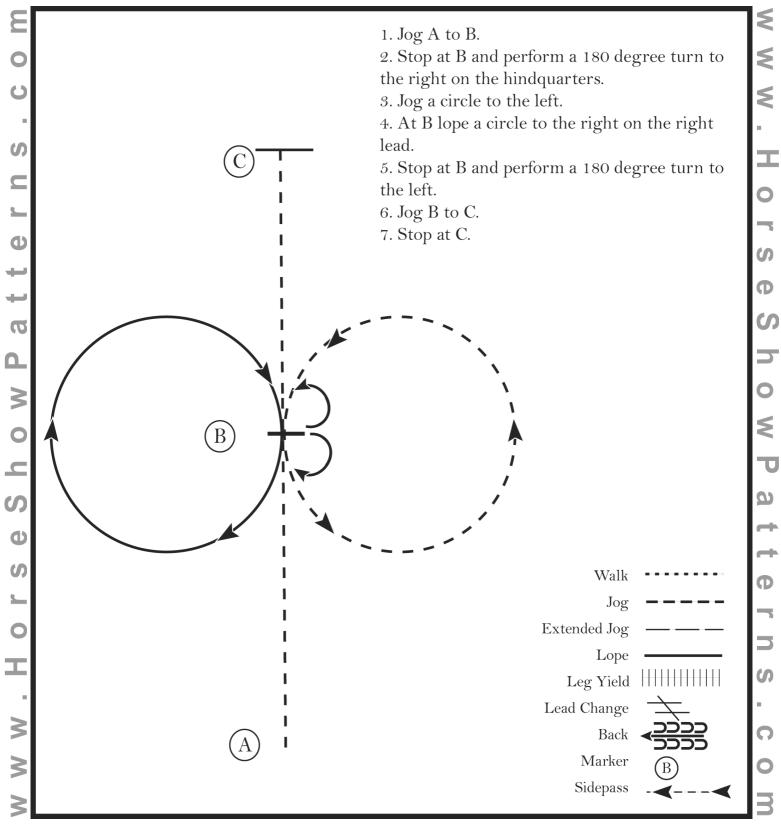


### Western Horsemanship (L1 amateur &L1 Youth)

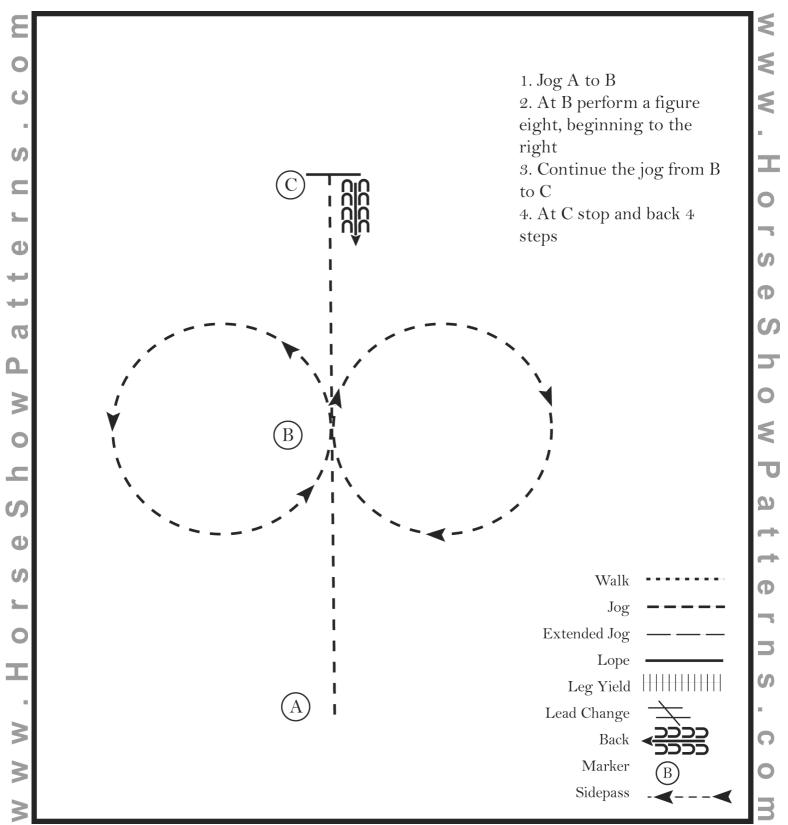
Show Date: 03-05/09/2021



[WH/1-10]

