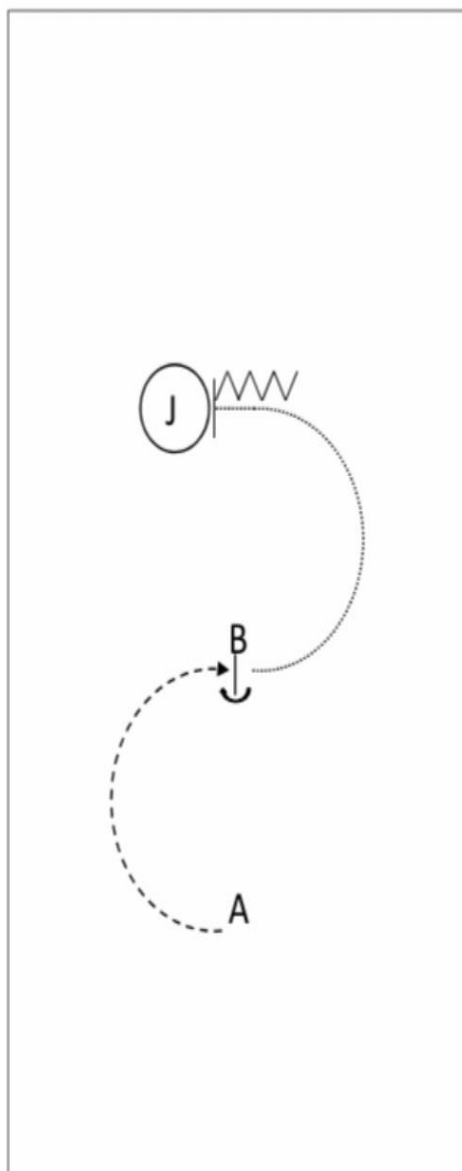


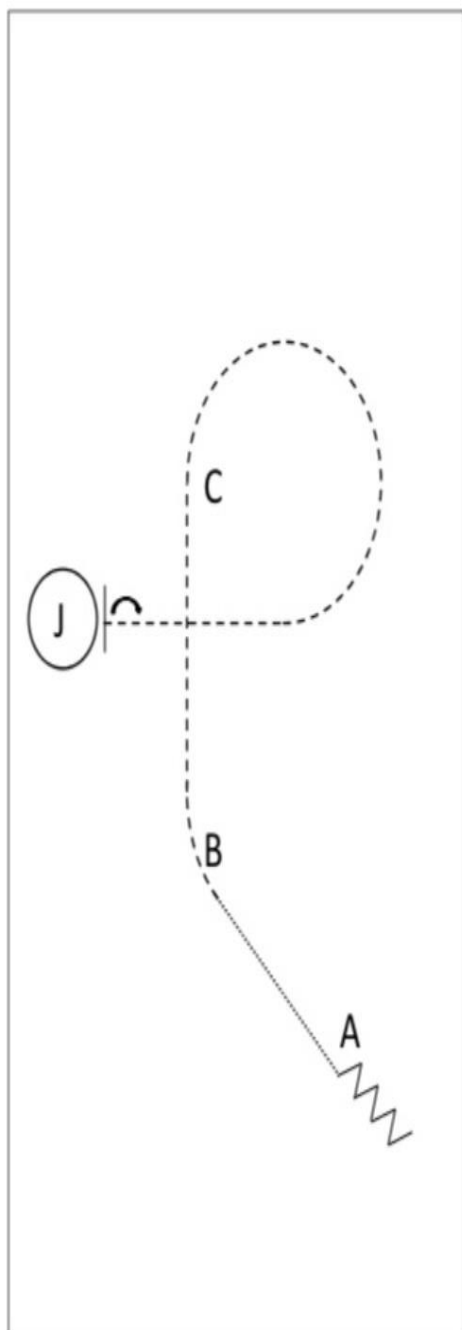
## Showmanship At Halter Youth / Youth rasseoffen



1. Trab halber Zirkel A zu B
  2. Stop bei B
  3. Turn rechts 360°
  4. Schritt halber Zirkel B zum Richter
  5. Setup
  6. Inspektion
  7. Rückwärts
- Im Schritt die Arena verlassen

Schritt      .....  
Trab        - - - - -  
Rückwärts    ^ ^ ^

## Showmanship at Halter Amateur rasseoffen / All Ages Amateur

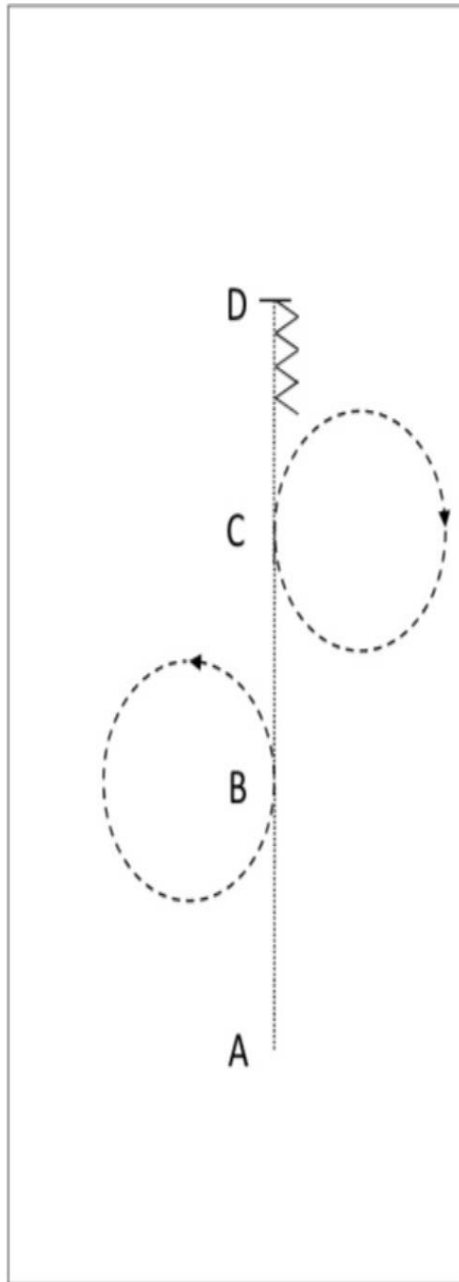


1. Aufstellen bei A
  2. Rückwärts
  3. Schritt zu B
  4. Trab B zu C
  5. Trab um C herum
  6. Stop
  7. Setup
  8. Inspektion
  9. Turn rechts 45°
- Im Schritt die Arena verlassen

