

Patternübersicht

Western Riding

LK 1/2 Pattern 3

LK 3 Pattern 3

Senior Superhorse

LK 1/2 Pattern 3

Reining

LK 1/2 A Pattern 6

LK 1/2 B Pattern 6

LK 3 A Pattern 6

LK 3 B Pattern 6

LK 4 Pattern 14

Ranch Riding (2017)

LK 1 A Pattern 2

LK 2 A Pattern 2

LK 1 B Pattern 2

LK 2 B Pattern 2

LK 3 A Pattern 7

LK 3 B Pattern 7

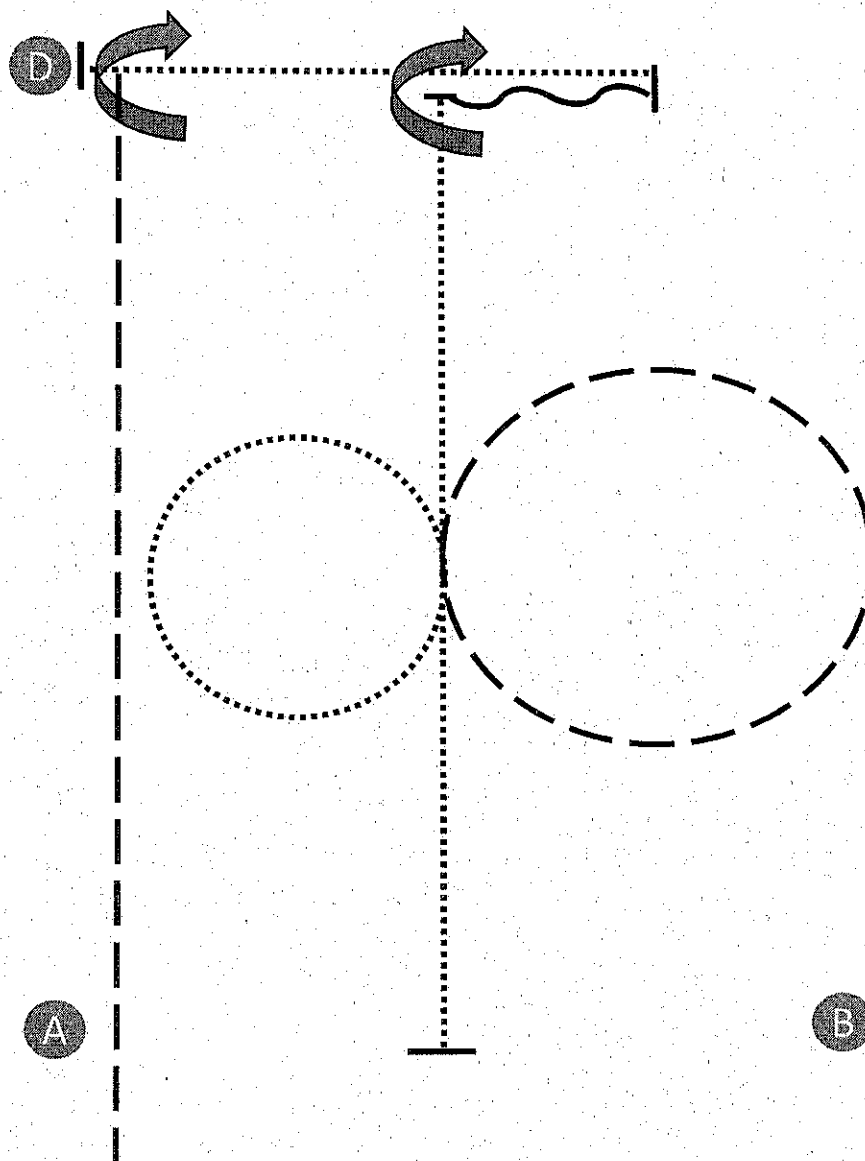
LK 4 A Pattern 5

LK 4 B Pattern 5

LK 5 A Pattern 5

LK 5 B Pattern 5

Showmanship at Halter LK4/5 A/B

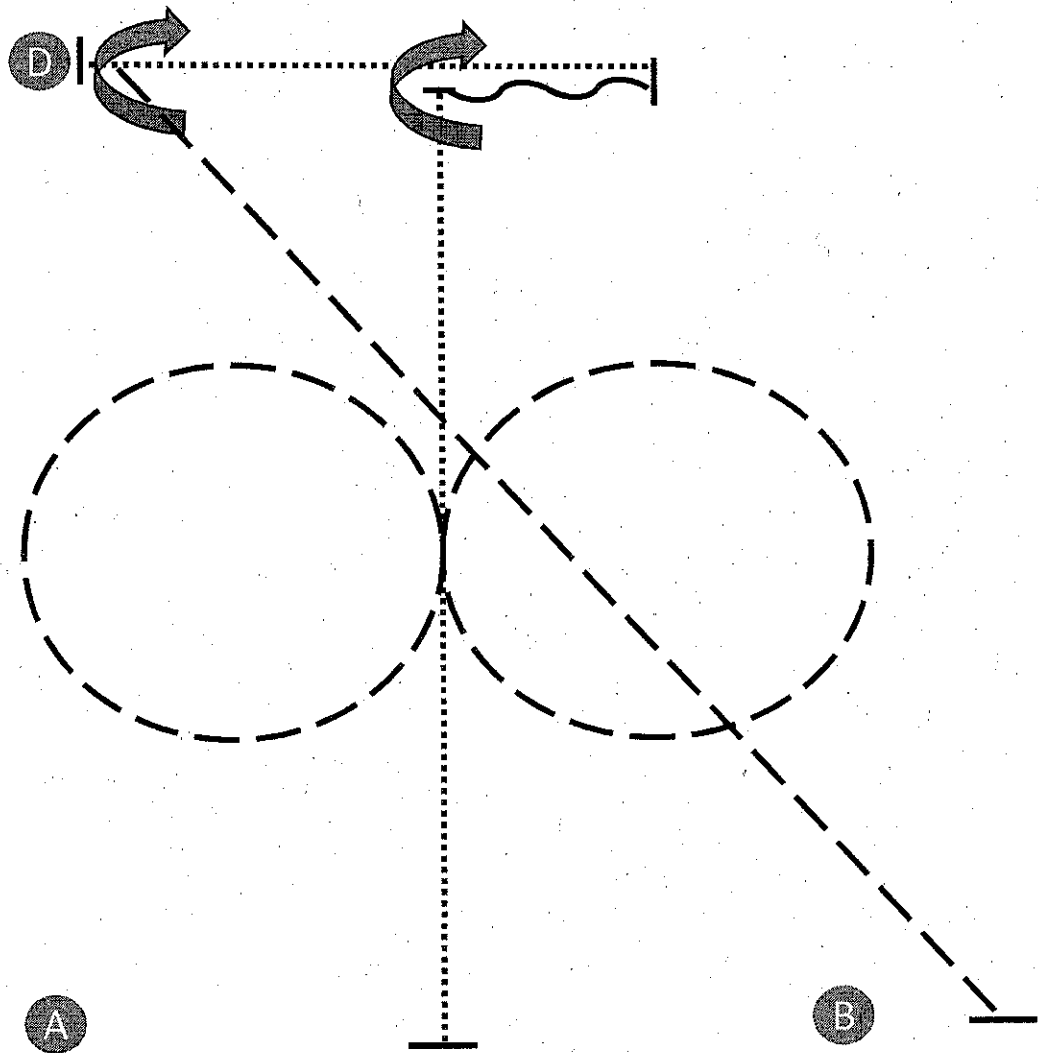


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Start at A

1. Walk a straight line, jog circle right
2. Walk circle left, walk, stop
3. 270° turn
4. Back up at least one horselength
5. Walk, stop
6. Set up
7. 270° turn, jog, jog out

