

# Patternübersicht



## Jungpferde

Basis 4	Pattern 3
Basis 5	Pattern 4
Trail 4	Pattern 4
Trail 5	Pattern 5
Reining	Pattern 1

## Youngstars

Reining	Pattern 6
Challenge	Pattern 1

## Western Riding

LK 1 A Senior	Pattern 2
LK 2 A Senior	Pattern 2
LK 3	Pattern 8
LK 2/1 Q Junior	Pattern 6
LK 2/1 A-Q Senior	Pattern 1

## Senior Superhorse

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

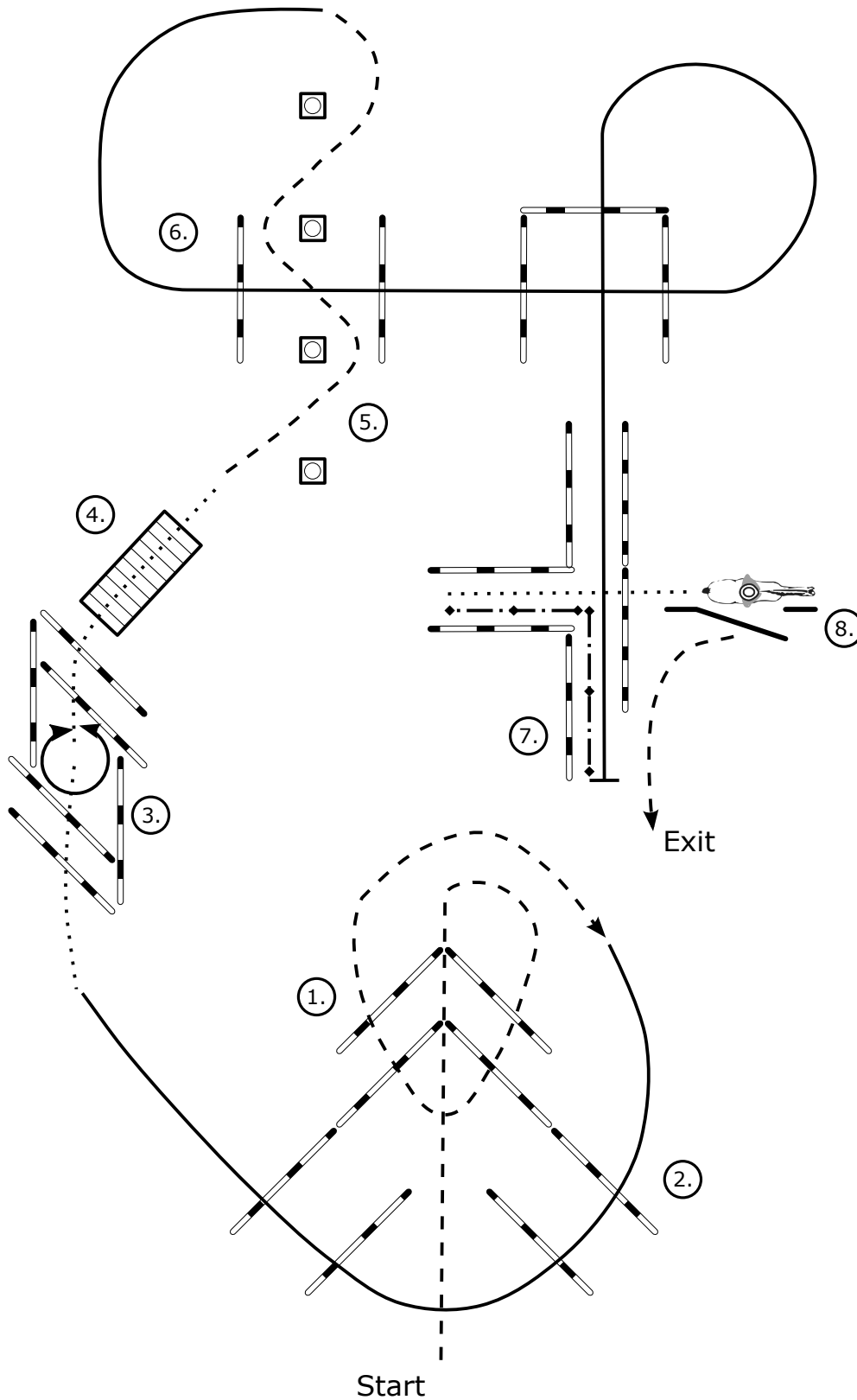
## Reining

LK 1/2 Junior	Pattern 11
LK 1 A Senior	Pattern 4
LK 2 A Senior	Pattern 4
LK 1/2 B	Pattern 11
LK 3	Pattern 5
LK 4	Pattern 14
LK 2/1 Q Junior	Pattern 6
LK 2/1 A-Q Senior	Pattern 8
LK 2/1 B-Q	Pattern 8

## Ranch Riding (2017)

LK 1/2 Junior	Pattern 1
LK 1 A Senior	Pattern 6
LK 2 A Senior	Pattern 6
LK 1/2 B	Pattern 1
LK 3	Pattern 2
LK 4 A	Pattern 3
LK 4 B	Pattern 3
LK 5	Pattern 3
LK 2/1 Q Junior	Pattern 2
LK 2/1 A-Q Senior	Pattern 2
LK 2/1 B-Q	Pattern 2

# Trail Horse LK 1 A / LK 2 A

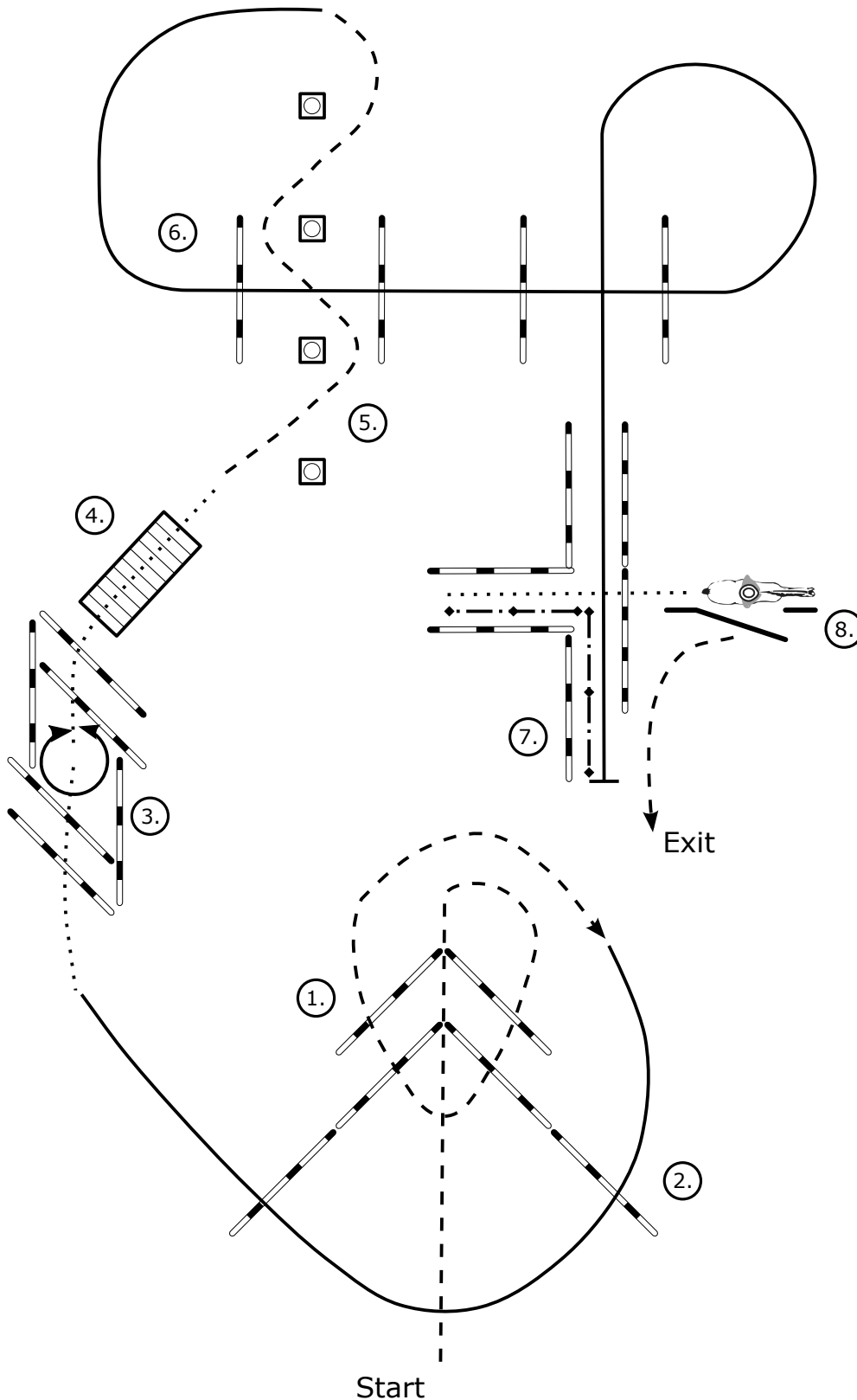


1. Jog over Poles
2. Lope (RL) over Poles
3. Walk over Poles into Box  
360° Turn (R o. L)  
Walk over Poles out of Box
4. Bridge
5. Jog thru Serpentine
6. Lope (LL) over Poles
7. Lope into Chute - Stop  
Back Up  
Walk out of Chute
8. Gate (RH)  
Jog to Exit

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

- ..... Walk
- - - - - Jog
- Lope
- ◆ — ◆ — ◆ — ◆ Backup
- no .....> Sidepass
- X — Lead Change

