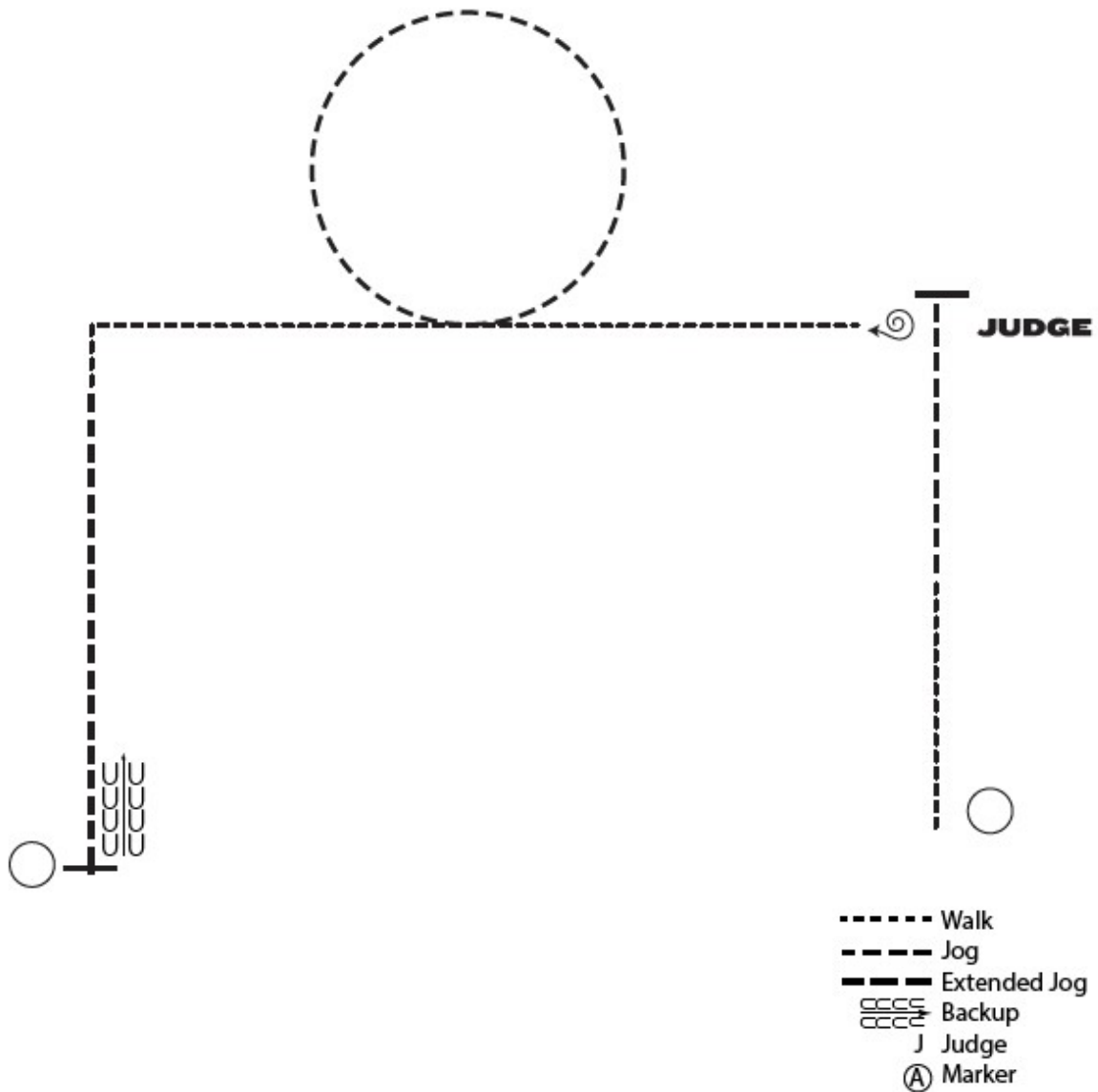


Showmanship at Halter

L1 Amateur / L1 Youth

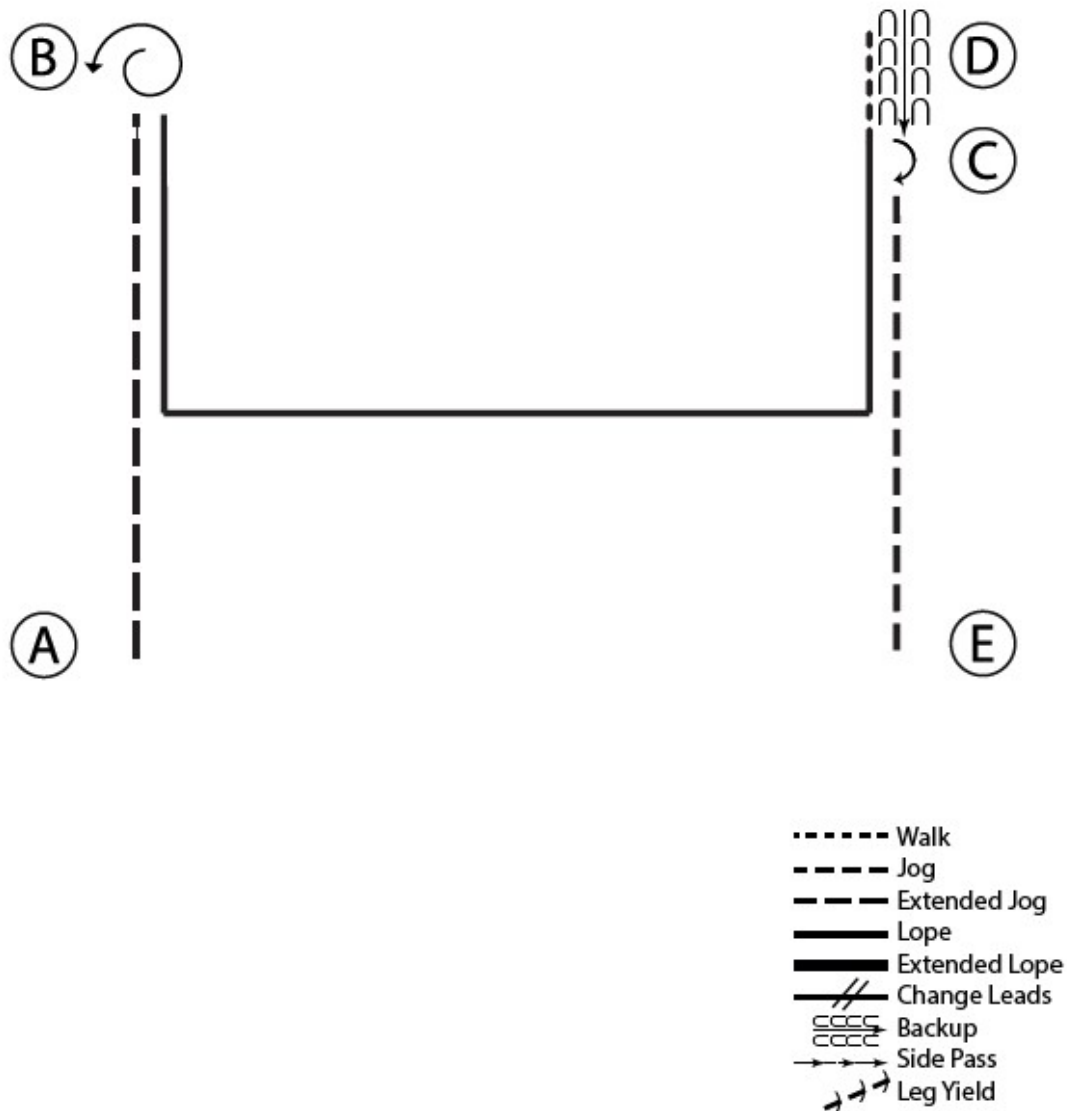


1. Walk
2. Trot, stop with horse's shoulder even with judge
3. a) Set up
b) Inspection
After inspection, judge will move to horse's hip
4. 1 ³/₄ turn
5. Walk to center
6. Trot circle
7. Walk corner
8. Trot to end, stop
9. Back 2 horse lengths, hesitate
10. Exit at walk or trot

Western Horsemanship

L1 Amateur / L1 Youth

7. – 9. September 2018

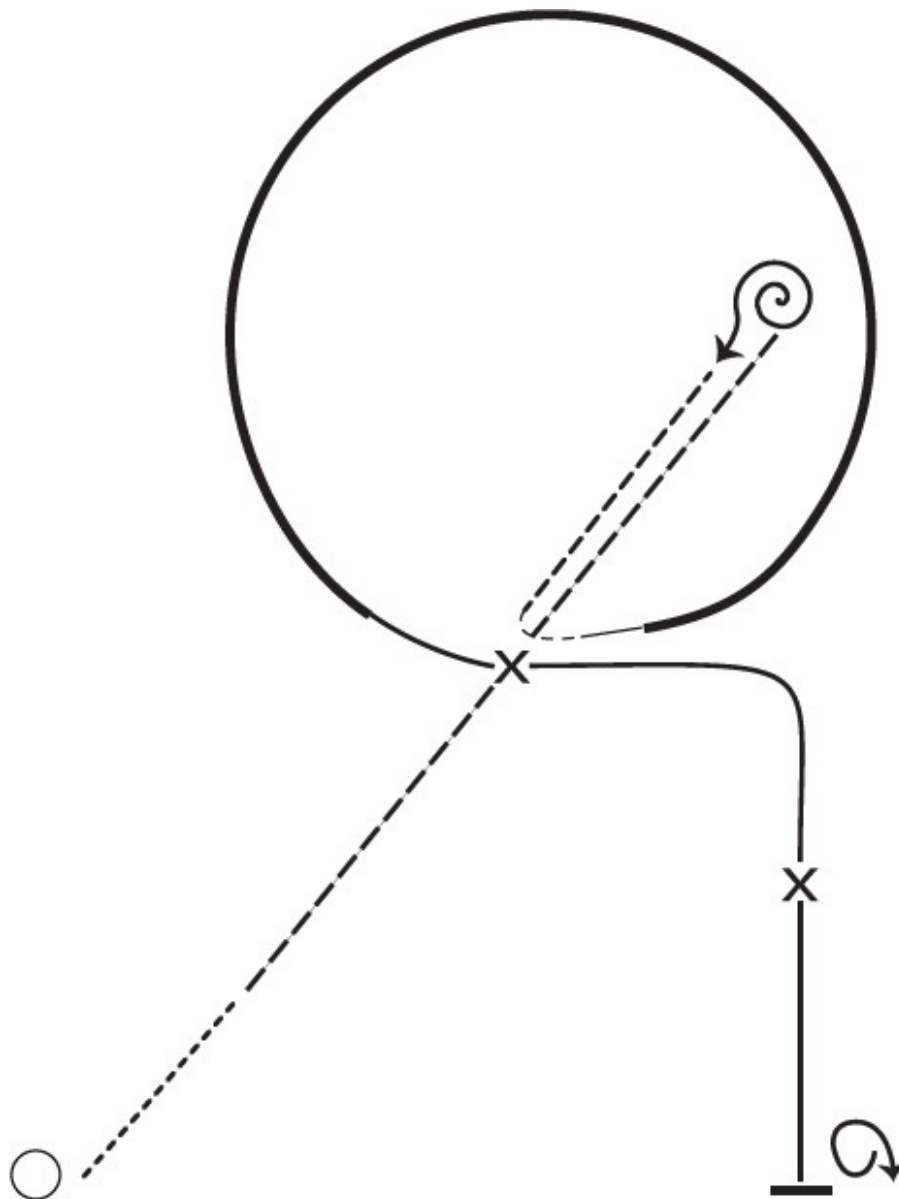


