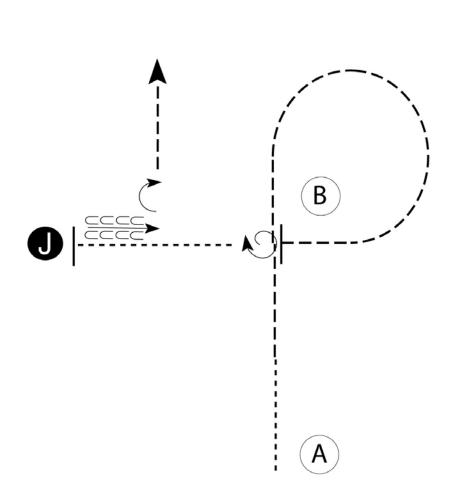
### Showmanship (Novice Amateur)

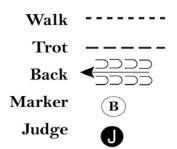
Show Date: 10-01-2025 - 10-05-2025



Be ready at A.

- 1. Walk halfway to B.
- 2. Trot to and around B as shown.
- 3. Stop when just past B. Perform a 360 degree turn.
- 4. Walk to judge and set up for inspection.
- 5. When dismissed, back one horse length.
- 6. Perform a 90 degree turn and trot away.

Follow the instructions of your ring steward.



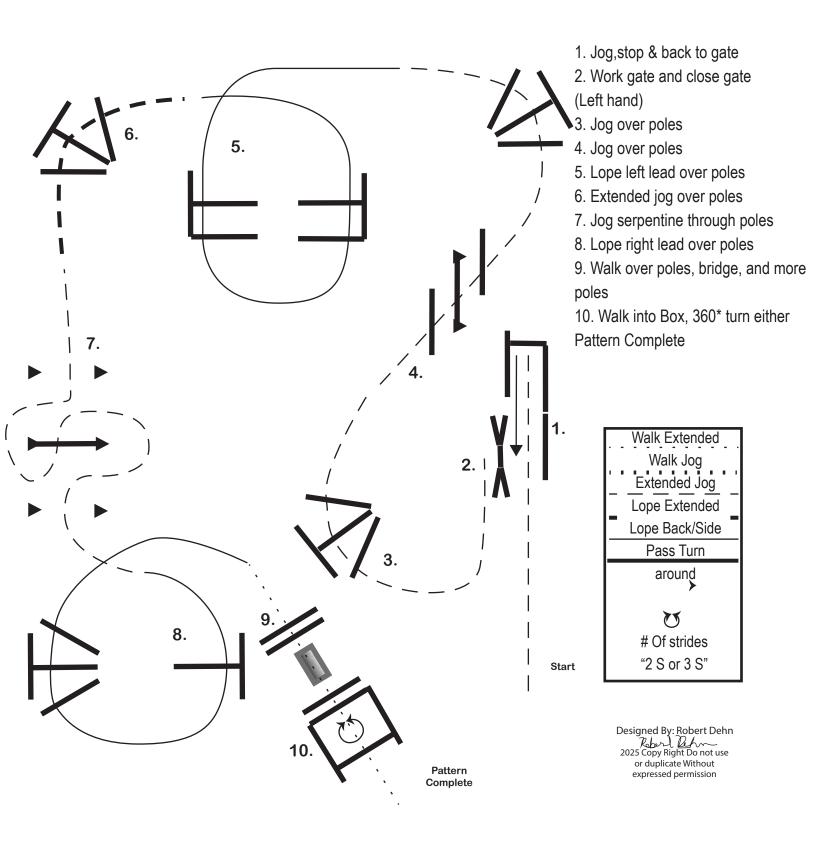
DUTCH

HORSE

CLUB

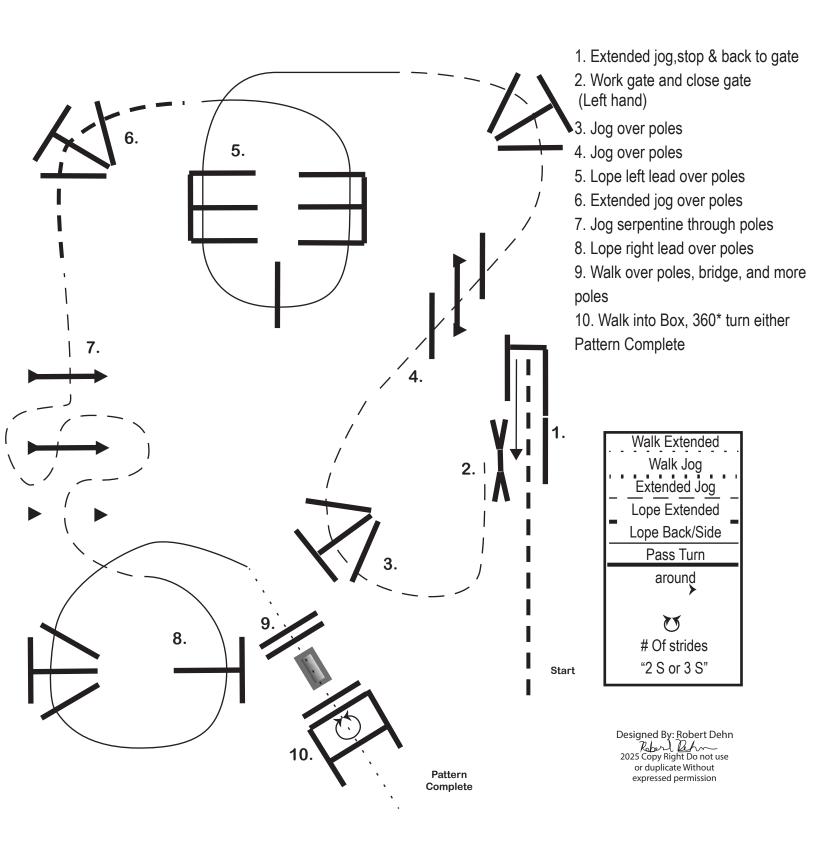
#### Futurity 4 & 5 Yr old Trail Green Trail Junior Trail





