



AQ-Neudeck
21.-23.04.2017

Patternübersicht

Reining

LK 3 A/B	Pattern 13
LK 1/2 jun..	Pattern 6
LK 2 A/B sen.	Pattern 12
LK 1 A/B sen.	Pattern 12
Q-LK 2/1 jun.	Pattern 12
Q-LK 2/1 A/B sen.	Pattern 11

Western Riding

LK 3 A	Pattern 6
LK 1-3 B	Pattern 6
LK 2 A sen.	Pattern 4
LK 1 A sen.	Pattern 4
Q-LK 2/1 B	Pattern 2
Q-LK 2/1 jun.	Pattern 8
Q-LK 2/1 A sen.	Pattern 2

Superhorse

LK 1/2 A/B	Pattern 2
Q-LK 2/1 A/B	Pattern 5

Youngstars

Reining	Pattern 8
Challenge	Pattern 1



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Patternübersicht

Jungpferde

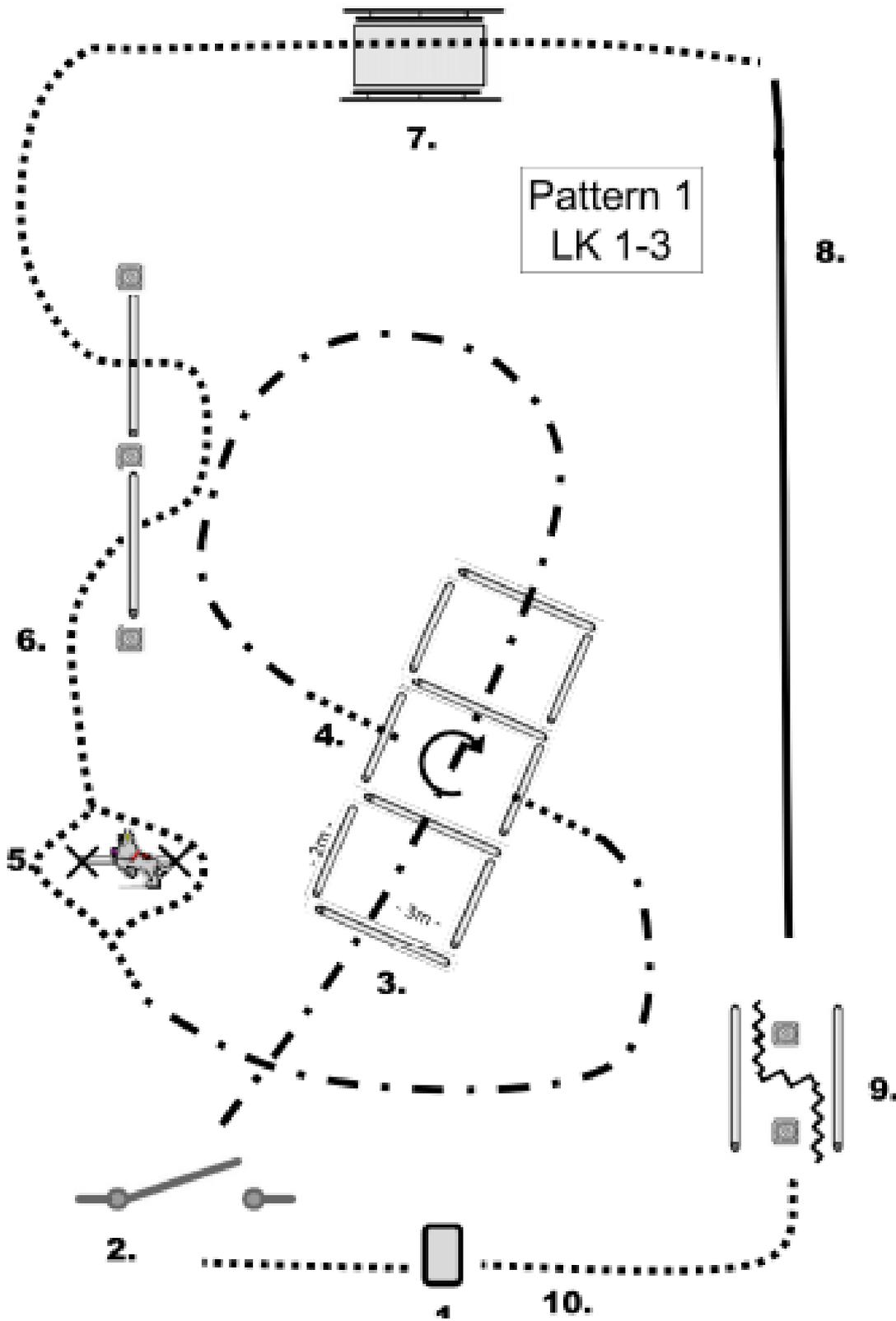
Trail 4-j.	Pattern 4
Trail 5-j.	Pattern 5
Basis 4-j.	Pattern 3
Basis 5-j.	Pattern 4
Reining 4/5-j.	Pattern 1

Q-LK 1-2 Horse&Dog Trail

Pattern 1
LK 1-3

1. Einreiten, Hund an ableinen , Leine auf die Tonne oder wenn keine Tonne vorhanden auf den Boden bei Pylone legen, Walk, Hund bei Fuß
2. Tor, Hund ablegen, Tor öffnen, Durchreiten und Anlehnen des Tores. Nochmaliges Öffnen des Tores, Hund nachkommen lassen, Hund darf stehen und ausweichen, Tor Schließen, Jog, Hund bei Fuß
3. Jog over, Hund bei Fuß
4. Walk in Box, Stop, Hund in Box daneben (jeweilige bei Fußseite) ablegen, 360° Drehung nach rechts, Walk out mit Hund bei Fuß, Jog, Hund bei Fuß
5. Walk, Hund über den Sprung, Reiter daneben vorbei.
6. Walk, Slalom und walk over, Hund bei Fuß
7. Hund über die Brücke vorausschicken, Reiter folgt direkt, nach der Brücke Hund bei Fuß
8. Lope, Hund bei Fuß, Stop
9. Hund ablegen, Back up, Hund abrufen, Walk zur Tonne bzw. Pylone
10. Stop an der Tonne bzw. Pylone, Absteigen, Hund anleinen, Pferd und Hund rausführen

LOBEN ;-)

