

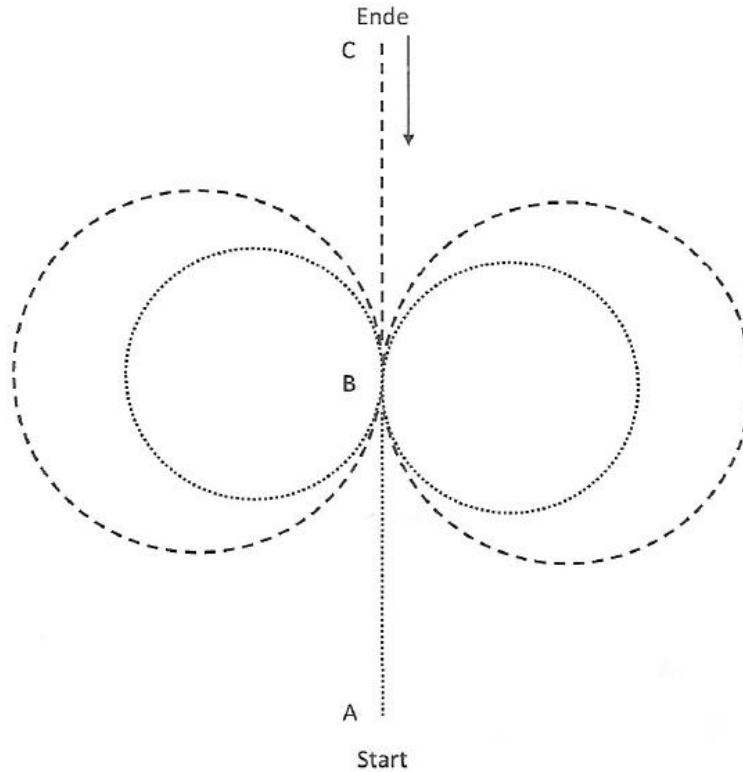
# 10. VWB KAT-II Cup Turnier

ART Stable  
In Pfeffenhausen

## PATTERNBOOK



# Walk / Trott Horsemanship



- A Be ready at the first cone
- A – B Walk from cone A to cone B
- B Trott a big circle to the left
- B Walk a small circle to the right
- B Walk a small circle to the left
- B Trott a big circle to the right
- B – C Trott from cone B to cone C
- C Stopp and back up

**Legend:**

Trott: - - - - -

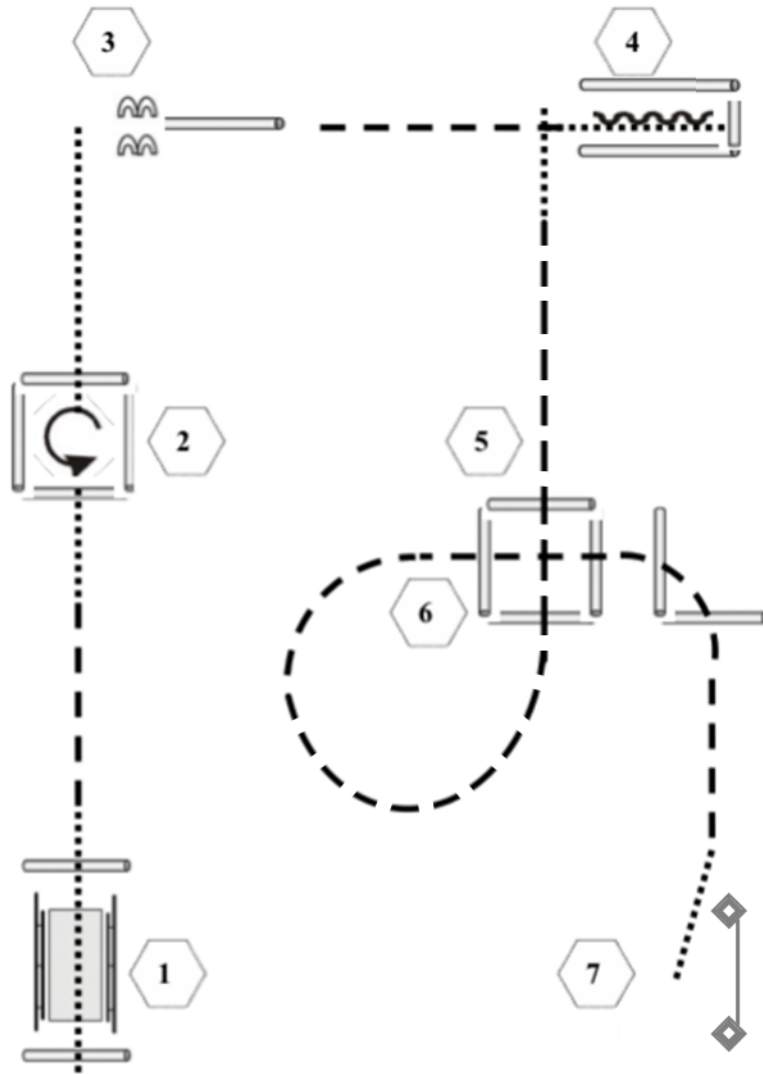
Walk: .....

