

Regelbuchpattern

Western Riding:

AQHA Open Green	# 3 Level 1
AQHA Open	# 2
AQHA Amateur	# 2
AQHA Youth	# 2
DQHA Futurity	# 1 Level 1
DQHA Maturity	# 4

Ranch Riding:

AQHA Open	# 5
AQHA Amateur / Youth	# 2
AQHA Open Green / Novice Amateur / Novice Youth	# 3
DQHA Futurity	# 3
DQHA Maturity	# 4

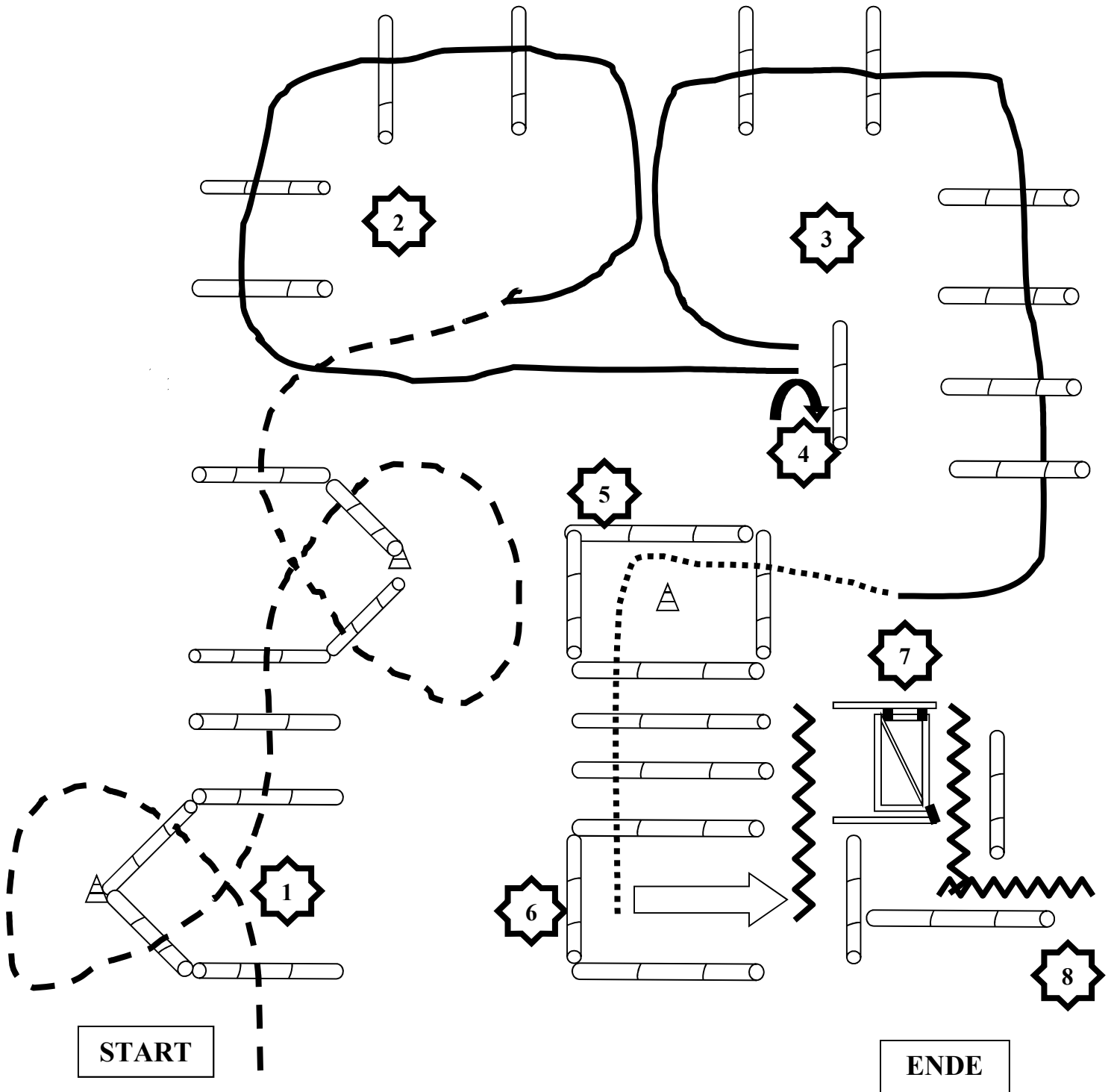
Reining:

NRHA Youth	# 5
NRHA Greener	# 8
NRHA Rookie	# 7
NRHA Non Pro	# 9
NRHA Open	# 1
BCC Open Jackpot	# 4
AQHA Open Green	# 8
AQHA Open Senior	# 10
AQHA Open Junior	# 6
AQHA Novice Amateur / Novice Youth	# 8
AQHA Amateur / Youth	# 2
DQHA Reining Maturity	# 5

Samstag Abendshow beim Winners' Dinner:

