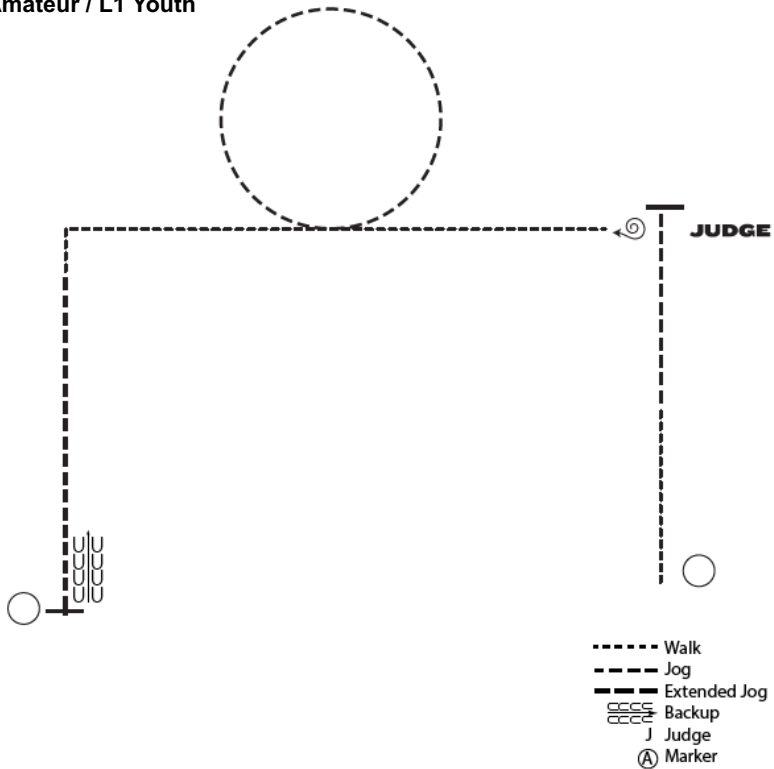


Showmanship at Halter

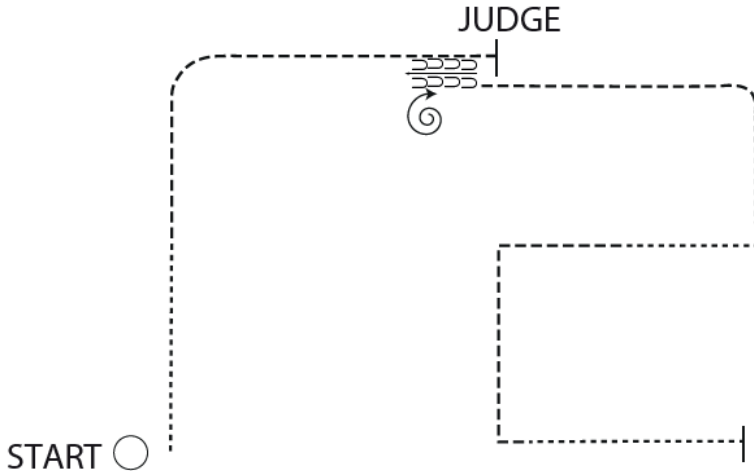
L1 Amateur / L1 Youth



1. Walk
2. Trot, stop with horse's shoulder even with judge
3. a) Set up
b) Inspection
After inspection, judge will move to horse's hip
4. 1 3/4 turn
5. Walk to center
6. Trot circle
7. Walk corner
8. Trot to end, stop
9. Back 2 horse lengths, hesitate
10. Exit at walk or trot

Showmanship at Halter

Amateur / Youth

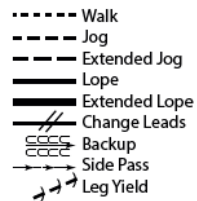
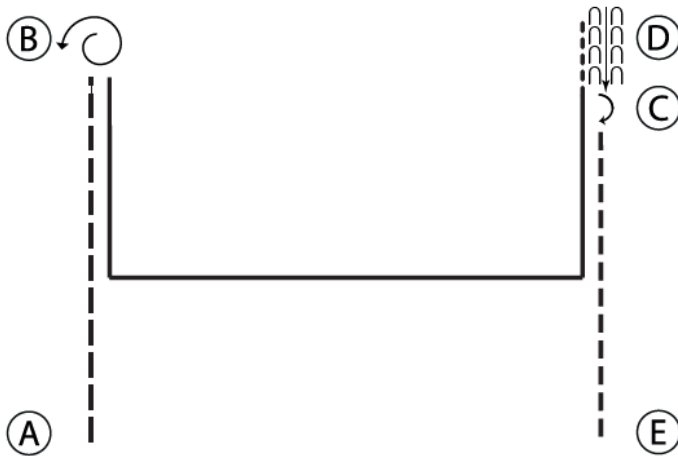


