

**Patternbook**  
**EWU Landesmeisterschaft Baden-Württemberg**  
**10.-13.10.2024**

**Superhorse**

LK 1 A sen., LK 1 B sen., LK 2 A sen., LK 2 A sen.      Pattern 10  
M LK 2/1 A, M LK 2/1 B      Pattern 9

**Western Riding**

LK 1 A sen., LK 2 A sen., LK 1 B sen., LK 2 B sen.      Pattern 12  
LK 1 A jun., LK 2 A jun.      Pattern 15  
LK 3 A, LK 3 B      Pattern 8  
M LK 2/1 A sen.      Pattern 10  
M LK 2/1 jun., M LK 2/1 B      Pattern 7

**Reining**

LK 1 A sen., LK 2 A sen.      Pattern 9  
LK 1 A jun., LK 2 A jun.      Pattern 12  
LK 3 A B      Pattern 13  
M LK 2/1 A sen.      Pattern 6  
M LK 2/1 B      Pattern 13  
M LK 2/1 jun.      Pattern 5

**Jungpferde**

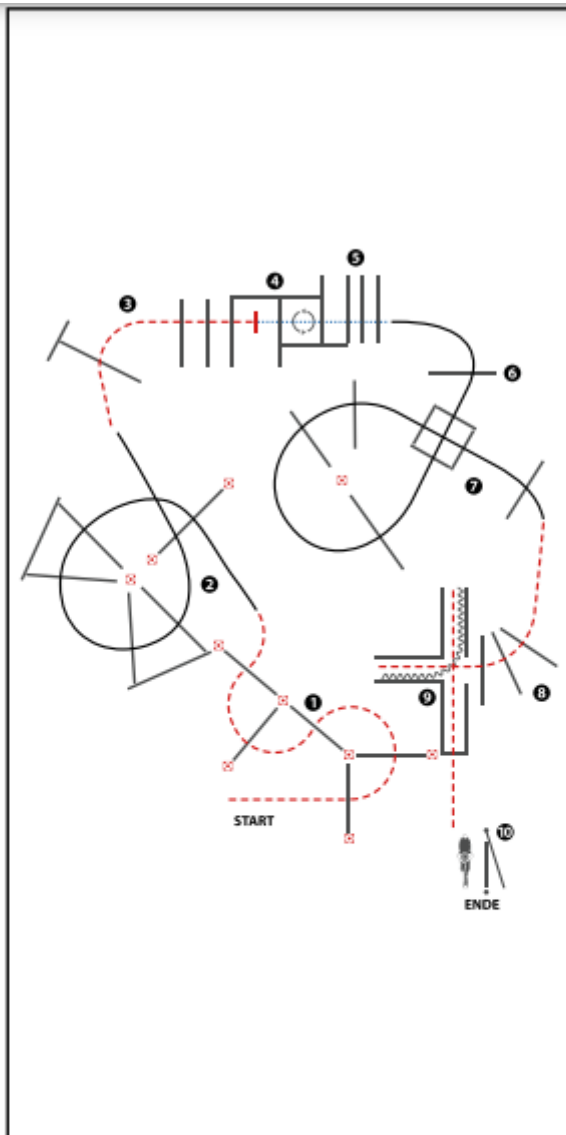
Ranch Riding 5 jährig      Pattern 6  
Ranch Riding 4 jährig      Pattern 5  
Trail 5 jährig      Pattern 4  
Trail 4 jährig      Pattern 3  
Basis 5 jährig      Pattern 6  
Basis 4 jährig      Pattern 5  
Reining 5 jährig      Pattern 8  
Reining 4 jährig      Pattern 7

**Youngstars**

Reining      Pattern 6  
Challenge      Pattern 5

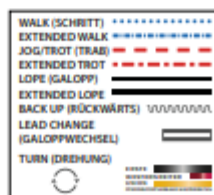
# Trailhorse:

LK 1 A sen.

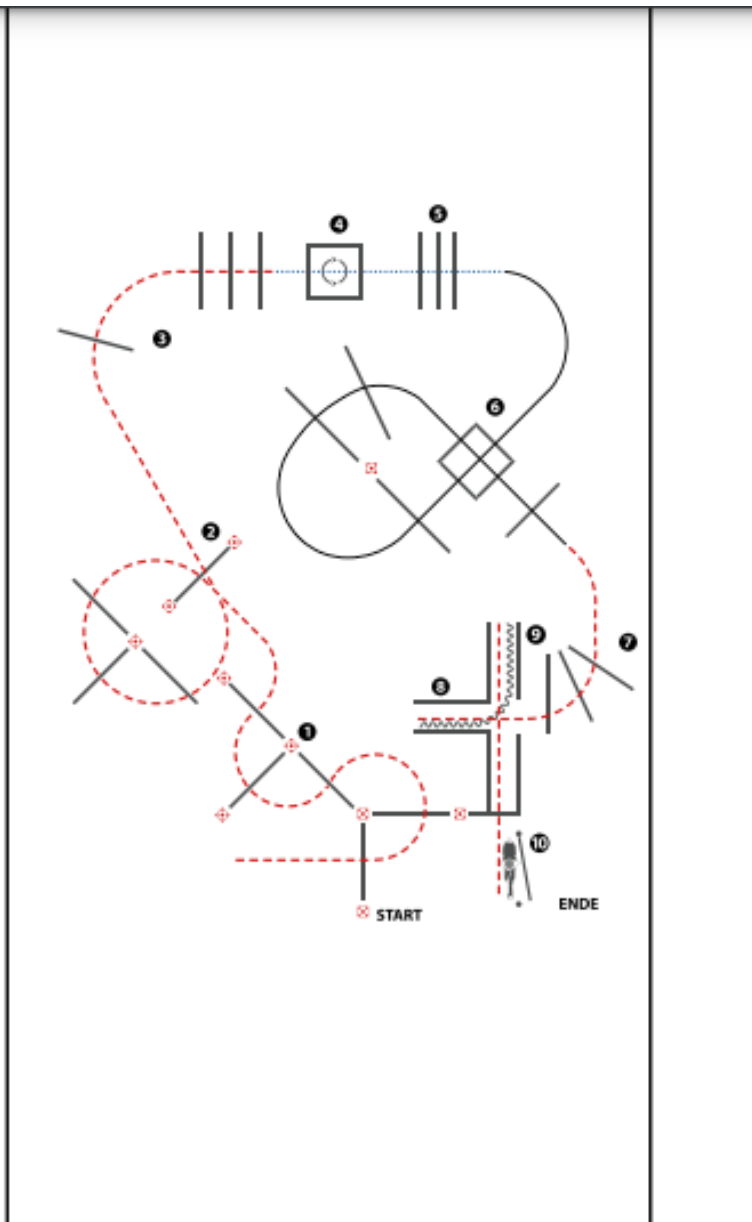


(Erhöhungen optional)

