

Trail

Freitag:

AQHA L1 Open, L1 Amateur, L1 Youth = **Course 1**

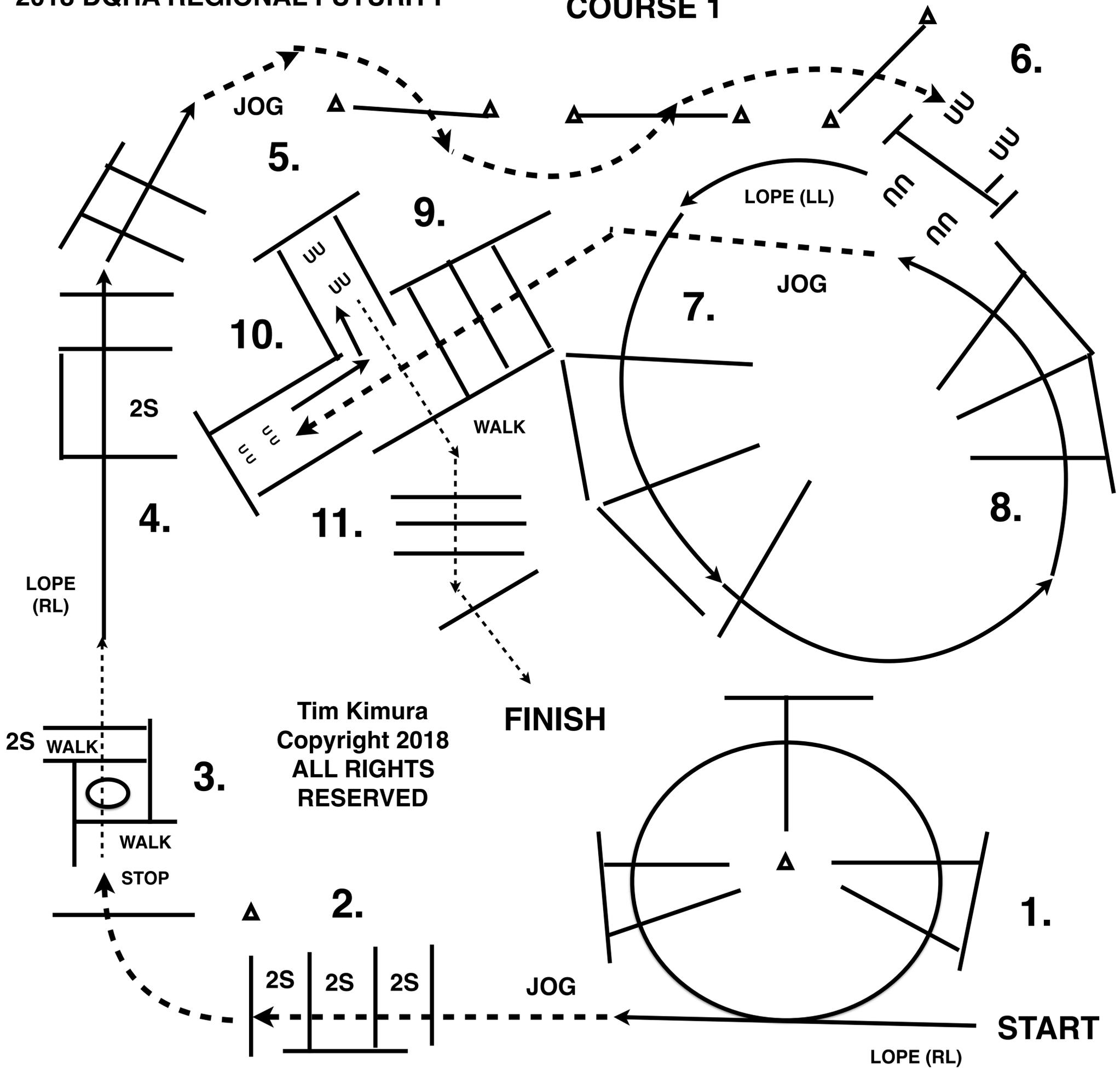
AQHA Open, Amateur, Select Amateur, Youth = **Course 4**

Sonntag:

AQHA L1 Open, L1 Amateur, L1 Youth = **Course 6**

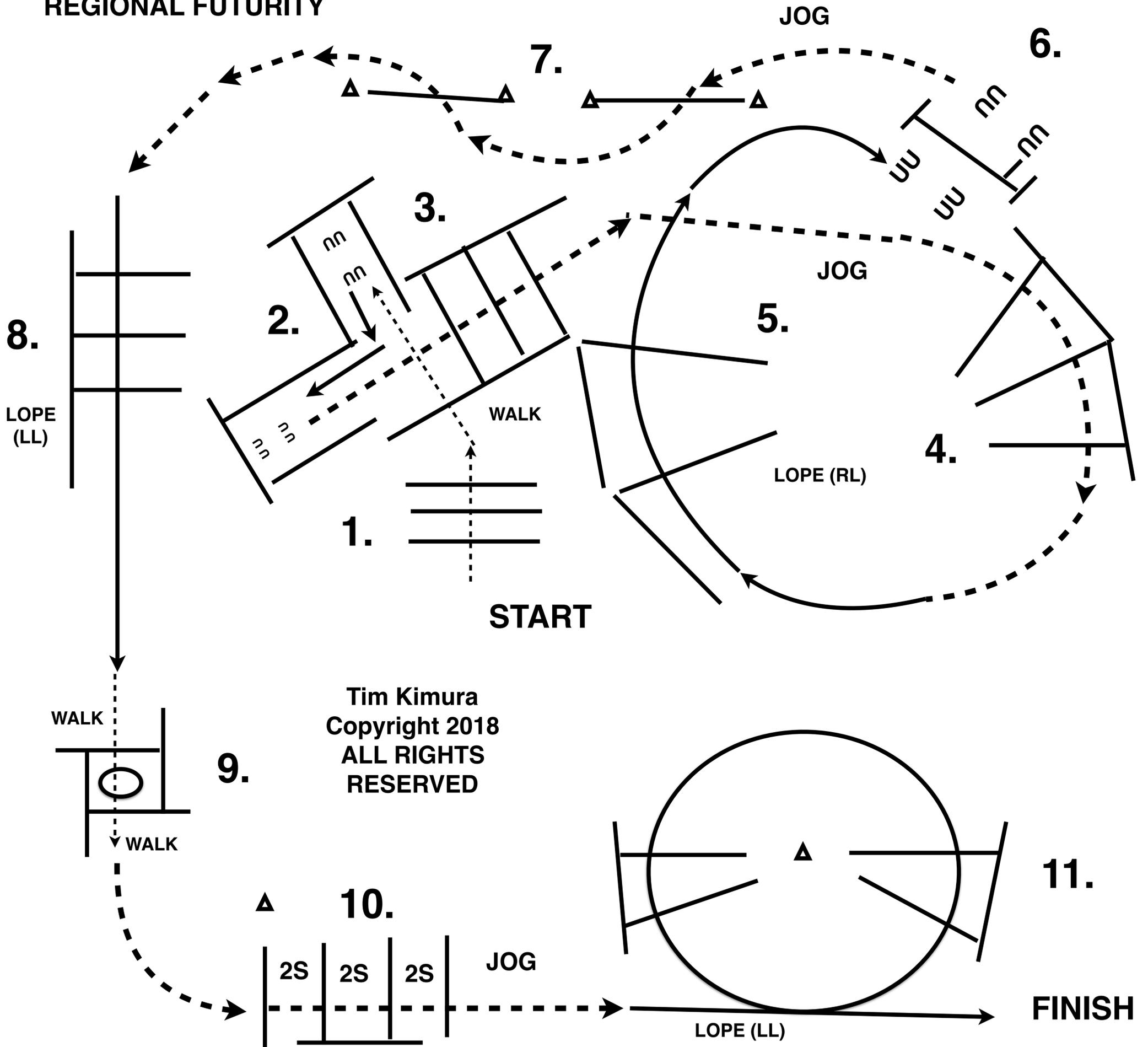
AQHA Open, Amateur, Select Amateur, Youth = **Course 7**

L1 Youth Walk Trot Trail = Trail in Hand Pattern



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 SEPENTINE,
JOG OVER POLES, JOG UP TO GATE.
6. GATE RH OPEN RIDE THRU AND CLOSE

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.



