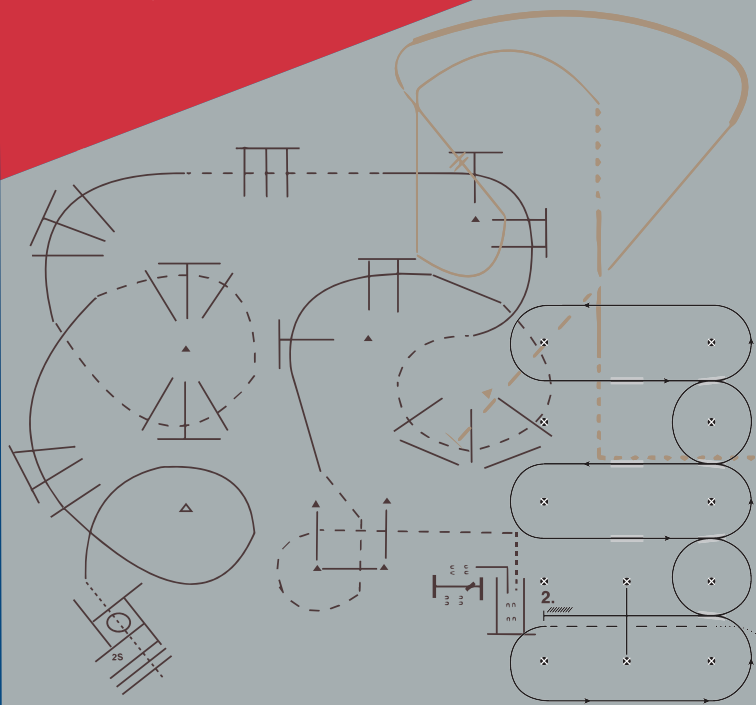




12.-22.Oktober

INTERNATIONAL DQHA CHAMPIONSHIP

PATTERN BOOK





**Pattern Book
for the
Q23
International DQHA Championship**

WELCOME TO THE SHOW

Copyrights

Horsemanship/Showmanship/
Hunt Seat Equitation

Showmanagement

Trail
in Hand Trail
Ranch Trail

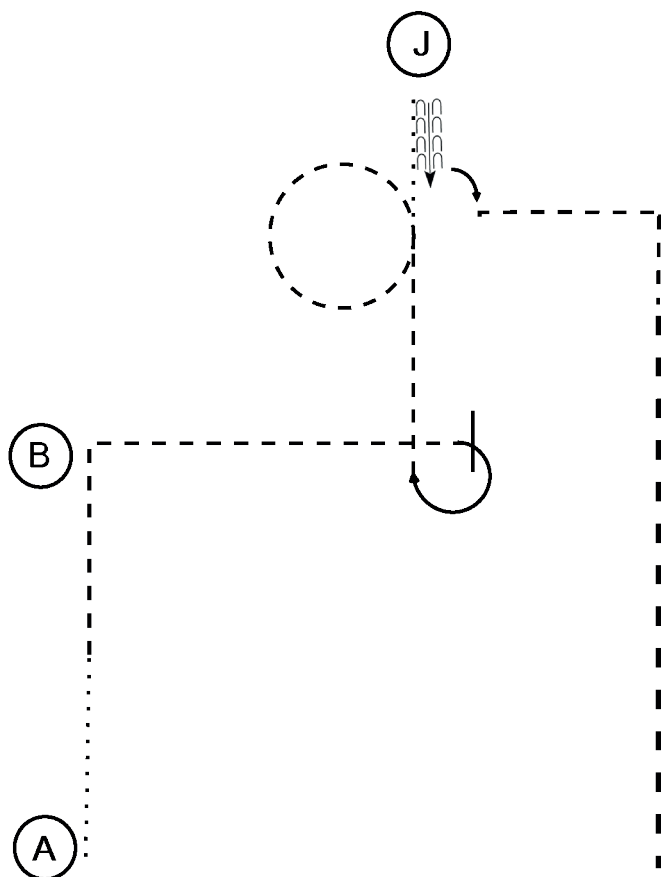
Tim Kimura

Ranch Riding/Western Riding

AQHA

SHOWMANSHIP AT HALTER

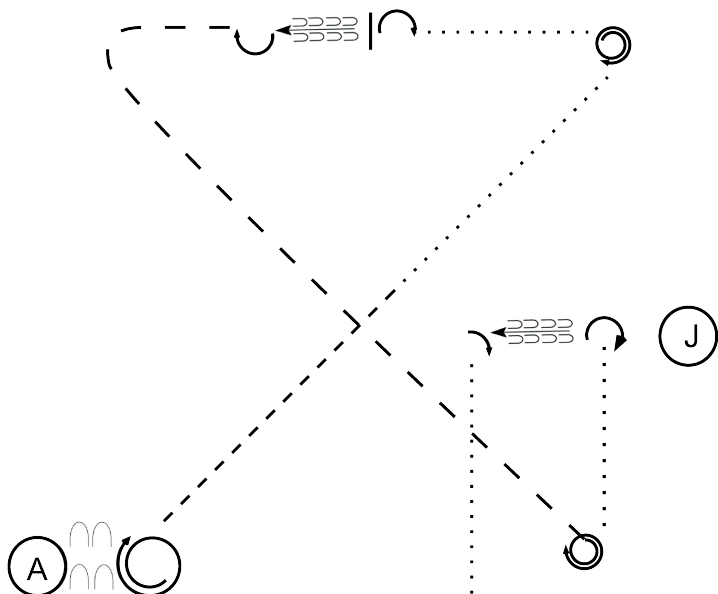
YOUTH L1/ AMATEUR L1



- WALK
- JOG / JOG CORNER
- STOP / 3/4 TURN
- JOG / JOG CIRCLE / WALK TO THE JUDGE
- SET UP
- INSPECTION
- BACK UP / 1/4 TURN
- JOG / JOG CORNER
- EXTENDED TROT
- LEAVE ARENA AT EXTENDED TROT

SHOWMANSHIP AT HALTER FINALS

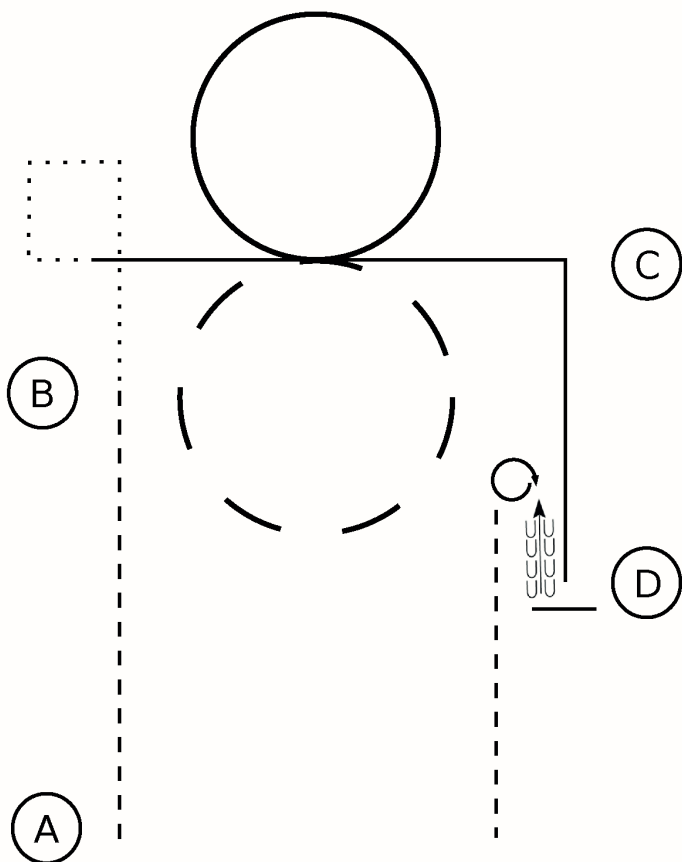
YOUTH / AMATEUR / SELECT AMATEUR



- 1 1/8 TURNS
- JOG / WALK
- STOP / APPROX. 1 3/4 TURNS
- WALK / STOP / 1/2 TURN
- BACK 2 HORSE LENGTHS / 1/2 TURN
- EXTENDED TROT
- STOP / APPROX. 1 3/4 TURN
- WALK TO THE JUDGE
- STOP WITH HORSE HIP EVEN WITH JUDGE
- SET UP
- INSPECTION
- 1/2 TURN / BACK APPROX. 2 HORSE LENGTHS
- 1/4 TURN / LEAVE ARENA AT WALK

WESTERN HORSEMANSHIP

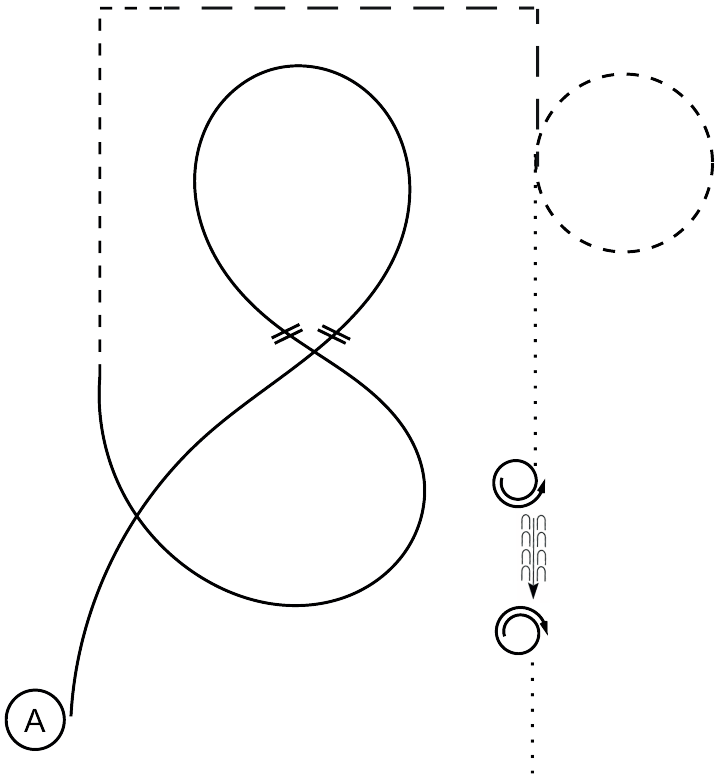
YOUTH L1/ AMATEUR L1



- JOG
- WALK SQUARE
- LEFT LEAD LOPE CIRCLE LEFT
- BREAK TO EXTENDED TROT
CIRCLE TO RIGHT
- RIGHT LEAD LOPE CORNER /STOP AT D
- BACK UP
- 360 TURN RIGHT
- DROP STIRRUPS / JOG TILL EVEN WITH A
- LEAVE ARENA AT JOG

