

Patternübersicht

Jungpferde

Basis 4	Pattern 2
Basis 5	Pattern 2
Trail	Pattern 1
Reining	Pattern 1

Youngstars

Reining	Pattern 5
Challenge	Pattern 1

Western Riding

LK 1/2 A Senior	Pattern 1
LK 3A	Pattern 6
LK 2/1 Q	Pattern 3

Senior Superhorse (2018)

LK 1A	Pattern 3
LK 2/1 A-Q	Pattern 1

Reining

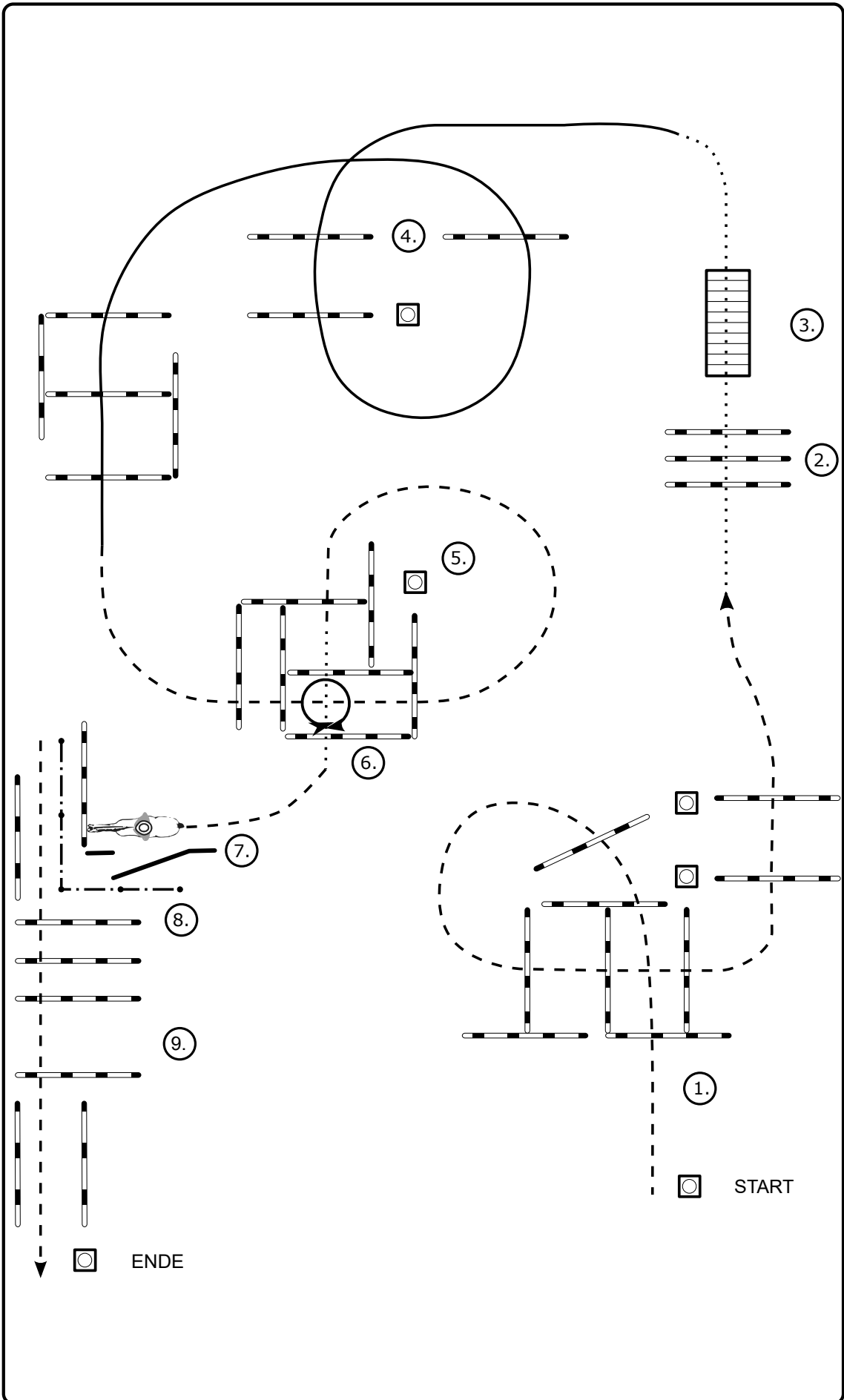
LK 1/2 Junior	Pattern 11
LK 1A Senior	Pattern 4
LK 2A Senior	Pattern 4
LK 3	Pattern 5
LK 2/1 Q Junior	Pattern 6
LK 2/1 A-Q Senior	Pattern 8

Ranch Riding (2017)

LK 1/2 Junior	Pattern 1
LK 1A Senior	Pattern 6
LK 2A Senior	Pattern 6
LK 1-3 B	Pattern 1
LK 3 A	Pattern 2
LK 2/1 Q Junior	Pattern 2
LK 2/1 A-Q Senior	Pattern 2
LK 2/1 B-Q	Pattern 2



