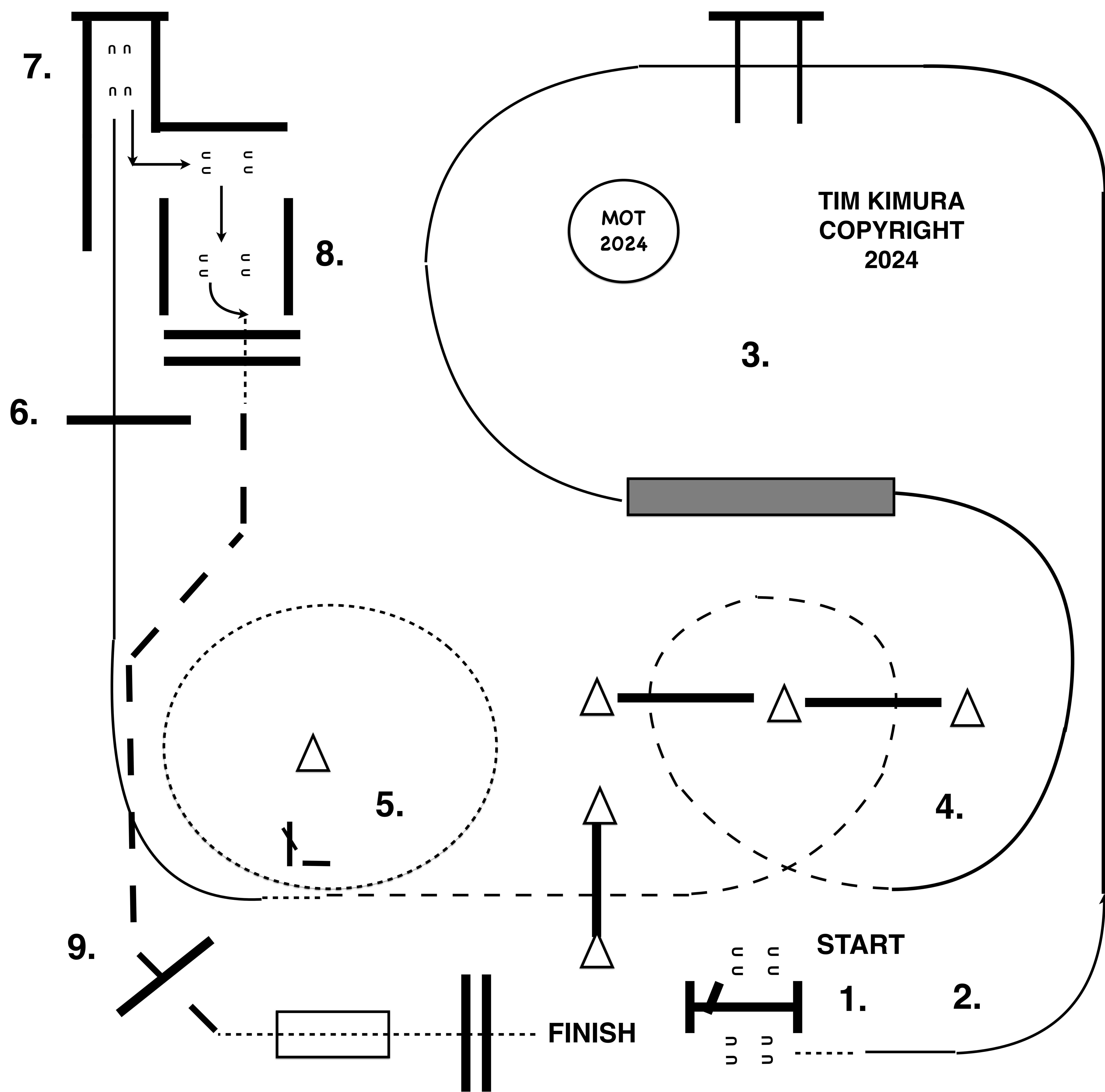


**RANCH TRAIL**  
**All Classes**

**DQHA REGIONAL FUTURITY 2024**

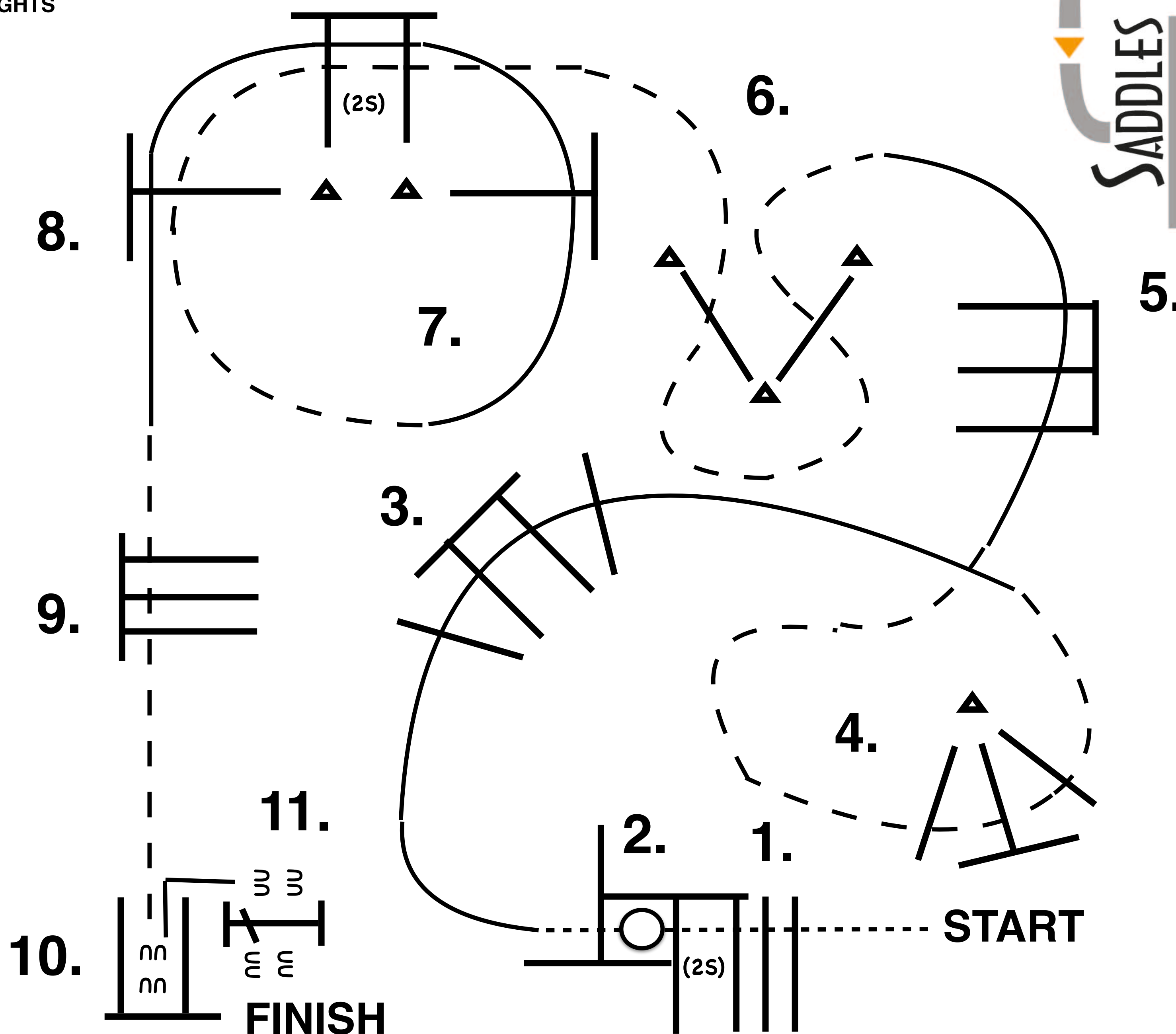
Sponsored by:



1. WORK GATE LEFT HAND.
2. WALK FORWARD, THEN LOPE LEFT LEAD, THEN EXTEND THE LOPE DOWN THE ARENA, COLLECT LOPE PRIOR TO THE TURN, THEN LOPE OVER LOGS.
3. CONTINUE TO LOPE, CHANGE LEADS SIMPLE OR FLYING.
4. BREAK TO THE TROT, TROT THROUGH SERPENTINE, TROT OVER LOGS.
5. TROT TO DRAG, WORK DRAG WALK OR TROT AROUND MARKER.  
YOUTH: PICK UP OBJECT, TROT AND CARRY OBJECT AROUND MARKER AND RETURN
6. WALK FORWARD, THEN LOPE OVER LOG RIGHT LEAD.
7. LOPE INTO CHUTE, BACK BETWEEN LOGS, BACK AROUND CORNER.
8. SIDE PASS LEFT, TURN LEFT, AND WALK OVER LOGS.
9. EXTEND THE TROT OVER LOG, WALK OVER BRIDGE AND WALK OVER LOGS.

Sponsored by:

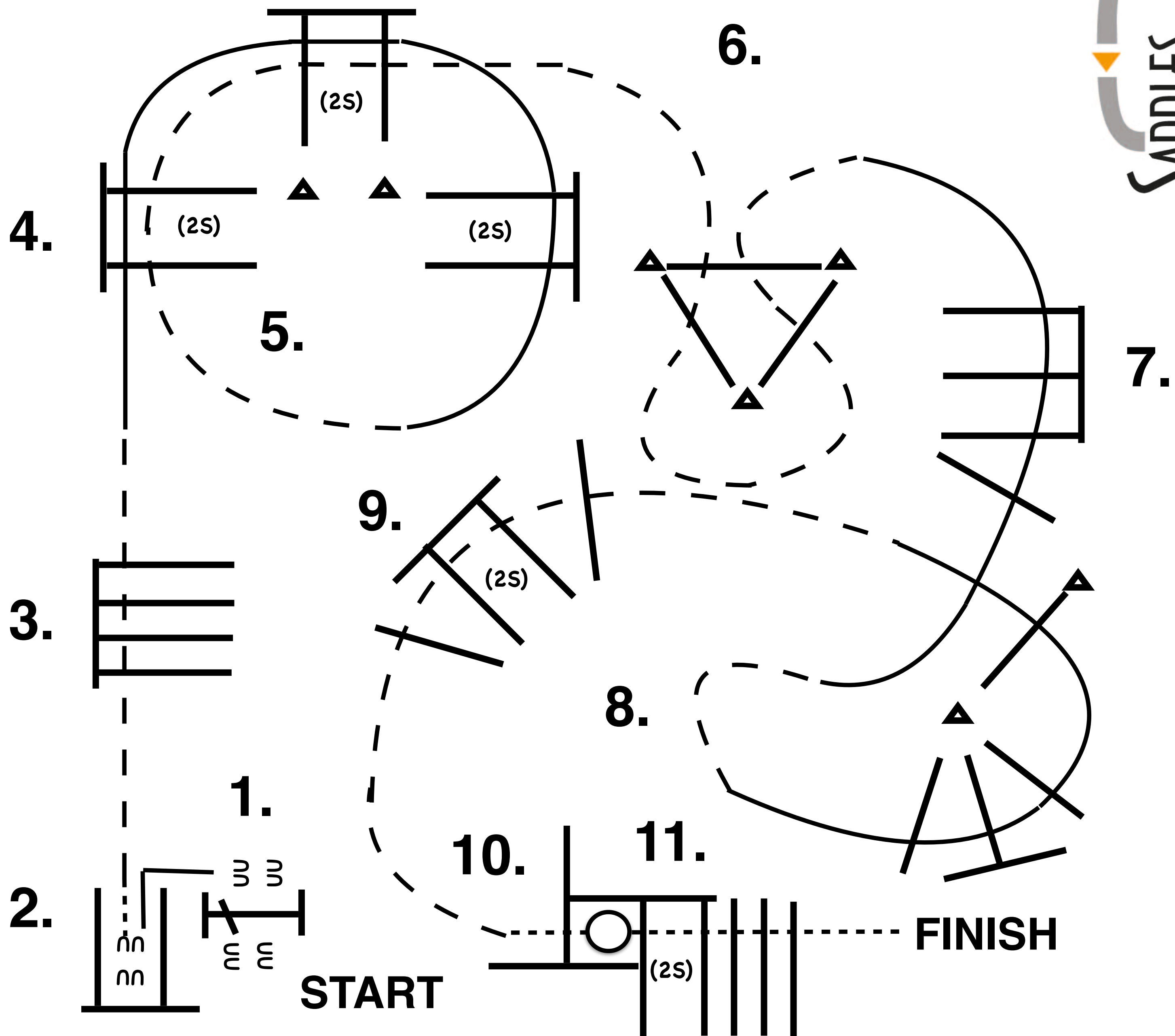
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1. WALK OVER POLES INTO BOX.
2. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
3. LOPE OVER POLES.
4. JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. JOG BETWEEN CONES AND OVER POLES.
7. JOG POLES.
8. LOPE OVER POLES ( LEFT LEAD).
9. JOG OVER POLES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

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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. BREAK TO THE JOG, JOG OVER POLES.
10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
11. WALK OVER POLES.

