

DKQHA

DM 2026

PATTERNBOOK

Reining classes

Friday

Easy 2: #E2

ABAA L2 + ABAA L1: #4

Rookie + L1 amateur: #14

Non pro + Amateur: #2

GAGH: #8

Maturity: #9

Saturday

Easy 1: #E1

Easy 4: #E4

Rookie L2 + Rookie prof: #14

GTG: #5

Primetime + Primetime Comeback:
#14

NRHA.dk Open: #12

Futurity: #8

Sunday

Easy 3: #E3

ABAA L2 + ABAA L1: #3

Youth: #8

AQHA Open: #16

Ranch Riding Classes

L1 Amateur: #6

L1 Open: #6

Allbreed Open: #4

AQHA Open: #8

Maturity: #1

Amateur: #2

Youth: #15

Futurity: #3

Western Riding

All L1 classes: #4 (L1)

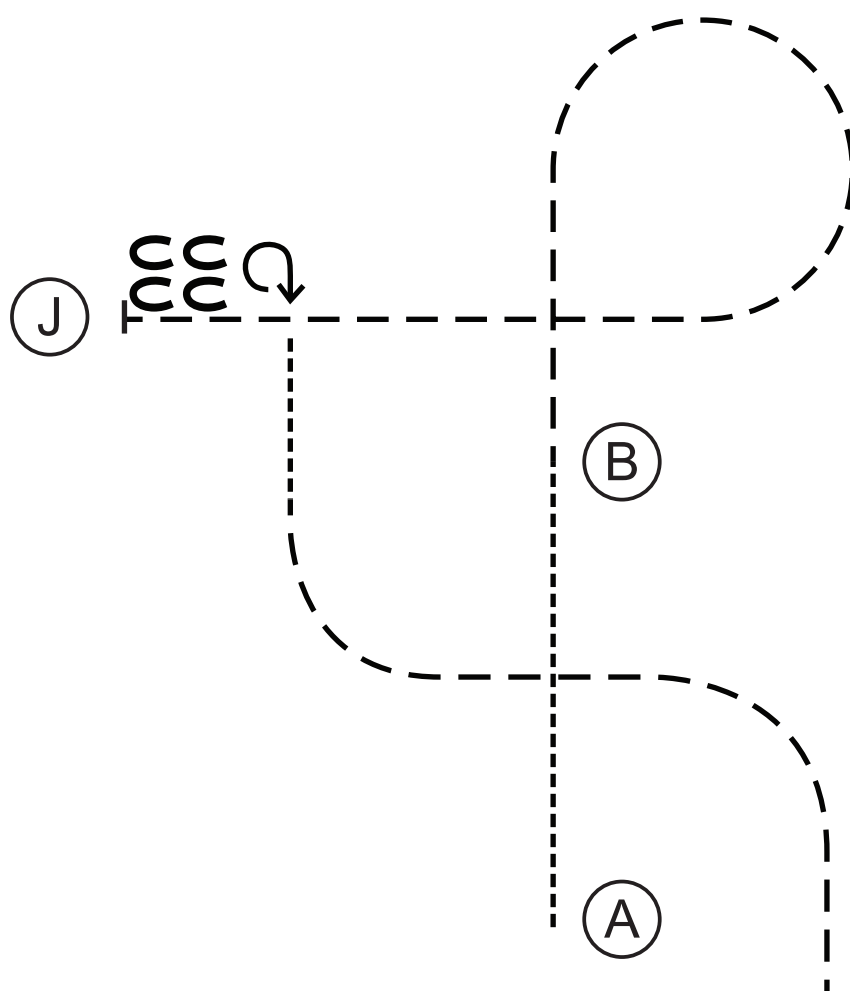
All regular classes: #4

SHOWMANSHIP AT HALTER

BEGYNDER/GREEN + 1, 2 & 3 Y/O YHC

43

46



Be ready at A

1. Walk from A to B
2. At B, jog and jog a circle as shown
3. Stop at judge and set up for inspection
4. When dismissed, back up one horselength
5. Make a 270° turn to the right
6. Walk and jog out as shown

WALK -----

JOG - - - - -

EXTENDED - - - - -
JOG

BACK UP CCC

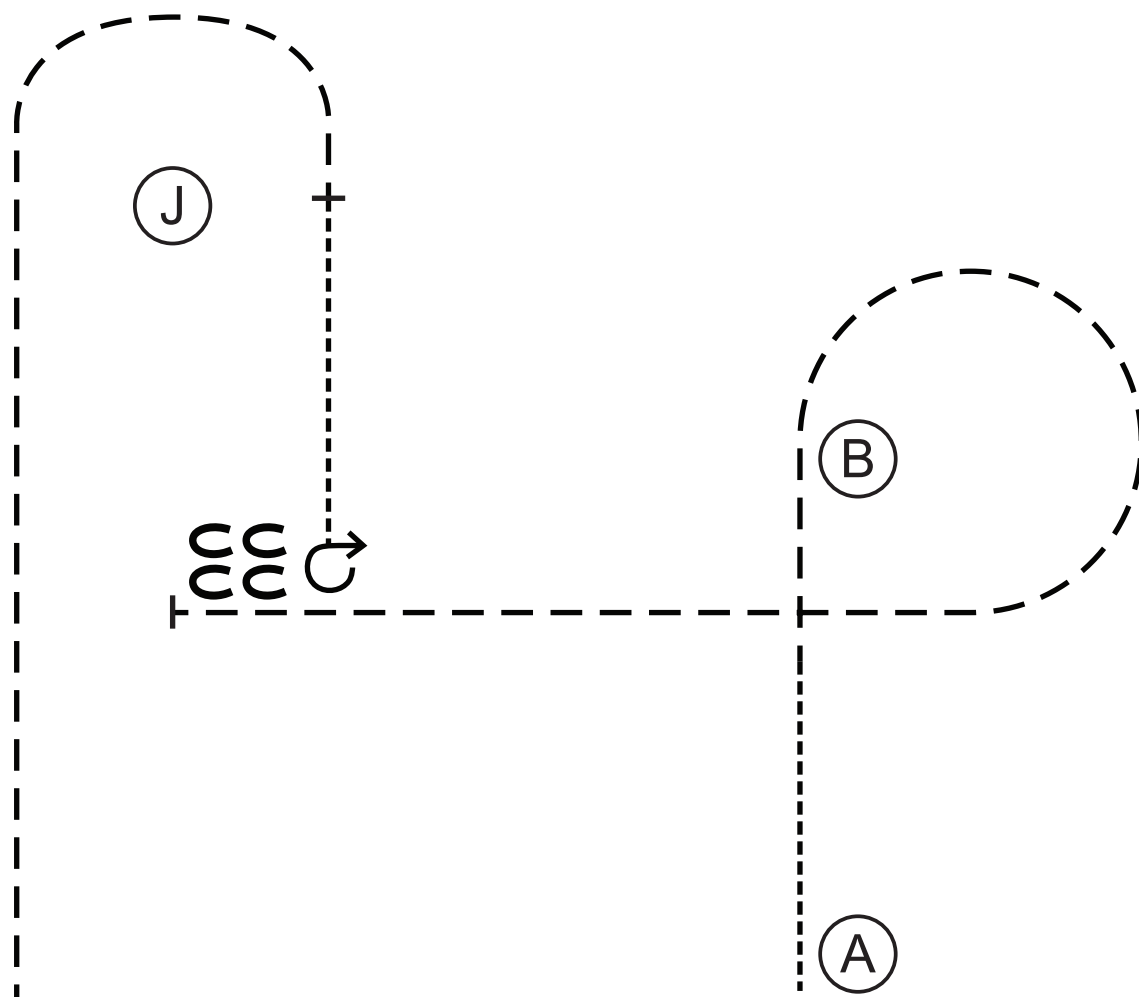
TURN C

MARKER (A)

SHOWMANSHIP AT HALTER

AMATEUR + YOUTH + OPEN

44
45 48



Be ready at A

1. Walk halfway to B
2. Jog as shown
3. Stop when even with judge and back up
4. Make a 450° turn and walk to judge
5. Set up for inspection
6. When dismissed, jog to exit as shown

