

Patternübersicht

Jungpferde

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Trail 4	Pattern 4
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Western Riding

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LK 2/1 B-Q	Pattern 2

Senior Superhorse (2018)

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

Reining

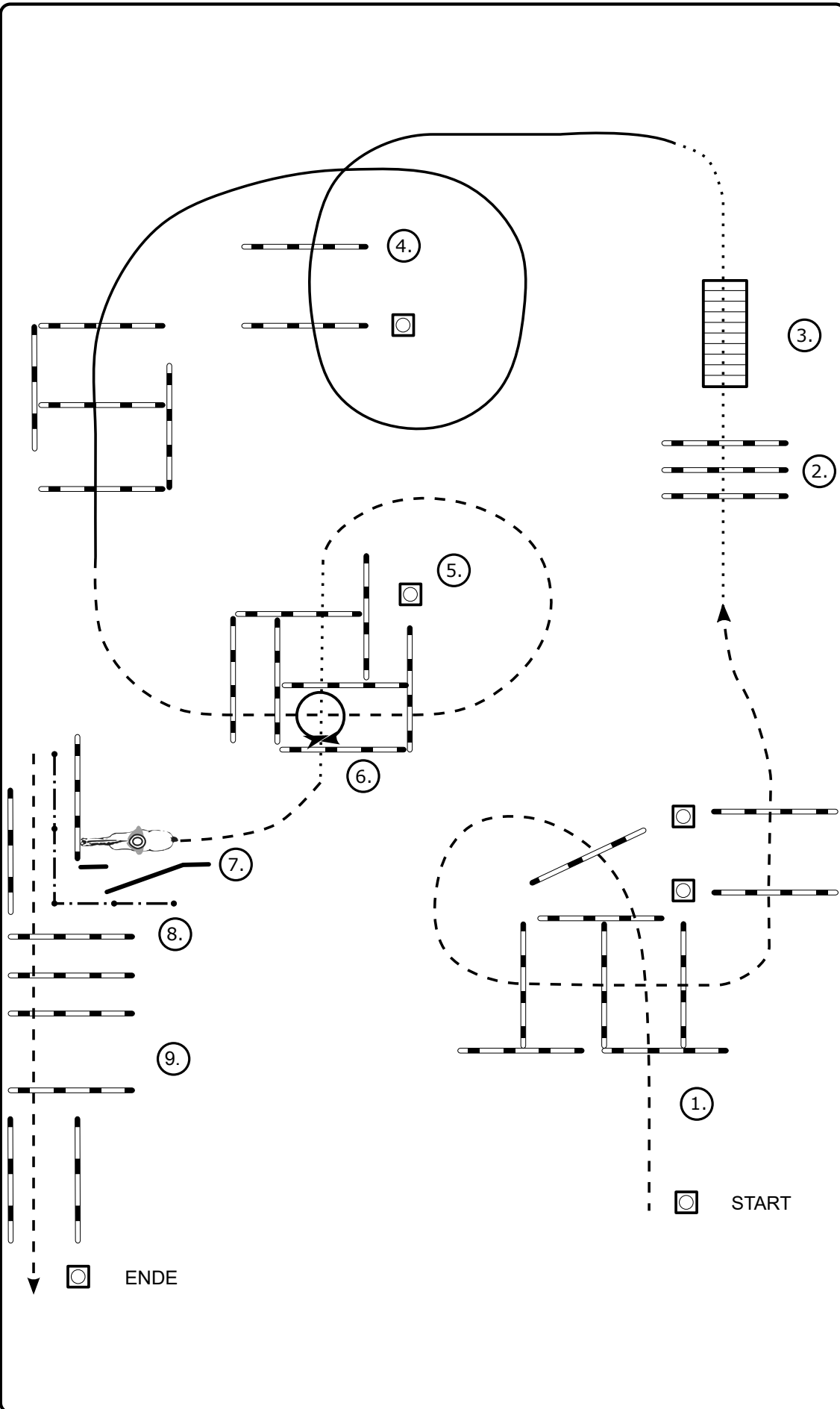
LK 1/2 Junior	Pattern 11
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LK 2/1 Q Junior	Pattern 1
LK 2/1 A-Q Senior	Pattern 5
LK 2/1 B-Q	Pattern 5



Trail Horse LK 1 jun / LK 2 jun

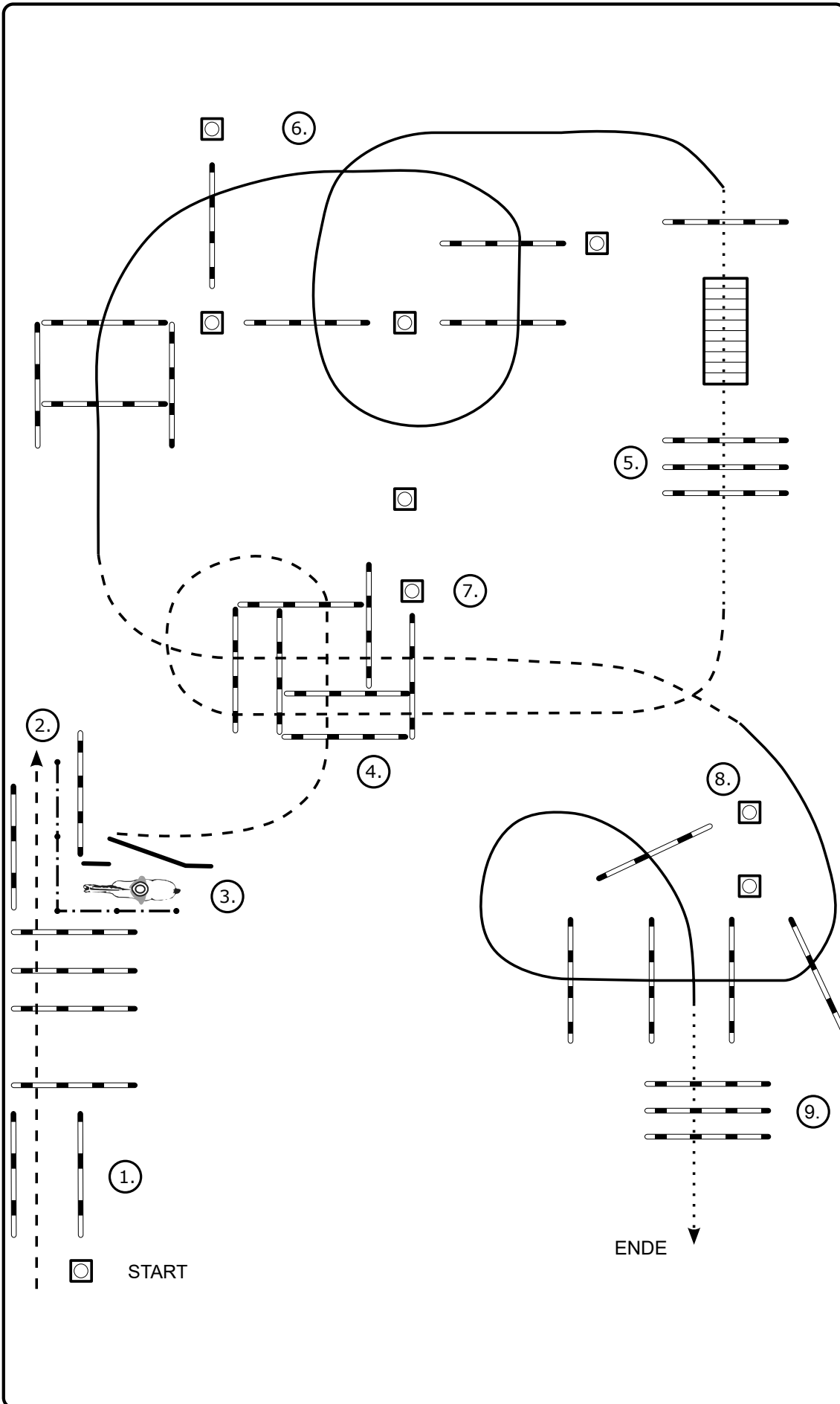


1. Jog over poles
2. Walk over poles
3. Bridge
4. Lope (LL) over poles
5. Jog over poles
6. Walk thru 1st box,
360° turn (r o l) in 2nd box
7. Jog to gate, gate (LH)
8. Back up
9. Jog over poles

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

- Walk
- - - - - Jog
- Lope
- ◄ - - - - ► Backup
- ↖ ↗ Sidepass
- X — Lead Change

