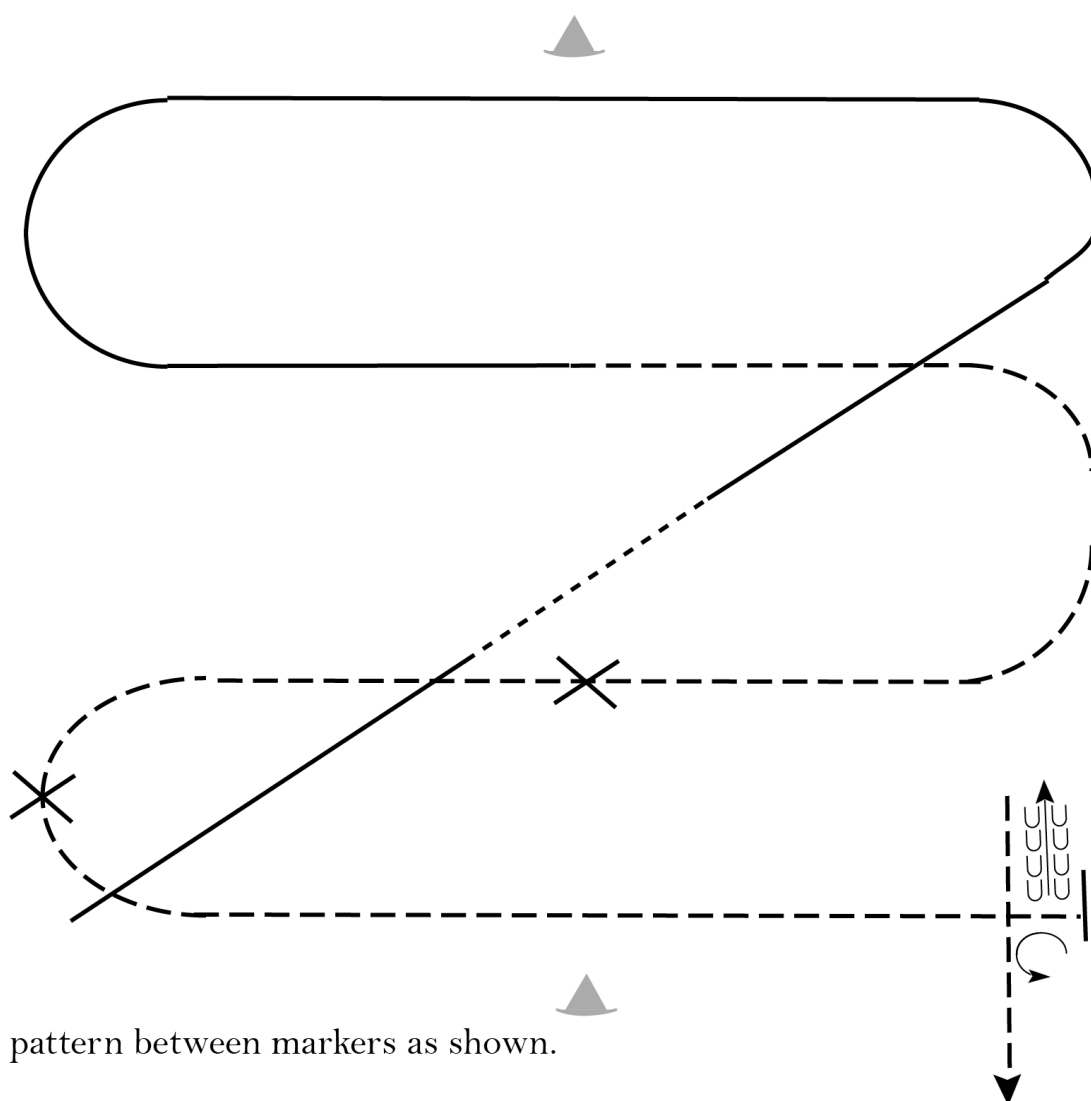


# The Dutch Championship 2019

## Hunt Seat Equitation (L1 Youth, L1 Amateur)



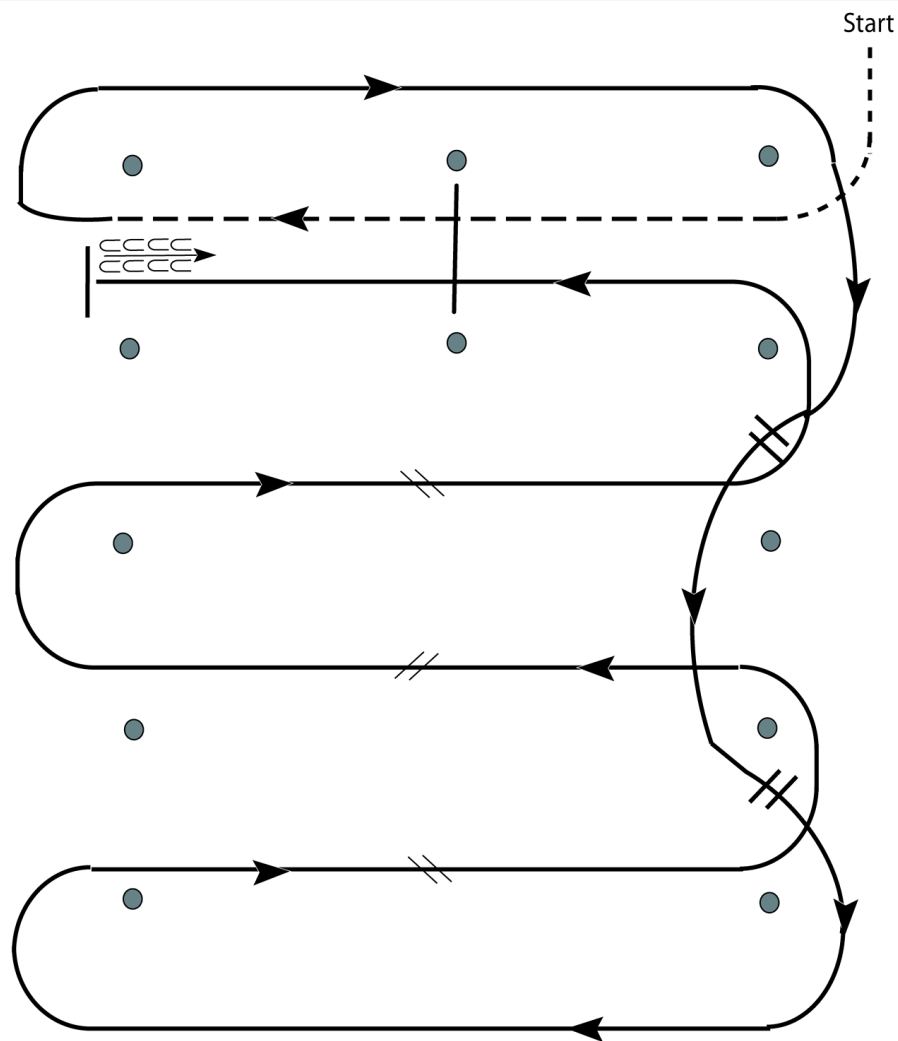
Keep pattern between markers as shown.

1. Canter right lead then walk several strides.
2. Canter left lead around to center of pattern.
3. Posting trot on the left diagonal then sitting trot (at X).
4. Posting trot on the right diagonal (at X).
5. Halt and perform a  $3/4$  turn on the forehand left.
6. Back approximately 2 horse lengths then exit at a trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	— · — · — ·
Leg Yield	
Lead Change	— / —
Back	← ← ← ←
Marker	(B)
Sidepass	← — — — ←
Hand Gallop	— — — —

# The Dutch Championship 2019

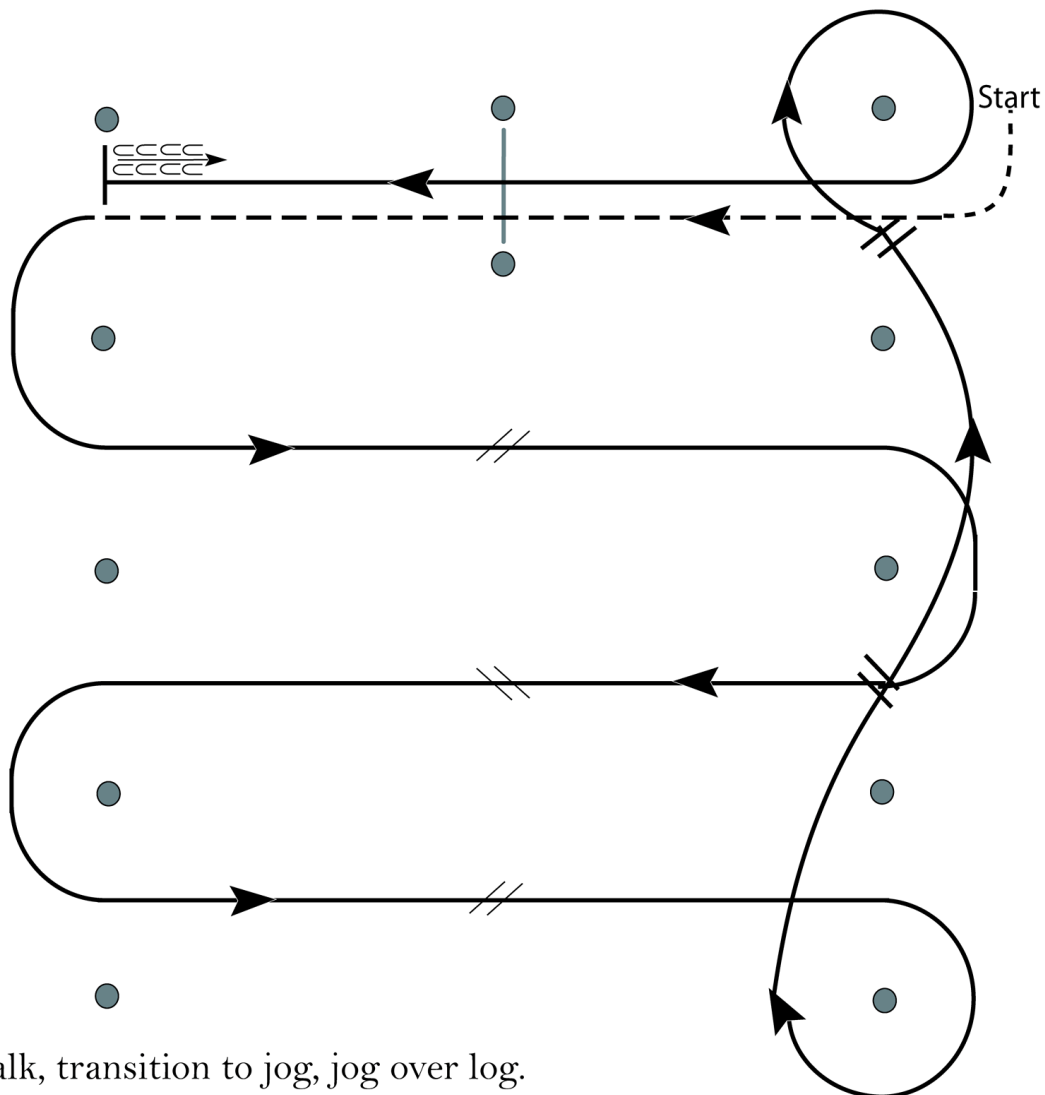
## Western Riding (NQHA, L1 Open)



1. Walk, transition to jog, jog over log.
2. Transition to right lead and 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 and back.

# The Dutch Championship 2019

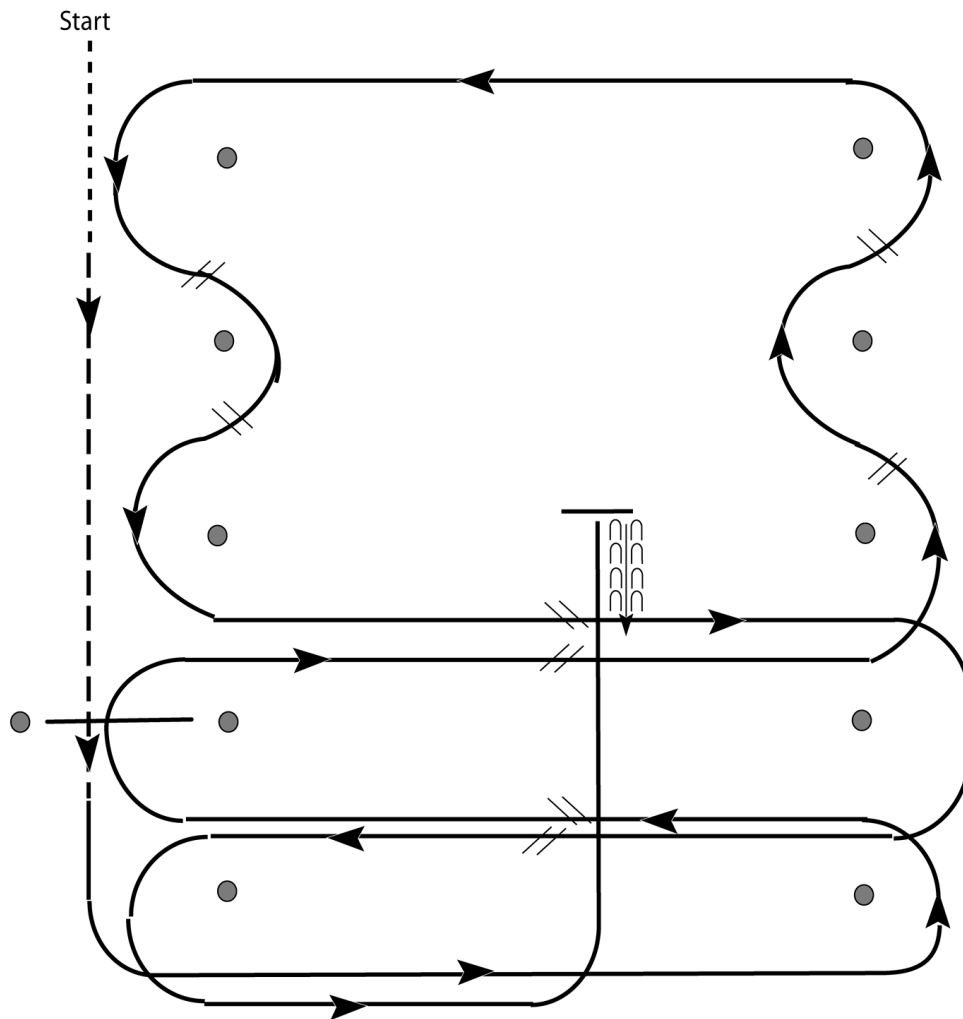
## Western Riding (L1 Youth, L1 Amateur)



1. Walk, transition to jog, jog over log.
2. Transition to left lead lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change and circle.
8. Lope log.
9. Stop and back.