1. Extended jog from A to B
2. 1 ½ spins to the left
3. Lope left lead in the shape of a ½ square to C
4. Walk from C to D
5. Back from D to C and do a roll back to the right
6. Jog from C to E

Western Horsemanship

Amateur / Select Amateur / Youth

7. – 9. September 2018



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

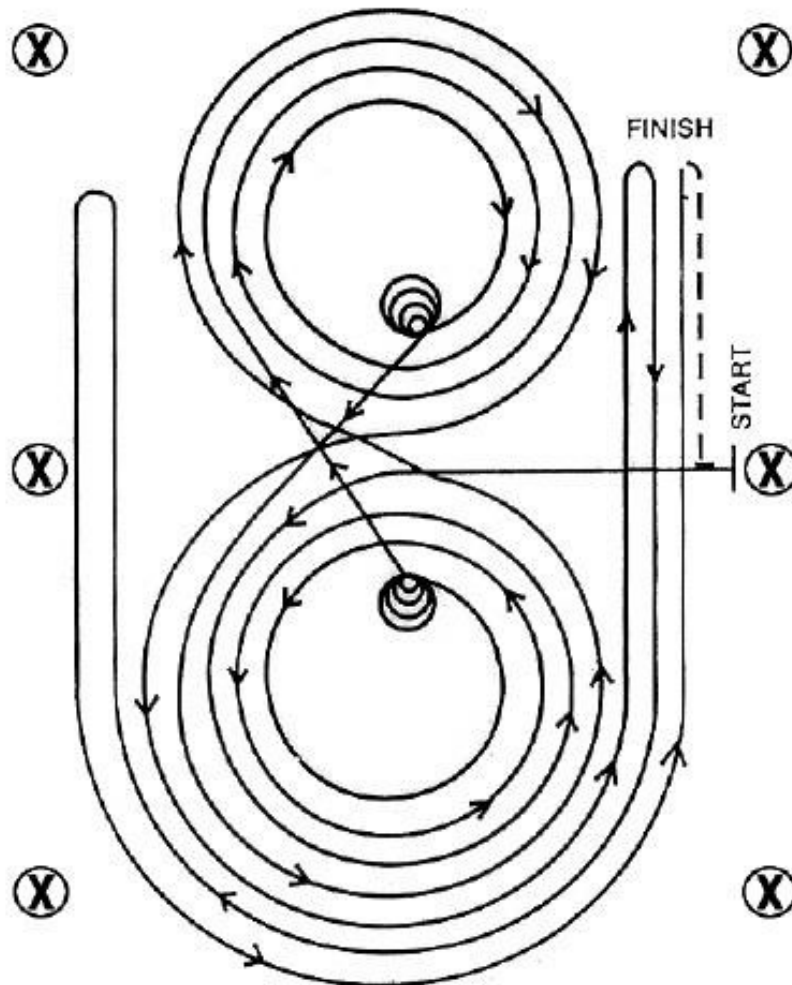
- Walk
- Jog
- Extended Jog
- Lope
- Extended Lope
- //—— Change Leads
- o o o o Backup
- → → Side Pass
- → → Leg Yield

