

Western Riding Pattern 5

Superhorse Pattern 2

Ranch Riding

LK 1&2 Pattern 16

LK 3 Pattern 24

LK 4&5 Pattern 27

Z LK 1 - 3 Pattern 21

Z LK 4&5 Pattern 26

Reining

LK 1—3 Pattern 6

LK 4 Pattern 14

Z LK 1-3 Pattern 5

Greenhorse

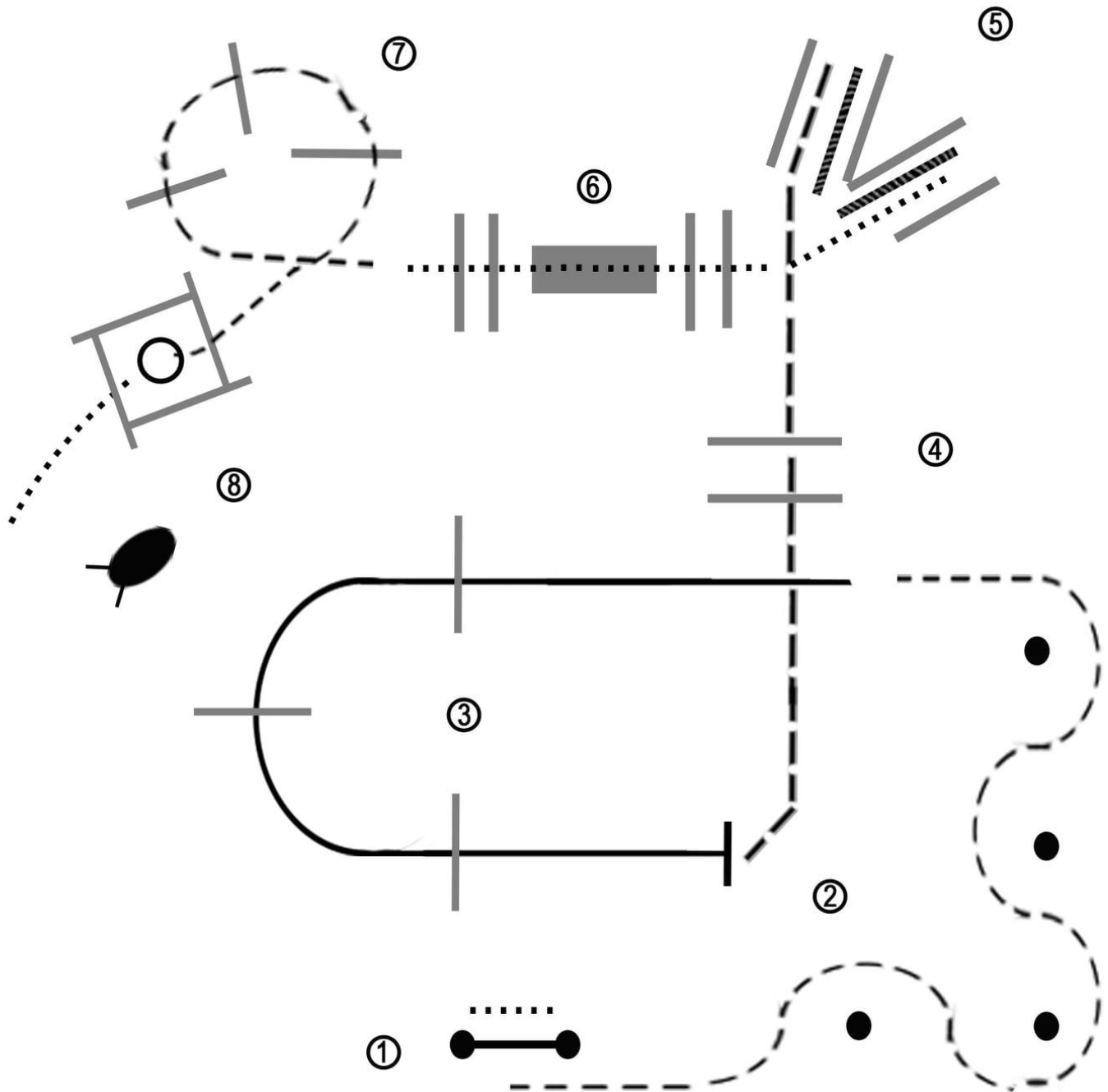
Trail JUPF TH #3

Basis JUPF BA #2

Ranch Riding JUPF RR #3

LK 1 - 3

Ranch Trail



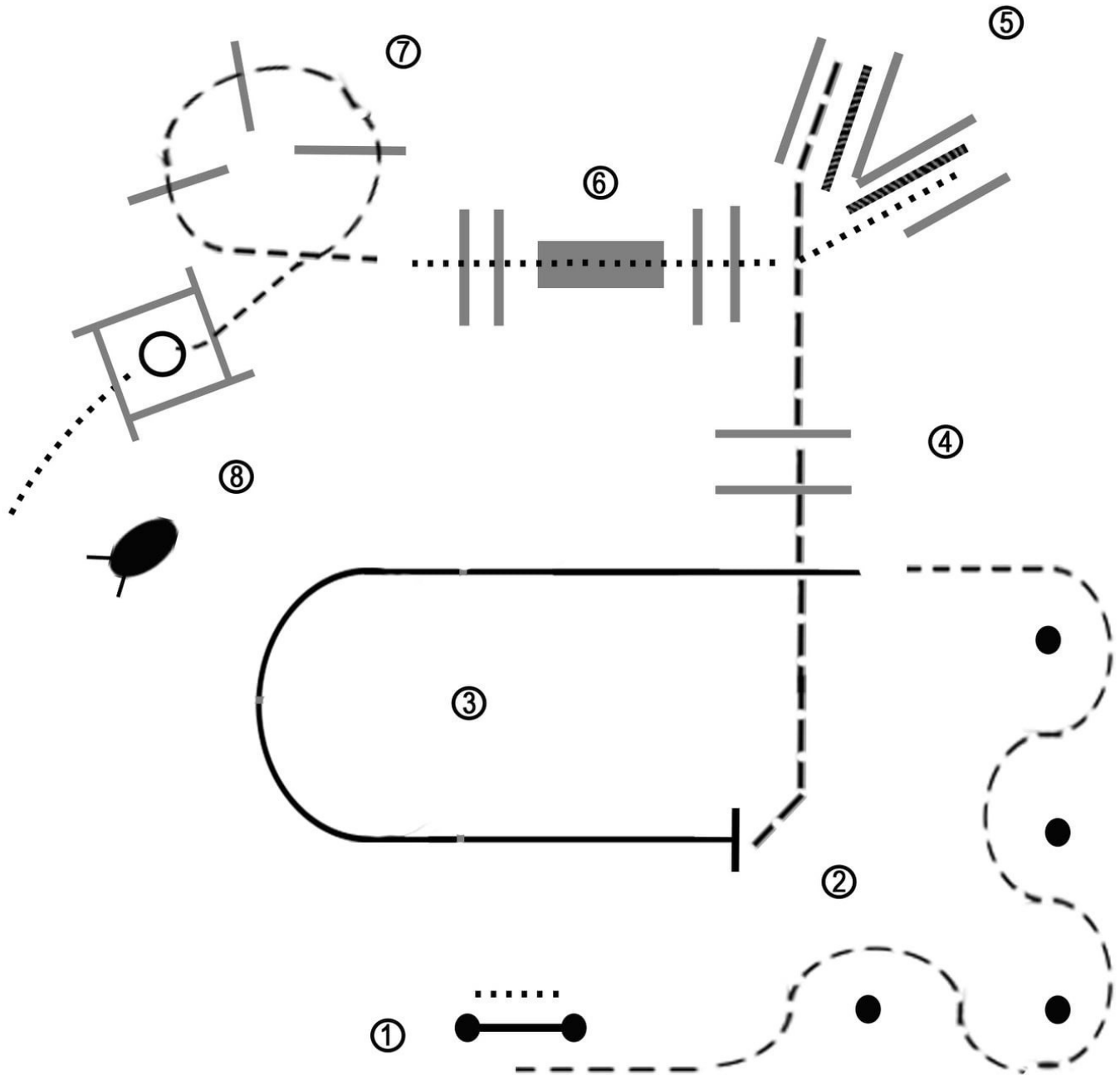
1. Work Gate, Left Hand.
2. Jog serpentine.
3. Lope over poles, left lead. Stop.
4. Extended jog over poles.
5. Back "V"
6. Walk over bridge and poles.
7. Jog over poles.
8. Stop in box, execute 1 turn either way, walk to exit.

