



HORSES, FRIENDS AND FAIRPLAY

2. + 3. JUNI 2018 IN HOLZIKEN

★ THE PATTERNS ★
2-FACH AQHA/2-FACH SRHA &

WALK TROT TRAIL
KIDS LEAD LINE
IN HAND TRAIL



SWISS 
QUARTER
HORSE
ASSOCIATION

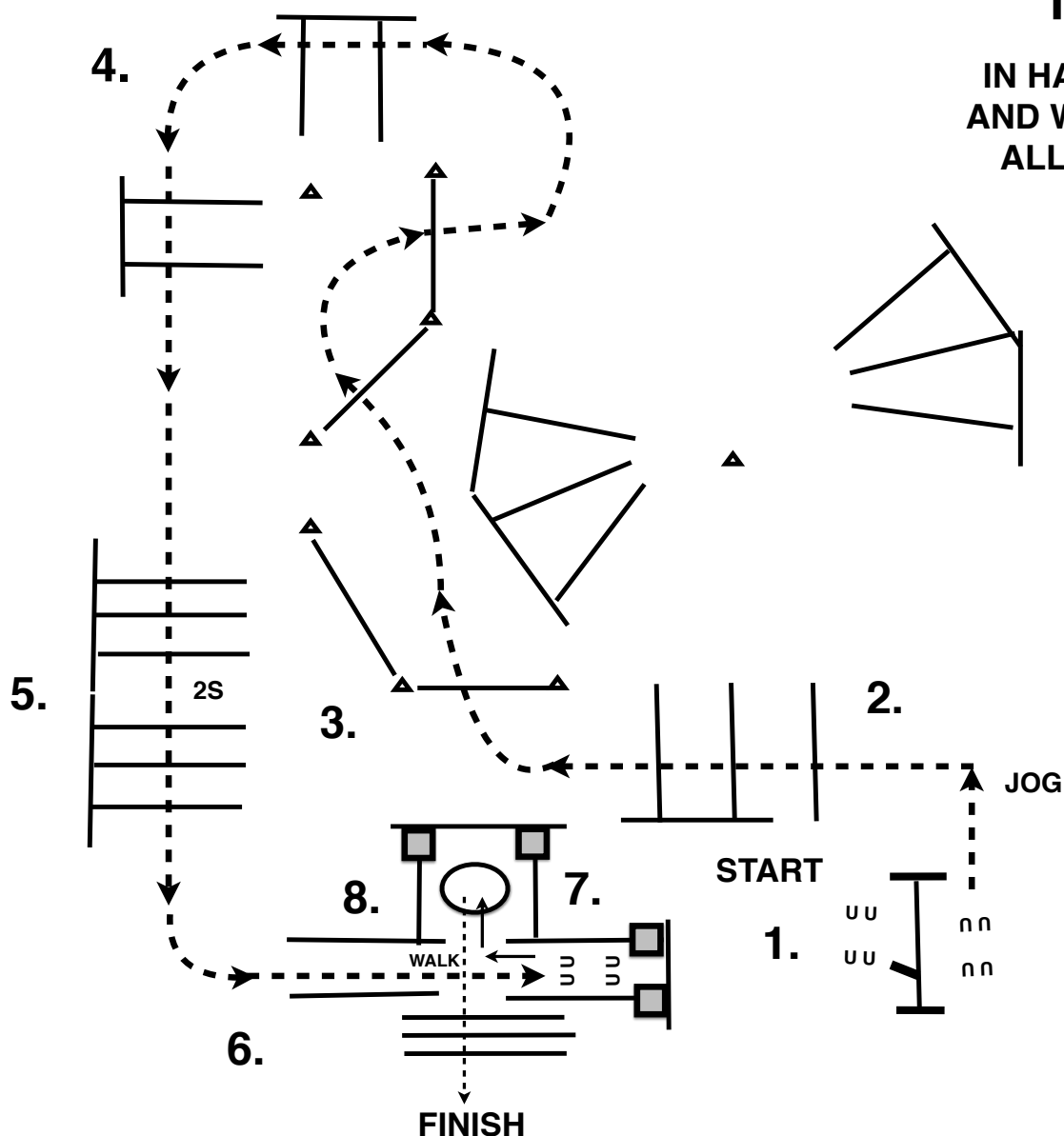
INFORMATIONEN UNTER:
WWW.SQHA.CH



Trail Pattern sponsored by Rebekka Blumer

TRAIL:

IN HAND TRAIL
AND WALK TROT
ALL BREEDS



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2018

1. GATE: LH OPEN, WALK THRU AND CLOSE GATE.
2. JOG OVER POLES.
3. JOG THRU SERPENTINE, JOG OVER POLES
4. JOG OVER POLES
5. JOG OVER POLES.
6. JOG OVER POLE, JOG INTO CHUTE AND STOP
BACK BETWEEN POLES AND BACK AROUND CORNER INTO THE BOX.
7. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX
8. WALK OVER POLES

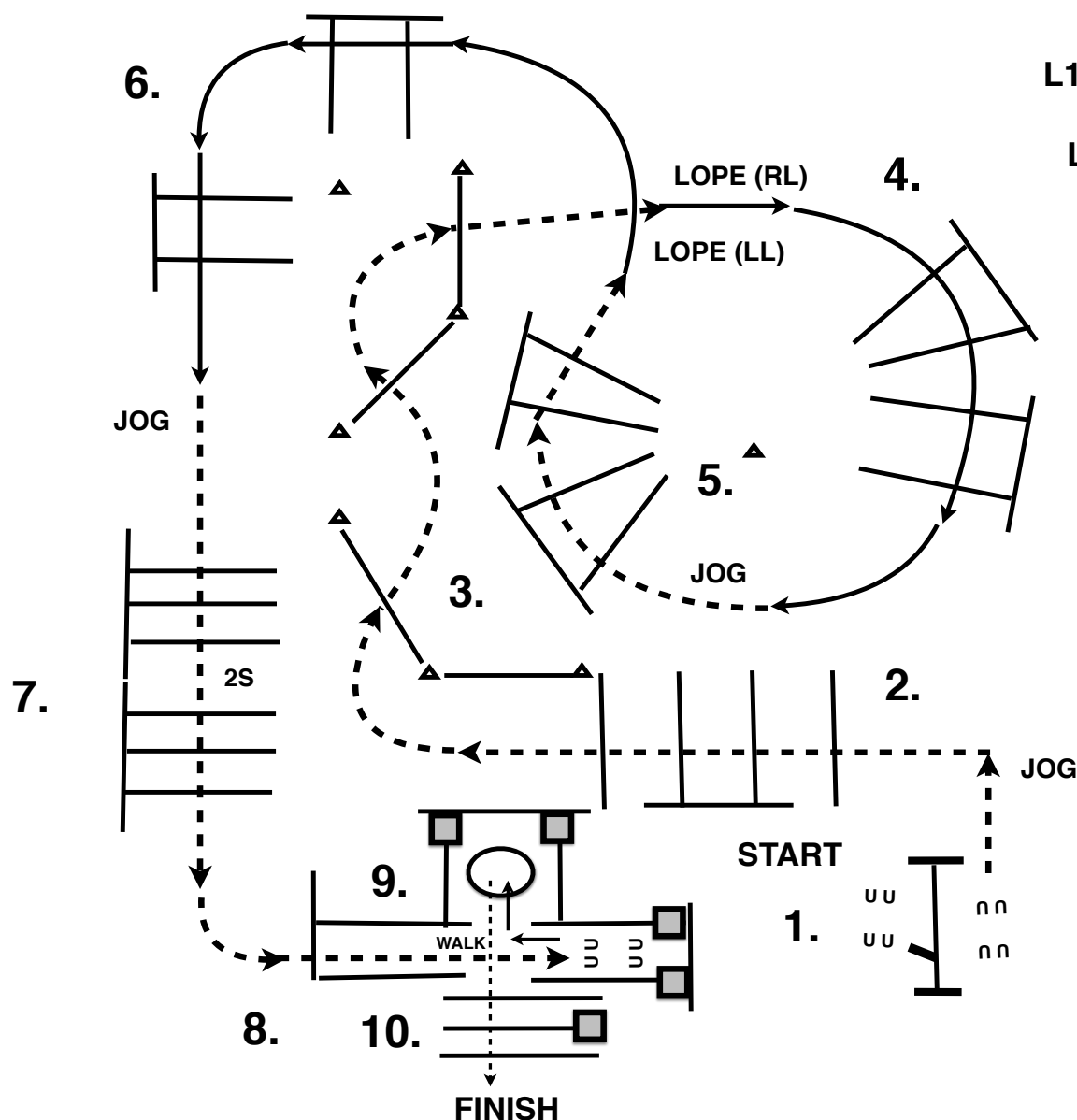


Trail Pattern sponsored by
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TRAIL:

L1 AMATEUR
&
L1 YOUTH

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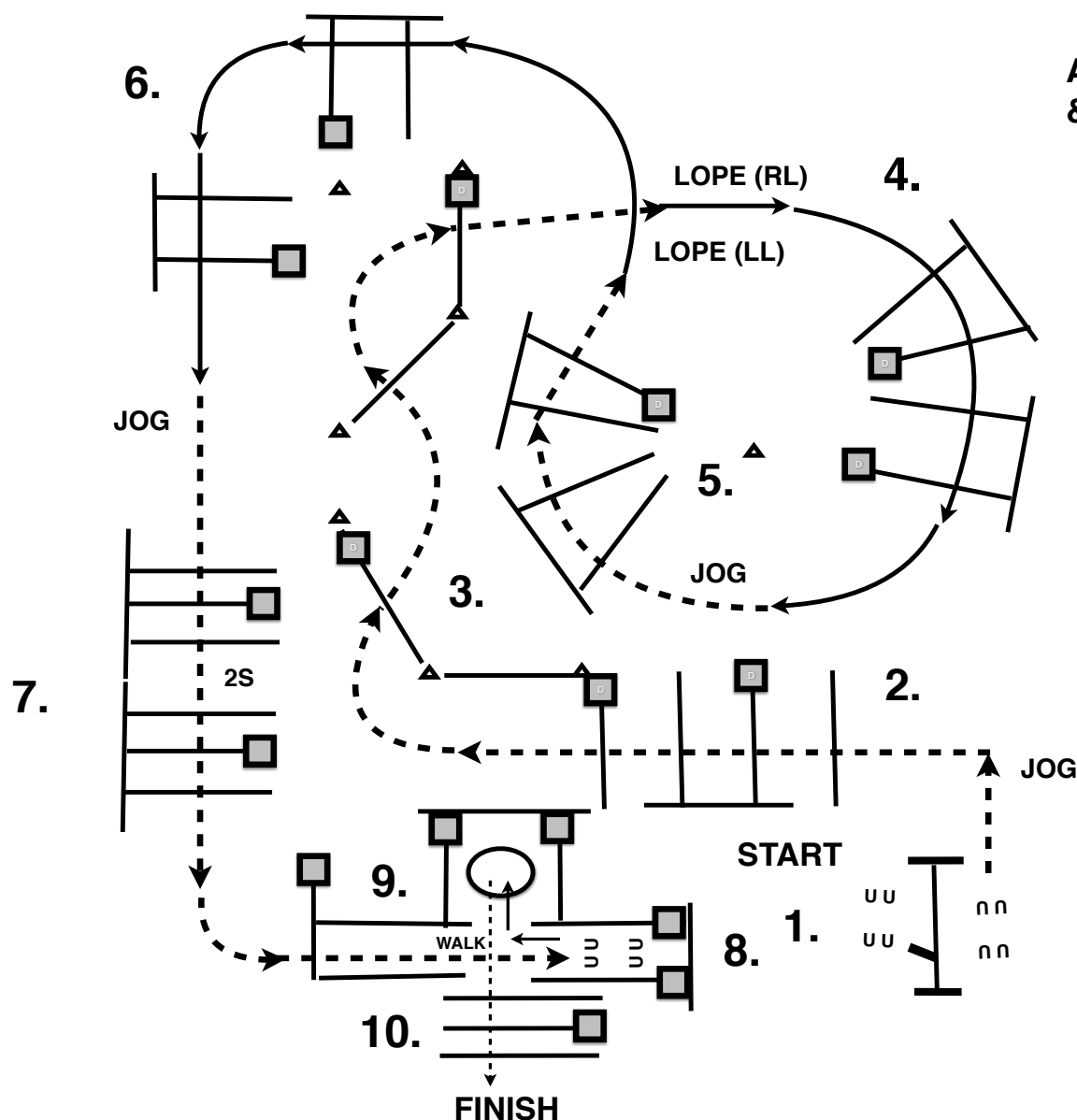
1. GATE: LH OPEN, WALK OVER POLE, CLOSE GATE.
2. JOG OVER POLES.
3. JOG THRU SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (RL).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LL)
7. BREAK TO THE JOG, JOG OVER POLES.
8. JOG OVER POLE, JOG INTO CHUTE AND STOP
BACK BETWEEN POLES AND BACK AROUND CORNER INTO THE BOX.
9. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
10. WALK OVER POLES.