# Trail Horse LK 1/2 B

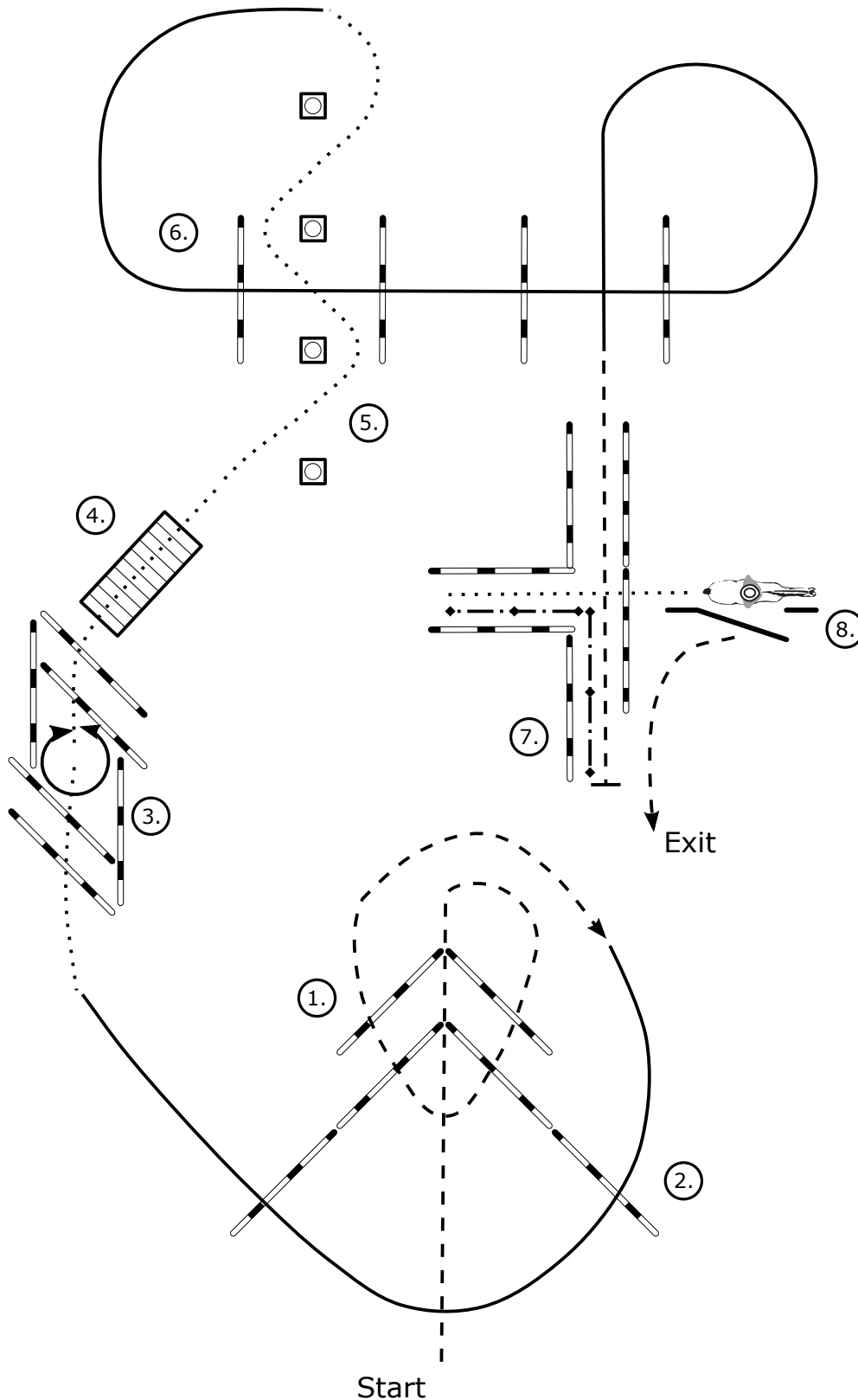


1. Jog over Poles
2. Lope (RL) over Poles
3. Walk over Poles into Box  
360° Turn (R o. L)  
Walk over Poles out of Box
4. Bridge
5. Jog thru Serpentine
6. Lope (LL) over Poles
7. Lope into Chute - Stop  
Back Up  
Walk out of Chute
8. Gate (RH)  
Jog to Exit

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

- ..... Walk
- - - - - Jog
- Lope
- ◆- - - ◆ Backup
- no .....> Sidepass
- X — Lead Change

# Trail Horse LK 1/2 Junior

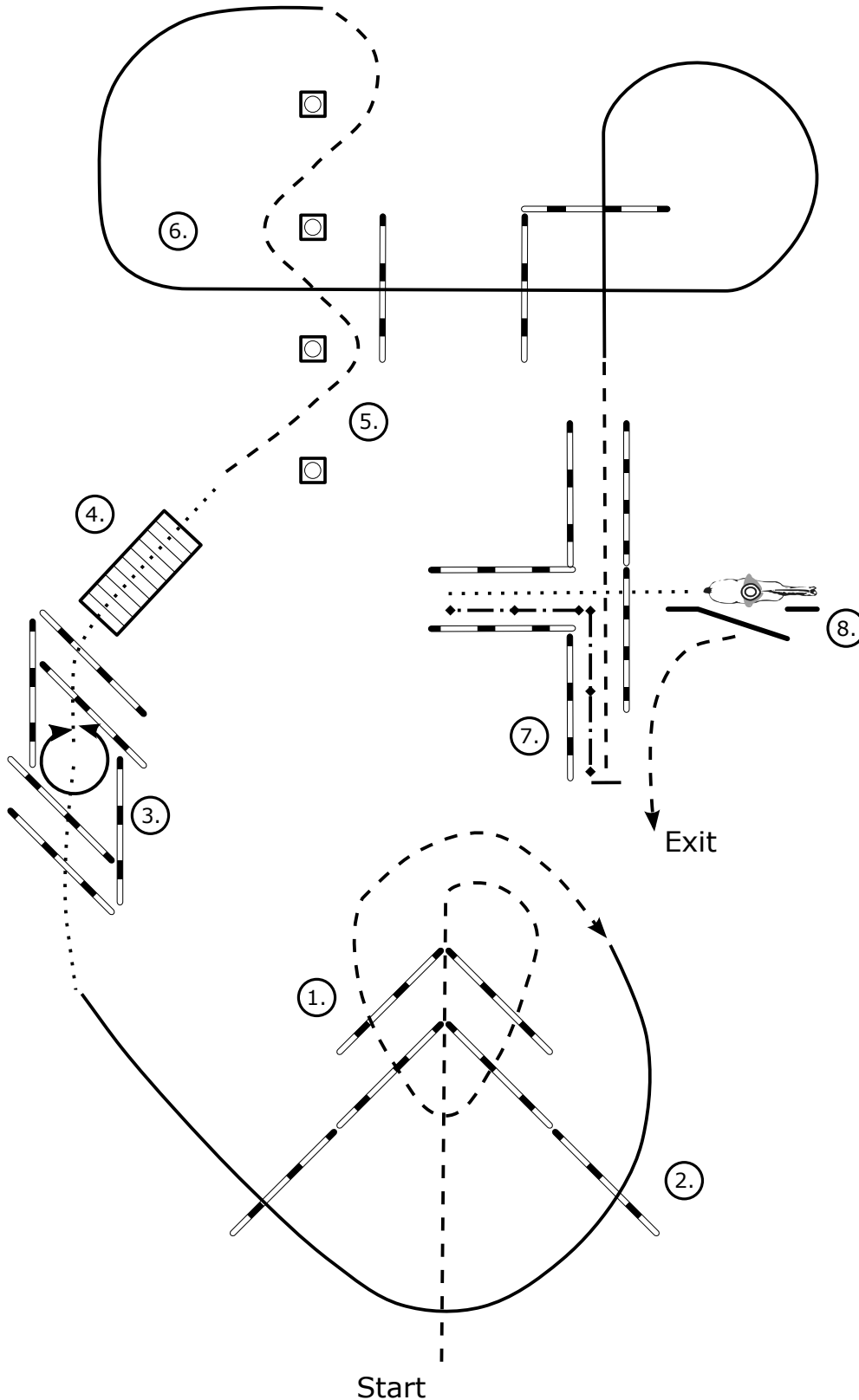


1. Jog over Poles
2. Lope (RL) over Poles
3. Walk over Poles into Box  
360° Turn (R o. L)  
Walk over Poles out of Box
4. Bridge
5. Walk thru Serpentine
6. Lope (LL) over Poles
7. Jog into Chute - Stop  
Back Up  
Walk out of Chute
8. Gate (RH)  
Jog to Exit

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

- ..... Walk
- - - - - Jog
- Lope
- ◆- - - ◆ Backup
- no .....> Sidepass
- X — Lead Change

# Trail Horse LK 3

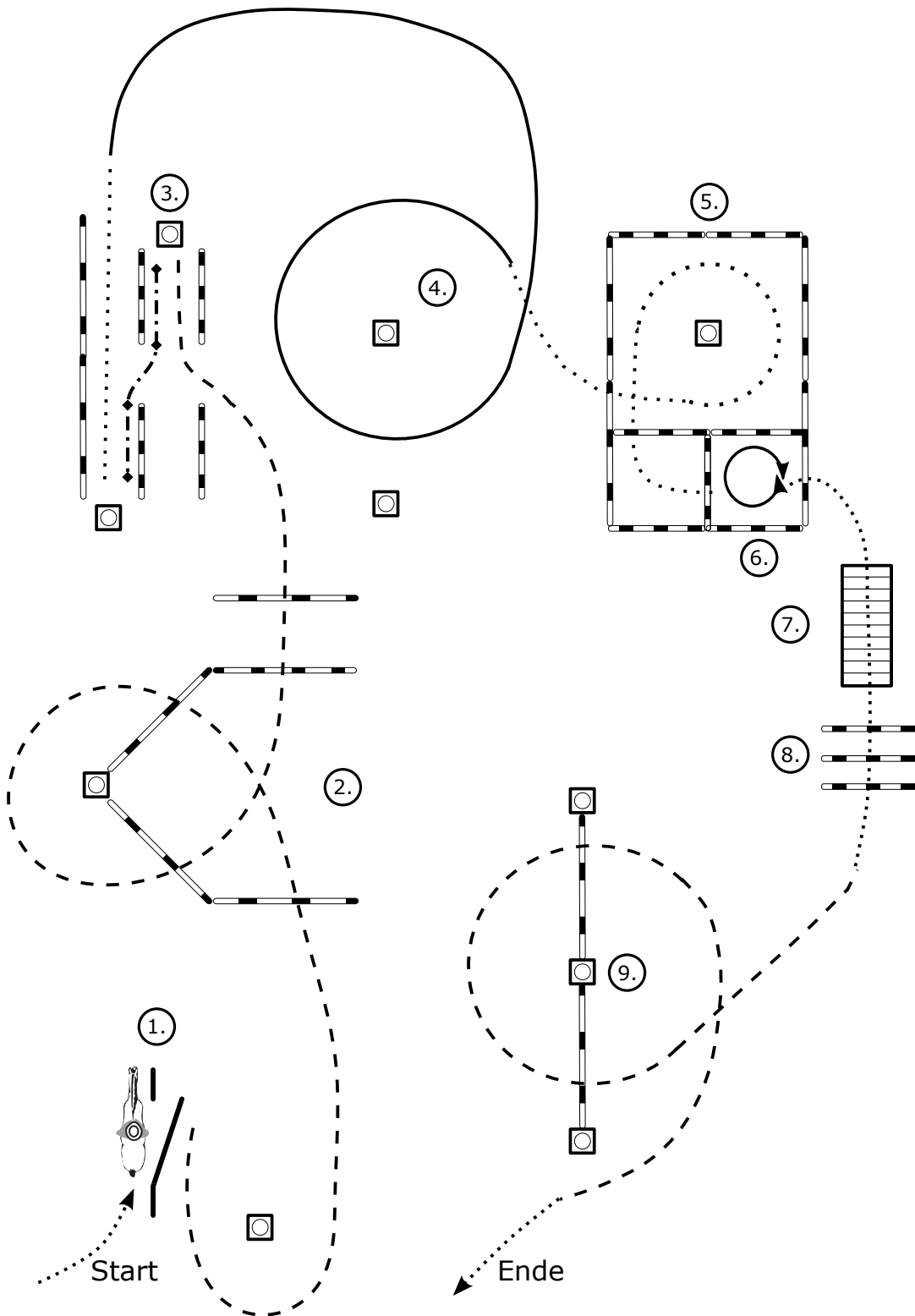


1. Jog over Poles
2. Lope (RL) over Poles
3. Walk over Poles into Box  
360° Turn (R o. L)  
Walk over Poles out of Box
4. Bridge
5. Jog thru Serpentine
6. Lope (LL) over Poles
7. Jog into Chute - Stop  
Back Up  
Walk out of Chute
8. Gate (RH)  
Jog to Exit

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

- ..... Walk
- - - - - Jog
- Lope
- ◆- - - ◆ Backup
- no .....> Sidepass
- X — Lead Change

