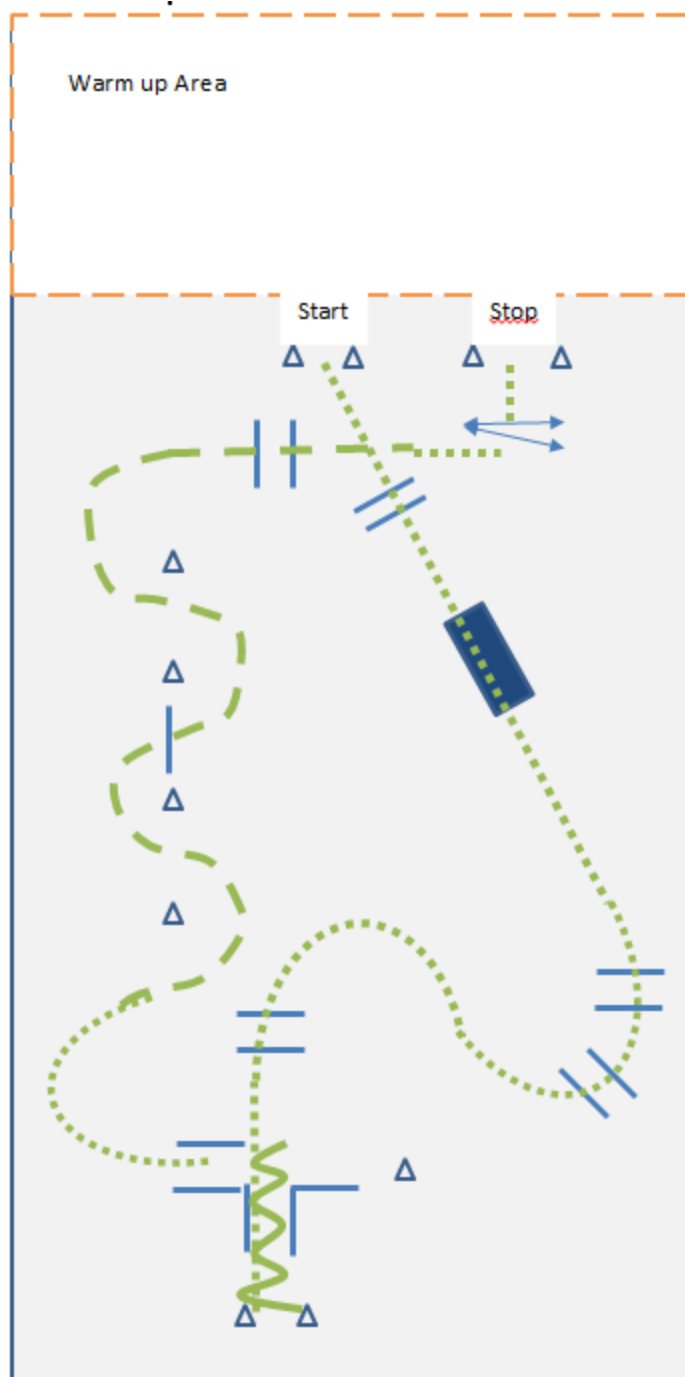




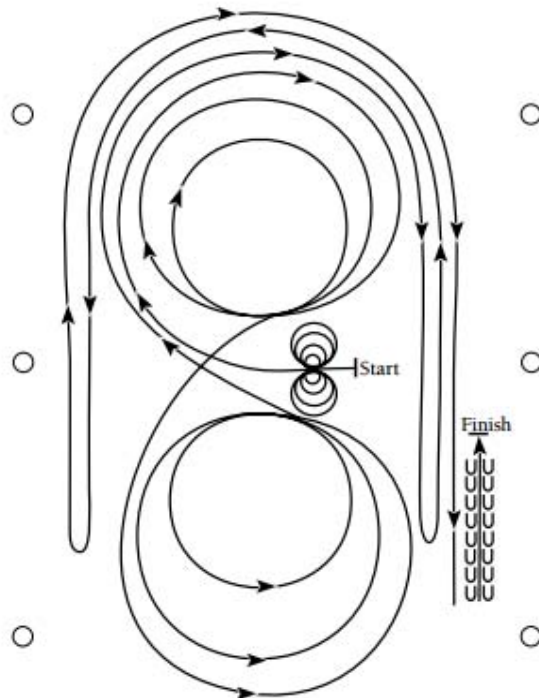
1. Walk over poles
2. Walk over bridge
3. Walk over and in chute
4. Back up
5. Walk out
6. Jog serpentines and over pole
7. Work gate

Trail in Hand

Reining

Regular & SPB & rasseoffen - Novice Amateur - Youth - Freizeitreiter

Reining Pattern #8



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

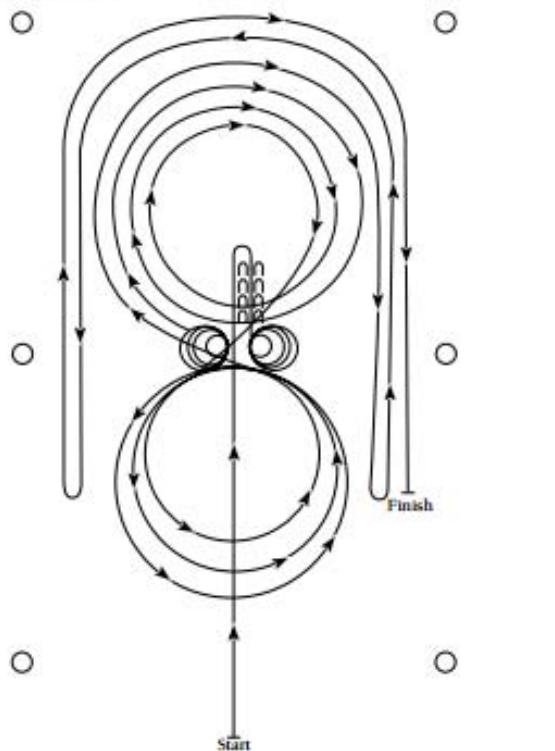
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
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 rollback 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 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 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.