Showmanship at Halter LK3 A/B

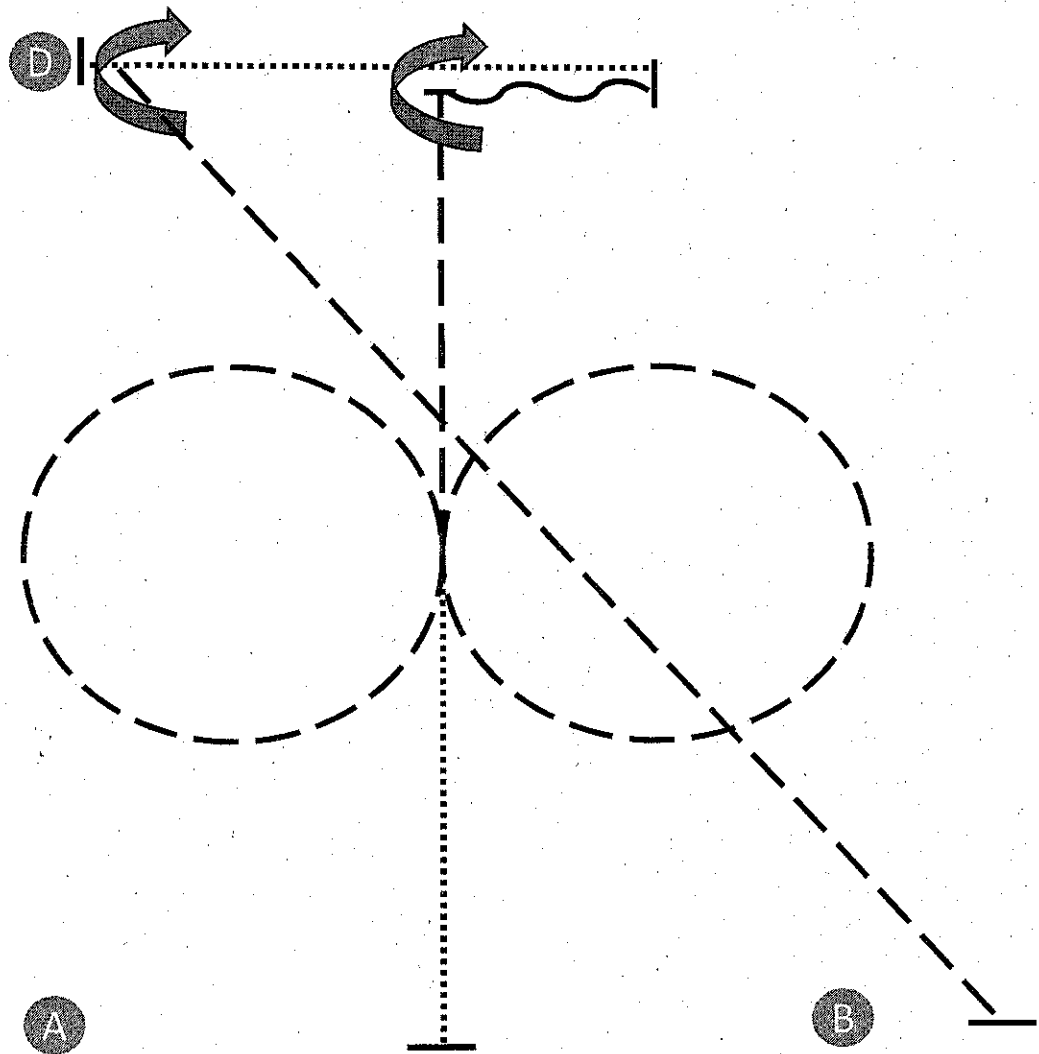


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Set up at A

1. Walk a straight line, jog circle right
2. Jog circle left, walk, stop
3. 270° turn
4. Back up at least one horselength
5. Walk, stop
6. Set up
7. Ca. 225° turn, jog, stop

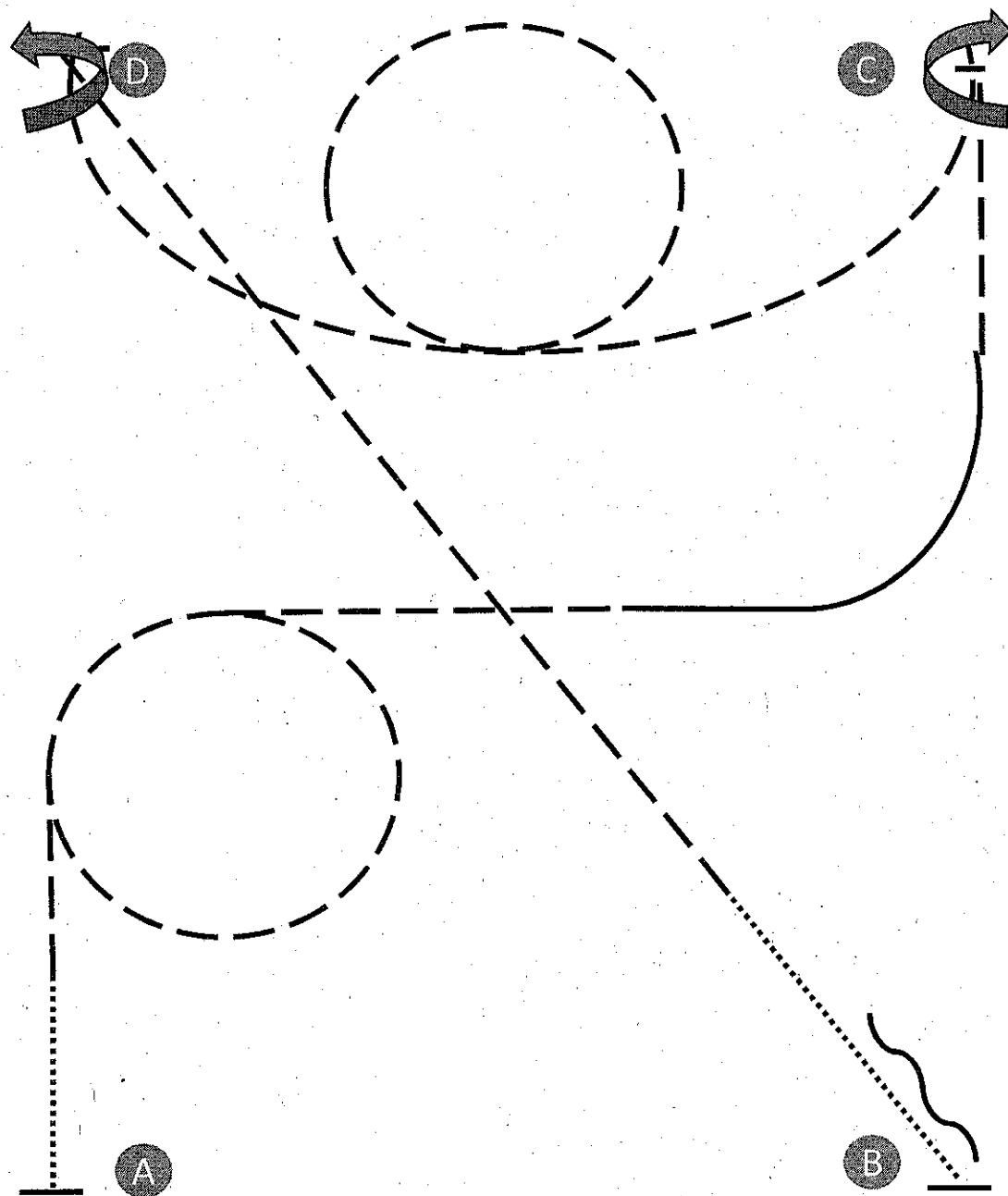
Showmanship at Halter LK1/2 A/B



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Set up at A

1. Walk a straight line, jog circle right
2. Jog circle left, jog, stop
3. 270° turn
4. Back up at least one horselength
5. Walk, stop
6. Set up
7. Ca. 590° turn, jog, stop

