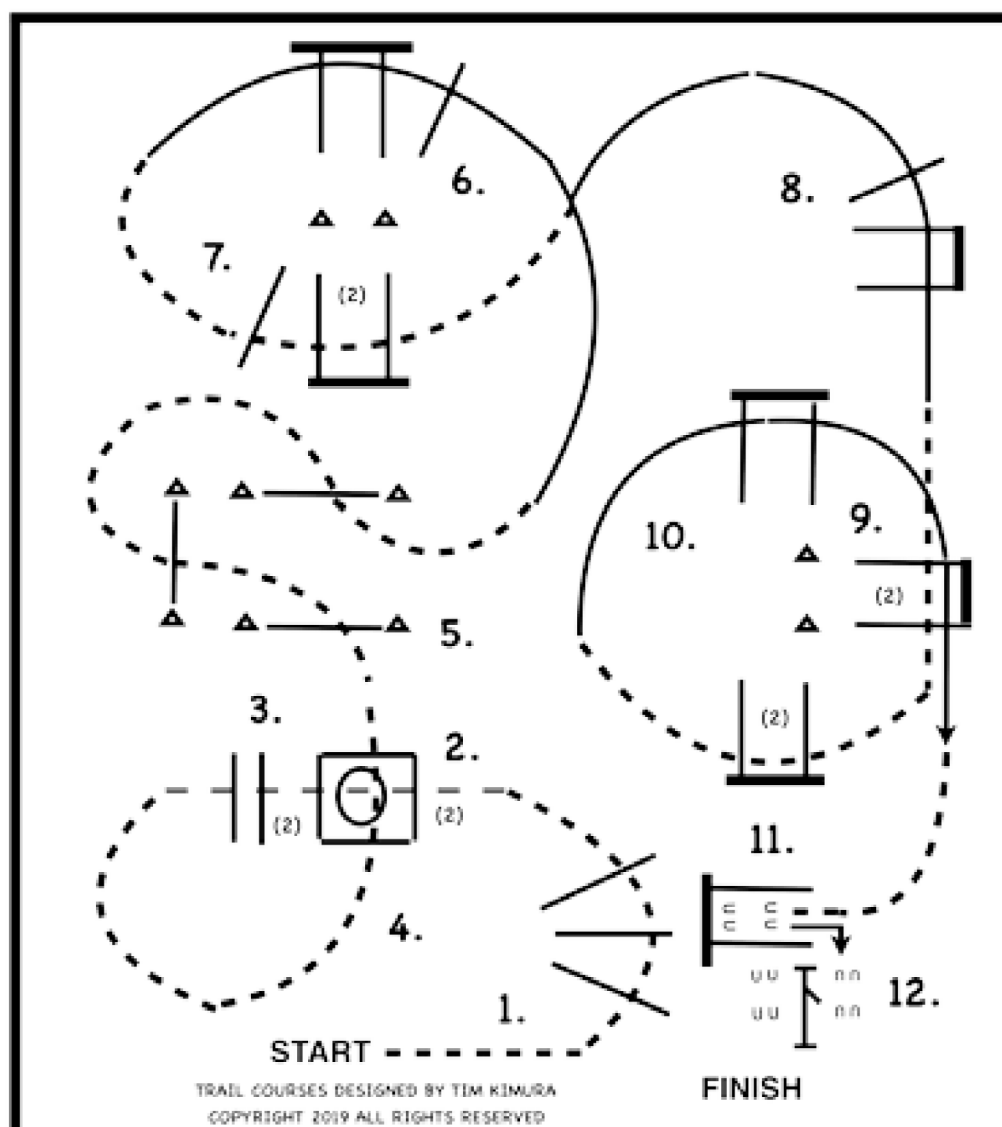
1. JOG OVER POLES, JOG UP TO BOX.
2. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN IN EITHER DIRECTION, WALK OUT BOX.
3. WALK OVER POLES.
4. JOG OVER POLES, JOG THRU BOX.
5. JOG THRU SERPENTINE, JOG OVER POLES, JOG AROUND CONES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG 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.

