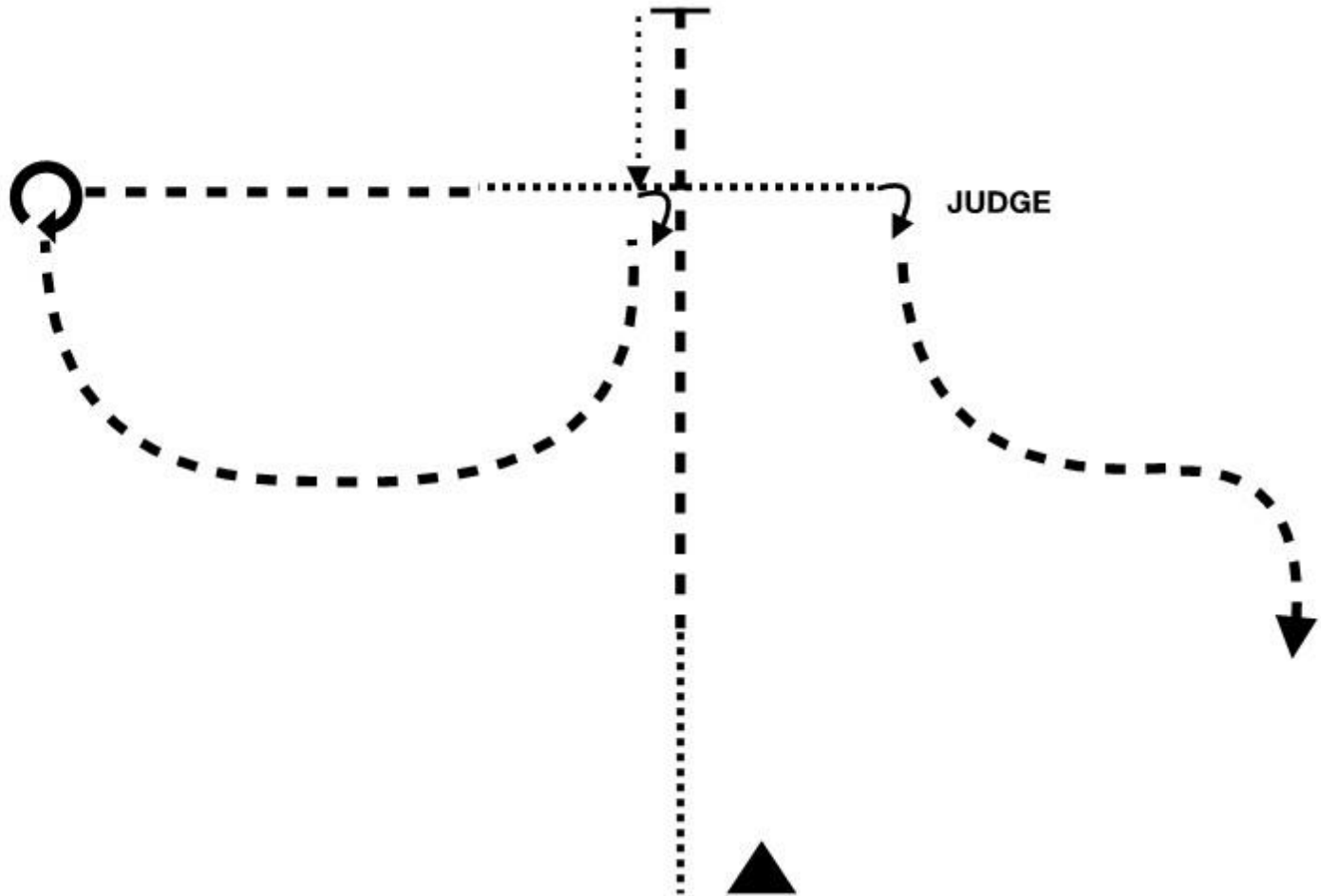
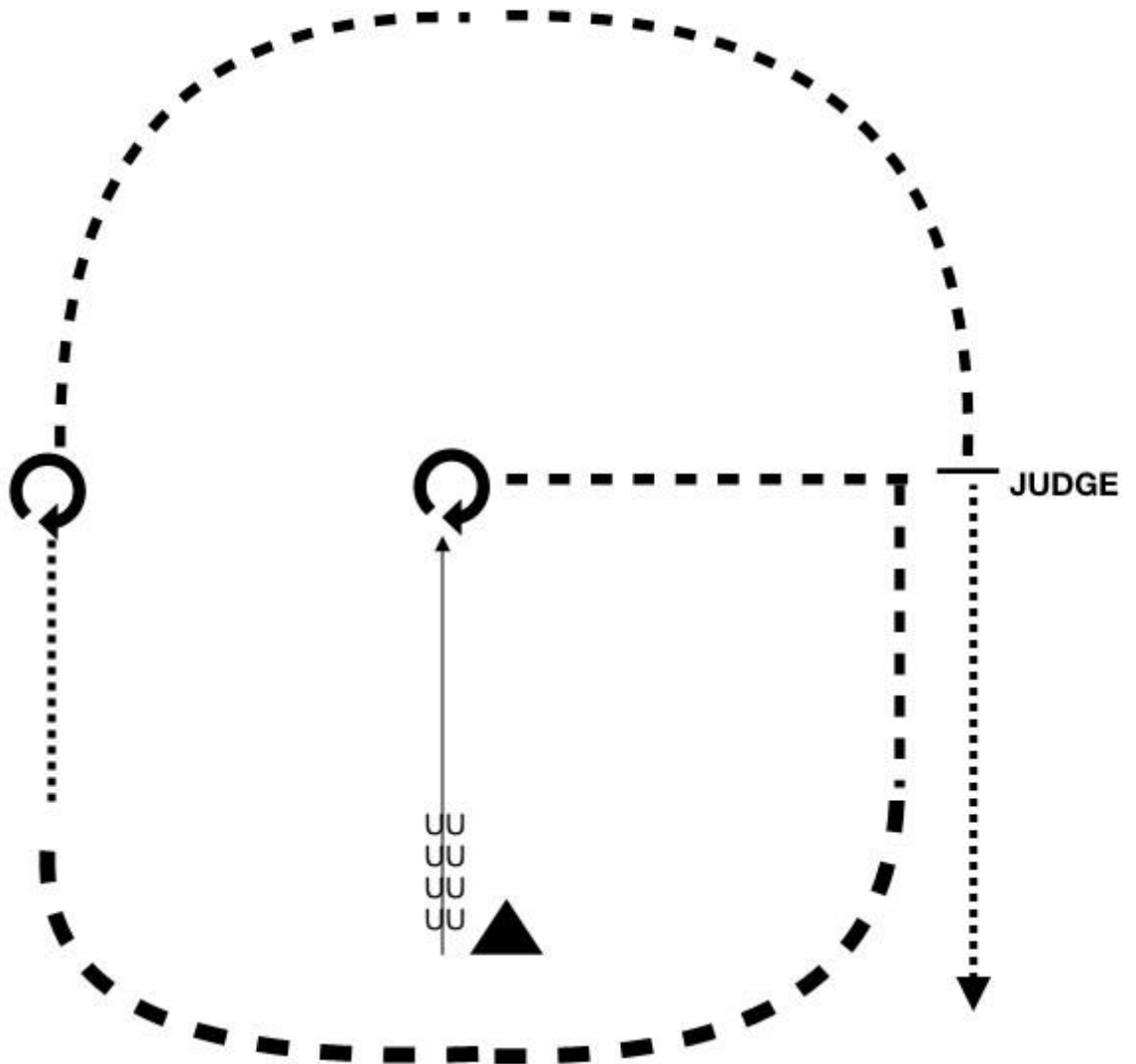


