

PATTERN BOOK

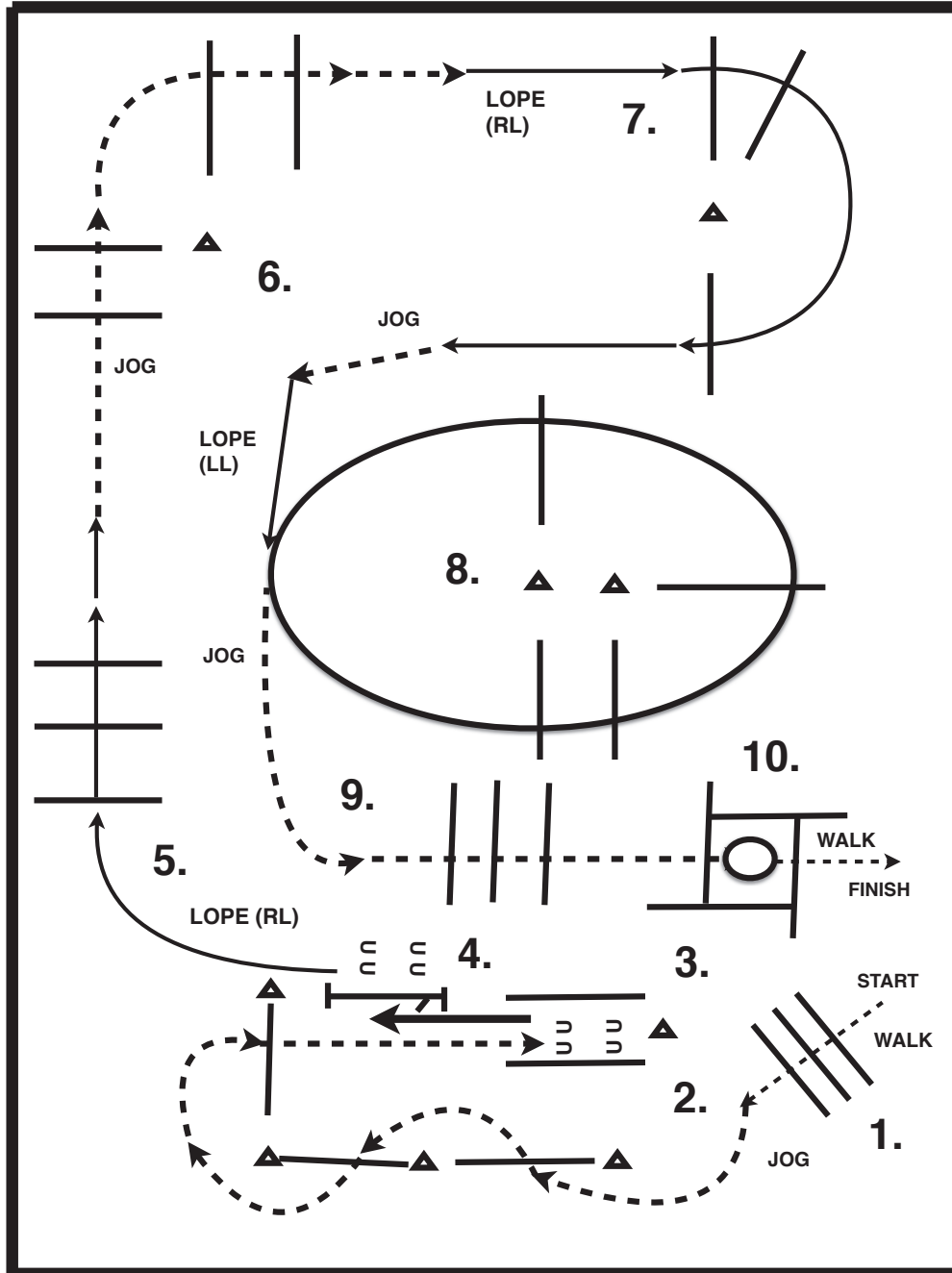
DQHA LOW BUDGET SHOW 2023



NSBA
INTERNATIONAL

DQHA Low Budget Show 2023

NSBA/ AQHA Amateur & Open



1. WALK OVER POLES.
2. JOG THRU SERPENTINE, JOG OVER POLES, JOG INTO CHUTE.
3. BACK THRU POLES, BACK TO GATE.
4. GATE: LEFT HAND OPEN WALK OVER POLE, CLOSE GATE.
5. LOPE OVER POLES (RIGHT LEAD)
6. BREAK TO JOG, JOG OVER POLES..
7. LOPE OVER POLES (RIGHT LEAD)
8. BREAK TO A JOG, THEN LOPE OVER POLES (LEFT LEAD).
9. BREAK TO JOG, JOG OVER POLES,
10. JOG INTO BOX, STOP THEN EXECUTE A 360 TURN EITHER WAY WALK OUT BOX

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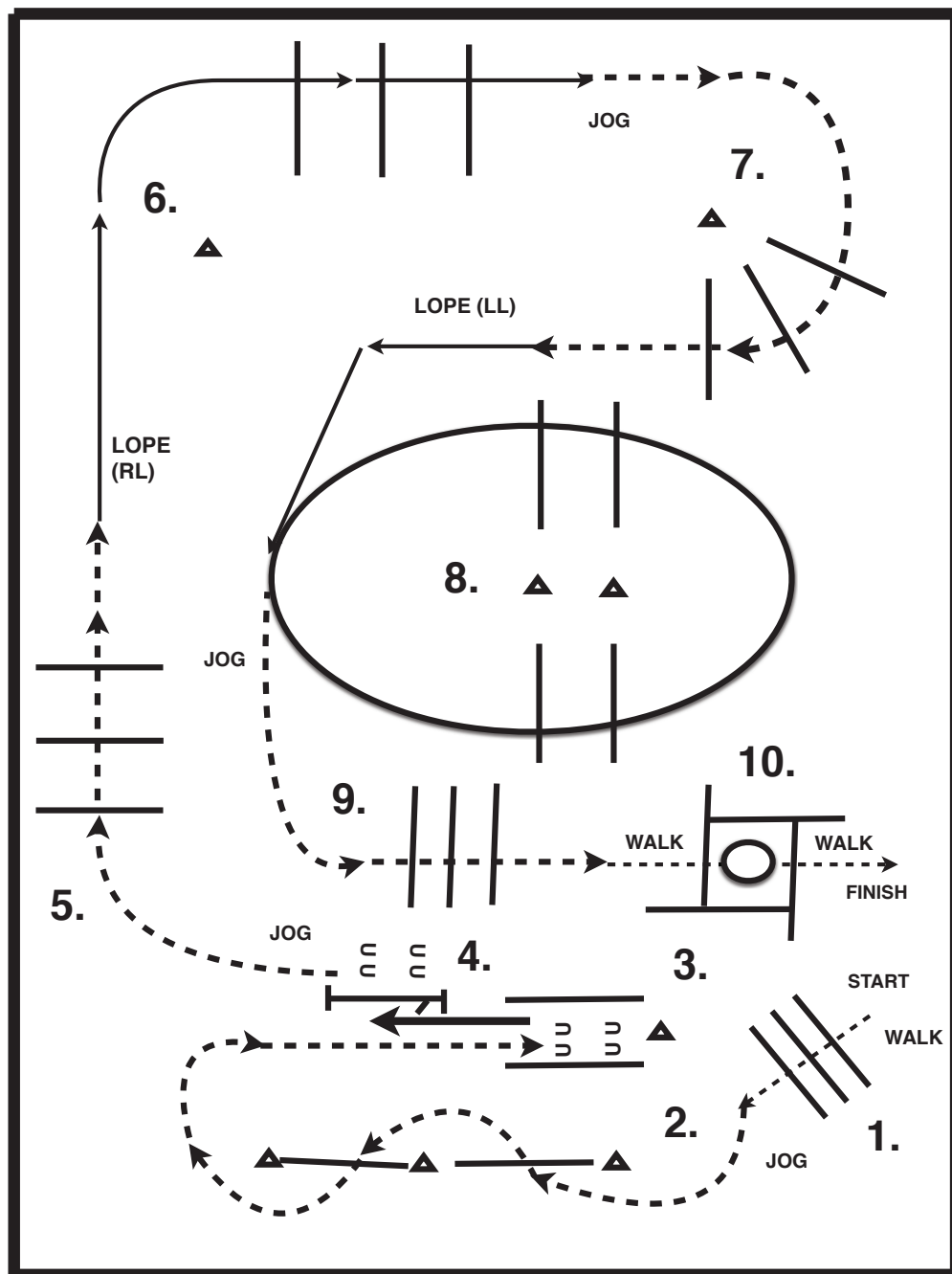


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DQHA Low Budget Show 2023

AQHA/NSBA Level 1 Open & Level 1 Amateur & Youth



1. WALK OVER POLES.
2. JOG THRU SERPENTINE, JOG OVER POLES, JOG INTO CHUTE.
3. BACK THRU POLES, BACK TO GATE.
4. GATE: LEFT HAND OPEN AND WALK THRU AND CLOSE GATE.
5. JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO JOG JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD)
9. BREAK TO JOG, JOG OVER POLES,
10. STOP OR BREAK TO WALK, THEN WALK INTO BOX EXECUTE A 360 TURN EITHER WAY WALK OUT BOX

