



PATTERNS

20.-28.08.2022

KREUTH/ RIEDEN





LH

Professional Make-up Artist

✦ **NATURAL MAKE-UP**

(Nude Tones)

✦ **BASIC MAKE-UP**

(Daytime-look)

✦ **SHOW MAKE-UP**

(Colorful)

EVERYTHING IS INDIVIDUALLY
ADJUSTED AND COLORS ARE MATCHED
TO THE OUTFIT

FOR MORE INFORMATIONS CONTACT

01522 1967276

 [_LARISSAHAHN_](https://www.instagram.com/_LARISSAHAHN_)



KREUTH, 20. - 21. AUGUST 2022

Showmanship	4 - 7
Western Horsemanship	8-11
Hunt Seat Equitation	12-15
Hunter Hack	16
Trail	17-27
Reining	28-31
Western Riding	32-34
Ranch Riding	35-38

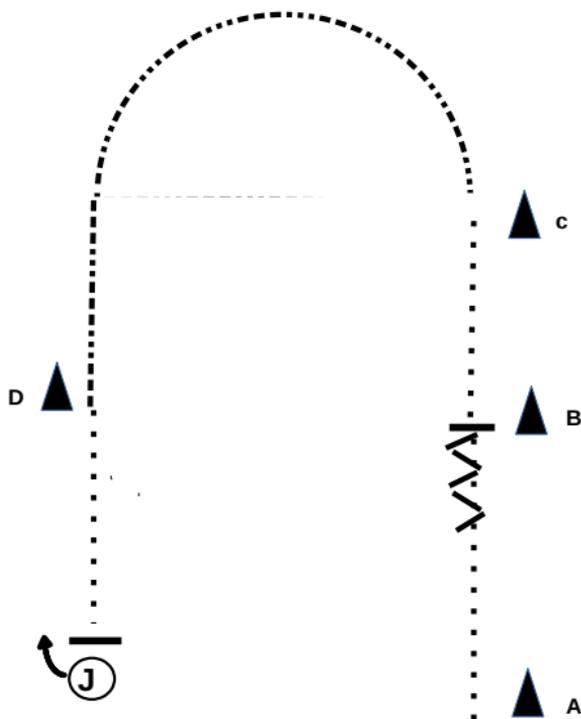
Patterns courtesy of

APHA

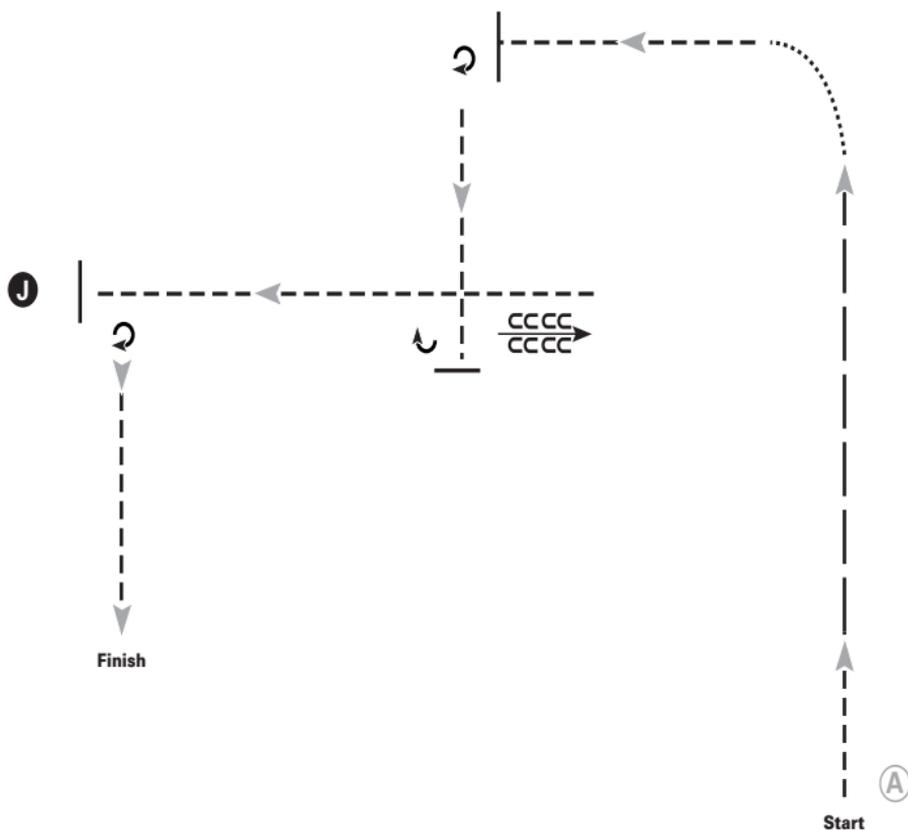
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Horseshowpatterns.com

Tim S. Kimura



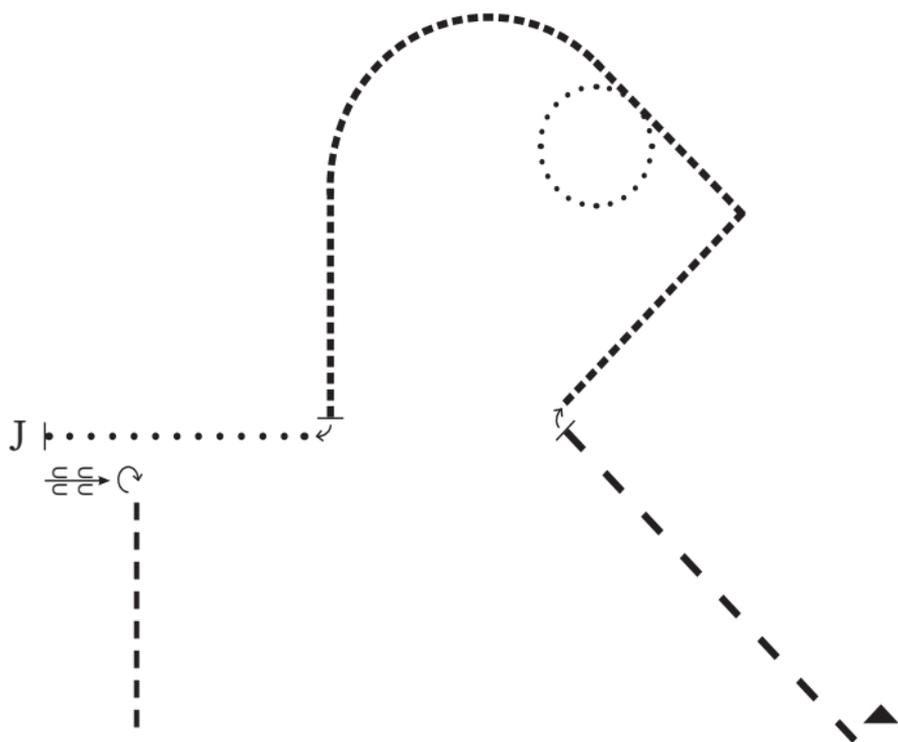
1. WALK FROM A TO B
2. STOP AT B, BACK UP APPROX. 1 HORSE LENGTH
3. WALK FROM B TO C
4. AT C TROT HALF CIRCLE TO THE LEFT
5. CONTINUE TO TROT TILL D
6. WALK FROM D TO JUDGE
7. SET UP FOR INSPECTION
8. $\frac{1}{4}$ TURN, WALK AWAY



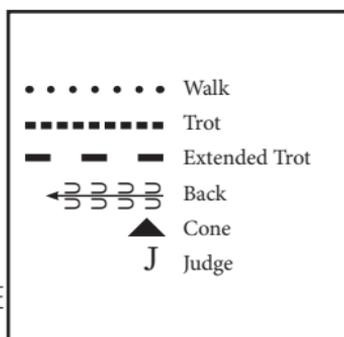
BE READY AT A

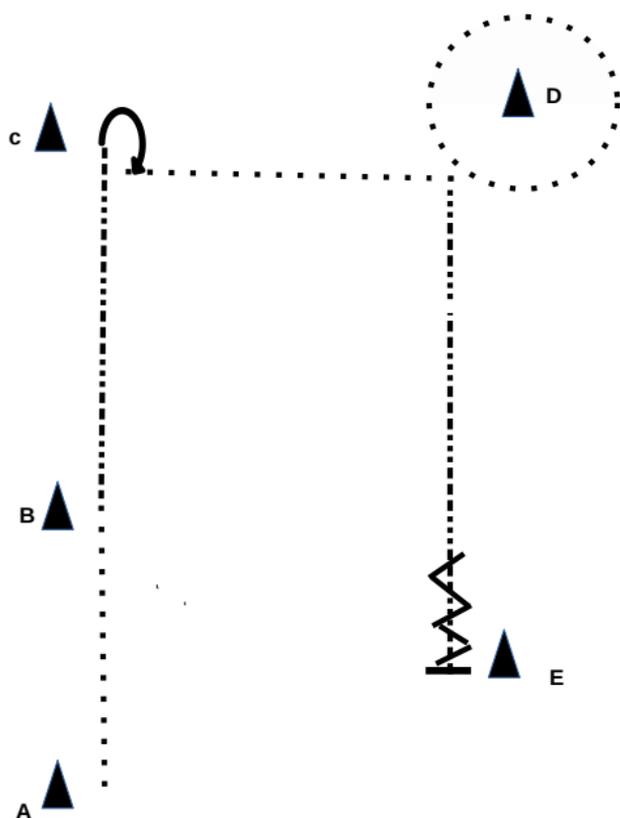
1. BEGIN AT A TROT FOR 2-3 STRIDES THEN BUILD TO AN EXTENDED TROT.
2. WALK AROUND THE CORNER THEN TROT TO CENTER LINE AND STOP.
3. SET UP AND PRESENT HORSE (DO NOT CROSS SIDES).
4. PERFORM A $\frac{3}{4}$ TURN THEN TROT UNTIL HORSE'S HIP IS EVEN WITH JUDGE.
5. PERFORM A $\frac{1}{4}$ TURN, BACK APPROXIMATELY 2 HORSE LENGTHS, THEN TROT TO JUDGE.
6. STOP AND SET UP FOR INSPECTION.
7. WHEN DISMISSED, TURN $\frac{3}{4}$ TURN AND TROT TO EXIT.