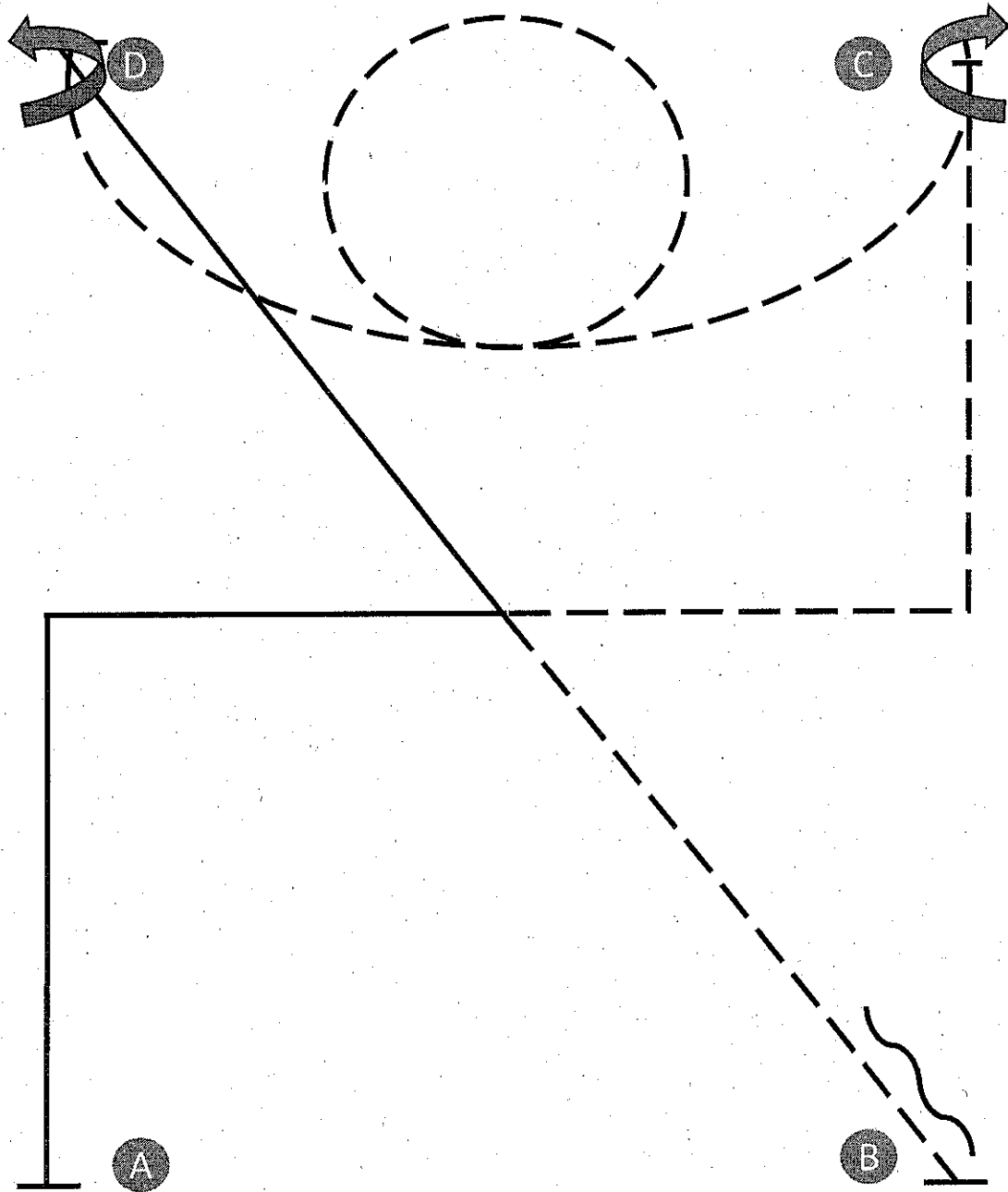


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Be ready at A

1. Walk, jog, jog circle, jog
2. Lope left, jog, stop at C
3. 180° turn right
4. Jog, jog circle, jog, stop at D
5. Ca. 225° turn left
6. Jog
7. Walk, stop, backup

Western Horsemanship LK3 A/B

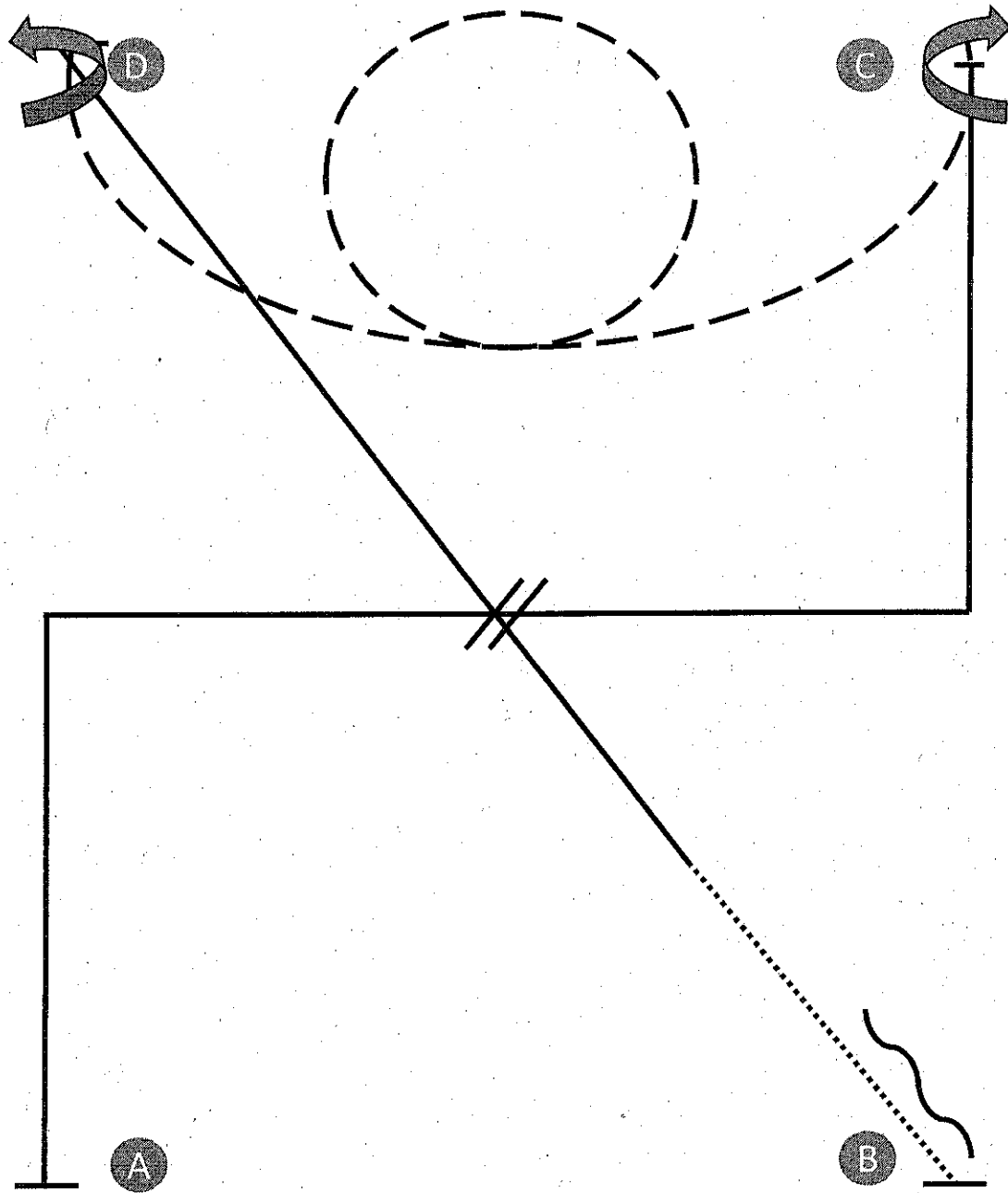


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Be ready at A

1. Right lope, lope corner
2. Jog, jog corner, stop at C
3. 180° turn right
4. Jog, jog circle, jog, stop at D
5. Ca. 225° turn left
6. Left lope
7. Jog, stop, backup

