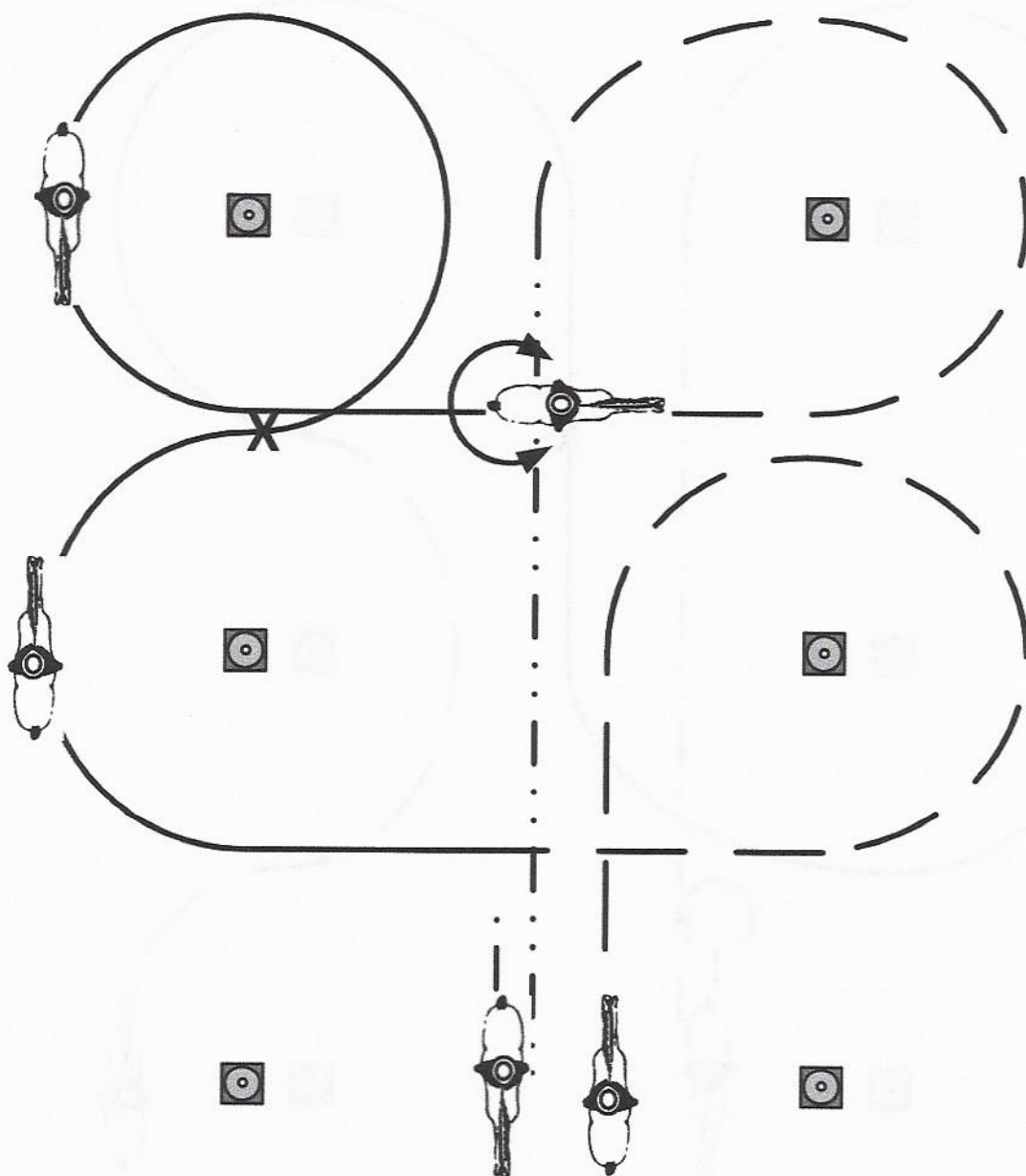


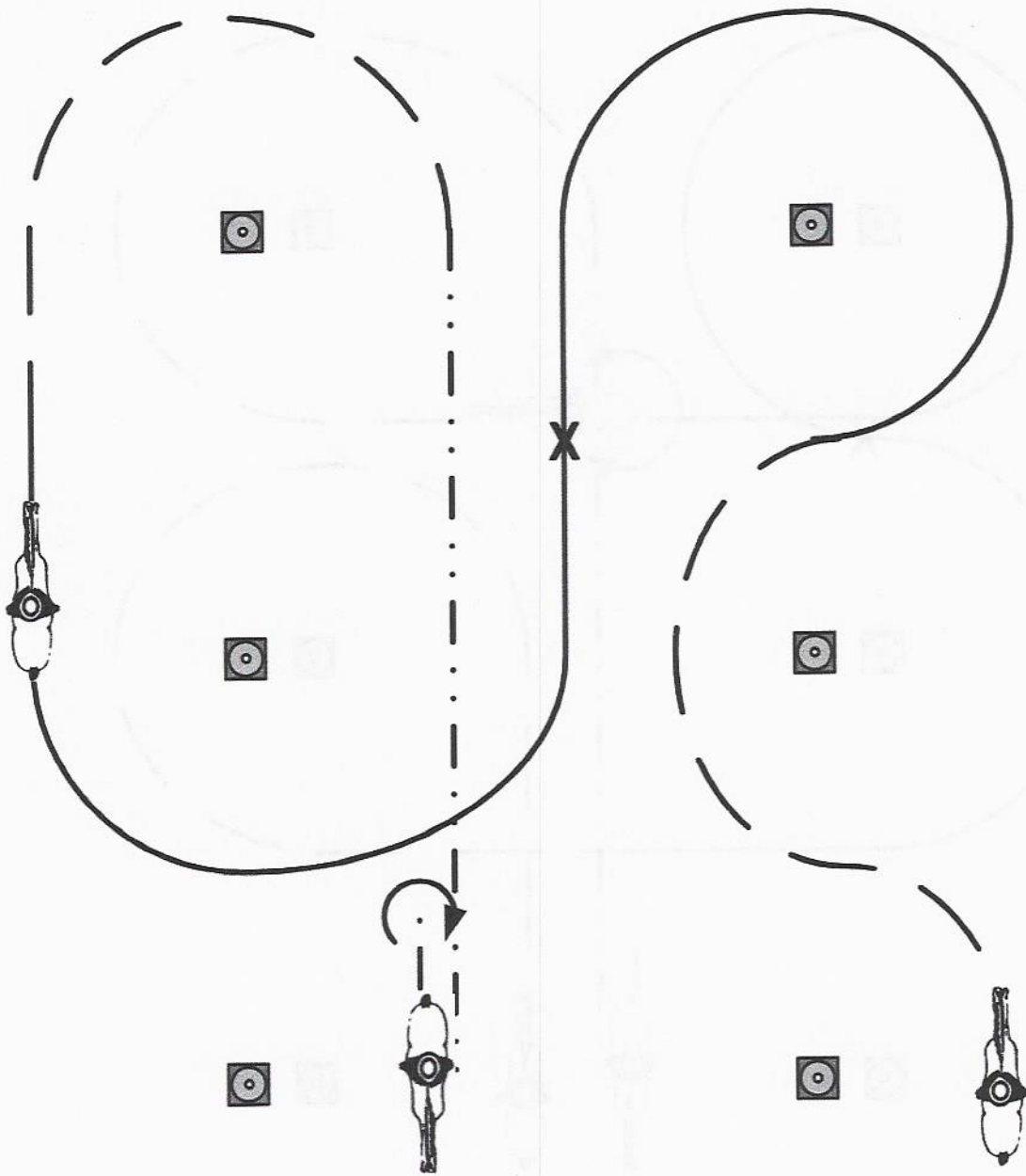
HORSEMANSHIP LK1A, LK2A



1. Jog, Jog circle
2. Lope right lead around marker
3. Flying or simple leadchange at X
4. Lope left lead around marker
5. Stop, turn 360 left or right
6. Jog around marker
7. Extended jog
8. Stop, Backup

.....	Walk
— —	Jog
- . - .	Extended Jog
————	Lope
- - -	Backup
↻ ↑ ↻	Sidepass

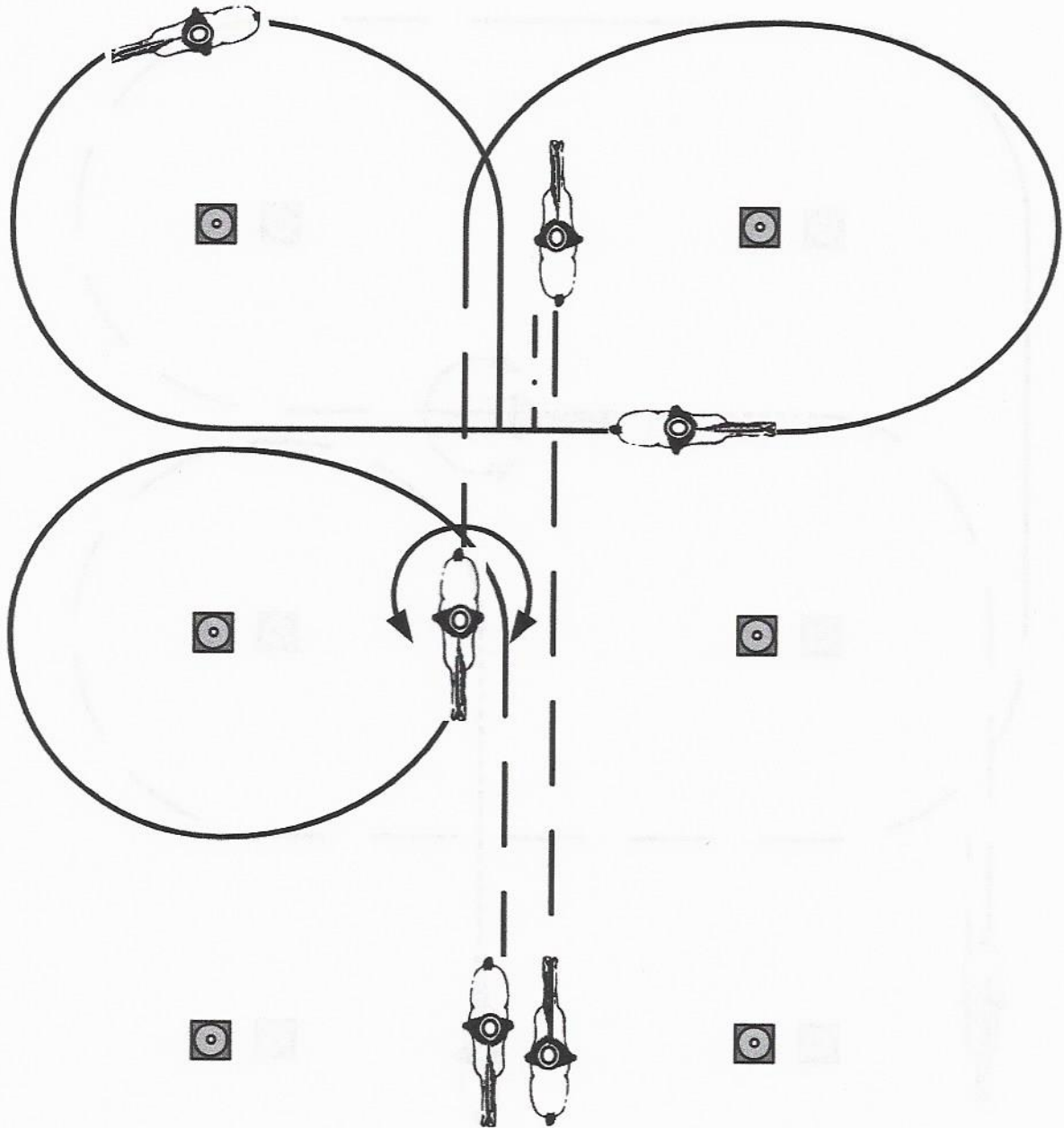
HORSEMANSHIP LK1/2B



1. Jog slalom
2. Lope left lead around marker
3. Flying or simple leadchange at X
4. Lope right lead around marker
5. Jog around marker
6. Extended jog
7. Stop, Backup
8. Turn 360dg right

- | | |
|-------------|--------------|
| | Walk |
| — — | Jog |
| - · - · - · | Extended Jog |
| ———— | Lope |
| - · - · - · | Backup |
| ⋈ ↑ ⋈ | Sidepass |