## AQHA L1/Novice Youth Trail AQHA L1/Novice Amateur Trail



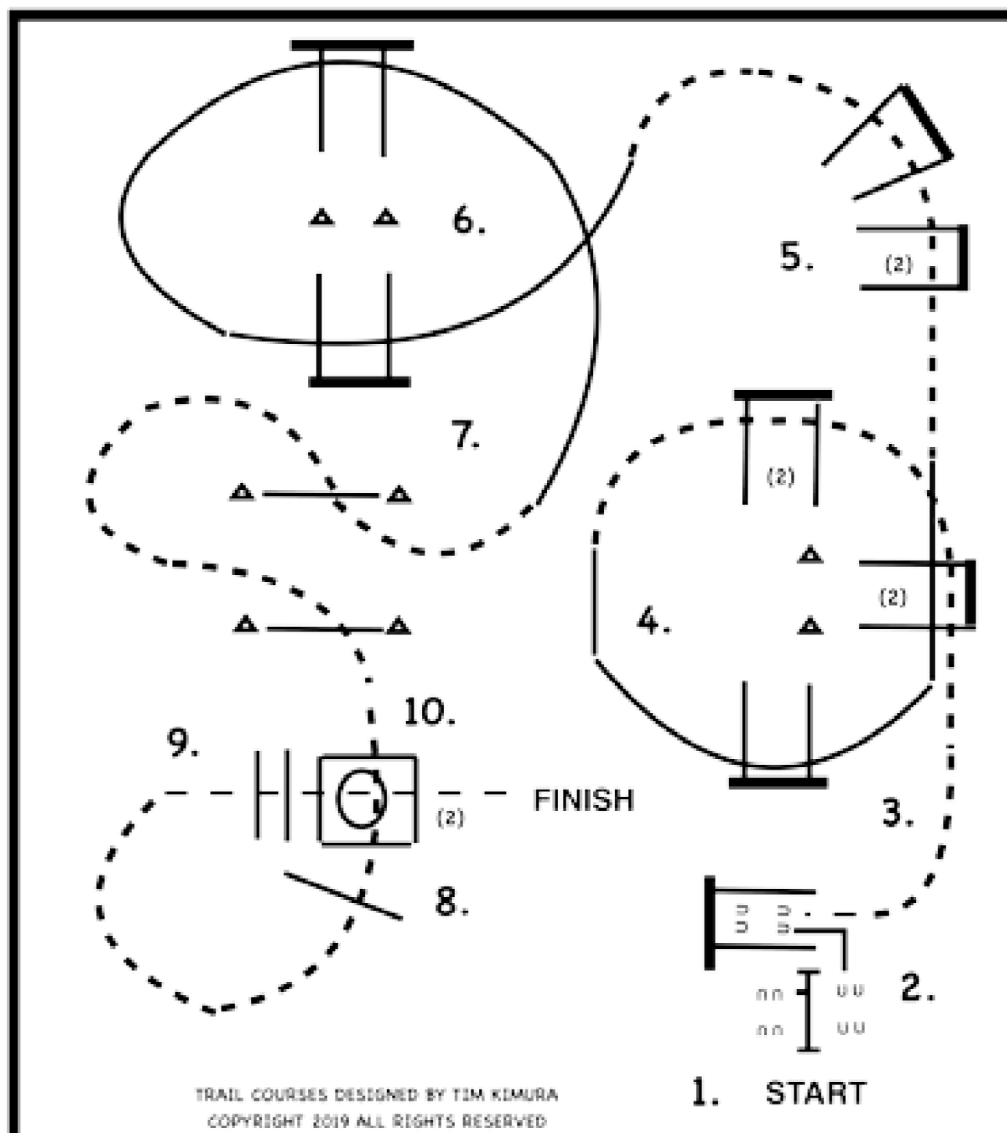
1. GATE: RIGHT HAND, WALK OVER POLE, AND CLOSE GATE.
2. BACK AROUND CORNER, BACK BETWEEN POLES, WALK OUT CHUTE.
3. JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO JOG; JOG OVER POLES
8. JOG OVER POLES, JOG AROUND CONES.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