Schritt      —————  
Trab         - - - - -  
Rückwärts    ^ ^ ^



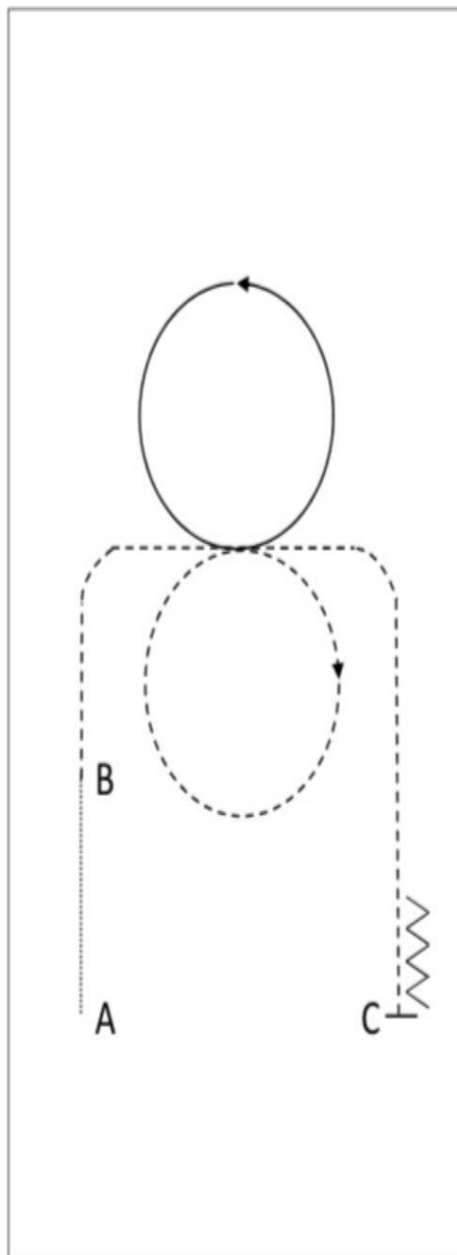
## Rasseoffen Short Stirrup



1. Schritt A zu B
2. Trabzirkel links
3. Schritt B zu C
4. Trabzirkel rechts
5. Schritt C zu D
6. Stop bei D
7. Rückwärts

Schritt      ————  
Trab         - - - - -  
Rückwärts    / \ / \

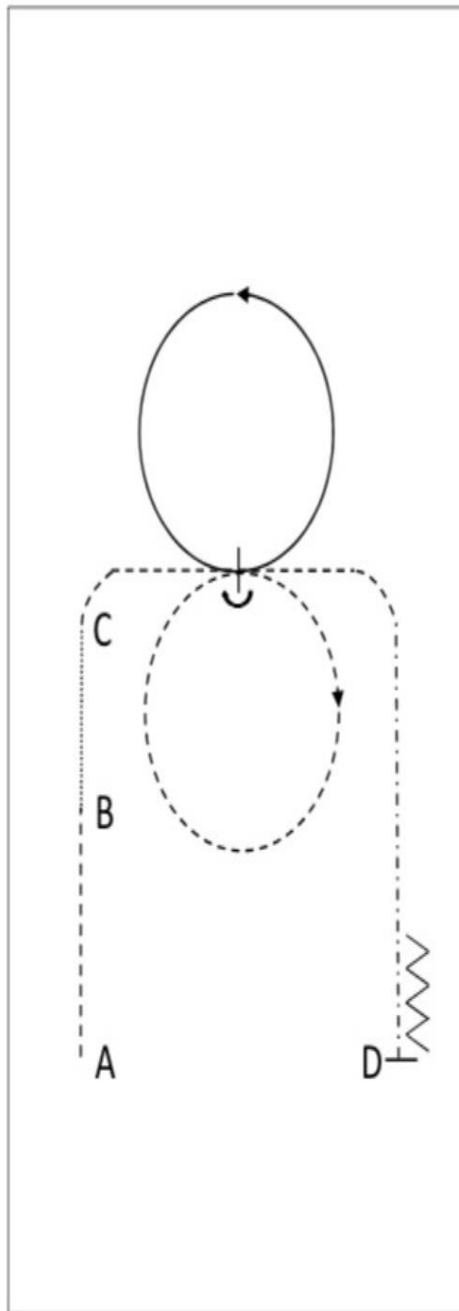
Western Horsemanship Youth rasseoffen / All Ages Youth



1. Schritt A zu B
2. Trab bei B
3. Trabzirkel rechts
4. Linksgaloppzirkel
5. Trab zu C
6. Stop bei C
7. Rückwärts

Schritt	-----
Trab	-----
Galopp	-----
Rückwärts	∩∩∩

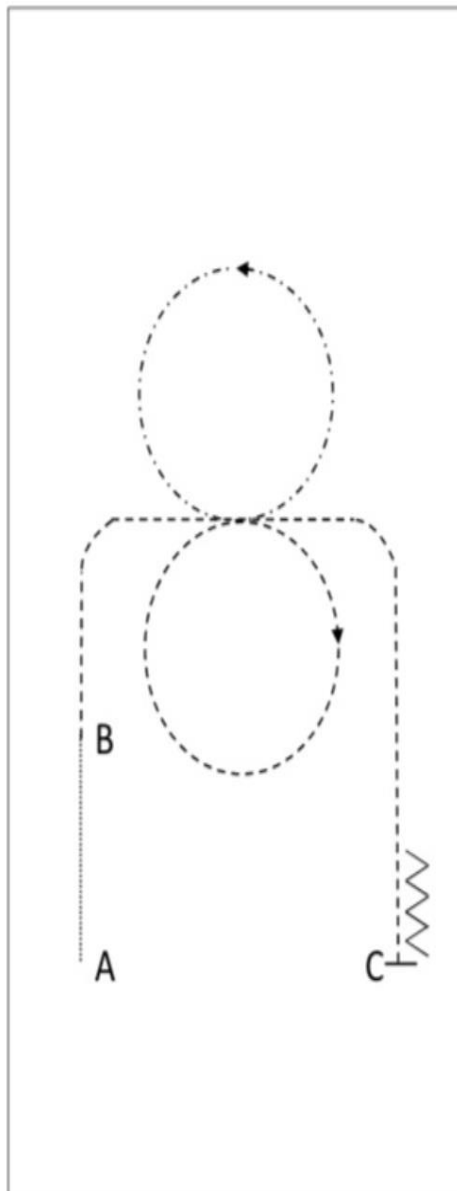
Western Horsemanship Amateur rasseoffen / All Ages Amateur



