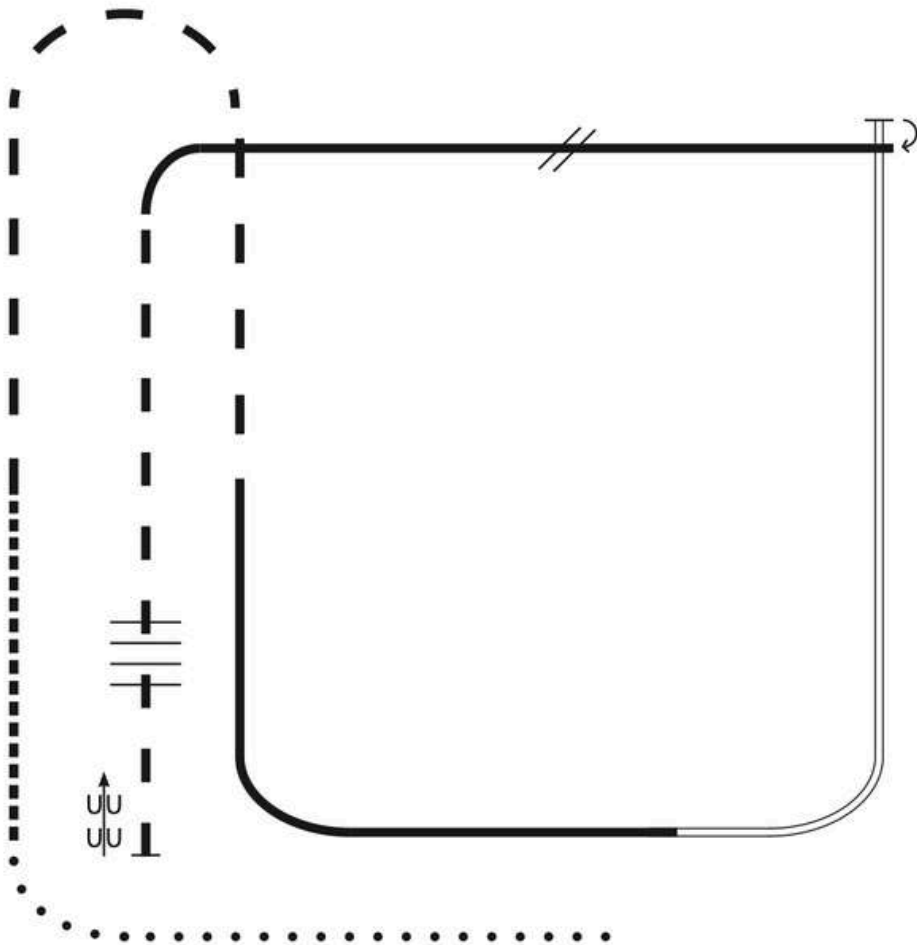


Ranch Riding Nov. Amateur & Youth

Reg/AB NRP1 - D-NARR
 Reg/Spb/AB YRP1 - XRP1 - D-YRR



- 1. Walk
- 2. Trot
- 3. Extended Trot
- 4. Lope Left Lead
- 5. Extended Lope
- 6. Stop and Rollback to the Right
- 7. Lope Right Lead

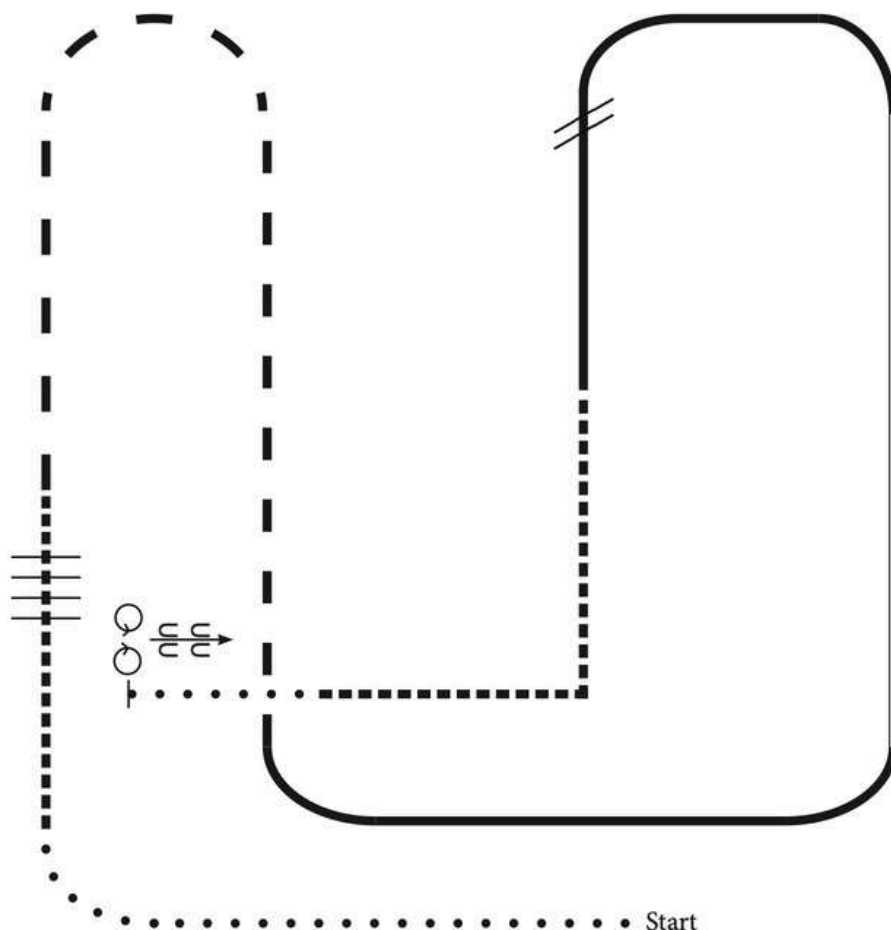
- 8. Lead Change
- 9. Lope Left Lead
- 10. Extended Trot
- 11. Extended Trot over Logs
- 12. Stop and Back

.....	Walk
-----	Trot
- - - -	Extended Trot
————	Lope
=====	Extended Lope
← 3 3 3 3	Back

Dutch Championship & Futurity Contest 2024

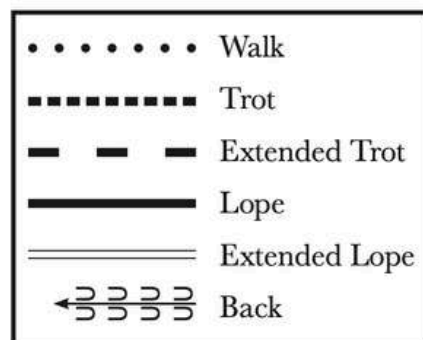
Ranch Riding Amateur

Reg/Spb/AB ARP1-ABTL- D-ARR



1. Walk
2. Trot
3. Trot over Logs
4. Extended Trot
5. Lope Left Lead
6. Extended Lope
7. Lope

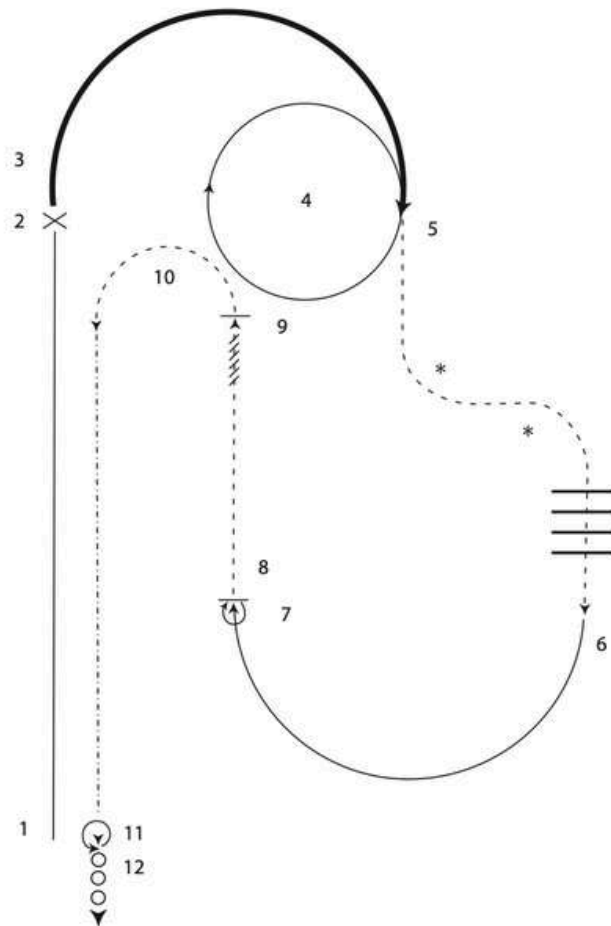
8. Lead Change
9. Lope Right Lead
10. Trot
11. Walk
12. Stop, 360 Turn Each Direction
13. Stop and Back



Dutch Championship & Futurity Contest 2024

Ranch Riding Open

Reg/Spb/AB RHP1 - BRP1 - D-RR



KEY

.....	Walk
○○○○○○	Extended Walk
-----	Trot
- - - - -	Extended Trot
————	Lope
————	Extended Lope
///////	Back
X	Change Leads
WWWW	Side pass

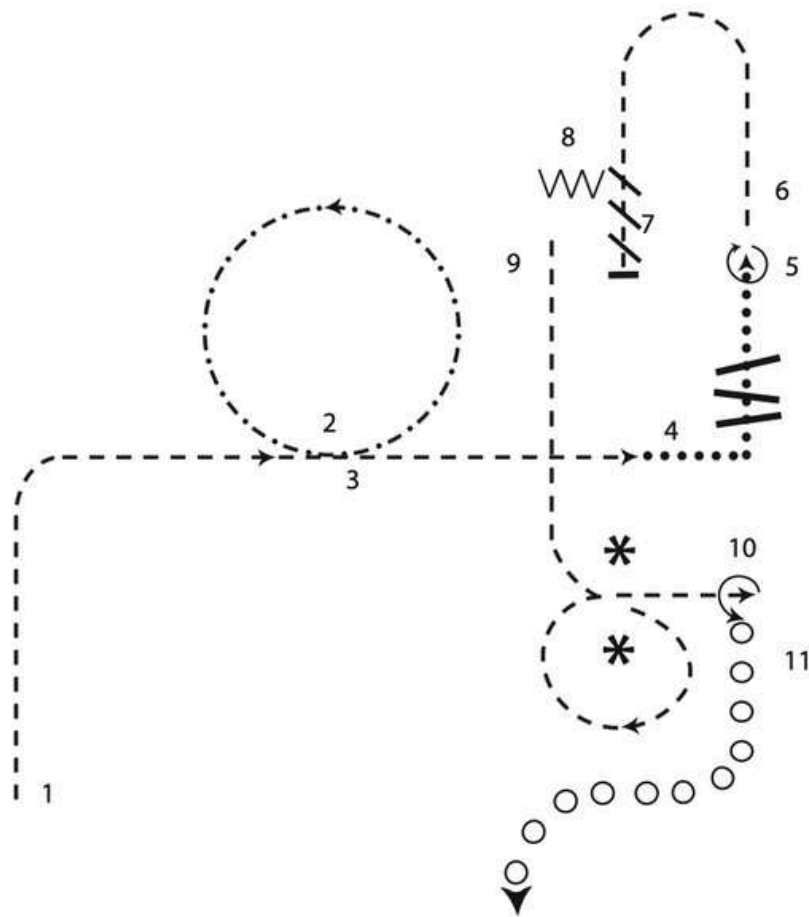
INSTRUCTIONS

1. Lope left lead.
2. Change leads (simple or flying).
3. Extended lope, right lead.
4. Collect lope circle, right lead.
5. Trot serpentine and over poles.
6. Lope right lead. Stop.
7. 360-degree turn right.
8. Trot, stop.
9. Back.
10. Trot, extended trot. Stop.
11. 360-degree turn left.
12. Extended walk one horse length. Pattern complete. Exit.

Dutch Championship & Futurity Contest 2024

Ranch Riding Walk-Trot

AB D-WTRR



KEY

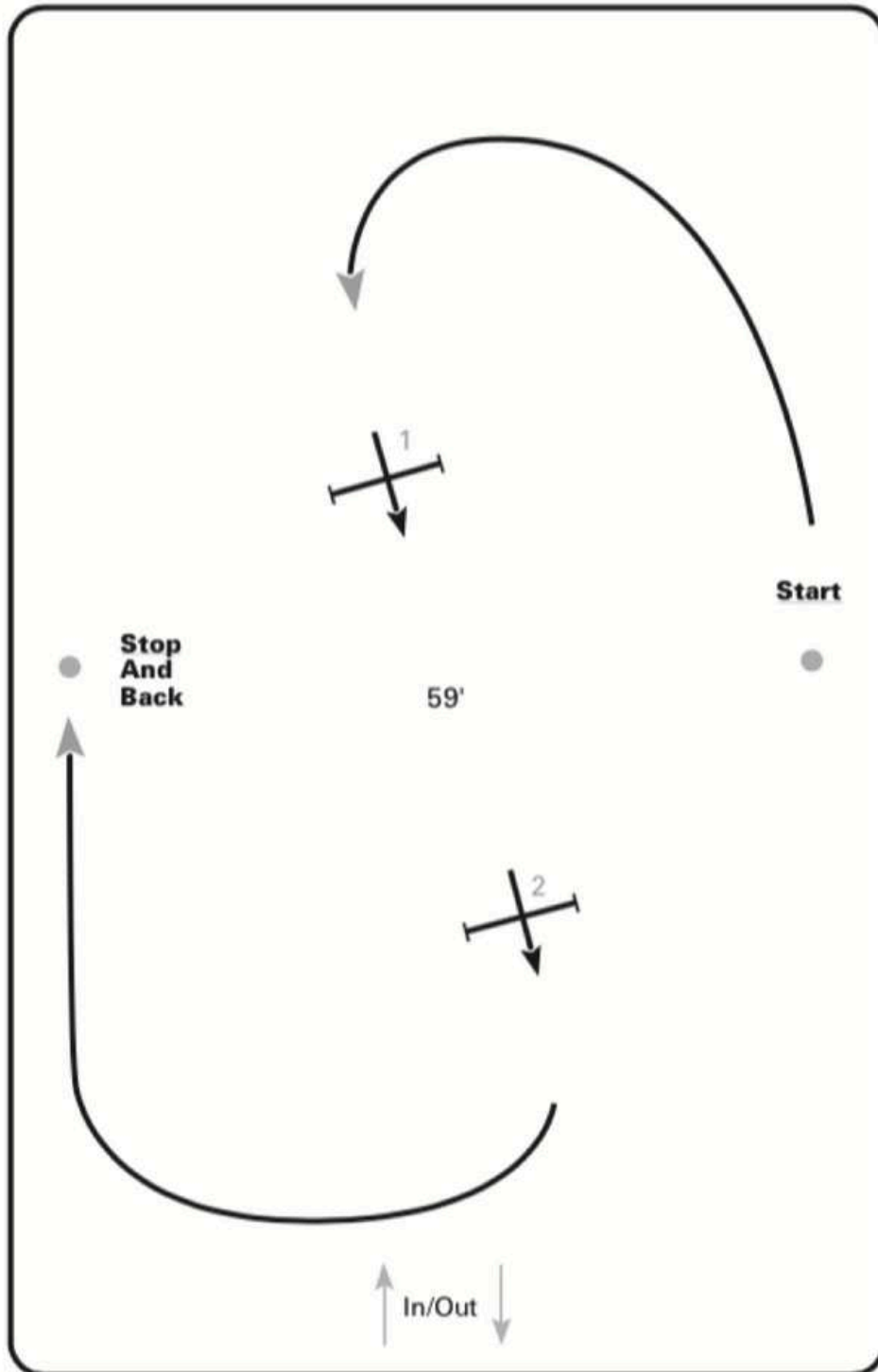
.....	Walk
oooooo	Extended Walk
-----	Trot
- - - - -	Extended Trot
—————	Lope
—————	Extended Lope
///////	Back
X	Change Leads
WWWW	Side pass

INSTRUCTIONS

1. Trot.
2. Extended trot circle.
3. Trot.
4. Walk corner and over poles. Stop.
5. 360-degree turn right.
6. Trot, stop.
7. Back.
8. Side pass right.
9. Trot serpentine, stop.
10. 270-degree turn left.
11. Extended walk serpentine to exit.

Jackpot Hunter Hack

AB JHH



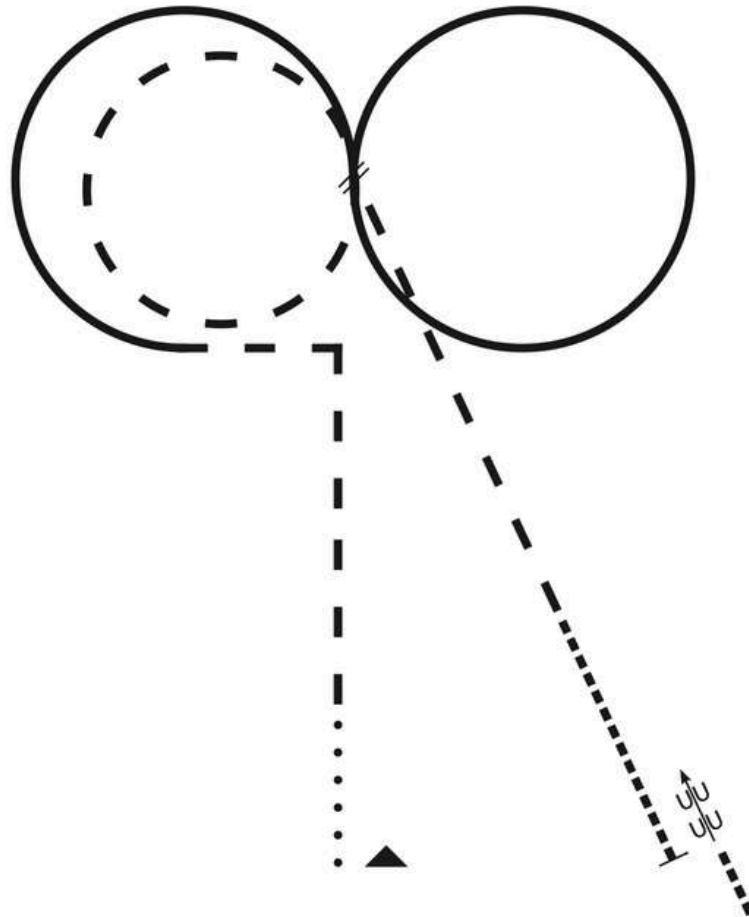
Dutch Championship & Futurity Contest 2024

Hunt Seat Equitation

Nov. Amateur & Youth

Reg/AB NHS1 - D-NAHSE

Reg/SPB/AB XEE1 - YEE1 - D-YHSE



1. Walk 1/3 way to center.
2. Right diagonal through square corner.
3. Right lead 3/4 circle.
4. At center, change leads.
5. Left lead circle.
6. At center, pick up left diagonal smaller circle right.
7. Continue left diagonal halfway down line.
8. Sitting trot last half of line.
9. Halt and back approximately one horse length.
10. Exit at the sitting trot.