## Maturity Trail 6 & 7 Trail



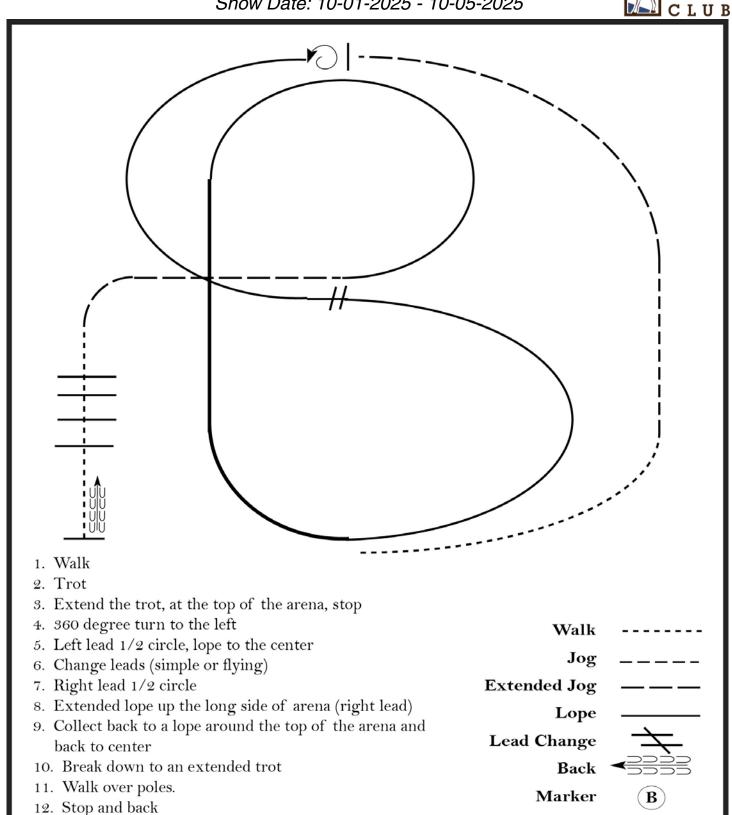


#### contest 2025 Ranch Riding (Amateur /Non Pro)

**DUTCH** 

PAINT HORSE

Show Date: 10-01-2025 - 10-05-2025

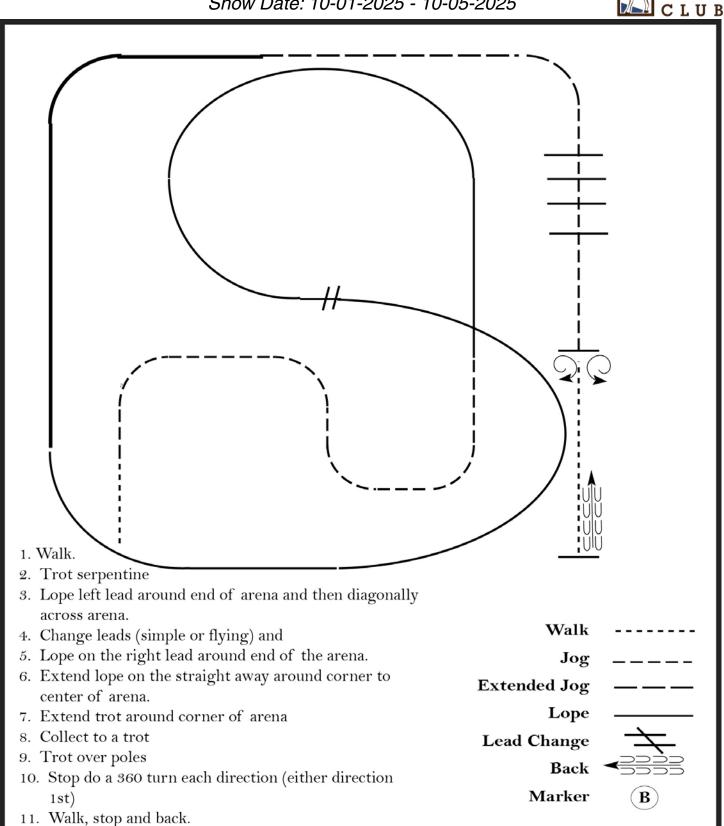


#### **DPHC Dutch Championship & Futurity** contest 2025 Ranch Riding (Open )

**DUTCH** 

HORSE

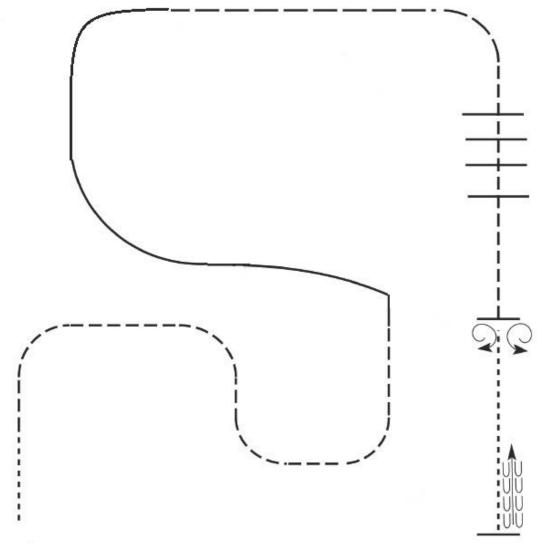
Show Date: 10-01-2025 - 10-05-2025



# contest 2025 Ranch Riding (Walk Trot)

Show Date: 10-01-2025 - 10-05-2025





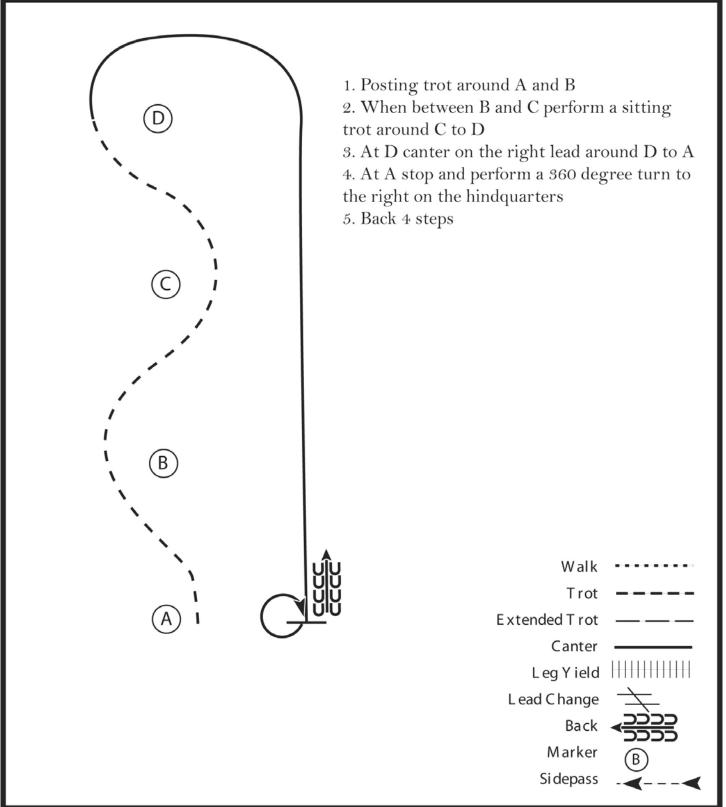
- 1. Walk.
- 2. Trot serpentine
- Extend Walk around corner to center of arena.
- 4. Extend trot around corner of arena
- 5. Collect to a trot
- 6. Trot over poles
- 7. Stop do a 360 turn each direction (either direction 1st)
- 8. Walk, stop and back.