1. Trab A zu B
2. Schritt B zu C
3. Trab, Trabzirkel rechts
4. Stop
5. Turn rechts 360°
6. Linksgaloppzirkel
7. Trab
8. Trab extended
9. Stop bei D
10. Rückwärts

Schritt	.....
Trab	-----
Trab extended	.....
Galopp	————
Rückwärts	⋈⋈⋈

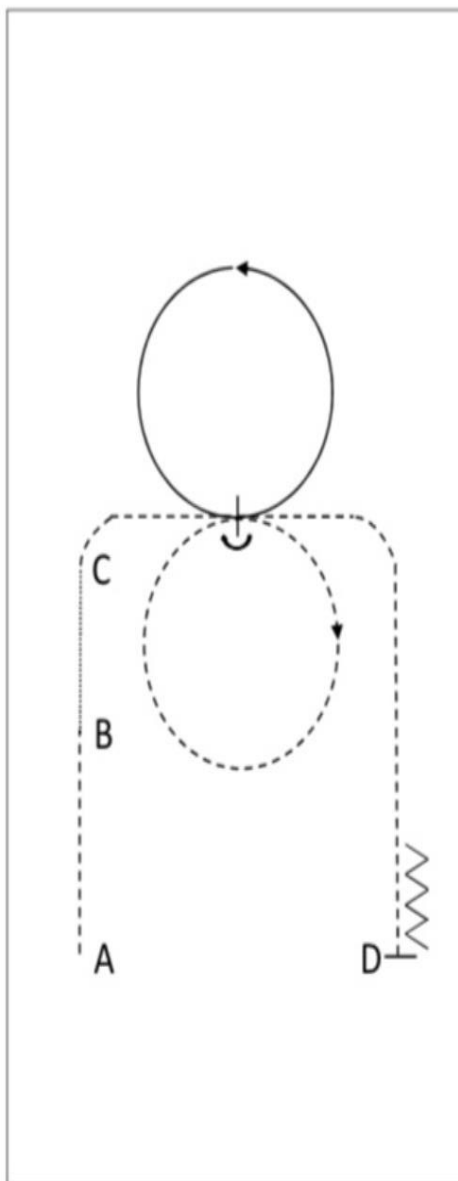
## Walk/Trot Western Horsemanship Erwachsene



1. Schritt A zu B
2. Trab bei B
3. Trabzirkel rechts
4. Trabzirkel links, extended
5. Trab zu C
6. Stop bei C
7. Rückwärts

Schritt	.....
Trab	-----
Trab extended	-·-·-·-·-
Rückwärts	∩∩∩

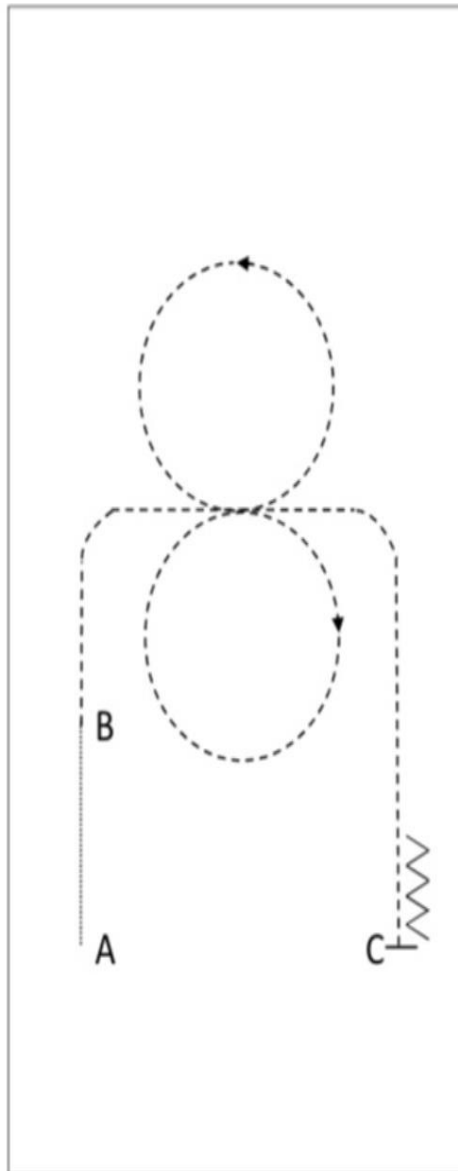
## Western Horsemanship Open rasseoffen



1. Trab A zu B
2. Schritt B zu C
3. Trab, Trabzirkel rechts
4. Stop
5. Turn rechts 360°
6. Linksgaloppzirkel
7. Trab zu D
8. Stop bei D
9. Rückwärts

