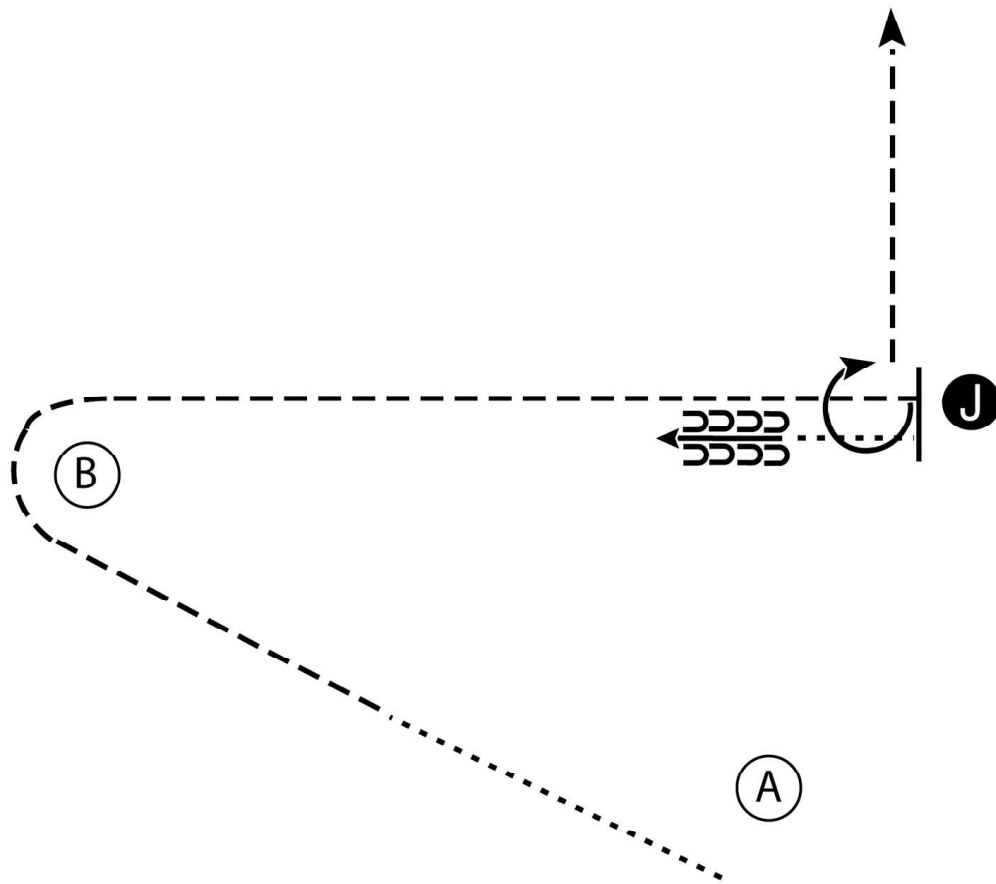


DPHC Dutch Championship & Futurity 2026

Showmanship (Walk-Trot, Novice Amateur)

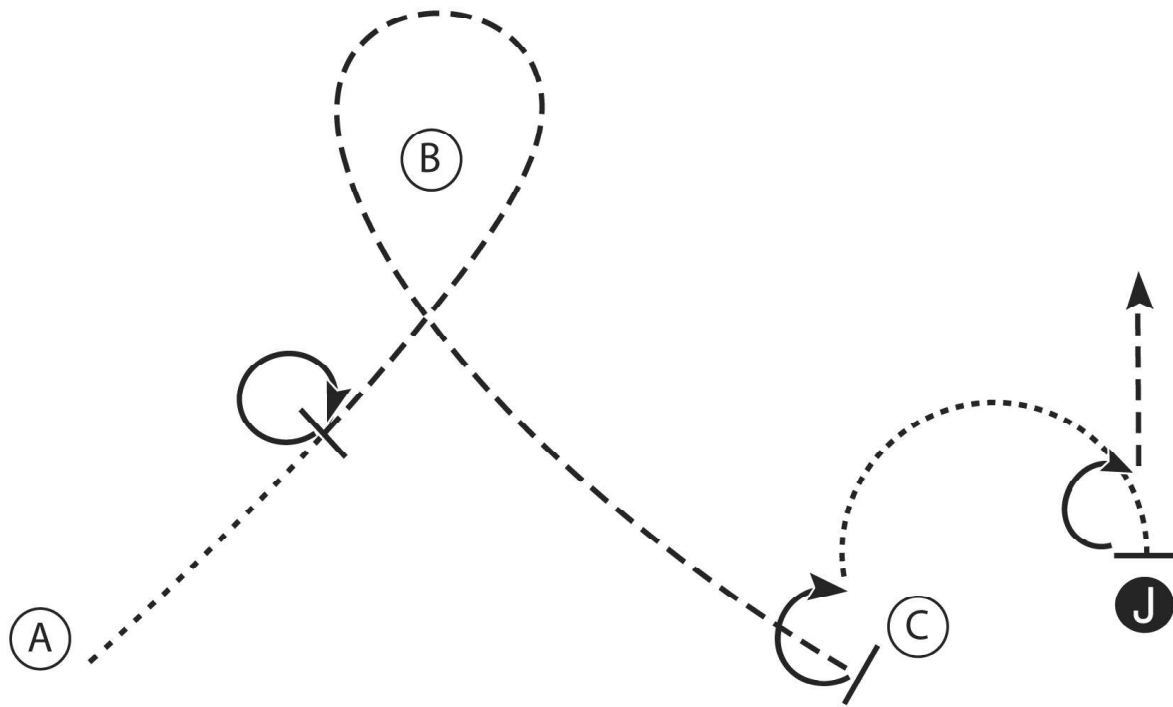


1. Walk half way from A to B.
2. Trot around B to the Judge.
3. Stop and back four steps.
4. Walk to Judge and set up for inspection.
5. When dismissed perform a 270 degree turn and trot to line-up.

Walk
Trot - - - - -
Back ← 3333
Marker (B)
Judge J

DPHC Dutch Championship & Futurity 2026

Showmanship (Amateur, Youth)

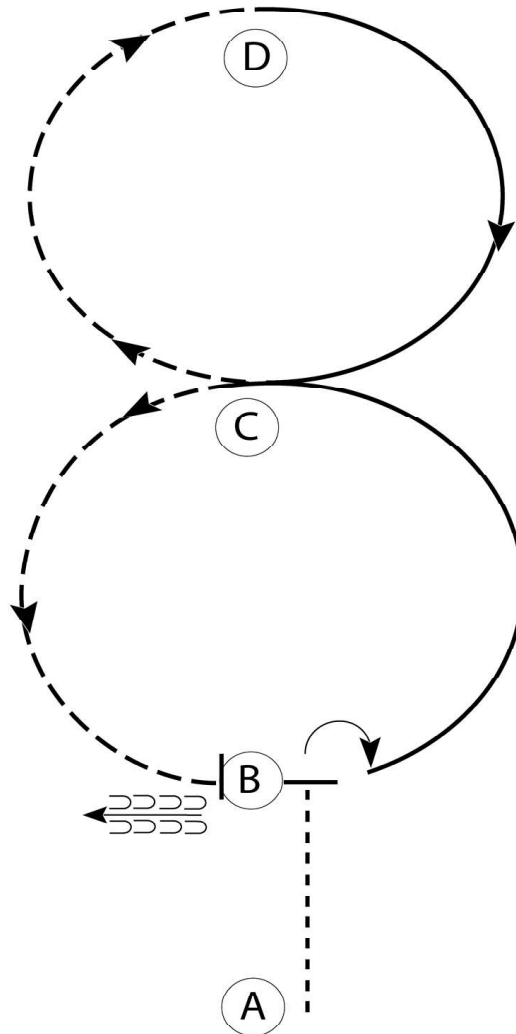


1. Walk A towards B
2. When halfway to B stop and perform a 360 degree turn
3. Trot to and around B and continue to C
4. At C stop and perform a 225 degree turn
5. Walk in a half circle to the judge
6. Stop and set up for inspection
7. When dismissed perform a 180 degree turn and trot straight away from the judge

Walk
Trot - - - - -
Back 
Marker (B)
Judge (J)

DPHC Dutch Championship & Futurity 2026

Hunt Seat Equitation (Open/Amateur)



Be ready at A.

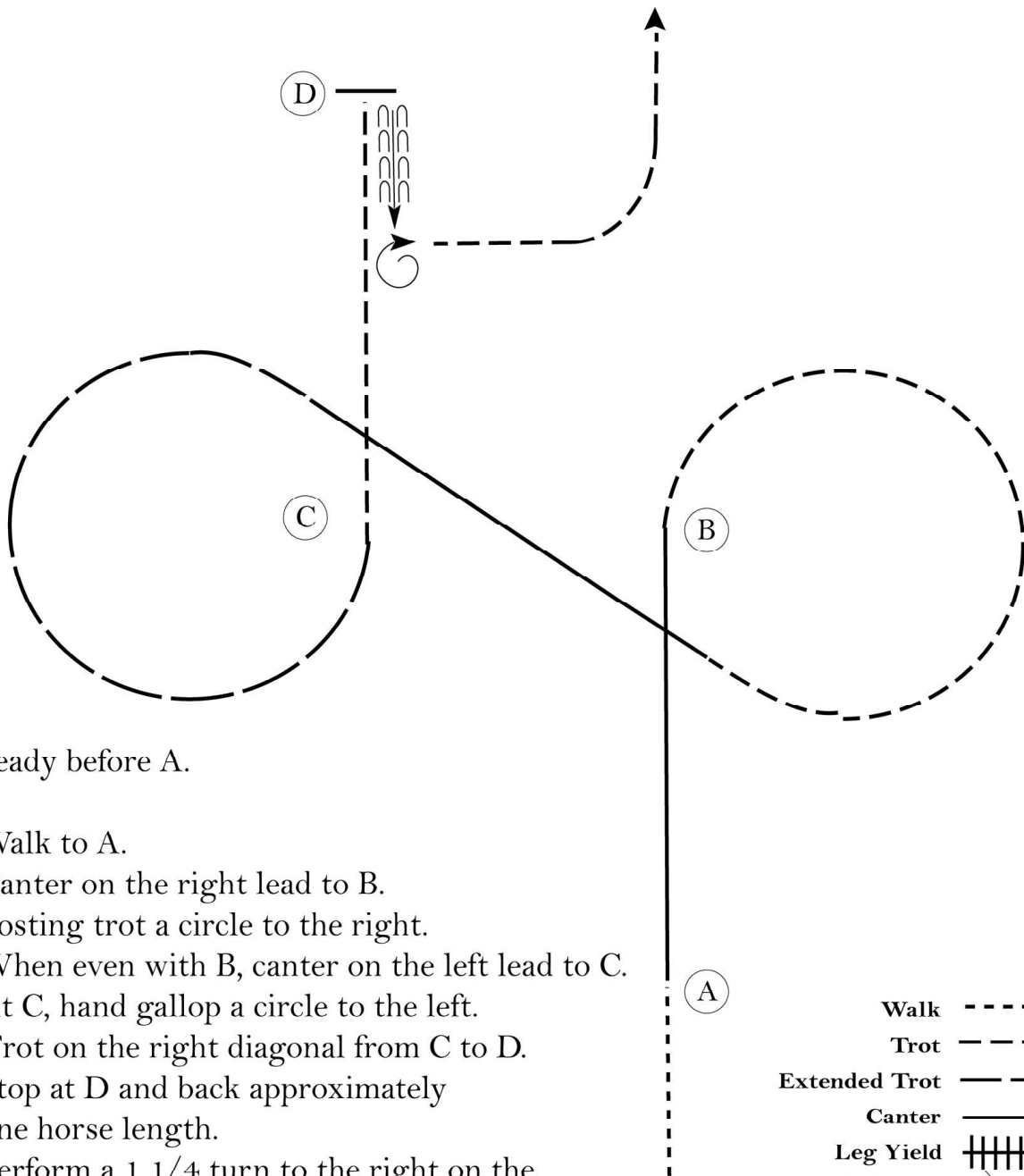
1. Walk to B.
2. Stop at B and perform a 90 degree turn to the right on the forehand.
3. Canter on the left lead to C.
4. Posting trot from C to D.
5. Canter on the right lead from D to C.
6. Posting trot from C to B.
7. Stop at B and back one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ←
Marker	(B)
Sidepass	← — — — →
Hand Gallop	— — — —

DPHC Dutch Championship & Futurity 2026

Hunt Seat Equitation (Novice Amateur/Youth)



Be ready before A.