Back up: ←

Marker: A, B, C, D



# Trail in Hand

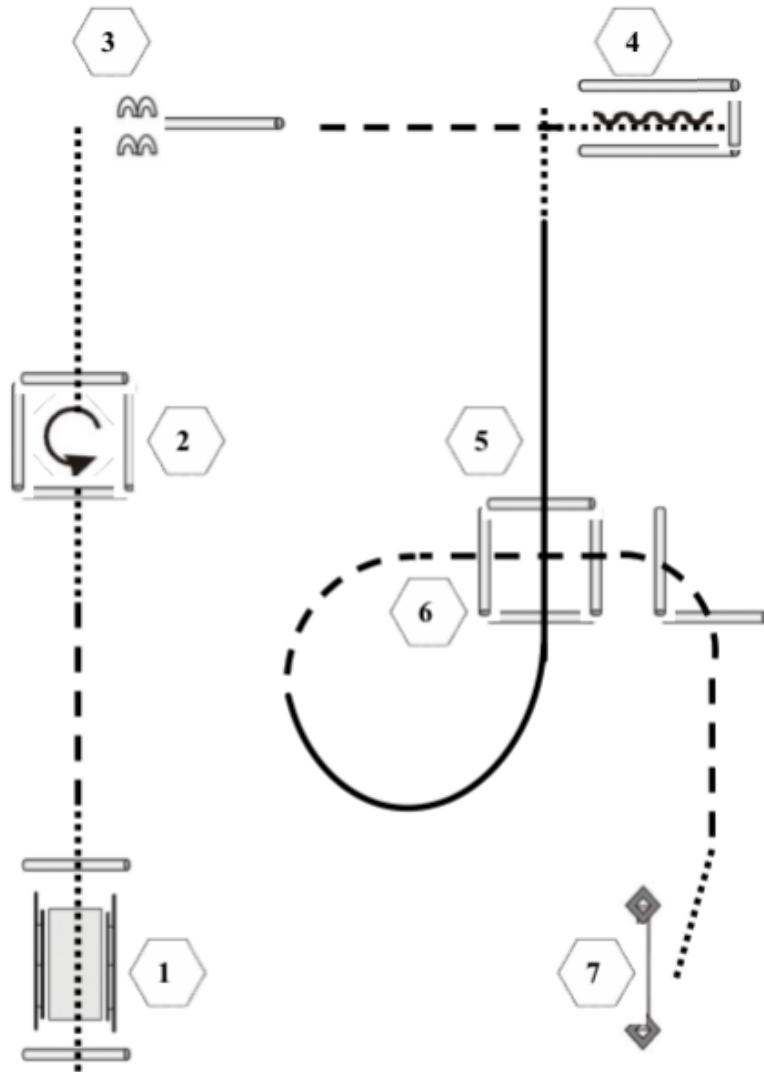


1. Brücke
2. Walk In, Box 360° Drehung links, Walk Out
3. Sidepass rechts
4. Walk In, Back Up
5. Jog Over
6. Jog Over
7. Tor