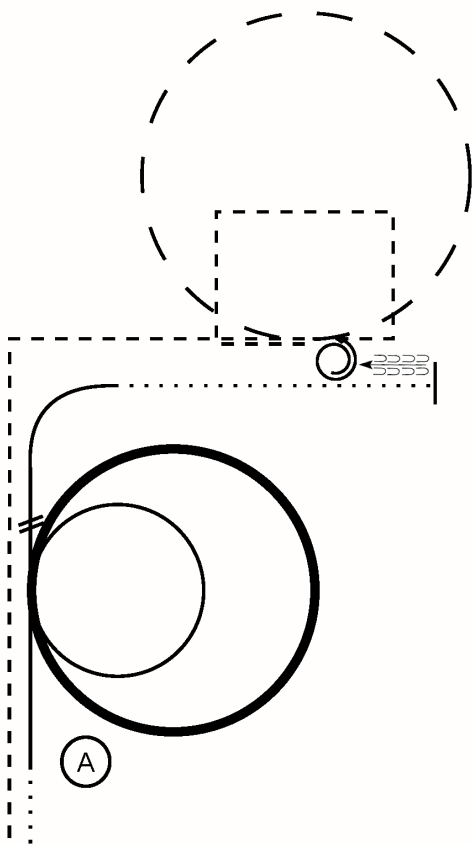
WESTERN HORSEMANSHIP

AMATEUR / SELECT AMATEUR



- RIGHT LEAD LOPE
- CHANGE LEADS SIMPLE OR FLYING
- LEFT LEAD LOPE LOOP
- CHANGE LEADS SIMPLE OR FLYING
- RIGHT LEAD LOPE
- JOG / JOG SQUARE CORNER
- EXTEND TROT / EXTENDED TROT CORNER
- COLLECT TO JOG / JOG CIRCLE
- WALK / STOP / 1 1/2 TURN LEFT
- BACK 4 STEPS / 1 1/2 TURN RIGHT
- LEAVE ARENA AT WALK

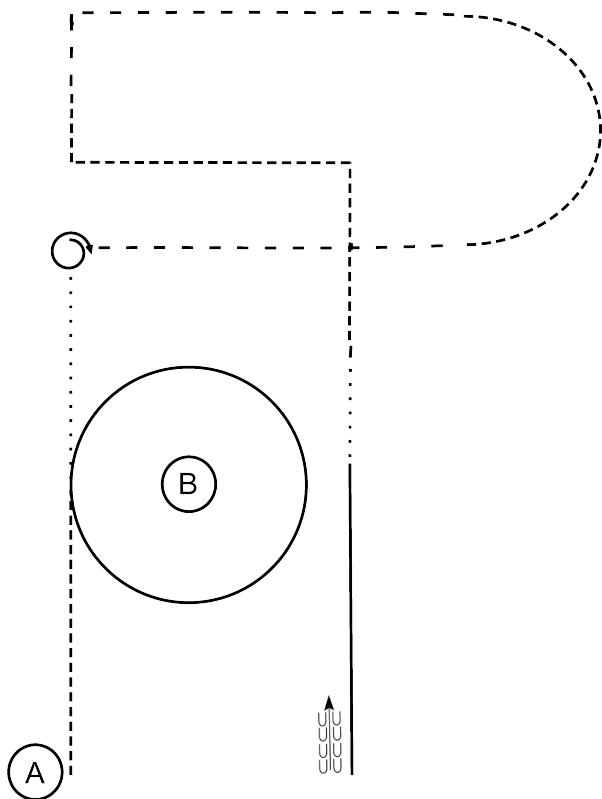
WESTERN HORSEMANSHIP FINALS
YOUTH / AMATEUR / SELECT AMATEUR



- WALK TO A
- RIGHT LEAD LOPE ON A STRAIGHT LINE
- CONTINUE TO LOPE A SMALL CIRCLE
- EXTEND THE LOPE AND PERFORM A BIG CIRCLE
- COLLECT LOPE / CHANGE LEAD SIMPLE OR FLYING
- LEFT LEAD LOPE
- WHEN PASSING CORNER BREAK TO WALK / STOP / BACK
- 1 1/2 TURNS LEFT
- JOG SQUARE
- EXTENDED TROT CIRCLE
- COLLECT TO JOG / JOG CORNER STRAIGHT LINE TO EXIT

HUNT SEAT EQUITATION

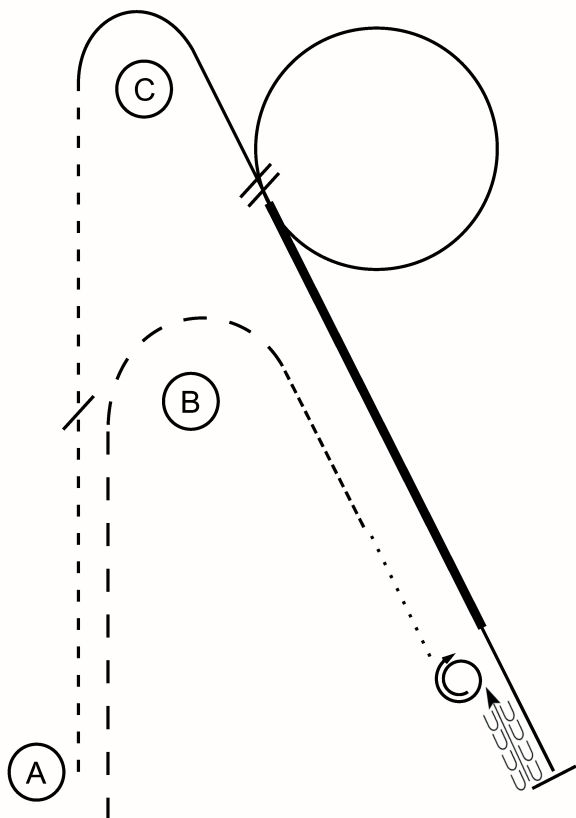
YOUTH L1 / AMATEUR L1



- TROT UNTIL EVEN WITH B
- AT B CANTER RIGHT LEAD AROUND B
- WALK / STOP / 1 1/4 FOREHAND TURN TO THE RIGHT
- TROT LEFT DIAGONAL ON STRAIGHT LINE
- SITTING TROT ON HALF A CIRCLE
- RIGHT DIAGONAL ON STRAIGHT LINE AND FIRST SQUARE CORNER
- PERFORM TWO SQUARE CORNERS IN SITTING TROT
- BREAK TO WALK FOR APPROX. 2 HORSE LENGTHS
- CANTER LEFT LEAD / STOP WHEN EVEN WITH A
- BACK APPROX 2 HORSE LENGTHS
- LEAVE ARENA AT WALK

HUNT SEAT EQUITATION

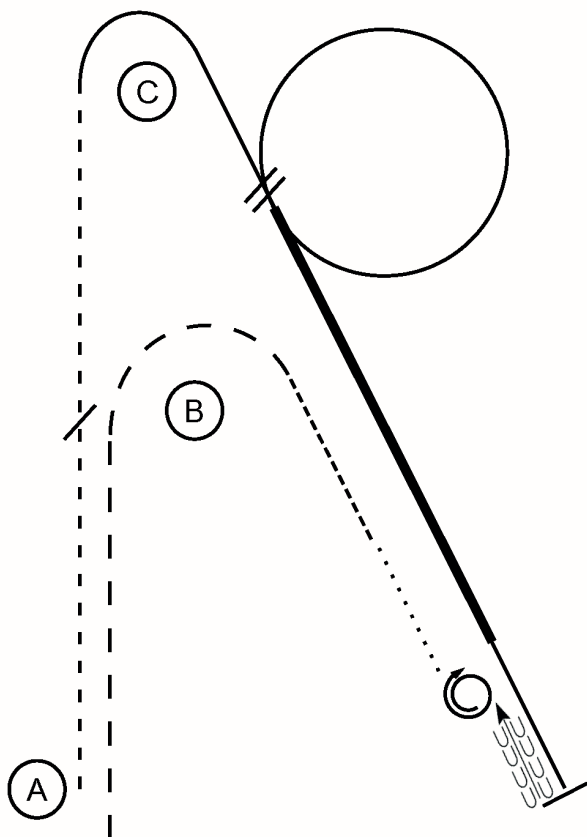
AMATEUR



- TROT LEFT DIAGONAL UNTIL EVEN WITH B
- CHANGE DIAGONALS
- CANTER RIGHT LEAD AROUND C
- LEAD CHANGE SIMPLE OR FLYING
- PERFORM CIRCLE TO THE LEFT
- AT STRAIGHT LINE CANTER WITH SPEED (TWO POINT POSITION)
- COLLECT CANTER UNTIL EVEN WITH A
- STOP / BACK 8 STEPS
- TURN 1 1/2 ON FOREHAND TO THE RIGHT
- DROP IRONS / WALK
- SITTING TROT / INCREASE EXTENDED TROT AROUND B
- LEAVE ARENA AT EXTENDED TROT