# AQHA Youth Trail AQHA Amateur Trail



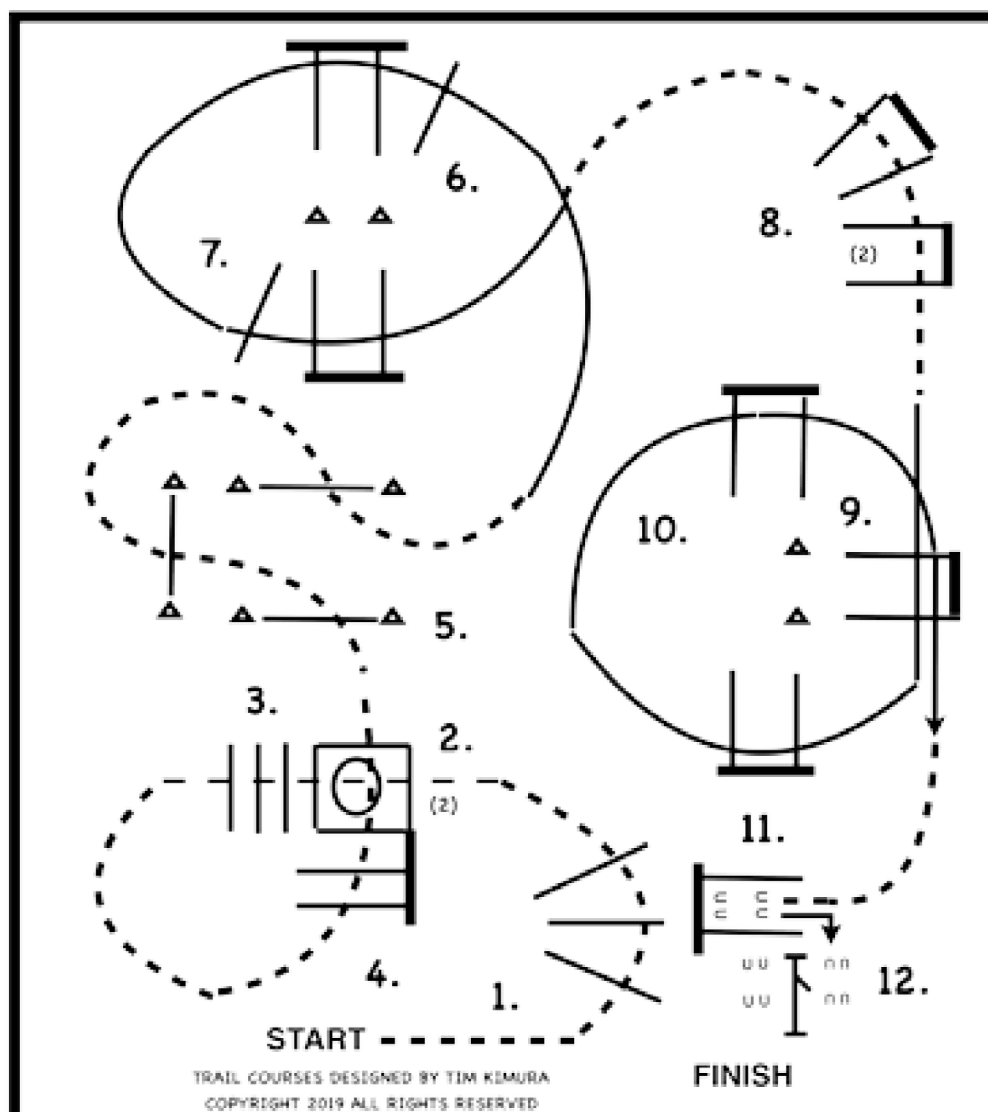
1. JOG OVER POLES, JOG UP TO BOX.
2. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN IN EITHER DIRECTION, WALK OUT BOX.
3. WALK OVER POLES.
4. JOG OVER POLES, JOG THRU BOX.
5. JOG THRU SERPENTINE, JOG OVER POLES, JOG AROUND CONES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG 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.

