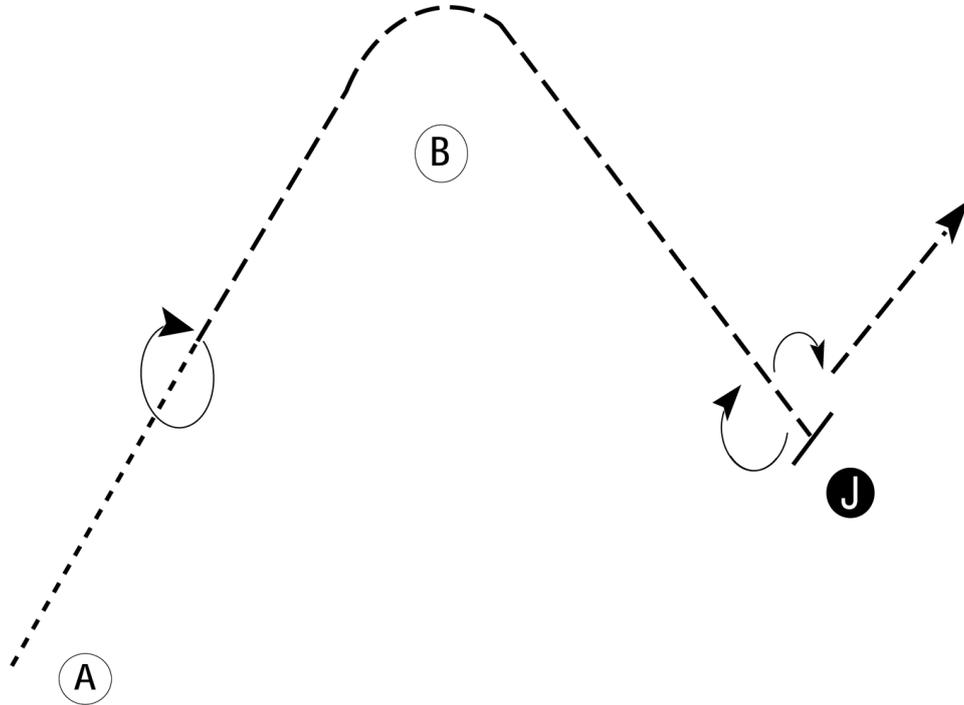


Eurocup AQHA Show

Showmanship at Halter (L1 Amateur)

Show Date: 07-12-2019



Be ready at A.

1. Walk halfway to B.
2. Stop and perform a 360 degree turn.
3. Trot around B to the Judge.
4. Stop and perform a 180 degree turn and set up for inspection.
5. When dismissed perform a 90 degree turn.
6. Trot straight away from the Judge.

Follow the instructions of your ring steward.

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

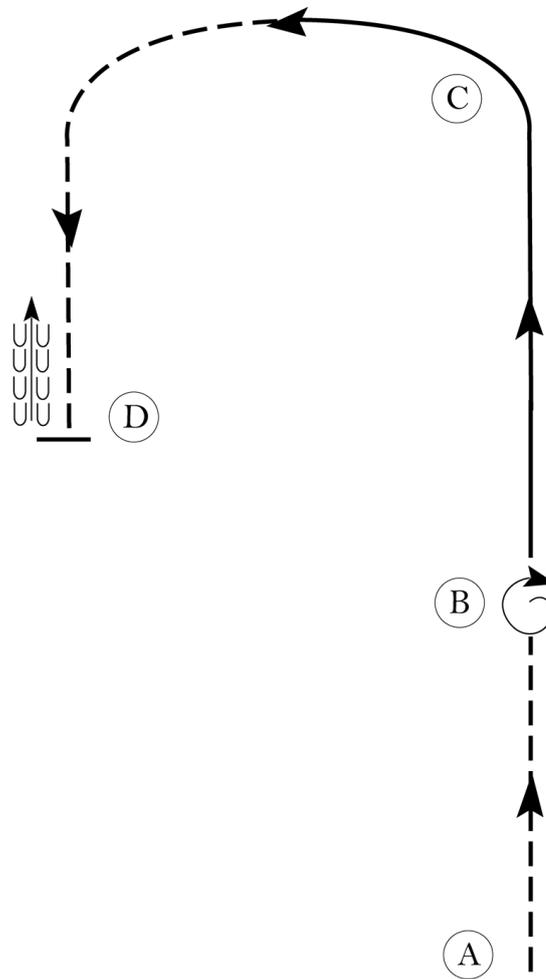
Pattern Provided by:

NQHA

Eurocup AQHA Show

Hunt Seat Equitation (L1 Amateur)

Show Date: 07-12-2019



Be ready at A.

1. Posting trot on the left diagonal from A to B.
2. Stop at B and turn on the forehand 360 degrees to the right.
3. At B, canter on the right lead.
4. At the top of the arc, transition to the posting trot to D.
5. Stop and back approximately one horse length at D.

Exit at a sitting trot.

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

Pattern Provided by:

NQHA

Eurocup AQHA Show

Hunt Seat Equitation (L1 Youth)



Show Date: 07-12-2019

Be ready at A.

1. Sitting trot to B.
2. Posting trot on the left diagonal to C.
3. Change diagonals and circle to the left at C.
4. Walk from C to D.
5. Canter a circle to the right at D.
6. Change leads at D and canter to E.
7. Stop at E and back approximately one horse length.

Exit at a trot.
Follow the instructions of your ring steward.

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

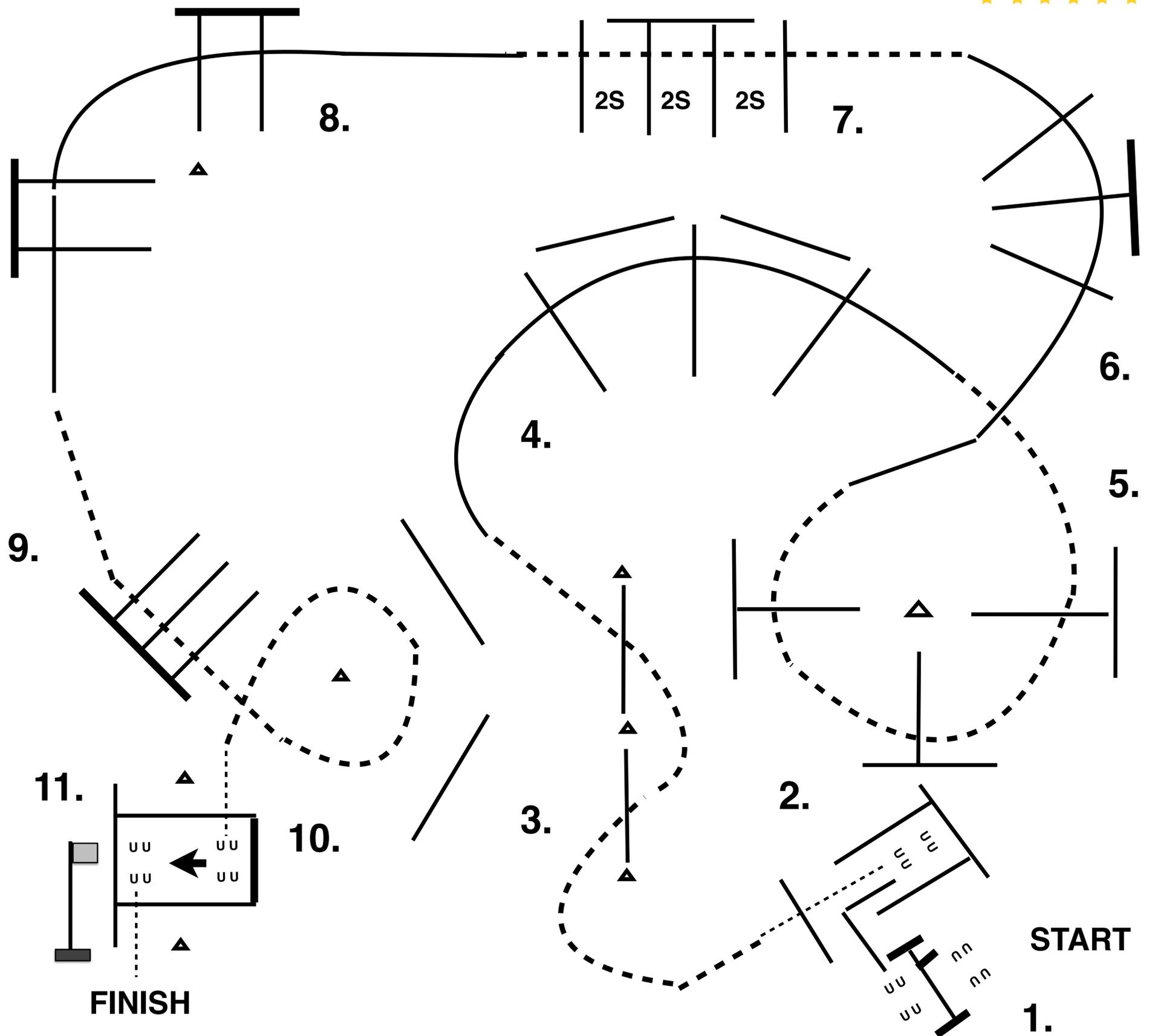
Pattern Provided by:

NQHA

Eurocup AQHA Show

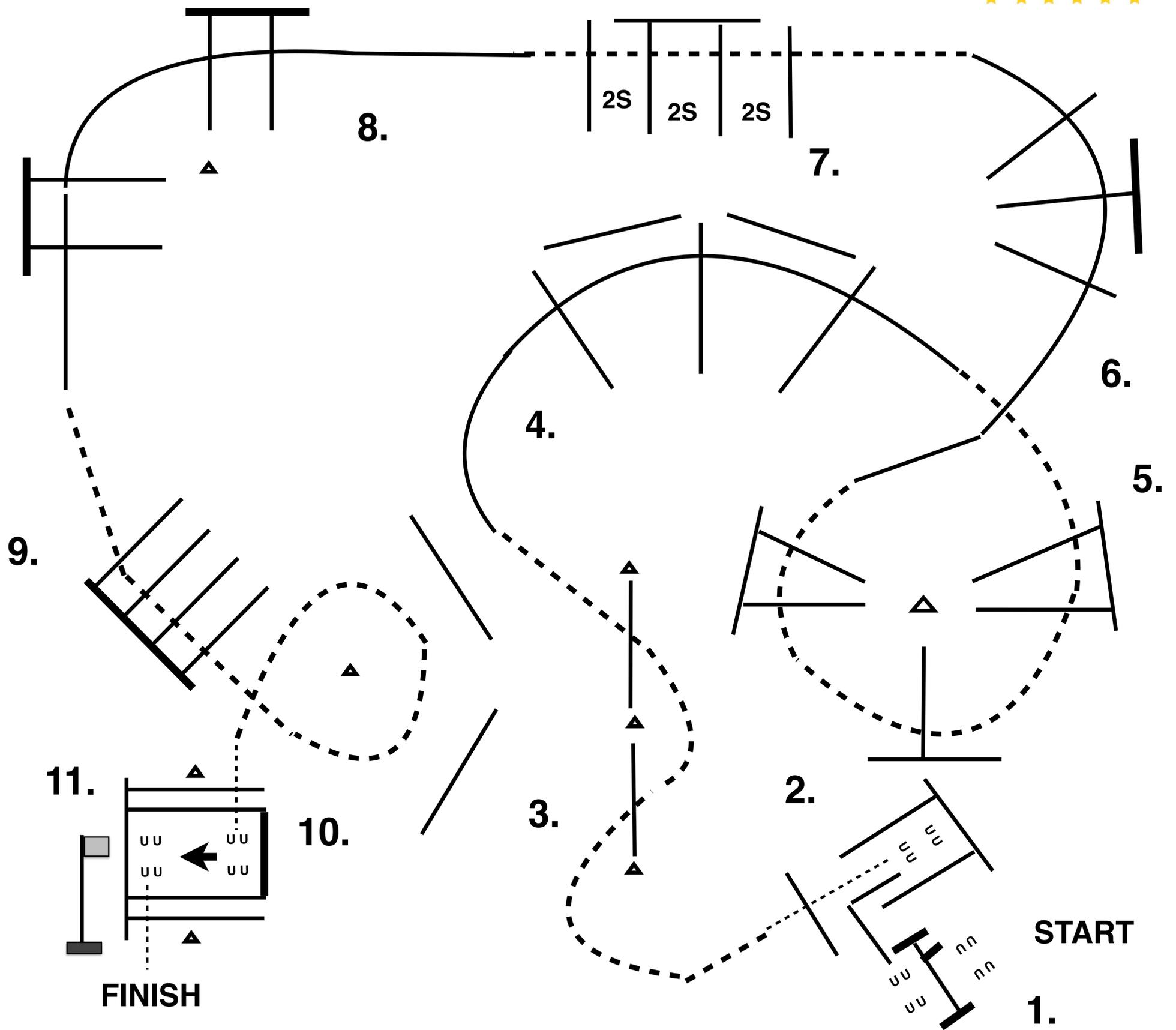
Trail (L1 Amateur, L1 Youth)