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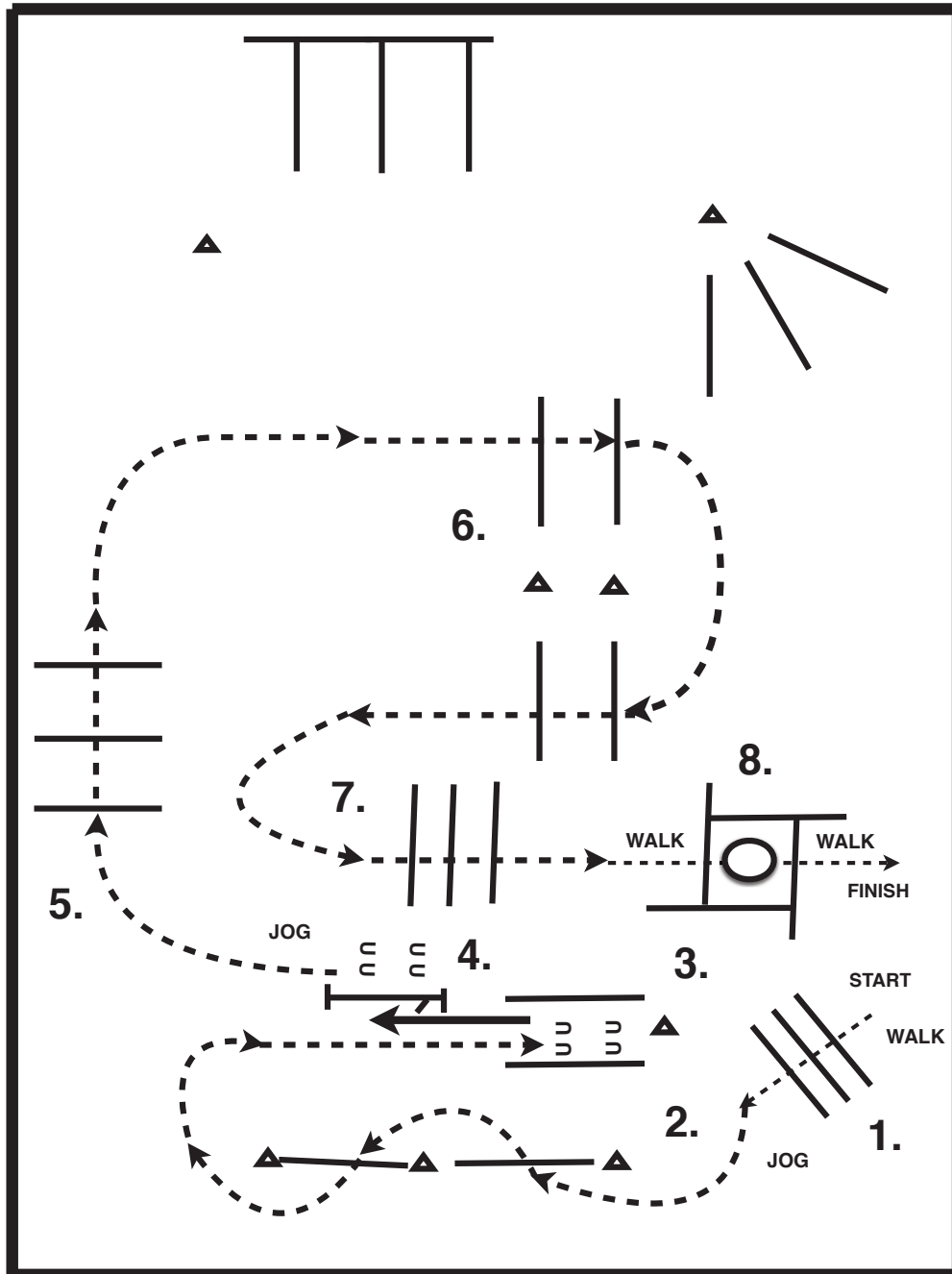


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DQHA Low Budget Show 2023

ALL CLASSES: WALK/JOG AND IN HAND



1. WALK OVER POLES.
2. JOG THRU SERPENTINE, JOG OVER POLES, JOG INTO CHUTE.
3. BACK THRU POLES, BACK TO GATE.
4. GATE: LEFT HAND OPEN WALK THRU GATE, AND CLOSE GATE.
5. JOG OVER POLES.
6. JOG OVER POLES
7. JOG OVER POLES,
8. STOP OR BREAK TO WALK, THEN WALK INTO BOX EXECUTE A 360 TURN EITHER WAY WALK OUT BOX

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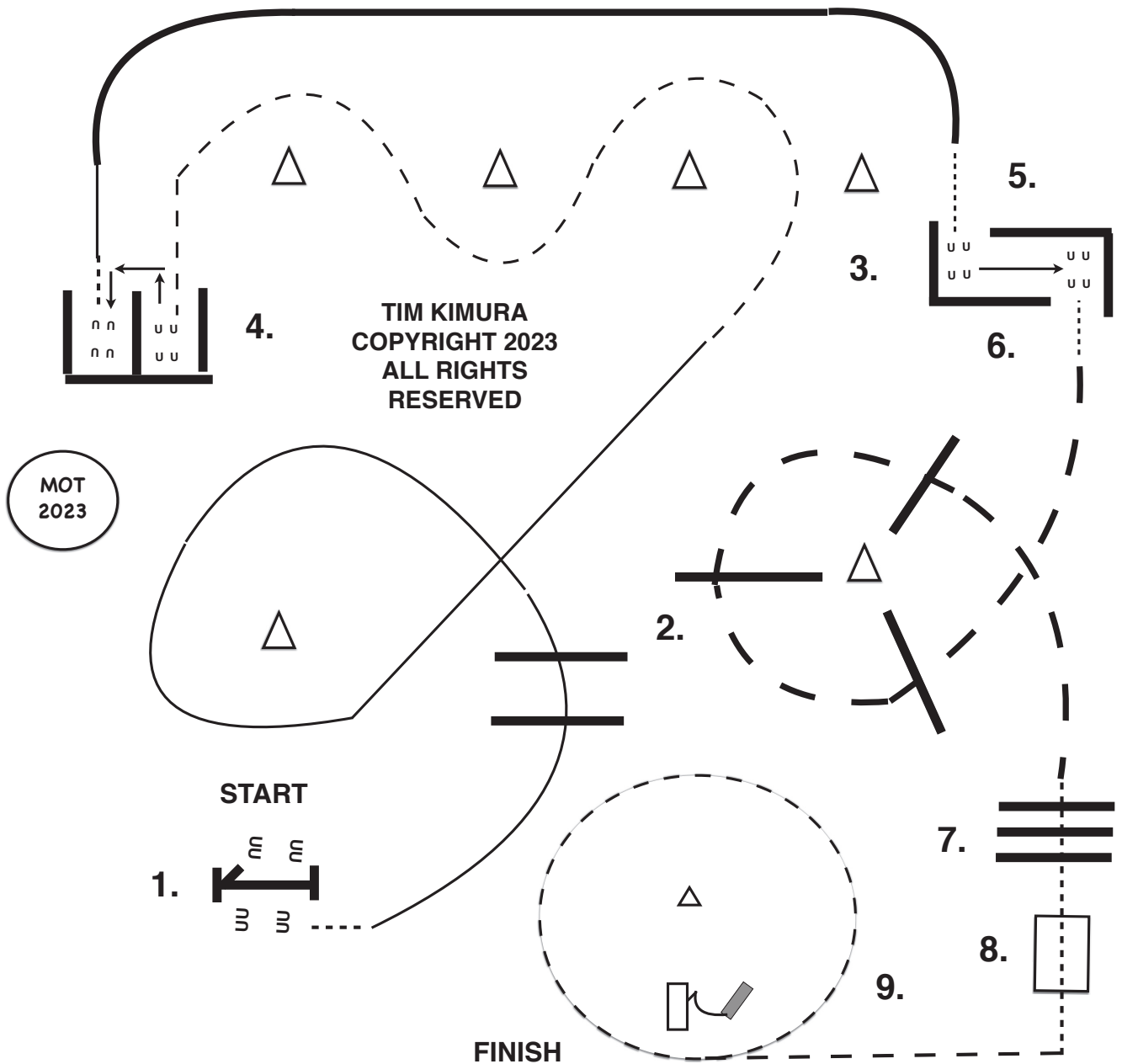
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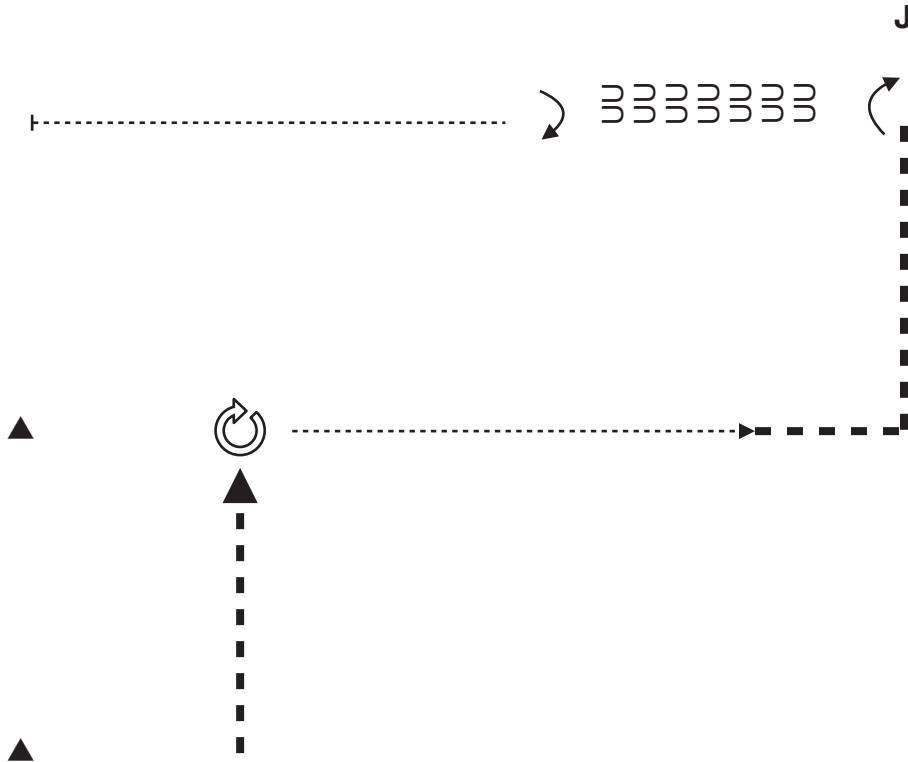
Low Budget Show
2023

RANCH TRAIL



1. WORK GATE, LEFT HAND, PUSH OPEN RIDE THROUGH AND CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN LOPE OVER LOGS LEFT LEAD, AND LOPE AROUND MARKER.
3. BREAK TO THE TROT, TROT THROUGH SERPENTINE.
4. TROT INTO CHUTE, STOP AND BACK A U-TURN BETWEEN LOGS AND WALK OUT.
5. LOPE RIGHT LEAD, THEN EXTEND THE LOPE ACROSS THE TOP OF THE ARENA, THEN BREAK TO THE WALK, WALK INTO CHUTE, SIDE PASS LEFT.
6. EXTEND THE TROT OVER LOGS
7. BREAK DOWN TO THE WALK, WALK OVER LOGS.
8. WALK OVER BRIDGE.
9. TROT TO DRAG, DRAG LOG AT THE WALK OR TROT AROUND CONE, RETURN ROPE.
YOUTH TRAIL CARRY OBJECT AROUND CONE WALK OR TROT USING EITHER HAND.

