

DKQHA virtuel show 2021

Pattern book

Reining level 1: Easy pattern 1 (www.nrha.dk)

Reining level 2: Easy pattern 4 (www.nrha.dk)

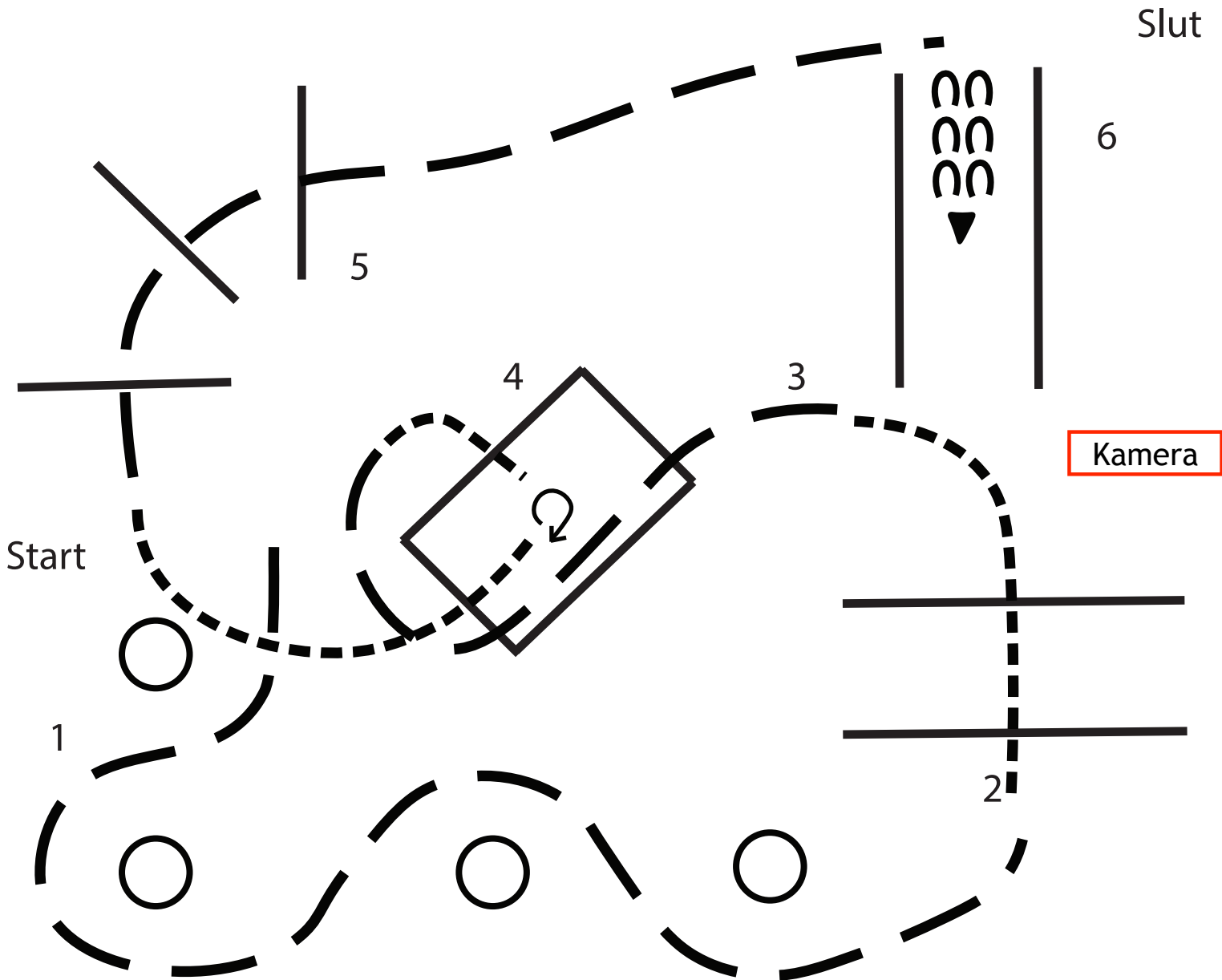
Reining level 3: Pattern 5

Ranch riding level 2: Pattern 1

Ranch riding level 3: Pattern 5

Trail level 1

Trail in hand level 3



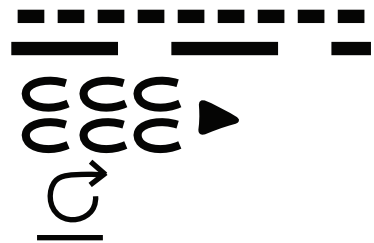
1. Jog through cones
2. Walk over poles
3. Jog through box as shown, break to walk and walk into the box
4. Stop and make 1 1/4 turn to the right, walk out
5. Jog over poles and to chute
6. Set up for back up, and back up through chute