Western Horsemanship LK1/2 A/B

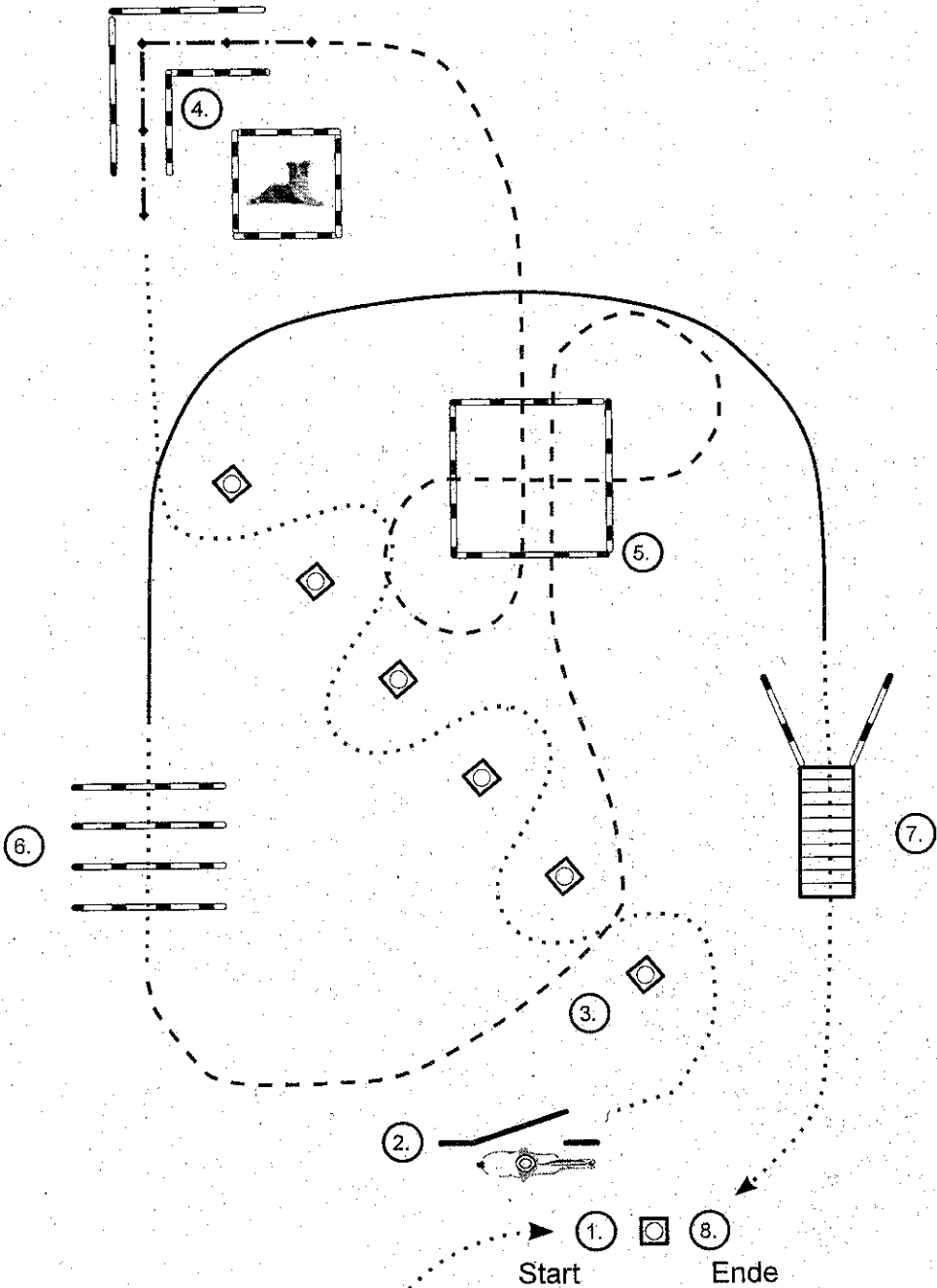


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Be ready at A

1. Right lope, lope corner
2. Lead change
3. Left lope, lope corner, stop at C
4. 540° turn right
5. Jog, jog circle, jog, stop at D
6. Ca. 225° turn left
7. Left lope
8. Walk, stop, backup