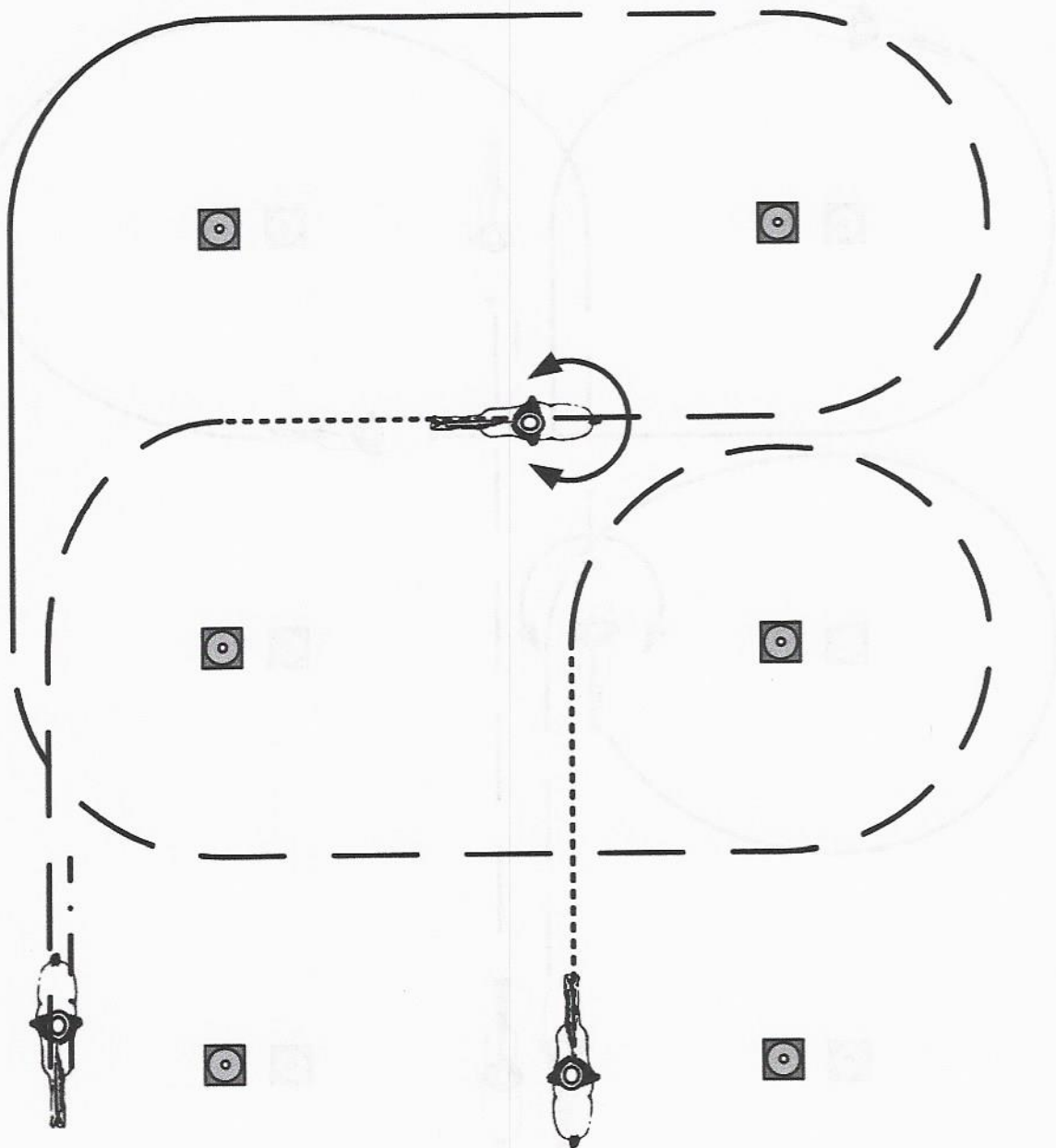
HORSEMANSHIP LK3A



1. Jog
2. Stop, Backup
3. Lope left lead around markers
4. Jog, Stop
5. Turn 360 left or right
6. Lope right lead around marker
7. Jog, Stop

.....	Walk
— —	Jog
- - - -	Extended Jog
————	Lope
- · - ·	Backup
↻ ↑ ↻	Sidepass

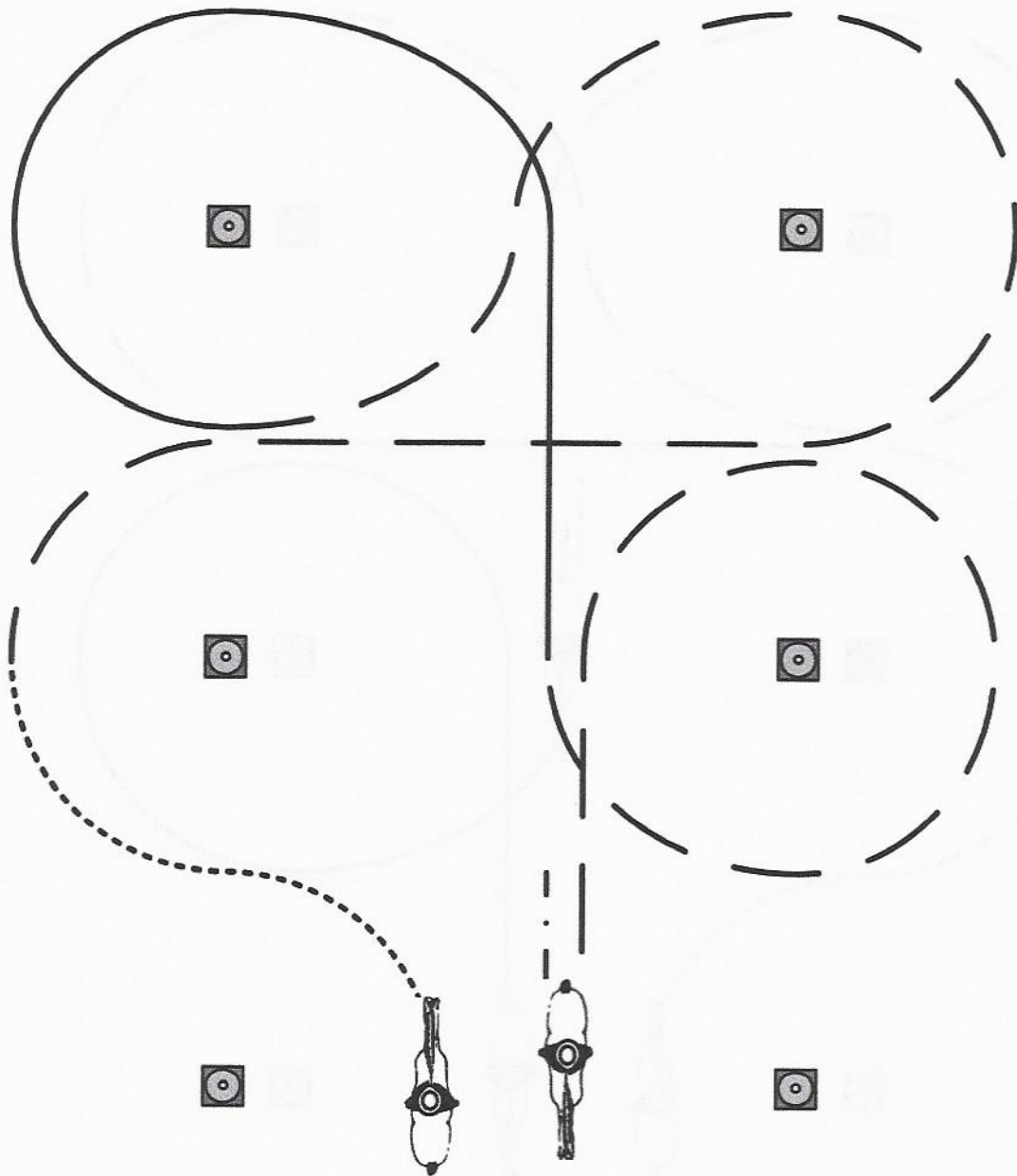
HORSEMANSHIP LK3B



1. Walk, Jog around marker, Jog
2. Lope right lead
3. Jog around marker
4. Stop, turn 360 right or left
5. Walk, jog
6. Stop, Backup

- Walk
- — — — — Jog
- . - . - . Extended Jog
- Lope
- . - . - . Backup
- ⋈ ⋈ ⋈ Sidepass

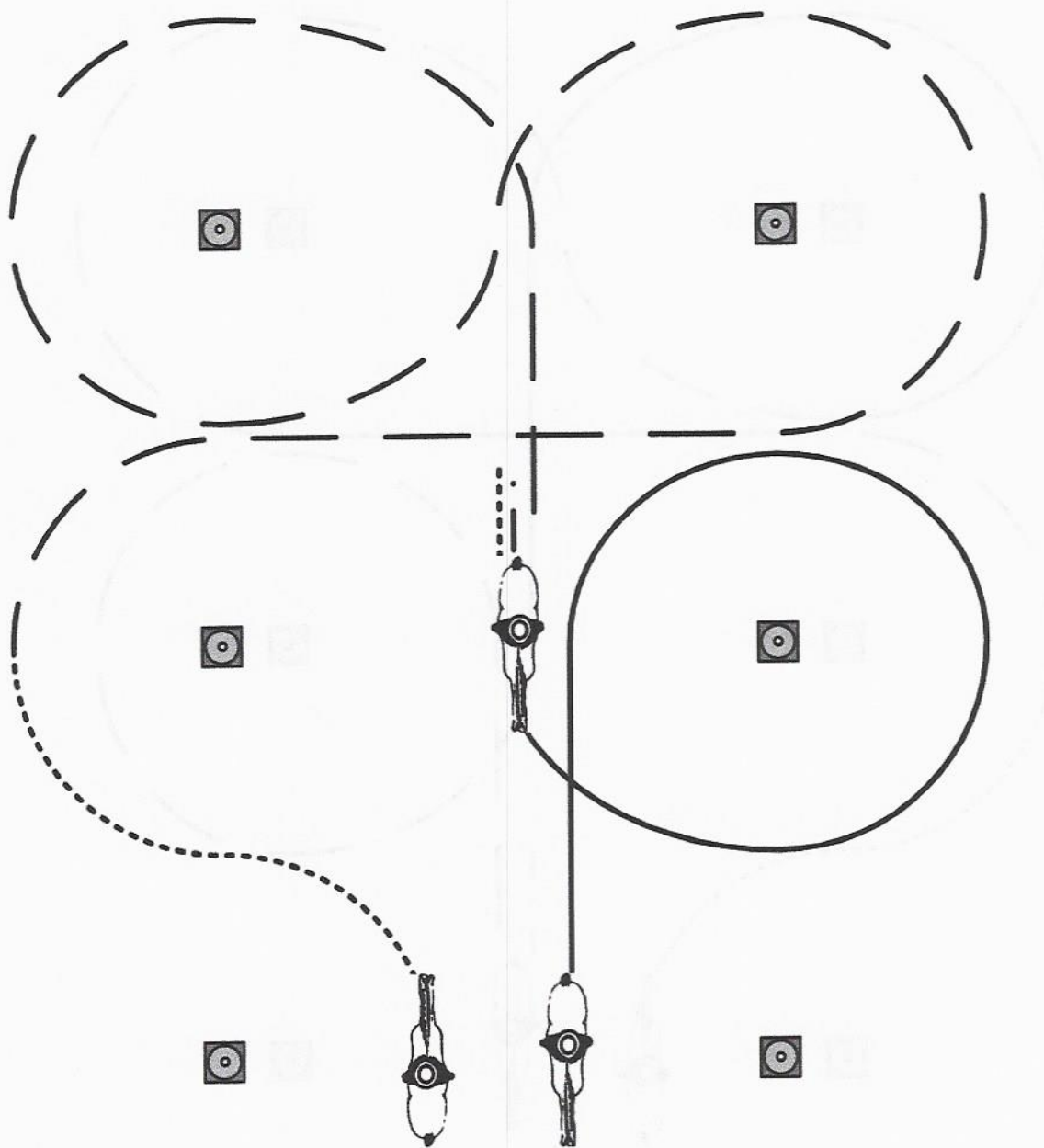
HORSEMANSHIP LK4A



1. Walk
2. Jog
3. Lope right lead
4. Jog
5. Stop, Backup

- Walk
- — — Jog
- · - · - · Extended Jog
- Lope
- · - · - · Backup
- ↻ ↑ ↻ Sidepass

HORSEMANSHIP LK5A, LK4/5B

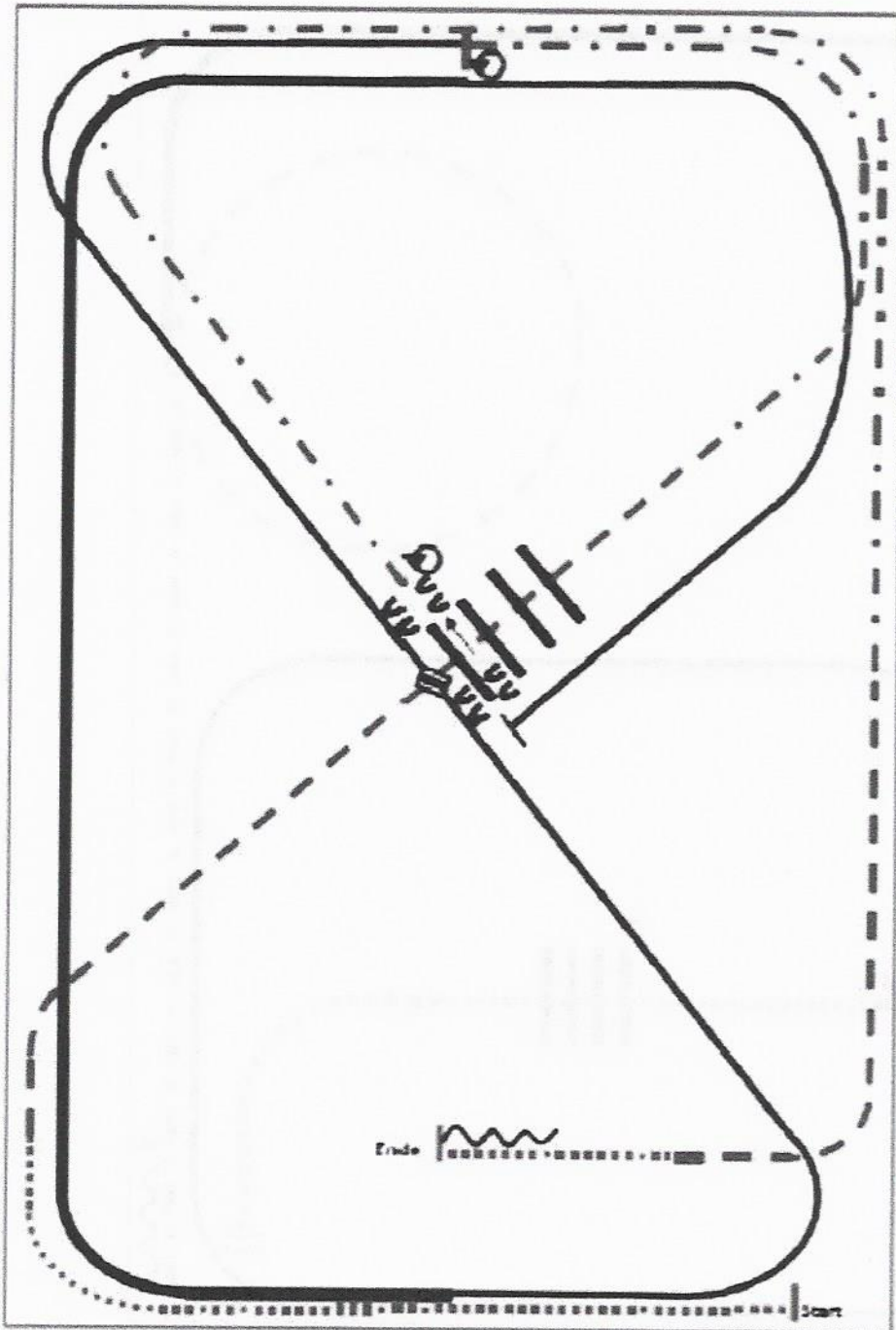


1. Walk
2. Jog
3. Stop, Backup
4. Walk
5. Lope
6. Stop

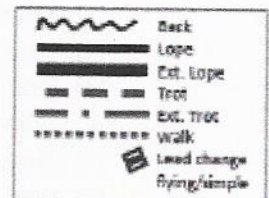
- Walk
- - - - Jog
- . - . - . Extended Jog
- Lope
- . - . - . Backup
- ↻ ↑ ↻ Sidepass

