

EWU Turnier Landesmeisterschaft 2016

Patternübersicht

Reining

- LK 3 (A/B) # 6
- LK 4 (A/B) # 13
- LK 1/2 jun., K 1/2A sen., 1/2B # 8
- M LK 1/2 jun. // RL-Team-Cup # 5
- M LK 1/2 A sen., M LK 1/2B # 2

Western Riding

- LK 3 A/B // LK 2/1 jun # 6
- LK 2/1 B // LK 2/1 A sen # 4
- M LK 1/2 A jun // RL-Team-Cup # 8
- M LK 1/2 A sen # 3
- M LK 1/2 B # 3

Superhorse

- LK 1/2A/B # 2
- M LK 2/1 A/B # 1

Ranch Riding

- LK 3 A/B # 4
- LK 4 A/B # 16
- LK 2/1 jun. # 4
- LK 2/1 A sen. # 12
- LK 2/1 B # 12
- M LK 2/1 jun. # 9
- M LK 2/1 sen. # 9
- M LK 2/1 B # 9

JUPF

- Jupf BA 4j # JUPF BA 3
- Jupf BA 5j # JUPF BA 4
- Jupf TH 4j # JUPF TH 2
- Jupf TH 5j # JUPF TH 3
- Jupf RN 4/5j # JUPF RN 2

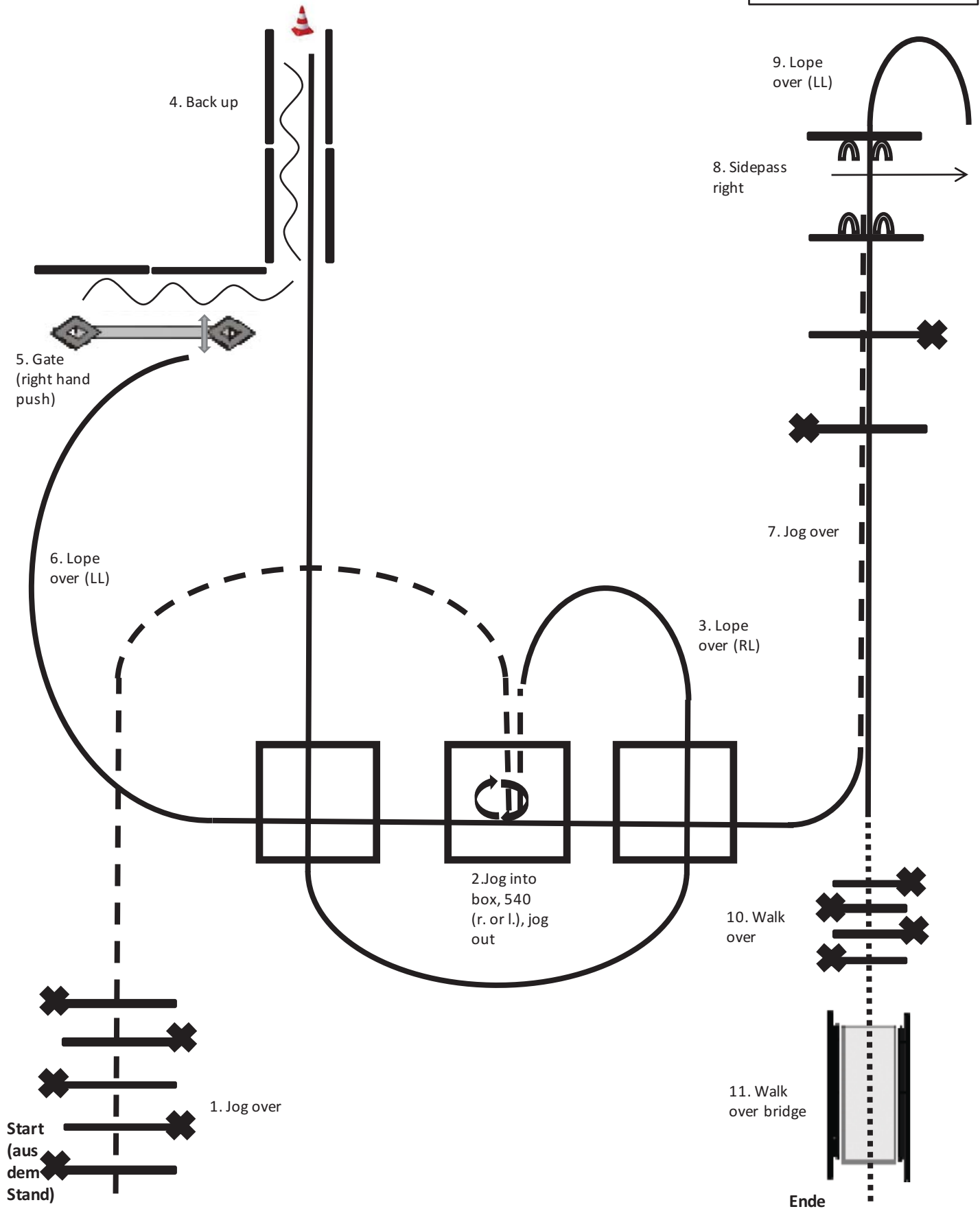
Sollten Leistungsklassen zusammengelegt werden, gilt die Pattern, der niedrigeren LK, zw. der Jugendlichen.