- Walk
- Trot
- - - - - Extended Trot
- Lope
- /////// Back

NOTE: W/T Classes will extend the trot where it says lope,

LK 4 - 5

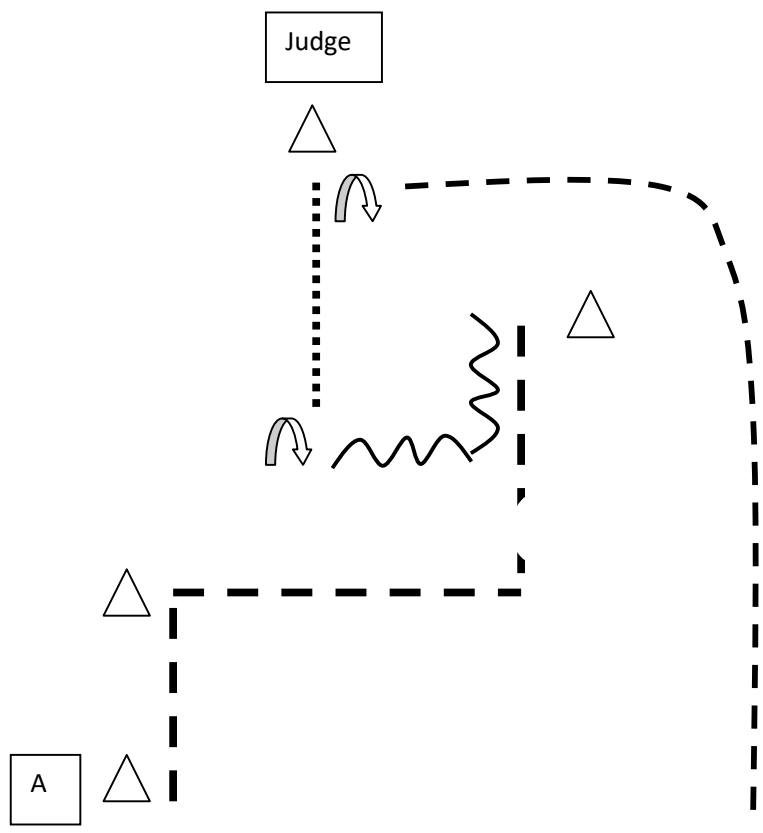
Ranch Trail



1. Work Gate, Left Hand.
2. Jog serpentine.
3. Lope left lead
4. Extended jog over poles.
5. Back "V"
6. Walk over bridge and poles.
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8. Stop in box, execute 1 turn either way, walk to exit.

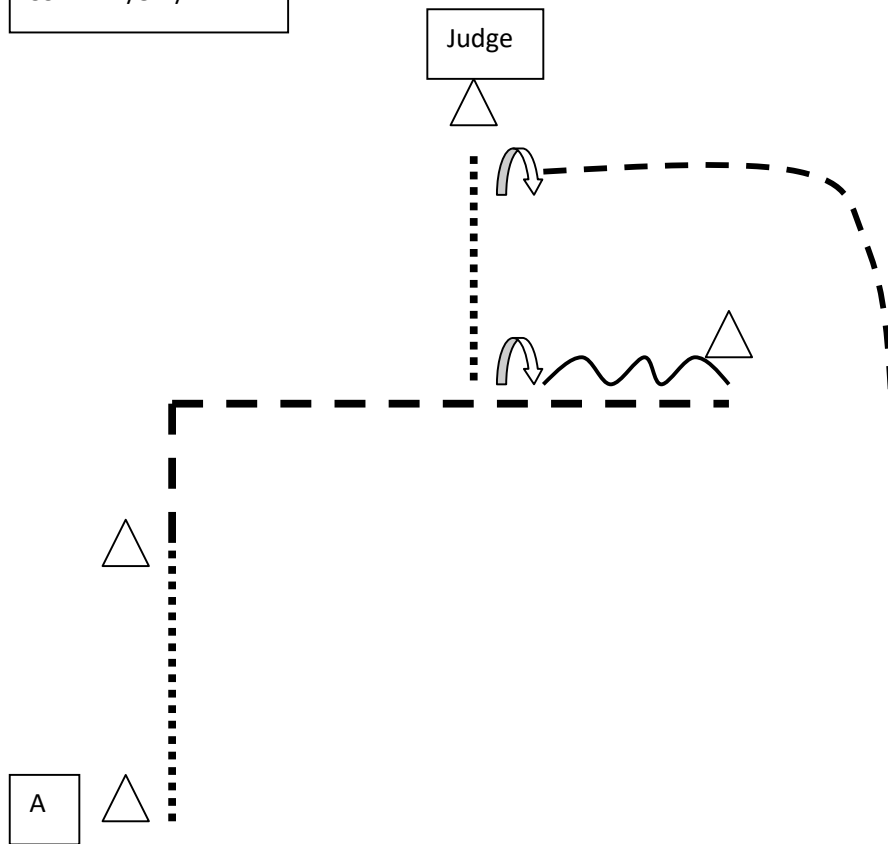
- Walk
- Trot
- - - - - Extended Trot
- Lope
- /////// Back

NOTE: W/T Classes will extend the trot where it says lope,



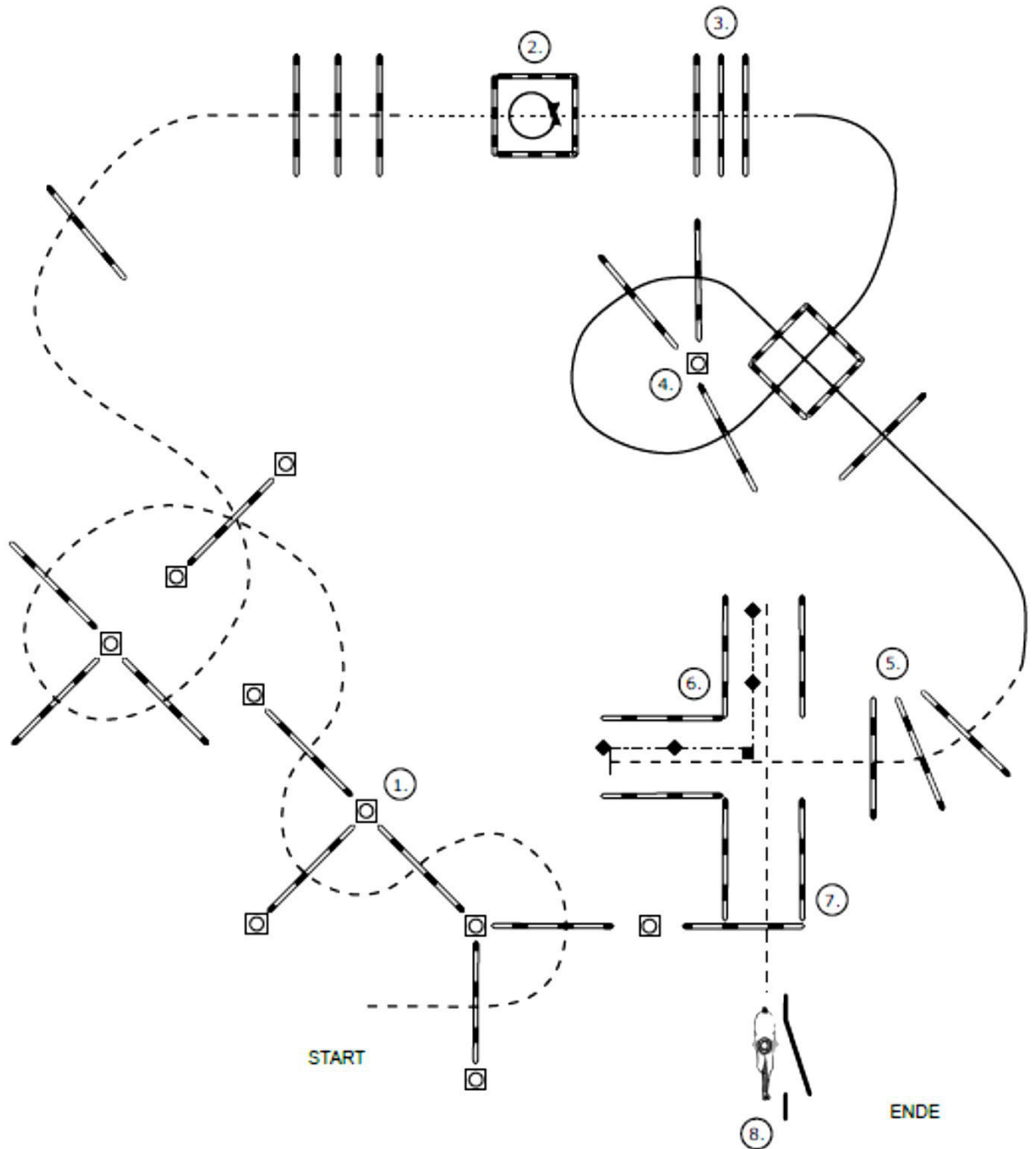
- Be ready at A
1. Jog a corner right, jog a corner left
 2. Stop, perform a corner backward
 3. Perform a $1\frac{3}{4}^\circ$ turn right
 4. Walk
 5. Set up
 6. Inspection
 7. When dismissed, perform a 90° turn right, exit the arena in Jog

