



PATTERNS

25.08.-01.09.2019
GUT MATHESHOF
KREUTH/ RIEDEN

EURO PAINT APP
AVAILABLE AT



A PERFECT WORK Machine

2017 APHA BAY OVERO MARE
THE BEST MACHINE X JZA JUST DA LISH



Design by Stallgassen Design

PROUDLY OWNED AND SHOWN BY:

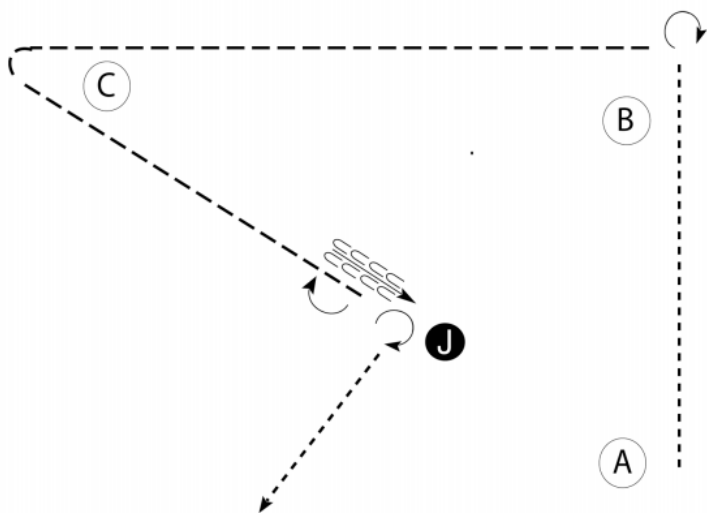
Jenny Brandes



Hahn
PHOTOGRAPHS

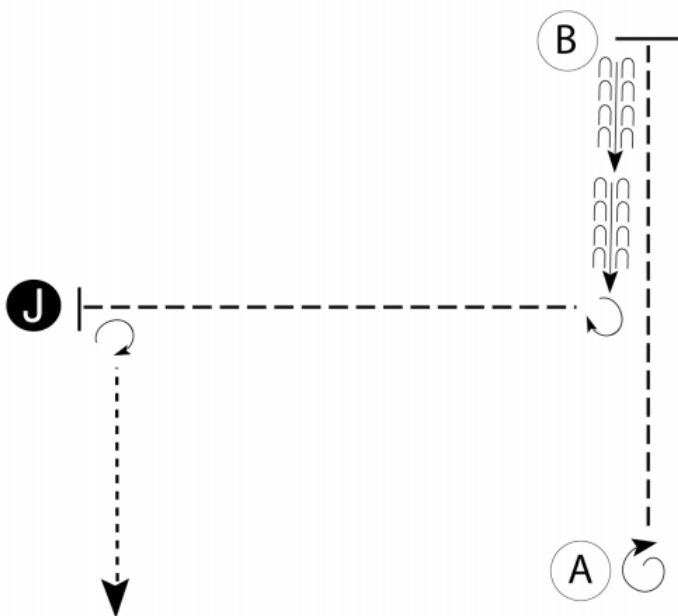
JF
Showing & Breeding

	PAGE		PAGE
AMATEUR		OPEN	
Western Horsemanship	10	Junior Reining	32
Western Horsemanship Masters	9	Senior Reining	28
Hunt Seat Equitation	12	Western Riding	33
Hunt Seat Equitation Masters	13	Yearling In Hand Trail	16
Reining	29	2-Year Old In Hand Trail	17
Western Riding	34	Junior Trail	24
Showmanship at Halter	6	Senior Trail	25
Showmanship at Halter Masters	7	Ranch Riding	38
Yearling In Hand Trail	23	Hunter Hack	15
2-Year Old In Hand Trail	23		
Trail	21	OPEN GREEN HORSE	
Trail Masters	22	Western Riding	35
Ranch Riding	37	Trail	19
Hunter Hack	15	Reining	30
AMATEUR SPB		OPEN SPB	
Western Horsemanship	10	Reining	28
Hunt Seat Equitation	12	Western Riding	33
Reining	29	Yearling In Hand Trail	16
Showmanship at Halter	6	2-Year Old In Hand Trail	17
Yearling & 2-Yr-Old In Hand Trail	23	Trail	26
Trail	24	Ranch Riding	38
Ranch Riding	37	Hunter Hack	15
NOVICE AMATEUR		OPEN SPB GREEN HORSE	
Western Horsemanship	8	Trail	19
Hunt Seat Equitation	11	Reining	30
Reining	30		
Showmanship at Halter	4	YOUTH 18 & UNDER	
Trail	20	Western Horsemanship	9
Ranch Riding	36	Hunt Seat Equitation	14
		Reining	31
NOVICE YOUTH		Showmanship at Halter	5
Western Horsemanship	8	Trail	26
Hunt Seat Equitation	11	Ranch Riding	37
Reining	30	Hunter Hack	15
Showmanship at Halter	4		
Trail	18	YOUTH SPB 18 & UNDER	
Ranch Riding	36	Western Horsemanship	9
		Hunt Seat Equitation	14
NATIONSCUP		Reining	31
Western Horsemanship	8	Showmanship at Halter	5
Showmanship at Halter	7	Trail	24
Reining	29		
Trail	27	PHCG FUTURITY & MATURITY	
		Futurity Reining	31
		Maturity Reining	32
		Maturity Trail	22



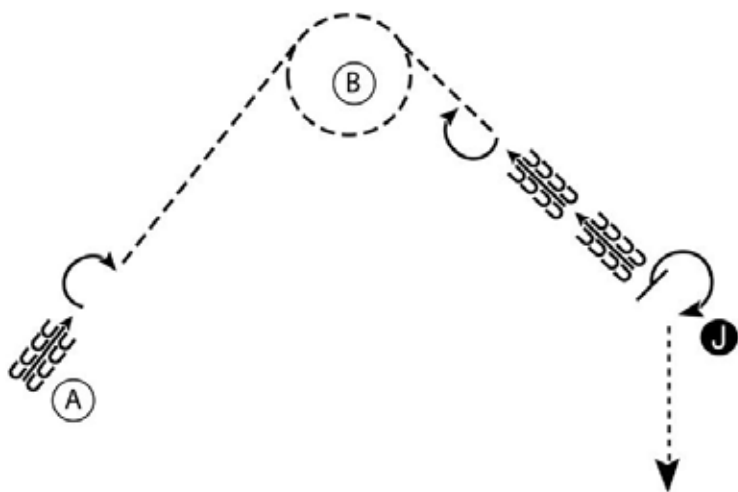
BE READY AT A

1. WALK TO AND PAST B
2. TURN 270 DEGREES
3. TROT TO AND AROUND C
4. WHEN 2 HORSE LENGTHS FROM THE JUDGE, STOP
5. TURN 180 DEGREES
6. BACK TO JUDGE AND SET UP FOR INSPECTION
7. WHEN DISMISSED, TURN 270 DEGREE AND EXIT AT A WALK

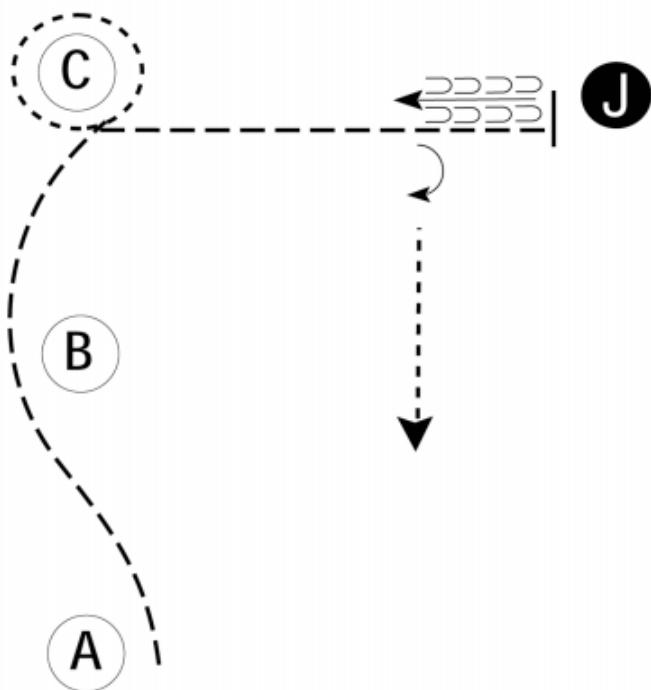


BE READY AT A

1. WHEN ACKNOWLEDGED, PERFORM A 360 DEGREE TURN
2. TROT TO B
3. STOP AT B AND BACK
4. PERFORM A 270 DEGREE TURN
5. TROT TO JUDGE
6. STOP AND SET UP FOR INSPECTION
7. WHEN DISMISSED, PERFORM A 270 DEGREE TURN
8. WALK STRAIGHT AWAY FROM JUDGE

