



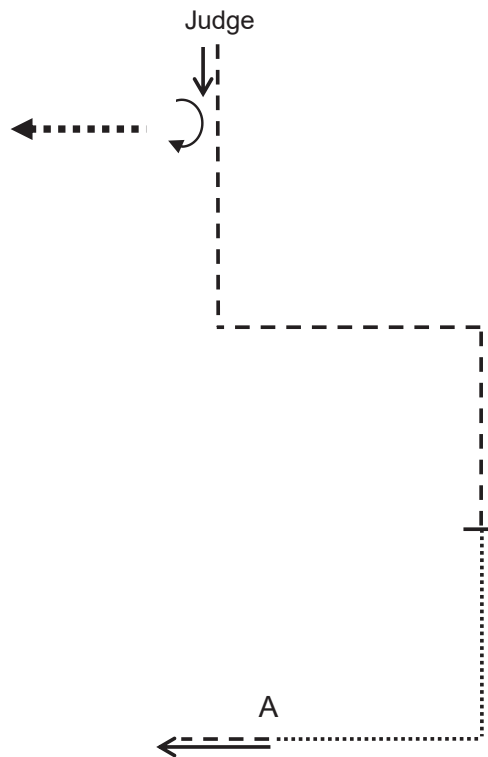
03. – 12.
Oktober 2024
in Aachen



PATTERNBOOK

INTERNATIONAL DQHA CHAMPIONSHIP 2024

Showmanship
Novice Youth & Novice Amateur



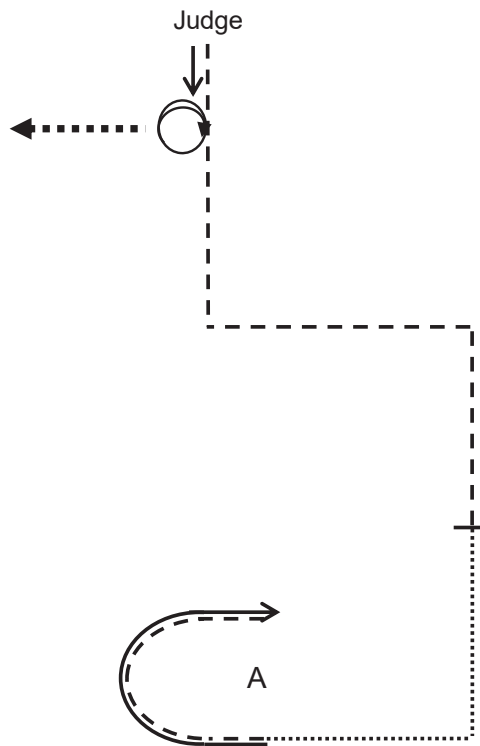
Begin at A

1. Back
2. Trot to A
3. Walk at A, walk square corner and half of line as shown, stop
4. Trot two square corners and to judge
5. Setup
6. Inspection
7. When excused, back 4 steps
8. Stop, setup, hesitate
9. 270° ($\frac{3}{4}$) turn
10. Exit at a forward walk

Patterns Provided By:



Showmanship
Amateur/ Select Amateur /Youth



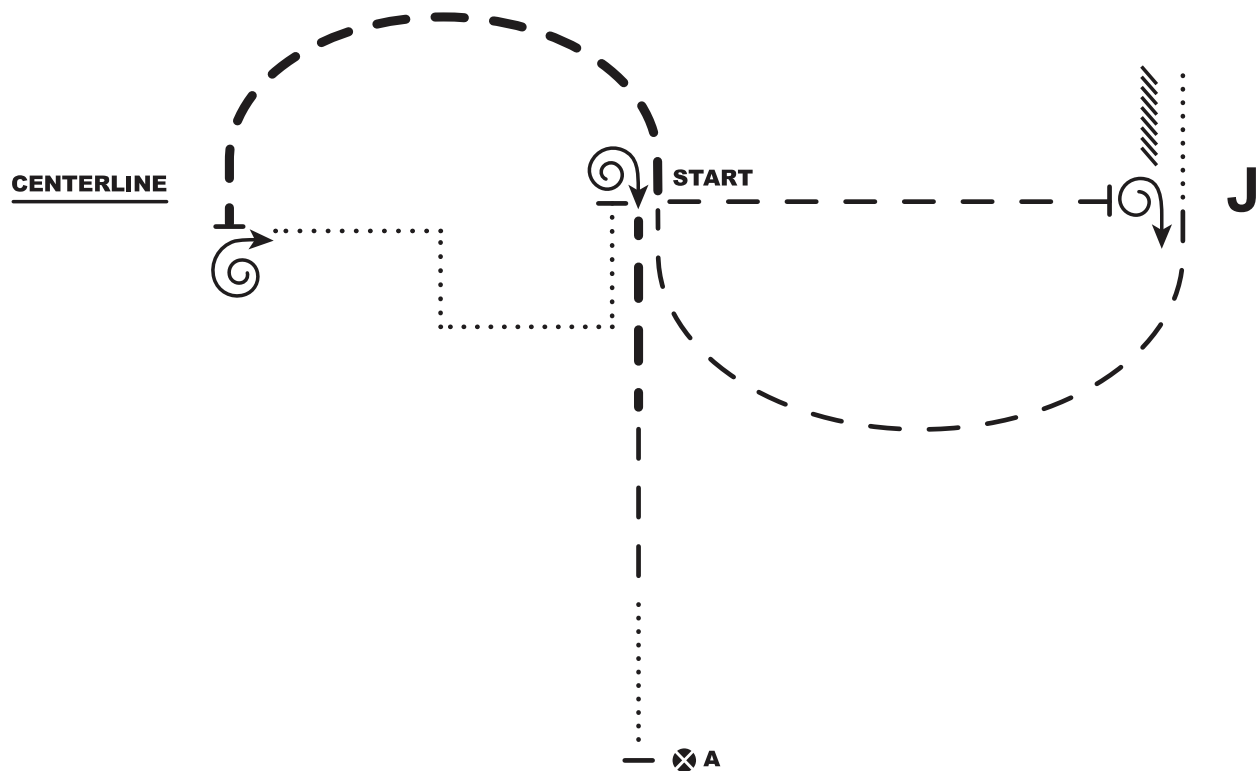
Begin at A

1. Back "U" around A
2. Trot "U" around A
3. Walk at A, walk corner and half of line as shown, stop
4. Trot two corners and to judge
5. Setup
6. Inspection
7. When excused, back 4 steps
8. Stop, setup, hesitate
9. 630° ($1 \frac{3}{4}$) turn
10. Exit at a forward walk

Patterns Provided By:

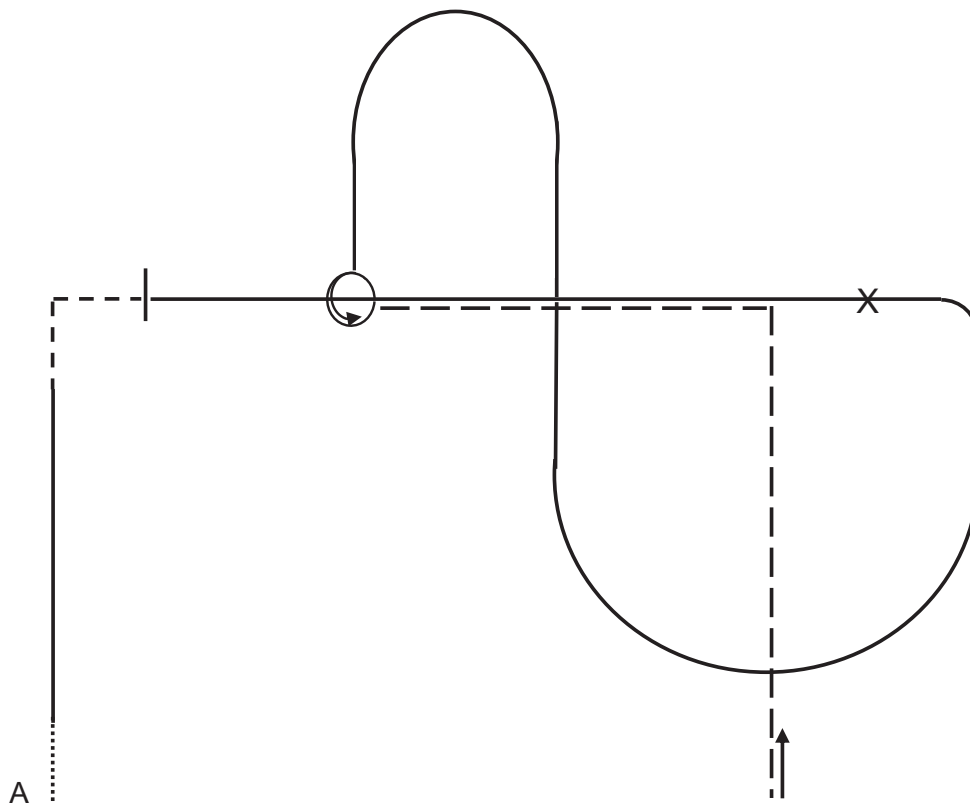


Finale Showmanship Amateur/Select Amateur



1. Beginning at center facing judge, trot to judge, stop
2. Set up
3. Inspection
4. When dismissed, 450° (1 1/4) turn
5. Back 3 horse lengths, walk 3 horse lengths
6. Trot half circle to the right towards center of the arena, at center of arena extended trot a half circle to the left, stop at centerline
7. 630° (1 3/4) turn
8. Walk square turn right, followed by two square turns left, stop with horse's haunches on centerline
9. 540° (1 1/2) turn
10. Extended trot one third of the way to A, trot the second third, walk the last third, until even with A, stop, pattern is complete

Horsemanship
Novice Amateur & Novice Youth



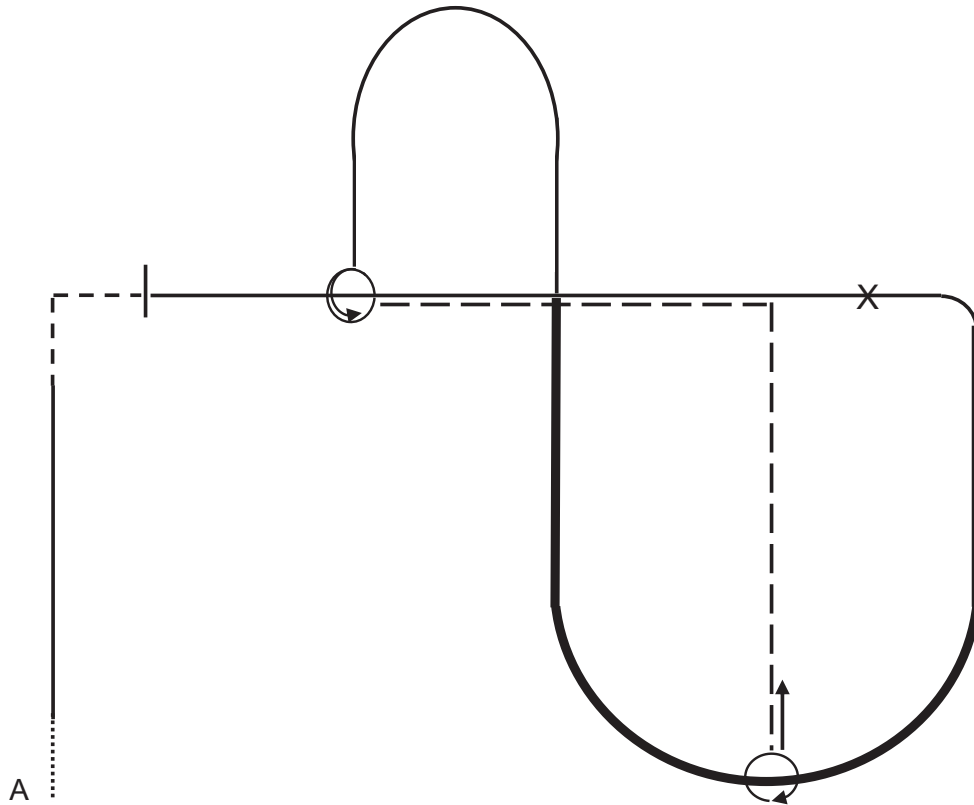
Begin at A

1. Forward walk
2. Right lead lope
3. Jog corner, stop after corner
4. Left lead lope
5. Change leads at X (simple or flying)
6. Right lead lope to center
7. Continue to counter canter as shown
8. Stop, 45° (1 ¼) turn to the left
9. Extended jog corner
10. Stop in line with A, back

Patterns Provided By:



Horsemanship
Amateur/ Youth



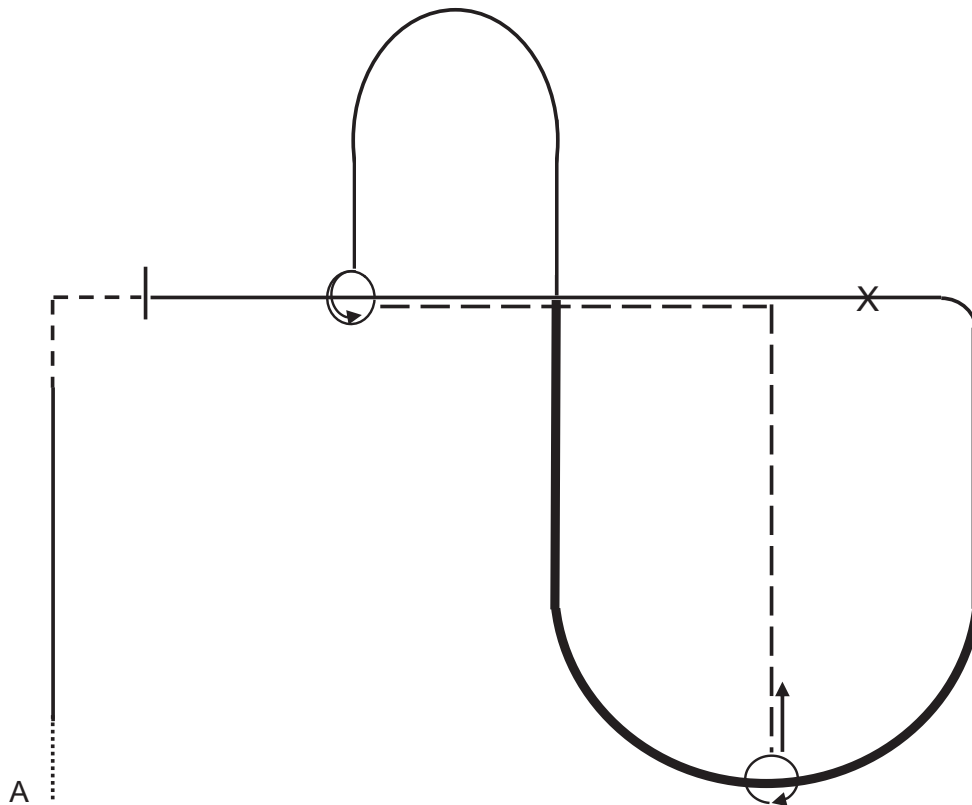
Begin at A, without stirrups

1. Forward walk
2. Right lead lope
3. Jog corner, stop after corner
4. Left lead lope
5. Change leads at X (simple or flying), pick up stirrups after changing leads
6. Extend the lope on the right lead to center
7. Collect at center, counter canter as shown
8. Stop, 450° (1 ¼) turn to the left
9. Extended jog corner
10. Stop in line with A, 360° to the right, back

Patterns Provided By:



Horsemanship Select Amateur



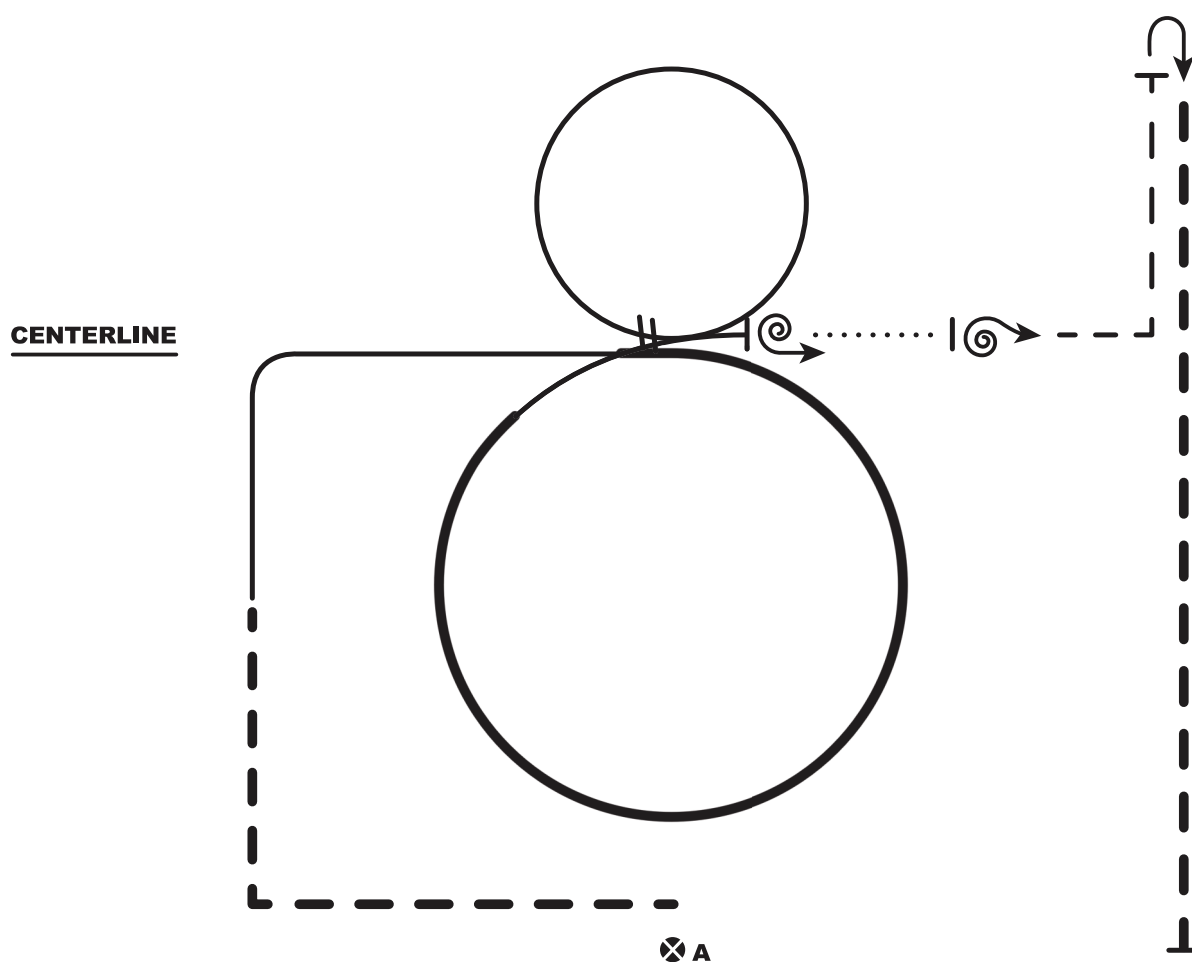
Begin at A

1. Forward walk
2. Right lead lope
3. Jog corner, stop after corner
4. Left lead lope
5. Change leads at X (simple or flying)
6. Extend the lope on the right lead to center
7. Collect at center, counter canter as shown
8. Stop, 450° (1 ¼) turn to the left
9. Extended jog corner
10. Stop in line with A, 360° to the right, back

Patterns Provided By:

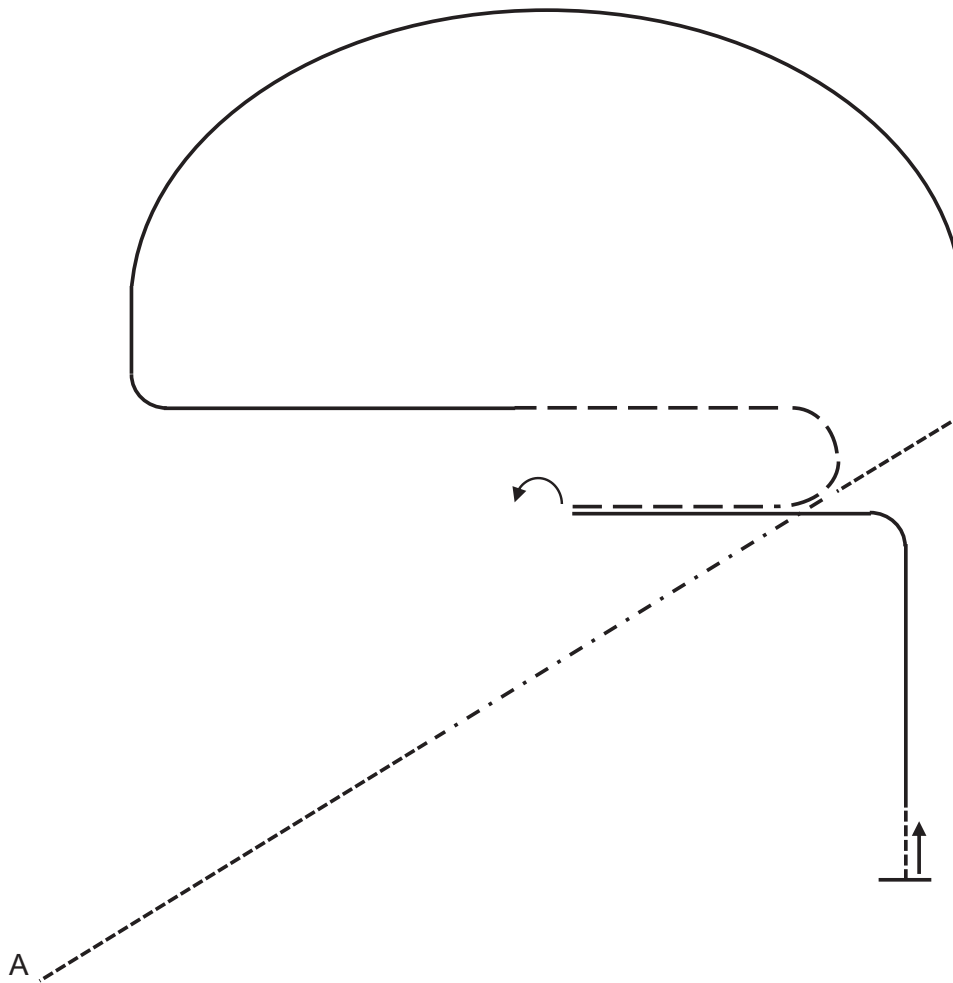


Finale Horsemanship Amateur/Select Amateur



1. Extended jog square turn right, continue halfway to centerline
2. Right lead lope to centerline, square turn right, continue to center of arena
3. Extended right lead lope large circle, collect lope before reaching center of arena
4. Simple lead change at center of arena, left lead lope small circle, stop
5. 720° (2) left turns
6. During a walk of 10-12 steps drop stirrups, stop
7. 720° (2) right turns
8. Jog square turn left, continue jogging for approximately 50 feet, stop
9. 180° (1/2) right turn, extended jog until even with A, stop, pattern is complete

Hunt Seat Equitation
Novice Amateur/ Novice Youth



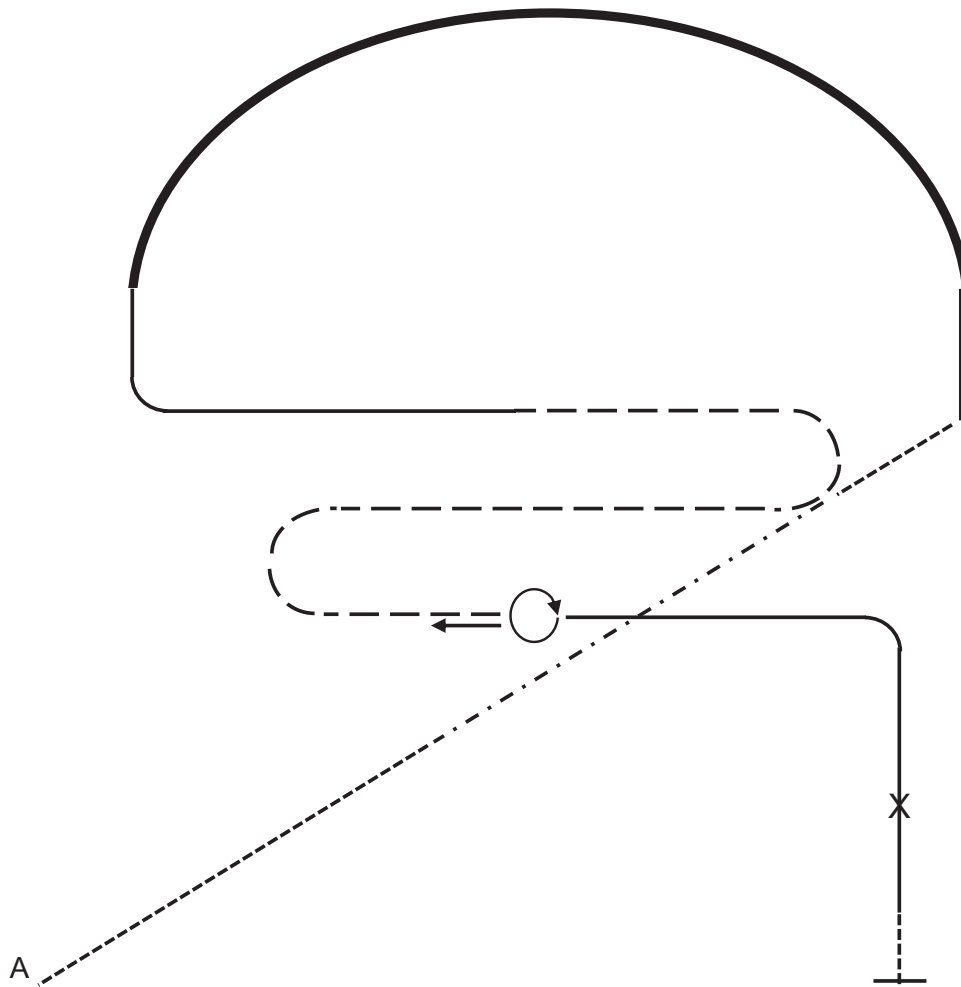
Begin at A

1. Sitting trot
2. Two point trot
3. Sitting trot
4. Left lead canter
5. Continue canter to center
6. Posting trot left diagonal to center
7. Stop, 180° forehand turn to the left
8. Right lead canter
9. Break to walk, stop, back

Patterns Provided By:



AQHA/NSBA Hunt Seat Equitation Amateur/Youth



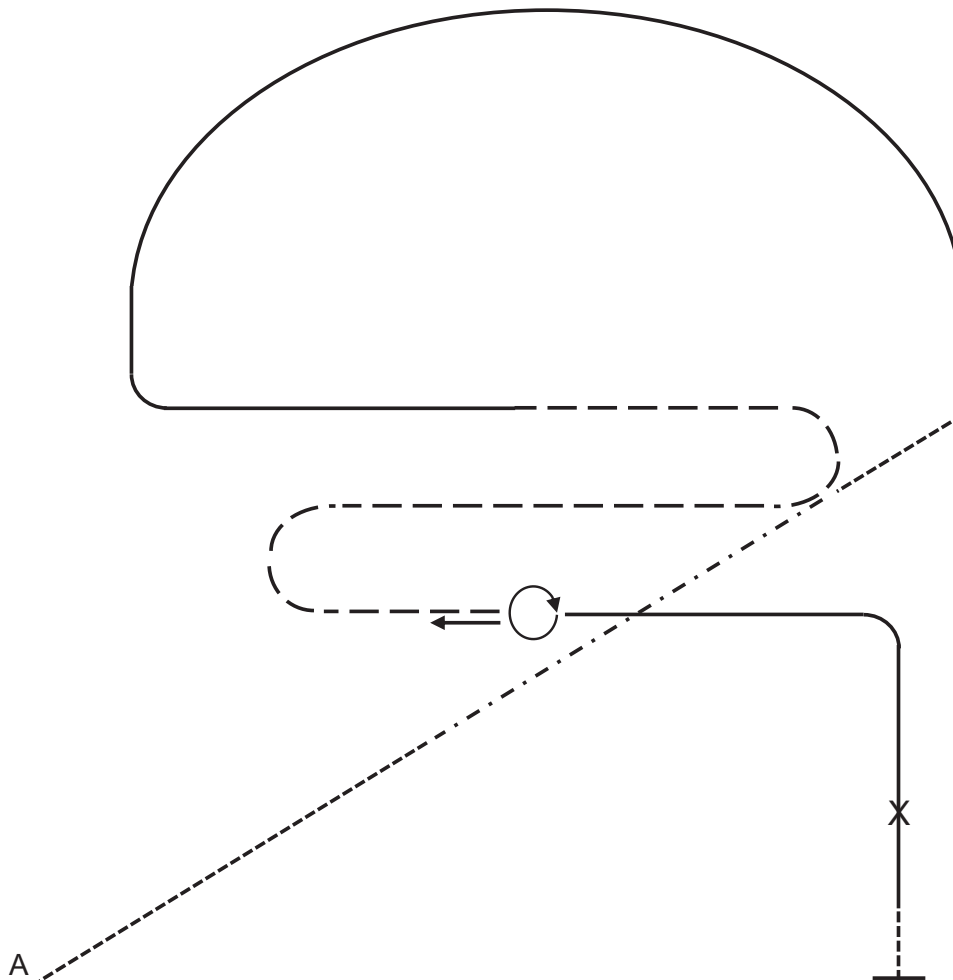
Begin at A, without irons

1. Sitting trot
2. Two point trot
3. Sitting trot, pick up irons
4. Left lead canter
5. Hand gallop as shown
6. Collect canter to center
7. Posting trot serpentine
8. Stop, 360° forehand turn to the right, back
9. Right lead canter, change leads halfway to A (simple or flying)
10. Break to walk before A, stop in line with A

Patterns Provided By:



AQHA/NSBA Hunt Seat Equitation Select Amateur Prelims



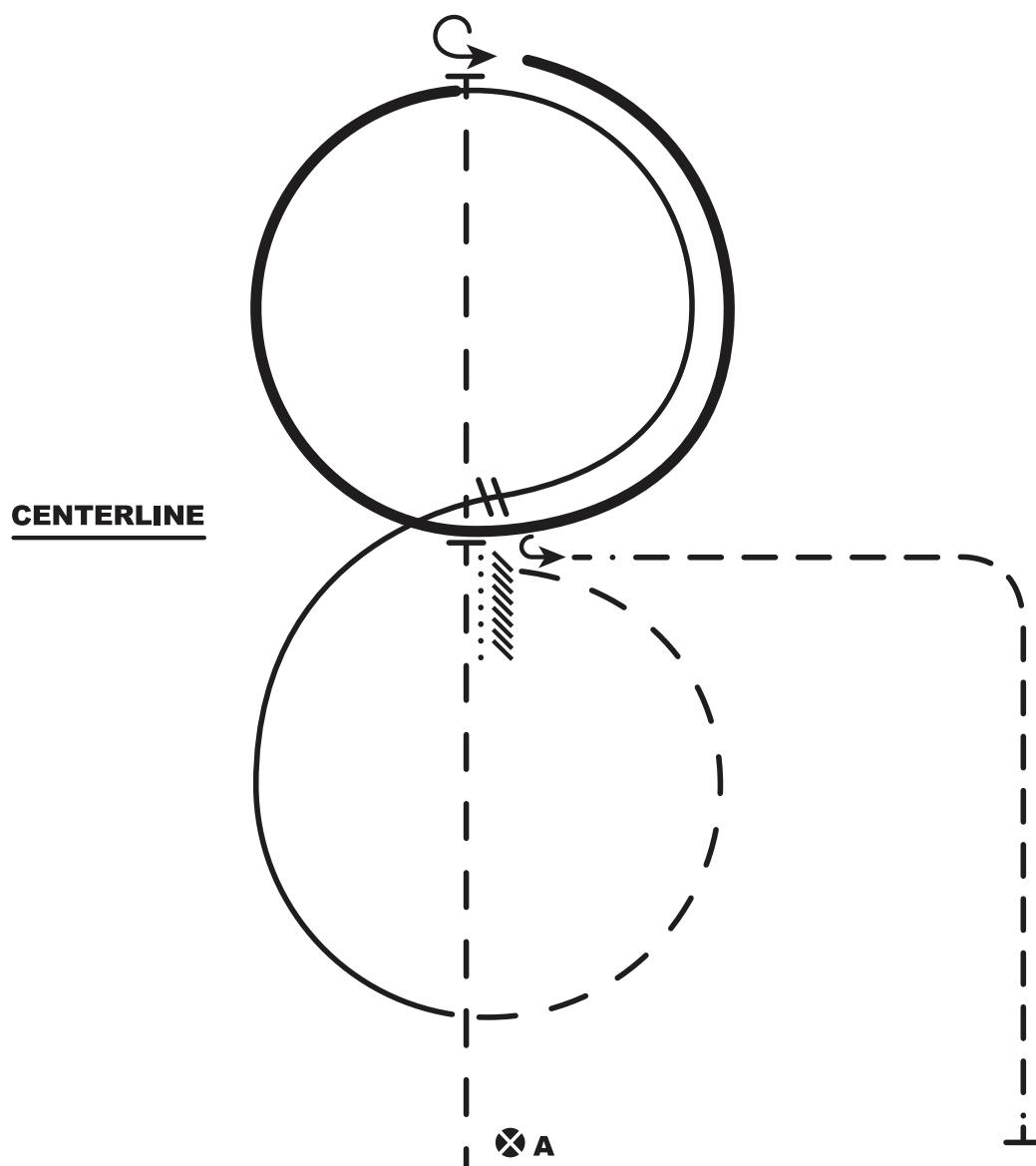
Begin at A

1. Sitting trot
2. Two point trot
3. Sitting trot
4. Left lead canter
5. Continue canter to center
6. Posting trot serpentine
7. Stop, 360° forehand turn to the right, back
8. Right lead canter, change leads at halfway to A (simple or flying)
9. Break to walk before A, stop in line with A

Patterns Provided By:

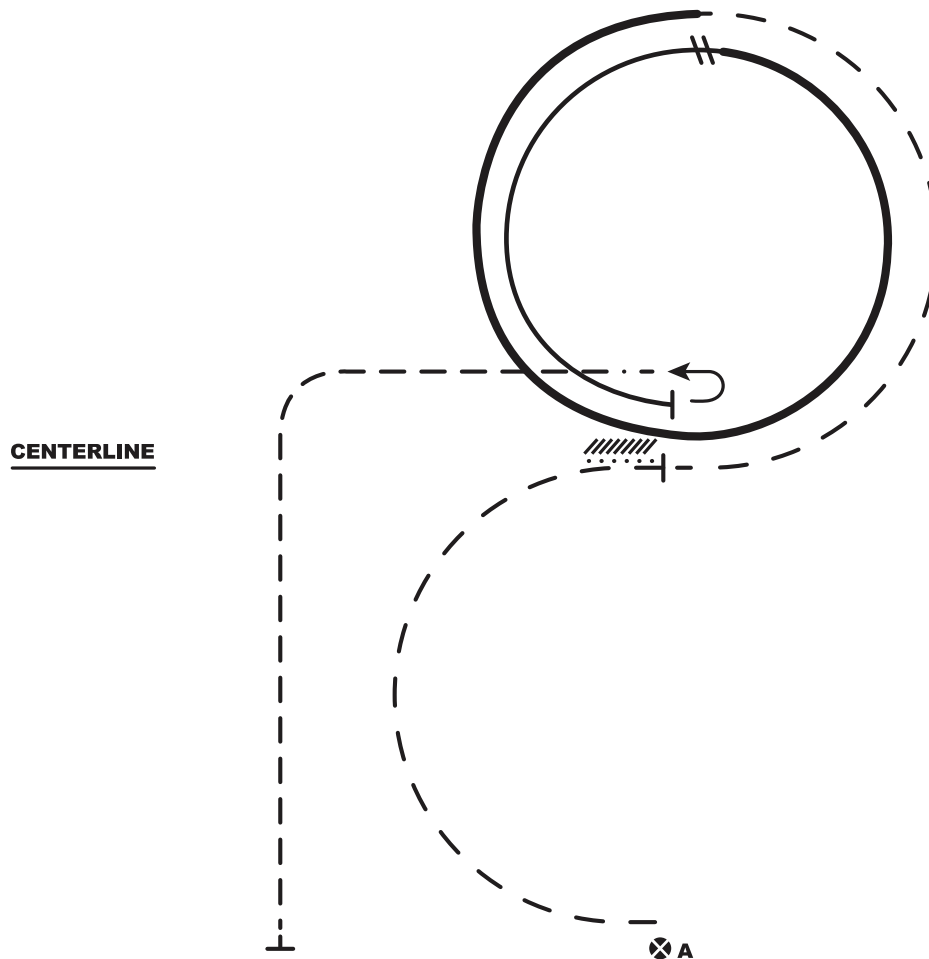


Finale Hunt Seat Equitation Amateur



1. Trot right diagonal to center of arena, stop
2. Back 6-8 steps, walk 6-8 steps
3. Trot left diagonal up centerline, stop
4. 90° right turn on the forehand, right lead hand gallop a circle
5. At close of circle, collect canter, canter half circle to center of arena
6. Simple lead change at center of arena, left lead canter half circle
7. At centerline, assume the two point and trot half circle to center of arena, stop
8. 180° left turn on the forehand, assume the sitting trot and continue trotting until even with A, stop, pattern is complete

Finale Hunt Seat Equitation Select Amateur



1. Trot left diagonal half circle to center of arena, stop
2. Back 6-8 steps, walk 6-8 steps
3. Trot right diagonal half circle to the left
4. Left lead canter and hand gallop a circle to the left
5. At close of circle, simple lead change and right lead counter canter half circle to center of arena, stop
6. 180° left turn on the forehand
7. Assume the sitting trot and continue trotting until even with A, stop, pattern is complete

Patterns Provided By:

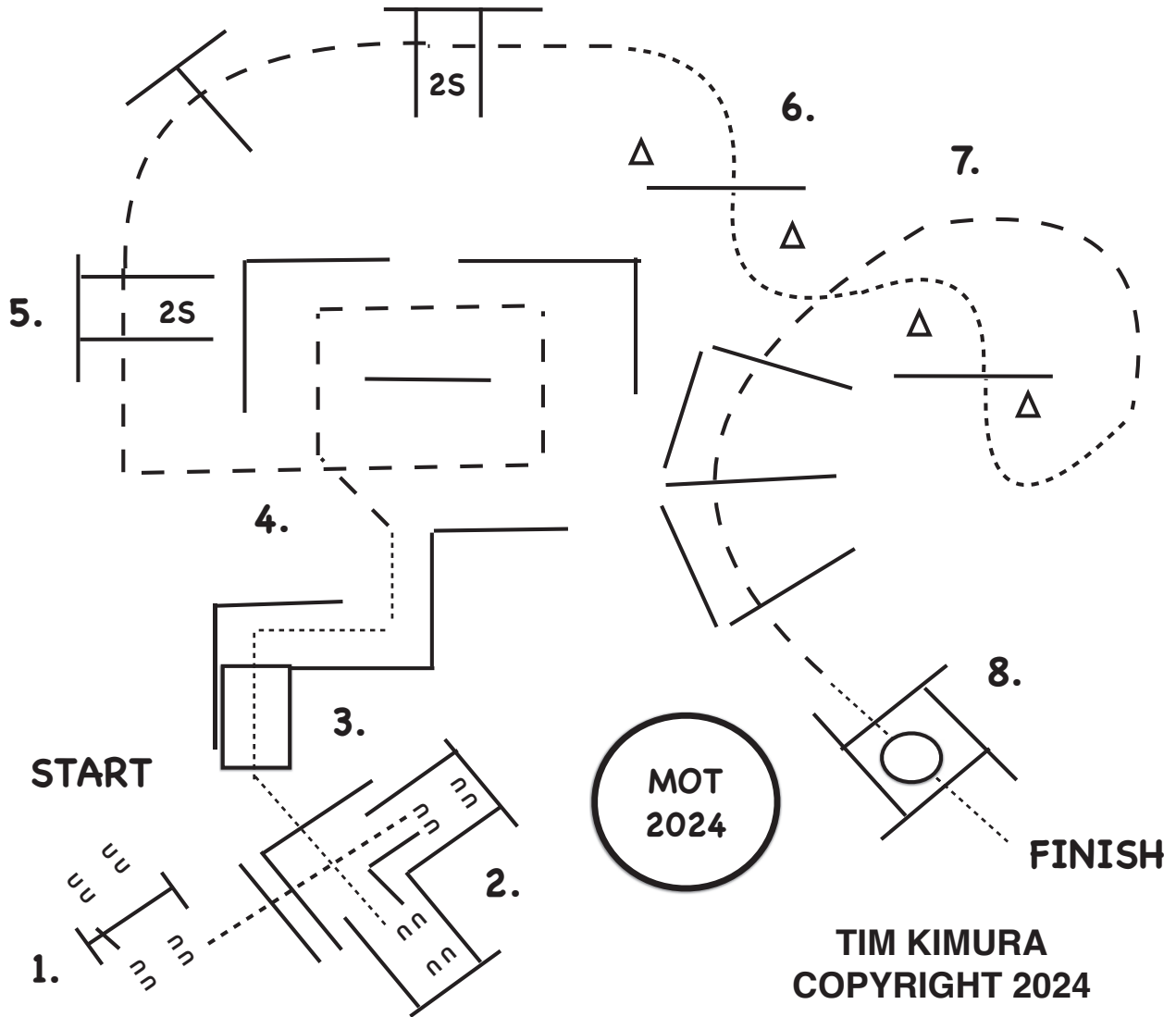
AQHA
AMERICAN QUARTER
HORSE ASSOCIATION

Q-24

SUNDAY, OCT 6

TRAIL IN HAND 2 YEAR OLD FUTURITY

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER CONDITIONS.