# The Dutch Championship 2019

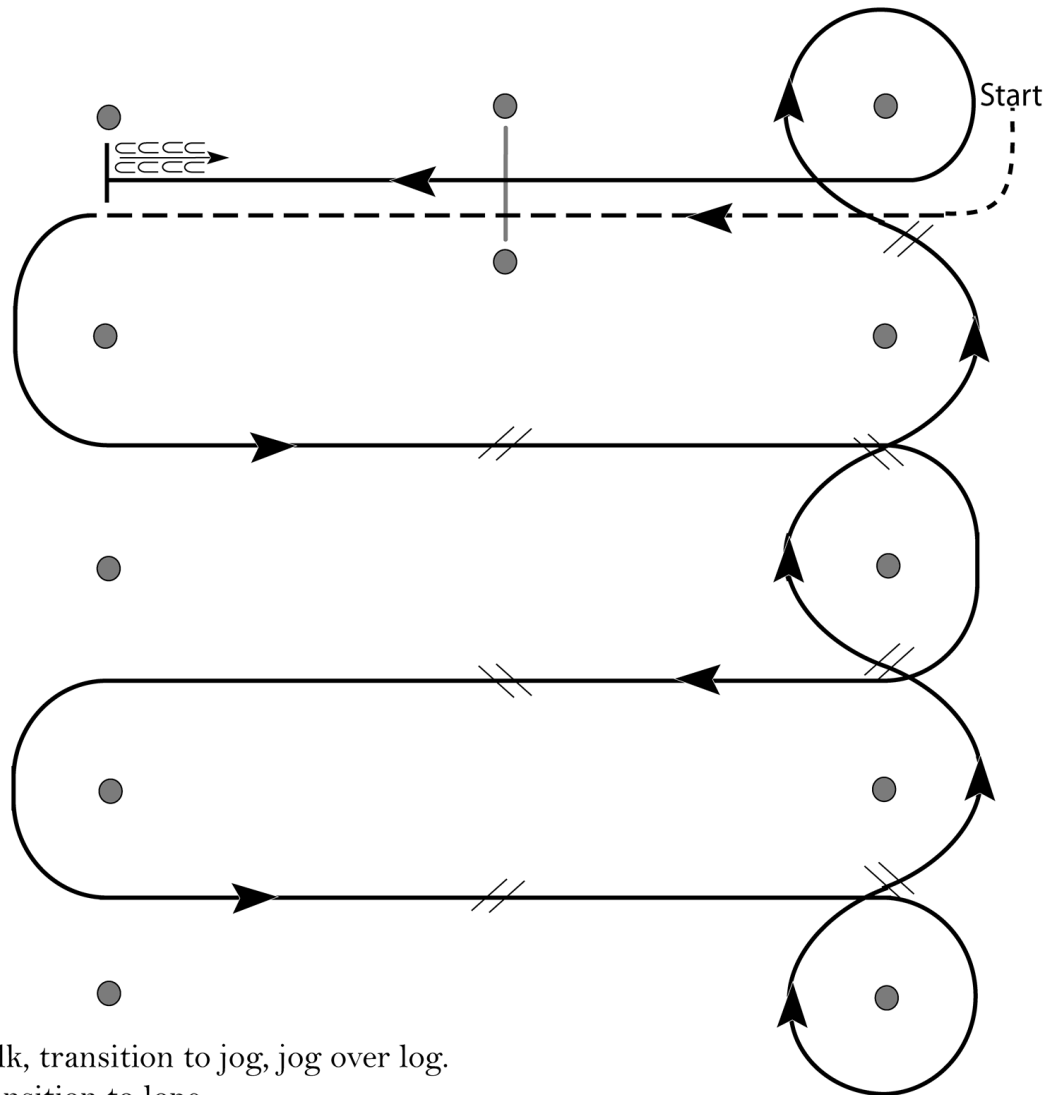
## Western Riding (Amateur)



1. Walk, transition to jog, jog over log.
2. Transition to left.
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 and back.

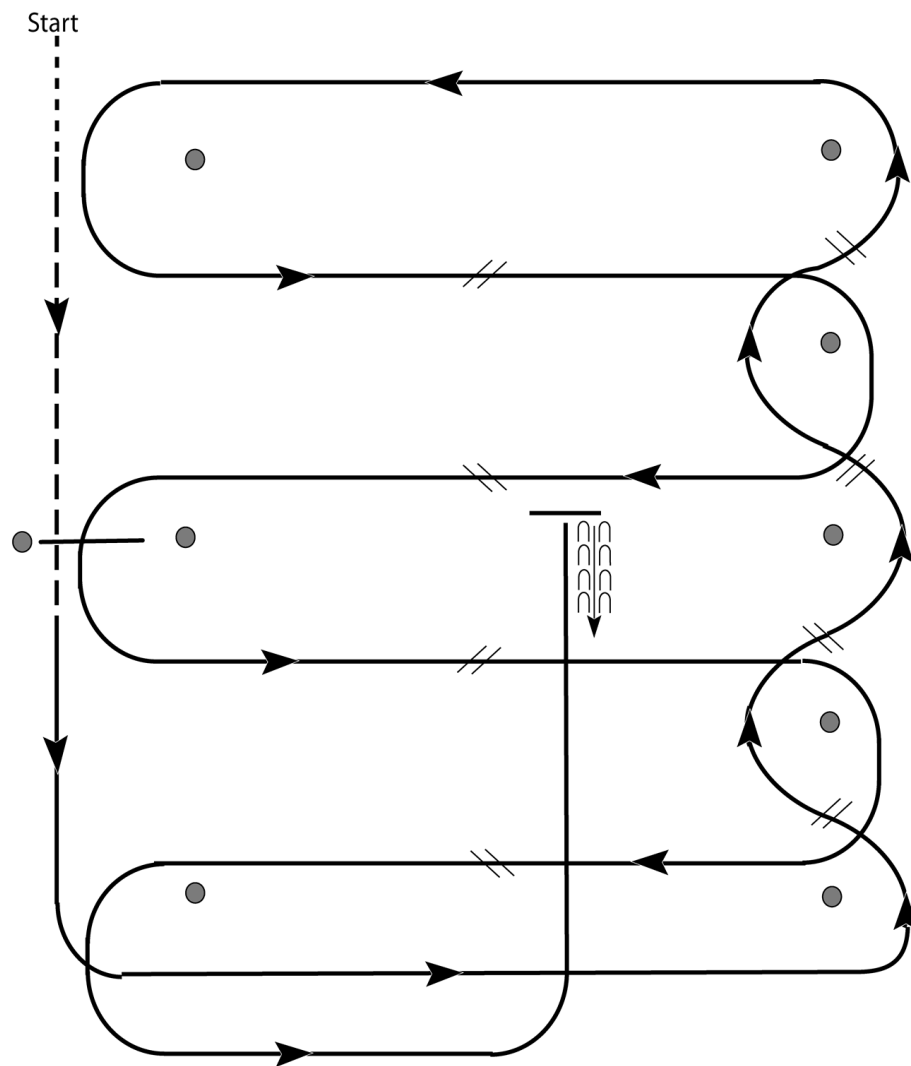
# The Dutch Championship 2019

## Western Riding (Youth)



# The Dutch Championship 2019

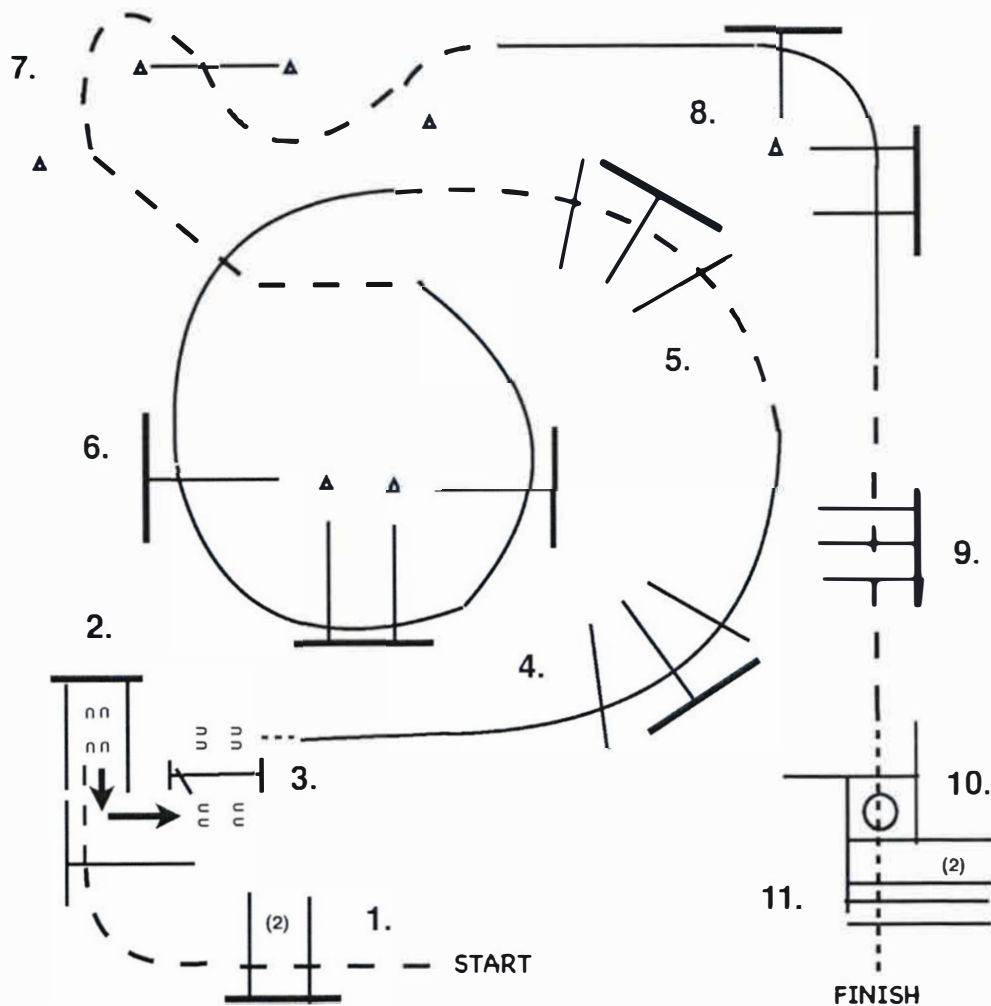
## Western Riding (Open)



1. Walk and jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of the arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.

# The Dutch Championship 2019

## Trail (L1 Open, L1 Youth, L1 Amateur)



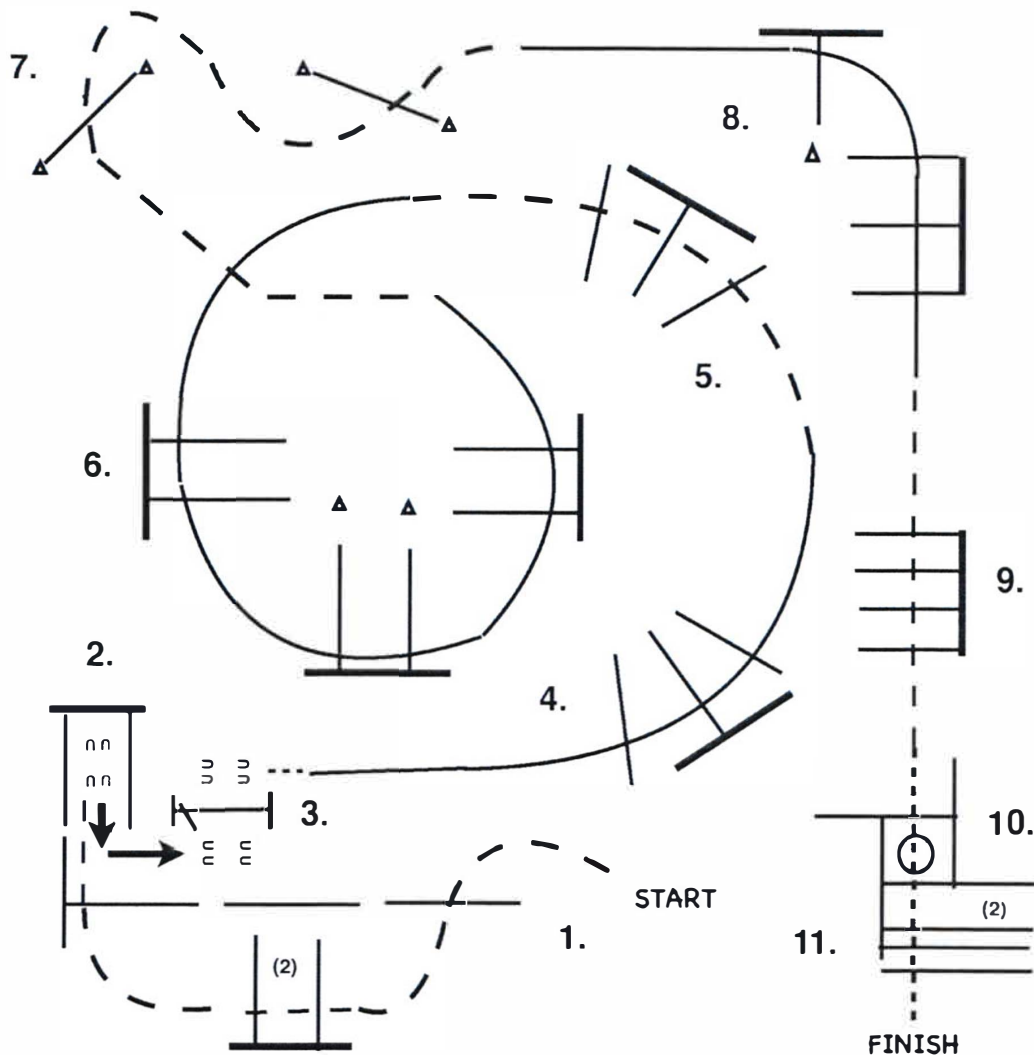
1. JOG OVER POLES, JOG INTO CHUTE.
2. BACK BETWEEN POLES, AND BACK UP TO GATE.
3. GATE: RH OPEN, RIDE THRU AND CLOSE GATE.
4. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (LL).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LL).

