

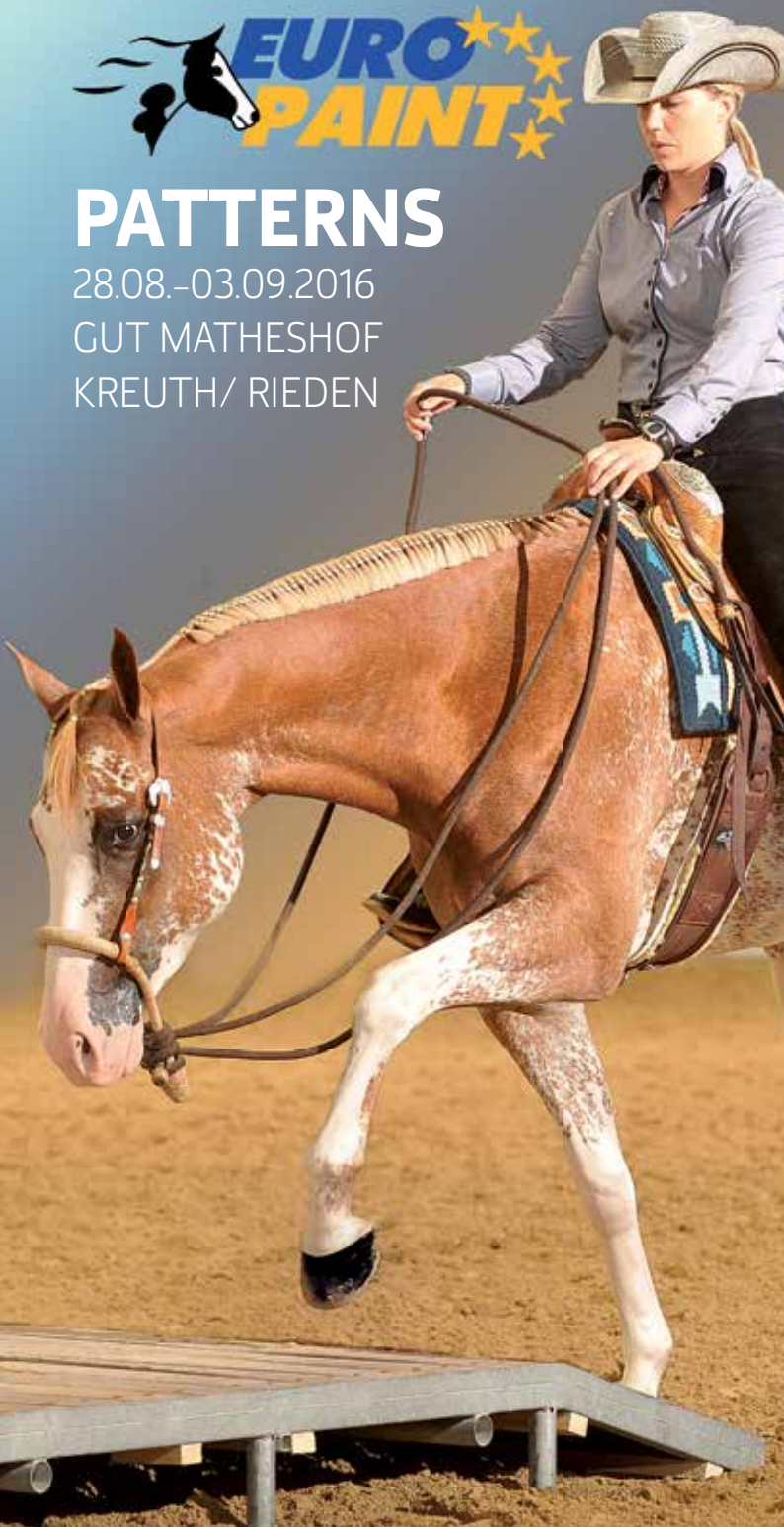


PATTERNS

28.08.-03.09.2016

GUT MATHESHOF

KREUTH/ RIEDEN



BEST OF LUCK **to all Youth World** **Games exhibitors!**



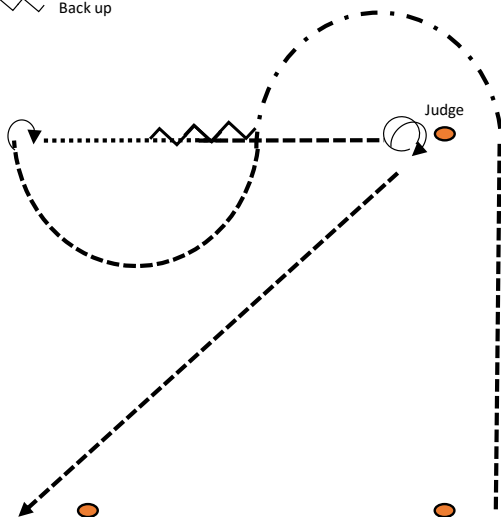
American Junior Paint Horse Association

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	Page		Page
Open		Amateur	
Junior Reining	31	Western Horsemanship Classic	10
Senior Reining	27	Western Horsemanship Masters	9
Western Riding	34	Hunt Seat Equitation Classic	13
Yearling In Hand Trail	16	Hunt Seat Equitation Masters	11
2-Year Old In Hand Trail	17	Reining	28
Junior Trail	23	Western Riding	35
Senior Trail	24	Showmanship at Halter Classic	6
Ranch Riding	37	Showmanship at Halter Masters	4
Working Cowhorse	33	Yearling In Hand Trail	15
Hunter Hack	14	2-Year Old In Hand Trail	15
		Trail	21
Open Green Horse		Ranch Riding	38
Western Riding	36	Working Cowhorse	32
Trail	20	Hunter Hack	14
Open SPB		Amateur SPB	
Reining	27	Western Horsemanship	10
Western Riding	34	Hunt Seat Equitation	13
Yearling In Hand Trail	16	Reining	28
2-Year Old In Hand Trail	17	Western Riding	35
Trail	23	Showmanship at Halter	6
Ranch Riding	37	Yearling In Hand Trail	15
Working Cowhorse	33	2-Year Old In Hand Trail	15
Hunter Hack	14	Trail	22
		Ranch Riding	38
Open SPB Green Horse		Working Cowhorse	32
Western Riding	36	Hunter Hack	14
Trail	20		
		Novice Amateur	
Youth 18 & Under		Western Horsemanship	8
Western Horsemanship	9	Hunt Seat Equitation	11
Hunt Seat Equitation	12	Reining	29
Reining	30	Showmanship at Halter	4
Western Riding	35	Trail	19
Showmanship at Halter	5		
Trail	23	Novice Youth	
Ranch Riding	38	Western Horsemanship	8
Hunter Hack	14	Hunt Seat Equitation	11
		Reining	29
Youth SPB 18 & Under		Showmanship at Halter	4
Western Horsemanship	9	Trail	18
Hunt Seat Equitation	12		
Reining	30	PHCG Futurity & Maturity	
Western Riding	35	Futurity Reining	30
Showmanship at Halter	5	Maturity Reining	31
Trail	23	Maturity Trail	25
Ranch Riding	38		
Hunter Hack	14	Nationscup	
		Showmanship at Halter	7
Trail Challenge	26	Reining	29
		Trail	22

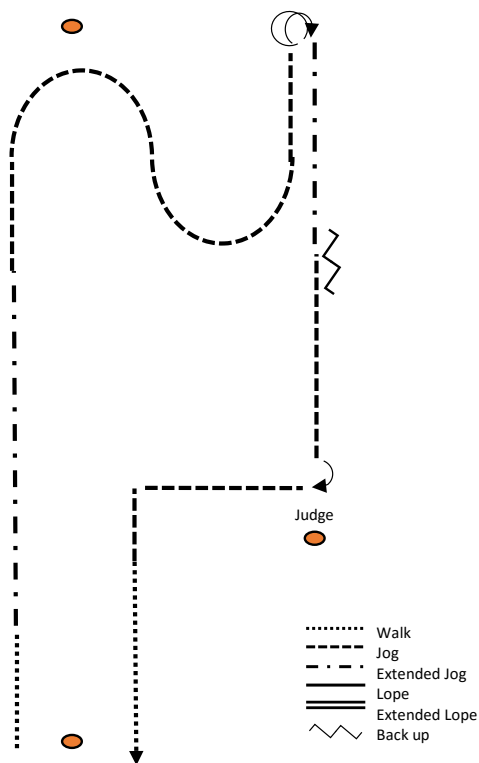
- Walk
- Jog
- . - . - . Extended Jog
- ===== Lope
- ===== Extended Lope
- ∩ ∩ ∩ Back up



Start at marker

1. Jog
2. ½ circle extended jog to the left
3. ½ circle regular jog to the right
4. Stop, turn 90°
5. Walk half way to judge
6. Stop back up 2 horse length
7. Jog to judge, stop
8. Set up for inspection
9. Turn 495 °
10. Jog straight line, diagonal to marker