# AQHA Open Junior Trail



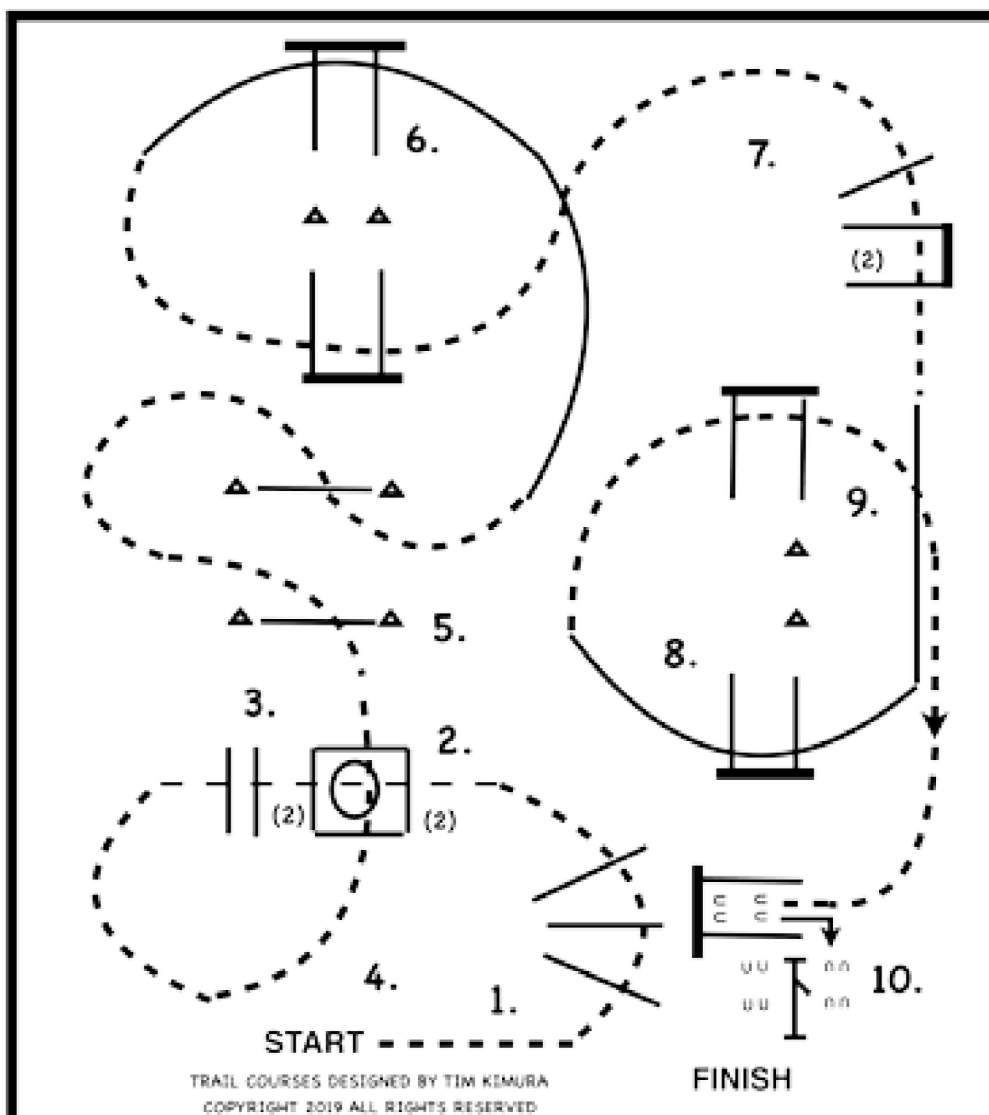
1. GATE: RIGHT HAND, WALK OVER POLE, AND CLOSE GATE.
2. BACK AROUND CORNER, BACK BETWEEN POLES, WALK OUT CHUTE.
3. JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES, JOG AROUND CONES.
8. JOG THRU BOX, 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.