SSH LK 4/5 A/B



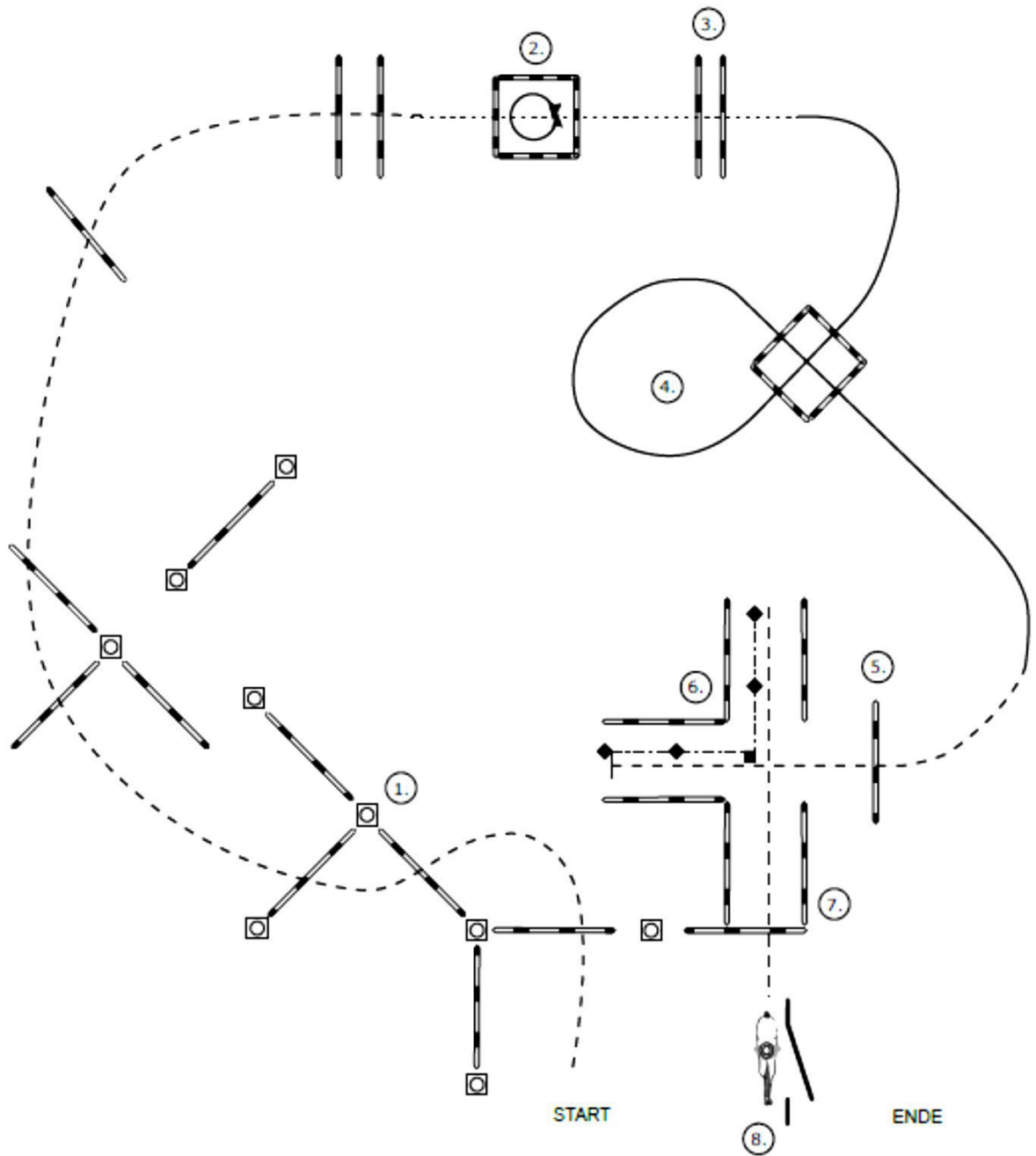
Be ready at A

1. Walk, jog a corner
2. Stop, Back
3. Perform a 270° turn right,
4. walk
5. Set up
6. Inspection
7. When dismissed, perform a 90° turn right, exit the arena in Jog



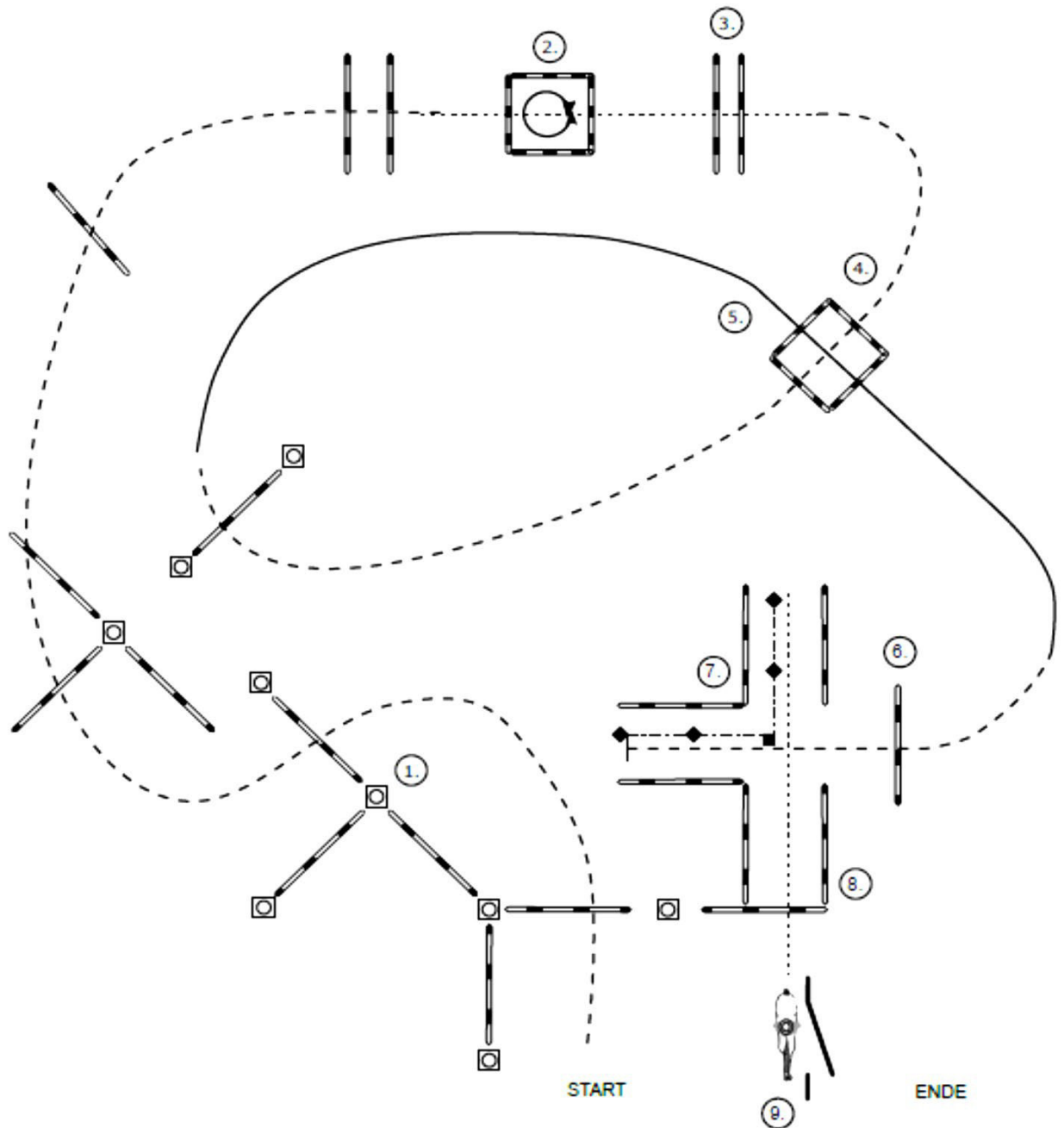
- (1) Jog Slalom
- (2) Walk in, 360° Turn (rechts oder links), Walk out
- (3) Walk over
- (4) Lope over
- (5) Jog over
- (6) Back up
- (7) Jog over
- (8) Tor mit der linken Hand

- Walk
- - - - - Jog
- Lope
- ◄-----► Backup
- m -----> Sidepass
- X ———— Lead Change



- (1) Jog Slalom
- (2) Walk in, 360° Turn (rechts oder links), Walk out
- (3) Walk over
- (4) Lope over
- (5) Jog over
- (6) Back up
- (7) Jog over
- (8) Tor mit der linken Hand