Walk
Jog/Trot	-----
Lope/Canter	————
Extended Trot/Jog	————
Leg Yield	
Hand Gallop
Change Lead/Diagonal	≠
Back	← 23
Judge	ⓐ
Marker	○
Sidepass	←←←

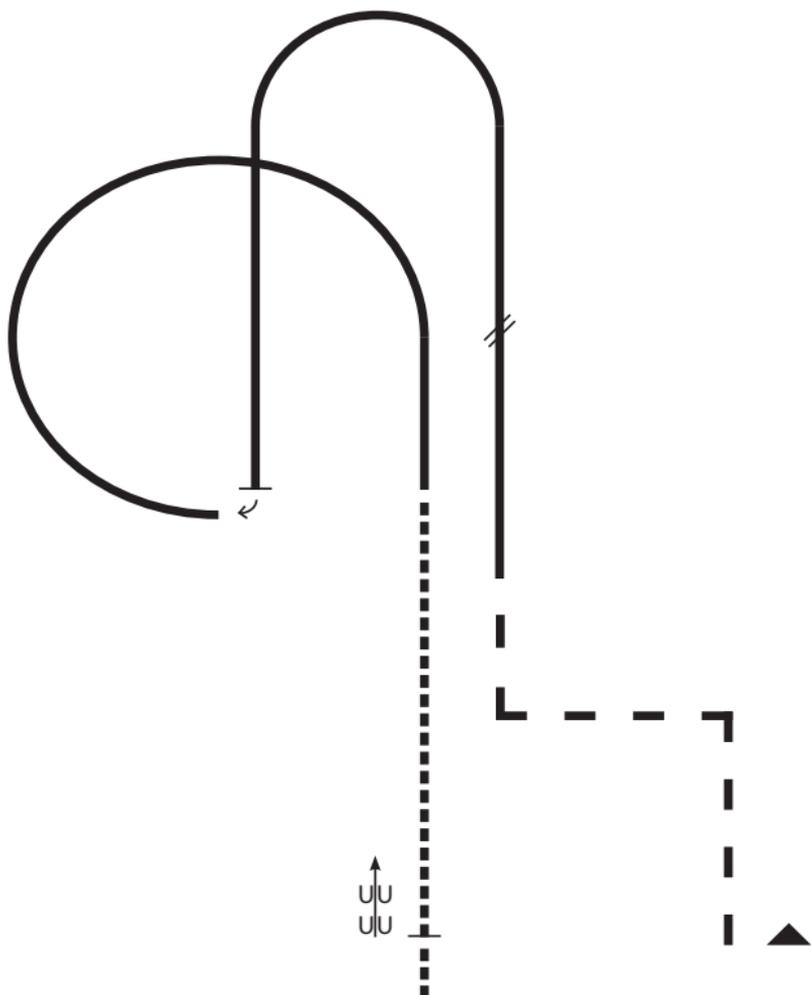


1. EXTENDED TROT TOWARD CENTER OF PATTERN.
 2. STOP, PERFORM A 90 DEGREE TURN.
 3. TROT SQUARE CORNER.
 4. WALK SMALL CIRCLE TO THE LEFT.
 5. TROT ARC AND LINE BACK TOWARD CENTER OF PATTERN.
 6. STOP, 90 DEGREE TURN AND WALK TO JUDGE.
 7. STOP AND SET UP.
 8. INSPECTION.
 9. BACK APPROXIMATELY ONE HORSE LENGTH AND 270 DEGREE TURN.
 10. TROT AWAY.
- PATTERN COMPLETE WHEN EVEN WITH THE START CONE.



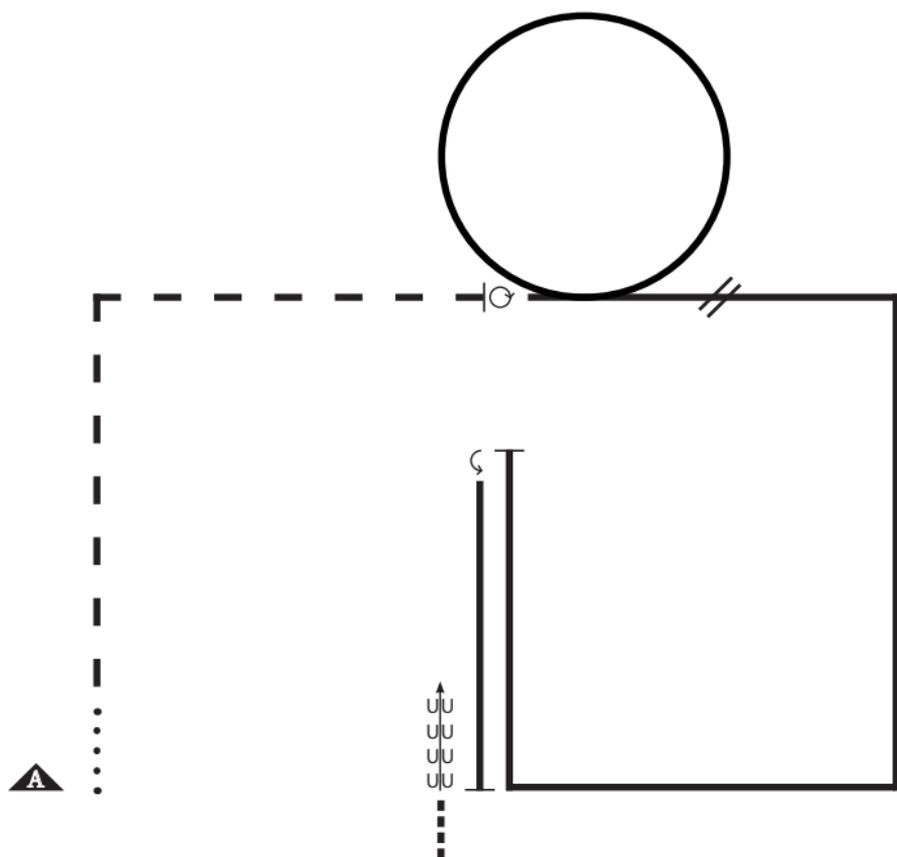


1. WALK FROM A TO B
2. TROT FROM B TO C
3. STOP AND PERFORM A 90° TURN TO THE RIGHT
4. WALK TO D
5. WALK CIRCLE AROUND D
6. TROT FROM D TO E
7. STOP AND BACK UP APPROX. 1 HORSE LENGTH

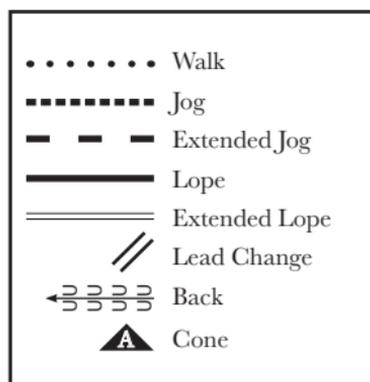


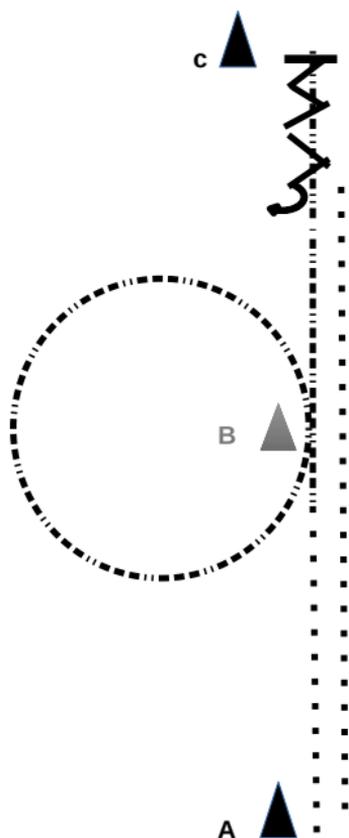
1. EXTENDED JOG TWO SQUARE CORNERS AS DRAWN.
2. RIGHT LEAD LOPE LINE, CHANGE LEADS.
3. LEFT LEAD LOPE IN ARC AS DRAWN.
4. STOP, PERFORM A 90 DEGREE RIGHT TURN.
5. RIGHT LEAD 3/4 CIRCLE AND LINE.
6. JOG WHEN EVEN WITH TURN LOCATION.
7. STOP AND BACK APPROXIMATELY ONE HORSE LENGTH.
8. EXIT AT THE JOG.

.....	Walk
-----	Trot
-----	Extended Trot
← 3 3 3 3	Back
▲	Cone
J	Judge

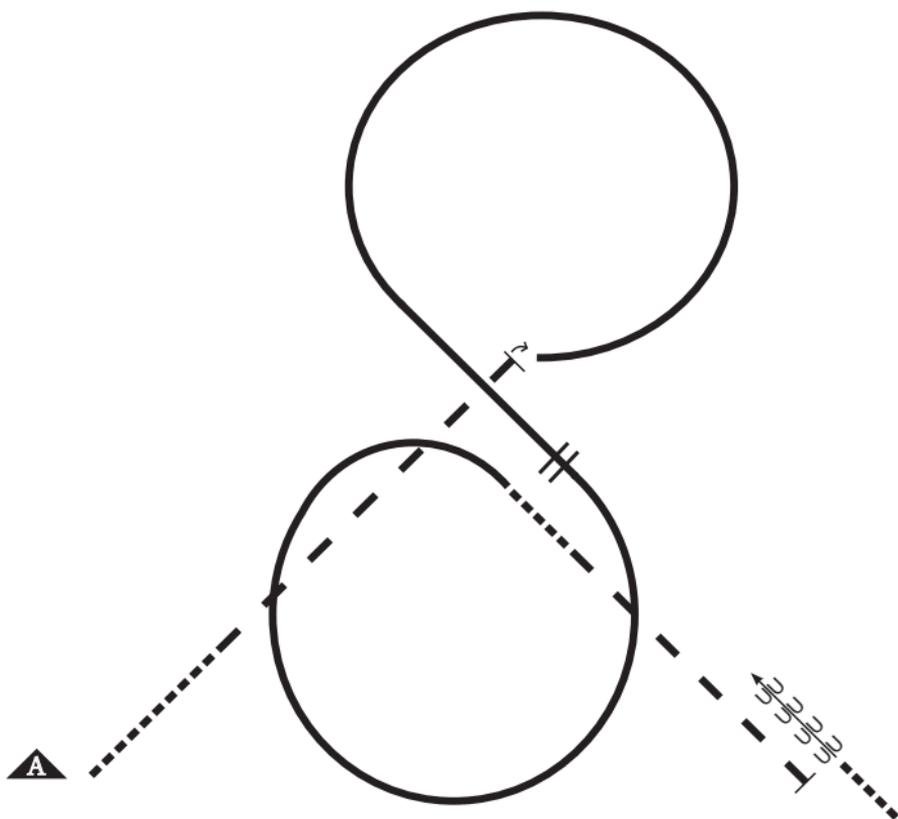


1. WALK ONE HORSE LENGTH.
2. EXTENDED JOG TO CENTER OF ARENA.
3. STOP. 360° RIGHT.
4. LOPE LEFT LEAD CIRCLE.
5. CHANGE LEADS.
6. CONTINUE RIGHT LEAD LOPE THREE SQUARE CORNERS.
7. STOP, ROLLBACK LEFT, LEFT LEAD.
8. STOP AND BACK AT LEAST ONE HORSE LENGTH.
9. EXIT AT THE JOG.