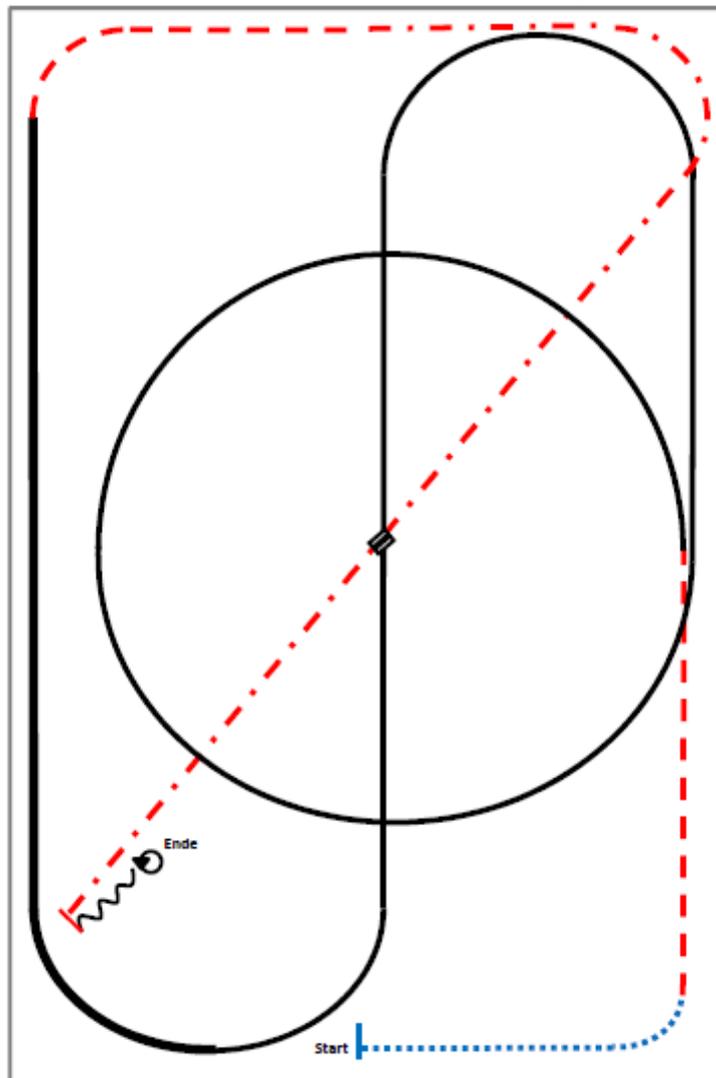


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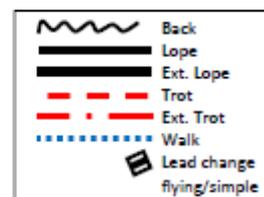
Ranch Riding LK 3 A, LK 3 B

Pattern RR 2017 #1: LK 3 A/B
(auch für Hallen und Plätze 20x40m geeignet)


03/2017



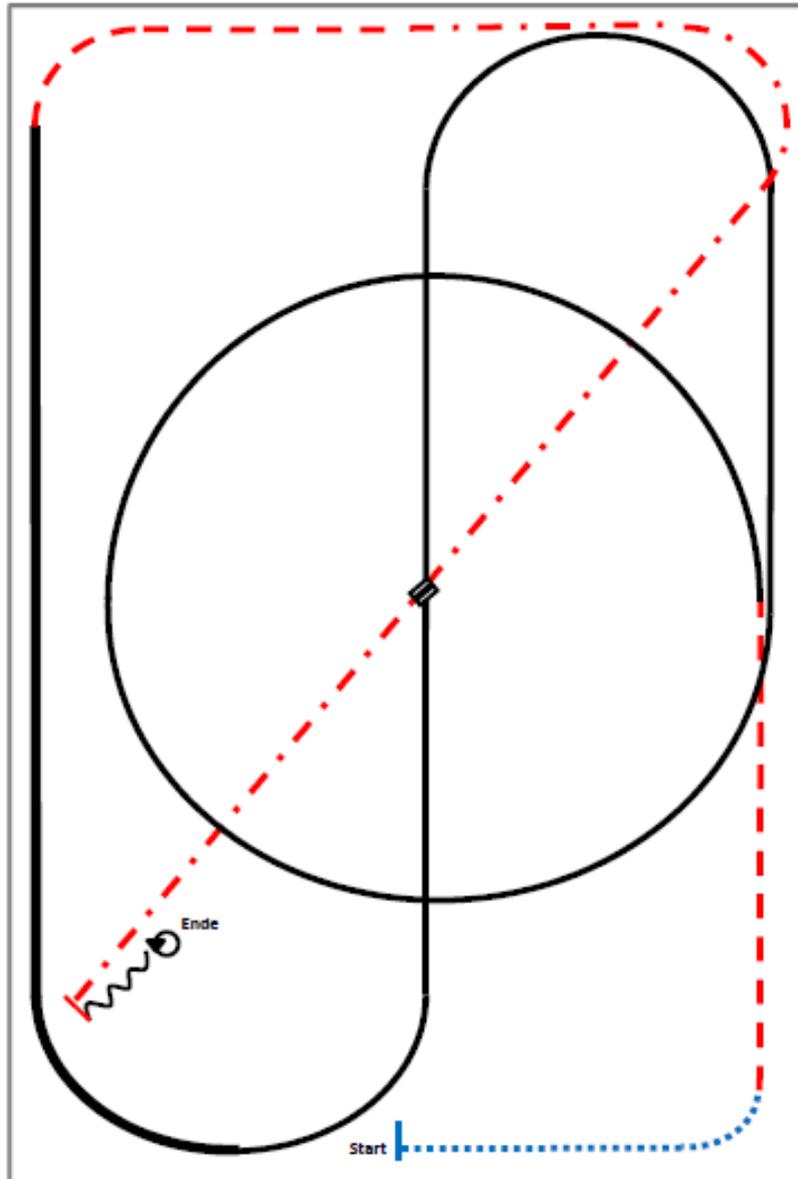
- 1) Walk.
- 2) Trot.
- 3) Lope left lead circle, lope.
- 4) Lead change in the center.
- 5) Lope right lead.
- 6) Extended lope.
- 7) Trot.
- 8) Extended trot.
- 9) Stop, back.
- 10) 360° turns each direction either way first.



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Ranch Riding LK 1/2 jun.

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



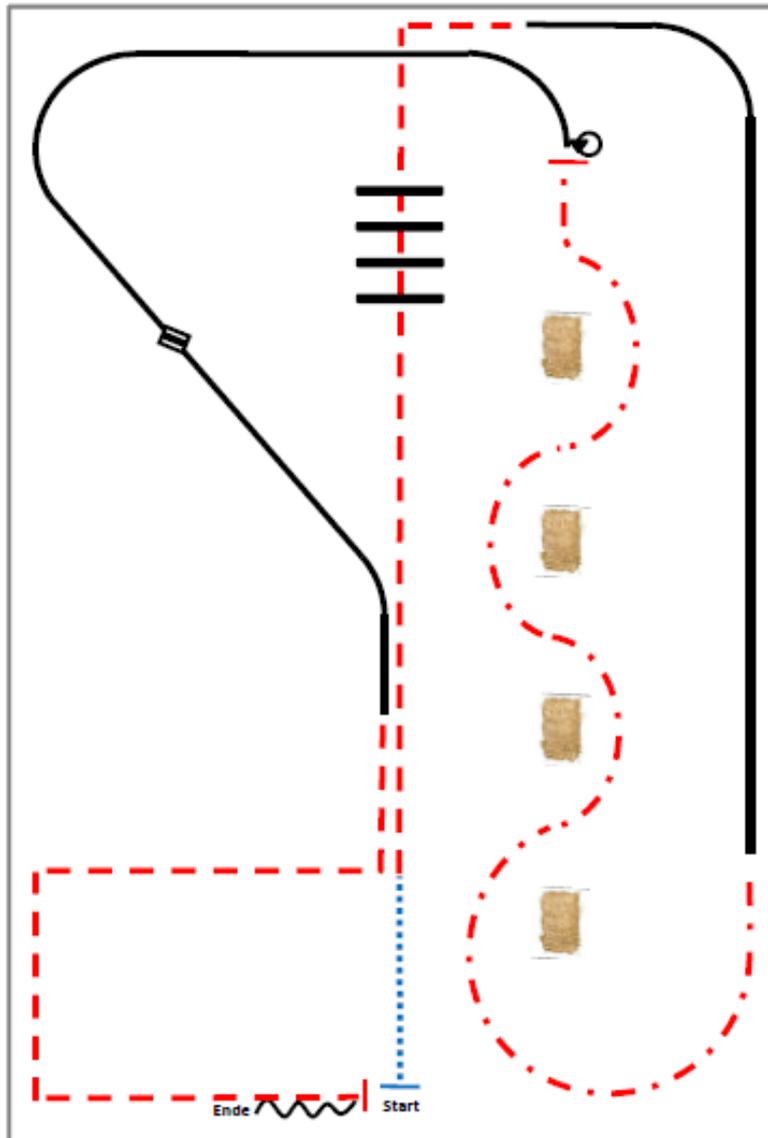
- 1) Walk.
- 2) Trot.
- 3) Lope left lead circle, lope.
- 4) Lead change in the center.
- 5) Lope right lead.
- 6) Extended lope.
- 7) Trot.
- 8) Extended trot.
- 9) Stop, back.
- 10) 360° turns each direction either way first.