Show Date: 07-12-2019



1. ROPE GATE: LEFT HAND OPEN, WALK THRU AND, CLOSE GATE. NO POLE.
2. BACK AWAY FROM GATE, BACK AROUND CORNER, BACK BETWEEN POLES. WALK FORWARD AND WALK OVER POLE.
3. JOG THRU SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES JOG AROUND CONE.
10. STOP OR BREAK TO THE WALK, WALK OVER POLE, STOP SIDE PASS RIGHT.
11. OPEN MAILBOX, EITHER HAND, REMOVE AND REPLACE OBJECT, CLOSE MAILBOX, WALK OVER POLE.

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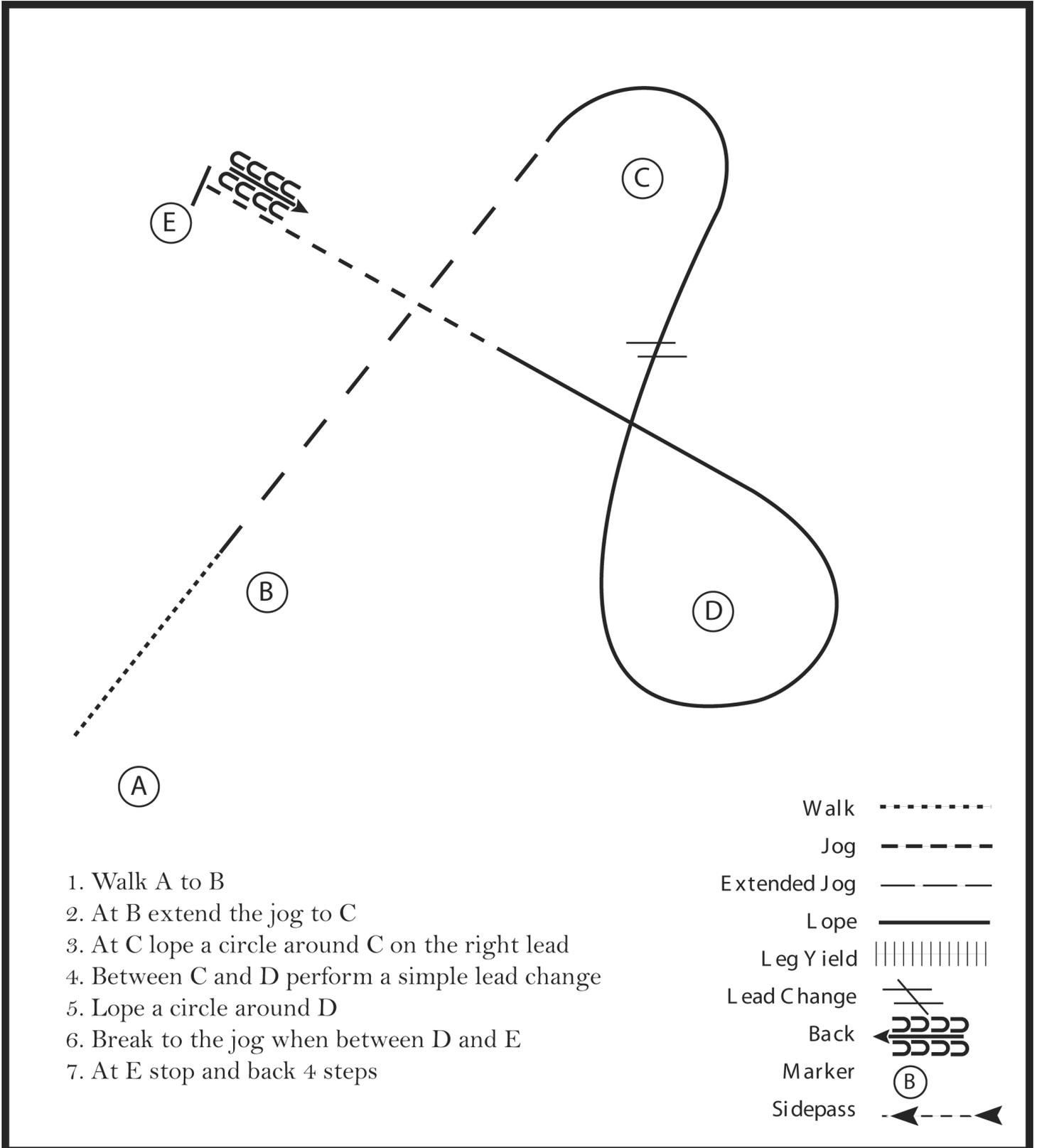


1. ROPE GATE: LEFT HAND OPEN, WALK THRU AND, CLOSE GATE. NO POLE.
2. BACK AWAY FROM GATE, BACK AROUND CORNER, BACK BETWEEN POLES. WALK FORWARD AND WALK OVER POLE.
3. JOG THRU SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES JOG AROUND CONE.
10. STOP OR BREAK TO THE WALK, WALK OVER POLES, STOP SIDE PASS RIGHT.
11. OPEN MAILBOX, EITHER HAND, REMOVE AND REPLACE OBJECT, CLOSE MAILBOX, WALK OVER POLES.

Eurocup AQHA Show

Western Horsemanship (L1 Amateur)

Show Date: 07-12-2019



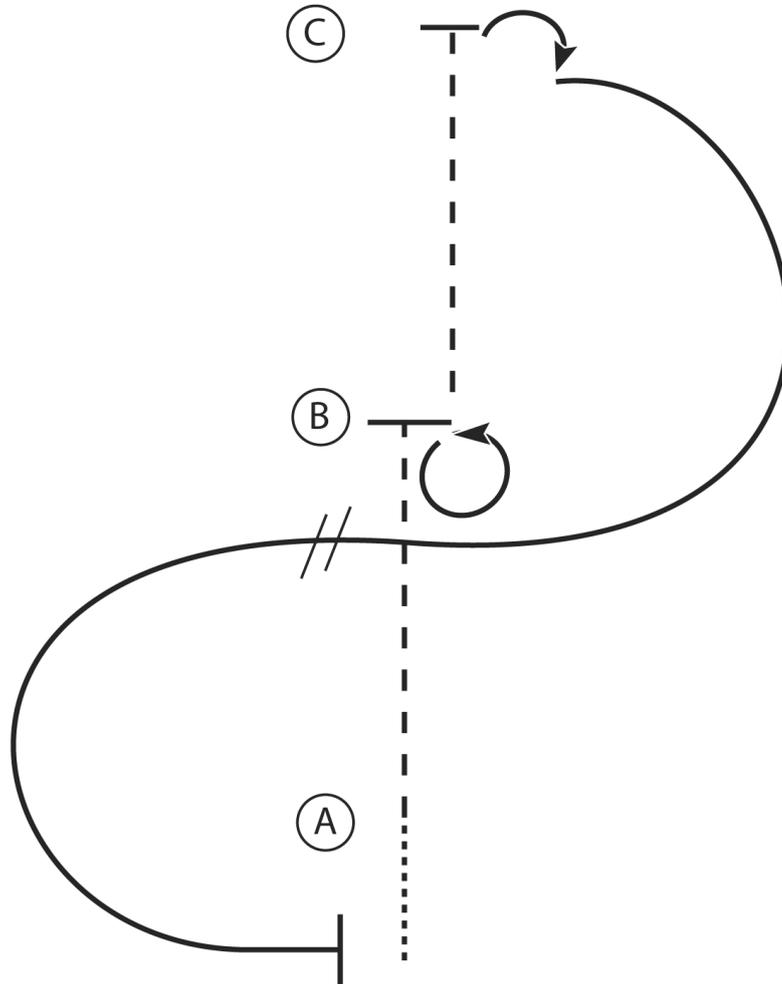
Pattern Provided by:

NQHA

Eurocup AQHA Show

Western Horsemanship (L1 Youth)

Show Date: 07-12-2019



1. Walk to A
2. Jog A to B
3. Stop at B and perform a 360 degree turn to the left
4. Jog B to C
5. Stop at C and perform a 90 degree turn to the right
6. Lope a half circle to B on the right lead
7. At B perform a lead change and lope a half circle to A on the left lead
8. Stop at A

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

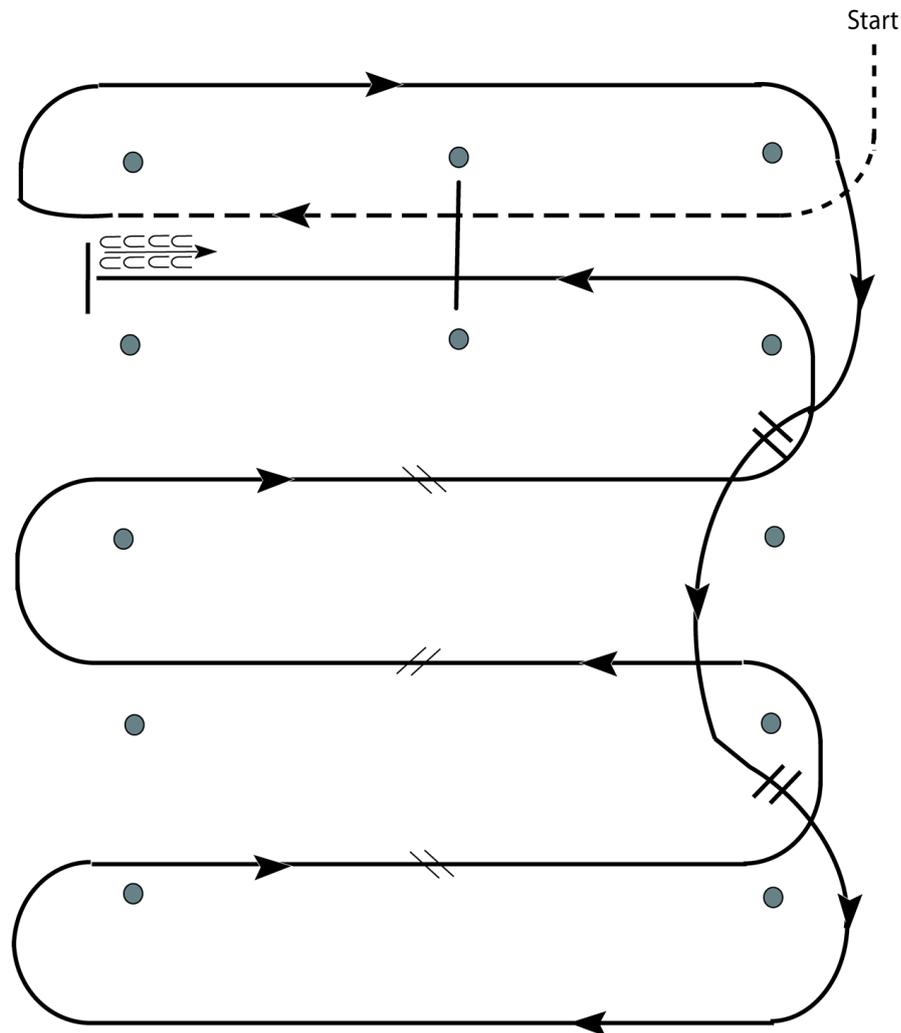
Pattern Provided by:

NQHA

Eurocup AQHA Show

Western Riding (L1 Amateur)

Show Date: 07-12-2019



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.

