VWB Kat II Turnier Pattern Come And Ride - 3.9.2023 - Landau

Ranch Riding

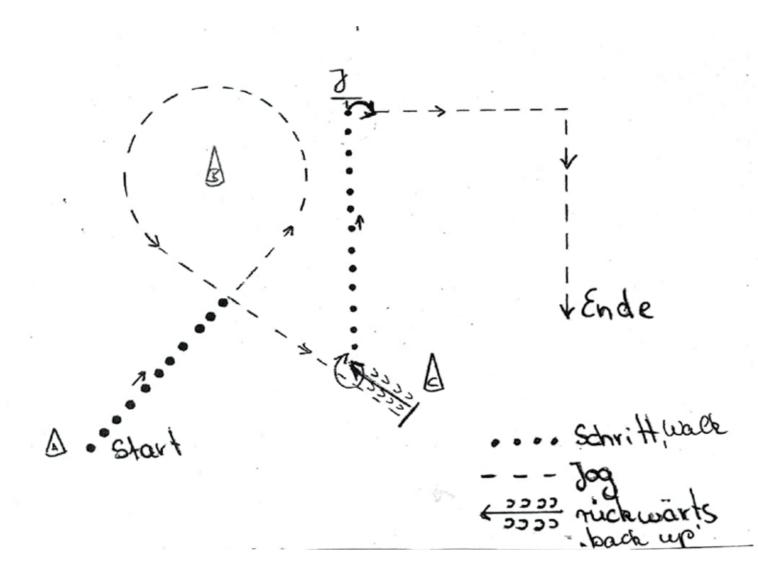
Jugend	Pattern 10
Einsteiger	Pattern 10
Amateur	Pattern 10
Any Horse Any Rider	Pattern 10

Reining

Jugend	Pattern 6
Einsteiger	Pattern 6
Amateur	Pattern 6
Any Horse Any Rider	Pattern 6

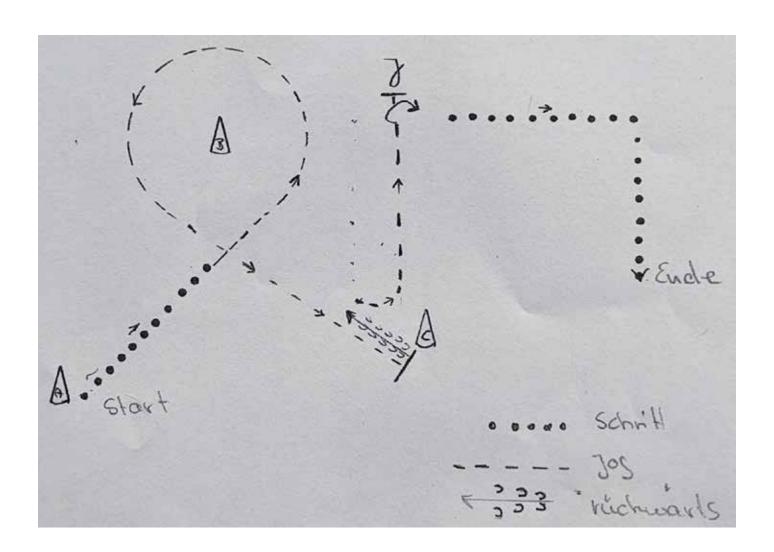


Showmanship Amateur



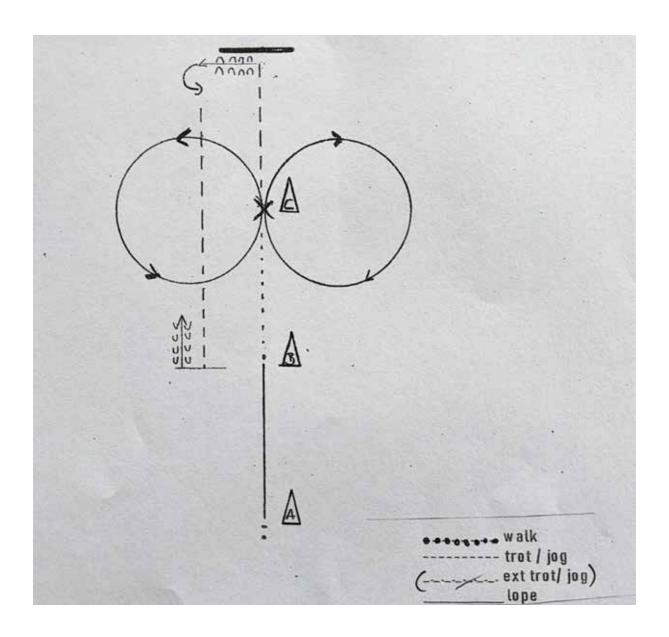
- 1. Walk A towards B. When halfway to B jog around B.
- 2. Stop at C and back up.
- 3. Perform a 225° turn, walk to the judge and set up for inspection.
- 4. Perform a 90° turn and jog out.

