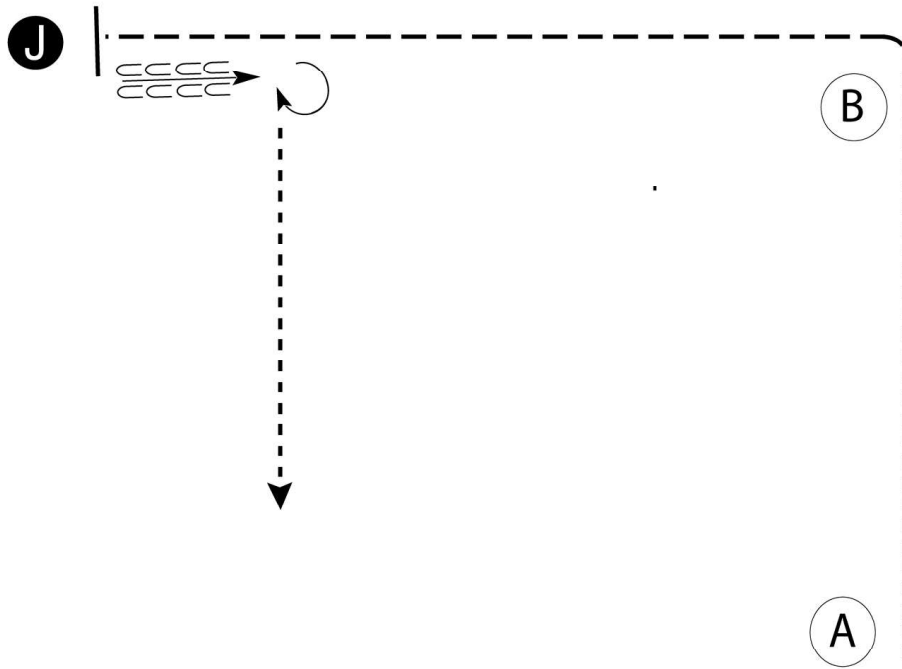


Luxembourg International Championship 2026

Showmanship At Halter (L1/Novice Amateur & L1/Novice Youth)

Show Date: 11-14 06 2026



Be ready at A.

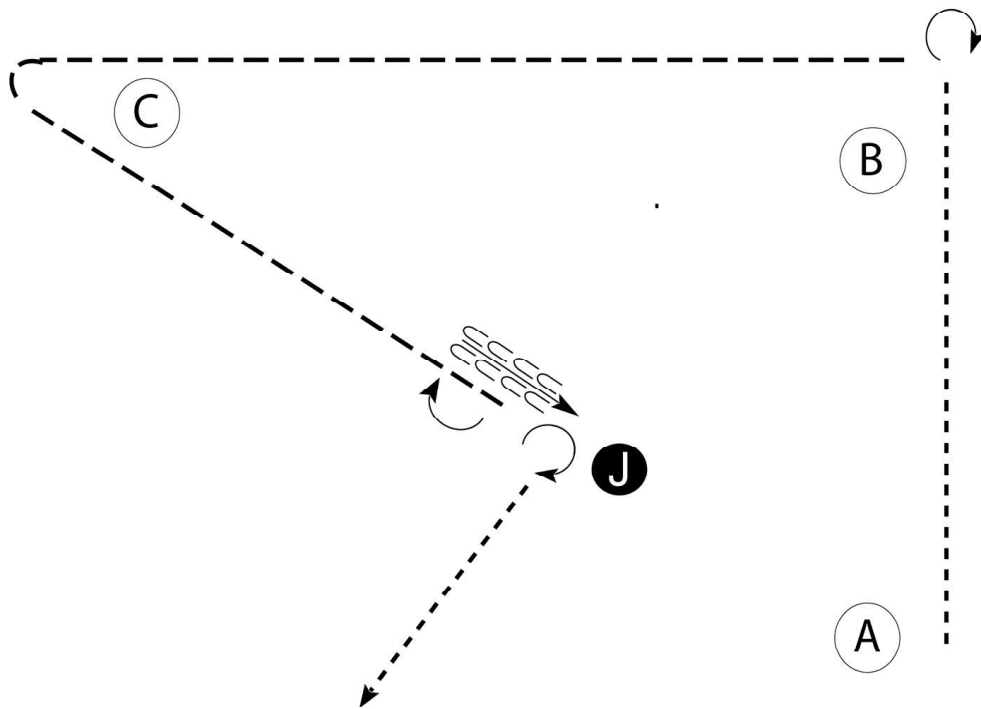
1. Walk to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, back one horse length.
5. Turn 270 degrees and walk straight off.

Walk	-----
Trot	- - - - -
Back	← C C C C C
Marker	(B)
Judge	(J)

Luxembourg International Championship 2026


Showmanship At Halter (Amateur, Select, Youth)

Show Date: 11-14 06 2026



Be ready at A.

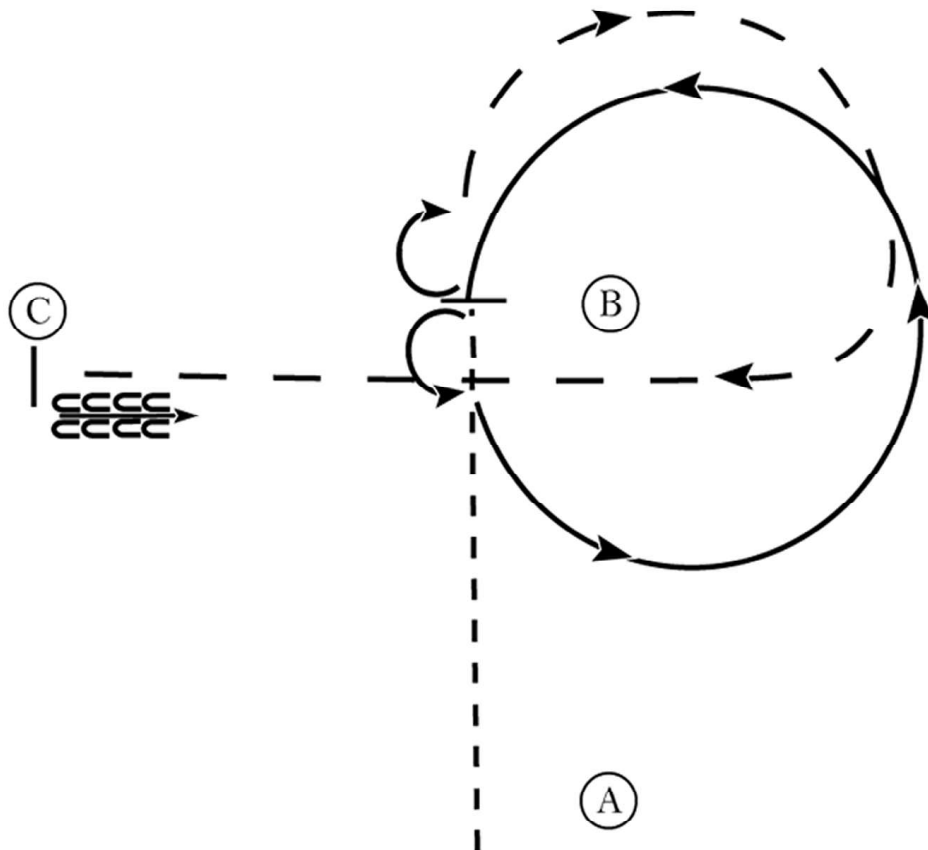
1. Walk to and past B.
2. Turn 270 degrees.
3. Trot to and around C.
4. When 2 horse lengths from the judge, stop.
5. Turn 180 degrees.
6. Back to judge and set up for inspection.
7. When dismissed, turn 270 degrees and exit at a walk.

Walk	-----
Trot	- - - - -
Back	← 
Marker	ⓑ
Judge	●

Luxembourg International Championship 2026

Western Horsemanship (Amateur, Youth & Select)

Show Date: 11-14 06 2026



1. Jog A to B
2. Stop at B and perform a 180 degree turn to the left
3. Lope a circle around B on the left lead
4. Stop at B and perform a 180 degree turn to the right
5. Extend the jog in a circle around B and continue to C
6. Stop at C and back approximately one horse length.

