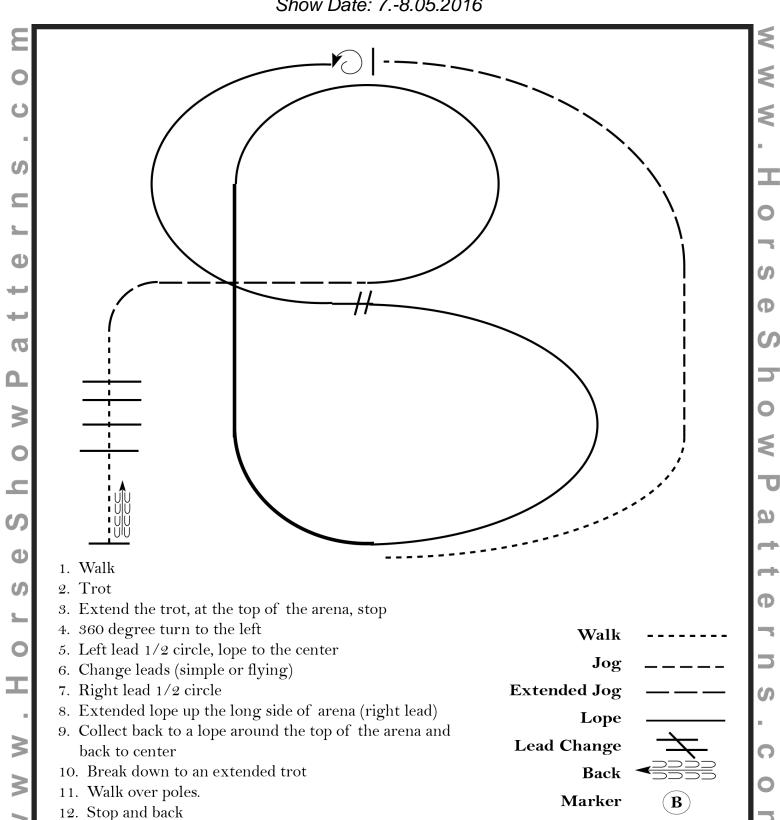
Ranch Riding (alle Klassen)

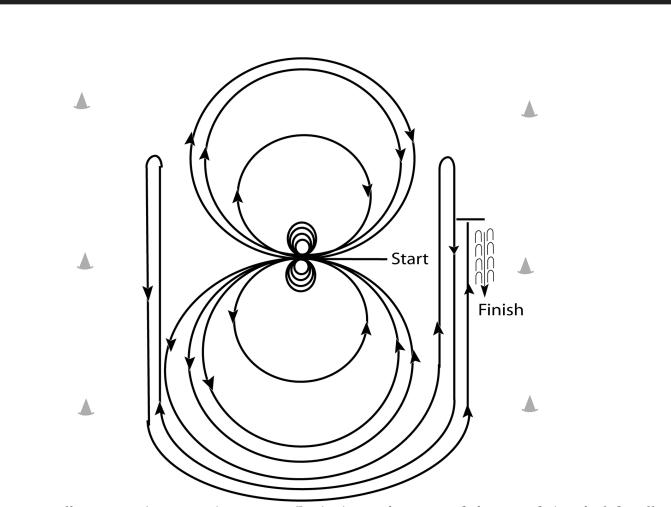
Show Date: 7.-8.05.2016



[RP/1]

Reining (Youth L1 / Youth / Jugend RO)

Show Date: 7.-8.5.2016



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 right.

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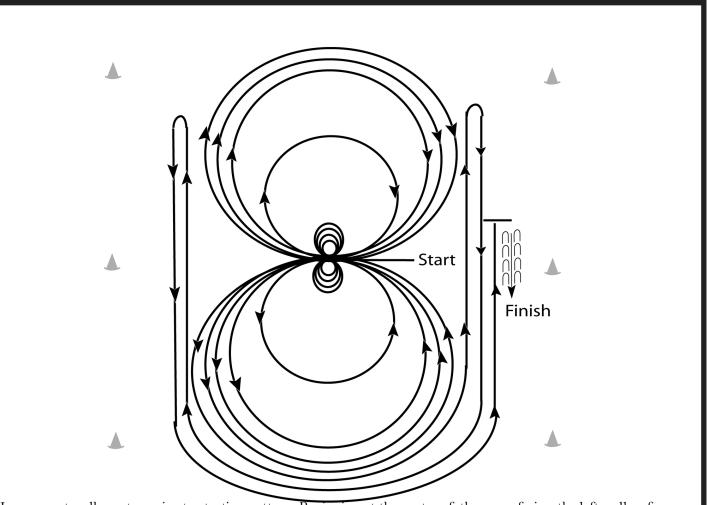
- 2. Complete four spins to the left. Hesitate.
- 3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 5. 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 rollback at least twenty feet (6.09m) 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 left rollback at least twenty feet (6.09m) 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

