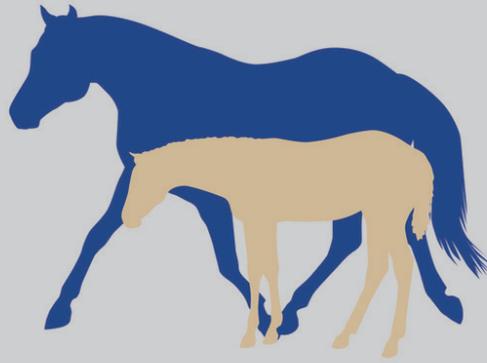


DQHA
REGIONEN
FUTURITY



WEST

Patternbook



AMERICAN
QUARTER
HORSE

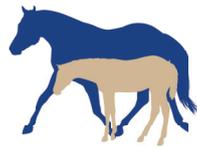
AFFILIATE

NSBA

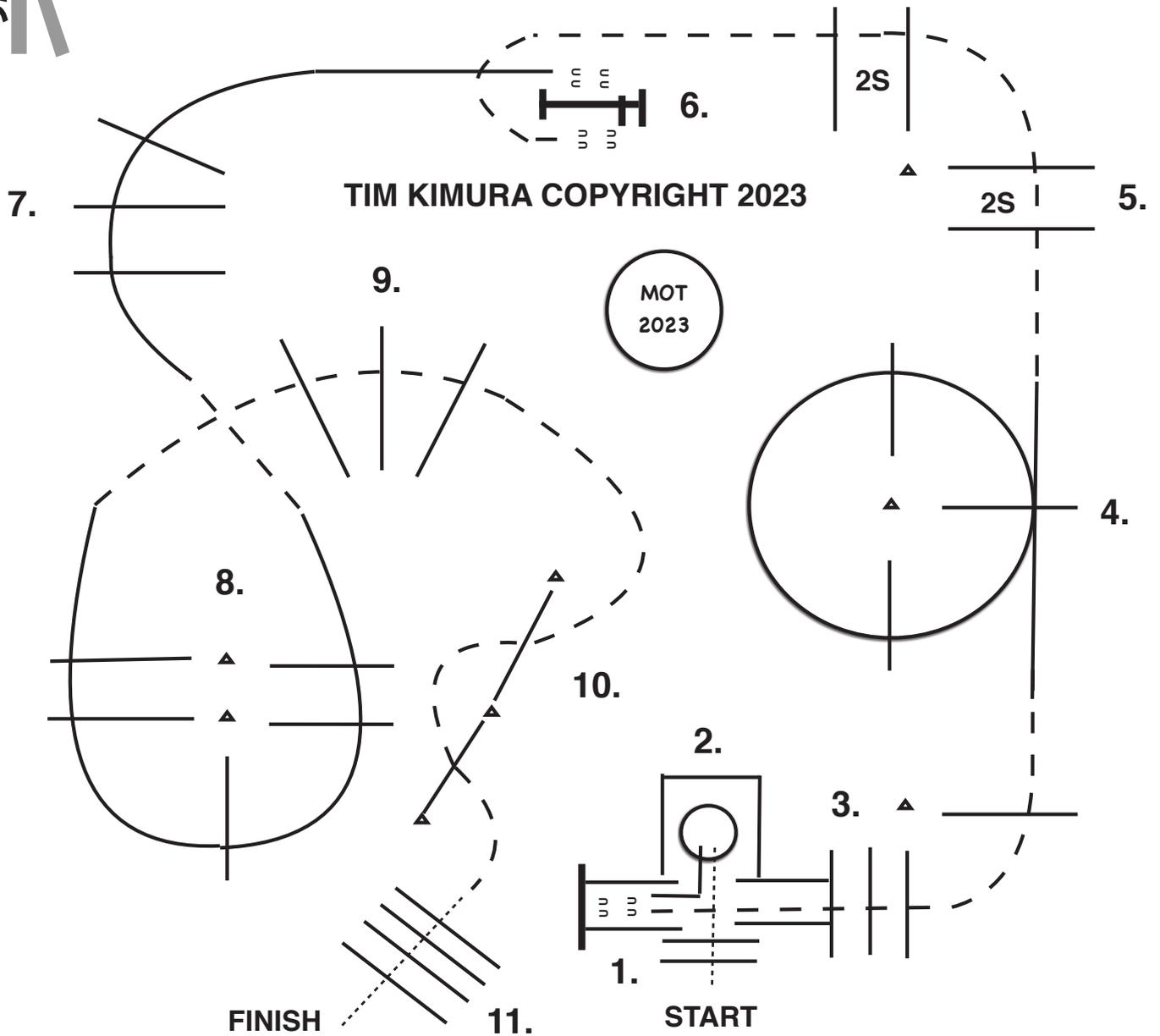
INTERNATIONAL



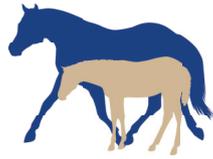
DQHA
REGIONEN
FUTURITY



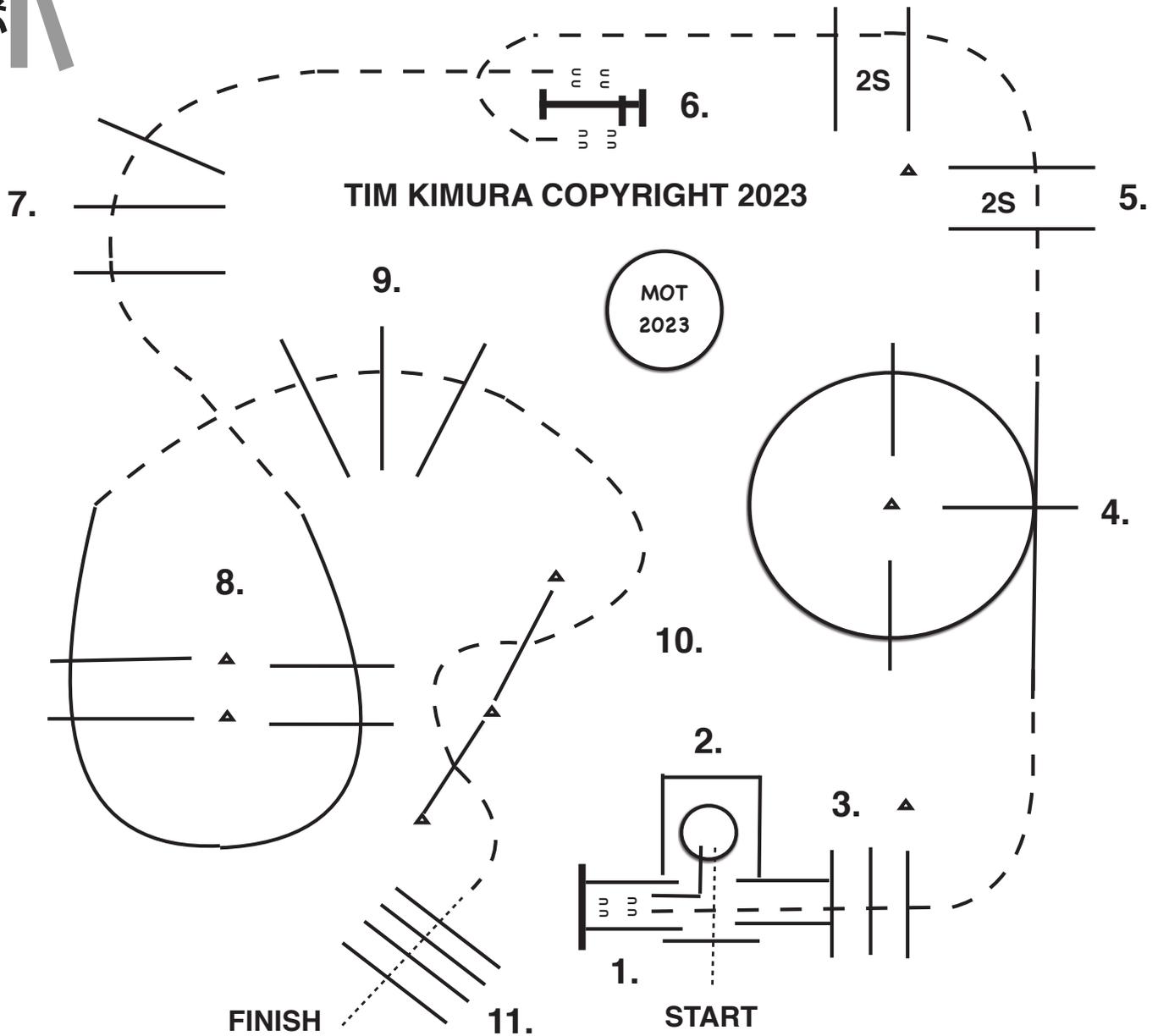
OPEN ALL AGES - AMATEUR
YOUTH - MATURITY -
GRADUATE



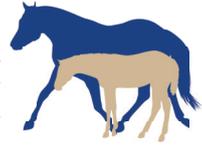
1. WALK OVER POLES, WALK INTO CHUTE, EXECUTE A 360 TURN EITHER WAY.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. YOU MAY WALK FORWARD, THEN JOG OUT CHUTE, JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG UP TO GATE, WORK GATE LEFT HAND.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, THEN LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES.
10. JOG THROUGH SERPENTINE, JOG OVER POLES.
11. STOP OR BREAK TO THE WALK, WALK OVER POLES.