Pattern Ranch Riding #4 - LK1A, LK1B

Arenagröße: mind. 20 x 40 m

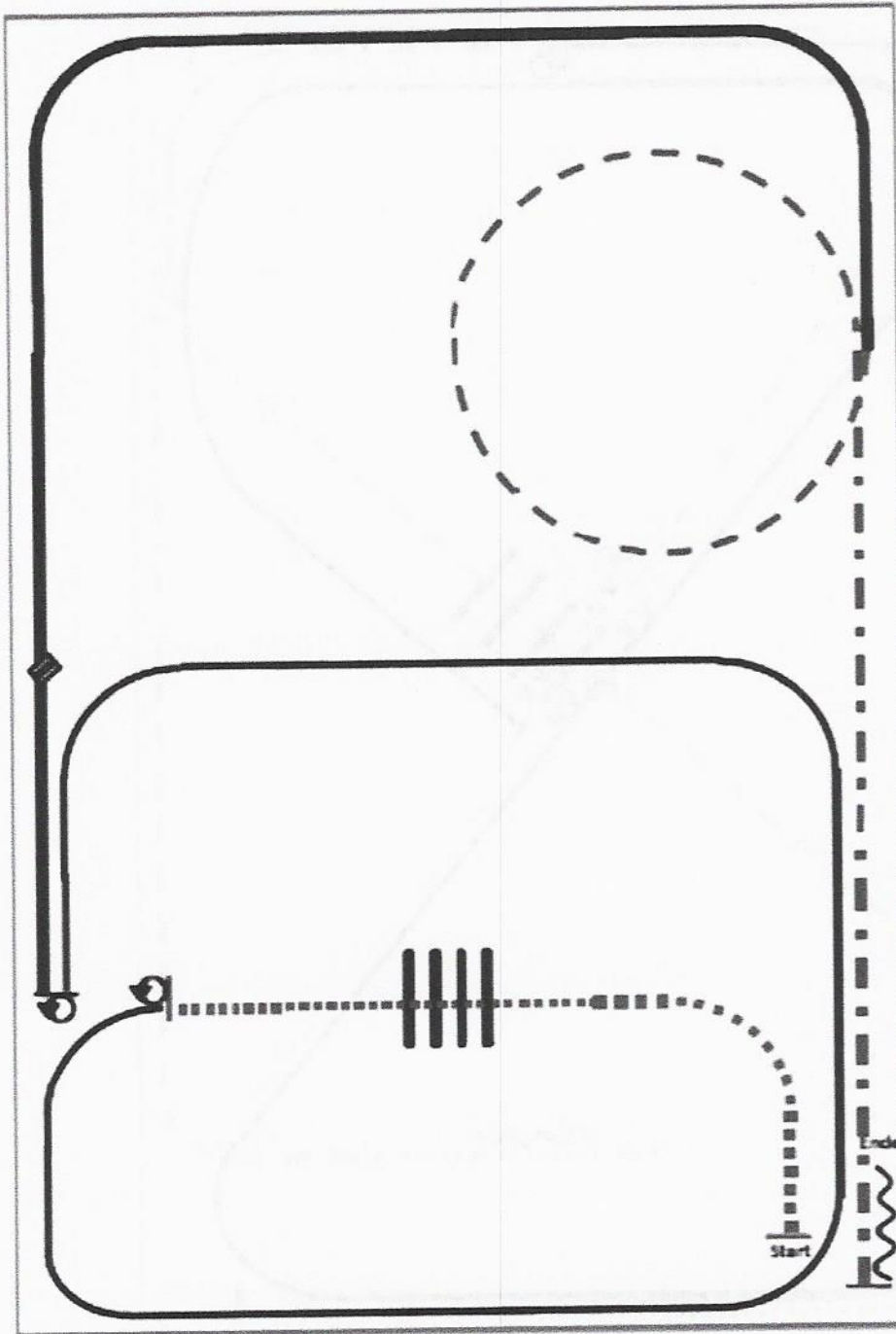


- (1) Walk
- (2) Trot
- (3) Trot over
- (4) Extended Trot
- (5) Stop, 360° Turn links
- (6) Linksgalopp
- (7) Galoppwechsel (fliegend oder einfach)
- (8) Rechtsgalopp
- (9) Extended Lope, Lope
- (10) Stop, Sidepass rechts, 450° Turn rechts
- (11) Extended Trot, Trot
- (12) Walk, Stop, Back up

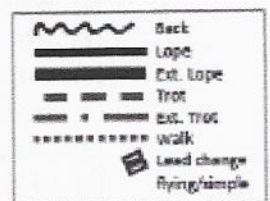


Pattern Ranch Riding #2 - LK2A, LK2B

Arenagröße: mind. 20 x 40 m

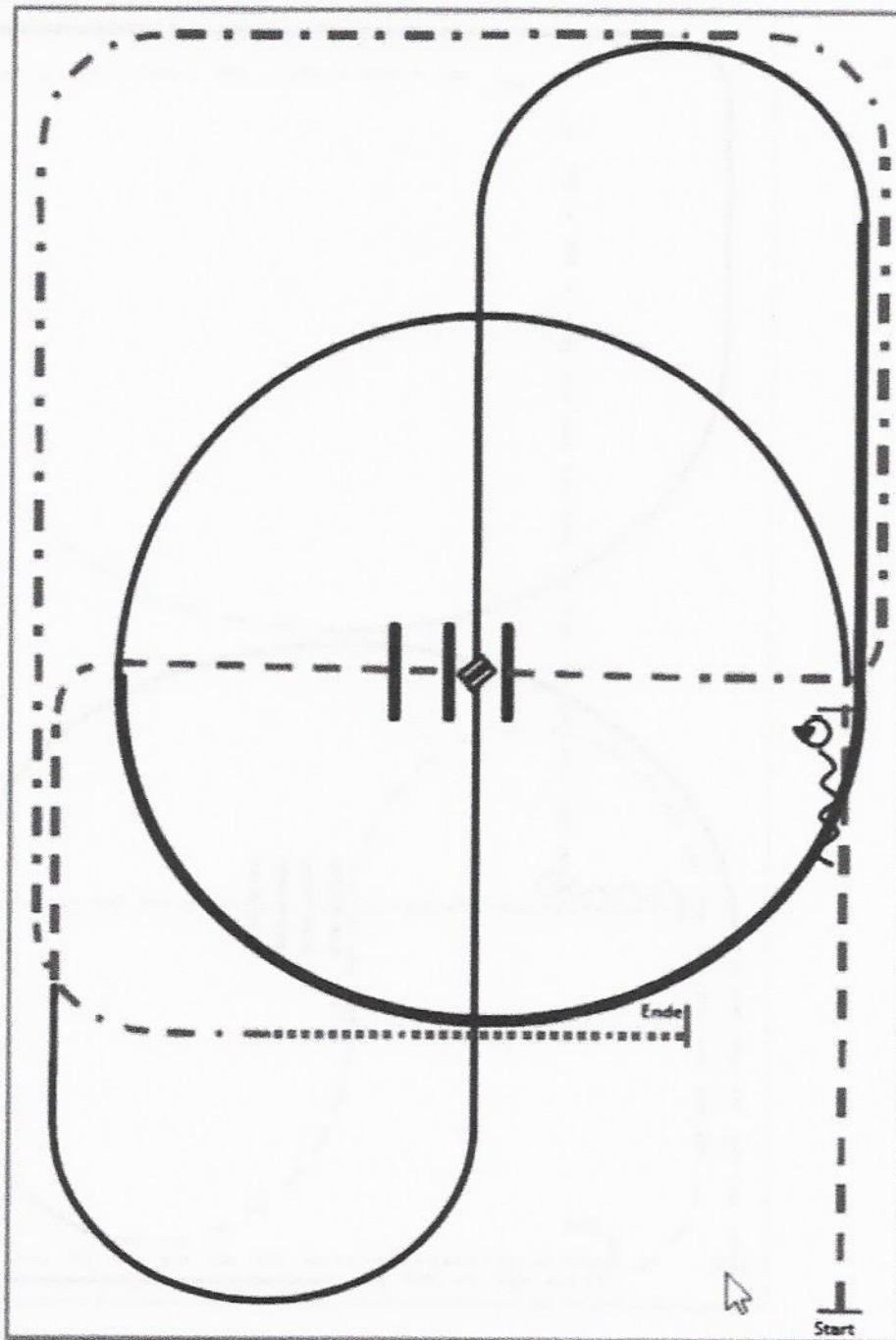


- (1) Extended Walk
- (2) Walk over, Walk
- (3) Stop, 360° Turn links
- (4) Linksgalopp
- (5) Stop, 180° Turn rechts
- (6) Linksgalopp, Galoppwechsel (fliegend oder einfach)
- (7) Rechtsgalopp, Extendes Lope
- (8) Trot kleiner Zirkel
- (9) Extended Trot
- (10) Stop, Back up



Pattern Ranch Riding #18 - LK3A, LK3B

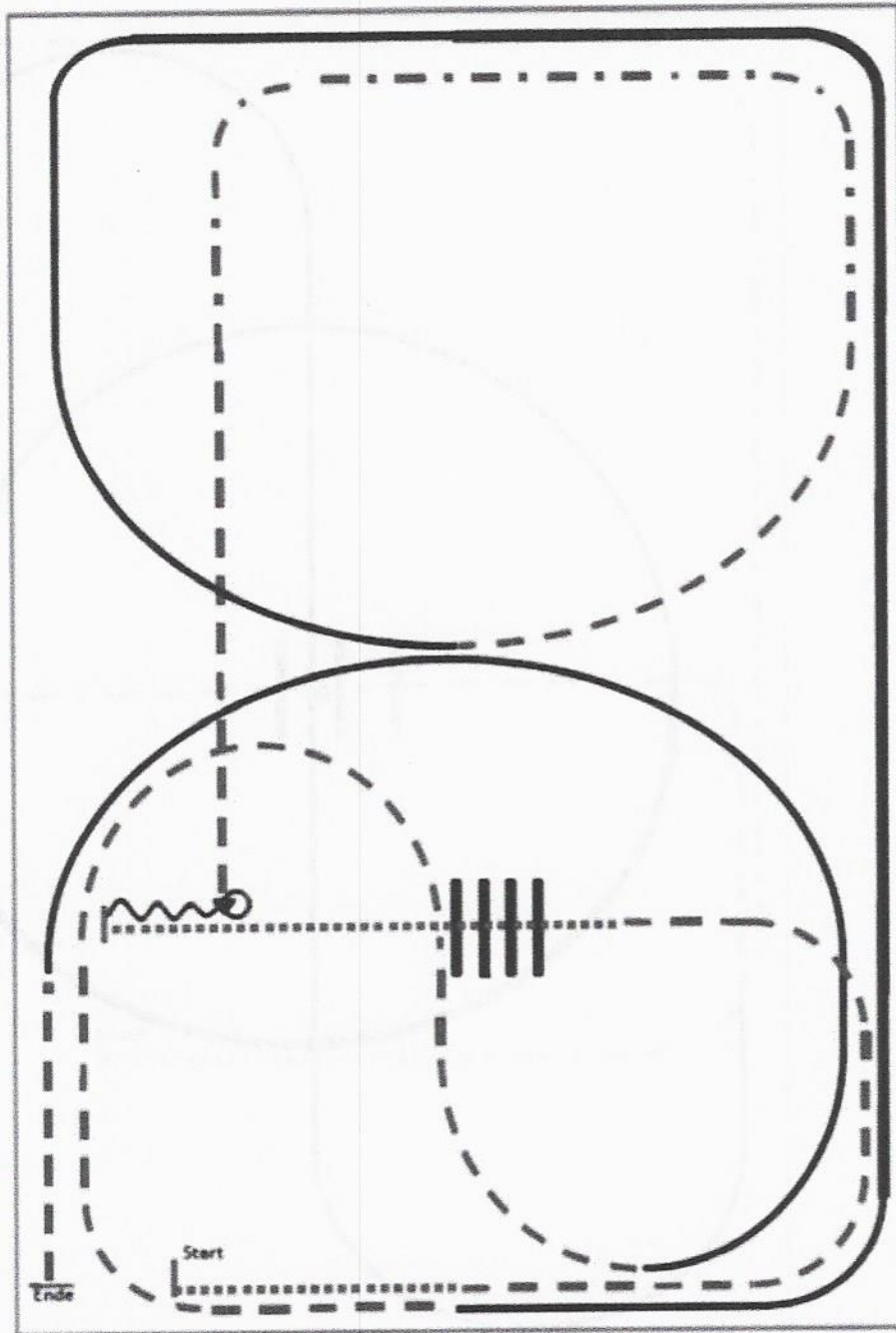
Arenagröße:
Mind. 20 x 40 m



- (1) Trot
- (2) Stop, 180° Turns (beide Richtungen)
- (3) Back up
- (4) Linksgalopp
- (5) Extended Lope, lope
- (6) Galoppwechsel (fliegend oder einfach)
- (7) Rechtsgalopp
- (8) Trot, Trot over
- (9) Extended Trot
- (10) Walk, Stop

