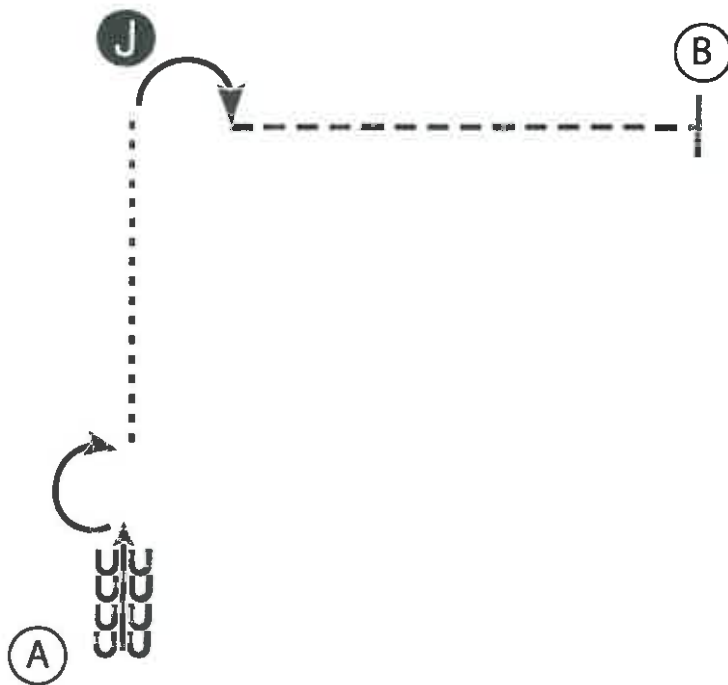


Absolute Beginner Show, Niederpallen - LU

①

1202 Showmanship (Beginner) WRAL

Show Date: 21. April 2013



1. Back 4 steps at A
2. Perform a 180 degree turn
3. Walk to the judge and set up for inspection
4. When dismissed perform a 90 degree turn and trot to B
5. Stop at B

- Walk
Trot - - - - -
Back ← [Backward Arrow]
Marker (B)
Judge (J)

[S/1-2]

Pattern Provided by:

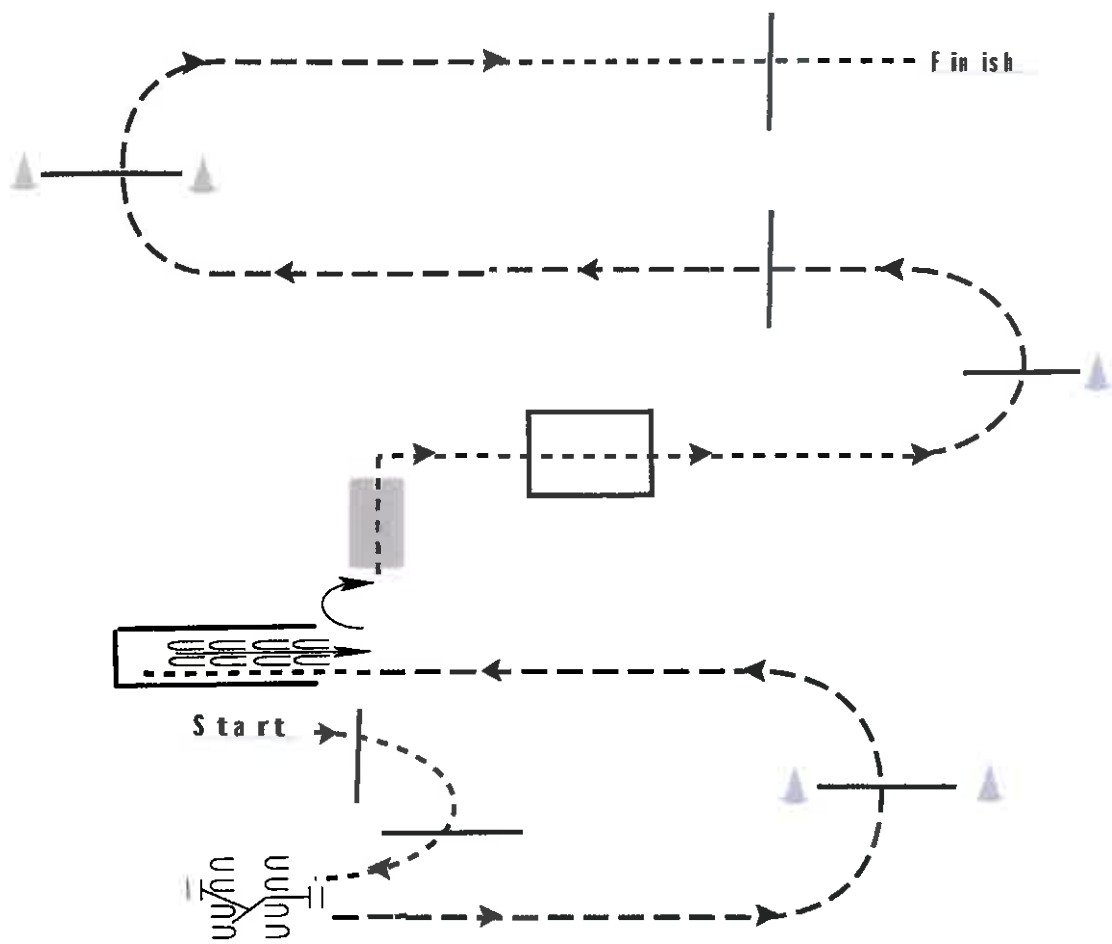
Sylvia Jäckle

Absolute Beginner Show, Niederpallen - LU

2

3822 Trail in Hand (Beginner) WRAL

Show Date: 21. April 2013



1. Walk over two poles to gate
2. Work gate with left hand
3. Trot over pole
4. Break to a walk and walk into chute
5. Back out of chute
6. Walk over bridge
7. Walk through box
8. Trot over poles
9. Break to the walk and walk over final elevated pole to finish