HUNT SEAT EQUITATION

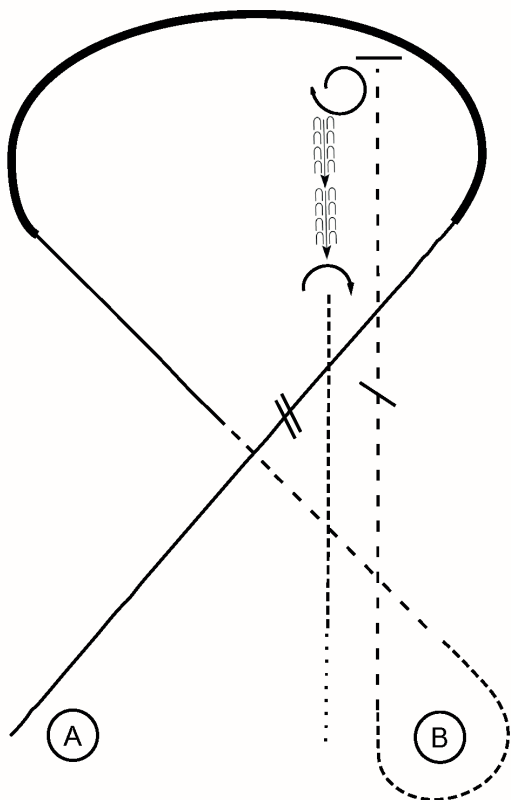
SELECT AMATEUR



- TROT LEFT DIAGONAL UNTIL EVEN WITH B
- CHANGE DIAGONALS
- CANTER RIGHT LEAD AROUND C
- LEAD CHANGE SIMPLE OR FLYING
- PERFORM CIRCLE TO THE LEFT
- AT STRAIGHT LINE CANTER WITH SPEED
- COLLECT CANTER UNTIL EVEN WITH A
- STOP / BACK 8 STEPS
- TURN 1 1/2 ON FOREHAND TO THE RIGHT
- WALK
- SITTING TROT / INCREASE EXTENDED TROT AROUND B
- LEAVE ARENA AT EXTENDED TROT

HUNT SEAT EQUITATION FINALS

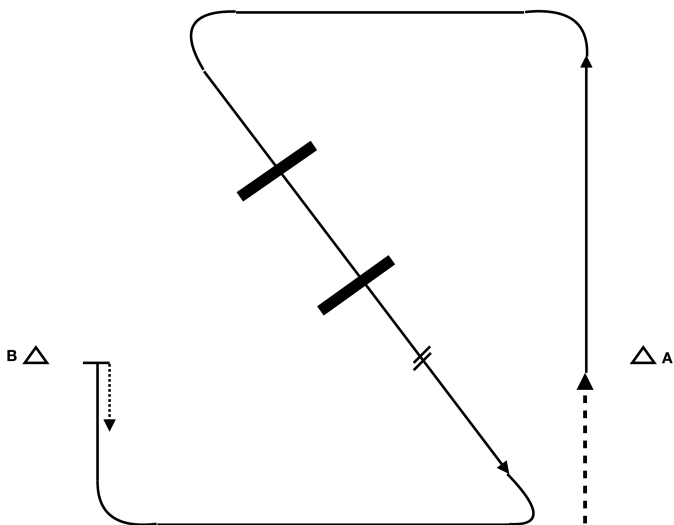
SELECT AMATEUR



- RIGHT LEAD CANTER
- CHANGE LEADS SIMPLE OR FLYING
- LEFT CANTER / LEFT CANTER WITH SPEED
- COLLECT CANTER
- BREAK TO TROT LEFT DIAGONAL
- SITTING TROT AROUND B
- TROT STRAIGHT LINE LEFT DIAGONAL
- HALFWAY CHANGE TO RIGHT DIAGONAL
- STOP / 360 TURN ON HAUNCHES TO THE RIGHT
- BACK APPROX. 2 HORSE LENGTHS
- 180 FOREHAND TURN RIGHT
- SITTING TROT / WALK
- LEAVE ARENA AT WALK

HUNTER HACK

ALL CLASSES

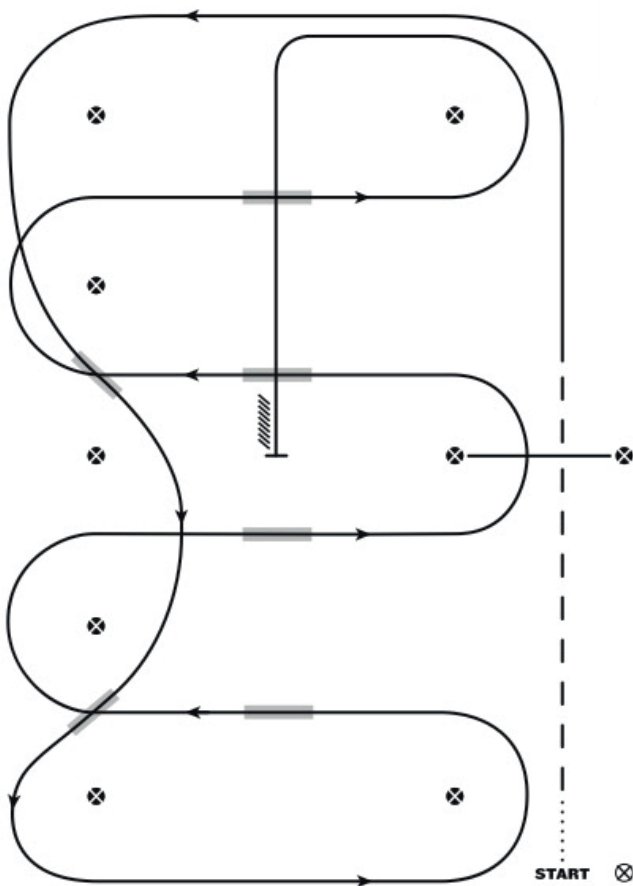


- TROT TO A
- AT CONE CANTER LEFT LEAD
- JUMP TWO FENCES
- FLYING LEAD CHANGE
(IF NOT ALREADY DONE)
- HAND GALLOP TO CONE
- STOP, HESITATE 5 SECONDS,
BACK UP APPROX. 2 METERS

WESTERN RIDING

YOUTH L1 / AMATEUR L1 / OPEN L1

LEVEL I WESTERN RIDING PATTERN I

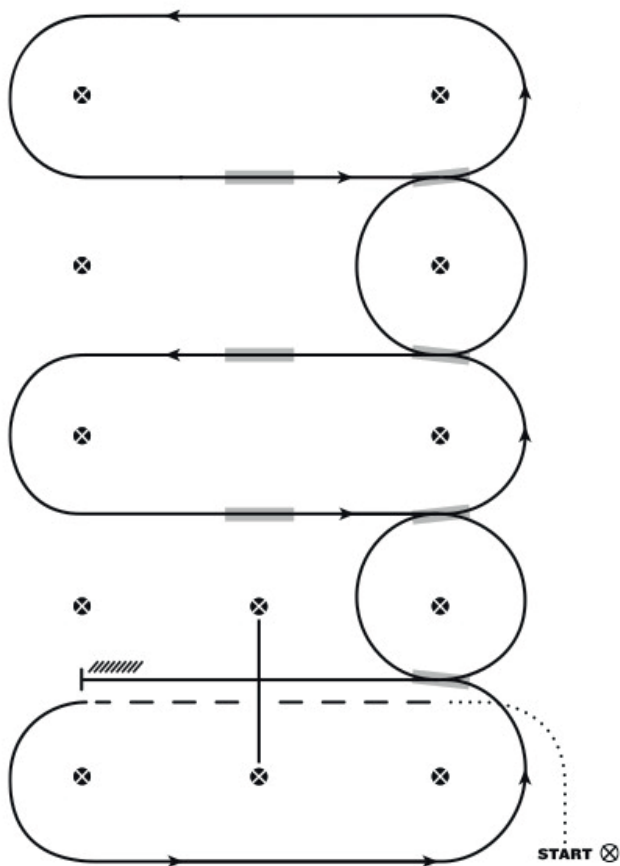


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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

WESTERN RIDING

AMATEUR / AMATEUR SELECT

WESTERN RIDING - PATTERN 9

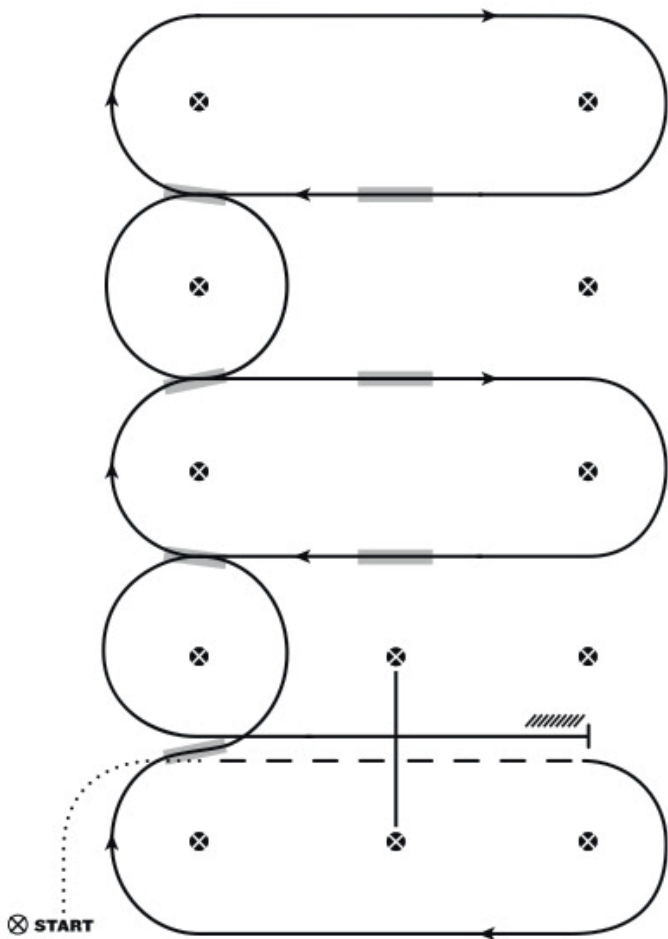


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change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

