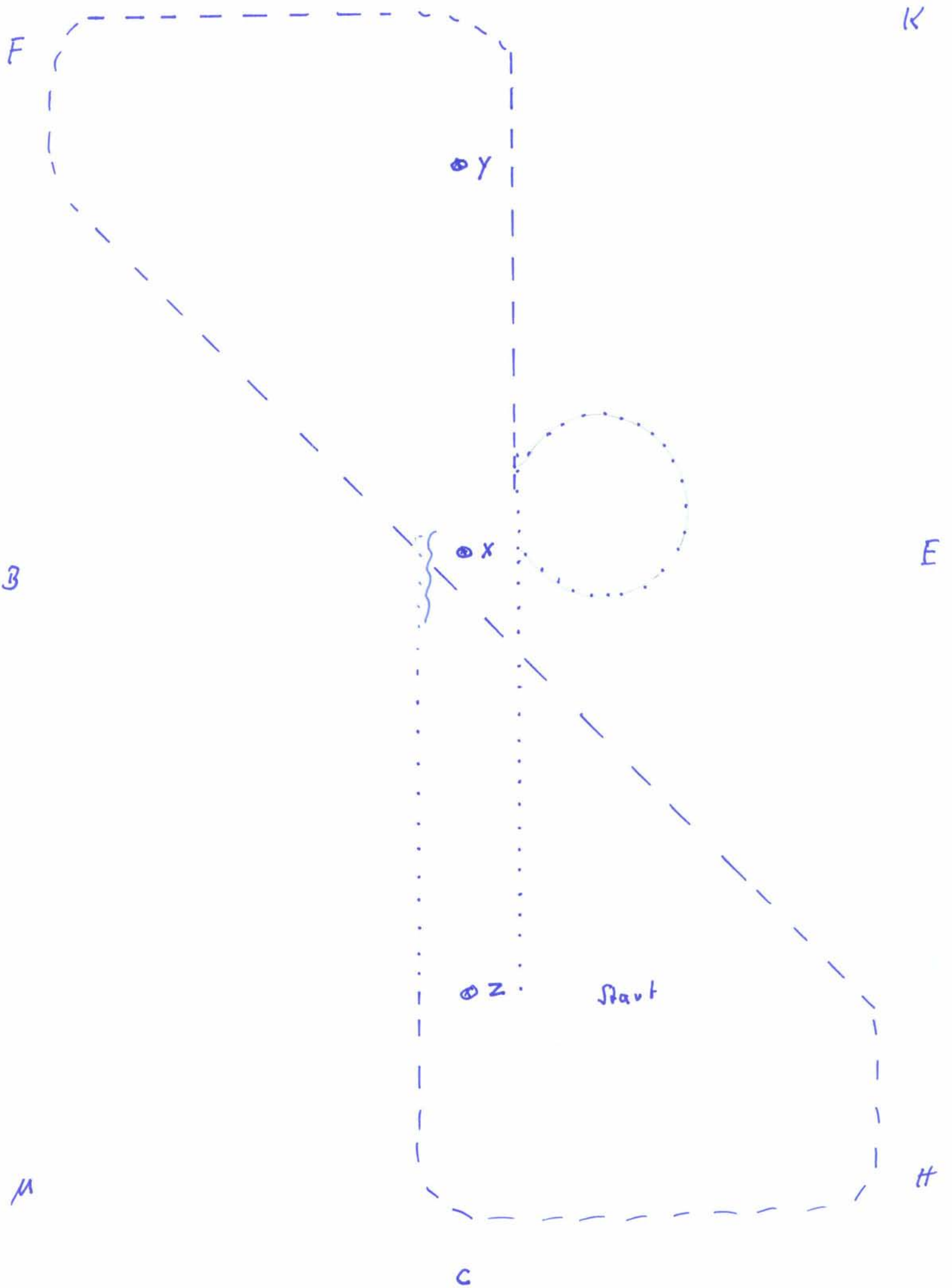


Horsemanship Junior

A



Horsemanship youth A

F

K

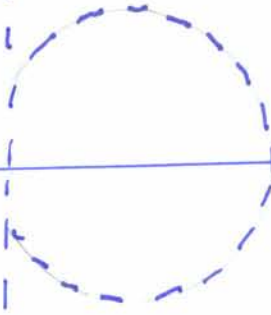