Showmanship Einsteiger Showmanship Any Horse Any Rider Showmanship Jugend



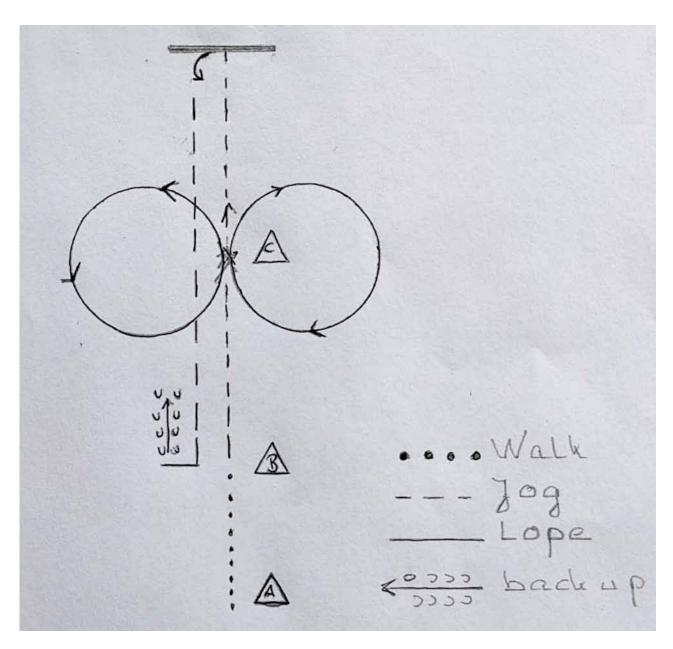
- 1. Walk A towards B, when halfway to B jog around B.
- 2. Stop at C and back up.
- 3. Jog to judge, stop and set up for inspection.
- 4. Perform a 90° turn, walk out.

Horsemanship Amateur



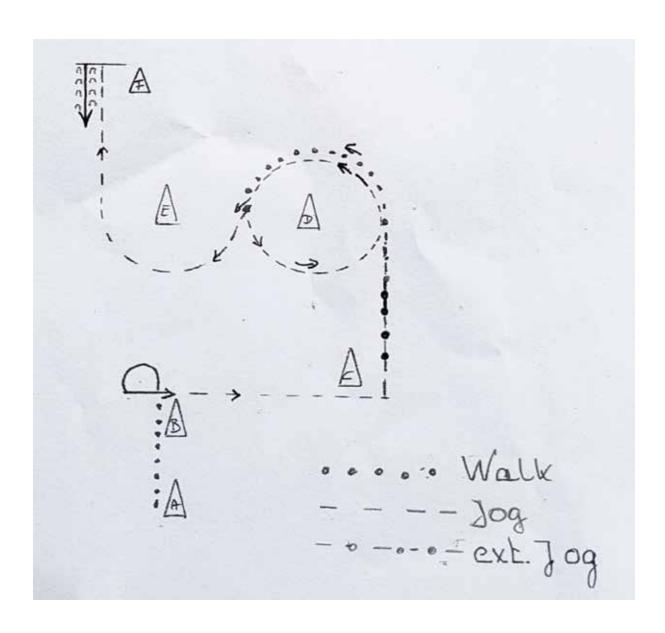
- 1. Lope from A to B.
- 2. Walk from B to C.
- 3. Lope a circe around C, lead change at X (flying or simple), lope a left circle.
- 4. Jog at C, stop, sidepass left in front of the pole.
- 5. Turn 180° to the right, jog to B, stop and back up.

