

Trail

Freitag:

AQHA L1 Open, L1 Amateur= **Course 4**

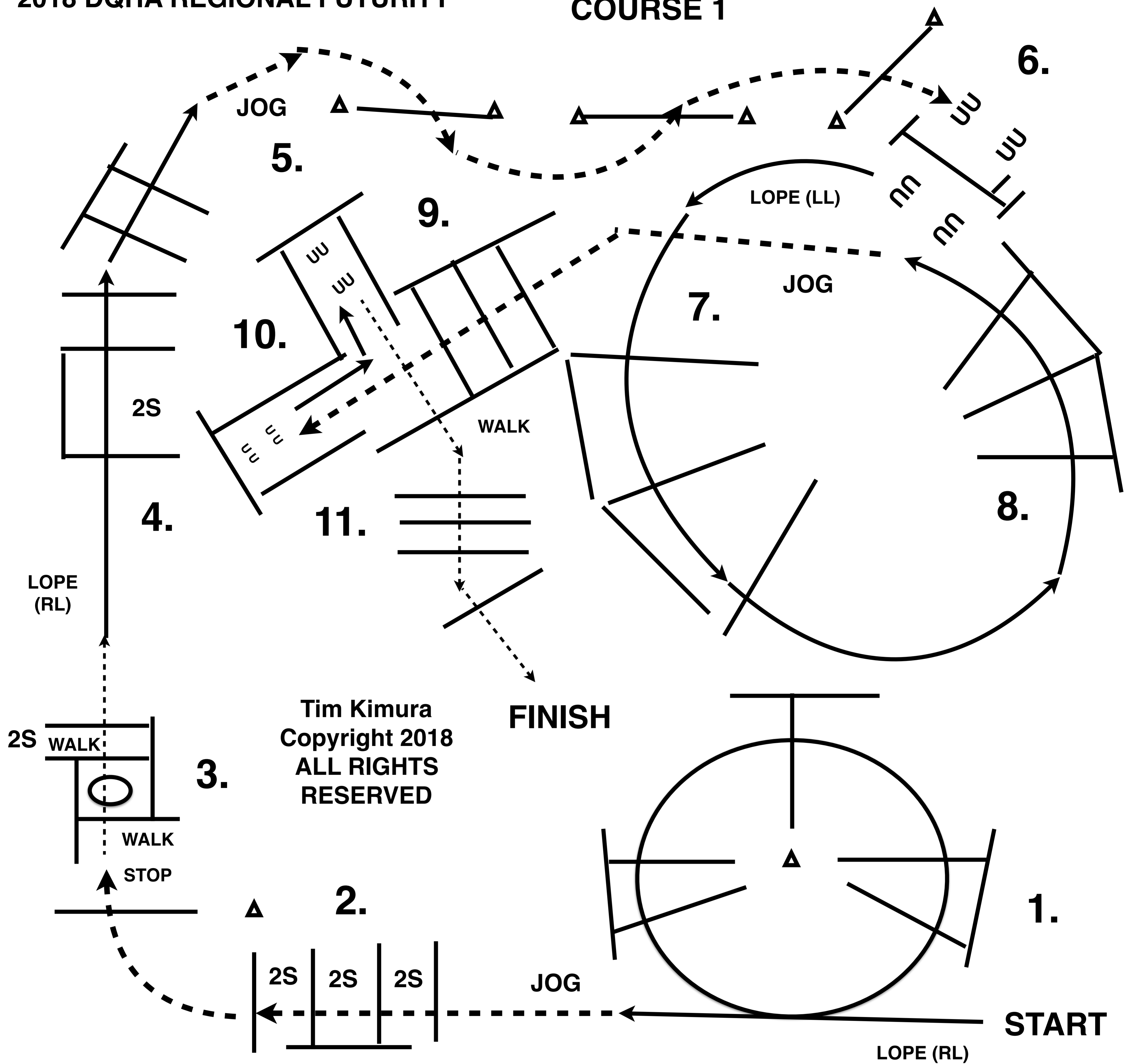
AQHA Senior, Select Amateur = **Course 1**

Sonntag:

AQHA L1 Youth= **Course 6**

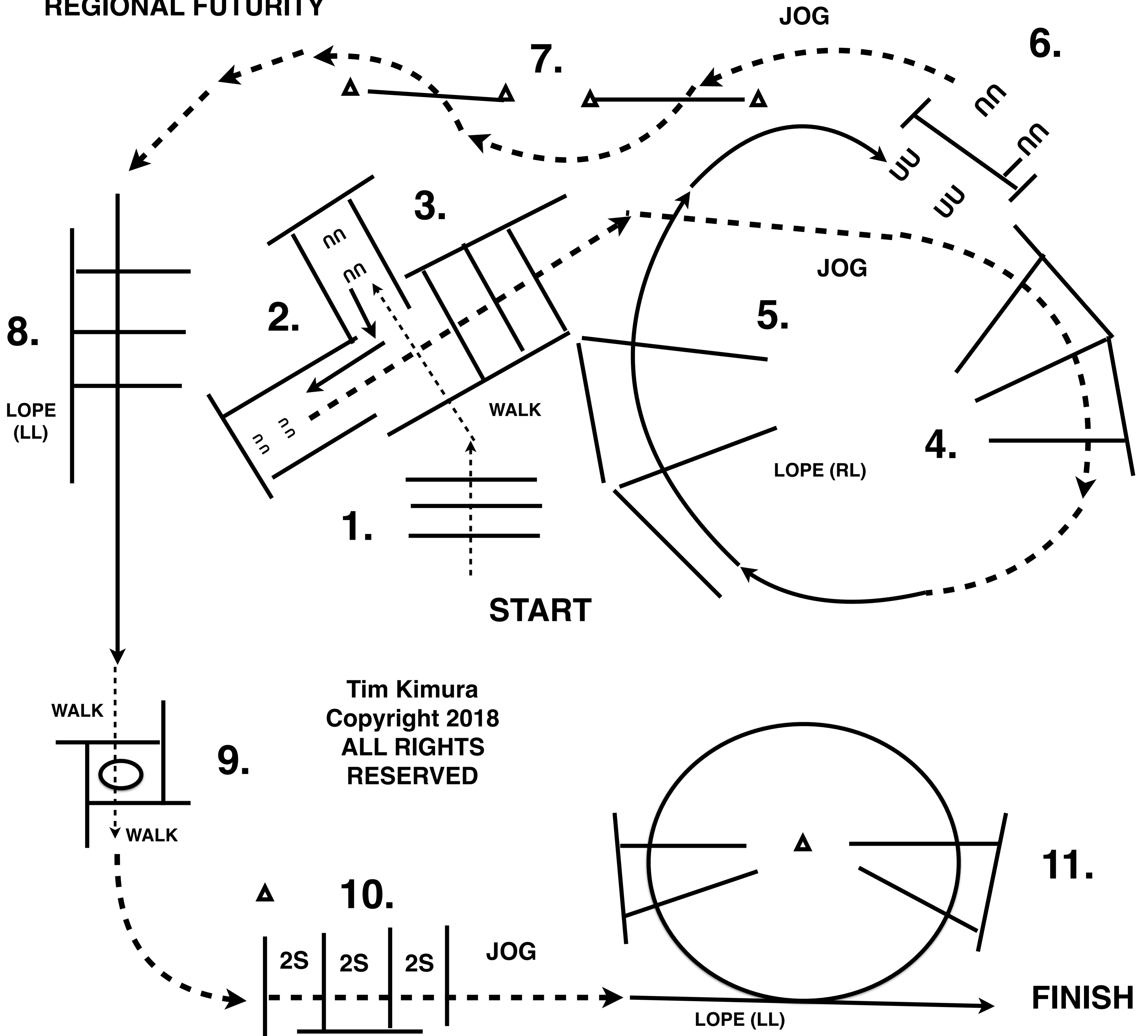
AQHA Junior, Amateur, Youth = **Course 7**

L1 Youth Walk Trot Trail = Trail in Hand Pattern



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- | | |
|---|--|
| <ol style="list-style-type: none"> 1. LOPE OVER POLES. (RL) 2. JOG OVER POLES, STOP BEFORE BOX. 3. WALK INTO THE BOX
EXECUTE A 360 TURN EITHER WAY
WALK OUT BOX AND WALK OVER POLES. 4. LOPE OVER POLES (RL) 5. JOG THRU SEPERTINE,
JOG OVER POLES, JOG UP TO GATE. 6. GATE RH OPEN RIDE THRU AND CLOSE | <ol style="list-style-type: none"> 7. LOPE OVER POLES (LL). 8. LOPE OVER POLES (LL) 9. JOG OVER POLES. 10. JOG INTO CHUTE, STOP AND
BACK BETWEEN POLES
BACK AROUND CORNER. 11. WALK OUT CHUTE.
WALK OVER POLES. |
|---|--|