Exit at jog



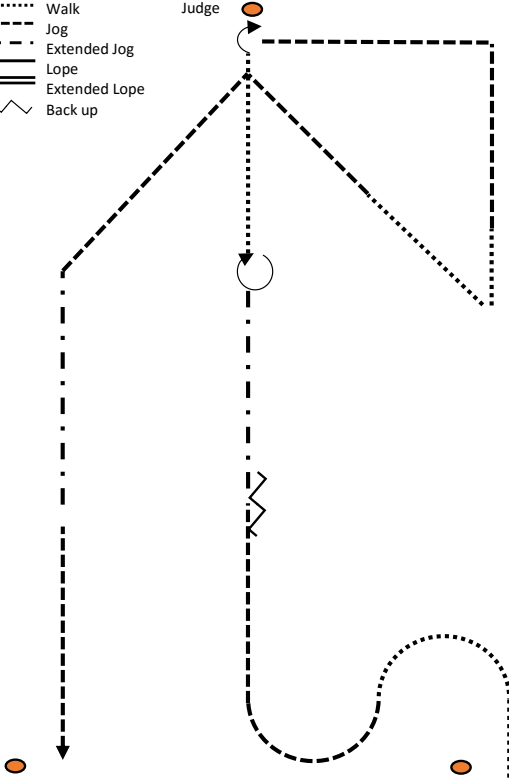
Start at marker

1. Walk straight line
2. Extended jog, back to regular jog
3. Jog serpentine
4. When even with marker stop, turn 540 °
5. Extended jog straight line to judge
6. Half way to judge stop, back up 4 steps
7. Jog to judge, set up for inspection
8. Turn 90 °
9. Jog, jog around corner
10. Walk

Exit arena at walk

Amateur Classic & Amateur SPB Showmanship at Halter

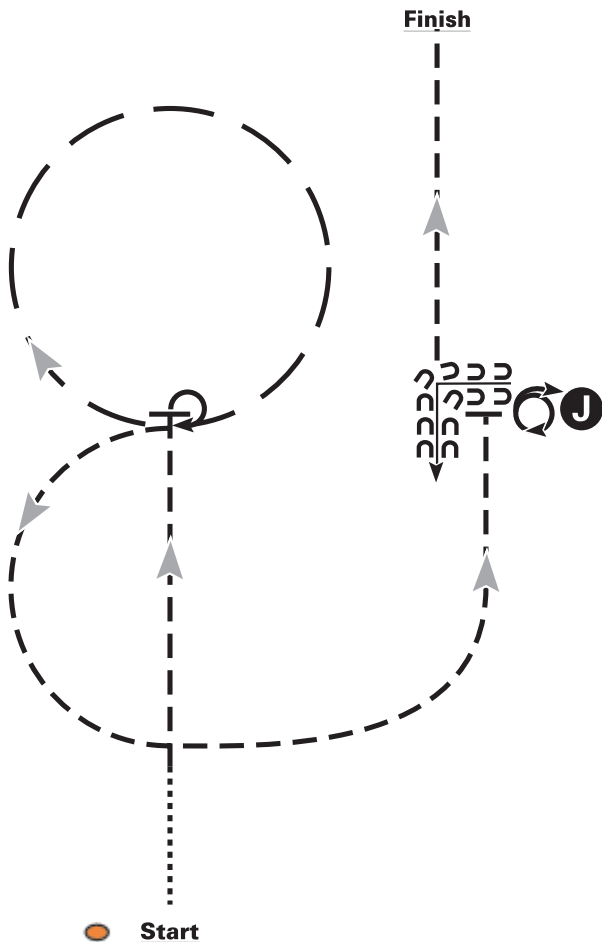
- Walk
- - - - - Jog
- . - . - Extended Jog
- ==== Lope
- ===== Extended Lope
- ∩ Back up



Start at marker

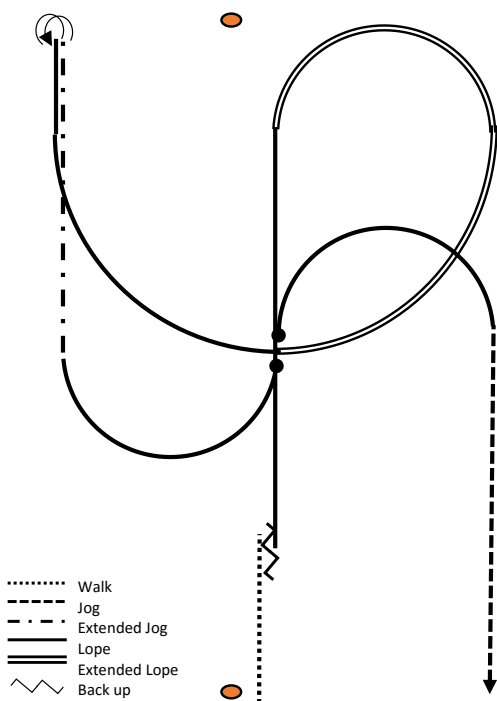
1. Walk ½ circle to the left
2. Jog ½ circle to the right
3. Straight line to judge:
 - a. 1/3 jog
 - b. Stop, back up 6 steps
 - c. 1/3 extended jog
 - d. Stop, 360° turn
 - e. 1/3 walk
4. Set up for inspection
5. 90° turn, jog, jog around corner
6. Walk, walk around corner, straight line to judge
7. Jog, jog around corner
8. Extend jog long side of the arena
9. Half way to marker back to regular jog

Exit at jog



Be ready at A.

1. Walk a horse length.
2. Trot until even with judge.
3. Stop, perform 270 degree turn to the right.
4. Extended trot on a circle to the right.
5. When even with judge go back to normal jog to the left.
6. Don't close circle and continue jog to judge.
7. Stop, perform a 450 degree turn to the right.
8. Set up for inspection.
9. When dismissed back the corner.
10. Trot to exit.

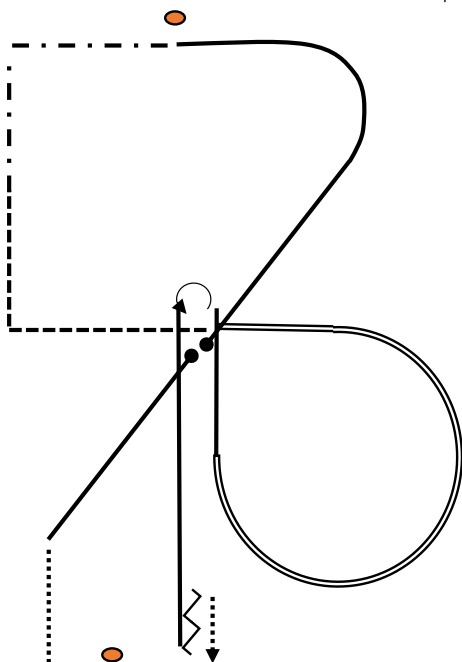


Be ready at marker

1. Walk straight line $\frac{1}{2}$ way to center of the arena
2. Stop, back up 4 steps
3. Lope straight right lead, extend lope on a circle to the center of the arena
4. Regular lope on $\frac{1}{4}$ circle
5. Stop when even with marker, turn $1 \frac{1}{2}$ left
6. Extended jog on a straight line until even with center
7. Lope left lead $\frac{1}{2}$ circle, change leads (simple or flying)
8. Lope right lead $\frac{1}{2}$ circle
9. When even with center jog straight line to the end of the arena

Exit at jog

.....	Walk
-----	Jog
- . - .	Extended Jog
=====	Lope
=====	Extended Lope
∧ ∨ ∨ ∧	Back up

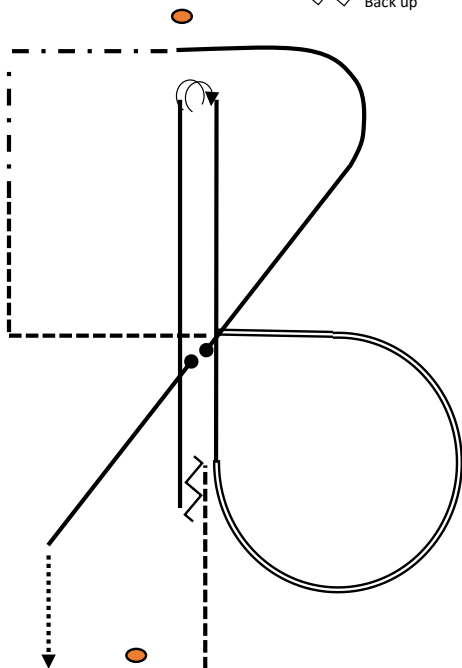


Be ready at marker

1. Walk, lope right lead diagonal
2. Change lead (simple or flying) at center of the arena, lope left lead
3. At marker extend jog, extended jog around the corner
4. Half way regular jog, jog around the corner to center of the arena
5. Extended lope $\frac{3}{4}$ circle to right
6. Regular lope to center of the arena
7. Turn 180°left
8. Lope left lead in a straight line
9. Stop, back up 4 steps

