

Patternbook 2025

DQHA
REGIONEN
FUTURITY
NORD



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FUTURITY

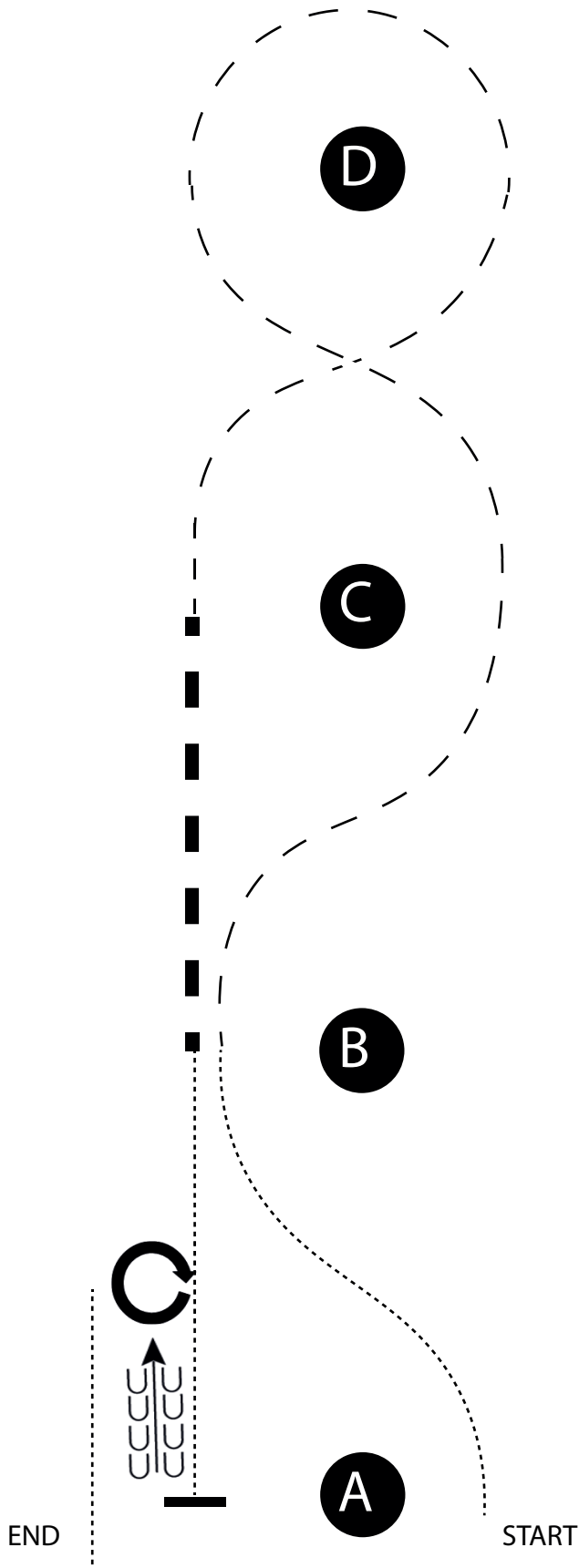
NORD

WESTERN HORSEMANSHIP

Walk Trot L1 YOUTH

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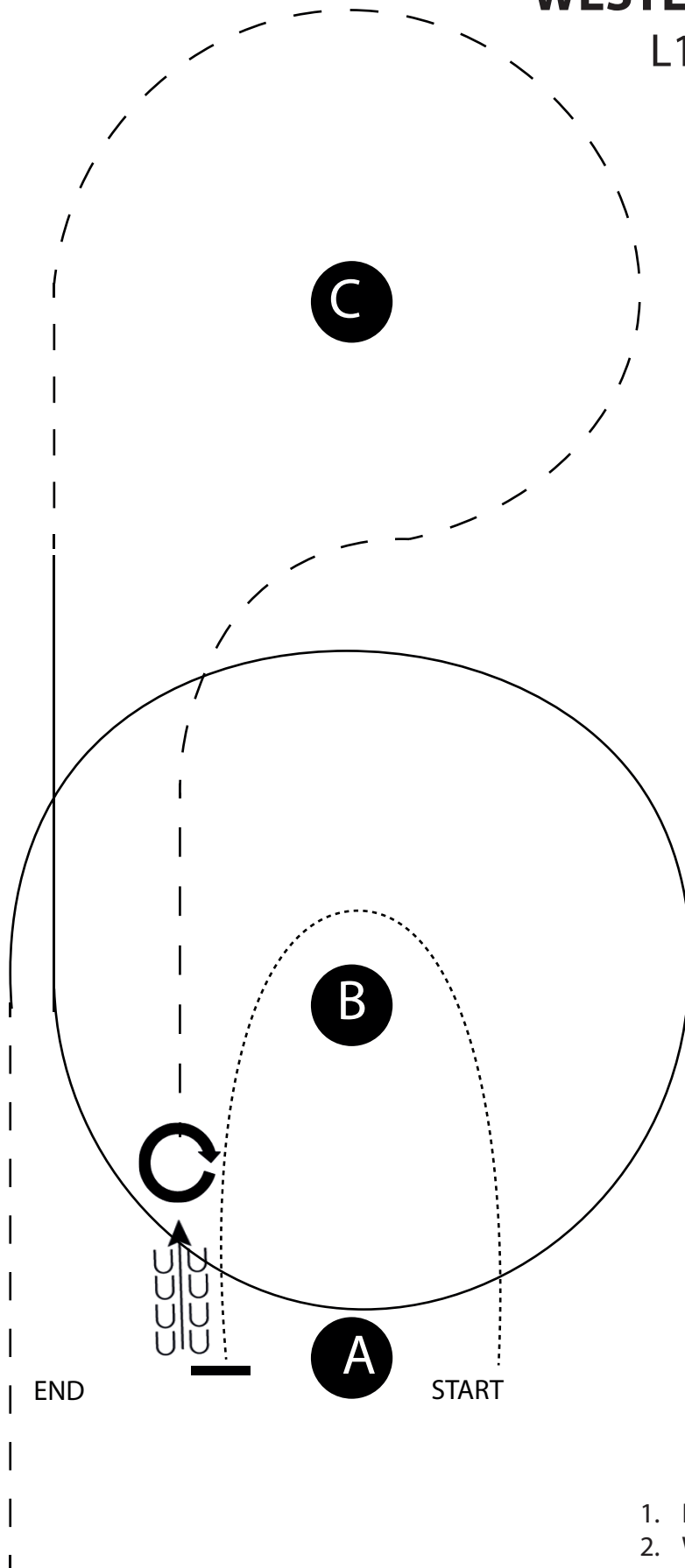


1. BE READY AT A
2. WALK SERPENTINE AS SHOWN
3. JOG SERPENTINE AS SHOWN
4. JOG AROUND D
5. EXTEND THE JOG FROM C TO B
6. WALK
7. STOP, BACK UP ONE HORSE LENGTH
8. 1 TURN RIGHT
9. EXIT AT A WALK

WESTERN HORSEMANSHIP

L1 HORSE NON PRO

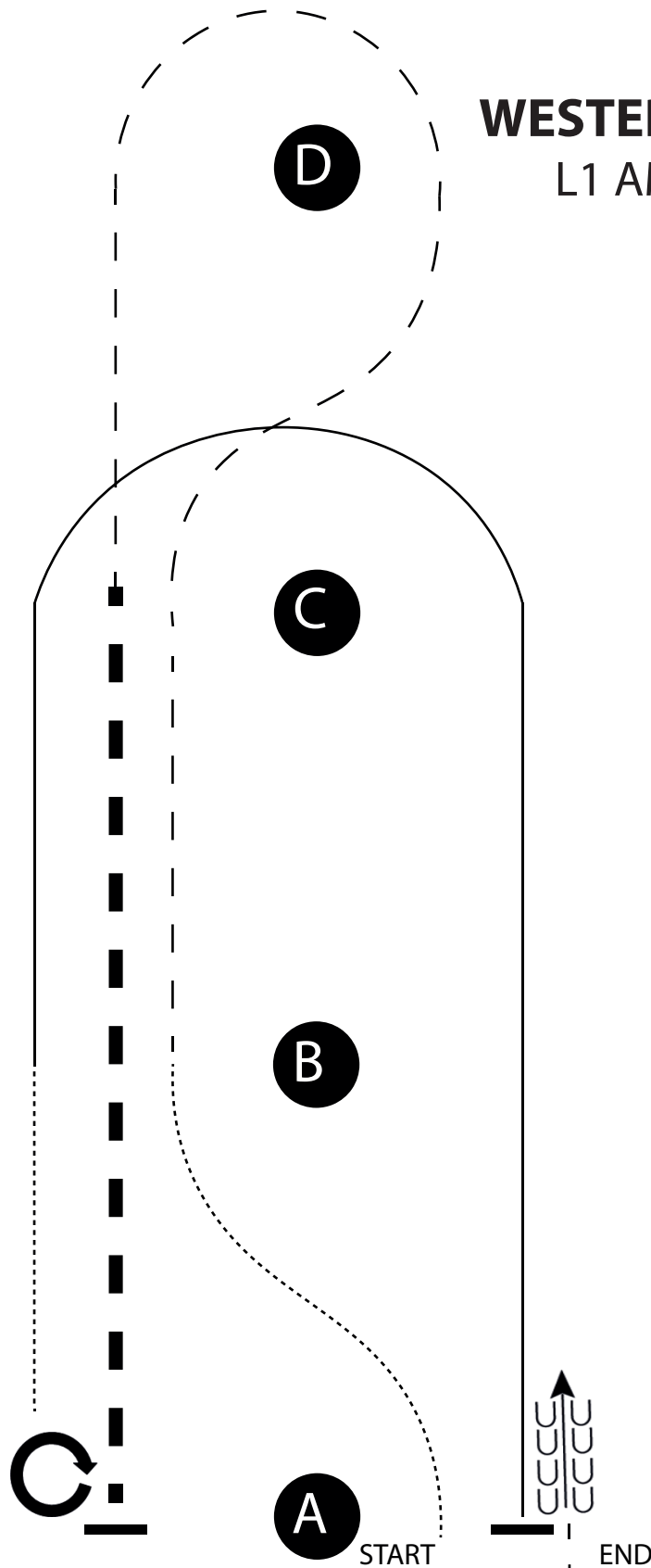
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1. BE READY AT A
2. WALK AROUND B
3. STOP IN A LINE WITH A
4. BACK UP, 1/2 TURN RIGHT
5. JOG
6. JOG THROUGH B AND C AND AROUND C
7. LOPE LEFT LEAD AROUND B
8. JOG
9. EXIT AT A JOG

WESTERN HORSEMANSHIP

L1 AMATEUR / L1 YOUTH



1. BE READY AT A
2. WALK SERPENTINE AS SHOWN
3. JOG
4. JOG THROUGH C AND D AND AROUND D
5. CONTINUE JOG ON A STRAIGHT LINE
6. EXTEND THE JOG
7. STOP, 1 1/2 TURN RIGHT
8. WALK, LOPE RIGHT LEAD
9. LOPE AROUND C AS SHOWN
10. STOP; BACK UP ONE HORSE LENGTH
11. EXIT AT A JOG