- Walk
- - - - - Jog
- Extended Jog
- o o o o Backup
- J Judge
- Ⓐ Marker

1. Walk
2. Trot to judge
3. a) Stop with hip at the judge and set up
b) Inspection
4. Back 2 horse lengths
5. 2 turns
6. Trot corner
7. Walk corner
8. Trot 2 corners
9. Walk, stop
10. Exit at a walk or trot

Western Horsemanship

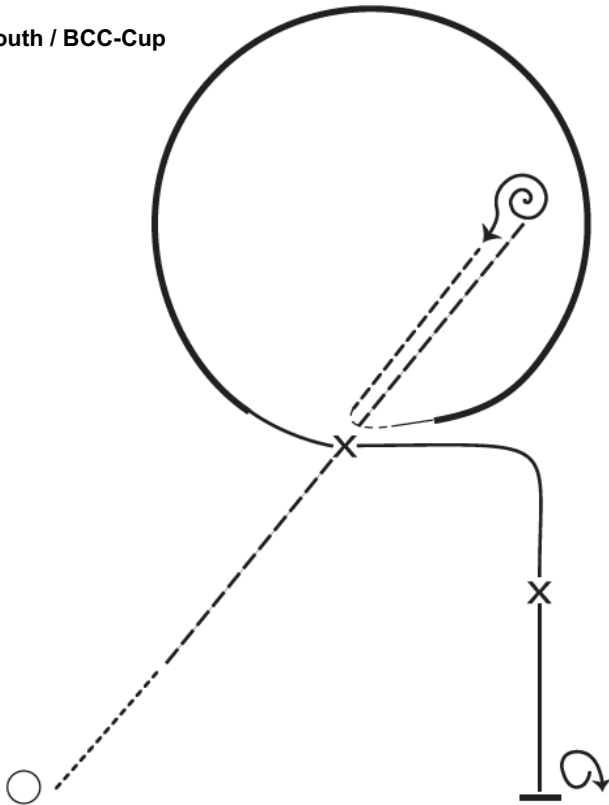
L1 Amateur / L1 Youth



1. Extended jog from A to B
2. 1 ½ spins to the left
3. Lope left lead in the shape of a ½ square to C
4. Walk from C to D
5. Back from D to C and do a roll back to the right
6. Jog from C to E

Western Horsemanship

Amateur / Youth / BCC-Cup



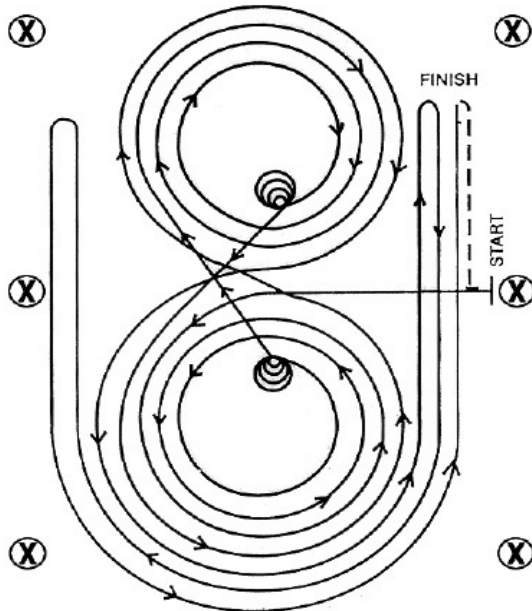
1. Walk
2. Extended jog
3. Stop, 1 1/2 left turn
4. Jog and jog corner
5. Left lead lope moving into an increased pace and then collect to a lope
6. Change leads (if a simple change through the trot), lope corner
7. Simple change of leads through a trot
8. Left lead lope
9. Stop, 360° right
10. Exit at walk or jog

- Walk
- - - - - Jog
- Extended Jog
- ===== Lope
- ===== Extended Lope
- ====//==== Change Leads
- ===== Backup
- Side Pass
- Leg Yield

Reining

Futurity / L1 Open / L1 Amateur / L1 Youth

REINING PATTERN 5



Horse must walk or stop prior to starting pattern.

