

DKQHA

DM 2025

PATTERN BOOK

Reining classes

Friday

Easy 2: #E2

ABAA L2 + ABAA L1: #14

Rookie + L1 amateur: #4

Non pro + Amateur: #2

GAGH: #5

Maturity: #10

Saturday

Easy 1: #E1

Easy 4: #E4

Rookie L2 + Rookie prof: #14

GTG: #8

Primetime + Primetime Comeback:

#4

NRHA.dk Open: #9

Futurity: #5

Sunday

Easy 3: #E3

ABAA L2 + ABAA L1: #3

Youth: #8

AQHA Open: #16

Ranch Riding Classes

L1 Amateur: #6

L1 Open: #1

Allbreed Open: #7

AQHA Open: #8

Maturity: #13

Amateur: #9

Youth: #15

Futurity: #5

Western Riding

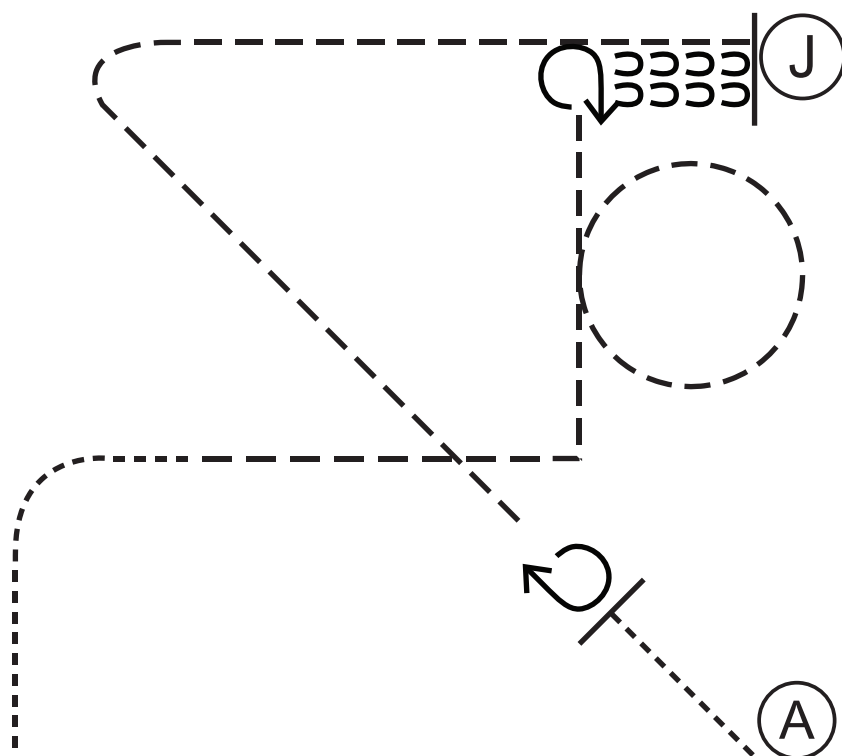
All L1 classes: #4 (L1)

All regular classes: #4

SHOWMANSHIP AT HALTER

ALLBREED OPEN

43



Be ready at A

1. Walk
2. Stop and perform a 360° turn
3. Jog a rounded corner and jog to judge
4. Stop and set up for inspection
5. When dismissed, back up two horselengths
6. Perform a 450° turn
7. Jog and jog a circle
8. Jog a corner
9. Walk a rounded corner and walk to exit

WALK -----

JOG - - - - -

EXTENDED
JOG - - - - -

LOPE _____

BACK UP ~~~~~

TURN ↺

MARKER (A)

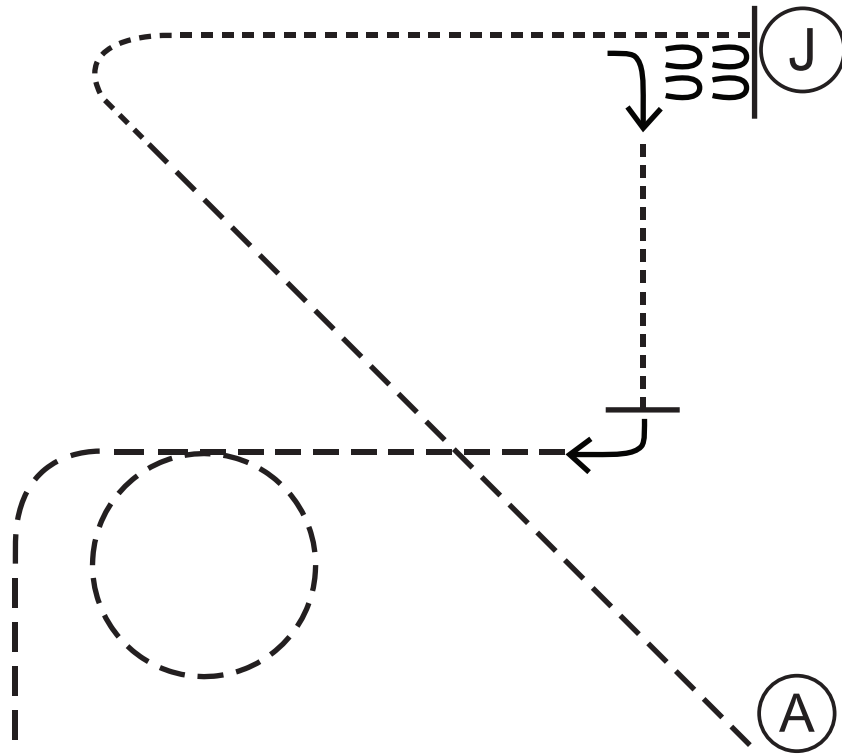
JUDGE (J)

SHOWMANSHIP AT HALTER

44

1-2-3 Y/O OPEN YHC + L1 AMATEUR

45



Be ready at A

1. Jog
2. Walk a rounded corner to judge
3. Stop and set up for inspection
4. When dismissed, back up one horselength
5. Perform a 90° turn
6. Walk
7. Stop, perform a 90° turn
8. Jog a left circle and jog to exit

WALK

JOG — — — —

EXTENDED — — — —
JOG

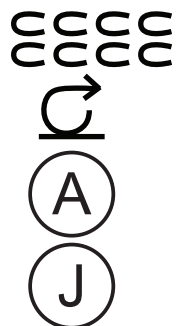
LOPE

BACK UP

TURN

MARKER

JUDGE

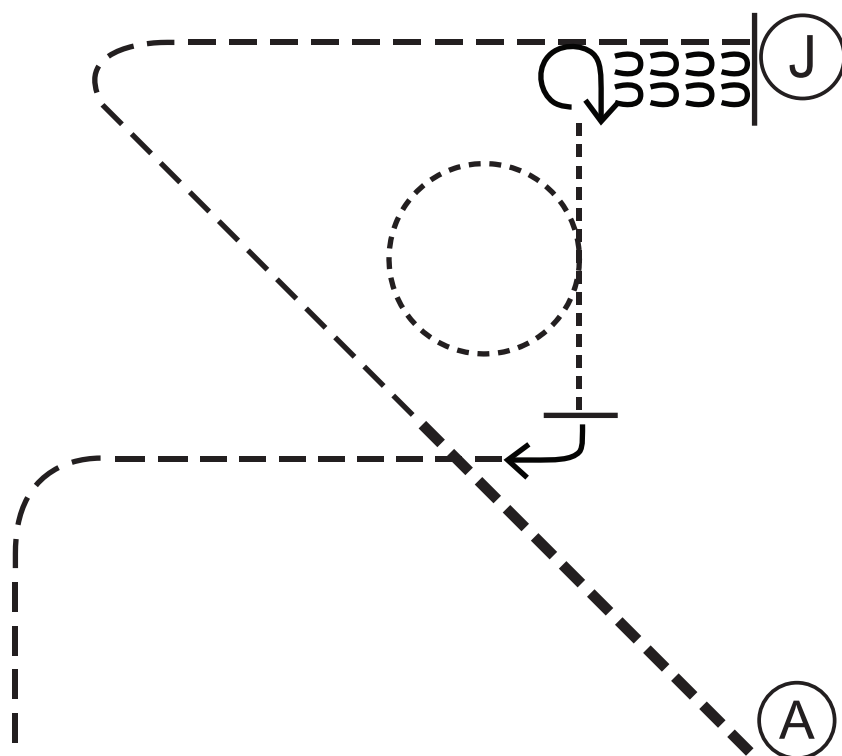


SHOWMANSHIP AT HALTER

YOUTH + AMATEUR

44

47



Be ready at A

1. Extended trot
2. Back to regular jog, jog a rounded corner to judge
3. Stop and set up for inspection
4. When dismissed, back up two horselengths
5. Perform a 450° turn
6. Walk, walk a right circle, walk
7. Stop, perform a 90° turn
8. Jog a rounded corner and jog to exit

WALK - - - - -

JOG - - - - -


EXTENDED
JOG - - - - -

LOPE - - - - -

BACK UP 

TURN 

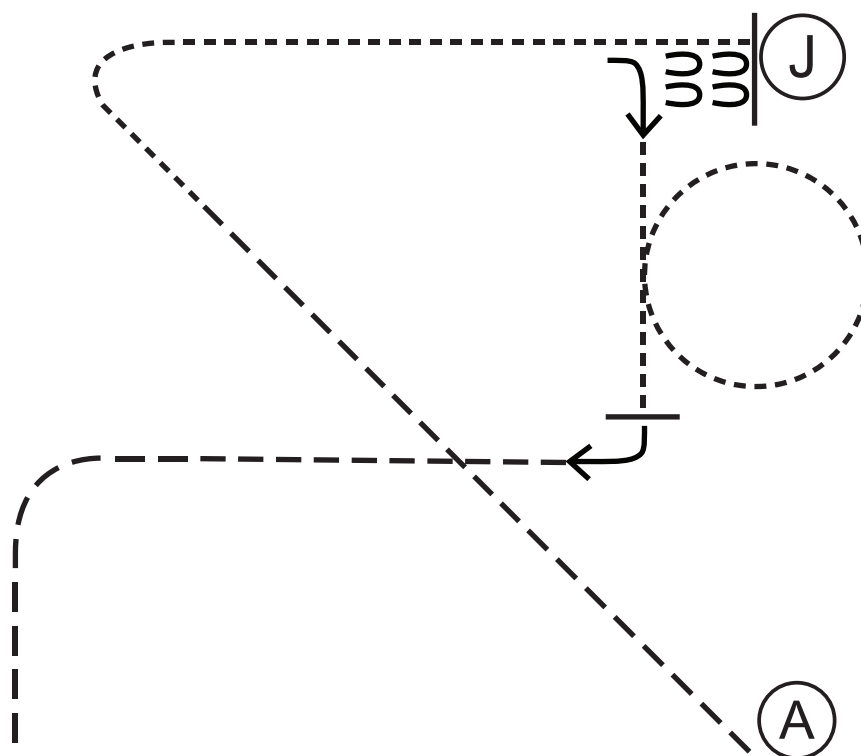
MARKER 

JUDGE 

SHOWMANSHIP AT HALTER

BEGYNDER/GREEN

42



Be ready at A

1. Jog
2. Walk a rounded corner and walk to judge
3. Stop and set up for inspection
4. When dismissed, back up one horselength
5. Perform a 90° turn
6. Walk, walk a left circle, walk
7. Stop, perform a 90° turn
8. Jog a rounded corner and jog to exit