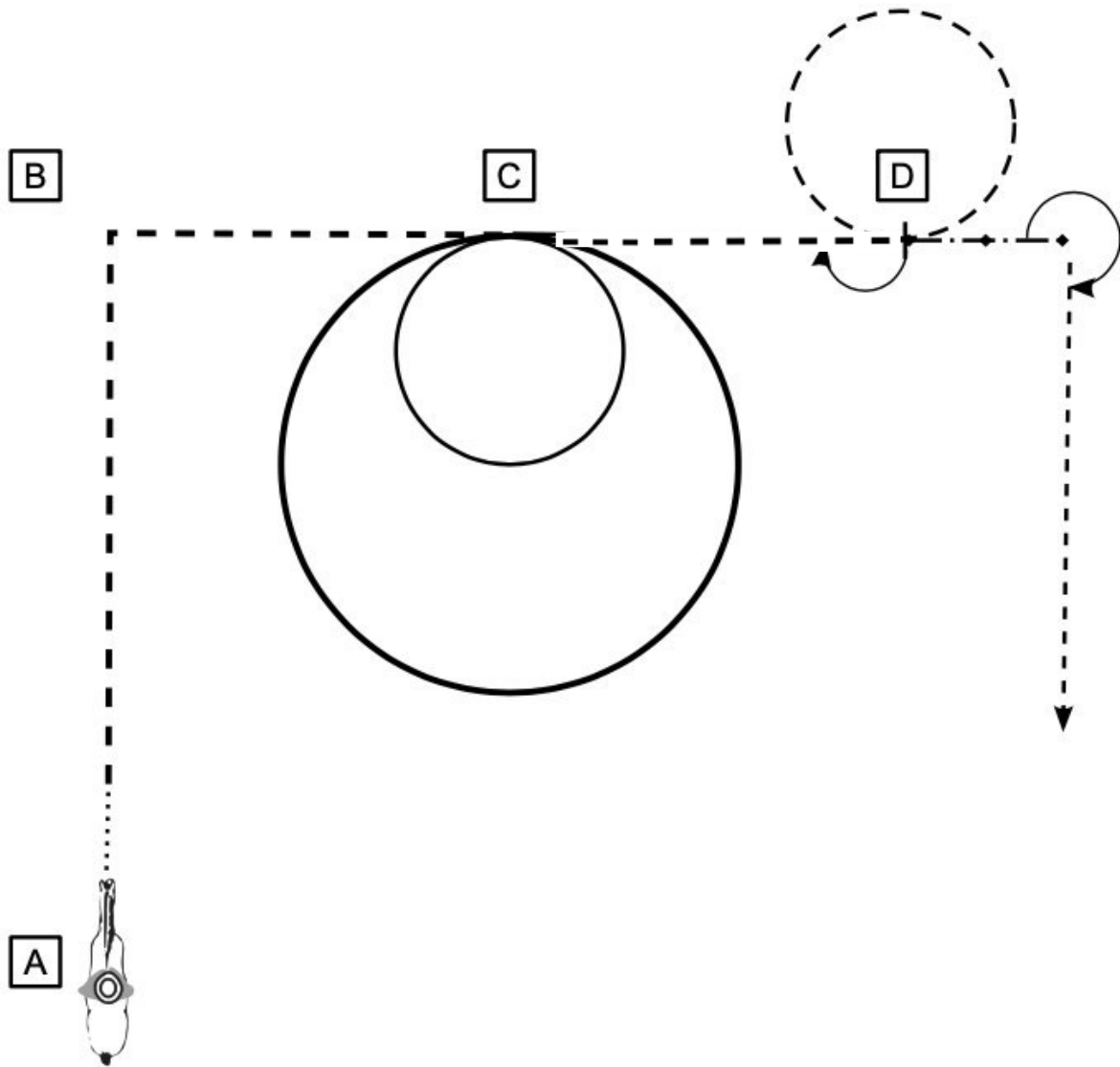
- Walk
- . - . - . Jog
- Lope
- ◆ . . ◆ Back up
- m . . . Sidepass
- X — Lead
- Change



- (1) Jog Slalom
- (2) Walk in, 360° Turn (rechts oder links), Walk out
- (3) Walk over
- (4) Jog over
- (5) Lope over
- (6) Jog over
- (7) Back up
- (8) Walk over
- (9) Tor mit der linken Hand

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

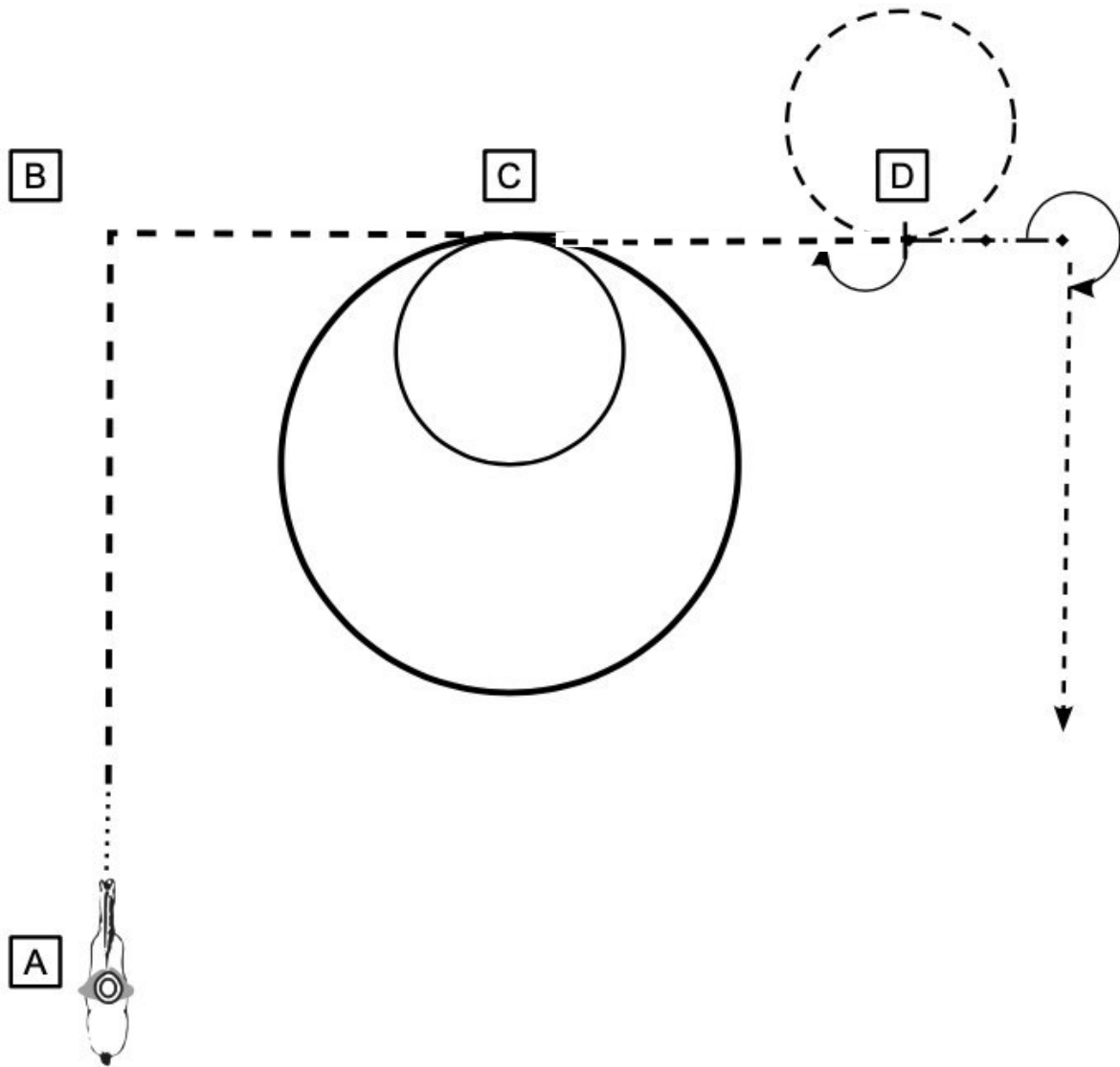
WHS LK 1 - 2



Set up bei A

1. Walk, extended Jog bis C
2. bei C Lope (RL) 2 Zirkel
der erste Zirkel klein und langsam,
der zweite Zirkel groß und schnell
3. bei C Jog bis D, Stop
4. 180° Turn (R)
5. Jogzirkel um D - Stop
6. Back Up
7. 270° Turn (R), Jog out