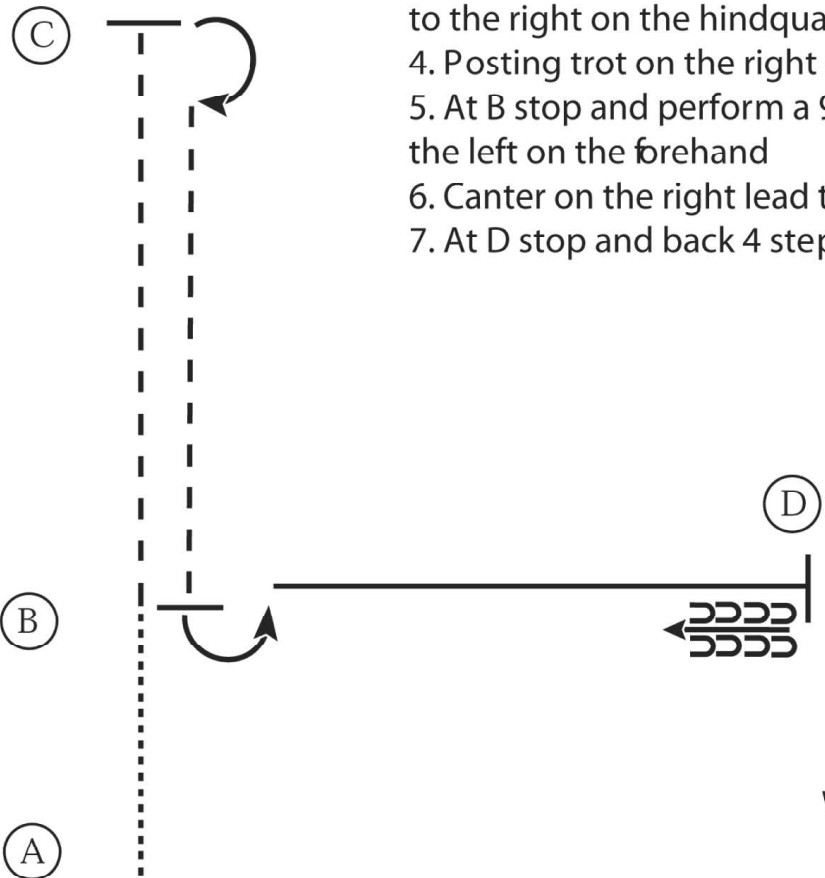
Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←
Marker	⊙
Sidepass	←←←

Luxembourg International Championship 2026

Hunt Seat Equitation (L1/Novice Amateur & L1/Novice Youth)

Show Date: 11-14 06 2026

1. Walk A to B
2. At B posting trot on the left diagonal to C
3. At C stop and perform a 180 degree turn to the right on the hindquarters
4. Posting trot on the right diagonal to B
5. At B stop and perform a 90 degree turn to the left on the forehand
6. Canter on the right lead to D
7. At D stop and back 4 steps

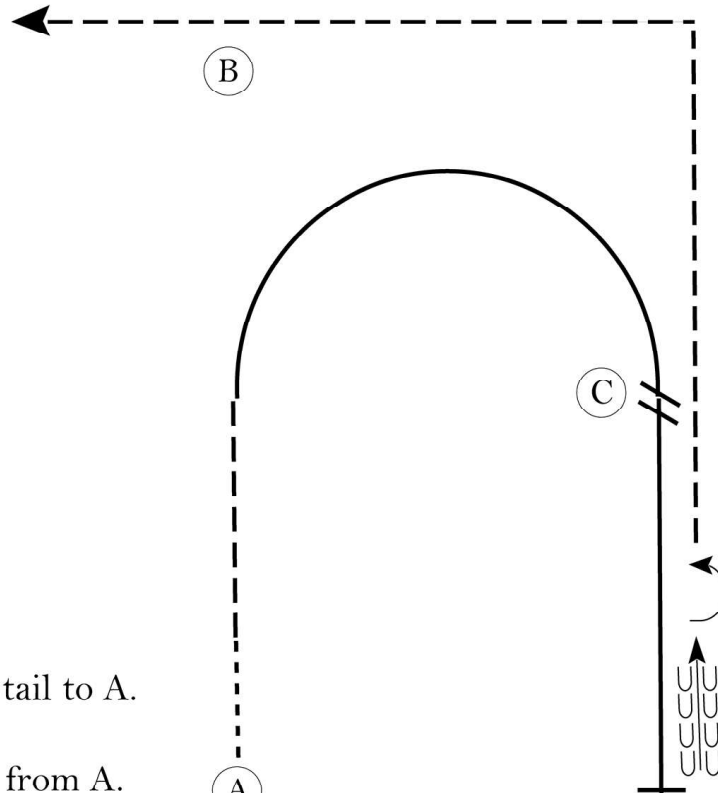


Walk
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ← ← ← ← ← ←
Marker	(B)
Sidepass	← ← ← ← ←

Luxembourg International Championship 2026

Hunt Seat Equitation (Amateur, Youth & Select)

Show Date: 11-14 06 2026



Be ready with your horse's tail to A.

1. Walk two horse lengths from A.
2. Trot on the left diagonal halfway to B.
3. Canter a half circle to C.
4. Perform a simple lead change at C.
5. Canter until even with A.
6. Stop when even with A and back approximately one horse length.
7. Perform a 1/2 turn on the hindquarters to the left.
8. Rising trot on the right diagonal until even with B. Trot around the corner toward B.
9. Continue to trot past B.

Pattern is over once you have passed B at the trot.

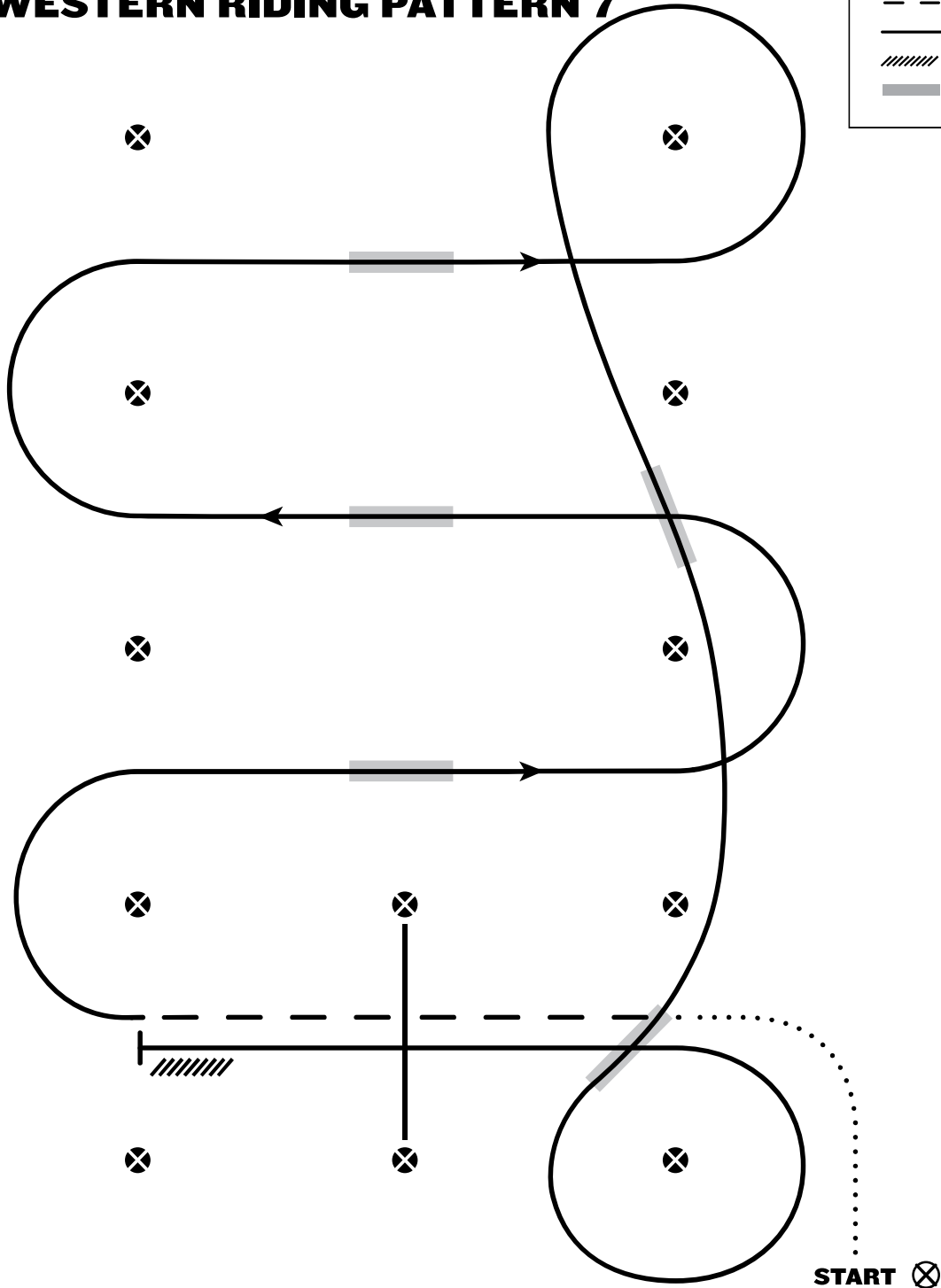
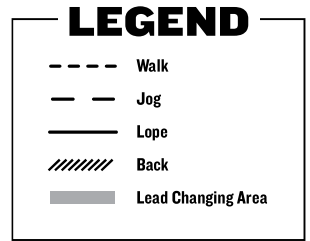
Follow the directions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	- - - - -
Canter	—————
Lead Change	⋈
Back	← 33333 55555
Marker	⊙ B
Hand Gallop	—————