WALK

JOG

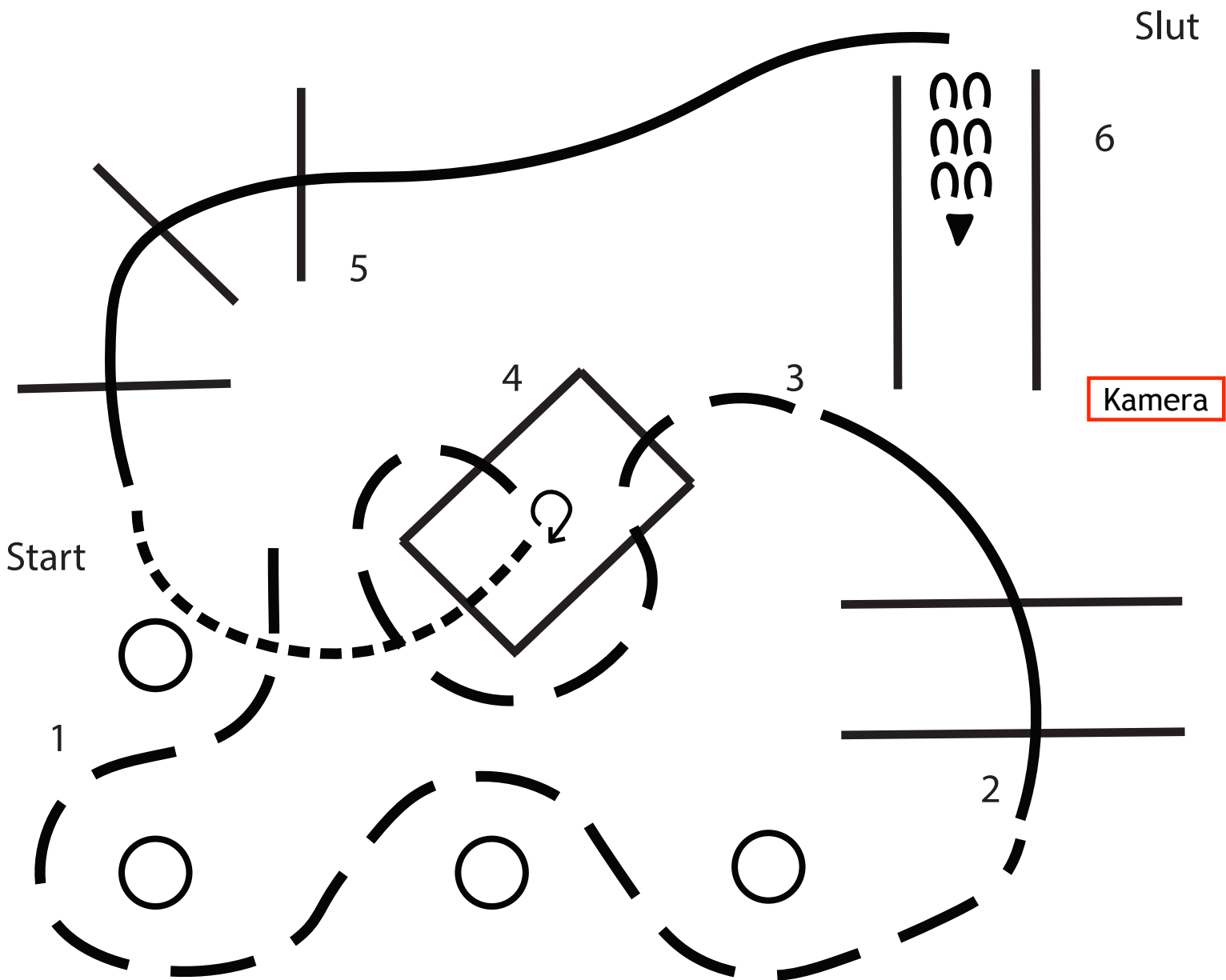
BACK UP

TURN

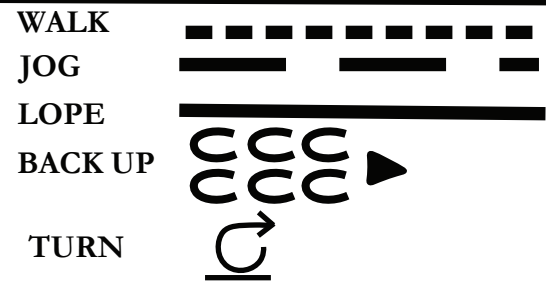


TRAIL

LEVEL 2

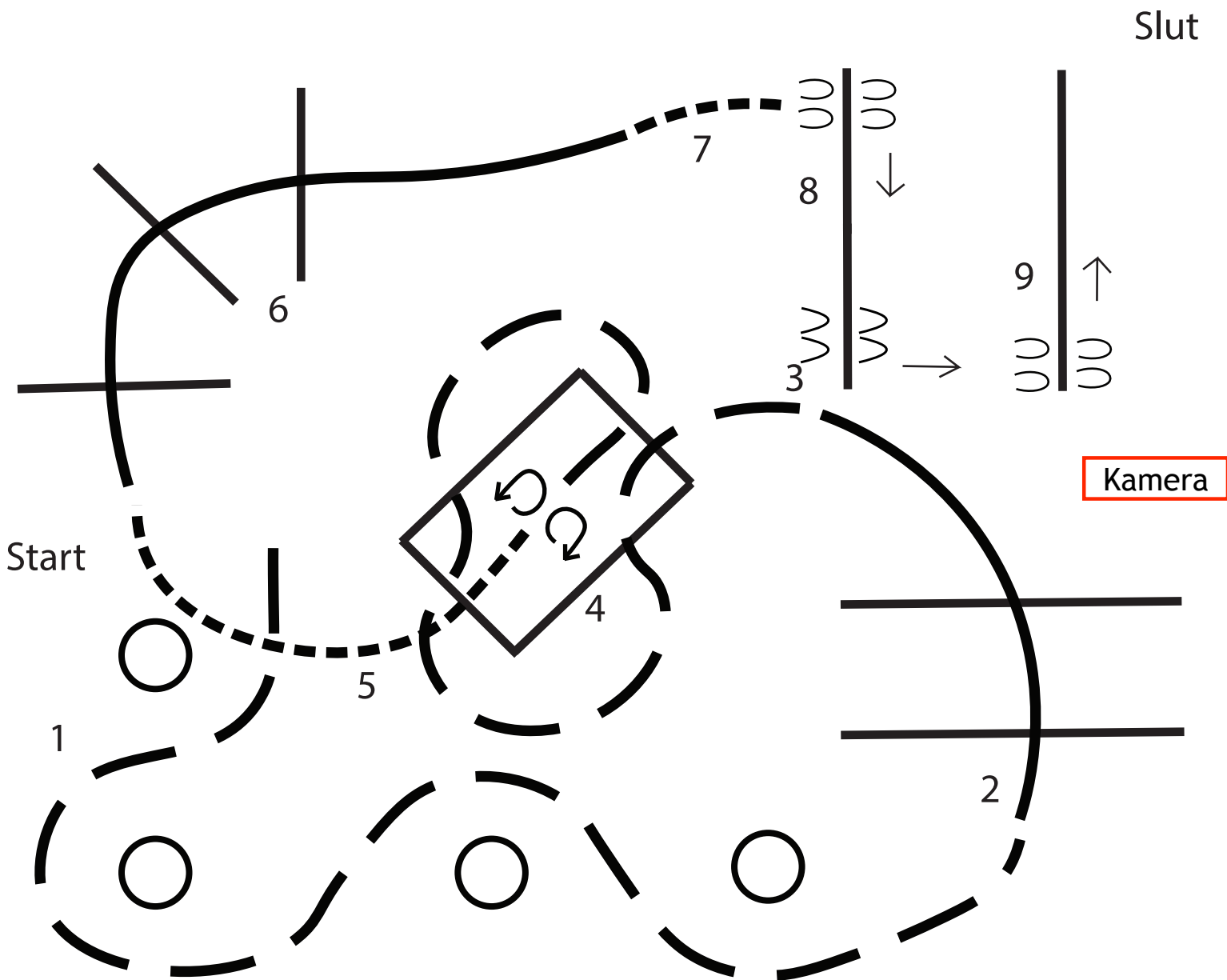


1. Jog through cones
2. Lope over poles left lead
3. Jog through box as shown, break to walk and walk into the box
4. Stop and make 1 1/4 turn to the right, walk out
5. Lope over poles and to chute, right lead
6. Set up for back up, and back up through chute



