



*Pattern Book*



Michaela Kayser

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TRAININGSSTALL

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**Pattern Book  
for the  
27<sup>th</sup> European Championship  
of  
American Quarter Horses**

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*Welcome To The Show!*

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Western Horsemanship  
Hunt Seat Equitation  
Showmanship

[www.HorseShowPatterns.com](http://www.HorseShowPatterns.com)

Trail

**Tim Kimura**

All other patterns  
supplied by AQHA/Judges/Showmanagement

# Pattern ECQH 2016

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~.

## Reining

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Level 1 (Green) Open	6
Hackamore/Snaffle Bit Open	13
Junior Bit	11
Senior	8
L1 Amateur	6
L1 Youth	8
Amateur	9
Youth 13 & under/Youth 14-18	5
Select Amateur	5

## Reining Finals

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Hackamore/Snaffle Bit Open	6
Junior Bit	9
Senior	10
Youth	8
Amateur	12
Select Amateur	1

## Western Riding

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Level 1 Youth	Green 1
Level 1 Amateur	Green 1
Select Amateur	2
Level 1 (Green) Open	Green 3
Senior	3
Youth 13 & under/Youth 14-18	2
Junior	Green 2
Amateur	4

## Western Riding Finals

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Select Amateur	4
Youth	1
Senior	4
Amateur	2

## Working Cowhorse

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Junior	2
Youth	2
Amateur	11
Senior	11

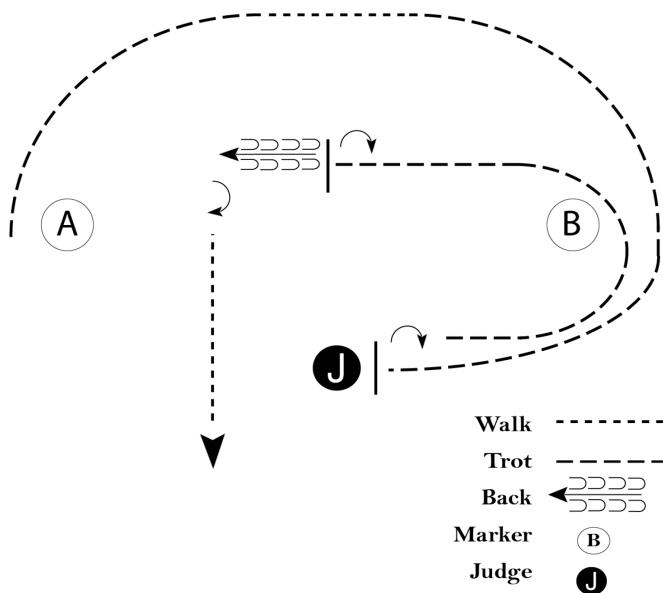
## Ranch Reining

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Ranch Reining Open	5
Ranch Reining Amateur	5

# SHOWMANSHIP

## Youth



Be ready at A.

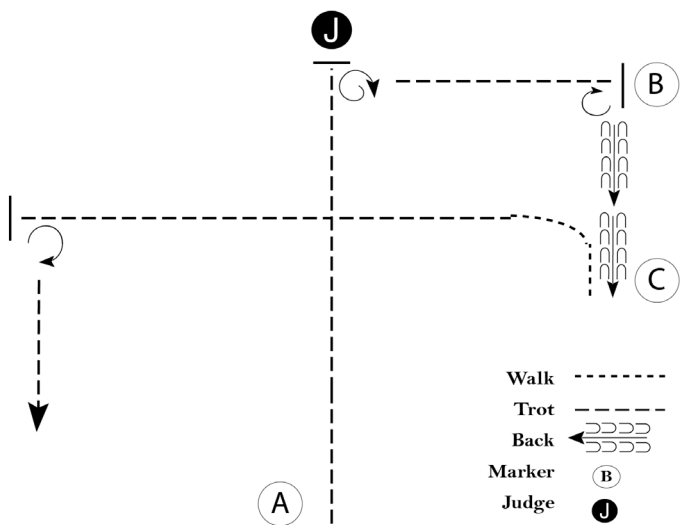
1. Trot an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in a half circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a  $\frac{1}{2}$  turn.
6. Trot around B as shown. When even with the Judge, stop and perform a  $\frac{1}{2}$  turn.
7. Back approximately one horse length.
8. Perform  $\frac{1}{4}$  turn and walk straight away to exit.

Follow the instructions of your ring steward.

# SHOWMANSHIP

## Youth

### ~Finals~



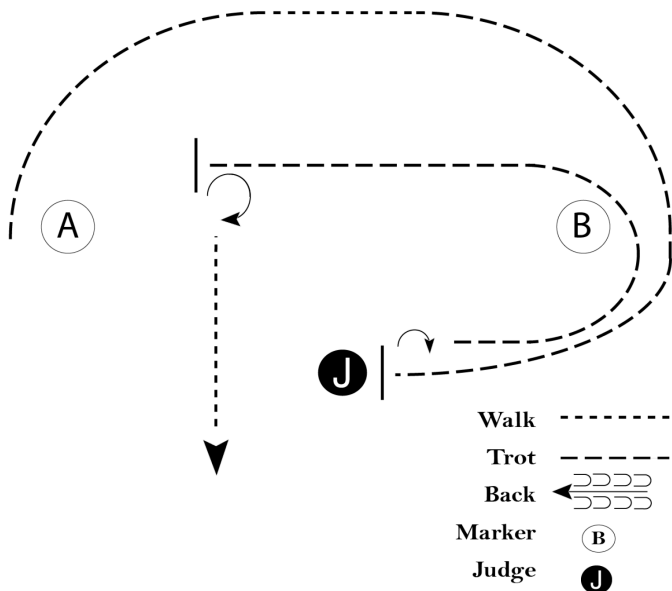
Be ready at A.

1. Trot to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 1 <sup>1</sup>/<sub>4</sub> turn and trot to B.
4. Perform a <sup>3</sup>/<sub>4</sub> turn then back to C as shown.
5. Walk forward and a corner left then trot a straight line past the center line of the pattern and stop.
6. Perform a 270 degree turn and trot to exit.

Follow the instructions of your ring steward.

# SHOWMANSHIP

## Level 1 Youth & Level 1 Amateur



Be ready at A.

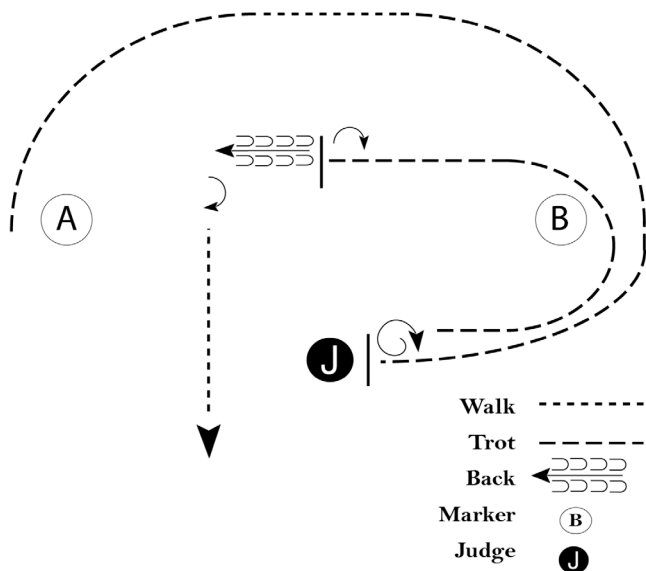
1. Trot an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in a half circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a  $\frac{1}{2}$  turn.
6. Trot around B as shown and stop before A.
7. Perform a  $\frac{3}{4}$  turn and walk straight away to exit.

Follow the instructions of your ring steward.



# SHOWMANSHIP

## Amateur



Be ready at A.

