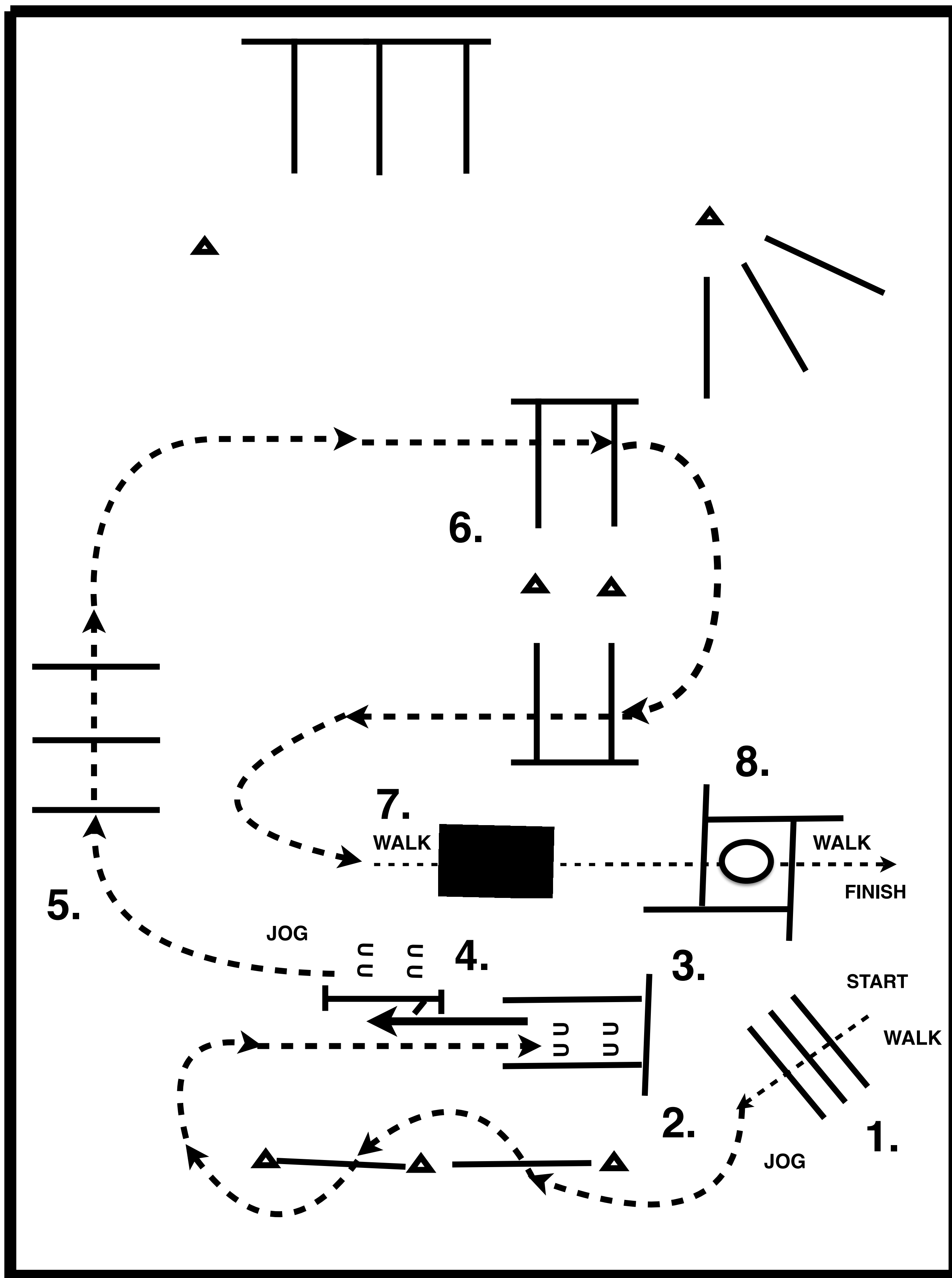


2018 DQHA TRAIL COURSE

WALK/JOG AND IN HAND

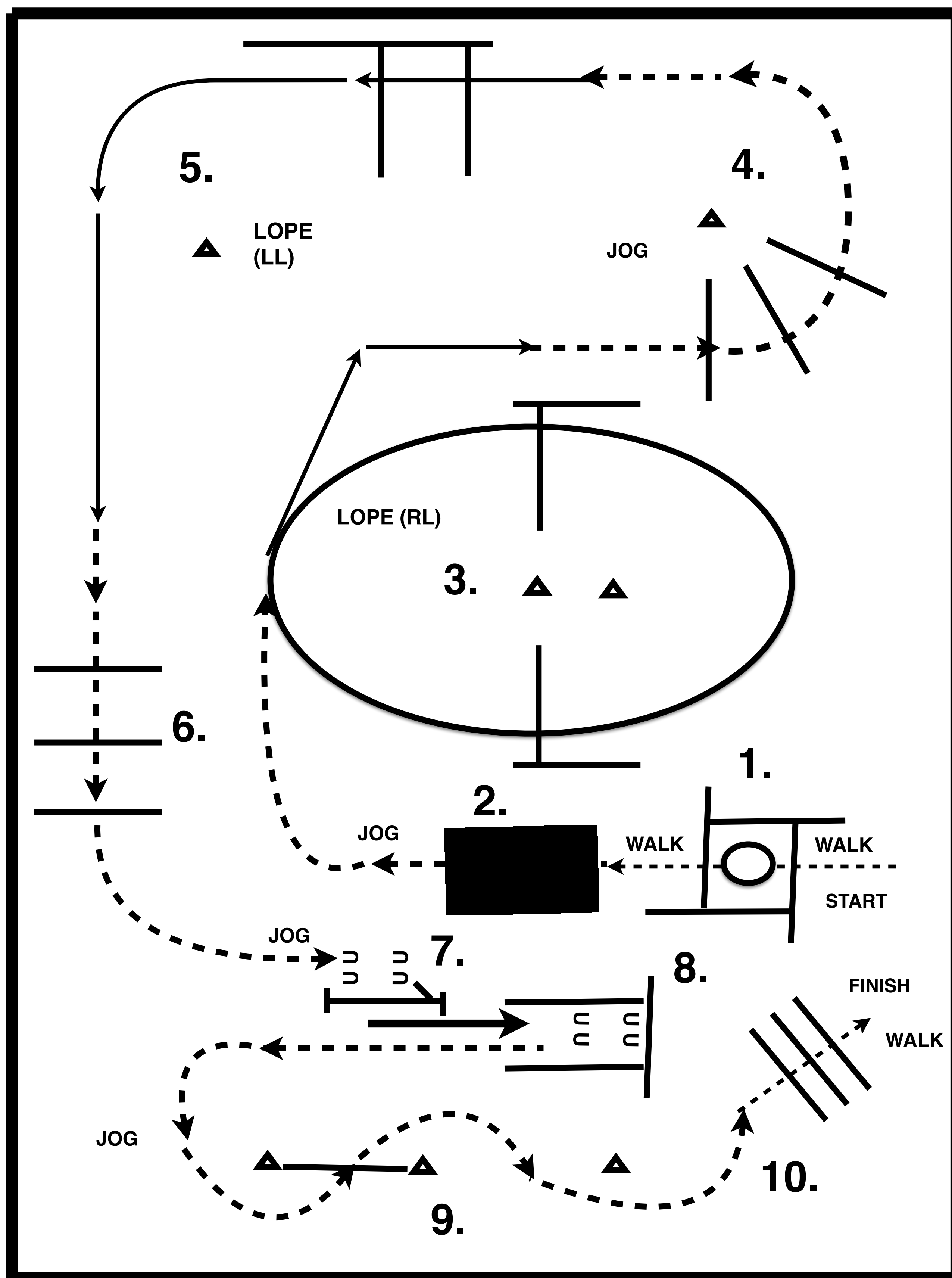


1. WALK OVER POLES.
2. JOG THRU SERPENTINE, JOG OVER POLES, JOG INTO CHUTE.
3. BACK THRU POLES, BACK TO GATE.
4. GATE: LEFT HAND OPEN WALK THRU GATE, AND CLOSE GATE.
5. JOG OVER POLES.
6. JOG OVER POLES
7. WALK OVER BRIDGE,
8. WALK INTO BOX EXECUTE A 360 TURN EITHER WAY WALK OUT BOX

