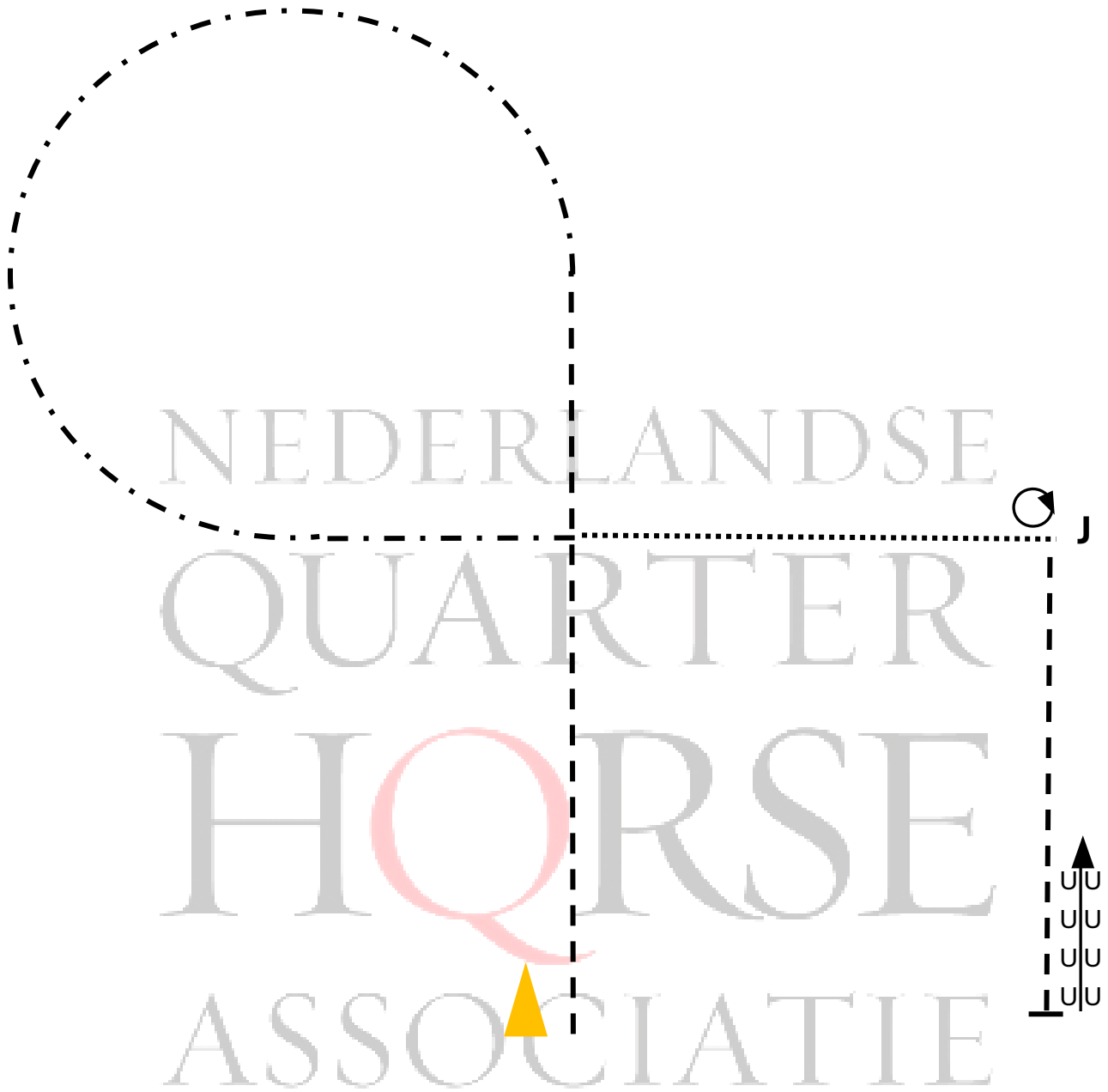


Dutch Championship 2024
Showmanship At Halter
NQHA All-breed

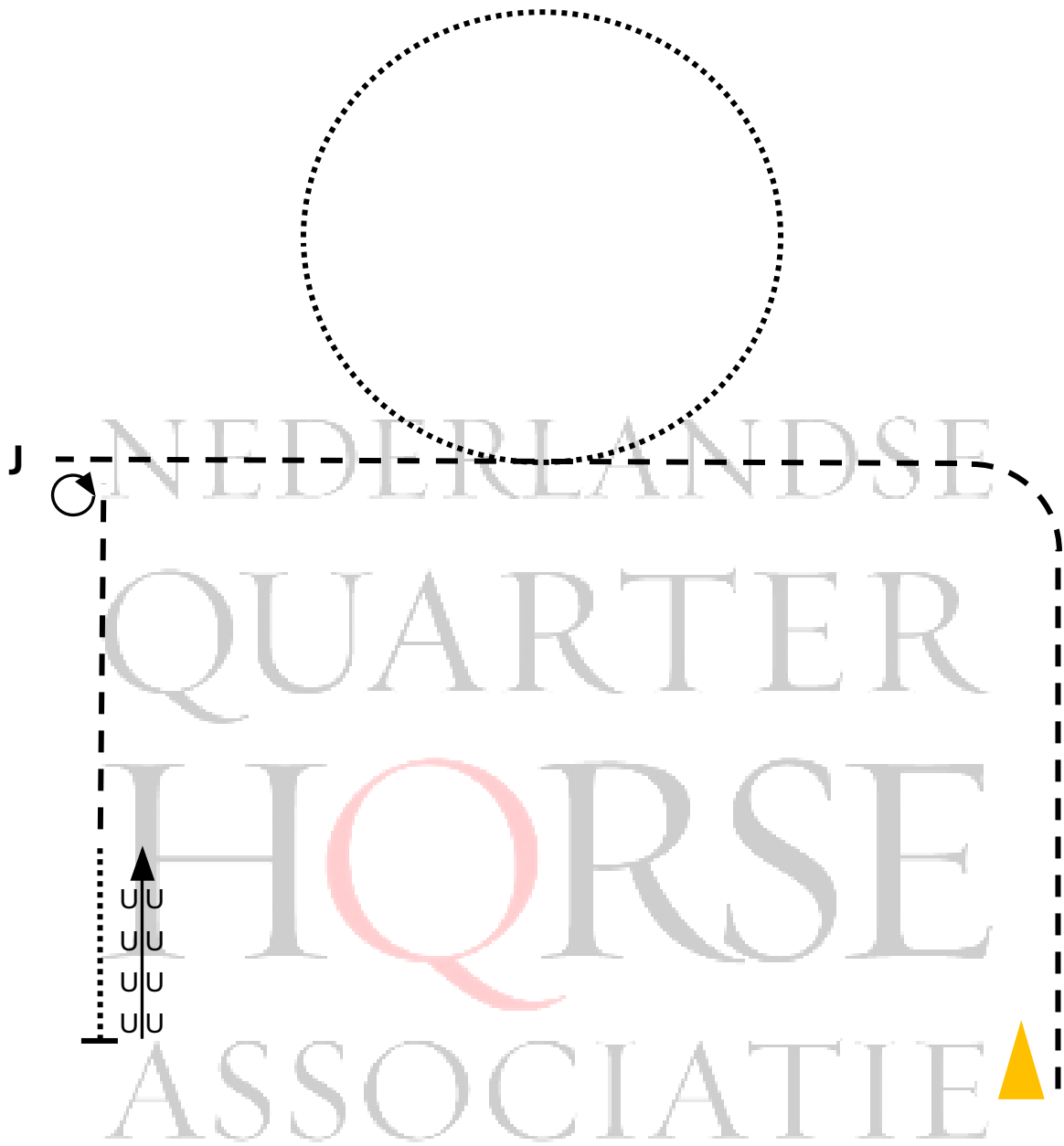


1. Trot
2. Extended Trot circle
3. Break halfway to walk, walk to judge
4. Stop, Inspection
5. When excused, turn 450°
6. Trot
7. Stop
8. Back-up