Reining

Regular & SPB & rasseoffen - Amateur – Open – PHCG Reining

Reining Pattern #10

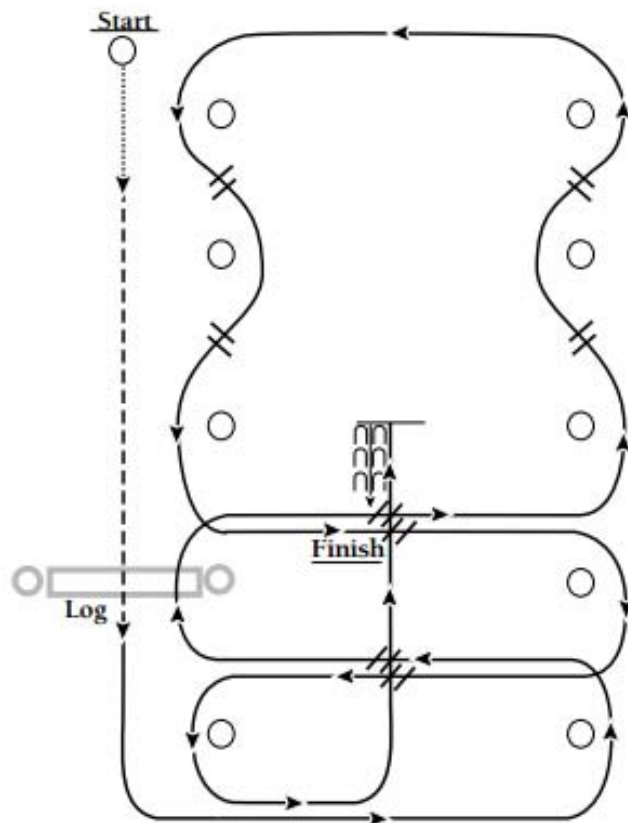


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3m). Hesitate.
 2. Complete four spins to the right. Hesitate.
 3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
 4. Beginning on the right lead, 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. 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.
 6. Begin a large fast circle to the right but do not close this circle. Run down the right 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 the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right 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 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. Hesitate to demonstrate completion of pattern.
- Rider may dismount and drop bridle to the designated judge.

Western Riding

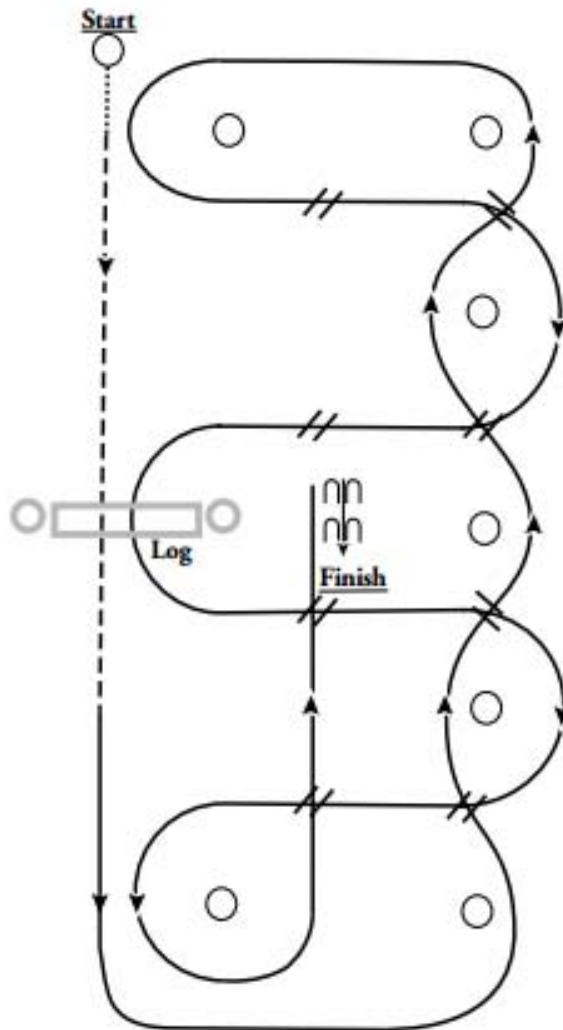
Regular & SPB & rasseoffen - Amateur - Open

Western Riding 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.

Western Riding Pattern #1



1. Walk at least 15' and jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.



Freestyle Showmanship

8 required maneuvers/8 erforderliche Manöver

- 1) Walk
- 2) Trot
- 3) X Trot
- 4) Back
- 5) 360 Turn
- 6) 180 Turn
- 7) 90 Turn
- 8) Inspection

Allowed time 2:30, exceeding time limit will result in 1 pt per second

You may have other individuals included in your pattern to enhance your performance.

You may elect to perform without a lead however a halter must remain on your horse at all times..

If you choose to use music in your performance it is your responsibility to coordinate with the announcer and provide assistance if needed.

Each required maneuver must be performed separately however you may include any other maneuver in addition to enhance or showcase your performance.

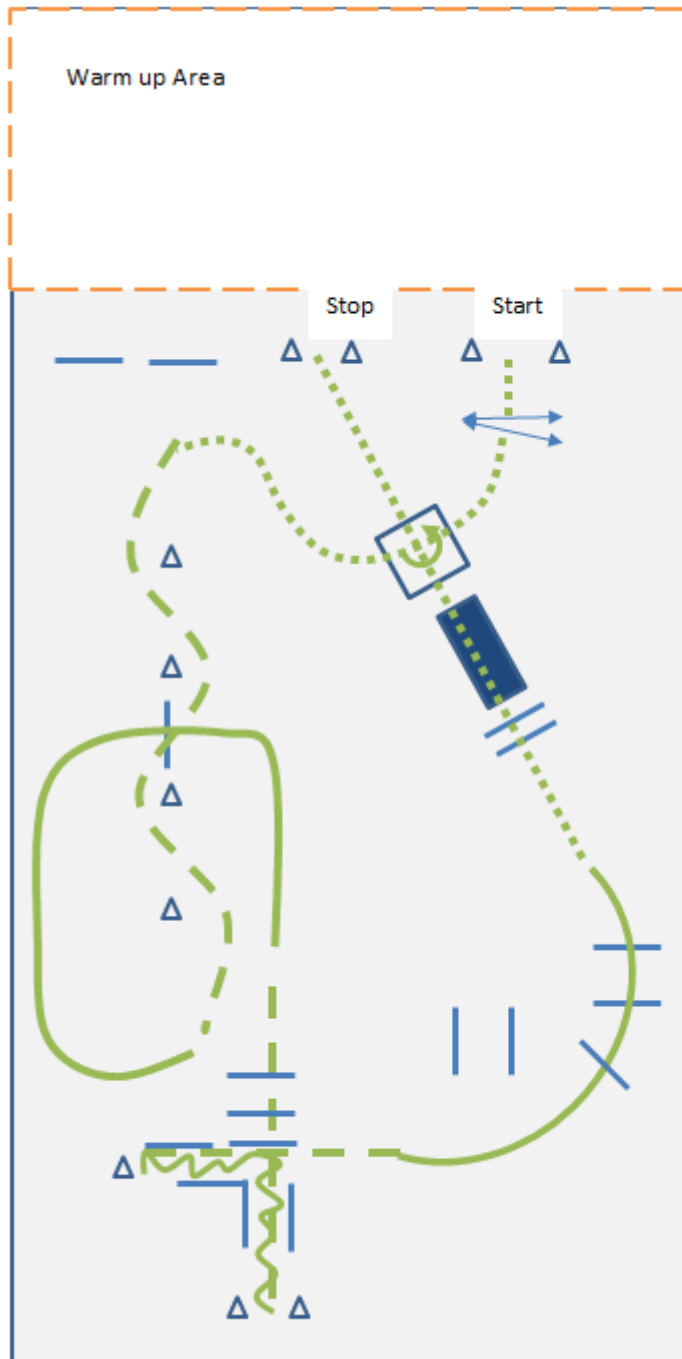
Erlaubte Zeit beträgt 02 Min 30 Sek., wenn es mehr als diese Zeit in Anspruch nimmt, wird in 1 Fehler-Punkt pro Sekunde dazu gerechnet.