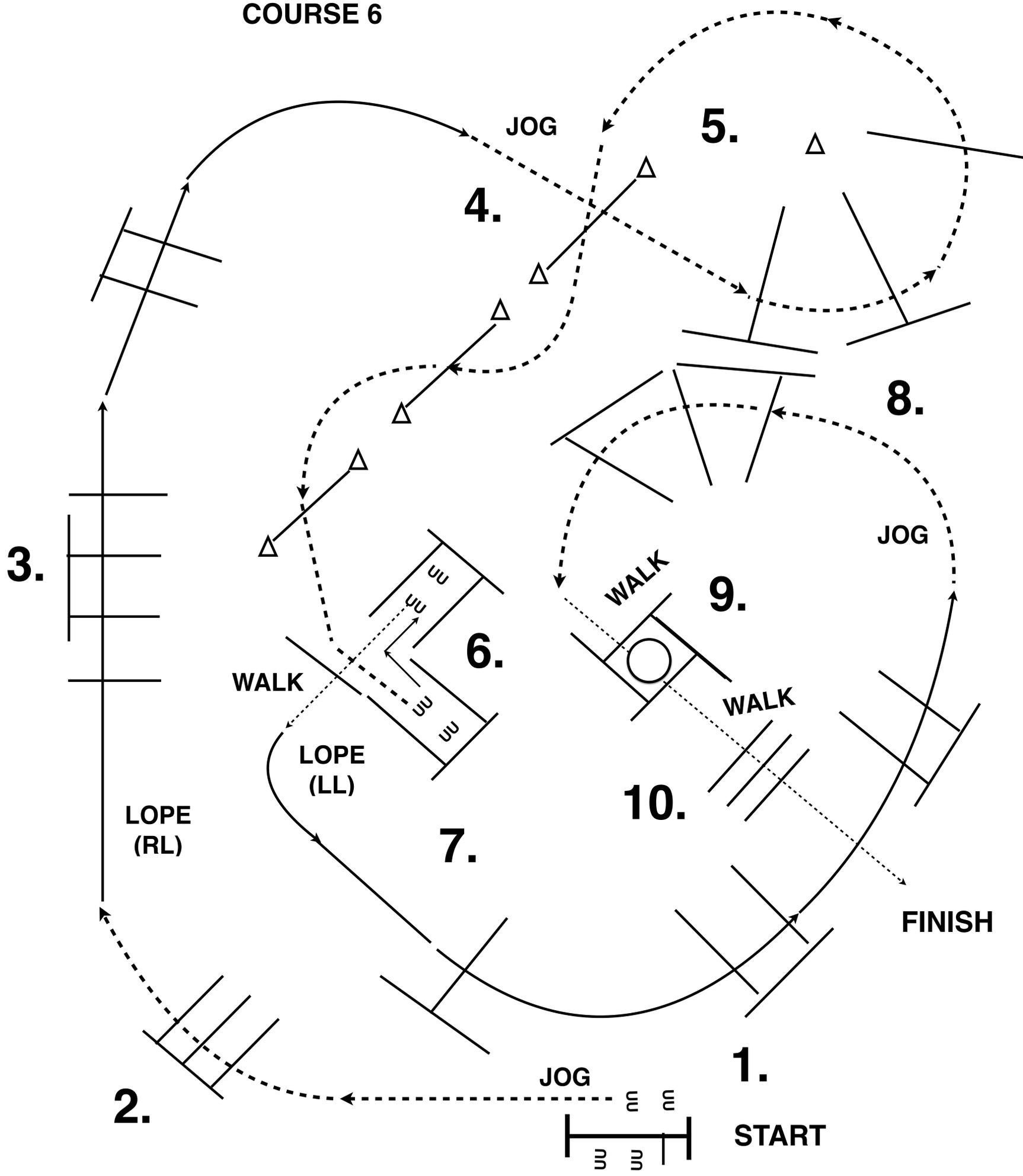
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1. WALK OVER POLES.
WALK INTO CHUTE.
2. STOP AND BACK BETWEEN POLES
BACK AROUND CORNER
3. JOG OUT AND OVER POLES
4. JOG OVER POLES
5. LOPE OVER POLES (RL), LOPES UP TO
GATE
6. GATE LH OPEN RIDE THRU AND CLOSE

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

**2018 DQHA
WEST
REGIONAL
FUTURITY**

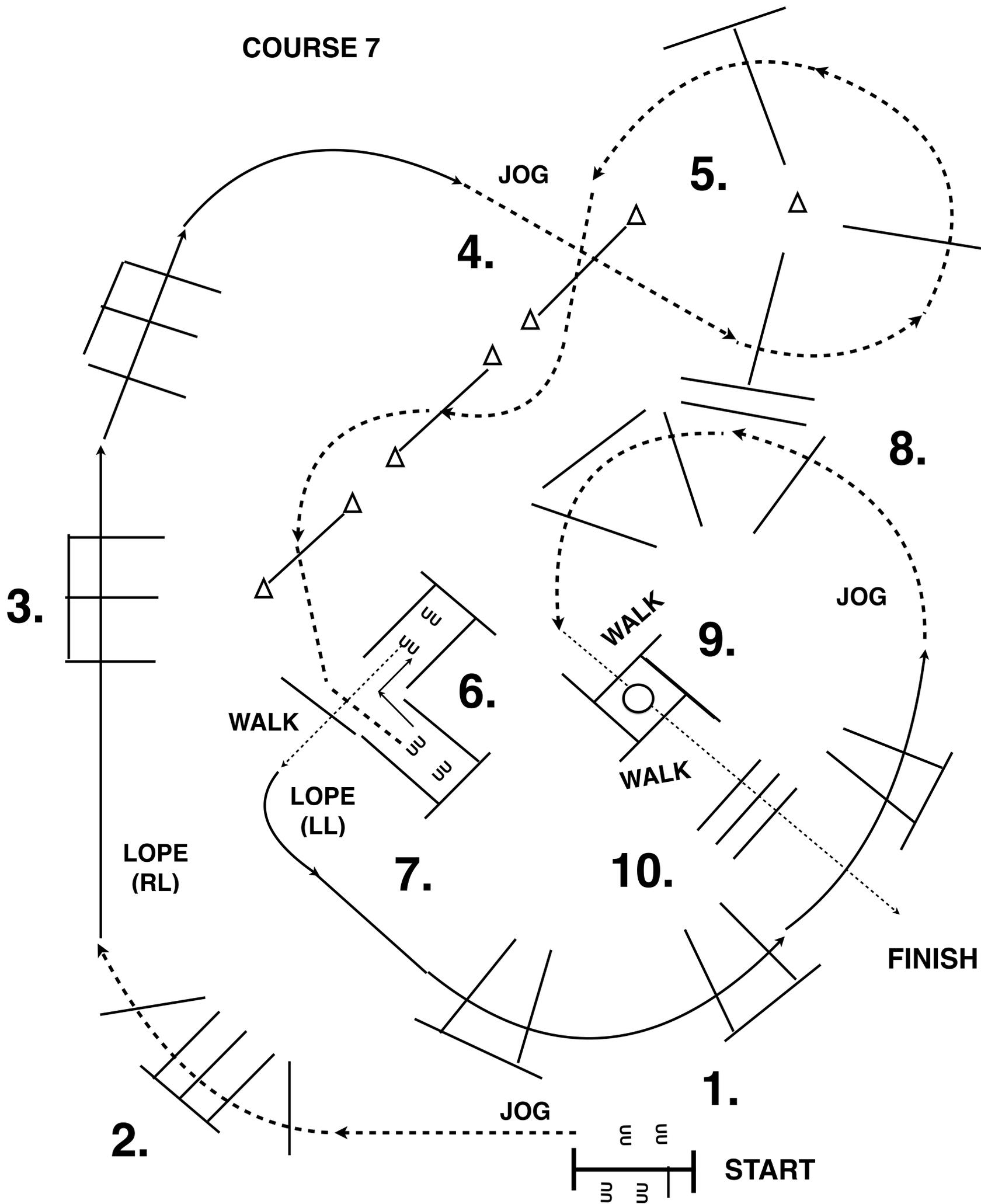


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1. GATE: LH OPEN GATE, RIDE THRU AND CLOSE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RL).
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG OVER POLES, JOG AROUND CONES, JOG THRU SERPENTINE.
6. JOG INTO CHUTE, STOP, BACK THRU POLES AND BACK AROUND CORNER,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

2018 DQHA
REGIONAL
FUTURITY

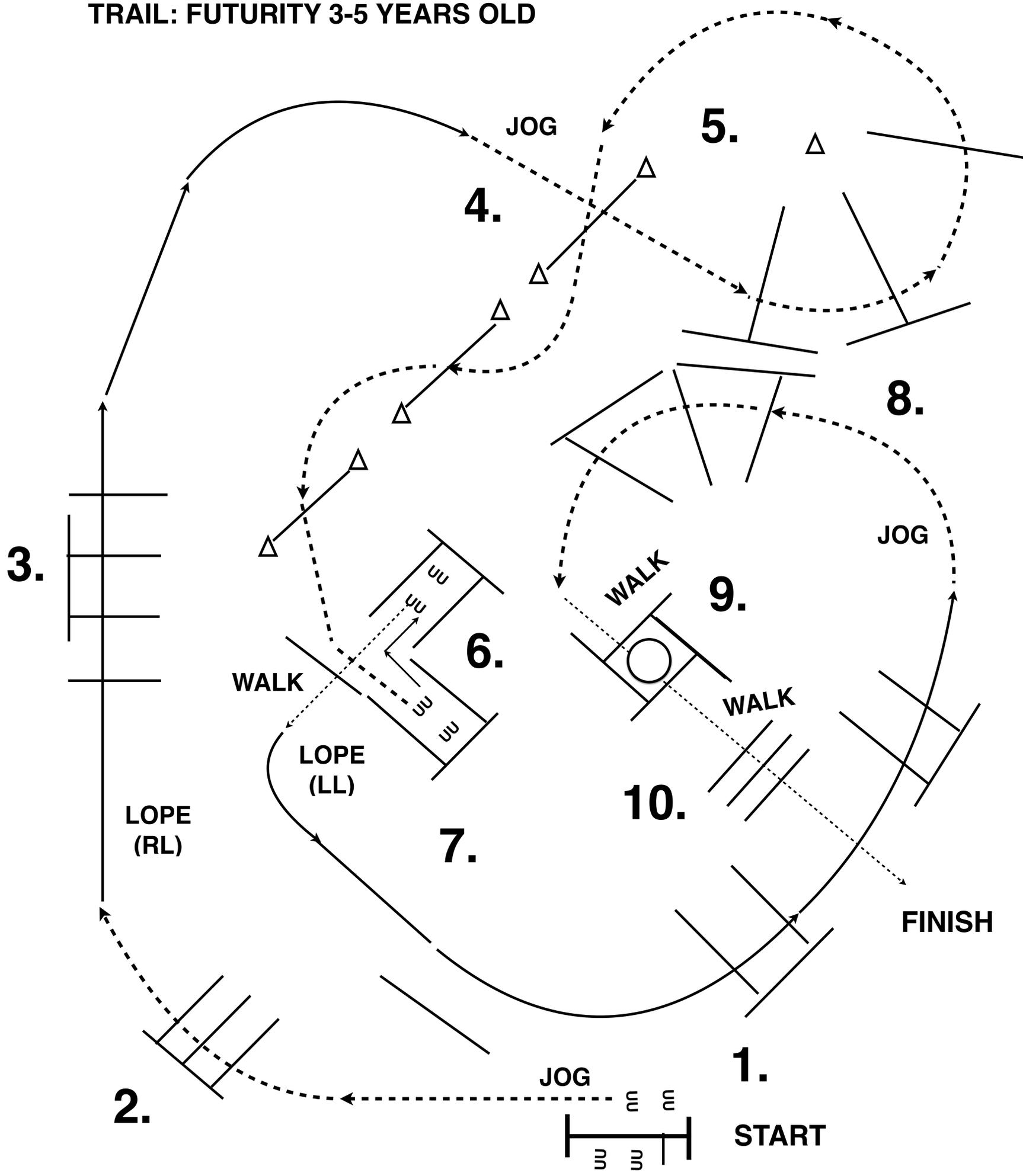


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1. GATE: LH OPEN GATE, RIDE THRU AND CLOSE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RL).
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG OVER POLES, JOG AROUND CONES, JOG THRU SERPENTINE.
6. JOG INTO CHUTE, STOP, BACK THRU POLES AND BACK AROUND CORNER,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