Exit at walk

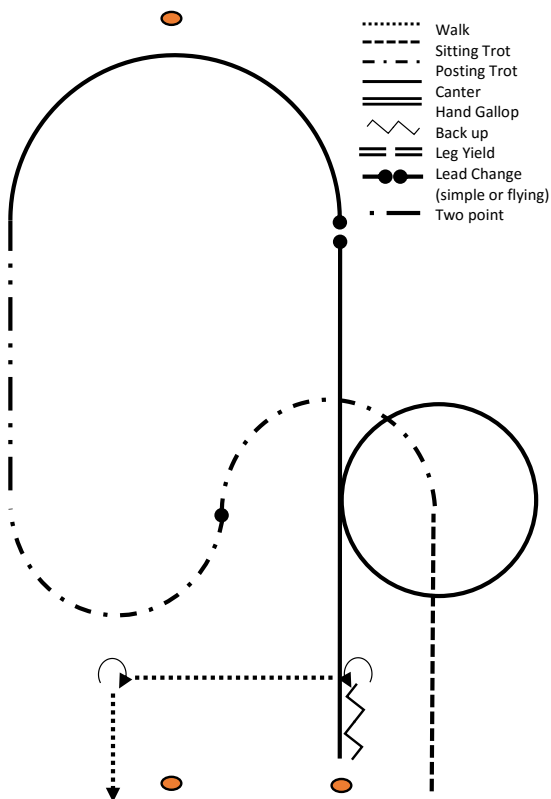
.....	Walk
-----	Jog
- . - .	Extended Jog
=====	Lope
=====	Extended Lope
∩ ∩ ∩	Back up



Be ready at marker

1. Jog a straight line, $\frac{1}{2}$ way to center of arena
2. Stop, back up 4 steps
3. Lope right lead, stop
4. $1 \frac{1}{2}$ turns to the right
5. Lope straight line left lead
6. Extend lope on $\frac{3}{4}$ circle to the left
7. Back to jog at center of the arena, straight turn to the right continue to jog
8. Half way of the straight line extend jog
10. Corner to the right in extended jog
11. Lope left lead (counter canter) center of the short side and diagonal
12. Lead change (simple or flying) at center of arena

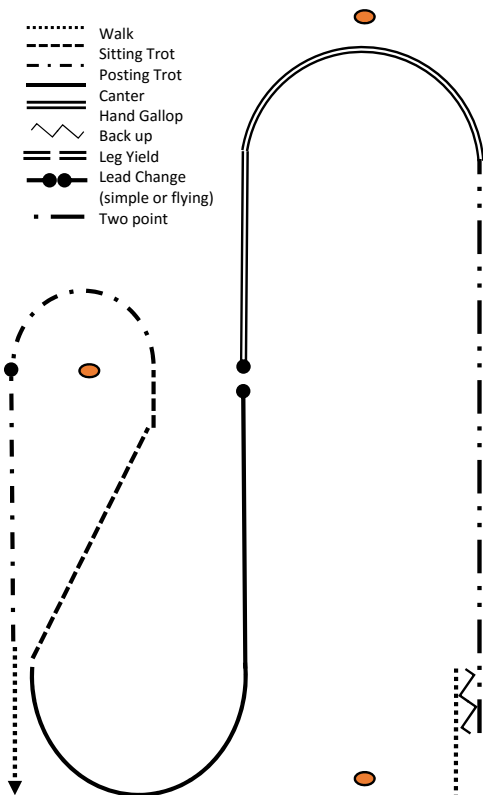
Exit at walk



Be ready at marker

1. Sitting trot
2. Posting trot, $\frac{1}{2}$ circle left, $\frac{1}{2}$ circle right, proper diagonal
3. Two Point in trot, straight line along the long side of the arena
4. $\frac{1}{2}$ circle right canter
5. Change lead (simple or flying) and canter straight line
6. Circle to the left, $\frac{1}{2}$ way of the straight line
7. Stop, back up 4 steps
8. $\frac{3}{4}$ forehand turn left
9. Walk, stop, $\frac{3}{4}$ forehand turn right
10. Walk

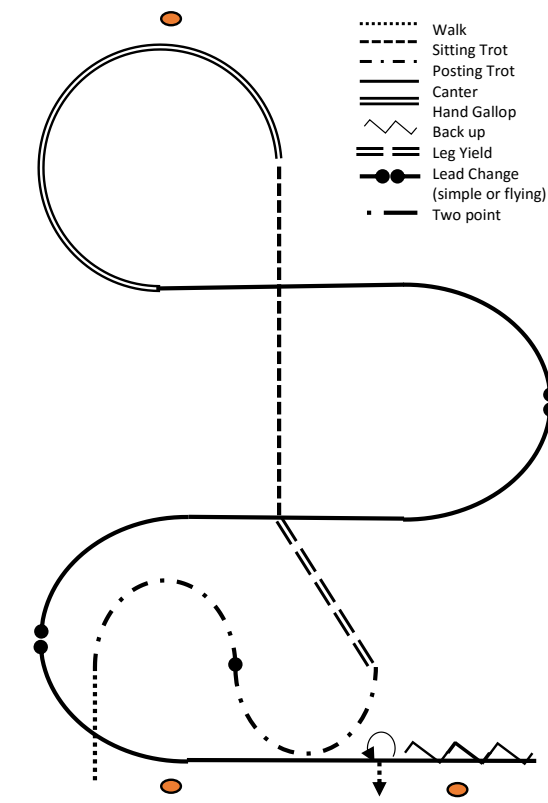
Exit at walk



Be ready at marker

1. Walk two horse lengths
2. Stop, back up 1 horse length
3. Trot, two point
4. Hand gallop $\frac{1}{2}$ circle left and straight line thru the center of the arena
5. When even with marker canter and change lead (simple or flying), straight line and $\frac{1}{2}$ circle to the right
6. Sitting trot until even with marker
7. $\frac{1}{2}$ left circle around marker, posting trot on right diagonal, change lead when even with marker
8. Posting trot straight line
9. Walk

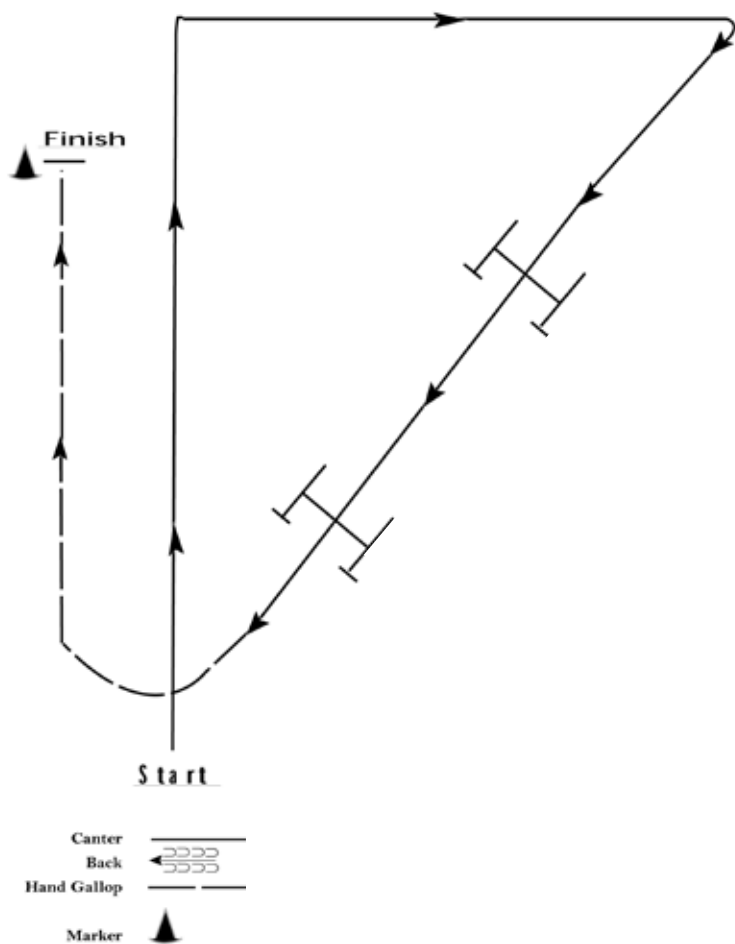
Exit at walk



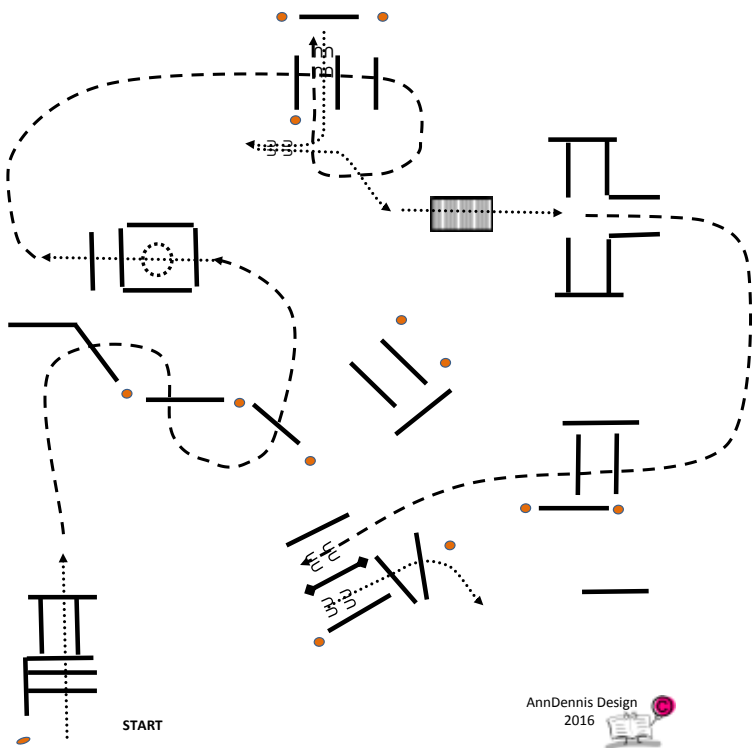
Be ready at marker

1. Walk
2. Posting trot, 1/2 circle right, 1/2 circle left, proper diagonal
3. Sitting trot, leg yield to the left
4. Straight line sitting trot
5. 3/4 circle to the left, hand gallop, left
6. Canter serpentine, change lead (simple or flying) as shown
7. Stop behind marker, back up
8. Forehand turn 3/4 to the left