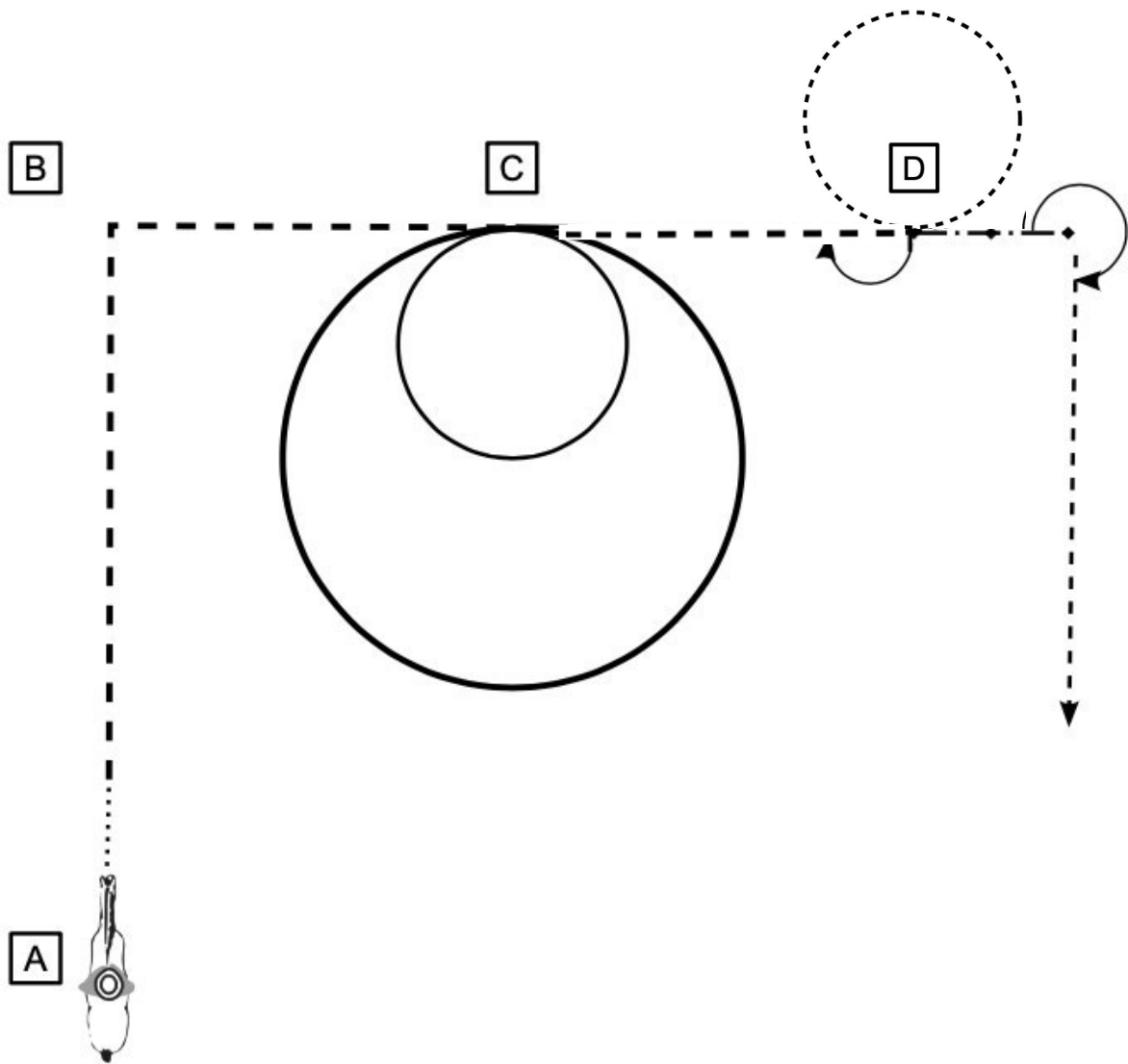
WHS LK 3



Set up bei A

1. Walk, Jog bis C
2. bei C Lope (RL) 2 Zirkel
der erste Zirkel klein und langsam,
der zweite Zirkel groß und schnell
3. bei C Jog bis D, Stop
4. 180° Turn (R)
5. Jogzirkel um D - Stop
6. Back Up
7. 270° Turn (R), Jog out

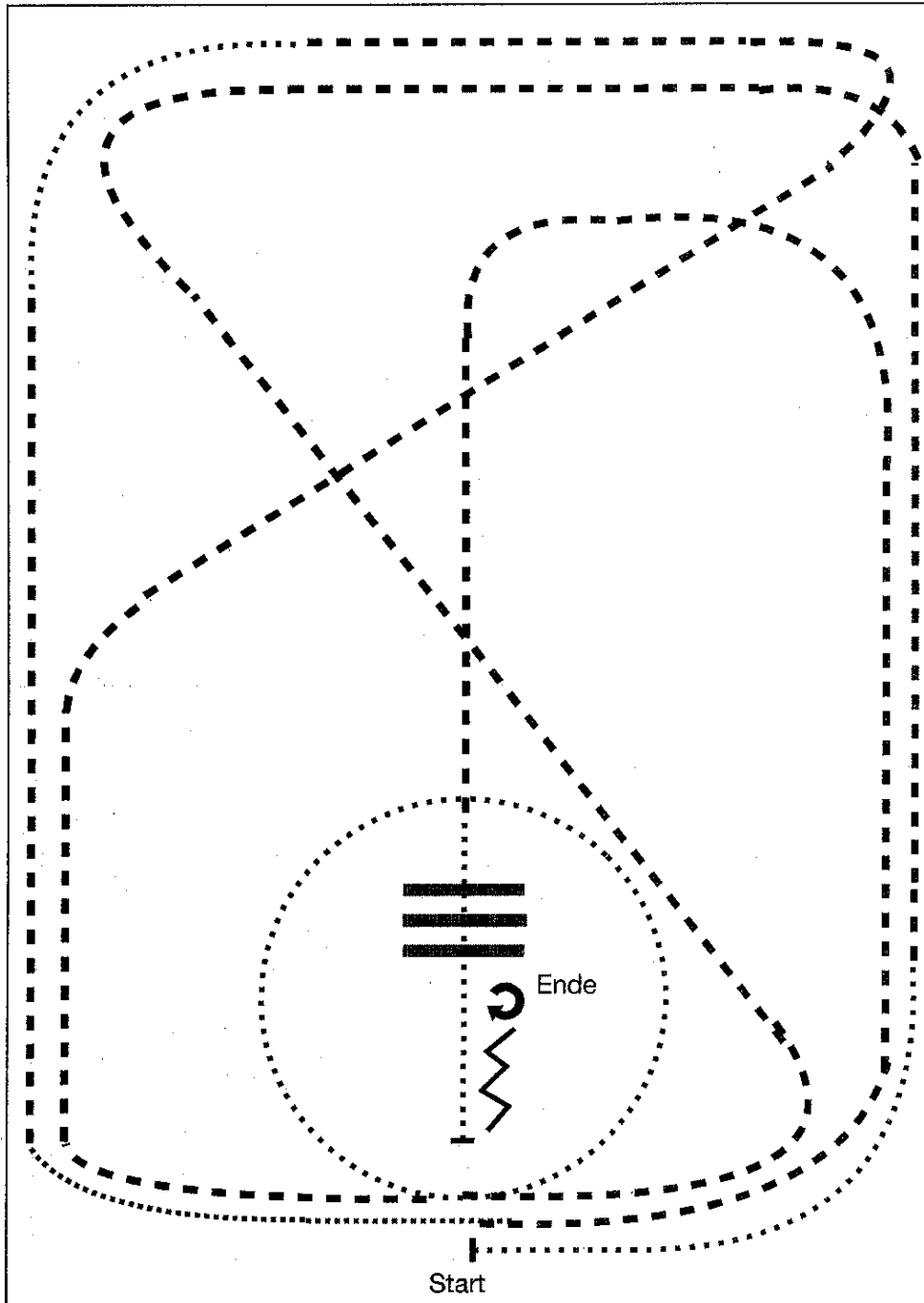
WHS LK 4 - 5



Set up bei A

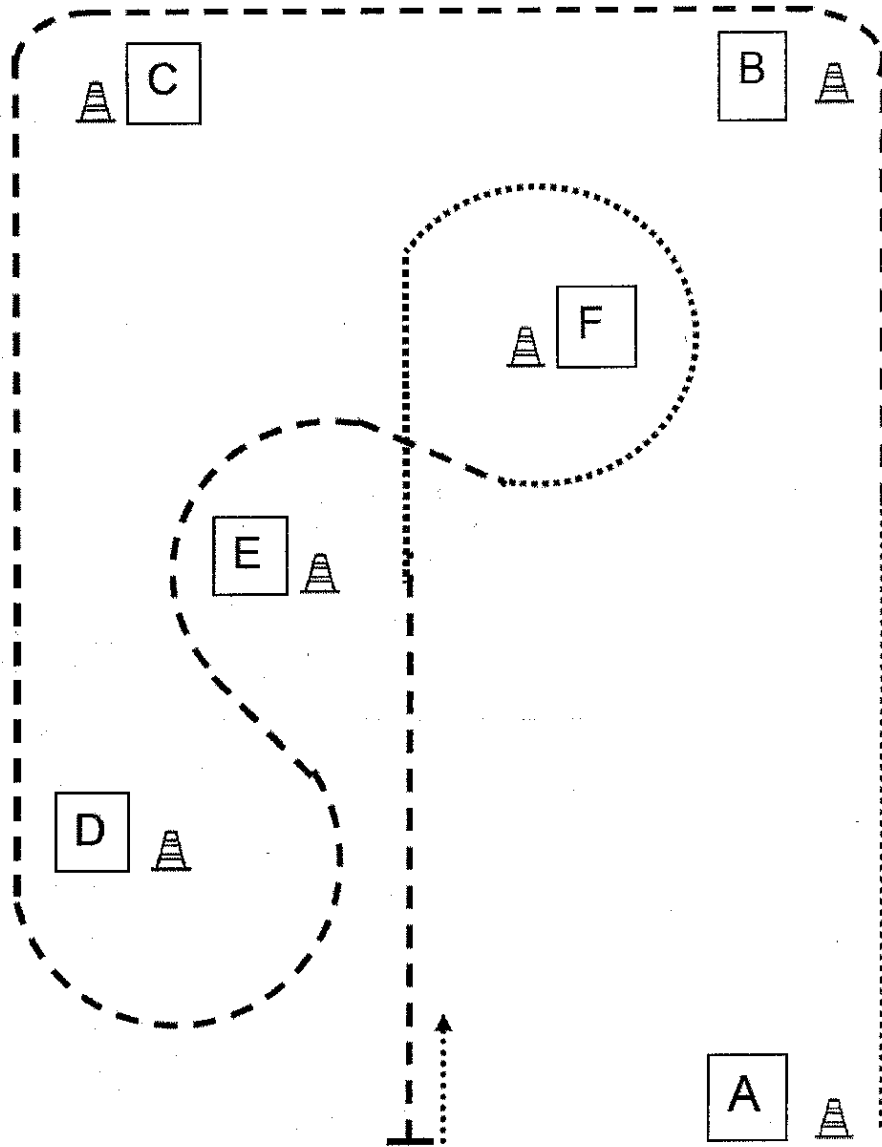
1. Walk, Jog bis C
2. bei C Lope (RL) 2 Zirkel
der erste Zirkel groß der zweite Zirkel klein
3. bei C Jog bis D, Stop
4. 180° Turn (R)
5. Walkzirkel um D - Stop
6. Back Up
7. 270° Turn (R), Jog out