1. Walk to A.
2. Canter on the right lead to B.
3. Posting trot a circle to the right.
4. When even with B, canter on the left lead to C.
5. At C, hand gallop a circle to the left.
6. Trot on the right diagonal from C to D.
7. Stop at D and back approximately one horse length.
8. Perform a 1 1/4 turn to the right on the forehand.

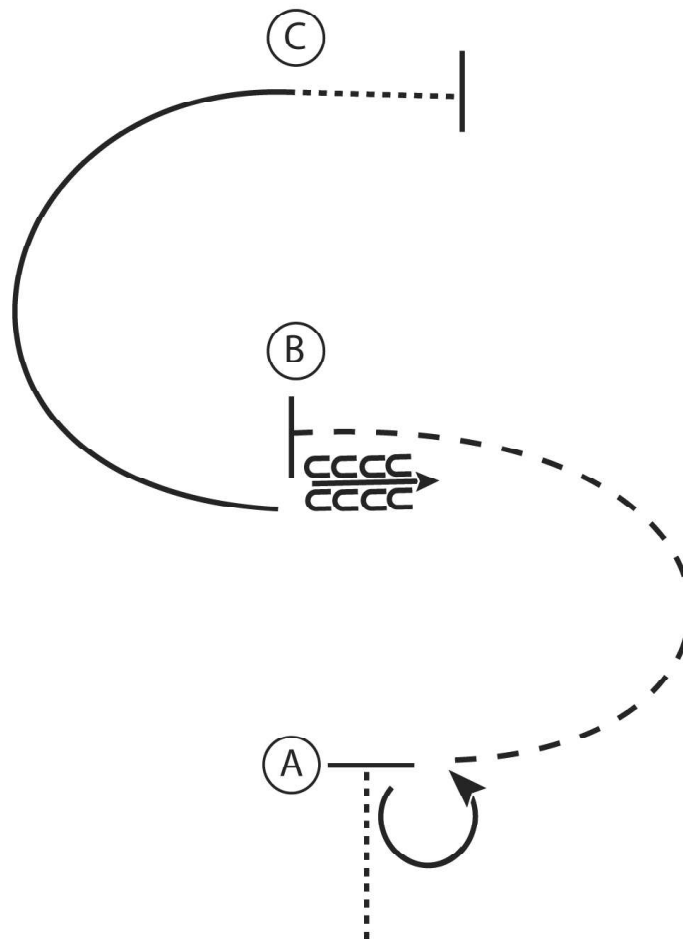
Exit at a sitting trot.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

DPHC Dutch Championship & Futurity 2026

Western Horsemanship (Novice Amateur)

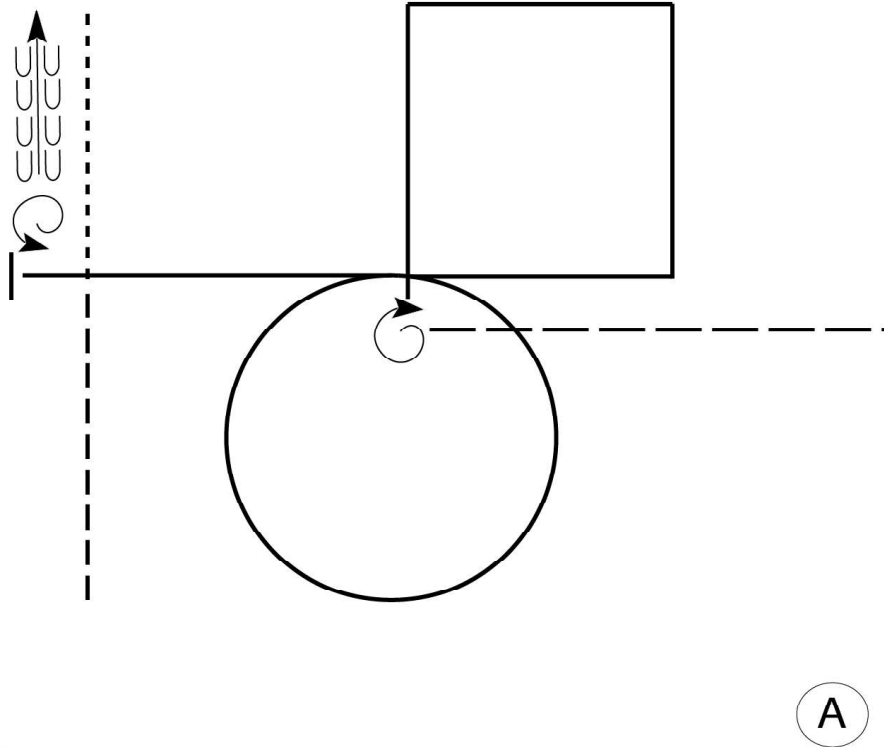


1. Walk to A
2. Stop at A and perform a 270 degree turn to the left
3. Jog a half circle to B
4. Stop at B and back 3 steps
5. Lope a half circle to C on the right lead
6. At C walk 5 steps and stop

Walk	
Jog	-----
Extended Jog	— — —
Lope	————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

DPHC Dutch Championship & Futurity 2026

Western Horsemanship (Youth/Amateur)



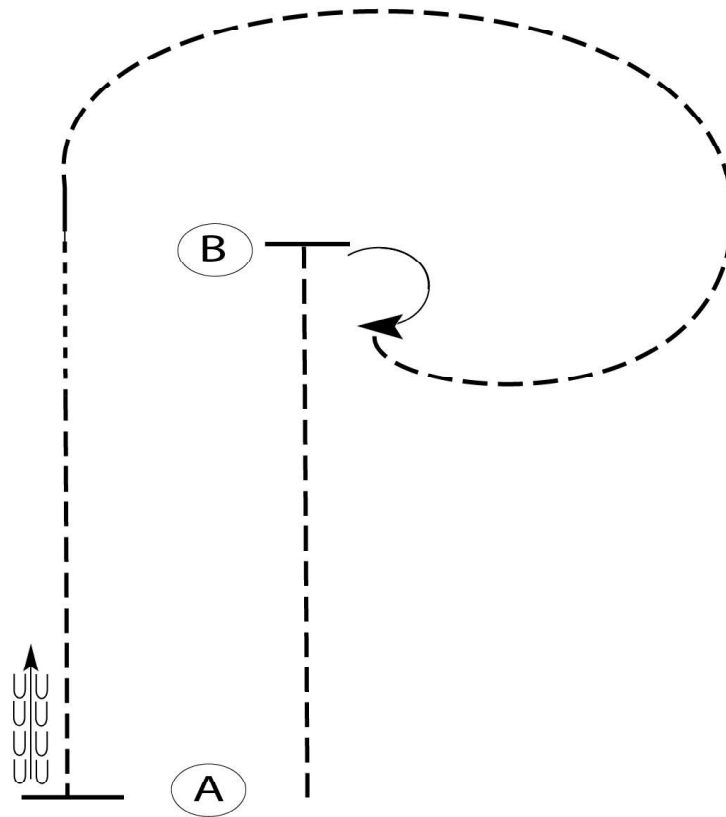
Be ready at A.

1. Perform an extended jog from A and a square corner toward center of pattern.
2. Stop in center and perform a 1 1/4 turn right.
3. Lope a right lead square.
4. Change leads at center and lope a left lead circle.
5. Close the circle and continue loping on the left lead in a straight line.
6. Stop and perform a 1 1/4 turn to the left.
7. Back approximately one horse length
8. Walk until you cross your line.
9. Exit arena at a jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

DPHC Dutch Championship & Futurity 2026

Western Horsemanship (Walk & Trot)



Be ready at A.

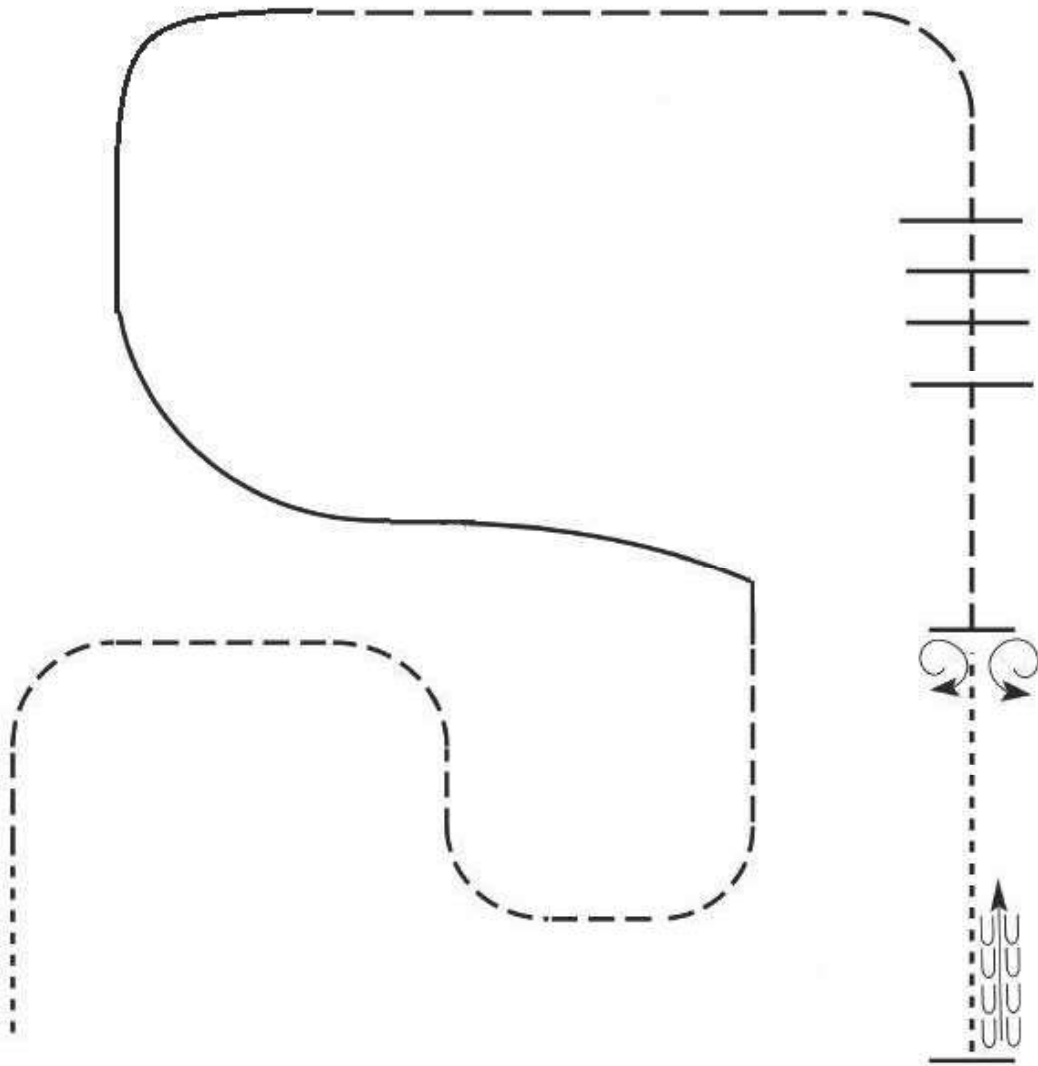
1. Jog to B.
2. Turn 180 degrees to the right.
3. Jog back around to B.
4. At B, break to the walk.
5. Walk approximately 10 feet.
6. Jog to A.
7. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	— / —
Back	← — — — — —
Marker	(B)
Sidepass	← — — — — — →