Trail Horse LK 1A / LK 2A / LK 1B / LK 2B



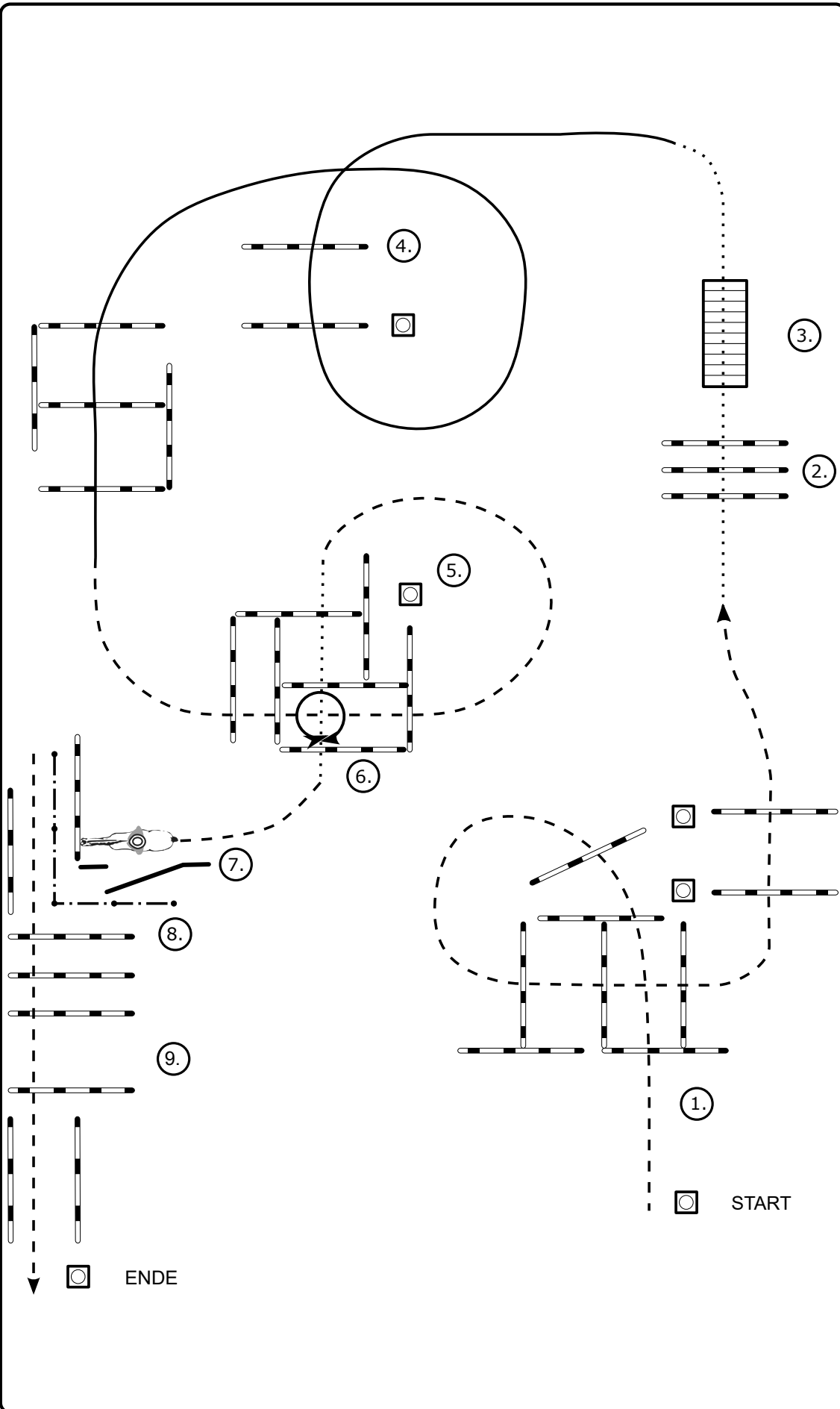
1. Jog over poles into chute, stop
2. Back up
3. Gate (RH), jog out
4. Jog over poles
5. Stop/break to walk, walk over poles, bridge, walk over pole
6. Lope (LL) over poles
7. Jog over poles
8. Lope (RL) over poles
9. Lope into chute, stop/break to walk, walk over poles

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

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

EWU A/Q - C Turnier
 Meckesheim
 30.05.- 02.06.2019

Trail Horse LK 3A / LK 3B

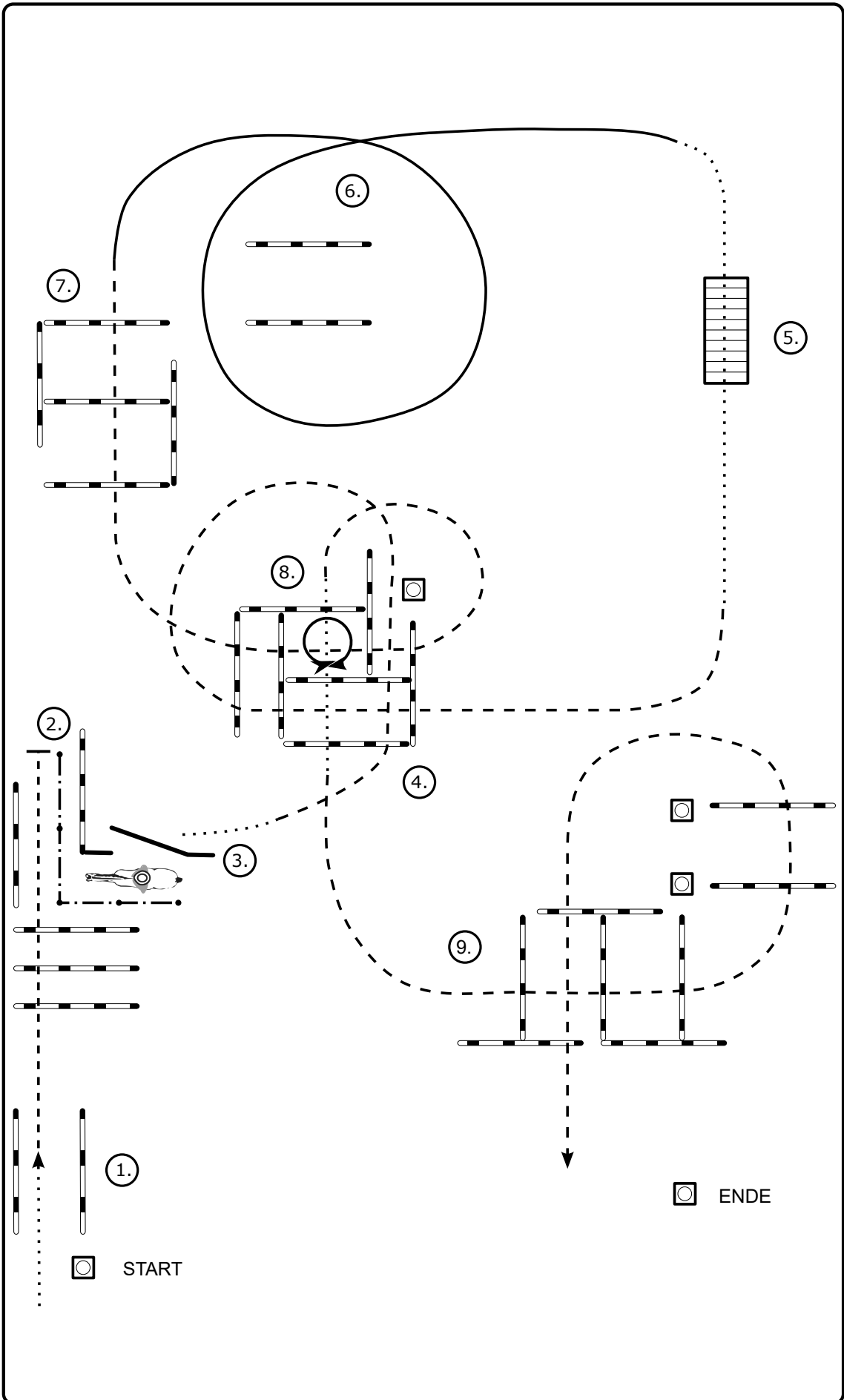


1. Jog over poles
2. Walk over poles
3. Bridge
4. Lope (LL) over poles
5. Jog over poles
6. Walk thru 1st box,
 360° turn (r o l) in 2nd box
7. Jog to gate, gate (LH)
8. Back up
9. Jog over poles

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

- Walk
- - - - - Jog
- Lope
- ◆ - - - ◆ Backup
- nm> Sidepass
- X — Lead Change

Trail Horse LK 4A / LK 4B / LK 5A / LK 5B



1. Walk, start to jog into chute, jog over poles
2. Back up
3. Gate (RH), walk out
4. Jog over poles
5. Bridge
6. Lope (LL) around poles
7. Jog over poles
8. Walk into 1st box, 360° turn (r o l), walk over poles
9. Jog over poles

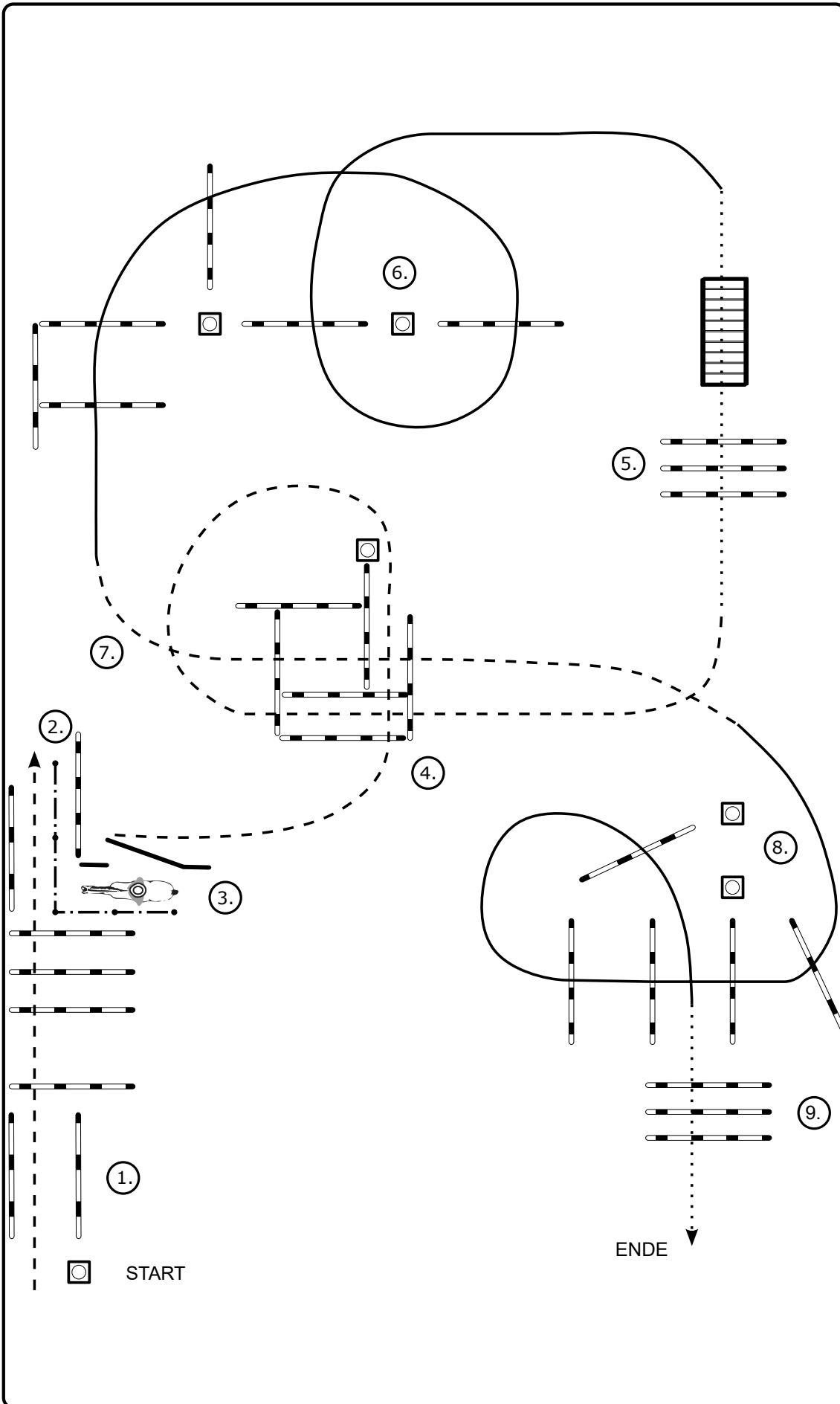
LH = Left Hand
 RH = Right Hand
 LL = Left Lead
 RL = Right Lead

