


Zweifach AQHA Show
Midsummer
Classic
 Pferdezentrum Alsfeld


 DQHA
 Regionalgruppe Hessen
 AMERICAN
 QUARTER
 HORSE
 ASSOCIATION
 www.dqha-hessen.de



22.-24. Juni 2018
**FOOD
 FAHRBIK
 TRUCK**
 WWW.FOODFAHRBIK.DE

1. Wertungsturnier DQHA Hessen Cup

Sponsoren 2018



Rasseoffene Klassen / Grand Prix Klassen / ALL IN Klassen

Reining / Western Riding

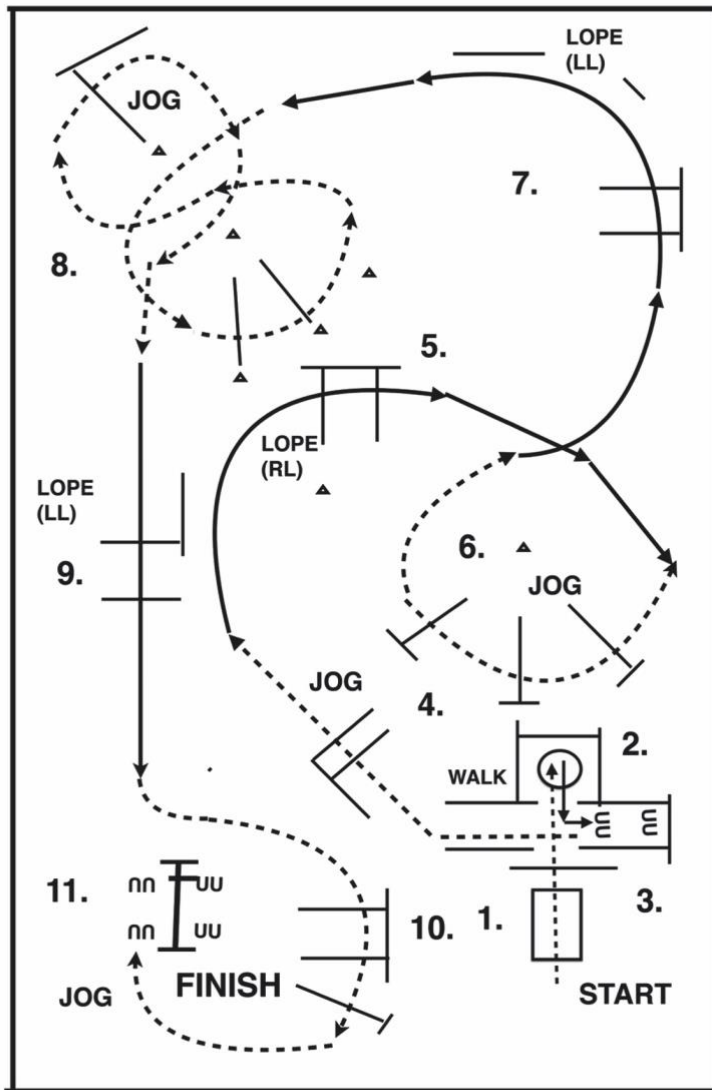
Reining Pattern

L1 Amateur	#5
L1 Open	#5
Amateur	#3
Youth	#3
Open	#6

Western Riding Pattern

L1 Amateur	#L1 1
L1 Open	#L1 4
Open	#5
Youth	#5
Amateur	#5

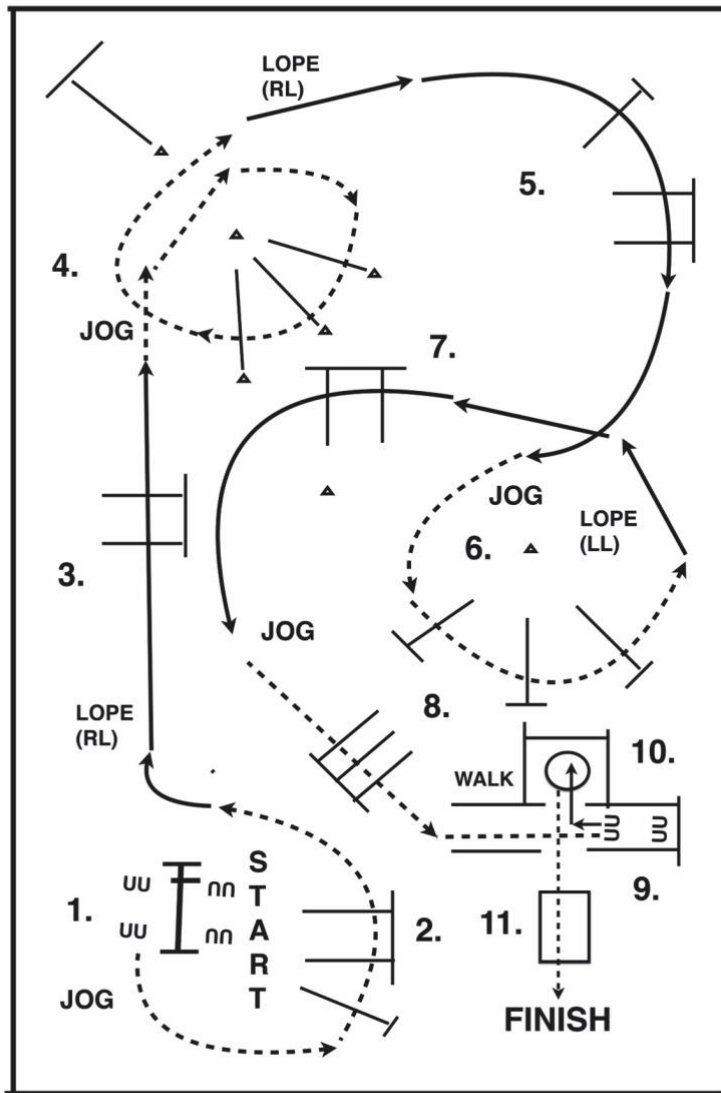
Trail L1 Amateur / Rasseoffen



1. WALK OVER BRIDGE AND POLE INTO CHUTE, STOP
2. TURN 360° EITHER WAY
3. BACK UP
4. JOG OUT OF CHUTE AND OVER POLES
5. LOPE OVER POLES (RL)
6. JOG OVER POLES
7. LOPE OVER POLES (LL)
8. JOG SERPENTINE LIKE FIGURE 8
9. LOPE OVER POLES (LL)
10. JOG OVER POLES AND STOP NEXT TO GATE
11. WORK GATE RH

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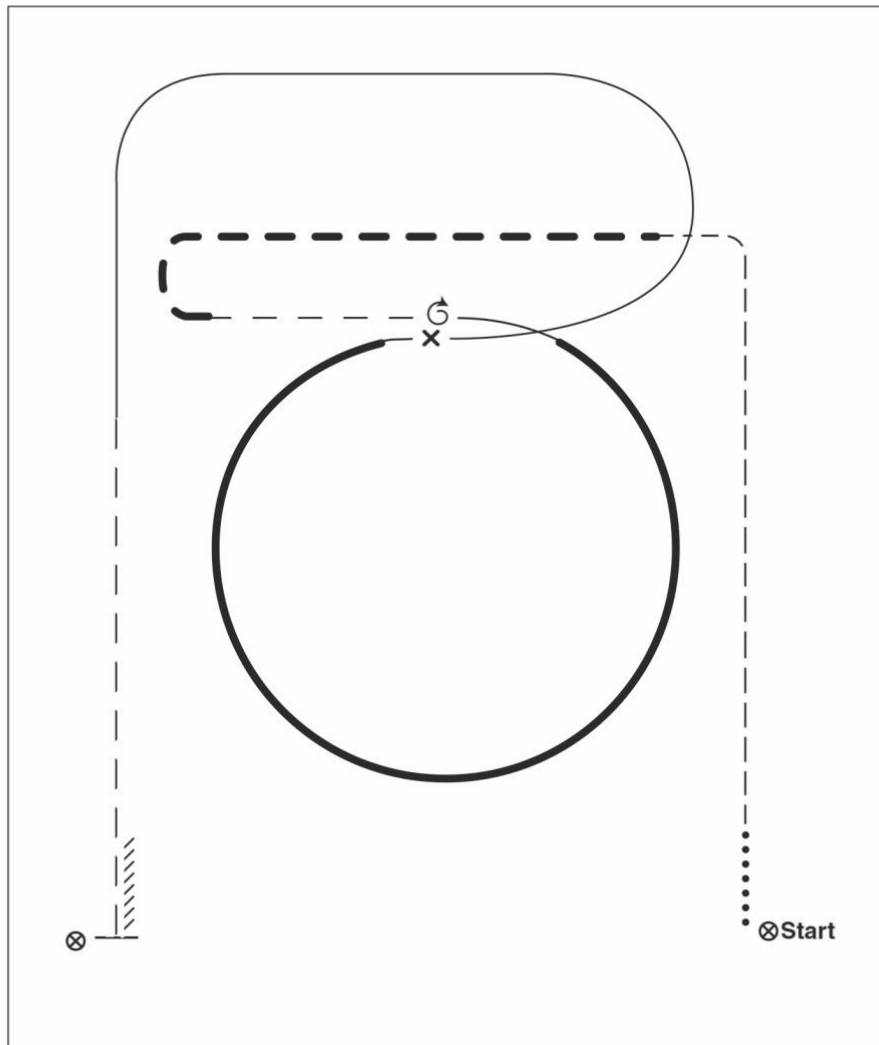
Trail L1 Open / Youth



1. GATE: LEFT HAND, OPEN RIDE THRU GATE, CLOSE GATE...NO POLE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES AND JOG AROUND CONE.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.
9. JOG INTO CHUTE, STOP, BACK INTO BOX.
10. EXECUTE A 360 TURN, EITHER DIRECTION.
11. WALK OUT BOX AND WALK OVER BRIDGE.

