

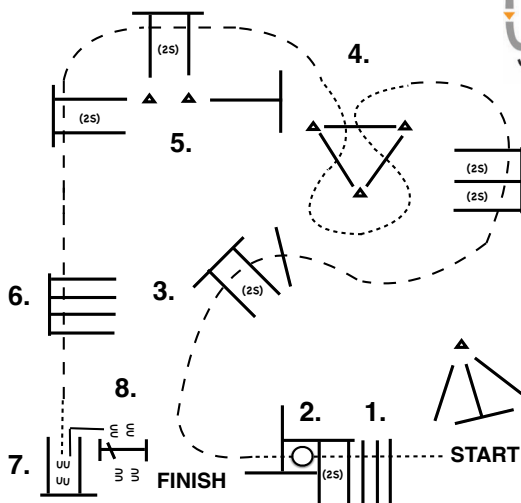
1. WALK OVER POLES.
2. WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OUT.
3. JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
5. JOG OVER POLES.
6. JOG OVER POLES.
7. BREAK TO THE WALK, WALK INTO CHUTE, BACK TO GATE.
8. WORK GATE LEFT HAND.

**DQHA Futurity Trail In Hand 3yo
Rasseoffen Trail in Hand**

DQHA REGIONAL FUTURITY 2024

TRAIL COURSES
DESIGNED BY: TIM
KIMURA COPYRIGHT
2024 ALL RIGHTS
RESERVED

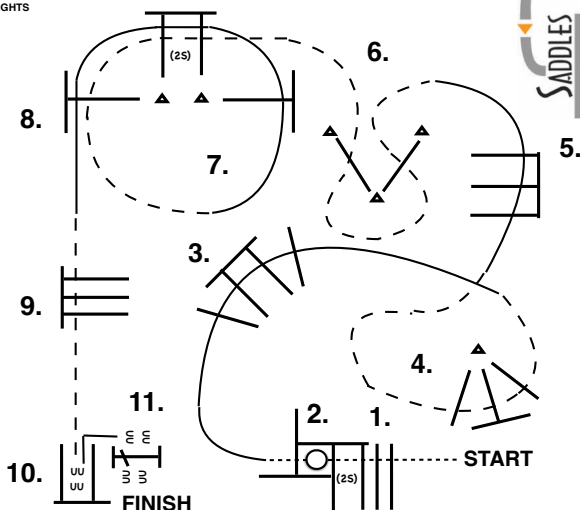
Sponsored by:



1. WALK OVER POLES.
2. WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OUT.
3. JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
5. JOG OVER POLES.
6. JOG OVER POLES.
7. BREAK TO THE WALK, WALK INTO CHUTE, BACK TO GATE.
8. WORK GATE LEFT HAND.



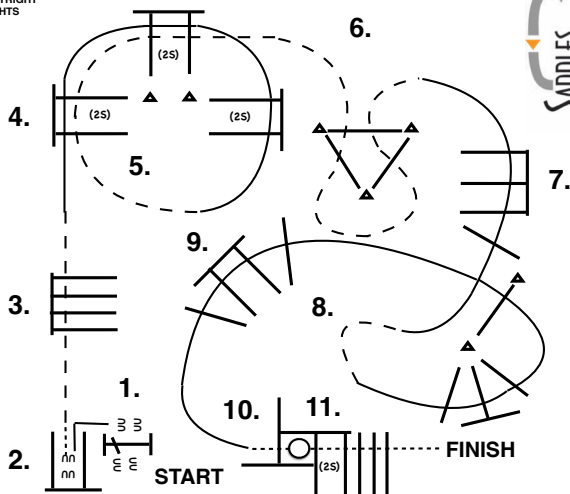
TRAIL COURSES
DESIGNED BY: TIM
KIMURA COPYRIGHT
2024 ALL RIGHTS
RESERVED



1. WALK OVER POLES INTO BOX.
2. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
3. LOPE OVER POLES.
4. JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. JOG BETWEEN CONES AND OVER POLES.
7. JOG POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. JOG OVER POLES INTO CHUTE.
10. BACK BETWEEN POLES AND AROUND CORNER.
11. WORK GATE LEFT HAND.