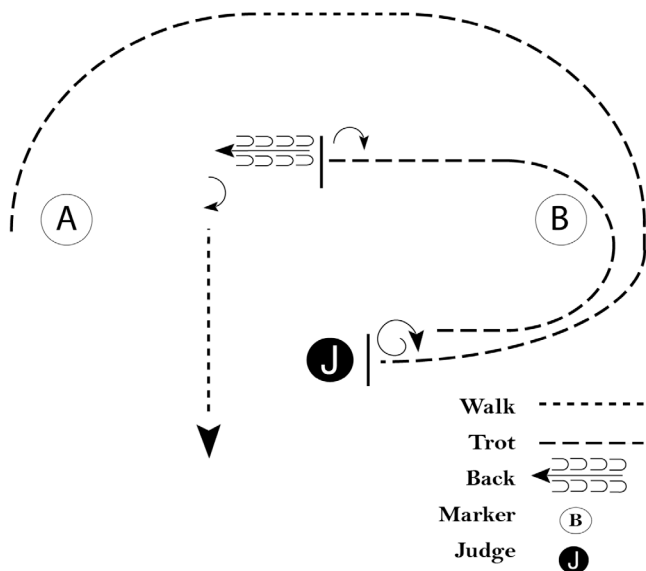
1. Trot an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in half a circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1 1/2 turn.
6. Trot around B as shown. When even with Judge, stop and perform a 1/2 turn.
7. Back approximately one horse length.
8. Turn 1/4 turn and walk straight away to exit.

Follow the instructions of your ring steward.



# SHOWMANSHIP

## Select



Be ready at A.

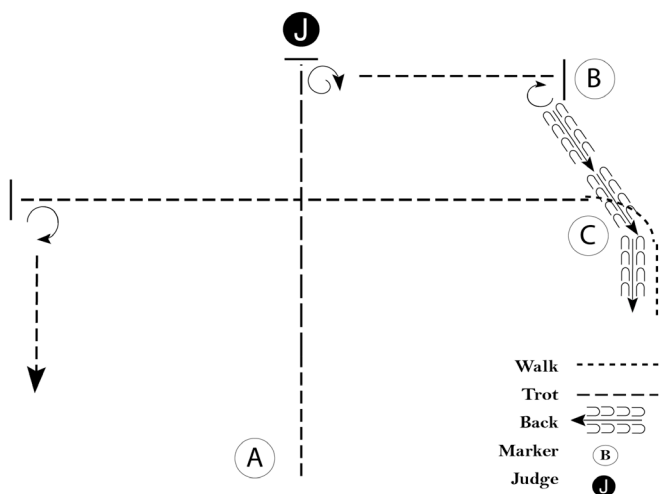
1. Trot an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in half a circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1 1/2 turn.
6. Trot around B as shown. When even with Judge, stop and perform a 1/2 turn.
7. Back approximately one horse length.
8. Turn 1/4 turn and walk straight away to exit.

Follow the instructions of your ring steward.

# SHOWMANSHIP

## Select

### ~Finals~



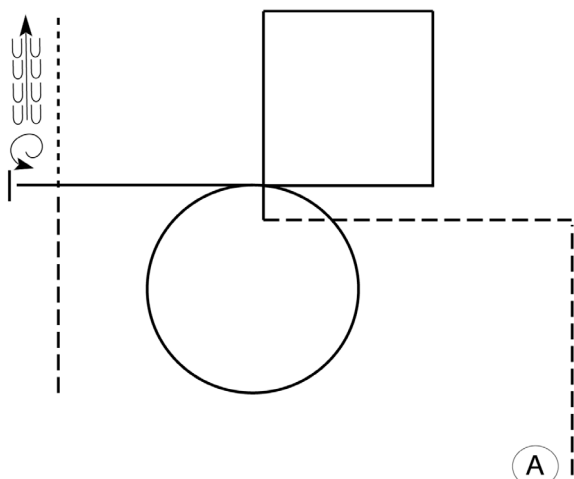
Be ready at A.

1. Begin at a trot for several strides then build to an extended trot to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a  $1\frac{1}{4}$  turn and trot to B.
4. Perform a  $\frac{3}{4}$  turn then back past C as shown.
5. Walk to and around C. When even with C, trot a straight line past the center line of the pattern and stop.
6. Perform a 270 degree turn and trot to exit.

Follow the instructions of your ring steward.

# WESTERN HORSEMANSHIP

## Youth



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

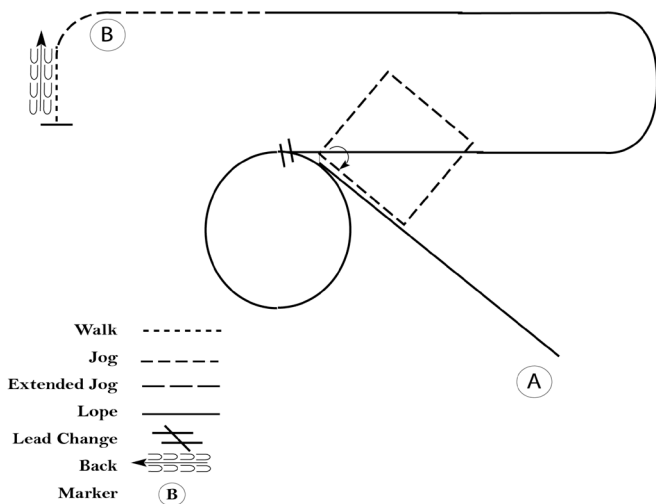
Be ready at A.

1. Perform a jog from A and a square corner toward center of pattern.
2. Make a square corner right at center.
3. Lope a right lead square.
4. Change leads at center and lope a left lead circle.
5. Close the circle and continue loping on the left lead in a straight line.
6. Stop and perform a 1 <sup>1</sup>/<sub>4</sub> turn to the left.
7. Back 5 steps.
8. Walk until you cross your line.
9. Exit arena at a jog.

# WESTERN HORSEMANSHIP

## Youth

### ~Finals~



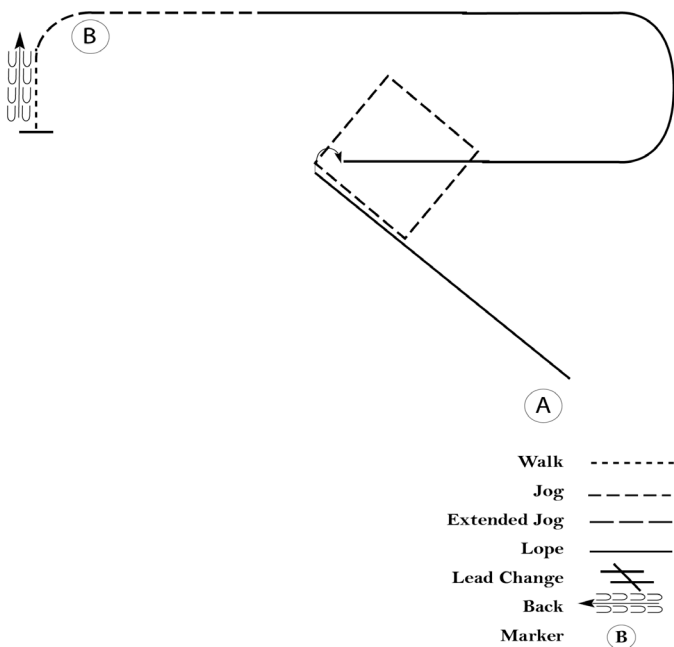
Be ready at A.

1. Lope (left lead) to center of pattern.
2. Break to a jog in a square as shown.
3. Stop in center of pattern and perform a right rollback.
4. Lope a right lead circle as shown.
5. As you close circle, change leads (simple or flying).
6. Lope towards B as shown.
7. Break to the jog when 20 feet from B. Jog around B.
8. Break to the walk and walk one horse length.
9. Stop and back approximately one horse length.
10. Exit at a walk or jog.

Follow the instructions of your ring steward.

# WESTERN HORSEMANSHIP

## Level 1 Youth & Level 1 Amateur



Be ready at A.