Horsemanship Einsteiger Horsemanship Any Horse Any Rider Horsemanship Jugend



- 1. Walk from A to B.
- 2. Jog to C.
- 3. Lopa a circle around C, lead Change at X (flying or simple), lope a left circle.
- 4. Jog from C to pole, stop, turn 180° to the left.
- 5. Jog to B, stop and back up.

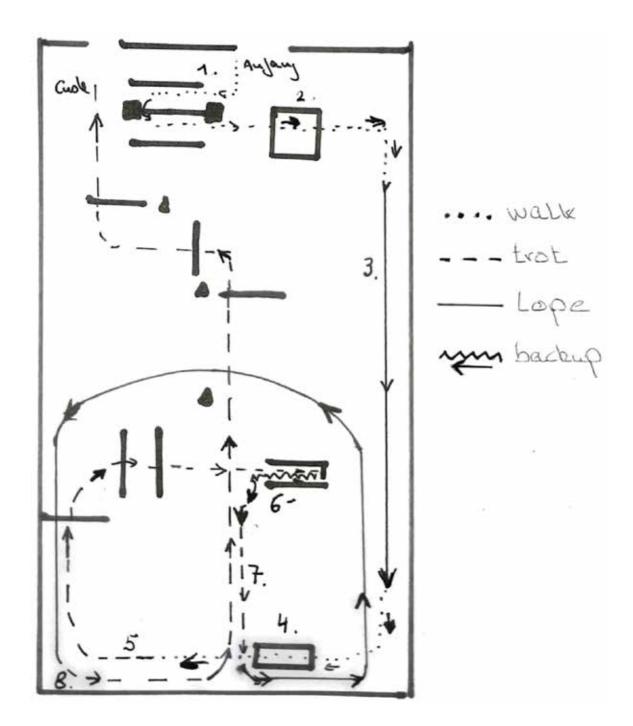
Walk'n Trot Horsemanship



- 1. Walk from A to B, stop behind B.
- 2. Turn 270° to the left (alternative turn 90° to the right*), jog a corner around C, ext. jog.
- 3. Walk a half circle around D.
- 4. Jog a circle around D and a halfcircle around E.
- 5. Stop at F and back up

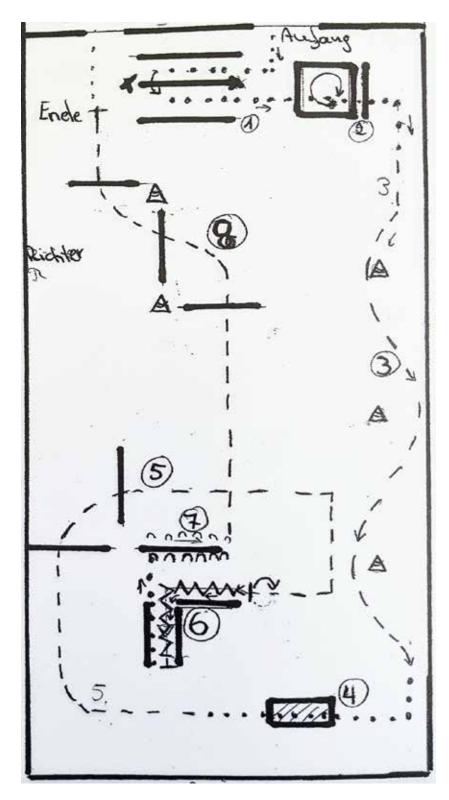
^{*} the judge can give credits to the 270° turn