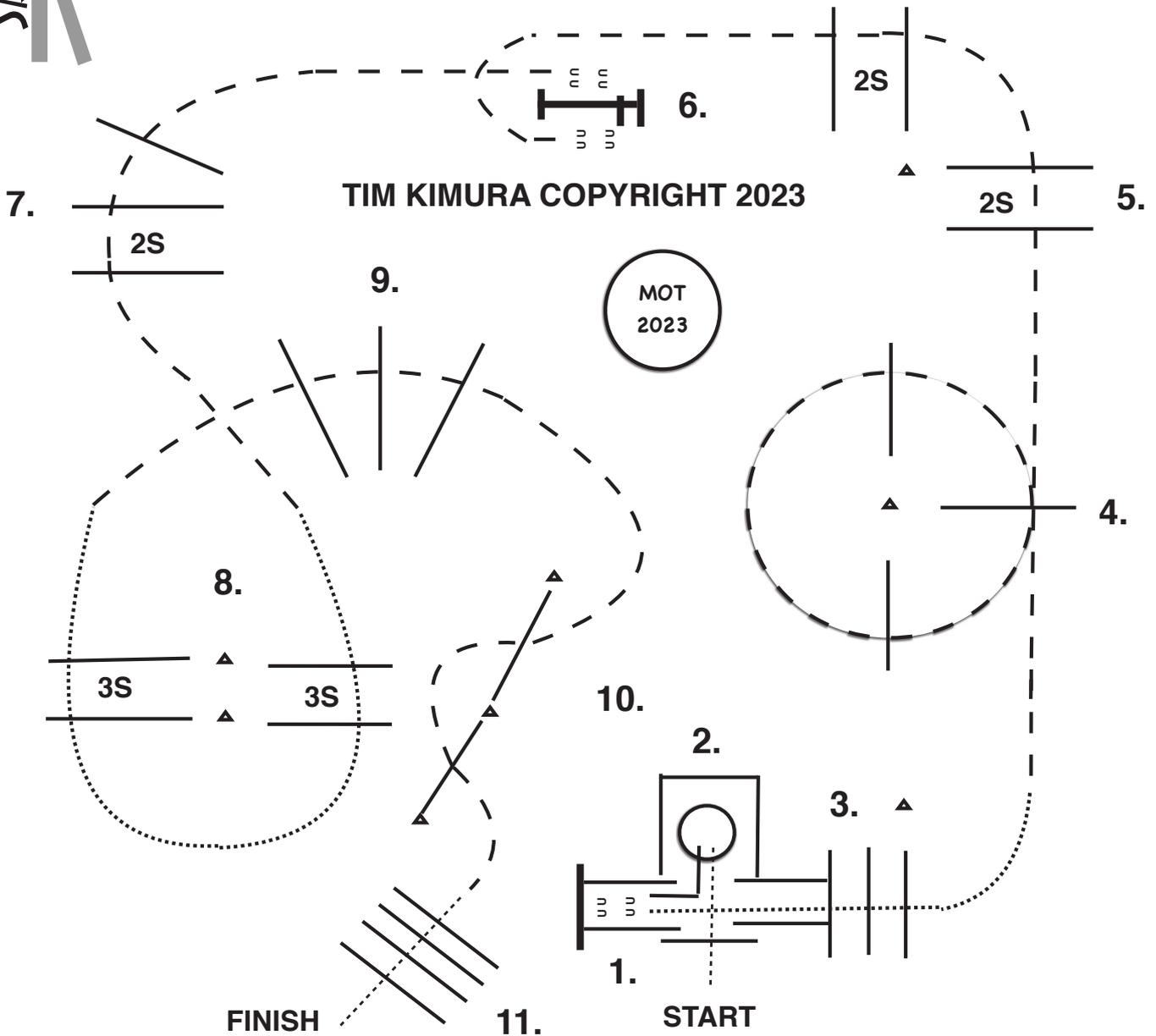
FUTURITY - L1 OPEN/
L1 AMT/YOUTH/ RASSEOFFEN



1. WALK OVER POLE, WALK INTO CHUTE, EXECUTE A 360 TURN EITHER WAY.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. YOU MAY WALK FORWARD, THEN JOG OUT CHUTE, JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG UP TO GATE, WORK GATE LEFT HAND.
7. JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES.
10. JOG THROUGH SERPENTINE.
11. STOP OR BREAK TO THE WALK, WALK OVER POLES.

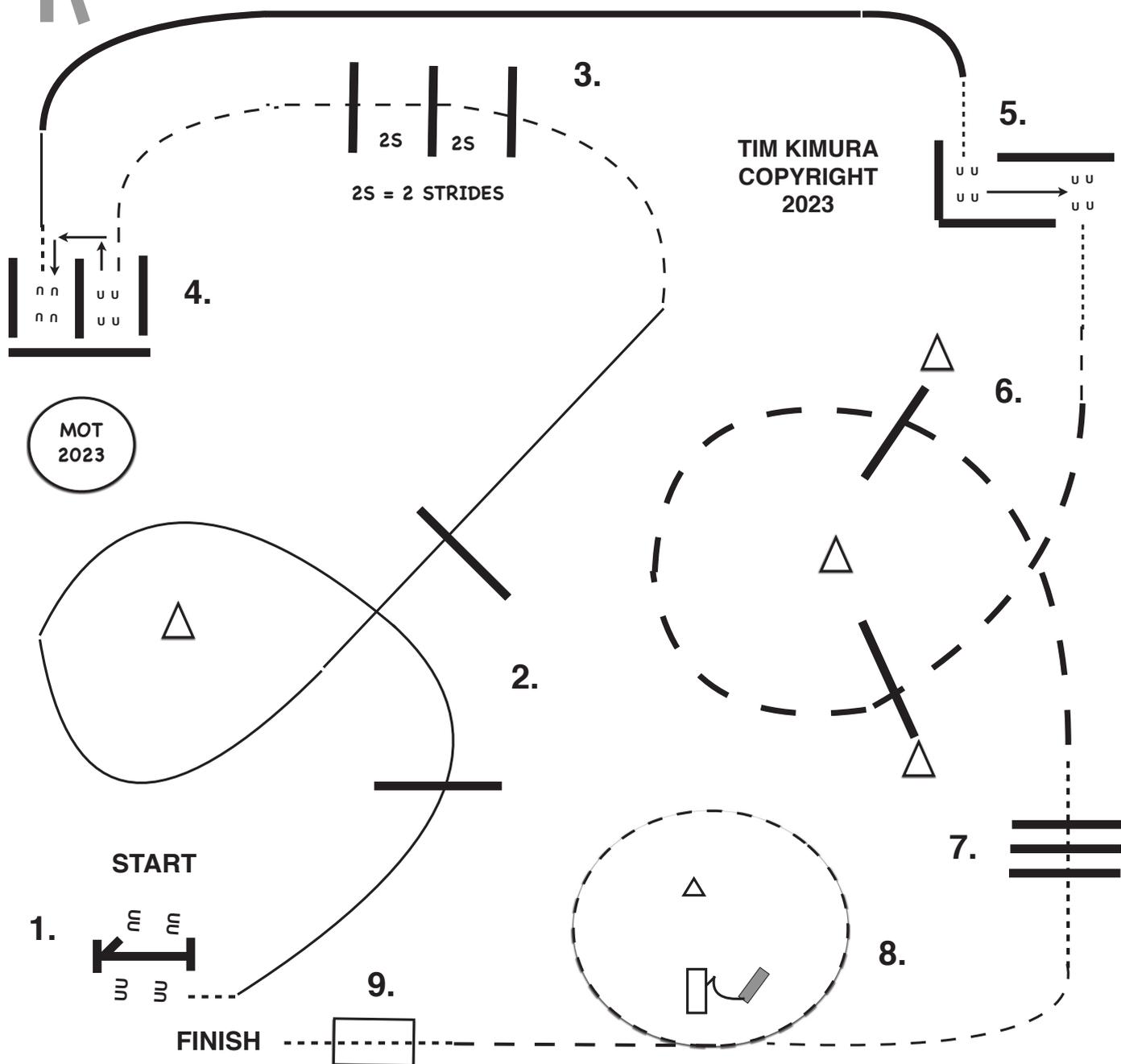


In Hand TRAIL CLASSES



1. WALK OVER POLE, WALK INTO CHUTE, EXECUTE A 360 TURN EITHER WAY.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. WALK OUT OF CHUTE AND OVER POLES
4. JOG OVER POLES.
5. JOG OVER POLES.
6. JOG UP TO GATE, WORK GATE LEFT HAND.
7. JOG OVER POLES.
8. WALK POLES
9. JOG OVER POLES.
10. JOG THROUGH SERPENTINE.
11. STOP OR BREAK TO THE WALK, WALK OVER POLES.

