



06.–12.
OKTOBER 2025
in Münster



Foto: Nina Ostermiller
Pattern: Tim Kemmer

Update vom 01.10.25

PATTERNBOOK

DQHA FUTURITY/MATURITY MIT DQHA INTERNATIONAL CHAMPIONSHIP

PATTERNBOOK

QUICK LINKS

SHOWMANSHIP AT HALTER AMATEUR / AMATEUR SELECT / YOUTH

WESTERN HORSEMANSHIP AMATEUR / AMATEUR SELECT / YOUTH

HUNT SEAT EQUITATION AMATEUR / AMATEUR SELECT / YOUTH

TRAIL IN HAND 2 YO FUTURITY & 3 YO FUTURITY

AMATEUR & SELECT TRAIL

TRAIL FUTURITY

SENIOR TRAIL OPEN

TRAIL HORSE GRADUATE / TRAIL HORSE YOUTH

JUNIOR TRAIL / TRAIL MATURITY

WESTERN RIDING AMATEUR / AMATEUR SELECT

WESTERN RIDING FUTURITY / YOUTH / JUNIOR OPEN

WESTERN RIDING GRADUATE SSA

WESTERN RIDING MATURITY / SENIOR OPEN

RANCH RIDING AMATEUR / AMATEUR SELECT

RANCH RIDING FUTURITY / YOUTH / JUNIOR OPEN

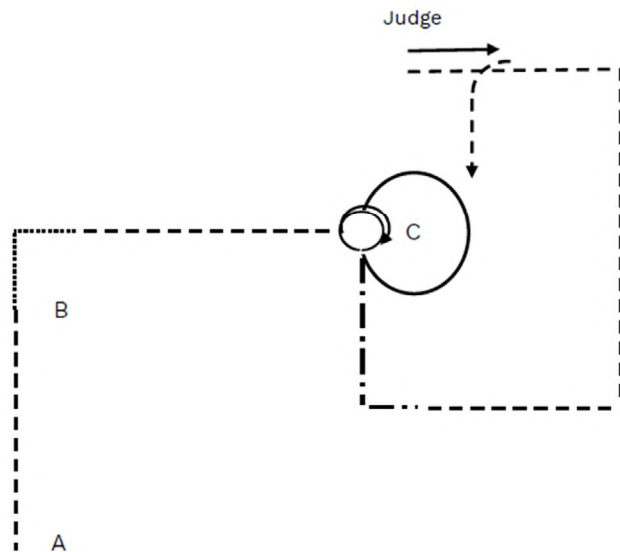
RANCH RIDING GRADUATE SSA

RANCH RIDING MATURITY / SENIOR OPEN

ALL RANCH TRAIL CLASSES

Showmanship at Halter

Amateur / Amateur Select / Youth



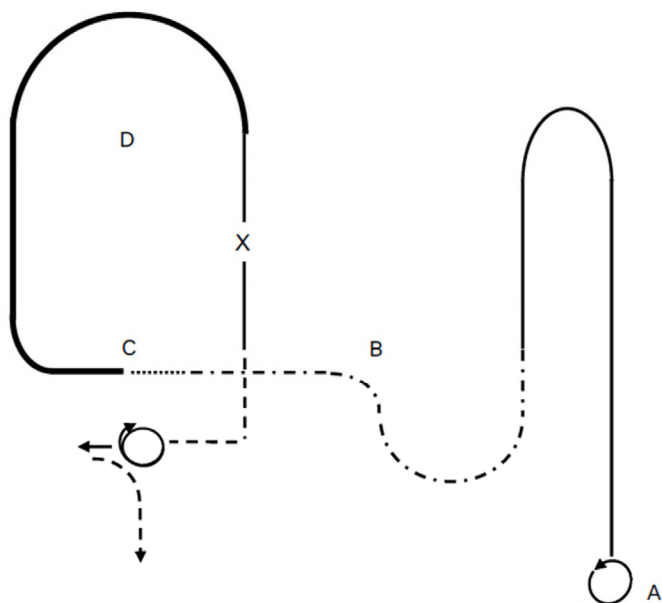
1. Trot from A to B
2. Walk around B
3. Trot to C
4. 45° (1 ¼) turn
5. Back circle around C
6. Forward walk corner, trot as shown, stop with horse's nose in line with judge
7. Setup
8. Inspection
9. When excused, back
10. Exit at a trot as shown

Patterns Provided By:



Western Horsemanship

Amateur / Amateur Select / Youth



set approximately
15' from wall

Begin without stirrups

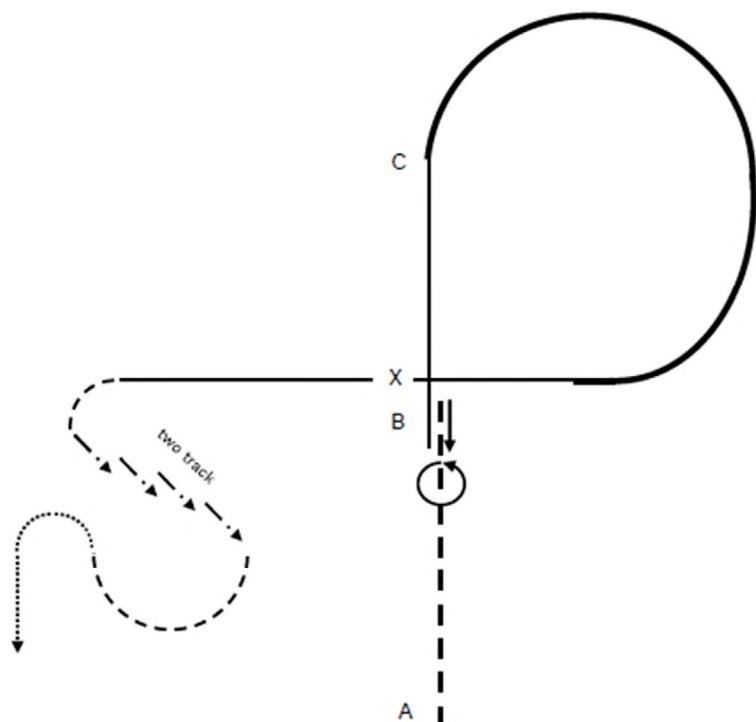
1. 360° (1) turn left
2. Left lead lope as shown
3. Break to extended trot in line with B, continue as shown
4. Forward walk prior to C, pick up stirrups
5. At C, right lead extended lope as shown
6. Collect the lope in line with D
7. Change leads halfway between C and D (simple or flying), continue on left lead
8. Jog as shown
9. Stop, 540° (1 ½) turn right
10. Back, jog to exit

Patterns Provided By:



Hunt Seat Equitation

Amateur / Amateur Select / Youth

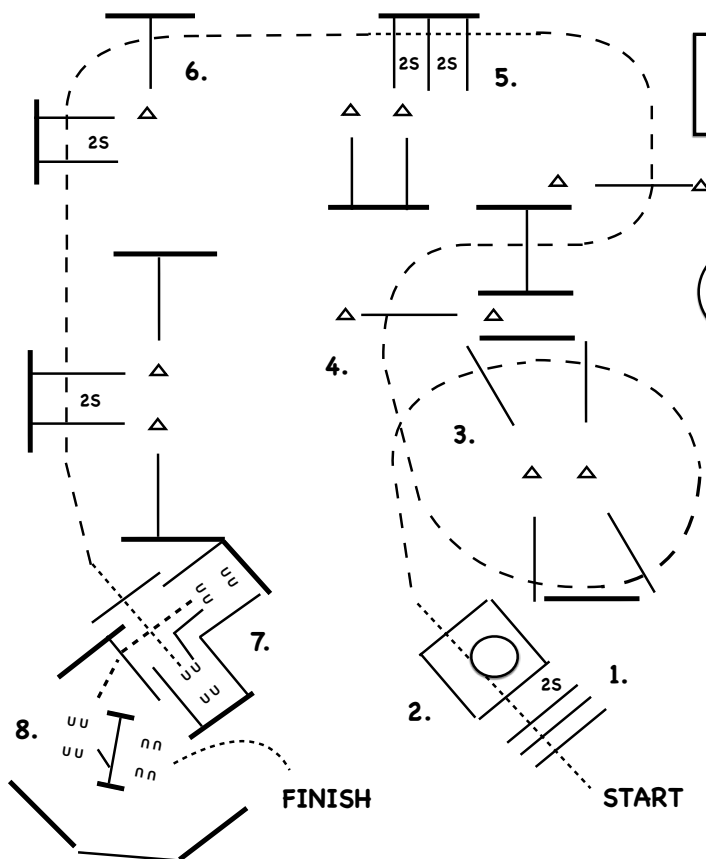


Begin without irons

1. Sit trot with lengthened stride from A to B
2. Stop, back
3. 360° (1) forehand turn left, pick up irons
4. Canter right lead from B to C
5. At C move into hand gallop
6. Collect before B, change leads at B (simple or flying)
7. Continue on left lead
8. Break to sit trot around corner, two track as shown
9. Posting trot left diagonal half circle*
10. Forward walk to exit

Patterns Provided By:



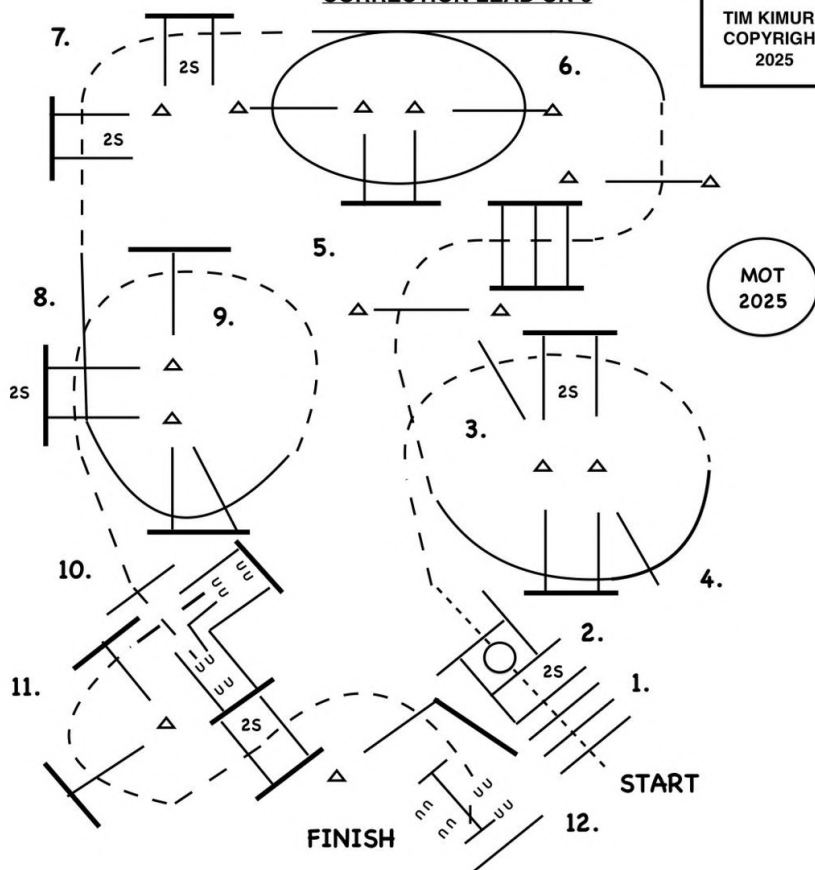
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2025MOT
2025

1. WALK OVER POLES.
2. WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OUT BOX.
3. JOG OVER POLES.
4. JOG THROUGH SERPENTINE, JOG OVER POLES.

5. STOP OR BREAK TO THE WALK, WALK OVER POLES.
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK INTO CHUTE BACK AROUND CORNER. WALK OUT CHUTE, WALK OVER POLE.
8. WALK UP TO GATE, WORK GATE LEFT HAND.

REVISED

CORRECTION LEAD ON 6

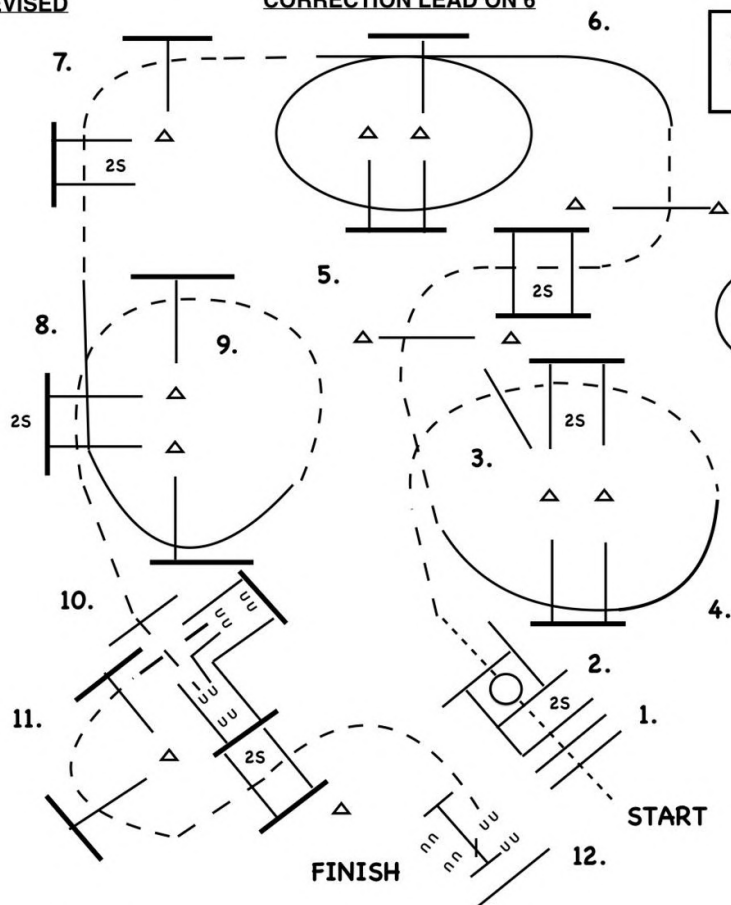
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2025

1. WALK OVER POLES.
2. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
3. JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
--->SHOULD BE (LEFT LEAD)

7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES.
10. JOG OVER POLE, JOG INTO CHUTE BACK AROUND CORNER.
11. JOG OUT CHUTE, JOG OVER POLES.
12. JOG UP TO GATE, WORK GATE RIGHT HAND.