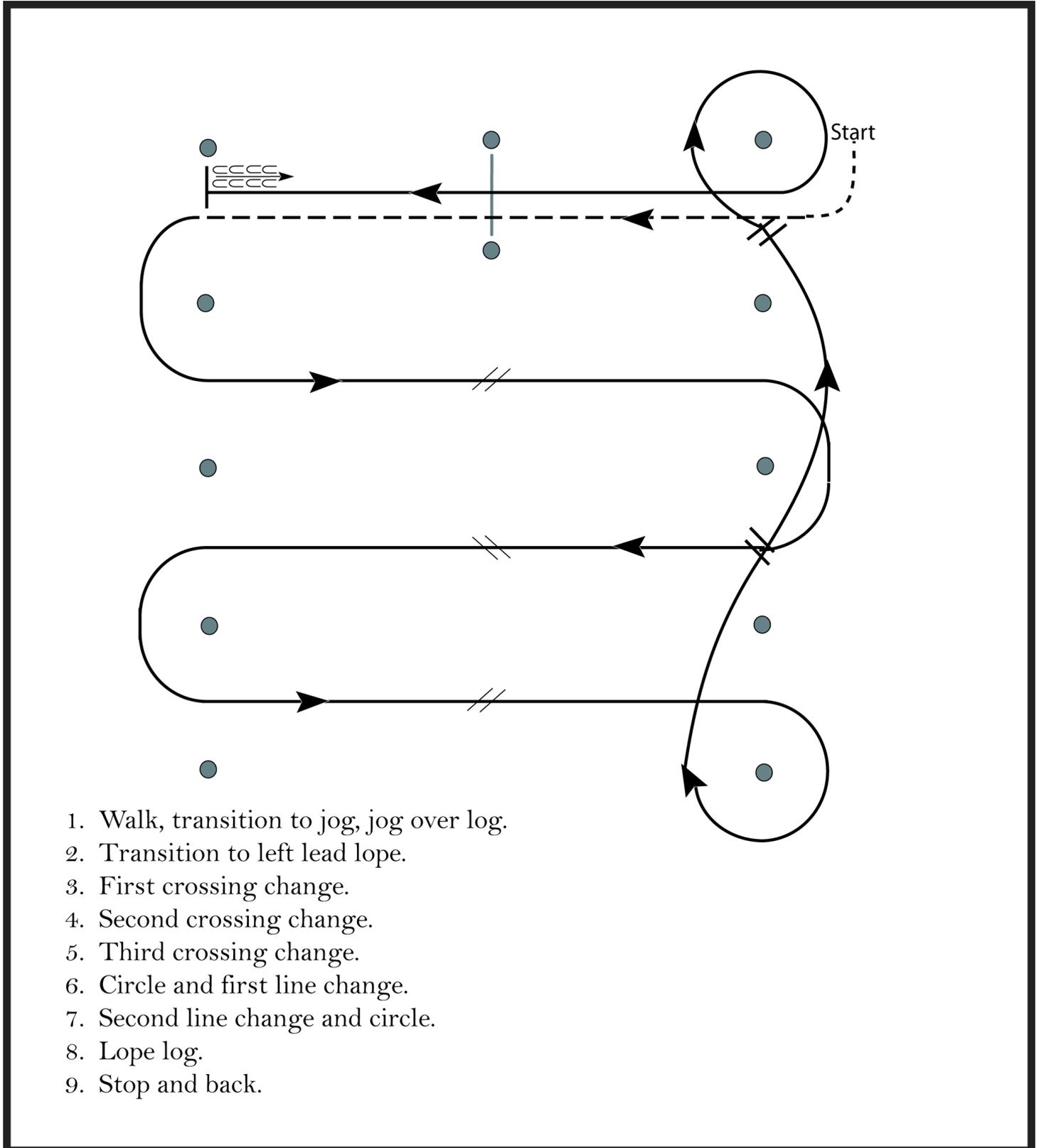
Pattern Provided by:

NQHA

Eurocup AQHA Show

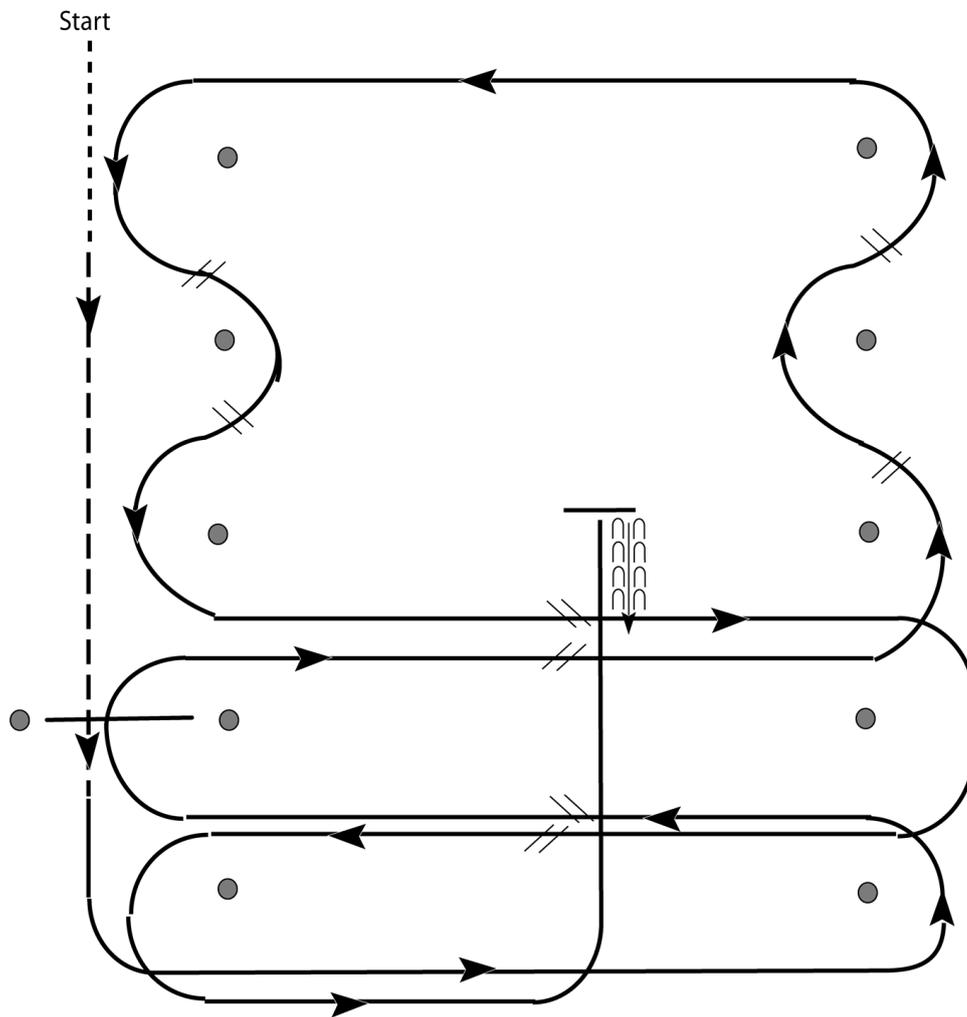
Western Riding (L1 Youth)

Show Date: 07-12-2019



Pattern Provided by:

NQHA



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.

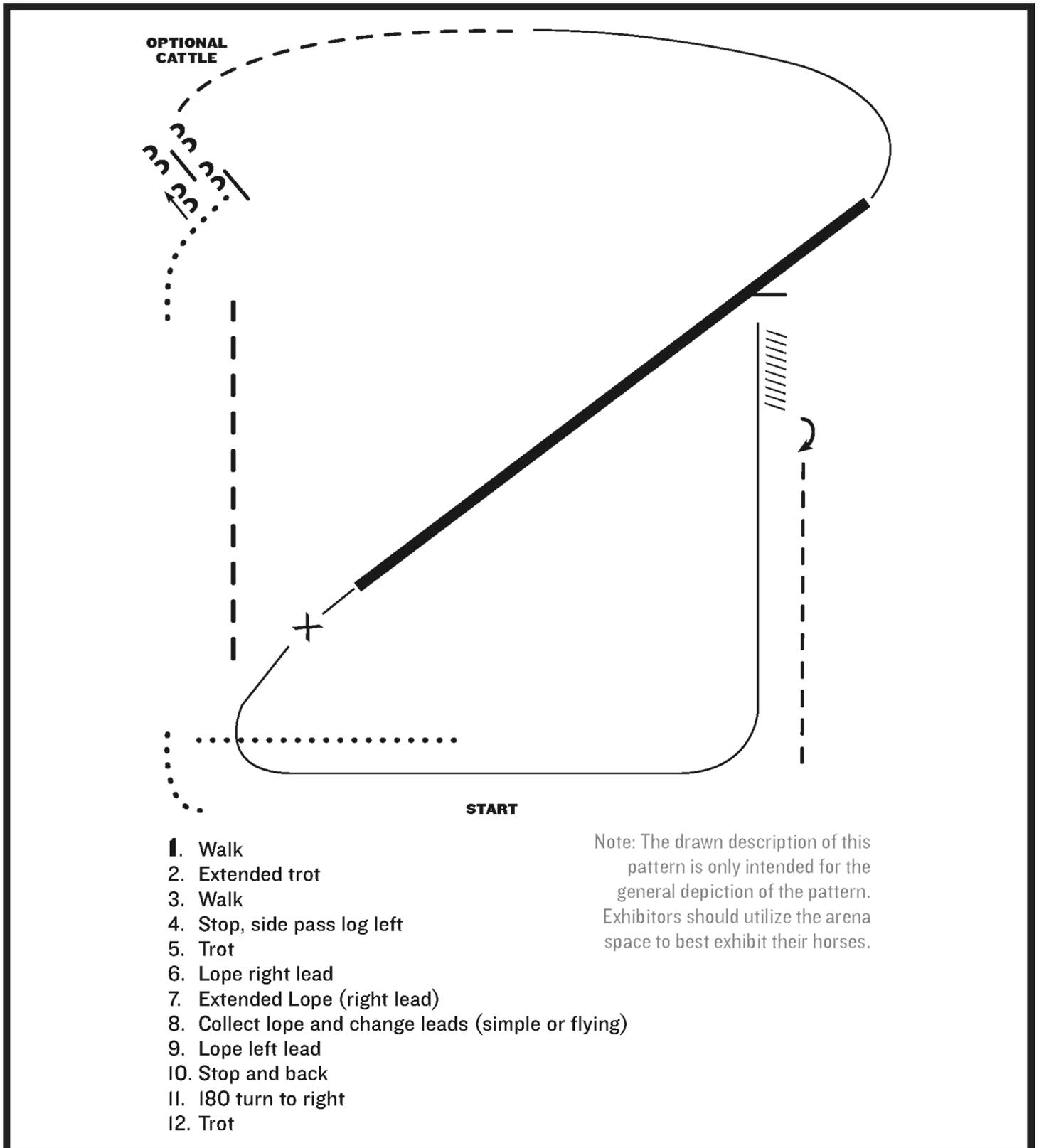
Pattern Provided by:

NQHA

Eurocup AQHA Show

Ranch Riding (L1 Amateur)

Show Date: 07-12-2019



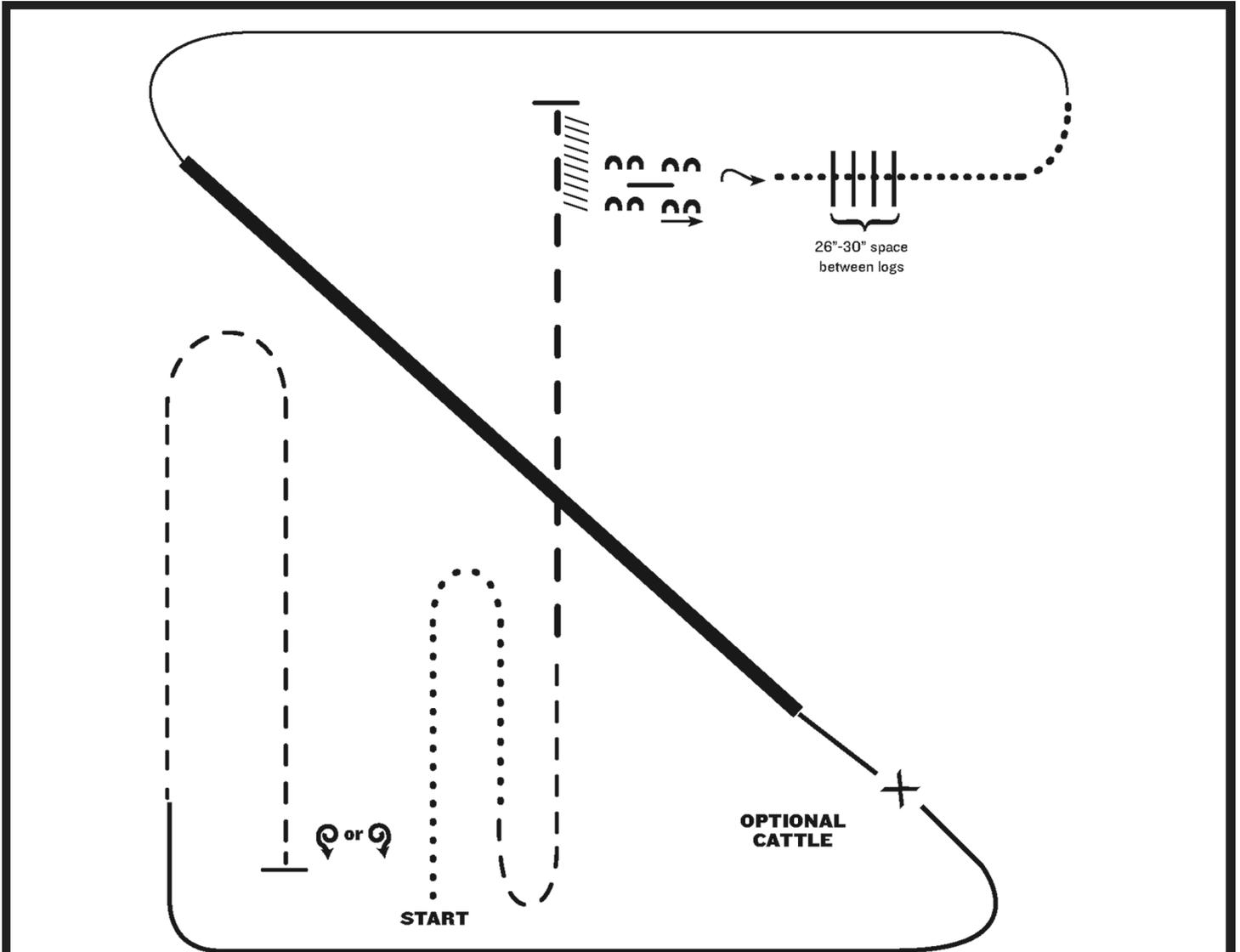
Pattern Provided by:

NQHA

Eurocup AQHA Show

Ranch Riding (L1 Youth)

Show Date: 07-12-2019



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
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 degree turn either direction

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.

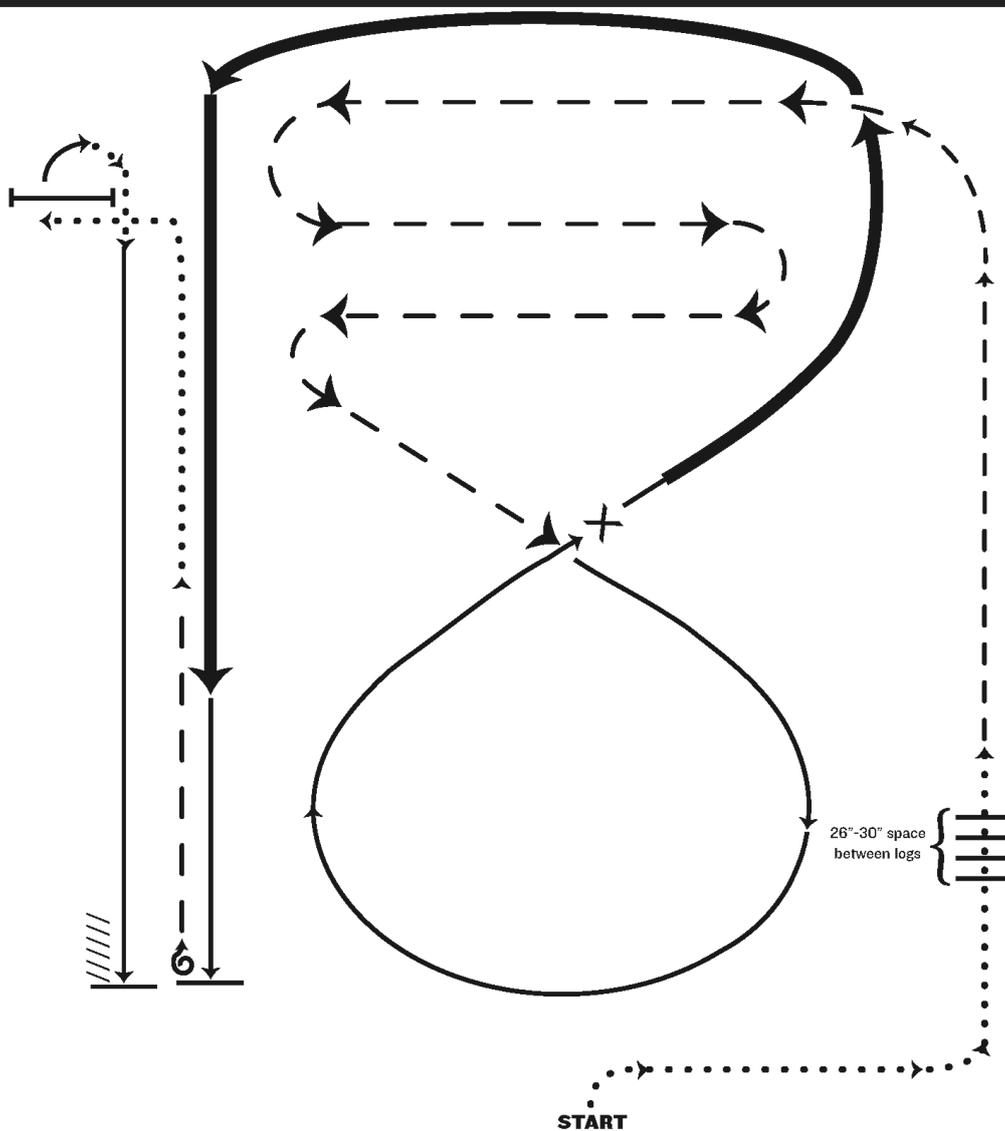
Pattern Provided by:

NQHA

Eurocup AQHA Show

Ranch Riding (Open)

Show Date: 07-12-2019

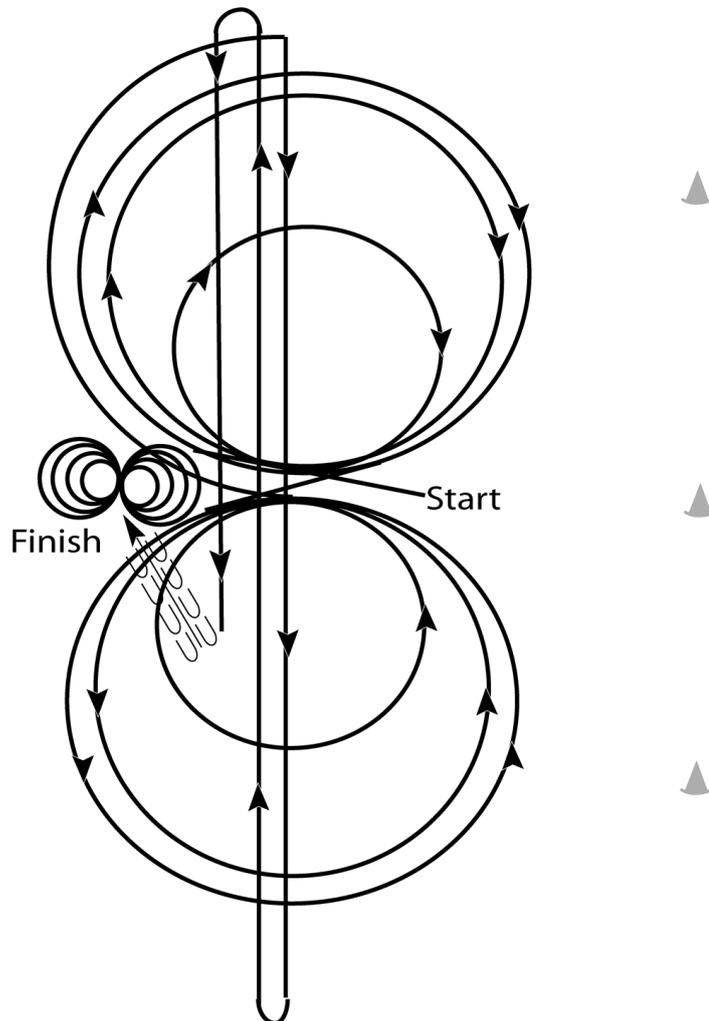


1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope (left lead), collect lope
8. Stop, 1 1/2 turn, either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

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.