TRAIL

LEVEL 3

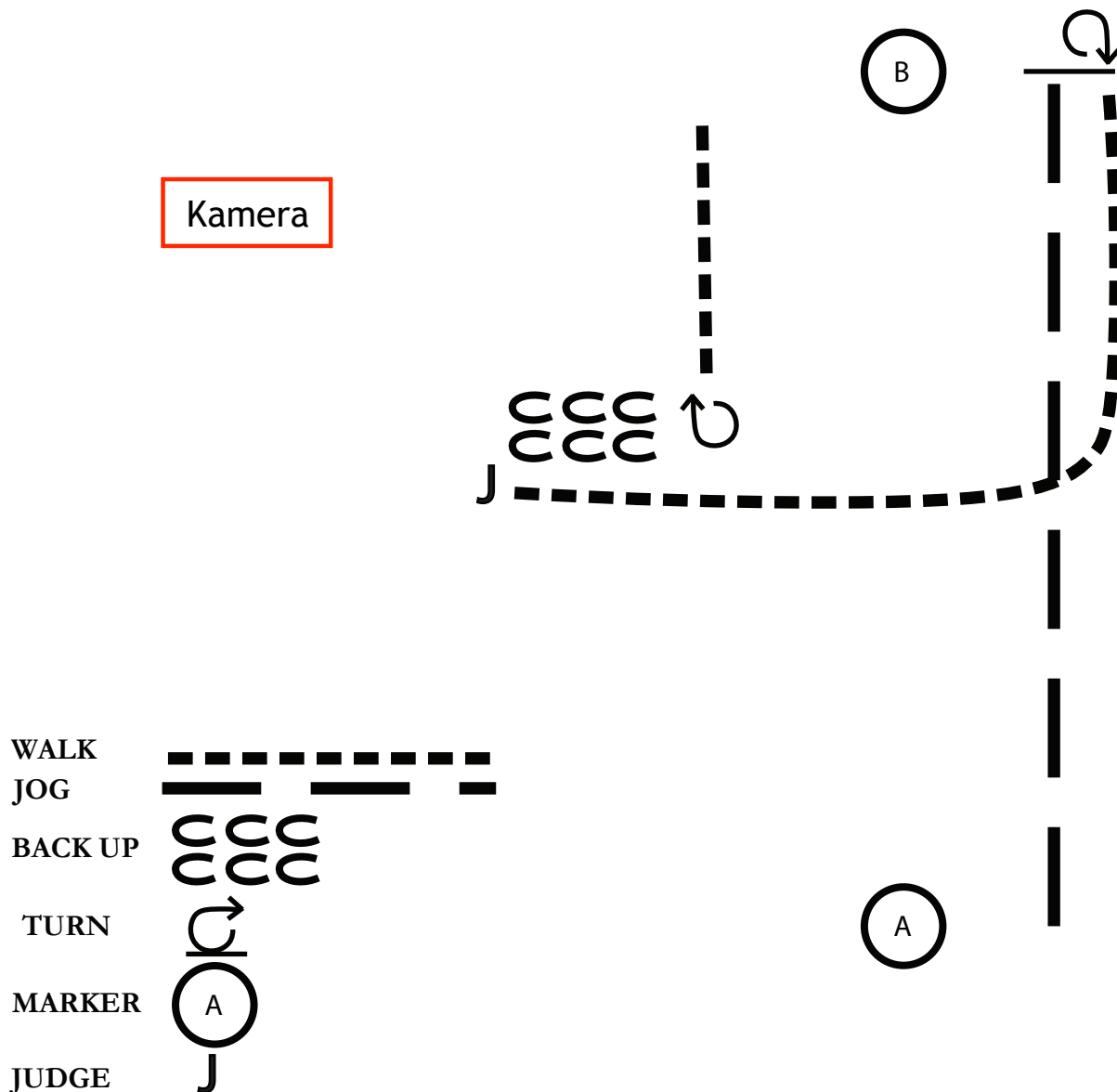


1. Jog through cones
2. Lope over poles left lead
3. Jog through box as shown
4. Stop and make a turn in both directions
5. Walk out of box
6. Lope over poles right lead
7. Break to walk, and walk to pole
8. Sidepase right over pole
9. Walk forward to pole and sidepase left over pole

WALK	
JOG	
LOPE	
TURN	
SIDEPASS	

SHOWMANSHIP AT HALTER

Level 2

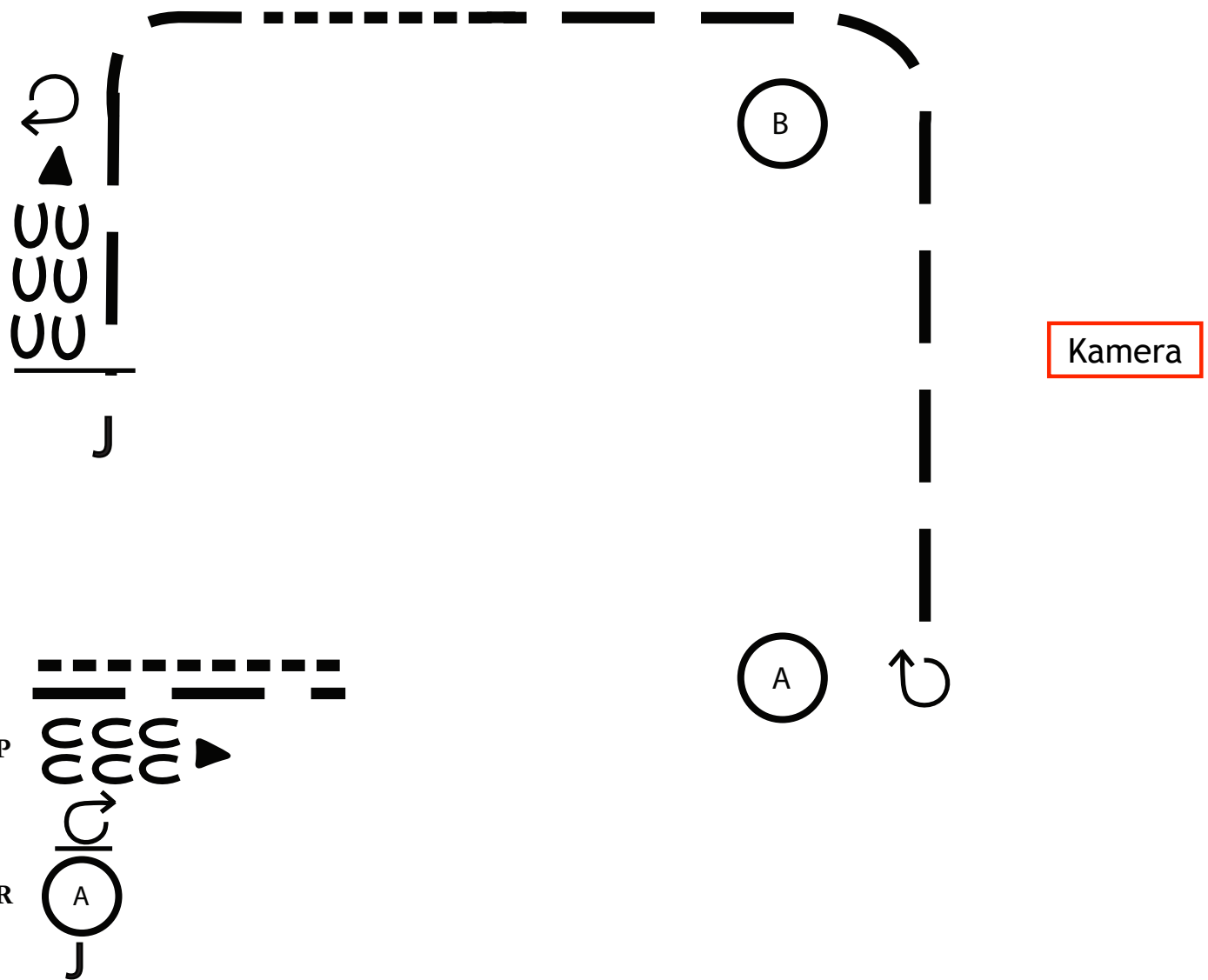


Be ready at A

1. Jog to B
2. Stop at B and perform a 180 degrees turn
3. Walk a corner to Judge as shown
4. Stop and set up for inspection
5. When dismissed, back up 4-6 steps
6. Perform a 90 degrees turn and walk or jog to lineup

