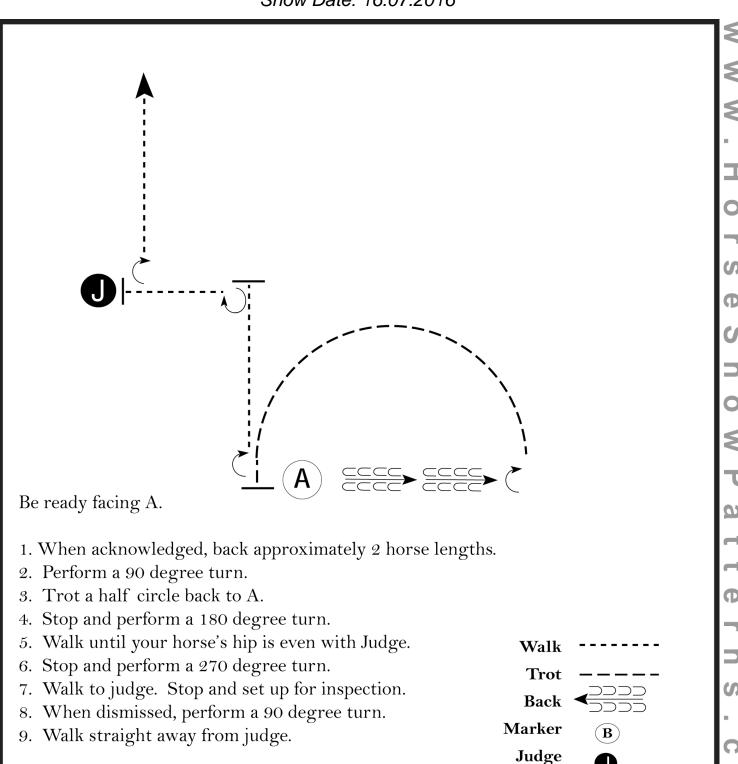
Showmanship (alle Klassen)

Show Date: 16.07.2016



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Horse

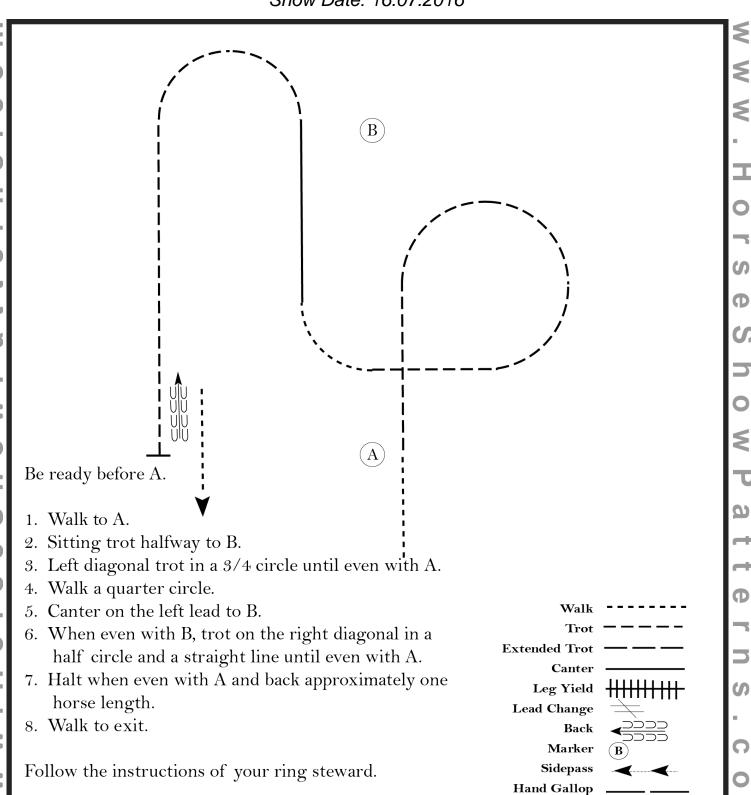
[S/2-67]

Pattern Provided by: Juergen von Bistram

Follow the instructions of your ring steward.