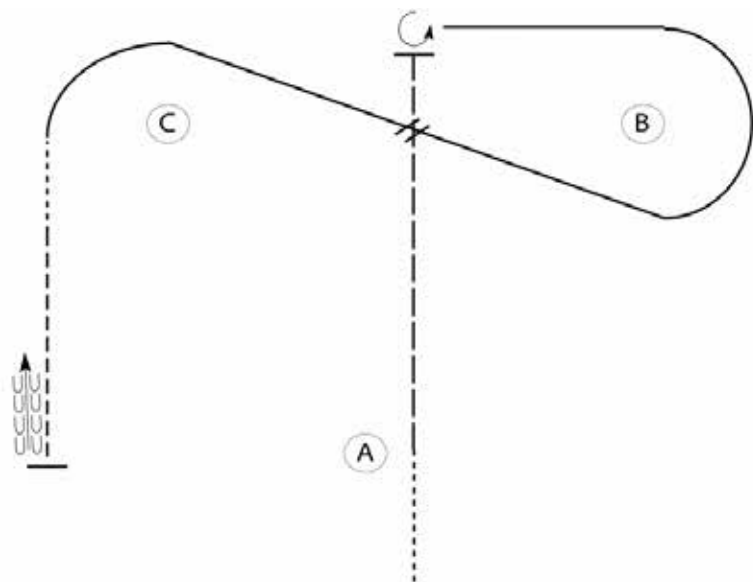


1. BEGIN AT A. BACK FOUR STEPS AND PERFORM A 180 DEGREE TURN
2. TROT TO B
3. TROT A CIRCLE AROUND B
4. TROT HALF WAY TO THE JUDGE
5. STOP AND PERFORM A 180 DEGREE TURN. BACK TO THE JUDGE
6. STOP AND SET UP FOR INSPECTION
7. WHEN DISMISSED PERFORM A 225 DEGREE TURN AND WALK STRAIGHT AWAY FROM THE JUDGE



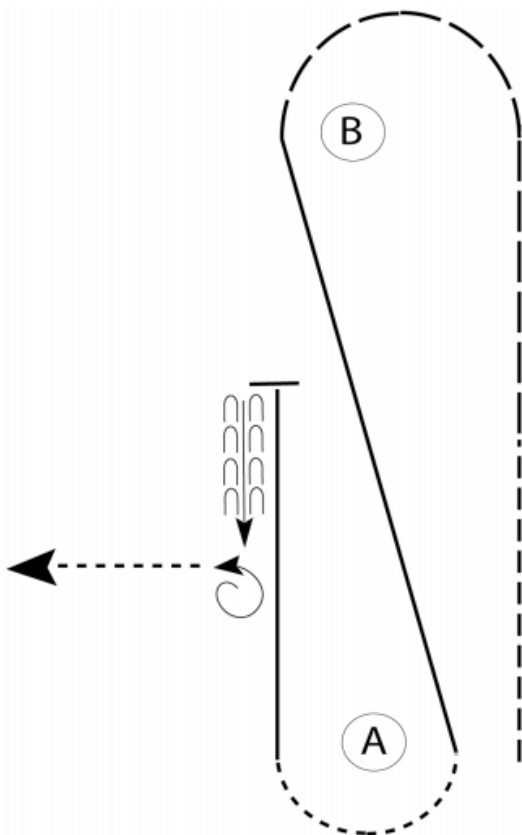
BE READY AT A

1. WHEN ACKNOWLEDGED, TROT FROM A, AROUND B AND TO C
2. WALK A TIGHT CIRCLE AROUND C
3. TROT TO JUDGE
4. STOP AND SET UP FOR INSPECTION
5. WHEN DISMISSED, BACK APPROXIMATELY ONE HORSE LENGTH
6. PERFORM A 90 DEGREE TURN AND WALK AWAY FROM JUDGE



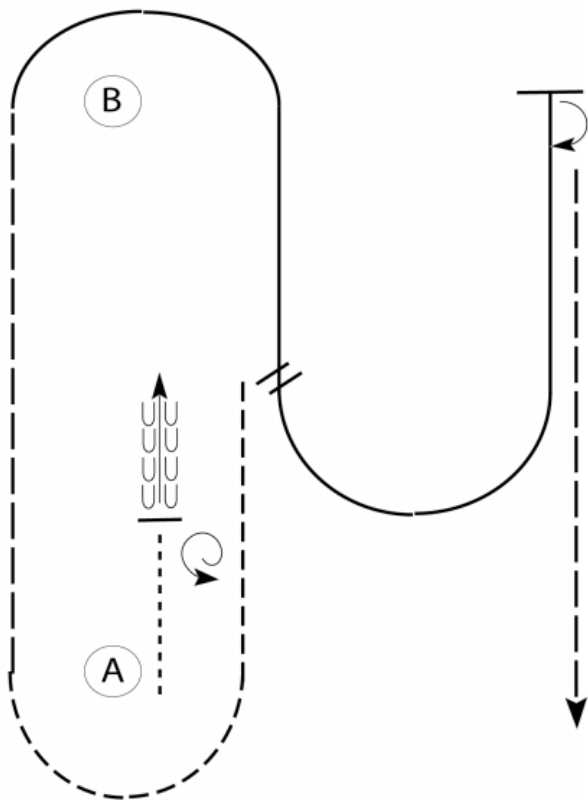
BE READY BEFORE A

1. WALK TO A
2. EXTENDED JOG UNTIL JUST PAST B AND C
3. STOP AND PERFORM A 3/4 TURN LEFT
4. LOPE ON THE RIGHT LEAD AROUND B
5. PERFORM A SIMPLE LEAD CHANGE HALFWAY TO C AND LOPE AROUND C
6. BREAK TO WALK FOR 2 STRIDES
7. JOG UNTIL EVEN WITH A
8. STOP AND BACK APPROXIMATELY ONE HORSE LENGTH AND WALK TO EXIT



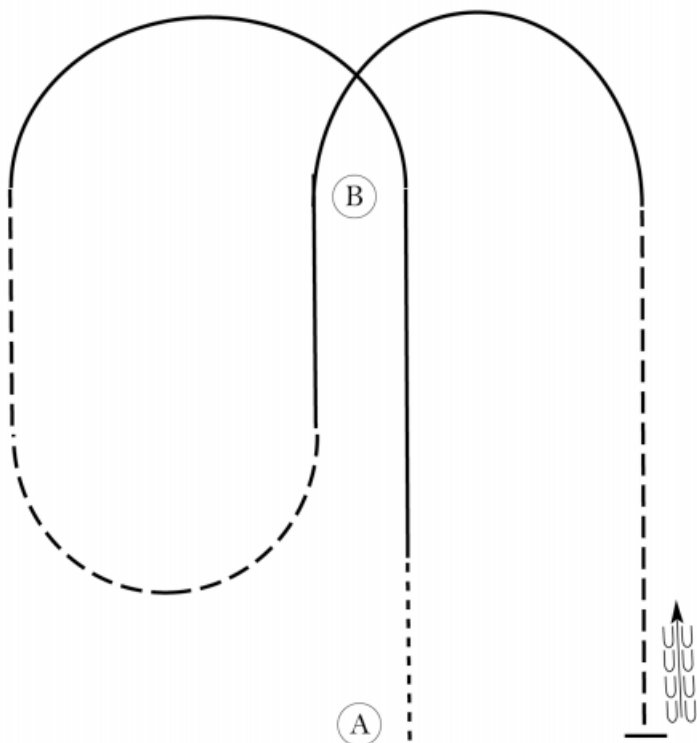
BE READY AT A

1. JOG HALFWAY TO B
2. EXTEND THE JOG TO AND AROUND B
3. LOPE ON THE LEFT LEAD DIAGONALLY BACK TO A
4. WALK AROUND A
5. LOPE ON THE RIGHT LEAD HALFWAY TO B
6. STOP AND BACK APPROXIMATELY TWO HORSE LENGTHS
7. PERFORM A 1 1/4 TURN TO THE LEFT
8. WALK STRAIGHT AWAY



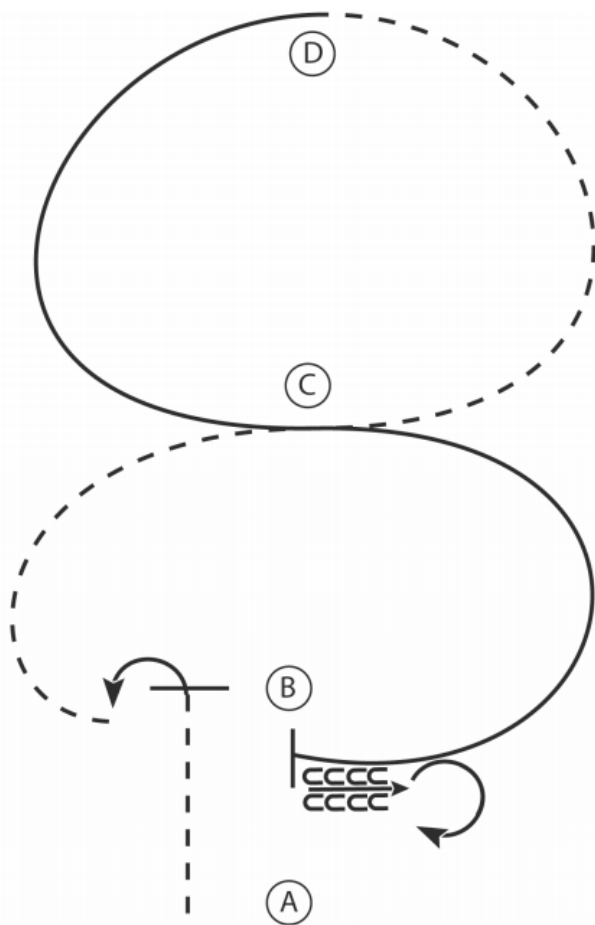
BE READY AT A

1. WALK APPROXIMATELY TWO HORSE LENGTHS FORWARD. STOP AND PERFORM A 1 1/2 TURN LEFT
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