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2018 DQHA TRAIL COURSE

L1 Open

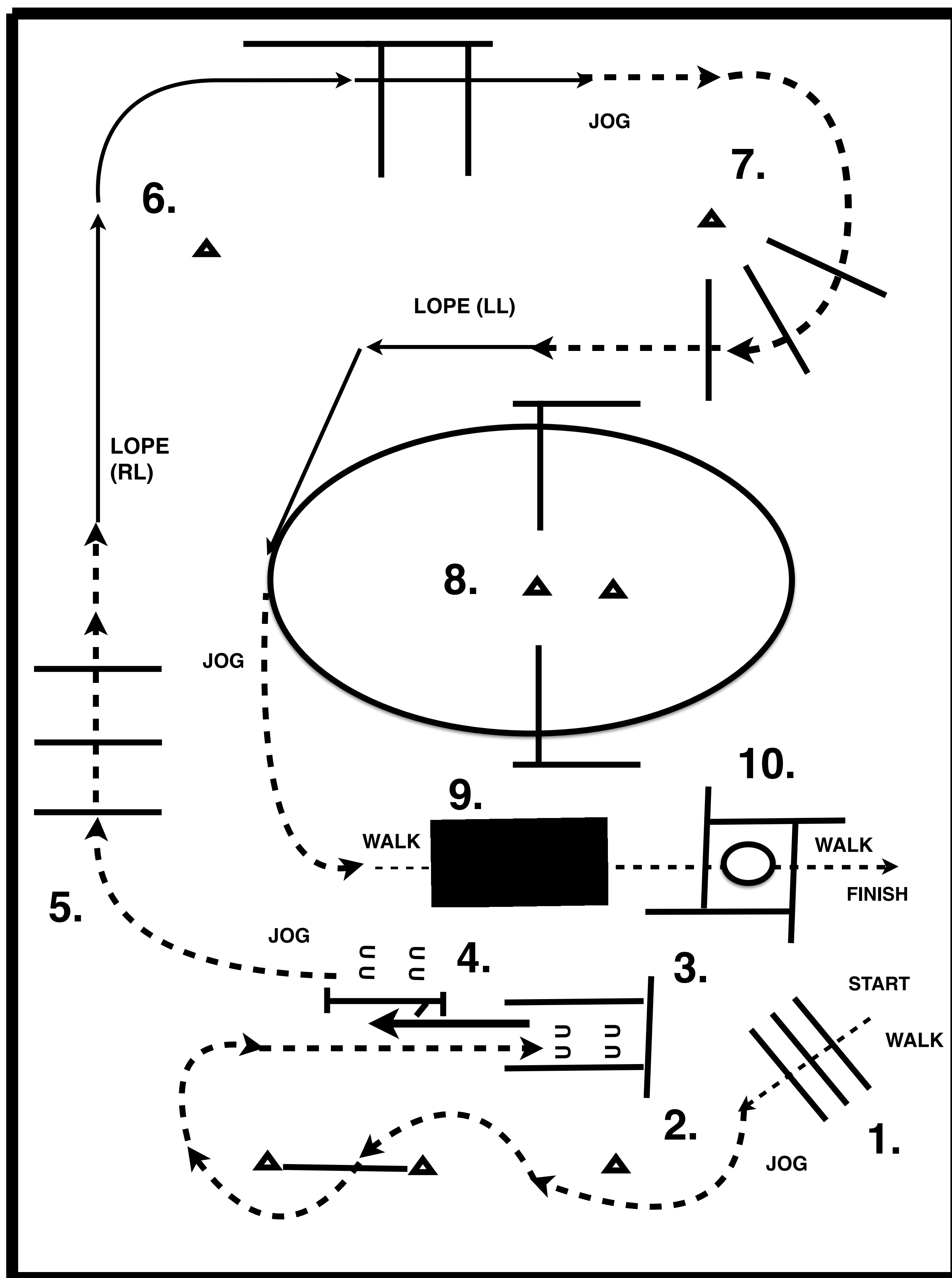


1. WALK INTO BOX, TURN 360° EITHER WAY AND WALK OUT
2. WALK OVER BRIDGE
3. LOPE RIGHT LEAD (RL) OVER POLES
4. JOG OVER POLES
5. LOPE LEFT LEAD (LL) OVER POLES
6. JOG OVER POLES AND JOG NEXT TO GAIT, STOP
7. WORK GAIT, RIGHT HAND
8. BACK UP INTO CHUTE AND JOG OUT
9. JOG SERPENTINE
10. STOP OR BREAK TO WALK, WALK OVER POLES

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2018 DQHA TRAIL COURSE

L1 Amateur + L1 Youth + Rasseoffen

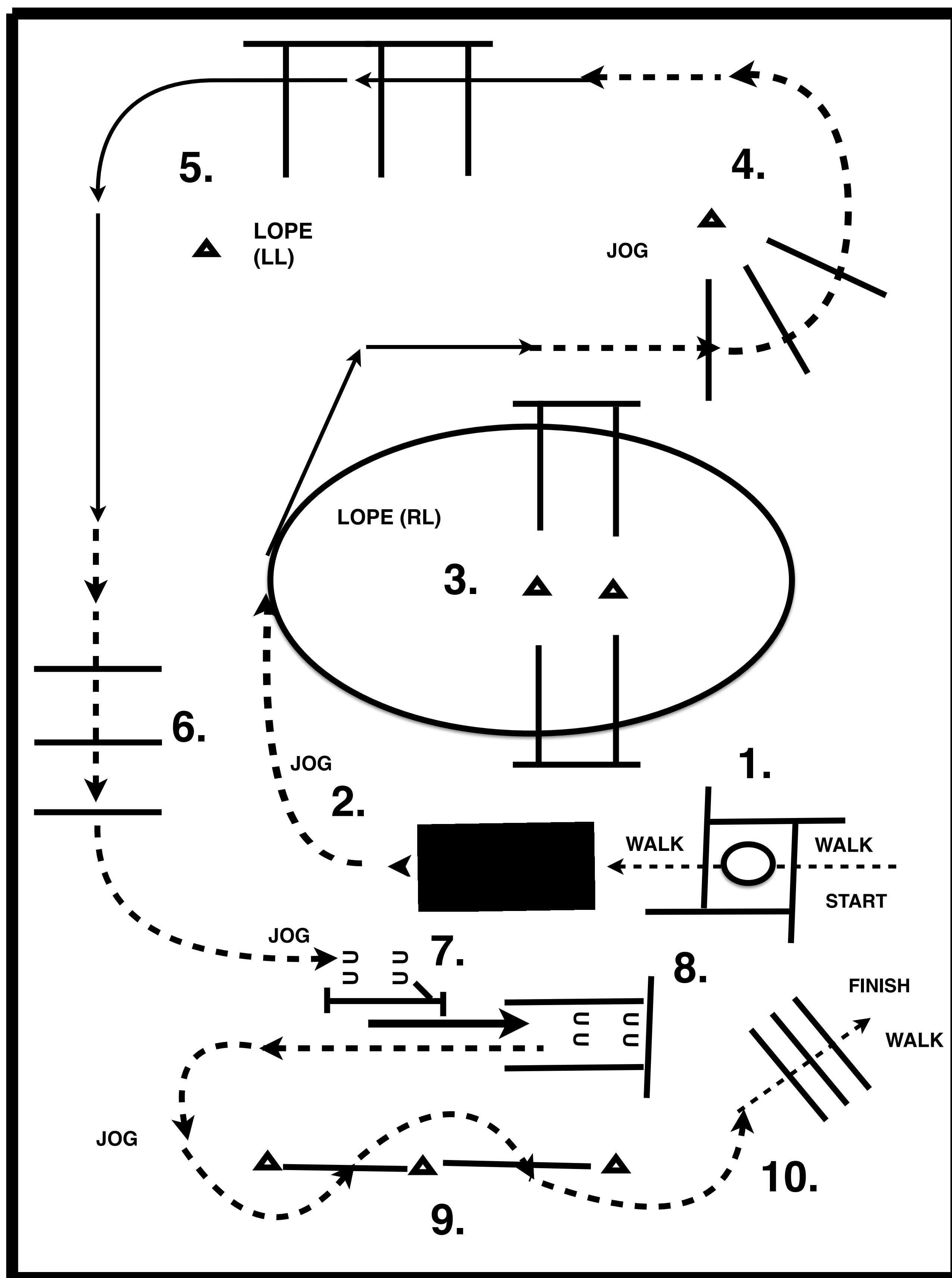


1. WALK OVER POLES.
2. JOG THRU SERPENTINE, JOG OVER POLES, JOG INTO CHUTE.
3. BACK THRU POLES, BACK TO GATE.
4. GATE: LEFT HAND OPEN AND WALK THRU AND CLOSE GATE.
5. JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO JOG JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD)
9. BREAK TO JOG, THEN WALK AND WALK OVER BRIDGE
10. WALK INTO BOX EXECUTE A 360 TURN EITHER WAY WALK OUT BOX

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2018 DQHA TRAIL COURSE

Amateur + Youth

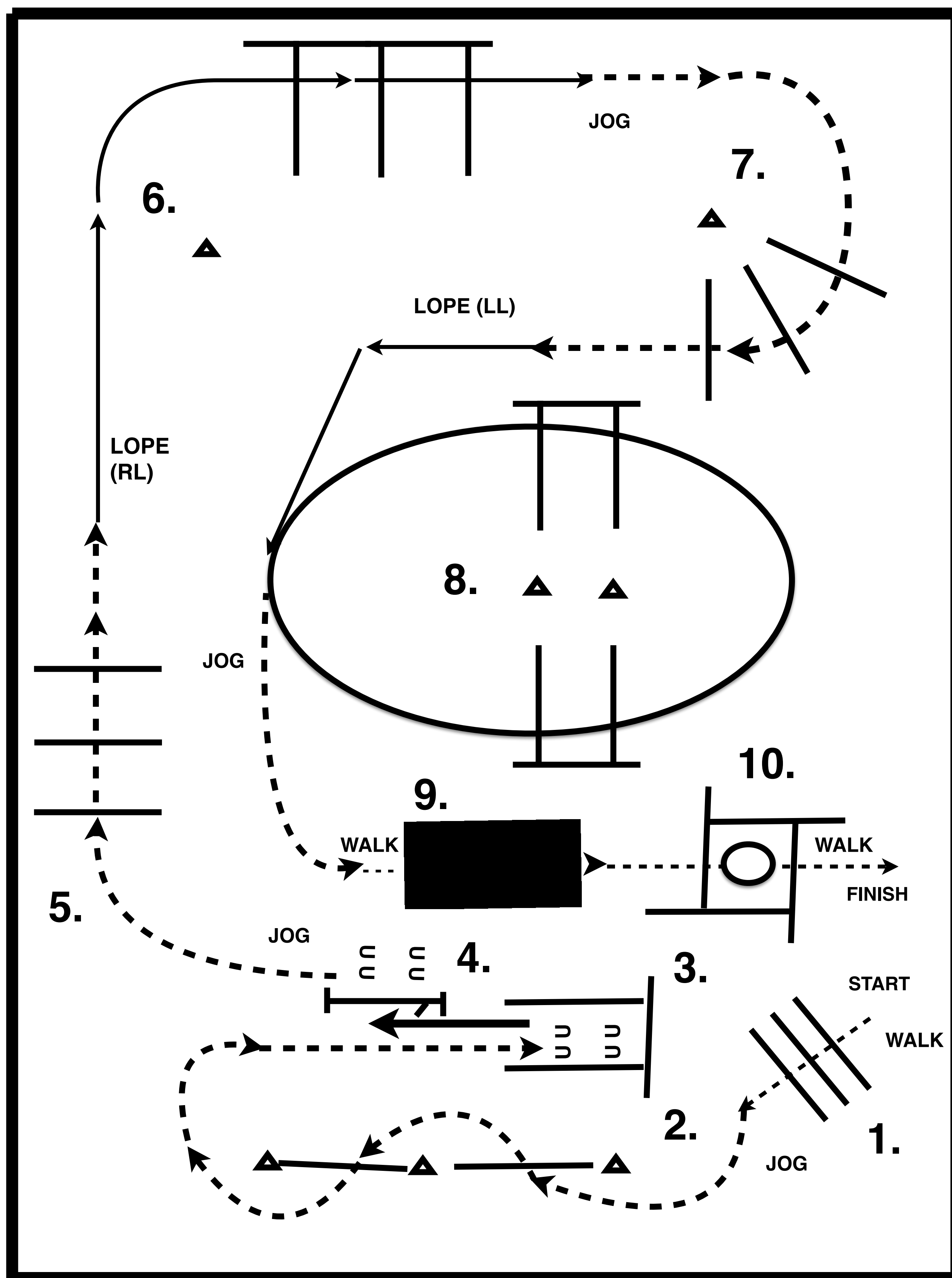


1. WALK INTO BOX, TURN 360° EITHER WAY AND WALK OUT
2. WALK OVER BRIDGE THEN JOG
3. LOPE RIGHT LEAD (RL) OVER POLES
4. JOG OVER POLES
5. LOPE LEFT LEAD (LL) OVER POLES
6. JOG OVER POLES AND JOG NEXT TO GATE, STOP
7. WOKR GAIT, RIGHT HAND
8. BACK UP INTO CHUTE AND JOG OUT
9. JOG SERPENTINE
10. STOP OR BREAK TO WALK, WALK OVER POLES