WESTERN RIDING

FINALS AMATEUR SELECT / MATURITY

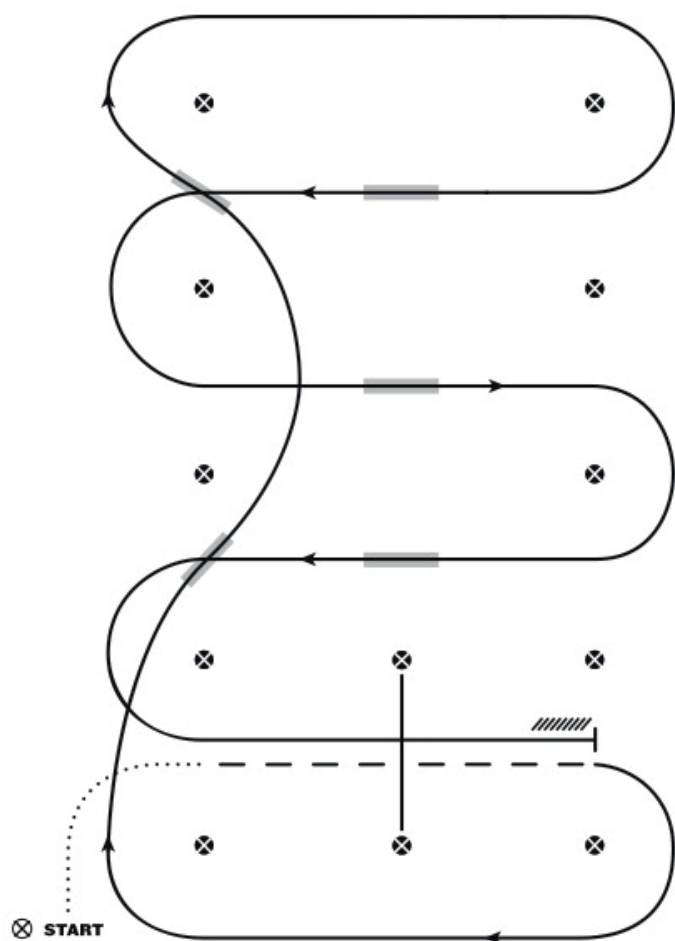
WESTERN RIDING - PATTERN 4



1. 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
11. Lope, stop & back

WESTERN RIDING FUTURITY

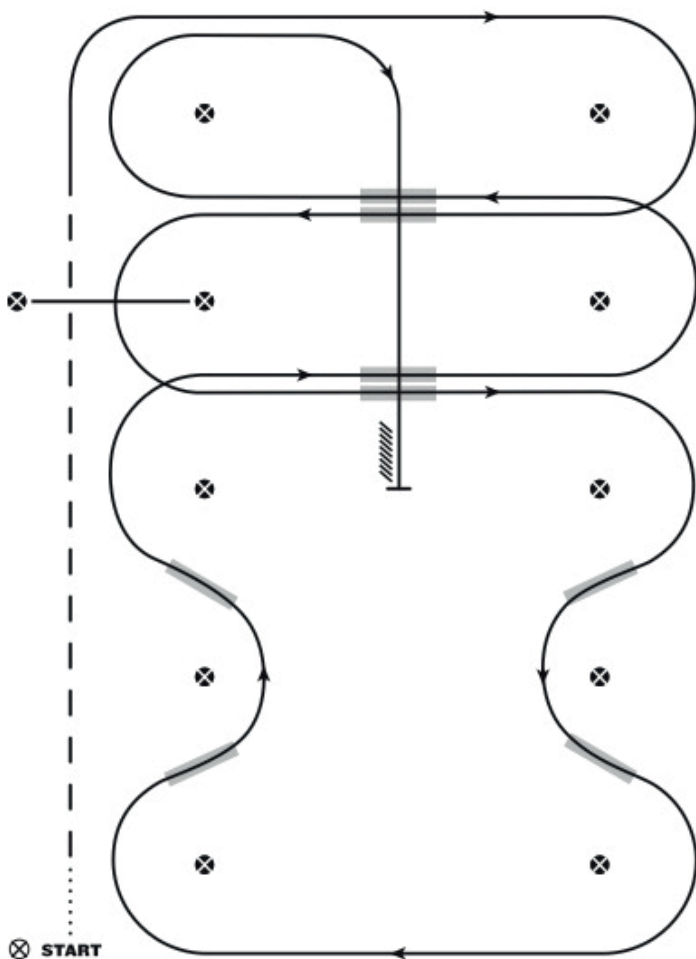
LEVEL I WESTERN RIDING PATTERN 4



1. 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

WESTERN RIDING GRADUATE

WESTERN RIDING - PATTERN 8

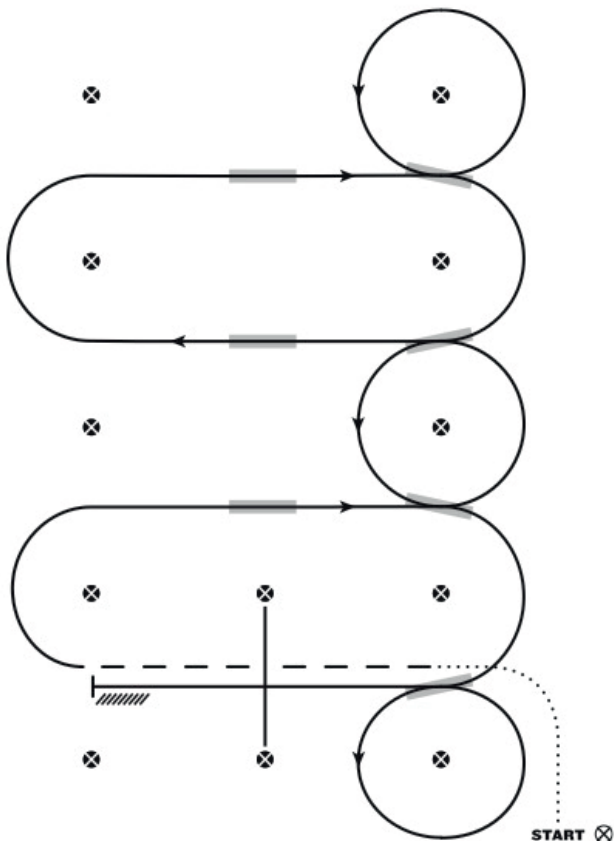


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing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

WESTERN RIDING

FINALS SENIOR OPEN / FINALS YOUTH

WESTERN RIDING - PATTERN 7

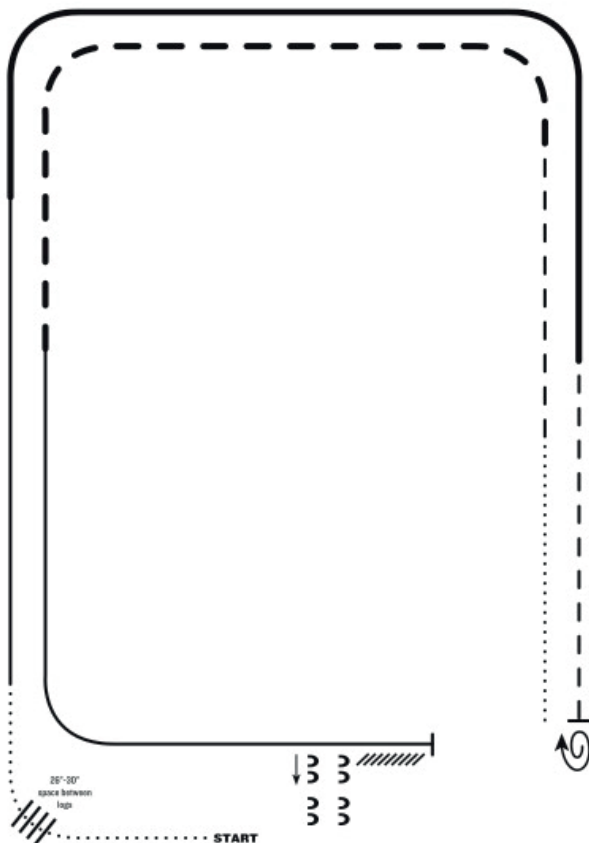


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth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