	Back
	Lope
	Ext. Lope
	Trot
	Ext. Trot
	Walk
	Lead change flying/simple

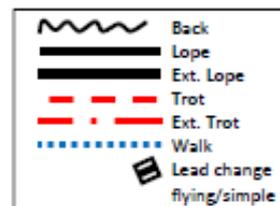
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Ranch Riding Q-LK 2/1 A, Q-LK 2/1 B

Qualifikationspattern RR 2017 #5: LK 1/2 A/B sen.
(auch für Hallen und Plätze 20x40m geeignet)



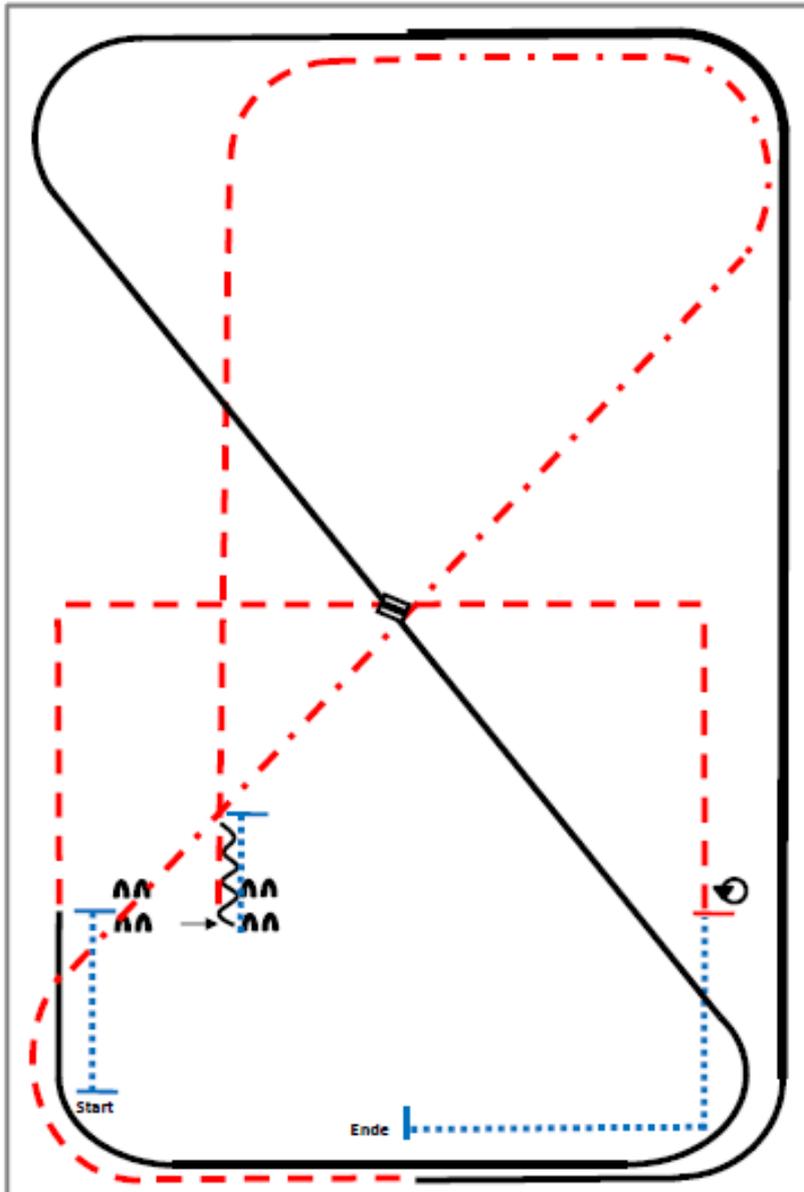
- 1) Walk.
- 2) Trot.
- 3) Trot over.
- 4) Lope right lead, extended lope.
- 5) Extended trot serpentine.
- 6) Stop, 360° turns each direction either way first.
- 7) Lope left lead.
- 8) Lead change.
- 9) Lope right lead.
- 10) Trot corners.
- 11) Stop, back.



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Ranch Riding Q-LK 2/1 jun.

Qualifikationspattern RR 2017 #3: LK 1/2 jun.
(auch für Hallen und Plätze 20x40m geeignet)