[R/AQHAP-6]

Reining (L1 Amateur/ Amateur/ Rookie RO)

Show Date: 7.-8.5.2016



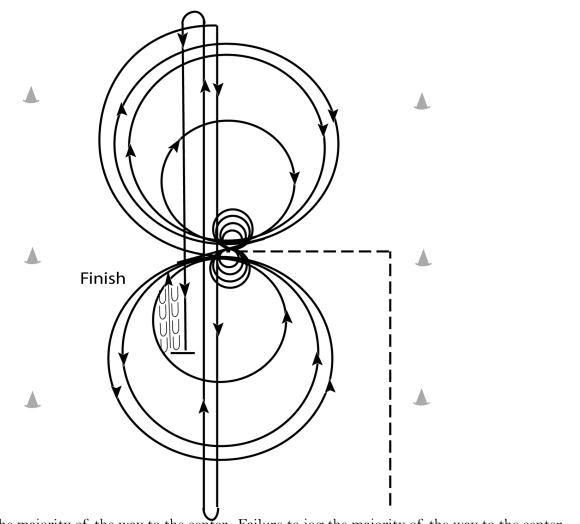
Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

- 1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
- 2. Complete four spins to the left. 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. Stop at the center of the arena.
- 4. Complete four spins to the right. Hesitate.
- 5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
- 6. Continue around previous 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 rollback at least twenty feet (6.09m) from the wall or fence no hesitation.
- 7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (6.09m) from the wall or fence no hesitation.
- 8. 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

[R/AQHAP-5]

Show Date: 7.-8.5.2016



Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. Horses must wal or stop prior to starting pattern. Begin at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.

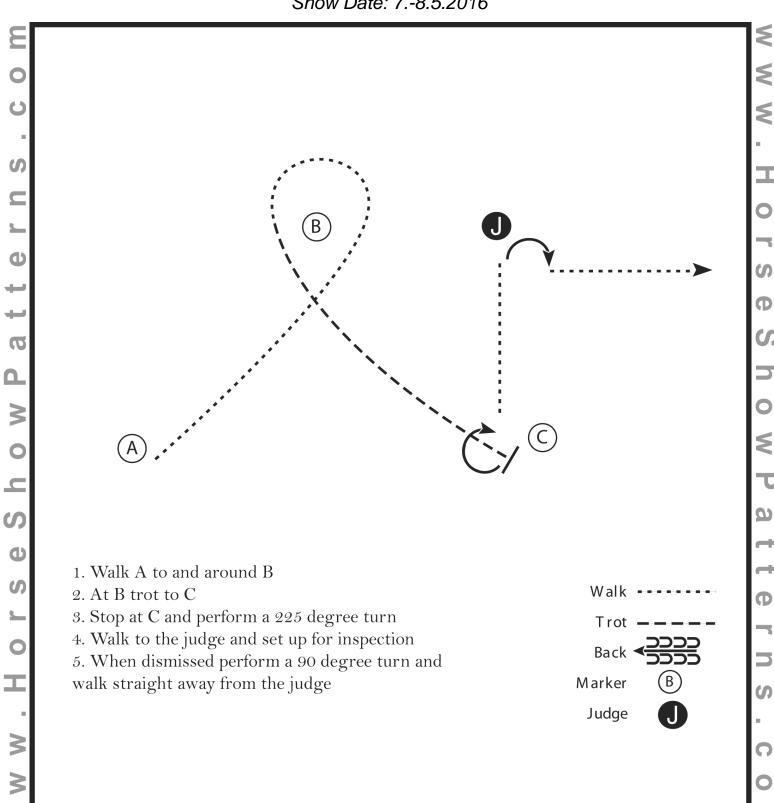
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- 2. Complete four spins to the right. Hesitate.
- 3. Beginning on the right lead, complete three circles to the right; the first small and slow; the next two circles large and fast. Change leads at the center of the arena.
- 4. Complete three circles to the left; the first small and slow; the next two circles large and fast. Change leads at the center of the arena.
- 5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback - no hesitation. C
- 6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback no hesitation.
- 7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3m). Hesitate to demonstrate completion of pattern.