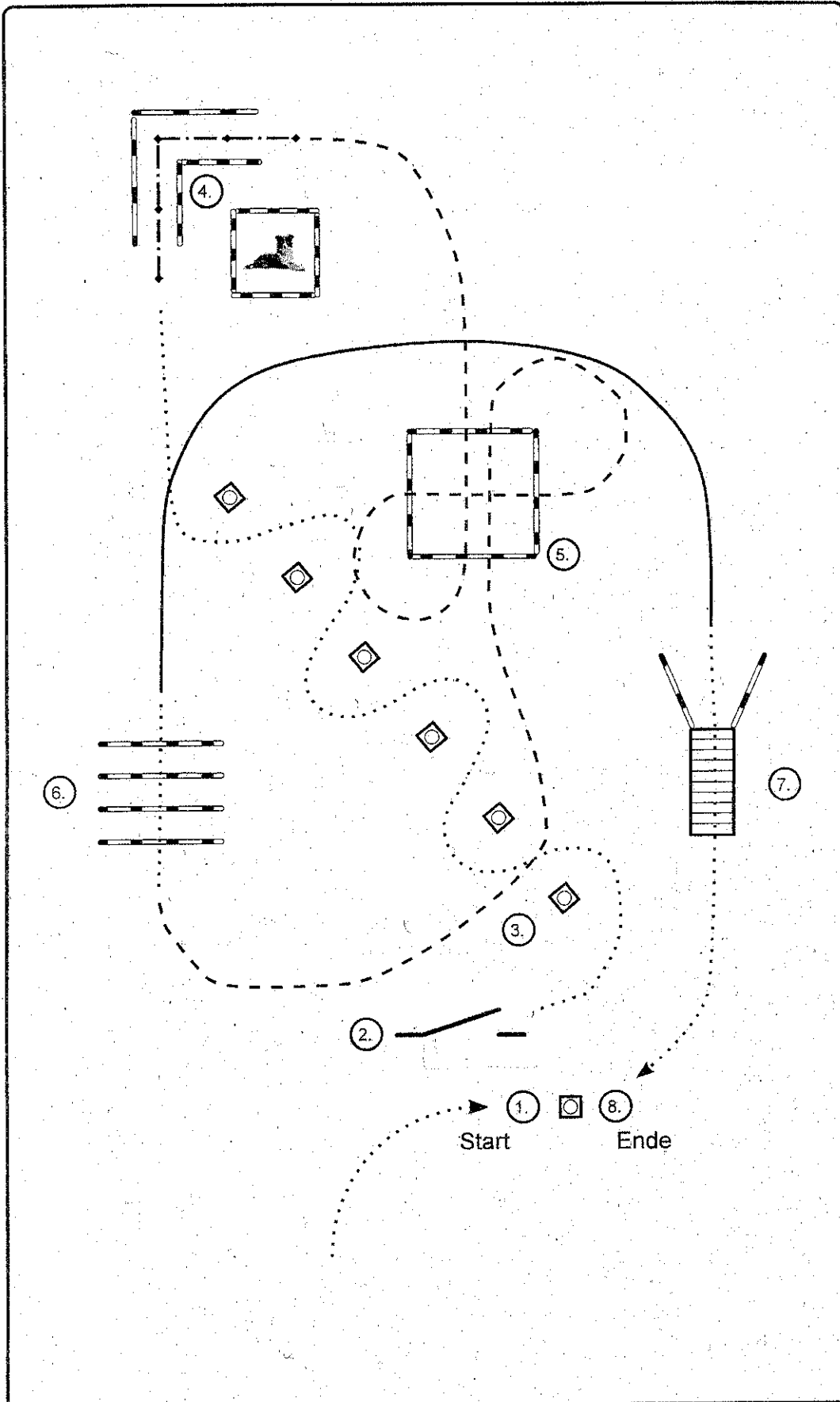
Horse & Dog Trail



1. Einreiten
Hund ableinen
2. Tor
Hund voraus oder nachholen
3. Schritt Slalom
Hund bei Fuß
4. Rückwärts
Hund vorher im Quadrat ablegen, danach Hund abrufen
5. Trabstangen
Hund bei Fuß (Hund mit durch das Quadrat)
6. Schrittstangen
Hund bei Fuß
7. Rechtsgalopp zur Brücke
Hund bei Fuß, Brücke, Hund voraus oder nachkommen lassen
8. Absteigen
Hund anleinen

- Schritt
- - - - - Trab
- Galopp
- ◆—◆—◆ Rückwärts

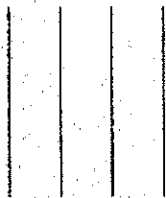
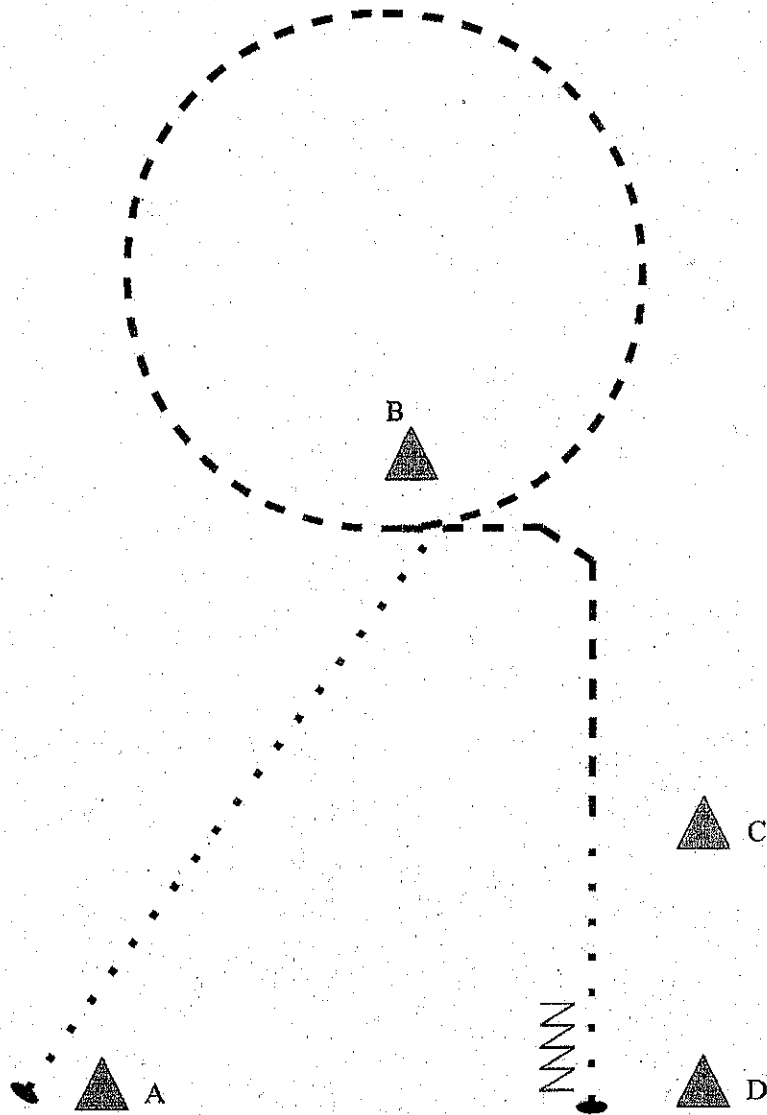
Dog Trail



Handwritten notes:
 Hundespieler
 geht bis in Hund
 Spielbereich
 nicht
 Schritt

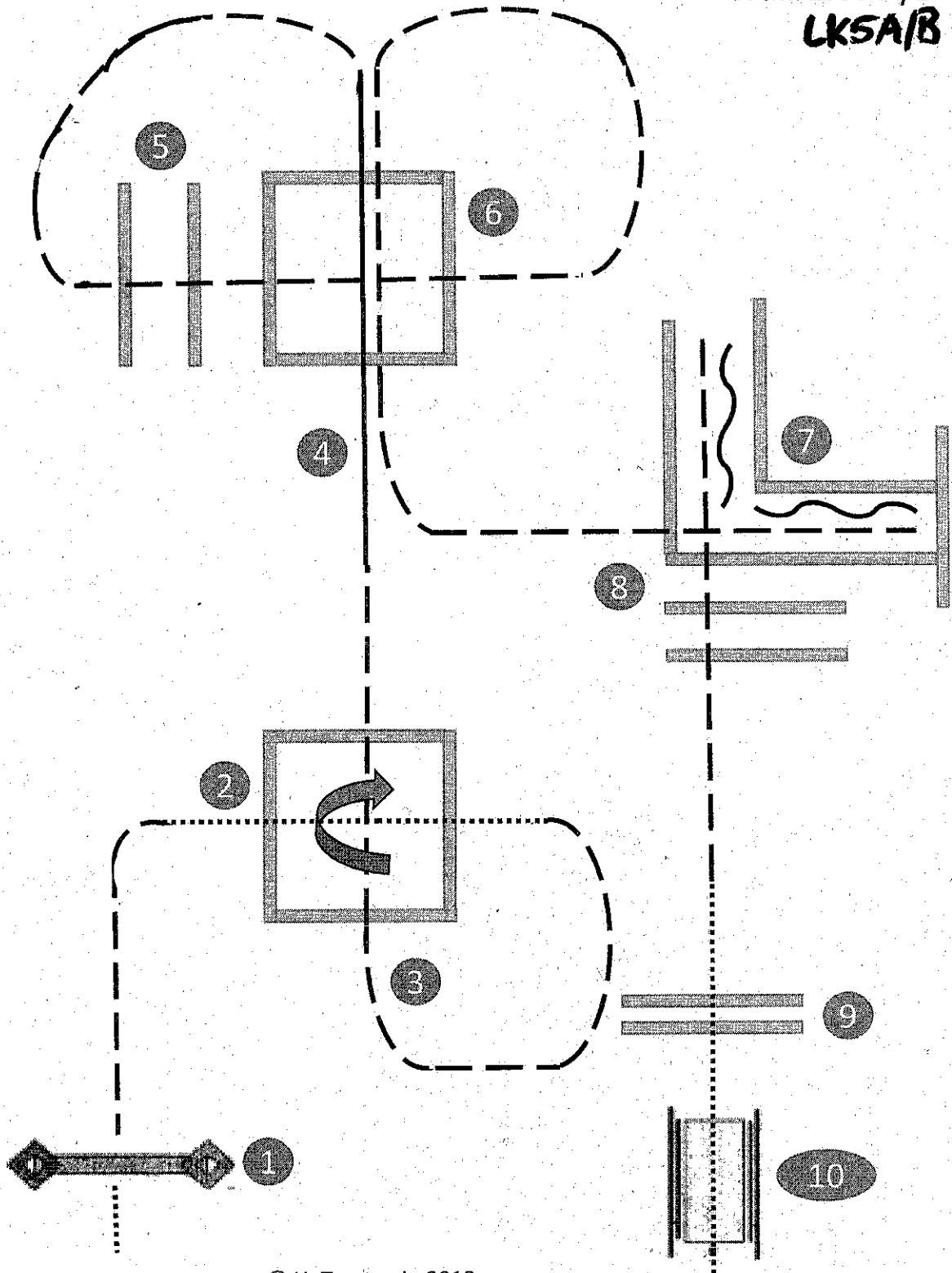
1. Hund ableinen
 2. Tor
Hund voraus oder nachholen
 3. Schritt Slalom
Hund bei Fuß
 4. Rückwärts
Hund vorher im Quadrat ablegen, danach Hund abrufen
 5. _____ n
Hund bei Fuß
(Hund mit durch das Quadrat)
 6. Schrittstangen
Hund bei Fuß
 7. _____ zur Brücke
Hund bei Fuß, Brücke, Hund voraus oder nachkommen lassen
 8. Hund anleinen
- Schritt