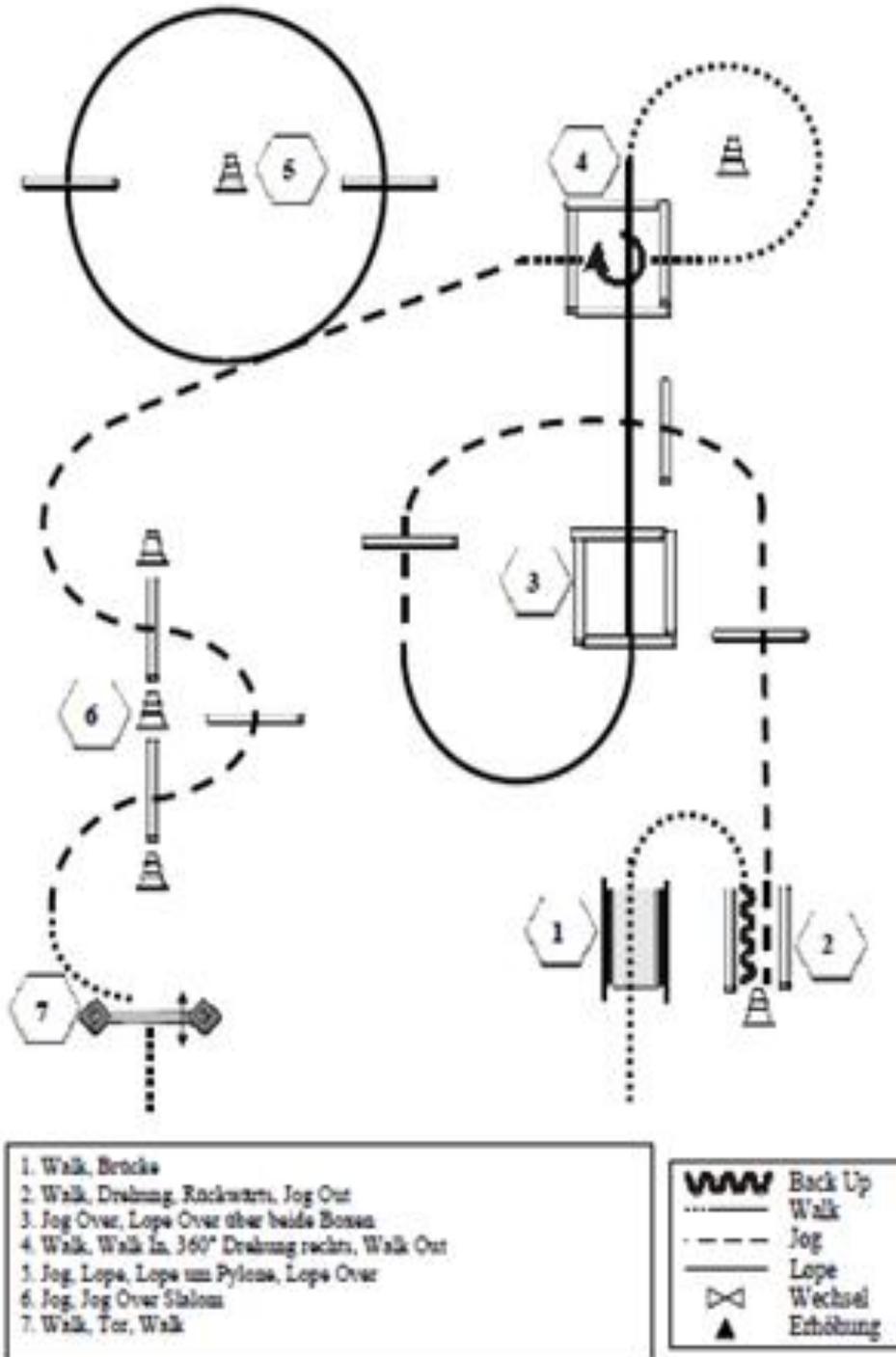


- 1) Walk, stop.
- 2) Sidepass right.
- 3) Walk, stop, back.
- 4) Trot.
- 5) Extended trot, trot.
- 6) Lope left lead.
- 7) Extended lope, lope.
- 8) Lead change.
- 9) Lope right lead.
- 10) Trot corners.
- 11) Stop, 360° turn left or right, walk, stop.

	Back
	Lope
	Ext. Lope
	Trot
	Ext. Trot
	Walk
	Lead change flying/simple

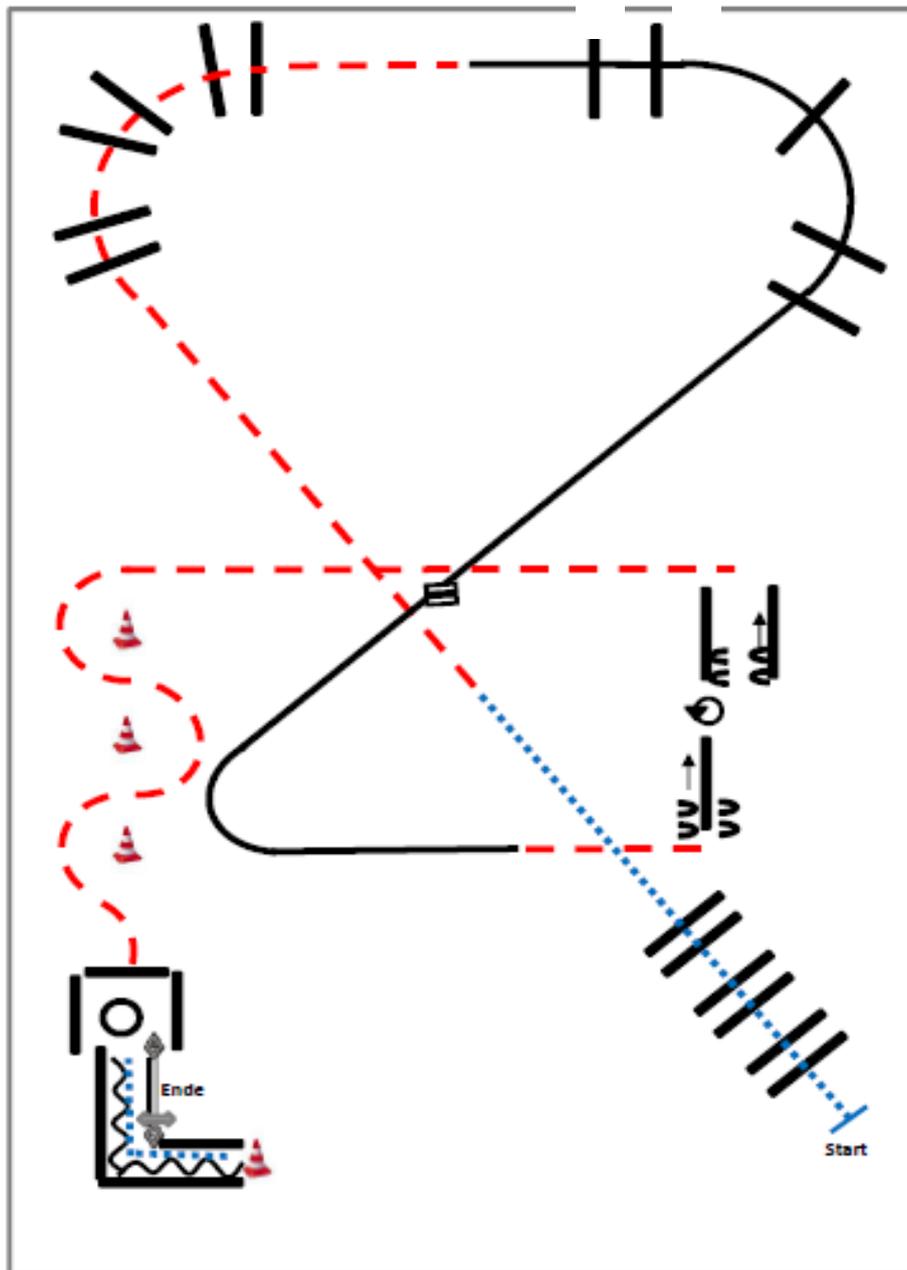
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Trail LK 3 B, LK 1/2 B