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↙ ↘
Back	⤵ ⤵ ⤵
Marker	Ⓚ
Sidepass	←-----→

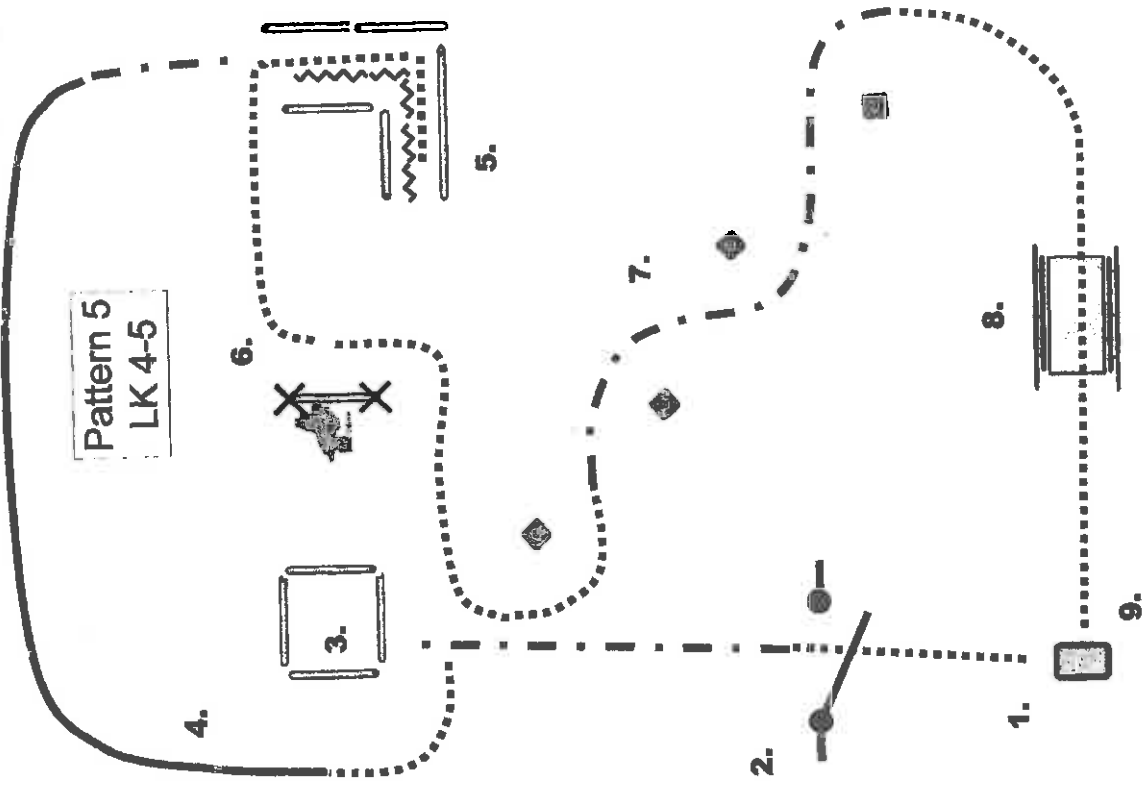
[T/1-2]

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**Pattern 5
LK 4-5**



1. Einreiten, Hund ableinen, Leine auf die Tonne oder wenn keine Tonne vorhanden auf den Boden bei Pylons legen, Hund bei Fuß
2. Walk zum Tor, Hund ablegen, Tor öffnen, durchreiten, Hund abrufen, Hund darf stehen und ausweichen, Tor schließen, Hund bei Fuß, Walk dann Jog
3. Jog, vor der Box Stop, Hund in Box ablegen, walk
4. Walk, Lope, Jog, Stop, ohne Hund
5. Back up, walk out, walk zum Cavalletti
6. Stop, seitlich vom Cavalletti, Hund über Cavalletti abrufen, Walk, Hund bei Fuß
7. Stotern, mit Hund bei Fuß, zwischen 1 und 2 Pylone Jog
8. Walk, Hund über die Brücke vorausschicken, Reiter folgt direkt, nach der Brücke Hund bei Fuß, walk
9. An der Tonne bzw. Pylone Stop, Absteigen, Hund anleinen, Pferd und Hund rausführen

LOBEN ;-)

