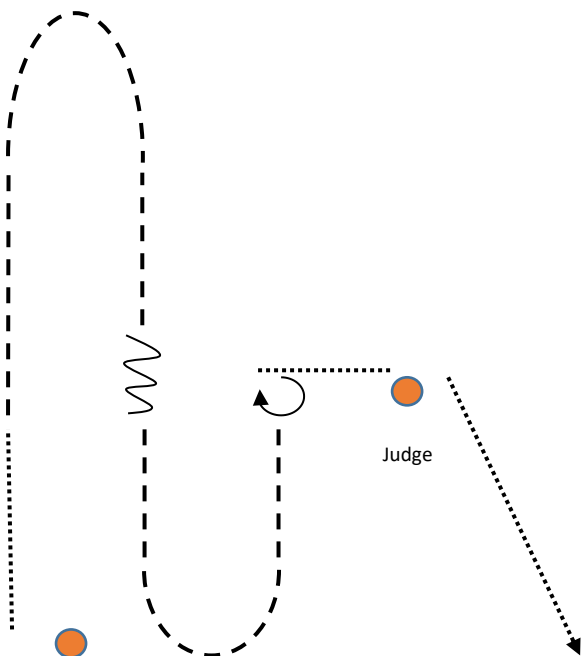


<b>Prüfung</b>	<b>Pattern</b>	<b>Seite Regelbuch 2018</b>
JUPF BA	1	123
JUPF RN 4j.	1	115
JUPF RN 5j.	1	115
JUPF TH 4j.	4	121
JUPF TH 5j.	5	122
LK 4 RN	14	110
LK 3 RN	3	99
LK 2 jun RN	6	102
LK 2 sen RN	6	102
LK 1 jun RN	8	104
LK 1 sen RN	8	104
SO Jackpot RN	5	101
M LK 1/2 jun RN	12	108
M LK 1/2 A sen RN	12	108
LK 5 RR	3	Siehe Anhang
LK 4 RR	3	Siehe Anhang
LK 3 RR	3	Siehe Anhang
LK 2 jun RR	3	Siehe Anhang
LK 2 sen RR	3	Siehe Anhang
LK 1 jun RR	3	Siehe Anhang
LK 1 sen RR	3	Siehe Anhang
M LK 1/2 jun RR	2	Siehe Anhang
M LK 1/2 sen RR	4	Siehe Anhang
LK 3 WR	7	85
LK 1/2 sen WR	2	80
M LK 1/2 A sen WR	3	81
LK 1/2 sen SUHO	1	Siehe Anhang
M LK 1/2 sen SUHO	3	Siehe Anhang

## Showmanship at Halter – LK 5



Be ready at marker

Walk until even with judge

Jog – stop when even with judge

Back up

Jog – stop when even with judge

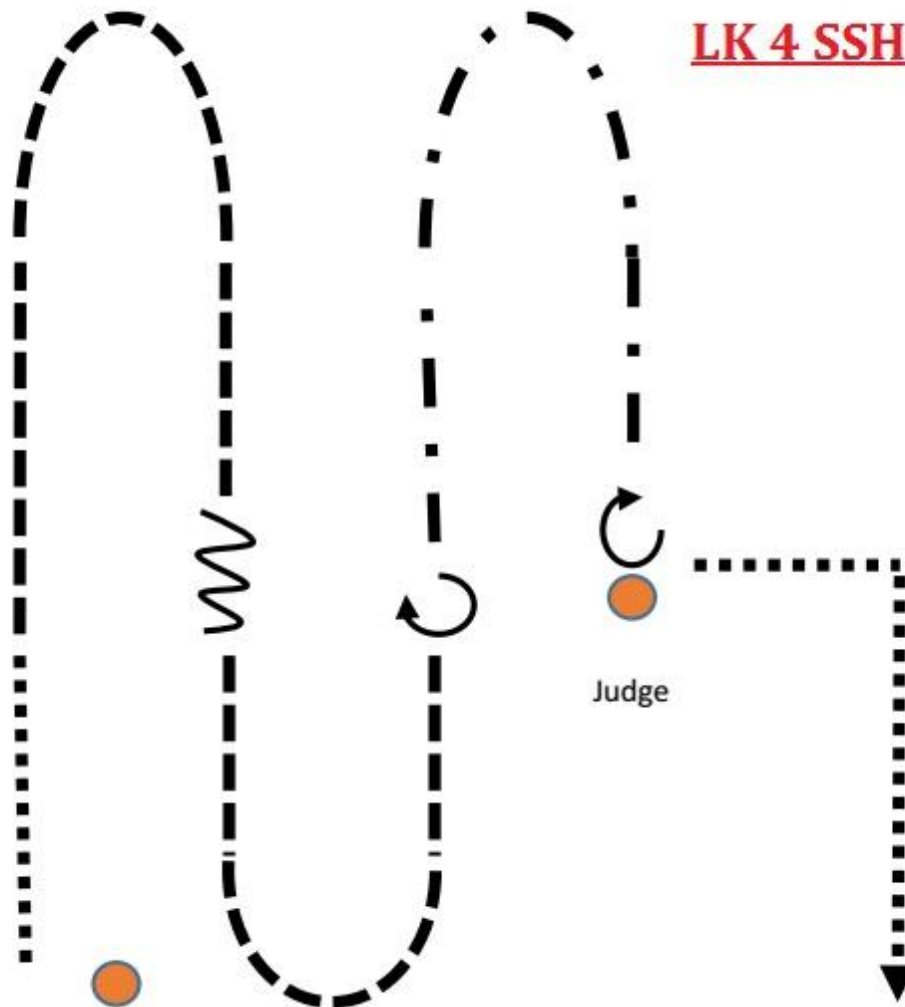
Turn 45°

Set up, inspection

Leave arena in walk

**Please note: The drawing of this pattern is only intended for a general description. The exhibitors should use the space of the arena to present their horses best**

## LK 4 SSH



Be ready at marker

Walk until even with judge

Jog – stop when even with judge

Back up

Jog – stop when even with judge

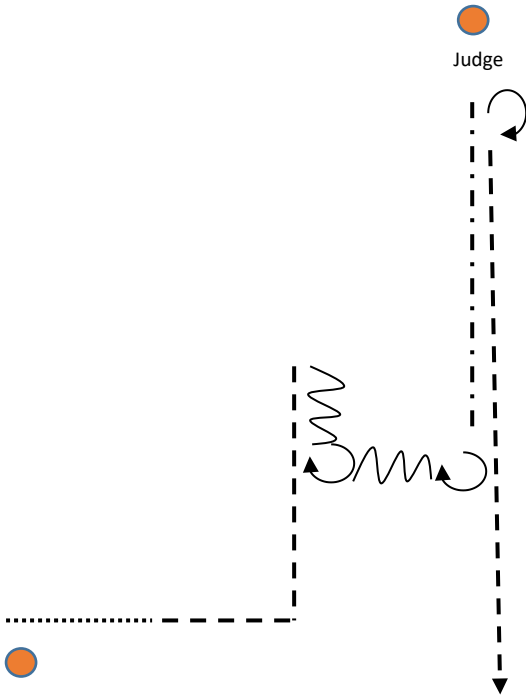
Turn 360°, Extended Jog

Stop, set up, inspection

Turn 270°Walk

**Please note: The drawing of this pattern is only intended for a general description. The exhibitors should use the space of the arena to present their horses best**

## Showmanship at Halter – LK 3



Be ready at marker

Walk

Jog corner, Stop

Back up, Turn 270°

Back up, Turn 90°

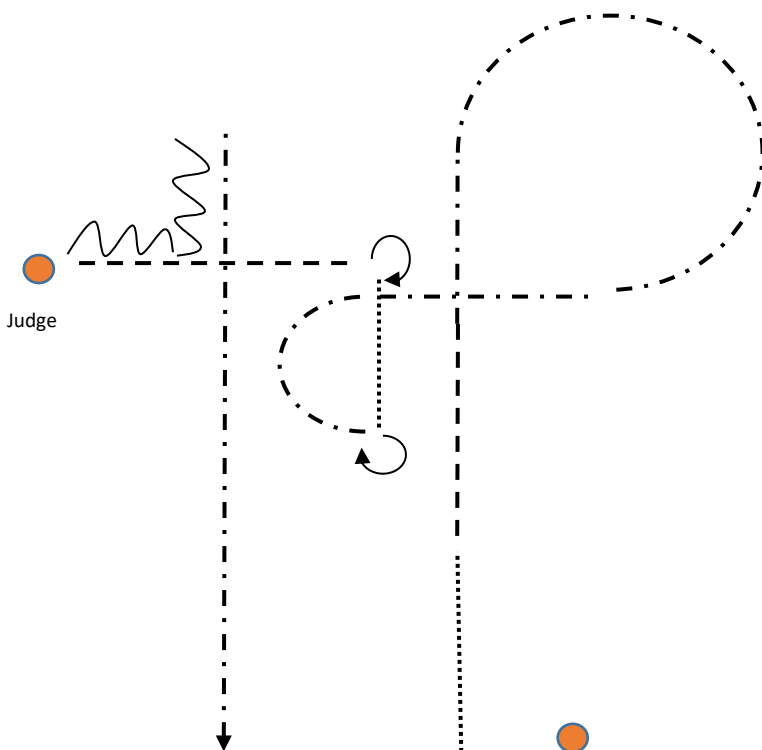
Extended Jog

Stop, set up, inspection

Turn 180°, Jog

**Please note: The drawing of this pattern is only intended for a general description. The exhibitors should use the space of the arena to present their horses best**

## Showmanship at Halter – LK 2



Be ready at marker

Walk, Jog

Extended jog circle to the right and smaller  $\frac{1}{2}$  circle to the left

Stop, Turn  $270^\circ$

Walk, Stop, Turn  $270^\circ$

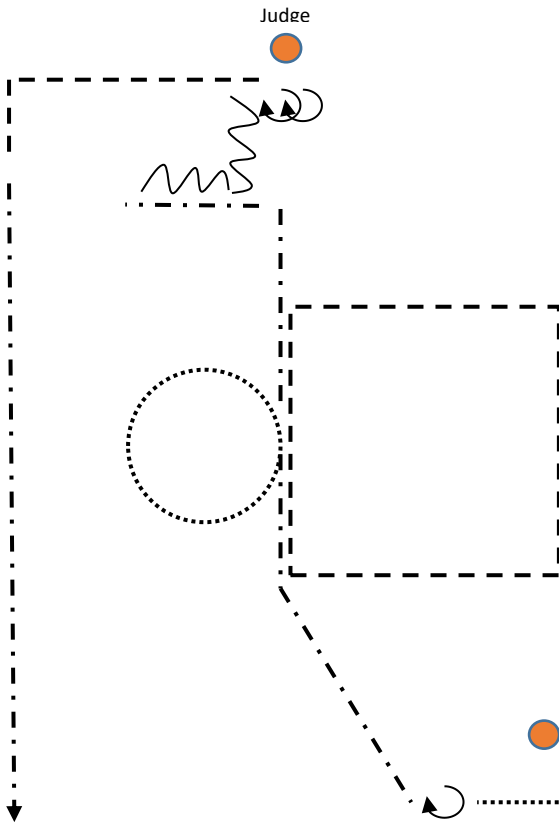
Jog straight to Judge, Set up, inspection

Back up a corner,

extended Jog

**Please note: The drawing of this pattern is only intended for a general description. The exhibitors should use the space of the arena to present their horses best**

## Showmanship at Halter – LK 1



Be ready at marker

Walk, Stop, Turn 405°

Extended Jog, Walk, small circle left

Jog a square to the right, all 4 sides the same length

Extended Jog straight line to the judge and corner to the left.

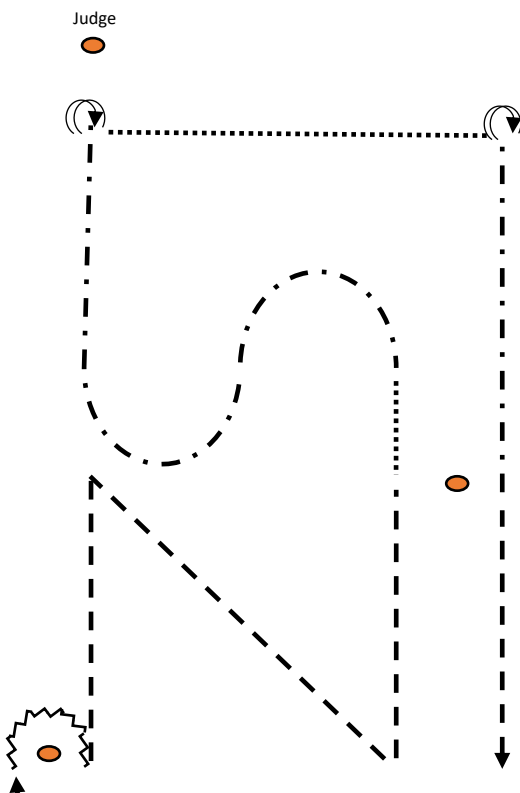
Back up corner

Turn 180°, Set up, Inspection

Turn 270°, Jog corner to the left, extended jog

**Please note: The drawing of this pattern is only intended for a general description. The exhibitors should use the space of the arena to present their horses best**