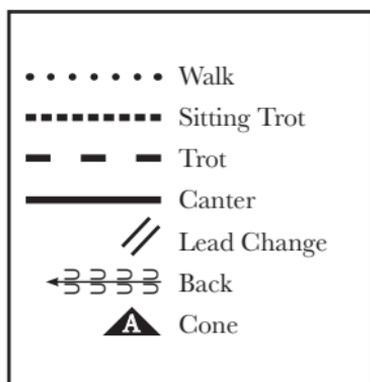


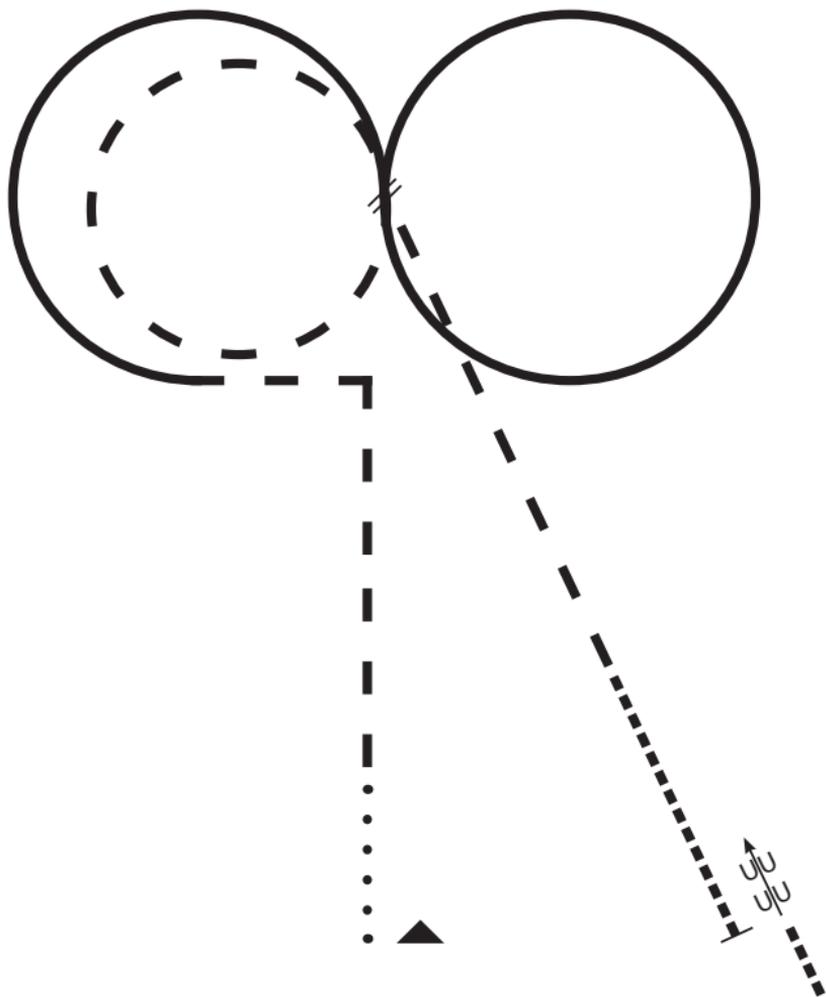


1. WALK FROM A TO B
2. SITTING TROT FROM CIRCLE TO THE LEFT
3. POSTING TROT EITHER DIAGONAL FROM B TO C
4. STOP AND BACK UP APPROXIMATELY 1 HORSE LENGTH
5. 180° FOREHAND TURN TO THE RIGHT
6. 2 POINT WALK TO A



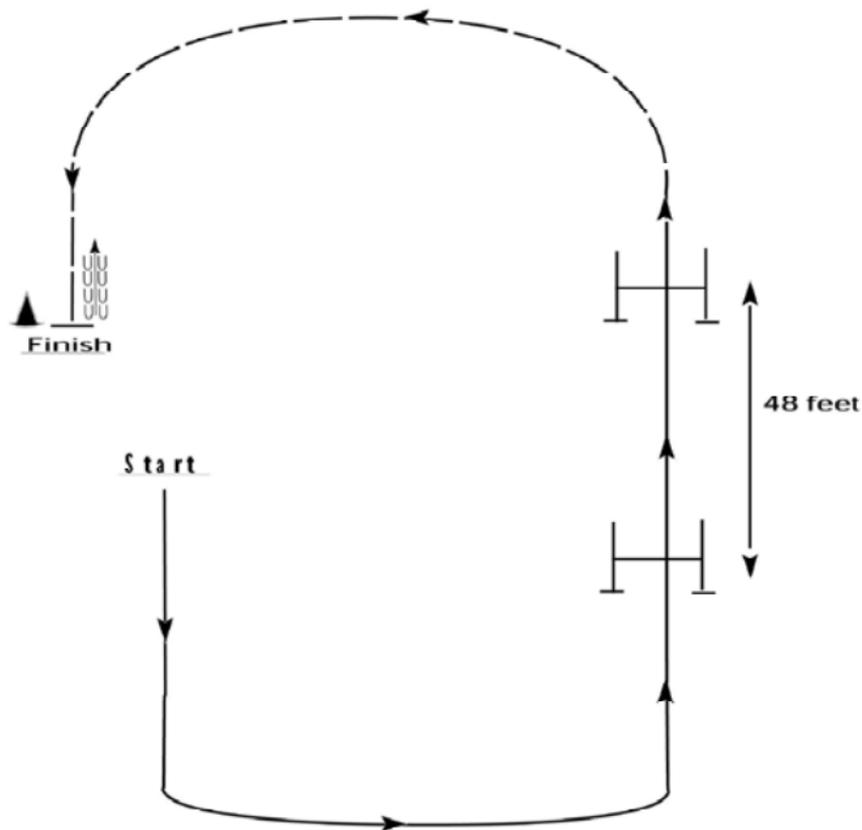
1. START AT A. SITTING TROT.
2. POSTING TROT LEFT DIAGONAL TO MIDDLE OF PATTERN.
3. STOP. 90° TURN RIGHT ON FOREHAND.
4. CANTER LEFT LEAD CIRCLE.
5. CHANGE LEADS.
6. CANTER RIGHT LEAD 3/4 CIRCLE.
7. AT TOP OF CIRCLE SITTING TROT FOR APPROXIMATELY TWO STRIDES.
8. POSTING TROT RIGHT DIAGONAL.
9. WHEN EVEN WITH A STOP AND BACK.
10. EXIT AT SITTING TROT.





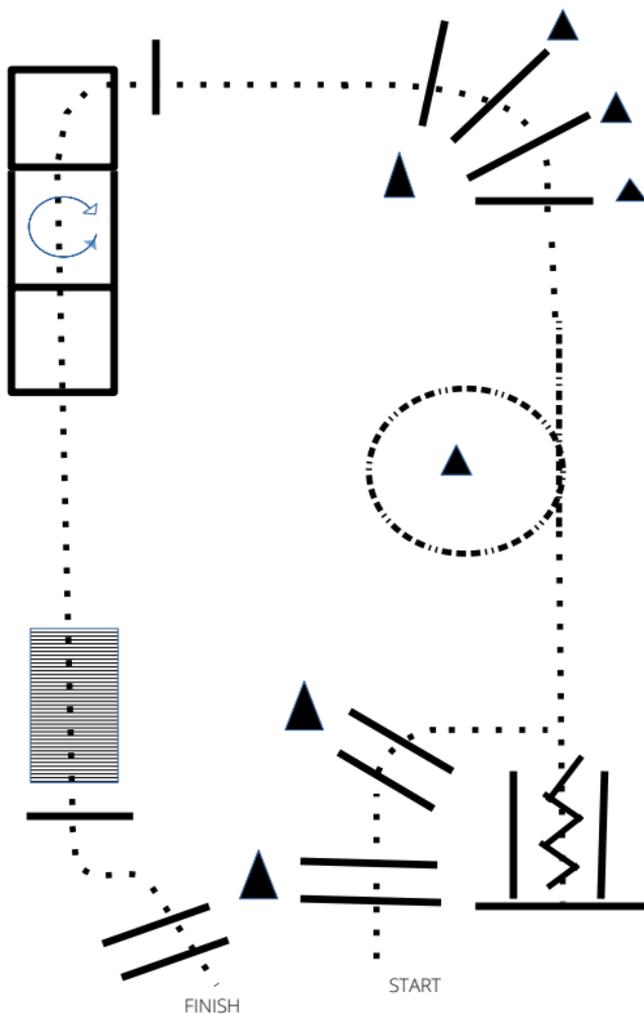
1. WALK 1/3 WAY TO CENTER.
2. RIGHT DIAGONAL THROUGH SQUARE CORNER.
3. RIGHT LEAD 3/4 CIRCLE.
4. AT CENTER, CHANGE LEADS.
5. LEFT LEAD CIRCLE.
6. AT CENTER, PICK UP LEFT DIAGONAL SMALLER CIRCLE RIGHT.
7. CONTINUE LEFT DIAGONAL HALFWAY DOWN LINE.
8. SITTING TROT LAST HALF OF LINE.
9. HALT AND BACK APPROXIMATELY ONE HORSE LENGTH.
10. EXIT AT THE SITTING TROT.