- 1) JOG THRU SERPENTINE, JOG OVER POLES
- 2) LOPE OVER (LL)
- 3) JOG OVER, JOG AND STOP BETWEEN POLE AND BOX
- 4) WALK INTO BOX, 360° TURN EITHER WAY (LEFT OR RIGHT), WALK OUT
- 5) WALK OVER
- 6) LOPE OVER (RL) (4 POLES)
- 7) LOPE OVER (RL) (5 POLES)
- 8) JOG OVER, JOG INTO CHUTE
- 9) BACK UP, JOG OUT, JOG OVER
- 10) GATE (LH) OPEN, WALK OVER POLE, CLOSE GATE



# LK 2 A sen.

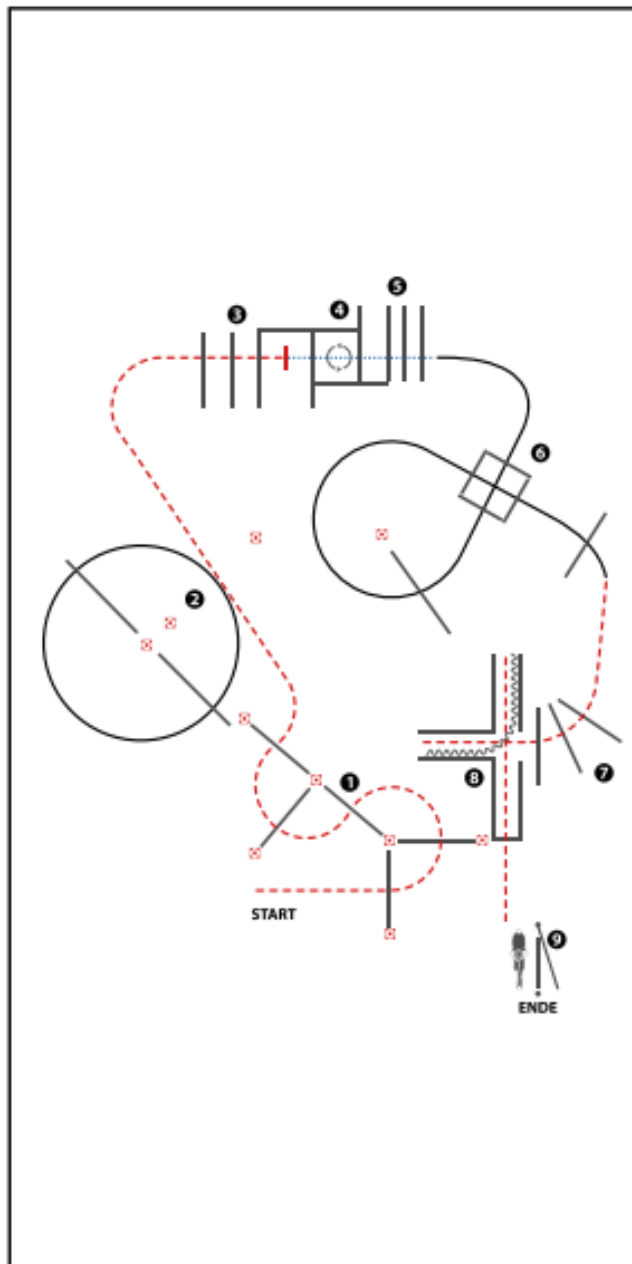


(Erhöhungen optional)

- 1) JOG THRU SERPENTINE, JOG OVER POLES
- 2) JOG OVER POLES (5 Poles)
- 3) JOG OVER POLES (4 POLES)
- 4) WALK INTO BOX, 360° TURN EITHER WAY (LEFT OR RIGHT), WALK OUT
- 5) WALK OVER
- 6) LOPE OVER (RL)
- 7) JOG OVER, JOG INTO CHUTE
- 8) BACK UP
- 9) JOG OUT, JOG OVER
- 10) GATE (LH)

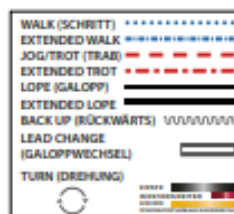
WALK (SCHRIIT)	.....
EXTENDED WALK	.....
JOG/TROT (TRAB)	-----
EXTENDED TROT	-----
LOPE (GALOPP)	—————
EXTENDED LOPE	—————
BACK UP (RÜCKWÄRTS)	~~~~~
LEAD CHANGE (GALOPFWECHSEL)	—————
TURN (DREHUNG)	○

LK 1 jun., LK 2 jun., LK 1/2 B

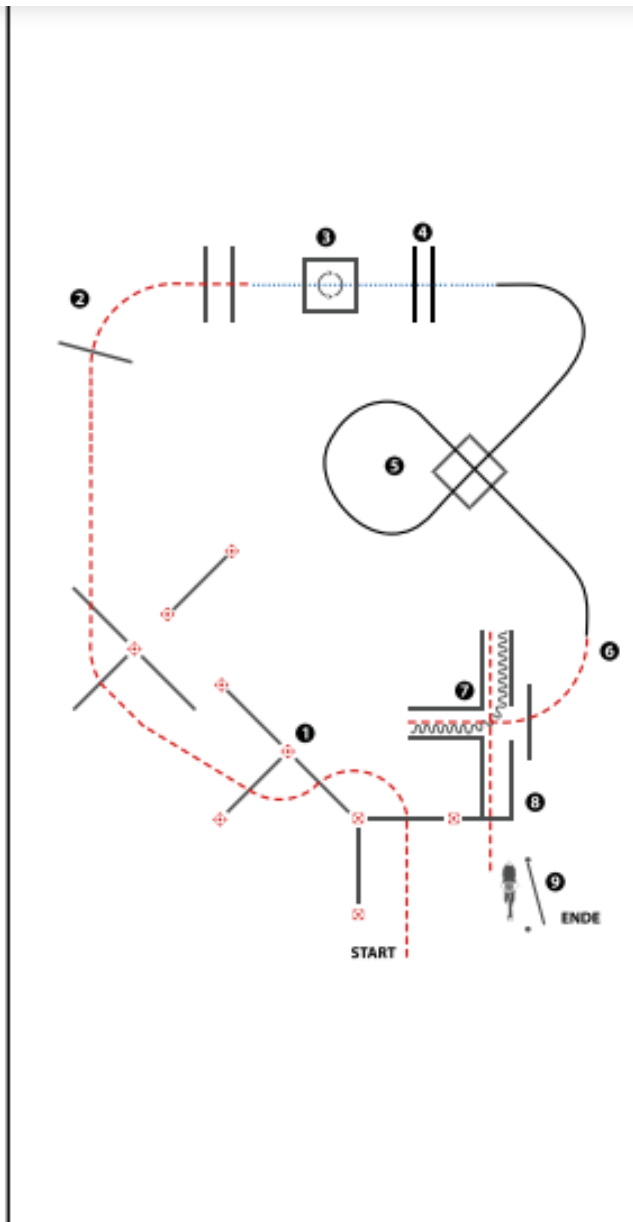


(Erhöhungen optional)

- 1) JOG THRU SERPENTINE, JOG OVER POLES
- 2) LOPE OVER (LL),
- 3) JOG OVER AND STOP BETWEEN POLE AND BOX
- 4) WALK INTO BOX, 360° TURN EITHER WAY (LEFT OR RIGHT), WALK OUT
- 5) WALK OVER
- 6) LOPE OVER (RL)
- 7) JOG OVER, JOG INTO CHUTE
- 8) BACK UP, JOG OUT, JOG OVER
- 9) GATE (LH) OPEN, WALK OVER POLE, CLOSE GATE