# Trail Horse LK 4 A / LK 4 B

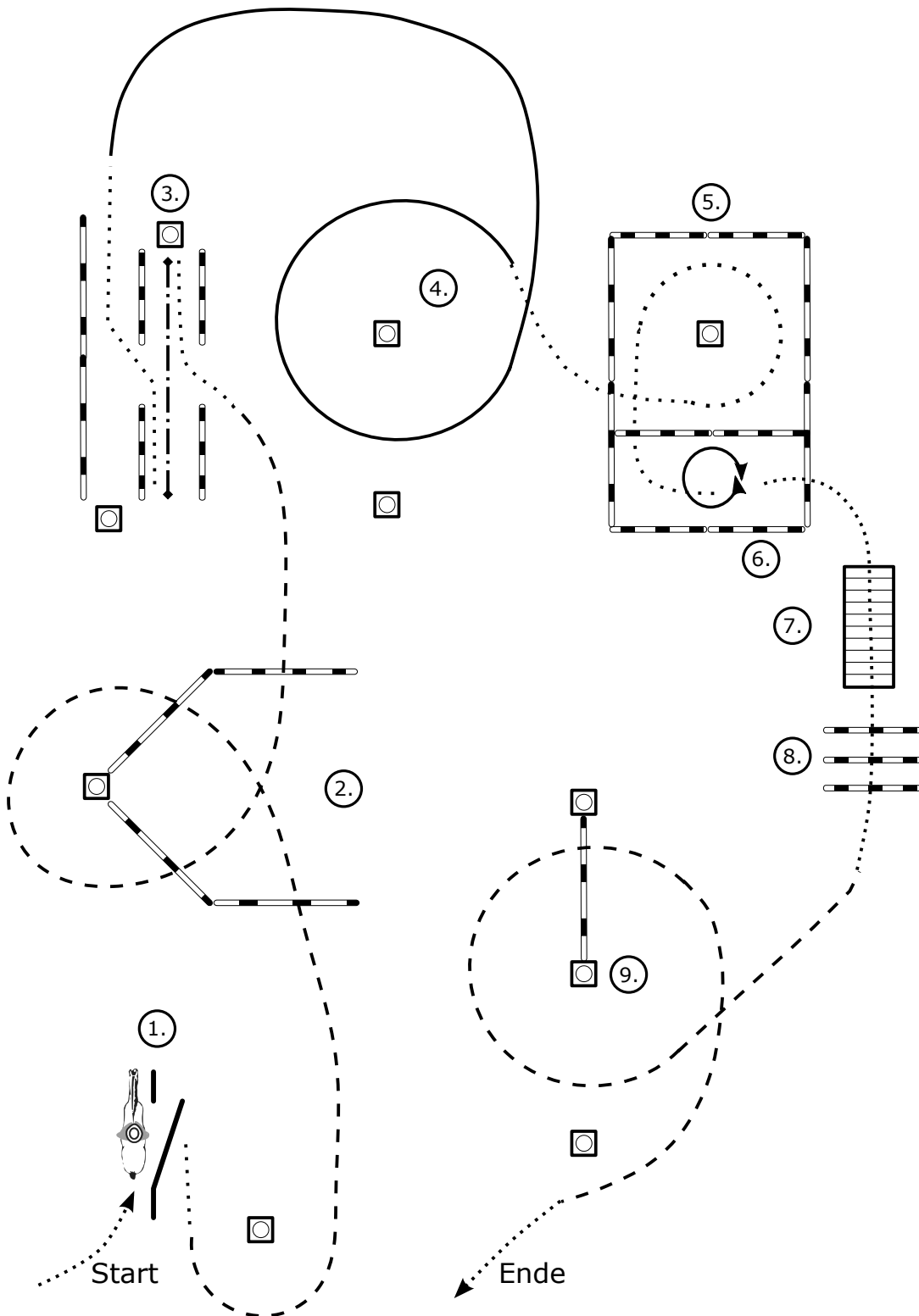


1. Gate (RH)
2. Jog over Poles and into Chute -Stop
3. Back Up  
Walk out of Chute
4. Lope (RL) around Marker
5. Walk over Poles into Box and around Marker
6. 360° Turn (R o. L)  
Walk out of Box
7. Bridge
8. Walk over Poles
9. Jog over Poles  
Walk to Exit

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

- ..... Walk
- - - - - Jog
- Lope
- ◆ — ◆ — ◆ — ◆ Backup
- no .....> Sidepass
- X — Lead Change

# Trail Horse LK 5



1. Gate (RH)
2. Jog over Poles and Walk into Chute -Stop
3. Back Up  
Walk out of Chute
4. Lope (RL) around Marker
5. Walk over Poles into Box and around Marker
6. 360° Turn (R o. L)  
Walk out of Box
7. Bridge
8. Walk over Poles
9. Jog over Pole  
Walk to Exit

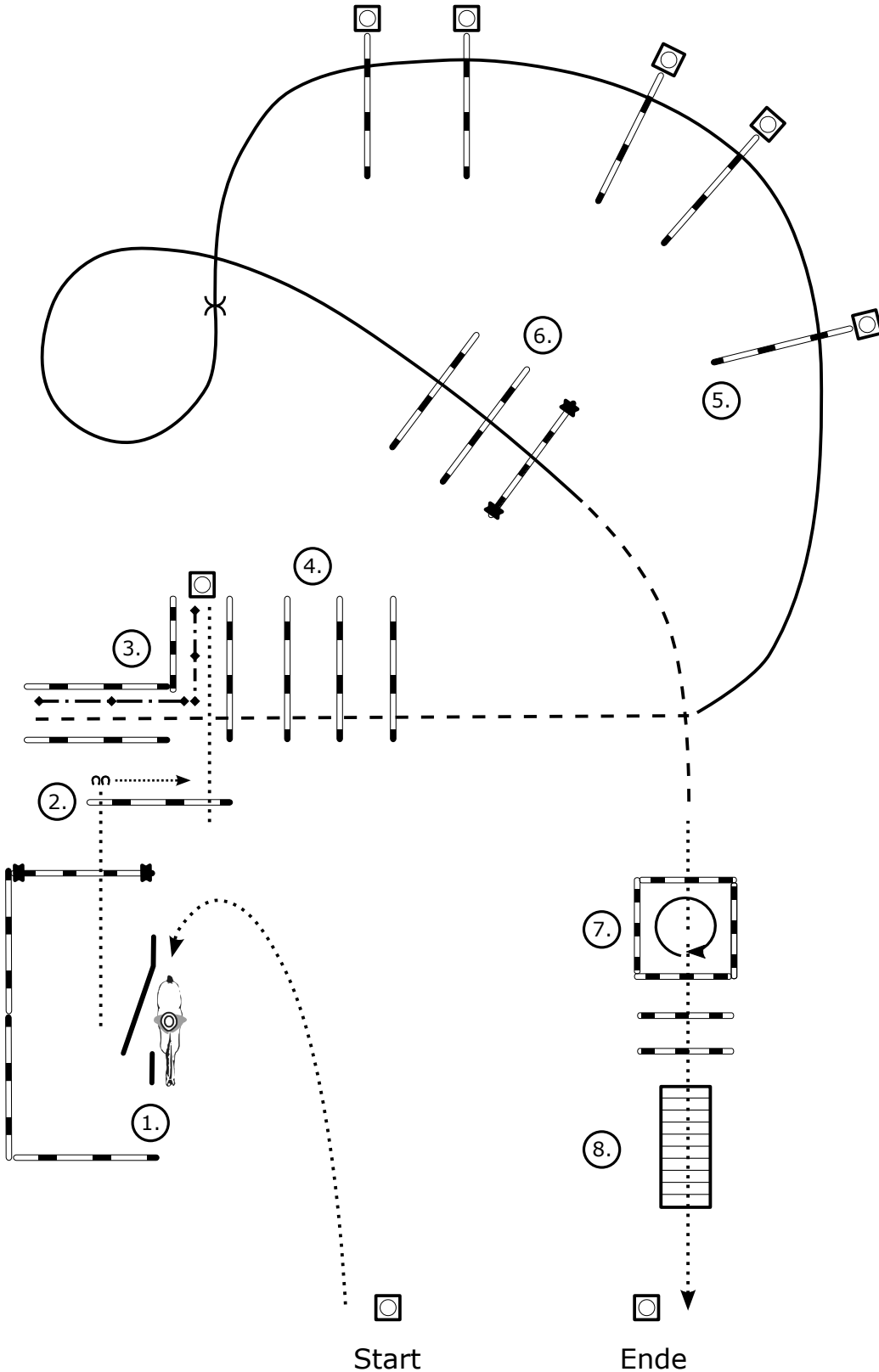
LH = Left Hand  
 RH = Right Hand  
 LL = Left Lead  
 RL = Right Lead

- ..... Walk
- - - - - Jog
- Lope
- ◆ — ◆ — ◆ — ◆ Backup
- no .....> Sidepass
- X — Lead Change





# Trail Horse LK 2/1 A-Q



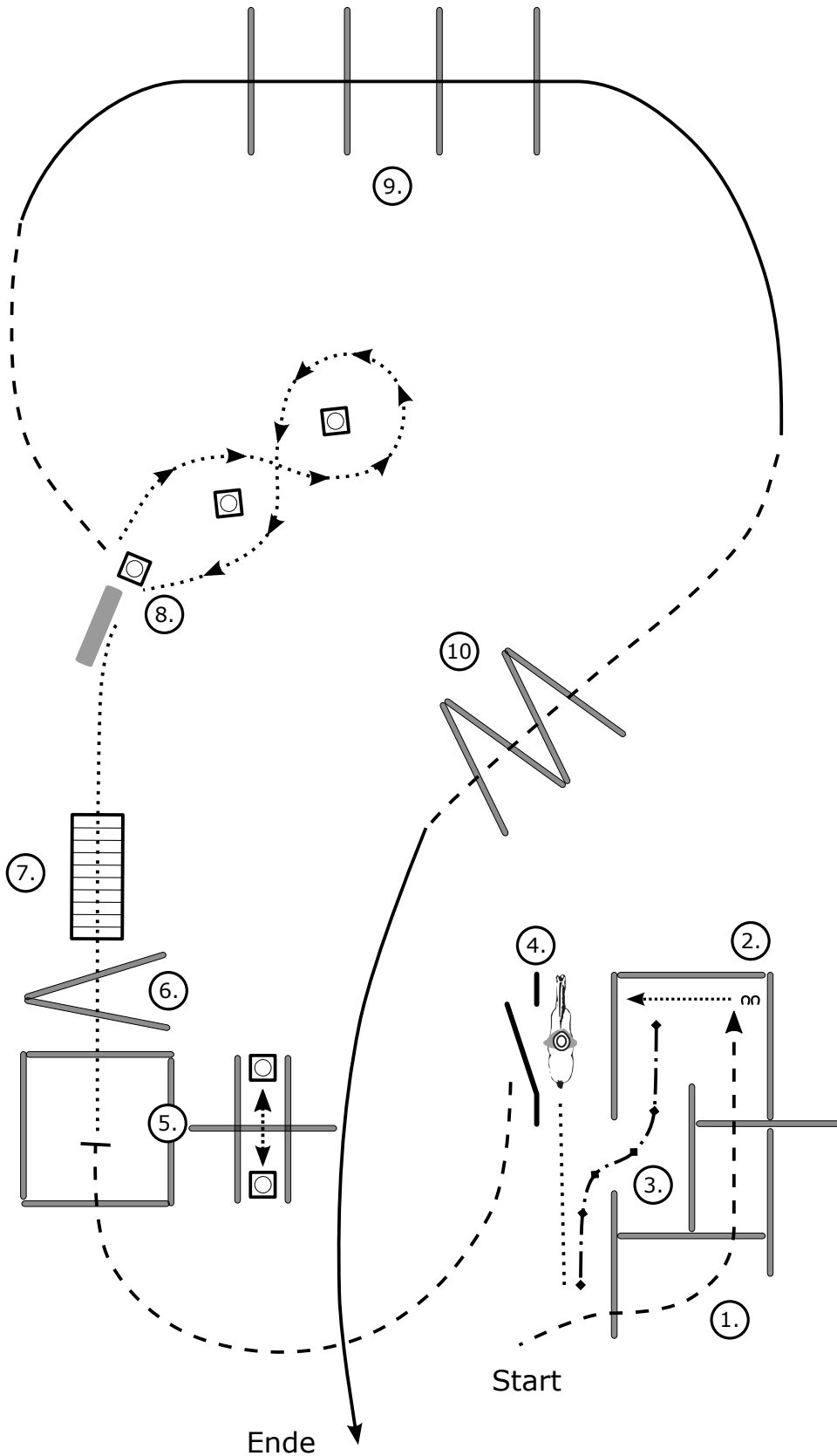
1. Gate (RH)
2. Walk Over, Sidepass (R)
3. Walk In, Back Up
4. Jog Over
5. Lope (LL) Over  
Lead Change (fly./simple)
6. Lope (RL) Over  
Jog
7. Walk In, 360° Turn (R)  
Walk Over
8. Bridge