## Showmanship at Halter - Meisterschaftsklasse



Be ready at marker

Back up  $\frac{1}{2}$  circle

Jog 3 straight lines as drawn, walk at marker

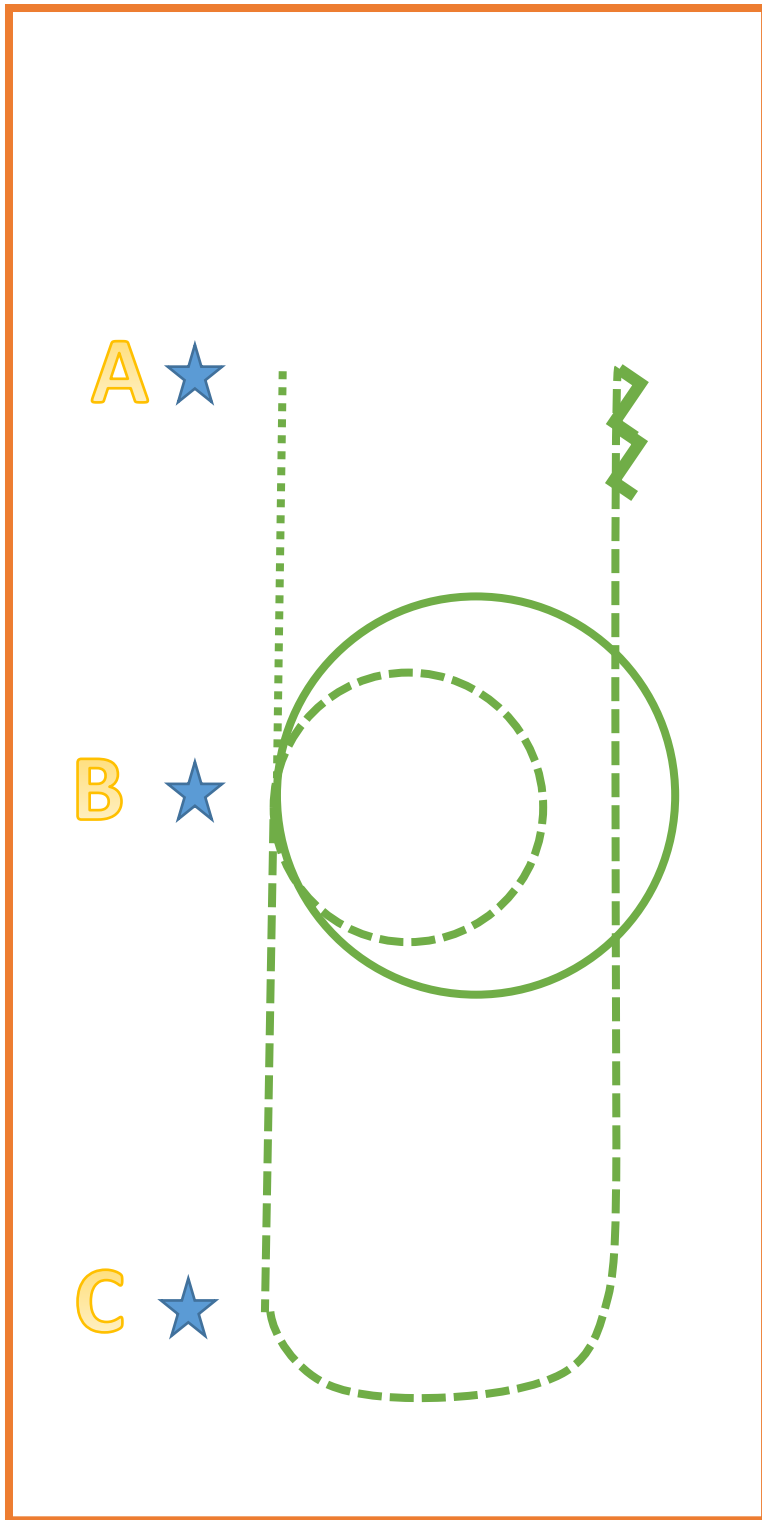
Extended jog:  $\frac{1}{2}$  circle left,  $\frac{1}{2}$  circle right, straight line to judge

Set up, inspection

Turn  $450^\circ$ , walk, turn  $450^\circ$ ,

Extended jog, regular jog at marker, leave the arena in jog

**Please note: The drawing of this pattern is only intended for a general description. The exhibitors should use the space of the arena to present their horses best**



## LK5 A & B Horsemanship

Be Ready at A

Walk to B

Lope a big circle to the left

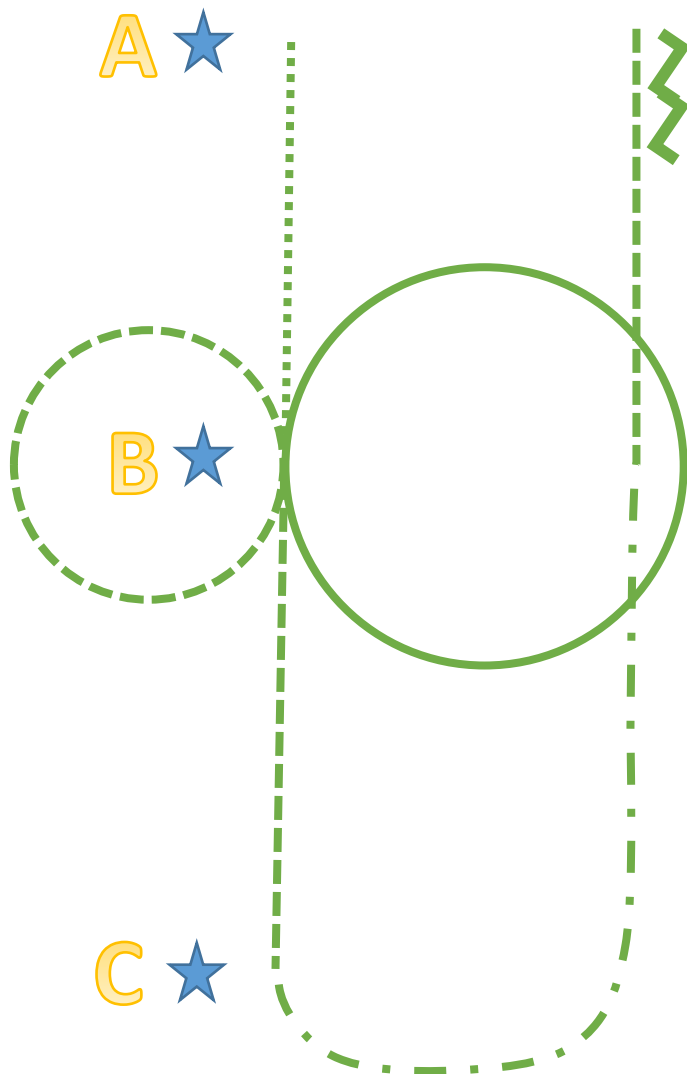
Jog a smaller circle to the left

Jog straight Line to C and around the arena

Stop and Back up when even with A



## Warm up



## LK 4 A & B

### Horsemanship

Be Ready at A

Walk to B

Jog a small circle around B

Lope a bigger circle to the left

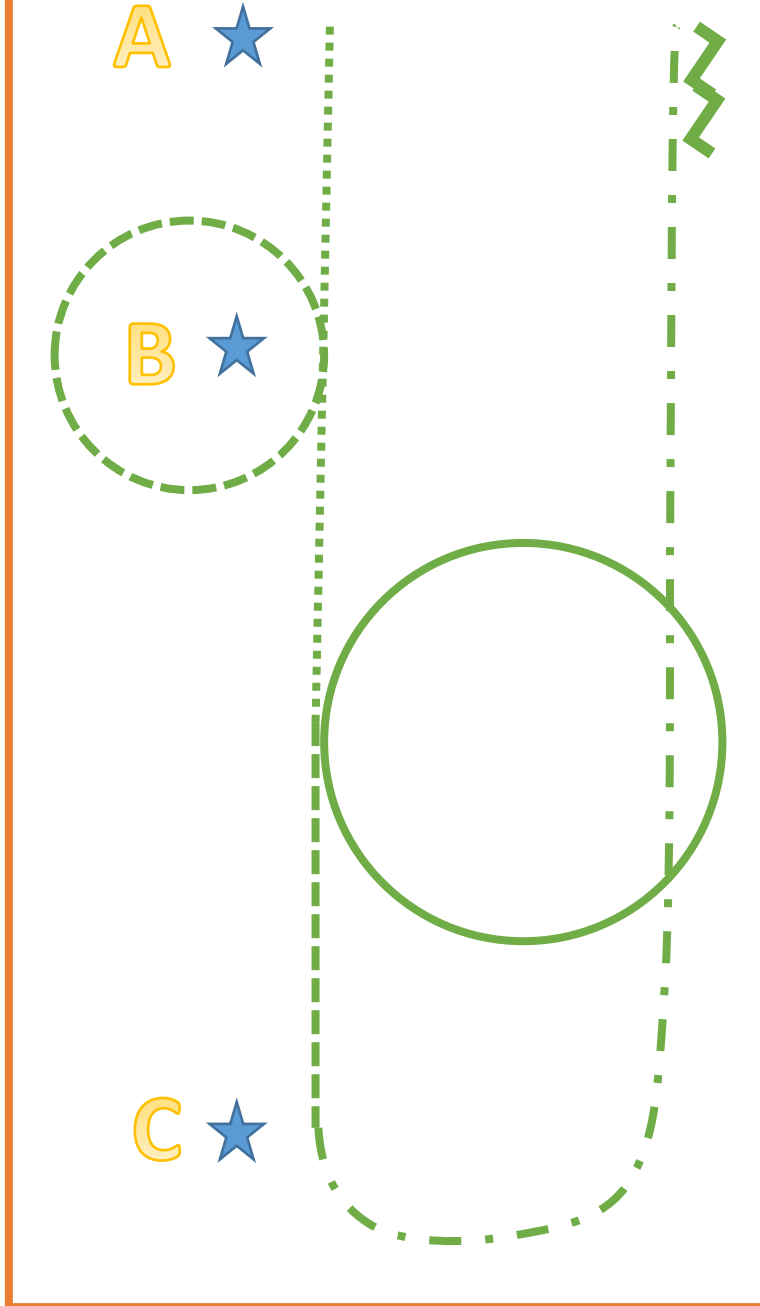
Jog straight Line to C

Extend Jog around the arena

When even with B regular jog

Stop and Back up when even with A

Warm up



LK3 A & B

Horsemanship

Walk to B

Jog a small circle around B

Walk

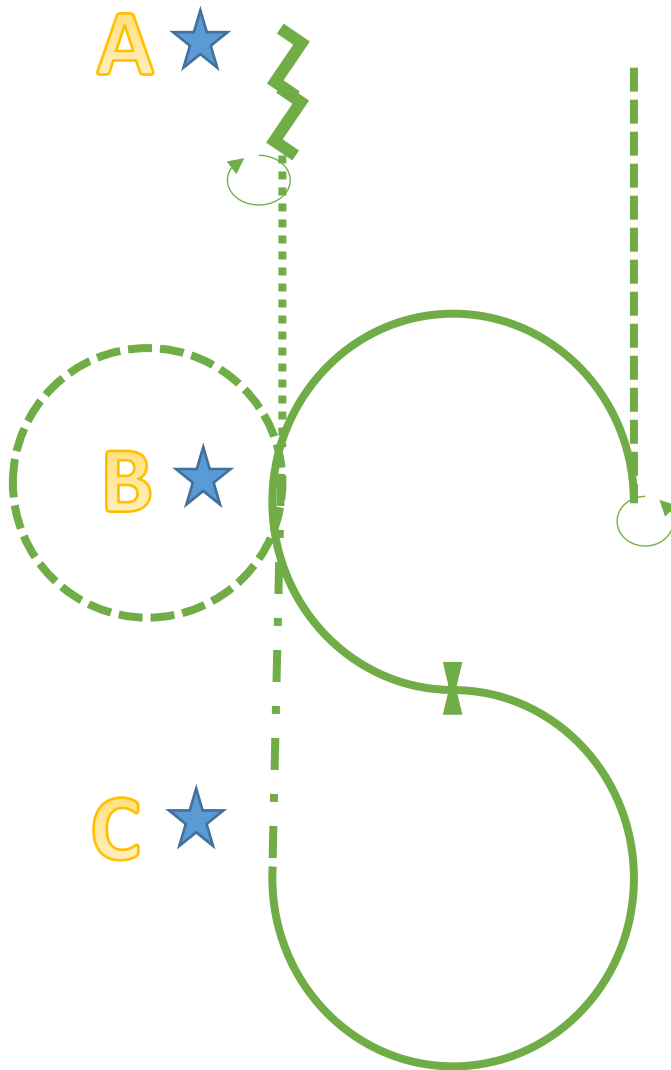
Lope a bigger circle to the left, half way between A and B