RANCH RIDING

YOUTH L1 / AMATEUR L1 / OPEN L1 / JUNIOR OPEN

RANCH RIDING - PATTERN 6

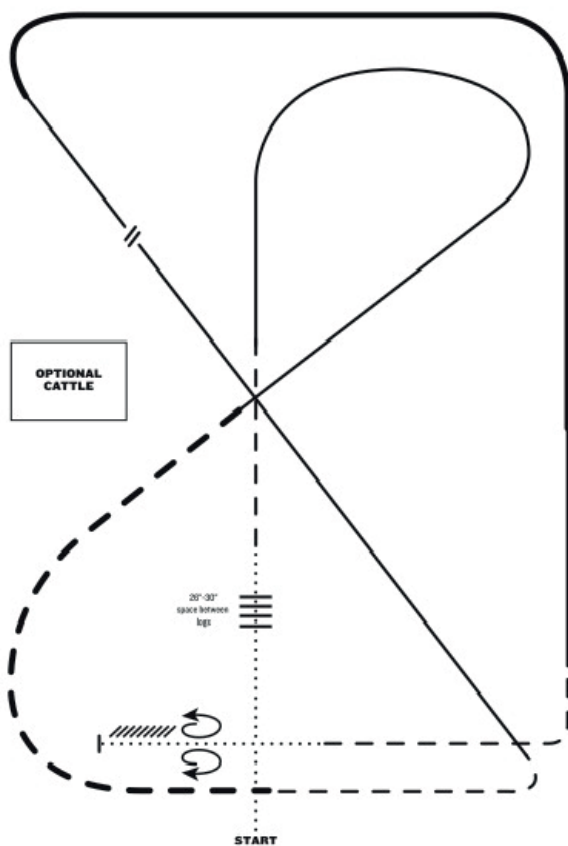


1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

RANCH RIDING

AMATEUR SELECT

RANCH RIDING - PATTERN 5

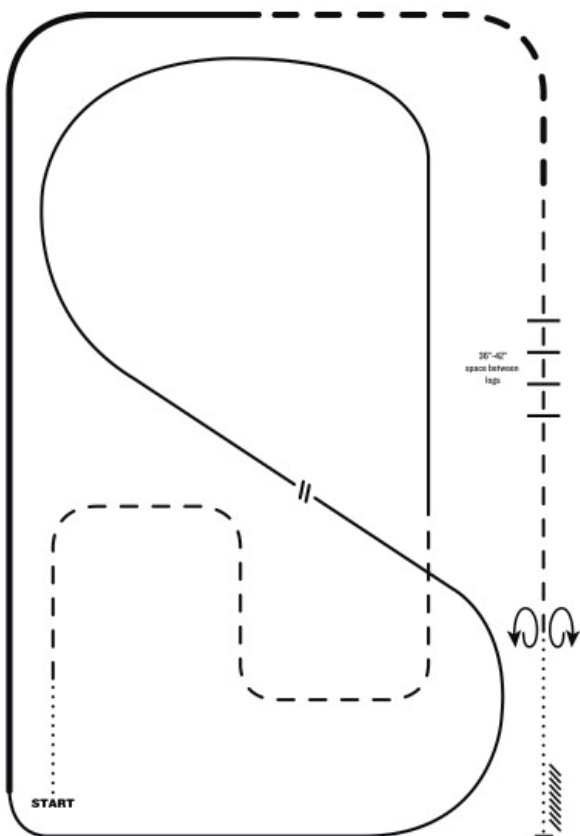


1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction 1st) (L-R or R-L)

RANCH RIDING

FINALS AMATEUR SELECT

RANCH RIDING - PATTERN 3

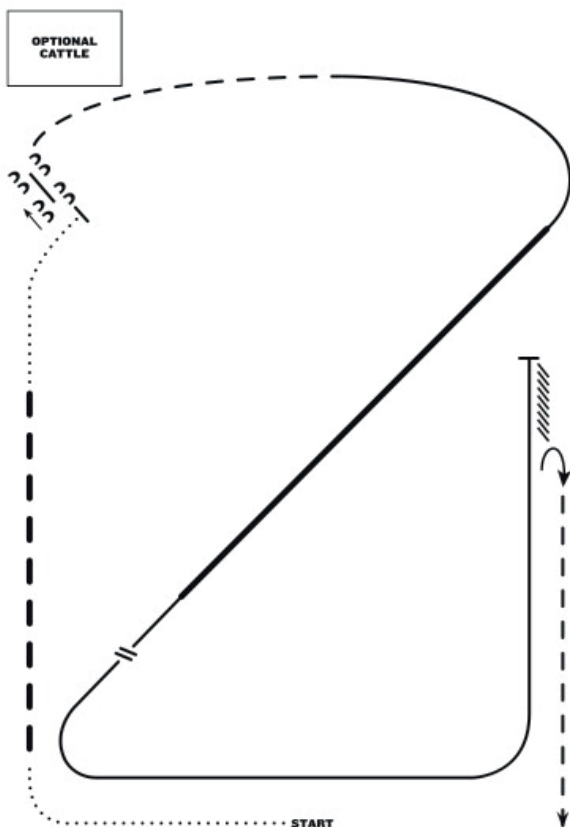


1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

RANCH RIDING

FUTURITY / SENIOR OPEN

RANCH RIDING - PATTERN 10

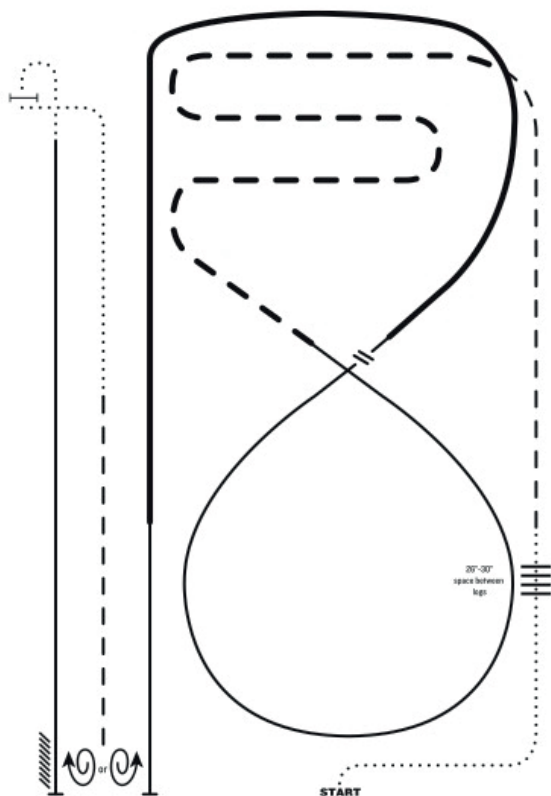


1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

RANCH RIDING

FINALS SENIOR OPEN / GRADUATE

RANCH RIDING - PATTERN 13

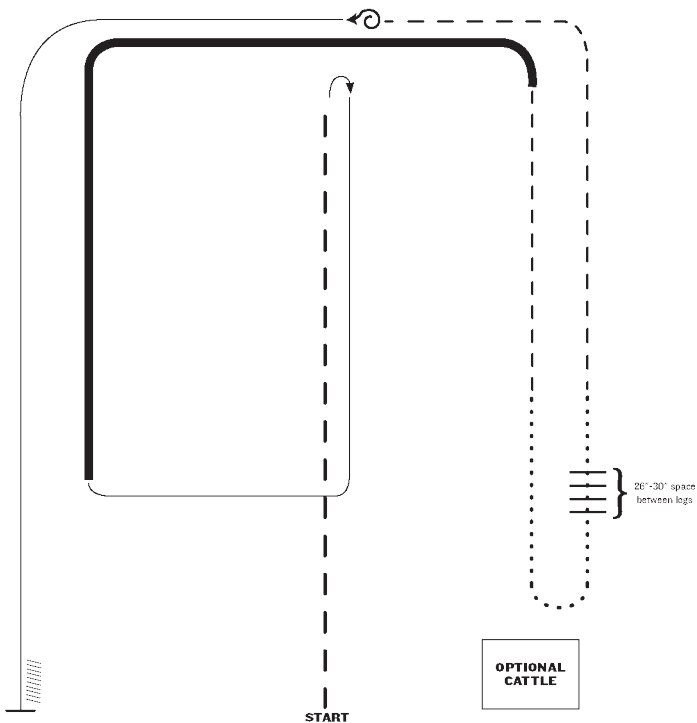


1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope left lead, collect lope
8. Stop, 1 1/2 turn either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

RANCH RIDING

MATURITY / AMATEUR / FINALS YOUTH /
FINALS JUNIOR OPEN

RANCH RIDING - PATTERN 15

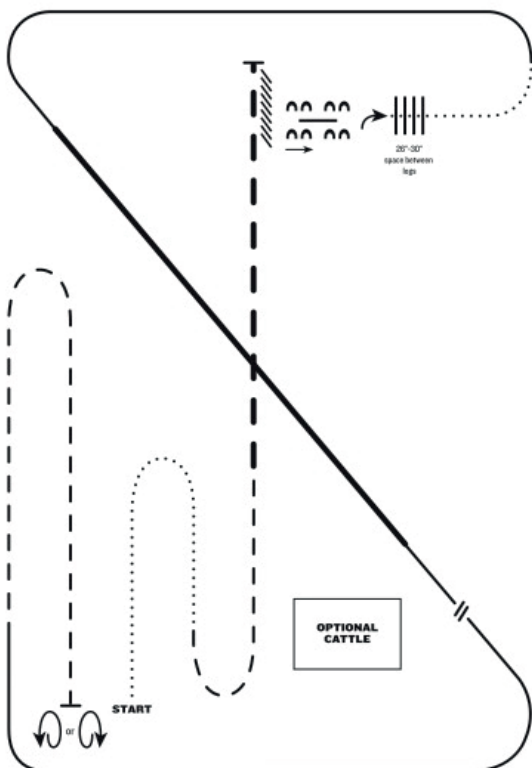


1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

RANCH RIDING

FINALS AMATEUR

RANCH RIDING - PATTERN 7

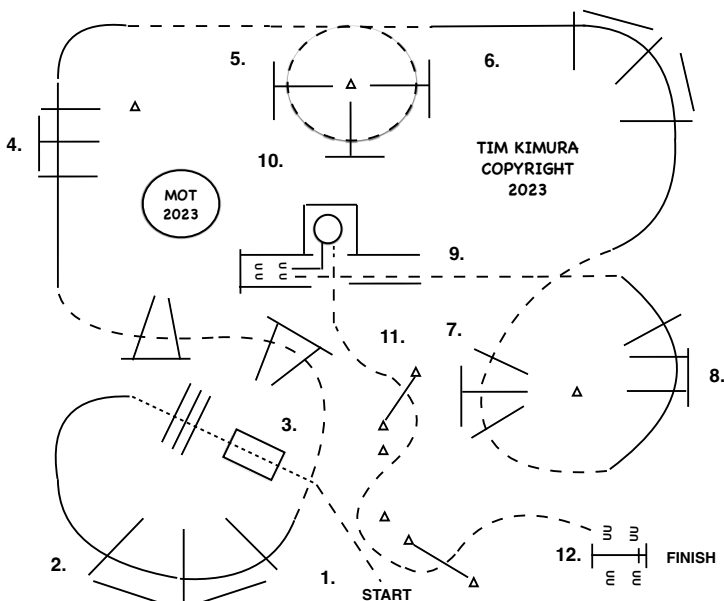


1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass right over log
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope left lead
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360° turn either direction

**Q-23 INTERNATIONAL
DQHA CHAMPIONSHIP**

**L1 GREEN TRAIL
L1 AMATEUR TRAIL
SELECT AMATEUR TRAIL**

MONDAY, OCTOBER 16TH



Note: Judges and Show Management MAY SLIGHTLY ADAPT PATTERN to the different size of arenas, if class needs to be held in the indoor arena, due to weather conditions.