DPHC Dutch Championship & Futurity

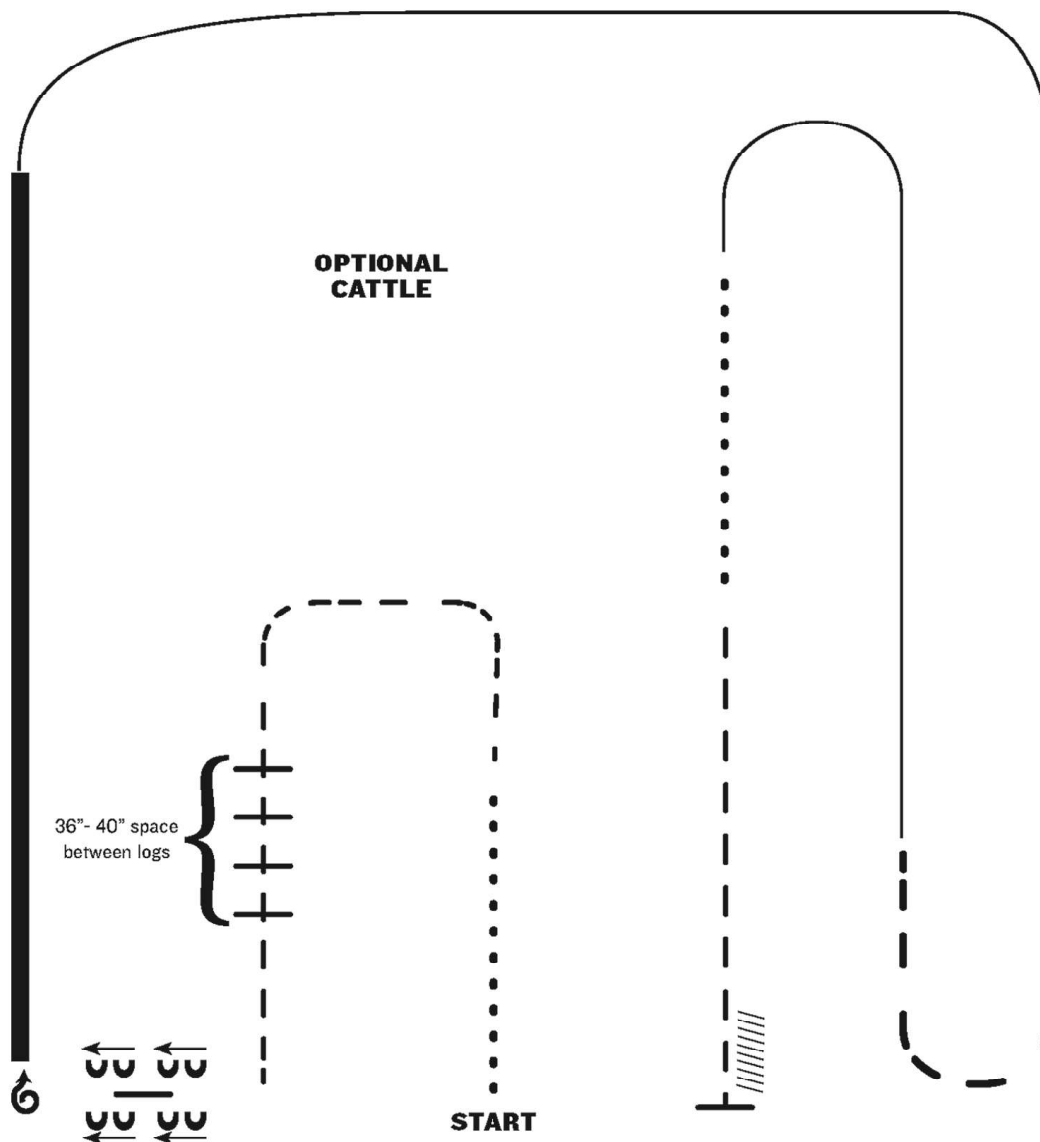
Ranch Riding (Walk Trot)



1. Walk.
2. Trot serpentine
3. 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	- _ _ _ -
Back	←=====

Ranch Riding (Open / Amateur)

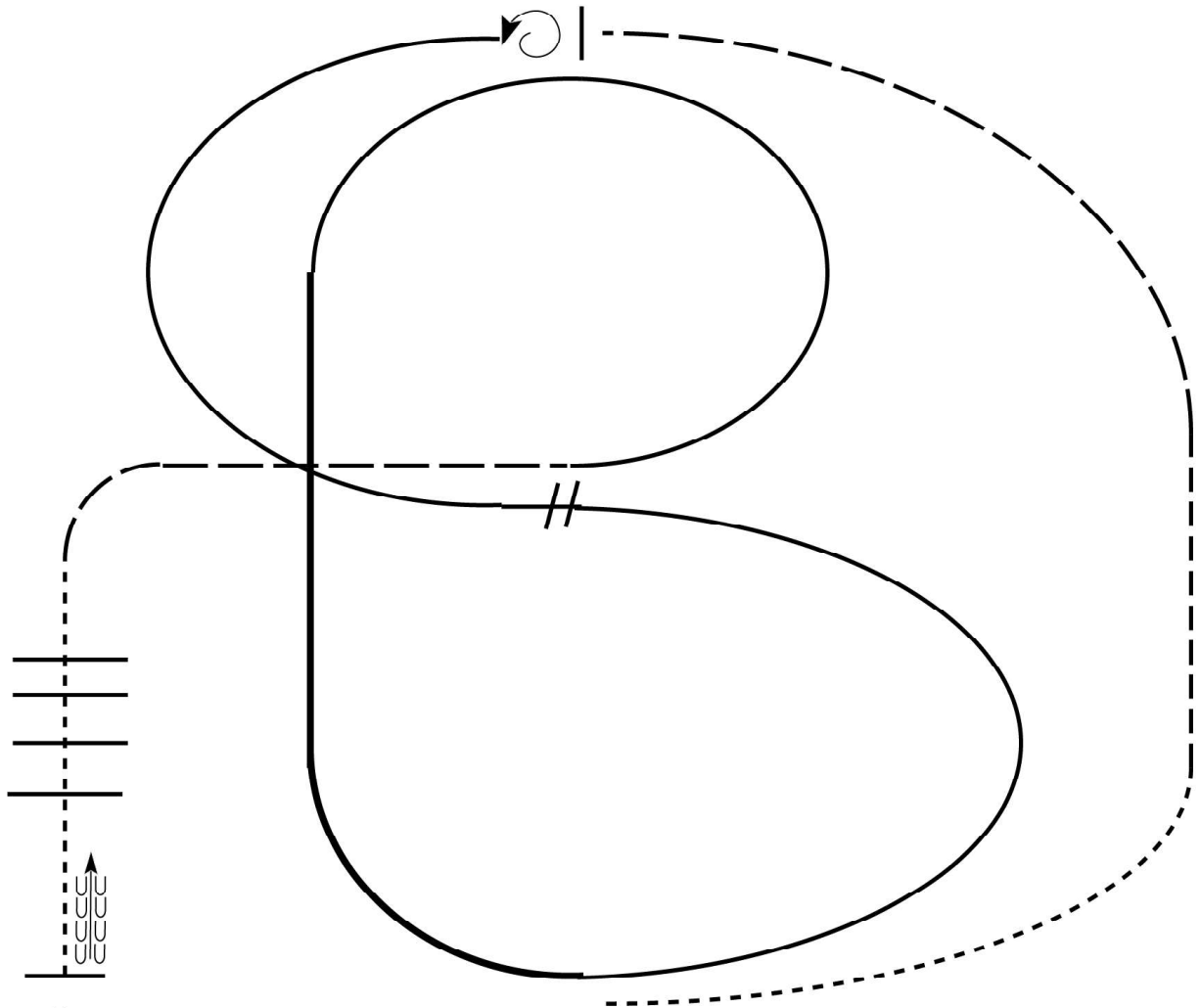


1. Walk
2. Trot
3. Trot logs
4. Side pass right
5. 1 1/2 turns right
6. Extended lope (right lead)
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

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.

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Ranch Riding (Novice Amateur / Youth & Non-pro)



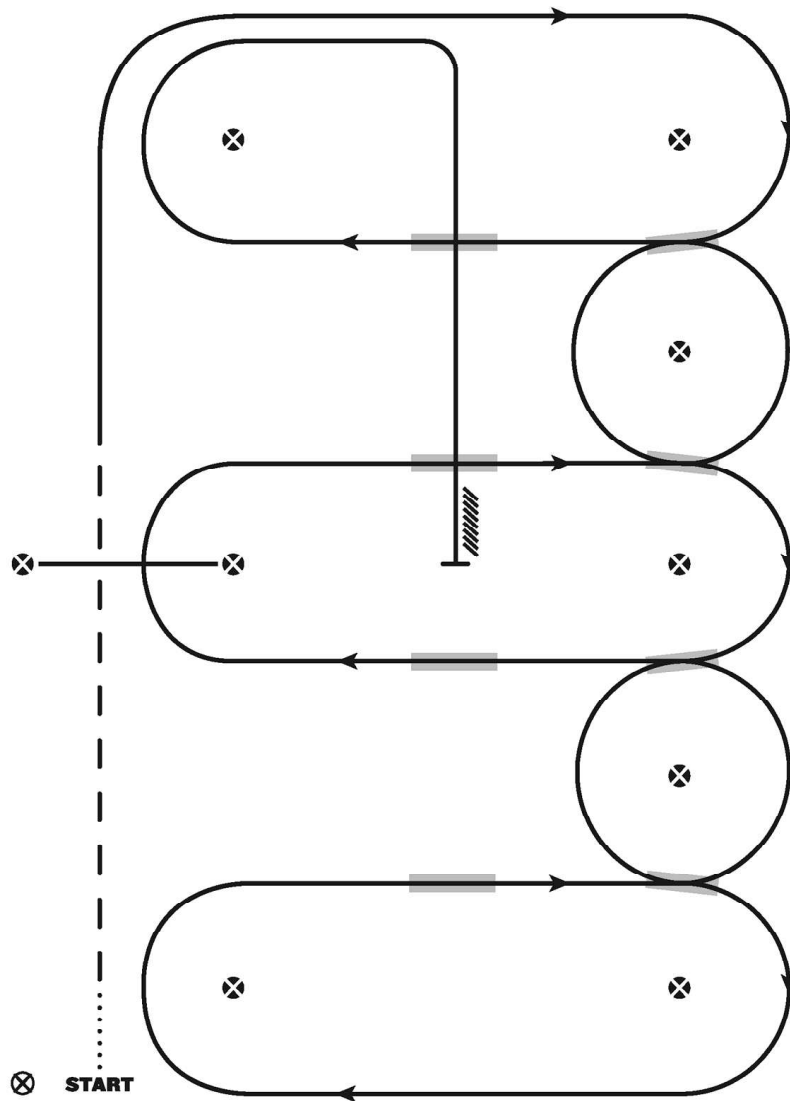
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of arena (right lead)
9. Collect back to a lope around the top of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

The diagram shows a 100m race track layout. On the left, the lane markings are labeled: Walk, Jog, Extended Jog, Lope, Lead Change, Back, and Marker. On the right, the corresponding track features are shown: a dashed line for Walk, a dashed line for Jog, a dashed line for Extended Jog, a solid line for Lope, a solid line with a diagonal slash for Lead Change, a solid line with a diagonal slash for Back, and a solid line with a diagonal slash for Marker. A circle containing the letter 'B' is located at the bottom right of the diagram.