Jog straight Line to C

Extend Jog around the arena

Stop and Back up when even with A

## Warm up



## LK2 A & B Horsemanship

Be Ready at A

Back up

Turn 180° right

Walk to B

Jog a small circle around B

Extend Jog to C

Lope left Lead  $\frac{3}{4}$  circle

Lead Change simple or flying

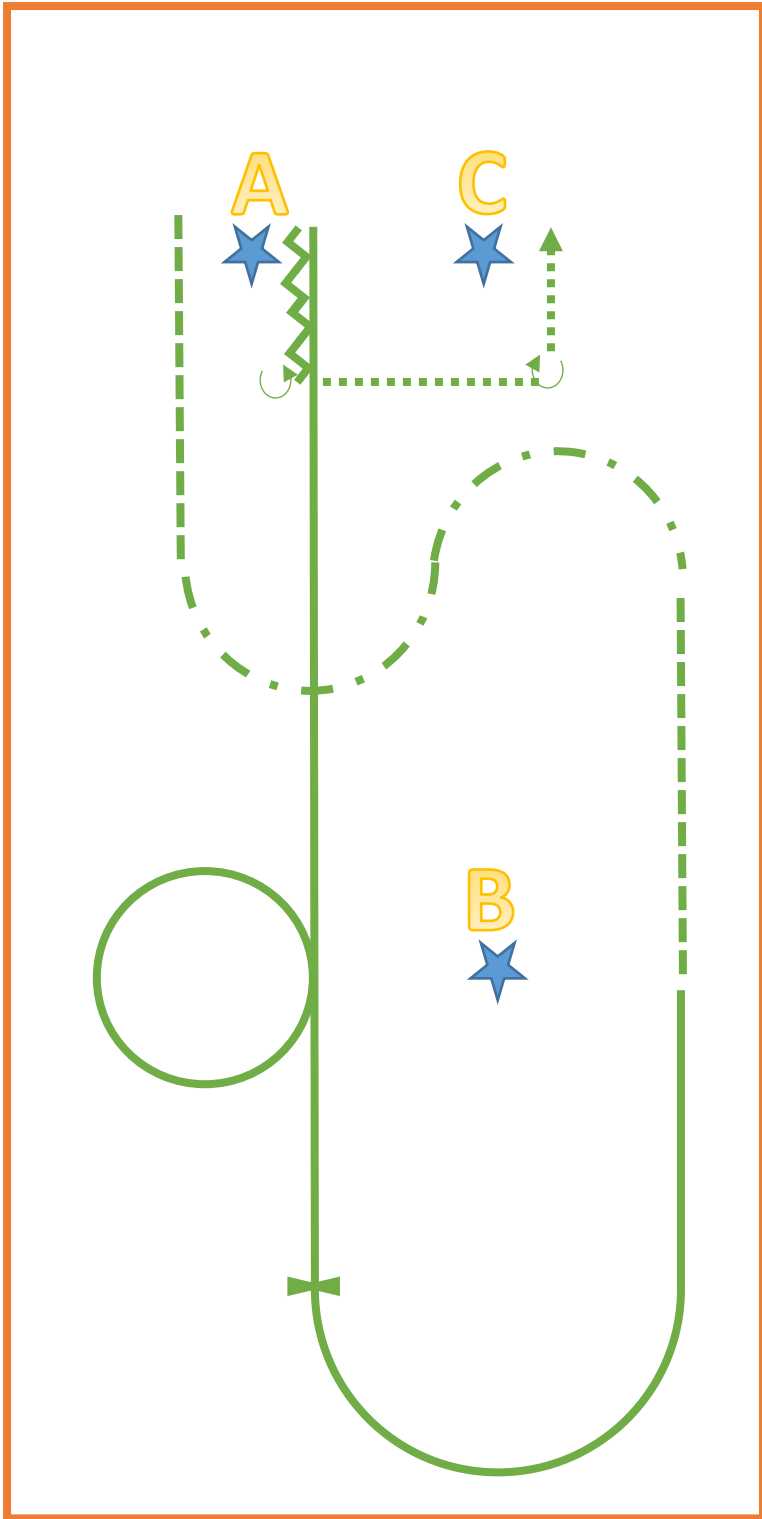
Lope right Lead  $\frac{3}{4}$  circle

Stop when even with B

Turn 180° left

Jog





## Meisterschaft A & B Horsemanship

Jog

Extended Jog  $\frac{1}{2}$  circle left,  
 $\frac{1}{2}$  circle right

Jog

When even with B Lope  
right lead

Lead change simple or  
flying

Lope straight line

When even with B circle to  
the left

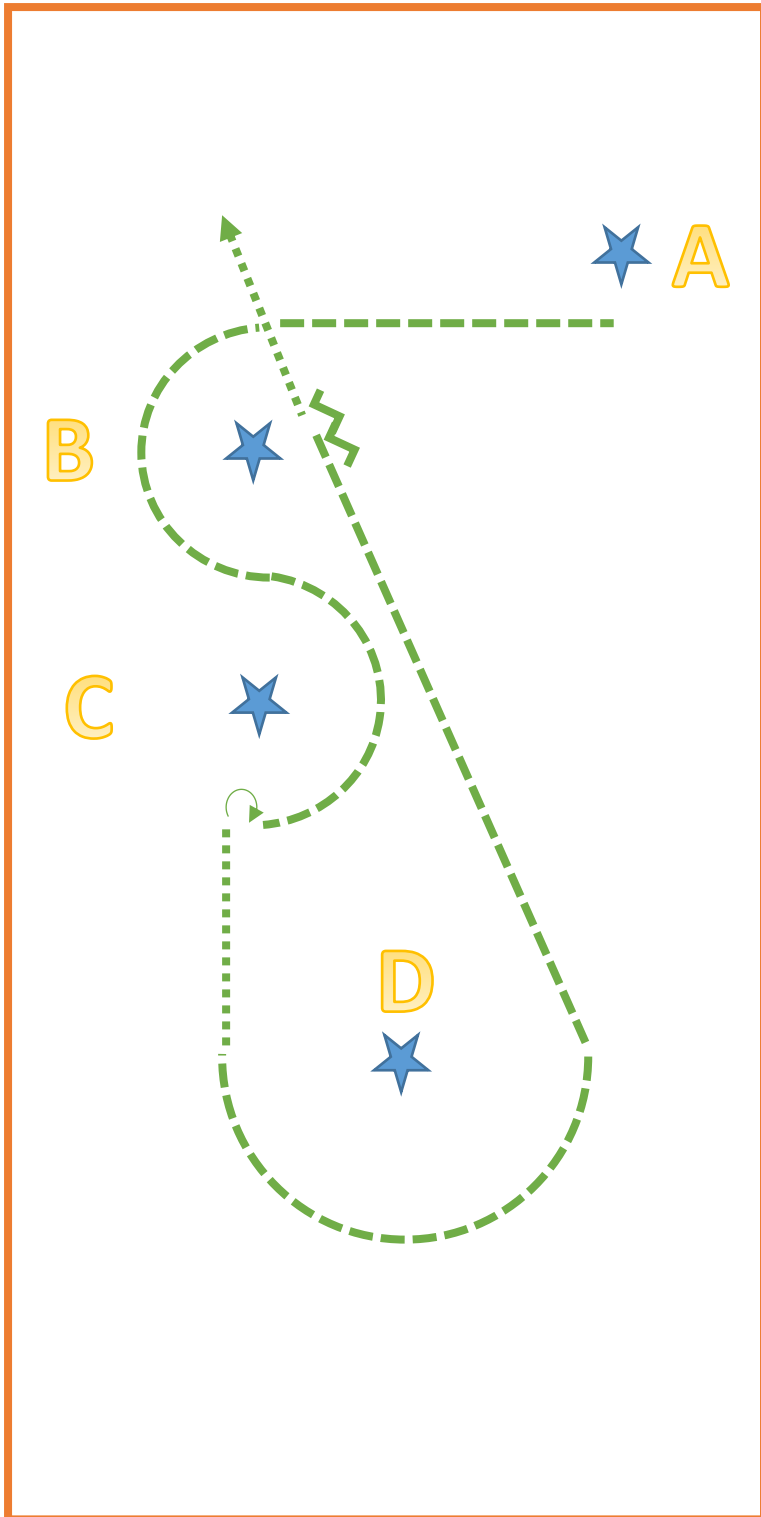
At A stop

Back up

$\frac{3}{4}$  Turn Left, walk

$\frac{3}{4}$  Turn right

Walk



## Walk / Trot Horsemanship

Be ready at at

Jog  $\frac{1}{2}$  circle left,  $\frac{1}{2}$  circle right around B and C

Stop

$\frac{3}{4}$  Turn right

Walk until even with D

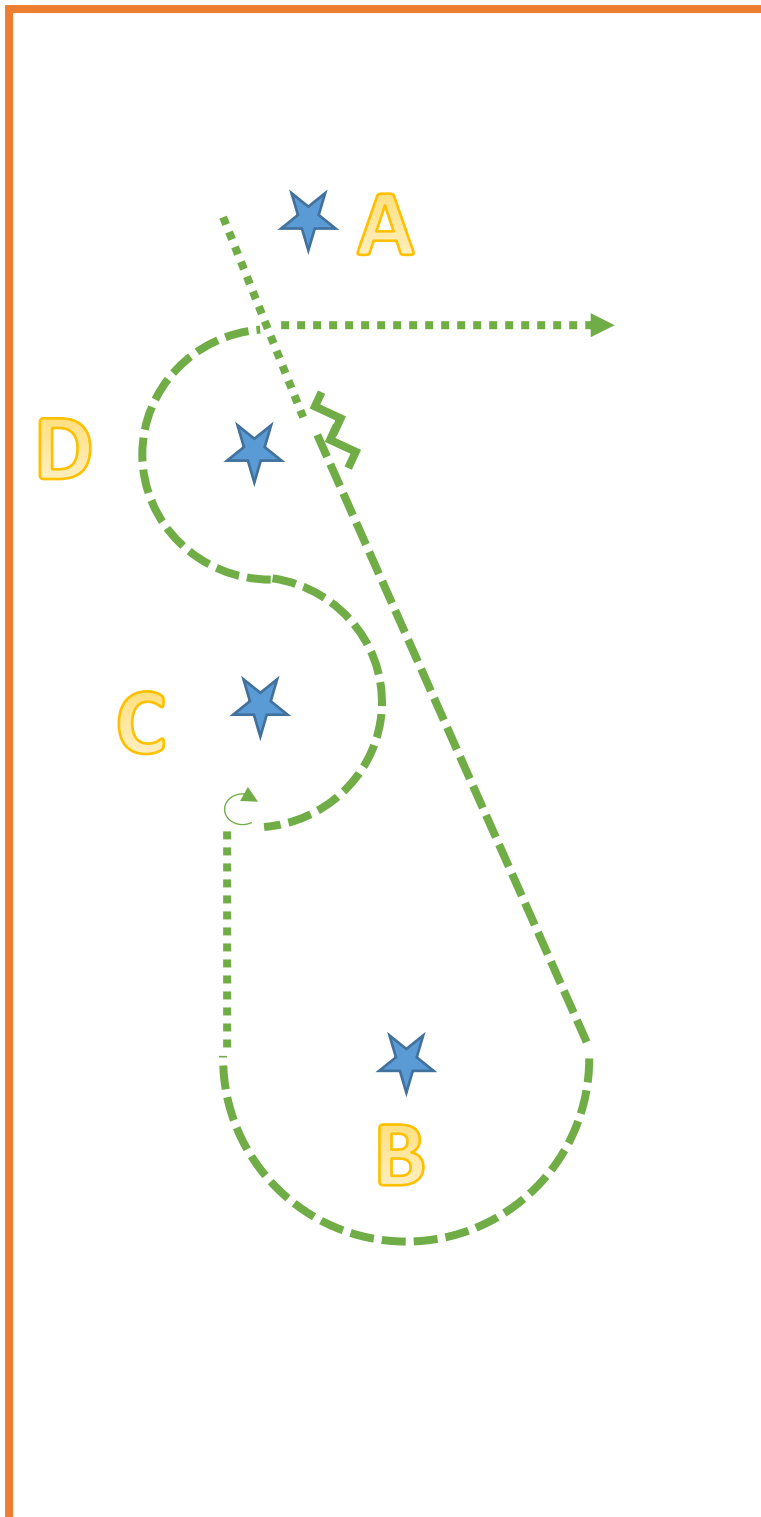
Jog around D

Jog diagonal

Stop at B

Back Up

Leave arena at walk



## Führzügel Horsemanship

Be ready at at