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2018 DQHA TRAIL COURSE

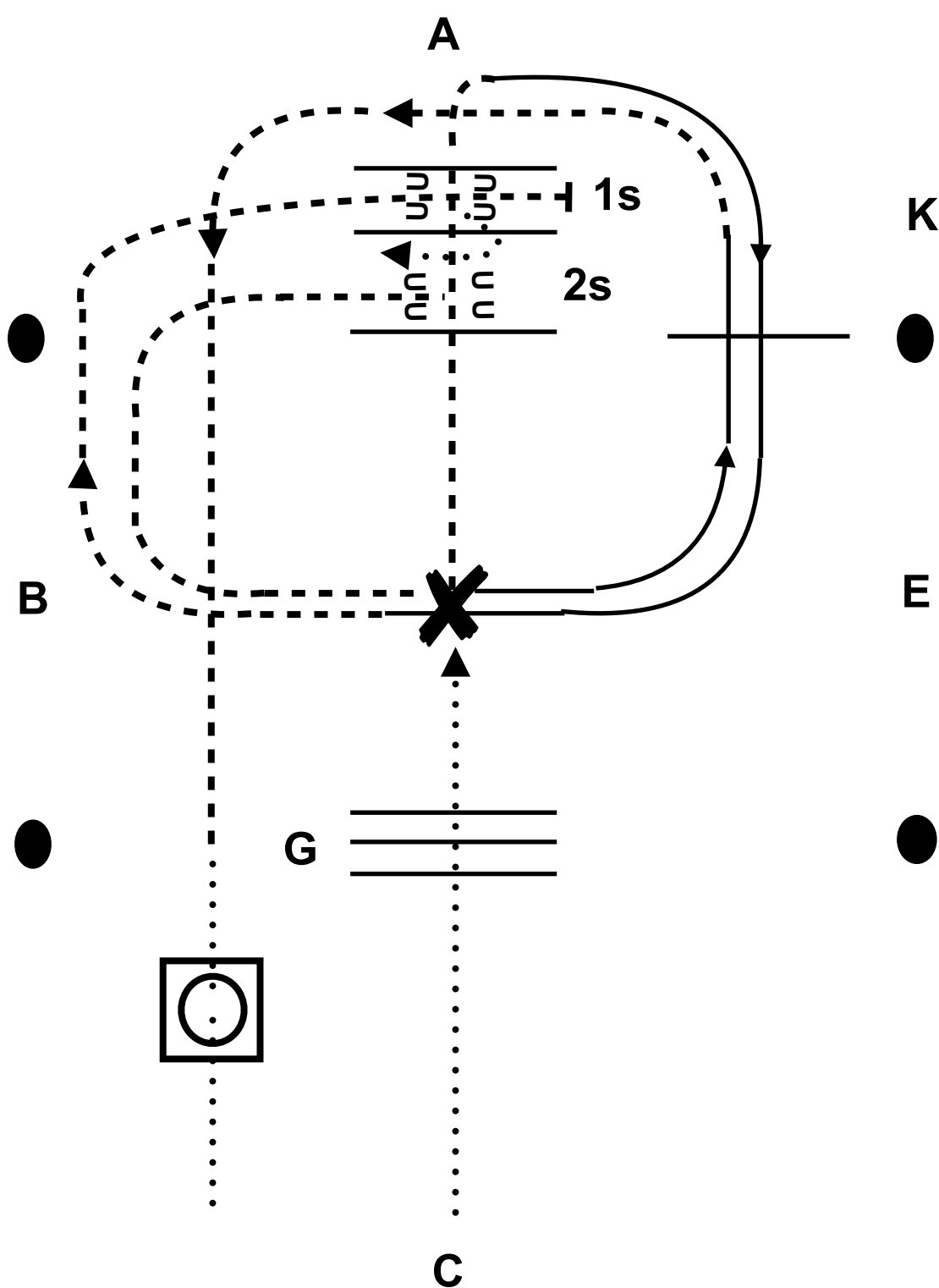
Open all ages



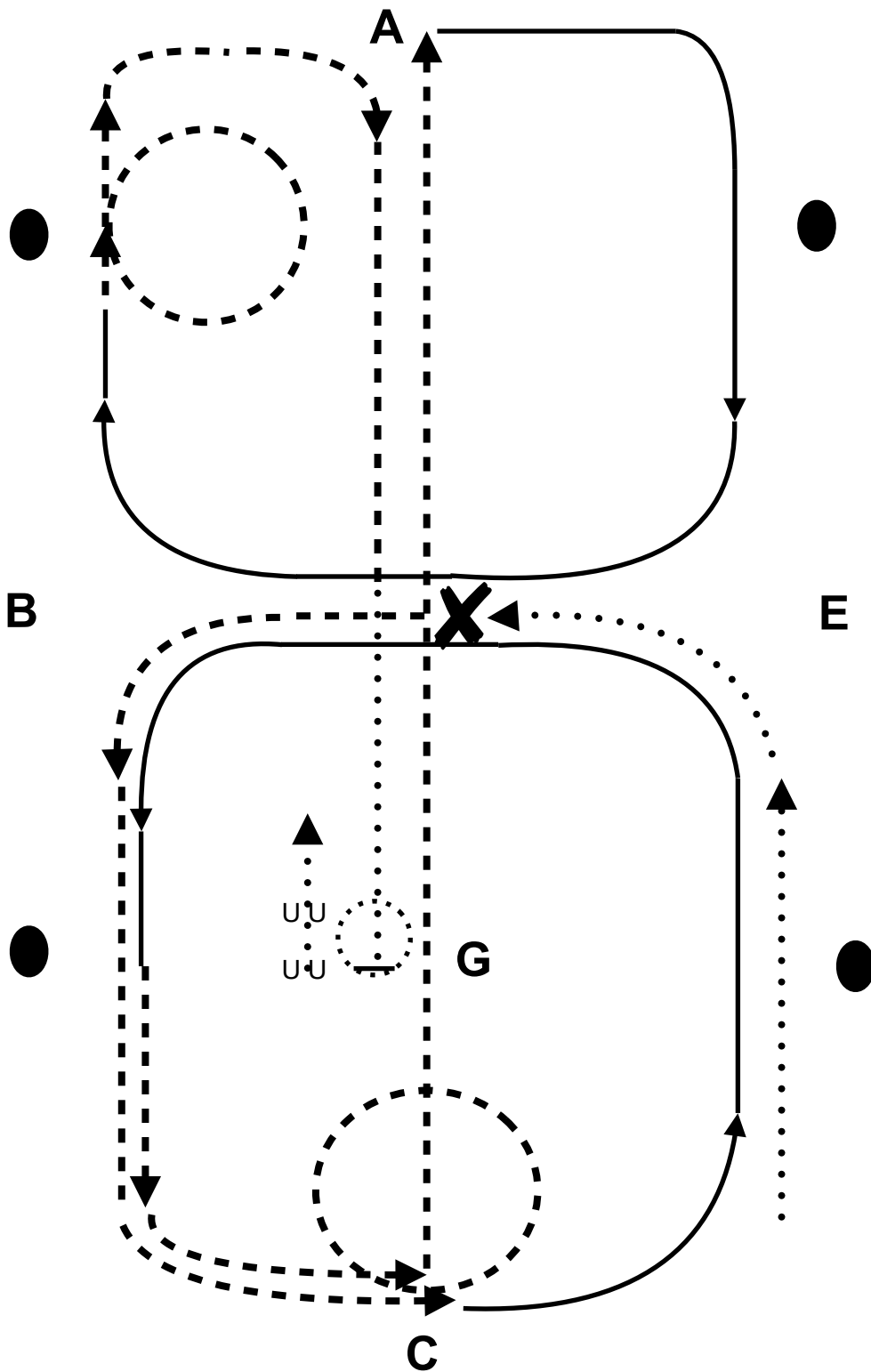
1. WALK OVER POLES.
2. JOG THRU SERPENTINE, JOG OVER POLES, JOG INTO CHUTE.
3. BACK THRU POLES, BACK TO GATE.
4. GATE: LEFT HAND OPEN AND WALK THRU AND CLOSE GATE.
5. JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO JOG JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD)
9. BREAK TO JOG, THEN WALK AND WALK OVER BRIDGE,
10. WALK INTO BOX EXECUTE A 360 TURN EITHER WAY WALK OUT BOX

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Rookie Trail Horse



1. Schritt auf die Mittellinie, im Schritt über 3 Stangen.
2. Auf X Jog, im Jog über 3 Stangen
3. Bei A rechts angaloppieren auf dem Zirkel, über Stange bis X
4. Bei X Jog rechte Hand und in den oberen Chute, Stop.
5. Rückwärts richten im Chute
6. Im Schritt über die mittlere Stange, nach rechts abbiegen und rückwärts richten.
7. Jog aus dem Chute
8. Bei X links angaloppieren auf dem Zirkel und über die Stange bis K
9. Bei K Jog und neben die Mittellinie abwenden, weiter bis auf Höhe von G
10. Im Schritt in die Box, 360° Drehung nach rechts oder links
11. Im Schritt aus der Box und zum Ausgang