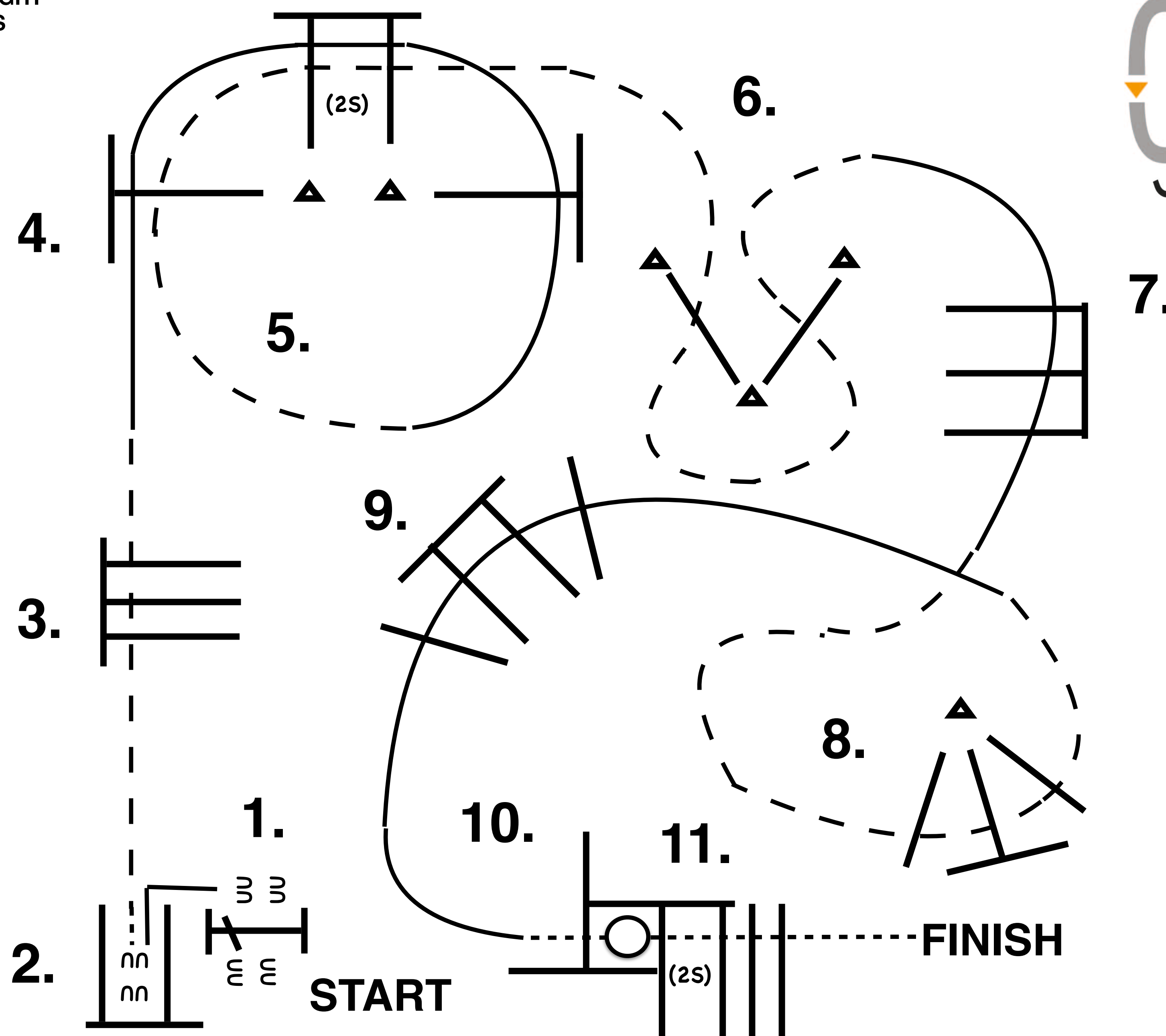
## Trail Level 1

Open & Amateur & Youth  
Junior Trail

## DQHA REGIONAL FUTURITY 2024

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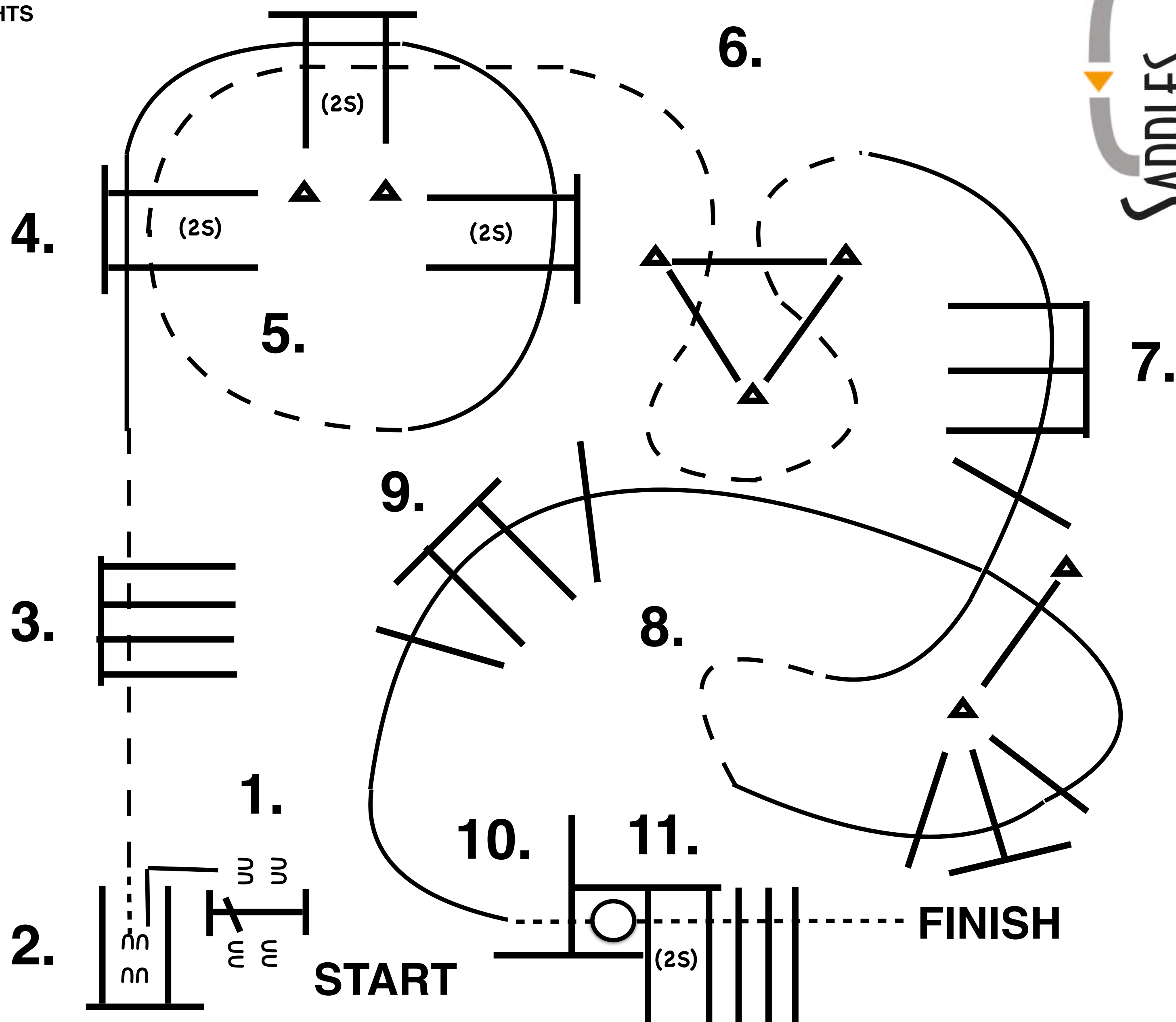
1. WORK GATE RIGHT HAND.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. WALK FORWARD, THEN JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG AROUND CONES, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, THEN JOG OVER POLES.
9. LOPE OVER 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.

# Maturity Trail & Senior Trail

# DQHA REGIONAL FUTURITY 2024

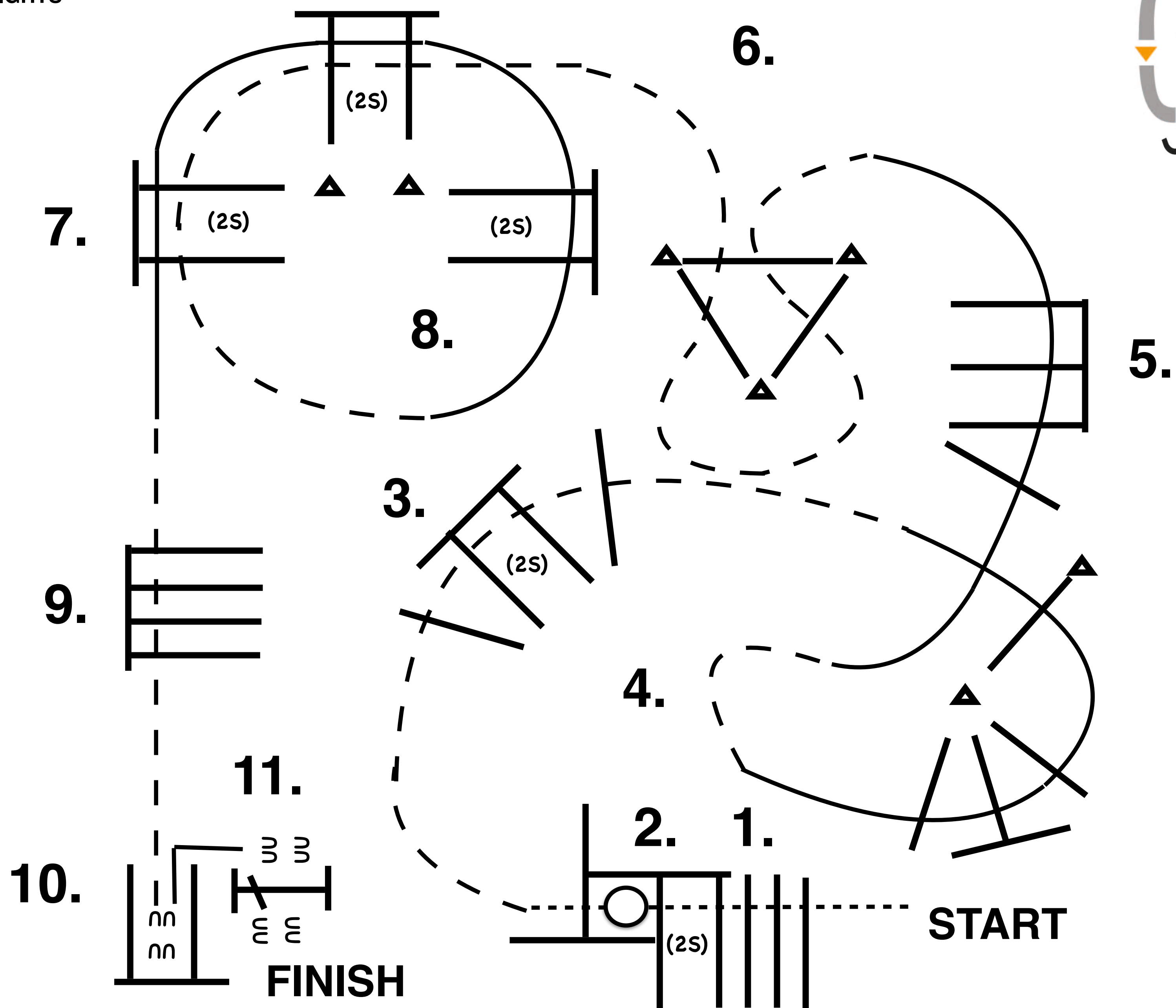
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Sponsored by:



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.