Dutch Championship 2024

Showmanship At Halter

L1/Novice Youth & L1/Novice Amateur

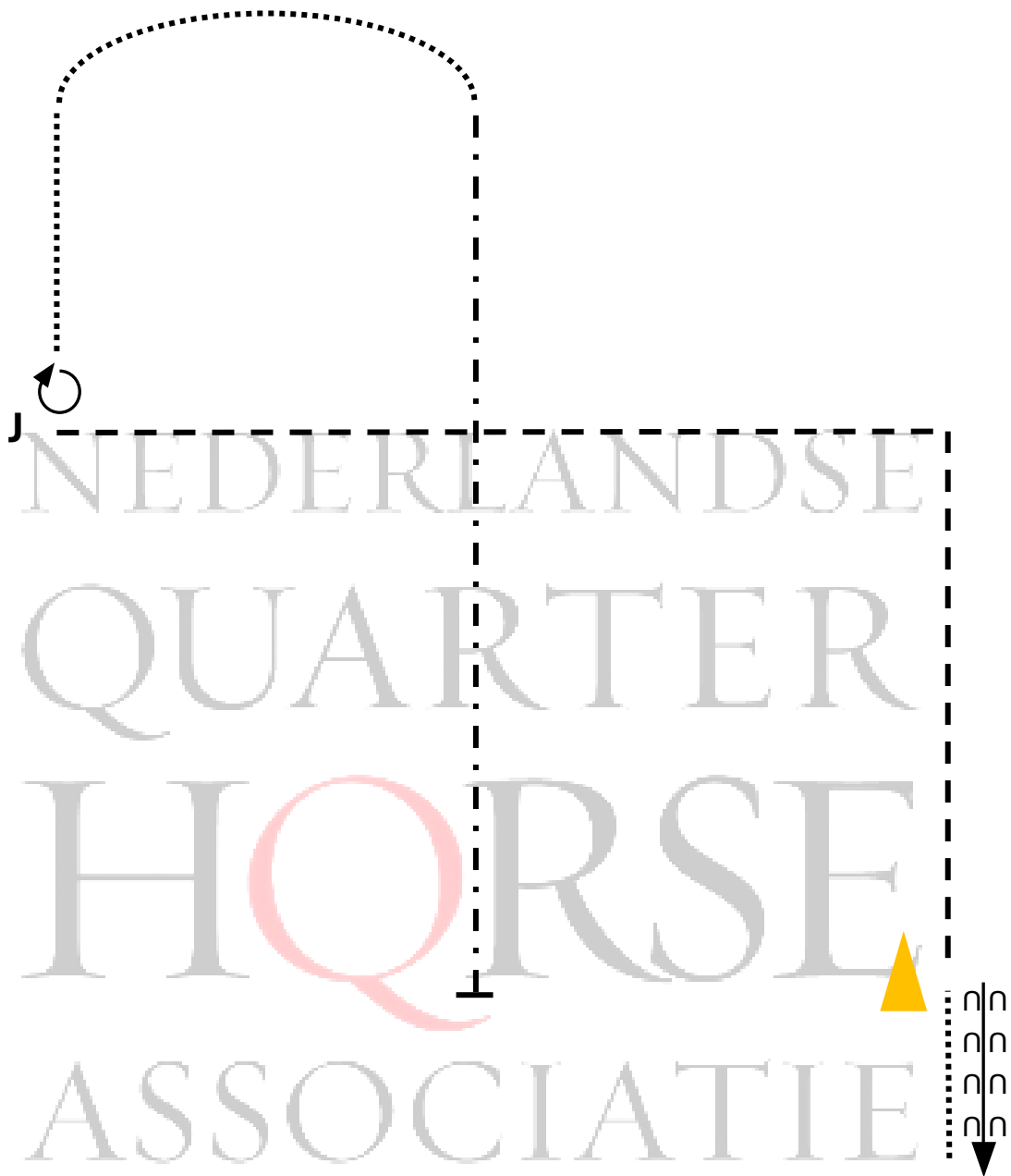


1. Trot, around corner
2. Halfway break to walk, walk circle to the right
3. Trot to Judge
4. Stop, Inspection
5. When excused, turn 270°
6. Trot
7. Break halfway back to walk, stop
8. Back-up

Dutch Championship 2024

Showmanship At Halter

Amateur/Select & Youth

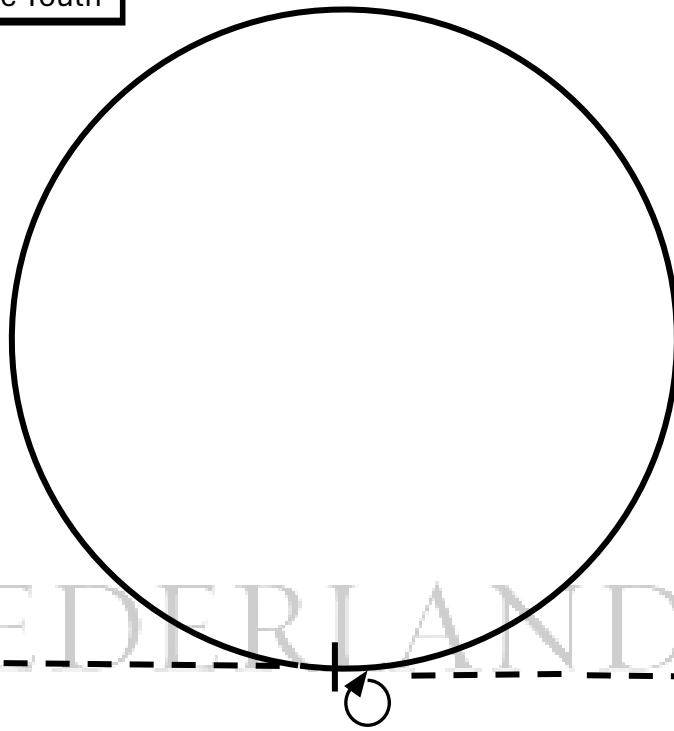


1. Back one horse length
2. Walk to A, trot square corner
3. Stop, set-up
4. Inspection
5. When excused, turn 45°
6. Walk, around corner
7. Extended trot
8. Stop

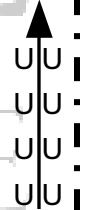
Dutch Championship 2024

Western Horsemanship

L1/Novice Amateur & L1/Novice Youth



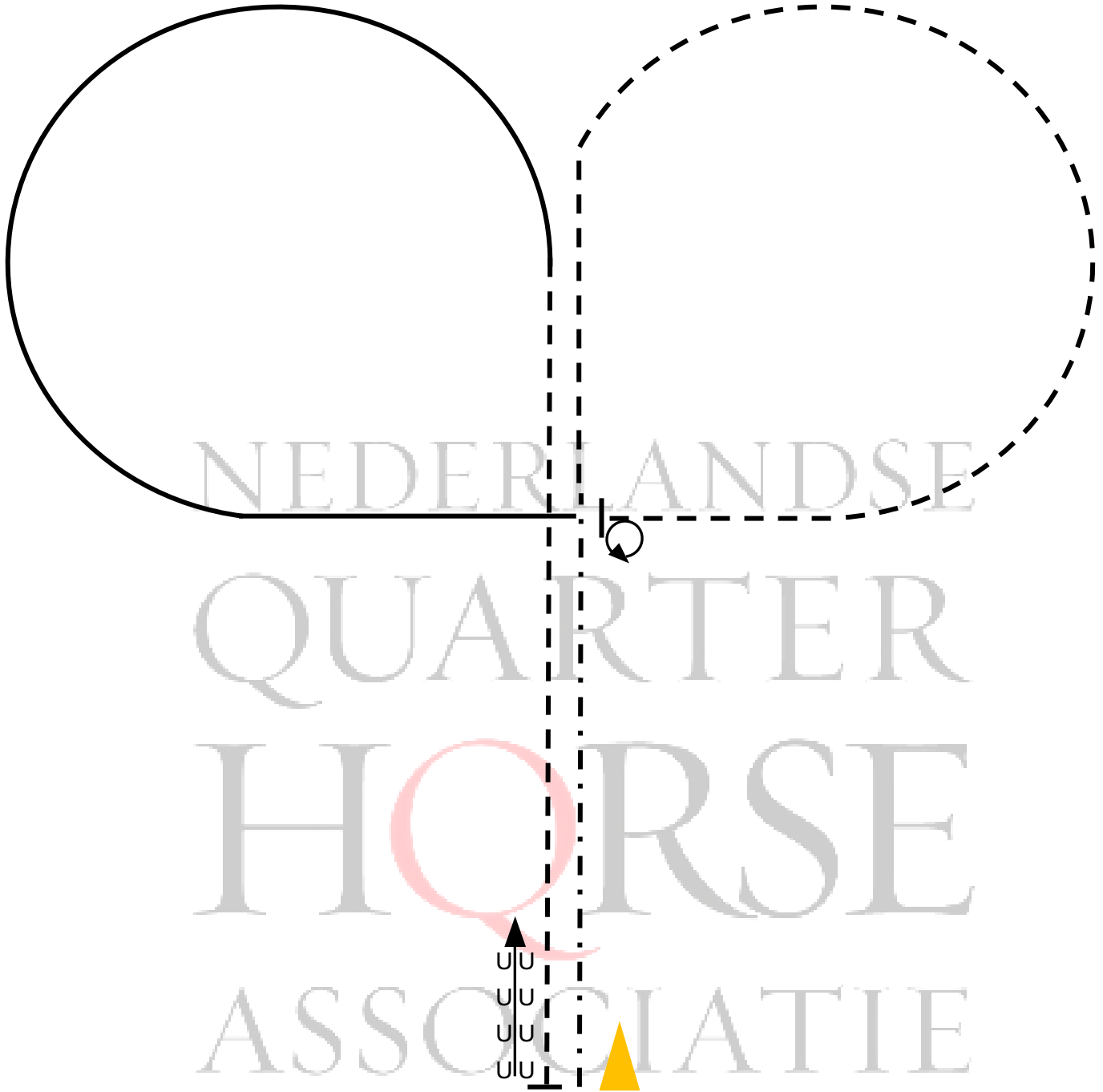
NEDERLANDSE
QUARTER
HORSE
ASSOCIATIE



1. Walk
2. Jog, around corner
3. Lope a circle to the left
4. Stop, turn 360° to the right
5. Jog, around corner
6. Extended Trot
7. Stop
8. Back up

Dutch Championship 2024

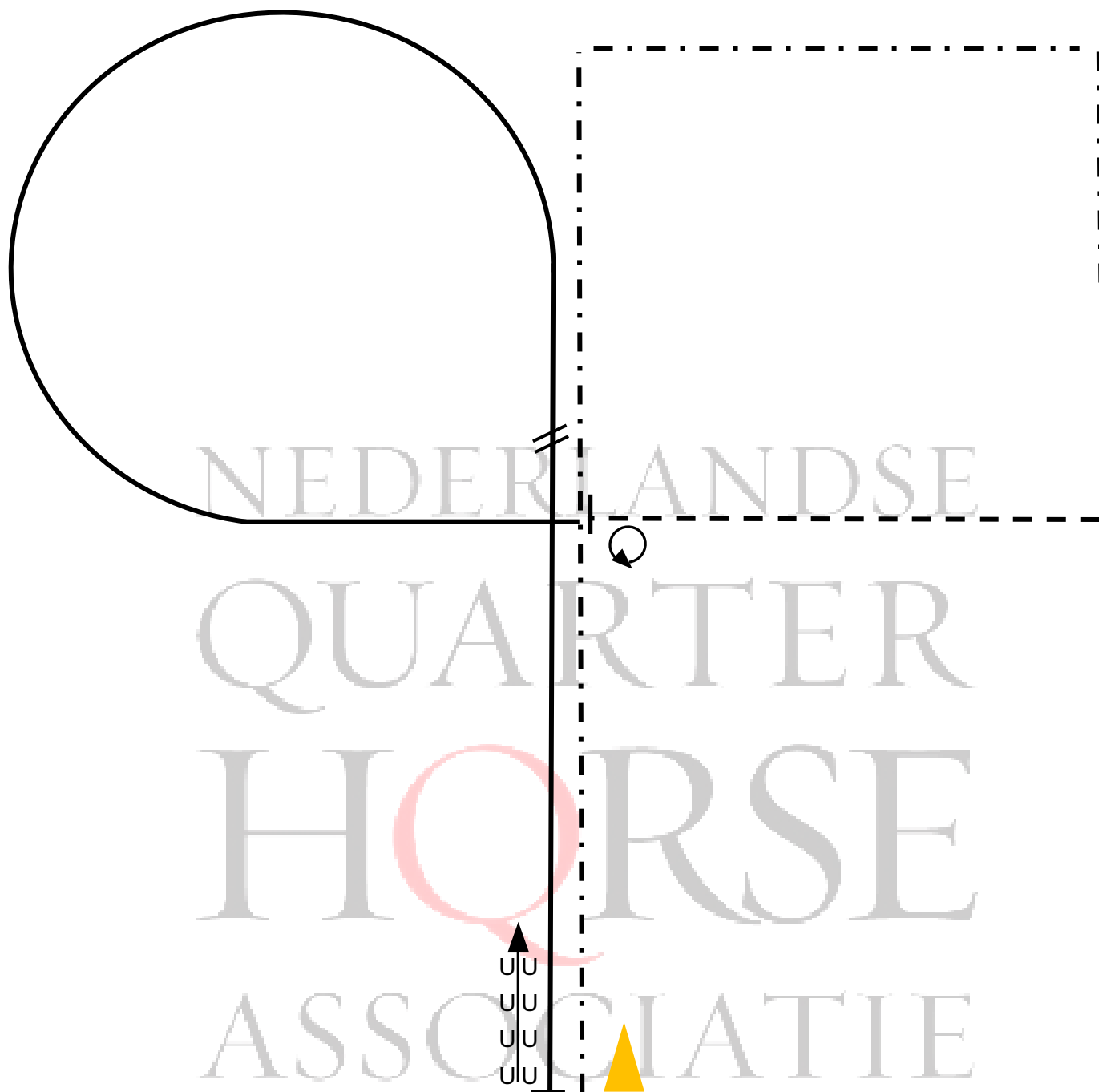
Western Horsemanship Youth & NQHA All-Breed