TRAIL COURSES
DESIGNED BY: TIM
KIMURA COPYRIGHT
2024 ALL RIGHTS
RESERVED

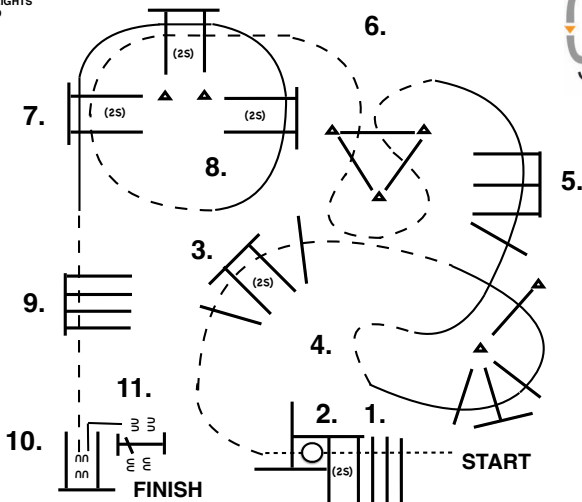
Sponsored by:



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

TRAIL COURSES
DESIGNED BY: TIM
KIMURA COPYRIGHT
2024 ALL RIGHTS
RESERVED

Sponsored by:



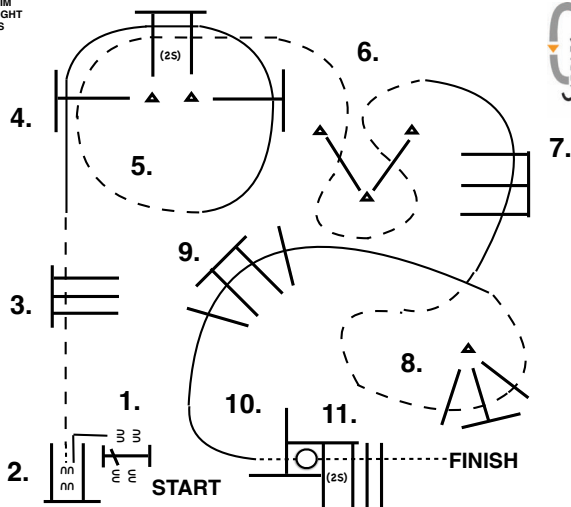
1. WALK OVER POLES.
2. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
3. JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD), THEN BREAK TO JOG.
5. LOPE OVER POLES (LEFT LEAD).
6. JOG THROUGH TRIANGLE.
7. JOG POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. JOG OVER POLES INTO CHUTE.
10. BACK BETWEEN POLES AROUND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

Trail AQHA Level 1 Open
 Trail AQHA Level 1 Amateur
 Trail AQHA Level 1 Youth
 Trail Rasseoffen

DQHA REGIONAL FUTURITY 2024

Sponsored by:

TRAIL COURSES
 DESIGNED BY: TIM
 KIMURA COPYRIGHT
 2024 ALL RIGHTS
 RESERVED



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

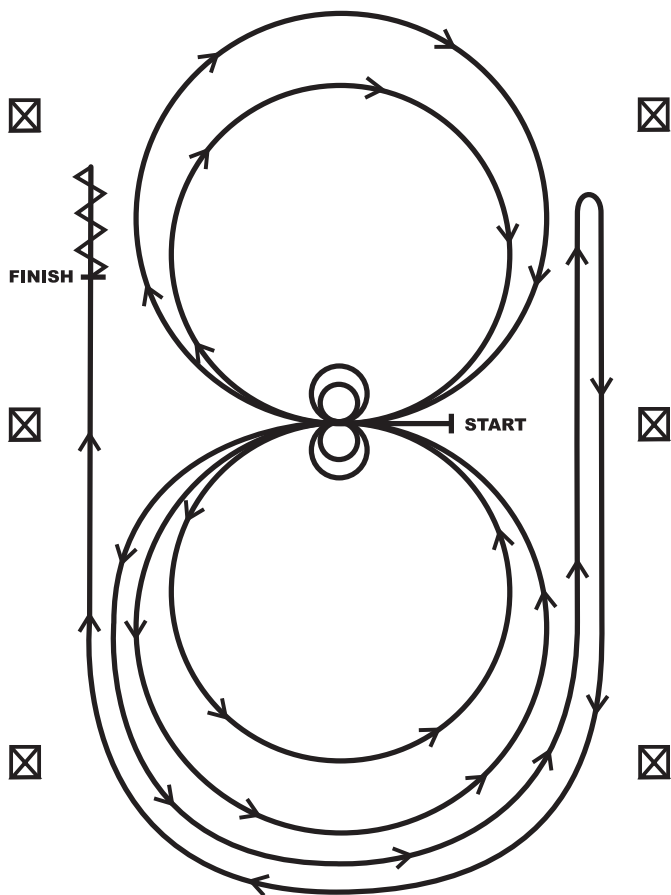
REINING PATTERN A

Approved only for Level 1 Youth & Amateur, Youth 13 & Under

DQHA Futurity

Level 1 Amateur

Level 1 Youth

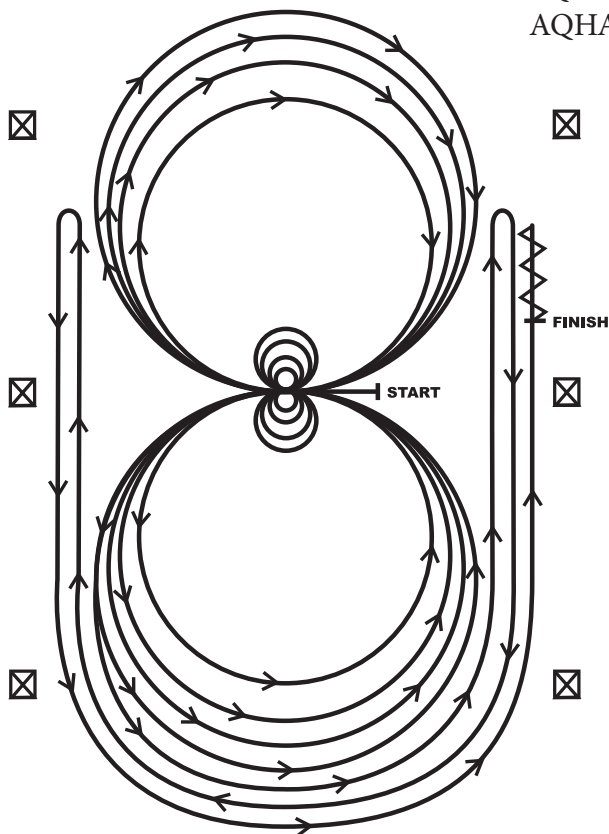


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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.

REINING PATTERN 5

DQHA Maturity
AQHA Junior
AQHA Youth

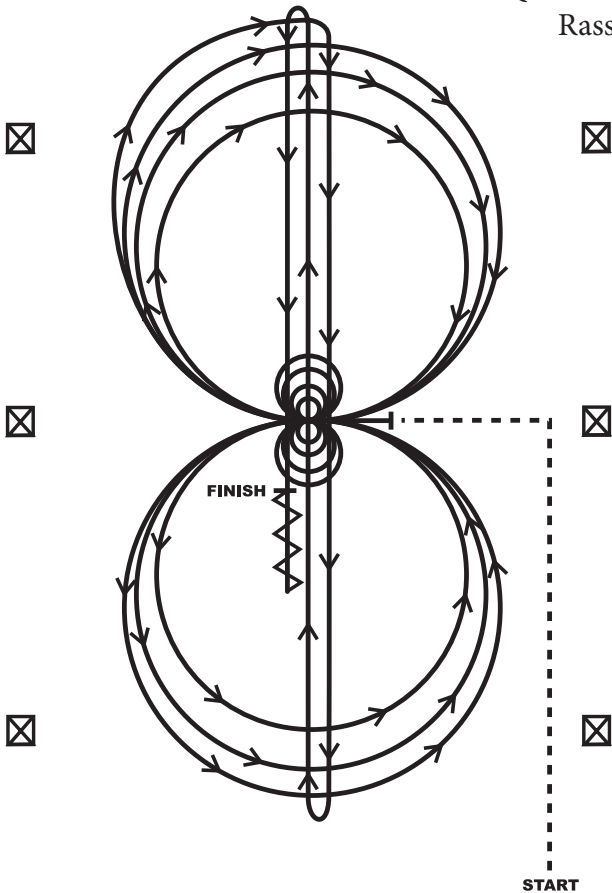


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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.