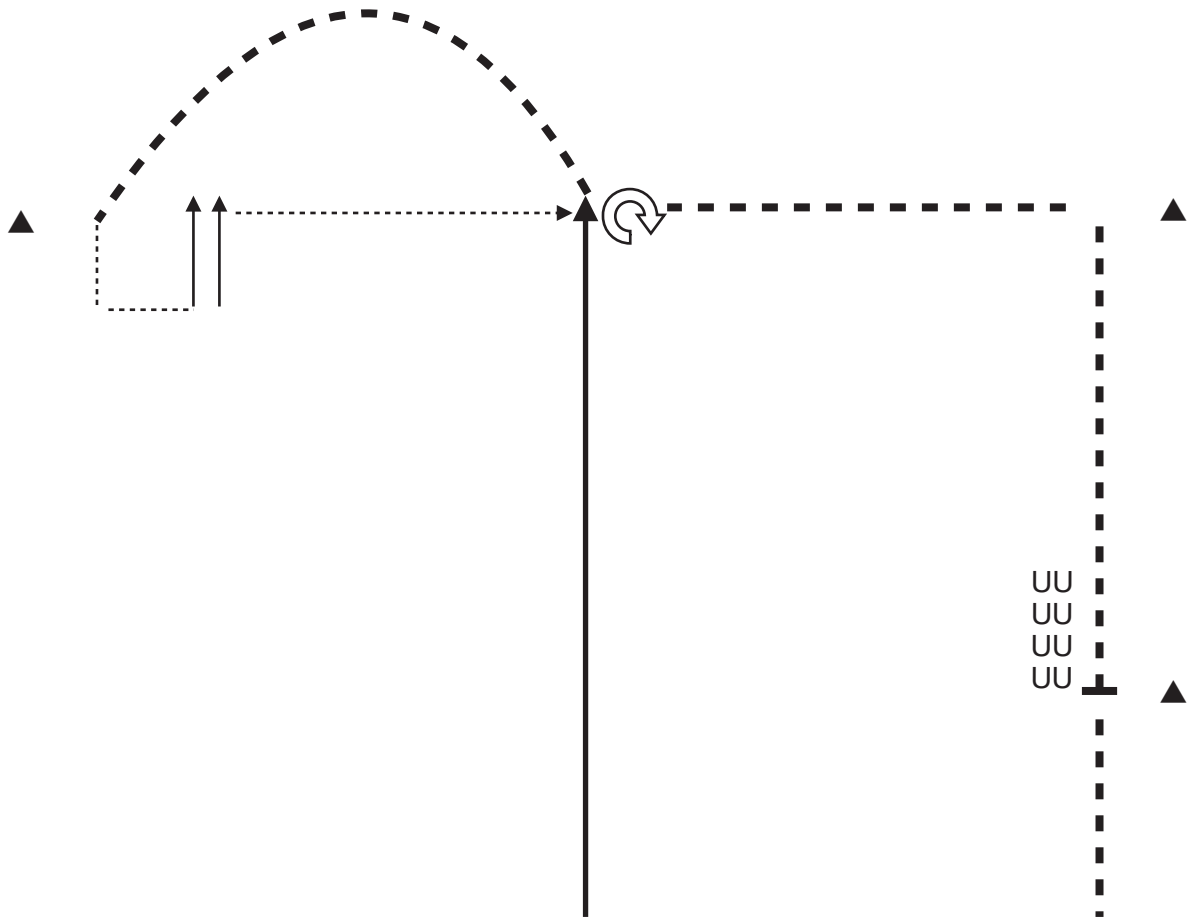
Showmanship ALL Classes



1. BE READY AT CONE
2. TROT AND STOP WITH HIP EVEN WITH CONE
3. PERFORM 1 1/4 TURN
4. WALK AND TROT SQUARE CORNER
5. STOP
6. SET UP
7. INSPECTION
8. 1/4 TURN AND BACK UP
9. 1/2 TURN WALK, STOP EVEN WITH CONE
10. JOG OUT

PATTERN PROVIDED BY:

Horsemanship
Amateur

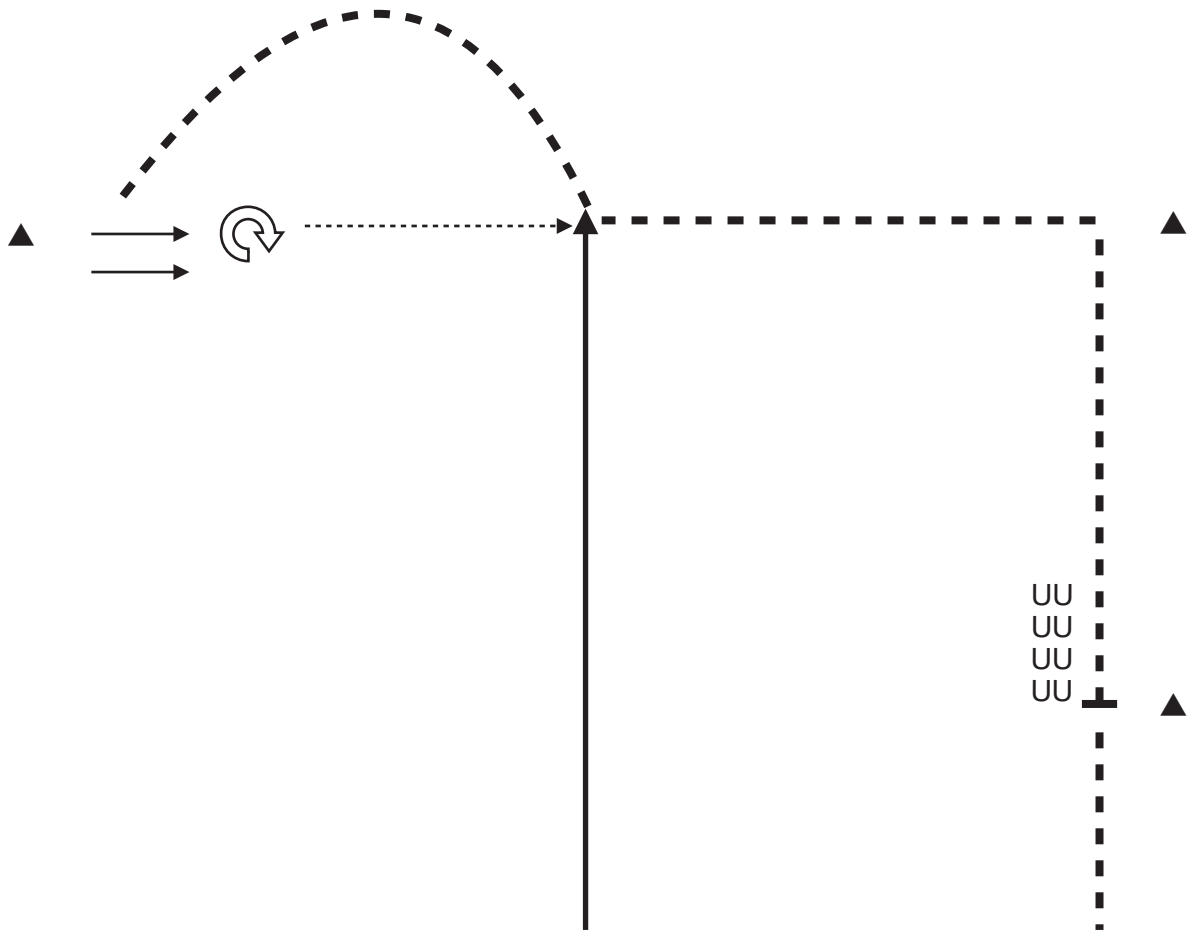


1. LOPE LEFT LEAD STRAIGHT LINE
2. BREAK TO JOG AND JOG HALF CIRCLE
3. WHEN EVEN WITH CONE BREAK TO WALK, WALK SQUARE CORNER
4. SIDE PASS UNTIL EVEN WITH CONE
5. WALK HALF WAY TO CONE, STOP, 360 TURN RIGHT
6. JOG, SQUARE CORNER
7. STOP WHEN EVEN WITH CONE
8. BACK UP ONE HORSE LENGHT
9. JOG OUT

PATTERN PROVIDED BY:

Horsemanship

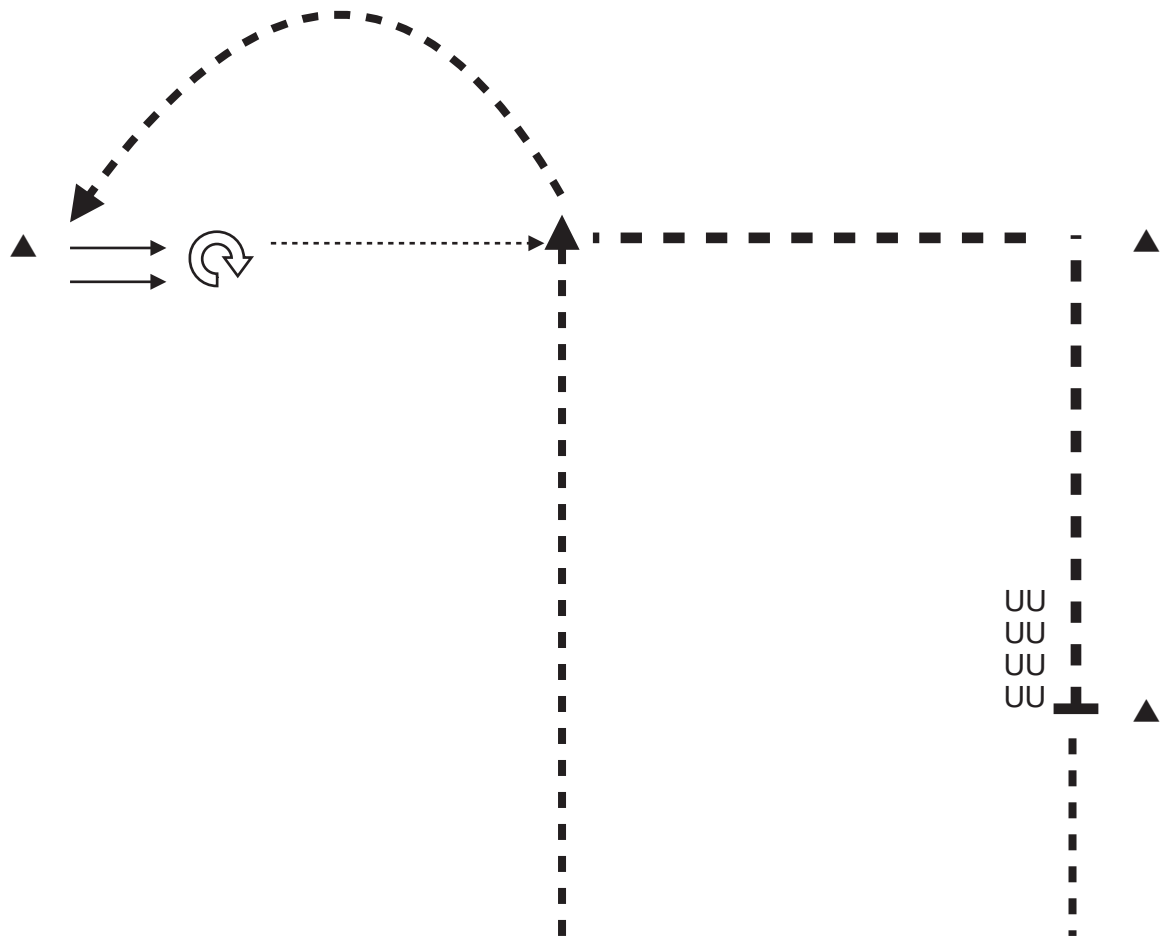
AQHA/NSBA LEVEL 1 AMATEUR, YOUTH, RASSEOFFEN