Walk diagonal

When even with D stop

Back up

Jog diagonal and around B

When even with B Walk

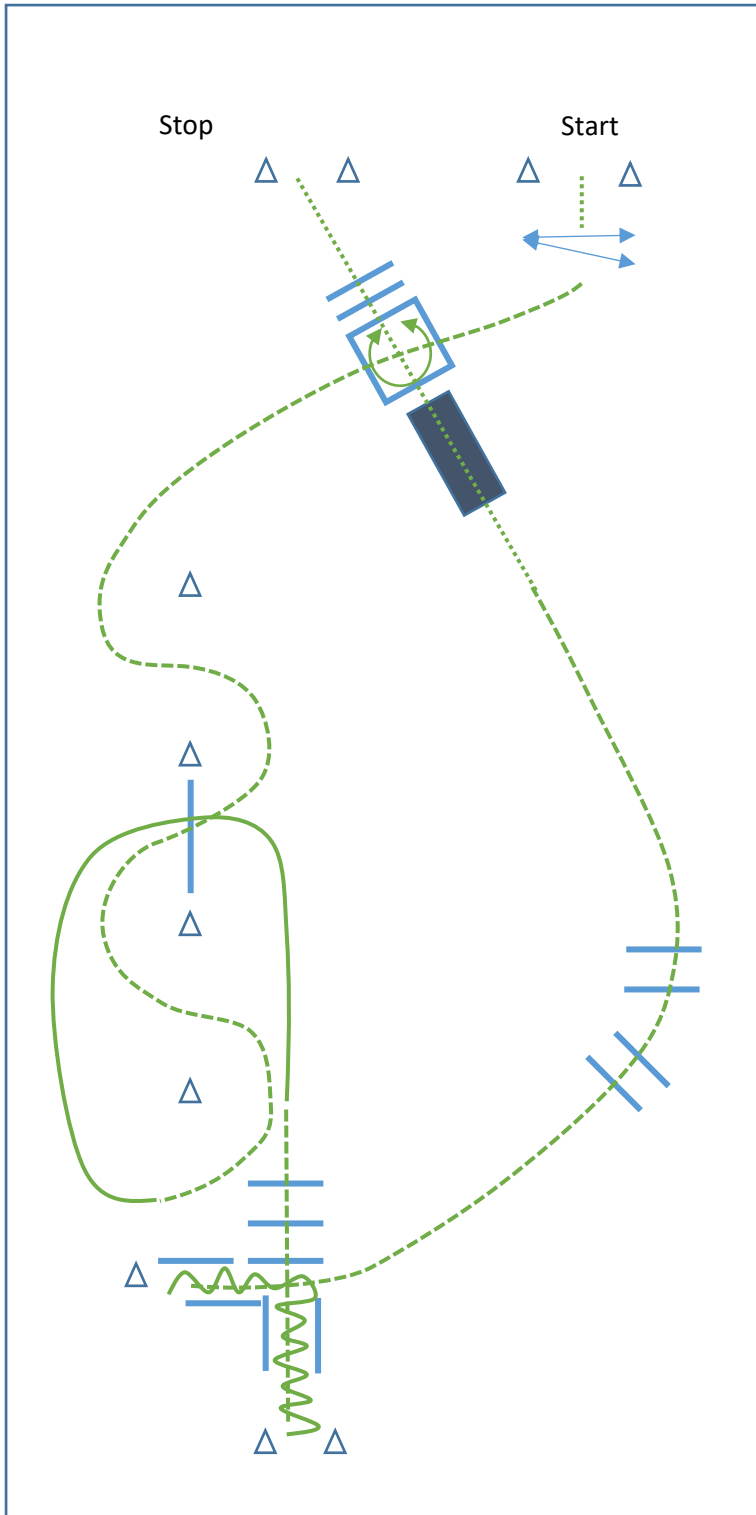
Stop

Turn  $\frac{1}{4}$  right

Jog  $\frac{1}{2}$  circle left

Jog  $\frac{1}{2}$  circle right

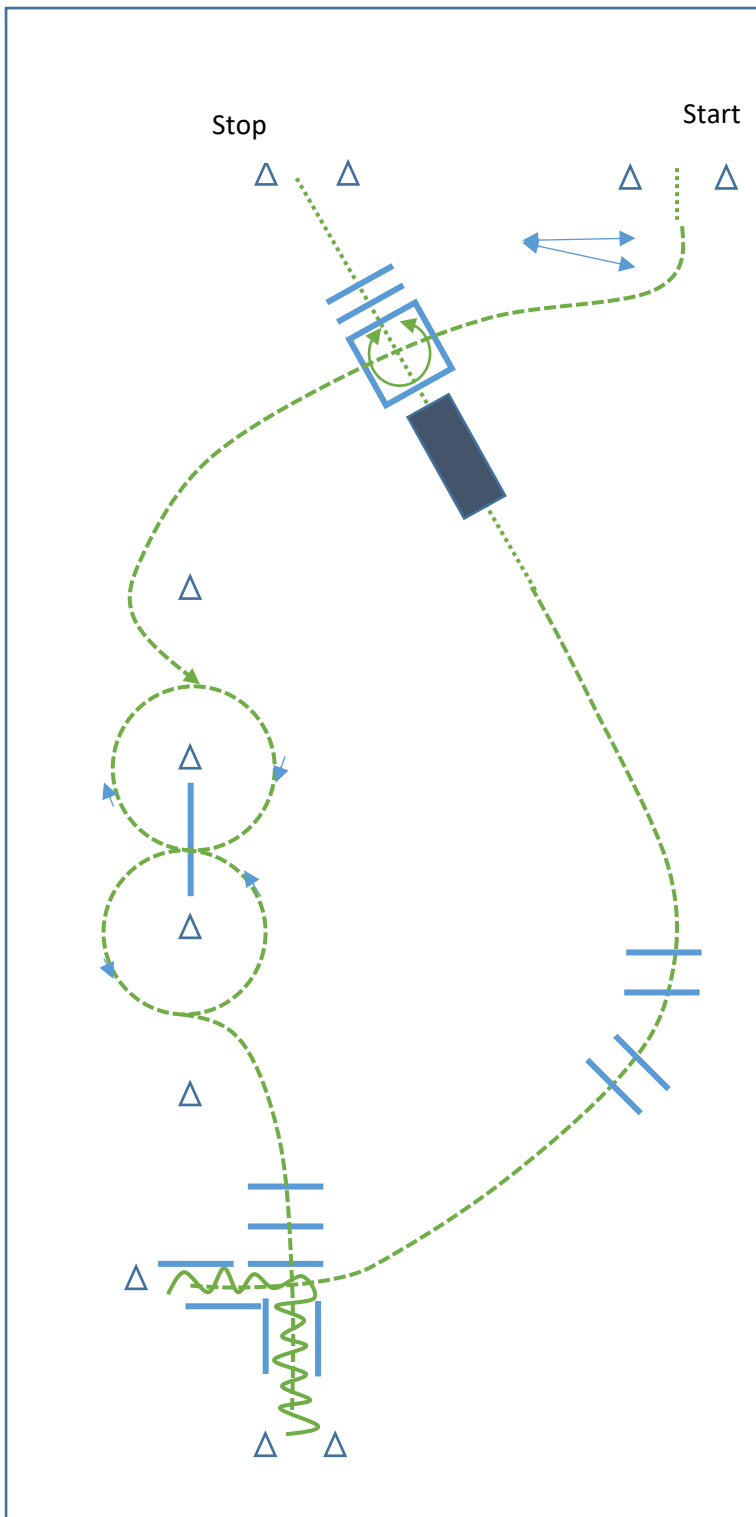
Walk when even with A



### Trail LK5 A & B

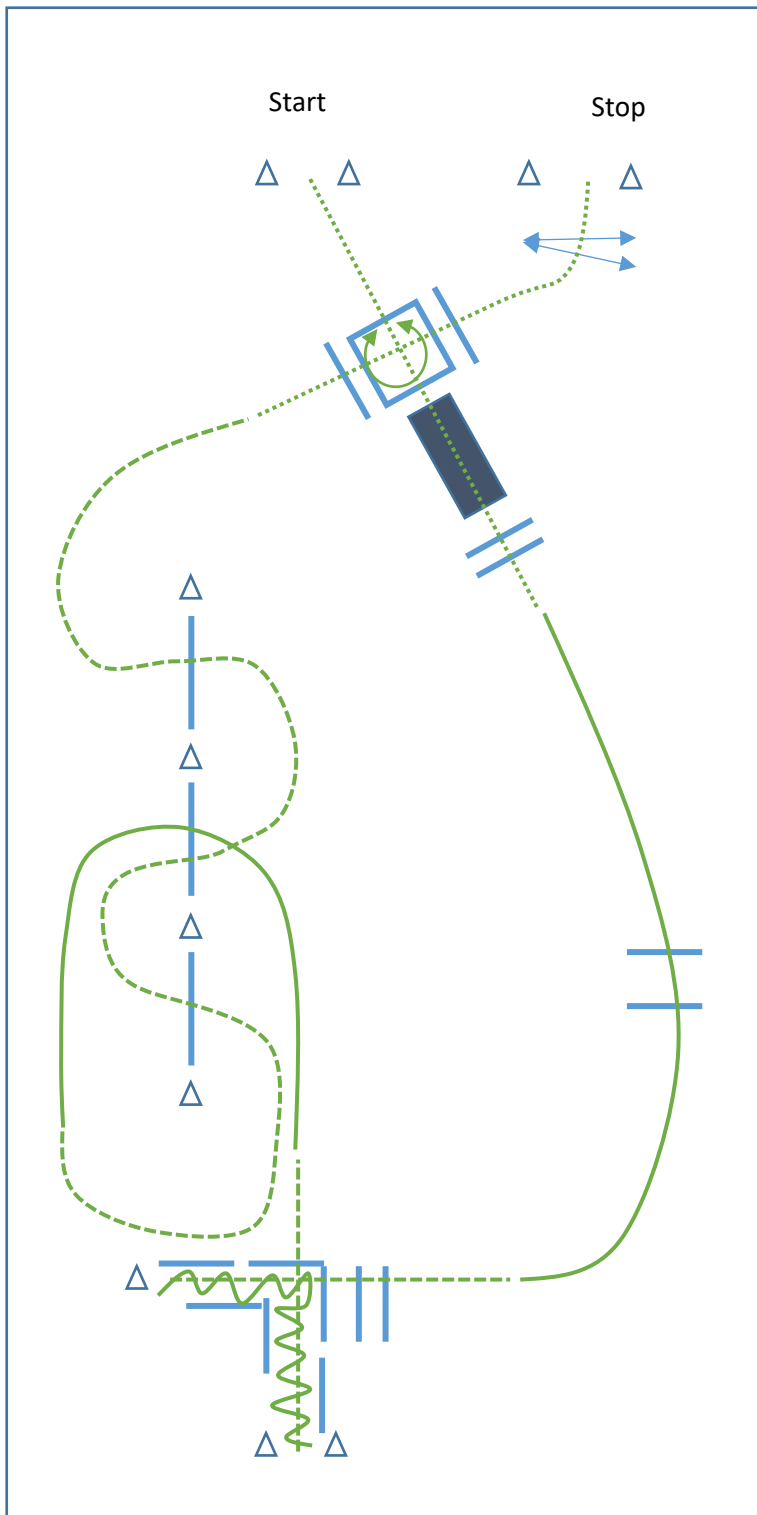
1. Walk to gate, work gate right hand push or pull
2. Jog Over Box
3. Sepentine in Jog
4. Lope right lead over Pole
5. Jog in L
6. Back up
7. Jog over
8. Walk over Bridge
9. Turn (left or right)
10. Walk Out





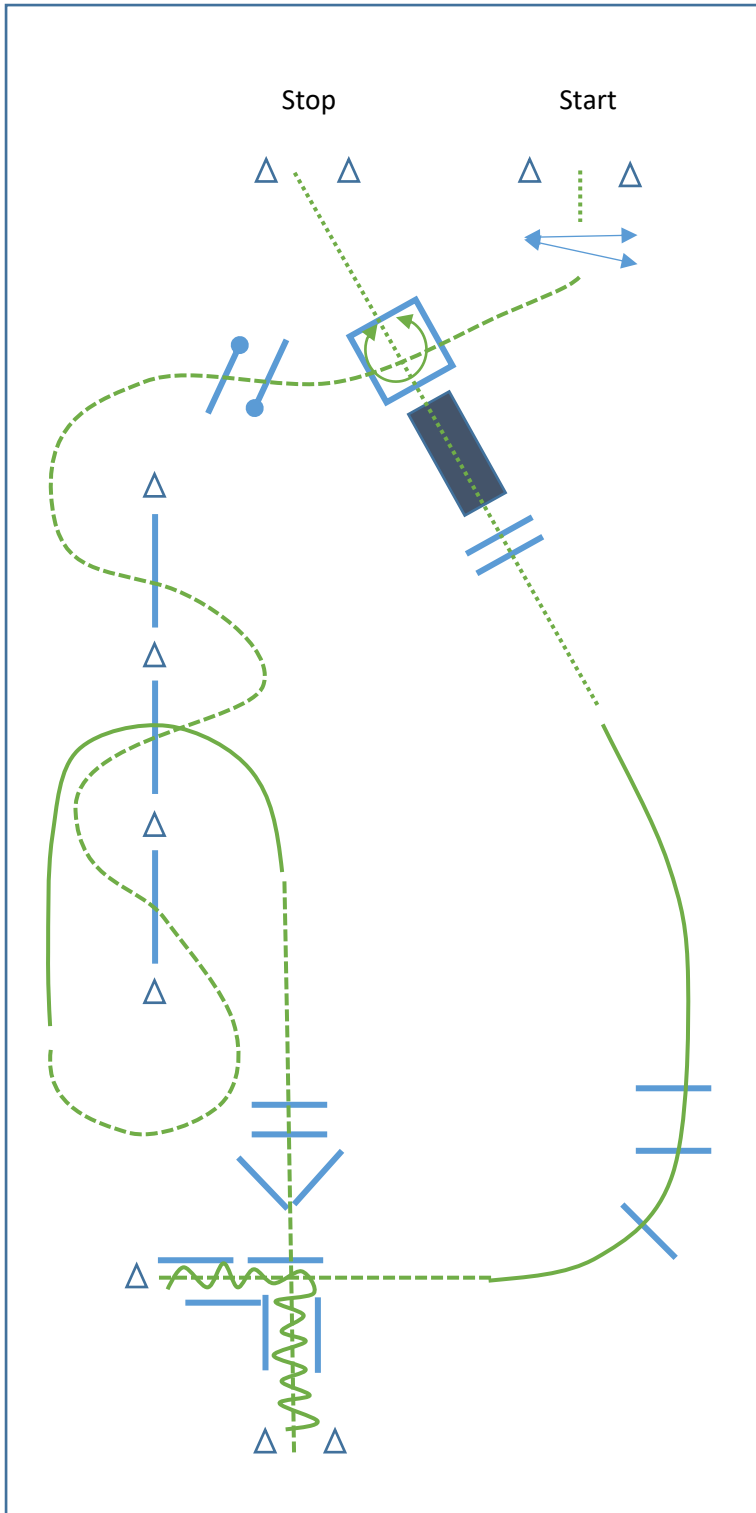
### Trail Walk Trot

1. Walk to gate
2. Jog Over Box
3. Sepentine in Jog with circle right and left as shown
4. Jog in L
5. Back up
6. Jog over
7. Walk over Bridge
8. Turn (left or right)
9. Walk Out



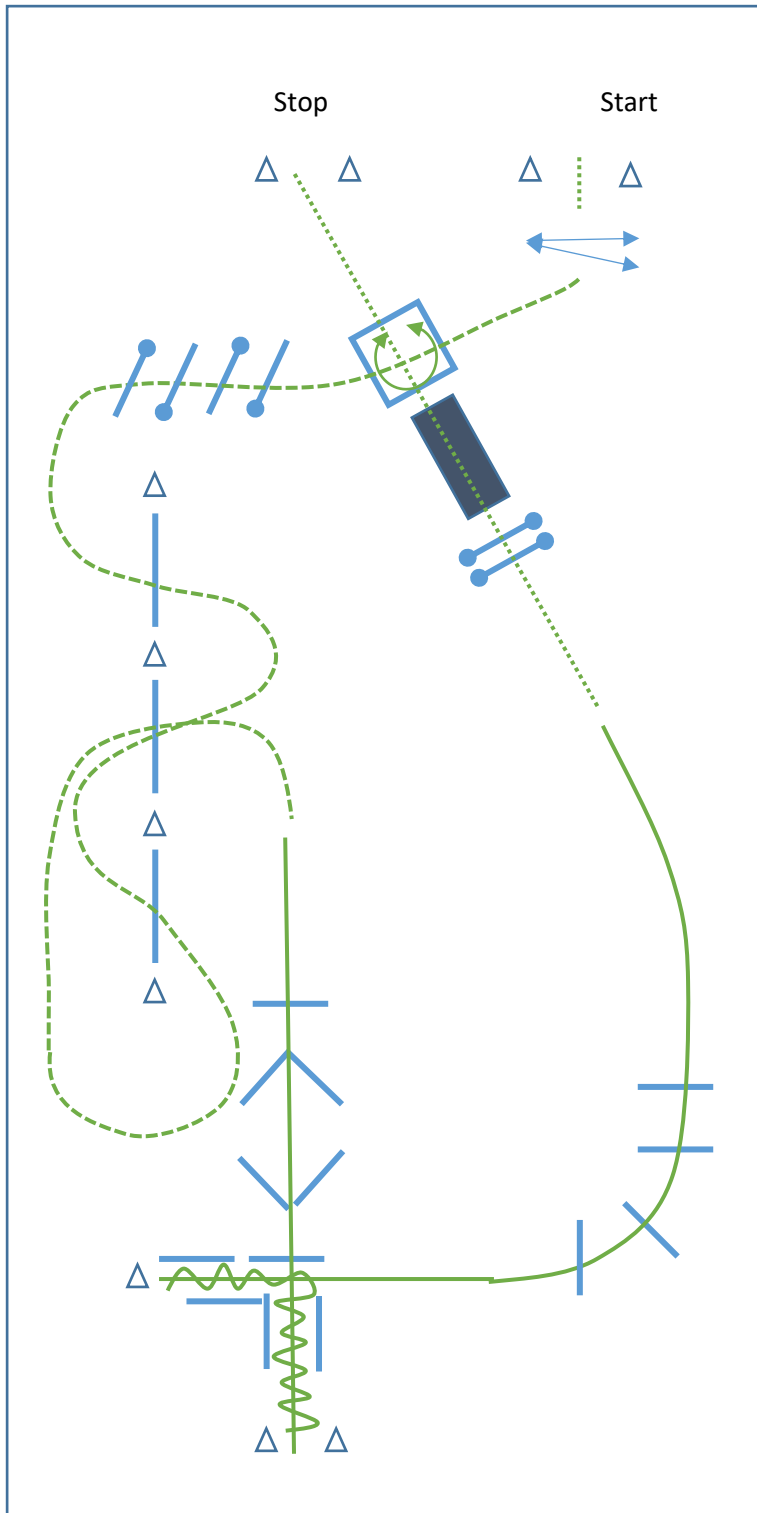
#### Trail LK4 A & B

1. Walk into Box, Turn (left or right)
2. Walk over Bridge and Poles
3. Lope over Poles right lead
4. Jog into L
5. Back up
6. Jog Out
7. Lope left over Pole
8. Serpentine in Jog
9. Walk Over Box
10. Gate left Hand push or pull