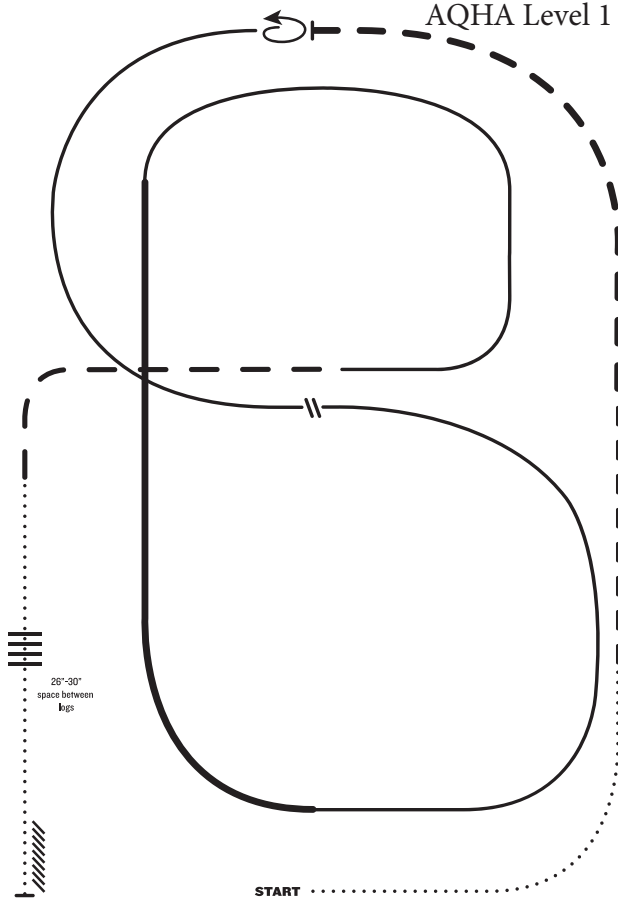
REINING PATTERN 11

AQHA Senior
AQHA Level 1
AQHA Amateur
Rasseoffen



Horses must 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. 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 small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles 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 down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

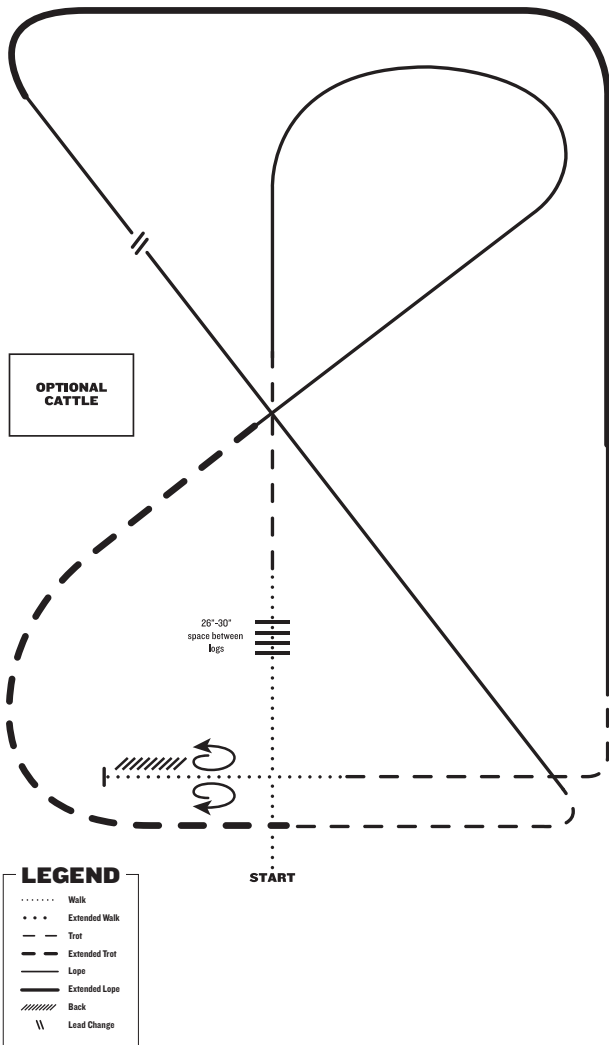
RANCH RIDING - PATTERN I**LEGEND**

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	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.