1. JOG UP TO BRIDGE, STOP OR BREAK TO THE WALK, WALK OVER BRIDGE AND POLES.
2. LOPE OVER POLES (LEFT LEAD).
3. BREAK TO THE JOG, 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.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG INTO CHUTE, BACK AROUND CORNER INTO BOX.
10. EXECUTE A 360 TURN EITHER WAY, WALK FORWARD...
11. THEN JOG THROUGH SERPENTINE, JOG OVER POLES, JOG UP TO GATE.
12. WORK GATE RIGHT HAND, OPEN, WALK THROUGH (NO POLE), AND CLOSE GATE.

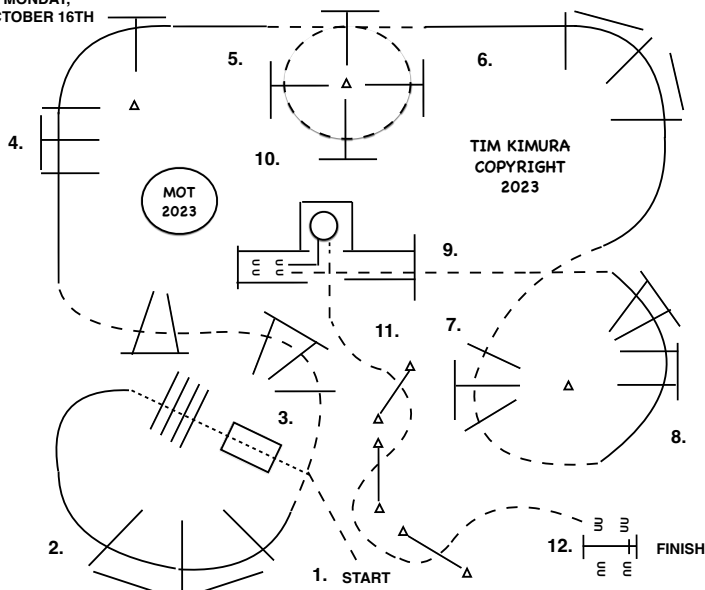


Höveler
Dem Pferde das Liebste

**Q-23 INTERNATIONAL
DQHA CHAMPIONSHIP**

SENIOR TRAL HORSES

MONDAY,
OCTOBER 16TH



Note: Judges and Show Management MAY SLIGHTLY ADAPT PATTERN to the different size of arenas, if class needs to be held in the indoor arena, due to weather conditions.

1. JOG UP TO BRIDGE, STOP OR BREAK TO THE WALK, WALK OVER BRIDGE AND POLES.
2. LOPE OVER POLES (LEFT LEAD).
3. BREAK TO THE JOG, 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.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLE, JOG INTO CHUTE, STOP, AND BACK AROUND CORNER INTO BOX.
10. EXECUTE A 360 TURN EITHER WAY, WALK FORWARD...
11. THEN JOG THROUGH SERPENTINE, JOG OVER POLES, JOG UP TO GATE.
12. WORK GATE RIGHT HAND, OPEN, WALK OVER POLE, AND CLOSE GATE.



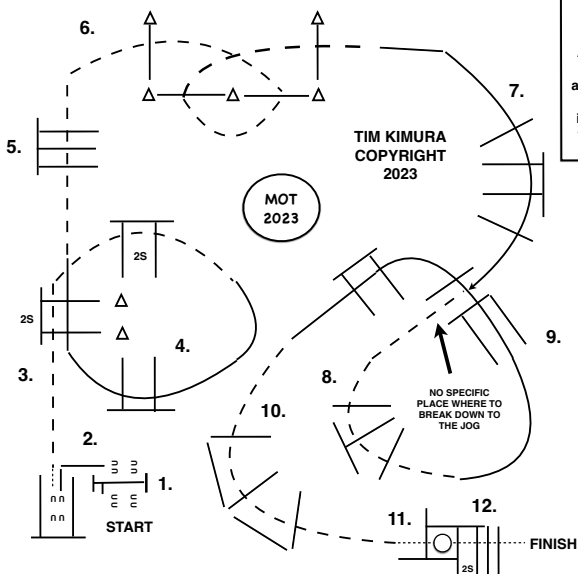
ŠKODA

Q-23 INTERNATIONAL DQHA CHAMPIONSHIP

WEDNESDAY, OCTOBER 18TH

JUNIOR TRAIL

Note: Judges and Show Management MAY SLIGHTLY ADAPT PATTERN to the different size of arenas, if class needs to be held in the indoor arena, due to weather conditions.

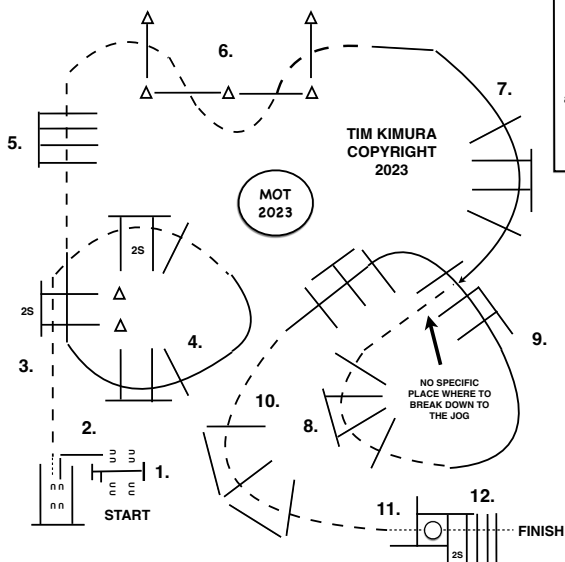


1. WORK GATE: RIGHT HAND, OPEN, WALK OVER POLE, CLOSE GATE.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG THRU SERPENTINE, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES, YOU CAN BREAK TO A JOG AT ANY MOMENT.
9. LOPE OVER POLES (LEFT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES.
11. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
12. WALK OVER POLES.

**Q-23 INTERNATIONAL
DQHA CHAMPIONSHIP**

WEDNESDAY, OCTOBER 18TH

**AMATEUR TRAIL
MATURITY TRAIL
SSA GRADUATE TRAIL**



Note: Judges and Show Management MAY SLIGHTLY ADAPT PATTERN to the different size of arenas, if class needs to be held in the indoor arena, due to weather conditions.

1. WORK GATE: RIGHT HAND, OPEN, WALK OVER POLE, CLOSE GATE.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG THRU SERPENTINE, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES, YOU CAN BREAK TO A JOG AT ANY MOMENT.
9. LOPE OVER POLES (LEFT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES.
11. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
12. WALK OVER POLES.

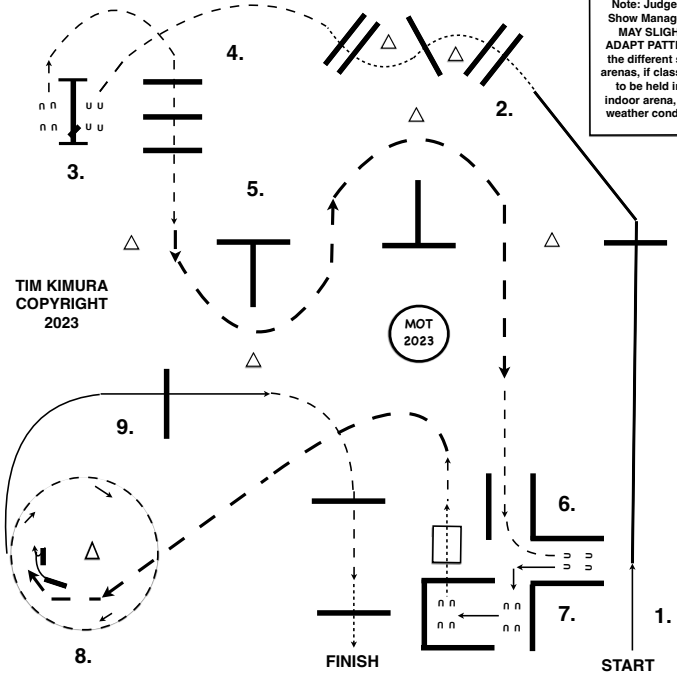


**Q-23 INTERNATIONAL
DQHA CHAMPIONSHIP**

THURSDAY, OCTOBER 19TH

**RANCH TRAIL - AMATEUR
RANCH TRAIL - OPEN**

Note: Judges and Show Management MAY SLIGHTLY ADAPT PATTERN to the different size of arenas, if class needs to be held in the indoor arena, due to weather conditions.



TIM KIMURA
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2023

1. LOPE LEFT LEAD THEN EXTEND THE LOPE AND EXTEND THE LOPE OVER LOG.
2. BREAK TO THE WALK, WALK OVER LOGS.
3. TROT UP TO GATE, WORK GATE RIGHT HAND.
4. TROT OVER LOGS.
5. EXTEND THE TROT BETWEEN LOGS AND MARKERS.
6. COLLECT THE TROT, TROT INTO CHUTE, STOP AND BACK AROUND CORNER AND BACK BETWEEN LOGS.
7. SIDE PASS LEFT BETWEEN LOGS, WALK OUT OVER LOG AND WALK OVER BRIDGE.
8. EXTEND THE TROT UP TO DRAG, DRAG LOG AROUND MARKER WALK OR TROT.
9. LOPE OVER LOG RIGHT LEAD, THEN TROT OVER LOG, THEN WALK OVER LAST LOG.