### Western Horsemanship (W&T L1 Youth)

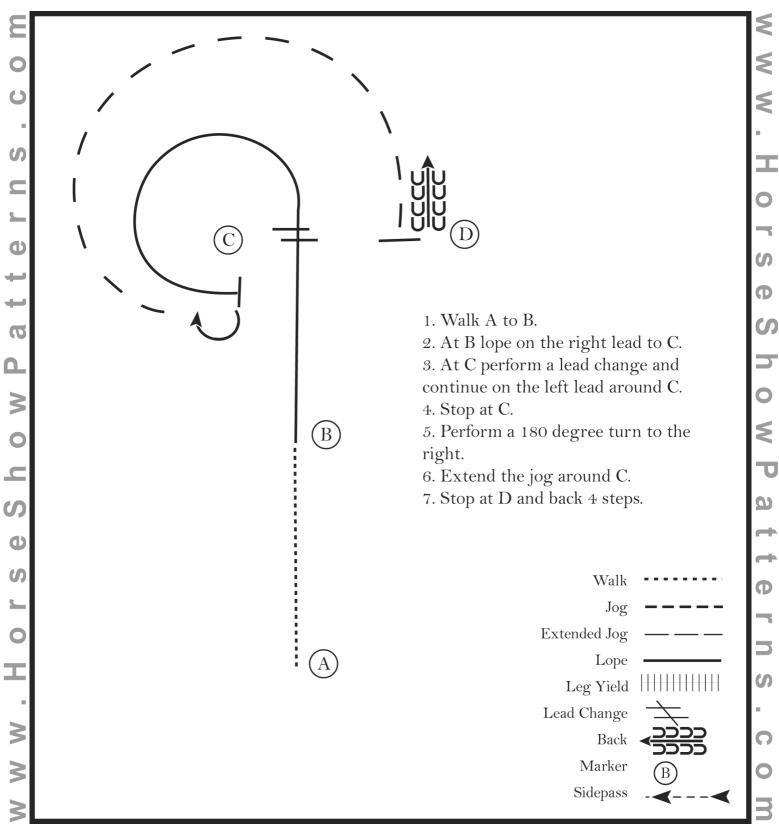
Show Date: 03-05/09/2021



[WH/WT-5]

#### Western Horsemanship (Amateur & Youth)

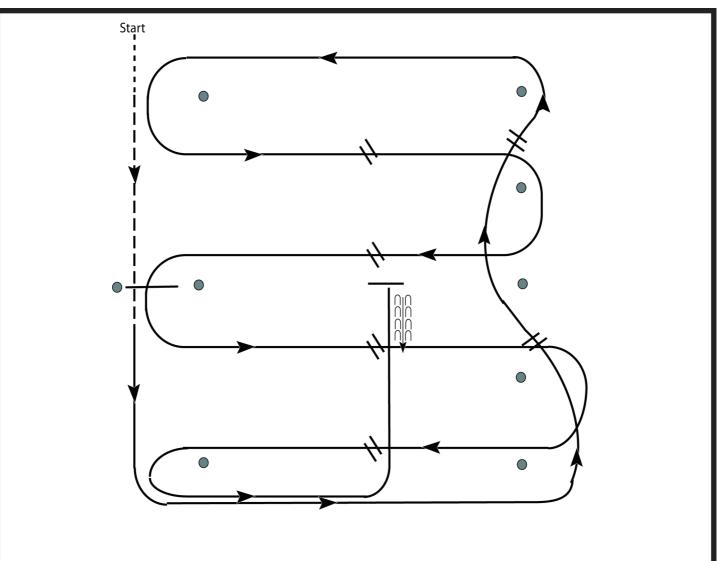
Show Date: 03-05/09/2021



[WH/2-1]

### western riding (Green, Futurity, L1 open, L1 youth + L1 Amateur)

Show Date: 03-05/09/2021



- 1. Walk at least 15' & jog over log.
- 2. Transition to left lead and lope around end.
- 3. First line change.

