

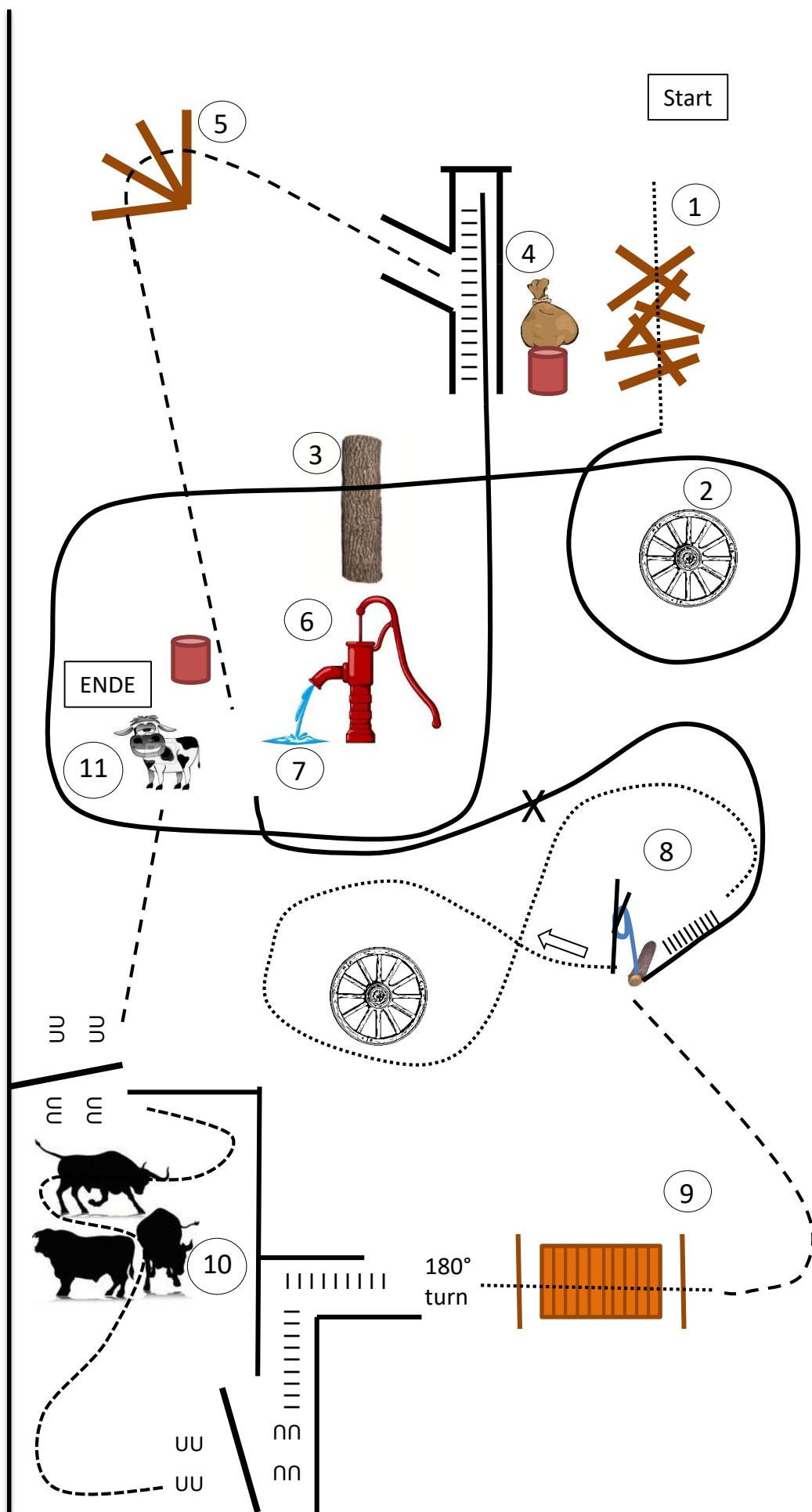
Trail

Open/Amateur

Legende:

- 1 Schritt über Stangen
- 2 Links -Galopp um Wagenrad
- 3 Sprung über Baumstamm
- 4 Galopp in Box, rückwärtsrichten, Kartoffelsack aufnehmen
- 5 Austraben Trab über Stangen zur Pumpe
- 6 Stop, Kartoffelsack ablegen, absteigen Groundtie, Wasser in Eimer pumpen Aufsteigen
- 7 Linksgalopp Wechsel
- 8 Stamm ziehen, letzte Meter rückwärts
- 9 Schritt über Brücke, 180° Vorhandwendung wahlweise
- 10 Rückwärts, linke Hand durch Tor 1 durch die Herde Tor 2 rechte Hand
- 11 Dummy ropen

ENDE TRAIL



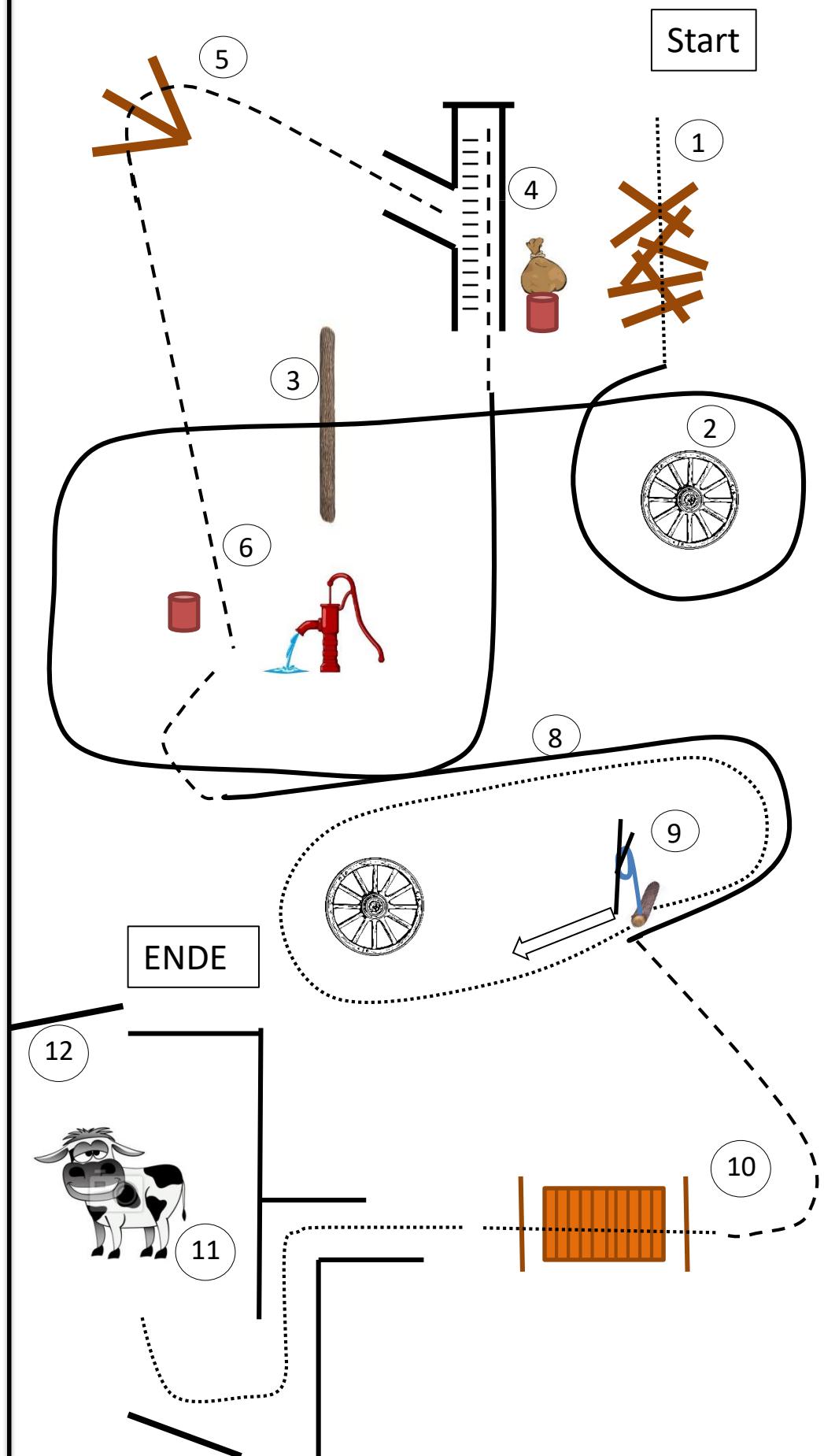
Trail

Einsteiger

Legende:

- 1 Schritt über Stangen
- 2 Links -Galopp um das Wagenrad
- 3 Sprung über Baumstamm
- 4 Eintraben in Box, rückwärtsrichten, Kartoffelsack aufnehmen
- 5 Austraben Trab über Stangen zur Pumpe
- 6 Stop Kartoffelsack ablegen, Absteigen, Groundtie, Wasser in Eimer pumpen
- 8 Trab - Rechtsgalopp
- 9 Stamm ziehen
- 10 Schritt über Brücke
- 11 Dummy ropen
- 12 Tor wahlweise

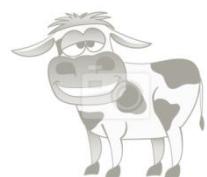
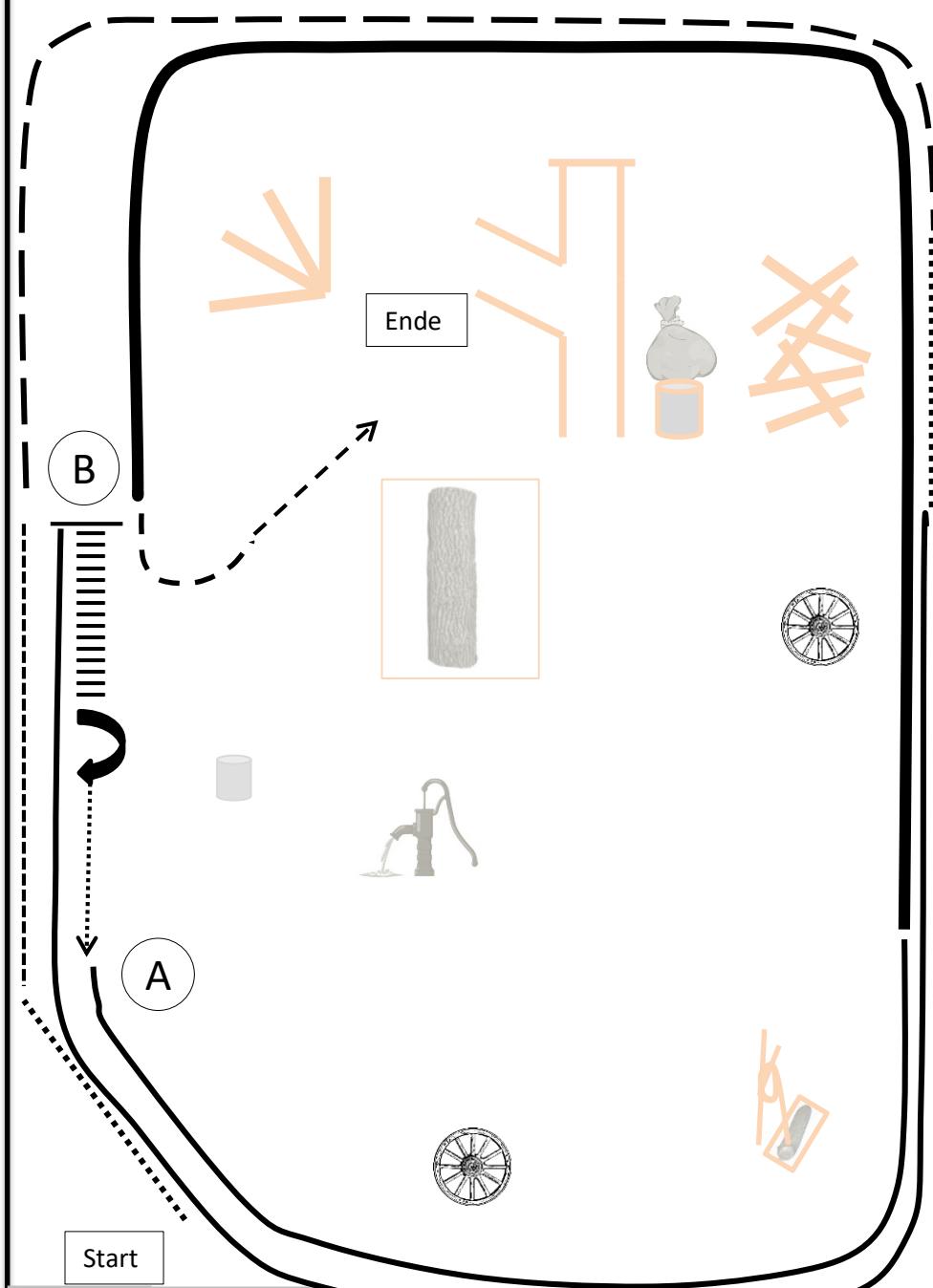
ENDE TRAIL