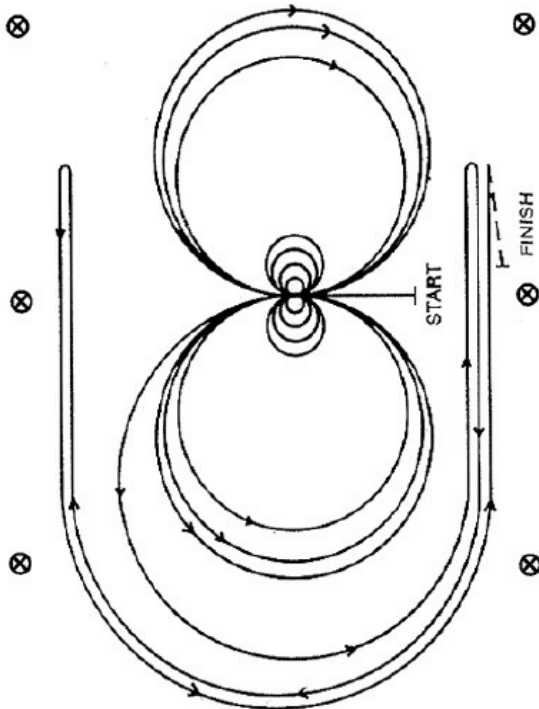
Beginning at the center of the arena facing the left wall or fence.

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. (Figure B)
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 20 feet (6 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 20 feet (6 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

Reining

Maturity / Open / Amateur / Youth / SCCH
REINING PATTERN 6



Horse must walk or stop prior to starting pattern.

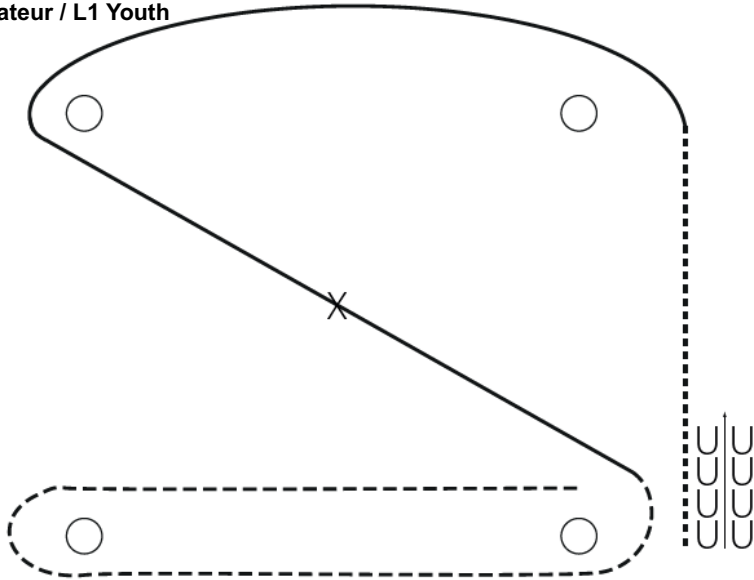
Beginning at the center of the arena facing the left wall or fence.

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 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 20 feet (6 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 20 feet (6 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