1. Lope (left lead) to center of pattern.
2. Break to a jog in a square as shown.
3. Stop in center of pattern and perform a slight turn right.
4. Lope on the (left lead) towards B as shown.
5. Break to the jog when 20 feet from B. Jog around B.
6. Break to the walk and walk one horse length.
7. Stop and back approximately one horse length.
8. Exit at a walk or jog.

Follow the instructions of your ring steward.

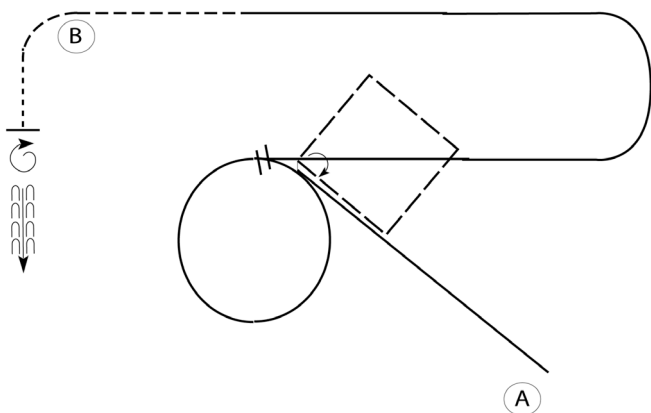




# WESTERN HORSEMANSHIP

## Amateur

### ~Finals~



Be ready at A.

1. Lope left lead to center of pattern.
2. Break to an extended jog in a square as shown. Stop in center of pattern and perform a right rollback.
3. Lope a right lead circle as shown.
4. As you close circle, change leads (simple or flying).
5. Lope with a moderate increase in speed towards B as shown.
6. Break to the jog when 20 feet from B. Jog around B.
7. Break to the walk and walk one horse length.
8. Stop and perform a 540 degree turn left.
9. Back and hesitate.
10. Exit at a walk or jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

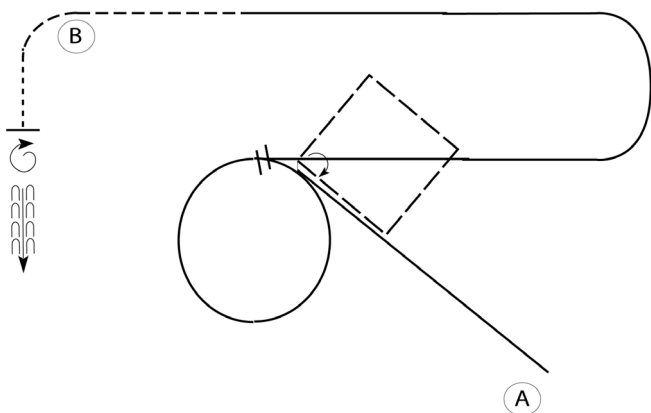
Follow the instructions of your ring steward.



# WESTERN HORSEMANSHIP

## Select

### ~Finals~



Be ready at A.

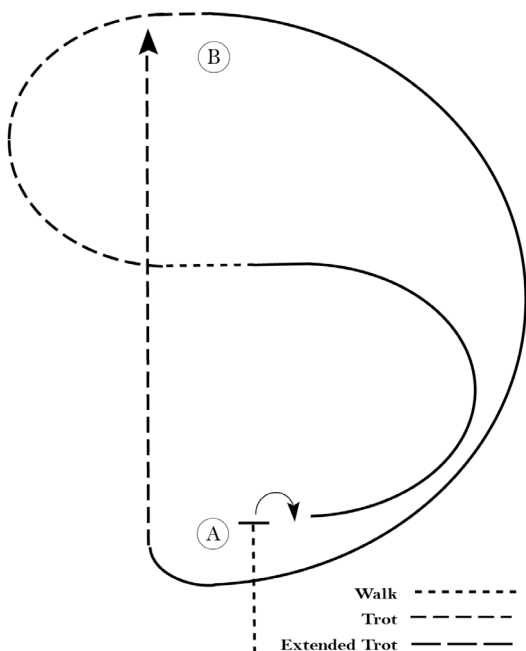
1. Lope left lead to center of pattern.
2. Break to an extended jog in a square as shown. Stop in center of pattern and perform a right rollback.
3. Lope a right lead circle as shown.
4. As you close circle, change leads (simple or flying).
5. Lope with a moderate increase in speed towards B as shown.
6. Break to the jog when 20 feet from B. Jog around B.
7. Break to the walk and walk one horse length.
8. Stop and perform a 540 degree turn left.
9. Back and hesitate.
10. Exit at a walk or jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

Follow the instructions of your ring steward.

# HUNT SEAT EQUITATION

## Youth



Be ready before A.

1. Walk to A.
2. Perform a 90 degree forehand turn to the right.
3. Canter on the left lead in a half circle to center of pattern.
4. Walk 2-3 horse lengths.
5. Sitting trot in a half circle to B.
6. Canter on the right lead to and around A.
7. Trot on the left diagonal to B.

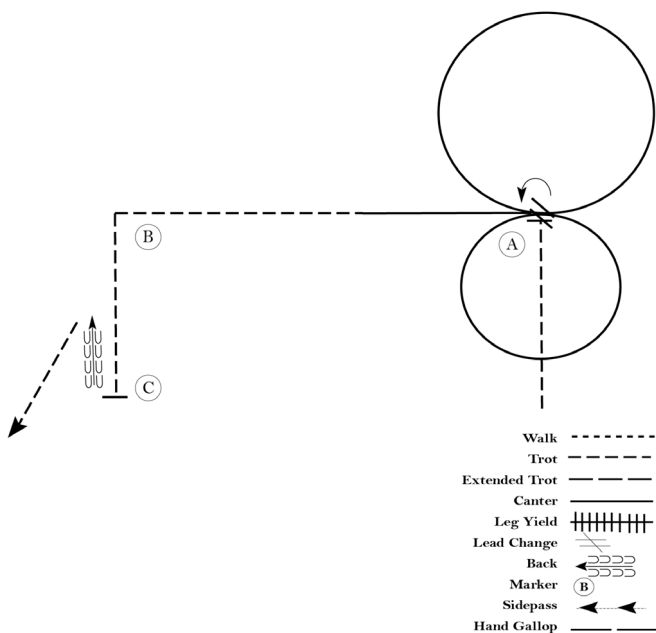
Pattern is over once you pass B.

Follow the instructions of your ring steward.

# HUNT SEAT EQUITATION

## Youth

### ~Finals~



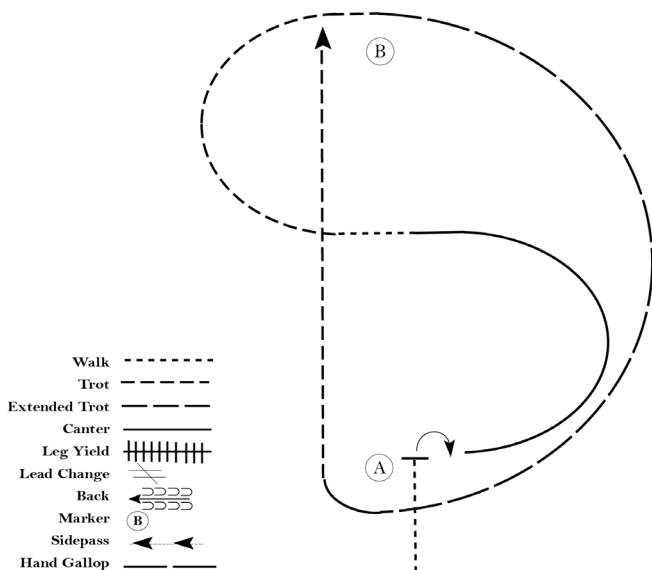
1. Trot on the left diagonal past A.
2. Stop and perform a 90 degree turn on the forehand to the left.
3. Canter a large circle to the right on the right lead.
4. Perform a simple lead change.
5. Canter a smaller circle to the left on the left lead and continue toward B.
6. Halfway to B, break to a sitting trot.
7. As you pass B, pick up the right diagonal and continue to C.
8. Stop at C and back one horselength and exit at a trot.

Follow the instructions of your ring steward.