END

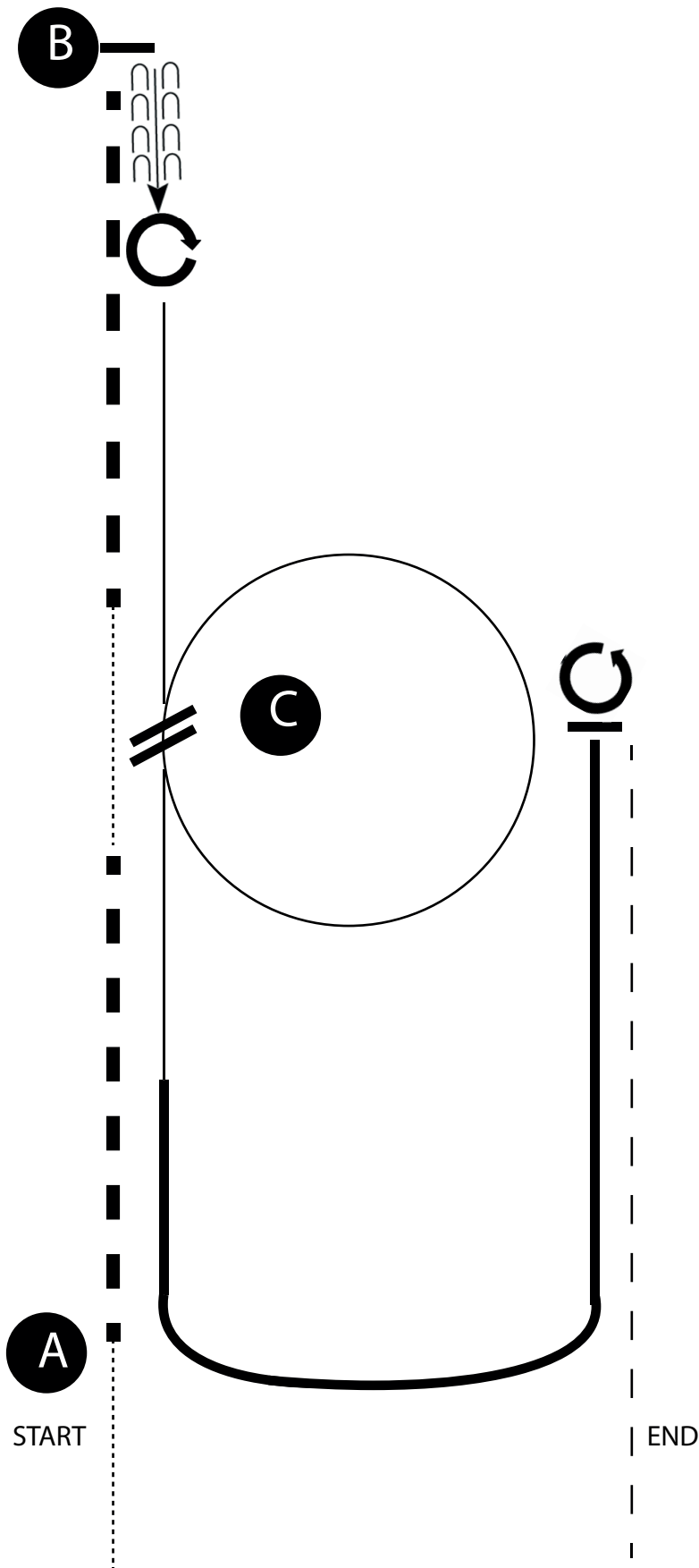
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WESTERN HORSEMANSHIP

AMATEUR / YOUTH

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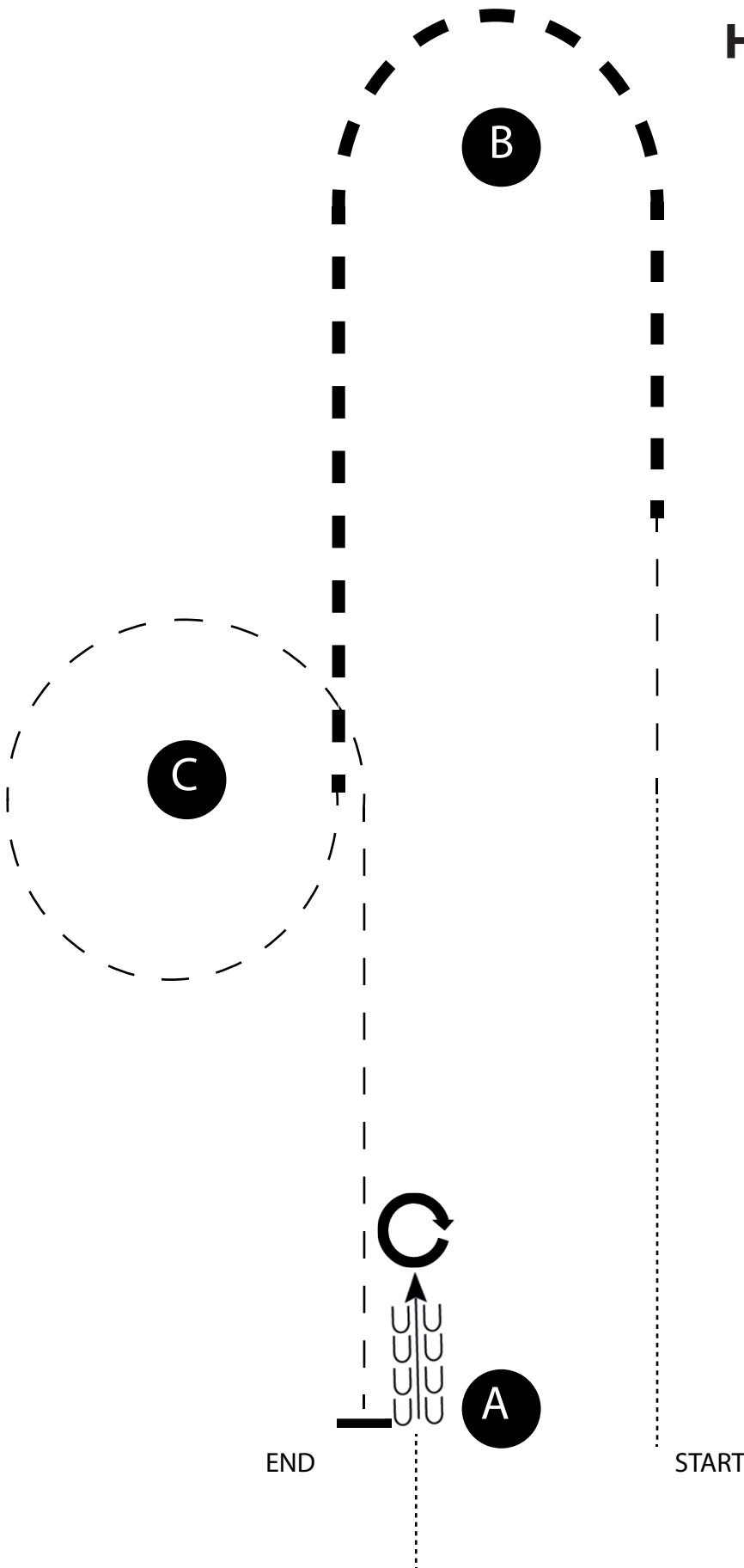
1. WALK TO A
2. EXTENDED JOG, WALK, EXTENDED JOG
3. STOP, BACK UP , 1 1/2 TURN RIGHT
4. LOPE RIGHT LEAD
5. CONTINUE TO COUNTER CANTER AROUND C
6. CHANGE LEADS SIMPLE OR FLYING
7. EXTEND THE LOPE
8. STOP IN A LINE WITH C
9. 1/2 TURN LEFT , JOG
10. EXIT AT A JOG

HUNT SEAT EQUITATION

WALK TROT L1 YOUTH

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1. BE READY AT A
2. WALK
3. SITTING TROT, POSTING TROT ON RIGHT DIAGONAL, AROUND B
4. SITTING TROT AROUND C
5. HALT AT A
6. BACK UP ONE HORSELENGTH, 1 TURN ON THE HAUNCHES RIGHT
7. EXIT AT A WALK