Ranch Riding

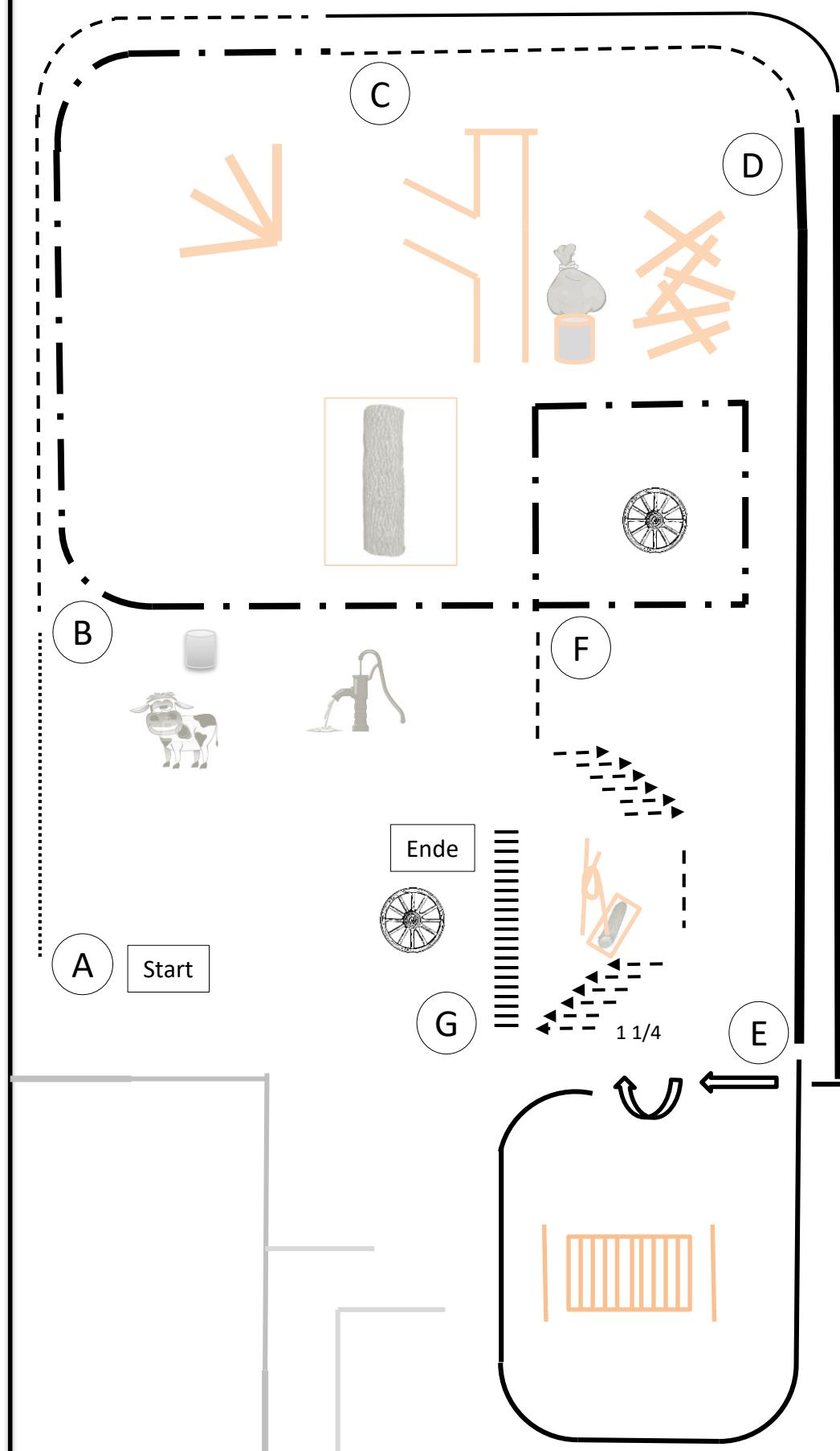
Einsteiger

1. Walk to A
2. Trot from A to B
3. Extend trot from B to C
4. Walk from C to D
5. Lope on the right lead from D to B
6. Stop at B, back and turn
7. Walk to A
8. Lope on the left lead from A to E
9. Extend the Lope from E to B
10. At B trot out