Pattern Provided by:

NQHA



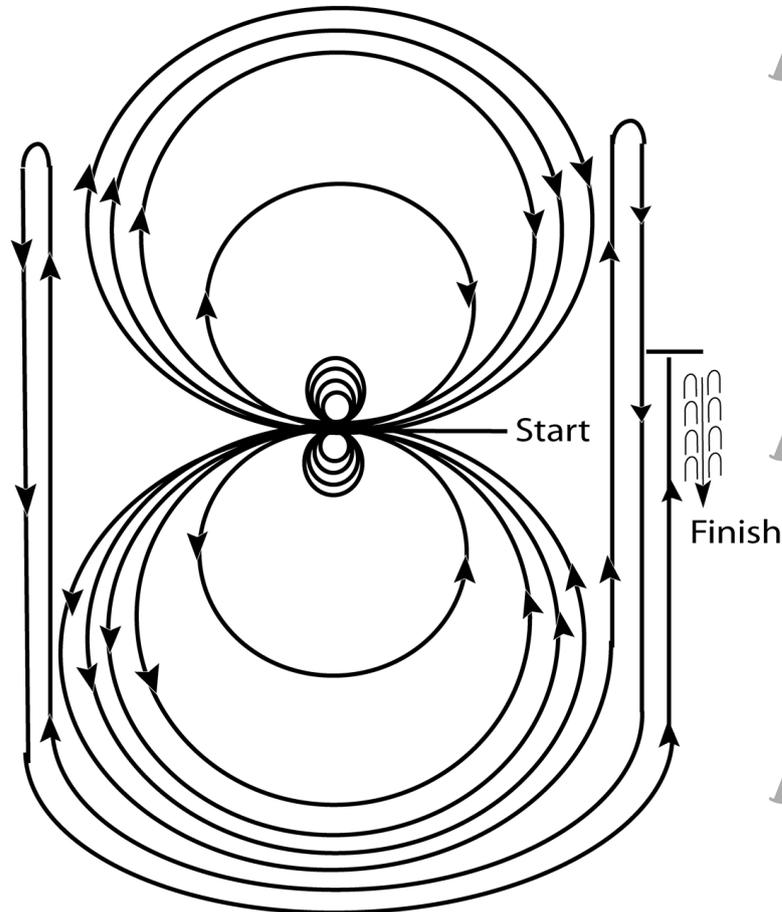
Horses must walk or stop prior to starting the pattern.

Begin 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 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 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 10 feet (3m). Hesitate.
 6. Complete four spins to the right.
 7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

Pattern Provided by:

NQHA



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.
 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.
 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.
 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 (6.09m) 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 (6.09m) 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

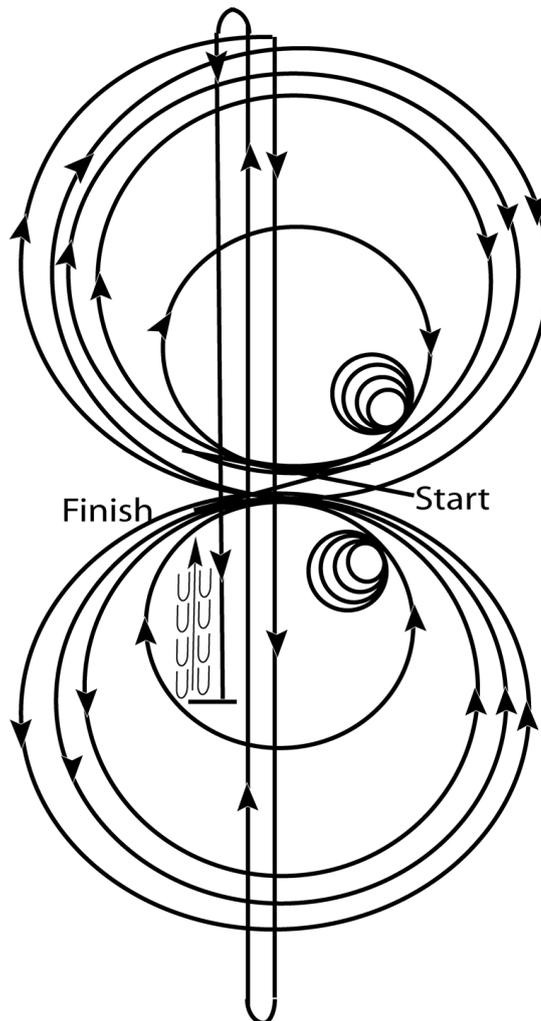
Pattern Provided by:

NQHA

Eurocup AQHA Show

Reining (Open)

Show Date: 07-12-2019



Horses must walk or stop prior to starting pattern. Begin 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 circles large and fast; the third circle small and slow. Stop at the center of the arena.
 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.
 4. Complete four spins to the left. Hesitate.
 5. Beginning on the right lead, run a large first 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.
 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 10 feet (3m). Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

Pattern Provided by:

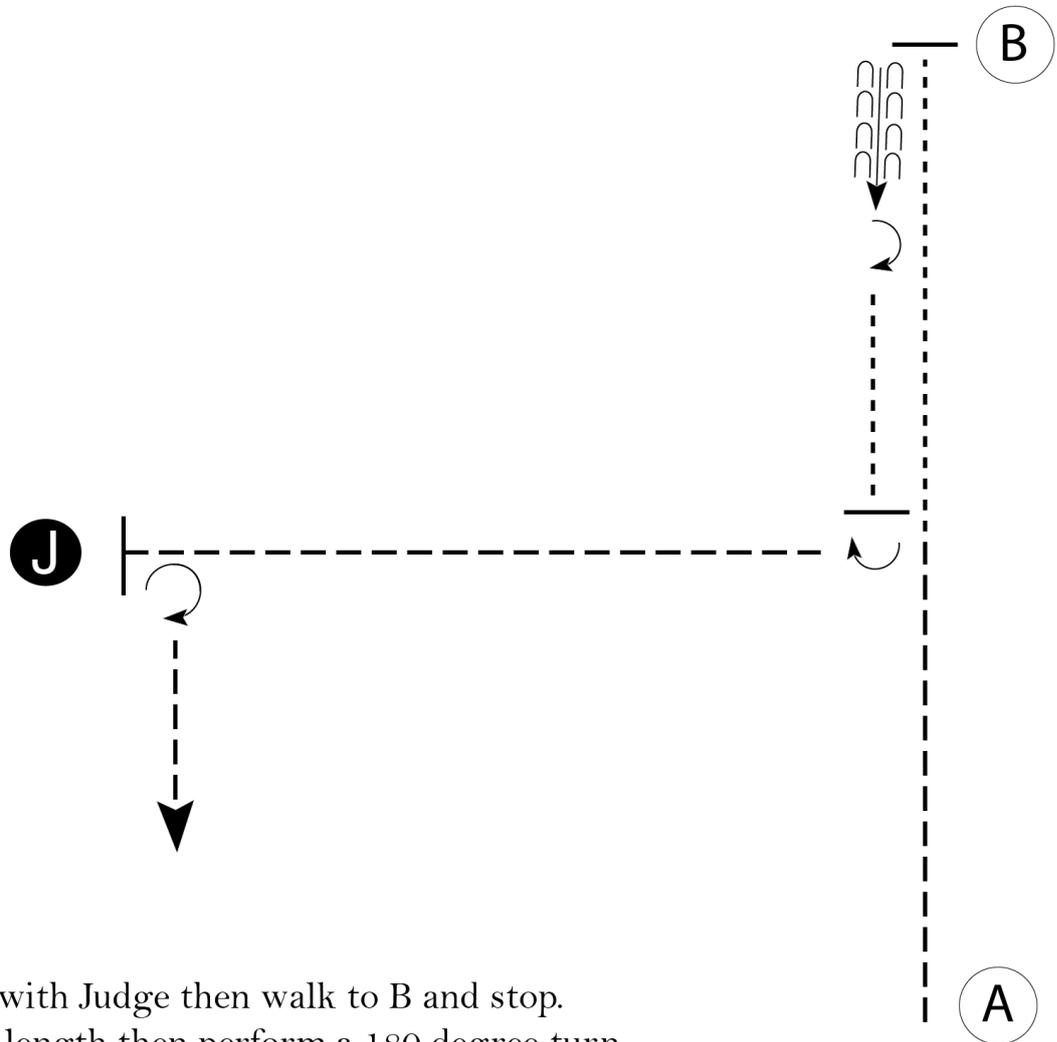
NQHA



FEQHA Amateur & Youth Eurocup 2019

Showmanship at Halter (Youth)

Show Date: 13-07-2019



Be ready at A.

1. Trot until even with Judge then walk to B and stop.
2. Back one horse length then perform a 180 degree turn.
3. Walk until your horse's hip is even with Judge.
4. Perform a 1/4 turn.
5. Trot to Judge.
6. Set up.
7. Inspection. When dismissed, perform a 270 degree turn and trot to exit.

Walk	-----
Trot	- - - - -
Back	← ← ← ← ←
Marker	Ⓚ
Judge	Ⓝ

Pattern Provided by:

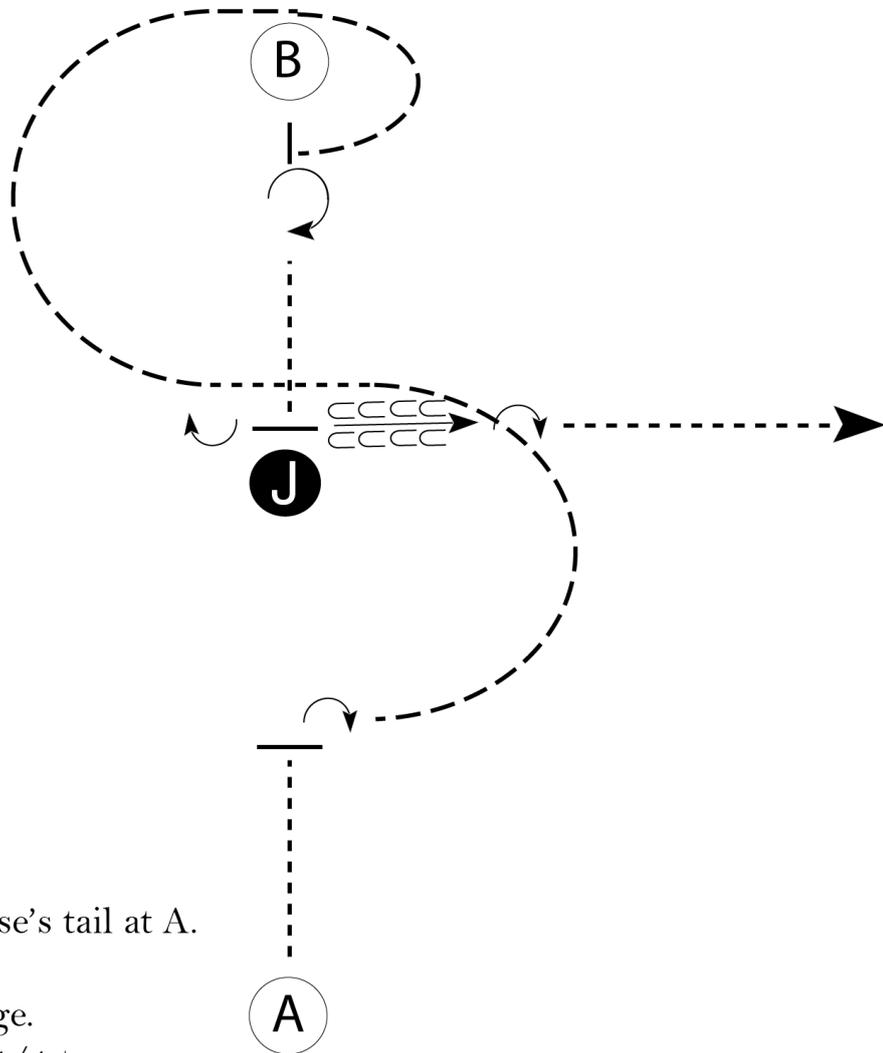
NQHA



FEQHA Amateur & Youth Eurocup 2019

Showmanship at Halter (Amateur)

Show Date: 13-07-2019



Be ready with your horse's tail at A.

1. Walk halfway to Judge.
2. Stop and perform a 1/4 turn.
3. Trot a half circle. Break to a walk before Judge and walk at least two horse lengths past Judge.
4. Trot a half circle to and around B as shown.
5. Stop and perform a 3/4 turn and walk to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 1/4 turn.
8. Back approximately one horse length.
9. Perform a 1/2 turn and walk straight away to exit.

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

Follow the instructions of your ring steward.