⊕ Y



B

E

⊕ X



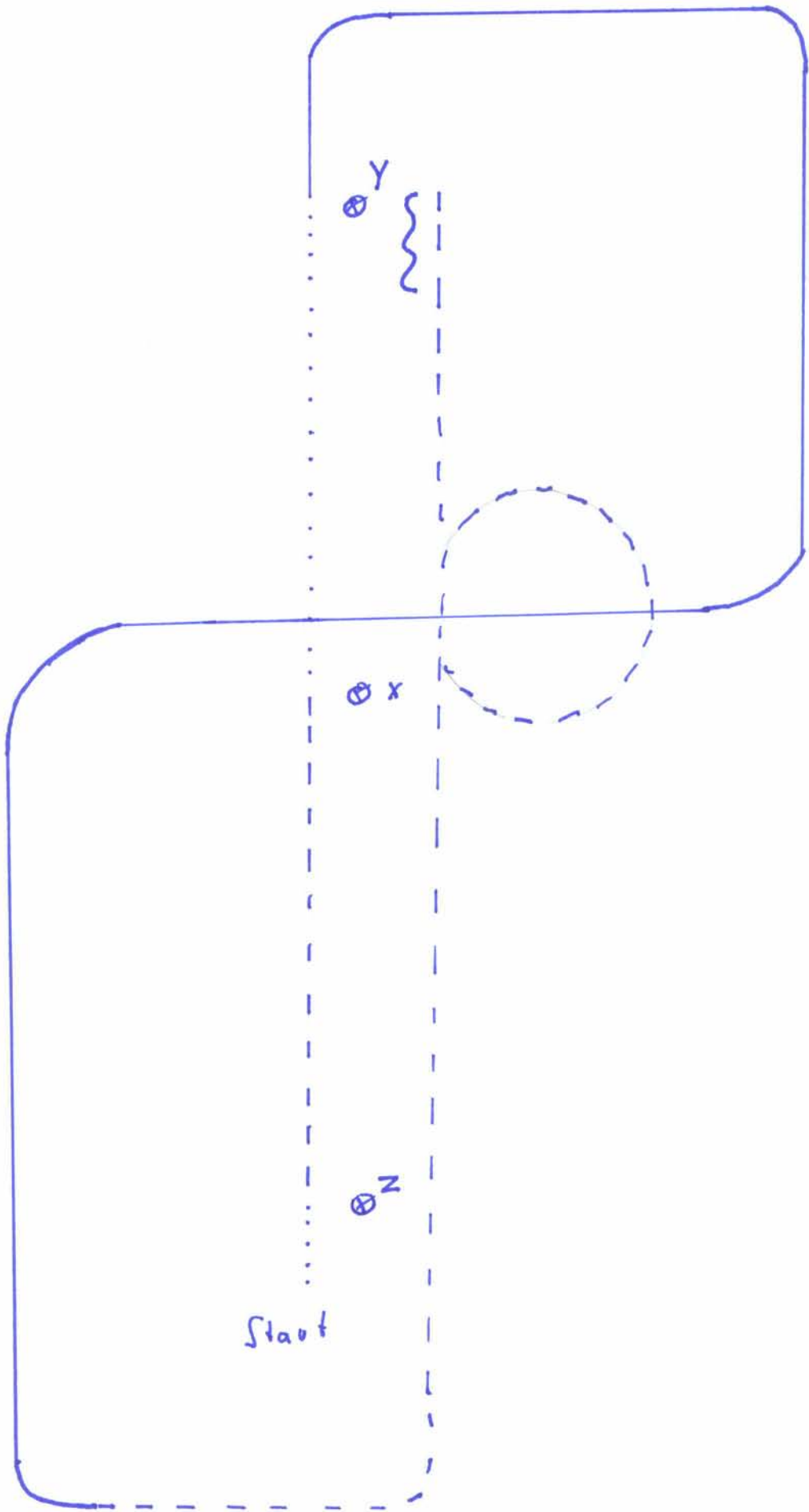
⊕ Z

Start

M

H

C



Horseman'ship Series