Hunt Seat Equitation (alle Klassen)

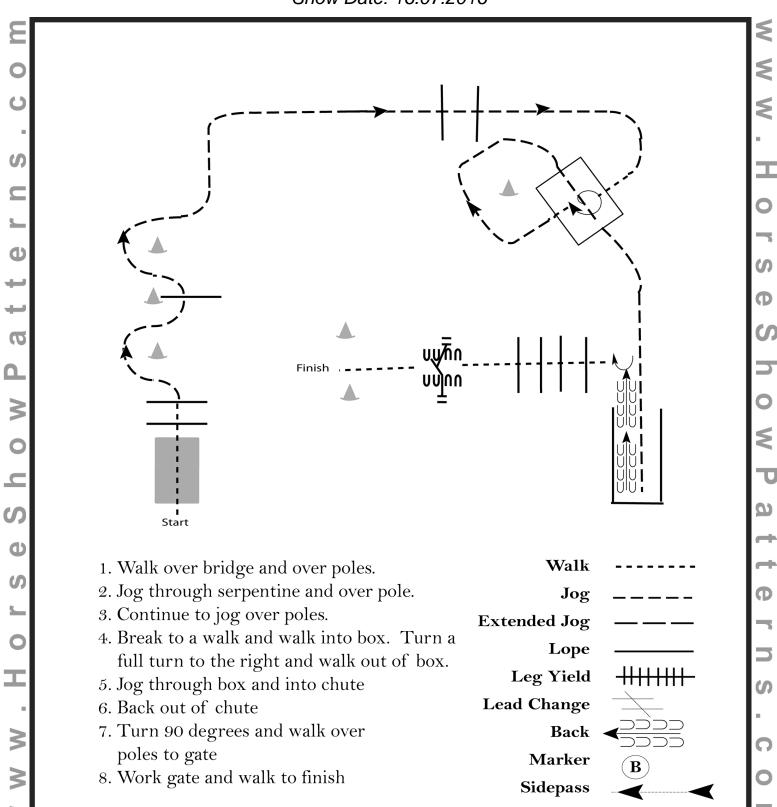
Show Date: 16.07.2016



[HSE/2-59]

Trail (Trail In Hand / Walk Trot TH)

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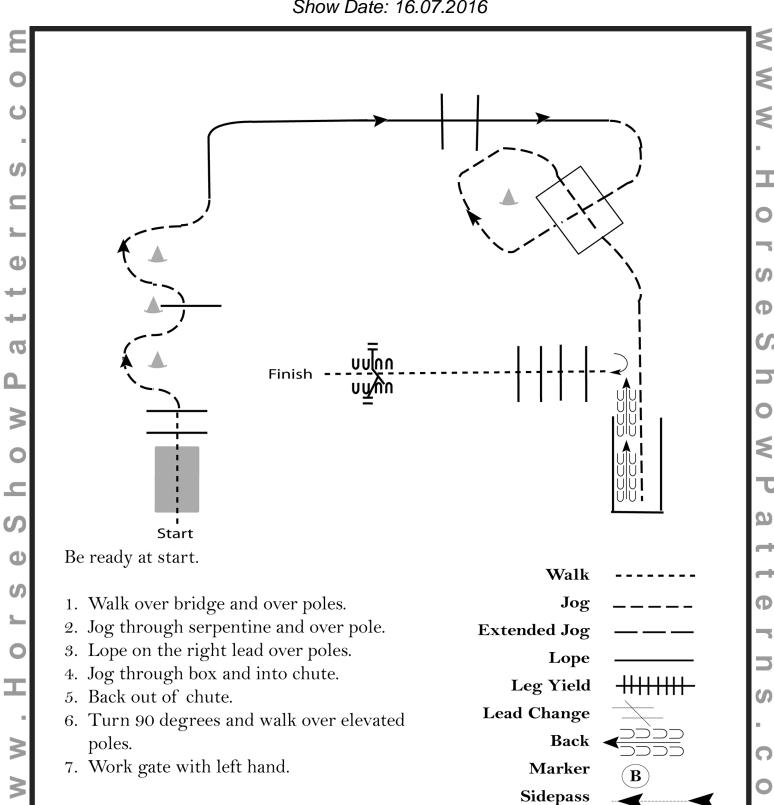