1. WORK GATE LEFT HAND
2. WALK OVER POLES, WALK INTO CHUTE. BACK AROUND CORNER, BACK BETWEEN POLES.
3. WALK OUT CHUTE, WALK OVER POLE AND WALK OVER BRIDGE AND WALK THROUGH CHUTE,
4. JOG BETWEEN POLES.

5. JOG OVER POLES.
6. BREAK TO THE WALK, WALK THROUGH SERPENTINE, WALK OVER POLES.
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT WALK OUT BOX. WALK OVER POLE.

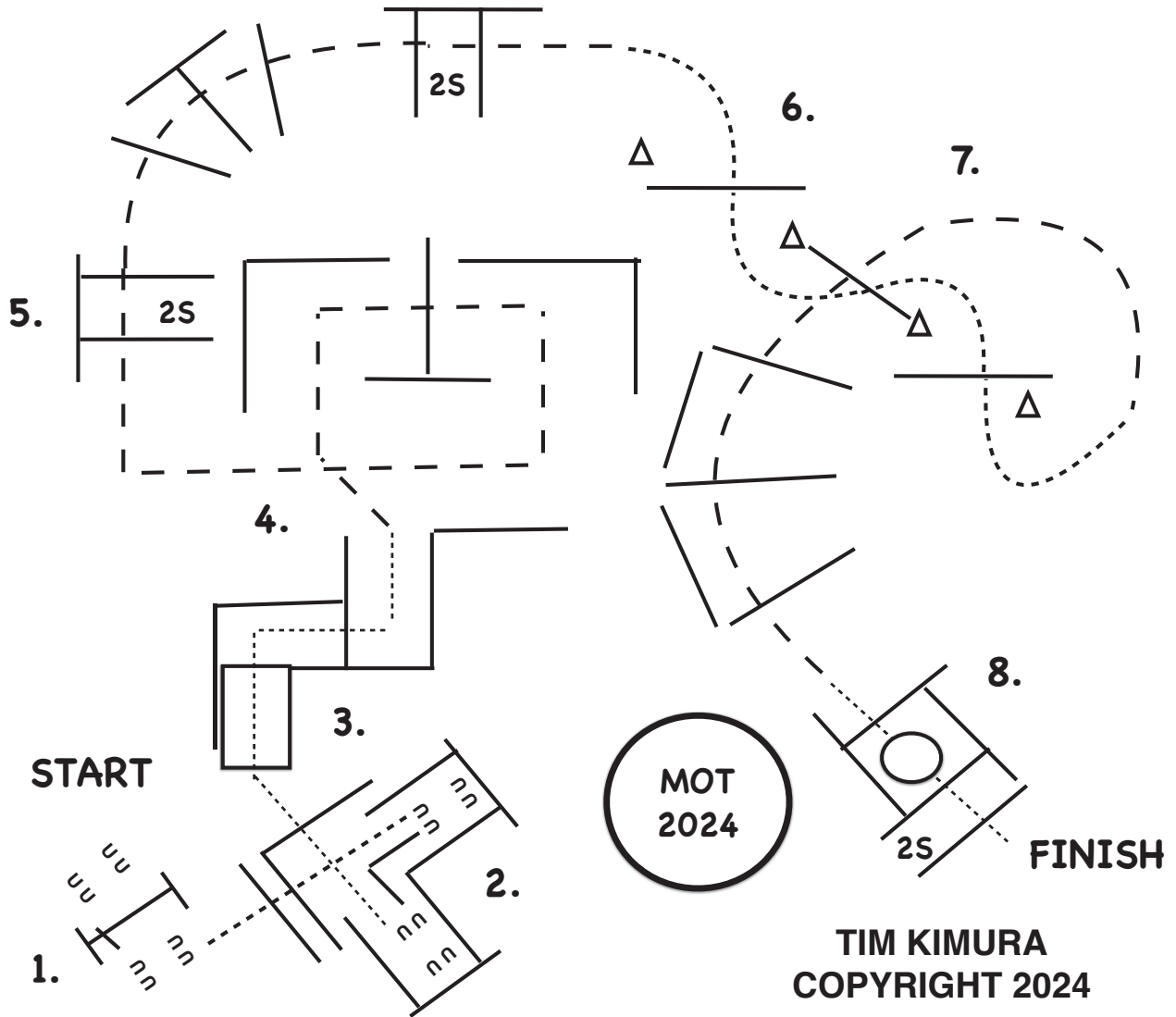
**TIM KIMURA
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Q-24

SUNDAY, OCT 6

TRAIL IN HAND 3 YEAR OLD FUTURITY

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER CONDITIONS.



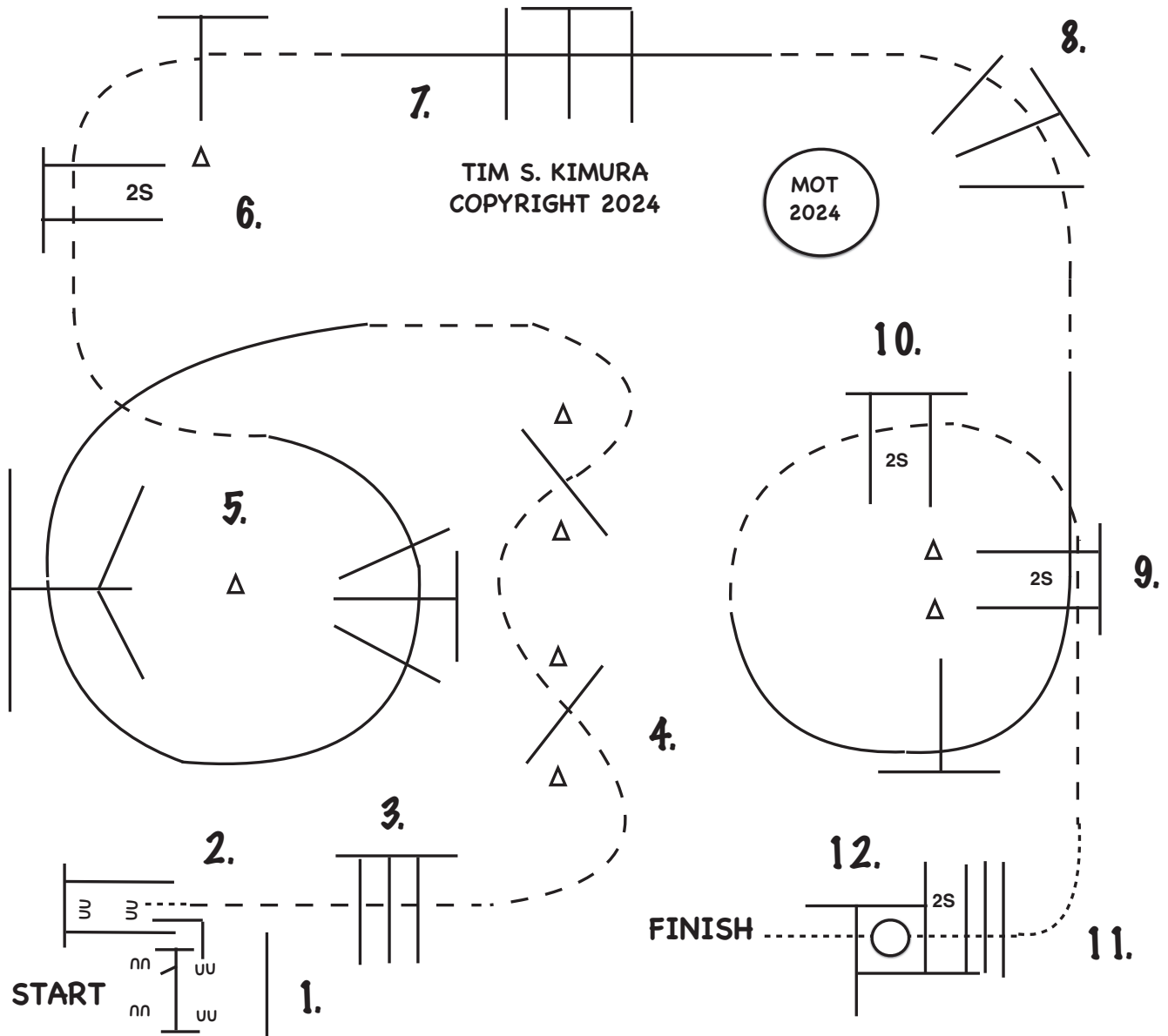
1. WORK GATE LEFT HAND
2. WALK OVER POLES, WALK INTO CHUTE. BACK AROUND CORNER, BACK BETWEEN POLES.
3. WALK OUT CHUTE, WALK OVER POLE AND WALK OVER BRIDGE AND WALK OVER POLE AND WALK THROUGH CHUTE,
4. JOG BETWEEN POLES, JOG OVER POLE.

5. JOG OVER POLES.
6. BREAK TO THE WALK, WALK THROUGH SERPENTINE, WALK OVER POLES.
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT WALK OUT BOX. WALK OVER POLES.

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Q - 24
MONDAY, 10/7

GREEN TRAIL HORSE L1 OPEN
TRAIL HORSE L1 AMATEUR



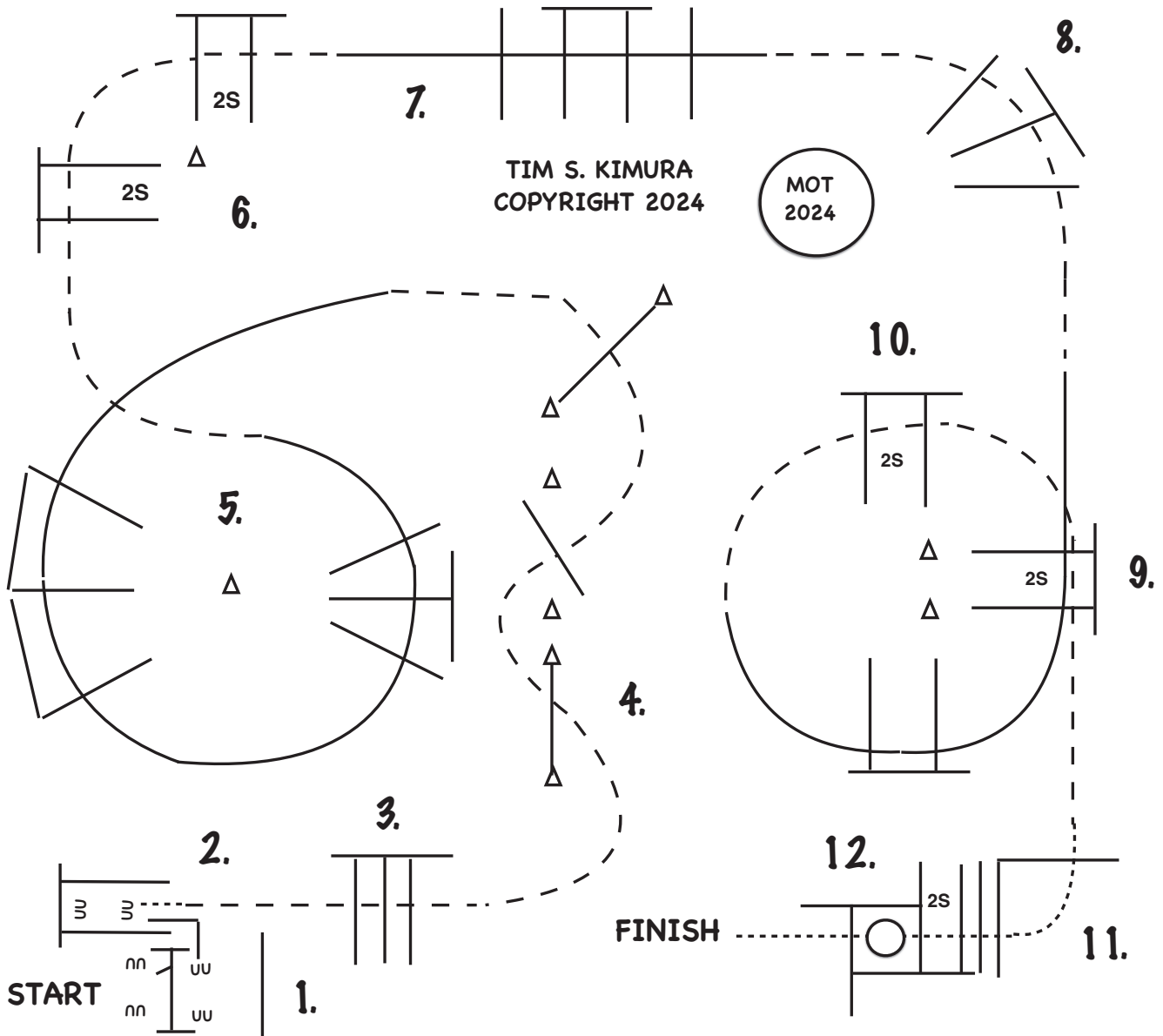
1. WORK GATE RIGHT HAND.
2. BACK FROM GATE, BACK AROUND CORNER,
3. WALK FORWARD, THEN JOG OVER POLES.
4. JOG THROUGH SERPENTINE, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).

8. BREAK TO THE JOG, JOG OVER POLES.
9. LOPE OVER POLES (RIGHT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES.
11. STOP OR BREAK TO THE WALK.
WALK OVER POLES.
12. WALK INTO BOX,
EXECUTE A 360 TURN EITHER WAY,
WALK OUT BOX, WALK OVER POLE.

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER CONDITIONS.

Q - 24
MONDAY, 10/7

TRAIL HORSE SELECT AMATEUR



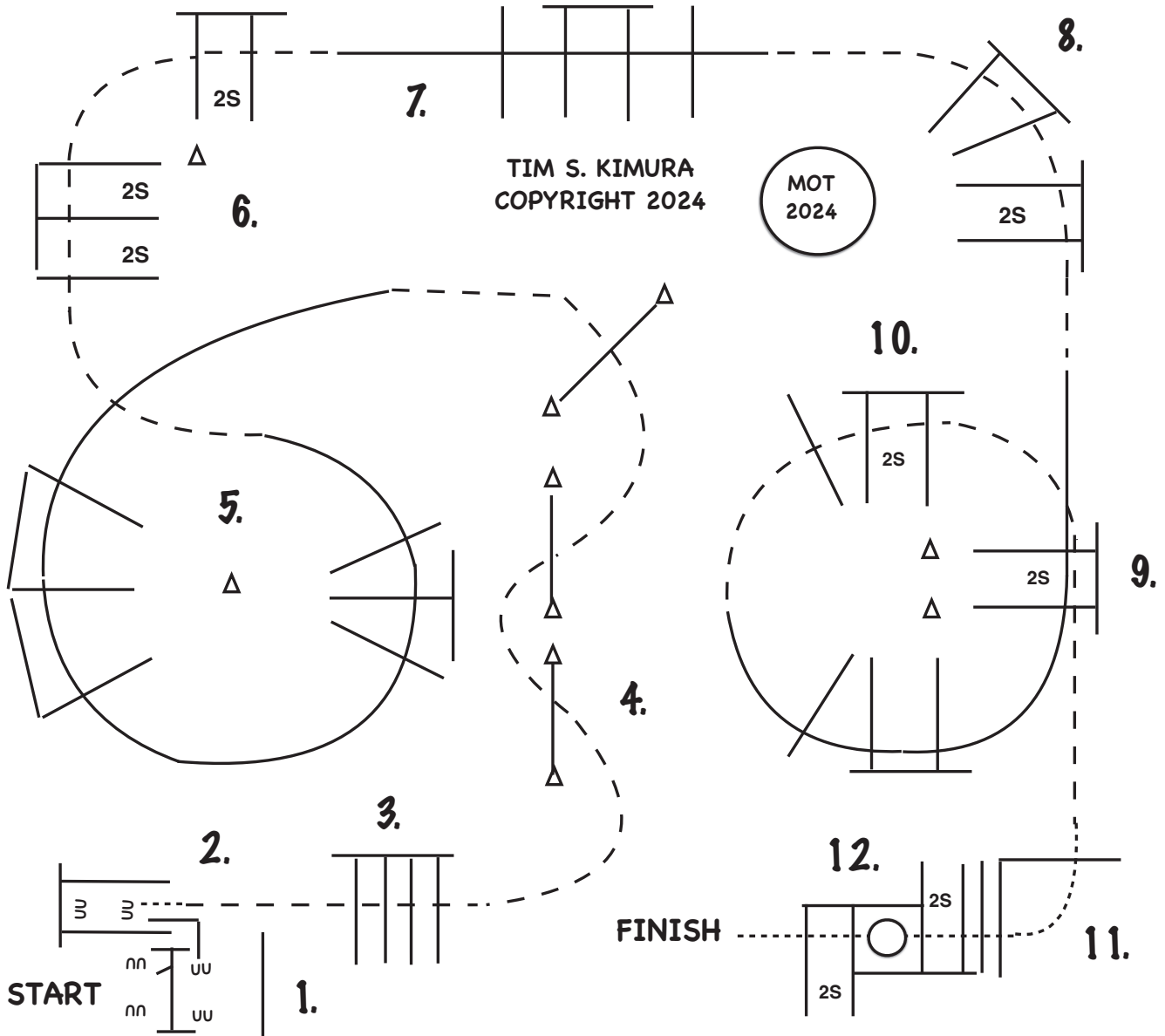
1. WORK GATE RIGHT HAND.
2. BACK FROM GATE, BACK AROUND CORNER,
3. WALK FORWARD, THEN JOG OVER POLES.
4. JOG THROUGH SERPENTINE, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).

8. BREAK TO THE JOG, JOG OVER POLES.
9. LOPE OVER POLES (RIGHT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES.
11. STOP OR BREAK TO THE WALK.
WALK OVER POLES.
12. WALK INTO BOX,
EXECUTE A 360 TURN EITHER WAY,
WALK OUT BOX, WALK OVER POLE.

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER CONDITIONS.

Q - 24
MONDAY, 10/7

SENIOR TRAIL - OPEN



1. WORK GATE RIGHT HAND.
2. BACK FROM GATE, BACK AROUND CORNER,
3. WALK FORWARD, THEN JOG OVER POLES.
4. JOG THROUGH SERPENTINE, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).