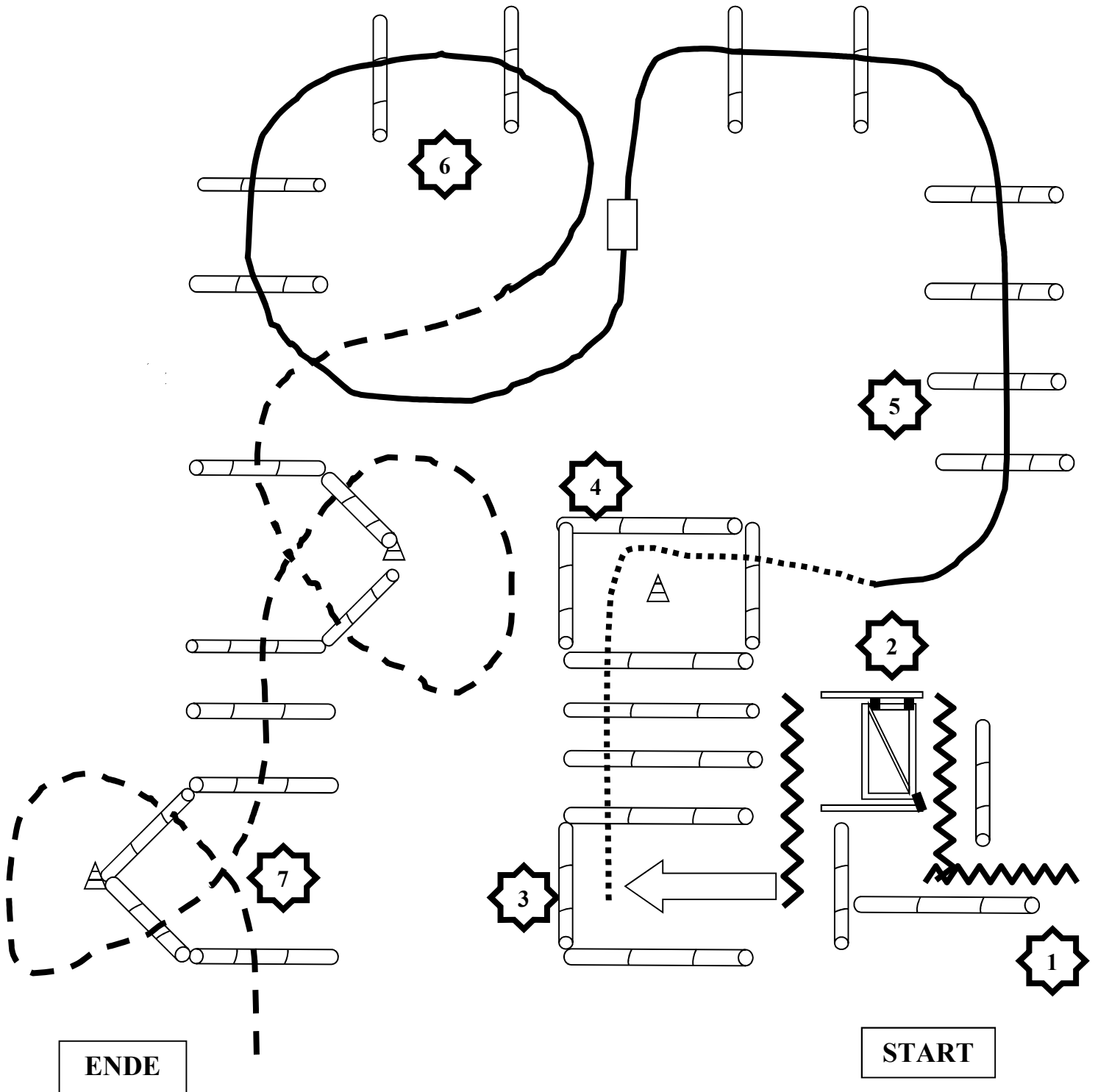
NRHA Bronze Trophy	# 9
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BCC 2017
AQHA Senior Trail und Rasseoffener Trail



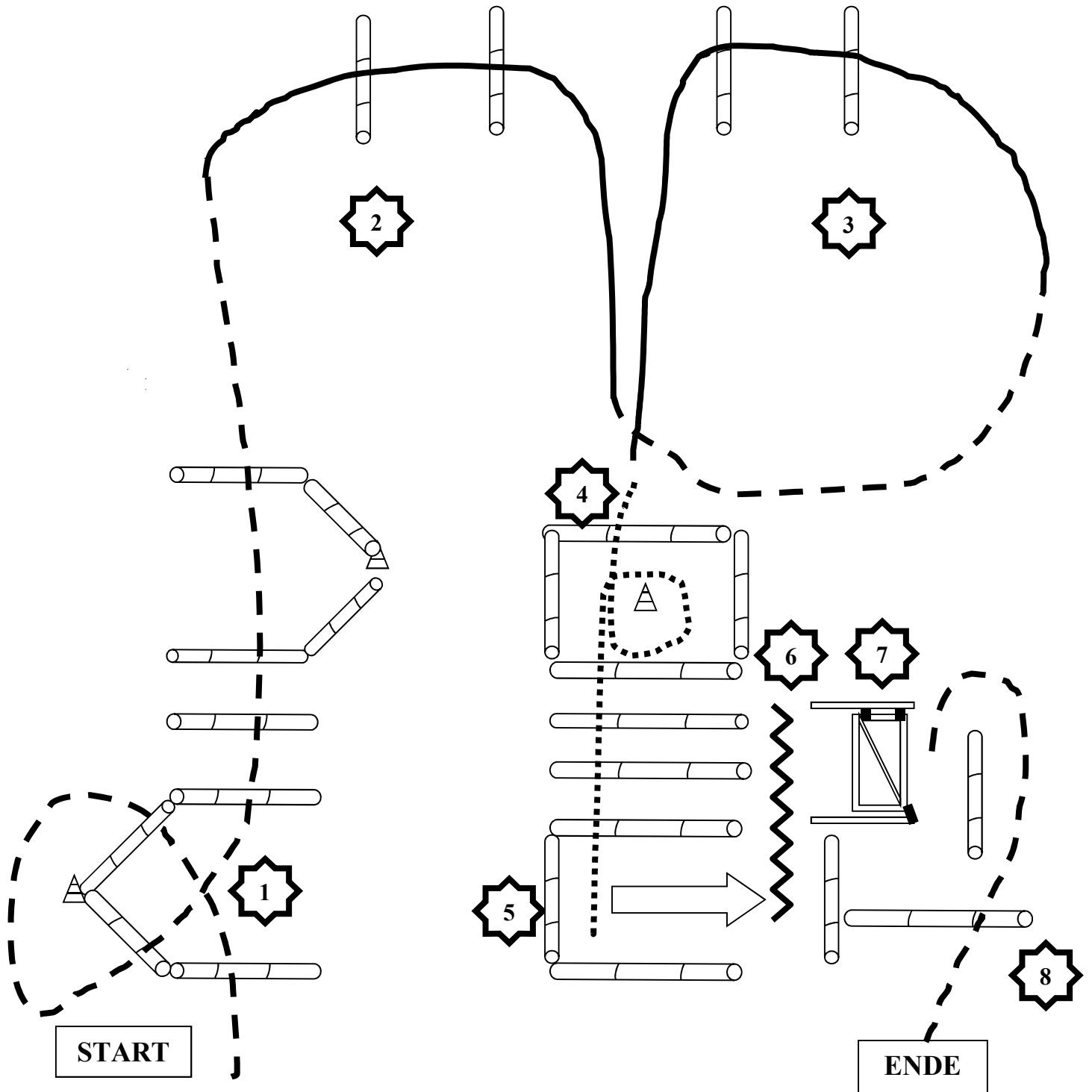
1. Jog over poles
2. Lope over poles
3. Stop in front of the pole, turn right, lope of
4. Lope over poles
5. Walk over poles
6. Sidepass, back up
7. Gate
8. Back up