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[T/1-6]

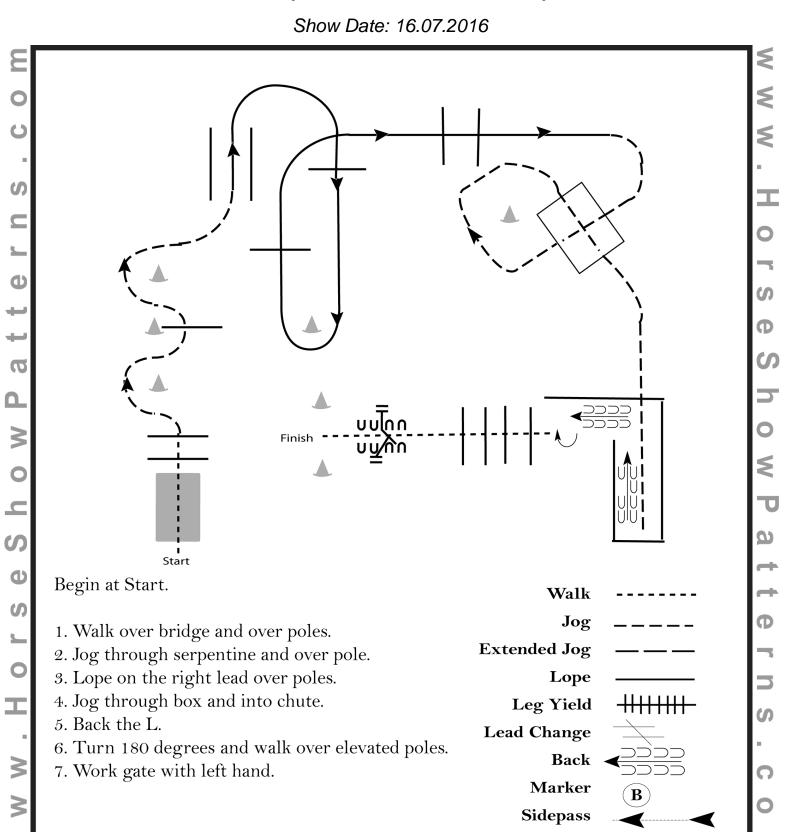
Trail (L1 Amateur / Green Open)

Show Date: 16.07.2016



[T/1-6]

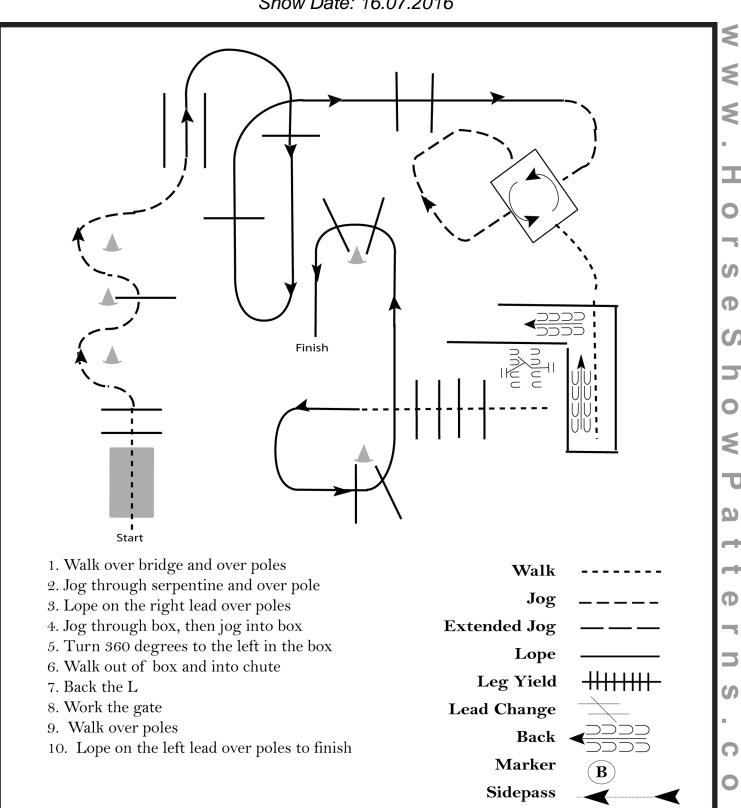
Trail (Amateur / Rasseoffen)