# HUNT SEAT EQUITATION

## Amateur



Be ready before A.

1. Walk to A.
2. Perform a 90 degree forehand turn to the right.
3. Canter on the (left lead) in a half circle to center of pattern.
4. Walk 2-3 horse lengths.
5. Sitting trot in a half circle to B.
6. Hand gallop on the right lead to and around A.
7. Trot on the left diagonal to B.

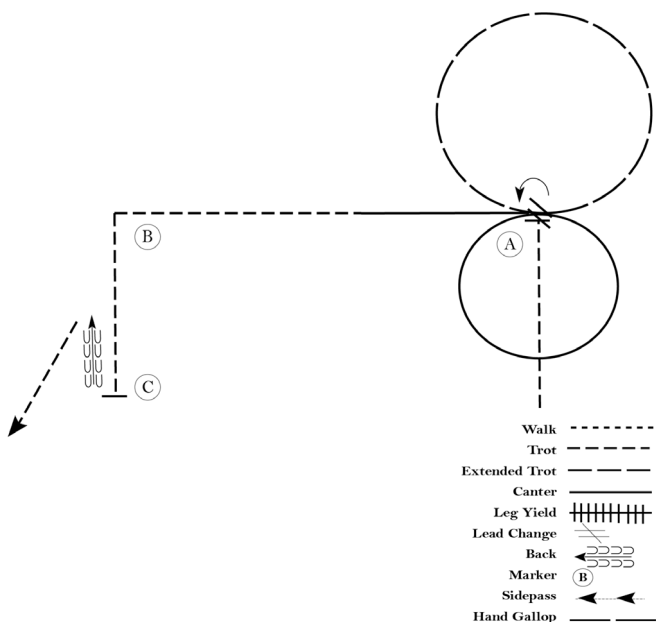
Pattern is over once you pass B.

Follow the instructions of your ring steward.

# HUNT SEAT EQUITATION

## Amateur

### ~Finals~



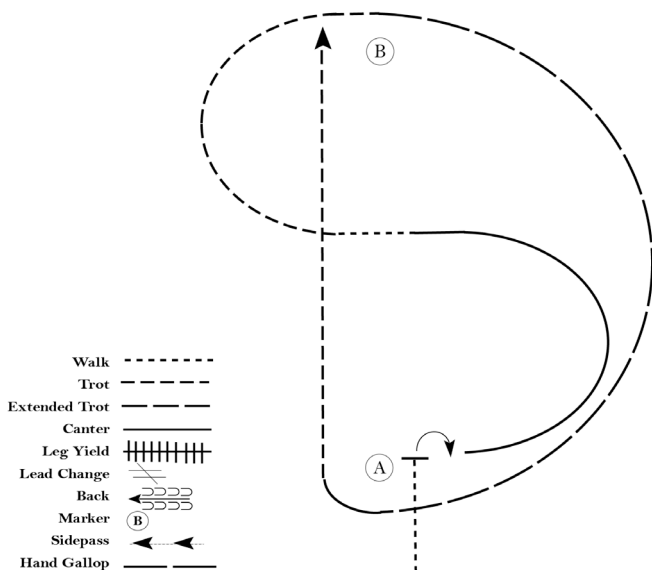
1. Trot on the left diagonal past A.
2. Stop and perform a 90 degree turn on the forehand to the left.
3. Hand gallop a circle to the right on the right lead.
4. Perform a simple lead change.
5. Canter a circle to the left on the left lead and continue toward B.
6. Halfway to B, break to a sitting trot.
7. As you pass B, drop your irons and continue to C.
8. Stop at C and pick up your irons.
9. Back one horselength and exit at a trot.

Follow the instructions of your ring steward.



# HUNT SEAT EQUITATION

## Select



Be ready before A.

1. Walk to A.
2. Perform a 90 degree forehand turn to the right.
3. Canter on the (left lead) in a half circle to center of pattern.
4. Walk 2-3 horse lengths.
5. Sitting trot in a half circle to B.
6. Hand gallop on the right lead to and around A.
7. Trot on the left diagonal to B.

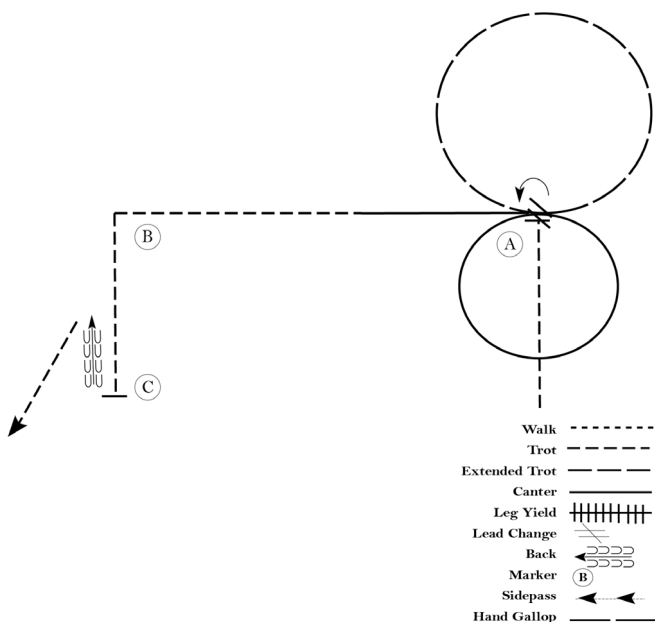
Pattern is over once you pass B.

Follow the instructions of your ring steward.

# HUNT SEAT EQUITATION

## Select

### ~Finals~

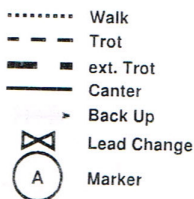
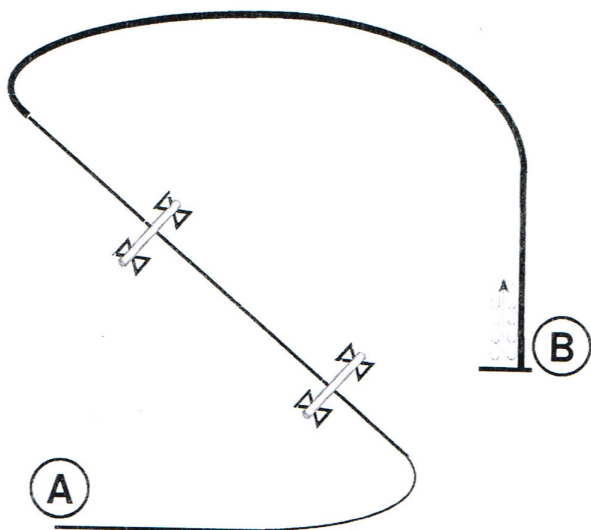


1. Trot on the left diagonal past A.
2. Stop and perform a 90 degree turn on the forehand to the left.
3. Hand gallop a circle to the right on the right lead.
4. Perform a simple lead change.
5. Canter a circle to the left on the left lead and continue toward B.
6. Halfway to B, break to a sitting trot.
7. As you pass B, drop your irons and continue to C.
8. Stop at C and pick up your irons.
9. Back one horselength and exit at a trot.

Follow the instructions of your ring steward.