BCC 2017
AQHA Trail Amateur, Youth



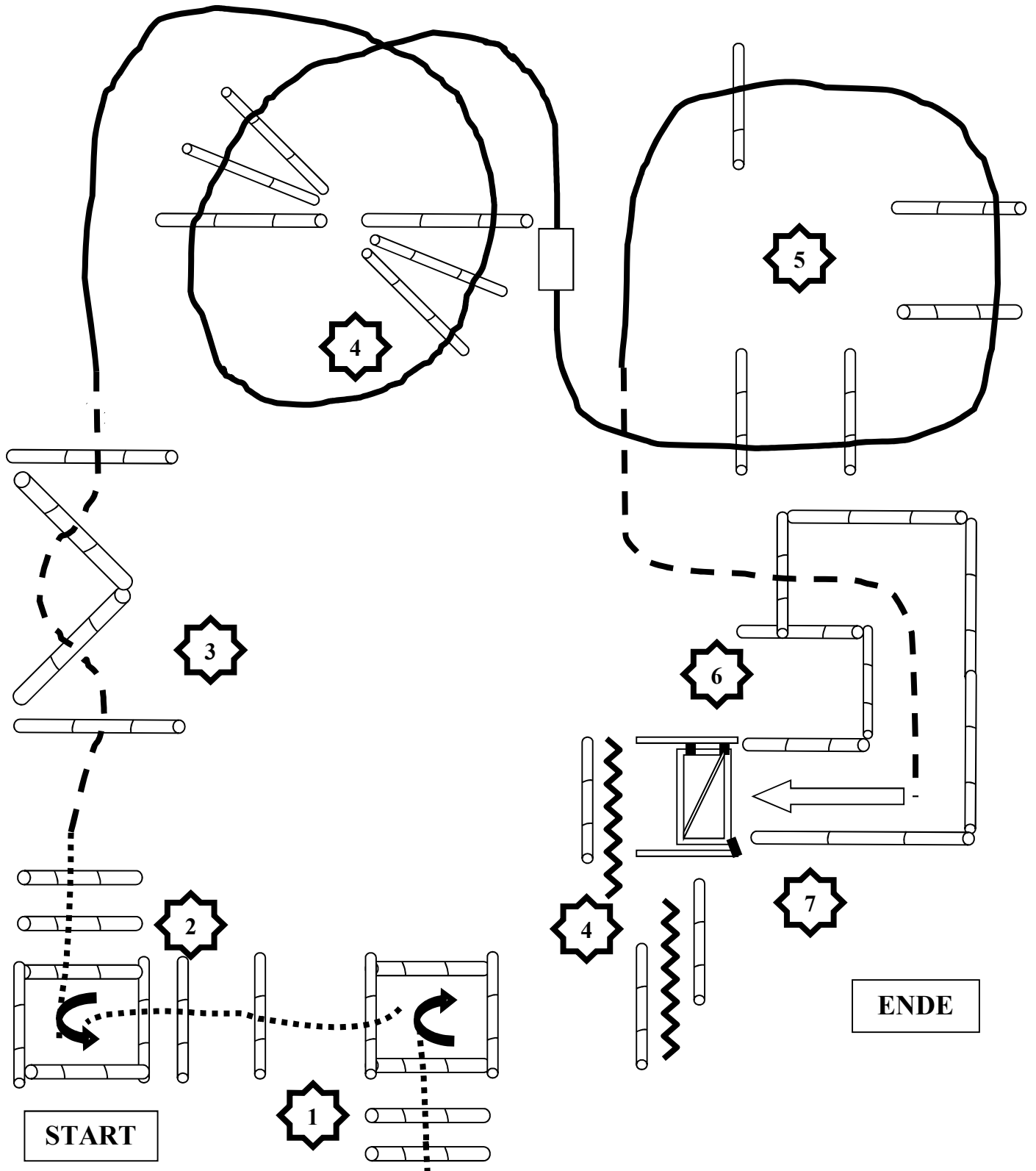
1. Back up
2. Gate
3. Back up Sidepass
4. Walk over Poles
5. Lope over Poles, Lead change
6. Lope over Poles
7. Jog over Poles

BCC 2017
AQHA Novice Youth, Amateur, Open Junior, Open Green Trail



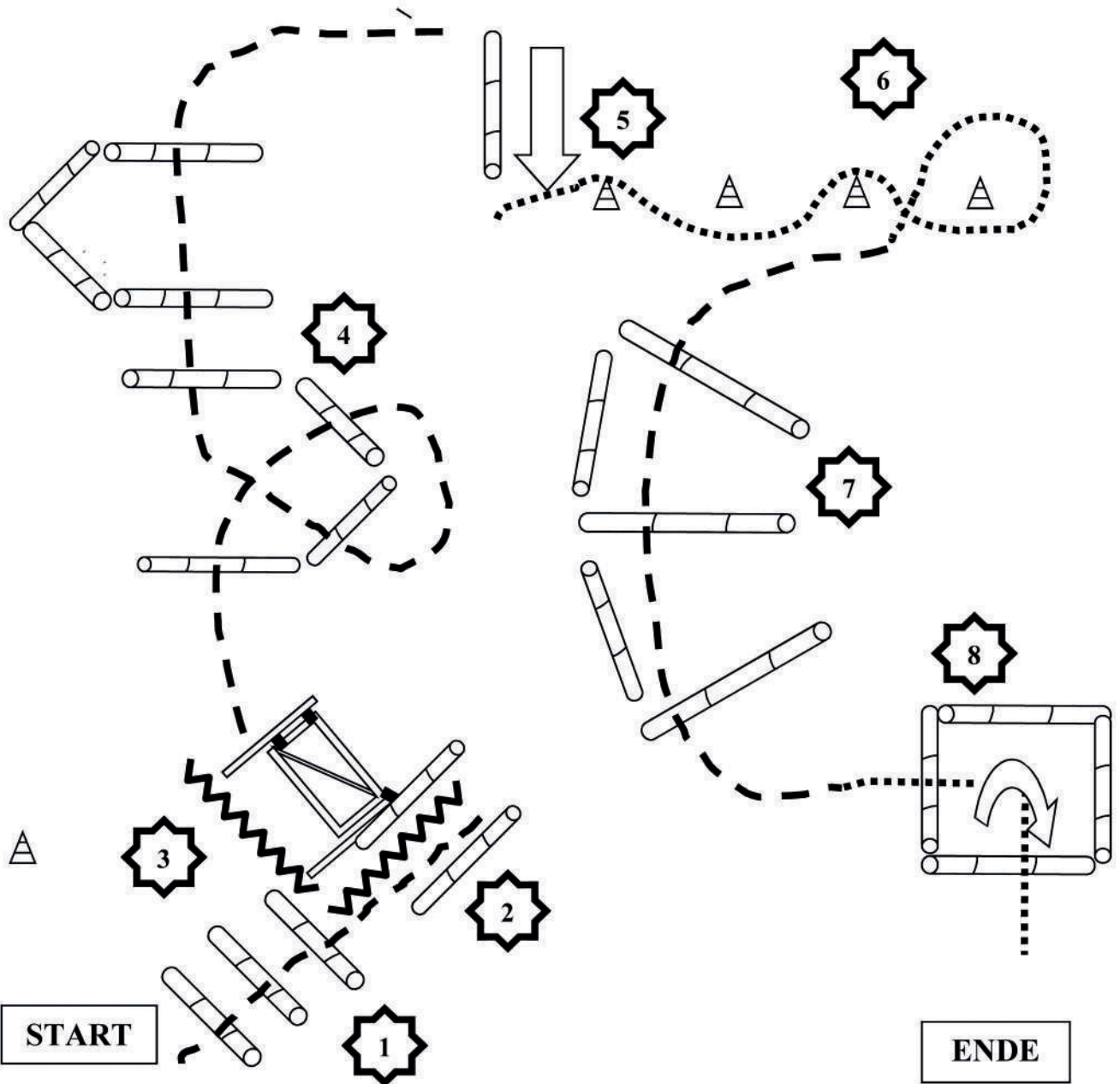
1. Jog over poles
2. Lope over poles
3. Jog, lope over poles
4. Walk over pole, around cone, over poles
5. Sidepass
6. Back up
7. Gate
8. Jog over pole