Trail Pattern sponsored by Rebekka Blumer

TRAIL: AMATEUR & YOUTH

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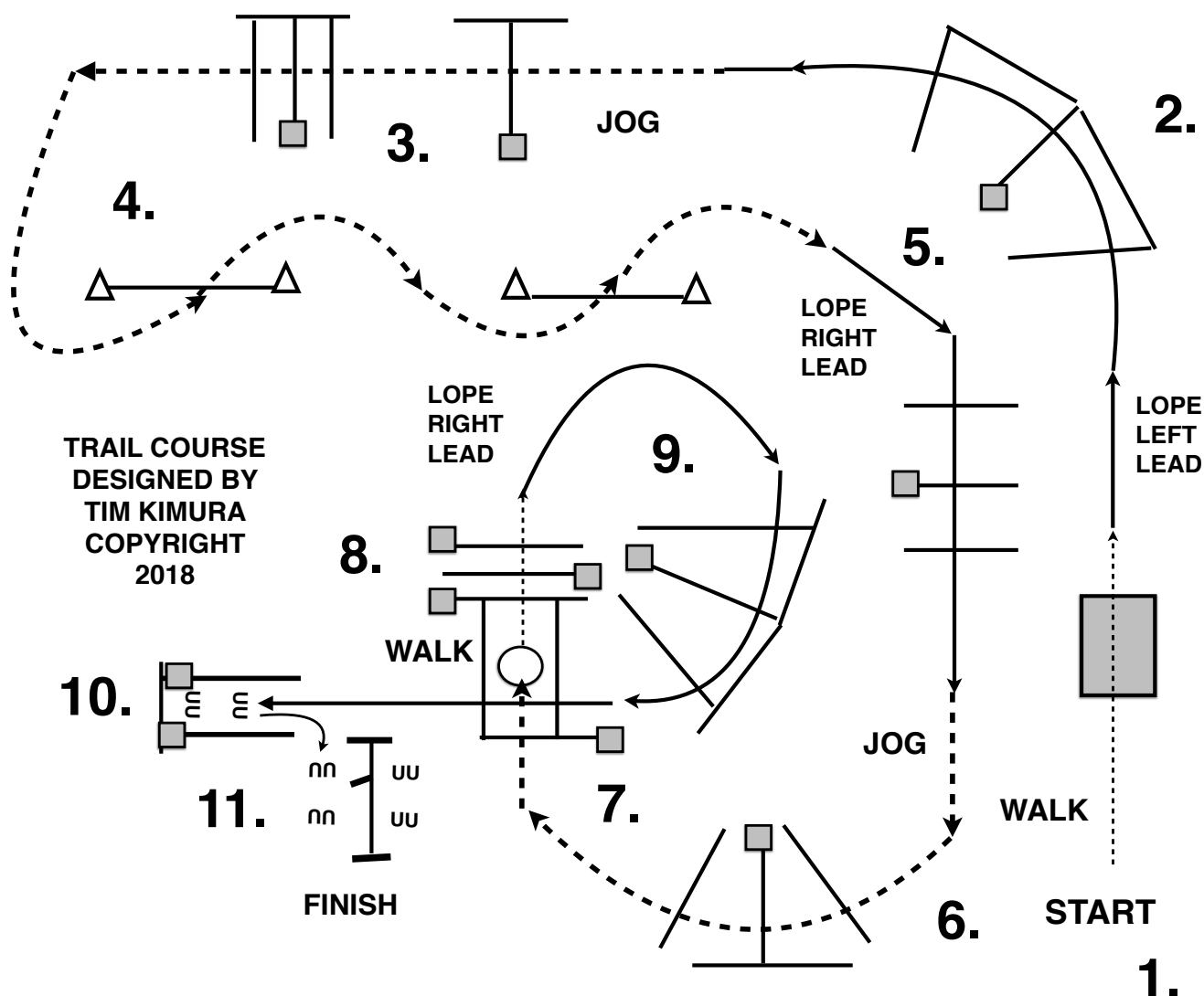


1. GATE: LH OPEN, WALK OVER POLE, CLOSE GATE.
2. JOG OVER POLES.
3. JOG THRU SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (RL).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LL)
7. BREAK TO THE JOG, JOG OVER POLES.
8. JOG OVER POLE AND JOG INTO CHUTE AND STOP.
BACK BETWEEN POLES AND BACK AROUND CORNER INTO THE BOX.
9. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX
10. WALK OVER POLES



Trail Pattern sponsored by
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TRAIL: JUNIOR TRAIL



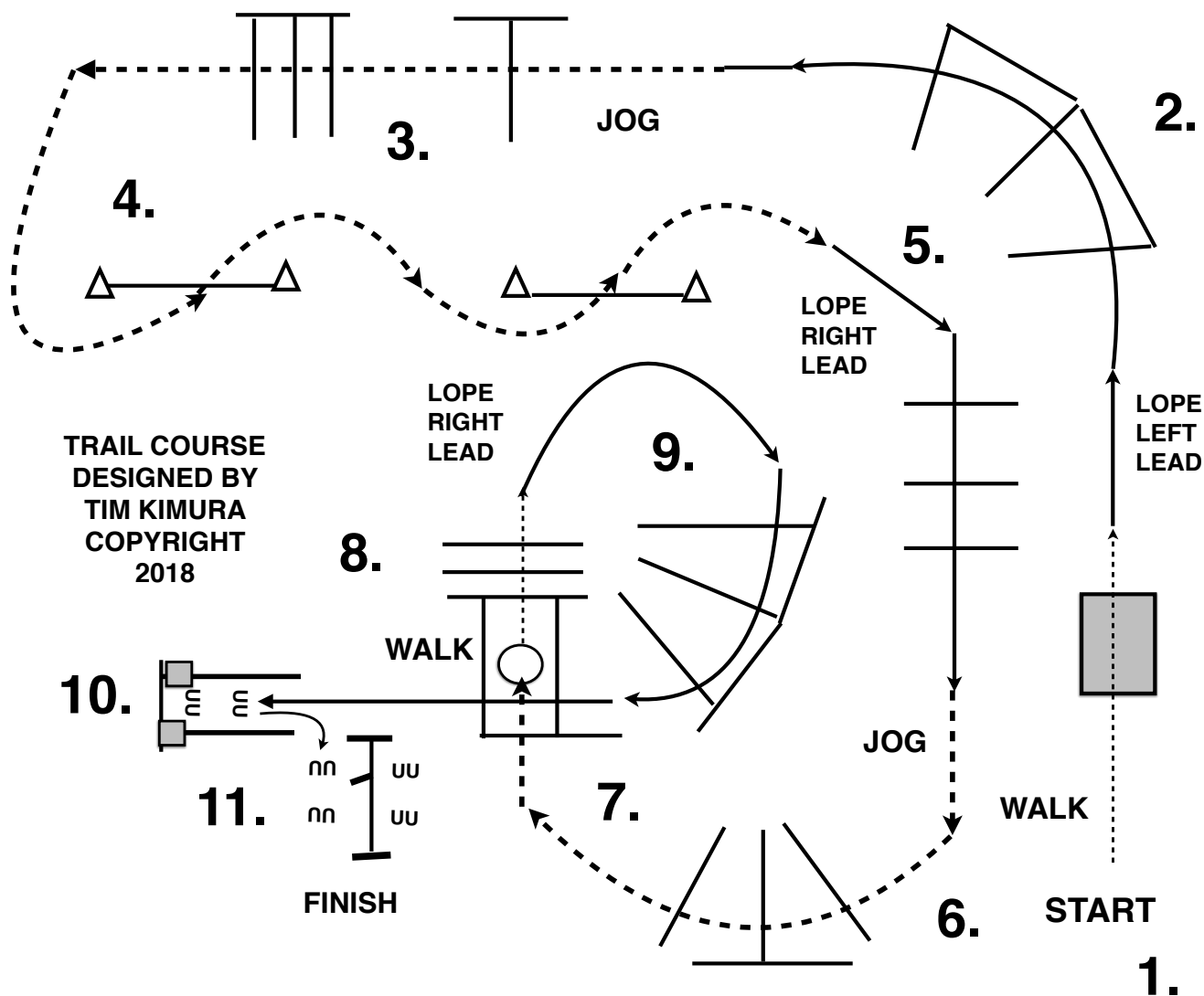
TRAIL COURSE
DESIGNED BY
TIM KIMURA
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2018

1. WALK OVER BRIDGE.
2. LOPE OVER POLES (LL).
3. JOG OVER POLES.
4. JOG THRU SERPENTINE, JOG OVER POLES.
5. LOPE OVER POLES (RL).
6. BREAK TO THE JOG, JOG OVER POLES.
7. JOG OVER POLE, JOG INTO BOX, AND STOP EXECUTE A 360 TURN RIGHT. WALK OUT BOX.
8. WALK OVER POLES.
9. LOPE OVER POLES (RL), LOPE INTO CHUTE AND STOP.
10. BACK BETWEEN POLES UP TO GATE.
11. GATE: RIGHT HAND, OPEN RIDE THRU AND CLOSE.