LK 1A sen., 2A sen., LK 1/2B



03/2015

	Back
	Lope
	Jog
	Walk

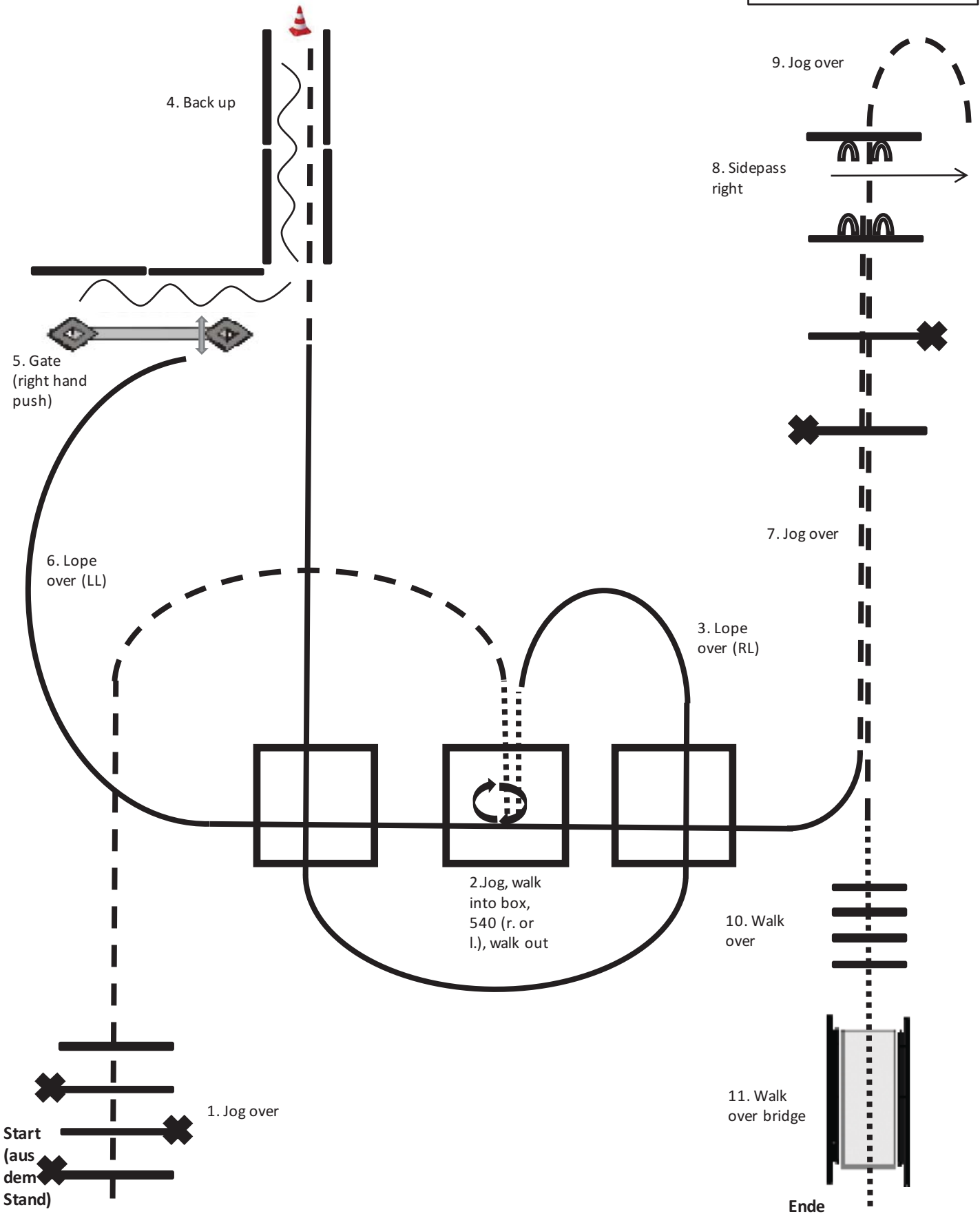


LK 1/2 jun.



