



The Rawhide Cup

29/06 – 30/06

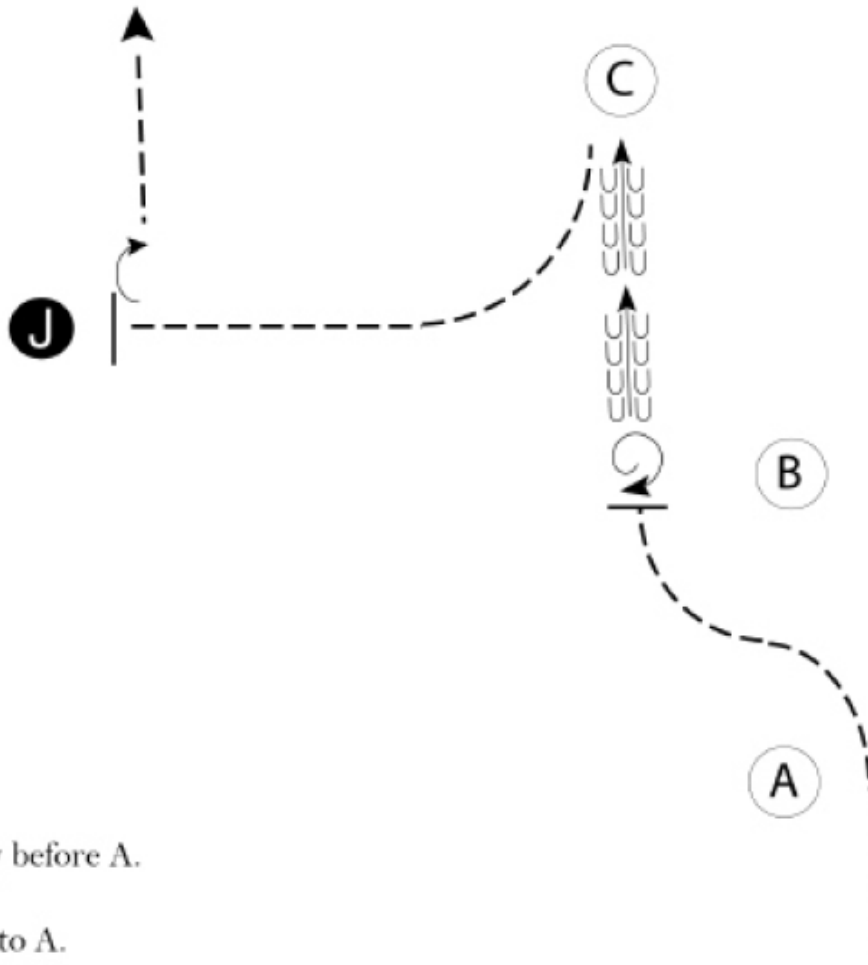
Rawhide Ranch – Dikberd 29 – 2200 Herentals

BELGIAN
QUARTER
HORSE
ASSOCIATION

Showmanship at Halter

PRAB: W&J <13, W&J >13, Beginners, Nov Youth, Nov Amateur

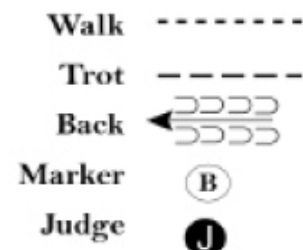
AQHA: L1 Youth, L1 Amateur



Be ready before A.

1. Walk to A.
2. Trot to B as shown.
3. Stop at B and perform a 1 1/2 turn.
4. Back to C.
5. Trot to Judge.
6. Perform a 1/4 turn and set up for inspection.
7. When dismissed, exit at a trot.

Follow the instructions of your ring steward.





The Rawhide Cup

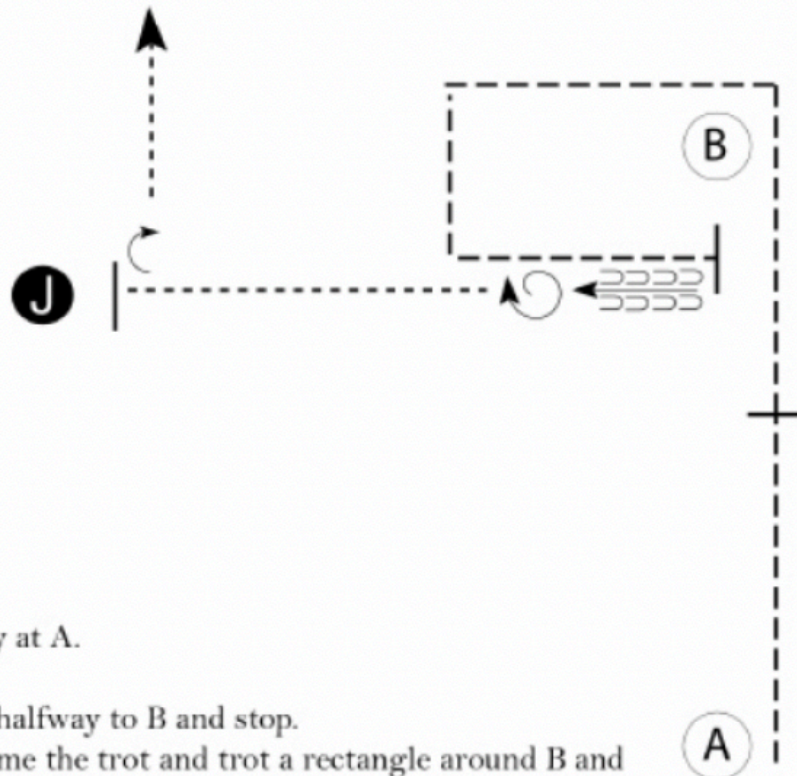
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BELGIAN
QUARTER
HORSE
ASSOCIATION

Showmanship at Halter

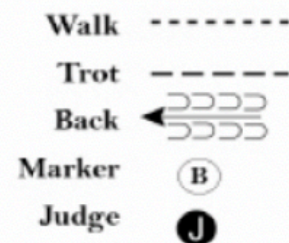
PRAB: Youth, Amateur, Open
AQHA: Youth, Amateur, Open



Be ready at A.

1. Trot halfway to B and stop.
2. Resume the trot and trot a rectangle around B and stop even with B.
3. Back approximately one horse length and perform a 540 degree turn.
4. Walk to Judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn and walk to exit.

Pattern is over once you have walked more than one horse length away from Judge.