WALK

JOG - - - -

EXTENDED
JOG - - - -

LOPE _____

BACK UP ↺ ↺ ↺ ↺

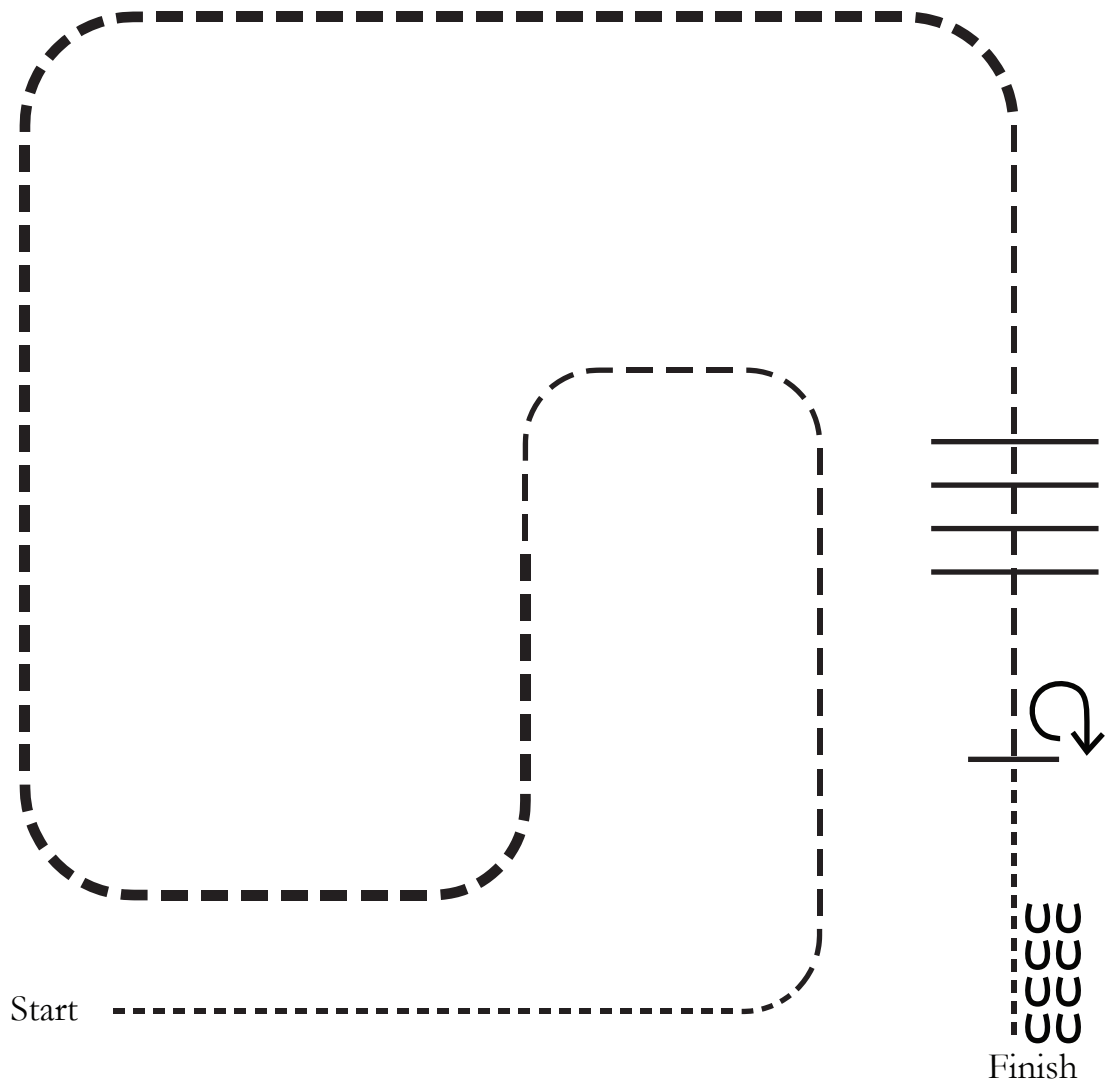
TURN ↻

MARKER (A)

JUDGE (J)

RANCH RIDING
ALLBREED BEGYNDER/GREEN

97



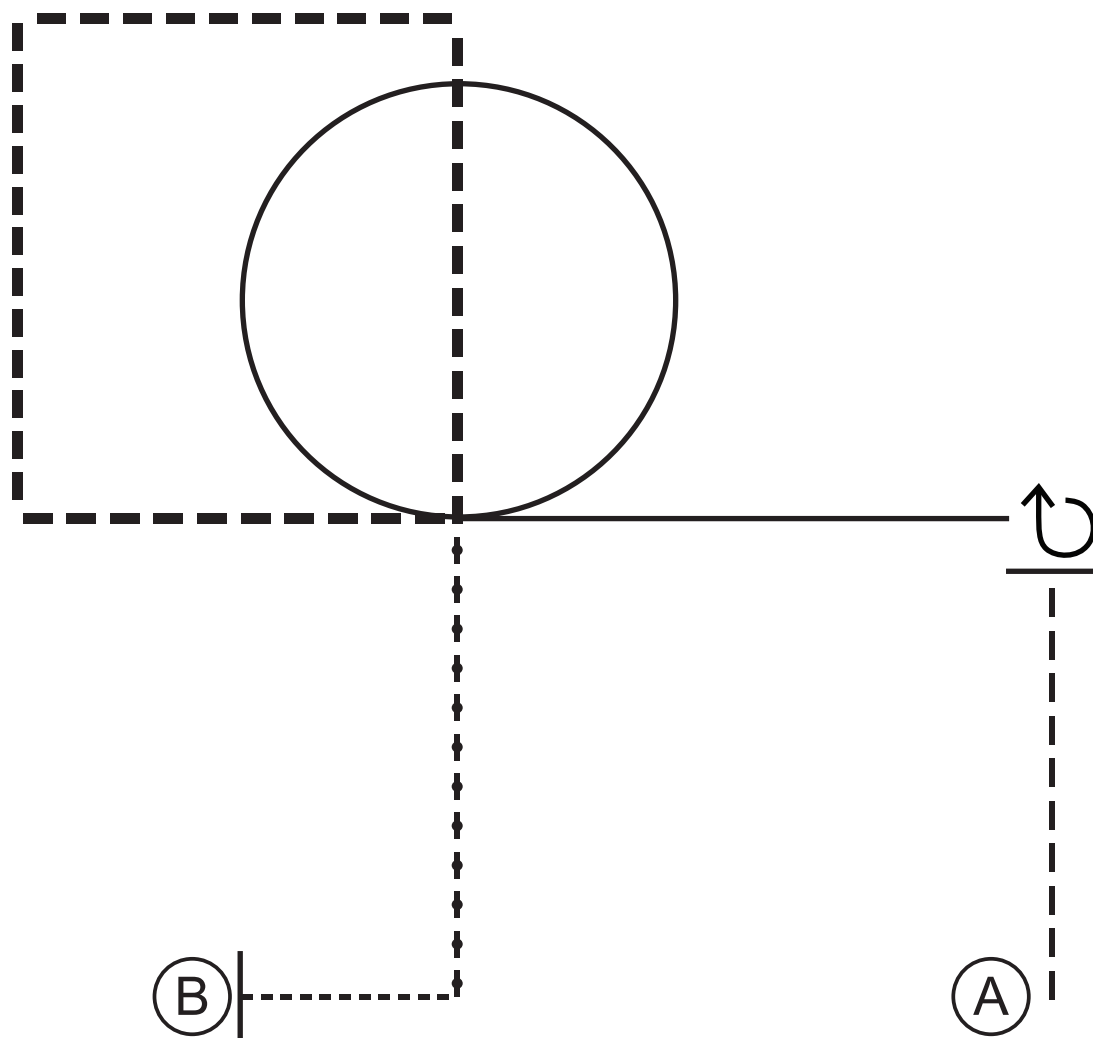
1. Walk
2. Trot
3. Extended trot
4. Trot poles
5. Stop and perform a 360° turn to the right
6. Walk
7. Back up

WALK	-----
TROT	- - - - -
EXTENDED TROT	- - - - -
LOPE	
BACK UP	u u u u
TURN	↻
MARKER	Ⓐ

HUNT SEAT EQUITATION

ALLBREED OPEN

124



Be ready at A

1. Posting trot on right diagonal
2. Stop and perform a 270° turn on forehand to the left
3. Right lead canter in circle
4. Sitting trot 3 square corners
5. Two point position trot
6. Walk
7. Stop at B, hesitate, and walk to exit

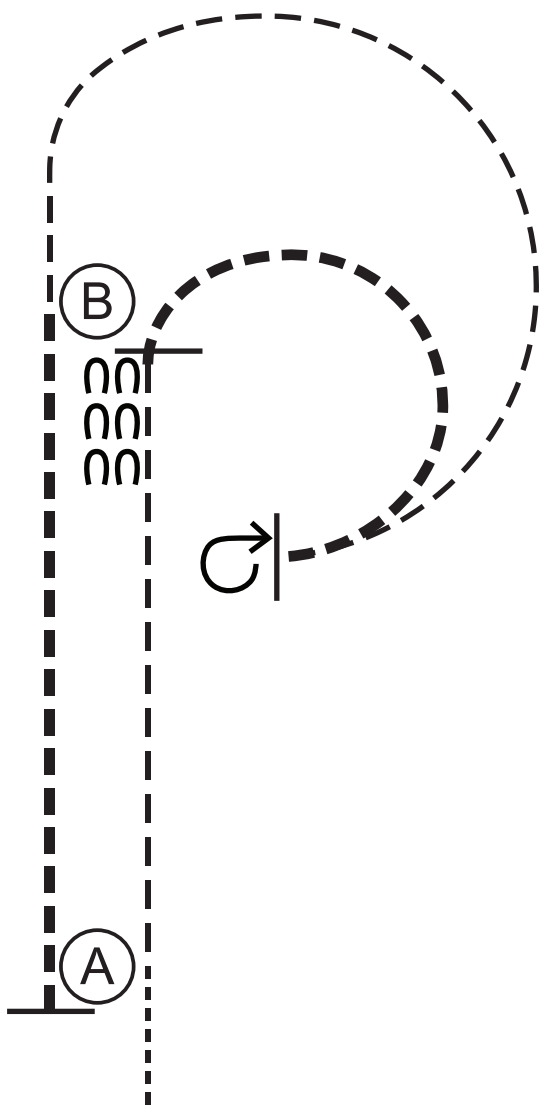
WALK
POSTING TROT	— — — —
SITTING TROT	■ ■ ■ ■
TWO POINT POSITION	◆ ◆ ◆ ◆
CANTER	—————
HAND GALLOP	—————
BACK UP	⋈ ⋈ ⋈ ⋈
TURN	↻
MARKER	Ⓐ