Sie können andere Personen in Ihrem Pattern einbinden um Ihre Performance zu verbessern.

Sie können ohne Leine führen, müssen jedoch die ganze Zeit ein Halfter am Pferdekopf lassen.

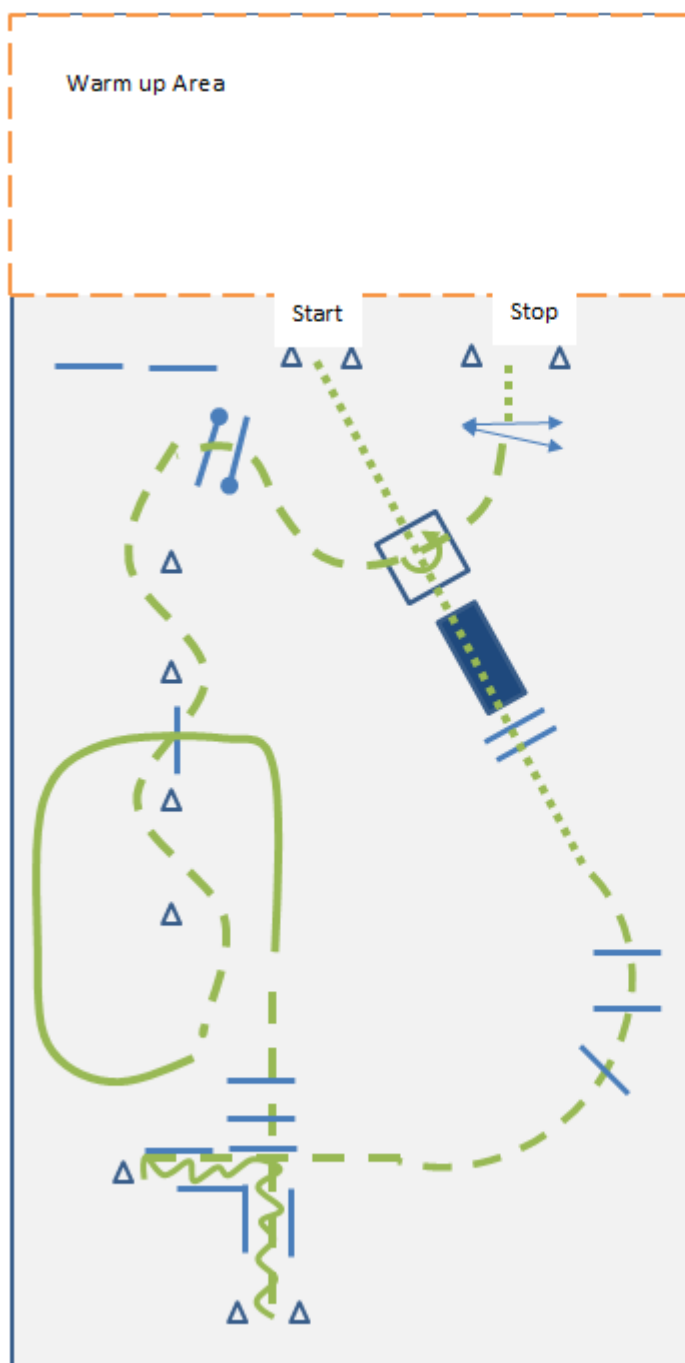
Wenn Sie eigene Musik auswählen, ist es in Ihrer Verantwortung, diese mit dem Sprecher zu koordinieren und Anleitung geben, wenn nötig.

Jedes erforderliche Manöver muss separat durchgeführt werden, aber jedes andere zusätzliche Manöver, kann Sie Ihre Performance verbessern.

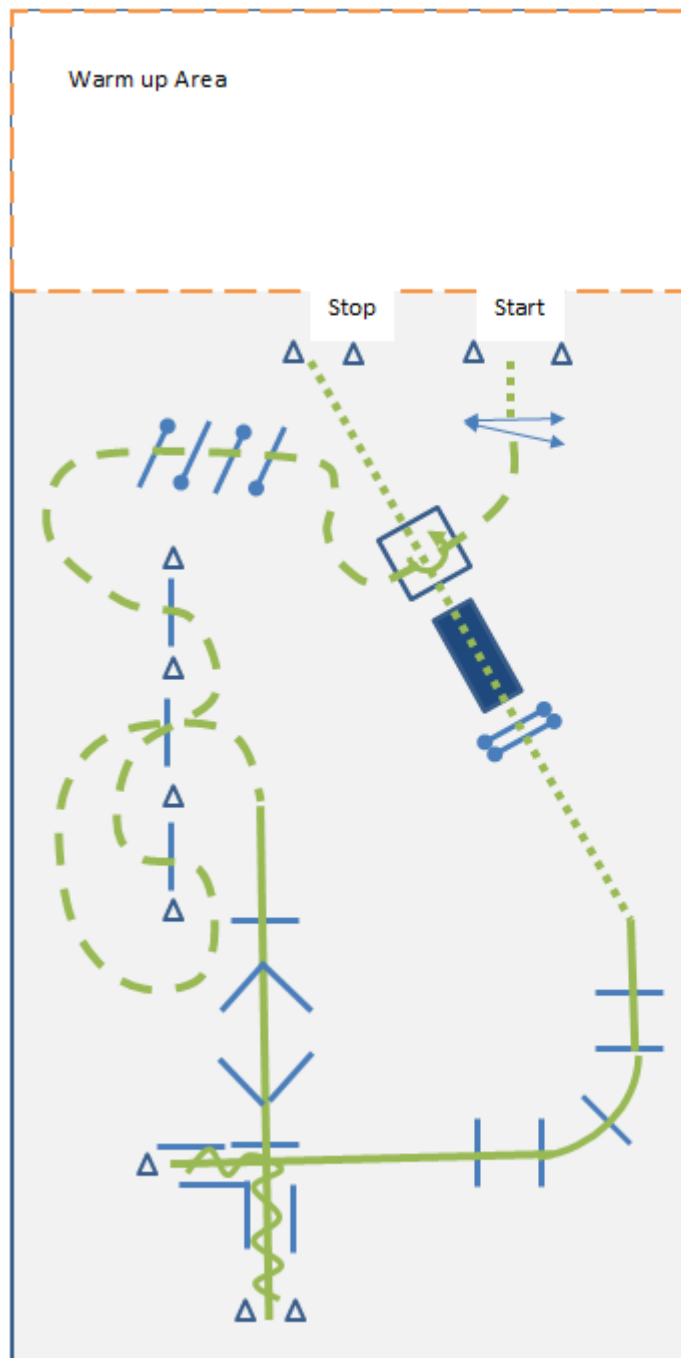


1. Walk to gate, work gate push or pull
2. Walk over box
3. Jog serpentine over pole
4. Lope around an over pole
5. Jog over and in chute
6. Back up, jog out
7. Jog over
8. Walk over poles and bridge
9. Walk in turn 360° either direction, Walk out

Trail Novice & Youth



1. Walk into box, turn 360 either direction
2. Walk over bridge and poles
3. Jog over poles, jog into chute
4. Back up L
5. Jog out
6. Lope over
7. Jog serpentines and over pole
8. Jog over elevated poles and box
9. Work gate push or pull, walk to finish