AQHA SHOWMANSHIP

Level 3



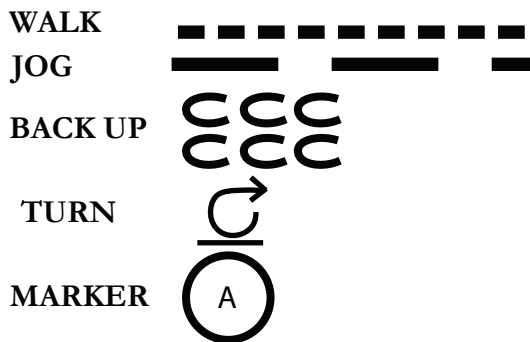
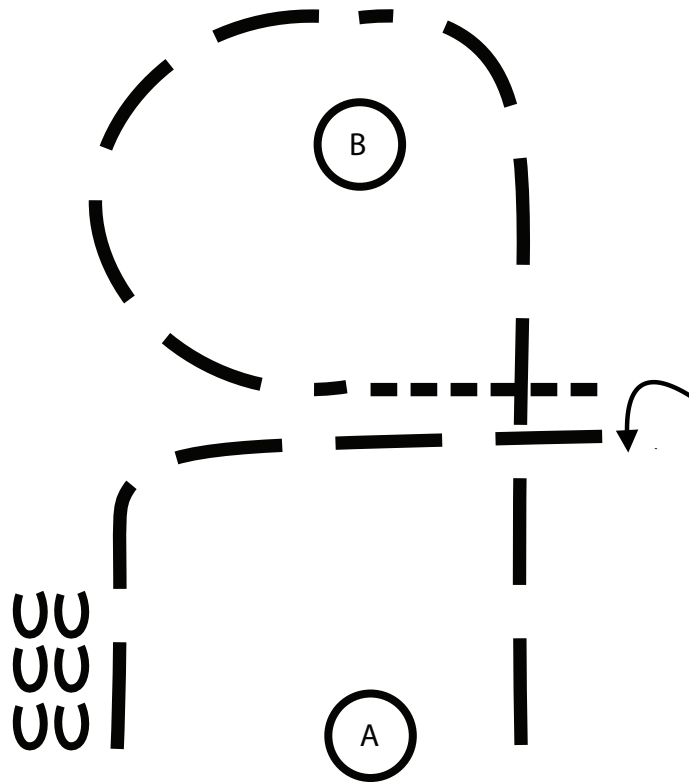
Be ready at A

1. Perform a 360 degrees turn
2. Trot to and around B
3. Walk three strides
4. Trot to judge as shown
5. Stop and set up for inspection
6. When dismissed, back up two horse-lengths
7. Perform a 90 degrees turn and walk away