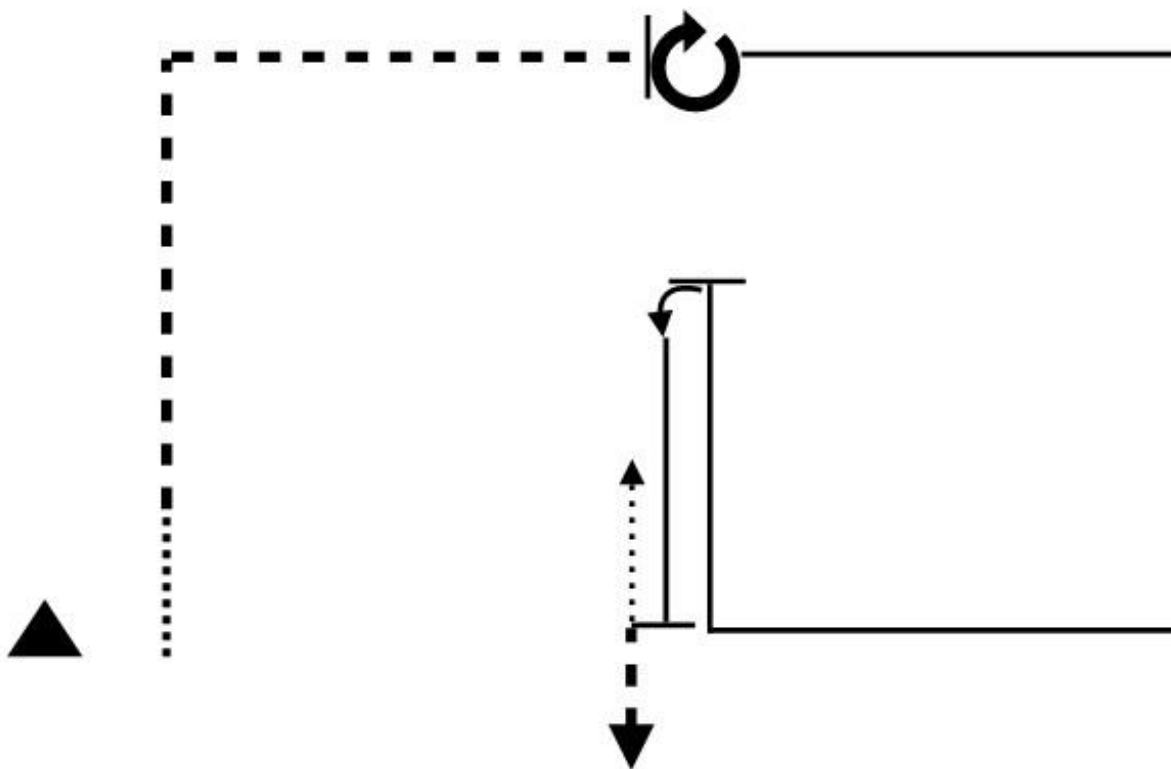
DQHA
Pattern Book
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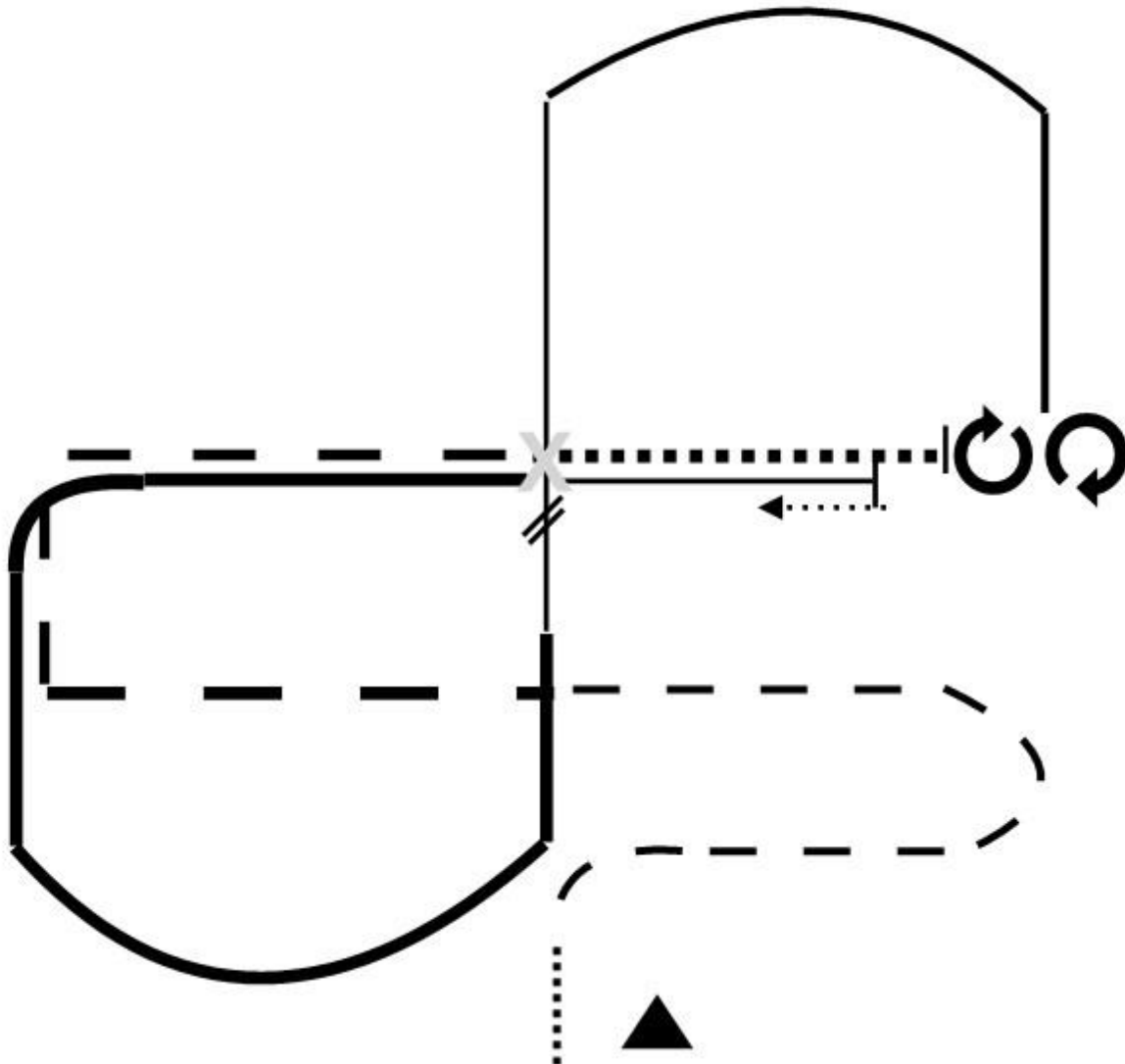
1. WALK 1/3 OF THE LINE, TROT 2/3 OF THE LINE PAST JUDGE, STOP
2. BACK, STOP WITH HORSES'S HIP IN LINE WITH JUDGE
3. 180° TURN AND JOG ARC AS SHOWN
4. 450° TURN
5. TROT HALFWAY TO JUDGE, WALK AND STOP
6. SET UP
7. INSPECTION
8. WHEN EXCUSED TURN 90°AND EXIT TO THE RAIL AT A TROT



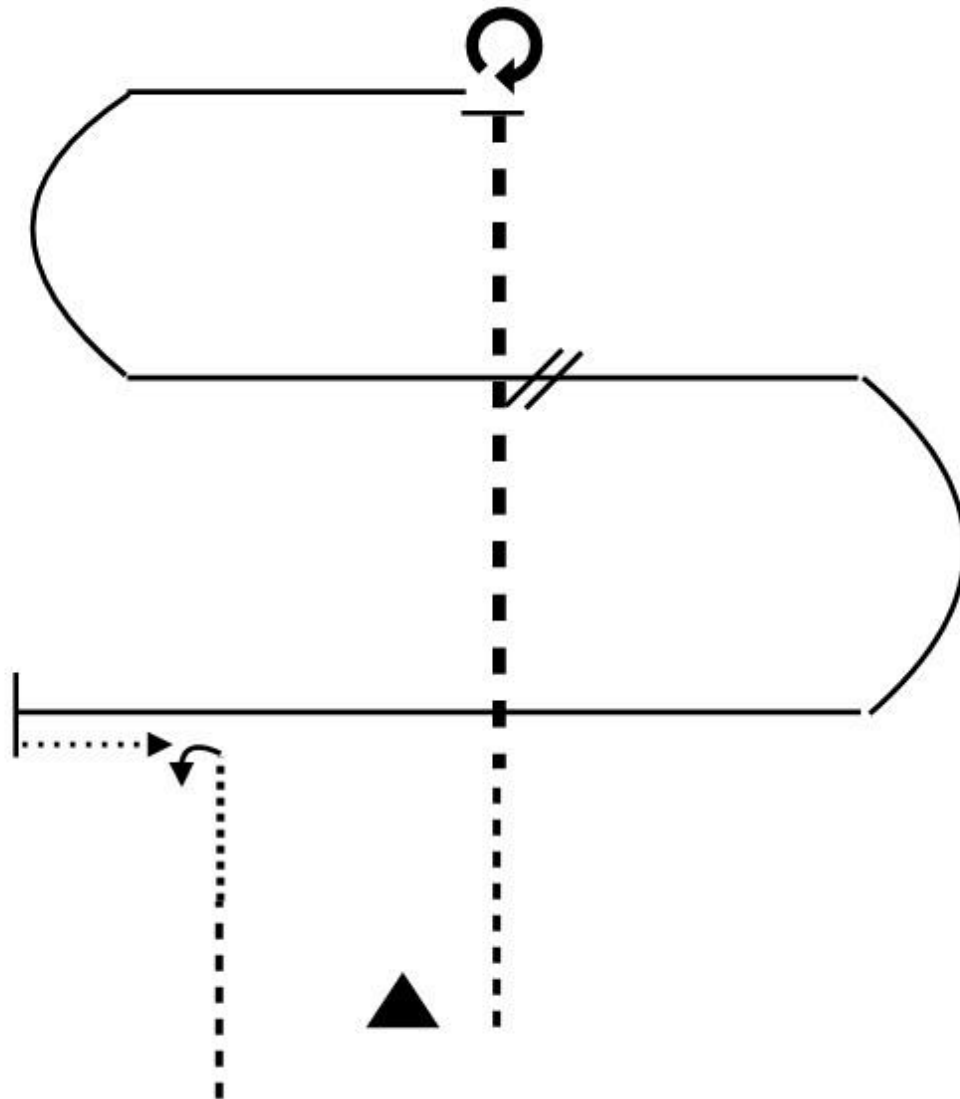
1. START FACING THE GATE, BACK UNTIL HORSES'S HIP IS EVEN WITH JUDGE
2. EXECUTE A 270° TURN
3. TROT TOWARDS JUDGE , SQUARE CORNER
4. EXTEND THE TROT AS SHOWN
5. BREAK TO AN EXTENDED WALK, STOP IN LINE WITH JUDGE AND PERFORM 360° TURN
6. TROT AROUND AND STOP WITH HORSES'S HIP IN LINE WITH JUDGE
7. SET UP
8. INSPECTION
9. WHEN EXCUSED EXIT AT A TROT



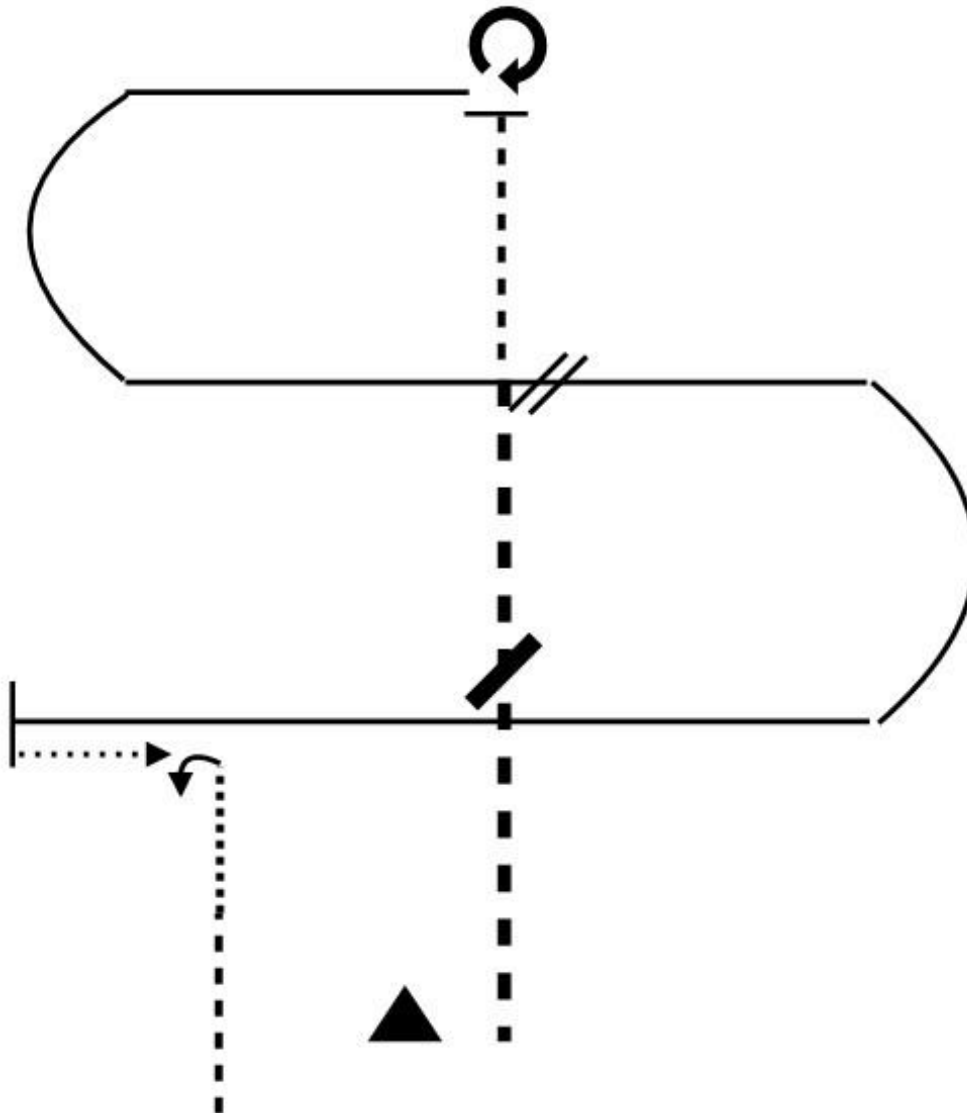
1. BE READY AT CONE
2. WALK 2 HORSE LENGTH
3. EXTENDED JOG A SQUARE CORNER TO CENTER OF PATTERN
4. STOP AND PERFORM A 360° TURN RIGHT
5. LOPE THREE SQUARE CORNERS ON RIGHT LEAD
6. STOP AND TURN 180° LEFT
7. PICK UP LEFT LEAD LOPE AND STOP IN LINE WITH CONE
8. STOP AND BACK AT LEAST ONE HORSE LENGTH
9. EXIT AT A JOG



