



## DQHA / AQHA – SHOW

09.07.2022

### HERZLICH WILLKOMMEN!

Wir freuen uns für Euch unsere erste DQHA-Show veranstalten zu dürfen.

Angehungen findet Ihr den Ablaufplan und die Patten.

Solltet Ihr Feedback zu der Show haben freuen wir uns über jede Rückmeldung, denn nur so können wir für Euch gute Shows organisieren.

Aufgrund der Starterzahlen findet das Turnier lediglich am Samstag, den 09.07.2022 statt.

**NUN ABER ZUM ABLAUF ...**

**Don A Rima Ranch**

Marius Bauer

0152-53697172

Julia Bauer

0151-52469837



## ZEITABLAUF:

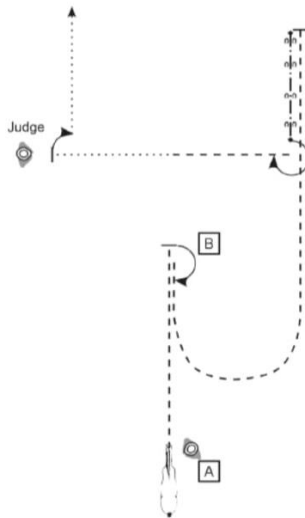
Samstag 09.07.2022		Starts	Pattern
08.00	Q-107600 3Year old Geldings Open	1	/
	Q-207600 3Year old Geldings Amateur	2	/
	Q-105700 Aged Mares Open	2	/
	Q-175000 Performance Halter Mares Open	1	/
	Q-205700 Aged Mares Amateur	3	/
	Q-275000 Performance Halter Mares Amateur	1	/
	Q-212002 Showmanship at Halter L1 Amateur	5	4
	Q-212000 Showmanship at Halter Amateur	4	4
	R-2120 Showmanship at Halter Rasseoffen	2	4
	Pause		/
	Trail in Hand Rasseoffen	1	5
	Q-138004 Trail L1 Open	4	6
	Q-238002 Trail L1 Amateur	6	6
	Q-438002 Trail L1 Youth	4	6
	Q-138000 Trail Open	1	7
	Q-238000 Trail Amateur	3	7
	Q-438000 Trail Youth	2	6
	Q-143004 Ranch Riding L1 Open	2	8
	Q-443002 Ranch Riding L1 Youth	5	8
	Q-143000 Ranch Riding Open	1	8
	Q-243000 Ranch Riding Amateur	1	8
	Q-443000 Ranch Riding Youth	1	8
	Q-243002 Ranch Riding L1 Amateur	1	8
	R- Ranch Ridinig Rasseoffen	3	8
	Q-2360 Western Riding Amateur	1	9
	Q-142004 Western Pleasure L1 Open	4	/
	R- 1420 Western Pleasure Open Breed	2	/
	Q-442002 Western Pleasure L1 Youth	2	/
	Q-242000 Western Pleasure Amateur	1	/
	Q-142000 Western Pleasure Open	1	/
	Q-242002 Western Pleasure L1 Amateur	4	/

	Pause		/
	Q-134004 Reining All Ages L1 Open	4	10
	Q-234002 Reining L1 Amateur	2	11
	Q-434002 Reining L1 Youth	2	11
	Q-134000 Reining All Ages Open	2	10
	Q-234000 Reining Amateur	2	10
	Reining Rasseoffen	4	11
	Q-244002 Hunter under Saddle L1 Amateur	3	/
	Hunter Under Saddle Rasseoffen	1	/
	Hunt Seat Equitation Rasseoffen	1	12
	Q-252002 Hunt Seat Equitation L1 Amateur	3	12
	Q-240002 Western Horsemanship L1 Amateur	4	13
	Q-240000 Western Horsemanship Amateur	3	14
	Q-440002 Western Horsemanship L1 Youth	3	13
	Q-440000 Western Horsemanship Youth	2	14





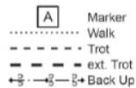
## SHOWMANSHIP AT HALTER – ALL DIVISION



Be ready at A.