HUNT SEAT EQUITATION

122

L1 YOUTH W&T + L1 AMATEUR W&T

123



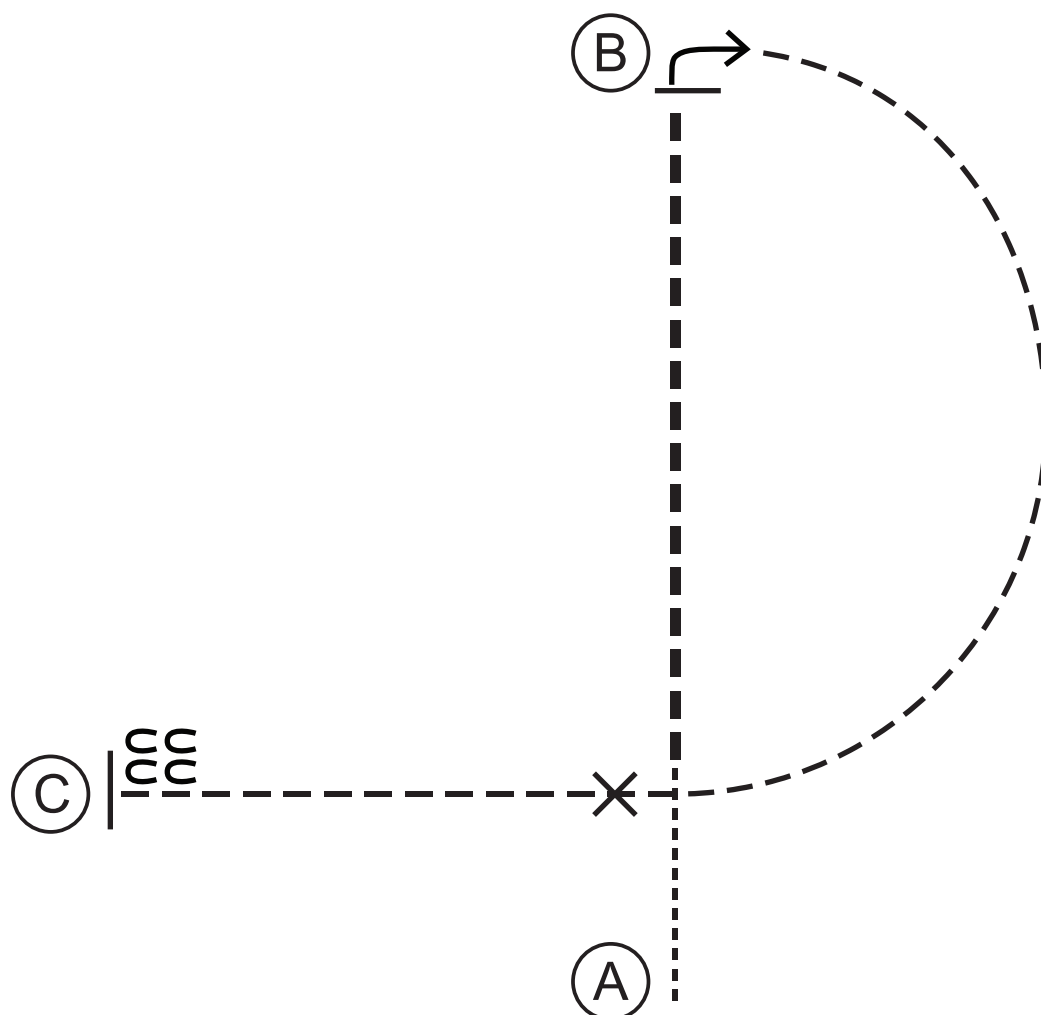
1. Walk to A
 2. Trot on left diagonal to B
 3. Stop and back up 1 horselength
 4. Sitting trot 3/4 of a circle to the right
 5. Stop and perform a 180° turn to the right on the hindquarters
 6. Posting trot on the right diagonal back to B
 7. At B, sitting trot to A and stop
- Walk to exit

WALK	-----
POSTING TROT	- - - - -
SITTING TROT	■ ■ ■ ■ ■
TWO POINT POSITION	➔ ➔ ➔ ➔
CANTER	—————
HAND GALLOP	—————
BACK UP	u u u u u
TURN	↪
MARKER	Ⓐ

HUNT SEAT EQUITATION

ALLBREED BEGYNDER/GREEN

121



Be ready at A

1. Walk until even with C
 2. Sitting trot to B
 3. At B, stop and perform a 90° on the forehand to the left
 4. Trot on the left diagonal until even with A, change diagonal
 5. Stop at C and back up 1 horse length
- Walk to exit

WALK

POSTING TROT - - - - -

SITTING TROT = = = = =

TWO POINT POSITION -> -> -> ->

CANTER | | | | |

HAND GALLOP |||||

BACK UP ~ ~ ~ ~ ~

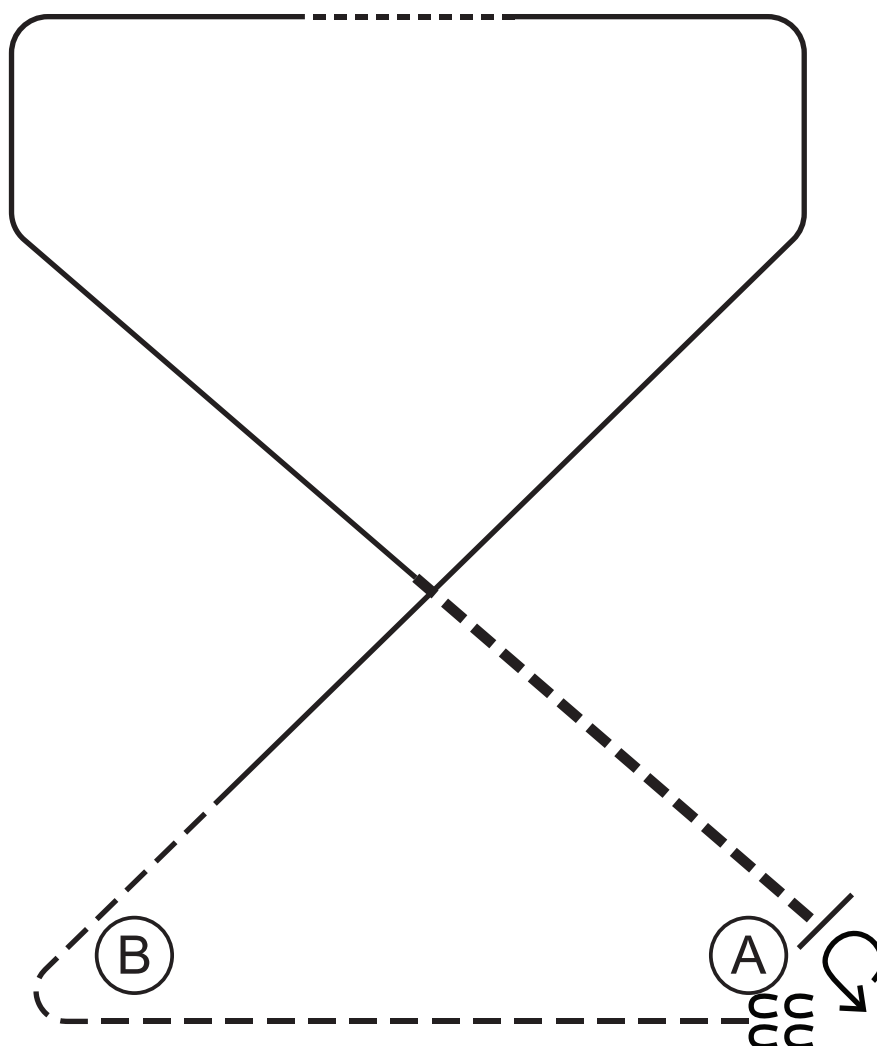
TURN ↻

MARKER (A)

HUNT SEAT EQUITATION

L1 AMATEUR

125



Be ready at A

1. Back up 1 horselength
 2. Posting trot, left diagonal
 3. Left lead canter
 4. Change leads through a walk
 5. Continue on right lead canter
 6. Break to a sitting trot
 7. Stop at A and perform a 360° turn on the forehand to the left
- Walk to exit

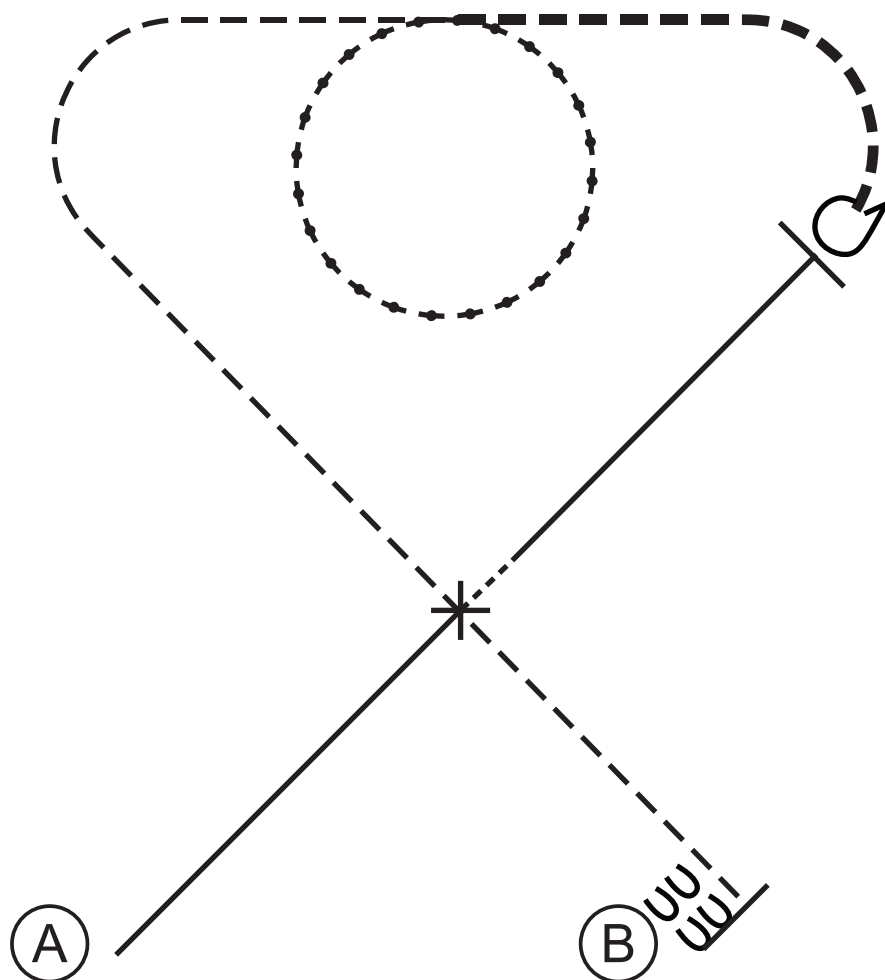
WALK
POSTING TROT	- - - -
SITTING TROT	■ ■ ■ ■
TWO POINT POSITION	→ → → →
CANTER	— — — —
HAND GALLOP	— — — —
BACK UP	u u u u
TURN	↻
MARKER	Ⓐ