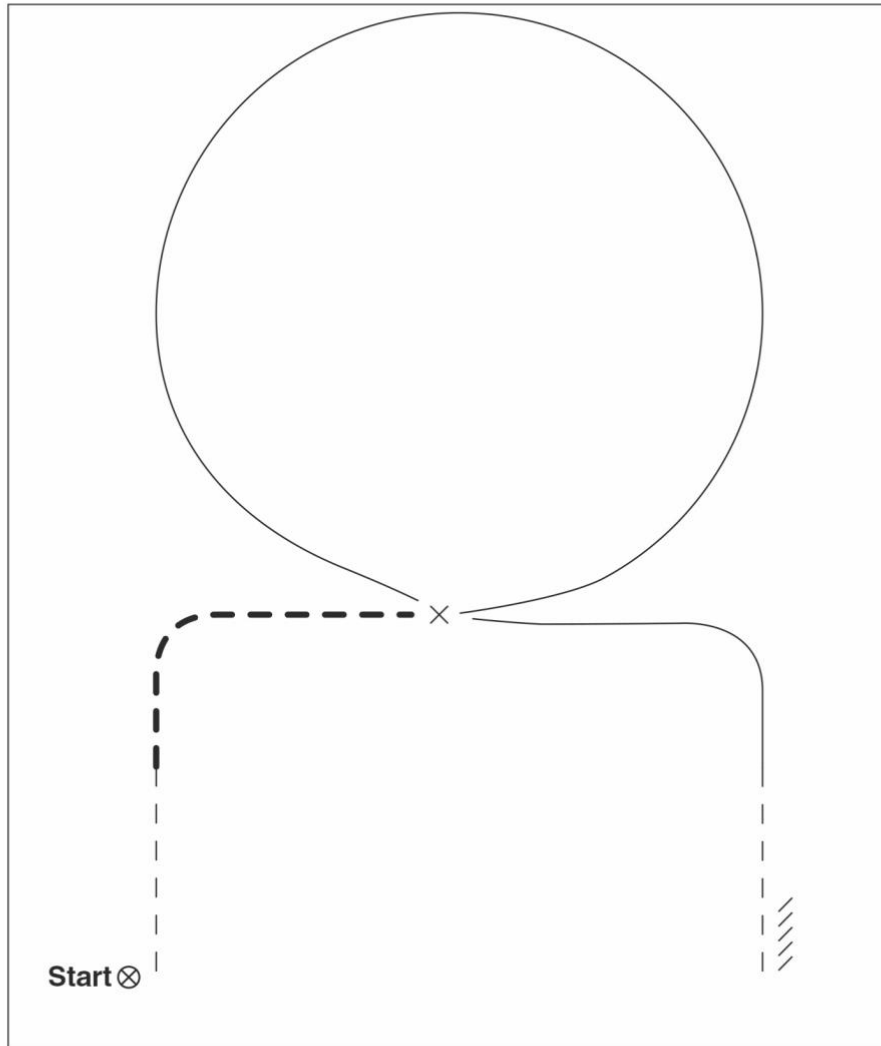
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Horsemanship (Rasseoffen)



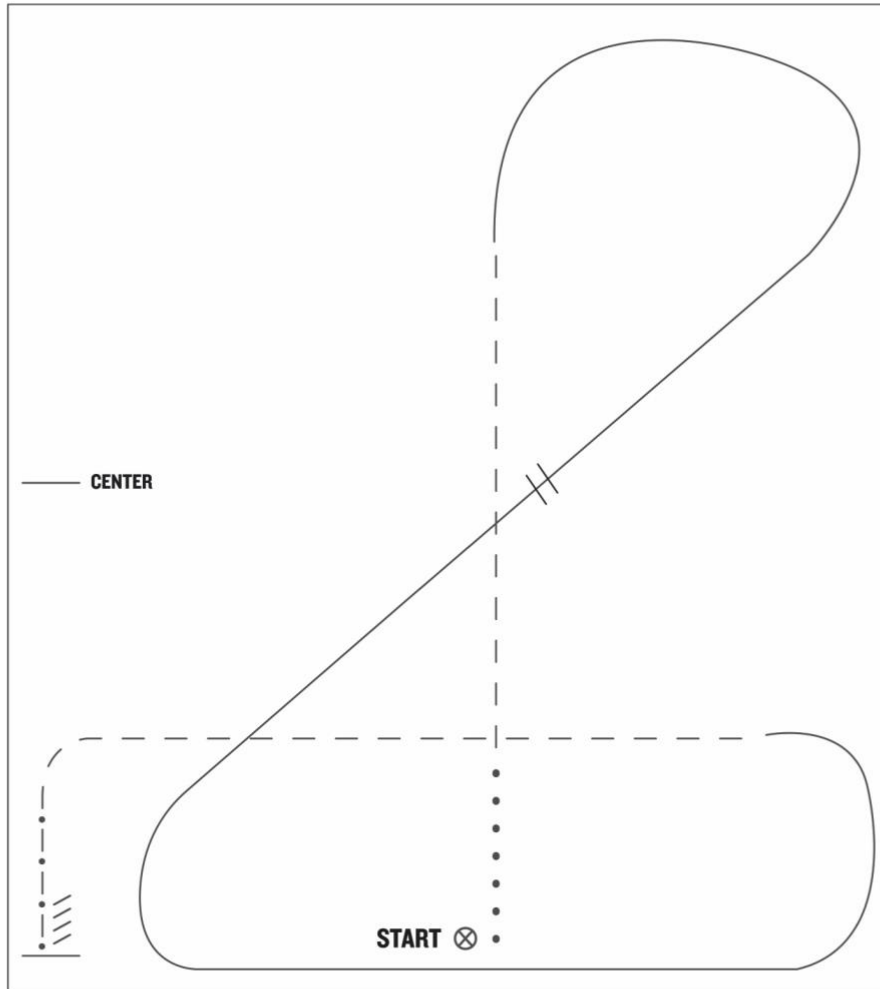
1. Walk
2. Jog square corner
3. Extend the jog, jog
4. Stop, 360° turn right
5. Right lead lope a large circle with speed, collect
6. Change leads (simple or flying)
7. Lope left around the end of the arena, break to jog
8. Stop and back. Exit at walk

Horsemanship (L1 Amateur)



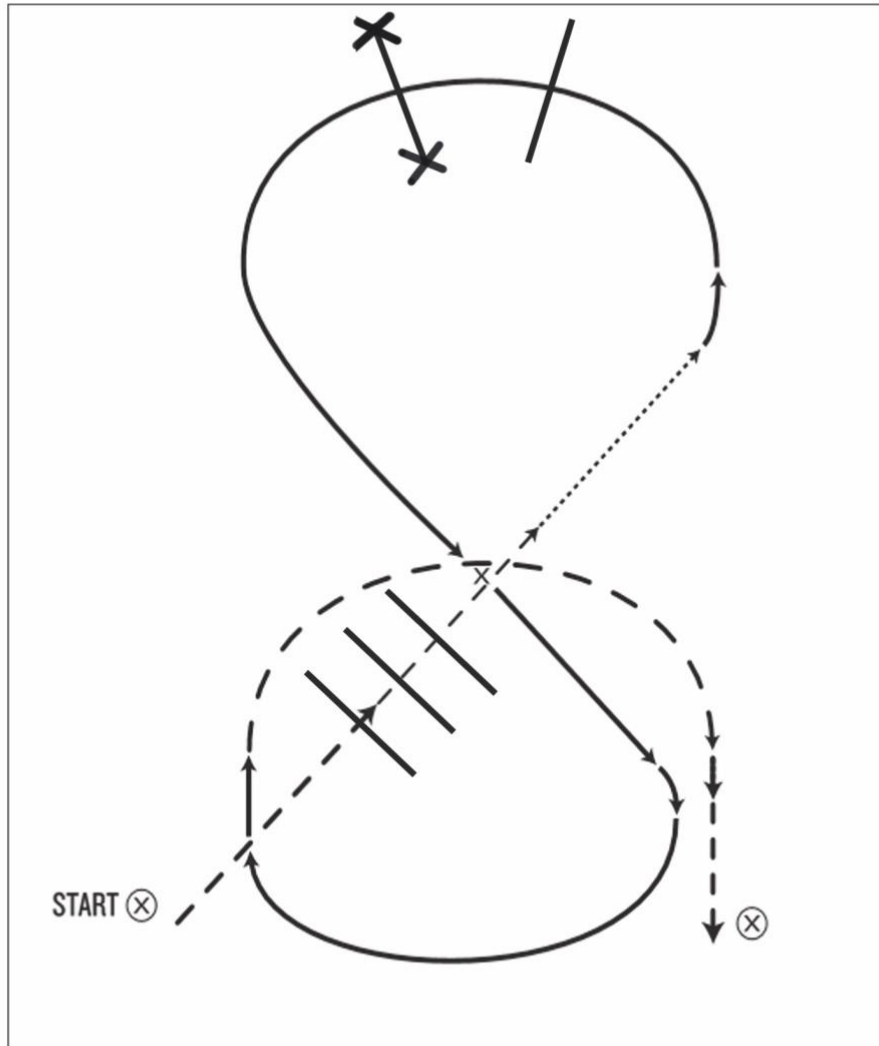
1. Jog half way, extend the jog to middle
2. Stop
3. Lope a circle on the left lead
4. Change leads (simple or flying)
5. Lope right lead, break to jog
6. Stop and back
7. Exit at walk

Hunt Seat Equitation (L1 Amateur/ Youth)