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

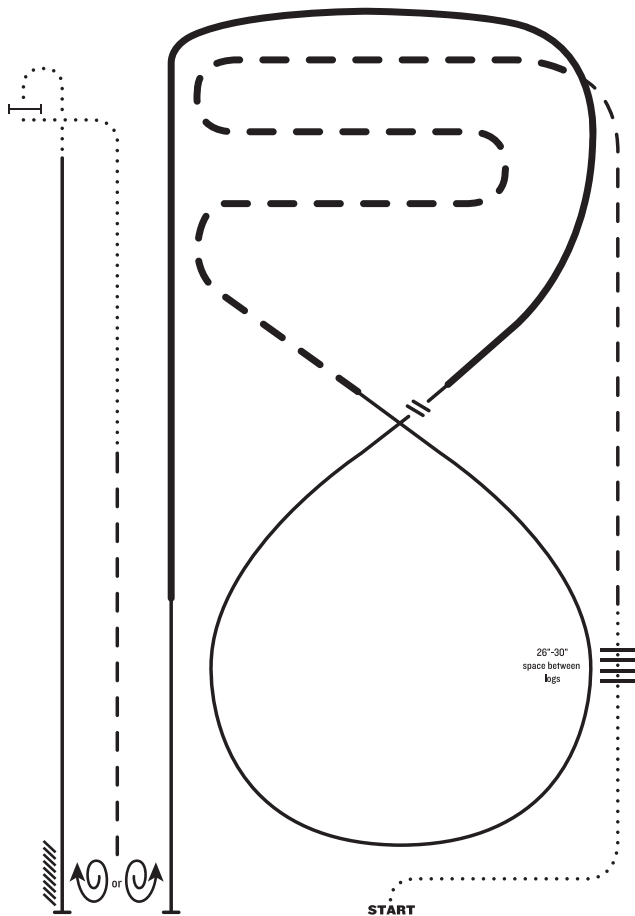
RANCH RIDING - PATTERN 5



- LEGEND**
- Walk
 - • • Extended Walk
 - - - Trot
 - - - Extended Trot
 - Lope
 - Extended Lope
 - ////// Back
 - // Lead Change
1. Walk
 2. Walk over logs
 3. Trot
 4. Lope right lead
 5. Extended trot
 6. Trot
 7. Lope left lead
 8. Change leads (simple or flying)
 9. Extended lope right lead
 10. Collect lope
 11. Trot
 12. Walk
 13. Stop and back
 14. 360° turn each direction (either direction 1st) (L-R or R-L)

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 13

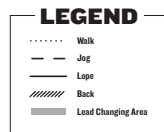
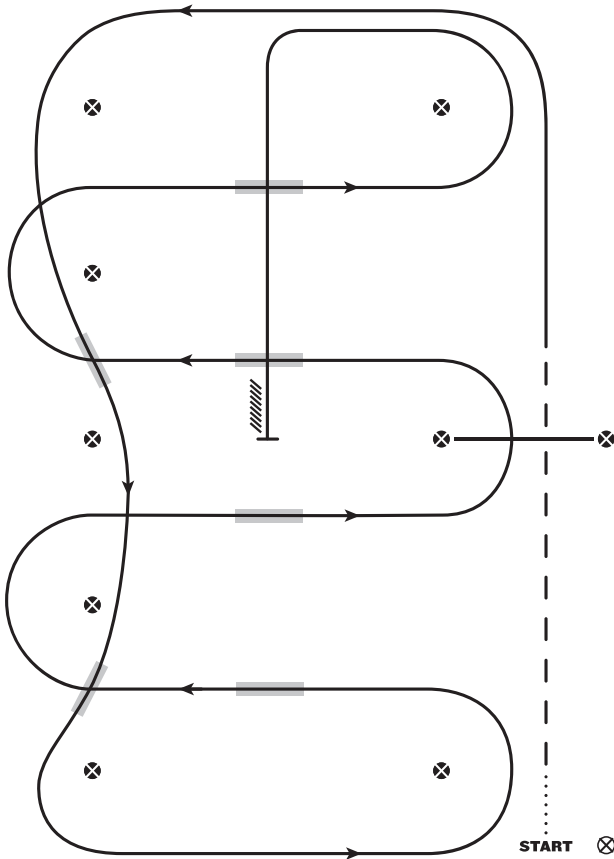


LEGEND

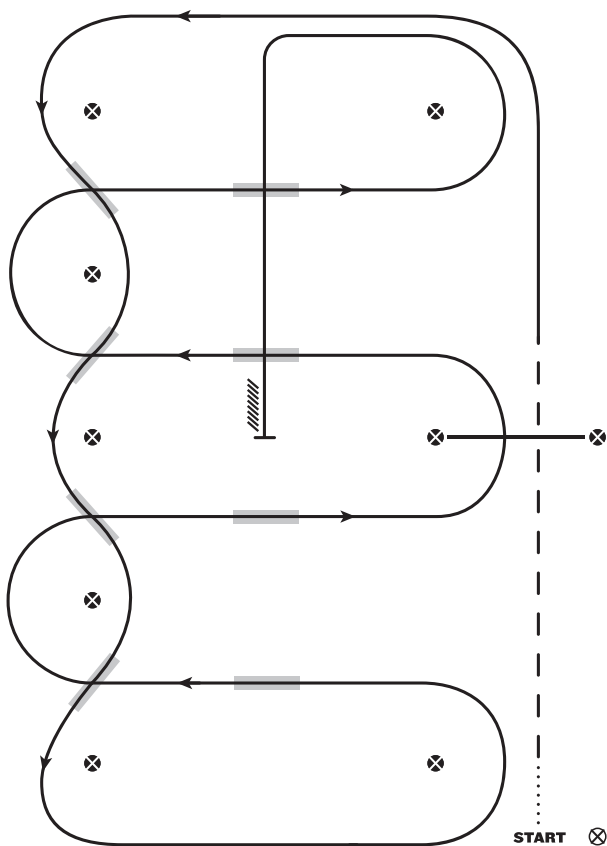
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
—	Lope
—	Extended Lope
////	Back
∩	Lead Change

1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope left lead, collect lope
8. Stop, 1 1/2 turn either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
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.