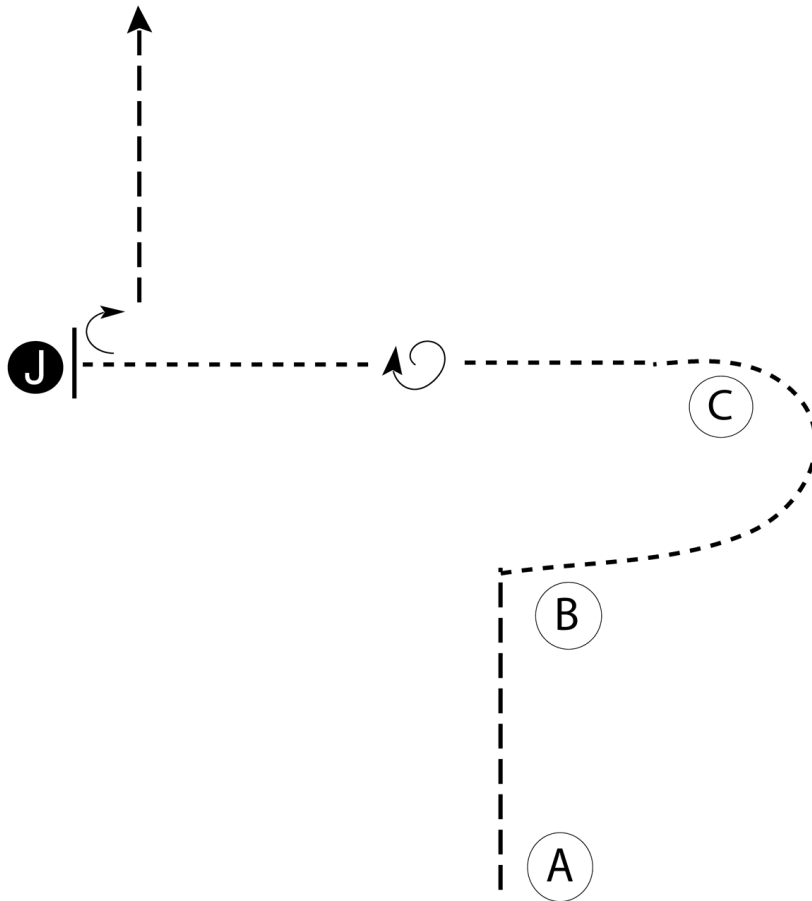
Rookie Horse

1. Schritt zu X
2. Jog linke Hand
3. Mitte der kurzen Seite (C) Jog Volte
4. Bei C angaloppieren linke Hand, 3/4 Zirkel
5. Am Zirkelpunkt Jog und auf die Mittellinie abwenden
6. Auf Höhe von A im rechts Galopp angaloppieren, 3/4 Zirkel
7. Am Zirkelpunkt, Jog und Volte nach rechts, dann weiter auf die Mittellinie
8. Bei X Schritt und Schritt weiter bis G
9. Bei G halten und 360° Hinterhandwendung nach rechts oder links
10. Eine Pferdelänge rückwärts richten
11. Im Schritt zum Ausgang

OVERATH

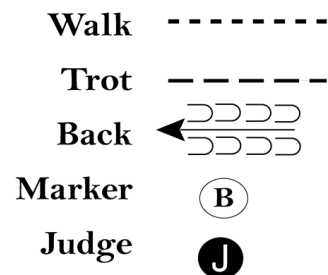
Showmanship (L1 Amateur, L1 Youth)

Show Date: 04-27-2018



Be ready at A.

1. Trot to B.
2. Walk from B and around C as shown.
3. Halfway between C and the judge, stop and do a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, do a 90 degree turn and trot away.



[S/1-21]

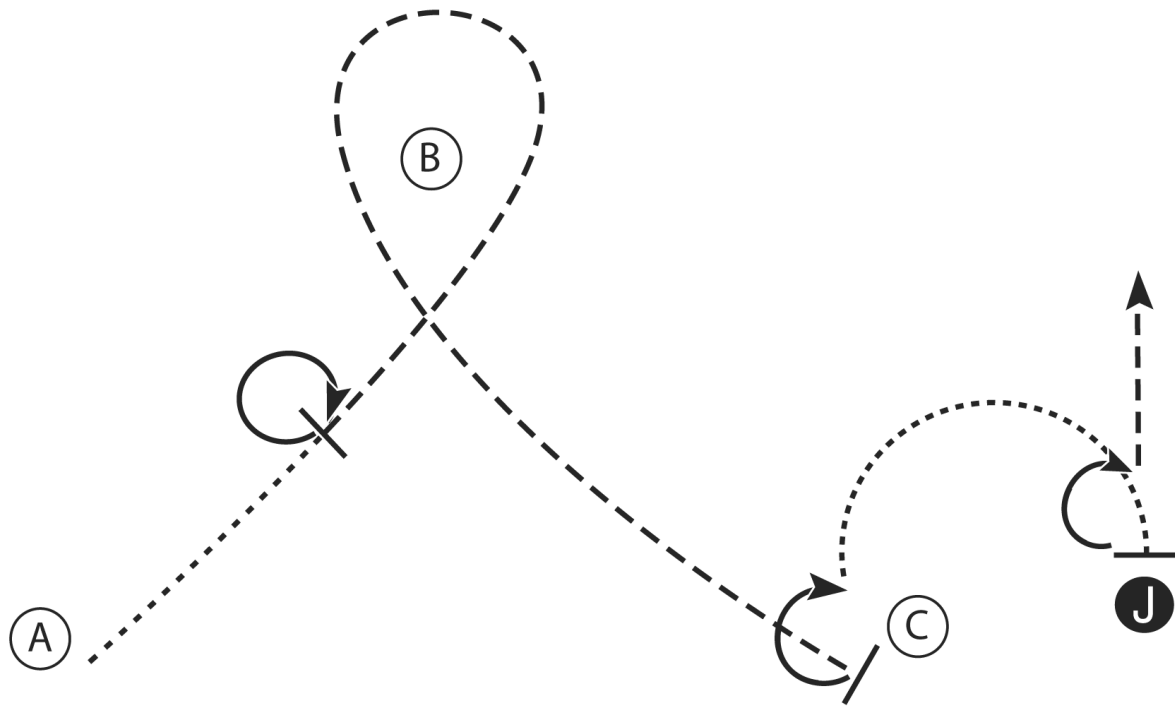
Pattern Provided by:

Rick / Maj-Britt Lemay

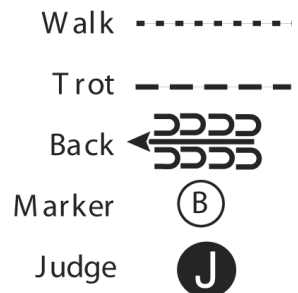
OVERATH

Showmanship (Amateur, Youth)

Show Date: 04-27-2018



1. Walk A towards B
2. When halfway to B stop and perform a 360 degree turn
3. Trot to and around B and continue to C
4. At C stop and perform a 225 degree turn
5. Walk in a half circle to the judge
6. Stop and set up for inspection
7. When dismissed perform a 180 degree turn and trot straight away from the judge



[S/3-2]

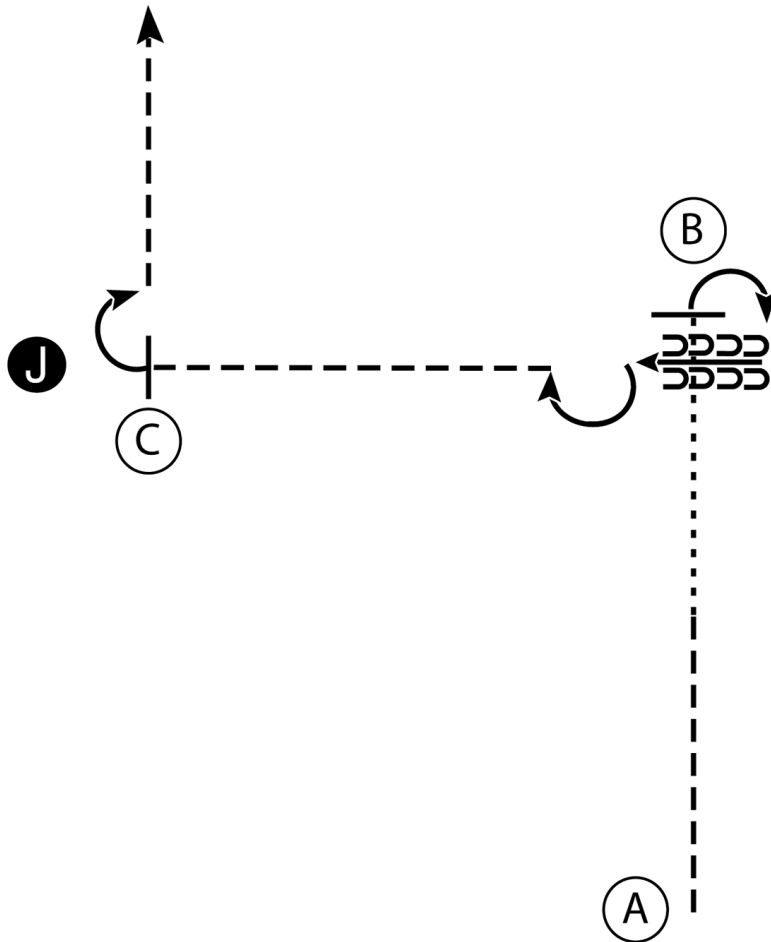
Pattern Provided by:

Rick / Maj-Britt Lemay

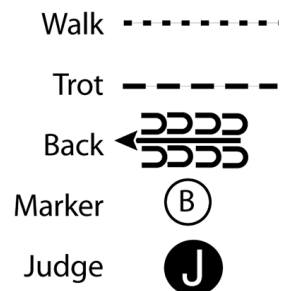
OVERATH

Showmanship (Rasseoffen)

Show Date: 04-27-2018



1. Trot from A half way to B.
2. Break to walk and walk to B.
3. Stop and perform a 90 degree turn.
4. Back four steps and perform a 180 degree turn.
5. Trot to C. Stop and set up for inspection.
6. When dismissed perform a 90 degree turn.
7. Trot to line-up.