[T/2-7]

Trail (Open)

Show Date: 16.07.2016



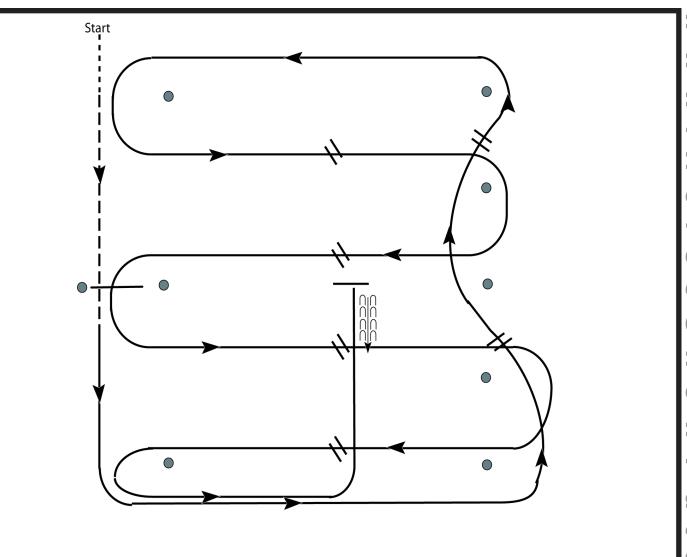
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[T/3-4]

Western Riding (L1 Amateur / Green Open)

Show Date: 16.07.2016



- 1. Walk at least 15' & jog over log.
- 2. Transition to left lead and lope around end.
- 3. First line change.

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- 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.

[WR/GP-1]

Western Riding (Amateur / Open)

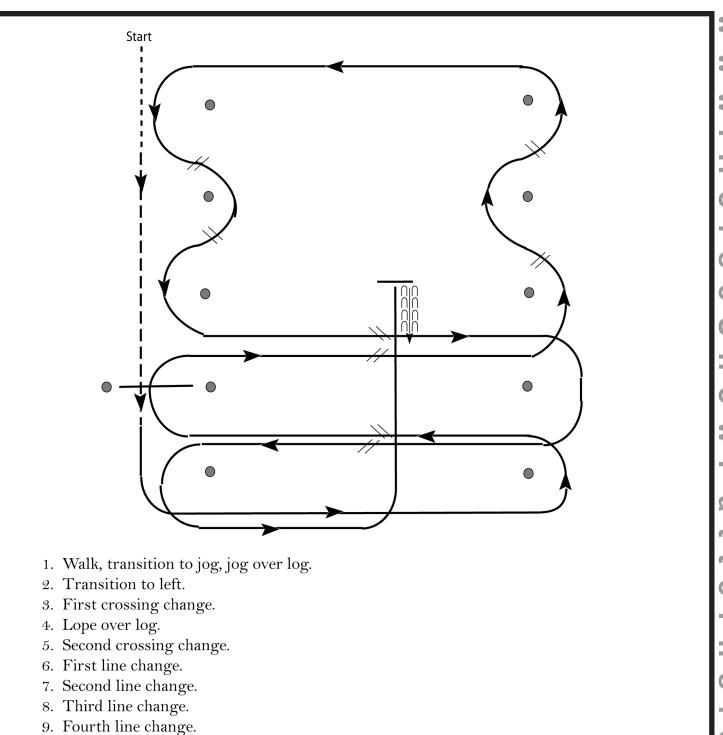
Show Date: 16.07.2016

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10. Third crossing change.11. Fourth crossing change.