- Walk
- - - - - Jog
- Lope
- ◄ - - - - ► Backup
- ↗ ↘ Sidepass
- X — Lead Change

☐ ENDE

☐ START

Pferdemagazin.info Trail

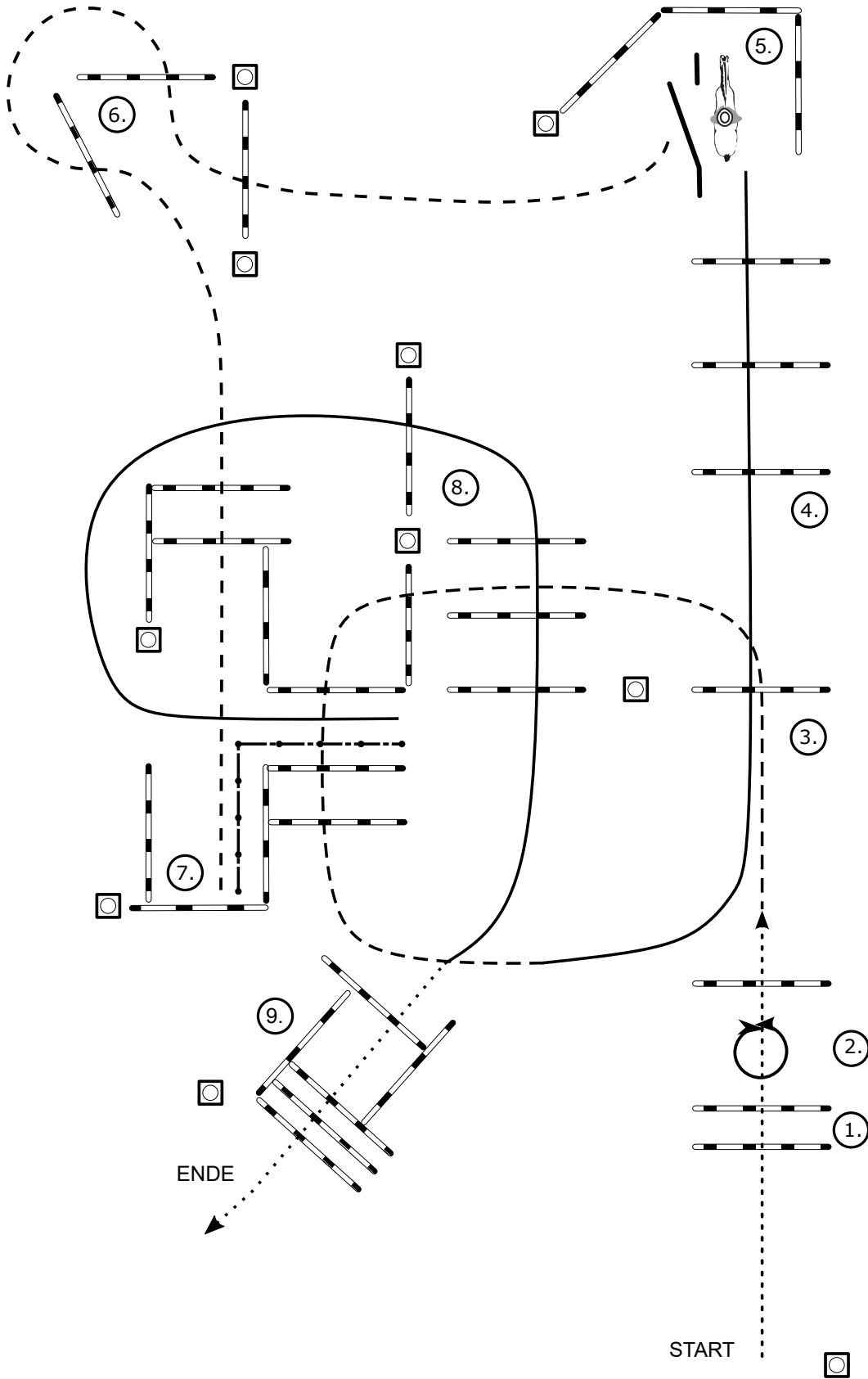


1. Jog over poles into chute, stop
2. Back up
3. Gate (RH), jog out
4. Jog over poles
5. Stop/break to walk, walk over poles, bridge
6. Lope (LL) over poles
7. Jog over poles
8. Lope (RL) over poles
9. Lope into chute, stop/break to walk, walk over poles

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

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

Trail Horse Q LK 2/1 jun



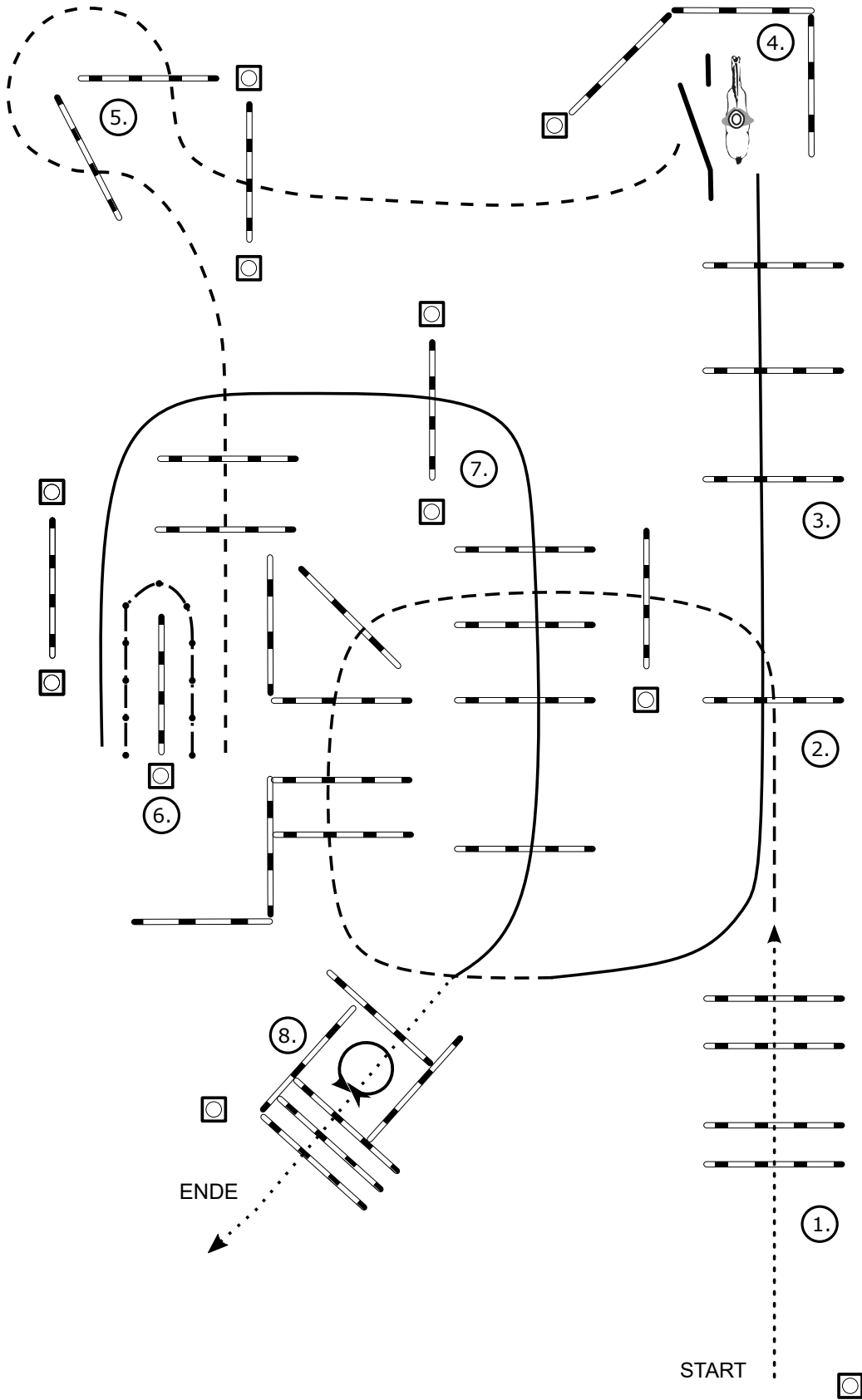
1. Walk over poles
2. 360° turn (r o l), walk over pole
3. Jog over poles
4. Lope over poles
5. Gate
6. Jog over poles
7. Back up
8. Lope over poles
9. Walk thru box, walk over poles