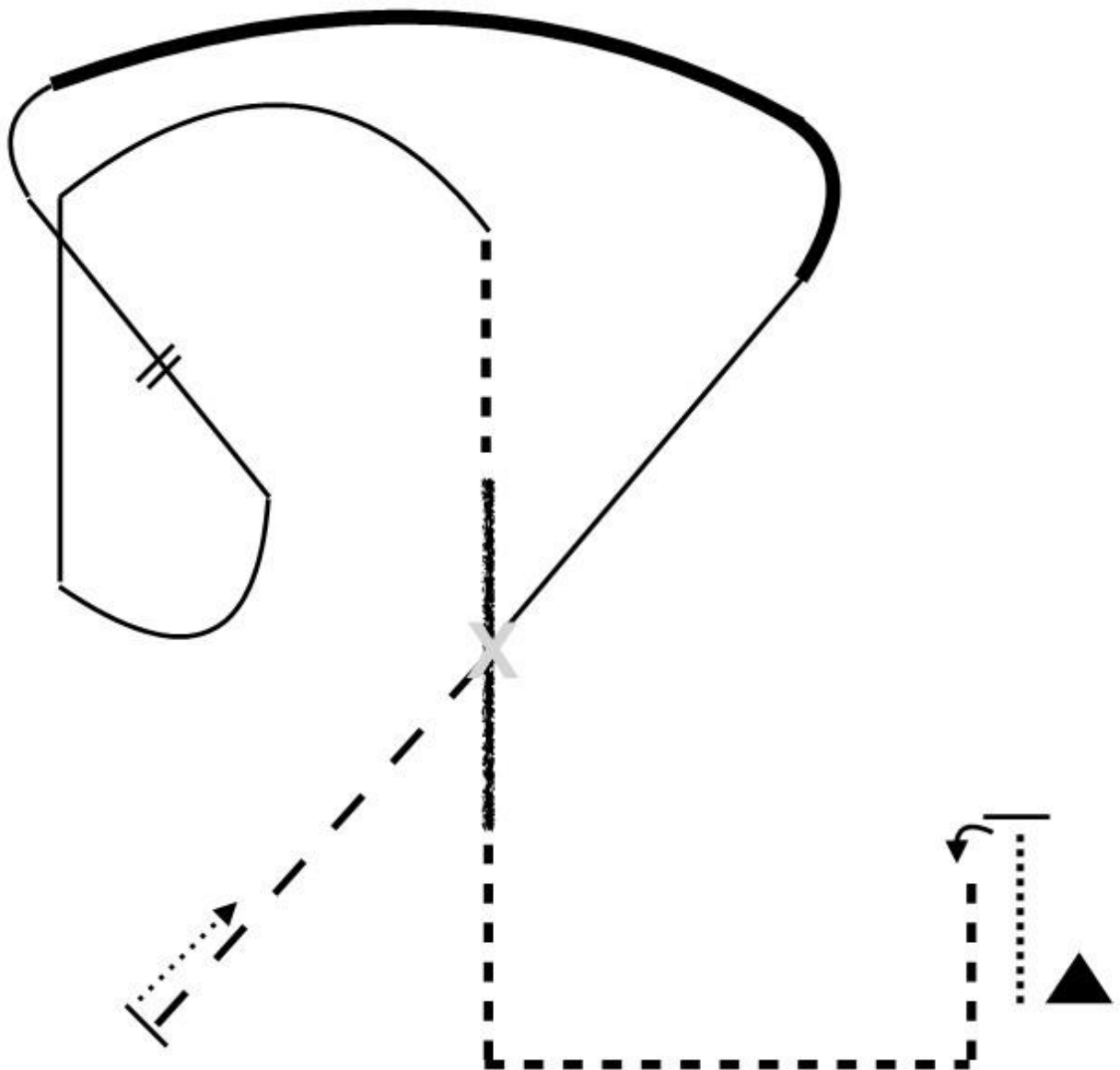
1. BE READY AT CONE, WALK TWO HORSE LENGTHS
2. JOG WITH PURPOSE ONE LOOP OF SERPENTINE AS SHOWN
3. AT CENTER LINE BUILT TO AN EXTENDED JOG AND EXTENDED JOG TWO SQUARE CORNERS TO „X“
4. BREAK TO AN EXTENDED WALK AND STOP
5. 360° TURN ON HAUNCHES TO THE LEFT, 270° TURN ON HAUNCHES TO THE RIGHT
6. LOPE LEFT LEAD WITH FORWARD MOTION , LOPE AROUND TOP OF ARENA AND DOWN THE CENTERLINE
7. AT „X“ CHANGE LEADS SIMPLE OR FLYING
8. CONTINUE DOWN CENTERLINE, BUILT TO AN EXTENDED LOPE. CONTINUE AROUND AS SHOWN AND CIRCLE BACK TO „X“
9. AT „X“ COLLECT THE LOPE, STOP AND BACK
10. EXIT AT A JOG WITH PURPOSE



1. BE READY AT CONE
2. SITTING TROT 1/3 OF LINE, POSTING TROT ON LEFT DIAGONAL 2/3 OF LINE
3. STOP AND PERFORM 270° FOREHAND TURN RIGHT
4. CANTER LEFT LEAD ARC
5. CHANGE LEADS SIMPLE OR FLYING
6. CANTER RIGHT LEAD ARC AND LINE
7. STOP, BACK AND PERFORM 90° FOREHAND TURN LEFT
8. WALK HALFWAY TO CONE AND EXIT AT A SITTING TROT



1. BE READY AT CONE
2. TROT IN EQUAL THIRDS: RIGHT DIAGONAL, LEFT DIAGONAL, SITTING TROT
3. STOP AND PERFORM 270° FOREHAND TURN RIGHT
4. CANTER LEFT LEAD ARC
5. CHANGE LEADS SIMPLE OR FLYING
6. CANTER RIGHT LEAD ARC AND LINE
7. STOP, BACK AND PERFORM 90° FOREHAND TURN LEFT
8. WALK HALFWAY TO CONE AND EXIT AT A SITTING TROT



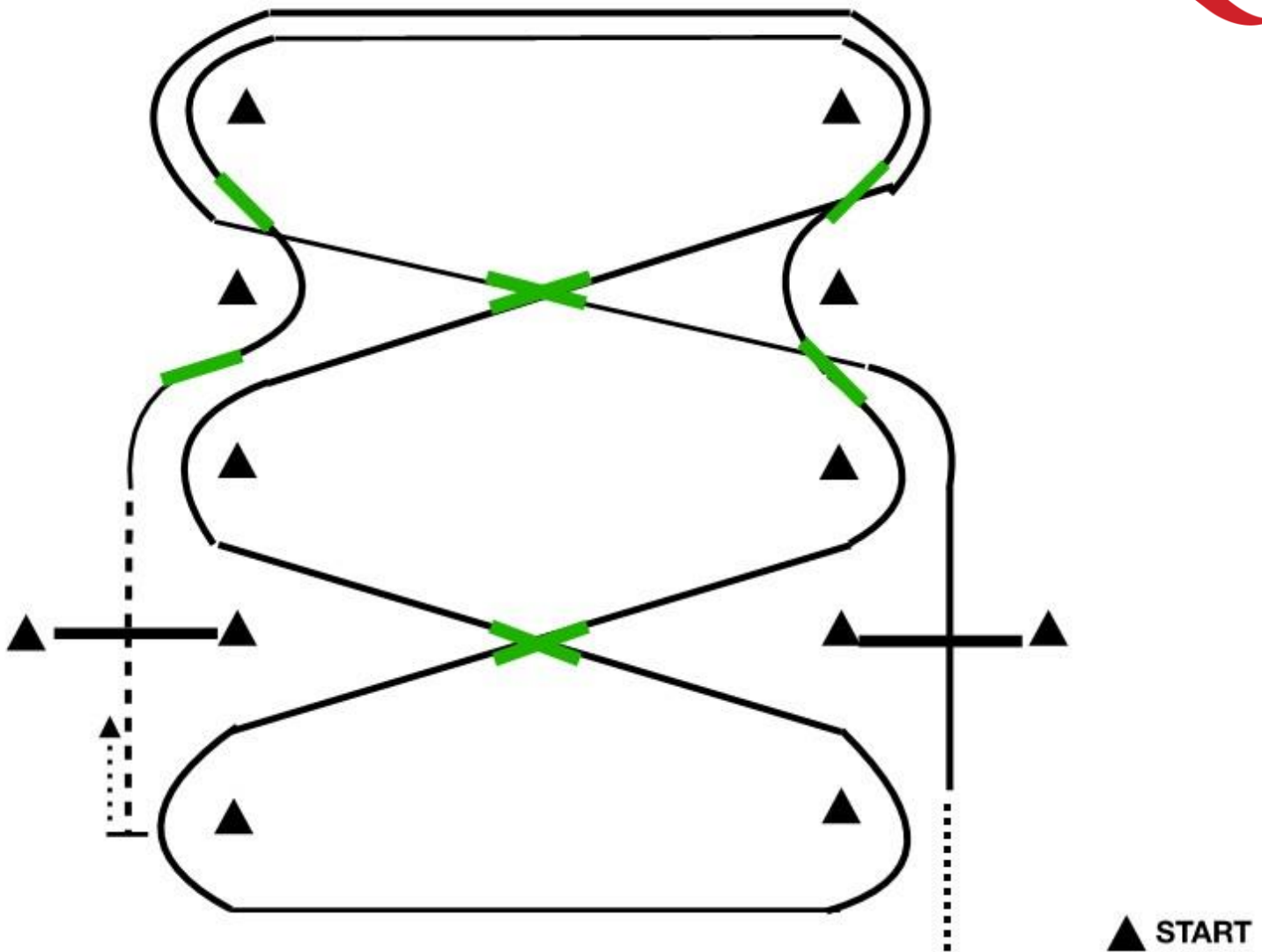
1. BE READY AT CONE, WALK HALFWAY TO „X“,HALT, TURN 180° ON THE HAUNCHES TO THE LEFT
2. POSTING TROT ON LEFT DIAGONAL TWO SQUARE CORNERS
3. CONTINUE TROTTING UP CENTER LINE IN EQUAL THIRDS: 1/3 LEFT DIAGONAL, 1/3 TWO POINT, 1/3 RIGHT DIAGONAL
4. CANTER LEFT LEAD AND CONTINUE AROUND HALF CIRCLE AND LOOP, AS SHOWN
5. CHANGE LEADS (SIMPLE OR FLYING) AND KEEP ON CANTERING AROUND CURVE AS SHOWN.
6. MOVE INTO TWO POINT POSITION AT CANTER AND BUILT INTO A HAND GALLOP AROUND THE TOP OF THE ARENA
7. AFTER THE CORNER, COLLECT THE CANTER AND CONTINUE ACROSS THE DIAGONAL
8. AT X PERFORM TRANSITION TO SITTING TROT AND CONTINUE ON THE DIAGONAL
9. HALT AND BACK, EXIT AT A TROT