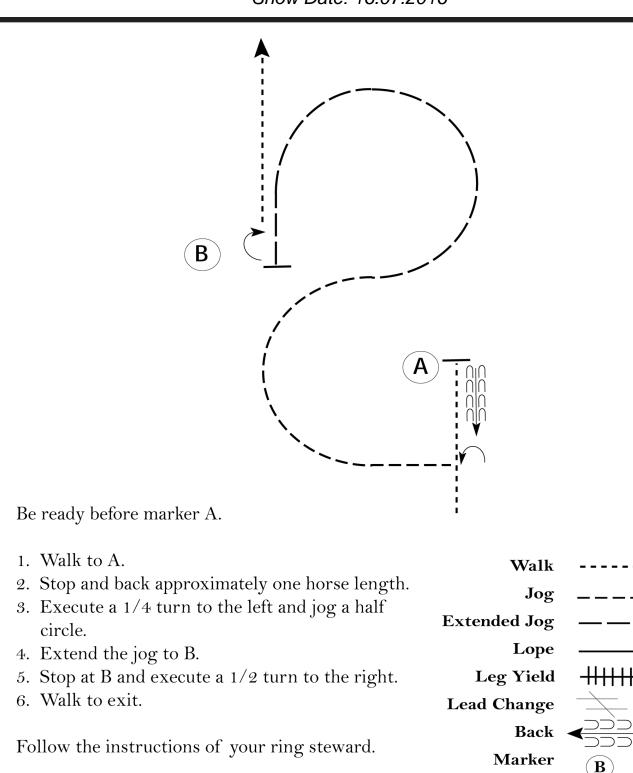
12. Lope up the center, stop and back.



[WR/OP-3]

Western Horsemanship (Walk Trot)

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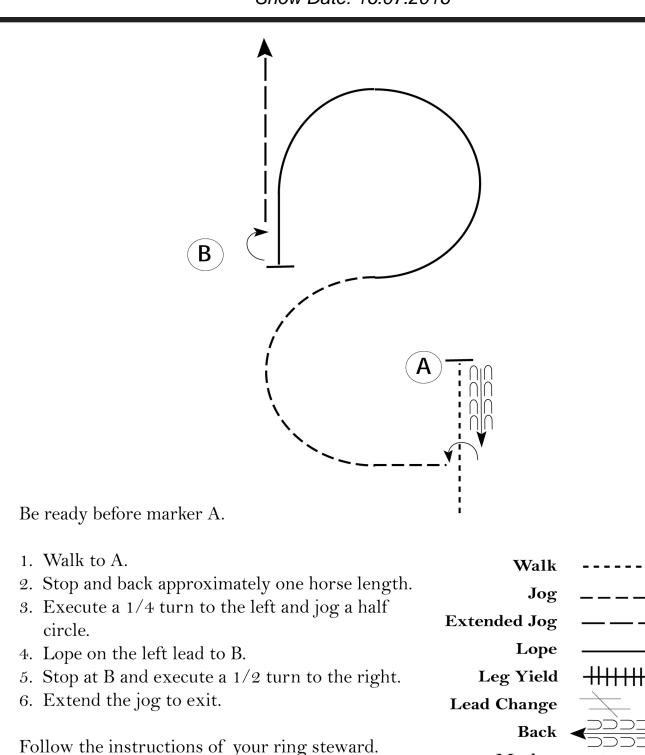
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[WH/WT-68]

Sidepass

Western Horsemanship (L1 Amateur / Rasseoffen)

Show Date: 16.07.2016



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[WH/1-68]

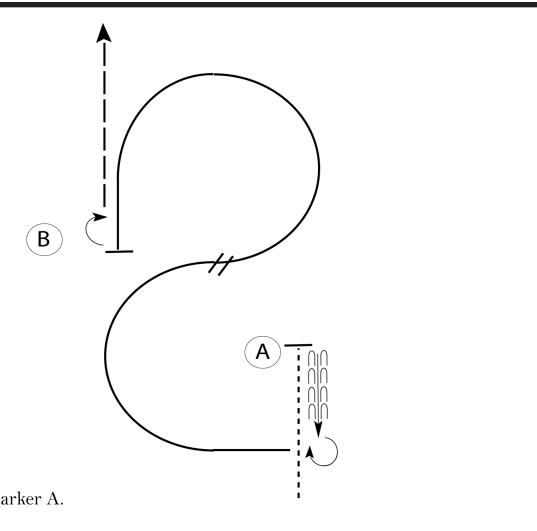
Marker

Sidepass

 \mathbf{B}

Western Horsemanship (Amateur)

Show Date: 16.07.2016



Be ready before marker A.