# HUNTER HACK

## All Classes

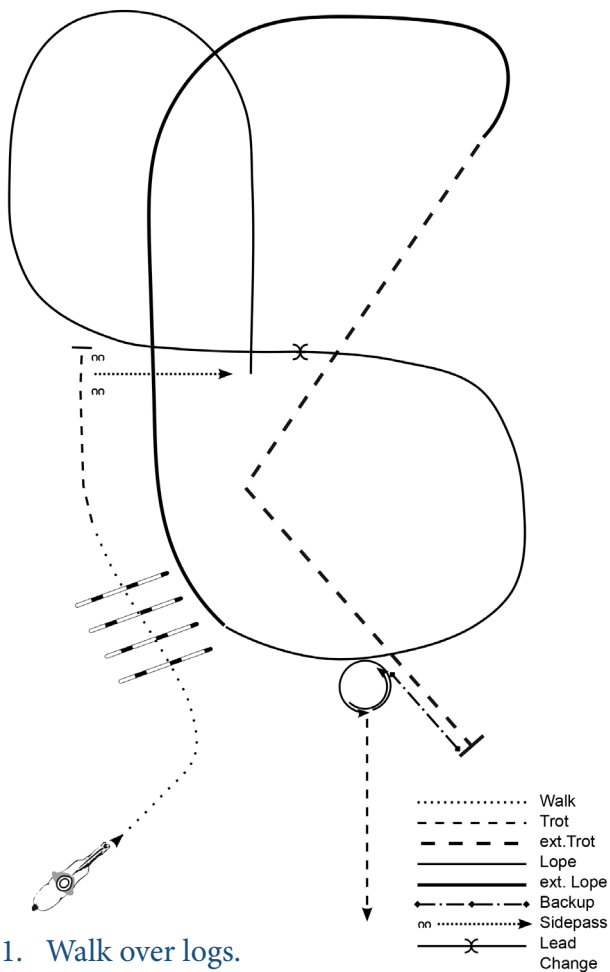


Start at A.

1. Canter (left lead).
2. Jump 2 fences.
3. Hand gallop till B.
4. Stop - back up approx. 2 horse lengths.

# RANCH RIDING

## Level 1 Youth & Level 1 Amateur



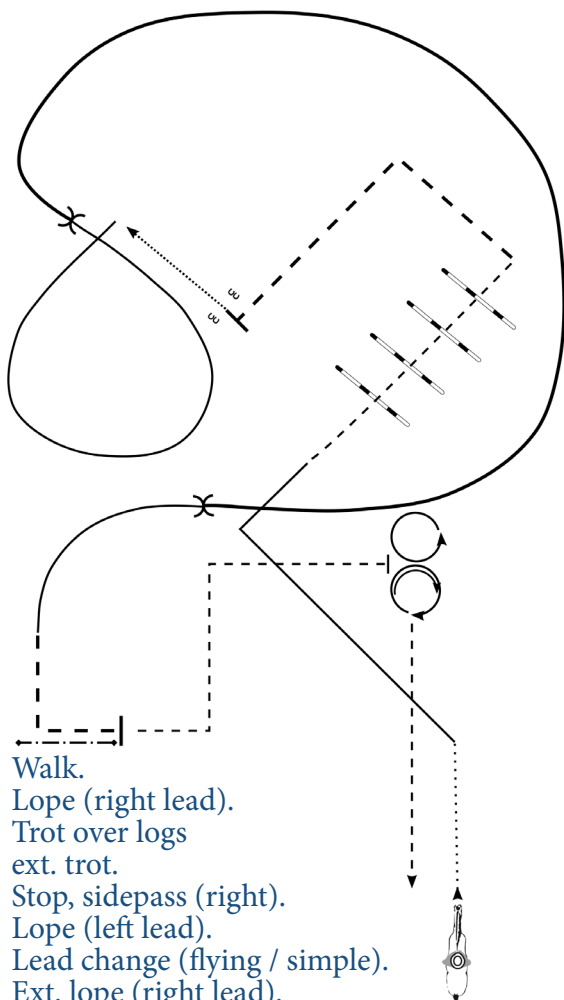
1. Walk over logs.
2. Trot, stop.
3. Sidepass (right).
4. Lope (left lead).
5. Lead change (flying / simple).
6. Lope (right lead).
7. Ext. lope (right lead).
8. Ext. trot.
9. Stop, back up.
10.  $3/4$  Turn (left).
11. Trot to exit.



# RANCH RIDING

## Junior Open / Select / Youth

~Finals~

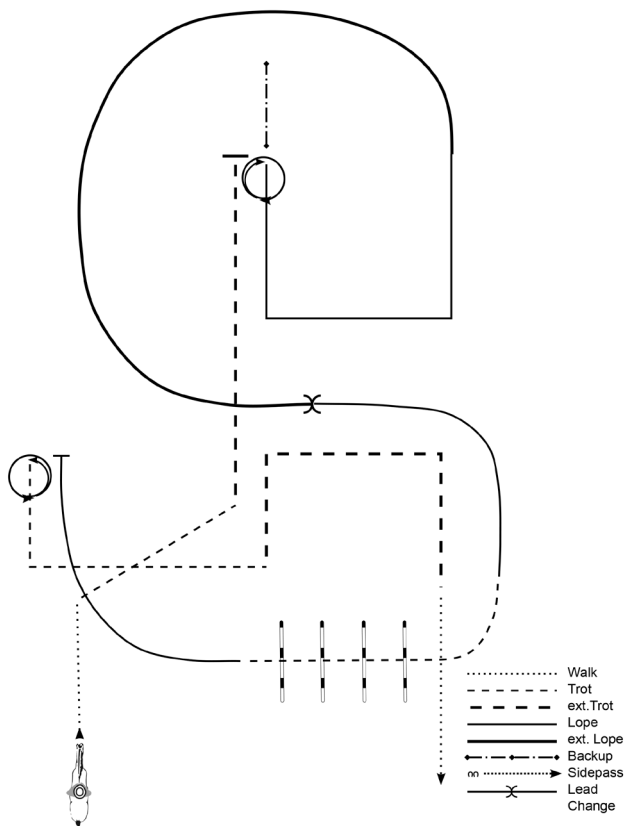


1. Walk.
2. Lope (right lead).
3. Trot over logs  
ext. trot.
4. Stop, sidepass (right).
5. Lope (left lead).
6. Lead change (flying / simple).
7. Ext. lope (right lead).
8. Lead change (flying / simple).
9. Lope (left lead).
10. Ext. trot.
11. Stop, back up.
12. Trot.
13. Stop  
360 turn (left)  
450 turn (right).
14. Trot to exit.

.....	Walk
- - - - -	Trot
- - - - -	ext. Trot
—————	Lope
—————	ext. Lope
← - - - - →	Backup
on ..... →	Sidepass
————— X	Lead Change

# RANCH RIDING

## Amateur / Senior Open

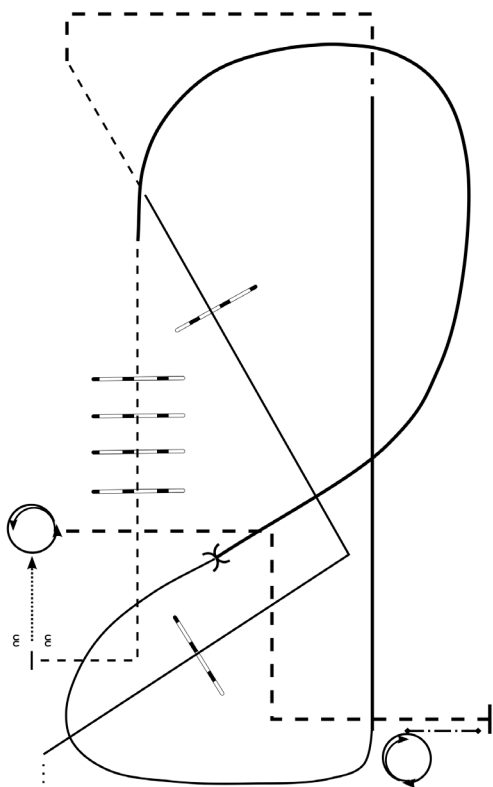


1. Walk.
2. Trot.
3. Ext. trot, stop.
4. 2 1/2 turns (right).
5. Back up (approx. 3 Meters).
6. Lope square (left lead).
7. Ext. lope (left lead).
8. Lead change (flying / simple).
9. Lope (right lead).
10. Trot over logs.
11. Lope (right lead), stop.
12. 2 1/2 turns (left).
13. Trot, ext. trot square.
14. Walk to exit.