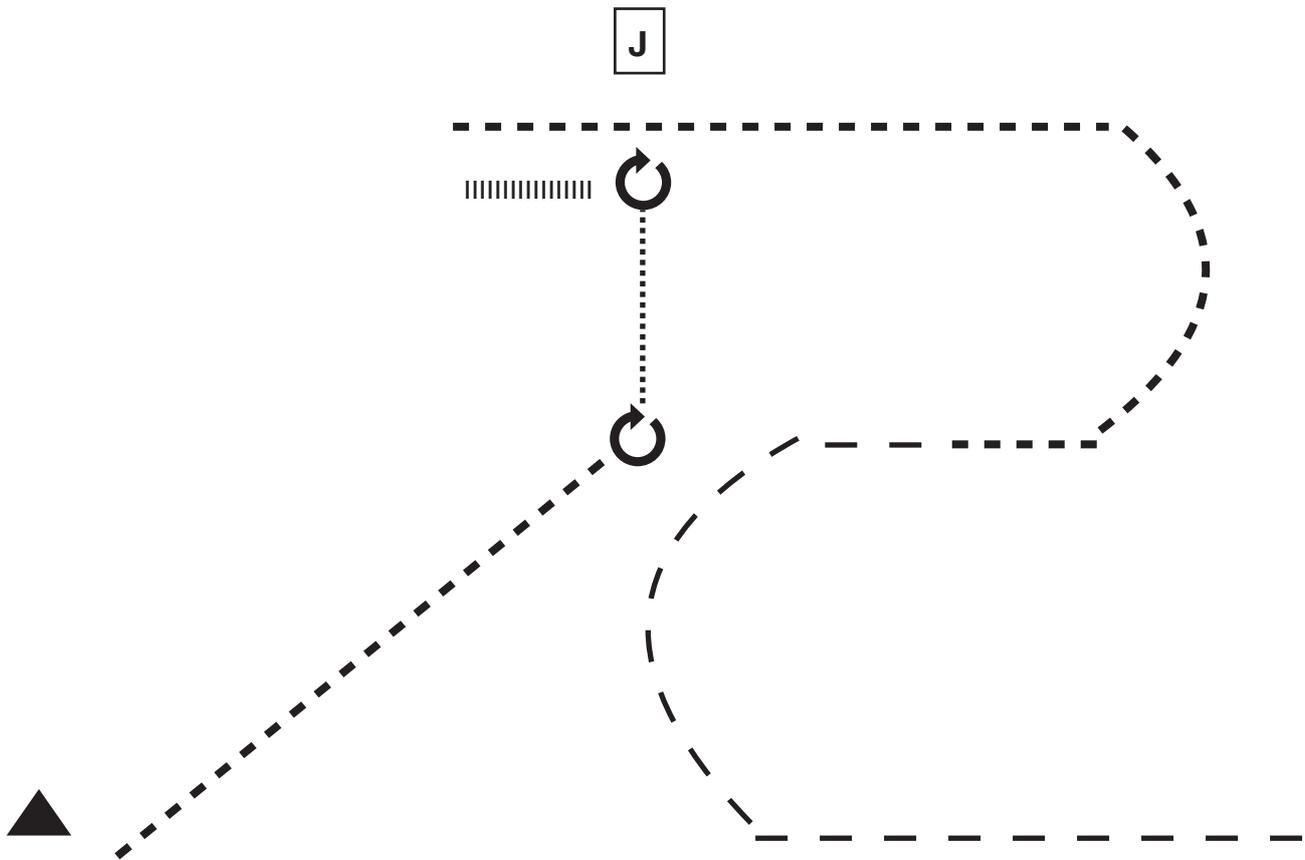
RANCH TRAIL
ALL RANCH TRAIL CLASSES



TIM KIMURA
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1. WORK GATE, PUSH OPEN GATE, LEFT HAND, RIDE THROUGH AND CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN LOPE OVER LOGS LEFT LEAD, AND LOPE AROUND MARKER.
3. BREAK TO THE TROT, TROT OVER LOGS.
4. TROT INTO CHUTE, STOP AND BACK A U-TURN BETWEEN LOGS AND WALK OUT.
5. LOPE RIGHT LEAD, THEN EXTEND THE LOPE ACROSS THE TOP OF THE ARENA, THEN BREAK TO THE WALK, WALK INTO CHUTE, SIDE PASS LEFT.
6. TROT FIRST, THEN EXTEND THE TROT, OVER LOGS AND BETWEEN THE CONES.
7. BREAK DOWN TO THE WALK, WALK OVER LOGS.
8. TROT TO DRAG, DRAG LOG AT THE WALK OR TROT AROUND CONE, RETURN ROPE. YOUTH TRAIL CARRY OBJECT AROUND CONE WALK OR TROT USING EITHER HAND.
9. TROT TO BRIDGE, BREAK TO THE WALK, WALK OVER BRIDGE.

Showmanship Amateur/RASSEOFFEN

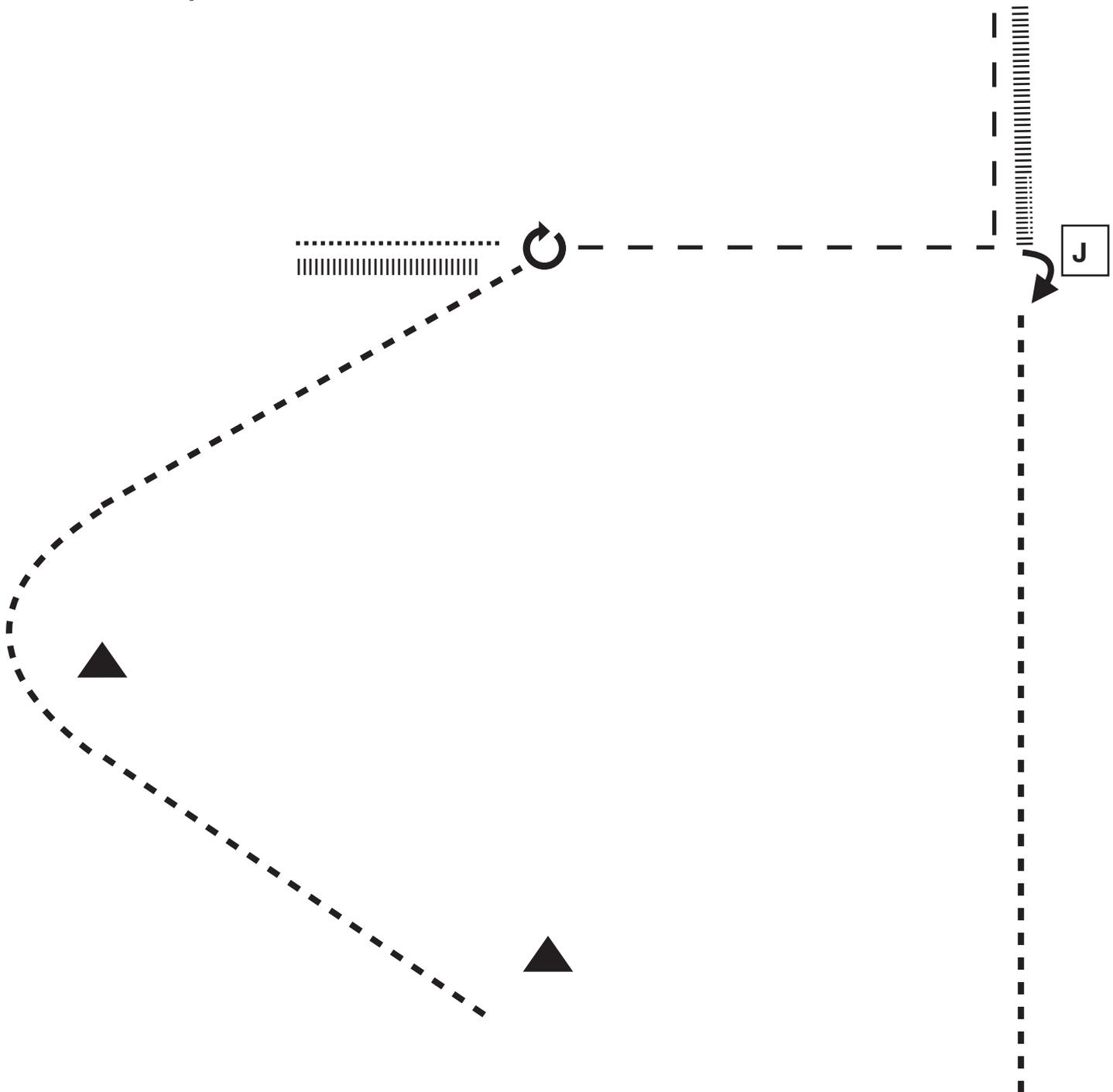


1. BE READY AT CONE
2. TROT TO CENTER OF PATTERN
3. STOP AND EXECUTE SLIGHTLY MORE THAN 3/4 TURN
4. WALK TO JUDGE AND STOP
5. SET UP
6. INSPECTION
7. WHEN DISMISSED, EXECUTE 1 1/4 TURNS
8. BACK AT LEAST TWO HORSE LENGTHS
9. TROT LINE AS DRAWN
10. EXECUTE EXTENDED TROT AS DRAWN TO EXIT

Pattern provided by:

NSBA
INTERNATIONAL

Showmanship L1 Amateur/ Youth

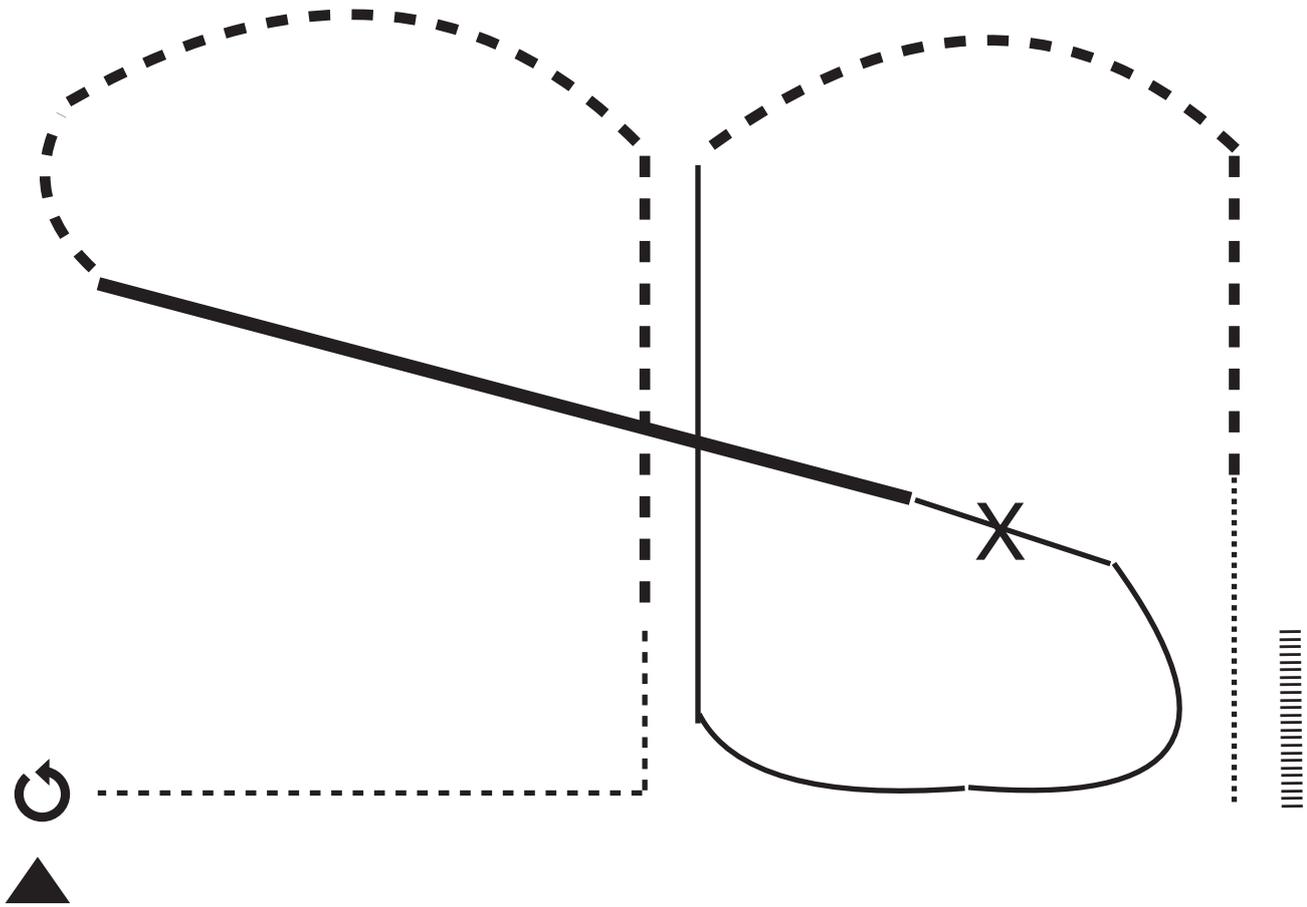


1. Be ready at cone A
2. Jog around cone B until even with judge
3. Turn approximately 1 1/4 turn
4. Back up 6-8 Steps
5. Walk 6-8 steps
6. Jog towards judge and jog a square corner
7. Stop and back up until horses hip is even with judge
8. Set Up
9. Inspection
10. 1/2 Turn
11. Jog towards exit