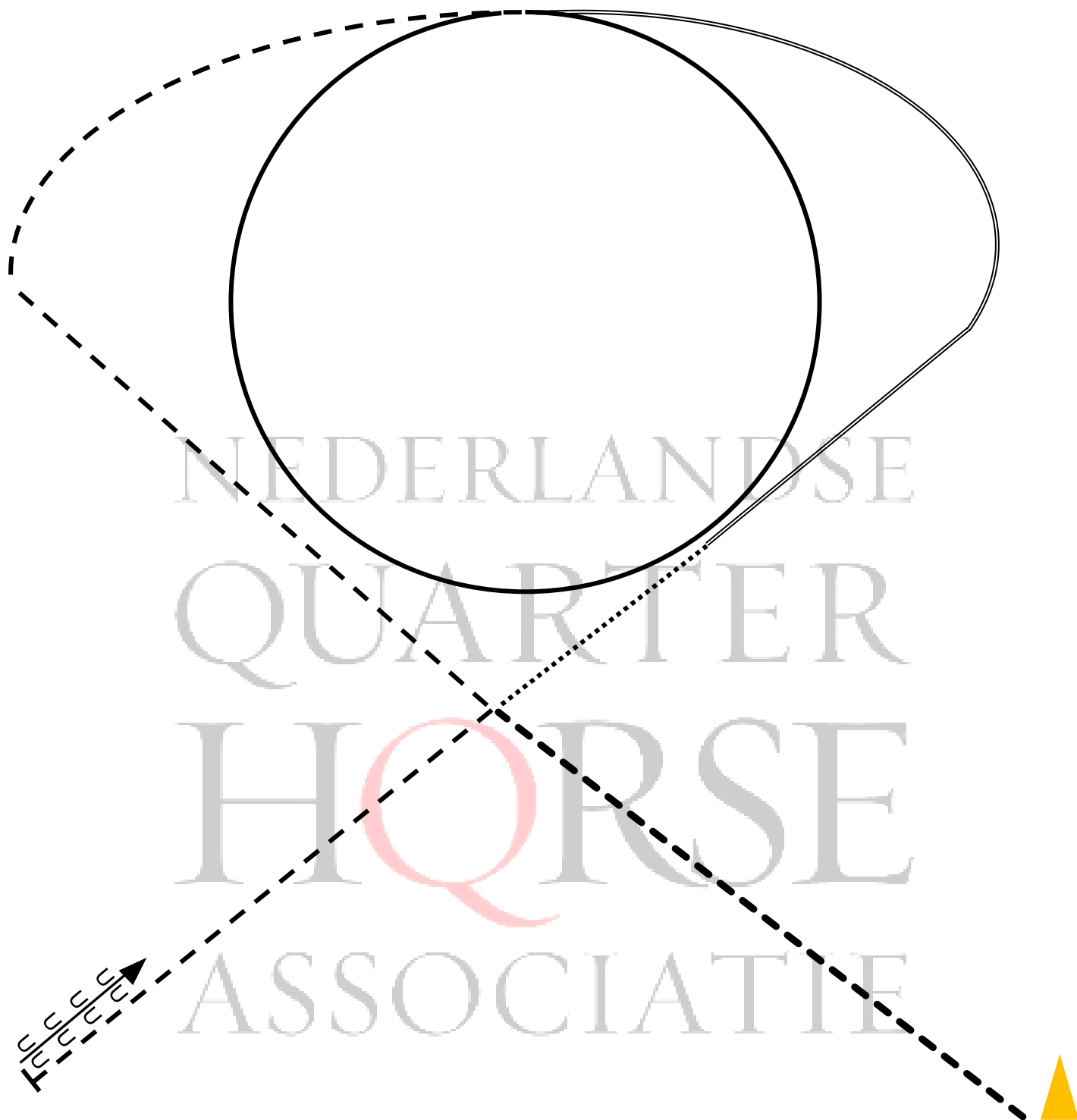
1. Extended Trot
2. Halfway back to jog
3. Jog circle to the right
4. Stop, turn 360° to the Left
5. Lope right lead, circle
6. Break to jog
7. Stop
8. Back up

Dutch Championship 2024

Western Horsemanship Amateur & Select



1. Extended Trot
2. Extended Trot around 2 square corners
3. Back to regular jog, square corner
4. Stop, turn 360° to the Left
5. Lope right lead, circle
6. Simple or flying leadchange
7. Stop
8. Back up

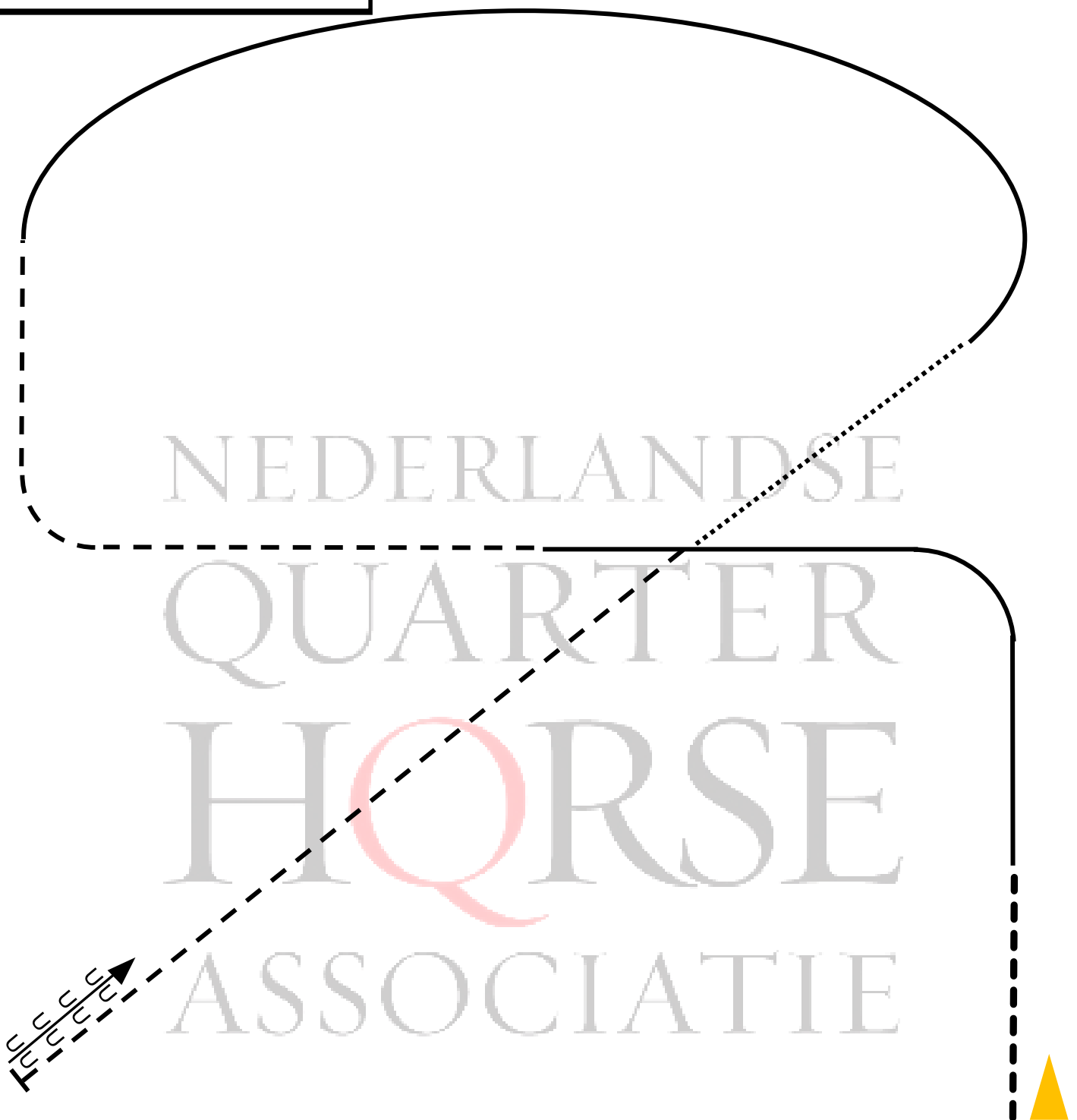


1. Sitting Trot
2. Posting trot, right diagonal
3. Canter right leas circle
4. Break to trot, two point position
5. Break to Walk
6. Trot left diagonal
7. Stop , Back up