HUNT SEAT EQUITATION

YOUTH + AMATEUR

126

127



Be ready at A

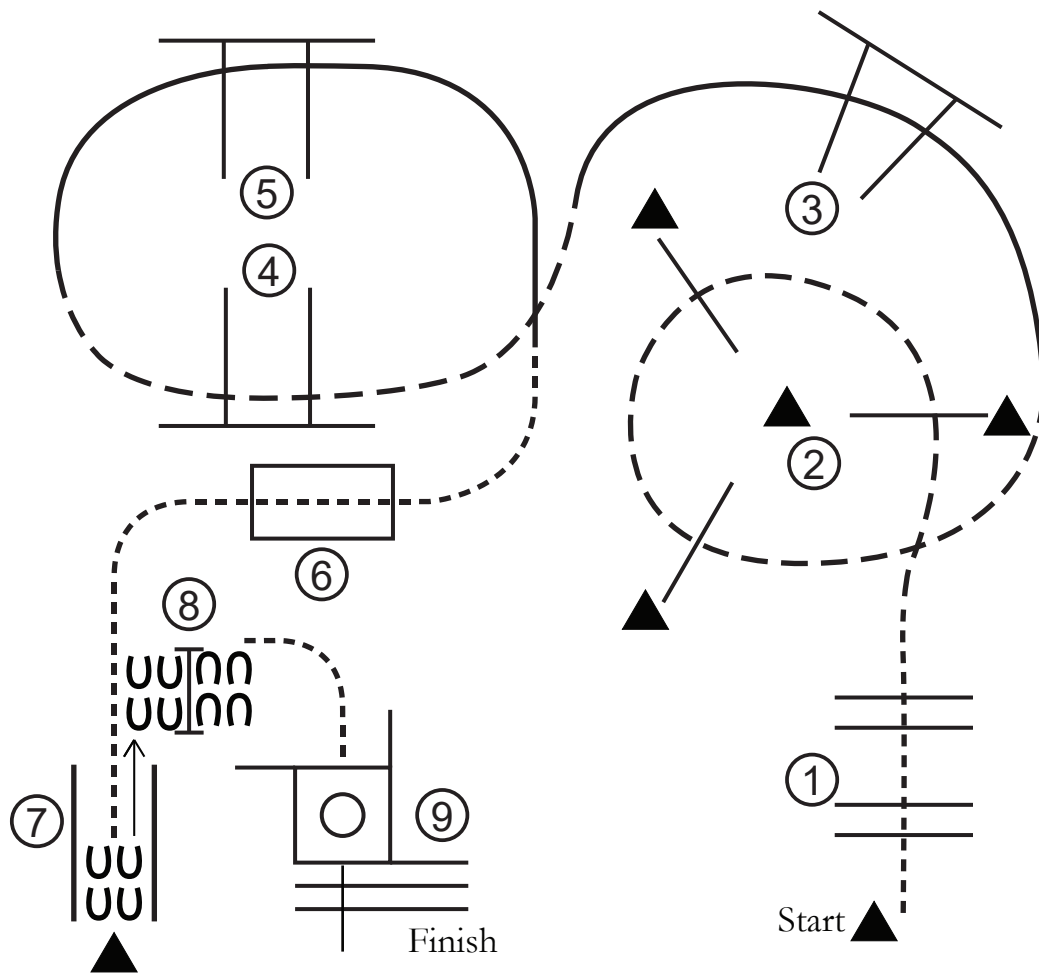
1. Right lead canter
 2. Break to a walk, 4 strides
 3. Left lead canter
 4. Stop and perform a 360° turn on the forehand to the right
 5. Sitting trot
 6. Two pointed position in a circle
 7. Right diagonal trot
 8. Change diagonal halfway to B
 9. Stop at B and back up 1 horselength
- Sitting trot to exit

WALK
POSTING TROT	- - - -
SITTING TROT	- - - -
TWO POINT POSITION	- - - -
CANTER	_____
HAND GALLOP	=====
BACK UP	u u u u
TURN	↻
MARKER	Ⓐ

TRAIL

L1 AMATEUR + JUNIOR + FUTURITY

150 152
151



Be ready at the cone

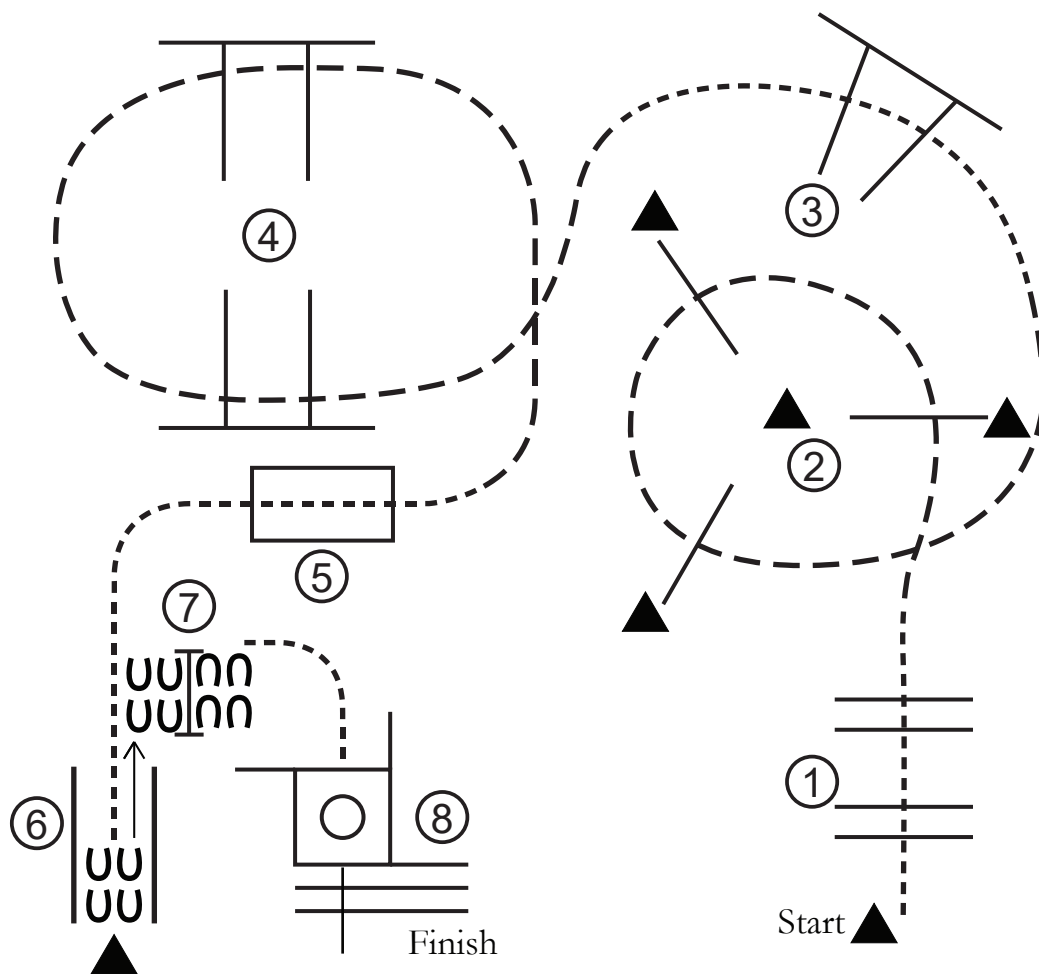
1. Walk over poles
2. Jog poles
3. Lope left lead over poles
4. Jog poles
5. Lope right lead over poles
6. Walk over bridge
7. Walk into chute, stop, back up to gate
8. Work gate
9. Walk into box, turn 360° either way, walk out over poles to finish

WALK	-----
JOG	- - - - -
LOPE	—————
BACK UP	⋈⋈⋈⋈
TURN	○
CONE	▲
SIDEPASS	→

TRAIL

BEGYNDER/GREEN + L1 YOUTH W&T + L1 AMATEUR W&T

147 149
148



Be ready at the cone

1. Walk over poles
2. Jog over poles
3. Walk over poles
4. Jog over poles
5. Walk over bridge
6. Walk into chute, stop, back up to gate
7. Work gate
8. Walk into box, turn 360° either way, walk out over poles to finish

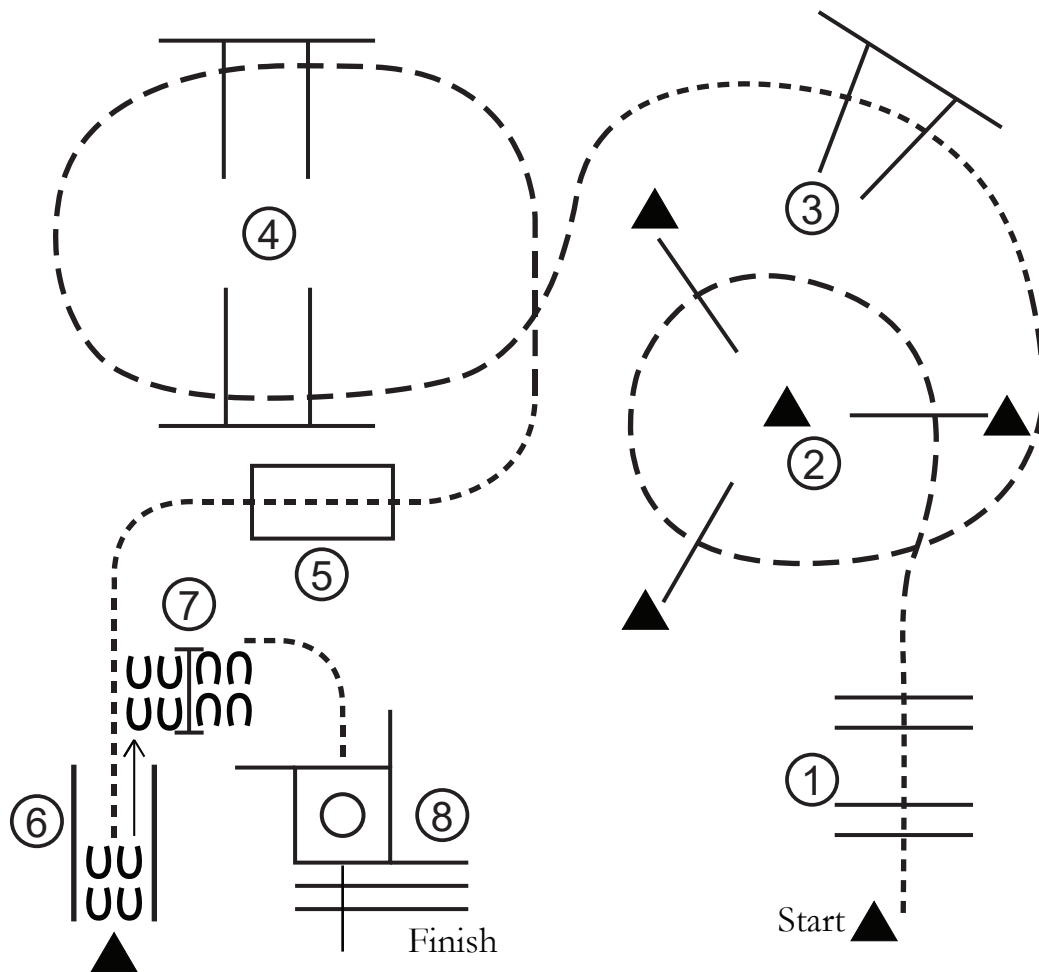
WALK	-----
JOG	- - - - -
LOPE	—————
BACK UP	⋈⋈⋈⋈
TURN	○
CONE	▲
SIDEPASS	→