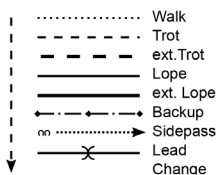
# RANCH RIDING

## Amateur / Senior Open

~Finals~



1. Walk.
2. Lope (left lead) over logs.
3. Trot.
4. Ext. trot.
5. Ext. lope (right lead).
6. Lope (right lead).
7. Lead change (flying / simple).
8. Ext. lope (left lead).
9. Trot over logs.
10. Sidepass (right).
11. 2 1/2 turns (left).
12. Ext. trot.
13. Stop and back up.
14. 2 1/4 turns (right).
15. Trot to exit.

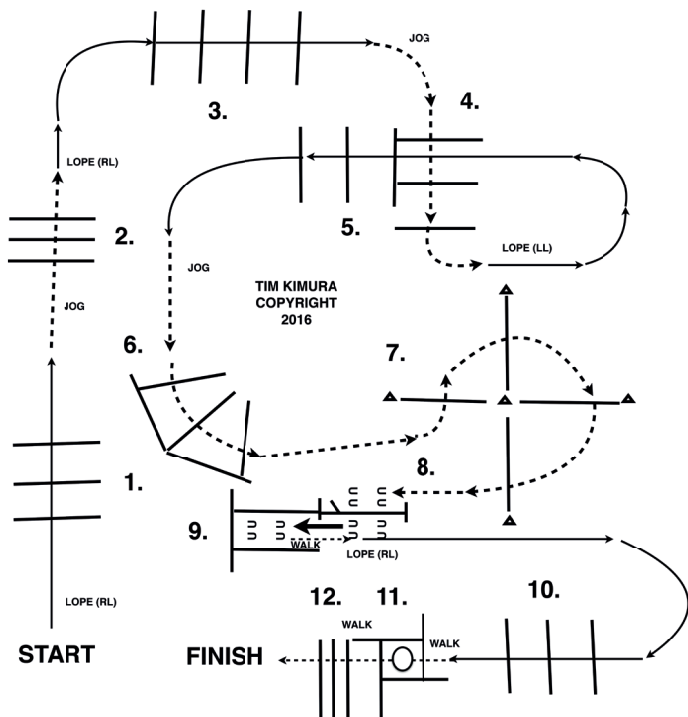






# GREEN TRAIL

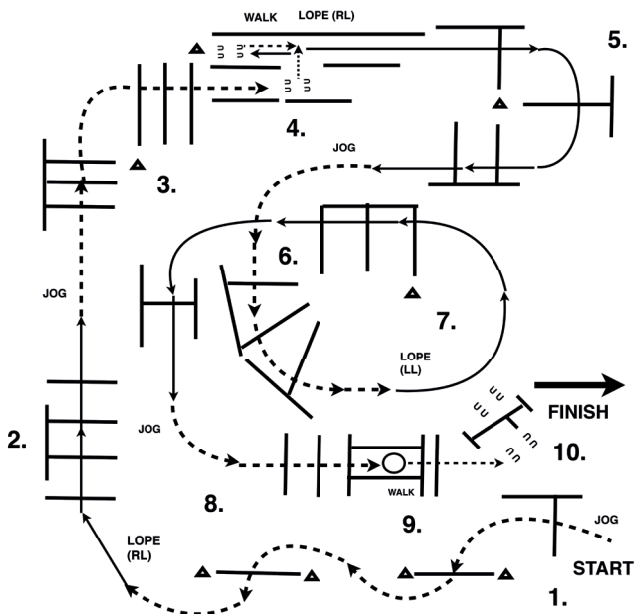
## Novice Amateur & Novice Youth



1. Lope over poles (right lead).
2. Jog over poles.
3. Lope over poles (right lead).
4. Jog over poles.
5. Lope over poles (left lead).
6. Jog over poles.
7. Jog thru serpentine, jog up to gate.
8. Gate: lh ride thru close.
9. Back thru poles, walk foward.
10. Lope over poles (right lead).
11. Stop or break to walk, walk into box, execute a 360 turn either way, walk out box.
12. Walk over poles.

# TRAIL

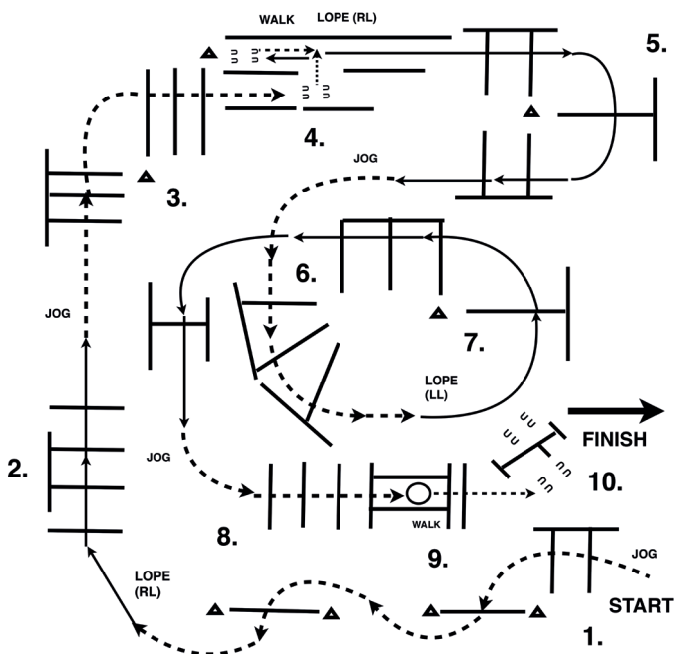
## Junior Open



1. Jog over poles, jog around cones.
2. Lope over poles (right lead).
3. Break to jog, jog over poles.
4. Jog into chute, stop at gap. Side pass left, back between poles, walk forward, then lope out (right lead).
5. Lope over poles (right lead).
6. Break to jog, then jog over poles.
7. Lope over poles (left lead).
8. Jog over poles, jog into box.
9. Execute a 360 turn either way, walk out over poles.
10. Walk up to gate, gate left hand, ride over pole, close gate.  
Turn right and exit to the right.

# TRAIL

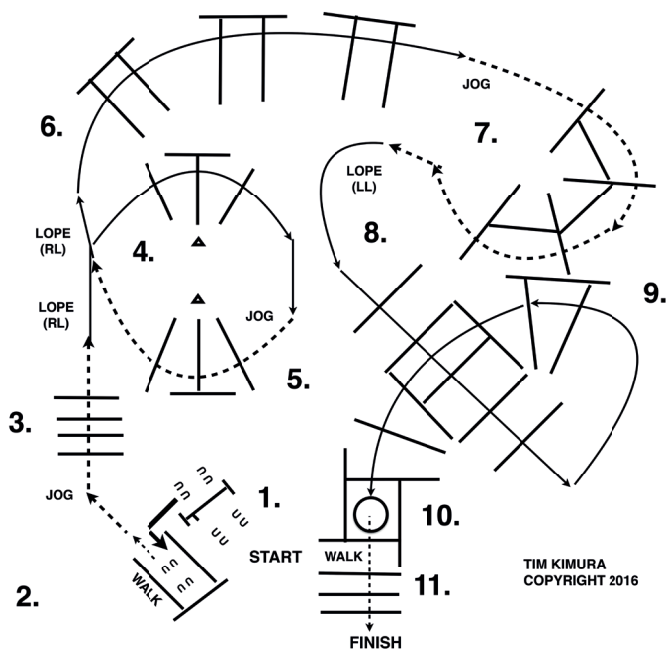
## Amateur Select



1. Jog over poles, jog around cones.
2. Lope over poles (right lead).
3. Break to jog, jog over poles.
4. Jog into chute, stop at gap. Side pass left, back between poles, walk forward, then lope out (right lead).
5. Lope over poles (right lead).
6. Break to jog, then jog over poles.
7. Lope over poles (left lead).
8. Jog over poles, jog into box.
9. Execute a 360 turn either way, walk out over poles.
10. Walk up to gate, gate left hand, ride over pole, close gate.  
Turn right and exit to the right.