Dutch Championship 2024

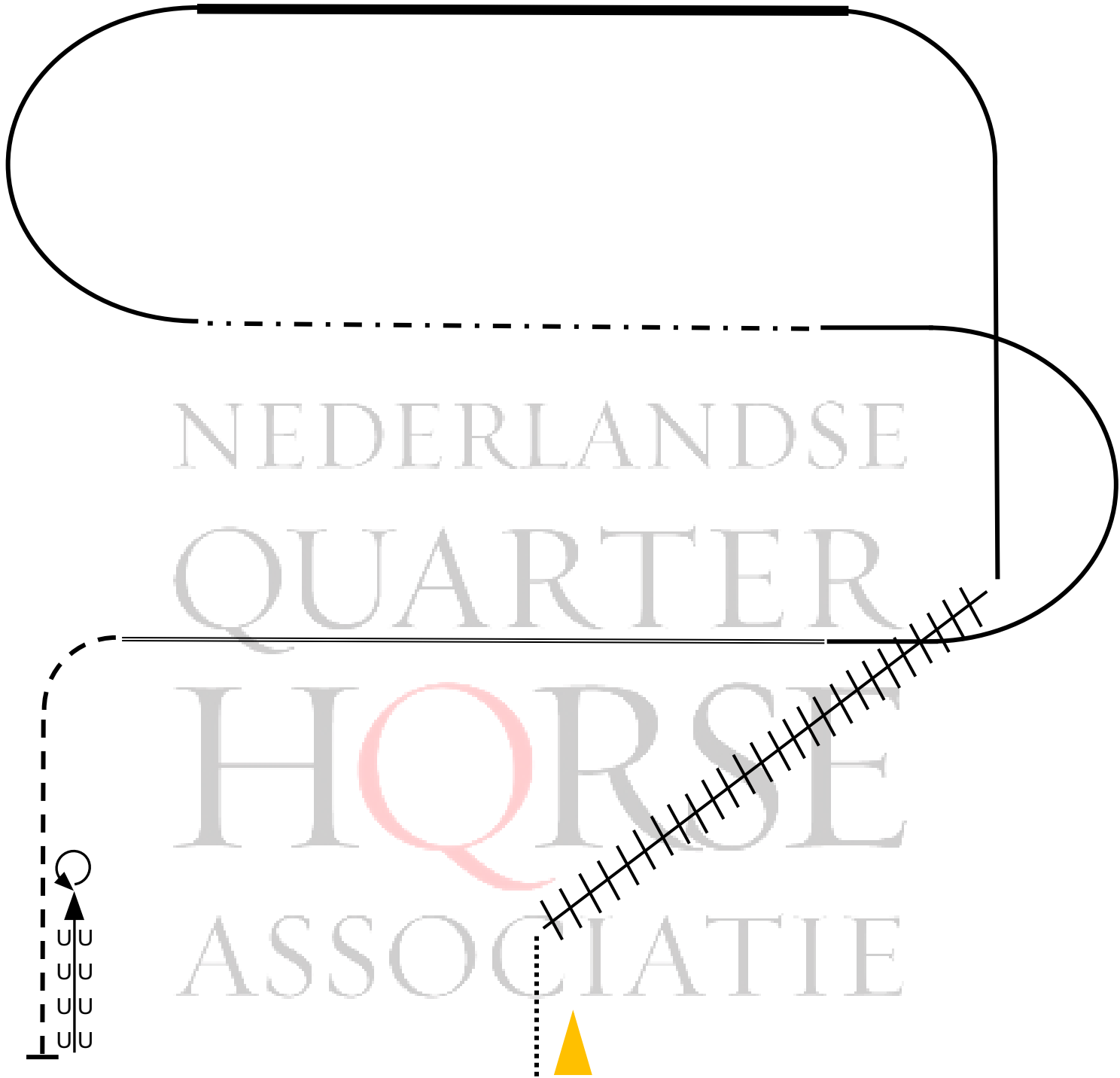
Hunt Seat Equitation

L1/Novice Amateur & L1/Novice Youth



1. Sitting Trot
2. Canter Left Lead, around corner
3. Break to trot, right diagonal
4. Canter right lead
5. Break to Walk
6. Trot left diagonal
7. Stop , Back up

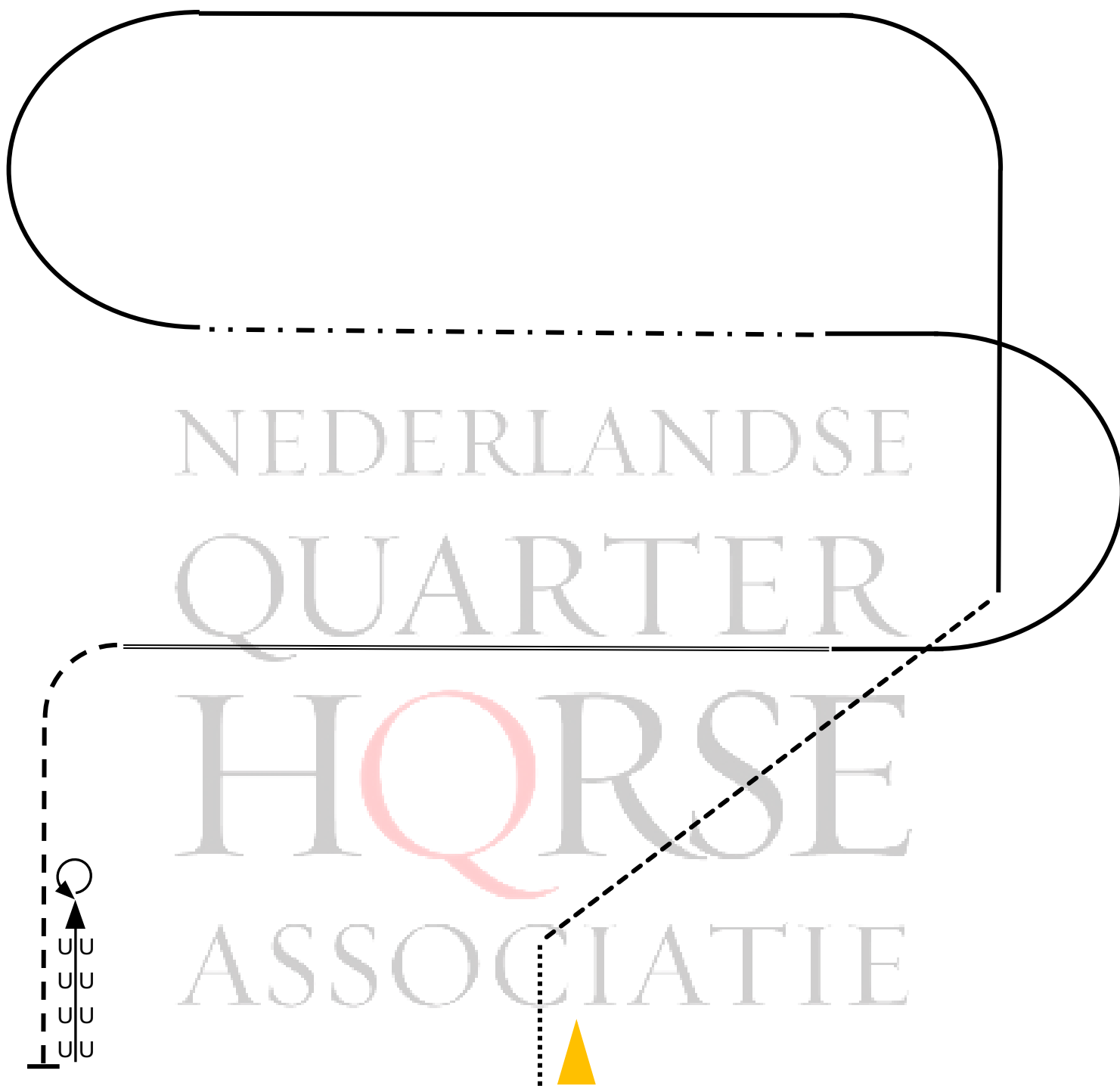
Dutch Championship 2024
Hunt Seat Equitation
Amateur & Select



1. Walk at cone
2. Leg yield to the right
3. Canter left lead, around corner
4. Hand Gallop, back to regular canter
5. Extended Trot
6. Canter right lead, around corner
7. Back to trot, two point position
8. Posting trot left diagonal
9. Stop, back up
10. 360° on forehand to the left