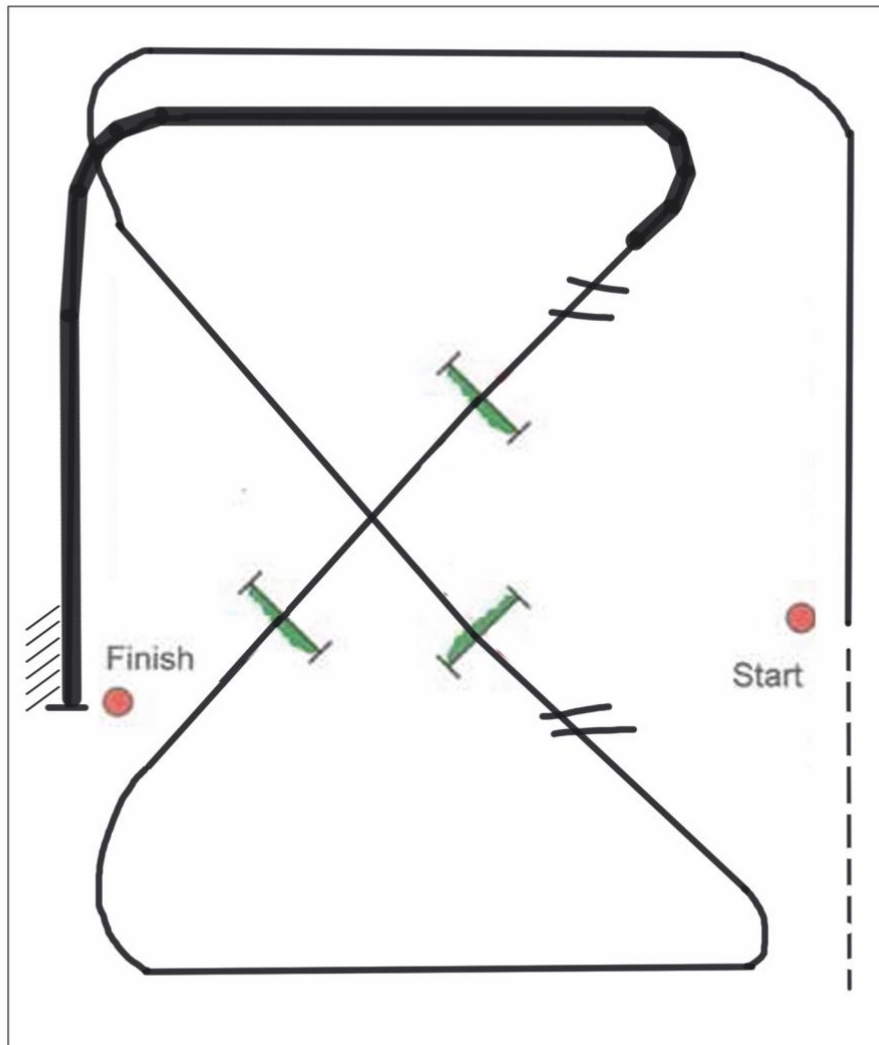
1. Walk
2. Trot right diagonal, change to left diagonal an center
3. Canter right lead
4. Change leads (simple or flying)
5. Canter left lead around the end of the arena
6. Right diagonal around corner
7. Sitting trot, stop, back
8. Exit at the walk or trot

ALL IN Hunter



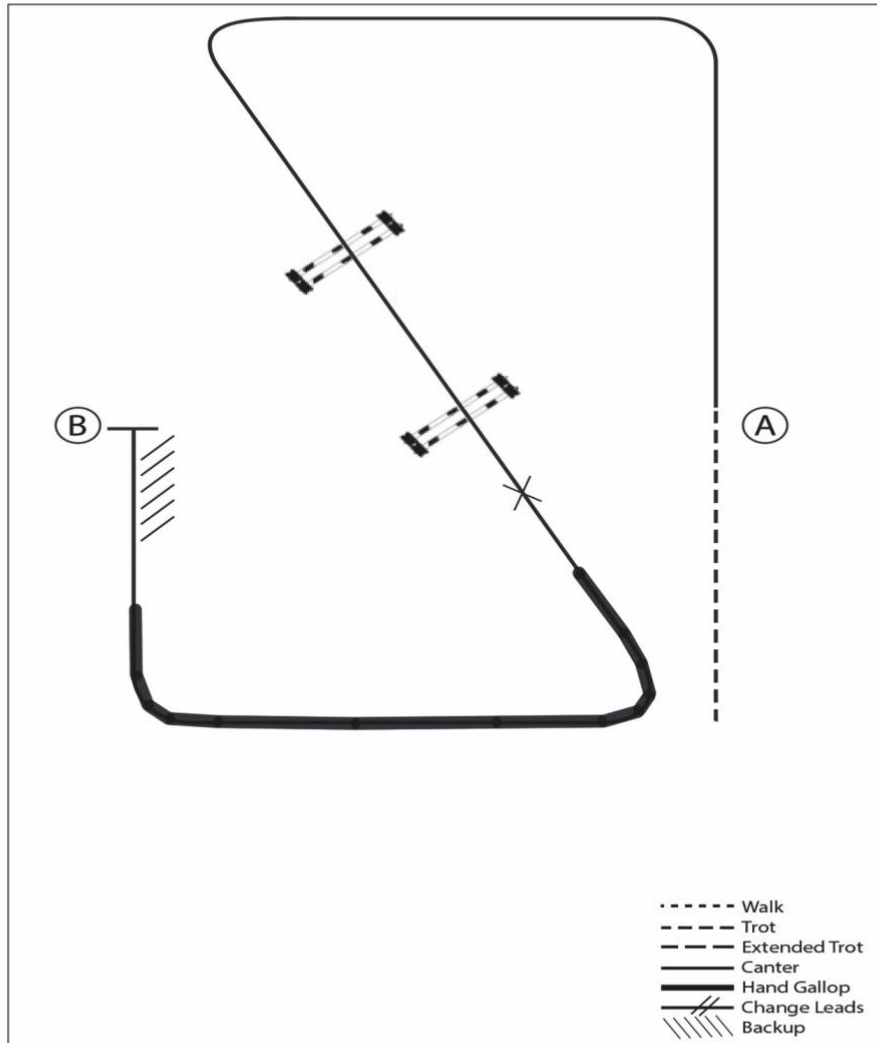
1. Posting Trot on left diagonal
2. Trot over
3. Sitting Trot
4. Canter on left lead
5. Jump over pole and high-lying pole
6. Simple Change of leads in middle of line and continue on right lead
7. Posting trot on right diagonal
8. Halt at marker, exit at a walk or trot

Hunter Hack (Open/Amateur)



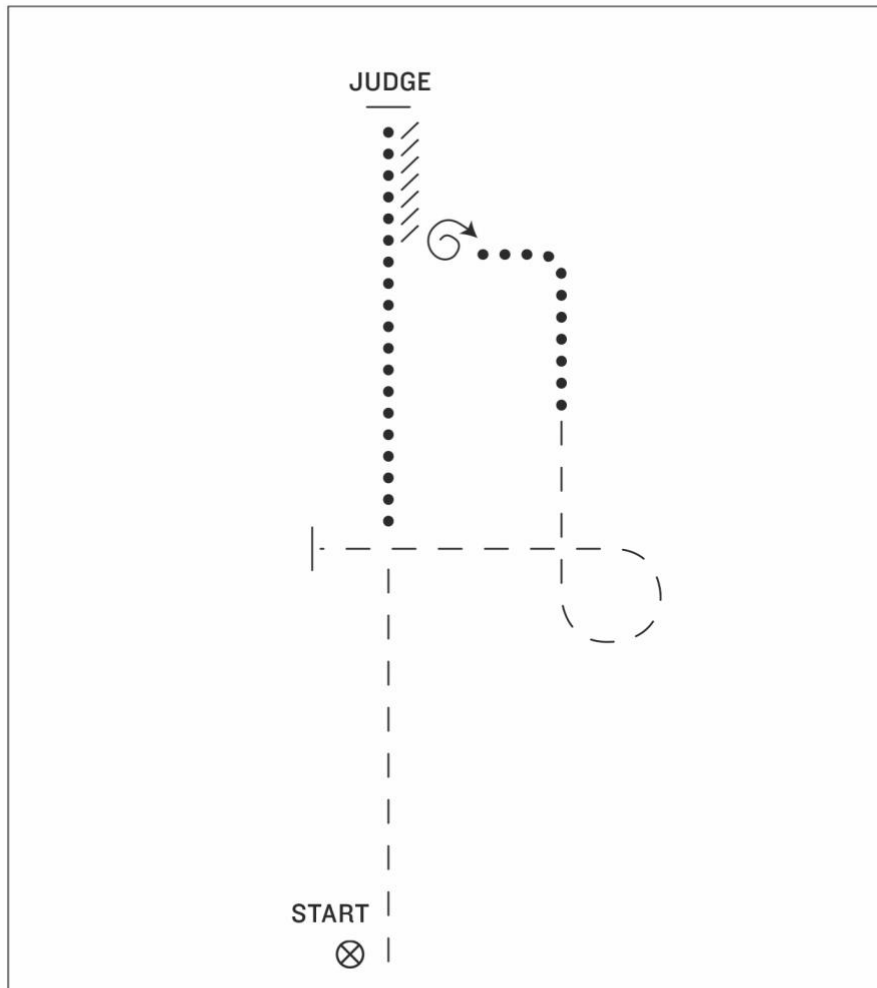
1. Sitting Trot to A
2. Canter left lead
3. Jump one fence
4. Flying lead change, right lead canter
5. Jump two fences
6. Flying lead change, left lead canter, hand gallop to B
7. Stop at B and back one horse length. Exit at Trot

Hunter Hack (L1 Amateur/Rasseoffen)