.....	Walk
-----	Sitting Trot
- - - -	Trot
————	Canter
//	Lead Change
← 3 3 3 3	Back
▲	Cone

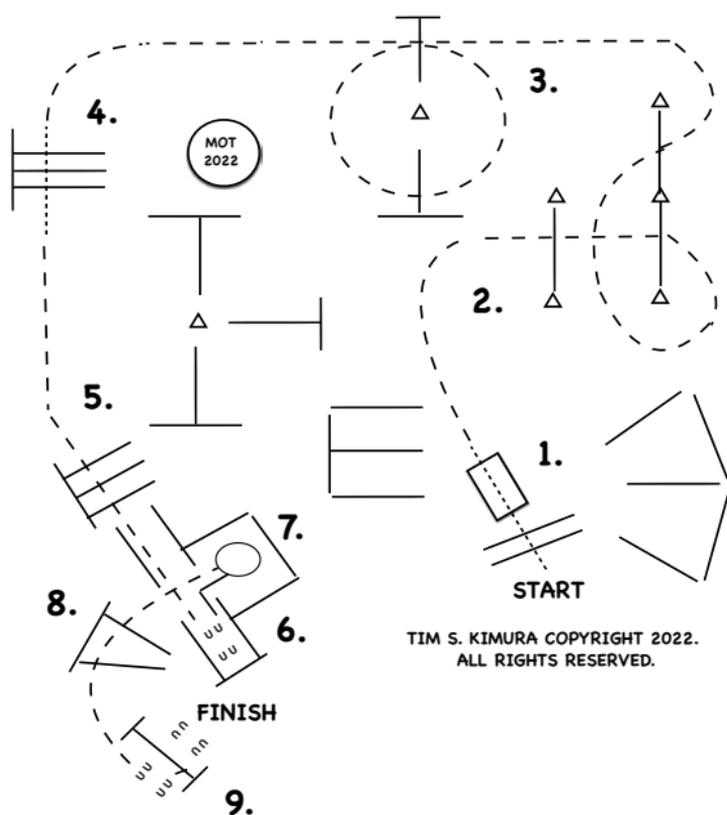


1. FENCES ARE SET APPROXIMATELY 48 FEET APART.
2. AFTER 2ND FENCE, HAND GALLOP TO MARKER AND STOP AND BACK APPROXIMATELY ONE HORSE LENGTH.
3. DROP YOUR REINS TO SIGNIFY COMPLETION

Canter	
Back	
Hand Gallop	
Marker	

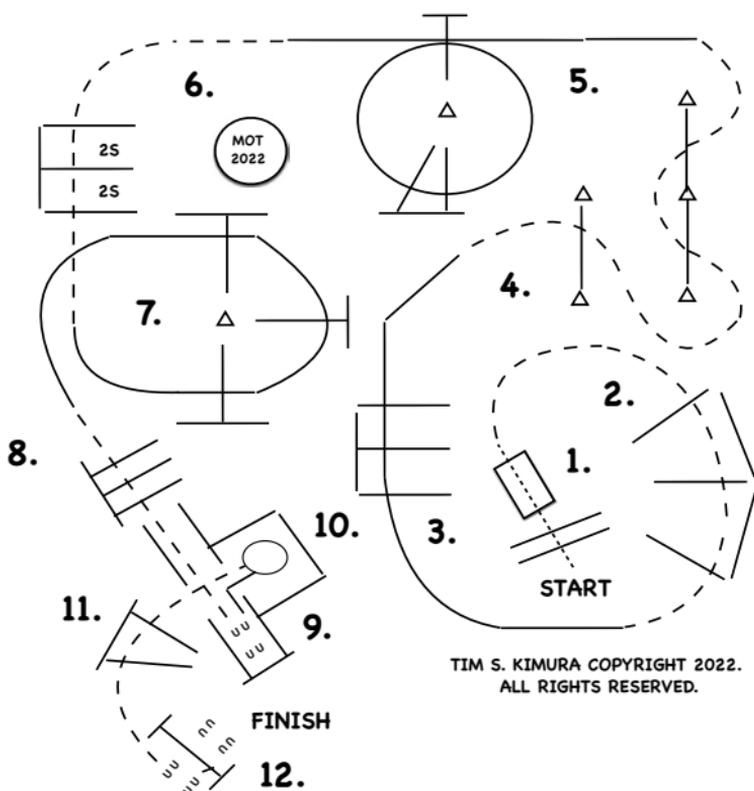


1. WALK OVER POLES
2. WALK INTO CHUTE, BACK OUT
3. TURN 180° EITHER DIRECTION, JOG LEFT CIRCLE AROUND CONE
4. WALK OVER POLES
5. WALK BOXES, TURN EITHER WAY
6. WALK OVER BRIDGE AND POLES



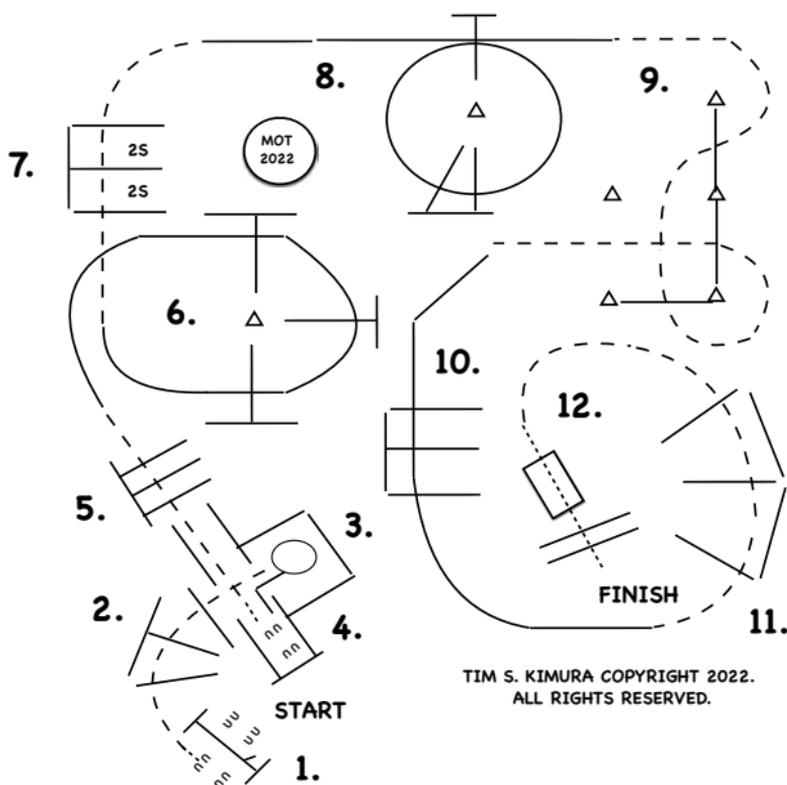
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1. WALK OVER POLES AND OVER BRIDGE.
2. JOG THROUGH SERPENTINE, JOG OVER POLES.
3. JOG OVER POLES AND JOG AROUND CONE.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
5. JOG OVER POLES, JOG INTO CHUTE AND STOP.
6. BACK BETWEEN POLES AND INTO BOX.
7. EXECUTE A 360 TURN TO THE RIGHT.
8. JOG OUT BOX, JOG OVER POLES.
9. JOG TO GATE, WORK GATE LEFT HAND.



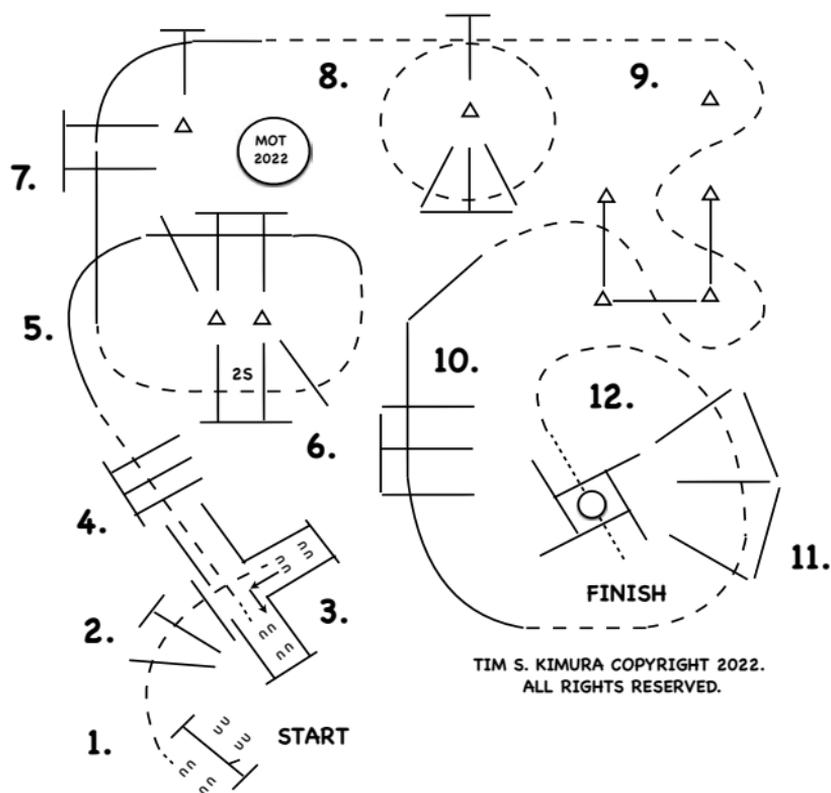
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1. WALK OVER POLES AND BRIDGE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE AND STOP.
9. BACK BETWEEN POLES AND INTO BOX.
10. EXECUTE A 360 TURN EITHER WAY.
11. JOG OUT BOX, JOG OVER POLES.
12. JOG TO GATE, WORK GATE LEFT HAND.