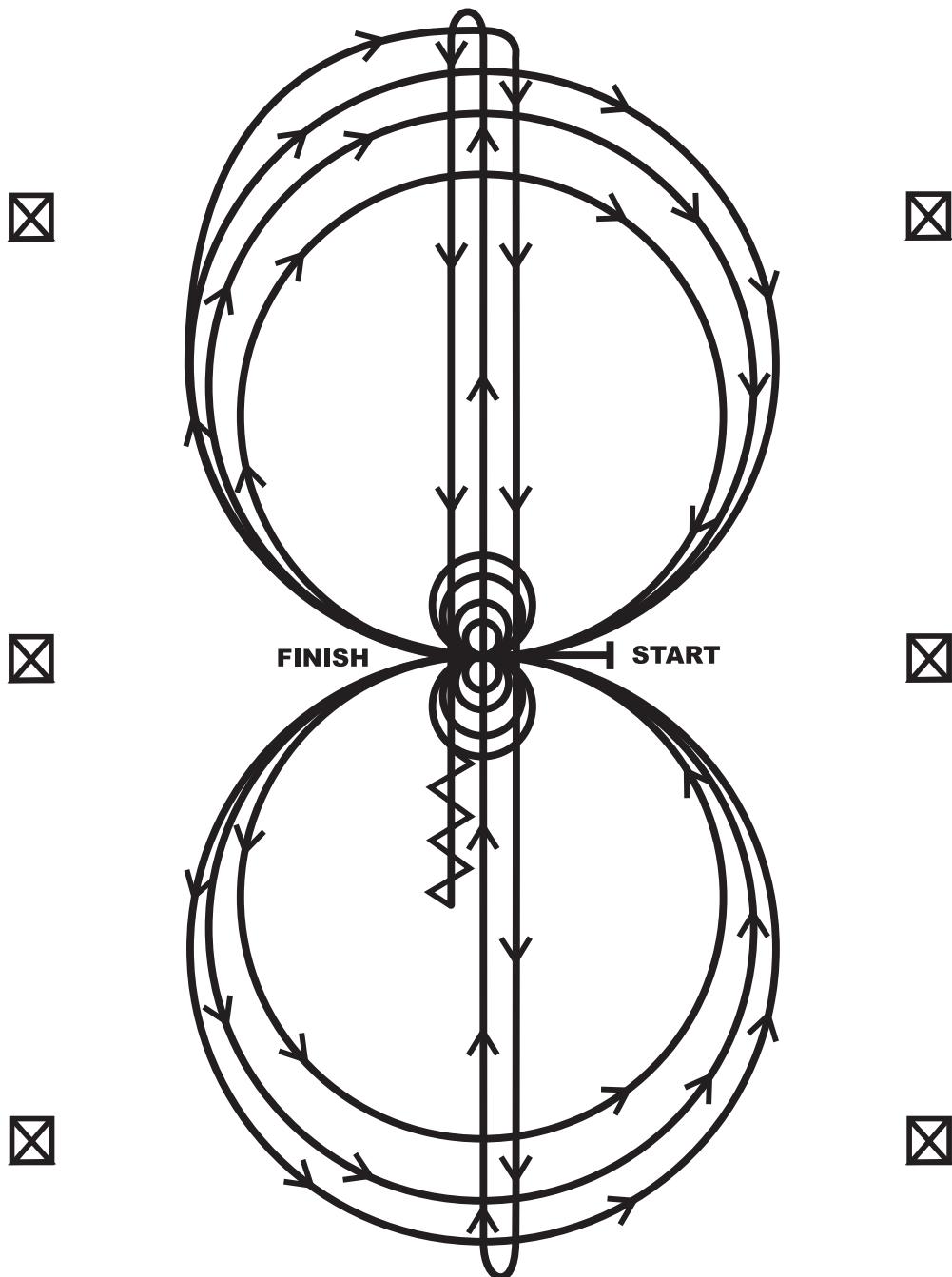
Ranch-Riding Open/Amateur

- A-B Walk
- B-C Trot
- C-D Lope
- D-E ext. Lope
- E Stop,
seitwärts
 $1 \frac{1}{4}$ rechts
Links- Lope
- E-D Ext. Lope
- D-C Trot
- C-F Ext. Trot
- F Trot
seitwärts li.
seitwärts re
- G Back