7. BREAK TO THE JOG, JOG OVER POLES, JOG AROUND CONES.
8. LOPE OVER POLES (RL).
9. BREAK TO THE JOG, JOG OVER POLES.
10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION. WALK OUT BOX.
11. WALK OVER POLES.

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# The Dutch Championship 2019

## Trail ( Amateur)

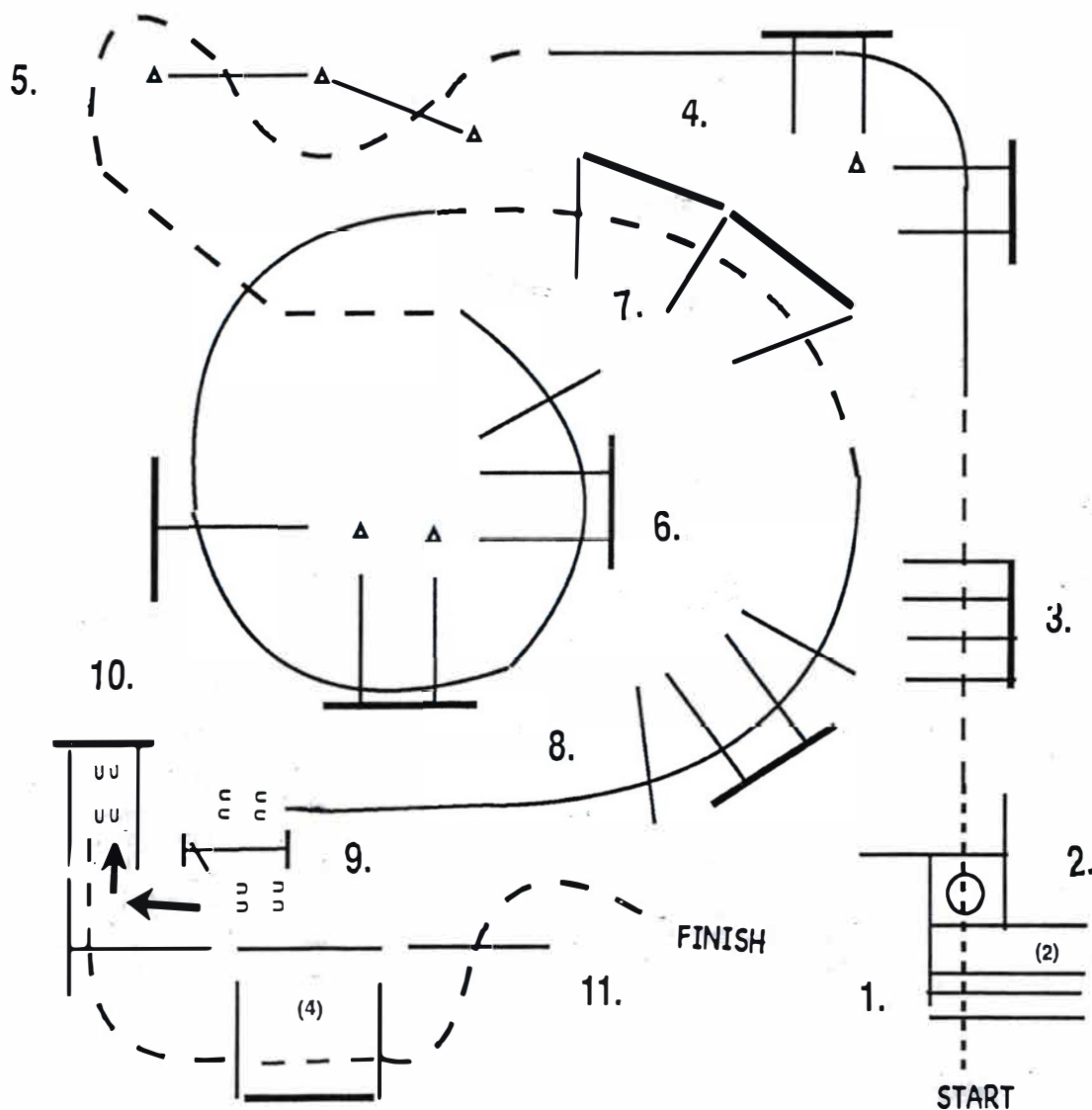


1. JOG OVER POLES, JOG INTO CHUTE.
2. BACK BETWEEN POLES, AND BACK UP TO GATE.
3. GATE: RH OPEN, WALK OVER POLE AND CLOSE GATE.
4. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (LL).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LL).
7. BREAK TO THE JOG, JOG OVER POLES, JOG AROUND CONES.
8. LOPE OVER POLES (RL).
9. BREAK TO THE JOG, JOG OVER POLES.
10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION. WALK OUT BOX.
11. WALK OVER POLES.



# The Dutch Championship 2019

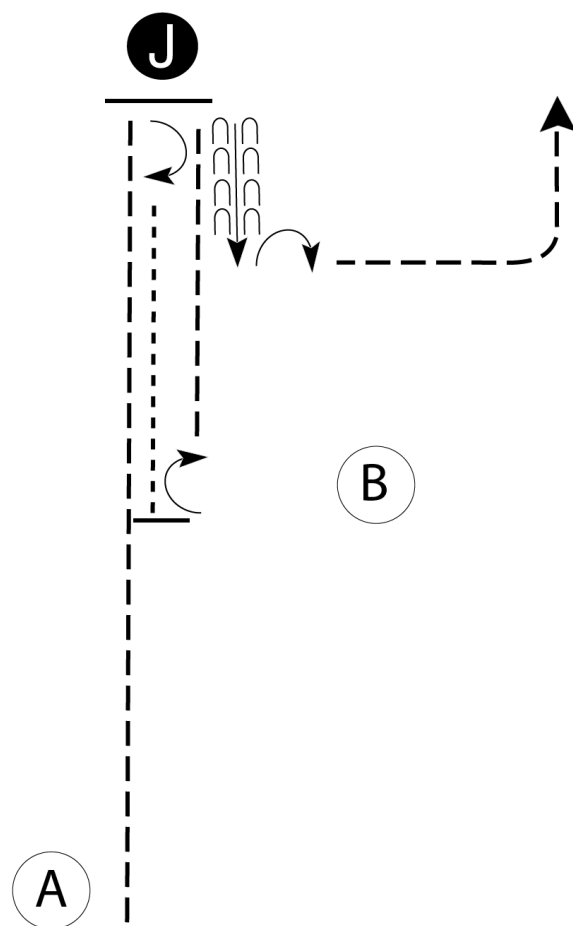
## Trail (Jackpot)



1. Walk over poles into box.
2. Stop, execute a 360 turn either direction. Walk out.
3. Jog over poles.
4. Lope over poles. (LL)
5. Break to the jog, jog over poles.
6. Lope over poles (RL).
7. Break to the jog, jog over poles.
8. Lope over poles (RL).
9. Stop at gate : LH open, walk over pole and close gate.
10. Back between poles into chute.
11. Jog out the chute and over poles.

# The Dutch Championship 2019

## Showmanship at Halter (NQHA)



Be ready .

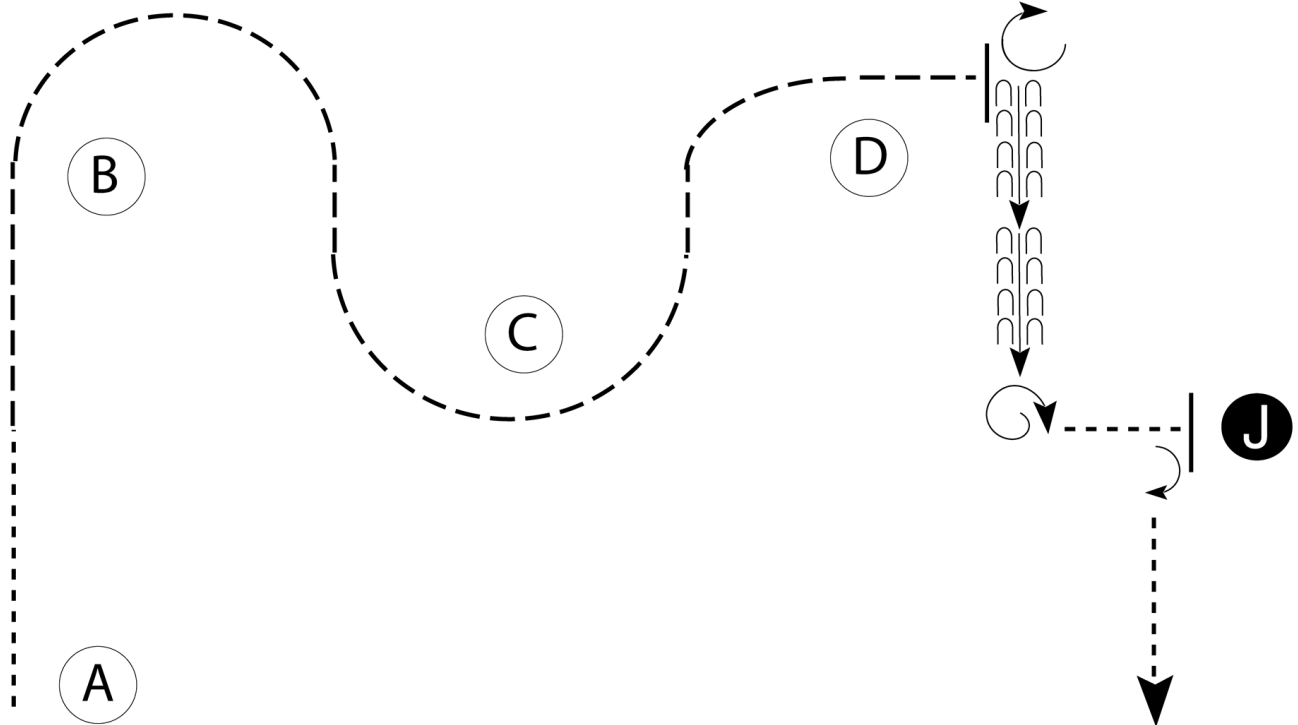
1. When acknowledged, trot from A to judge.
2. Stop and perform a 180 degree turn.
3. Walk to B.
4. Stop and perform a 180 degree turn.
5. Trot to judge.
6. Stop and set up for inspection.
7. When dismissed, back approximately one horse length.
8. Perform a 90 degree turn and trot away.

Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Back	← ㄩ ㄩ ㄩ ㄩ
Marker	⊙ B
Judge	⊙ J

# The Dutch Championship 2019

## Showmanship at Halter (L1 Youth, L1 Amateur)



Be ready at A.

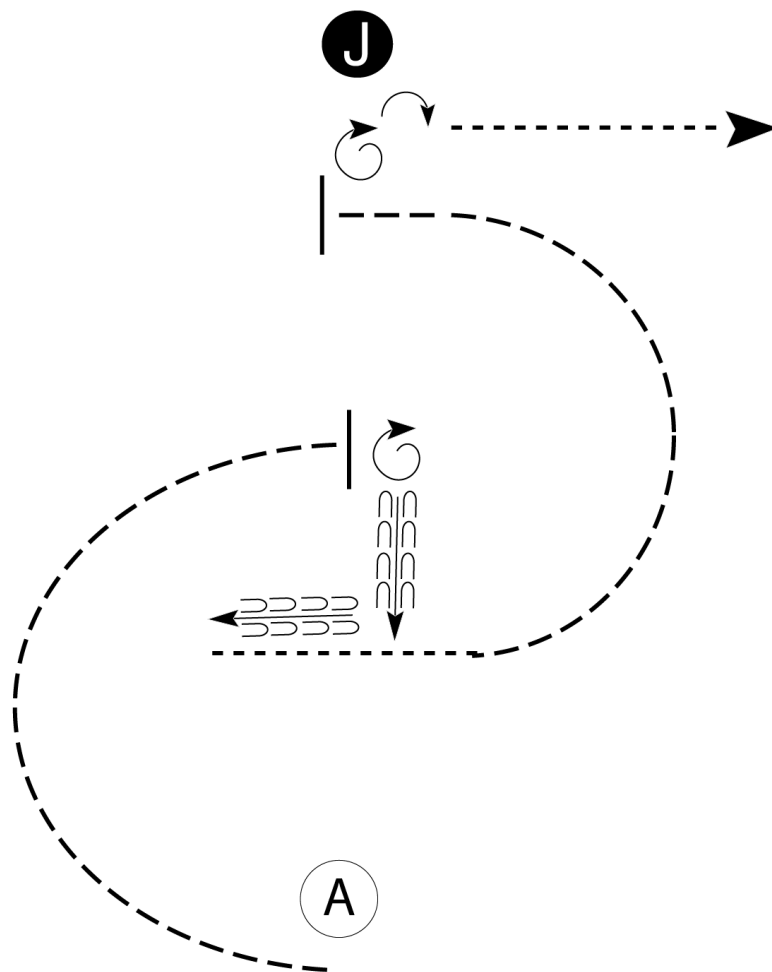
1. Walk from A halfway to B.
2. Trot around markers B, C and past D.
3. Stop. Perform a 270 degree turn.
4. Back.
5. Perform 1 1/4 turns and walk to the judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 1/4 turn and walk away.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	←
Marker	ⓑ
Judge	● J

# The Dutch Championship 2019

## Showmanship at Halter (Youth, Amateur)



Be ready at A.