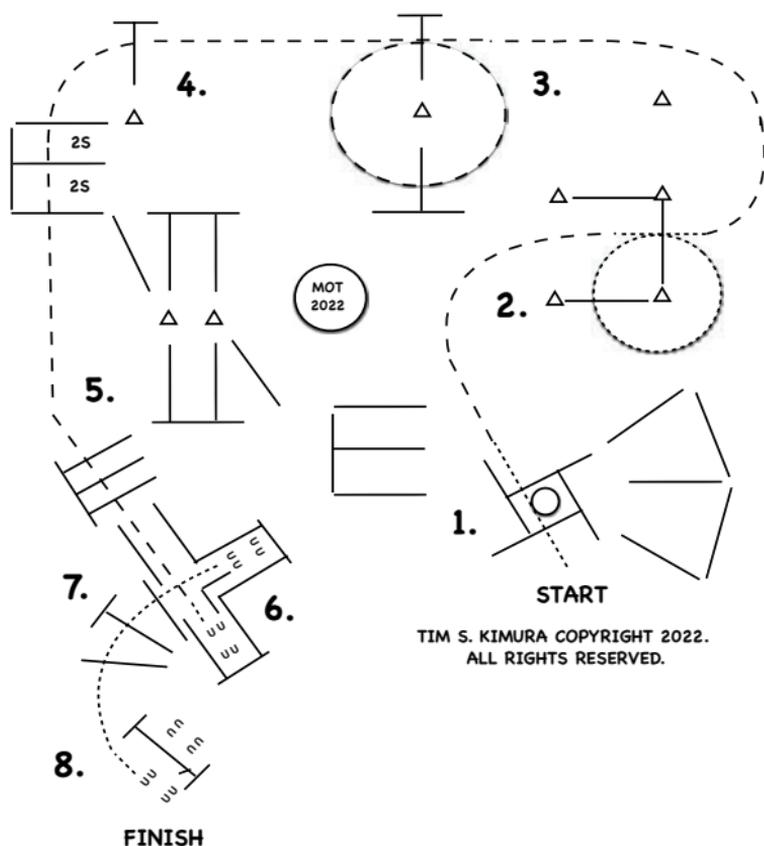


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1. WORK GATE RIGHT HAND.
2. WALK FORWARD, JOG OVER POLES, JOG INTO BOX, STOP IN BOX.
3. EXECUTE A 360 TURN IN EITHER DIRECTION.
4. BACK OUT BOX, BACK AROUND CORNER.
5. WALK FORWARD, THEN JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES,
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG AROUND CONES.
10. LOPE OVER POLES (LEFT LEAD).
11. BREAK TO THE JOG, JOG OVER POLES.
12. STOP OR BREAK TO THE WALK, WALK OVER BRIDGE AND POLES.

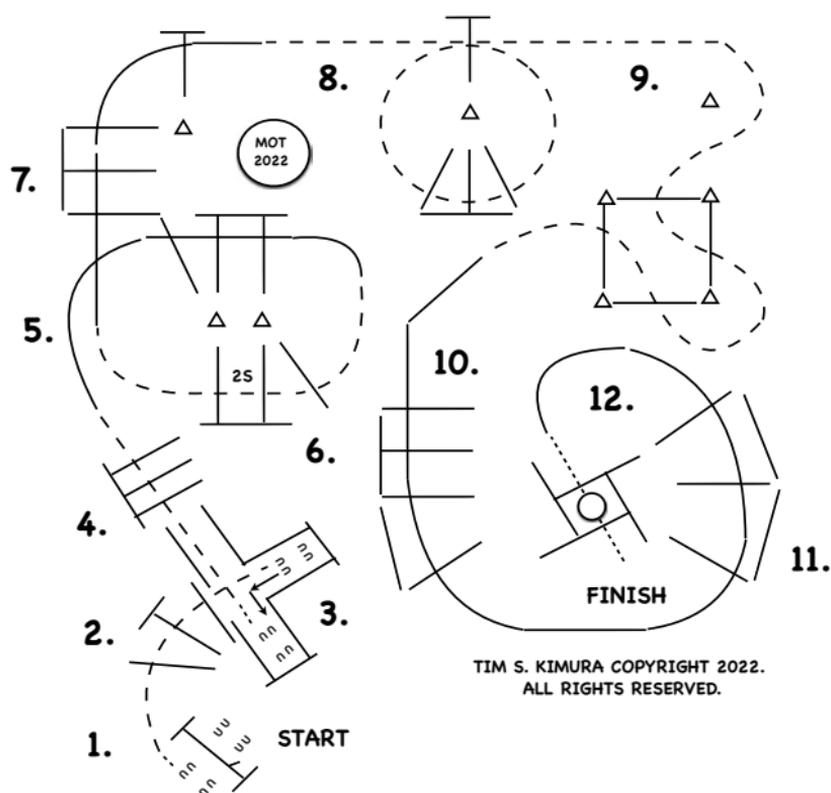


1. WORK GATE RIGHT HAND OPEN AND CLOSE.
2. WALK FORWARD, THEN JOG OVER POLES, JOG INTO AND STOP IN BOX.
3. BACK "L", BACK AROUND CORNER.
4. WALK FORWARD, THEN JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES,
9. JOG OVER POLES, JOG AROUND CONES.
10. LOPE OVER POLES (LEFT LEAD).
11. BREAK TO A JOG, JOG OVER POLES.
12. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.

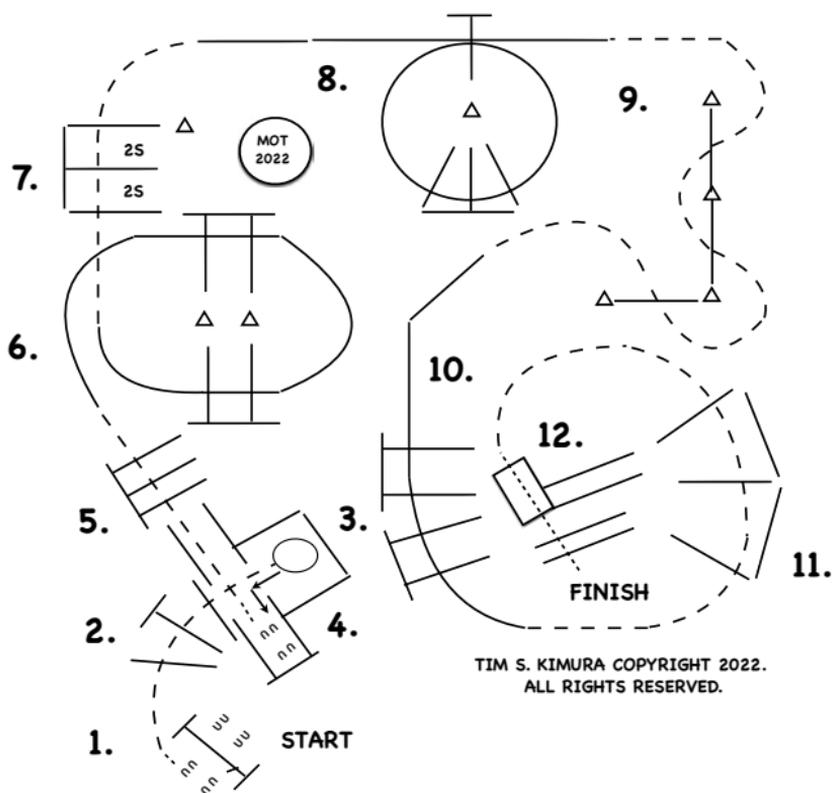


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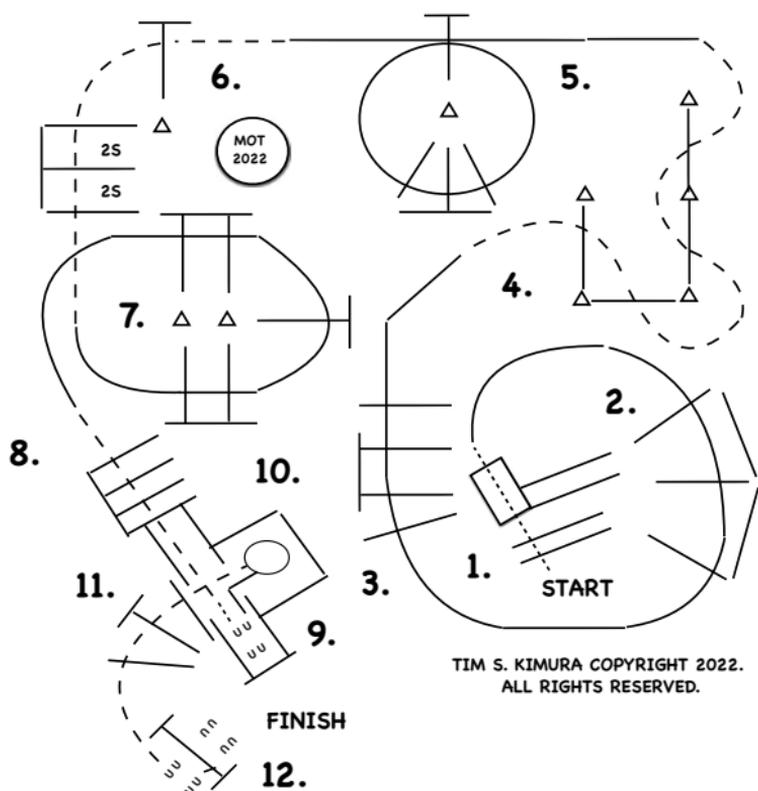
1. WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OUT BOX.
2. JOG UP TO POLES, BREAK TO THE WALK, WALK CIRCLE OVER POLES AND AROUND CONE TO THE RIGHT.
3. JOG OVER POLES. JOG CIRCLE TO THE LEFT.
4. JOG OVER POLES.
5. JOG OVER POLES, JOG INTO CHUTE AND STOP IN CHUTE.
6. BACK "L" BETWEEN POLES.
7. WALK OVER POLES, WALK UP TO GATE.
8. WORK GATE LEFT HAND, OPEN WALK THROUGH CLOSE GATE.