The Rawhide Cup

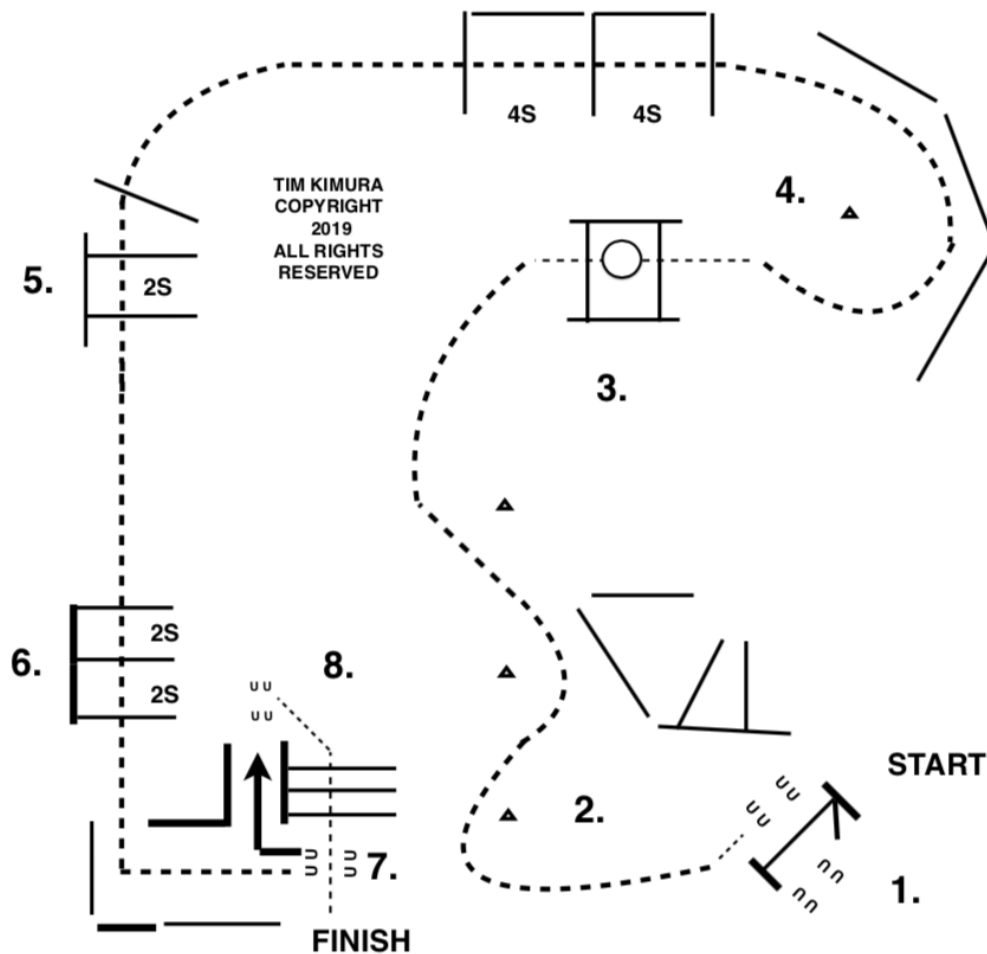
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Rawhide Ranch – Dikberd 29 – 2200 Herentals

BELGIAN
QUARTER
HORSE
ASSOCIATION

In hand Trail

PRAB: Open



1. GATE: WORK GATE LEFT HAND, OPEN WALK THRU AND CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN JOG THRU SERPENTINE, JOG BETWEEN CONES.
3. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT THEN WALK OUT BOX.
4. JOG AROUND CONE AND BETWEEN POLES, THEN JOG OVER POLES.
5. JOG OVER POLES.
6. JOG OVER POLES.
7. JOG INTO CHUTE, STOP IN CHUTE, BACK BETWEEN POLES
10. WALK OVER POLES.



The Rawhide Cup

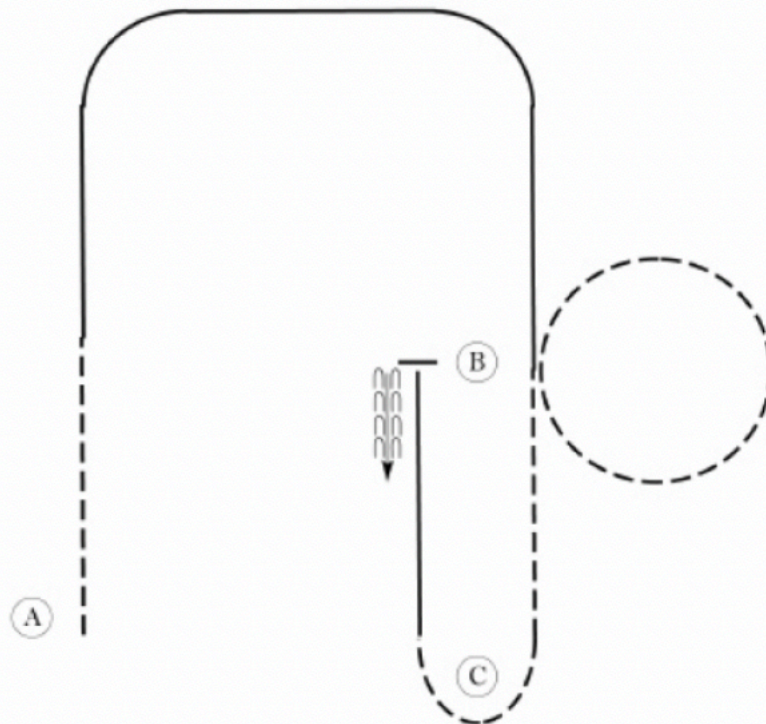
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Rawhide Ranch – Dikberd 29 – 2200 Herentals

BELGIAN
QUARTER
HORSE
ASSOCIATION

Hunt Seat Equitation

AQHA: L1 Youth, L1 Amateur



Be ready at A.

1. Trot on the left diagonal.
2. Canter on the right lead to B.
3. Trot a circle to the left on the correct diagonal.
4. Sitting trot to and around C.
5. Canter left lead to B.
6. Stop and back.