Hunt Seat Equitation

L1 Amateur / L1 Youth

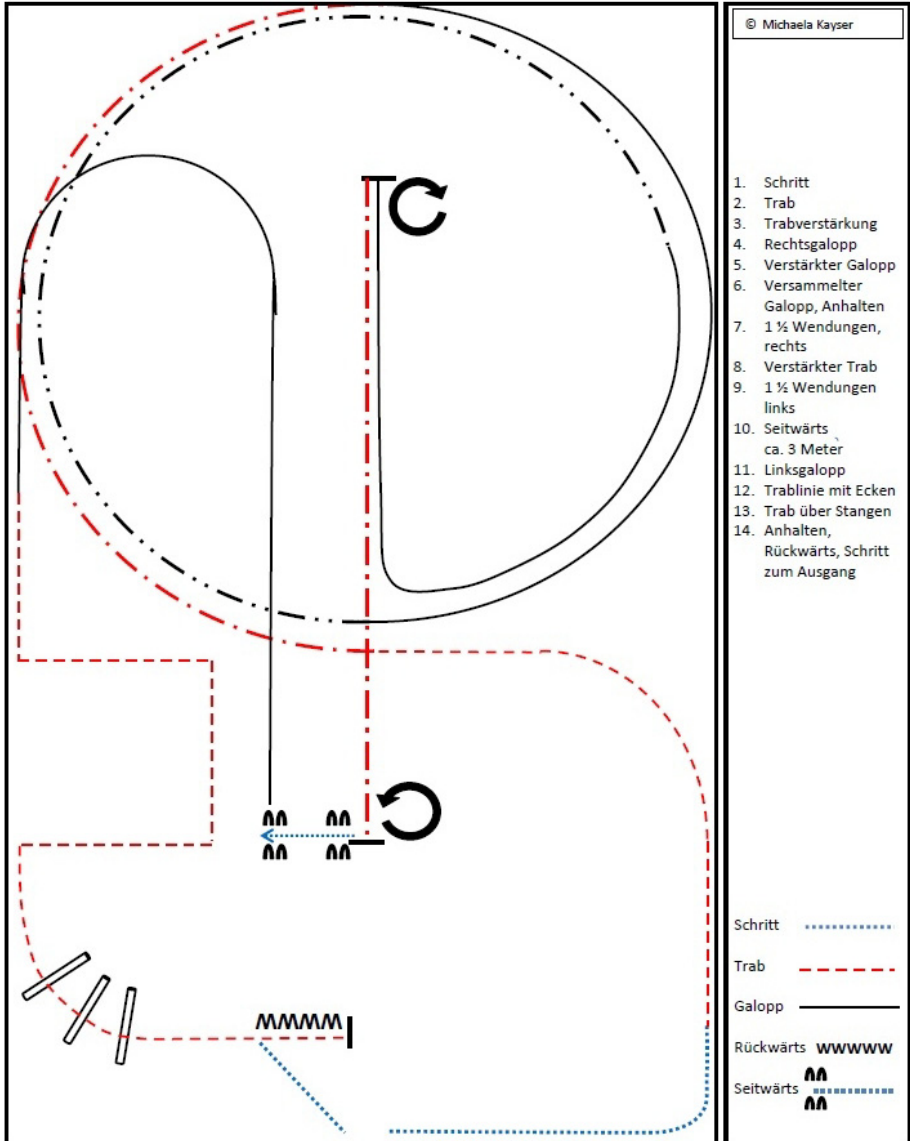


- Walk
- - - - Trot
- - - - Extended Trot
- Canter
- Hand Gallop
- //——— Change Leads
- ←←←←← Backup

1. Posting trot left diagonal
2. At cone change to right diagonal and continue posting around cones
3. Pick up the left lead and do a flying lead change or a simple lead change through trot in the middle
4. Continue on right lead to the cone and then hand gallop around the end cones.
5. Sitting trot back to the start cone.
6. Halt and back