TRAIL IN HAND

AMATEUR + FUTURITY + AQHA OPEN + ALLBREED OPEN

143 145

144 146



Be ready at the cone

1. Walk over poles
2. Jog over poles
3. Walk over poles
4. Jog over poles
5. Walk over bridge
6. Walk into chute, stop, back up to gate
7. Work gate
8. Walk into box, turn 360° either way, walk out over poles to finish

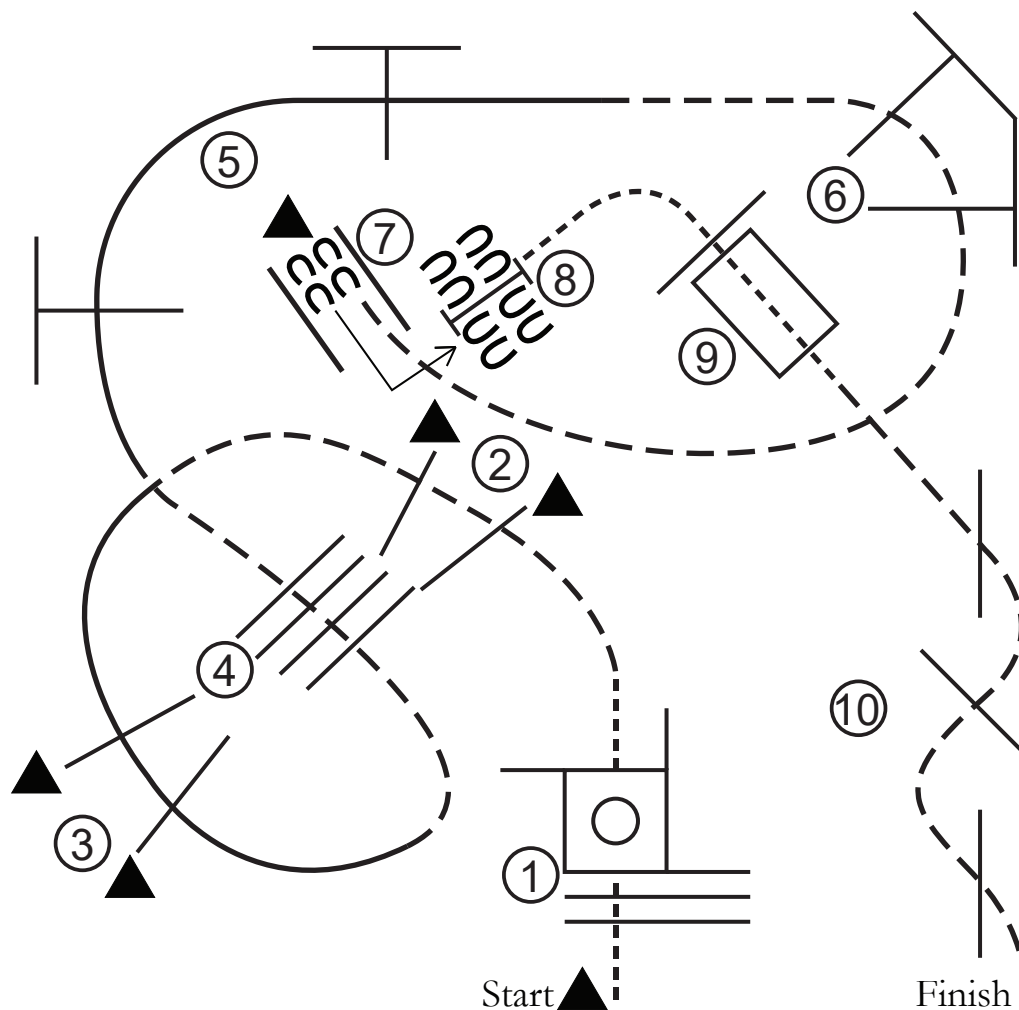
WALK	-----
JOG	- - - -
LOPE	————
BACK UP	⋈⋈⋈⋈
TURN	○
CONE	▲
SIDEPASS	→

TRAIL

L1 OPEN + MATURITY + ALLBREED OPEN + YOUTH

184 187

185 189



Be ready at the cone

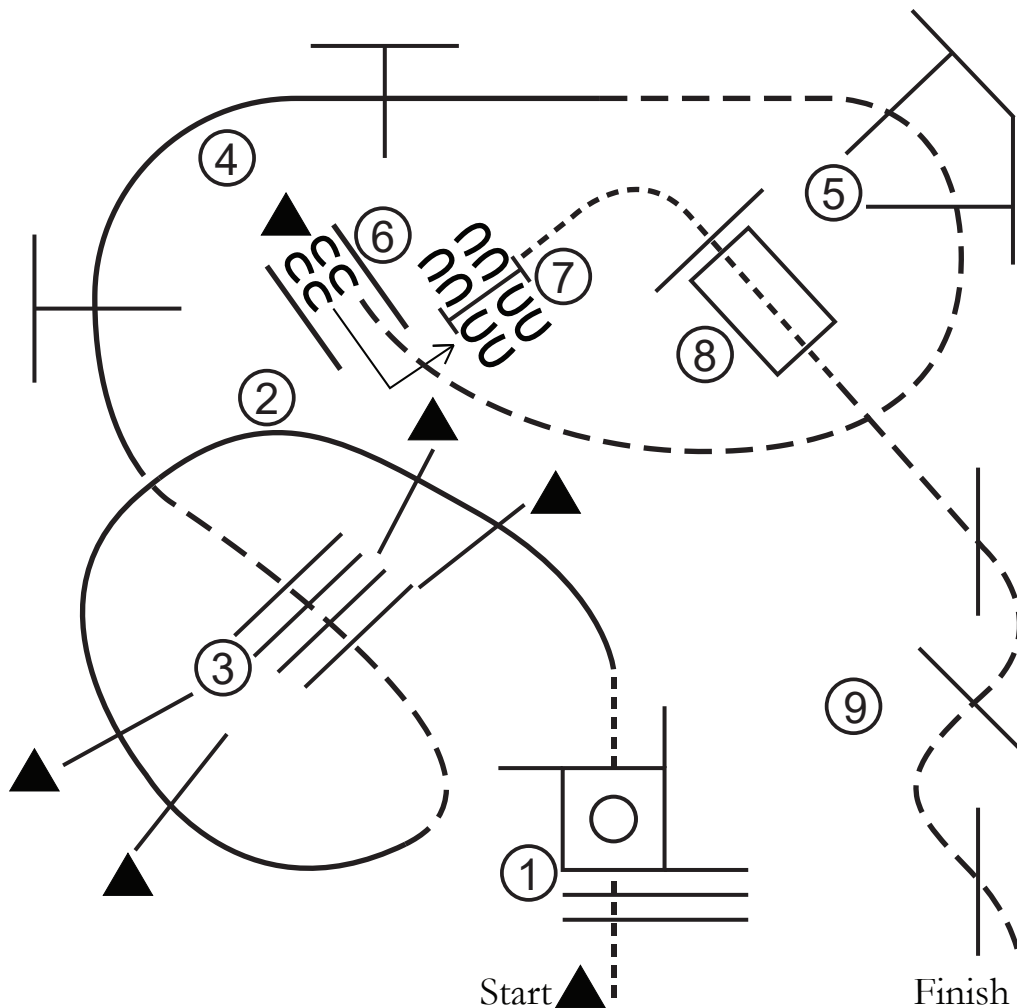
1. Walk over poles and into box, turn 360° either way, walk out of box
2. Jog over poles
3. Lope left lead over poles
4. Jog over poles
5. Lope right lead over poles
6. Jog over poles
7. Jog into chute, stop, back up to gate
8. Work gate with right hand
9. Walk over pole and bridge
10. Jog over poles and jog to finish

WALK	-----
JOG	- - - -
LOPE	————
BACK UP	⋈⋈⋈⋈
TURN	○
CONE	▲
SIDEPASS	→

TRAIL

SENIOR + AMATEUR

186
188



Be ready at the cone

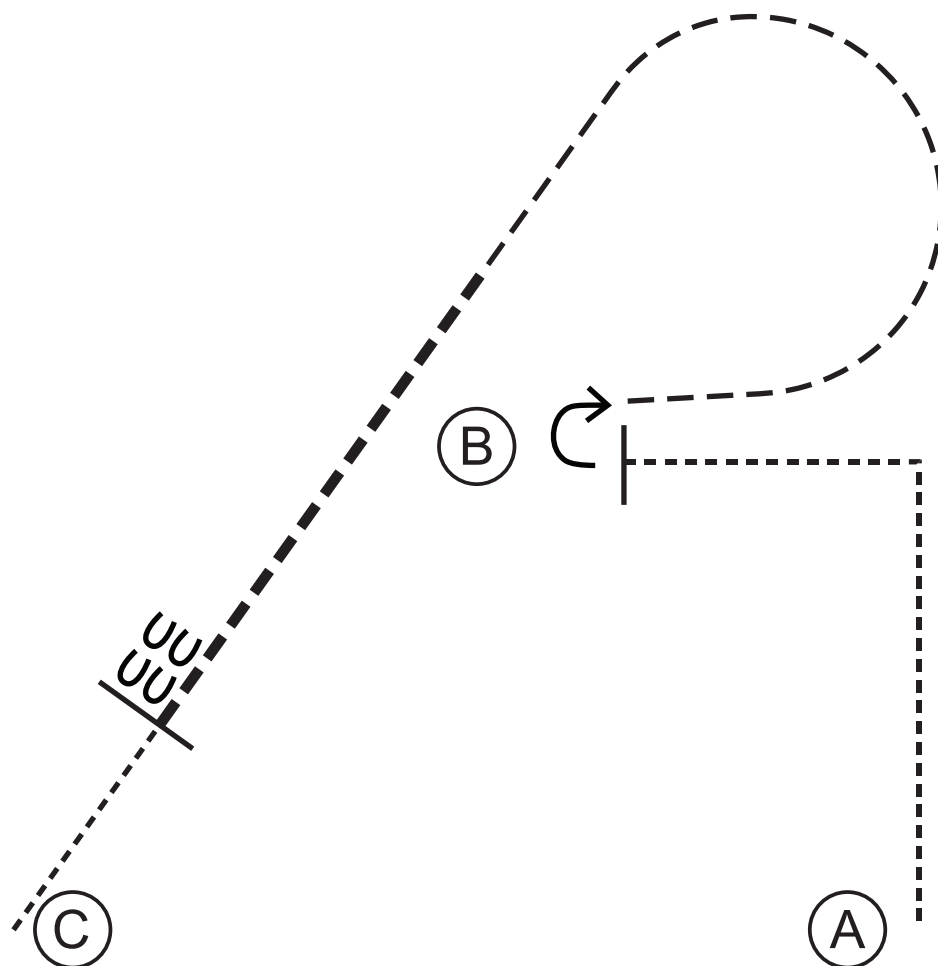
1. Walk over poles, into box, turn 360° both ways, either way first, walk out of box
2. Lope left lead over poles
3. Jog over poles
4. Lope right lead over poles
5. Jog over poles
6. Jog into chute, stop, back up to gate
7. Work gate with right hand
8. Walk over pole and bridge
9. Jog poles and jog to finish