Exit arena at walk

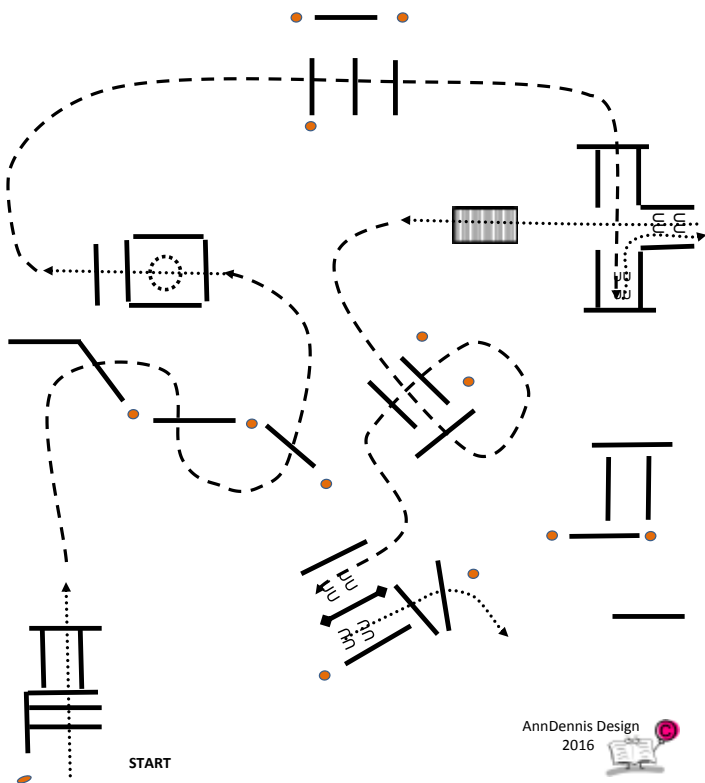


1. After 2nd fence, hand gallop to marker and stop
2. Drop your reins to signify completion



1. Walk overs
2. Trot serpentine
3. Stop or break to a walk, walk in box, stop, 360° turn right, walk overs
4. Trot overs
5. Trot in chute, stop, back out chute, around cone
6. Walk bridge, trot out chute
7. Trot overs
8. Trot up to gate, stop, left hand open, lead thru, close, walk overs

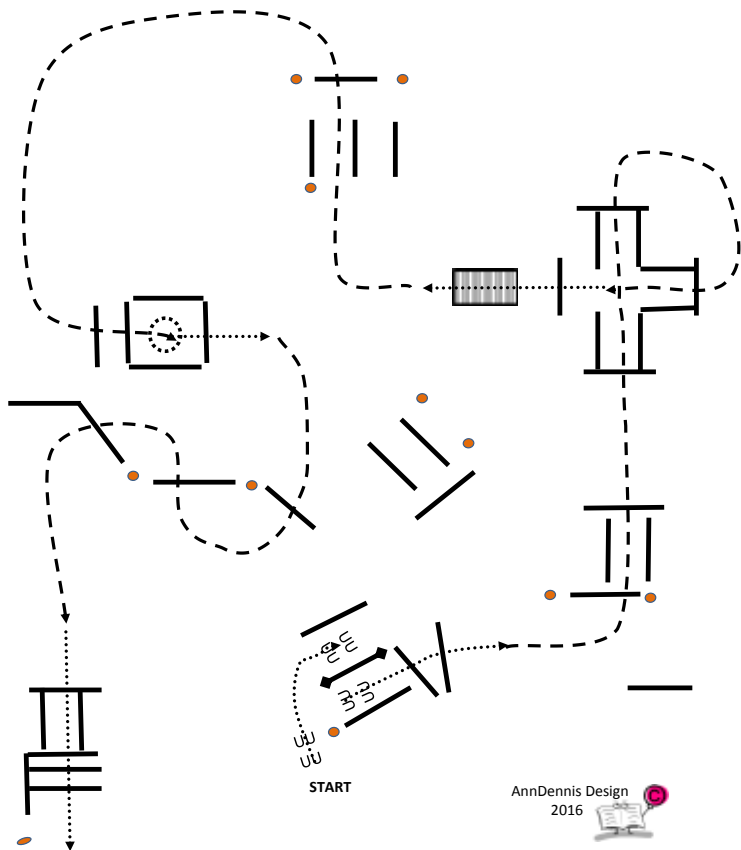
Pattern ends at marker



AnnDennis Design
2016 

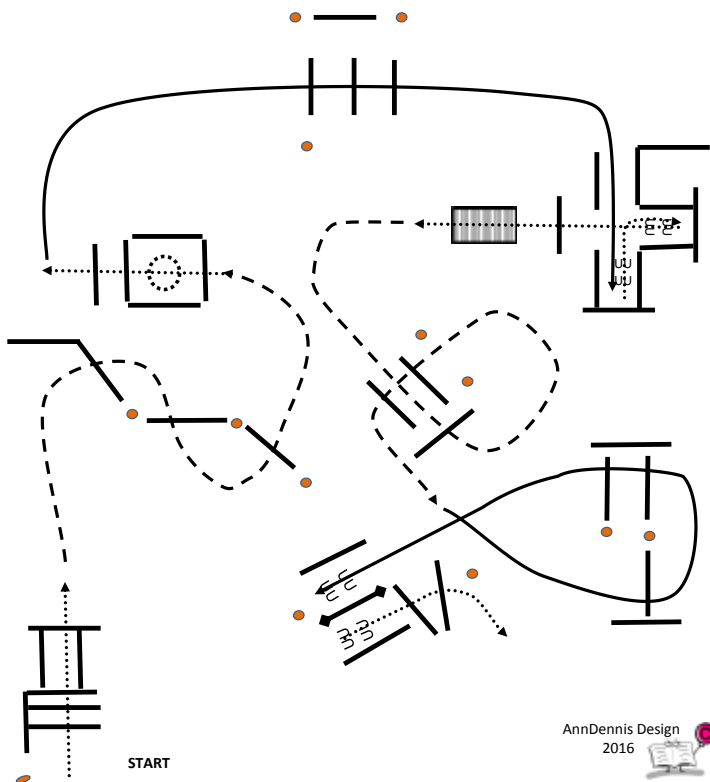
1. Walk overs
2. Trot serpentine
3. Stop or break to a walk, walk in box, stop, turn 360° turn right, walk overs
4. Trot overs
5. Trot in chute, stop, back into chute, walk out to bridge
6. Walk over bridge
7. Trot overs
8. Trot up to gate, stop, left hand open, lead thru, close, walk overs

Pattern ends at marker



1. Back to gate
2. Stop, left hand open, lead thru, close, walk overs
3. Trot overs
4. Trot in chute, stop or break to a walk, walk over, bridge
5. Trot overs
6. Trot in box, stop, 360° turn right, walk over
7. Trot serpentine
8. Break to a walk, do NOT stop, walk overs