[S/3-9]

Pattern Provided by:

Rick / Maj-Britt Lemay

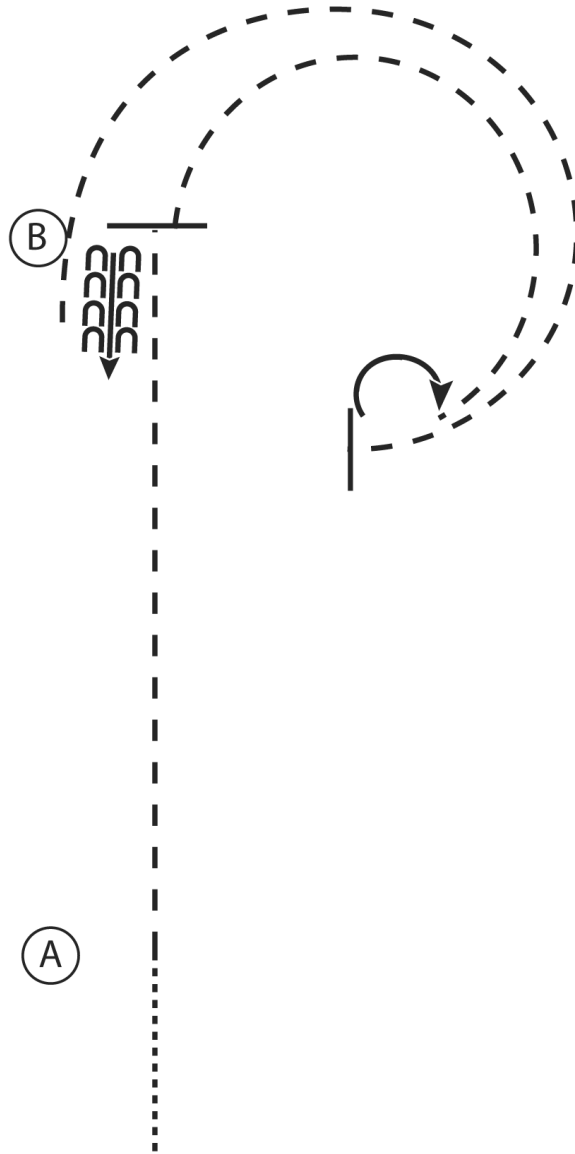
OVERATH

Horsemanship (Walk Trot)

Show Date: 04-27-2018

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



1. Walk to A
2. Jog A to B
3. At B stop and back
4. Jog 3/4 circle to the right
5. Stop and perform a 180 degree turn to the right on the hindquarter
6. Jog a circle back to B
7. Stop at B

Walk
Jog	- - - - -
Extended Jog	— — — — —
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← C C C C C ← C C C C C
Marker	ⓑ
Sidepass	← - - - - ←

[WH/WT-12]

Pattern Provided by:

Rick / Maj-Britt Lemay

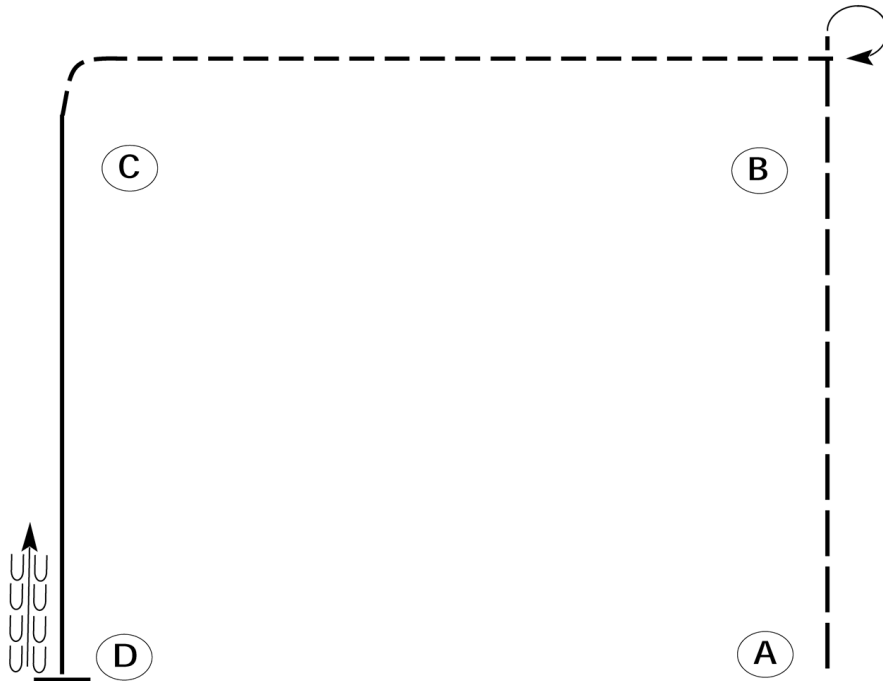
OVERATH

W.Horsemanship (L1 Amateur, L1 Youth, Rasseoffen)

Show Date: 04-27-2018

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Extended jog from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Lope on the left lead from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↙
Back	←←←←←
Marker	⊙ B
Sidepass	←-----→

[WH/1-23]

Pattern Provided by:

Rick / Maj-Britt Lemay

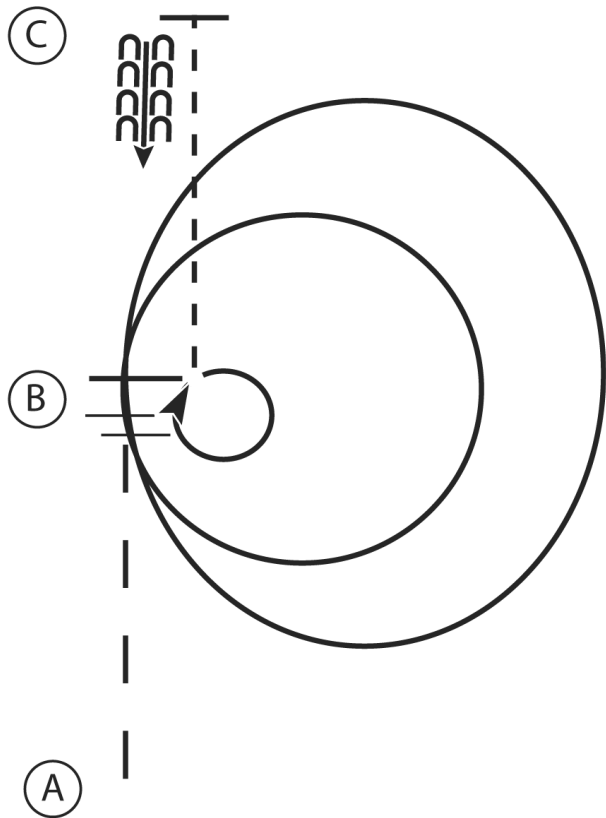
OVERATH

W.Horsemanship (Amateur, Youth)

Show Date: 04-27-2018

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



1. Extend the jog A to B
2. At B lope a circle to the right on the left lead
3. At B change leads and continue with speed in a circle to the right
4. Stop at B and perform a 360 to the right
5. Jog B to C
6. Stop at C and back 4 steps

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←←
Marker	(B)
Sidepass	←-----←

[WH/3-14]

Pattern Provided by:

Rick / Maj-Britt Lemay

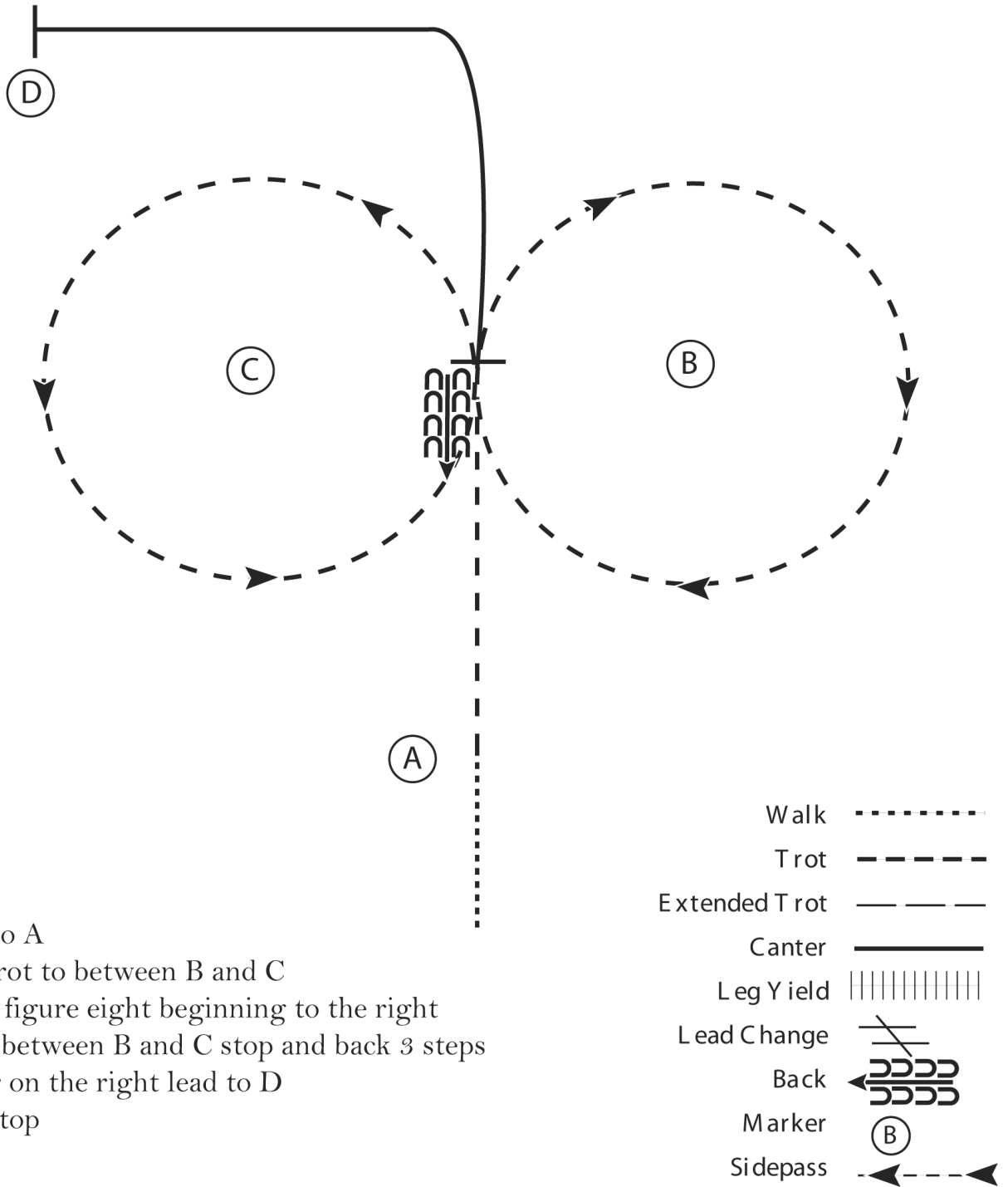
OVERATH

Hunt Seat (L1 Amateur, L1 Youth)