Trail Horse LK 1/2 Junior

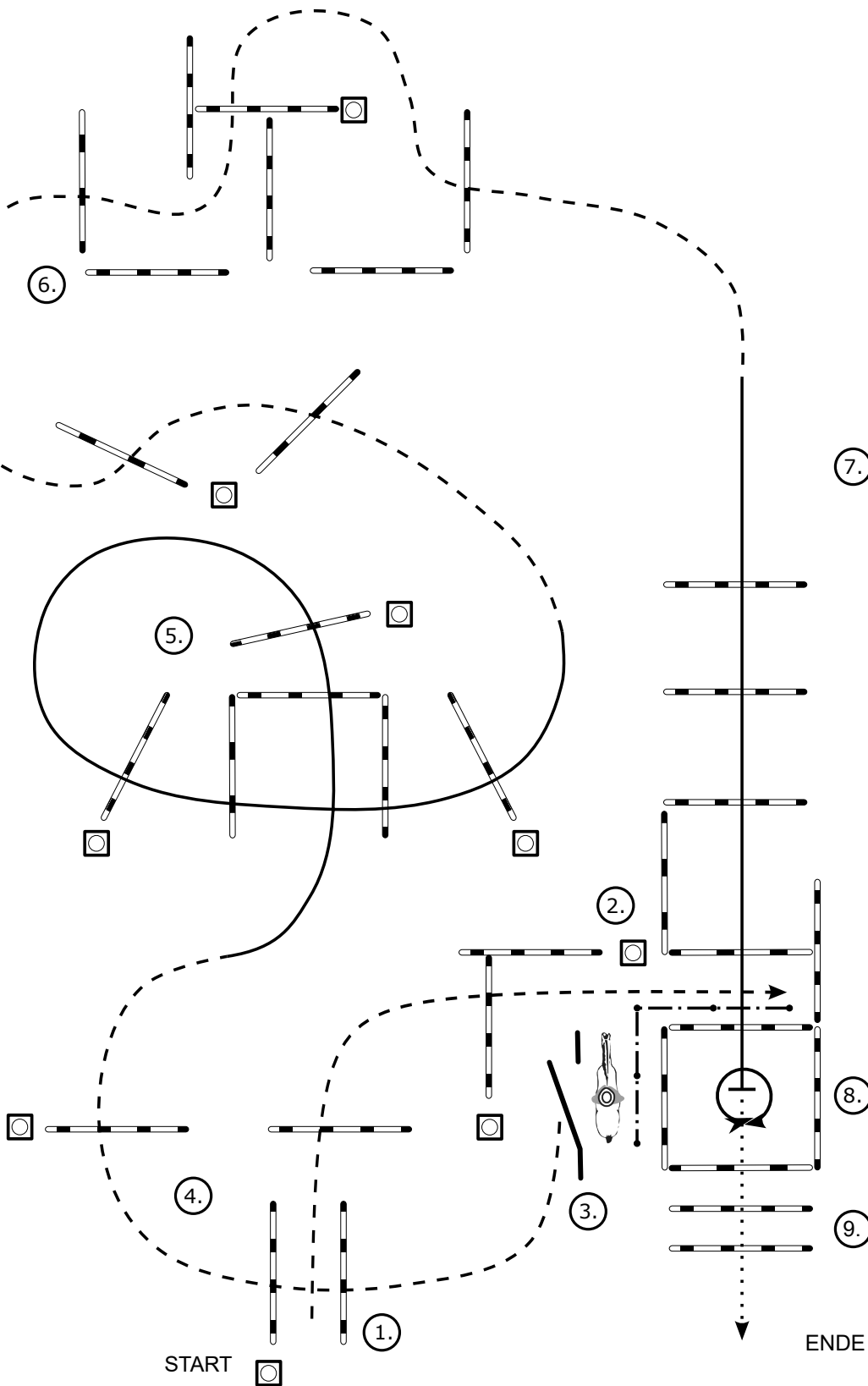


1. Jog over poles
2. Walk over poles
3. Bridge
4. Lope (LL) over poles
5. Jog over poles
6. Stop
break to walk in 1st box,
360° turn (r o l) in 2nd box
7. Jog to gate, gate (LH)
8. Back up
9. Jog over poles

LH = Left Hand
 RH = Right Hand
 LL = Left Lead
 RL = Right Lead

- Walk
- - - - - Jog
- Lope
- ◄- - - - - Backup
- no> Sidepass
- X ——— Lead Change

Trail Horse LK 1 / LK 2

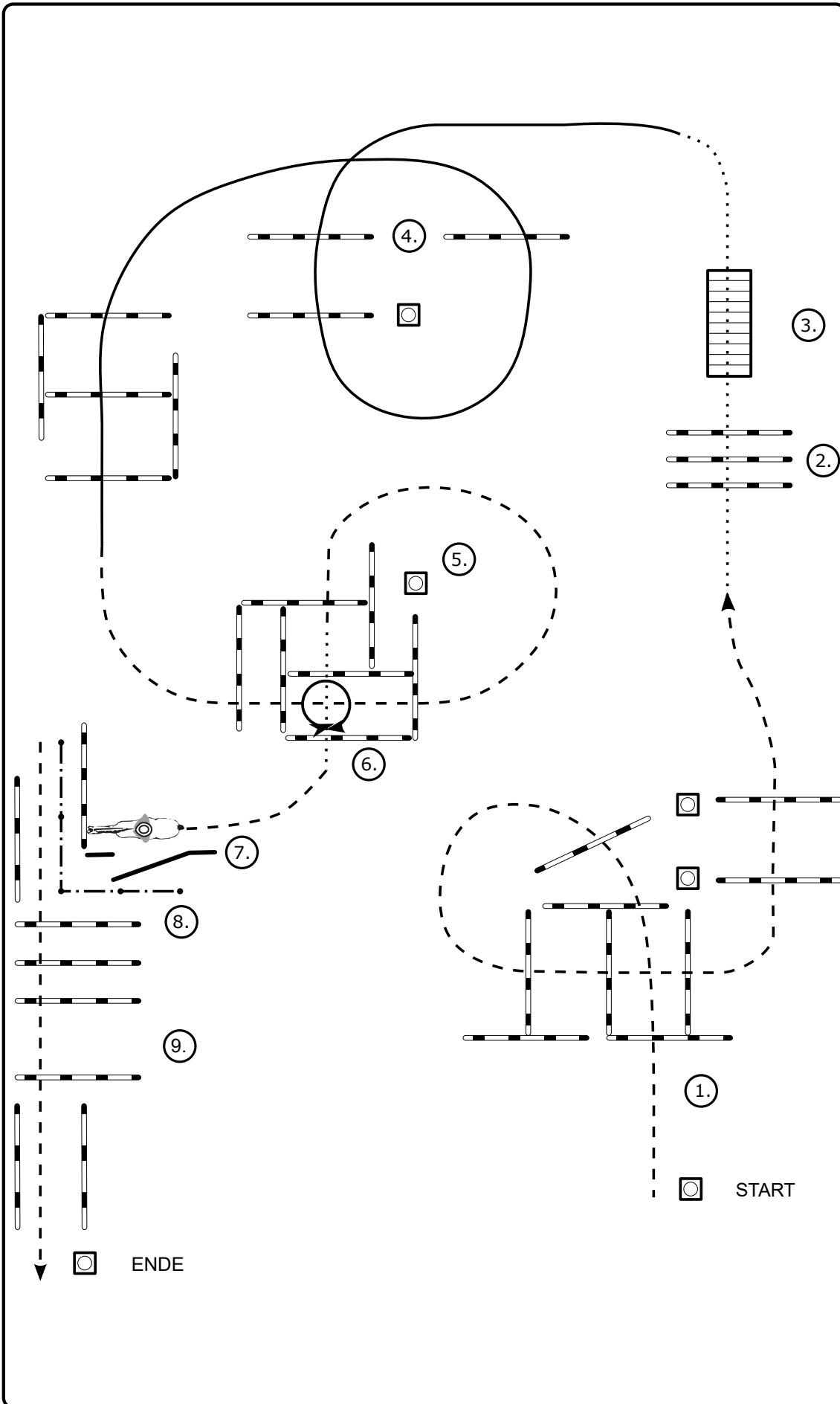


1. Jog over poles past marker into chute, stop
2. Back up
3. Gate (LH), jog out
4. Jog over poles
5. Lope (LL) over poles
6. Jog over poles
7. Lope (RL) over poles
8. Lope (RL) into box, stop
360° turn (r o l)
9. Walk over poles