03/2015

	Back
	Lope
	Jog
	Walk

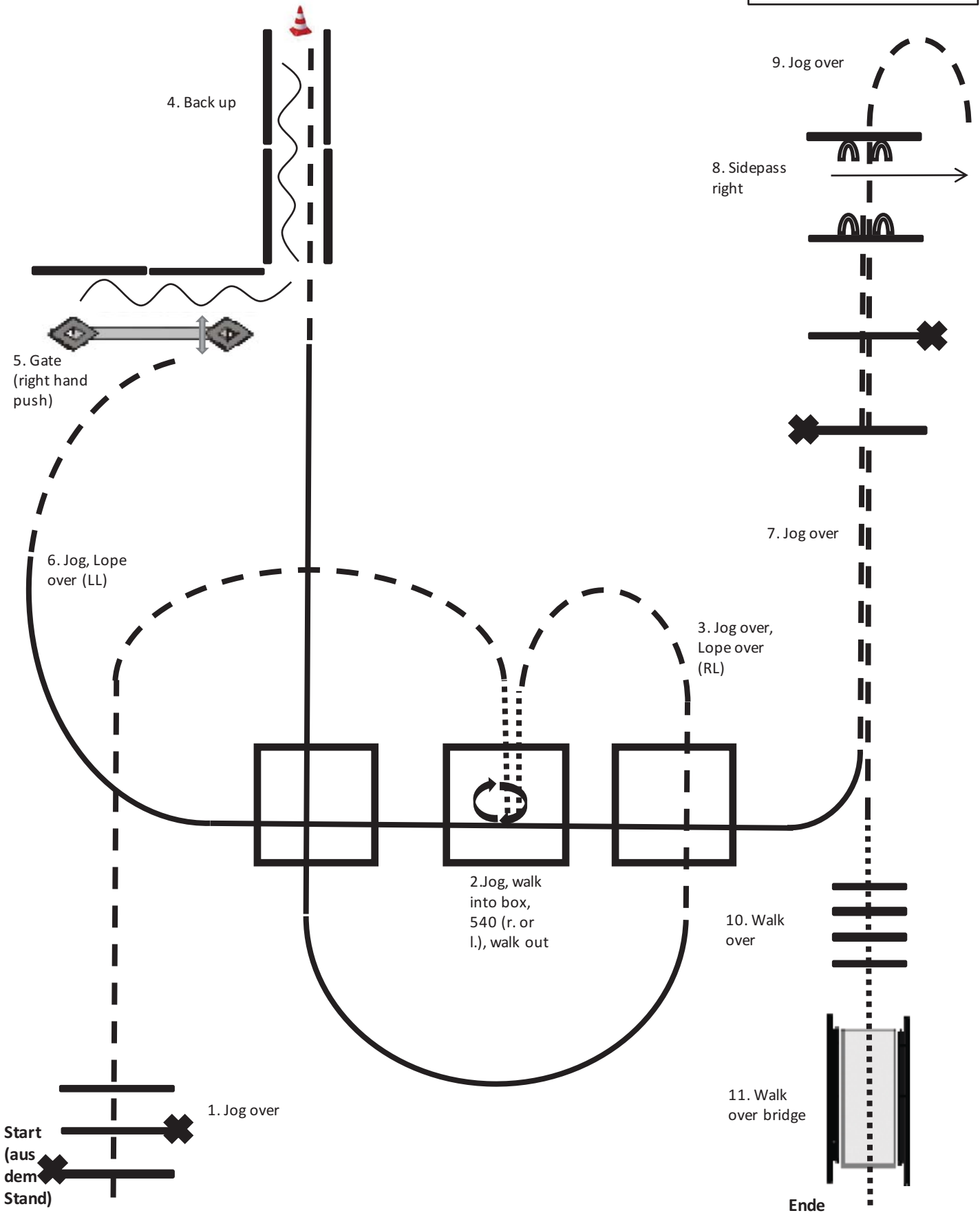


LK 3A, LK 3B



03/2015

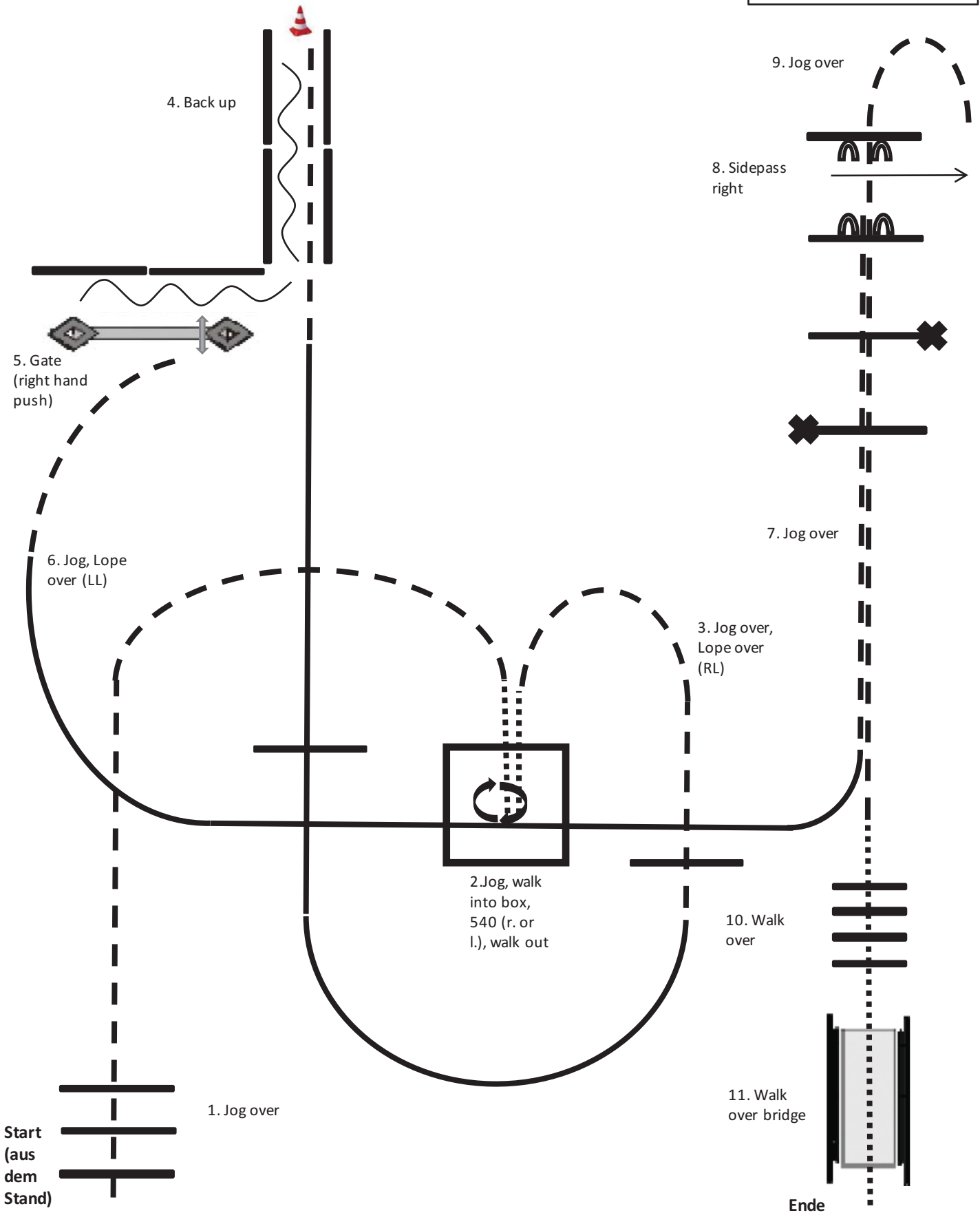
	Back
	Lope
	Jog
	Walk



LK 4A, LK 4B

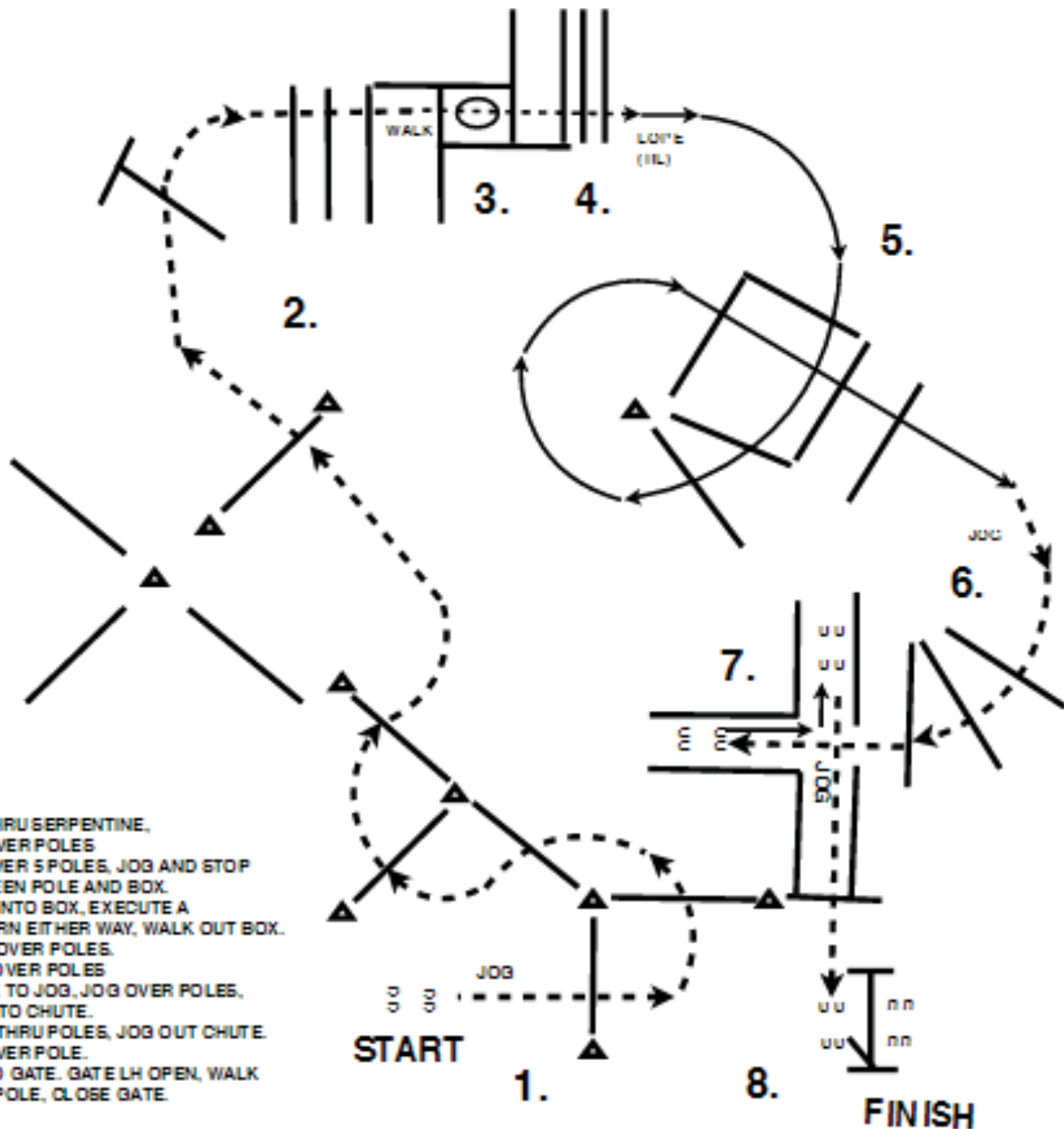


	Back
	Lope
	Jog
	Walk



M LK 1/2 jun. // RL-TEAM-CUP

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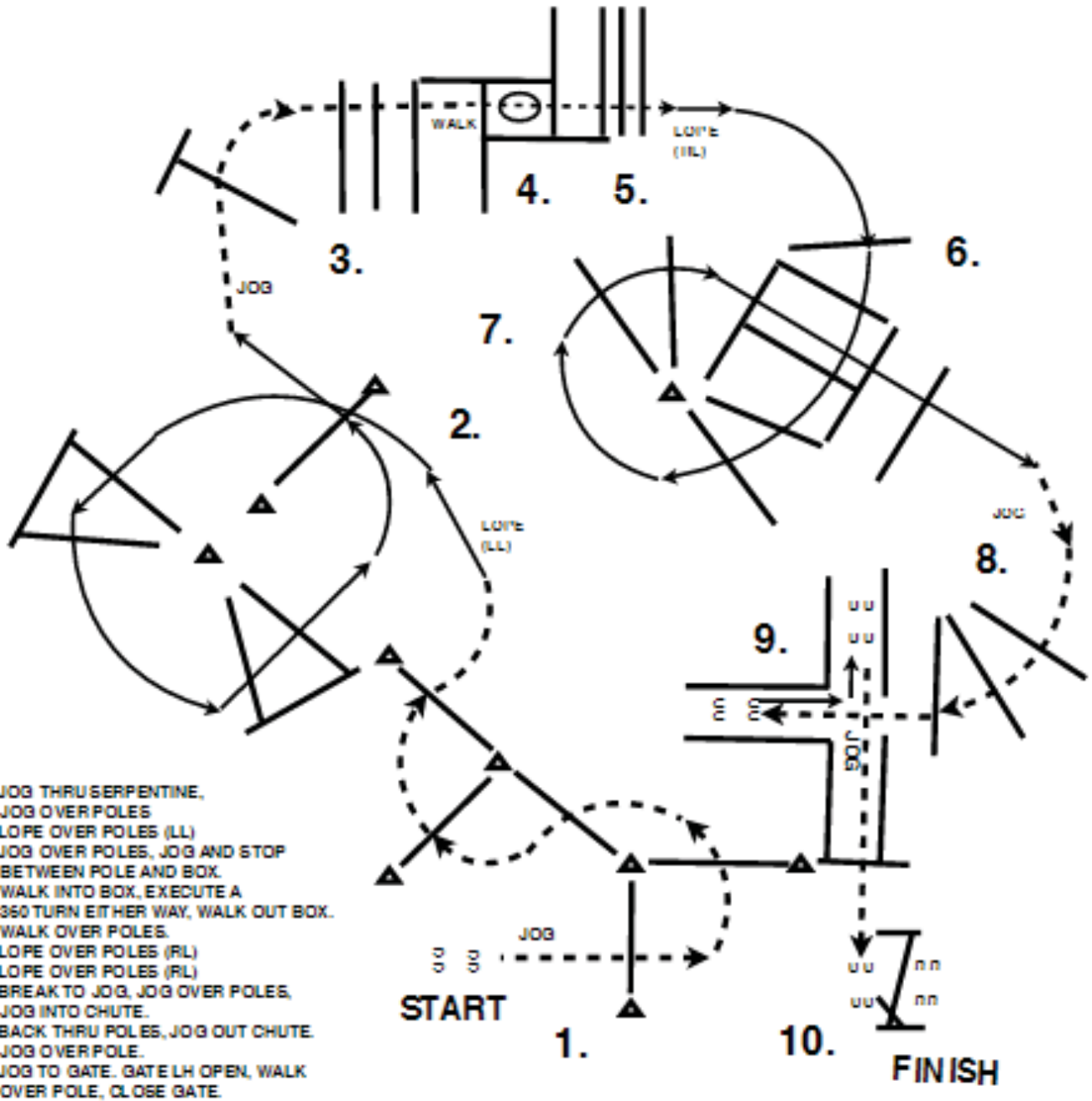


1. JOG THRU SERPENTINE, JOG OVER POLES
2. JOG OVER 5 POLES, JOG AND STOP BETWEEN POLE AND BOX.
3. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
4. WALK OVER POLES.
5. LOPE OVER POLES
6. BREAK TO JOG, JOG OVER POLES, JOG INTO CHUTE.
7. BACK THRU POLES, JOG OUT CHUTE, JOG OVER POLE.
8. JOG TO GATE. GATE LH OPEN, WALK OVER POLE, CLOSE GATE.