REVISED

CORRECTION LEAD ON 6

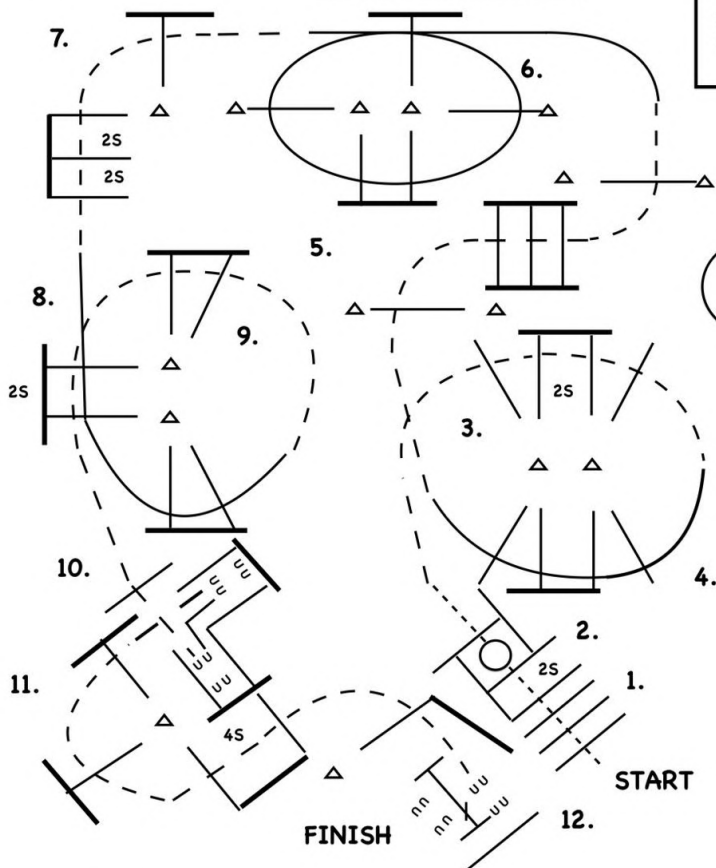
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2025MOT
2025

1. WALK OVER POLES.
2. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
3. JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT-LEAD).
-->SHOULD BE (LEFT LEAD)

7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES.
10. JOG OVER POLE, JOG INTO CHUTE BACK AROUND CORNER.
11. JOG OUT CHUTE, JOG OVER POLES.
12. JOG UP TO GATE, WORK GATE RIGHT HAND.

REVISED

CORRECTION LEAD ON 6

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2025

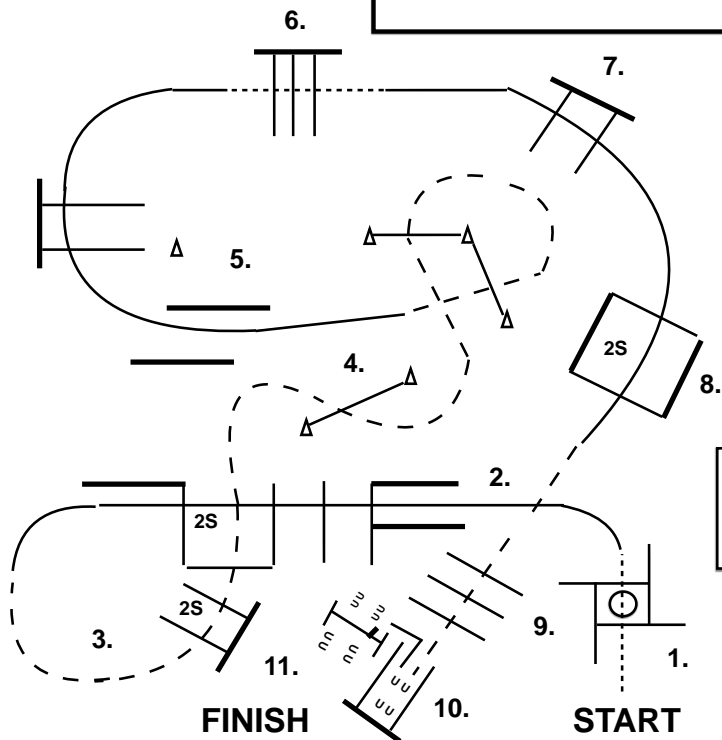
1. WALK OVER POLES.
 2. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
 3. JOG OVER POLES.
 4. LOPE OVER POLES (RIGHT LEAD).
 5. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
 6. LOPE OVER POLES (RIGHT LEAD).
- >SHOULD BE (LEFT LEAD)

7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES.
10. JOG OVER POLE, JOG INTO CHUTE BACK AROUND CORNER.
11. JOG OUT CHUTE, JOG OVER POLES.
12. JOG UP TO GATE, WORK GATE RIGHT HAND.