Walk	
Extended Walk	
Jog	
Extended Jog	
D I	_>>>>

#### **Hunt Seat Equitation (Youth)**

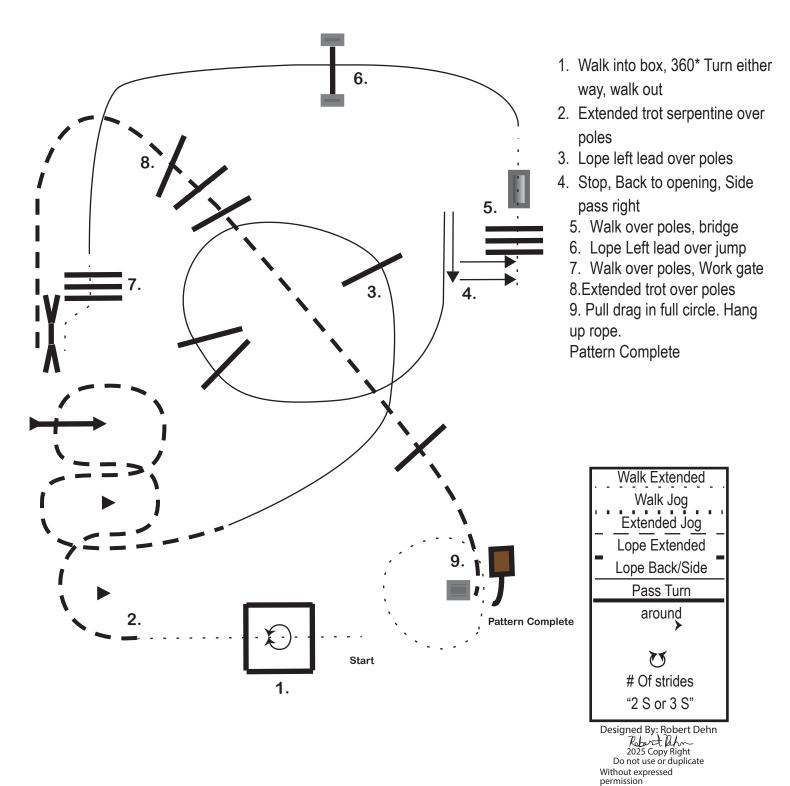
Show Date: 10-01-2025 - 10-05-2025





#### Green Ranch Trail Ranch Trail

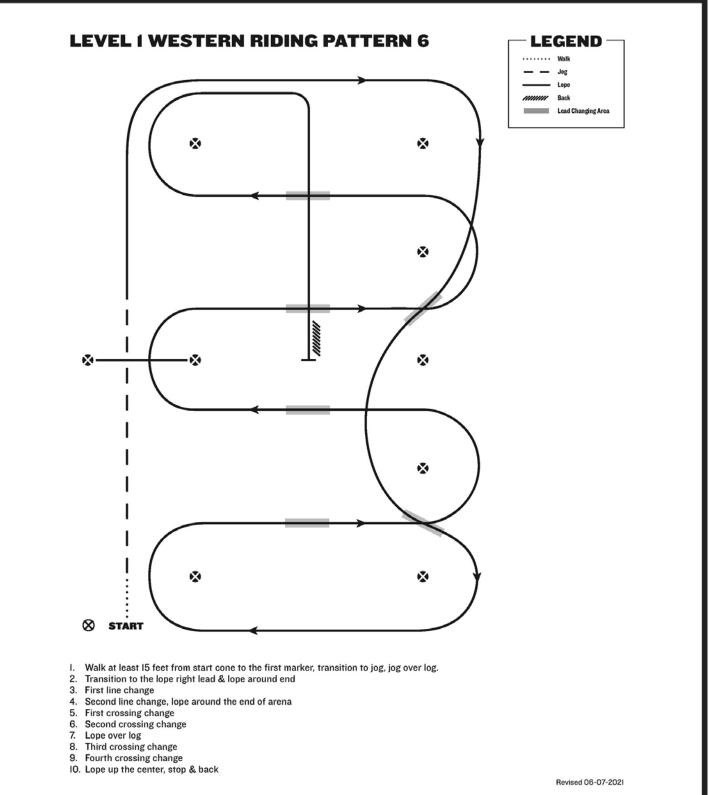




#### **Western Riding (Green/Novice Amateur)**



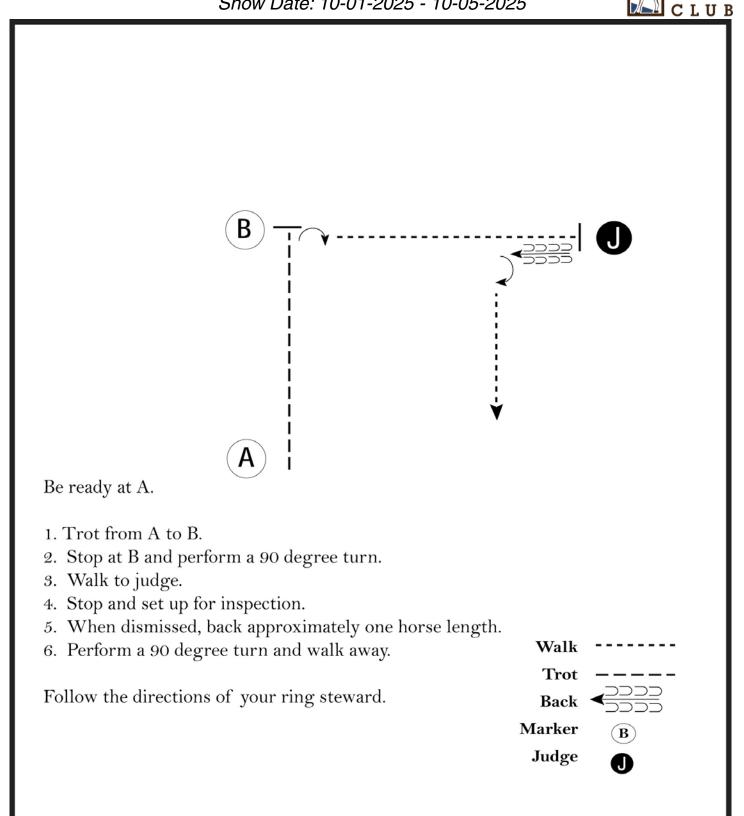
Show Date: 10-01-2025 - 10-05-2025



#### contest 2025 **Showmanship (Walk Trot)**

DUTCH

Show Date: 10-01-2025 - 10-05-2025

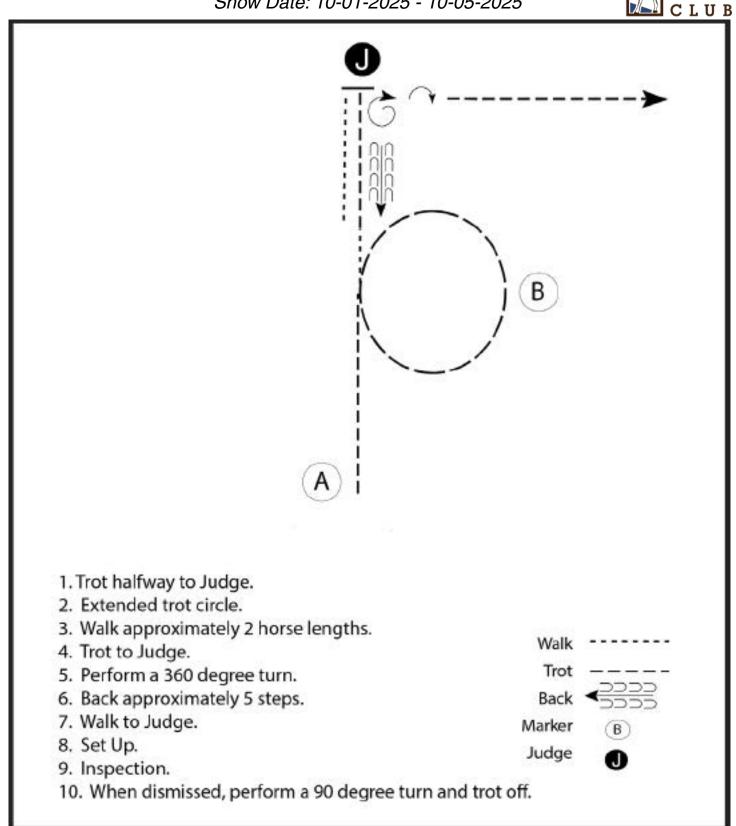


#### contest 2025 **Showmanship (Amateur)**

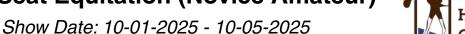