1. LOPE LEFT LEAD STRAIGHT LINE
2. BREAK TO JOG AND JOG HALF CIRCLE
3. WHEN EVEN WITH CONE STOP AND SIDE PASS LEFT
4. PERFORM 3/4 TURN RIGHT
5. WALK TO CENTER OF PATTERN
6. JOG, SQUARE CORNER
7. STOP WHEN EVEN WITH CONE
8. BACK UP ONE HORSE LENGHT
9. JOG OUT

PATTERN PROVIDED BY:

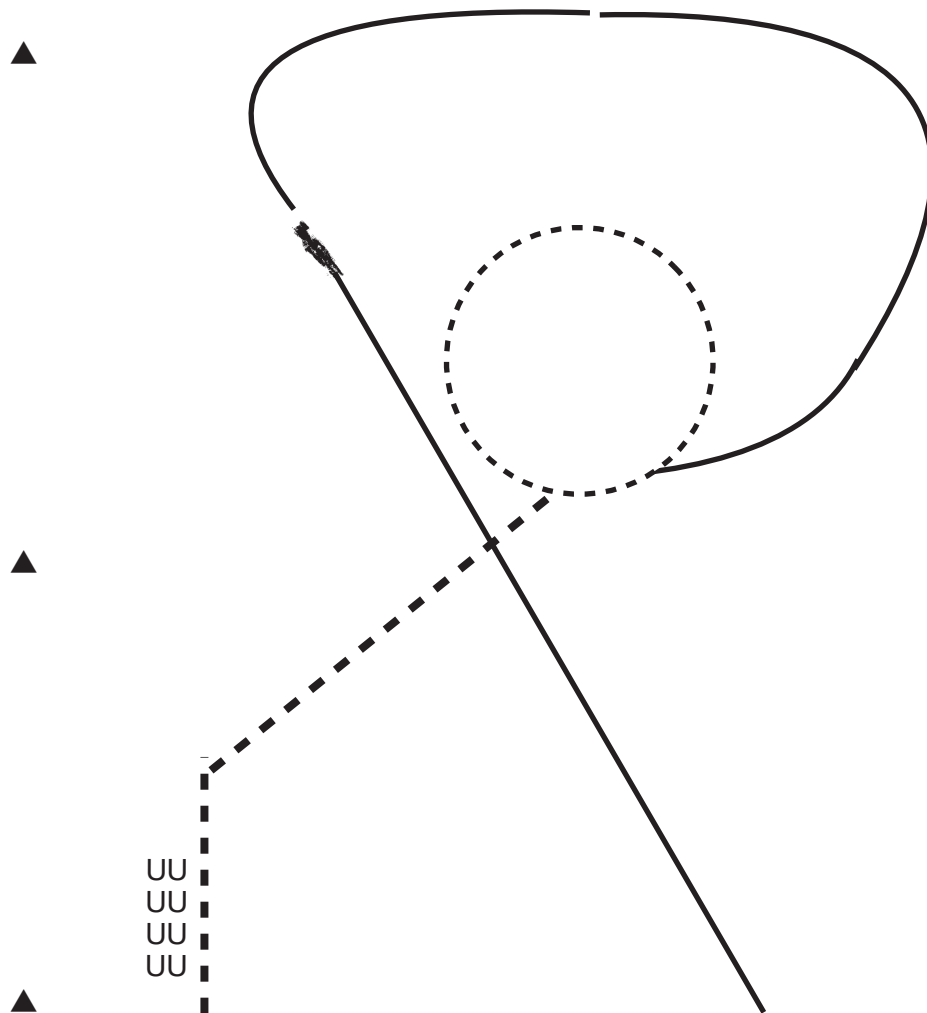
Horsemanship
WALK & TROT ALLE KLASSEN



1. JOG ON MIDDLE LINE
2. CONTINUE TO JOG HALF CIRCLE AND STOP WITH HIP EVEN WITH CONE
3. SIDE PASS LEFT
4. 3/4 TURN ON HAUNCHES TO THE LEFT
5. WALK UNTIL MIDDLE LINE
6. EXTENDED JOG TOWARDS CONE AND PERFORM A SQUARE CORNER
7. STOP WHEN EVEN WITH CONE AND BACK UP ONE HORSE LENGTH
8. JOG OUT

PATTERN PROVIDED BY:

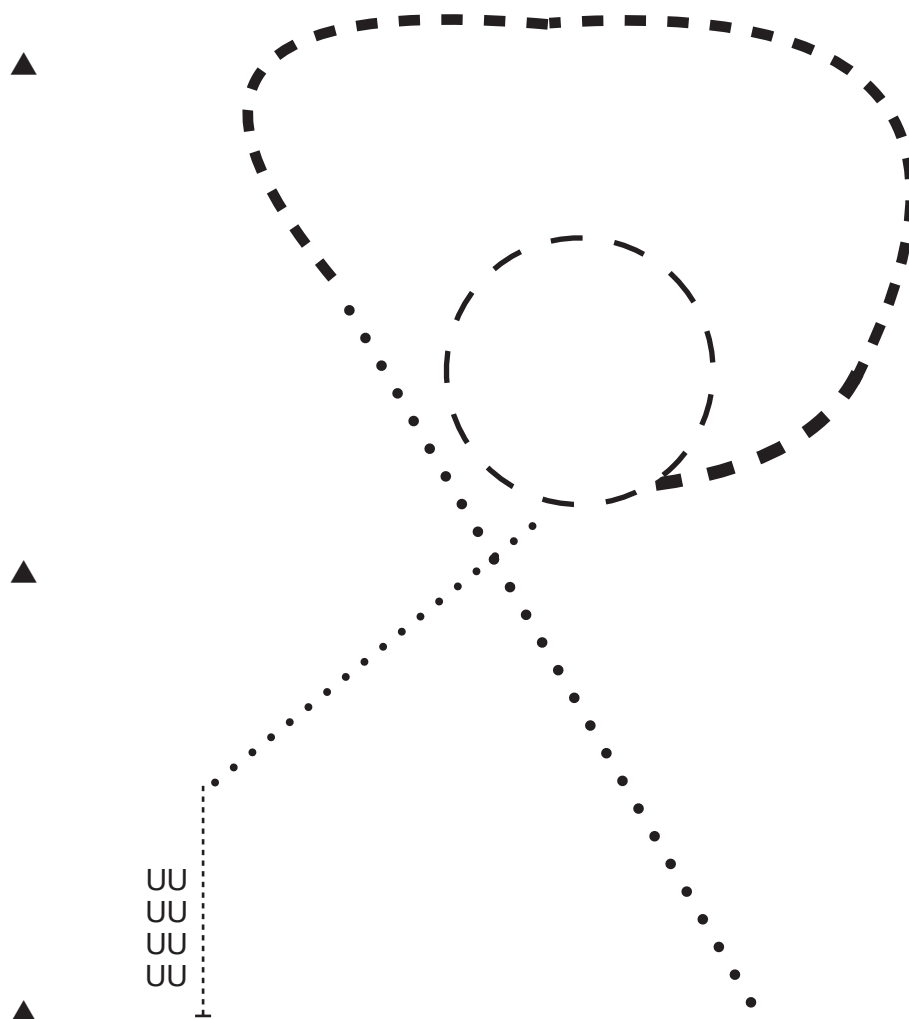
**HUNT SEAT EQUITATION
AQHA/NSBA AMATEUR**



1. PICK UP LEFT LEAD CANTER ON STRAIGHT LINE
2. PERFORM A SIMPLE LEAD CHANGE
3. CANTER A CIRCLE AS DRAWN ON RIGHT LEAD
4. BREAK TO TROT AND TROT ON LEFT DIAGONAL
5. WHEN CLOSING CIRCLE, PERFORM SITTING TROT AS DRAWN
6. STOP AND BACK UP ONE HORSE LENGTH
7. TROT OUT

PATTERN PROVIDED BY:

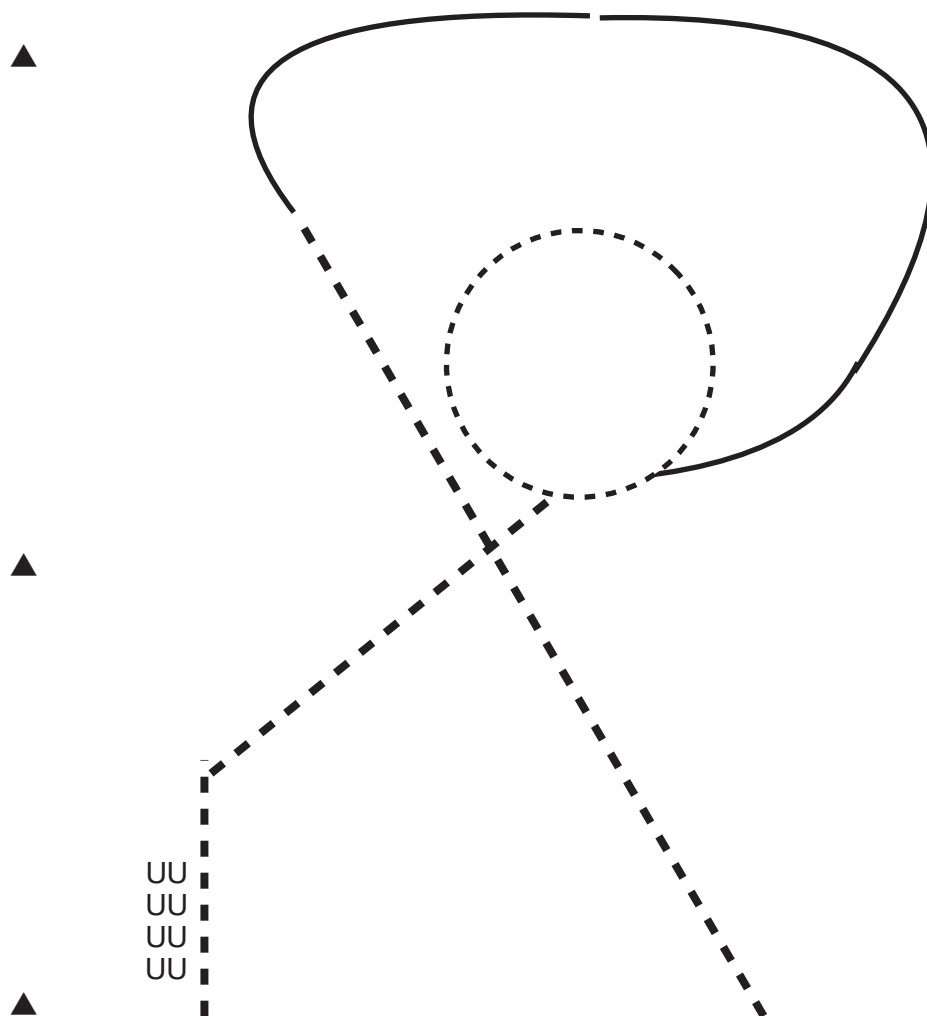
HUNT SEAT EQUITATION WALK & TROT



1. SITTING TROT ON DIAGONAL LINE
2. TROT ON LEFT DIAGONAL ON CIRCLE LINE AS DRAWN
3. TWO POINT IN CIRCLE
4. SITTING TROT ON DIAGONAL LINE TOWARDS CONES
5. WALK ON STRAIGHT LINE TOWARDS FIRST CONE
6. STOP AND BACK UP ONE HORSE LENGTH

PATTERN PROVIDED BY:

HUNT SEAT EQUITATION
AQHA/NSBA LEVEL 1 AMATEUR, YOUTH, RASSEOFFEN

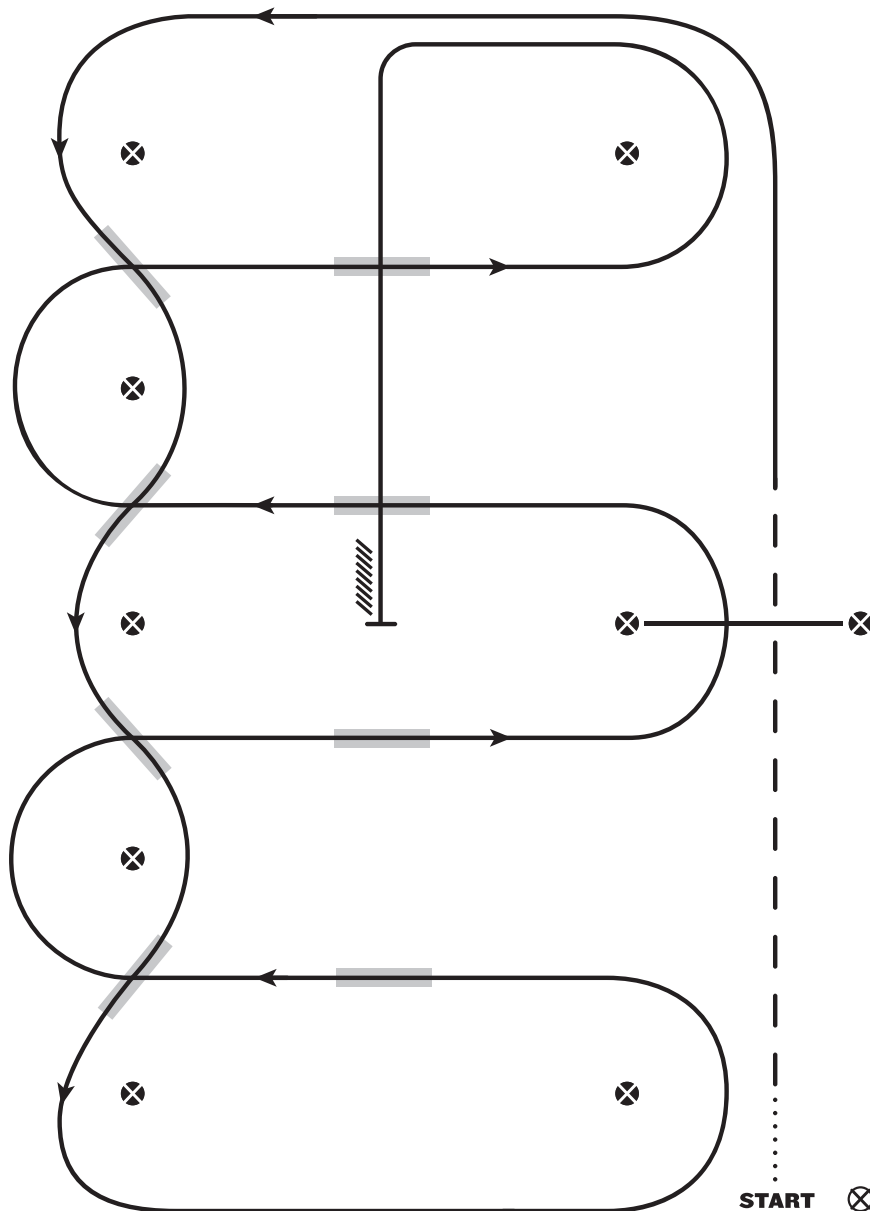


1. TROT DIAGONAL IN LEFT DIAGONAL
2. CANTER A CIRCLE AS DRAWN ON RIGHT LEAD
3. BREAK TO TROT AND TROT ON LEFT DIAGONAL
4. WHEN CLOSING CIRCLE, PERFORM SITTING TROT AS DRAWN
5. STOP AND BACK UP ONE HORSE LENGTH
6. TROT OUT