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



The Rawhide Cup

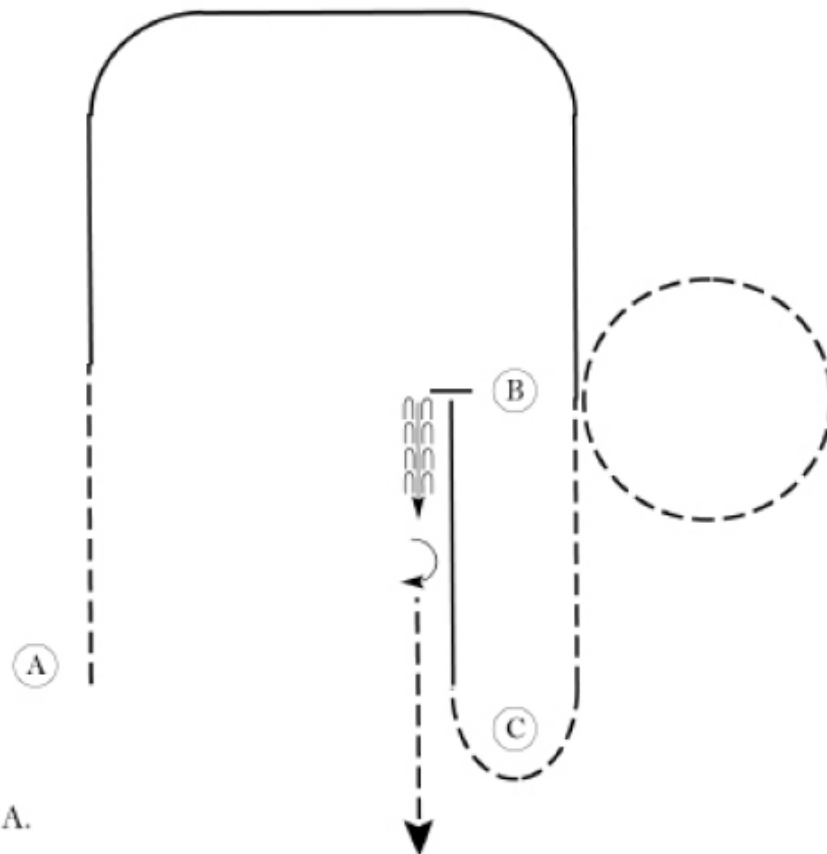
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Rawhide Ranch – Dikberd 29 – 2200 Herentals

BELGIAN
QUARTER
HORSE
ASSOCIATION

Hunt Seat Equitation

AQHA: Youth, Amateur



Be ready at A.

1. Trot on the left diagonal until even with B.
2. Canter on the right lead to B.
3. Trot a circle to the left on the correct diagonal.
4. Change diagonals and trot to and around C.
5. Canter left lead to B.
6. Stop and back approximately one horse length.
7. Perform a 180 degree turn to the right on the hindquarters and trot to exit.

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



The Rawhide Cup

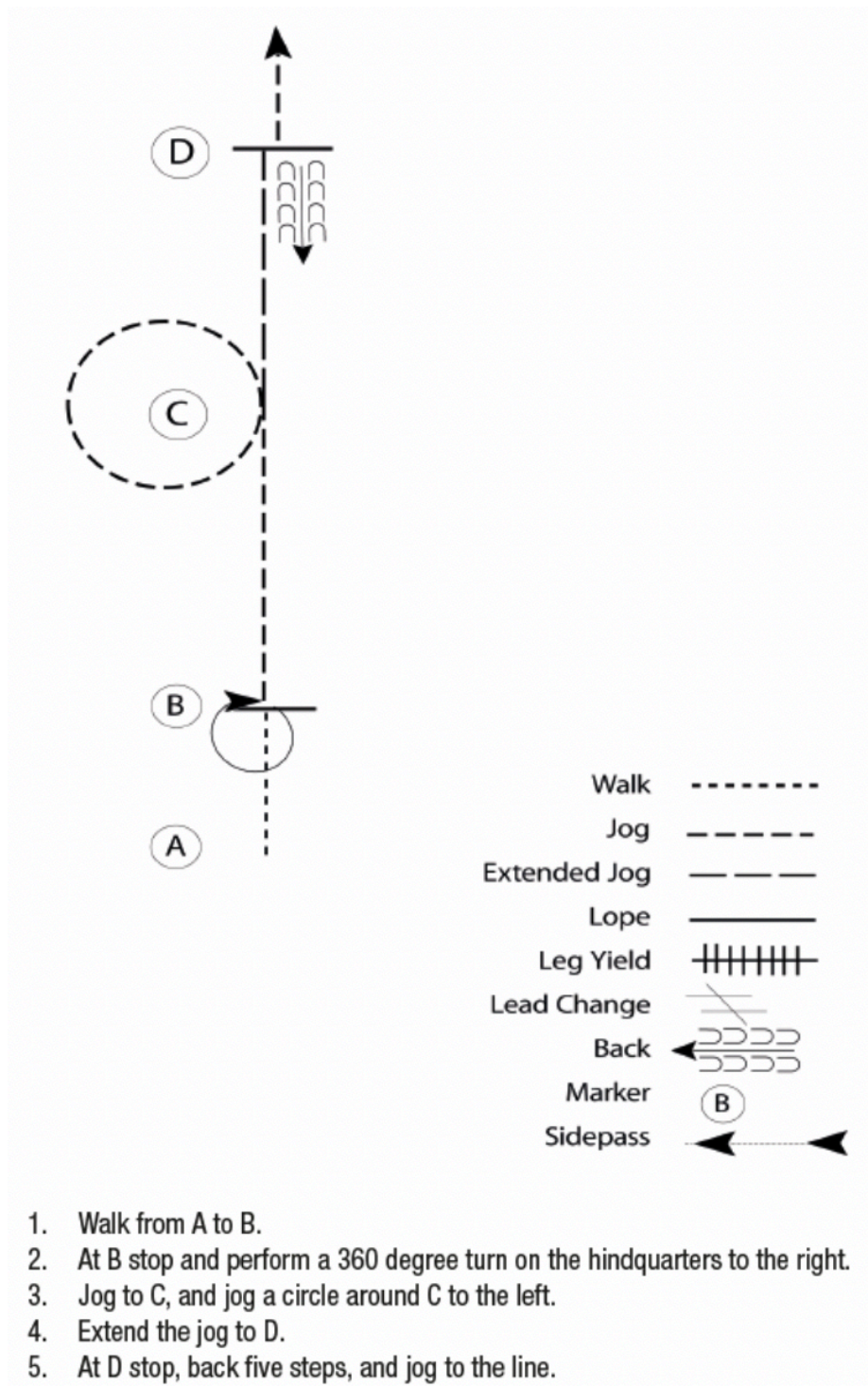
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BELGIAN
QUARTER
HORSE
ASSOCIATION