M LK 1/2 A sen., M LK 1/2B

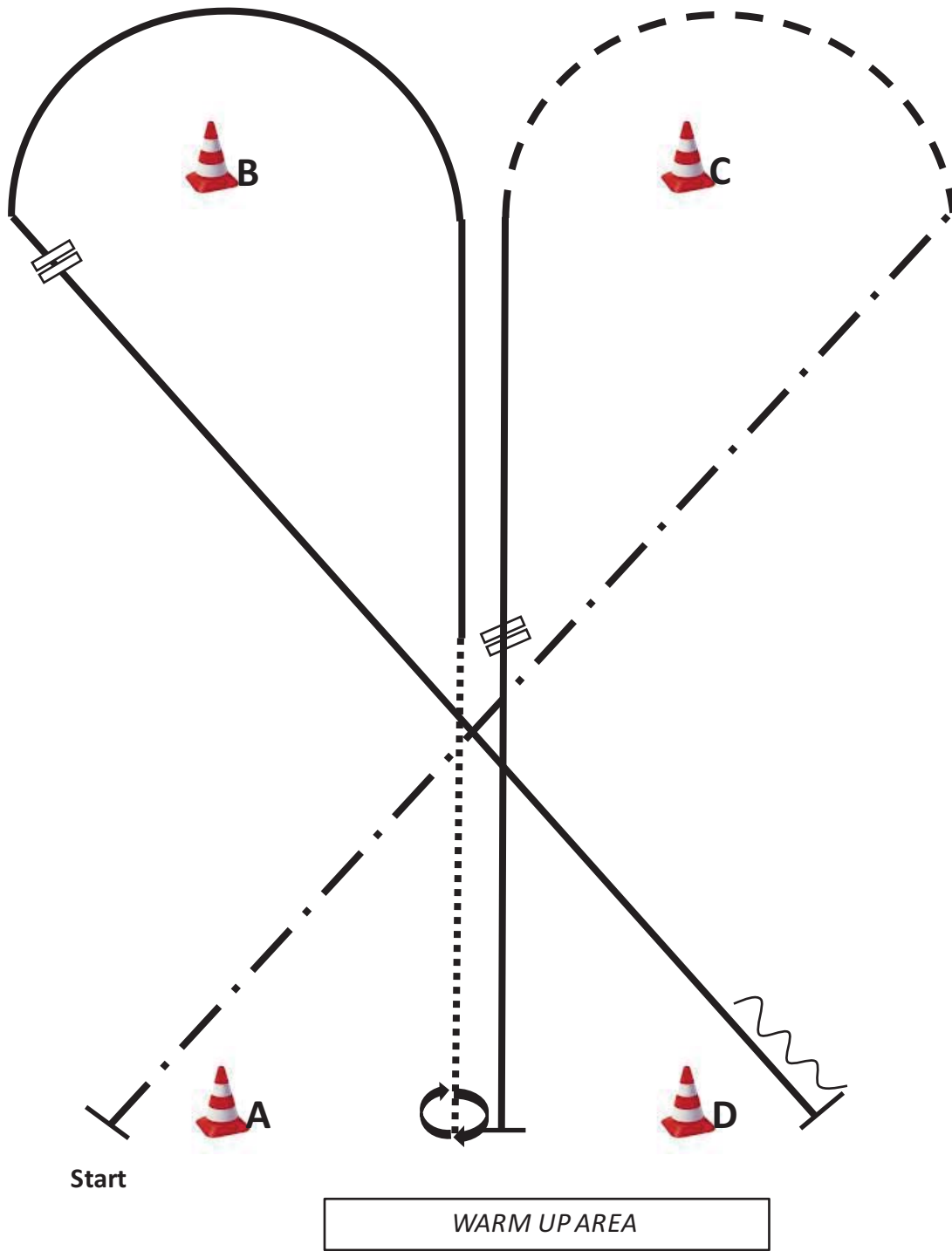


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1. JOG THRU SERPENTINE, JOG OVER POLES
2. LOPE OVER POLES (LL)
3. JOG OVER POLES, JOG AND STOP BETWEEN POLE AND BOX.
4. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
5. WALK OVER POLES.
6. LOPE OVER POLES (RL)
7. LOPE OVER POLES (RL)
8. BREAK TO JOG, JOG OVER POLES, JOG INTO CHUTE.
9. BACK THRU POLES, JOG OUT CHUTE, JOG OVER POLE.
10. JOG TO GATE. GATE LH OPEN, WALK OVER POLE, CLOSE GATE.

Pattern 9: WHS LK 1/2 A/B

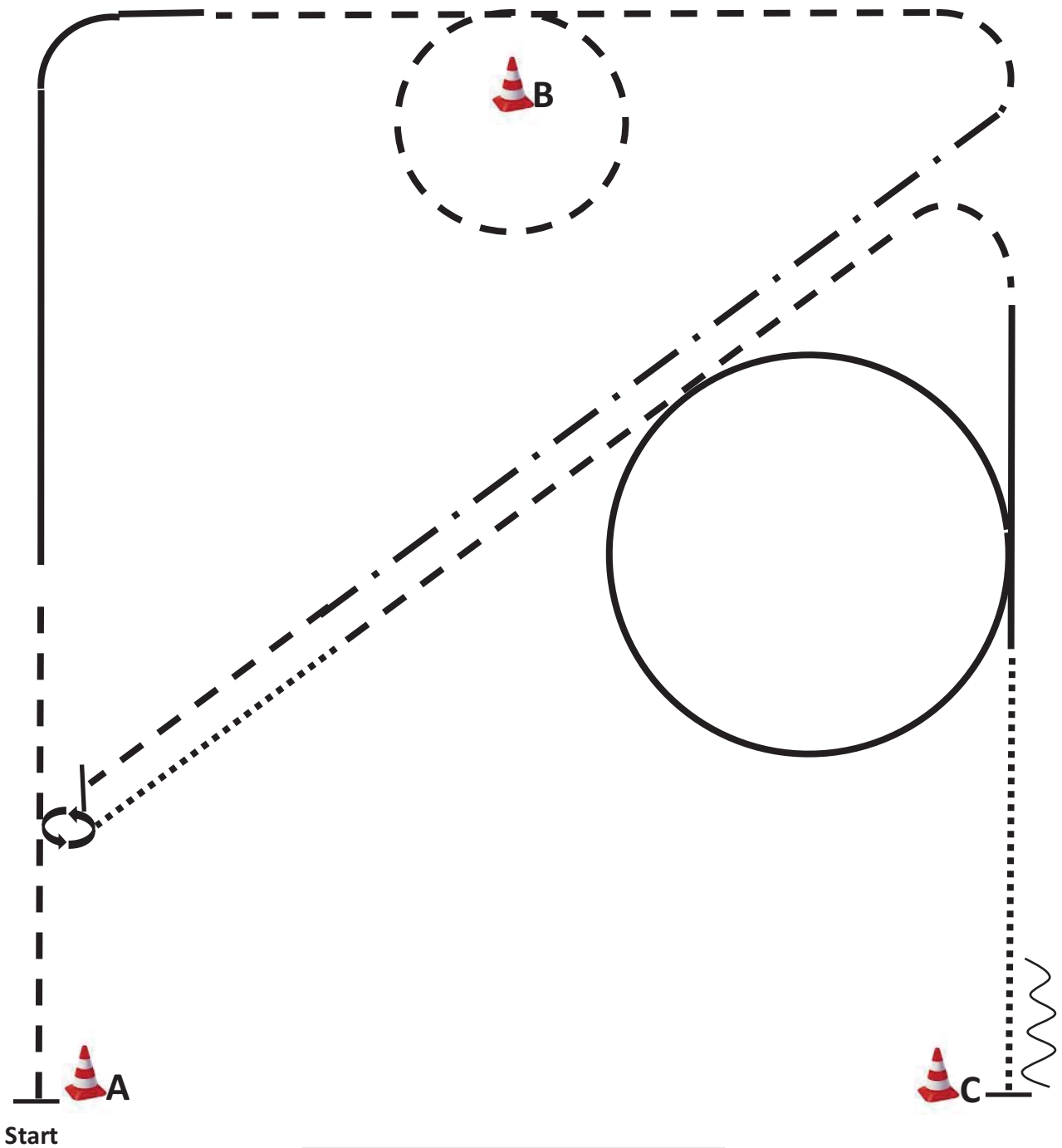


1. Be ready at A, ext. Jog to C.
2. Jog around C.
3. Lope right lead, lead change.
4. Lope left lead, stop.

5. 540° turn (opt. r/l).
 6. Walk, Lope left lead.
 7. Lope left lead, lead change.
 8. Lope right lead, stop, back one horselength.
- Walk to warm up area.