[R/AQHAP-11]

Showmanship at Halter (Amateur/Youth L1 & Rookie RO)

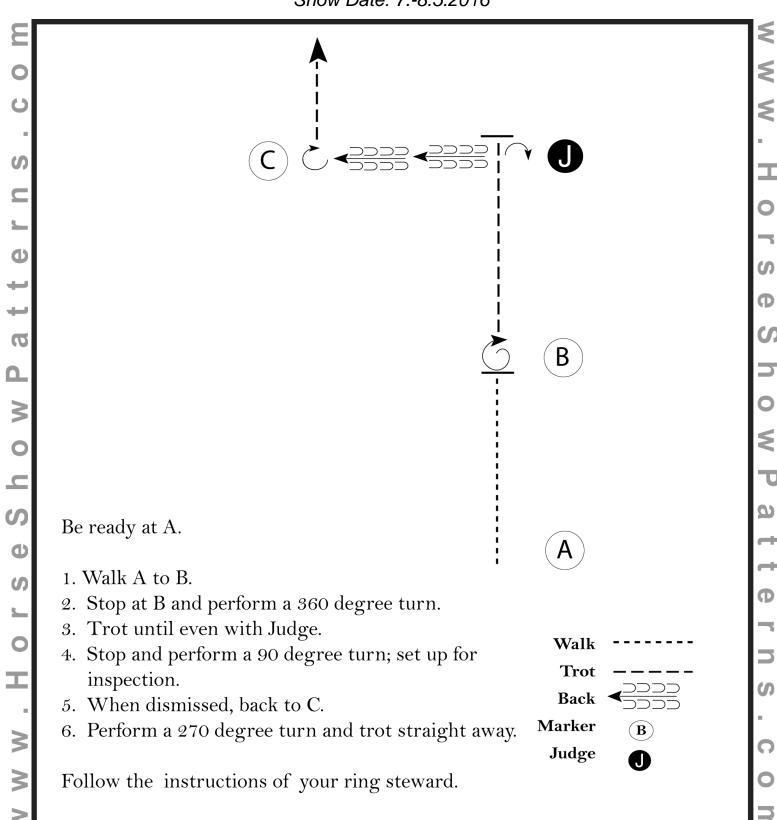
Show Date: 7.-8.5.2016



[S/1-1]

Showmanship at Halter (Amateur/Youth & Open/Jugend RO)

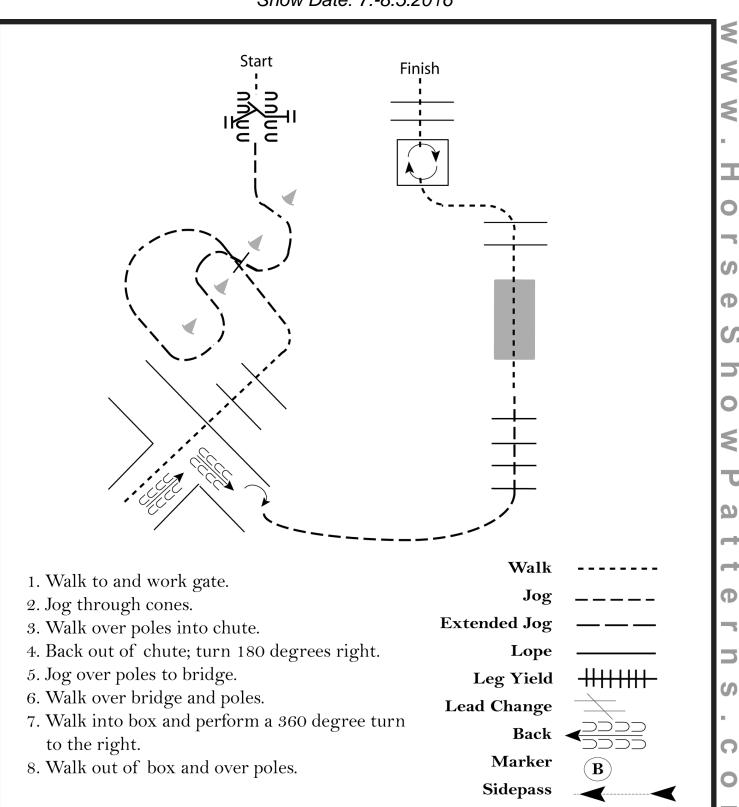
Show Date: 7.-8.5.2016



[S/2-4]