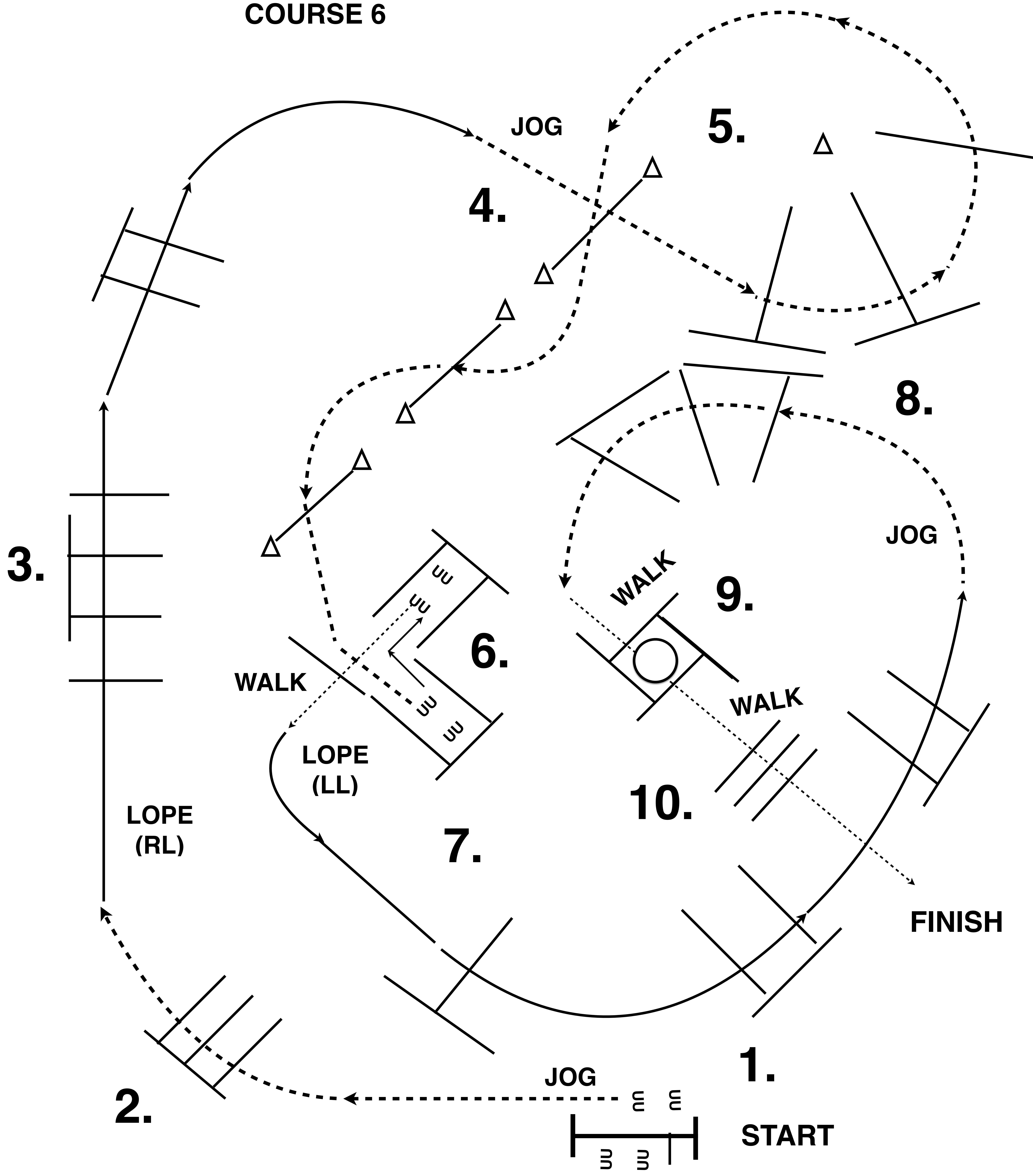


1. WALK OVER POLES.
WALK INTO CHUTE.
2. STOP AND BACK BETWEEN POLES
BACK AROUND CORNER
3. JOG OUT AND OVER POLES
4. JOG OVER POLES
5. LOPE OVER POLES (RL), LOPES UP TO
GATE
6. GATE LH OPEN RIDE THRU AND CLOSE