	Back
	Lope
	Jog
	Ext. Jog
	Walk
	Lead change flying/simple

WHS 3 A/B // 4 A/B // RL-TEAM-CUP



WARM UP AREA

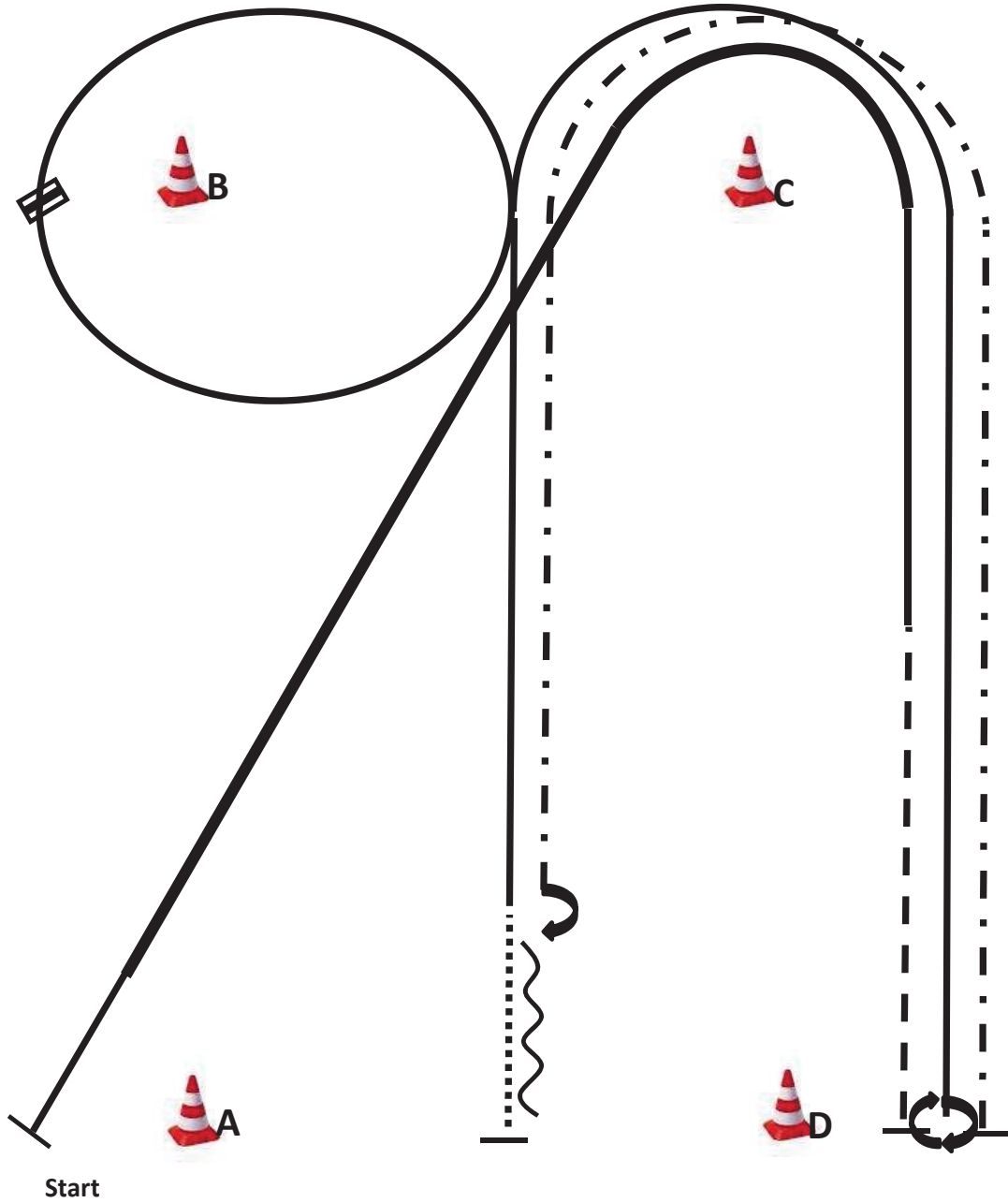
1. Be ready at A, Jog, Lope right lead
2. Jog, Jog very small circle
3. Ext. Jog, Jog, stop.
4. 180° turn (opt. r/l).

5. Walk, Jog.
6. Lope right lead, Lope circle.
7. Walk, stop.
8. Back

Walk to warm up area.

	Back
	Lope
	ext. Lope
	Jog
	Ext. Jog
	Walk
	Lead change flying/simple

M-Pattern 12: WHS LK 1/2 A/B



WARM UP AREA

1. Be ready at A, lope right lead, ext.
2. Jog, stop.
3. 540° turn (opt. r/l).
4. Lope left lead around C and B.
5. lead change, lope right lead.

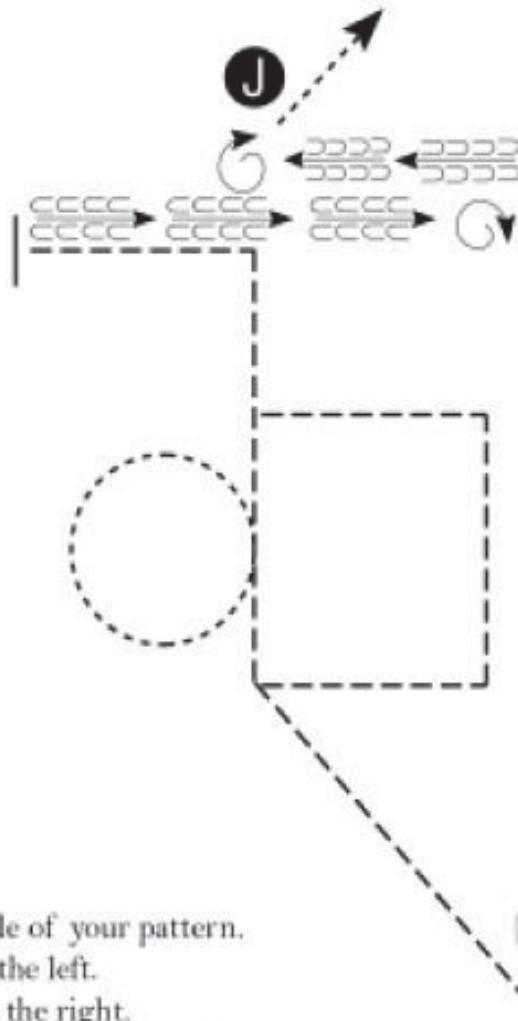
6. Walk, stop.
7. Back one horse length, 180° turn (opt. r/l).
8. Ext. Jog around C to D, stop.