LH = Left Hand
 RH = Right Hand
 LL = Left Lead
 RL = Right Lead

- Walk
- - - - - Jog
- Lope
- ⬅- - - -➡ Backup
- no➡ Sidepass
- X — Lead Change

Trail Horse LK 3A / LK 3B

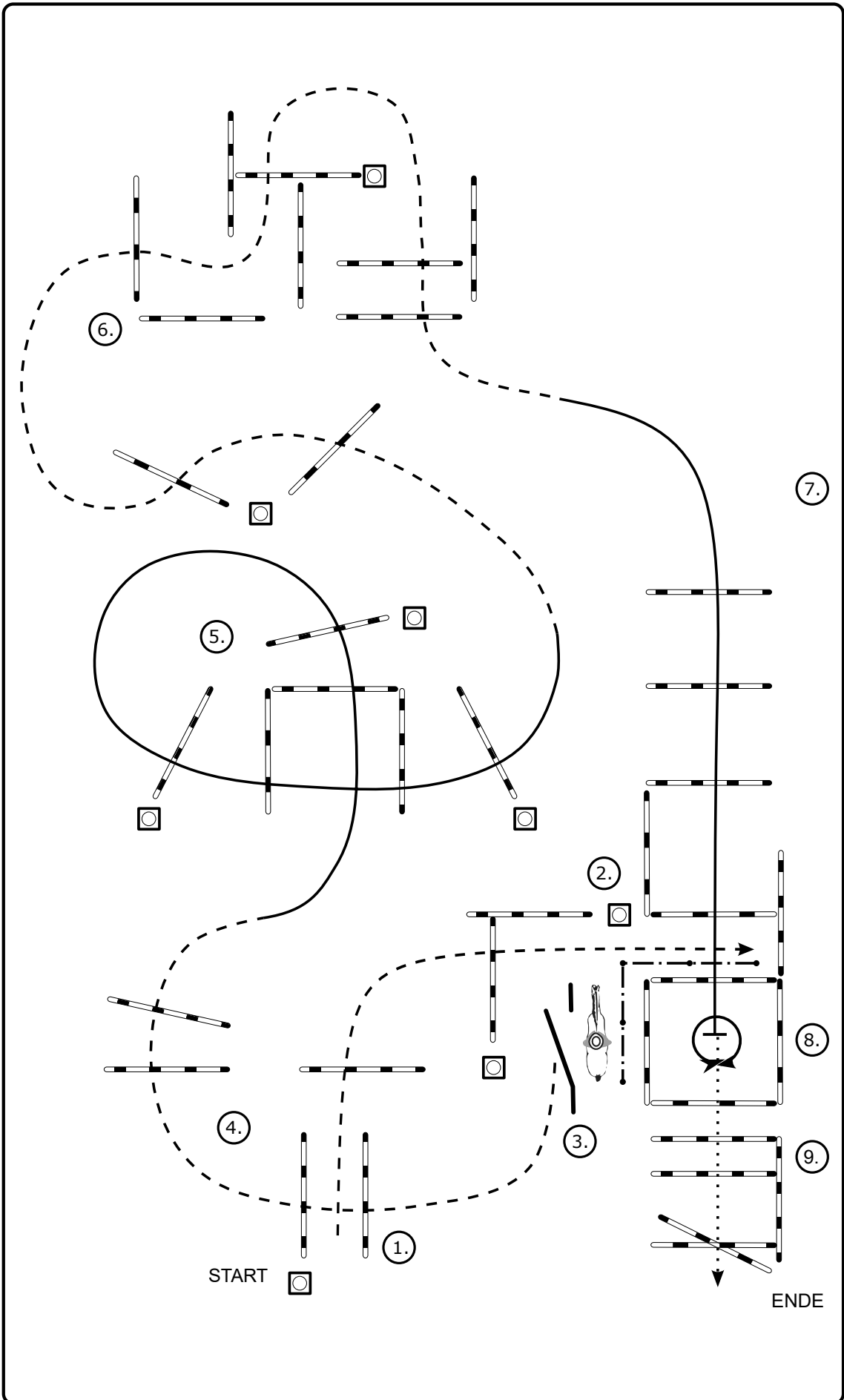


1. Jog over poles
2. Walk over poles
3. Bridge
4. Lope (LL) over poles
5. Jog over poles
6. Stop
break to walk in 1st box,
360° turn (r o l) in 2nd box
7. Jog to gate, gate (LH)
8. Back up
9. Jog over poles

LH = Left Hand
 RH = Right Hand
 LL = Left Lead
 RL = Right Lead

- Walk
- - - - - Jog
- Lope
- ◆ - - - ◆ Backup
- no> Sidepass
- X — Lead Change

Trail Horse LK 2/1 A-B-Q

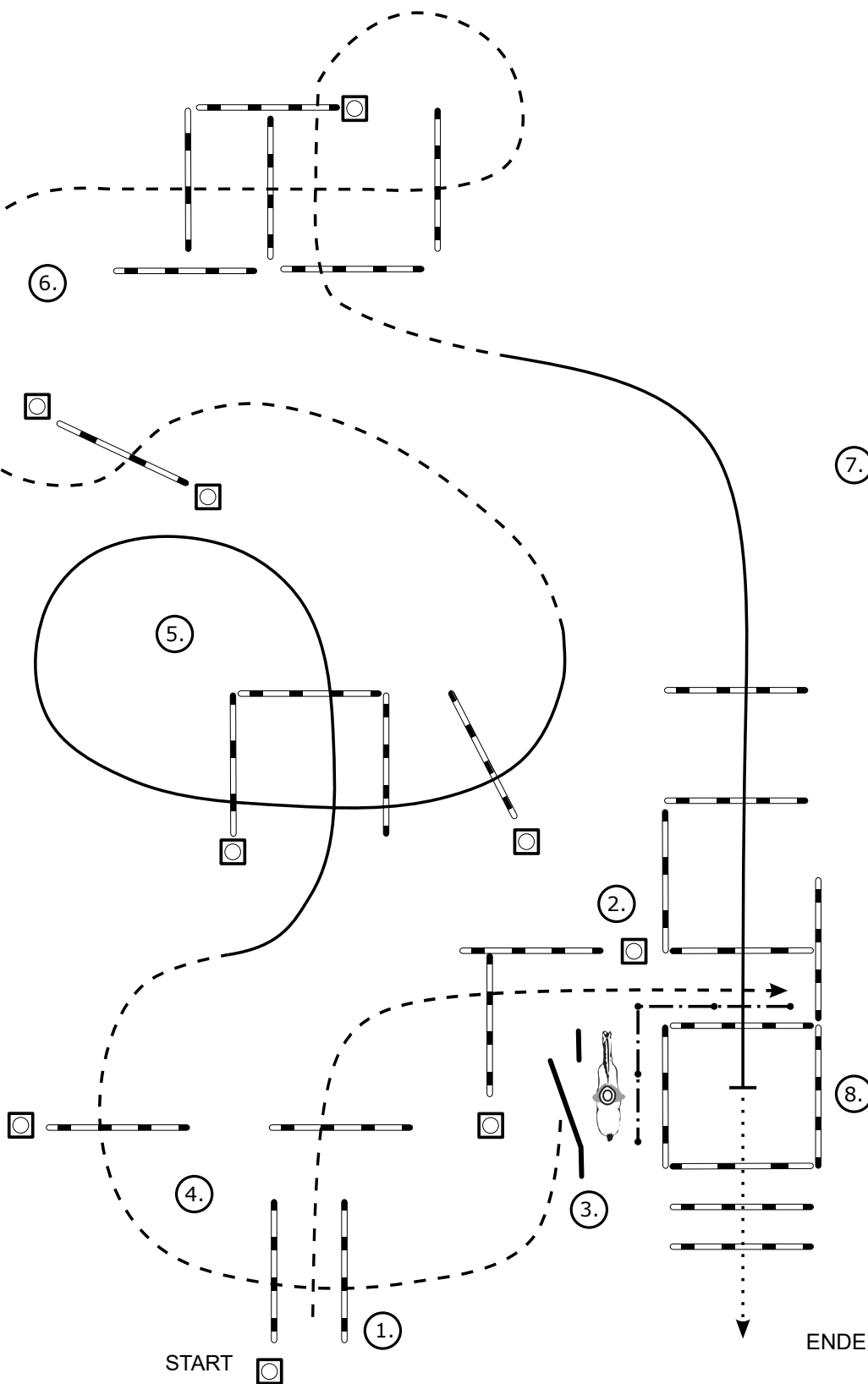


1. Jog over poles past marker into chute, stop
2. Back up
3. Gate (LH), jog out
4. Jog over poles
5. Lope (LL) over poles
6. Jog over poles
7. Lope (RL) over poles
8. Lope (RL) into box, stop
360° turn (r o l)
9. Walk over poles