WALK -----

JOG - - - - -

EXTENDED - - - - -
JOG

BACK UP

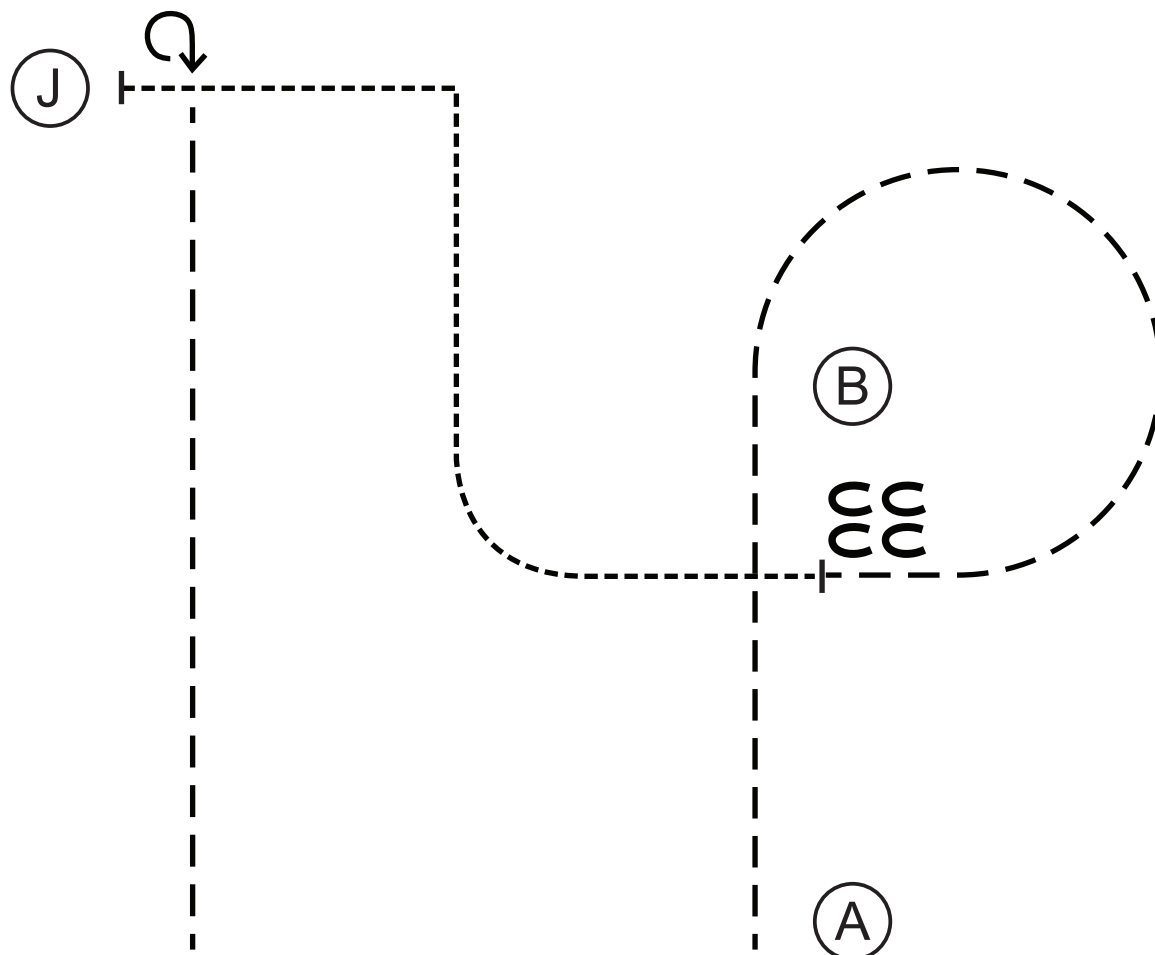
TURN

MARKER

SHOWMANSHIP AT HALTER

AMATEUR L1

47



Be ready at A

1. Jog a circle around B as shown
2. Stop when even with B and back up one horselength
3. Walk to judge as shown
4. Stop and set up for inspection
5. When dismissed, make a 270° turn to the right
6. Jog to exit

WALK - - - - -

JOG - - -

EXTENDED — — — —
JOG

BACK UP 

TURN

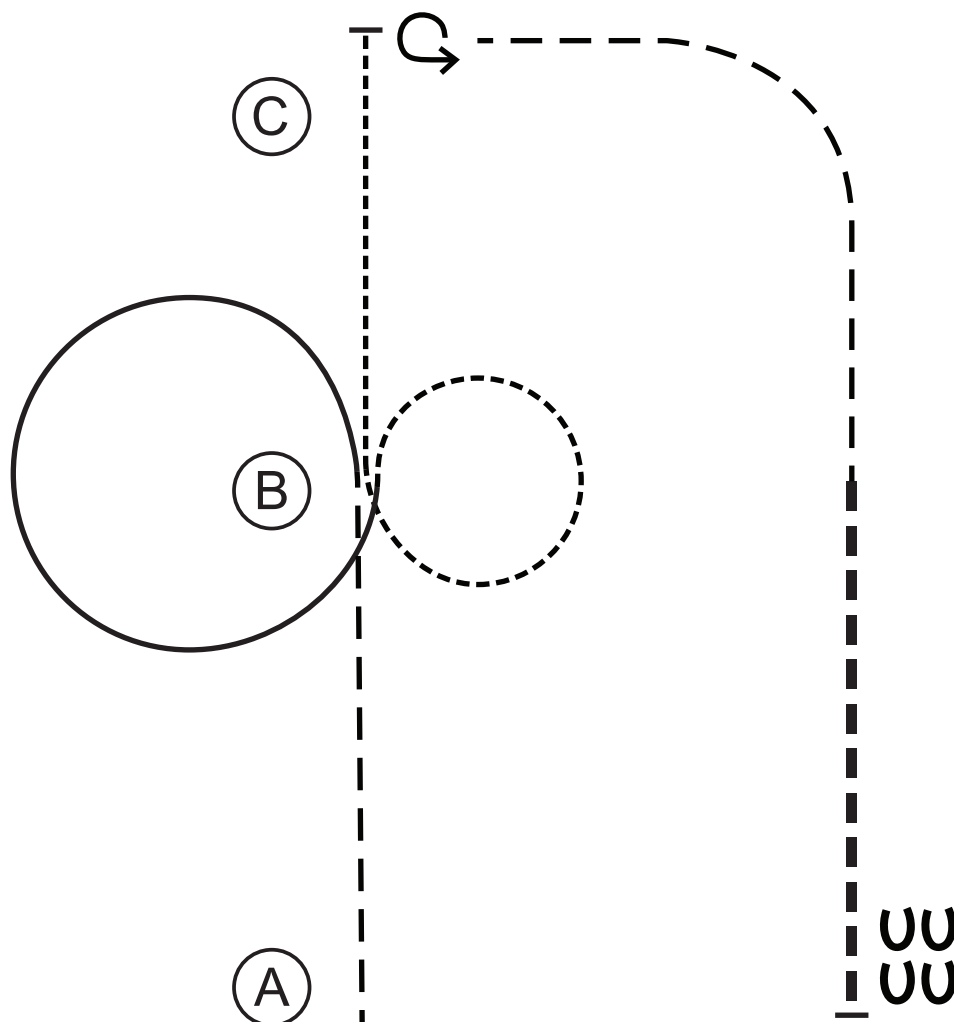
MARKER A

WESTERN HORSEMANSHIP

AMATEUR L1 + YOUTH

104

107



Be ready at A

1. Jog to B
2. Lope circle left lead
3. Walk a small right circle and walk to and past C
4. Stop and turn 270° to the left
5. Jog until even with B
6. Extended jog until even with A
7. Stop and back up two horselengths. Walk to exit

WALK -----

JOG - - - - -

EXTENDED JOG - - - - -

LOPE _____

BACK UP

TURN

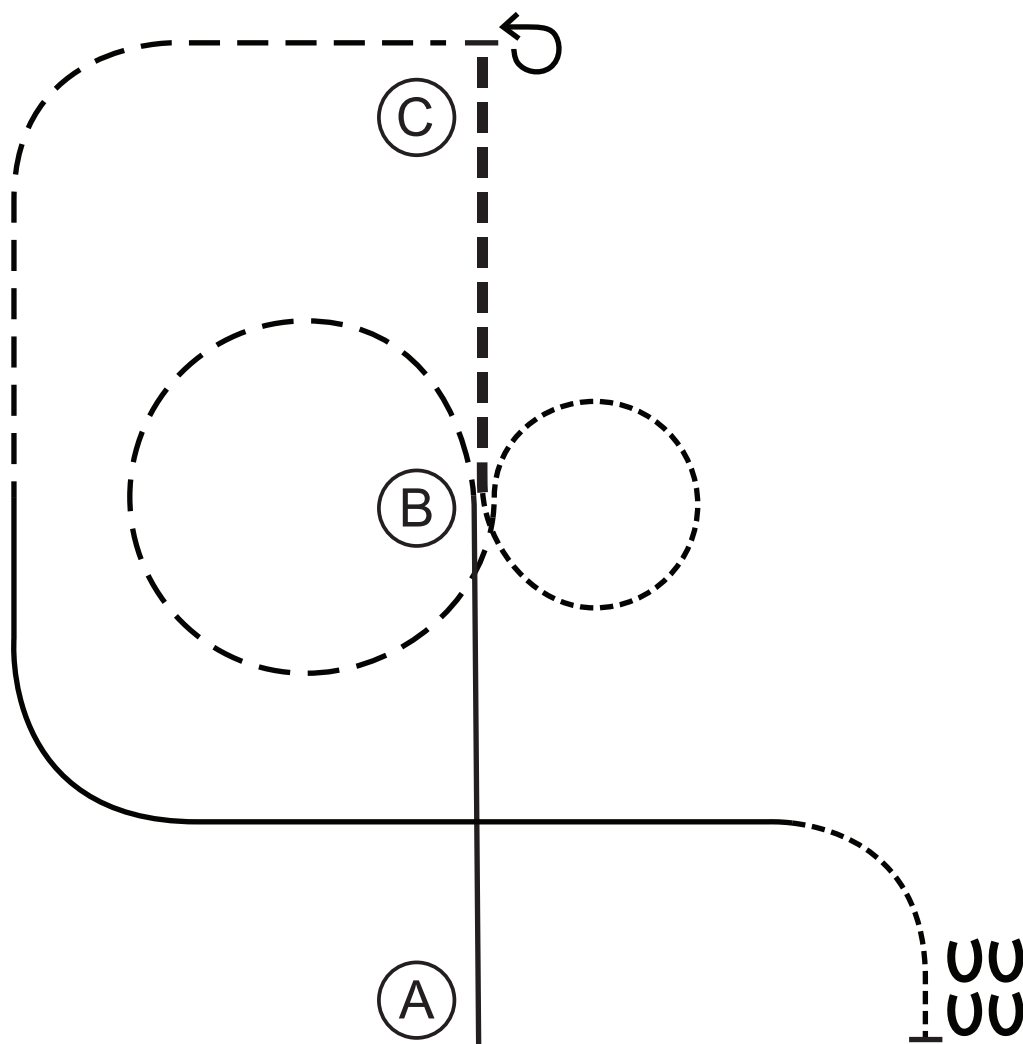
MARKER

WESTERN HORSEMANSHIP

AMATEUR + OPEN

105

106



Be ready at A

1. Lope right lead to B
2. Jog left circle
3. Walk a small right circle
4. Extended jog to and past C
5. Stop and turn 450° to the left
6. Jog as shown
7. When even with B, lope left lead
8. Break to walk, walk until even with A, stop and back up two horselengths.