Walk to warm up area.

	Back
	Lope
	ext. Lope
	Jog
	Ext. Jog
	Walk
	Lead change flying/simple


Showmanship at Halter

M – LK 2/1 A/B



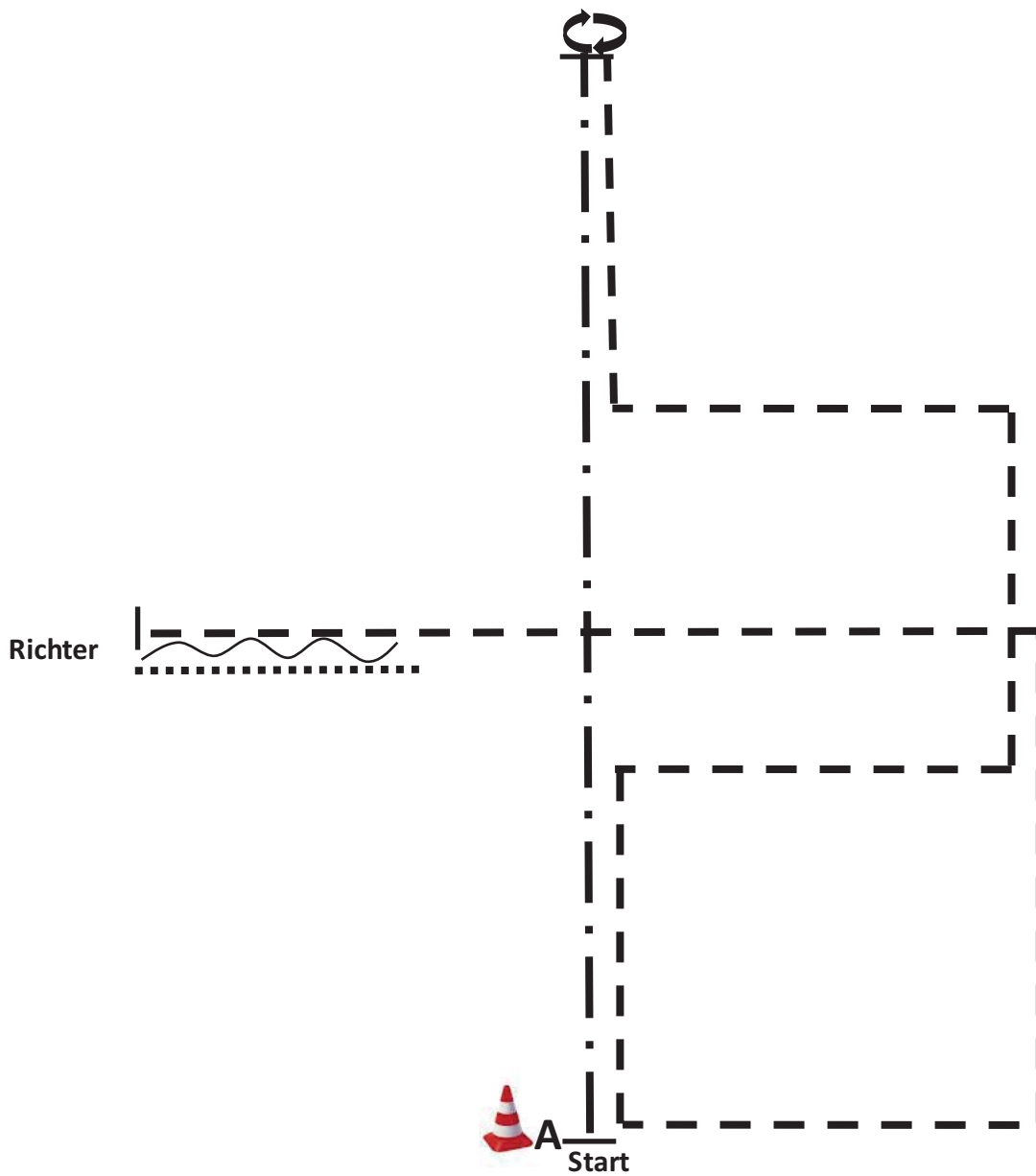
Be ready at A.

1. Trot to the middle of your pattern.
2. Walk a circle to the left.
3. Trot a square to the right.
4. Continue to trot towards the Judge.
5. Make a corner as you approach the Judge and trot at least two horse lengths past the Judge.
6. Back past the Judge.
7. Perform a 1 1/2 turn.
8. Back to the Judge.
9. Perform a 1 3/4 turn and set up for inspection.
10. When dismissed, exit at a walk.