Trail (In Hand & Walk/Jog RO)

Show Date: 7.-8.5.2016



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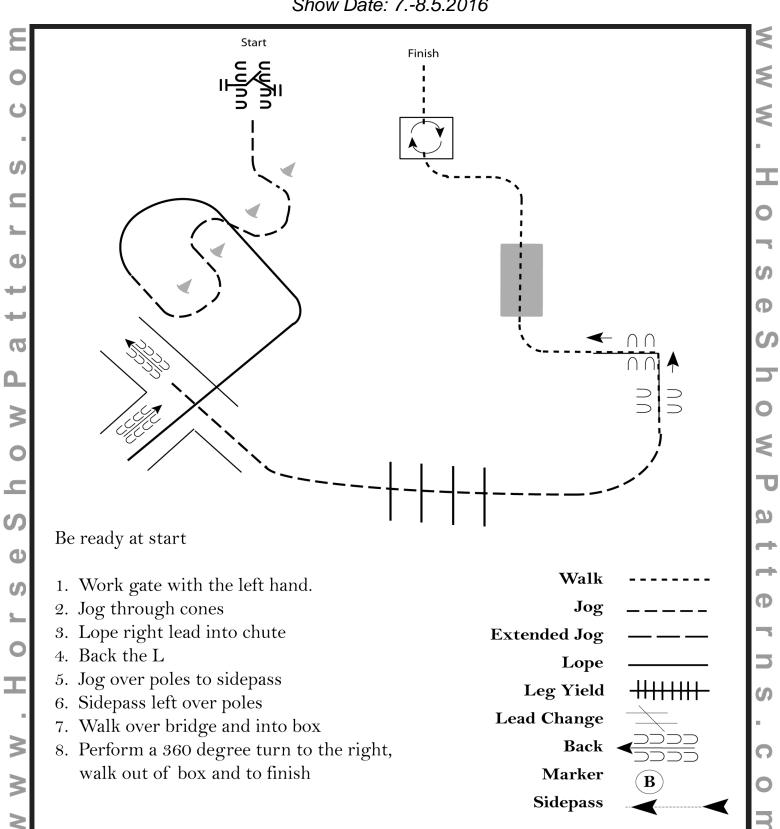
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[T/WT-2]

Trail (Amateur/Youth L1 & Rookie RO)

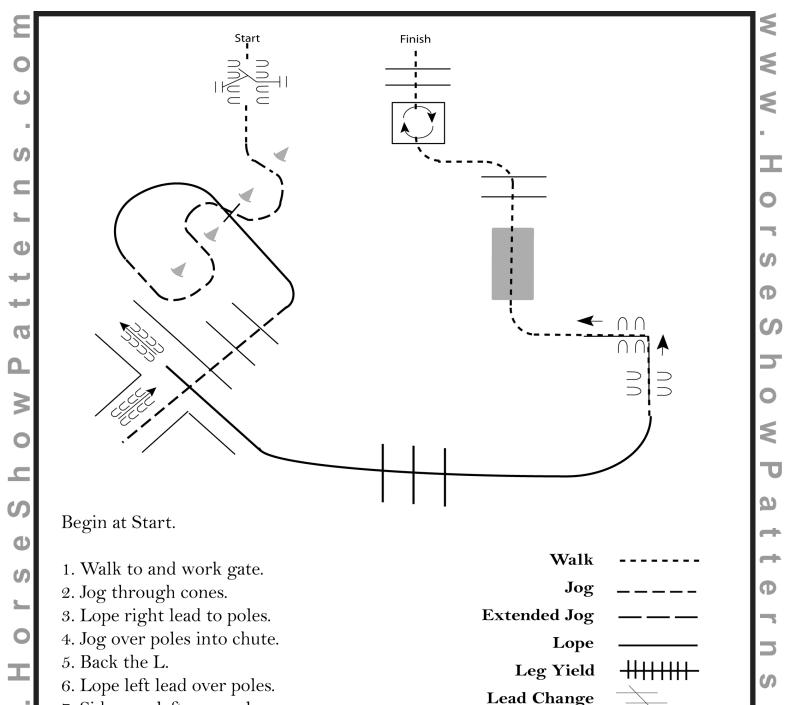
Show Date: 7.-8.5.2016



[T/1-2]

Trail (Amateur/Youth & Open/Jugend RO)

Show Date: 7.-8.5.2016



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7. Side pass left over poles.