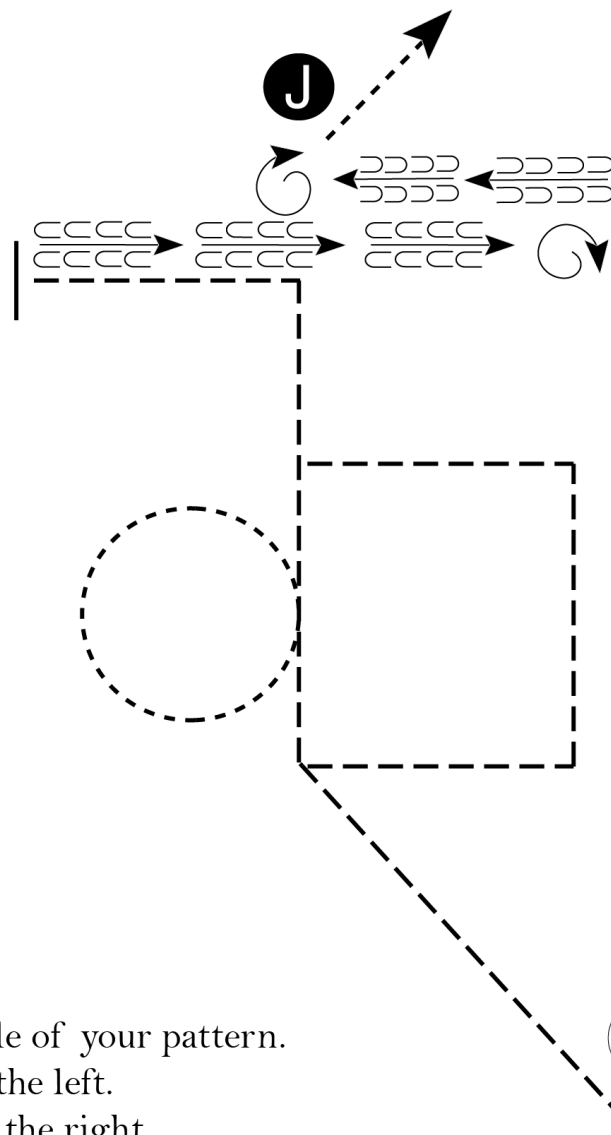
1. Trot a half circle to center of pattern.
2. Stop and perform a 1 3/4 turn.
3. Back a square corner.
4. Walk 2-3 horse lengths.
5. Trot a half circle.
6. Perform a 1 1/4 turn and set up for inspection.
7. When dismissed, perform a 1/4 turn.
8. Walk to exit.

Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Back	← ← ←
Marker	ⓑ
Judge	ⓐ

# The Dutch Championship 2019

## Showmanship at Halter (Jackpot Open)



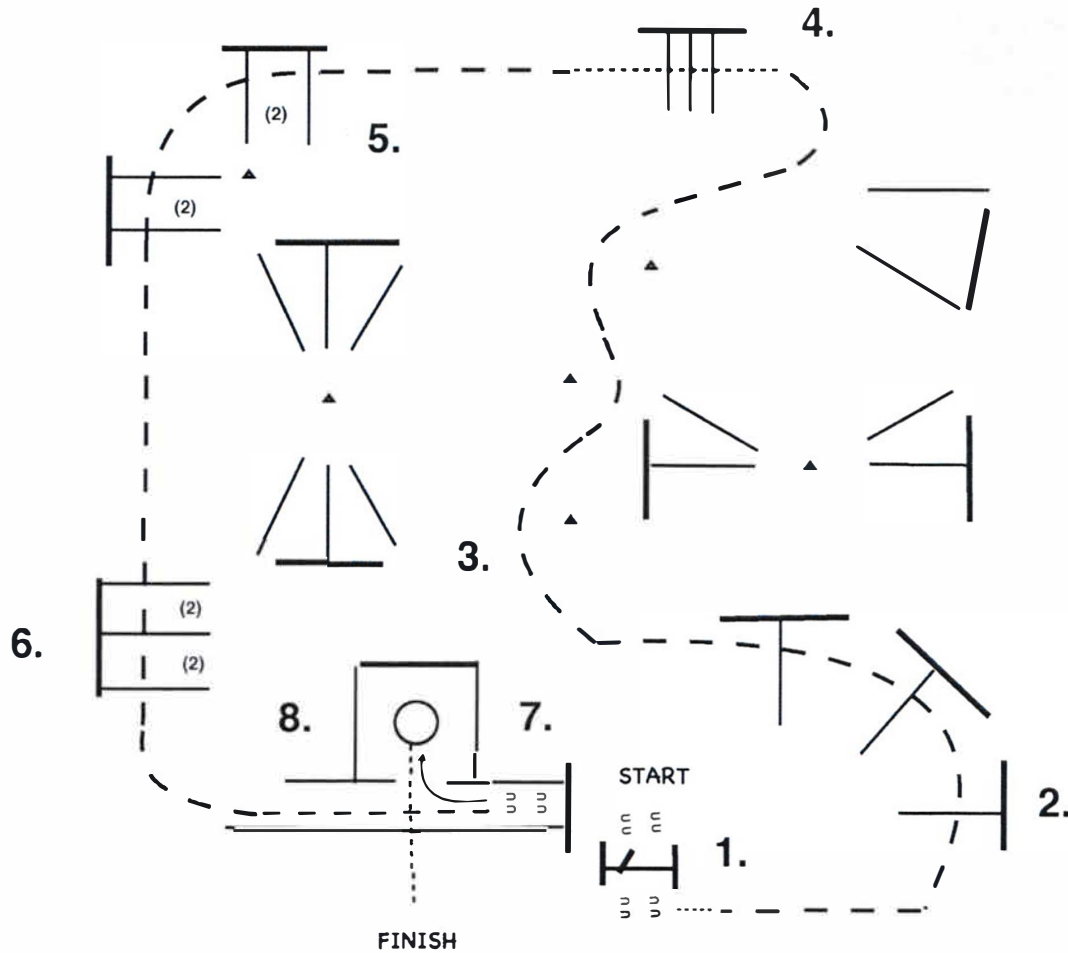
Be ready at A.

1. Trot to the middle of your pattern.
2. Walk a circle to the left.
3. Trot a square to the right.
4. Continue to trot towards the Judge.
5. Make a corner as you approach the Judge and trot at least two horse lengths past the Judge.
6. Back past the Judge.
7. Perform a 1 1/2 turn.
8. Back to the Judge.
9. Perform a 1 3/4 turn and set up for inspection.
10. When dismissed, exit at a walk.

<b>Walk</b>	-----
<b>Trot</b>	- - - - -
<b>Back</b>	← ← ← ← ← ← ← ← ← ←
<b>Marker</b>	ⓑ
<b>Judge</b>	●

# The Dutch Championship 2019

## Trail (In hand Trail NQHA, Futurity)



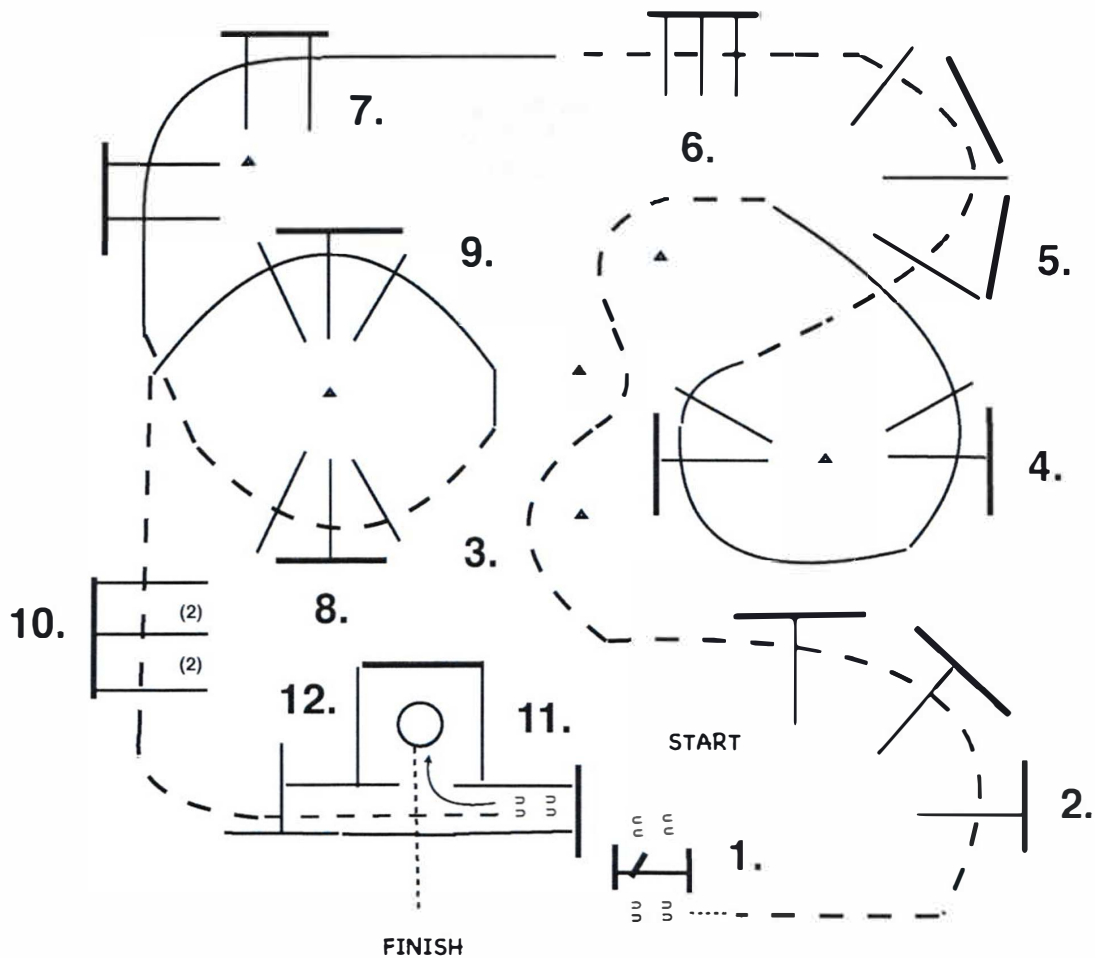
1. ROPE GATE LH OPEN LEAD THRU AND CLOSE GATE.
2. YOU MAY WALK FORWARD THEN JOG OVER POLES.
3. JOG THRU SERPENTINE.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
5. JOG OVER POLES.
6. JOG OVER POLES.
7. JOG UP INTO CHUTE, STOP AND BACK AROUND CORNER BETWEEN POLES.
8. EXECUTE A 360 TURN EITHER WAY AND WALK OUT OVER POLE.

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# The Dutch Championship 2019

## Trail (NQHA, Futurity, Youth)



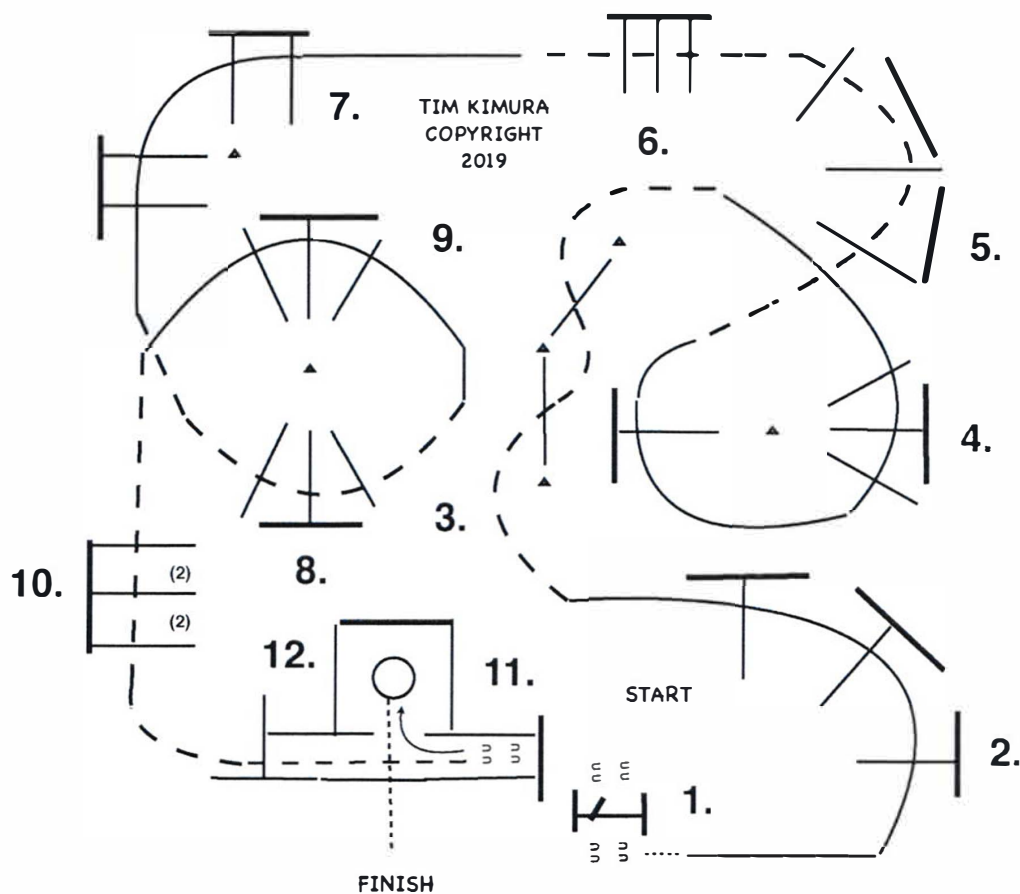
1. ROPE GATE LH OPEN WALK OVER POLE AND CLOSE GATE.
2. YOU MAY WALK FORWARD THEN JOG OVER POLES.
3. BREAK TO THE JOG. JOG THRU SERPENTINE.
4. LOPE OVER POLES (RL)
5. BREAK TO THE JOG, THEN JOG OVER POLES.
6. JOG OVER POLES.
7. LOPE OVER POLES (LL).
8. BREAK TO THE JOG, JOG OVER POLES.
9. LOPE OVER POLES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