A

F

K



B



E

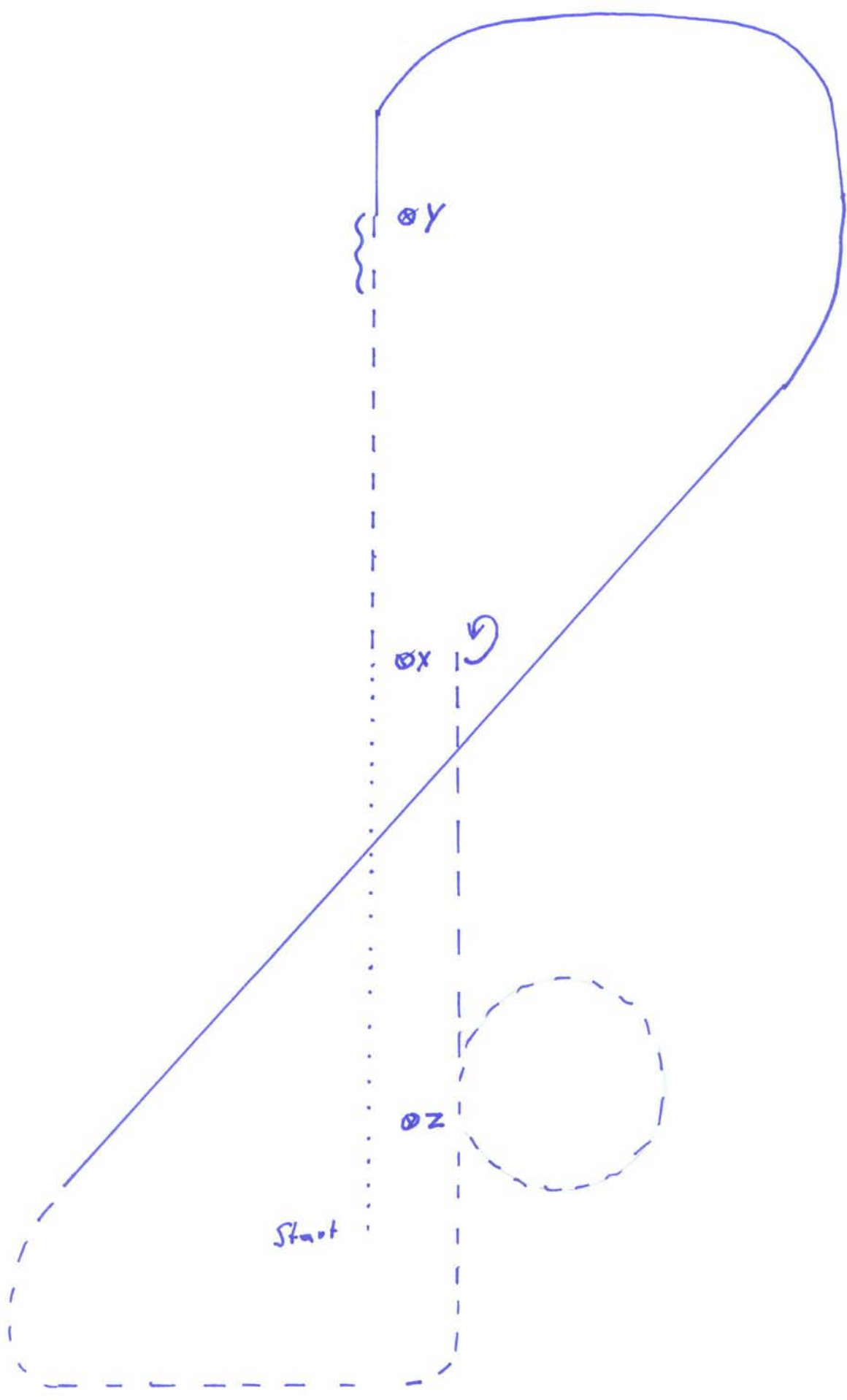


Start

M

H

C



Horsemanship junior (english)