Luxembourg International Championship 2026

Western Riding L1/Green Open

LEVEL 1 WESTERN RIDING PATTERN 7

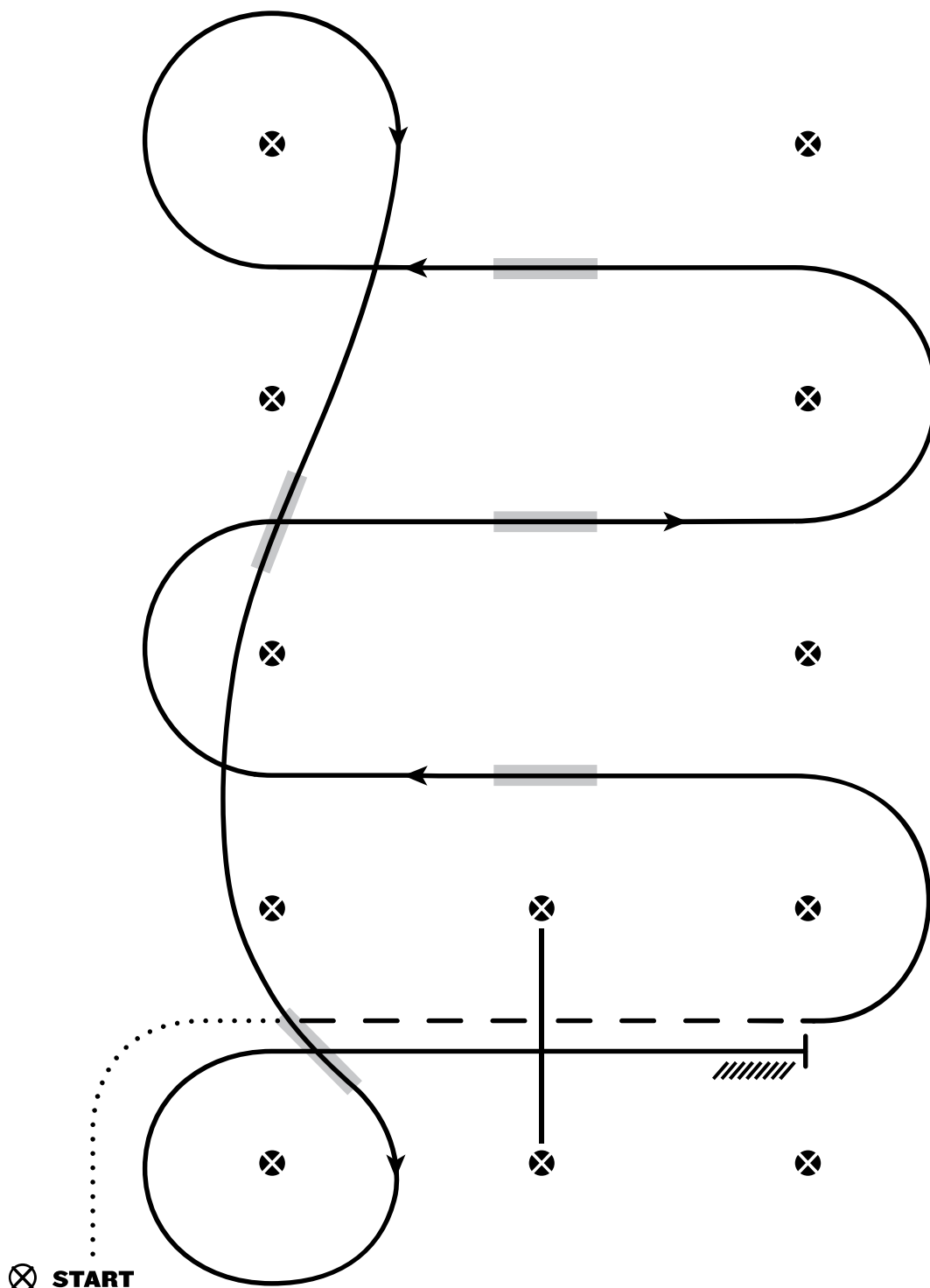
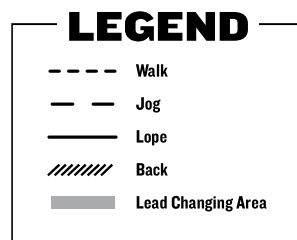


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

Luxembourg International Championship 2026

Western Riding L1/Novice Amateur & L1/Novice Youth

LEVEL I WESTERN RIDING PATTERN 2



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

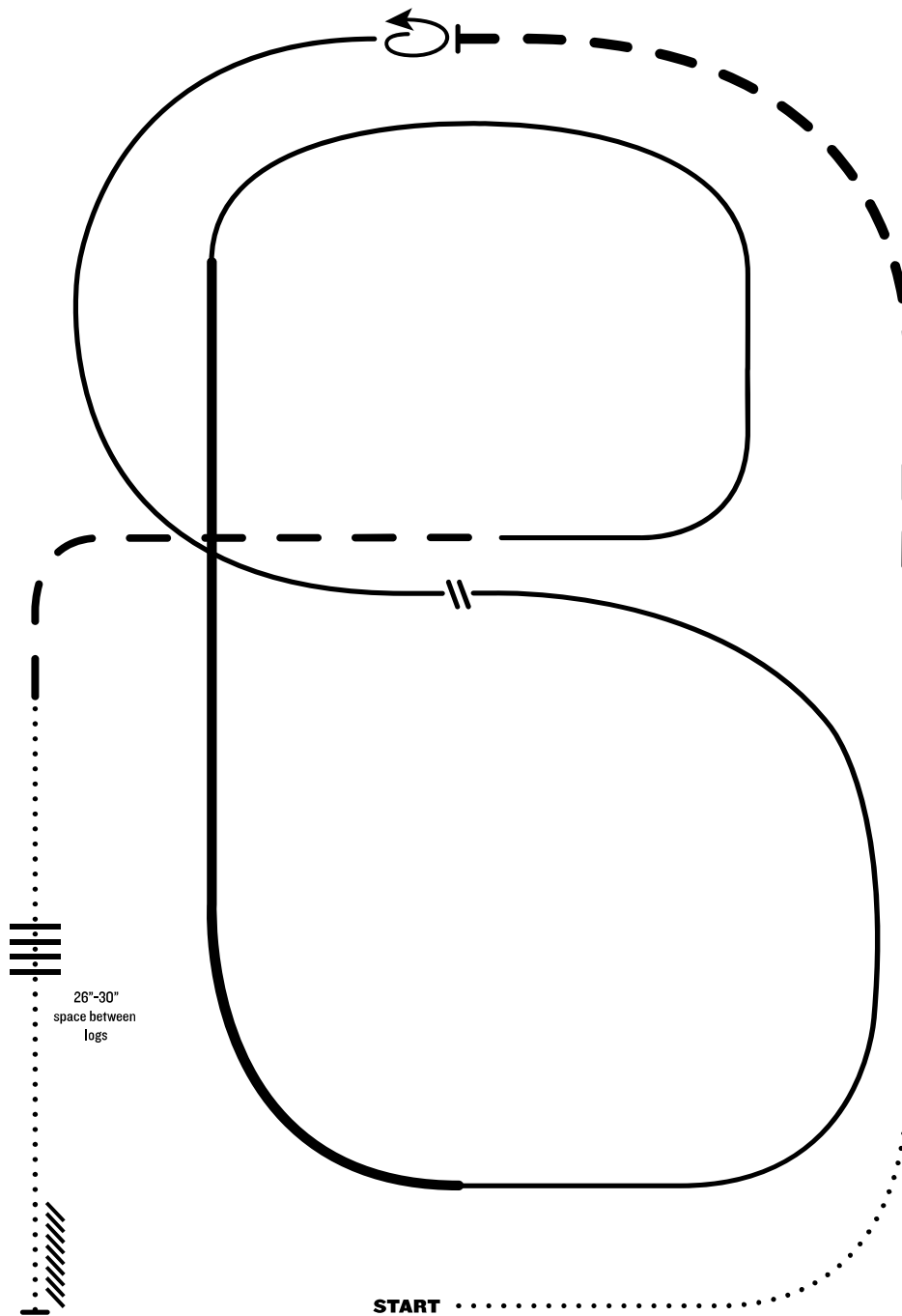
Luxembourg International Championship 2026