Trail Pattern sponsored by Rebekka Blumer

TRAIL: LEVEL 1 GREEN TRAIL

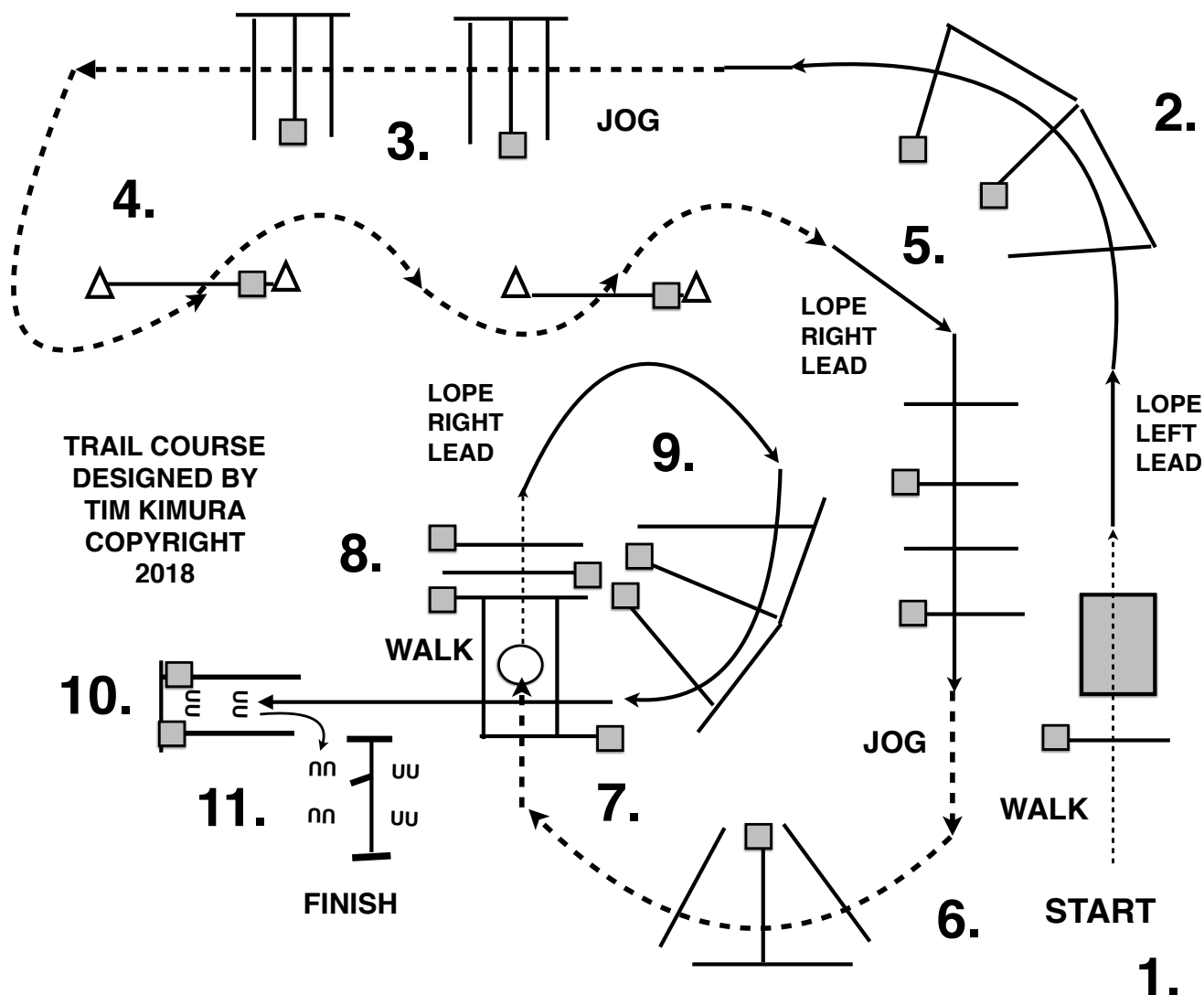


1. WALK OVER BRIDGE.
2. LOPE OVER POLES (LL).
3. JOG OVER POLES.
4. JOG THRU SERPENTINE, JOG OVER POLES.
5. LOPE OVER POLES (RL).
6. BREAK TO THE JOG, JOG OVER POLES.
7. JOG OVER POLE, JOG INTO BOX, AND STOP
EXECUTE A 360 TURN RIGHT. WALK OUT BOX.
8. WALK OVER POLES.
9. LOPE OVER POLES (RL), LOPE INTO CHUTE AND STOP.
10. BACK BETWEEN POLES UP TO GATE.
11. GATE: RIGHT HAND, OPEN RIDE THRU AND CLOSE.



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TRAIL: SENIOR TRAIL



TRAIL COURSE
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1. WALK OVER POLE AND WALK OVER BRIDGE.
2. LOPE OVER POLES (LL).
3. JOG OVER POLES.
4. JOG THRU SERPENTINE, JOG OVER POLES.
5. LOPE OVER POLES (RL).
6. BREAK TO THE JOG, JOG OVER POLES.
7. JOG OVER POLE, JOG INTO BOX, AND STOP
EXECUTE A 360 TURN RIGHT. WALK OUT BOX.
8. WALK OVER POLES.
9. LOPE OVER POLES (RL), LOPE INTO CHUTE AND STOP.
10. BACK BETWEEN POLES UP TO GATE.
11. GATE: RIGHT HAND, OPEN RIDE THRU AND CLOSE.

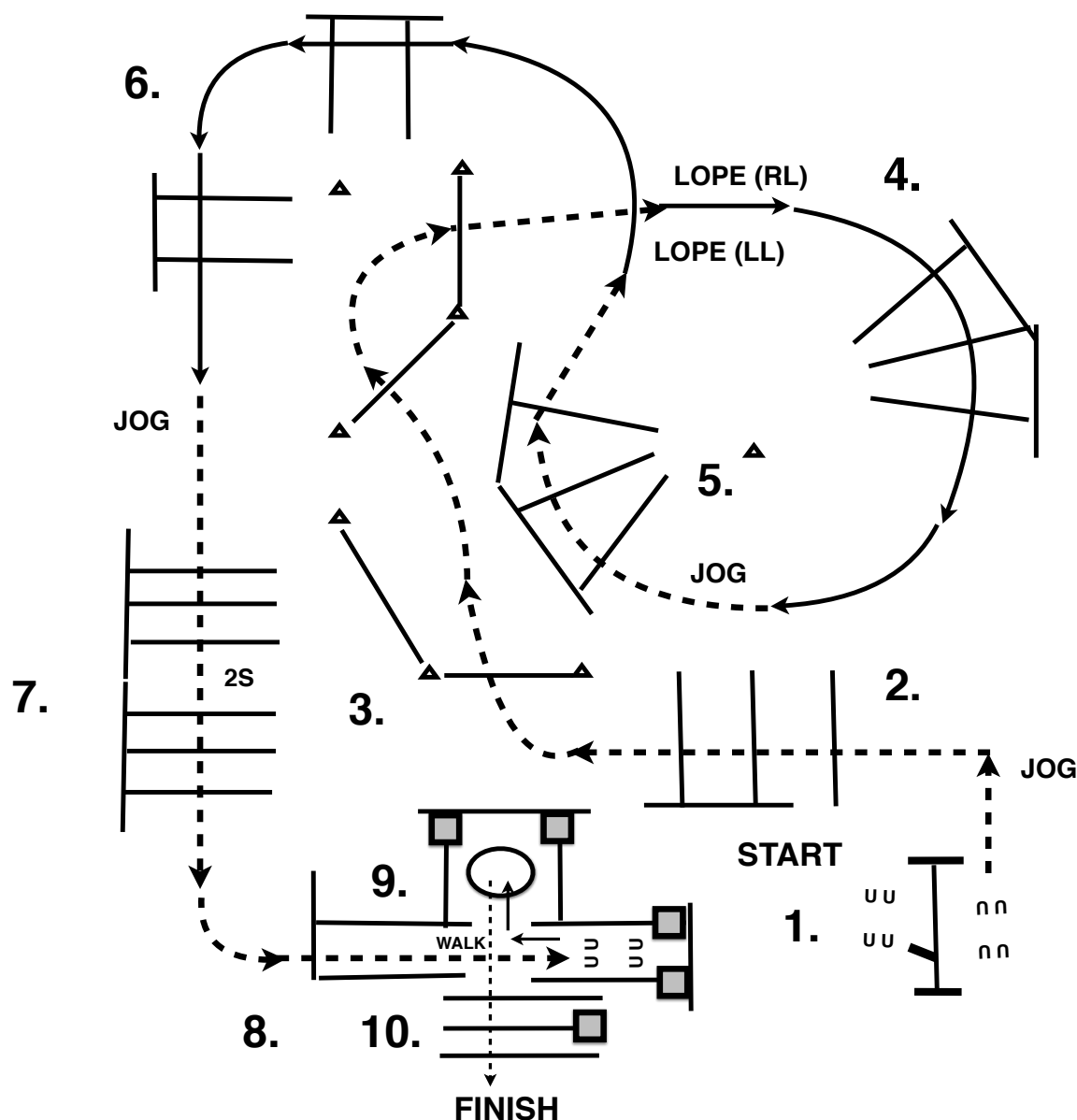


Trail Pattern sponsored by Rebekka Blumer

TRAIL:

HOBBY HORSE TRAIL

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1. GATE: LH OPEN, WALK OVER POLE, CLOSE GATE.
2. JOG OVER POLES.
3. JOG THRU SERPENTINE, JOG OVER POLES
4. LOPE OVER POLES (RL).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LL)
7. BREAK TO THE JOG, JOG OVER POLES.
8. JOG OVER POLE, JOG INTO CHUTE AND STOP
BACK BETWEEN POLES AND BACK AROUND CORNER INTO THE BOX.
9. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX
10. WALK OVER POLES