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Western Riding (Open, Amateur)

WESTERN RIDING - PATTERN 6



LEGEND

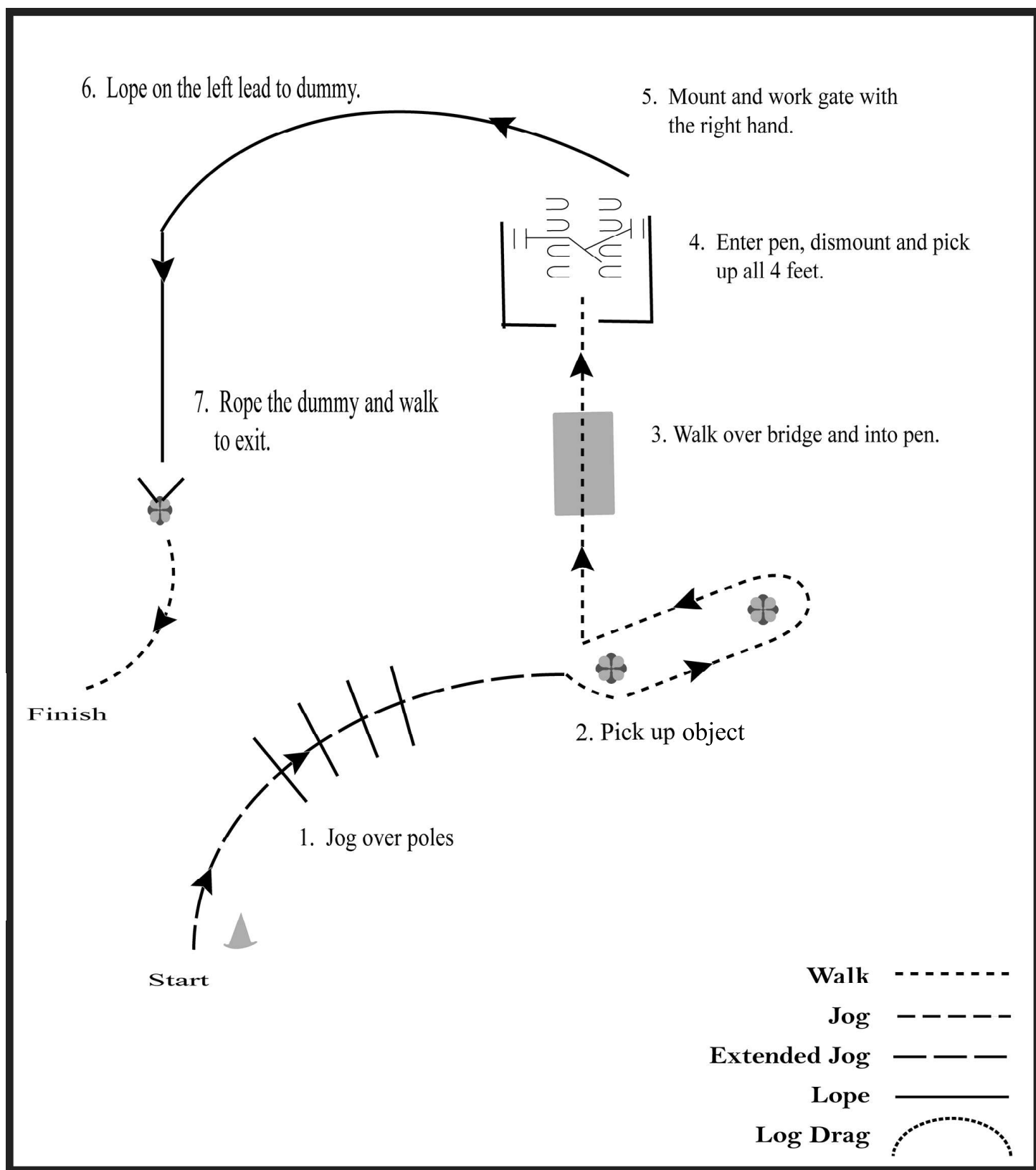
- Walk
- - - - - Jog
- Lope
- /////// Back
- Lead Changing Area