Western Horsemanship

PRAB: W&J <13, W&J >13





The Rawhide Cup

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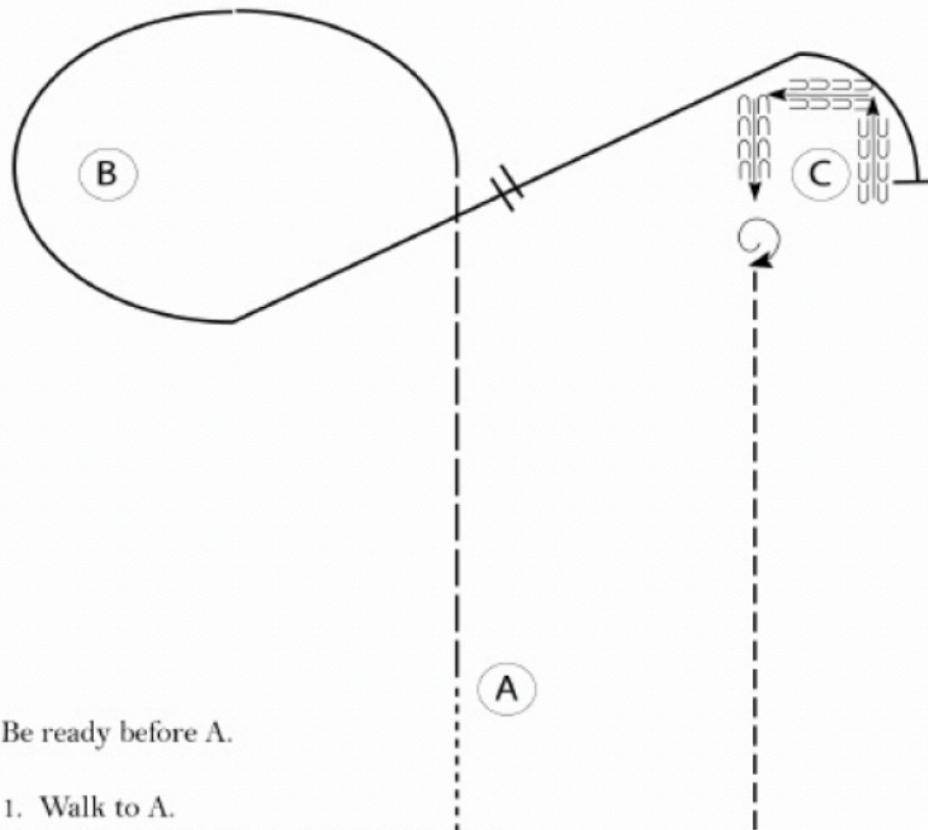
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BELGIAN
QUARTER
HORSE
ASSOCIATION

Western Horsemanship

PRAB: Youth, Amateur

AQHA: Youth, Amateur



Be ready before A.

1. Walk to A.
2. Extended jog until between B and C.
3. Lope on the left lead around B and toward C.
4. Change leads halfway to C.
5. Lope on the right lead around C and stop.
6. Back around C.
7. Perform a 1 1/2 turn right.
8. Jog to exit.

Pattern is over once you have passed A

Follow the instructions of your ring steward.

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



The Rawhide Cup

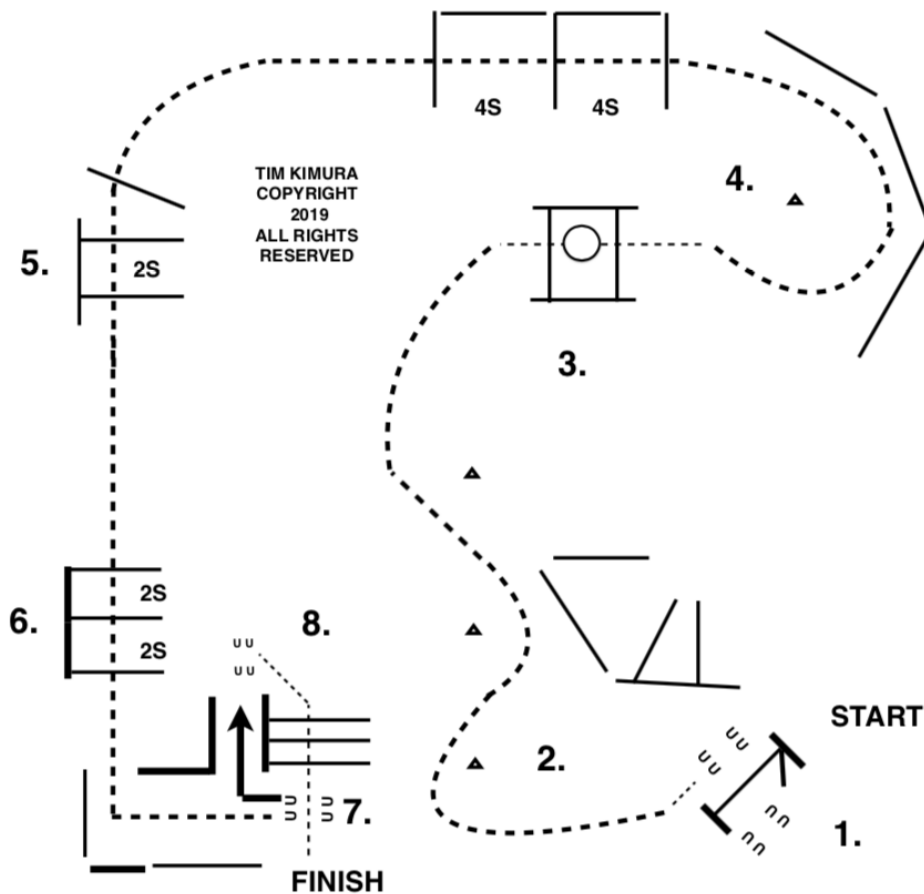
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BELGIAN
QUARTER
HORSE
ASSOCIATION

Trail

PRAB: W&J <13, W&J >13



1. GATE: WORK GATE LEFT HAND, OPEN WALK THRU AND CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN JOG THRU SERPENTINE, JOG BETWEEN CONES.
3. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT THEN WALK OUT BOX.
4. JOG AROUND CONE AND BETWEEN POLES, THEN JOG OVER POLES.
5. JOG OVER POLES.
6. JOG OVER POLES.
7. JOG INTO CHUTE, STOP IN CHUTE, BACK BETWEEN POLES
10. WALK OVER POLES.