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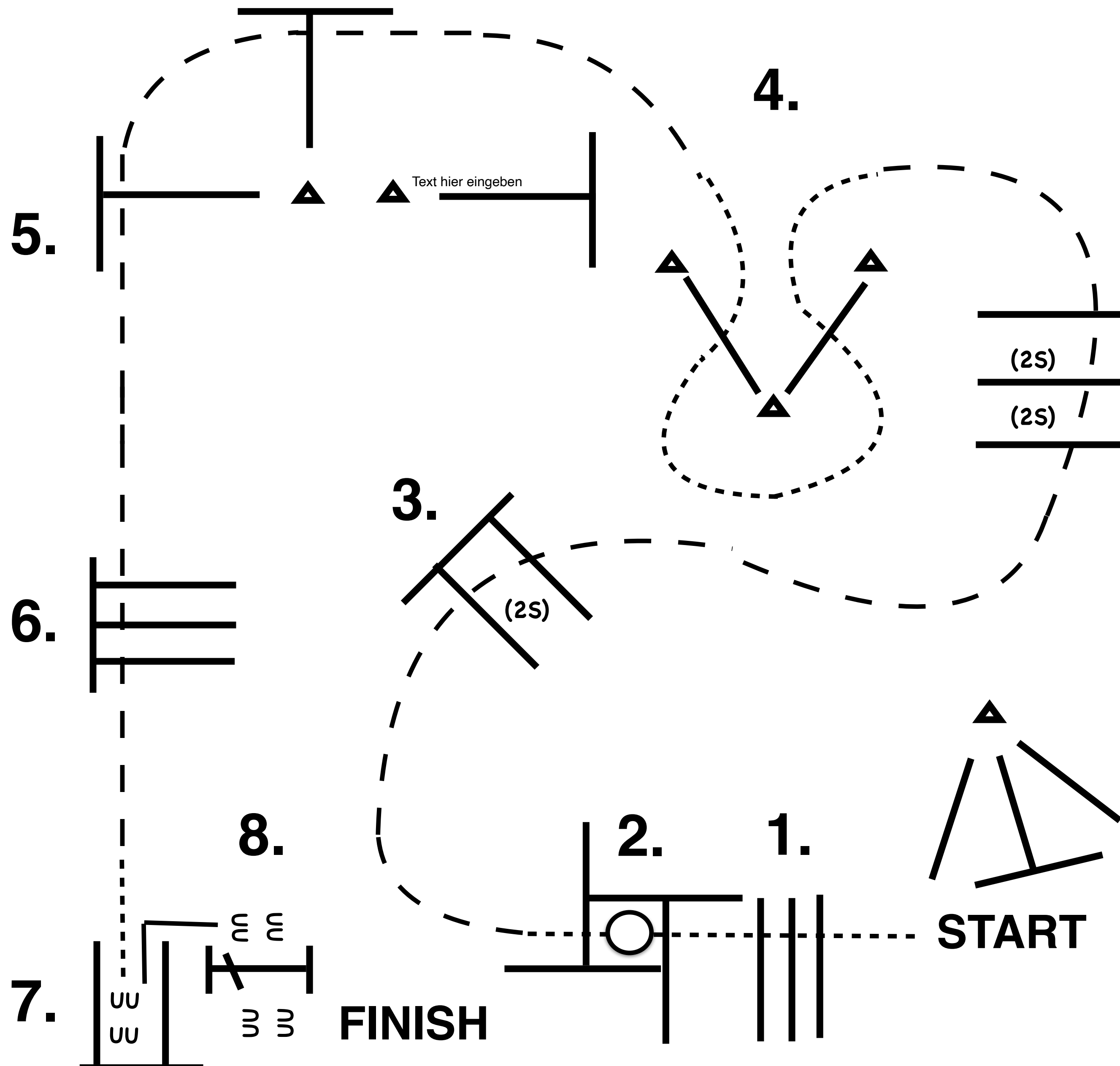
1. WALK OVER POLES.
2. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
3. JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD), THEN BREAK TO JOG.
5. LOPE OVER POLES (LEFT LEAD).
6. JOG TROUGH TRIANGLE.
7. JOG POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. JOG OVER POLES INTO CHUTE.
10. BACK BETWEEN POLES AROUND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

# Trail In Hand 2yo

# DQHA REGIONAL FUTURITY 2025

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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.

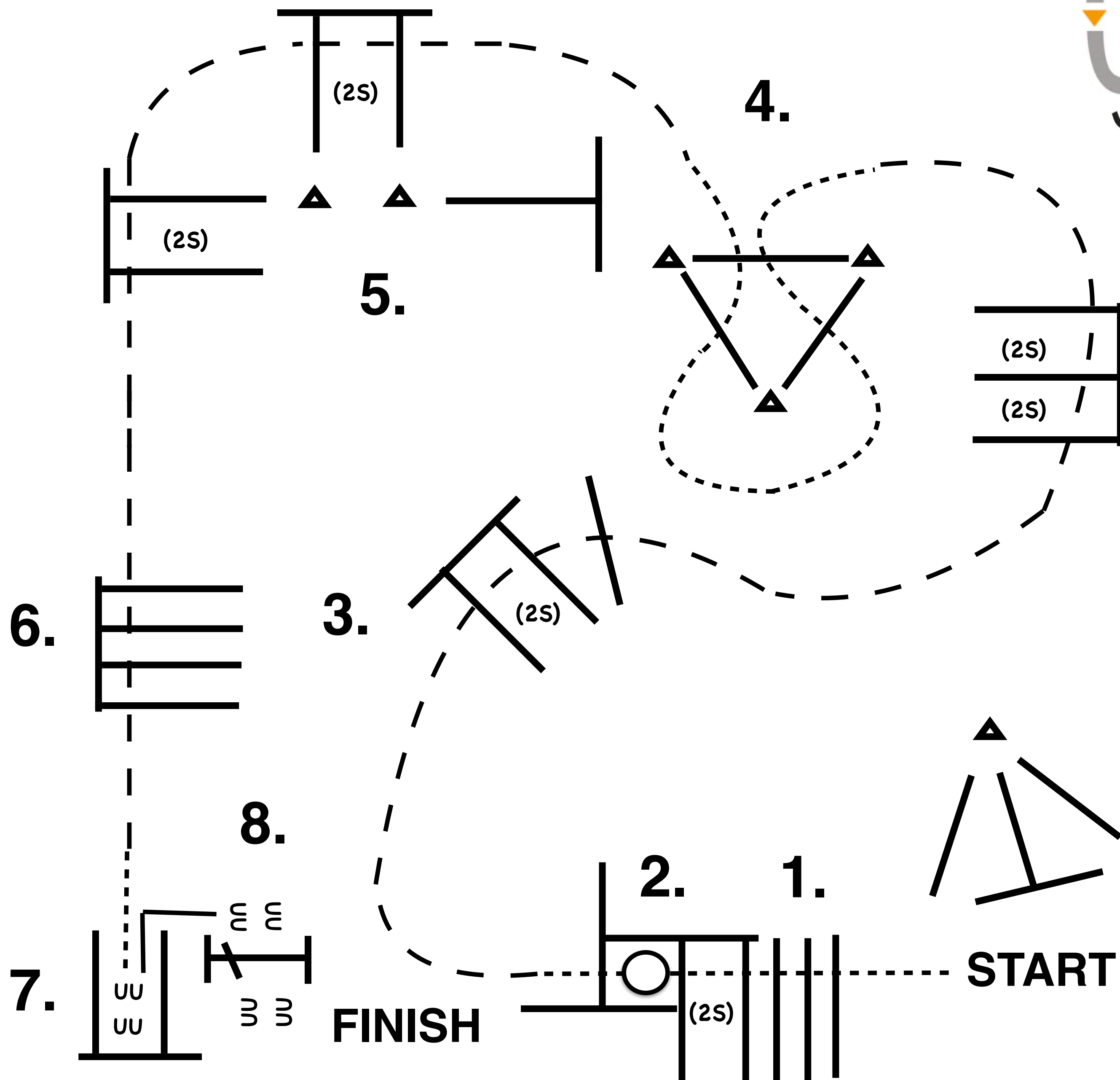
# Trail In Hand 3yo

Trail in Hand rasseoffen

# DQHA REGIONAL FUTURITY 2025

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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.