8. Walk over bridge, poles and into box.

of box and over poles to finish.

9. Perform a 360 degree turn to the right, walk out

[T/2-3]

Back

Marker

Sidepass

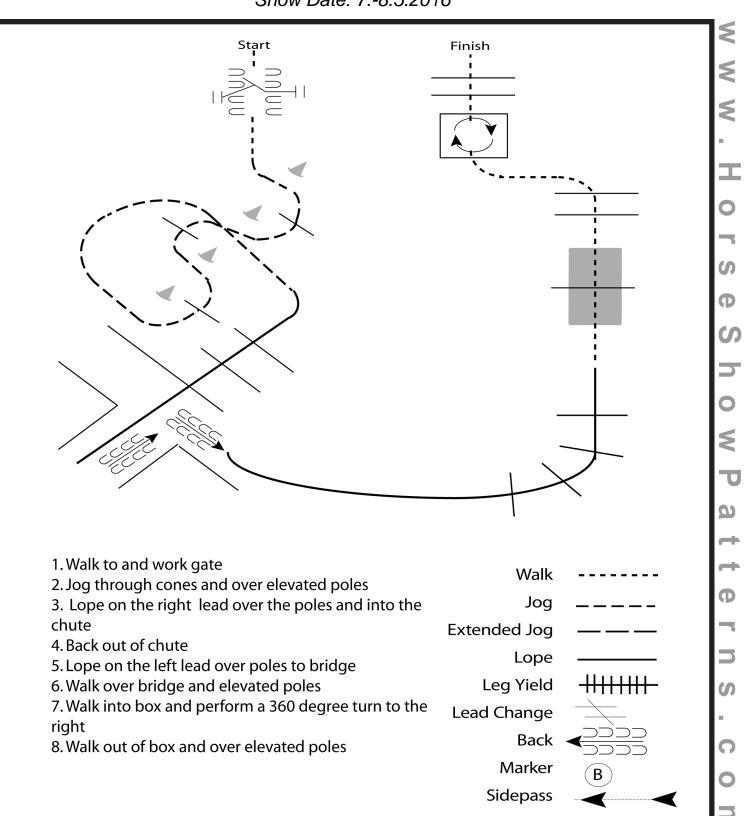
Trail (Open)

Show Date: 7.-8.5.2016

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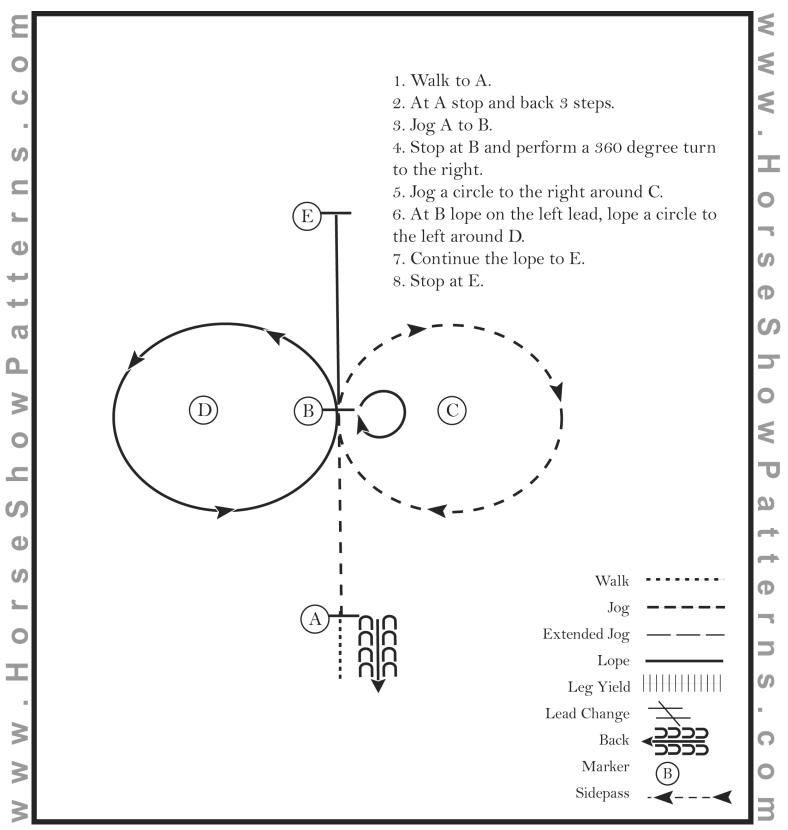
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[T/3-1]