WALK	-----
JOG	- - - - -
LOPE	—————
BACK UP	⋈⋈⋈⋈
TURN	○
CONE	▲
SIDEPASS	→

WESTERN HORSEMANSHIP

BEGYNDER/GREEN

166



Be ready at A

1. Walk a corner to B
2. Stop and perform a 180° turn to the right
3. Jog as shown
4. Extended jog
5. Stop and back up one horselength
6. Walk out

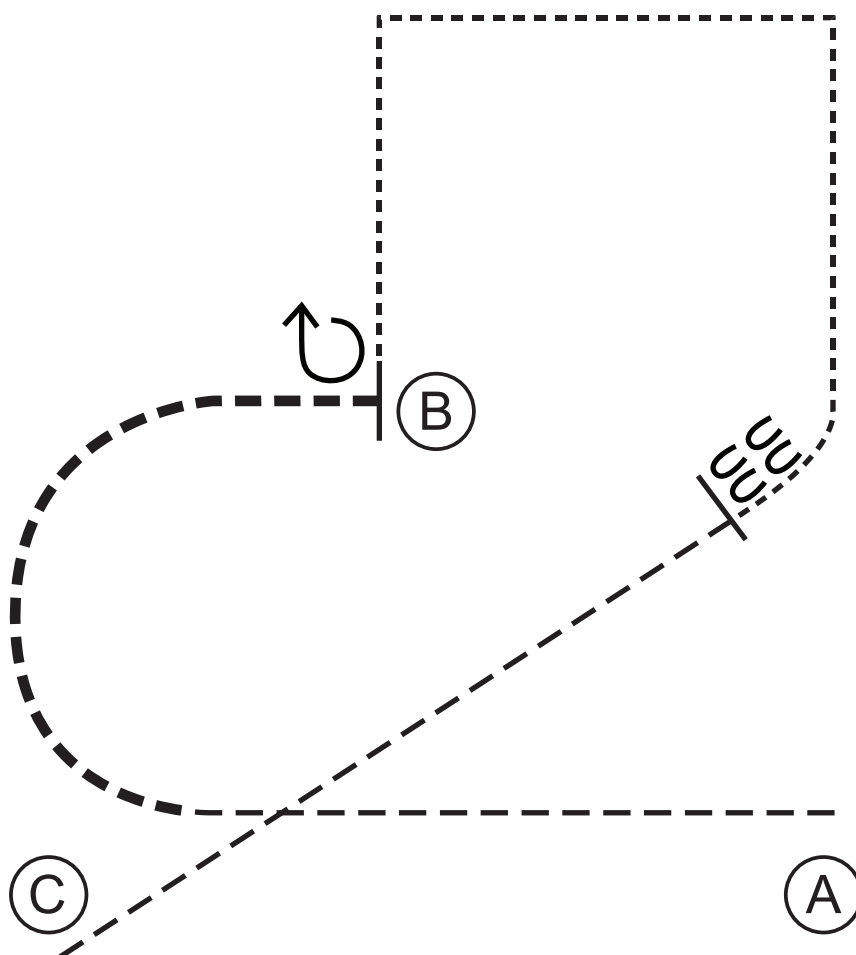
WALK	-----
JOG	- - - -
EXTENDED JOG	— — — —
LOPE	—————
BACK UP	UUUUUU
TURN	↻
MARKER	Ⓐ

WESTERN HORSEMANSHIP

167

L1 YOUTH W&T + L1 AMATEUR W&T

168



Be ready at A

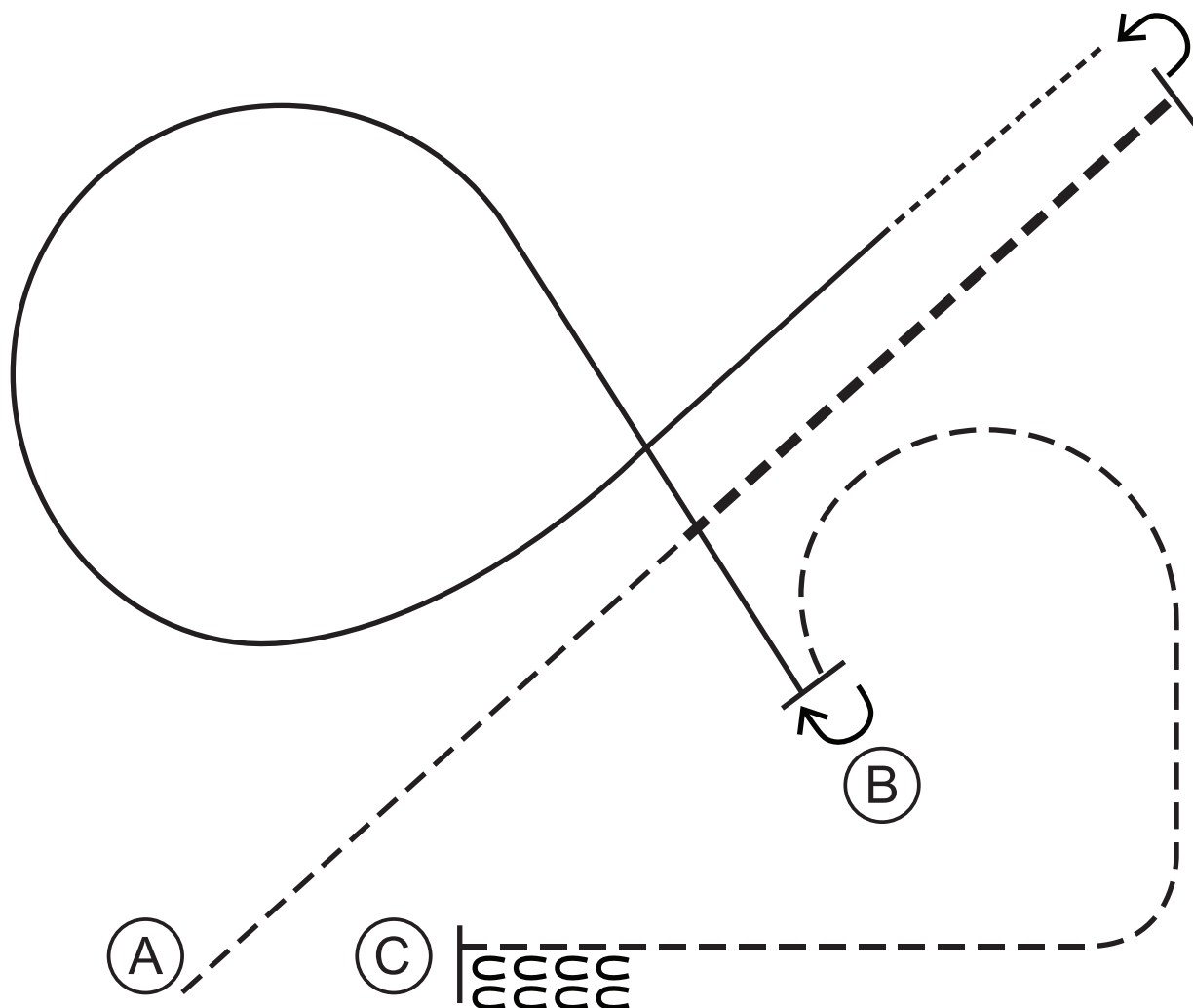
1. Jog
2. Extended jog to B as shown
3. Stop at B and perform a 270° turn to the right
3. Walk two corners and a rounded corner
4. Stop and back up one horselength
5. Jog out

WALK
JOG	-----
EXTENDED JOG	—————
LOPE	—————
BACK UP	~~~~~
TURN	↻
MARKER	Ⓐ

WESTERN HORSEMANSHIP

L1 AMATEUR

169



Be ready at A

1. Jog
2. Extended jog when even with B
3. Stop and perform a 180° turn to the left
4. Walk
5. Lope right lead as shown
6. Stop at B and perform a 180° turn to the right
7. Jog to C
8. Back up two horselengths and walk out