Pattern Provided by:

NQHA

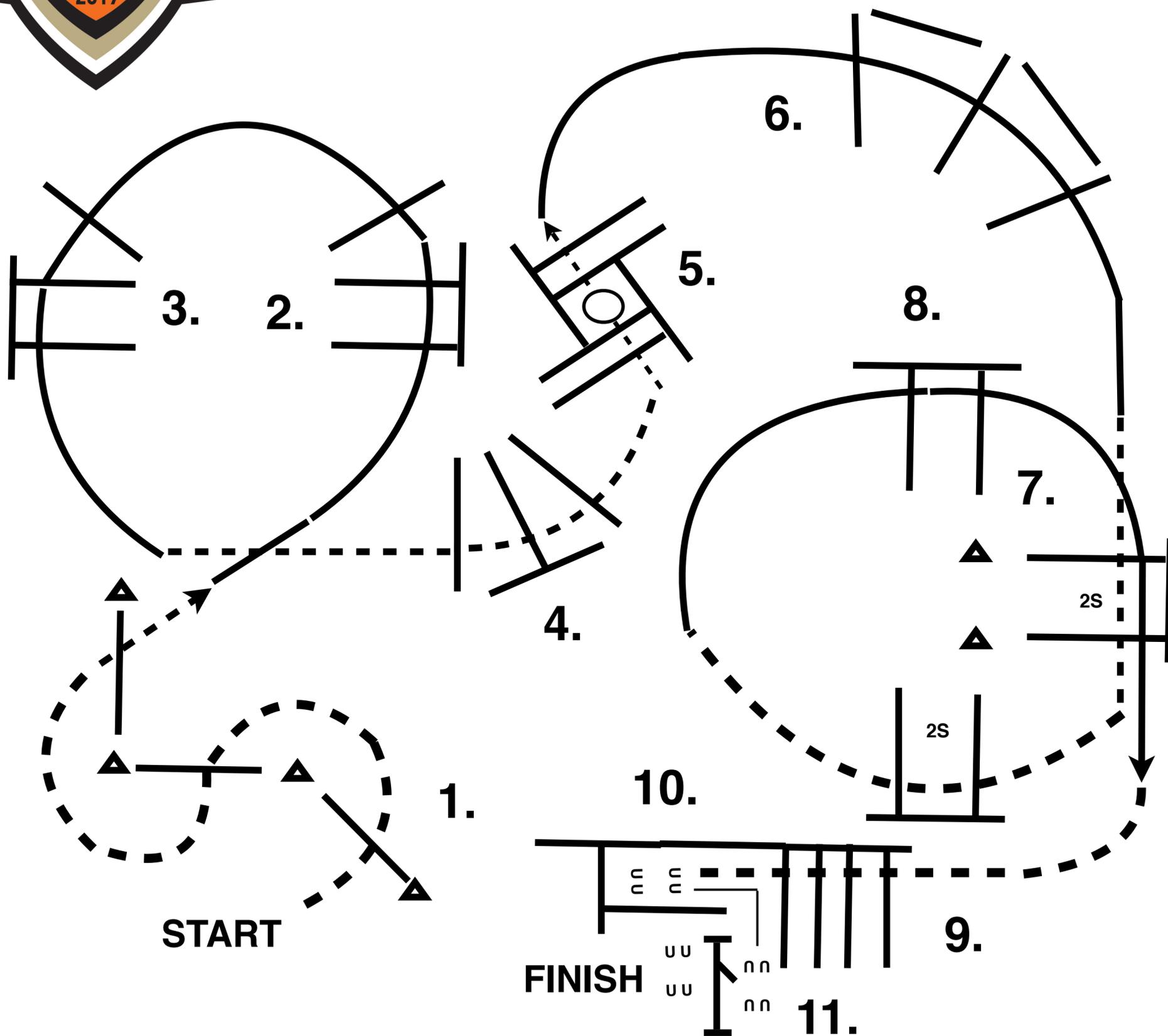


FEQHA Amateur & Youth Eurocup

2019

Trail (Youth)

Show Date: 13-07-2019



1. JOG OVER POLES, JOG THRU SERPENTINE.

2. LOPE OVER POLES (LL).

3. LOPE OVER POLES (LL).

4. BREAK TO THE JOG, JOG OVER POLES.

5. STOP OR BREAK TO THE WALK, WALK OVER POLES AND WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK OVER POLES.

6. LOPE OVER POLES (RL).

7. BREAK TO THE JOG, JOG OVER POLES.

8. LOPE OVER POLES (RL).

9. BREAK TO THE JOG, JOG OVER POLES.

10. JOG INTO CHUTE, STOP, BACK AROUND CORNER, BACK UP TO GATE.

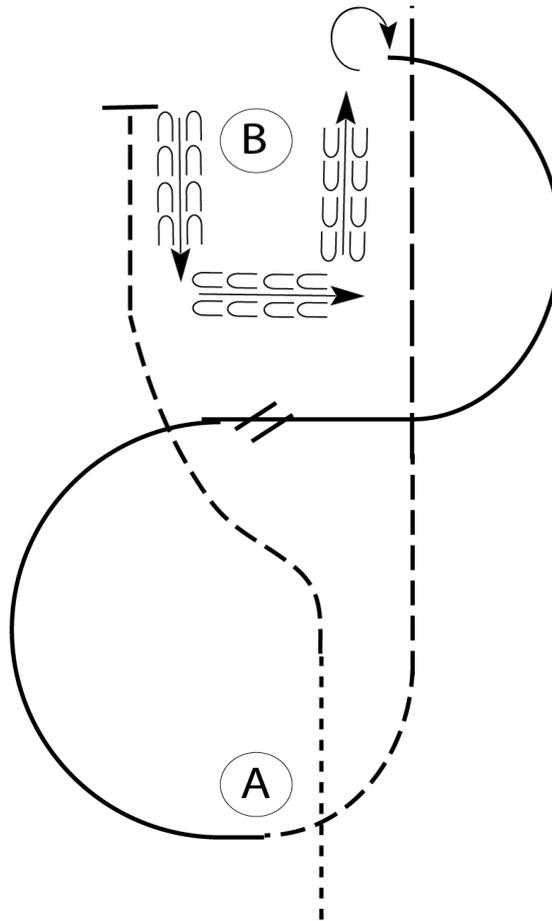
11. GATE: LH OPEN, WALK OVER POLE, CLOSE GATE.



FEQHA Amateur & Youth Eurocup 2019

Western Horsemanship (Amateur)

Show Date: 13-07-2019



Be ready before A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B as shown.
3. Stop at B and back around B as shown.
4. Perform a 3/4 turn to the right.
5. Lope a half circle on the right lead to center of pattern.
6. Perform a simple lead change and lope a half circle to A.
7. Jog from A halfway to B.
8. Extend the jog to and past B.

Pattern is over once you have passed B.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	
Back	
Marker	

Pattern Provided by:

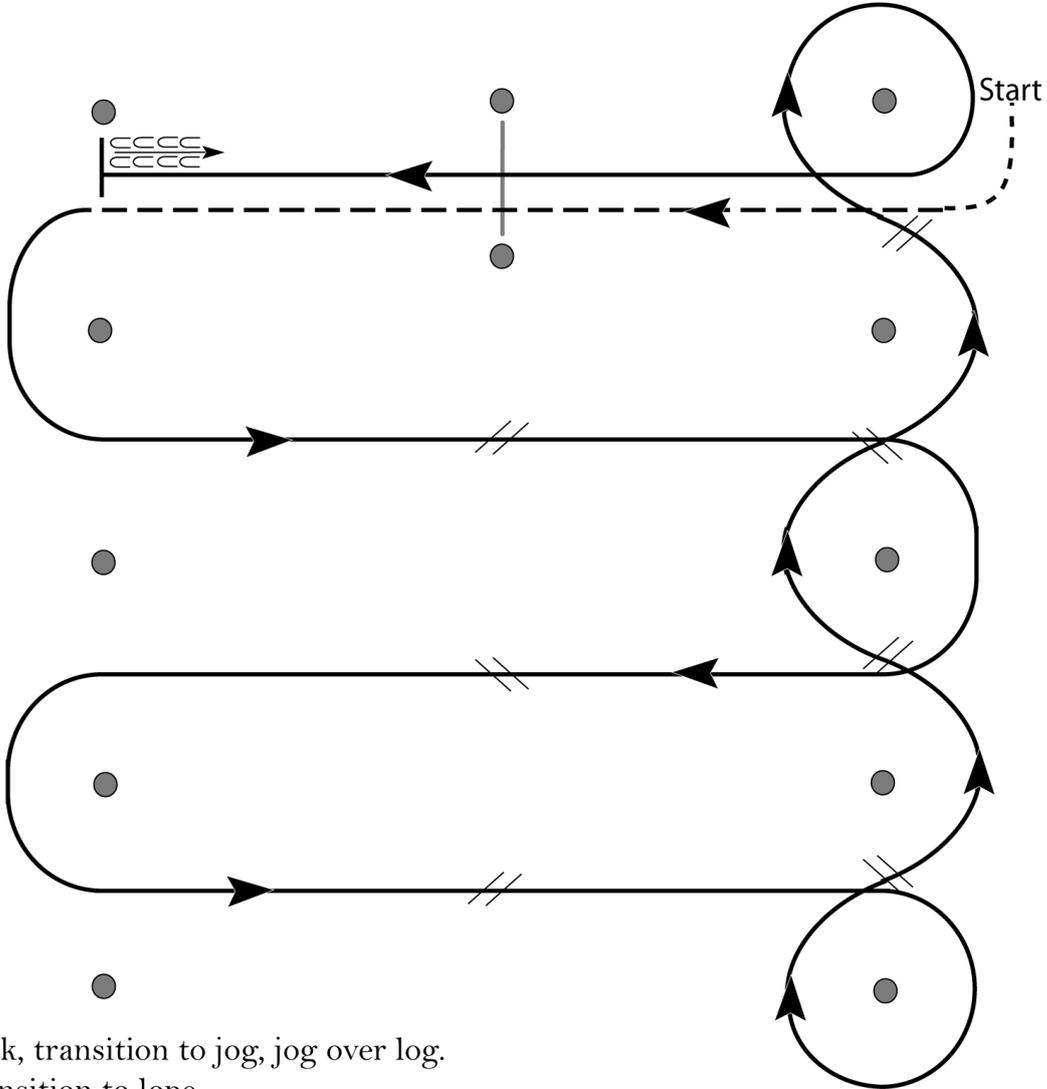
NQHA



FEQHA Amateur & Youth Eurocup 2019

Western Riding (Youth)

Show Date: 13-07-2019



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

Pattern Provided by:

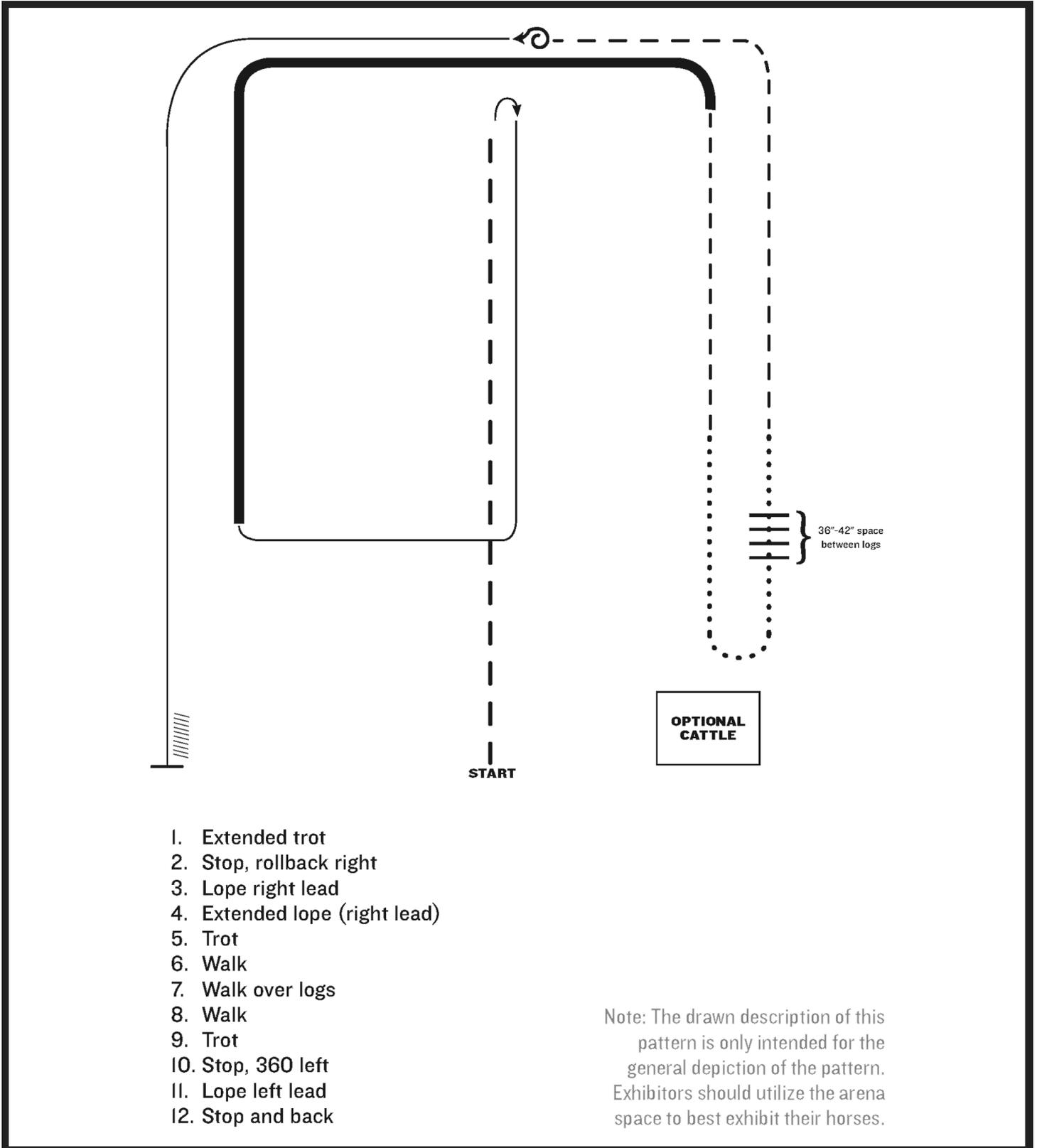
NQHA



FEQHA Amateur & Youth Eurocup 2019

Ranch Riding (Youth)

Show Date: 13-07-2019



Pattern Provided by:

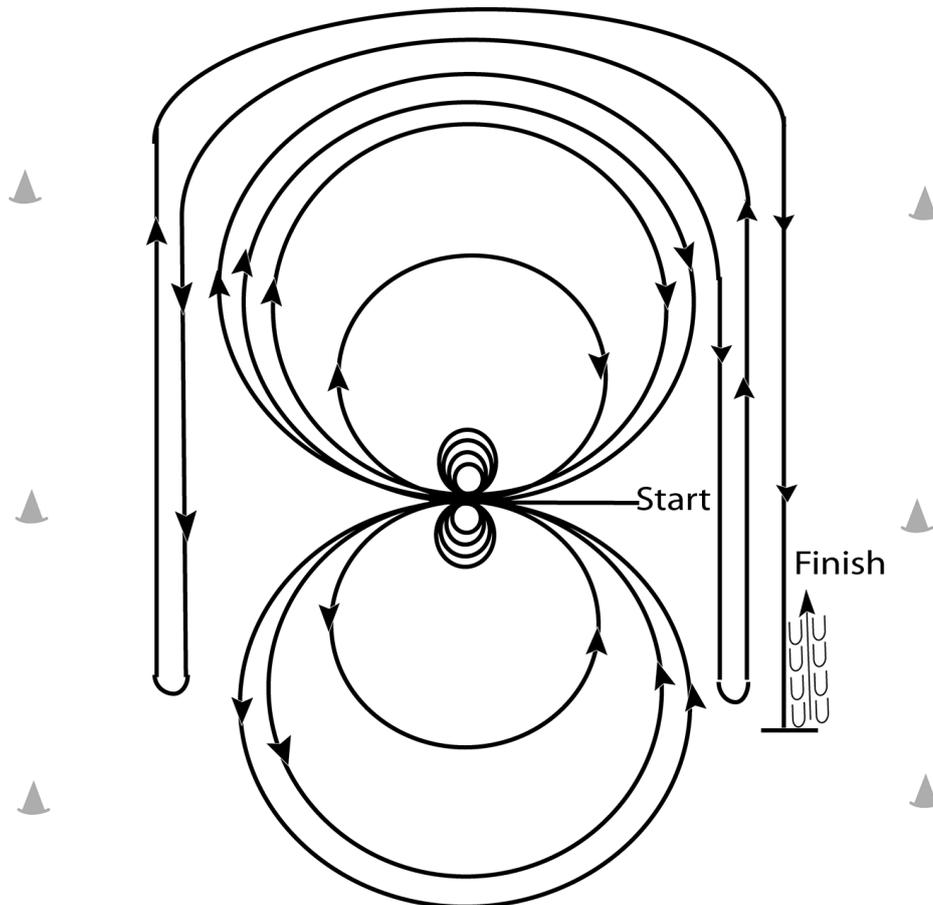
NQHA



FEQHA Amateur & Youth Eurocup 2019

Reining (Amateur)

Show Date: 13-07-2019



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 left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.
Rider may drop bridle to the designated judge.

Pattern Provided by:

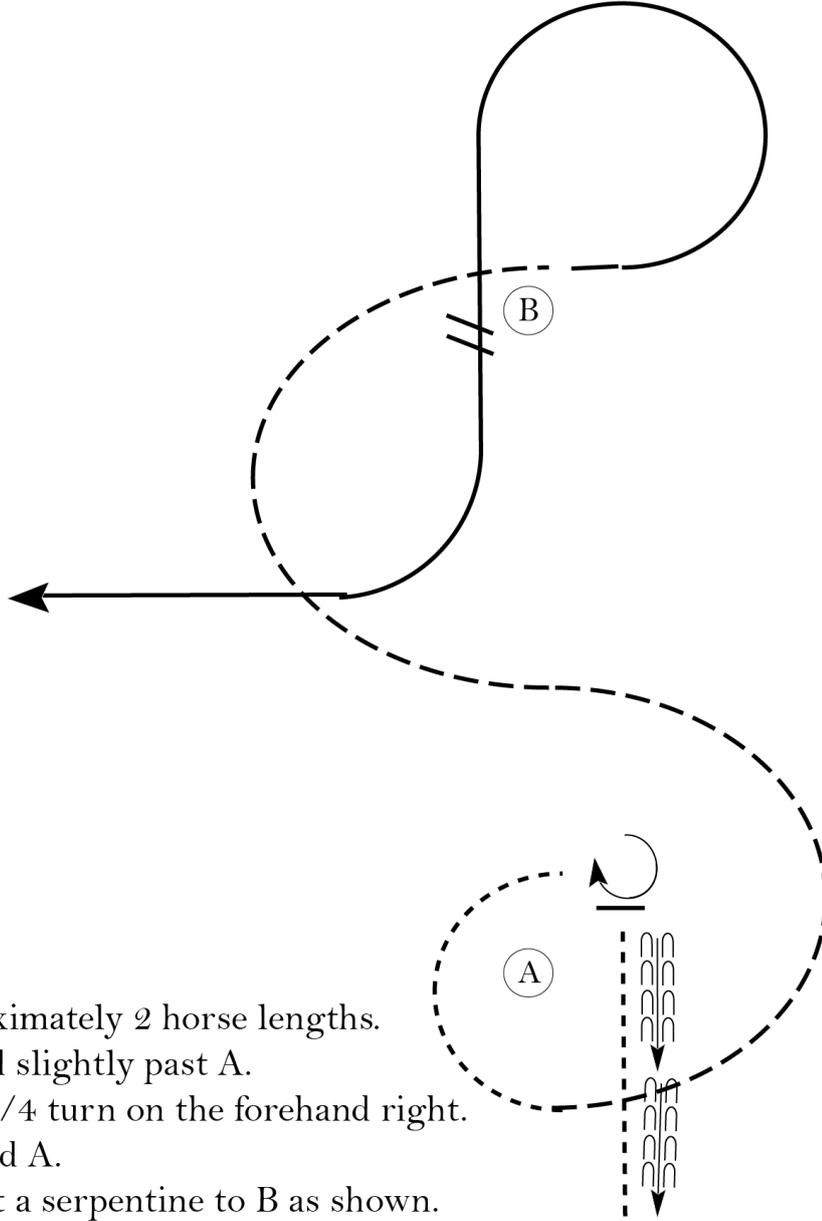
NQHA



FEQHA Amateur & Youth Eurocup 2019

Hunt Seat Equitation (Youth)

Show Date: 13-07-2019



Be ready at A.

1. Back approximately 2 horse lengths.
2. Walk to and slightly past A.
3. Perform a 3/4 turn on the forehand right.
4. Walk around A.
5. Posting trot a serpentine to B as shown.
6. Canter on the left lead in a circle to B.
7. Change leads at B and canter on the right lead to exit as shown.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	⊙
Sidepass	←-----←
Hand Gallop	-----

Pattern Provided by:

NQHA

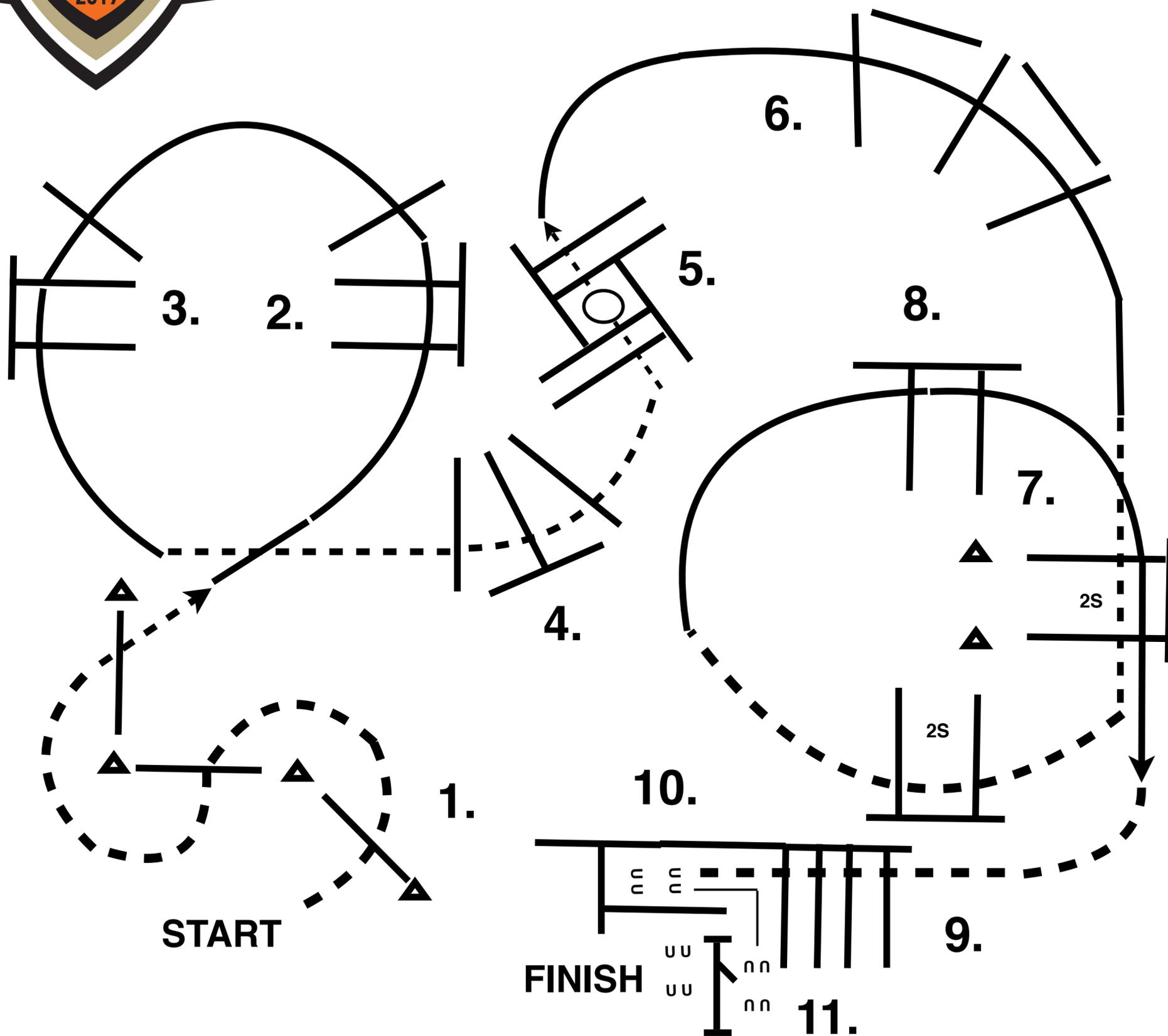


FEQHA Amateur & Youth Eurocup

2019

Trail (Amateur)