Western Horsemanship (Amateur/Youth L1 & Rookie RO)

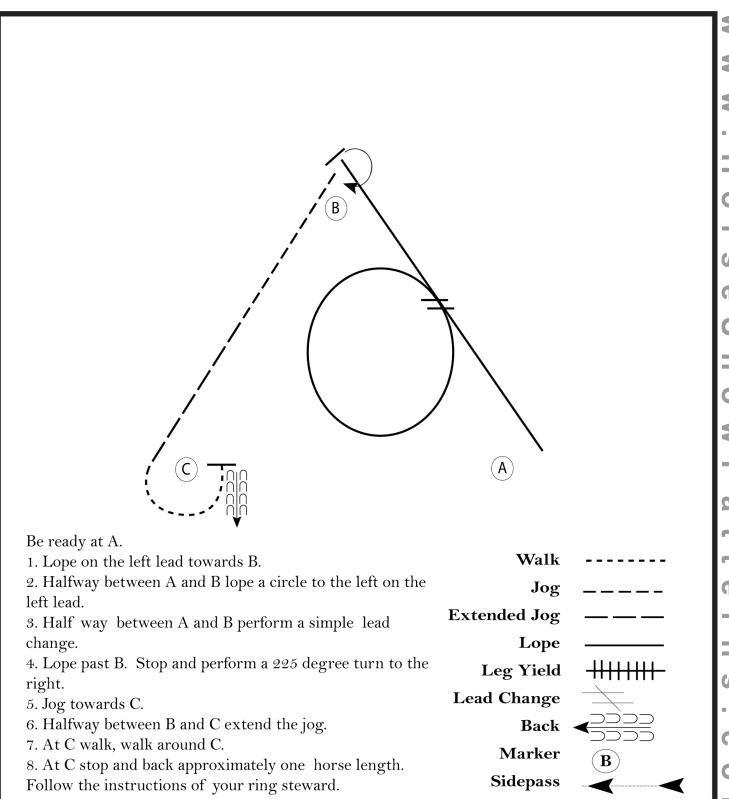
Show Date: 7.-8.5.2016



[WH/1-16]

Western Horsemanship (Amateur/Youth & Open/Jugend RO)

Show Date: 7.-8.5.2016



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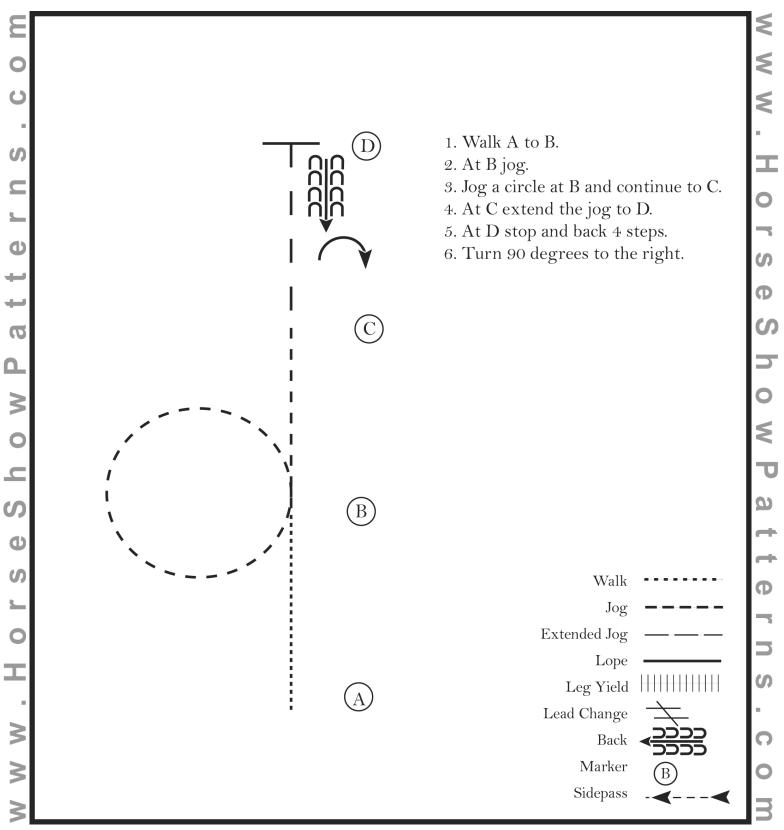
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[WH/3-3]

Western Horsemanship (W/J Rasseoffen)