e r n

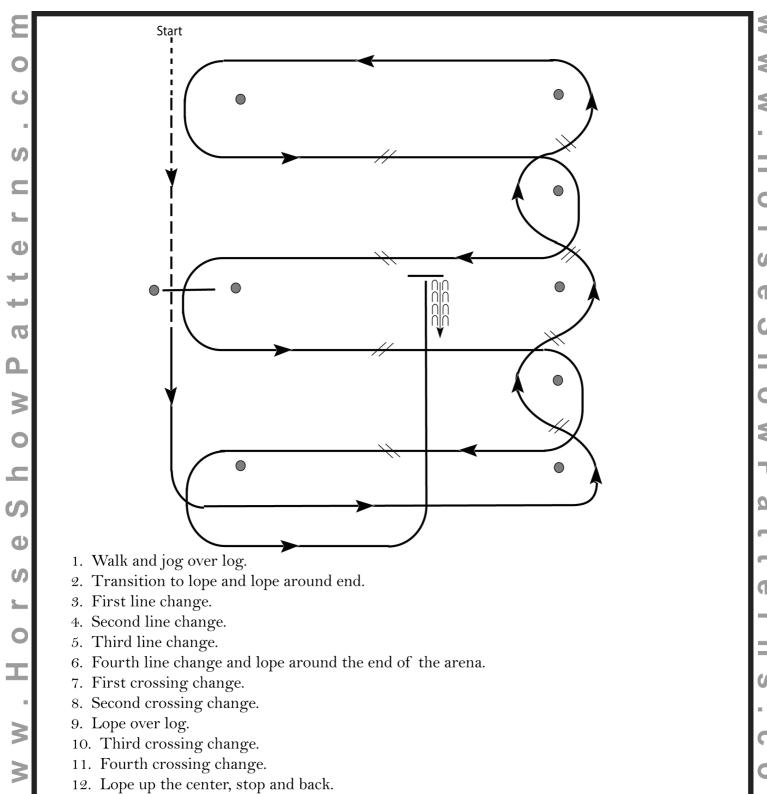
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- 4. Second line change. Lope around end of arena
- 5. First crossing change.
- 6. Second crossing change.
- 7. Lope over log.
- 8. Third crossing change.
- 9. Fourth crossing change.
- 10. Lope up the center, stop and back.

[WR/GP-1]

### western riding (Open AA, Maturity, Amateur & Youth)

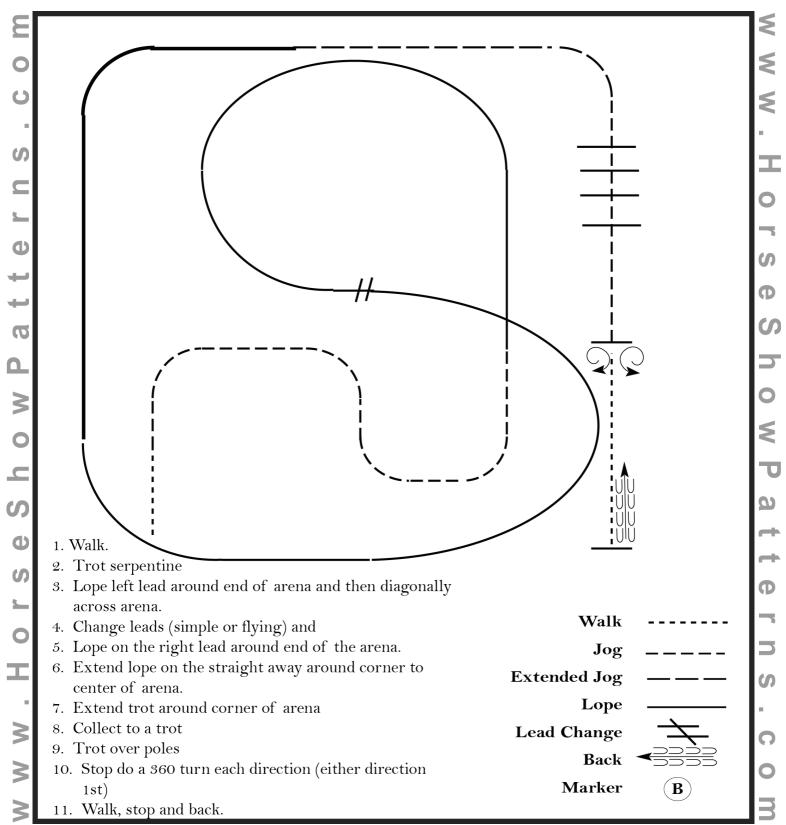
Show Date: 03-05/09/2021



[WR/OP-1]