The Rawhide Cup

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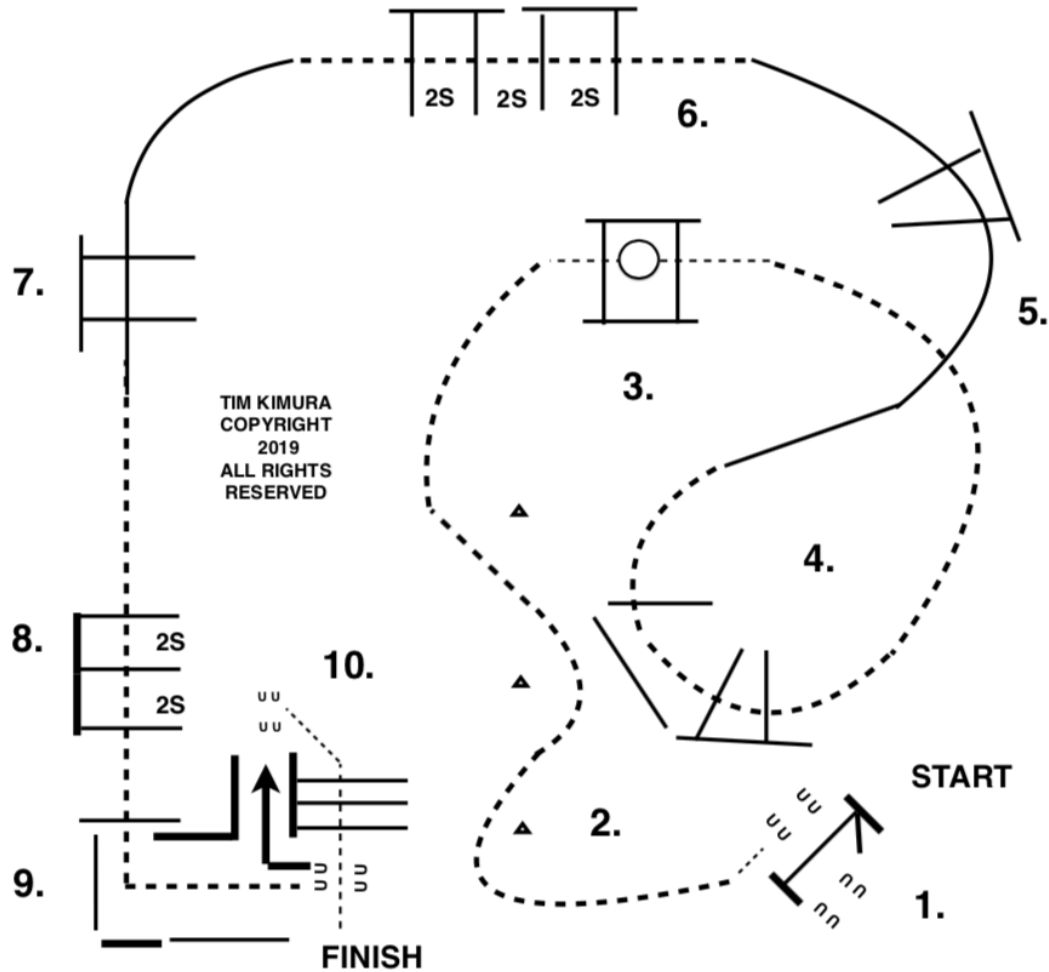
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BELGIAN
QUARTER
HORSE
ASSOCIATION

Trail

PRAB: Beginners, Green Horse Open, Nov Youth, Nov Amateur

AQHA: L1 Youth, L1 Amateur, L1 Open



1. GATE: WORK GATE LEFT HAND, OPEN RIDE THRU AND CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN JOG THRU SERPENTINE, JOG BETWEEN CONES.
3. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN IN EITHER DIRECTION, THEN WALK OUT BOX.
4. JOG OVER POLES.
5. LOPE OVER POLES (LEFT 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 OVER POLE, STOP IN CHUTE, BACK BETWEEN POLES
10. WALK OVER POLES.



The Rawhide Cup

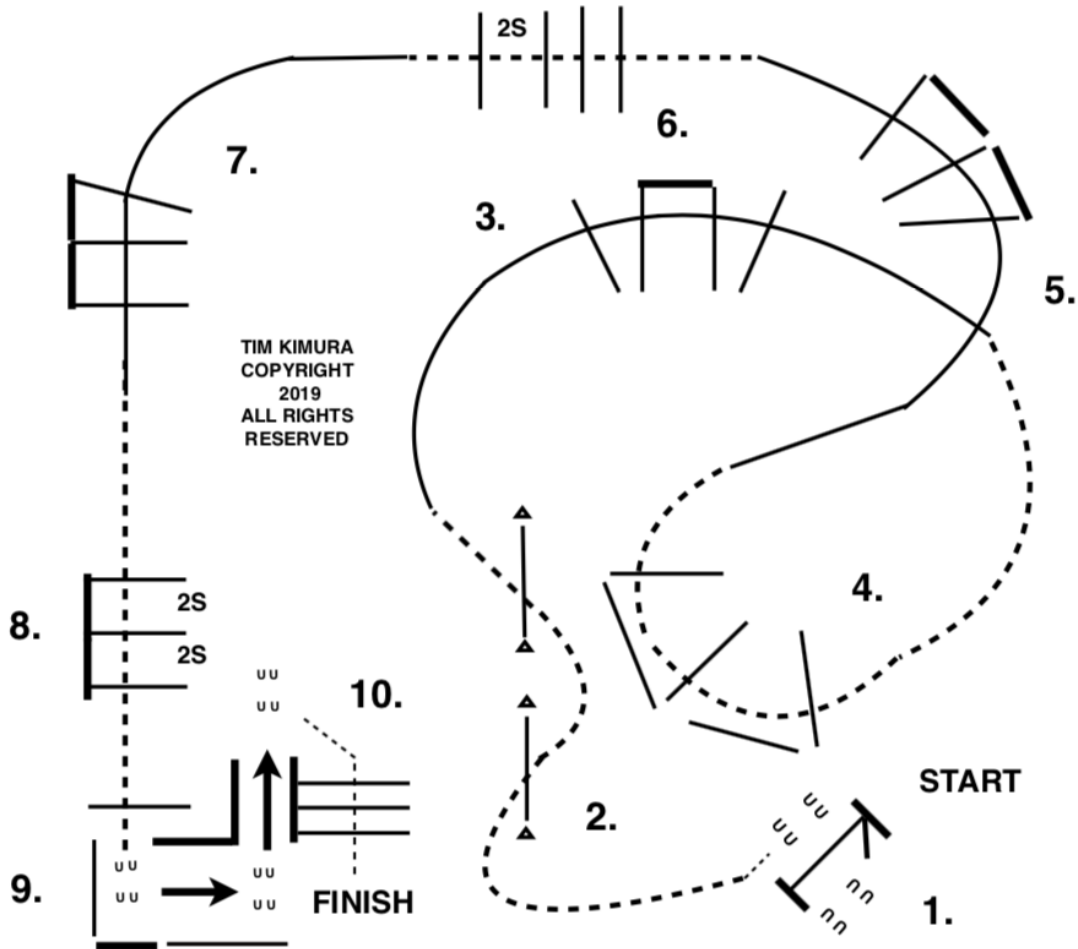
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BELGIAN
QUARTER
HORSE
ASSOCIATION