TRAIL: FUTURITY 3-5 YEARS OLD

**2018 DQHA
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FUTURITY**

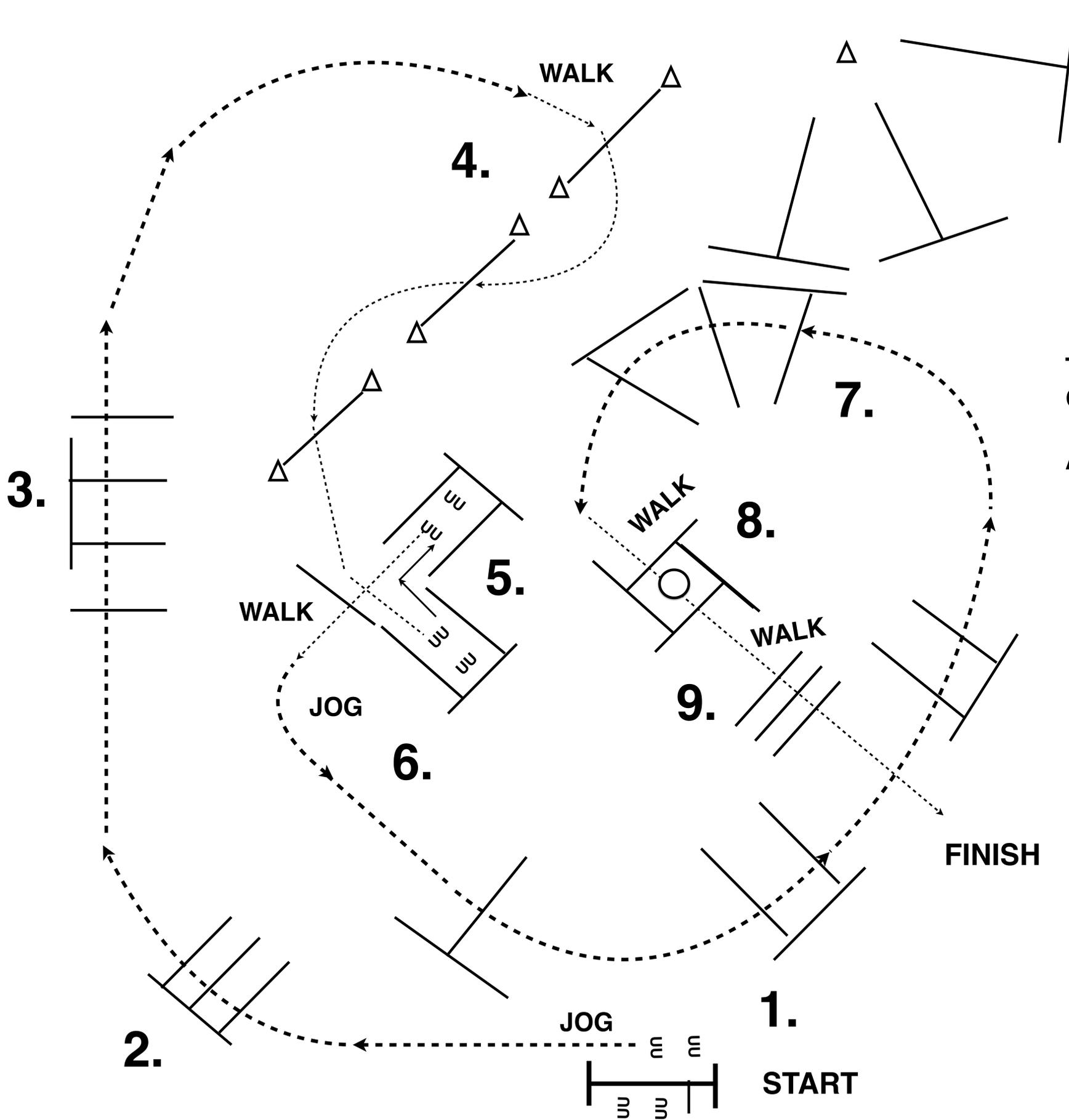


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1. GATE: LH OPEN GATE, RIDE THRU AND CLOSE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RL).
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG OVER POLES, JOG AROUND CONES, JOG THRU SERPENTINE.
6. JOG INTO CHUTE, STOP, BACK THRU POLES AND BACK AROUND CORNER,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

**TRAIL:
IN HAND TRAIL FUTURITY 2 YO AND 3 YO**

**2018 DQHA
REGIONAL FUTURITY**

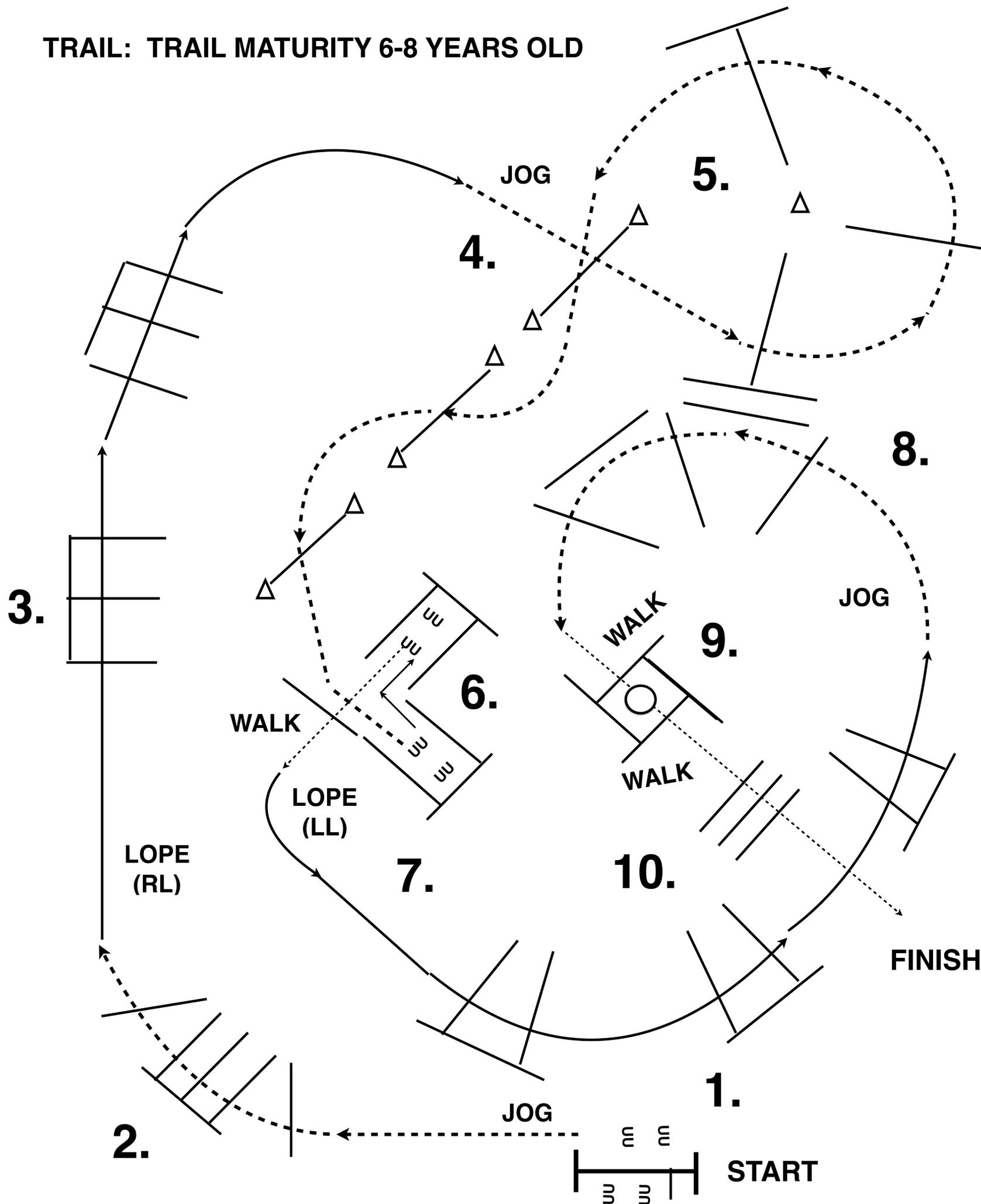


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1. GATE: LH OPEN GATE, WALK AND LEAD THRU AND CLOSE GATE.
2. JOG OVER POLES.
3. JOG OVER POLES.
4. BREAK TO THE WALK, WALK OVER POLES, WALK AROUND CONES, WALK THRU SERPENTINE.
5. WALK INTO CHUTE, STOP, BACK THRU POLES AND BACK AROUND CORNER, THEN WALK 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: TRAIL MATURITY 6-8 YEARS OLD

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FUTURITY**



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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.