Walk out

WALK -----

JOG - - - - -

EXTENDED JOG - - - - -

LOPE —————

BACK UP

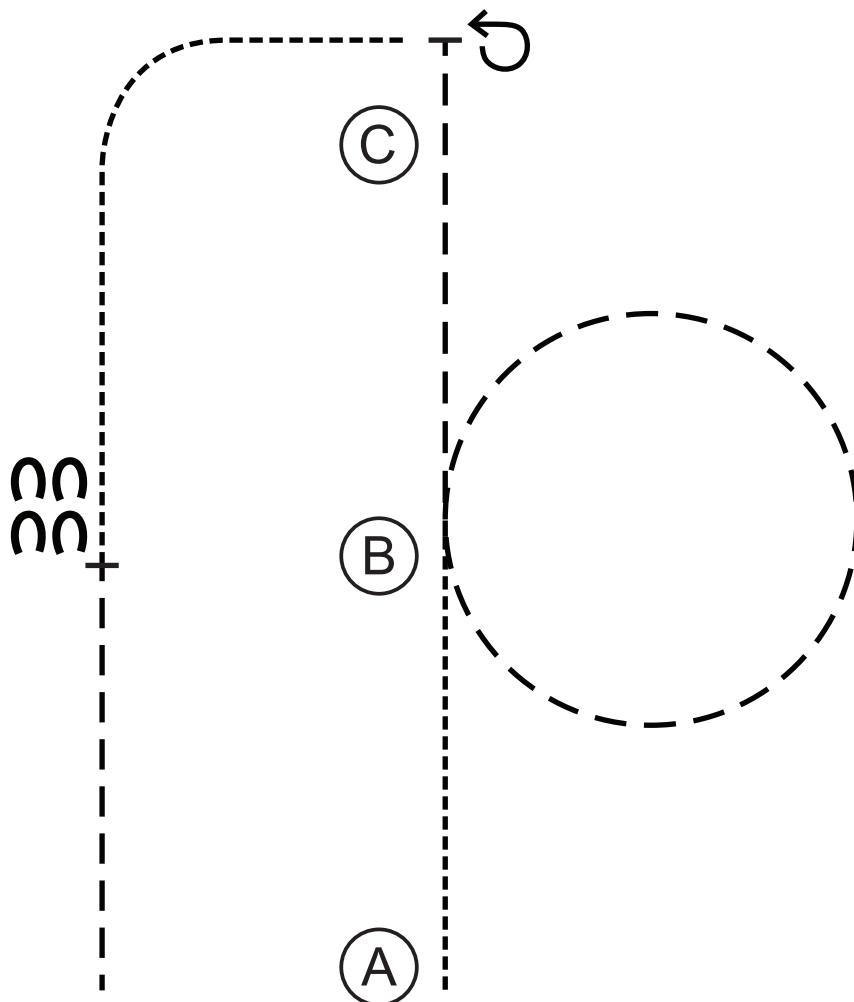
TURN

MARKER

WESTERN HORSEMANSHIP

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

177
178¹⁷⁹



Be ready at A

1. Walk to B
2. Jog a right circle and jog to and past C
3. Stop, turn 270° to the right
4. Walk as shown
5. When even with B, stop and back up one horselength
6. Jog to exit