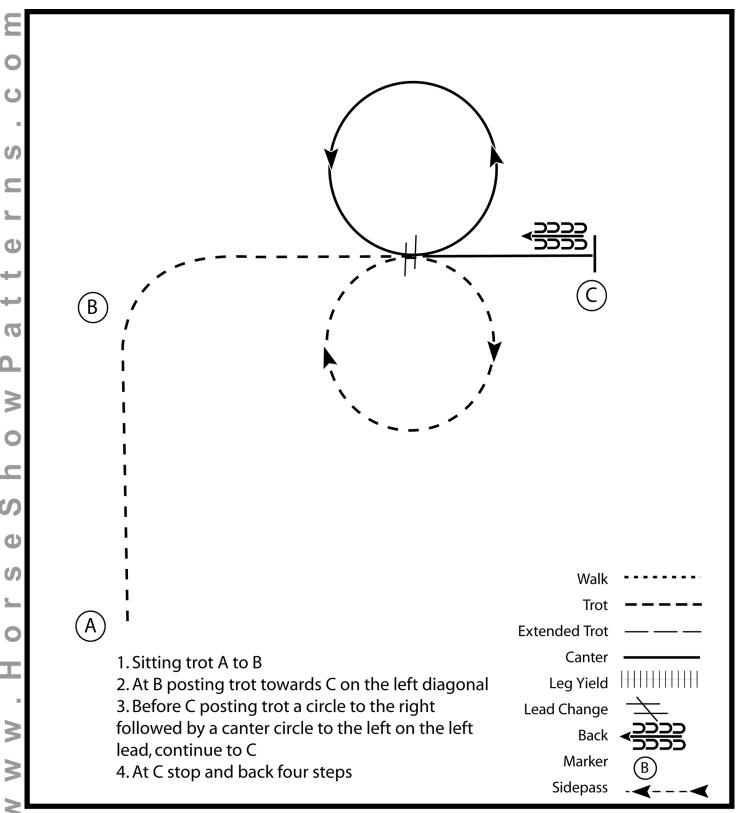
Show Date: 7.-8.5.2016



[WH/WT-11]

Hunt Seat Equitation (Amateur/Youth L1 & Rookie RO)