Ranch Riding

alle L1 Klassen = ***Pattern 3***

AQHA Open, Amateur, Select Amateur, Youth = ***Pattern 4***

Western Riding

alle AQHA L1 Klassen, Futurity = ***Green Pattern 1***

AQHA Open, Amateur, Select Amateur, Youth = ***Pattern 1***

Maturity = ***Pattern 4***

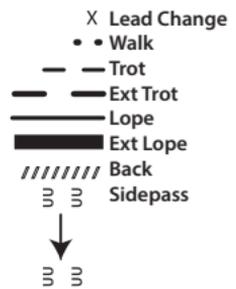
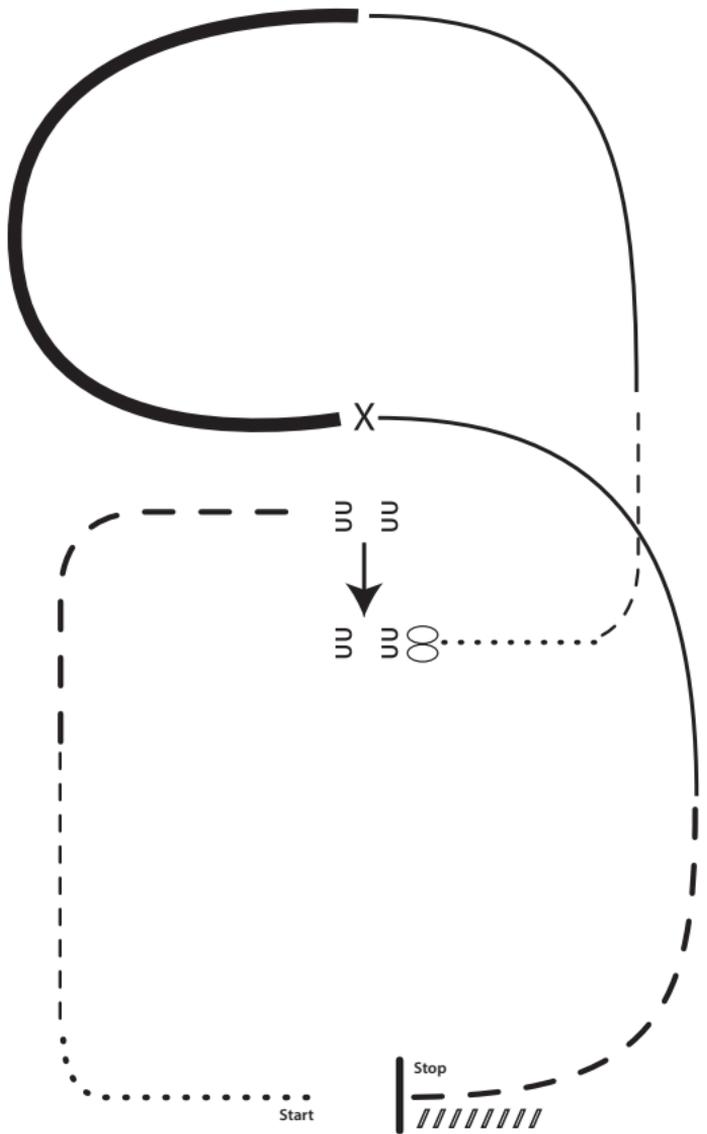
Reining

alle AQHA L1 Klassen, Maturity = ***Pattern 6***

AQHA Open, Amateur, Select Amateur, Youth = ***Pattern 1***

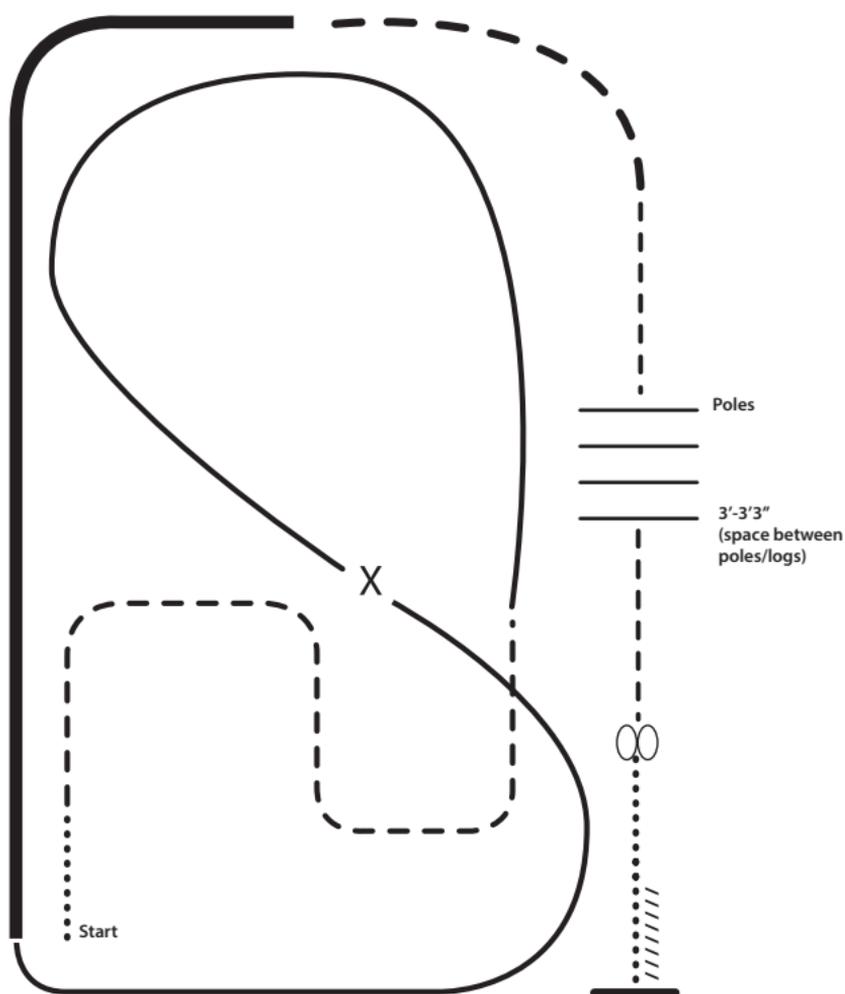
Futurity = ***Pattern 5***

RANCH RIDING – PATTERN 3



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

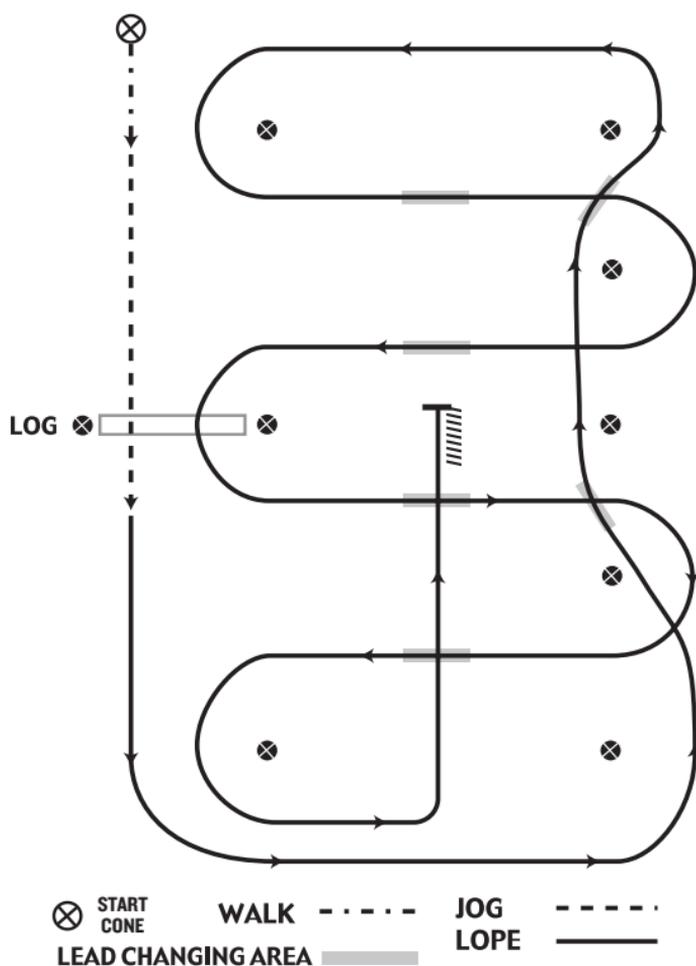
RANCH RIDING – PATTERN 4



- X Lead Change
- • Walk
- - - Trot
- — — Ext trot
- Lope
- Ext Lope
- /////// Back

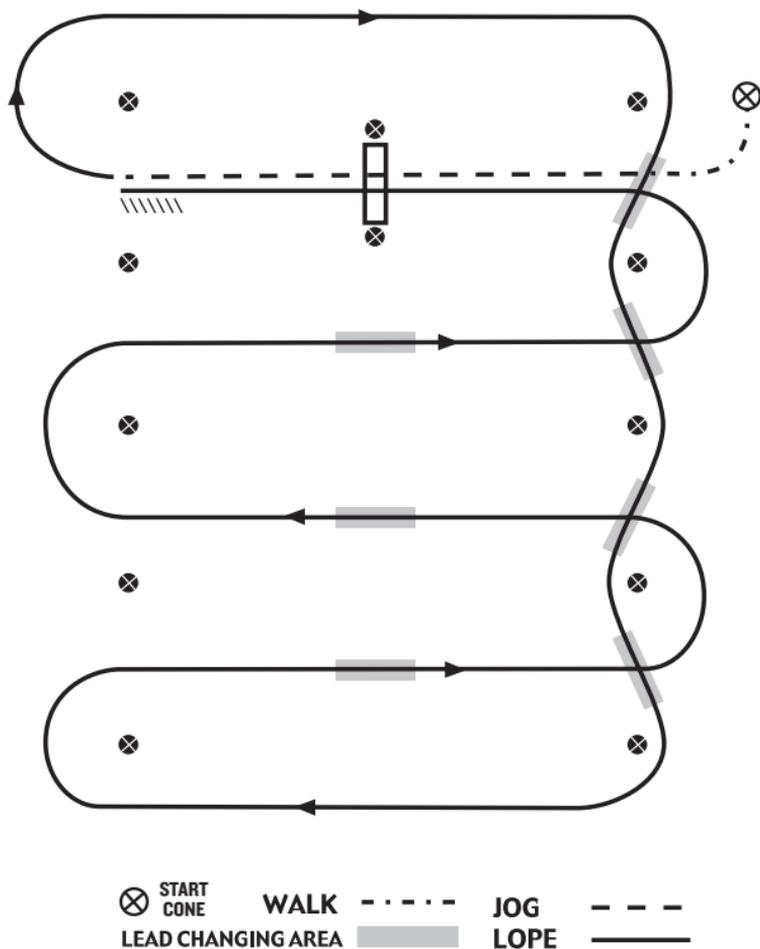
1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