**DUTCH** 

**HORSE** 

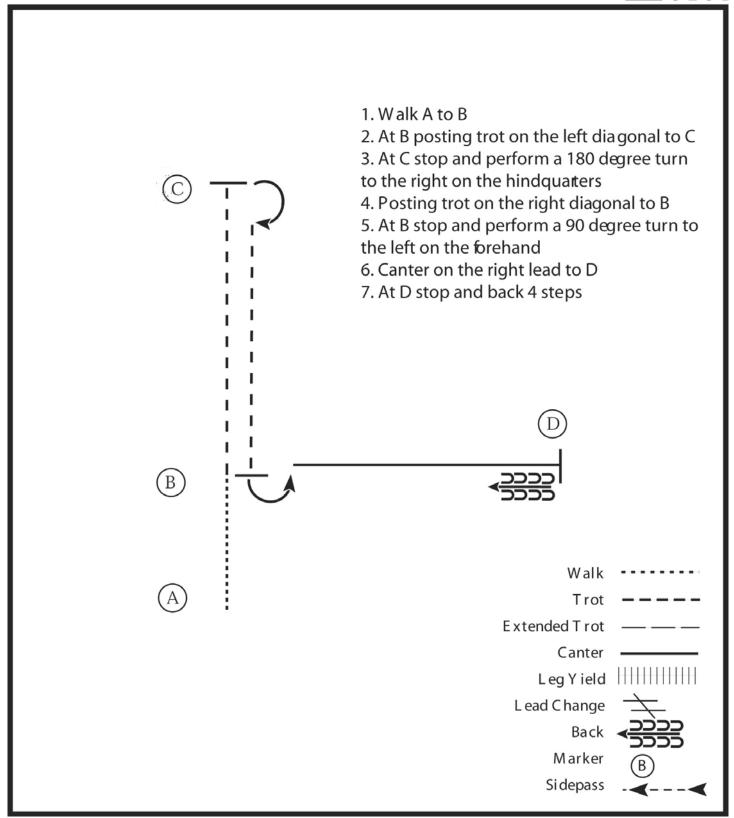
Show Date: 10-01-2025 - 10-05-2025



#### **Hunt Seat Equitation (Novice Amateur)**





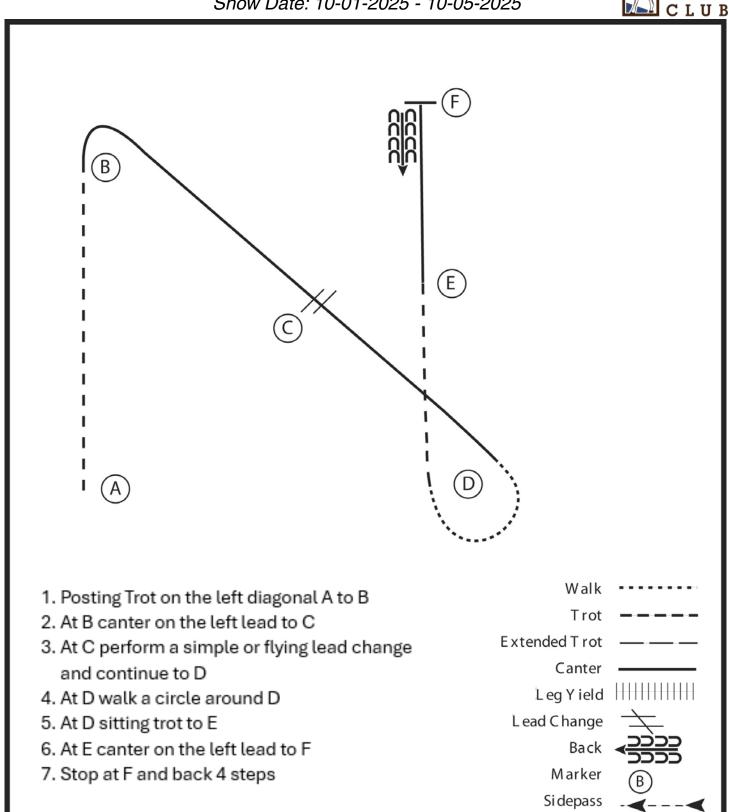


#### **Hunt Seat Equitation (Amateur)**

DUTCH

HORSE

Show Date: 10-01-2025 - 10-05-2025

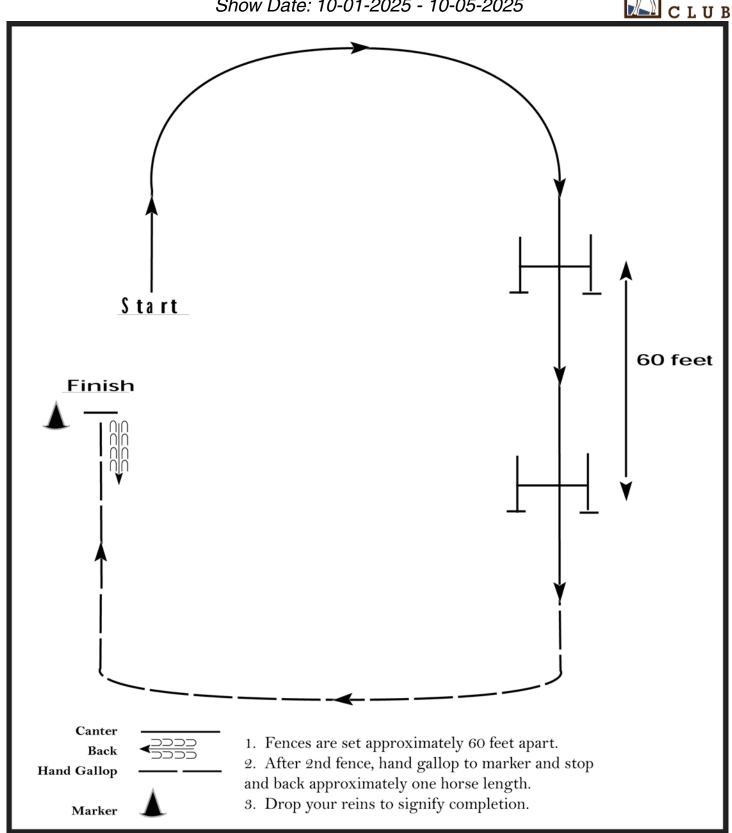


#### contest 2025 **Hunter Hack Open (Open)**

**DUTCH** 

PAINT **HORSE** 

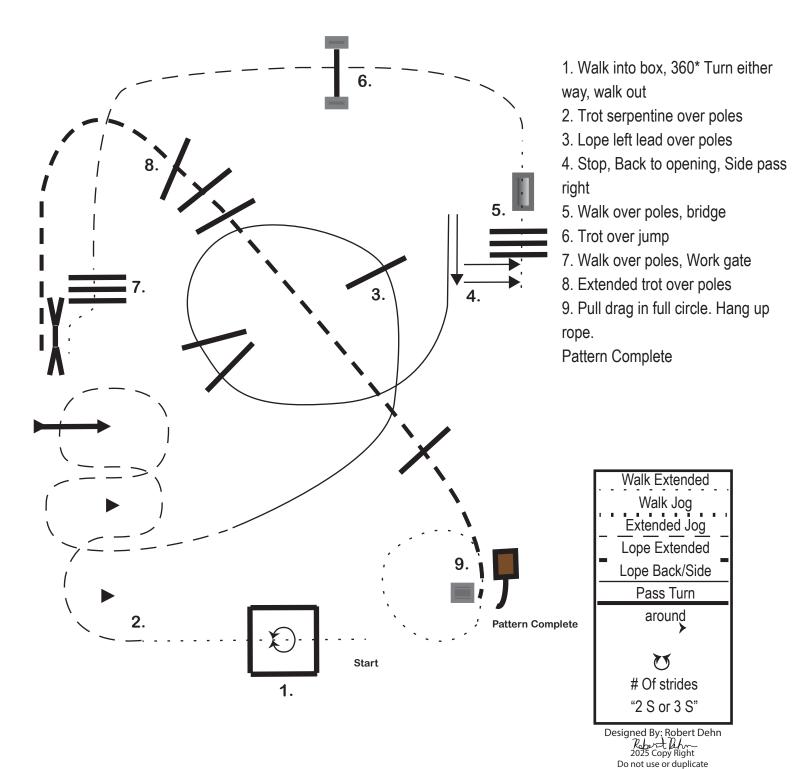
Show Date: 10-01-2025 - 10-05-2025



#### **Amateur Ranch Trail**

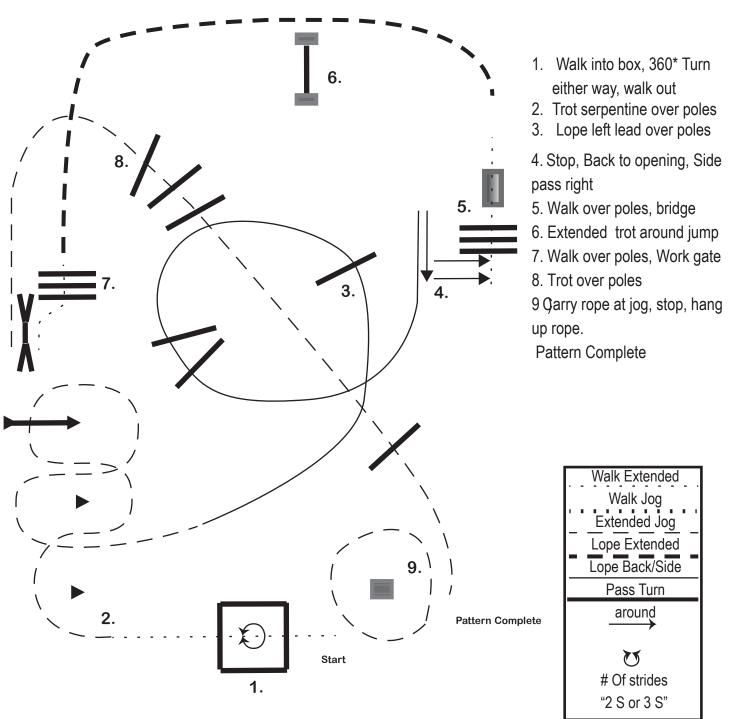