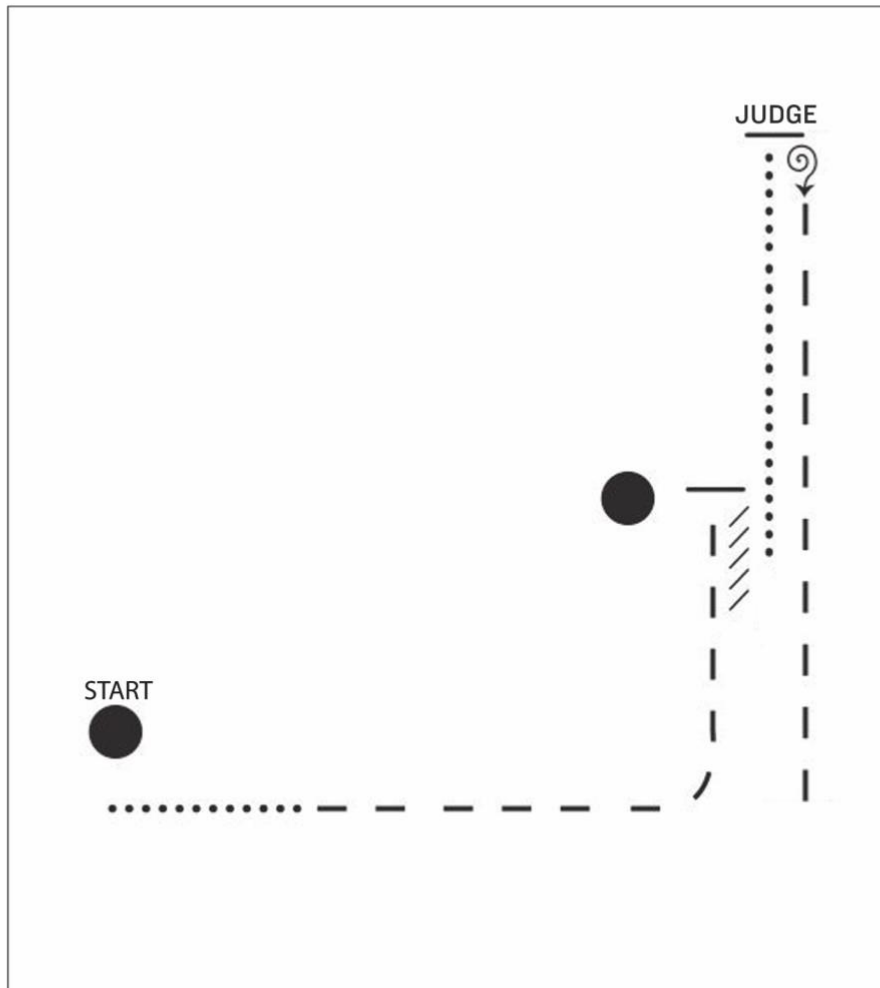
1. Sitting Trot to A
2. Canter left lead
3. Jump two fences
4. Flying lead change, right lead canter
5. hand gallop to B, collect
6. Stop at B and back two horse lengths
7. Exit at Trot

Showmanship at Halter (L1 Amateur/ Youth)



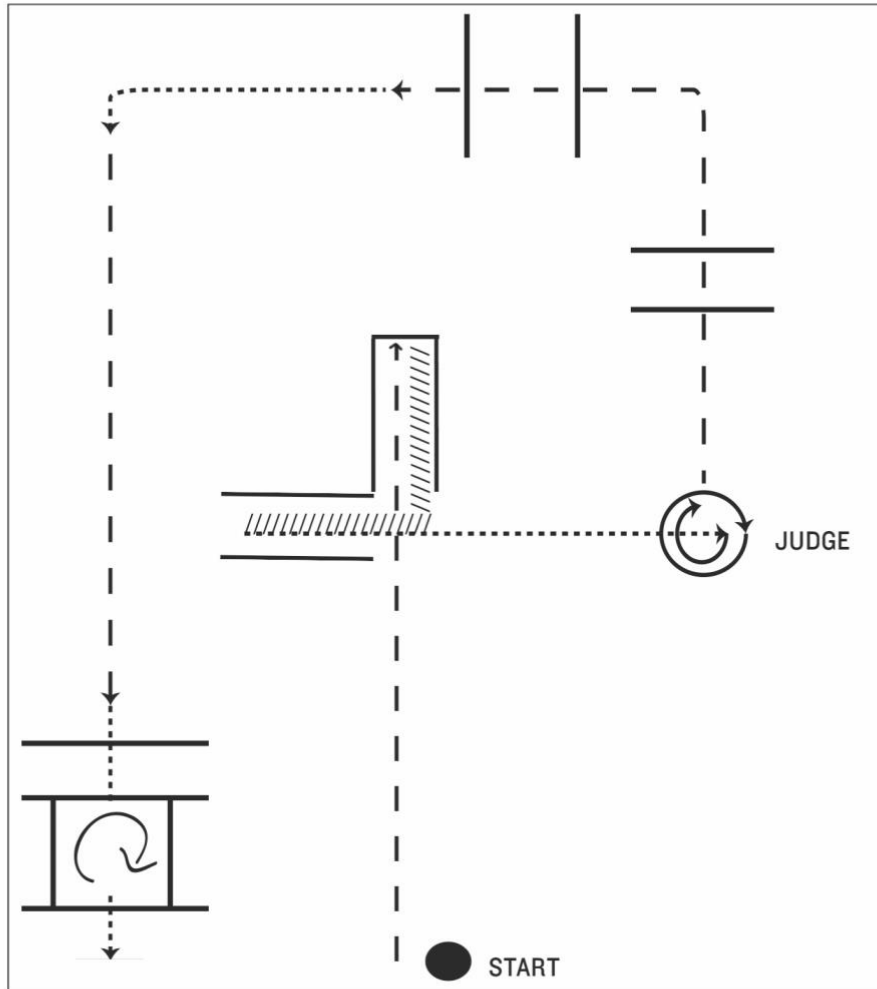
1. Trot half way, walk half way
2. Stop and set-up for full inspection
3. After inspection, back 2 horse lengths, execute 1 1/4 turn
4. Walk, trot a left circle and across initial line
5. Stop and set-up for brief inspection
6. Exit at a walk or trot

Showmanship at Halter (Rasseoffen)



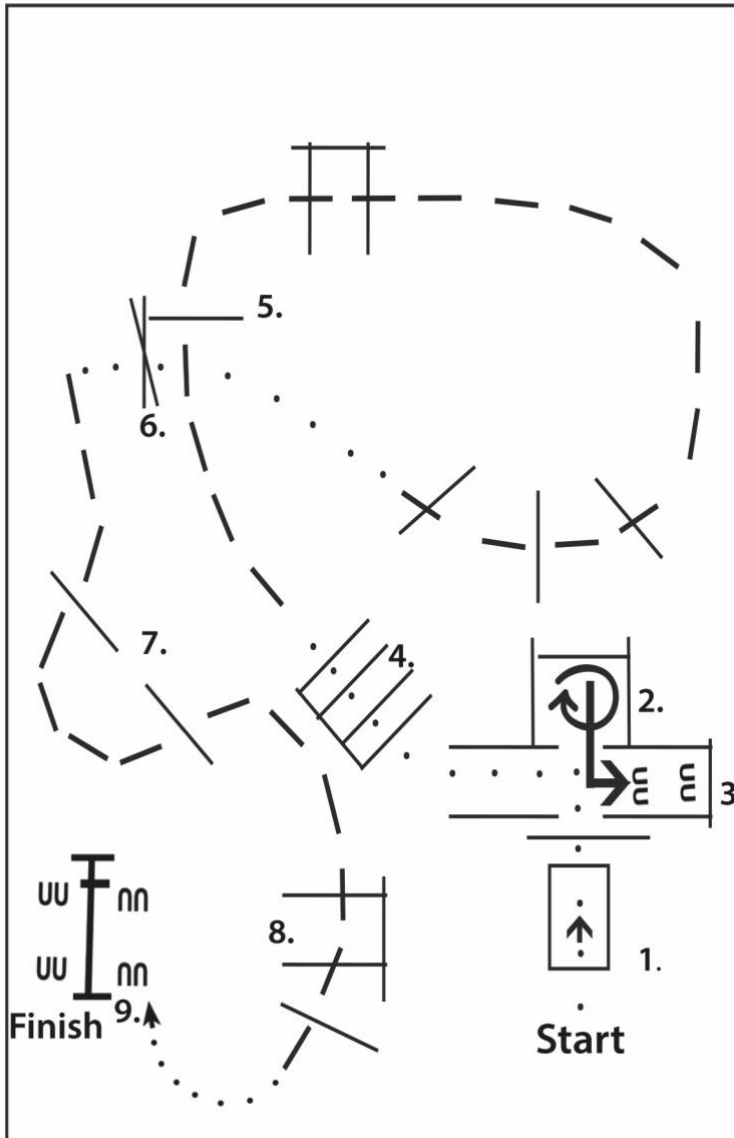
1. Walk
2. Trot corner, stop
3. Back
4. Walk, stop
5. Set-up for inspection
6. After inspection, 1 1/2 turn
7. Trot to warm up area

ALL IN Hand



1. Trot into chute
2. Back
3. Walk to judge and set-up for inspection
4. 1 3/4 turn
5. Trot over
6. Walk corner
7. Trot
8. Walk over, walk in
9. 360° turn right, walk out
10. Exit at a walk