GREEN WESTERN RIDING PATTERN I



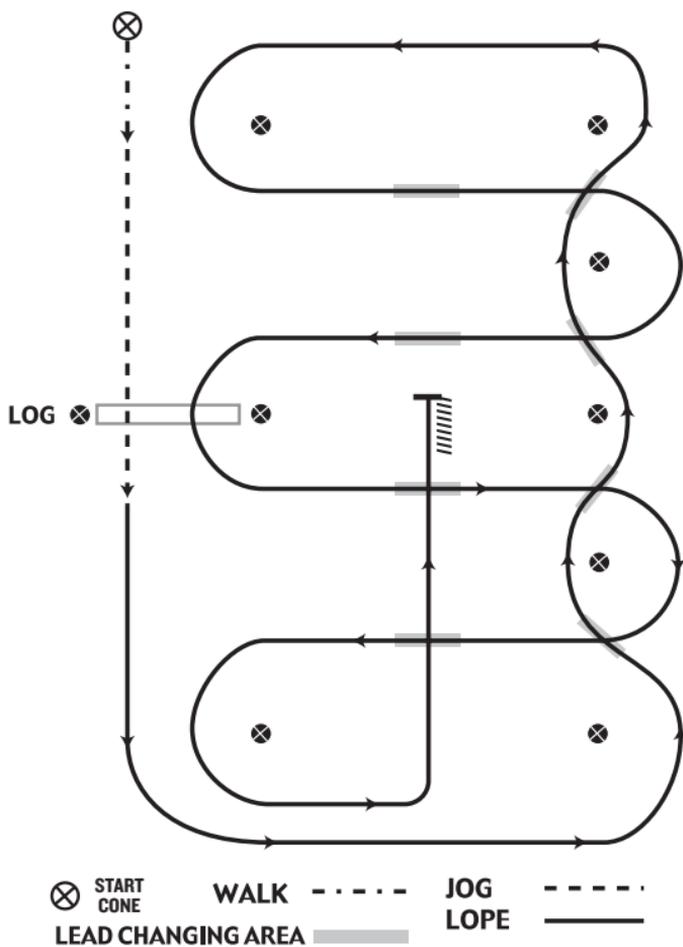
1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop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

WESTERN RIDING PATTERN 4



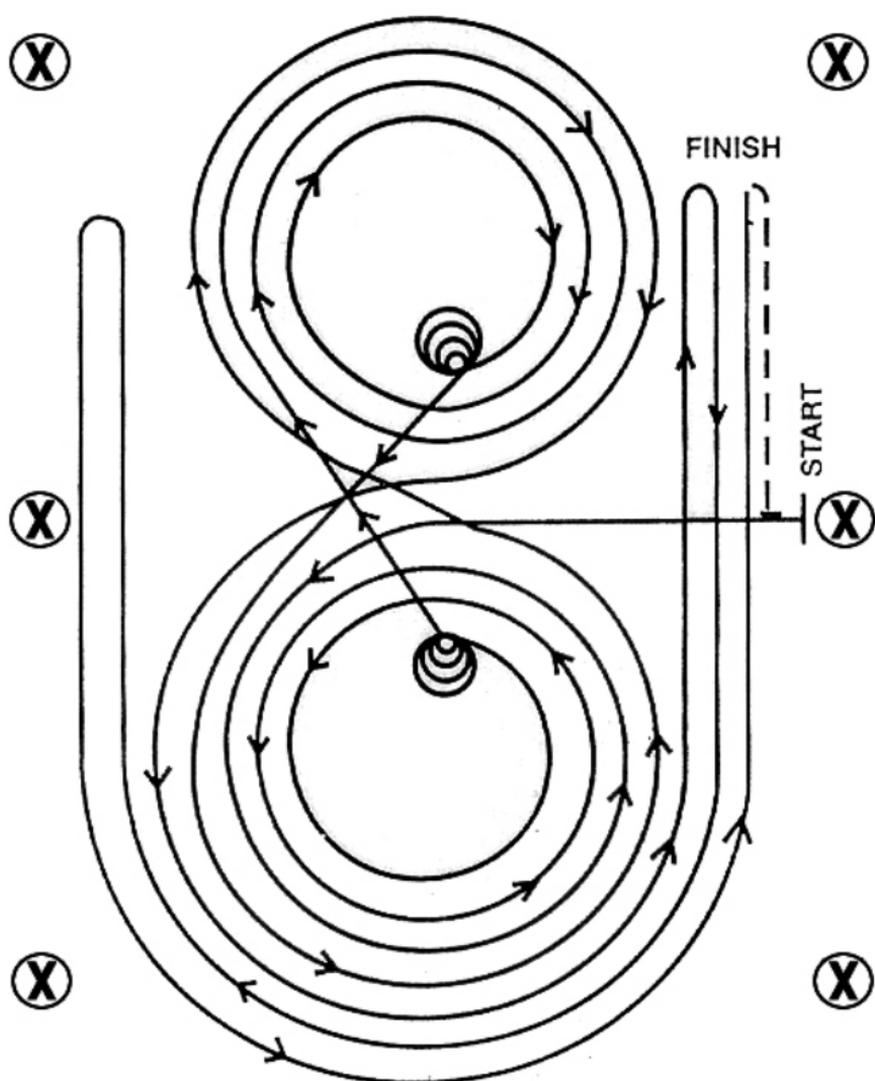
1. Walk, transition to jog, jog over log
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

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
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

REINING PATTERN 5



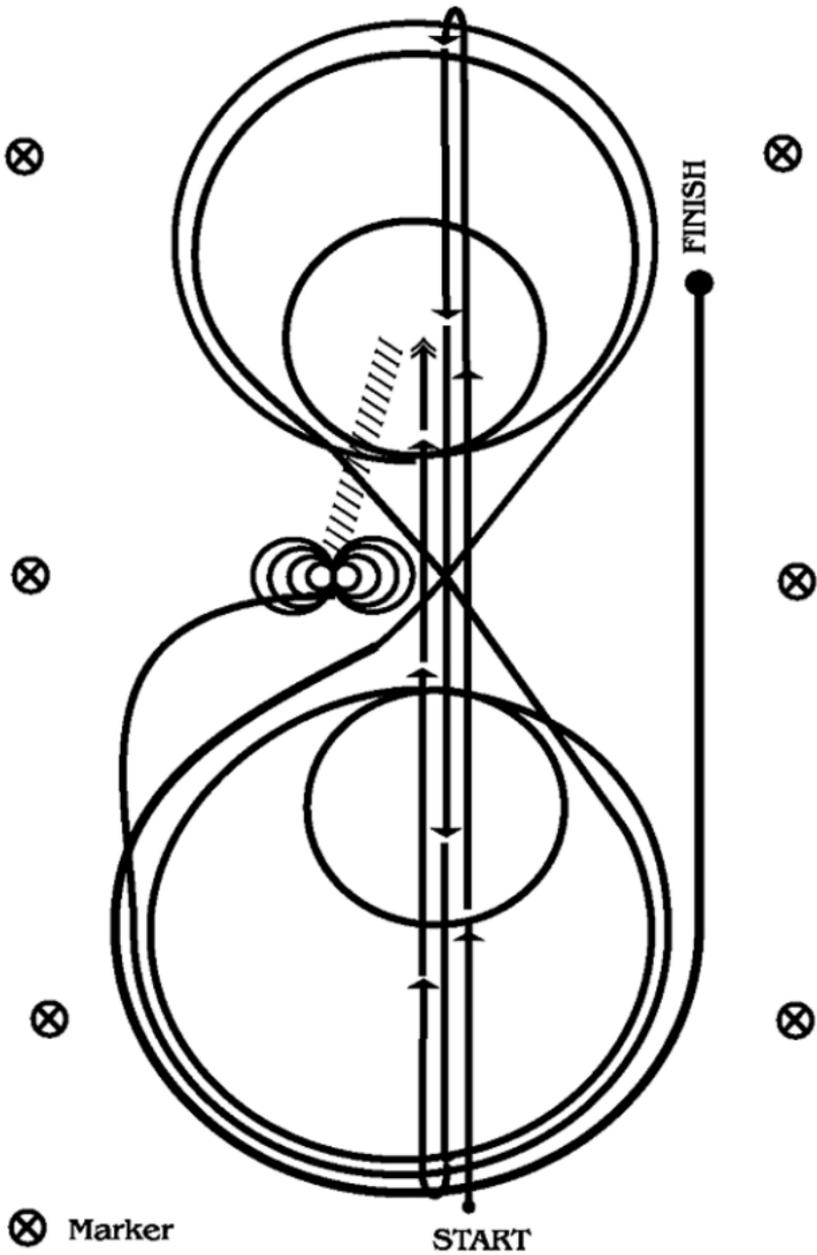
Horse must walk or stop prior to starting pattern.

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 8)
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.