HUNT SEAT EQUITATION

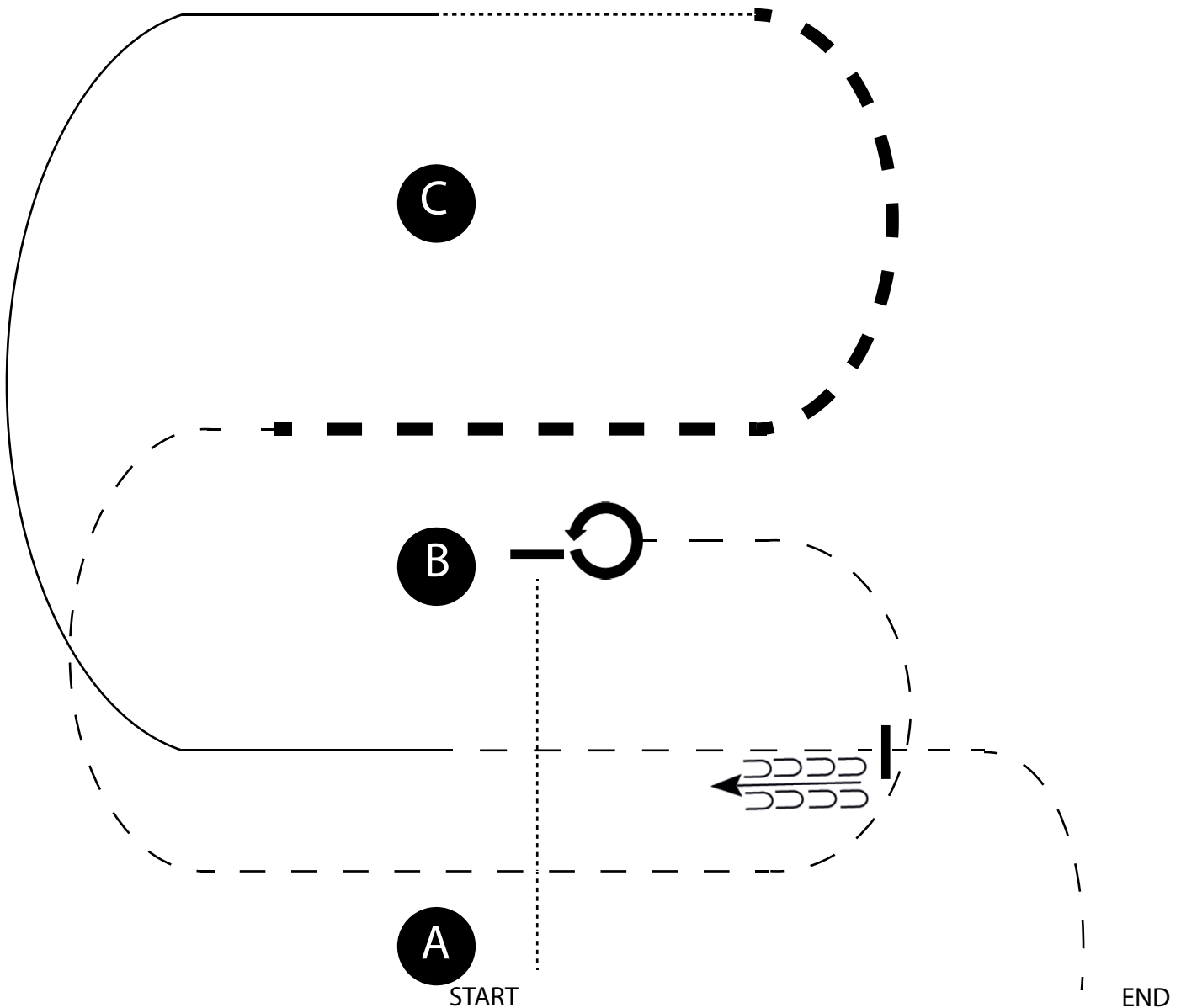
L1 HORSE NON PRO

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FUTURITY

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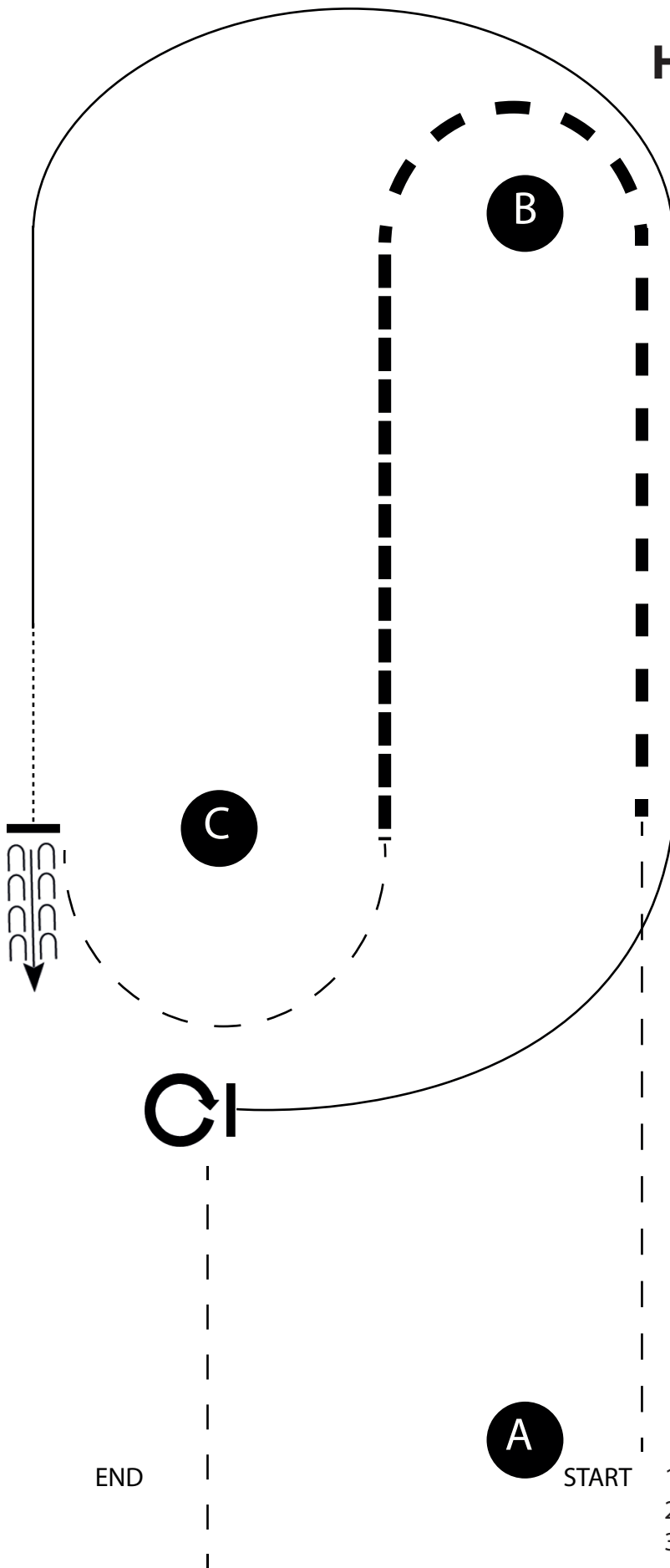


1. BE READY AT A
2. WALK, HALT , 3/4 TURN LEFT ON THE HAUNCHES
3. SITTING TROT AS SHOWN
4. POSTING TROT ON RIGHT DIAGONAL
5. WALK
6. CANTER LEFT LEAD AS SHOWN
7. SITTING TROT
8. HALT, BACK UP ONE HORSE LENGHT
9. EXIT AT A SITTING TROT

HUNT SEAT EQUITATION

L1 AMATEUR / L1 YOUTH

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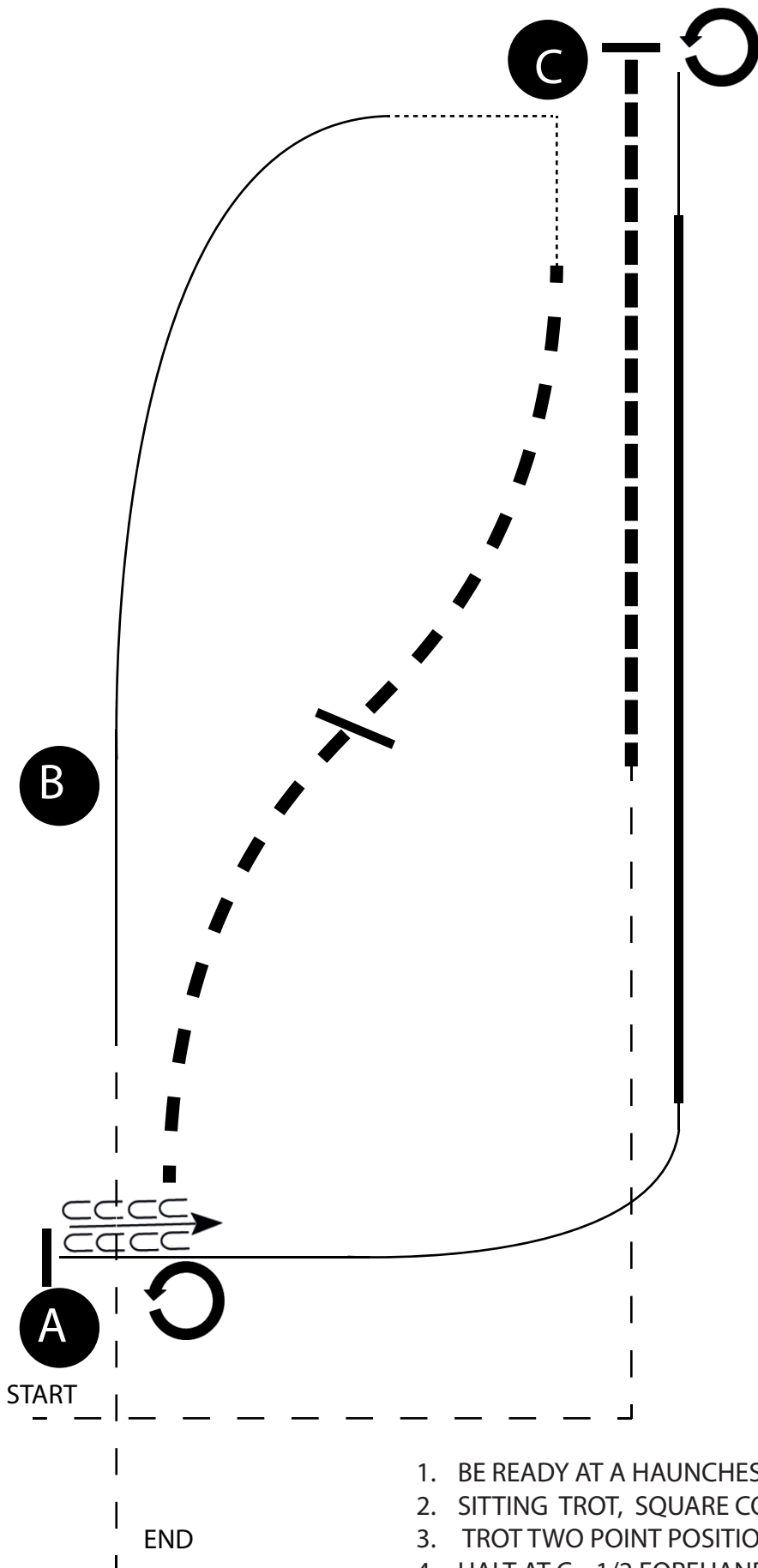
END

START

1. BE READY AT A
2. SITTING TROT
3. POSTING TROT ON RIGHT DIAGONAL, AROUND B
4. TROT TWO POINT POSITION
5. SITTING TROT AROUND C
6. HALT, BACK UP ONE HORSELENGTH
7. WALK, CANTER RIGHT LEAD
8. HALT IN A LINE WITH C
9. 3/4 FOREHAND TURN RIGHT
10. SITTING TROT
11. EXIT AT A SITTING TROT

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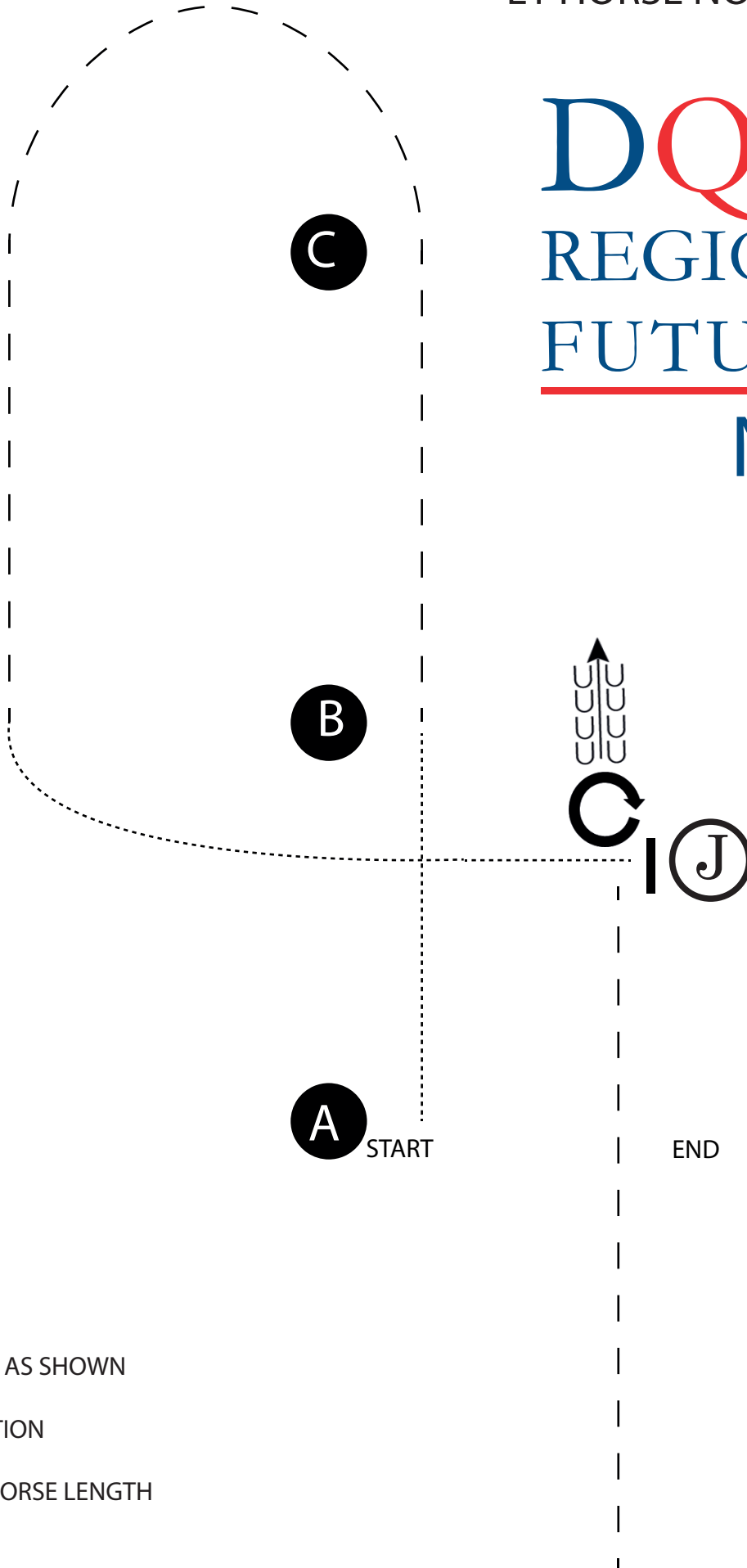