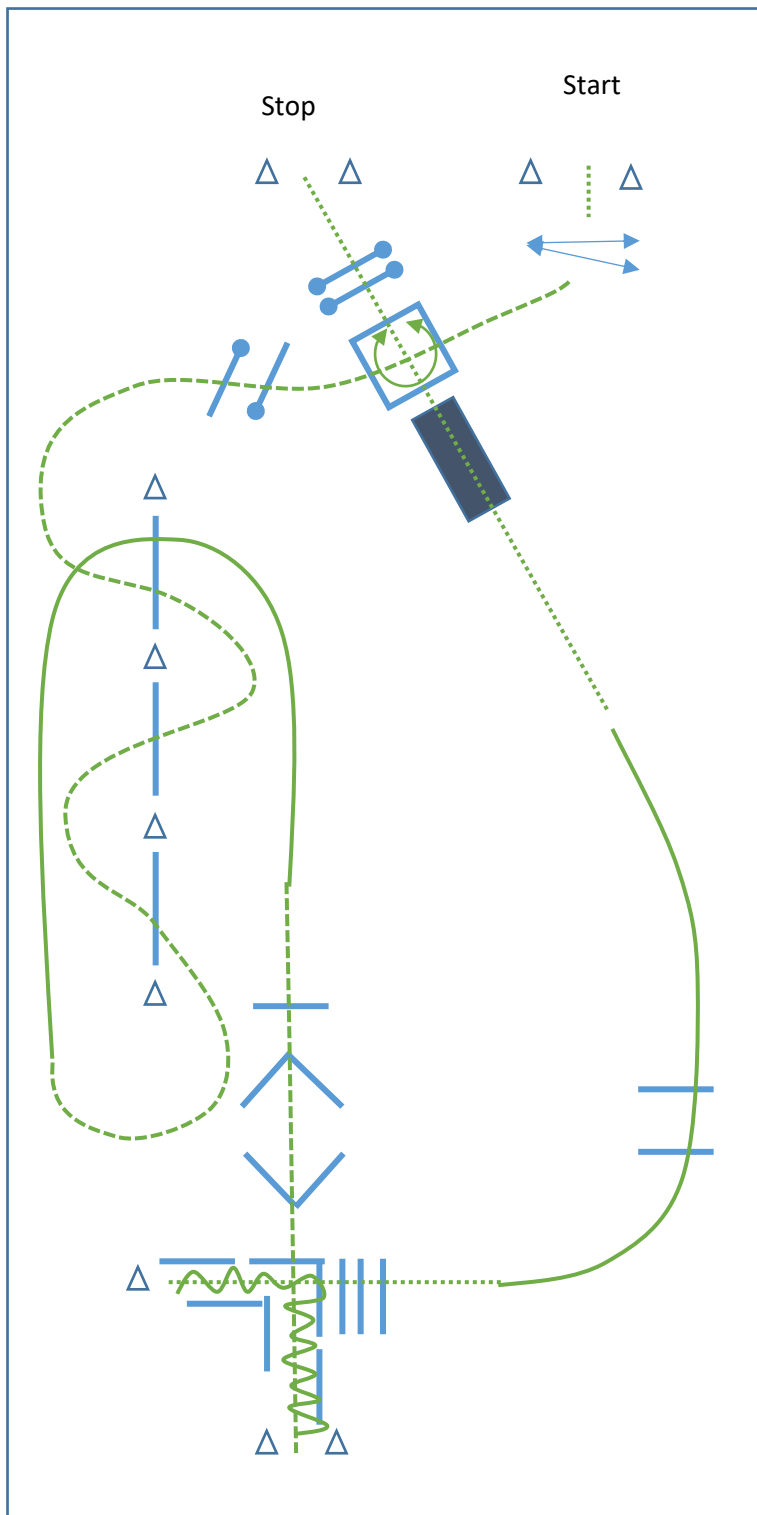
### Trail LK3 A & B

1. Walk to gate, work gate right hand push or pull
2. Jog Over Box and Poles
3. Sepentine in Jog
4. Lope right lead over pole
5. Jog Over Poles in L
6. Back up, Jog out
7. Lope left lead over
8. Walk over poles and Bridge
9. Turn (left or right)
10. Walk Out



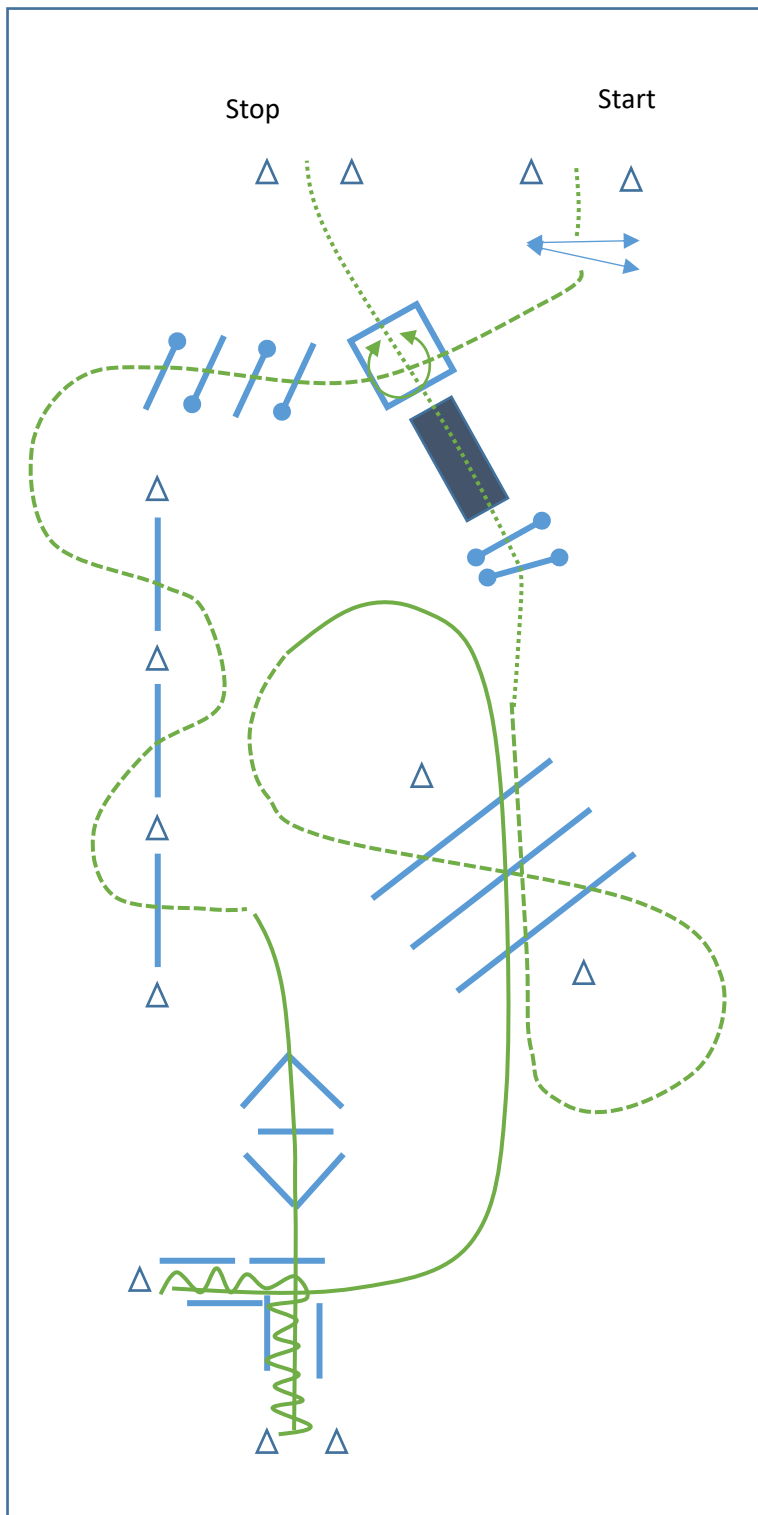
Trail LK2 A & B

1. Walk to gate, work gate right hand push or pull
2. Jog Over Box and Poles
3. Sepentine in Jog
4. Lope right lead over poles
5. Back up,
6. Lope left lead over
7. Walk over Poles and Bridge
8. Turn (left or right) Walk Out



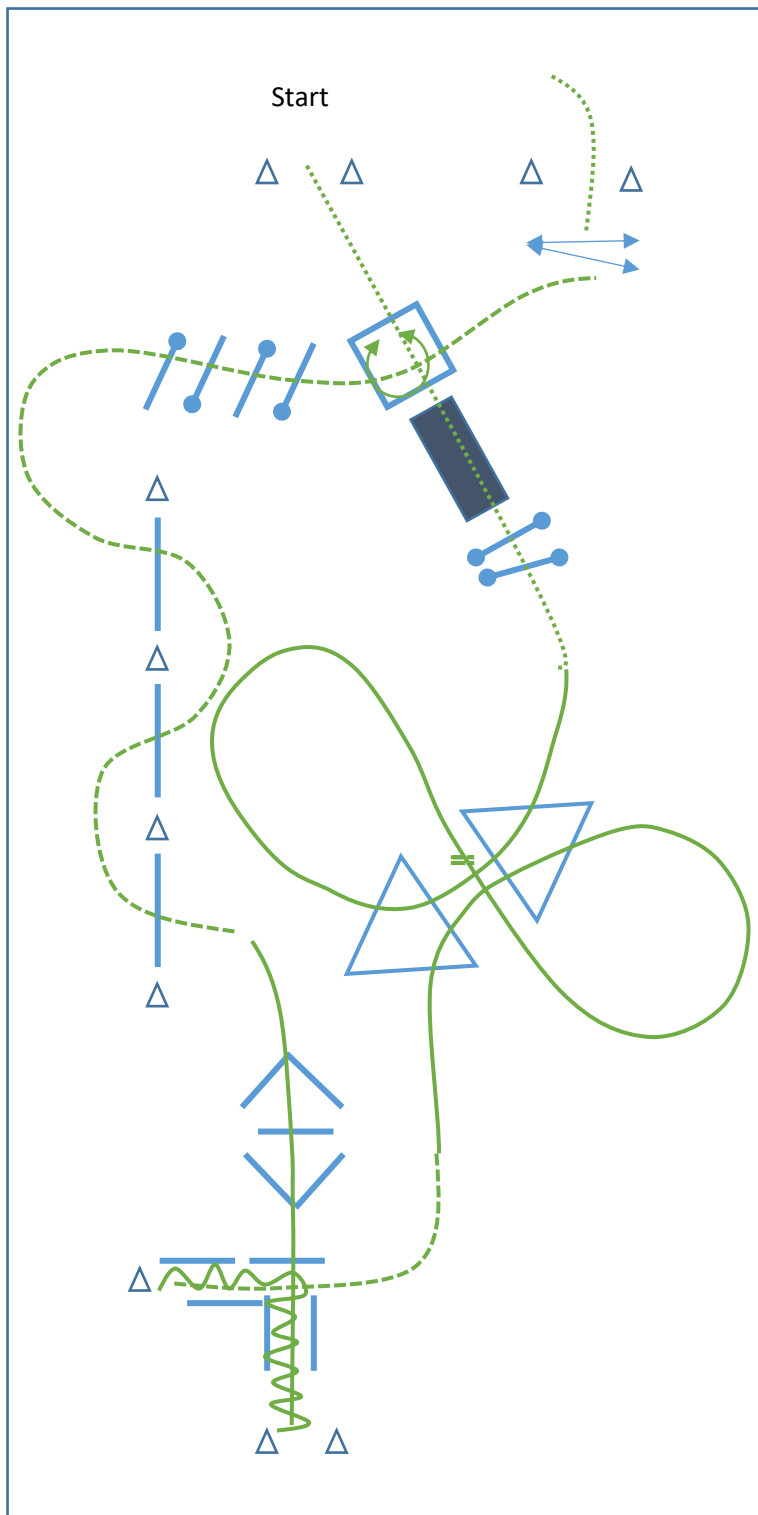
### Trail LK 1 Junior

1. Walk to gate, work gate right hand push or pull
2. Jog Over Box and Poles
3. Sepentine in Jog
4. Lope right lead over pole
5. Jog Over Poles in L
6. Back up,
7. Walk out over Poles
8. Lope left lead over
9. Walk over Bridge
10. Turn (left or right)
11. Walk Out