Dutch Championship 2024

Hunt Seat Equitation Youth

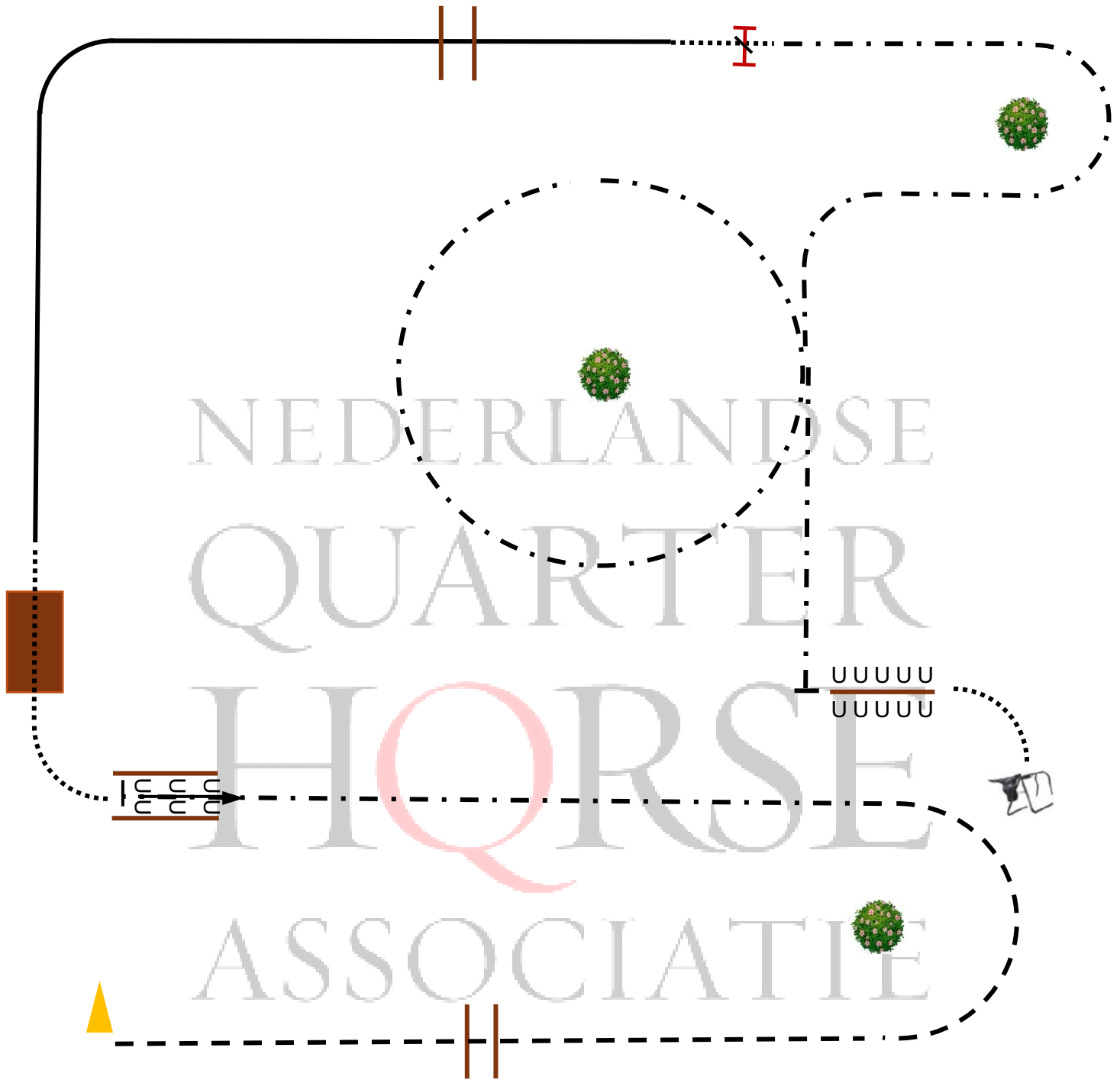


1. Walk at cone
2. Sitting Trot
3. Canter left lead, around corner
4. Extended Trot
5. Canter right lead, around corner
6. Back to trot, two point position
7. Posting trot left diagonal
8. Stop, back up
9. 360° on forehand to the left

Dutch Championship 2024

Ranch Trail

NQHA All-breed & L1/Novice youth & L1/Novice Amateur

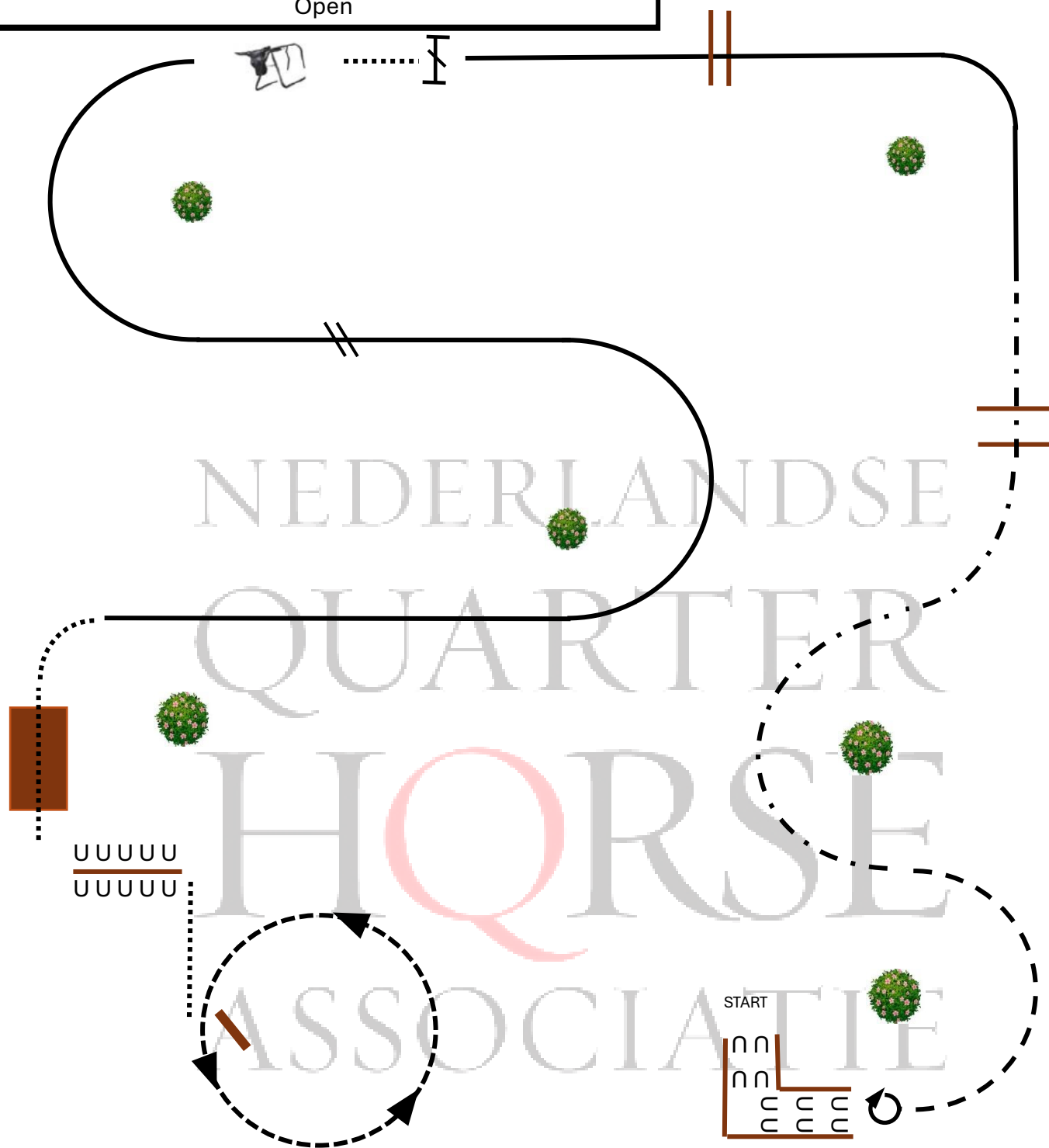


1. Trot over poles, around corner
2. Extended Trot into Back
3. Stop, Back up
4. Walk over bridge
5. Lope Left Lead
6. Break to walk and work gate
7. Extended Trot , circle
8. Stop, side pass to the left
9. Rope Dummy 1 time.

Dutch Championship 2024

Ranch Trail

Open

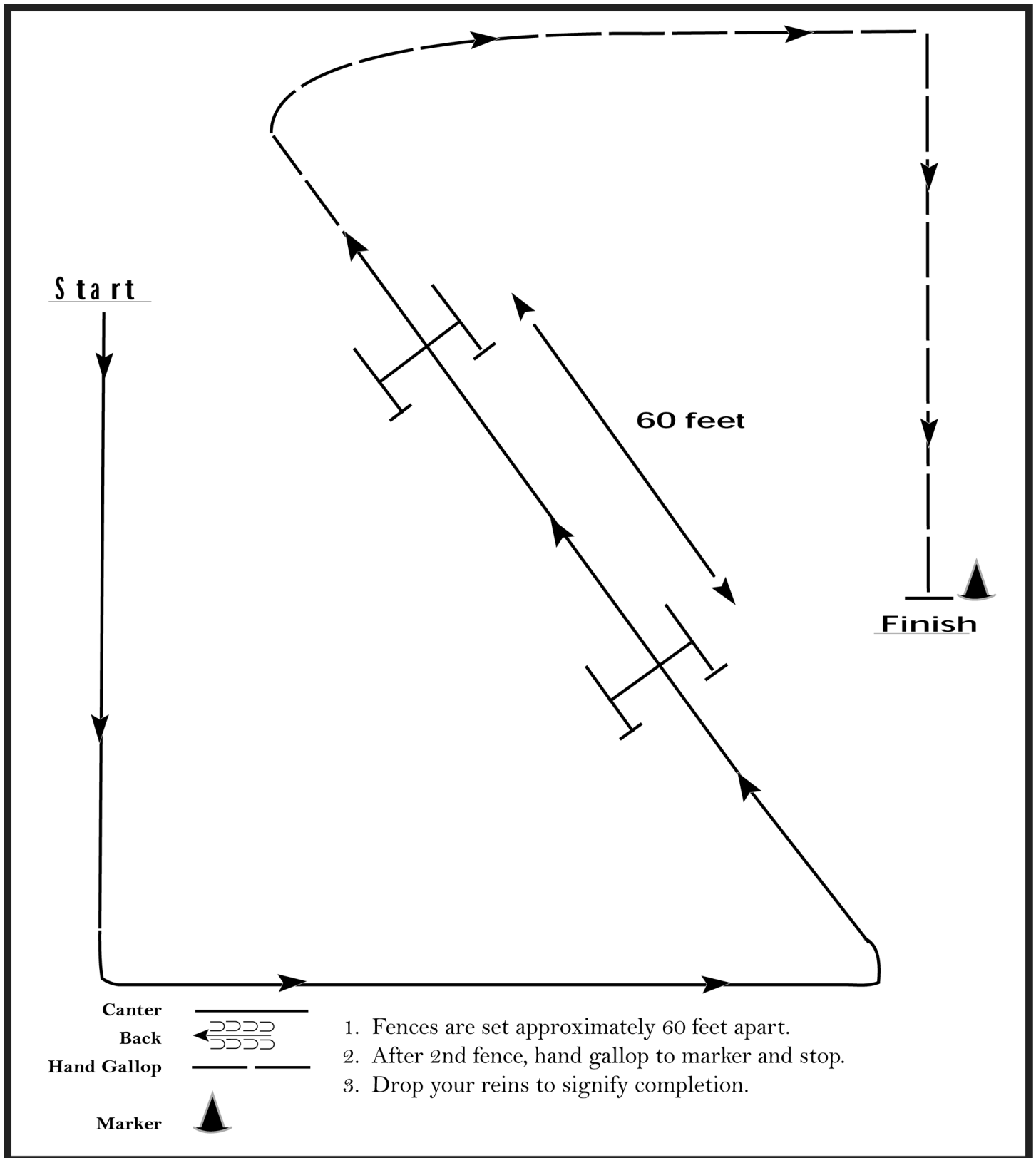


1. Back up L, 90° turn to the right
2. Extended trot serpentine, over poles
3. Lope Left lead over poles
4. Stop work gate
5. Rope dummy 1 time
6. Lope left lead, change leads (simple or flying)
7. Break to walk, walk bridge
8. Sidepass over pole to the left
9. Drag to the left