Pattern Ranch Riding #26 - LK4A, LK4B

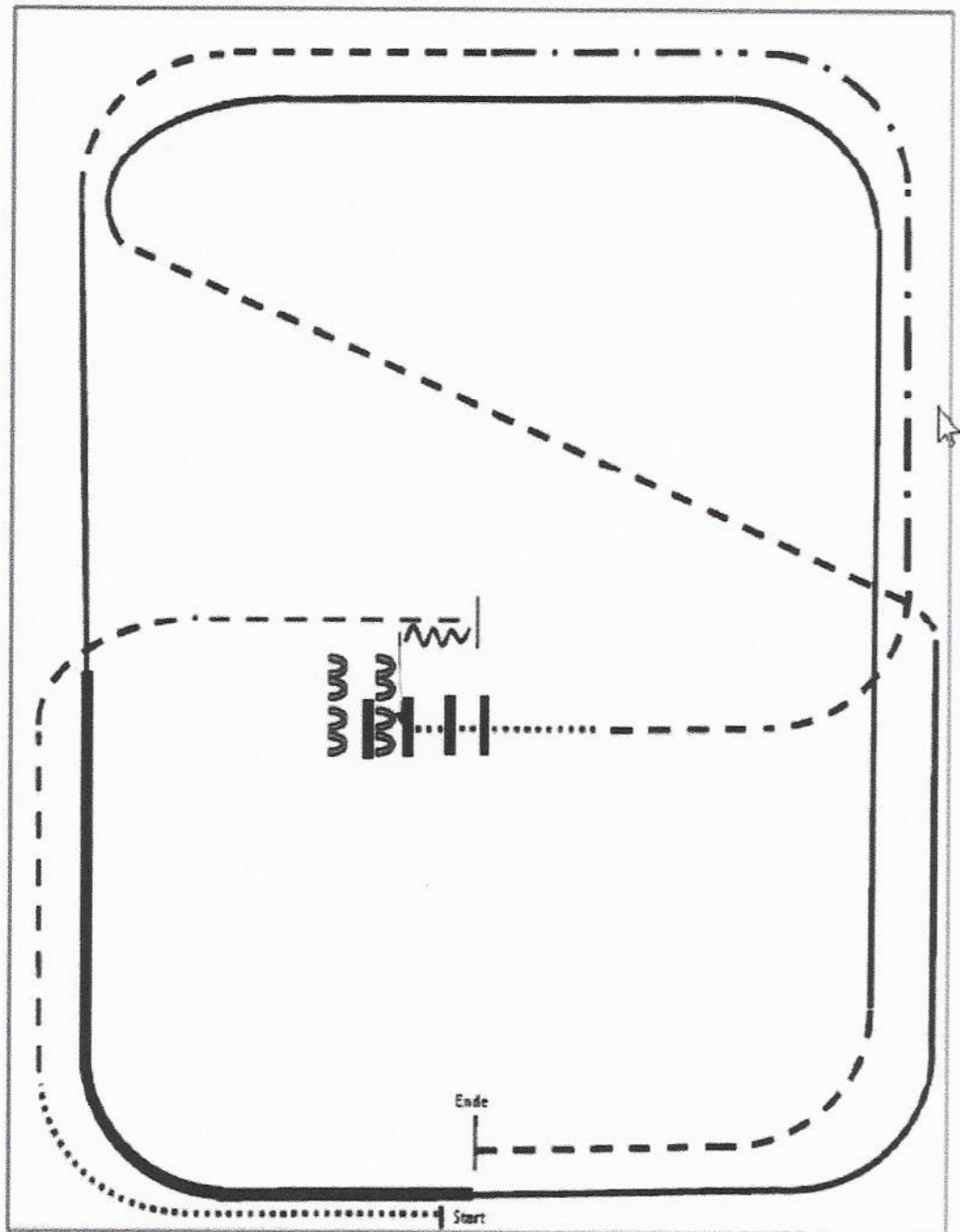
Arenagröße:
Mind. 20 x 40 m



- (1) Walk
- (2) Trot
- (3) Walk over, Walk
- (4) Stop, Back up, 90° Turn rechts
- (5) Trot, Extended Trot, Trot
- (6) Rechtsgalopp
- (7) Extended Lope, Lope
- (8) Trot
- (9) Linksgalopp
- (10) Trot, Stop

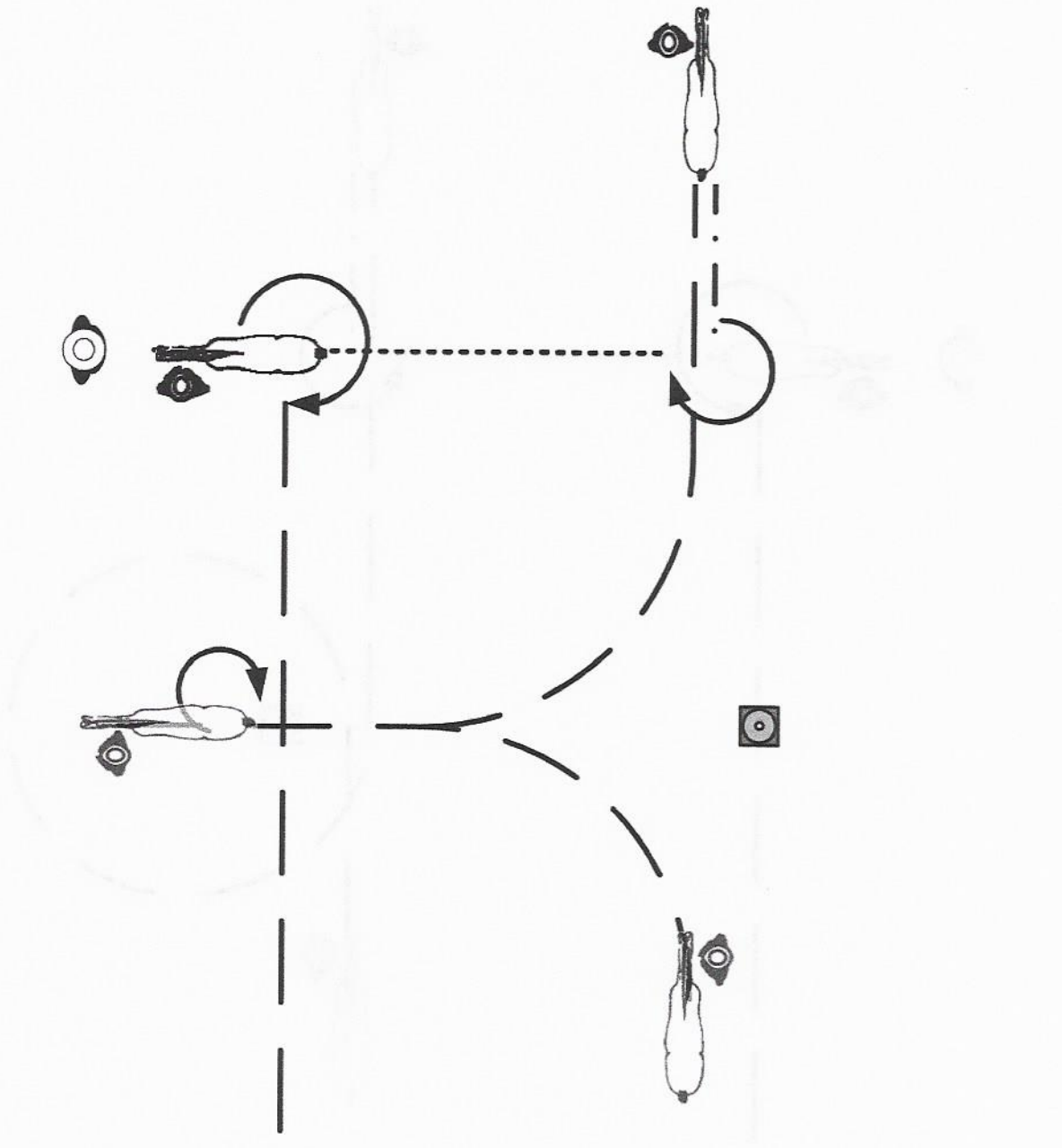
Pattern Ranch Riding #32 - LK5A, LK5B

Arenagröße:
Mind. 20 x 40 m



- (1) Walk
- (2) Trot
- (3) Stop, Back up
- (4) Sidepass rechts 1/2 Strecke
- (5) Walk over
- (6) Trot
- (7) Extended Trot, Trot
- (8) Linksgalopp
- (9) Extended Lope links
- (10) Linksgalopp
- (11) Trot
- (12) Rechtsgalopp
- (13) Trot, Stop

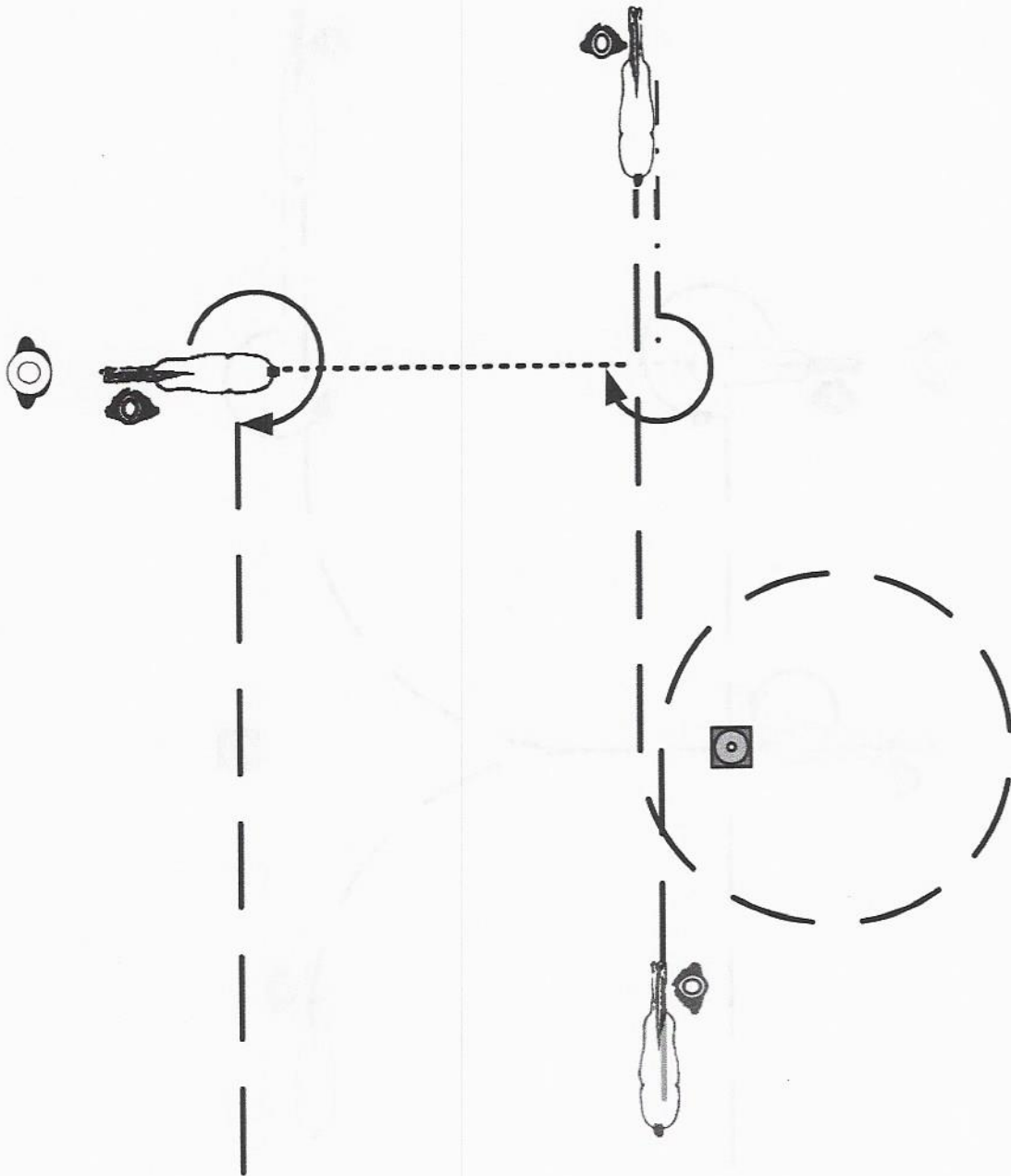
SHOWMANSHIP AT HALTER LK1A, LK2A, LK1/2B



1. Setup, Jog
2. Stop, Turn ½ right
3. Jog, Stop, Backup
4. Turn ¾ right, walk to judge
5. Setup
6. Inspection
7. Turn ¼ right, Jog to warm up area

.....	Walk
— — —	Jog
- - - - -	Extended Jog
————	Lope
- · - · -	Backup
↻ ↑ ↻	Sidepass