Pattern Legend

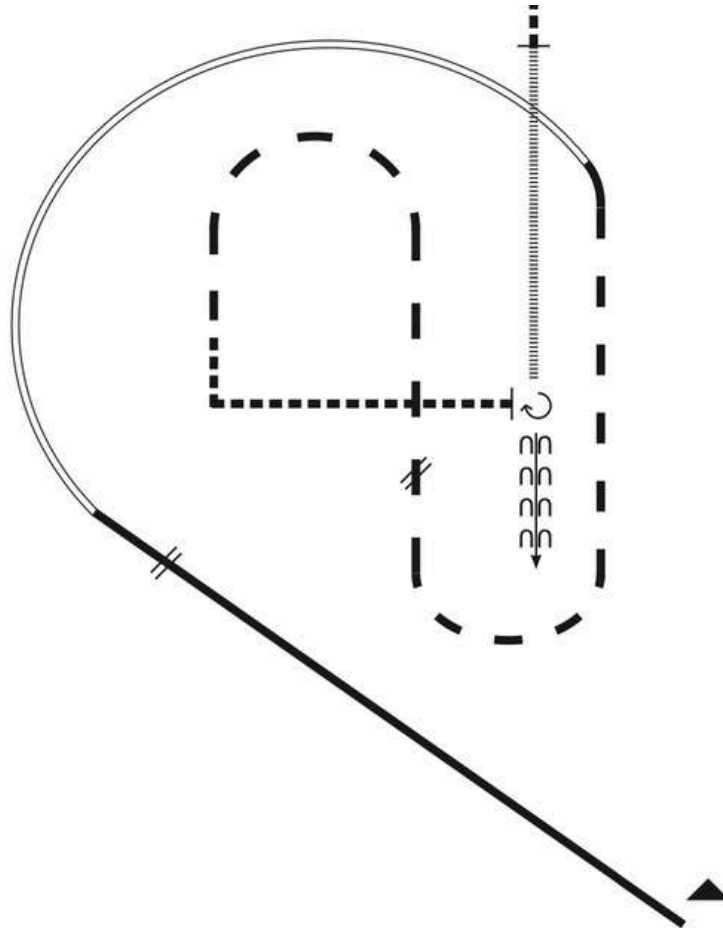
.....	Walk
-----	Sitting Trot
- - - -	Trot
————	Canter
====	Hand Gallop
///	Change Leads
← ⊃ ⊃ ⊃ ⊃	Back
▲	Cone

Dutch Championship & Futurity Contest 2024

Hunt Seat Equitation

Amateur

Reg/SPB/AB AHS1 - ABHS - D-AHSE



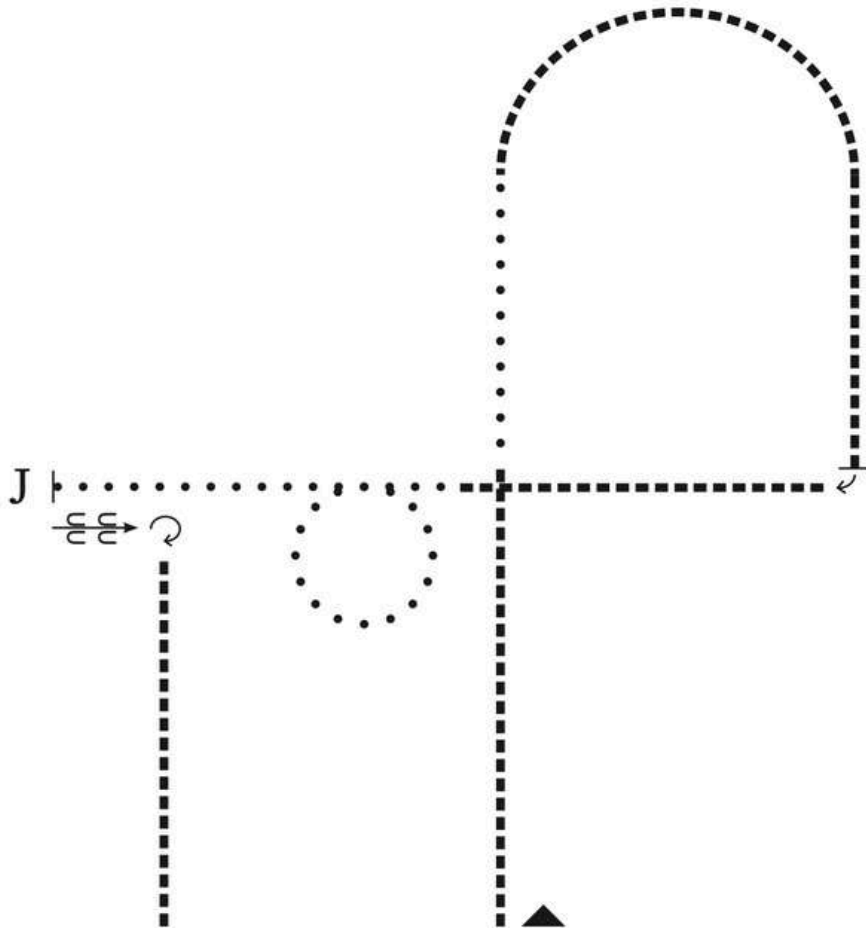
1. Canter left lead.
2. Change leads, continue right lead.
3. Hand gallop large arc, collect canter as shown.
4. Left diagonal in arc.
5. Change diagonals halfway down line, right diagonal arc.
6. Collect to sitting trot, sitting trot square corner.
7. Halt, 270 degree right turn on the forehand.
8. Back approximately two horse lengths.
9. 2 point trot and stop at top of pattern.
10. Exit at the sitting trot.

Pattern Legend	
.....	Walk
-----	Sitting Trot
- - - - -	Trot
	2 Point Trot
=====	Canter
=====	Hand Gallop
///	Change Leads/Diagonals
← 3 3 3 3	Back
▲	Cone

Dutch Championship & Futurity Contest 2024

Showmanship Walk-Trot

AB D-WTSHS



1. Trot until even with judge.
 2. Walk.
 3. Trot curve and line until even with judge.
 4. Stop, 90 degree turn.
 5. Trot halfway to judge.
 6. Walk circle to the left and to judge.
 7. Stop and set up.
 8. Inspection.
 9. Back approximately one horse length, 270 degree turn and trot away.
- Pattern complete when even with the start cone.

Pattern Legend	
.....	Walk
-----	Trot
— — —	Extended Trot
← 3 3 3 3	Back
▲	Cone
J	Judge

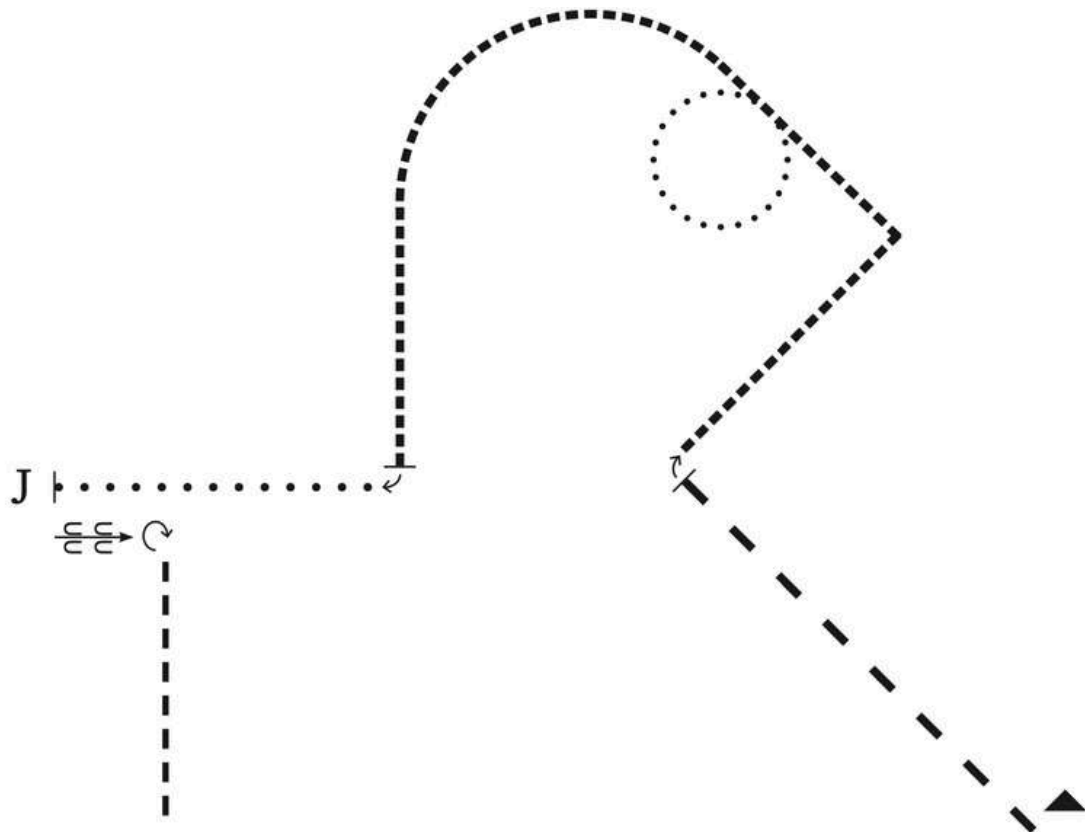
Dutch Championship & Futurity Contest 2024

Showmanship

Nov. Amateur & Youth

Reg/AB NSH1 - D-NASH

Reg/SPB/AB YSH1 - XSH1 - D-YSHS



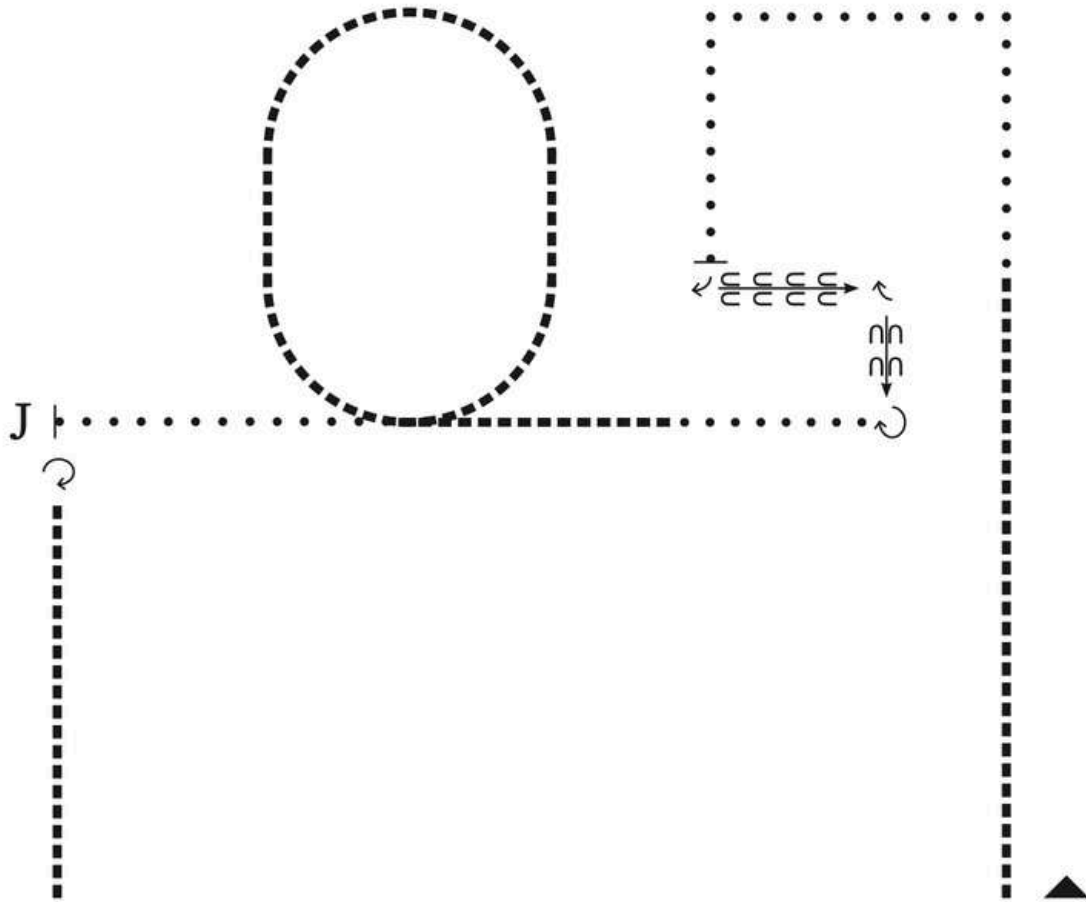
1. Extended trot toward center of pattern.
 2. Stop, perform a 90 degree turn.
 3. Trot square corner.
 4. Walk small circle to the left.
 5. Trot arc and line back toward center of pattern.
 6. Stop, 90 degree turn and walk to judge.
 7. Stop and set up.
 8. Inspection.
 9. Back approximately one horse length and 270 degree turn.
 10. Trot away.
- Pattern complete when even with the start cone.

Pattern Legend	
.....	Walk
-----	Trot
- - - - -	Extended Trot
← → → → →	Back
▲	Cone
J	Judge

Dutch Championship & Futurity Contest 2024

Showmanship Amateur

Reg/SPB/AB ASH1 - ABSH - D-ASHS



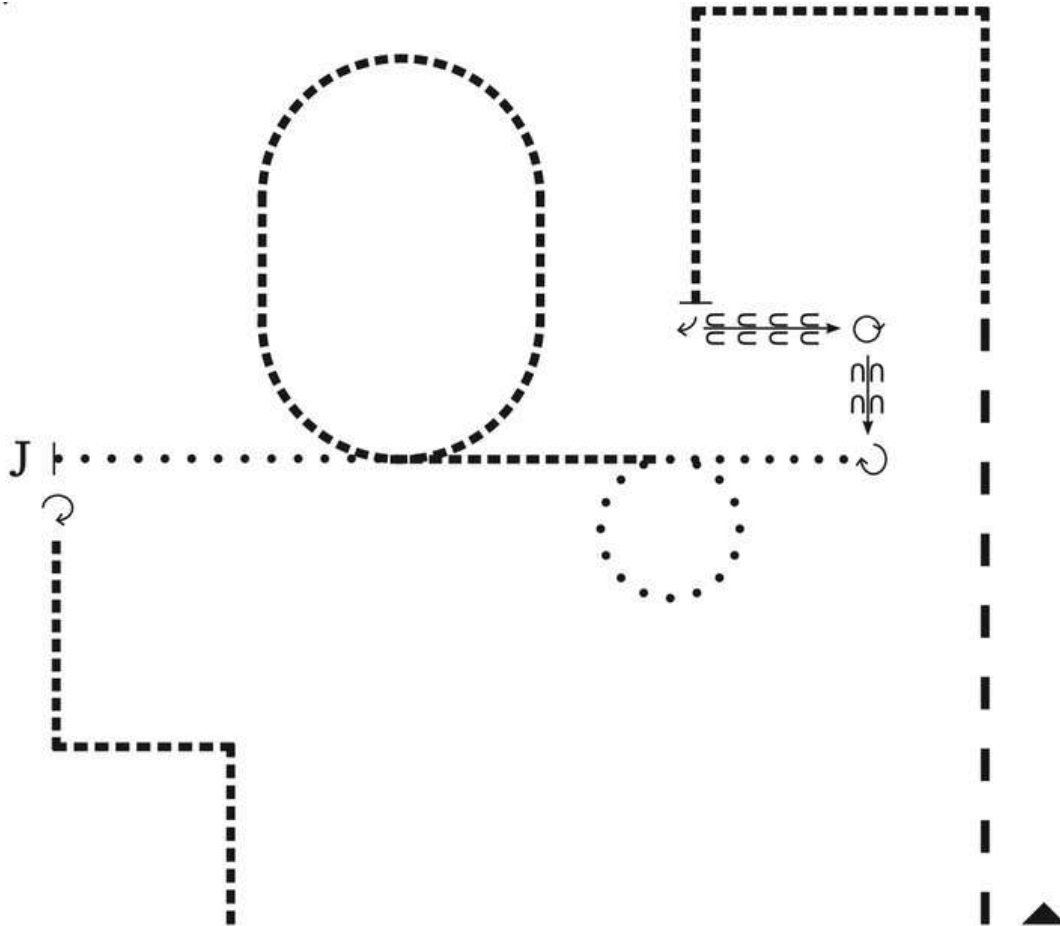
1. Trot 2/3 down the line.
 2. Walk last 1/3 of the line and two square corners to the left.
 3. Stop, perform a 90 degree turn.
 4. Back approximately two horse lengths.
 5. Perform a 90 degree turn, back approximately one horse length.
 6. 270 degree turn and walk line.
 7. Trot a large oval to the right.
 8. Walk to the judge, stop and set up.
 9. Inspection.
 10. 270 degree turn, trot away.
- Pattern complete when even with the start cone.

Pattern Legend	
.....	Walk
-----	Trot
-----	Extended Trot
←←←←	Back
▲	Cone
J	Judge

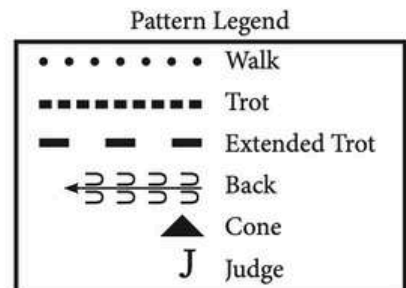
Dutch Championship & Futurity Contest 2024

Showmanship Jackpot

AB JSH

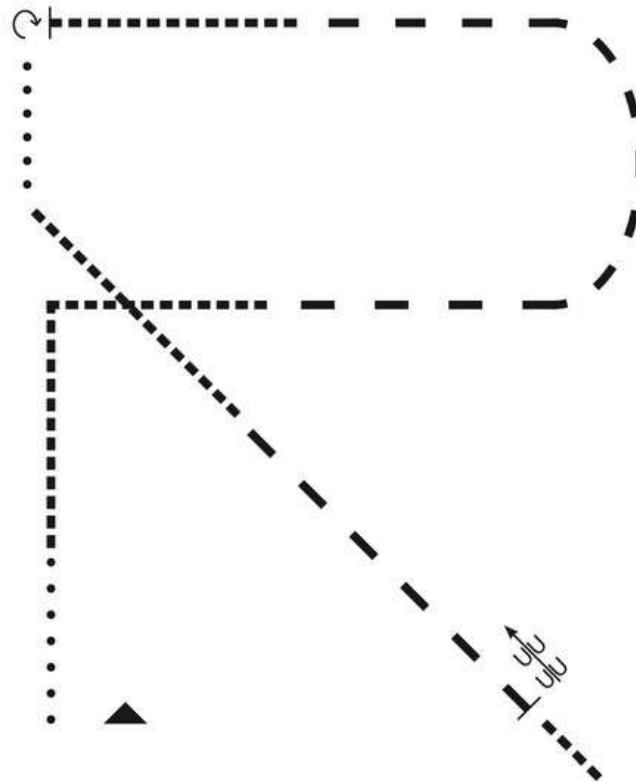


1. Extended trot 2/3 down the line.
 2. Trot last 1/3 of the line and two square corners to the left.
 3. Stop, perform a 90 degree turn.
 4. Back approximately two horse lengths.
 5. Perform a 450 degree turn, back one horse length to center.
 6. 270 degree turn, walk line and small circle to the left.
 7. Trot a large oval to the right.
 8. Walk to the judge, stop and set up.
 9. Inspection.
 10. 270 degree turn, trot square corner left then right.
- Pattern complete when even with the start cone.

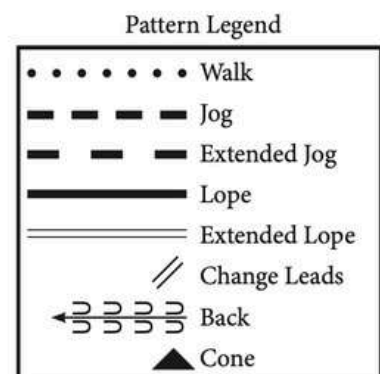


Horsemanship Walk-Trot

AB D-WTHS



1. Walk halfway to corner.
2. Jog to center of pattern.
3. Extended jog around arc.
4. At halfway point return to jog.
5. Stop, perform a 270 degree right turn.
6. Walk approximately one horse length.
7. Angle left and jog halfway, extend the jog until even with cone.
8. Stop and back approximately one horse length.
9. Exit at the jog.