Show Date: 14-07-2019



1. JOG OVER POLES, JOG THRU SERPENTINE.
2. LOPE OVER POLES (LL).
3. LOPE OVER POLES (LL).
4. BREAK TO THE JOG, JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLES AND WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK OVER POLES.

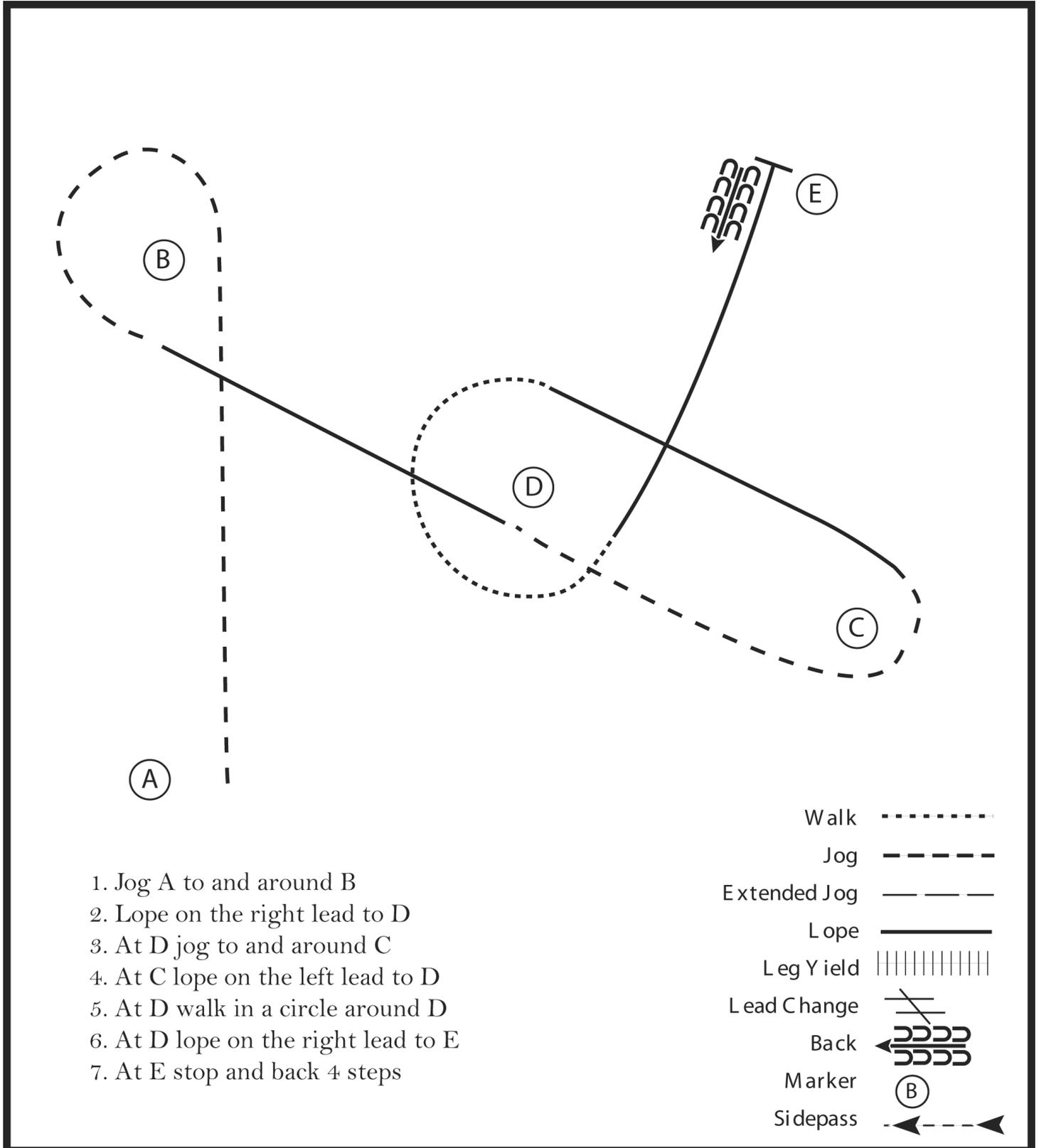
6. LOPE OVER POLES (RL).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (RL).
9. BREAK TO THE JOG, JOG OVER POLES.
10. JOG INTO CHUTE, STOP, BACK AROUND CORNER, BACK UP TO GATE.
11. GATE: LH OPEN, WALK OVER POLE, CLOSE GATE.



FEQHA Amateur & Youth Eurocup 2019

Western Horsemanship (Youth)

Show Date: 14-07-2019



Pattern Provided by:

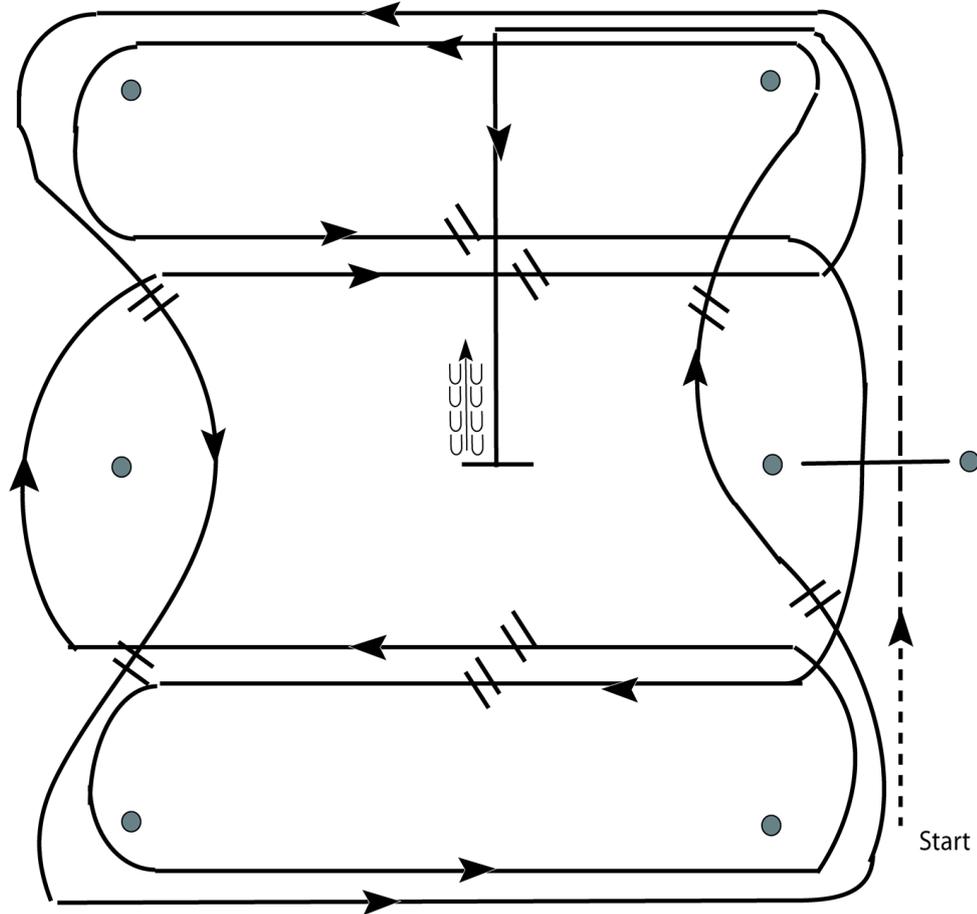
NQHA



FEQHA Amateur & Youth Eurocup 2019

Western Riding (Amateur)

Show Date: 14-07-2019



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

Pattern Provided by:

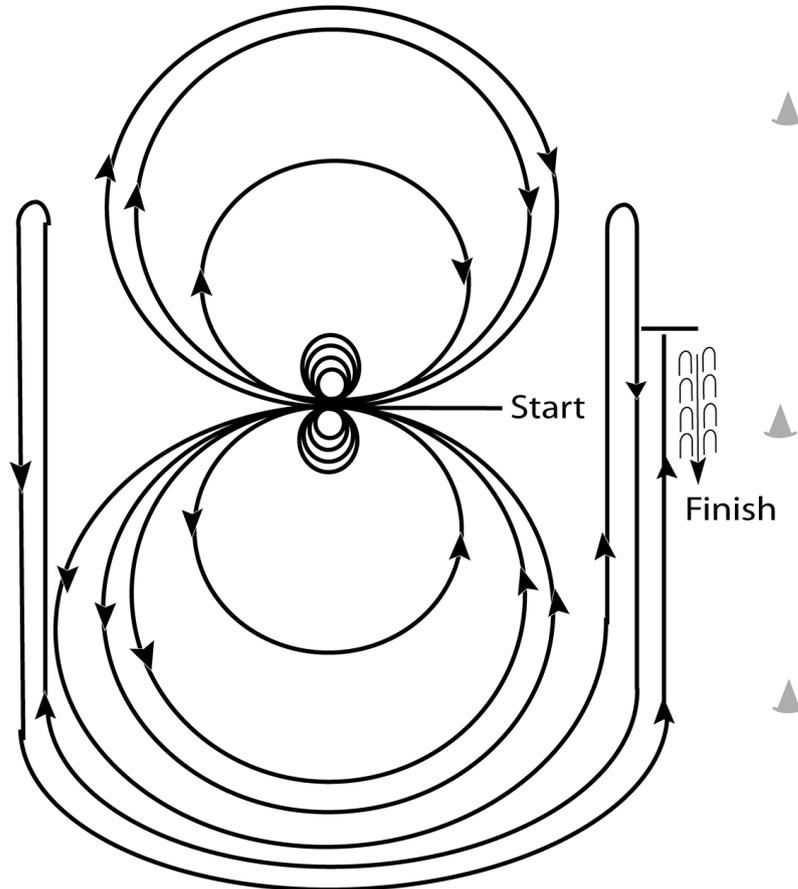
NQHA



FEQHA Amateur & Youth Eurocup 2019

Reining (Youth)

Show Date: 14-07-2019



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, fast 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 (6.09m) 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 (6.09m) 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate the completion of the pattern.
- Rider may drop bridle to the designated judge.

Pattern Provided by:

NQHA