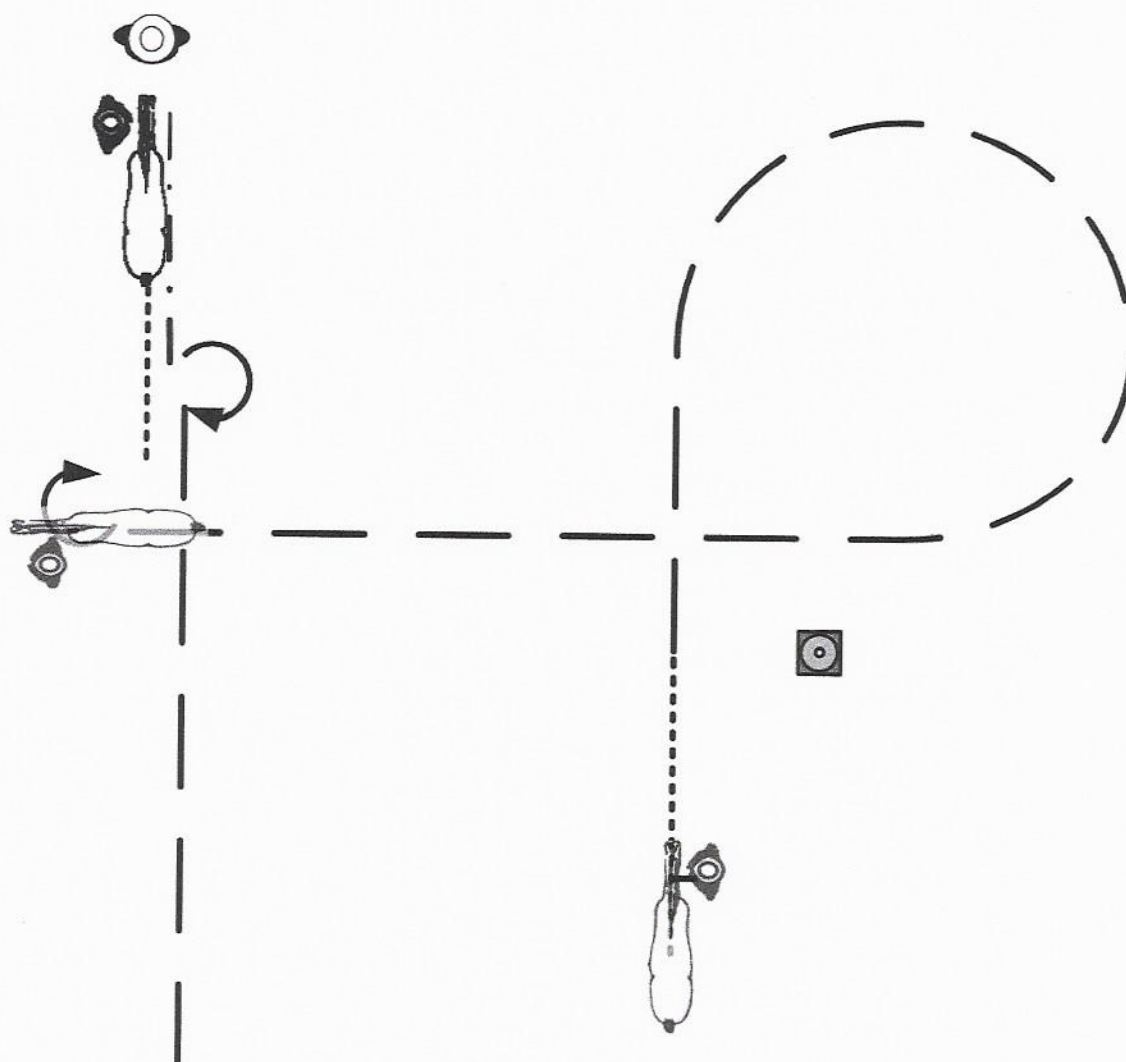
SHOWMANSHIP AT HALTER LK3A, LK3B



1. Setup, Jog, Jog circle
2. Jog, Stop
3. Backup
4. Turn $\frac{3}{4}$ right, walk to judge
5. Setup
6. Inspection
7. Turn $\frac{3}{4}$ right, Jog to warm up area

- Walk
- — — — — Jog
- · - · - · Extended Jog
- Lope
- - - - - Backup
- ⋈ ⋈ ⋈ Sidepass

SHOWMANSHIP AT HALTER LK4/5



1. Walk
2. Jog, jog circle, jog
3. Stop, turn ¼ right
4. Walk to judge
5. Setup
6. Inspection
7. Backup, Turn ½ right, Jog to warm up area

- Walk
- — — Jog
- · - · - · Extended Jog
- Lope
- - - - Backup
- ⋈ ⋈ ⋈ Sidepass

SHOWMANSHIP AT HALTER LEASE

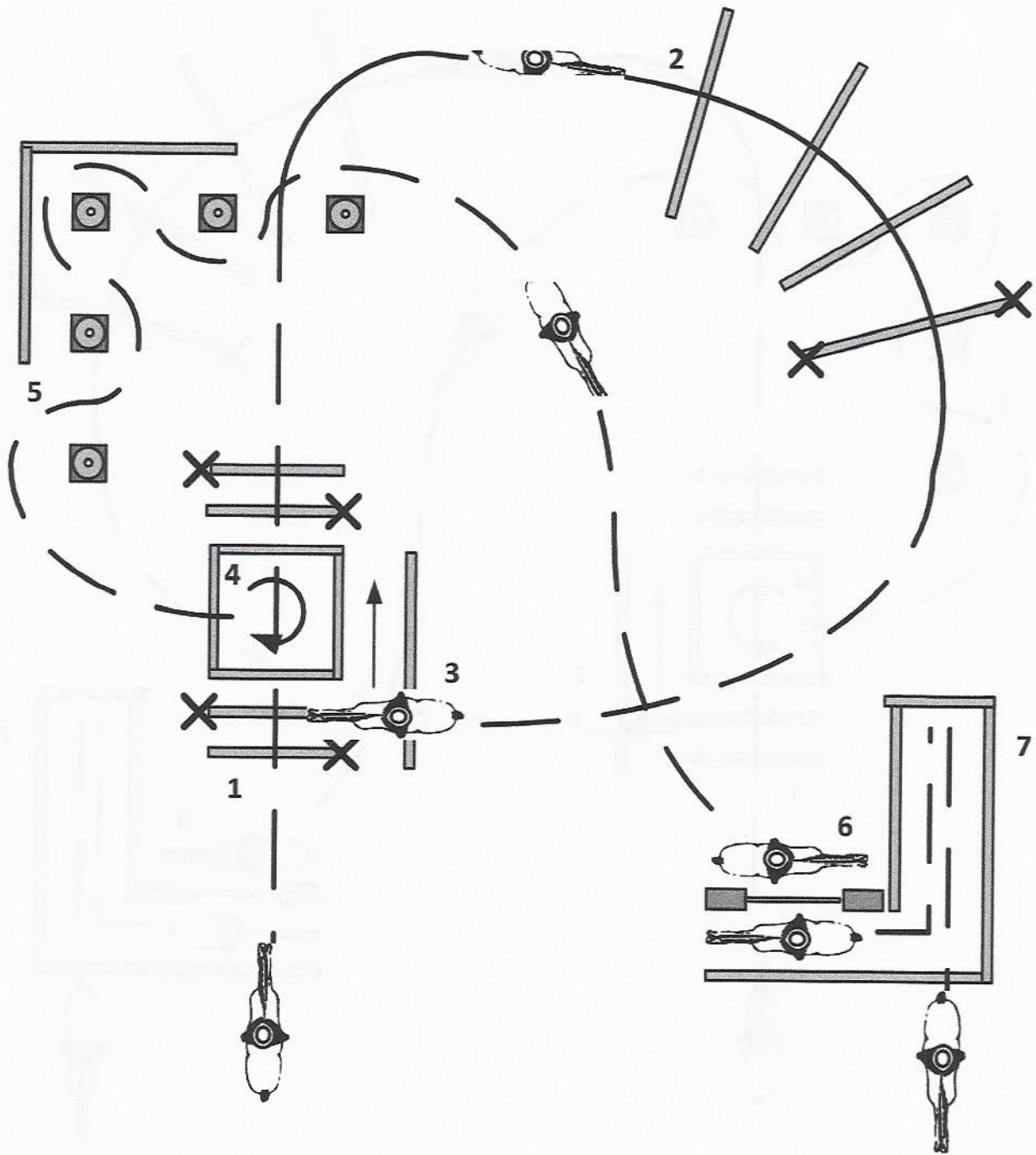


1. Web
 2. Leg
 3. Extended Top
 4. One
 5. Back
 6. Disengage

1. Walk
 2. Trot
 3. Canter
 4. Gallop
 5. Stop
 6. Turn
 7. Back

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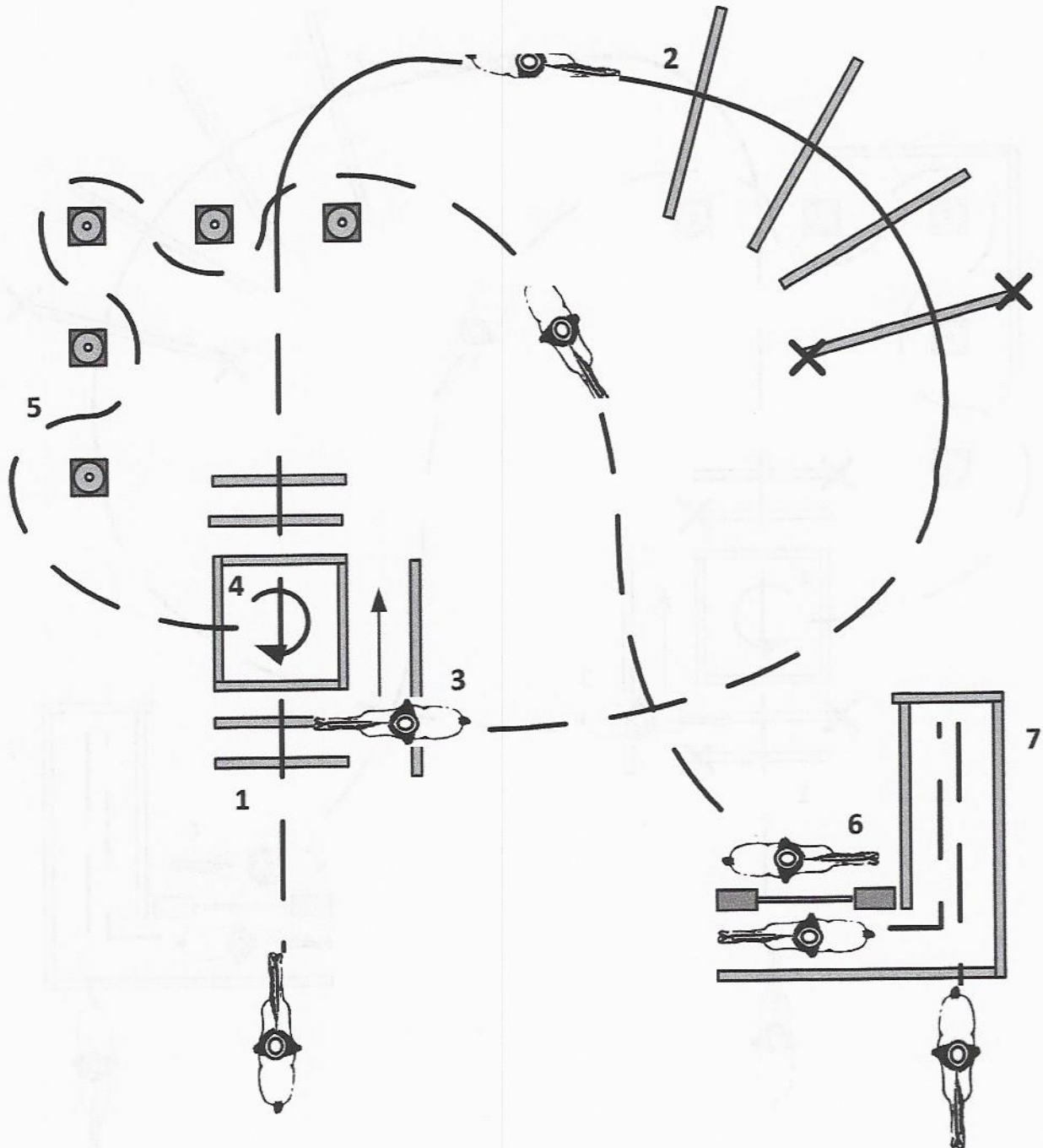
TRAIL LK1



1. Jog over
2. Lope over
3. Sidepass right
4. Walk in, turn 360 right, jog out
5. Jog around markers
6. Gate, right hand
7. Backup, jog out