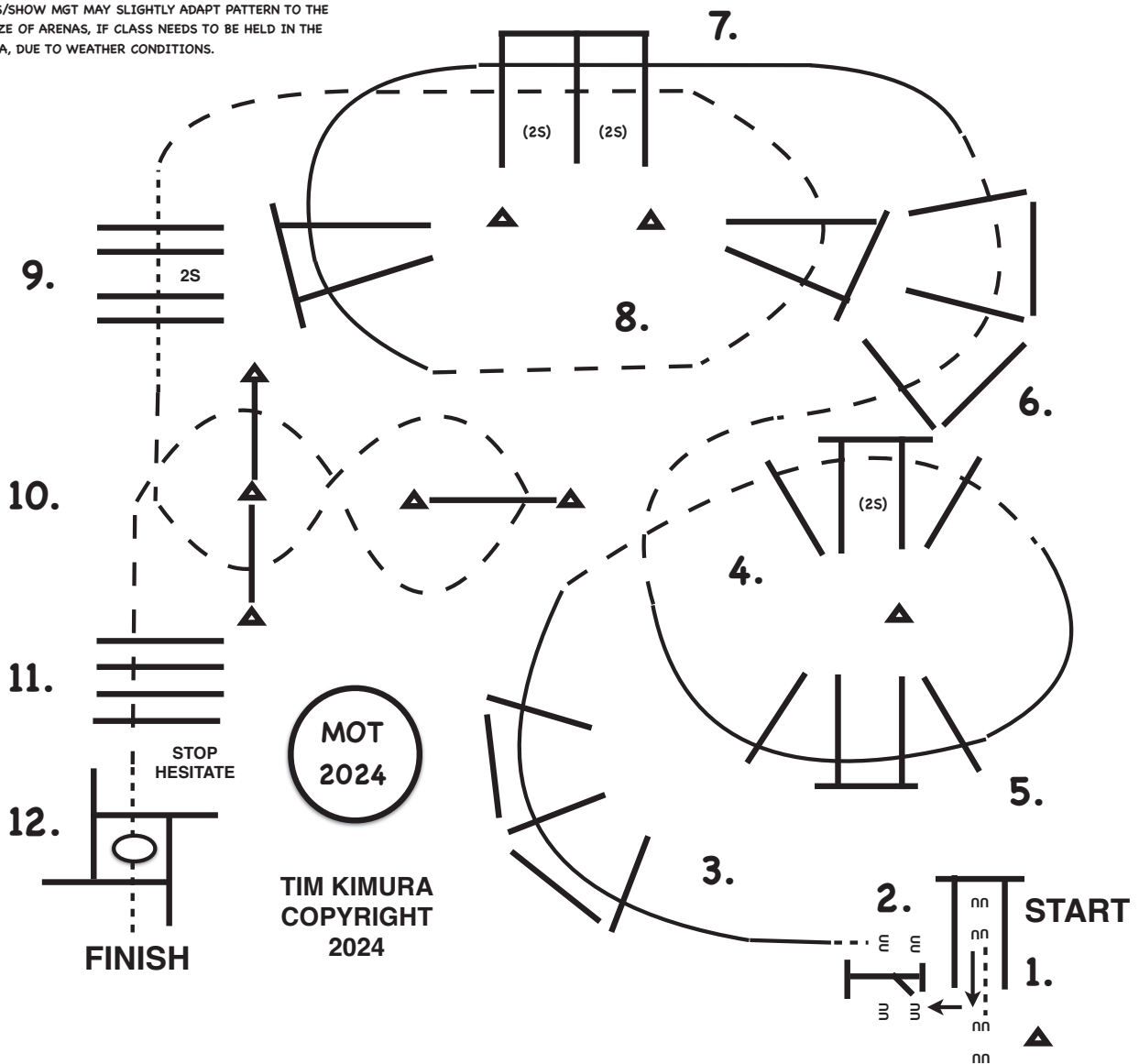
8. BREAK TO THE JOG, JOG OVER POLES.
9. LOPE OVER POLES (RIGHT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES.
11. STOP OR BREAK TO THE WALK.
WALK OVER POLES.
12. WALK INTO BOX,
EXECUTE A 360 TURN EITHER WAY,
WALK OUT BOX, WALK OVER POLES.

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER CONDITIONS.

Q-24
WED OCT 9

TRAIL HORSE AMATEUR
TRAIL HORSE SSA GRADUATE

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER CONDITIONS.

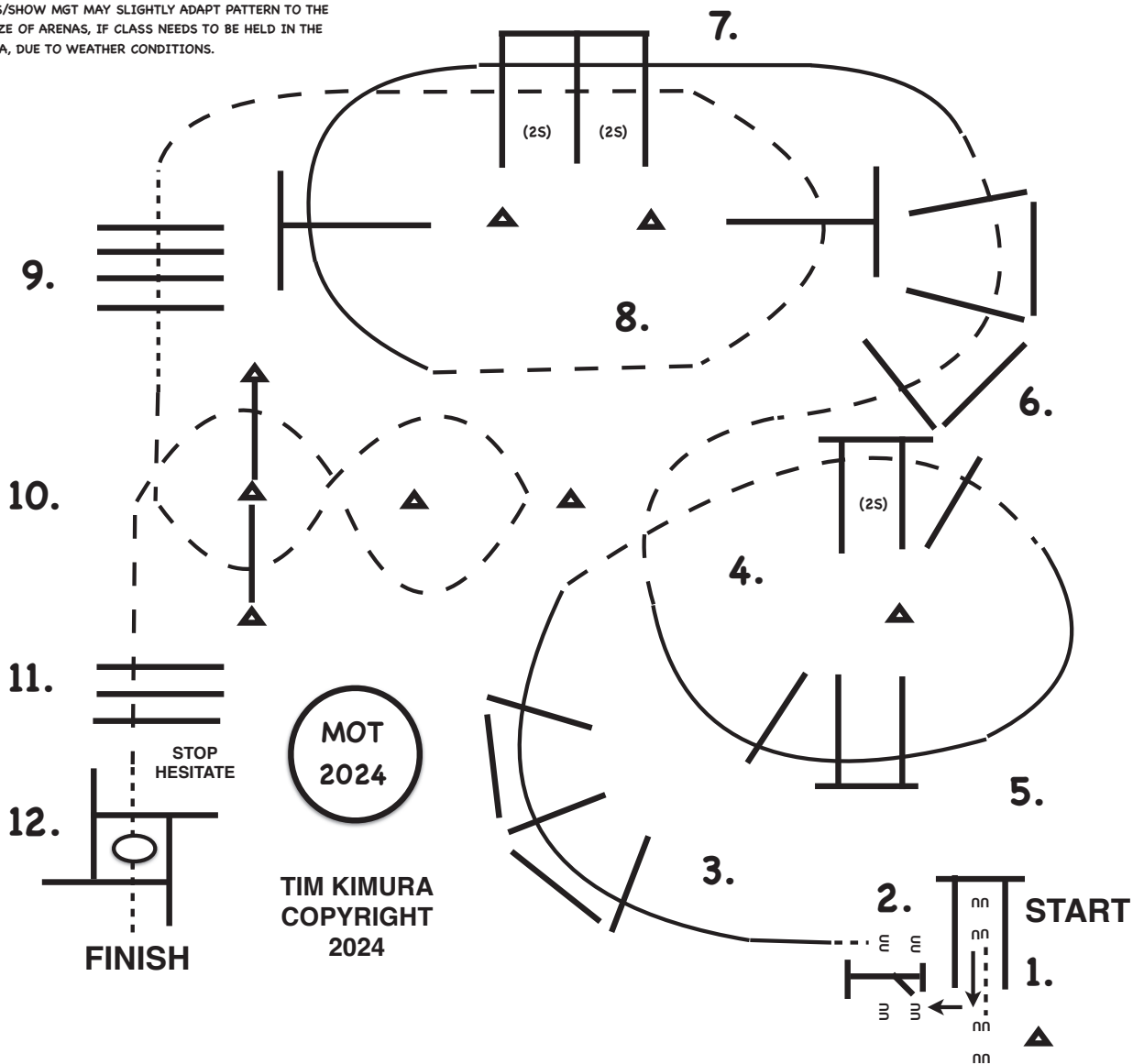


1. WALK INTO CHUTE, BACK UP TO GATE.
2. WORK GATE LEFT HAND.
3. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.
9. STOP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

Q-24
WED OCT 9

JUNIOR TRAIL HORSE OPEN
TRAIL MATURITY

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER CONDITIONS.



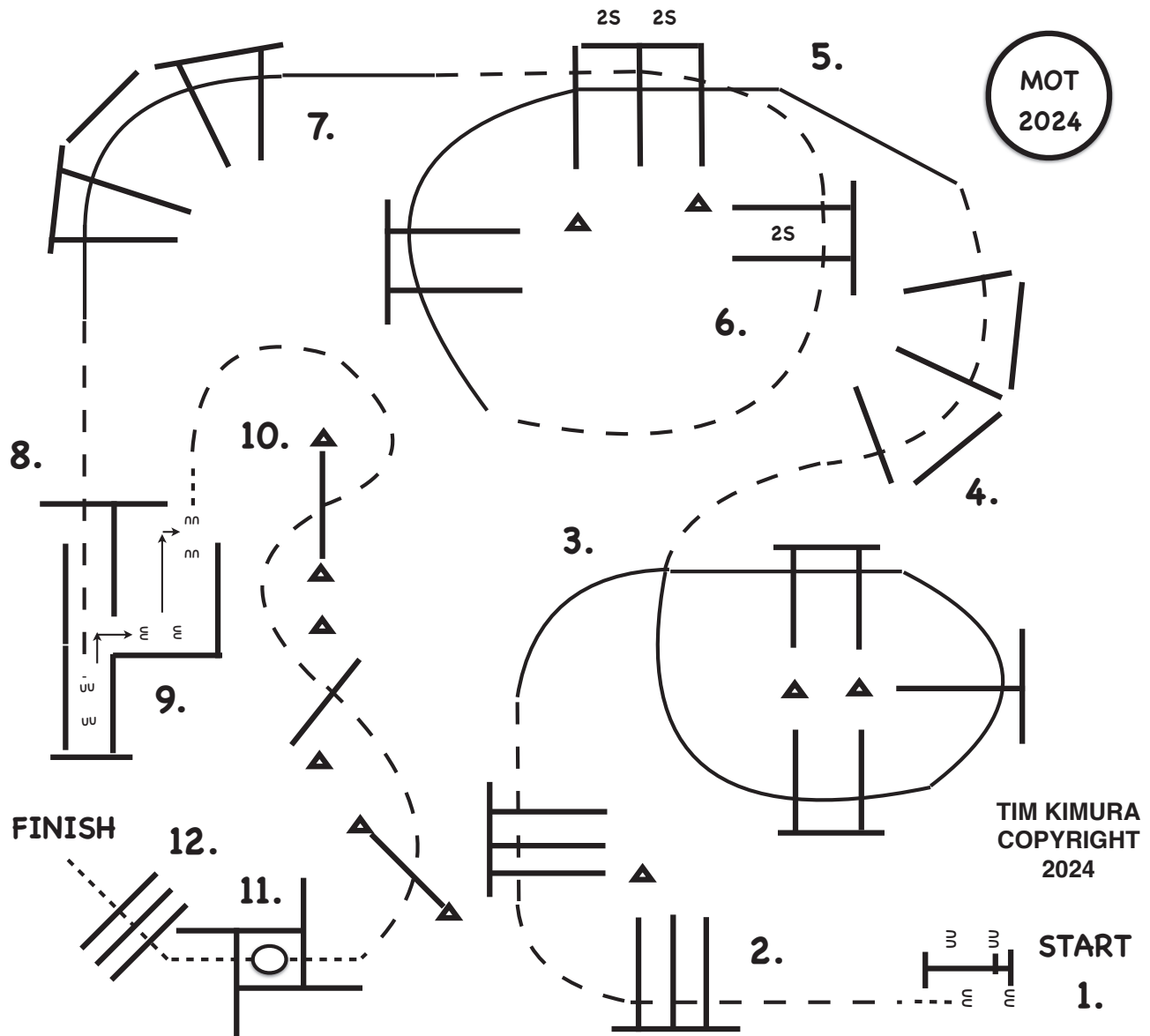
1. WALK INTO CHUTE, BACK UP TO GATE.
2. WORK GATE LEFT HAND.
3. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.
9. STOP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

Q - 24

FRI OCT 11

JUNIOR TRAIL HORSE - FINALS

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER CONDITIONS.



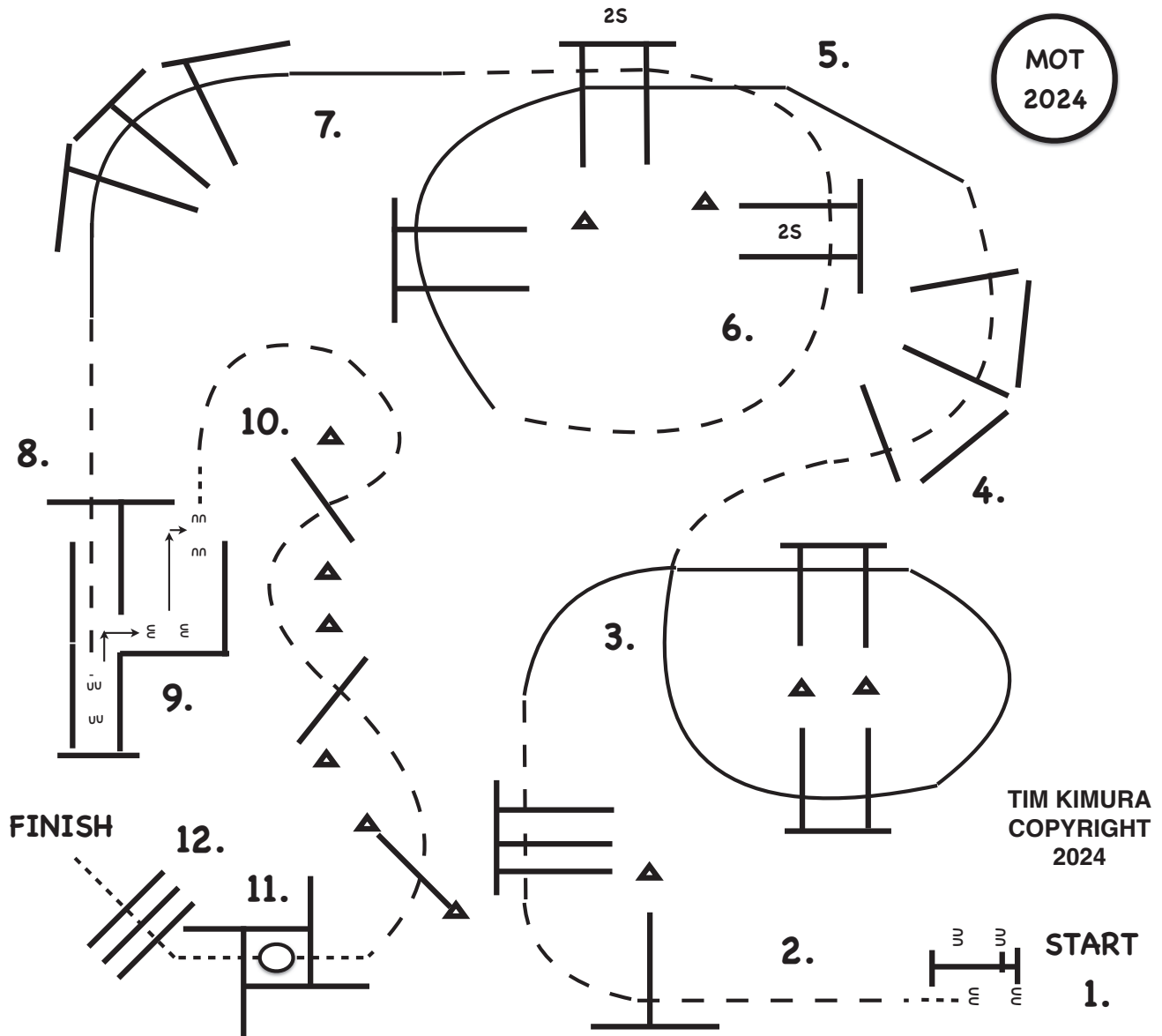
1. WORK GATE RIGHT HAND.
2. WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG INTO CHUTE, STOP IN CHUTE, BACK BETWEEN POLES,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

Q - 24

FRI OCT 11

L1 YOUTH TRAIL

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER CONDITIONS.



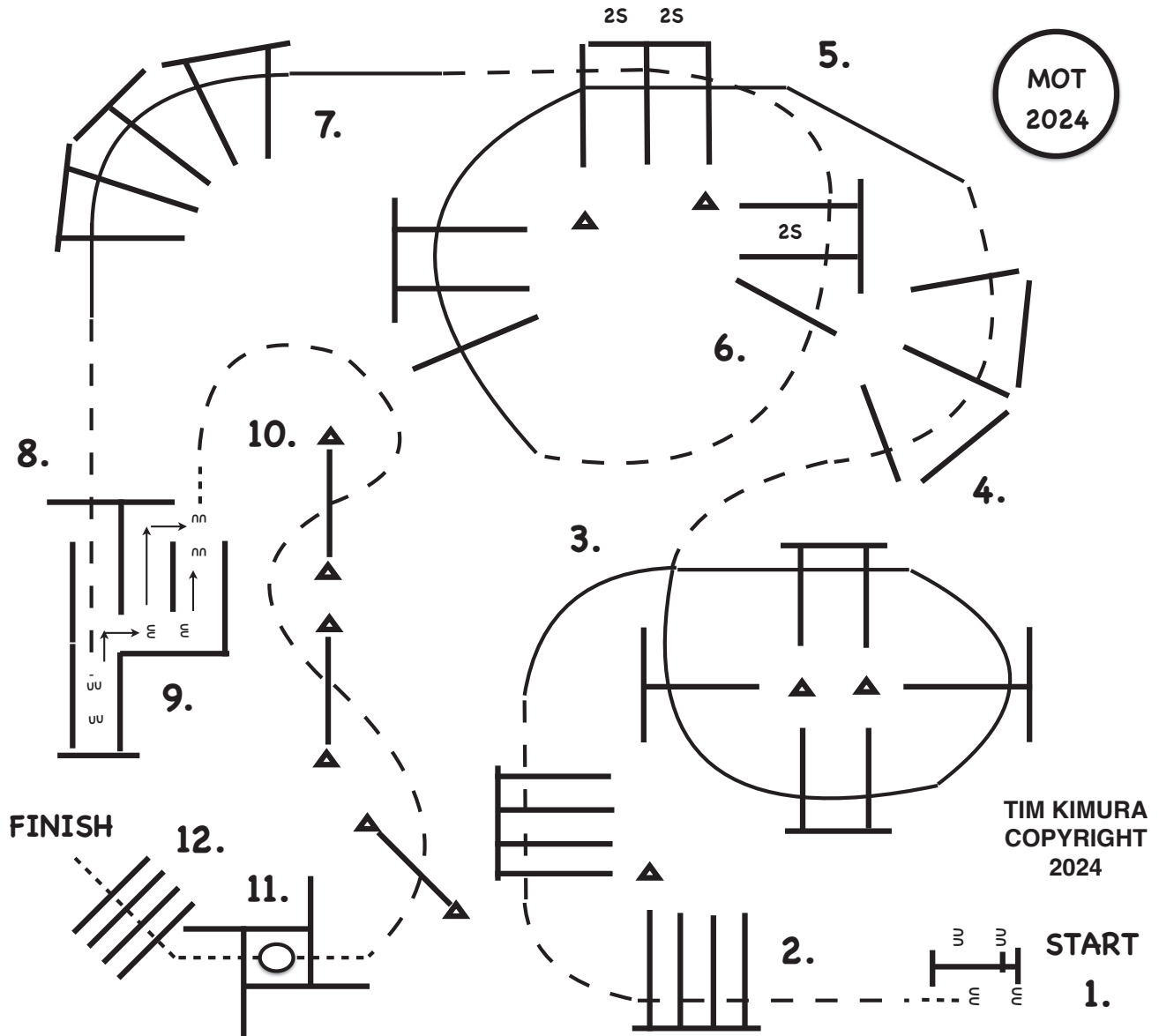
1. WORK GATE RIGHT HAND.
2. WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG INTO CHUTE, STOP IN CHUTE, BACK BETWEEN POLES,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

Q - 24

FRI OCT 11

SENIOR TRAIL HORSE - FINALS

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER CONDITIONS.