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

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

EWU A/Q - C Turnier
 Meckesheim
 30.05.- 02.06.2019

Trail Horse Q LK 2/1 A sen / Q LK 2/1 B



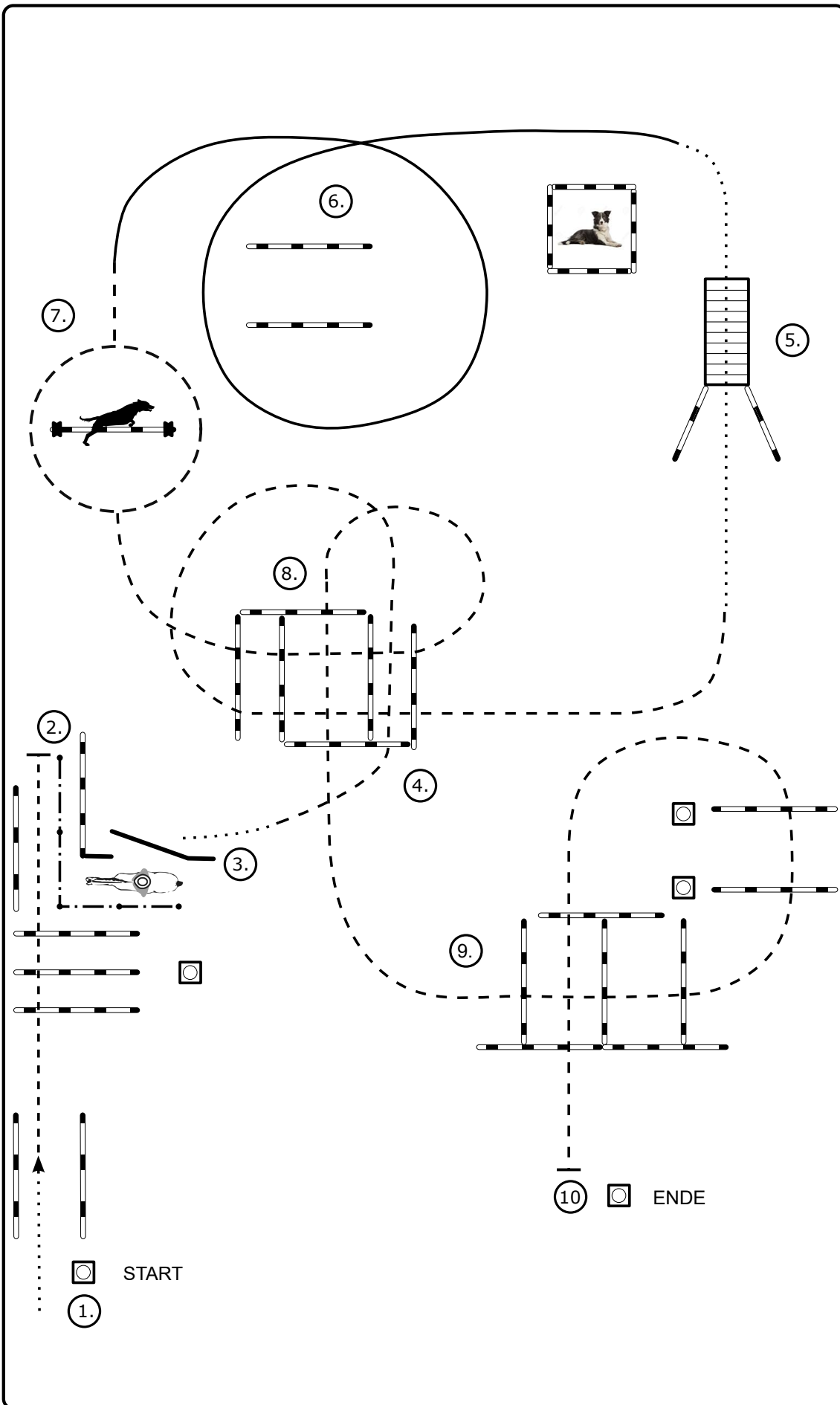
1. Walk over poles
2. Jog over poles
3. Lope over poles
4. Gate
5. Jog over poles
6. Back up
7. Lope over poles
8. 360° turn (r o l),
walk over poles

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

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

EWU A/Q - C Turnier
 Meckesheim
 30.05.- 02.06.2019

Horse & Dog Trail LK 1-3



1. Einreiten
an Pylone anhalten
+ Hund ableinen
2. Jog Over into Chute,
Stop, Back Up "L"
+ Hund an Pylone
ablegen
3. Tor
+ Hund durch das Tor
rufen
4. Walk, Jog Over
+ Hund bei Fuß
5. Walk über Brücke
+ Hund voraus schicken
+ Hund in Box ablegen
+ Hund bei Fuß aus der
Bewegung
6. Lope (LL) um die Stangen
+ Hund bei Fuß
7. Jog am Sprung vorbei
+ Hund springt über
Sprung
8. Jog Over
+ Hund bei Fuß
9. Jog Over
+ Hund bei Fuß
10. Anhalten, absteigen
Hund anleinen