1. BE READY AT A HAUNCHES TOWARDS LEFT FENCE
2. SITTING TROT, SQUARE CORNER
3. TROT TWO POINT POSITION IF YOU ARE IN A LINE WITH B
4. HALT AT C , 1/2 FOREHAND TURN LEFT
5. CANTER RIGHT LEAD
6. MOVE INTO TWO POINT POSITION AND BUILT INTO HAND GALLOP
7. COLLECT CANTER, HALT AT A
8. BACK UP ONE HORSELENGHT , 3/4 TURN ON THE HAUNCHES LEFT
9. POSTING TROT ON LEFT DIAGONAL, CHANCE TO RIGHT DIAGONAL
10. WALK, WALK SQUARE CORNER
11. CANTER LEFT LEAD, BREAK TO SITTING TROT
12. EXIT AT A SITTING TROT

L1 HORSE NON PRO

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REGIONEN
FUTURITY

NORD



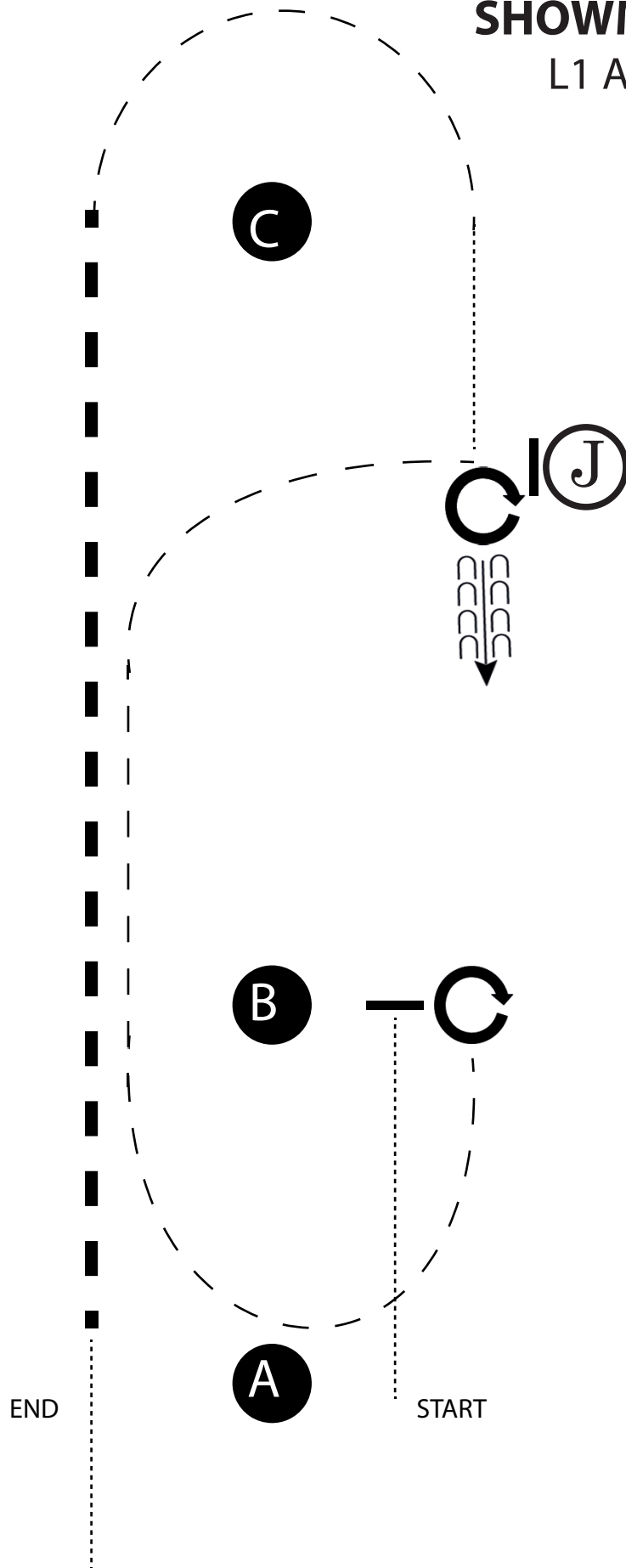
1. BE READY AT A
2. WALK
3. JOG
4. JOG AROUND C AS SHOWN
5. WALK, STOP
6. SET UP, INSPECTION
7. 1 1/4 TURN
8. BACK UP ONE HORSE LENGTH
9. JOG
10. EXIT AT A JOG

SHOWMANSHIP AT HALTER

L1 AMATEUR / L1 YOUTH

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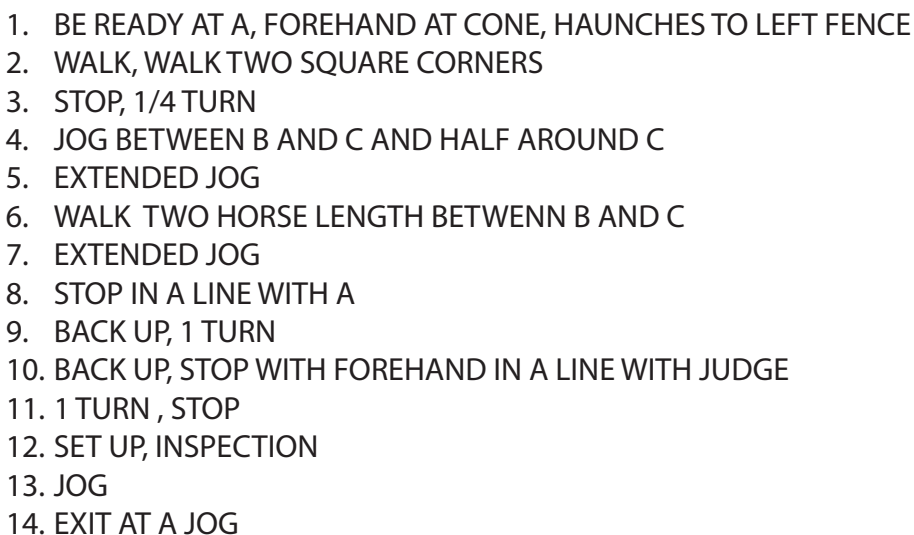
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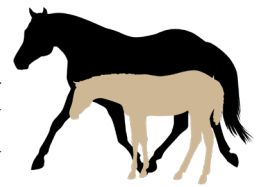


1. BE READY AT A
2. WALK, STOP 1/2 TURN
3. JOG
4. STOP, SET UP, INSPECTION
5. 3/4 TURN
6. BACK UP ONE HORSE LENGHT
7. WALK, JOG AROUND C
8. EXTENDED JOG
9. WALK
10. EXIT AT A WALK