Schritt	-----
Trab	-----
Galopp	-----
Rückwärts	∩∩∩

Walk/Trot Western Horsemanship Jugend



1. Schritt A zu B
2. Trab bei B
3. Trabzirkel rechts
4. Trabzirkel links
5. Trab zu C
6. Stop bei C
7. Rückwärts

Schritt      .....  
Trab         - - - - -  
Rückwärts    ^ ^ ^

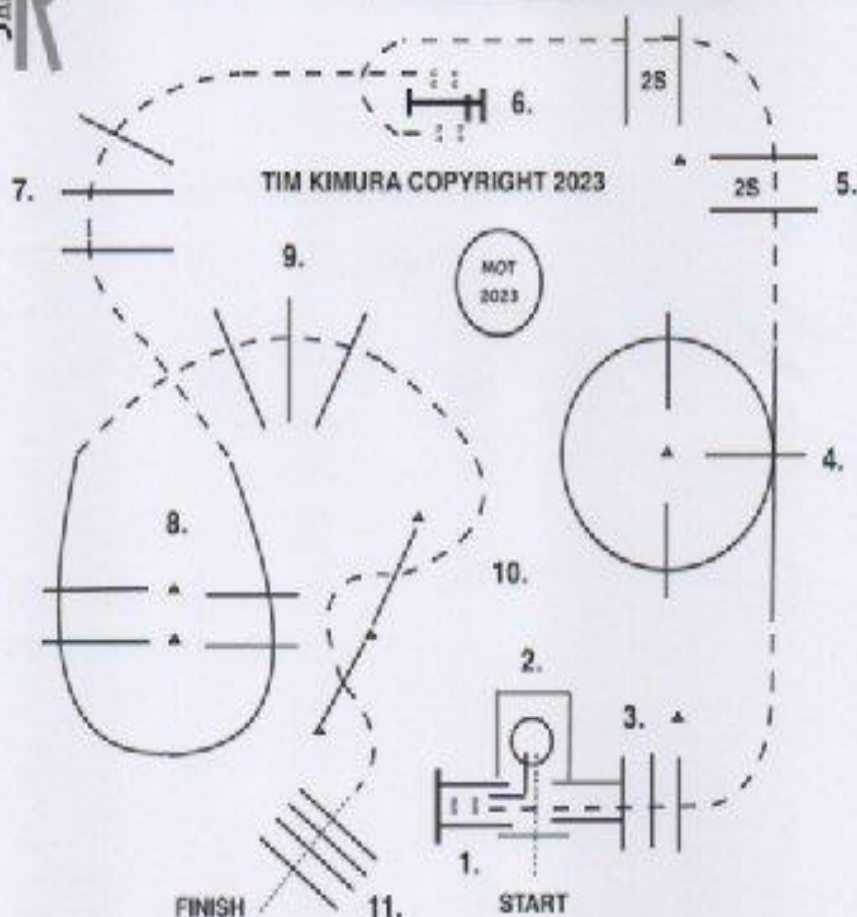




DQHA  
REGIONEN  
FUTURITY



Futurity, AQHA Junior, AQHA Amateur + Youth  
Rasseoffen Amateur + Youth



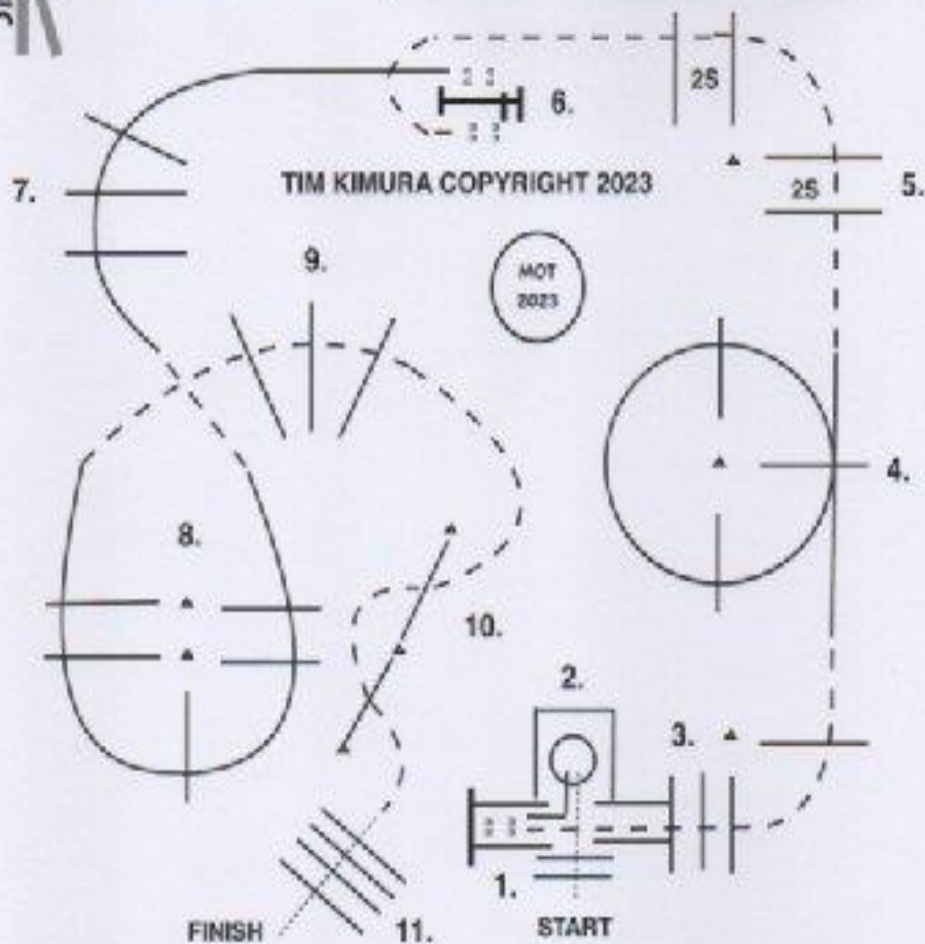
1. WALK OVER POLE, WALK INTO CHUTE, EXECUTE A 360 TURN EITHER WAY.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. YOU MAY WALK FORWARD, THEN JOG OUT CHUTE, JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG UP TO GATE, WORK GATE LEFT HAND.
7. JOG OVER POLES.
8.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



DQHA  
REGIONEN  
FUTURITY



Maturity, AQHA Senior,  
Rasseoffen Open + Jackpot



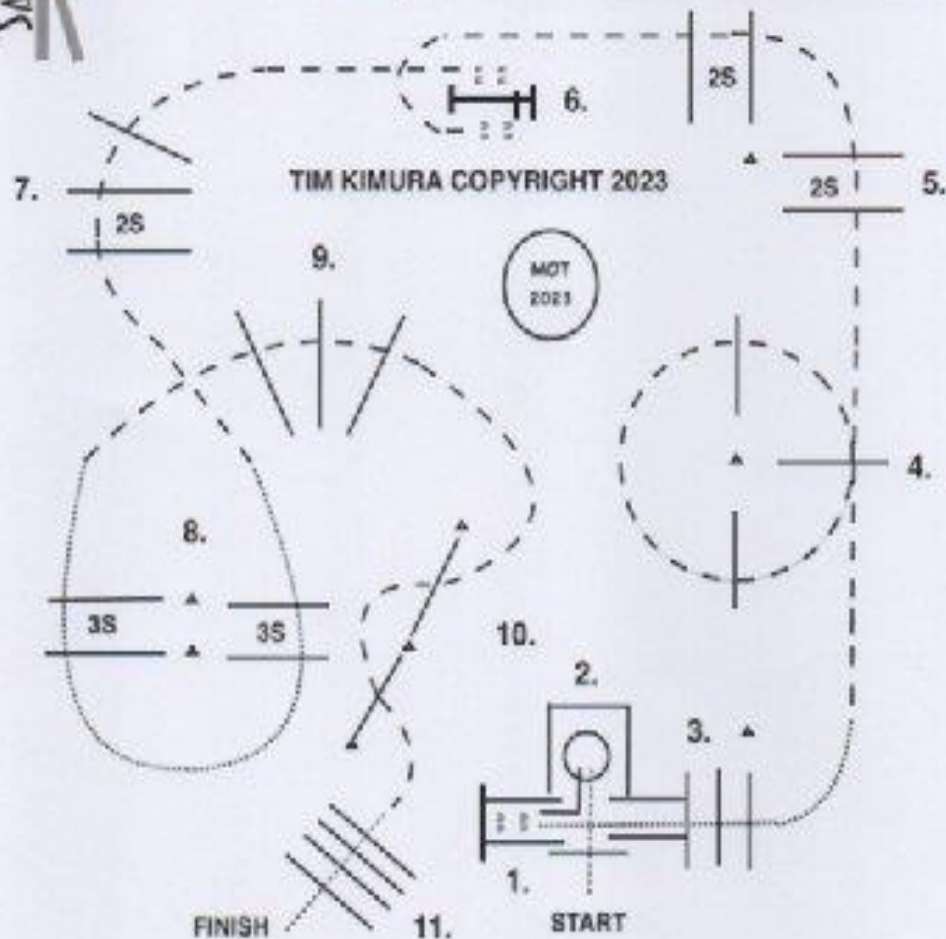
1. WALK OVER POLES, WALK INTO CHUTE, EXECUTE A 360 TURN EITHER WAY.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. YOU MAY WALK FORWARD, THEN JOG OUT CHUTE, JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG UP TO GATE, WORK GATE LEFT HAND.
7. LOPE OVER POLES (LEFT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