LH = Left Hand
 RH = Right Hand
 LL = Left Lead
 RL = Right Lead

- Walk
- - - - - Jog
- Lope
- ◄- - - - - Backup
- no> Sidepass
- X ———— Lead Change

Trail Horse LK 2/1 Q Junior



1. Jog over poles past marker into chute, stop
2. Back up
3. Gate (LH), jog out
4. Jog over poles
5. Lope (LL) over poles
6. Jog over poles
7. Lope (RL) over poles
8. Lope (RL) into box, stop
walk over poles

LH = Left Hand
 RH = Right Hand
 LL = Left Lead
 RL = Right Lead

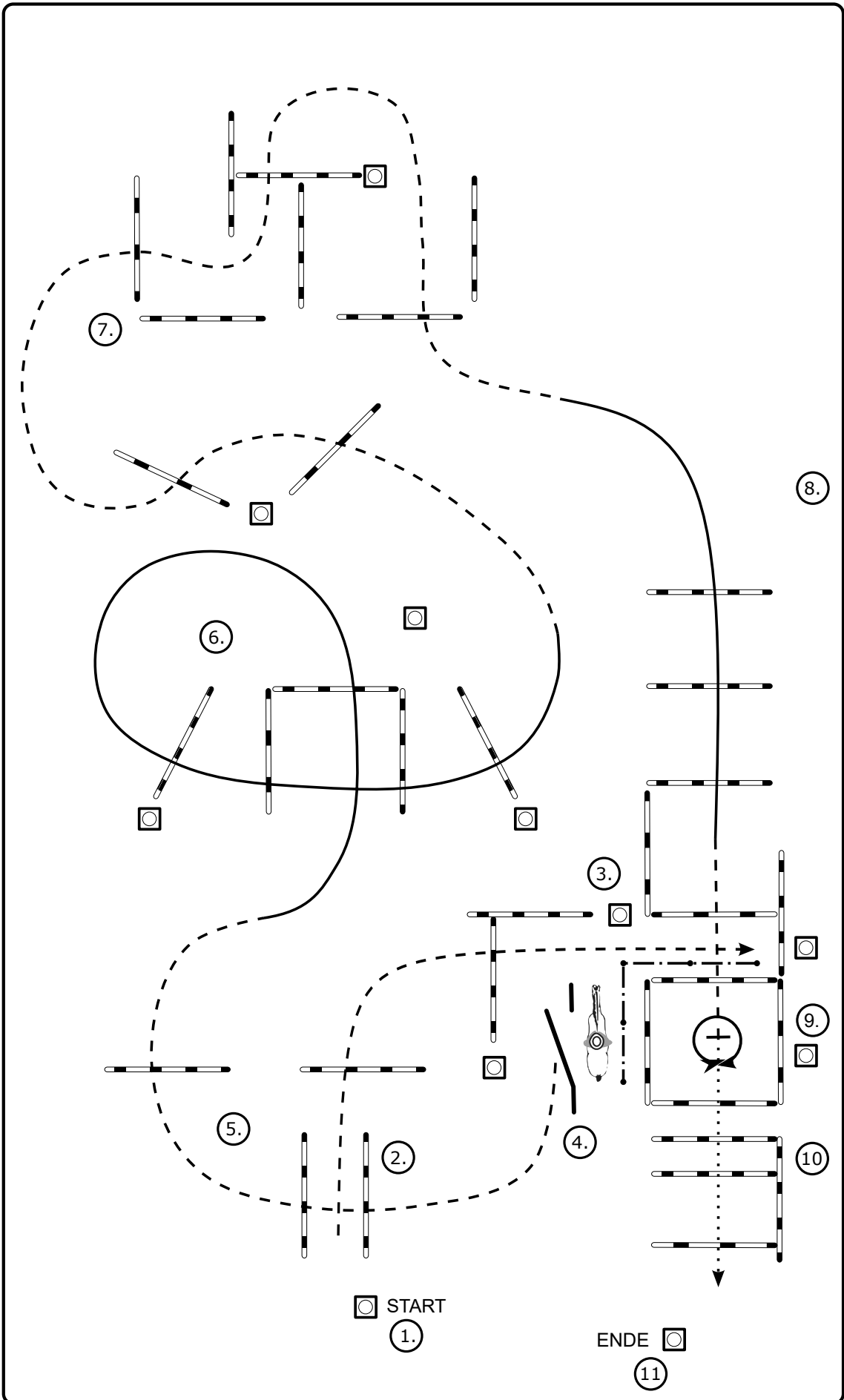
- Walk
- - - - - Jog
- Lope
- ◄- - - - - Backup
- no> Sidepass
- X ——— Lead Change

Horse & Dog Trail LK 1/2



1. Einreiten
an Pylone anhalten
+ Hund ableinen
2. Jog Over into chute, stop
+ Hund bei Fuß
+ Hund an Pylone ablegen
3. Back Up
4. Tor
+ Hund durch das Tor rufen
5. Jog Over
+ Hund bei Fuß
6. Lope (LL) Over,
+ Hund bei Fuß
7. Jog Over
+ Hund bei Fuß
8. Lope (RL) Over
+ Hund bei Fuß
9. Jog into box, stop
360° turn (R o L)
+ Hund bei Fuß
+ Hund an Pylone ablegen
10. Walk Over
+ Hund bei Fuß
11. Anhalten, absteigen
Hund anleinen

- Walk
- - - - - Jog
- Lope
- ◄- - - - - Backup
- no> Sidepass
- X ——— Lead Change