1. Trot to B.
2. Stop and perform a 180° turn.
3. Trot a half circle, then trot straight until past judge.
4. Back until your horse's hip is even with judge.
5. Perform a 270° turn.
6. Trot halfway to judge, then walk to judge. Stop and set up for inspection.
7. When dismissed, perform a 90° turn and walk straight away.

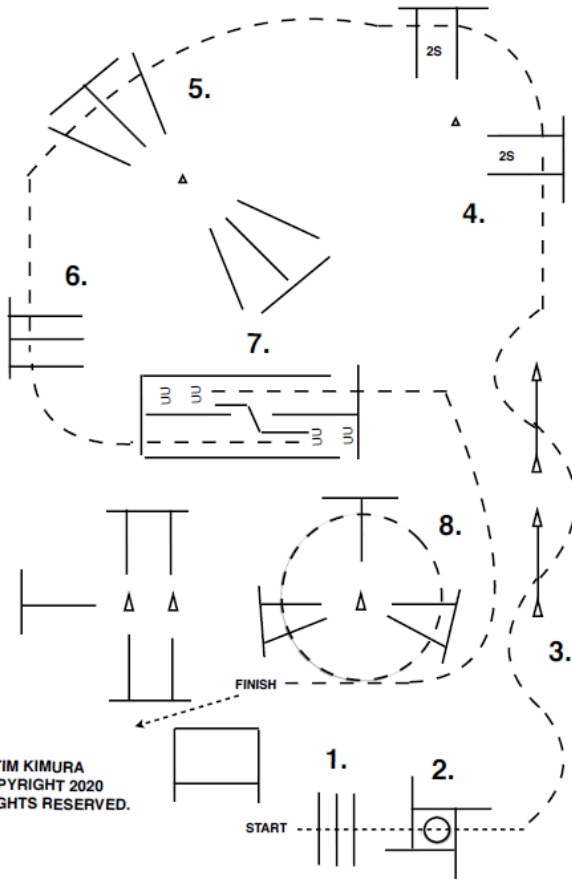
Follow the instructions of your ring steward.



# TRAIL IN HAND

## Show Bauer All Around

All In Hand &  
Walk Trot Classes



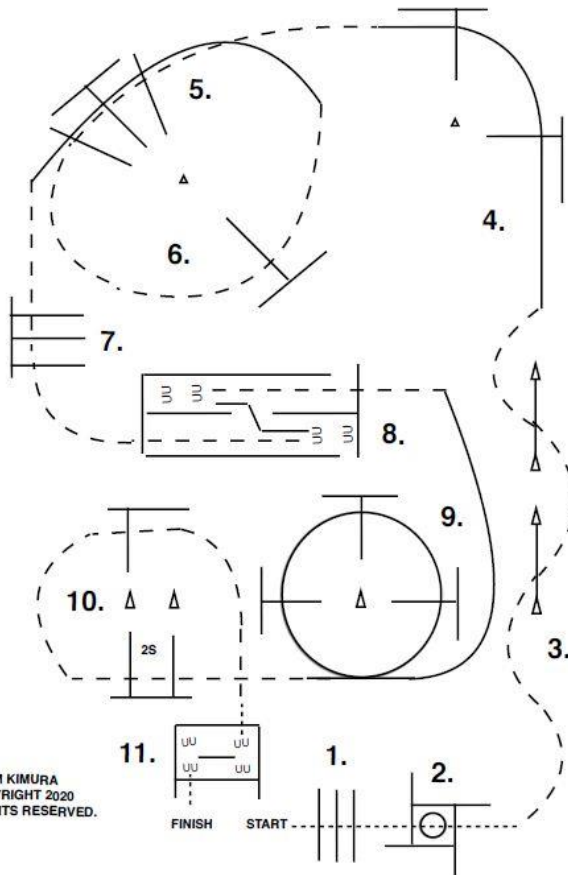
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1. WALK OVER POLES
2. WALK INTO BOX, EXECUTE A 360 DEGREE TURN EITHER WAY, WALK OUT BOX.
3. JOG THROUGH SERPENTINE, JOG OVER POLES.
4. JOG OVER POLES
5. JOG OVER POLES
6. JOG OVER POLES.
7. JOG INTO CHUTE, STOP BACK CHUTE TO CHUTE, JOG OUT.
8. JOG OVER POLES