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#### Youth Ranch Trail Novice Amateur Ranch Trail





Designed By: Robert Dehn

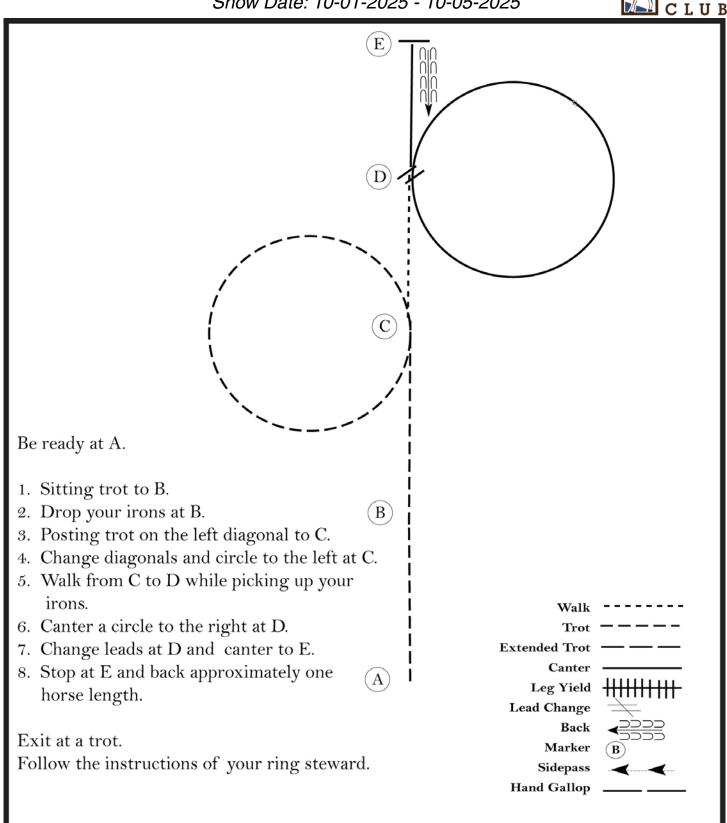
Robert Flow
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**Hunt Seat Equitation (Open)** 

DUTCH

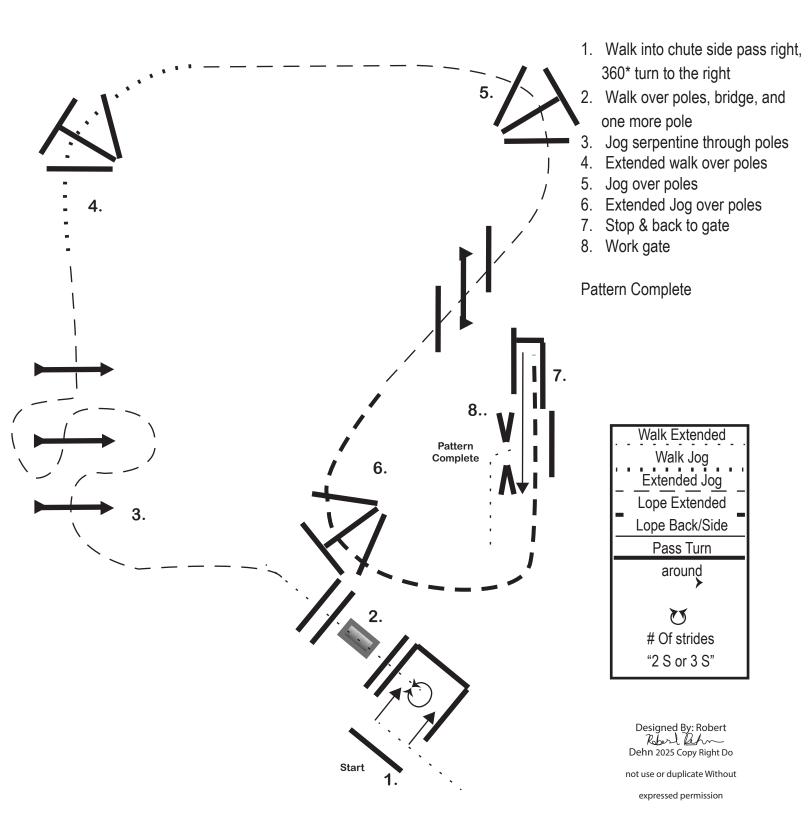
HORSE

Show Date: 10-01-2025 - 10-05-2025



#### Amateur In-Hand Trail 3yo & older Open In-Hand Trail 3yo & older W&T Trail

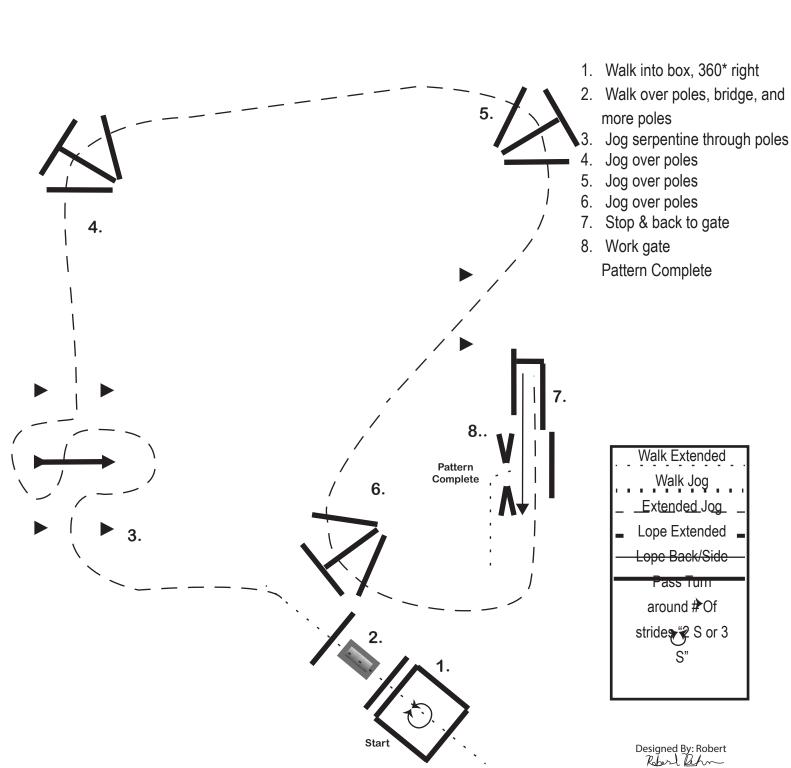




#### Amateur Yearling In-Hand Trail Open Yearling In-Hand Trail Amateur In-Hand Trail 2yo Open In-Hand Trail 2yo Futurity In Hand Trail