#



1. Trot To A
2. At Cone Canter Left Lead
3. Jump Two Fences
4. Flying Lead Change (if not already done)
5. Hand Gallop To Cone
6. Stop, hesitate 5 seconds, back up approximately 2 meters



1. WALK FROM START CONE TO FIRST CONE, 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 TOWARDS 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



Pattern Regelbuch/ Rulebook

FREITAG/ FRIDAY

<u>REINING L1 OPEN.</u>	#2
<u>REINING L1 AMATEUR.</u>	#2
<u>REINING L1 YOUTH.</u>	#2
<u>REINING SENIOR OPEN</u>	#4
<u>REINING SELECT AMATEUR.</u>	#2
<u>WESTERN RIDING L1 OPEN</u>	#Level 1 Pattern 2

SONNTAG / SUNDAY

<u>REINING FUTURITY</u>	#15
<u>REINING MATURITY</u>	#15
<u>REINING AMATEUR</u>	# 9
<u>REINING YOUTH</u>	#9
<u>REINING JUNIOR</u>	#15
<u>WESTERN RIDING JUNIOR</u>	#1
<u>WESTERN RIDING L1 AMATEUR</u>	#Level 1 Pattern 1
<u>RANCH RIDING L1 OPEN.</u>	#12
<u>RANCH RIDING L1 AMATEUR</u>	#12
<u>RANCH RIDING SELECT</u>	#12

MONTAG / MONDAY

<u>RANCH RIDING Graduate</u>	#9
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DIENSTAG/TUESDAY

<u>RANCH RIDING MATURITY.</u>	#9
<u>RANCH RIDING JUNIOR</u>	#9
<u>WESTERN RIDING SENIOR</u>	#2
<u>F-WESTERN RIDING JUNIOR</u>	#4
<u>WESTERN RIDING AMATEUR</u>	#7
<u>WESTERN RIDING SELECT</u>	#7
<u>RANCH RIDING FUTURITY</u>	#5
<u>RANCH RIDING SENIOR</u>	#9
<u>RANCH RIDING AMATEUR.</u>	#9
<u>F-RANCH RIDING SELECT</u>	#9

MITTWOCH/WEDNESDAY

<u>E-RANCH RIDING SENIOR</u>	#12
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DONNERSTAG/THURSDAY

<u>WESTERN RIDING FUTURITY</u>	#Level 1 Pattern 7
<u>F-WESTERN RIDING SELECT</u>	#9
<u>WESTERN RIDING MATURITY</u>	#9
<u>F-RANCH RIDING AMATUER</u>	#8
<u>RANCH RIDING YOUTH</u>	#8
<u>RANCH RIDING L1 YOUTH.</u>	#8

FREITAG/FRIDAY

<u>F-RANCH RIDING YOUTH</u>	#12
<u>WESTERN RIDING L1 YOUTH</u>	#Level 1 Pattern 4
<u>WESTERN RIDING YOUTH</u>	#4

SAMSTAG/ SATURDAY

<u>WORKING COWHORSE</u>	#2
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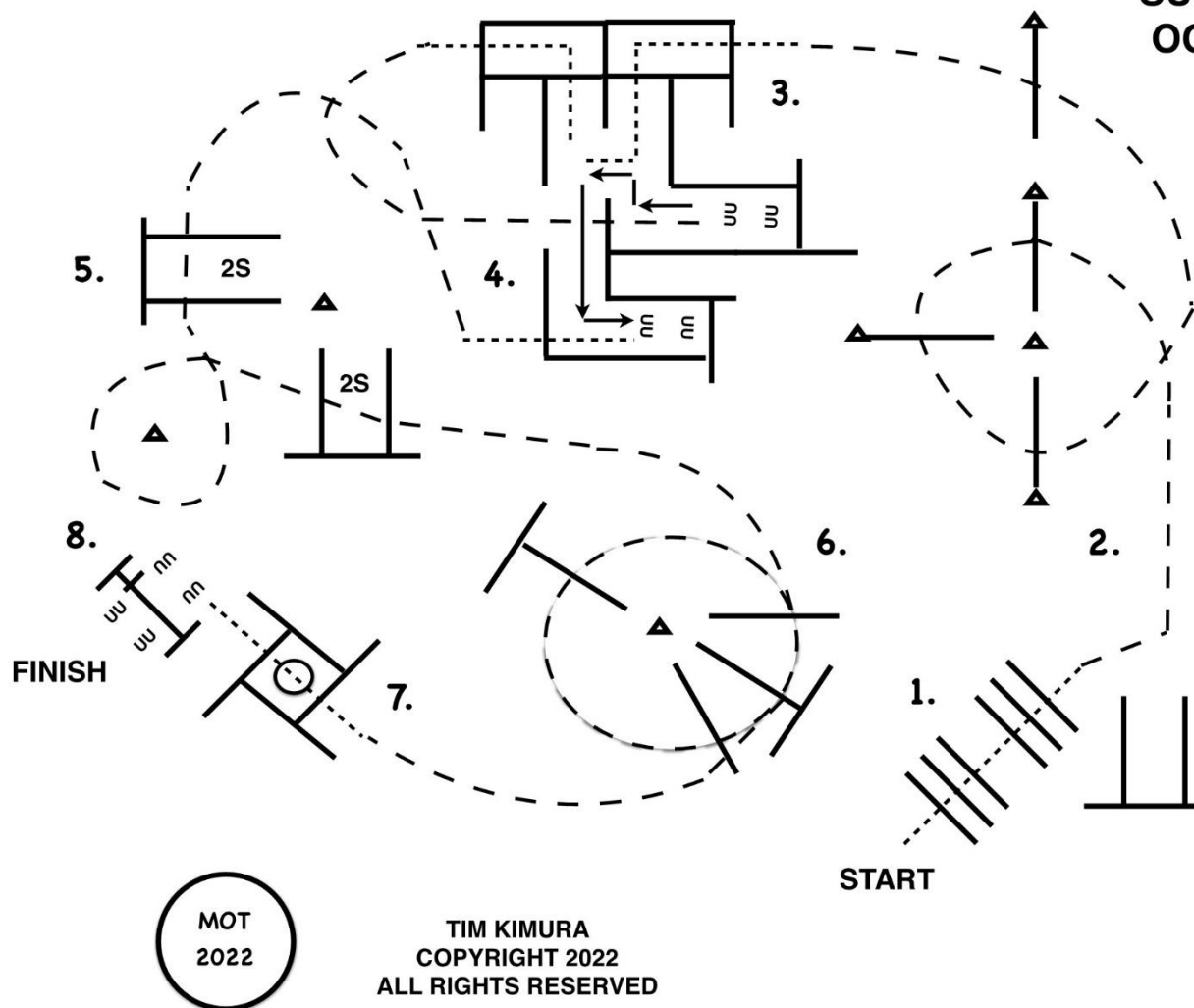
SONNTAG/SUNDAY

<u>VRH RANCH REINING</u>	#2
<u>VRH RANCH RIDING</u>	#3

**INTERNATIONAL DQHA
CHAMPIONSHIP 2022
Q - 22**

**TRAIL IN HAND
2 YEAR OLD FUTURITY
3 YEAR OLD FUTURITY**

**SUNDAY
OCT 16**



1. WALK OVER POLES.
2. JOG THROUGH SERPENTINE, JOG OVER POLES.
3. STOP OR BREAK TO THE WALK, WALK OVER AND BETWEEN POLES.
4. JOG OVER POLE AND INTO CHUTE, BACK BETWEEN POLES, WALK OUT.
5. JOG OVER POLES, JOG AROUND CONE, THEN JOG OVER POLES.
6. JOG OVER POLES, JOG UP TO BOX.
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN TO THE RIGHT. WALK OUT BOX, WALK UP TO GATE.
8. WORK GATE LEFT HAND, OPEN WALK THROUGH AND CLOSE GATE.

INTERNATIONAL DQHA CHAMPIONSHIP 2022

GREEN L1 TRAIL - OPEN L1 AMATEUR TRAIL

MONDAY, OCT 17

7.

8.

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6.

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12.

1.

2.