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# The Dutch Championship 2019

## Trail (Open, Maturity)



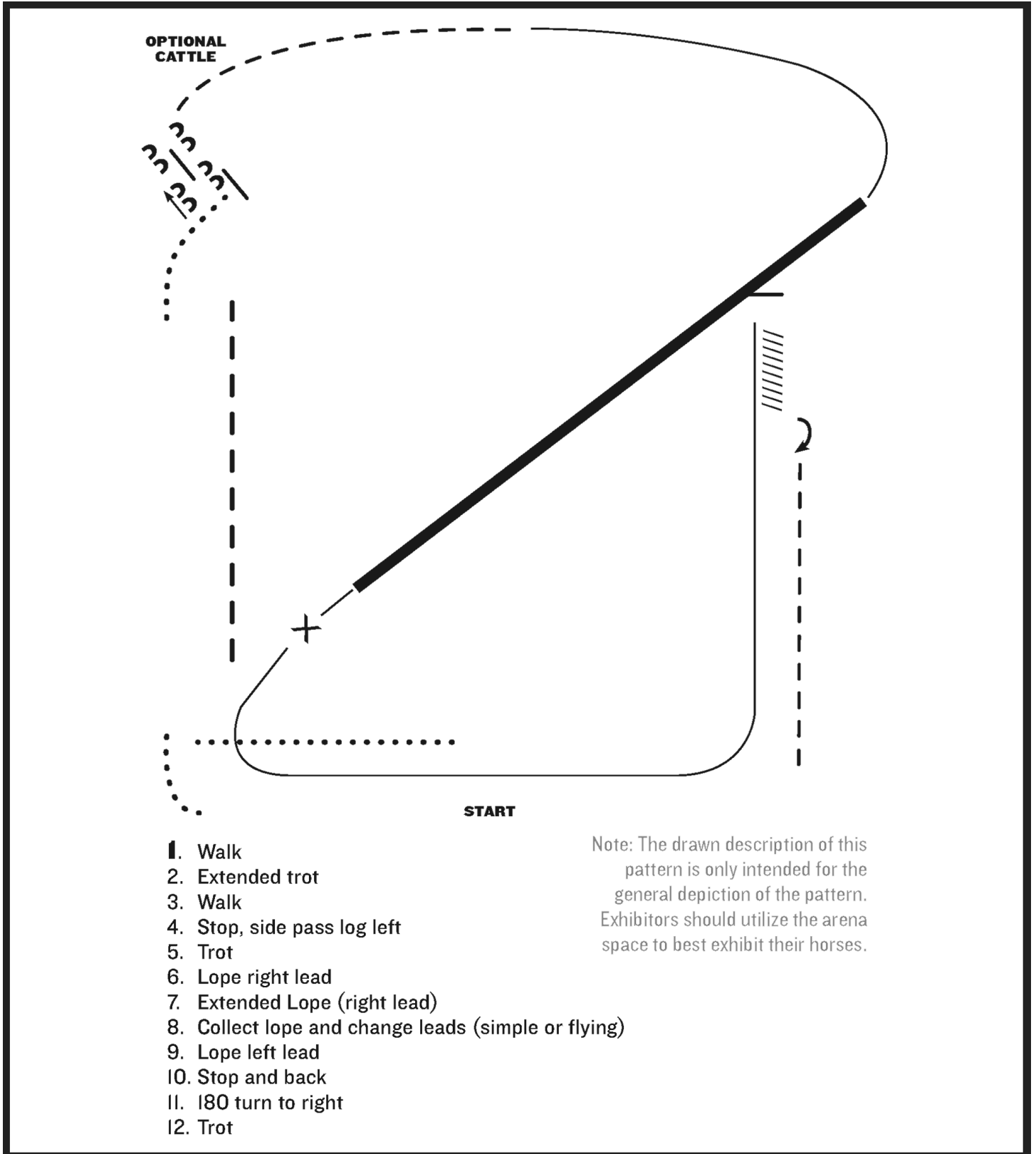
1. ROPE GATE LH OPEN WALK OVER POLE AND CLOSE GATE.
2. YOU MAY WALK FORWARD THEN LOPE OVER POLES (LL).
3. BREAK TO THE JOG, JOG OVER POLES. JOG THRU SERPENTINE.
4. LOPE OVER POLES (RL)
5. BREAK TO THE JOG, THEN JOG OVER POLES.
6. JOG OVER POLES.
7. LOPE OVER POLES (LL).
8. BREAK TO THE JOG, JOG OVER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

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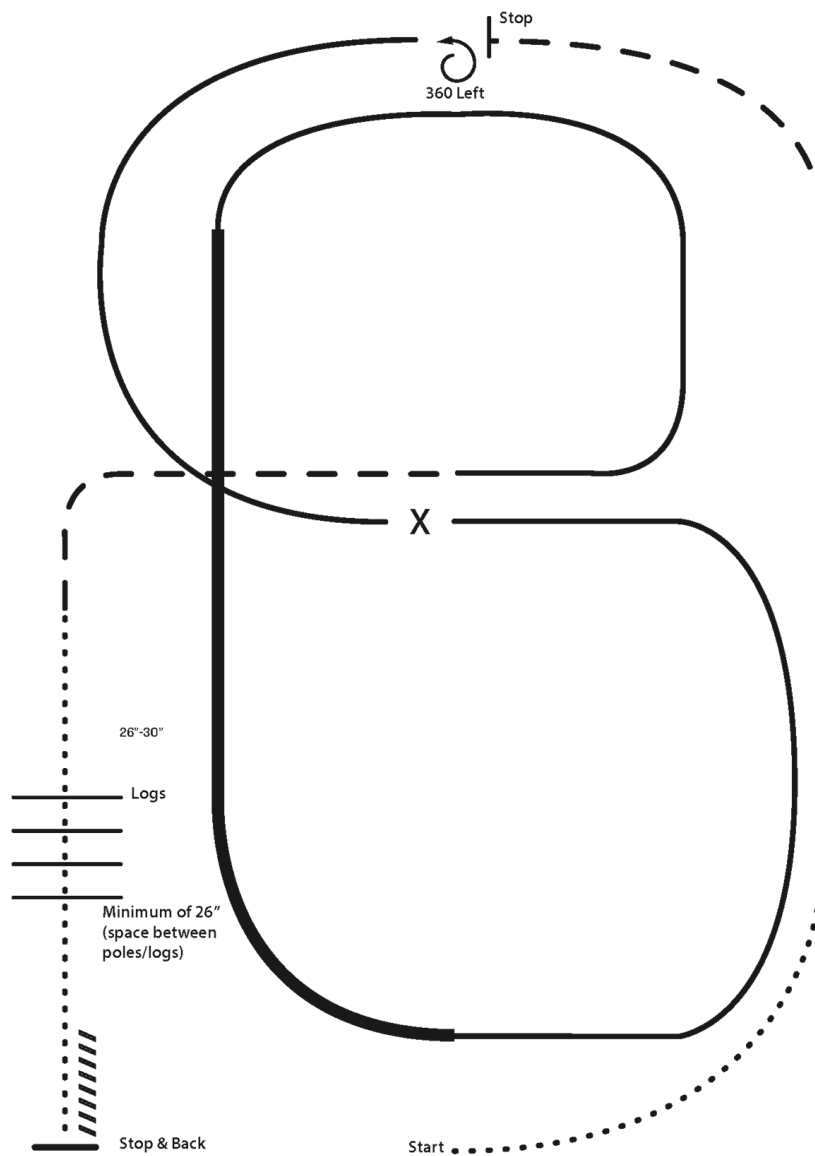
# The Dutch Championship 2019

## Ranch Riding (NQHA, L1 Open)



# The Dutch Championship 2019

## Ranch Riding (L1 Youth, L1 Amateur)

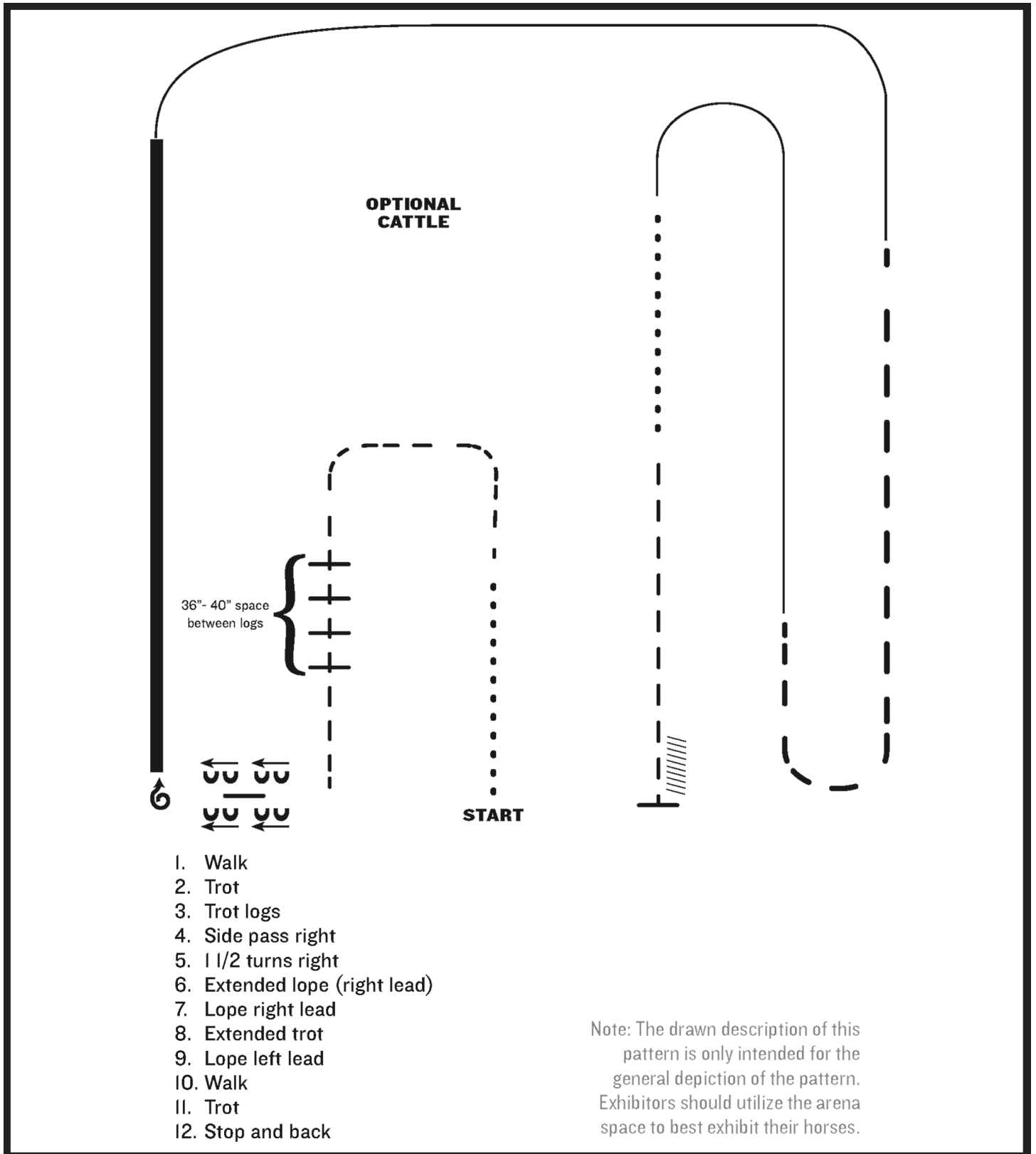


- X Lead Change
- Walk
- - - Trot
- - - Ext Trot
- — — Lope
- — — Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