Absolute Beginner Show, Niederpallen

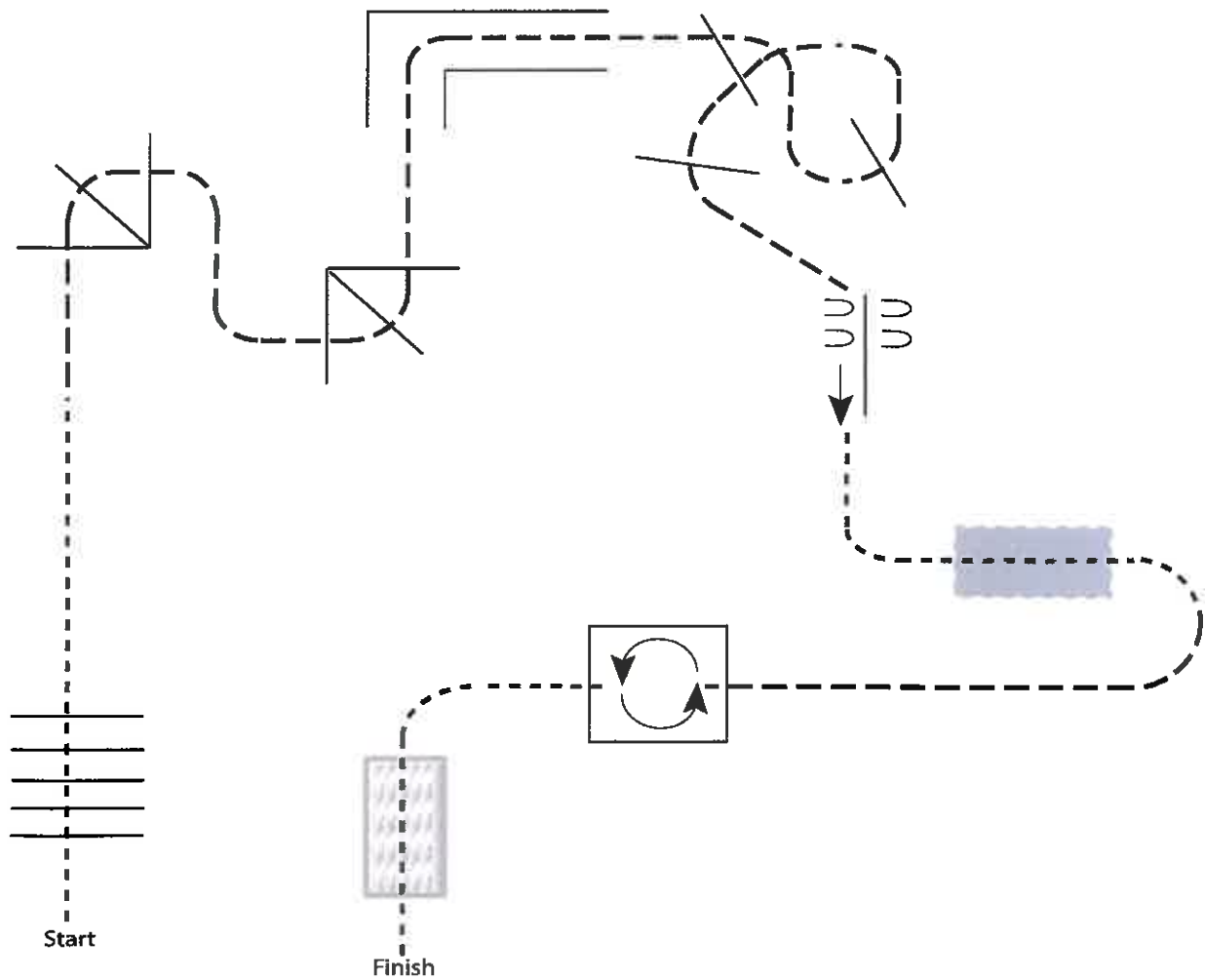
4

- LU

3812

Trail (Walk-Trot) *Beginner WRAL*

Show Date: 21. April 2013



1. Walk over poles
2. Jog over poles
3. Jog through chute
4. Jog serpentine
5. Sidepass over log to the right
6. Walk over bridge
7. Jog into box and perform a 360 degree turn to the left
8. Walk out of box and through waterbox

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

[T/WT-1]