LK 3 A, LK 3 B

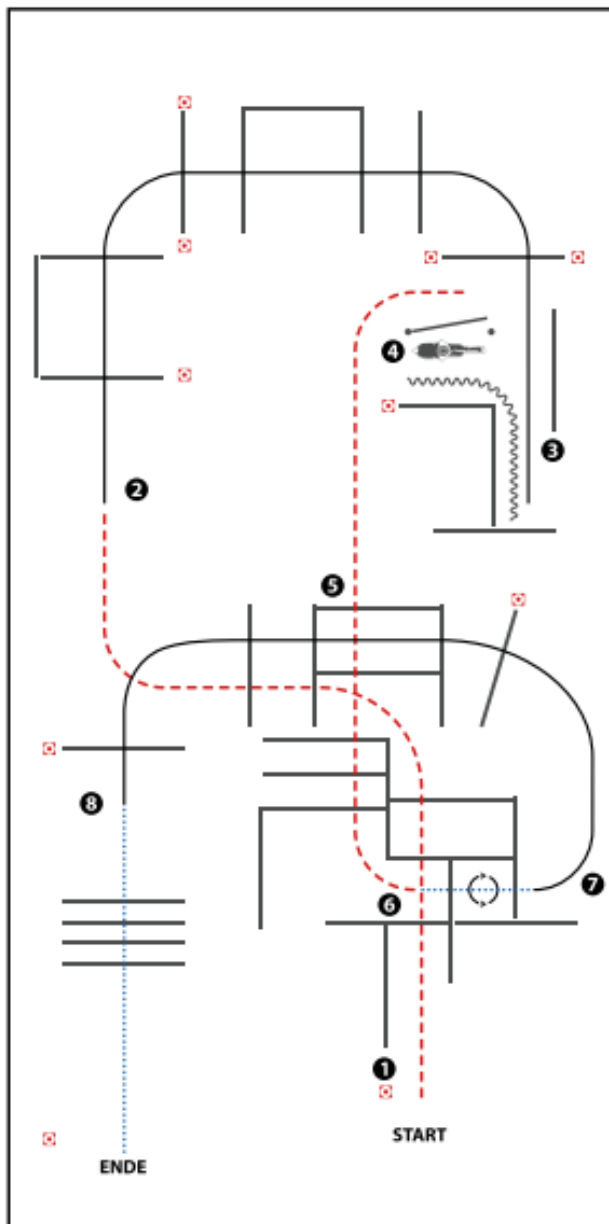


(Erhöhungen optional)

- 1) JOG THRU SERPENTINE, JOG OVER POLES
- 2) JOG OVER POLES (3 POLES)
- 3) WALK INTO BOX, 360° TURN EITHER WAY (LEFT OR RIGHT),
- 4) WALK OUT  
WALK OVER
- 5) LOPE OVER (RL)
- 6) JOG OVER, JOG INTO CHUTE
- 7) BACK UP
- 8) JOG OUT, JOG OVER
- 9) GATE (LH)

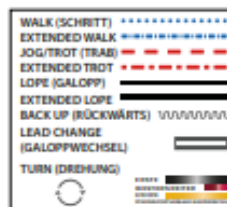
WALK (SCHRITT)	.....
EXTENDED WALK	.....
JOG/TROT (TRAB)	.....
EXTENDED TROT	.....
LOPE (GALOPP)	.....
EXTENDED LOPE	.....
BACK UP (RÜCKWÄRTS)	vvvvvvvv
LEAD CHANGE (GALOPPWECHSEL)	.....
TURN (DREHUNG)	.....

# M LK 2/1 Asen.

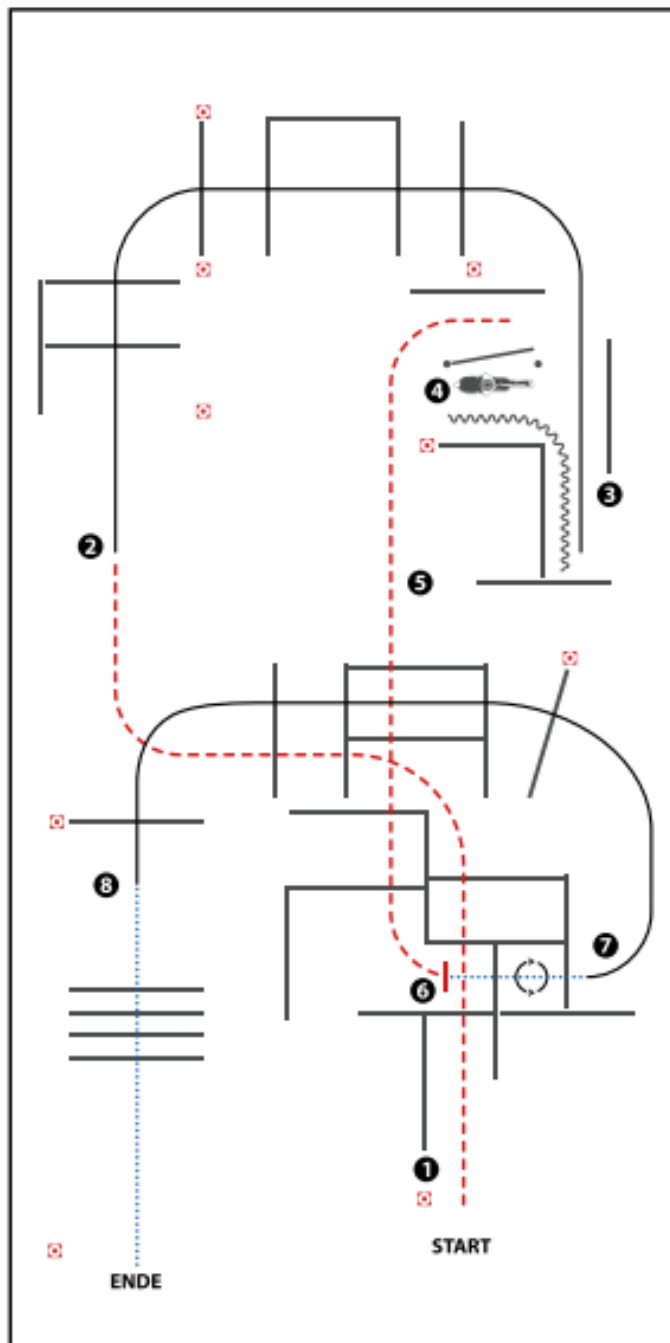


(Erhöhungen optional)

- 1) JOG OVER
- 2) LOPE OVER (RL)
- 3) LOPE INTO CHUTE, BACK UP
- 4) GATE LH, JOG
- 5) JOG OVER
- 6) WALK INTO BOX, 360° TURN EITHER WAY (LEFT OR RIGHT), WALK OUT
- 7) LOPE OVER (LL)
- 8) STOP OR BREAK TO WALK, WALK OVER