## AQHA Open Senior Trail Engel & Völkers Trail Cup



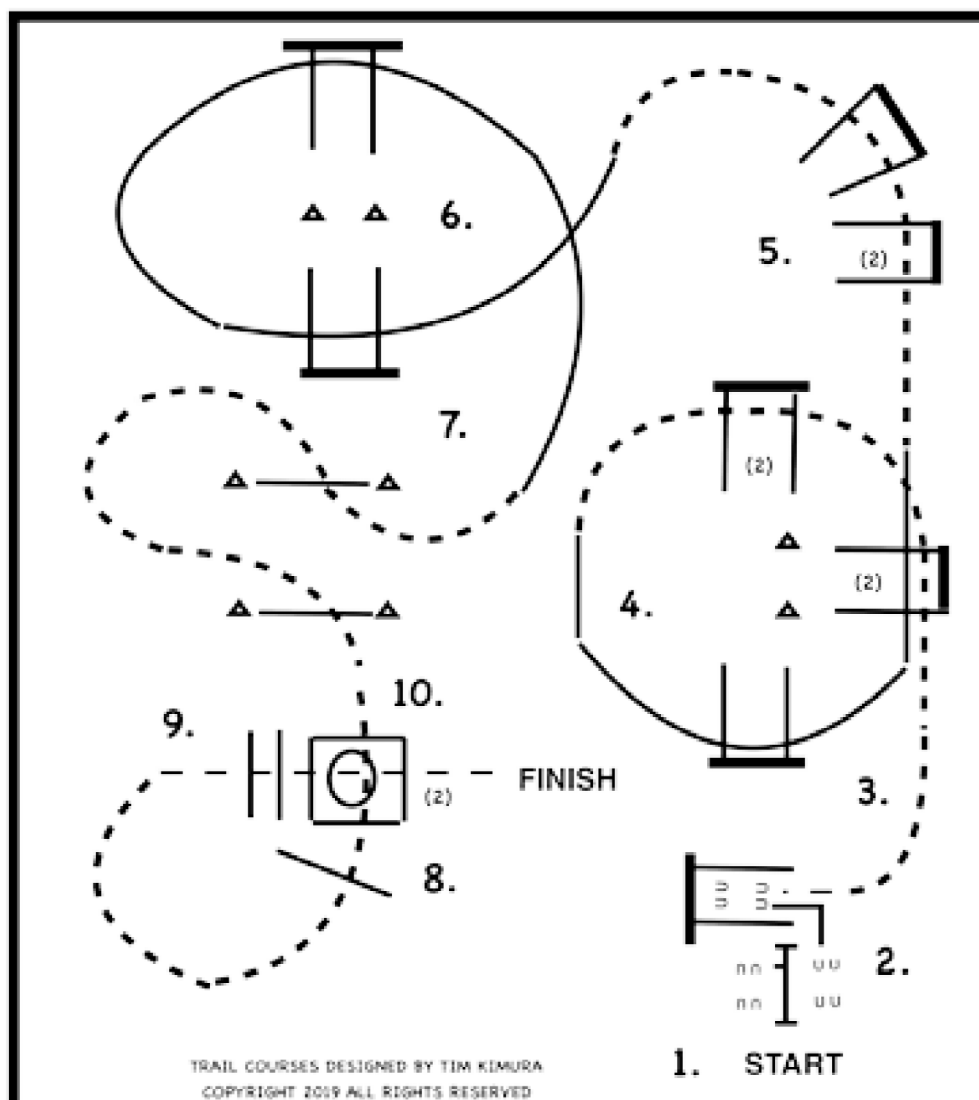
1. JOG OVER POLES, JOG UP TO BOX.
2. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN IN EITHER DIRECTION, WALK OUT BOX.
3. WALK OVER POLES.
4. JOG OVER POLES, JOG THRU BOX.
5. JOG THRU SERPENTINE, JOG OVER POLES, JOG AROUND CONES.
6. LOPE OVER POLES (LEFT LEAD).
7. LOPE OVER POLES (LEFT 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.

## DQHA Futurity Trail Rassenoffener Trail



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.