BCC 2017
Engel & Völkers Trail Cup (Abendshow)



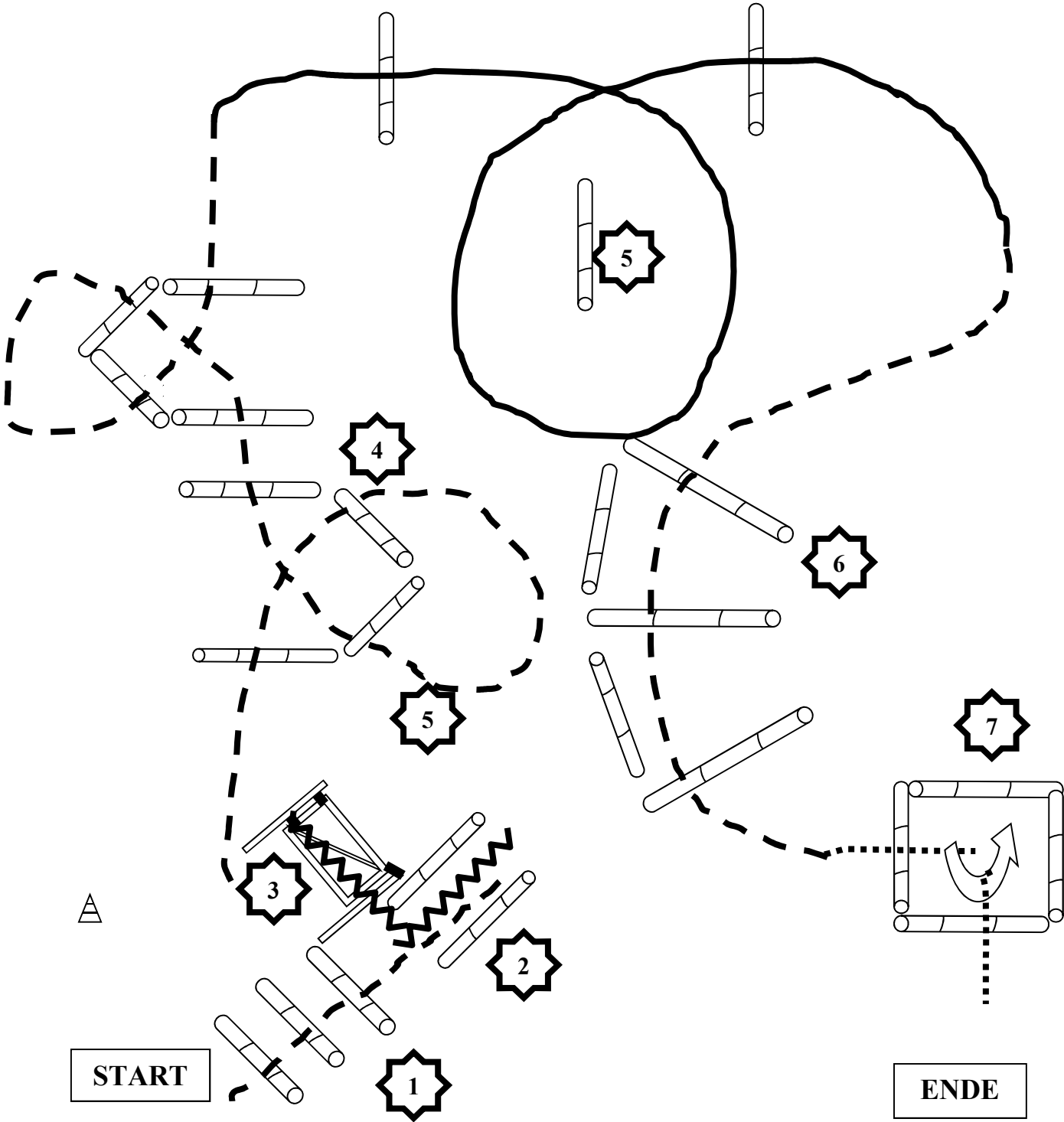
1. Walk over poles into Box, turn 45° left, walk out
2. Walk over poles into Box, turn 45° right, walk out
3. Jog over poles
4. Lope over poles, lead change
5. Lope over Poles
6. Jog over pole into chute
7. Sidepass, Gate
8. Back up