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

- Walk
- - - - - Jog
- Lope
- ◄- - - - - Backup
- ↔ Sidepass
- X — Lead Change

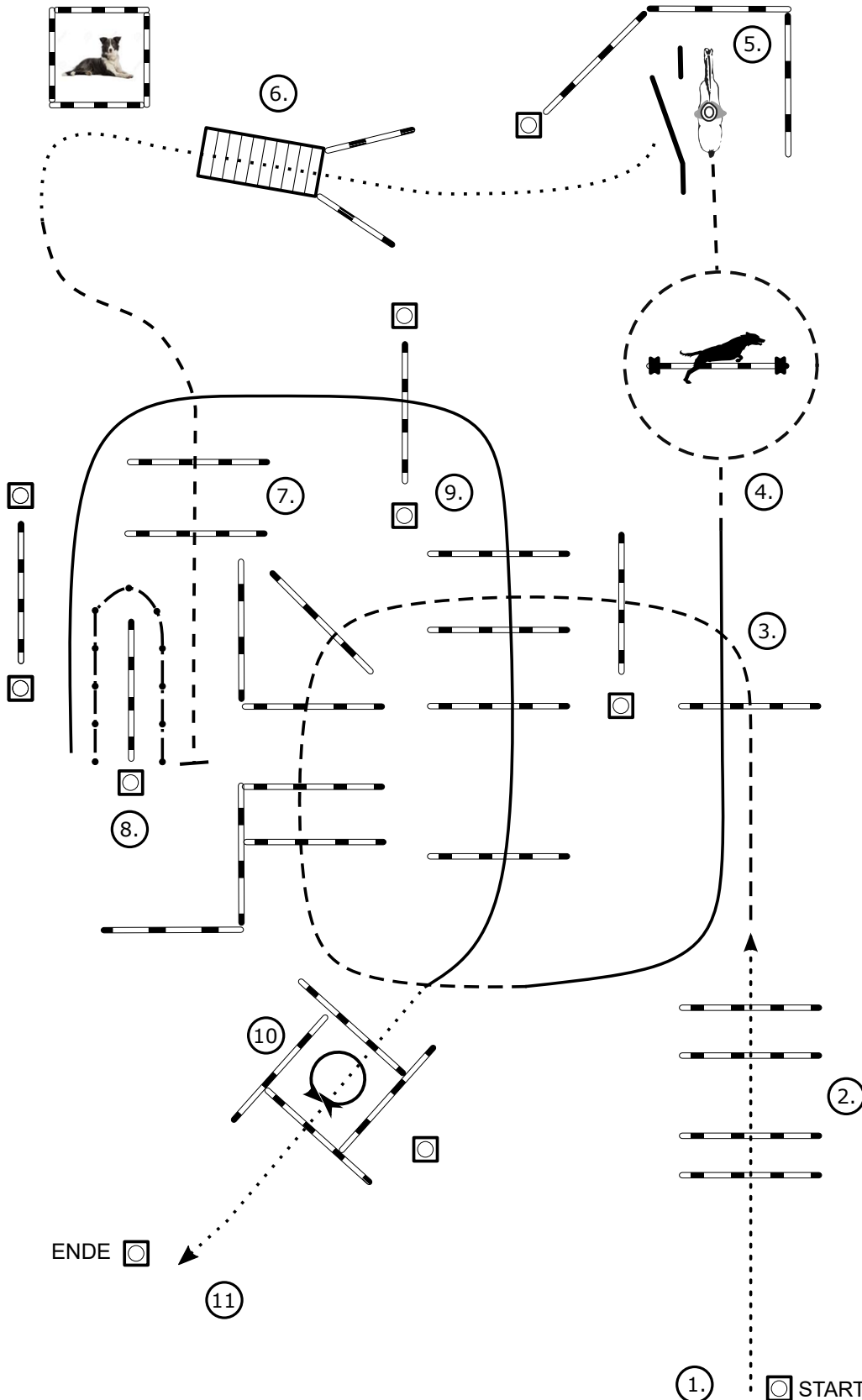
Horse & Dog Trail Q LK 2/1



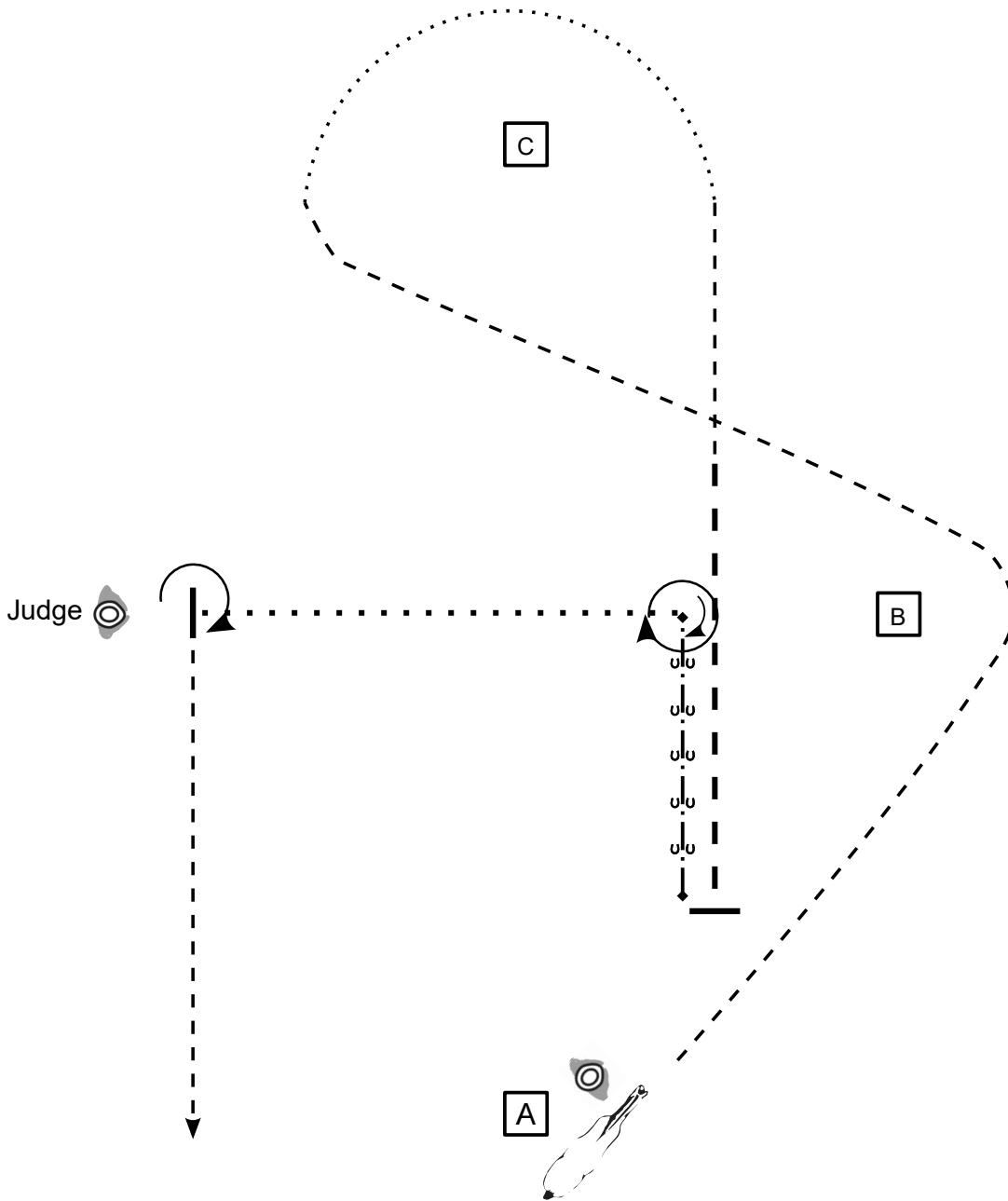
1. Einreiten
an Pylone anhalten
+ Hund ableinen
2. Walk Over
+ Hund bei Fuß
3. Jog Over, Lope (LL) Over
+ Hund bei Fuß
4. Jog am Sprung vorbei
+ Hund springt über
Sprung
5. Tor
+ Hund durch das Tor
rufen
6. Walk über Brücke
+ Hund voraus schicken
+ Hund in Box ablegen
+ Hund bei Fuß aus der
Bewegung
7. Jog Over, Stop
+ Hund bei Fuß
+ Hund an Pylone
ablegen
8. Back Up
9. Lope (RL) Over
+ Hund bei Fuß
10. Walk in Box,
360° turn (r o l),
Walk out
+ Hund an Pylone
ablegen
+ Hund nachrufen
11. Anhalten, absteigen
Hund anleinen

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

- Walk
- - - - - Jog
- Lope
- ◄ - - - - ► Backup
- ↔ Sidepass
- ⌘ Lead Change



Showmanship at Halter LK 1A / LK 1B

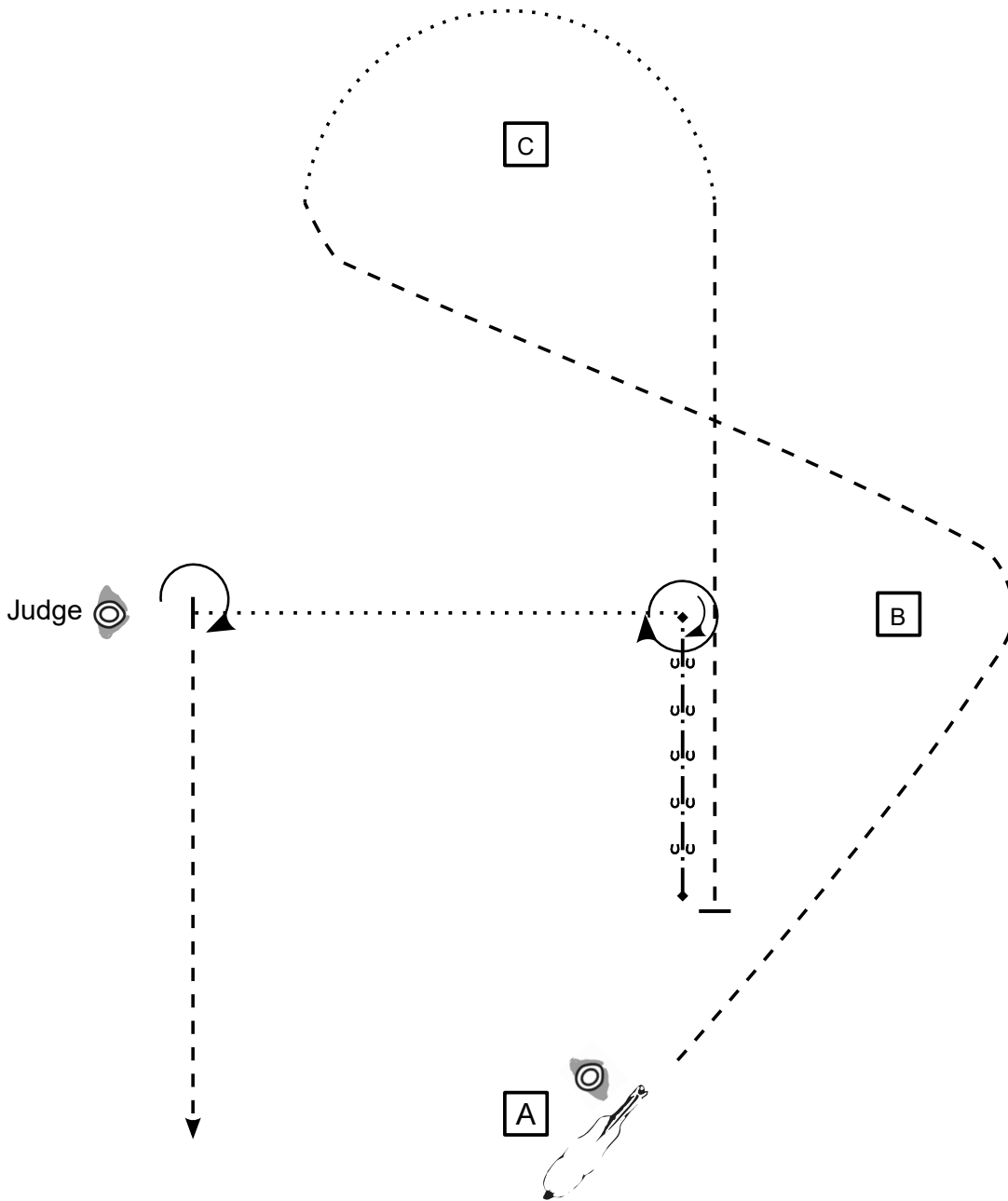


Be ready at A

1. Trot around marker B
 2. Walk around marker C
 3. Trot, extended trot, stop
 4. Back up straight line
 5. 450° turn
 6. Extended walk, stop
 7. Set up for inspection
 8. 270° turn, trot
- Trot and leave the arena

- A Marker
- Walk
- - - - - Jog
- - - - - ext. Jog
- ← 3 → 3 → 3 → Back Up

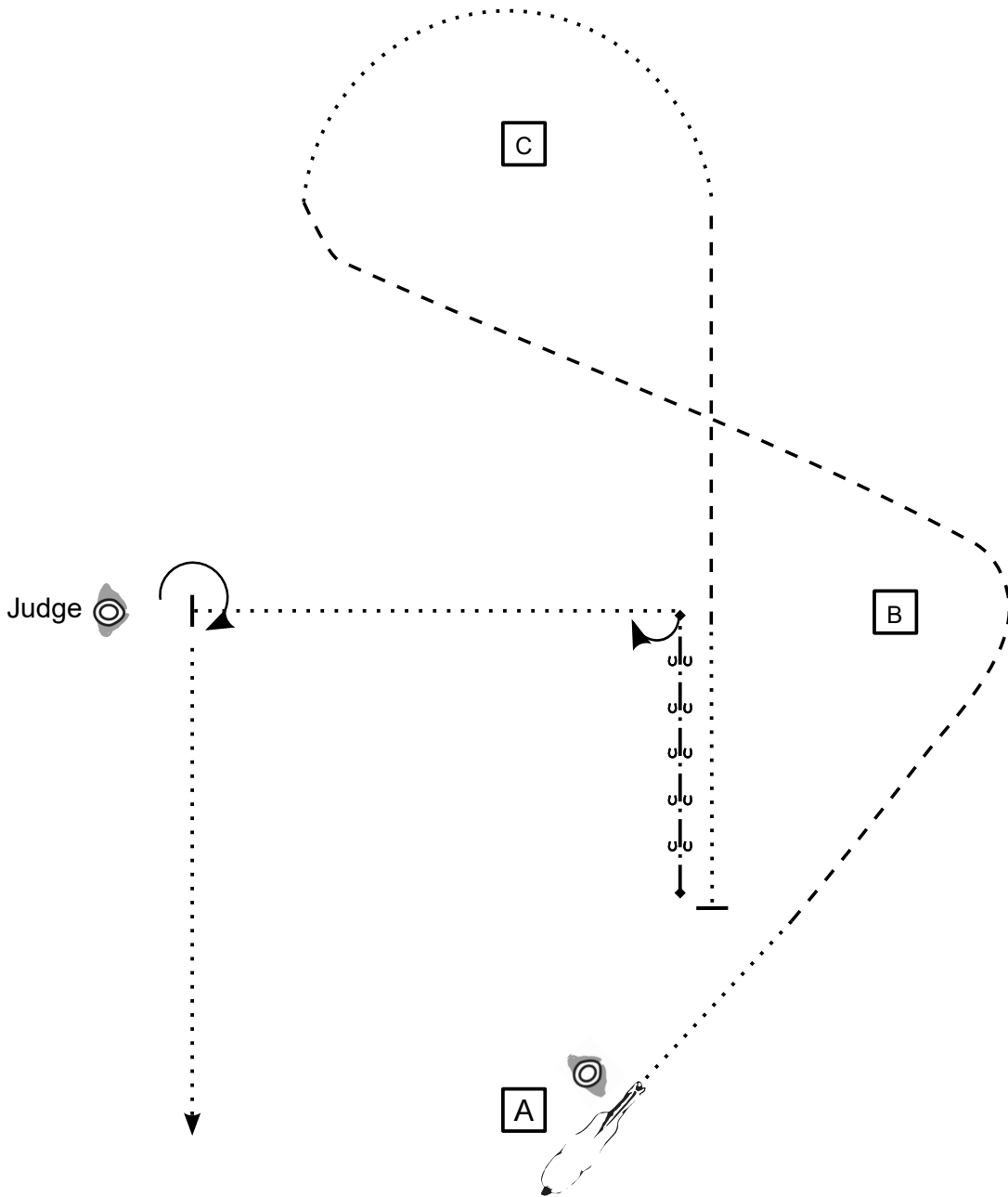
Showmanship at Halter LK 2A / LK 2B



- Be ready at A
1. Trot around marker B
 2. Walk around marker C
 3. Trot, stop
 4. Back up straight line
 5. 450° turn
 6. Walk, stop
 7. Set up for inspection
 8. 270° turn, trot
- Trot and leave the arena