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FUTURITY

NORD

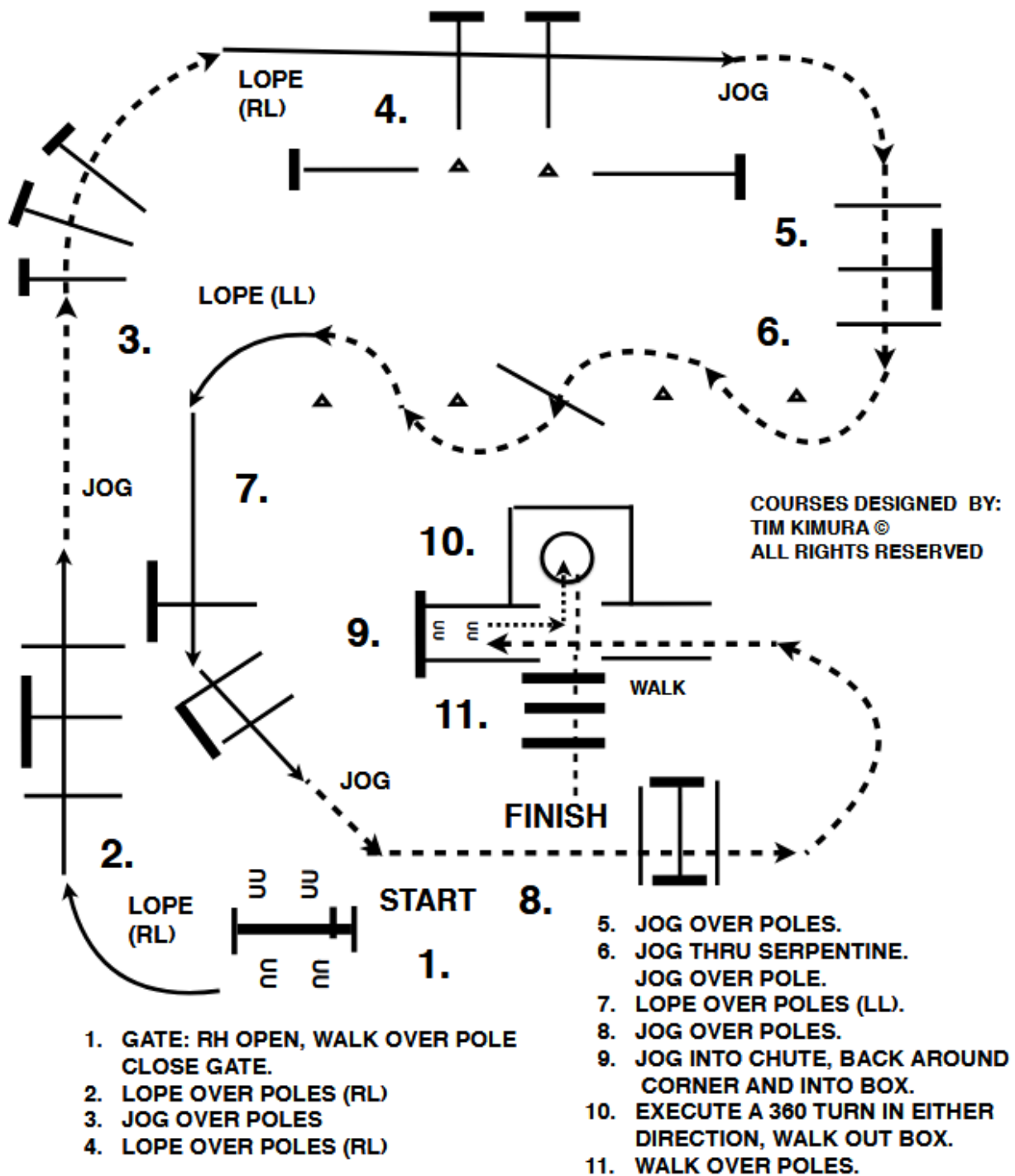


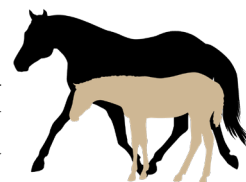


Trail FUTURITY

2025 Regional FUTURITY

**JUNIOR TRAIL OPEN
YOUTH TRAIL
TRAIL FUTURITY**

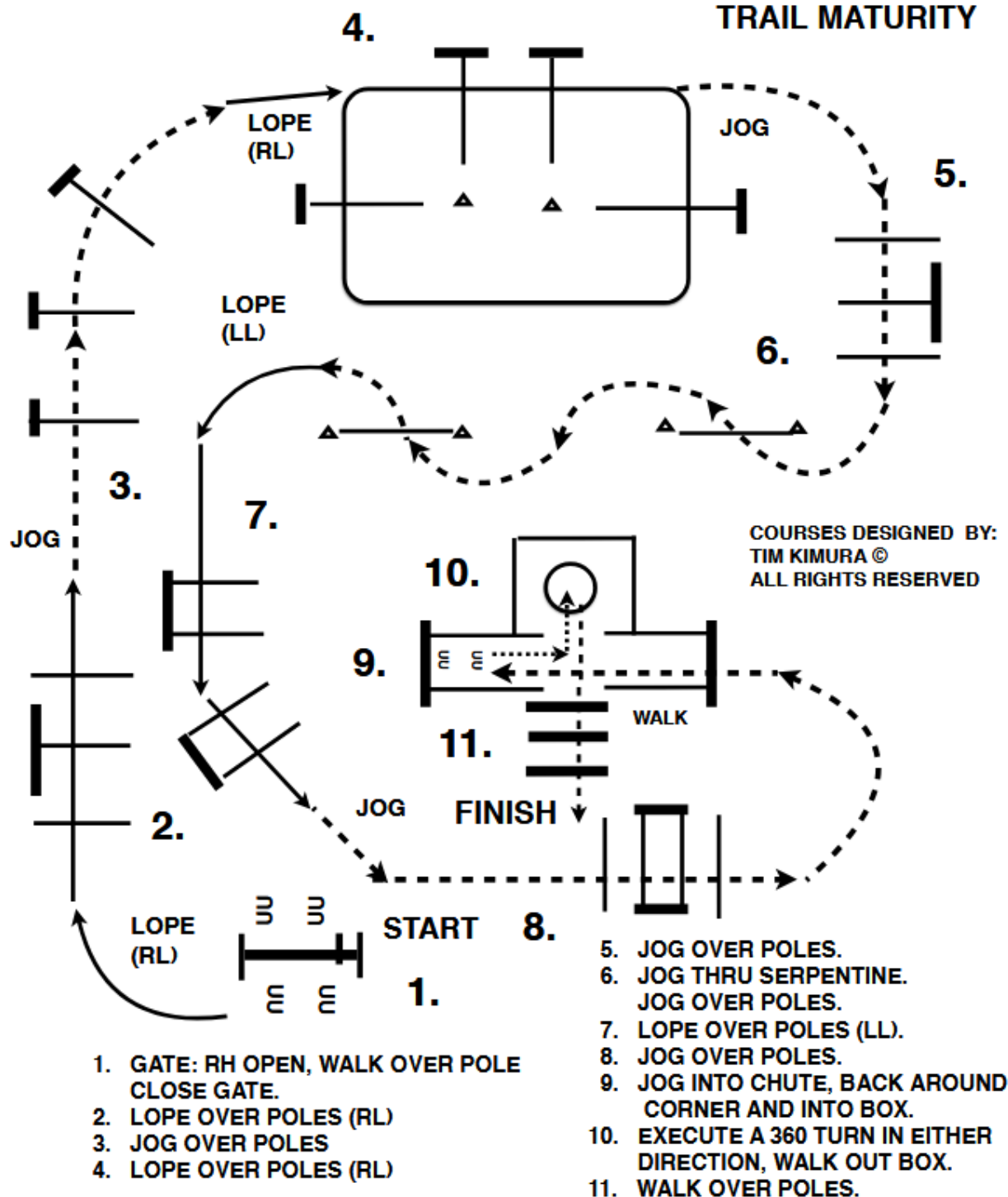


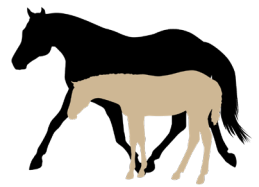


Trail MATURITY

2025 Regional FUTURITY

SENIOR TRAIL OPEN
QUALI HIGH PRIZE TRAIL
OPEN TRAIL NSBA
AMATEUR TRAIL
TRAIL MATURITY

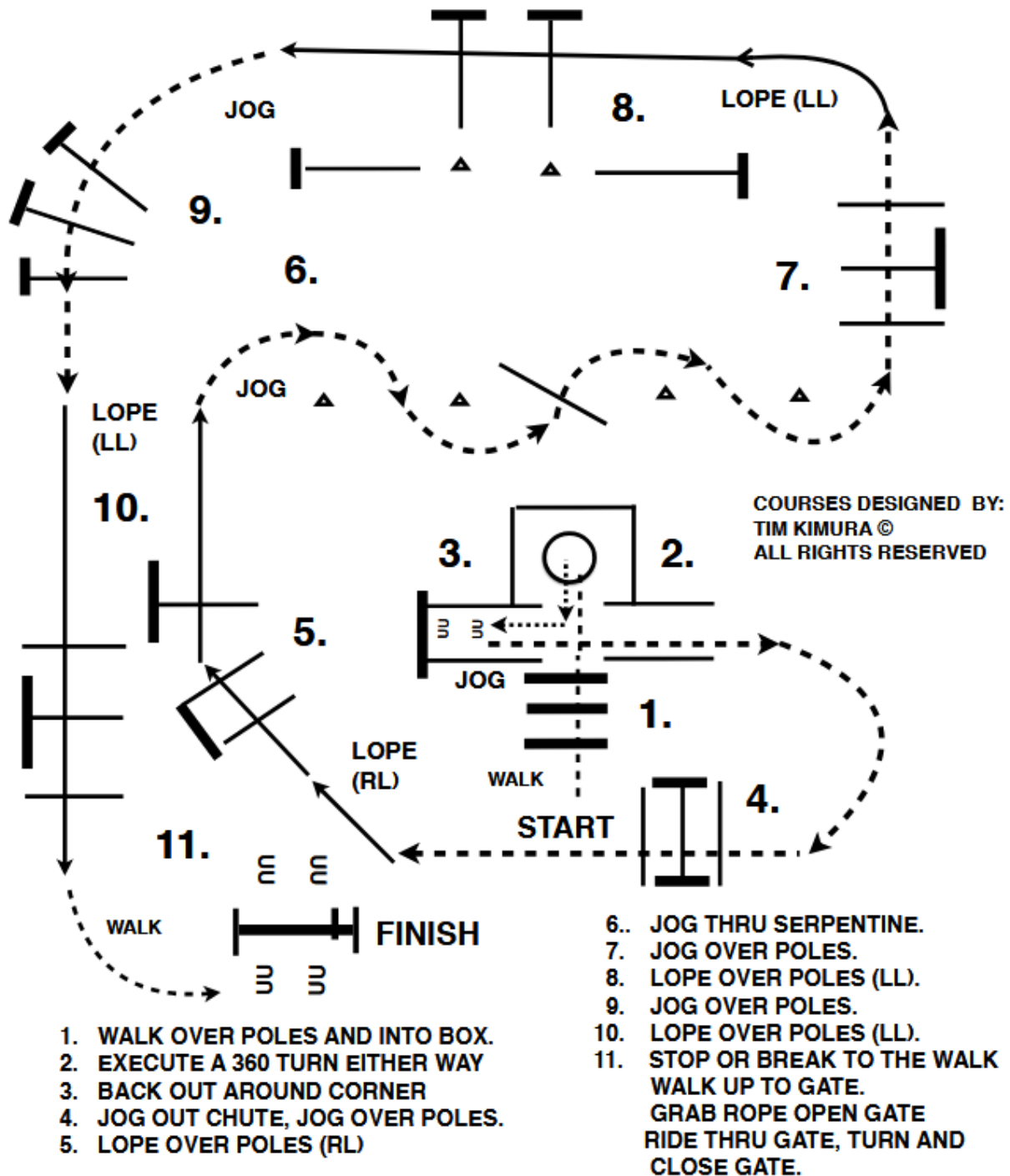


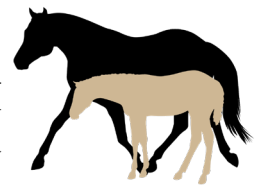


Trail

2025 Regional FUTURITY

L1 Youth
L1 Amateur
L1 Open



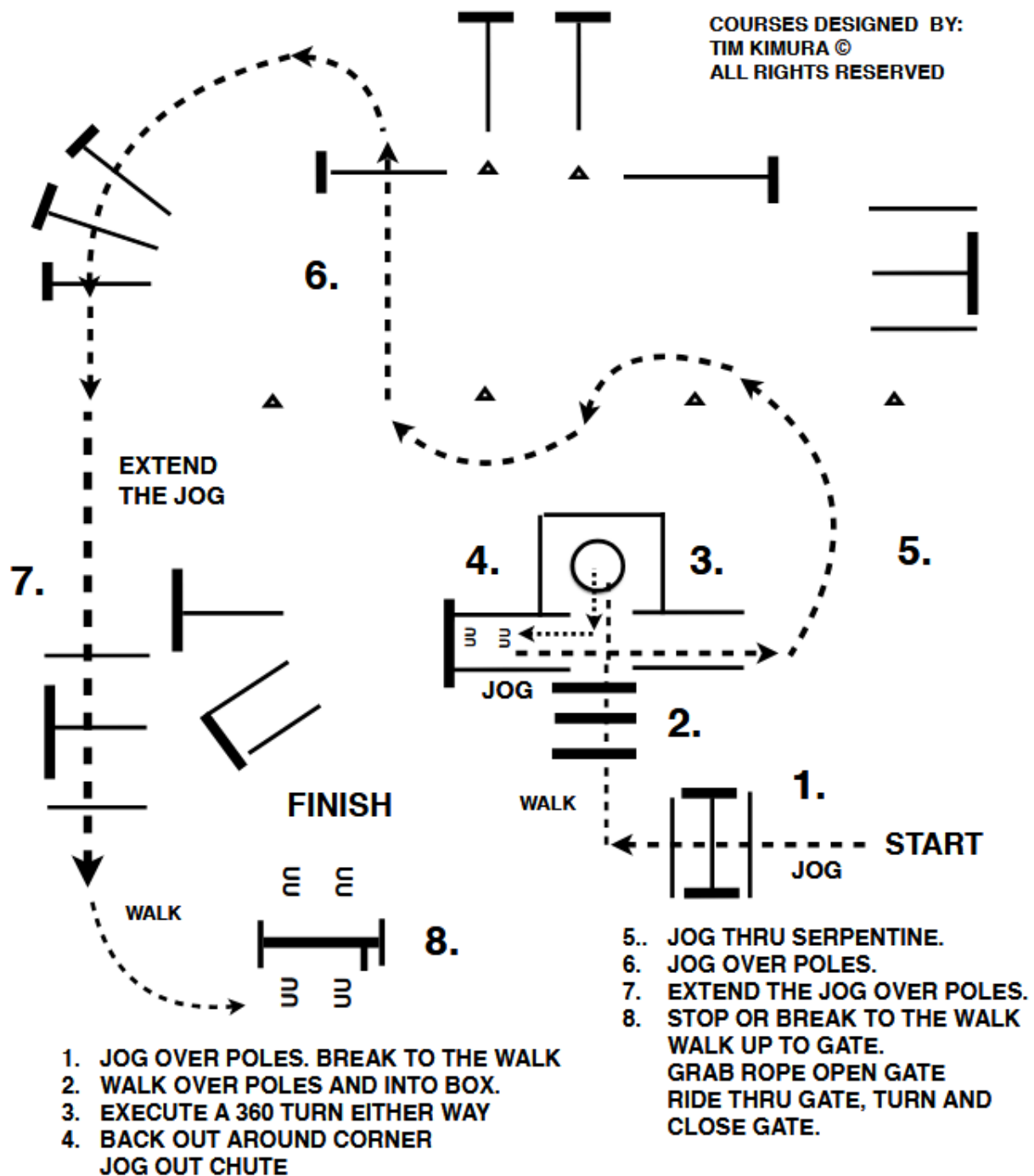