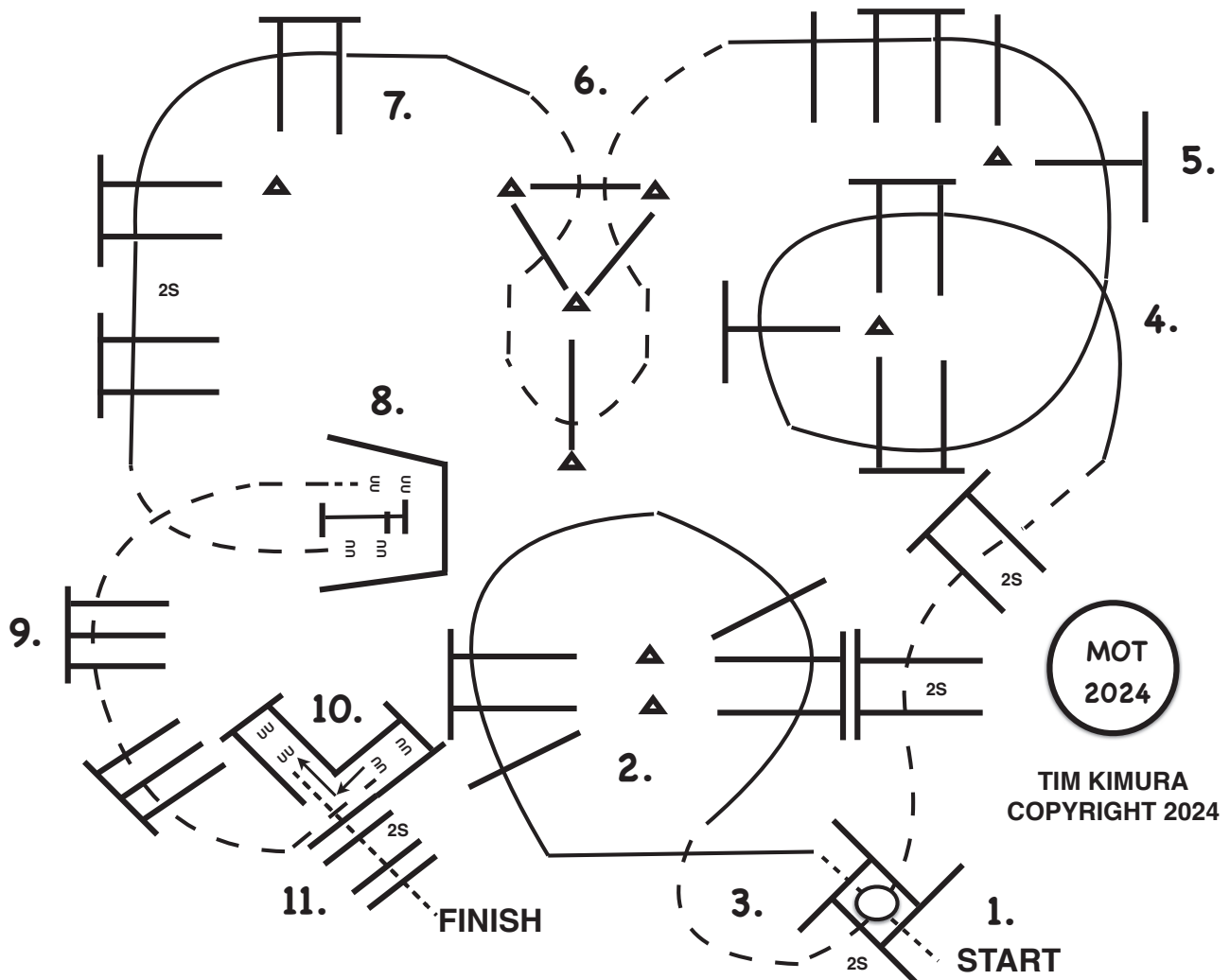
1. WORK GATE RIGHT HAND.
2. WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG INTO CHUTE, STOP IN CHUTE, BACK BETWEEN POLES,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

Q - 24

SAT OCT 12

TRAIL HORSE AMATEUR - FINALS
TRAIL HORSE SELECT AMATEUR - FINALS

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER



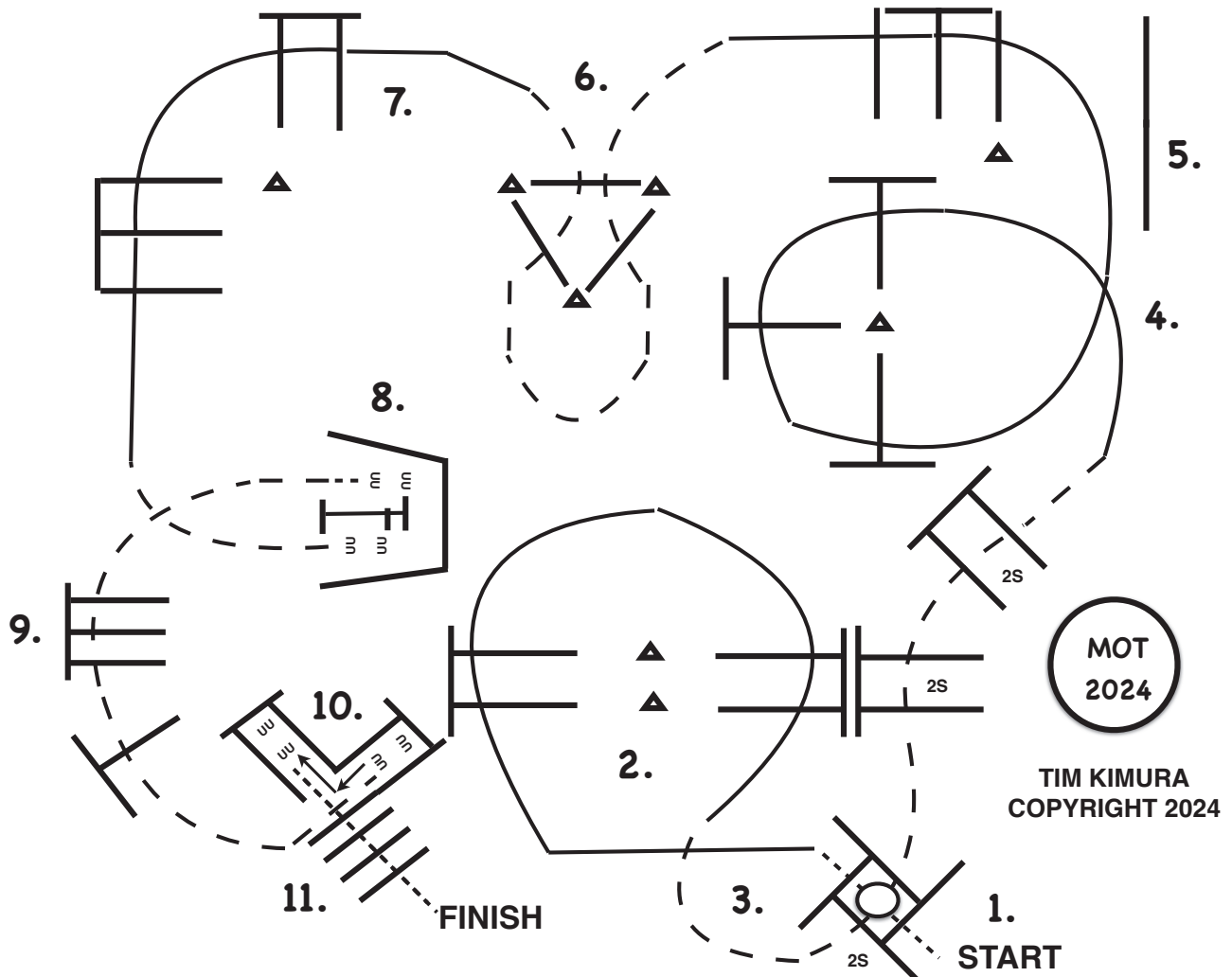
1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
2. LOPE OVER POLES (RIGHT LEAD).
3. BREAK TO THE JOG, JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG THROUGH TRIANGLE, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE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

Q - 24

SAT OCT 12

TRAIL HORSE YOUTH

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER



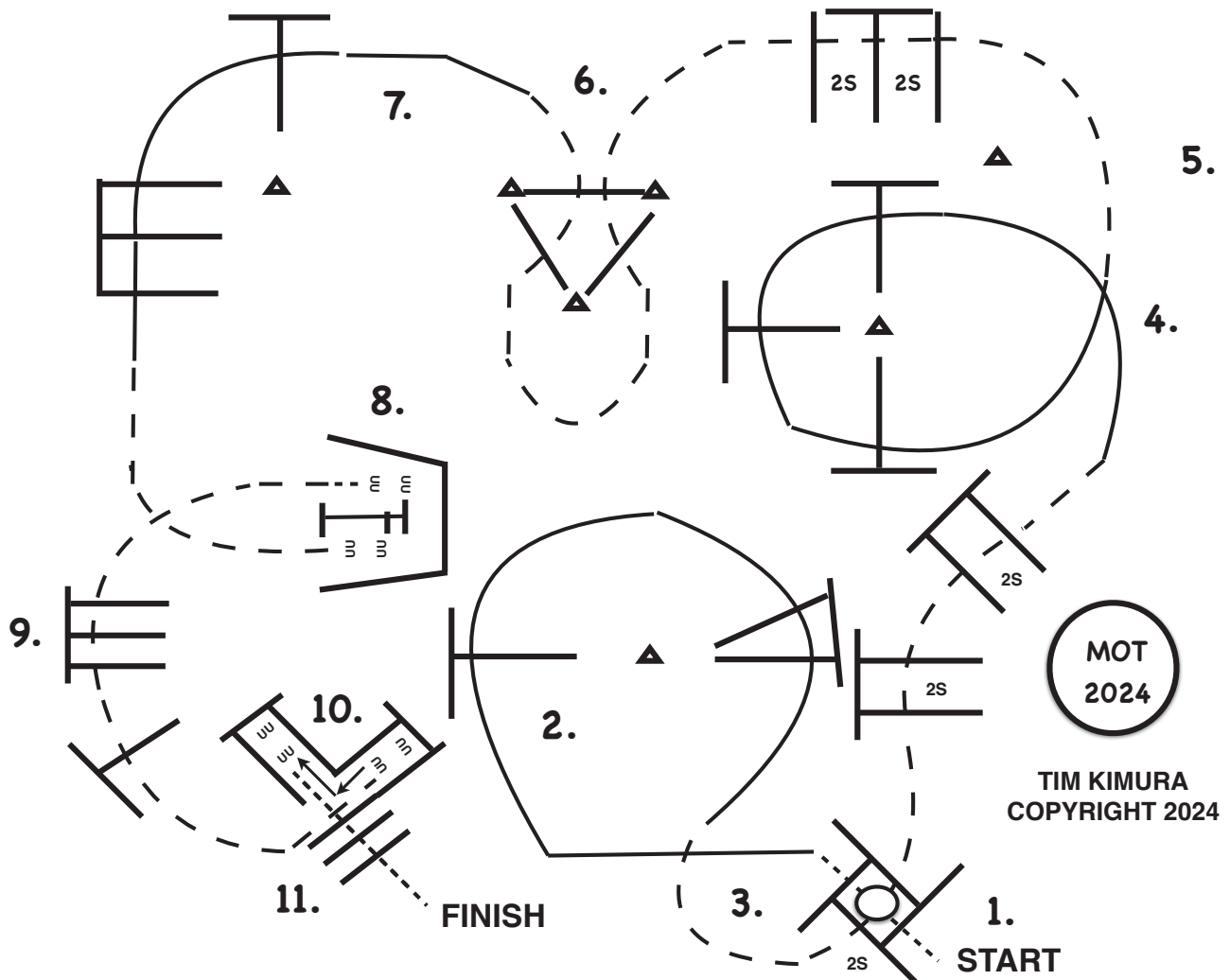
1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
2. LOPE OVER POLES (RIGHT LEAD).
3. BREAK TO THE JOG, JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG THROUGH TRIANGLE, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE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

Q - 24

SAT OCT 12

TRAIL FUTURITY

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER

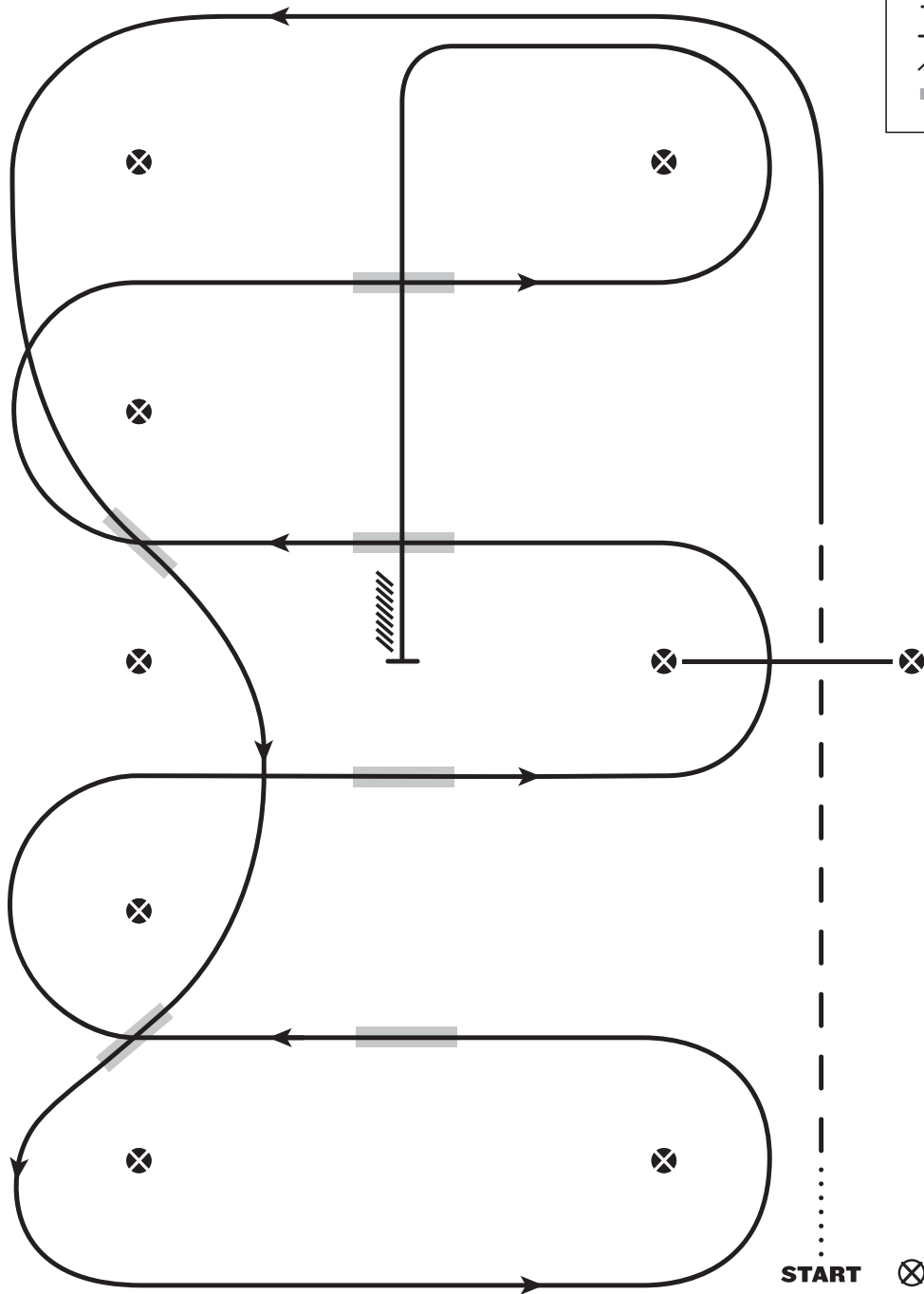


1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
2. LOPE OVER POLES (RIGHT LEAD).
3. BREAK TO THE JOG, JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG THROUGH TRIANGLE, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG UP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

Western Riding:

Open L1 / Junior Open (AQHA, NSBA) / Youth

LEVEL I WESTERN RIDING PATTERN I



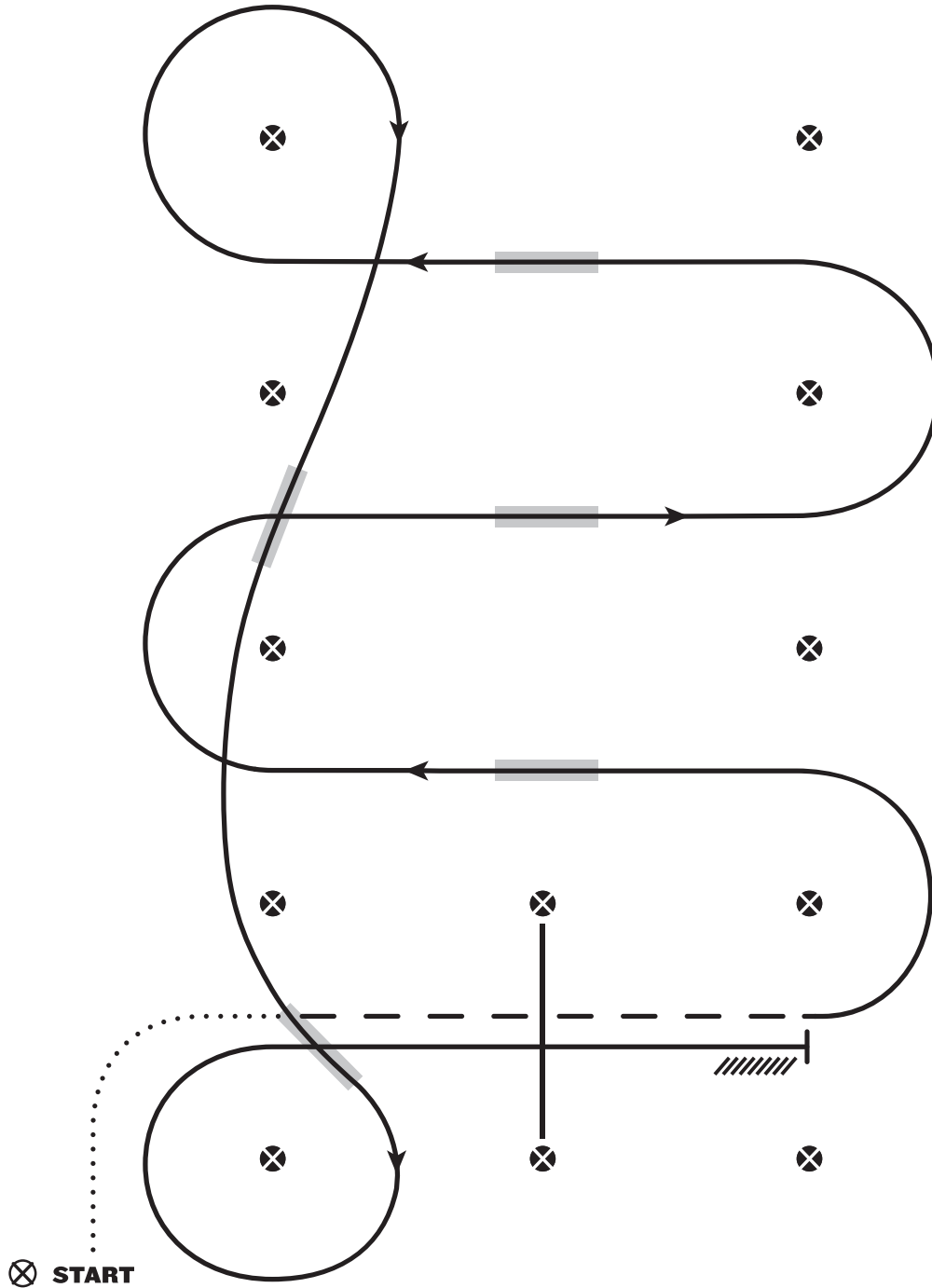
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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

Western Riding: Finals Select Amateur

LEVEL I WESTERN RIDING PATTERN 2

LEGEND

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



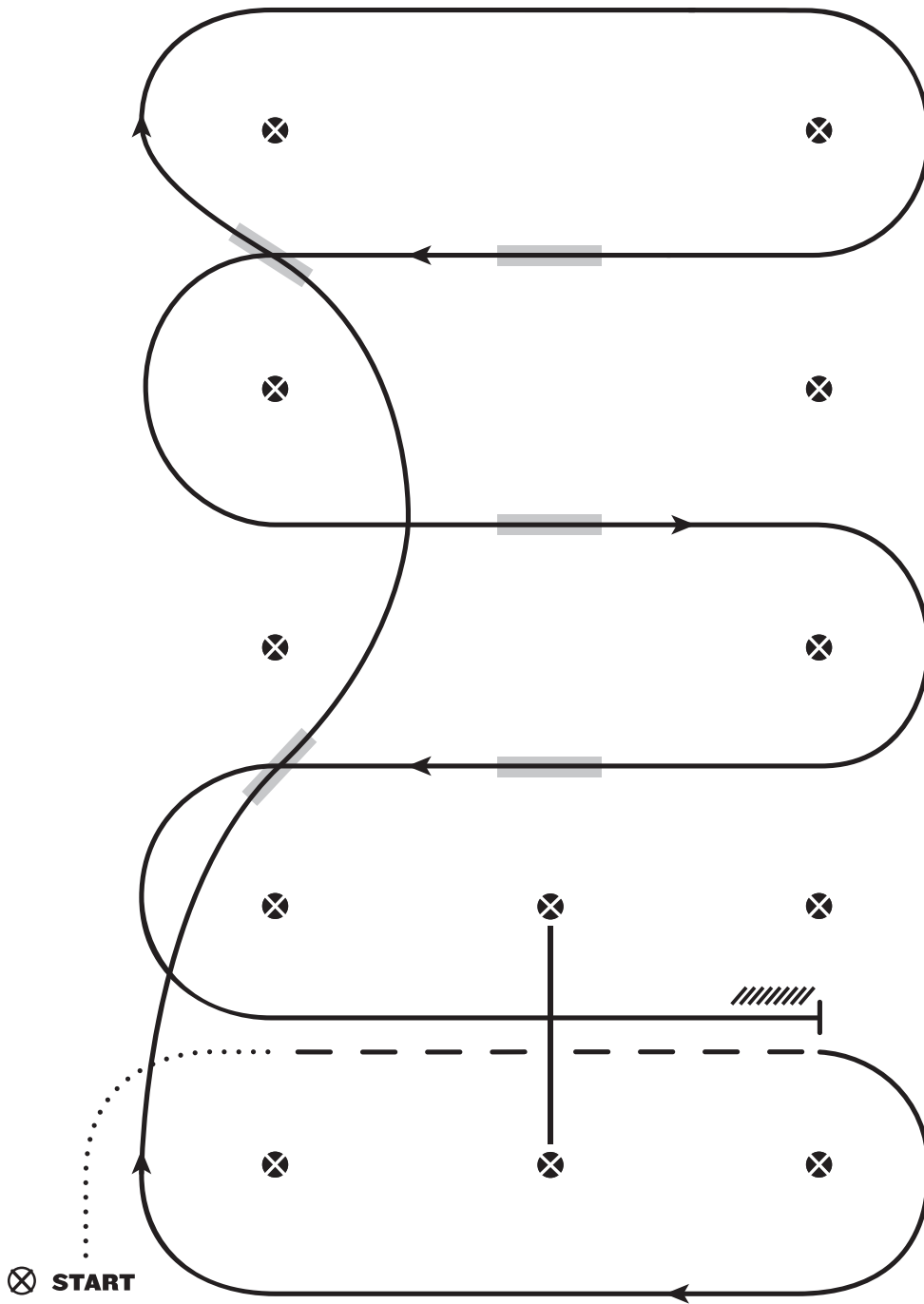
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