#### Ranch Riding (Open AA, Maturity, Amateur & Youth)

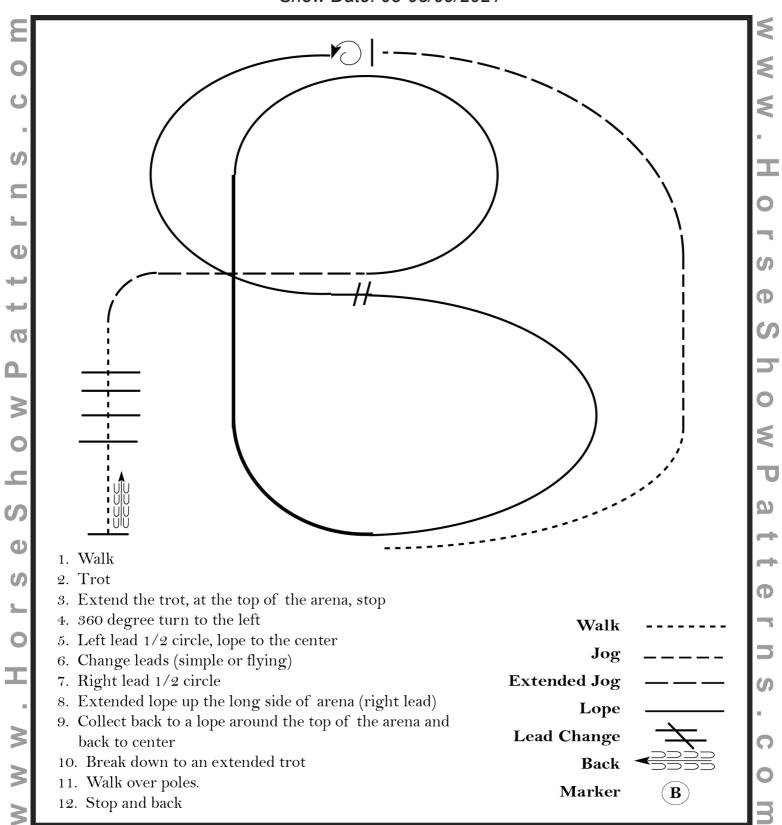
Show Date: 03-05/09/2021



[RR/4]

### Ranch Riding (L1 open, Futurity, L1 Amateur + L1 Youth)

Show Date: 03-05/09/2021

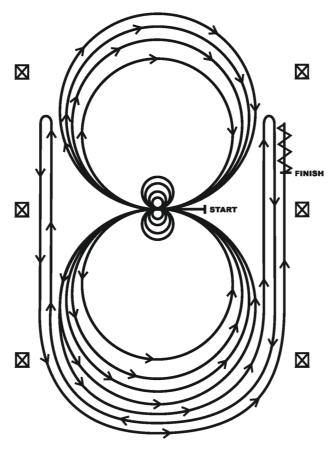


[RR/1]

#### Reining (L1 open, Futurity, L1 Amateur + L1 Youth)

Show Date: 03-05/09/2021

#### **REINING PATTERN 5**



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

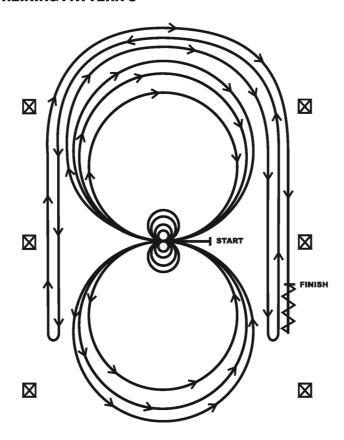
- Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
- $\label{eq:complete} \textbf{2. Complete four spins to the left. He sitate.}$
- Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
- 4. Complete four spins to the right. Hesitate.
- 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 twenty feet (six 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 twenty feet (six 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

[R/AQHAP-5]

#### Reining (Open AA, Maturity, Amateur & Youth)

Show Date: 03-05/09/2021

#### **REINING PATTERN 8**



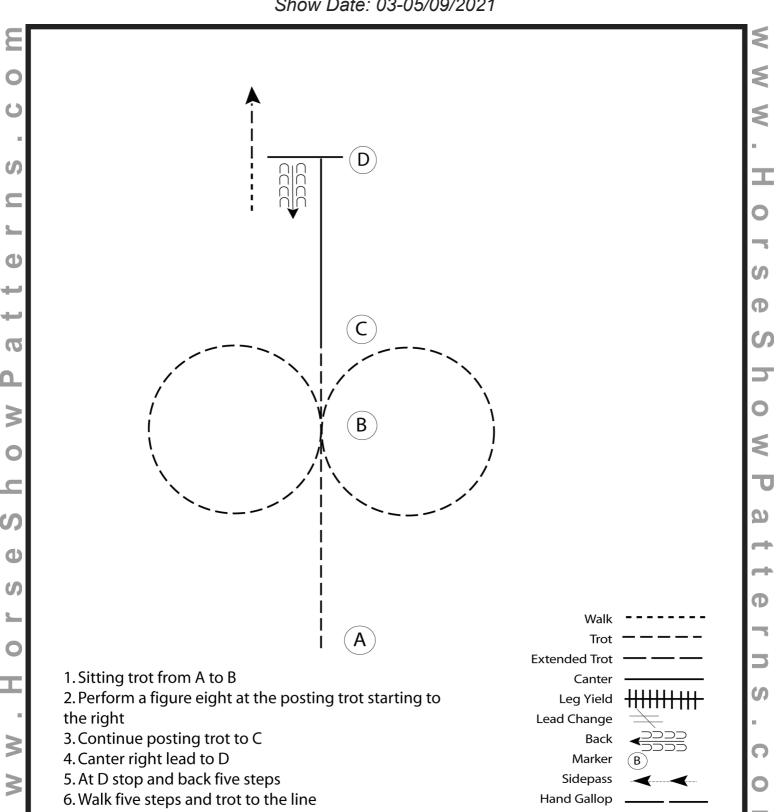
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