.....	Walk
— —	Jog
- - - -	Extended Jog
————	Lope
- . - .	Backup
> ↑ >	Sidepass

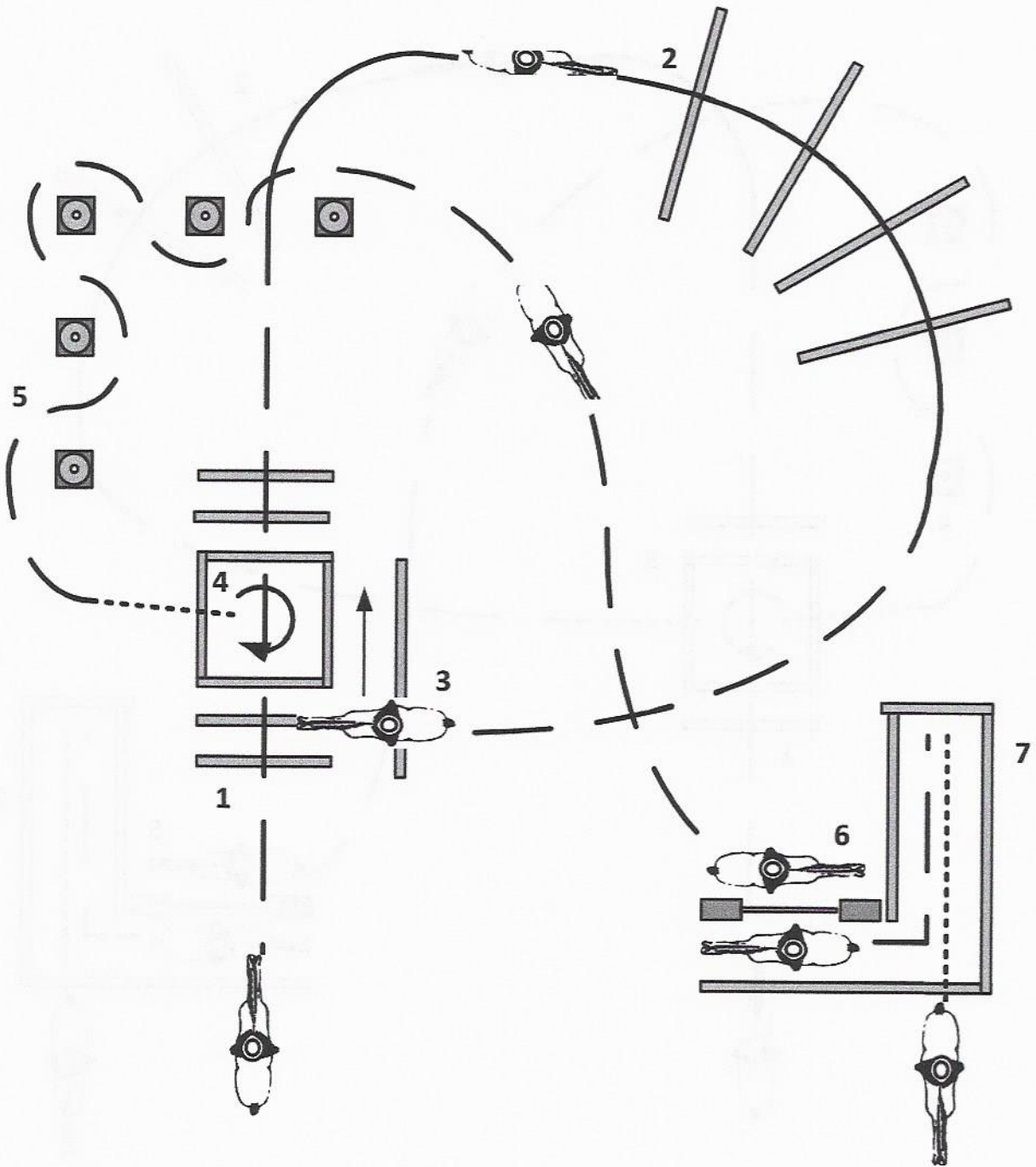
TRAIL LK2



1. Jog over
2. Lope over
3. Sidepass right
4. Walk in, turn 360 right, jog out
5. Jog around markers
6. Gate, right hand
7. Backup, jog out

- Walk
- - - - - Jog
- . - . - . Extended Jog
- Lope
- - - - - Backup
- ↻ ↑ ↻ Sidepass

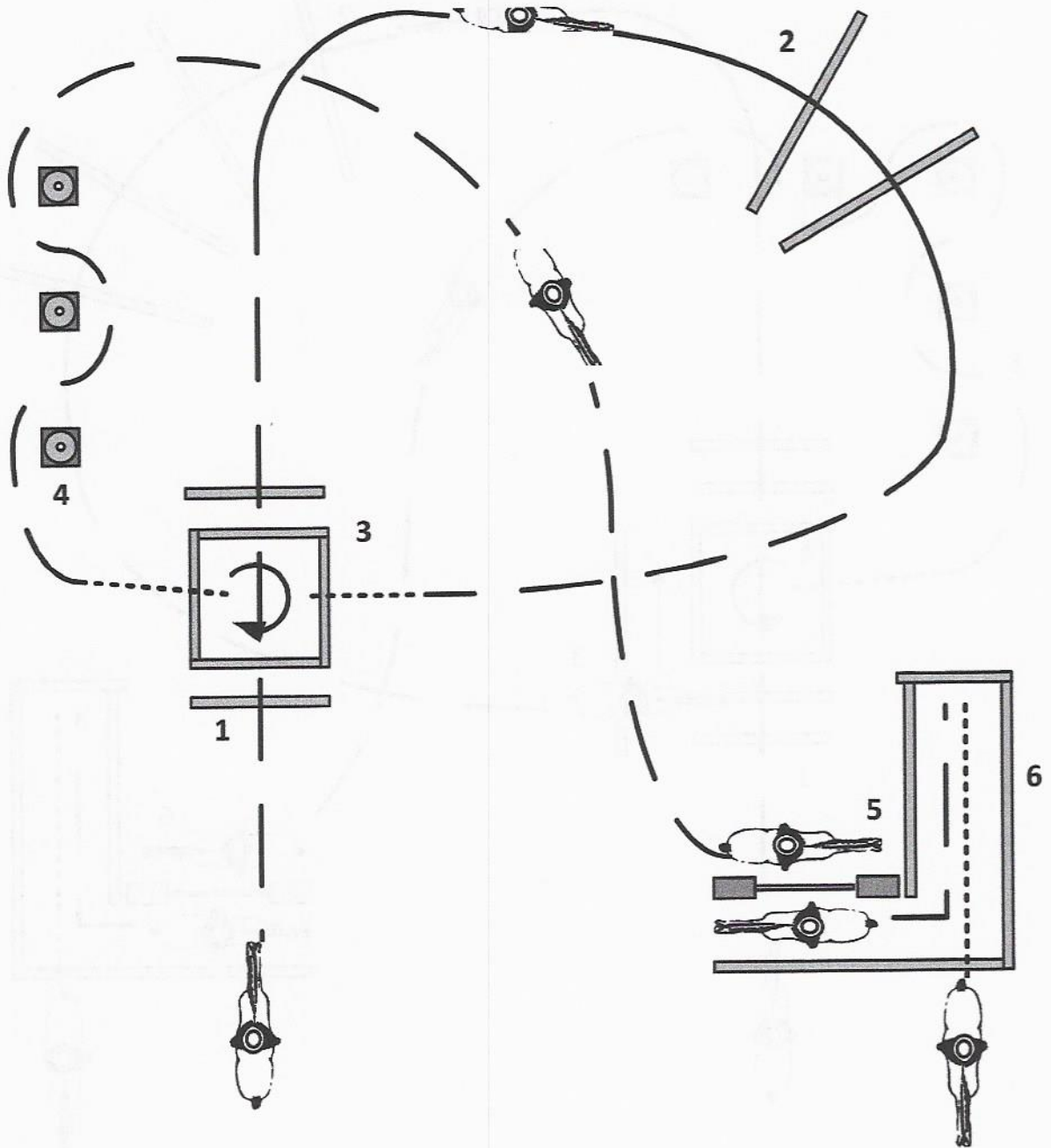
TRAIL LK3A



1. Jog over
2. Lope over
3. Sidepass right
4. Walk in, turn 360 right, walk out
5. Jog around markers
6. Gate, right hand
7. Backup, walk out

- Walk
- Jog
- - - - - Extended Jog
- Lope
- · - · - Backup
- ⋈ ⋈ ⋈ Sidepass

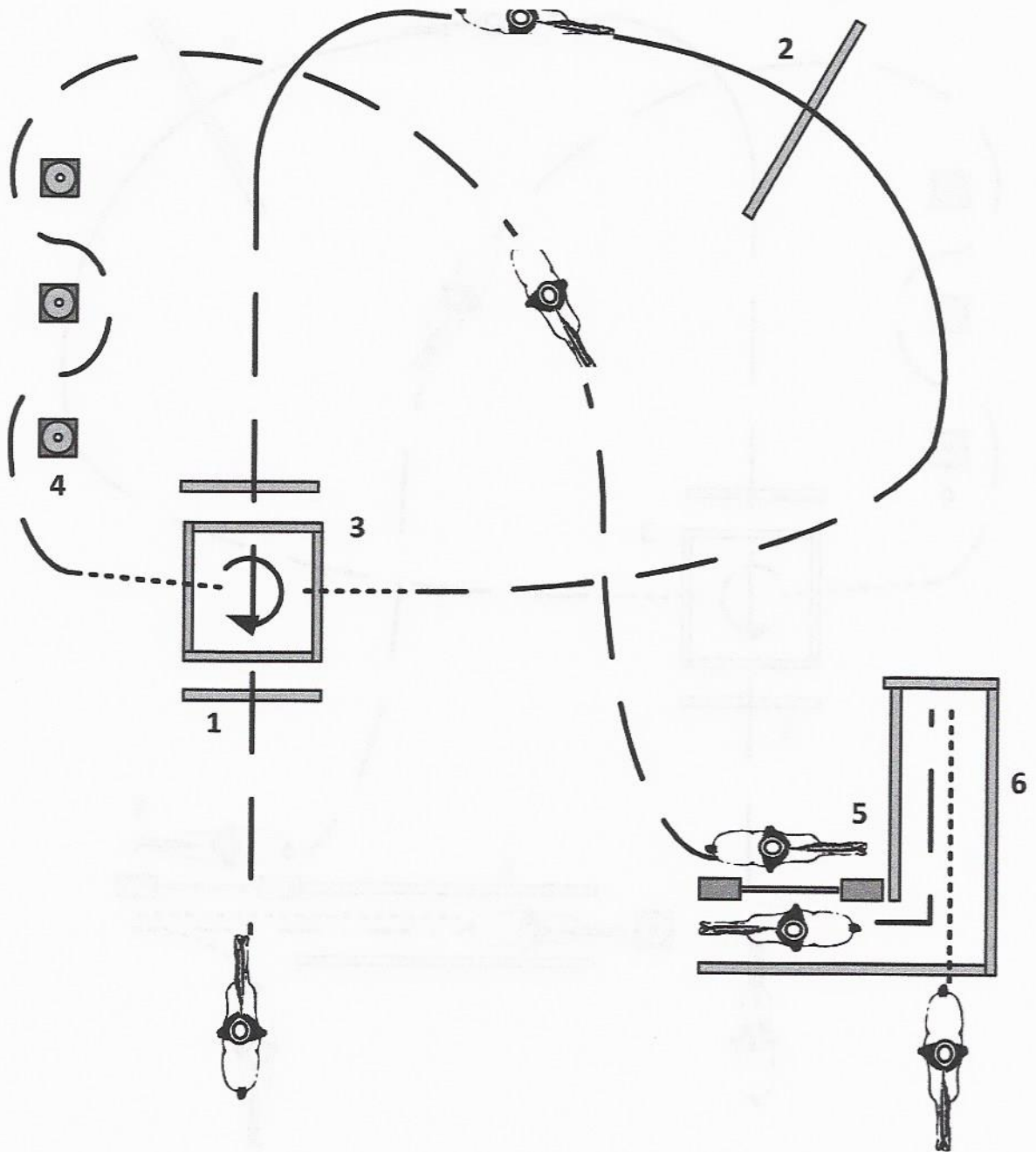
TRAIL LK3B



1. Jog over
2. Lope over
3. Walk in, turn 360 right, walk out
4. Jog around markers
5. Gate, right hand
6. Backup, walk out

- Walk
- — — — — Jog
- - - - - Extended Jog
- Lope
- - - - - Backup
- ↻ ↑ ↻ Sidepass

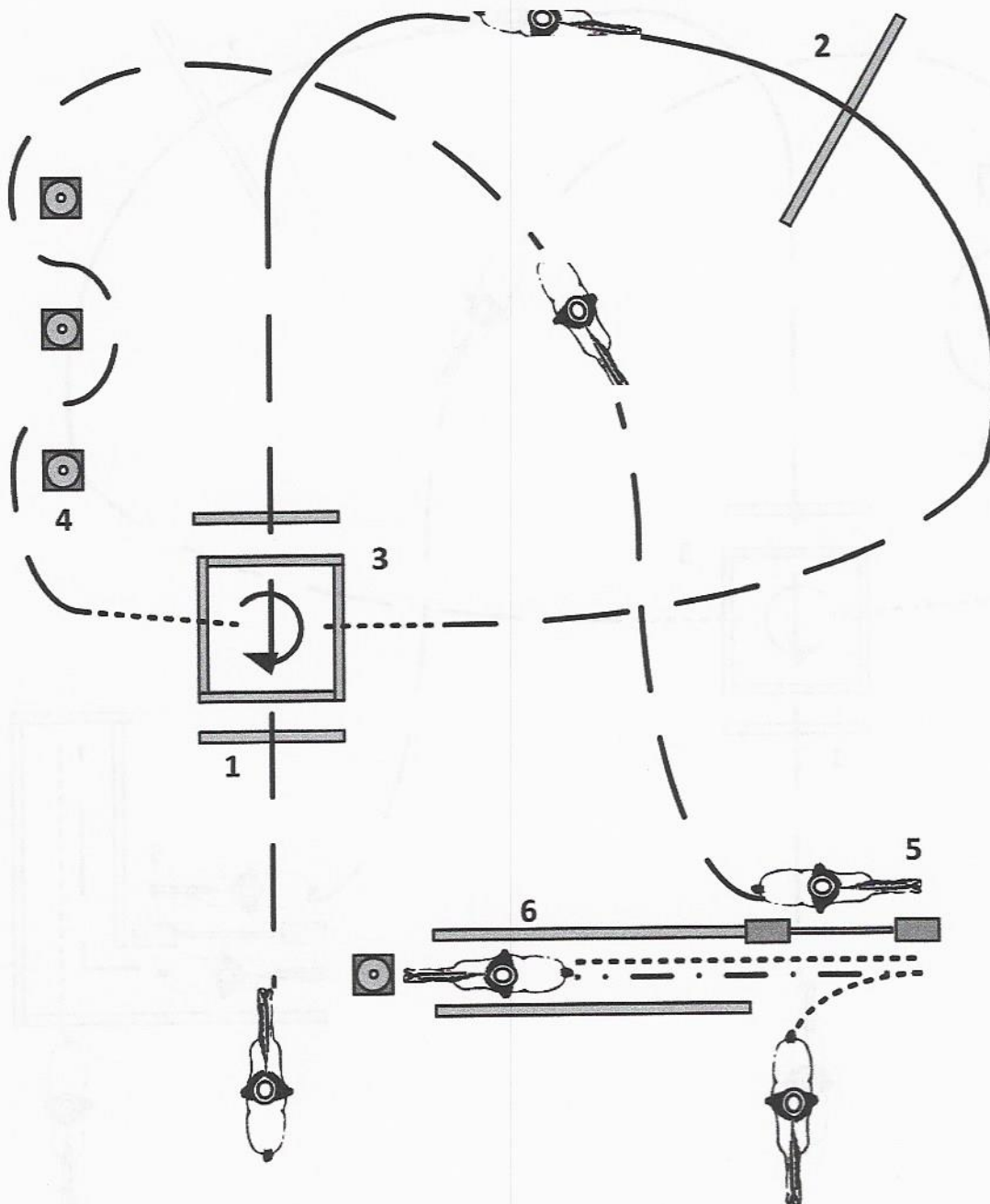
TRAIL LK4



1. Jog over
2. Lope over
3. Walk in, turn 360 right, walk out
4. Jog around markers
5. Gate, right hand
6. Backup, walk out