Walk Trot Western Horsemanship (Nr. 2)



1. Walk von A nach B
2. Bei B Jogvolte um B
3. Jog bis C
4. Walk bis D
5. Stop bei D
6. ca. eine Pferdelänge rückwärts richten

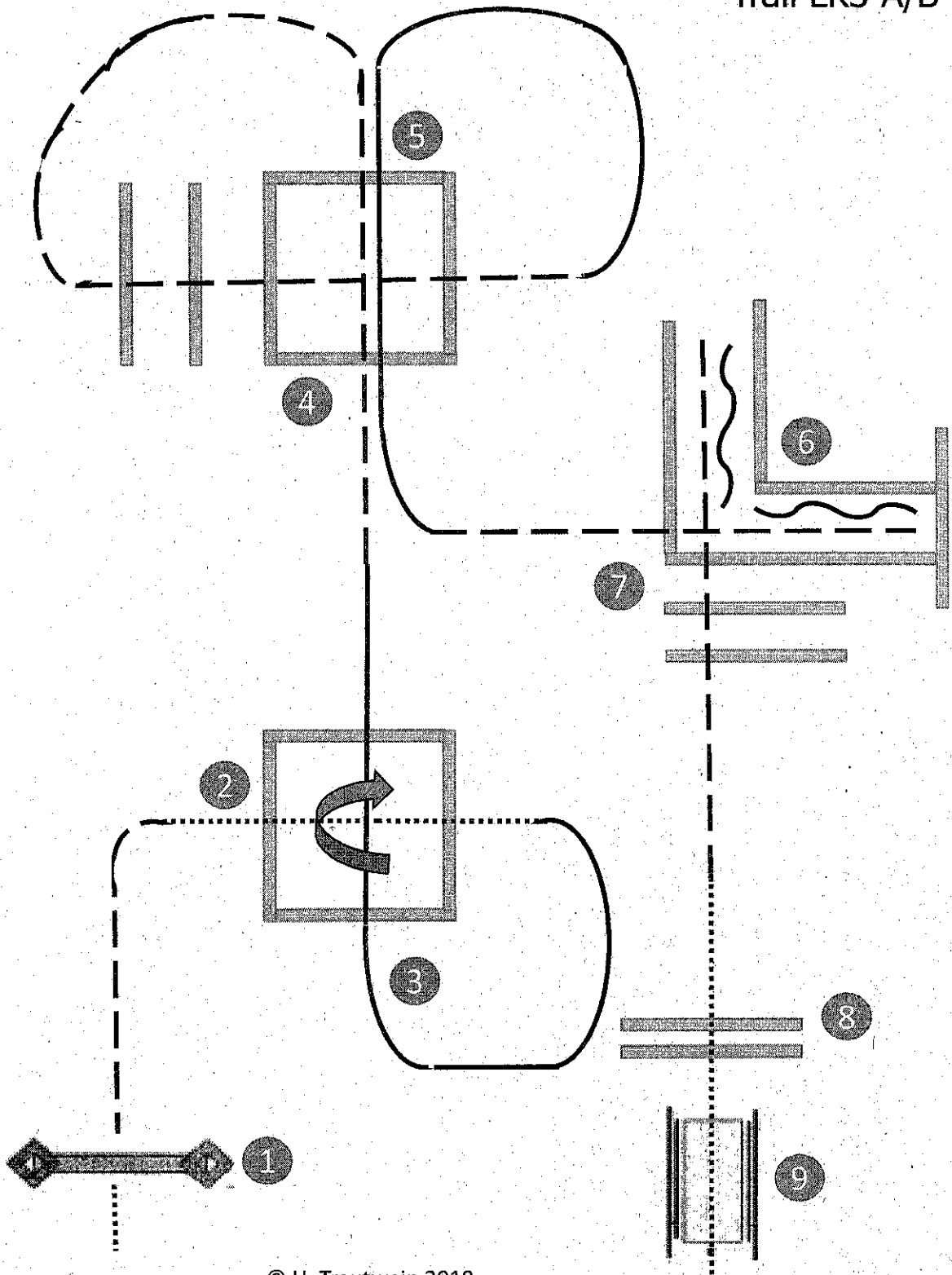
Trail LK4 A/B
LKSA/B



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1. Gate
2. Jog, walk in, stop, 360° turn right, walk out
3. Jog over
4. Lope over (left or right lead)
5. Jog over
6. Jog over, jog in
7. Back up
8. Jog out
9. Walk over
10. Bridge