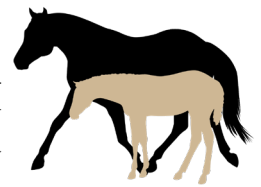
Trail In Hand 2&3 yr. old FUTURITY

2025 Regional FUTURITY

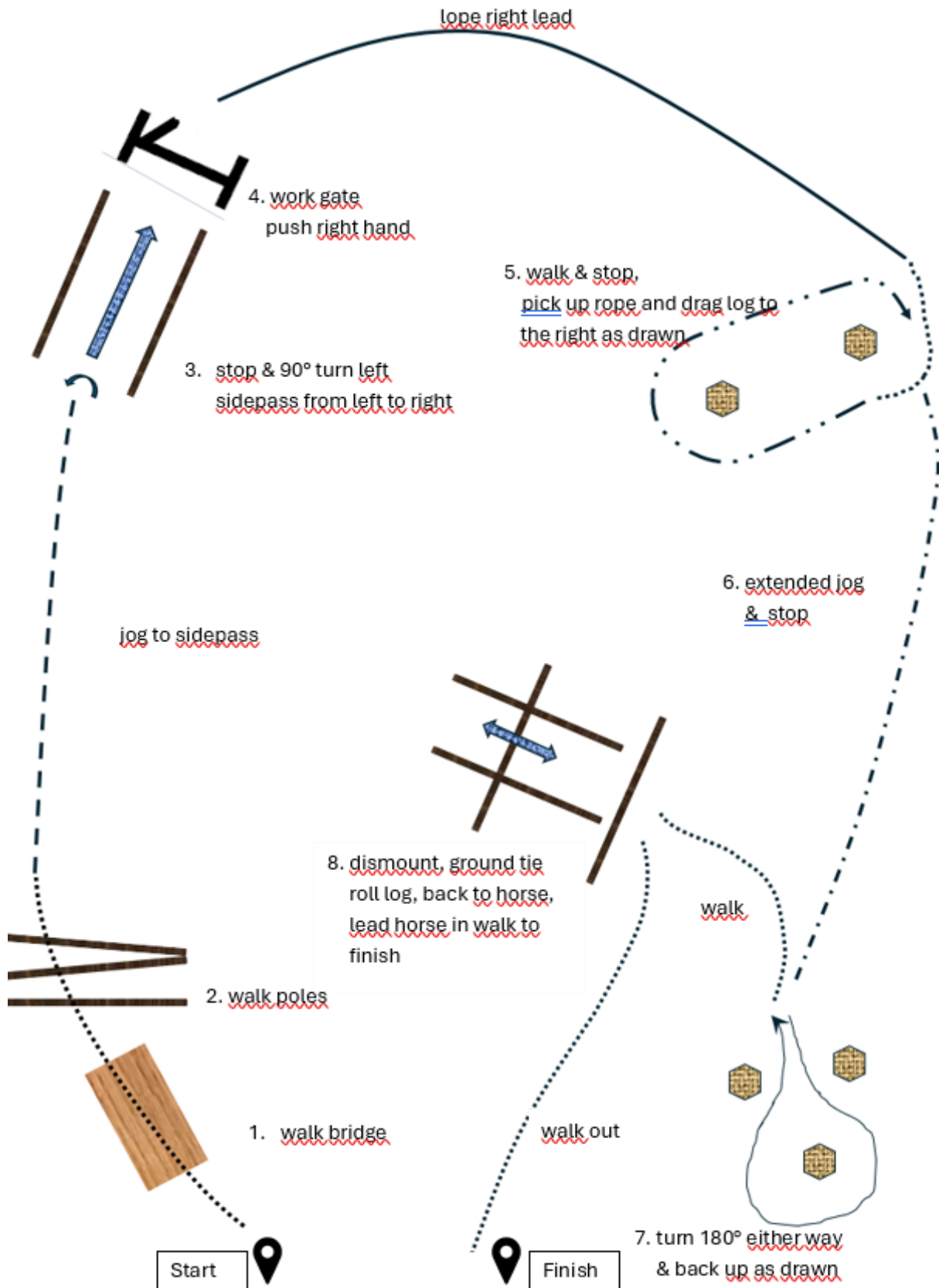
TRAIL IN HAND AQHA & NSBA Walk/Trott L1 YOUTH

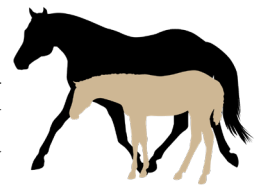
COURSES DESIGNED BY:
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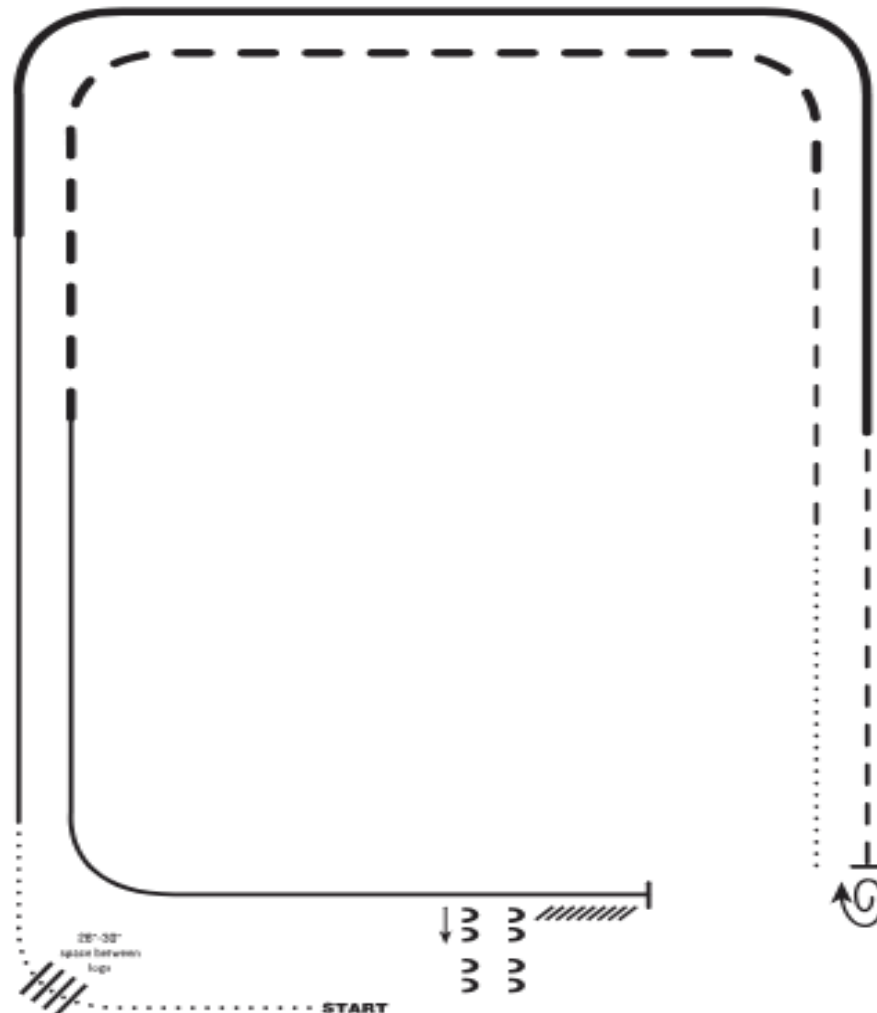
Ranch Trail FUTURITY & MATURITY (all classes)





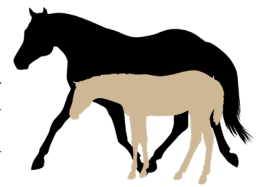
L1 OPEN/ L1 AMATEUR / L1 YOUTH Ranch Riding FUTURITY

RANCH RIDING - PATTERN 6



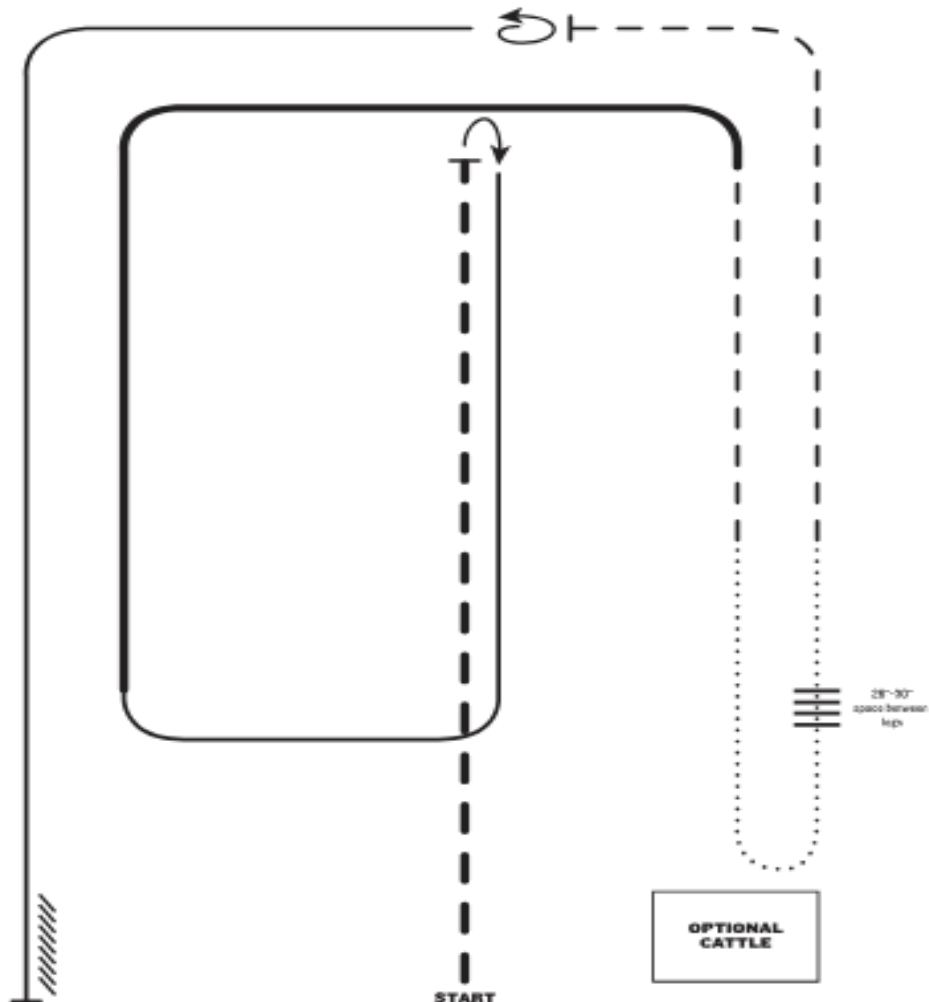
1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

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.