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

- ..... Walk
- - - - - Jog
- Lope
- ◆ — ◆ — ◆ — ◆ Backup
- no .....> Sidepass
- X ———— Lead Change



# Ranch Trail LK 1-3

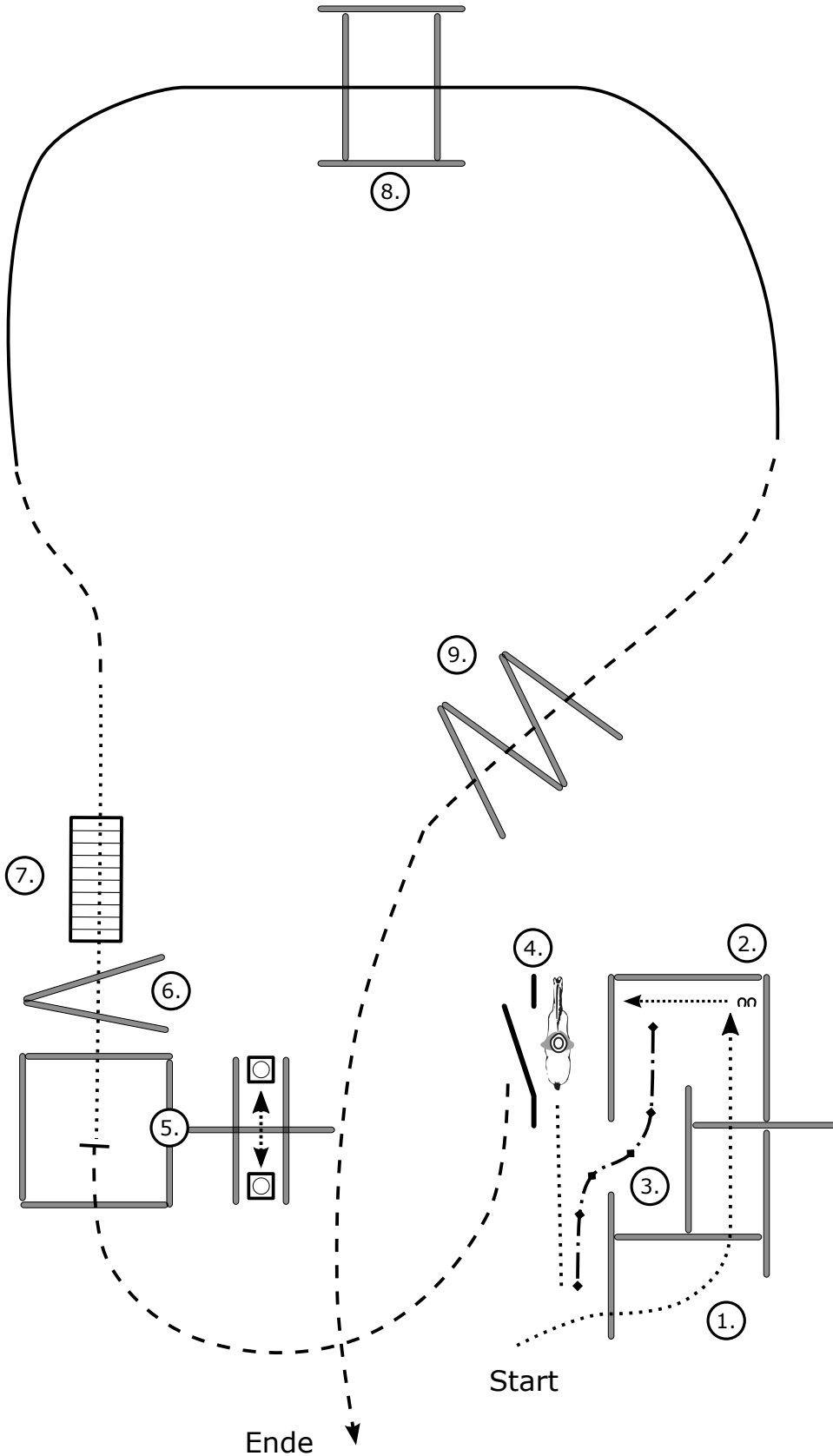


1. Jog Overs  
Jog In
2. Sidepass (L)
3. Back Up
4. Walk  
Gate (LH)
5. Jog, Jog In  
Ground Tie  
Log Roll  
Aufsitzen, Walk Out
6. Walk Overs
7. Bridge
8. Log Drag
9. Jog  
Lope (RL) Overs
10. Jog Overs  
Lope Out

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

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

# Ranch Trail LK 4/5

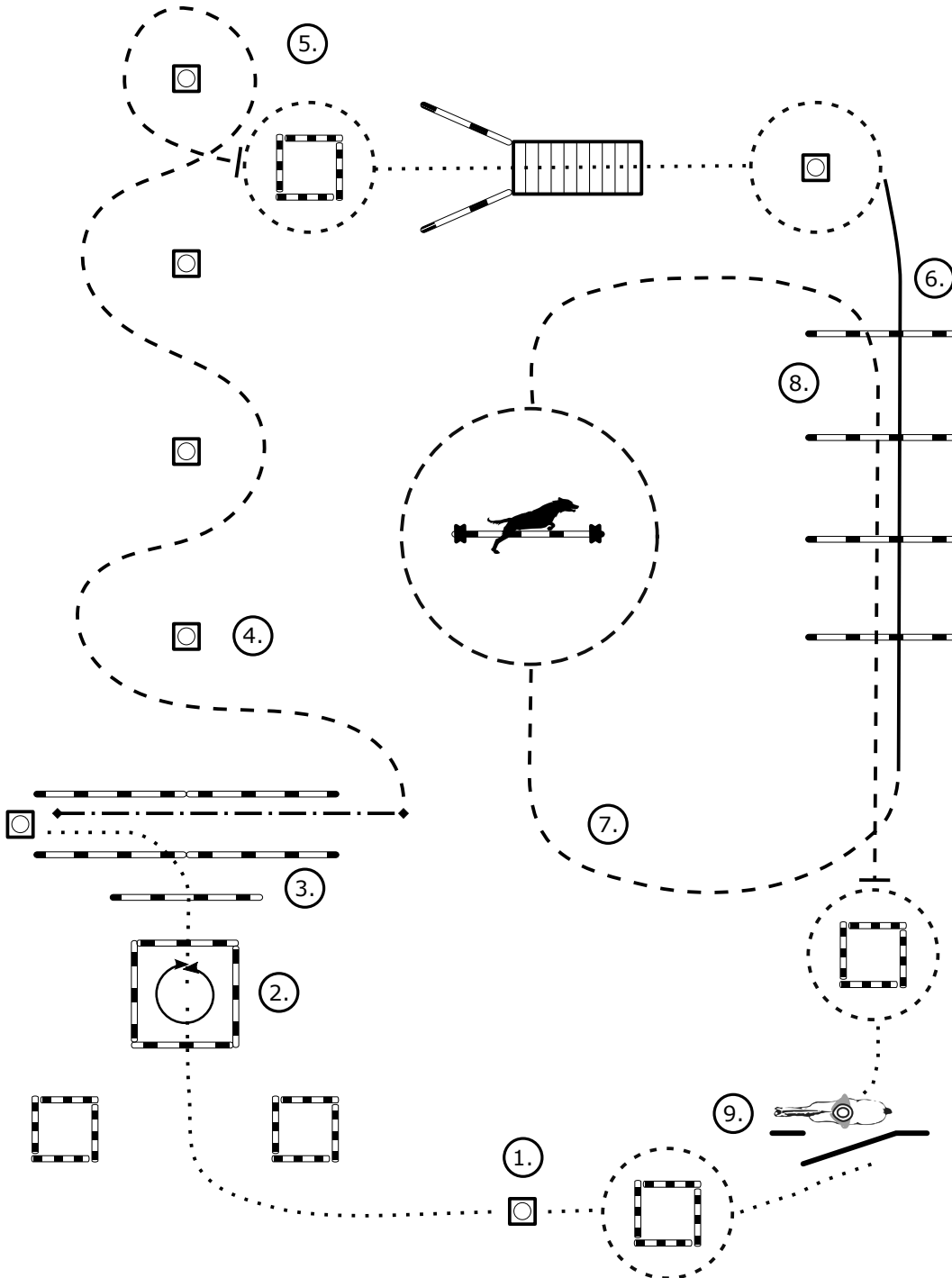


1. Walk Overs  
Walk In
2. Sidepass (L)
3. Back Up
4. Walk  
Gate (LH)
5. Jog, Jog In  
Ground Tie  
Log Roll  
Aufsitzen, Walk Out
6. Walk Overs
7. Bridge
8. Jog  
Lope (RL) Overs
9. Jog Overs  
Jog Out

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

- ..... Walk
- - - - - Jog
- Lope
- ◆ - - - ◆ Backup
- nn .....> Sidepass
- nn ——— x ——— Lead Change