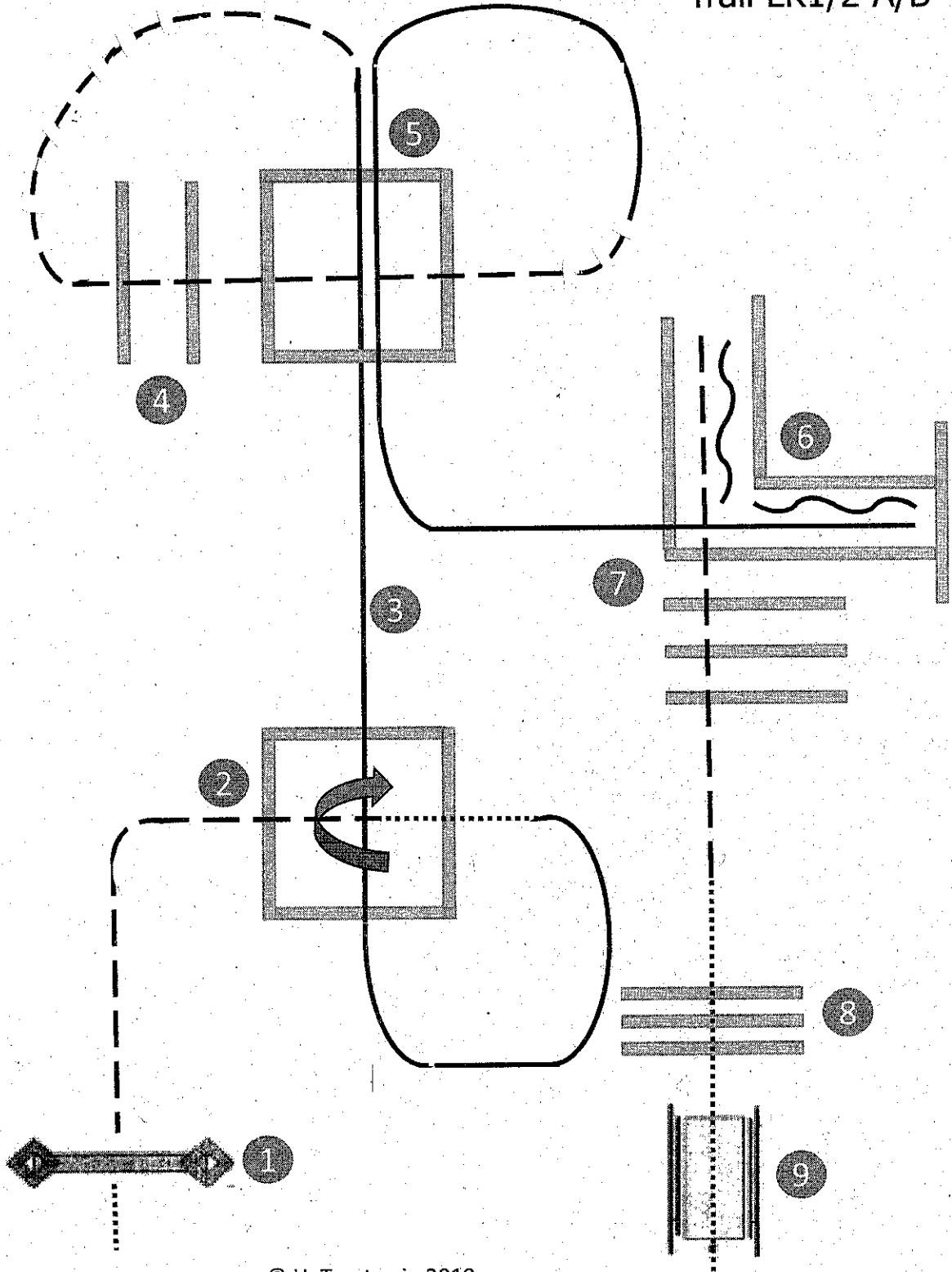
Trail LK3 A/B



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1. Gate
2. Jog, walk in, stop, 360° turn right, walk out
3. Lope over (right lead)
4. Jog over
5. Lope over (left lead), jog in
6. Back up
7. Jog out
8. Walk over
9. Bridge