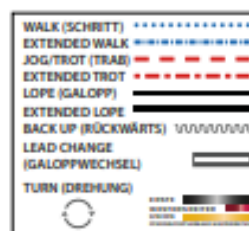


M LK 2/1 jun., M LK 1/2 B



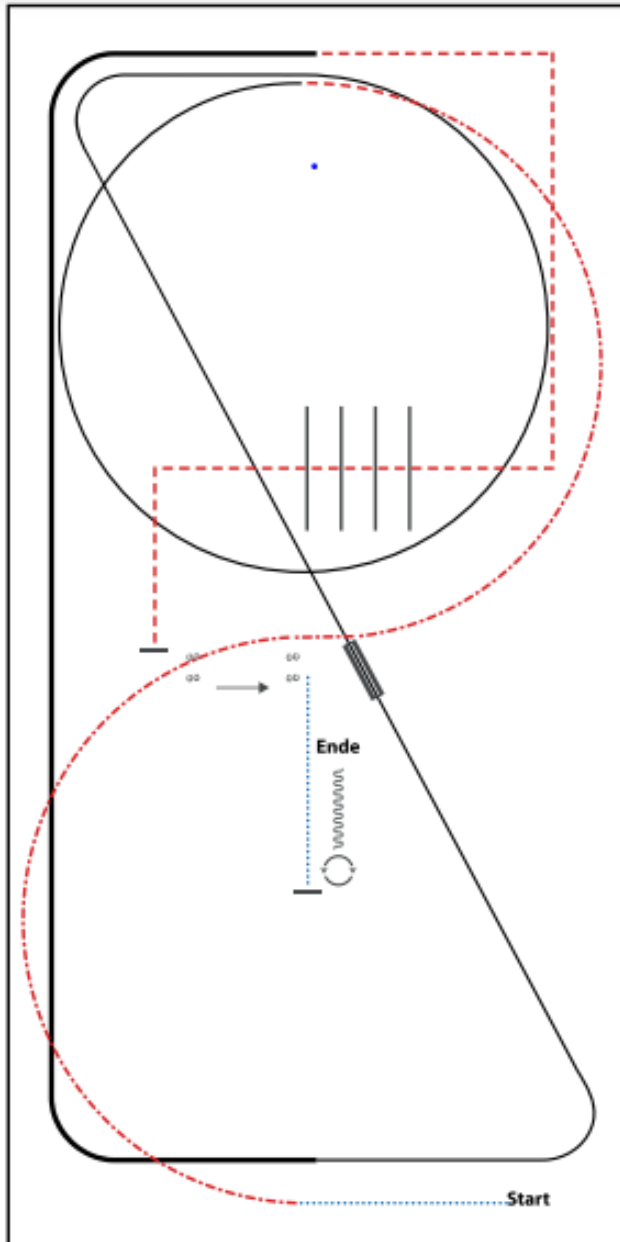
(Erhöhungen optional)

- 1) JOG OVER
- 2) LOPE OVER (RL)
- 3) LOPE INTO CHUTE, BACK UP
- 4) GATE LH, JOG OUT
- 5) JOG OVER
- 6) STOP OR BREAK TO WALK, WALK INTO BOX, 360° TURN EITHER WAY (LEFT OR RIGHT), WALK OUT
- 7) LOPE OVER (LL)
- 8) STOP OR BREAK TO WALK, WALK OVER



## Ranch Riding:

LK 1 A sen., LK 2 A sen.



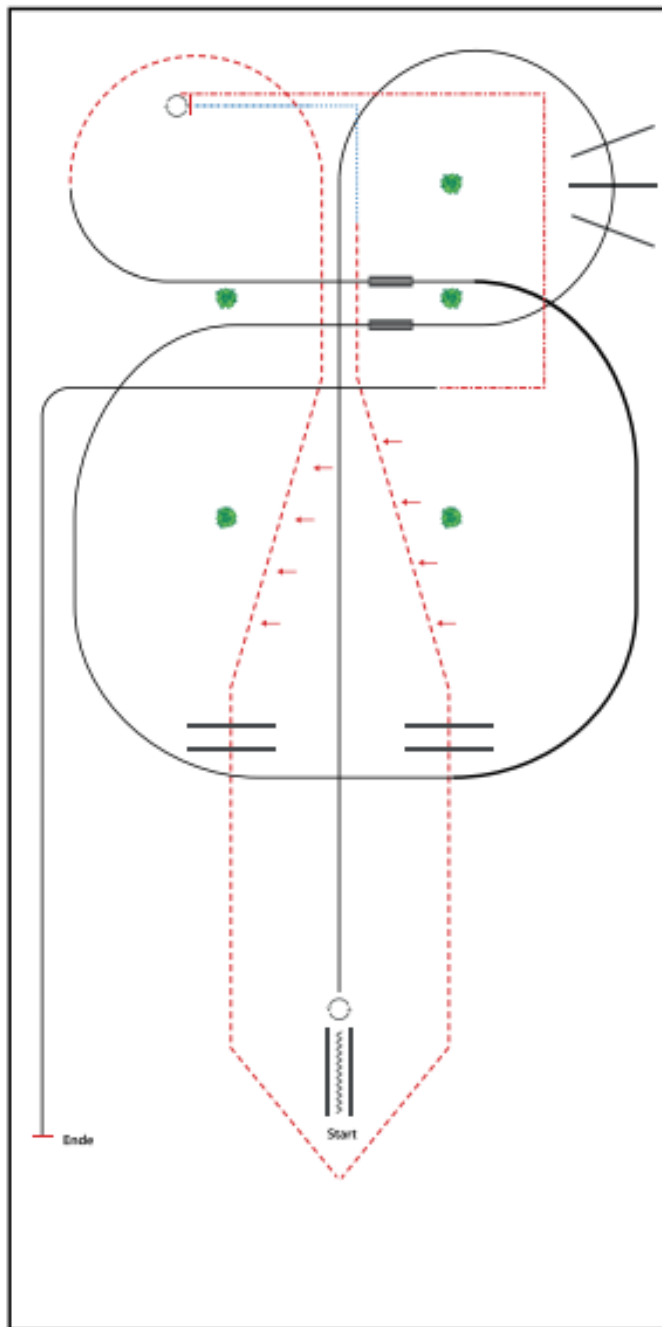
- 1) WALK
- 2) EXTENDED TROT, TROT
- 3) LOPE (LL) CIRCLE, LOPE (LL)
- 4) CHANGE LEADS (SIMPLE OR FLYING)
- 5) LOPE (RL)
- 6) EXTENDED LOPE (RL)
- 7) TROT CORNERS
- 8) TROT OVER, TROT
- 9) STOP, SIDEPASS LEFT
- 10) WALK, STOP
- 11) 360° TURN (LEFT OR RIGHT), BACK UP

WALK (SCHRITT)	.....
EXTENDED WALK	.....
JOG/TROT (TRAB)	.....
EXTENDED TROT	.....
LOPE (GALOPP)	.....
EXTENDED LOPE	.....
BACK UP (RÜCKWÄRTS)	.....
LEAD CHANGE (GALOPPWECHSEL)	.....
TURN (DREHUNG)	.....