7. JOG OVER POLES
8. LOPE OVER POLES (LL)
9. STOP OR BREAK TO WALK,
WALK INTO BOX, EXECUTE A
360 TURN EITHER WAY AND
WALK OUT AND WALK OVER
POLE
10. JOG OVER POLES
11. LOPE OVER POLES (LL)

COURSE 6

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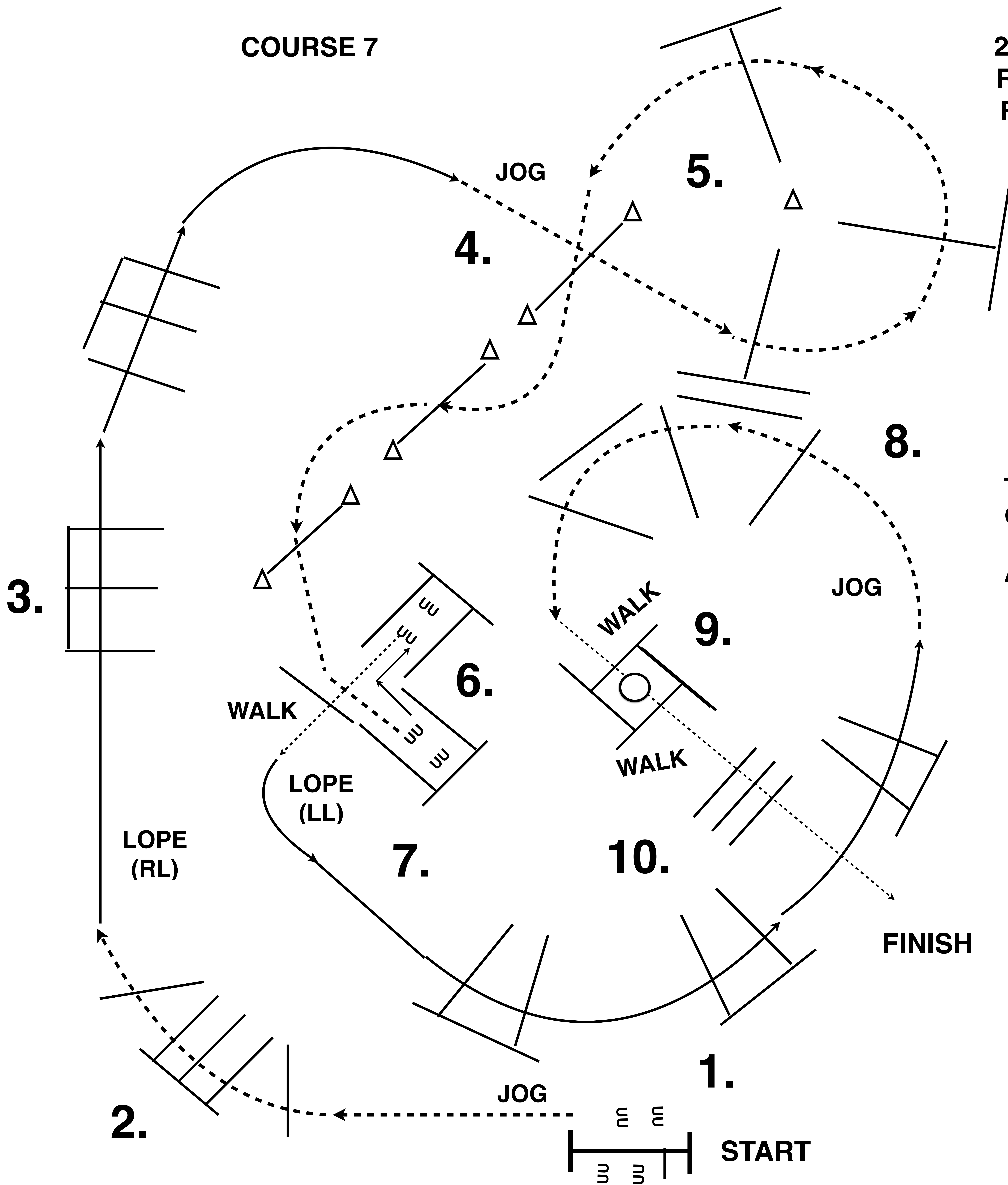


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1. GATE: LH OPEN GATE, RIDE THRU AND CLOSE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RL).
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG OVER POLES, JOG AROUND CONES, JOG THRU SERPENTINE.
6. JOG INTO CHUTE, STOP, BACK THRU POLES AND BACK AROUND CORNER,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

COURSE 7

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