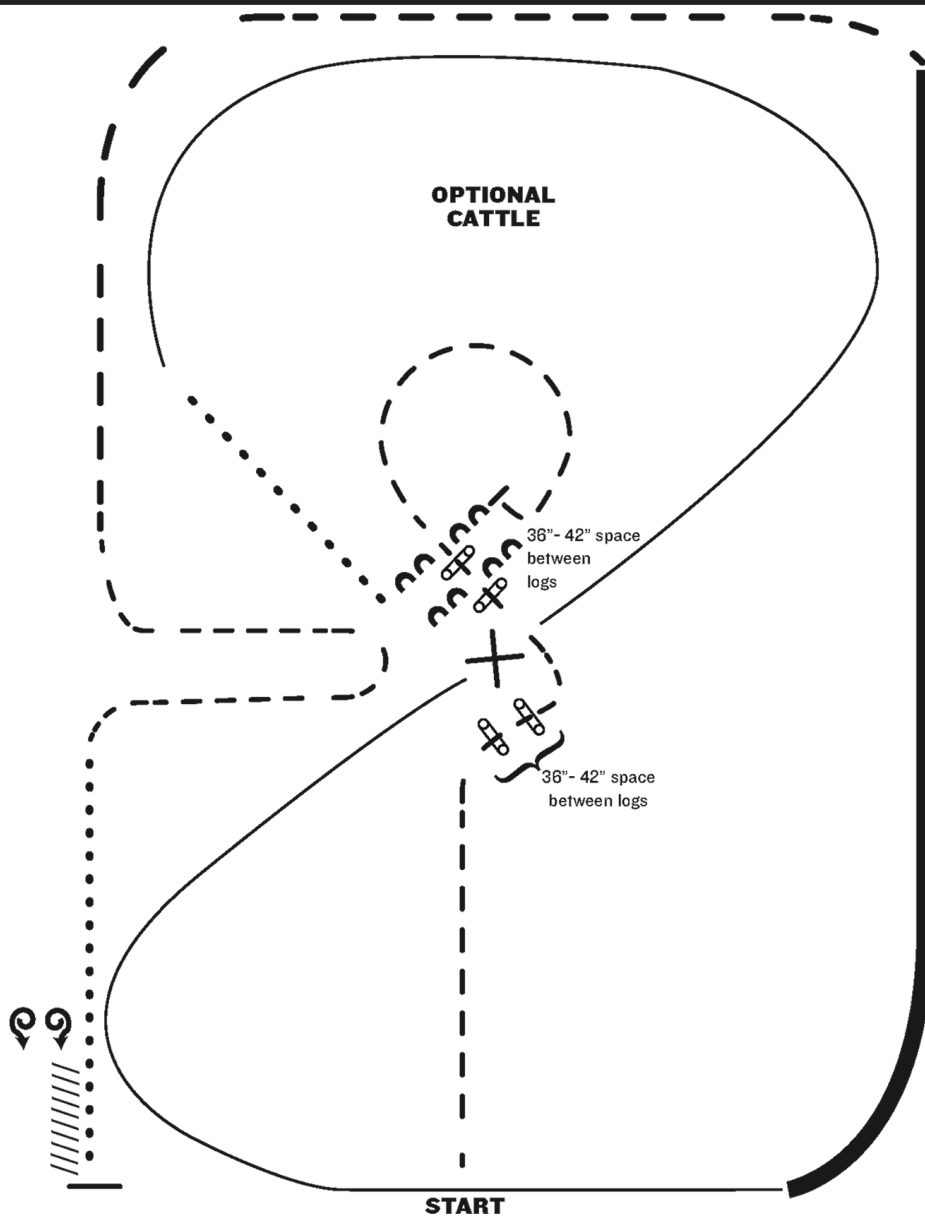
# The Dutch Championship 2019

## Ranch Riding (Youth, Amateur)



# The Dutch Championship 2019

## Ranch Riding (Open)

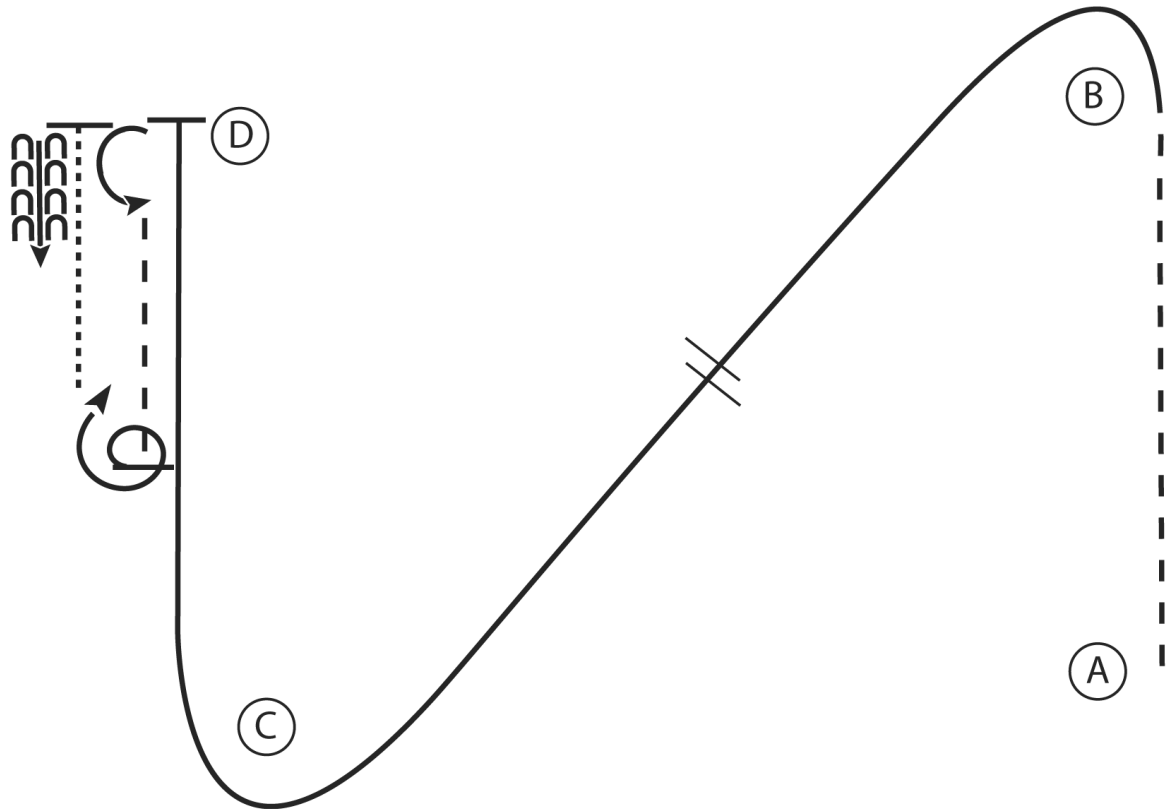


1. Trot
2. Trot two sets of logs
3. Trot circle, stop and side pass log left
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope (left lead)
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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

# The Dutch Championship 2019

## Horsemanship (L1 Youth, L1 Amateur)

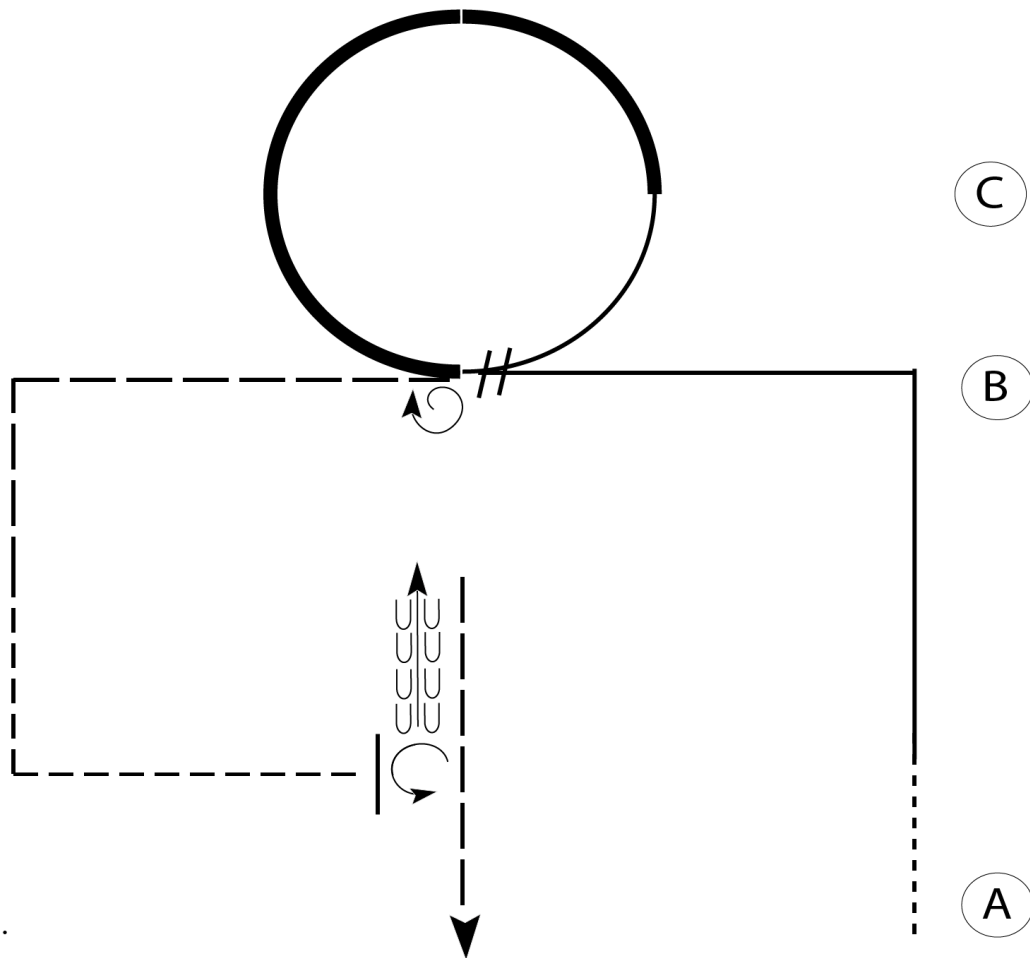


1. Extended the jog A to B
2. At B lope on the left lead towards C
3. Halfway between B and C perform a lead change
4. Lope on the right lead to and around C to D
5. At D stop and perform a 180 degree turn to the left on the hindquarters
6. Jog towards C
7. When halfway to C stop and perform a 540 degree turn to the right
8. Walk to D
9. At D stop and back three steps

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

# The Dutch Championship 2019

## Horsemanship (Youth, Amateur)



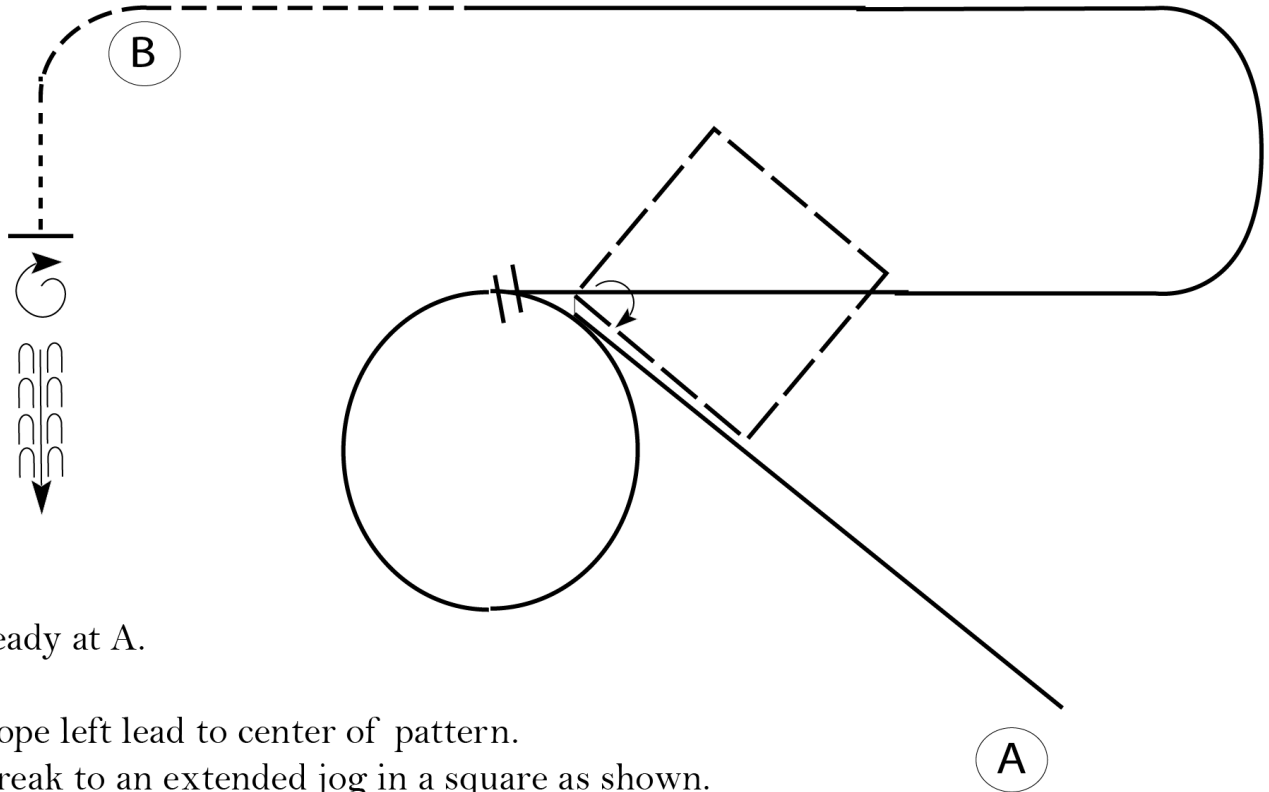
Be ready at A.

1. Walk approximately 2 horse lengths from A.  
Lope on the left lead to B and lope a square corner
2. Perform a simple or flying lead change.
3. Extended lope until even with C.
4. Collect the lope and continue to center.
5. Stop and perform a 360 degree turn to the right.
6. Extended jog thru first square corner. Slow to a jog midway and continue to jog through second corner.
7. Stop and perform a 270 degree turn to the left.  
Back one horse length.
8. Pattern is complete. Exit at the extended jog.

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

# The Dutch Championship 2019

## Horsemanship (Jackpot Open)



Be ready at A.