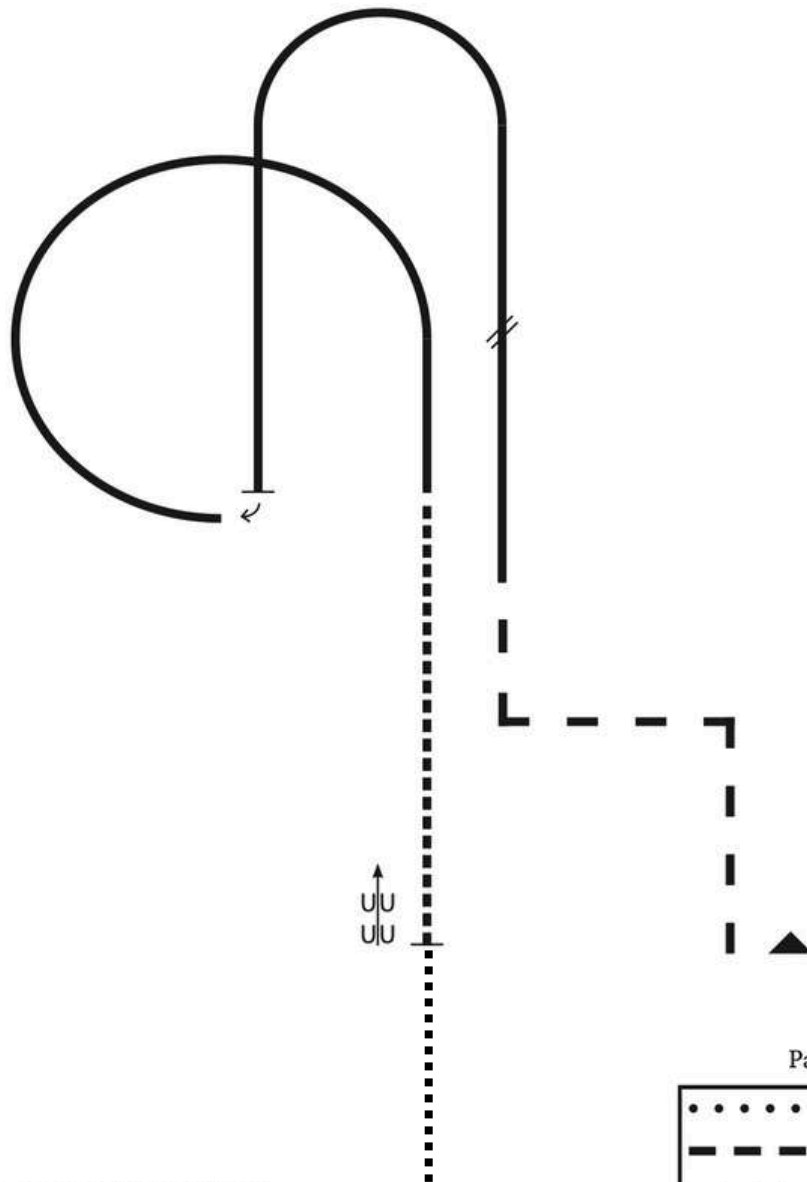
Dutch Championship & Futurity Contest 2024

Horsemanship

Nov. Amateur & Youth

Reg/AB NH1 - D-NHMS

Reg/SPB/AB YH1 - XH1 - D-YHMS



1. Extended jog two square corners as drawn.
2. Right lead lope line, change leads.
3. Left lead lope in arc as drawn.
4. Stop, perform a 90 degree right turn.
5. Right lead 3/4 circle and line.
6. Jog when even with turn location.
7. Stop and back approximately one horse length.
8. Exit at a walk

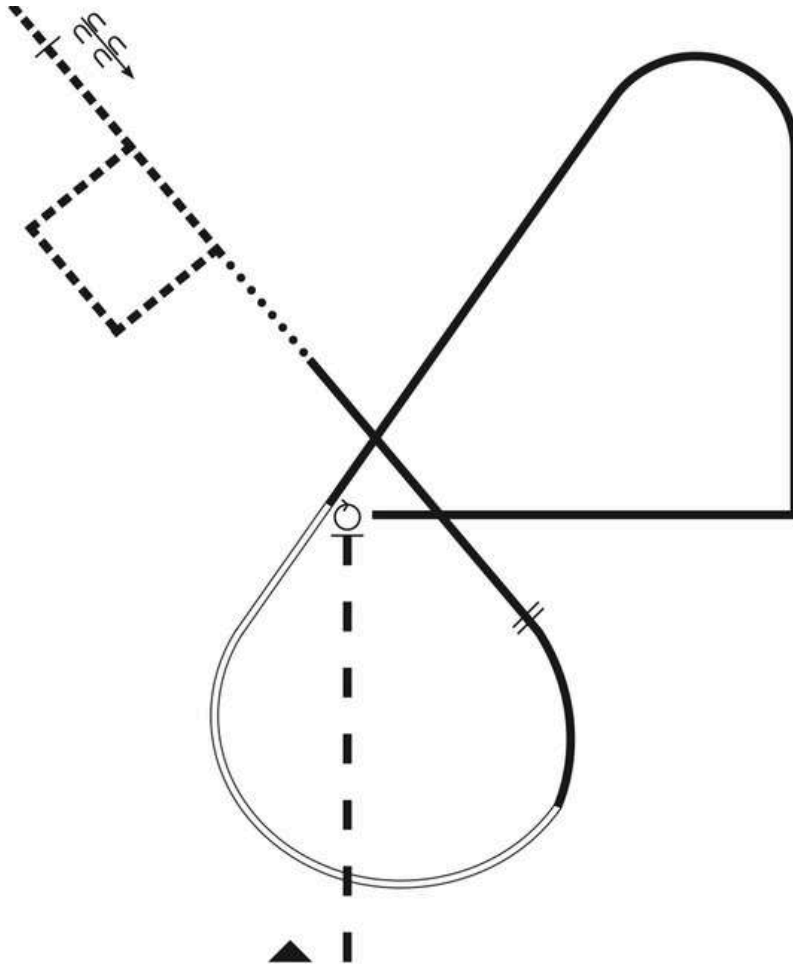
Pattern Legend

.....	Walk
- - - - -	Jog
- - - - -	Extended Jog
—————	Lope
—————	Extended Lope
///	Change Leads
← — — — —	Back
▲	Cone

Dutch Championship & Futurity Contest 2024

Horsemanship Amateur

Reg/SPB/AB AH1 - ABHM - D-AHMS



1. Extended jog to center.
2. Stop, perform a 450 degree right turn.
3. Left lead lope line and square corner.
4. Continue left lead lope arc back to center.
5. Extended left lead lope arc, then collect.
6. Change leads, continue right lead line.
7. Walk minimum of two horse lengths.
8. Jog square to the left then line.
9. Stop and back approximately one horse length.
10. Exit at the jog.

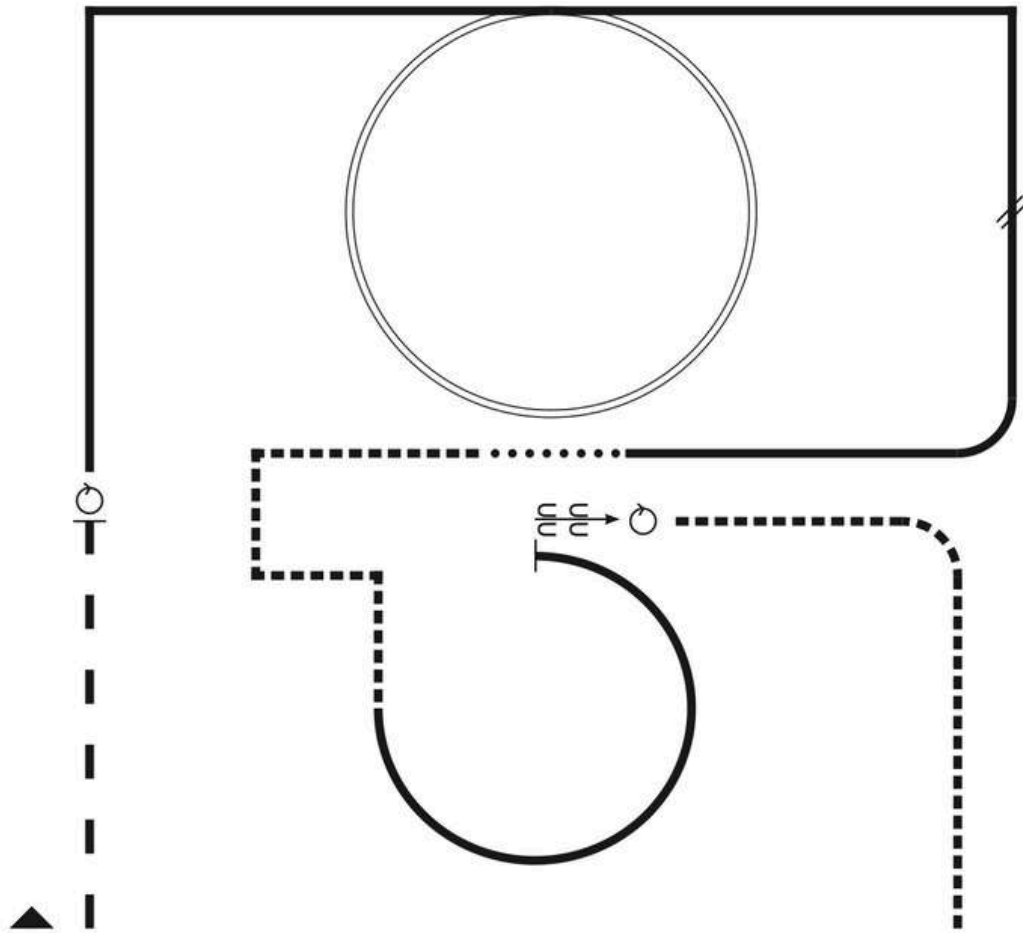
Pattern Legend

.....	Walk
- - - - -	Jog
- - - - -	Extended Jog
—————	Lope
===== ===== =====	Extended Lope
////	Change Leads
← ⊃ ⊃ ⊃ ⊃	Back
▲	Cone

Dutch Championship & Futurity Contest 2024

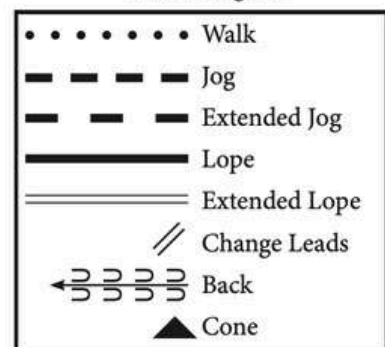
Horsemanship Jackpot

AB JHMS



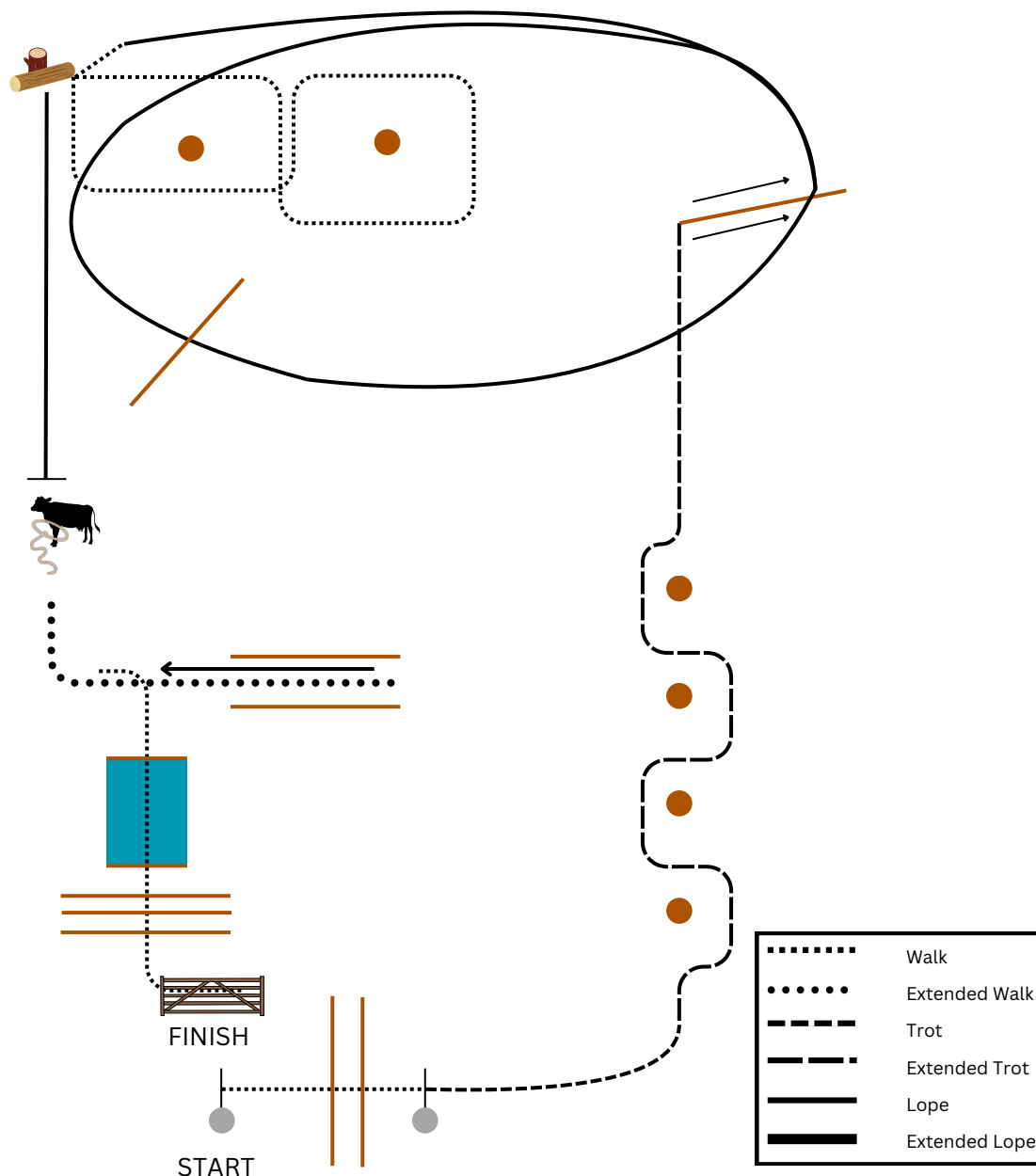
1. Extended jog halfway up line, stop and perform a 360 degree right turn.
2. Right lead lope square corner and halfway across arena.
3. Extended right lead lope large right circle.
4. Collect lope, right lead lope square corner.
5. Change leads, continue left lead lope around corner.
6. Walk approximately two horse lengths.
7. Jog square corners.
8. Left lead lope 3/4 circle.
9. Stop and back approximately one horse length.
10. 5/4 degree left turn and jog to exit.

Pattern Legend



Ranch Trail Open

Reg/SPB/AB RT1 - BRT1 - D-RTR

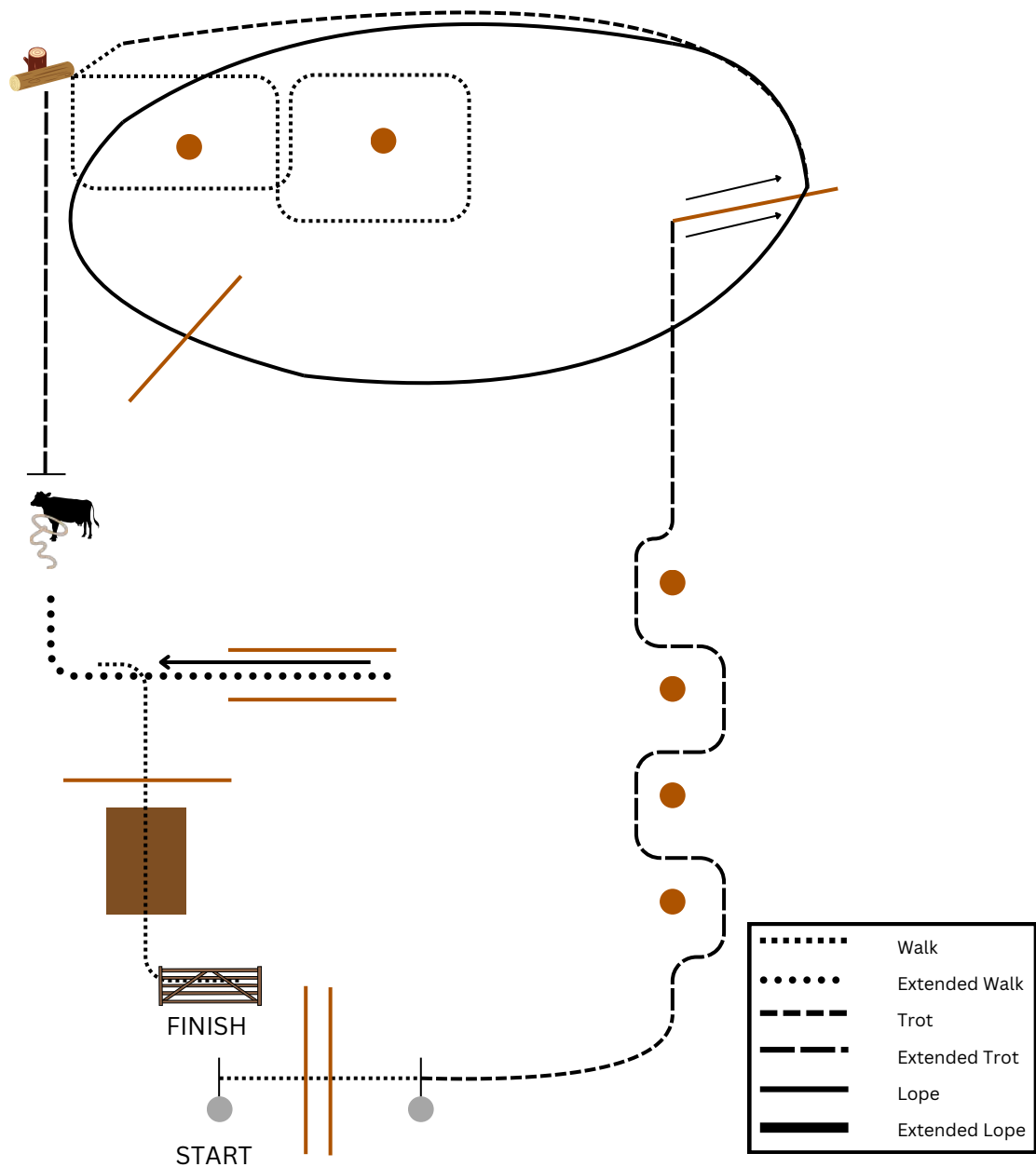


1. Start at pick up, pick up flag and walk it over logs to the second post. Stop.
2. Trot off, extend the trot and serpentine, stop next to the pole.
3. Side pass the pole
4. Lope a circle over two poles on left lead. Before drag break to a walk.
5. Drag log in a figure eight around the cones. Starting on the left hand, then crossing to the right.
6. Lope on right lead to cow, throw lasso.
7. Extended walk into the shoot and back.
8. Walk through water box and over poles.
9. Work the gate with right hand to finish.