Walk	-----
Trot	- - - - -
Back	← 
Marker	Ⓟ
Judge	Ⓜ




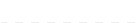
Trot back to the warmup area

SSH LK 1/2A 1/2B

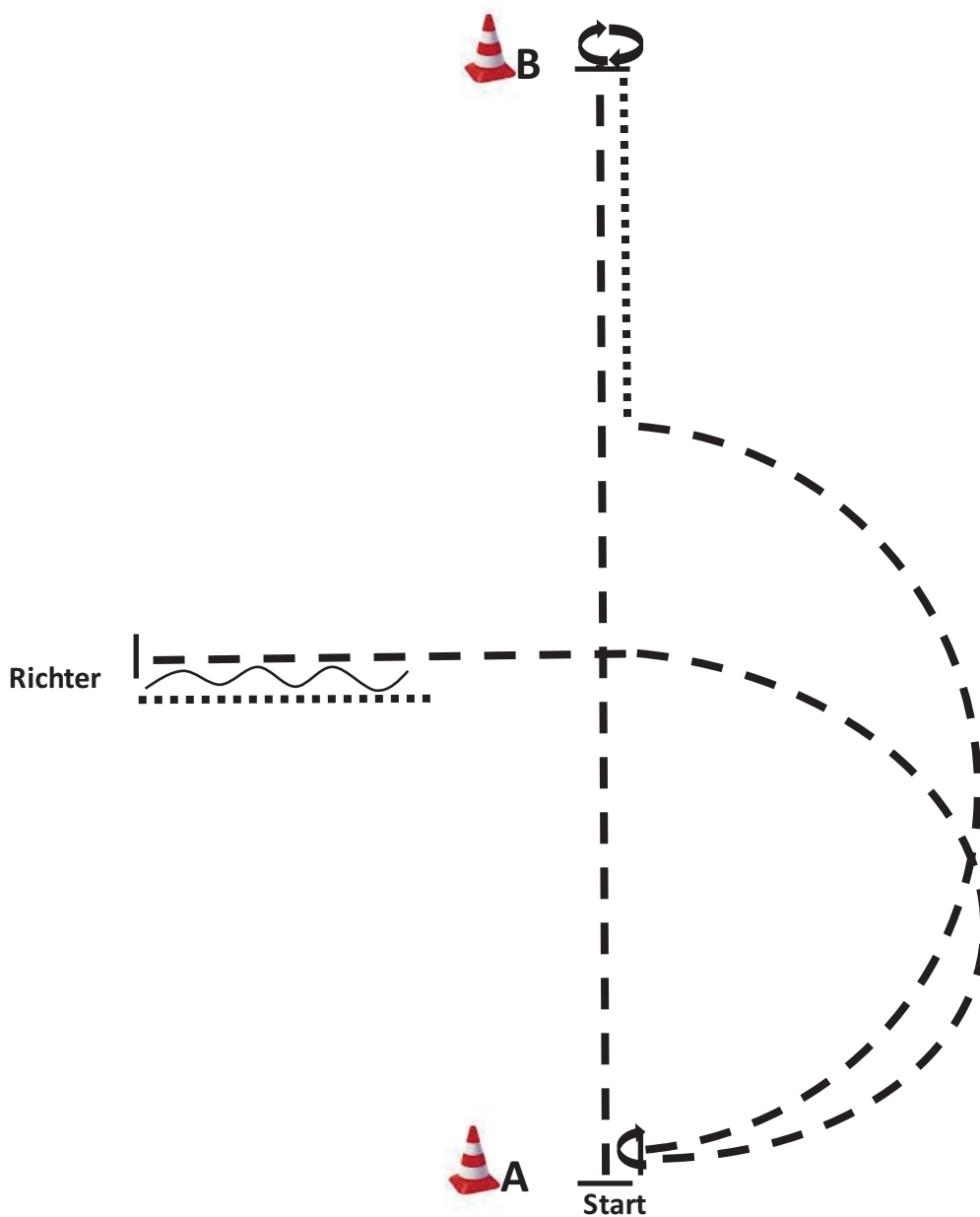


WARM UP AREA

1. Aufstellung bei A, Ext. Trot, Stop.
 2. HHW 540 re.
 3. Trot square bis vor den Richter, Stop
 4. Back, Walk bis zum Richter
 5. Set up.
- (beliebig abwenden) Im Jog oder Walk zur warm up area durchlaufen

	Back
	Jog
	Ext. Jog
	Walk

SSH LK 3/4 A/B

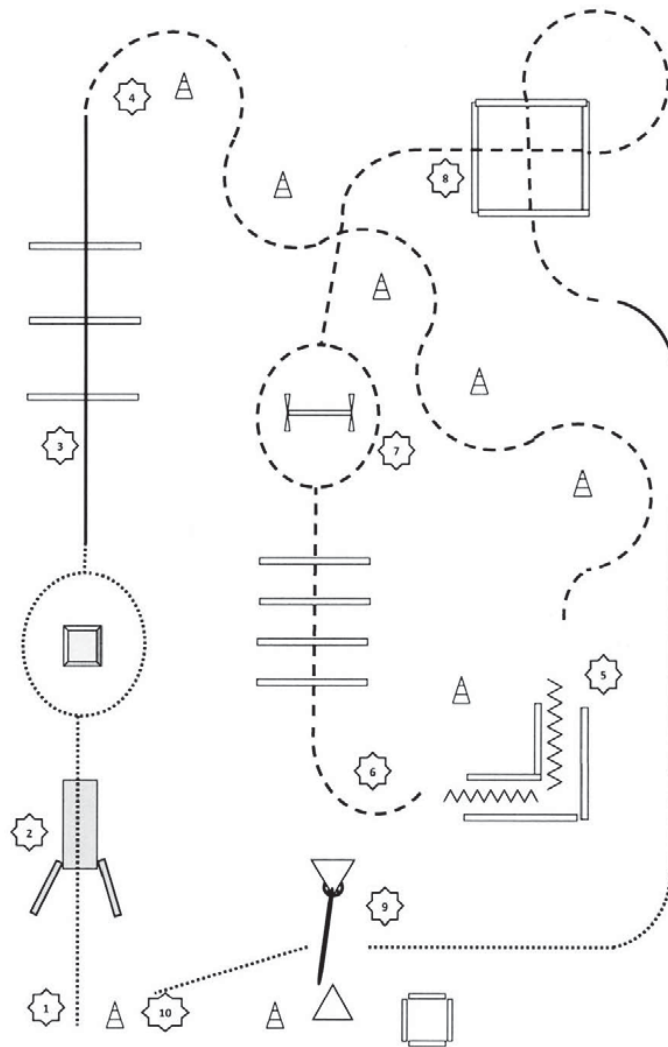


WARM UP AREA

1. Aufstellung bei A, Trot bis B, Stop.
 2. HHW 540 re.
 3. Walk, Trot bis vor A, Stop., HHW 180 re.
 4. Trot, Stop vor dem Richter, Back, Walk bis zum Richter
 5. Set up.
- (beliebig abwenden) Im Jog oder Walk zur warm up area durchlaufen

	Back
	Jog
	Ext. Jog
	Walk

Horse & Dog Trail LK 1-2 2016#1



Horse & Dog Trail LK 1-2 2016#1

	Pferd & Reiter	Hund
1	An der Pylone anhalten. Walk zu 2.	Hund ableinen. Hund bei Fuß.
2	Walk über die Brücke, wenn Hund sein Ziel erreicht hat und dort im Platz liegt. Wahlweise am Podest li. oder re. im Walk vorbei reiten. Lope zu 3.	Hund voraus über die Brücke zum Podest schicken. Hund auf Podest ablegen. . . Hund bei Fuß aus der Bewegung. Hund bei Fuß.
3	Lope over. Jog zu 4.	Hund bei Fuß über die Stangen. Hund bei Fuß.
4	Jog Slalom. Jog zu 5.	Hund bei Fuß. Hund bei Fuß.
5	Anhalten. Turn, Back up "L", Turn. Jog zu 6.	Hund zur Pylone schicken. Hund Platz an der Pylone. Hund bei Fuß.
6	Jog over. Jog zu 7.	Hund bei Fuß über die Stangen. Hund bei Fuß.
7	Jog li. oder re. am Sprung vorbei. Jog zu 8.	Hund springt über den Sprung. Hund bei Fuß.
8	Jog over. Lope. Walk zu 9.	Hund bei Fuß mit durch das Quadrat. Hund bei Fuß. Hund bei Fuß.
9	Tor beliebig öffnen, durchreiten, weit öffnen. Tor schließen. Walk zu 10.	Hund in Box ablegen. . Hund durch das Tor rufen. Hund an Pylone ablegen. Hund bei Fuß.
10	Anhalten, absteigen.	Hund anleinen.

Erklärung:

Podest sollte die Maße 80 cm x 120 cm nicht unterschreiten und ca. 10 cm bis 30 cm hoch sein (Europallette oben geschlossen o. ä.).
Sprung sollte 20 cm bis 40 cm hoch sein (erhöhte Stange, Cavaletti, o.ä.).