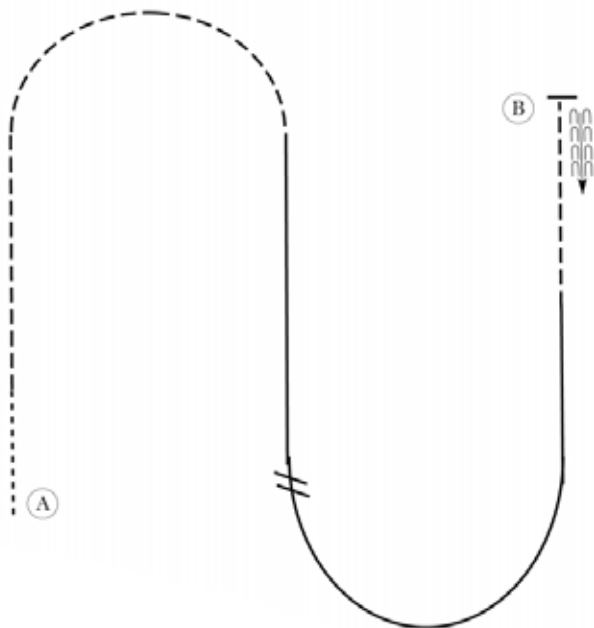


BE READY AT A

1. WALK TWO HORSE LENGTHS FROM A
2. CANTER ON THE LEFT LEAD TO B. CONTINUE TO CANTER A HALF CIRCLE UNTIL EVEN WITH B
3. TROT ON THE RIGHT DIAGONAL UNTIL HALFWAY BETWEEN A AND B. CONTINUE TO TROT A HALF CIRCLE UNTIL HALFWAY BETWEEN A AND B
4. CANTER ON THE RIGHT LEAD TO B AND THEN CANTER A HALF CIRCLE UNTIL EVEN WITH B
5. TROT ON THE LEFT DIAGONAL UNTIL EVEN WITH A
6. STOP AND BACK APPROXIMATELY ONE HORSE LENGTH

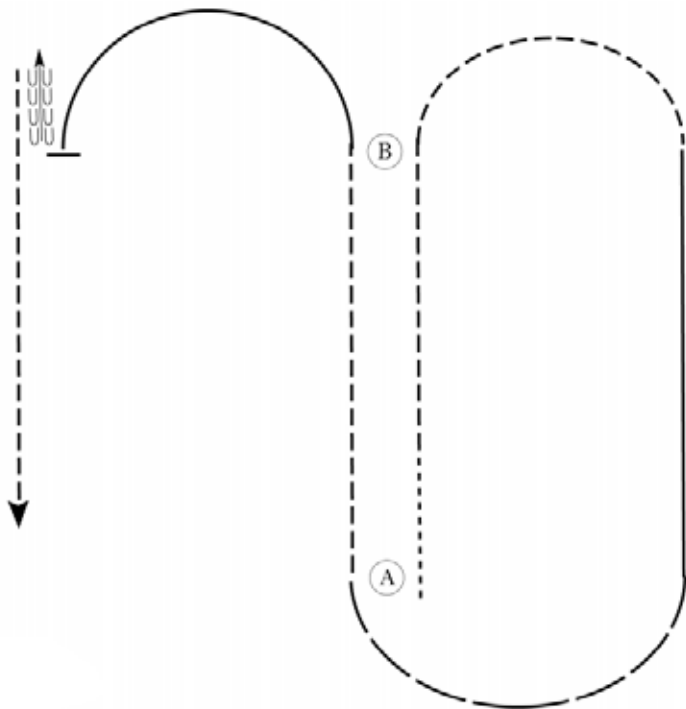


1. SITTING TROT A TO B
2. STOP AT B AND PERFORM A 90 DEGREE TURN TO THE LEFT ON THE FOREHAND
3. POSTING TROT ON THE LEFT DIAGONAL IN A HALF CIRCLE TO C
4. AT C CHANGE DIAGONALS AND POSTING TROT A HALF CIRCLE TO D
5. AT D CANTER ON THE LEFT LEAD IN A HALF CIRCLE TO C AND CONTINUE IN A HALF CIRCLE TO B
6. STOP AT B AND BACK 4 STEPS
7. PERFORM A 270 DEGREE TURN TO THE RIGHT ON THE HINDQUARTERS



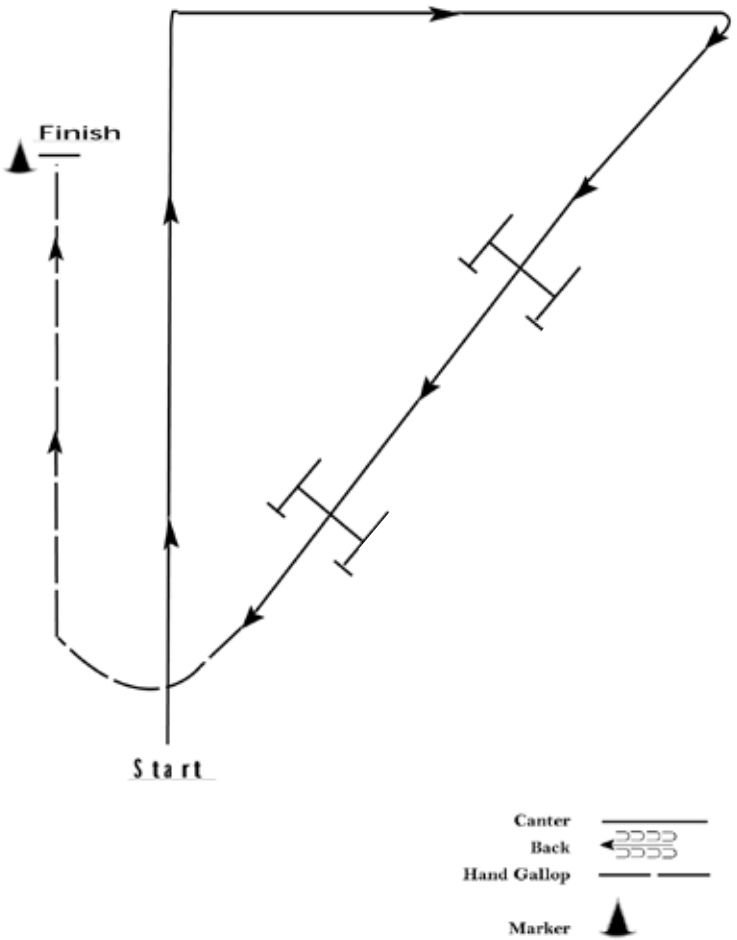
BE READY AT A

1. WALK TWO HORSE LENGTHS FROM A
2. TROT ON THE RIGHT DIAGONAL UNTIL EVEN WITH B
3. CHANGE DIAGONALS AND TROT A HALF CIRCLE
4. CANTER ON THE RIGHT LEAD UNTIL EVEN WITH A
5. PERFORM A SIMPLE LEAD CHANGE
6. CANTER A HALF CIRCLE AND HALFWAY TO B
7. SITTING TROT TO B
8. STOP WHEN EVEN WITH B AND BACK APPROXIMATELY ONE HORSE LENGTH

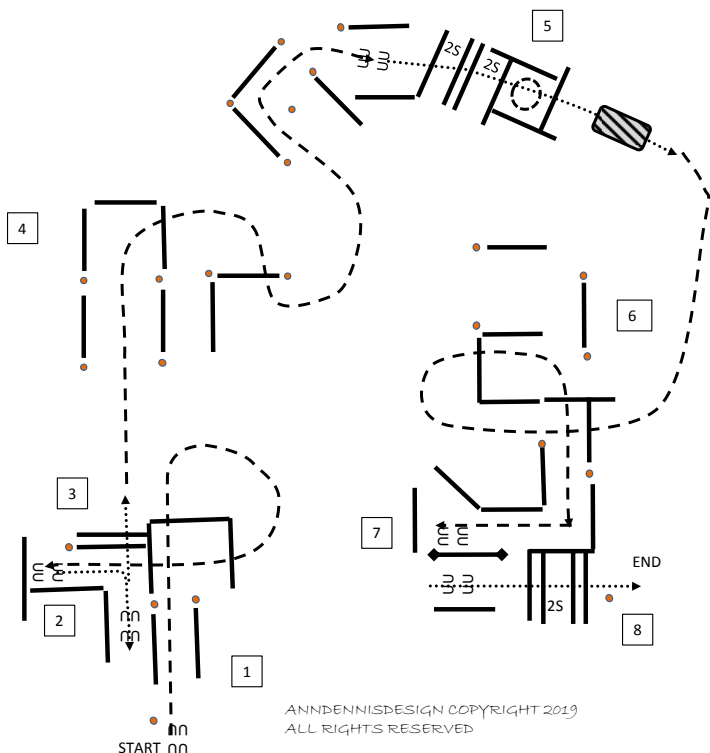


BE READY AT A

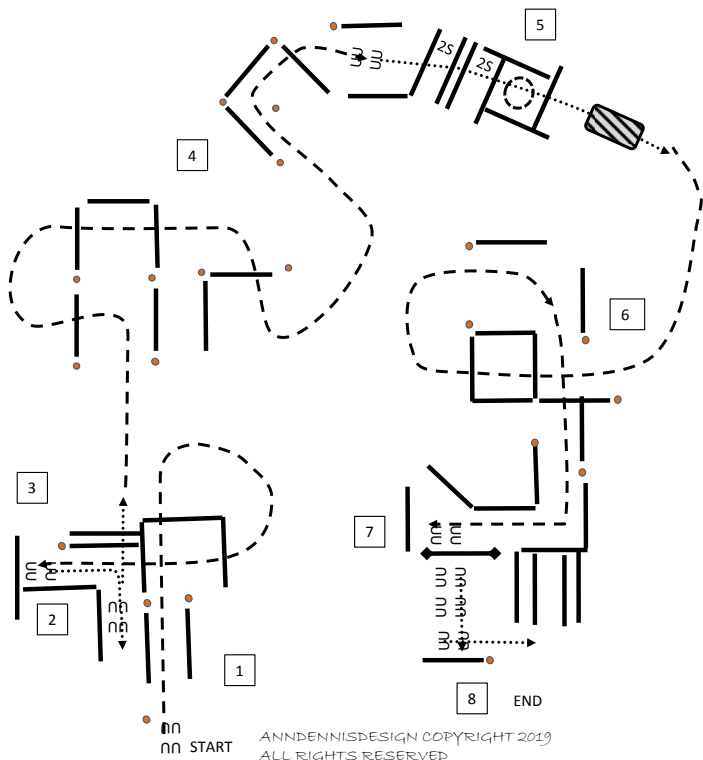
1. WALK APPROXIMATELY 2 HORSE LENGTHS
2. POSTING TROT ON THE LEFT DIAGONAL TO B AND IN A HALF CIRCLE UNTIL EVEN WITH B
3. CANTER ON THE RIGHT LEAD UNTIL EVEN WITH A
4. HAND GALLOP A HALF CIRCLE TO A
5. POSTING TROT ON THE RIGHT DIAGONAL TO B
6. LEFT LEAD CANTER IN A HALF CIRCLE UNTIL EVEN WITH B
7. HALT AND BACK APPROXIMATELY ONE HORSE LENGTH
8. EXIT PATTERN AT A SITTING TROT