Q - 25

OCTOBER
12 TH

TRAIL HORSE GRADUATE TRAIL HORSE YOUTH

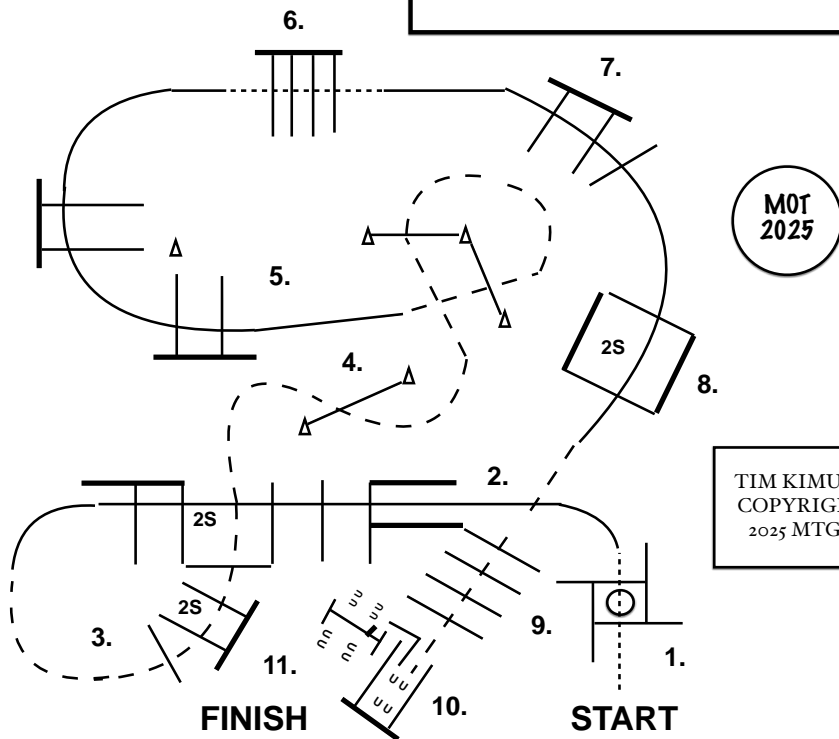


1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT.
2. LOPE OVER POLES (LEFT LEAD).
3. BREAK TO THE JOG, JOG OVER POLES.
4. JOG THROUGH SERPENTINE, JOG OVER POLES.
5. LOPE BETWEEN POLES, THEN LOPE OVER POLES (RIGHT LEAD).
6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
7. LOPE OVER POLES (RIGHT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

Q - 25

OCTOBER
12 TH

JUNIOR TRAIL TRAIL MATURITY

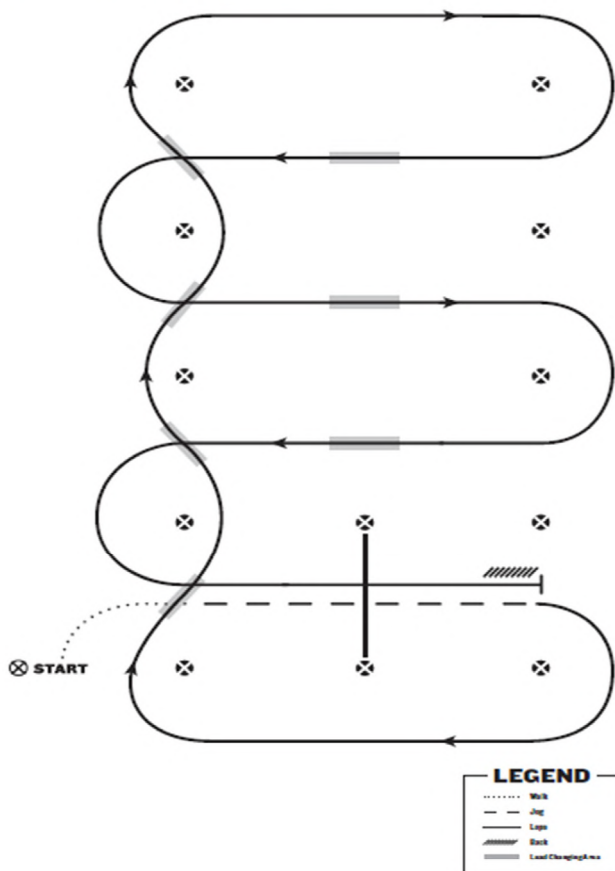


1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT.
2. LOPE OVER POLES (LEFT LEAD).
3. BREAK TO THE JOG, JOG OVER POLES.
4. JOG THROUGH SERPENTINE, JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. LOPE THROUGH BOX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

Western Riding

Amateur / Amateur Select

WESTERN RIDING PATTERN 4

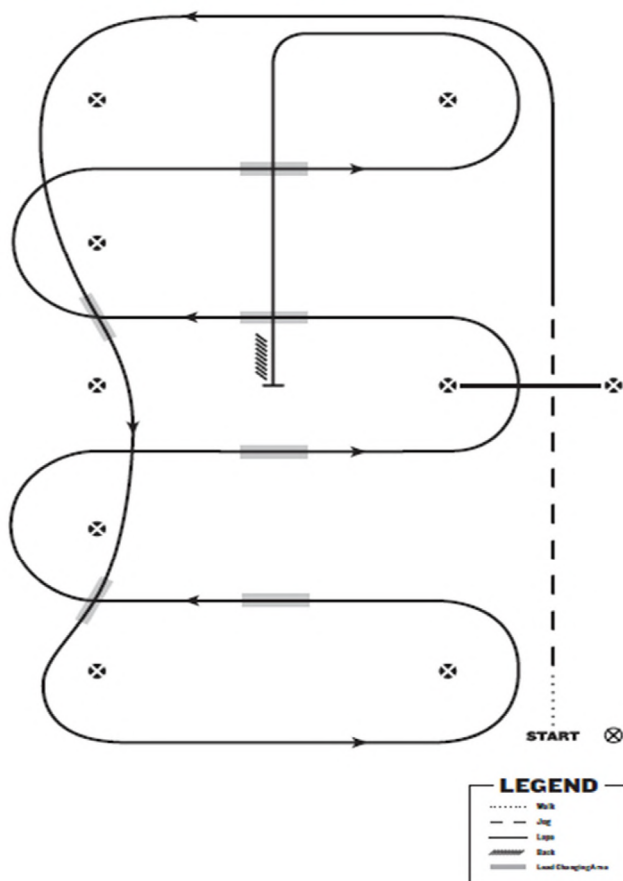


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change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