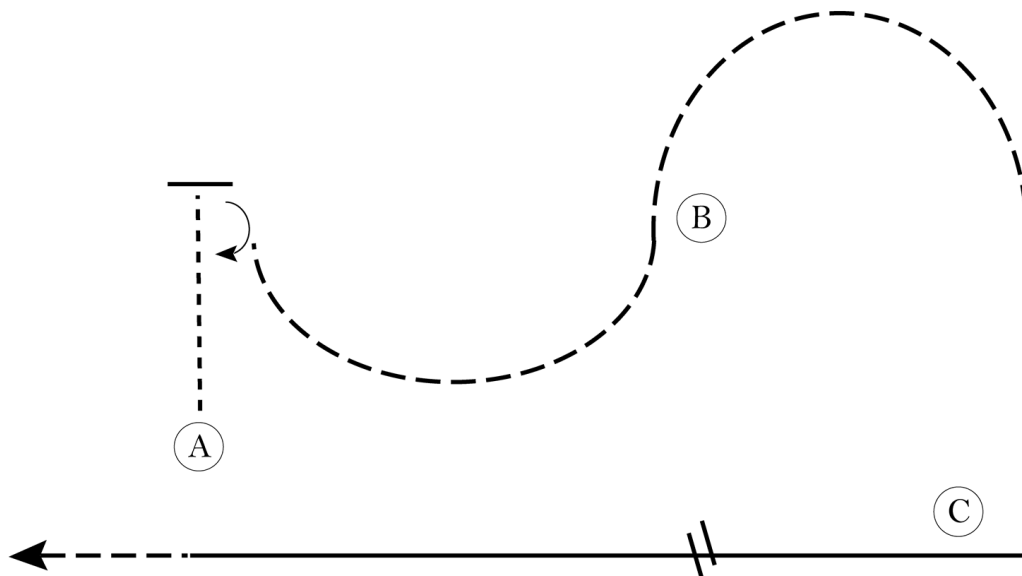
1. Lope left lead to center of pattern.
2. Break to an extended jog in a square as shown.
3. Stop in center of pattern and perform a right rollback.
4. Lope a right lead circle as shown.
5. As you close circle, change leads (simple or flying).
6. Lope with a moderate increase in speed towards B as shown.
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 perform a 540 degree turn left.
10. Back and hesitate.
11. Exit at a walk or jog.

Follow the instructions of your ring steward.

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

# The Dutch Championship 2019

## Hunt Seat Equitation (NQHA)



Be ready with your horse's tail to A.

1. Walk until even with B.
2. Stop and perform a 180 degree turn on the hindquarters right.
3. Rising trot serpentine as shown - change diagonals at B.
4. When even with B, canter right lead around C.
5. When even with B, change leads and canter until even with A.
6. Break to a sitting trot when even with A.

Pattern is over once you have passed A at the trot.

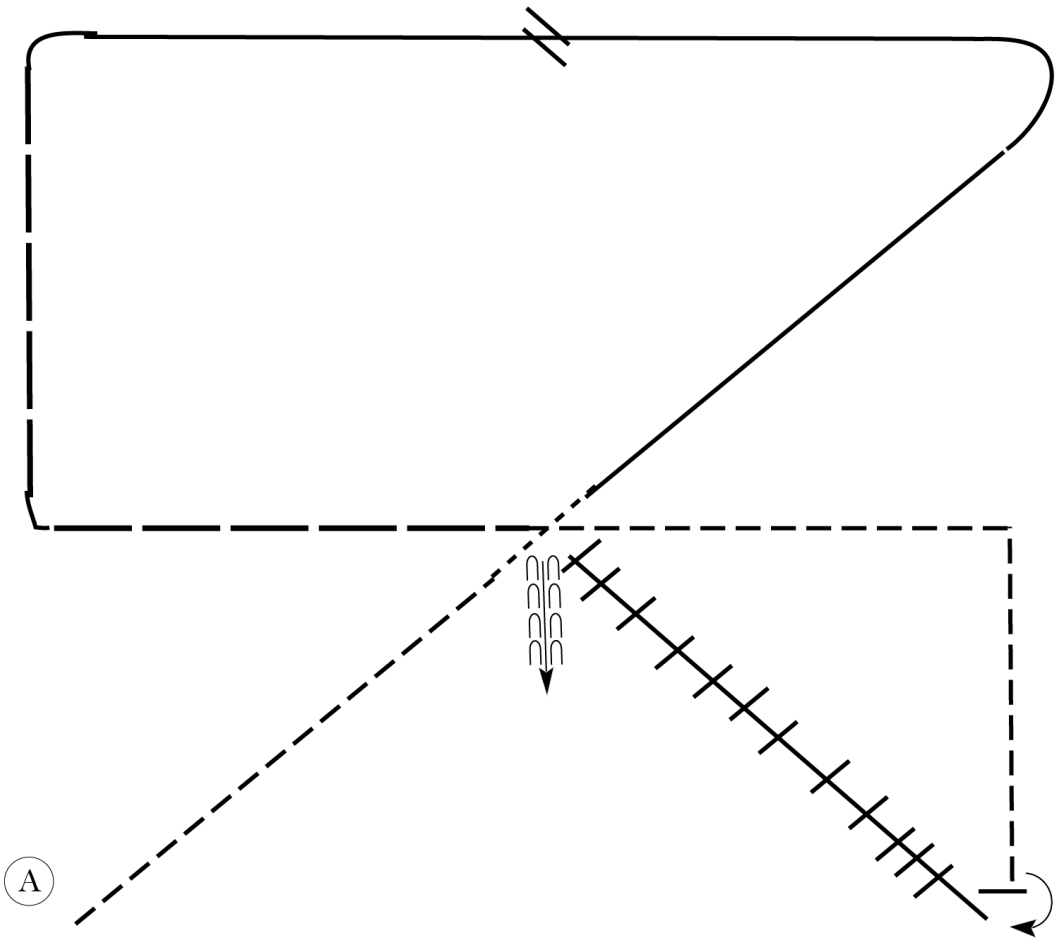
Follow the directions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Lead Change	
Back	
Marker	(B)
Hand Gallop	-----



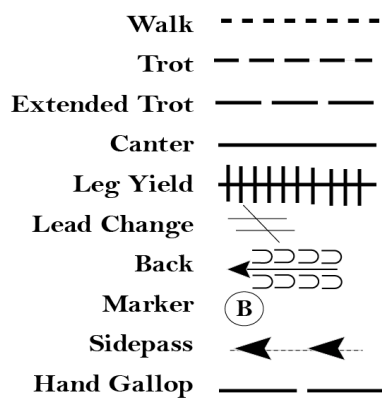
# The Dutch Championship 2019

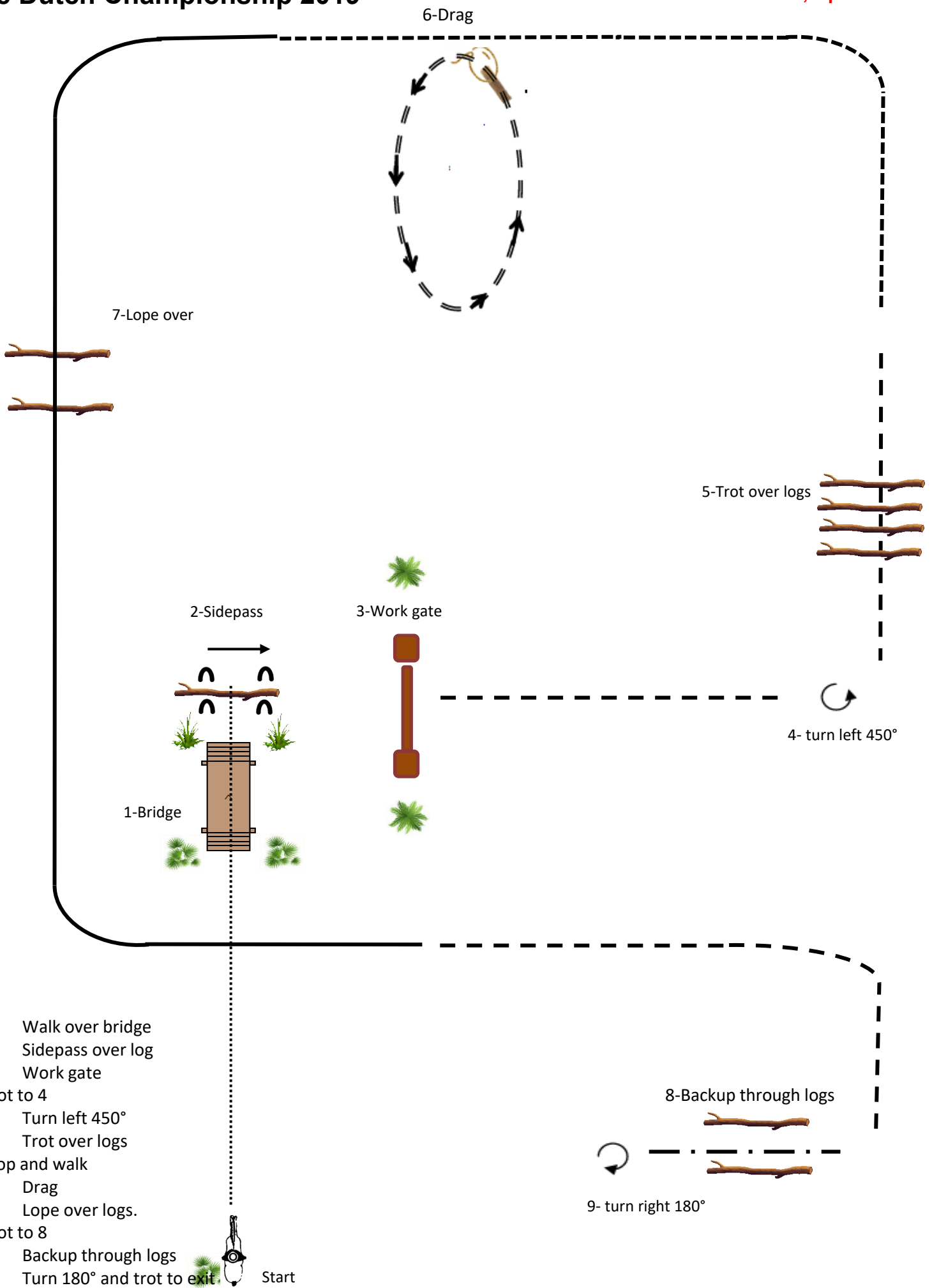
## Hunt Seat Equitation (Youth, Amateur)



Be ready at A.

1. Trot right diagonal.
2. Walk 10 steps.
3. Canter on the right lead.
4. Change leads and continue on the left lead.
5. Hand gallop, crossing over your line.
6. Break to a trot remaining in the two point position.
7. Left diagonal after your corner until you are in line with A.
8. Perform a 1/2 forehand turn right.
9. Leg yield at the trot to your line as shown.
10. Stop and back.

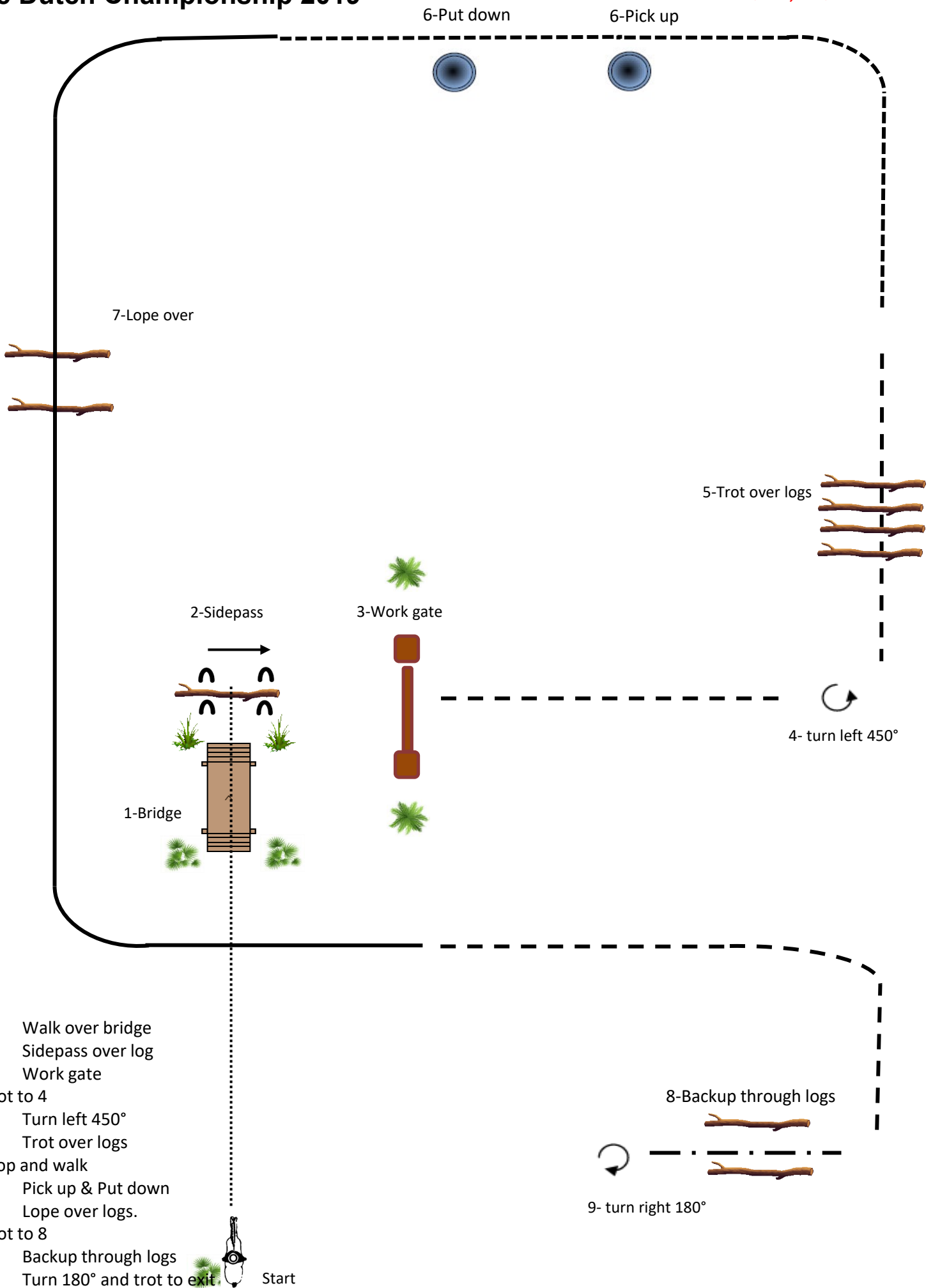




- 1- Walk over bridge
- 2- Sidepass over log
- 3- Work gate
- Trot to 4
- 4- Turn left 45°
- 5- Trot over logs
- Stop and walk
- 6- Drag
- 7- Lope over logs.
- Trot to 8
- 8- Backup through logs
- 9- Turn 180° and trot to exit