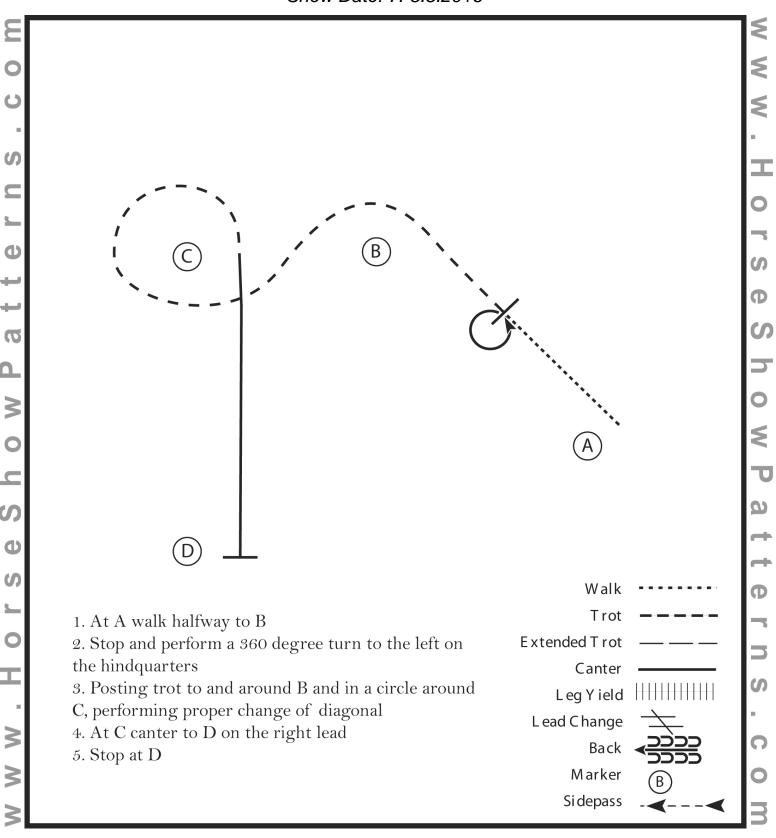
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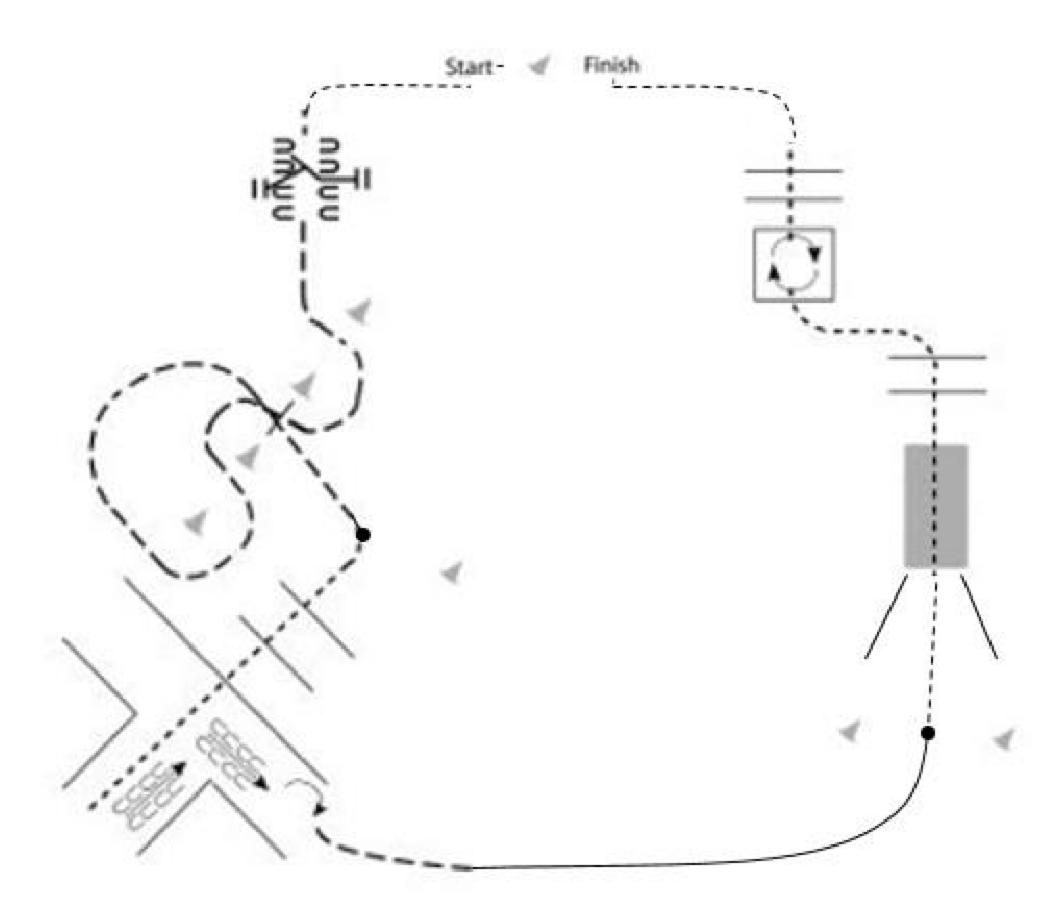
[HSE/1-10]

Hunt Seat Equitation (Amateur/Youth & Open/Jugend RO)

Show Date: 7.-8.5.2016



[HSE/2-1]



Hund an der Pylone ableinen, im Schritt zum Tor

Den Hund am Tor ablegen und das Tor beliebig arbeiten, vom Tor entfernen und Hund unter dem geschlossenen Tor hindurch abrufen

Jog Serpentine um die Pylonen und über die Stange, Hund läuft bei Fuß

Stop, Hund zur Pylone schicken, dort warten lassen. (Sitzen oder Liegen)

Schritt über die Stangen in das L

Back up L, nach Beendigung des L Hund abrufen

Jog bei Fuß, Lope bei Fuß (Linksgalopp)

Stop zwischen den Pylonen. Hund absetzen

Im Schritt über Brücke und Schrittstangen, Hund folgt, auf Abruf, wenn die Hindernisse erledigt sind über die Brücke und die Stangen.

Im Schirtt zur Turnbox, 360 Turn, beliebige Richtung. Der Hund wartet außerhalb der Turnbox (Sitzen oder Liegen)

Schritt aus Turnbox über Stangen, Hund abrufen. Der Hund muss nicht über die Stangen oder Box laufen wenn er abgerufen wurde.

Mit Hund bei Fuß zum Start/Ziel-Marker, Hund anleinen.

Die Prüfung endet wenn der Hund angeleint ist.