# TRAIL

## Senior Open

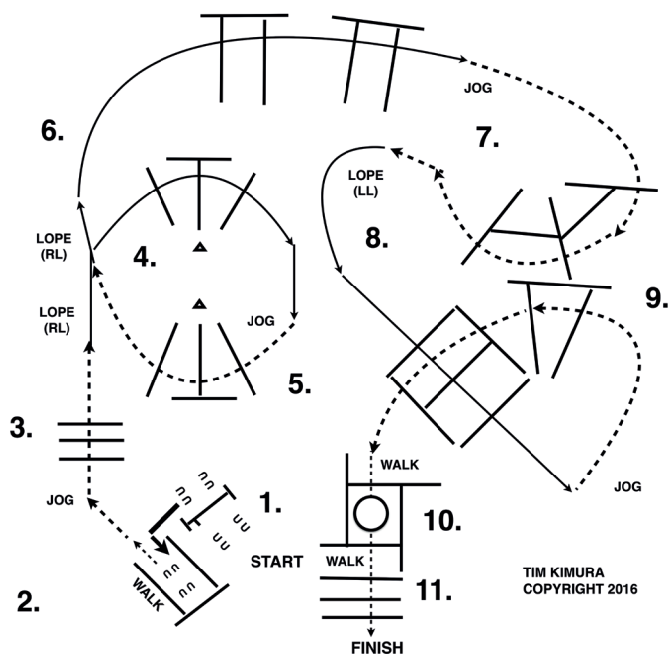


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1. Gate: Right hand walk over pole, close gate.
2. Back between poles, walk forward.
3. Jog over poles.
4. Lope over poles (right lead).
5. Break to jog, jog over poles.
6. Lope over poles (right lead).
7. Break to jog, jog over poles.
8. Lope over poles (left lead).
9. Lope over poles (left lead), lope into box.
10. Execute a 360 turn either way, walk out box.
11. Walk over poles.

# TRAIL

## Youth 13 & Under

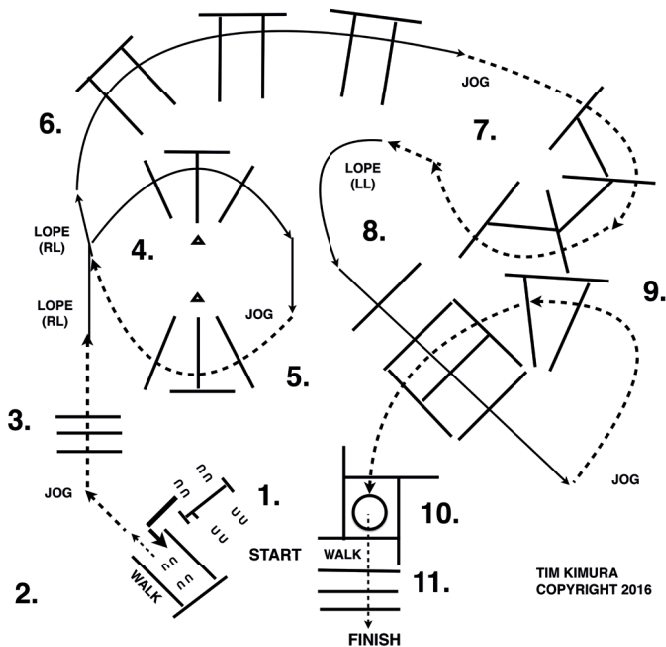


TIM KIMURA  
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1. Gate: Right hand walk over pole, close gate.
2. Back between poles, walk forward.
3. Jog over poles.
4. Lope over poles (right lead).
5. Break to jog, jog over poles.
6. Lope over poles (right lead).
7. Break to jog, jog over poles.
8. Lope over poles (left lead).
9. Jog over poles, jog up to box. Stop or break to walk.
10. Walk into box, execute a 360 turn either way, walk out box.
11. Walk over poles.

# TRAIL

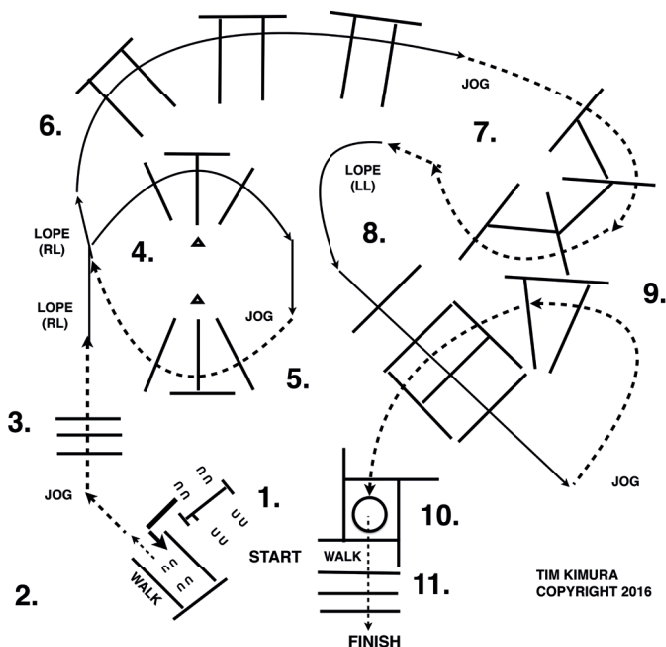
## Youth 14-18



TIM KIMURA  
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1. Gate: Right hand walk over pole, close gate.
2. Back between poles, walk forward.
3. Jog over poles.
4. Lope over poles (right lead).
5. Break to jog, jog over poles.
6. Lope over poles (right lead).
7. Break to jog, jog over poles.
8. Lope over poles (left lead).
9. Jog over poles, jog into box.
10. Execute a 360 turn either way, walk out box.
11. Walk over poles.

# TRAIL Amateur



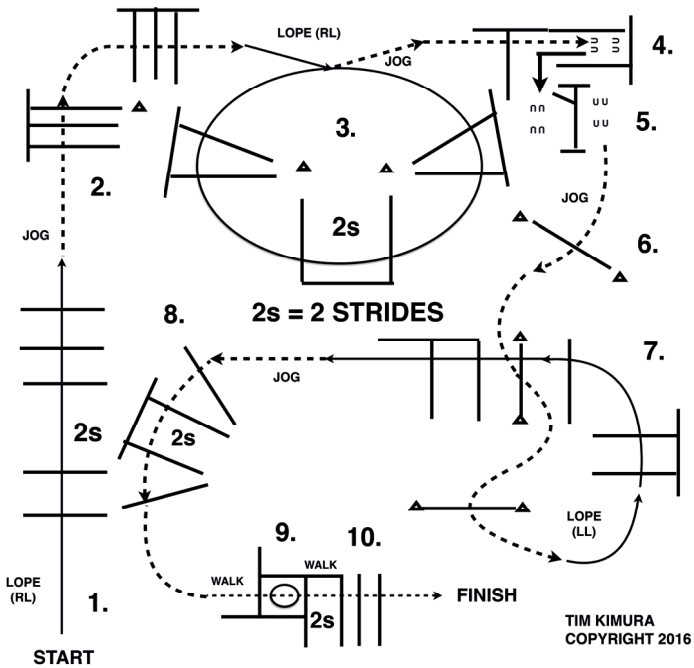
TIM KIMURA  
COPYRIGHT 2016

1. Gate: Right hand walk over pole, close gate.
2. Back between poles, walk forward.
3. Jog over poles.
4. Lope over poles (right lead).
5. Break to jog, jog over poles.
6. Lope over poles (right lead).
7. Break to jog, jog over poles.
8. Lope over poles (left lead).
9. Jog over poles, jog into box.
10. Execute a 360 turn either way, walk out box.
11. Walk over poles.