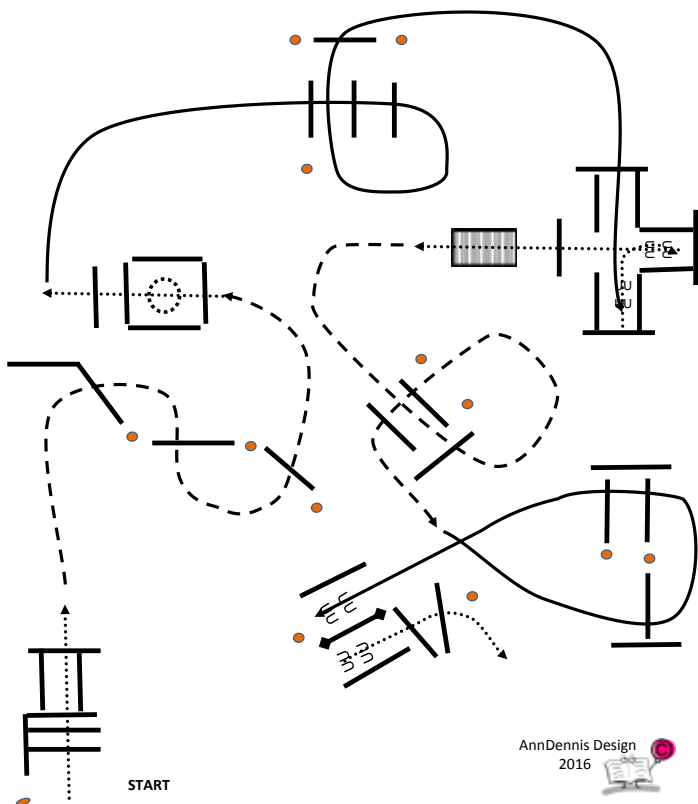
Pattern ends at marker



AnnDennis Design
2016 

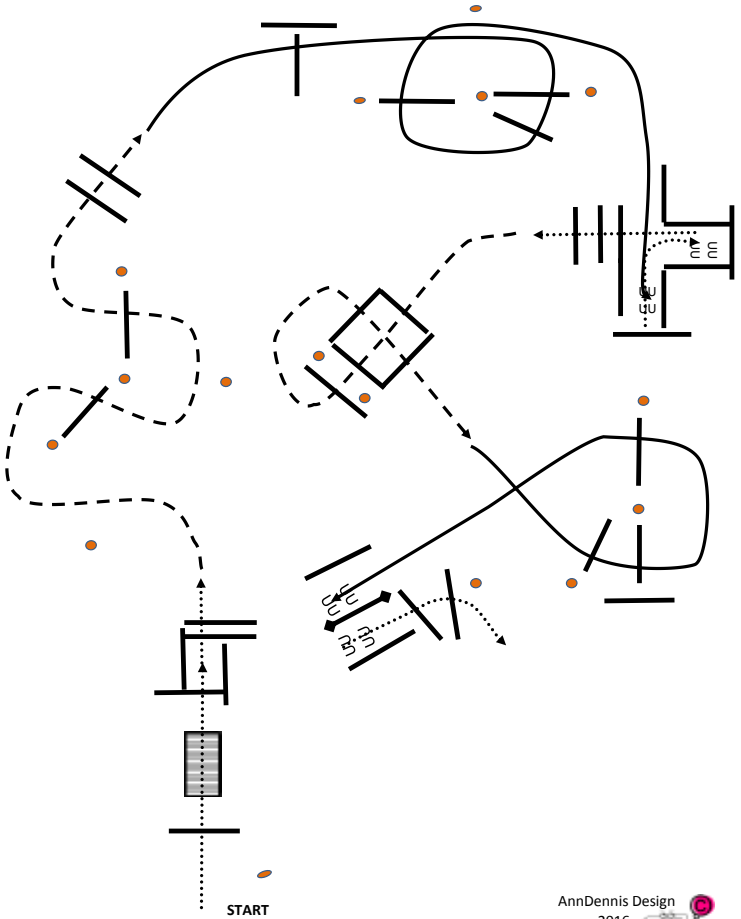
1. Walk overs
2. Jog serpentine
3. Stop or break to a walk, walk in box, stop, 360° turn right or left, walk overs
4. Right lead lope overs
5. Lope in chute, stop, back in chute
6. Walk over, bridge
7. Jog overs
8. Left lead lope overs
9. Lope up to gate, stop, left hand open, ride thru, close, walk overs

Pattern ends at marker



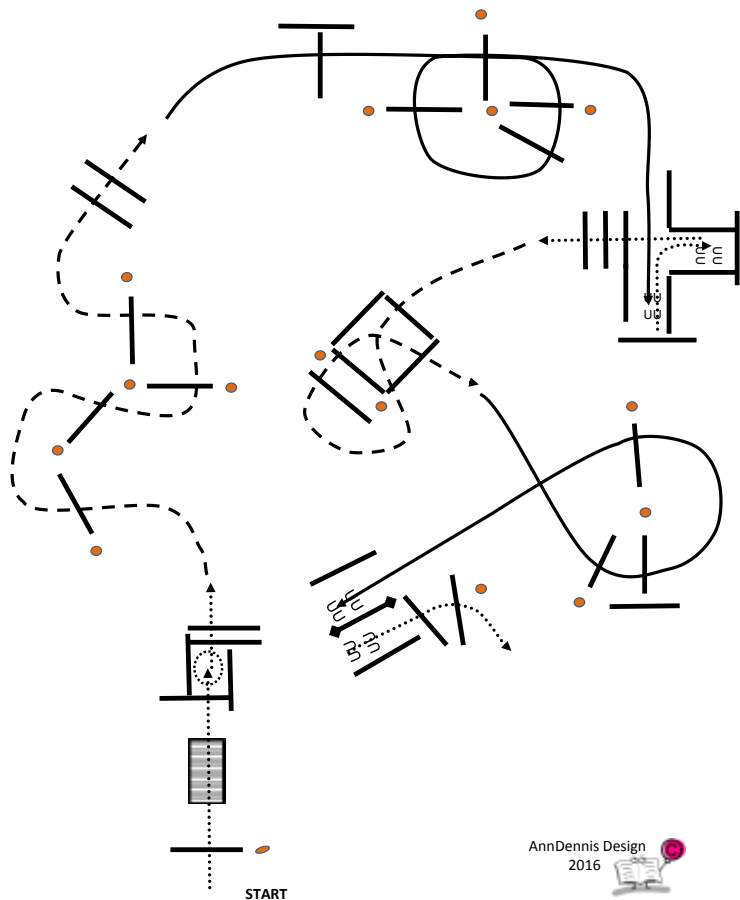
1. Walk Overs
2. Jog serpentine
3. Stop or break to a walk, walk in box, stop, 360° turn right or left, walk overs
4. Right lead lope overs
5. Lope in chute, stop, back in chute
6. Walk over, bridge
7. Jog overs
8. Left lead lope overs
9. Lope up to gate, stop, left hand open, ride thru, close, walk overs

Pattern ends at marker



1. Walk over, bridge, walk over
2. Jog serpentine
3. Right lead lope overs
4. Lope in chute, stop, back in chute
5. Walk overs
6. Jog overs
7. Left lead lope overs
8. Lope up to gate, stop, left hand open, ride thru, close, walk overs

Patterns ends at marker

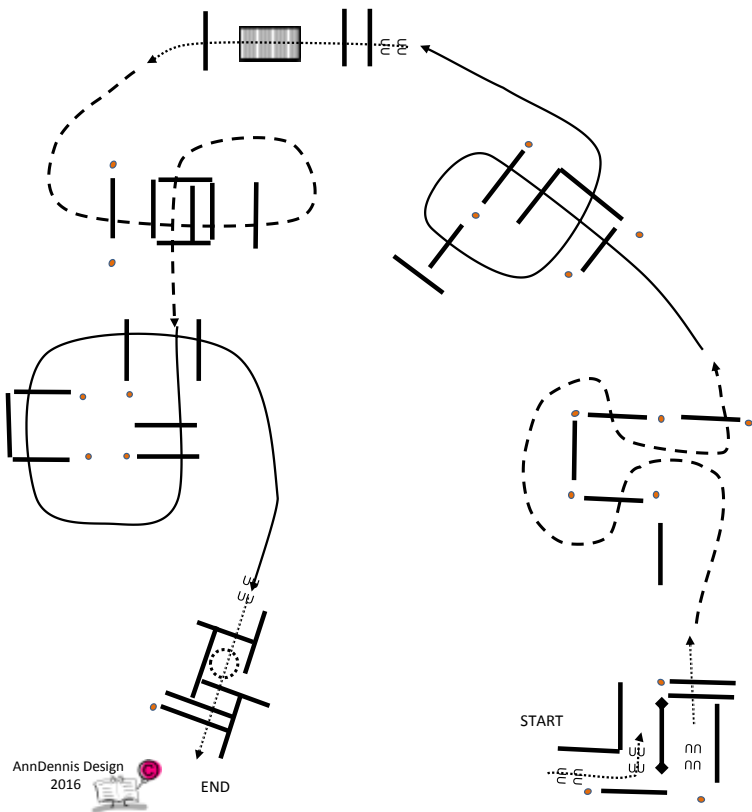


AnnDennis Design
2016

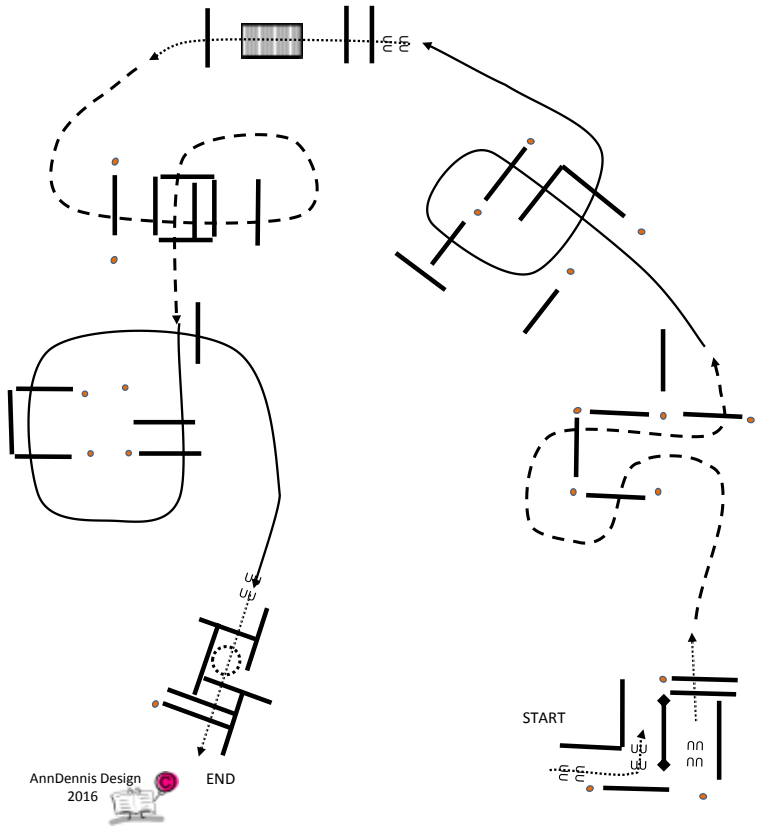


1. Walk over, bridge, walk overs into box, stop, 360° turn right or left, walk overs
2. Jog serpentine
3. Right lead lope overs
4. Lope in chute, stop, back in chute
5. Walk overs
6. Jog overs
7. Left lead lope overs
8. Lope up to gate, stop, left hand open, ride thru, close, walk overs