# TRAIL – L1, YOUTH, RASSEOFFEN

**Show Bauer  
All Around**

**All Level 1 Classes &  
Youth Trail &  
Trail Rasseeffen**



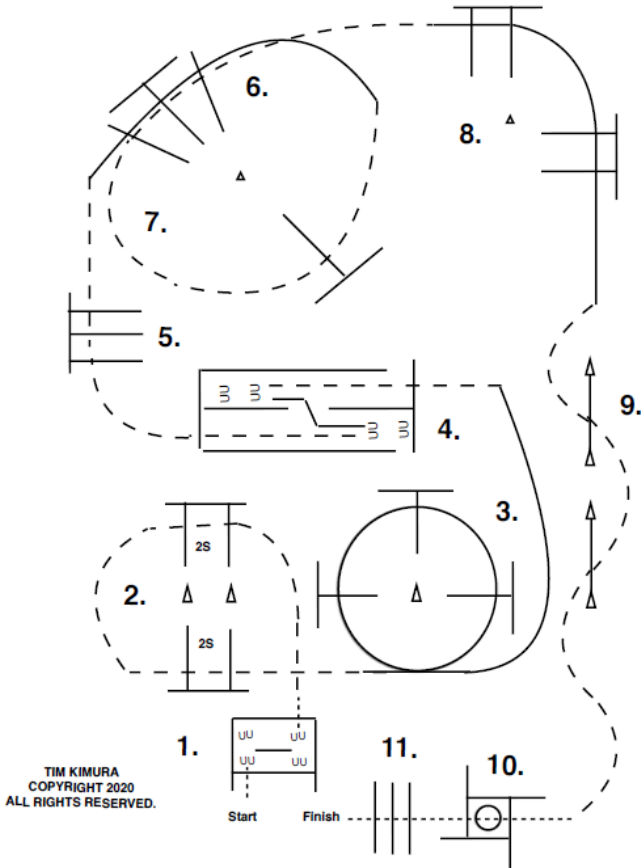
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1. WALK OVER POLES
2. WALK INTO BOX, EXECUTE A 360 DEGREE TURN EITHER WAY, WALK OUT BOX.
3. JOG THROUGH SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD)
7. BREAK TO THE JOG, JOG OVER POLES.
8. JOG INTO CHUTE, STOP BACK CHUTE TO CHUTE, JOG OUT.
9. LOPE OVER POLES (RIGHT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES
11. STOP OR BREAK TO THE WALK, WALK INTO BOX AND STOP IN BOX, SIDE PASS RIGHT, WALK OUT BOX.

# TRAIL – OPEN, AMATEUR

Show Bauer  
All Around

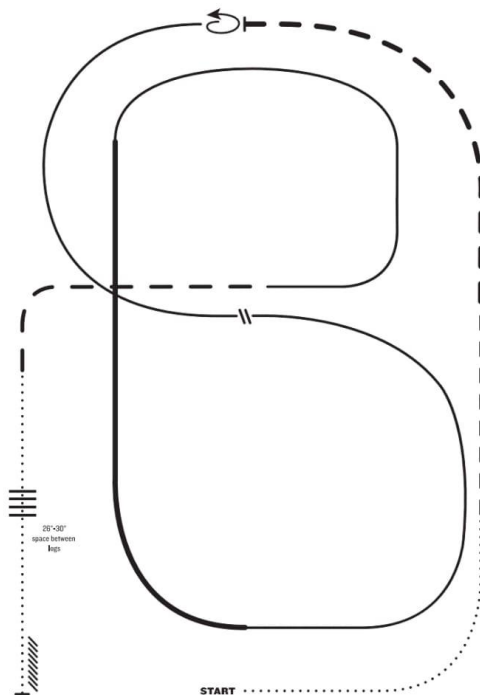
Trail Open  
Trail Amateur



1. WALK INTO BOX, STOP  
SIDE PASS RIGHT, WALK OUT
2. JOG OVER POLES
3. LOPE OVER POLES (LEFT LEAD)
4. BREAK TO JOG, JOG INTO  
CHUTE, BACK CHUTE TO CHUTE,  
JOG OUT.
5. JOG OVER POLES
6. LOPE OVER POLES (RIGHT LEAD)
7. BREAK TO THE JOG,  
JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD)
9. JOG SERPENTINE
10. STOP OR BRAK TO WALK, WALK INTO  
BOX, TURN 360 LEFT OR RIGHT
11. WALK OUT OF BOX AND OVER POLES