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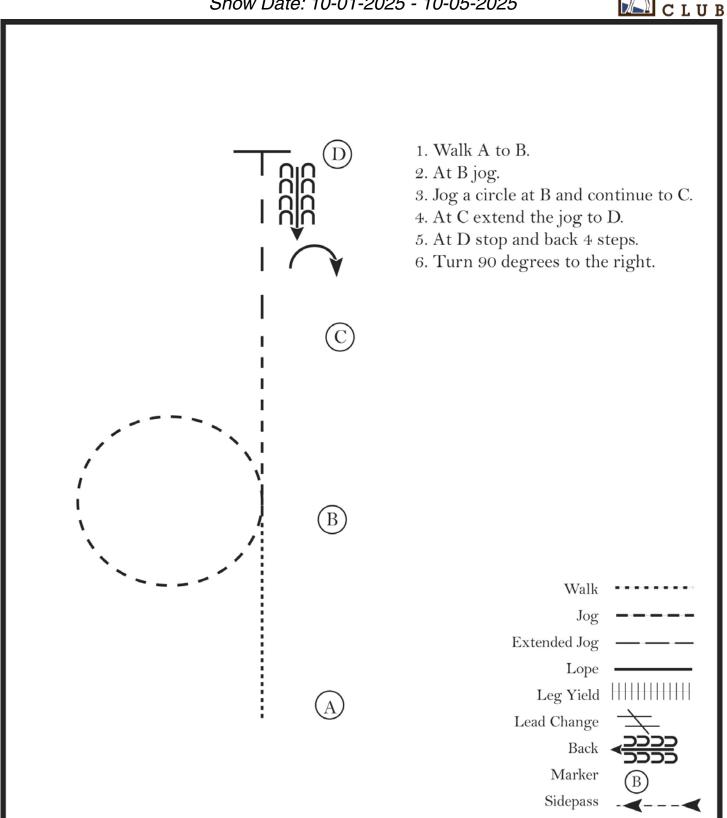


#### Western Horsemanship (Walk Trot)

**DUTCH** 

**HORSE** 

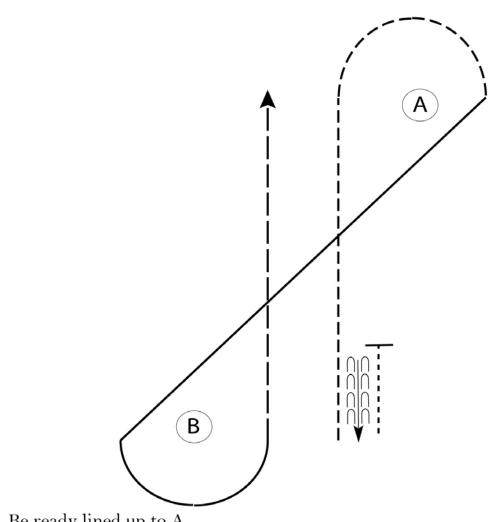
Show Date: 10-01-2025 - 10-05-2025



#### **Western Horsemanship (Novice Amateur)**

Show Date: 10-01-2025 - 10-05-2025





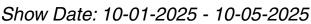
Be ready lined up to A.

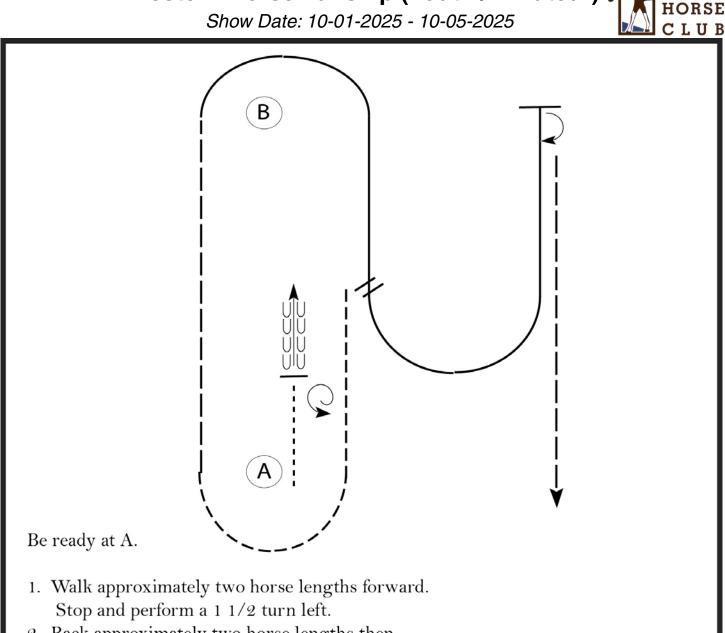
- 1. Walk approximately 2 horse lengths toward A.
- 2. Stop and back until even with B.
- 3. Jog to and around A.
- 4. Lope on the left lead to and around B.
- 5. Extended jog in a straight line.
- 6. Pattern is over once you have passed A.

Follow the instructions of your ring steward.

Walk	
Jog	
Extended Jog	
Lope	
<b>Lead Change</b>	$\rightarrow$
Back	<b>▼</b> □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□
Marker	$(\mathbf{B})$

## **Western Horsemanship (Youth / Amateur)**





- 2. Back approximately two horse lengths then jog to and around A.
- 3. Extend the jog to B.
- 4. Right lead lope around B and halfway to A.
- 5. Change leads and lope a half circle until even with B.
- 6. Stop and perform a 180 degree turn to the right and extend the jog to finish.

waik	
Jog	
Extended Jog	
Lope	
Lead Change	$\neq$
Back	<b>▼</b> ⊃⊃⊃⊃
Marker	$(\mathbf{B})$

XX7\_11\_

DUTCH

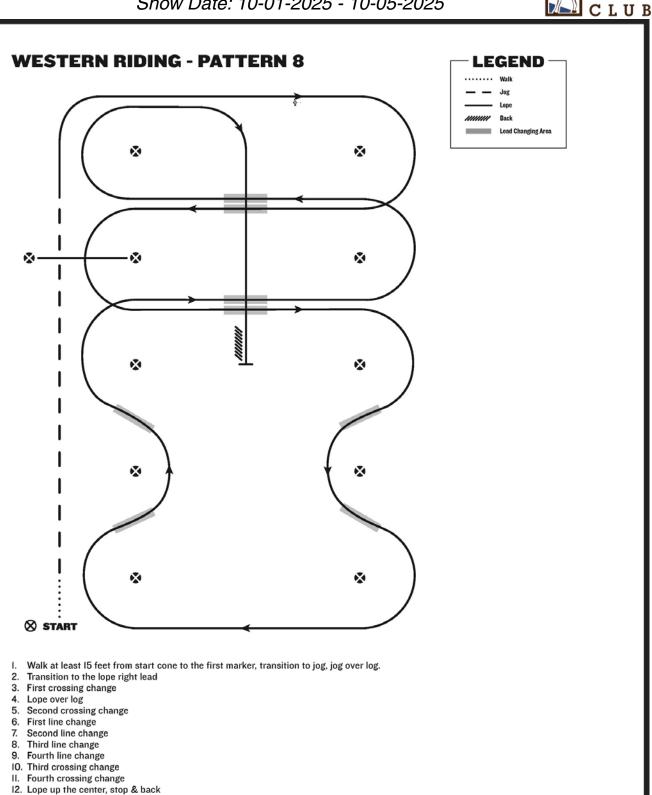
#### contest 2025 **Western Riding (Amateur)**