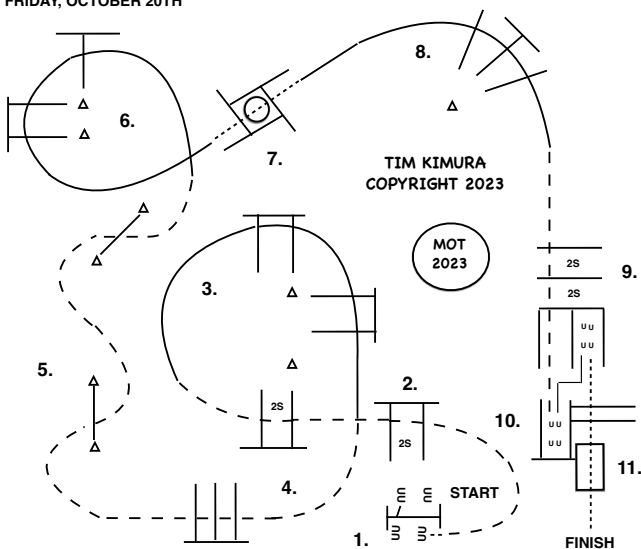
KAISER

SHOW HORSES

**Q-23 INTERNATIONAL
DQHA CHAMPIONSHIP**

L1 YOUTH TRAIL

FRIDAY, OCTOBER 20TH



Note: Judges and Show Management MAY SLIGHTLY ADAPT PATTERN to the different size of arenas, if class needs to be held in the indoor arena, due to weather conditions.

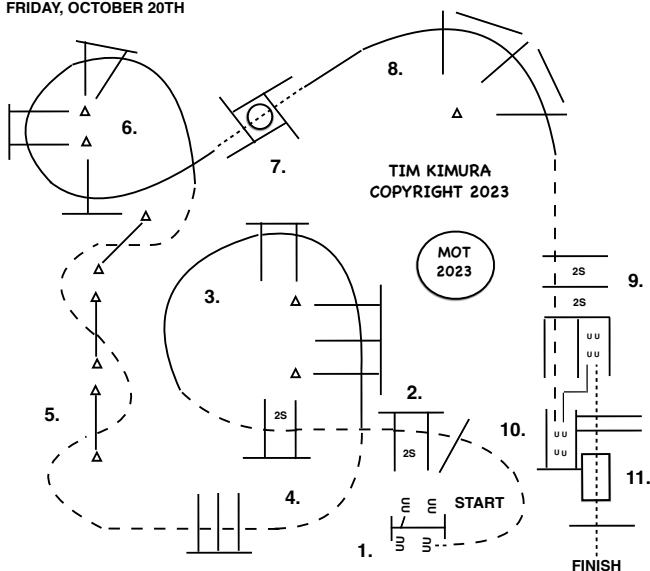
1. WORK GATE LEFT HAND, OPEN, WALK OVER POLE, AND CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG THROUGH SERPENTINE, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO AND STOP IN CHUTE.
10. BACK CHUTE TO CHUTE BETWEEN POLES.
11. WALK OUT CHUTE, WALK OVER POLES AND WALK OVER BRIDGE.

Dasi
SHOW HORSES

**Q-23 INTERNATIONAL
DQHA CHAMPIONSHIP**

FRIDAY, OCTOBER 20TH

**FINALS:
JUNIOR TRAIL HORSES**



Note: Judges and Show Management MAY SLIGHTLY ADAPT PATTERN to the different size of arenas, if class needs to be held in the indoor arena, due to weather conditions.

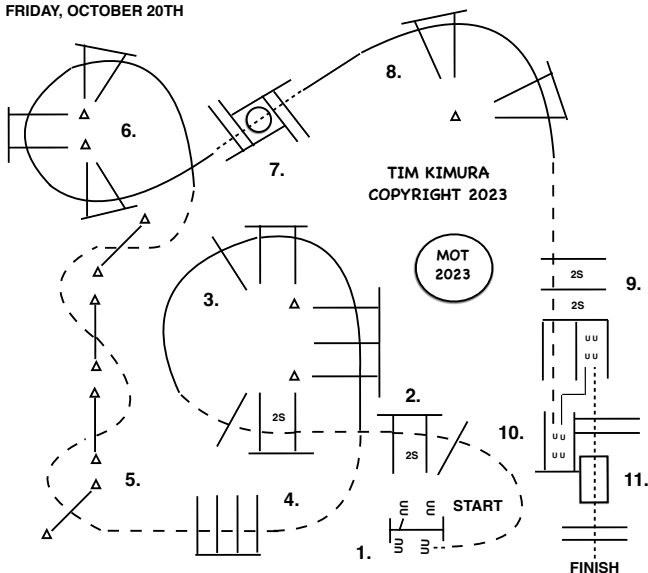
1. WORK GATE LEFT HAND, OPEN, WALK OVER POLE, AND CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG THROUGH SERPENTINE, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO AND STOP IN CHUTE.
10. BACK CHUTE TO CHUTE BETWEEN POLES.
11. WALK OUT CHUTE, WALK OVER POLES AND WALK OVER BRIDGE.



**Q-23 INTERNATIONAL
DQHA CHAMPIONSHIP**

FRIDAY, OCTOBER 20TH

**FINALS:
SENIOR TRAIL HORSES**



Note: Judges and Show Management MAY SLIGHTLY ADAPT PATTERN to the different size of arenas, if class needs to be held in the indoor arena, due to weather conditions.

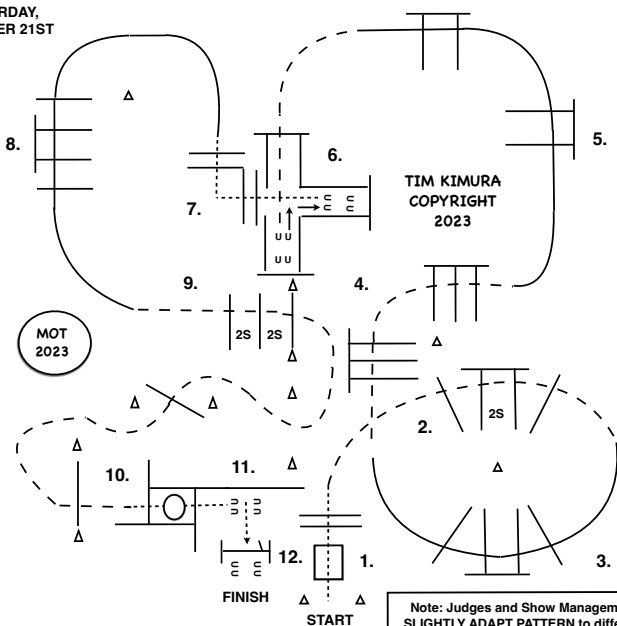
1. WORK GATE LEFT HAND, OPEN, WALK OVER POLE, AND CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG THROUGH SERPENTINE, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO AND STOP IN CHUTE.
10. BACK CHUTE TO CHUTE BETWEEN POLES.
11. WALK OUT CHUTE, WALK OVER POLES AND WALK OVER BRIDGE.

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**Q-23 INTERNATIONAL
DQHA CHAMPIONSHIP**

YOUTH TRAIL

SATURDAY,
OCTOBER 21ST

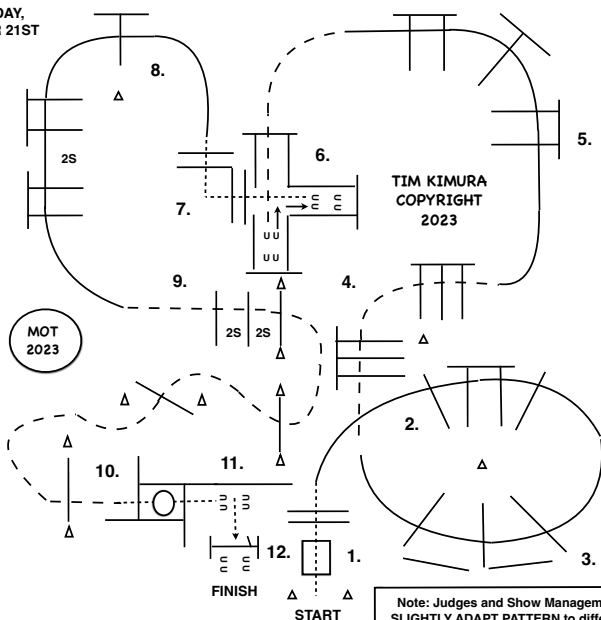


1. WALK OVER BRIDGE, WALK OVER POLES.
2. JOG OVER POLES.
3. LOPE OVER 3 MORE POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLE, JOG INTO CHUTE, AND BACK BETWEEN POLES.
7. WALK OUT CHUTE, WALK OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG THROUGH SERPENTINE.
10. STOP OR BREAK TO THE WALK BEFORE BOX, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
11. WALK UP AND STOP AND THEN SIDE PASS TO THE RIGHT UP TO GATE.
12. WORK ROPE GATE, RIGHT HAND, OPEN, WALK OVER POLE AND CLOSE GATE.

**Q-23 INTERNATIONAL
DQHA CHAMPIONSHIP**

**FINALS: AMATEUR TRAIL
SELECT AMATEUR TRAIL**

SATURDAY,
OCTOBER 21ST



Note: Judges and Show Management may SLIGHTLY ADAPT PATTERN to different size of arena, if class needs to be held in the indoor arena, due to weather conditions.

1. WALK OVER BRIDGE, WALK OVER POLES.
2. LOPE OVER 4 POLES (RIGHT LEAD).
3. LOPE OVER 3 MORE POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLE, JOG INTO CHUTE, AND BACK BETWEEN POLES.
7. WALK OUT CHUTE, WALK OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG THROUGH SERPENTINE.
10. STOP OR BREAK TO THE WALK BEFORE BOX, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
11. WALK UP AND STOP AND THEN SIDE PASS TO THE RIGHT UP TO GATE.
12. WORK ROPE GATE, RIGHT HAND, OPEN, WALK OVER POLE AND CLOSE GATE.