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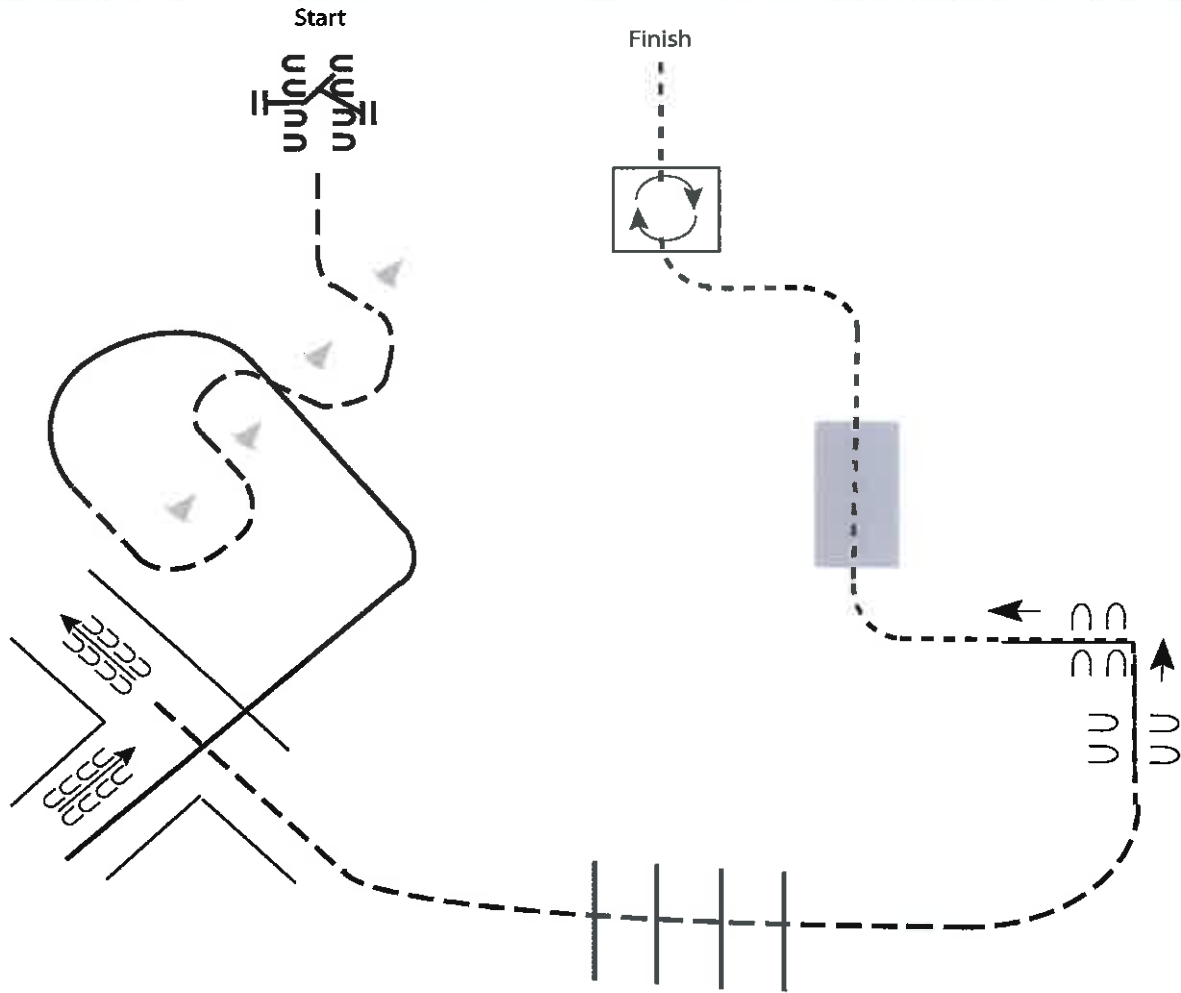
5

3802

Trail (Beginner)

WRAL

Show Date: 21. April 2013



Be ready at start

1. Work gate with the left hand.
2. Jog through cones
3. Lope right lead into chute
4. Back the L
5. Jog over poles to sidepass
6. Sidepass left over poles
7. Walk over bridge and into box
8. Perform a 360 degree turn to the right, walk out of box and to finish

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	———/———
Back	←←← →→→
Marker	(B)
Sidepass	←-----→

[T/1-2]

Pattern Provided by:

Sylvia Jäckle

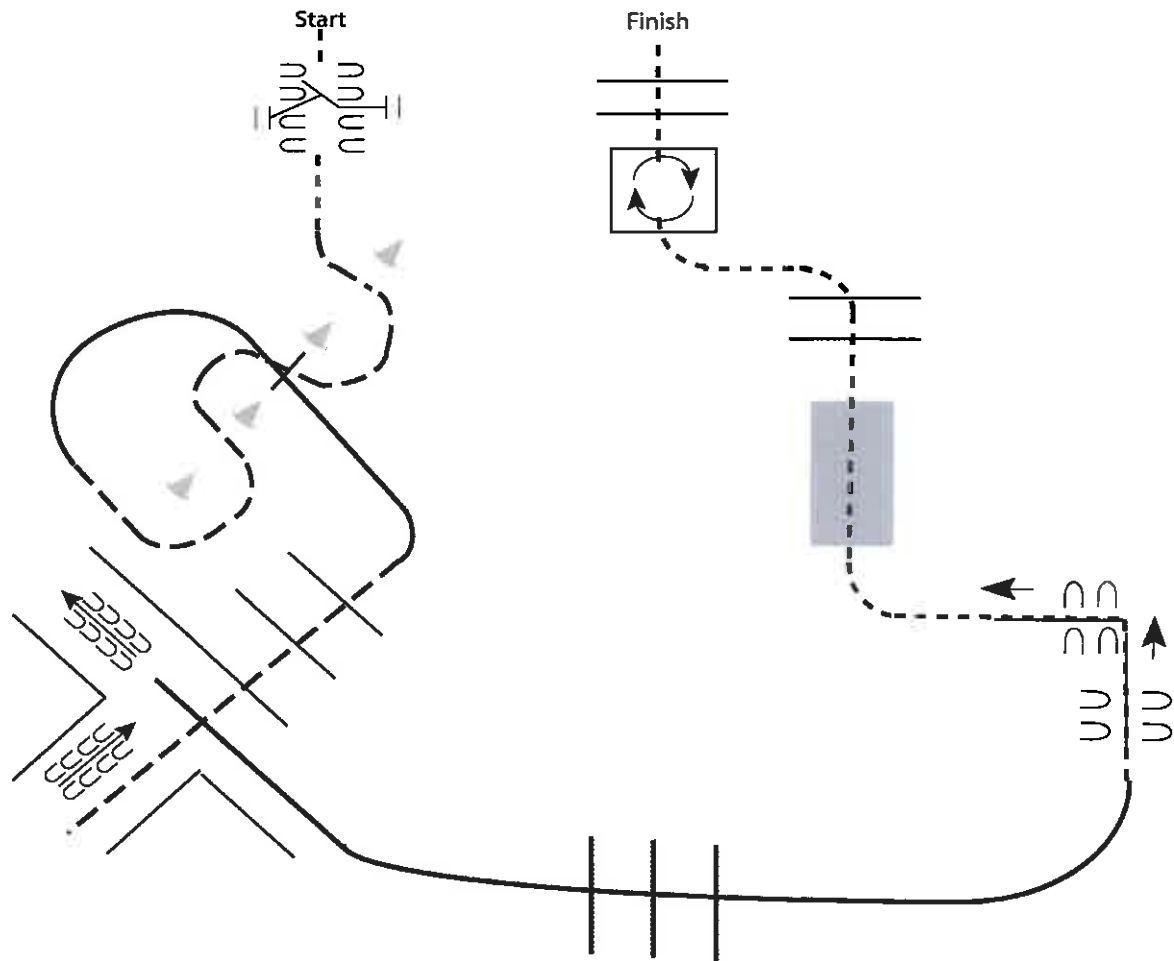
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Absolute Beginner Show, Niederpallen ⑥+⑦ - LU