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Trail LK 1/2 jun., LK 3 A

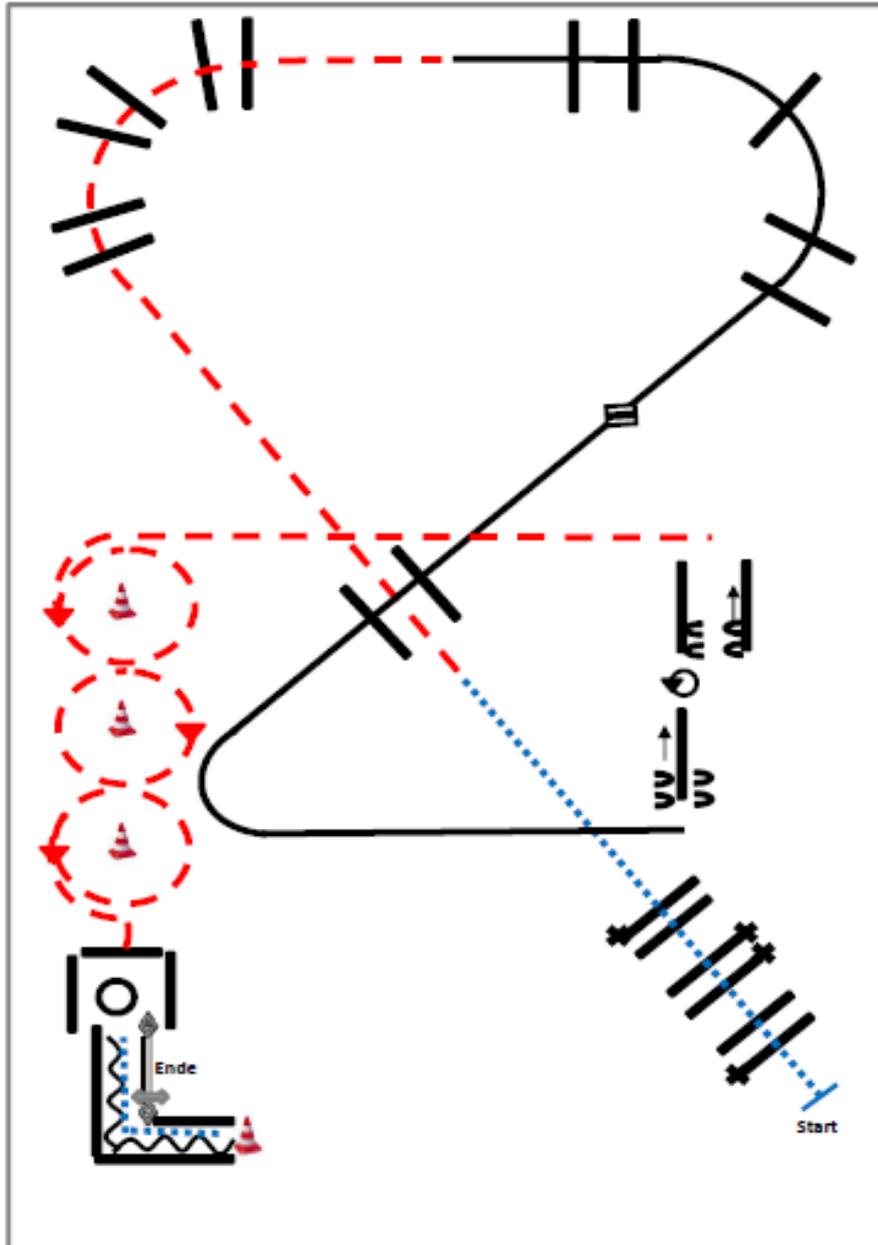


- 1) Walk over.
- 2) Jog over.
- 3) Lope over, lead change, lope, jog.
- 4) Sidepass l., 180, sidepass r.
- 5) Jog slalom.
- 6) Jog in, box 360 (r.o.l.).
- 7) Walk through, back up.
- 8) Ropegate with pole.

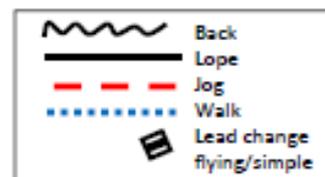
	Back
	Lope
	Jog
	Walk
	Lead change flying/simple

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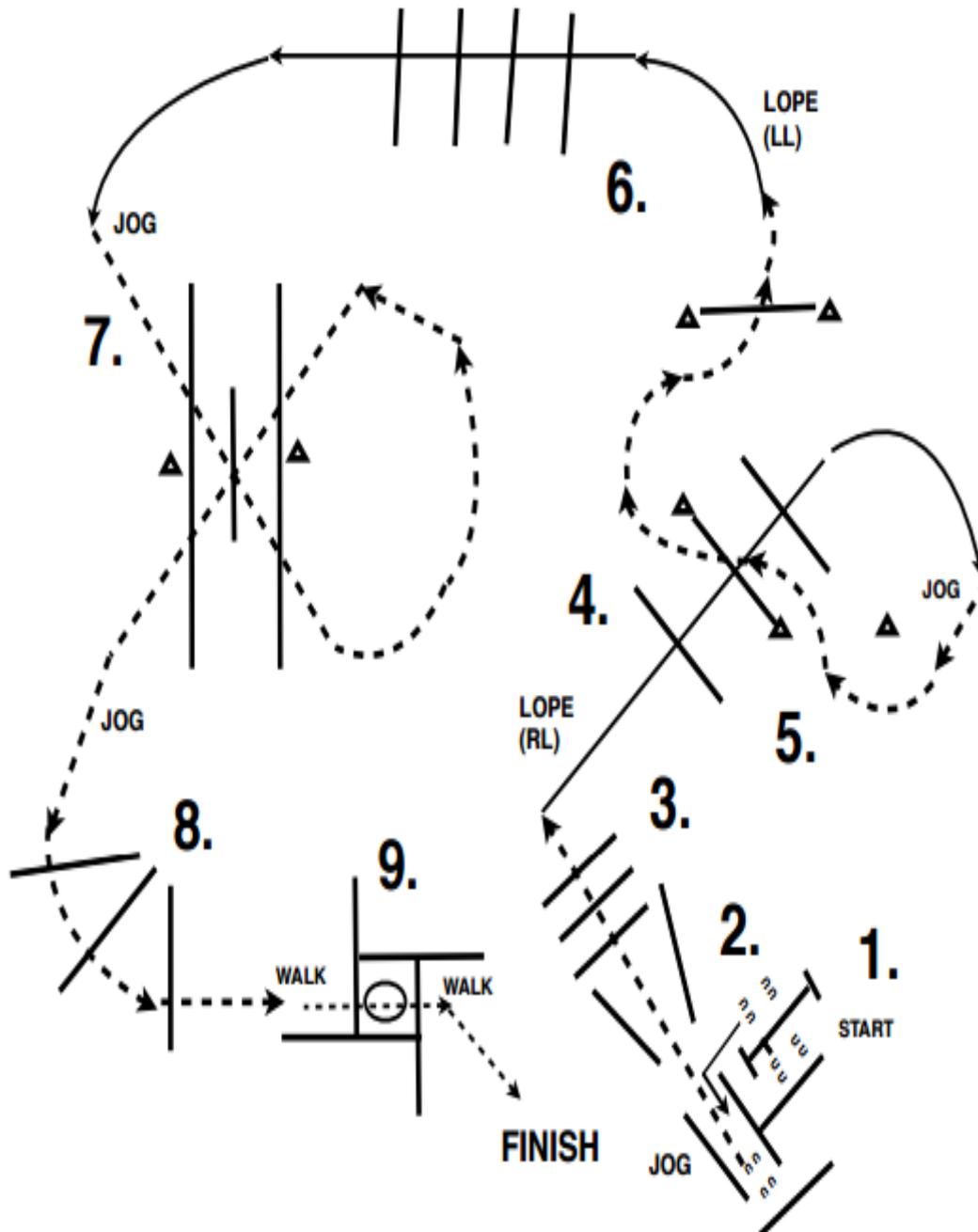
LK 2 A, LK 1 A



- 1) Walk over.
- 2) Jog over.
- 3) Lope over.
- 4) Lead change, lope over.
- 5) Sidepass l, 180, sidepass r.
- 6) Jog around.
- 7) Jog in, box 360 (each direction, either way first).
- 8) Walk through, back up.
- 9) Ropegate with pole.