WALK -----

JOG - - - - -

EXTENDED JOG - - - - -

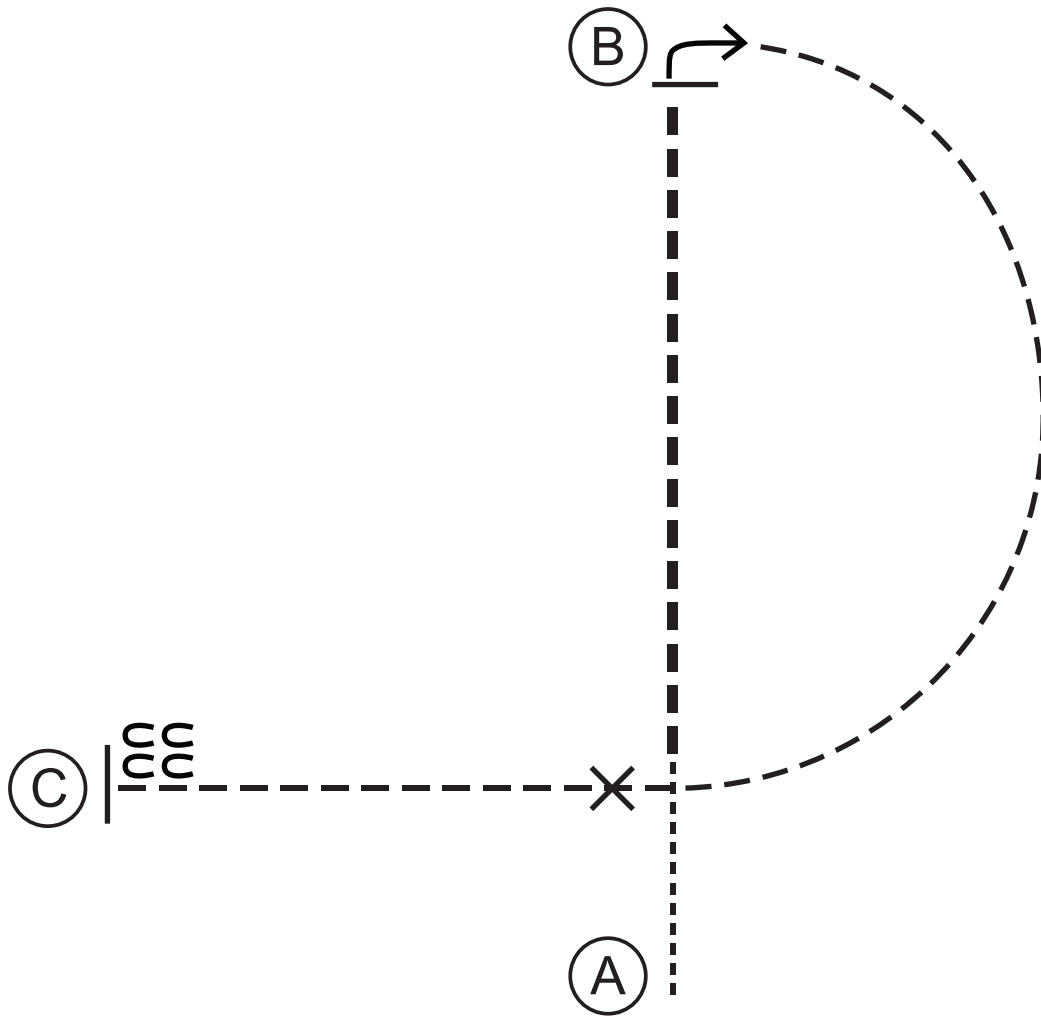
LOPE _____

BACK UP

TURN

MARKER

HUNT SEAT EQUITATION

$$\begin{matrix} 130 \\ 131 \end{matrix} 132$$


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 horselength
- Walk to exit

WALK

POSTING TROT — — —

SITTING TROT ■ ■ ■ ■

TWO POINT POSITION

CANTER _____

HAND GALLOP

BACK UP 

TURN 

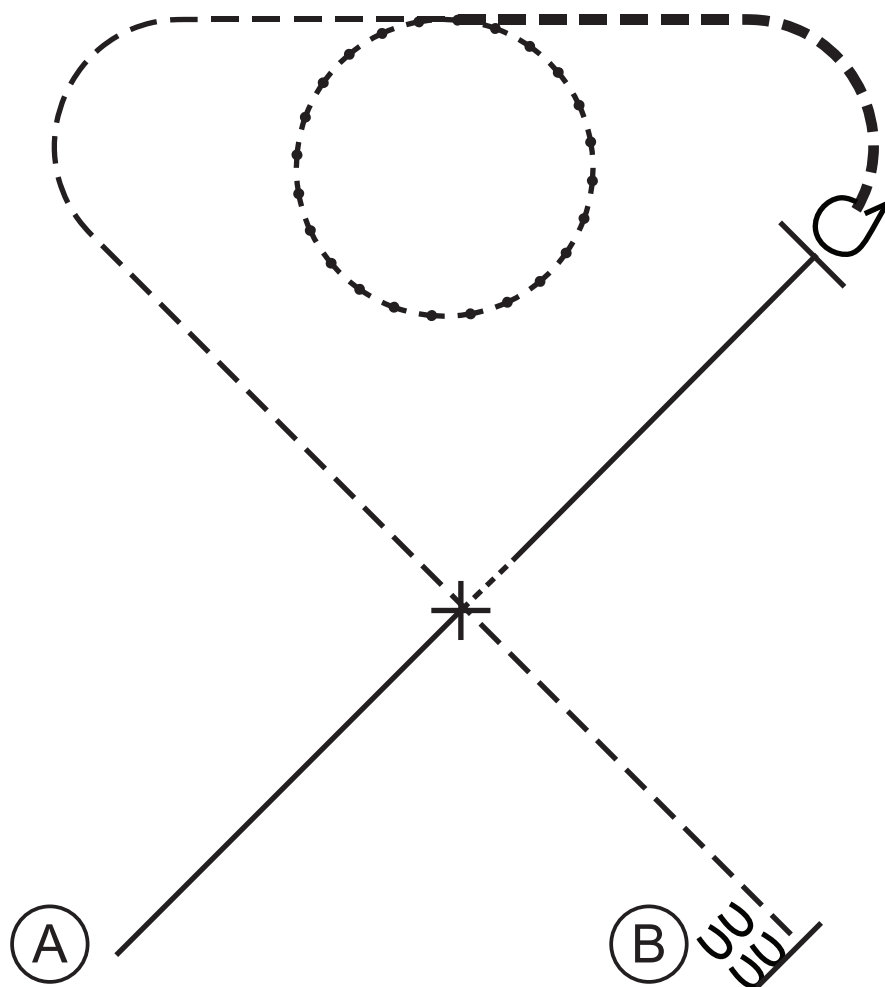
MARKER

HUNT SEAT EQUITATION

AMATEUR + ALLBREED OPEN

133

135



Be ready at A

1. Right lead canter
 2. Break to a walk, 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 u u u u

TURN 

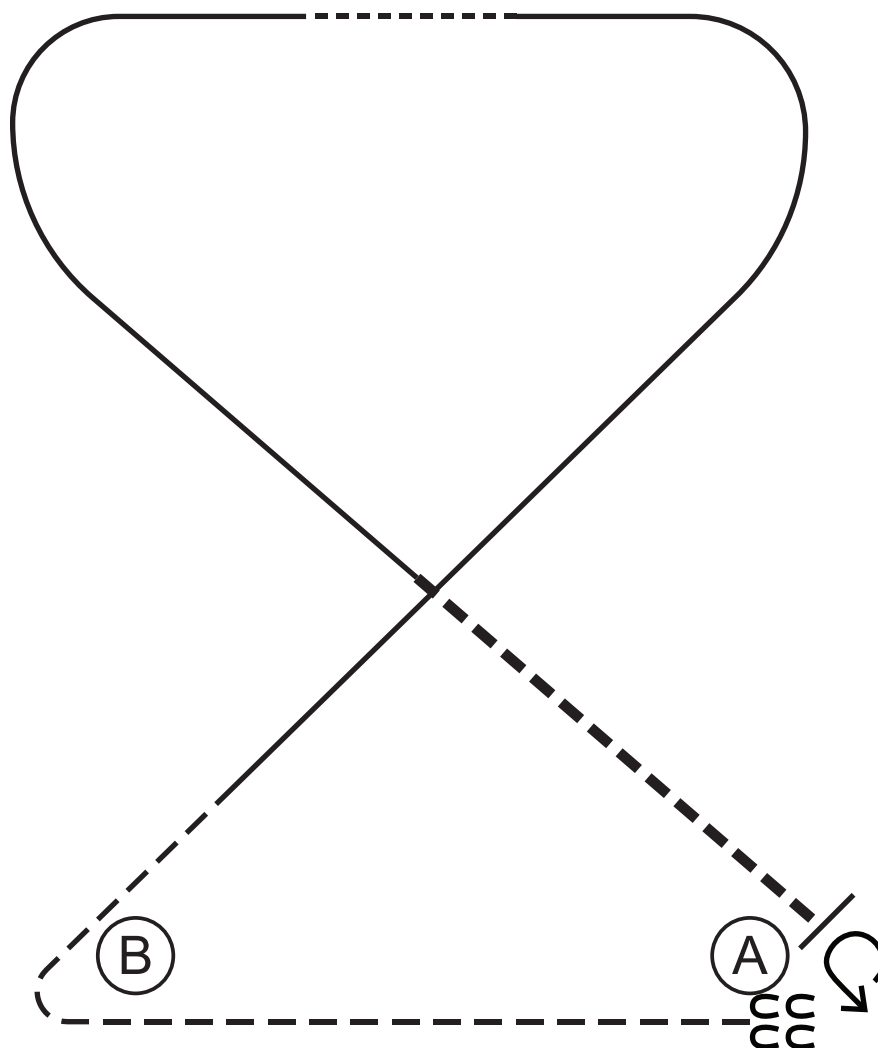
MARKER 

HUNT SEAT EQUITATION

YOUTH + L1 AMATEUR

134

136



Be ready at A

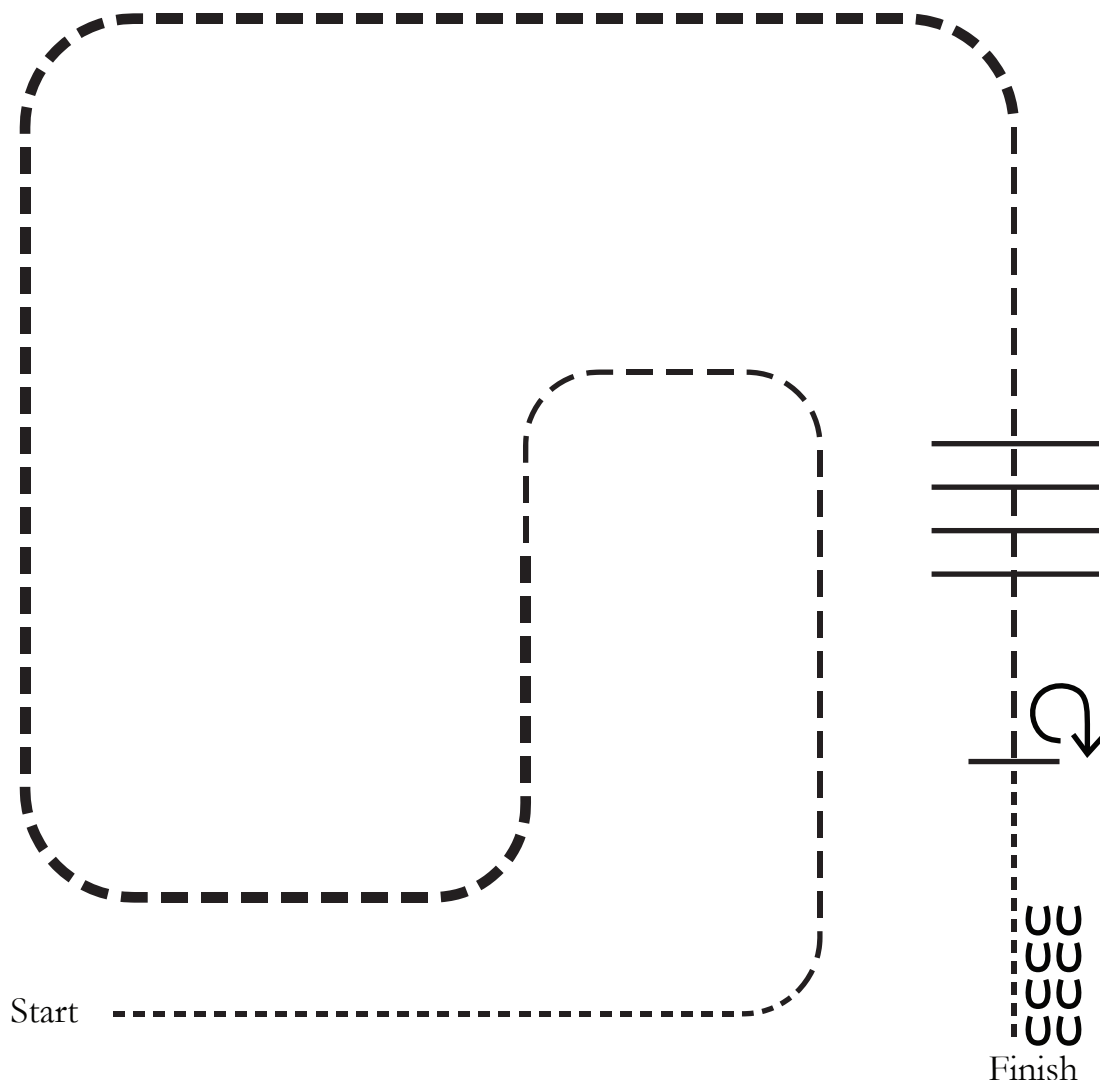
1. Back up 1 horselength
 2. Posting trot, left diagonal
 3. Left lead canter
 4. Change leads through a walk
 5. Continue on right lead canter
 6. Break to a sitting trot
 7. Stop at A and perform a 360° turn on the forehand to the left
- Walk to exit

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

RANCH RIDING

ALLBREED BEGYNDER/GREEN

98



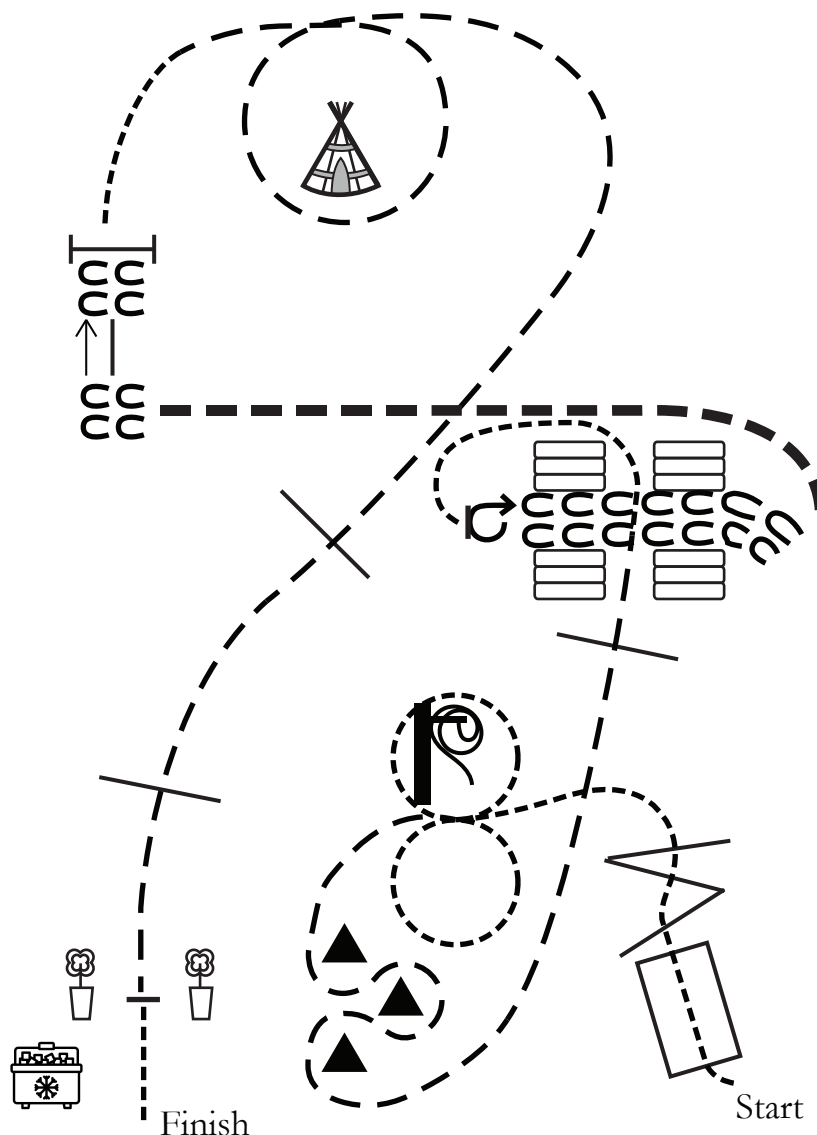
1. Walk
2. Trot
3. Extended trot
4. Trot poles
5. Stop and perform a 360° turn to the right
6. Walk
7. Back up

WALK	
TROT	- - - -
EXTENDED TROT	- - - -
LOPE	
BACK UP	u u u u
TURN	360° turn symbol
MARKER	Ⓐ