Dutch Championship & Futurity Contest 2024

Ranch Trail Amateur

Reg/SPB/AB ART1 - ABTL - D-ART

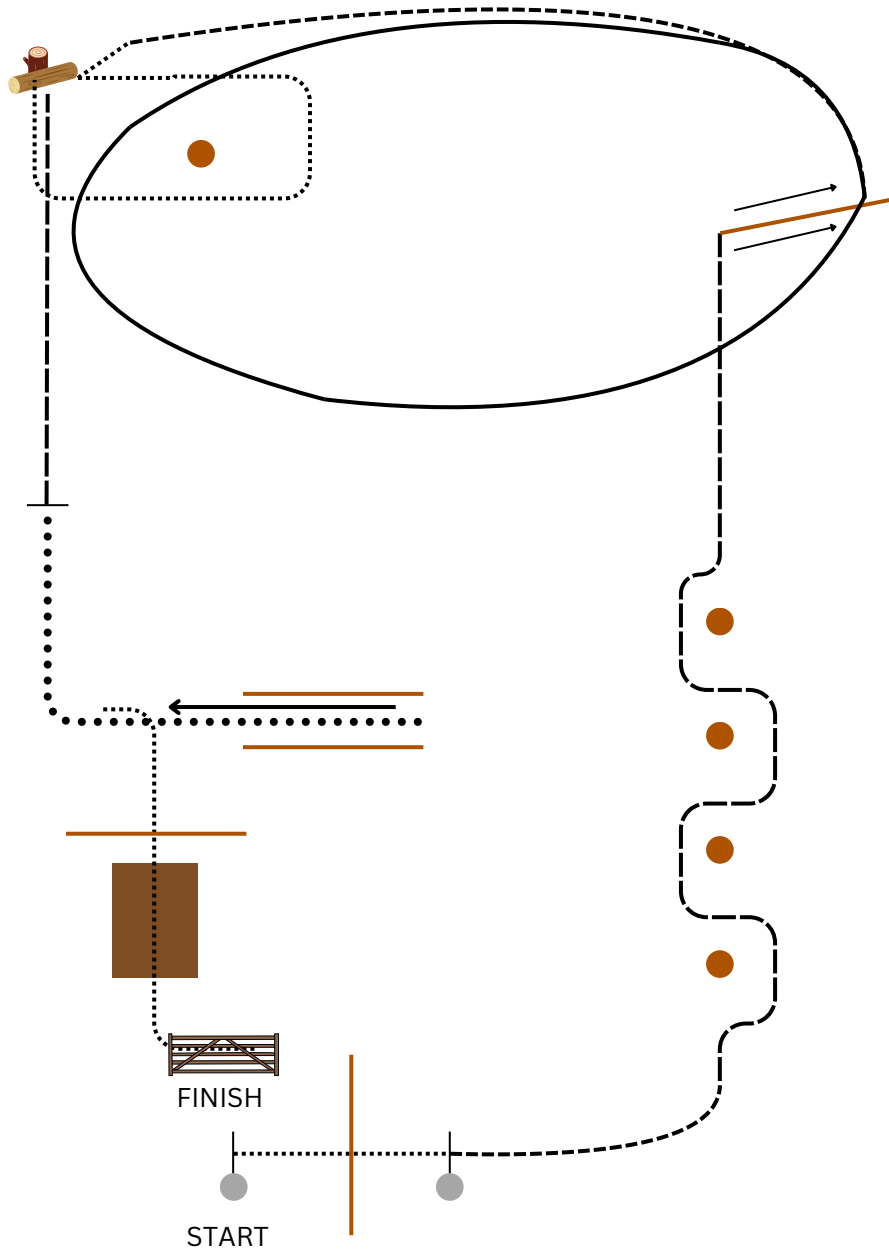


1. Start at pick up, pick up flag and walk it over logs to the second post. Stop.
2. Trot off, extend the trot and serpentine, stop next to the pole.
3. Side pass the pole
4. Lope a circle over two poles on left lead, break to a trot, before drag break to a walk.
5. Drag log in a figure eight around the cones. Starting on the left hand, then crossing to the right.
6. Extended trot to cow, throw lasso.
7. Extended walk into the shoot and back.
8. Walk over pole and bridge.
9. Work the gate with right hand to finish.

Dutch Championship & Futurity Contest 2024

Ranch Trail Youth

Reg/SPB/AB YRT



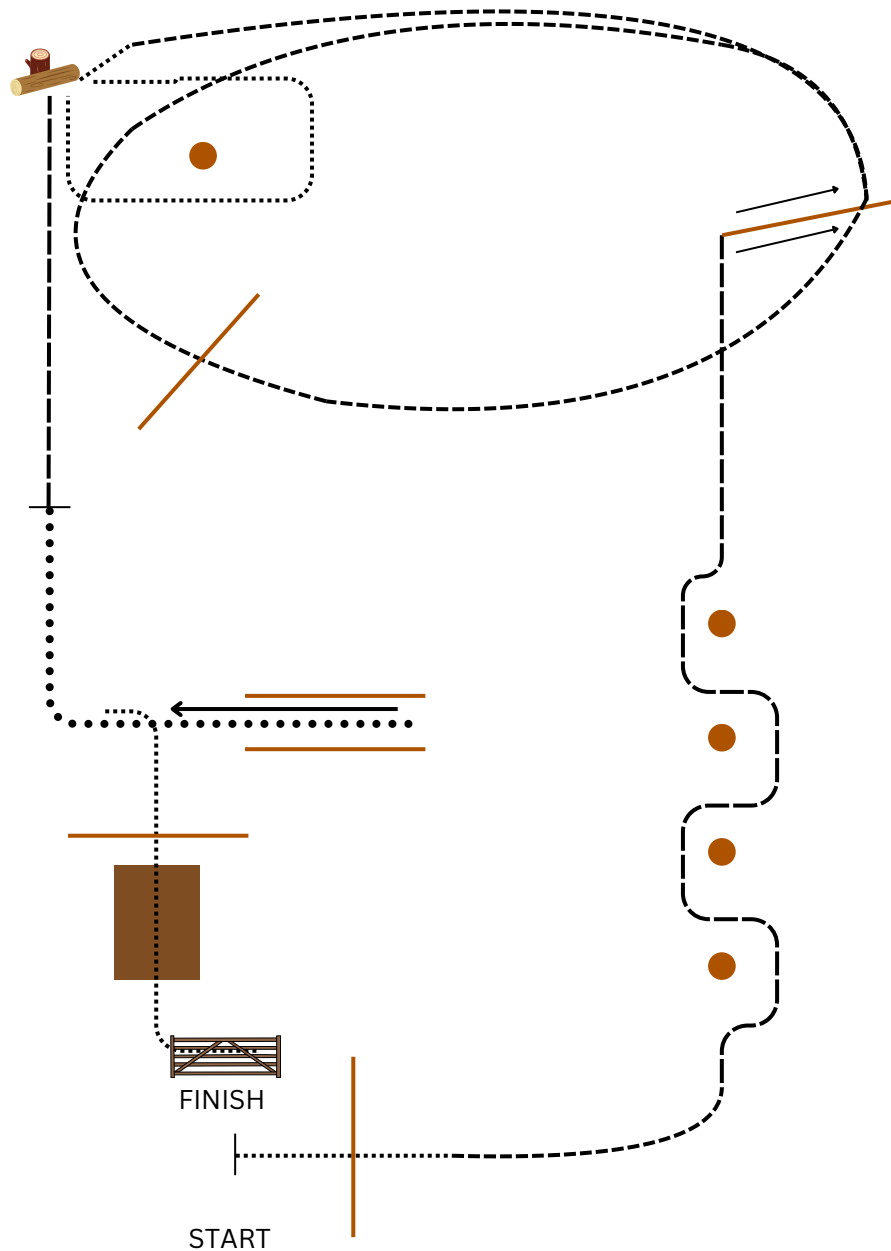
1. Start at pick up, pick up flag and walk it over log to the second post. Stop.
2. Trot off, extend the trot and serpentine, stop next to the pole.
3. Side pass the pole
4. Lope a circle over pole on left lead, trot, before drag break to a walk.
5. Drag log in a left hand circle around the cones.
6. Extended trot, Stop, extended walk into the shoot
7. Back out of shoot, walk over pole and bridge.
8. Work the gate with right hand to finish.

.....	Walk
.....	Extended Walk
- - - - -	Trot
- - - - -	Extended Trot
—————	Lope
—————	Extended Lope

Dutch Championship & Futurity Contest 2024

Ranch Trail Walk Trot

AB WTRT



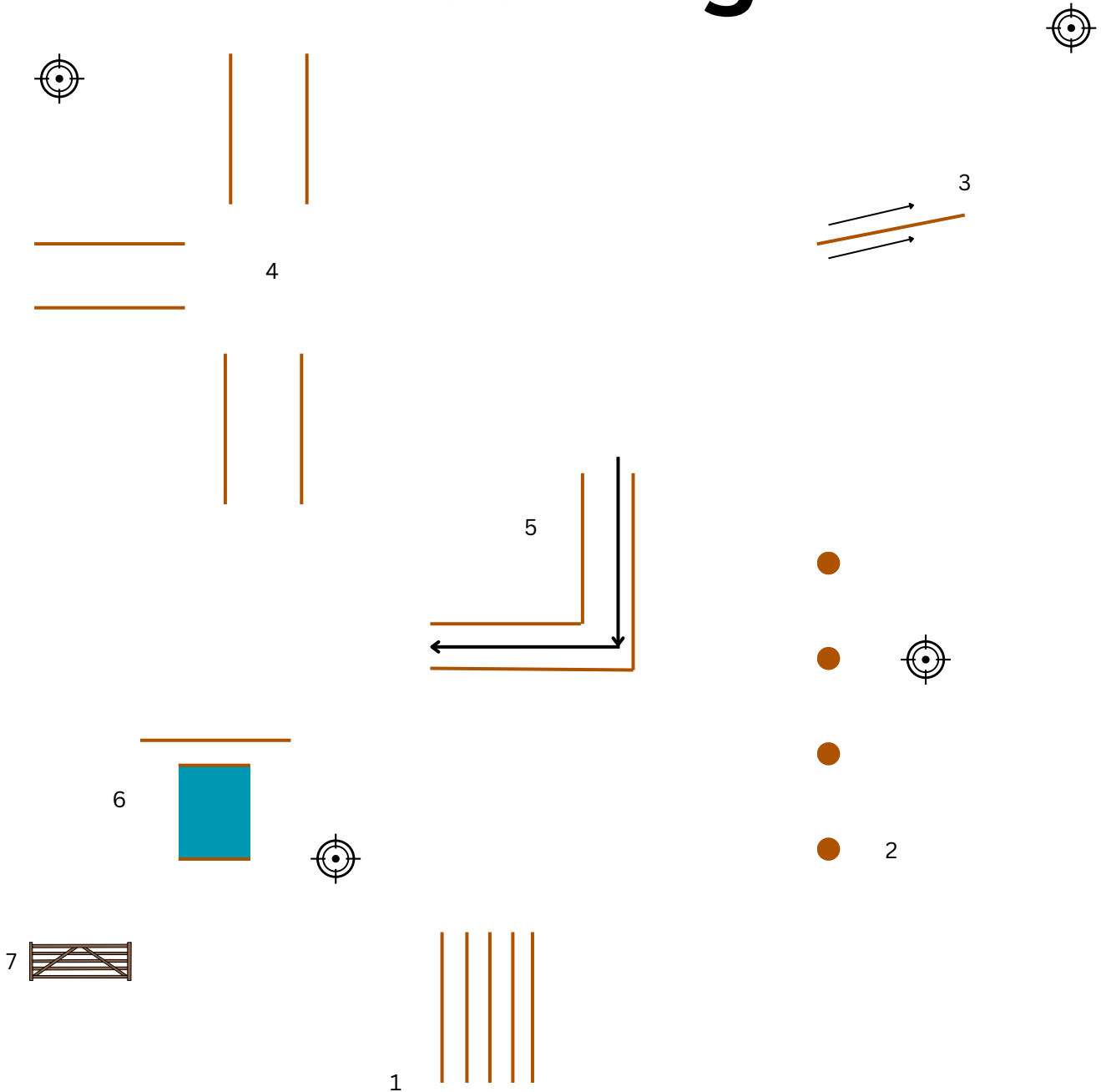
1. Walk it over log.
2. Trot off, extend the trot and serpentine, stop next to the pole.
3. Side pass the pole
4. Trot a circle over two poles. Before drag break to a walk.
5. Drag log in a left hand circle around the cones.
6. Extended trot, Stop, extended walk into the shoot
7. Back out of shoot, walk over pole and bridge.
8. Work the gate with right hand to finish.

.....	Walk
.....	Extended Walk
- - - - -	Trot
- - - - -	Extended Trot
—————	Lope
—————	Extended Lope

Dutch Championship & Futurity Contest 2024

Team Challenge

Laser Tag



Obstacles

1. Elevated walk-overs
2. Serpentine
3. Side pass over pole
4. Six Poles on an angle
5. Back-up through L
6. Pole & water box (will be available for practice)
7. Solid gate

Speed is the name of the game!

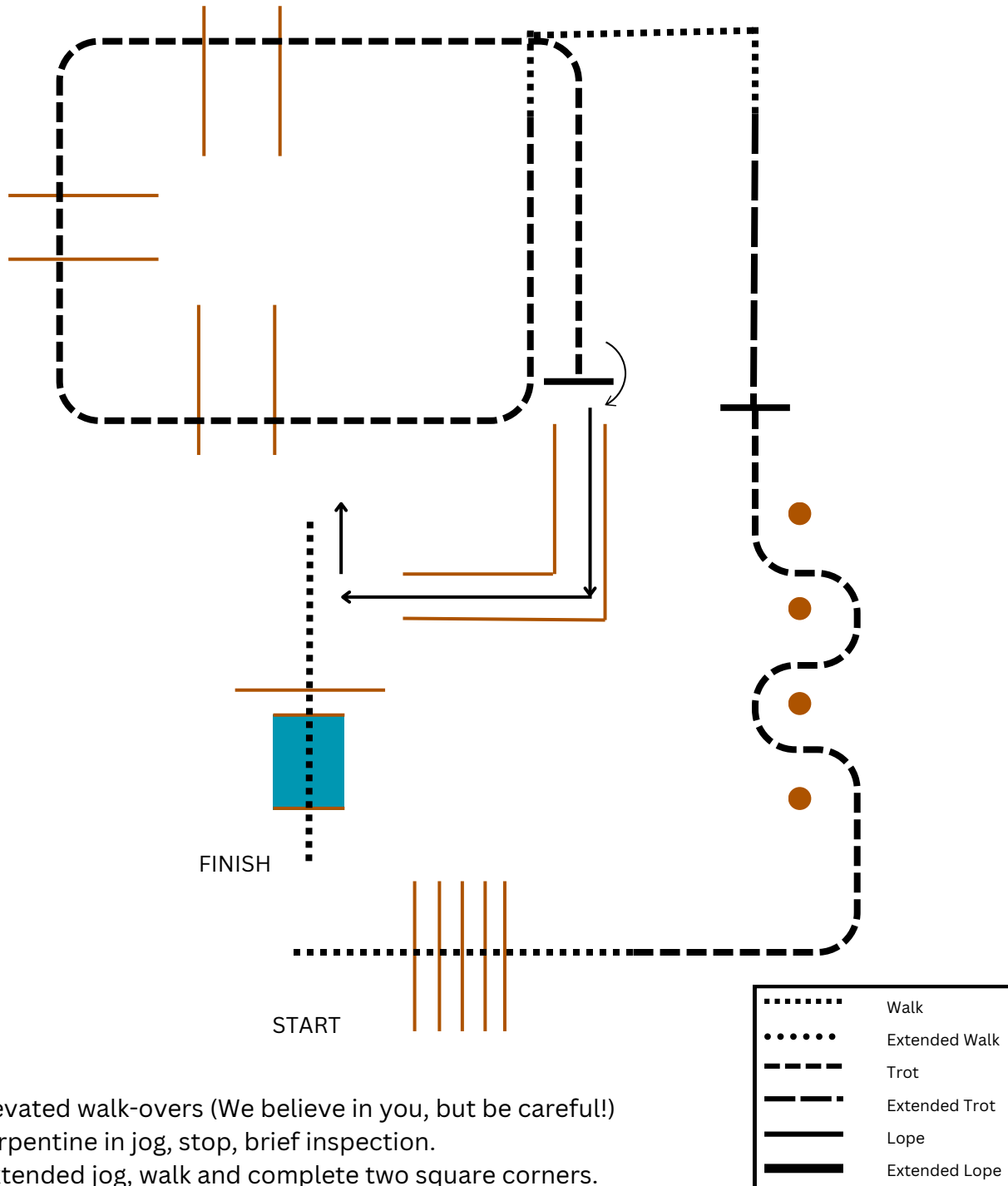
You will be given a laser tag gun in one hand. So choose your rider carefully. The challenge is to move through the course as quickly as possible while hitting all targets. Ticks will give you a 5 second penalty, excessive pulling or kicking will incur a 30 second penalty. An unhit target will result in 10 penalty seconds.

Brigde may only be attempted at a walk.

Dutch Championship & Futurity Contest 2024

Team Challenge

In-Hand Challenge

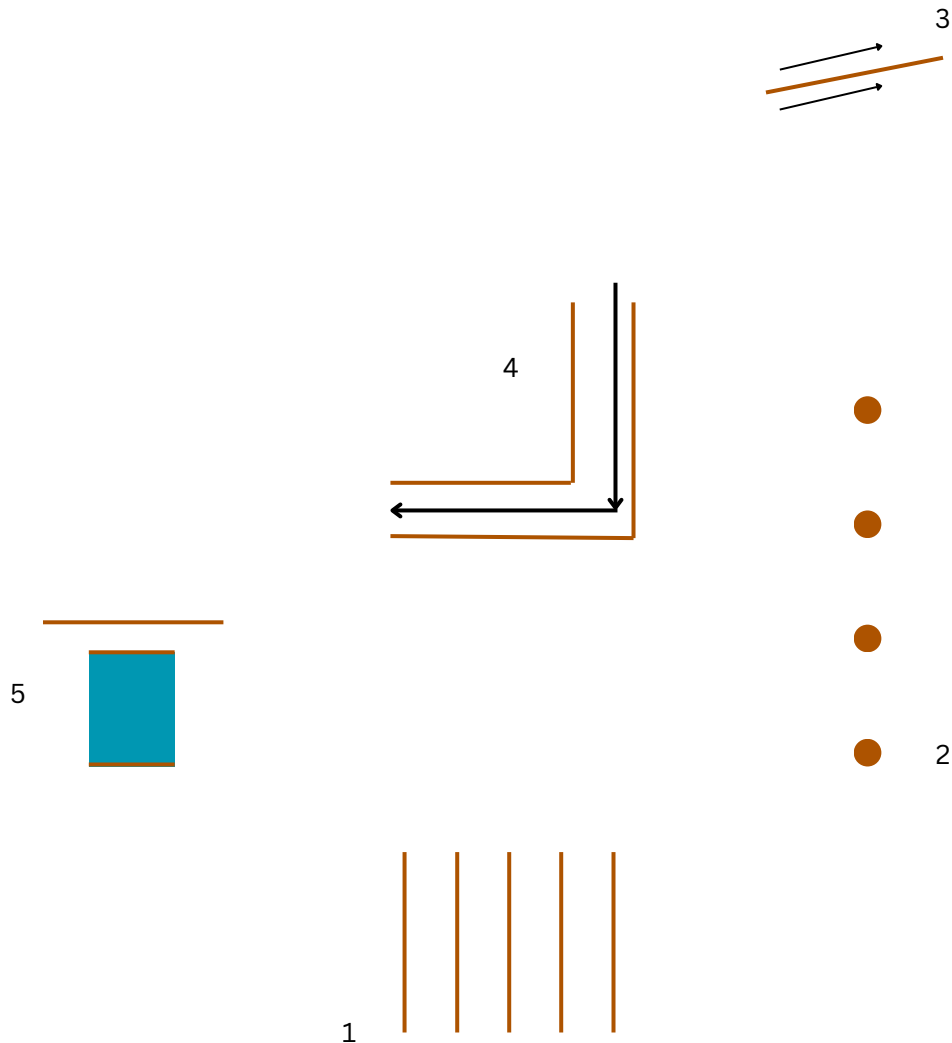


1. Elevated walk-overs (We believe in you, but be careful!)
2. Serpentine in jog, stop, brief inspection.
3. Extended jog, walk and complete two square corners.
4. Trot off and work poles as shown, stop.
5. Turn, pivot foot does not have to stand still, even discouraged for young horses.
6. Back up through shoot, when exiting shoot back up in a right corner.
7. Walk over pole and waterbox to finish.