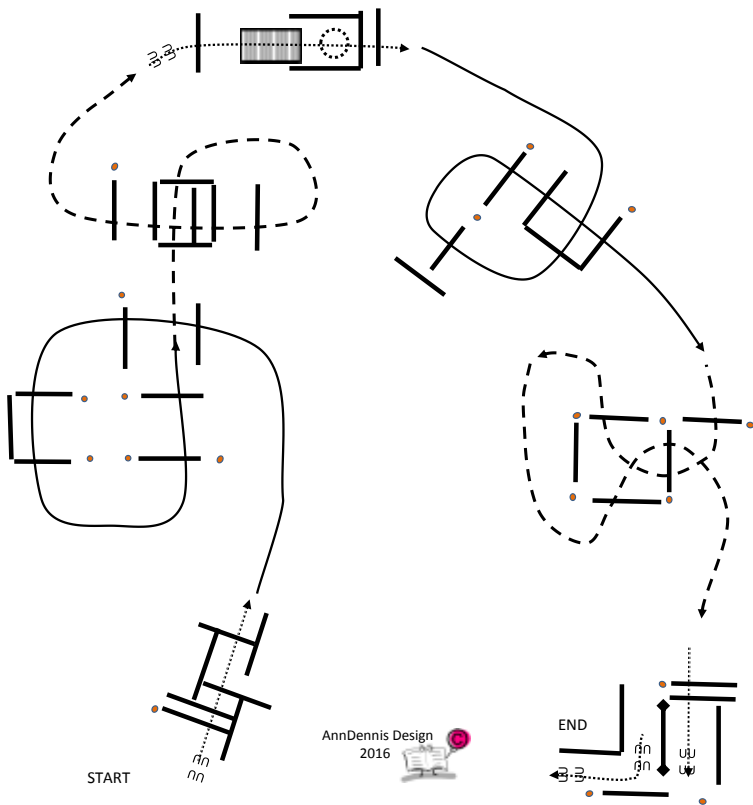
Pattern ends at marker



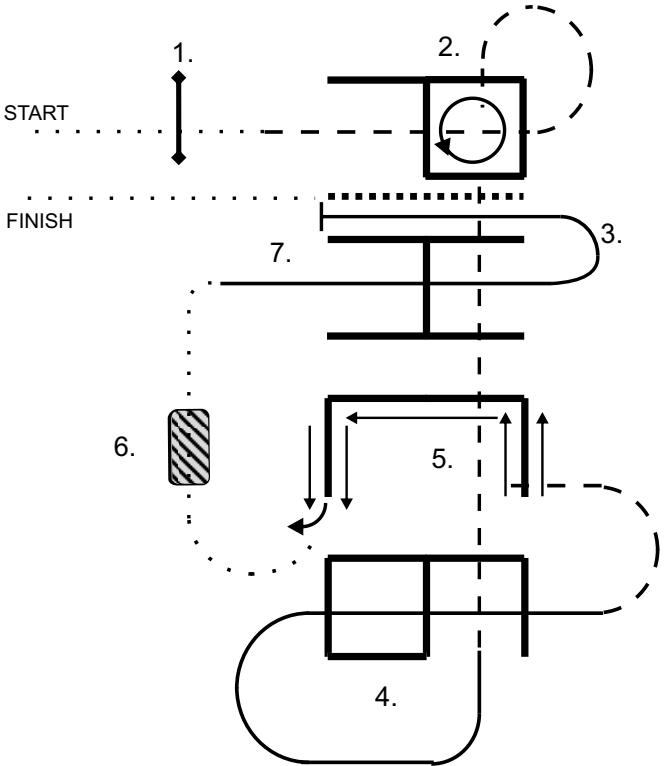
1. Back thru chute to gate, stop
2. Left hand open gate, ride thru, close, walk overs
3. Jog thru serpentine & over poles
4. Left lead lope overs
5. Stop or break to a walk, walk overs, bridge, walk over
6. Jog overs
7. Right lead lope overs
8. Stop or break to a walk, walk over, stop, 360° turn right or left, walk overs



1. Back thru chute to gate, stop
2. Left hand open gate, ride thru, close, walk overs
3. Jog thru serpentine & over poles
4. Left lead lope overs
5. Stop or break to a walk, walk overs, bridge, walk over
6. Jog overs
7. Right lead lope overs
8. Stop or break to a walk, walk over, stop, 360° turn right or left, walk overs



1. Walk overs
2. Left lead lope overs
3. Jog overs
4. Stop or break to a walk, walk over, bridge, 360° turn right or left, walk overs
5. Right lead lope overs
6. Jog thru serpentine & over poles
7. Break to a walk, walk overs, right hand gate, ride thru, close
8. Back into chute, end of pattern



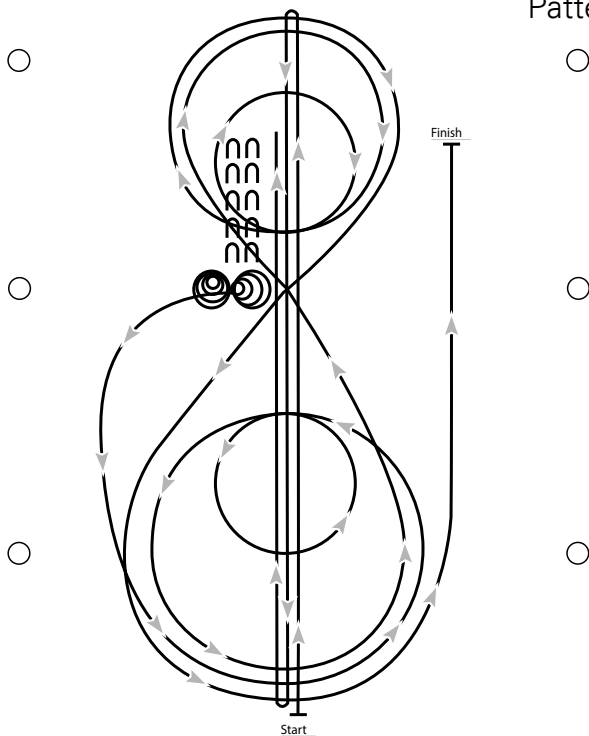
1. Work gate.
2. Jog over 3 poles into box, turn 360 degrees to the left.
3. Jog out of box and over 5 poles.
4. Lope right lead over 3 poles.
5. Break to a jog. Stop over pole. Sidepass to the right over 3 poles. Turn 90 degrees to the right.
6. Walk over bridge.
7. Lope left lead over pole, stop between obstacles. Back until even with corner of „P“. Walk to exit.



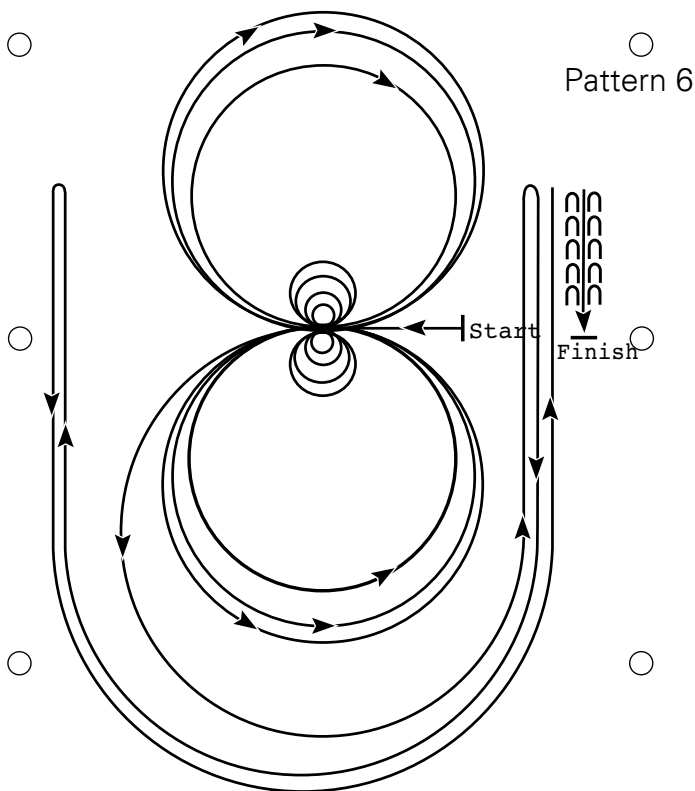
Trail Challenge

Pattern will be released
on the first day the
Show Office opens
(Saturday 27th, August)