WALK -----

JOG - - - - -

EXTENDED
JOG - - - - -

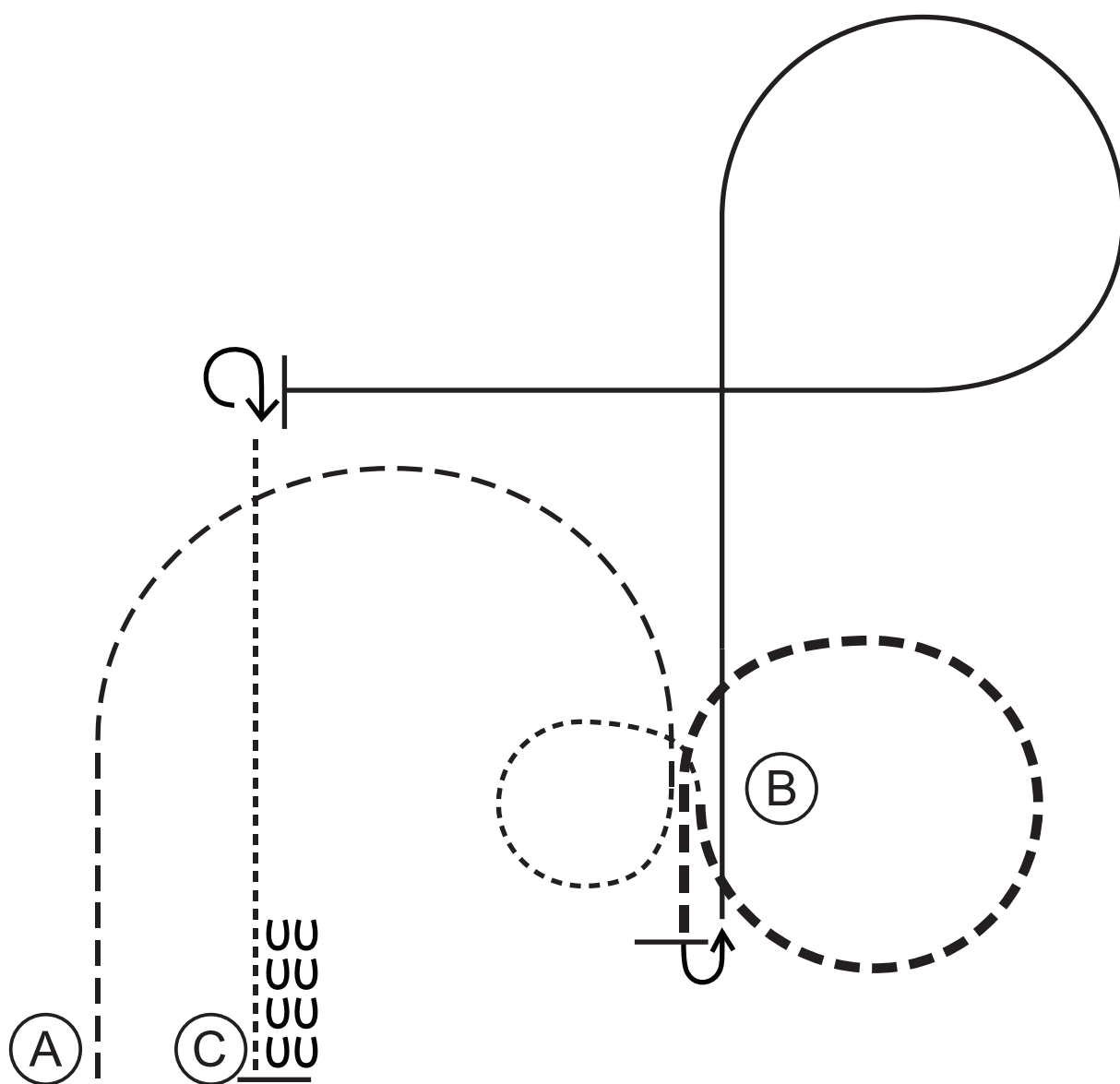
LOPE _____

BACK UP 

TURN 

MARKER 

170



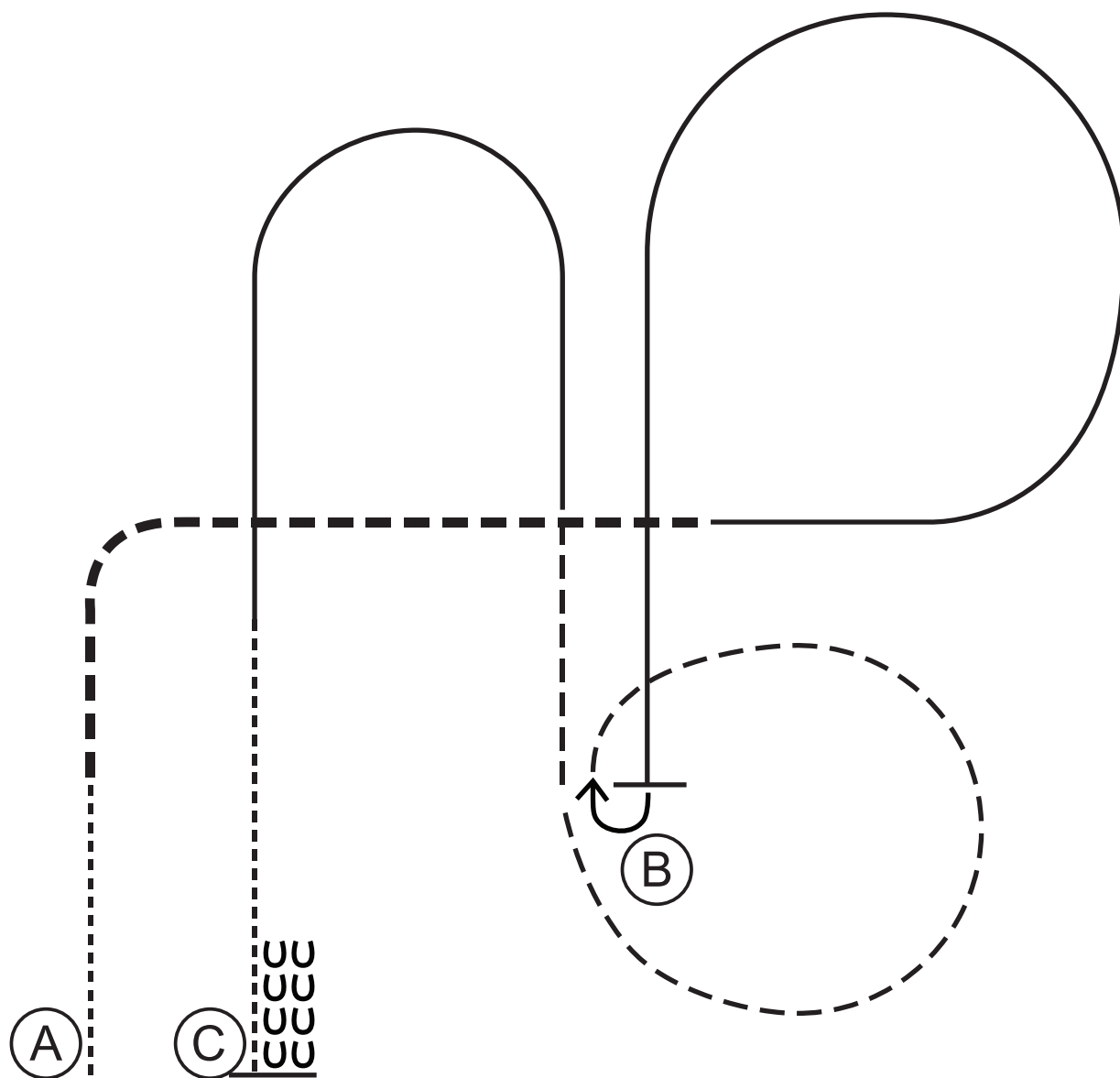
1. Jog as shown
2. Walk a small right circle
3. Extended jog left circle
4. Stop and perform a 180° left turn
5. Right lead lope as shown
6. Stop when even with C and perform a 270° turn to the right
8. Walk to C, stop and back up two horselengths. Walk out

WALK
JOG	- - - -
EXTENDED JOG	■ ■ ■ ■
LOPE	————
BACK UP	⤿⤿⤿⤿
TURN	↻
MARKER	Ⓐ

WESTERN HORSEMANSHIP




YOUTH + AMATEUR

171
172



Be ready at A

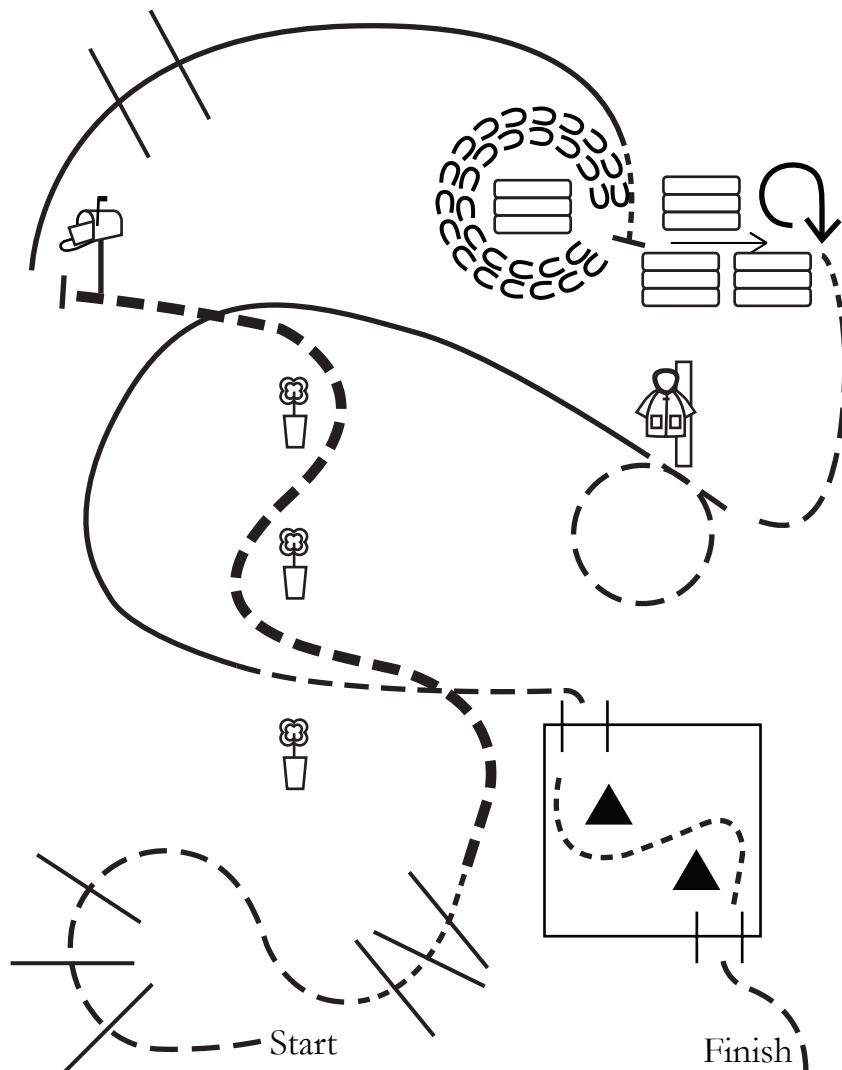
1. Walk
2. Extended jog
3. Lope left lead as shown and stop at B
4. Perform a 180° turn to the right
5. Jog a circle and continue
6. Lope left lead as shown
7. Walk to C
8. Stop and back up two horselengths
9. Walk out

WALK
 JOG - - - - -
 EXTENDED JOG - - - - -
 LOPE |
 BACK UP 
 TURN 
 MARKER 

RANCH TRAIL

YOUTH

179



1. Trot logs
2. Walk logs
3. Extended trot through serpentine and stop. Open and close mail box
4. Lope right lead logs, break to a walk and stop
5. Back a circle around hay bale
6. Sidepass left between hay bales, turn 360° to the left.
7. Walk forward, then trot to slicker. Walk or trot circle with slicker
8. Lope left lead, break to trot, trot to cow pen
9. Work gate right hand, walk through cow pen, work gate left hand. Exit at trot