Pattern provided by:

NSBA
INTERNATIONAL

EQUITATION AMATEUR

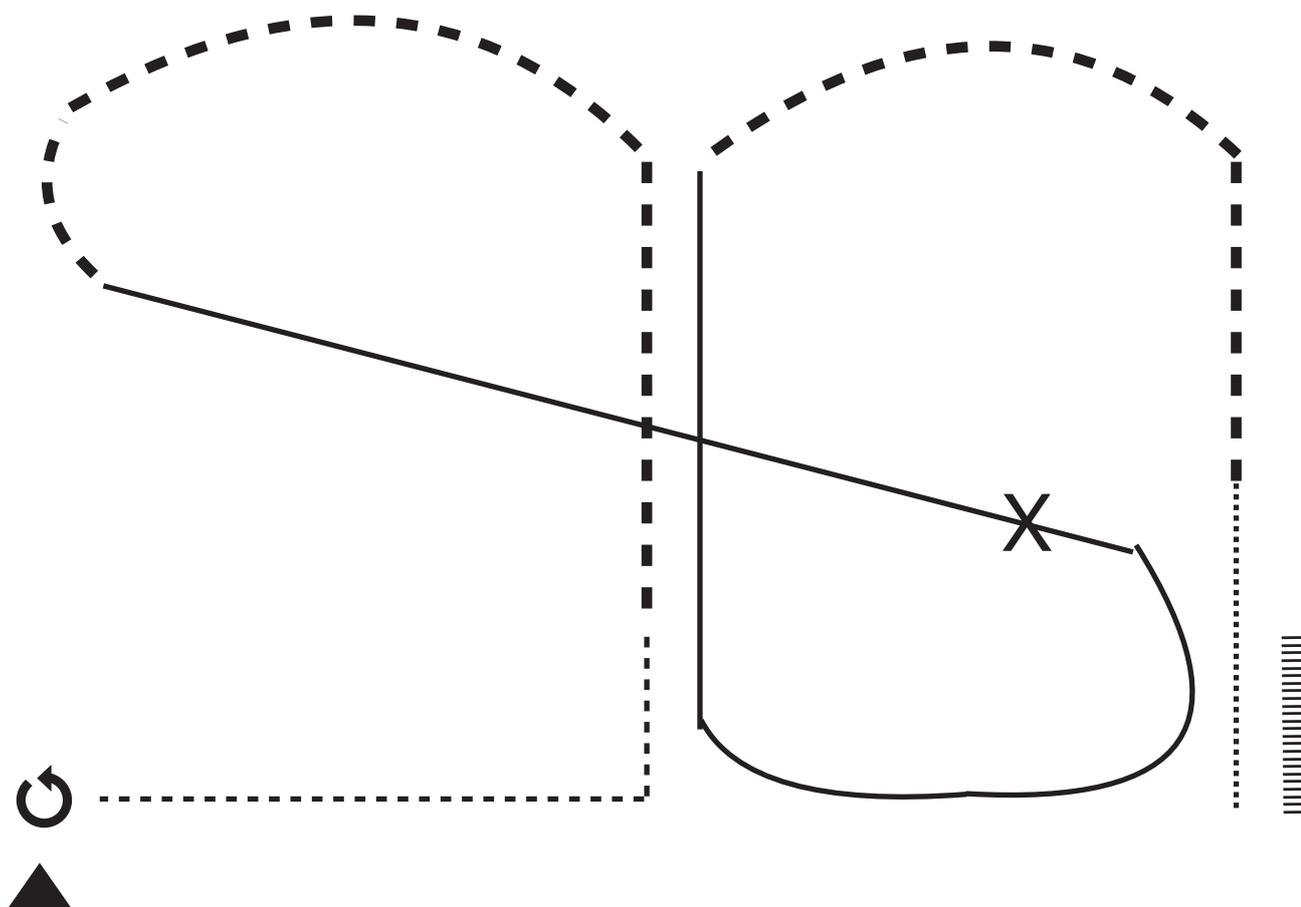


1. ONE FOREHAND TURN TO THE LEFT
2. SITTING TROT TO CENTER OF PATTERN AND AROUND CORNER
3. POSTING TROT ON RIGHT DIAGONAL AS DRAWN
4. LEFT LEAD WORKING CANTER ON DIAGONAL
5. COLLECT BACK TO CANTER
6. CHANGE LEADS SIMPLE OR FLYING
7. RIGHT LEAD CANTER AS DRAWN
8. TROT ON LEFT DIAGONAL
9. HALF WAY TO CONE- LINE WALK
10. STOP AND BACK UP AT LEAST TWO HORSE LENGTHS

Pattern provided by:

NSBA
INTERNATIONAL

EQUITATION L1 AMATEUR/YOUTH

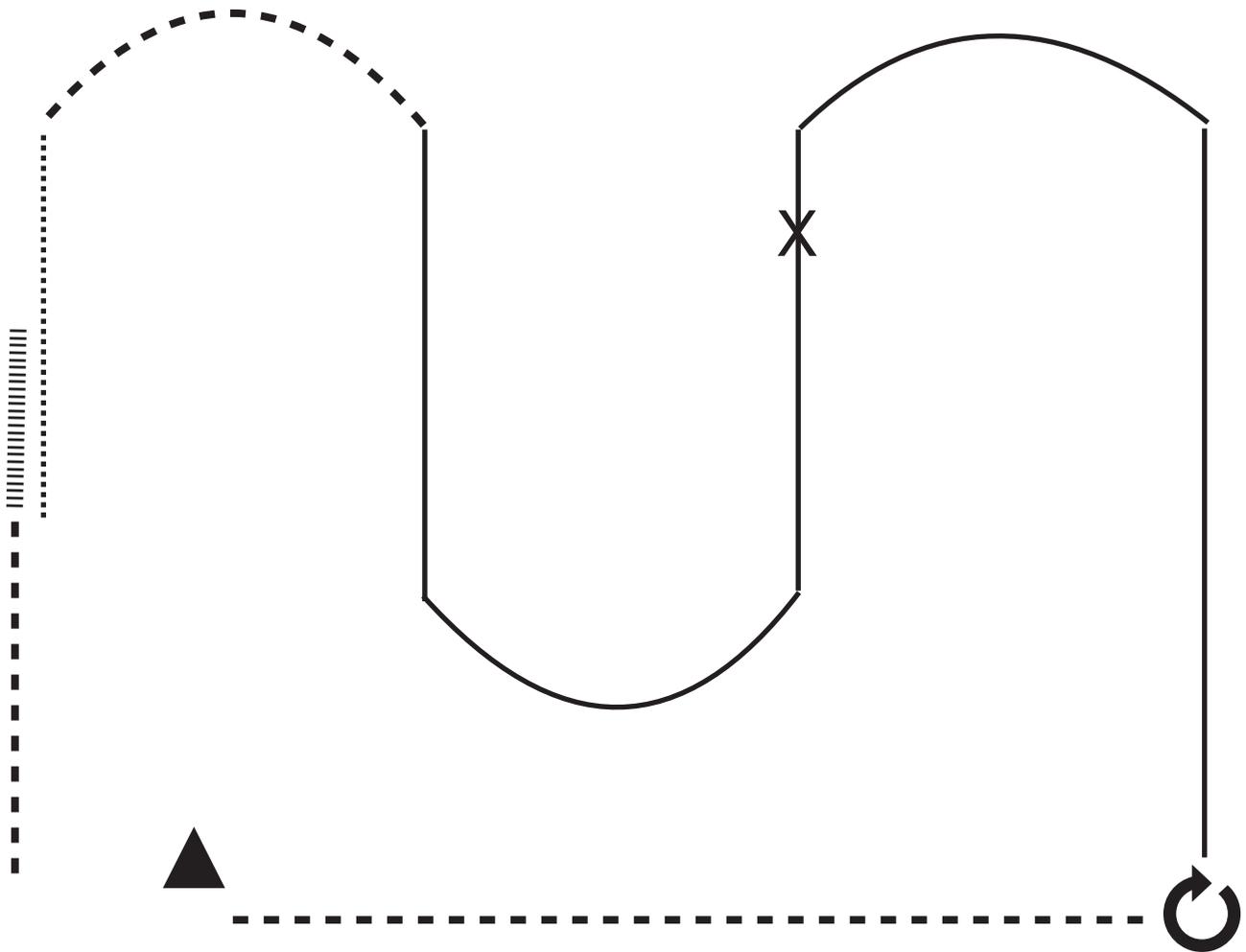


1. ONE FOREHAND TURN TO THE LEFT
2. SITTING TROT TO CENTER OF PATTERN AND AROUND CORNER
3. POSTING TROT ON RIGHT DIAGONAL AS DRAWN
4. LEFT LEAD CANTER ON DIAGONAL
5. CHANGE LEADS SIMPLE OR FLYING
6. RIGHT LEAD CANTER AS DRAWN
7. TROT ON LEFT DIAGONAL
8. HALF WAY TO CONE- LINE WALK
9. STOP AND BACK UP AT LEAST TWO HORSE LENGTHS

Pattern provided by:

NSBA
INTERNATIONAL

HORSEMANSHIP AMATEUR / Rasseoffen



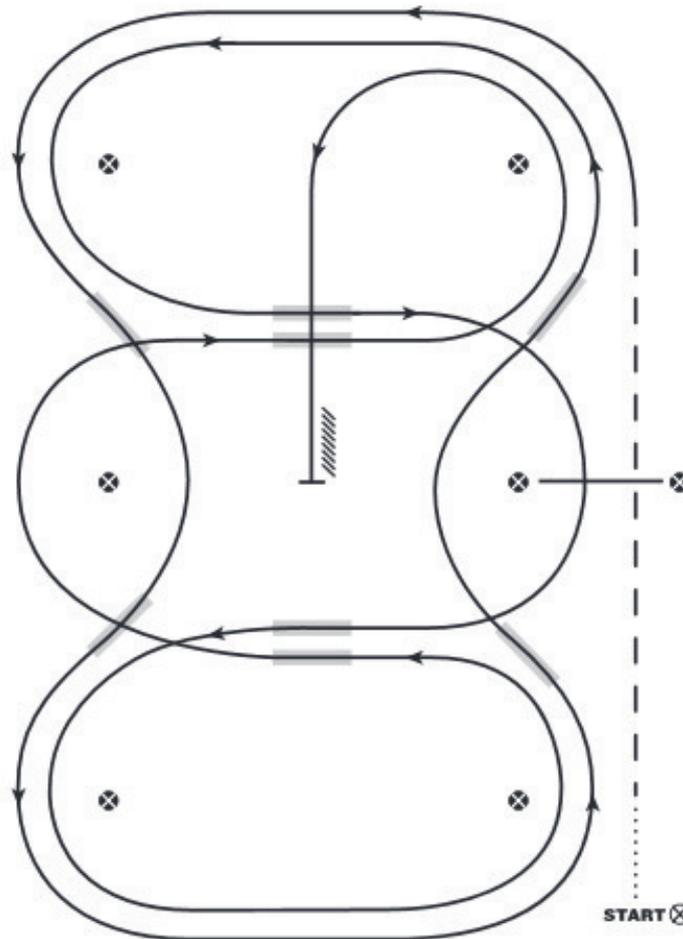
1. Be ready at cone, jog straight line
2. Turn 3/4 to right
3. Lope left lead lope as drawn
4. Change leads simple or flying
5. Lope on the right lead
6. Break to jog
7. Walk half the way to cone
8. Stop and back up one horse length
9. Jog towards exit

Pattern provided by:

NSBA
INTERNATIONAL

Western Riding FUTURITY & MATURITY

WESTERN RIDING PATTERN 5
Recommended For Small Arenas

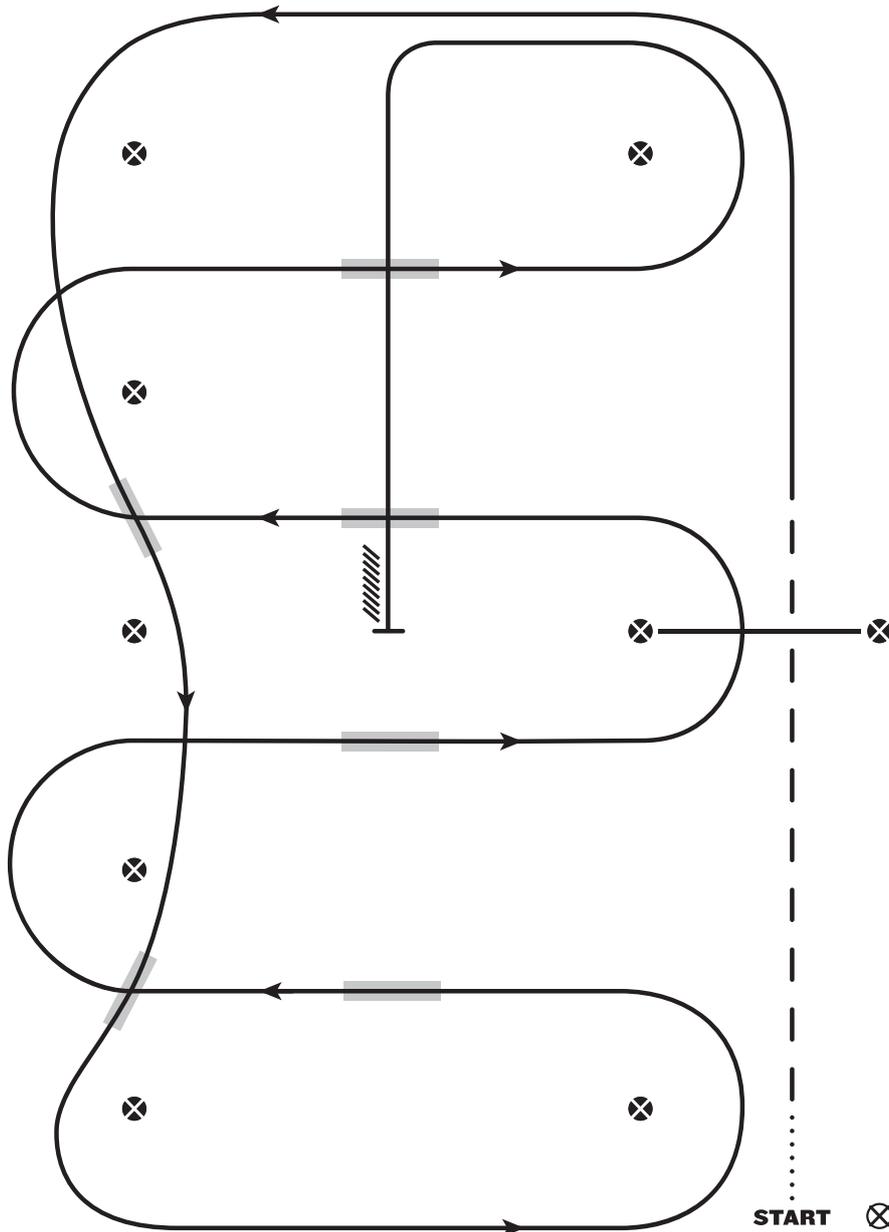


LEGEND	
.....	Walk
- - - -	Jog
————	Lope
	Back
▨▨▨▨	Lead Changing Area

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope 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 log
9. Second crossing change
10. Third crossing change
11. Fourth crossing change
12. Lope, stop & back

LEVEL 1 WESTERN RIDING PATTERN 1

L1 Oen / L1
Amateur /
Rasseoffen

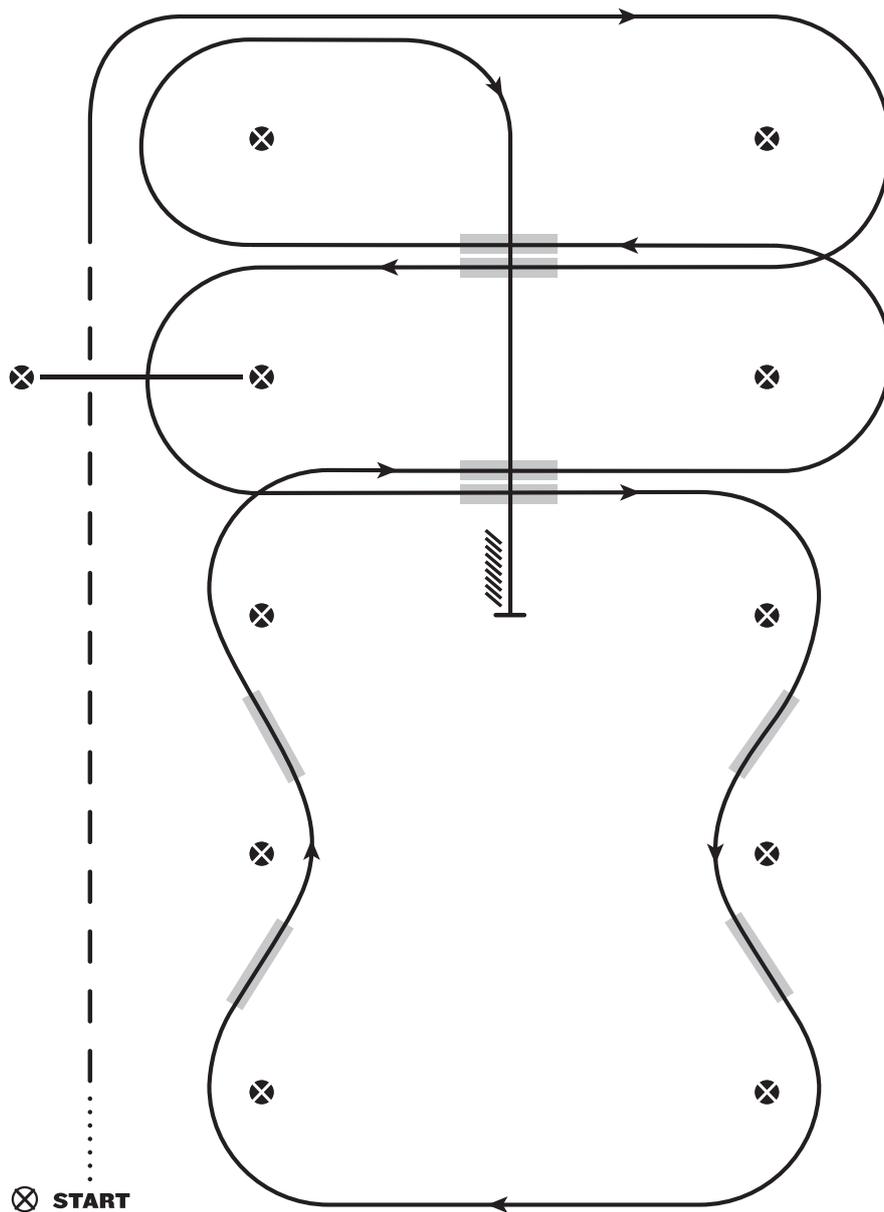


LEGEND	
.....	Walk
- - - -	Jog
————	Lope
///////	Back
■	Lead Changing Area

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope 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 PATTERN 8