RANCH TRAIL

BEGYNDER/GREEN

137



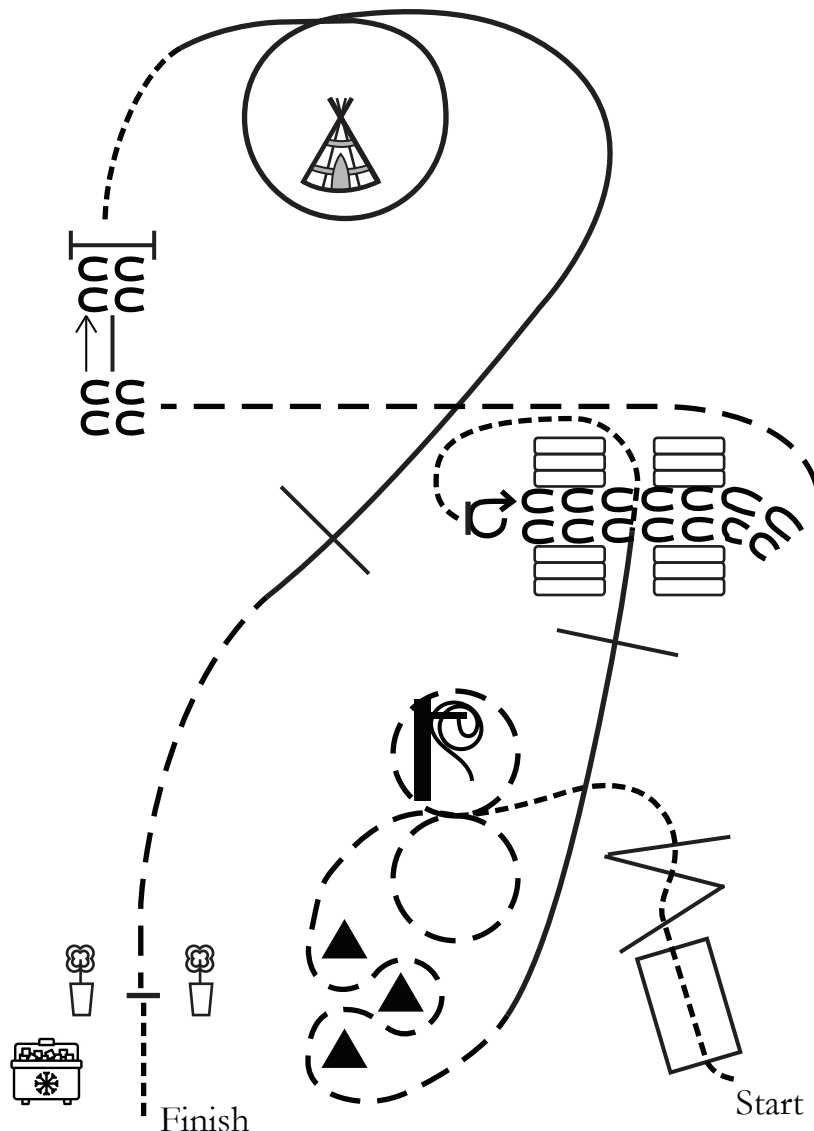
1. Walk bridge and poles
2. Carry a lasso in a figure 8
3. Trot serpentine as shown
4. Trot over pole and walk
5. Stop and turn one and a half time to the left
6. Back out of haybales and extended trot
7. Stop, side pass right, work gate right hand
8. Walk, then trot around tipi, trot over poles
9. Trot and stop inside bushes, ground tie, walk to cooler and take a drink, walk back and take horse and walk out

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

RANCH TRAIL

YOUTH, AMATEUR L1 + OPEN L1

139
140 142



1. Walk bridge and poles
2. Carry a lasso in a figure 8
3. Trot serpentine as shown
4. Lope left lead over pole and walk
5. Stop and turn one and a half time to the left
6. Back out of haybales and trot
7. Stop, side pass right, work gate right hand
8. Walk, then lope right lead around tipi, lope over pole
9. Trot and stop inside bushes, ground tie, walk to cooler and take a drink, walk back and take horse and walk out

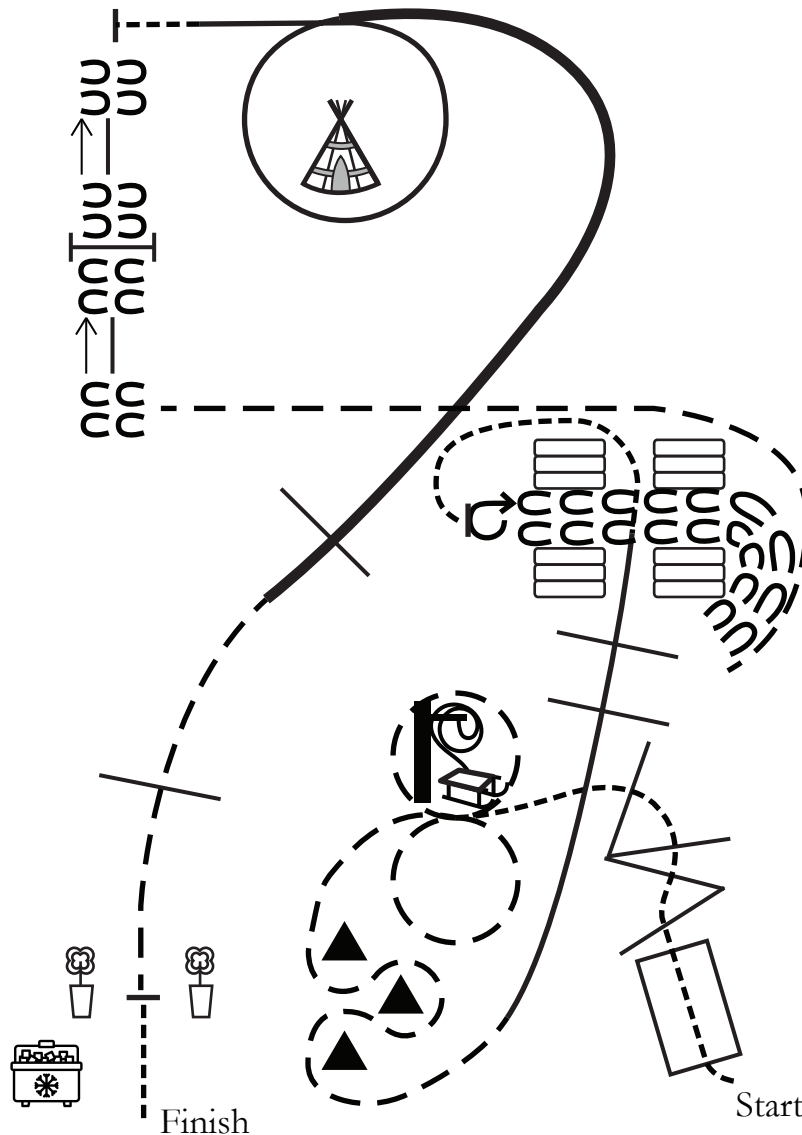
WALK	-----
TROT	- - - -
LOPE	————
EXTENDED LOPE	————
BACK UP	⤿⤿⤿⤿
TURN	↻
CONE	▲
SIDEPASS	→

RANCH TRAIL

AQHA OPEN + ALLBREED OPEN

138

144



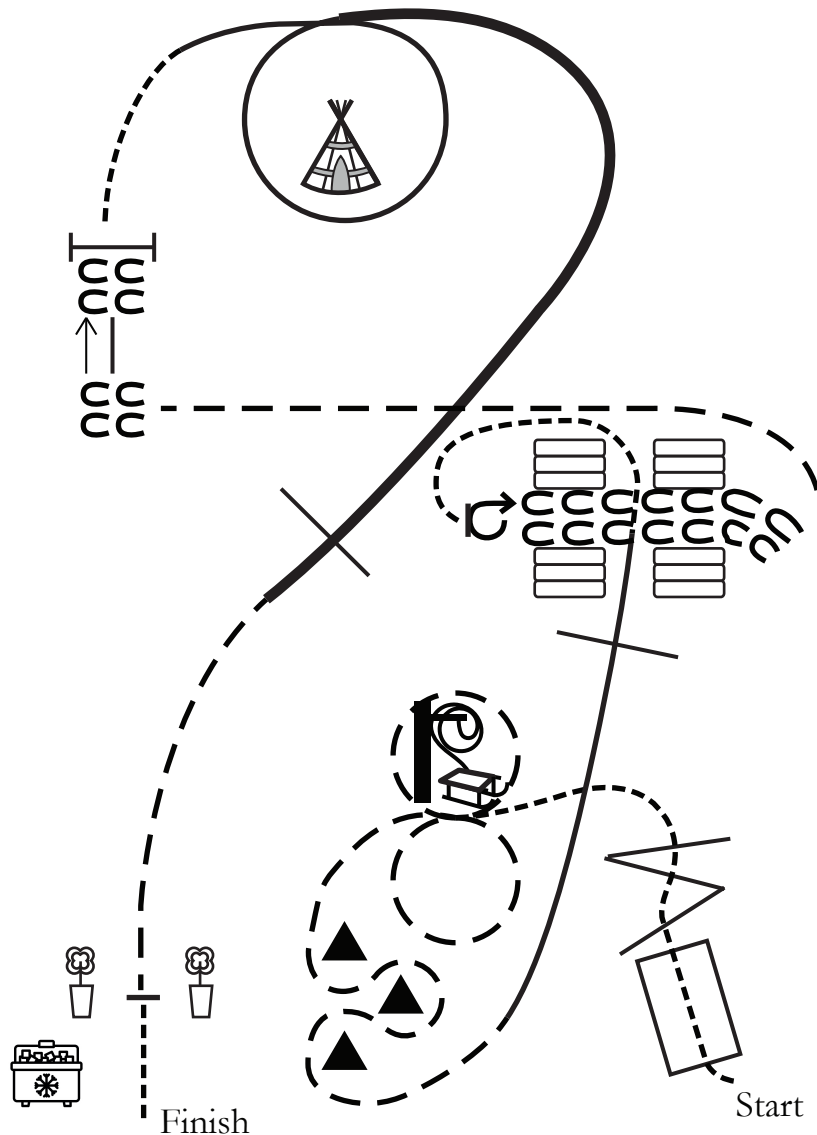
1. Walk bridge and poles
2. Drag log in a figure 8
3. Trot serpentine as shown
4. Lope left lead over poles and walk
5. Stop and turn one and a half time to the left
6. Back around haybales and trot
7. Stop, side pass right, work gate right hand, side pass left
8. Walk, then lope right lead around tipi, extended lope over pole
9. Trot over pole, stop, ground tie, walk to cooler and take a drink, walk back and take horse and walk out