DQHA  
REGIONEN  
FUTURITY

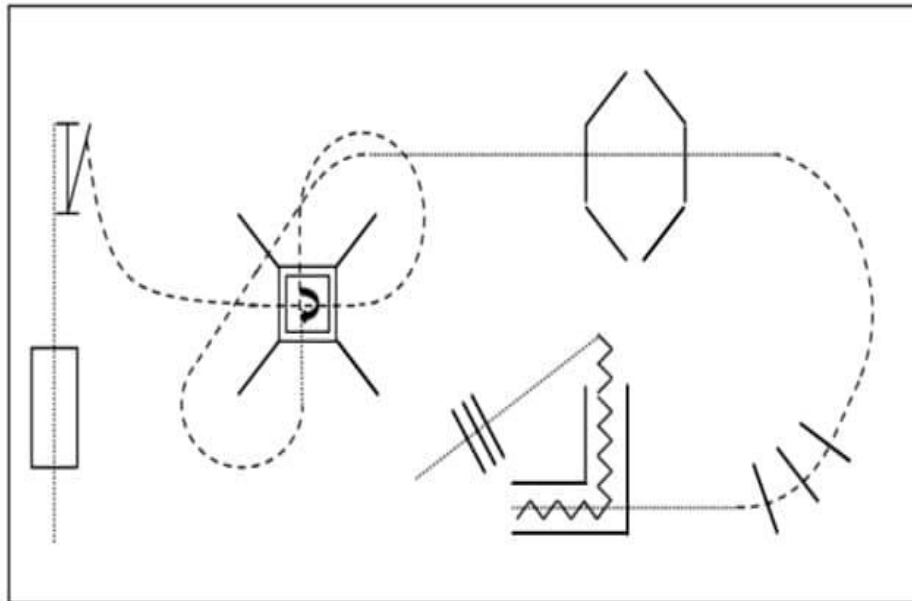


## In Hand TRAIL CLASSES



1. WALK OVER POLE, WALK INTO CHUTE, EXECUTE A 360 TURN EITHER WAY.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. WALK OUT OF CHUTE AND OVER POLES
4. JOG OVER POLES.
5. JOG OVER POLES.
6. JOG UP TO GATE, WORK GATE LEFT HAND.
7. JOG OVER POLES.
8. WALK POLES
9. JOG OVER POLES.
10. JOG THROUGH SERPENTINE.
11. STOP OR BREAK TO THE WALK, WALK OVER POLES.

-----  
Walk / Trot Trail Erwachsene / Jugend



1. Bridge
2. Gate
3. Jog over
4. Jog in Box, turn right 360°
5. Walk over
6. Jog over
7. Walk over
8. Jog over
9. Walk in chute, back up
10. Walk over