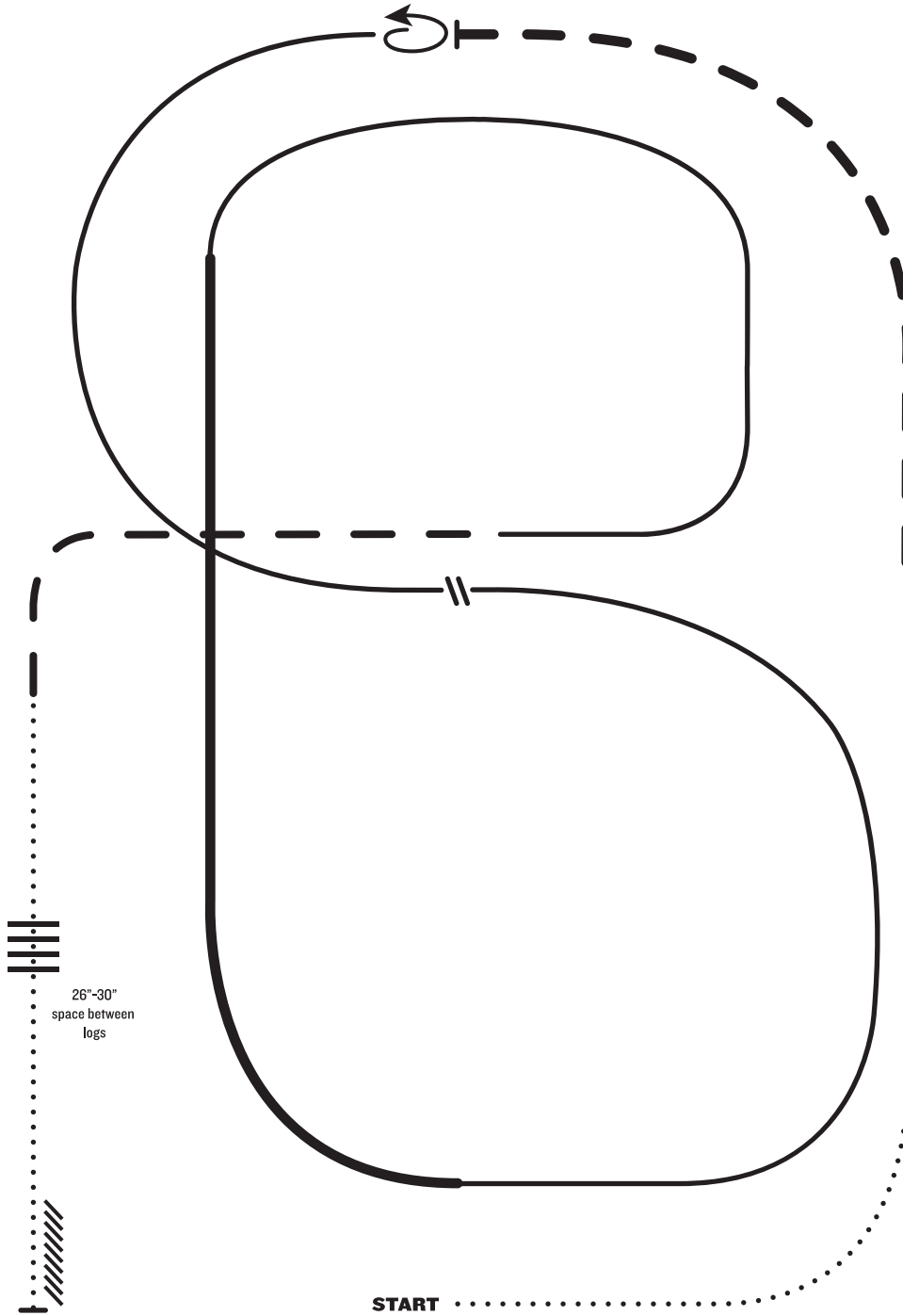


# RANCH RIDING - PATTERN 1

## Futurity

### LEGEND

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



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

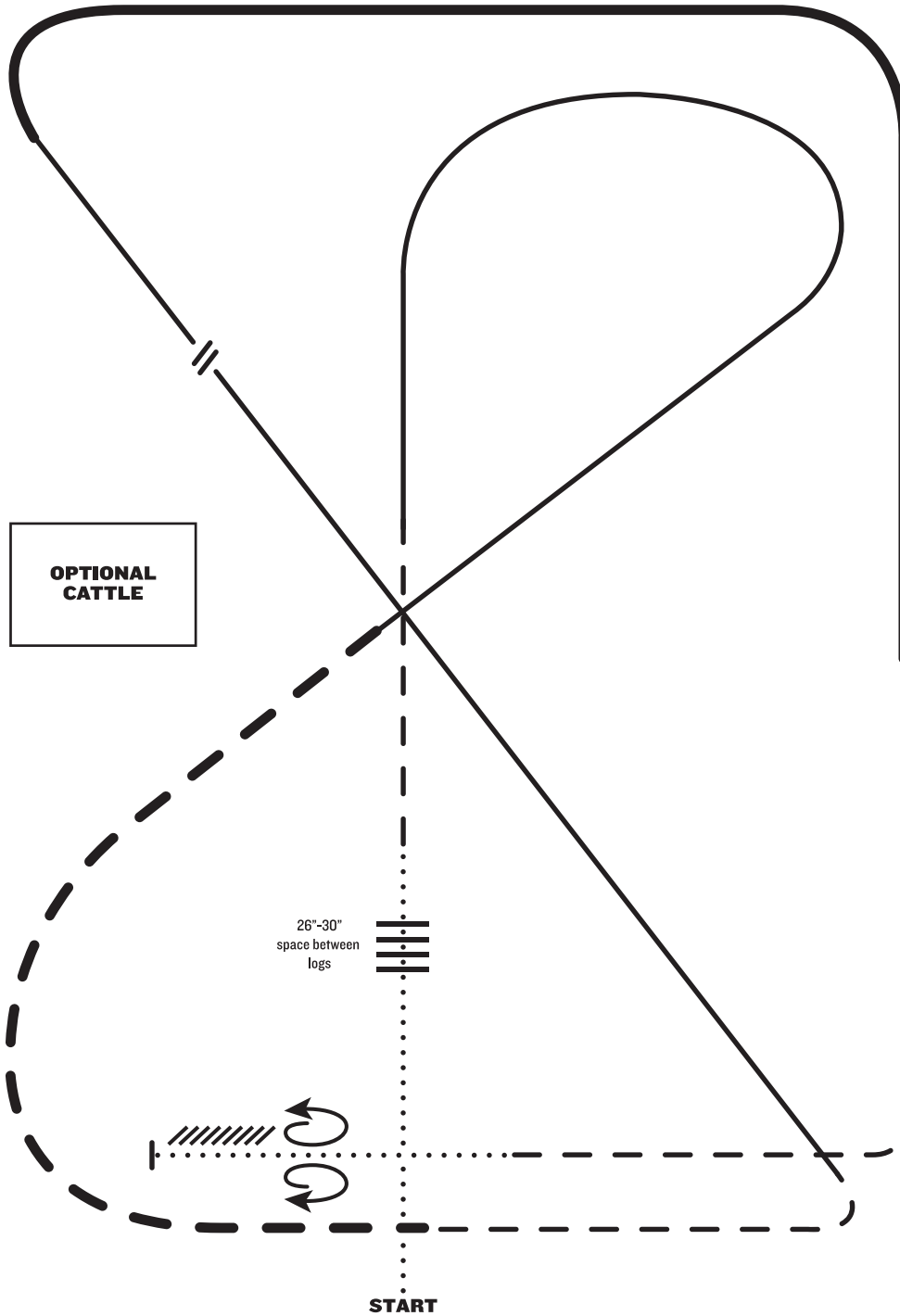
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

# RANCH RIDING - PATTERN 5

## Maturity

### LEGEND

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



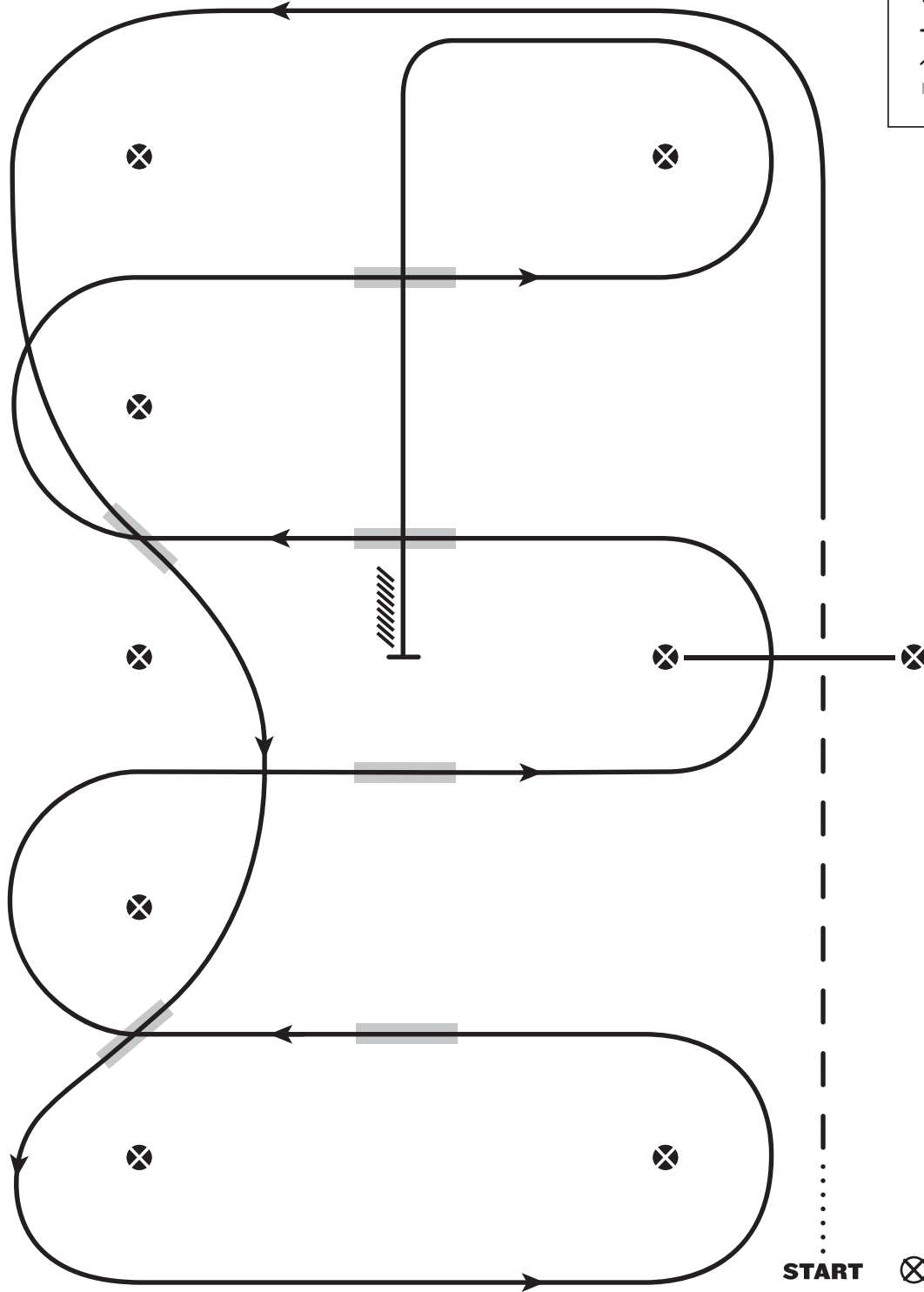
**OPTIONAL  
CATTLE**

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.

# LEVEL I WESTERN RIDING PATTERN I

## Western Riding Futurity



### LEGEND

- ..... Walk
- - - - - Jog
- Lope
- /////// Back
- Lead Changing Area

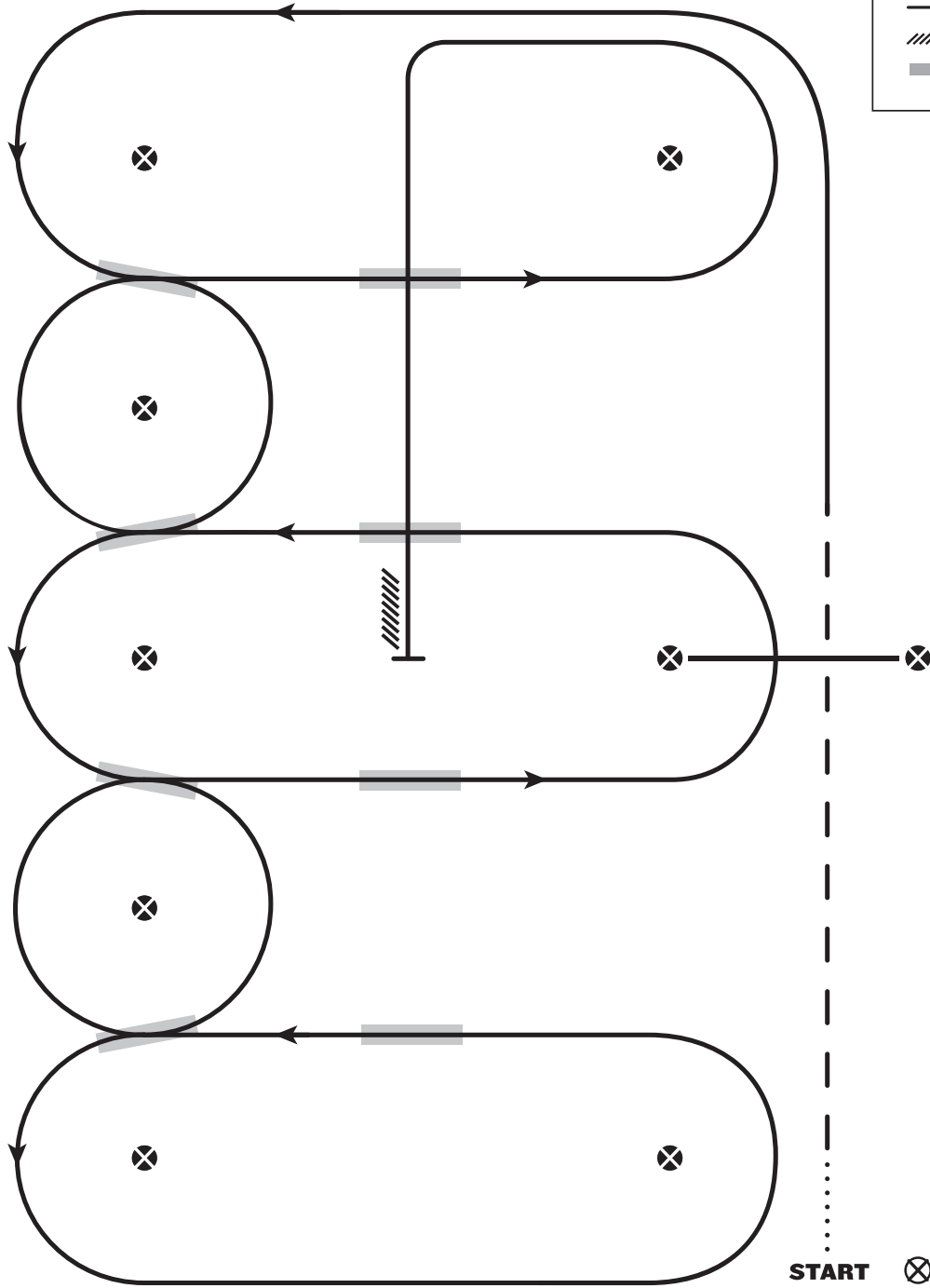
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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