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

Revised 06-07-2021

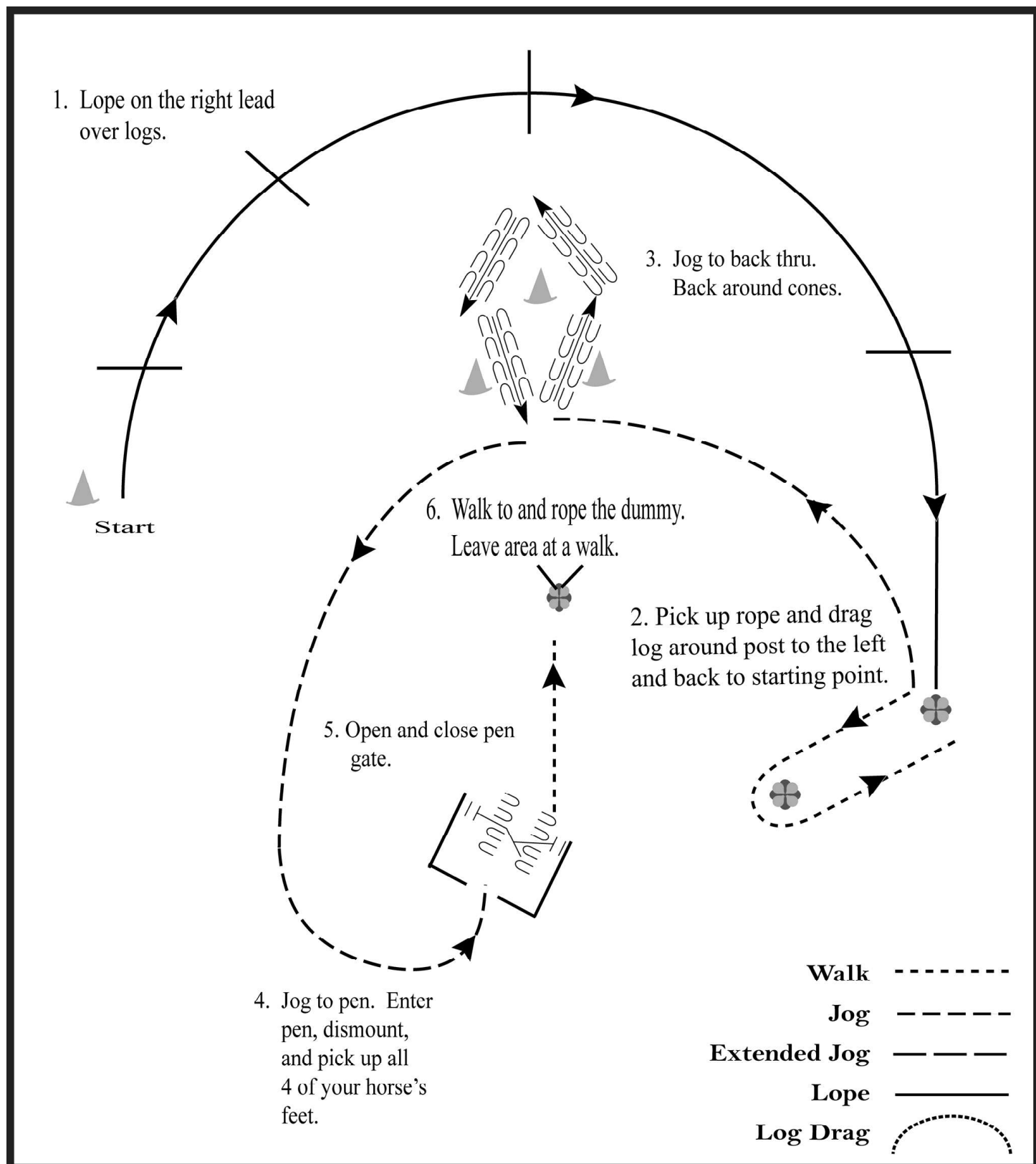
DPHC Dutch Championship & Futurity 2026

Youth/Green/Novice Amateur Ranch Trail



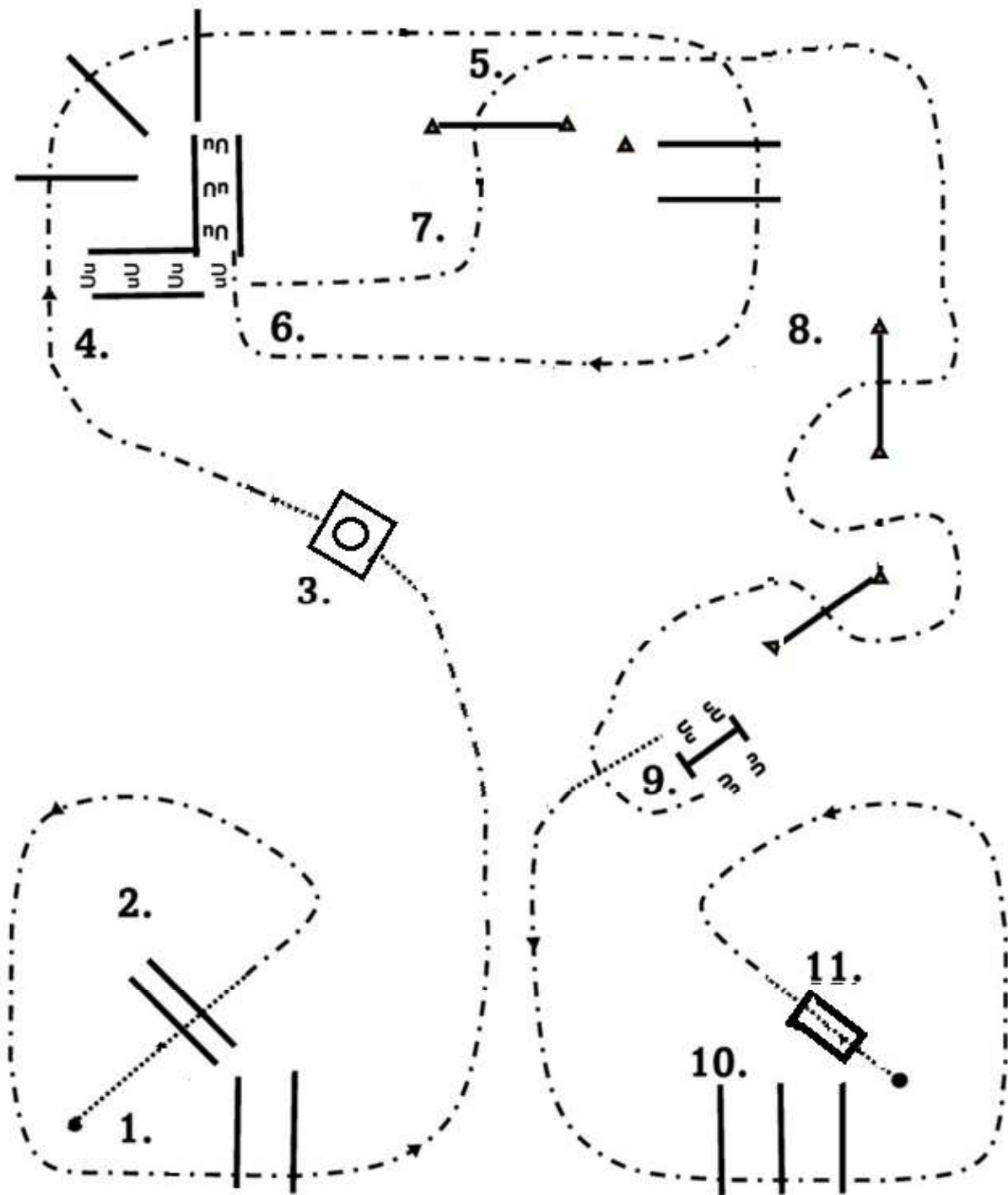
DUTCH CHAMPIONSHIP 2026

Open /Amateur (Non Pro) Ranch Trail



DPHC Dutch Championship & Futurity 2026

In Hand Trail: Yearling (Open en Amateur)

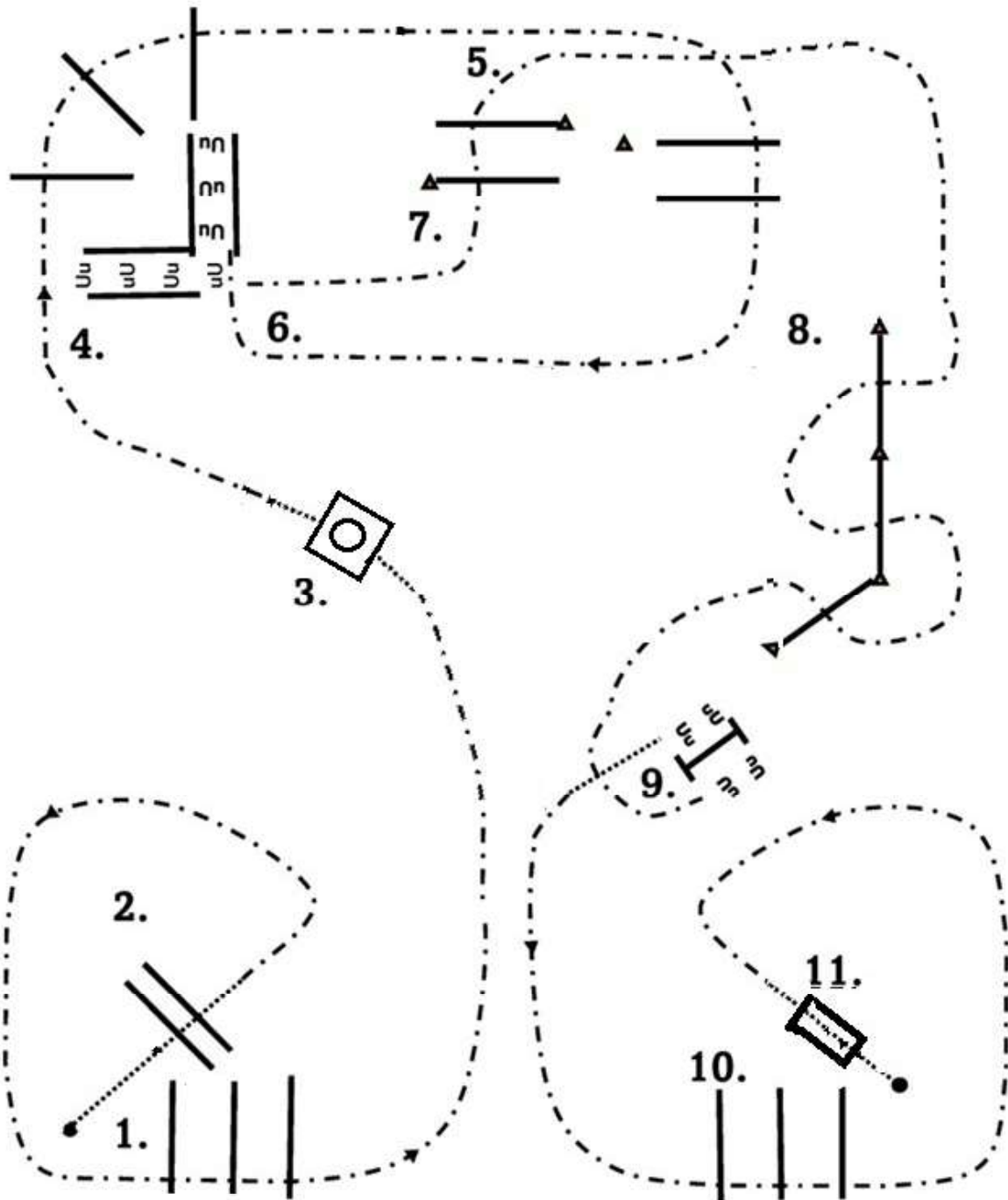


1. Walk over Poles
2. Trot over Poles
3. Break down to a Walk, perform a 360 turn in Box and walk out
4. Trot 3 Poles
5. Trot Poles and trot in chute

6. Back the L
7. Jog over Poles
8. Continue Jog Thru Serpentine
9. Jog to Gate, Open Left Hand
10. Jog over Poles
11. Walk over Bridge

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Walk-Trot Trail & In Hand Trail: Futurity, 2, 3yr & Older (Open en Amateur)

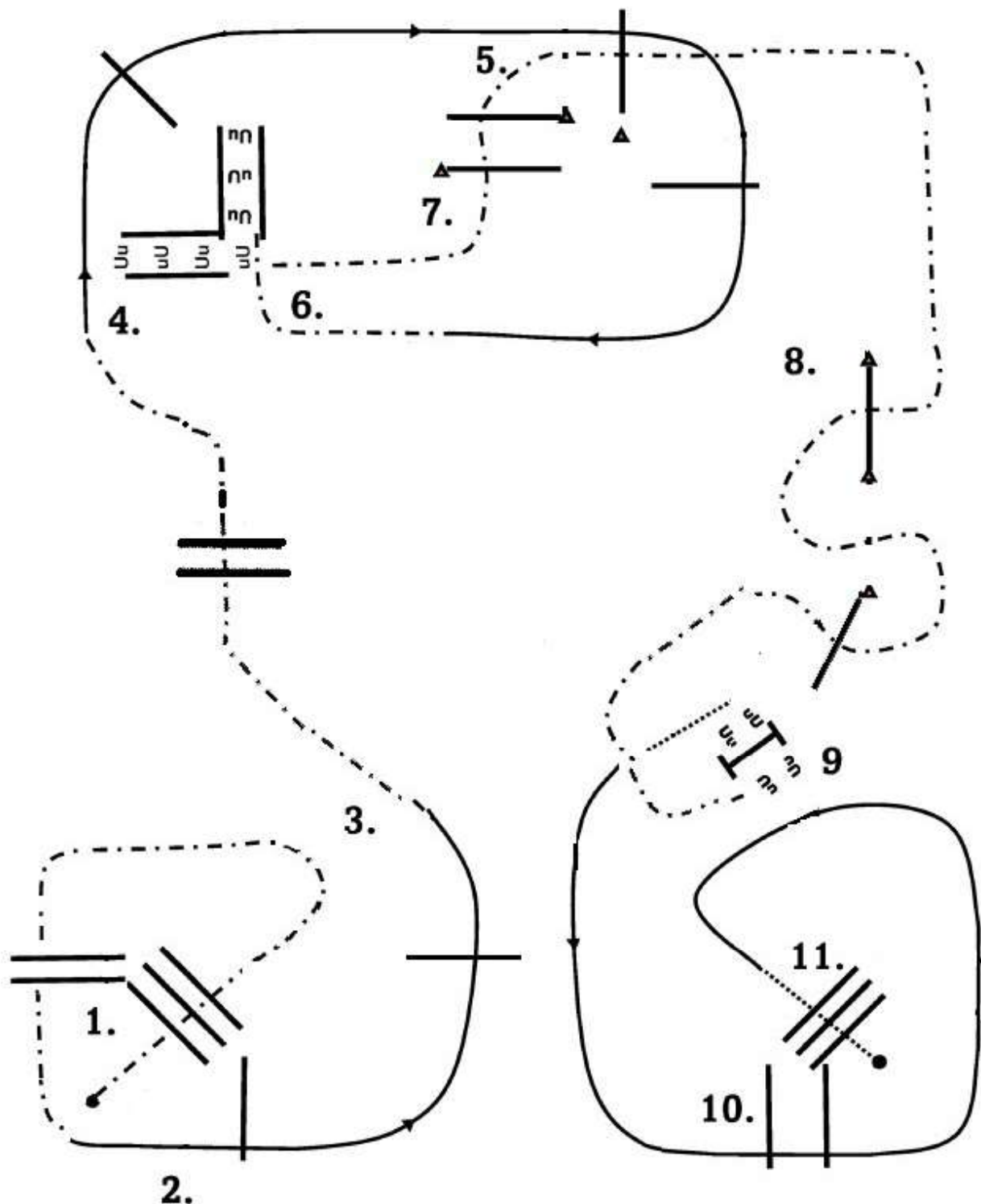


1. Walk over Poles
2. Trot over Poles
3. Break down to a Walk, perform a 360 turn in Box and walk out
4. Trot 3 Poles
5. Trot Poles and trot in chute

6. Back the L
7. Jog over Poles
8. Continue Jog Thru Serpentine
9. Jog to Gate, Open Left Hand
10. Jog over Poles
11. Walk over Bridge

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Trail Junior, Green/NA Amateur/Futurity