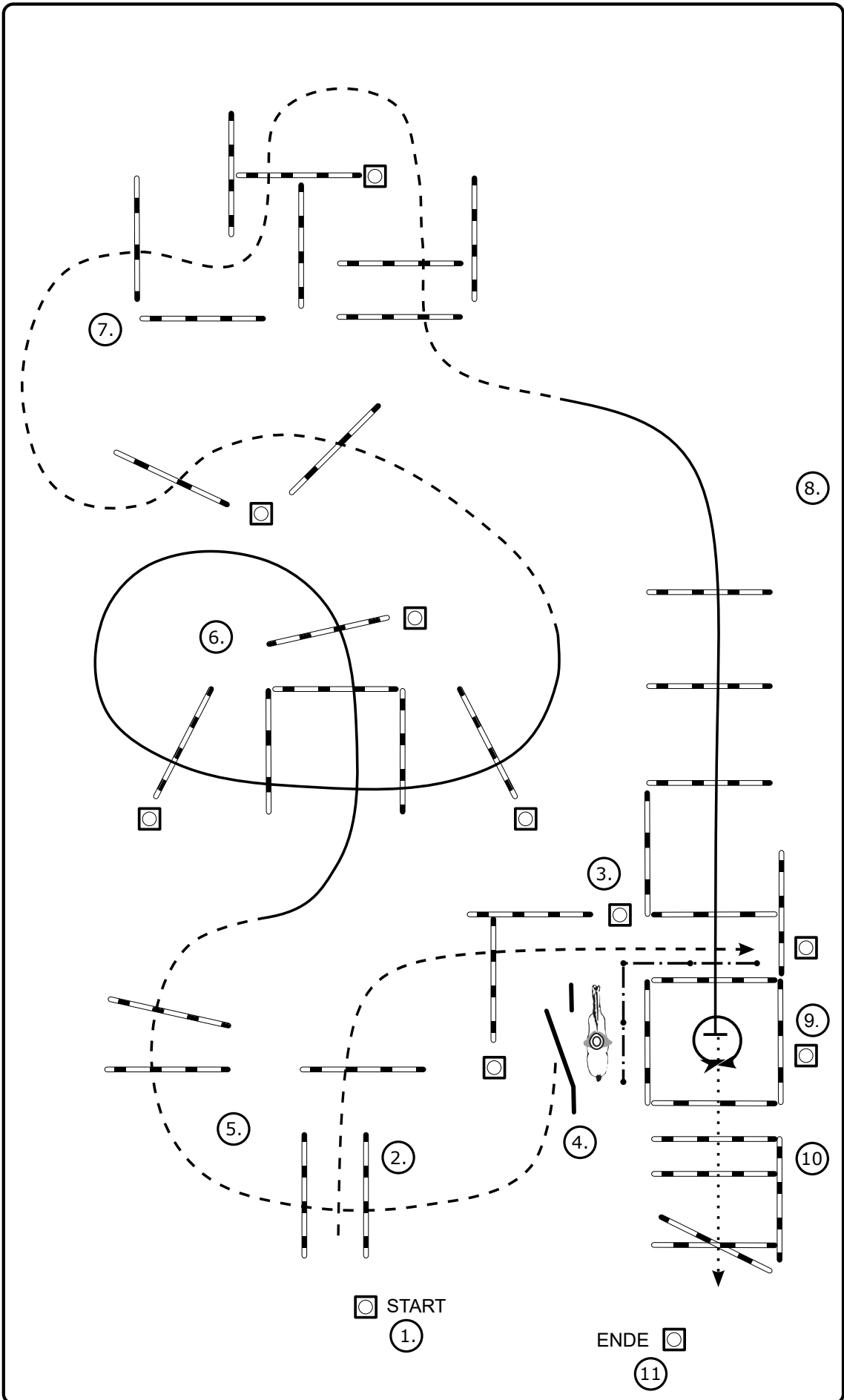


Horse & Dog Trail LK 2/1 Q



1. Einreiten
an Pylone anhalten
+ Hund ableinen
2. Jog Over into chute, stop
+ Hund bei Fuß
+ Hund an Pylone ablegen
3. Back Up
4. Tor
+ Hund durch das Tor rufen
5. Jog Over
+ Hund bei Fuß
6. Lope (LL) Over,
+ Hund bei Fuß
7. Jog Over
+ Hund bei Fuß
8. Lope (RL) Over
+ Hund bei Fuß
9. Lope (RL) into box, stop
360° turn (R o L)
+ Hund bei Fuß
+ Hund an Pylone ablegen
10. Walk Over
+ Hund bei Fuß
11. Anhalten, absteigen
Hund anleinen

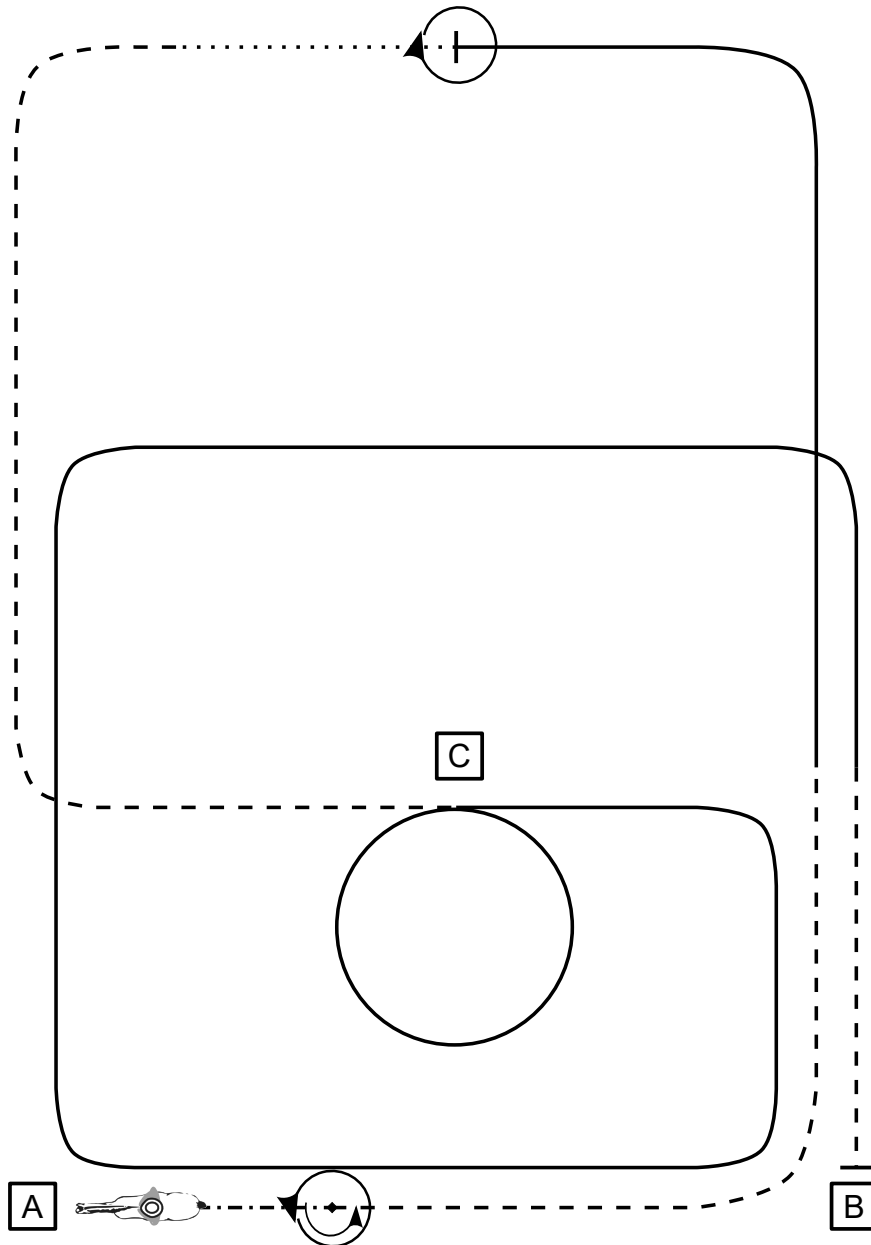
- Walk
- - - - - Jog
- Lope
- ◄ - - - - ► Backup
- no> Sidepass
- X ——— Lead Change



START
 1.