- Walk
- — — Jog
- · - · - Extended Jog
- Lope
- - - Backup
- ⋈ ⋈ ⋈ Sidepass

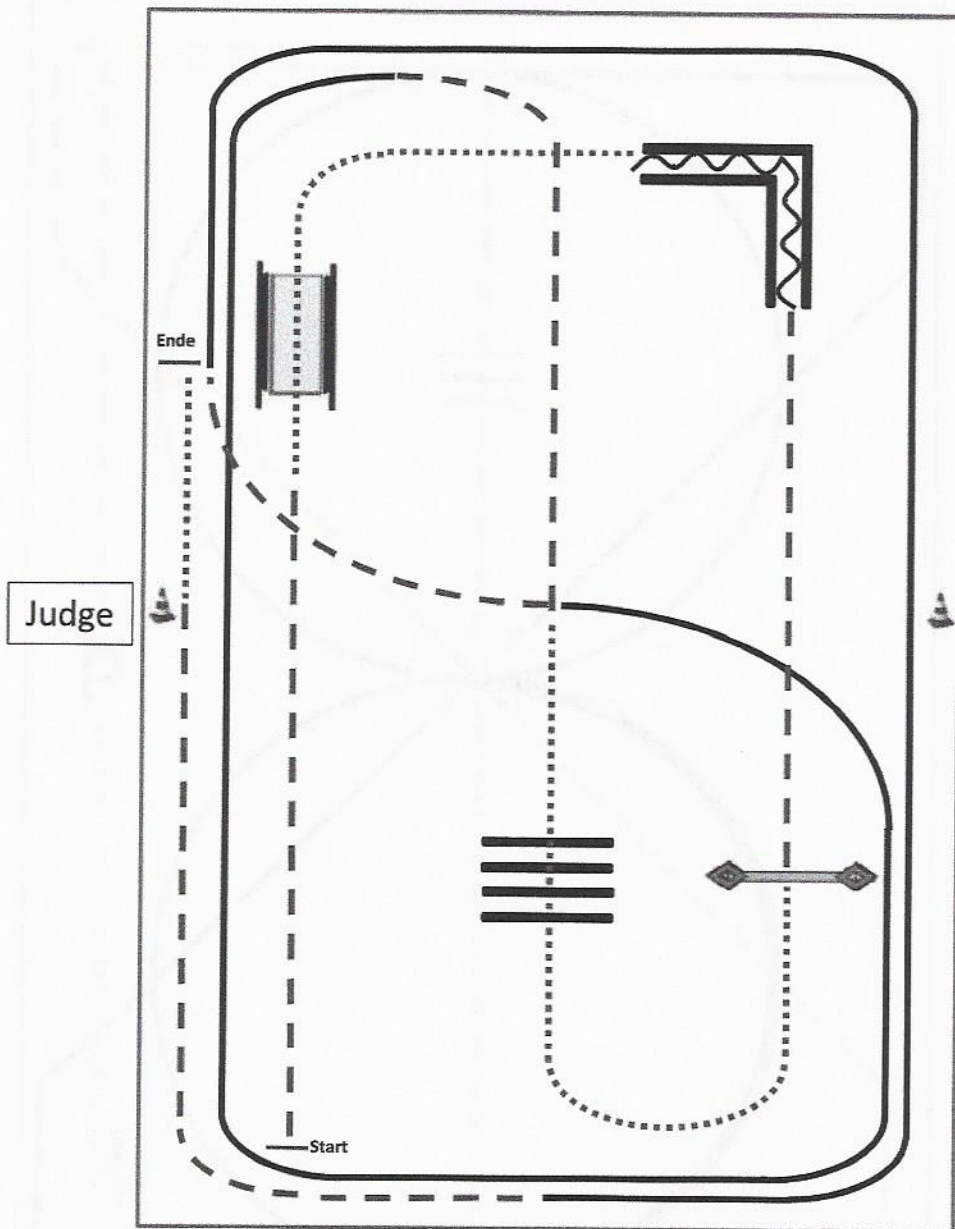
TRAIL LK5



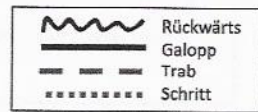
1. Jog over
2. Lope over
3. Walk in, turn 360 right, walk out
4. Jog around markers
5. Gate, right hand
6. Walk in, Backup

- Walk
- Jog
- - - - Extended Jog
- Lope
- - - Backup
- ↻ ↑ ↻ Sidepass

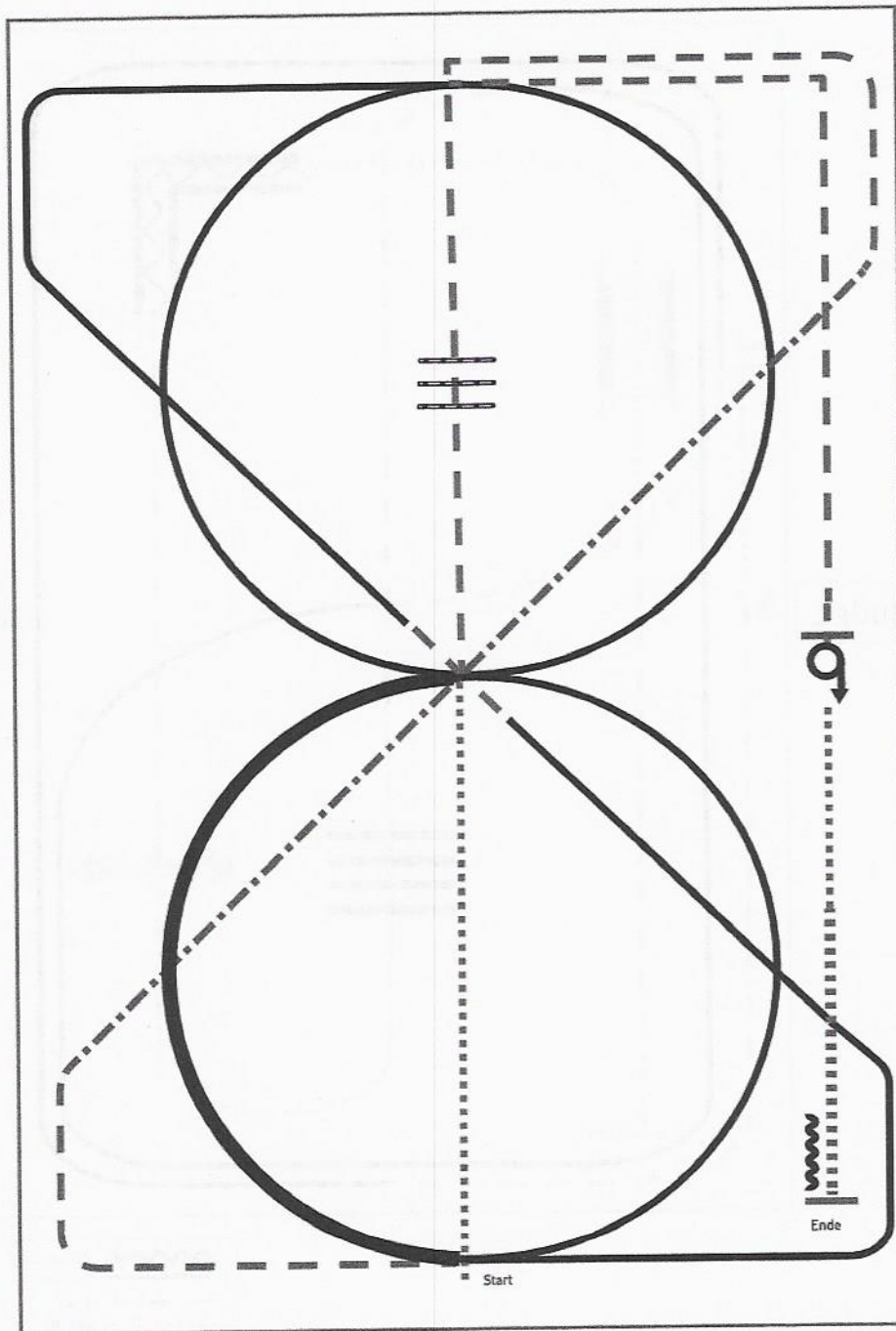
GREENHORSE TRAIL



- 1) Trab, Schritt über die Brücke
- 2) Schritt, Rückwärtsrichten L
- 3) Trab, Tor
- 4) Schritt, Schrittstangen (Abstand: 0,60m)
- 5) Trab, Linksgalopp, Trab
- 6) Rechtsgalopp, Trab, Schritt, Anhalten