380 + 3804 Trail (Open and Youth) WRAL/FLSE

Show Date: 21. April 2013



Begin at Start.

1. Walk to and work gate.
2. Jog through cones.
3. Lope right lead to poles.
4. Jog over poles into chute.
5. Back the L.
6. Lope left lead over poles.
7. Side pass left over poles.
8. Walk over bridge, poles and into box.
9. Perform a 360 degree turn to the right, walk out of box and over poles to finish.

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

[T/2-3]

Pattern Provided by:

Sylvia Jäckle

Absolute Beginner Show, Niederpallen - LU

8

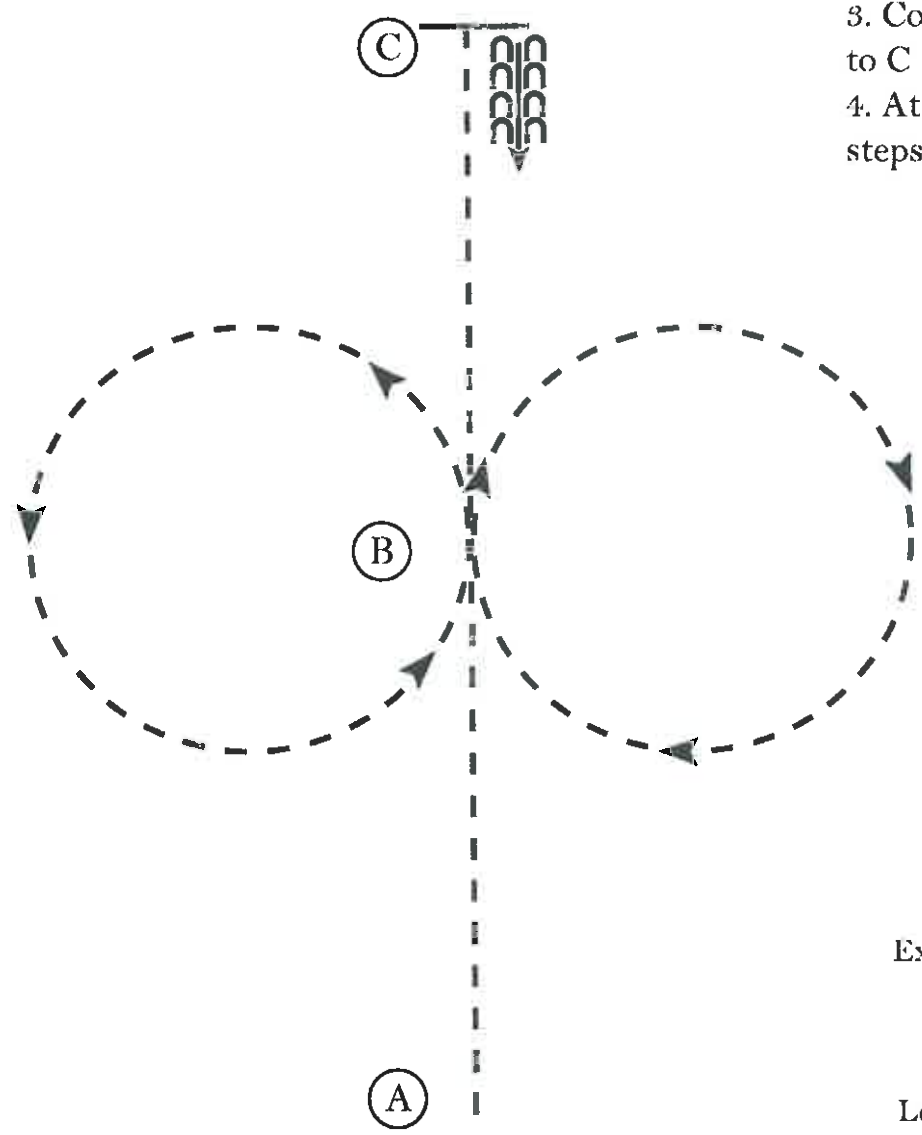
2405 Horsemanship (Walk-Trot) *Beginner WRAL*

Show Date: 21. April 2013

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1. Jog A to B
2. At B perform a figure eight, beginning to the right
3. Continue the jog from B to C
4. At C stop and back 4 steps