# WESTERN RIDING - PATTERN I

## Western Riding Maturity

### LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

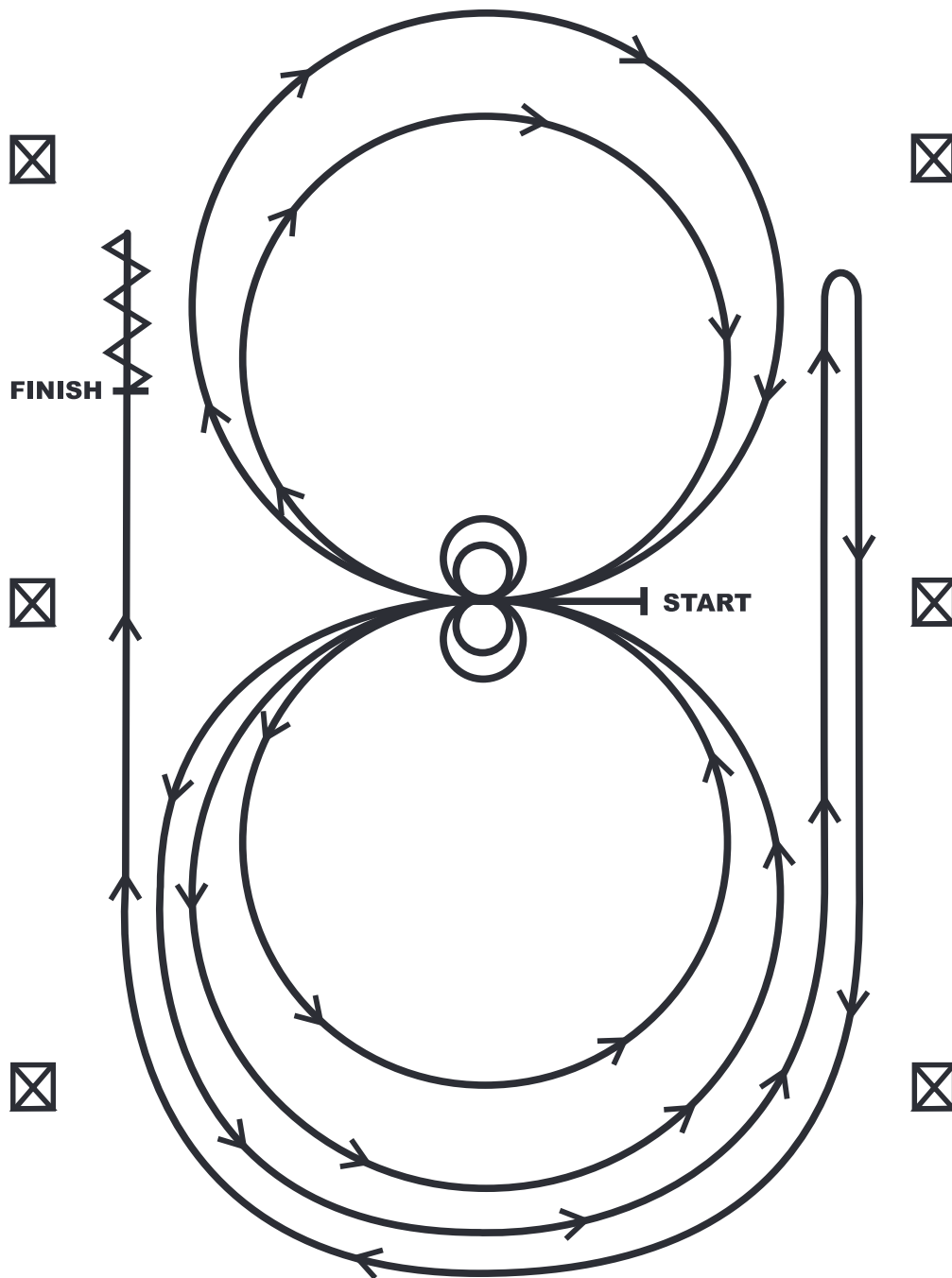


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing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

# REINING PATTERN A

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

## Reining Futurity

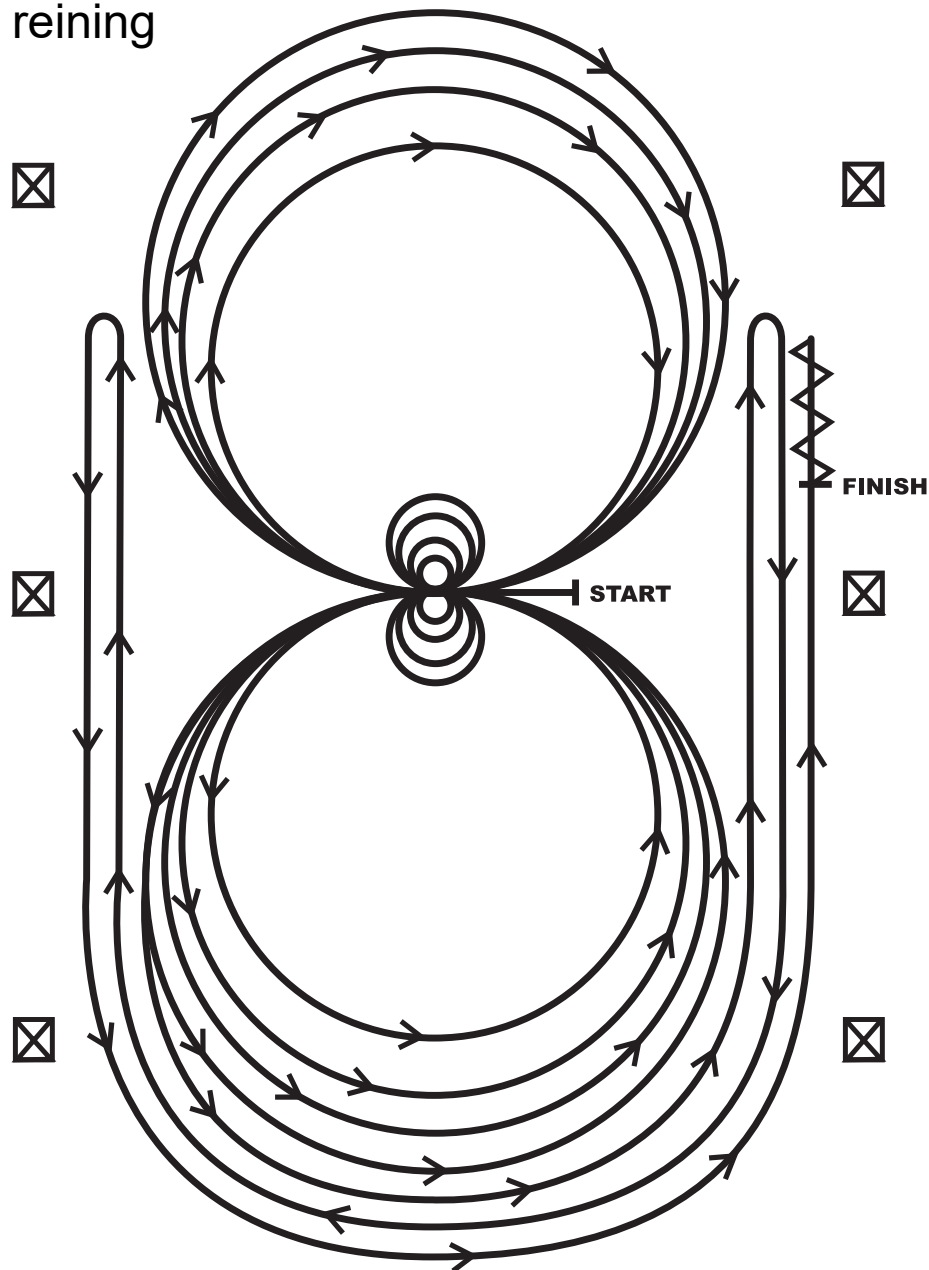


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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

## Open Green reining



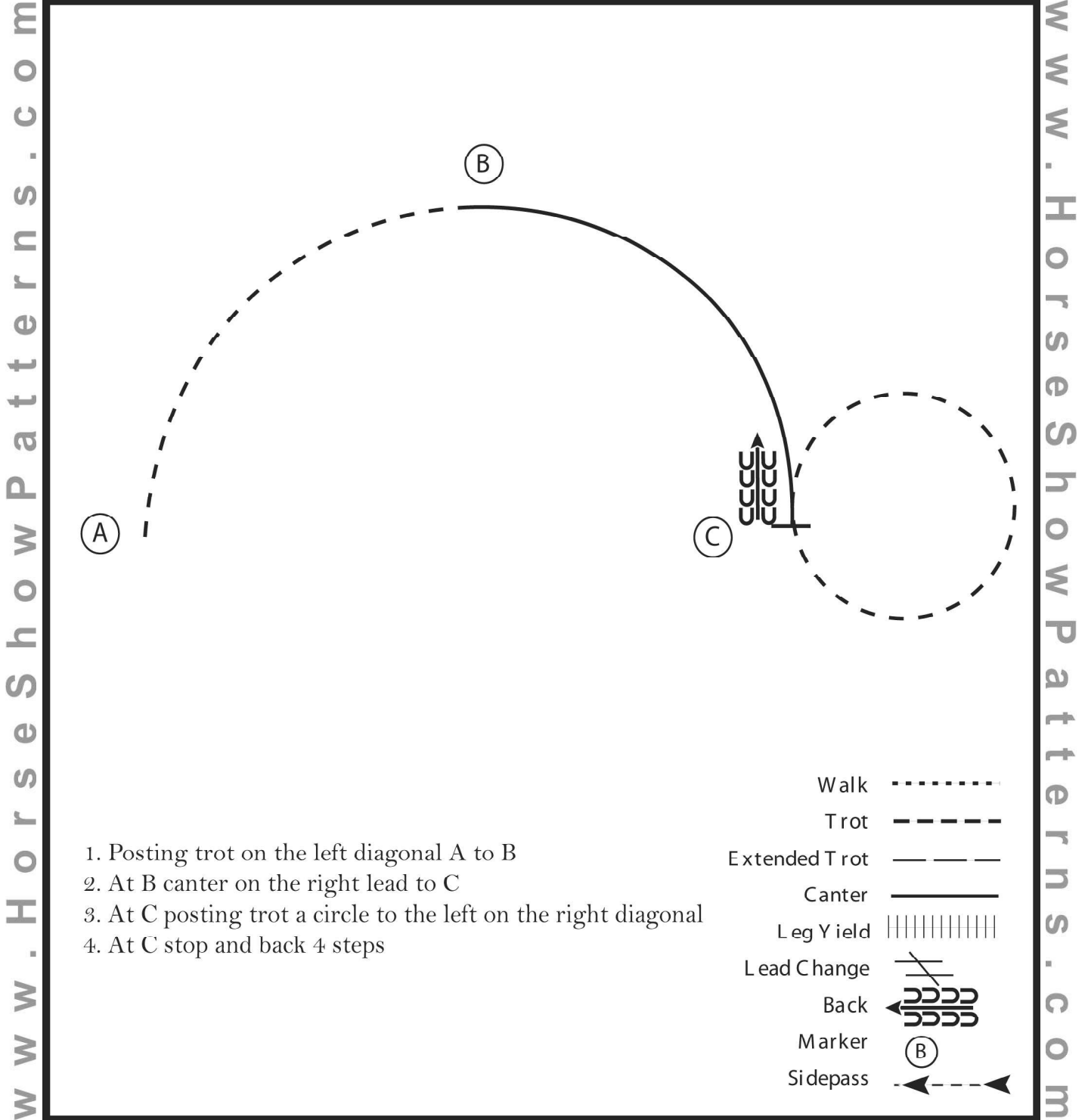
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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.