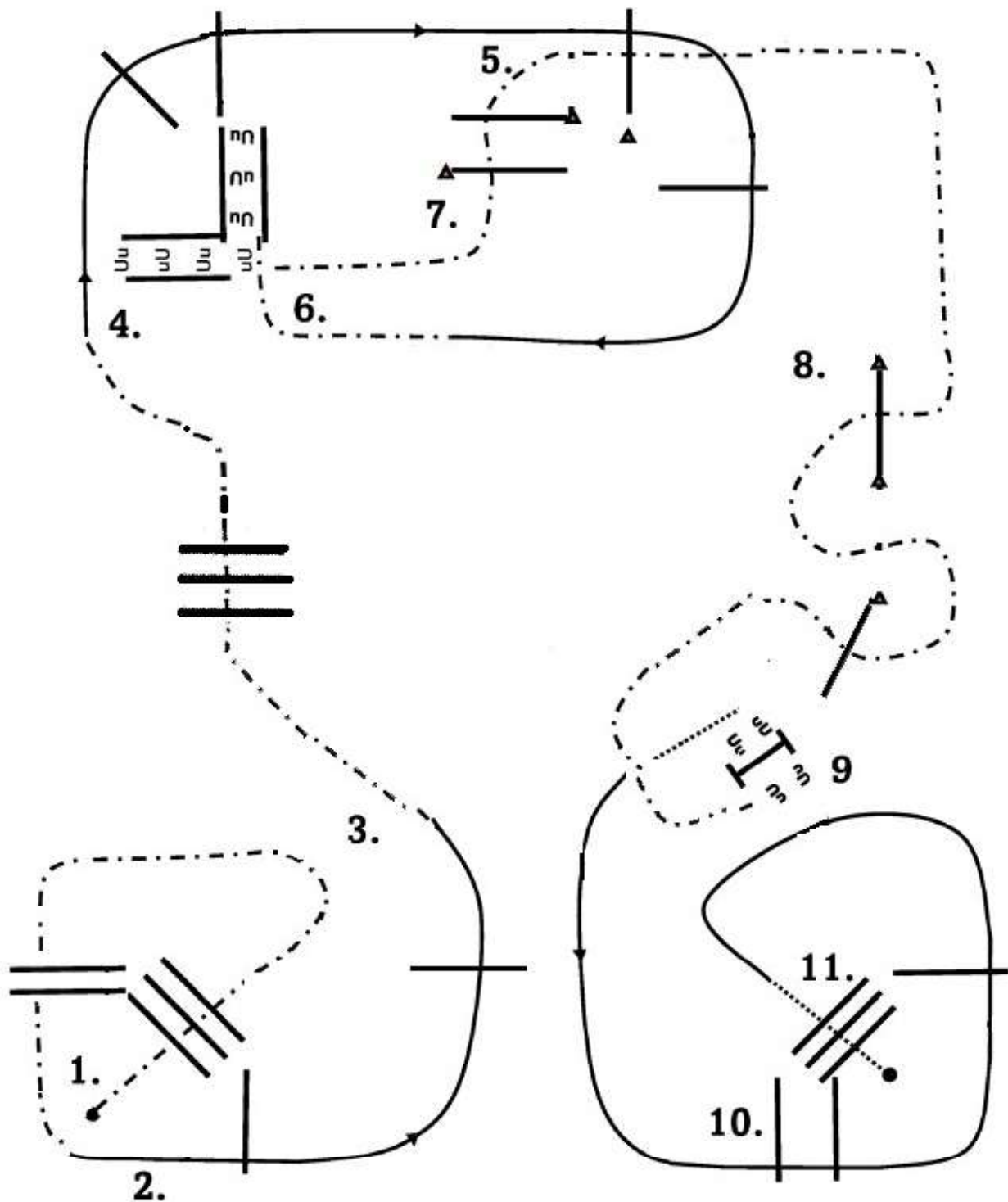


1. Trot over Poles
2. Lope over Poles Left Lead
3. Break down to a Trot,
Trot Poles
4. Lope Poles Right Lead
5. Continue Lope over Poles

6. Jog in chute, Back L
7. Jog over Poles
8. Continue Jog Thru Serpentine
9. Jog to Gate, Open Left Hand
10. Walk a few steps, Lope over Poles
11. Walk over Poles

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Trail Amateur/Youth/Maturity

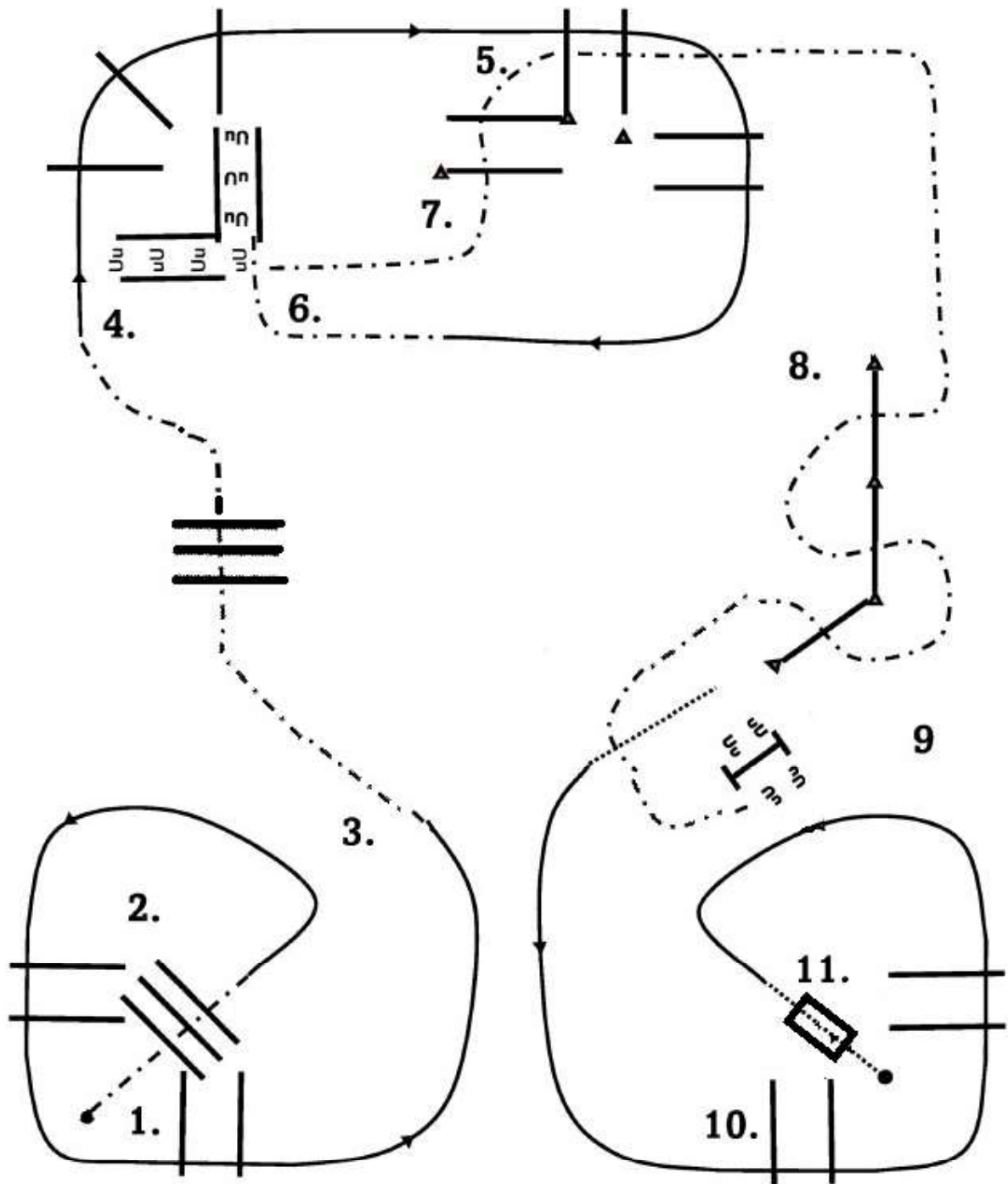


1. Trot over Poles
2. Lope over Poles Left Lead
3. Break down to a Trot,
Trot Poles
4. Lope Poles Right Lead
5. Continue Lope over Poles

6. Jog in chute, Back L
7. Jog over Poles
8. Continue Jog Thru Serpentine
9. Jog to Gate, Open Left Hand
10. Walk a few steps, Lope over Poles
11. Walk over Poles

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Trail Senior & DPHC Open

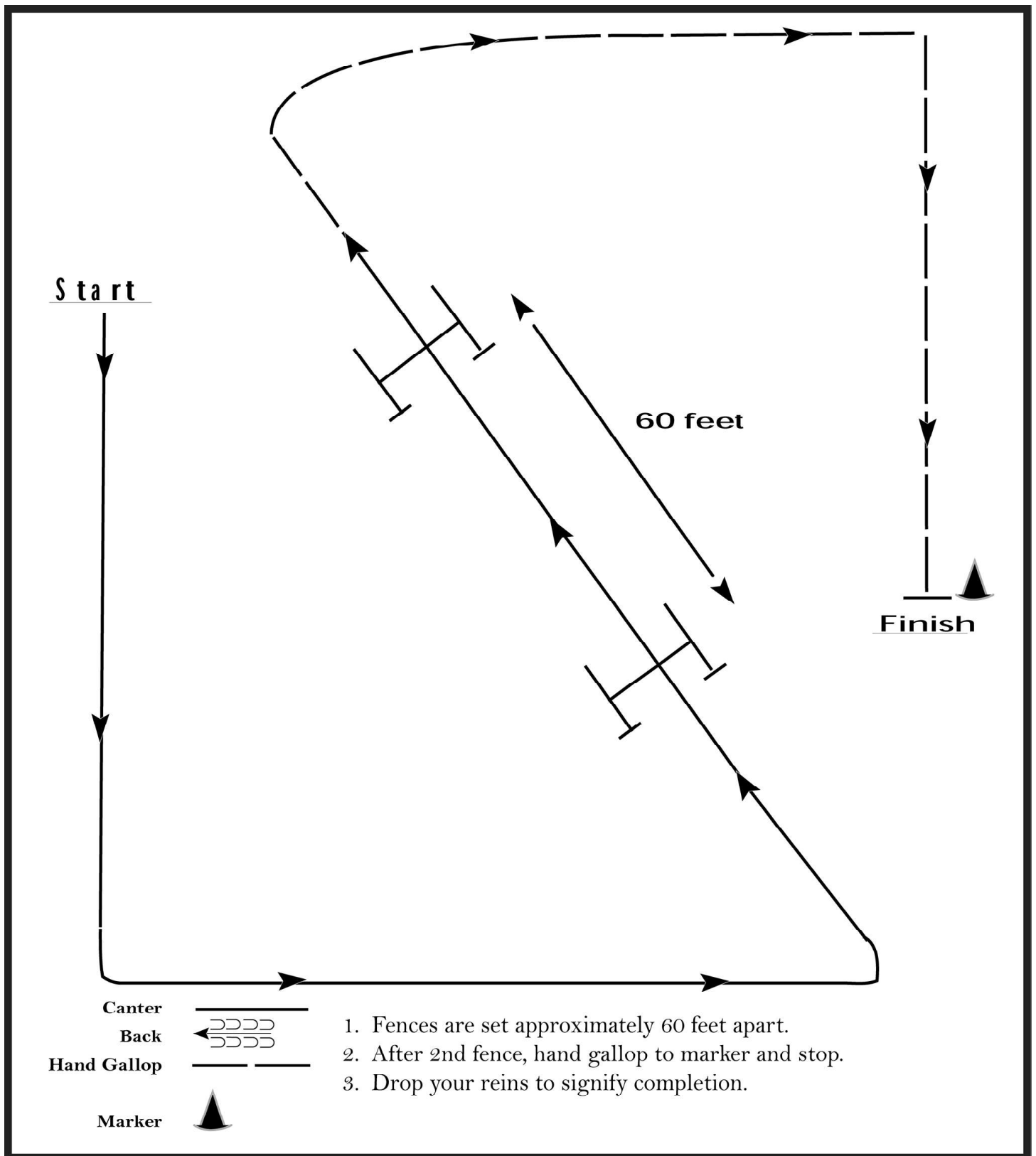


1. Trot over Poles
2. Lope over Poles Left Lead
3. Break down to a Trot,
Trot Poles
4. Lope Poles Right Lead
5. Continue Lope over Poles