HUNT SEAT EQUITATION

Level 1

Kamera



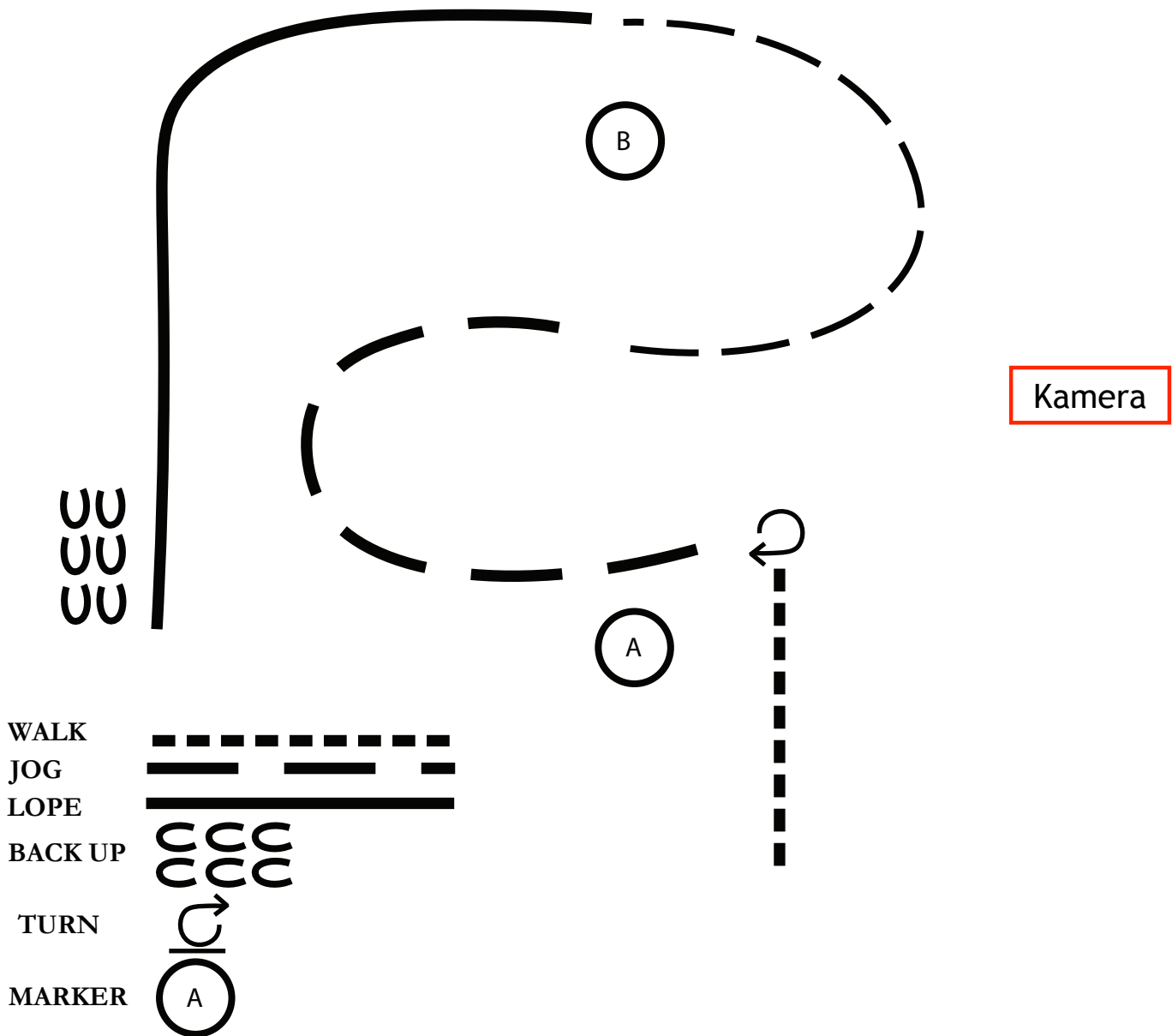
Be ready at A

1. Trot on the right diagonal to B
2. Sitting trot from B in a halfcircle as shown
3. Walk 2 horselengths
4. Stop and perform a 180 degrees turn to the left, on the hindquarters
5. Trot on the right diagonal until even with A
6. Back up one horselength

Exit at walk

HUNT SEAT EQUITATION

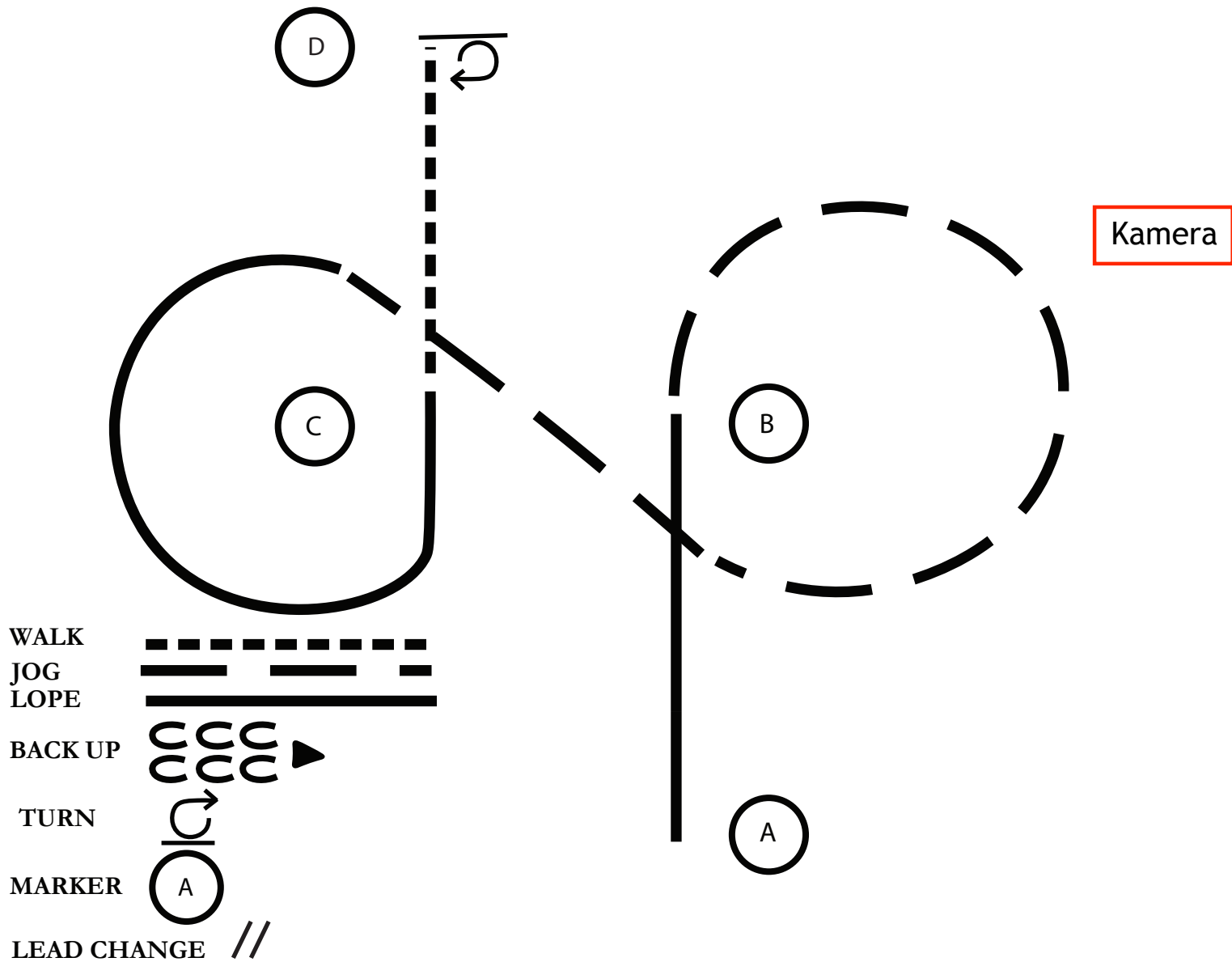
Level 2



1. Walk past A
 2. Perform a 270 degrees turn on the hindquarters, to the right
 3. Trot on the left diagonal in a halfcircle as shown
 4. When even with A and B, make a halfcircle around B in sitting trot
 5. When even with B, canter on the left lead until even with A
 6. Stop and back up 2 horselengths
- Exit at walk