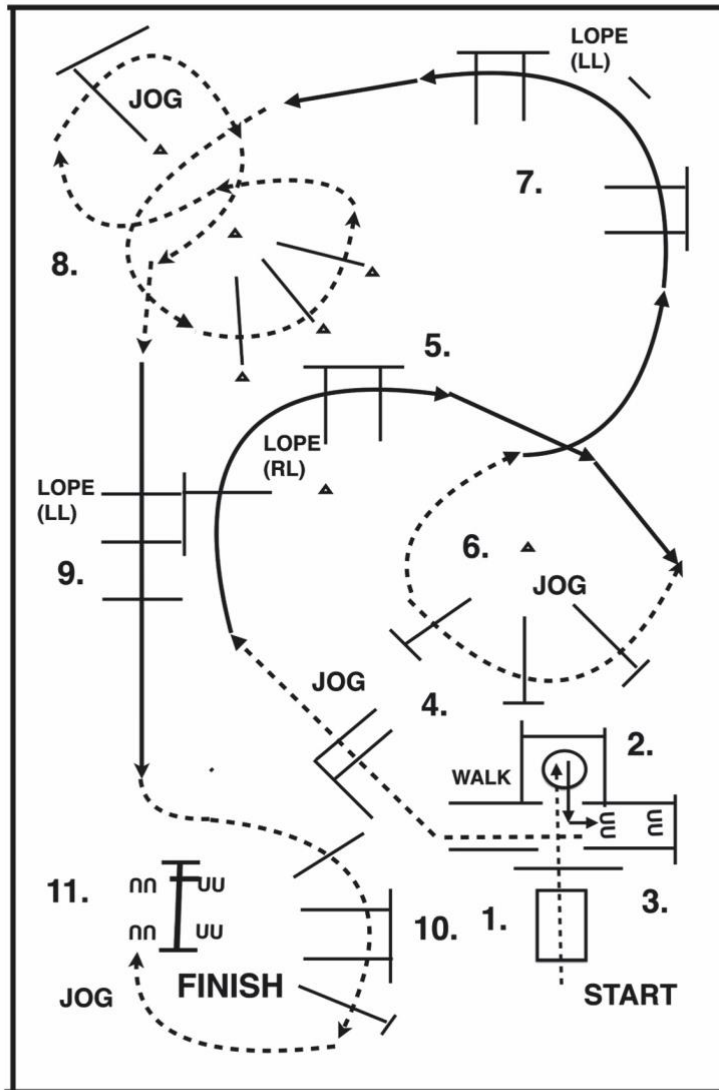
Grand Prix Trail in Hand



1. WALK OVER BRIDGE AND POLE INTO CHUTE, STOP
2. TURN 360° RIGHT
3. BACK UP
4. WALK OUT, WALK OVER POLES
5. JOG OVER POLES
6. WALK OVER
7. JOG THRU SERPENTINE
8. JOG OVER POLES AND WALK
9. WORK GATE

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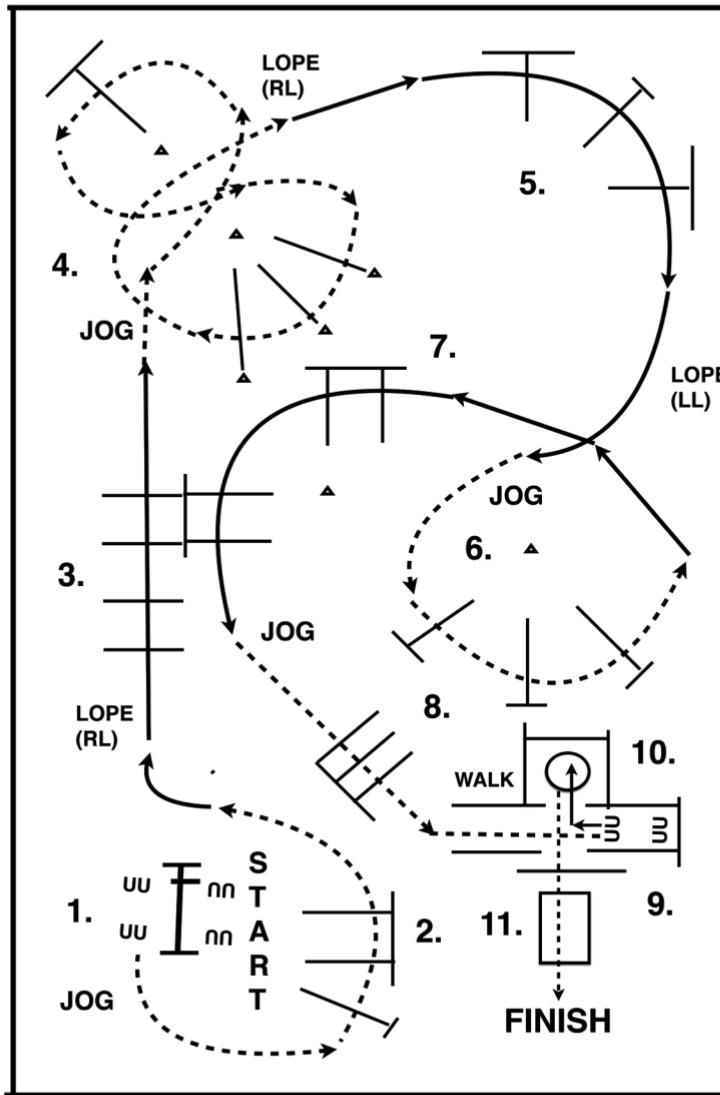
Trail Amateur



1. WALK OVER BRIDGE AND POLE INTO CHUTE, STOP
2. TURN 360° EITHER WAY
3. BACK UP
4. JOG OUT OF CHUTE AND OVER POLES
5. LOPE OVER POLES (RL)
6. JOG OVER POLES
7. LOPE OVER POLES (LL)
8. JOG SERPENTINE LIKE FIGURE 8
9. LOPE OVER POLES (LL)
10. JOG OVER POLES AND STOP NEXT TO GATE
11. WORK GATE RH

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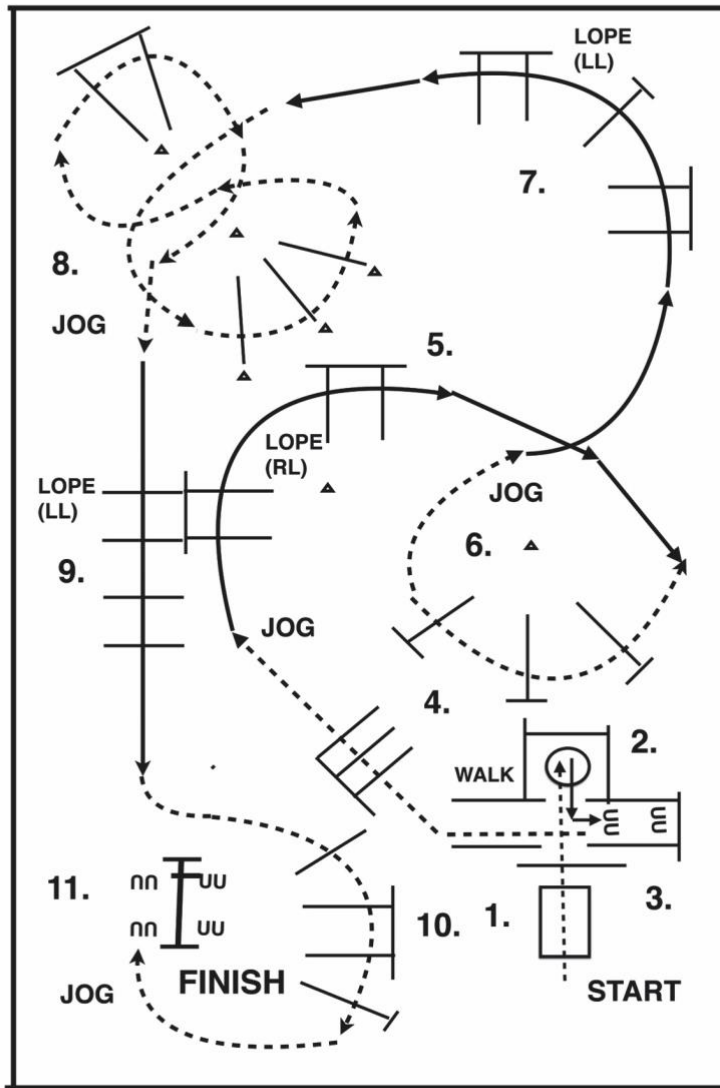
Trail Open



1. GATE: LEFT HAND, OPEN WALK OVER POLE, CLOSE GATE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES AND JOG FIGURE - 8.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.
9. JOG INTO CHUTE, STOP, BACK INTO BOX.
10. EXECUTE A 360 TURN, EITHER DIRECTION.
11. WALK OUT OVER POLE AND WALK OVER BRIDGE.

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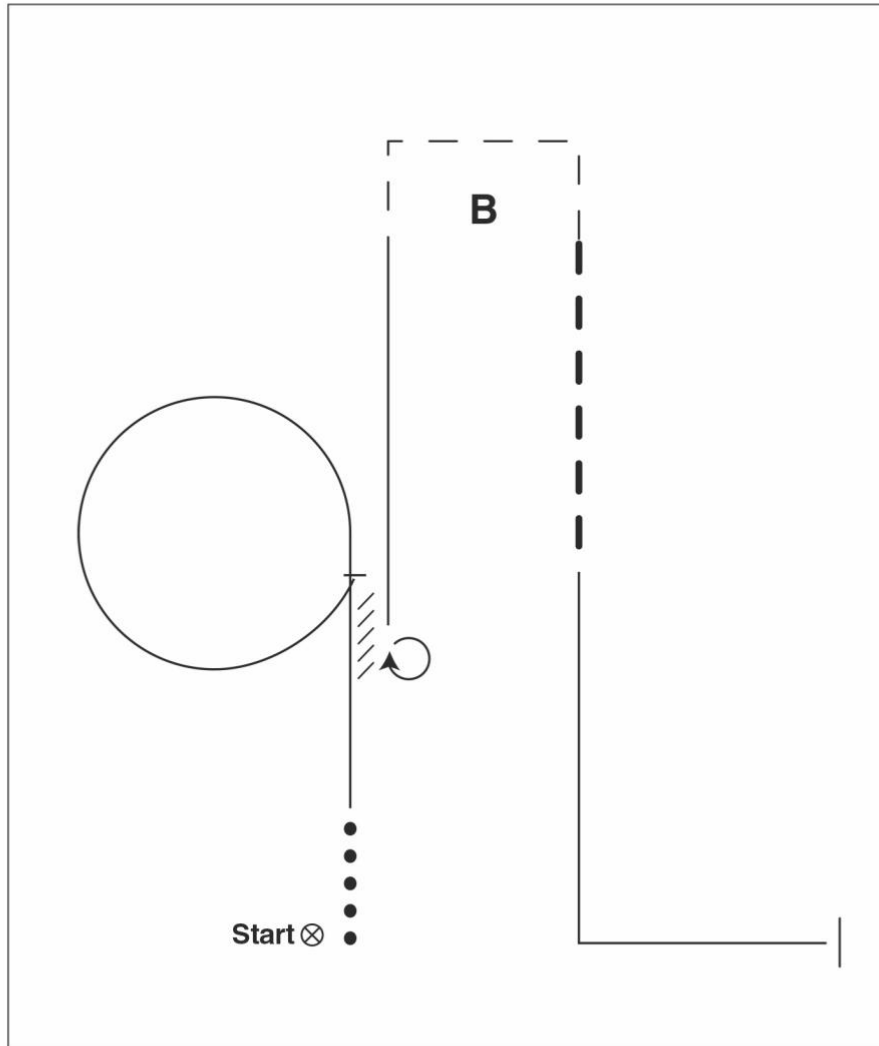
Grand Prix Trail