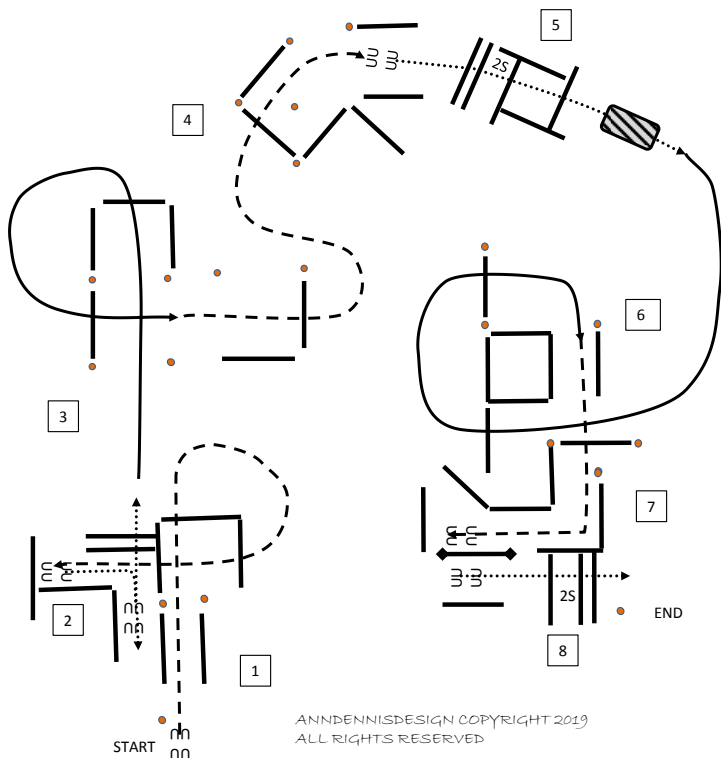
1. AFTER 2ND FENCE, HAND GALLOP TO MARKER AND STOP
2. DROP YOUR REINS TO SIGNIFY COMPLETION



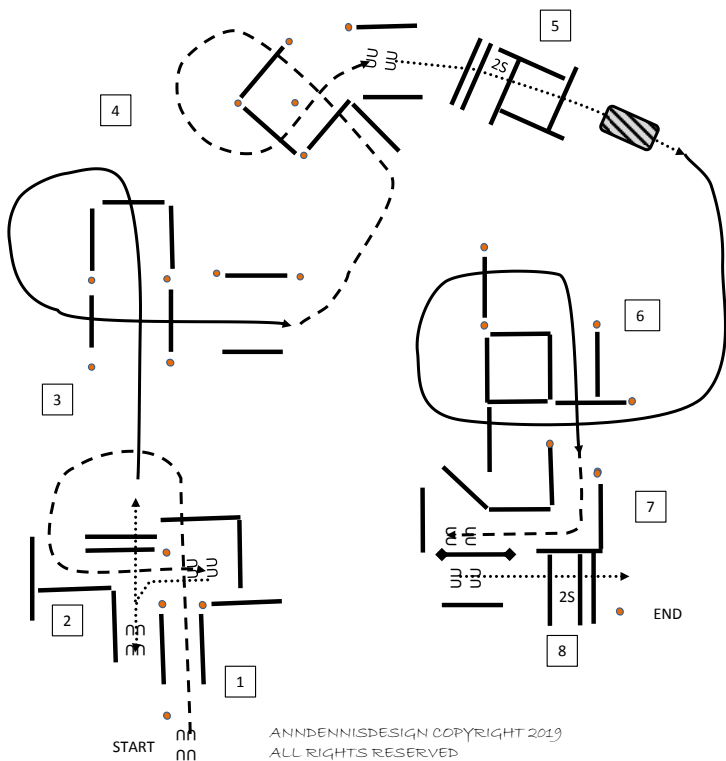
1. TROT THROUGH CHUTE OVER POLES PAST MARKER-STOP
2. BACK IN CHUTE AROUND CORNER
3. WALK OVERS
4. TROT SERPENTINE-STOP OR BREAK TO A WALK AFTER MARKERS
5. WALK OVERS INTO BOX-STOP-360 RIGHT- WALK OVER-BRIDGE
6. TROT OVERS THROUGH CHUTES UP TO GATE-STOP
7. LH GATE OPEN WALK THROUGH CLOSE
8. WALK OVERS TO END PATTERN



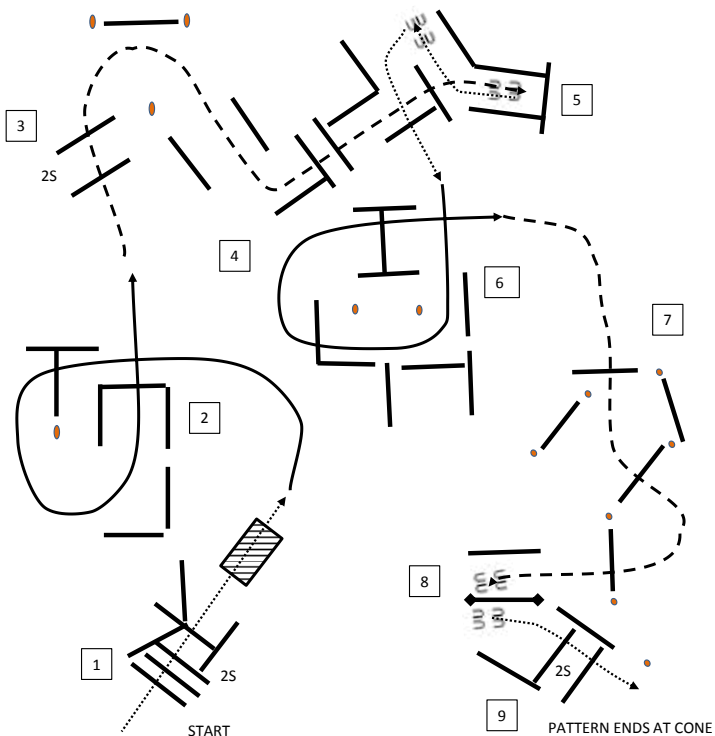
1. TROT THROUGH CHUTES OVER POLES PAST MARKER-STOP
2. BACK OUT CHUTE AROUND CORNER
3. WALK OVERS
4. TROT SERPENTINE THROUGH BOXES
5. STOP OR BREAK TO A WALK - WALK OVERS INTO BOX-STOP-360 RIGHT- WALK OVER-BRIDGE
6. TROT OVERS THROUGH CHUTE UP TO GATE-STOP
7. LH GATE OPEN WALK THROUGH CLOSE
8. SIDEPASS RIGHT FROM GATE TO POLE-WALK OUT PAST MARKER TO END PATTERN



1. JOG THROUGH CHUTE OVER POLES PAST MARKER-STOP
2. BACK OUT CHUTE AROUND CORNER -WALK OVERS
3. LL LOPE OVERS
4. JOG SERPENTINE THROUGH BOX
5. STOP OR BREAK TO A WALK - WALK OVERS -BRIDGE
6. RL LOPE OVERS
7. BREAK TO A JOG BEFORE CHUTE - JOG TO GATE-STOP-LH
GATE OPEN WALK THROUGH CLOSE
8. WALK OVERS TO END PATTERN