Western Riding

Futurity / Youth / Junior Open

LEVEL 1 WESTERN RIDING PATTERN 1

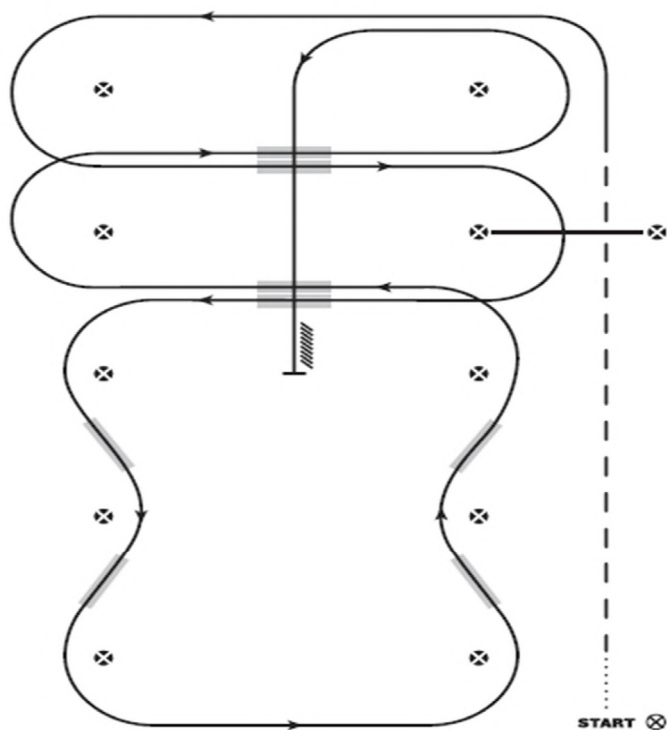


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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

Western Riding

Graduate SSA

WESTERN RIDING PATTERN 3



LEGEND

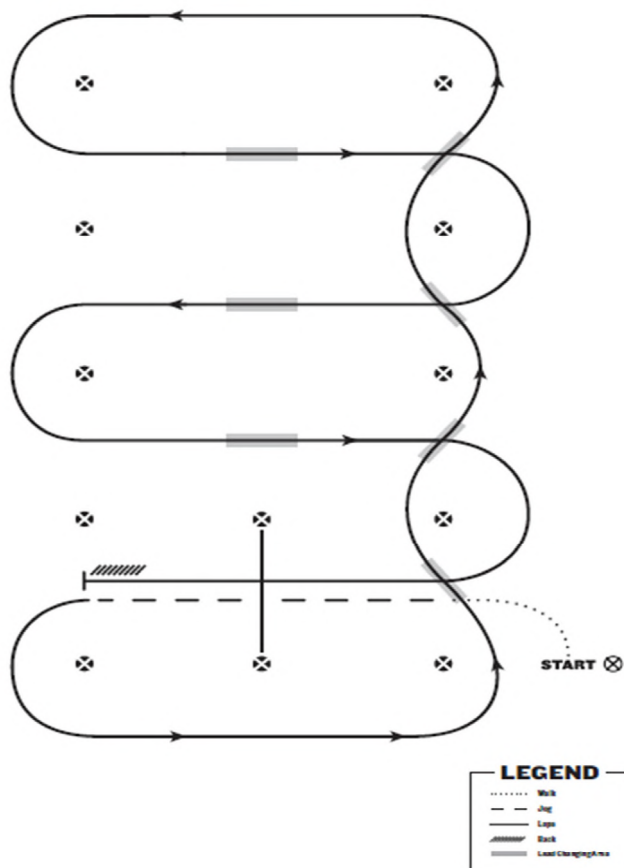
.....	Walk
---	Jog
—	Lope
	Back
▨	Lead Changing Area

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

Maturity / Senior Open

WESTERN RIDING PATTERN 9

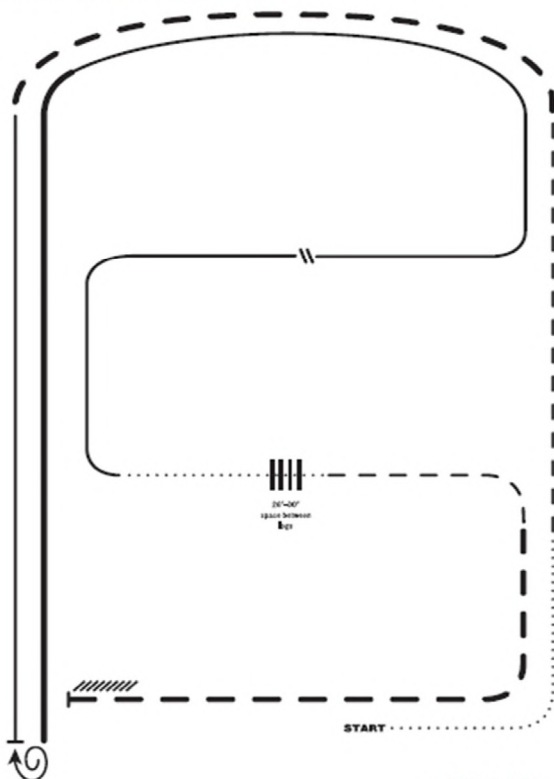


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change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