- I. Complete four spins to the left. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- 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 maker 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.

[R/AQHAP-8]

#### **Hunt Seat Equitation (L1 Amateur, L1 Youth, )**

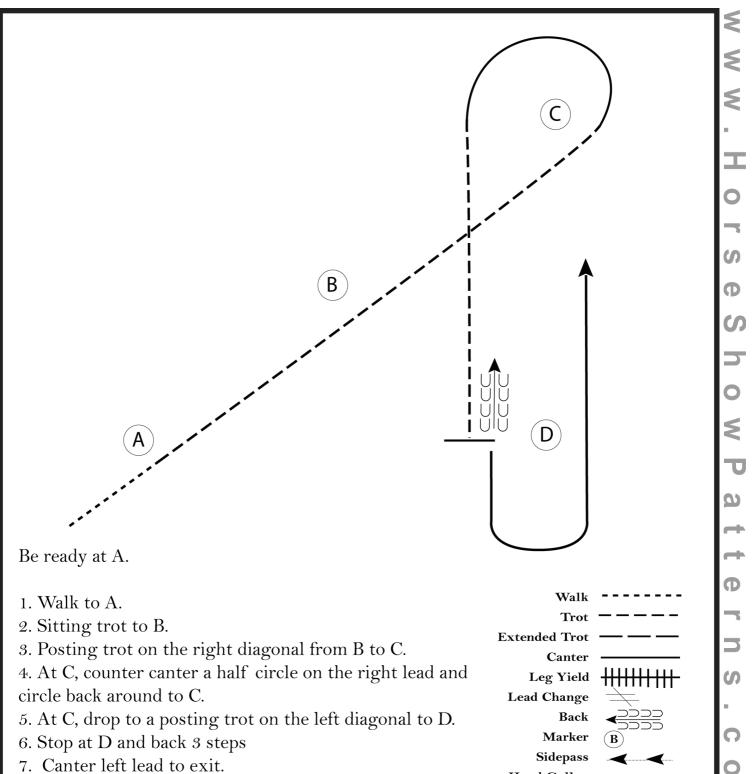
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[HSE/1-5]

#### **Hunt Seat Equitation (Amateur & Youth, Open Qualification)**

Show Date: 03-05/09/2021



ShowP

O

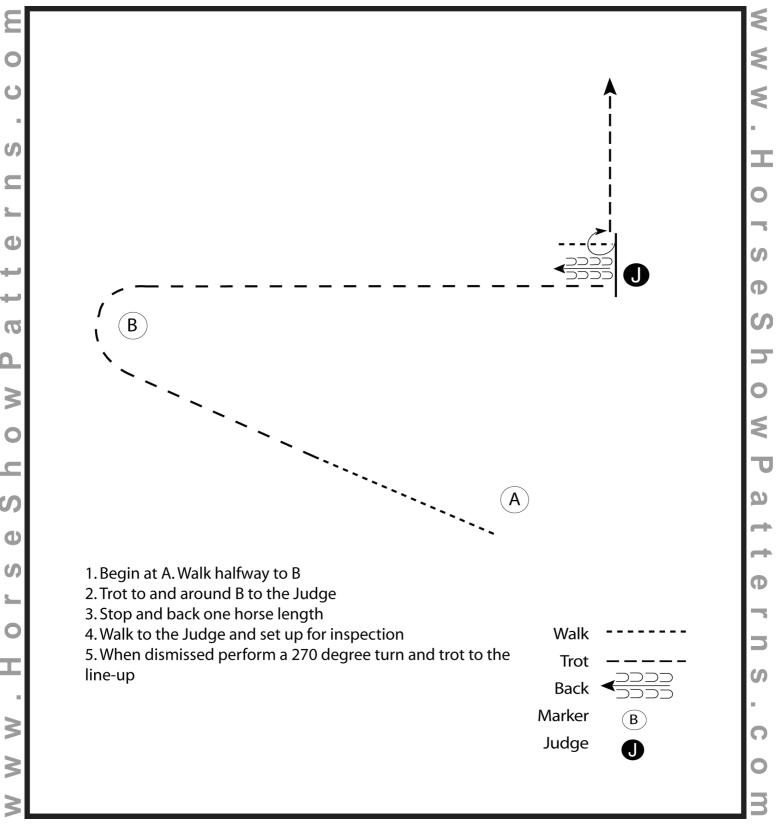
S

[HSE/3-1]