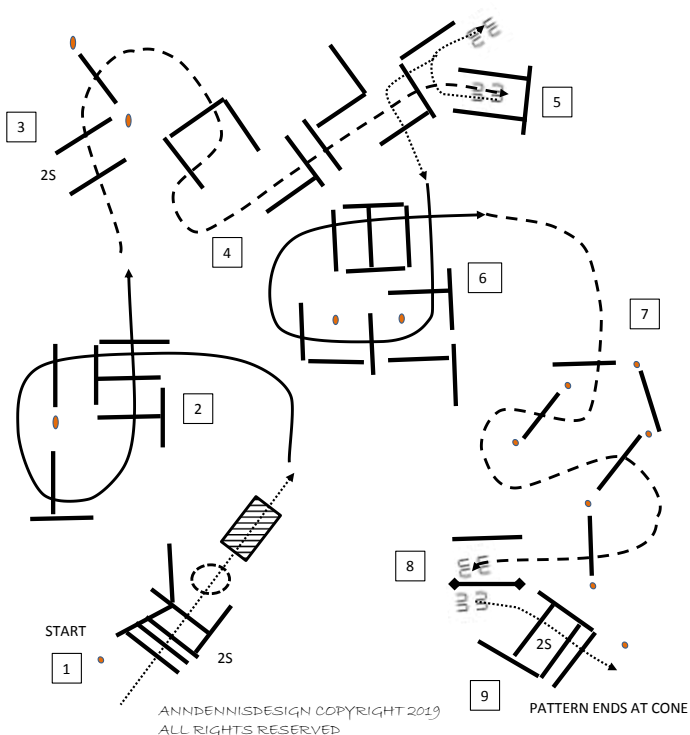


1. JOG THROUGH CHUTE OVER POLES PAST MARKER-STOP
2. BACK OUT THROUGH MARKERS AROUND CORNER -WALK OVERS
3. LL LOPE OVERS
4. JOG SERPENTINE THROUGH BOX
5. STOP OR BREAK TO A WALK - WALK OVERS -BRIDGE
6. RL LOPE OVERS
7. BREAK TO A JOG BEFORE CHUTE - JOG TO GATE-STOP-LH GATE OPEN WALK THROUGH CLOSE
8. WALK OVERS TO END PATTERN

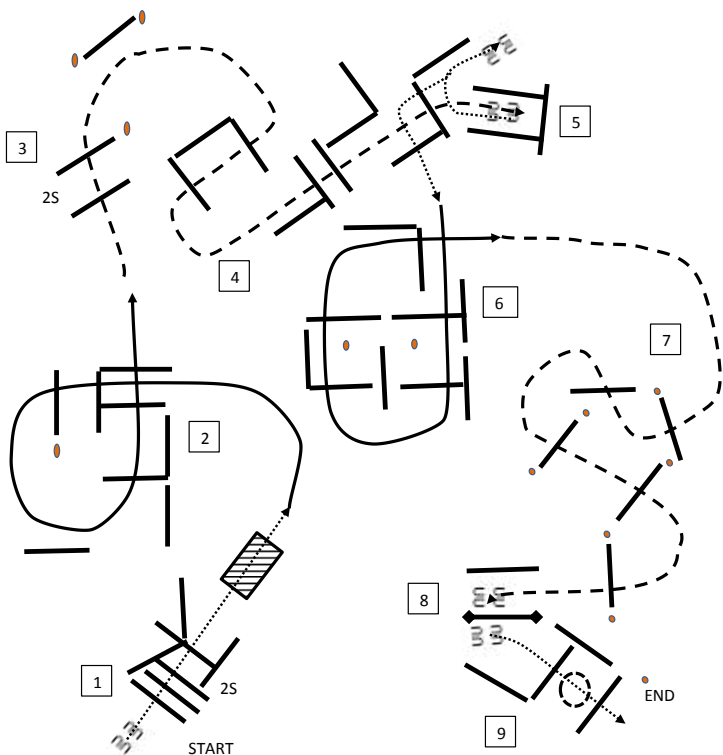


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1. WALK OVERS-BRIDGE
2. LL LOPE OVERS
3. JOG OVERS
4. JOG OVERS THROUGH CHUTE
5. STOP IN CHUTE-BACK OUT -WALK OVER
6. RL LOPE OVERS
7. JOG SERPENTINE UP TO GATE
8. STOP AT GATE LH GATE OPEN RIDE THROUGH CLOSE
9. WALK OVERS-END

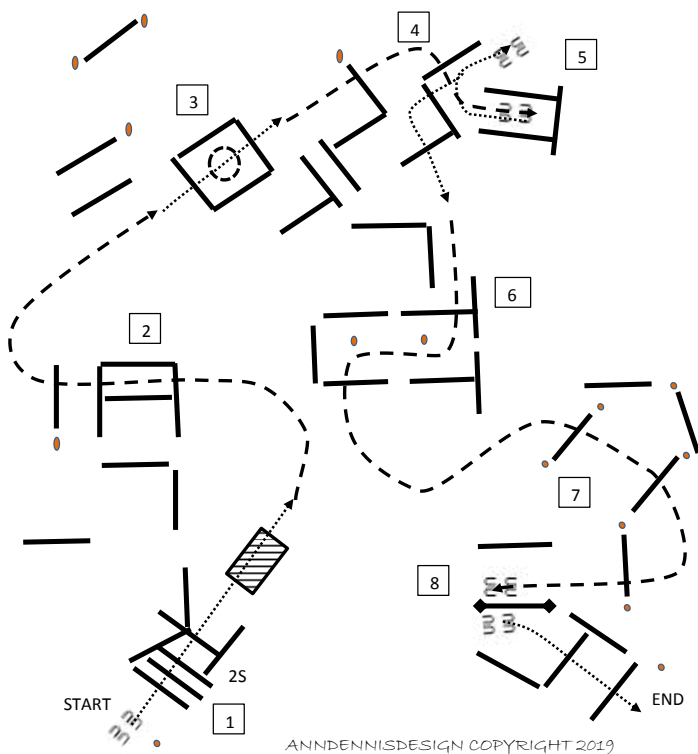


1. WALK OVERS-360 RIGHT OR LEFT-BRIDGE
2. LL LOPE OVERS
3. JOG OVERS
4. JOG OVERS THROUGH CHUTE
5. STOP IN CHUTE-BACK OUT AROUND POLE-WALK OVERS
6. RL LOPE OVERS
7. JOG SERPENTINE UP TO GATE
8. STOP AT GATE LH GATE OPEN RIDE THROUGH CLOSE
9. WALK OVERS-END



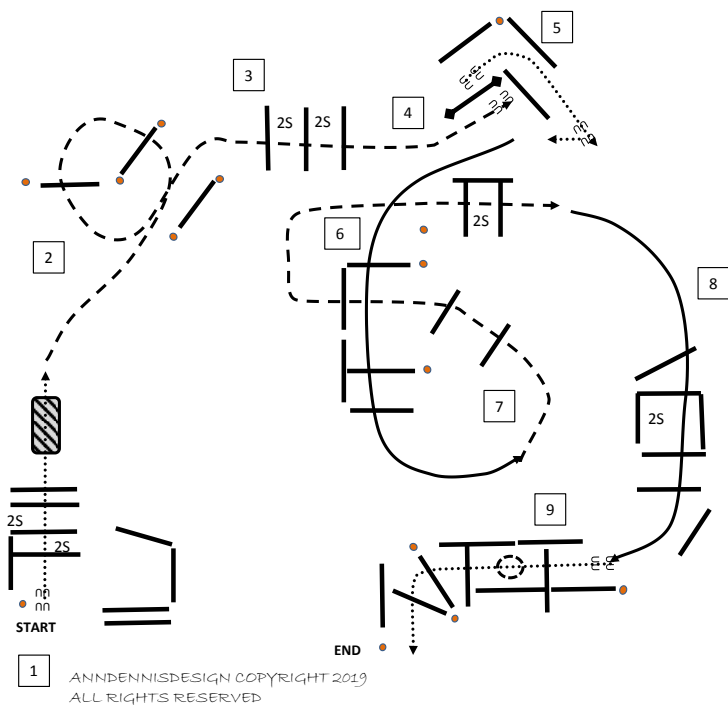
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1. WALK OVERS-BRIDGE
2. LL LOPE OVERS
3. JOG OVERS
4. JOG OVERS THROUGH CHUTE
5. STOP IN CHUTE-BACK OUT AROUND POLE-WALK OVERS
6. RL LOPE OVERS
7. JOG SERPENTINE UP TO GATE
8. STOP AT GATE LH GATE OPEN RIDE THROUGH CLOSE
9. WALK OVER-360 RIGHT OR LEFT-WALK OVER-END