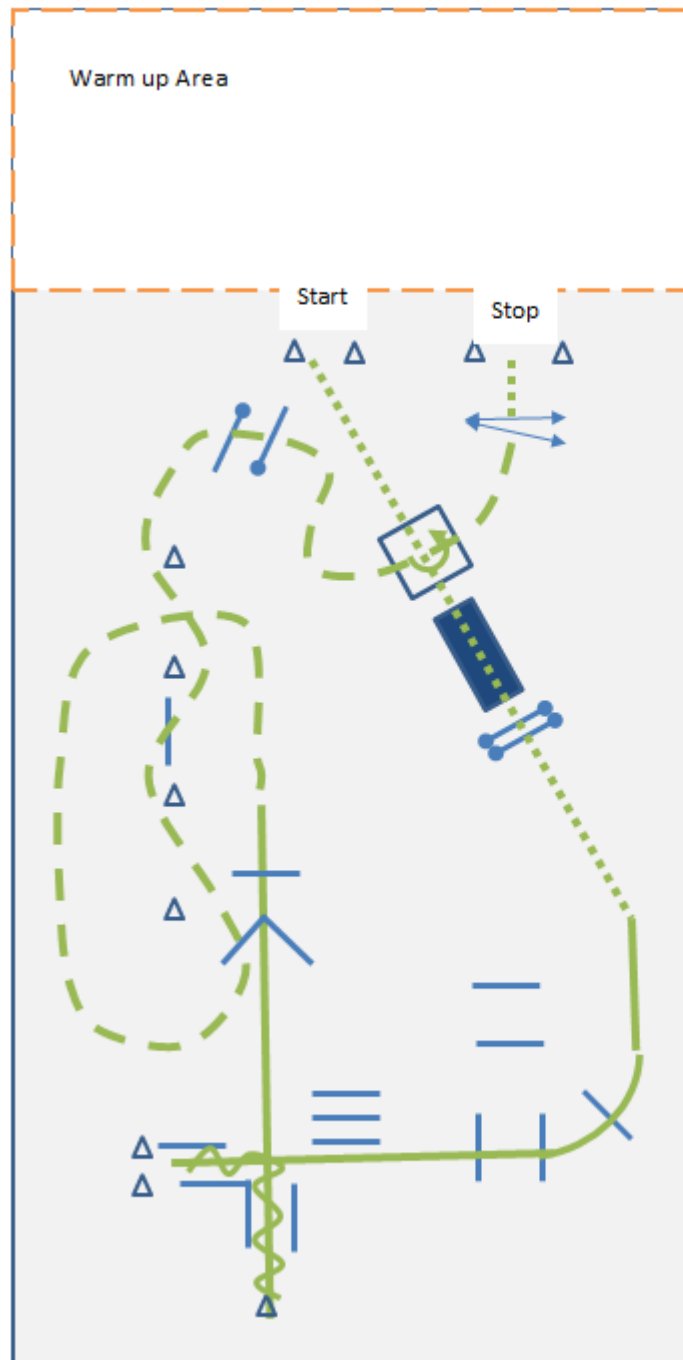


1. Walk to gate, work gate
push or pull
2. Jog over box and
elevated poles
3. Jog serpentine over
poles
4. Lope right lead over
poles and in chute
5. Back up
6. Lope left lead over
poles
7. Walk over elevated
poles
and bridge
8. Walk in turn 360°
either direction
walk out

Trail Open & PHCG Trail

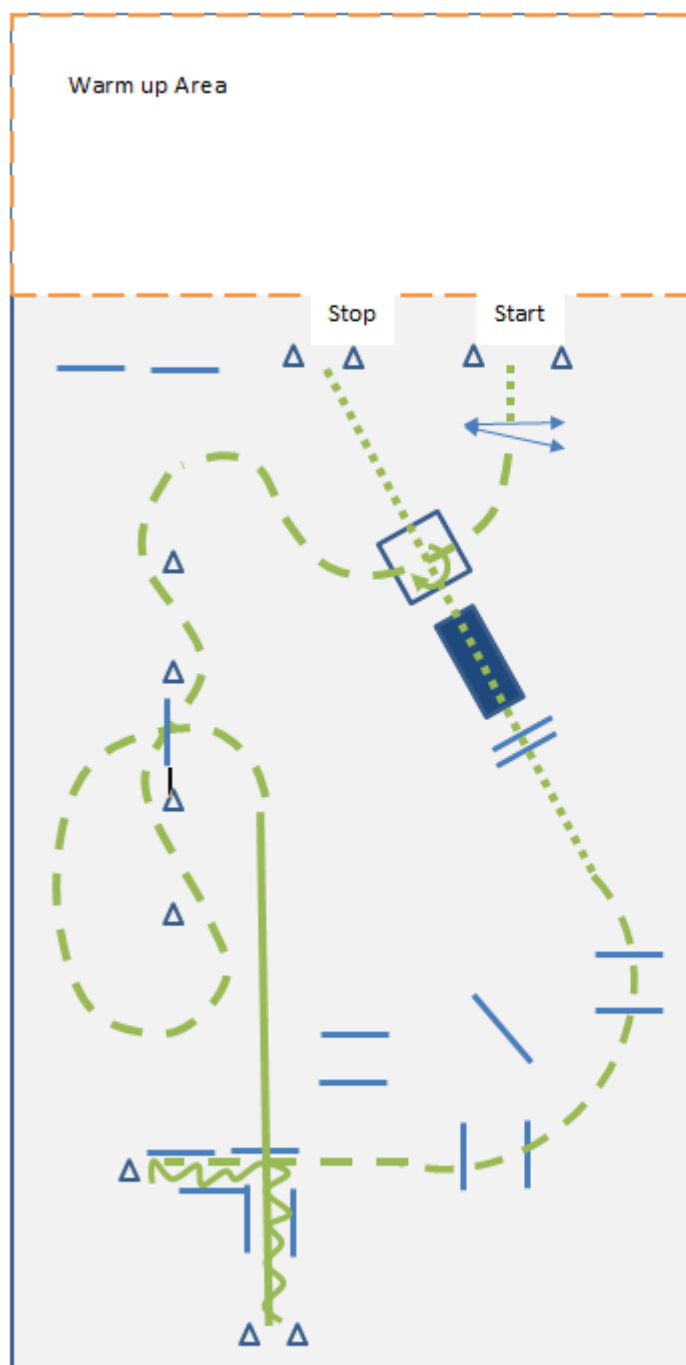
Bayern Paint 2016

Thierhaupten
05.-07.08.2016



1. Walk in turn 360°
either direction
2. Walk over bridge and
elevated poles
3. Lope over poles, lope in
4. Back up
5. Lope over
6. Jog over and jog serpentine
7. Jog over elevated poles
and box
8. Work gate push or pull