ENDE
 11

Western Horsemanship LK 1A / LK 2



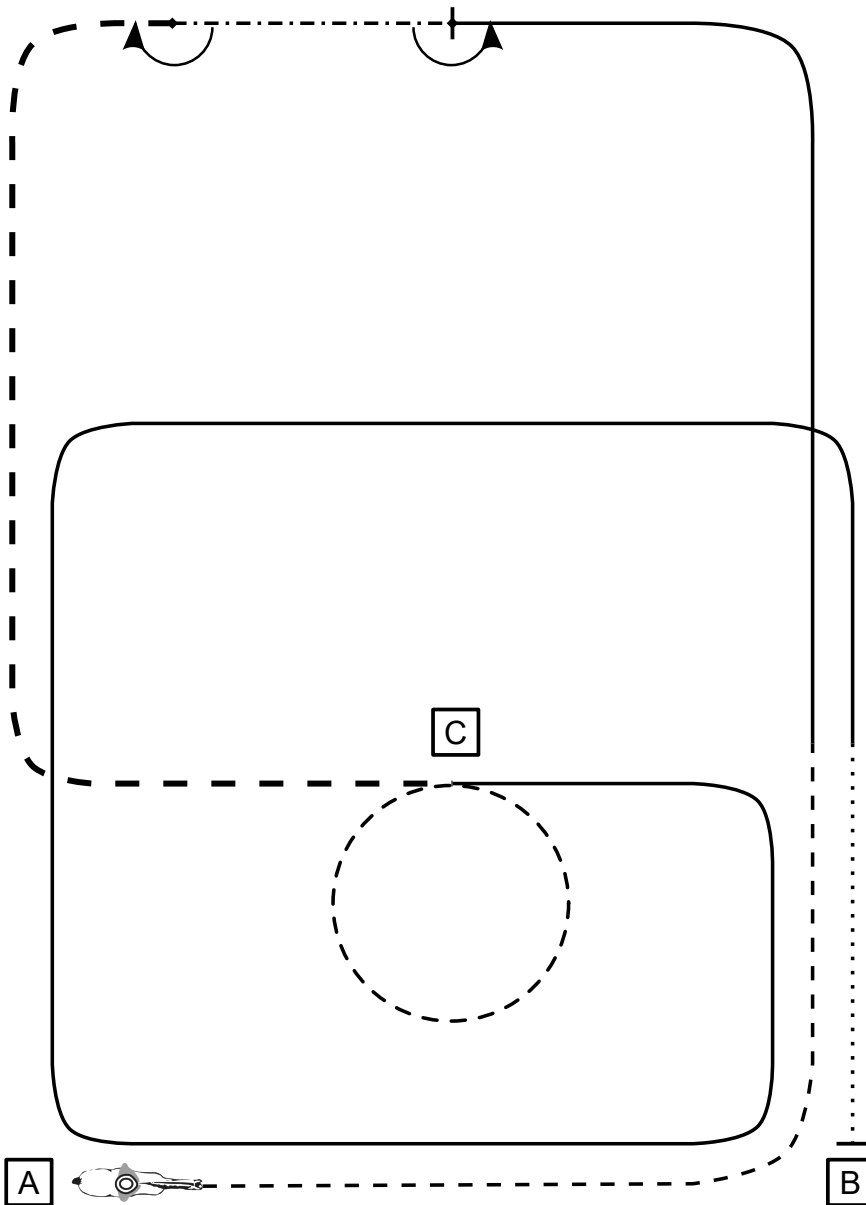
Be ready at A

1. Back Up
2. 540° turn (L)
3. Jog
4. Lope (LL), stop
5. 360° turn (R), walk
6. Jog to C
7. Lope (RL) circle
8. Lope (RL)
9. Jog, stop

L = Left
 R = Right
 LL = Left Lead
 RL = Right Lead

- | | |
|---------------|-------------|
| A | Marker |
| | Walk |
| - - - - - | Jog |
| - - - - - | ext. Jog |
| ————— | Lope |
| ————— | ext. Lope |
| ◄-----► | Backup |
| on | Sidepass |
| ————— X ————— | Lead Change |

Western Horsemanship LK 3A / LK 3B



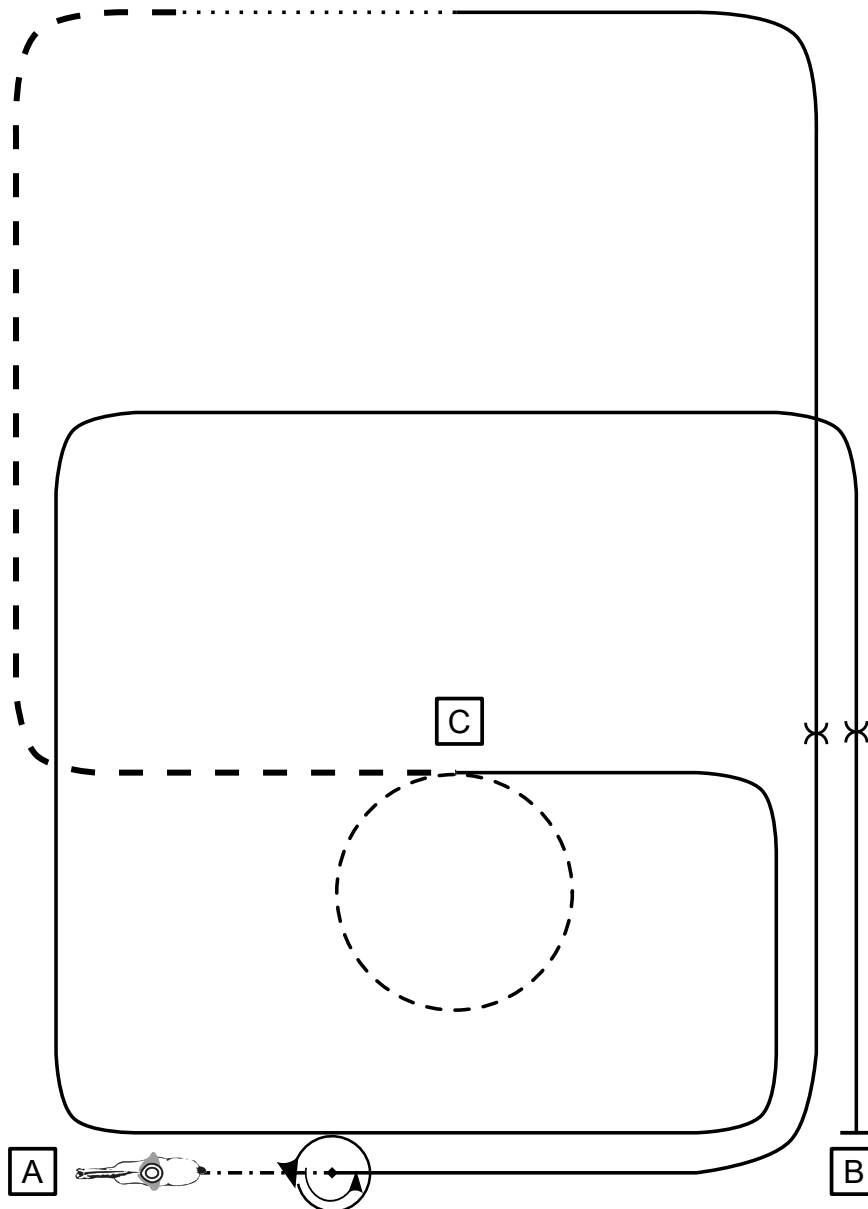
Be ready at A

1. Jog
2. Lope (LL), stop
3. 180° turn (L)
4. Back Up
5. 180° turn (R)
6. Ext jog to C
7. Jog small circle
8. Lope (RL)
9. Walk, stop