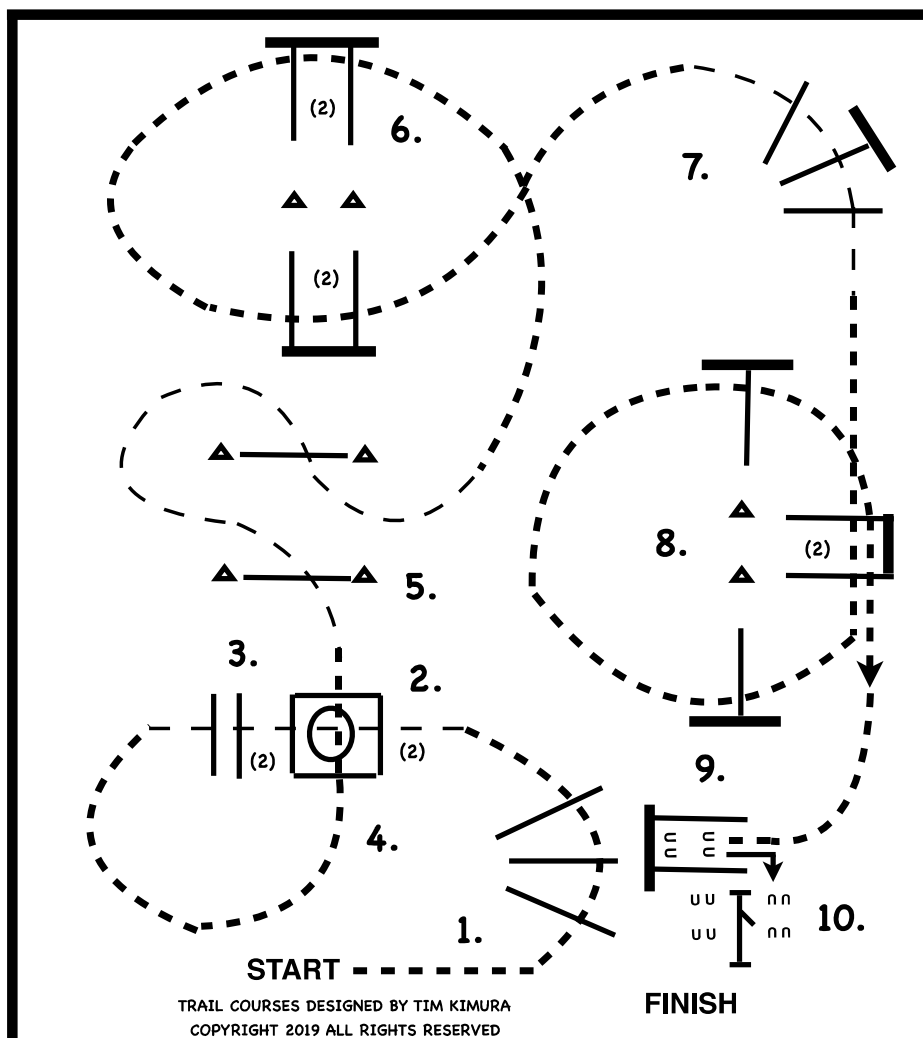
# DQHA Maturity Trail



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.



# DQHA Futurity Trail in Hand 2y & 3y Rassenoffener Trail in Hand All Ages



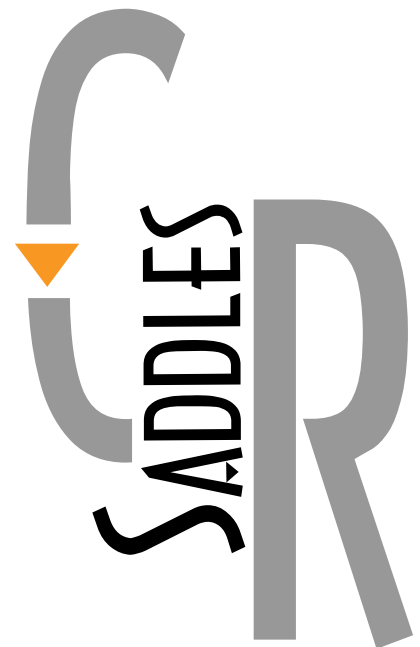
1. JOG OVER POLES, JOG UP TO BOX.
2. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN IN EITHER DIRECTION, WALK OUT B
3. WALK OVER POLES.
4. JOG OVER POLES, JOG THRU BOX.
5. STOP OR BREAK TO THE WALK, WALK THRU SERPENTINE, WALK OVER POLES, WALK AROUND CONES.
6. JOG OVER POLES.
7. STOP OR 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.



*Wir danken den Sponsoren der Trail Pattern*



Inside Quarterhorses



# AQHA L1/Novice Amateur Showmanship at Halter AQHA L1/Novice Youth Showmanship at Halter

www.HorseShowPatterns.com

Be ready facing A.

1. When acknowledged, back approximately 2 horse lengths.
2. Perform a 90 degree turn.
3. Trot a half circle back to A.
4. Stop and perform a 180 degree turn.
5. Walk until your horse's hip is even with Judge.
6. Stop and perform a 270 degree turn.
7. Walk to judge. Stop and set up for inspection.
8. When dismissed, perform a 90 degree turn.
9. Walk straight away from judge.

Walk	-----
Trot	- - - - -
Back	←
Marker	(B)
Judge	(J)

Follow the instructions of your ring steward.

www.HorseShowPatterns.com

[S/2-67]