# TRAIL Junior Open

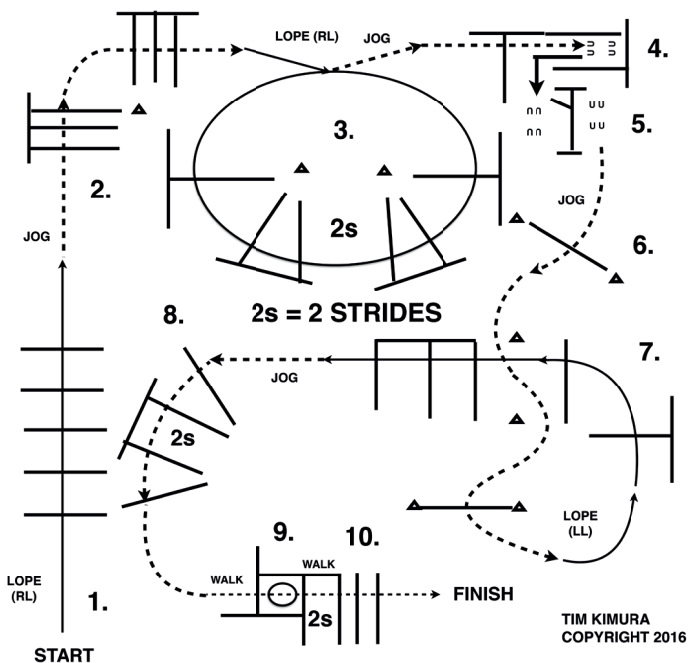
## ~Finals~



1. Lope over poles (right lead).
2. Jog over poles.
3. Lope over poles (right lead).
4. Jog into chute, back to gate.
5. Gate: right hand ride thru and close gate.
6. Jog thru serpentine, jog over poles.
7. Lope over poles (left lead).
8. Jog over poles.
9. Stop or break to walk, walk into box, execute a 360 turn either way, walk out box.
10. Walk over poles.

# TRAIL Youth

## ~Finals~

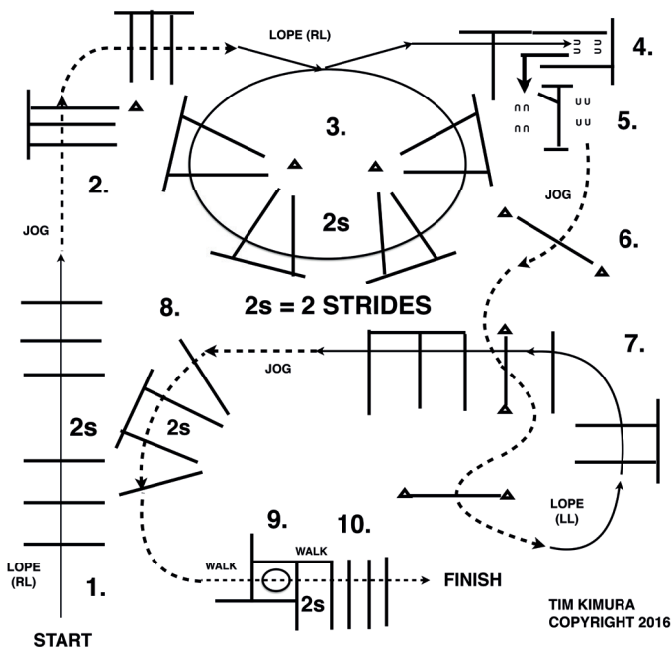


1. Lope over poles (right lead).
2. Jog over poles.
3. Lope over poles (right lead).
4. Jog into chute, back to gate.
5. Gate: Right hand ride thru and close gate.
6. Jog thru serpentine, jog over poles.
7. Lope over poles (left lead).
8. Jog over poles.
9. Stop or break to walk, walk into box, execute a 360 turn either way, walk out box.
10. Walk over poles.

# TRAIL

## Amateur Select

### ~Finals~

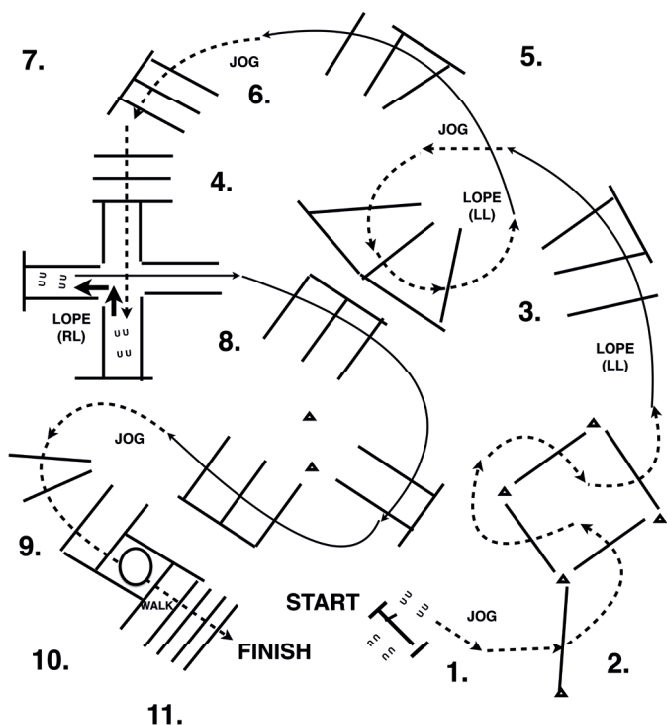


1. Lope over poles (right lead).
2. Jog over poles.
3. Lope over poles (right lead).
4. Lope into chute, back to gate.
5. Gate: right hand ride thru and close gate.
6. Jog thru serpentine, jog over poles.
7. Lope over poles (left lead).
8. Jog over poles.
9. Stop or break to walk, walk into box, execute a 360 turn either way, walk out box.
10. Walk over poles.

# TRAIL

## Senior Open

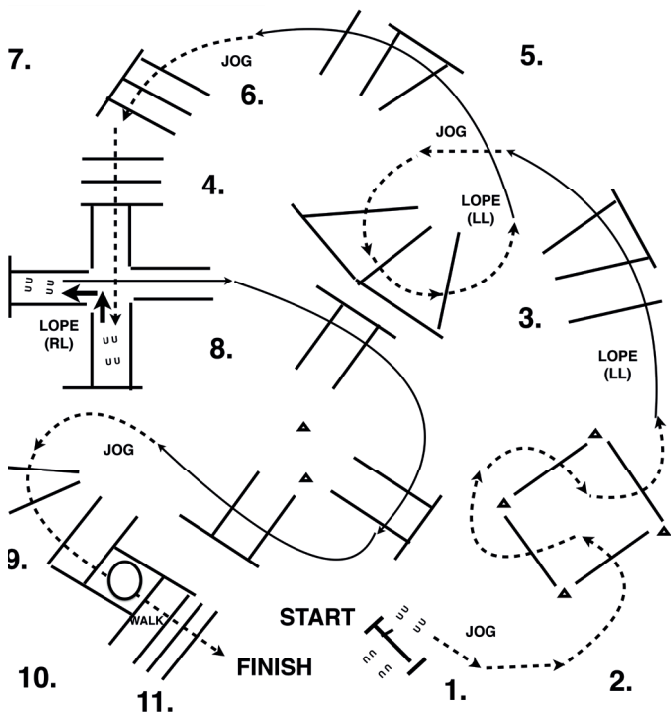
### ~Finals~



1. Gate: right hand, ride over pole, close gate.
2. Jog over poles, jog around cones.
3. Lope over poles (left lead).
4. Jog over poles.
5. Lope over poles (left lead).
6. Jog over poles.
7. Jog into chute, back around corner, lope out (right lead), you may walk a few step first.
8. Lope over poles (right lead).
9. Jog over poles, stop in box.
10. Execute a 360 turn either way, walk out box.
11. Walk out box, walk over poles, 2 strides in first gap.

# TRAIL Amateur

## ~Finals~



1. Gate: right hand, ride over pole, close gate.
2. Jog over poles, jog around cones.
3. Lope over poles (left lead).
4. Jog over poles.
5. Lope over poles (left lead).
6. Jog over poles.
7. Jog into chute, back around corner, lope out (right lead), you may walk a few step first.
8. Lope over poles (right lead).
9. Jog over poles, stop in box.
10. Execute a 360 turn either way, walk out box.
11. Walk out box, walk over poles, 2 strides in first gap.





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