Pattern 1



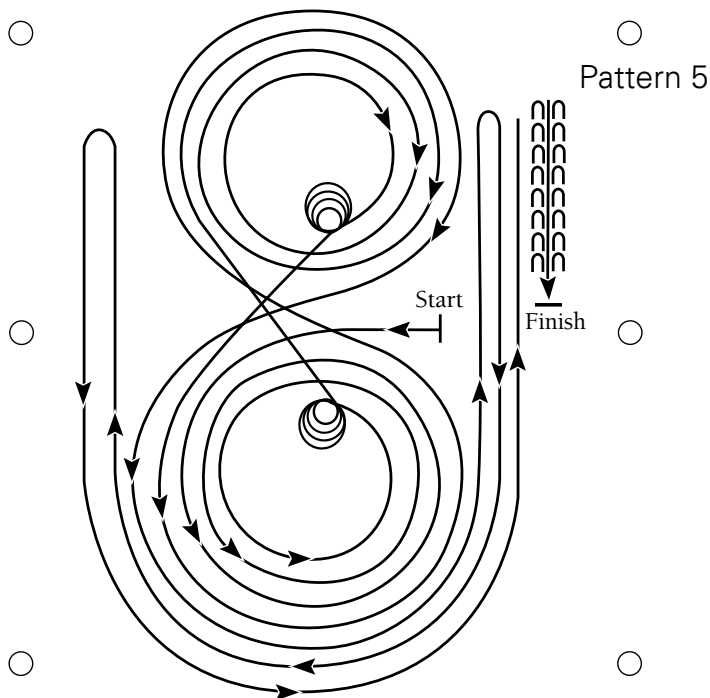
1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least 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 fast 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 trot 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, fast 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.

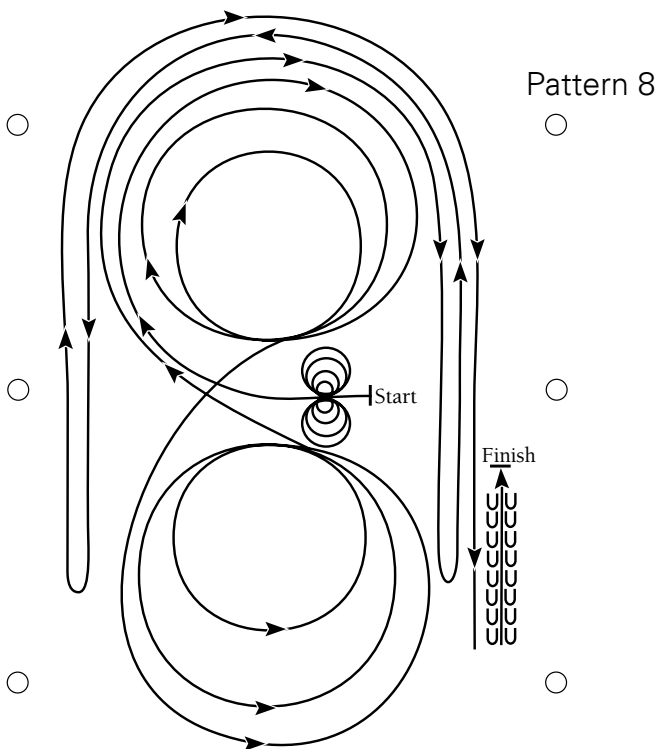
Rider may dismount and drop bridle to the designated judge.



Horses may walk or trot 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.

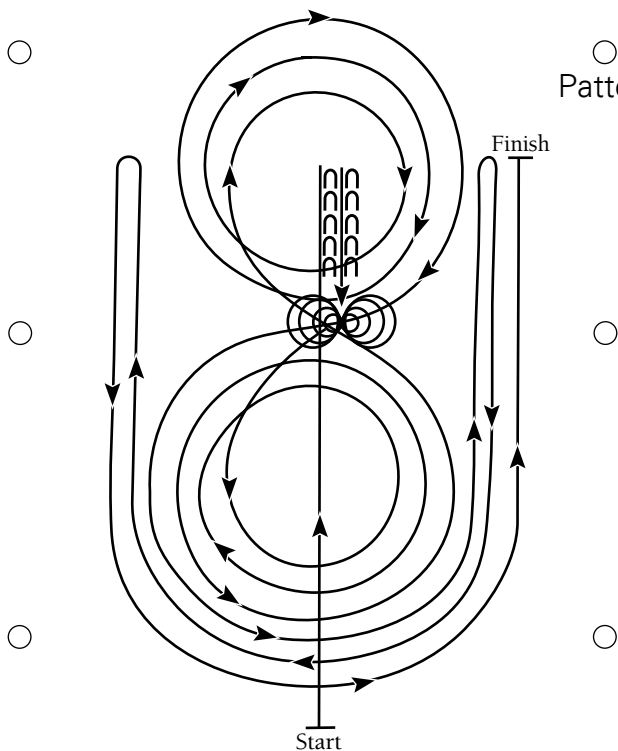
Rider may dismount and drop bridle to the designated judge.



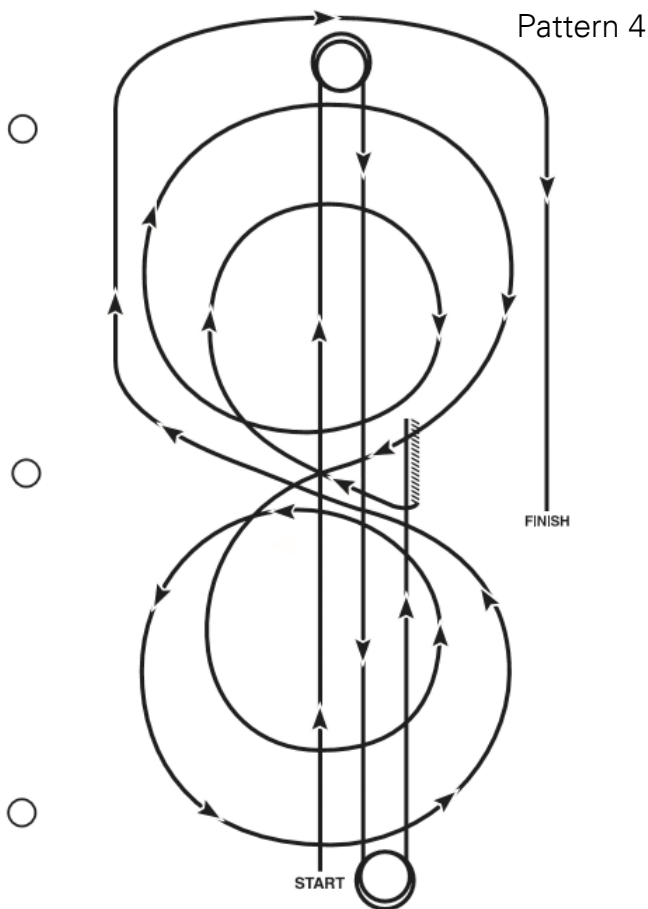
Horses may walk or trot to the center of the arena. Beginning at the center of the arena facing the left wall or fence.

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 fast 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 roll back 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 roll-back 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.

○ ○
Pattern 9

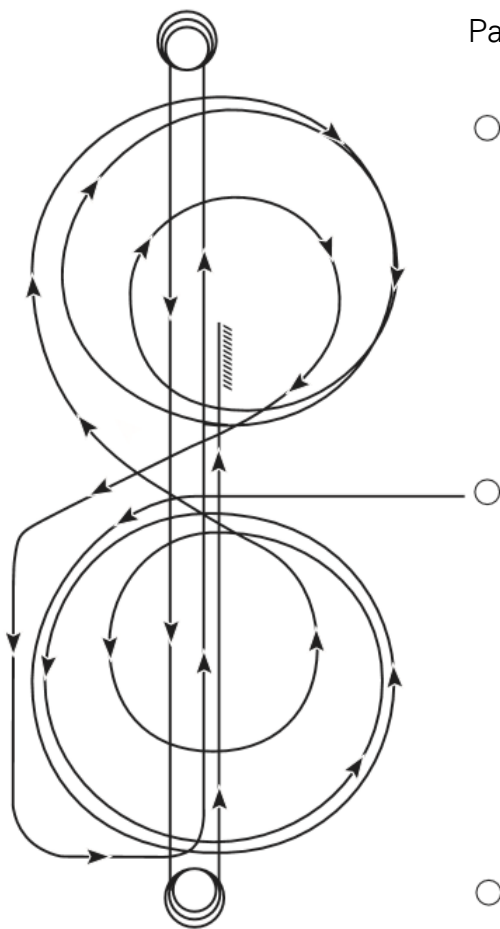


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3m). Hesitate.
 2. Complete four spins to the right. Hesitate.
 3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
 4. Beginning on the 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 fast circle to the left but do not close this circle. Run up the right side of the arena past the centermarker 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.



1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete $3\frac{1}{2}$ spins to the left.
3. Run to other end of arena past the end marker and stop. Complete $3\frac{1}{2}$ spins to the right.
4. Run past the center marker and stop.
5. Back 10 to 15 feet in a straight line.
6. Complete $\frac{1}{4}$ turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads to the left at the center of the arena.
7. Complete one small slow circle and one large fast circle. Change leads to the right.
8. Run around the end of arena to the other side, past center marker, at least 20 feet from fence and come to a sliding stop.
9. Hesitate to complete pattern.