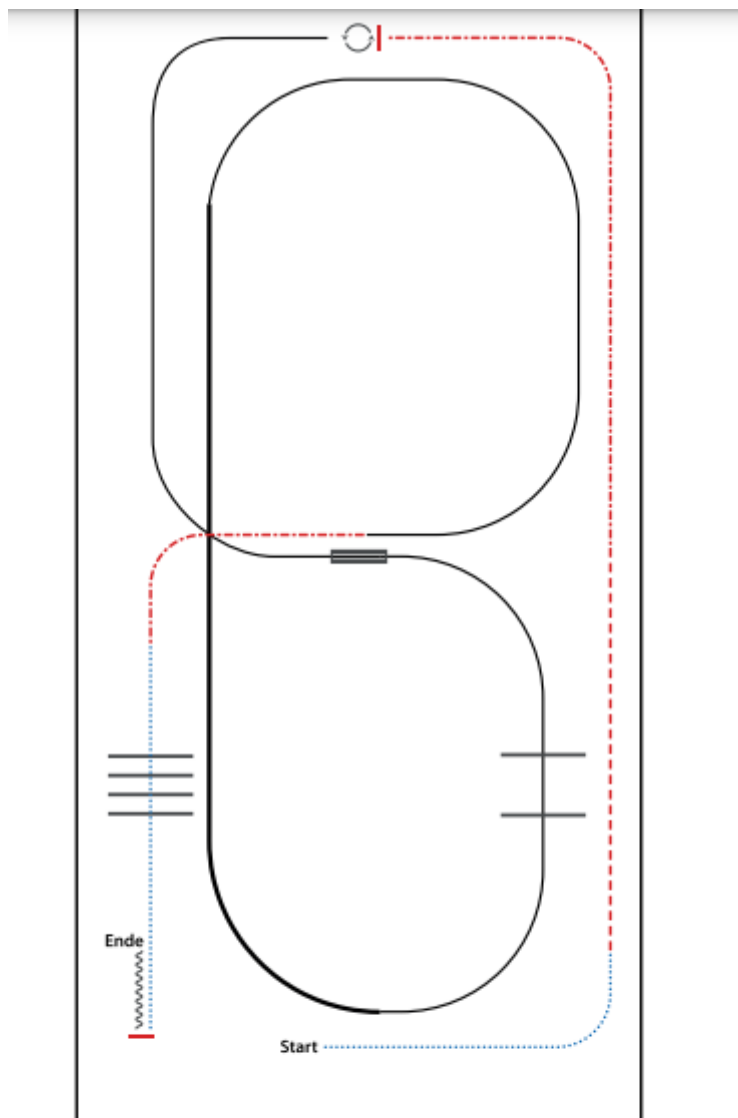
M LK 2/1 A sen.



- 1) BACK UP
- 2) 450° TURN (LEFT OR RIGHT)
- 3) LOPE (RL), LOPE OVER
- 4) CHANGE LEADS, LOPE (LL)
- 5) EXTENDED LOPE (LL), COLLECTED LOPE (LL)
- 6) CHANGE LEADS, LOPE (RL)
- 7) TROT, TWO TRACK RIGHT, TROT OVER, CORNERS,  
TROT OVER, TWO TRACK LEFT
- 8) WALK, EXTENDED WALK
- 9) 450° TURN (LEFT OR RIGHT)
- 10) EXTENDED TROT CORNERS
- 11) LOPE (LL) CORNER, STOP

WALK (SCHRI TT)	.....
EXTENDED WALK	.....
JOG/TROT (TRAB)	.....
EXTENDED TROT	.....
LOPE (GALOPP)	.....
EXTENDED LOPE	.....
BACK UP (RÜCKWÄRTS)	.....
LEAD CHANGE (GALOPPWECHSEL)	.....
TURN (DREHUNG)	.....

M LK 2/1 A jun., M LK 1/2 B

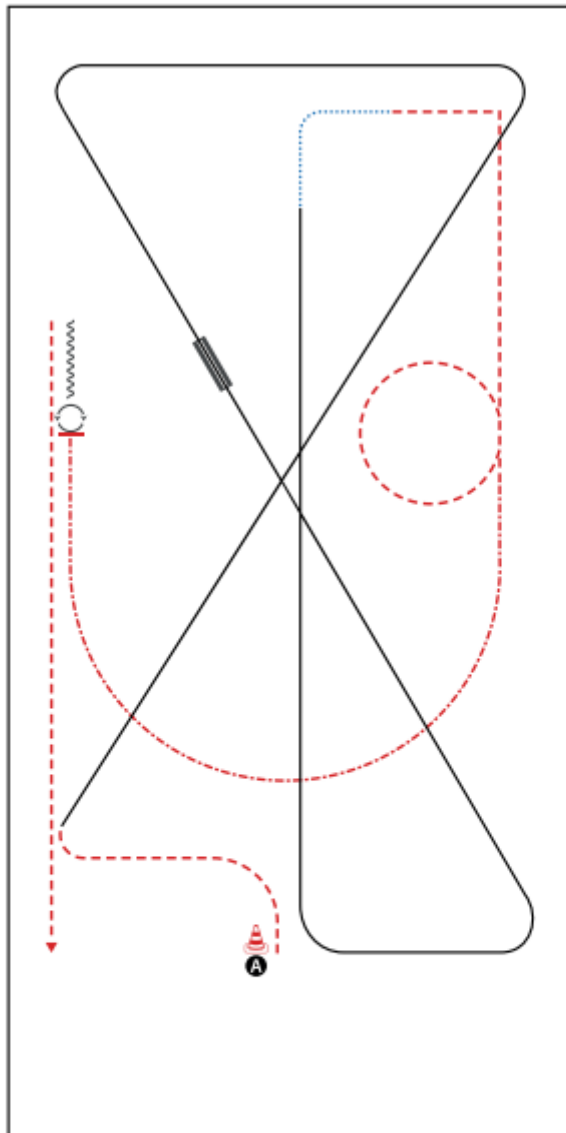


- 1) WALK
- 2) TROT
- 3) EXTENDED TROT, STOP
- 4) 360° TURN LEFT
- 5) LOPE (LL)
- 6) CHANGE LEADS (SIMPLE OR FLYING)
- 7) LOPE (RL), LOPE OVER
- 8) EXTENDED LOPE (RL)
- 9) LOPE (RL)
- 10) EXTENDED TROT
- 11) WALK OVER
- 12) STOP, BACK UP

WALK (SCHRI TT)	.....
EXTENDED WALK	.....
JOG/TROT (TRAB)	.....
EXTENDED TROT	.....
LOPE (GALOPP)	.....
EXTENDED LOPE	.....
BACK UP (RÜCKWÄRTS)	.....
LEAD CHANGE (GALOPFWECHEL)	.....
TURN (DREHUNG)	.....