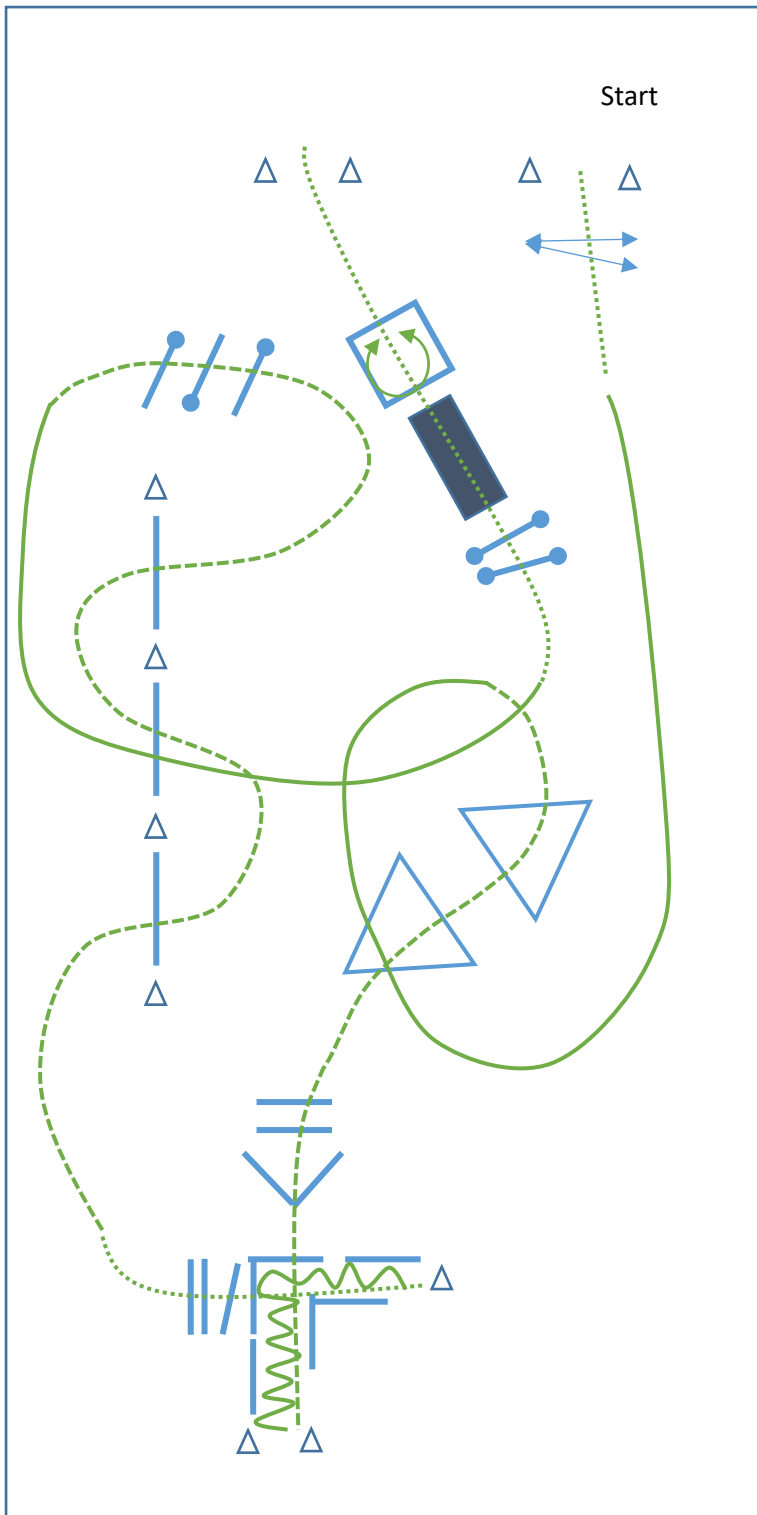
Trail LK 1 A Senior & B

1. Walk to gate, work gate right hand push or pull
2. Jog Over Box and Poles
3. Jog Serpentine
4. Lope over and in L, right lead
5. Back Up
6. Lope Over
7. Jog Over
8. Walk Over
9. Bridge
10. Turn (Left or right), Walk Out



### Trail Meisterschaft A Senior & B

1. Walk into Box, Turn (left or right)
2. Walk over Bridge and Poles
3. Lope right lead over triangles
4. Change lead between triangles and lope left over those
5. Jog into L, Back up
6. Lope over left lead
7. Jog serpentine
8. Jog Over Poles
9. Work Gate left Hand, push or pull



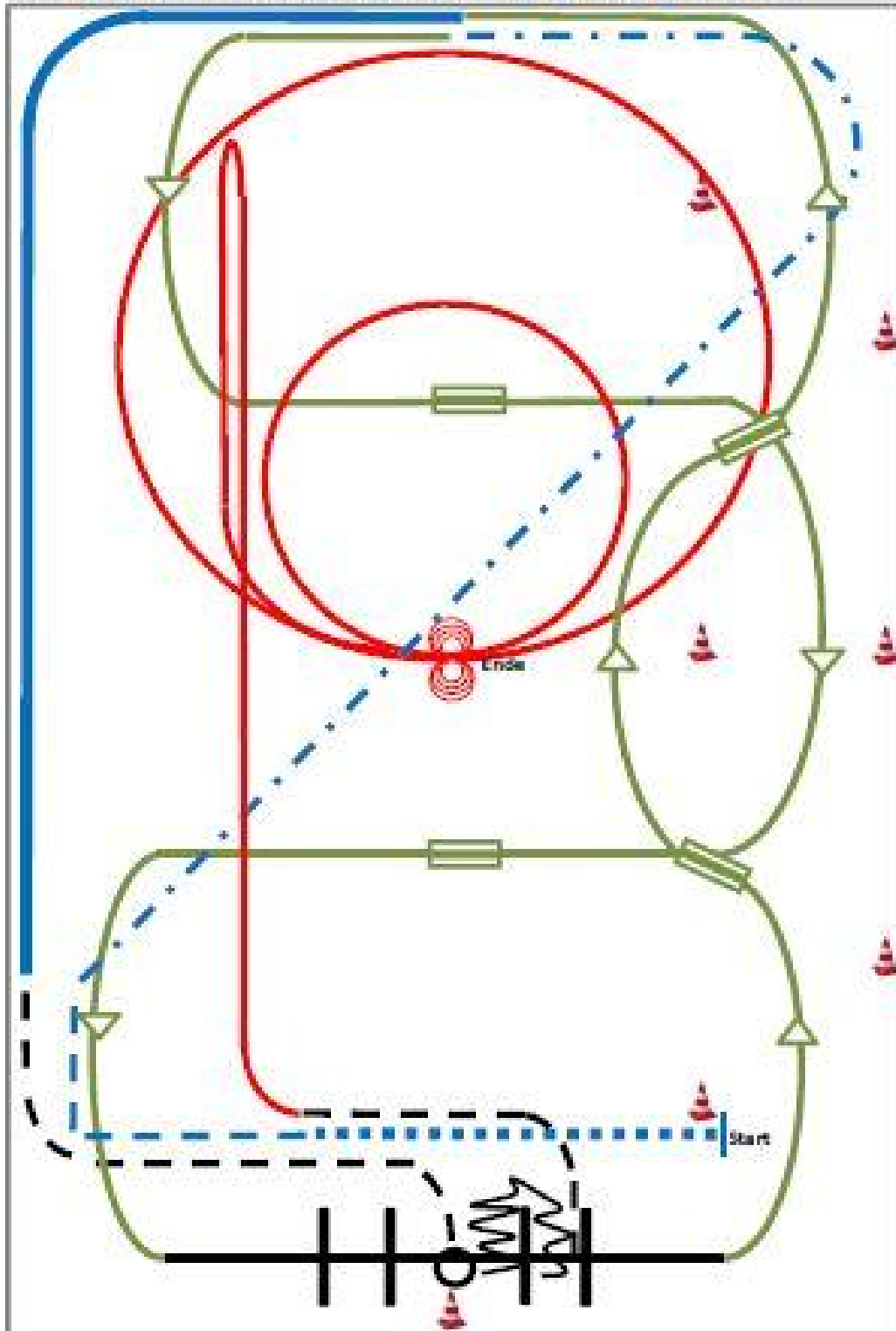
### Trail Meisterschaft A Junior & B

1. Work Gate, right hand push or pull
2. Lope Right lead over triangle
3. Jog Over triangles in L
4. Back up
5. Walk out
6. Jog Serpentine over Poles
7. Lope left lead
8. Walk Over Poles and Bridge
9. Turn left or right walk out





# Pattern SUHO 2018 #1: (Empfohlen für Hallen oder Plätze ab 20x40m)

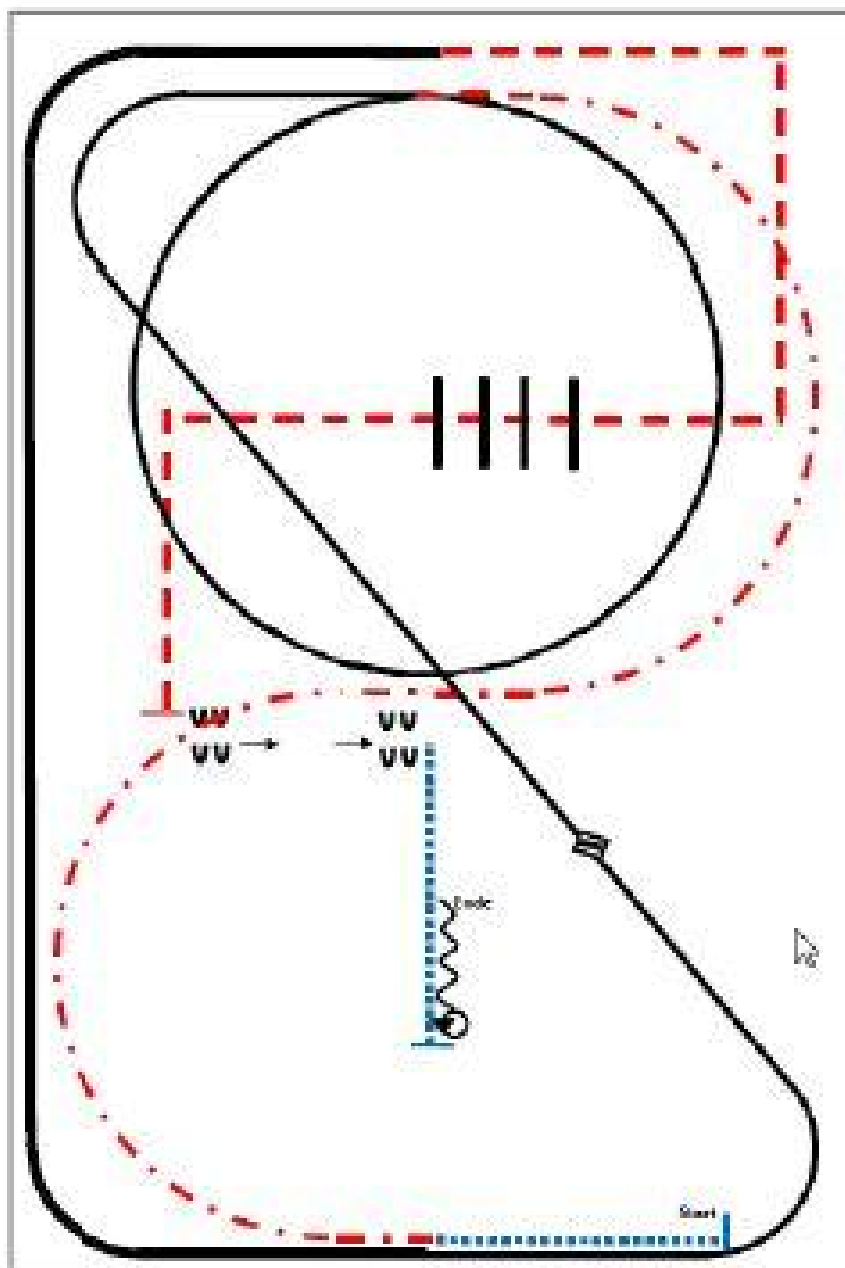
Line International (Germany)  
12/2017



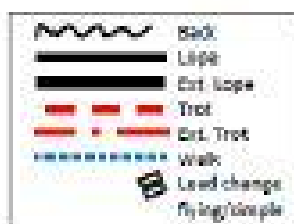
- 1) extended walk (RR)
- 2) trot, extended trot (RR)
- 3) Galoppwechsel mit Seitenwechsel (WR)
- 4) Galoppwechsel mit Seitenwechsel (WR)
- 5) lope over left lead (TH)
- 6) 2 Galoppwechsel auf der Linken (WR)
- 7) extended lope (RR)
- 8) jog, jog in, 360° turn either way (TH)
- 9) back up, jog out (TH)
- 10) Rechtsgalopp, run down entlang der langen Seite, abdingstop mind. 6m von der Bande entfernt hinter dem Mittelmarker, rollback (links, kein Vierhaken) (RN)
- 11) 2 Zirkel Galopp (links), 1 groß und schnell, 2 klein und langsam (RN)
- 12) 4 spira links, 4 spira rechts (RN)