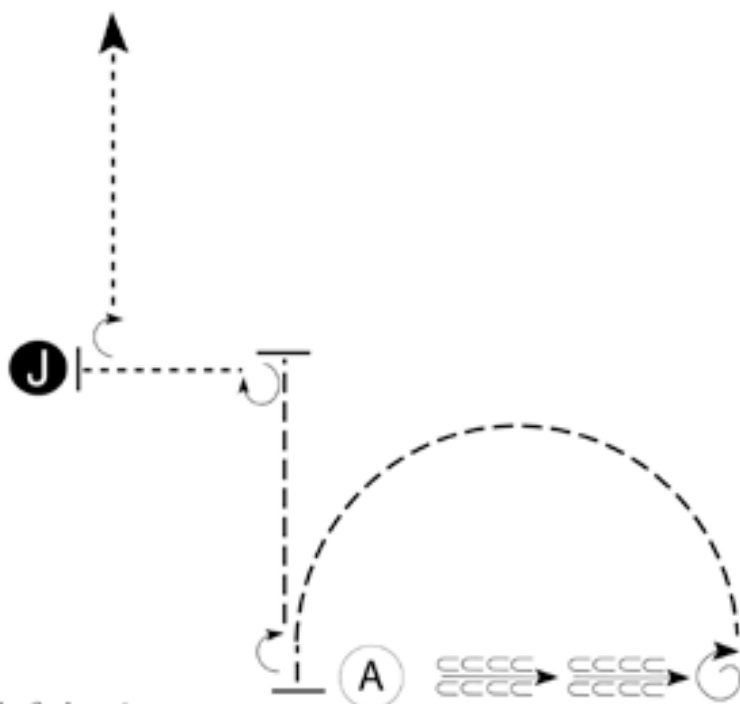
Pattern Provided by:  
*AQHA Judges*

# AQHA Amateur Showmanship at Halter

## AQHA Youth Showmanship at Halter

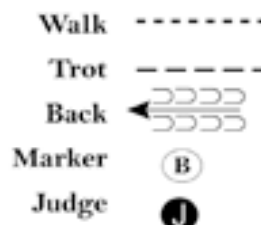
www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready facing A.

1. When acknowledged, back approximately 2 horse lengths.
2. Perform a 450 degree turn (1 1/4).
3. Trot a half circle back to A.
4. Stop and perform a 180 degree turn.
5. Trot until your horse's hip is even with Judge.
6. Stop and perform a 270 degree turn.
7. Walk to judge. Stop and set up for inspection.
8. When dismissed, perform a 90 degree turn.
9. Walk straight away from judge.



Follow the instructions of your ring steward.

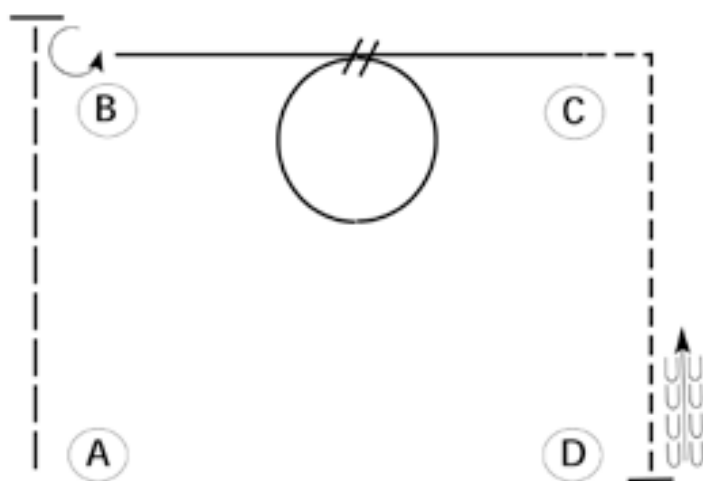
[S/3-67]

**Pattern Provided by:**  
*AQHA Judges*

# AQHA L1/Novice Amateur Western Horsemanship AQHA L1/Novice Youth Western Horsemanship Rasseoffene Western Horsemanship

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www.HorseShowPatterns.com



Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the left lead halfway to C.
4. Perform a simple lead change and lope a circle to the right.
5. Continue to lope to C.
6. At C, break to a jog and jog to D.
7. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

[WH/1-88]

Pattern Provided by:  
*AQHA Judges*

# AQHA Amateur Western Horsemanship AQHA Youth Western Horsemanship

www.HorseShowPatterns.com

Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the right lead halfway to C.
4. Perform a small, slow circle to the right.
5. Change leads and perform a large, fast circle to the left.
6. Continue to lope past C and stop.
7. Perform a 1/4 turn to the right.
8. Jog to D.
9. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