Dutch Championship 2024

Hunter Hack

Open



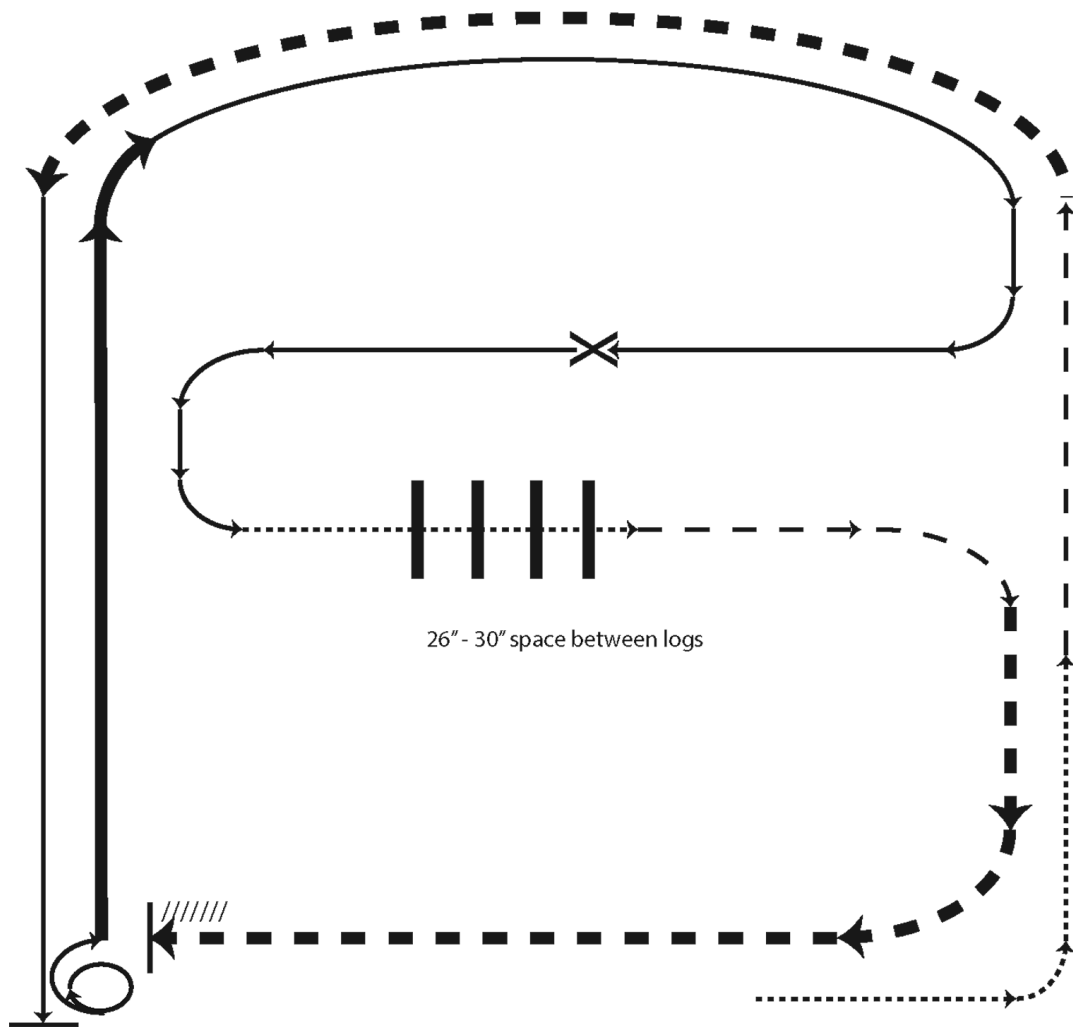
W W W . H O R S E S H O W P A T T E R N S . C O M

[HH/60-11]

Dutch Championship 2024

Ranch Riding

L1 Youth, L1 Open



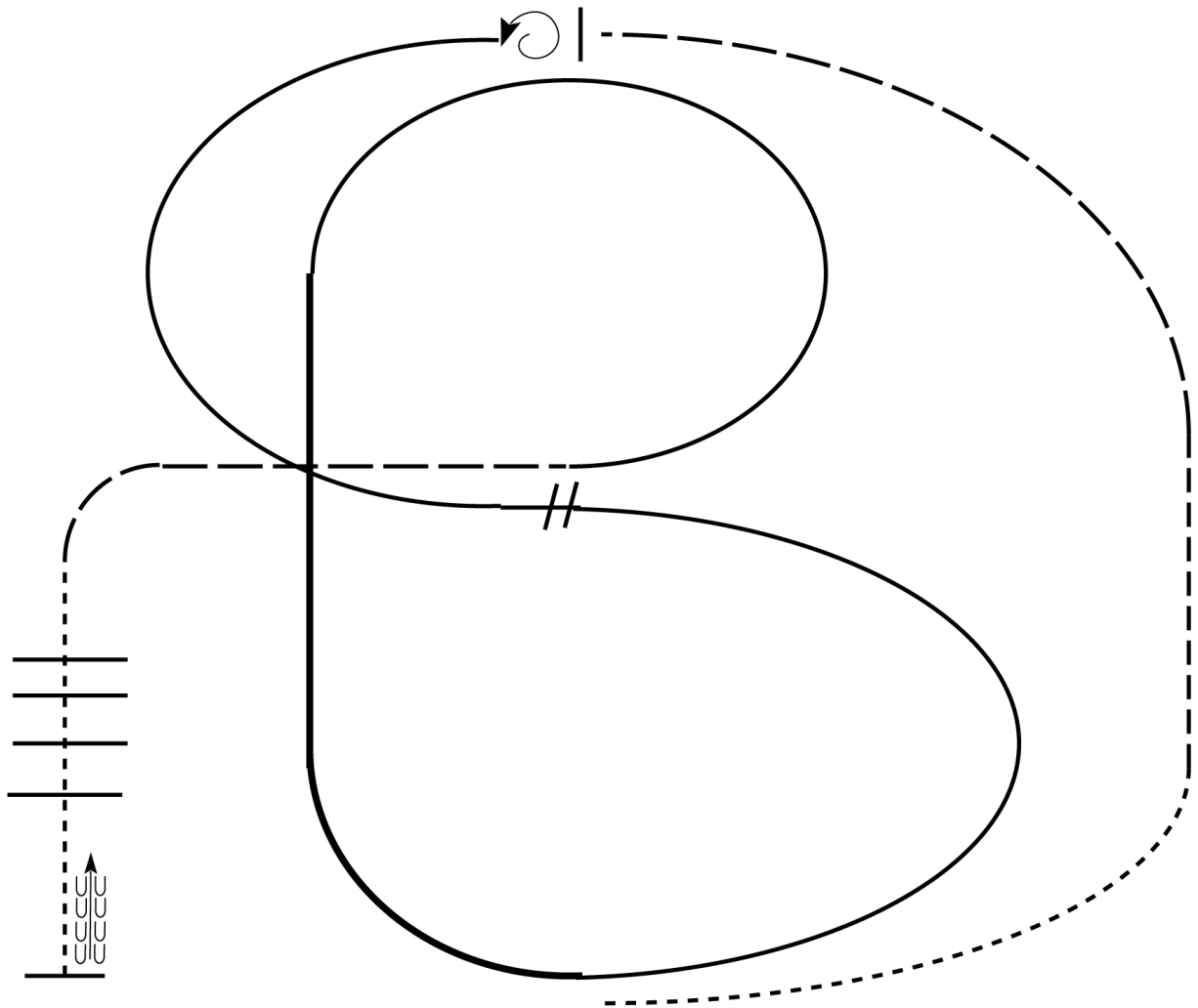
- X Lead Change
- Walk
- - - Trot
- - - Ext Trot
- — — Lope
- Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 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

Dutch Championship 2024

Ranch Riding

NQHA All-breed, Futurity, L1 Amateur



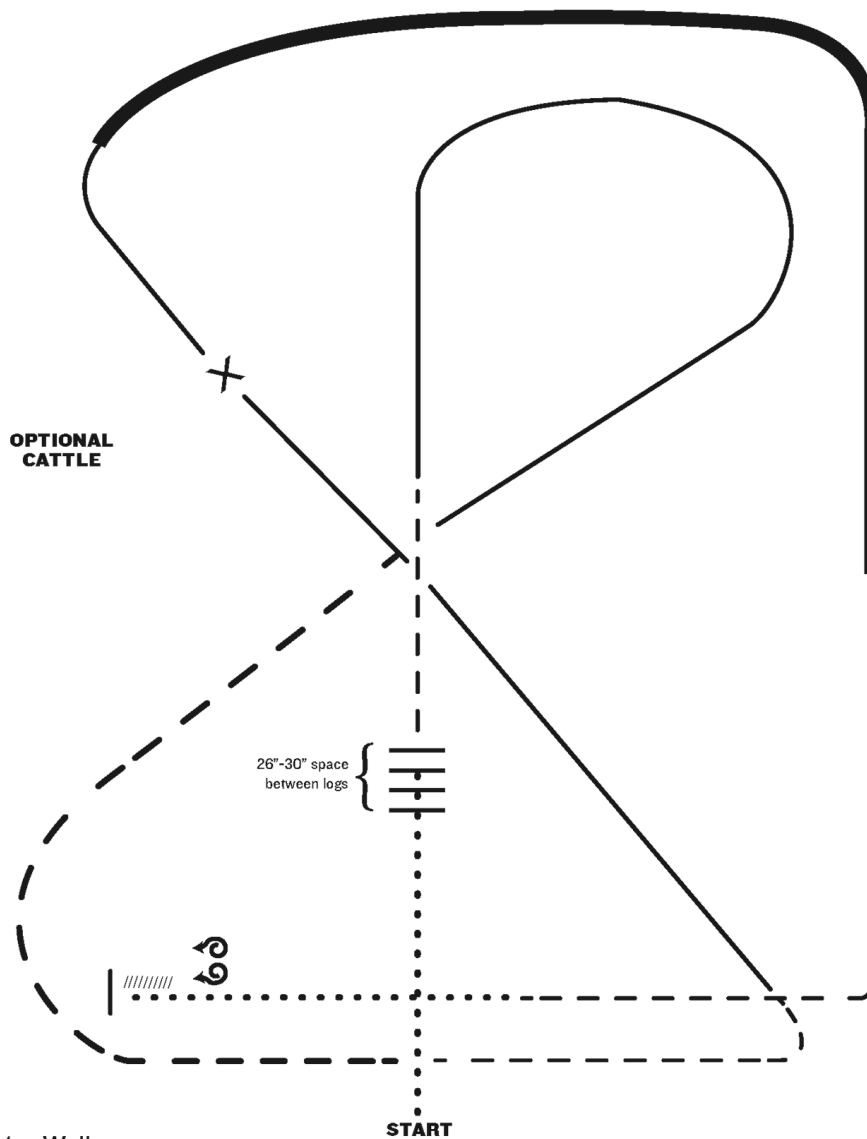
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles.
12. Stop and back