6. Jog in chute, Back L
7. Jog over Poles
8. Continue Jog Thru Serpentine
9. Jog to Gate, Open Left Hand
10. Walk a few steps, Lope over Poles
11. Walk over Bridge

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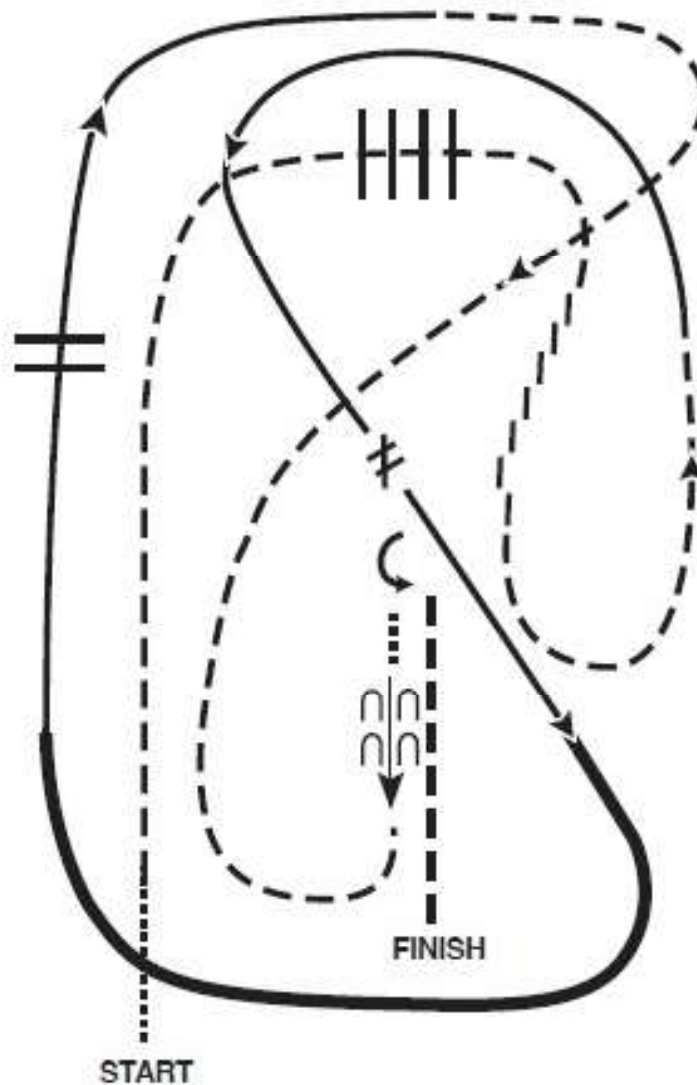
Hunter Hack (Open)



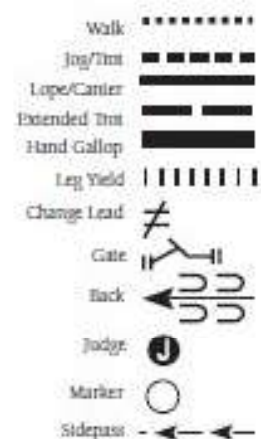
DPHC Dutch Championship & Futurity 2026

English Versatility (Open)

English Versatility - Pattern 3



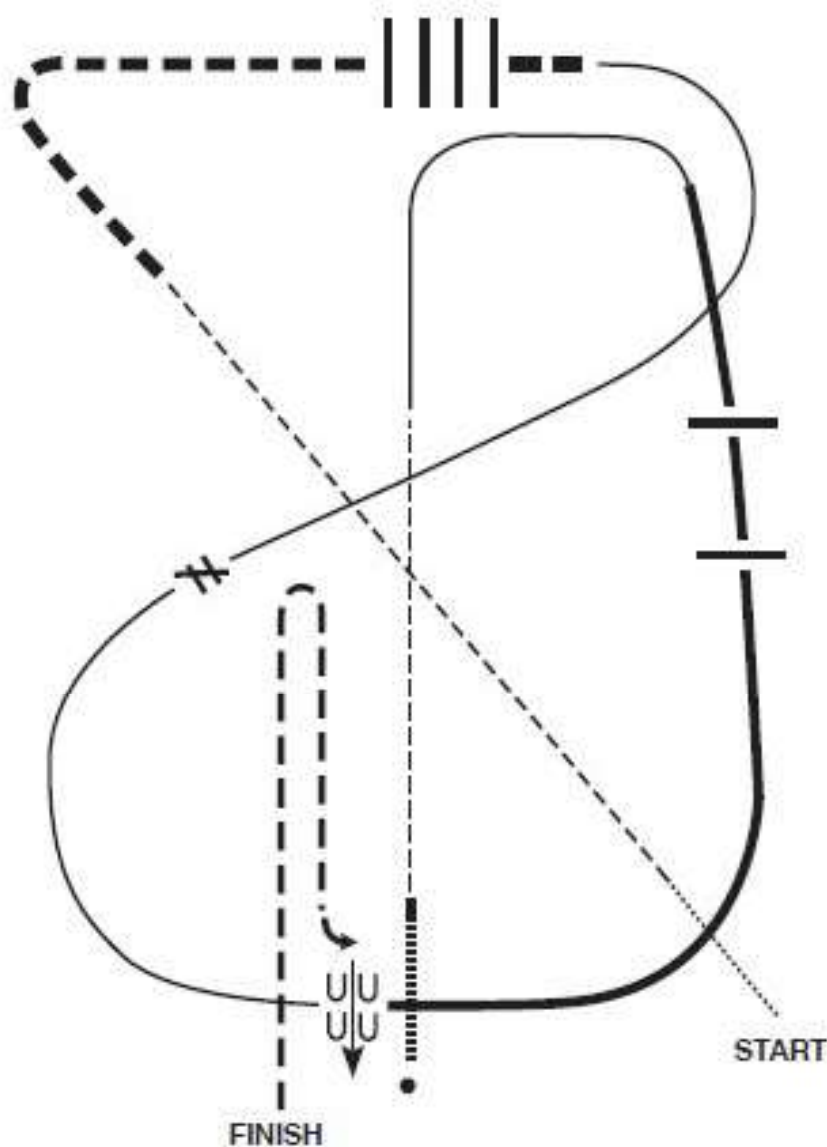
1. Walk with Forward Energy
2. Trot Tracking to Right
3. Trot Four Poles
4. Leg Yield Right
5. Trot Half Circle to Left
6. Left Lead Canter Arc
7. Canter Across Diagonal Changing Leads in Center (Simple or Flying)
8. Right Lead Canter Building to a Hand Gallop
9. Collect and Canter Two Rails, Cavalettis, or Small Jumps to top of pattern
10. Break to a Forward Trot Around End and Across Diagonal
11. Trot Up Center Line
12. Stop and Back
13. Walk Forward 180 Forehand Turn Left
14. Sitting Trot to exit



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English Versatility (Amateur)

English Versatility - Pattern 5



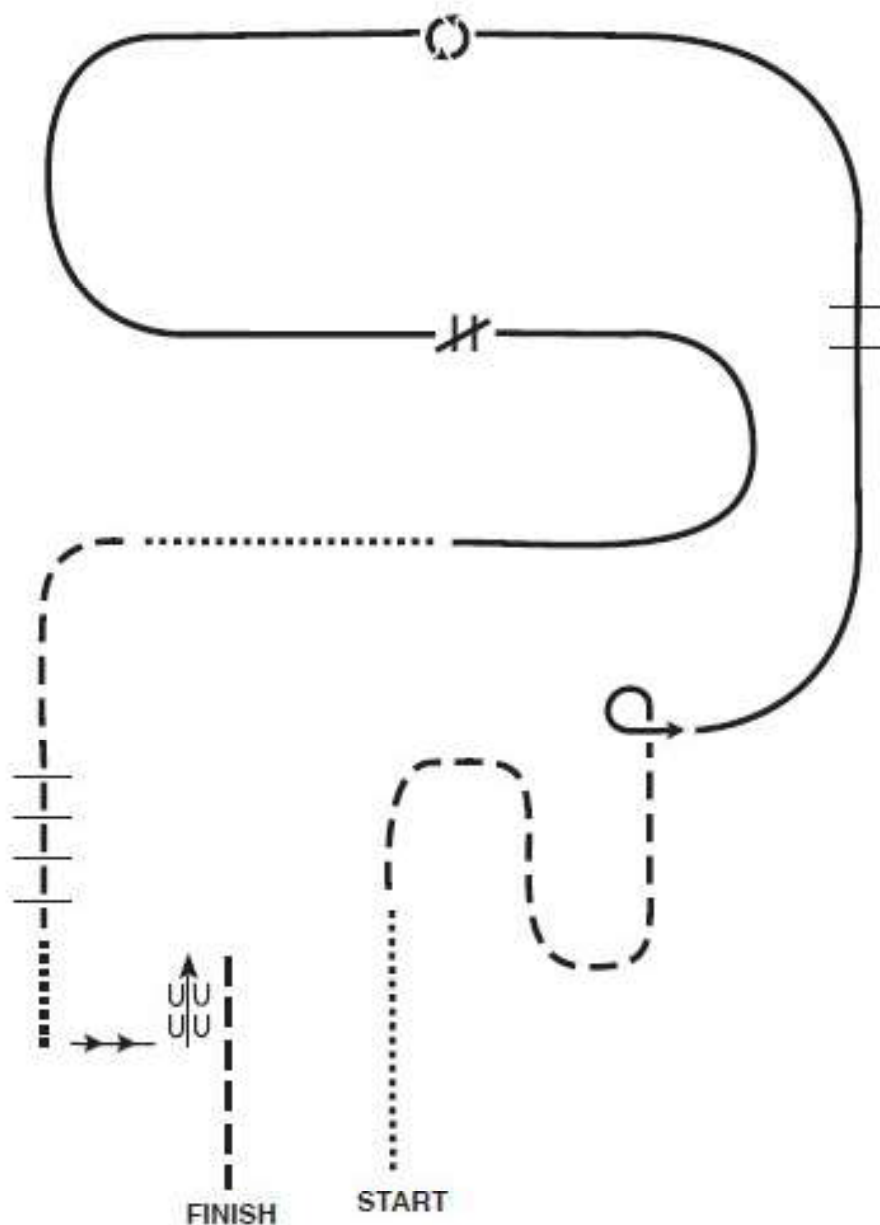
1. Forward Walk from Gate
2. Trot Diagonal Line Building to Extended Trot
3. Extended trot
4. Extended Trot over Four Poles
5. Collect Trot and Canter Right Lead Around top
6. Right Lead Diagonal Line and Change Leads (Simple or Flying)
7. Left Lead Canter Building to Hand Gallop at center
8. Hand Gallop over two Rails, Cavalletis or Small Jumps
9. Collect and Canter Down Center
10. Sitting Trot Down Center Line
11. Walk
12. Halt and Back
13. Forehand Turn Right
14. Trot to Exit

Walk	
Jog/Trot	-----
Lope/Canter	—————
Hand Gallop	—————
Extended Trot	—————
Leg Yield	
Change Lead	≠
Gate	⌵
Back	←←←
Judge	●
Marker	○
Sidepass	←←←

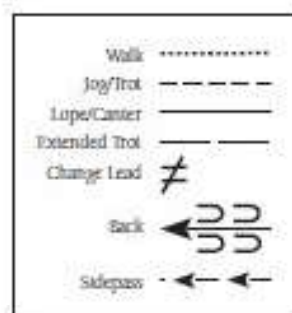
DPHC Dutch Championship & Futurity 2026

Western Versatility (Open)