BCC 2017
DQHA Futurity, Maturity und Rasseoffener Trail In Hand



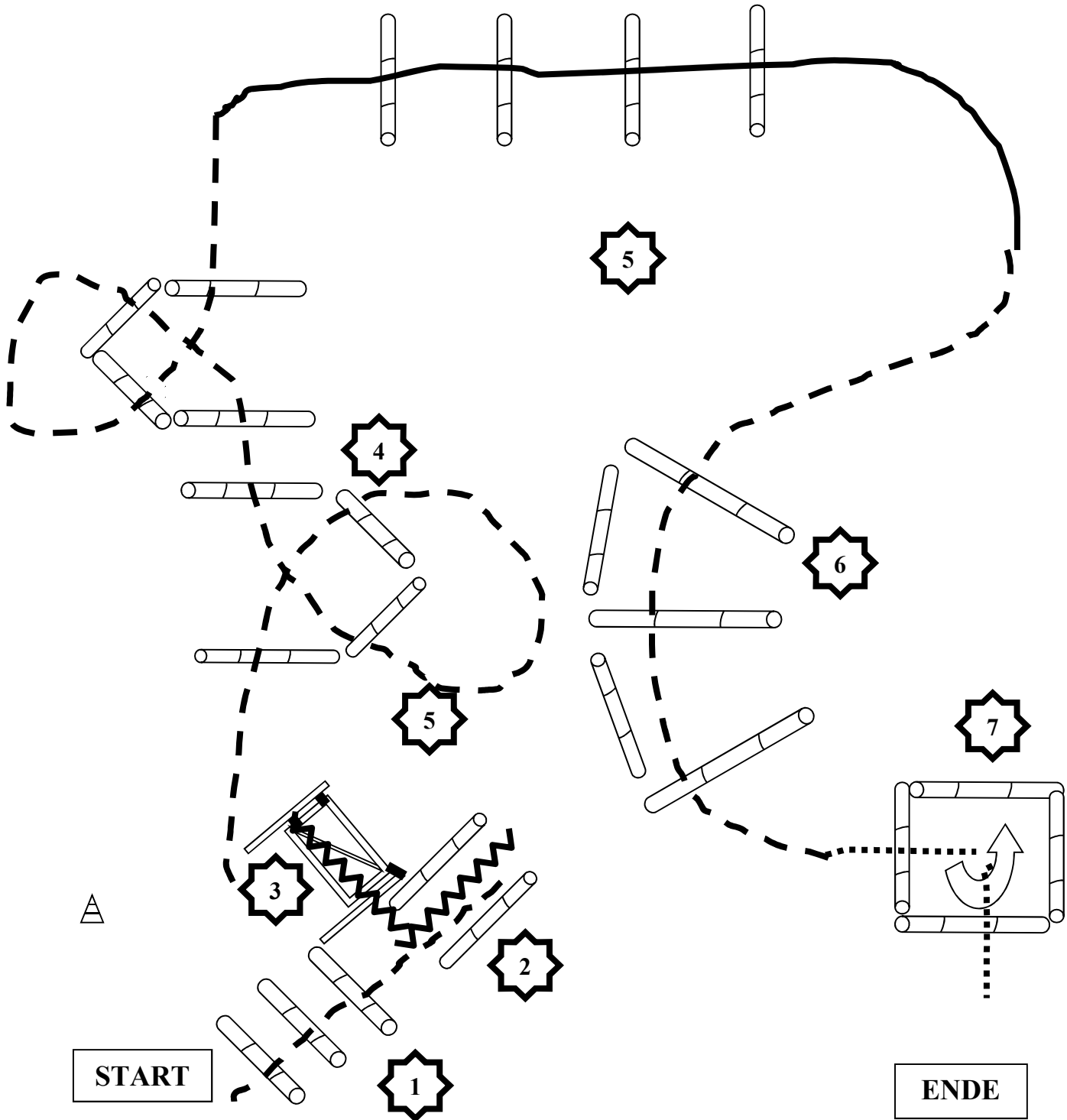
1. Jog over poles into Chute
2. Back up to Gate
3. Gate, left Hand
4. Jog over Poles
5. Sidepass
6. Walk Slalom
7. Jog over Poles
8. Walk in Box, Turn 45° right, Walk out

BCC 2017 DQHA Futurity Trail



1. Jog over poles into Chute
2. Back up to Gate
3. Gate, right Hand
4. Jog over Poles
5. Lope over Poles
6. Jog over Poles
7. Walk in Box, Turn 270° left, Walk out

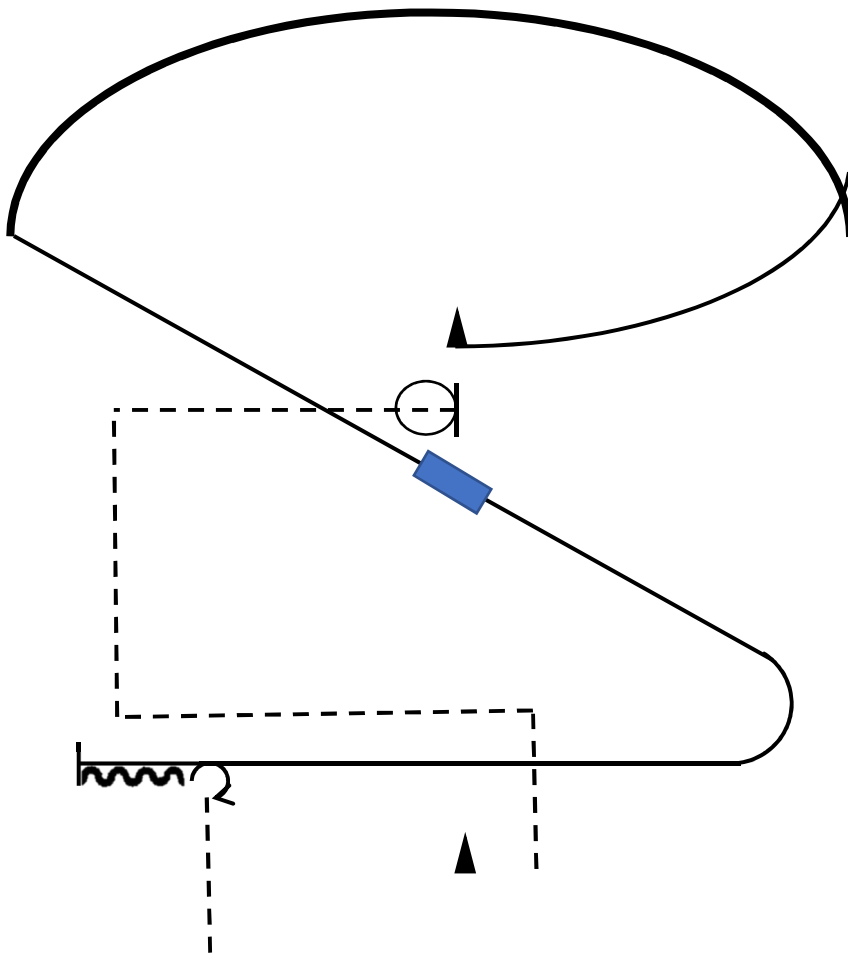
BCC 2017 DQHA Maturity Trail



1. Jog over poles into Chute
2. Back up to Gate
3. Gate right Hand
4. Jog over Poles
5. Lope over Poles
6. Jog over Poles
7. Walk in Box, Turn 270° left, Walk out