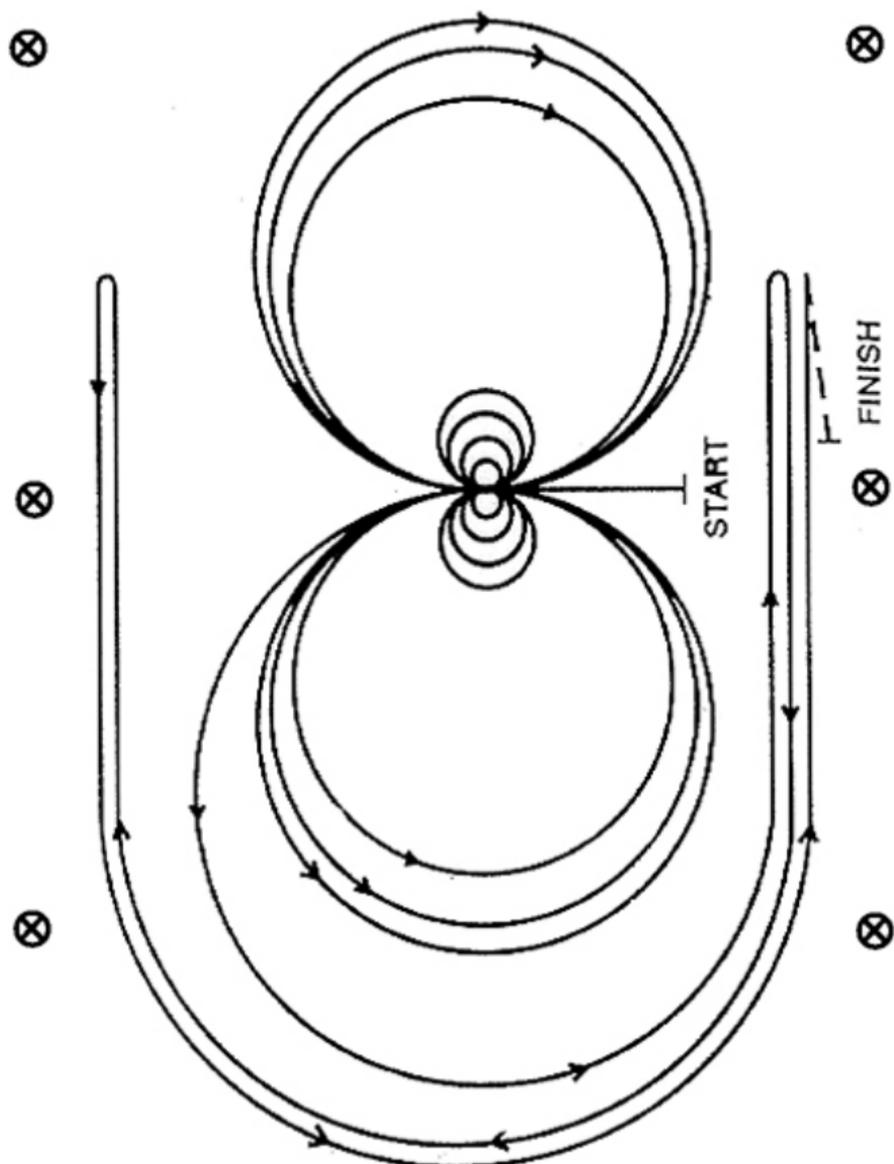
REINING PATTERN I



1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least 10 feet (3 meters). Hesitate.
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, 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.
7. 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.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

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.

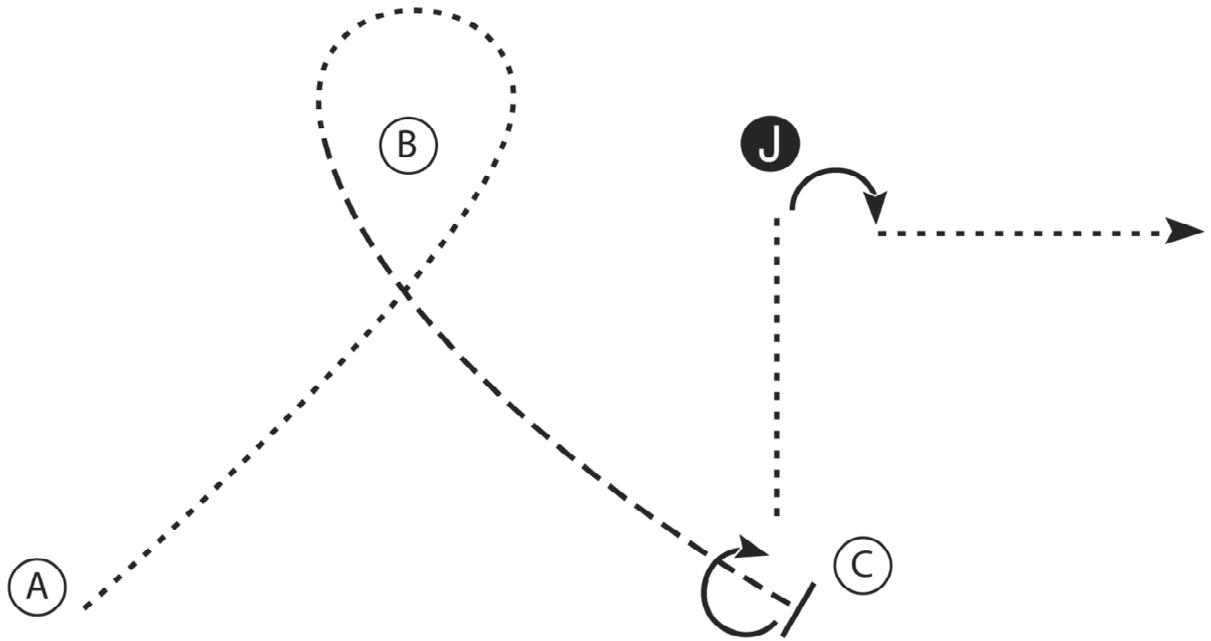
1. Complete four spins to the right.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: 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.

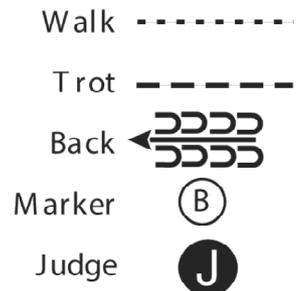
Nord Futurity

Showmanship (L1 Youth/ L1 Amateur)

Show Date:



1. Walk A to and around B
2. At B trot to C
3. Stop at C and perform a 225 degree turn
4. Walk to the judge and set up for inspection
5. When dismissed perform a 90 degree turn and walk straight away from the judge



[S/1-1]

Pattern Provided by:
Alexandra Jagfeld

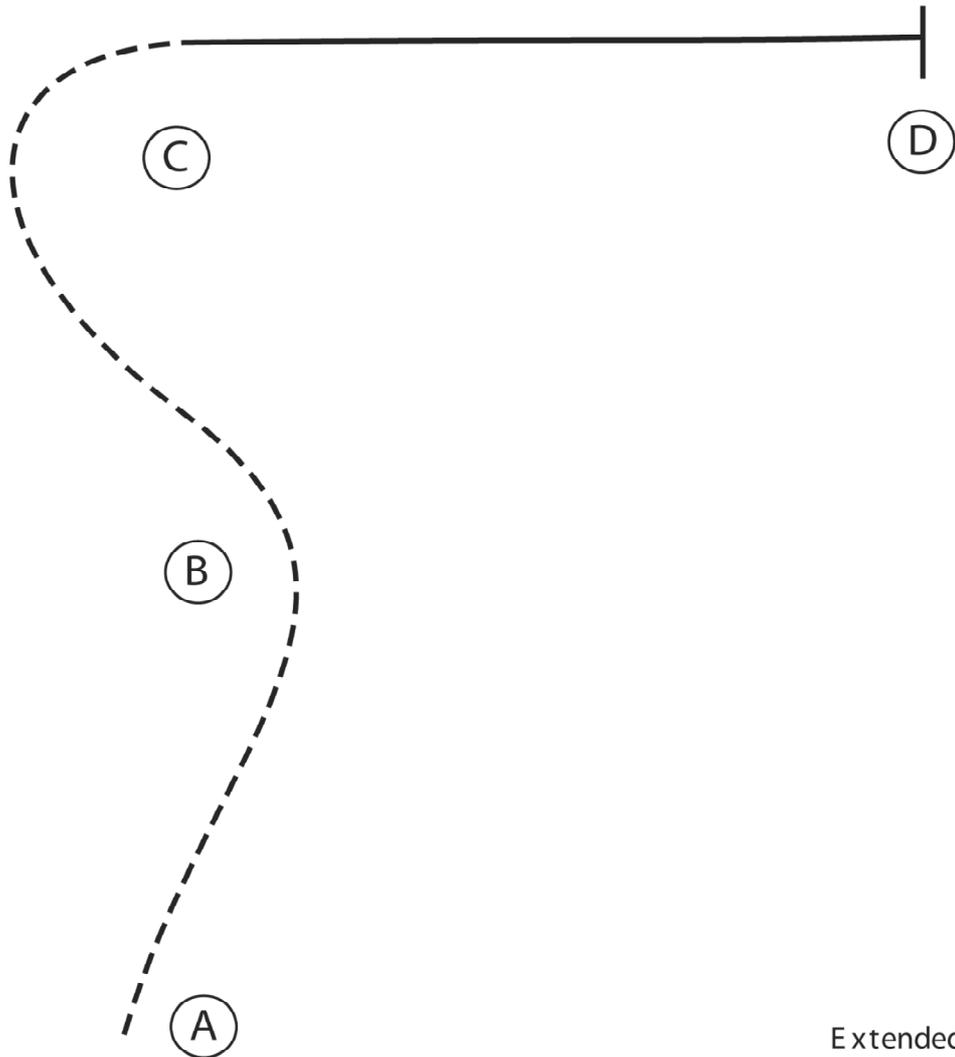
Nord Futurity

Hunt Seat Equitation (L1 Youth/ L1 Amateur)

Show Date:

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



1. Posting trot A to B on the right diagonal
2. At B change diagonals and continue to C
3. At C canter on the right lead to D
4. Stop at D

Walk
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↙↘
Back	←←← ←←←
Marker	(B)
Sidepass	←←←