AQHA HUNT SEAT EQUITATION

Level 3

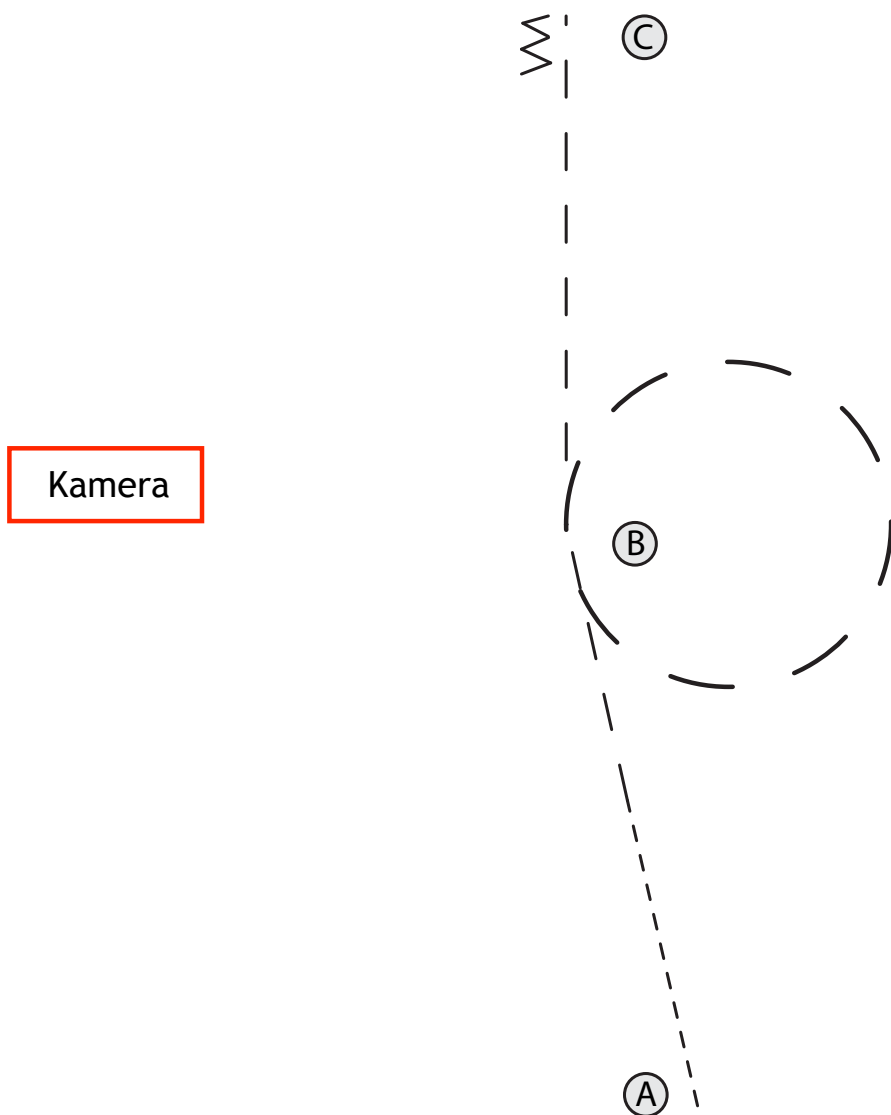


Be ready at A

1. Lope on the right lead
 2. Trot on the left diagonal in a circle around B as shown
 3. Trot in twopoint-position from B to C
 4. Lope on the left lead around C as shown
 5. Walk to D
 6. Stop and perform a 180 degrees turn on the forehand to the left
- Exit at trot