**Hand Gallop** 

#### Showmanship (L1 Amateur, L1 Youth, )

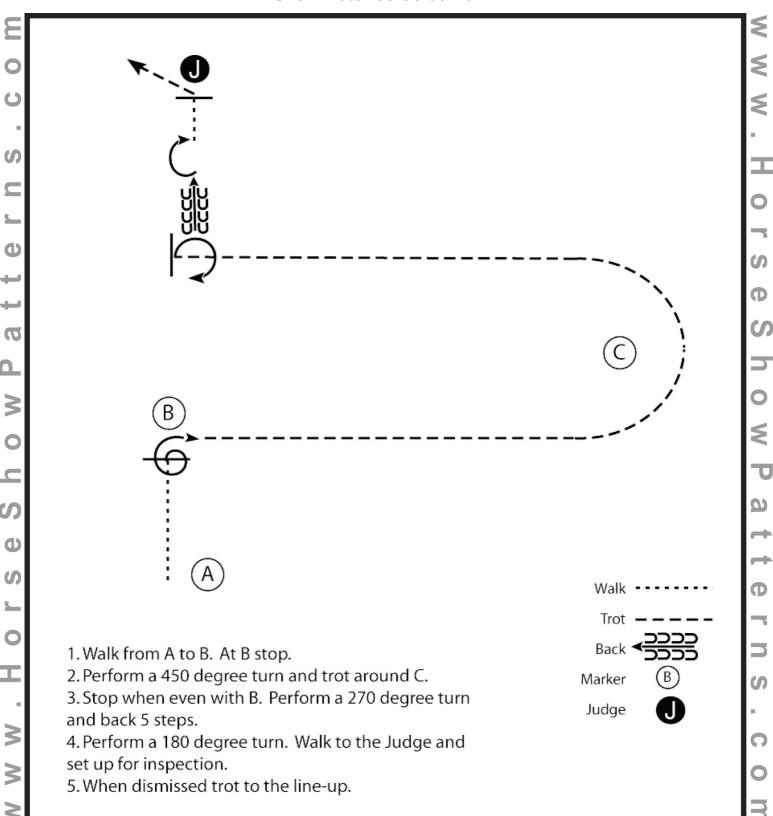
Show Date: 03-05/09/2021



[S/1-15]

#### **Showmanship (Amateur & Youth)**

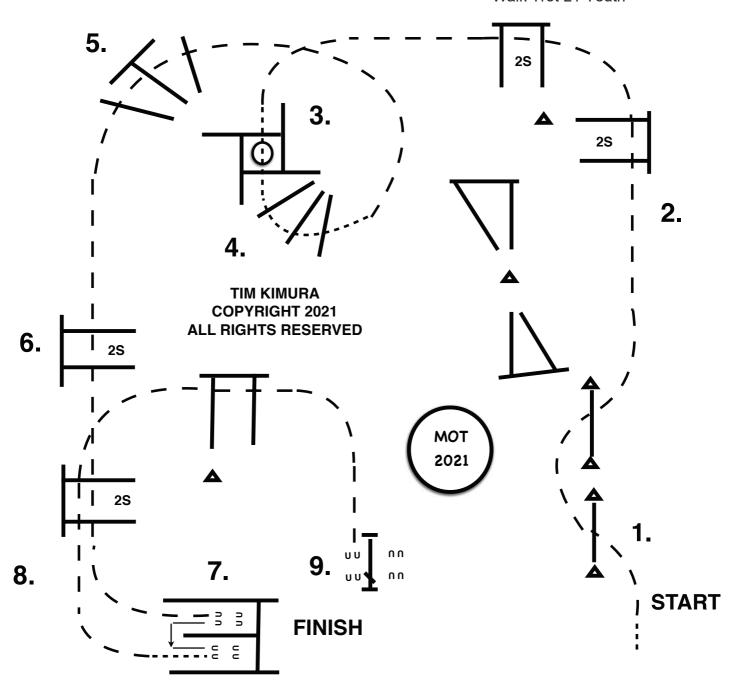
Show Date: 03-05/09/2021



[S/3-4]