START

MOT
2022

2S

FINISH

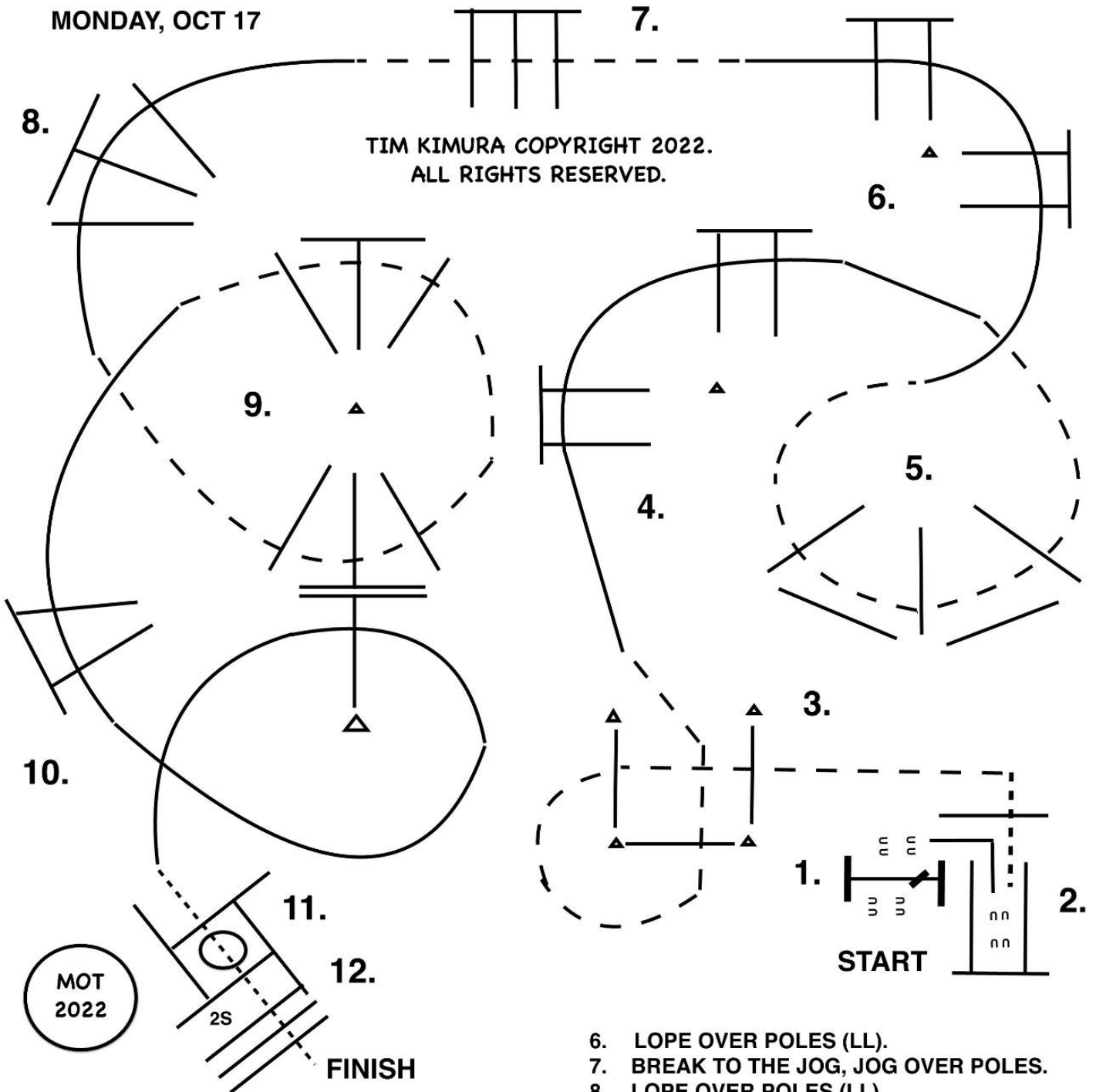
1. ROPE GATE LH OPEN , WALK THROUGH AND CLOSE GATE.
2. BACK BETWEEN POLES, WALK OUT CHUTE
3. JOG AROUND CONES, JOG OVER POLES.
4. LOPE OVER POLES (RL).
5. BREAK TO THE JOG, JOG OVER POLES.

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

INTERNATIONAL DQHA CHAMPIONSHIP 2022

SELECT - AMATEUR TRAIL

MONDAY, OCT 17



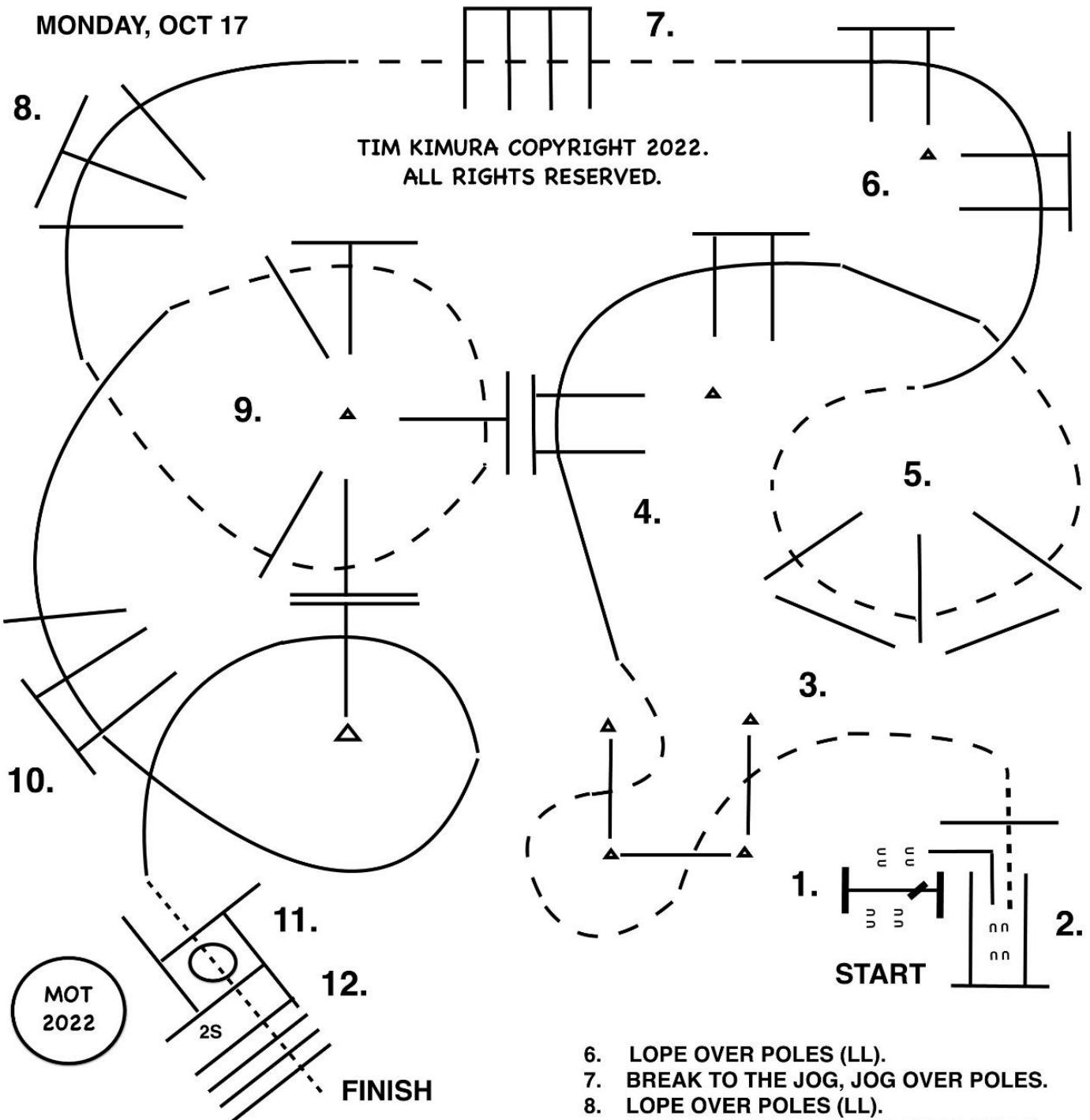
1. ROPE GATE LH OPEN , WALK THROUGH AND CLOSE GATE.
2. BACK BETWEEN POLES, WALK OUT CHUTE
3. JOG AROUND CONES, JOG OVER POLES.
4. LOPE OVER POLES (RL).
5. BREAK TO THE JOG, JOG OVER POLES.

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

INTERNATIONAL DQHA CHAMPIONSHIP 2022

SENIOR TRAIL - OPEN

MONDAY, OCT 17



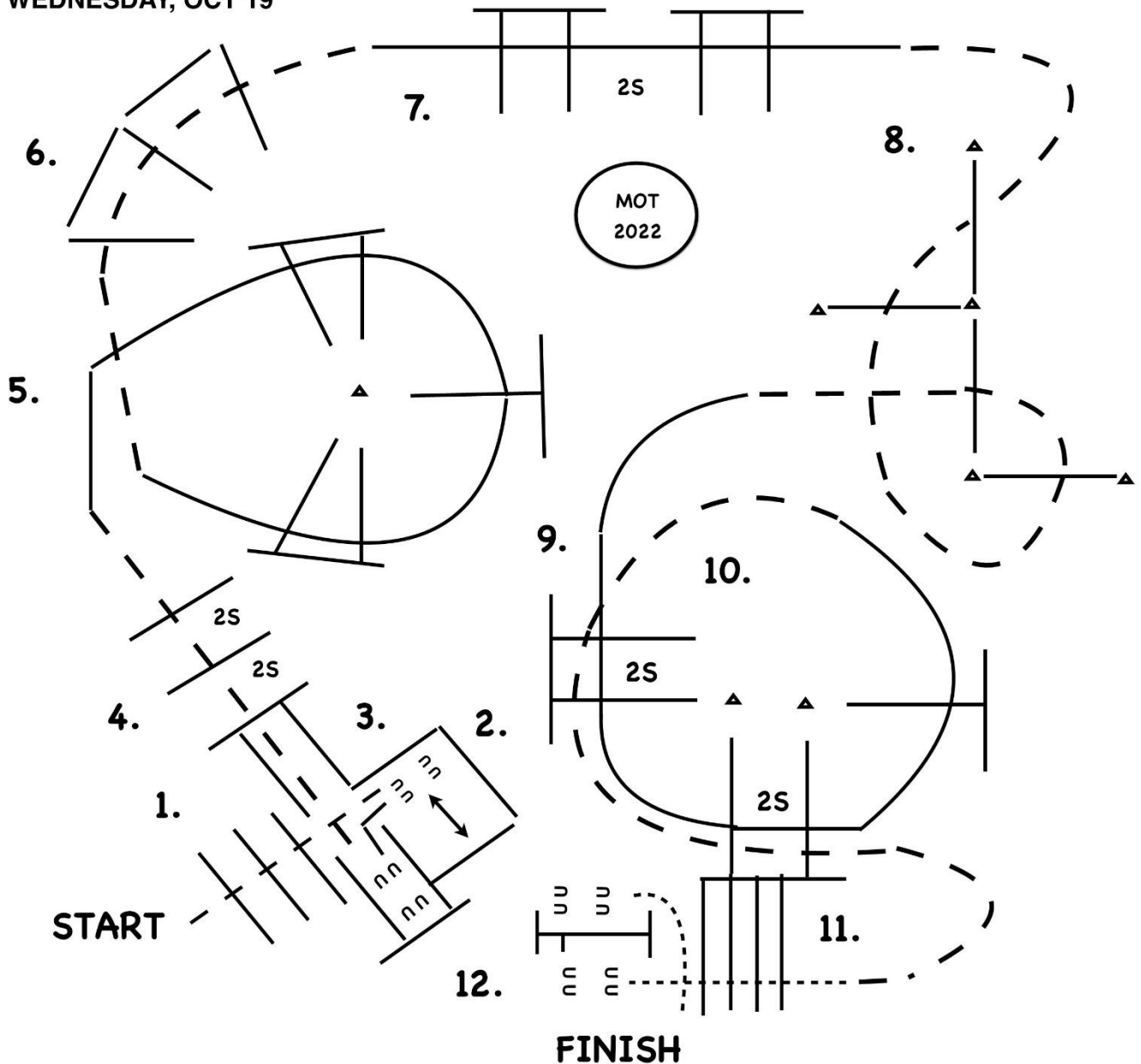
1. ROPE GATE LH OPEN , WALK THROUGH AND CLOSE GATE.
2. BACK BETWEEN POLES, WALK OUT CHUTE
3. JOG AROUND CONES, JOG OVER POLES.
4. LOPE OVER POLES (RL).
5. BREAK TO THE JOG, JOG OVER POLES.