Ranch Riding L1/Green Open

RANCH RIDING - PATTERN I

LEGEND

-----	Walk
- - - - -	Extended Walk
- - -	Trot
- - - - -	Extended Trot
—————	Lope
—————	Extended Lope
///////	Back
	Lead Change



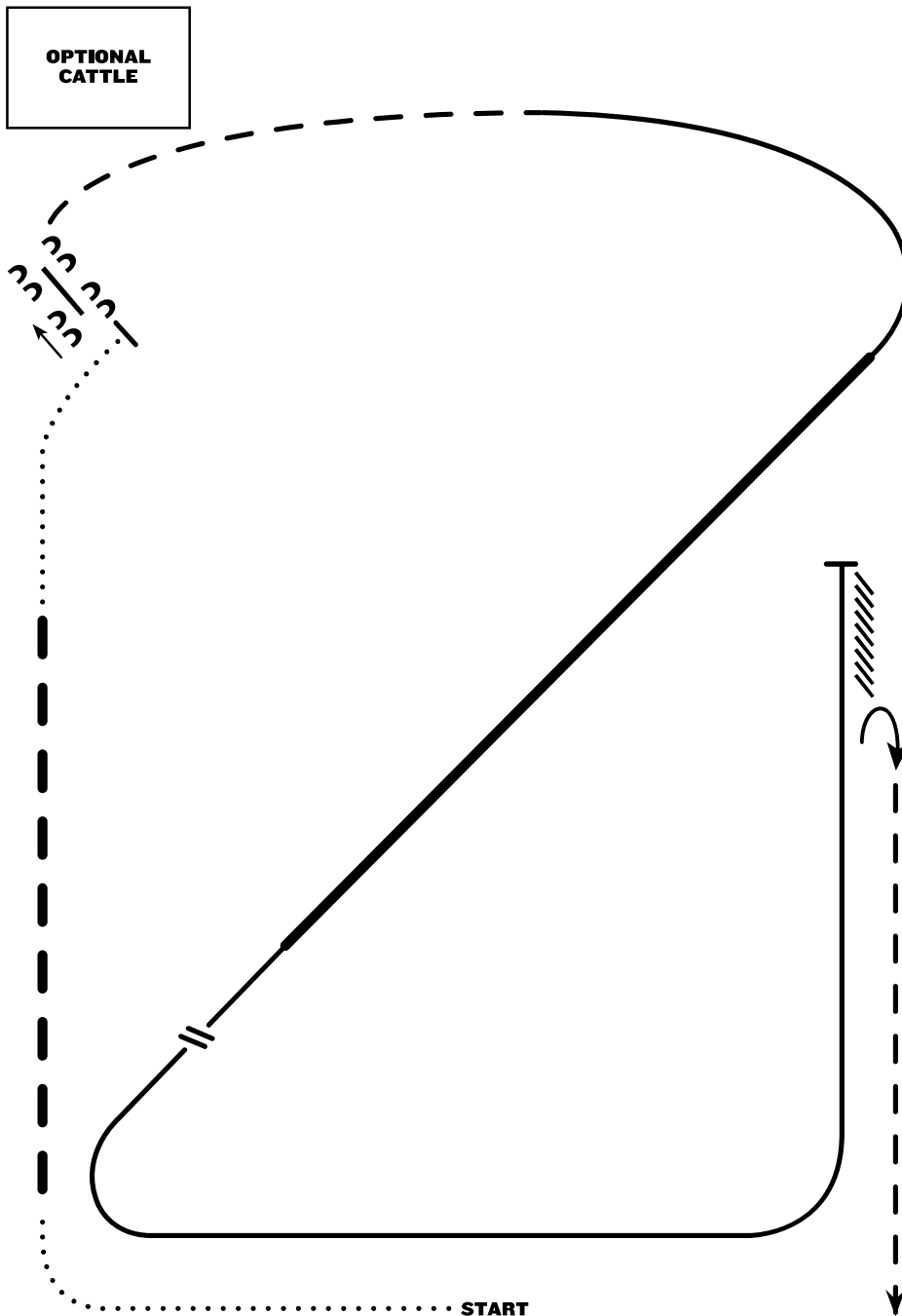
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Luxembourg International Championship 2026

Ranch Riding L1/Novice Amateur & L1/Novice Youth

RANCH RIDING - PATTERN 10



LEGEND	
----	Walk
- - - -	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
//////	Back
//	Lead Change

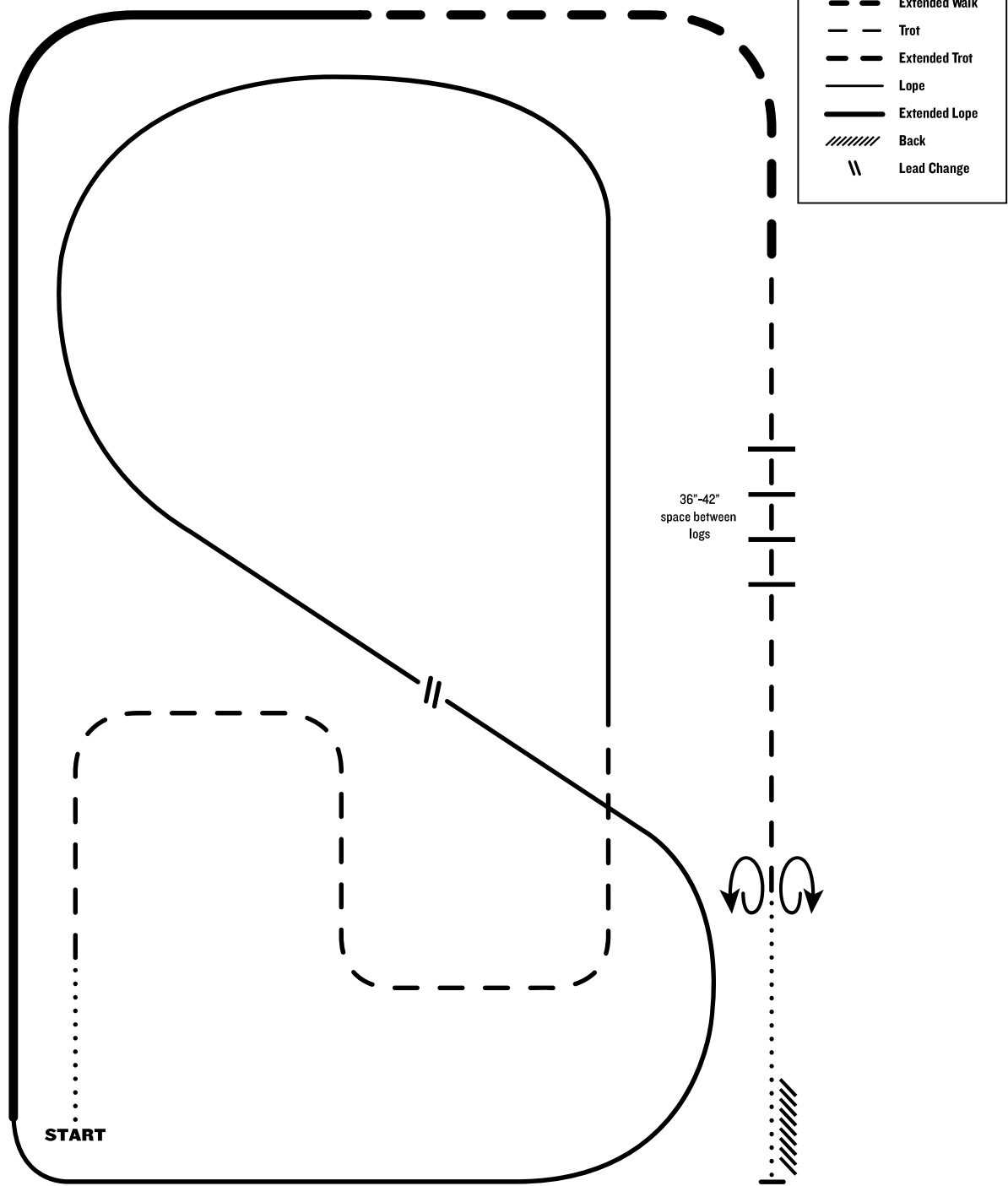
1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Luxembourg International Championship 2026