Reining

Futurity / L1 Open / L1 Amateur / L1 Youth

7. - 9. September 2018

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.

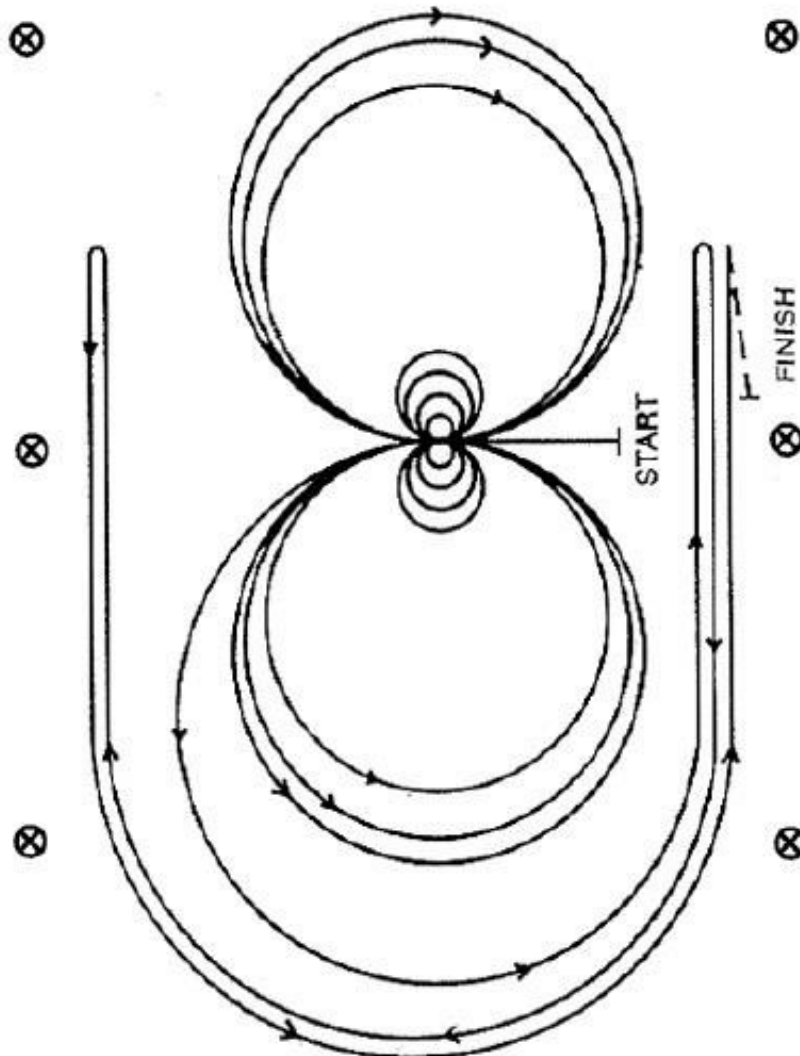
Rider may drop bridle to the designated judge.

Reining

Maturity / Open / Amateur / Select Amateur / Youth

7. - 9. September 2018

REINING PATTERN 6



Horse must walk or stop prior to starting pattern.

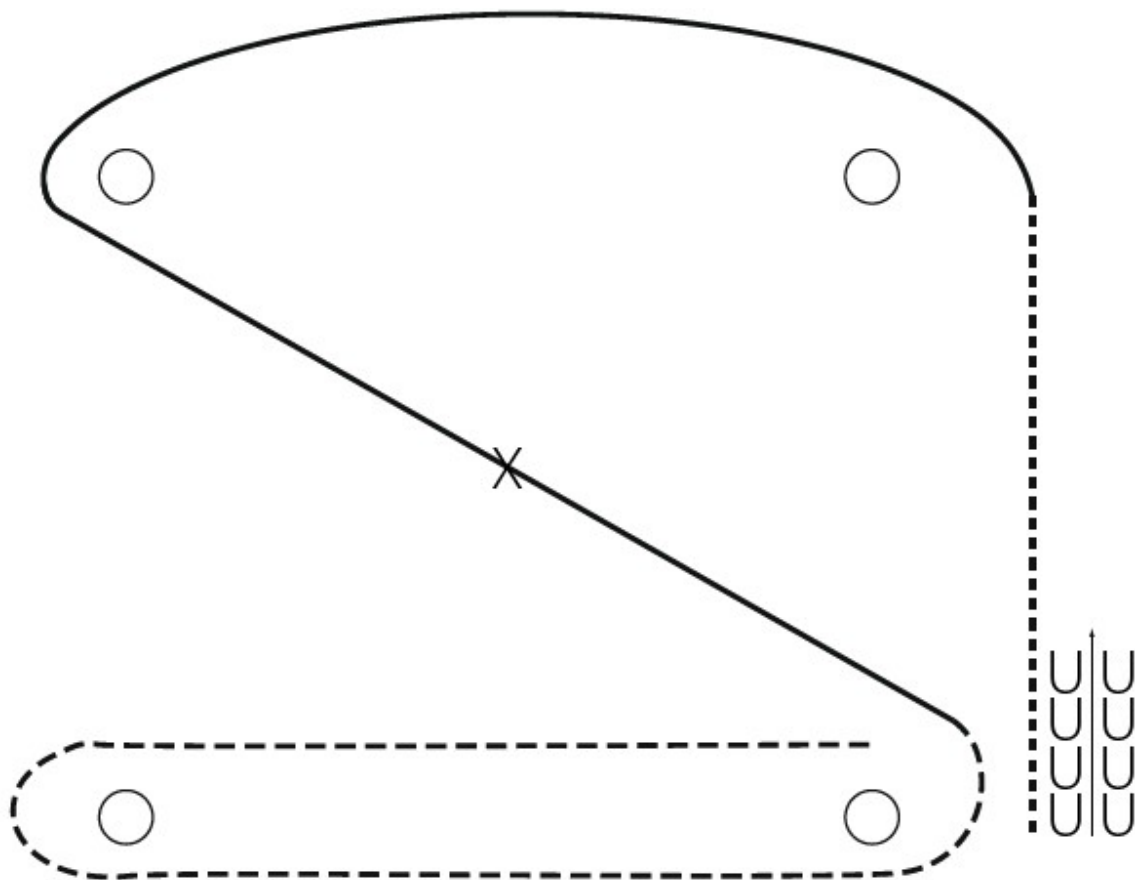
Beginning at the center of the arena facing the left wall or fence.