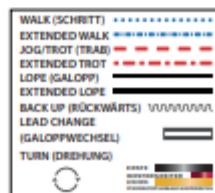
# Western Horsemanship

LK 1 A, LK 1 B

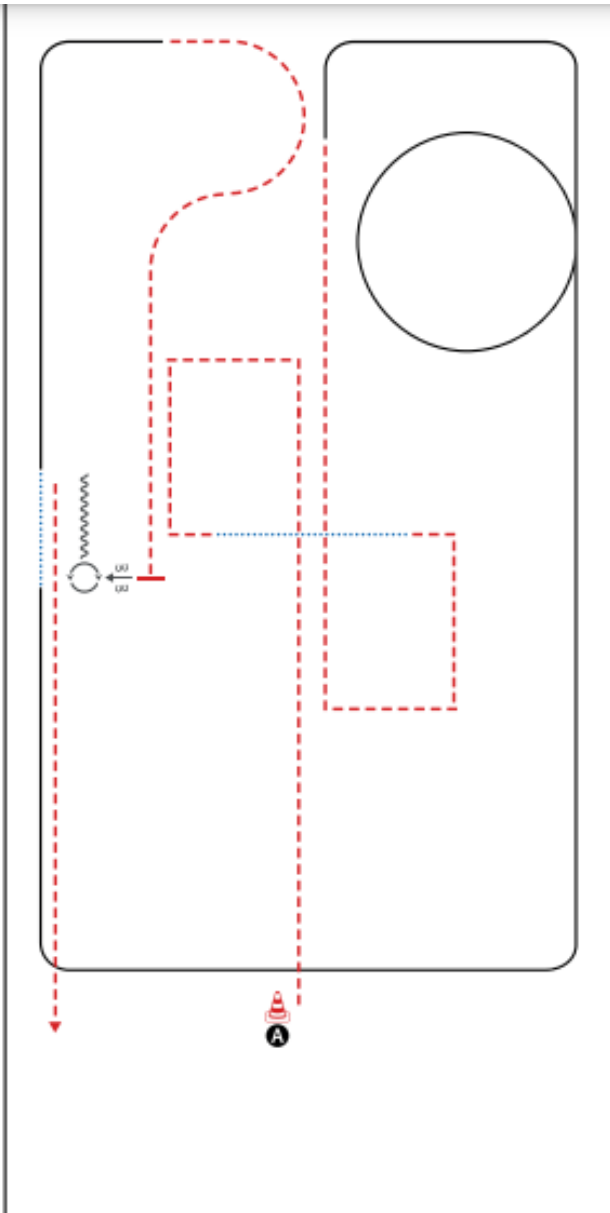


BE READY AT MARKER A

- 1) JOG
- 2) LOPE (LL)
- 3) CHANGE LEADS (SIMPLE OR FLYING)
- 4) LOPE (RL)
- 5) WALK
- 6) JOG
- 7) EXTENDED JOG
- 8) STOP, TURN ON THE FOREHAND 180° LEFT,
- 9) TURN ON THE HAUNCHES 360° RIGHT
- 10) BACK UP (AT LEAST ONE HORSE LENGTH), JOG OUT



# LK 2 A, LK 2 B



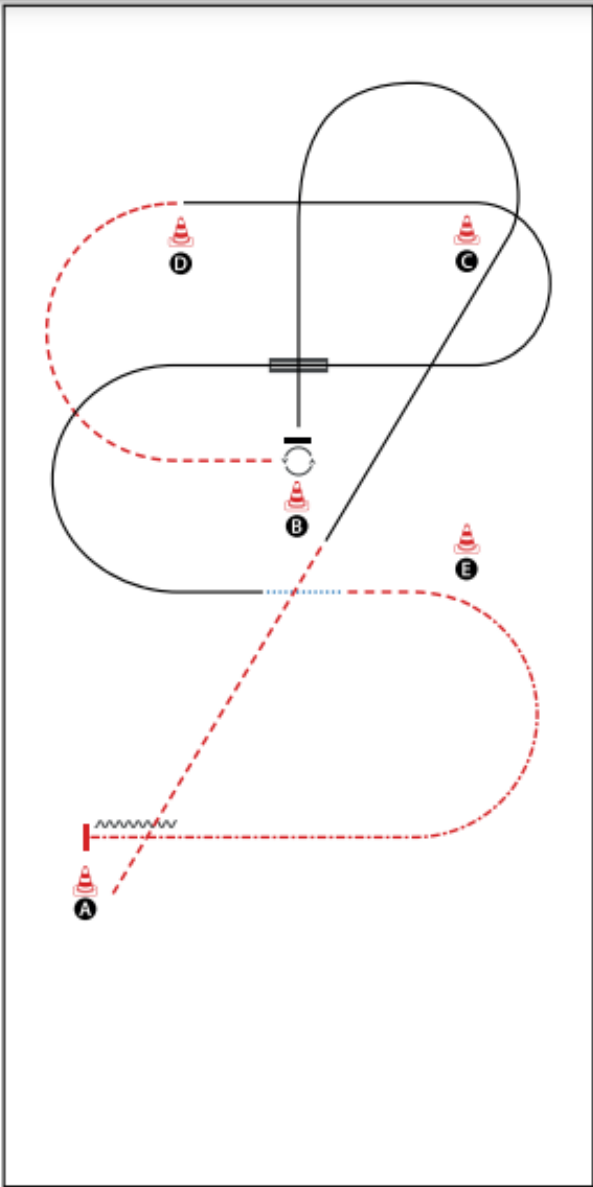
BE READY AT MARKER A

- 1) JOG CORNERS
- 2) WALK
- 3) JOG CORNERS
- 4) LOPE (RL)
- 5) WALK, LOPE (LL)
- 6) JOG, STOP
- 7) SIDEPASS RIGHT
- 8) TURN 360° RIGHT
- 9) BACK UP (AT LEAST ONE HORSE LENGTH)
- 10) JOG  
    JOG OUT

WALK (SCHRETT)	.....
EXTENDED WALK	.....
JOG/TROT (TRAB)	.....
EXTENDED TROT	.....
LOPE (GALOPP)	.....
EXTENDED LOPE	.....
BACK UP (RÜCKWÄRTS)	~~~~~
LEAD CHANGE (GALOPFWECHSEL)	.....
TURN (DREHUNG)	.....