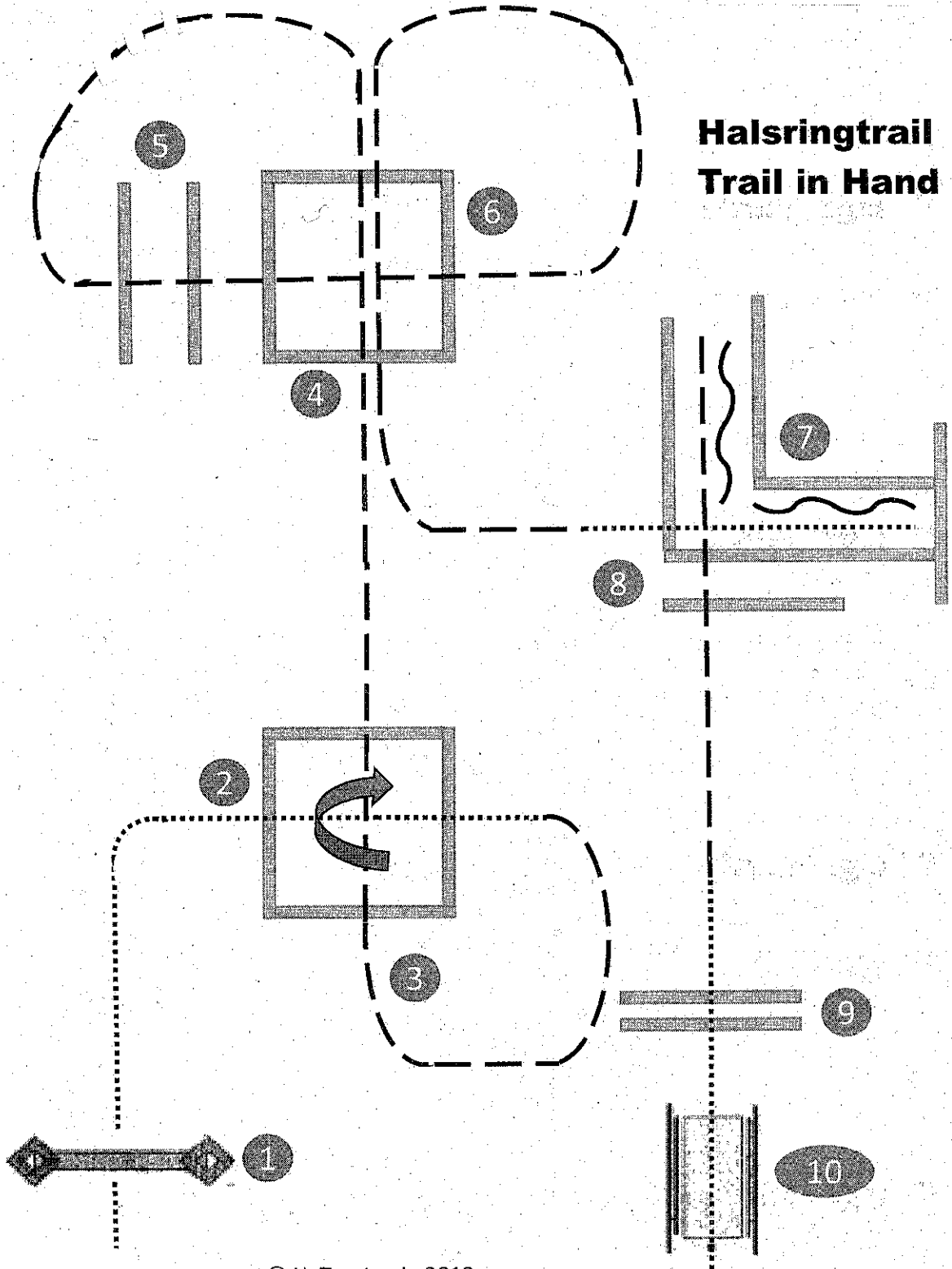
Trail LK1/2 A/B



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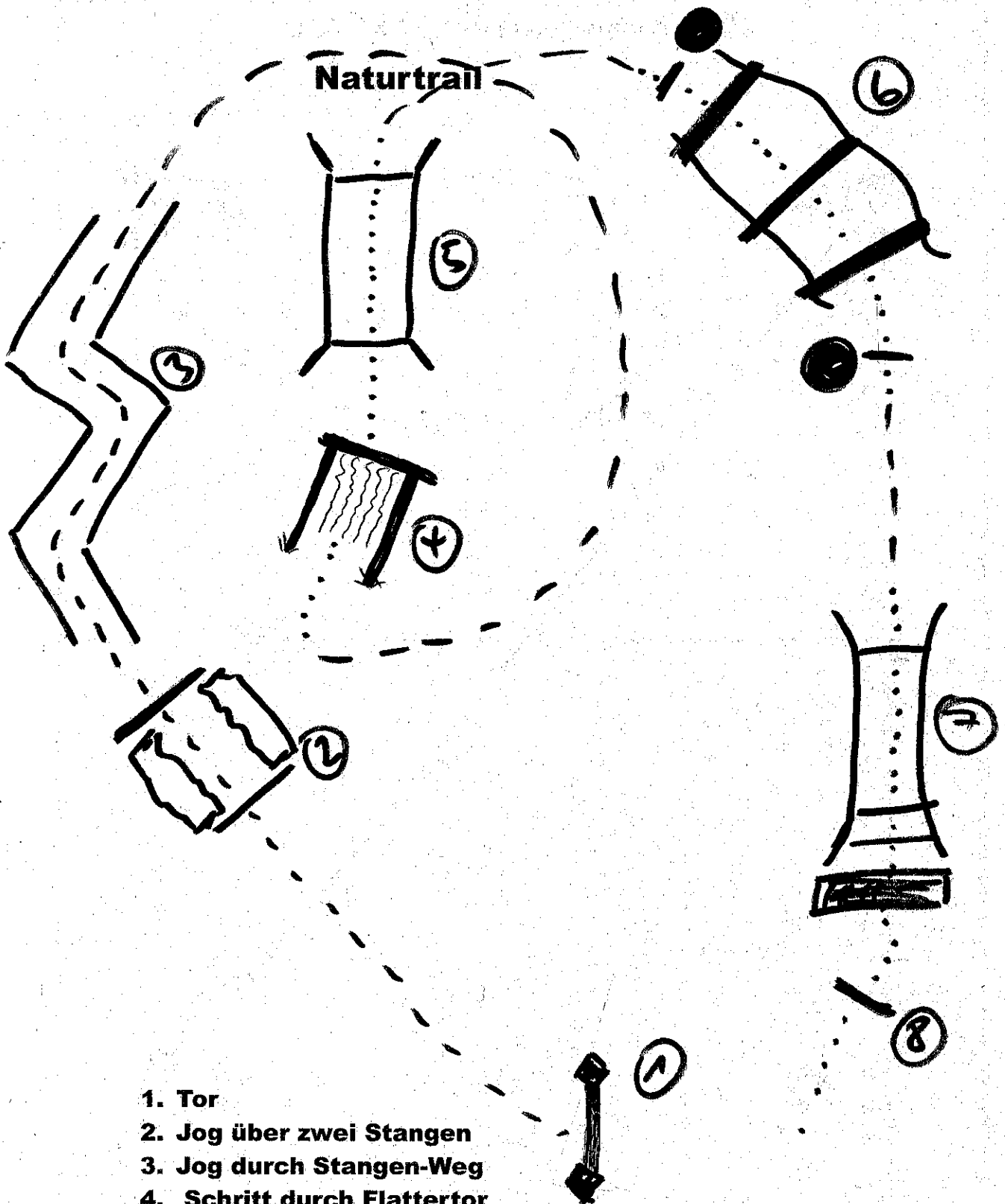
1. Gate
2. Jog in, stop, 360° turn right, walk out
3. Lope over (right lead)
4. Jog over
5. Lope over, lope in (left lead)
6. Back up
7. Jog out
8. Walk over
9. Bridge

Halsringtrail Trail in Hand



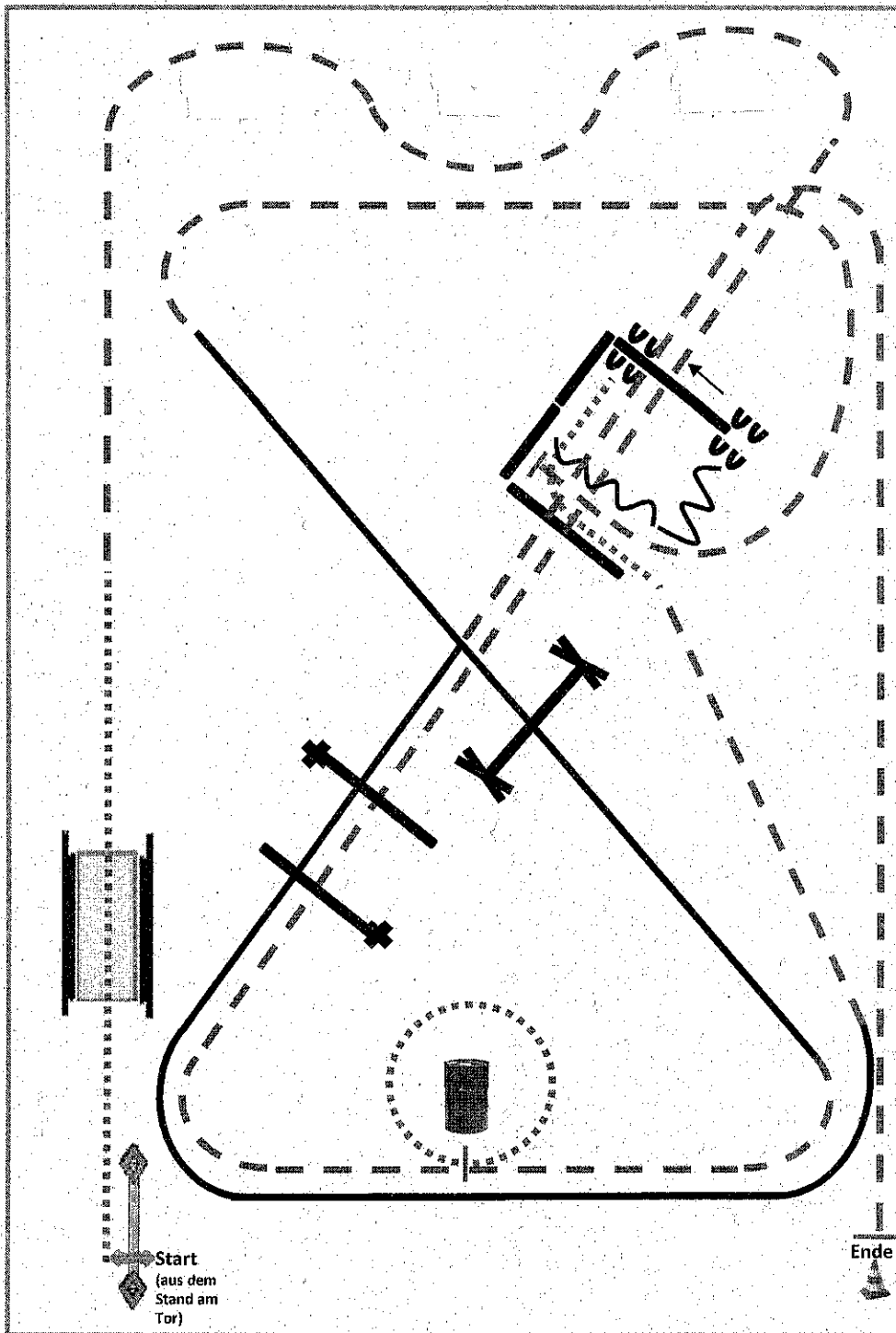
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1. Gate
2. Walk, walk in, stop, 360° turn right, walk out
3. Jog over
4. Jog over
5. Jog over
6. Jog over, jog in
7. Back up
8. Jog out
9. Walk over
10. Bridge



1. Tor
2. Jog über zwei Stangen
3. Jog durch Stangen-Weg
4. Schritt durch Flattertor
5. Schritt durch Wassergraben
6. Jog /Walk Gegenstand aufnehmen/Serpentine durchreiten, Gegenstand ablegen
7. Jog Walk Brücke
8. Groundtying - Pferd aus dem Trail führen

Pattern SO Ranch TH



- 1) Gate, right hand push.
 - 2) Bridge.
 - 3) Trot serpentines.
 - 4) Trot over.
 - 5) Stop, take the object, walk around, stop, lay down the object.
 - 6) Trot, lope (LL or RL), jump, lope.
 - 7) Trot in, back, sidepass right.
 - 8) Walk, trot lope, (RL), lope over.
 - 9) Trot over, Trot, stop.
- Ggf. am Ende warten, damit der nächste Starter seinen Ritt beginnen kann, dann die Arena verlassen.