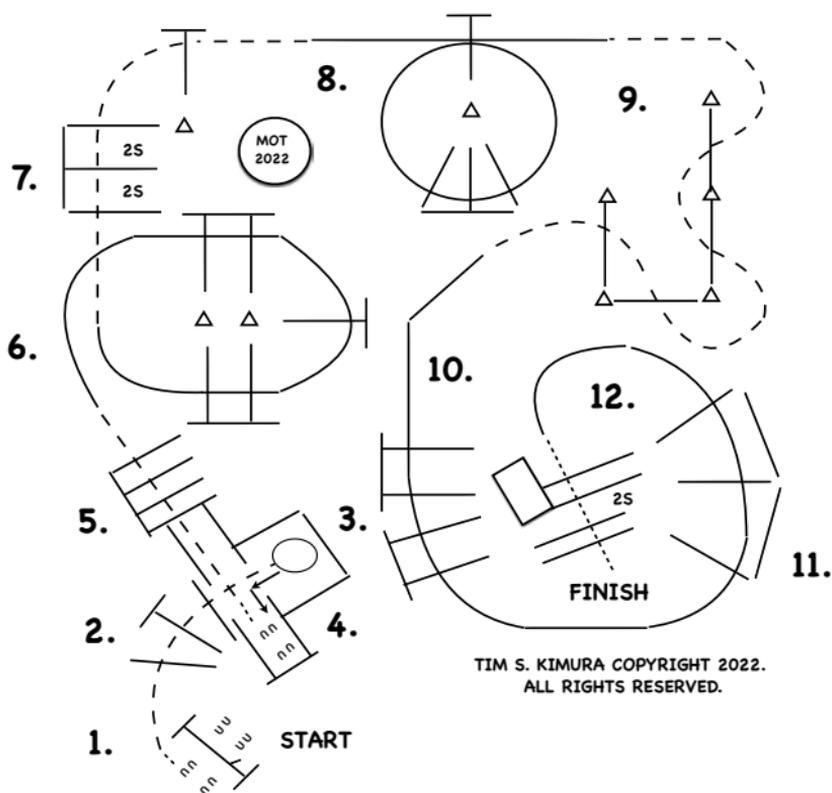
1. WORK GATE RIGHT HAND OPEN AND CLOSE.
2. WALK FORWARD, THEN JOG OVER POLES JOG INTO AND STOP IN BOX.
3. BACK "L", BACK AROUND CORNER.
4. WALK FORWARD, THEN JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES,
9. JOG OVER POLES, JOG AROUND CONES.
10. LOPE OVER POLES (LEFT LEAD).
11. LOPE OVER POLES (LEFT LEAD).
12. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.



1. WORK GATE RIGHT HAND OPEN AND CLOSE.
2. WALK FORWARD, THEN JOG OVER POLES JOG INTO AND STOP IN BOX.
3. EXECUTE A 360 TURN EITHER WAY.
4. BACK OUT BOX, BACK AROUND CORNER.
5. WALK FORWARD, THEN JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG AROUND CONES.
10. LOPE OVER POLES (LEFT LEAD).
11. BREAK TO THE JOG, JOG OVER POLES.
12. STOP OR BREAK TO THE WALK, WALK OVER BRIDGE AND POLES.



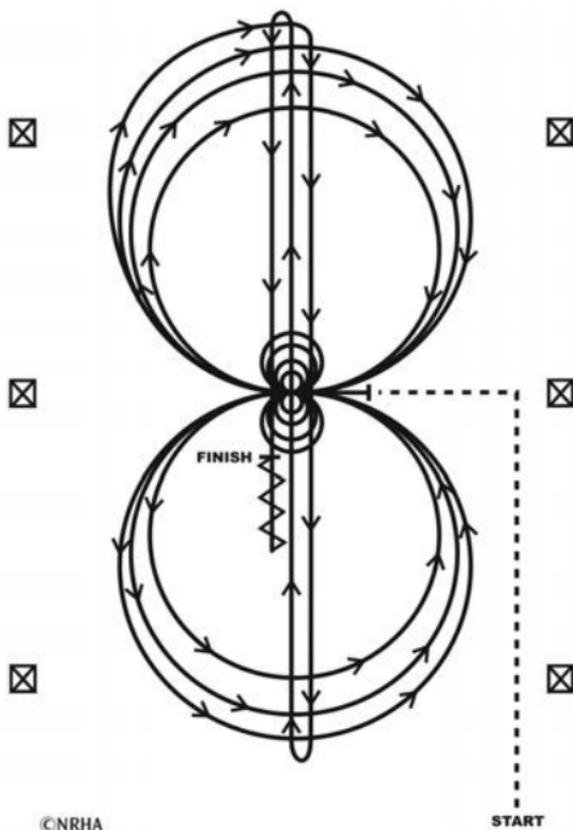
1. WALK OVER POLES AND BRIDGE.
2. LOPE OVER POLES (RIGHT LEAD).
3. LOPE OVER POLES (RIGHT LEAD).
4. JOG THROUGH SERPENTINE, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE AND STOP.
9. BACK BETWEEN POLES AND INTO BOX.
10. EXECUTE A 360 TURN EITHER WAY.
11. JOG OUT BOX, JOG OVER POLES.
12. JOG TO GATE, WORK GATE LEFT HAND.



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1. WORK GATE RIGHT HAND OPEN AND CLOSE.
2. WALK FORWARD, THEN JOG OVER POLES JOG INTO AND STOP IN BOX.
3. EXECUTE A 360 TURN EITHER WAY.
4. BACK OUT BOX, BACK AROUND CORNER.
5. WALK FORWARD, THEN JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG AROUND CONES.
10. LOPE OVER POLES (LEFT LEAD).
11. LOPE OVER POLES (LEFT LEAD).
12. STOP OR BREAK TO THE WALK, WALK OVER POLES.

Reining Pattern #11

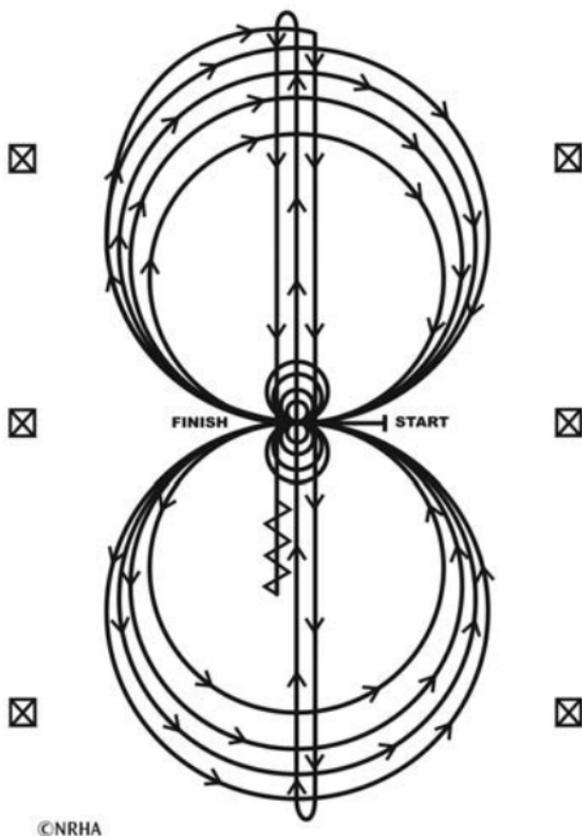


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HORSES MUST JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING THE PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

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 SMALL AND SLOW; THE NEXT TWO CIRCLES LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
4. 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.
5. BEGIN A LARGE CIRCLE TO THE RIGHT, BUT DO NOT CLOSE THIS CIRCLE. RUN DOWN THE CENTER OF THE ARENA PAST THE END MARKER AND DO A RIGHT ROLLBACK - NO HESITATION.
6. RUN UP THE MIDDLE TO THE OPPOSITE END OF THE ARENA PAST THE END MARKER AND DO A LEFT ROLLBACK - NO HESITATION.
7. 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 TO DEMONSTRATE COMPLETION OF THE PATTERN.

Reining Pattern #4

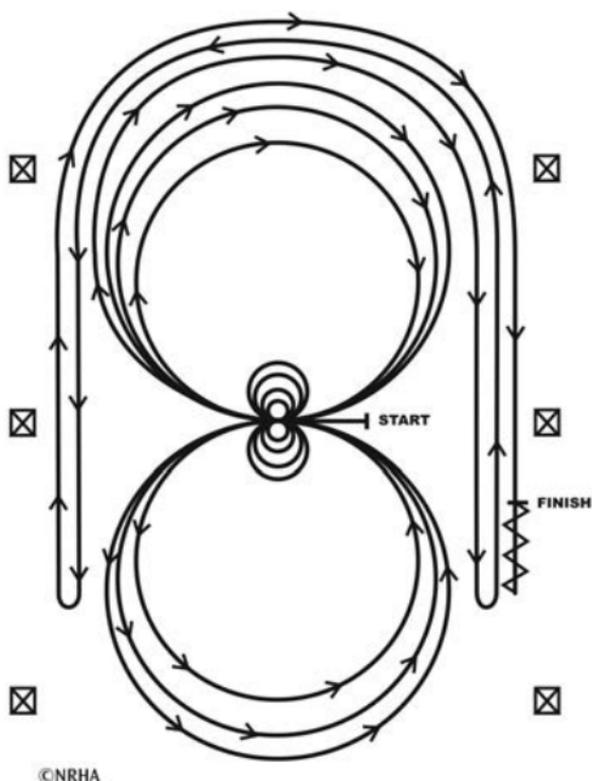


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HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