LK 3 A, LK 3 B

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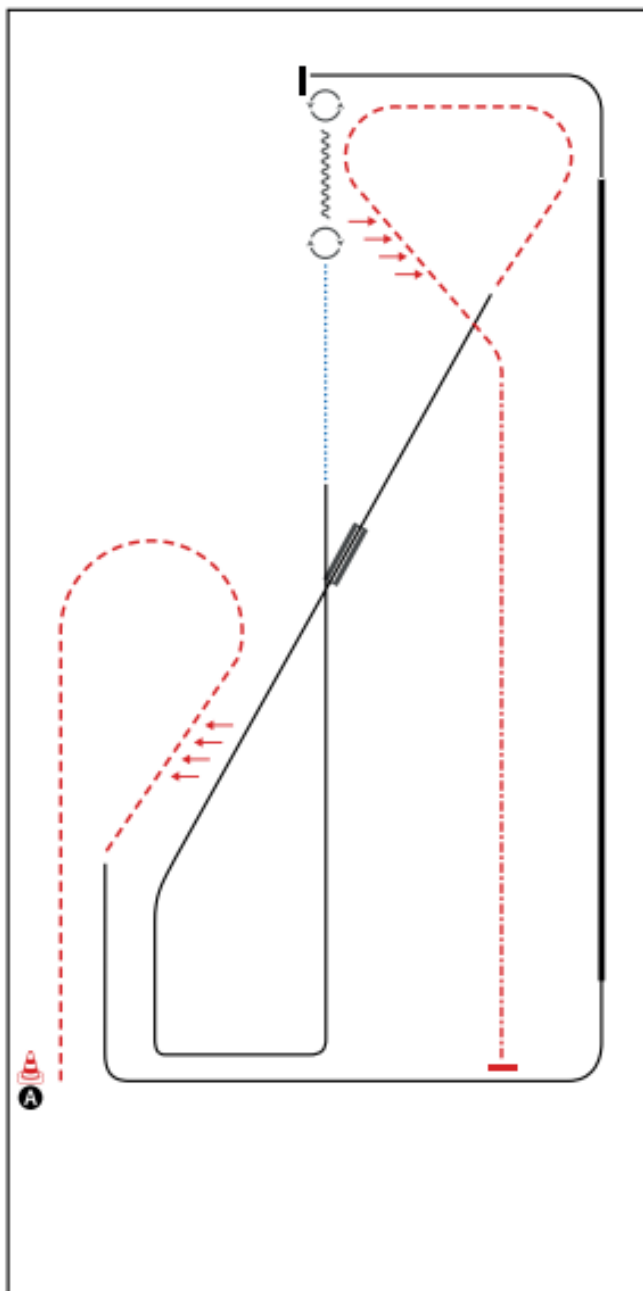


BE READY AT A

- 1) JOG
- 2) LOPE (LL)
- 3) STOP, TURN 270° LEFT
- 4) JOG
- 5) LOPE (RL)
- 6) CHANGE LEADS (SIMPLE OR FLYING)
- 7) LOPE (LL), WALK
- 8) JOG
- 9) EXTENDED JOG
- 10) STOP, BACK UP (AT LEAST ONE HORSE LENGTH)  
WALK OUT

WALK (SCHRI TT)	
EXTENDED WALK	
JOG/TROT (TRAB)	
EXTENDED TROT	
LOPE (GALOPP)	
EXTENDED LOPE	
BACK UP (RÜCKWÄRTS)	
LEAD CHANGE (GALOPPWECHSEL)	
TURN (DREHUNG)	

M LK 2/1 A, LK 2/1 B



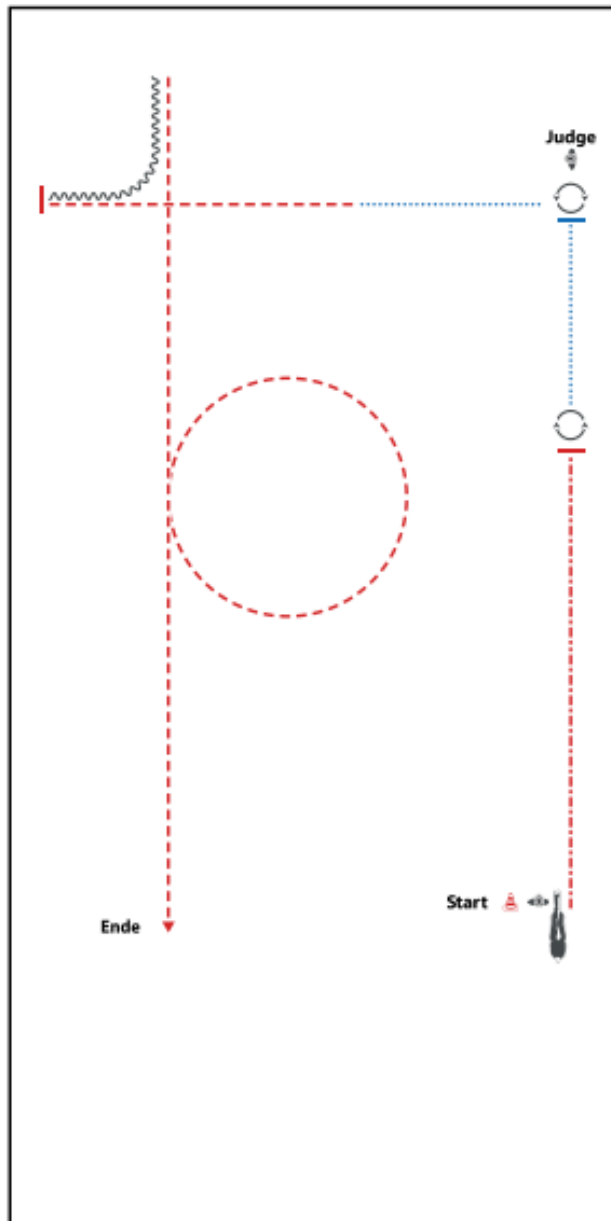
BE READY AT A

- 1) JOG, TWO TRACK RIGHT
- 2) LOPE (LL)
- 3) EXTENDED LOPE (LL), COLLECTED LOPE (LL)
- 4) STOP, TURN 450° RIGHT
- 5) BACK UP (AT LEAST ONE HORSE LENGTH)
- 6) TURN 540° LEFT
- 7) WALK, LOPE RL CORNERS
- 8) CHANGE LEADS (SIMPLE OR FLYING) LOPE (LL)
- 9) JOG, TWO TRACK LEFT
- 10) EXTENDED JOG, STOP  
WALK OUT

WALK (SCHRITT)	.....
EXTENDED WALK	.....
JOG/TROT (TRAB)	.....
EXTENDED TROT	.....
LOPE (GALOPP)	.....
EXTENDED LOPE	.....
BACK UP (RÜCKWÄRTS)	.....
LEAD CHANGE (GALOPPWECHSEL)	.....
TURN (DREHUNG)	.....