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

**INTERNATIONAL DQHA
CHAMPIONSHIP 2022**

**AMATEUR TRAIL
TRAIL HORSE SSA GRADUATE**

WEDNESDAY, OCT 19



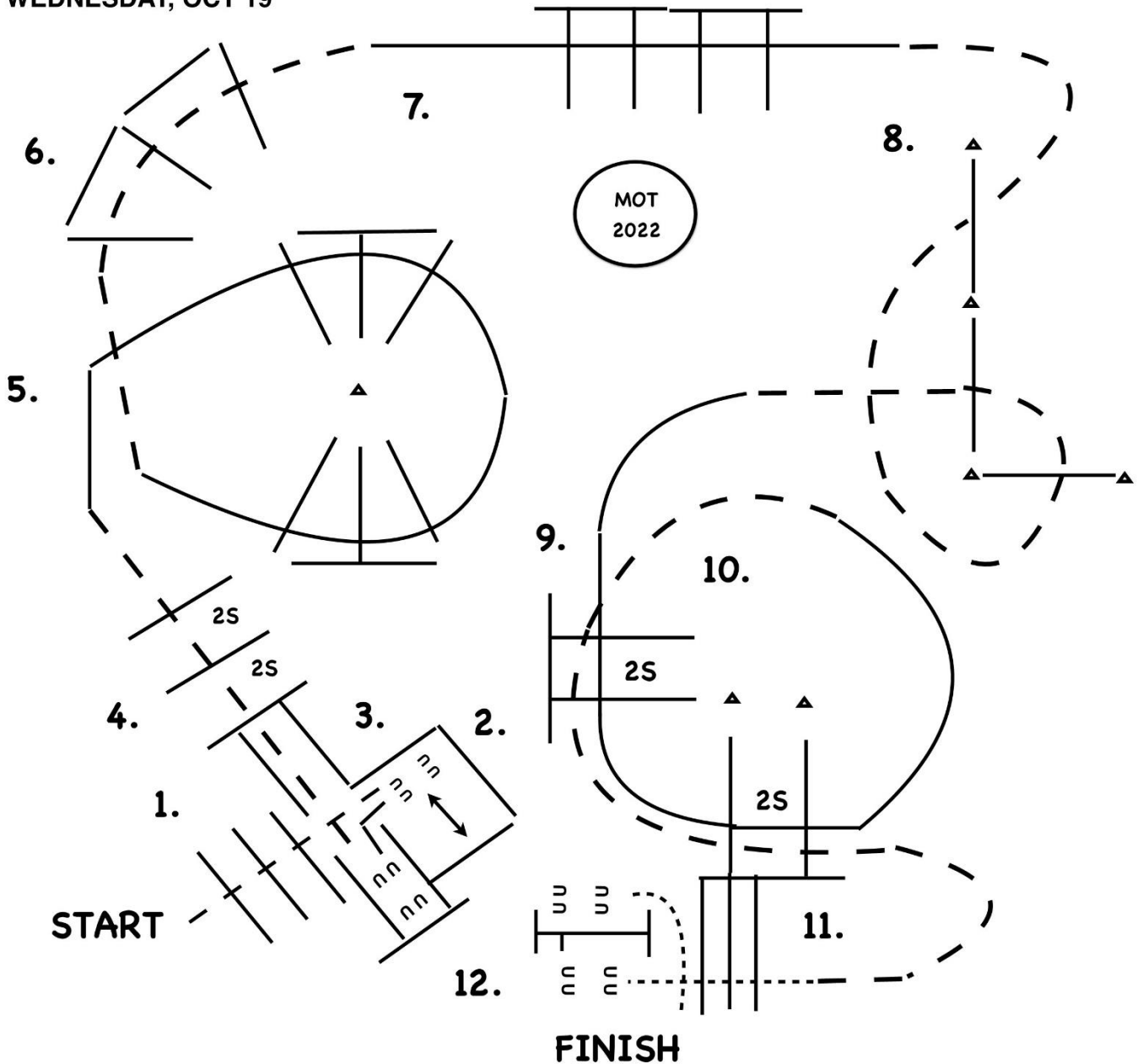
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1. JOG OVER POLES AND JOG INTO BOX.
2. SIDE PASS RIGHT, AND SIDE PASS LEFT
3. BACK OUT GAP AND AROUND CORNER.
4. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
9. LOPE OVER POLES (LEFT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES.
11. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK UP TO GATE
12. WORK GATE RIGHT HAND.

**INTERNATIONAL DQHA
CHAMPIONSHIP 2022**

TRAIL JUNIOR

WEDNESDAY, OCT 19



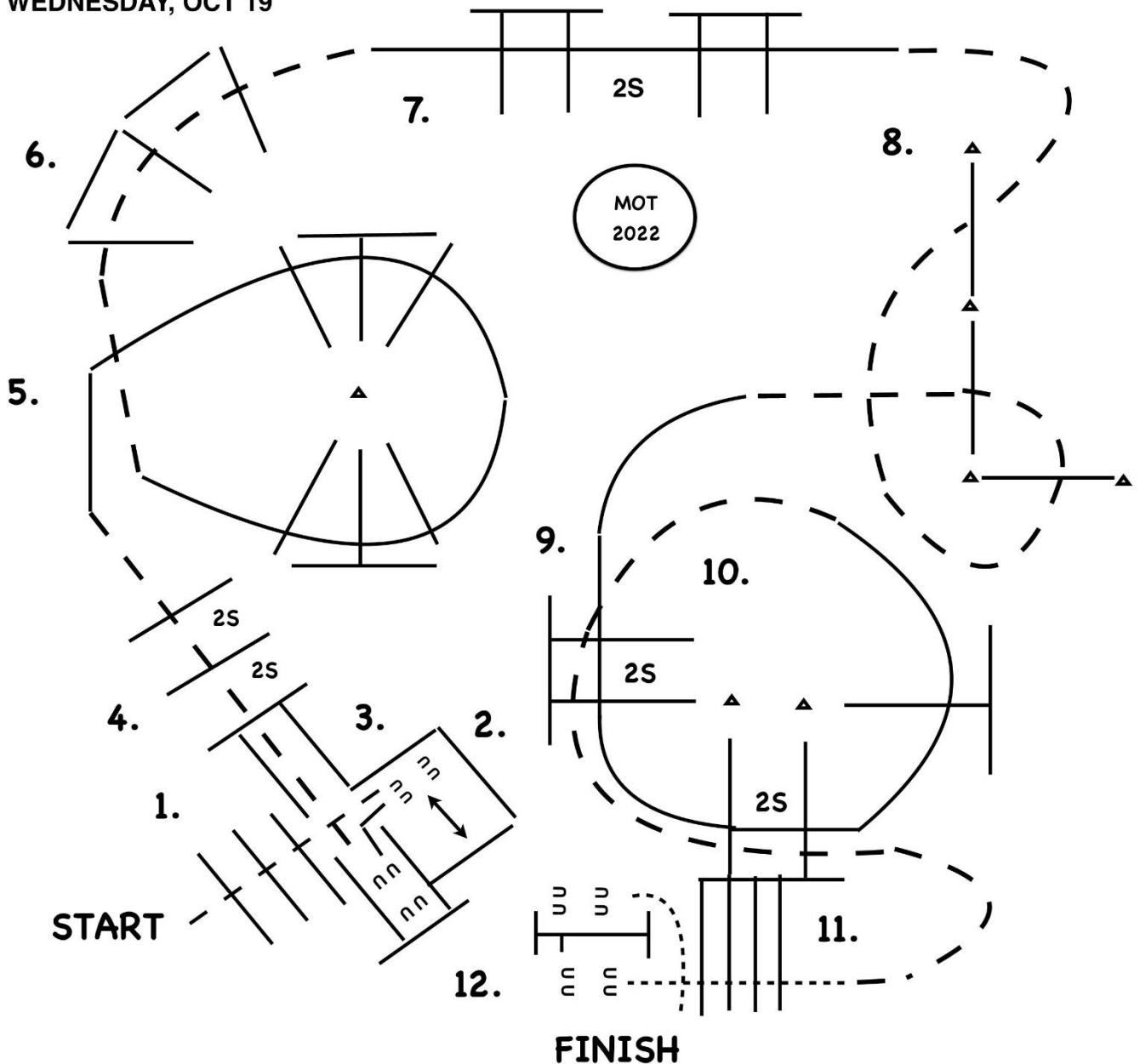
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1. JOG OVER POLES AND JOG INTO BOX.
2. SIDE PASS RIGHT, AND SIDE PASS LEFT
3. BACK OUT GAP AND AROUND CORNER.
4. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
9. LOPE OVER POLES (LEFT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES.
11. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK UP TO GATE
12. WORK GATE RIGHT HAND.