1. BEGINNING ON THE RIGHT LEAD, COMPLETE THREE CIRCLES TO THE RIGHT: THE FIRST TWO CIRCLES LARGE AND FAST; THE THIRD CIRCLE SMALL AND SLOW. STOP AT THE CENTER OF THE ARENA. HESITATE.
 2. COMPLETE FOUR SPINS TO THE RIGHT. 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. STOP AT THE CENTER OF THE ARENA. HESITATE.
 4. COMPLETE FOUR SPINS TO THE LEFT. HESITATE.
 5. BEGINNING ON THE RIGHT LEAD, RUN A LARGE FAST CIRCLE TO THE RIGHT, CHANGE LEADS AT THE CENTER OF THE ARENA, RUN A LARGE FAST CIRCLE TO THE LEFT, AND CHANGE LEADS AT THE CENTER OF THE ARENA. (FIGURE 8)
 6. 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.
 7. RUN UP THE MIDDLE TO THE OPPOSITE END OF THE ARENA PAST THE END MARKER AND DO A LEFT ROLLBACK- NO HESITATION.
 8. 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 TO DEMONSTRATE COMPLETION OF THE PATTERN.
- EXHIBITOR MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

Reining Pattern #8



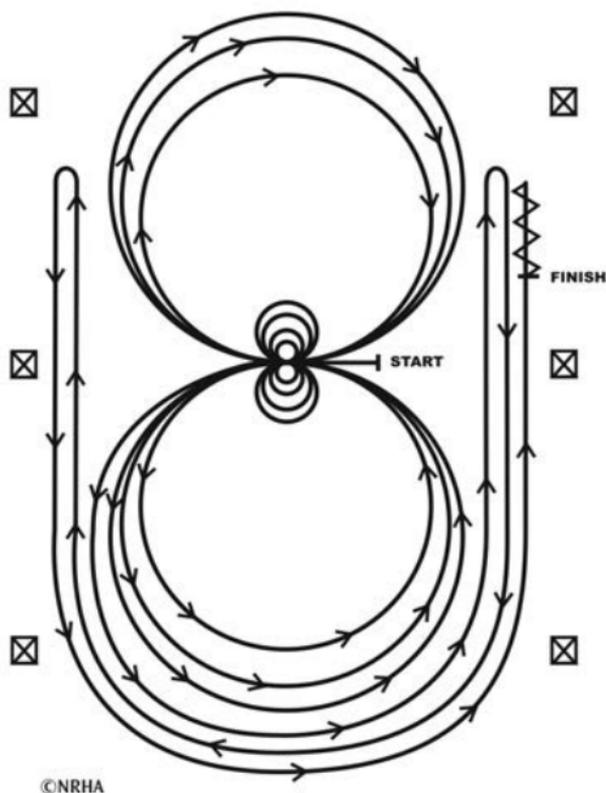
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HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

1. COMPLETE FOUR SPINS TO THE 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 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.

EXHIBITOR MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

Reining Pattern #15



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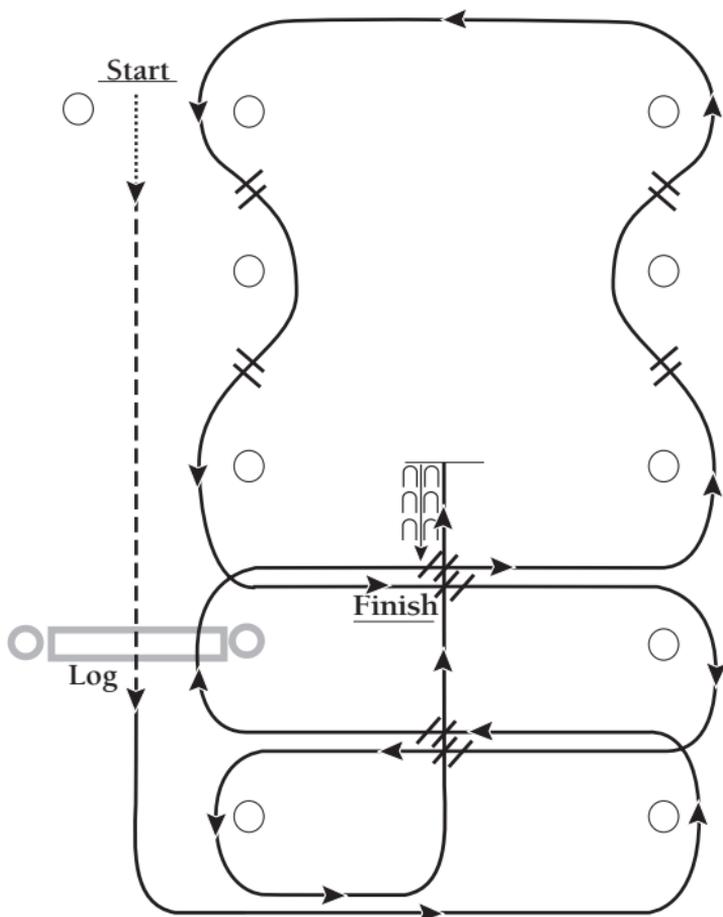
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HORSES MAY WALK OR JOG TO THE CENTER OF ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF ARENA FACING THE LEFT WALL OR FENCE.

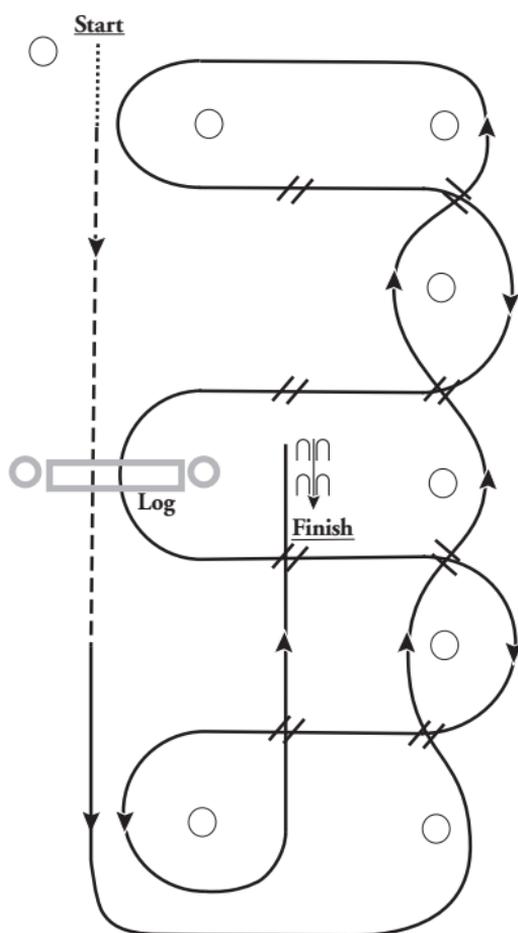
1. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
2. COMPLETE FOUR SPINS TO THE LEFT. HESITATE.
3. BEGINNING ON THE LEFT LEAD, COMPLETE THREE CIRCLES TO THE LEFT: THE FIRST CIRCLE LARGE AND FAST; THE SECOND CIRCLE SMALL AND SLOW; THE THIRD CIRCLE LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
4. COMPLETE THREE CIRCLES TO THE 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.
5. BEGIN A LARGE CIRCLE TO THE LEFT BUT DO NOT CLOSE THIS CIRCLE. RUN STRAIGHT DOWN 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 THE PREVIOUS CIRCLE BUT DO NOT CLOSE THIS CIRCLE. RUN DOWN 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 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 (SIX METERS) FROM THE WALL OR FENCE. BACK UP AT LEAST TEN FEET (THREE METERS). HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.

Western Riding Pattern #3



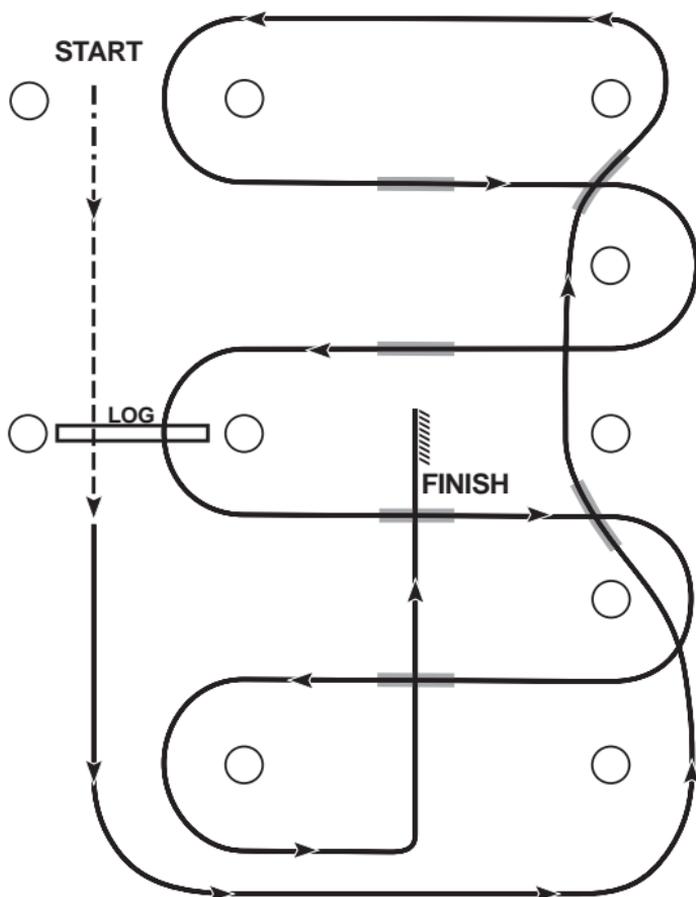
1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LOPE, LOPE TO LEFT AROUND END.
3. FIRST CROSSING CHANGE.
4. LOPE OVER LOG.
5. SECOND CROSSING CHANGE.
6. FIRST LINE CHANGE.
7. SECOND LINE CHANGE.
8. THIRD LINE CHANGE.
9. FOURTH LINE CHANGE.
10. THIRD CROSSING CHANGE.
11. FOURTH CROSSING CHANGE.
12. LOPE UP THE CENTER, STOP AND BACK.