# Regionalgruppen Futurity Thuringen/Sachsen

## Hunt Seat Equitation (All L1)

Show Date: 08 - 22-25 - 2024



[HSE/1-17]

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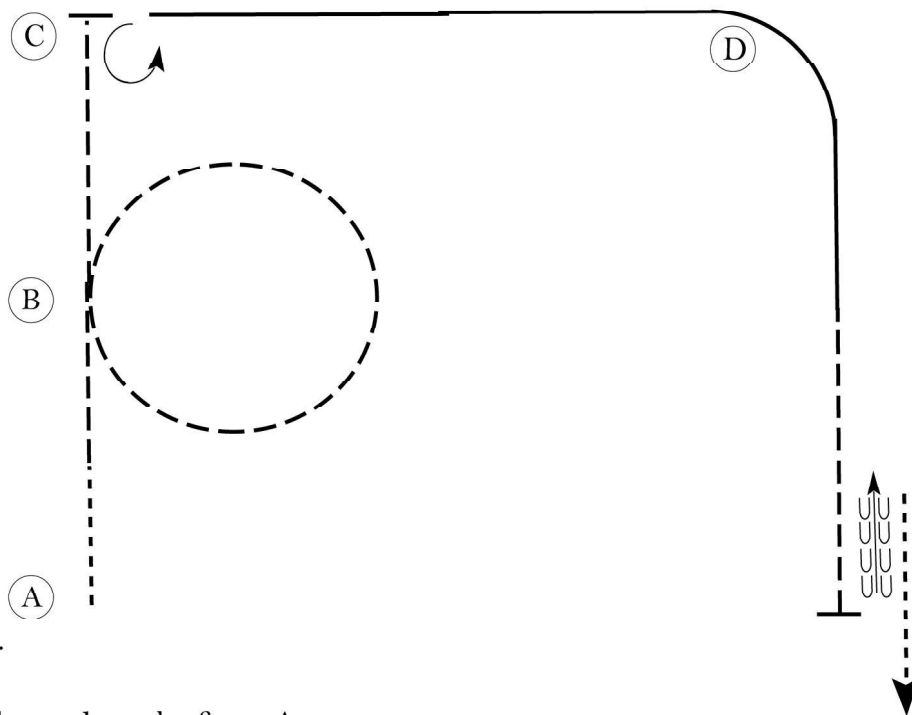
# Regionalgruppen Futurity Thuringen/Sachsen

## Hunt Seat Equitation (Amateur / Youth)

Show Date: 08 - 22-25 - 2024

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Be ready at A.

1. Walk two horse lengths from A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. Continue trot to C.
5. Stop at C and perform a 270 degree turn on the hindquarters to the left.
6. Canter on the right lead to and around D.
7. When even with B, begin a posting trot on the right diagonal.
8. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

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

[HSE/2-44]

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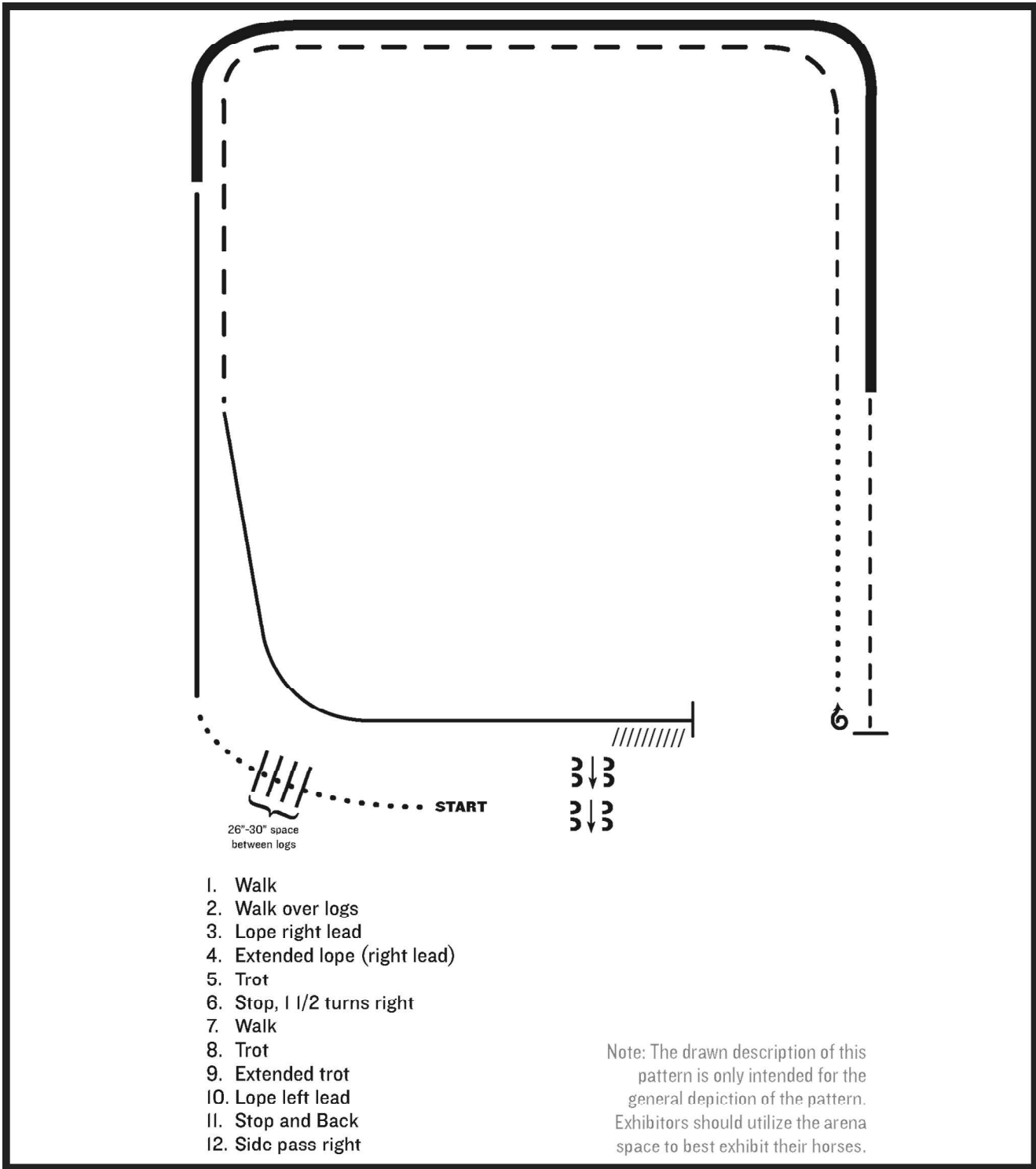
# Regionalgruppen Futurity Thuringen/Sachsen

## Ranch Riding (Open / Amateur / Youth)

Show Date: 08 - 22-25 - 2024

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[RR/AQHA-6]

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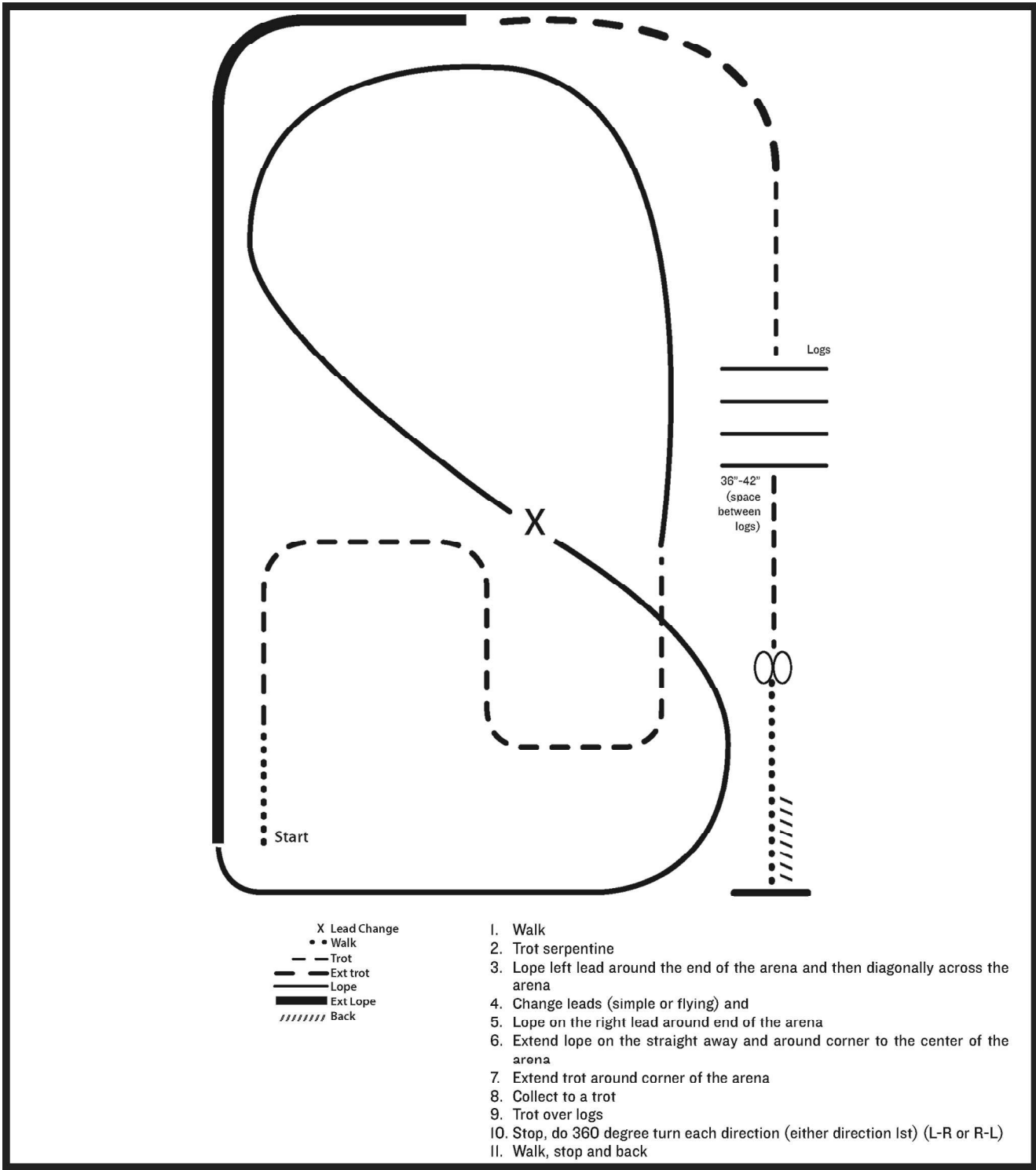
# Regionalgruppen Futurity Thuringen/Sachsen