(Z) Start Flatfootwalk

(X) Circle to the right

(X) Foxtrot

(A) left lead

(F-X-H) change lead to the right

(C) Turn up to the middle of the arena

(Z) Flatfootwalk

(X) Stop

(X) Back up 3m

End

Horsemanship Senior (english)

Start Walk

Z Flatfootwalk

X Foxtrot

Y Stop

Y Back up 3m

Y Canter right lead

A Right lead

K-X-M Change lead

M Foxtrot

C Turn up to the middle of the arena

Z Small Circle to the right

X Stop

X Turn left 180°

Horsemanship Youth (englisch)

Start –Z Flatfootwalk

Z-X Foxtrot

X-Y Flatfootwalk

Y Canter right lead on a half circle

X Change lead to left circle

M Foxtrot

(C)Turn up to the middle of the arena

X Small Circle to the right

Y Stop

Y Back up 3m

End

Senior

Reining Pattern 2a, (2 spins, lead change over jog or walk), english

1. Horse 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 right lead, complete 3 circles to the right: the first circle small and slow, the next 2 circles large and fast. Change leads at the center of the arena.

2. Complete 3 circles to the left: the first circle small and slow, the next 2 circles large and wide. Change leads at the center of the arena.

3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.

4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.

5. 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.

6. Complete 2 spins to the right.

7. complete 2 spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

Youth

Reining Pattern 6a, (2 spins, lead change over jog or walk), english

1. Horse must walk or stop prior to starting pattern.

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

1. Complete 2 spins to the right.

2. Complete 2 spins to the left.

3. Beginning on the left lead, complete 3 circles to the left: the first 2 circles large and fast, the third circle small and slow. Change leads at the center of the arena.

4. Complete 3 circles to the right: the first 2 circles large and fast, the third circle small and slow. Change leads at the center of the arena.