Trail

PRAB: Youth, Amateur
AQHA: Youth, Amateur



1. GATE: WORK GATE LEFT HAND, OPEN RIDE THRU AND CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN JOG THRU SERPENTINE, JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT 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 OVER POLE, STOP IN CHUTE, SIDE PASS LEFT AND AND BACK STRAIGHT BETWEEN POLES.
10. WALK OVER POLES.



The Rawhide Cup

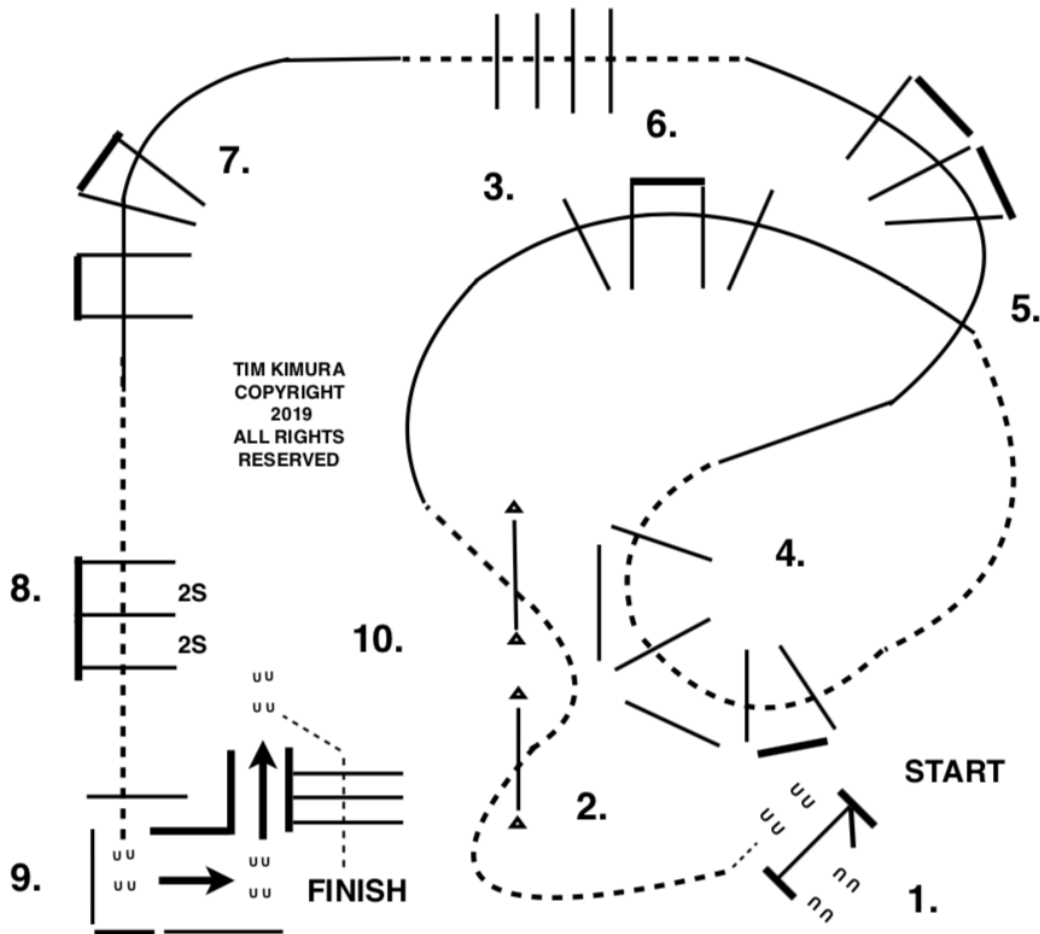
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BELGIAN
QUARTER
HORSE
ASSOCIATION

Trail

PRAB: Open
AQHA: Open



1. GATE: WORK GATE LEFT HAND, OPEN RIDE THRU AND CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN JOG THRU SERPENTINE, JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT 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 OVER POLE, STOP IN CHUTE, SIDE PASS LEFT AND AND BACK STRAIGHT BETWEEN POLES.
10. SIDE PASS A FEW MORE STEPS LEFT AND THEN WALK OVER POLES.