	Back Up
	Walk
	Jog
	Lope
	Wechsel
	Erhöhung



# Trail Jugend / Einsteiger

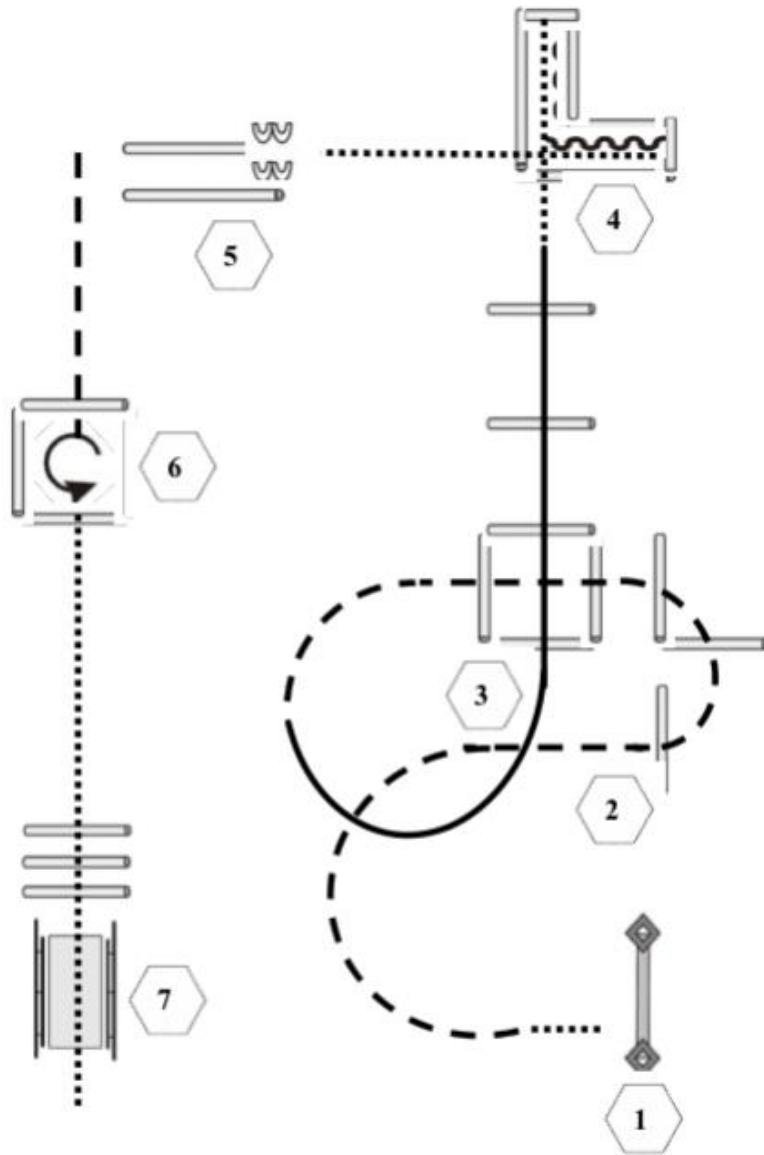


1. Brücke
2. Walk In, Box 360° Drehung links, Walk Out
3. Sidepass rechts
4. Walk In, Back Up
5. Lope Over
6. Jog Over
7. Tor







	Back Up
	Walk
	Jog
	Lope
	Wechsel
	Erhöhung



# Trail Amateur / AHAR

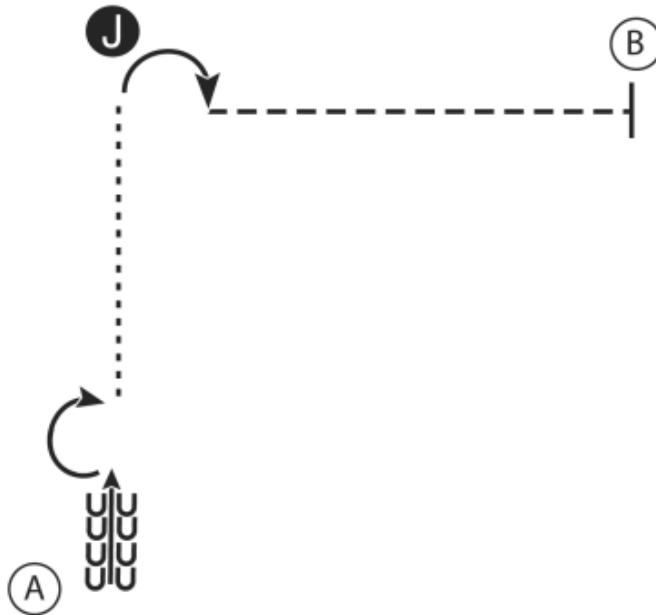


1. Tor
2. Jog Over
3. Lope Over
4. Walk In, Back Up, Walk Out
5. Sidepass rechts
6. Jog In, 360° Drehung links, Walk Out
7. Walk Over, Brücke