Trail Amateur

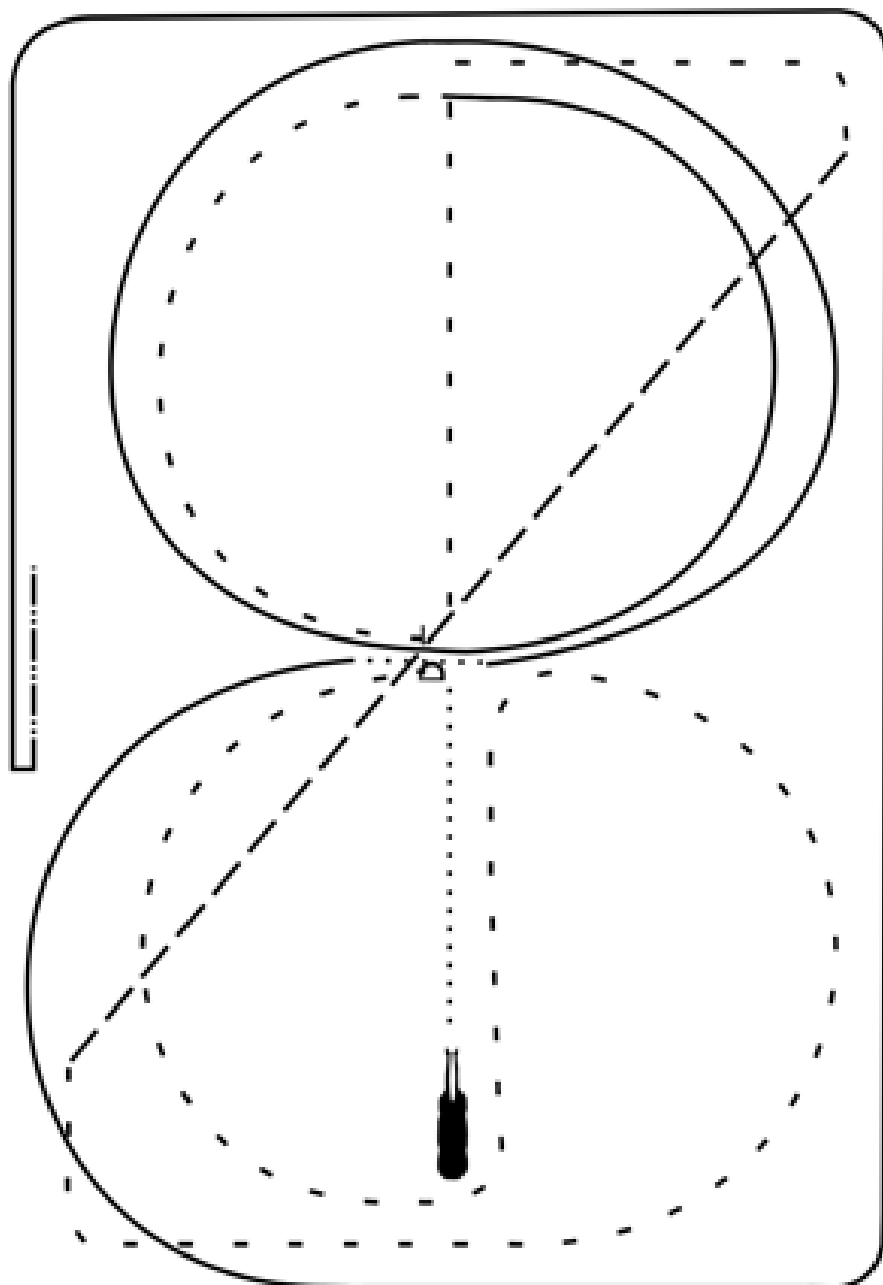


1. Walk to gate, work gate
push or pull
2. Jog over
3. Jog serpentine
4. Lope right led in chute / In Walk-Trott-Klassen: Jog
5. Back up
6. Jog over poles
7. Walk over poles and bridge
8. Walk in turn 360°
either direction
Walk out