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

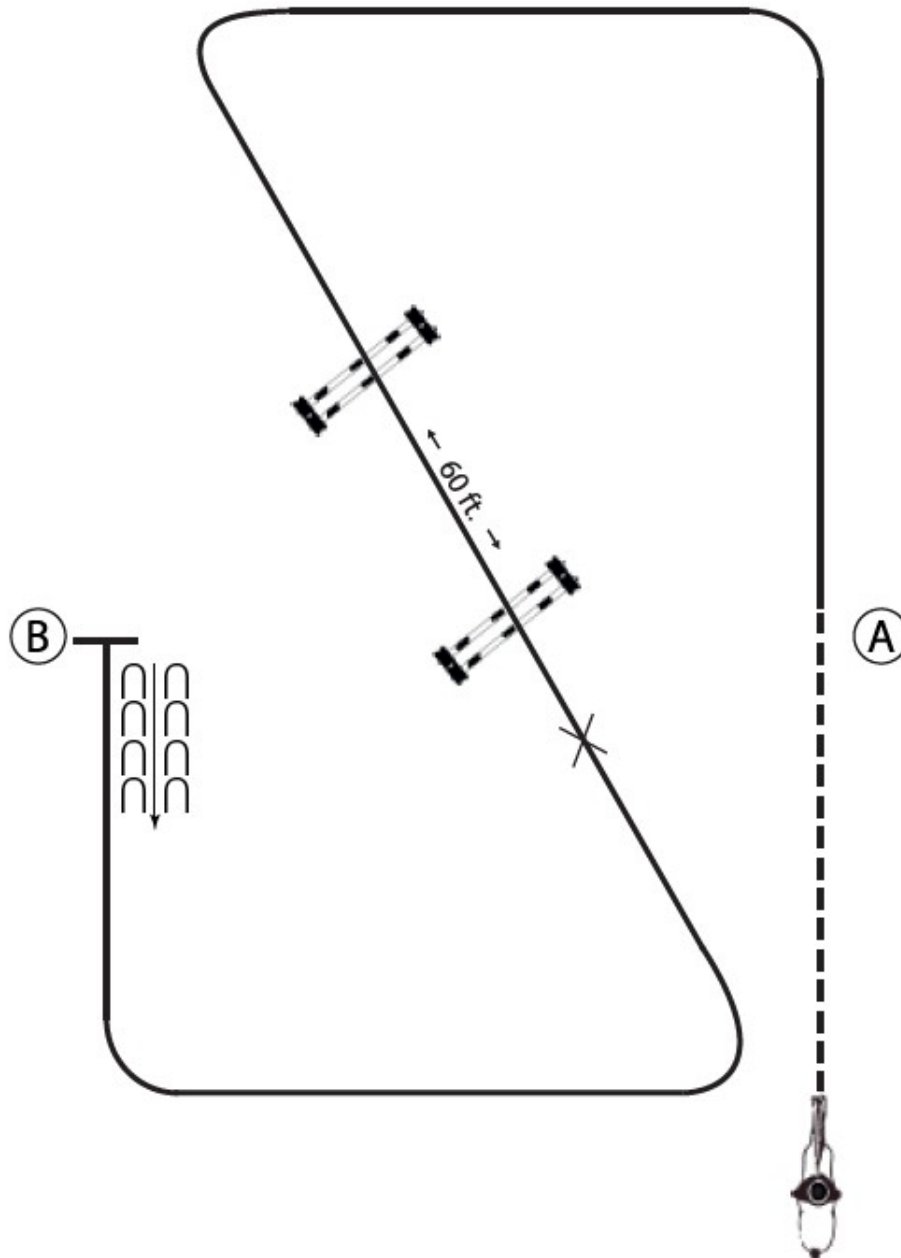


- Walk
- - - - Trot
- - - - Extended Trot
- Canter
- Hand Gallop
- //—— Change Leads
- ←←←← Backup