L = Left
 R = Right
 LL = Left Lead
 RL = Right Lead

- | | |
|---------------|-------------|
| A | Marker |
| | Walk |
| ----- | Jog |
| ----- | ext. Jog |
| ————— | Lope |
| ————— | ext. Lope |
| ◄-----► | Backup |
| on | Sidepass |
| ————— X ————— | Lead Change |

Western Horsemanship LK 2/1 Q



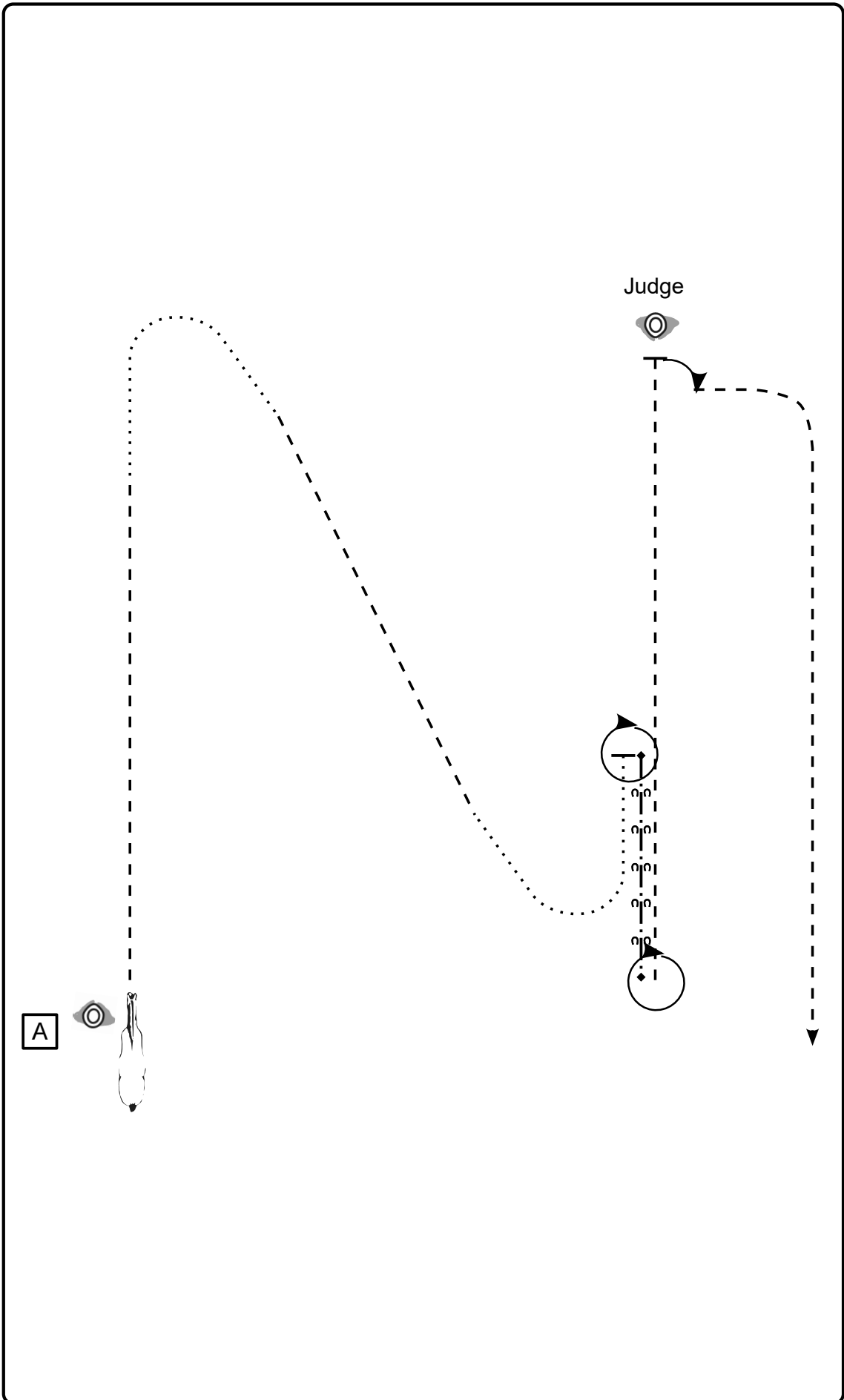
Be ready at A

1. Back Up
2. 540° turn (L)
3. Lope (LL), lead change
4. Lope (RL), walk
5. Ext. jog to C
6. Jog small circle
7. Lope (RL), lead change
8. Lope (LL), stop

L = Left
 R = Right
 LL = Left Lead
 RL = Right Lead

- | | |
|---------------|-------------|
| A | Marker |
| | Walk |
| - - - - - | Jog |
| - - - - - | ext. Jog |
| ————— | Lope |
| ————— | ext. Lope |
| ◄-----► | Backup |
| oo | Sidepass |
| ————— X ————— | Lead Change |