BCC 2017

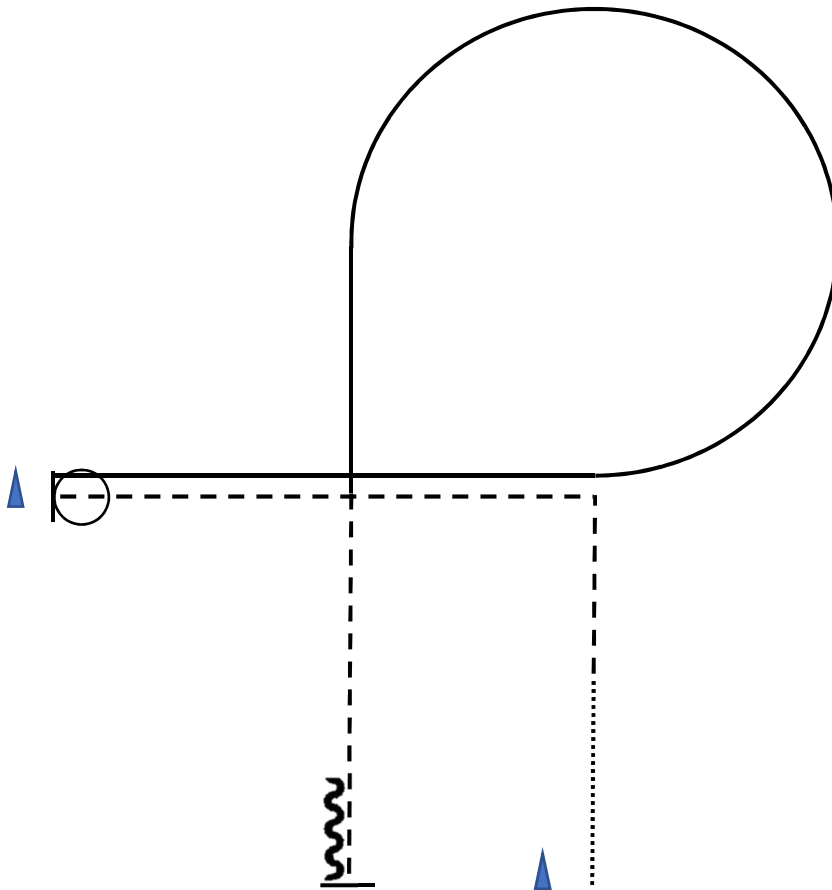
HMS AQHA Amateur + Youth + Rasseoffen



- 1) Be ready at A
- 2) Jog corners
- 3) Stop and perform a 360° turn to the left
- 4) Lope a quarter circle on the left lead
- 5) Extended Lope for a half circle
- 6) Collect the Lope
- 7) Change leads between the cone, Lope right lead around the corner
- 8) Stop, back up one horse length
- 9) Turn 270° and jog out

BCC 2017

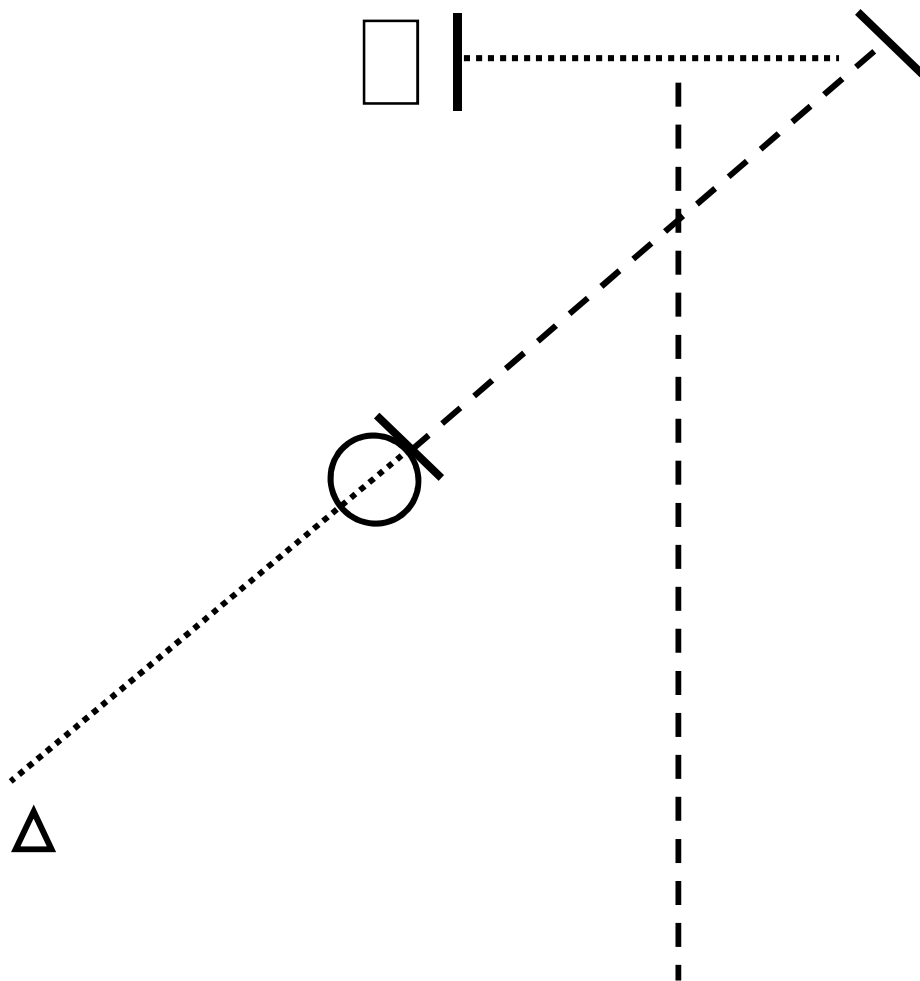
HMS Novice Youth / Novice Amateur



- 1) Be ready at A
- 2) Walk half way, Jog corner
- 3) Stop and perform a 540° turn to the left
- 4) Lope off left lead and perform a $\frac{3}{4}$ circle
- 5) Lope straight down the arena and break to a jog as shown
- 6) Stop at A and back up 6 steps