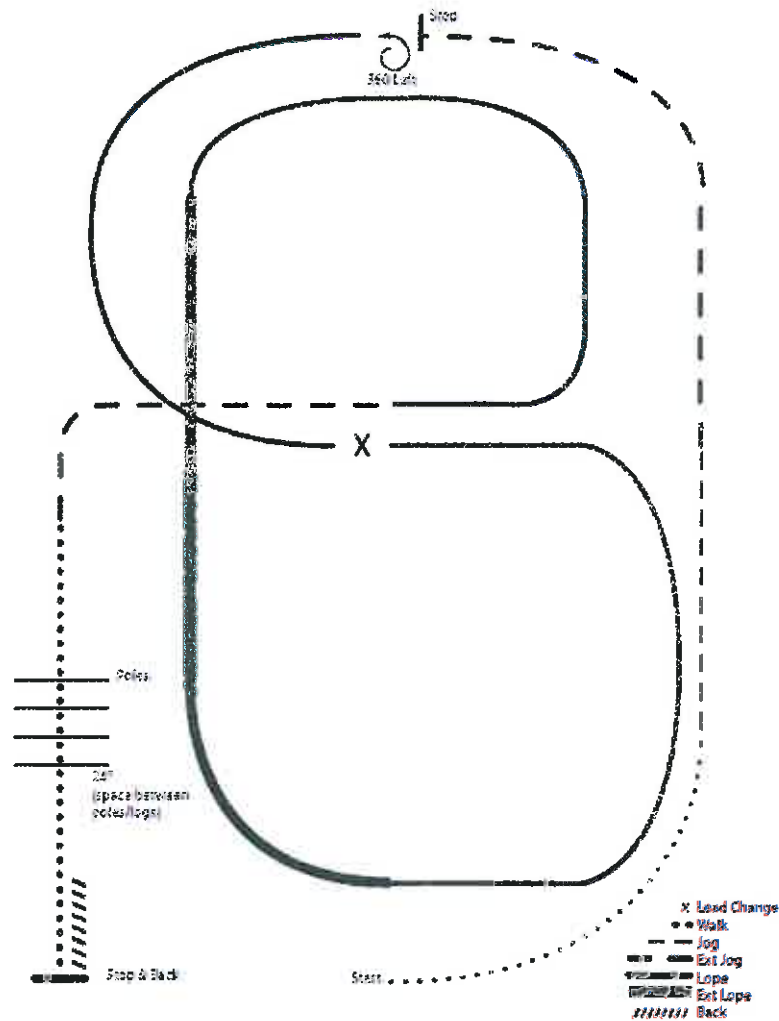


Walk
Jog	-----
Extended Jog	—————
Lope	—————
Leg Yield	
Lead Change	↘
Back	← ← ← ←
Marker	(B)
Sidepass	←-----→

[WH/WT-5]

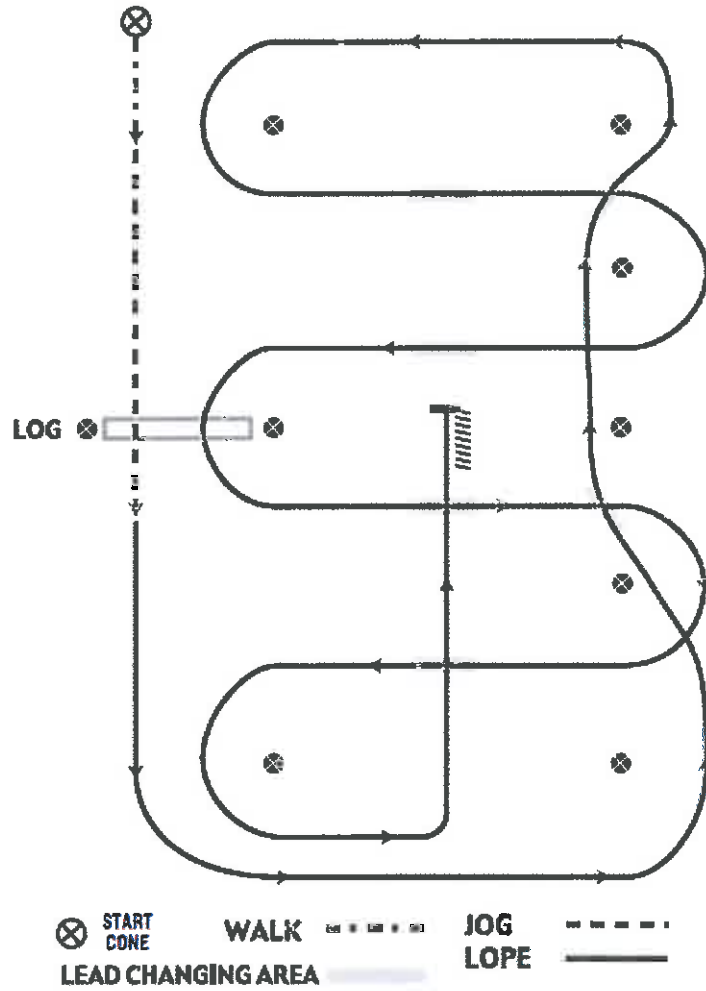
Pattern Provided by:
Sylvia Jäckle

RANCH PLEASURE – PATTERN



1. Walk
2. Jog
3. Extend the jog ,at the top of the arena ,stop
4. 360 turn to the left
5. Left lead ½ circle, lope to the center
6. Change leads (simple or flying)
7. Right lead ½ 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 a jog
11. Walk over poles
12. Stop and back