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

Hunter Hack

7. - 9. September 2018



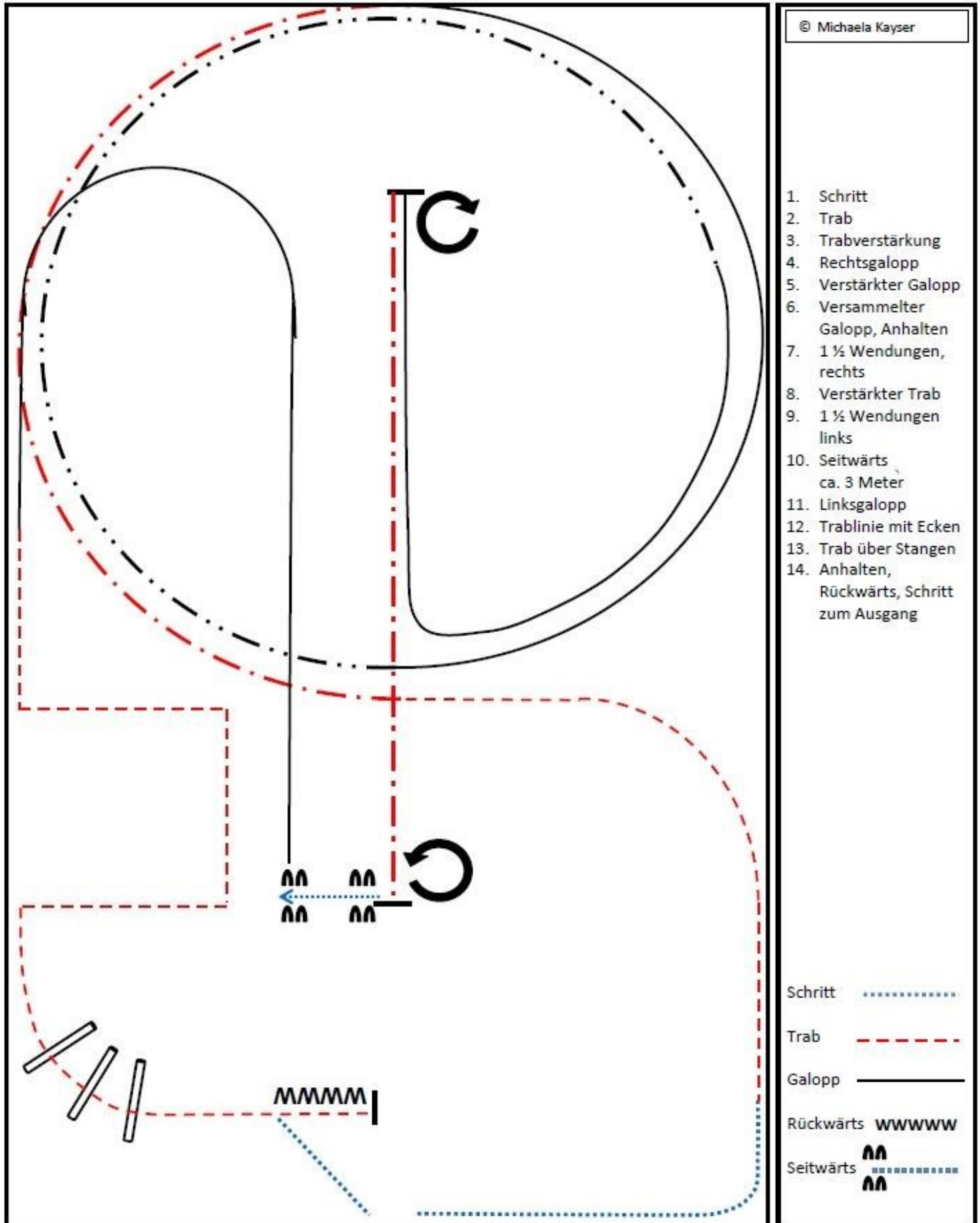
- Walk
- - - - Trot
- ==== Extended Trot
- Canter
- Hand Gallop
- //—— Change Leads
- ⏏⏏⏏⏏ Backup

1. Trot to A.
2. At A, canter left lead.
3. Jump two fences.
4. Flying lead change (if not already done), hand gallop to B.
5. Stop at B, hesitate 5-10 sec., back up approx. 2 meters.