Ranch Riding

Amateur / Amateur Select

RANCH RIDING - PATTERN 2



LEGEND

.....	Walk
- - - - -	Extended Walk
— — —	Trot
- - - - -	Extended Trot
—————	Lope
- - - - -	Extended Lope
	Logs
W	Lead Change

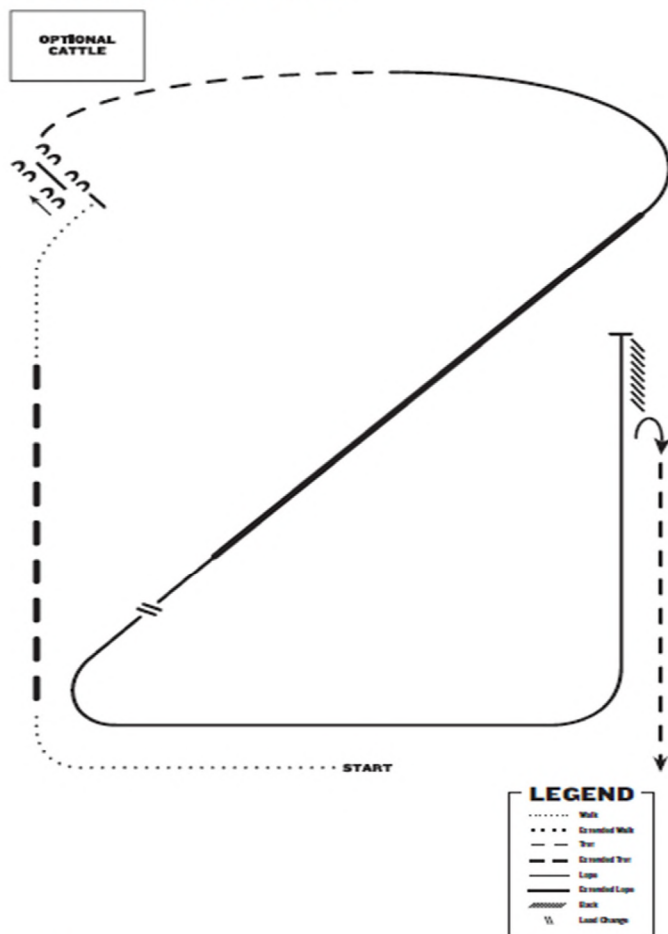
1. Walk
2. Trot
3. Extended trot
4. Lope left lead
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect lope right lead
8. Change leads (simple or flying), continue lope left lead
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

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.

Ranch Riding

Futurity / Youth / Junior Open

RANCH RIDING - PATTERN 10



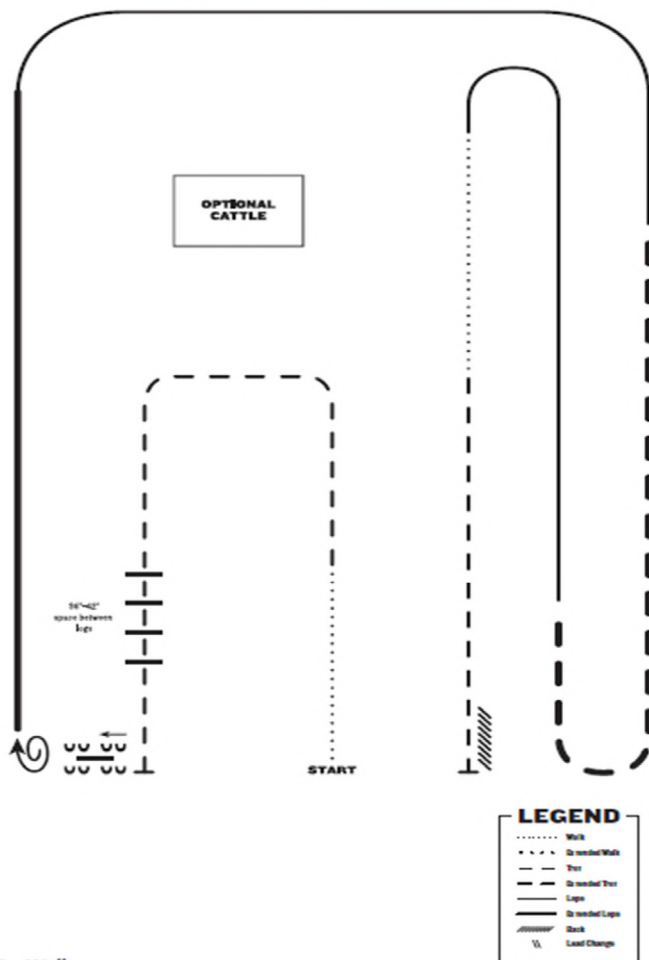
1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