Ranch Riding Open, Amateur & Youth

RANCH RIDING - PATTERN 3



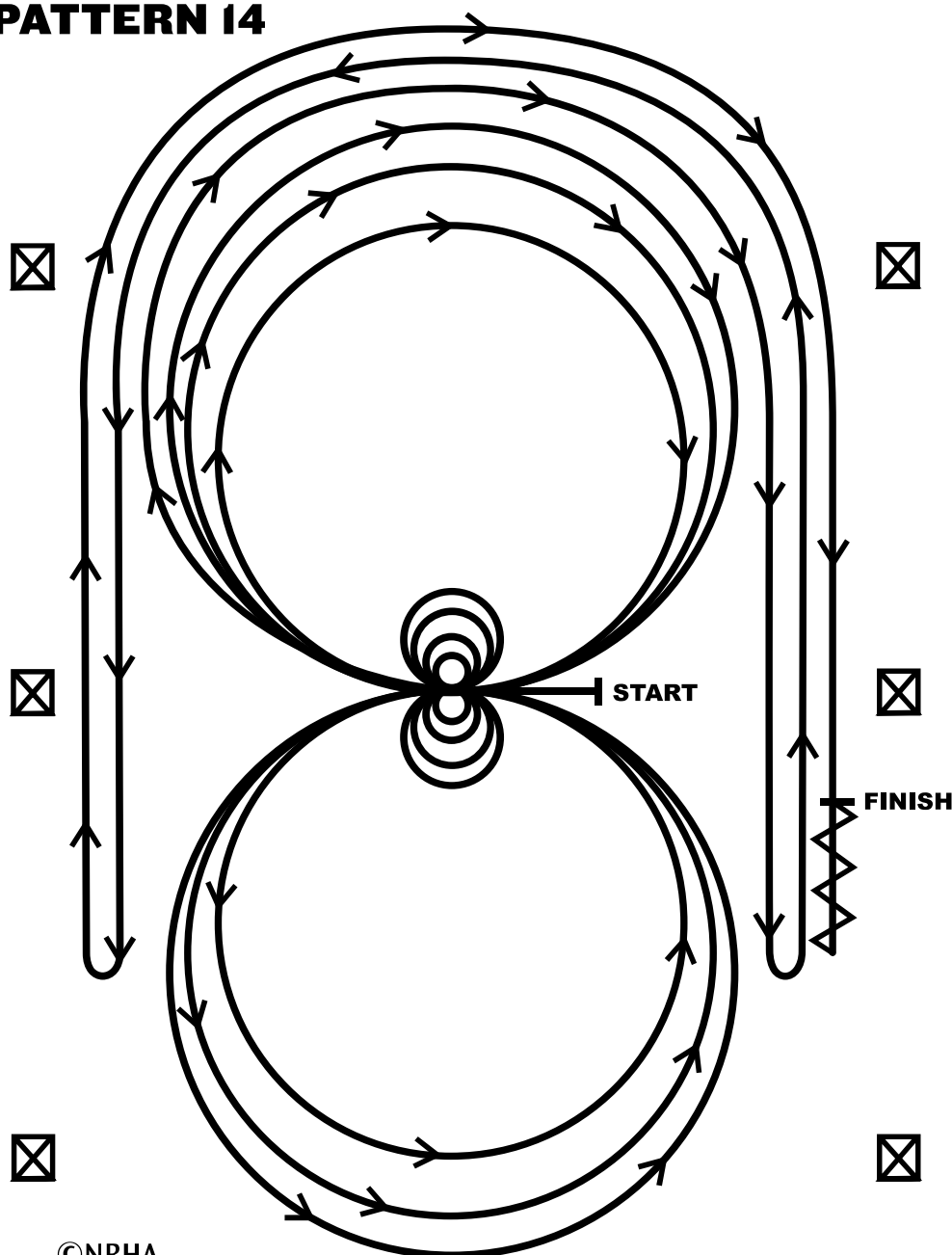
1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Luxembourg International Championship 2026

Reining Amateur & Youth

REINING PATTERN 14



©NRHA

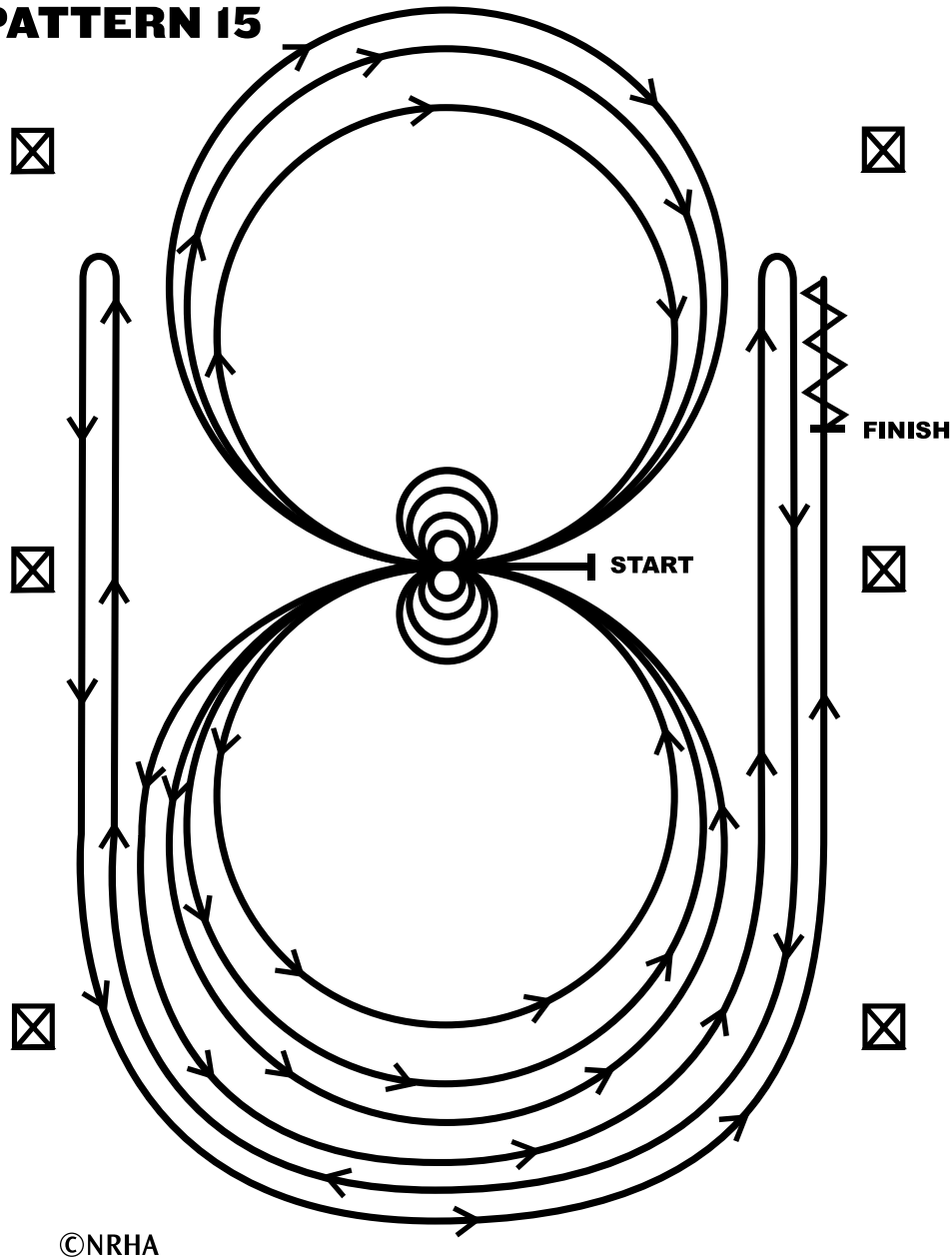
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. 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. Change leads at the center of the arena.
4. 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.
5. Begin a large circle to the right but do not close this circle. Run up the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. 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 (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