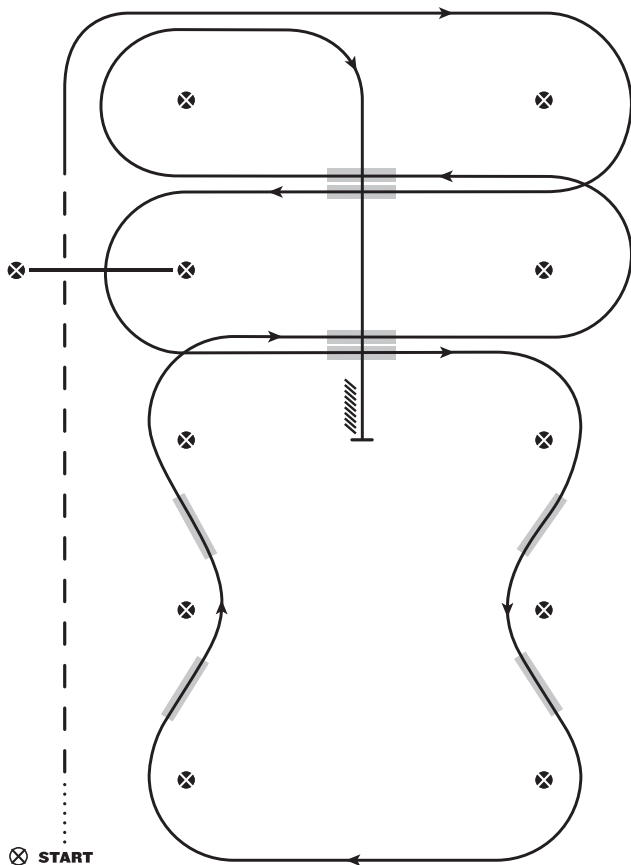
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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

WESTERN RIDING PATTERN 1**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 PATTERN 8

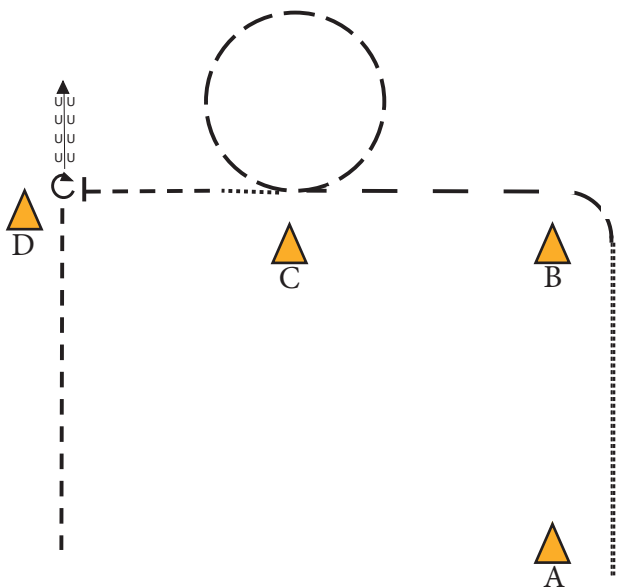


LEGEND

.....	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
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

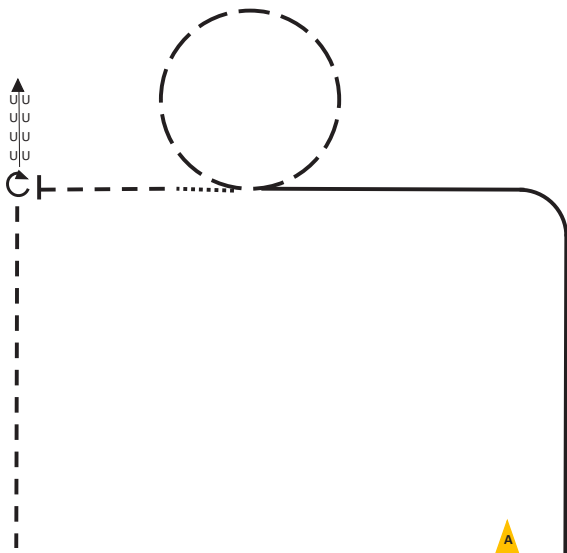
Western Horsemanship
Rasseoffen Walk Trot



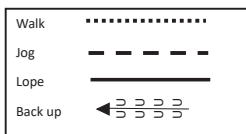
1. Walk from A to B
2. Start Jog at B and jog around corner
3. At C Extended jog circle right
4. At C Walk
5. Jog
6. Stop before D, 270 ° turn to the right
7. Back up
8. Jog to exit