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

Graduate SSA

RANCH RIDING - PATTERN 12



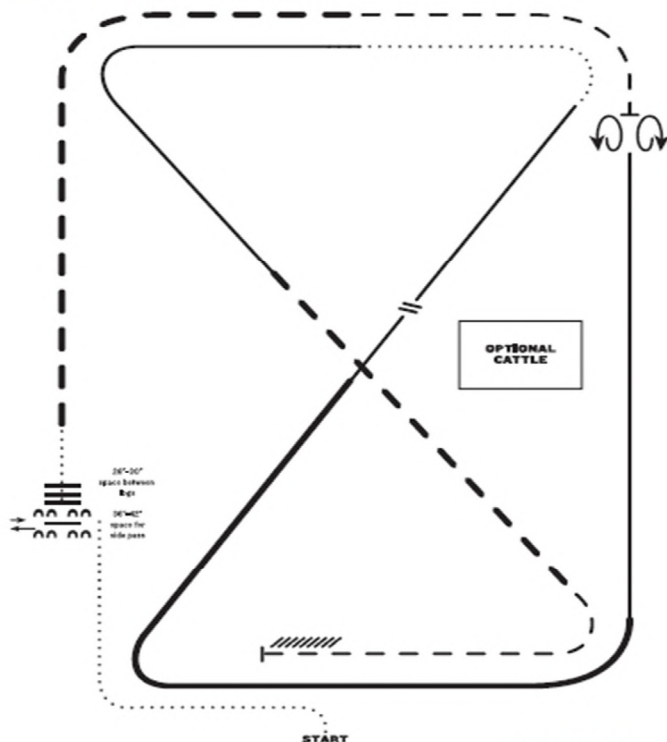
1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

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

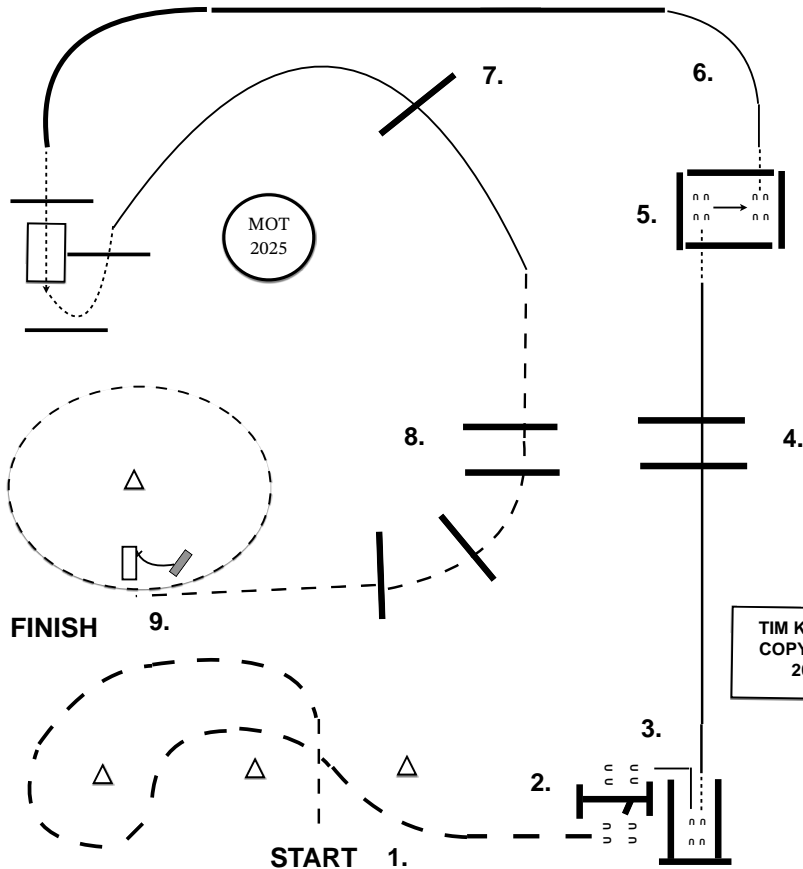
Maturity / Senior Open

RANCH RIDING - PATTERN 8



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. 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.

ALL RANCH TRAIL
CLASSES

1. TROT BETWEEN CONES, THEN EXTEND THE TROT BETWEEN CONES AND UP TO GATE.
2. WORK GATE LEFT HAND.
3. BACK AROUND CORNER, BACK BETWEEN LOGS, WALK FORWARD.
4. LOPE OVER LOGS LEFT LEAD.
5. BREAK TO THE WALK, WALK OVER LOG, SIDE PASS RIGHT BETWEEN LOGS, WALK OVER LOG.
6. LOPE LEFT LEAD AND THEN EXTEND THE LOPE UP TO THE BRIDGE, BREAK TO WALK, WALK OVER LOG AND WALK OVER BRIDGE, TURN LEFT AND WALK OVER LAST LOG.
7. LOPE RIGHT LEAD OVER LOG.
8. BREAK TO THE TROT, TROT OVER LOGS, TROT UP TO DRAG.
9. WORK DRAG, WALK OR TROT AROUND MARKER.
YOUTH TRAIL, PICK UP SLICKER AND TROT AROUND MARKER AND RETURN SLICKER TO HOOK.