Walk Trot
 Flanch Riding

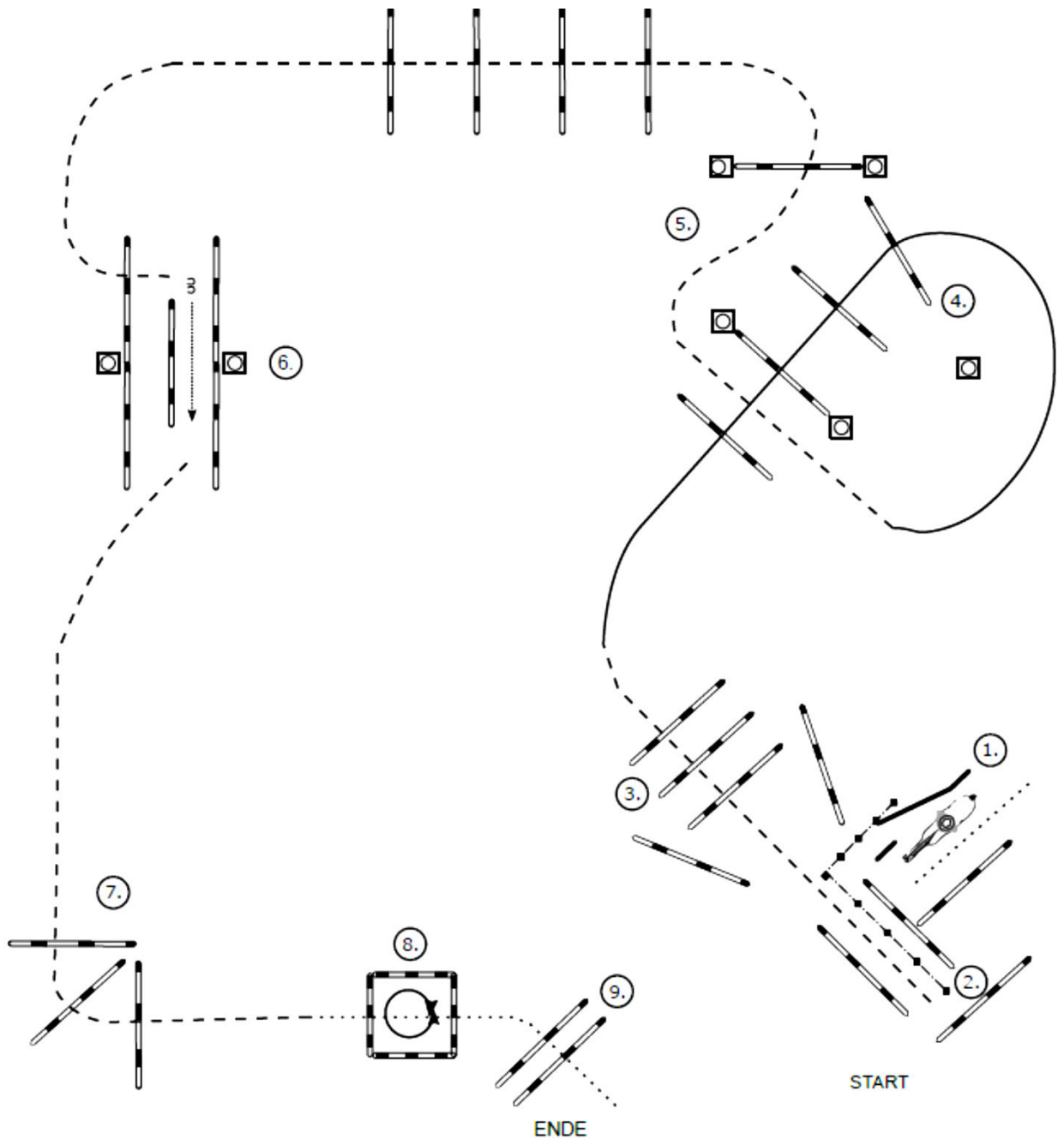


- | | |
|------------------|-----------------------------------|
| 1) Walk | 7) Walk |
| 2) Trot | 8) Trot |
| 3) Walk - Zirkel | 9) Walk; Walk Over |
| 4) Trot | 10) Stop; Back Up |
| 5) Walk | 11) Turn 180° (rechts oder links) |
| 6) Trot | |

Walk Trot Horsemanship

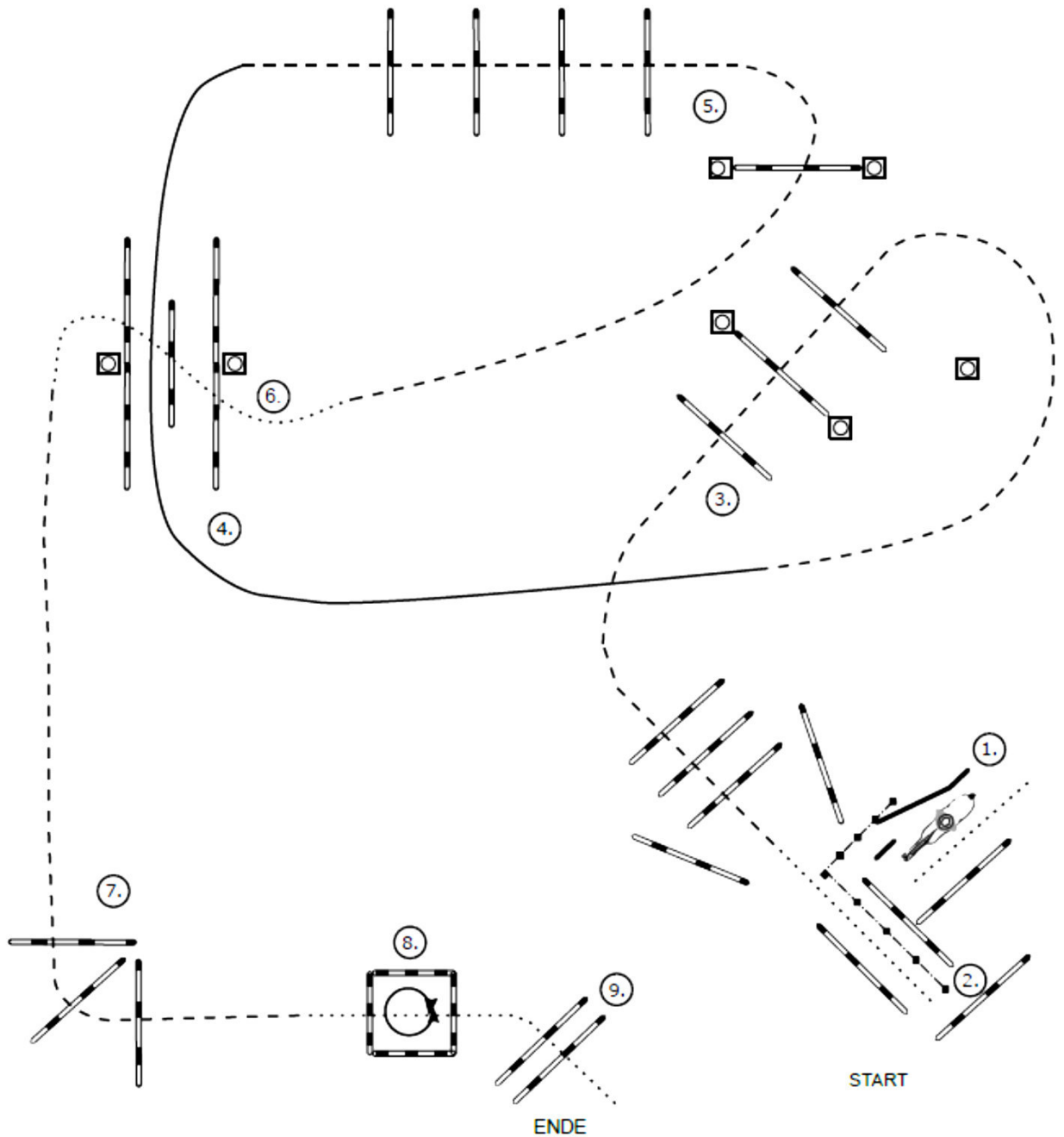


1. Schritt beo A antraben weiter um B und C
2. Bei D Slalom bis E – Übergang zum Schritt Volte um F
3. Bei E antraben – geradeaus bis A – Stop und Backup – zurück ins Line up