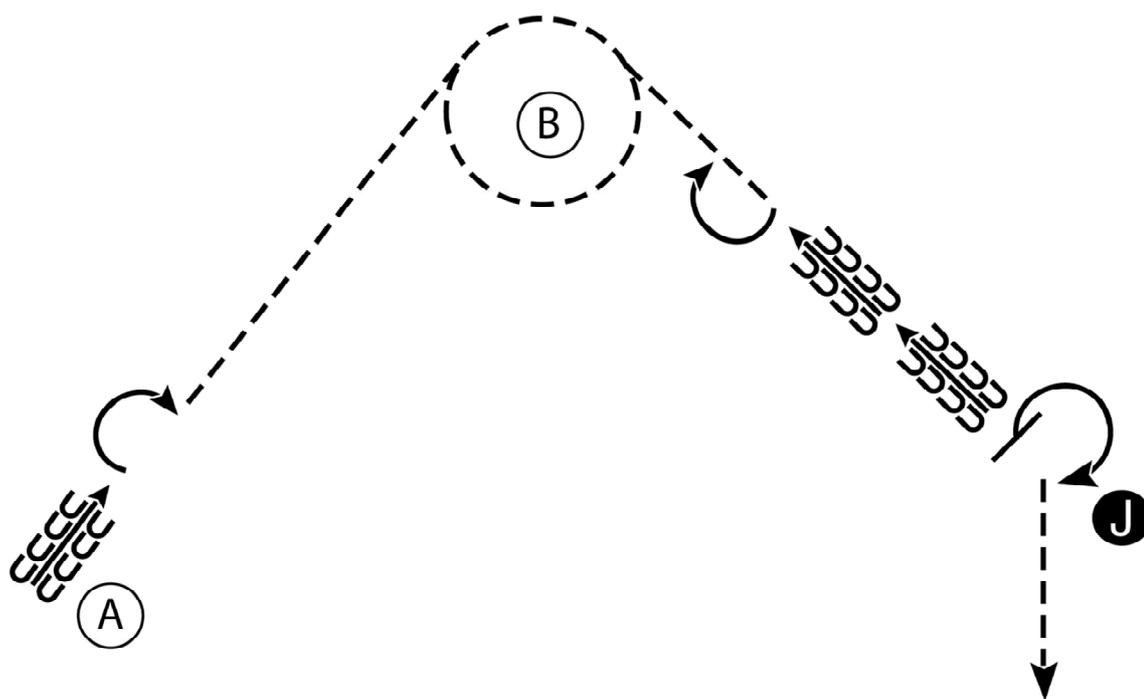
[HSE/1-9]

Pattern Provided by:
Alexandra Jagfeld

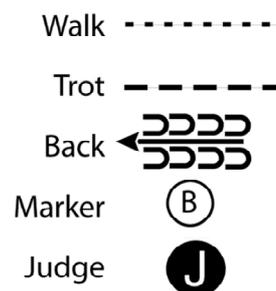
Nord Futurity

Showmanship (Quali Open)

Show Date:



1. Begin at A. Back four steps and perform a 180 degree turn.
2. Trot to B.
3. Trot a circle around B.
4. Trot half way to the Judge.
5. Stop and perform a 180 degree turn. Back to the Judge.
6. Stop and set up for inspection.
7. When dismissed perform a 270 degree turn and trot straight away from the Judge.



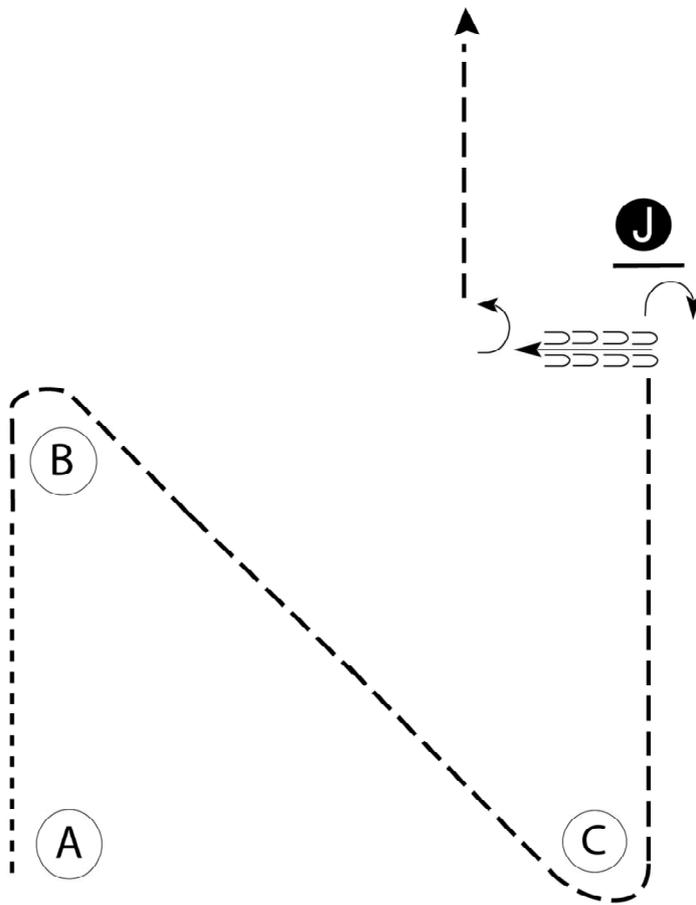
[S/3-16]

Pattern Provided by:
Alexandra Jagfeld

Nord Futurity

Showmanship (Youth/ Amateur/ Select Amateur)

Show Date:



Be ready at A.

1. Walk to B.
2. Trot around B and C and straight to judge.
3. Stop and set up for inspection.
4. When dismissed, turn 1/4 turn to the right.
5. Back one horse length.
6. Perform a 90 degree pull turn left.
7. Trot straight away to finish.

Walk	-----
Trot	- . - . - .
Back	← — — — — —
Marker	ⓑ
Judge	ⓙ

[S/2-22]

Pattern Provided by:
Alexandra Jagfeld

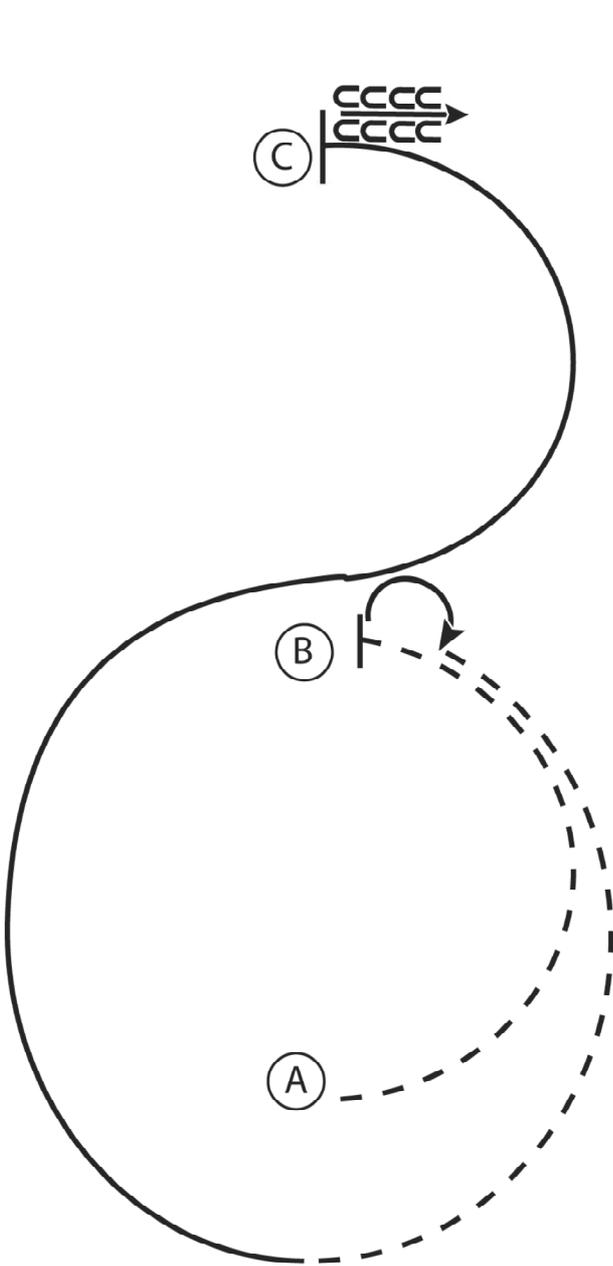
Nord Futurity

Hunt Seat Equitation (Youth/ Amateur/ Select Amateur)

Show Date:

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1. Posting trot half circle A to B
2. At B stop and perform a 180 degree turn to the right on the forehand
3. Posting trot half circle B to A
4. At A canter a half circle to B on the left lead
5. At B maintain the left lead in a half circle to C
6. At C stop and back 4 steps