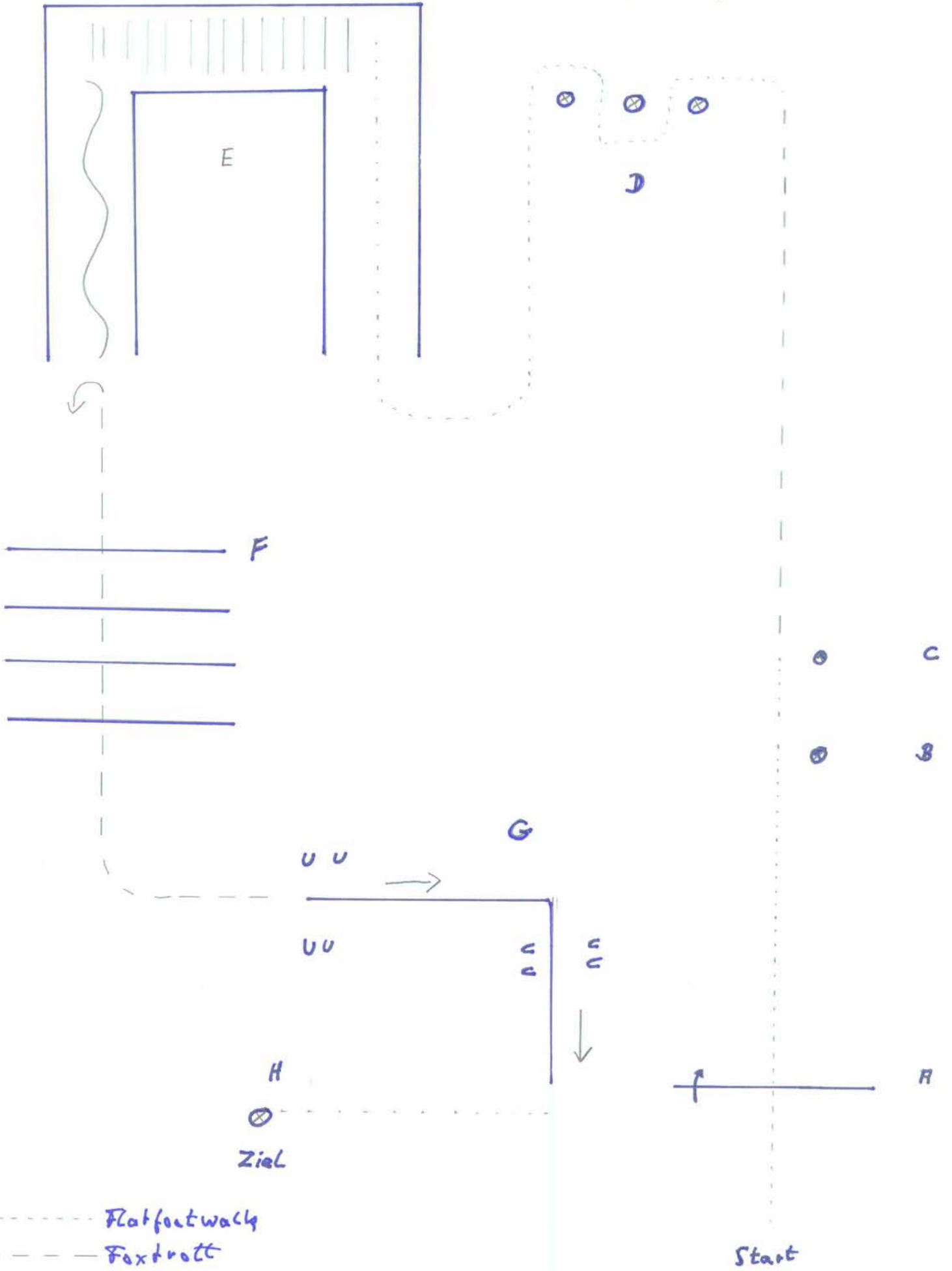
5. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall - no hesitation.

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 roll back at least 20 feet (6 meters) from the wall - 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 20 feet (6 meters) from the wall. Back up at least 10 feet. Hesitate to demonstrate the completion of the pattern

Rider may drop bridle to the designated judge.