Show Date: 04-27-2018

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



[HSE/1-4]

Pattern Provided by:

Rick / Maj-Britt Lemay

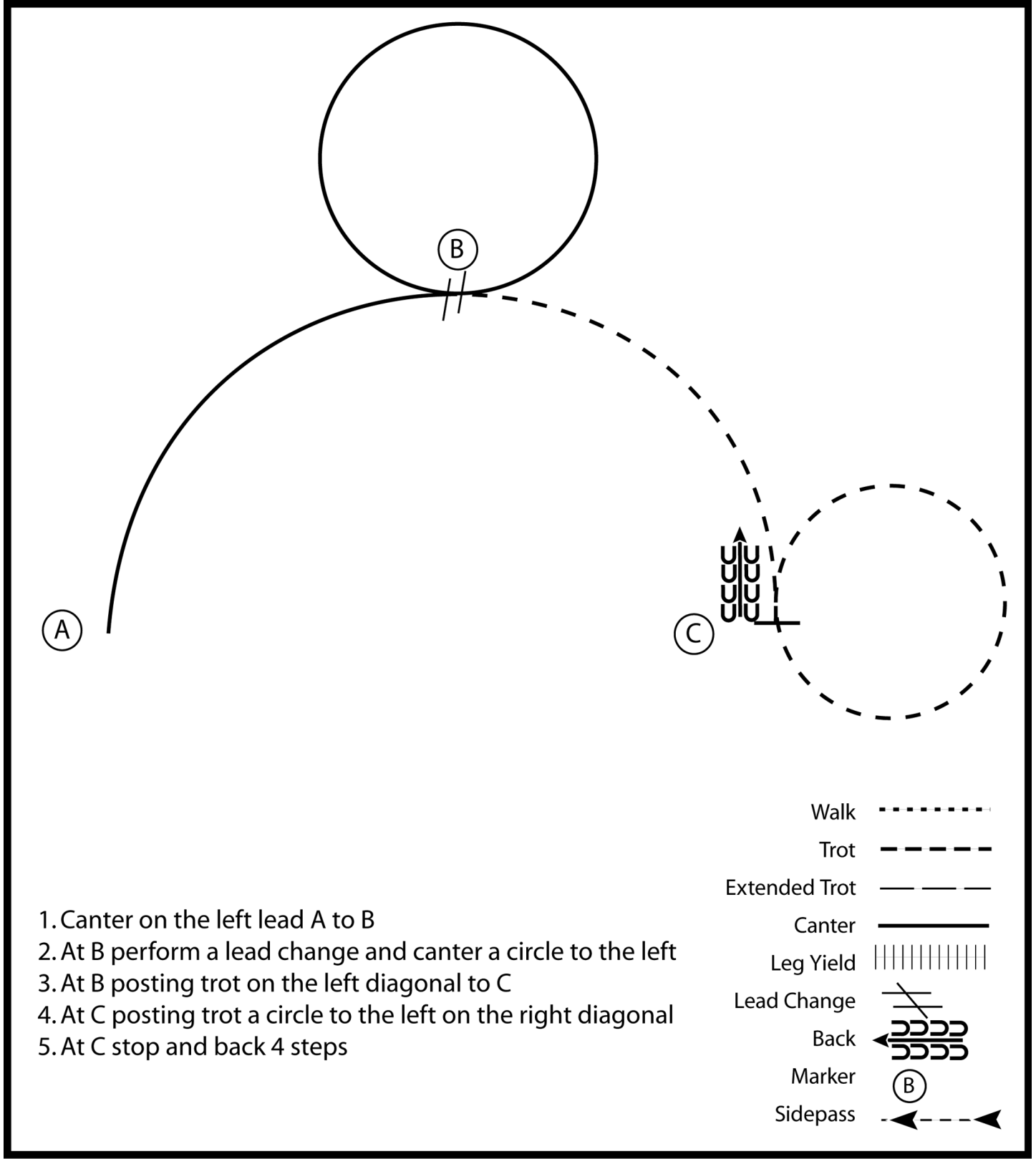
OVERATH

Hunt Seat (Amateur, Youth)

Show Date: 04-27-2018

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



1. Canter on the left lead A to B
2. At B perform a lead change and canter a circle to the left
3. At B posting trot on the left diagonal to C
4. At C posting trot a circle to the left on the right diagonal
5. At C stop and back 4 steps

Walk
Trot	- - - - -
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	///
Back	←←←←
Marker	(B)
Sidepass	←- - - ->

[HSE/3-19]

Pattern Provided by:

Rick / Maj-Britt Lemay

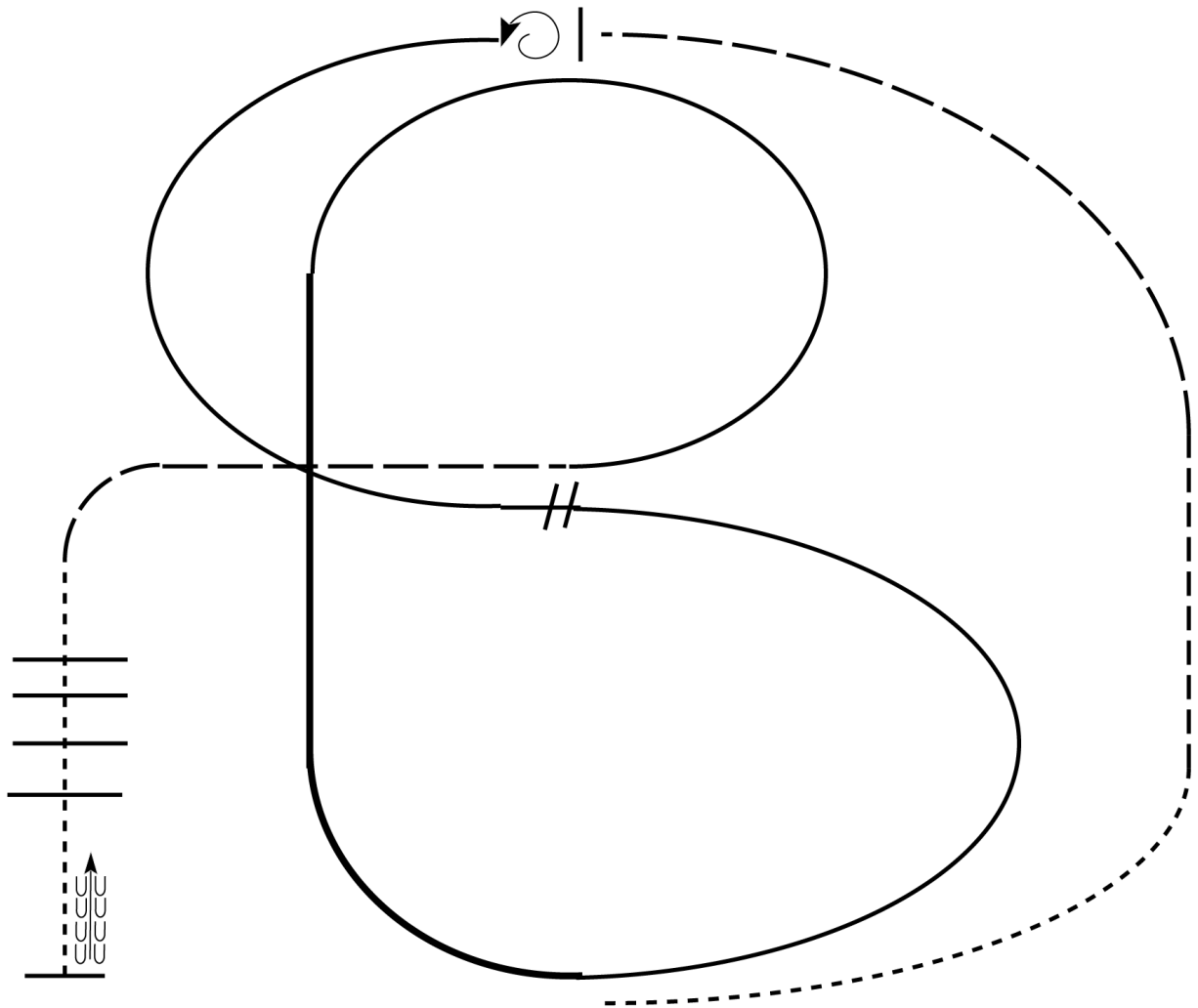
OVERATH

Ranch Riding (L1 Amateur, L1 Youth, L1 Open, Rasseoffen)

Show Date: 04-27-2018

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the 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 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 poles.
12. Stop and back

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	
Lead Change	///
Back	←←←←←
Marker	(B)

[RR/1]

Pattern Provided by:

Rick / Maj-Britt Lemay

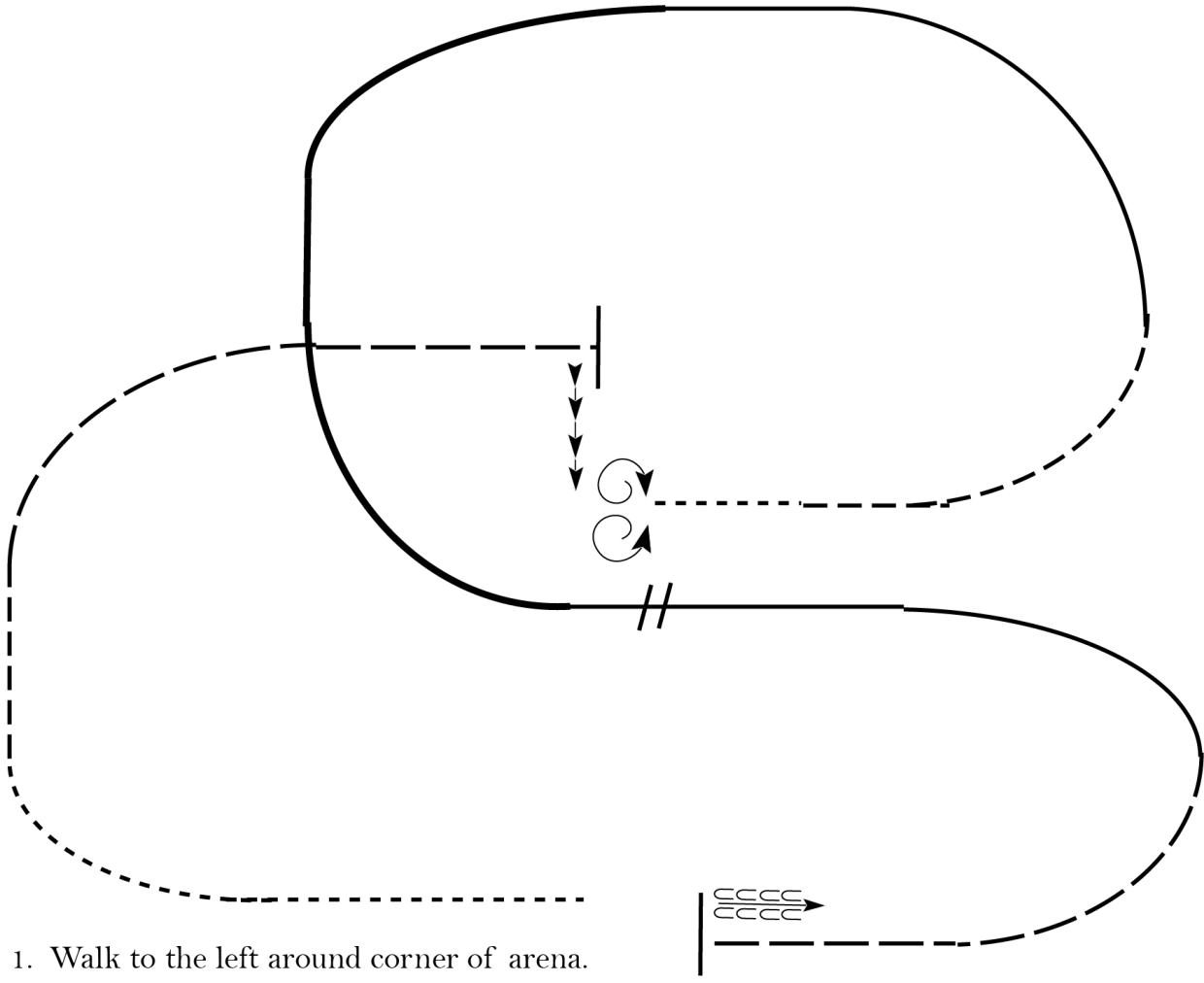
OVERATH

Ranch Riding (Amateur, Youth, Open)

Show Date: 04-27-2018

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk to the left around corner of arena.
2. Trot
3. Extend alongside of the arena and around the corner to center.
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk.
7. Trot.
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend trot
13. Stop and back

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	
Back	← C C C C
Marker	(B)

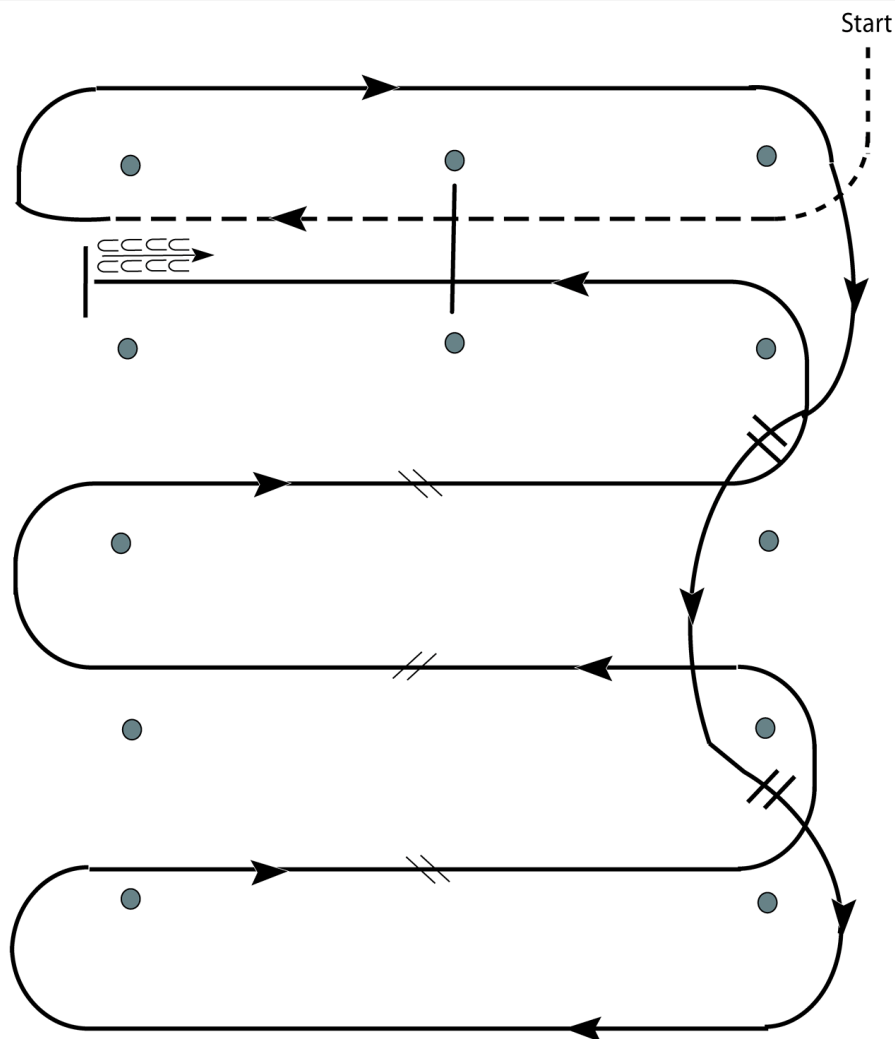
[RR/3]

Pattern Provided by:
Rick / Maj-Britt Lemay

OVERATH

W.Riding (L1 Amateur, L1 Youth, L1 Open)

Show Date: 04-27-2018



1. Walk, transition to jog, jog over log.
2. Transition to right lead and 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 and back.

[WR/GP-3]

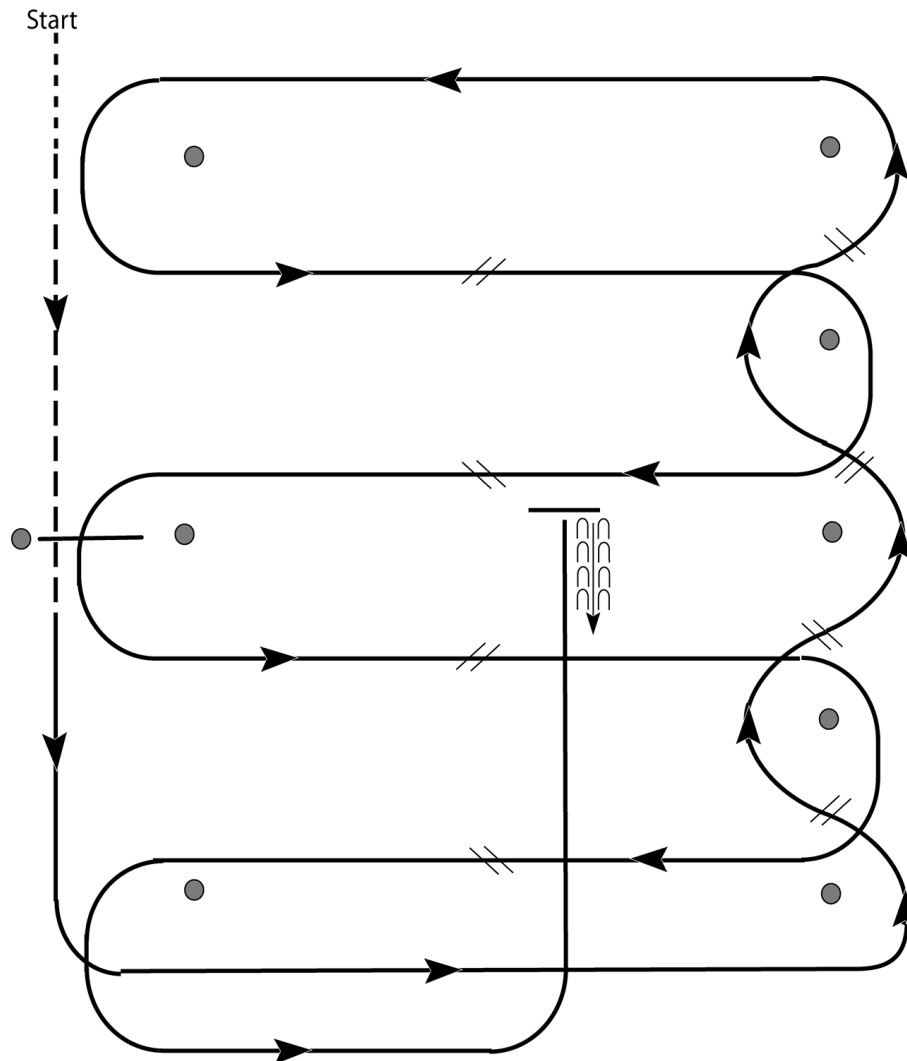
Pattern Provided by:

Rick / Maj-Britt Lemay

OVERATH

W.Riding (Open)

Show Date: 04-27-2018



1. Walk and jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of the 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 and back.