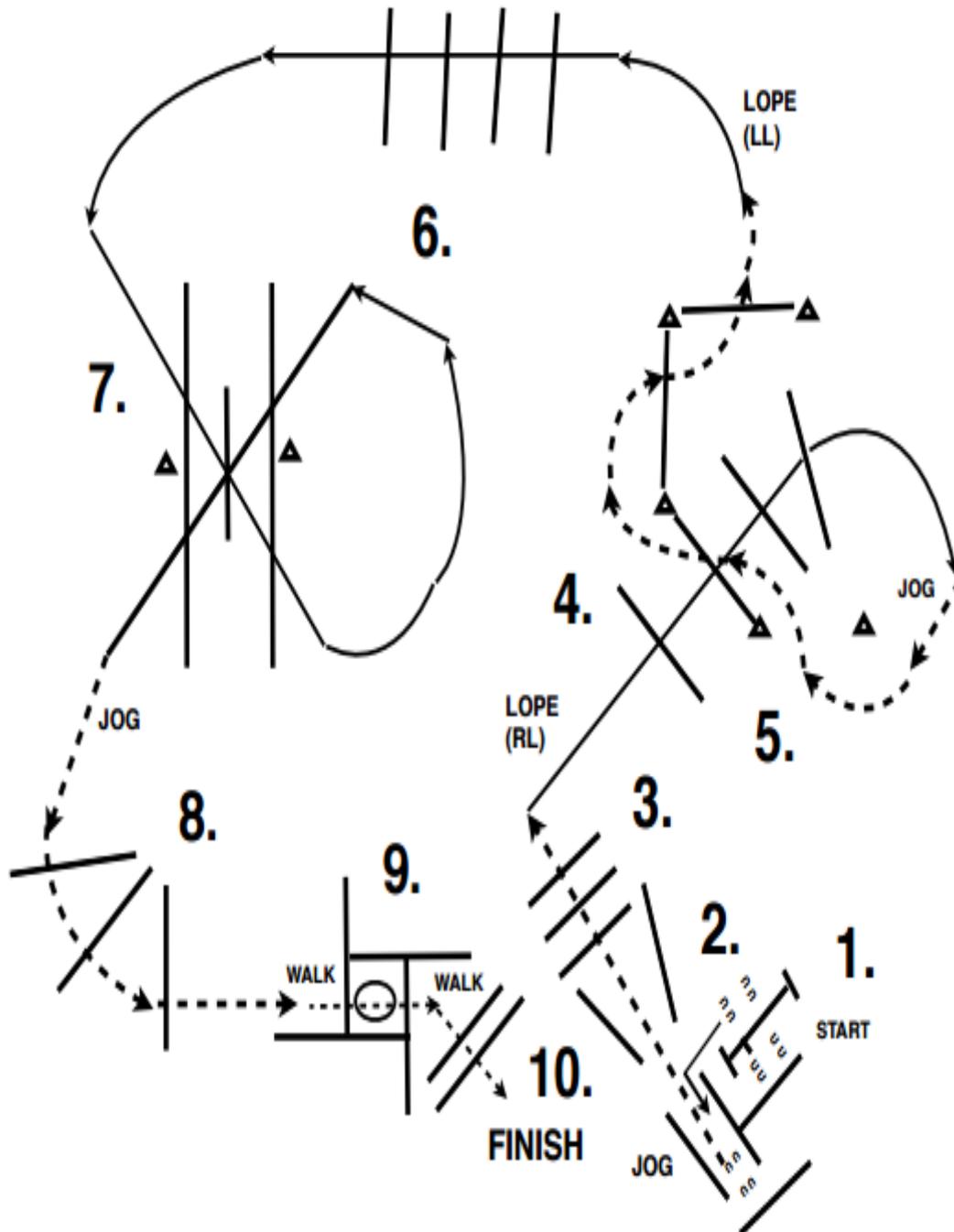


Trail Q - LK 2/1 jun., Q – LK 2/1 B



- | | |
|---|--|
| <ol style="list-style-type: none"> 1. GATE: RIGHT HAND RIDE THRU CLOSE. 2. BACK THRU POLES, JOG OUT CHUTE. 3. JOG OVER POLES 4. LOPE OVER POLES (RIGHT LEAD) 5. JOG THRU SERPENTINE, JOG OVER POLES 6. LOPE OVER POLES (LEFT LEAD). | <ol style="list-style-type: none"> 7. BREAK TO JOG, JOG OVER POLES. 8. JOG OVER POLES. 9. WALK INTO BOX, 360 TURN EITHER WAY, WALK OUT BOX. |
|---|--|

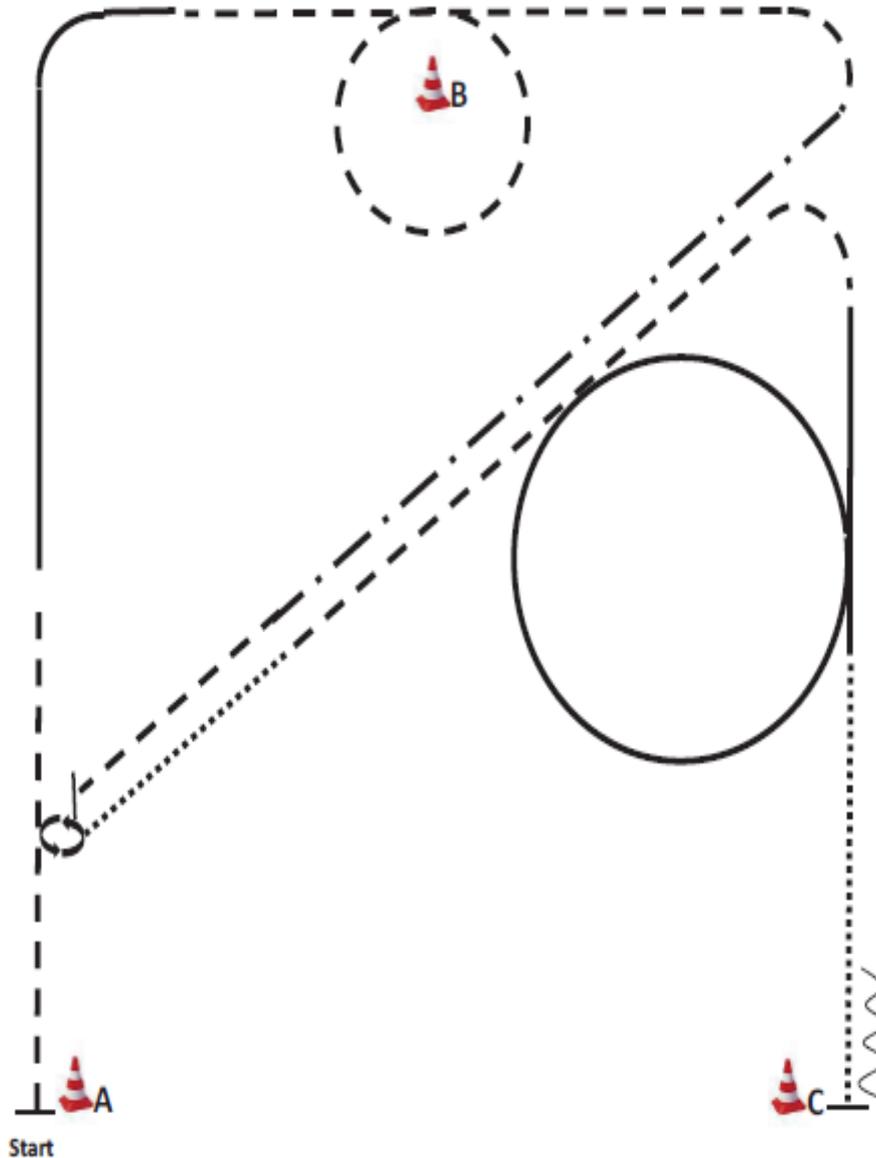
Trail Q-LK 2/1 A sen.