In Hand Trail (2yo + 3yo)

Walk Trot L1 Youth



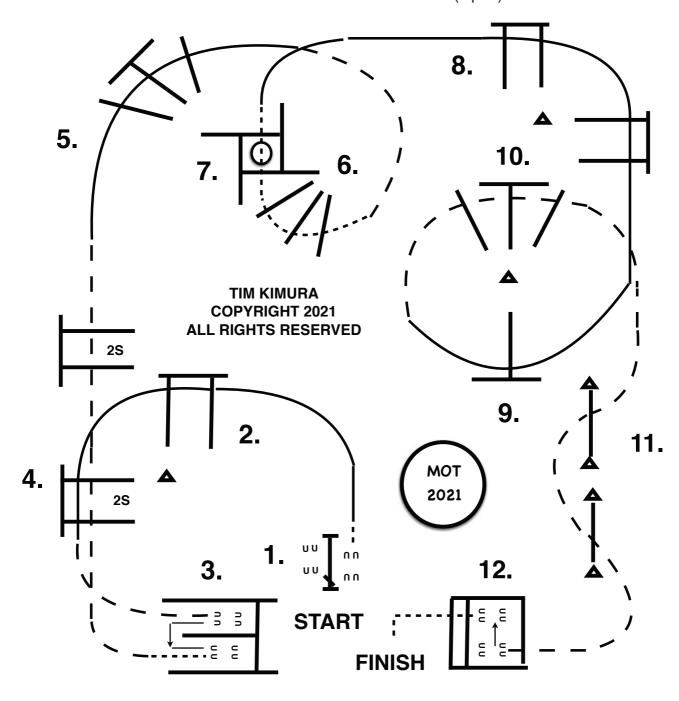
- 1. JOG OVER SERPENTINE.
- 2. KEEP ON JOGING FOUR POLES UP TO BOX.
- 3. STOP OR BREAK TO WALK, WALK INTO BOX AND STOP, TURN 360 TO RIGHT.
- 4. WALK OUT OF BOX AND OVER POLES.
- 5. PICK UP JOG AND JOG OVER POLES.
- 6. KEEP JOGING 2 SETS OF POLES.
- 7. JOG INTO CHUTE, STOP, BACK UP AS SHOWN.
- 8. YOU MAY WALK FORWARD, PICK UP JOG AND JOG POLES UP TO GATE.
- 9. WORK GAIT LEFT HAND.

# **2021 DQHA REGIONALS Futurity Trail** Amateur Youth 5. **TIM KIMURA COPYRIGHT 2021 ALL RIGHTS RESERVED 2S** 9. 10. MOT 4. 2021 2S 11. **START FINISH**

- 1. WORK GATE LEFT HAND.
- 2. LOPE OVER POLES (LEFT LEAD).
- 3. JOG INTO CHUTE, BACK A U-TURN BETWEEN POLES, WALK OUT.
- 4. JOG OVER POLES.
- 5. LOPE OVER POLES (RIGHT LEAD).
- 6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 7. WALK INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION, WALK OUT BOX.
- 8. LOPE OVER POLES (RIGHT LEAD).
- 9. BREAK TO THE JOG, JOG OVER POLES.
- 10. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 11. WALK INTO BOX, SIDE PASS RIGHT, WALK OVER POLES OUT OF BOX.

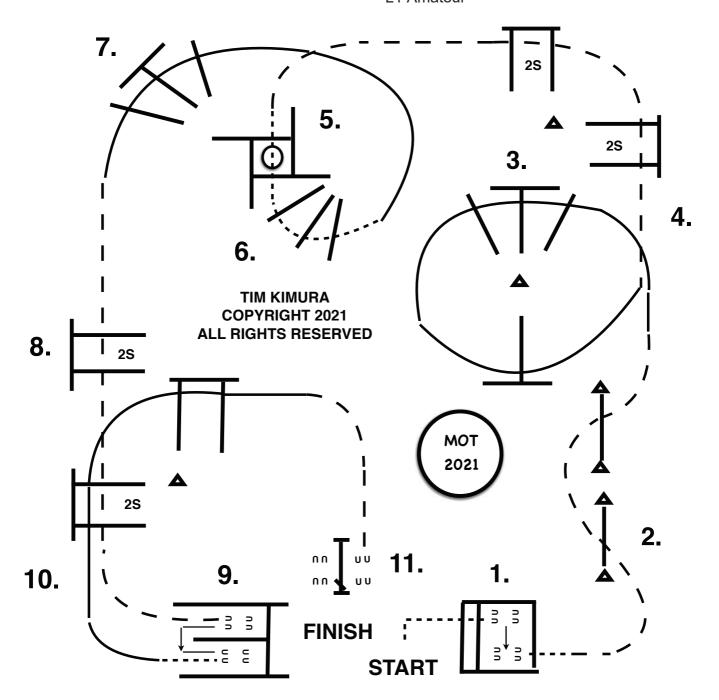
#### TRAIL MATURITY

Senior Trail (Open)