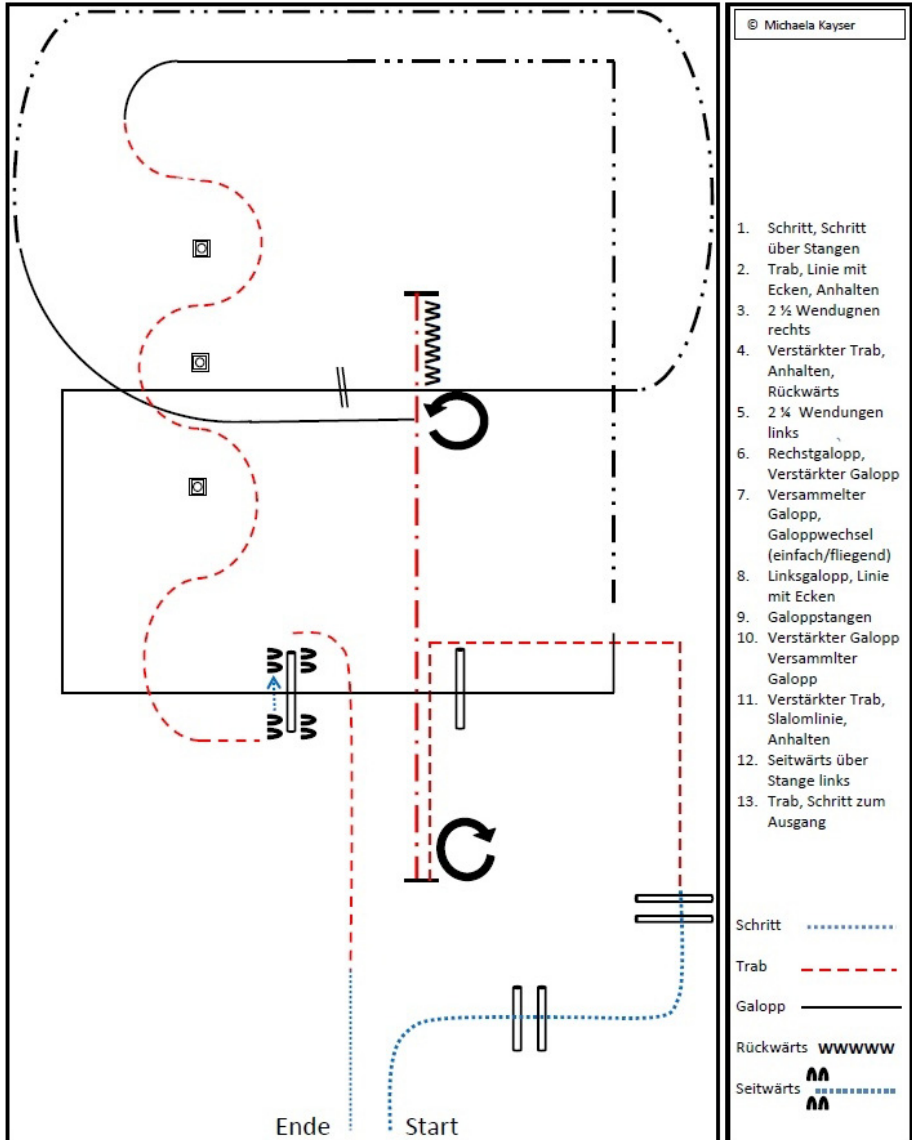
Ranch Riding

Futurity / L1 Open / L1 Amateur / L1 Youth



Ranch Riding

Maturity / Open / Amateur / Youth / BCC-Cup

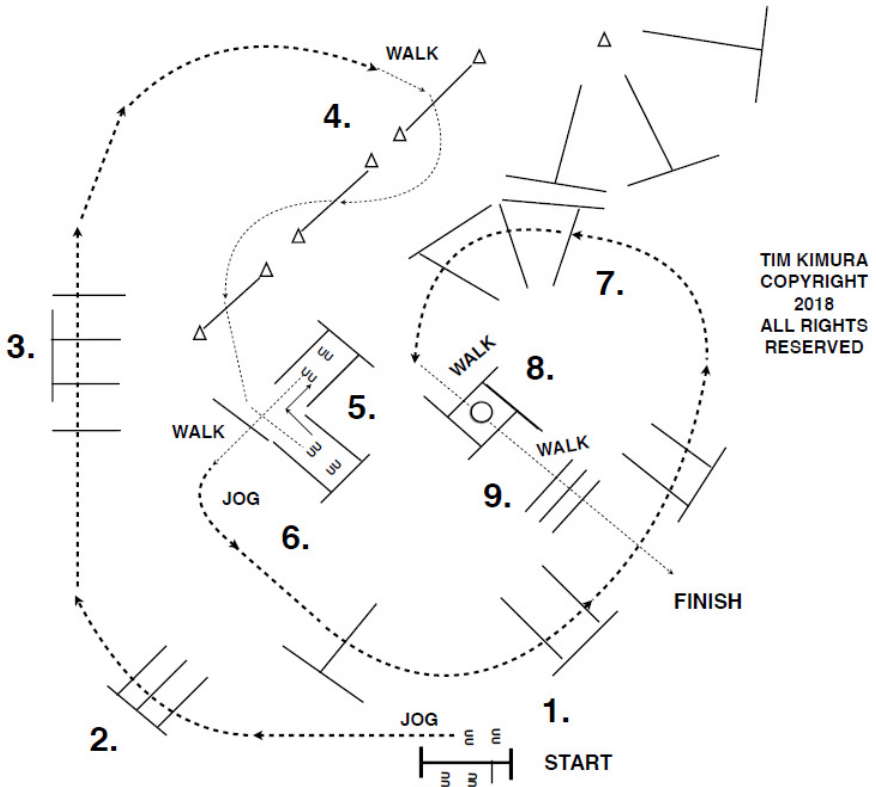


Trail in Hand

Futurity 2- und 3-jährig / All ages

TRAIL: IN HAND TRAIL FUTURITY 2 YO AND 3 YO

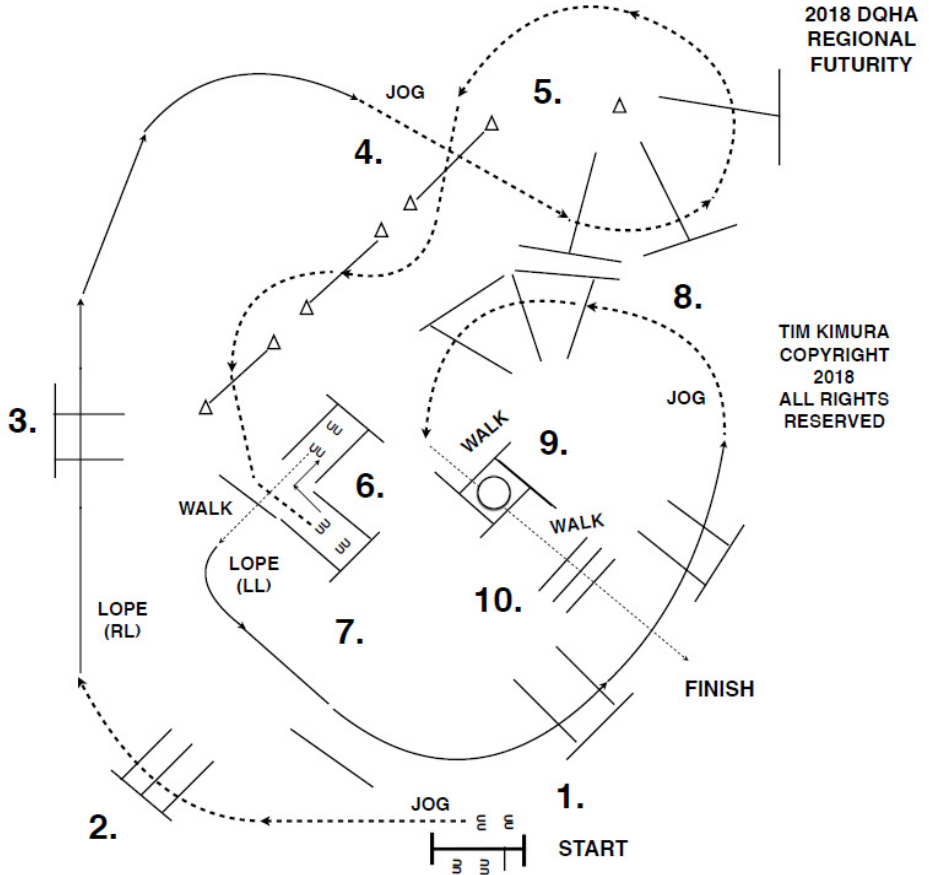
2018 DQHA
REGIONAL FUTURITY



1. GATE: LH OPEN GATE, WALK AND LEAD THRU AND CLOSE GATE.
2. JOG OVER POLES.
3. JOG OVER POLES.
4. BREAK TO THE WALK, WALK OVER POLES, WALK AROUND CONES, WALK THRU SERPENTINE.
5. WALK INTO CHUTE, STOP, BACK THRU POLES AND BACK AROUND CORNER, THEN WALK OUT OVER POLE.
6. JOG OVER POLES
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 RIGHT TURN THEN WALK OUT OF THE BOX.
9. WALK OVER POLES.