Western Riding: Futurity

LEVEL I WESTERN RIDING PATTERN 4

LEGEND

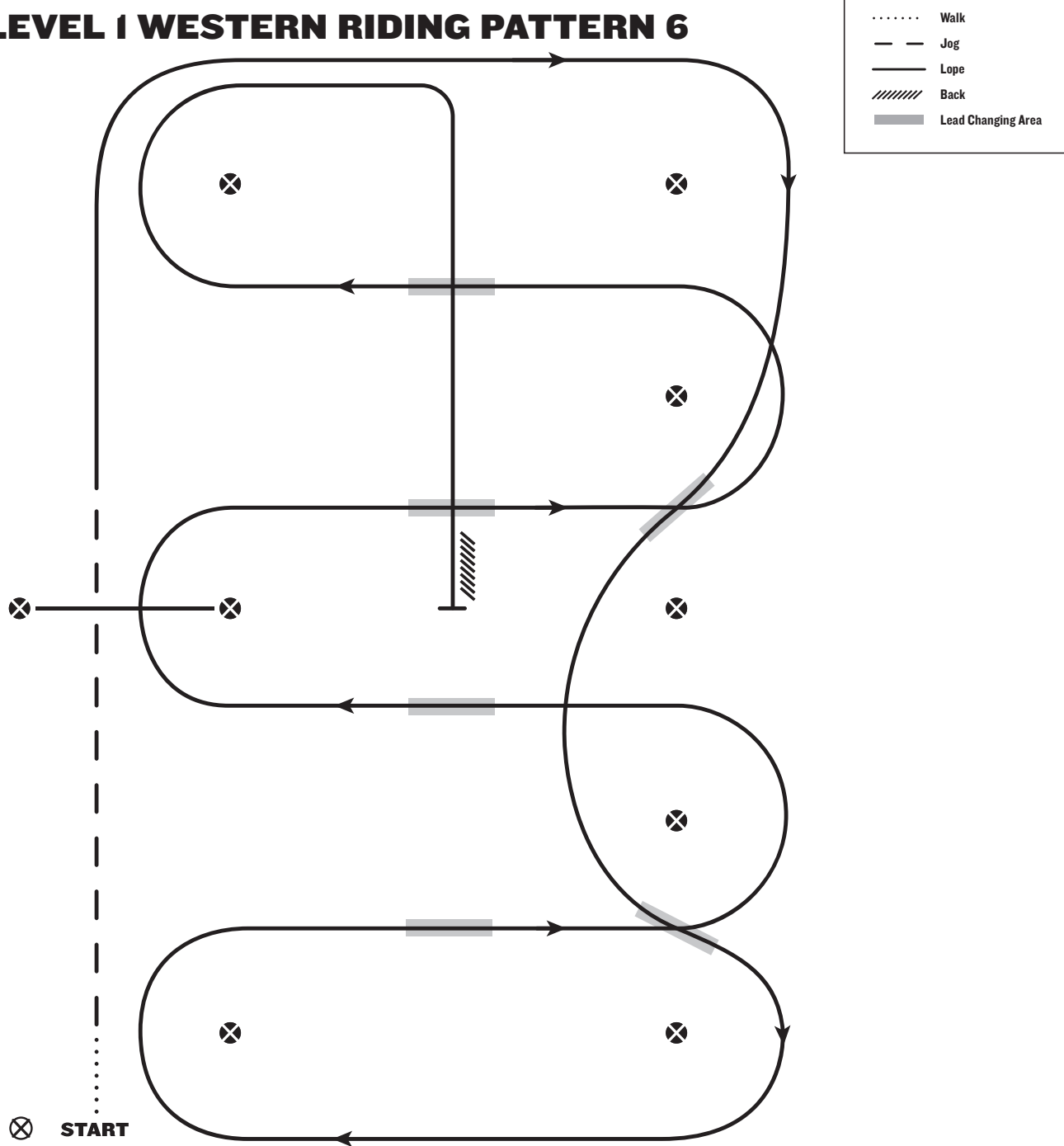
.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

Western Riding: Select Amateur / Finals Junior Open

LEVEL I WESTERN RIDING PATTERN 6



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 & 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

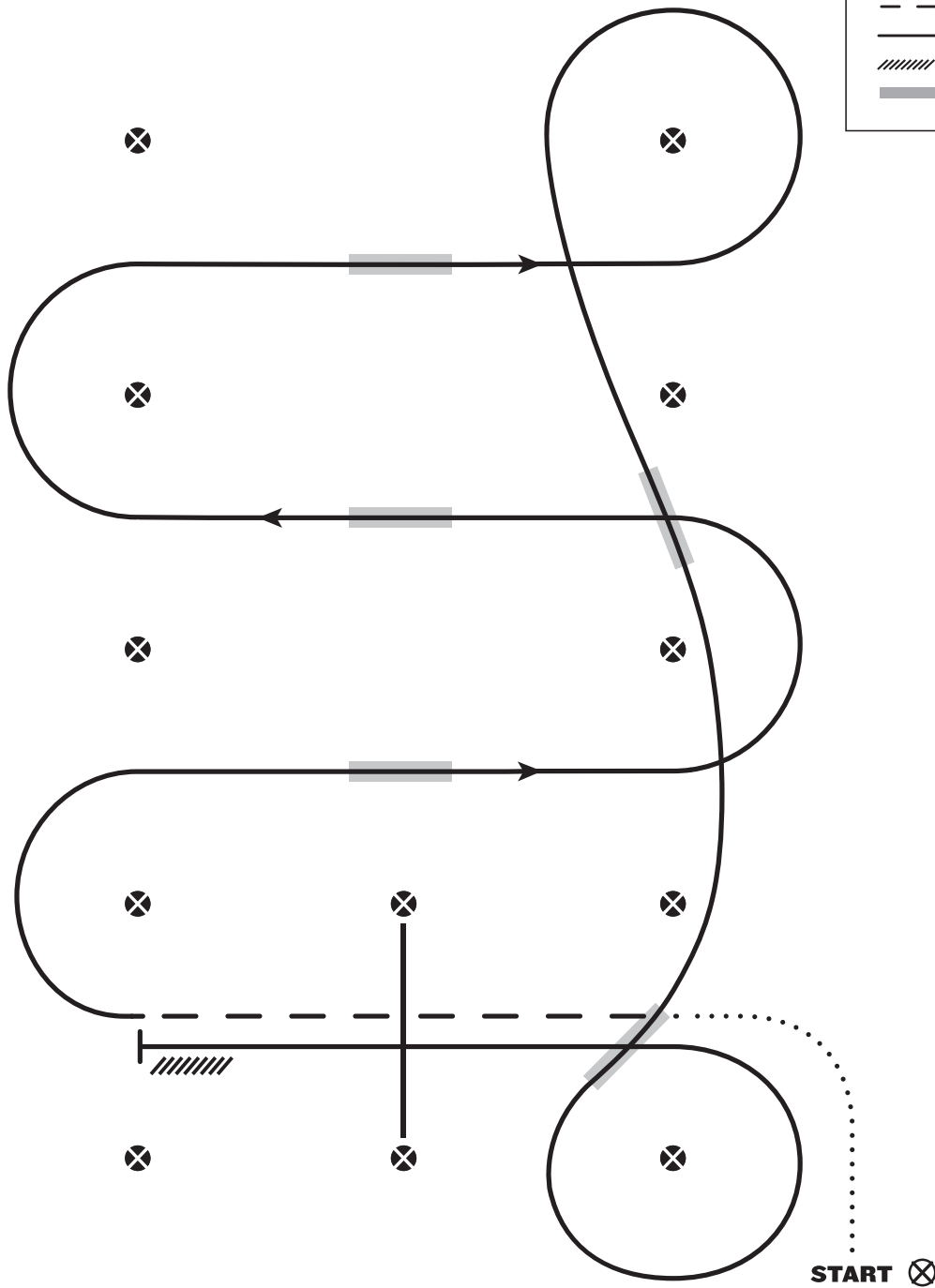
Western Riding:

Youth L1

LEVEL I WESTERN RIDING PATTERN 7

LEGEND

.....	Walk
- - - -	Jog
————	Lope
///////	Back
▬	Lead Changing Area



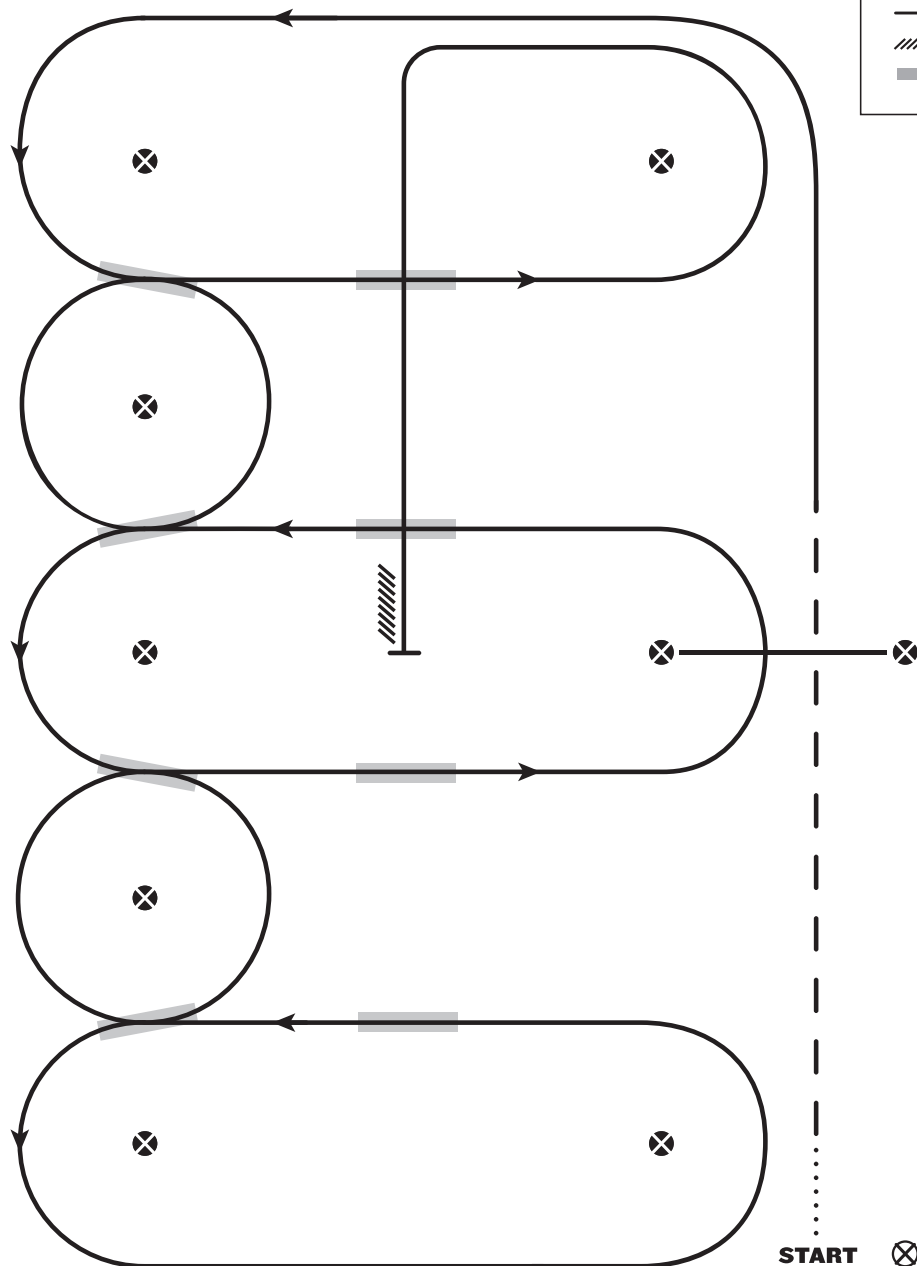
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

Western Riding: Finals Senior Open

WESTERN RIDING - PATTERN I

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
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

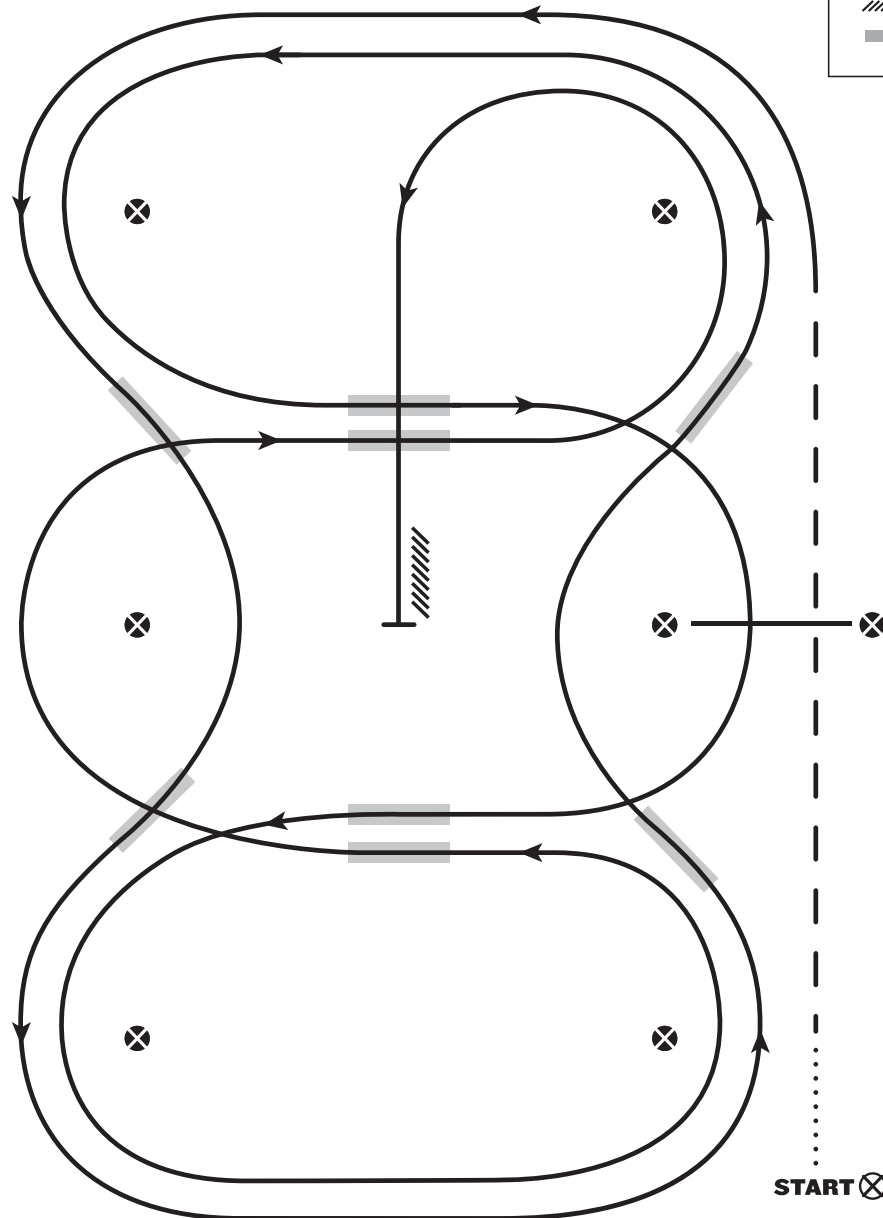
Western Riding:

Amateur L1

WESTERN RIDING - PATTERN 5

LEGEND

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



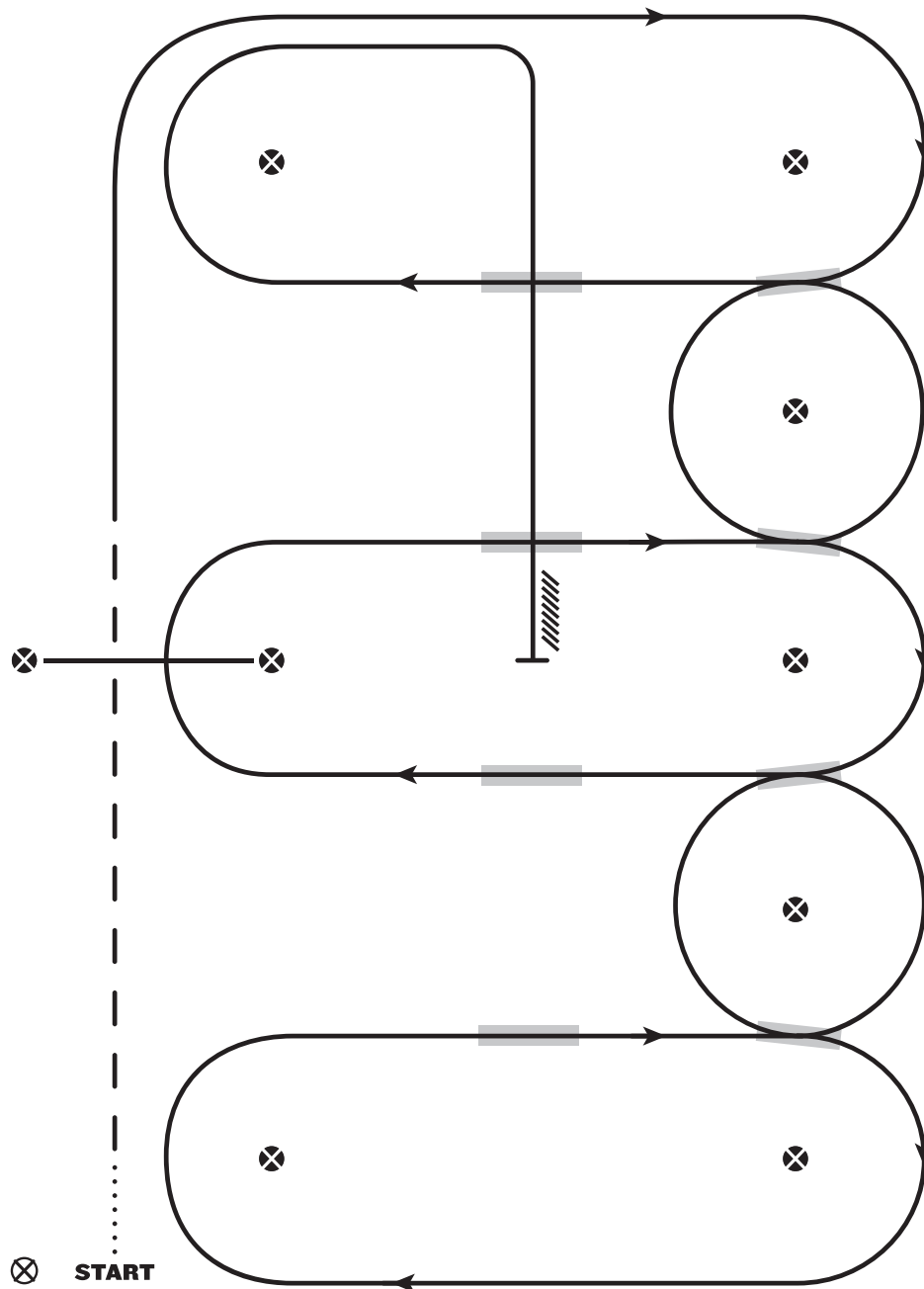
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Lope over log
9. Second crossing change
10. Third crossing change
11. Fourth crossing change
12. Lope, stop & back

Western Riding: Amateur (AQHA, NSBA)

WESTERN RIDING - PATTERN 6

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 & 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