	Back
	Lope
	Jog/Trot
	Walk
	Lead change flying/simple

Pattern RR #2: LK 1/2 A/B jun. Quali  
 Arenagröße: mind. 20x40m

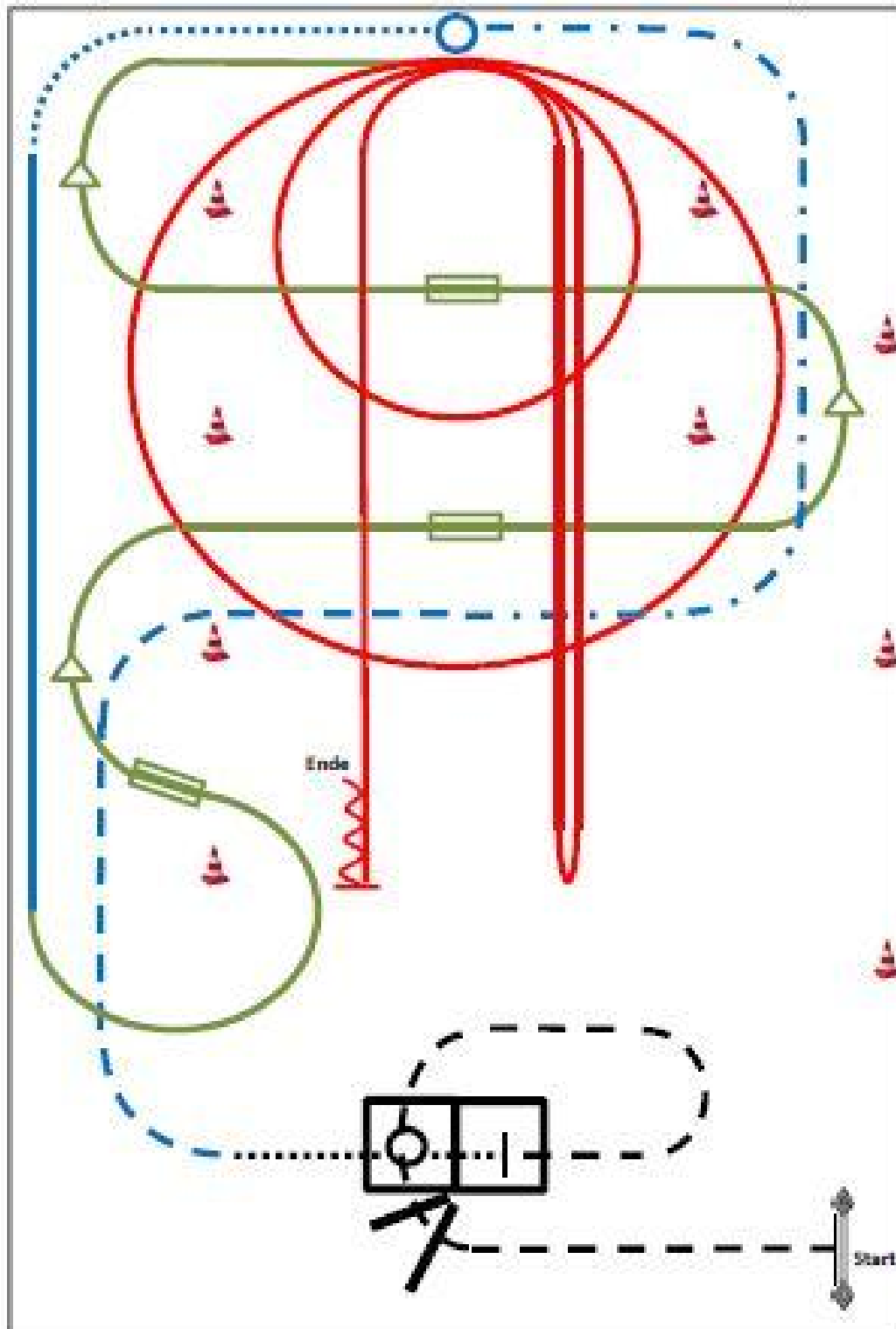


- 1) Walk.
- 2) Extended trot, trot.
- 3) Lope left lead one circle, lope left lead.
- 4) Leadchange.
- 5) Lope right lead.
- 6) Extended lope.
- 7) Trot corners.
- 8) Trot over, trot.
- 9) Stop, sidepass left.
- 10) Walk, stop.
- 11) 360° turn right or left, back.





# Pattern SUHO 2018 #3: (Empfohlen für Hallen oder Plätze ab 20x40m)

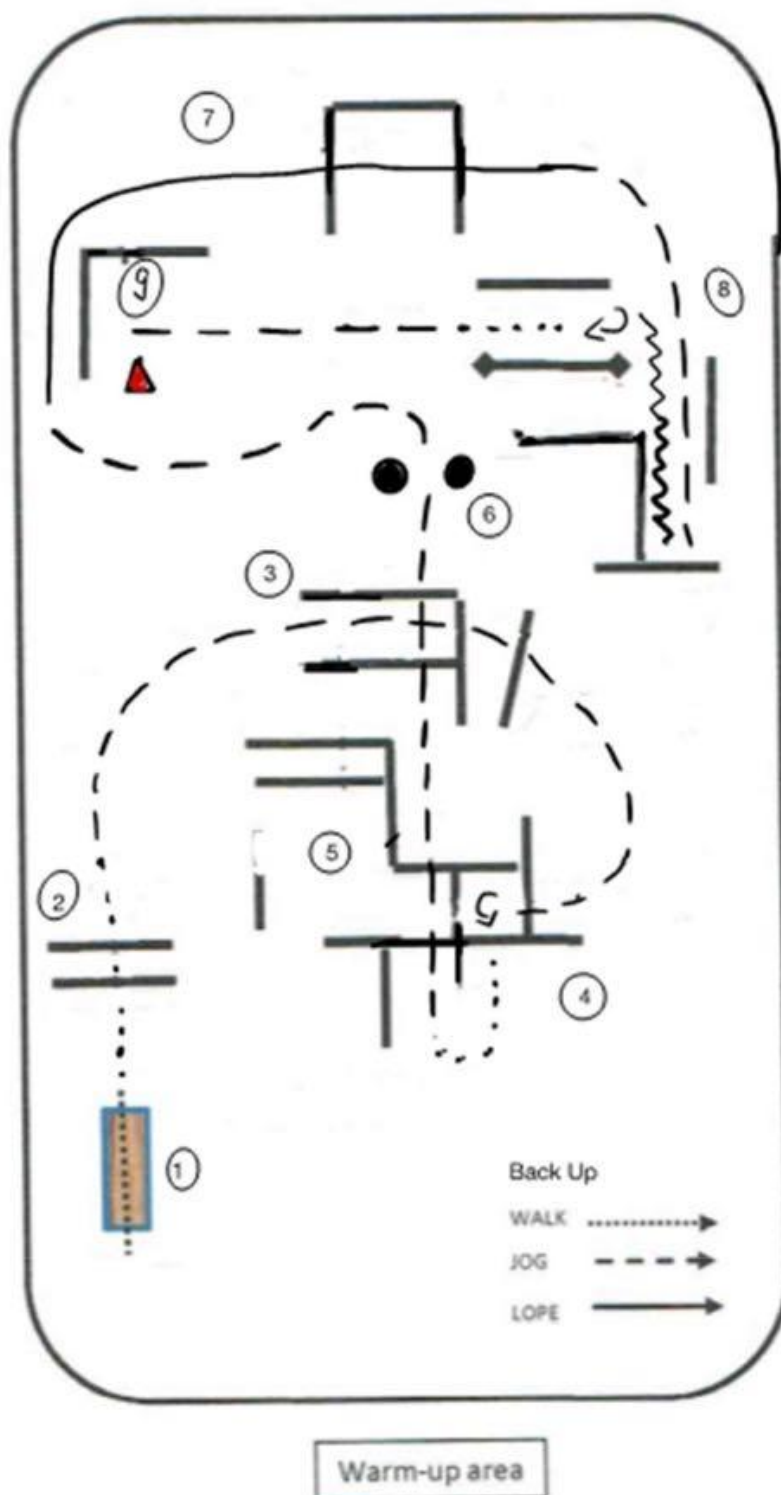


- 1) rope gate over pole (TH)
- 2) jog over, jog in, stop (TH)
- 3) walk in, 360° turn either way, walk out (TH)
- 4) trot, extended trot, stop (RR)
- 5) turn 360° (each direction either way first (RR)
- 6) walk, lope left (and RR)
- 7) Galoppwechsel auf der Linken (WR)
- 8) Galoppwechsel mit Seitenwechsel (WR)
- 9) Galoppwechsel mit Seitenwechsel (WR)
- 10) 2 Zirkel Galopp (rechts), 1. groß und schnell, 2. klein und langsam (RN)
- 11) Rechtsgalopp, run down entlang der langen Seite, sliding stop mind. 5m von der Bande entfernt hinter dem Mittelmarker, rollback links, kein Verharren (RN)
- 12) Galopp (links) auf dem Zirkel, der nicht geschlossen wird, run down entlang der langen Seite, sliding stop mind. 5m von der Bande entfernt hinter dem Mittelmarker, Rückwärtsrichten mind. 5m, verharren. (RN)

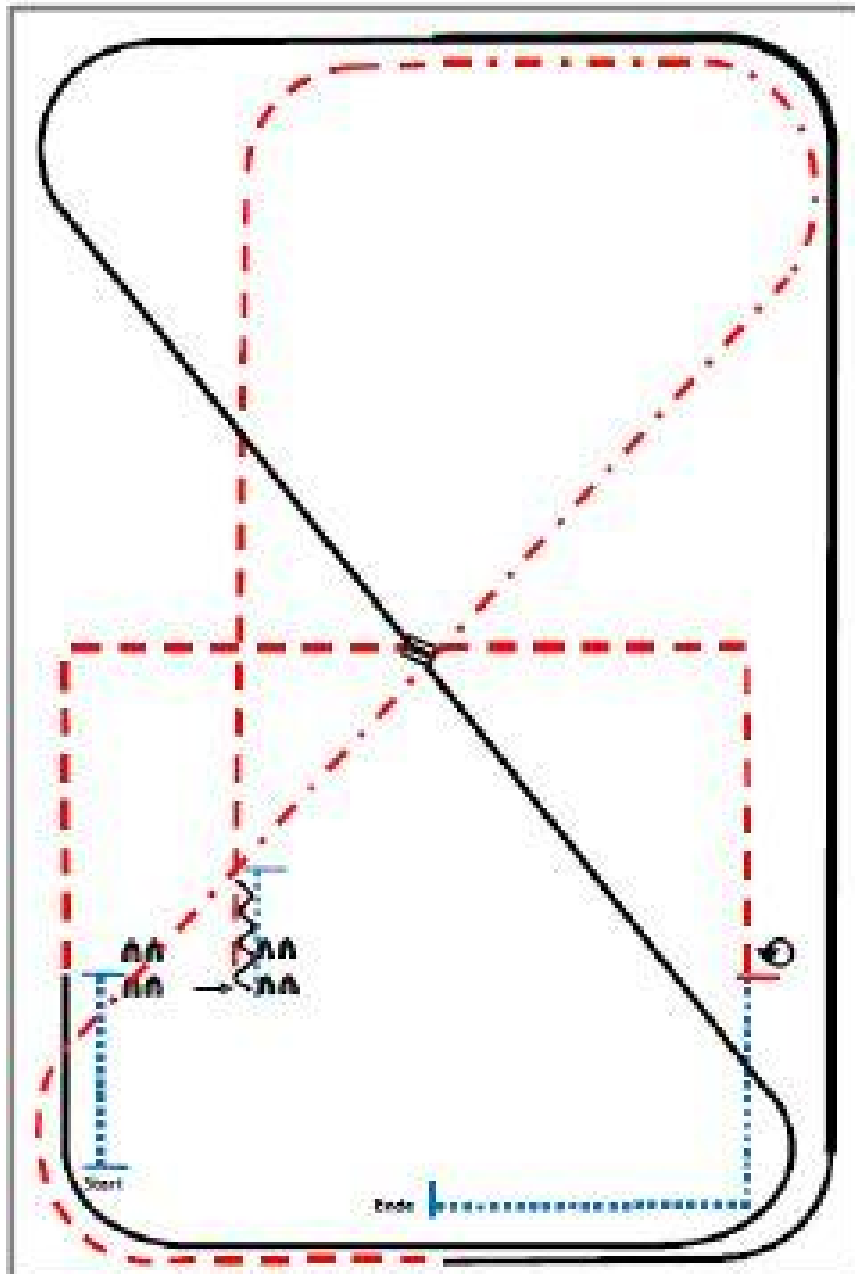
	Back
	Lope
	Jog/Trot
	Walk
	Lead change flying/simple

## SO LK 1-5 A/B Ranch Trail

1. Brücke
2. Schrittstangen
3. Trabstangen
4. Box - 90 Grad Wendung links
5. Trabstangen
6. Gegenstand übersetzen
7. Galoppstangen
8. Rückwärts- 90 Grad Wendung rechts
9. Ende



Pattern RR #3: LK 1/2 A/B jun. Quali  
Arenagröße: mind. 20x40m

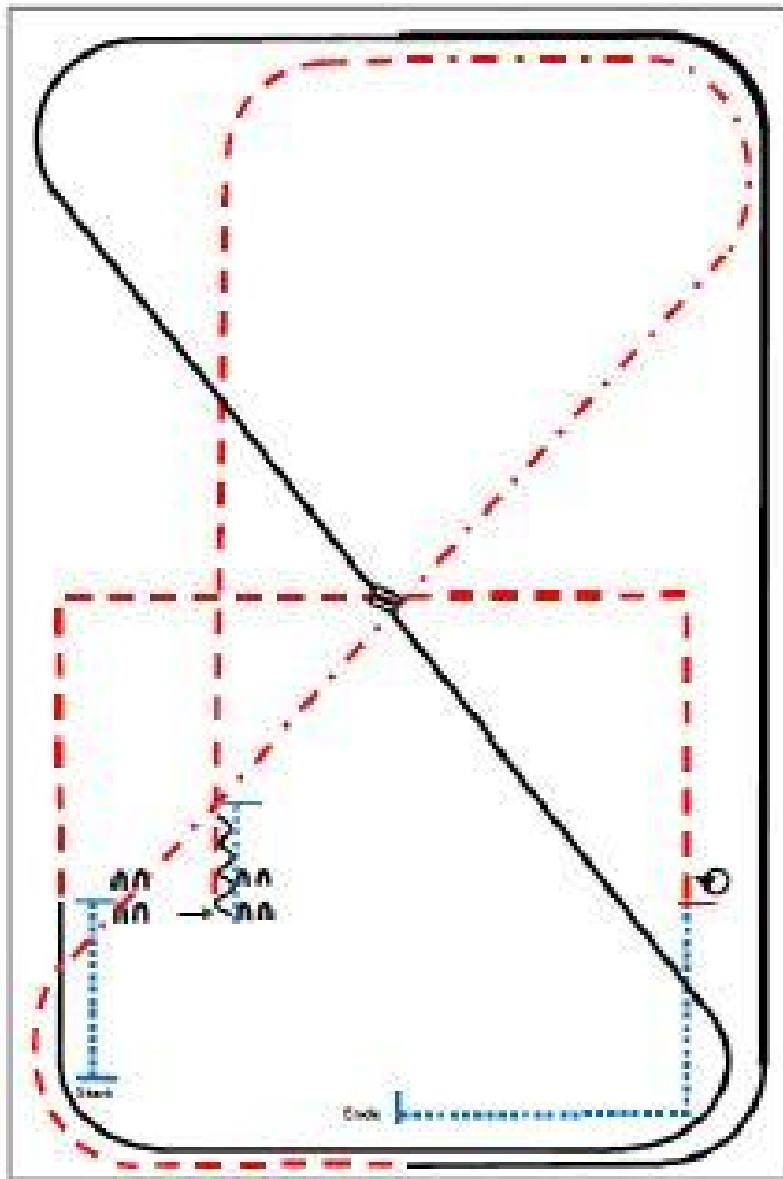


- 1) Walk, stop.
- 2) Sidepass right.
- 3) Walk, stop, back.
- 4) Trot.
- 5) Extended trot, trot.
- 6) Lope left lead.
- 7) Extended lope, lope.
- 8) Leadchange.
- 9) Lope right lead.
- 10) Trot corners.
- 11) Stop, 360° turn left or right,
- 12) Walk, stop.