Trail

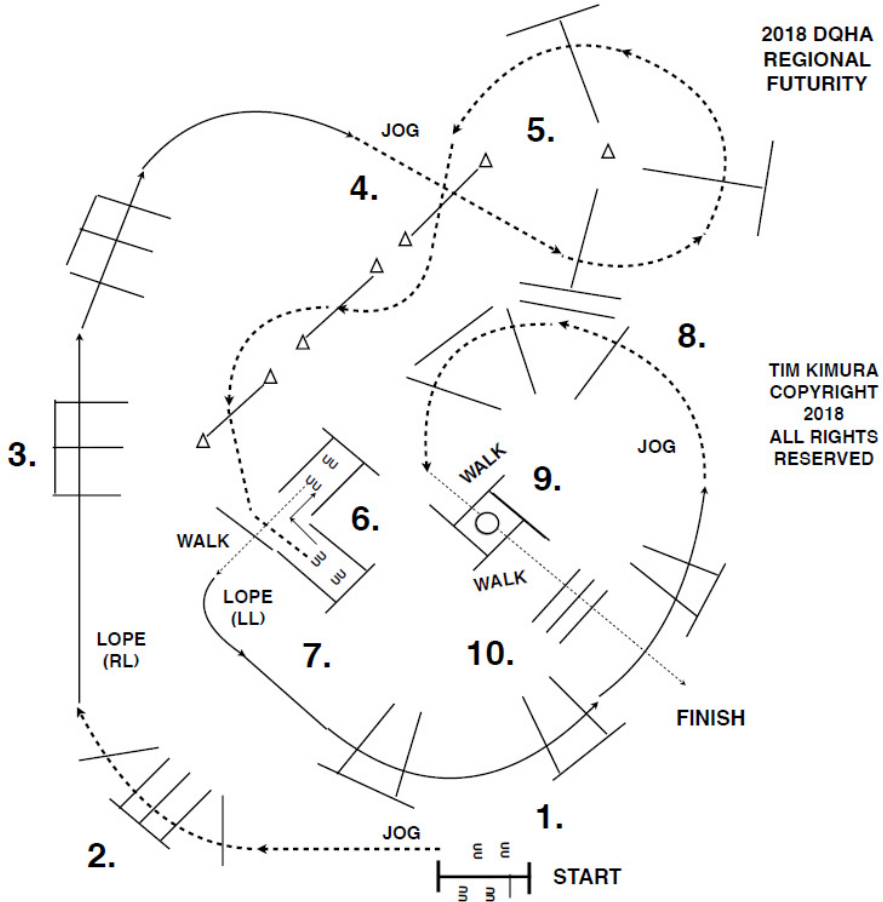
L1 Amateur / L1 Youth / Open Junior



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.