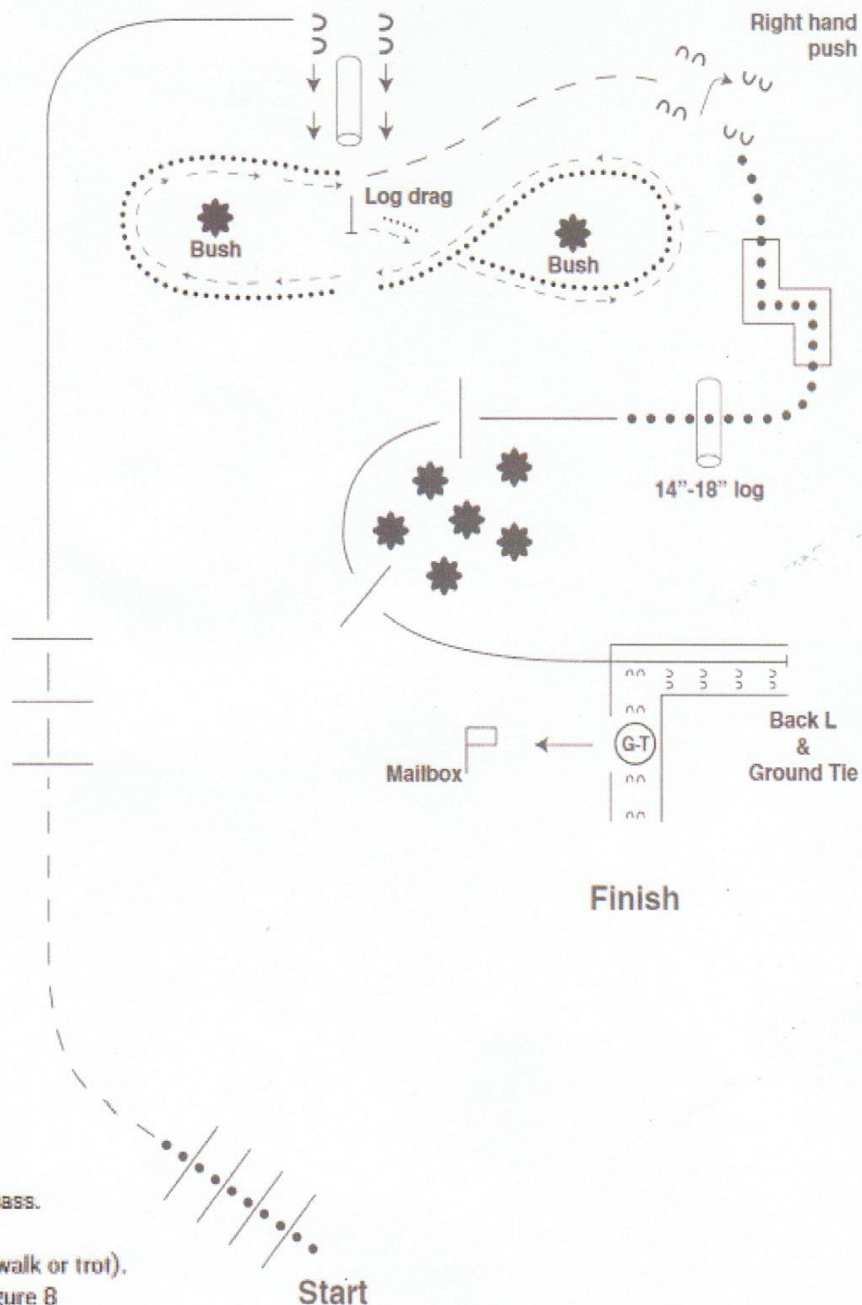


SADDLE UP SUMMER SHOW 2018



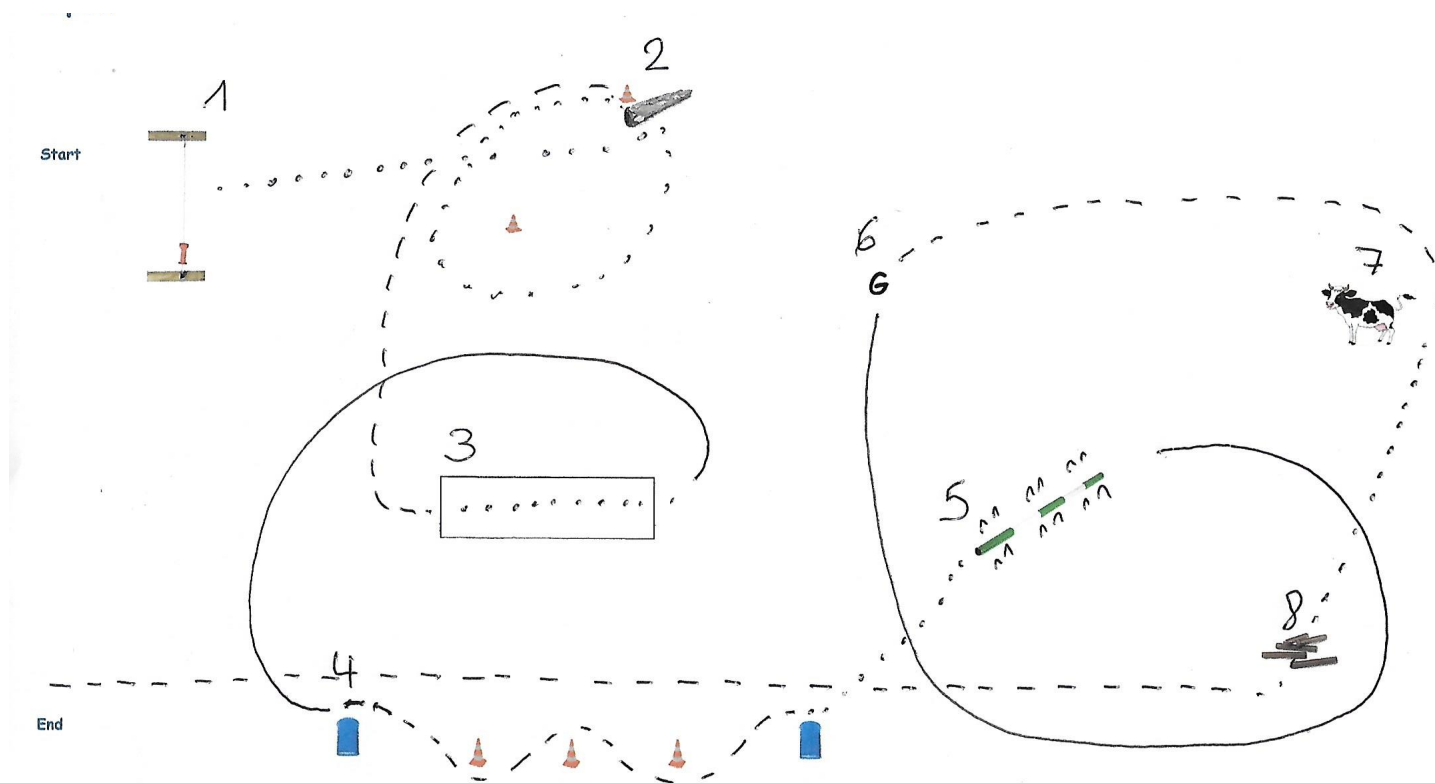
AQHA VRH

Ranch Trail / all classes



1. Walk over logs
2. Trot over logs
3. Lope right lead to side pass.
Side pass right to drag
4. Figure 8 Log drag (at a walk or trot).
Youth - No drag - trot figure 8
5. Trot to gate - right hand push
6. Walk over bridge
7. Walk, go over log
8. Left lead lope around brush/plants
and into chute (3 logs)
9. Back L, stopping 1/2 way through
last half of Back
10. Ground tie, check mail in mailbox.
Remount and back horse out of
chute and exit the arena

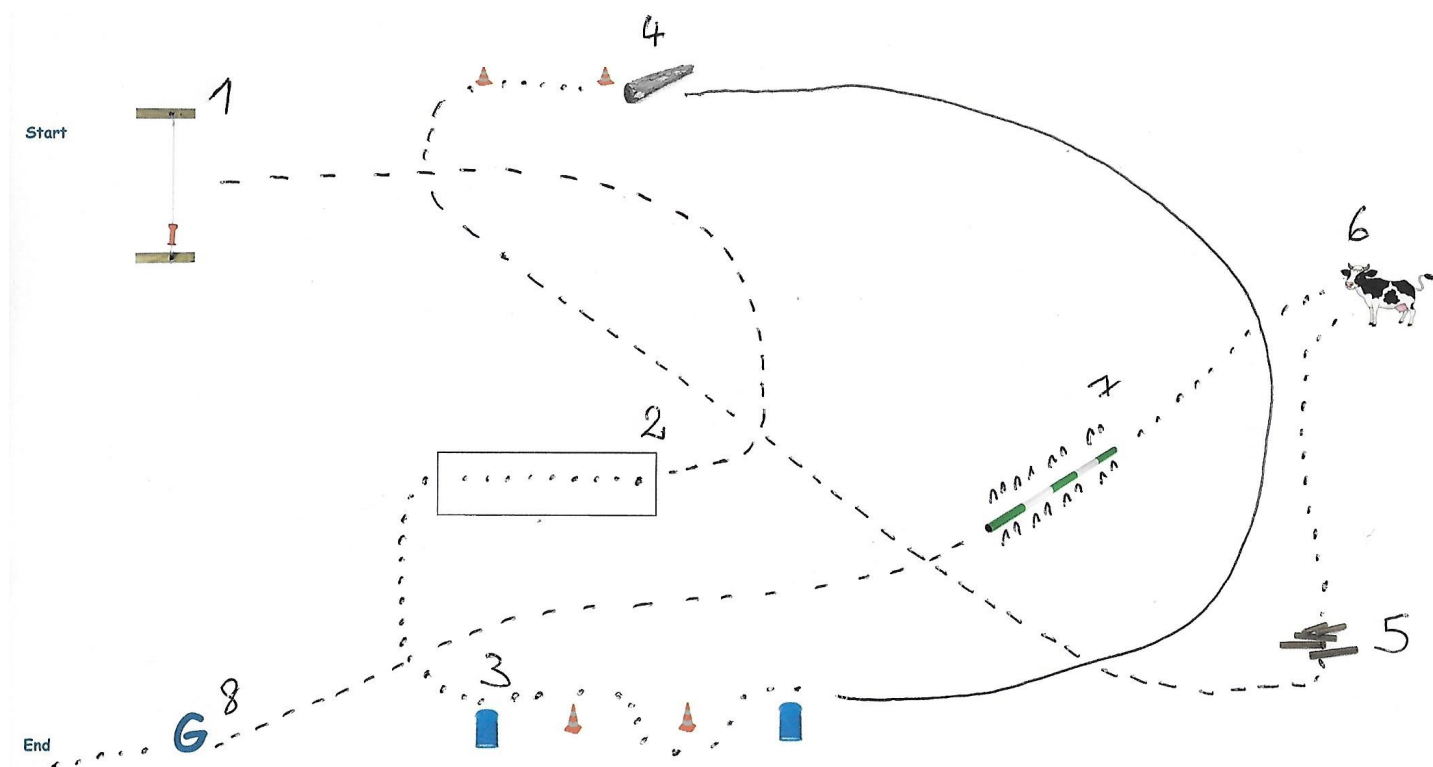
SRHA Ranch Trail Open



Open

1. Durchs Tor
2. Baumstamm ziehen
3. über die Brücke
4. Gegenstand transportieren
5. Sidepass
6. Ground tying
7. Kuhn ropen (ein Versuch)
8. übers Geäst

SRHA Ranch Trail Greenhorn



Trail Greenhorn

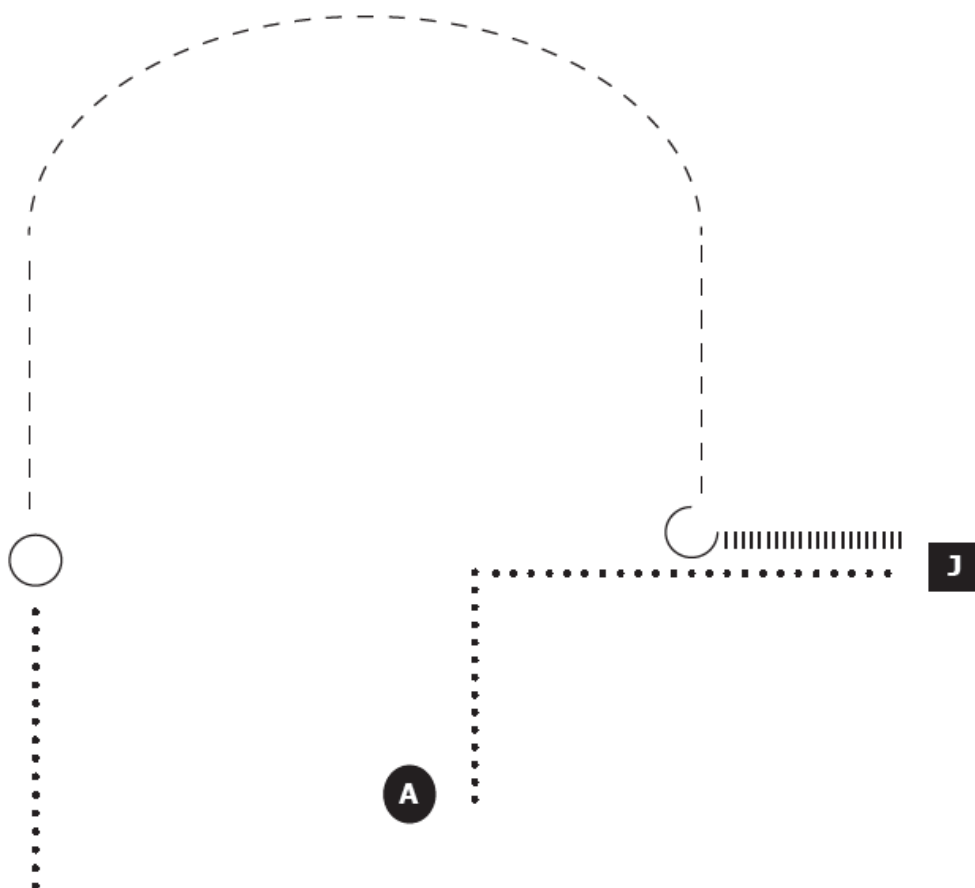
1. Durchs Tor
2. über die Brücke
3. Gegenstand transportieren
4. Baumstamm ziehen
5. übers Geäst
6. Kuh ropen (ein Versuch)
7. Sidepass
8. Ground tying (einmal ums Pferd laufen)
Zu Fuss zum Ende