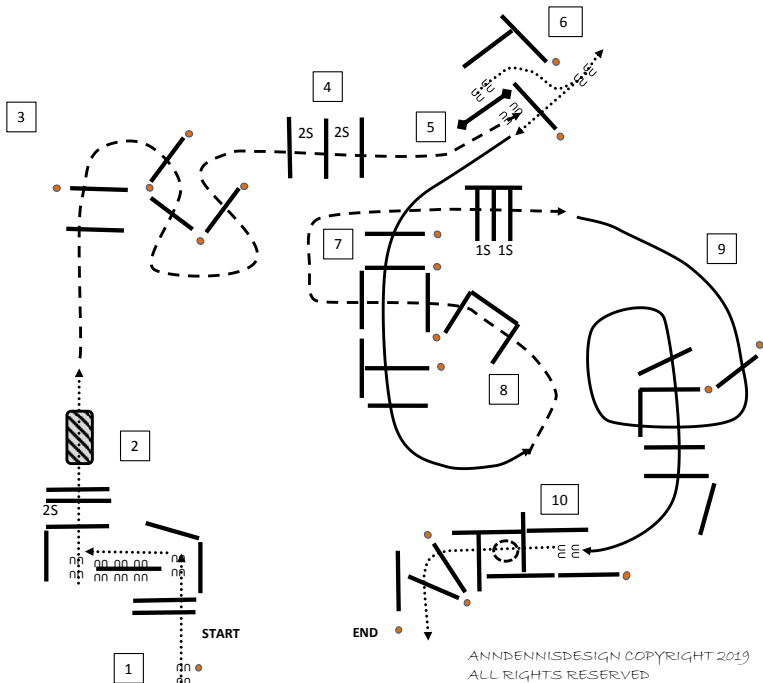


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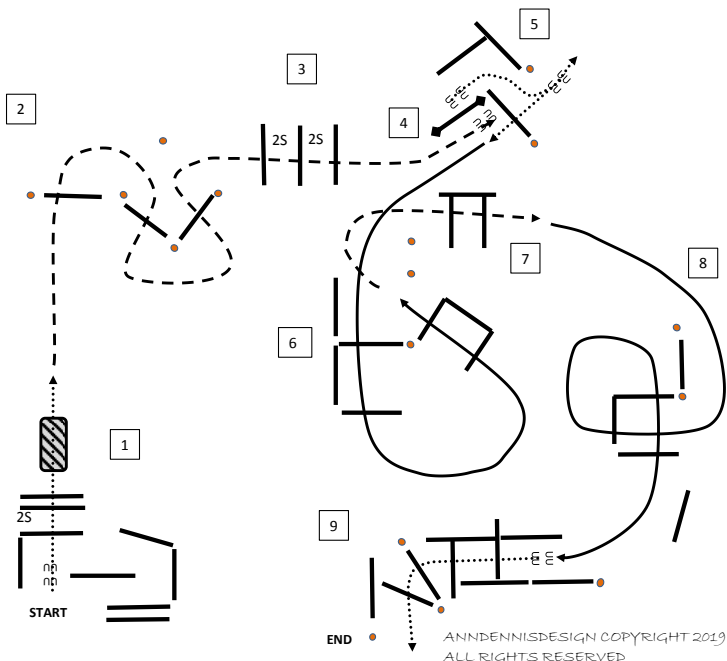
1. WALK OVERS-BRIDGE
2. TROT THROUGH CHUTE
3. STOP OR BREAK TO A WALK-WALK IN BOX 360 RIGHT-WALK OVER
4. TROT OVERS INTO CHUTE-STOP
5. BACK OUT AROUND POLE-WALK OVERS
6. TROT THROUGH CHUTE AND BOXES
7. TROT OVERS UP TO GATE STOP
8. LH GATE OPEN WALK THROUGH CLOSE-WALK OVERS



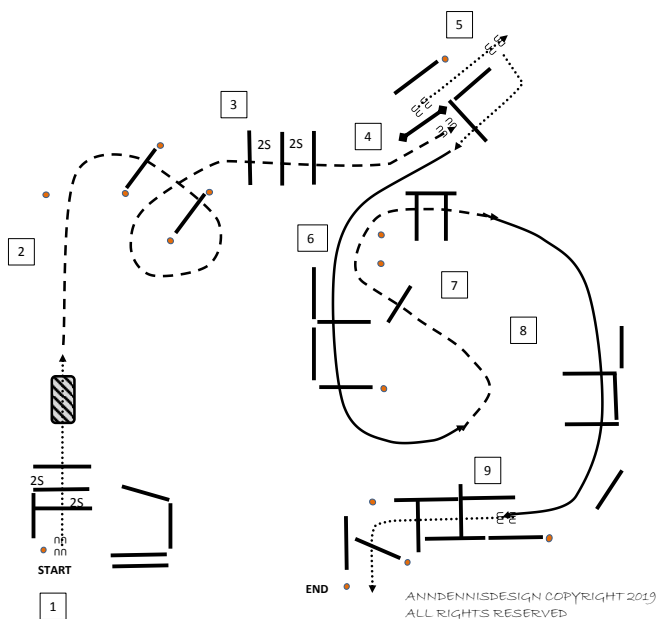
1. WALK OVERS-BRIDGE
2. JOG OVERS-CIRCLE
3. JOG OVERS TO GATE-STOP AT GATE
4. LH GATE OPEN WALK THROUGH CLOSE GATE
5. BACK OUT CHUTE FROM GATE-WALK A FEW STEPS- LL LOPE
6. LL LOPE OVERS
7. JOG OVERS
8. RL LOPE OVERS
9. STOP OR BREAK TO A WALK-AFTER MARKER WALK OVER-STOP- 360 RIGHT OR LEFT-WALK OVERS TO EXIT



1. WALK OVERS-SIDE=PASS POLE LEFT
2. WALK OVERS- BRIDGE
3. JOG SERPENTINE THROUGH BOX
4. JOG OVERS TO GATE-STOP AT GATE
5. LH GATE OPEN WALK OVER POLE CLOSE GATE
6. BACK OUT CHUTE AROUND POLE-WALK OVER
7. LL LOPE OVERS
8. JOG OVERS
9. RL LOPE OVERS-LOPE PAST MARKER INTO CHUTE
10. STOP OR BREAK TO A WALK-WALK INTO BOX-360 RIGHT OR LEFT-WALK OVERS TO EXIT

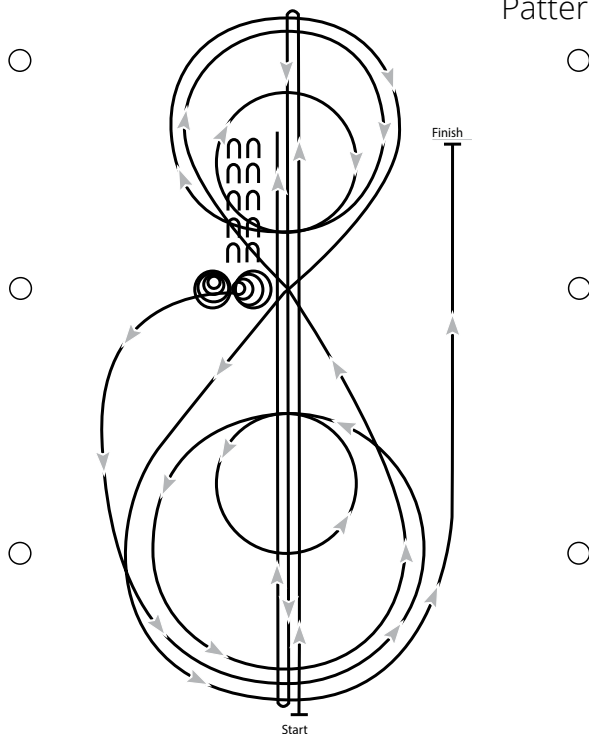


1. WALK OVERS- BRIDGE
2. JOG SERPENTINE
3. JOG OVERS TO GATE-STOP AT GATE
4. LH GATE OPEN WALK THROUGH CLOSE GATE
5. BACK OUT CHUTE AROUND POLE-WALK OVER
6. LL LOPE OVERS
7. JOG OVERS
8. RL LOPE OVERS-LOPE PAST MARKER INTO CHUTE
9. STOP OR BREAK TO A WALK-WALK THROUGH BOX
WALK OVERS TO EXIT

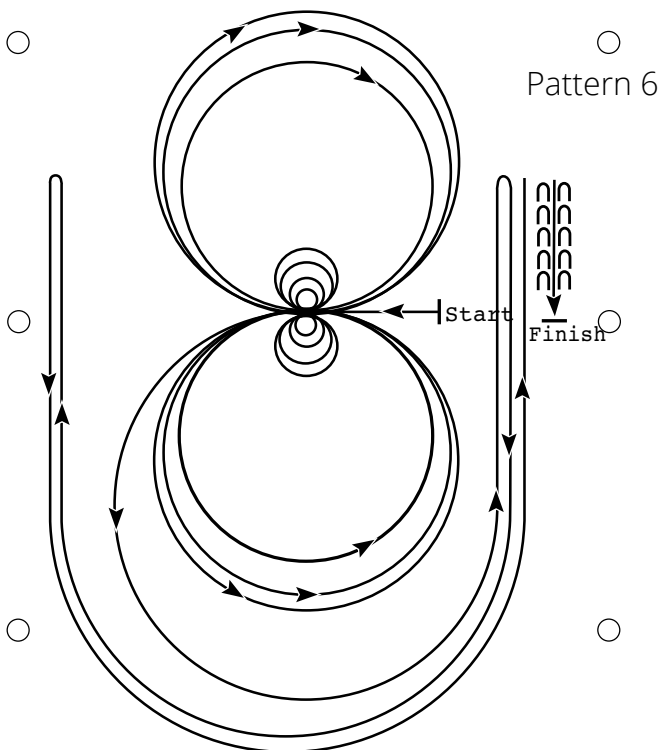


1. WALK OVERS-BRIDGE
2. JOG OVERS-CIRCLE
3. JOG OVERS TO GATE-STOP AT GATE
4. LH GATE OPEN WALK THROUGH CLOSE GATE
5. BACK OUT CHUTE FROM GATE-WALK OVER
6. LL LOPE OVERS
7. JOG OVERS
8. RL LOPE OVERS
9. STOP OR BREAK TO A WALK-AFTER MARKER
WALK THROUGH BOX- WALK OVER POLE TO EXIT