- (1) Walk, Tor
- (2) Back up
- (3) Jog over
- (4) Lope over
- (5) Jog over
- (6) Schritt in Stangengasse, Seidepass rechts
- (7) Jog over
- (8) Stop oder Walk, Walk in, 360° Turn (rechts oder links), Walk out
- (9) Walk over

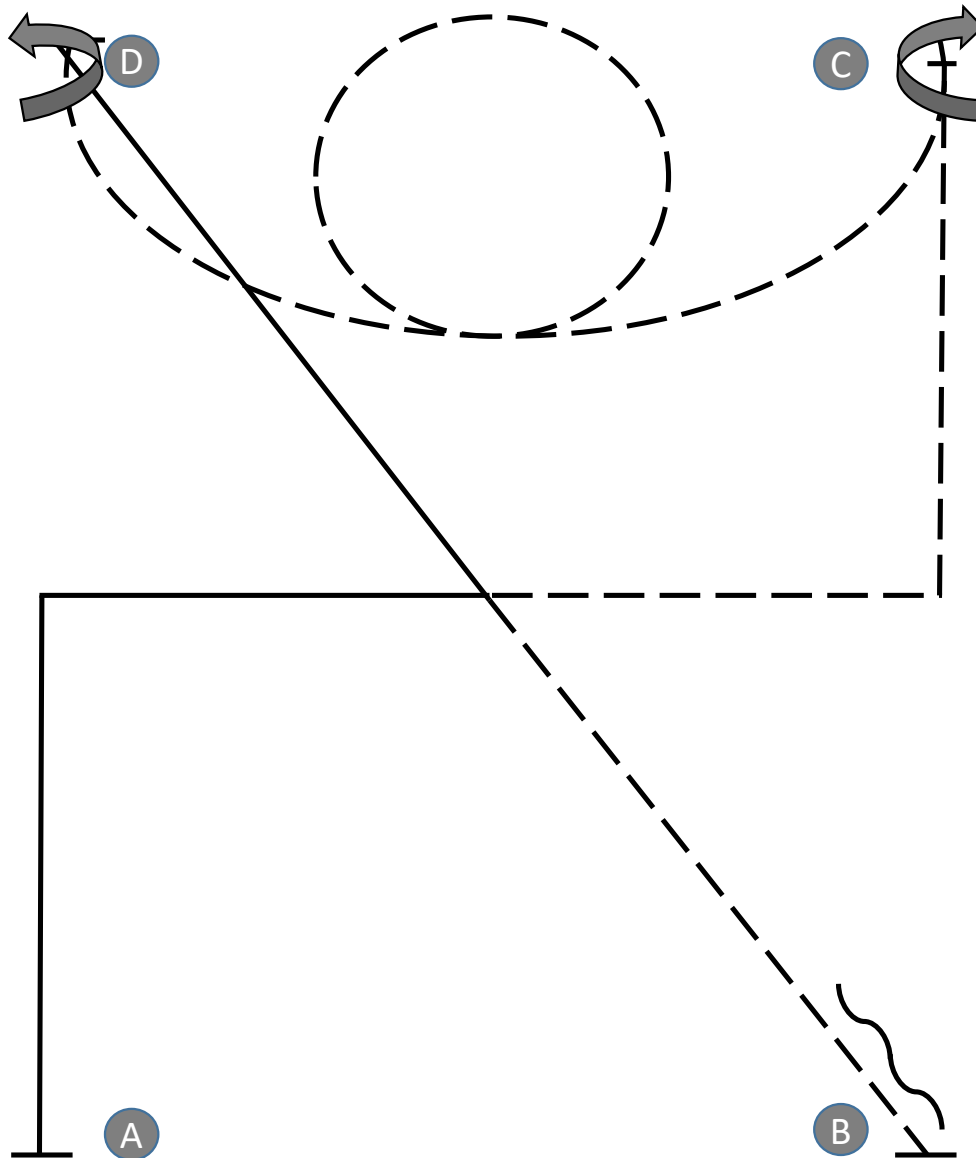
- Walk
- Jog
- Lope
- Backup
- m —> Sidepass
- X —> Lead
- X —> Change



- (1) Walk, Tor
- (2) Back up
- (3) Walk, Jog over
- (4) Lope thru
- (5) Jog over
- (6) Walk over
- (7) Jog over
- (8) Stop oder Walk, Walk in, 360° Turn (rechts oder Links), Walk out
- (9) Walk over

- Walk
- - - - - Jog
- Lope
- ←----- Backup
- > Sidepass
- > Lead
- > Change

Western Horsemanship LK3 A/B

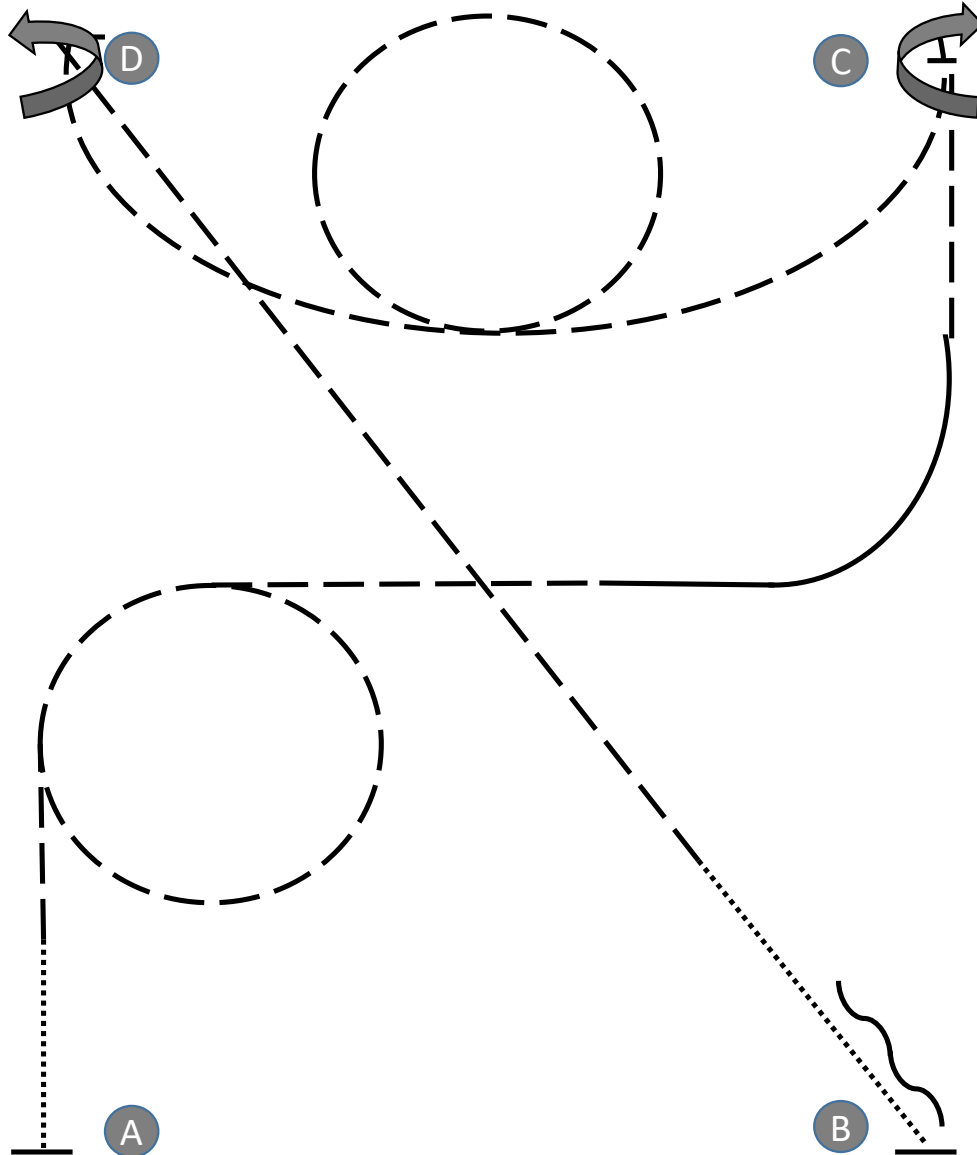


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Be ready at A

1. Right lope, lope corner
2. Jog, jog corner, stop at C
3. 180° turn right
4. Jog, jog circle, jog, stop at D
5. Ca. 225° turn left
6. Left lope
7. Jog, stop, backup