## Ranch Riding (All L1)

Show Date: 08 - 22-25 - 2024

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- X Lead Change
- Walk
- - - Trot
- — — Ext trot
- Lope
- Ext Lope
- /////// Back

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

[RR/AQHA-3]

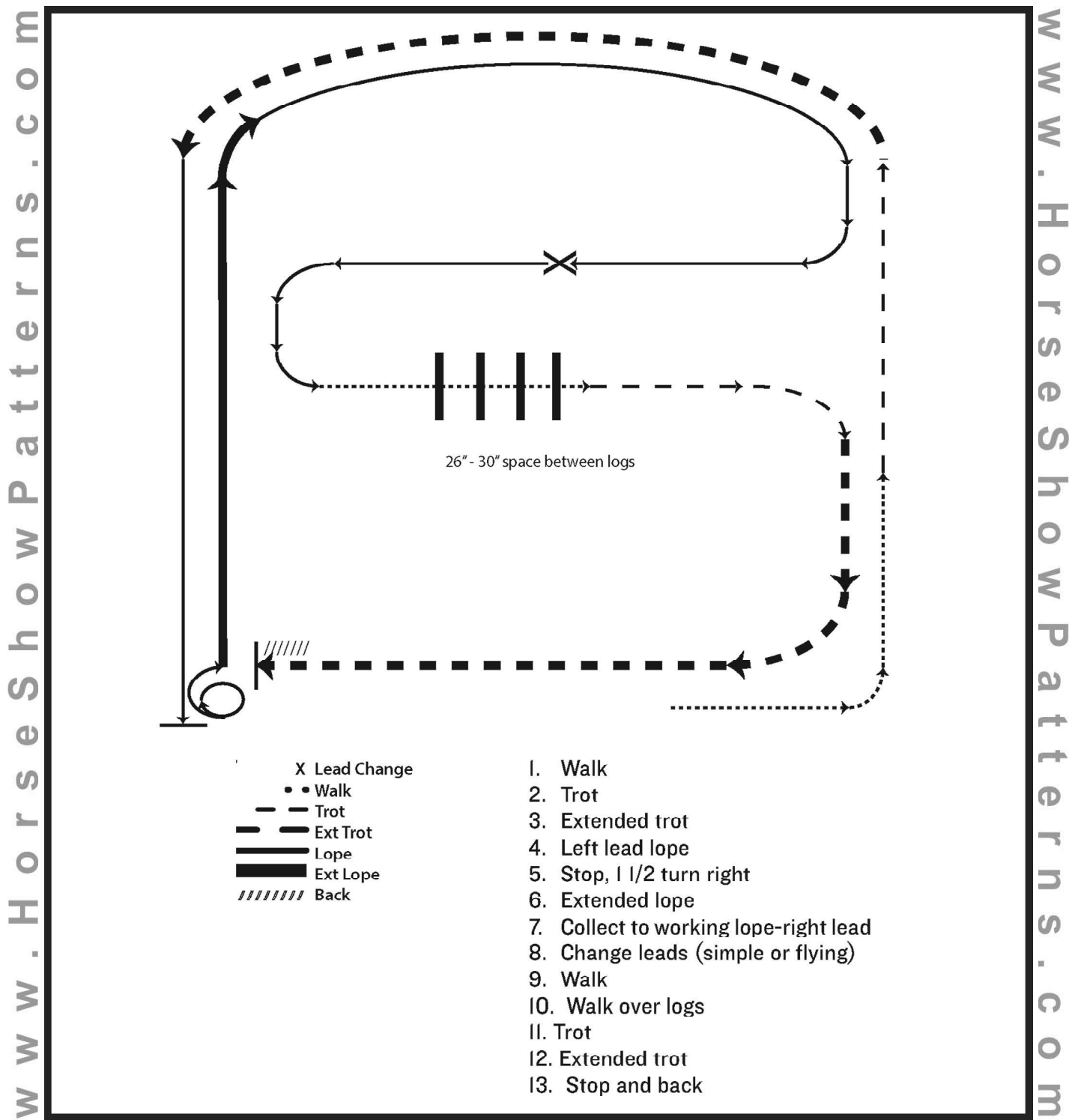
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# Regionalgruppen Futurity Thueringen/Sachsen

Ranch Riding

Rasseoffer

Show Date: 08 - 22-25 - 2024



- X Lead Change
- Walk
- - - Trot
- — — Ext Trot
- — — Lope
- — — Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

[RR/AQHA-2]

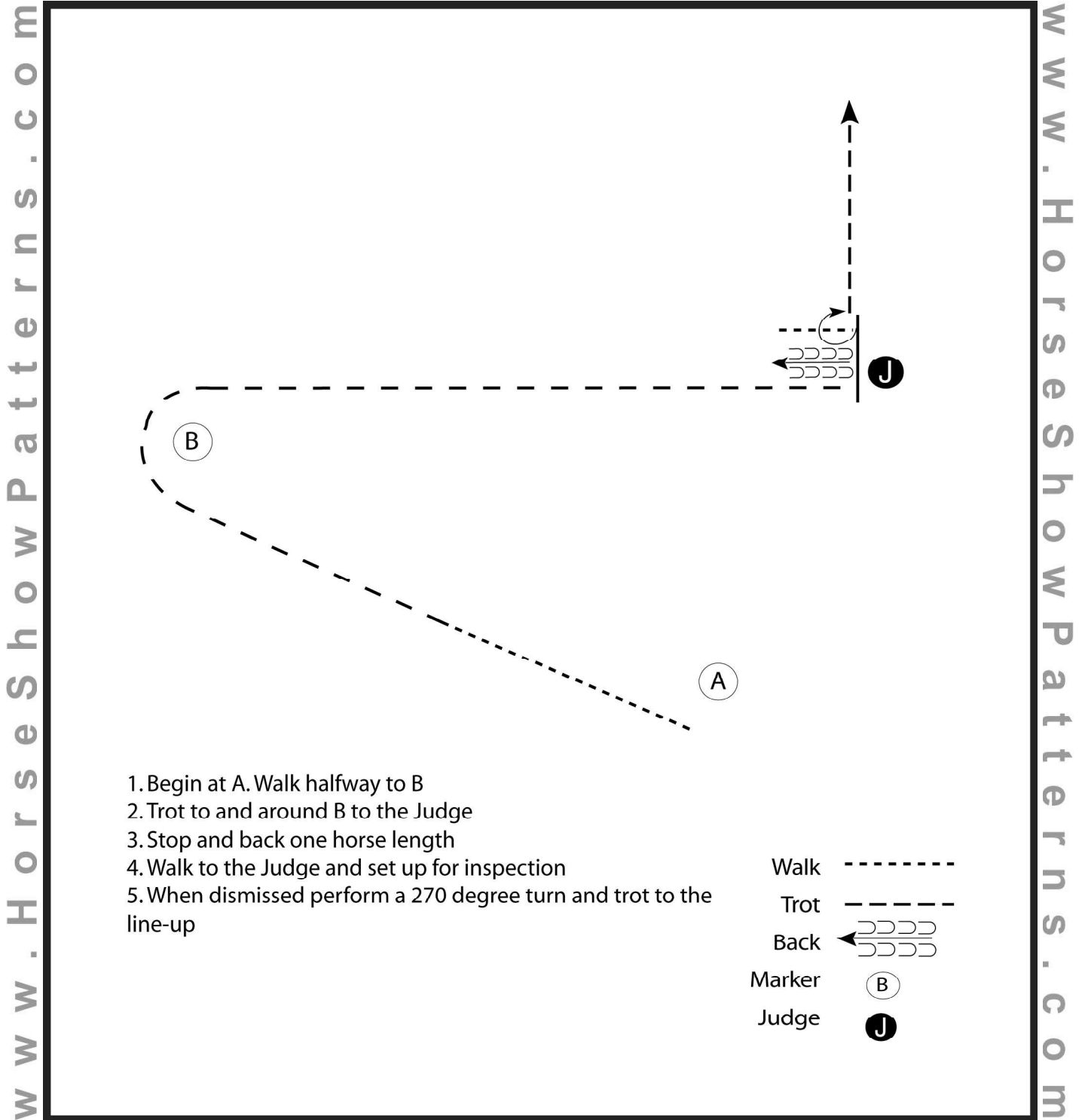
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# Regionalgruppen Futurity Thuringen/Sachsen

## Showmanship At Halter (All L1)

Show Date: 08 - 22-25 - 2024



[S/1-15]

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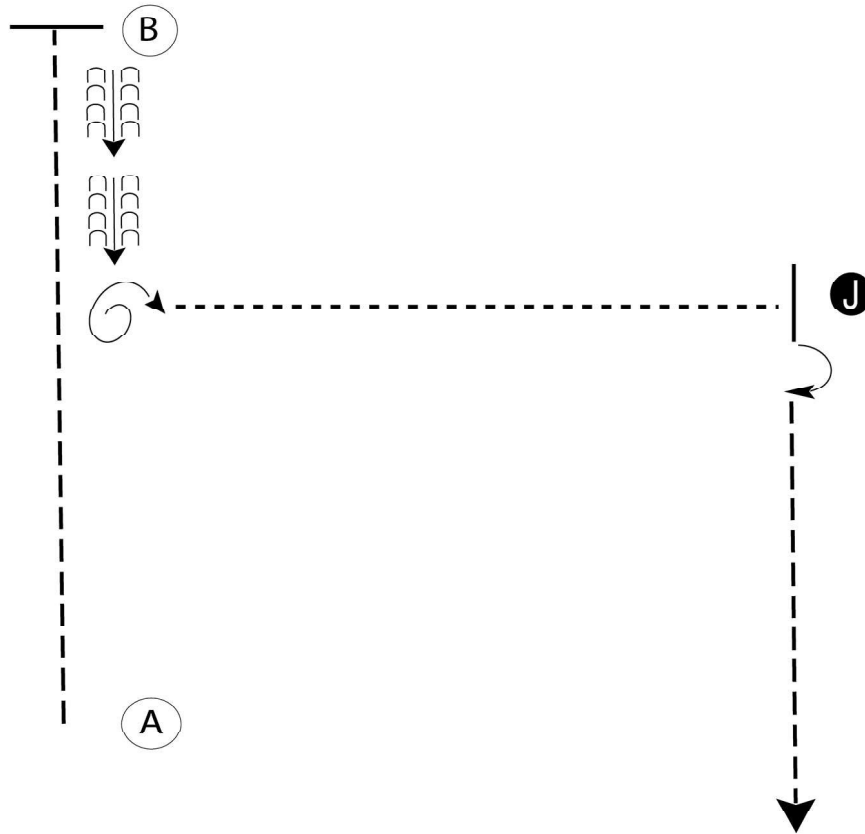
# Regionalgruppen Futurity Thuringen/Sachsen

## Showmanship At Halter (Amateur / Rasseoffen / Youth)

Show Date: 08 - 22-25 - 2024

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. Begin at A. Trot to B and stop.
2. Back until even with judge.
3. Perform a 450 degree turn. Walk to judge.
4. Stop, set up, inspection.
5. When dismissed, perform a 90 degree turn.
6. Trot to the line up or follow the directions of the ring steward.