Pattern 1



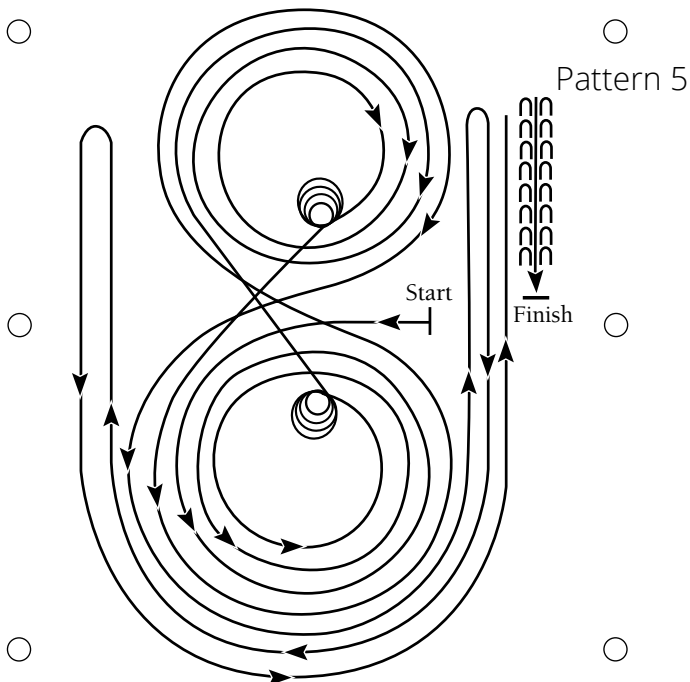
1. RUN AT SPEED TO THE FAR END OF THE ARENA PAST THE END MARKER AND DO A LEFT ROLLBACK – NO HESITATION.
2. RUN TO THE OPPOSITE END OF THE ARENA PAST THE END MARKER AND DO A RIGHT ROLLBACK – NO HESITATION.
3. RUN PAST THE CENTER MARKER AND DO A SLIDING STOP. BACK UP TO CENTER OF THE ARENA OR AT LEAST TEN FEET (3M). HESITATE.
4. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
5. COMPLETE FOUR AND ONE-QUARTER SPINS TO THE LEFT SO THAT HORSE IS FACING LEFT WALL OR FENCE. HESITATE.
6. BEGINNING ON THE LEFT LEAD, 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.
7. 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.
8. BEGIN A LARGE CIRCLE TO THE LEFT BUT DO NOT CLOSE THIS CIRCLE. RUN STRAIGHT UP THE RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER AND DO A SLIDING STOP AT LEAST TWENTY FEET (6.09M) FROM WALL OR FENCE. HESITATE TO DEMONSTRATE THE COMPLETION OF THE PATTERN. RIDER MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.



HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

1. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
2. COMPLETE FOUR SPINS TO THE LEFT. HESITATE.
3. 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.
4. 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 (6.09M) 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 (6.09M) 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 (6.09M) FROM THE WALL OR FENCE. BACK UP AT LEAST TEN FEET (3M). HESITATE TO DEMONSTRATE THE COMPLETION OF THE PATTERN.

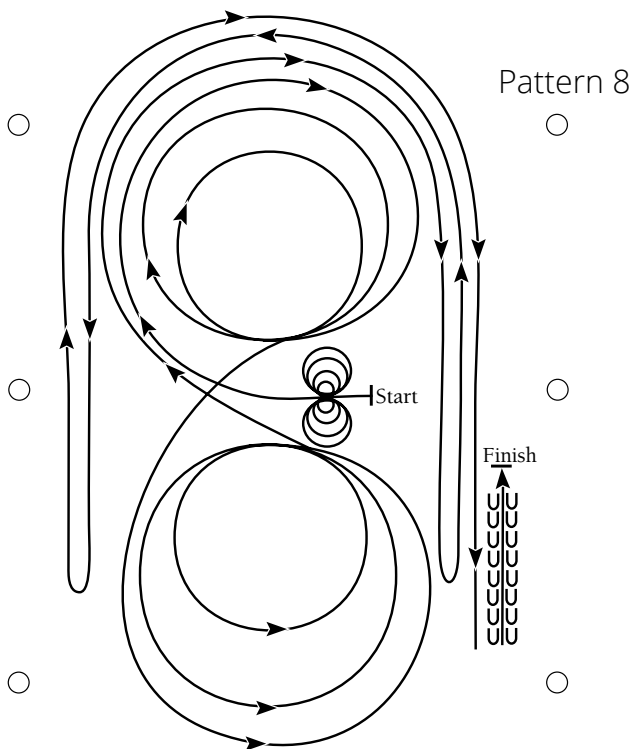
RIDER MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.



HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. 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.
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.

RIDER MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

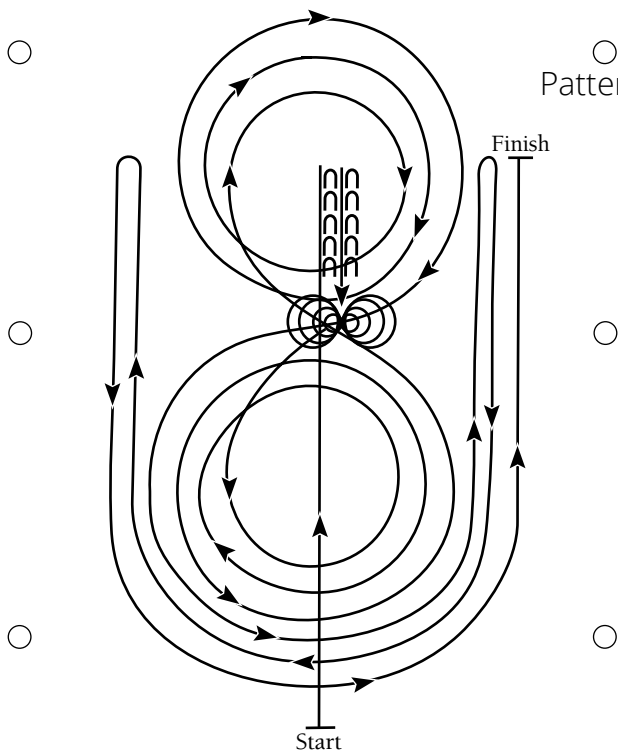


HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

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 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 (6.09M) 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 (6.09M) 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 (6.09M) FROM THE WALL OR FENCE. BACK UP AT LEAST TEN FEET (3M). HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.

RIDER MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

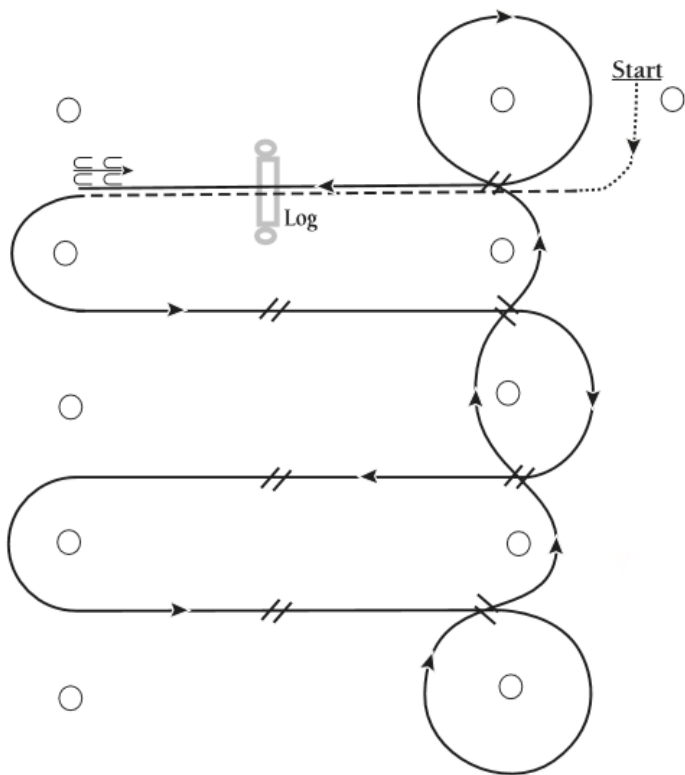
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Pattern 9



1. RUN PAST THE CENTER MARKER AND DO A SLIDING STOP. BACK UP TO THE CENTER OF THE ARENA OR AT LEAST TEN FEET (3M). HESITATE.
2. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
3. COMPLETE FOUR AND ONE-QUARTER SPINS TO THE LEFT SO THAT HORSE IS FACING THE LEFT WALL OR FENCE. HESITATE.
4. BEGINNING ON THE LEFT LEAD, 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. 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.
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 TWENTY FEET (6.09M) FROM THE WALL OR FENCE - NO HESITATION.
7. CONTINUE BACK AROUND THE 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 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. HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.

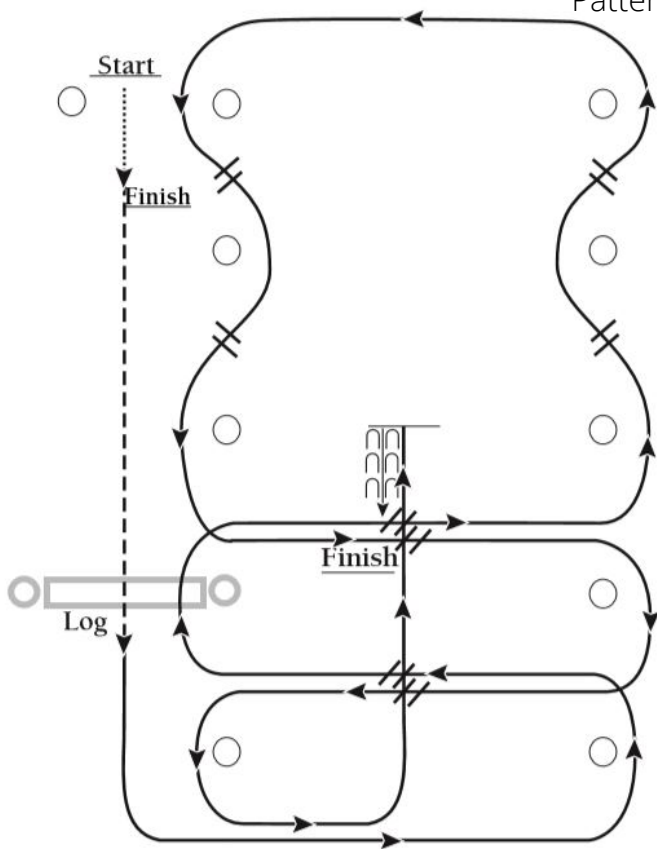
RIDER MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