Schritt	————
Trab	-----
Galopp	————
Rückwärts	∩∩∩

# Ranch Riding

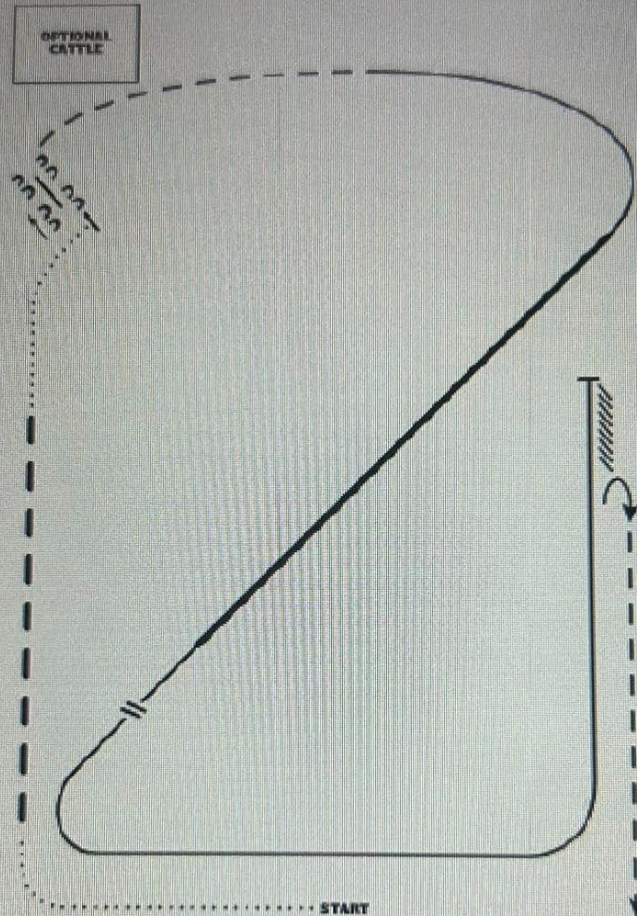
## FUTURITY

AQHA Amateur  
Rasseoffen Amateur  
und Youth

DQHA  
REGIONEN  
FUTURITY



### RANCH RIDING - PATTERN 10



#### LEGEND

.....	Walk
.....	Extended Walk
---	Trot
---	Extended Trot
---	Lope
---	Extended Lope
~~~~~	Back
W	Lead Change

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

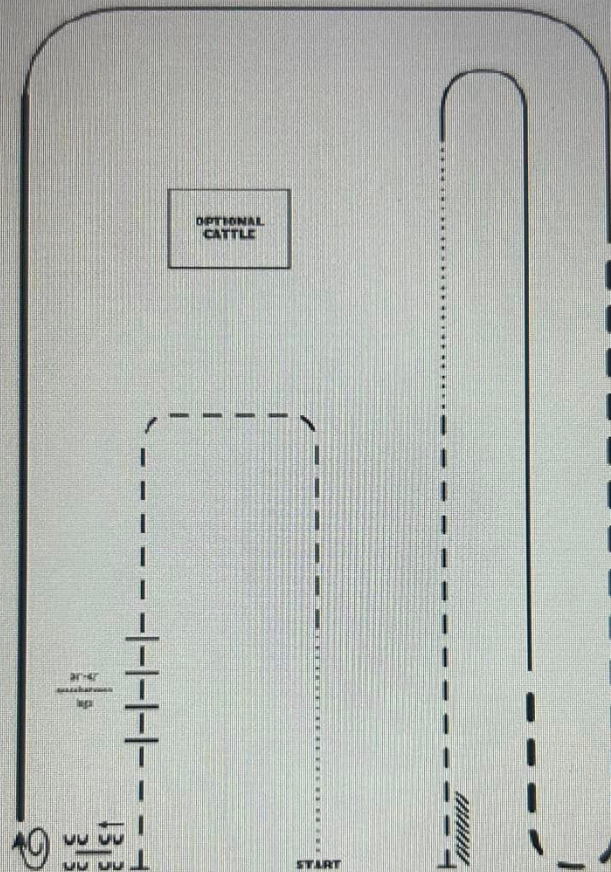
*Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.*

# Ranch Riding

**MATURITY** AQHA Senior Open  
Rasseoffen Open



## RANCH RIDING - PATTERN 12



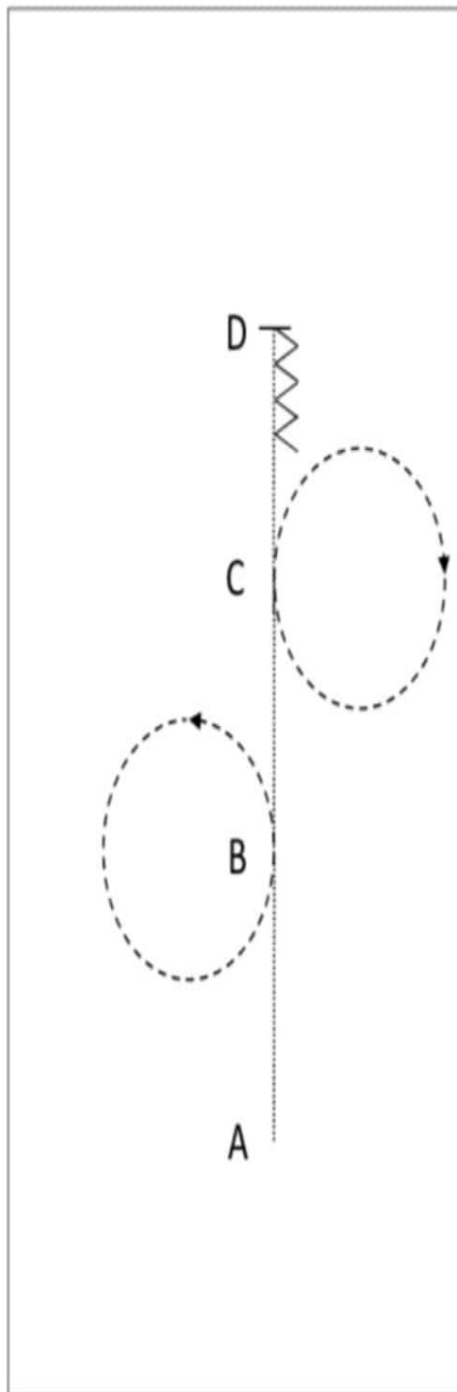
**LEGEND**

.....	Walk
.....	Extended Walk
---	Trot
---	Extended Trot
---	Lope
---	Extended Lope
~~~~~	Back
W	Lead Change

1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
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 test exhibit their horses.*

## Rasseoffen Short Stirrup



1. Schritt A zu B
2. Trabzirkel links
3. Schritt B zu C
4. Trabzirkel rechts
5. Schritt C zu D
6. Stop bei D
7. Rückwärts

Schritt     .....  
Trab        - - - - -  
Rückwärts  / \ / \

## S 340 Reining Youth / Beginner (Work-Trot)

Die Pferde müssen im Schritt zum Mittelpunkt der Arena gehen. Sie müssen vor Beginn des Patterns in der Mitte der Bahn, mit Blickrichtung auf die linke Bande, stehen bleiben.