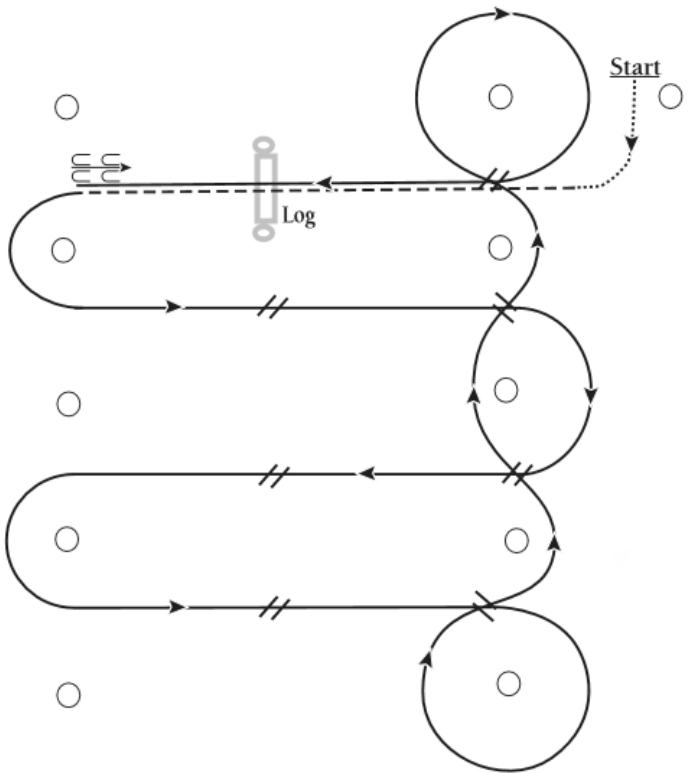
Pattern 8



Trot to center of arena, stop. Start pattern facing towards judge.

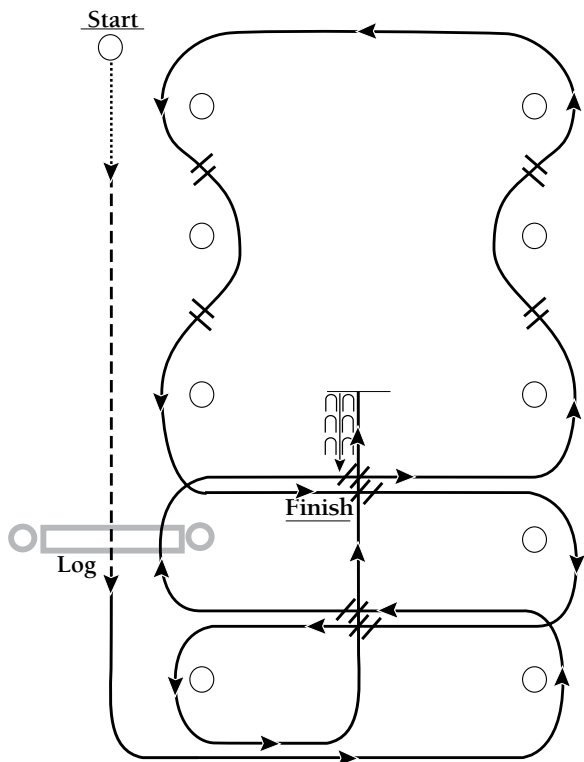
1. Beginning on the left lead, complete 3 circles to the left, 2 large and fast, then 1 small and slow. Change leads at the center of the arena.
2. Complete 3 circles to the right, 2 large and fast, then 1 small slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker come to square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker come to square sliding stop. 6. Complete 3½ spins to the right.
7. Run down center of arena past center marker come to square sliding stop.
8. Back up at least 10 feet.
9. Hesitate to complete pattern.

Pattern 2



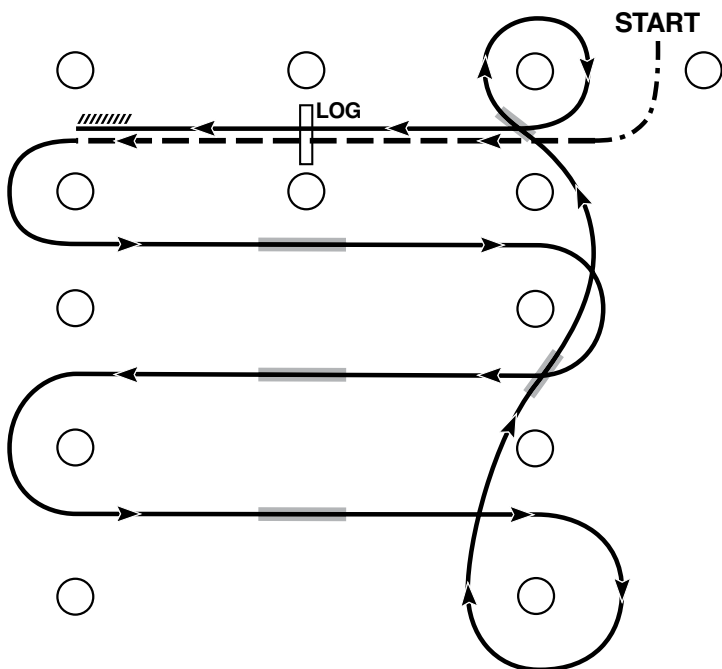
1. Walk, transition to jog, jog over log.
2. Transition to lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope over log.
11. Lope, stop and back.

Pattern 3

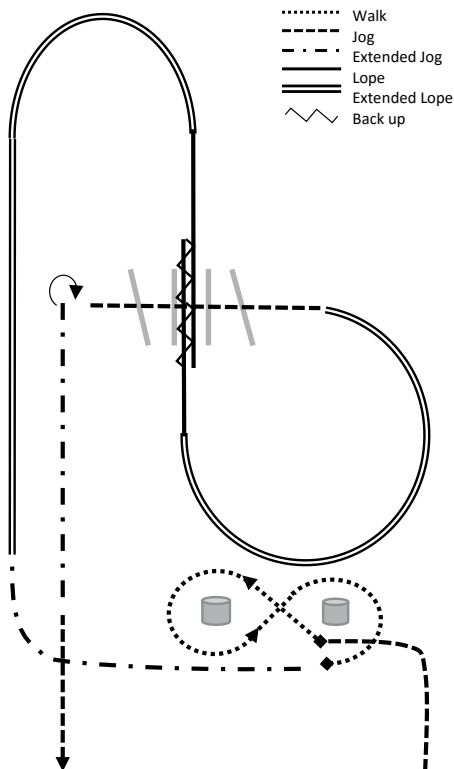


1. Walk halfway between markers; transition to jog, jog over log.
2. Transition to lope, lope to left around end.
3. First crossing change.
4. Lope over log.
5. Second crossing change.
6. First line change.
7. Second line change.
8. Third line change.
9. Fourth line change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.

Pattern 2

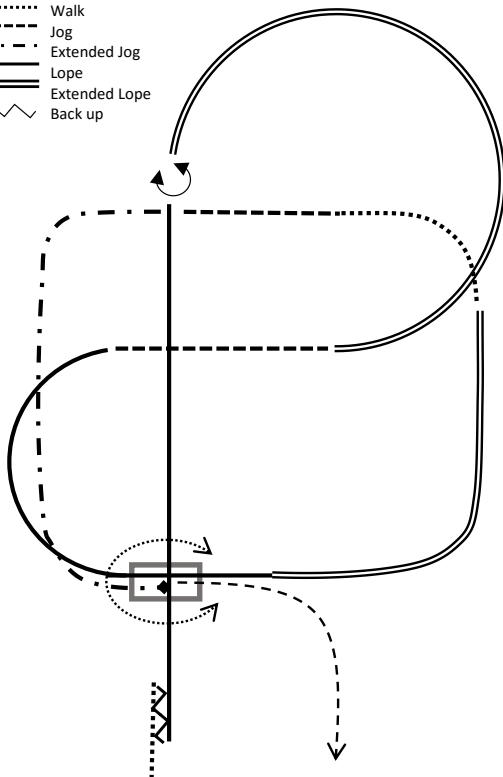


1. Walk, transition to log, jog over log.
2. Transition to left lead lope
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change and circle.
8. Lope over log.
9. Stop and back.



1. Jog to barrel, stop, pick up rope
2. Drag, walk figure eight around barrels, drop rope on barrel
3. Extended jog
4. Extended lope long side of the arena and ½ circle, back to regular lope
5. Stop after logs, back up
6. Lope left, extended lope ¾ circle
7. Jog over logs
8. Turn 270°right
9. Extended jog, leave arena at a jog

.....	Walk
- - - -	Jog
- . - .	Extended Jog
=====	Lope
=====	Extended Lope
∩ ∩ ∩	Back up



1. Walk, stop, back up
2. Lope over box
3. Stop, turn 360 ° (right or left)
4. Right circle, extended lope
5. Jog
6. Lope over box, extend Lope
7. Walk
8. Jog
9. Extend jog into box
10. Dismount in box, ground tie, walk around box, either direction. Do not mount again, leave arena at a jog

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