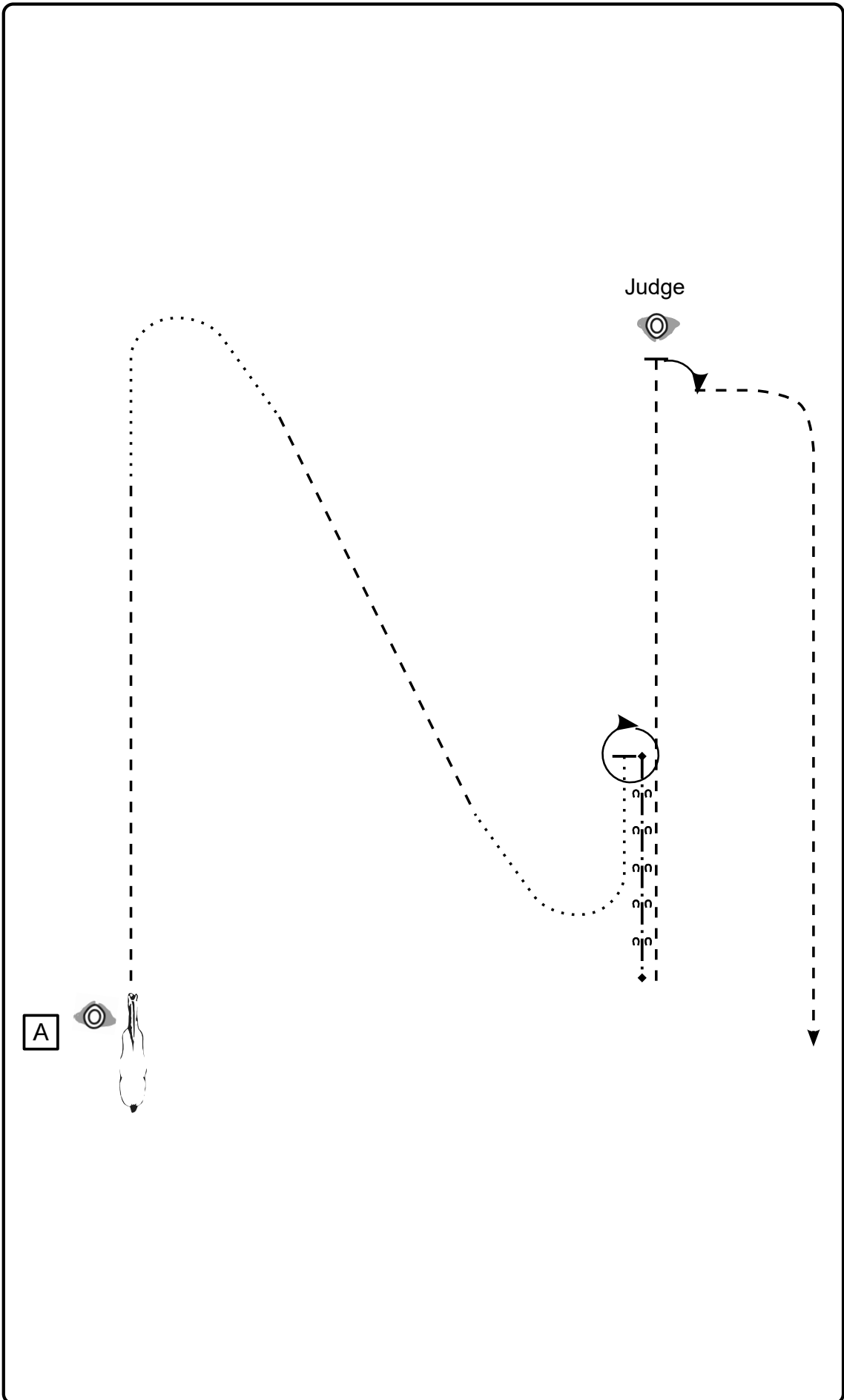
Showmanship at Halter LK 1A / LK 2A



- Be ready at A
1. Trot straight line, walk
 2. Trot, walk, stop
 3. 360° turn
 4. Back up straight line
 5. 360° turn
 6. Trot straight line, stop
 7. Set up for inspection
 8. 90° turn, trot
- Trot and leave the arena

- A Marker
- Walk
- - - - - Jog
- - - - - ext. Jog
- 3 — 3 — 3 — Back Up

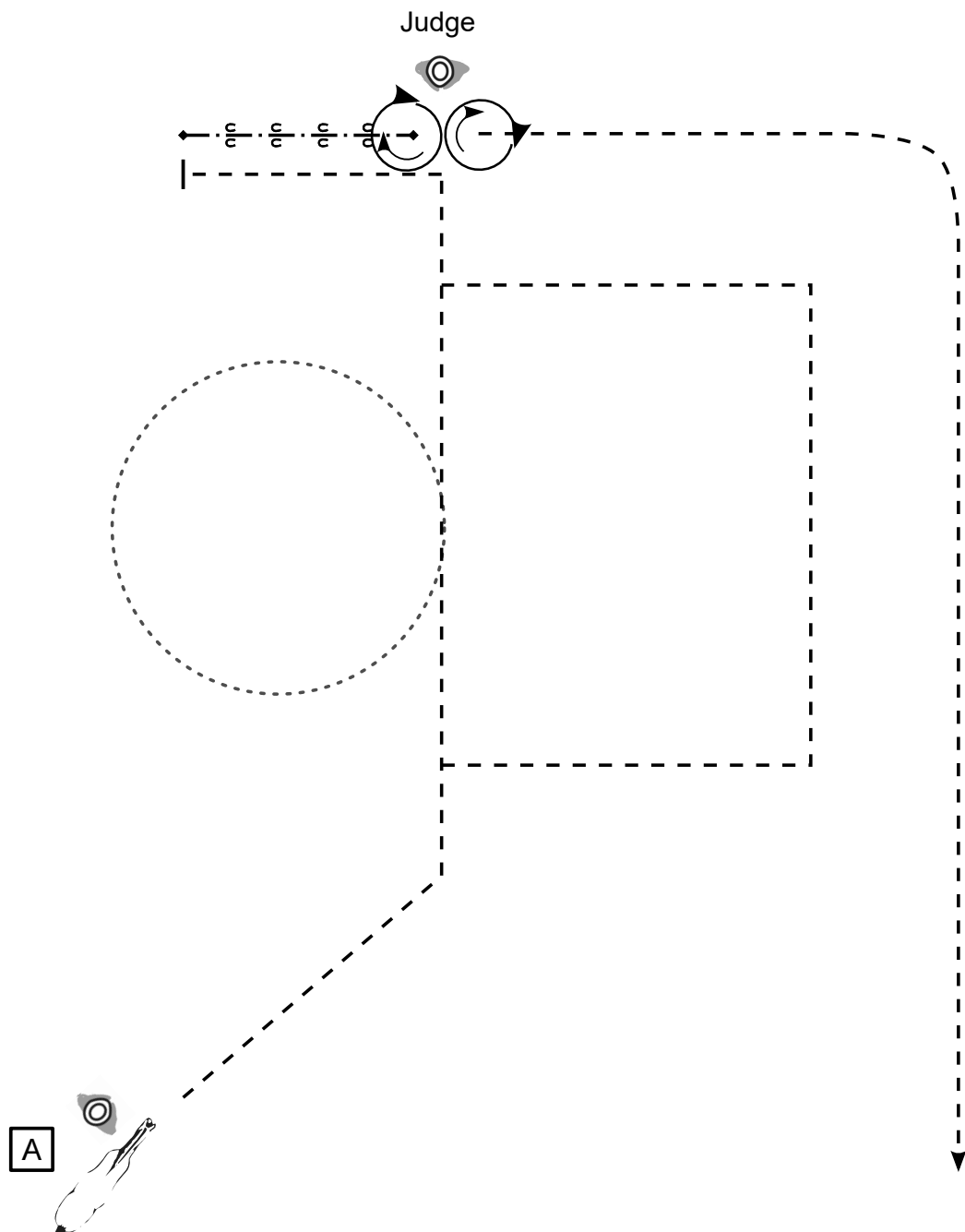
Showmanship at Halter LK 3A



- Be ready at A
1. Trot straight line, walk
 2. Trot, walk, stop
 3. 360° turn
 4. Back up straight line
 5. Trot straight line, stop
 6. Set up for inspection
 7. 90° turn, trot
- Trot and leave the arena

- | | |
|---|----------|
| A | Marker |
| | Walk |
| ----- | Jog |
| - - - - - | ext. Jog |
| - 3 - 3 - 3 - | Back Up |

Showmanship at Halter LK 2/1 A-Q



- Be ready at A
1. Trot straight lines
 2. Walk circle
 3. Trot square and trot corner stop
 4. Back up
 5. 45° turn
 6. Set up for inspection
 7. 45° turn
- Trot and leave the arena

- A Marker
- Walk
- --- --- --- Jog
- --- --- --- ext. Jog
- --- --- --- Back Up