WESTERN HORSEMANSHIP

Level 1



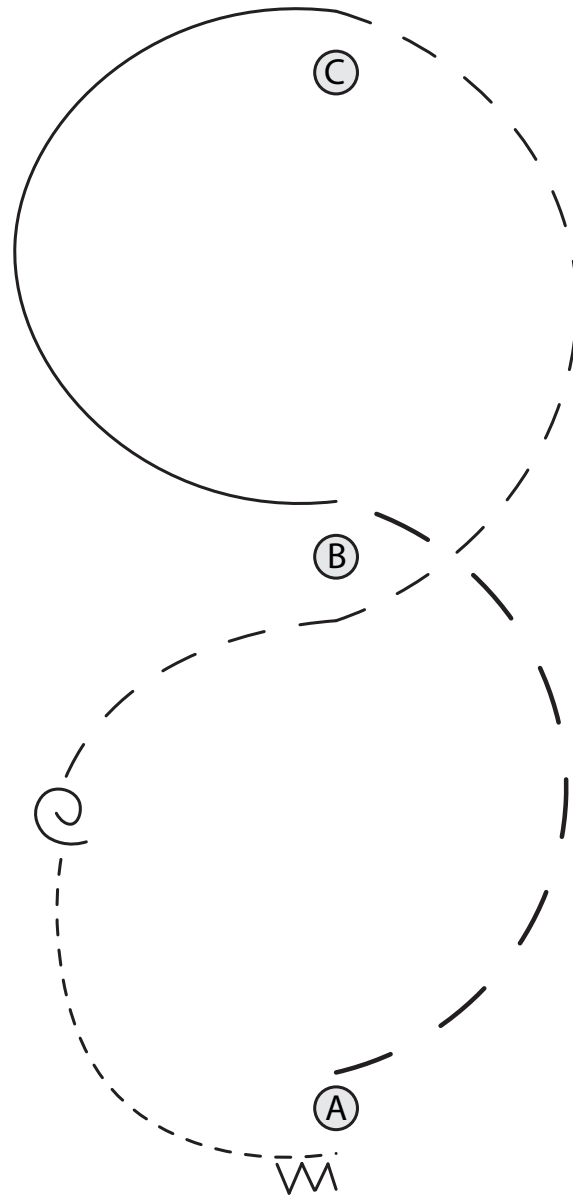
Be ready at A

1. Walk halfway to B
2. Jog to B
3. Extended jog in a circle around B
4. Jog to C
5. Stop and back up one horse length

WESTERN HORSEMANSHIP

Level 2

Kamera

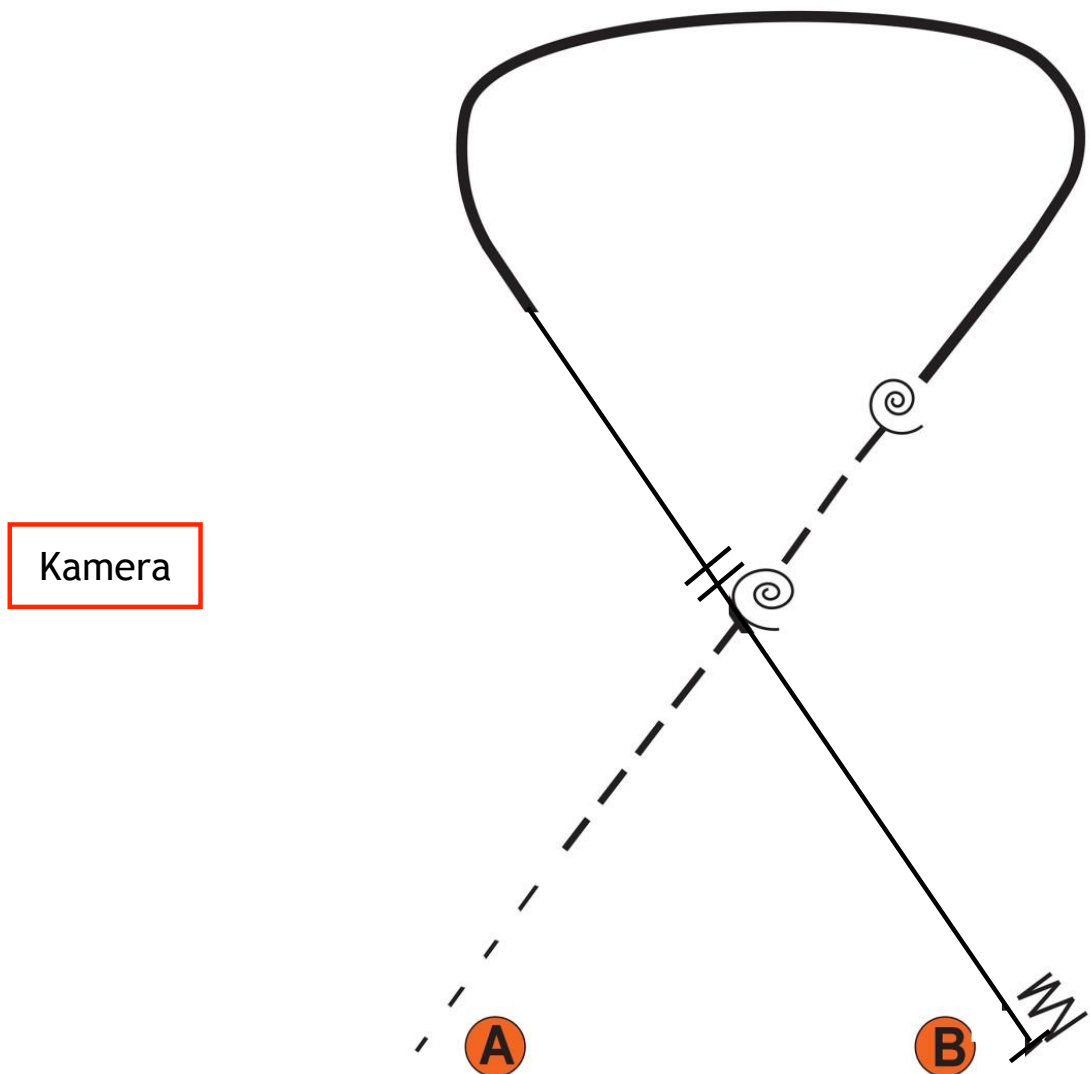


1. Extended jog in a half circle to B
2. Lope on the right lead in a half circle to C
3. Jog as shown until halfway between A and B
4. Stop and make a 360 degrees turn to the right
5. Walk to A
6. Stop, and back up one horse length

DKQH A Virtuel show

Western Horsemanship

Level 3



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1. Starting at A, walk 4-6 steps
 2. Jog to the middle of the arena
 3. Stop and make a 360 turn to the right
 4. Extended jog
 5. Stop, and make a 360 turn to the left
 6. Lope with speed around the end of the arena
 7. Collect to regular lope approaching center
 8. Change leads (simple or flying) at the center
 9. Lope to B
 10. At B stop and back up two horse lengths
- Exit at walk or jog