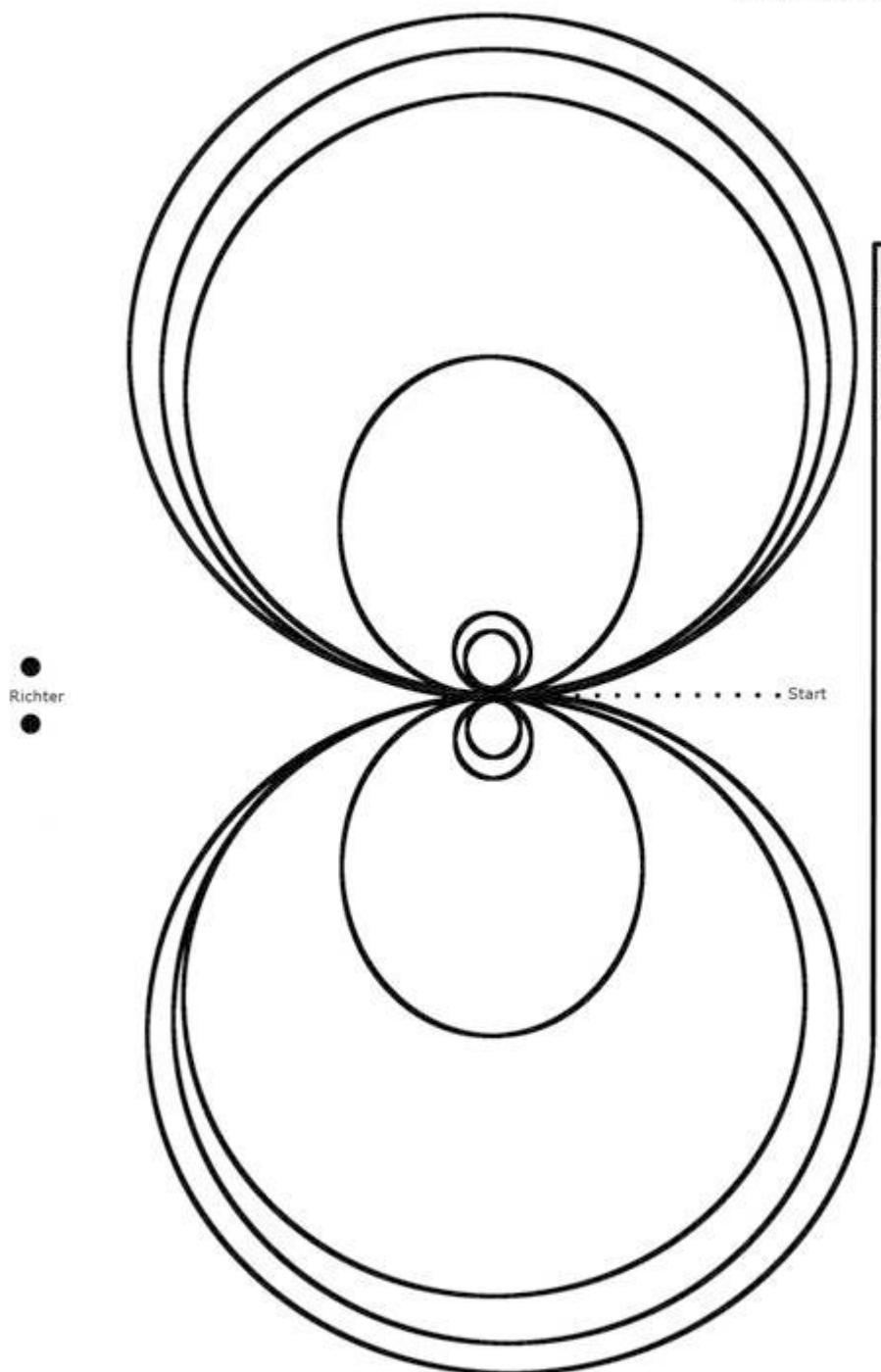
Trail Rasse offen

& alle Walk Trot

Jungpferdebasis



Jungferde Reining Pattern 2

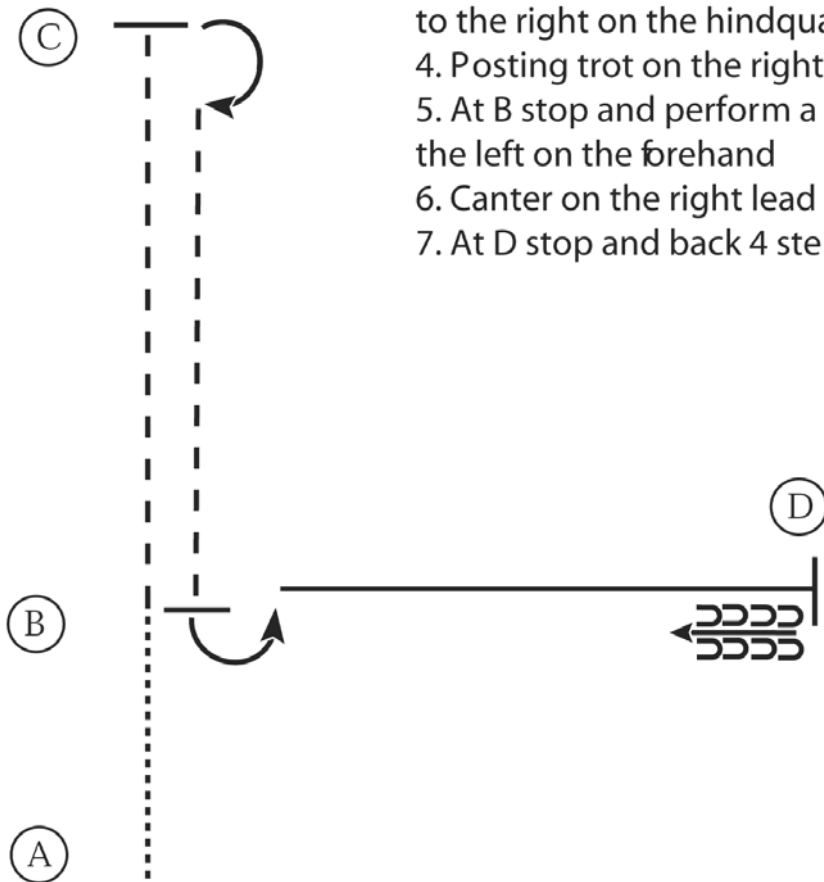


Bayern Paint - 05.-07.08.2016

Regular & SPB Hunt Seat Equitation (Novice Amt. & Youth)

Show Date:

1. Walk A to B
2. At B posting trot on the left diagonal to C
3. At C stop and perform a 180 degree turn to the right on the hindquarters
4. Posting trot on the right diagonal to B
5. At B stop and perform a 90 degree turn to the left on the forehand
6. Canter on the right lead to D
7. At D stop and back 4 steps



Walk	
Trot	-----
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	↗↘
Back	←←← ←←←
Marker	(B)
Sidepass	←---→

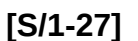
[HSE/1-3]

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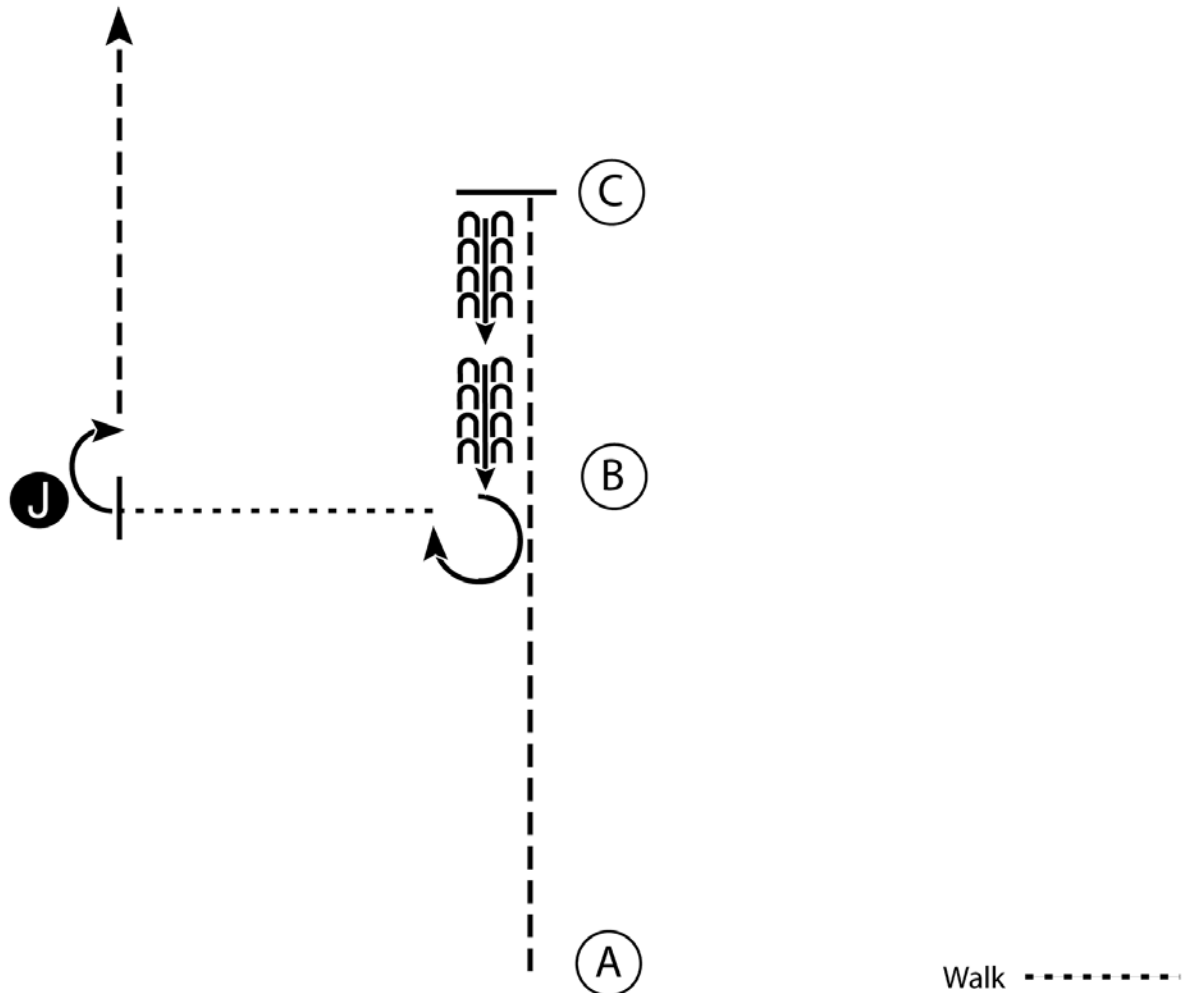


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Bayern Paint - 05.-07.08.2016

Regular & SPB Showmanship (Amateur)

Show Date:



1. Trot from A to C.
2. Stop and back to B.
3. Perform a 270 degree turn and walk to the Judge.
4. Stop and set up for inspection.
5. When dismissed perform a 90 degree turn and trot to line-up.