	Back
	Lope
	Ext. Lope
	Trot
	Ext. Trot
	Walk
	Lead change
	Flying/loop



Pattern RR #3: LK3 A/B  
Arenagröße: mind. 20x40m

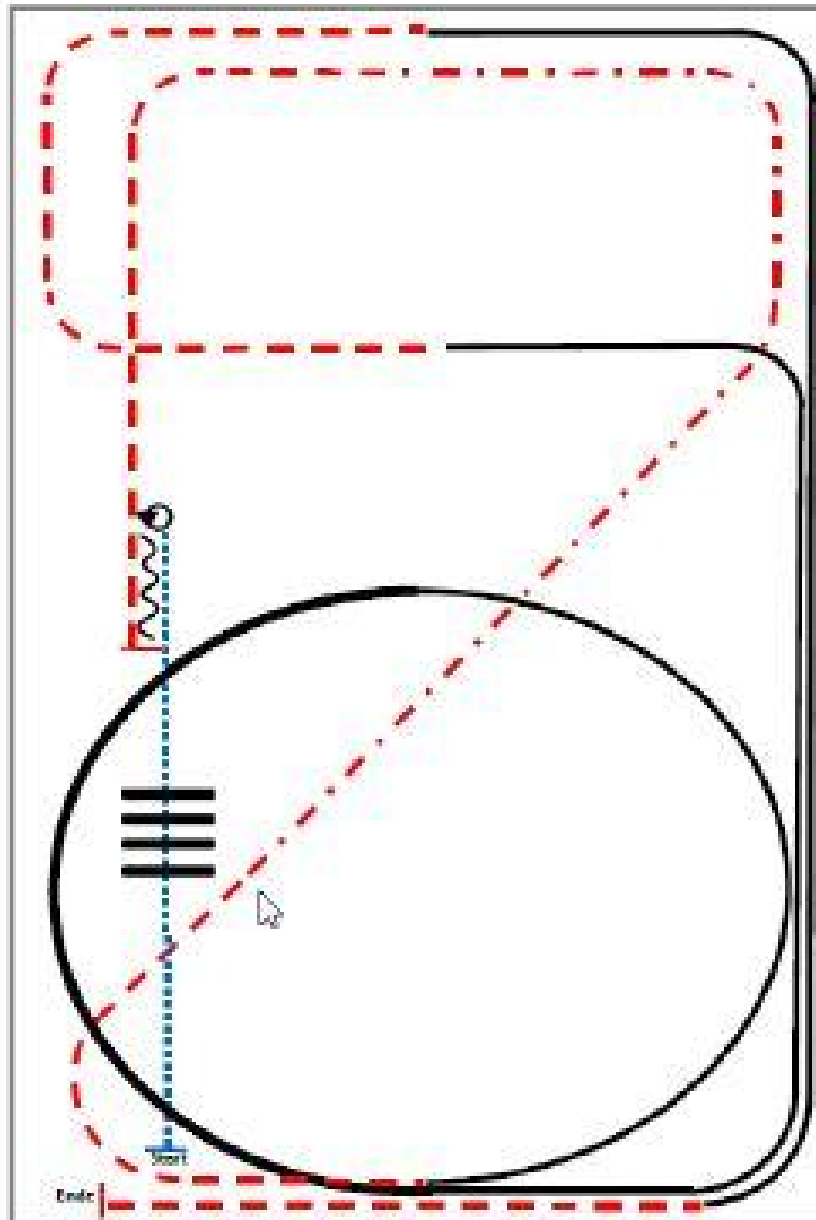


- 1) Walk, stop.
- 2) Sidepass right.
- 3) Walk, stop, back.
- 4) Trot.
- 5) Extended trot, trot.
- 6) Lope left lead.
- 7) Extended lope, lope.
- 8) Leadchange.
- 9) Lope right lead.
- 10) Trot corners.
- 11) Stop, 360° turn left or right,
- 12) walk, stop.





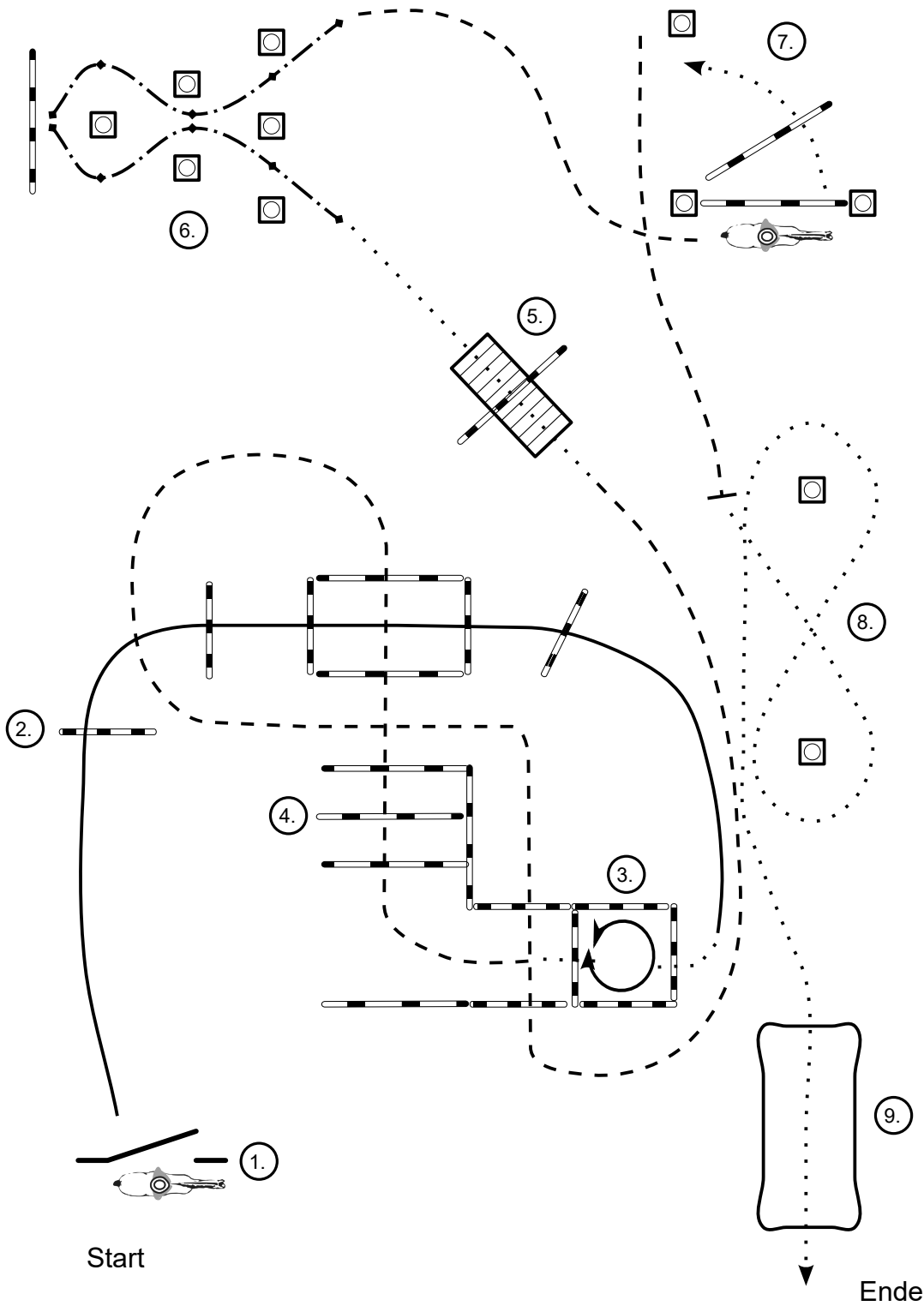
Pattern RR #3: LK 4/5 A/B  
Arenagröße: mind. 20x40m



- 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.



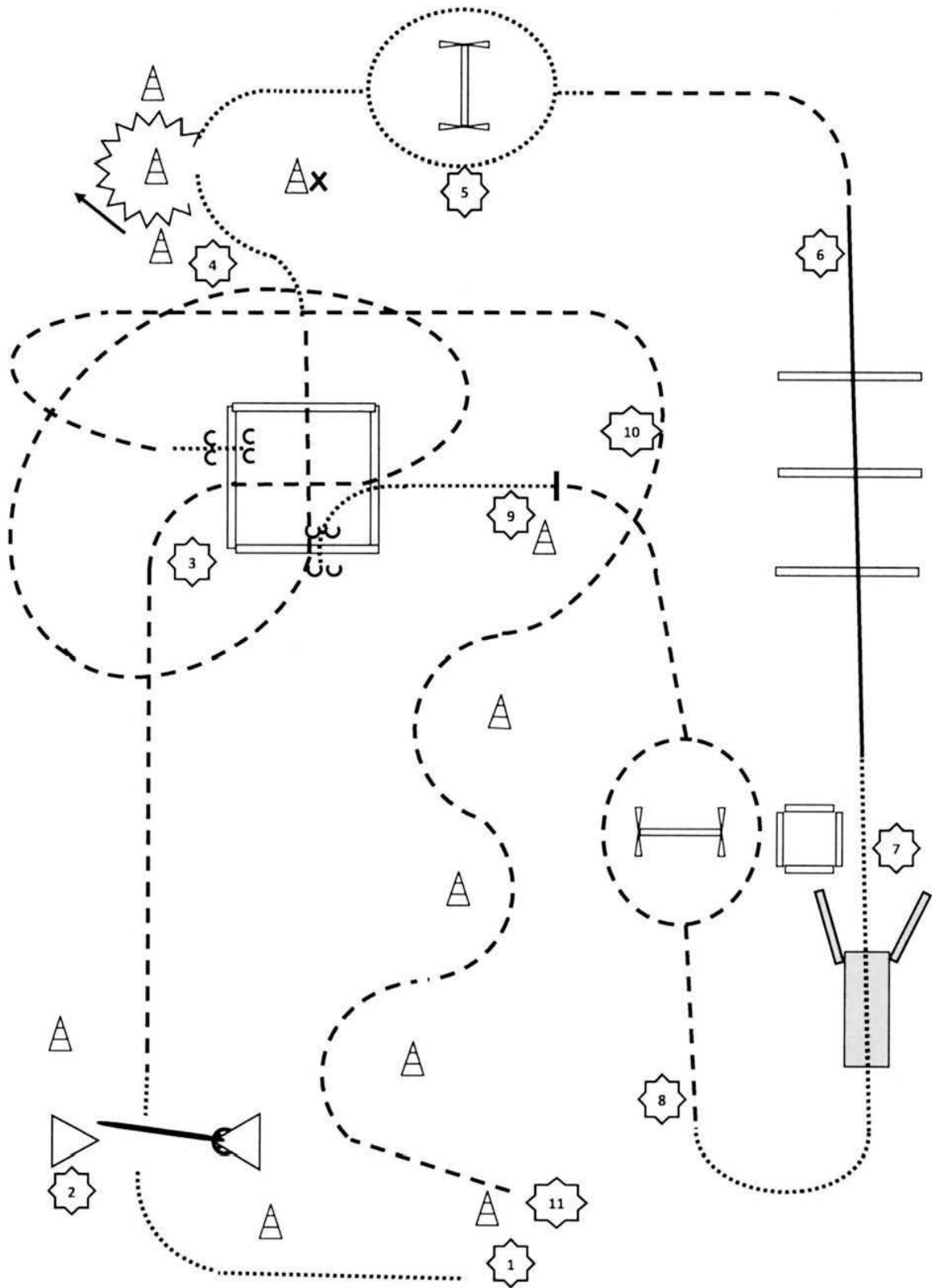
# 40 Jahre EWU Trail



1. Tor (LH)
2. Lope Over (RH)
3. Walk in Box  
360° Turn (R/L)  
Walk out Box
4. Jog Over
5. Brücke mit Stange
6. Back Up (Schlüsselloch)
7. Seiltor (LH) mit 2 Stangen
8. Klappersack
9. Plane

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

- ..... Walk
- - - - - Jog
- Lope
- · — · — Backup



	Pferd & Reiter	Hund
1	An Pylone anhalten, Walk zu 2.	Hund ableinen. Hund bei Fuß.
2	Tor rückwärts öffnen, Tor schließen. Walk . Jog zu 3.	Hund an Pylone ablegen. Hund durch das Tor abrufen, zur Pylone schicken, ablegen. Hund bei Fuß.
3	Jog over. Walk zu 4.	Hund bei Fuß durch Box. Hund bei Fuß.
4	Back up. Walk zu 5.	Hund an Pylone mit dem X ablegen. . Hund bei Fuß.
5	Walk li. oder re. am Sprung vorbei . Jog zu 6.	Hund springt, Hund bei Fuß.
6	Lope over 3 Stangen. Walk zu 7.	Hund bei Fuß. Hund bei Fuß.
7	Walk über die Brücke. Walk zu 8.	Hund in Box ablegen. Hund über die Brücke abrufen. Hund bei Fuß.
8	Jog li. oder re. am Sprung vorbei . Jog zu 9.	Hund springt über den Sprung. Hund bei Fuß.
9	An Pylone anhalten. Walk over, Sidepass rechts. Walk out. Jog zu 10.	Hund bei Pylone ablegen. Hund durch die Box abrufen. Hund bei Fuß.
10	Jog Slalom. Jog zu 11.	Hund bei Fuß. Hund bei Fuß.
11	Anhalten, absteigen.	Hund anleinen.

**Erklärung:**

Sprung sollte 20 cm bis 40 cm hoch sein  
( erhöhte Stange, Cavaletti, o.ä.).