SADDLE UP SUMMER SHOW 2018



Showmanship at Halter / L1 Youth & L1 Amateur



Walk

Trot - - - -

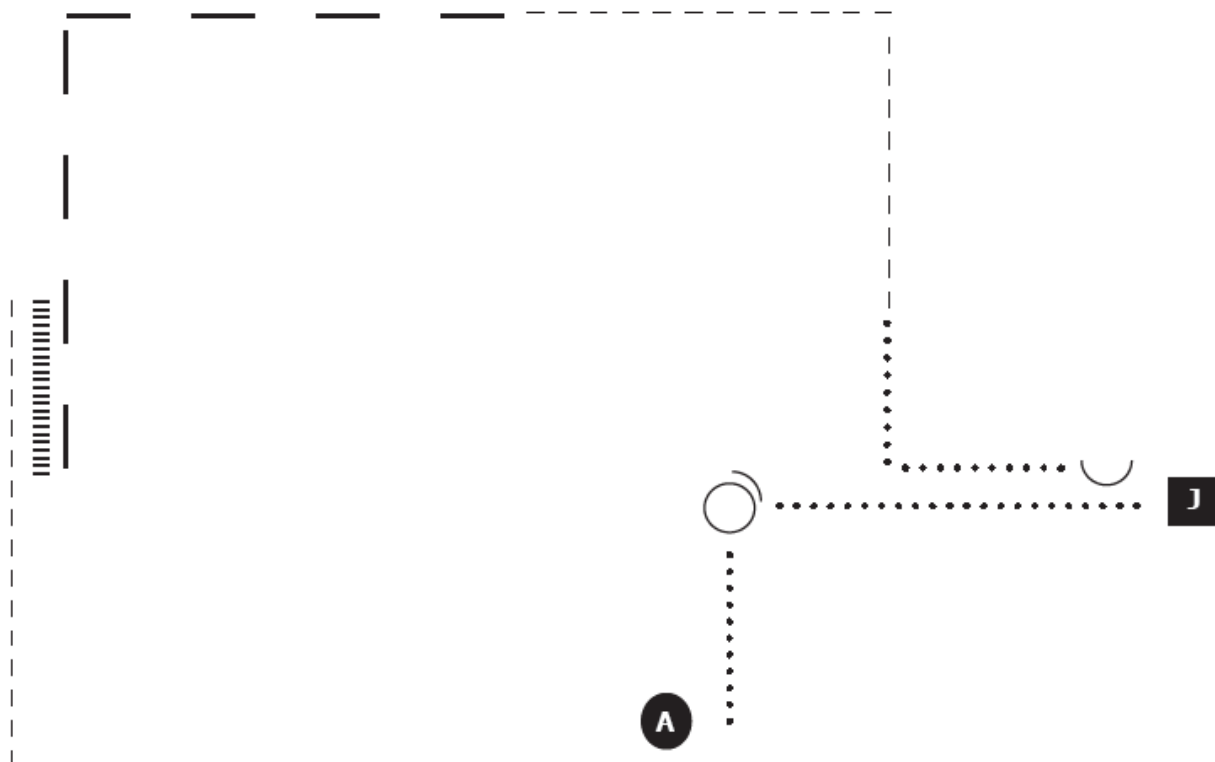
Back |||||

Judge



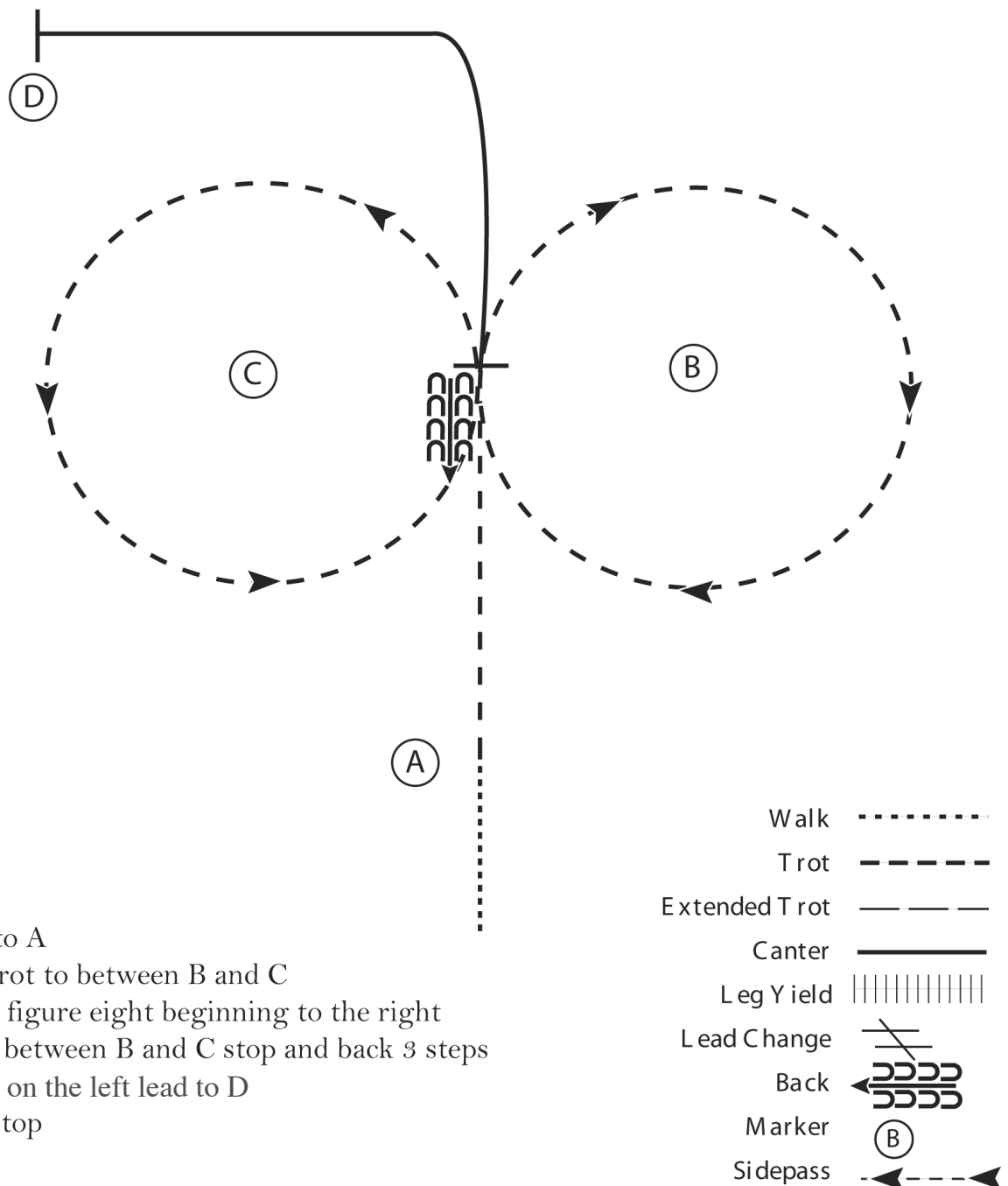
1. Start at A.
2. Walk to Judge.
3. Stop, set up for inspection.
4. When dismissed back.
5. Execute $\frac{3}{4}$ turn.
6. Trot, stop, execute 1 turn.
7. Walk to exit.

Showmanship at Halter / Youth & Amateur



Walk • • • • • Trot — — — — Extended Trot — — Back ||||| Judge

1. Start at A.
2. Walk, stop, execute $1\frac{1}{4}$ turns.
3. Walk to Judge.
4. Stop, set up inspection.
5. When dismissed, execute $\frac{1}{2}$ turn.
6. Walk, trot, extended trot.
7. Stop, back.
8. Trot to exit.