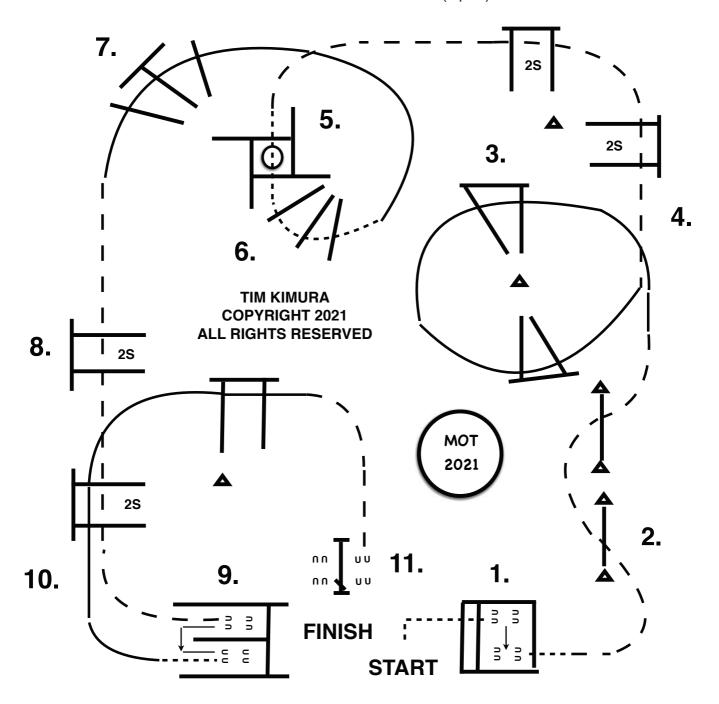
- 1. WORK GATE LEFT HAND.
- 2. LOPE OVER POLES (LEFT LEAD).
- 3. JOG INTO CHUTE, BACK A U-TURN BETWEEN POLES, WALK OUT.
- 4. JOG OVER POLES.
- 5. LOPE OVER POLES (RIGHT LEAD).
- 6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 7. WALK INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION, WALK OUT BOX.
- 8. LOPE OVER POLES (RIGHT LEAD).
- 9. LOPE OVER SINGLE POLE (RIGHT LEAD).
- 10. BREAK TO THE JOG, JOG OVER POLES.
- 11. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 12. JOG INTO AND STOP IN BOX, SIDE PASS RIGHT, WALK OVER POLES OUT OF BOX.

Green Trail (L1 Open) L1 Amateur



- 1. WALK OVER POLES, WALK INTO BOX, SIDE PASS RIGHT, WALK OUT BOX.
- 2. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 3. LOPE OVER POLES (LEFT LEAD).
- 4. JOG OVER POLES.
- 5. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY WALK OUT BOX.
- 6. WALK OVER POLES.
- 7. LOPE OVER POLES (LEFT LEAD).
- 8. JOG OVER POLES, JOG INTO CHUTE AND STOP.
- 9. BACK A U-TURN AROUND POLES, WALK OUT CHUTE.
- 10. LOPE OVER POLES (RIGHT LEAD).
- 11. JOG UP TO GATE, STOP, WORK GATE RIGHT HAND.

L1 Youth
Junior Trail (Open)



- 1. WALK OVER POLES, WALK INTO BOX, SIDE PASS RIGHT, WALK OUT BOX.
- 2. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 3. LOPE OVER POLES (LEFT LEAD).
- 4. JOG OVER POLES.
- 5. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY WALK OUT BOX.
- 6. WALK OVER POLES.
- 7. LOPE OVER POLES (LEFT LEAD).
- 8. JOG OVER POLES, JOG INTO CHUTE AND STOP.
- 9. BACK A U-TURN AROUND POLES, WALK OUT CHUTE.
- 10. LOPE OVER POLES (RIGHT LEAD).
- 11. JOG UP TO GATE, STOP, WORK GATE RIGHT HAND.