**Q-23 INTERNATIONAL
DQHA CHAMPIONSHIP**

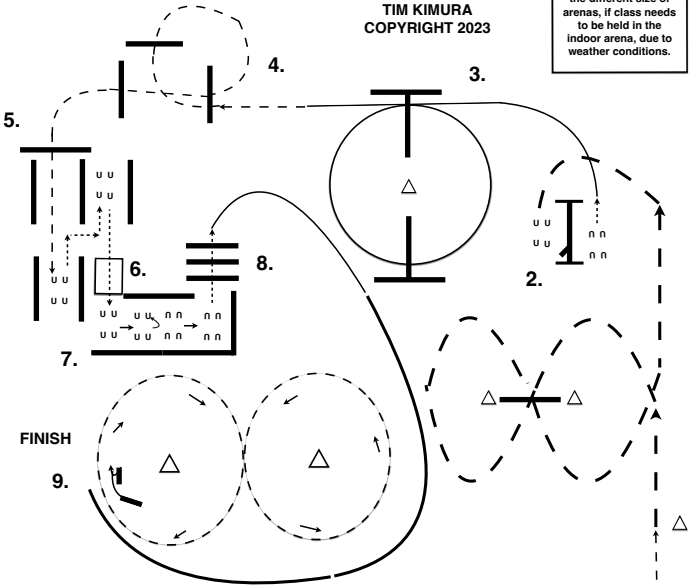
**FINALS: RANCH TRAIL - AMATEUR
RANCH TRAIL - OPEN**

SATURDAY, OCTOBER 21ST

MOT
2023

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Note: Judges and Show Management MAY SLIGHTLY ADAPT PATTERN to the different size of arenas, if class needs to be held in the indoor arena, due to weather conditions.



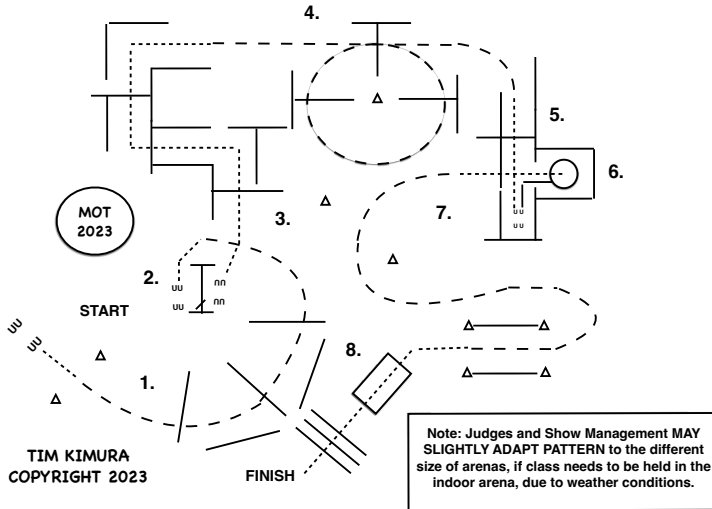
1. TROT TO CONE, THEN EXTEND THE TROT AROUND CONES AND OVER LOG.
2. EXTEND THE TROT UP TO GATE. WORK GATE LEFT HAND.
3. WALK A FEW STEPS AWAY FROM GATE THEN LOPE OVER LOGS (LEFT LEAD).
4. BREAK TO THE TROT, TROT OVER LOGS, TROT UP INTO CHUTE AND STOP.
5. BACK CHUTE TO CHUTE BETWEEN LOGS.
6. WALK OUT CHUTE, AND WALK OVER BRIDGE.
7. SIDE PASS LEFT, THEN TURN TO THE LEFT, SIDE PASS RIGHT.
8. WALK OVER LOGS.
9. LOPE RIGHT LEAD, THEN EXTEND THE LOPE UP TO DRAG, WORK DRAG, EXECUTE A FIGURE-8 AT THE WALK OR TROT, RETURN ROPE TO HOOK.



**Q-23 INTERNATIONAL
DQHA CHAMPIONSHIP**

2 YO IN HAND TRAIL FUTURITY

SUNDAY, OCTOBER 15TH

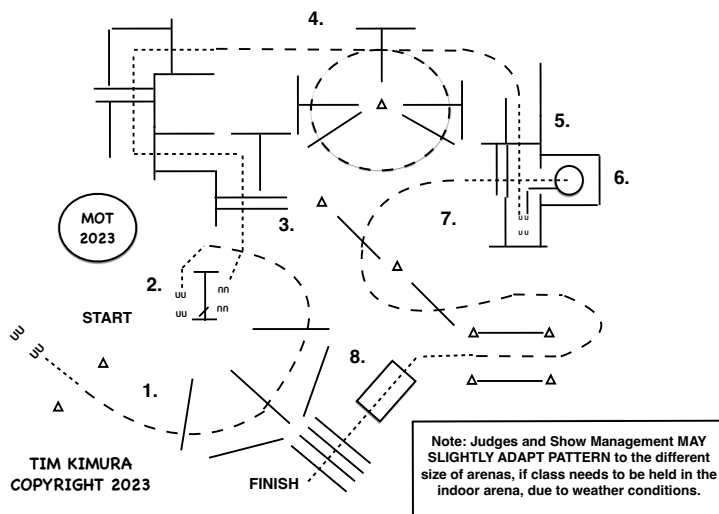


1. WALK UP TO CONES, THEN JOG OVER POLES AND JOG UP TO THE TOP OF THE GATE.
2. STOP OR BREAK TO THE WALK, WALK UP TO GATE, WORK GATE LEFT HAND.
3. WALK AWAY FROM GATE, WALK OVER POLES, AND WALK THROUGH THE MAZE.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLE, WALK INTO CHUTE, BACK BETWEEN POLES, BACK INTO THE BOX.
6. EXECUTE A 360 TURN TO THE RIGHT, WALK OUT BOX, WALK OVER POLE.
7. JOG THROUGH SERPENTINE, JOG BETWEEN CONES, JOG TO THE END OF THE CHUTE.
8. STOP OR BREAK TO THE WALK, WALK OVER BRIDGE AND WALK OVER POLES.

**Q-23 INTERNATIONAL
DQHA CHAMPIONSHIP**

3 YO IN HAND TRAIL FUTURITY

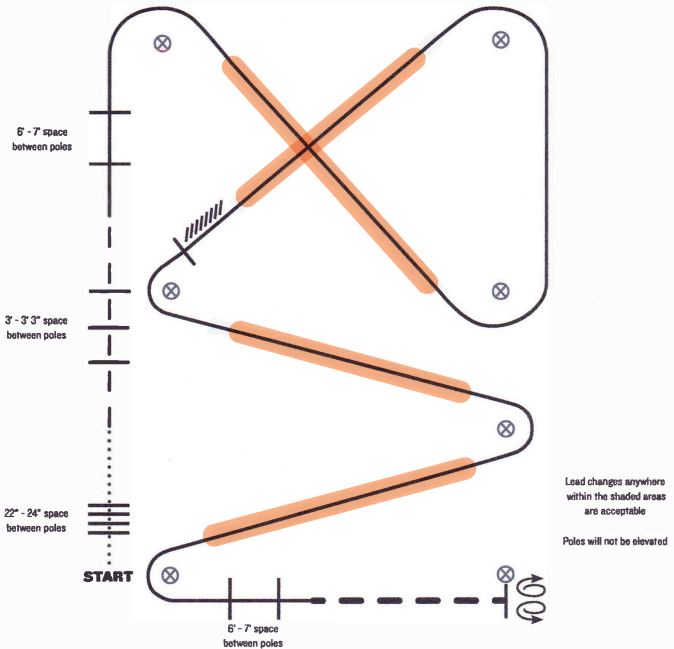
SUNDAY, OCTOBER 15TH



1. WALK UP TO CONES, THEN JOG OVER POLES AND JOG UP TO THE TOP OF THE GATE.
2. STOP OR BREAK TO THE WALK, WALK UP TO GATE, WORK GATE LEFT HAND.
3. WALK AWAY FROM GATE, WALK OVER POLES, AND WALK THROUGH THE MAZE.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLE, WALK INTO CHUTE, BACK BETWEEN POLES, BACK INTO THE BOX.
6. EXECUTE A 360 TURN TO THE RIGHT, WALK OUT BOX, WALK OVER POLES.
7. JOG THROUGH SERPENTINE, JOG BETWEEN CONES, JOG TO THE END OF THE CHUTE.
8. STOP OR BREAK TO THE WALK, WALK OVER BRIDGE AND WALK OVER POLES.

Barn Babe

PLEASURE VERSATILITY CHALLENGE



- BEGIN AT WALK AND WALK OVER 4 POLES
- JOG OVER 3 POLES
- BEGIN RIGHT LEAD LOPE AND LOPE OVER 2 POLES
- CONTINUE RIGHT LEAD AND PERFORM A RIGHT-TO-LEFT LEAD CHANGE (FLYING OR SIMPLE)
- PERFORM A LEFT-TO-RIGHT LEAD CHANGE (FLYING OR SIMPLE)
- STOP, BACK AT LEAST 4 STEPS, DEPART LEFT LEAD
- PERFORM A LEFT-TO-RIGHT LEAD CHANGE (FLYING OR SIMPLE)
- PERFORM A RIGHT-TO-LEFT LEAD CHANGE (FLYING OR SIMPLE)
- LOPE LEFT LEAD OVER 2 POLES
- BREAK TO MODERATE EXTENSION OF JOG
- STOP AND SETTLE
- PERFORM 360° TURN IN EITHER DIRECTION, THEN 360° TURN IN OPPOSITE DIRECTION
- DISMOUNT AT EXIT GATE AND REMAIN DISMOUNTED UNTIL PLEASURE WARM-UP BEGINS



12.-22.Oktober

INTERNATIONAL
DQHA
CHAMPIONSHIP



GREAT TO HAVE YOU HERE

DEUTSCHE
QUARTER
HORSE
ASSOCIATION