Dutch Championship & Futurity Contest 2024

Team Challenge

Cowboy Race



Obstacles:

1. Trot-overs
2. Serpentine
3. Side pass over pole
4. Back up
5. Pole & water box

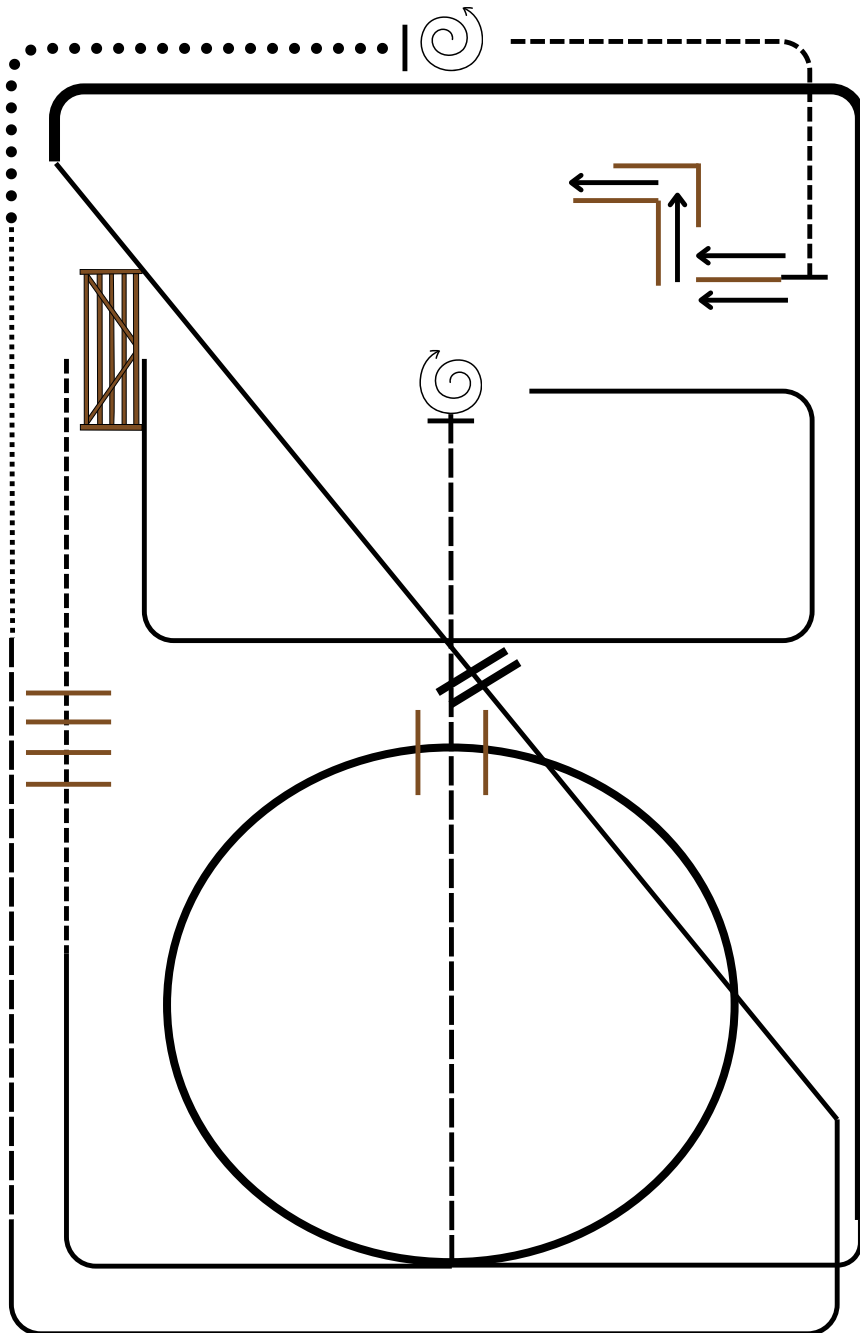
Speed is the name of the game!

Three team members will be timed as they complete the course. The rest is a surprise ;)

Dutch Championship & Futurity Contest 2024

Open Super Horse

AB D-RSH



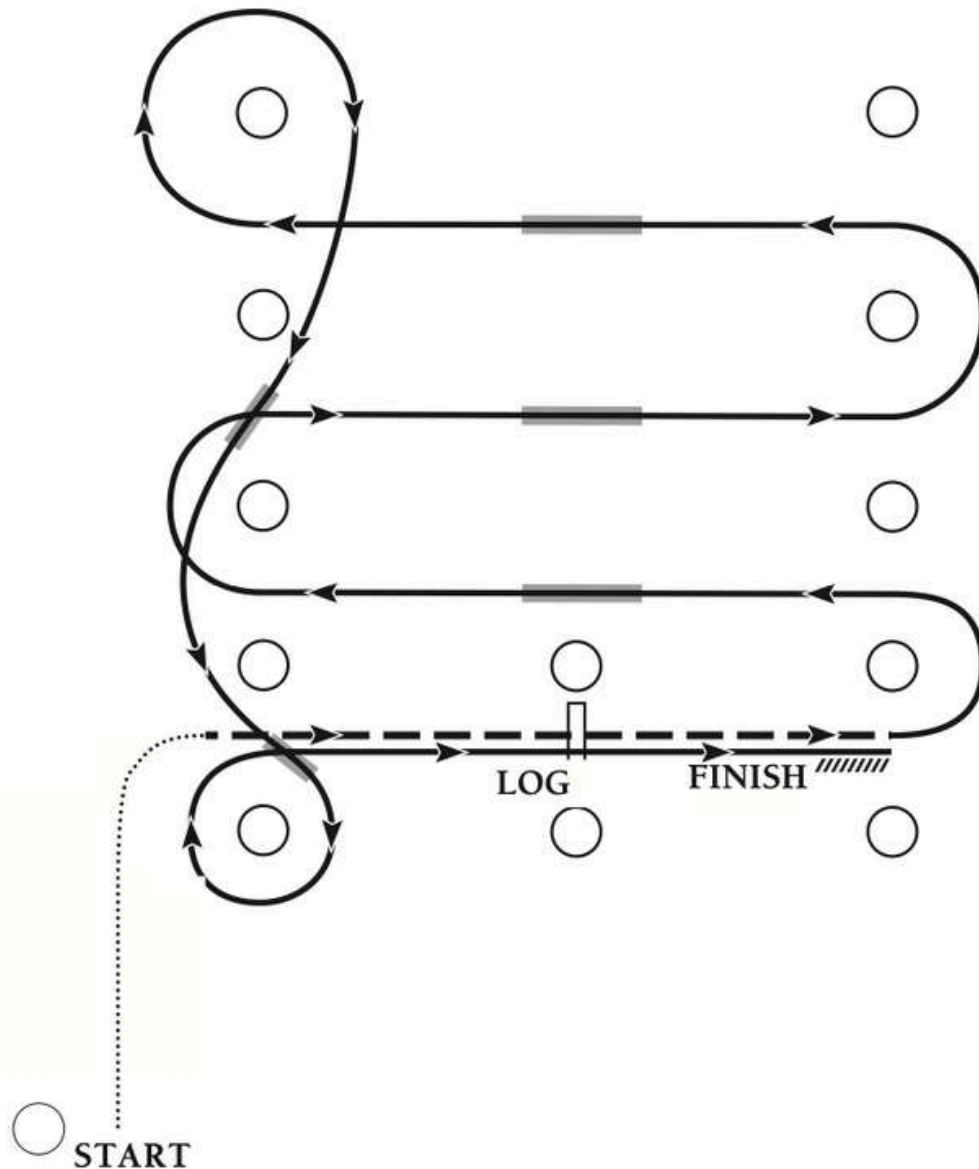
1. Enter arena in extended trot, stop, turn 450 degrees to right.
2. Right lead around the arena until the gate, work gate with left hand.
3. Trot over poles, lope left, circle to left over poles, after corner extend lope for half the arena.
4. Collect on the diagonal, in the center change leads, simple or flying, break to extended trot.
5. Walk, before corner extend the walk.
6. Stop, turn 360 degrees to the left.
7. Trot, stop and sidepass over log.
8. Back up through L.
9. trot to exit.

.....	Walk
.....	Extended Walk
- - - - -	Trot
- . - . -	Extended Trot
—————	Lope
—————	Extended Lope

Dutch Championship & Futurity Contest 2024

Green Western Riding

Reg/SPB/AB BGWR - GWR - D-GWR

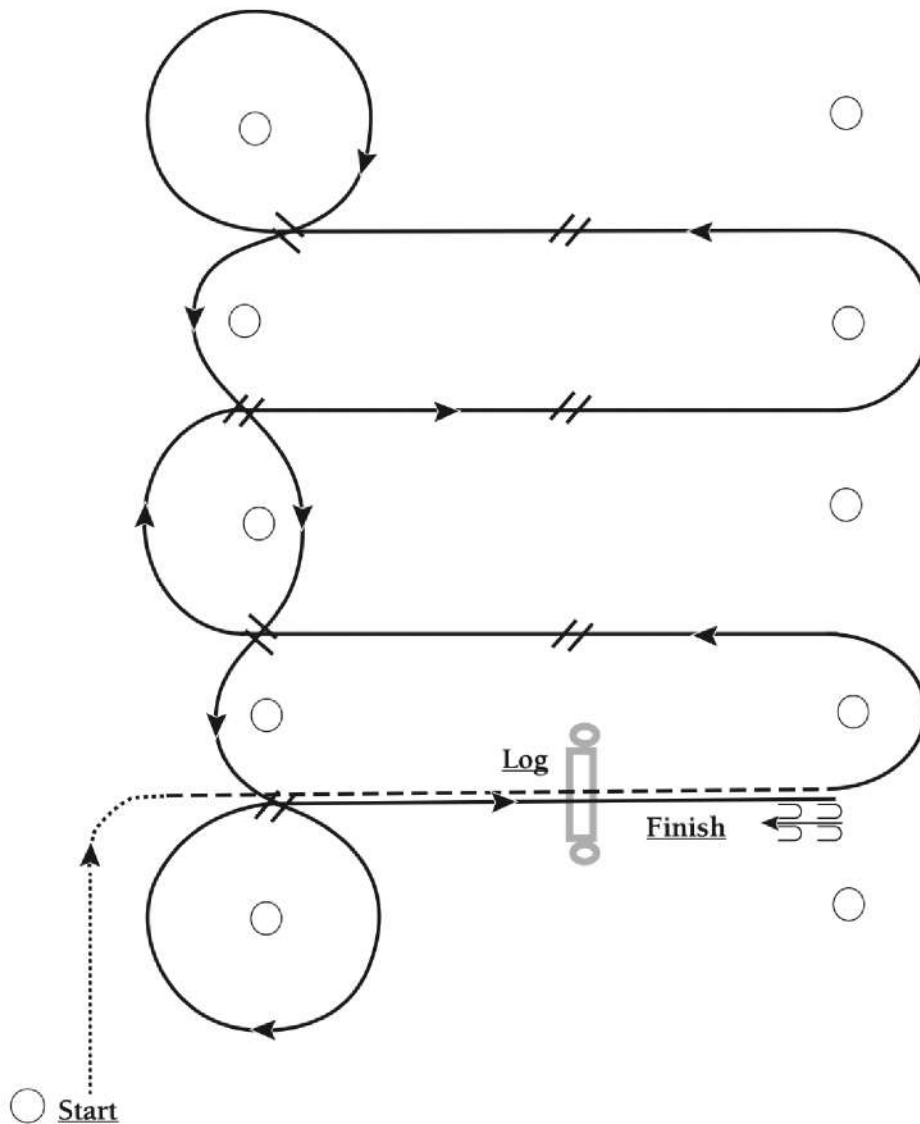


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to left lead lope
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change and circle.
8. Lope over log.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

Dutch Championship & Futurity Contest 2024

Amateur Western Riding - Reg/Spb/Ab

AWR1 / ABWR / D-AWR

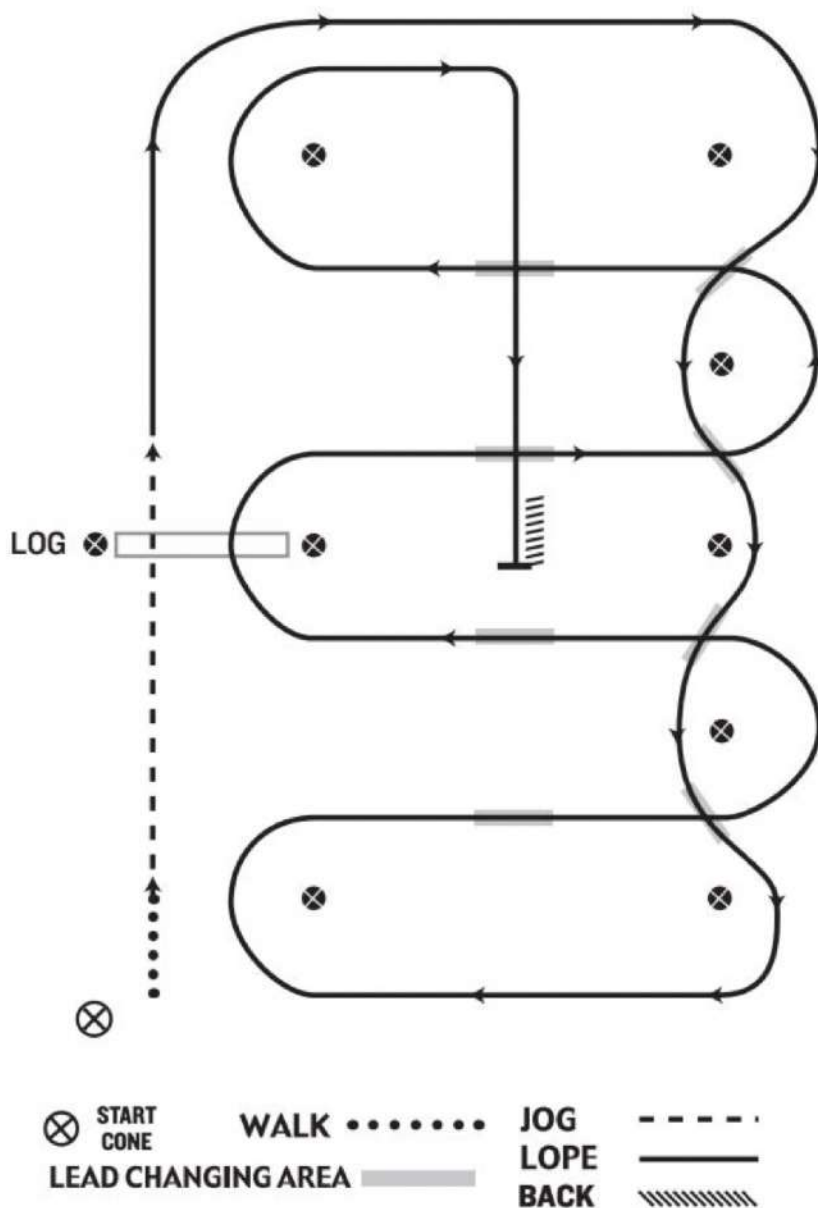


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change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

Provided by: Dutch Paint Horse Club

Open Western Riding - Reg/Spb/Ab

WR1 / BWR1 / D-WR

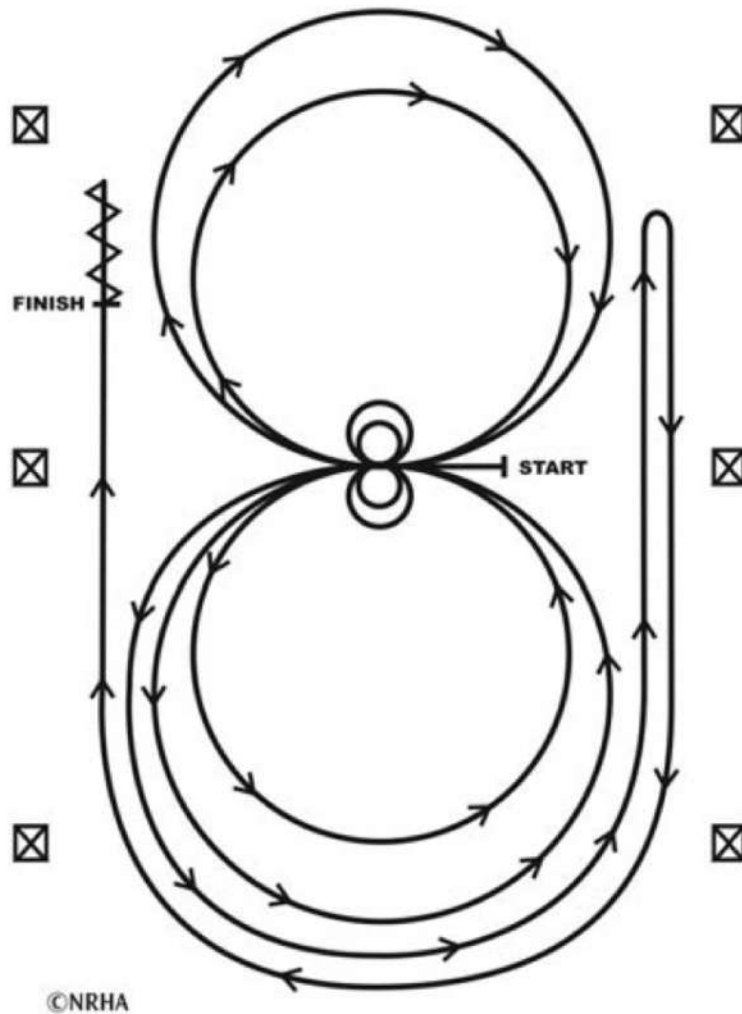


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log
2. Transition to right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing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

Provided by: Dutch Paint Horse Club

Novice Amateur Reining - Reg

NR1



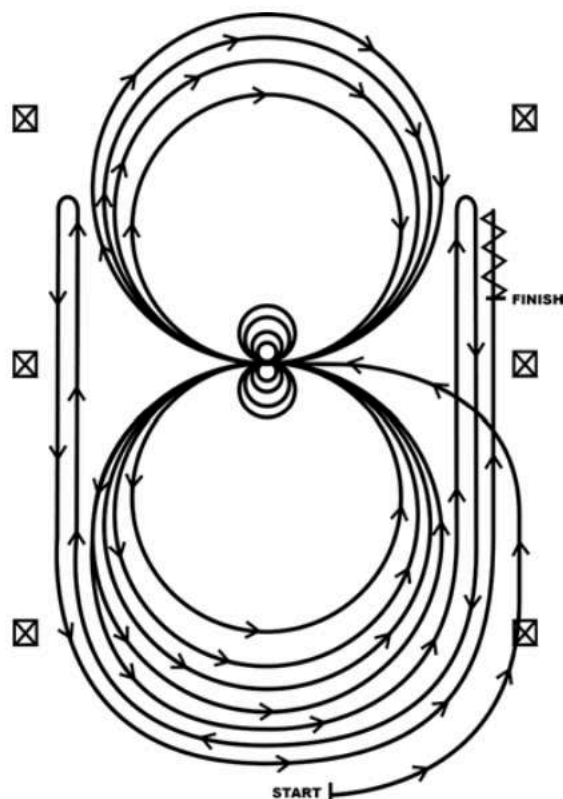
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Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

Provided by: Dutch Paint Horse Club

Futurity Reining 4 & 5 yr old Reining FRNG



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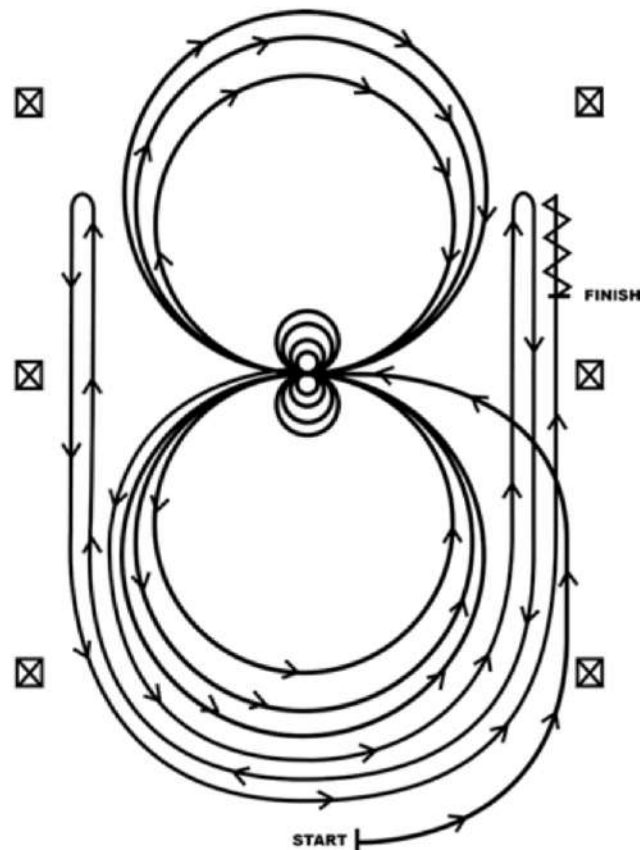
Begin on left lead. Continue to the center of the arena to begin the pattern facing toward the left wall or fence, without stopping or breaking gait.