Pattern 2



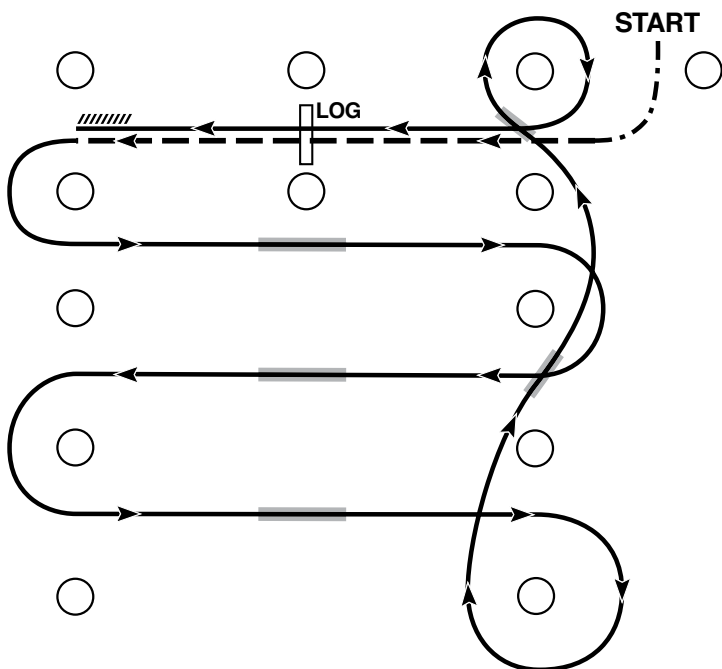
1. WALK, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LOPE.
3. FIRST CROSSING CHANGE.
4. SECOND CROSSING CHANGE.
5. THIRD CROSSING CHANGE.
6. CIRCLE AND FIRST LINE CHANGE.
7. SECOND LINE CHANGE.
8. THIRD LINE CHANGE.
9. FOURTH LINE CHANGE AND CIRCLE.
10. LOPE OVER LOG.
11. LOPE, STOP AND BACK.

Pattern 3

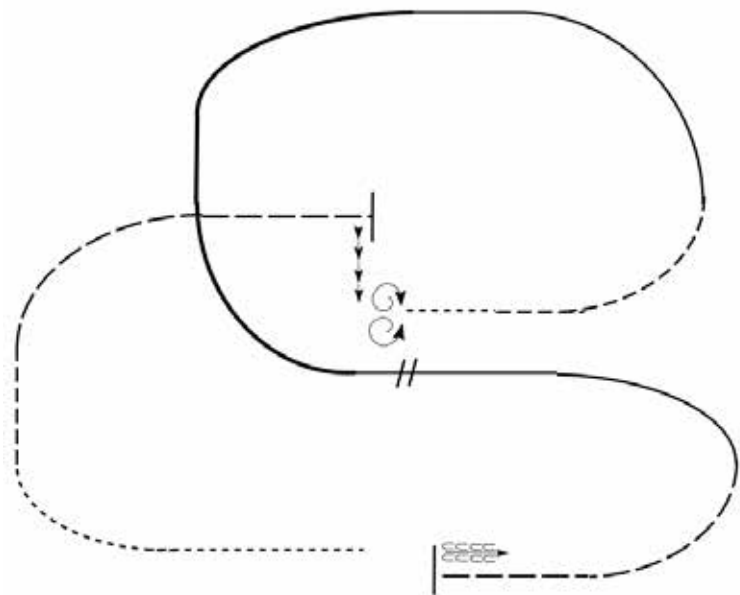


1. WALK HALFWAY BETWEEN MARKERS; TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LOPE, LOPE TO LEFT AROUND END.
3. FIRST CROSSING CHANGE.
4. LOPE OVER LOG.
5. SECOND CROSSING CHANGE.
6. FIRST LINE CHANGE.
7. SECOND LINE CHANGE.
8. THIRD LINE CHANGE.
9. FOURTH LINE CHANGE.
10. THIRD CROSSING CHANGE.
11. FOURTH CROSSING CHANGE.
12. LOPE UP THE CENTER, STOP AND BACK.

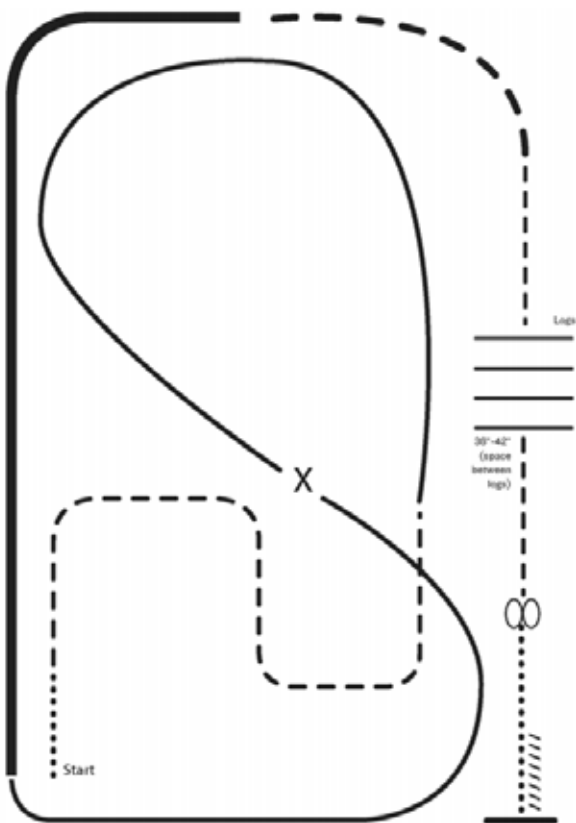
Pattern 2



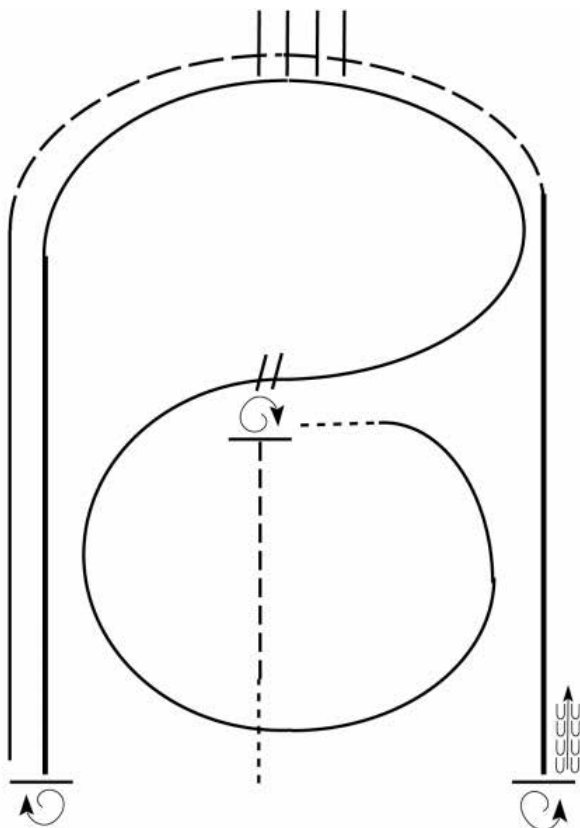
1. WALK, TRANSITION TO LOG, JOG OVER LOG.
2. TRANSITION TO LEFT LEAD LOPE
3. FIRST CROSSING CHANGE.
4. SECOND CROSSING CHANGE.
5. THIRD CROSSING CHANGE.
6. CIRCLE AND FIRST LINE CHANGE.
7. SECOND LINE CHANGE AND CIRCLE.
8. LOPE OVER LOG.
9. STOP AND BACK.



1. WALK TO THE LEFT AROUND CORNER OF ARENA
2. TROT
3. EXTEND ALONGSIDE OF THE ARENA AND AROUND THE CORNER TO CENTER
4. STOP, SIDE PASS RIGHT
5. 360 DEGREE TURN EACH DIRECTION (EITHER WAY 1ST)
6. WALK
7. TROT
8. LOPE LEFT LEAD
9. EXTEND THE LOPE
10. CHANGE LEADS (SIMPLE OR FLYING)
11. COLLECT TO THE LOPE
12. EXTEND TROT
13. STOP AND BACK



1. WALK
2. TROT SERPENTINE
3. LOPE LEFT LEAD AROUND THE END OF THE ARENA AND THEN DIAGONALLY ACROSS THE ARENA
4. CHANGE LEADS (SIMPLE OR FLYING) AND
5. LOPE ON THE RIGHT LEAD AROUND END OF THE ARENA
6. EXTEND LOPE ON THE STRAIGHT AWAY AND AROUND CORNER TO THE CENTER OF THE ARENA
7. EXTEND TROT AROUND CORNER OF THE ARENA
8. COLLECT TO A TROT
9. TROT OVER LOGS
10. STOP, DO 360 DEGREE TURN EACH DIRECTION (EITHER DIRECTION 1ST)
11. WALK, STOP AND BACK



1. WALK
2. JOG
3. STOP, DO A 1 1/4 TURN TO THE RIGHT
4. WALK. THEN, LOPE SMALL CIRCLE ON THE RIGHT LEAD
5. CHANGE LEADS, (SIMPLE OR FLYING) LOPE LEFT LEAD AROUND END OF THE ARENA
6. EXTEND THE LOPE ON THE LEFT LEAD
7. STOP, DO A 2 1/2 TURNS RIGHT
8. LOPE STRAIGHT ON THE RIGHT LEAD
9. EXTEND THE JOG AROUND END OF THE ARENA ACROSS POLES/LOGS
10. EXTEND THE LOPE ON RIGHT LEAD
11. STOP, DO 2 TURNS LEFT
12. BACK

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