Walk
Jog	-----
Lope	—————
Back up	← ⊃ ⊃ ⊃ ⊃

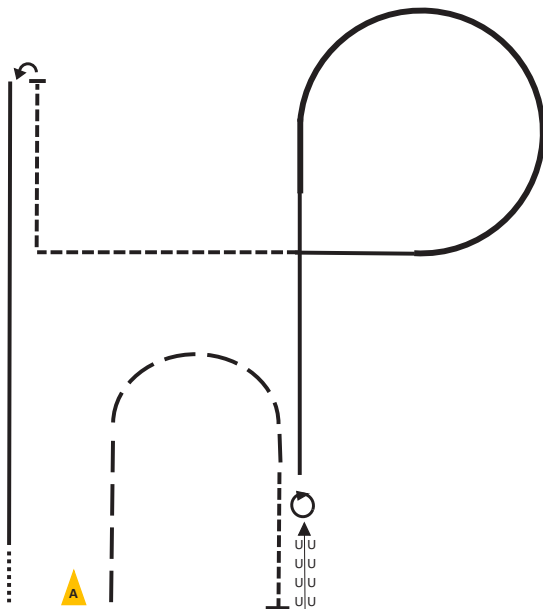
Western Horsemanship
 AQHA Level 1 Amateur
 AQHA Level 1 Youth
 Rasseoffen



1. Lope left lead, around corner
2. Extended jog circle right
3. Walk four steps
4. Jog
5. Stop, 270° turn to the right
6. Back up
7. Jog to exit



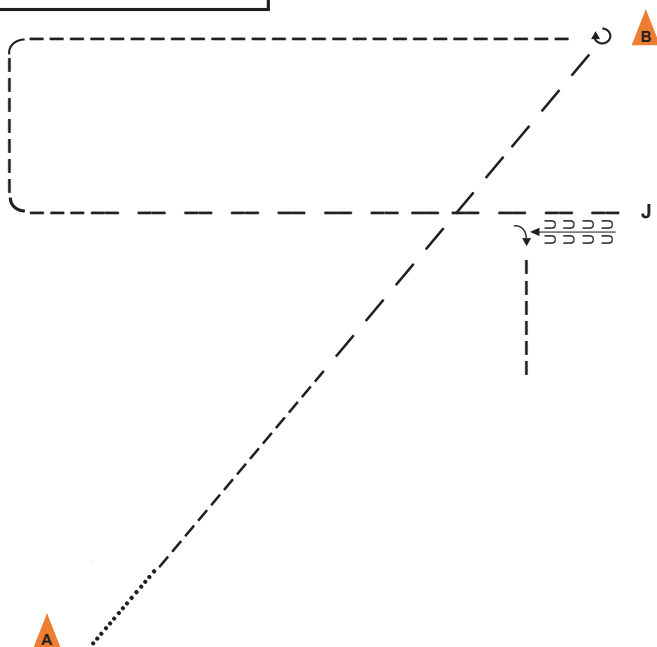
Western Horsemanship
AQHA Amateur
AQHA Youth



1. Start at A, Extended jog loop to the right
2. Slow to jog. Stop and back up
3. Perform a 540 ° turnright
4. Lope right lead
5. Building up to extended lope, circle right, collect
6. Jog, square corner
7. Stop, 180 ° turn left
8. Lope left lead
9. Break to walk and walk to exit

Walk
Jog	-----
Extended Jog	-----
Lope	=====
Extended Lope	=====
Back up	← ⊃ ⊃ ⊃ ⊃

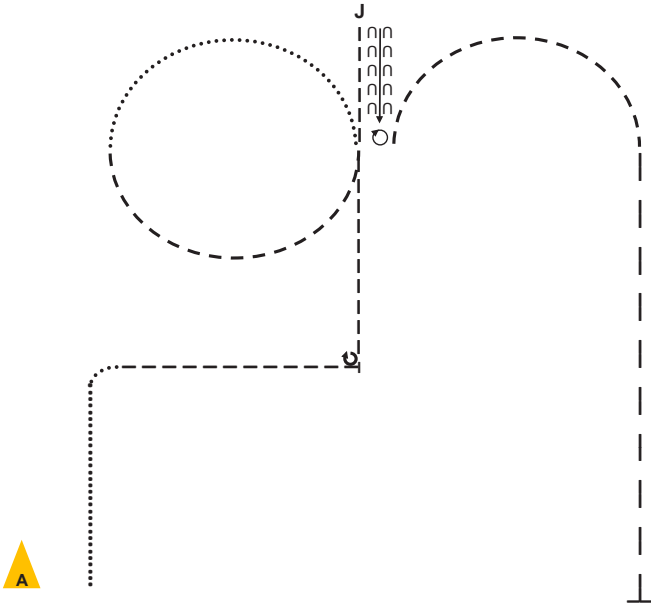
Showmanship At Halter
 AQHA Level 1 Amateur
 AQHA Level 1 Youth
 Rasseoffen