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WESTERN RIDING PATTERN 1

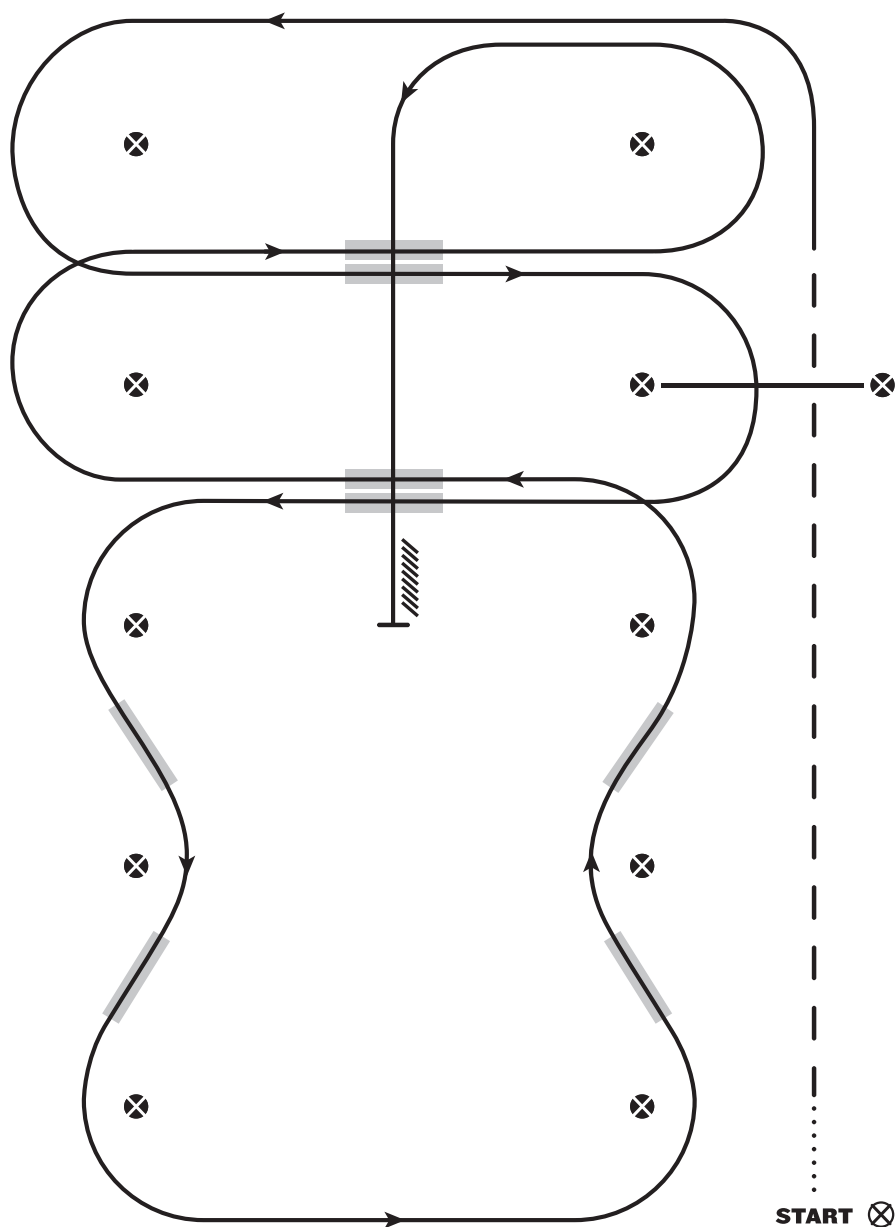


LEGEND

.....	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

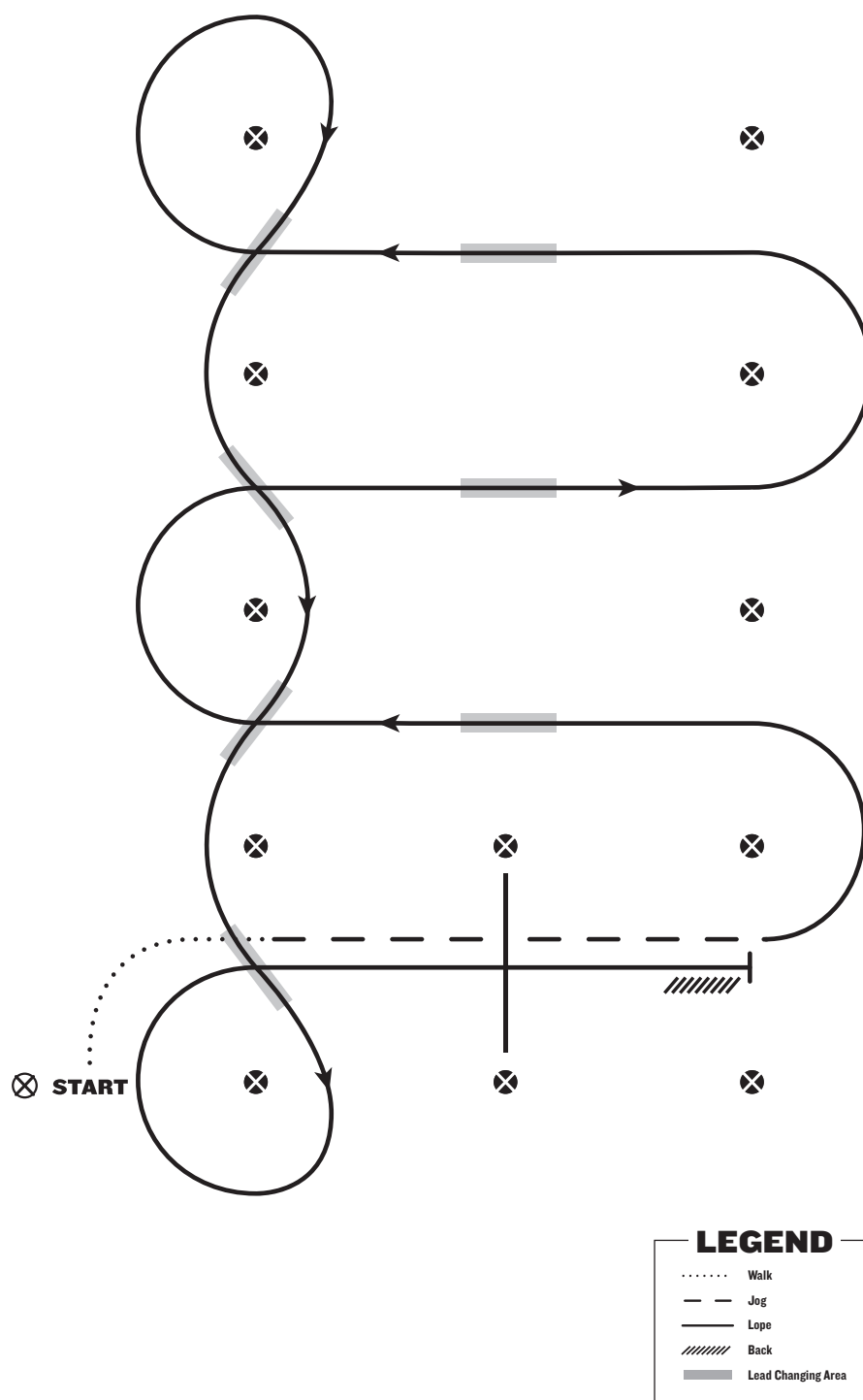
WESTERN RIDING PATTERN 3



LEGEND

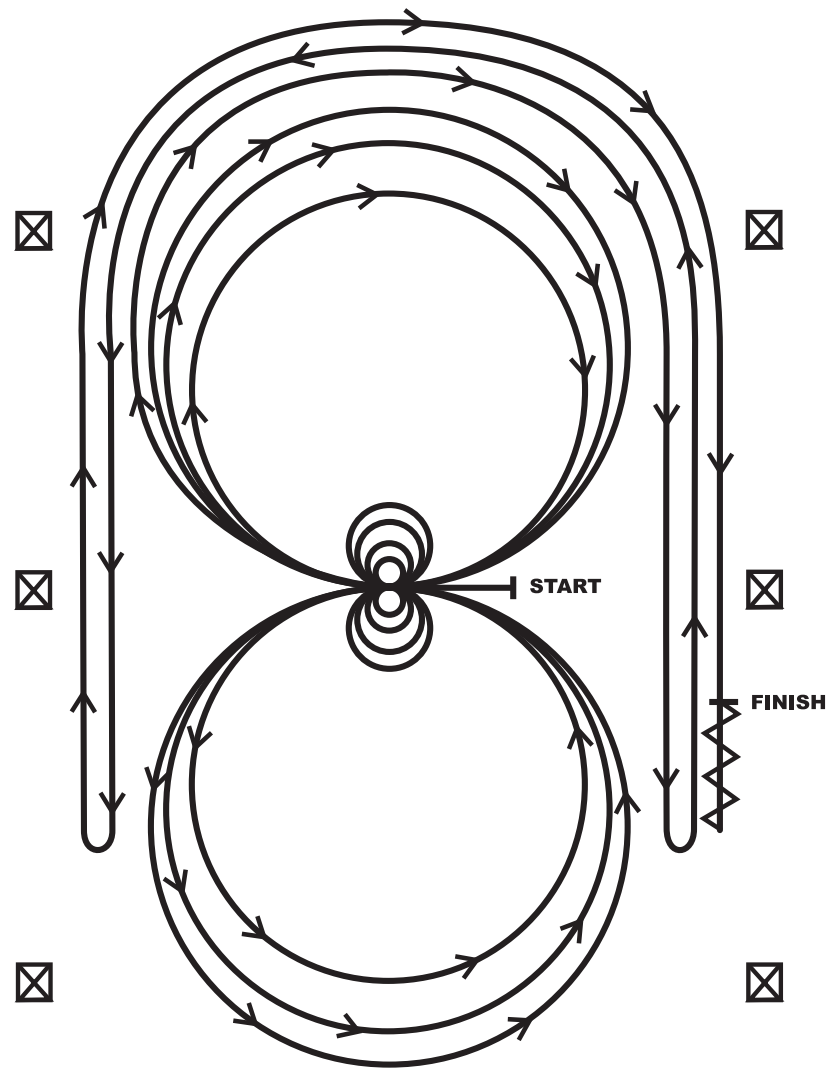
.....	Walk
- - - -	Jog
————	Lope
////	Back
■	Lead Changing Area

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
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 & back

WESTERN RIDING PATTERN 2

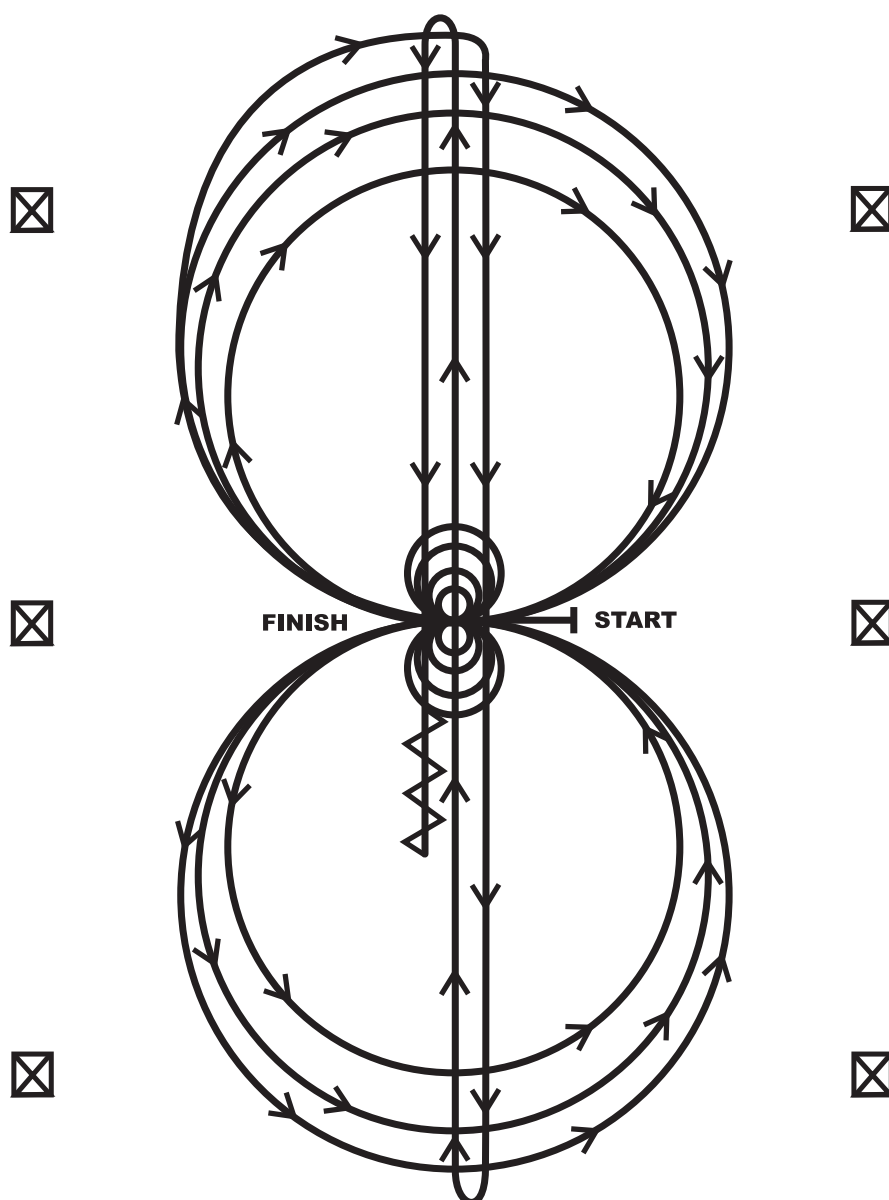
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line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