Open / Amateur /
Graduate / Youth

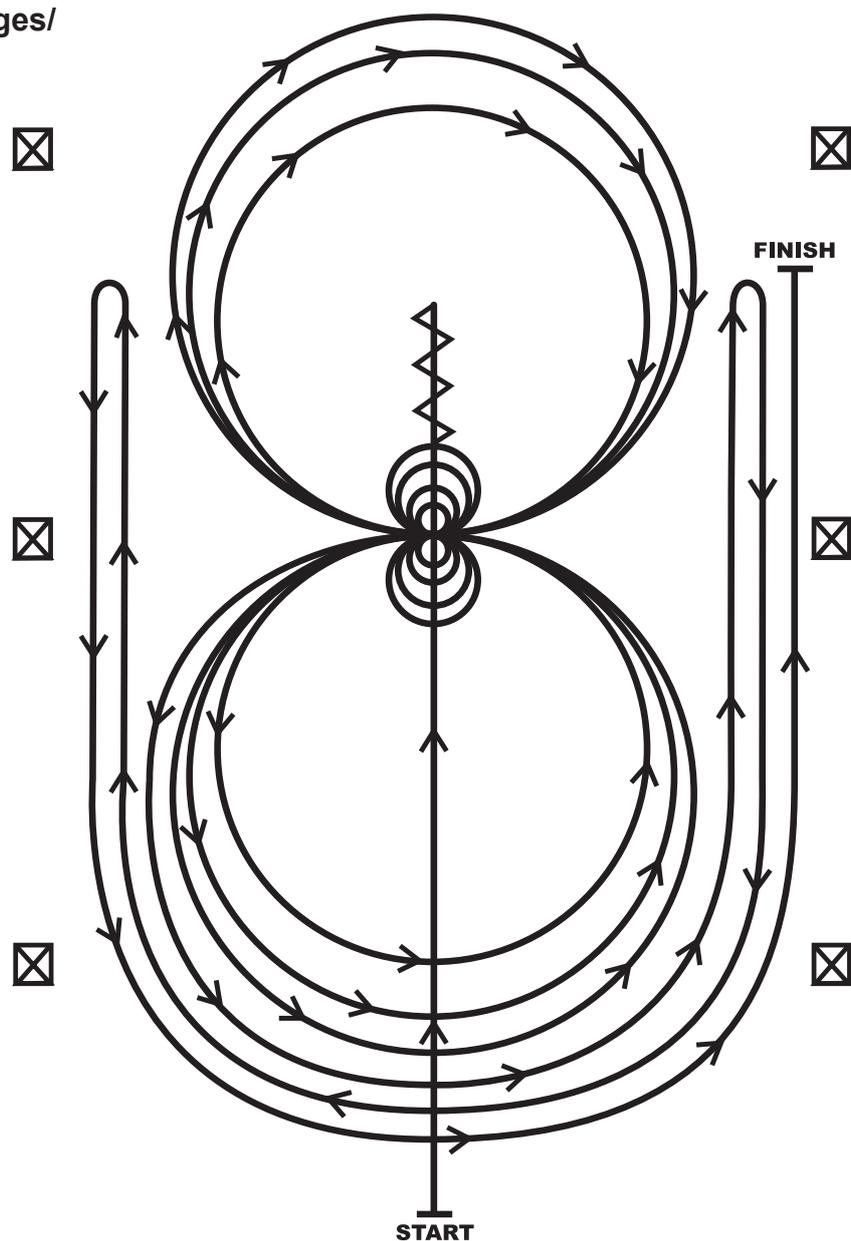


LEGEND	
.....	Walk
- - - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

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

REINING PATTERN 12

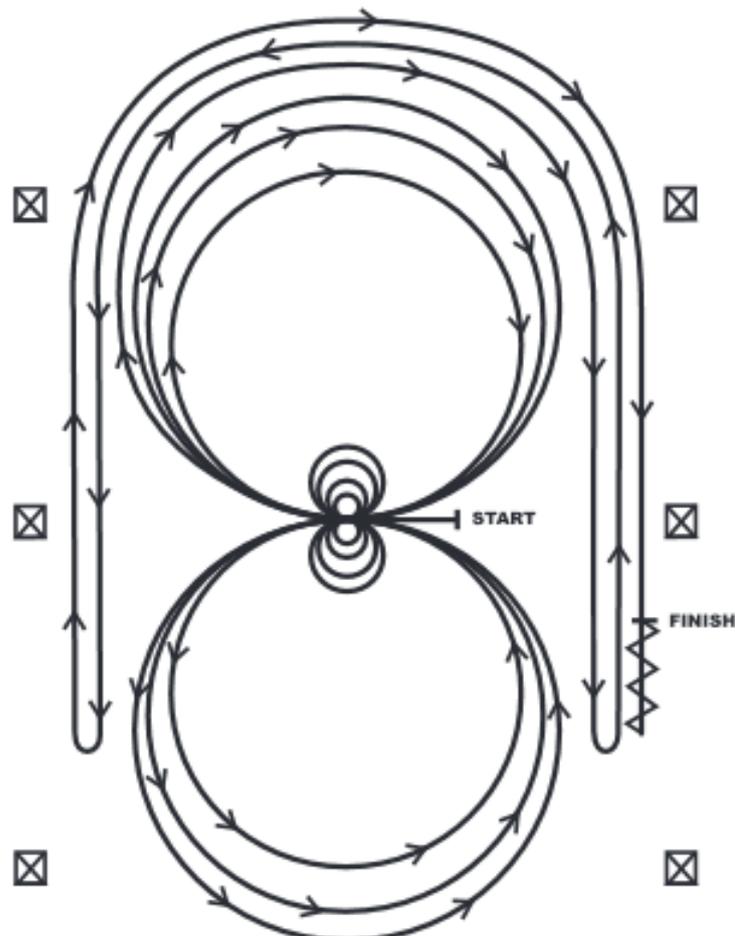
Open all Ages/
Jackpot



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. 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.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. 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.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and 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. Hesitate to demonstrate completion of pattern.

**Reining FUTURITY/L1 Amt/
L1 Open/Rasseoffen**

REINING PATTERN 8

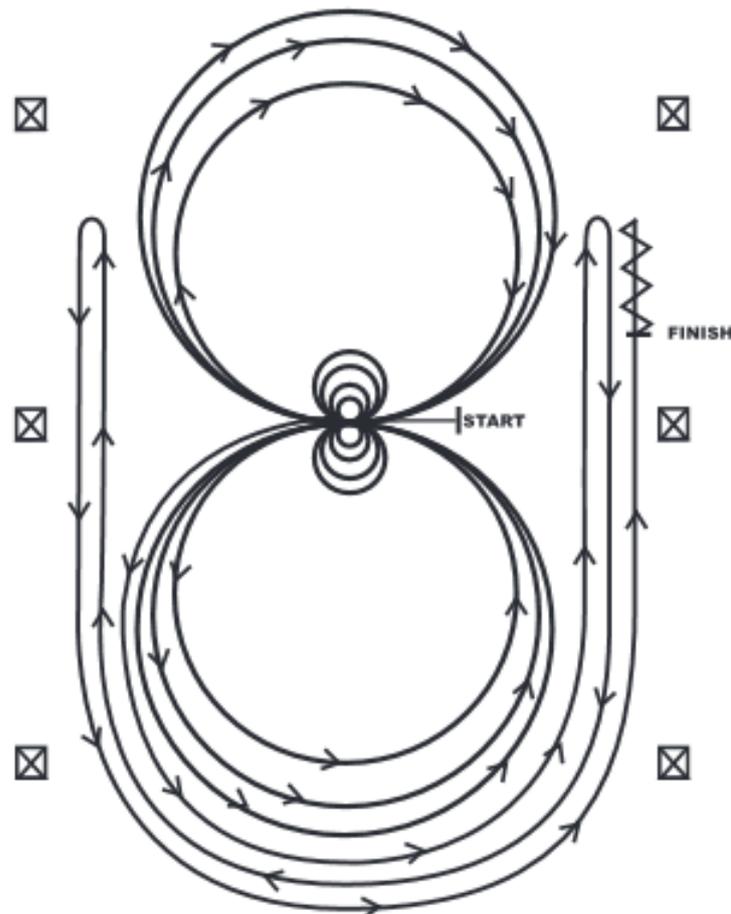


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

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 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 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 (six meters) 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 (six meters) 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 (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Reining MATURITY/Youth/Amt

REINING PATTERN 13



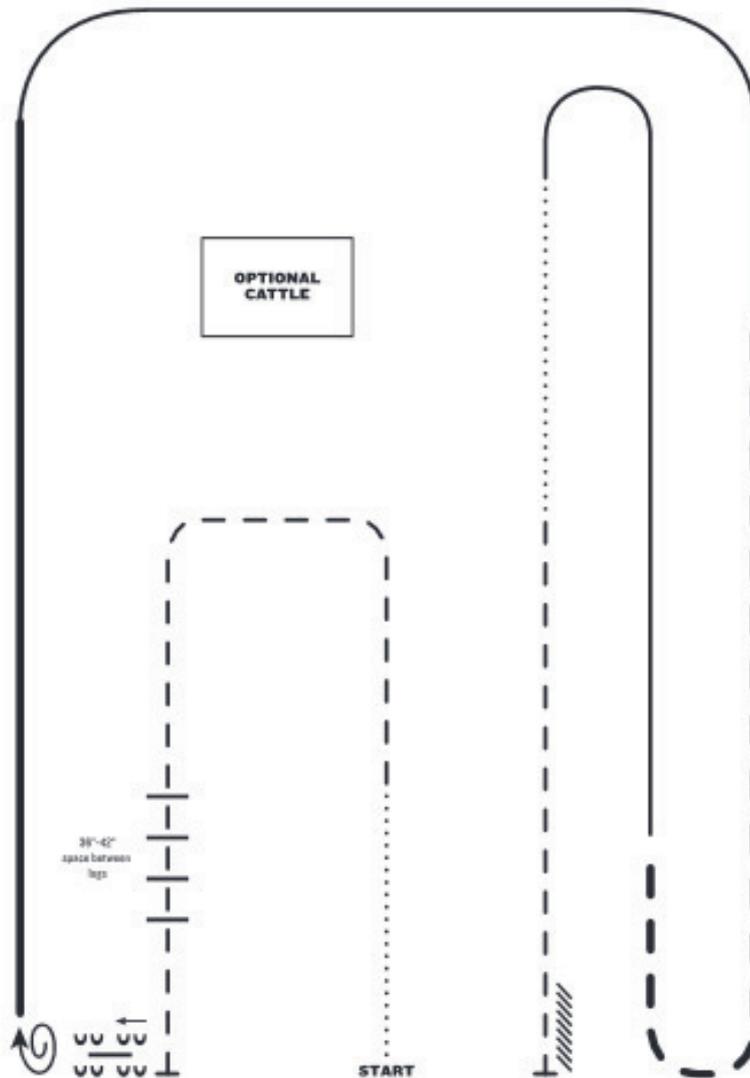
Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second 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 two circles to the right: the first being large and fast; the second 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 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 pattern.