GREEN WESTERN RIDING PATTERN I



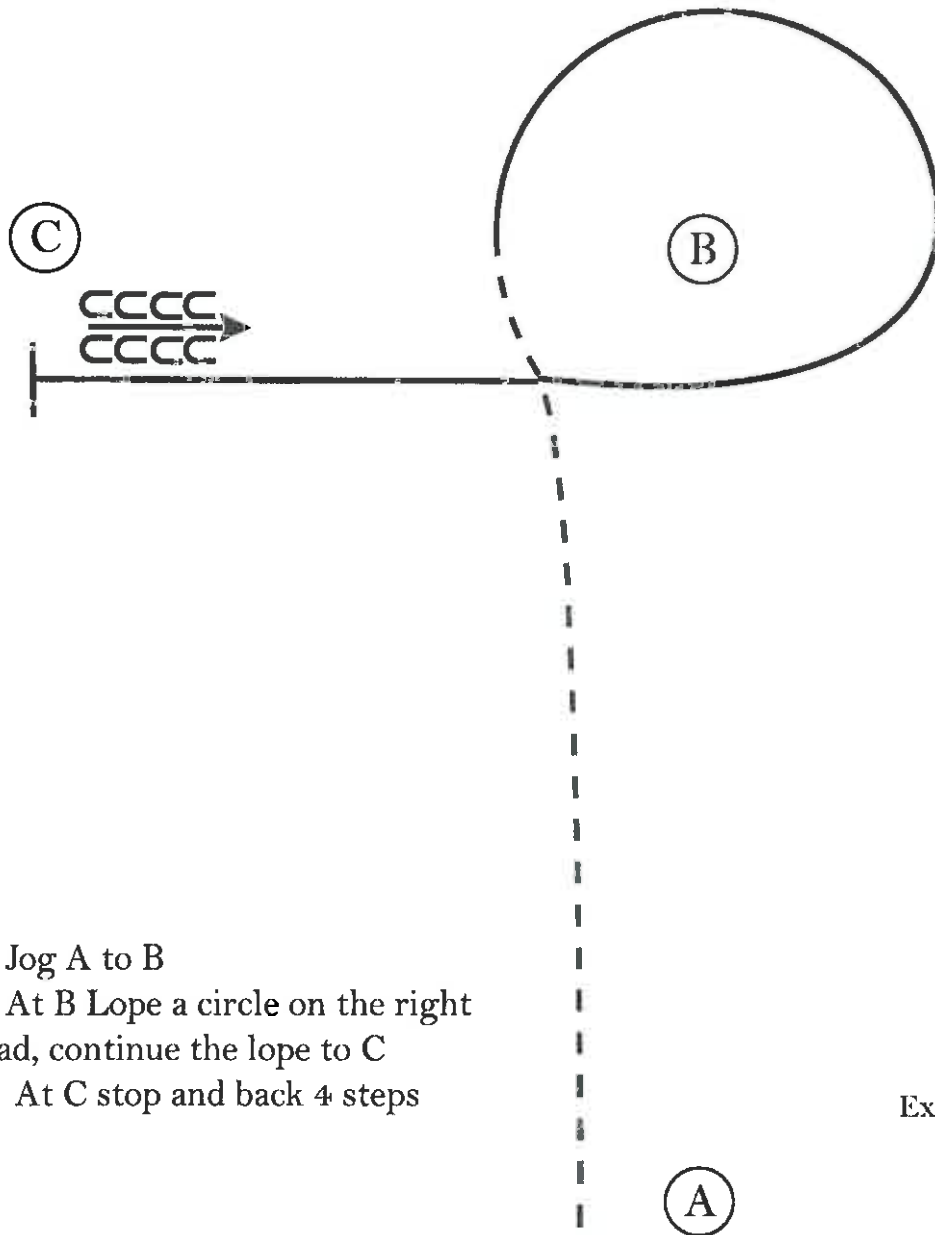
1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

Absolute Beginner Show, Niederpallen - LU

13

2402 Horsemanship (Beginner) WRAL

Show Date: 21. April 2013



1. Jog A to B
2. At B Lope a circle on the right lead, continue the lope to C
4. At C stop and back 4 steps

Walk
Jog	- - - - -
Extended Jog	— — — — —
Lope	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	⊙ (B)
Sidepass	→ - - - - ←

[WH/1-7]

Pattern Provided by:

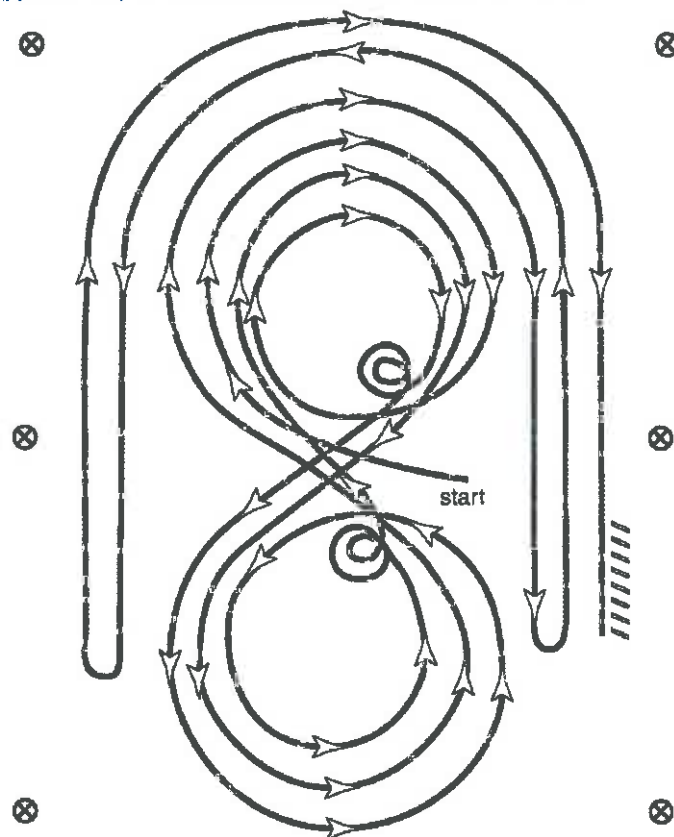
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REINING PATTERN NUMBER 12