1. WALK OVER BRIDGE AND POLE INTO CHUTE, STOP
2. TURN 360° EITHER WAY
3. BACK UP
4. JOG OUT OF CHUTE AND OVER POLES
5. LOPE OVER POLES (RL)
6. JOG OVER POLES
7. LOPE OVER POLES (LL)
8. JOG SERPENTINE LIKE FIGURE 8
9. LOPE OVER POLES (LL)
10. JOG OVER POLES AND STOP NEXT TO GATE
11. WORK GATE RH

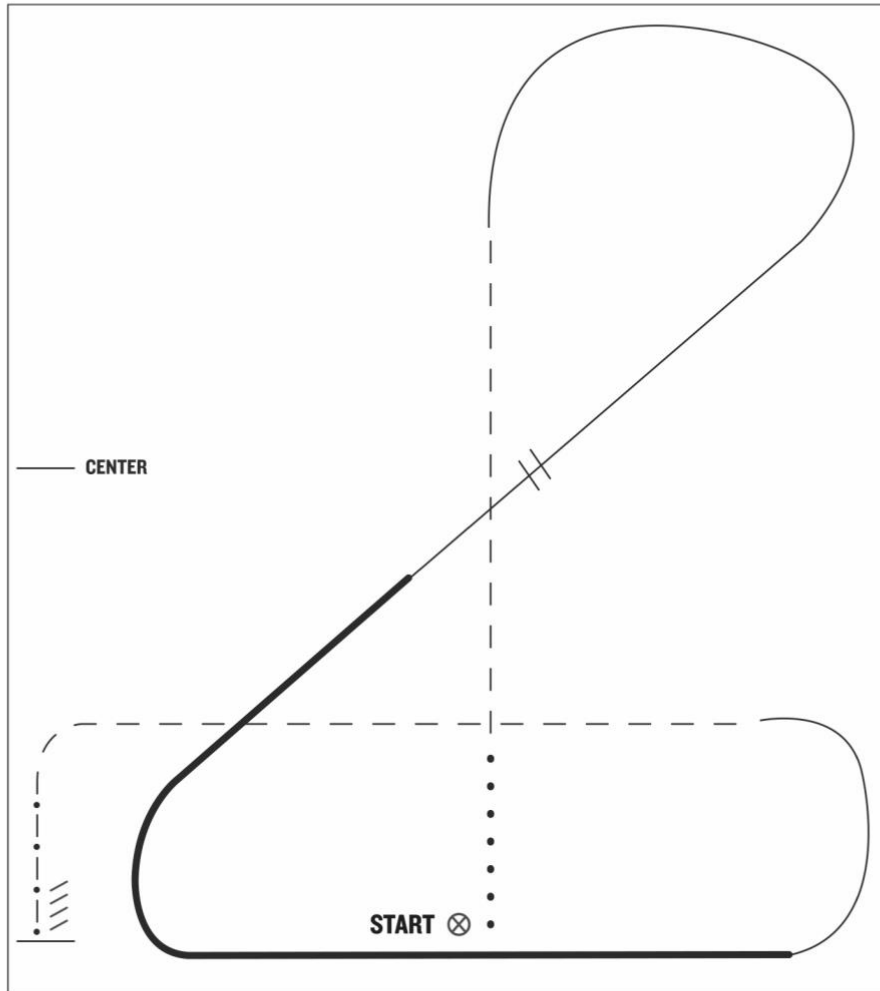
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Horsemanship (Amateur/Youth)



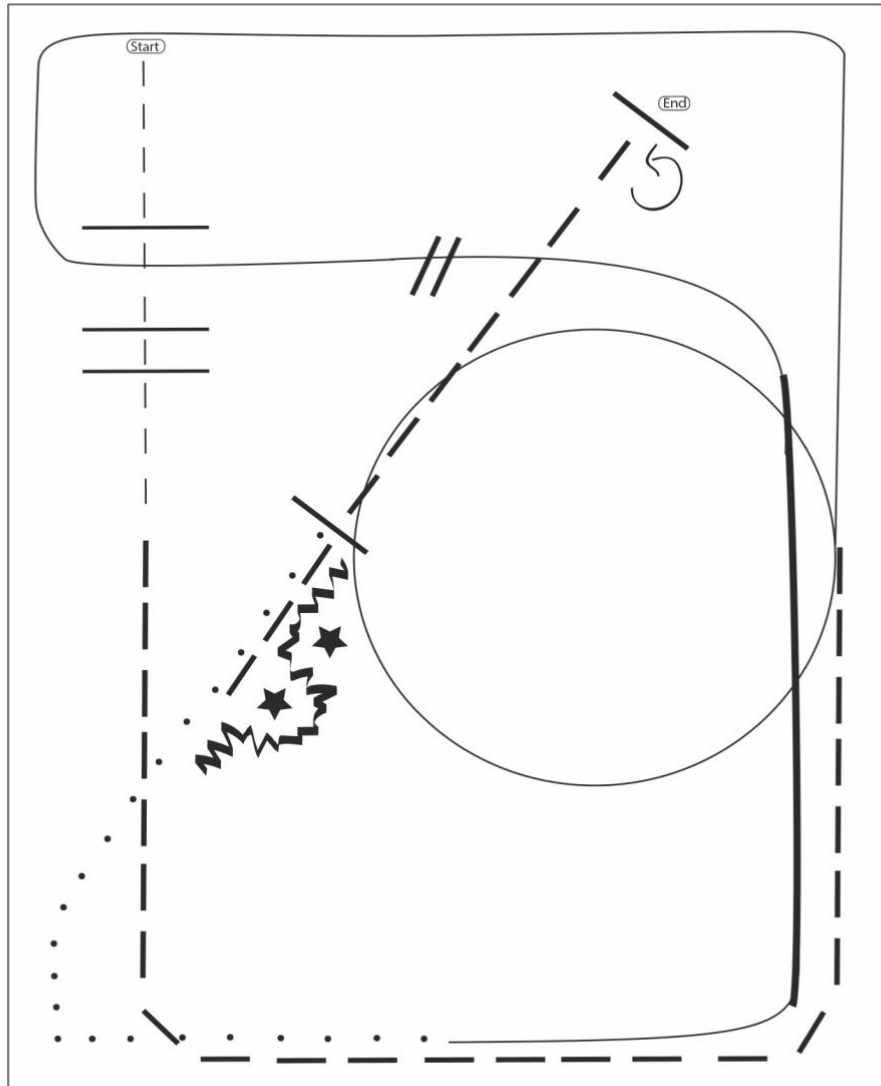
1. Walk two horse lengths
2. Lope left lead to midpoint of arena, lope a circle to the left
3. Close circle and stop, back one horse length
4. 360° right turn
5. Right lead to B
6. Jog a square corner around B
7. Extend the jog to midpoint of arena
8. Lope left lead, square corner, stop. Exit at walk

Hunt Seat Equitation (Amateur/ Rasseoffen)