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 (6.09m) 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 (6.09m) 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.

Exhibitor may dismount and drop bridle to the designated judge.

Maturity Reining 6 & 7 yr old Reining

MRNG



Begin on left lead. Continue to the center of the arena to begin pattern facing toward the left wall or fence, without stopping or breaking gait.

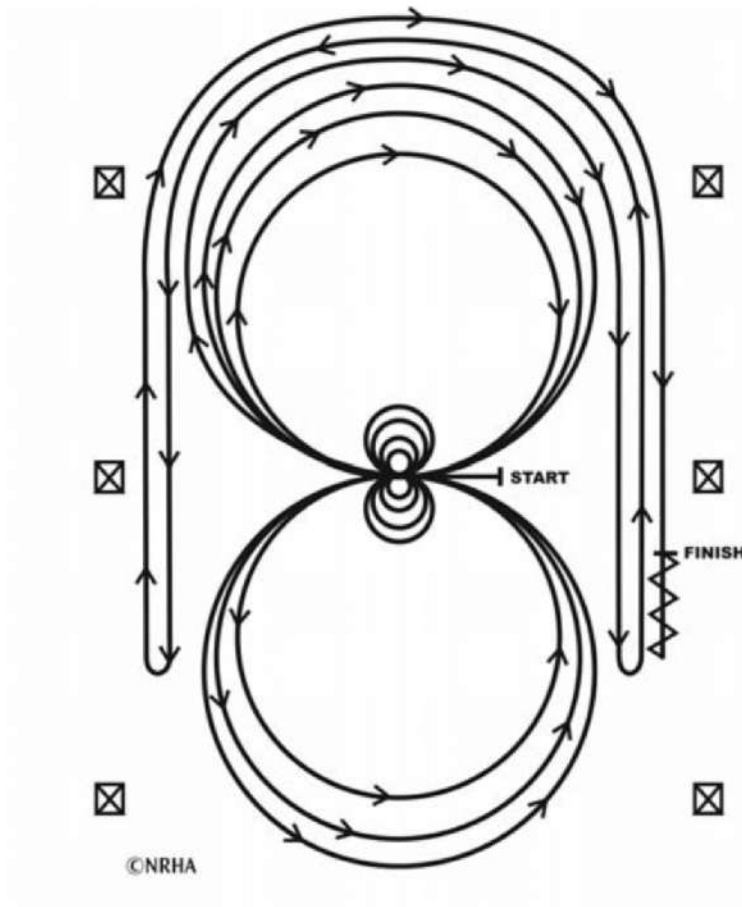
1. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right: the first being large and fast; the second 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.
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 20 feet (6 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 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. Back up at least 10 feet (3 meters).

Hesitate to demonstrate completion of the pattern. Rider may drop bridle to the designated judge.

Provided by: Dutch Paint Horse Club

Amateur Reining Reining Reg/Spb/Ab

AR1 / ABRG / D-ARNG



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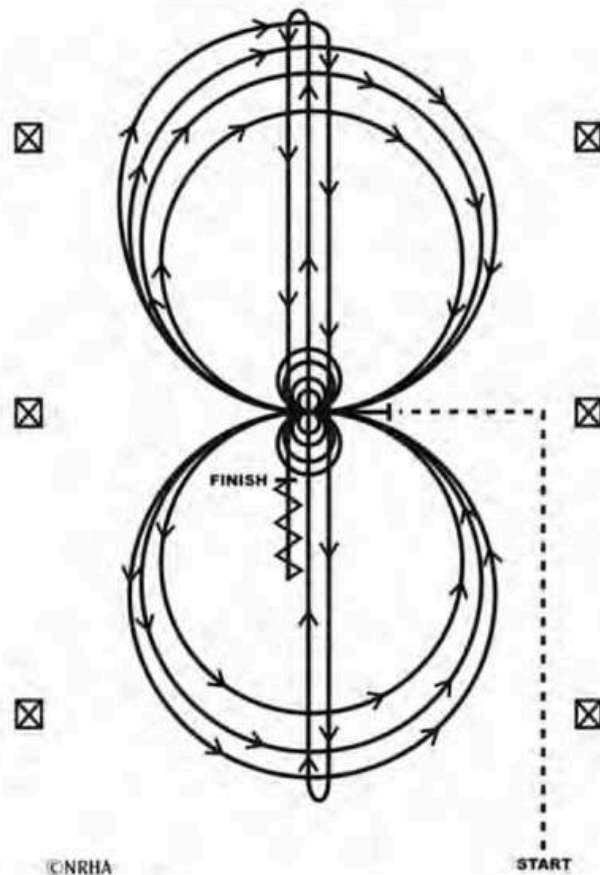
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. 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 two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. 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. Begin a large circle to the right but do not close this circle. Run up 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 previous circle but do not close this circle. Run up 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 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.

Provided by: Dutch Paint Horse Club

Open Reining

Reg/SPB/AB RNG1 - BRG1 - D-RNG



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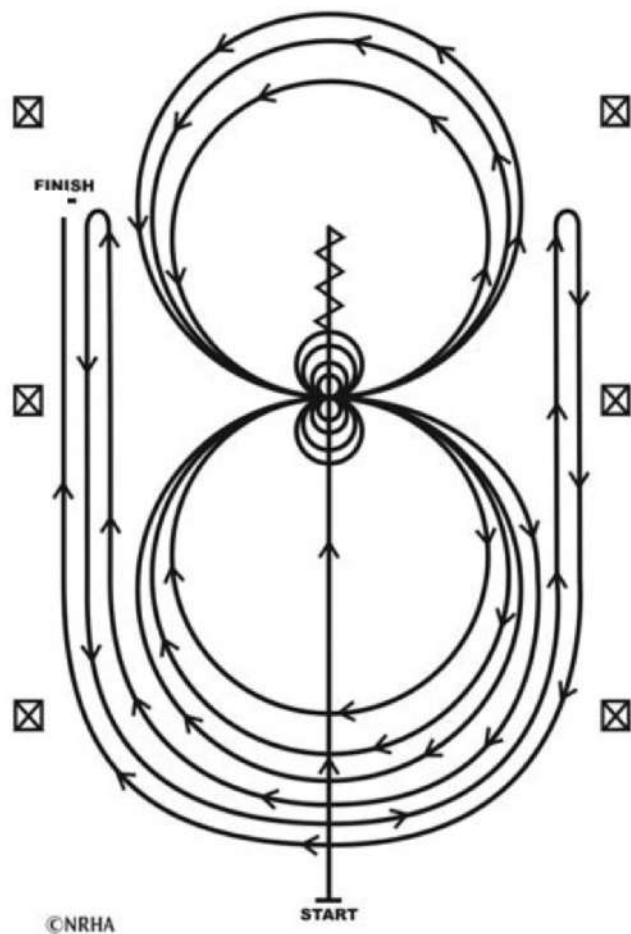
Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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 ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Dutch Championship & Futurity Contest 2024

Jackpot Reining Reining AB

JRNG



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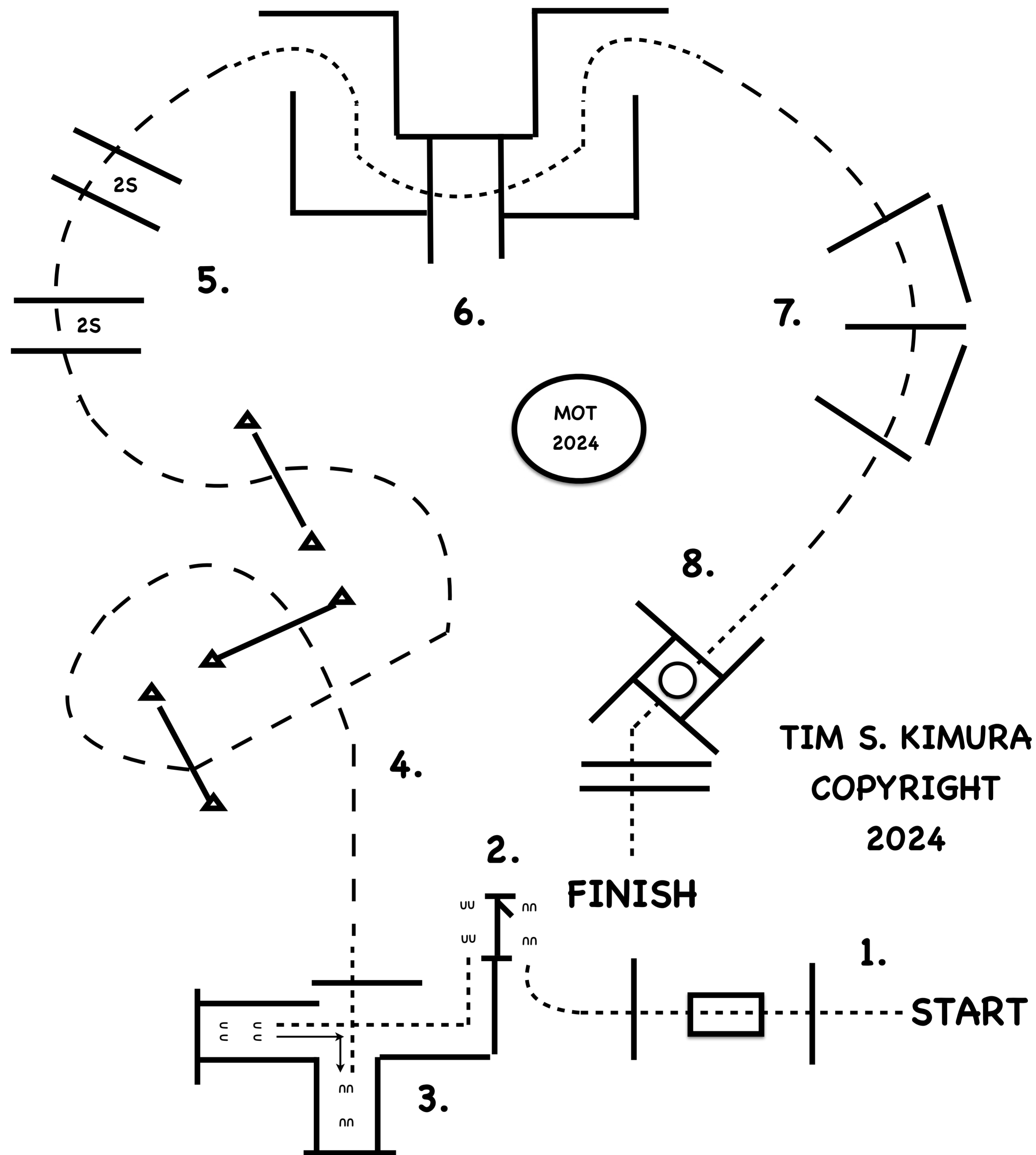
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the left. Hesitate.
3. Complete four and one-quarter spins to the right so that the horse is facing the right wall or fence. Hesitate.
4. Beginning 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.
5. Complete three circles to the left: 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 right 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 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 right side of the arena and past the center marker and do a right 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 left 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.

Provided by: Dutch Paint Horse Club

**2024
THE DUTCH CHAMPIONSHIP**

SATURDAY OCT 5

**TWO YEAR OLD
IN HAND TRAIL - AMATEUR
FUTURITY IN HAND TRAIL
2 & 3 YEAR OLD**

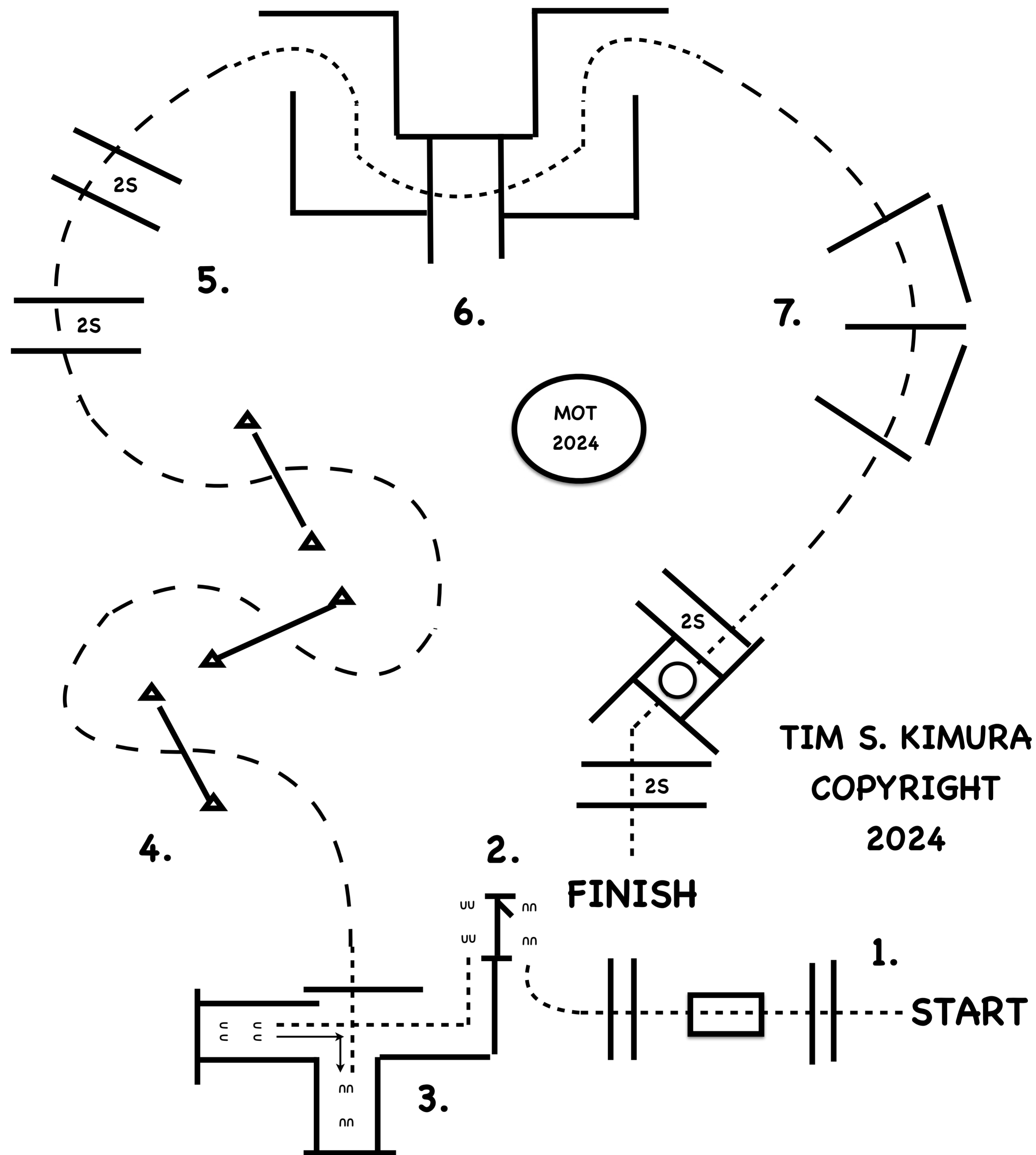


1. WALK OVER POLES AND WALK OVER BRIDGE, AND WALK UP TO GATE.
2. WORK GATE LEFT HAND.
3. WALK INTO CHUTE, BACK BETWEEN POLES AND WALK OUT OVER POLE.
4. JOG THROUGH SERPENTINE, JOG OVER POLES, JOG AROUND CONES.
5. JOG OVER POLES.
6. STOP OR BREAK TO THE WALK, WALK BETWEEN POLES, WALK THROUGH CHUTES, AND WALK OVER POLES.
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OUT BOX, WALK OVER POLES.

**2024
THE DUTCH CHAMPIONSHIP**

**THREE YEAR OLD
IN HAND TRAIL - AMATEUR**

SATURDAY OCT 5



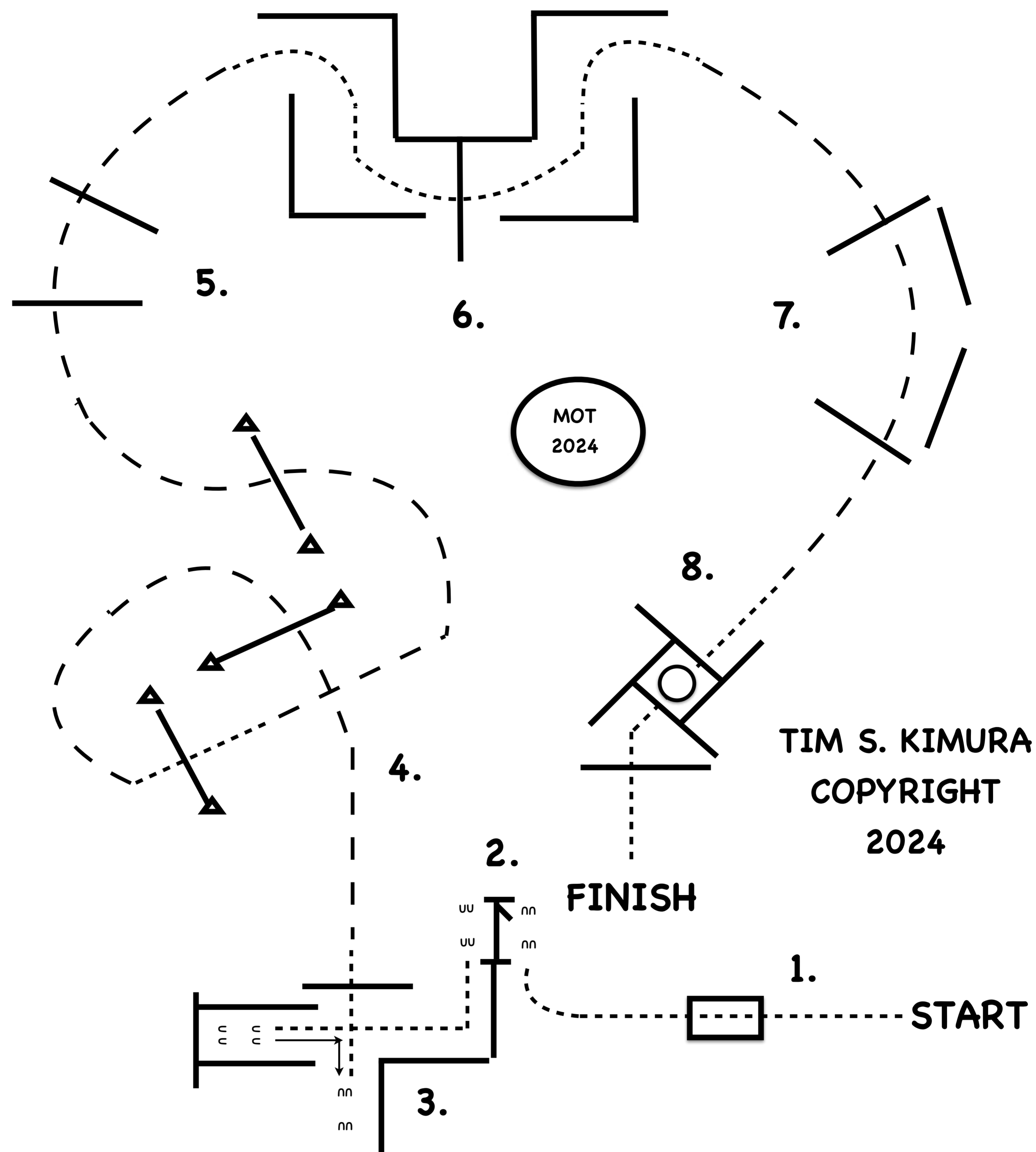
**TIM S. KIMURA
COPYRIGHT
2024**

1. WALK OVER POLES AND WALK OVER BRIDGE, AND WALK UP TO GATE.
2. WORK GATE LEFT HAND.
3. WALK INTO CHUTE, BACK BETWEEN POLES AND WALK OUT OVER POLE.
4. JOG THROUGH SERPENTINE, JOG OVER POLES, JOG AROUND CONES.
5. JOG OVER POLES.
6. STOP OR BREAK TO THE WALK, WALK BETWEEN POLES, WALK THROUGH CHUTES, AND WALK OVER POLES.
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OUT BOX, WALK OVER POLES.