OPEN Ranch Riding MATURITY

RANCH RIDING - PATTERN 15



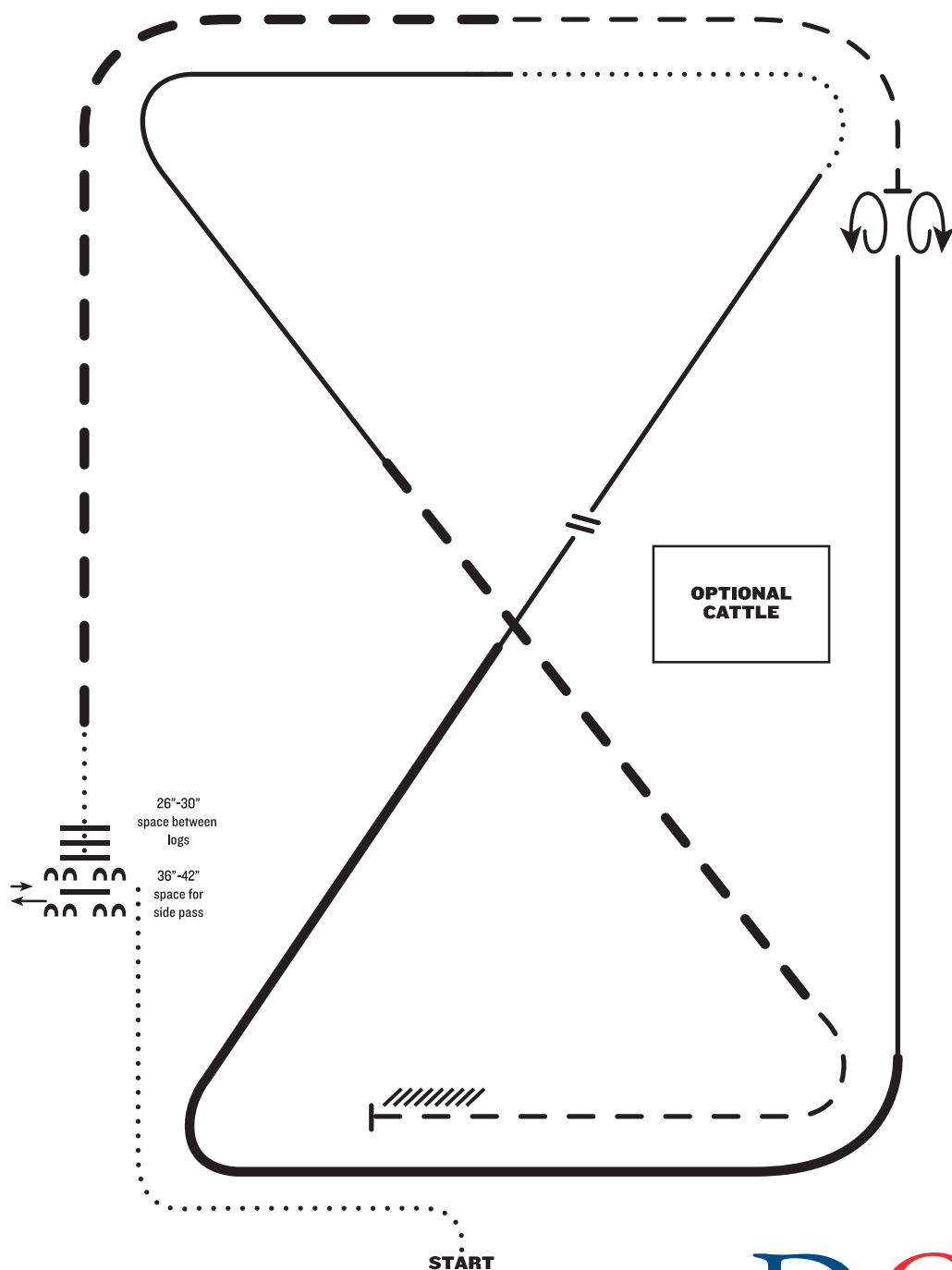
1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360° turn left
11. Lope left lead
12. Stop and back