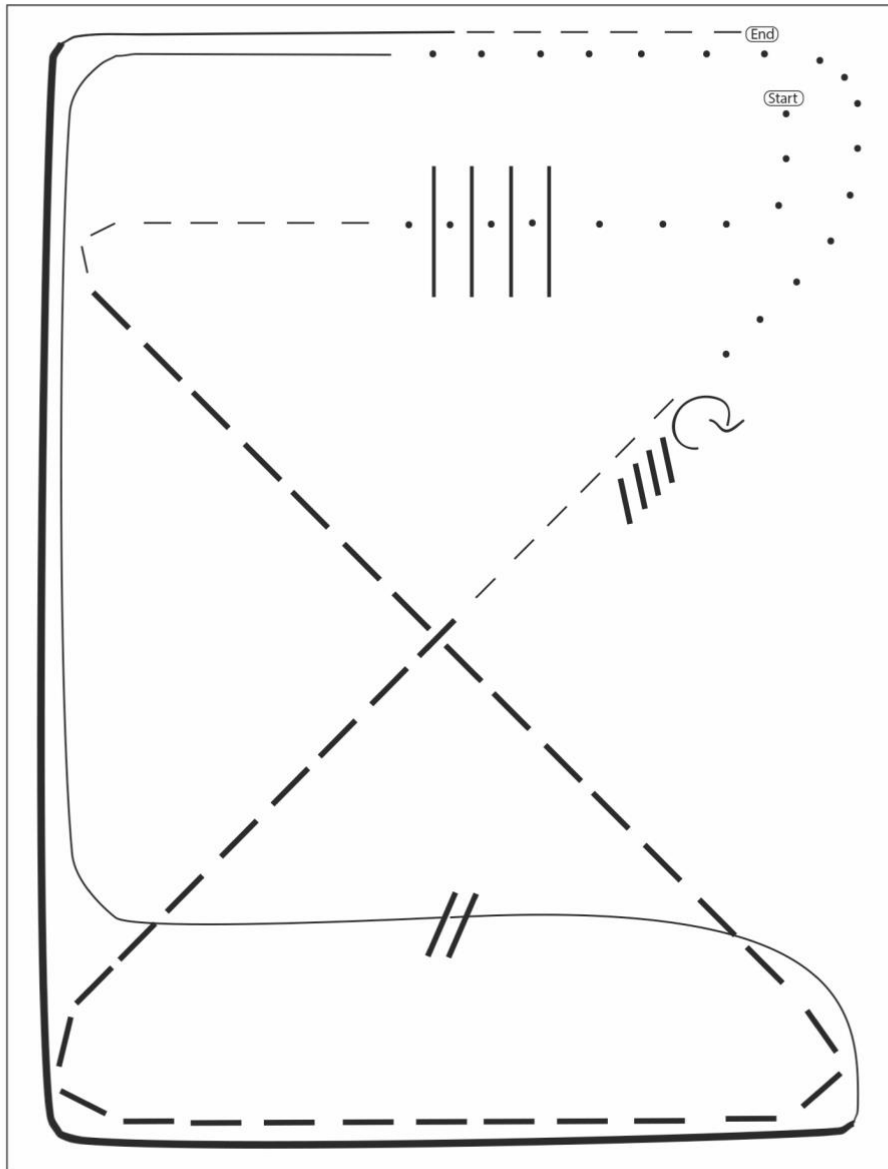
1. Walk
2. Trot right diagonal, change to left diagonal in center
3. Canter right lead
4. Change leads (simple or flying)
5. Canter left lead moving into a hand gallop around the end of arene, collect
6. Trot right diagonal around corner
7. Sitting trot, stop, back
8. Exit at the walk or trot

Ranch Riding (Amateur/ Rasseoffen)



1. Trot over logs
2. Extended Trot
3. Left lead lope
4. Change leads, right lead lope
5. Extended lope, collect
6. Walk corner, stop
7. Back slalom
8. Extended Trot, stop
9. 2 turns left

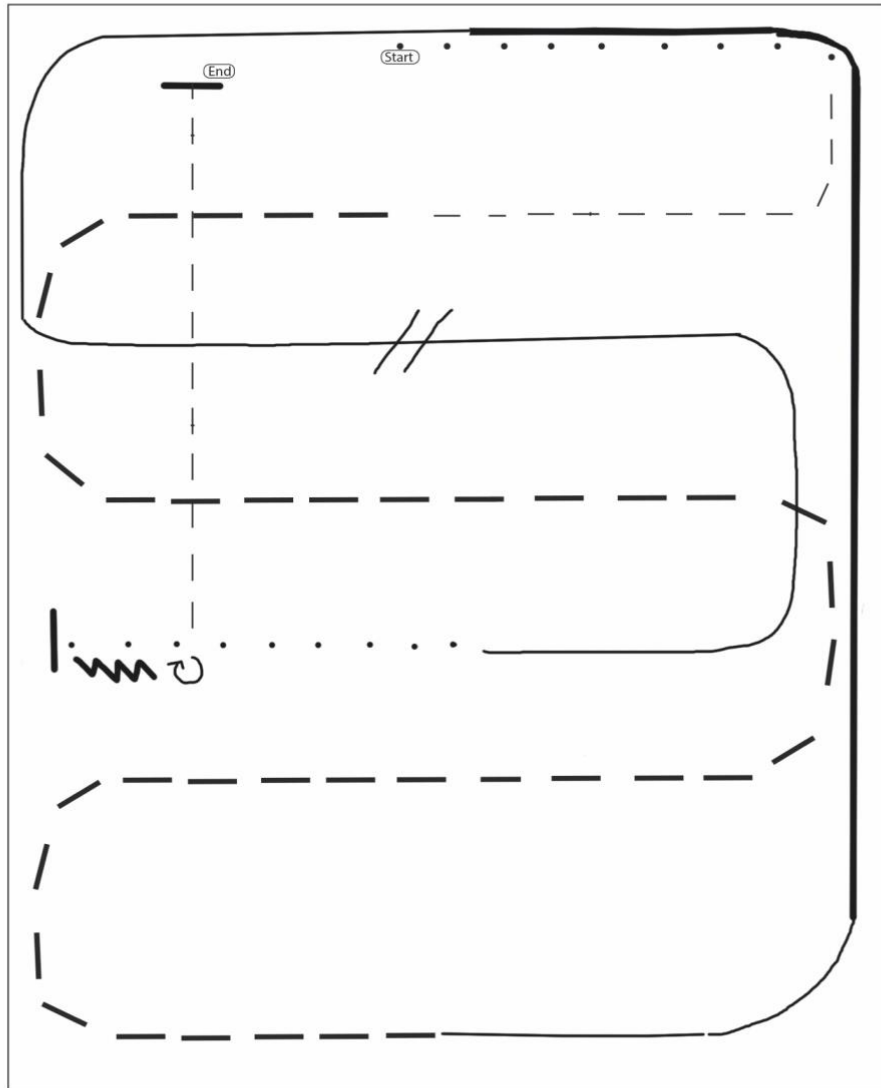
Ranch Riding (L1 Amateur/ Youth)



1. Walk, Walk over logs
2. Trot
3. Extended Trot, Trot
4. Stop
5. 1 Turn to the right
6. Back

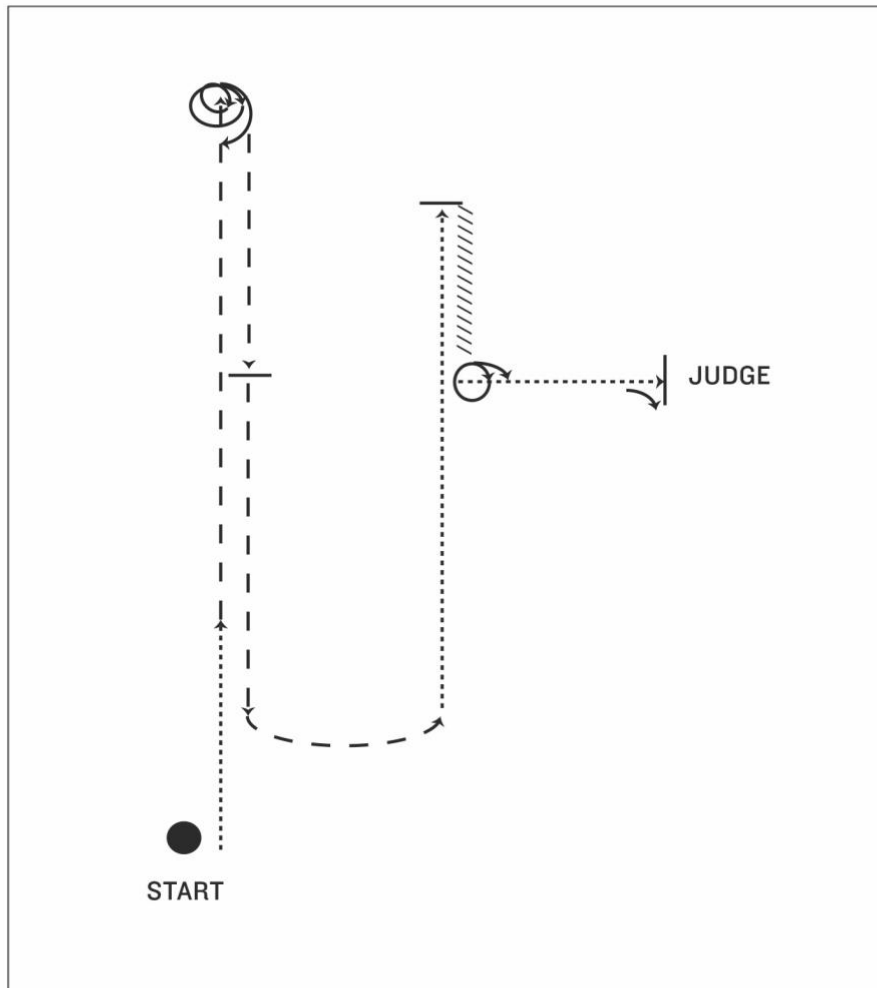
7. Walk
8. Left lead lope
9. Change Leads, right lead lope
10. Extended Lope, collect
11. Trot
12. Stop

Ranch Riding (L1 Open)