- A** Marker
 Walk
 - - - - - Jog
 - - - - - ext. Jog
 ← → ← → ← → Back Up

Showmanship at Halter LK 4A / LK 4B / LK 5A / LK 5B

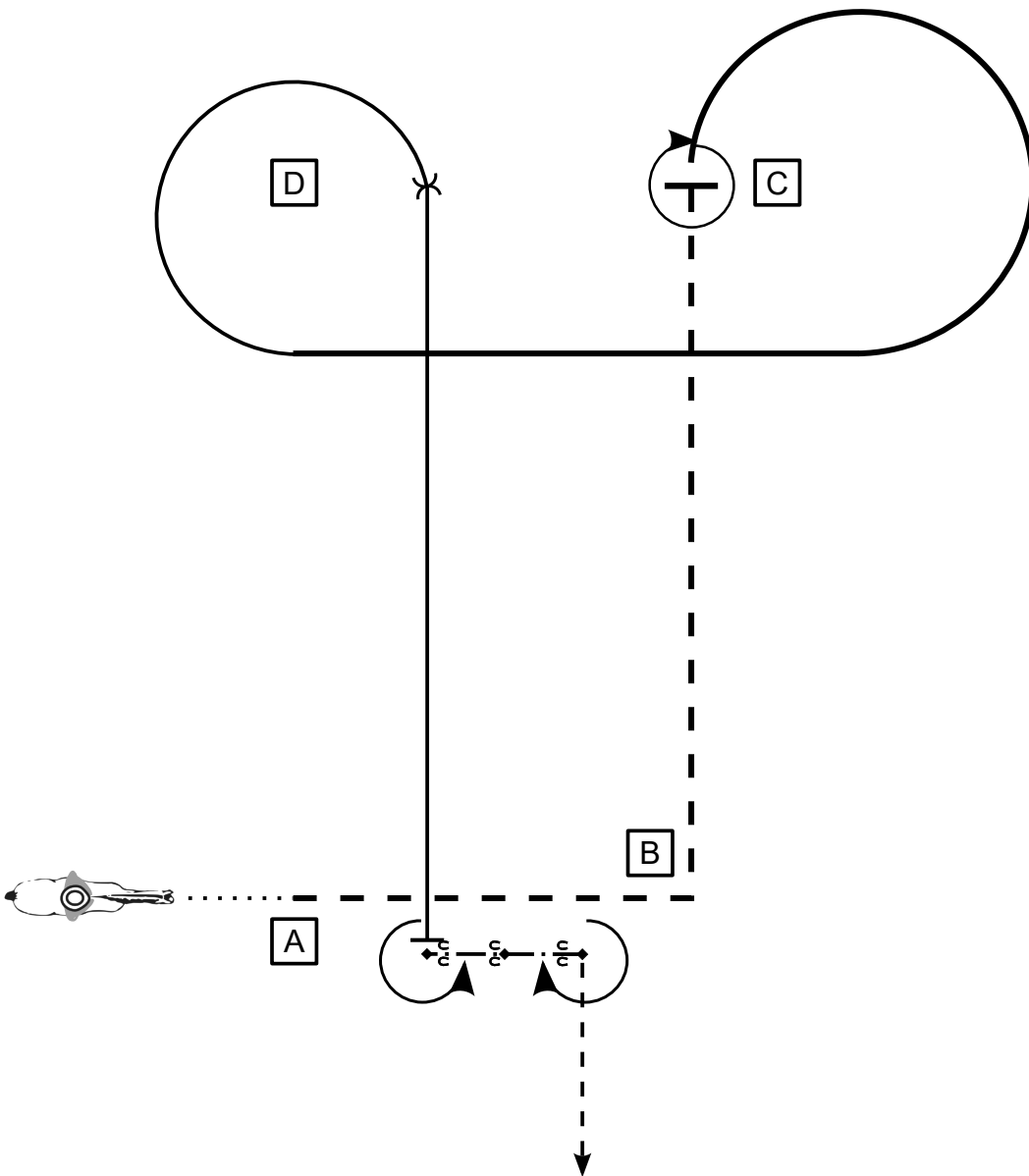


Be ready at A

1. Walk, trot around marker B
 2. Walk around marker C
 3. Trot, walk, stop
 4. Back up straight line
 5. 90° turn
 6. Walk, stop
 7. Set up for inspection
 8. 270° turn, walk
- Walk and leave the arena

- A** Marker
..... Walk
- - - - - Jog
- - - - - ext. Jog
← → ← → ← → Back Up

Western Horsemanship LK 1A / LK 1B

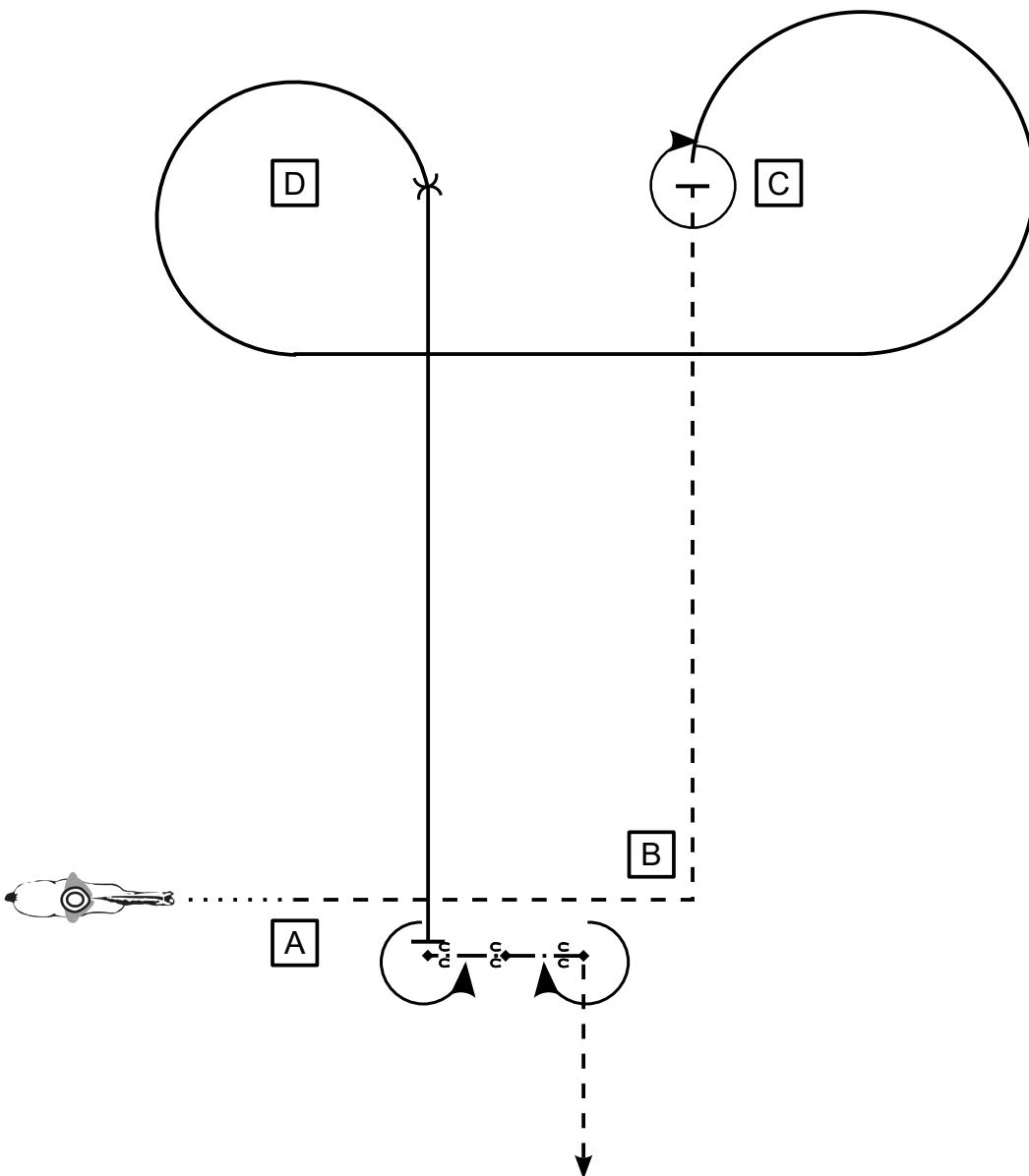


1. Walk to A
ext. Jog (Corner) around B,
at C - stop
2. 360° turn (R)
3. Ext. Lope (RL) around C
to D
4. Lope (RL) around D
lead change (fly or simple)
5. Lope (LL) to A, stop
6. 270° Turn (L)
Back Up
270° Turn (R)
Jog into warm up area