LEGEND	
.....	Walk
.....	Extended Walk
---	Stop
.....	Extended Stop
---	Lope
.....	Extended Lope
~~~~~	Back
Λ	Lead Change

*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

## AMATEUR/ YOUTH



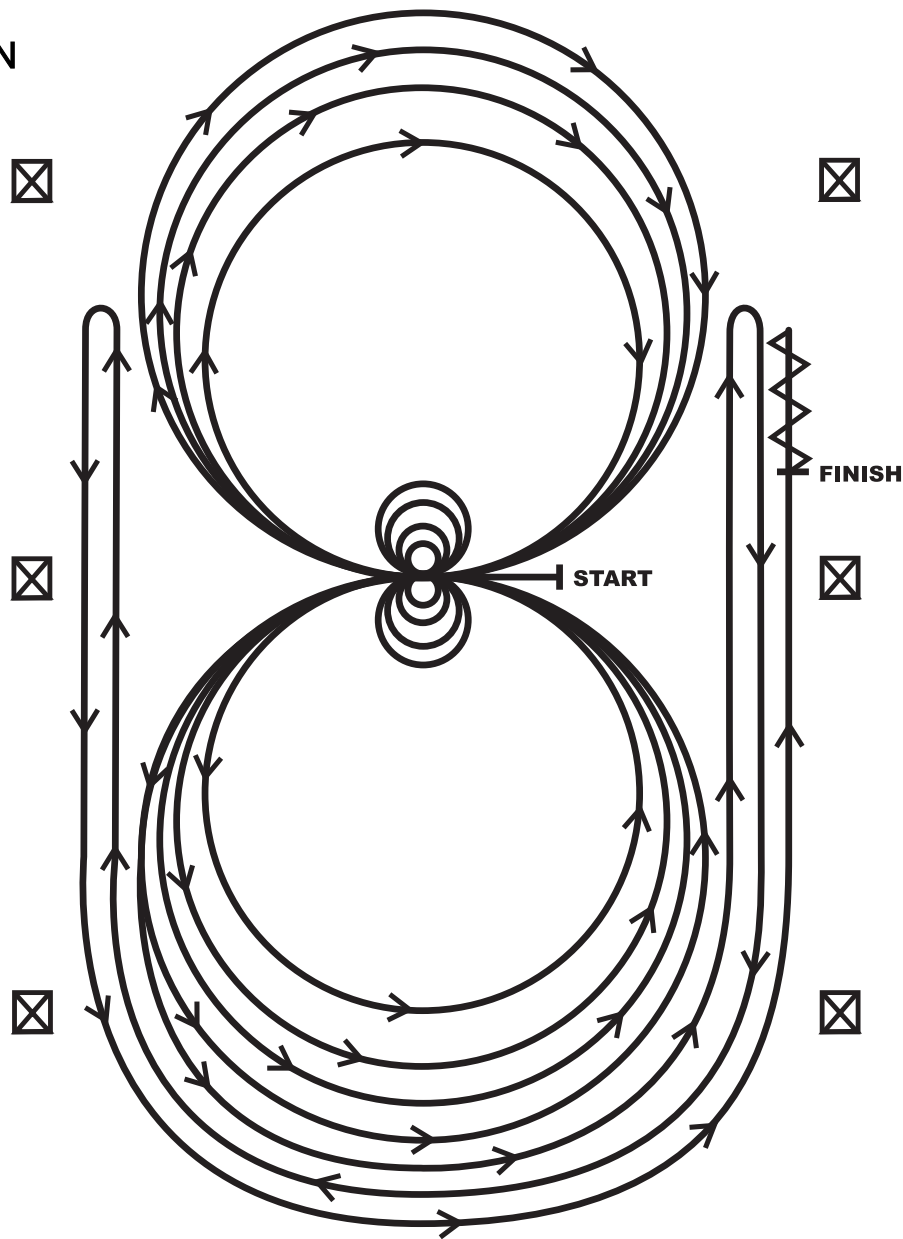
1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead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

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FUTURITY  
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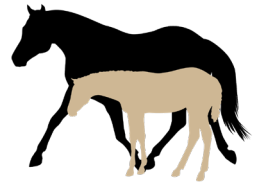
# REINING PATTERN 5

L1 OPEN



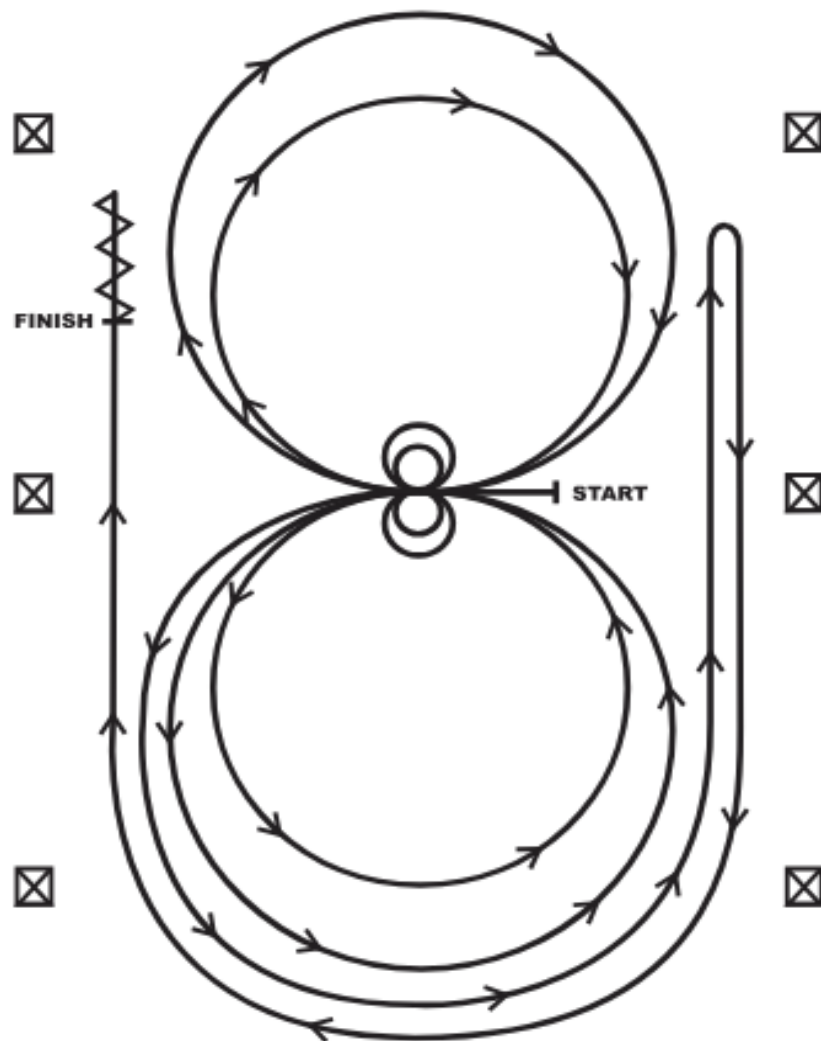
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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. Hesitate.
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. Hesitate.
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 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.



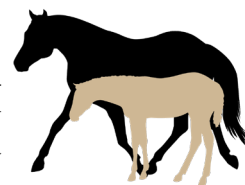
## L1 AMATEUR/ L1 YOUTH Reining FUTURITY

### REINING PATTERN A



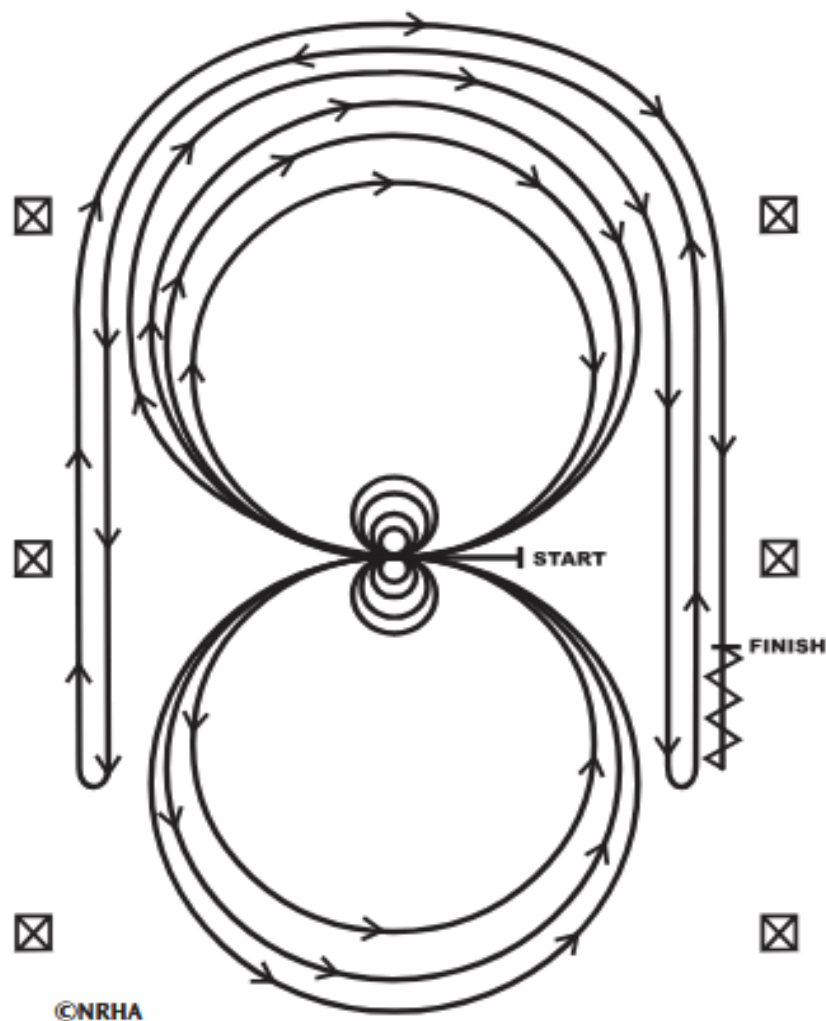
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.



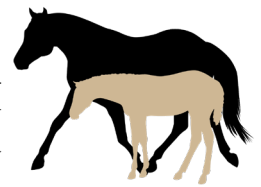
## OPEN / AMATEUR/ YOUTH Reining MATURITY

### REINING PATTERN 14



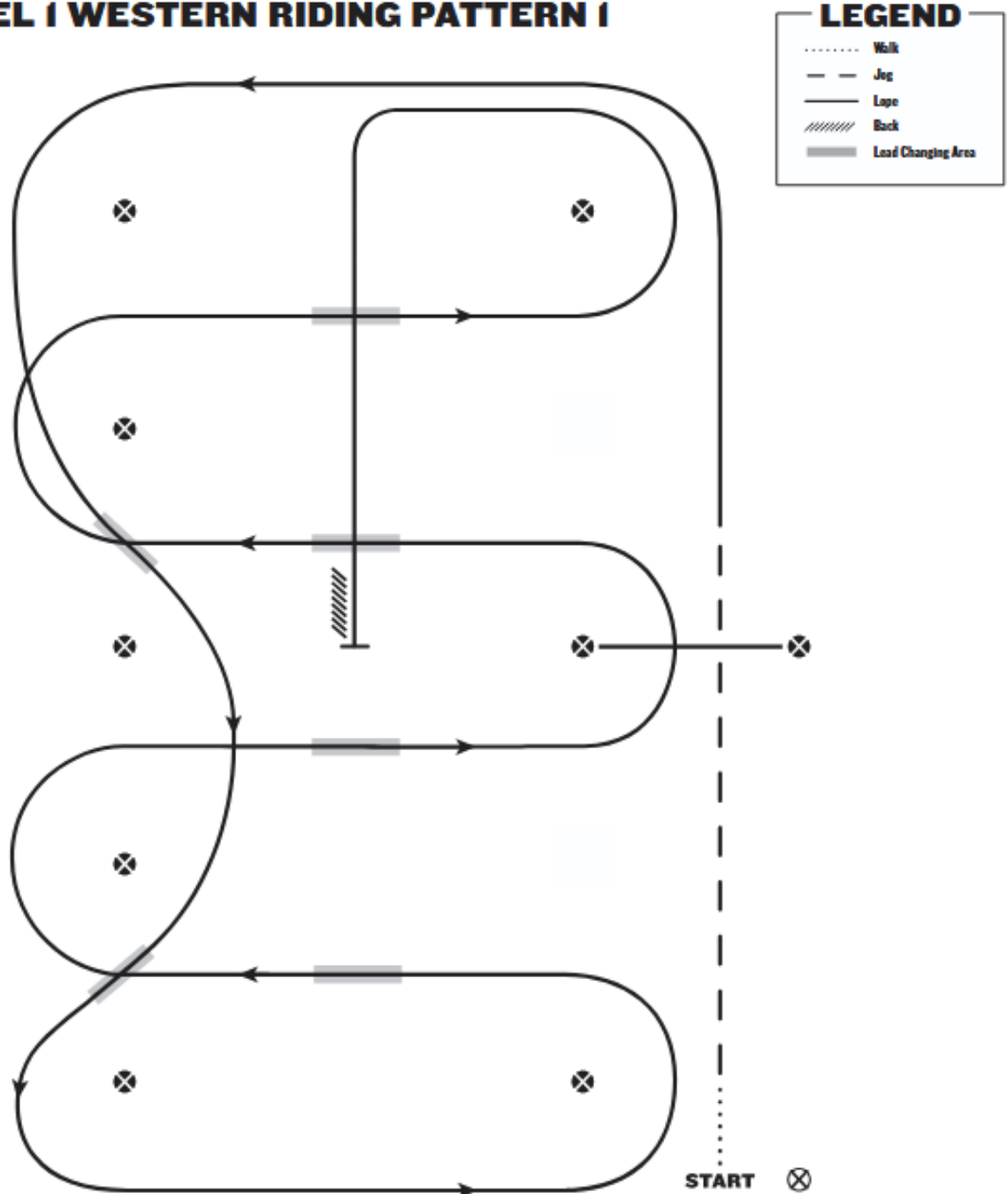
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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 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 left: 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 right but do not close this circle. Run up 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 previous circle but do not close this circle. Run up 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 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 the completion of the pattern.

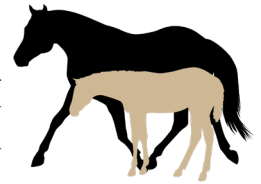


## L1 AMATEUR/ L1 OPEN/ L1 YOUTH Western Riding FUTURITY

### LEVEL I WESTERN RIDING PATTERN I



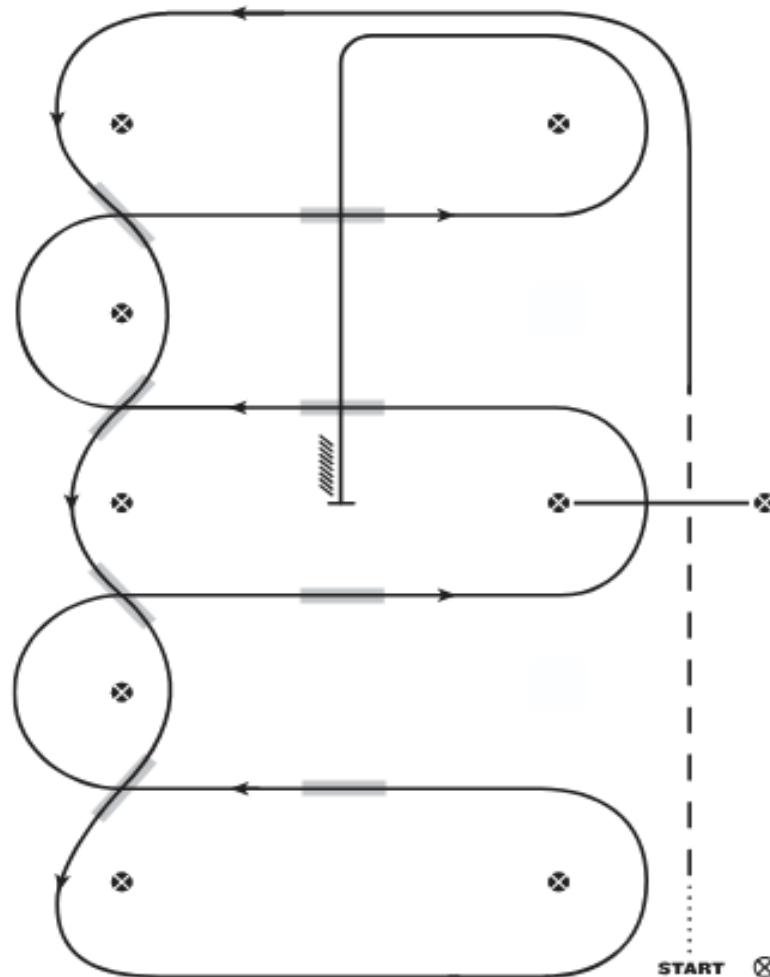
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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



**AMATEUR / OPEN / YOUTH**

# Western Riding MATURITY

## WESTERN RIDING PATTERN 1



### LEGEND

—————	Walk
———	Jog
—————	Run
.....	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