1. Walk to A.

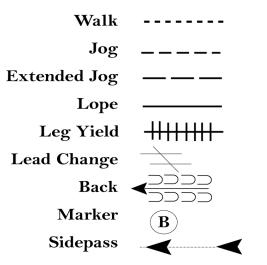
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- 2. Stop and back approximately one horse length.
- 3. Execute a 3/4 turn to the right and lope on the right lead.
- 4. Perform a simple lead change and lope on the left lead to B.
- 5. Stop at B and execute a 1/2 turn to the right.
- 6. Jog to exit.

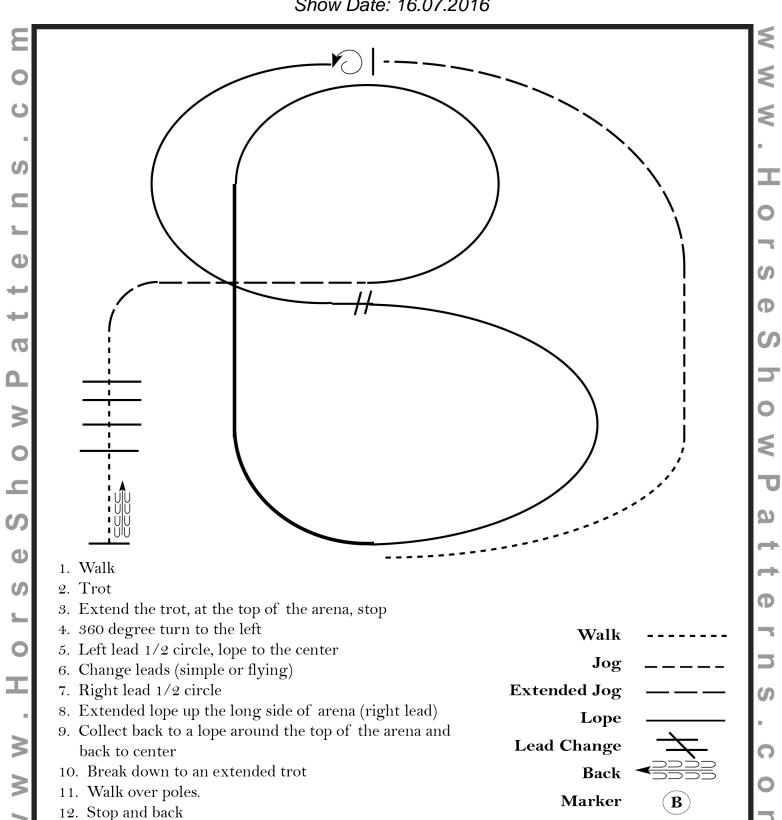
Follow the instructions of your ring steward.



[WH/2-68]

Ranch Riding (alle Klassen)

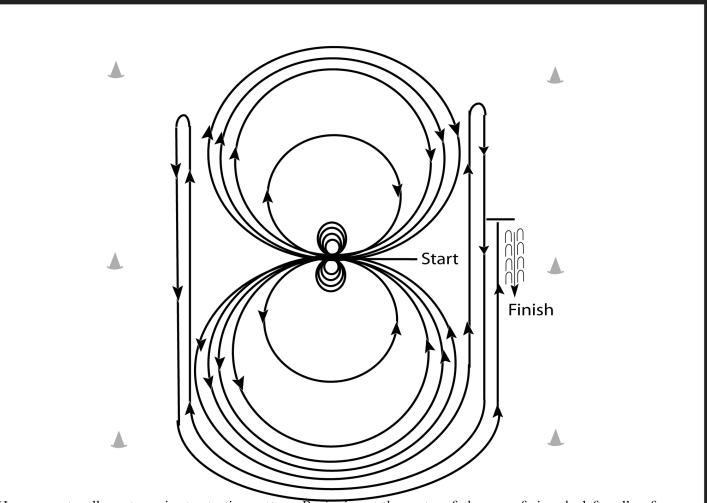
Show Date: 16.07.2016



[RR/1]