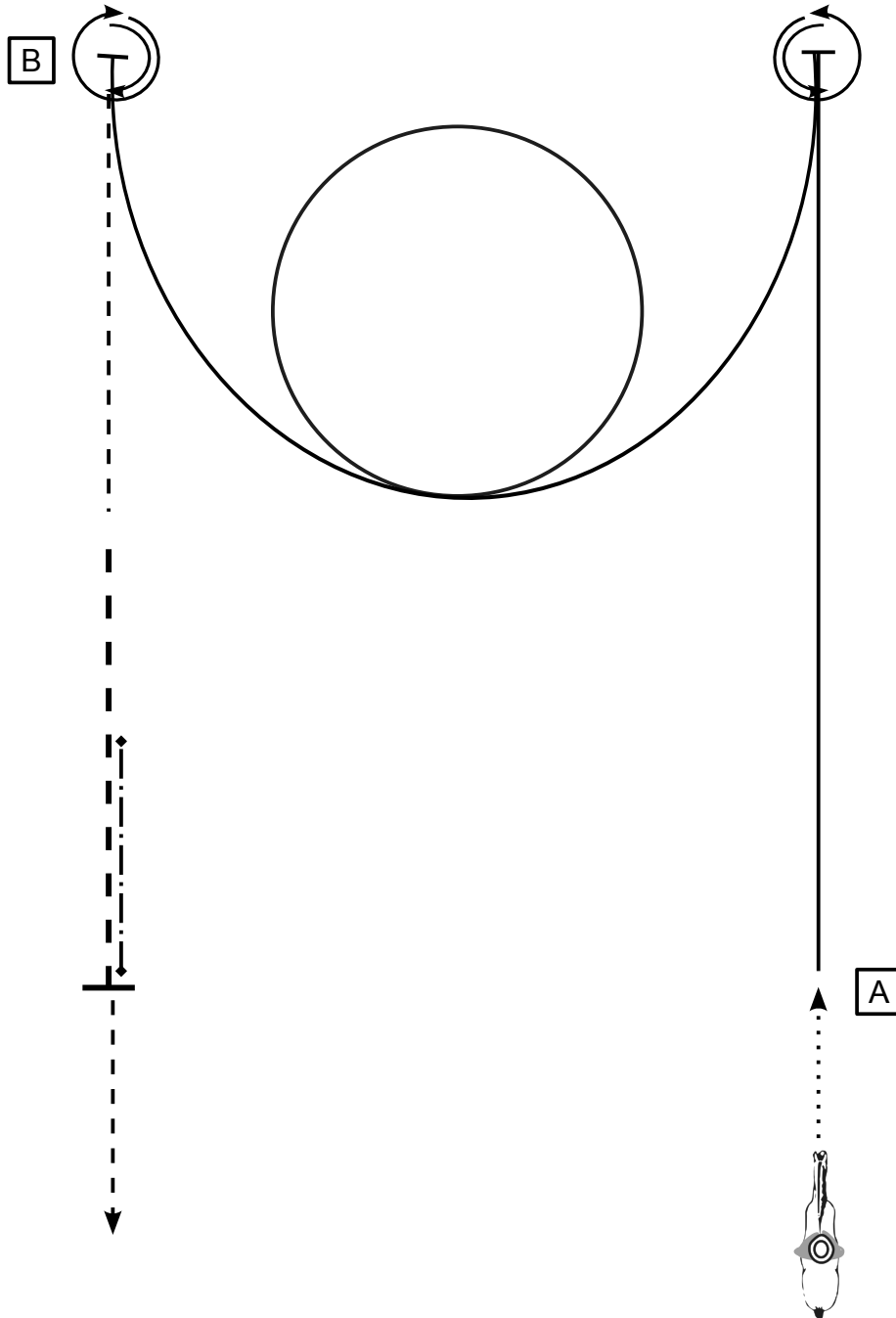
# Horse & Dog Trail LK 1/2 Q



1. Einreiten  
Hund ableinen
2. Walk in Box  
360° Turn (R/L)  
Hund in kleine Box
3. Walk out Box and over  
Poles - Back Up  
Hund "bei Fuß" rufen
4. Jog (Slalom)  
Hund bei Fuß
5. Stop vor Box  
Hund in kleine Box  
Walk um Box (R/L)  
Bridge  
Hund "bei Fuß" rufen
6. Lope over  
Hund bei Fuß
7. Jog  
Hund über Sprung  
Jog um Sprung (R/L)
8. Jog over  
Hund bei Fuß
9. Stop vor Box  
Hund in kleine Box  
Walk um Box (R/L)  
Gate öffnen -  
Hund durchschicken in  
kleine Box -  
Gate schließen  
Walk um Box (R/L)  
Hund "bei Fuß" rufen und  
zur Pylone  
Hund anleinen

- ..... Walk
- - - - - Jog
- Lope
- ◆ — ◆ — ◆ Backup
- no .....> Sidepass
- X — Lead  
Change

# Western Horsemanship LK 1 A / LK 2 A

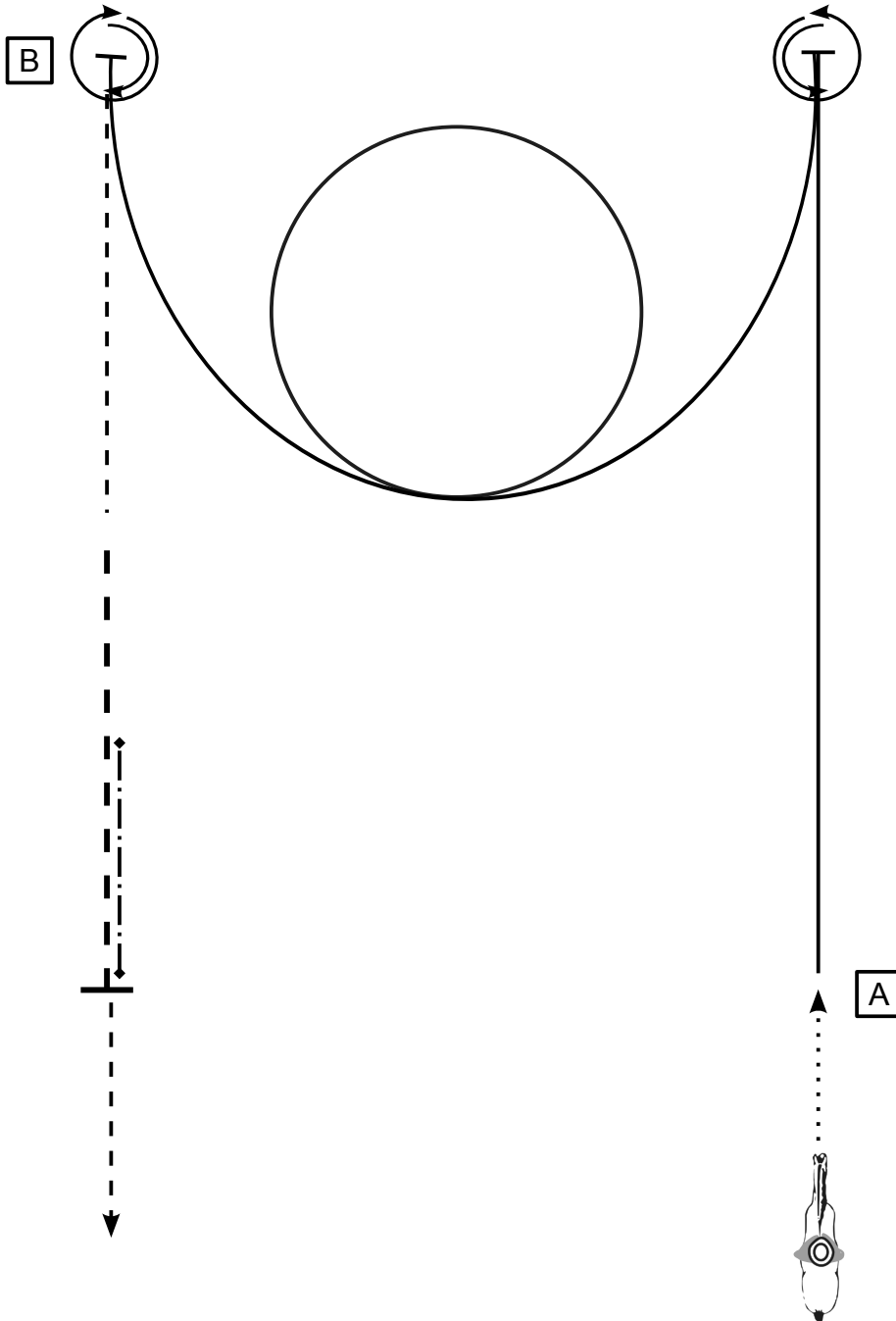


1. Walk zu A  
 Lope (RL) bis auf Höhe B  
 Stop
2. 540° Turn (L)
3. Lope (LL) in einem halben  
 Zirkel zu B und in der  
 Mitte einen kleinen Zirkel  
 Stop
4. 540° Turn (R)
5. Jog/ext. Jog bis auf Höhe A  
 Stop
6. Back Up  
 Jog zum Ausgang

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

- |             |           |
|-------------|-----------|
| [A]         | Marker    |
| .....       | Walk      |
| - - - - -   | Jog       |
| - - - - -   | ext. Jog  |
| —————       | Lope      |
| —————       | ext. Lope |
| ◄- - - - -> | Backup    |
| oo .....    | Sidepass  |
| —————       | Lead      |
| —————       | Change    |

# Western Horsemanship LK 1/2 B

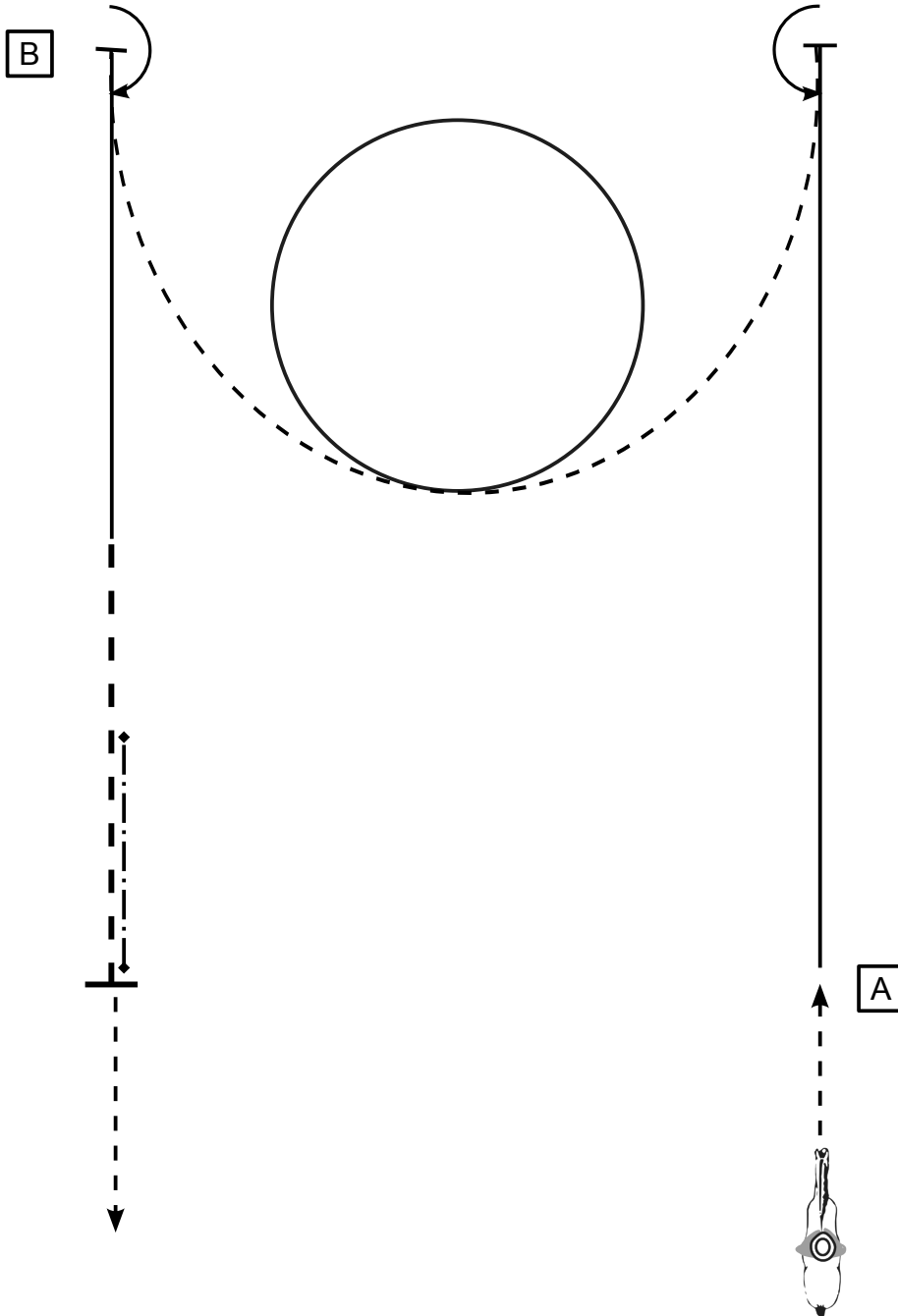


1. Walk zu A  
 Lope (LL) bis auf Höhe B  
 Stop
2. 540° Turn (L)
3. Lope (RL) in einem halben  
 Zirkel zu B und in der  
 Mitte einen kleinen Zirkel  
 Stop
4. 540° Turn (R)
5. Jog/ext. Jog bis auf Höhe A  
 Stop
6. Back Up  
 Jog zum Ausgang

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

- |          |           |
|----------|-----------|
| <b>A</b> | Marker    |
| .....    | Walk      |
| -----    | Jog       |
| -----    | ext. Jog  |
| —————    | Lope      |
| —————    | ext. Lope |
| ◄-----►  | Backup    |
| on ..... | Sidepass  |
| —————    | Lead      |
| —————    | Change    |