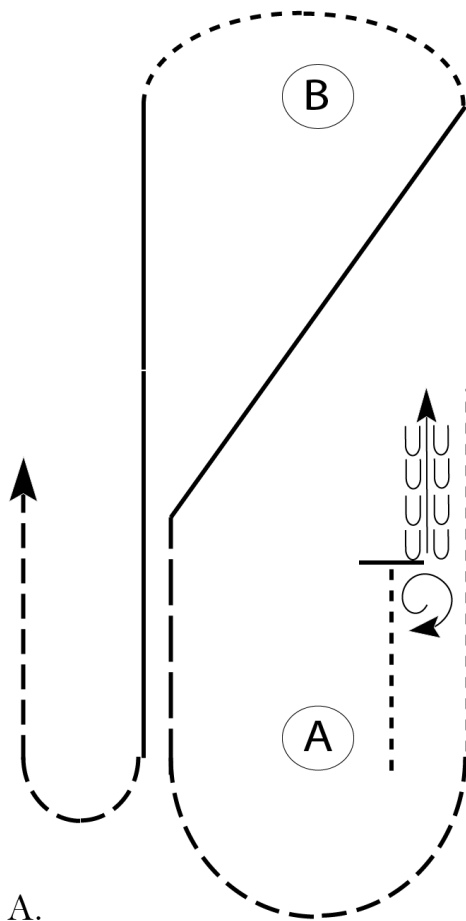
# The Dutch Championship 2019

Ranch Trail NQHA , AQHA Youth



# The Dutch Championship 2019

## Horsemanship (NQHA)



Be ready at A.

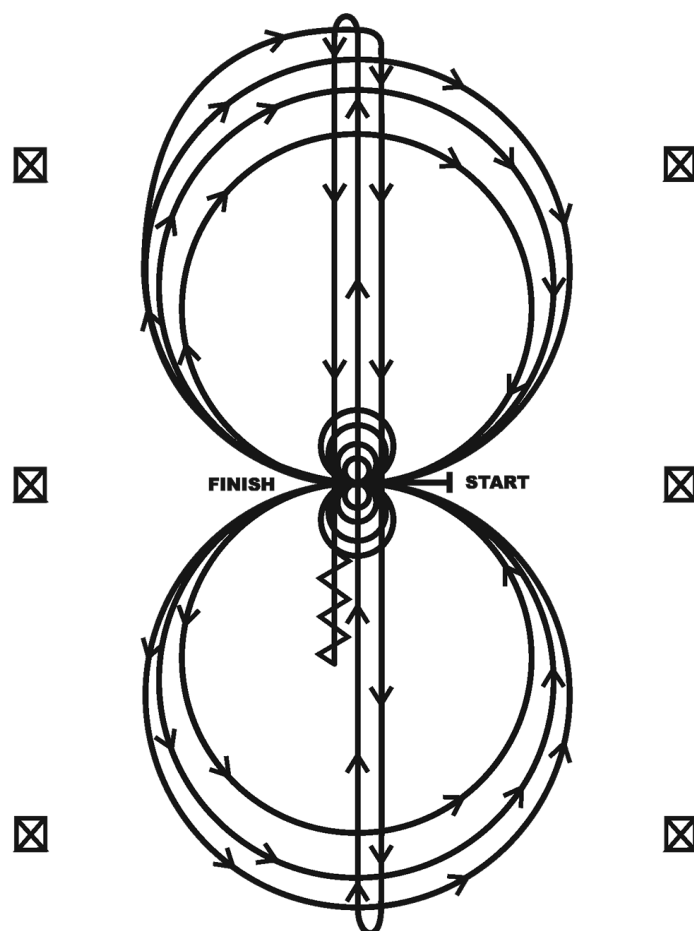
1. Walk approximately 2 horse lengths from A.  
Stop and perform a 1 1/2 turn right.
2. Back approximately one horse length then walk to A.
3. Jog around A then extend the jog in a straight line halfway to B.
4. Lope on the left lead on the diagonal to B.  
Break to the walk and walk around B.
5. Lope on the right lead to A.
6. Break to the jog when even with A and jog around to exit.

<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	—————
<b>Lead Change</b>	——— ——— /
<b>Back</b>	← ← ← ← ←
<b>Marker</b>	(B)

# The Dutch Championship 2019

## Reining (NQHA, L1 Open)

### REINING PATTERN 2



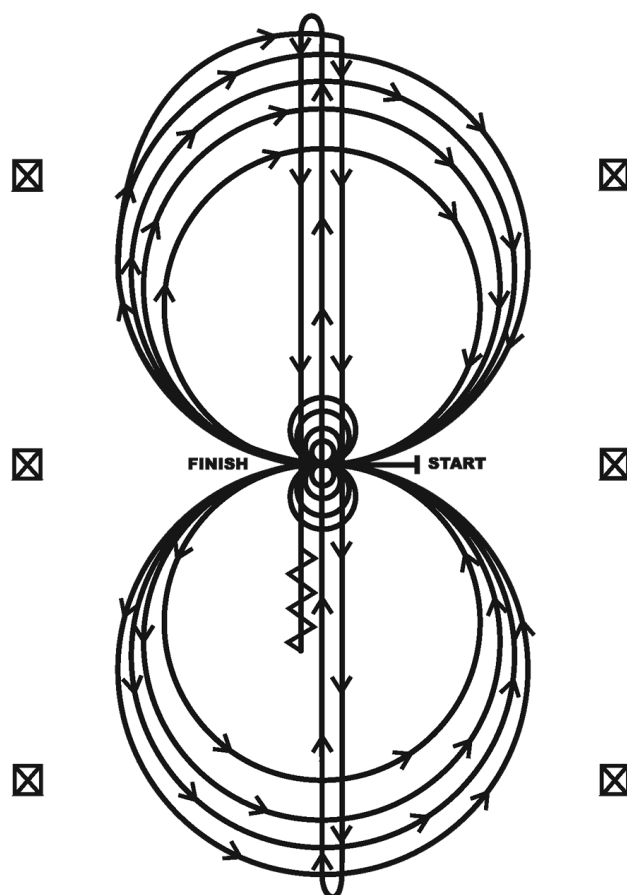
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

# The Dutch Championship 2019

## Reining (Junior Open, Futurity)

### REINING PATTERN 4



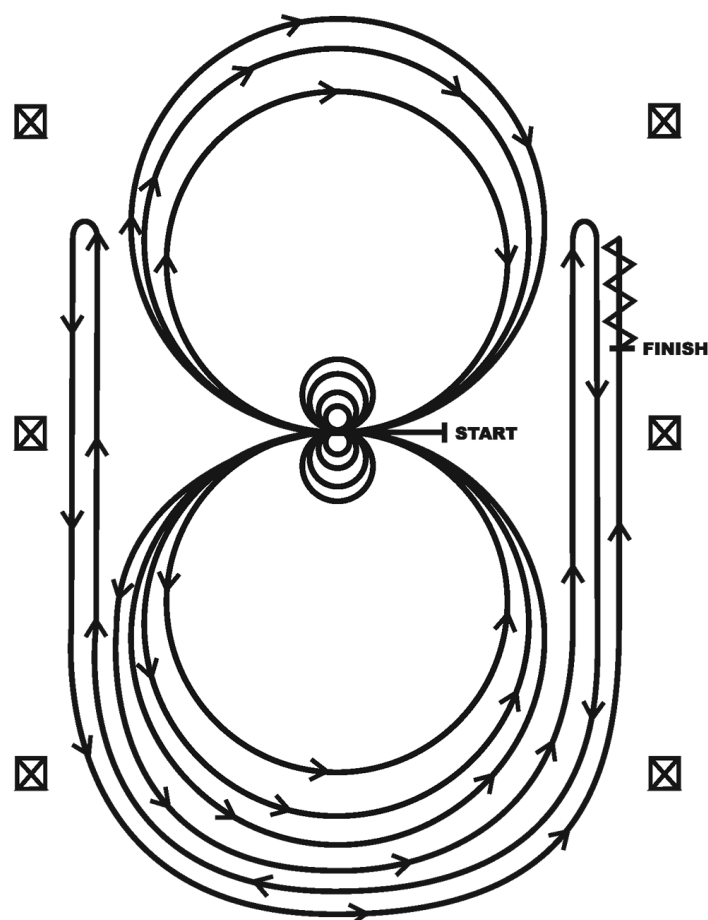
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

# The Dutch Championship 2019

## Reining (L1 Youth, L1 Amateur)

### REINING PATTERN 6



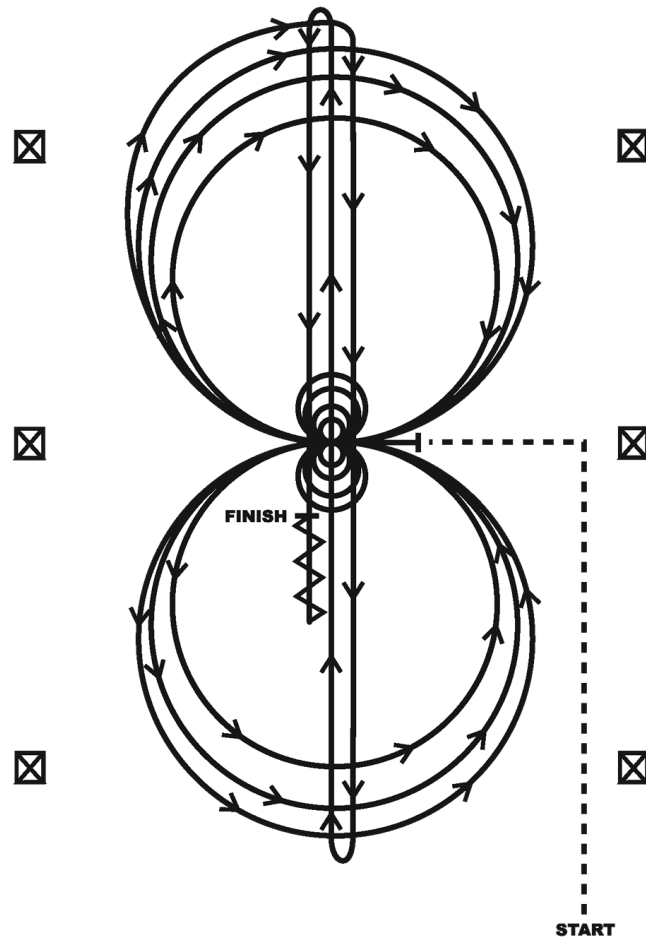
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
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 twenty feet (six 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 twenty feet (six 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

# The Dutch Championship 2019

## Reining (Youth, Amateur)

### REINING PATTERN II



Horses must jog 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.

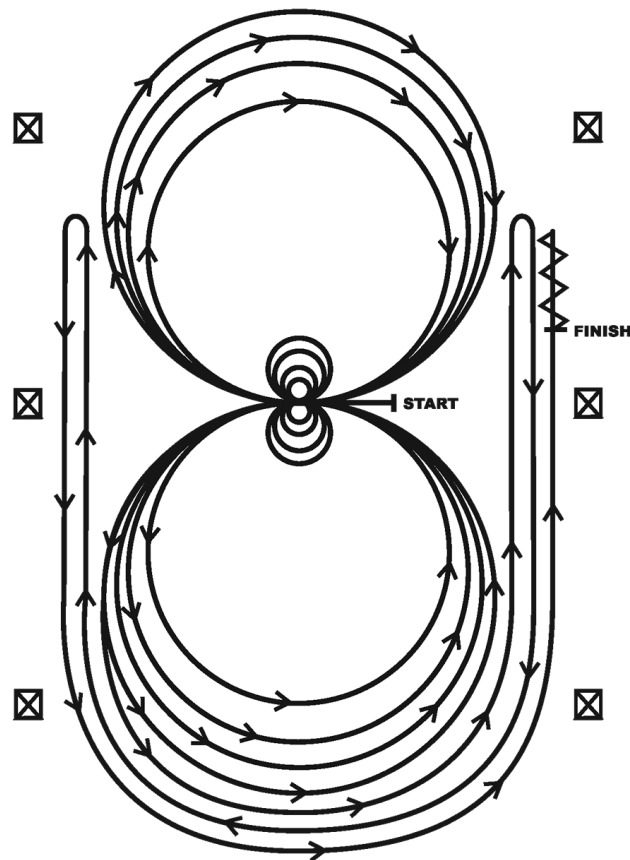
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.



# The Dutch Championship 2019

## Reining (Senior Open, Maturity)

### REINING PATTERN 5



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

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous 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 twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue 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 twenty feet (six meters) from the wall or fence—no hesitation.
8. 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.