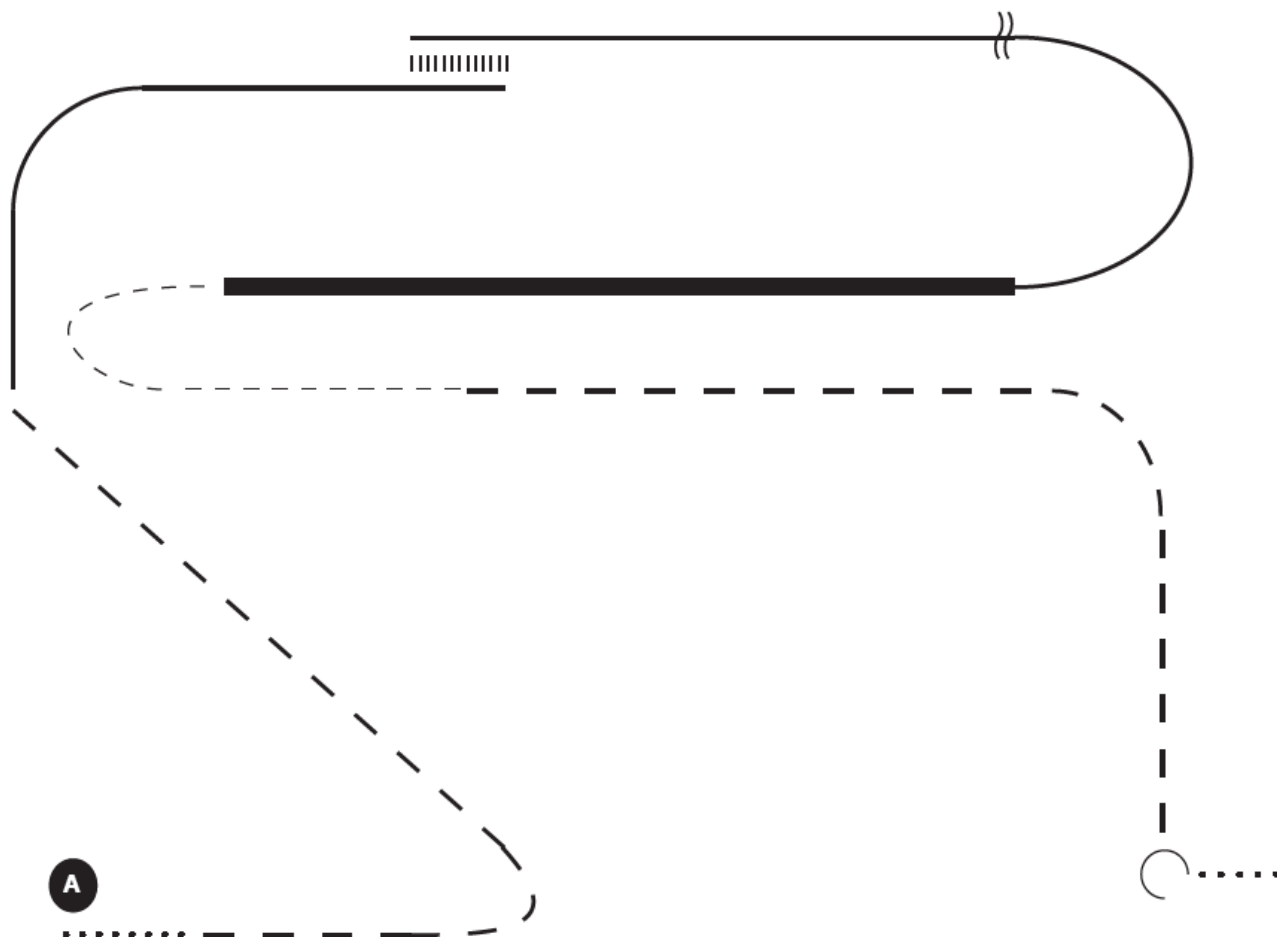




SADDLE UP SUMMER SHOW 2018



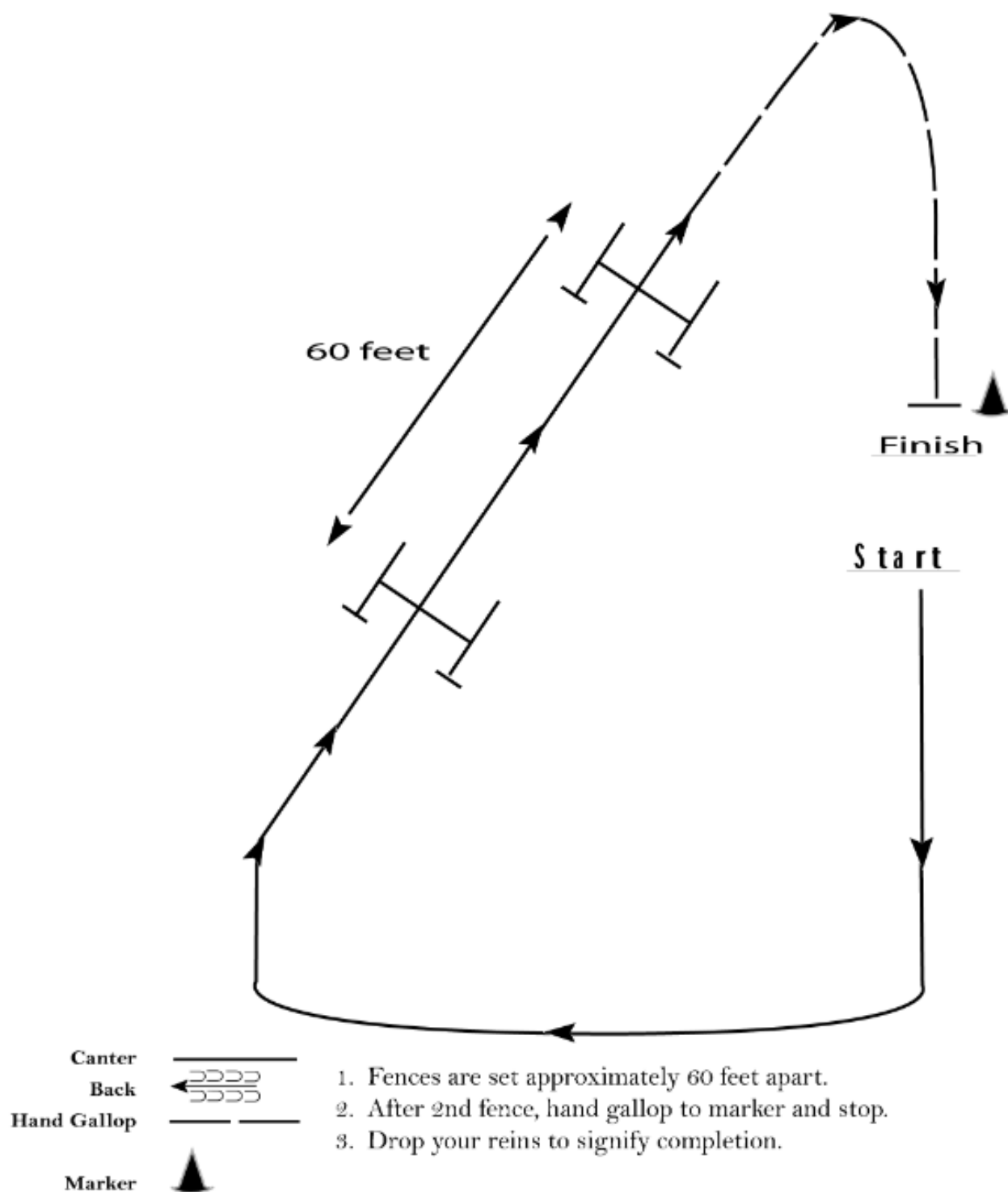
Hunt Seat Equitation / Youth & Amateur

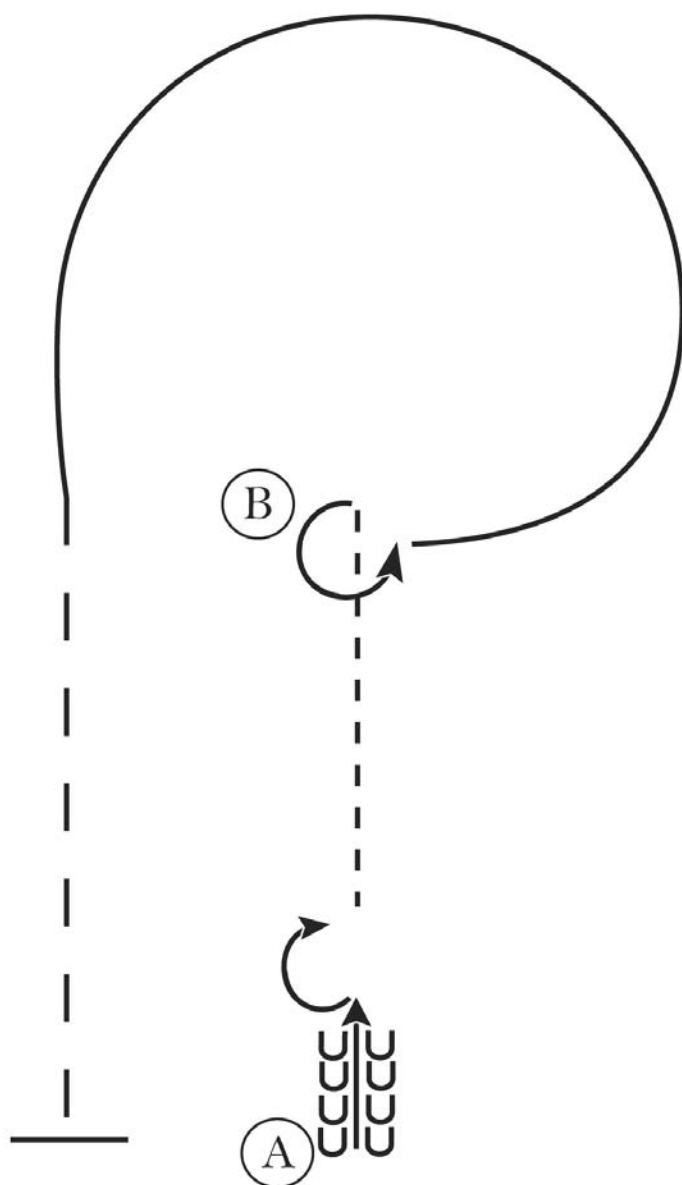


Walk Sitting Trot - - - Trot — — — Canter ——— Hand Gallop ——— Back ||||| Lead Change))

1. Start at A.
2. Walk, trot.
3. Counter canter left lead, stop.
4. Back.
5. Canter left lead, change leads (simple or flying).
6. Canter right lead, hand gallop.
7. Sitting trot, trot.
8. Stop, execute $\frac{3}{4}$ turn right on the forehand.
9. Walk to exit.

Hunter Hack / Amateur & Open





1. Back 4 steps at A.
2. Perform a 180 degree turn to the right.
3. Jog to B.
4. At B perform a 270 degree turn to the left .
5. Lope a circle around B on the left lead.
6. At B extend the jog to A.
7. At A stop.

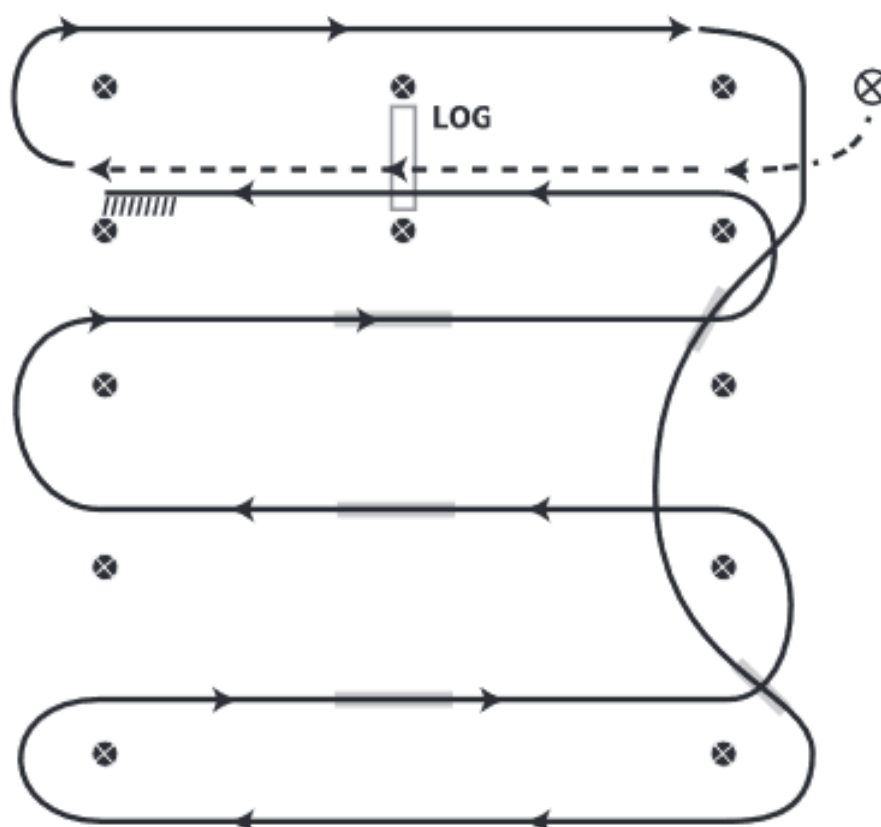
Walk	
Jog	-----
Extended Jog	— — — —
Lope	————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

- ## Western Horsemanship / Youth & Amateur

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Western Riding / L1 Amateur & L1 Open

GREEN WESTERN RIDING PATTERN 4



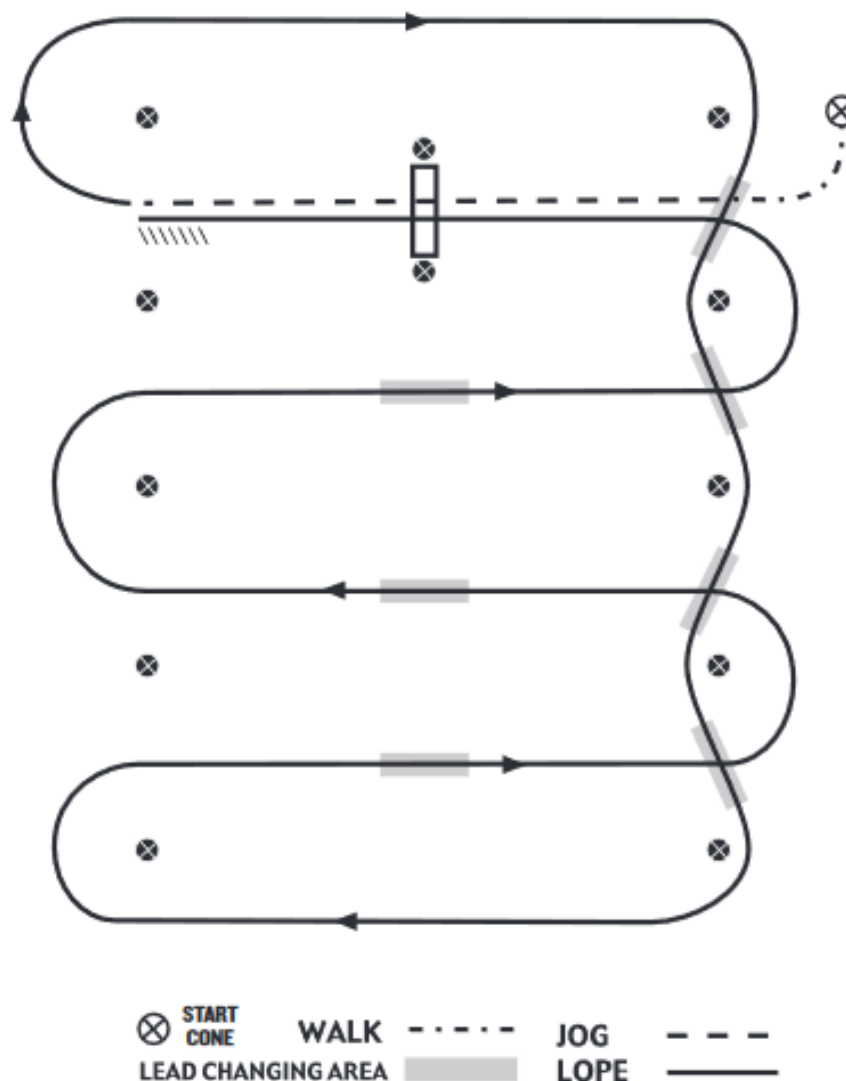
⊗ START CONE WALK - - - - JOG - - - -
 LEAD CHANGING AREA LOPE ———

1. Walk, transition to jog, jog over log
2. Transition to 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

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Western Riding / Youth & Amateur & Open

WESTERN RIDING PATTERN 4



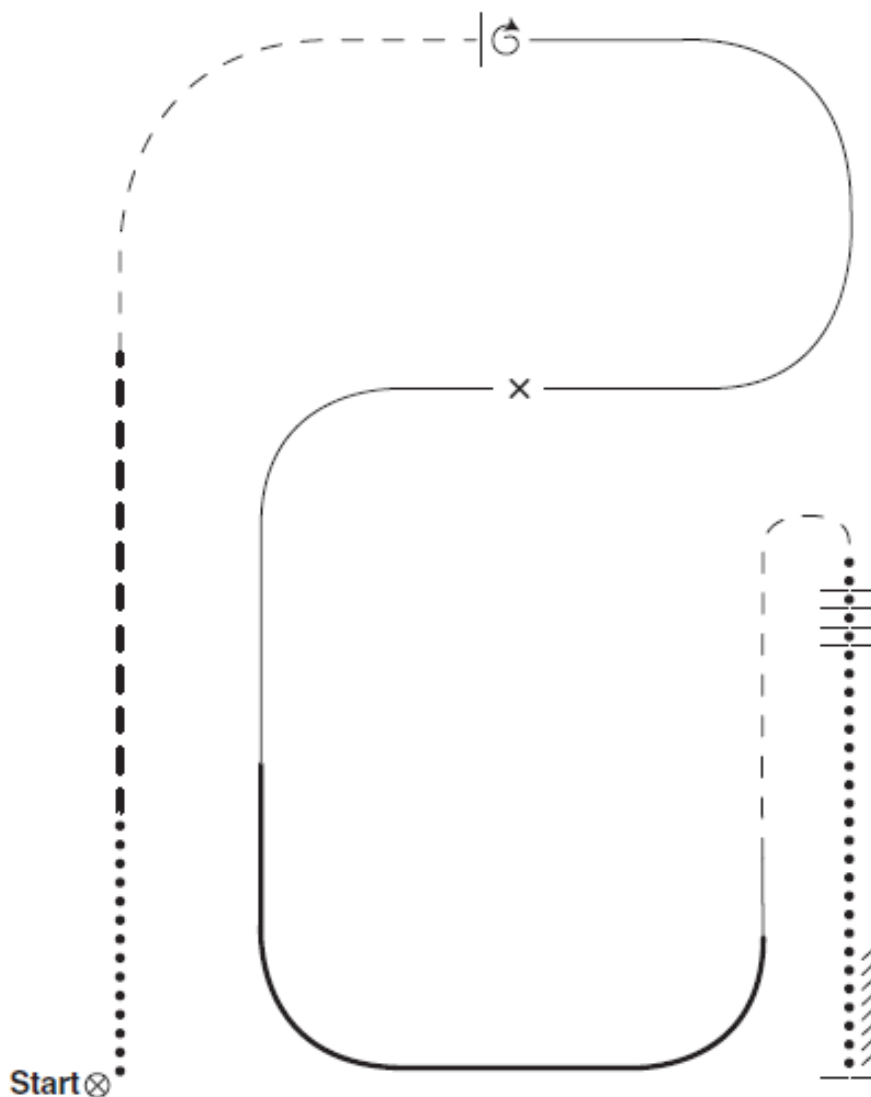
1. Walk, transition to jog, jog over log
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back