- | | |
|---|--|
| <ol style="list-style-type: none"> 1. GATE: RIGHT HAND RIDE THRU CLOSE. 2. BACK THRU POLES, JOG OUT CHUTE. 3. JOG OVER POLES 4. LOPE OVER POLES (RIGHT LEAD) 5. JOG THRU SERPENTINE, JOG OVER POLES 6. LOPE OVER POLES (LEFT LEAD). | <ol style="list-style-type: none"> 7. LOPE OVER POLES (LEFT LEAD). 8. BREAK TO JOG, JOG OVER POLES. 9. STOP OR BREAK TO WALK, WALK INTO BOX, 360 TURN EITHER WAY, WALK OUT. 10. WALK OVER POLES. |
|---|--|

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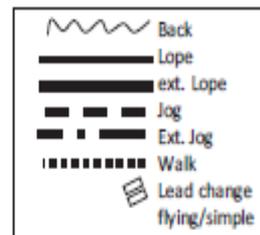
Western Horsemanship
LK 1 A, LK 2 A, LK 3 A, LK 1/2 B



Start

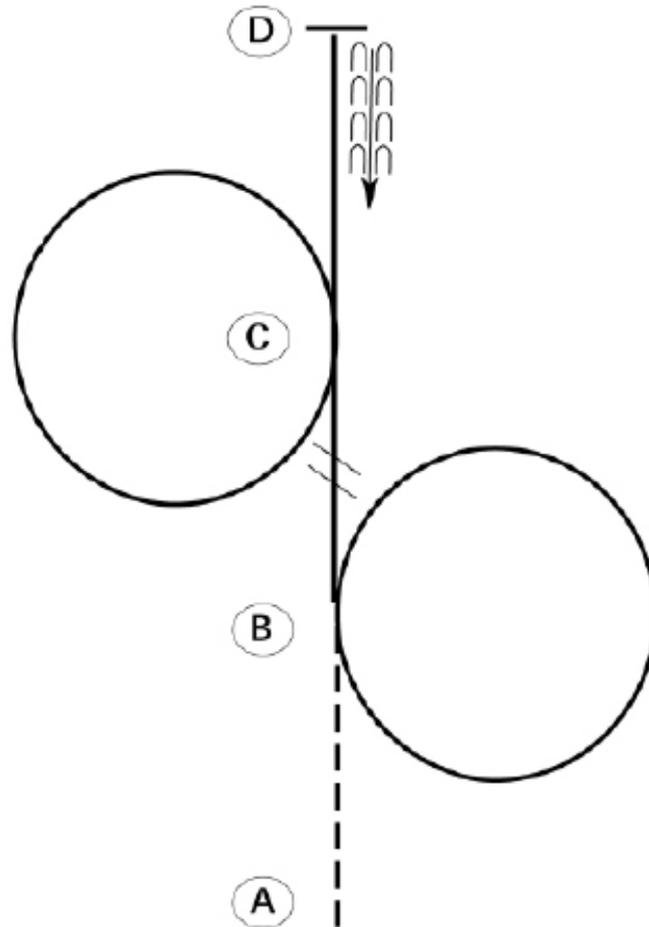
WARM UP AREA

- | | |
|--|---|
| <ol style="list-style-type: none"> 1. Be ready at A, Jog, Lope right lead 2. Jog, Jog very small circle 3. Ext. Jog, Jog, stop. 4. 180° turn (opt. r/l). | <ol style="list-style-type: none"> 5. Walk, Jog. 6. Lope right lead, Lope circle. 7. Walk, stop. 8. Back <p style="margin-top: 10px;">Walk to warm up area.</p> |
|--|---|



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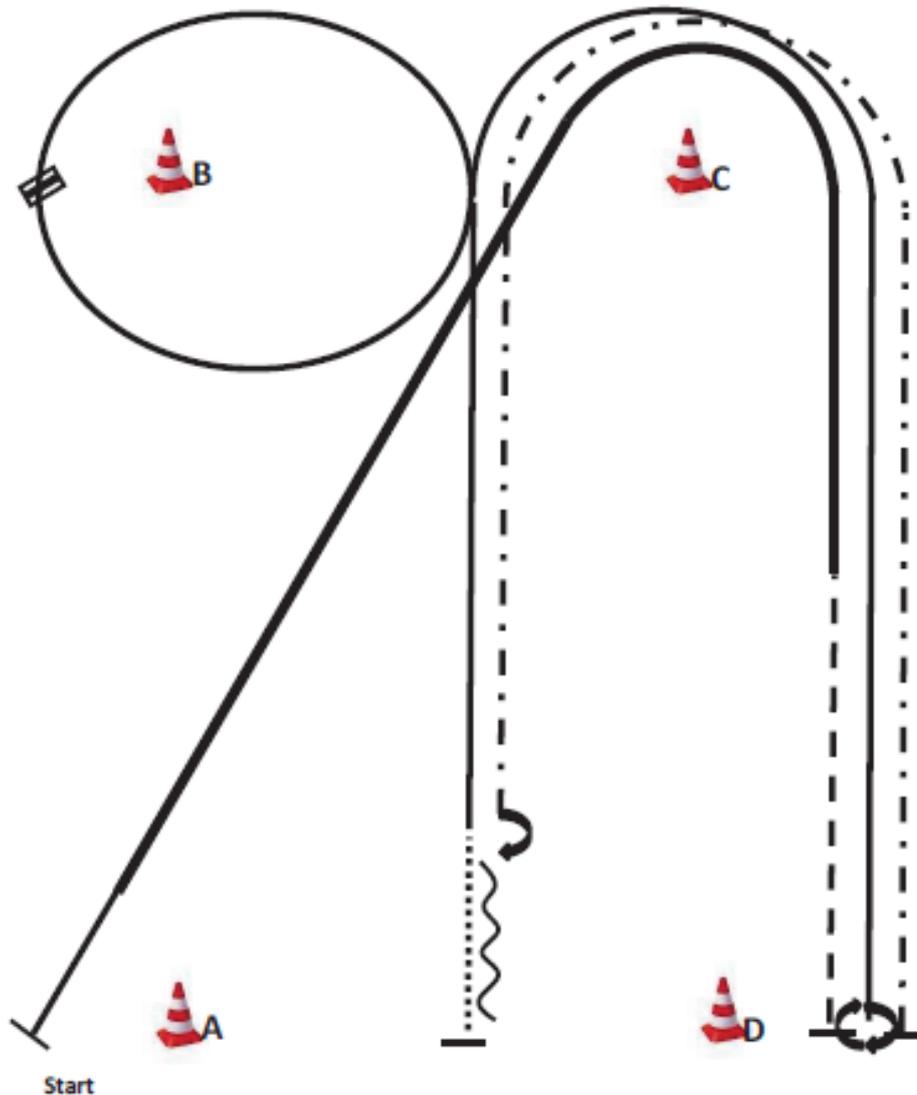
Western Horsemanship
LK 3 B