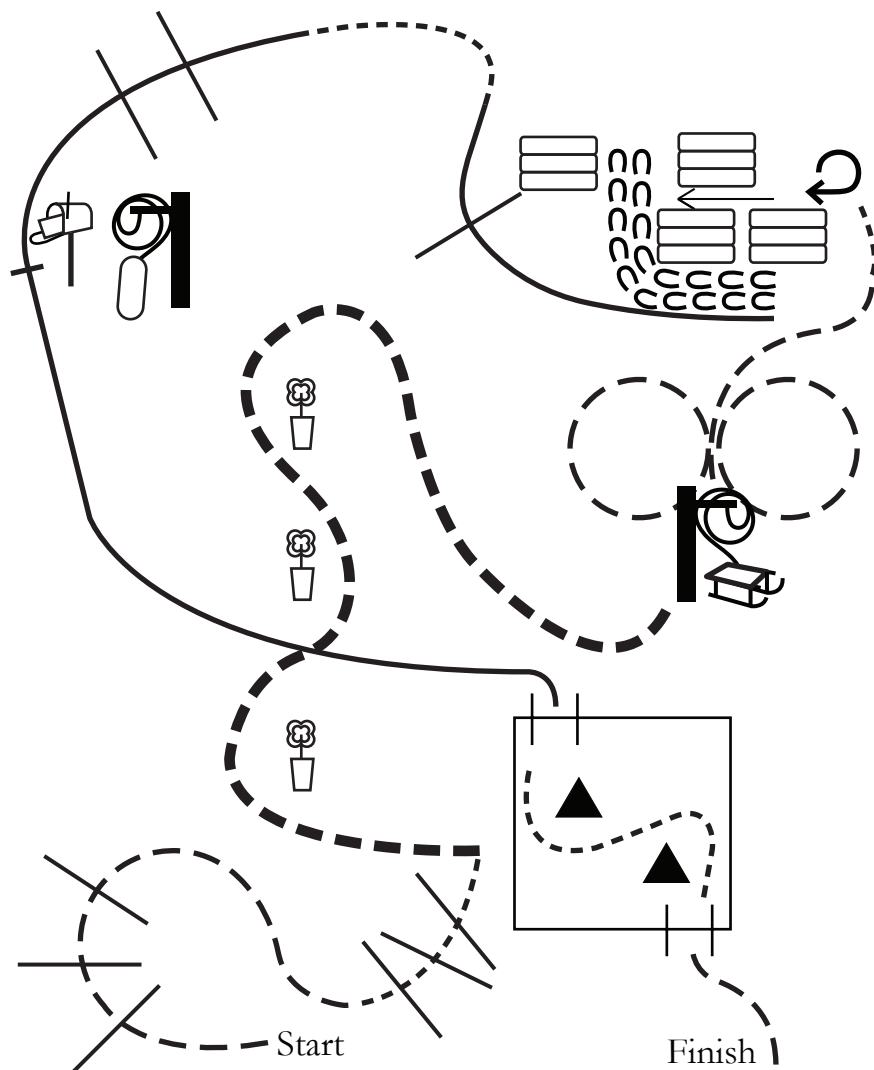
WALK	-----
TROT	- - - -
EXTENDED TROT	— — — —
LOPE	—————
BACK UP	⤵⤵⤵⤵
TURN	↻
CONE	▲
SIDEPASS	→

RANCH TRAIL

AQHA OPEN + AMATEUR

181

183



1. Trot logs
2. Walk logs
3. Extended trot through serpentine to drag and stop
4. Drag sled in figure 8 in walk or trot
5. Trot, then walk to hay bales and stop
6. Turn 360° to the right, sidepass left and back a L
7. Lope right lead log, trot, lope left lead logs, stop at mail box.
8. Open and close mail box. Lope and stop at cow pen.
9. Work gate right hand, walk through cow pen, then work gate left hand. Exit at trot

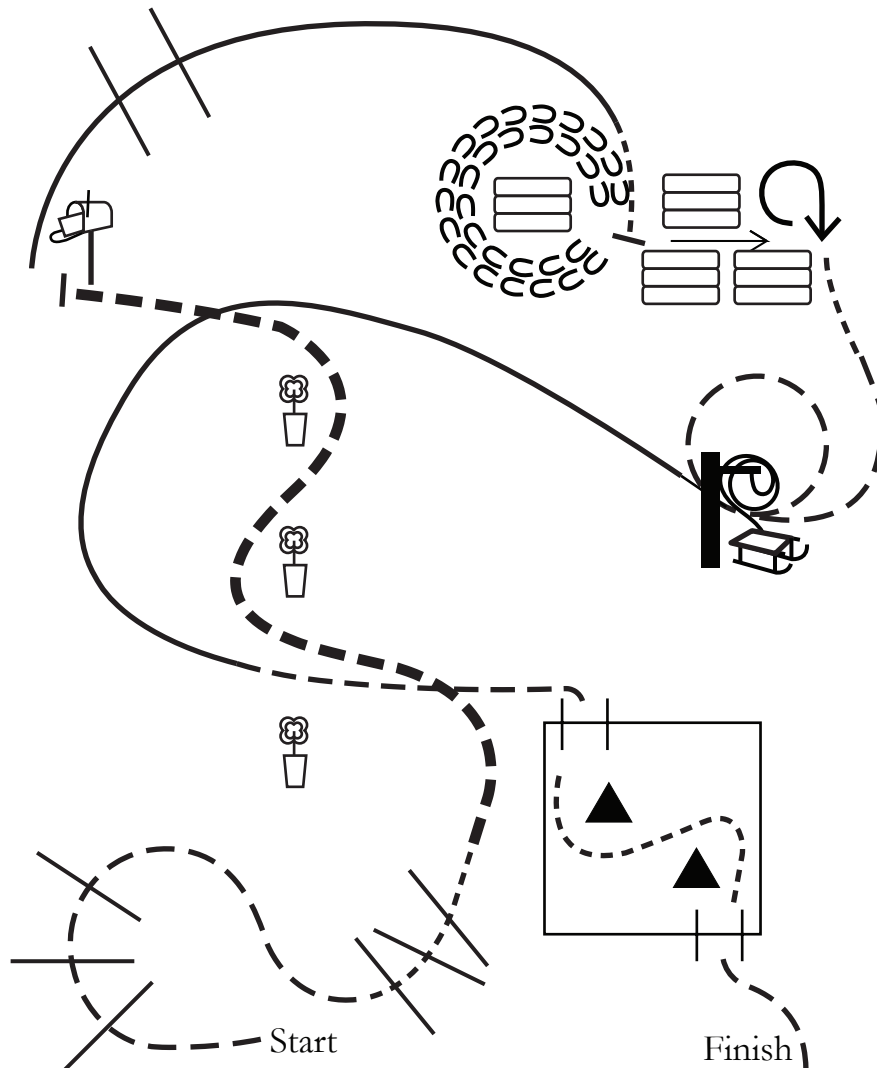
WALK	-----
TROT	- - - -
EXTENDED TROT	== == ==
LOPE	—————
BACK UP	⤿⤿⤿⤿⤿
TURN	↻
CONE	▲
SIDEPASS	→

RANCH TRAIL

L1 OPEN + L1 AMATEUR

180

182



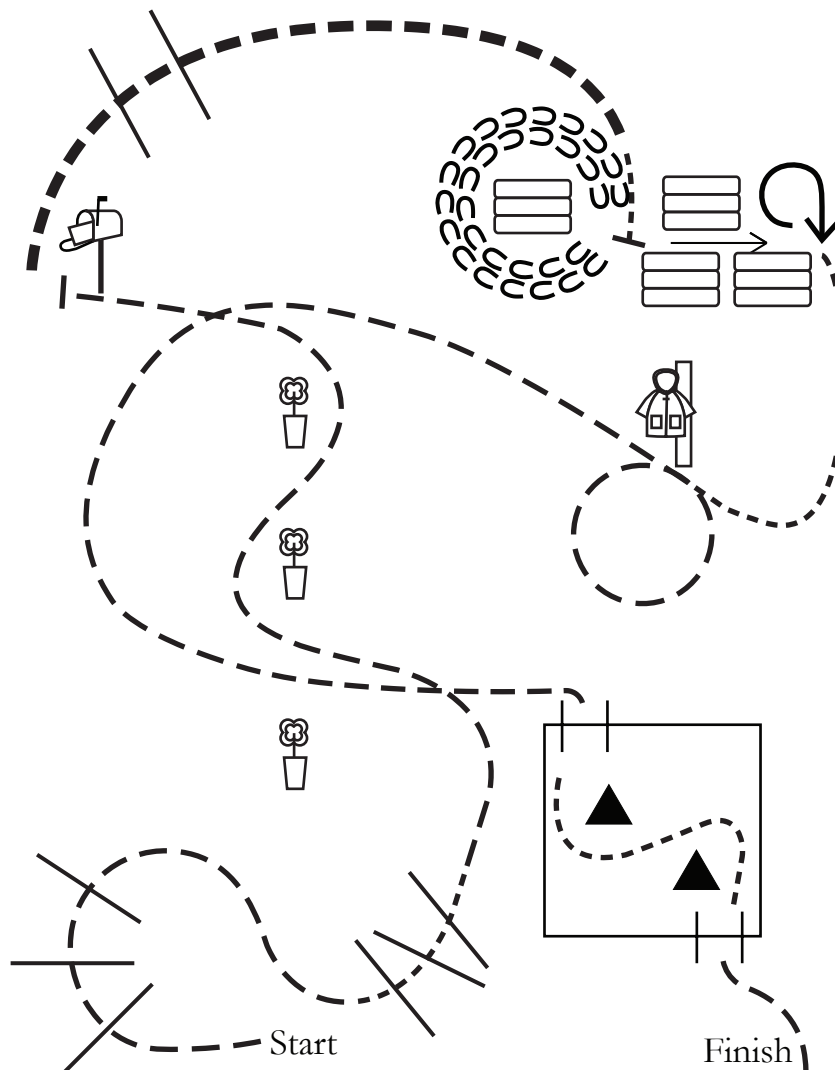
1. Trot logs
2. Walk logs
3. Extended trot through serpentine and stop. Open and close mail box
4. Lope right lead logs, break to a walk and stop
5. Back a circle around hay bale
6. Sidepass left between hay bales, turn 360° to the left
7. Walk forward, then trot to drag. Drag sled
8. Lope left lead, break to trot, trot to cow pen
9. Work gate right hand, walk through cow pen, work gate left hand. Exit at trot

WALK	-----
TROT	- - - -
EXTENDED TROT	- - - -
LOPE	————
BACK UP	⤵⤵⤵⤵
TURN	↻
CONE	▲
SIDEPASS	→

RANCH TRAIL

BEGYNDER/GREEN

177



1. Trot logs
2. Walk logs
3. Trot through serpentine and stop. Open and close mail box
4. Extended trot logs, break to a walk and stop
5. Back a circle around hay bale
6. Sidepass left between hay bales, turn 360° to the left.
7. Walk forward, then trot to slicker. Walk or trot circle with slicker
8. Trot and trot to cow pen
9. Work gate right hand, walk through cow pen, work gate left hand. Exit at trot

WALK
TROT	- - - -
EXTENDED TROT	— — — —
LOPE	————
BACK UP	⤵⤵⤵⤵
TURN	↻
CONE	▲
SIDEPASS	→

ALLBREED OPEN

- | | |
|------------------|---------|
| WALK | ----- |
| TROT | - - - - |
| EXTENDED
TROT | - - - - |
| LOPE | _____ |
| BACK UP | ㄣ ㄣ ㄣ ㄣ |
| TURN | ↻ |
| CONE | ▲ |
| SIDEPASS | → |