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 2A / LK 2B

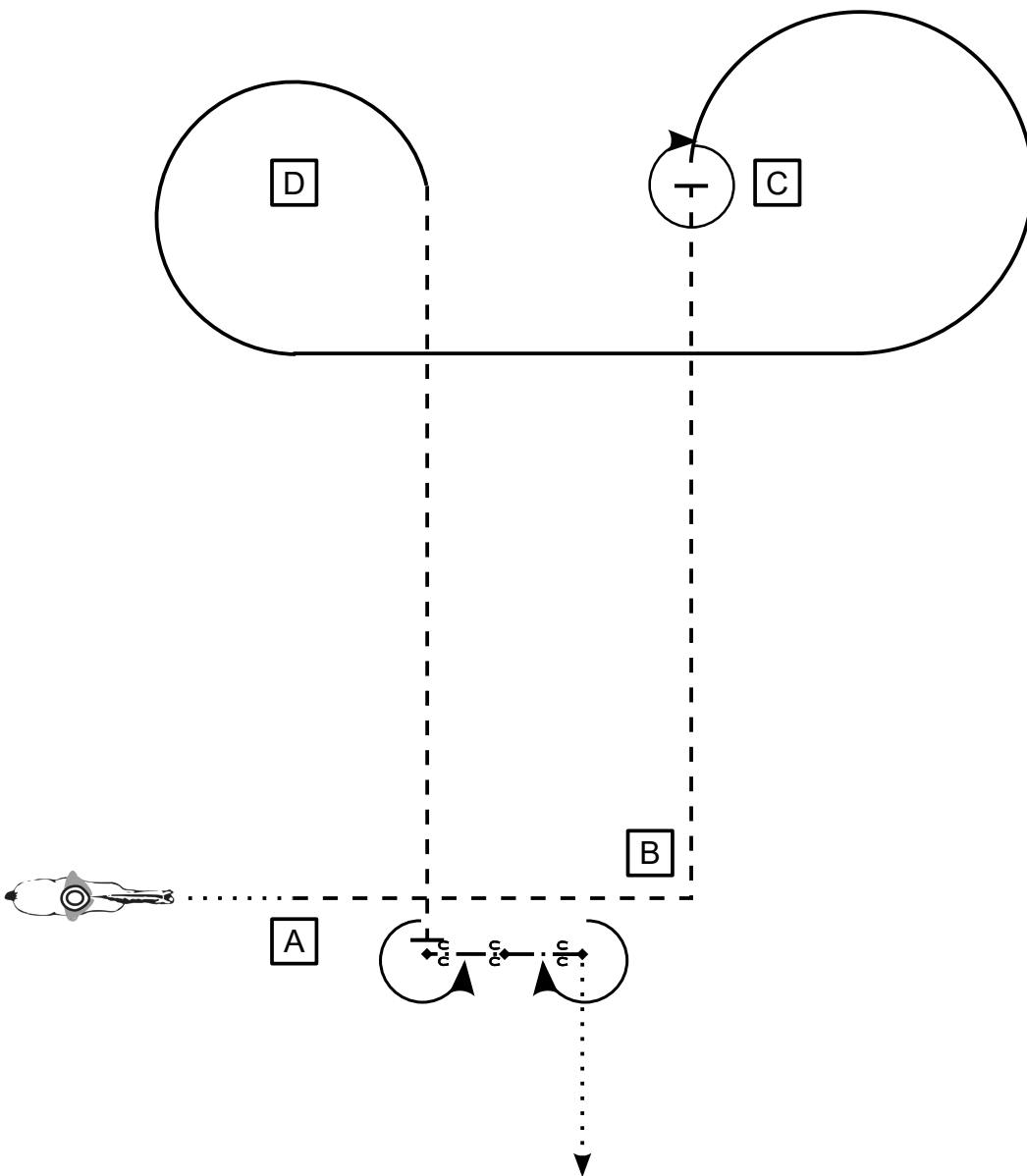


1. Walk to A
Jog (Corner) around B,
at C - stop
2. 360° turn (R)
3. Lope (RL) around C and
around to D
lead change (fly or simple)
5. Lope (LL) to A, stop
6. 270° Turn (L)
7. Back Up
8. 270° Turn (R)
Jog into warm up area

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

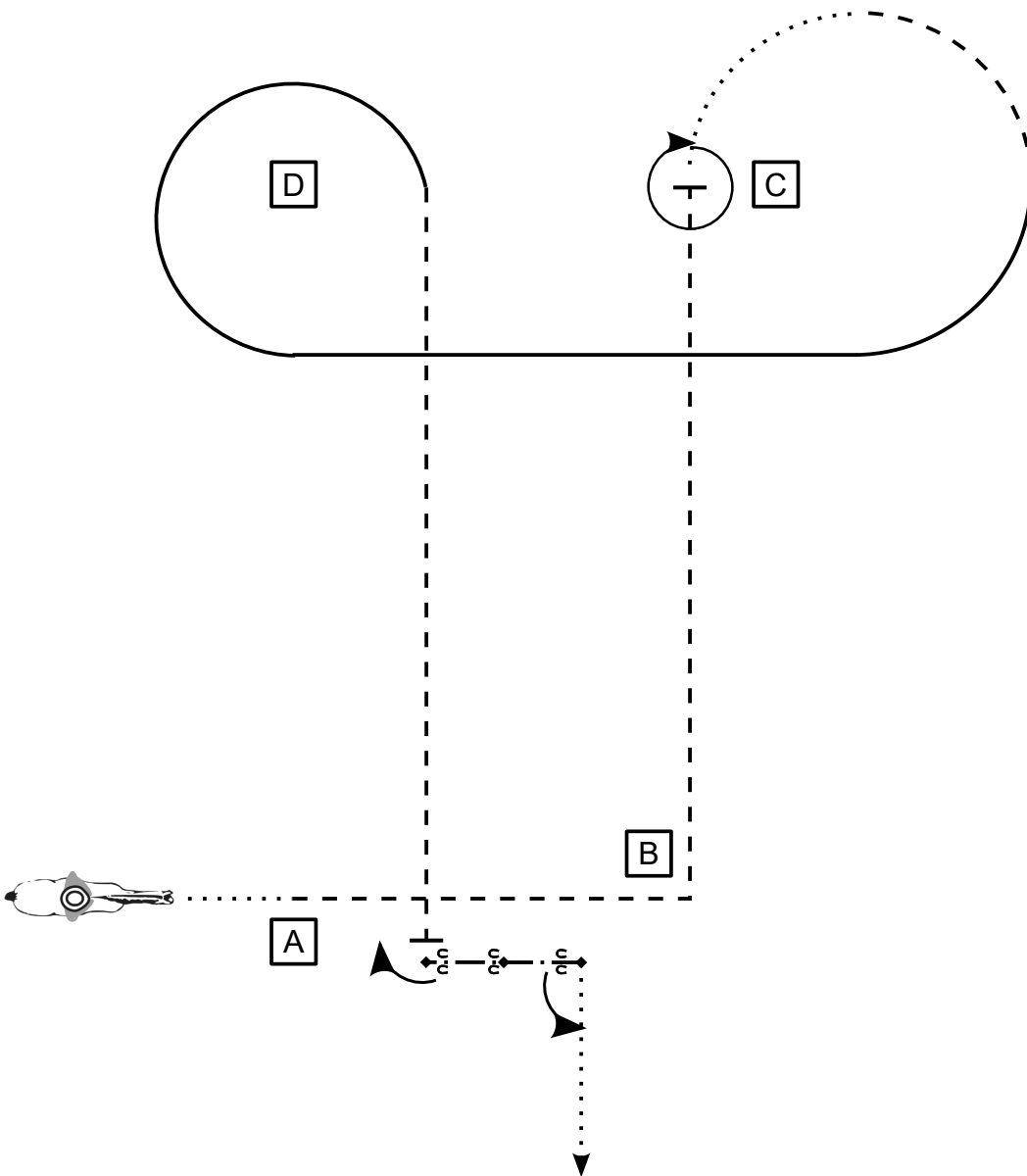


1. Walk to A
 Jog (Corner) around B,
 at C - stop
2. 360° turn (R)
3. Lope (RL) around C and
 around to D
4. Jog to A, stop
5. 270° Turn (L)
6. Back Up
7. 270° Turn (R)
 Walk into warm up area