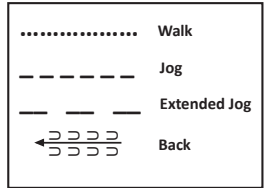
1. Walk
2. Trot halfway
3. Extended trot to B
4. Stop, perform a 490° turn
5. Trot line and arc
6. Extended trot to judge and stop
7. Set up
8. Inspection
9. Back up one horse length
10. 45° turn and trot to exit

.....	Walk
-----	Jog
— — — — —	Extended Jog
← — — — — — — — — —	Back

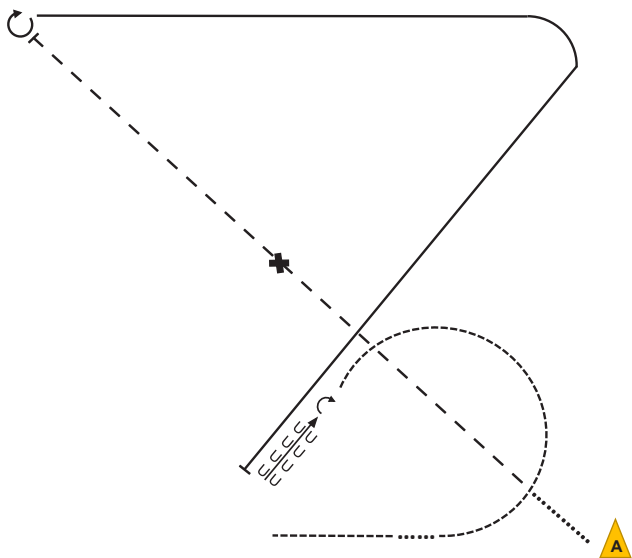
Showmanship At Halter
 AQHA Amateur
 AQHA Youth



1. Walk corner
2. Trot, stop perform a 270 turn
3. Trot
4. Halfway break to walk, walk half circle
5. Trot half circle, trot to judge
6. Setup for inspection
7. Back two horse lengths
8. 360 turn , trot corner
9. Extend trot , stop.
10. Jog to exit



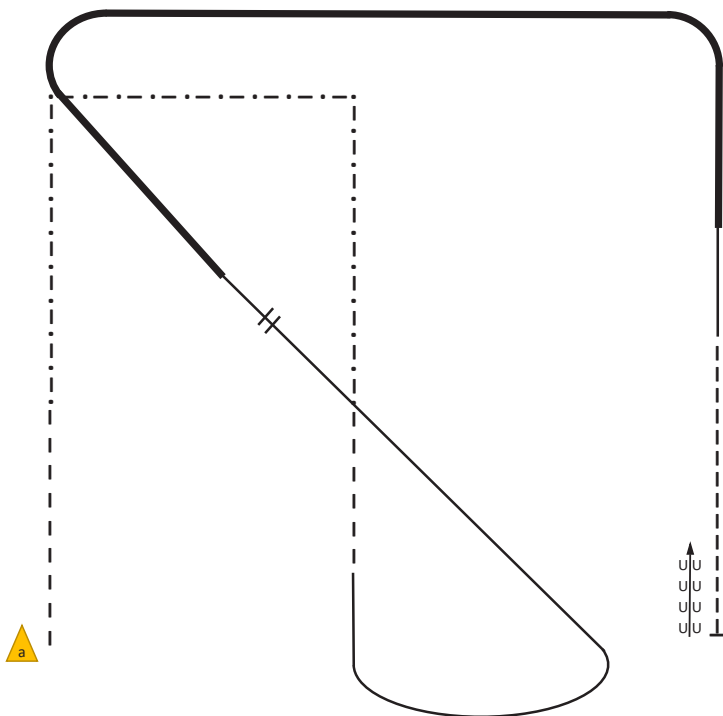
Hunt Seat Equitation
 AQHA Level 1 Amateur
 AQHA Level 1 Youth
 Rasseoffen



1. Walk
2. Trot left diagonal
3. Change to right diagonal
4. Stop, 270° turn left on forehand
5. Canter right lead
6. Stop and back up 4 steps, 180° turn right on forehand
7. Sitting trot
8. Walk 5 steps
9. Exit at sitting trot

.....	Walk
-----	Trot
-----	Sitting Trot
—————	Canter
←←←←←	Back

Hunt Seat Equitation
 AQHA Amateur
 AQHA Youth



1. Posting trot, left diagonal
2. Two point , 2 corners at the trot
3. Posting trot right diagonal
4. Left lead canter around bottom of arena and up the diagonal
5. Change leads (simple or flying)
6. On the diagonal , gradually move into a hand gallop, across the top of the arena and down the long side, collect
7. Sitting trot
8. Stop and back.
9. Trot to exit

.....	Walk
-----	Trot
- - - - -	Extended Trot
- . - . - .	Two Point Trot
—————	Canter
—————	Hand Gallop
← 5 5 5 5	Back