	Back Up
	Walk
	Jog
	Lope
	Wechsel
	Erhöhung



# Showmanship at Halter Jugend / Einsteiger



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 - - - - -

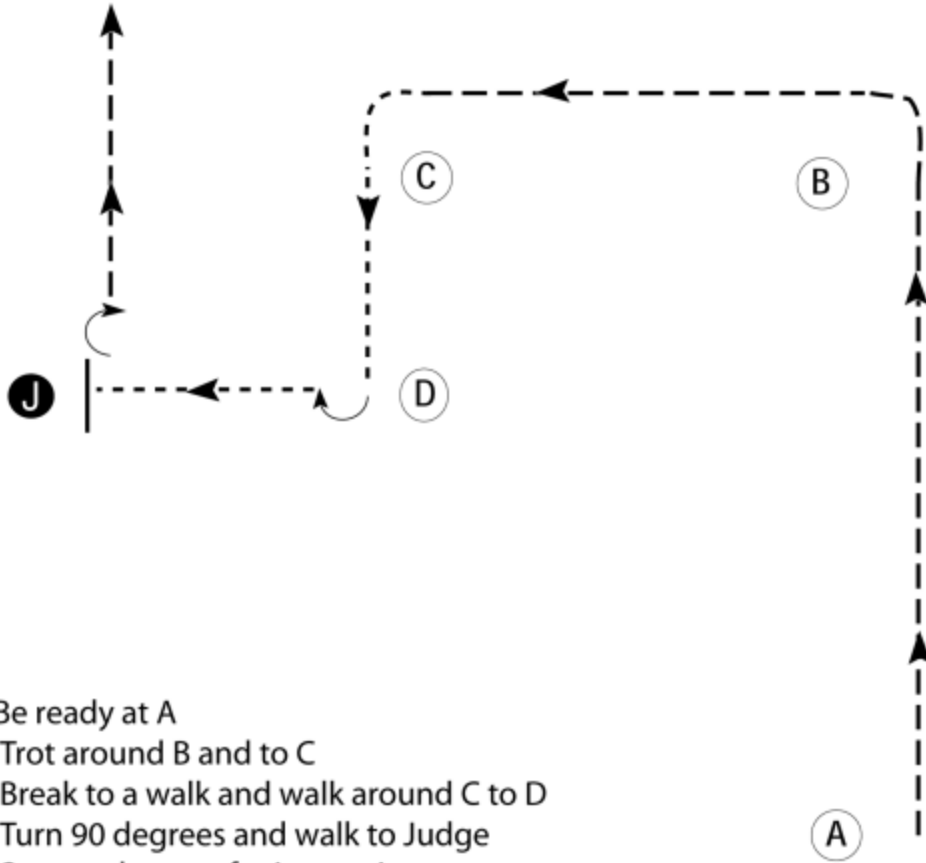
Back ←

Marker (B)

Judge (J)



# Showmanship at Halter Amateur / AHAR

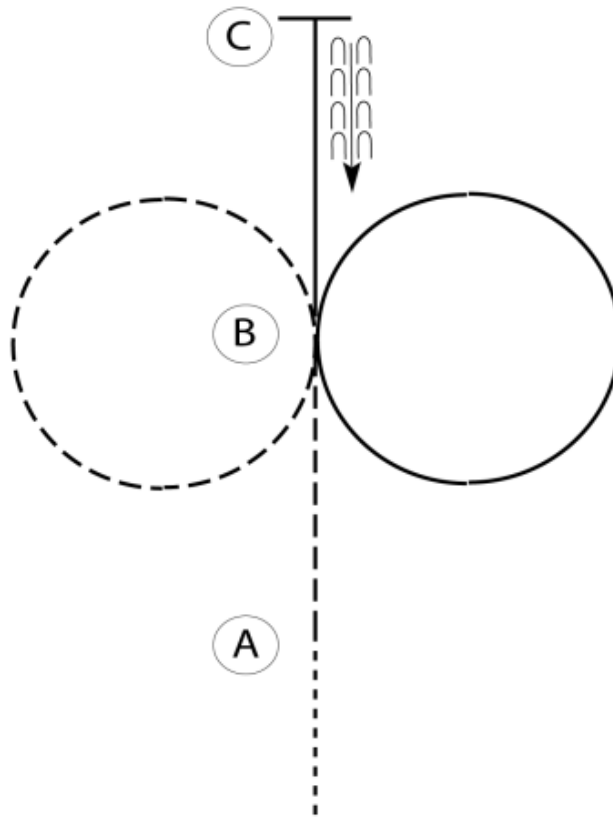


1. Be ready at A
2. Trot around B and to C
3. Break to a walk and walk around C to D
4. Turn 90 degrees and walk to Judge
5. Stop and set up for inspection
6. When dismissed, turn 90 degrees and trot away from judge

Walk	-----
Trot	- - - - -
Back	←
Marker	⊙ (B)
Judge	● (J)



# Horsemanship Jugend / Einsteiger



Be ready prior to A.