Walk
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←

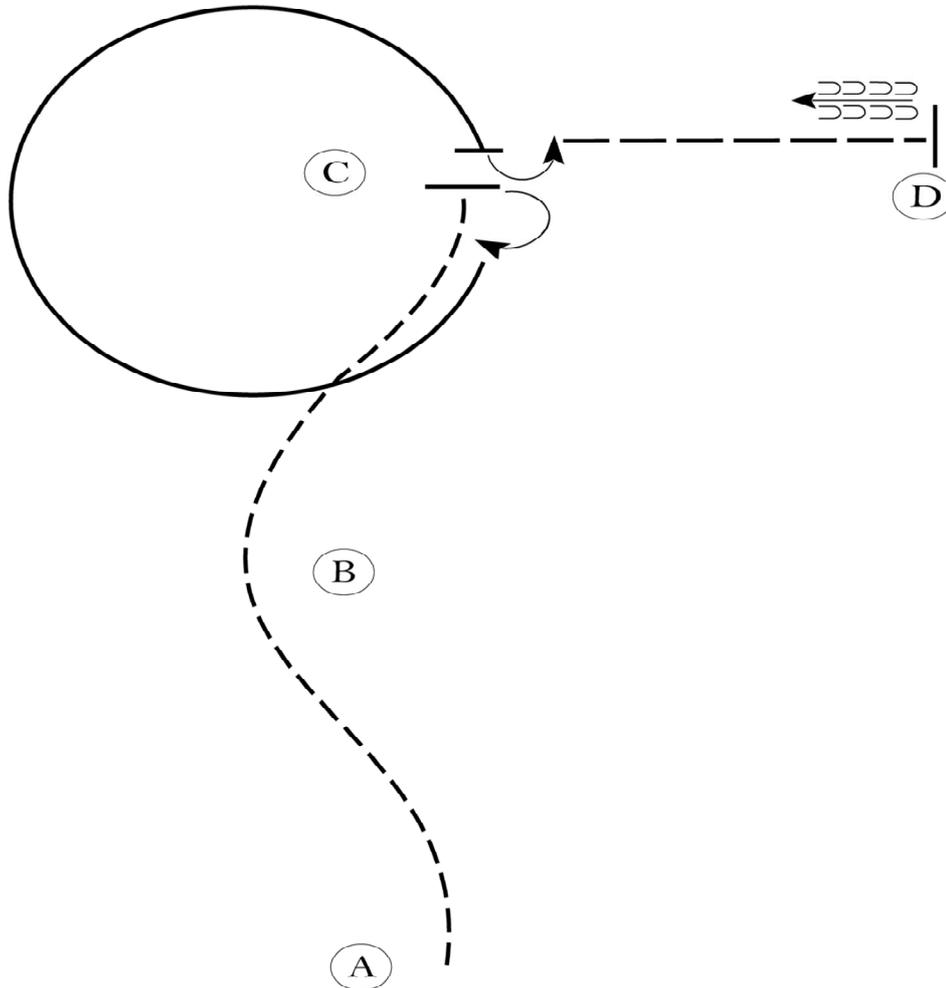
[HSE/2-7]

Pattern Provided by:
Alexandra Jagfeld

Nord Futurity

Horsemanship (L1 Youth/ L1 Amateur)

Show Date:



1. Jog A to C.
2. Stop at C and perform a 180 degree turn to the right
3. Lope a circle around C on the right lead.
4. Stop at C and perform a 90 degree turn to the left.
5. Extended jog to D.
6. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

Walk
Jog	-----
Extended Jog	- - - - -
Lope	—————
Lead Change	— / —
Back	← — — — —
Marker	ⓑ

[WH/1-1]

Pattern Provided by:
Alexandra Jagfeld

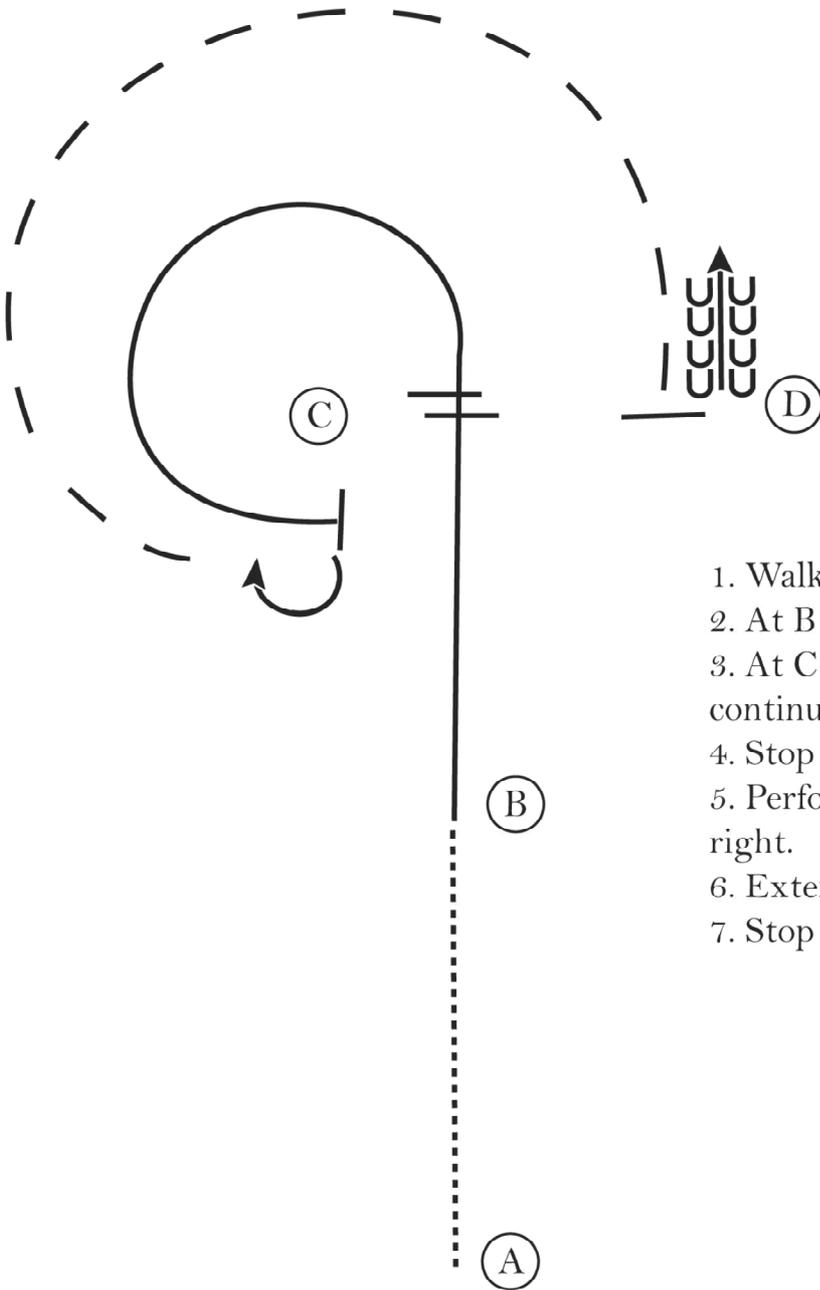
Nord Futurity

Horsemanship (Youth/ Amateur/ Select Amateur)

Show Date:

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1. Walk A to B.
2. At B lope on the right lead to C.
3. At C perform a lead change and continue on the left lead around C.
4. Stop at C.
5. Perform a 180 degree turn to the right.
6. Extend the jog around C.
7. Stop at D and back 4 steps.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	———/
Back	←←←←
Marker	(B)
Sidepass	←-----→

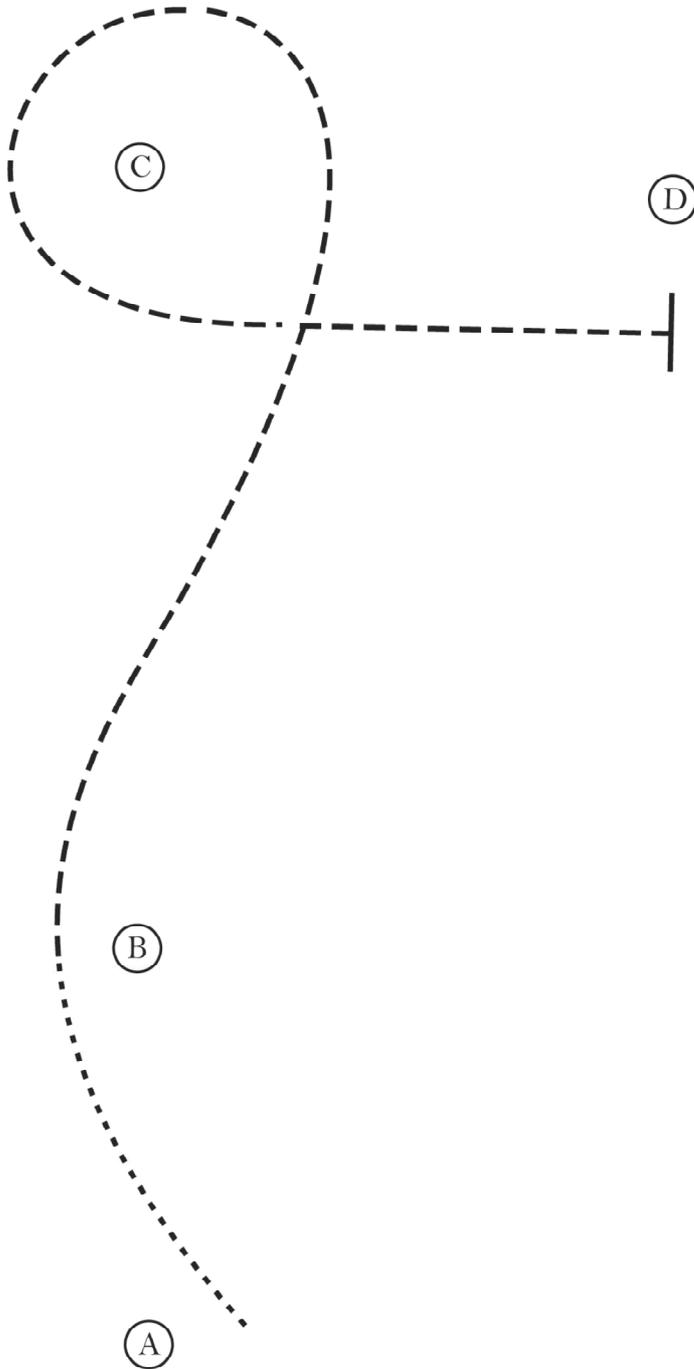
[WH/2-1]

Pattern Provided by:
Alexandra Jagfeld

Nord Futurity

Horsemanship (Walk Trot)

Show Date:



1. Walk A to B.
2. Jog B to C.
3. Jog around C.
4. Jog to D, Stop.

Walk
Jog	-----
Extended Jog	—————
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	(B)
Sidepass	←←←←←

[WH/WT-3]

Pattern Provided by:

Alexandra Jagfeld

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