2 Spins nach links  
2 Spins nach rechts

### **Rechts antraben**

1 großer Zirkel  
1 kleiner Zirkel  
1 großer Zirkel

Stopp bei X

### **Links antraben**

1 großer Zirkel  
1 kleiner Zirkel  
1 großer Zirkel

### **Links weiter traben**

Rundown – Sliding Stopp nach dem Mittelmarker  
**Rollback nach rechts**

### **Weiter rechtsrum im Trab**

Rundown – Sliding Stopp nach dem Mittelmarker  
**Rollback nach links**

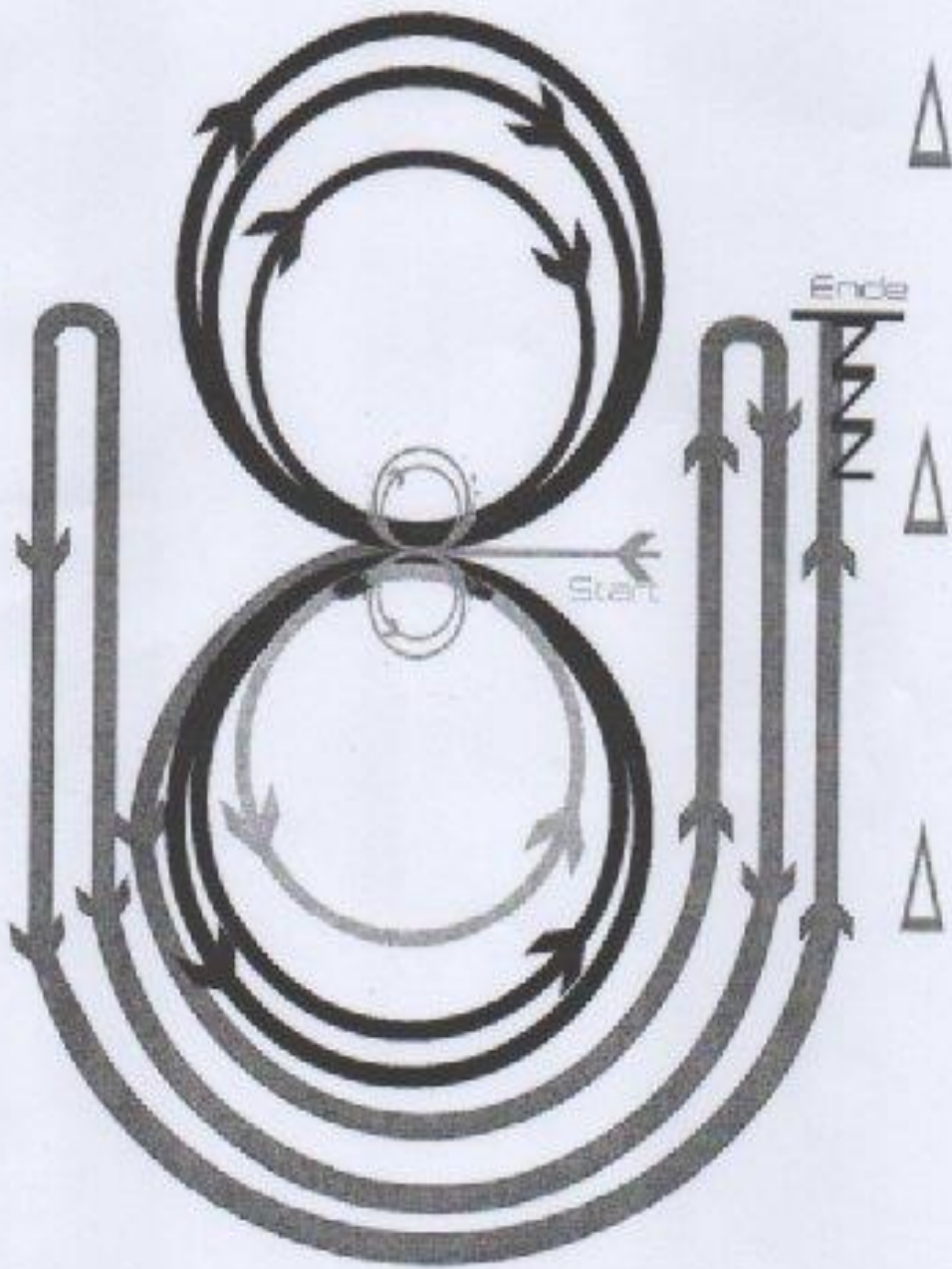
### **Weiter linksrum im Trab**

Rundown – Sliding Stopp nach dem Mittelmarker

Back Up



S 340



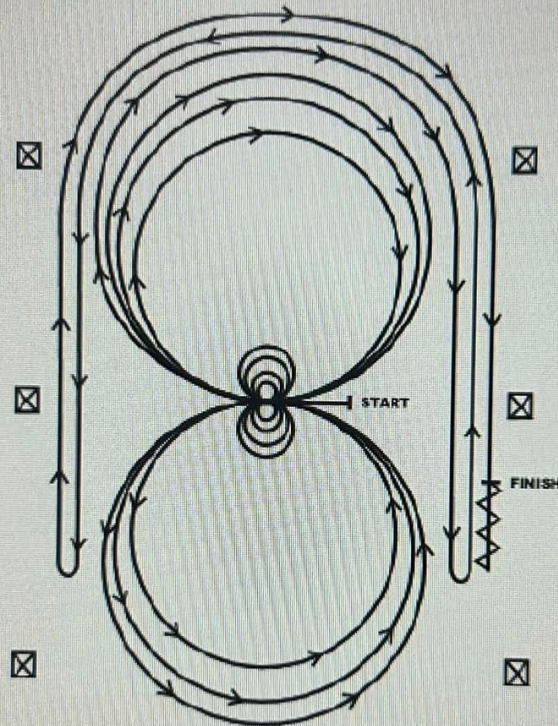
# Reining FUTURITY

AQHA Reining AMATEUR und rasseoffen AMATEUR

DQHA  
REGIONEN  
FUTURITY



## 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.

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 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 marker 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.

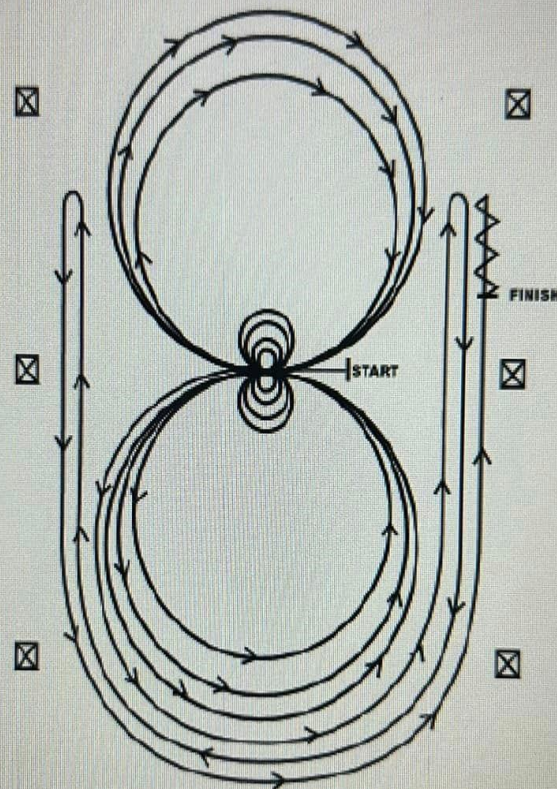
# Reining MATURITY

AQHA SENIOR und rasseoffen OPEN

DQHA  
REGIONEN  
FUTURITY



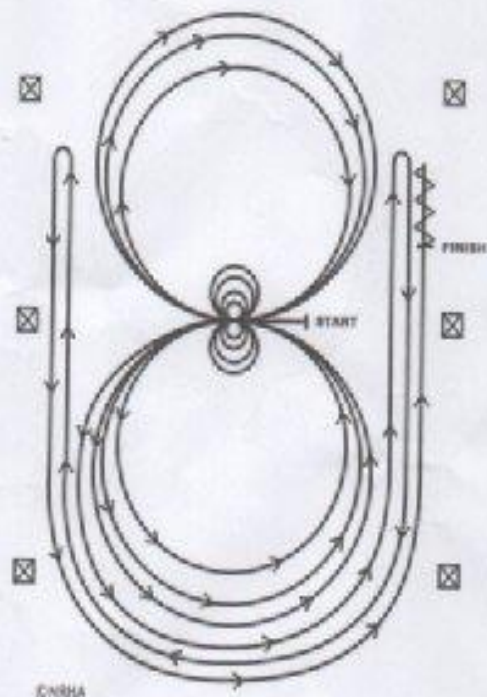
## REINING PATTERN 13



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 two circles to the left: the first circle large and fast; the second 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 two circles to the right: the first being large and fast; the second 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.
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 pattern.