Luxembourg International Championship 2026

Reining Open

REINING PATTERN 15



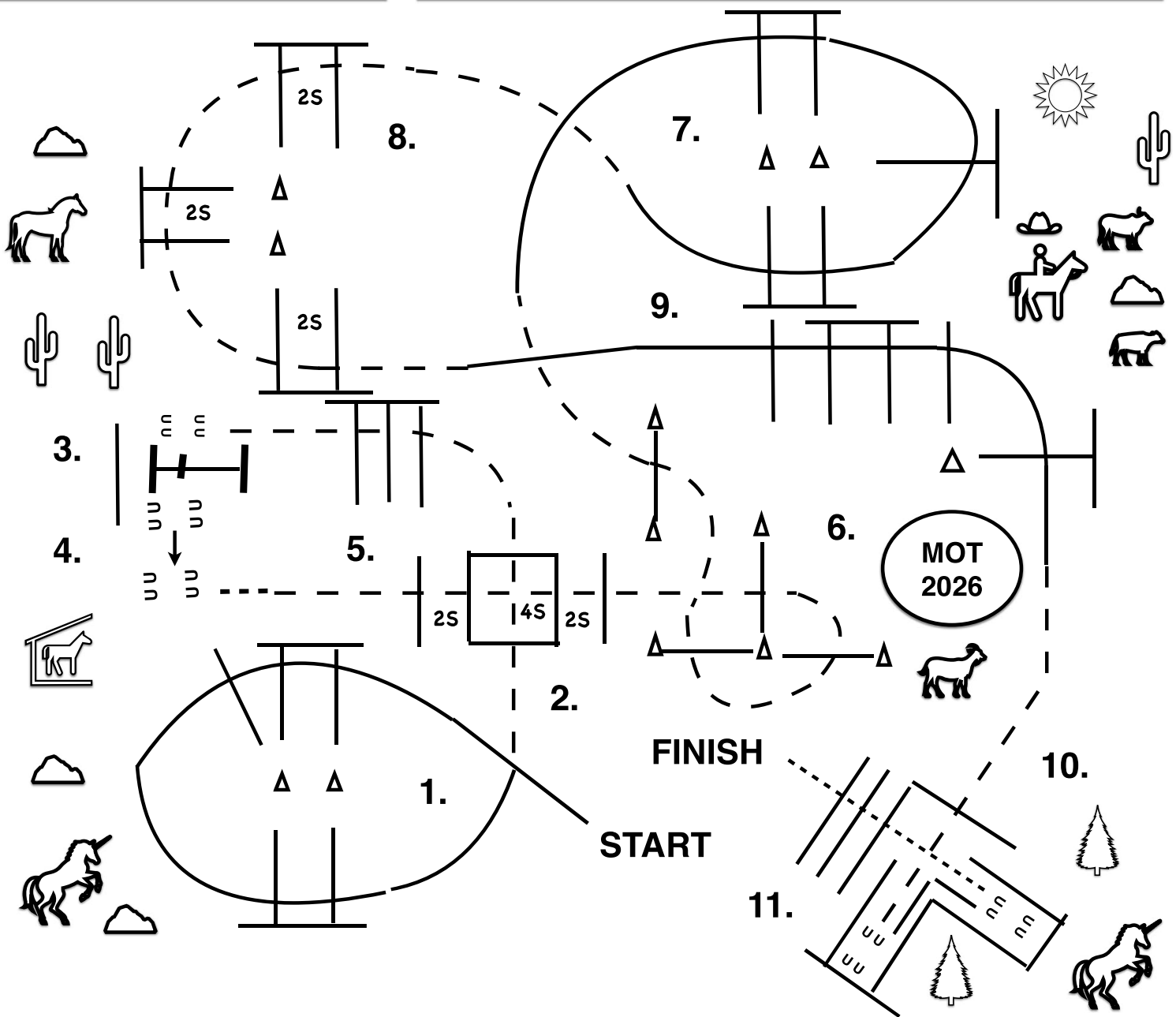
©NRHA

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

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run straight down the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

2026 Luxemburg
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AMATEUR TRAIL
SELECT AMATEUR TRAIL



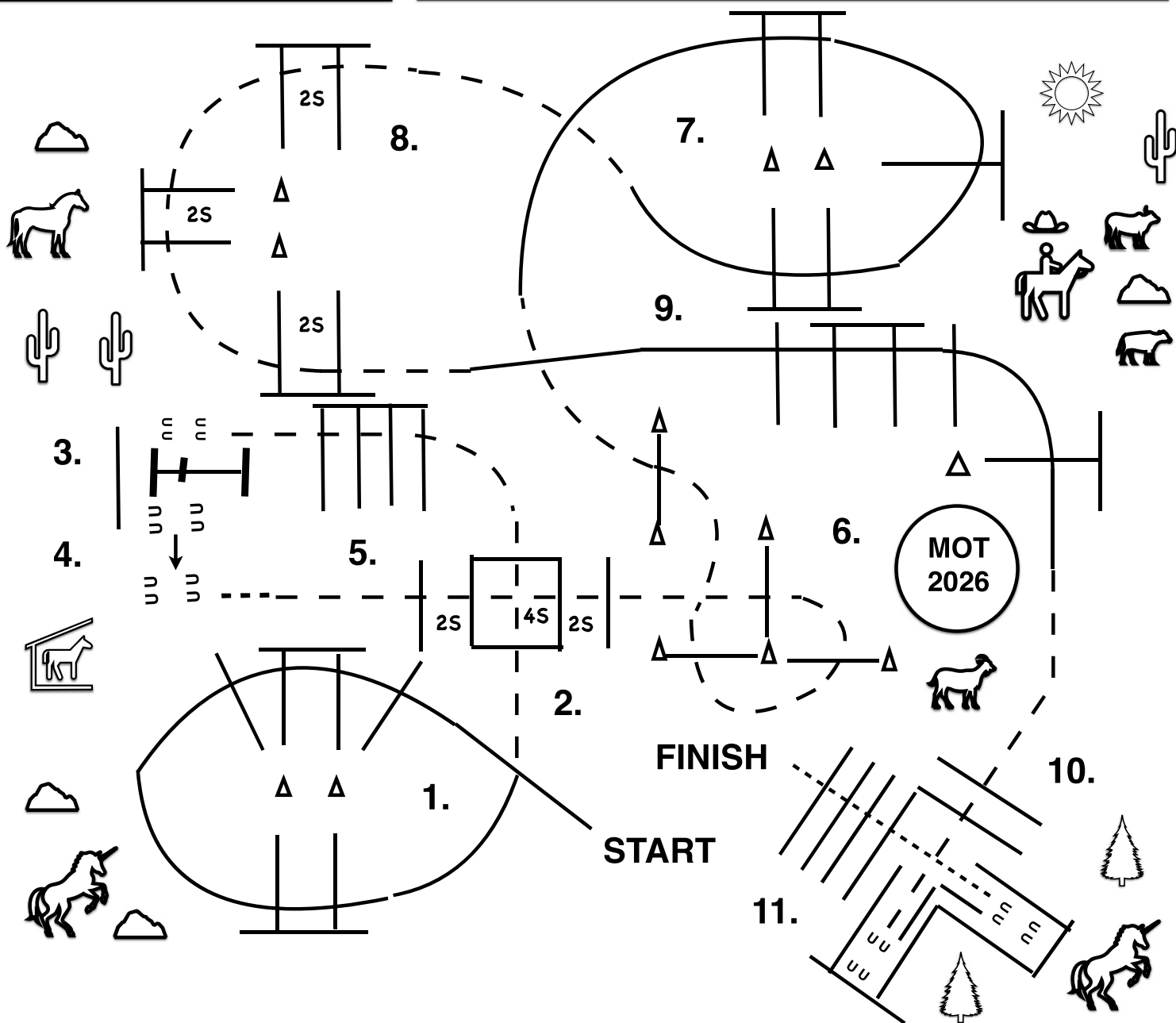
1. LOPE OVER POLES (LEFT LEAD).
2. BREAK TO THE JOG, JOG OVER POLES.
3. JOG UP TO GATE, WORK GATE LEFT HAND.
4. SIDE PASS RIGHT.
5. YOU MAY WALK FORWARD THEN, JOG OVER POLES.
6. JOG THROUGH SERPENTINE, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.