# RANCH RIDING – ALL DIVISIONS

## RANCH RIDING – PATTERN I



**LEGEND**

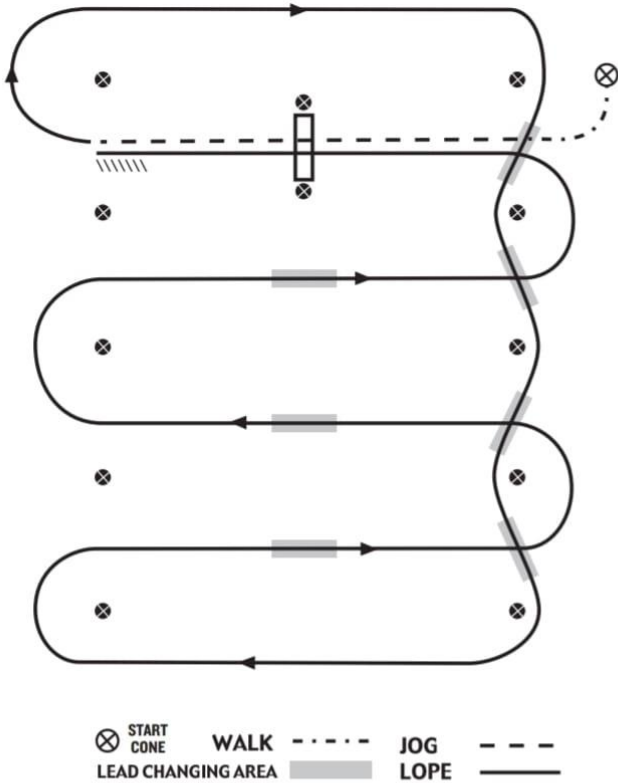
.....	Walk
.....	Extended Walk
---	Trot
---	Extended Trot
—	Lope
—	Extended Lope
	Back
//	Lead Change

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



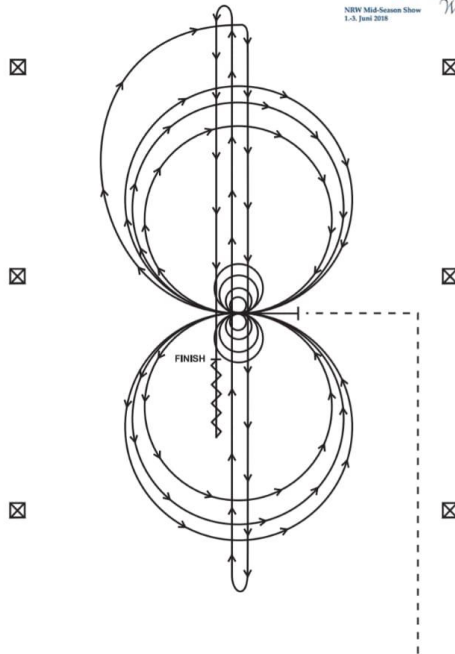
# WESTERN RIDING – AMATEUR



1. Walk, transition to jog, jog over log
2. Transition to the lope, on the right 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