Ranch Riding

7. - 9. September 2018

Futurity / L1 Open / L1 Amateur / L1 Youth

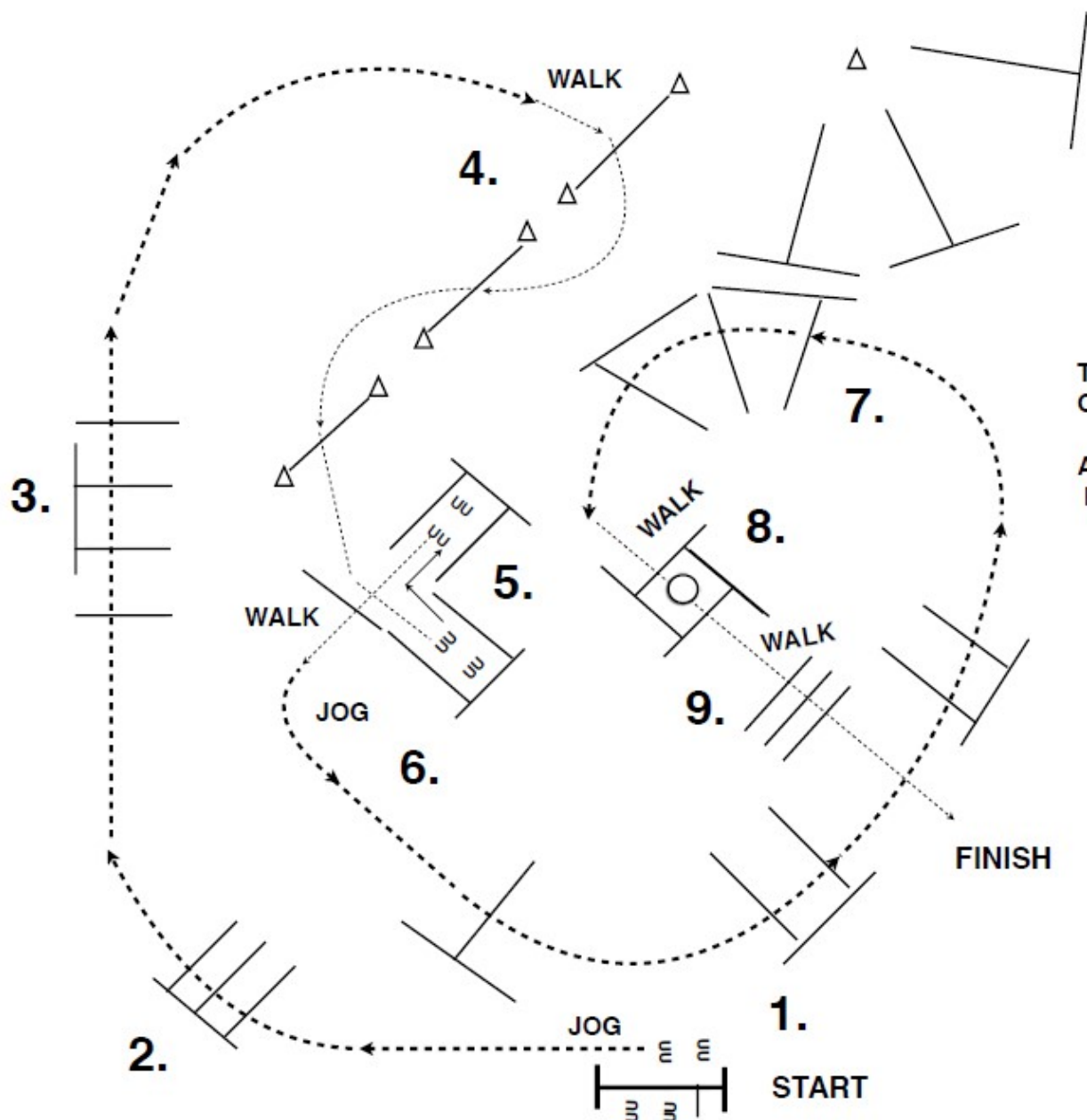


Trail

Trail in Hand Futurity 2- und 3-jährig

7. – 9. September 2018

2018 DQHA REGIONAL FUTURITY



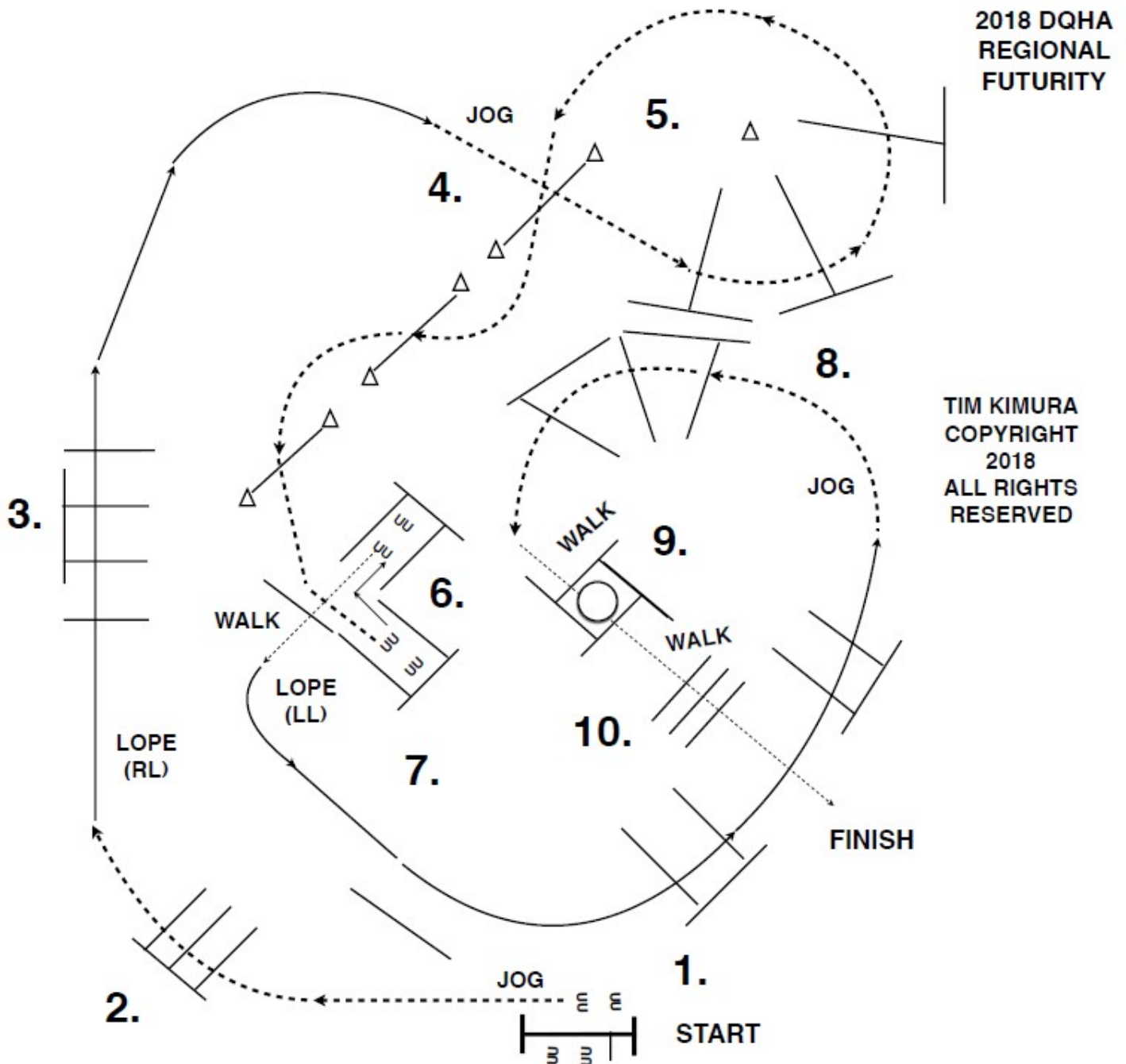
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1. GATE: LH OPEN GATE, WALK AND LEAD THRU AND CLOSE GATE.
2. JOG OVER POLES.
3. JOG OVER POLES.
4. BREAK TO THE WALK, WALK OVER POLES, WALK AROUND CONES, WALK THRU SERPENTINE.
5. WALK INTO CHUTE, STOP, BACK THRU POLES AND BACK AROUND CORNER, THEN WALK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