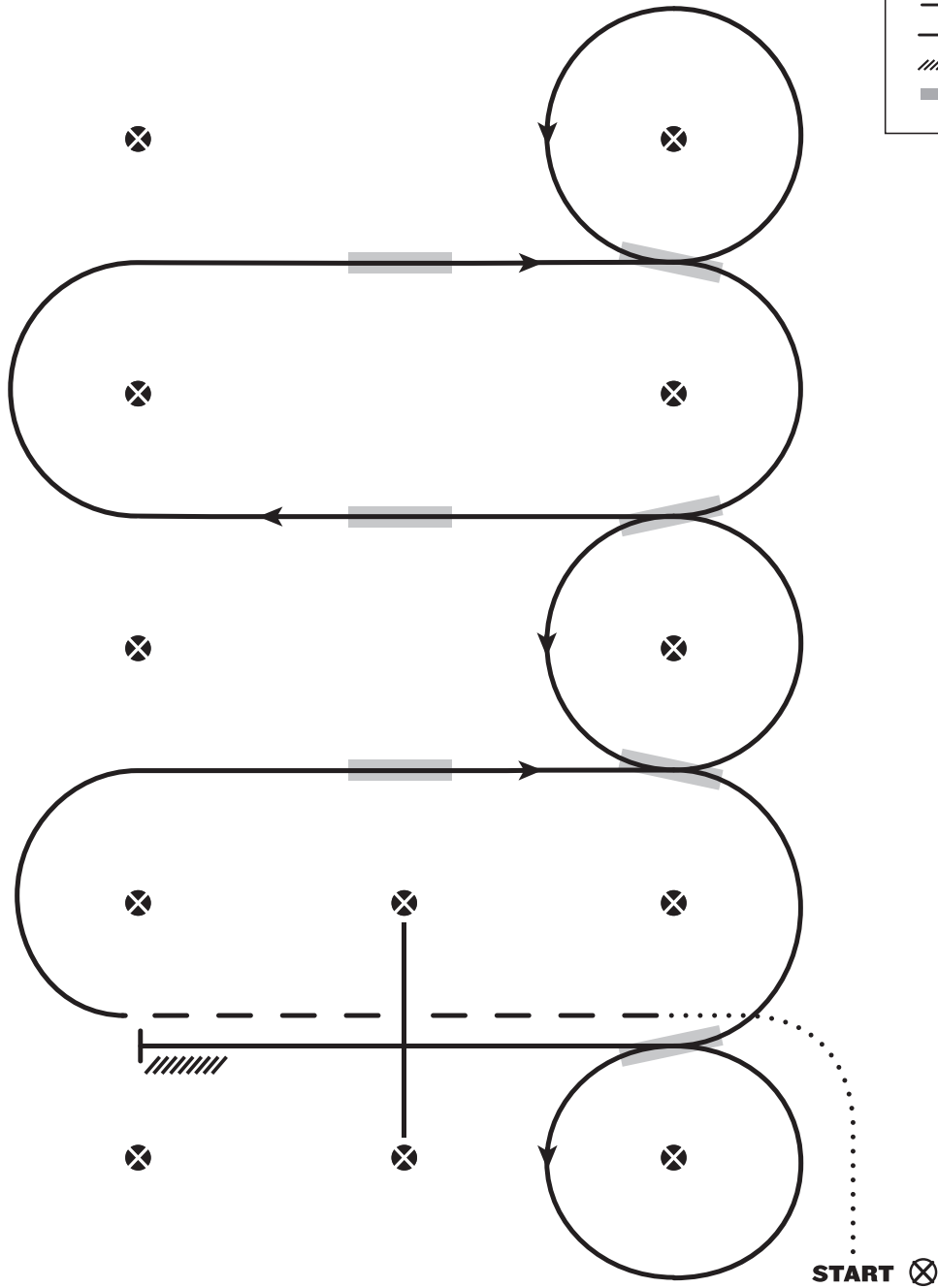
Western Riding:

Finals Amateur

WESTERN RIDING - PATTERN 7

LEGEND

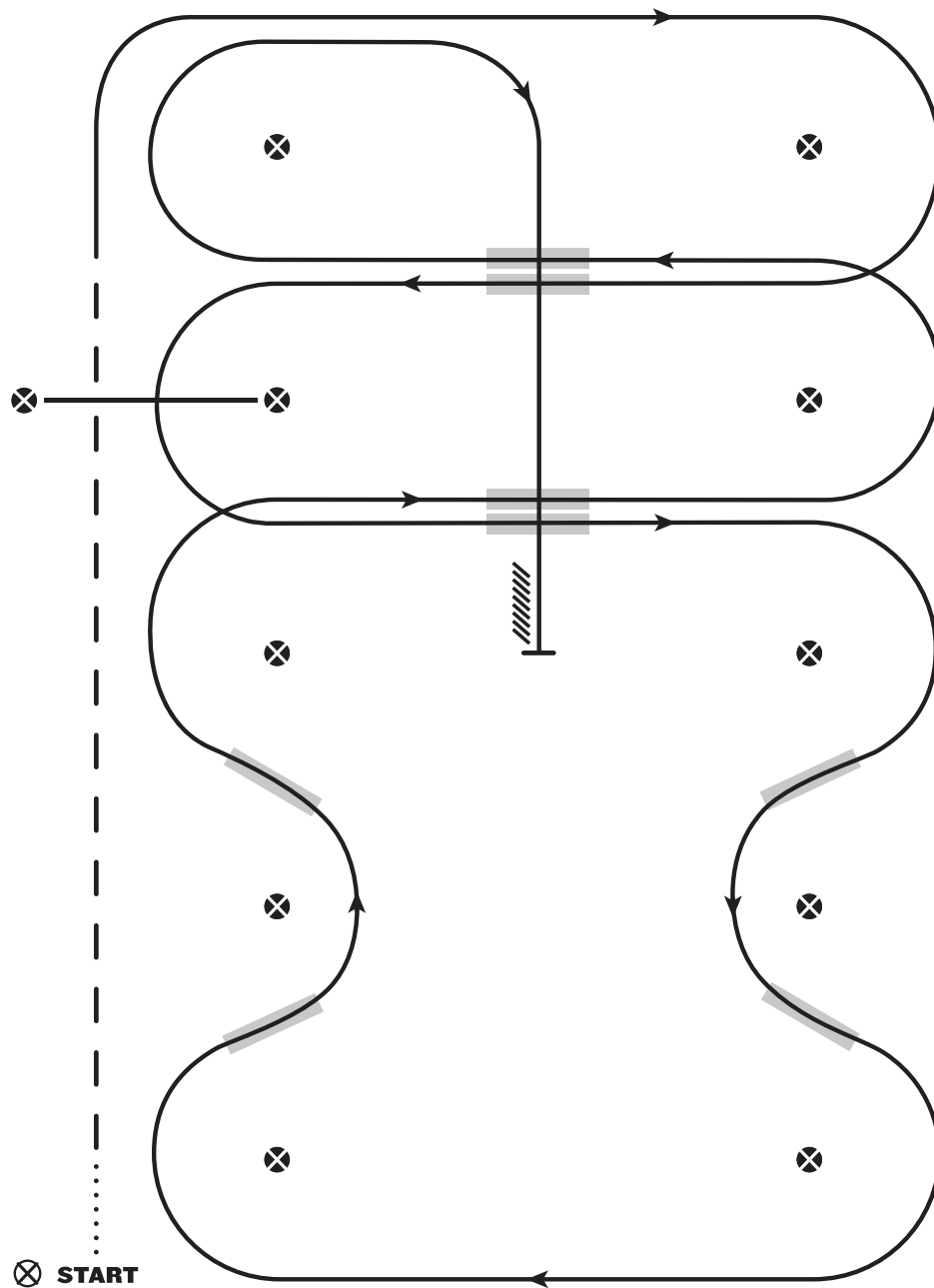
.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

Western Riding: Senior Open (AQHA, NSBA)

WESTERN RIDING - PATTERN 8



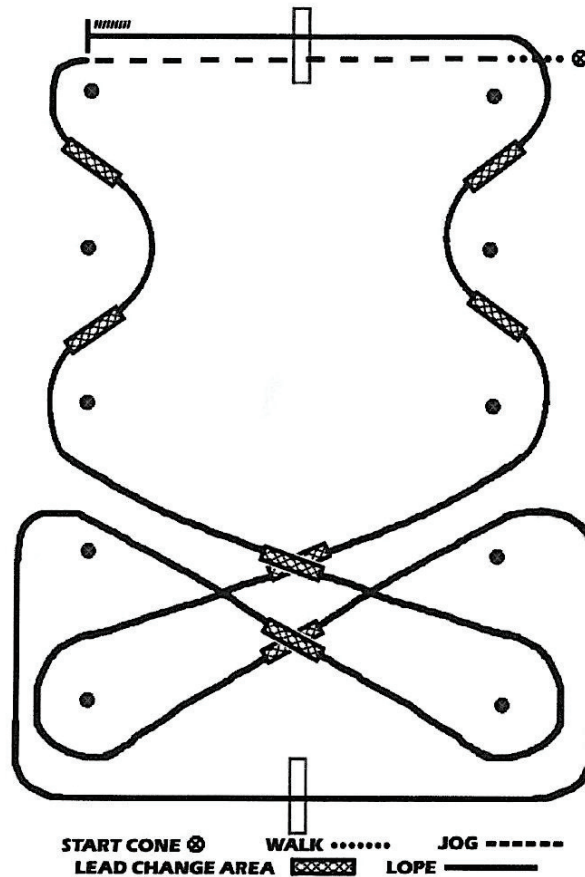
.....	Walk
- - - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

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

Western Riding: Maturity

NSBA

2024 WORLD CHAMPIONSHIP SHOW
BREEDERS' CHAMPIONSHIP FUTUREITY

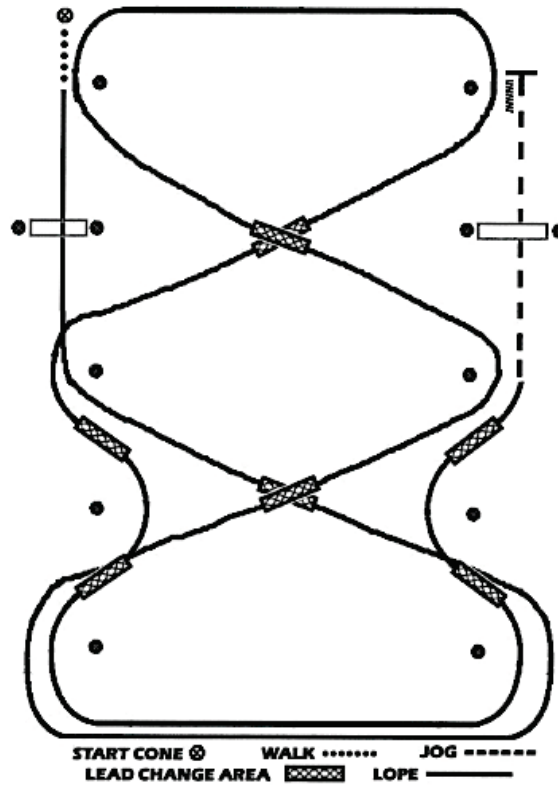


1. Walk to cone and transition to jog, jog over pole
2. At cone 1, transition to left lead lope
3. 1st line change (LL to RL)
4. 2nd line change (RL to LL)
5. At cone 3, turn left to diagonal lead change (LL to RL)
6. Circle cone to the right, diagonal lead change (RL to LL)
7. At cone 4, turn left and proceed around end of arena
8. Lope over pole
9. At cone 7, turn left to diagonal lead change (LL to RL)
10. Circle cone to the right, diagonal lead change (RL to LL)
11. 3rd line change (LL to RL)
12. 4th line change (RL to LL)
13. Lope over pole
14. Stop in line with cone 1 and back

Western Riding: Graduate

NSBA

2024 WORLD CHAMPIONSHIP SHOW
BREEDERS' CHAMPIONSHIP FUTUREITY



1. Walk to cone and transition to lope
2. Lope over pole
3. At 3rd cone turn left and proceed to first diagonal change
4. Round end cone proceed around end of arena to 5th cone and to 2nd diagonal change
5. Proceed around 8th cone and head to 3rd diagonal change
6. Around cone 1 and end of arena heading toward 4th diagonal change
7. Round cone 3 to 1st line change
8. 2nd line change
9. Round end of arena to 3rd line change
10. 4th line change
11. Break to jog and jog over pole
12. Stop and back at cone

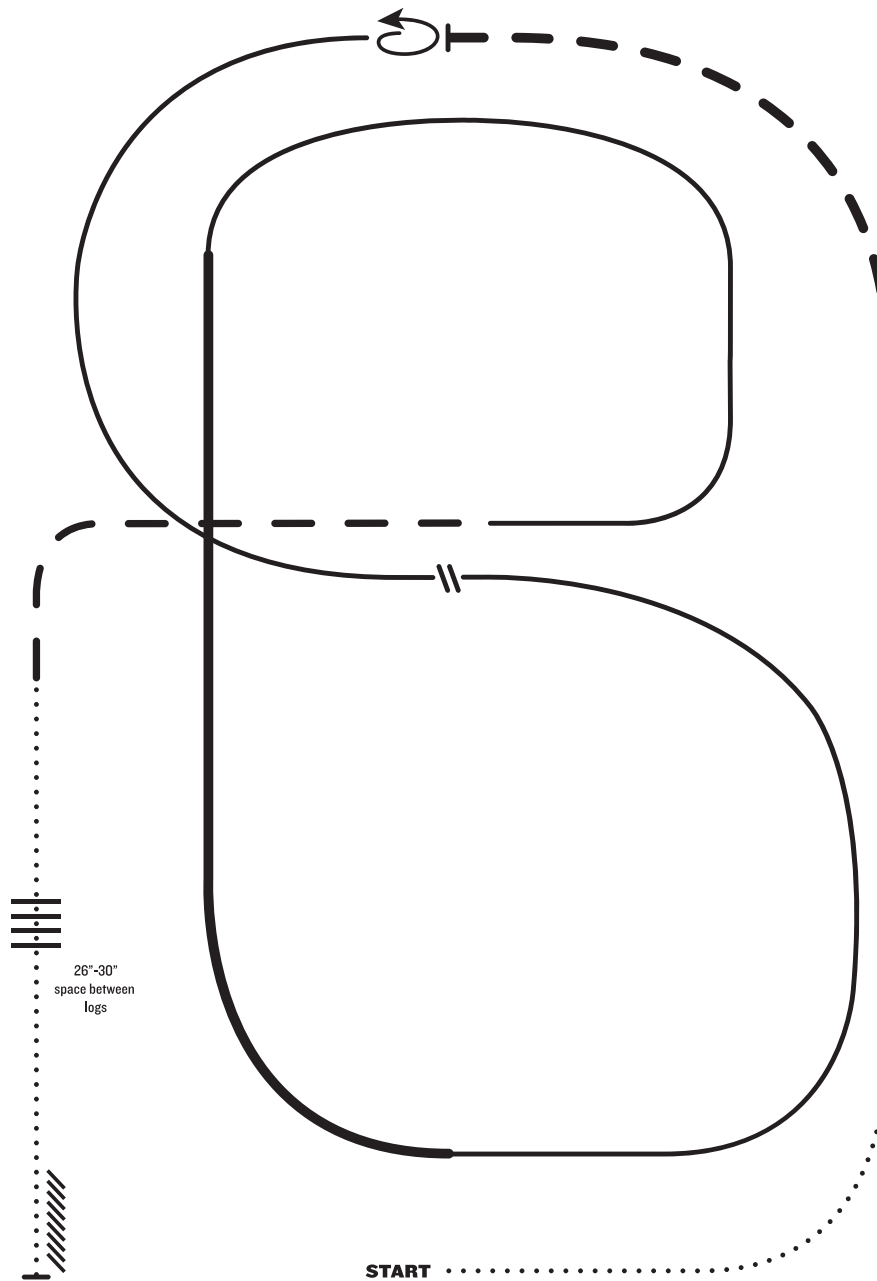
Ranch Riding:

Open L1 / Select Amateur / Youth (AQHA, NSBA) /
Junior Open (AQHA, NSBA) / Graduate

RANCH RIDING - PATTERN I

LEGEND

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



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

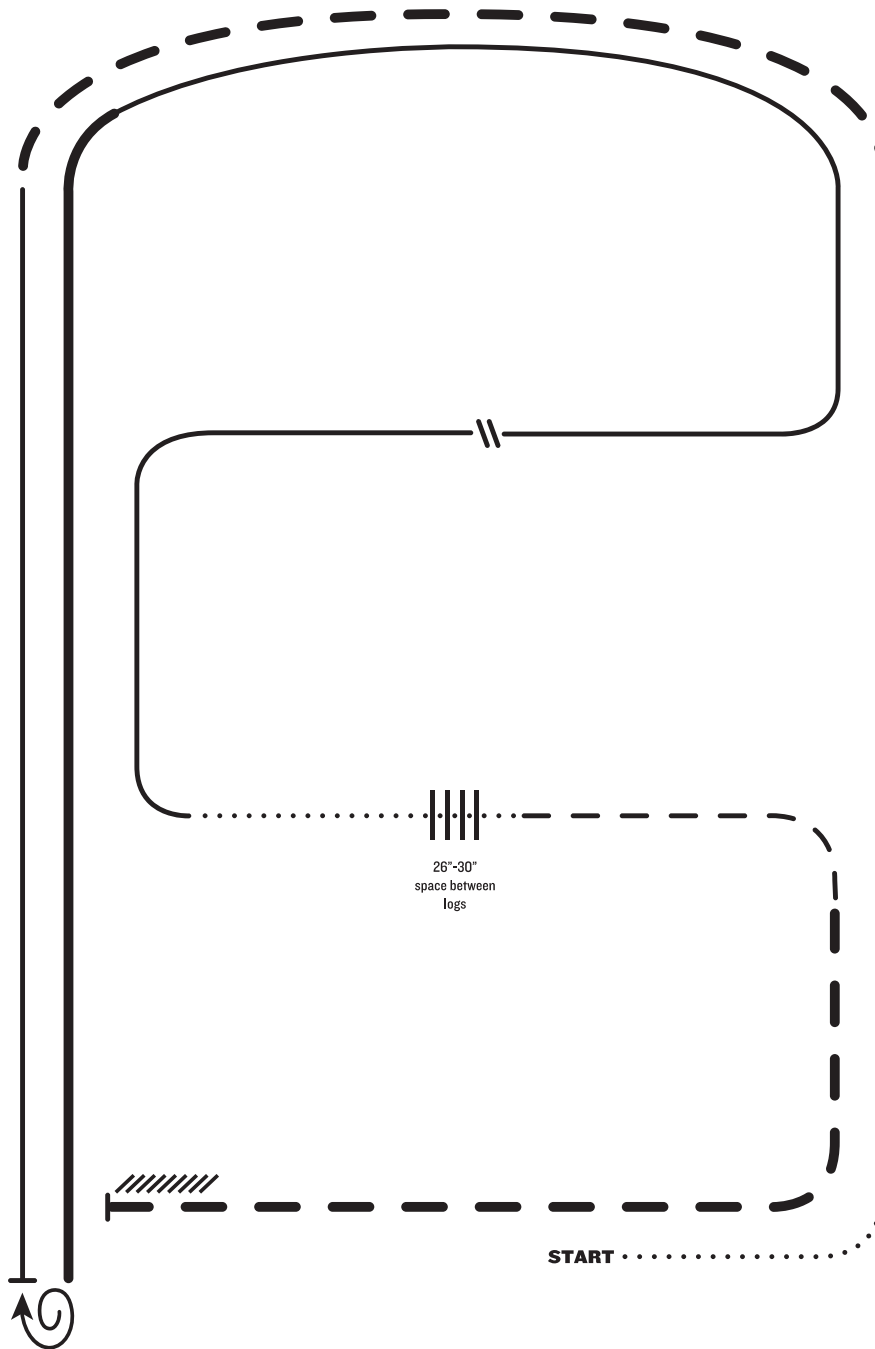
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Ranch Riding: Finals Select Amateur

RANCH RIDING - PATTERN 2

LEGEND

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



1. Walk
2. Trot
3. Extended trot
4. Lope left lead
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect lope right lead
8. Change leads (simple or flying), continue lope left lead
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. 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.