Maturity Ranch Riding/ Open/Amt/Youth



RANCH RIDING - PATTERN 12



LEGEND	
.....	Walk
.....	Extended Walk
---	Trot
---	Extended Trot
---	Lope
---	Extended Lope
~~~~~	Back
W	Lead Change

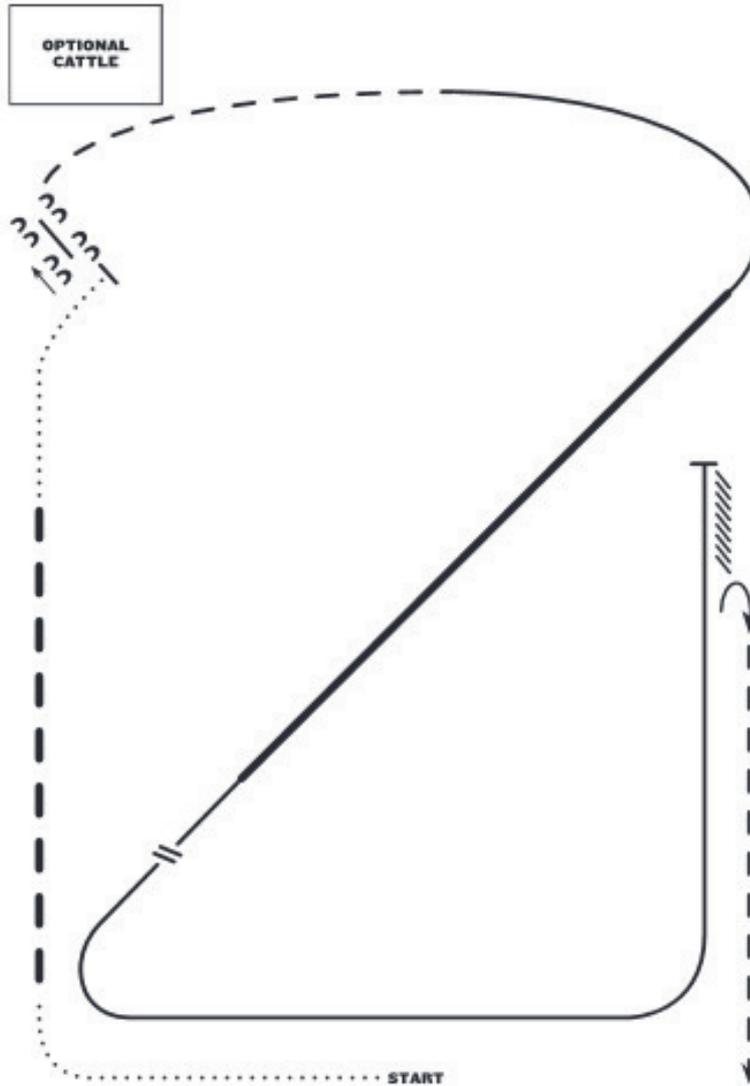
1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

*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.*

# Futurity Ranch Riding/ L1 Amt.



## RANCH RIDING - PATTERN 10



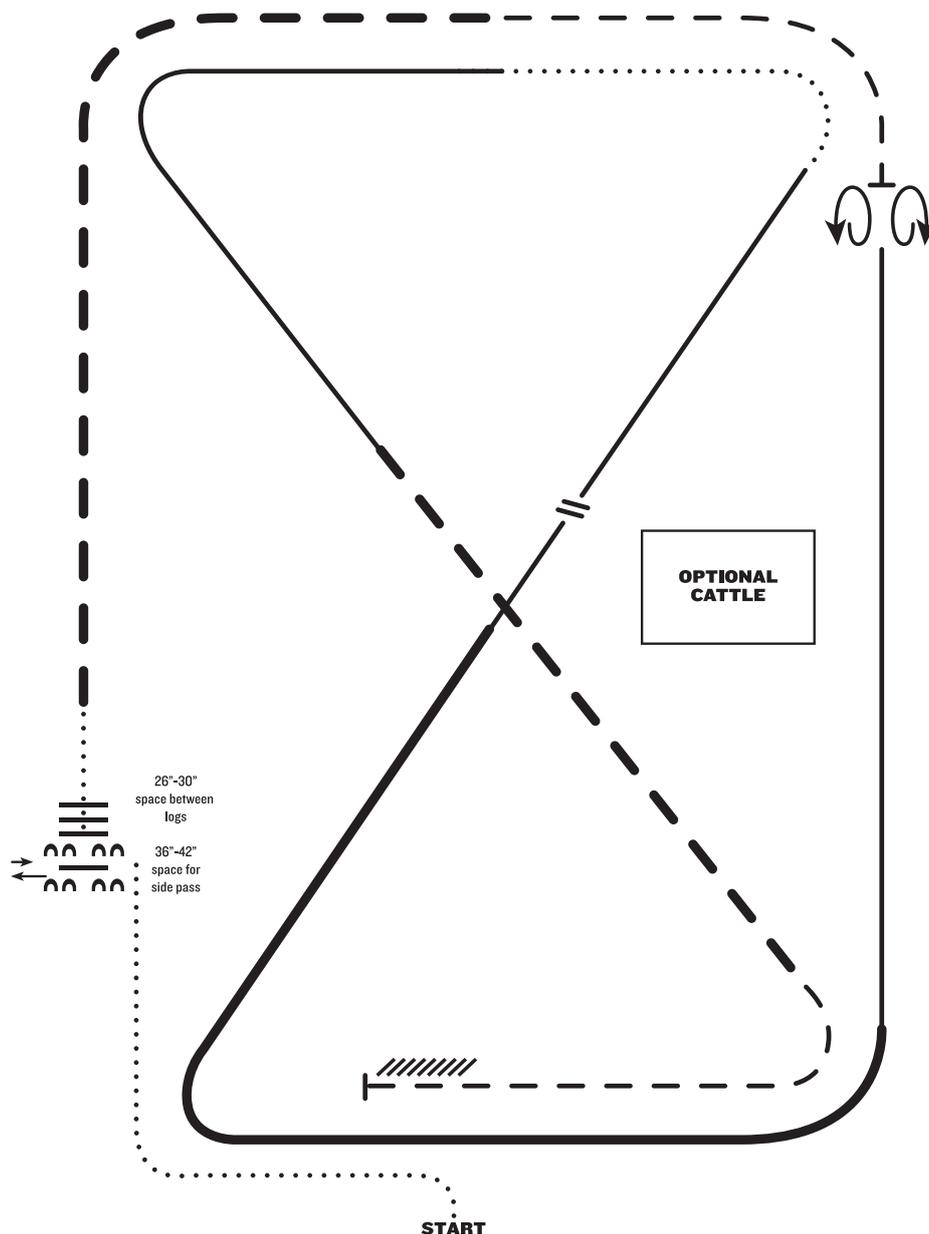
### LEGEND

.....	Walk
.....	Extended Walk
- . - .	Trot
- . - . - .	Extended Trot
————	Lope
-----	Extended Lope
~~~~~	Back
V	Lead Change

1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

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.

RANCH RIDING - PATTERN 8



LEGEND

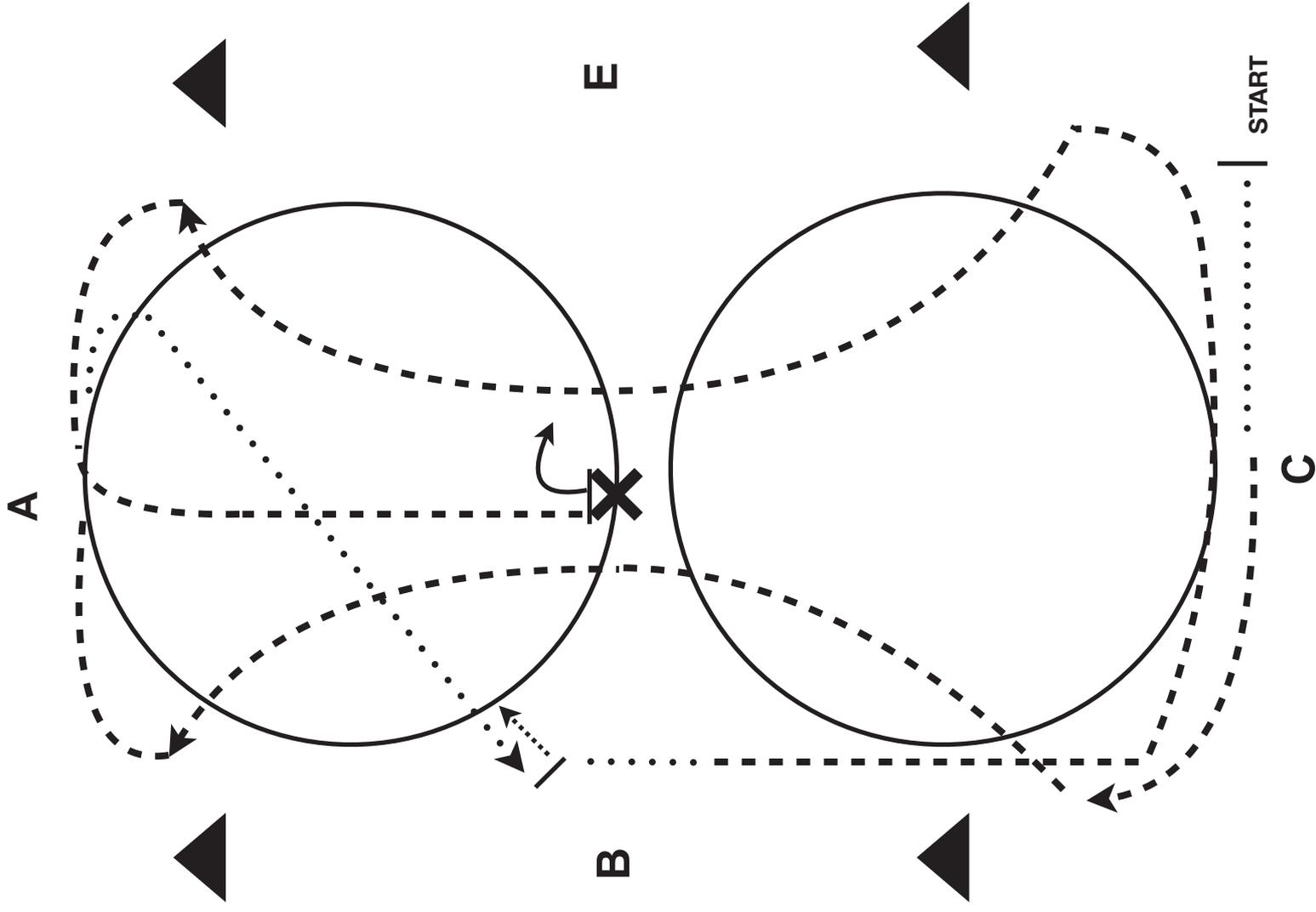
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	Lead Change

1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. 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.