**INTERNATIONAL DQHA
CHAMPIONSHIP 2022**

TRAIL MATURITY

WEDNESDAY, OCT 19



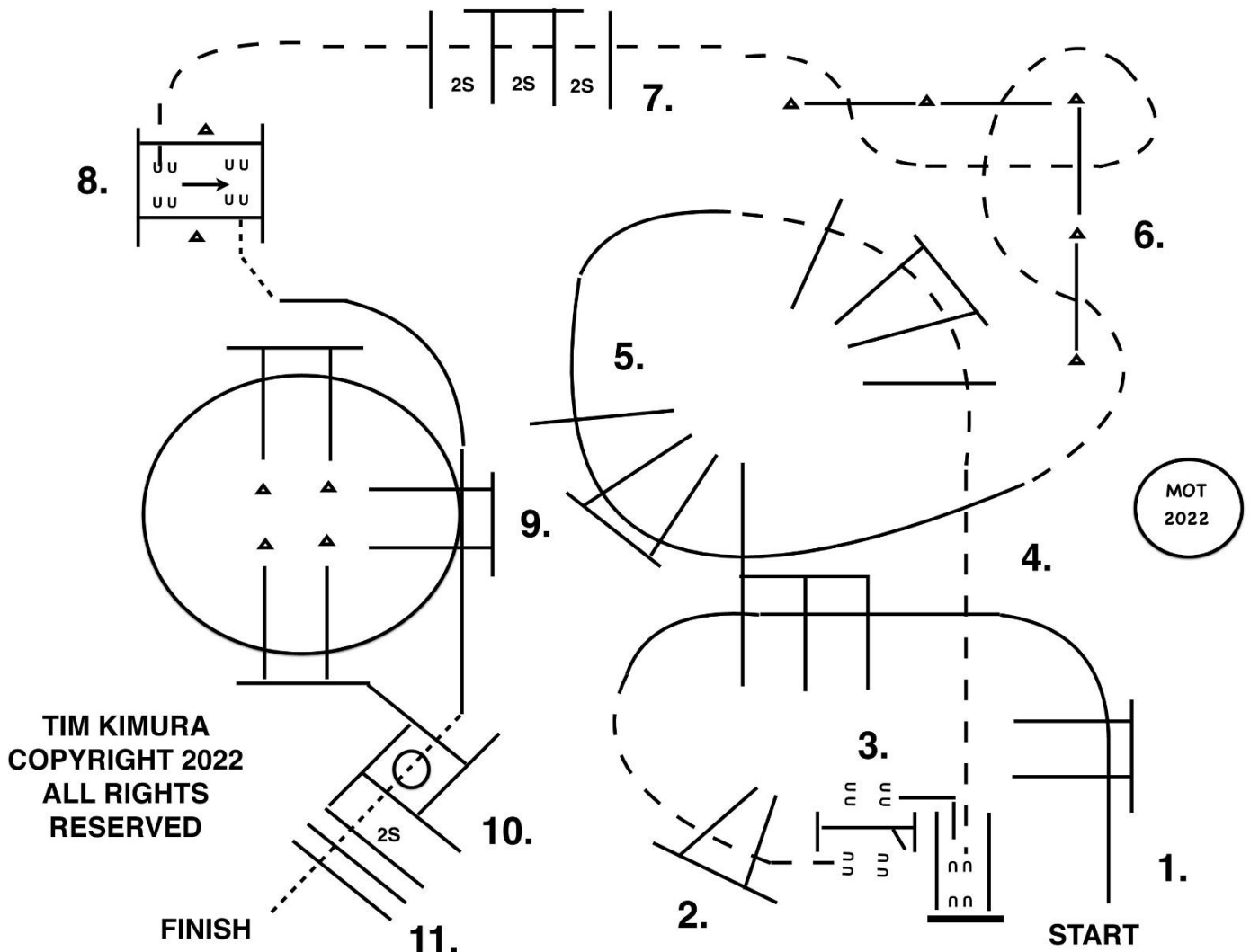
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- | | |
|--|--|
| <ol style="list-style-type: none"> 1. JOG OVER POLES AND JOG INTO BOX. 2. SIDE PASS RIGHT, AND SIDE PASS LEFT 3. BACK OUT GAP AND AROUND CORNER. 4. YOU MAY WALK FORWARD, THEN JOG OVER POLES. 5. LOPE OVER POLES (RIGHT LEAD). 6. BREAK TO THE JOG, JOG OVER POLES. 7. LOPE OVER POLES (RIGHT LEAD). | <ol style="list-style-type: none"> 8. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES. 9. LOPE OVER POLES (LEFT LEAD). 10. BREAK TO THE JOG, JOG OVER POLES. 11. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK UP TO GATE 12. WORK GATE RIGHT HAND. |
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INTERNATIONAL DQHA CHAMPIONSHIP 2022

JUNIOR TRAIL - FINALS

FRIDAY, OCT 21

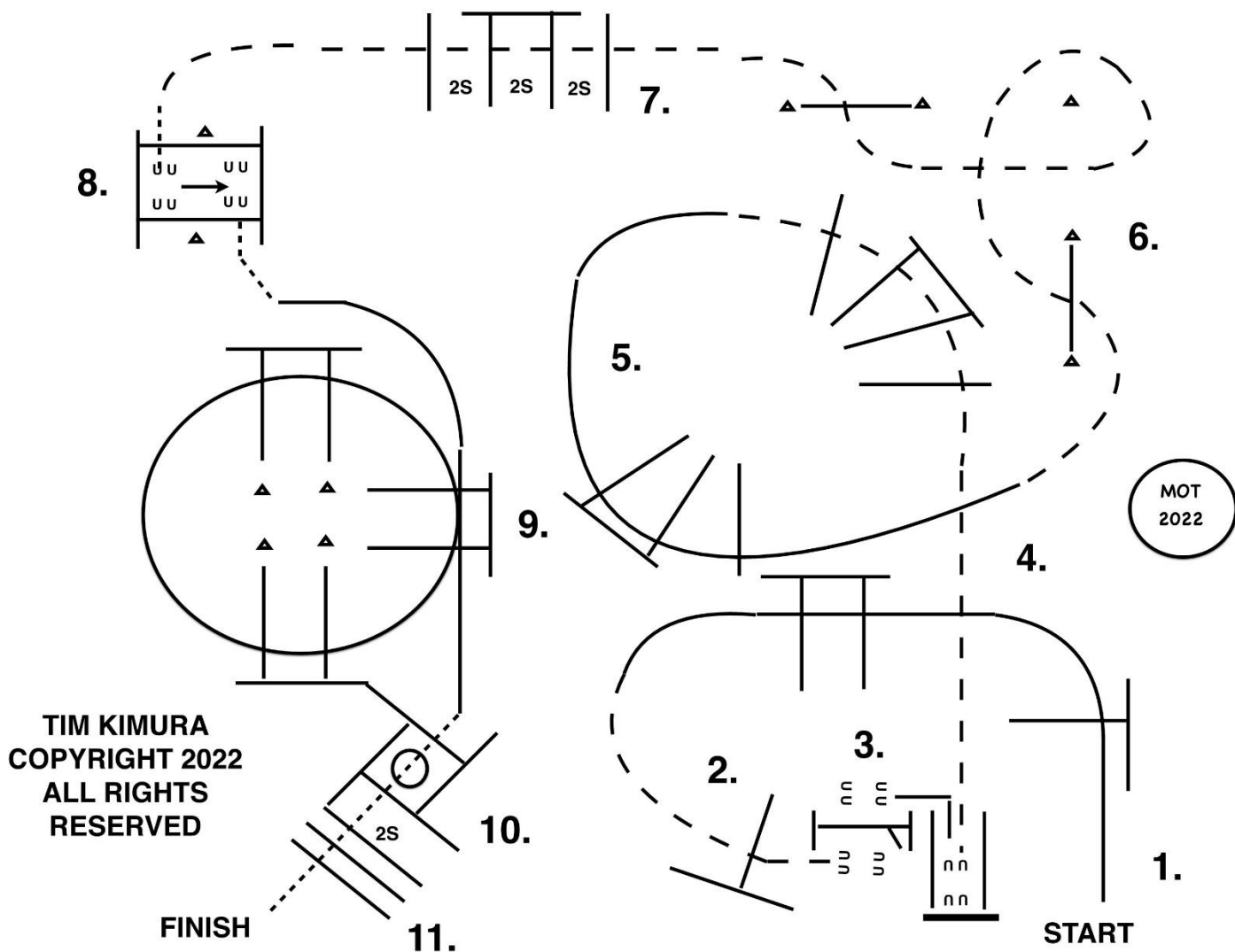


1. LOPE OVER POLES (LEFT LEAD).
2. JOG OVER POLES, JOG UP TO GATE. WORK ROPE GATE LEFT HAND.
3. BACK BETWEEN POLES.
4. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. JOG THROUGH SERPENTINE, JOG OVER POLES.
7. JOG OVER POLES.
8. JOG INTO BOX, STOP SIDE PASS LEFT, WALK OUT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

INTERNATIONAL DQHA CHAMPIONSHIP 2022

L1 YOUTH TRAIL YOUTH TRAIL

FRIDAY, OCT 21



1. LOPE OVER POLES (LEFT LEAD).
2. JOG OVER POLE, JOG UP TO GATE. WORK ROPE GATE LEFT HAND.
3. BACK BETWEEN POLES.
4. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. JOG THROUGH SERPENTINE, JOG OVER POLES.

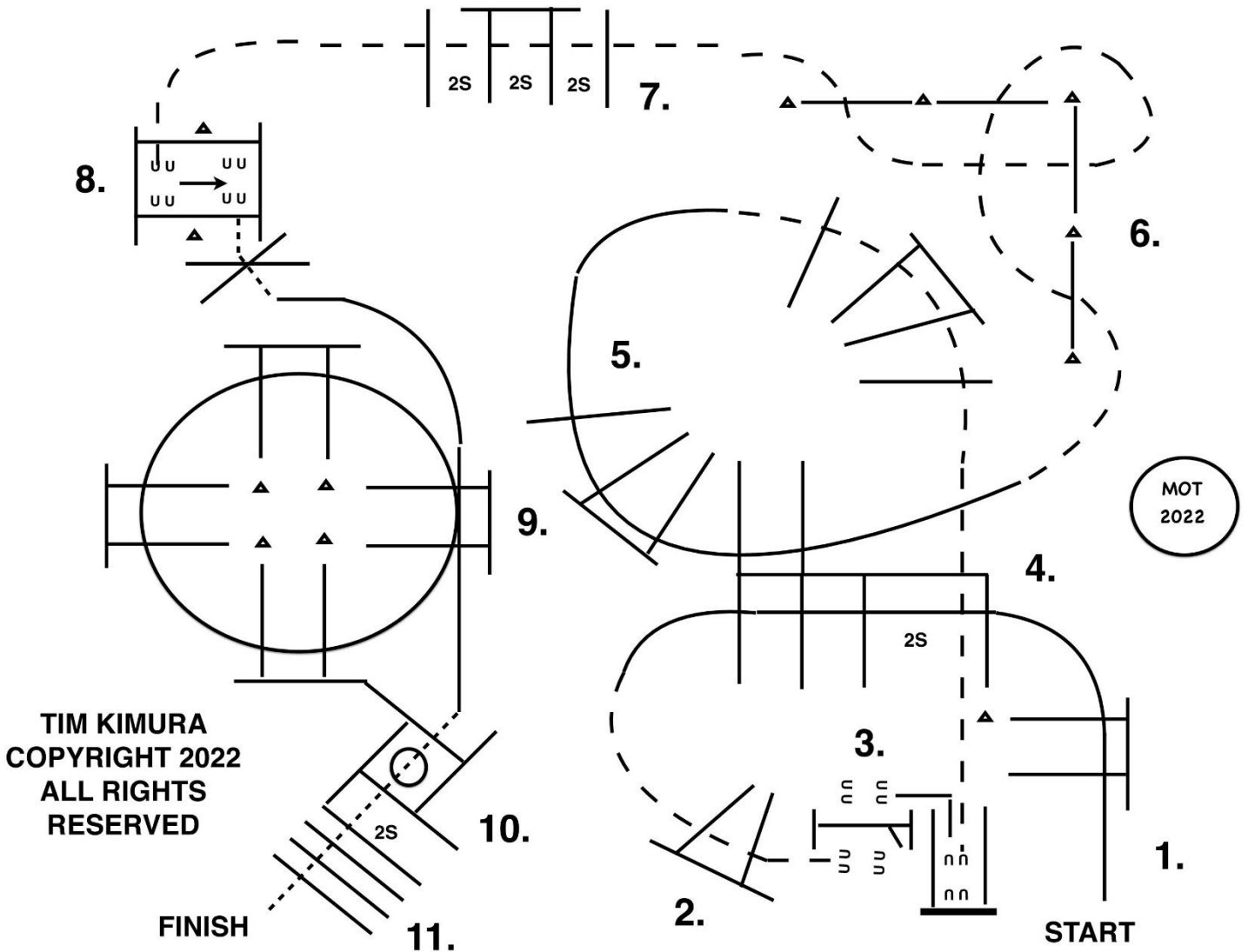
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK INTO BOX, STOP SIDE PASS LEFT, WALK OUT BOX, WALK OVER POLE.
9. LOPE OVER POLES (RIGHT LEAD)
10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
11. WALK OVER POLES.