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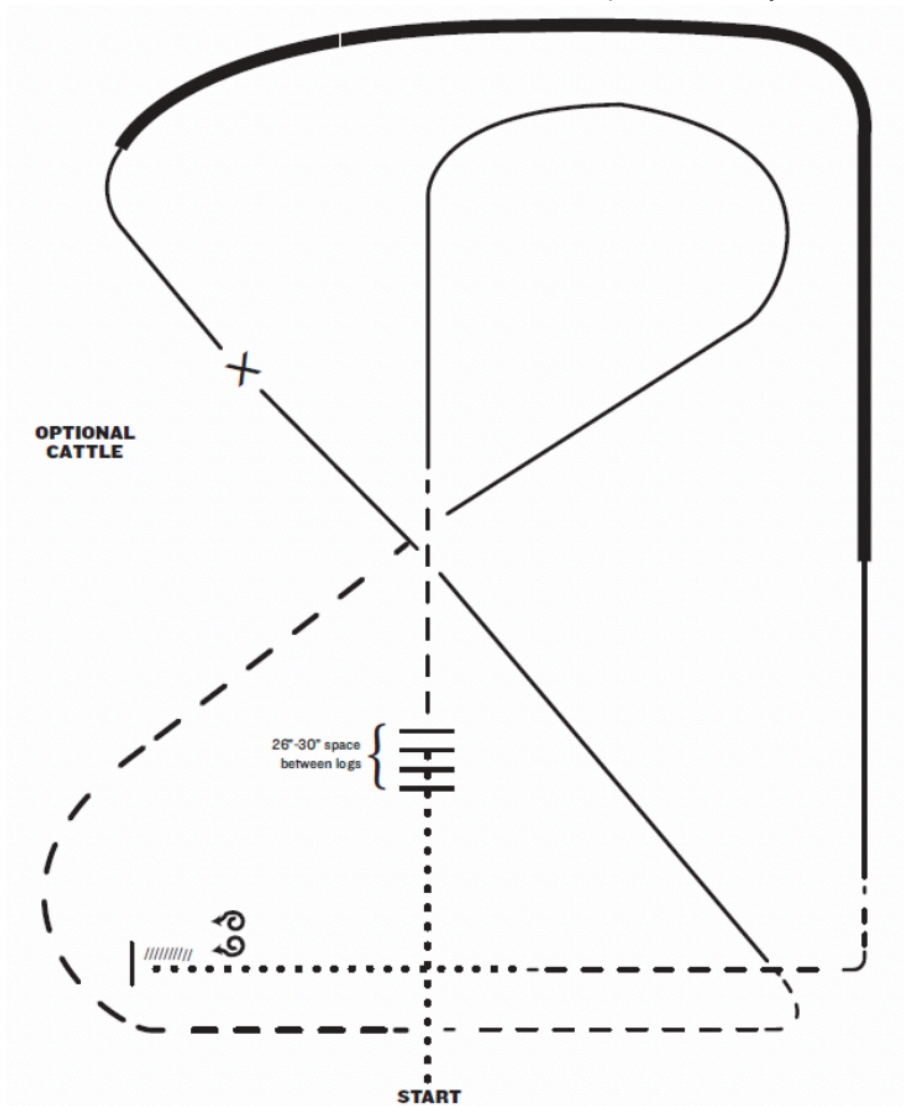
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BELGIAN
QUARTER
HORSE
ASSOCIATION

Ranch Riding

PRAB: Open

AQHA: Youth, Amateur, Open



1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 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.



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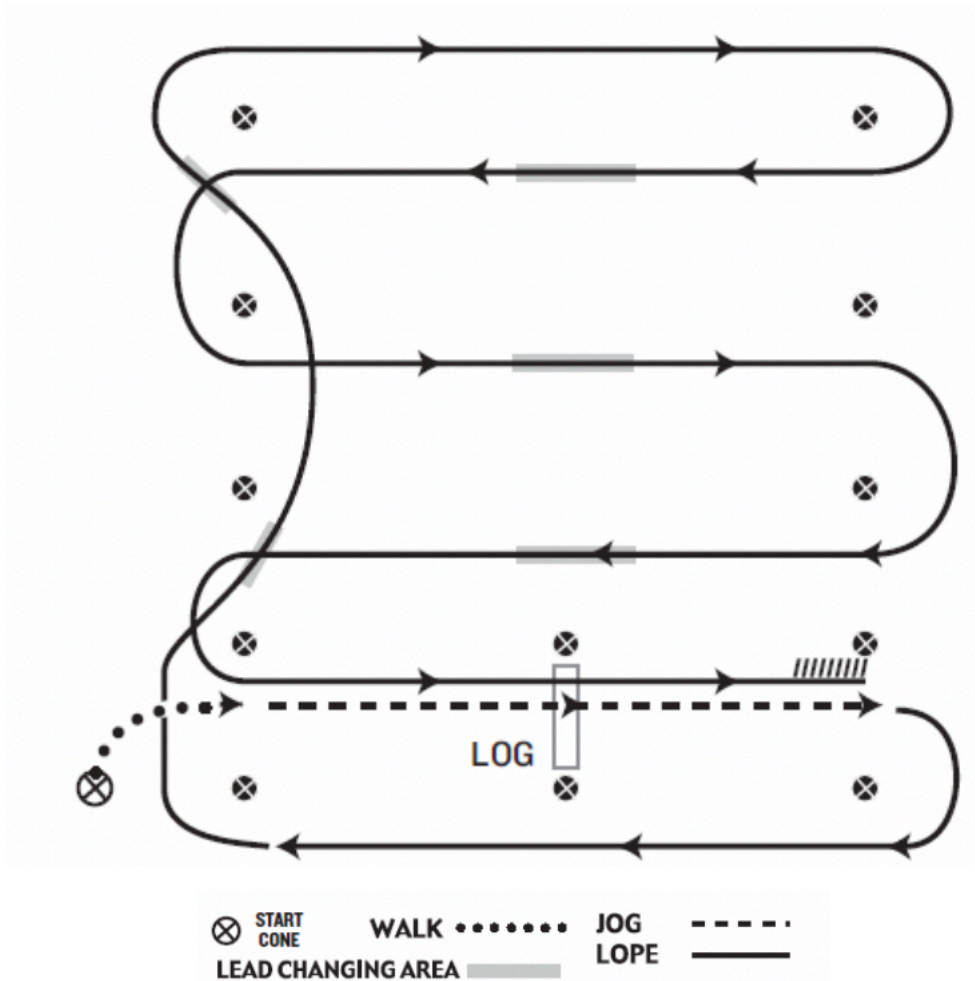
BELGIAN
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Western Riding

Pattern L1 4 (AQHA)

PRAB: Open Green Horse

AQHA: L1 Youth, L1 Amateur, L1 Open



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to right lead & 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 & back