- Be ready at A.
1. Jog from A to B.
 2. Lope a circle to the right at B.
 3. Change leads 1/2 way between B and C.
 4. Lope a circle to the left at C.
 5. Continue to lope to D.
 6. Stop at D and back one horse length.
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Western Horsemanship
Q – LK 2/1 A, Q – LK 2/1 B

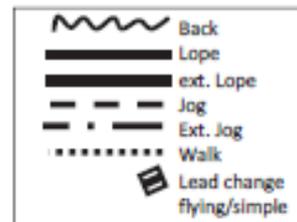


Start

WARM UP AREA

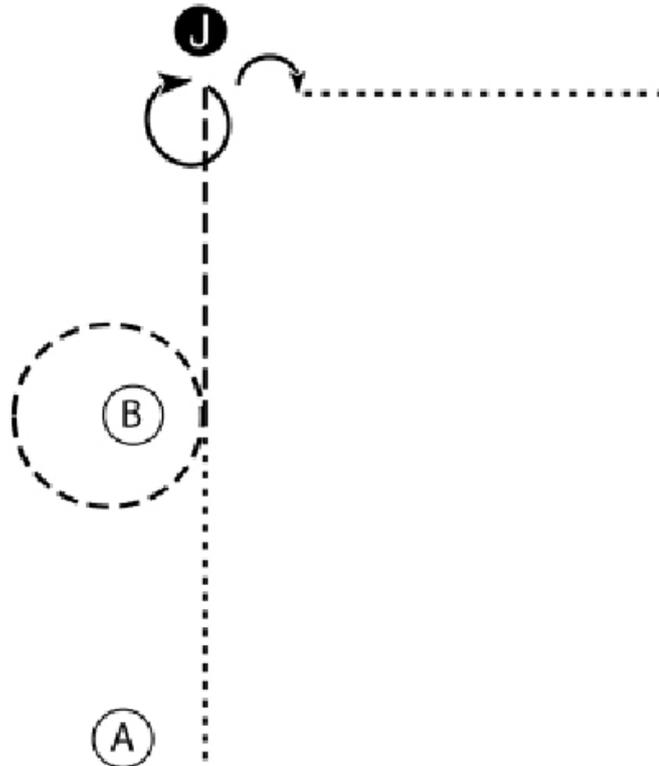
1. Be ready at A, lope right lead, ext.
2. Lope around C, lope right lead.
3. Jog, stop.
4. Lope left lead around C and B.
5. lead change, lope right lead.

6. Walk, stop.
 7. Back one horse length,
 - 180° turn (opt. r/l).
 8. Ext. Jog around C to D, stop.
- Walk to warm up area.



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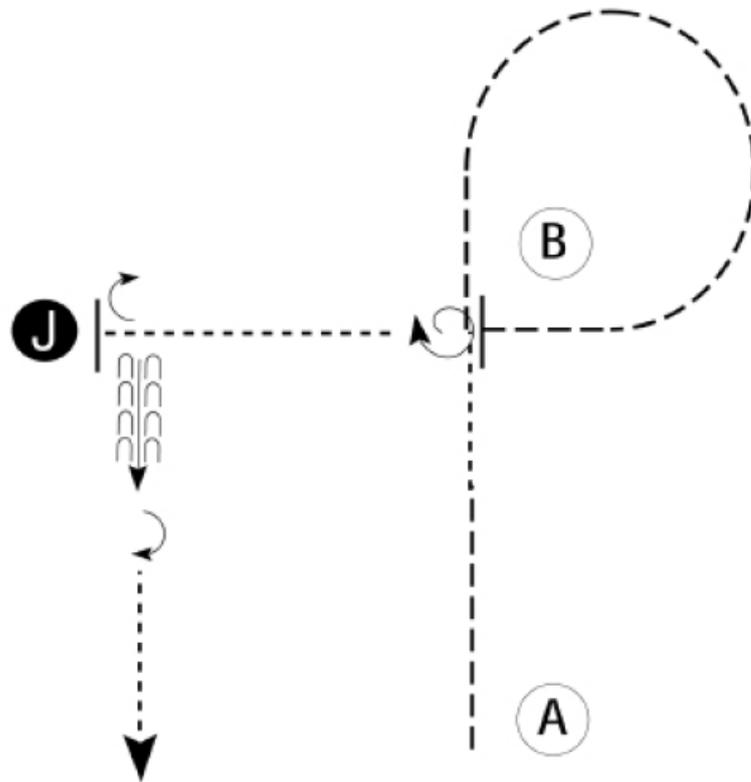
Showmanship at Halter
LK 1 - 3 B



1. Walk from A to B.
2. At B trot. Trot a circle around B and continue to the Judge
3. Stop and perform a 360 degree turn. Set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Walk straight away from the Judge.

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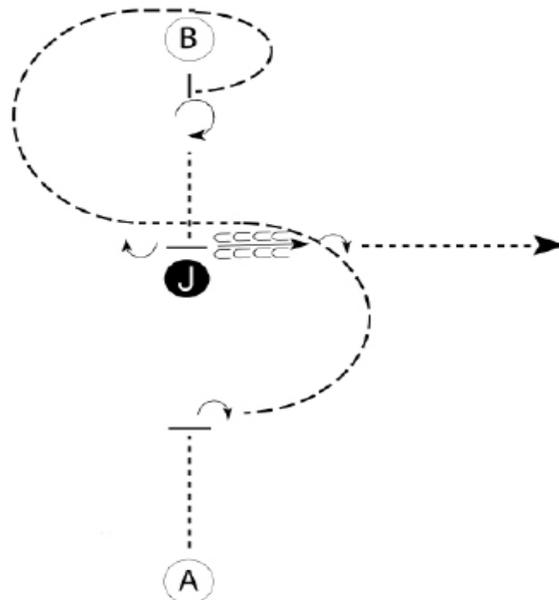
Showmanship at Halter
LK 3 A, 1/2 A,



1. Trot halfway to B.
2. Walk two horse lengths.
3. Trot to and around B as shown.
4. Trot past B and stop. Perform a 360 degree turn.
5. Walk to judge and set up for inspection.
6. When dismissed, perform a 90 degree turn and back approximately 2 horse lengths.
7. Perform a 180 degree turn and walk straight away.

Showmanship at Halter

Q – LK 2/1 A, Q – LK 2/1 B



Be ready with your horse's tail at A.

1. Walk halfway to Judge.
2. Stop and perform a 1/4 turn.
3. Trot half circle. Break to a walk before Judge and walk at least two horse lengths past Judge.
4. Trot a half circle to and around B as shown.
5. Stop and perform a 3/4 turn and walk to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 1/4 turn.
8. Back approximately one horse length.
9. Perform a 1/2 turn and walk straight away to exit.