Walk
Trot - - - - -
Back ← 
Marker (B)
Judge J

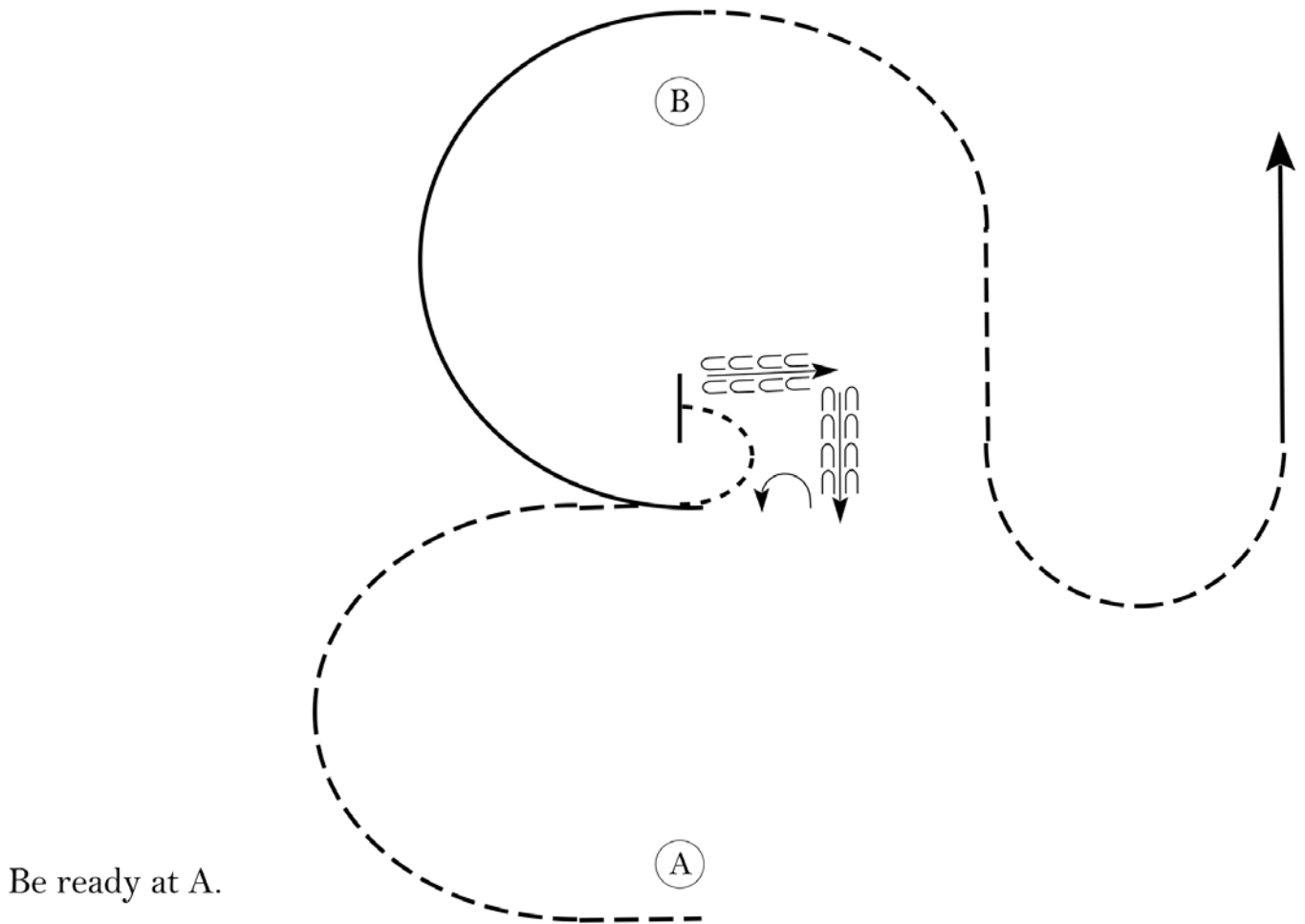
[S/2-14]

Pattern Provided by:
PHCG Bayern

Bayern Paint - 05.-07.08.2016

Regular & SPB Hunt Seat Equitation (Amateur & Open)

Show Date:



Be ready at A.

1. Posting trot to center of pattern.
2. Break to a walk and walk a small half circle.
3. Stop and back a square corner.
4. Perform a 1/4 turn on the forehand left.
5. Canter on the right lead to B.
6. Posting trot on the left diagonal to center of pattern. Change diagonals and continue posting trot in a half circle.
7. Left lead canter to exit.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	←-----→
Hand Gallop	=====

[HSE/2-73]

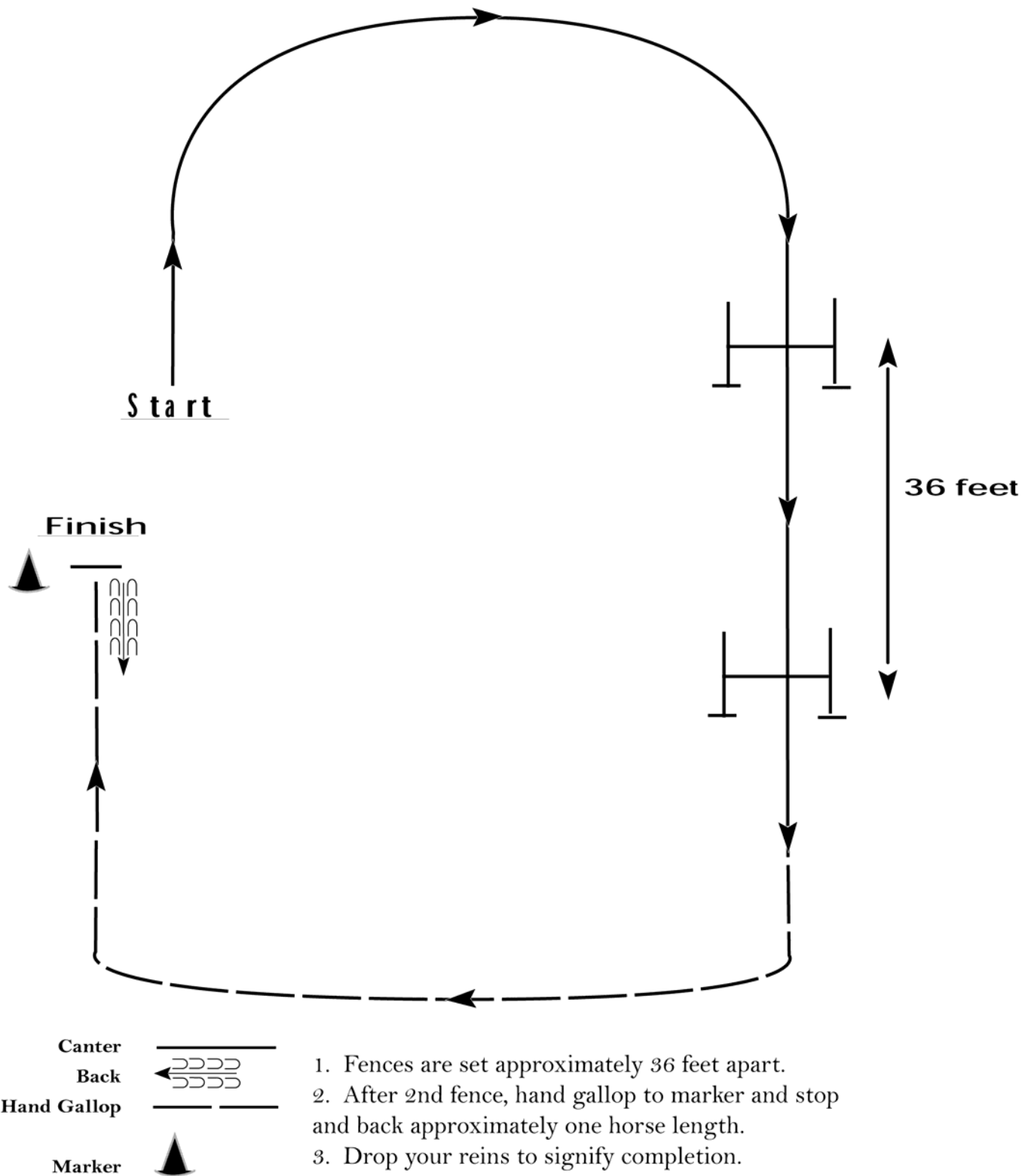
Pattern Provided by:

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Bayern Paint - 05.-07.08.2016

Regular & SPB Hunter Hack (Alle)

Show Date:



[HH/36-8]

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[illegible]

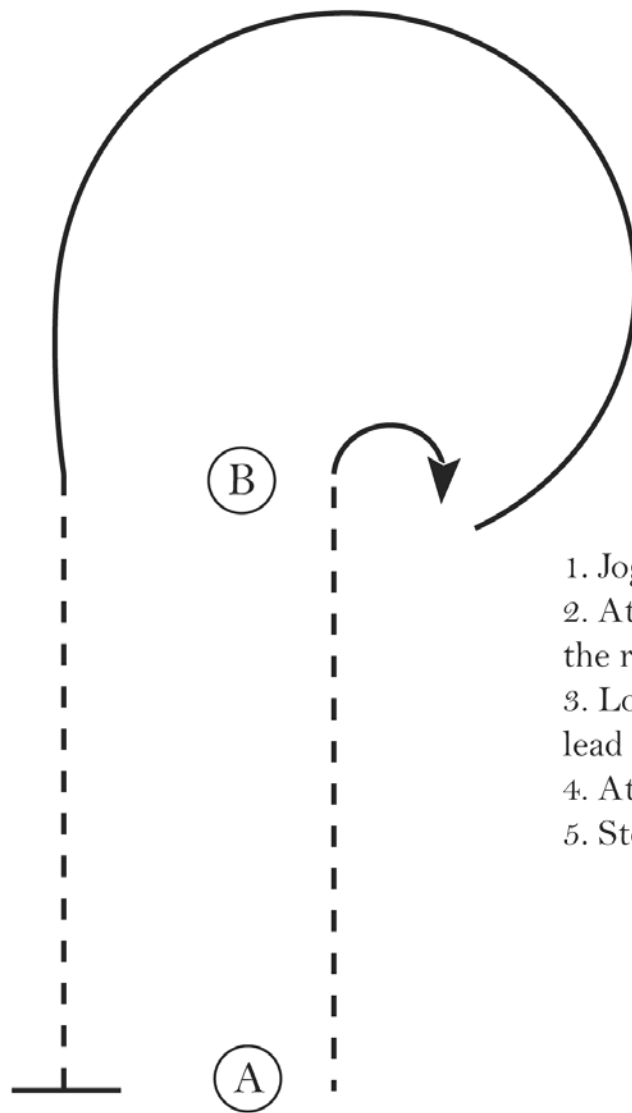
- | | |
|---------------------|---|
| Walk | ----- |
| Jog | ----- |
| Extended Jog | ----- |
| Lope | ————— |
| Lead Change |  |
| Back |  |
| Marker |  |

Pattern Provided by:
PHCG Bayern

Bayern Paint - 05.-07.08.2016

Regular & SPB Western Horsemanship (Novice Amt. & Youth)

Show Date:



1. Jog A to B
2. At B perform a 90 degree turn to the right
3. Lope a circle around B on the left lead
4. At B jog to A
5. Stop at A.

Walk	
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↗↘
Back	←←←←←
Marker	(B)
Sidepass	←---←

[WH/1-14]

Pattern Provided by:

PHCG Bayern

Regular & SPB Western Horsemanship (Amateur & Open & rasseoffen)

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- | | |
|--------------|---|
| Walk | |
| Jog | ----- |
| Extended Jog | — — — |
| Lope | ———— |
| Leg Yield | |
| Lead Change |  |
| Back |  |
| Marker | (B) |
| Sidepass |  |

PHCG Bayern

Bayern Paint - 05.-07.08.2016

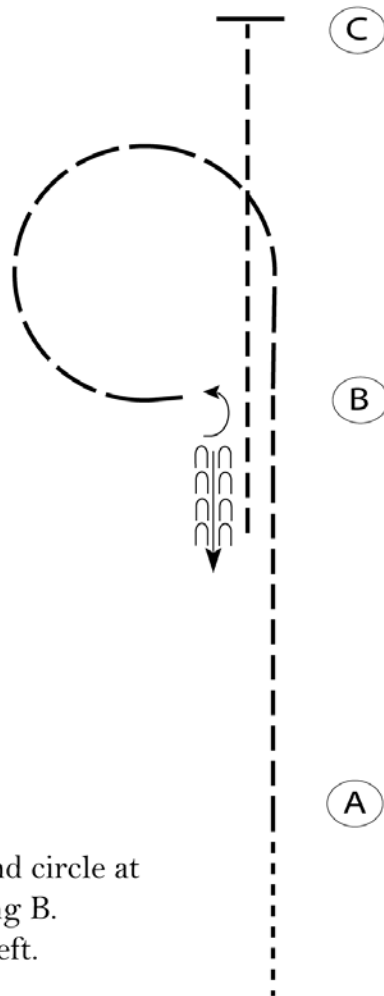
Regular & SPB Western Horsemanship (Walk Trot - Amateur & Youth)

Show Date:

Begin before A at a walk.

1. Jog from A to B.
2. At B, extend the jog and circle at B as shown. Stop facing B.
3. Turn 1/4 turn to the left.
4. Back one horse length.
5. Jog to C. Stop at C.

Follow the instructions of your ring steward.



Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	=====
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	ⓑ
Sidepass	← — — — — →

[WH/WT-17]

Pattern Provided by:

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