The Rawhide Cup

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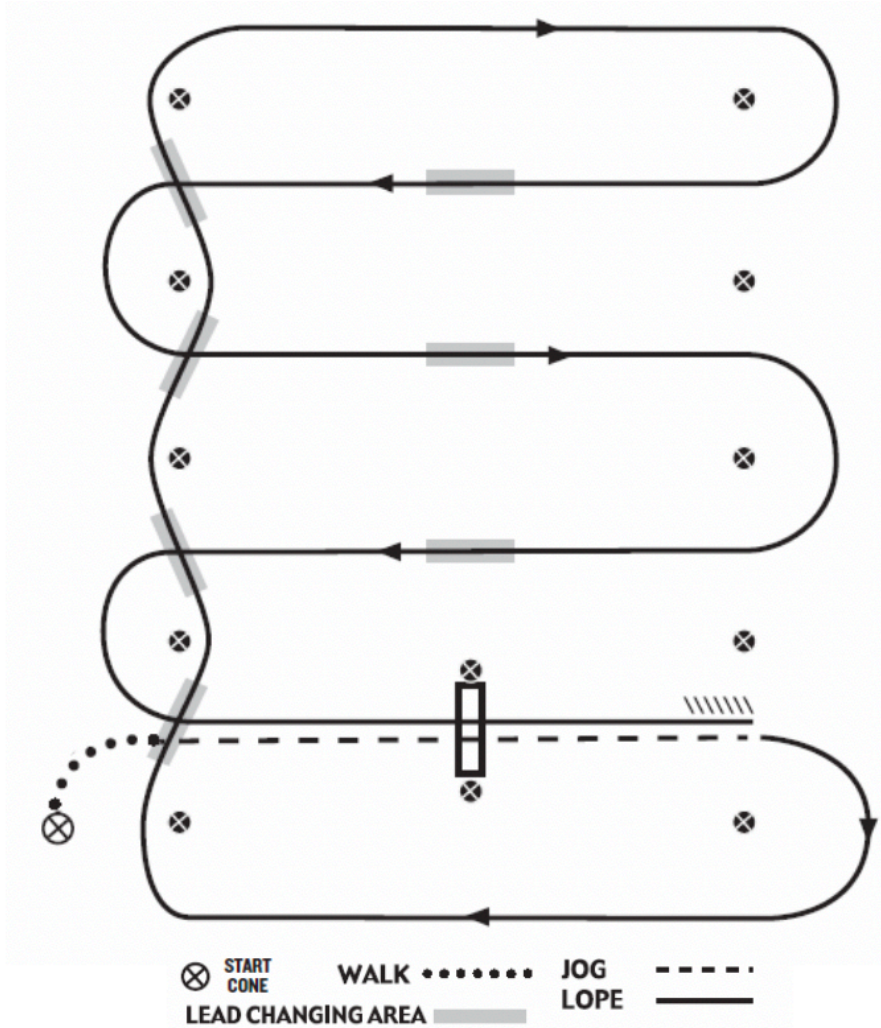
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BELGIAN
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Western Riding

Pattern 4 (AQHA)

AQHA: Youth, Amateur, Open



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back



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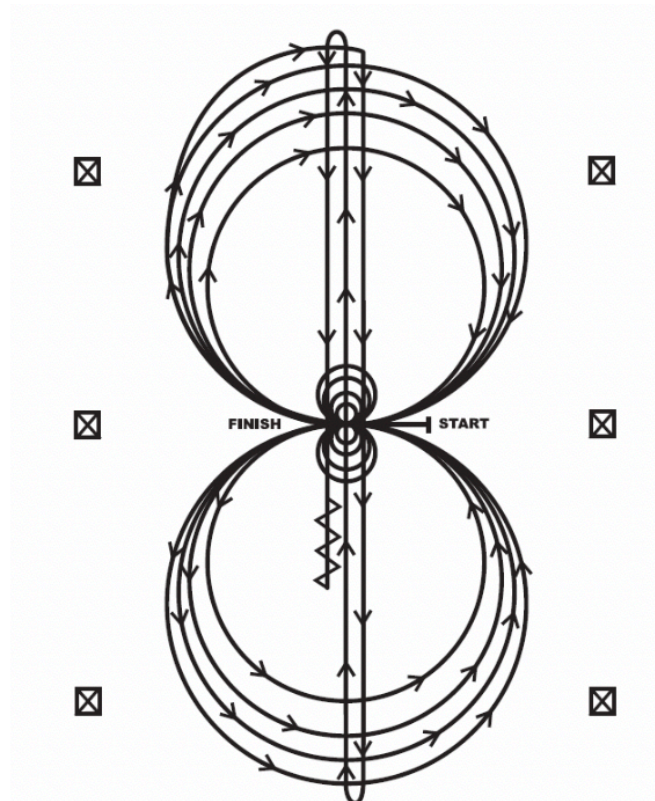
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BELGIAN
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ASSOCIATION

Reining

Pattern 4 (AQHA)

PRAB: Beginners
AQHA: L1 Youth, L1 Amateur



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.



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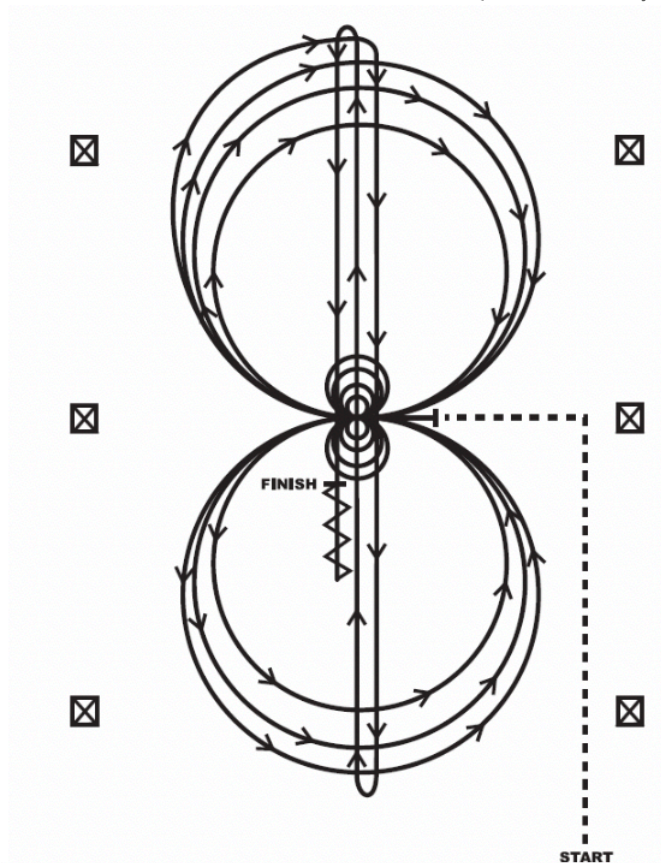
BELGIAN
QUARTER
HORSE
ASSOCIATION

Reining

Pattern 11 (AQHA)

PRAB: Open

AQHA: Youth, Amateur, Open



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.