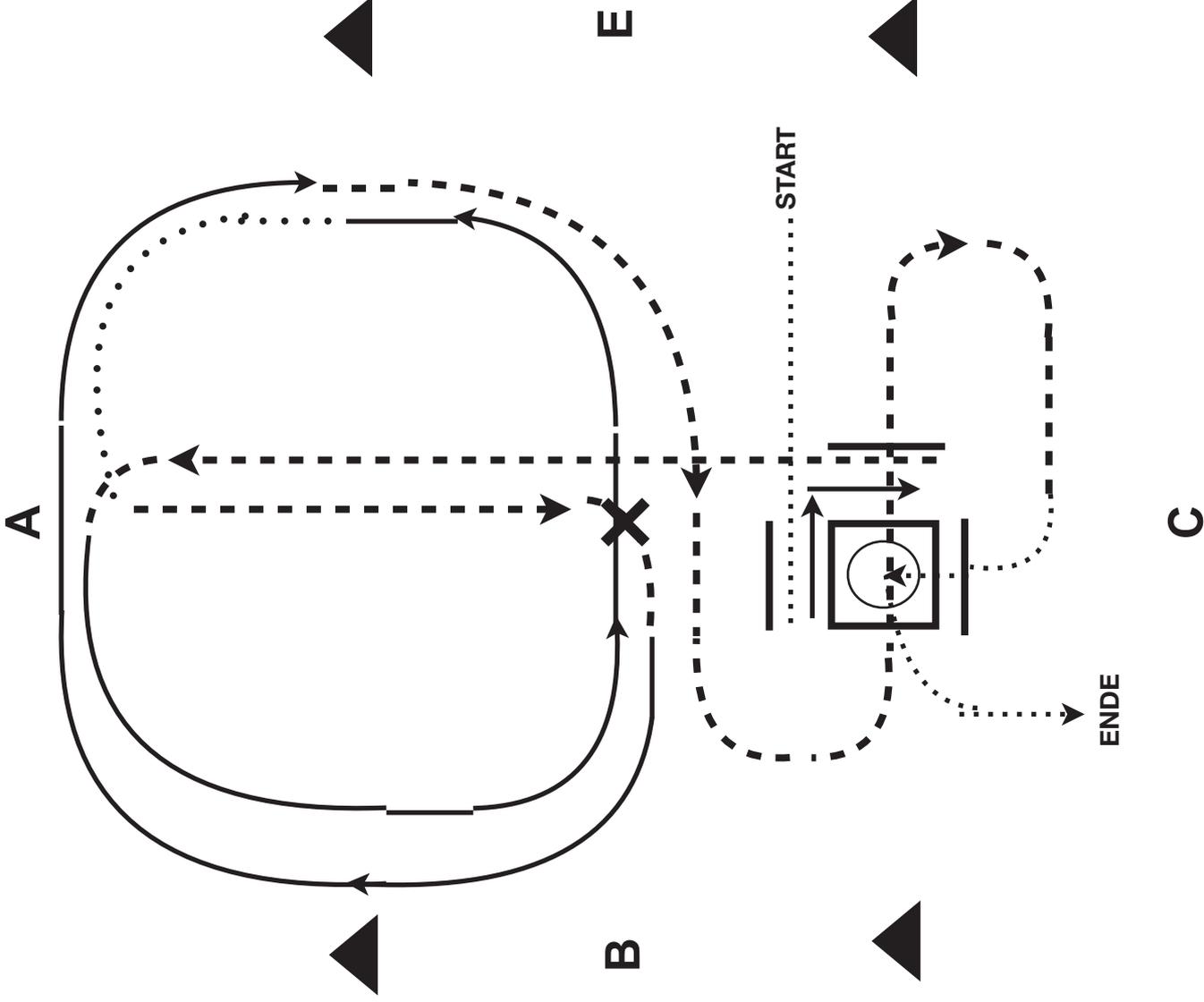
Rookie Horse, Pattern 2

1. Schritt bis C
2. Jog, Jog Schlangenlinie
3. Bei A einen Zirkel Rechtsgalopp
4. Bei A Schritt und auf Diagonale Richtung B
5. Stop + eine Pferdelänge Rückwärts
6. Zwei Pferdelängen Schritt, ganze Bahn
7. Jog ganze Bahn bis C
8. Bei C Linksgalopp
9. Bei C Jog, Jog Schlangenlinie
10. Weiter im Jog, Bei A auf Mittellinie abwenden
11. Auf X anhalten,
12. 360° Hinterhandwendung R oder L

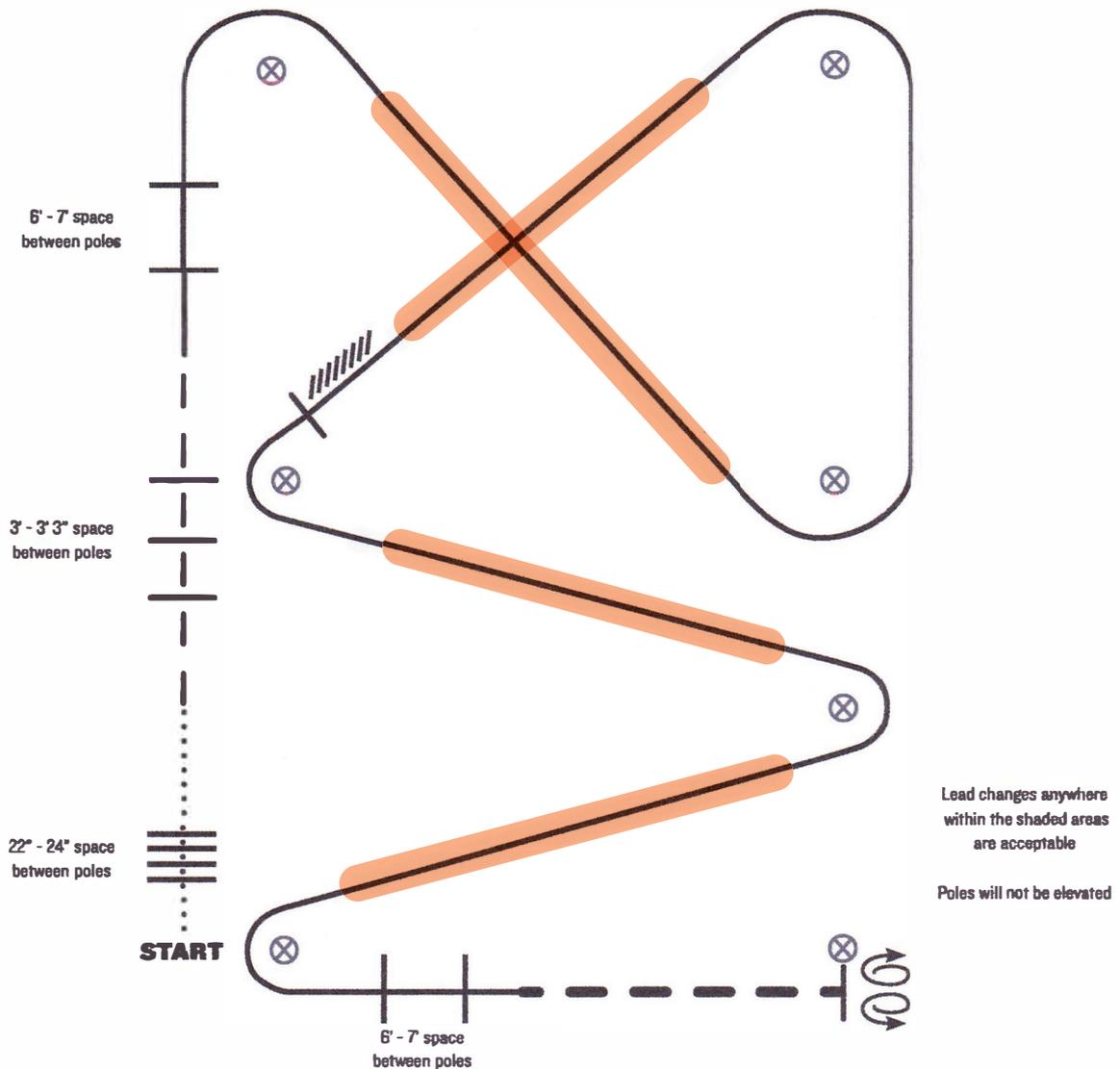


Rookie Trail Horse, Pattern 2

1. Walk in Chute
2. Back UP L
3. Jog auf Mittellinie
4. Bei A Linksgalopp 3/4 Zirkel
5. Schritt bei A auf Mittellinie abwenden
6. Jog auf Mittellinie
7. Auf X auf Rechtszirkel abwenden und 3/4 Zirkel im Rechtsgalopp
8. Jog Serpentine wie gezeichnet
9. Jog durch die Box und über Stange
10. Schritt Stangen und in der Box halten
11. 3/4 Drehung recht und aus der Box Richtung Warm Up im Schritt



Western Versatility Class



1. Begin at a walk and walk over 4 poles
2. Jog over 3 poles
3. Begin right lead lope and lope over 2 poles
4. Continue right lead and perform a right-to-left lead change (flying or simple)
5. Perform a left-to-right lead change (flying or simple)
6. Stop, back at least 5 steps, depart left lead
7. Perform a left-to-right lead change (flying or simple)
8. Perform a right-to-left lead change (flying or simple)

9. Lope left lead over 2 poles
10. Break to moderate extension of jog
11. Stop and settle
12. Perform 360° turn in either direction, then perform 360° turn in opposite direction

Dismount at exit gate and remain dismounted until pleasure warm-up begins.