[WR/OP-1]

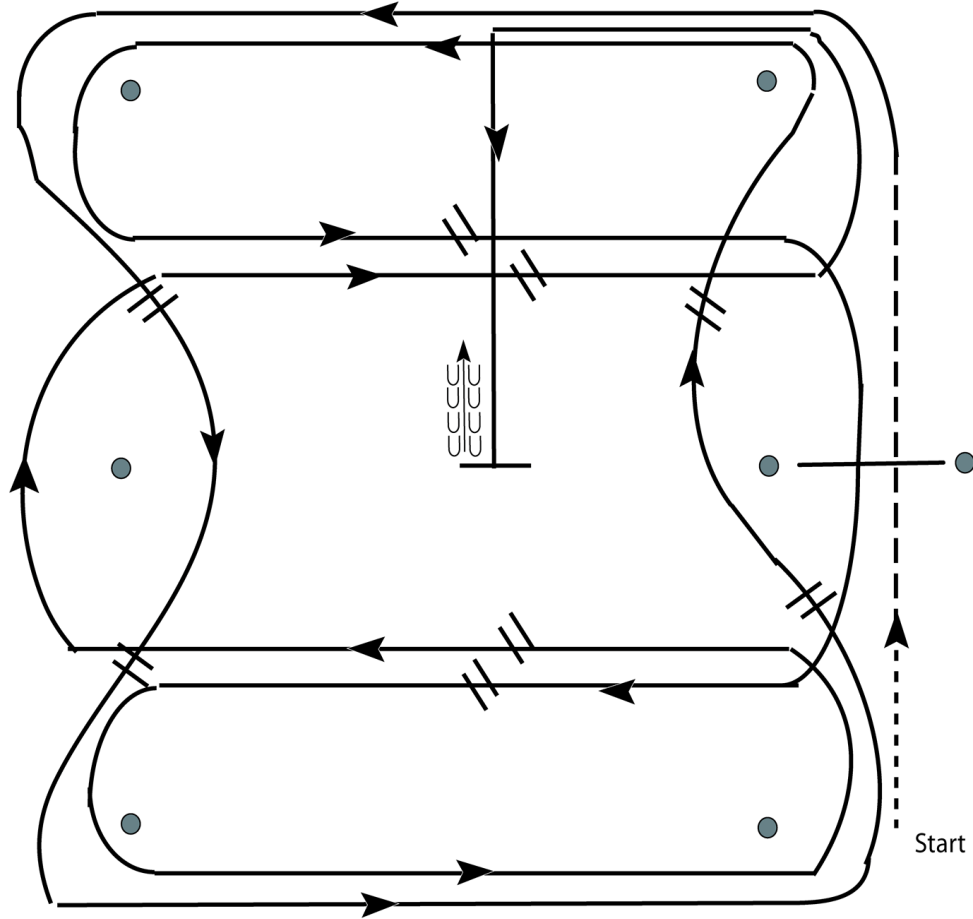
Pattern Provided by:

Rick / Maj-Britt Lemay

OVERATH

W.Riding (Amateur, Youth)

Show Date: 04-27-2018



1. Walk, transition to jog, jog over log.
2. Transition to the lope, on the 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 the log.
9. Second crossing change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope, stop and back.

[WR/OP-5]

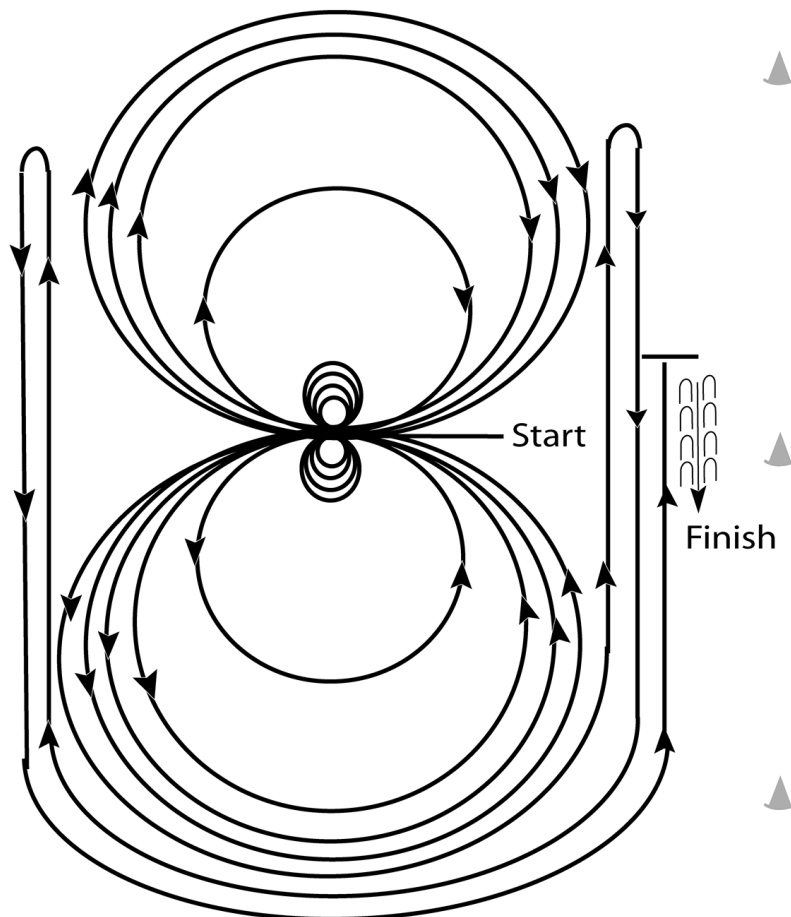
Pattern Provided by:

Rick / Maj-Britt Lemay

OVERATH

Reining (L1 Amateur, L1 Youth, L1 Open)

Show Date: 04-27-2018



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.
 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.
 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 (6.09m) 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 (6.09m) 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

[R/AQHAP-5]

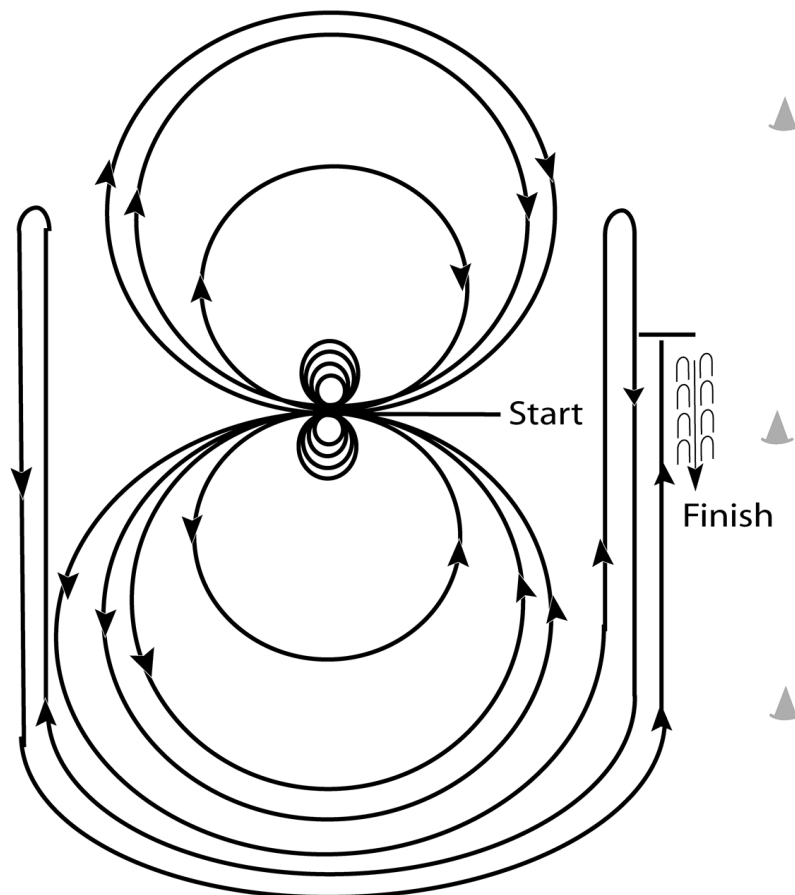
Pattern Provided by:

Rick / Maj-Britt Lemay

OVERATH

Reining (Amateur, Youth, Rasseoffen)

Show Date: 04-27-2018



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, fast 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 (6.09m) 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 twenty feet (6.09m) 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate the completion of the pattern.
- Rider may drop bridle to the designated judge.

[R/AQHAP-6]

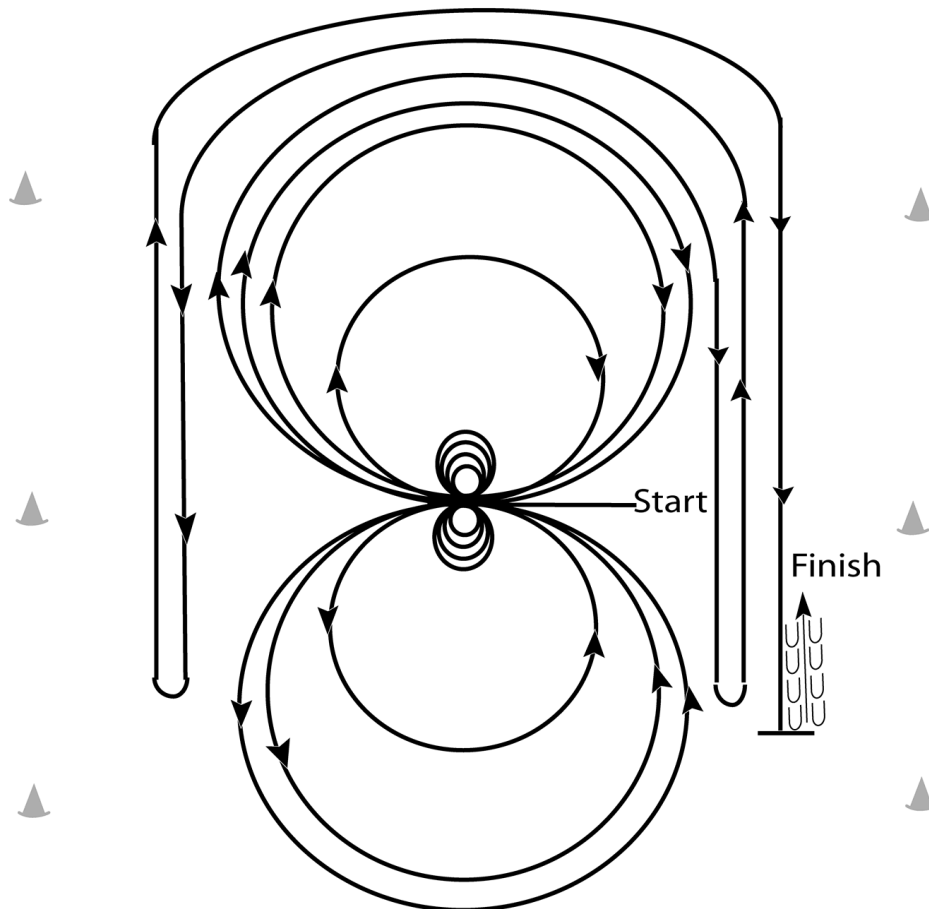
Pattern Provided by:

Rick / Maj-Britt Lemay

OVERATH

Reining (Open)

Show Date: 04-27-2018



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.
 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 fast 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 (6.09m) 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 (6.09m) 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

[R/AQHAP-8]

Pattern Provided by:

Rick / Maj-Britt Lemay