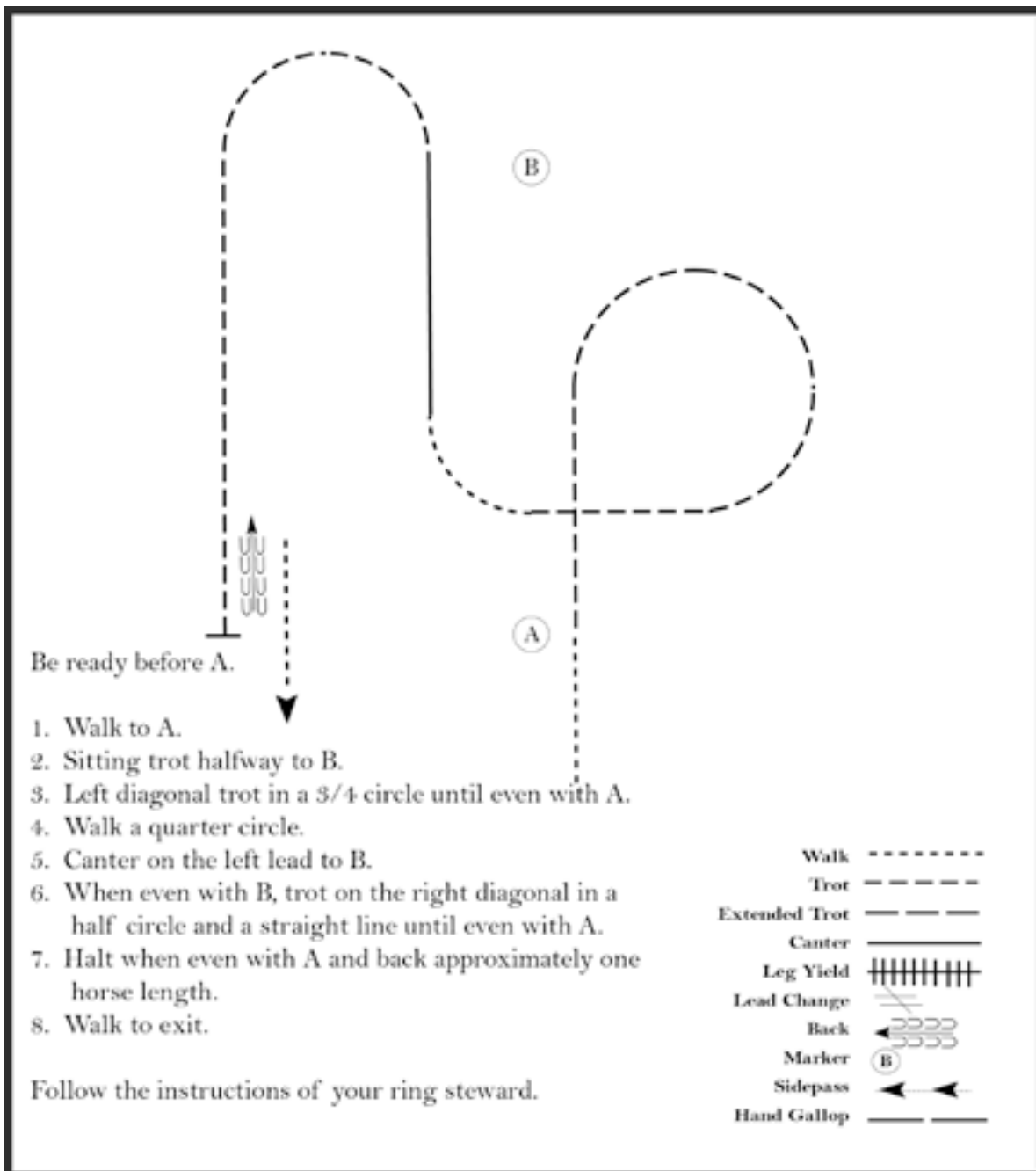
www.HorseShowPatterns.com

[WH/2-88]

Pattern Provided by:  
*AQHA Judges*

# AQHA L1/Novice Amateur Hunt Seat Equitation

www.HorseShowPatterns.com



www.HorseShowPatterns.com

Be ready before A.

1. Walk to A.
2. Sitting trot halfway to B.
3. Left diagonal trot in a 3/4 circle until even with A.
4. Walk a quarter circle.
5. Canter on the left lead to B.
6. When even with B, trot on the right diagonal in a half circle and a straight line until even with A.
7. Halt when even with A and back approximately one horse length.
8. Walk to exit.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	Ⓚ
Sidepass	←←
Hand Gallop	—————

[HSE/1-59]

**Pattern Provided by:**

*AQHA Judges*

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# AQHA Amateur Hunt Seat Equitation

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Be ready before A.

1. Walk to A.
2. Sitting trot halfway to B.
3. Left diagonal trot in a half circle.
4. Canter on the right lead until even with A.
5. Walk a quarter circle.
6. Canter on the left lead to B and in a half circle as shown.
7. When even with B, trot on the right diagonal in a straight line until even with A.
8. Halt when even with A and back approximately one horse length.
9. Walk to exit.

Follow the instructions of your ring steward.

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

[HSE/3-59]

Pattern Provided by:

*AQHA Judges*

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