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9. LOPE OVER POLES (RIGHT LEAD).
10. BREAK TO THE JOG, JOG OVER POLE, JOG INTO CHUTE. BACK BETWEEN POLES AND BACK AROUND CORNER.
11. WALK OUT CHUTE, WALK OVER POLES.

2026 Luxemburg
International
Championship

OPEN TRAIL



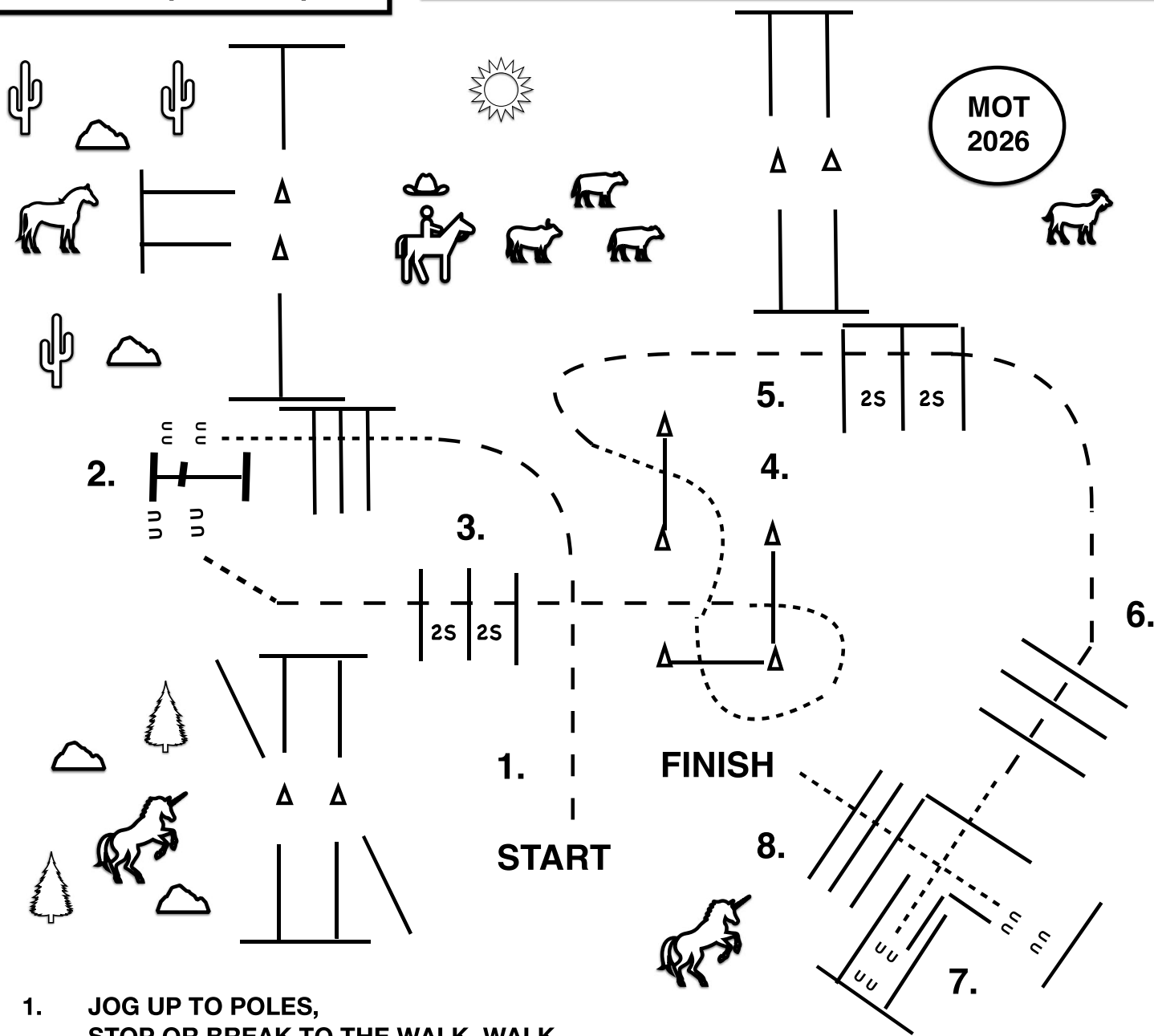
1. LOPE OVER POLES (LEFT LEAD).
2. BREAK TO THE JOG, JOG OVER POLES.
3. JOG UP TO GATE, WORK GATE LEFT HAND.
4. SIDE PASS RIGHT.
5. YOU MAY WALK FORWARD THEN, JOG OVER POLES.
6. JOG THROUGH SERPENTINE, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.

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9. LOPE OVER POLES (RIGHT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE. BACK BETWEEN POLES AND BACK AROUND CORNER.
11. WALK OUT CHUTE, WALK OVER POLES.