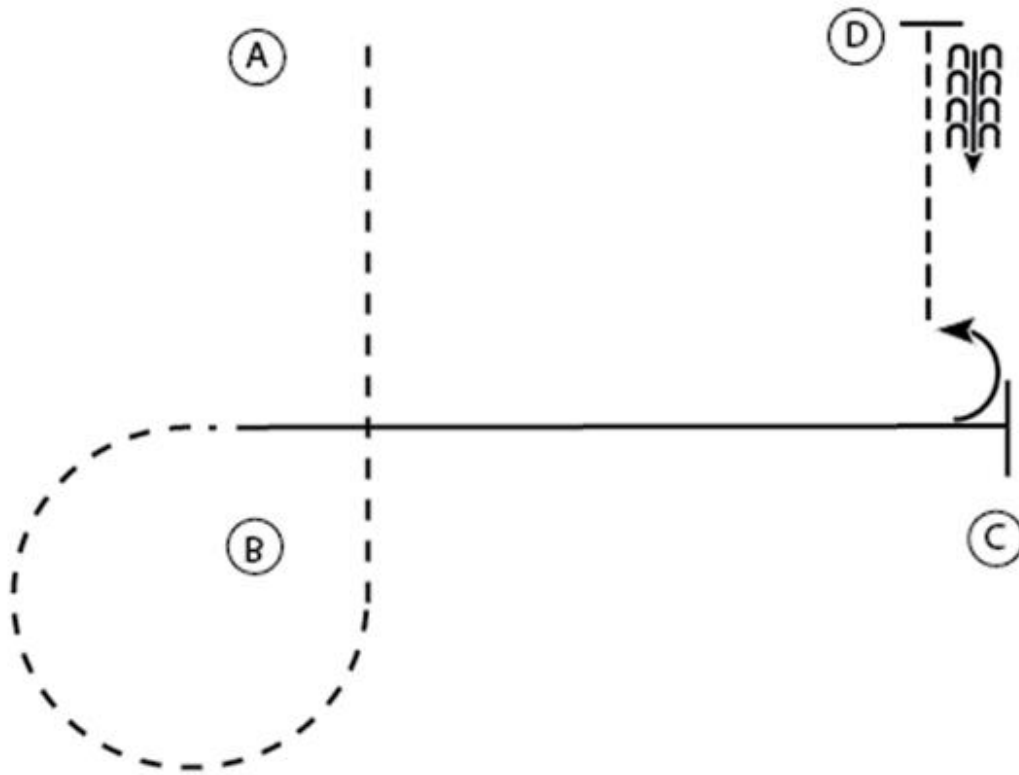
1. Walk to A.
2. Jog A to B.
3. At B, jog a circle to the left.
4. At B, lope a circle to the right.
5. Continue the lope to C.
6. Stop at C and and back approximately one horse length.

<b>Walk</b>	-----
<b>Jog</b>	-----
<b>Extended Jog</b>	-----
<b>Lope</b>	-----
<b>Lead Change</b>	
<b>Back</b>	
<b>Marker</b>	(B)





# Horsemanship Amateur / AHAR



1. Jog from A to and around B
2. At B lope to C
3. Stop at C and perform a 90 degree turn the left
4. Jog to D
5. At D stop and back 4 steps

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



# Patternbook

## Jungpferdeprüfung

6890 Basis VWB-Pattern 1

## Ranch Riding

5430	VWB AHAR	Ranch Riding VWB-Pattern 3
8430	VWB Jugend	Ranch Riding VWB-Pattern 1
7430	VWB Amateur	Ranch Riding VWB-Pattern 5
9430	VWB Einsteiger	Ranch Riding VWB-Pattern 1

## Reining

5340	VWB AHAR	Reining VWB-Pattern 6
9340	VWB Einsteiger	Reining VWB-Pattern 5
8340	VWB Jugend	Reining VWB-Pattern 5
7340	VWB Amateur	Reining VWB-Pattern 8