Western Riding Pattern #1

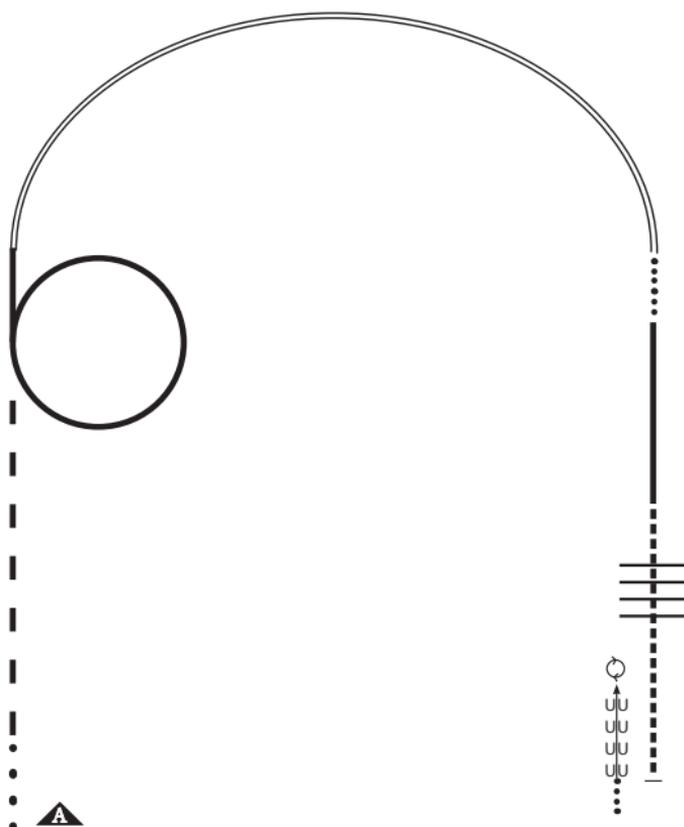


1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LOPE AND LOPE AROUND END.
3. FIRST LINE CHANGE.
4. SECOND LINE CHANGE.
5. THIRD LINE CHANGE.
6. FOURTH LINE CHANGE AND LOPE AROUND THE END OF ARENA.
7. FIRST CROSSING CHANGE.
8. SECOND CROSSING CHANGE.
9. LOPE OVER LOG.
10. THIRD CROSSING CHANGE.
11. FOURTH CROSSING CHANGE.
12. LOPE UP THE CENTER, STOP AND BACK.

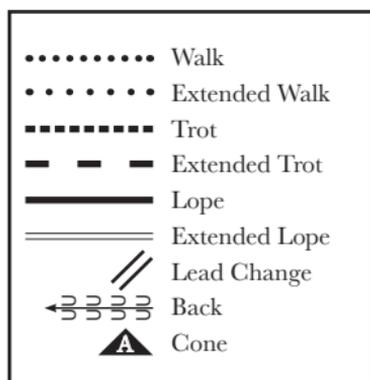
Green Western Riding Pattern #1

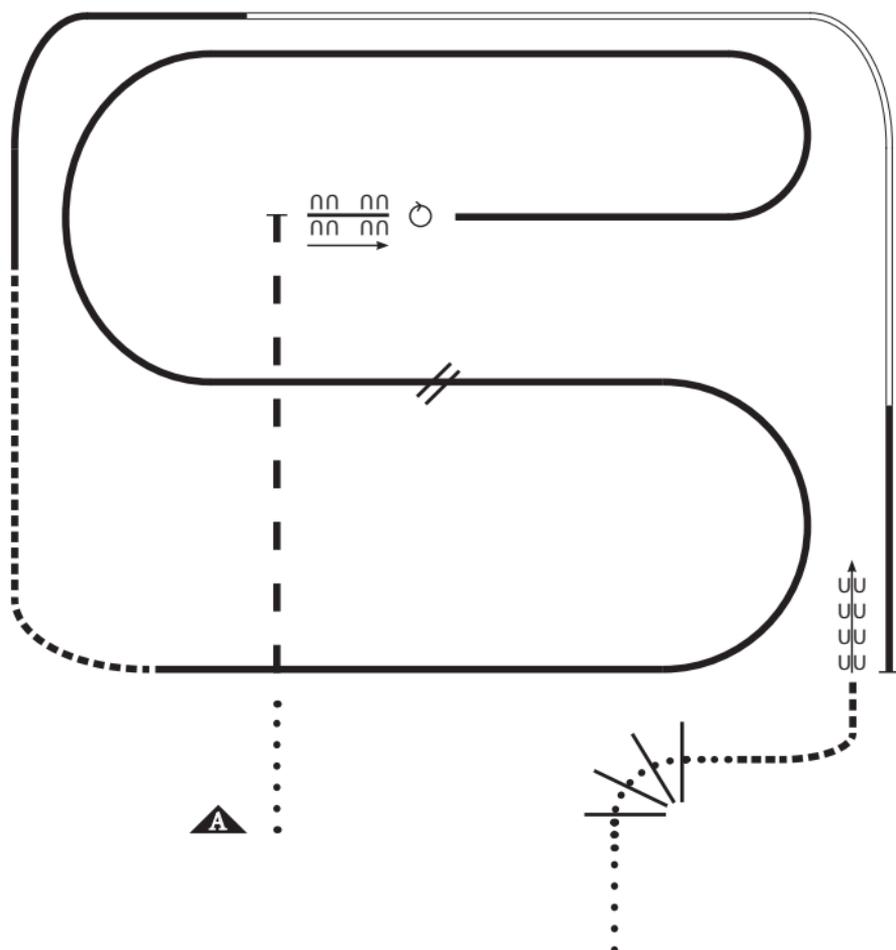


1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LEFT LEAD AND LOPE AROUND END.
3. FIRST LINE CHANGE.
4. SECOND LINE CHANGE, LOPE AROUND END OF ARENA
5. FIRST CROSSING CHANGE.
6. SECOND CROSSING CHANGE.
7. LOPE OVER LOG.
8. THIRD CROSSING CHANGE.
9. FOURTH CROSSING CHANGE.
10. LOPE UP THE CENTER, STOP AND BACK.



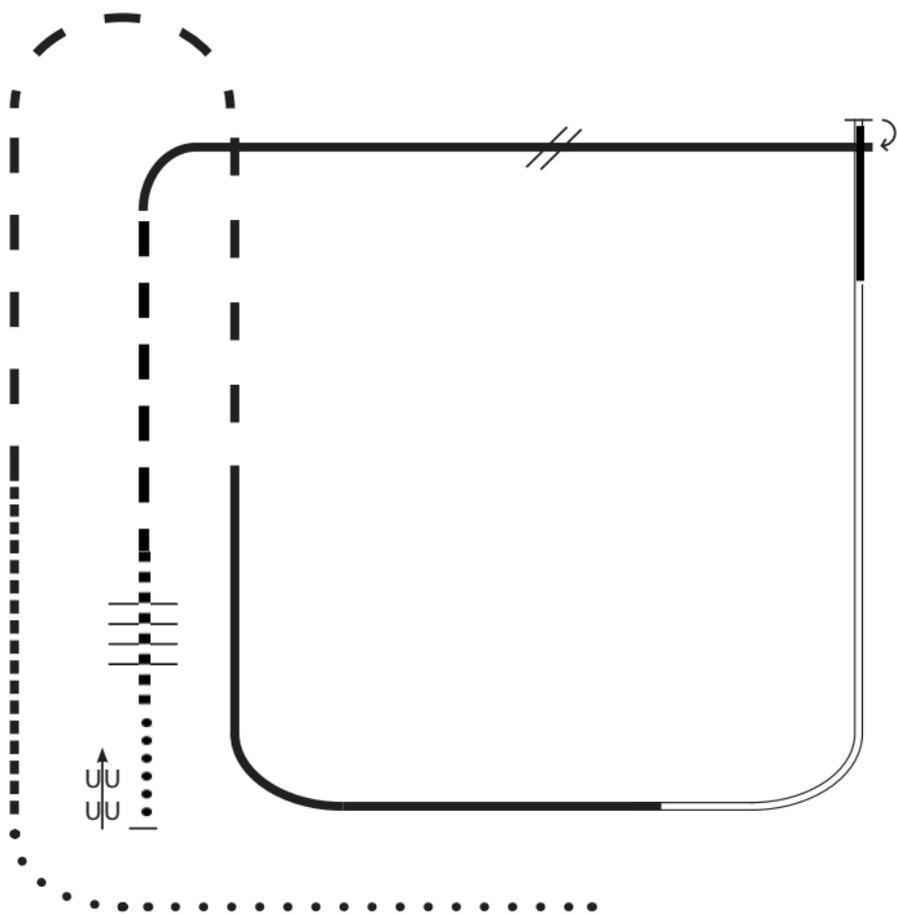
1. EXTENDED WALK
2. EXTENDED TROT
3. LOPE RIGHT LEAD TIGHT CIRCLE
4. EXTENDED LOPE
5. WALK
6. LOPE LEFT LEAD
7. TROT OVER LOGS
8. TROT
9. STOP AND BACK
10. 360° EITHER WAY, WALK





1. BE READY AT A. EXTENDED WALK
2. EXTENDED TROT TO LOG
3. STOP. SIDE PASS RIGHT
4. 45° TURN RIGHT
5. LOPE LEFT LEAD
6. CHANGE LEADS. CONTINUE RIGHT LEAD
7. TROT
8. LOPE RIGHT LEAD
9. EXTEND THE LOPE
10. COLLECT LOPE. STOP AND BACK.
11. TROT
12. WALK OVER LOGS
13. WALK

.....	Walk
.....	Extended Walk
.....	Trot
- - - - -	Extended Trot
—————	Lope
=====	Extended Lope
////	Lead Change
←←←	Back
▲	Cone



1. WALK
2. TROT
3. EXTENDED TROT
4. LOPE LEFT LEAD
5. EXTENDED LOPE, COLLECT LOPE
6. STOP, 3/4 TURN RIGHT
7. LOPE RIGHT LEAD
8. LEAD CHANGE
9. LOPE LEFT LEAD
10. EXTENDED TROT
11. TROT OVER LOGS
12. WALK
13. STOP AND BACK

.....	Walk
.....	Extended Walk
-----	Trot
- - - - -	Extended Trot
—————	Lope
=====	Extended Lope
///	Lead Change
← 3 3 3 3	Back
▲	Cone



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