Futurity 3-5-jährig & L1 Open

7. – 9. September 2018

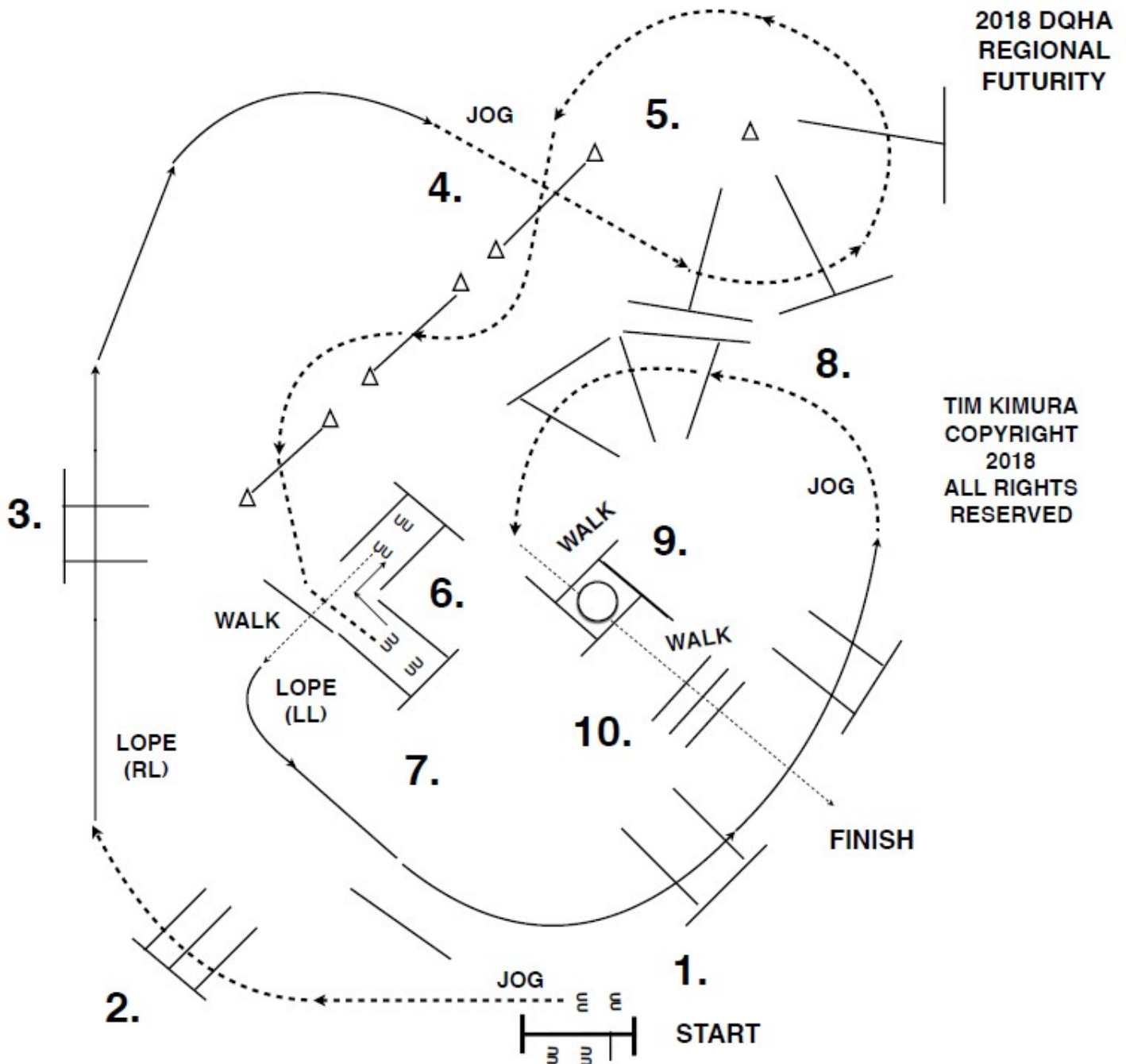


1. GATE: LH OPEN GATE, RIDE THRU AND CLOSE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RL).
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG OVER POLES, JOG AROUND CONES, JOG THRU SERPENTINE.
6. JOG INTO CHUTE, STOP, BACK THRU POLES AND BACK AROUND CORNER, THEN WALK OUT OVER POLE.
7. LOPE OVER POLES (LL).
8. 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

L1 Amateur / L1 Youth & Bridleless Trail

7. - 9. September 2018

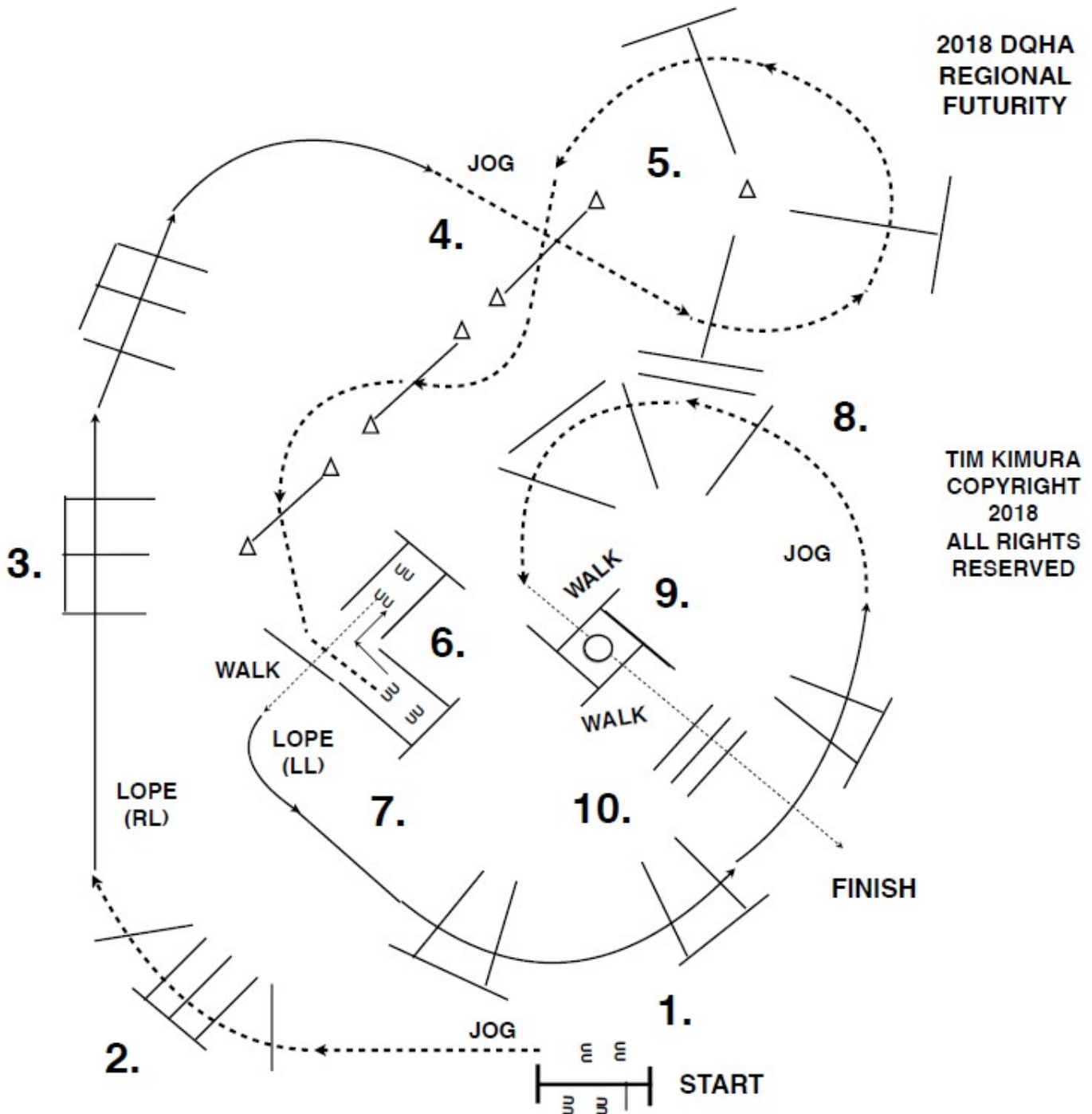


1. GATE: LH OPEN GATE, RIDE THRU AND CLOSE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RL).
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG OVER POLES, JOG AROUND CONES, JOG THRU SERPENTINE.
6. JOG INTO CHUTE, STOP, BACK THRU POLES AND BACK AROUND CORNER, THEN WALK OUT OVER POLE.
7. LOPE OVER POLES (LL).
8. 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