BCC 2017

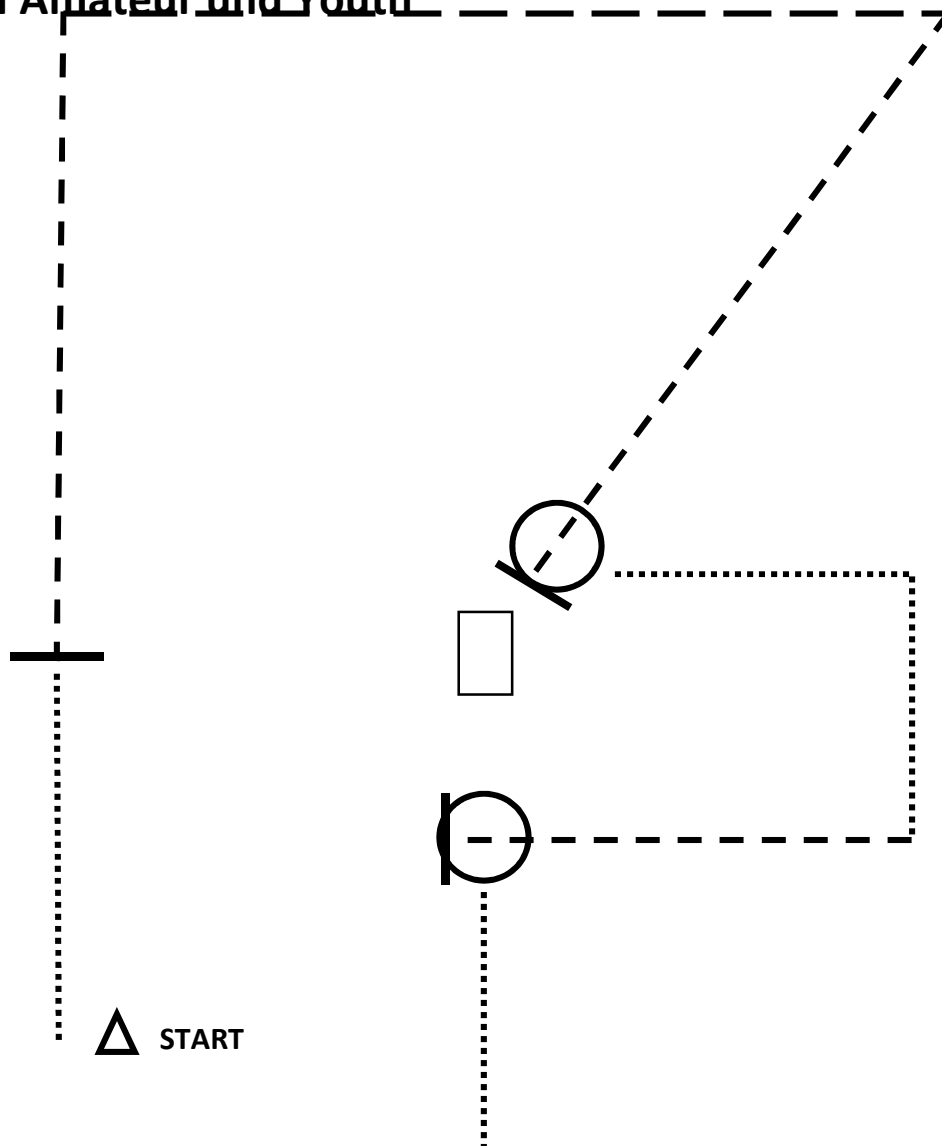
SSH Novice Amateur und Novice Youth



- 1) Be ready at A
- 2) Walk until even with Judge, stop, perform a 360° turn
- 3) Jog until even with Judge, stop
- 4) perform a 225° turn
- 5) Walk until Judge, stop, Set up for Inspection
- 6) Back one horse length, stop
- 7) perform a 270° turn and jog out

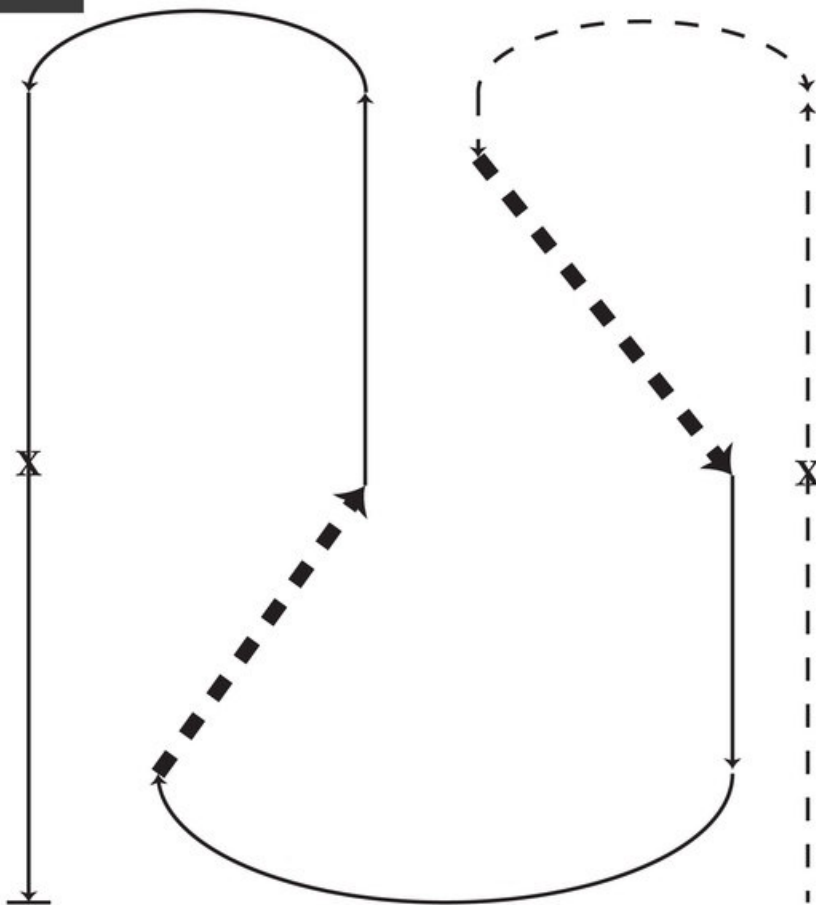
BCC 2017

SSH Amateur und Youth



- 1) Be ready at A
- 2) Walk until even with Judge, back up one horse length
- 3) Jog until first corner
- 4) Extended Jog until second corner
- 5) Jog till Judge, Stop
- 6) Set Up for Inspection
- 7) 585° Turn
- 8) Walk corner
- 9) Jog until even with Judge and perform a 270° Turn,
- 10) Walk out

Hunt Seat Equitation Final



1. Posting trot on left diagonal 1/2 of the line. Change diagonals and continue posting trot around end.
2. Sitting trot, yielding left.
3. Counter canter; sitting trot, yielding right.
4. Counter canter around end and half-way down the long line.
5. Change leads; continue canter; halt.

NOTE: The drawn description of this pattern is only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.