**2024
THE DUTCH CHAMPIONSHIP**

**YEARLING
IN HAND TRAIL - AMATEUR**

SATURDAY OCT 5

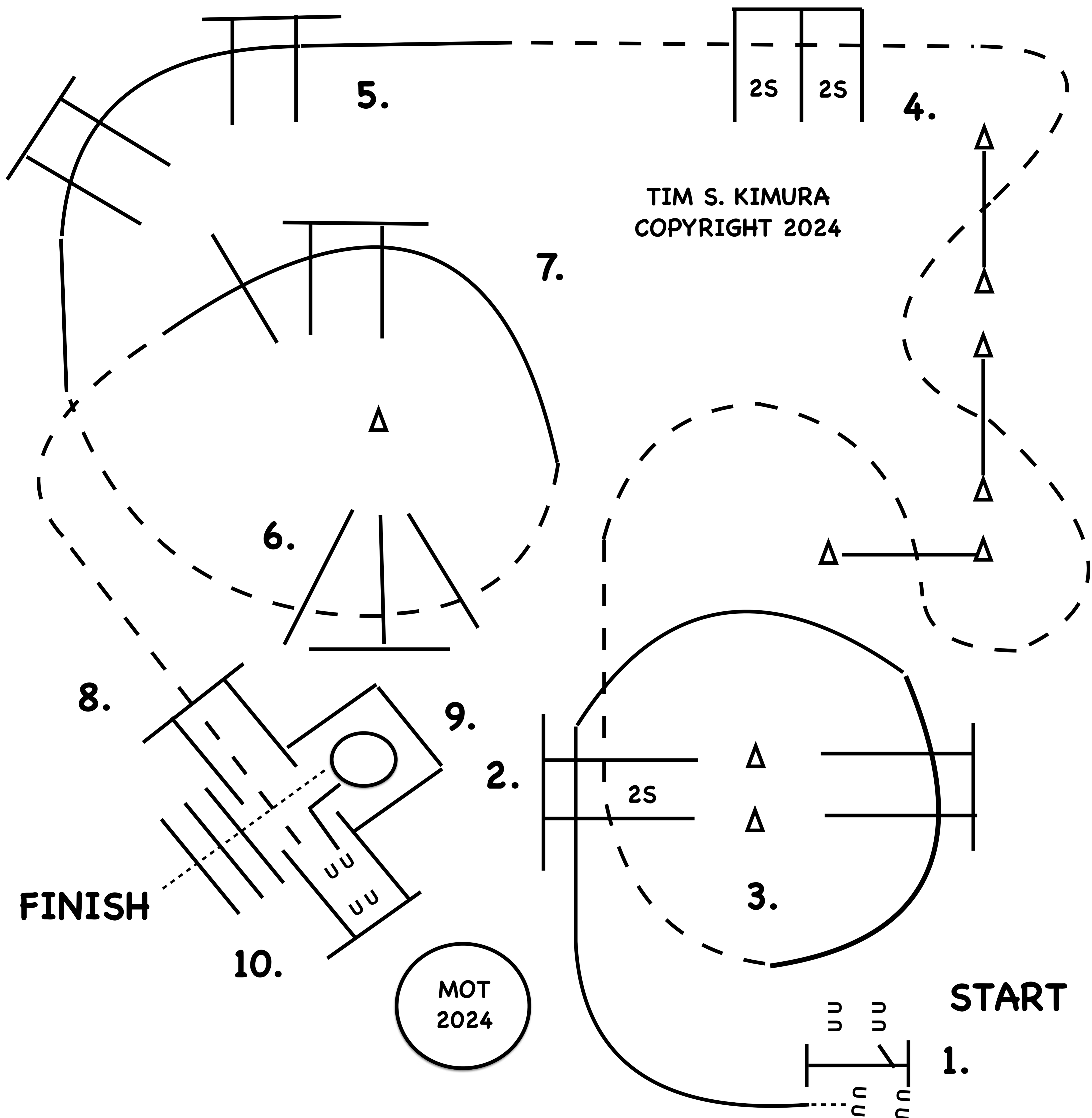


1. WALK OVER BRIDGE, AND WALK UP TO GATE.
2. WORK GATE LEFT HAND.
3. WALK INTO CHUTE, BACK BETWEEN POLES AND WALK OUT OVER POLE.
4. JOG/WALK THROUGH SERPENTINE, JOG OVER FIRST, WALK OVER SECOND POLE, AND JOG OVER THIRD POLE.
5. JOG OVER POLES.
6. STOP OR BREAK TO THE WALK, WALK BETWEEN POLES, WALK THROUGH CHUTES, AND WALK OVER POLE.
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK INTO BOX,

2024 THE DUTCH
CHAMPIONSHIP

SUNDAY
OCT 6

NOVICE AMATEUR TRAIL
YOUTH TRAIL

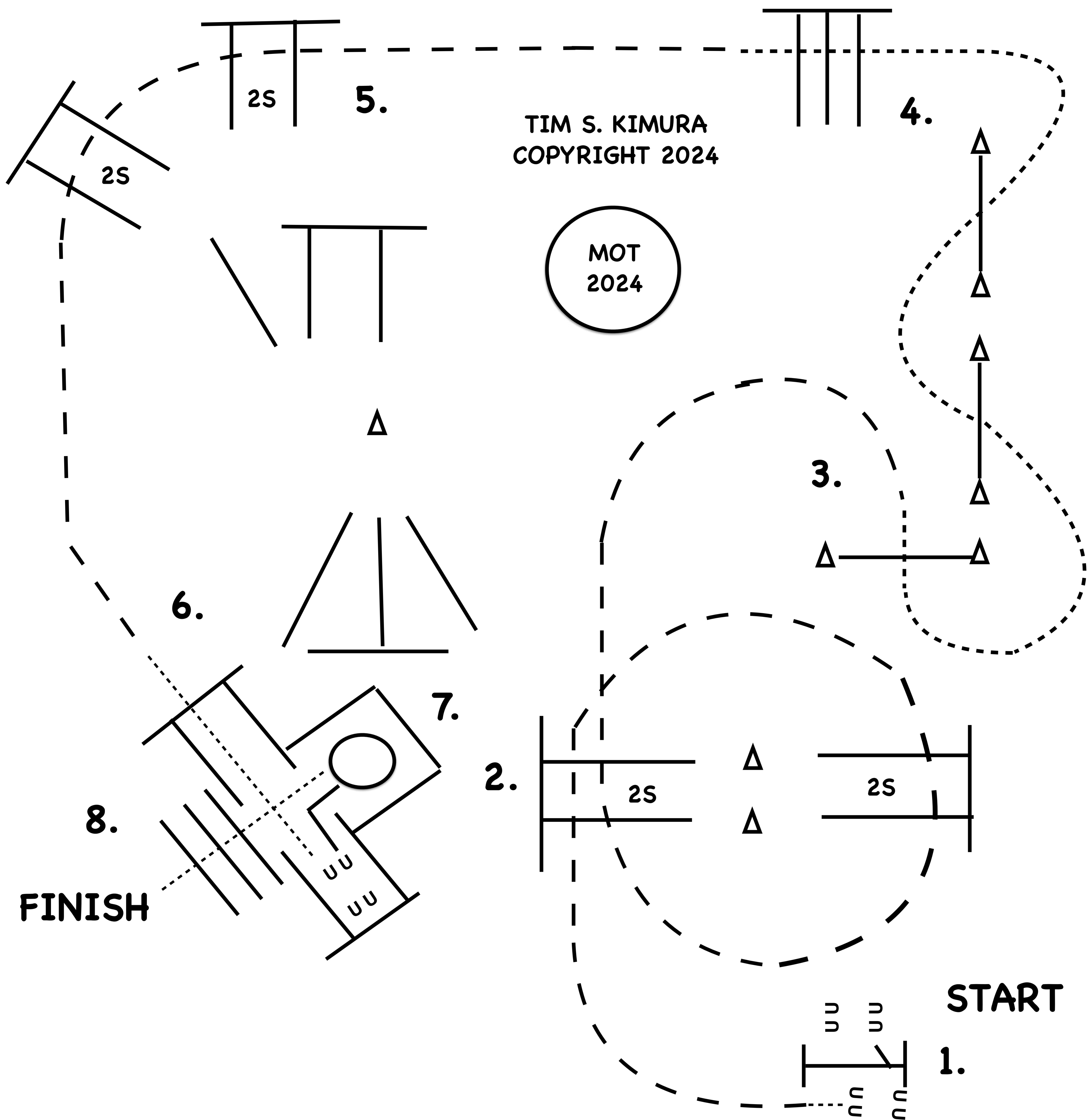


1. WORK GATE RIGHT HAND.
2. WALK FORWARD, THEN LOPE OVER 4 POLES (RIGHT LEAD).
3. BREAK TO THE JOG, JOG OVER 2 POLES THEN JOG THROUGH SERPENTINE, JOG OVER POLES.
4. JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG INTO CHUTE, BACK BETWEEN POLES, BACK INTO BOX.
9. EXECUTE A 360 TURN EITHER WAY IN BOX.
10. WALK OUT BOX, WALK OVER POLES.

2024 THE DUTCH
CHAMPIONSHIP

SUNDAY
OCT 6

WALK TROT TRAIL
ALL AGES

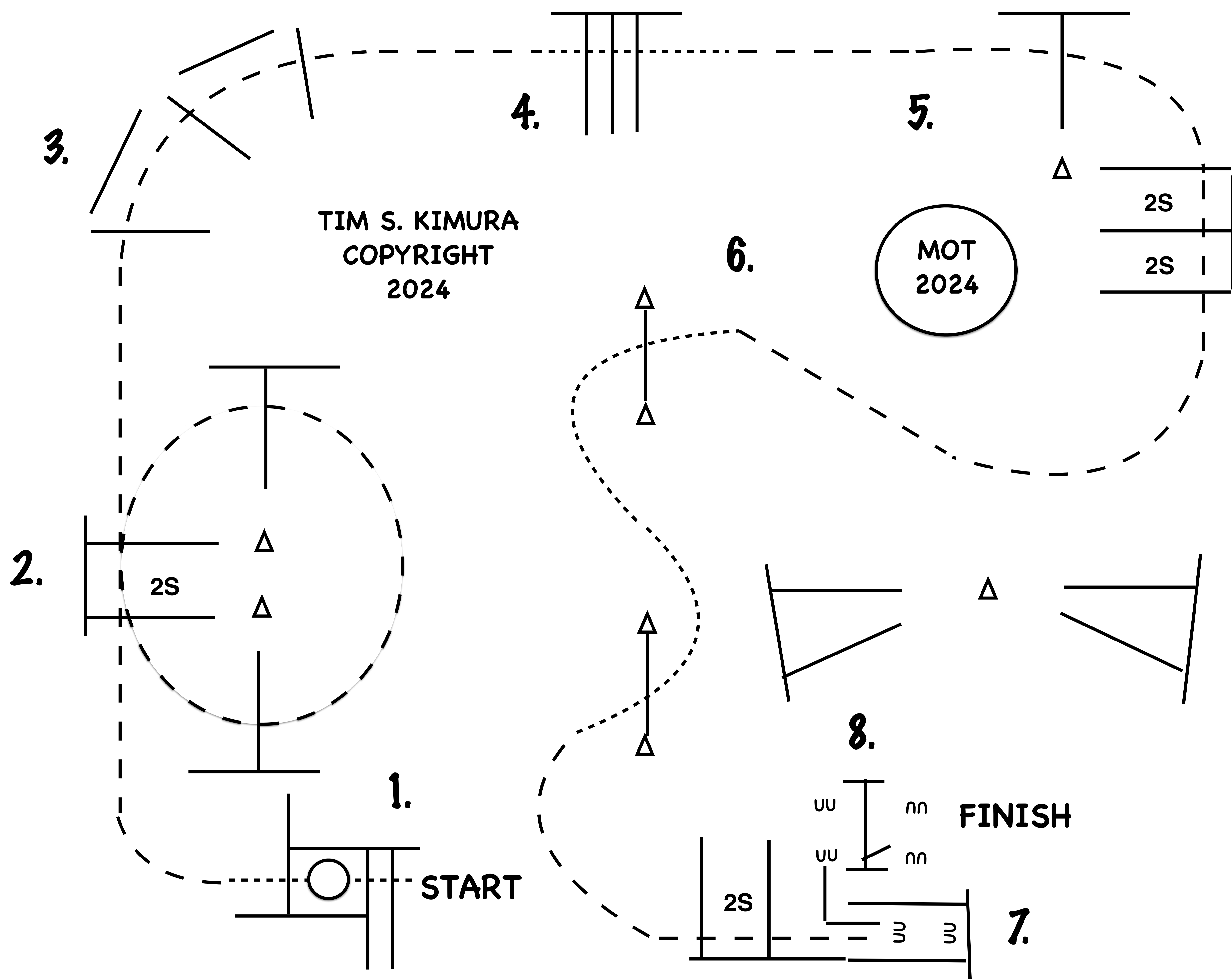


1. WORK GATE RIGHT HAND.
2. WALK FORWARD, THEN JOG OVER POLES.
3. STOP OR BREAK TO THE WALK, WALK THROUGH SERPENTINE, WALK OVER POLES.
4. WALK OVER POLES.
5. JOG OVER POLES.
6. STOP OR BREAK TO THE WALK, WALK OVER POLE, WALK INTO CHUTE, BACK BETWEEN POLES, BACK INTO BOX.
7. EXECUTE A 360 TURN EITHER WAY IN BOX.
8. WALK OUT BOX, WALK OVER POLES.

**2024
THE DUTCH
CHAMPIONSHIP**

**TWO YEAR OLD
IN HAND TRAIL**

THURSDAY OCT 3



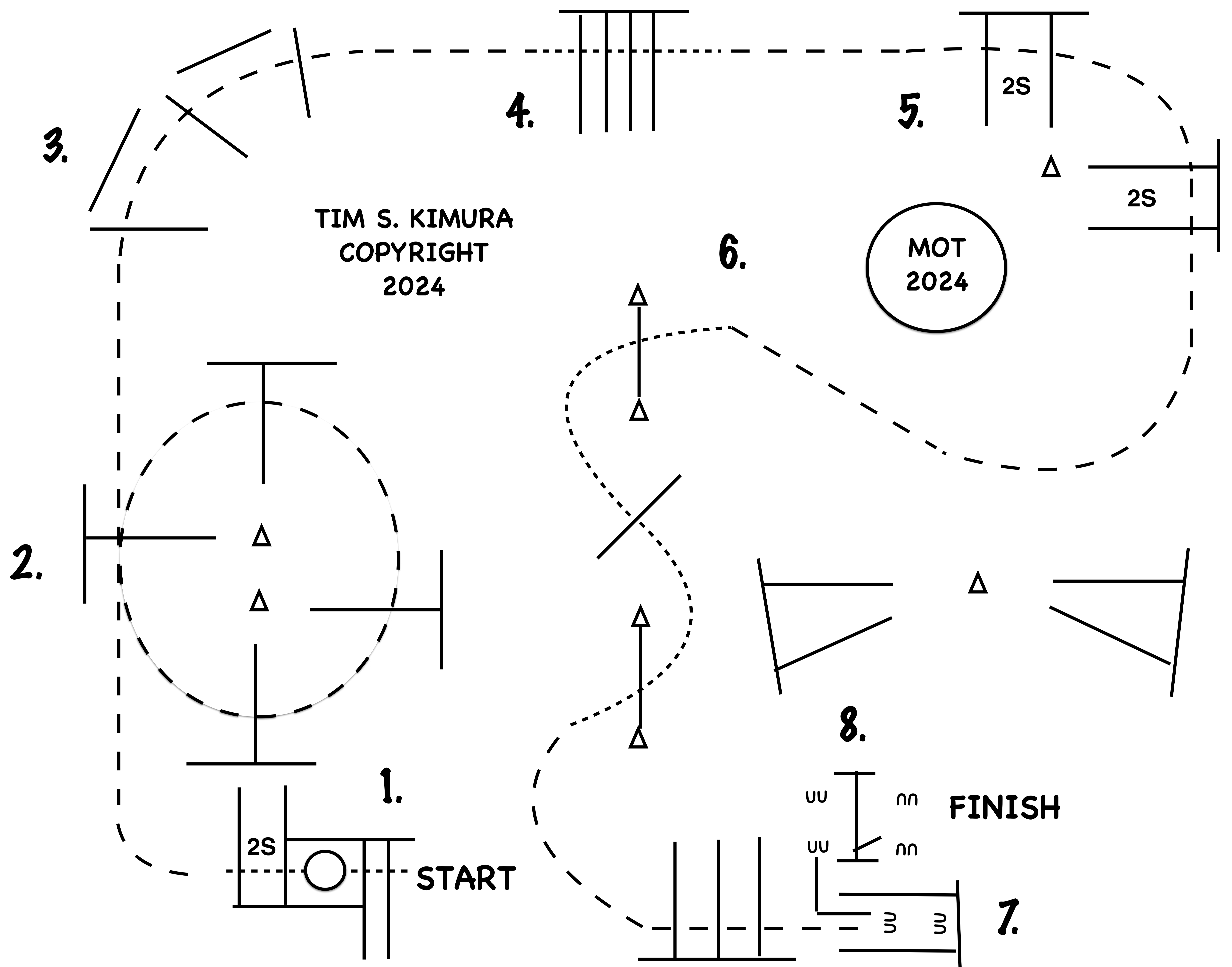
1. WALK INTO OVER POLES,, WALK INTO BOX, EXECUTE A 360 TURN TO THE RIGHT, WALK OUT OVER POLE.
2. JOG OVER POLES.
3. JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.

5. JOG OVER POLES.
6. STOP OR BREAK TO THE WALK WALK THROUGH SERPENTINE, WALK OVER POLES.
7. JOG OVER POLES, JOG INTO CHUTE, BACK TO GATE.
8. WORK GATE LEFT HAND.