7. – 9. September 2018

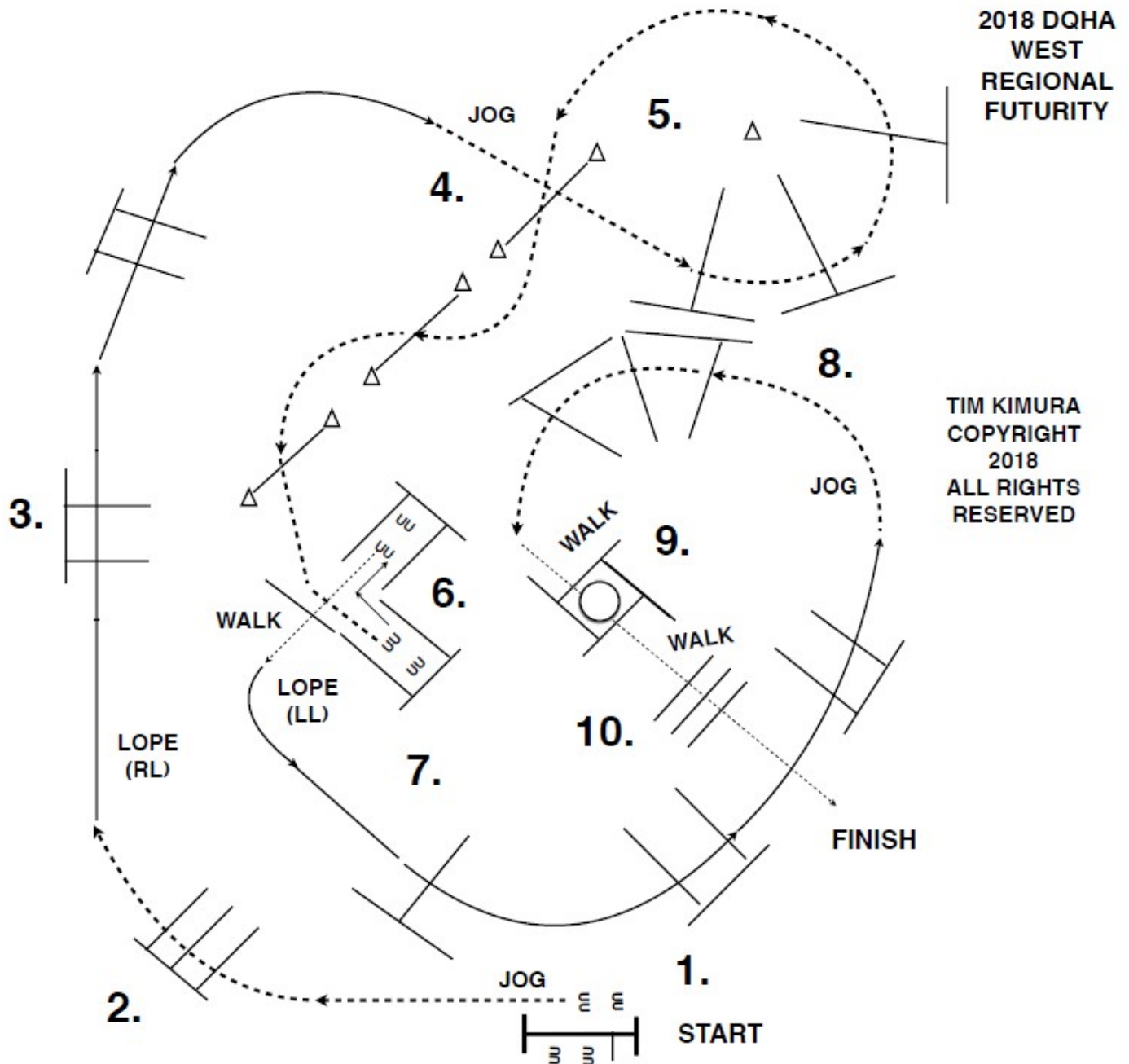


1. GATE: LH OPEN GATE, RIDE THRU AND CLOSE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RL).
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG OVER POLES, JOG AROUND CONES, JOG THRU SERPENTINE.
6. JOG INTO CHUTE, STOP, BACK THRU POLES AND BACK AROUND CORNER, THEN WALK OUT OVER POLE.
7. LOPE OVER POLES (LL).
8. 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 / Select Amateur / Youth

7. - 9. September 2018



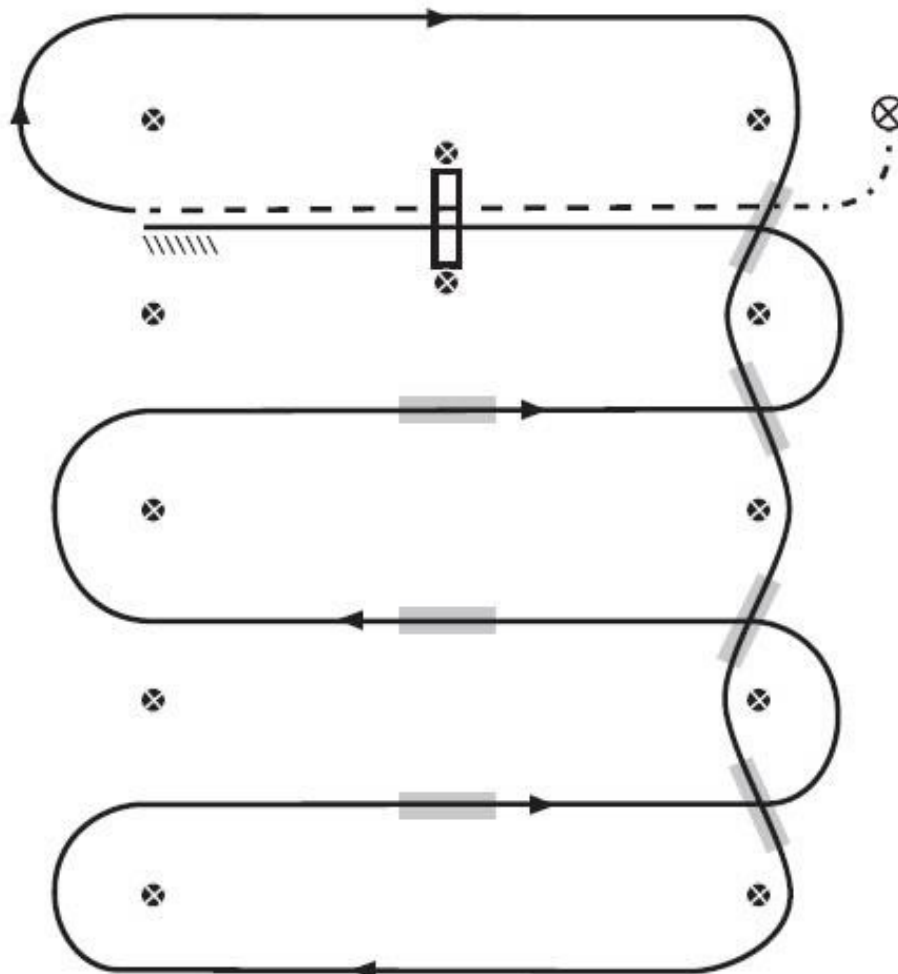
1. GATE: LH OPEN GATE, RIDE THRU AND CLOSE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RL).
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG OVER POLES, JOG AROUND CONES, JOG THRU SERPENTINE.
6. JOG INTO CHUTE, STOP, BACK THRU POLES AND BACK AROUND CORNER, THEN WALK OUT OVER POLE.
7. LOPE OVER POLES (LL).
8. 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

7. – 9. September 2018

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