Approved only for Novice Amateur, Novice Youth, and 13 and under

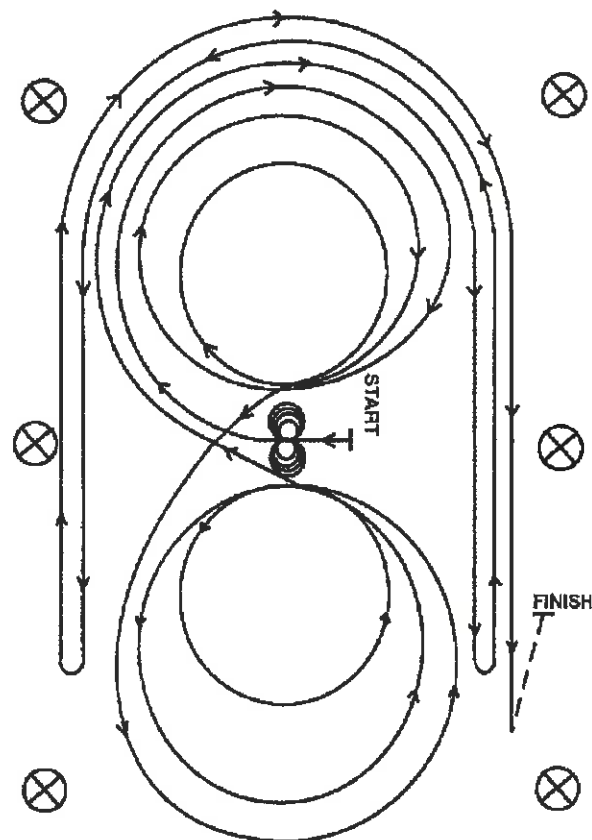


Horses must walk or stop prior to starting pattern.

1. Starting at the center marker make a large fast circle to right on the right lead.
2. Draw the circle down to a small circle until you reach the center marker; stop.
3. Do a double spin to the inside of the small circle at the center marker; at end of spins horse should be facing the left wall, slight hesitation.
4. Begin on left lead and make a large fast circle.
5. Then a small circle, again drawing it down to the center of the arena, stop, no hesitation on these stops.
6. Do a double spin to the inside of the circle, slight hesitation, horse to be facing left wall.
7. Take a right lead and make a fast figure eight over the large circles, close the eight, and change leads.
8. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet (6 meters) from the wall or fence - no hesitation.
9. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right roll back at least 20 feet (6 meters) from the wall or fence - no hesitation.
10. Continue back around 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to show completion of pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN NUMBER 8



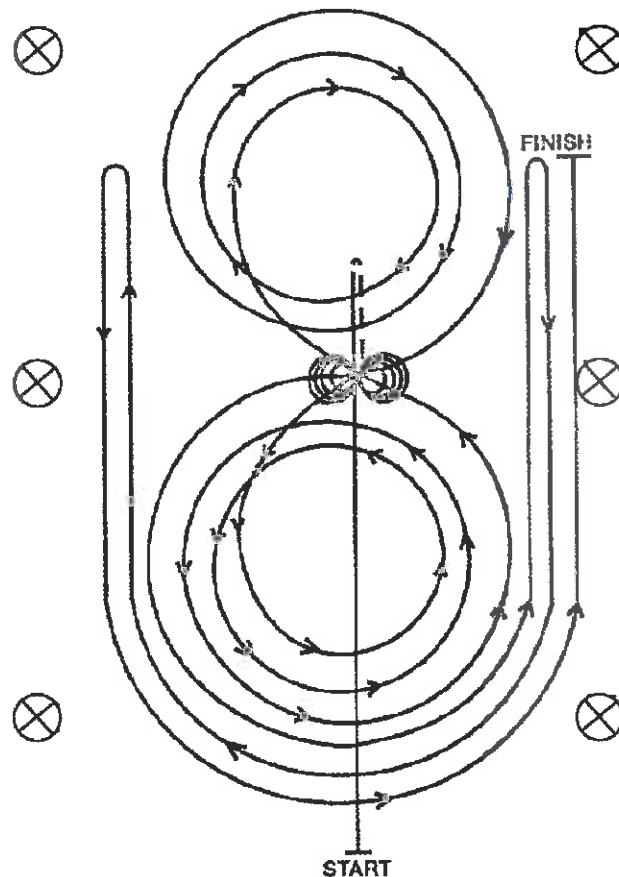
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, 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.
4. 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.
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least 20 feet (6 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 right rollback at least 20 feet (6 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN NUMBER 9



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right roll-back at least 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left roll-back at least 20 feet (6 meters) from the wall or fence - no hesitation.
8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.