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Ranch Riding / L1 Youth & L1 Amateur



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

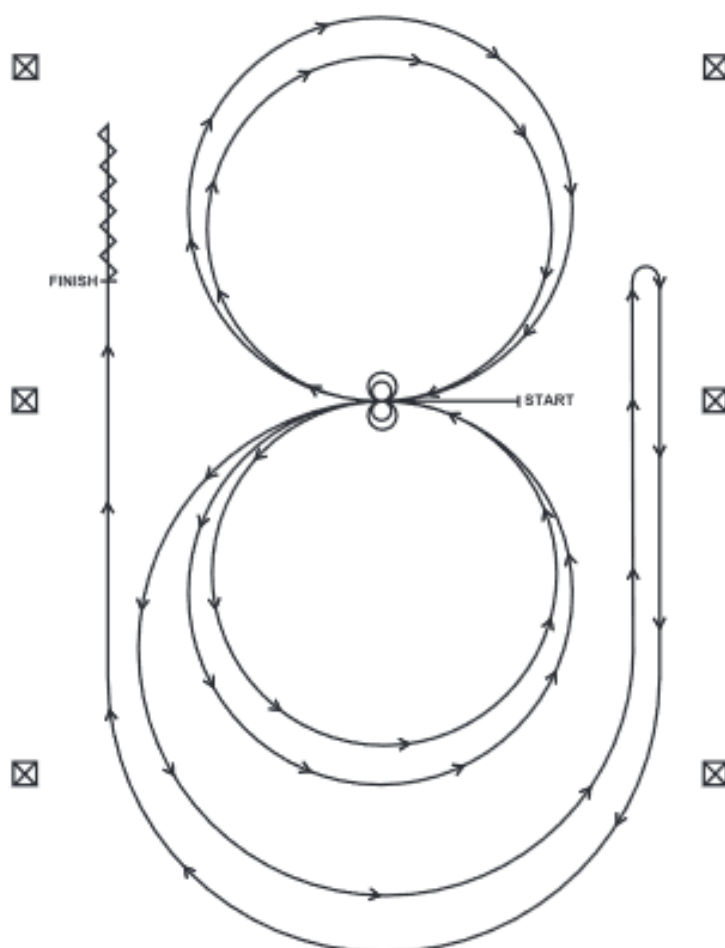


1. Walk
2. Right lead lope
3. Trot
4. Extended trot
5. Stop, 360 left
6. Left lead lope
7. Extended lope
8. Change leads and continue in an extended lope, collect
9. Trot
10. Trot over poles
11. Extended trot
12. Walk
13. Stop and back

Reining / L1 Youth & L1 Amateur

REINING PATTERN 14

Approved only for Level I Youth and Amateur, Youth I3 & Under and EWD
 Jog, Lope Para-reining (Independent)



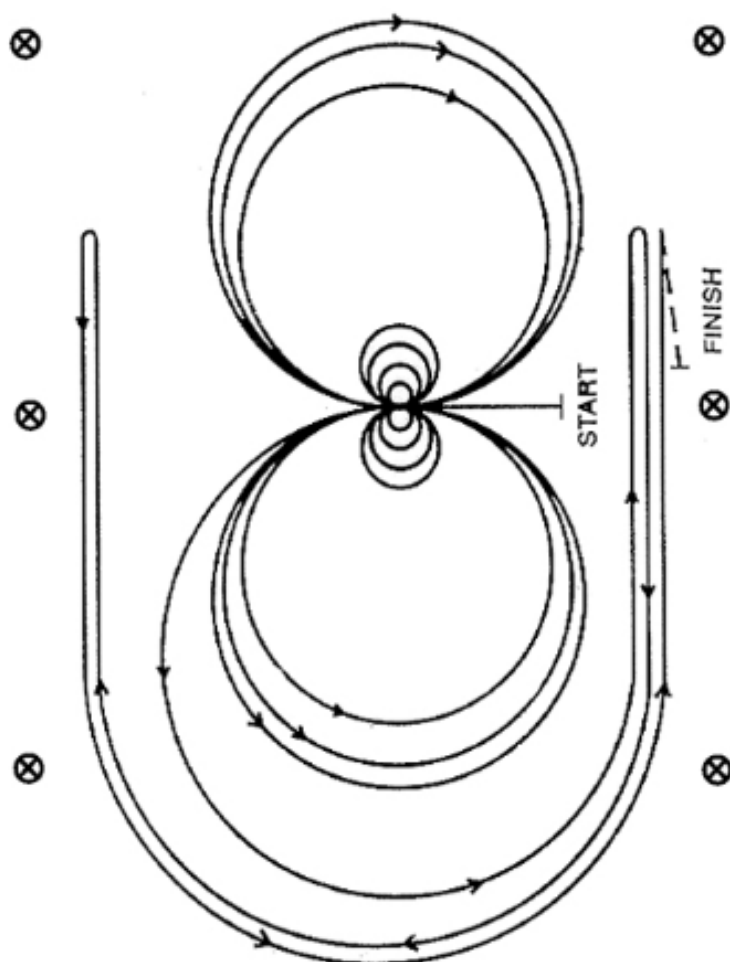
Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Hesitate to show completion of pattern.

Reining / Youth & Amateur & L1 Open & Open

REINING PATTERN 6



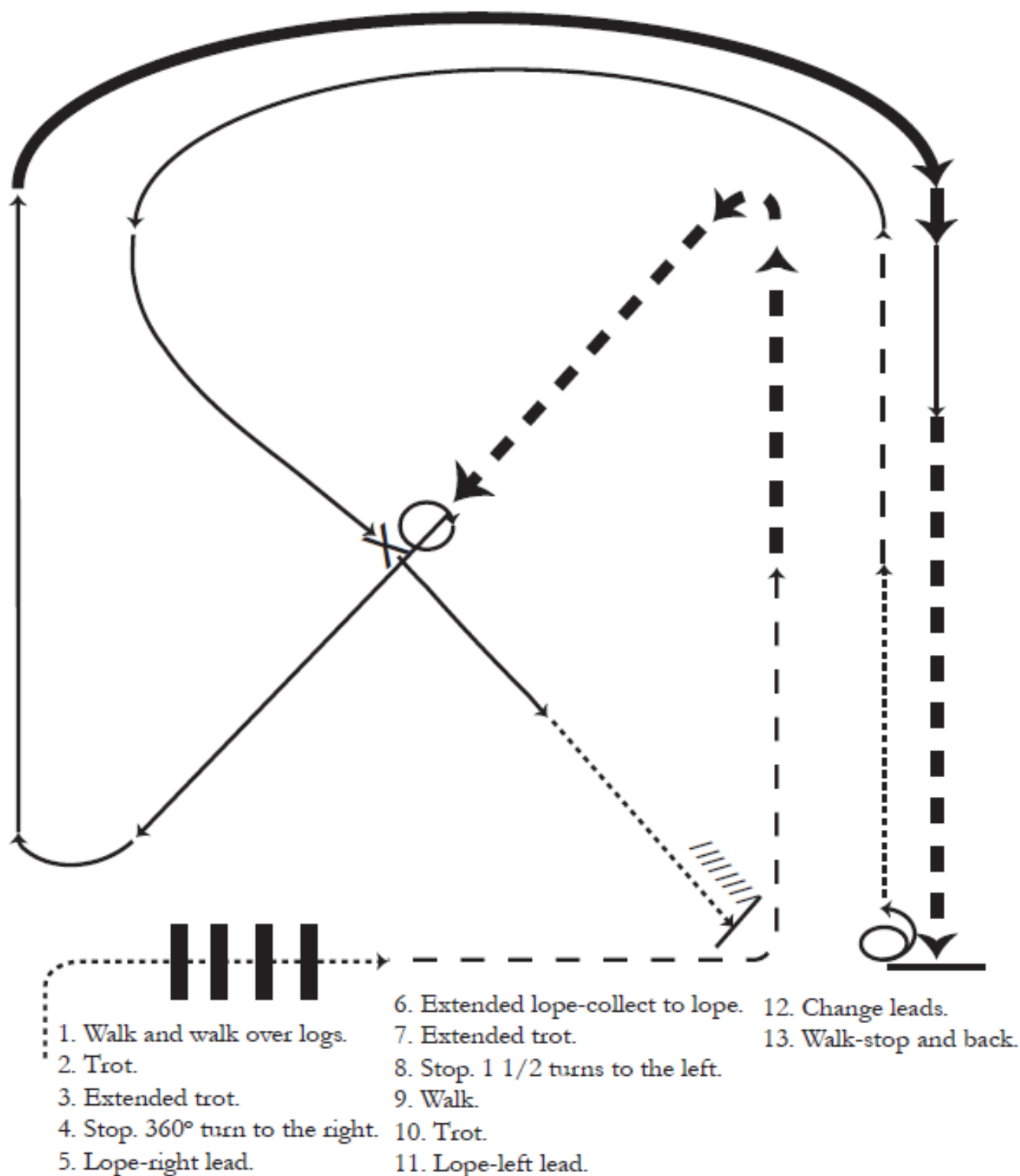
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

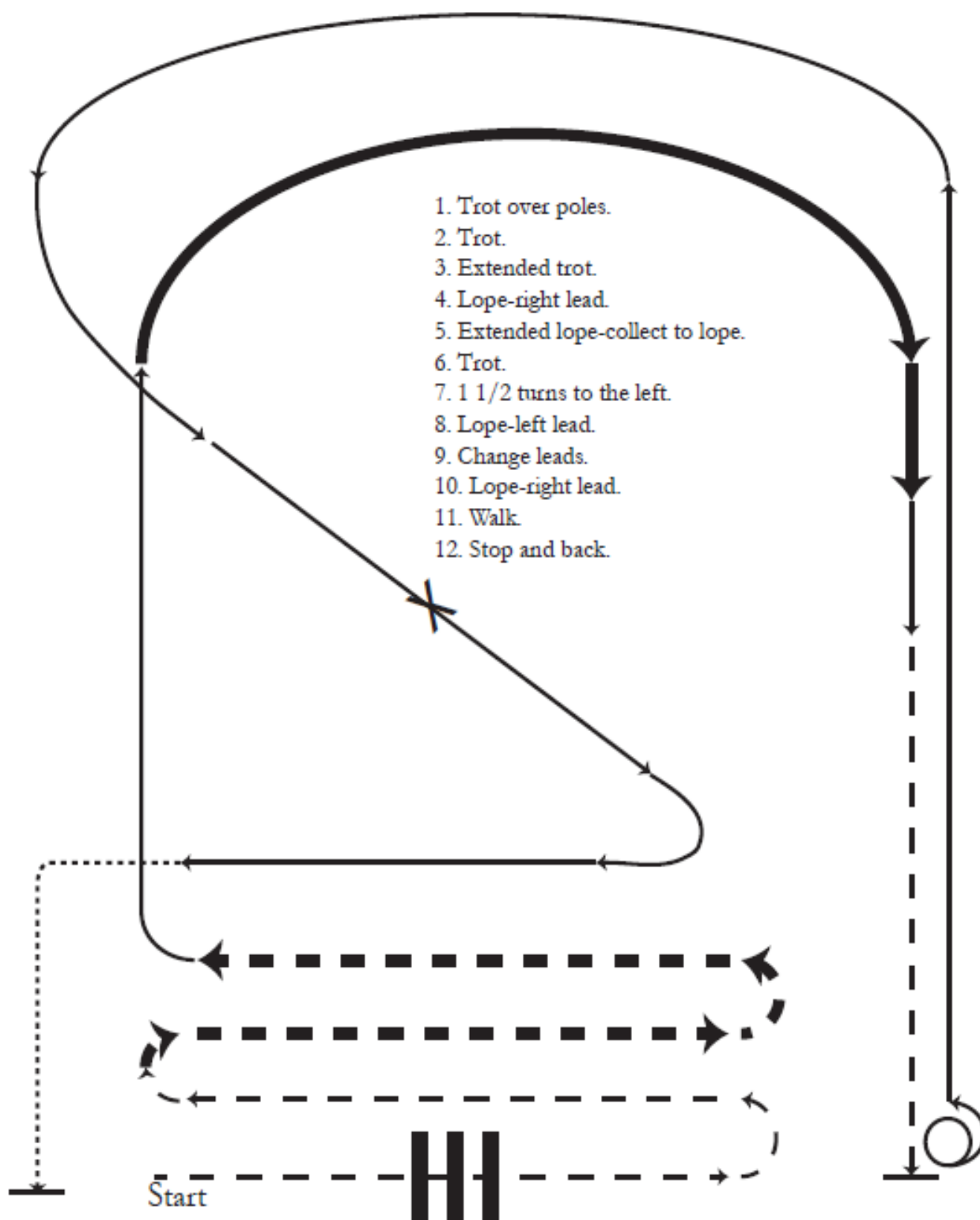
1. Complete four spins to the right.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: 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 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 20 feet (6 meters) 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 20 feet (6 meters) 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