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Lead Change	//
Back	← ⊃ ⊃ ⊃ ⊃
Marker	ⓑ

Dutch Championship 2024

Ranch Riding

Amateur, Youth



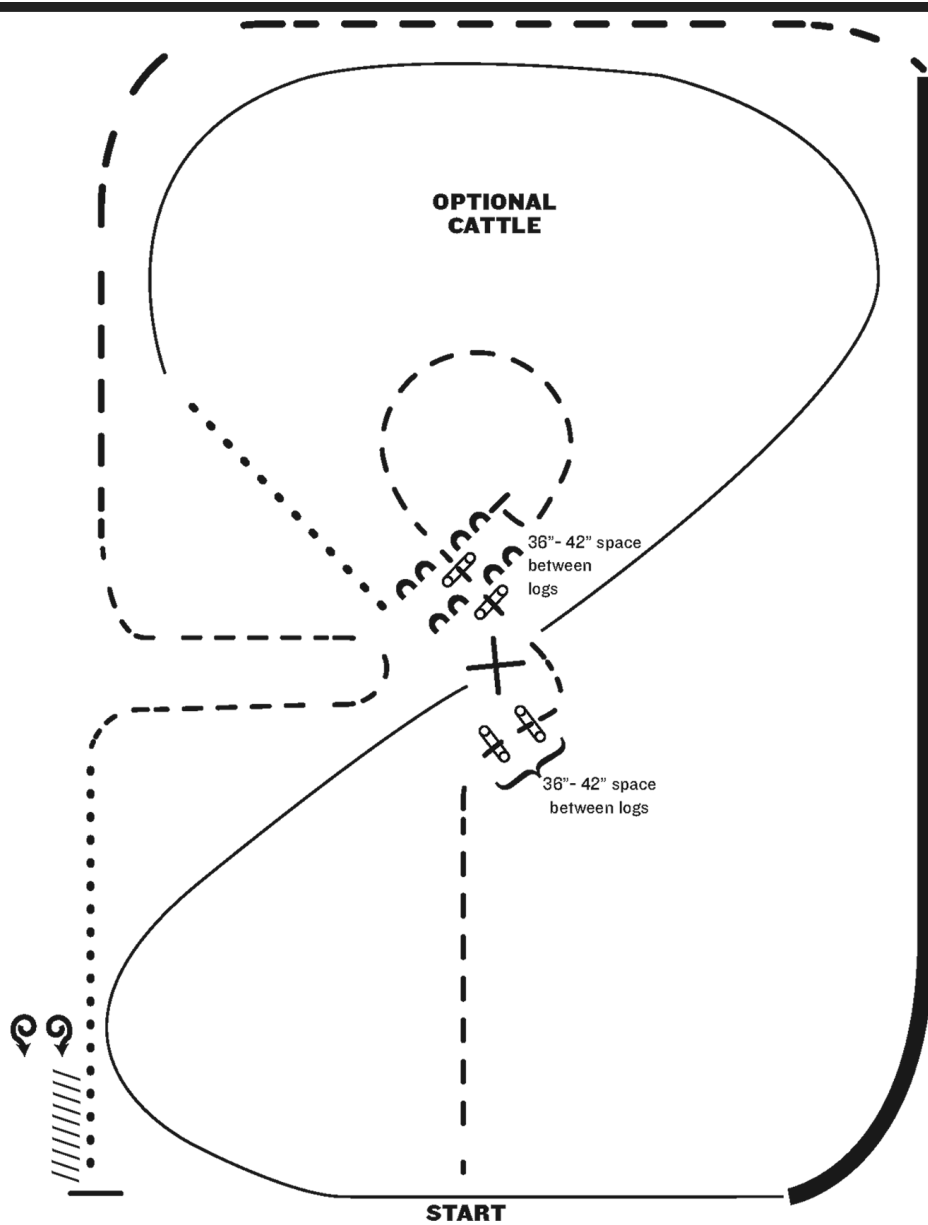
1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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.

Dutch Championship 2024

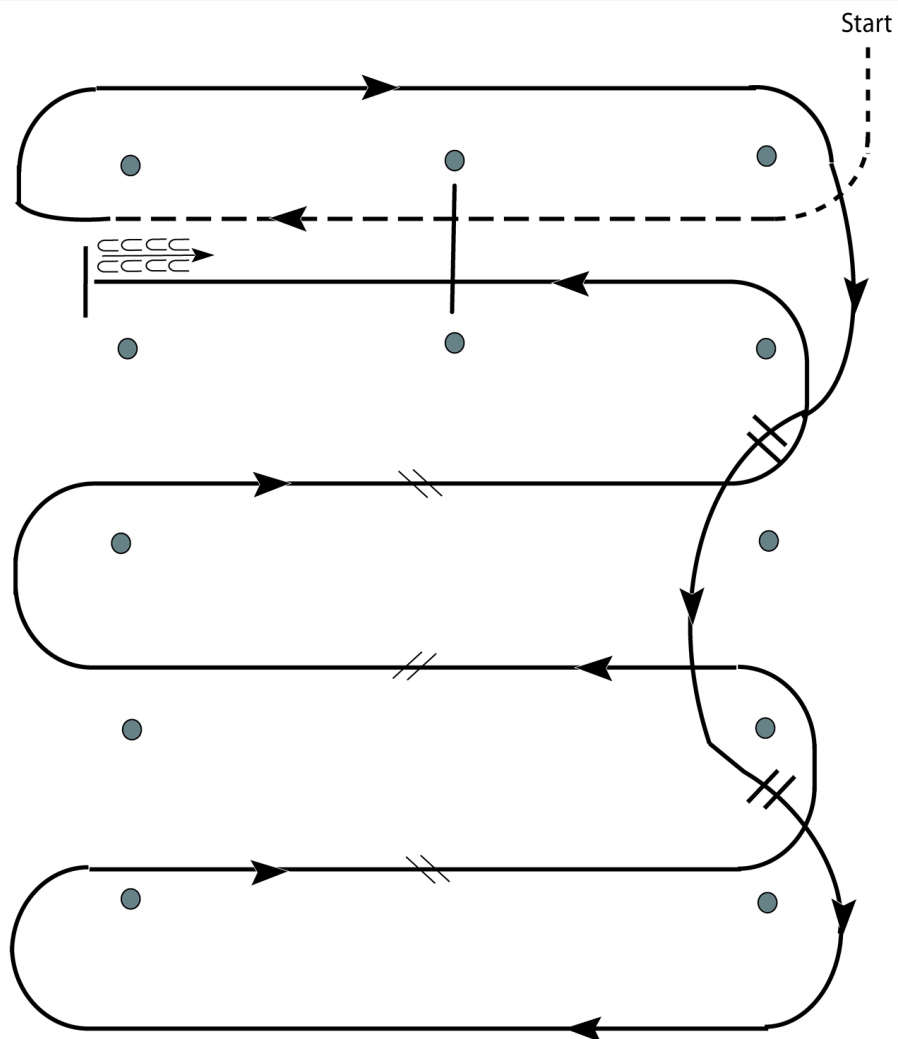
Ranch Riding

Open , Maturity



1. Trot
2. Trot two sets of logs
3. Trot circle, stop and side pass log left
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope (left lead)
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360 degree 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.