Trail Junior



- Flatfoot walk
- - - - - Foxrott
- ~~~~~ back up

Trail Junior (english)

Enter the arena.

Walk through the gate (A)

Take a coat from marker (B) and place it on marker (C)

Foxtrot to marker (D) . Through and around 3 markers.

Flatfootwalk to (E). Forward, sidepass left, back up

Turn left (180°)

Foxtrot over 4 poles (F) to (G)

Sidepass left

Flatfootwalk to marker (H).

Groundtying. dismount and walk around the horse.

Lead horse out of the arena

Trail senior (english)

Enter the arena.

Flatfootwalk through the gate.

Foxtrot over 4 poles (B) to (C)

(C) Turn left (90°) L back up L

Turn right (180°)

Foxtrot into (D). Turn left 270°

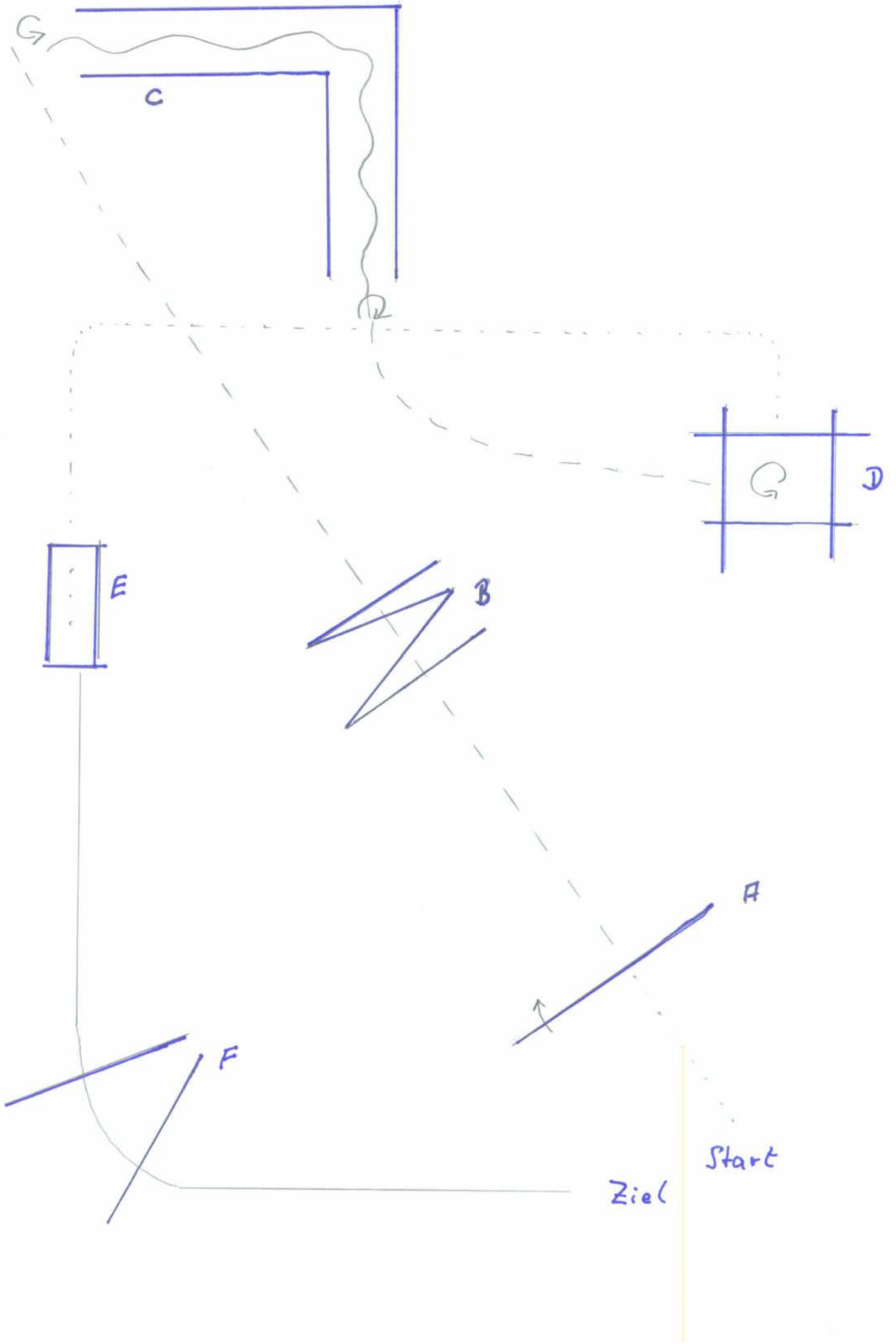
Flatfootwalk to E (bridge)

After bridge canter over 2 poles (F)

Stop at endmarker

End

Trail Senior



Trail Youth (english)

Enter the Arena

Start Foxtrot over 3 poles **(A)**

Foxtrot to bridge **(B)**

Flatfootwalk to **(C)**

Back up through the poles **(C)**

Flatfootwalk to the L-Back **(D)**

Back Up through **(D)**

Canter to **(E)**

Sidepass left **(E)**

Flatfootwalk to the gate **(F)**

Flatfootwalk and Stop at the endmarker .

Back up 3m

End