# Western Horsemanship LK 3



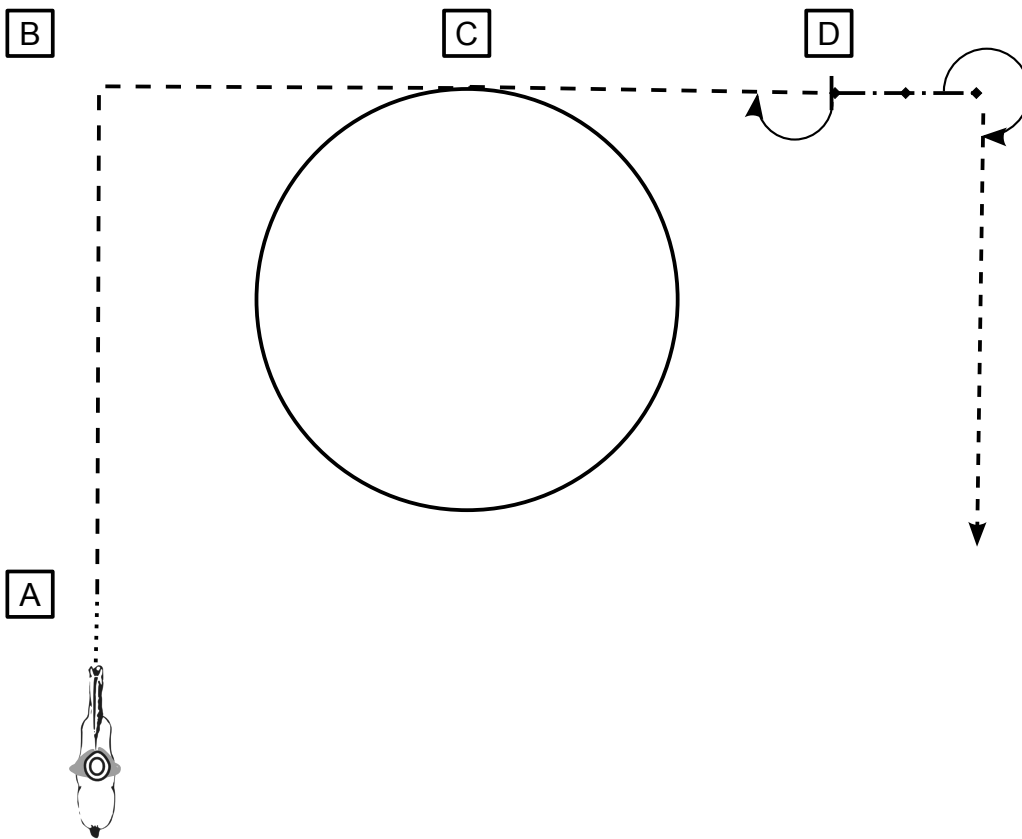
1. Jog zu A  
 Lope (LL) bis auf Höhe B  
 Stop
2. 180° Turn (L)
3. Jog in einem halben Zirkel zu B und in der Mitte einen kleinen Zirkel im Lope (RL)  
 Stop
4. 180° Turn (R)
5. Lope (RL)/ext. Jog bis auf Höhe A - Stop
6. Back Up  
 Jog zum Ausgang

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

- A** Marker
- ..... Walk
  - - - - - Jog
  - - - - - ext. Jog
  - Lope
  - ext. Lope
  - ◄ - - - - ► Backup
  - oo ..... Sidepass
  - Lead
  - Change



# Western Horsemanship LK 4 A / LK 4 B

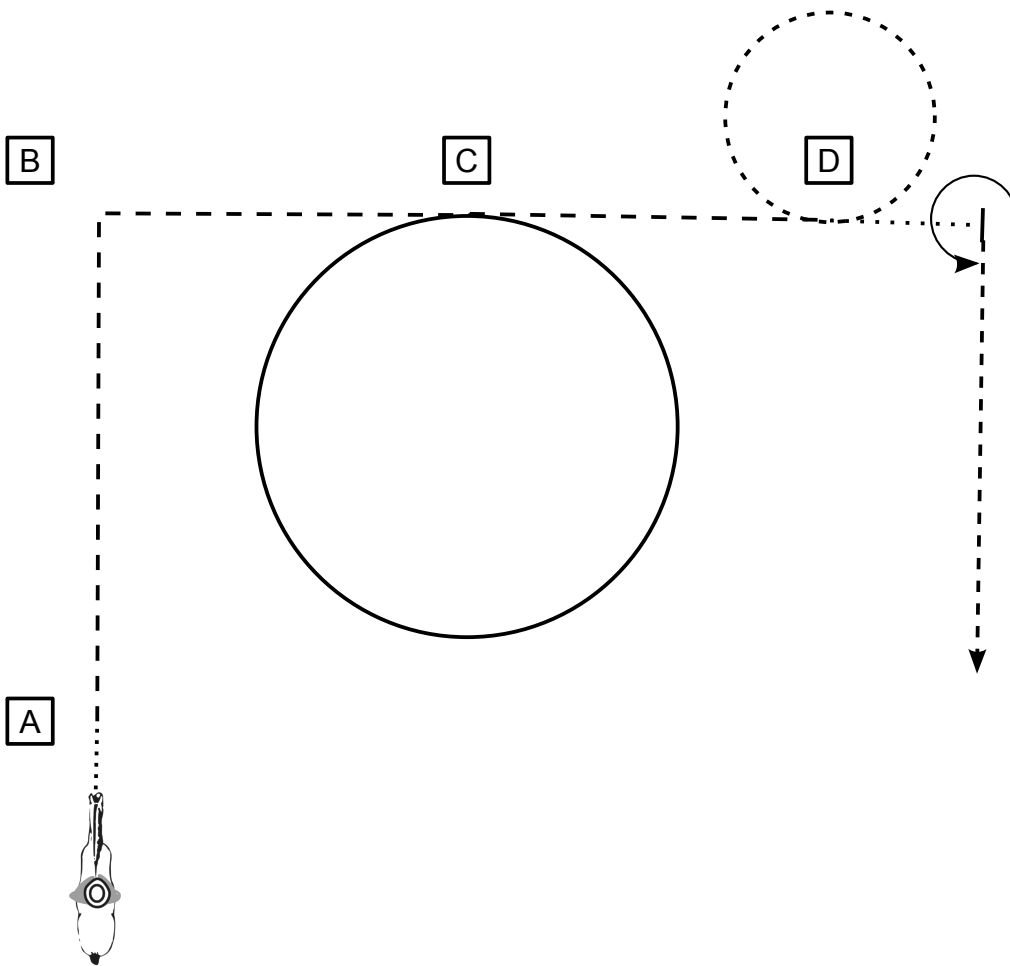


1. Walk bis A  
Jog bis C
2. bei C Lope (RL) Zirkel
3. Jog bis D - Stop
4. 180° Turn (R)
5. Back Up
6. 270° Turn (R),  
Jog zum Ausgang

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

- |           |           |
|-----------|-----------|
| <b>A</b>  | Marker    |
| .....     | Walk      |
| -----     | Jog       |
| - - - - - | ext.Jog   |
| —————     | Lope      |
| —————     | ext. Lope |
| ◄-----◄   | Backup    |
| ∞ .....   | Sidepass  |
| —————     | Lead      |
| —————     | Change    |

# Western Horsemanship LK 5

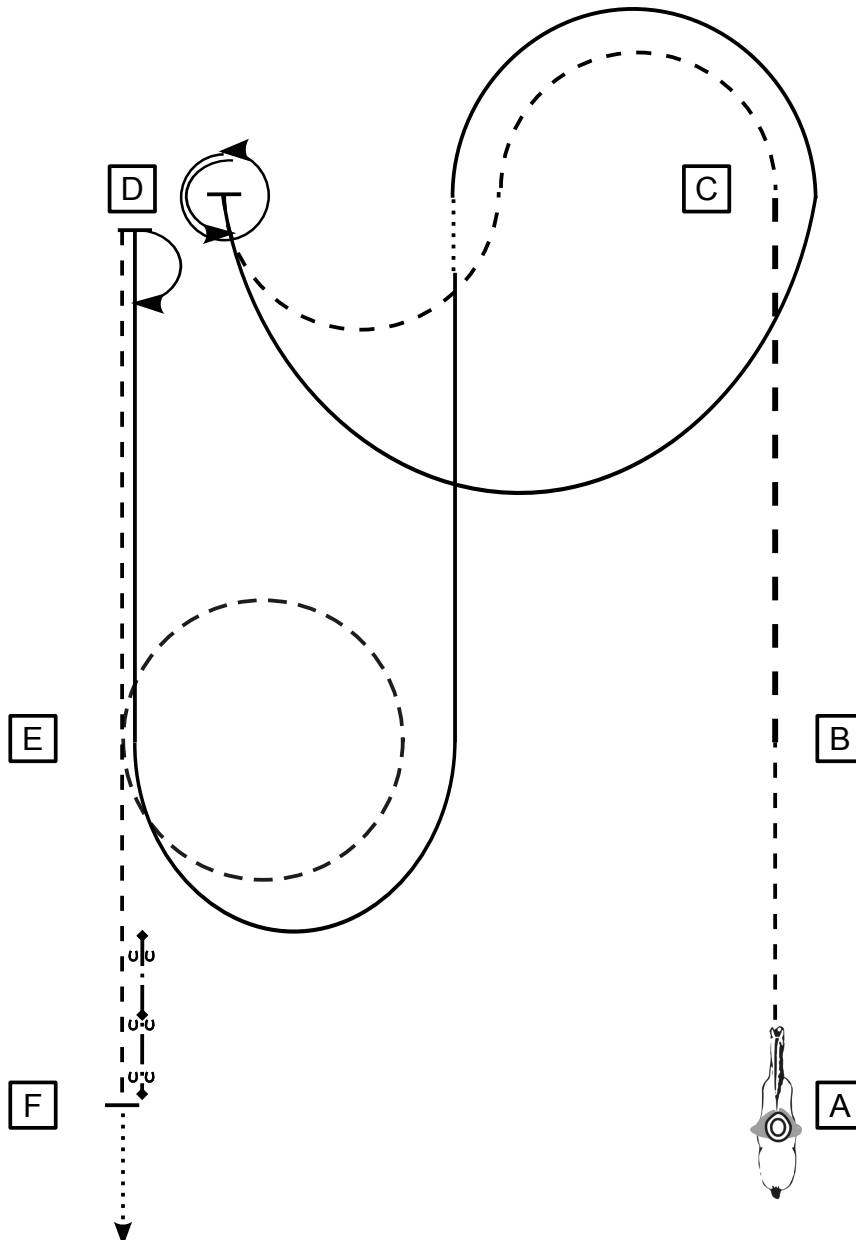


1. Walk bis A  
Jog bis C
2. bei C Lope (RL) Zirkel
3. Jog bis D
4. Walk Volte um D und  
bis hinter D - Stop
5. 270° Turn (L),  
Jog zum Ausgang

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

- |          |           |
|----------|-----------|
| <b>A</b> | Marker    |
| .....    | Walk      |
| -----    | Jog       |
| -----    | ext.Jog   |
| —————    | Lope      |
| —————    | ext. Lope |
| ◄-----◄  | Backup    |
| ∞ .....  | Sidepass  |
| —————    | Lead      |
| —————    | Change    |