Reining (L1 Amateur / Green Open)

Show Date: 16.07.2016



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

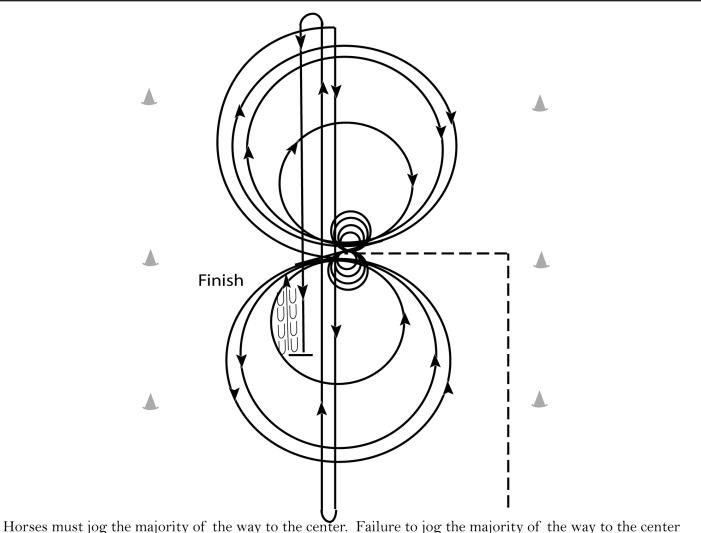
- 1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
- 2. Complete four spins to the left. Hesitate.
- 3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
- 4. Complete four spins to the right. Hesitate.
- 5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
- 6. Continue around previous 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 (6.09m) from the wall or fence no hesitation.
- 7. Continue 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 (6.09m) from the wall or fence no hesitation.
- 8. 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

[R/AQHAP-5]

Reining (Amateur / Rasseoffen)

Show Date: 16.07.2016



Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. Horses must wal or stop prior to starting pattern. Begin at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.

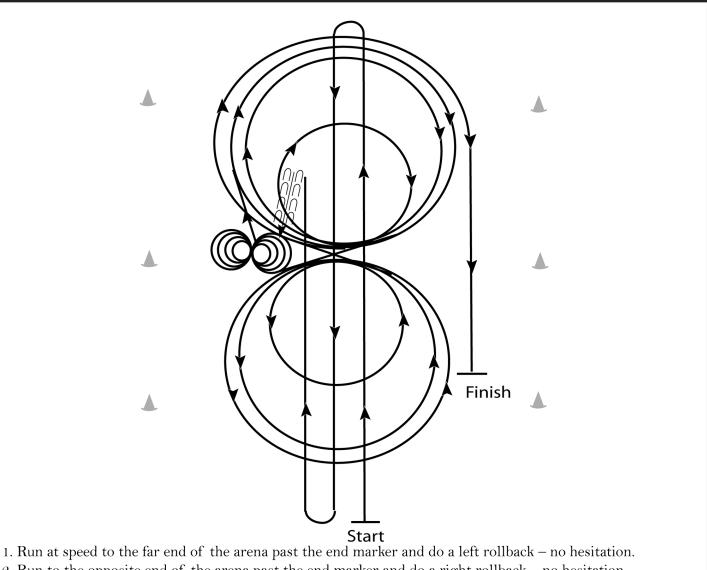
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- 2. Complete four spins to the right. Hesitate.
- 3. Beginning on the right lead, complete three circles to the right; the first small and slow; the next two circles large and fast. Change leads at the center of the arena.
- 4. Complete three circles to the left; the first 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. C
- 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 10 feet (3m). Hesitate to demonstrate completion of pattern.

[R/AQHAP-11]

Reining (Open)

Show Date: 16.07.2016



- 2. Run to the opposite end of the arena past the end marker and do a right rollback no hesitation.
- 3. Run past the center marker and do a sliding stop. Back up to the center of the arena at least ten feet (3m). Hesitate.
- 4. Complete four spins to the right.

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- 5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
- 6. 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.
- 7. 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.
- 8. 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 sliding stop at least twenty feet (6.09m) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

[R/AQHAP-7]