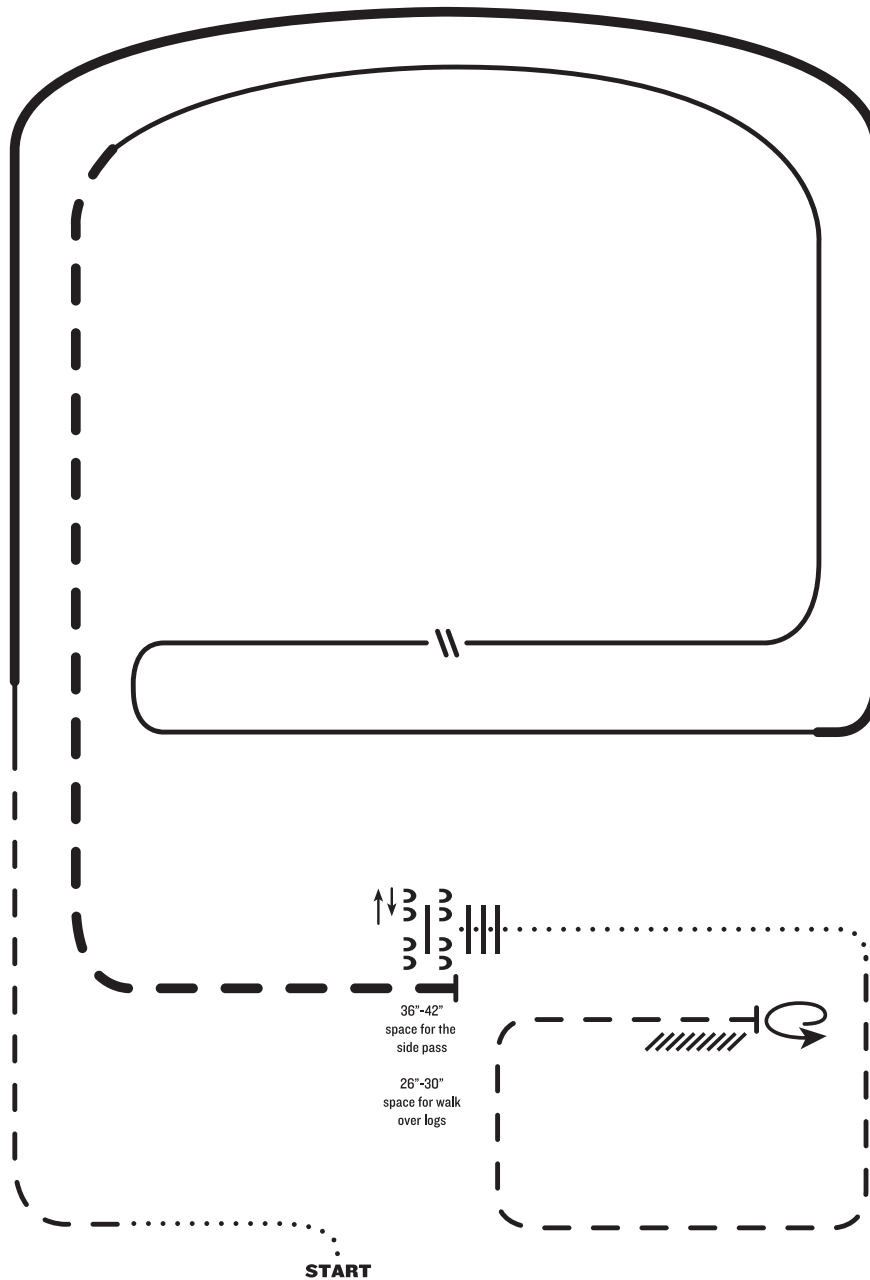
Ranch Riding:

Maturity / Amateur (AQHA, NSBA) / Finals Junior

LEGEND

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

RANCH RIDING - PATTERN 4



1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, and back

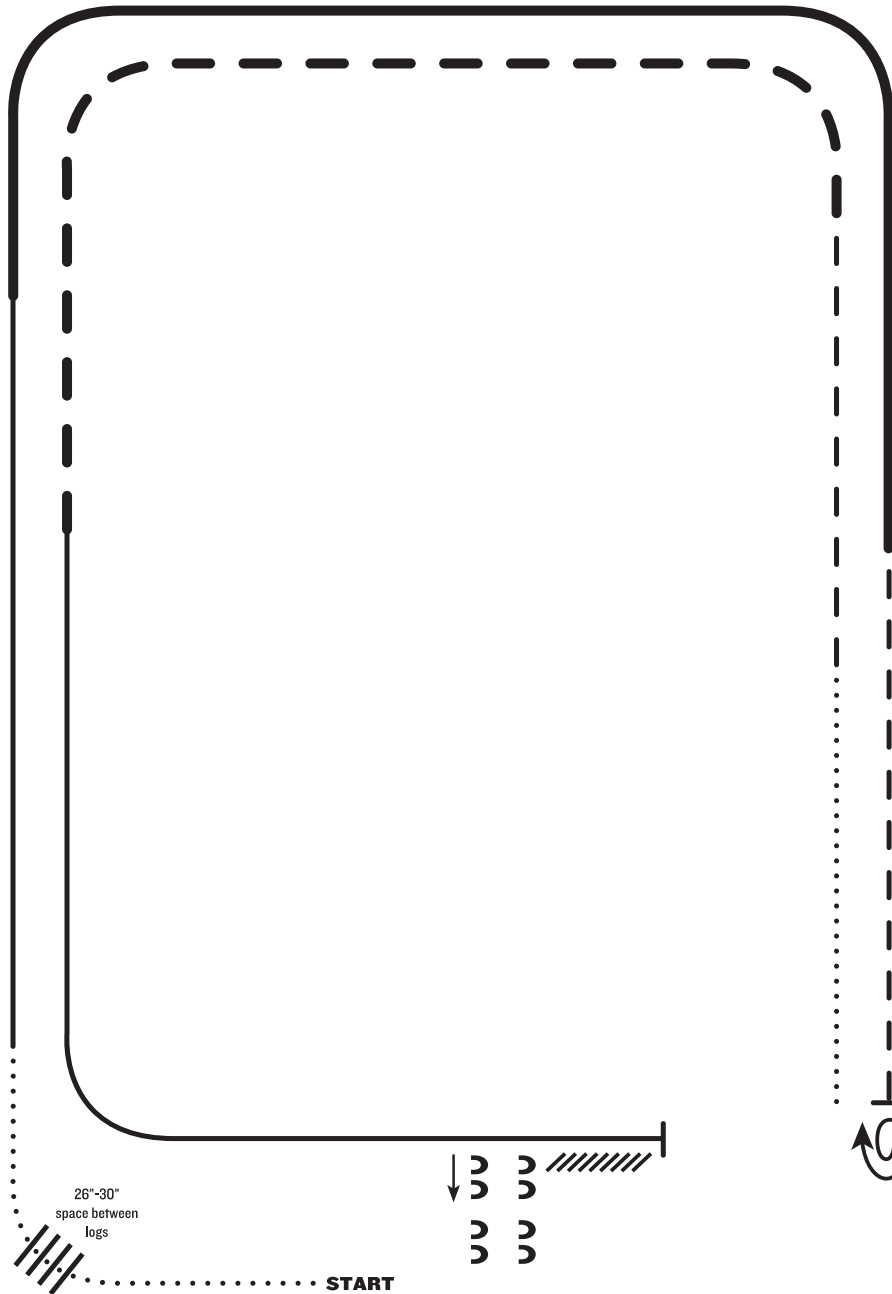
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Ranch Riding: Futurity / Amateur L1 / Youth L1

RANCH RIDING - PATTERN 6

LEGEND

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



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

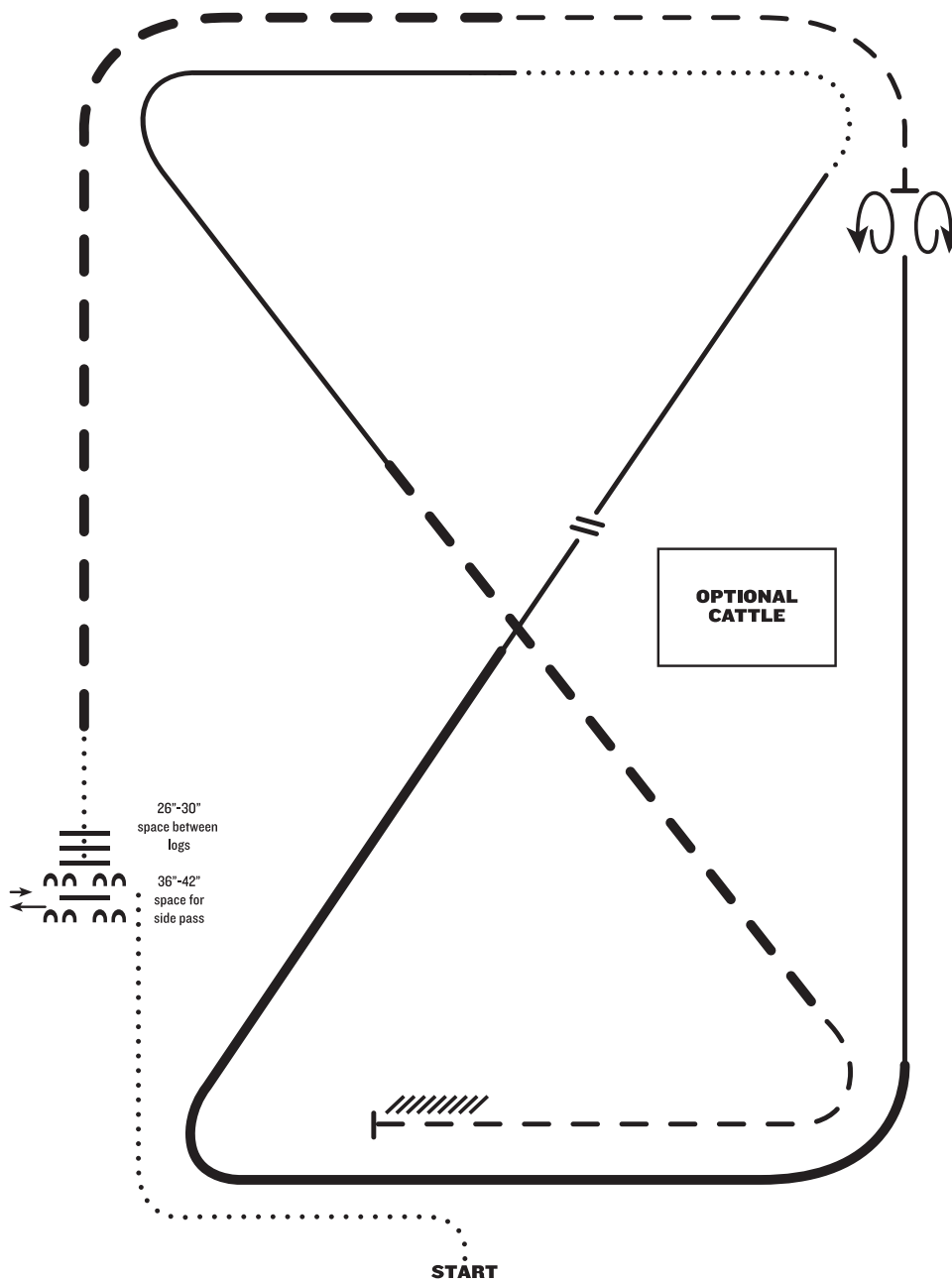
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Ranch Riding: Senior Open

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.

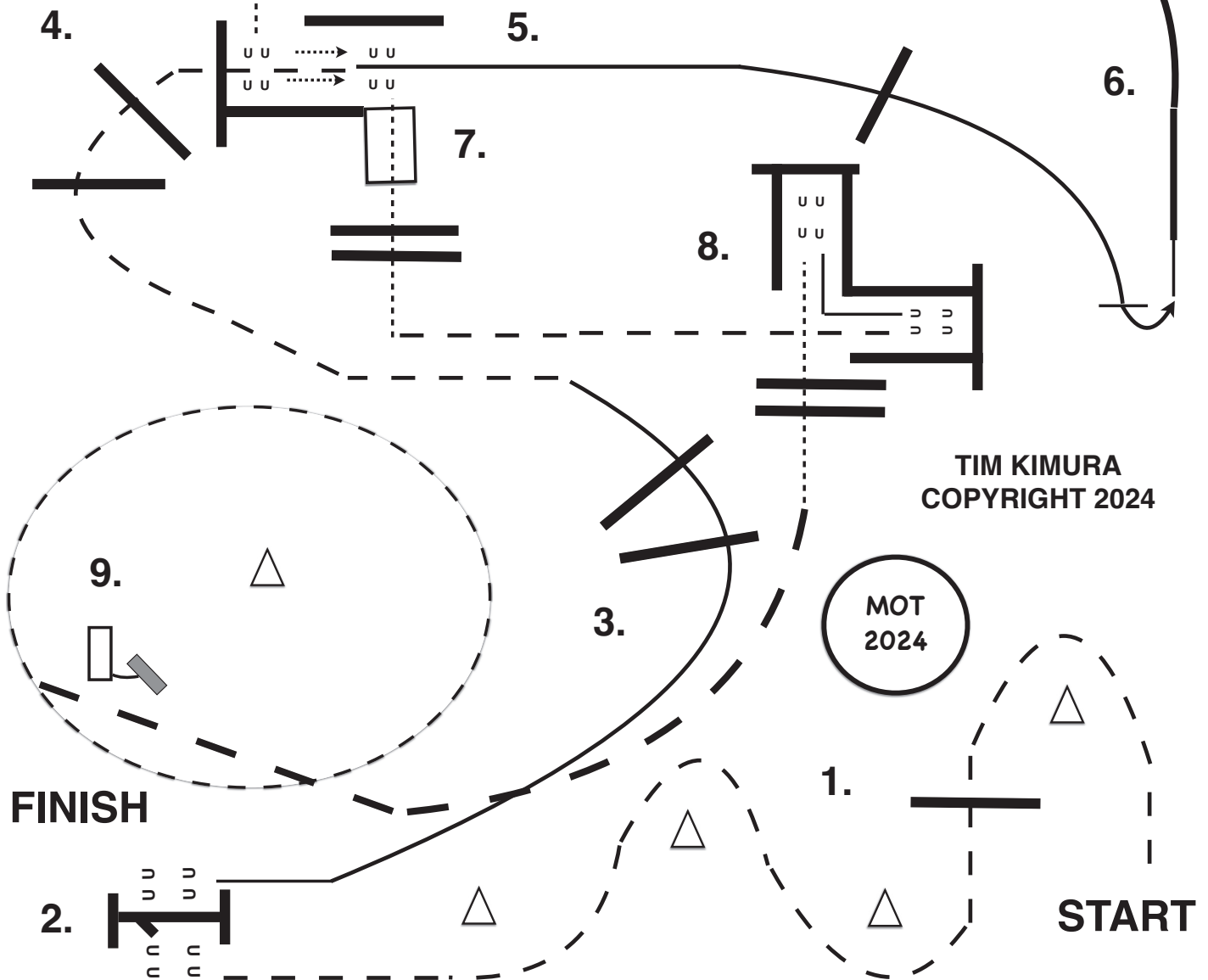
Q - 24

**THURSDAY
OCT 10**

RANCH TRAIL

**AMATEUR - OPEN
MATURITY**

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER CONDITIONS.



TIM KIMURA
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MOT
2024

1. TROT THROUGH SERPENTINE, TROT OVER LOG.
2. WORK GATE RIGHT HAND.
3. LOPE OVER LOGS (LEFT LEAD).
4. TROT OVER LOGS.
5. LOPE OVER LOG (RIGHT LEAD), LOPE FURTHER AND STOP AND ROLL BACK LEFT. LOPE LEFT LEAD.

6. EXTEND THE LOPE (LEFT LEAD), THEN BREAK TO THE WALK, AND SIDE PASS LEFT
7. WALK OVER BRIDGE AND OVER LOGS.
8. TROT INTO CHUTE, BACK BETWEEN LOGS WALK OUT CHUTE, WALK OVER LOGS.
9. EXTEND THE TROT TO DRAG, WORK DRAG WALK OR TROT AROUND MARKER.

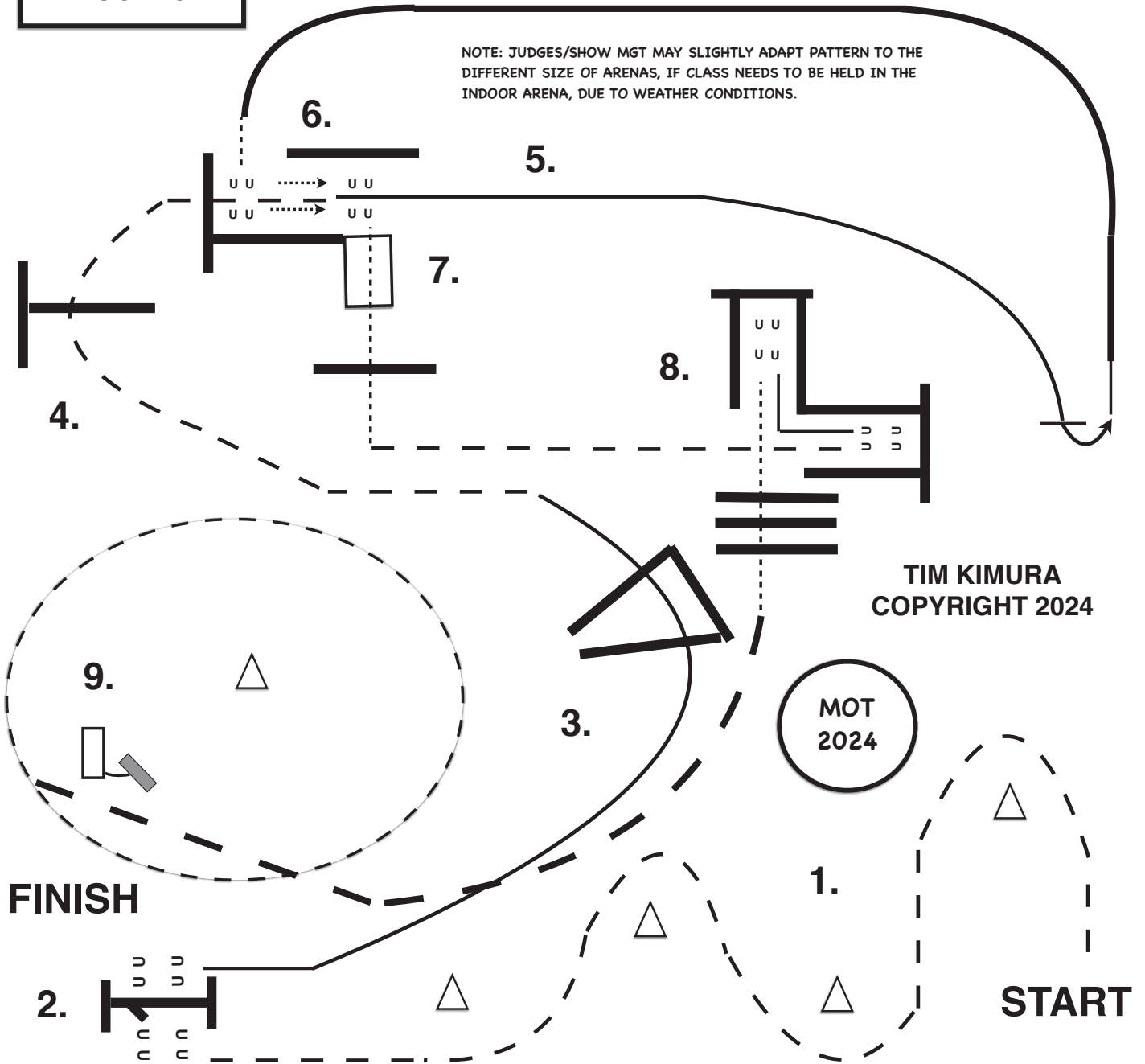
Q - 24

**THURSDAY
OCT 10**

RANCH TRAIL

FUTURITY

NOTE: JUDGES/SHOW MGT MAY SLIGHTLY ADAPT PATTERN TO THE DIFFERENT SIZE OF ARENAS, IF CLASS NEEDS TO BE HELD IN THE INDOOR ARENA, DUE TO WEATHER CONDITIONS.



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1. TROT THROUGH SERPENTINE.
2. WORK GATE RIGHT HAND.
3. LOPE OVER LOGS (LEFT LEAD).
4. TROT OVER LOGS.
5. LOPE RIGHT LEAD AS DRAWN, STOP ROLL BACK LEFT, LOPE LEFT LEAD, THEN EXTEND THE LOPE.

6. BREAK TO THE WALK, AND SIDE PASS LEFT
7. WALK OVER BRIDGE, WALK OVER LOG.
8. TROT INTO CHUTE, BACK BETWEEN LOGS WALK OUT CHUTE, WALK OVER LOGS.
9. EXTEND THE TROT TO DRAG, WORK DRAG WALK OR TROT AROUND MARKER.