# Western Horsemanship LK 2/1 A-Q



### Set Up bei A

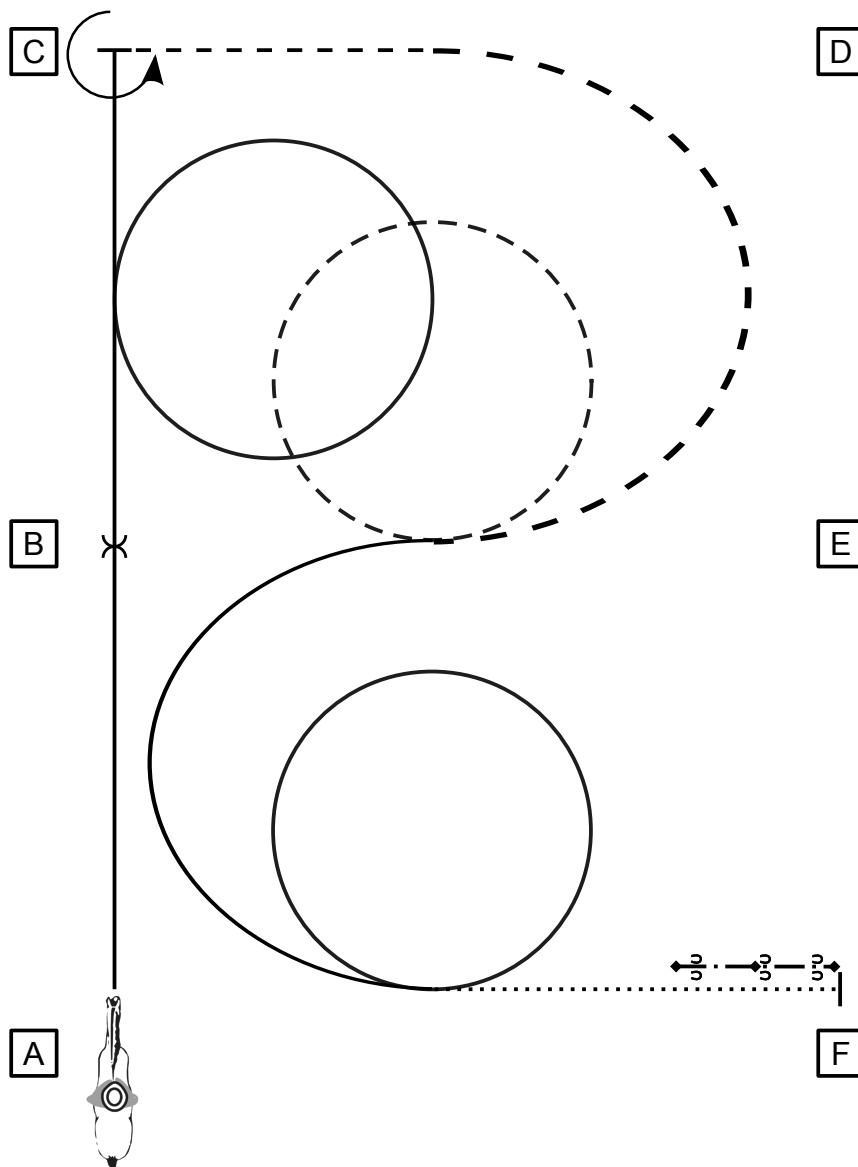
1. Jog zu B  
 ext. Jog zu C  
 Jog Slalom zu D  
 Stop
2. 540° Turn (L)  
 Lope (LL) zu C und um C  
 Lead Change zwischen C und D (über Walk)  
 Lope (RL) bis D  
 Stop
3. 180° Turn (R)  
 Jog zu E, Jogvolte (L)  
 Jog bis F  
 Stop  
 Back Up

Im Walk in Warm Up Area

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

- |           |             |
|-----------|-------------|
| <b>A</b>  | Marker      |
| .....     | Walk        |
| - - - - - | Jog         |
| - - - - - | ext. Jog    |
| —————     | Lope        |
| —————     | ext. Lope   |
| ◄-----►   | Backup      |
| oo .....  | Sidepass    |
| —————     | Lead Change |

# Western Horsemanship LK 2/1 B-Q



Set Up bei A

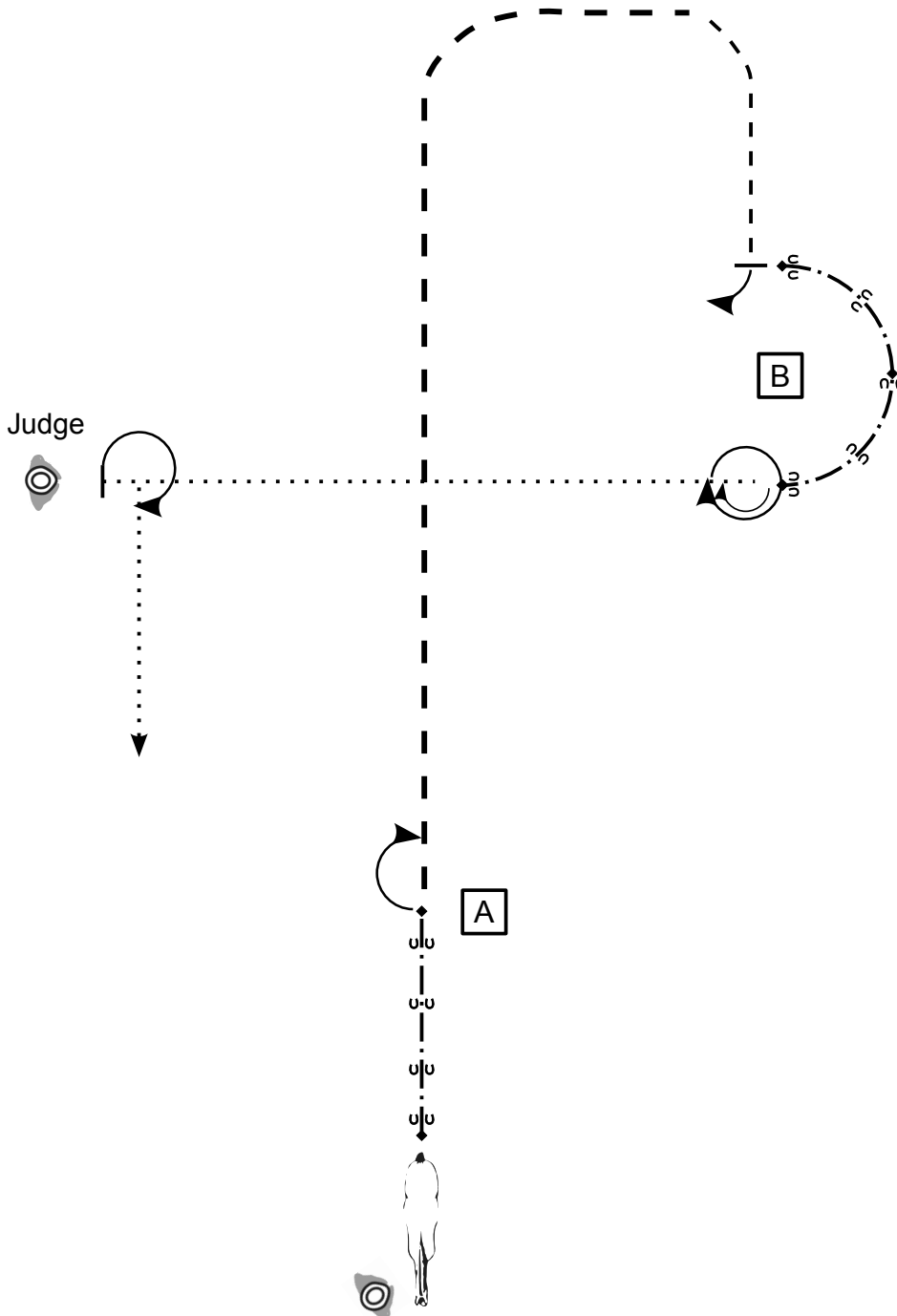
1. Lope (LL)  
 + Lead Change (fly./simple)  
 bei B  
 + Zwischen B und C  
 Lopevolte (R)  
 + bei C - Stop
2. 270° Turn (L)  
 + bis Mitte der Bahn Jog  
 + 1/2 Volte (R) ext. Jog  
 + Zwischen B und E  
 Jogvolte (R)
3. Lope (LL)  
 + 1/2 Lopevolte  
 von B nach A  
 + Zwischen A und F  
 Lopevolte (L)  
 + Walk bis F - Stop  
 + Back Up

Im Walk in 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
  - Lead Change

# Showmanship at Halter LK 1/2



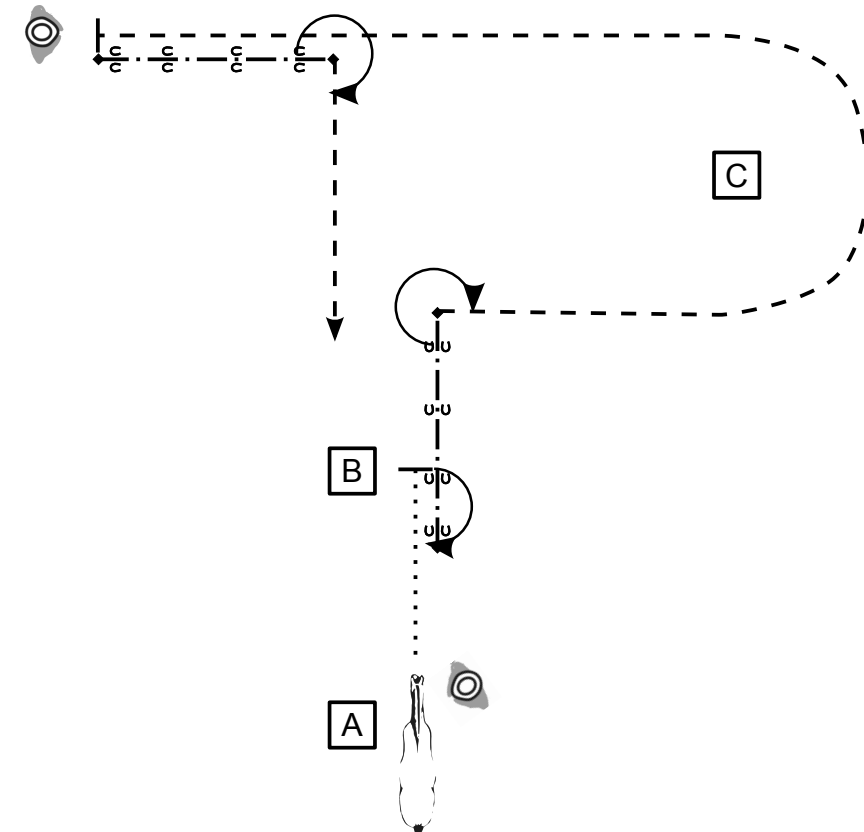
- Set Up vor A
1. Back Up bis A
  2. 180° Turn
  3. Ext. Trot, Trot - Stop  
90° Turn.
  4. Back Up um B
  5. 540° Turn, Walk zum Richter  
Stop
  6. Set Up
  7. 270° Turn  
Walk in die Warm Up Area

- A** Marker  
 ..... Walk  
 - - - - - Jog  
 - - - - - ext. Jog  
 -u- -u- -u- Back Up