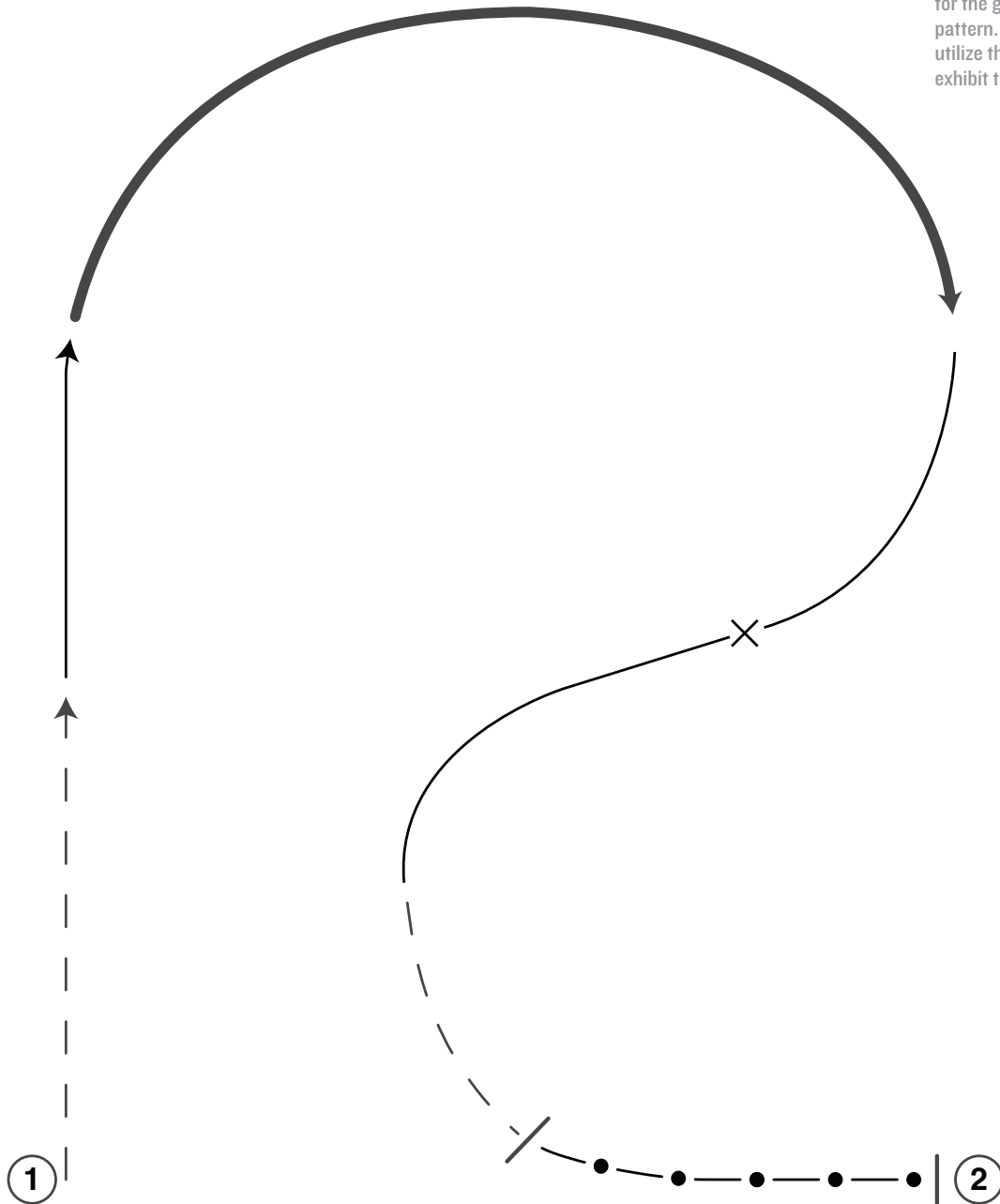


Level I Hunt Seat Equitation

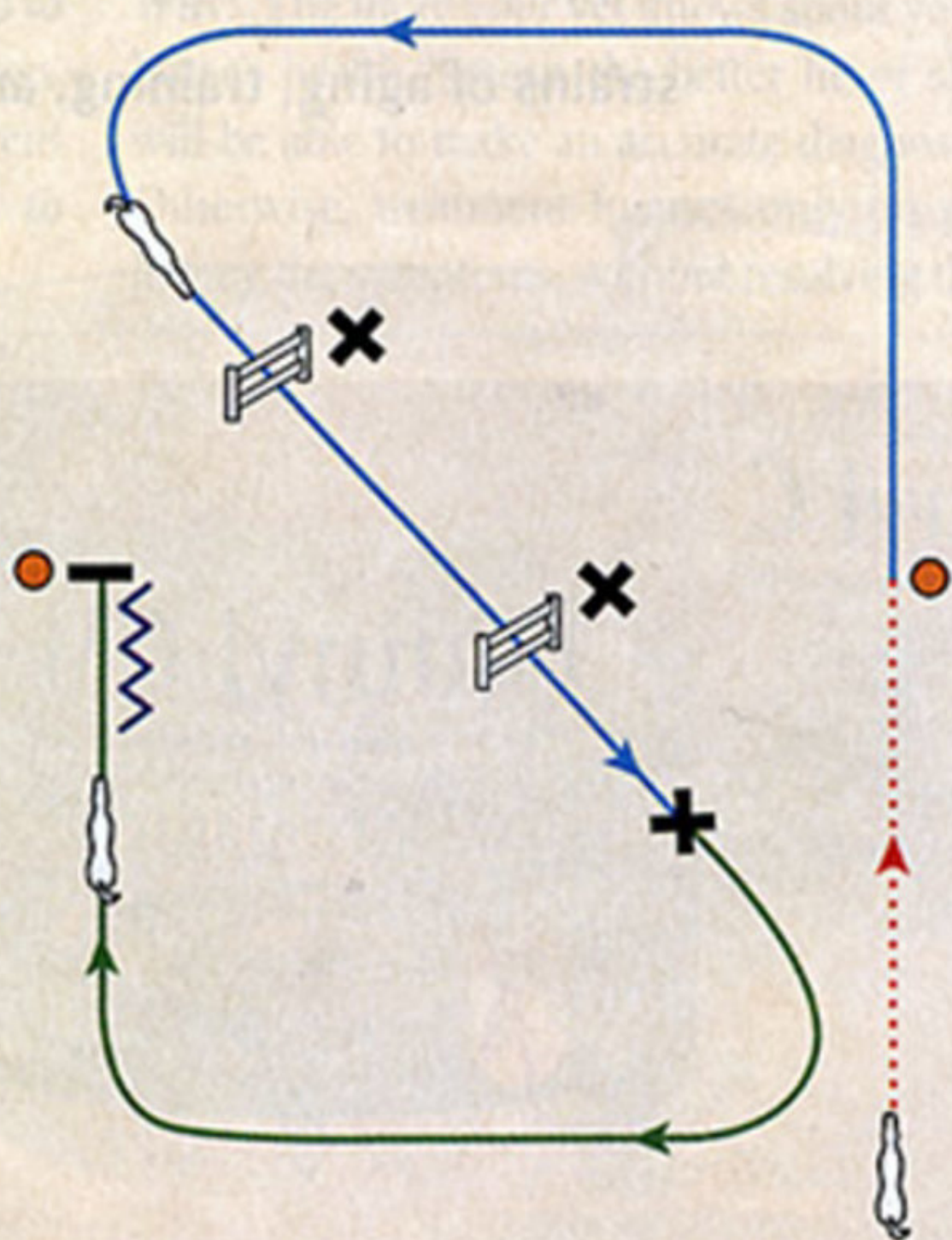
Level I Youth 13 & Under
Level I Youth 14-18

Level I Amateur
Level I Select

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.



1. Posting trot from marker 1 on the left diagonal down the long side
2. Right lead canter
3. Hand gallop around the end before collecting to the canter
4. Simple change of leads and canter $\frac{1}{2}$ way to marker 2
5. Posting trot around the corner right diagonal
6. Sitting trot to marker 2
7. Halt
8. Exit at a walk or trot



Hunter Hack

1. Trot to first marker.
2. At marker, pick up left-lead canter.
3. Cross the first jump. (Do a flying lead change as your horse jumps this fence or the next one, if you desire.)
4. Canter four strides, then cross the second jump.
5. Do a flying lead change, if you haven't done so already, and canter on the right lead to the second marker.
6. Stop at marker, settle for 5 to 10 seconds, then back up.