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 4A / LK 4B / LK 5A / LK 5B

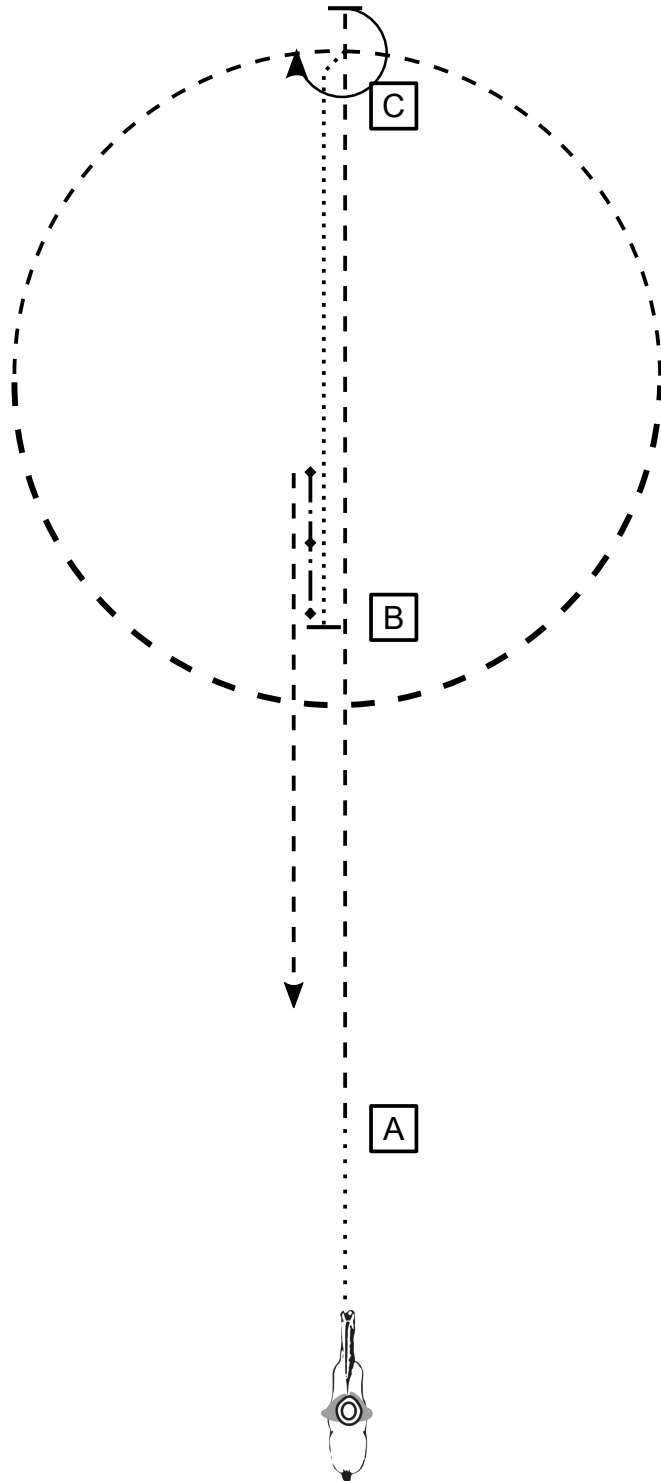


1. Walk to A
 Jog (Corner) around B,
 at C - stop
 2. 360° turn (R)
 3. Walk, jog, lope (RL)
 around C and D
 4. Jog to A, stop
 5. 90° Turn (R)
 6. Back Up
 7. 90° Turn (L)
- Walk into warm up area

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

A	Marker
.....	Walk
- - - - -	Jog
- - - - -	ext. Jog
—————	Lope
—————	ext. Lope
↔ ↔ ↔	Backup
no>	Sidepass
————— X	Lead Change

Western Horsemanship Walk-Trot Jugend



1. Walk to A
2. Jog past C, stop
3. 270° turn (R)
4. Jog (1/4 circle),
ext. jog (1/2 circle),
jog (1/4 circle)
5. at C walk to B, stop
6. Back up, jog
Jog into warm up area

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

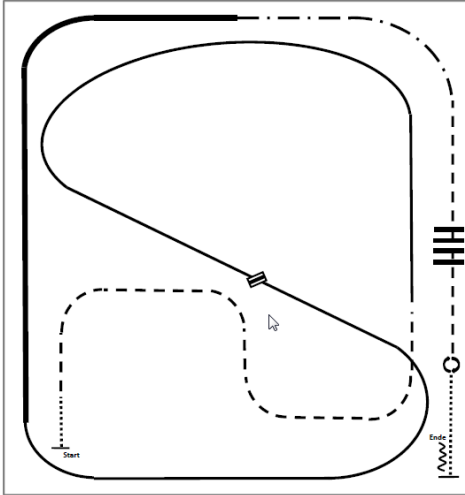
A	Marker
.....	Walk
- - - - -	Jog
- - - - -	ext. Jog
—————	Lope
—————	ext. Lope
↔ ↔ ↔	Backup
→ → →	Sidepass
⌘	Lead Change

Ranch Riding

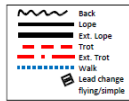
LK 1 Junior / LK 2 Junior

Stand 12/2017

Pattern RR #9: LK 1/2 A/B jun.
 Arenagröße: mind. 20x40m



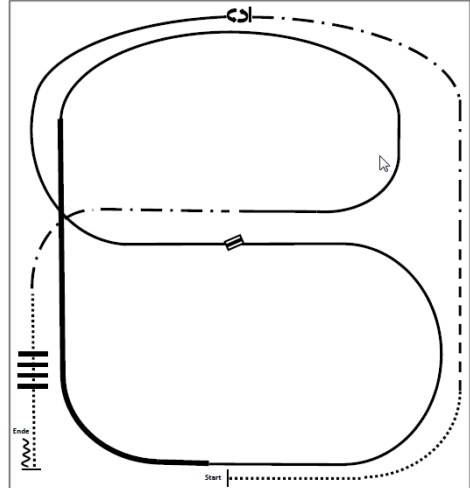
1. Walk
2. Trot
3. Lope left lead
4. Change leads
5. Lope right lead
6. Ext. Lope right lead
7. Ext. Trot
8. Trot
9. Trot over
10. Stop, Turn 360° each direction (either way first)
11. Walk, Stop, Back



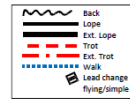
LK 1A Senior / LK 2A Senior LK 1/2B

Stand 12/2017

Pattern RR #7: LK 1/2 A/B sen. Quali
 Arenagröße: mind. 20x40m



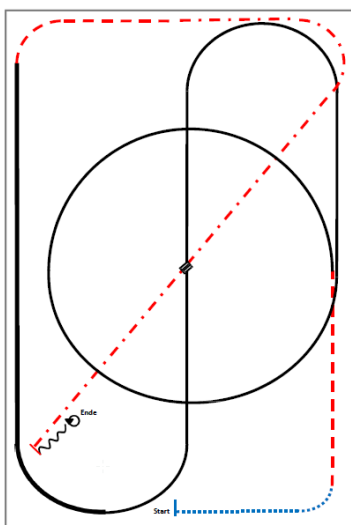
1. Walk
2. Trot
3. Ext. Trot, Stop
4. Turn left 360°
5. Lope left lead
6. Change leads
7. Lope right lead
8. Ext. Lope right lead
9. Lope right lead
10. Ext. Trot
11. Walk over
12. Stop, Back



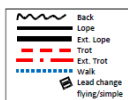
LK 3 A/B

Stand 12/2017

Pattern RR #1: LK3 A/B
 Arenagröße: mind. 20x40m



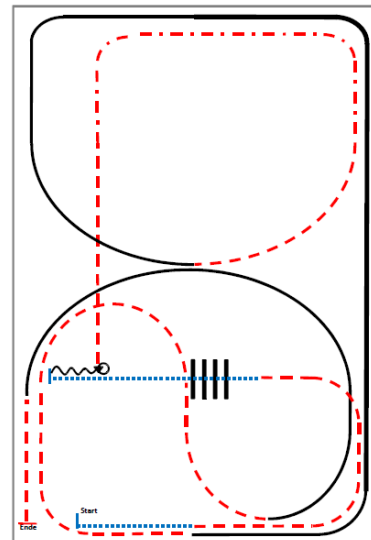
- 1) Walk.
- 2) Trot.
- 3) Lope left lead circle, lope.
- 4) Leadchange in the center.
- 5) Lope right lead.
- 6) Extended lope.
- 7) Trot.
- 8) Extended trot.
- 9) Stop, back.
- 10) 360° turns each direction either way first.



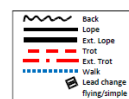
LK 4/5 A/B

Stand 12/2017

Pattern RR #2: LK 4/5 A/B
 Arenagröße: mind. 20x40m



- 1) Walk.
- 2) Trot.
- 3) Walk over, walk.
- 4) Stop, back, 90° turn right.
- 5) Trot, extended trot, trot.
- 6) Lope right lead.
- 7) Extended lope, lope.
- 8) Trot.
- 9) Lope left lead.
- 10) Trot, stop.

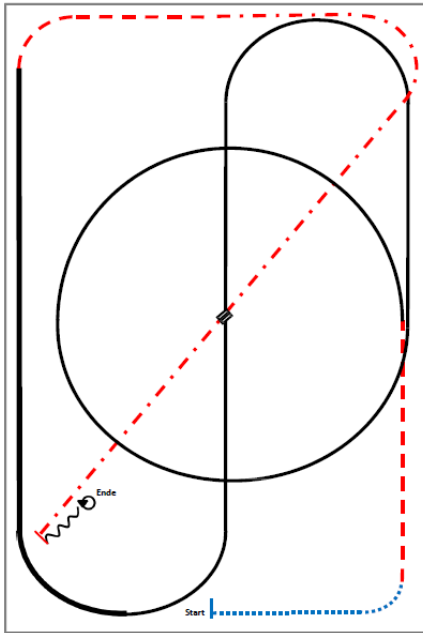


Ranch Riding

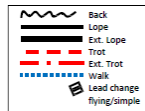
Q LK 2/1 Junior

Stand 12/2017

Pattern RR #1: LK 1/2 A/B jun. Quali
 Arenagröße: mind. 20x40m



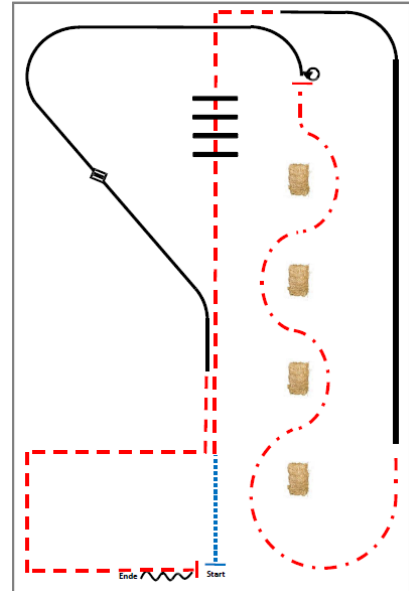
- 1) Walk.
- 2) Trot.
- 3) Lope left lead circle, lope.
- 4) Leadchange in the center.
- 5) Lope right lead.
- 6) Extended lope.
- 7) Trot.
- 8) Extended trot.
- 9) Stop, back.
- 10) 360° turn seach direction either way first



Q LK 2/1A Senior / Q LK 2/1B

Stand 12/2017

Pattern RR #5: LK 1/2 A/B sen. Quali
 Arenagröße: mind. 20x40m



- 1) Walk.
- 2) Trot.
- 3) Trot over.
- 4) Lope right lead, extended lope.
- 5) Extended trot serpentine.
- 6) Stop, 360° turn seach direction either way first.
- 7) Lope left lead.
- 8) Leadchange.
- 9) Lope right lead.
- 10) Trot corners.
- 11) Stop, back.