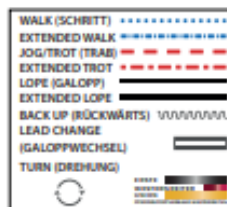
# Showmanship at Halter

LK 1 A, LK 1 B, LK 2 A, LK 2 B



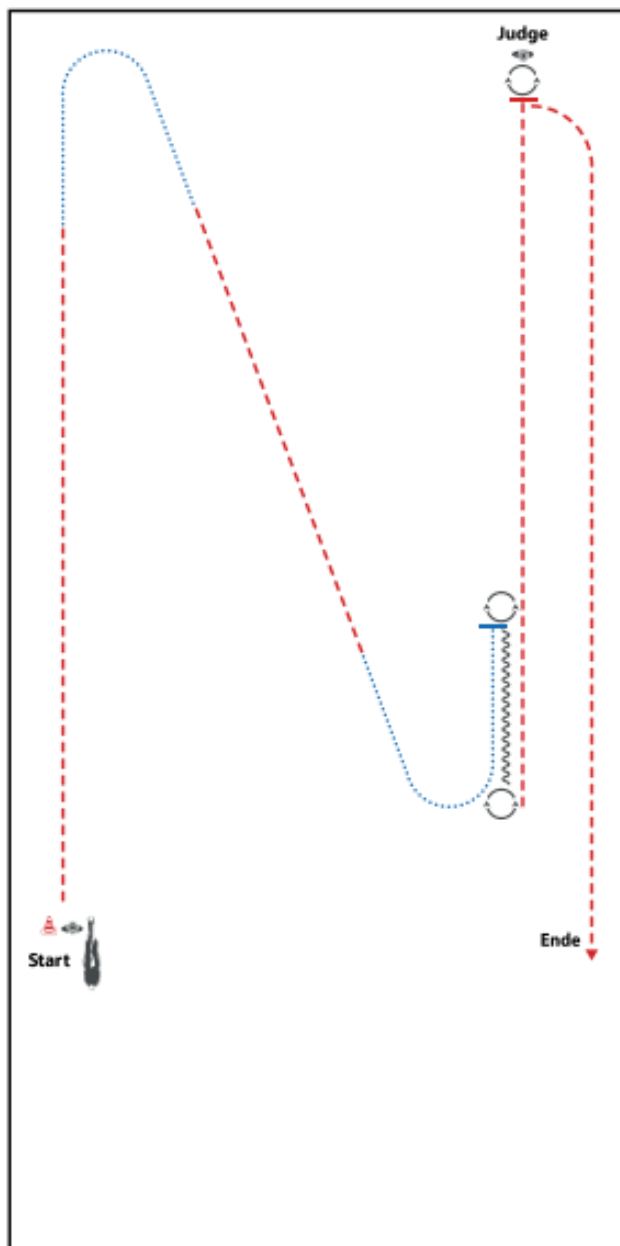
**BE READY AT MARKER**

- 1) EXTENDED TROT, STOP
- 2) TURN 360°
- 3) WALK, STOP
- 4) SET UP
- 5) INSPECTION
- 6) TURN 630°
- 7) WALK, TROT, STOP
- 8) BACK UP
- 9) TROT SMALL CIRCEL  
TROT OUT





# LK 3 A, LK 3 B

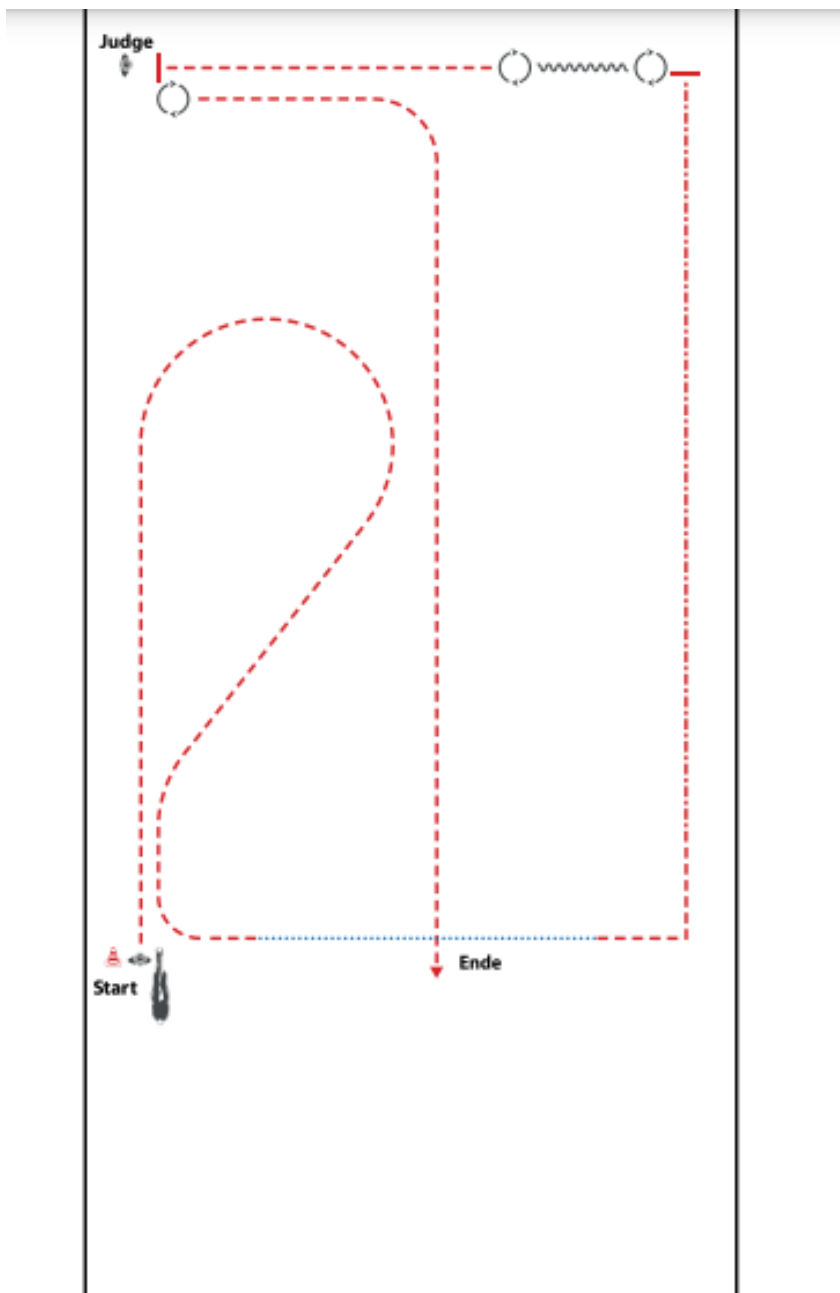


## BE READY AT MARKER

- 1) TROT, WALK
- 2) TROT, WALK, STOP
- 3) TURN 360°
- 4) BACK UP
- 5) TURN 360°
- 6) TROT, STOP
- 7) SET UP
- 8) INSPECTION
- 9) TURN 90°, TROT TROT OUT

WALK (SCHRITT)	.....
EXTENDED WALK	.....
JOG/TROT (TRAB)	-----
EXTENDED TROT	-----
LOPE (GALOPP)	-----
EXTENDED LOPE	-----
BACK UP (RÜCKWÄRTS)	~~~~~
LEAD CHANGE (GALOPFWECHSEL)	=====
TURN (DREHUNG)	○

M LK 2/1 A, M LK 2/1 B



BE READY AT MARKER

- 1) TROT
- 2) WALK
- 3) TROT CORNER, EXTENDED TROT
- 4) STOP, TURN 45°
- 5) BACK UP (AT LEAST ONE HORSE LENGTH)
- 6) TURN 540°
- 7) TROT, STOP
- 8) SET UP
- 9) INSPECTION
- 10) TURN 180°, TROT OUT

WALK (SCHRIIT)	.....
EXTENDED WALK	.....
JOG/TROT (TRAB)	.....
EXTENDED TROT	.....
LOPE (GALOPP)	—————
EXTENDED LOPE	—————
BACK UP (RÜCKWÄRTS)	~~~~~
LEAD CHANGE (GALOPFWECHSEL)	—————
TURN (DREHUNG)	○