REINING PATTERN 2

Open - Amateur

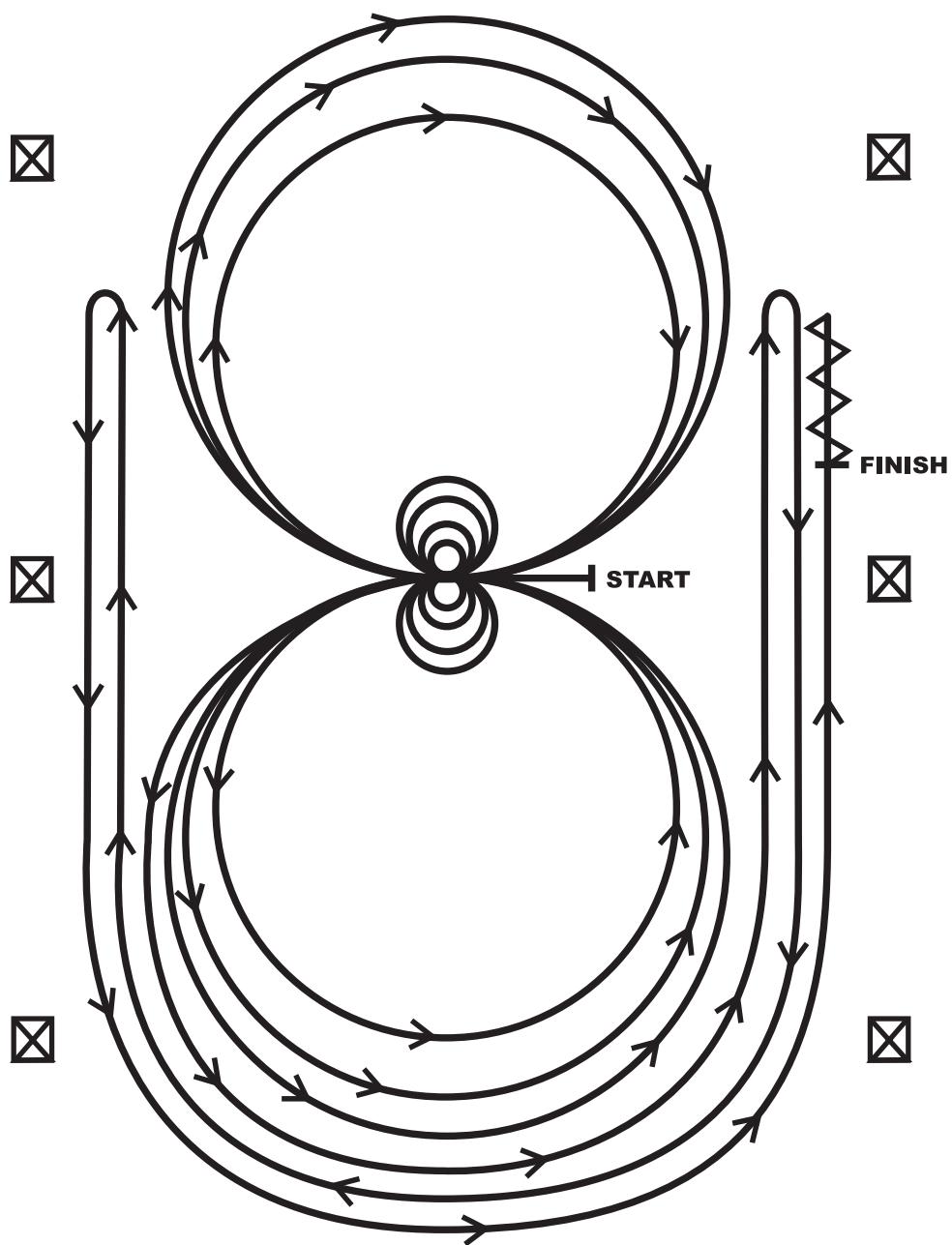


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

- I. Beginning on the right lead, 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.
2. 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.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

REINING PATTERN 6

Einsteiger



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. 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 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 (six meters) 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 (six meters) 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 (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.