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

RANCH TRAIL

AMATEUR

141



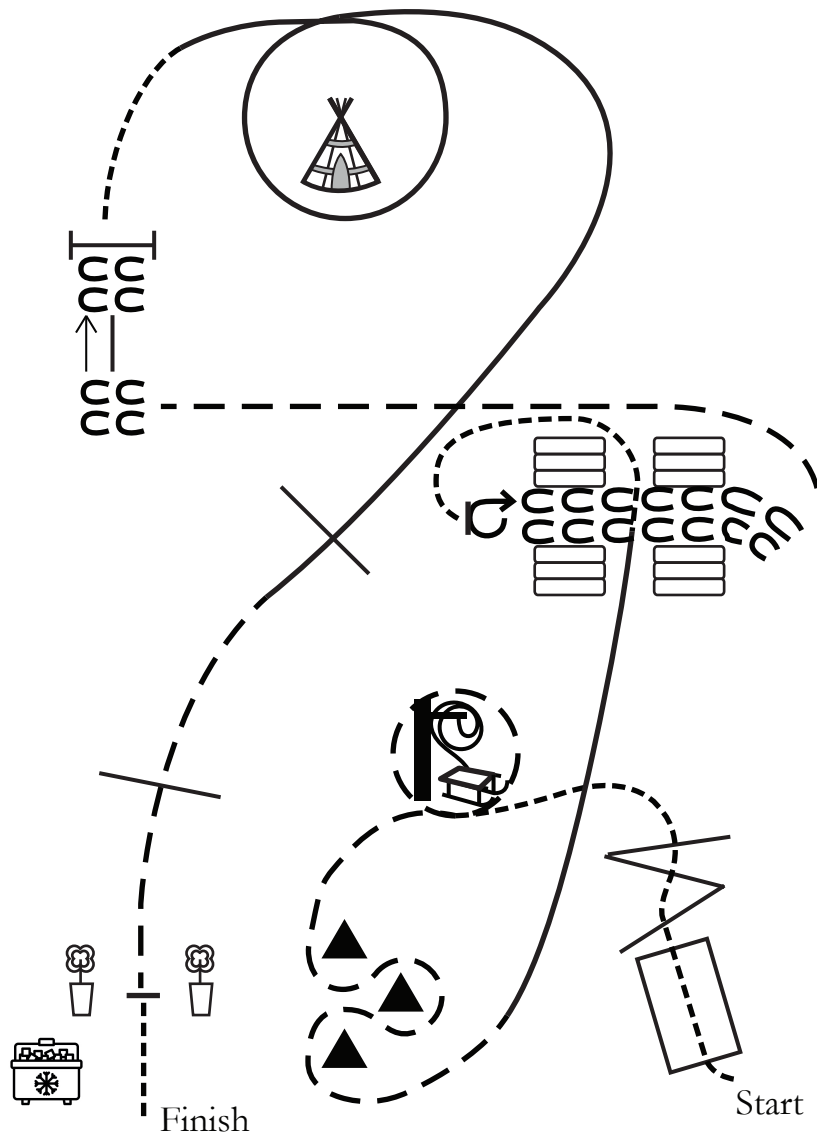
1. Walk bridge and poles
2. Drag log in a figure 8
3. Trot serpentine as shown
4. Lope left lead over pole and walk
5. Stop and turn one and a half time to the left
6. Back out of haybales and trot
7. Stop, side pass right, work gate right hand
8. Walk, then lope right lead around tipi, extended lope over pole
9. Trot and stop inside bushes, ground tie, walk to cooler and take a drink, walk back and take horse and walk out

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

RANCH TRAIL

FUTURITY

143

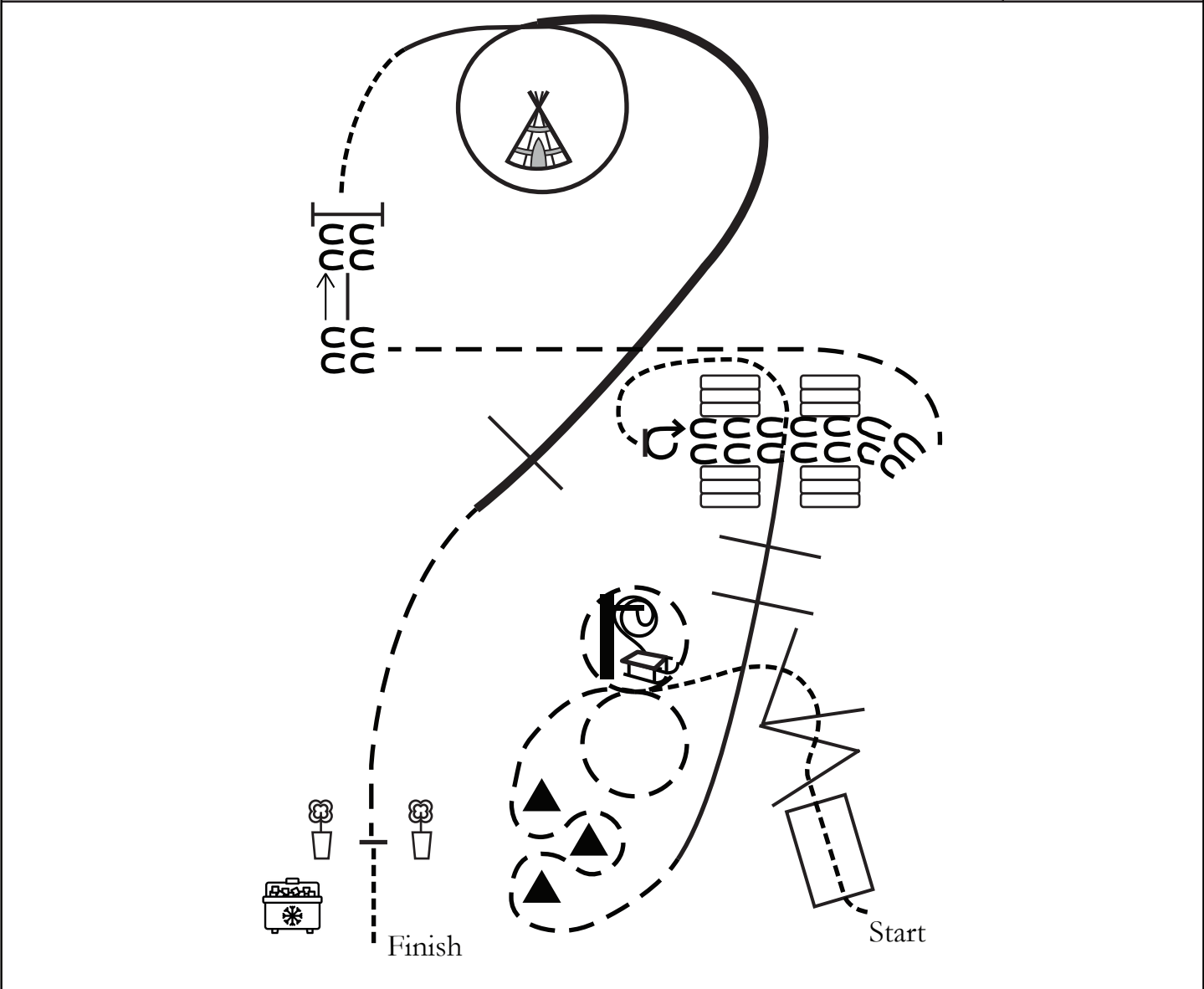


1. Walk bridge and poles
2. Drag log
3. Trot serpentine as shown
4. Lope left lead and walk
5. Stop and turn one and a half time to the left
6. Back out of haybales and trot
7. Stop, side pass right, work gate right hand
8. Walk, then lope right lead around tipi, lope over pole
9. Trot over pole and stop inside bushes, ground tie, walk to cooler and take a drink, walk back and take horse and walk out

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

RANCH TRAIL MATURITY	145
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145