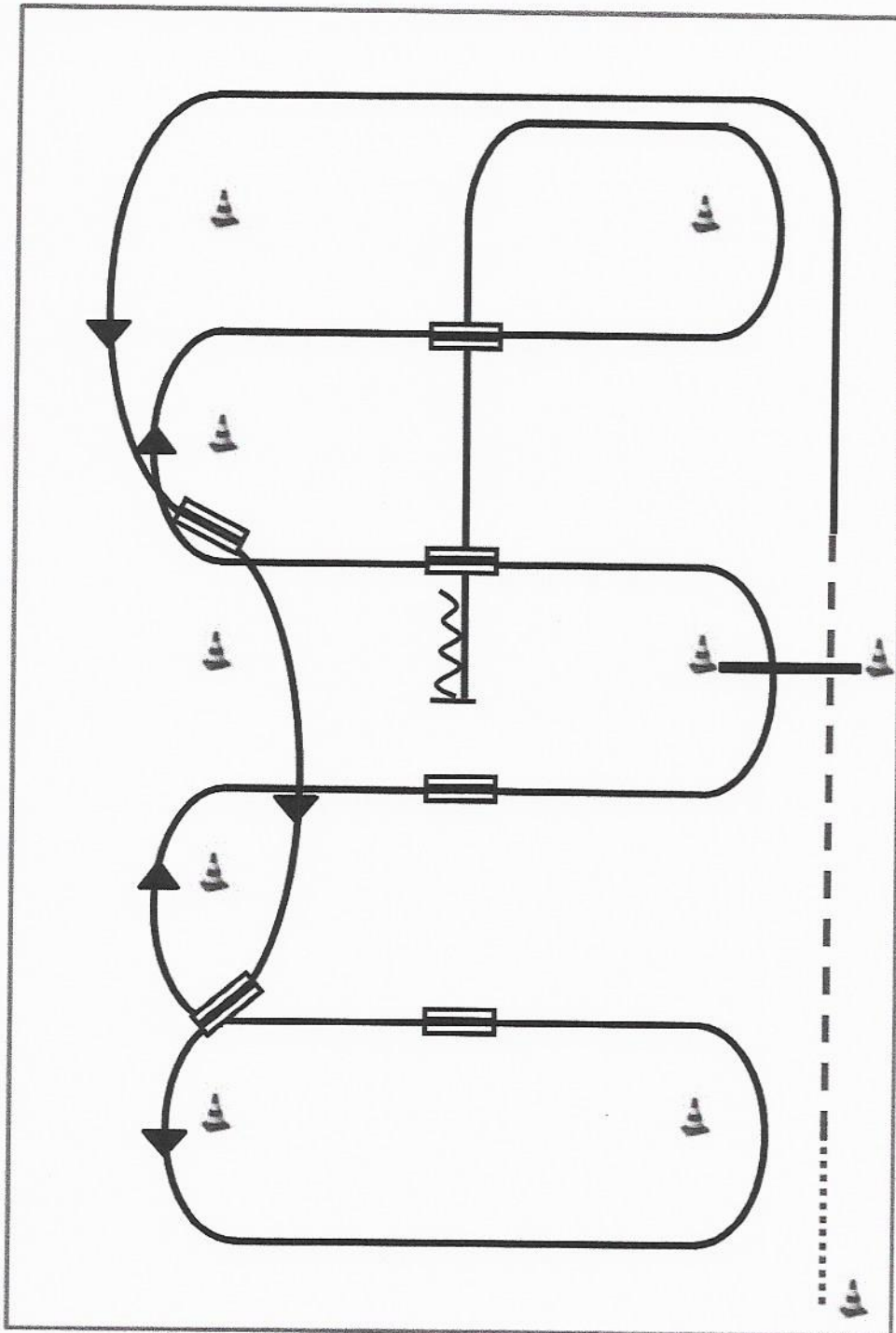


GREENHORSE RANCH RIDING

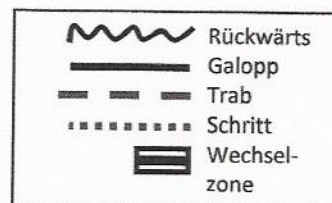


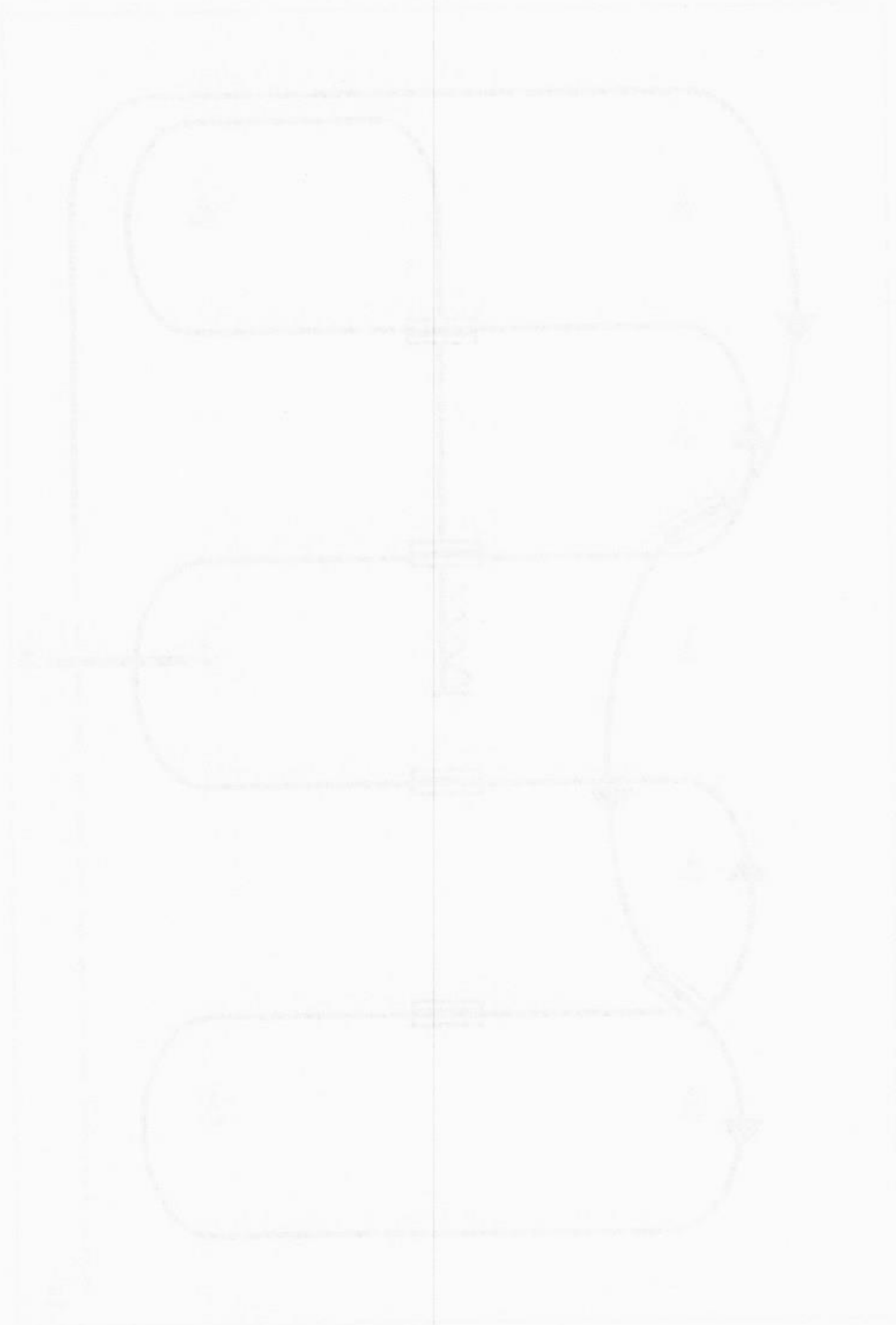
- 1) Walk, Trot over, Trot
- 2) Extended Trot, Trot
- 3) Lope LL 1/2 circle, extended Lope 1/2 circle, Lope
- 4) Simple or flying lead change, Lope RL, Lope circle
- 5) Trot, Stop, Turns 360° each direction
- 6) Walk, extended Walk, Stop, Back up

Legende:	
Walk	□ □ □ □
Trot	▬ ▬ ▬ ▬
Extended Trot	▬ ▬ ▬ ▬ ▬ ▬
Lope	▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬
Extended Lope	▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬ ▬
Back-up	W W W



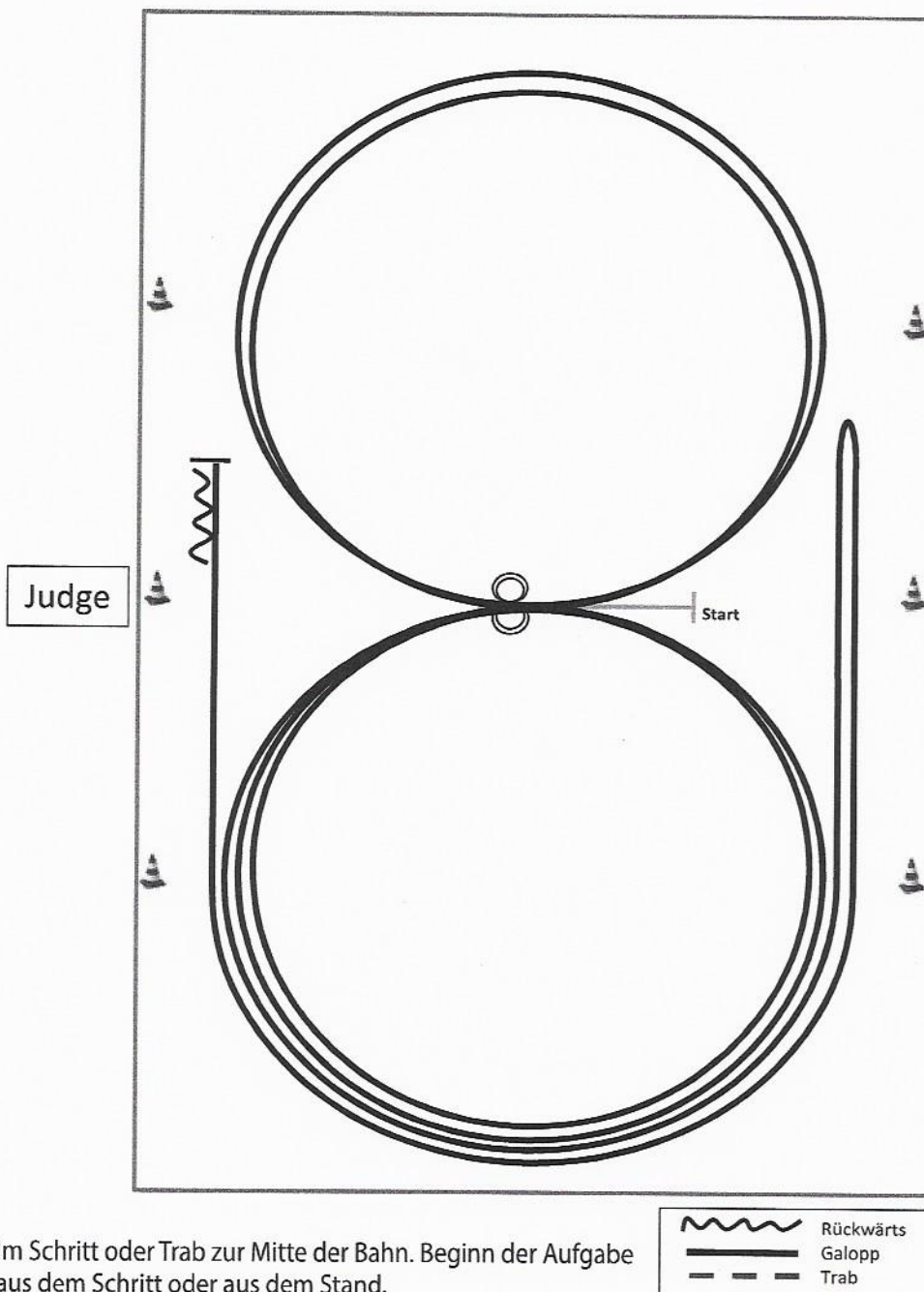
- 1) Schritt vom Start-Pylon zum ersten Marker, Übergang zum Trab, Trab über die Stange
- 2) Übergang zum Linksgalopp, Galopp an der kurzen Seite
- 3) 1. Galoppwechsel auf der Linie
- 4) 2. Galoppwechsel auf der Linie
- 5) 1. Galoppwechsel mit Seitenwechsel
- 6) 2. Galoppwechsel mit Seitenwechsel
- 7) Galopp über die Stange
- 8) 3. Galoppwechsel mit Seitenwechsel
- 9) 4. Galoppwechsel mit Seitenwechsel
- 10) Mitte der kurzen Seite abwenden, Stop auf Höhe des Mittelmarkers, Rückwärtsrichten





Handwritten text describing the diagram, likely detailing the components and their functions. The text is somewhat faint and difficult to read due to the image quality.

Reining Pattern 14 (nur für LK 4)



- 1) 2 Zirkel Galopp (**links**), Stop bei X, Verharren
- 2) 2 Spins **links**, Verharren
- 3) 2 Zirkel Galopp (**rechts**), Stop bei X, Verharren
- 4) 2 Spins **rechts**, Verharren
- 5) Galopp (**links**) auf dem Zirkel, der nicht geschlossen wird, Run Down entlang der langen Seite, Stop mind. 6,00 m von der Bande entfernt hinter dem **Mittelmarker**, Rollback **rechts**, kein Verharren
- 6) Galopp (**rechts**) auf dem Zirkel, der nicht geschlossen wird, Run Down entlang der langen Seite, Stop mind. 6,00 m von der Bande entfernt hinter dem **Mittelmarker**, Rückwärtsrichten mind. 3,00 m, Verharren

Der Reiter muss das Kopfstück zur Gebisskontrolle vor dem Richter abnehmen.

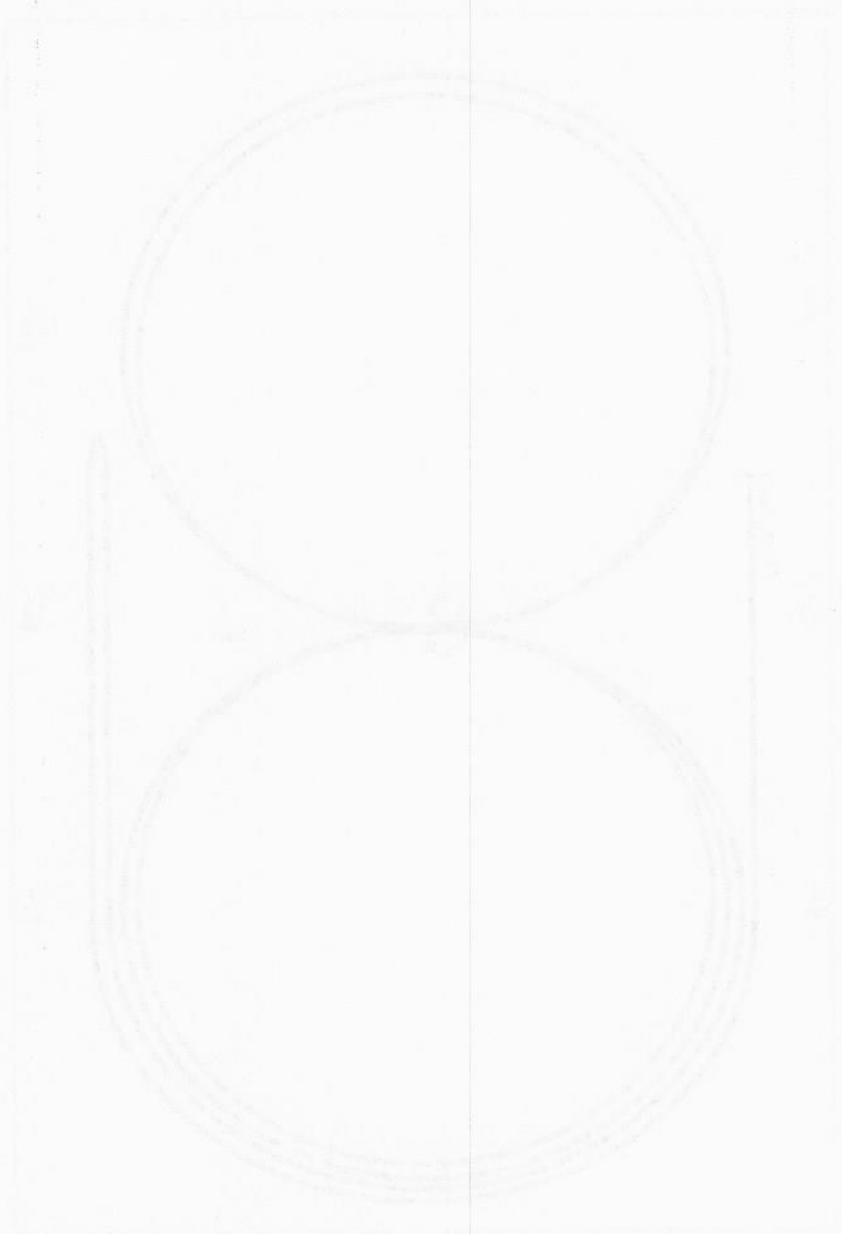


Figure 1

Figure 1 shows a vertical rectangular component with two circular features. The top circle is a simple outline, while the bottom circle is drawn with multiple concentric lines, suggesting a thick wall or a specific material. The drawing is centered on a vertical axis.

The drawing is a technical drawing of a vertical rectangular component with two circular features. The top circle is a simple outline, while the bottom circle is drawn with multiple concentric lines, suggesting a thick wall or a specific material. The drawing is centered on a vertical axis.

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