Trail

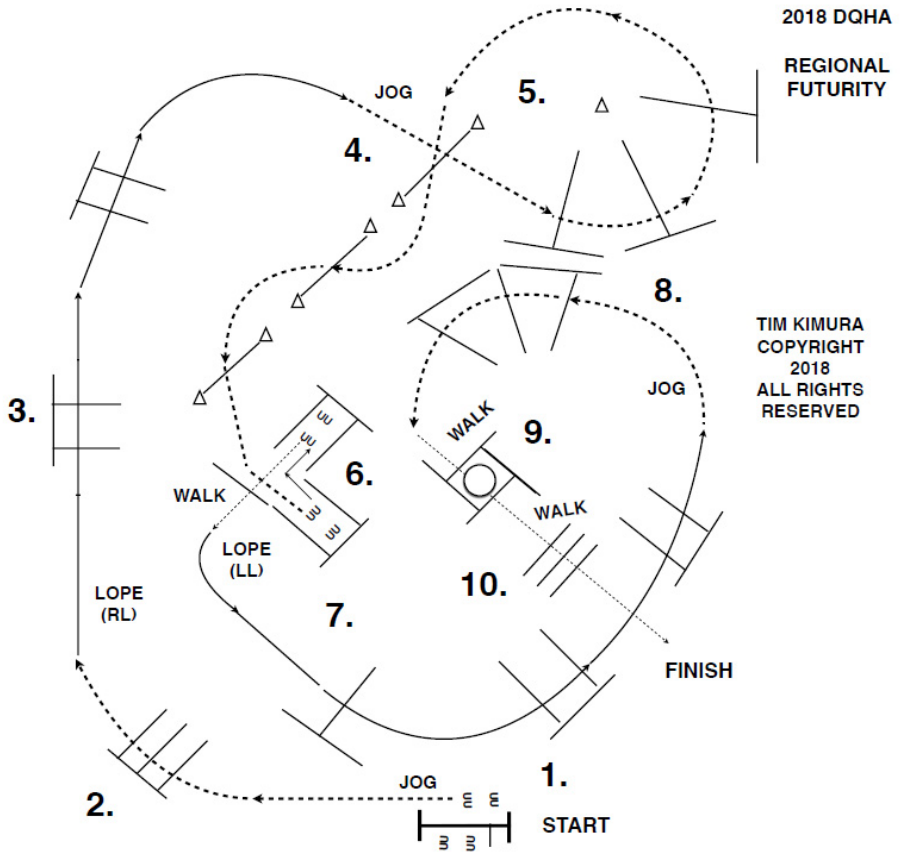
Maturity / Open Senior



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.

Trail

Amateur / Youth



2018 DQHA
REGIONAL
FUTURITY

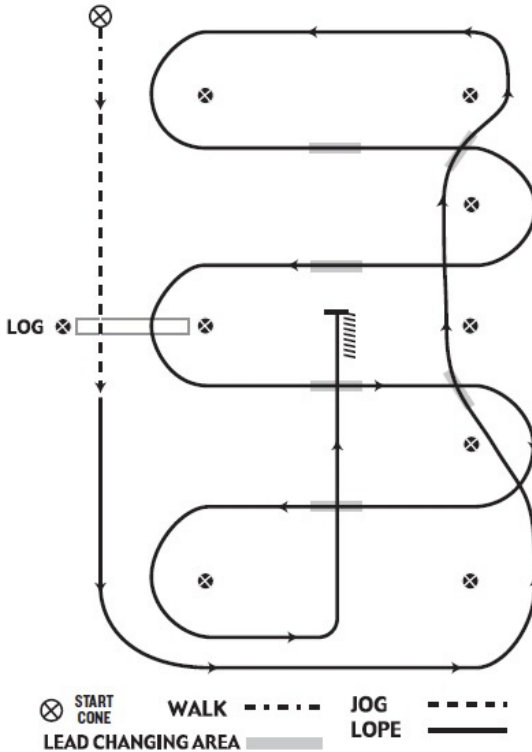
TIM KIMURA
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1. GATE: LH OPEN GATE, RIDE THRU AND CLOSE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RL).
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG OVER POLES, JOG AROUND CONES, JOG THRU SERPENTINE.
6. JOG INTO CHUTE, STOP, BACK THRU POLES AND BACK AROUND 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.

Western Riding

Futurity / L1 Open

GREEN WESTERN RIDING PATTERN I

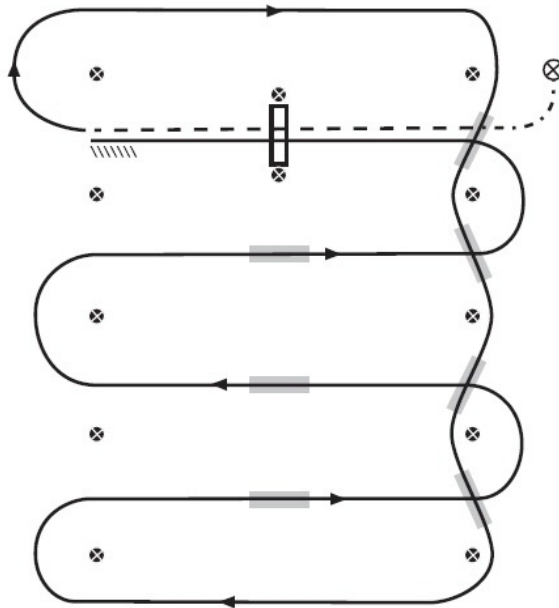


1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

Western Riding

Maturity / Open / Amateur / Youth

WESTERN RIDING PATTERN 4



1. Walk, 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