REINING PATTERN 8



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

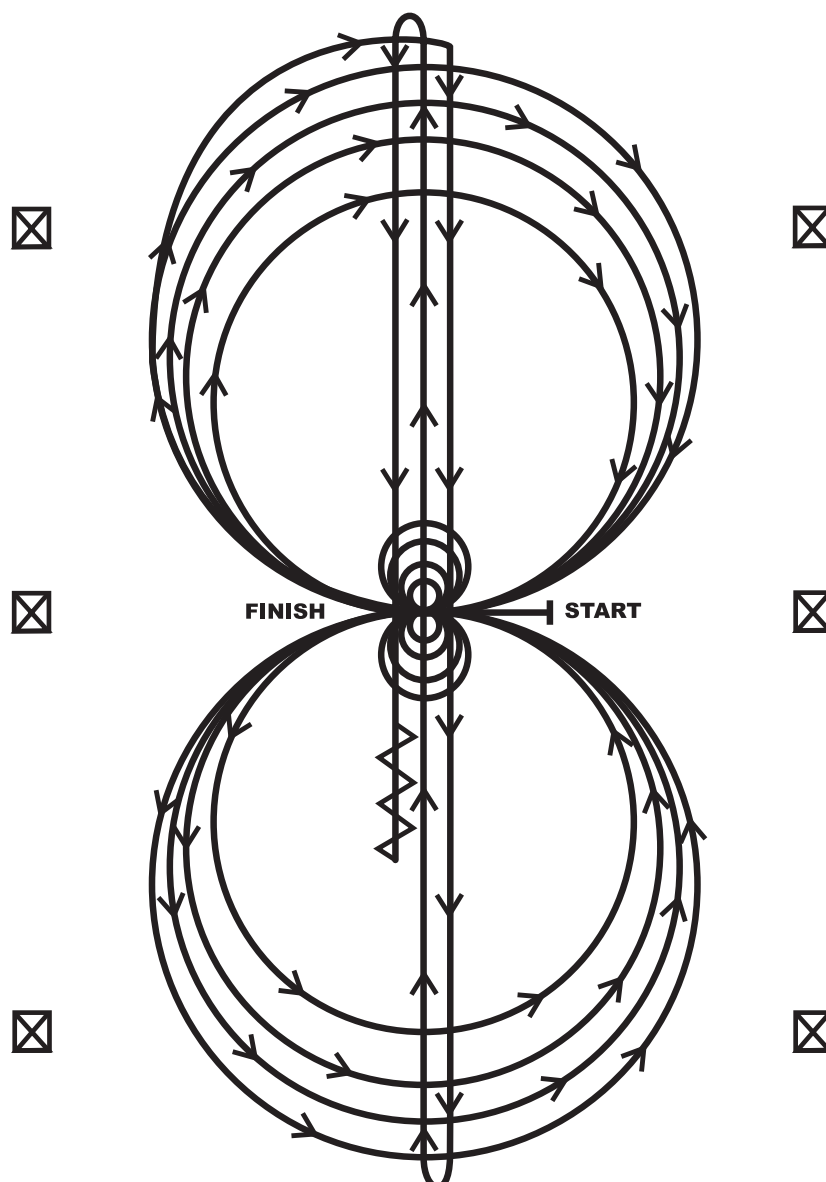
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
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 rollback at least twenty feet (six 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 rollback at least twenty feet (six 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

REINING PATTERN 2

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 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.
2. 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.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or 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 the completion of the pattern.

REINING PATTERN 4

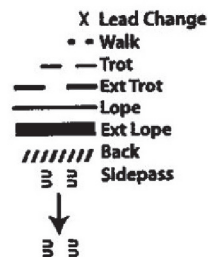
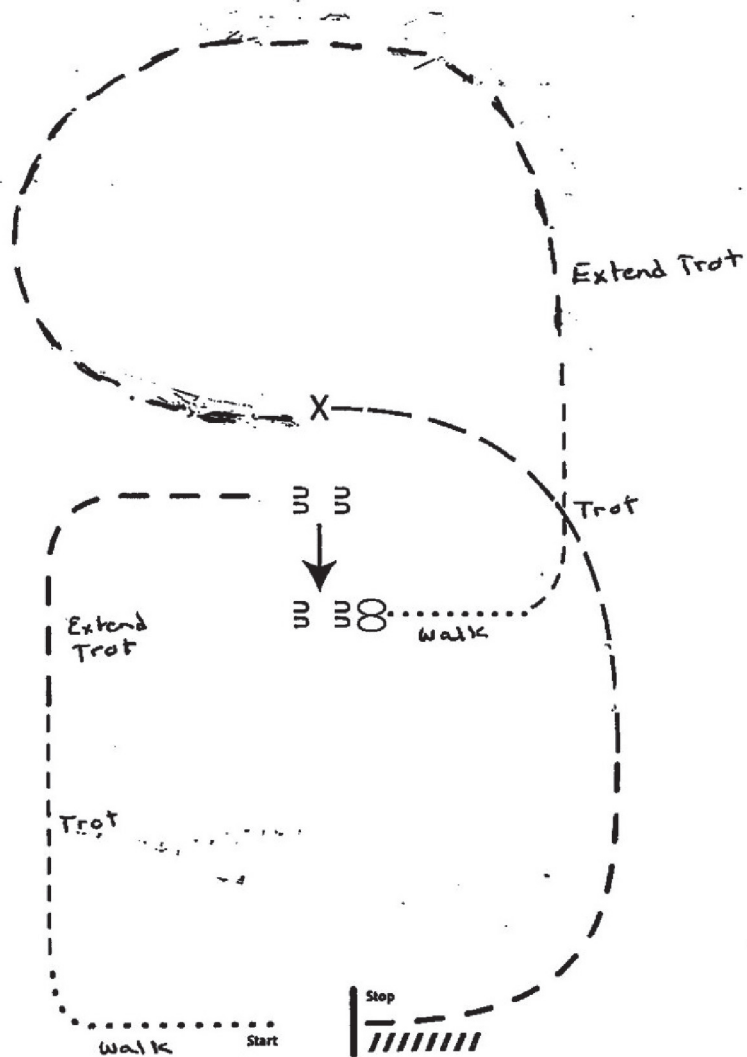


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. 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.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

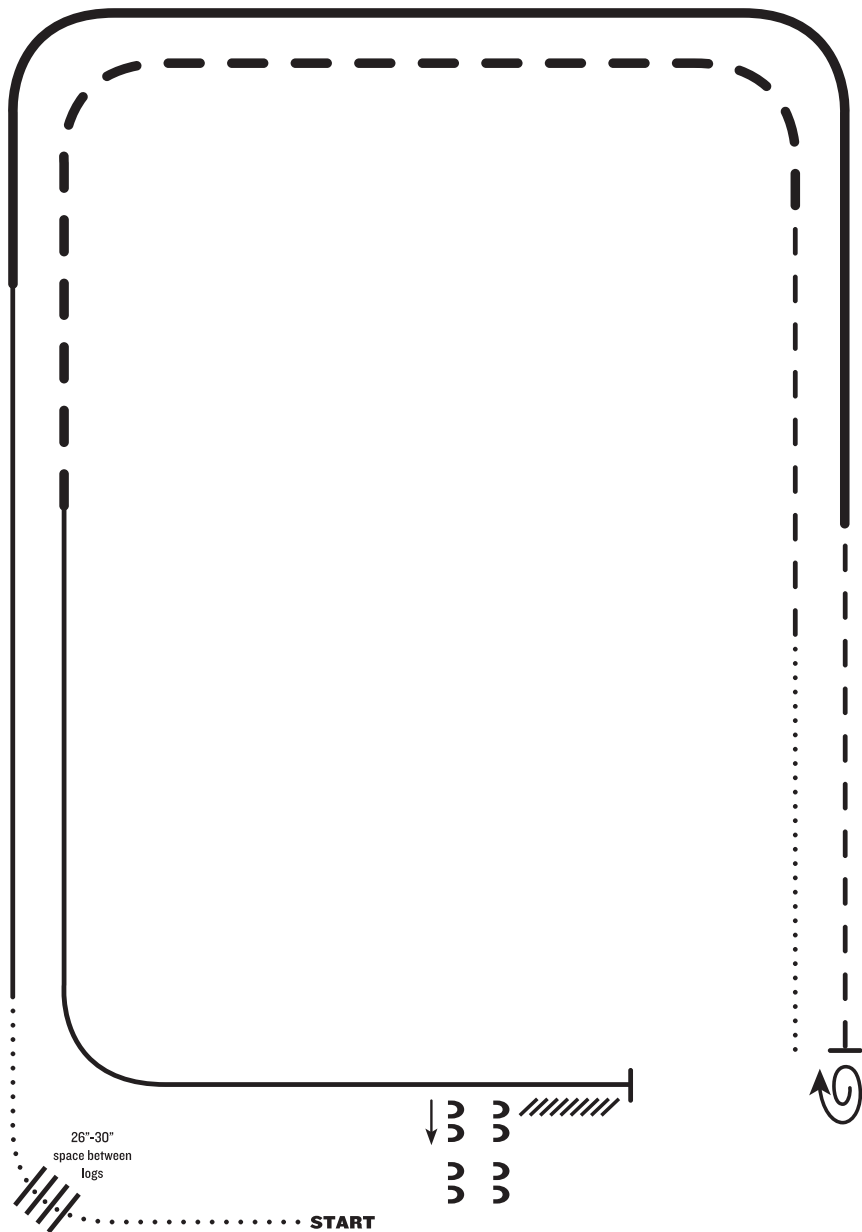
Ranch Riding

Walk/Trot



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Extend Trot
9. Stop and Back