Walk	-----
Trot	- - - - -
Back	← - - - - ← - - - -
Marker	ⓑ
Judge	ⓐ

[S/2-29]

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# Regionalgruppen Futurity Thuringen/Sachsen

## Western Riding (All L1)

Show Date 08 - 22-25 - 2024

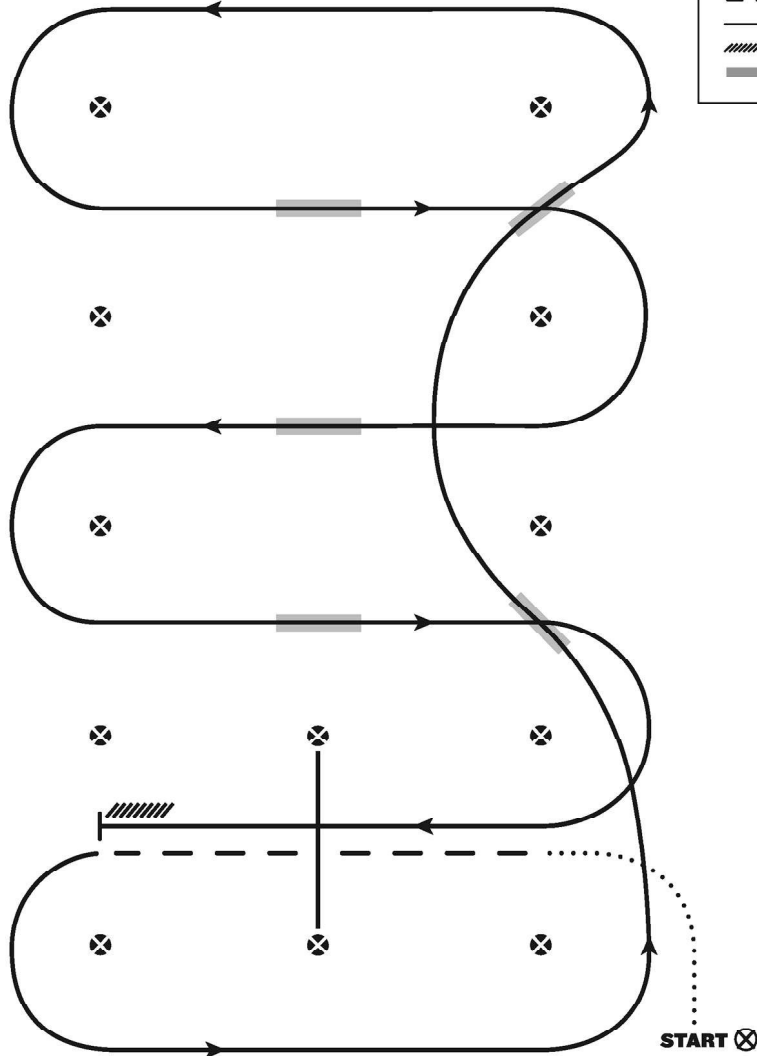
w w w . H o r s e S h o w P a t t e r n s . c o m

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

### LEVEL I WESTERN RIDING PATTERN 9

**LEGEND**

- ..... Walk
- - - - - Jog
- Lope
- /////// Back
- Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over lope.
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. Third crossing change
8. Lope over log
9. Lope, stop & back

Revised 06-07-2021

[WR/GP-9]

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# Regionalgruppen Futurity Thuringen/Sachsen

Western Riding

Rasseoffen

Show Date 08 - 22-25 - 2024

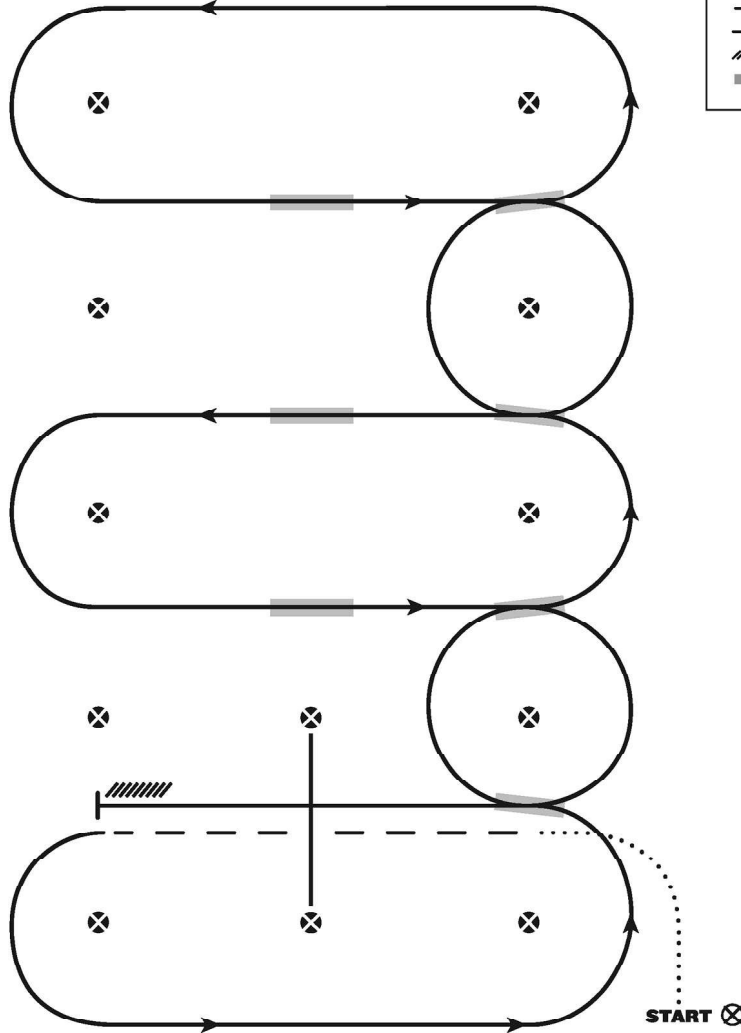
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## WESTERN RIDING - PATTERN 9

**LEGEND**

- ..... Walk
- - - - - Jog
- Lope
- /////// Back
- Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, as drawn, 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. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

Revised 06-07-2021

[WR/OP-9]

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# Regionalgruppen Futurity Thuringen/Sachsen

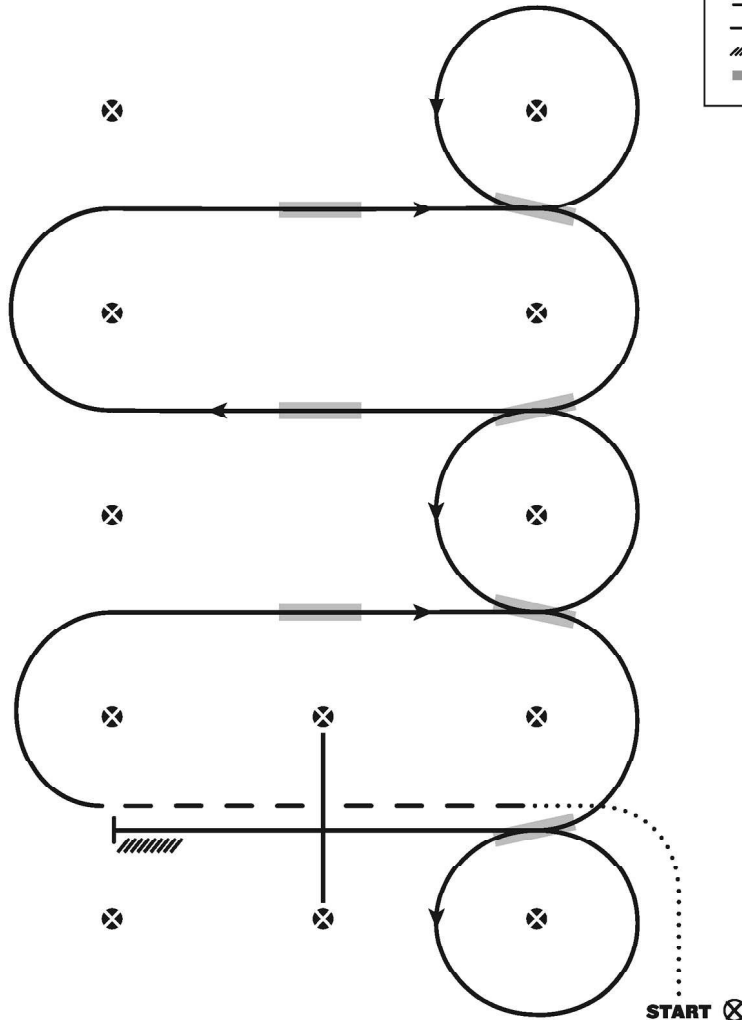
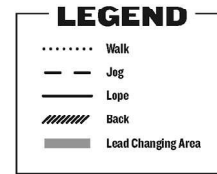
## Western Riding (Open / Amateur / Youth)

Show Date 08 - 22-25 - 2024

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### WESTERN RIDING - PATTERN 7



- I. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

Revised 06-07-2021

[WR/OP-7]

Pattern Provided by:

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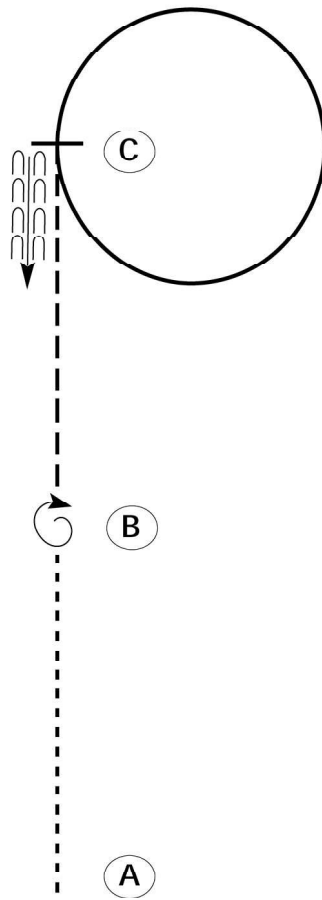
# Regionalgruppen Futurity Thuringen/Sachsen

## Western Horsemanship (All L1)

Show Date 08 - 22-25 - 2024

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. Walk from A to B.
2. Stop at B and perform a 360 degree turn to the right.
3. Jog to C.
4. Even with C, lope a circle to the right on the right lead.
5. Stop at C and back one horse length.

Follow the instructions of your ring steward.

<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	— / —
<b>Back</b>	← ← ← ← ←
<b>Marker</b>	⊙ B
<b>Sidepass</b>	← — — — — →

[WH/1-47]

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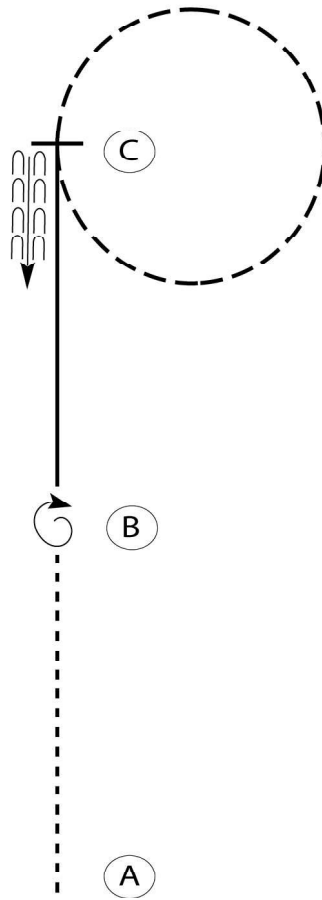
# Regionalgruppen Futurity Thuringen/Sachsen

## Western Horsemanship (Amateur/ Youth / Rasseoffen)

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Be ready at A.

1. Walk from A to B.
2. Stop at B and perform a 360 degree turn to the right.
3. Lope on the right lead to C.
4. Even with C, break to a jog and circle to the right.
5. Stop at C and back one horse length

Retire to the rail or line up at a jog.

<b>Walk</b>	-----
<b>Jog</b>	-----
<b>Extended Jog</b>	-----
<b>Lope</b>	-----
<b>Leg Yield</b>	
<b>Lead Change</b>	↘
<b>Back</b>	←←←←
<b>Marker</b>	(B)
<b>Sidepass</b>	←-----→

[WH/2-47]

**Pattern Provided by:**

*Helga Hommel*