**DUTCH** 

PAINT **HORSE** 

Revised 06-07-2021

Show Date: 10-01-2025 - 10-05-2025

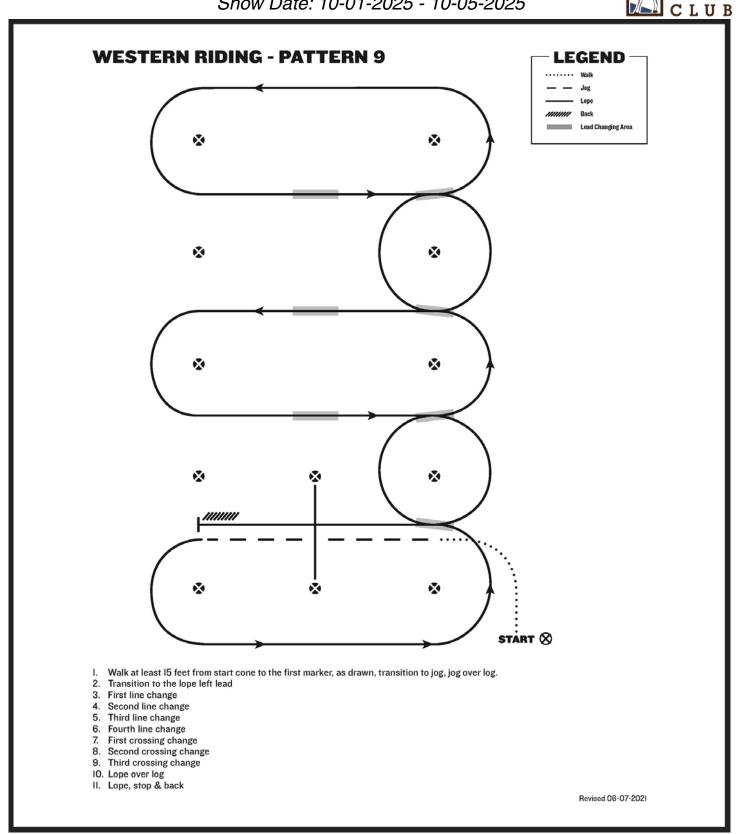


#### contest 2025 **Western Riding (Open)**

**DUTCH** 

PAINT HORSE

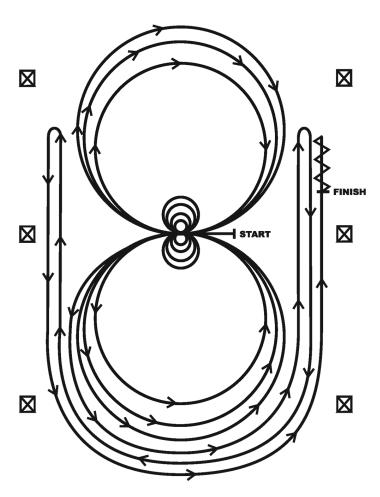
Show Date: 10-01-2025 - 10-05-2025



#### Reining (Youth/Novice/Futurity/Green)

Show Date: 10-01-2025 - 10-05-2025

#### **REINING PATTERN 6**



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.

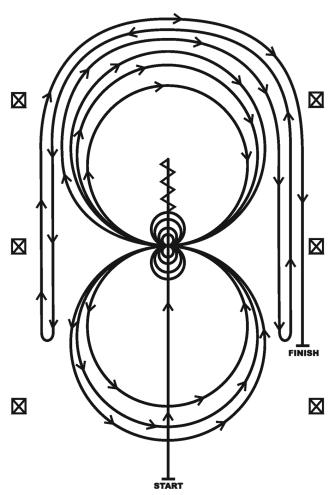
- I. Complete four spins to the right. Hesitate.
- 2. Complete four spins to the left. Hesitate.
- Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 5. Begin a large 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 twenty feet (six meters) from the wall or fence—no hesitation.
- 6. Continue back 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 twenty feet (six meters) from the wall or fence—no hesitation.
- 7. 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

[R/AQHAP-6]

# DPHC Dutch Championship & Futurity contest 2025 Reining (Open/ Maturity)

Show Date: 10-01-2025 - 10-05-2025

#### **REINING PATTERN 10**



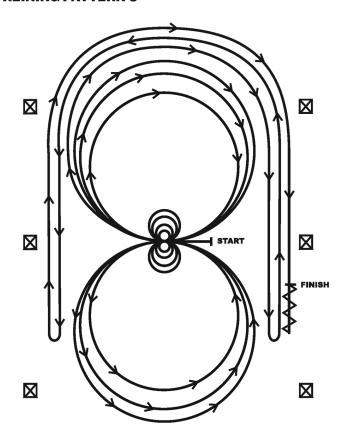
- I. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
- 2. Complete four spins to the right. Hesitate.
- Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
- 4. Beginning on the right lead, 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.
- 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.
- 6. Begin a large circle to the right but do not close this circle. Run 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.
- 7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
- 8. Continue back around 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. Hesitate to demonstrate completion of the pattern.

[R/AQHAP-10]

# DPHC Dutch Championship & Futurity contest 2025 Reining (Amateur)

Show Date: 10-01-2025 - 10-05-2025

#### **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.

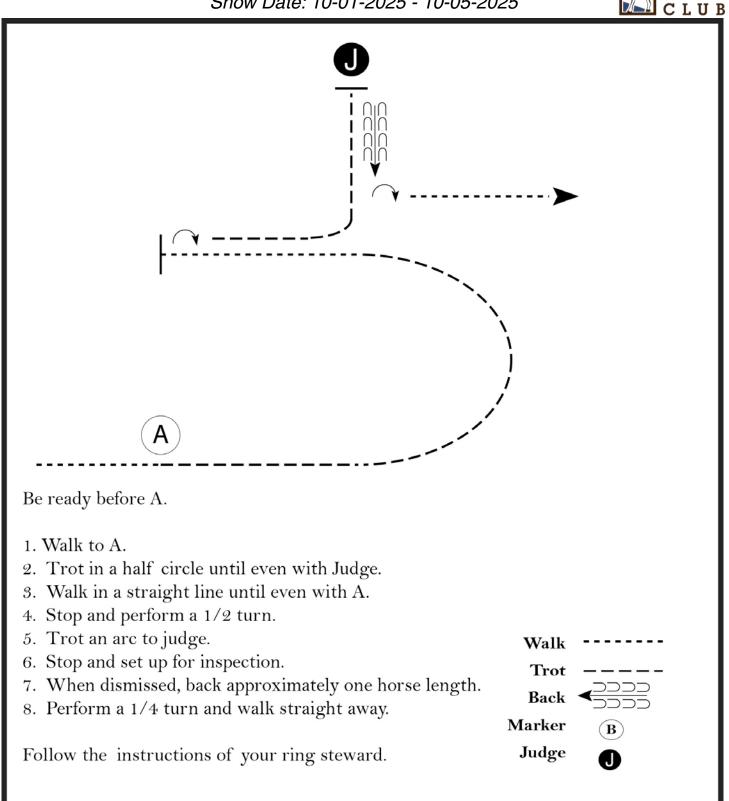
- I. Complete four spins to the left. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
- 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 maker 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.