RANCH RIDING - PATTERN 6

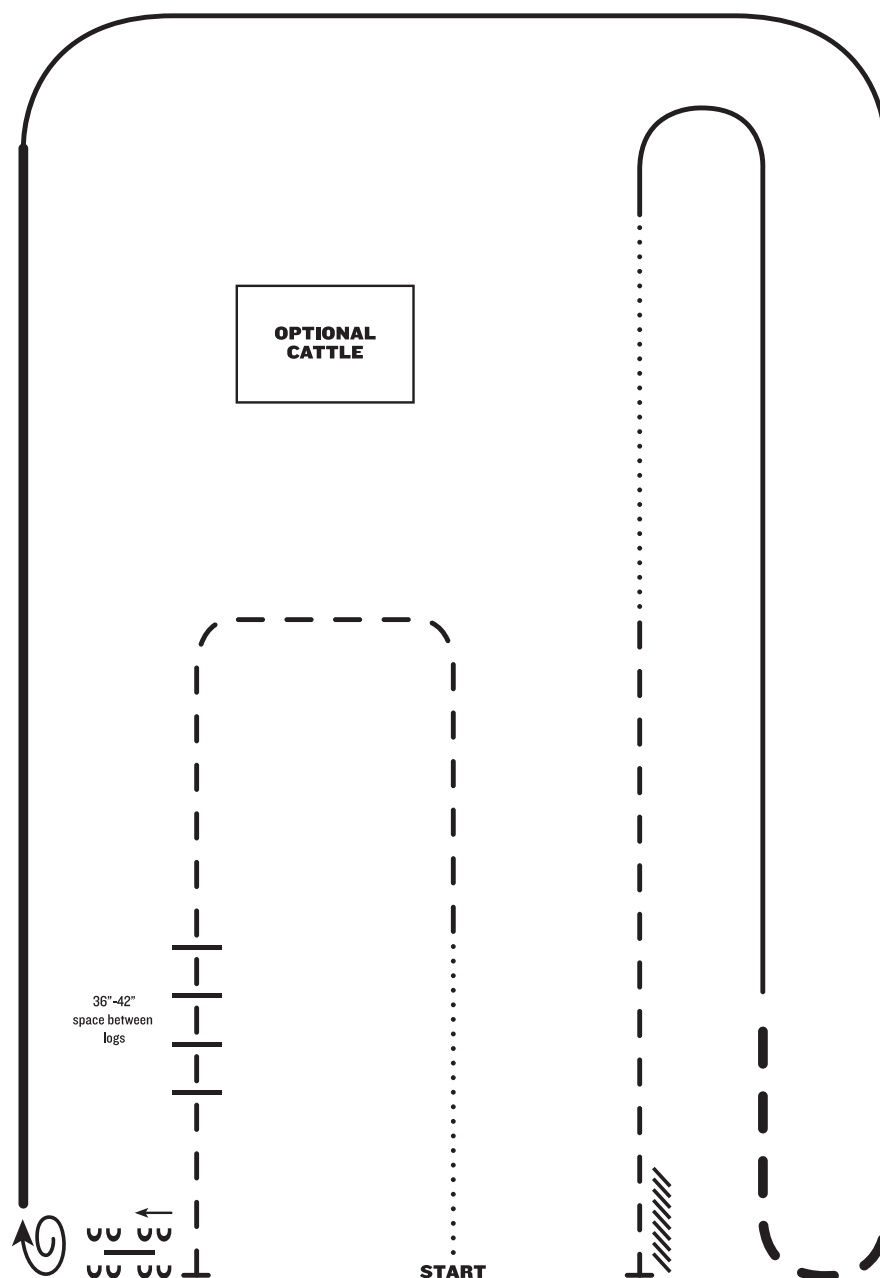


LEGEND	
.....	Walk
....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
////	Back
\\	Lead Change

1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

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 12



LEGEND

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

1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

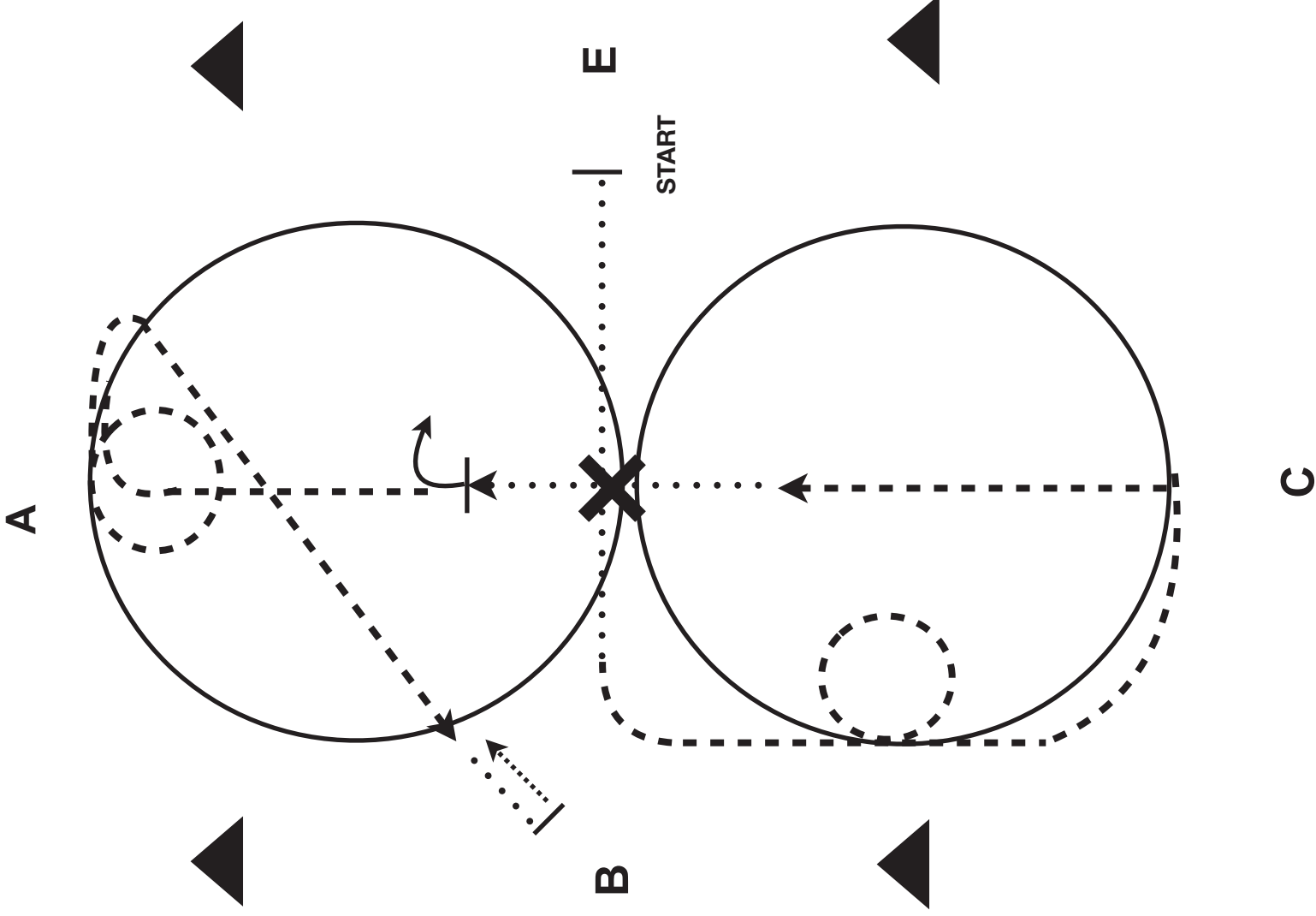
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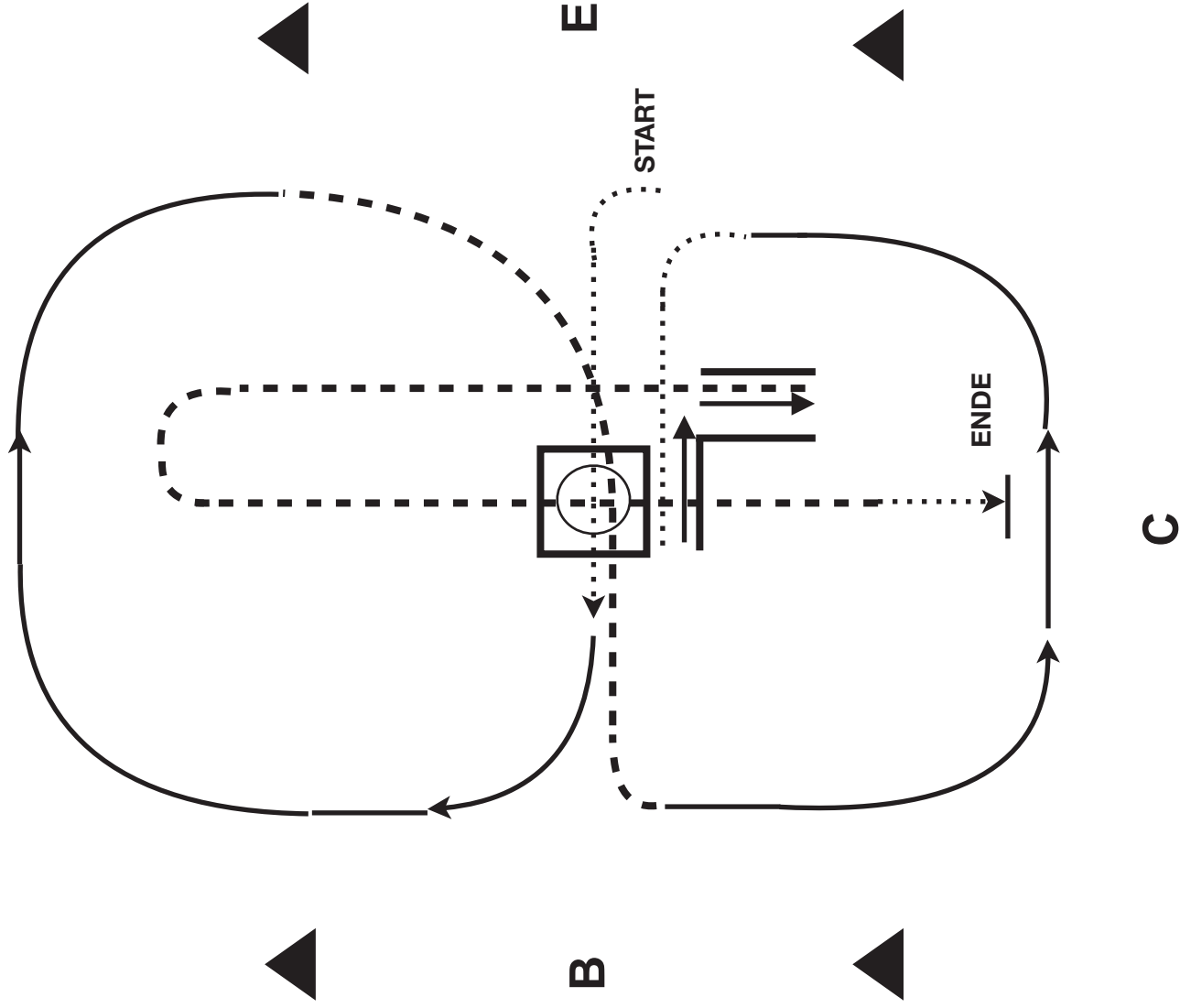
Rookie Horse

1. Walk
2. Jog
3. Jog Volte L
4. Lope L Circle
5. Jog Middle
6. Walk bis hinter X
7. Stop 360° R o. L
8. Jog
9. Lope R Circle
10. Jog Volte R
11. Diagonale Jog
12. Walk/Stop + Back

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Rookie Trail Horse

1. Walk in Box
2. 360° R oder L, walk out
3. Lope 3/4 Circle R
4. Jog + through Box
5. Lope 3/4 Circle L
6. Walk + into chute
7. Back L
8. Jog out
9. Jog through Box
10. Walk, stop

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