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INTERNATIONAL DQHA CHAMPIONSHIP 2022

SENIOR TRAIL - FINALS

FRIDAY, OCT 21



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

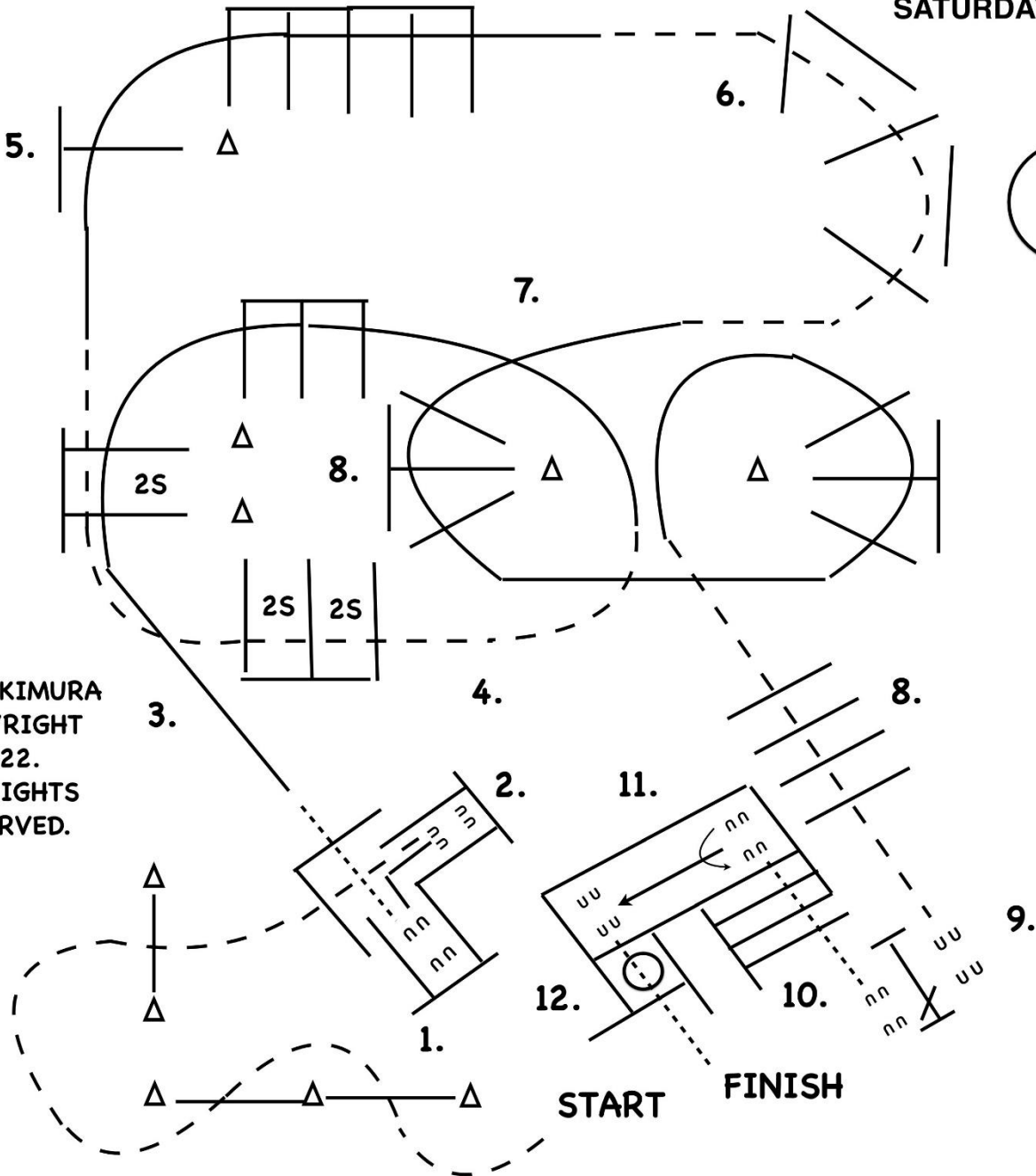
INTERNATIONAL DQHA CHAMPIONSHIP 2022

AMATEUR TRAIL - FINALS SELECT TRAIL - FINALS

SATURDAY OCT 22

MOT
2022

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1. JOG THROUGH SERPENTINE, JOG OVER POLES, JOG INTO CHUTE.
2. BACK AROUND CORNER, BACK BETWEEN POLES, WALK OUT OVER POLE.
3. LOPE OVER POLES (RIGHT LEAD), LOPE PAST THE CONES, THEN
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.

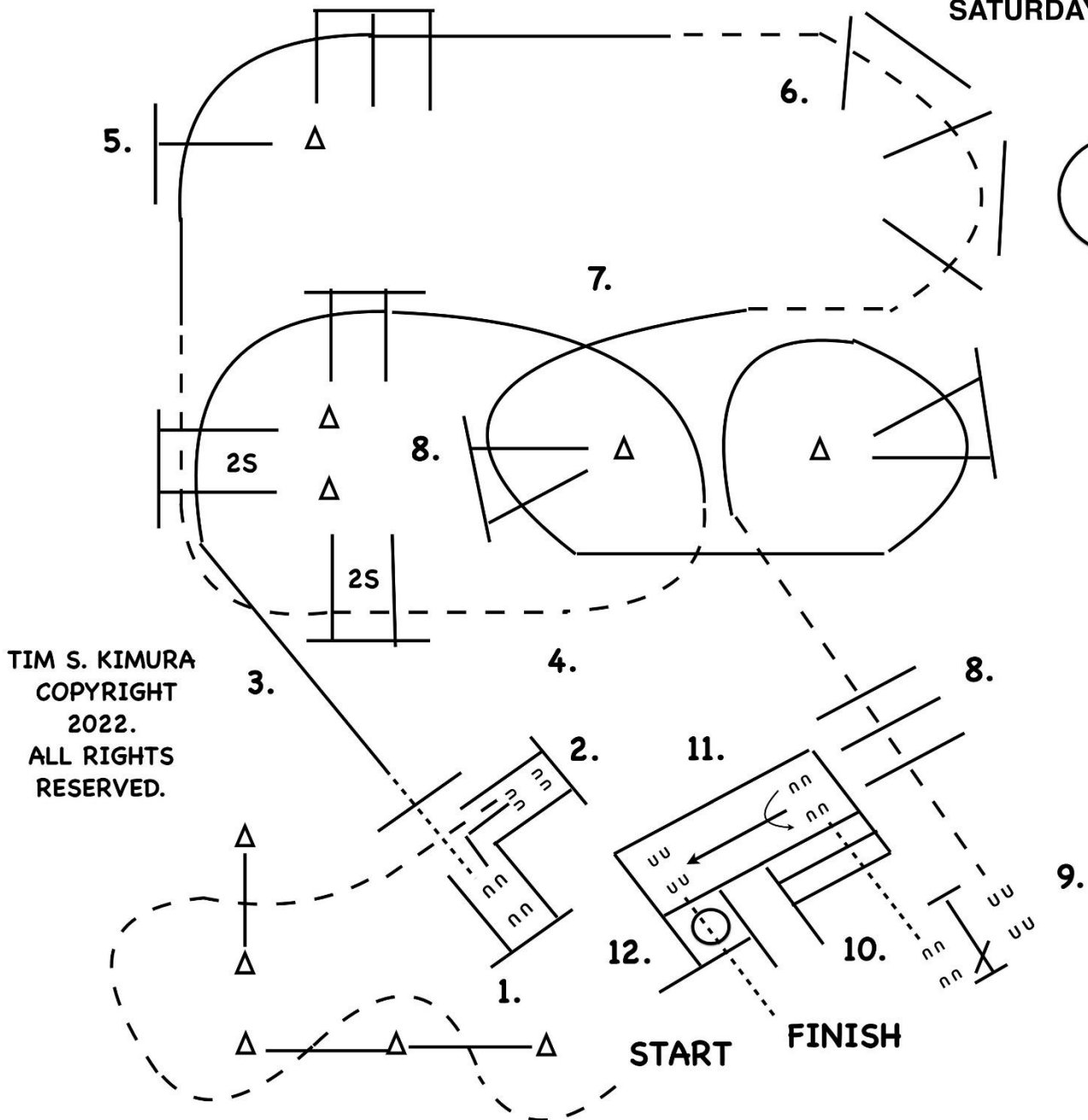
7. LOPE OVER POLES AND LOPE PAST THE CONES, THEN
8. BREAK TO THE JOG, JOG OVER POLES.
9. JOG UP TO GATE, WORK GATE RIGHT HAND.
10. WALK OVER POLES,
11. STOP, EXECUTE A 180 TURN LEFT, THEN SIDE PASS RIGHT BETWEEN POLES.
12. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, THEN WALK OUT BOX.

INTERNATIONAL DQHA CHAMPIONSHIP 2022

YOUTH TRAIL - FINALS TRAIL - FUTURITY

SATURDAY OCT 22

MOT
2022



1. JOG THROUGH SERPENTINE, JOG OVER POLES, JOG INTO CHUTE.
2. BACK AROUND CORNER, BACK BETWEEN POLES, WALK OUT OVER POLE.
3. LOPE OVER POLES (RIGHT LEAD), LOPE PAST THE CONES, THEN
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 AND LOPE PAST THE CONES, THEN
8. BREAK TO THE JOG, JOG OVER POLES.
9. JOG UP TO GATE, WORK GATE RIGHT HAND.
10. WALK OVER POLES,
11. STOP, EXECUTE A 180 TURN LEFT, THEN SIDE PASS RIGHT BETWEEN POLES.
12. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, THEN WALK OUT BOX.