Western Versatility - Pattern 3



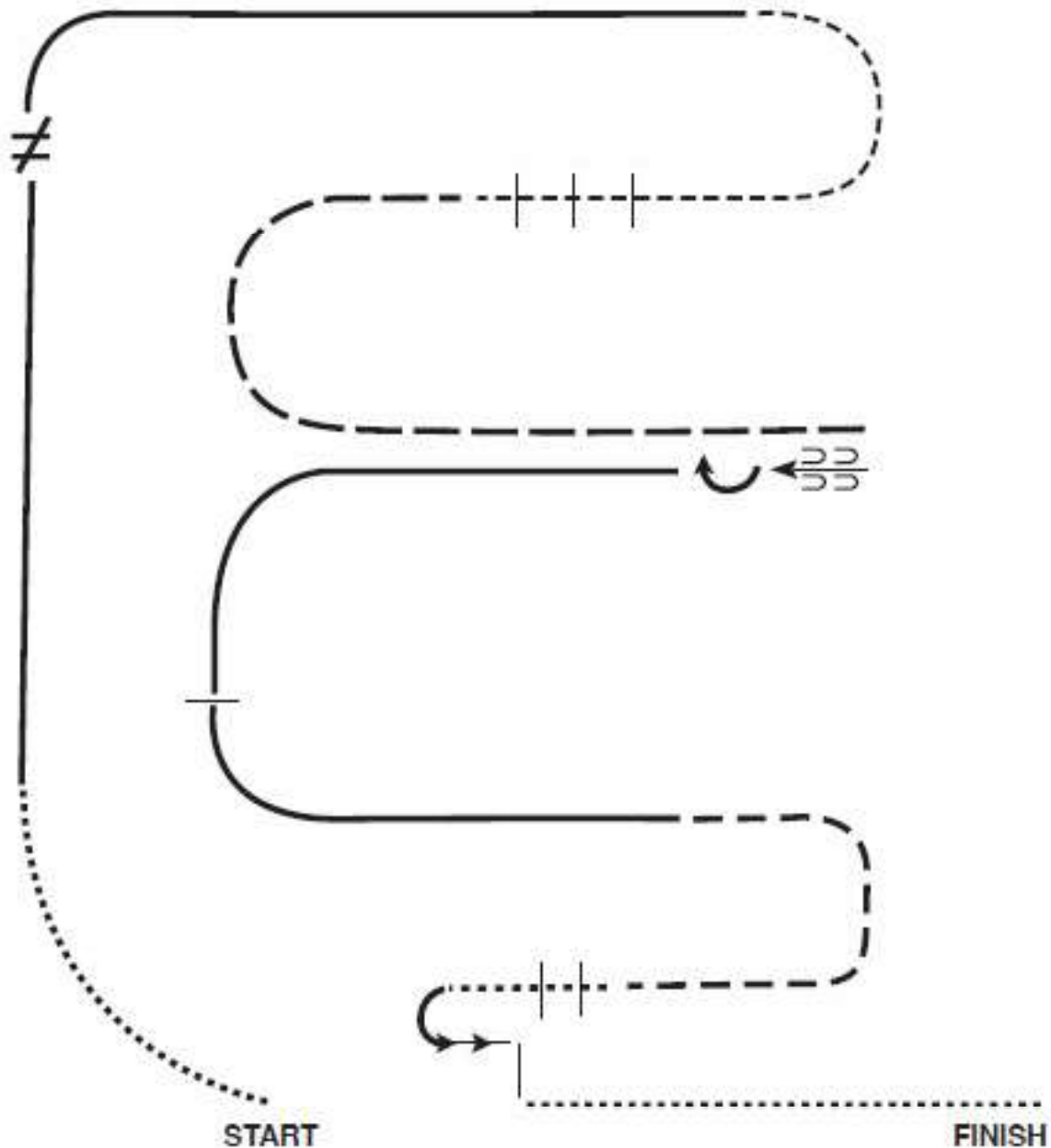
- | | |
|-----------------------------------|------------------------|
| 1. Walk | 9. Walk |
| 2. Jog serpentine | 10. Jog |
| 3. Stop 270 turn left | 11. Jog four poles |
| 4. Left Lead | 12. Walk |
| 5. Lope over Two Poles | 13. Sidepass pole Left |
| 6. Stop and 360 Left | 14. Back |
| 7. Left Lead | 15. Jog to exit |
| 8. Lead Change (Simple or Flying) | |



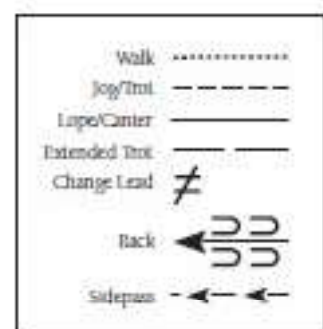
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Western Versatility (Amateur)

Western Versatility - Pattern 1



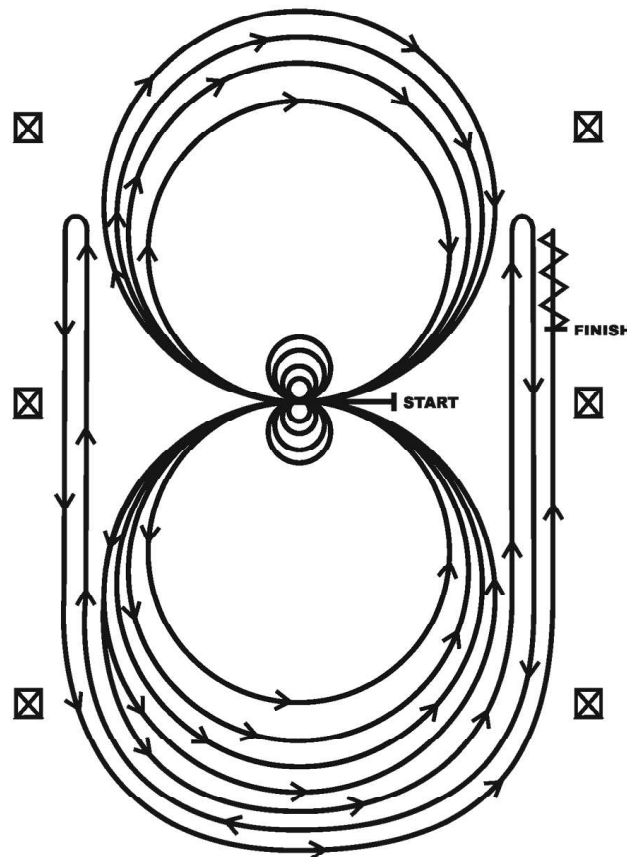
- | | |
|-------------------------------|------------------------------|
| 1. Walk | 9. 180 Turn Right |
| 2. Left Lead | 10. Left Lead Lope |
| 3. Simple change through Walk | 11. Lope over One Pole |
| 4. Right Lead | 12. Jog |
| 5. Jog | 13. Walk over Two Poles |
| 6. Jog three poles | 14. 180 Turn Left |
| 7. Extended jog | 15. Sidepass Right Over Pole |
| 8. Stop and Back | and Walk to Exit |



The Dutch Championship 2026

Reining (Green & Novice Amateur)

REINING PATTERN 5



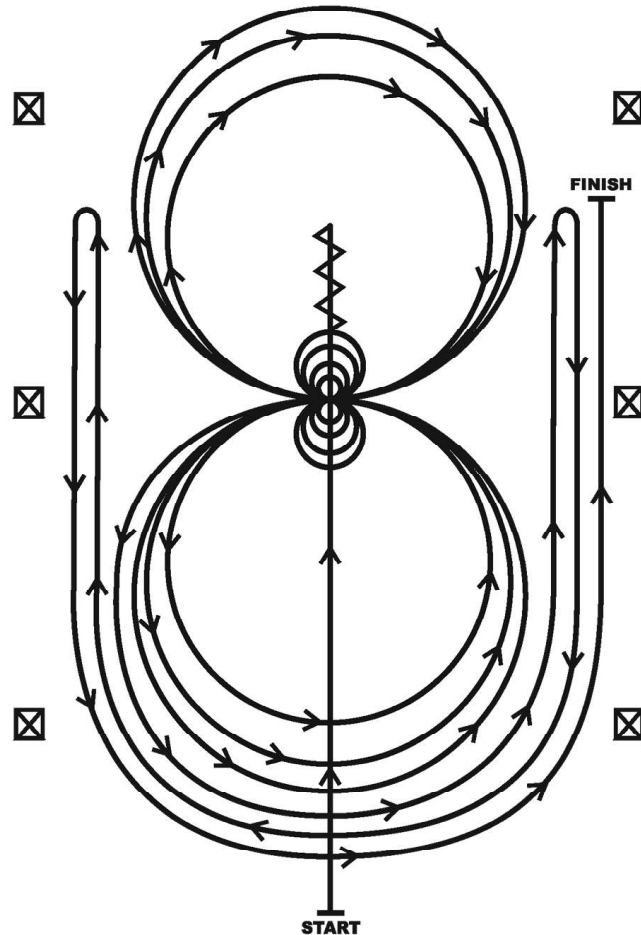
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the 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.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: 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 right. Hesitate.
5. 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. (Figure 8)
6. 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 twenty feet (six meters) from the wall or fence—no hesitation.
7. 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 twenty feet (six meters) from the wall or fence—no hesitation.
8. 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 completion of the pattern.

DPHC Dutch Championship & Futurity 2026

Reining (Open)

REINING PATTERN 12

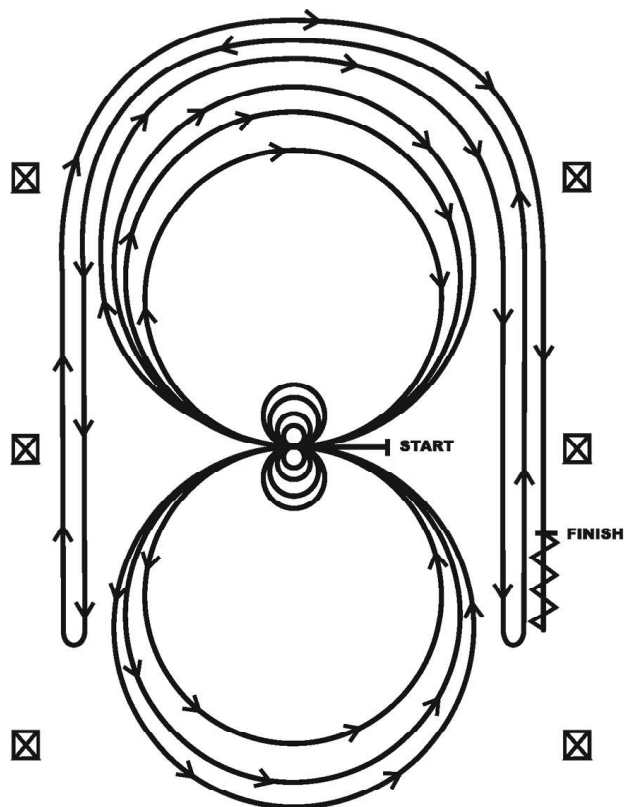


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the 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.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. 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 20 feet (6 meters) from the wall or fence-no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
8. 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. Hesitate to demonstrate completion of pattern.

DPHC Dutch Championship & Futurity 2026

Reining (Amateur & Maturity)

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.

[R/AQHAP-8]