2026 Luxemburg International Championship

(ALL) IN HAND TRAIL CLASSES



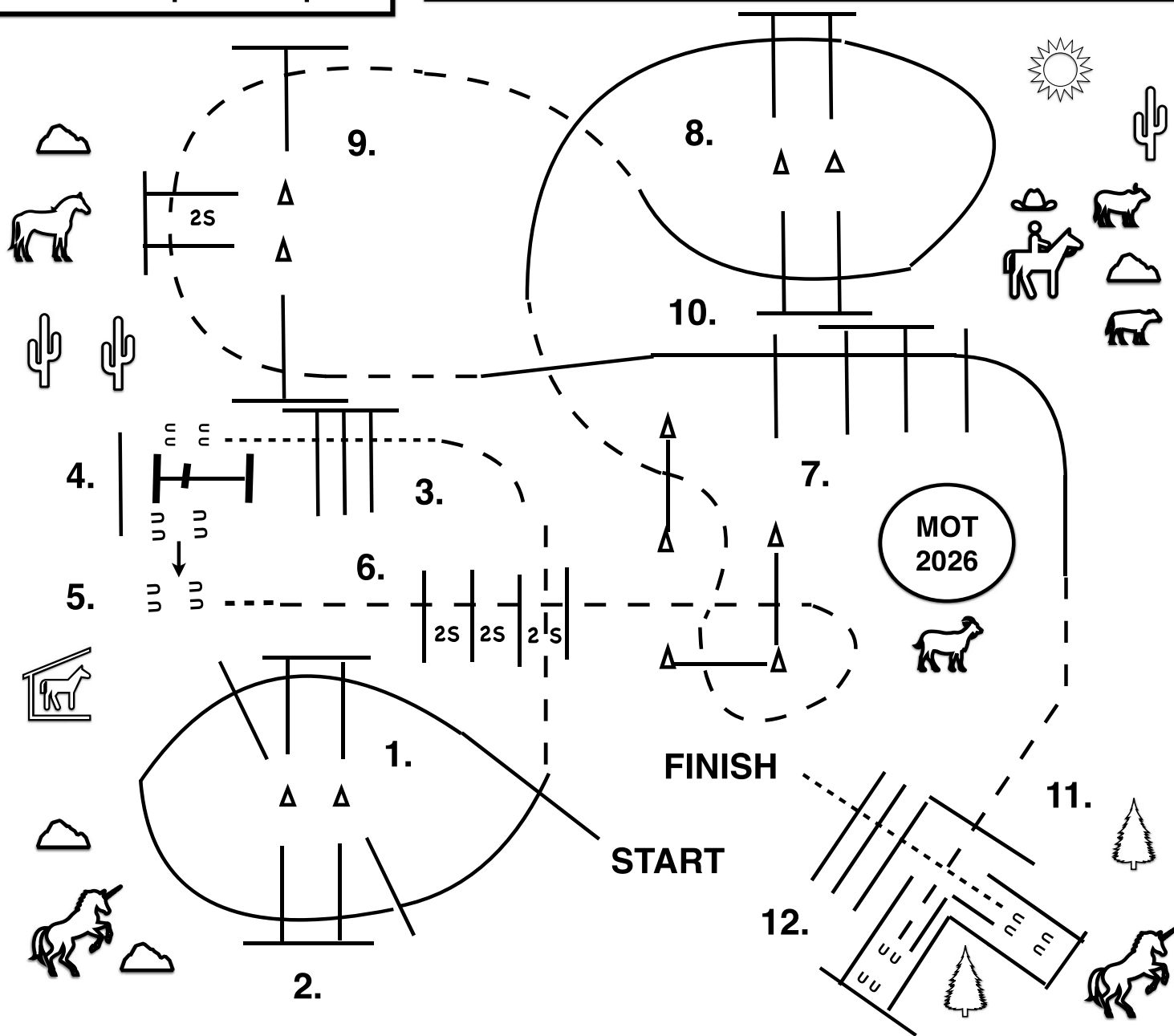
1. JOG UP TO POLES, STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK UP TO GATE.
2. WORK GATE LEFT HAND.
3. YOU MAY WALK FORWARD THEN, JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK THROUGH SERPENTINE, WALK OVER POLES.
5. JOG OVER POLES.
6. JOG OVER POLES.

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7. STOP OR BREAK TO THE WALK, WALK OVER POLE, WALK INTO CHUTE, BACK BETWEEN POLES AND BACK AROUND CORNER.
8. WALK OUT CHUTE, WALK OVER POLES.

2026 Luxemburg
International
Championship

LI/NOV YOUTH, LI OPEN
LI/NOV AMATEUR, YOUTH



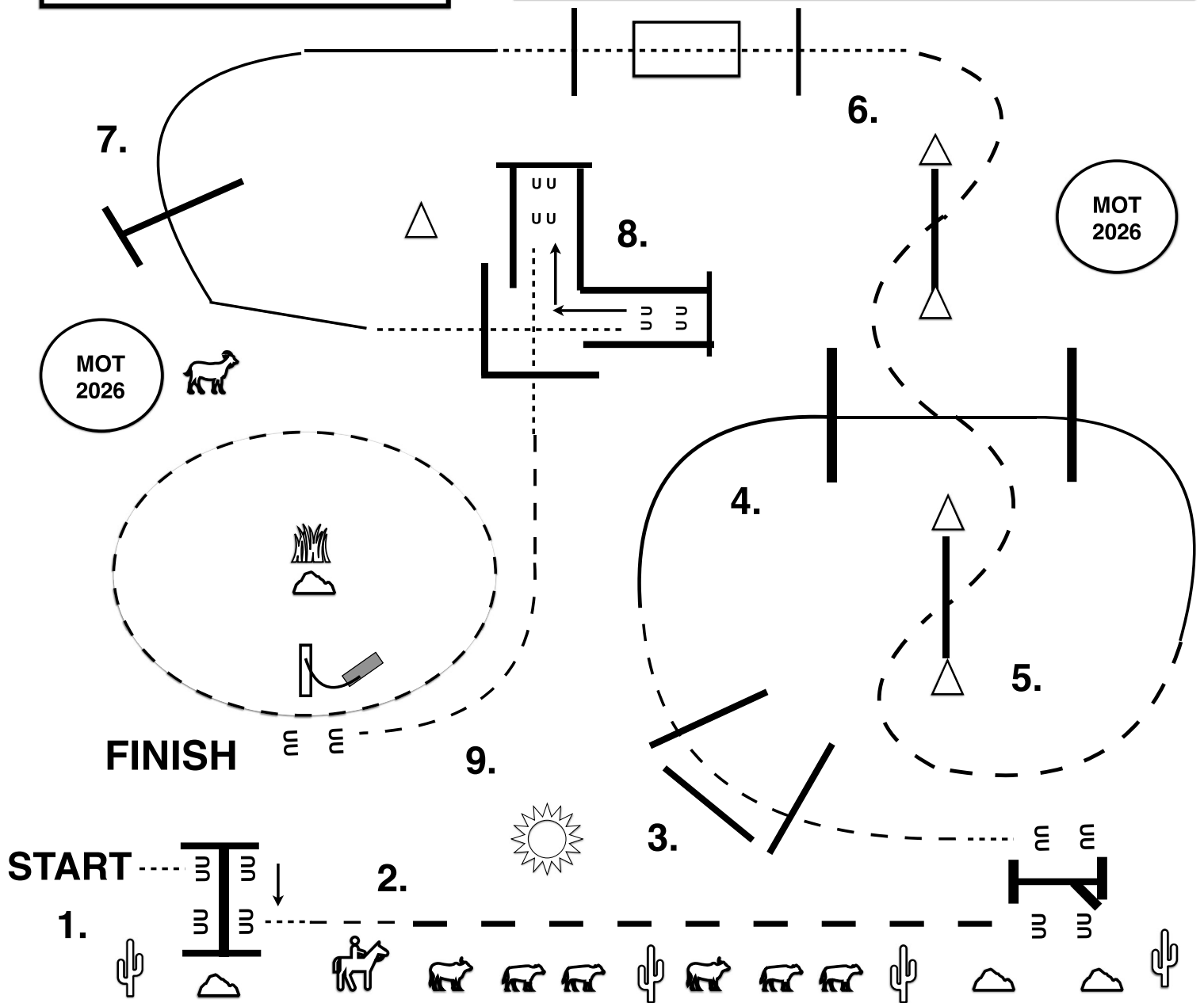
1. LOPE OVER POLES (LEFT LEAD).
2. LOPE OVER POLES (LEFT LEAD).
3. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK UP TO GATE.
4. WORK GATE LEFT HAND.
5. SIDE PASS RIGHT.
6. YOU MAY WALK FORWARD THEN, JOG OVER POLES.
7. JOG THROUGH SERPENTINE, JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).

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9. BREAK TO THE JOG, JOG OVER POLES.
10. LOPE OVER POLES (RIGHT LEAD).
11. BREAK TO THE JOG, JOG OVER POLE, JOG INTO CHUTE. BACK BETWEEN POLES AND BACK AROUND CORNER.
12. WALK OUT CHUTE, WALK OVER POLES.

2026 Luxemburg
International
Championship

ALL RANCH TRAIL CLASSES
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1. WALK OVER LOG, SIDE PASS RIGHT, WALK OFF LOG.
2. TROT, THEN EXTEND THE TROT UP TO GATE. STOP AND WORK GATE LEFT HAND.
3. WALK FORWARD, THEN TROT OVER LOGS.
4. LOPE OVER LOGS (RIGHT LEAD).
5. BREAK TO THE TROT, TROT THROUGH SERPENTINE, TROT OVER LOGS.
6. BREAK TO THE WALK, WALK OVER LOGS AND WALK OVER BRIDGE.
7. LOPE OVER LOG (LEFT LEAD).
8. BREAK TO THE WALK, WALK OVER LOG AND WALK INTO CHUTE.
BACK BETWEEN LOGS, BACK AROUND CORNER, WALK OUT OVER LOG.
9. TROT UP TO POST. WORK DRAG. WALK OR TROT AROUND MARKER.
L1 AMATEUR AND BOTH YOUTH CLASSES...PICK UP OBJECT, TROT AROUND MARKER.
RETURN TO POST.