# REINING – L1 OPEN, OPEN, AMATEUR

## REINING PATTERN II

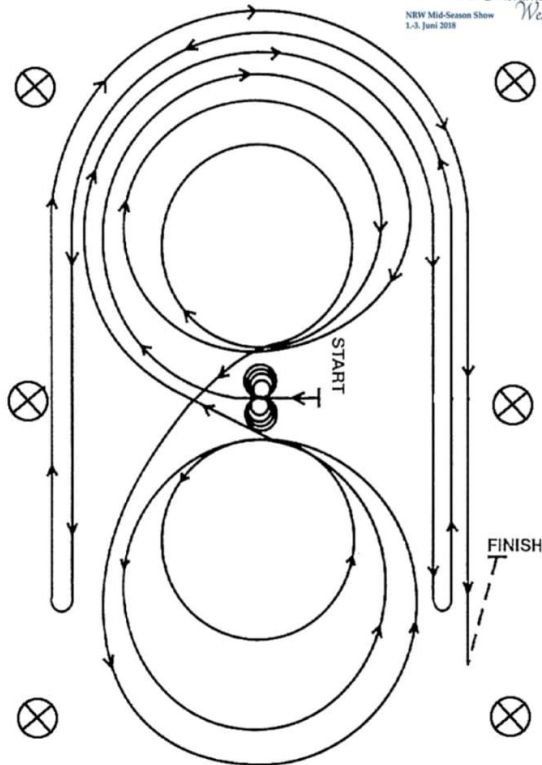


Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.

# REINING – L1 AMATEUR, L1 YOUTH, RASSEOFFEN

## REINING PATTERN 8

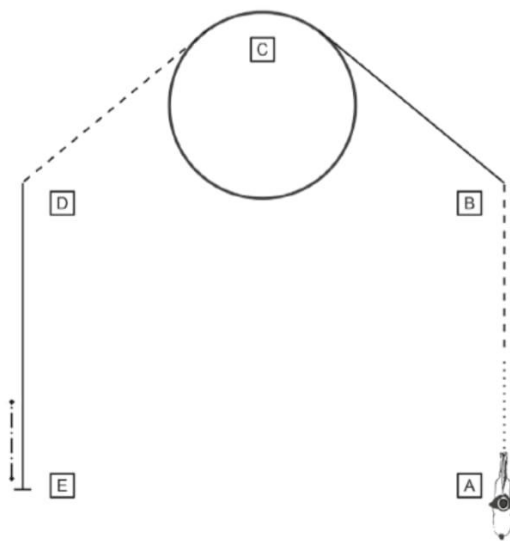


Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left.
  2. Complete four spins to the right. Hesitate.
  3. Beginning on the right lead, 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.
  4. 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.
  5. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left roll-back at least 20 feet (6 meters) from the wall or fence - no hesitation.
  6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll-back at least 20 feet (6 meters) from the wall or fence - no hesitation.
  7. Continue back around the previous circle but do not close this circle. Run down 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. Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

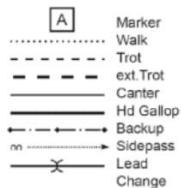
# HUNT SEAT EQUITATION – ALL DIVISIONS



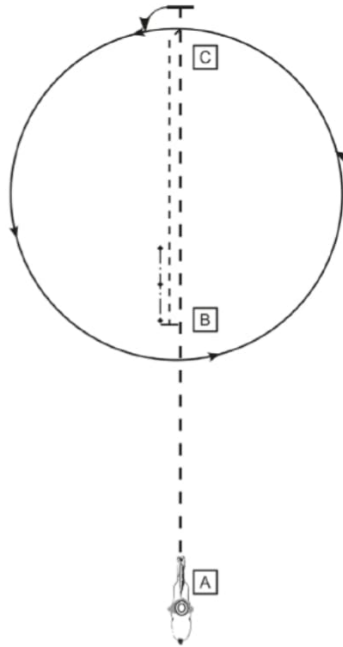
Be ready at A.

1. Walk approx. 2 horse lengths from A.
2. Trot on the right diagonal to B.
3. Canter on left lead to C.
4. Hand gallop a circle around C.
5. Trot on the left diagonal to D.
6. Canter on the right lead to E.
7. Halt at E and back approx. one horse length.

When dismissed, follow the instructions of your ring steward.



# WESTERN HORSEMANSHIP – L1 AMATEUR, L1 YOUTH



1. Extended trot past C.
2. Stop. Do a 90° turn to the left.
3. Lope immediately off on the left lead.
4. Do a small circle to the left.
5. When even with top of C, break to a jog.
6. Jog to B.
7. Stop and back.
8. Exit at judge's signal.

A	Marker
.....	Walk
-----	Jog
- - - - -	ext. Jog
—————	Lope
—————	ext. Lope
← - - - - →	Backup
↔ - - - - ↔	Sidepass
— X —	Lead Change