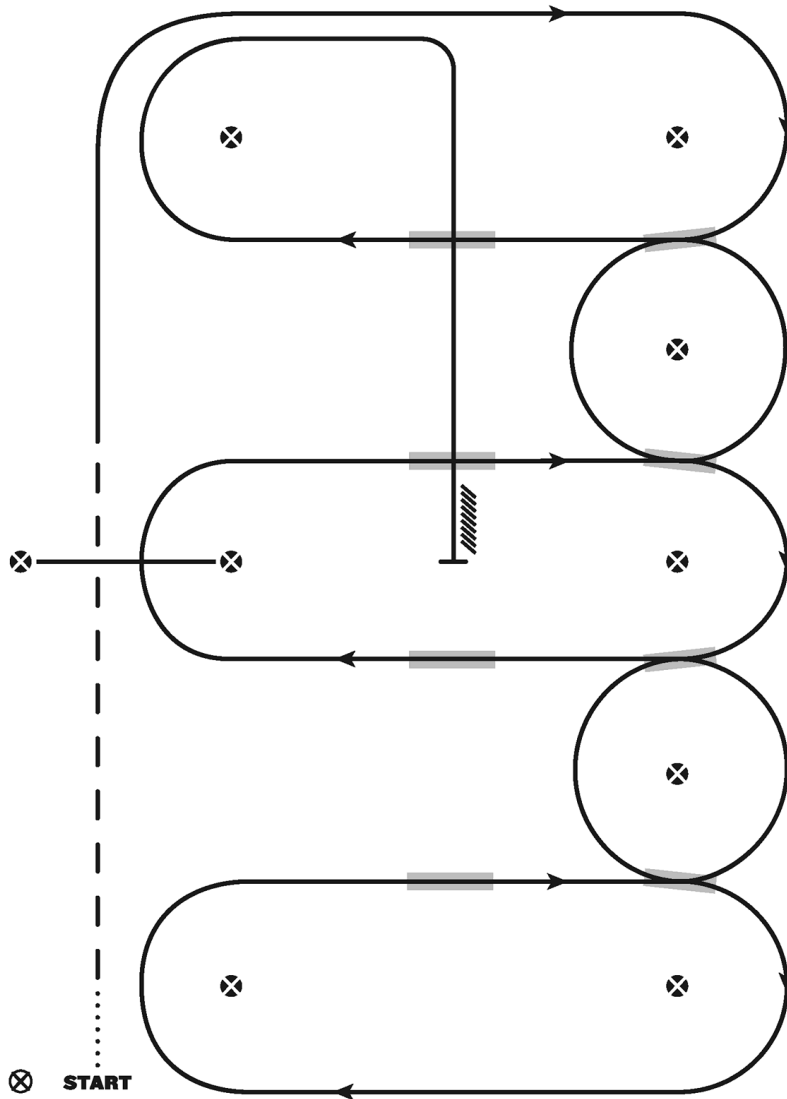


1. Walk, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

WESTERN RIDING - PATTERN 6

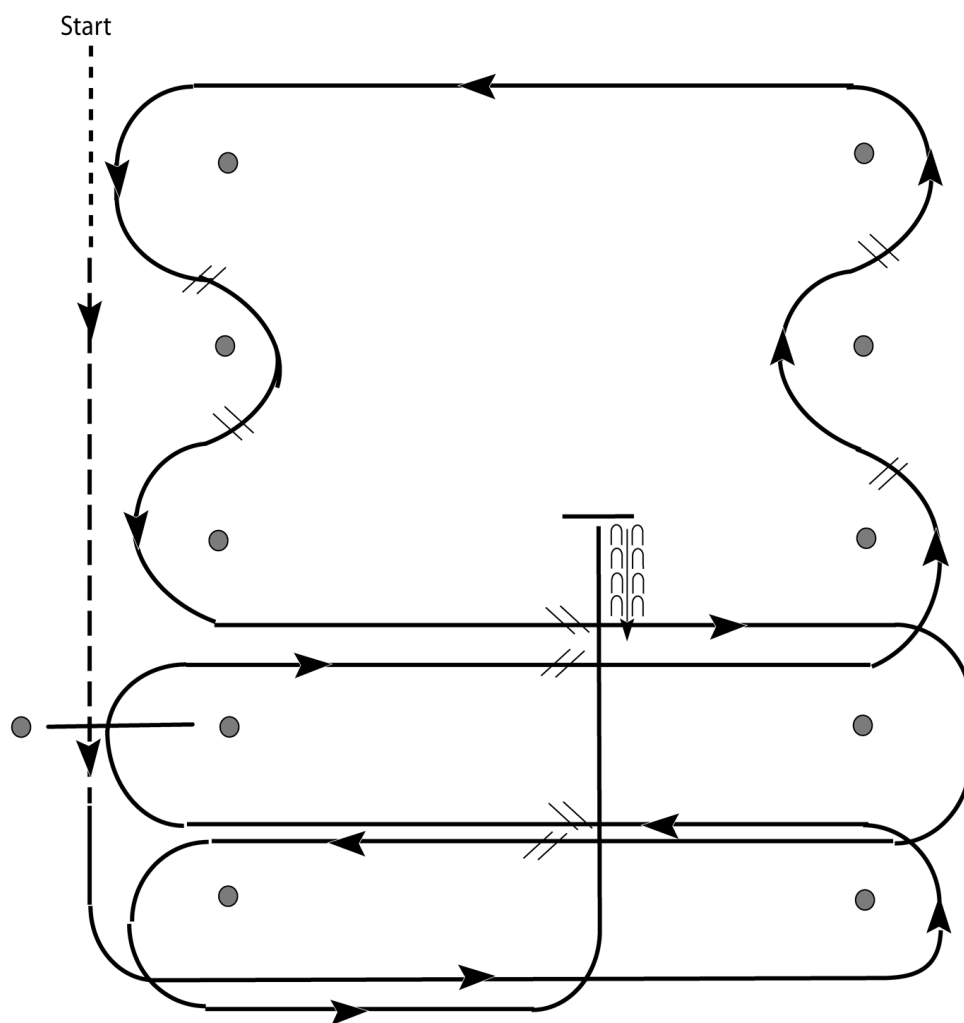
LEGEND

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



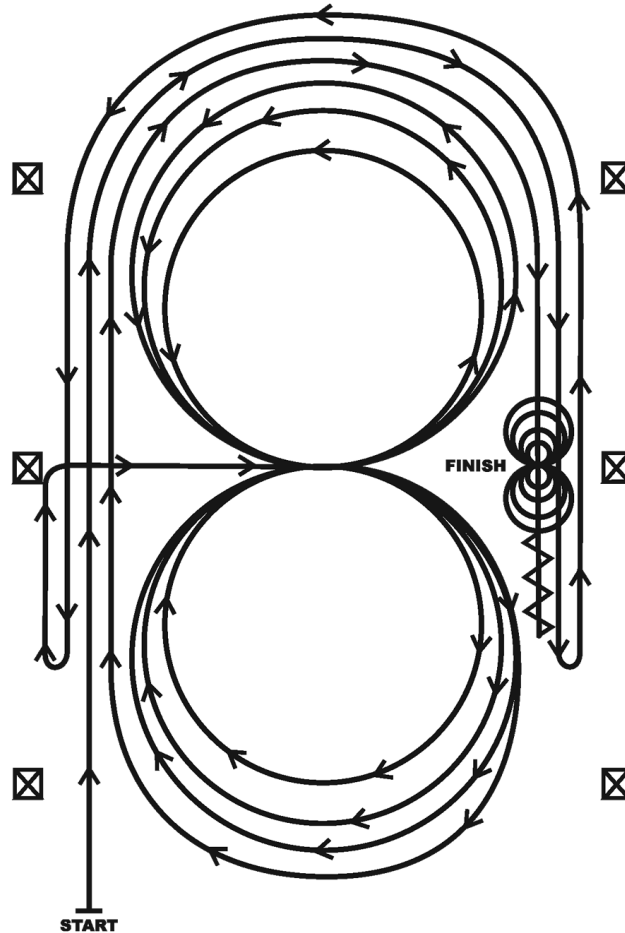
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing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

Dutch Championship 2024
Western Riding
Open



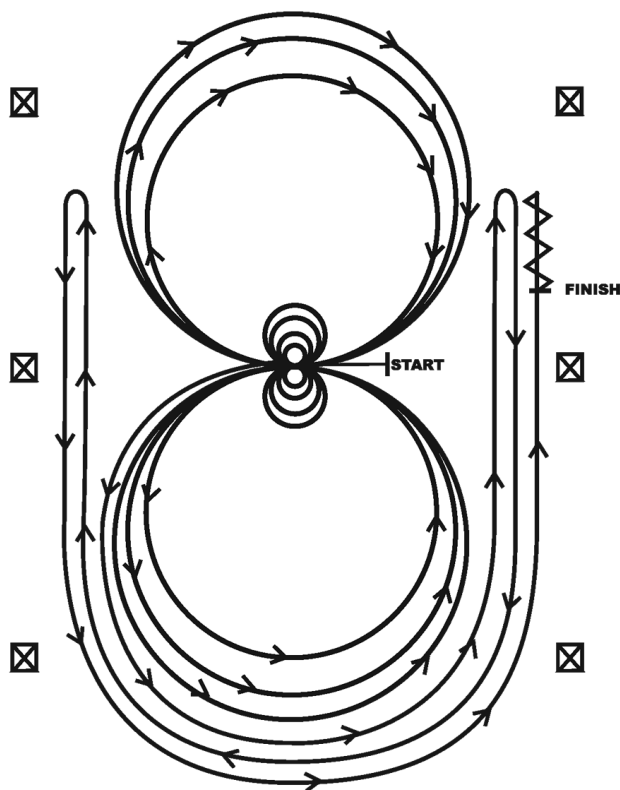
1. Walk, transition to jog, jog over log.
2. Transition to left.
3. First crossing change.
4. Lope over log.
5. Second crossing change.
6. First line change.
7. Second line change.
8. Third line change.
9. Fourth line change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.

REINING PATTERN 3



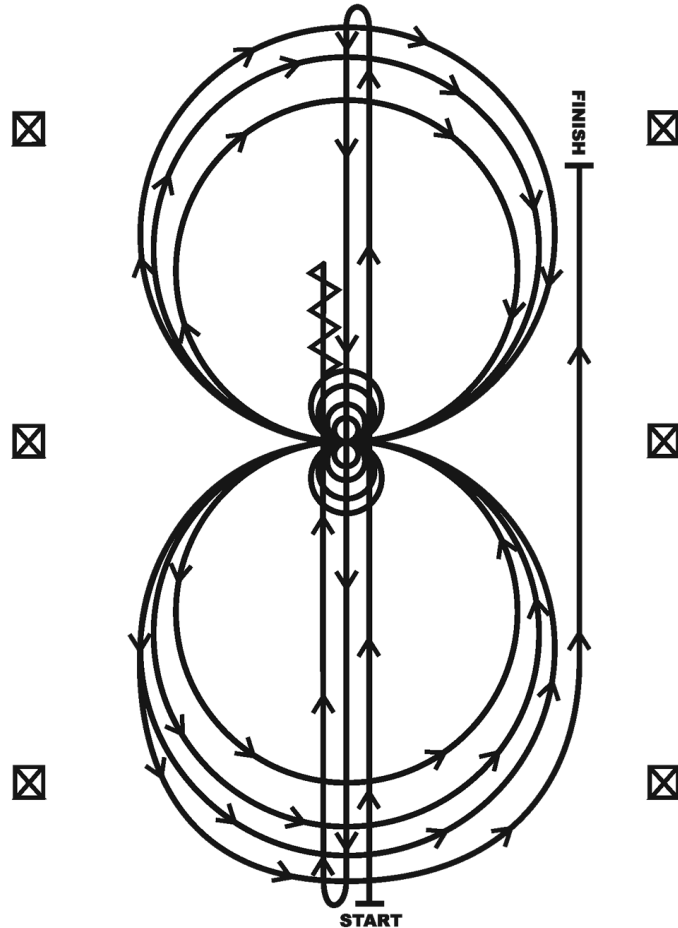
1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

REINING PATTERN 13



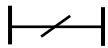
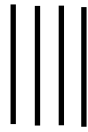
- Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence. 1. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena
- Complete four spins to the left. Hesitate.
 - Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena.
 - Complete four spins to the right. Hesitate.
 - 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.
 - 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 20 feet (6meters) from the wall or fence-no hesitation.
 - 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 20 feet (6 meters) from the wall or fence-no hesitation.
 - 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern.

REINING PATTERN 1



1. Run at speed to the far end of the arena past the endmarker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Freestyle Ranch Riding
Dutch Championship 2024



door