## 4-Stops Reining

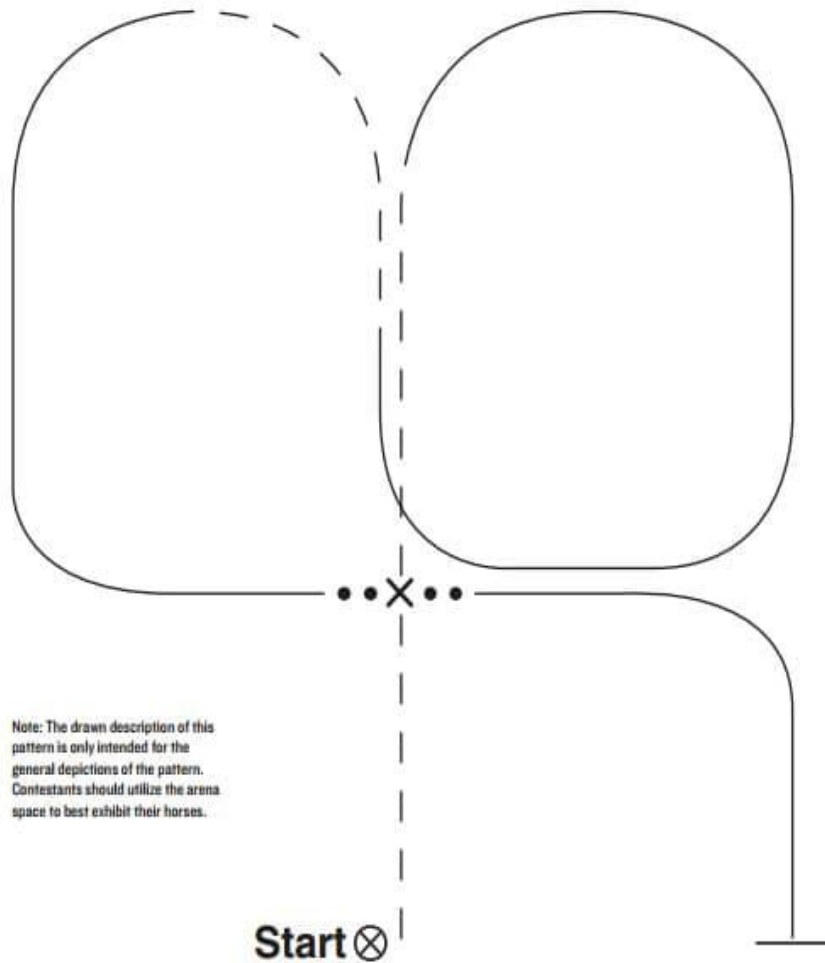


Die Pferde können im Schritt oder Trab zum Mittelpunkt der Reilbahn reiten. Die Pferde müssen vor Beginn der Aufgabe Schritt gehen oder anhalten. Beginn ist in der Mitte der Reilbahn mit Blickrichtung auf die linke Bande.

1. Vier Spinn rechts, Verharren.
2. Vier Spinn links, Verharren.
3. Beginne im Linksgalopp, drei Zirkel nach links; den ersten Zirkel groß und schnell; den zweiten Zirkel klein und langsam; den dritten Zirkel groß und schnell. Galoppwechsel in der Mitte der Arena.
4. Drei Zirkel nach rechts; den ersten Zirkel groß und schnell; den zweiten Zirkel klein und langsam; den dritten Zirkel groß und schnell. Galoppwechsel in der Mitte der Arena.
5. Beginne einen großen Zirkel nach links, aber schliesse diesen Zirkel nicht. Schneller Galopp entlang der rechten Seite der Arena bis hinter den Mittelmarken und dann mindestens 6 Meter von der Bande entfernt einen Rollback nach rechts – kein Verharren.
6. Reite zurück um den vorherigen Zirkel herum, aber schliesse diesen Zirkel nicht. Schneller Galopp entlang der linken Seite der Arena bis hinter den Mittelmarken und dann mindestens 6 Meter von der Bande entfernt einen Rollback nach links – kein Verharren.
7. Reite zurück um den vorherigen Zirkel herum, aber schliesse diesen Zirkel nicht. Schneller Galopp entlang der rechten Seite der Arena bis hinter den Mittelmarken und führe einen Dichtig Stop aus, mindestens 6 Meter von der Bande entfernt. Backup mindestens 3 Meter. Verharren, um das Ende der Aufgabe anzuzeigen.

# Hunt Seat Equitation

1. 1000' x 1000'  
2. 1000' x 1000'



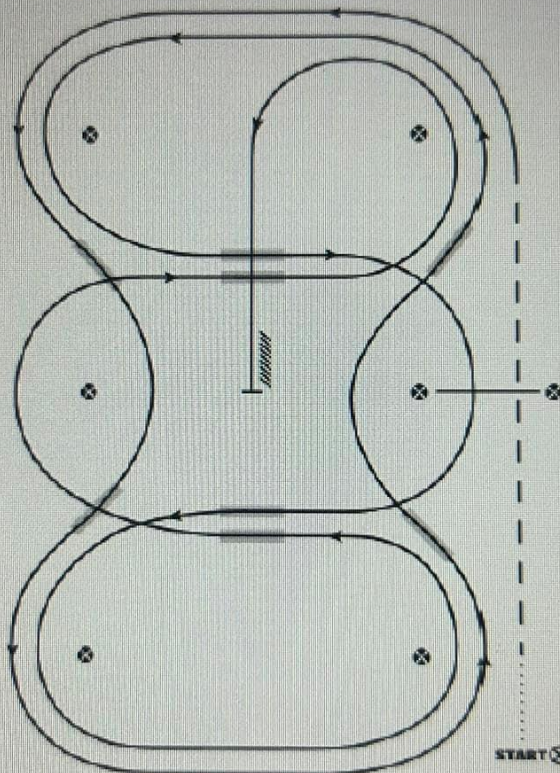
1. Sitting trot  $\frac{1}{2}$  of line
2. Posting trot left diagonal,  $\frac{1}{2}$  of line
3. Canter on right lead
4. Trot, right diagonal
5. Canter, left lead
6. Change leads through a walk
7. Canter, right lead
8. Halt
9. Exit at a walk or trot



# Western Riding FUTURITY & MATURITY

AQHA Amateur/Aateur und Open alle

## WESTERN RIDING PATTERN 5 \*Recommended For Small Arenas\*



LEGEND	
---	WALK
- - -	JOG
—	LOPE
XXXXX	LINE CHANGE
XXXXX	CROSSING CHANGE

1. Walk at least 16 foot 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