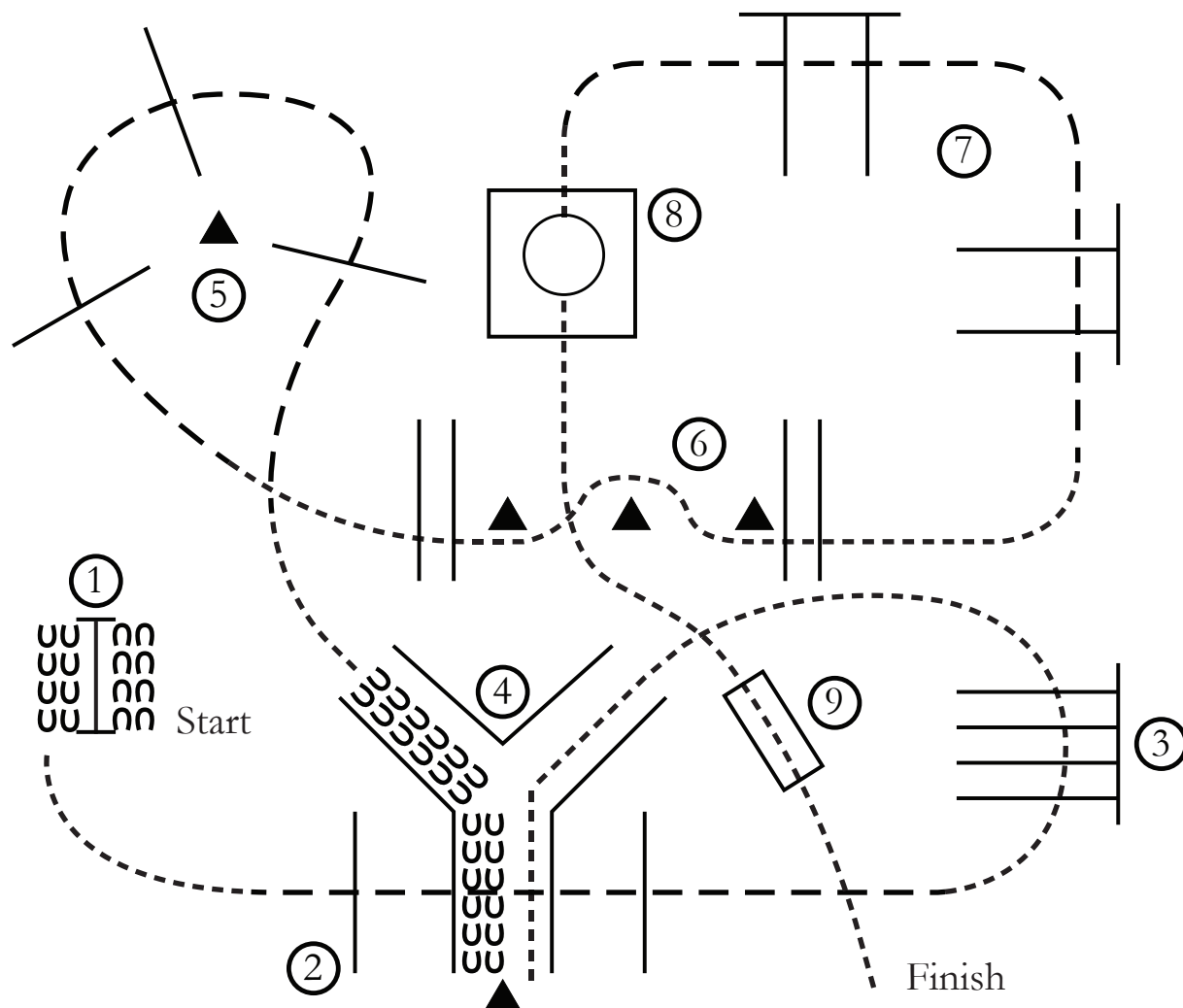
1. Walk bridge and poles
2. Drag log in a figure 8
3. Trot serpentine as shown
4. Lope left lead over poles and walk
5. Stop and turn one and a half time to the left
6. Back out of haybales and trot
7. Stop, side pass right, work gate right hand
8. Walk, then lope right lead around tipi, extended lope over pole
9. Trot and stop inside bushes, ground tie, walk to cooler and take a drink, walk back and take horse and walk out

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

TRAIL IN HAND

ALL IN HAND CLASSES

156 158
157 159



Be ready at the gate

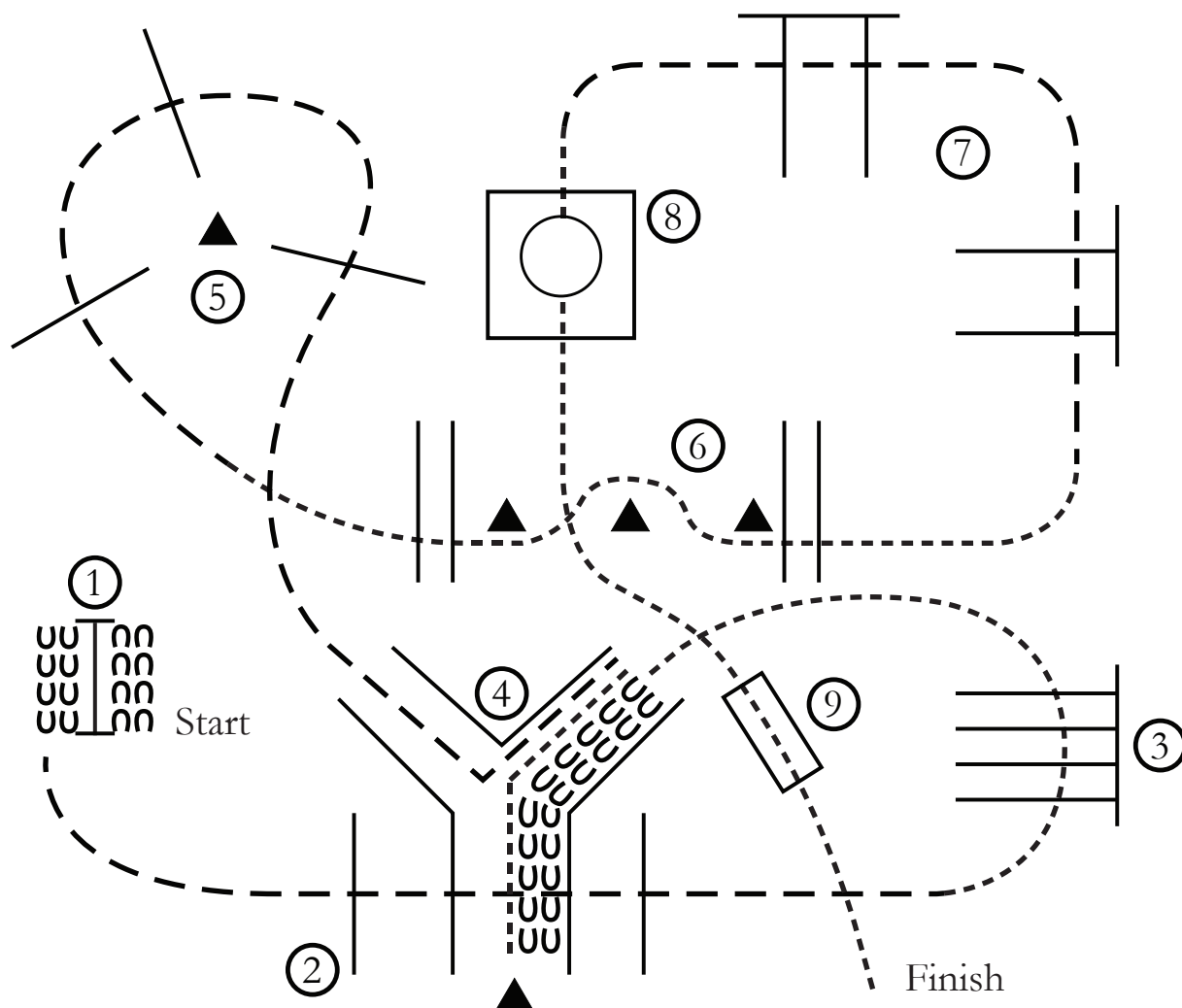
1. Work gate left hand, walk away from gate
2. Jog poles
3. Walk poles and into chute
4. Back chute and walk away
5. Jog poles as shown
6. Walk over poles and through cones as shown
7. Jog poles
8. Walk into box, turn 360° either direction
9. Walk to bridge, over bridge and to finish

WALK	-----
JOG	- . - . - .
LOPE	—————
EXTENDED LOPE	—————
BACK UP	~~~~~
TURN	○
CONE	▲
SIDEPASS	→

TRAIL

ALL WALK & TROT CLASSES

160
161 162



Be ready at the gate

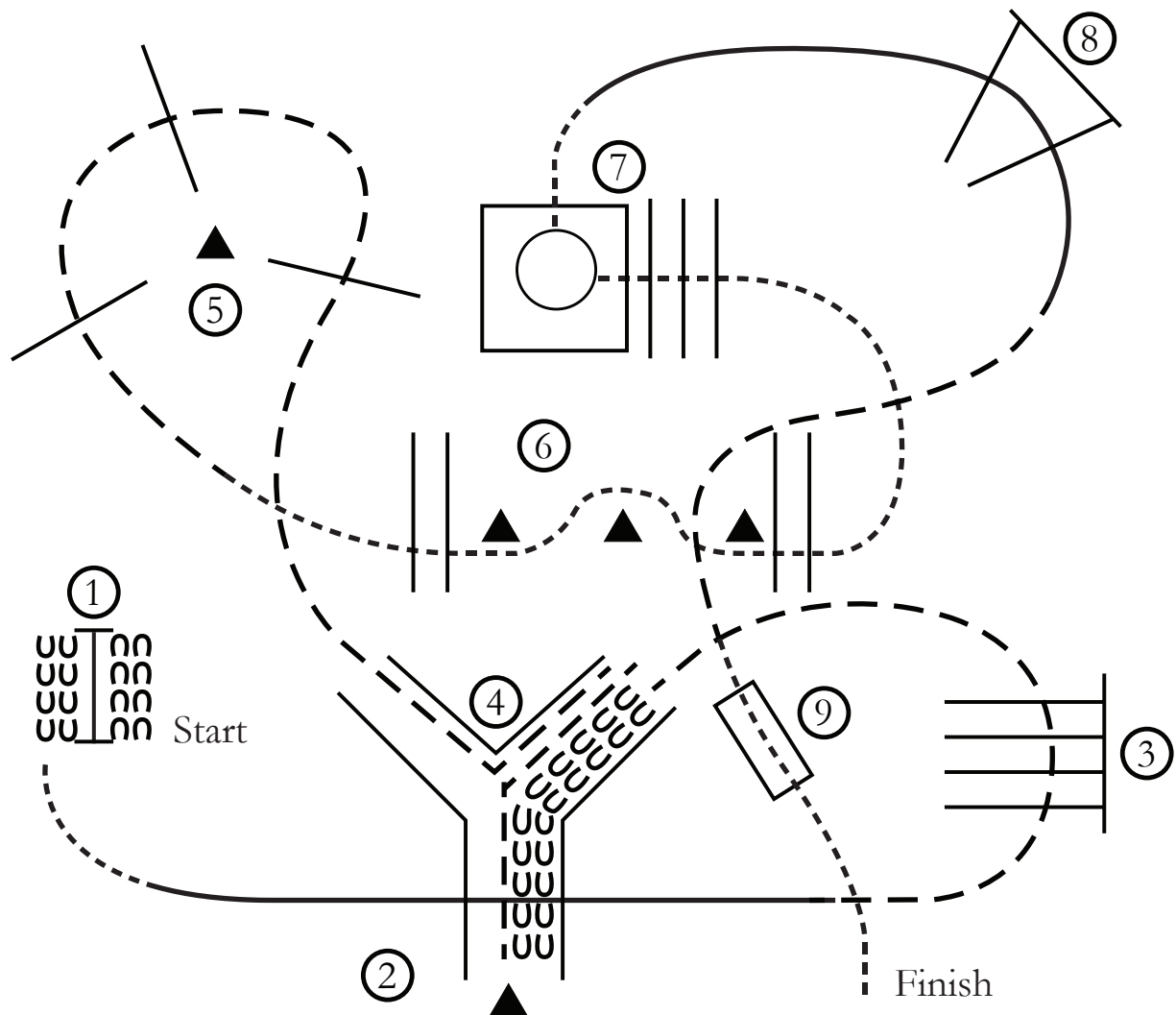
1. Work gate left hand
2. Jog poles
3. Walk poles and into chute
4. Back chute
5. Jog poles
6. Walk over poles and through cones
7. Jog poles
8. Walk into box, turn 360° either direction
9. Walk to bridge, over bridge and to finish