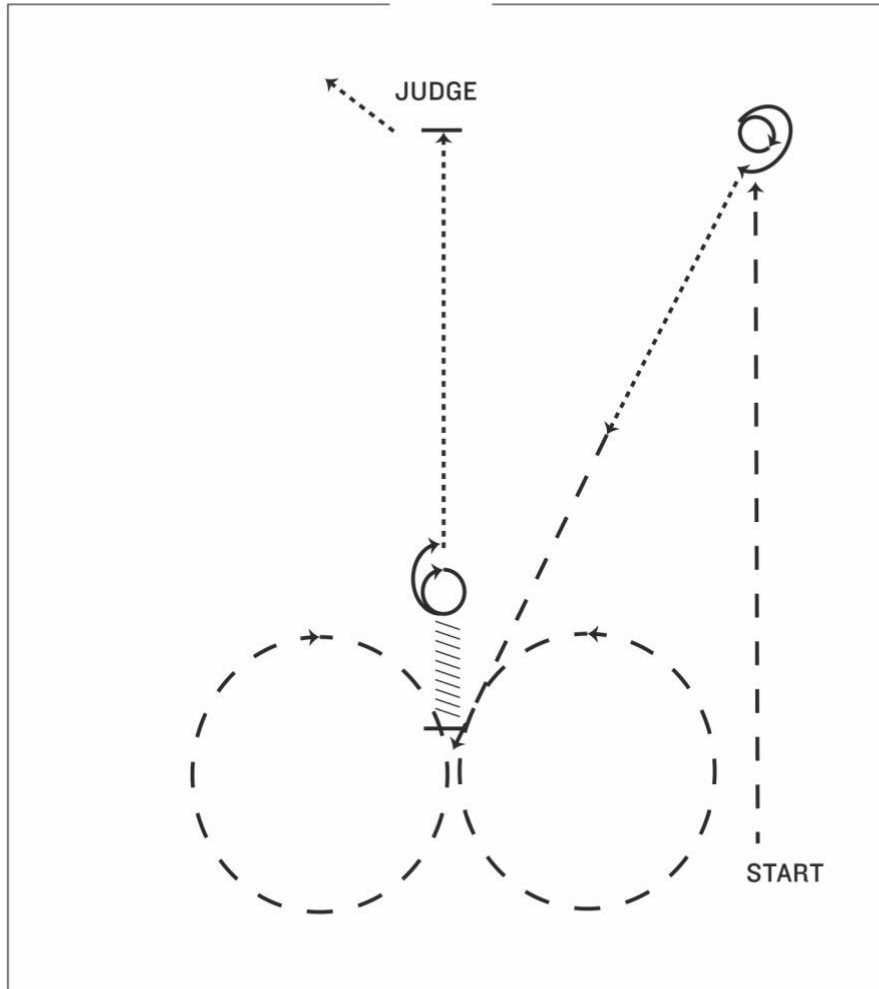
- | | |
|--------------------------------|----------------------------------|
| 1. Walk | 6. Change leads, right lead lope |
| 2. Trot | 7. Walk , Stop |
| 3. Extended trot serpentines | 8. Back |
| 4. Left lead lope | 9. 1 1/4 Turn right |
| 5. Extended Lope, collect Lope | 10. Trot, Stop |

Showmanship at Halter (Amateur)



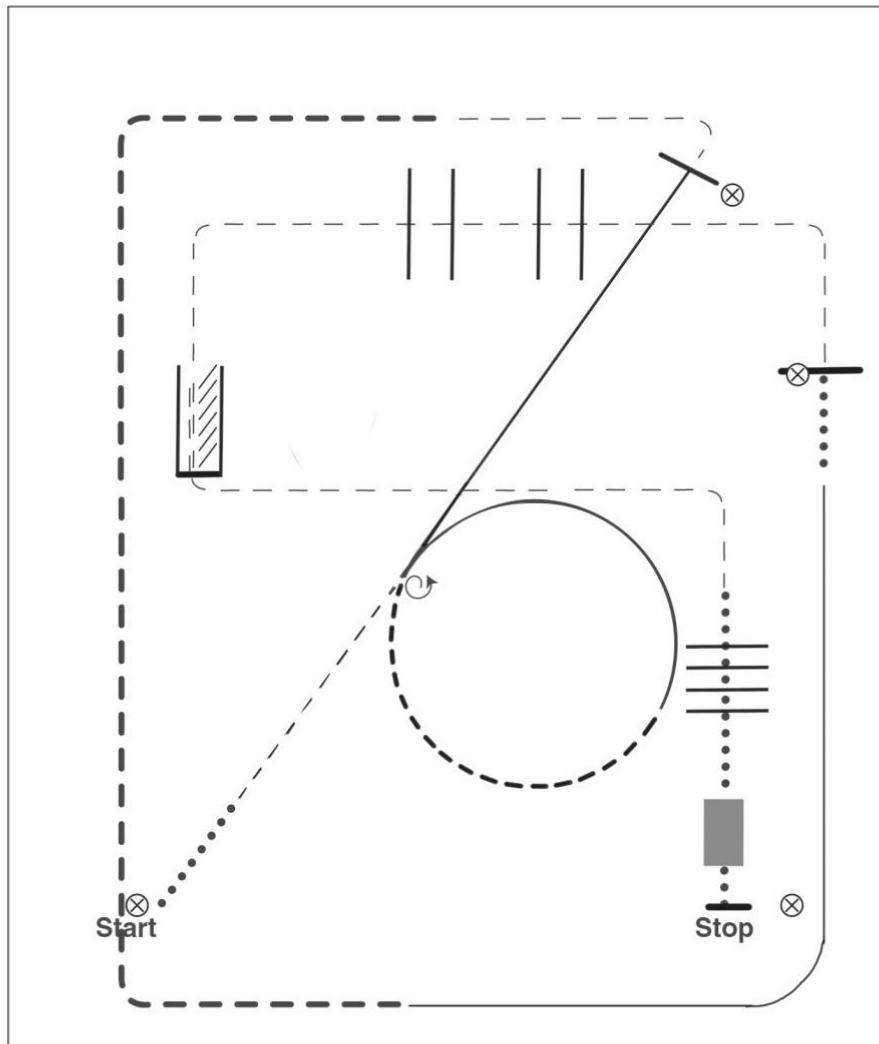
1. Walk one-third of long line
2. Trot two-thirds of long line
3. Stop. 2 1/2 turns
4. Trot. Stop with the horse's hip in the line with the judge. Set-up for brief inspection
5. Trot, walk
6. Stop, back, 1 1/4 turn
7. Walk to judge and set-up for full inspection
8. When dismissed, 1/4 turn then exit in walk or trot

Showmanship at Halter (Grand Prix)



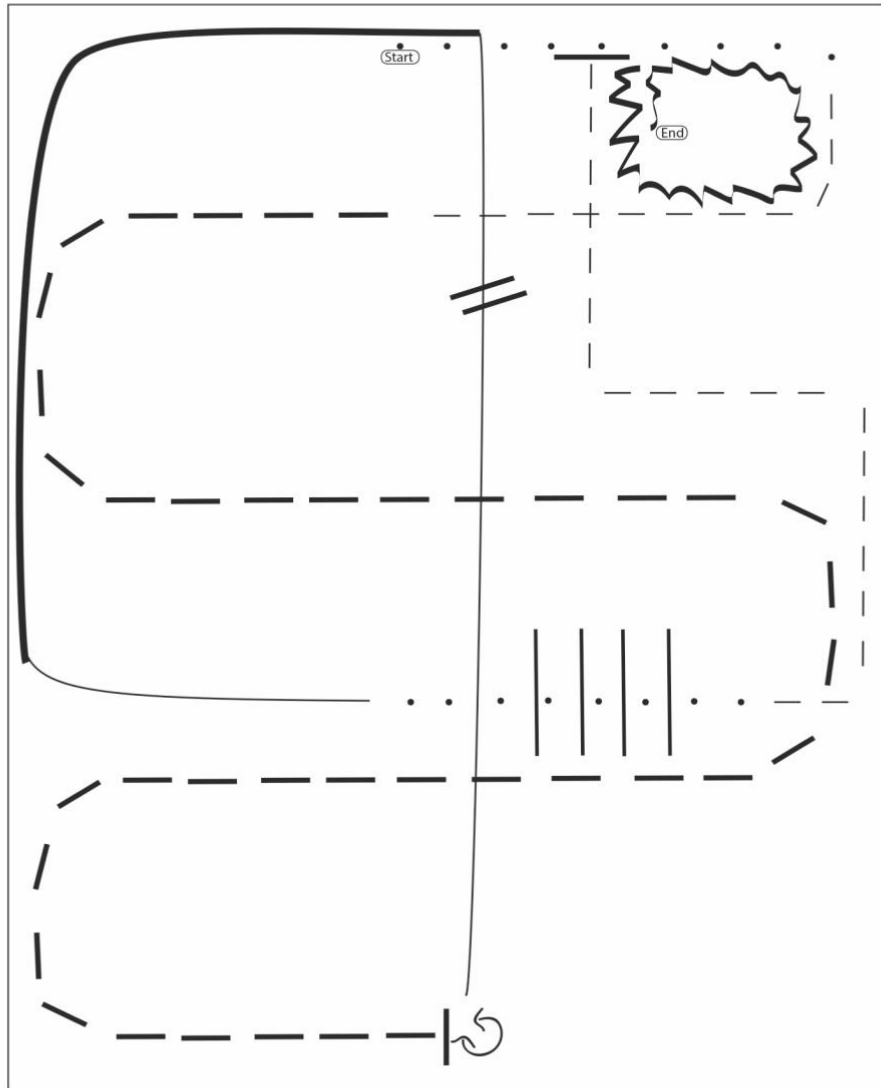
1. Trot across arena. Stop and execute 12/3 turns
2. Walk half way of the line. Trot across arena
3. Trot a circle to the left and then to the right, equal sized
4. Stop and back
5. Execute 1 1/2 turn and walk to judge
6. Set-up for inspection
7. Exit at a trot to the left

ALL IN Western



- | | |
|---|---------------------------|
| 1. Horsemanship Part: Walk | 8. Trail Part: Jog |
| 2. Jog, Lope right lead half circle | 9. Jog over |
| 3. Extended Jog half circle, stop | 10. Jog in, stop, back |
| 4. 360° turn left, left lead lope, stop | 11. Jog out, walk |
| 5. Ranch Riding Part: Trot | 12. Walk over |
| 6. Extended Trot | 13. Bridge, stop |
| 7. Left lead lope, walk, stop | 14. Exit at a walk |

Ranch Riding (Open)



1. Walk
2. Trot
3. Extended trot serpentines
4. Stop, 1 turn left, 3/4 turn right
5. Right lead lope
6. Change leads, left lead lope
7. Extended lope, collect
8. Walk over logs
9. Trot corner, stop
10. Back one small circle