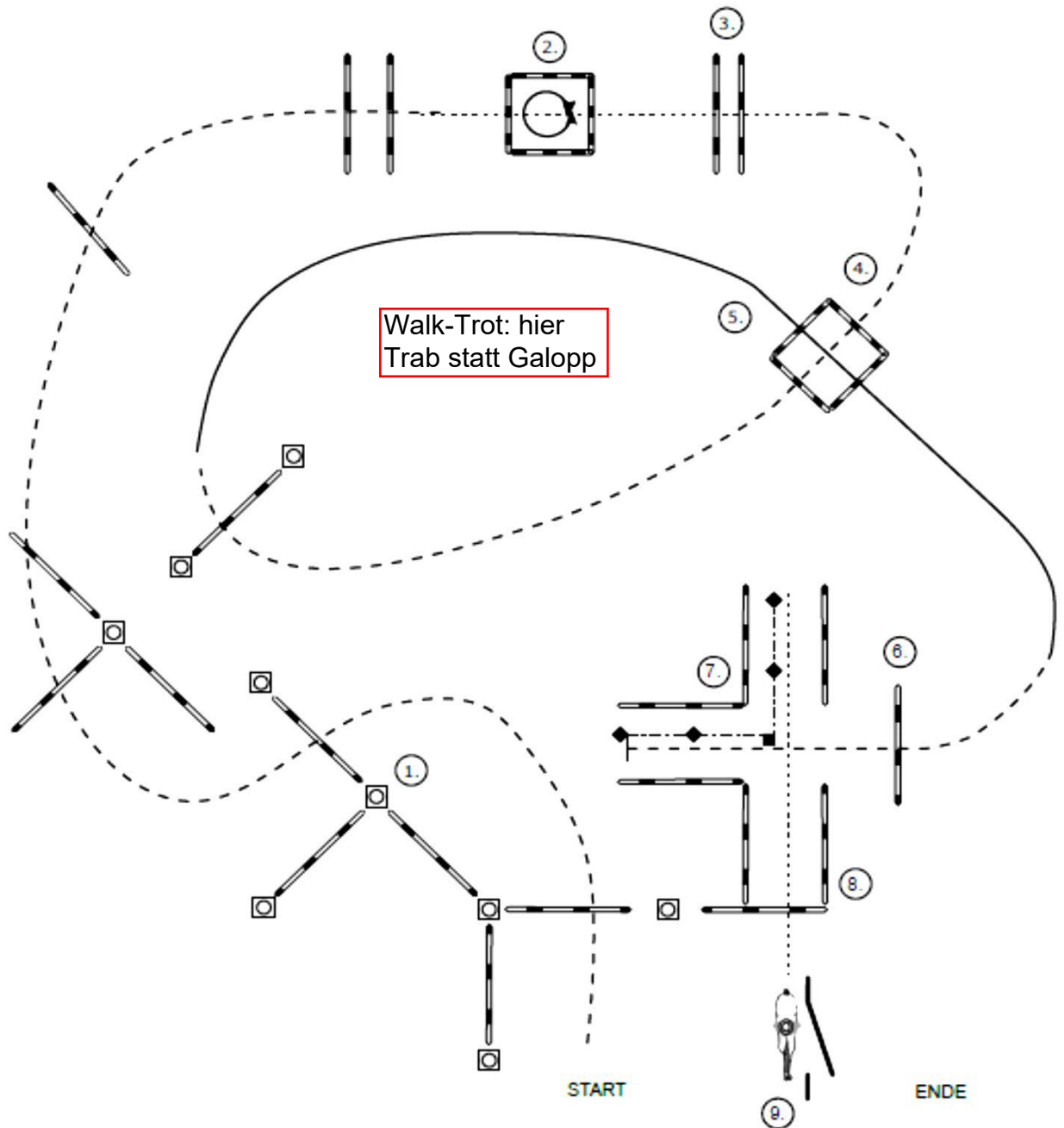
Western Horsemanship LK5 A/B



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Be ready at A

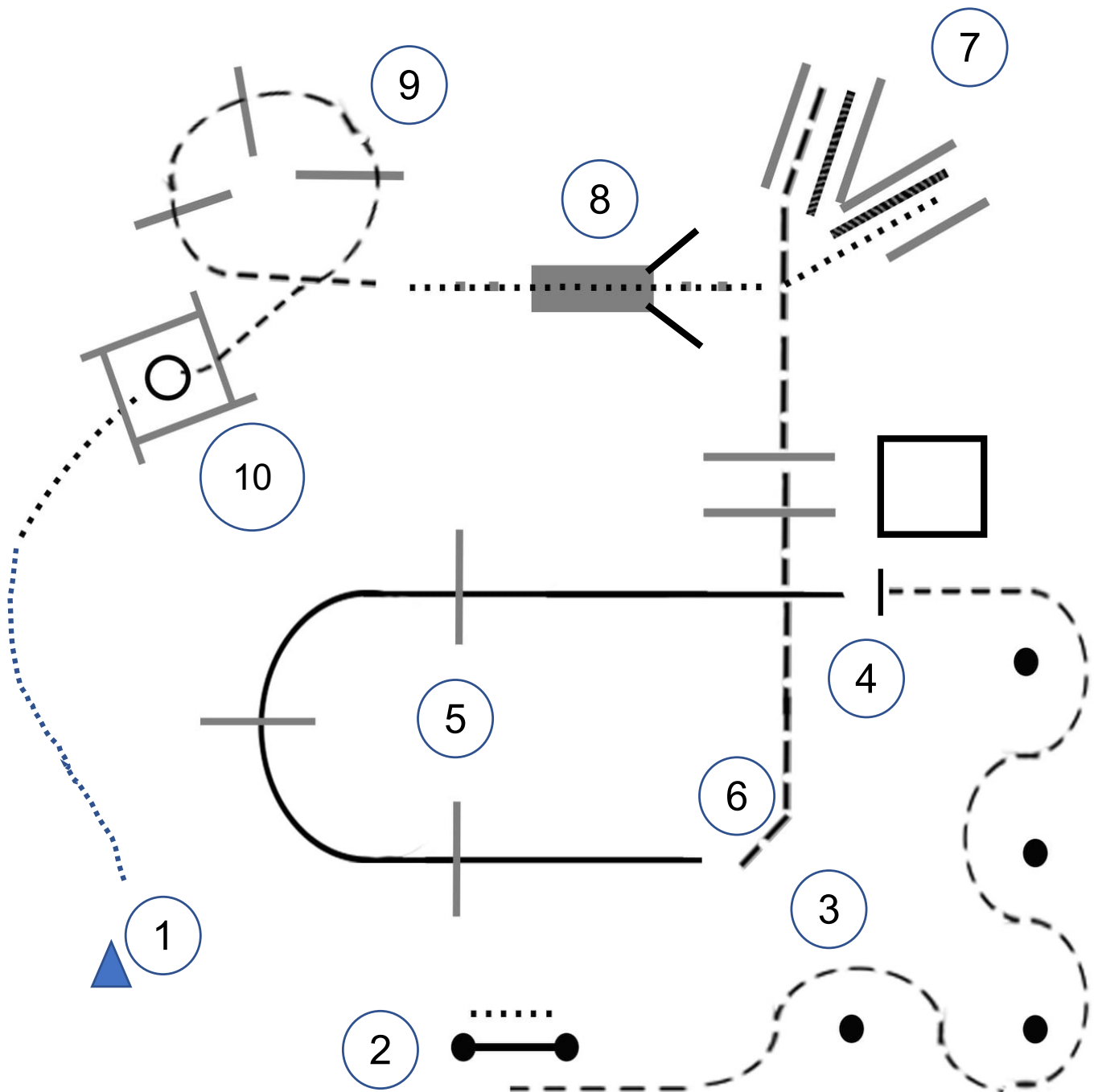
1. Walk, jog, jog circle, jog
2. Lope left, jog, stop at C
3. 180° turn right
4. Jog, jog circle, jog, stop at D
5. Ca. 225° turn left
6. Jog
7. Walk, stop, backup



- (1) Jog Slalom
- (2) Walk in, 360° Turn (rechts oder links), Walk out
- (3) Walk over
- (4) Jog over
- (5) ~~Lope over~~ Jog over
- (6) Jog over
- (7) Back up
- (8) Walk over
- (9) Tor ~~mit der linken Hand~~ durchreiten

- Walk
- - - - - Jog
- Lope
- Backup
- m Sidepass
- X —— Lead Change

Horse and Dog Trail LK 1 - 3



1. Hund ableinen
2. Tor, Hund ablegen, Tor öffnen, Hund abrufen
3. Trab Slalom, Hund bei Fuß
4. Stop, Hund in Box ablegen
5. Lope over (LL) (Hund bleibt in Box)
6. Trabstangen, Trab in Gasse (Hund bleibt in Box)
7. Rückwärts V, Hund abrufen
8. Brücke, Hund voraus
9. Trabstangen, Hund bei Fuß
10. Trab in Box, Hund neben Box ablegen, 360 Drehung
Schritt aus der Box, Hund bei Fuß. Anleinen

- Walk
- - - - - Trot
- - - - - Extended Trot
- Lope
- /////// Back