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

TRAIL

JUNIOR + FUTURITY + AMATEUR L1

163
164¹⁶⁵



Be ready at the gate

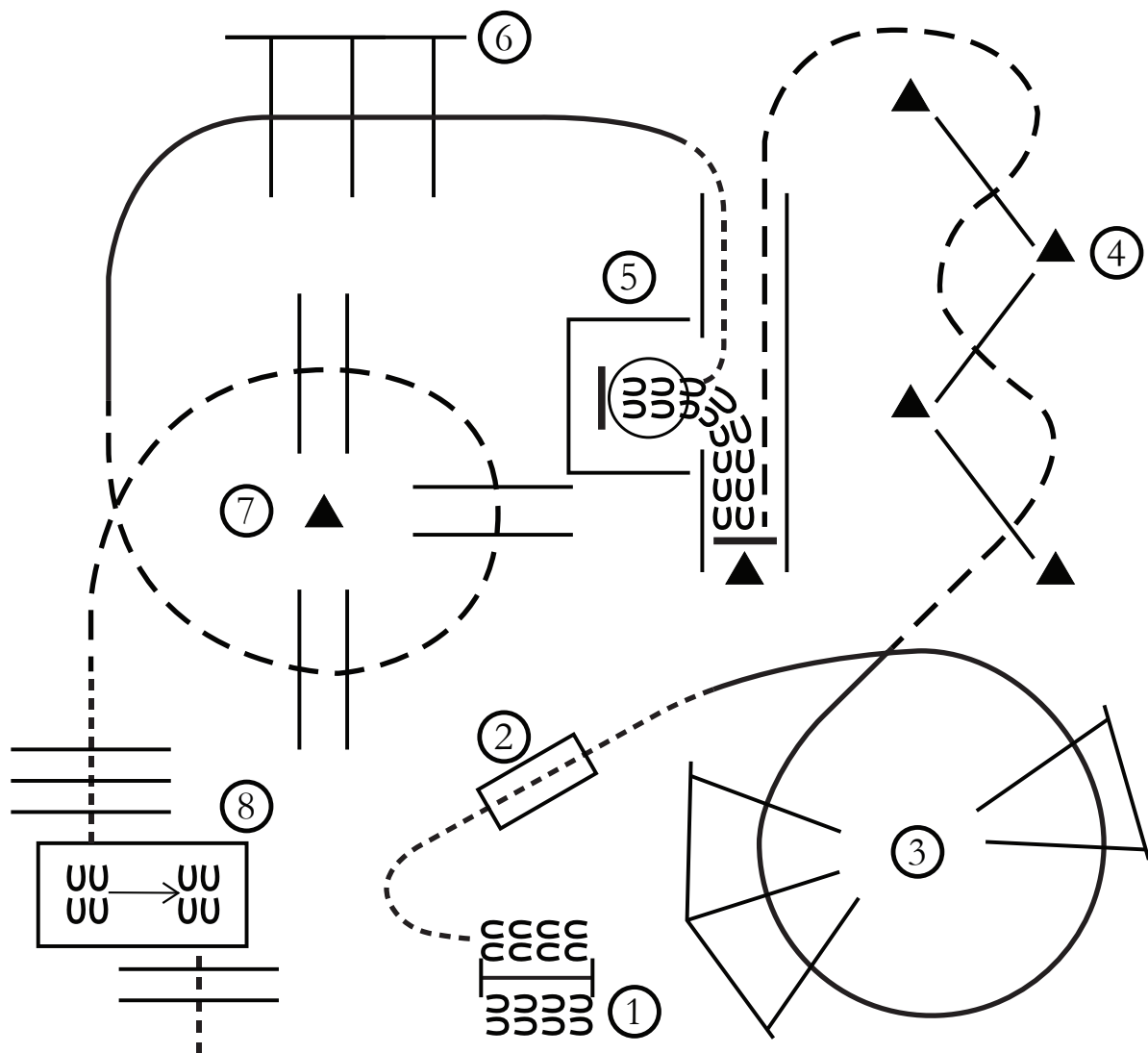
1. Work gate left hand, walk away from gate
2. Lope left lead over poles
3. Jog over poles and into chute
4. Back chute and jog out
5. Jog poles
6. Walk over poles and through cones
7. Walk over poles and into box, turn 1¼ to the right, walk out
8. Lope poles right lead
9. Jog to bridge, break to walk, walk bridge to finish

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

TRAIL

AQHA SENIOR + MATURITY + ALLBREED OPEN

183
185¹⁸⁸



Be ready at the gate

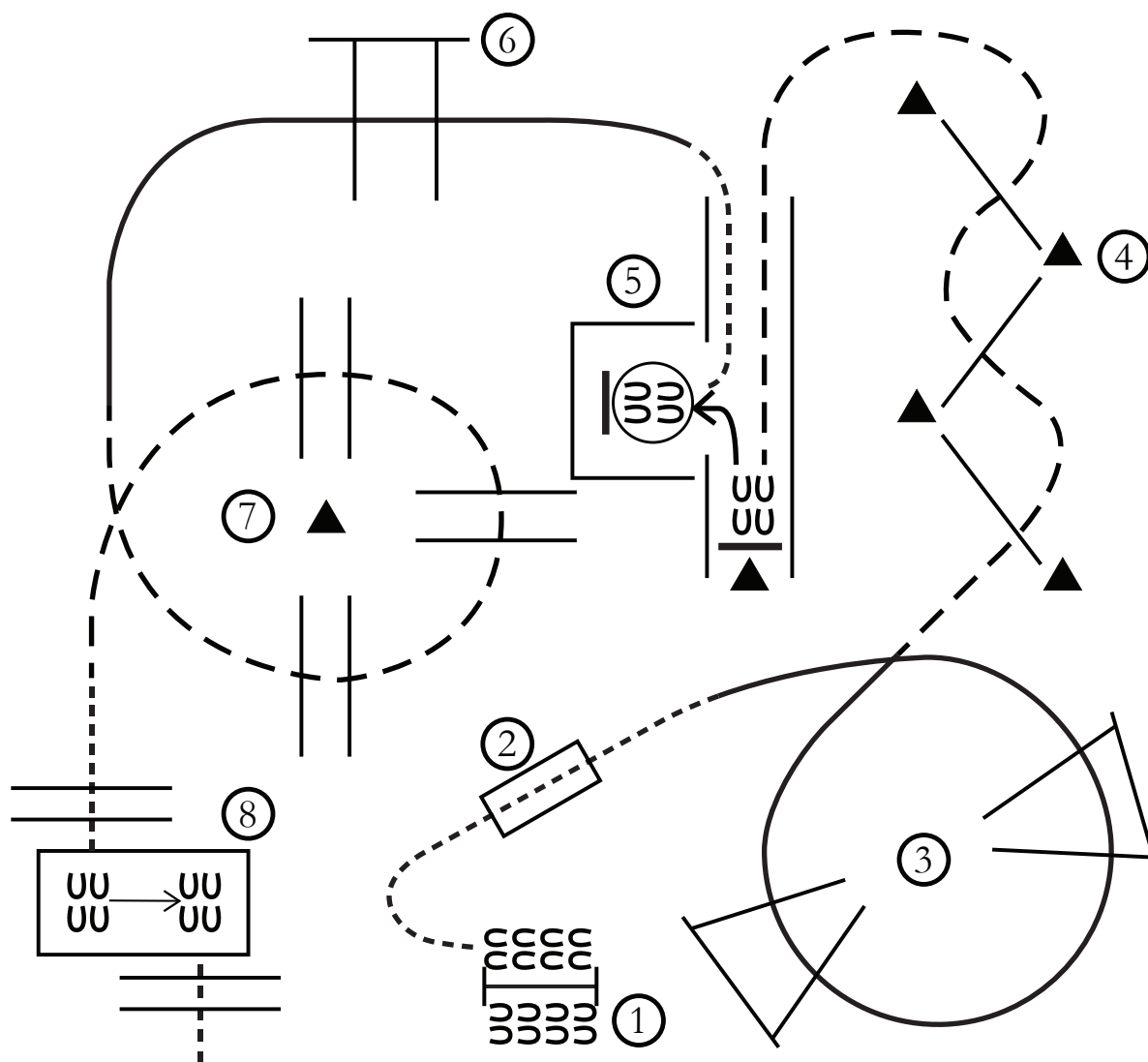
1. Work gate left hand
2. Walk over bridge
3. Lope right lead over poles
4. Jog poles as shown
5. Jog into chute, back up as shown, turn 360° either direction, walk out
6. Lope left lead over poles
7. Jog poles
8. Walk poles, stop in the box, sidepass left, walk out over poles, walk to finish

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

TRAIL

AQHA OPEN L1 + AQHA AMATEUR + YOUTH

184
186¹⁸⁷



Be ready at the gate

1. Work gate left hand
2. Walk over bridge
3. Lope right lead over poles
4. Jog poles as shown
5. Jog into chute, back up as shown, turn 360° either direction, walk out
6. Lope left lead over poles
7. Jog poles
8. Walk poles, stop in the box, sidepass left, walk out over poles, walk to finish

WALK	-----
JOG	- - - - -
LOPE	_____
EXTENDED LOPE	—————
BACK UP	CCCC
TURN	○
CONE	▲
SIDEPASS	→