Ranch Riding / L1 Open



Ranch Riding / Open



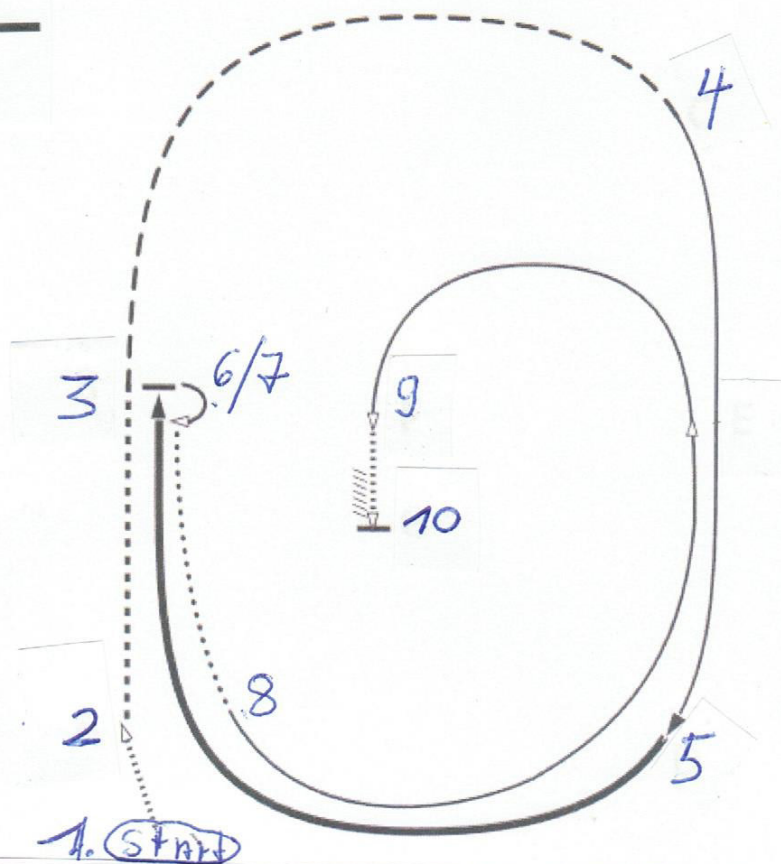


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VRH Ranch Riding / all classes

Walk
 Trot
 Extended Trot - - - - -
 Lope _____
 Extended Lope _____
 Back " " "



1. Schritt von 1 bis 2 – 9,14 Meter (30 ft)
2. Trab von 2 bis 3 – 36,58 Meter (120 ft)
3. Trabverstärkung von 3 bis 4 – 73,15 Meter (240 ft)
4. Rechtsgalopp von 4 bis 5 – 45,72 Meter (150 ft)
5. Galoppverstärkung von 5 bis 6 (– 60,96 Meter (200 ft)
6. Anhalten bei 6, Wendung nach rechts
7. Trab von 7 bis 8 – 36,58 Meter (120 ft)
8. Linksgalopp von 8 bis auf Höhe von 9, wende Richtung Mitte der Bahn ab und verbleibe im Linksgalopp bis 9 – 45,72 Meter (150 ft)
9. Schritt von 9 bis 10 – 9,14 Meter (30 ft)
10. Anhalten bei 10 und circa eine Pferdelänge rückwärtsrichten

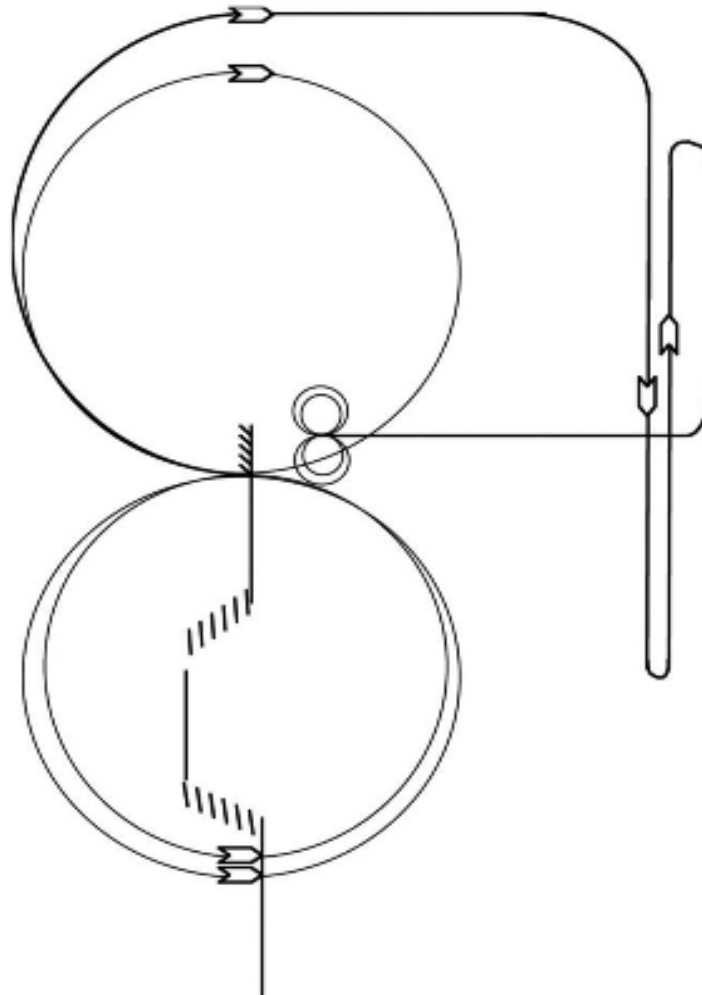


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VRH Ranch Reining / Amateur & Open

VRH Ranch Reining Pattern 6

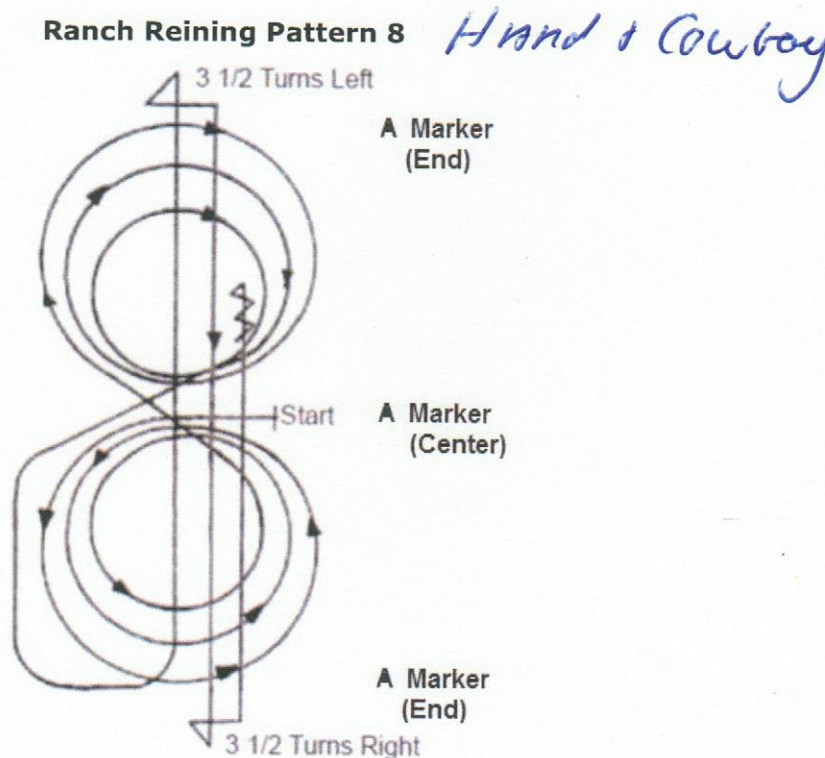


Ride pattern as follows:

1. Enter arena at sitting trot
2. Two-track left, trot straight, then two-track right
[Two-track is moving the horse forward and laterally simultaneously with bit contact. The horse's body is kept pointing straight in the direction indicated with the horse yielding laterally and forward to leg pressure.]
3. Move up to an extended trot
4. Stop and back; make left 90 degree pivot
5. Begin on right lead and lope one fast circle
6. Change leads; lope two fast circles to left
7. Change leads; lope, beginning a second right circle
8. Continue circle to wall and lope down wall
9. Make left roll back using wall as assistance
10. Lope straight down wall; Make right roll back using wall as assistance
11. Lope to middle of arena; stop
12. Make two spins each direction
13. Exit arena at a trot

* Two-track = Traversale

SRHA Ranch Reining Ranch Hand/Cowboy



PATTERN 8

Im Jog zum "X". Stopp. Beginn der Prüfung mit Sicht auf den Richter.

1. Im Lope (links). 3 Zirkel, beginnend auf die linke Seite. Zweimal schnell und gross - einmal langsam und klein. Galoppwechsel auf "X". *einfach oder Miegend*
2. 3 Zirkel, beginnend auf die rechte Seite. Zweimal schnell und gross - einmal langsam und klein. Galoppwechsel auf "X". *einfach oder Miegend*
3. Der Wand entlang auf den Mittel Run Down. Stopp nach dem Endmarker.
4. 3 1/2 Spins auf die linke Seite.
5. Mittel Run Down. Stopp nach dem Endmarker.
6. 3 1/2 Spins auf die rechte Seite.
7. Zurück bis nach dem Mittelmarker. Stopp.
8. Back-up mindestens 3.05 m (10 feet). Verharren. Ende der Prüfung.

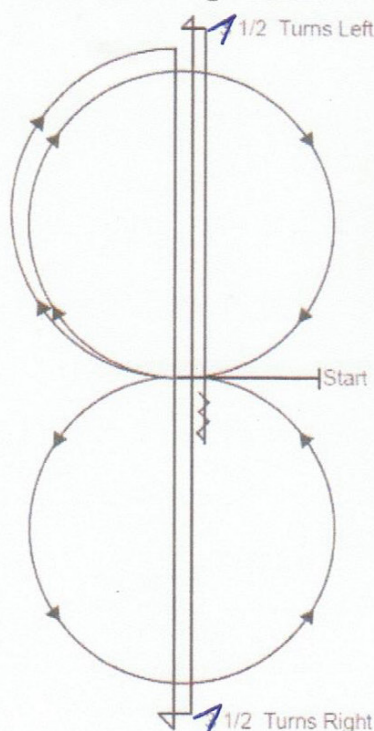
SRHA Ranch Reining Greenhorn

SRHA-Regelbuch 2014 www.srha.ch 26

SRHA

Ranch Reining Pattern 6

Greenhorn



PATTERN 6

Im Jog zum "X". Stopp. Beginn der Prüfung mit Sicht auf den Richter.

1. Im Lope (rechts). Ein Zirkel auf rechte Seite. Galoppwechsel auf "X". *einfach oder fliegend*
2. Ein Zirkel auf linke Seite. Galoppwechsel auf "X". *einfach oder fliegend*
3. Halber Zirkel bis Ende der Arena. Mittel Run Down über Endmarker. Stopp.
4. $1\frac{1}{2}$ Spins rechts.
5. Mittel Run Down über Endmarker. Stopp.
6. $1\frac{1}{2}$ Spins links.
7. Mittel Run Down über Mittelmarker. Stopp. Back-up mindestens 3.05 m (10 feet). Ende der Prüfung.

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