[R/AQHAP-8]

#### contest 2025 **Showmanship (Youth)**

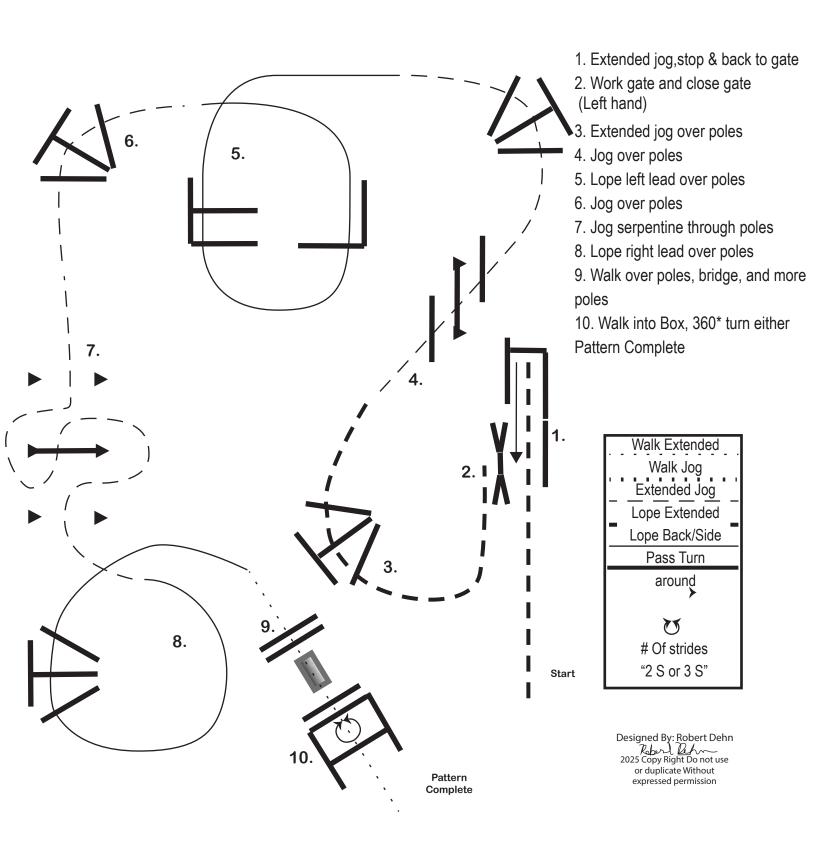
DUTCH

Show Date: 10-01-2025 - 10-05-2025



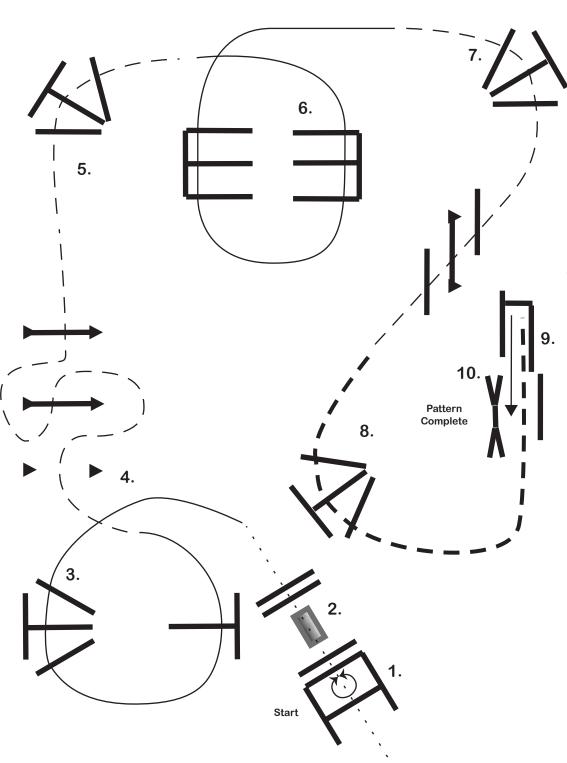
#### Novice Amateur Trail Youth Trail





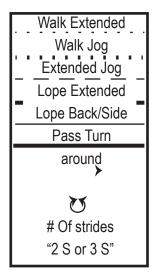
#### Amateur Trail All Ages





- 1. Walk into Box, 360\* Turn either way
- 2. Walk over poles, bridge, and more poles
- 3. Lope left lead over poles
- 4. Jog serpentine through poles
- 5. Jog over poles
- 6. Lope right lead over poles
- 7. Jog over poles
- 8. Extended Jog lead over poles
- 9. Stop & Back to Gate
- 10. Work Gate and Close Gate (Left hand)

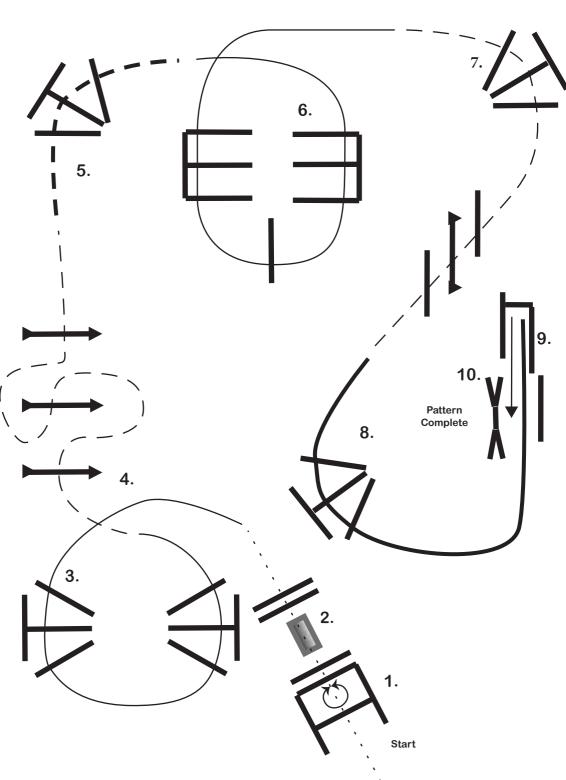
Pattern Complete



Designed By: Robert Dehn

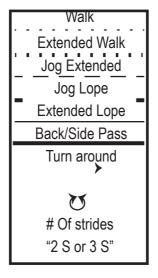
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- 1. Walk into Box, 360\* Turn either way
- 2. Walk over poles, bridge, and more poles
- 3. Lope left lead over poles
- 4. Jog serpentine through poles
- 5. Extended jog over poles
- 6. Lope right lead over poles
- 7. Jog over poles
- 8. Extended lope left lead over poles
- 9. Stop & back to gate
- 10. Work gate and close gate (Left hand)

Pattern Complete



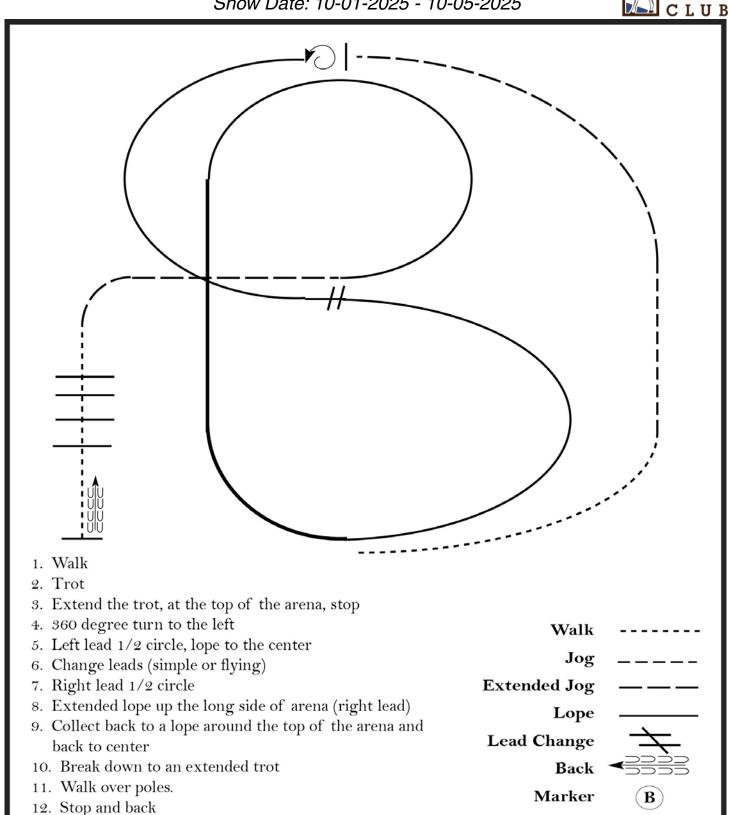
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#### contest 2025 **Ranch Riding (Novice Amateur)**

**DUTCH** 

PAINT **HORSE** 

Show Date: 10-01-2025 - 10-05-2025



#### **Ranch Riding (Youth)**

Show Date: 10-01-2025 - 10-05-2025