# Showmanship at Halter LK 3



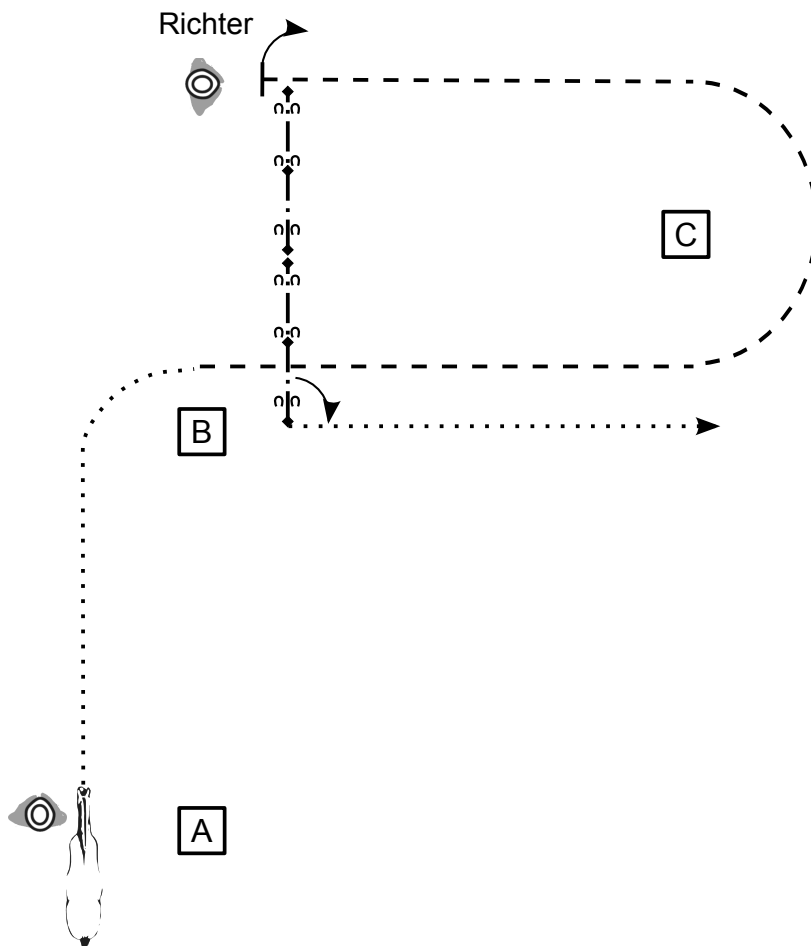
Judge



- Set Up bei A
1. Walk bis B - Stop
  2. 180° Drehung
  3. Back Up
  4. 270° Turn  
 Jog um C zum Richter -  
 Stop
  5. Set Up
  6. Back Up
  7. 270° Turn  
 Jog in die Warm Up Area

- A Marker  
 ..... Walk  
 - - - - - Jog  
 - - - - - ext. Jog  
 - - - - - Back Up

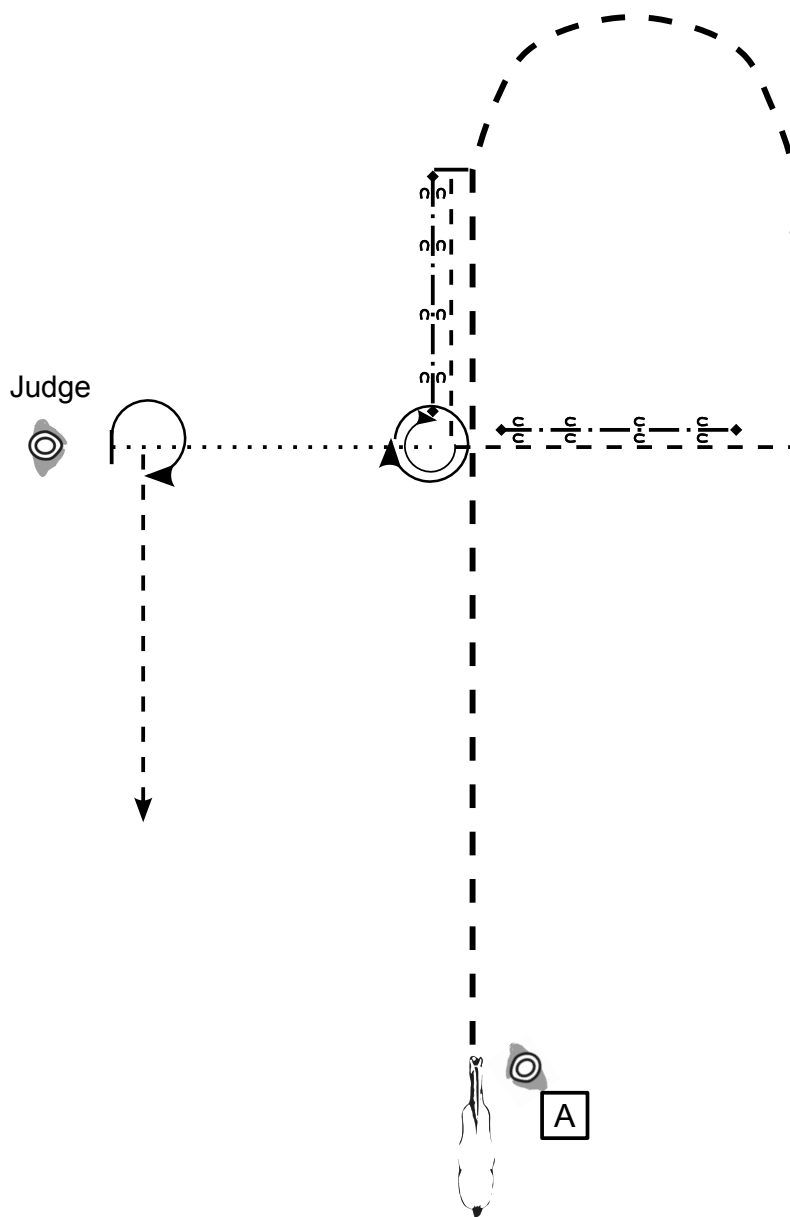
# Showmanship at Halter LK 4 / LK 5



- Set Up bei A
1. Walk bis B und um B herum
  2. bei B im Jog um C herum zum Richter - Stop
  3. Set Up
  4. 90° Turn
  5. Back Up bis B
  6. 90° Turn
- Walk in die Warm Up Area

- A** Marker  
 ..... Walk  
 - - - - - Jog  
 - - - - - ext. Jog  
 — 3 — 3 — 3 — Back Up

# Showmanship at Halter LK 2/1 A-Q / LK 2/1 B-Q



Set Up bei A

1. Ext. Jog inkl. eines Bogens  
 Jog inkl. 2 "square corners"  
 Stop
2. Back Up bis auf Höhe des Richters
3. 630° Drehung
4. Back Up  
 Walk zum Richter - Stop
5. Set Up
6. 270° Turn  
 Jog in die Warm Up Area

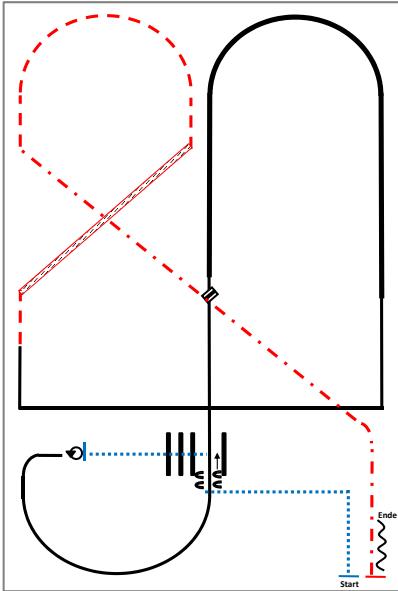
- A Marker  
 ..... Walk  
 - - - - - Jog  
 - - - - - ext. Jog  
 $\frac{2}{3}$  ·  $\frac{3}{3}$  ·  $\frac{2}{3}$  Back Up



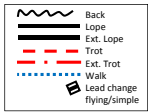
# Ranch Riding

## LK 1/2 Junior LK 1/2 B

Qualifikationspattern RR 2017 #1: LK 1/2 A/B sen.  
 (auch für Hallen und Plätze 20x40m geeignet)

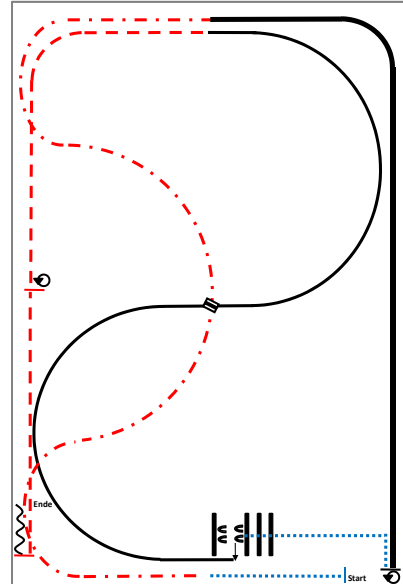


- 1) Walk corners.
- 2) Sidepass right, walk over.
- 3) Stop, turns 360° each direction either way first.
- 4) Lope left lead.
- 5) Lead change in the center of the arena, lope right lead.
- 6) Extended lope right lead.
- 7) Lope corners.
- 8) Trot, trot two track.
- 9) Trot.
- 10) Extended trot.
- 11) Stop, back.

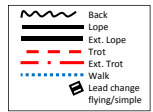


## LK 1 A / LK 2 A

Qualifikationspattern RR 2017 #6: LK 1/2 A/B sen.  
 (auch für Hallen und Plätze 20x40m geeignet)

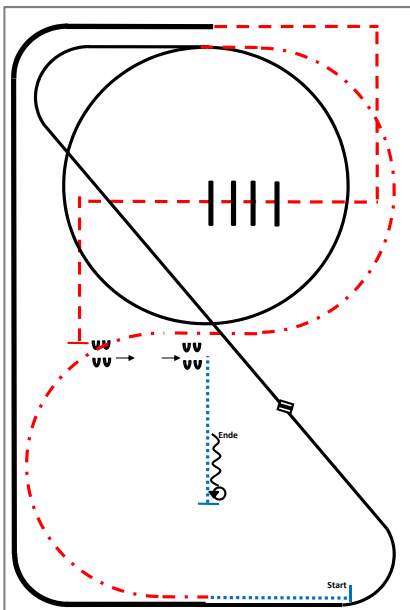


- 1) Walk.
- 2) Extended trot serpentine.
- 3) Extended lope right lead.
- 4) Stop, 180° turn right.
- 5) Walk.
- 6) Walk over, sidepass left.
- 7) Lope right lead.
- 8) Lead change.
- 9) Lope left lead.
- 10) Trot.
- 11) Stop, 360° turns each direction either way first.
- 12) Trot stop, back.

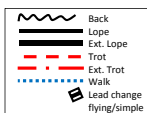


## LK 3

Pattern RR 2017 #2: LK 3 A/B  
 (auch für Hallen und Plätze 20x40m geeignet)

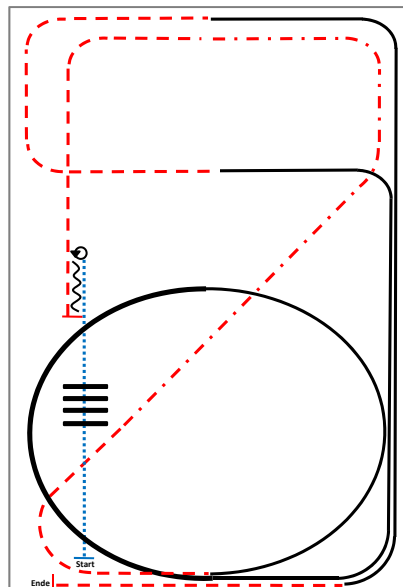


- 1) Walk.
- 2) Extended trot, trot.
- 3) Lope left lead one circle, lope left lead.
- 4) Lead change.
- 5) Lope right lead.
- 6) Extended lope.
- 7) Trot corners.
- 8) Trot over, trot.
- 9) Stop, sidepass left.
- 10) Walk, stop.
- 11) 360° turn right or left, back.



## LK 4 A / LK 4 B LK 5

Pattern RR 2017 #3: LK 4/5 A/B  
 (auch für Hallen und Plätze 20x40m)



- 1) Walk.
- 2) Walk over, walk.
- 3) Stop, 360° turn left or right.
- 4) Back.
- 5) Trot.
- 6) Extended trot, trot.
- 7) Lope left lead.
- 8) Extended lope, lope.
- 9) Trot.
- 10) Lope right lead.
- 11) Trot, stop.