**2024
THE DUTCH
CHAMPIONSHIP**

**THREE YEAR OLD
IN HAND TRAIL**

THURSDAY OCT 3



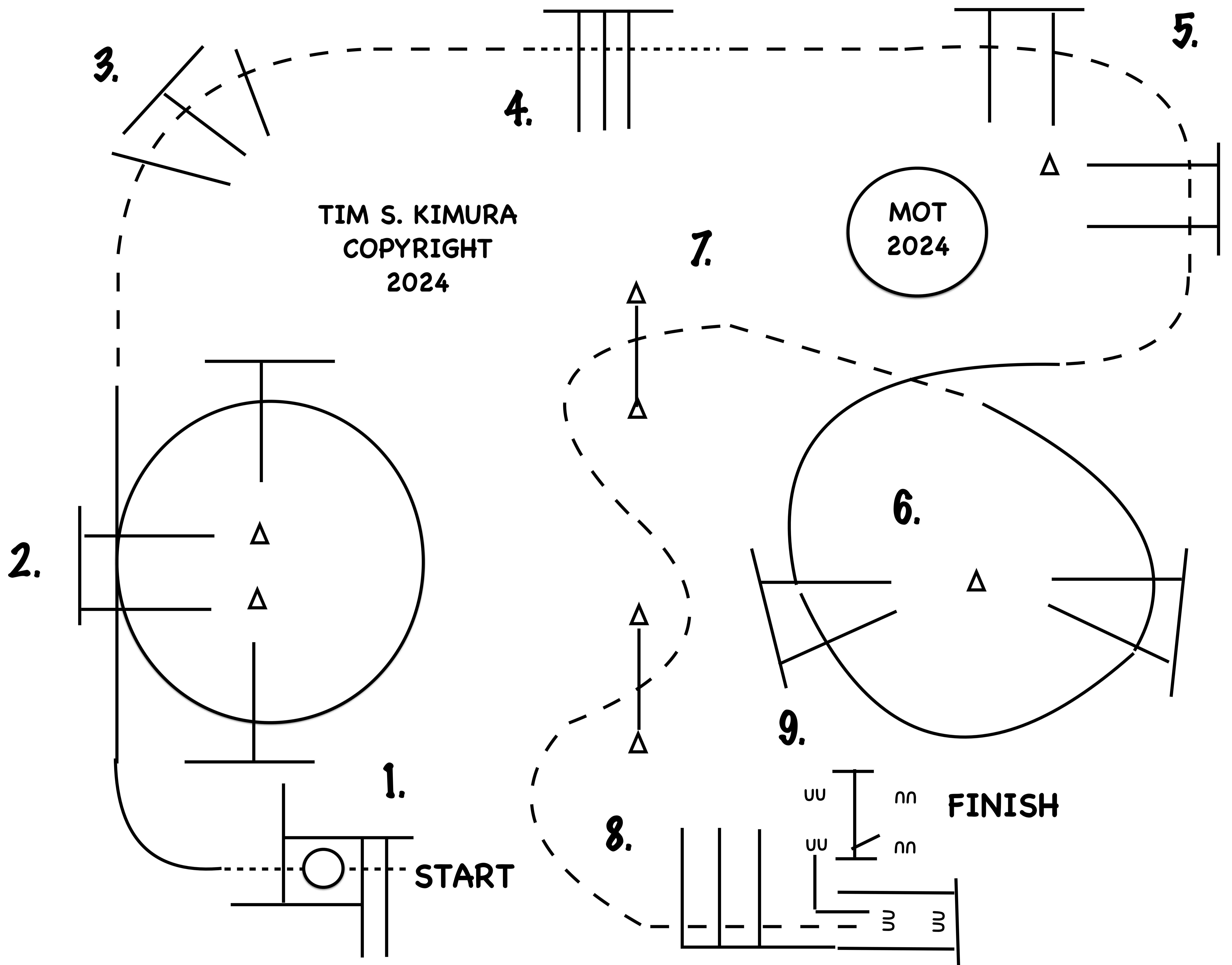
1. WALK INTO OVER POLES,, WALK INTO BOX, EXECUTE A 360 TURN TO THE RIGHT, WALK OUT OVER POLES.
2. JOG OVER POLES.
3. JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.

5. JOG OVER POLES.
6. STOP OR BREAK TO THE WALK WALK THROUGH SERPENTINE, WALK OVER POLES.
7. JOG OVER POLES, JOG INTO CHUTE, BACK TO GATE.
8. WORK GATE LEFT HAND.

**2024
THE DUTCH
CHAMPIONSHIP**

TRAIL ALL AGES

THURSDAY OCT 3

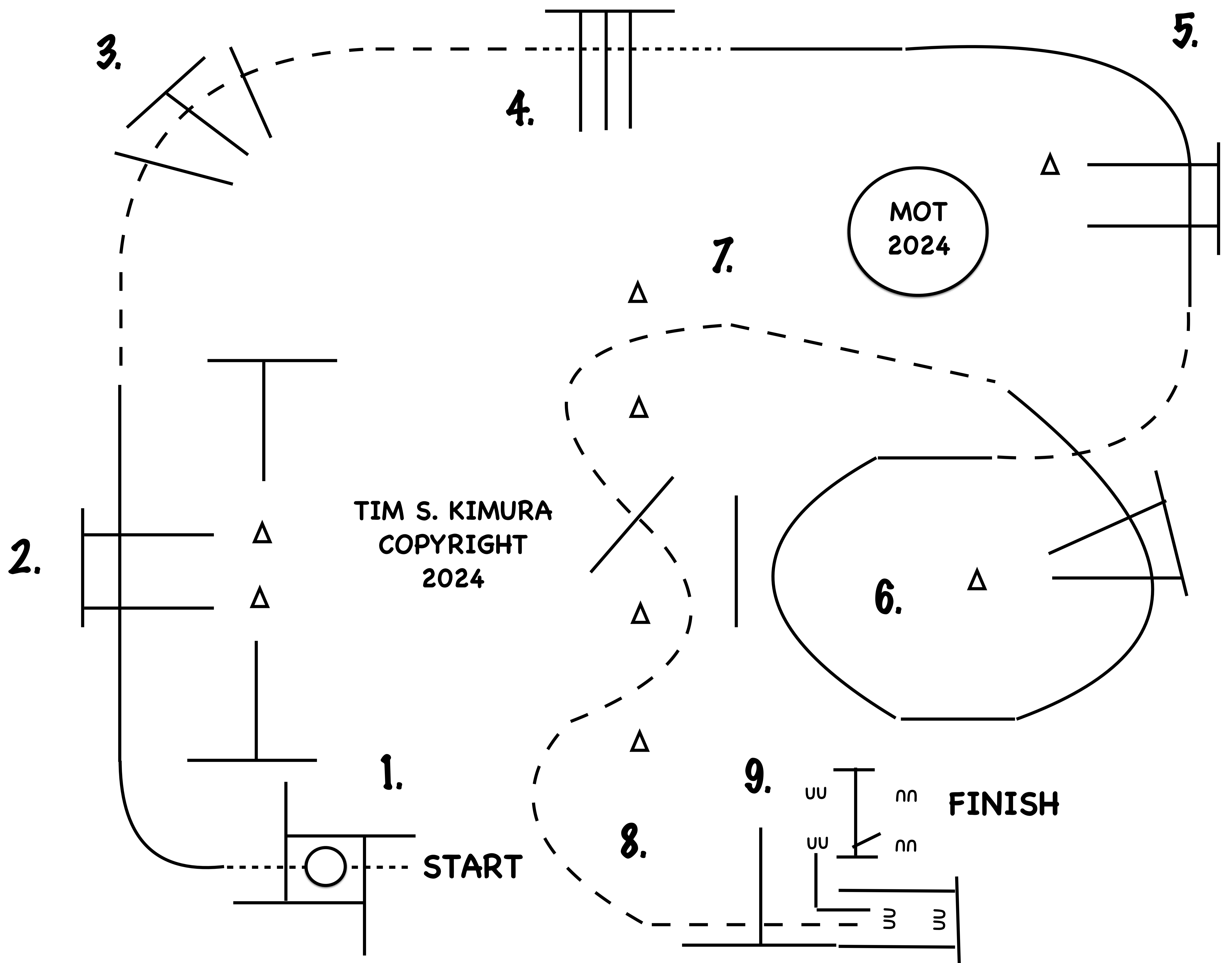


1. WALK INTO OVER POLES,, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT OVER POLE.
2. LOPE OVER POLES (RIGHT LEAD)
3. BREAK TO THE JOG, JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
5. JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLE.
8. JOG OVER POLES, JOG INTO CHUTE, BACK TO GATE.
9. WORK GATE LEFT HAND.

**2024
THE DUTCH
CHAMPIONSHIP**

**FUTURITY TRAIL
3 & 4 YEAR OLD**

THURSDAY OCT 3



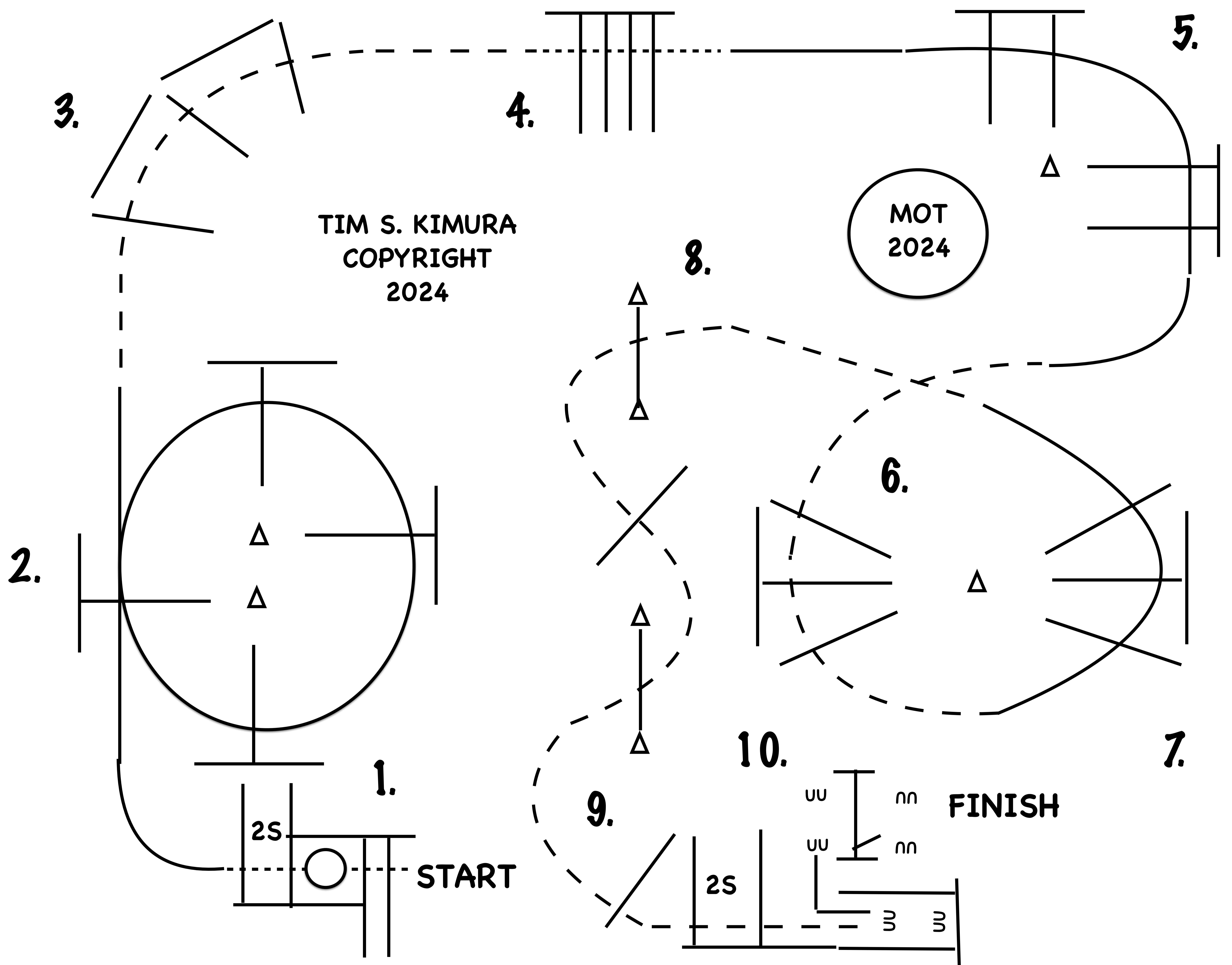
1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT OVER POLE.
2. LOPE OVER POLES (RIGHT LEAD)
3. BREAK TO THE JOG, JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.

5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, THEN LOPE OVER POLES (LEFT LEAD).
7. JOG THROUGH SERPENTINE, JOG OVER POLE.
8. JOG OVER POLE, JOG INTO CHUTE, BACK TO GATE.
9. WORK GATE LEFT HAND.

**2024
THE DUTCH
CHAMPIONSHIP**

**JACKPOT TRAIL
ALL AGES**

THURSDAY OCT 3



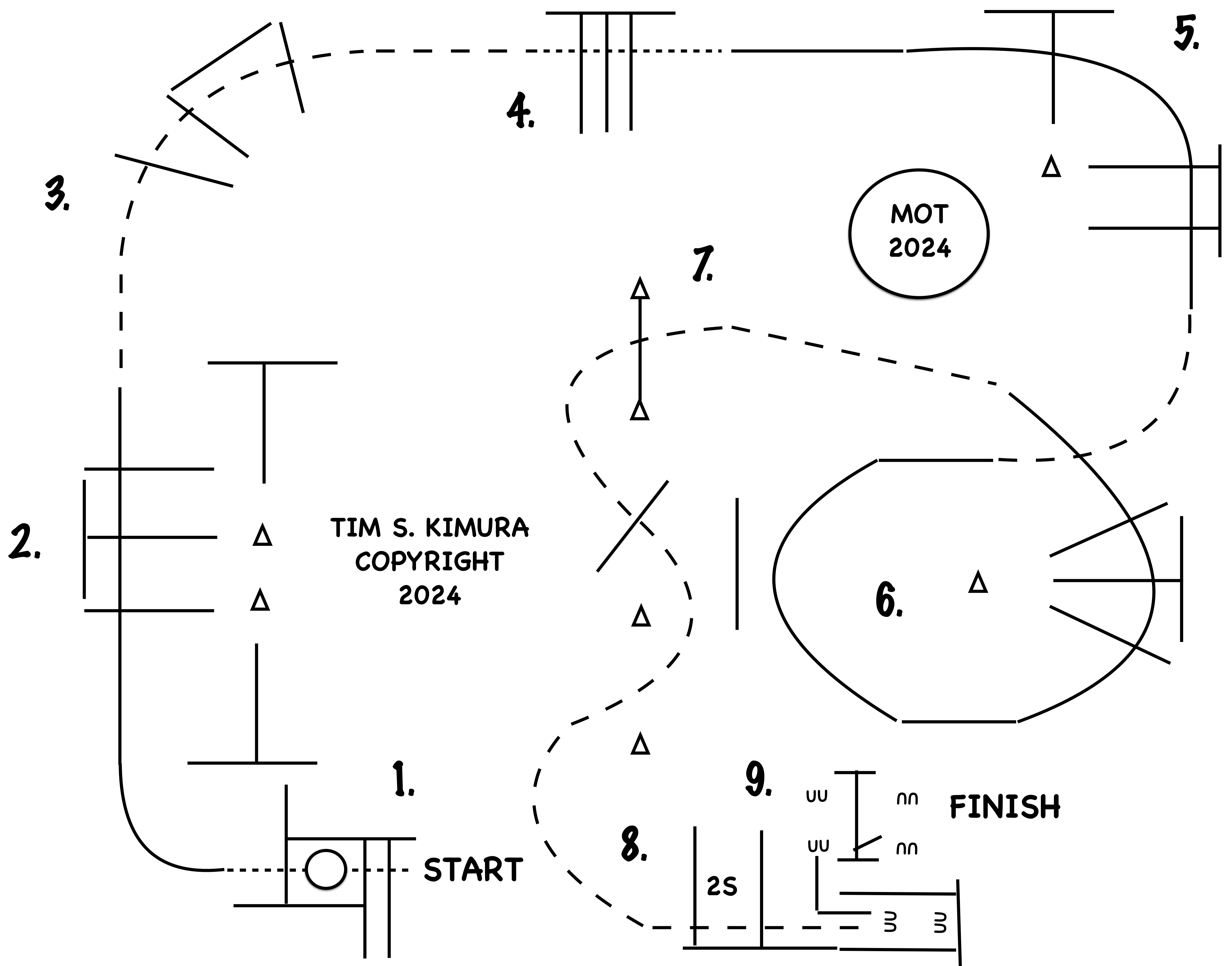
1. WALK INTO OVER POLES,, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT OVER POLE.
2. LOPE OVER POLES (RIGHT LEAD)
3. BREAK TO THE JOG, JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
5. JOG OVER POLES.

5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLE.
9. JOG OVER POLES, JOG INTO CHUTE, BACK TO GATE.
10. WORK GATE LEFT HAND.

**2024
THE DUTCH
CHAMPIONSHIP**

**MATURITY TRAIL &
GREEN & GREEN SPB**

THURSDAY OCT 3



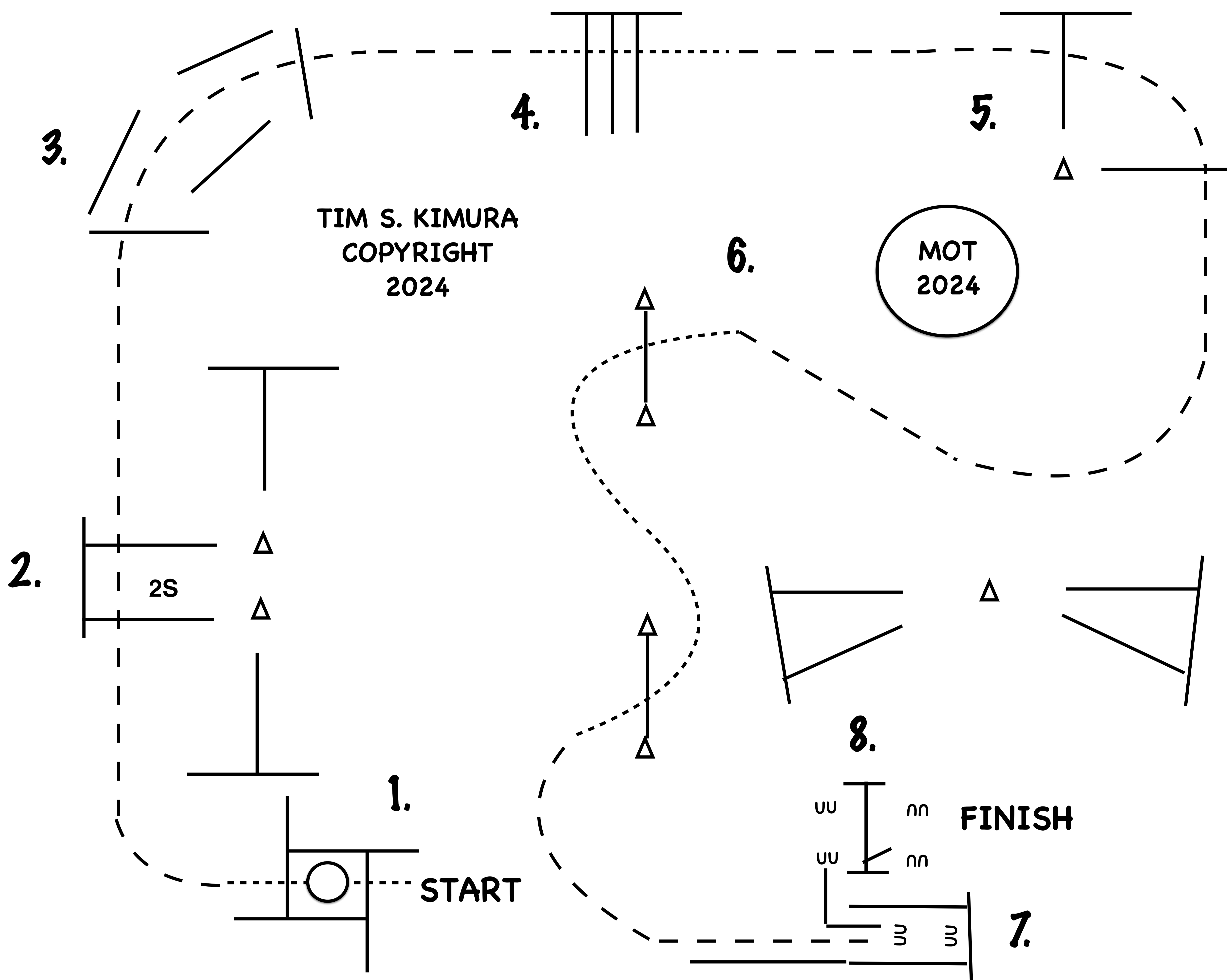
1. WALK INTO OVER POLES,, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT OVER POLE.
2. LOPE OVER POLES (RIGHT LEAD)
3. BREAK TO THE JOG, JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.

5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, THEN LOPE OVER POLES (LEFT LEAD).
7. JOG THROUGH SERPENTINE, JOG OVER POLES.
8. JOG OVER POLES, JOG INTO CHUTE, BACK TO GATE.
9. WORK GATE LEFT HAND.

**2024
THE DUTCH
CHAMPIONSHIP**

**YEARLING
IN HAND TRAIL**

THURSDAY OCT 3



1. WALK INTO BOX, EXECUTE A 360 TURN TO THE RIGHT, WALK OUT OVER POLE.
2. JOG OVER POLES.
3. JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.

5. JOG OVER POLES.
6. STOP OR BREAK TO THE WALK WALK THROUGH SERPENTINE, WALK OVER POLES.
7. JOG INTO CHUTE, BACK TO GATE.
8. WORK GATE LEFT HAND.