Trail Einsteiger Trail Any Horse Any Rider Trail Jugend



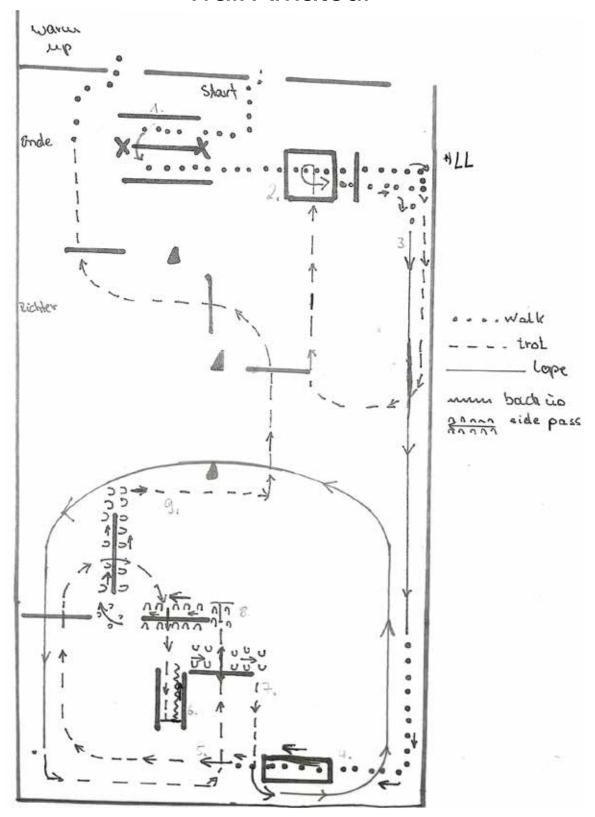
- 1. Walk, left hand gate, walk through, close.
- 2. Walk over box, walk out.
- 3. Right lead lope.
- 4. Walk over bridge.
- 5. Jog over three poles, stop between poles.
- 6. Back up, 90° turn to the right.
- 7. Jog, left lead lope, lope over.
- 8. Jog curves over three poles.

Trail in Hand



- 1.Walk, LH-Gate, open, walk through, close.
- 2. Walk in box, turn 360° to the right, walk out.
- 3. Jog slaom.
- 4. Walk over bridge.
- 5. Jog over two poles, jog two corners, stop, turn 180° to the right.
- 6. Back up L, stop between poles, walk out.
- 7. Sidepass right over pole.
- 8. Jog curves over three poles.

Trail Amateur



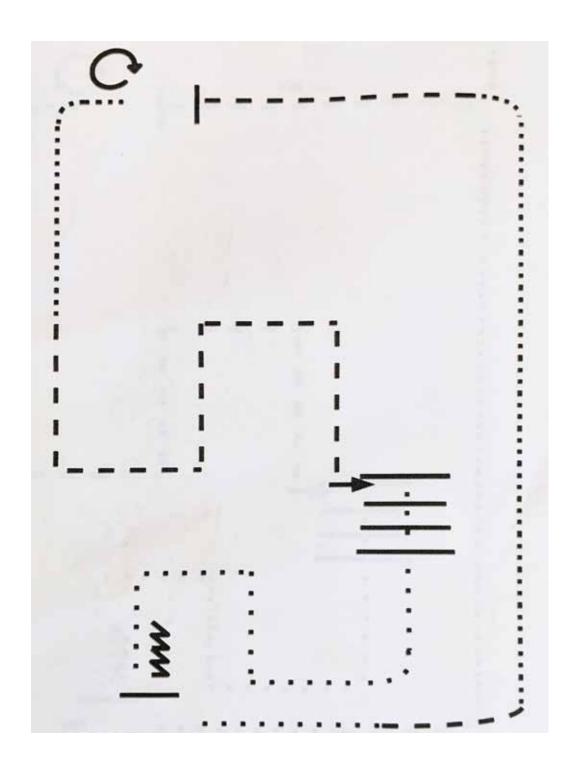
- 1.Walk, LH-Gate, open, ride through, close.
- 2. Walk over box, jog back into box, stop, turn 270° to the left, walk out.
- 3. Lope right lead.
- 4. Walk over bridge.
- 5. Jog over, stop between poles.
- 6. Back up, sidepass left in front of the pole.
- 7. Jog, lope, lope over, jog, jog over pole, stop beside pole.
- 8. Sidepass L over two poles left.
- 9. Jog curves over three poles.

Ranch Trail



- ichter × 7.
- 1. Climb on horse, use a stool.
- 2. Walk RH gate, open, ride through, close, turn 180° to the left.
- 3. Trot over box, ride back into box, stop, turn 360° either way.
- 4. Walk out, RL-lope, eytended lope, reg. lope.
- 5. Walk over bridge, walk over logs.
- 6. RL-lope, lead change (simple or flying), LL-lope.
- 7. Ext. trot two corners, reg. trot, walk into obstacle.
- 8. Walk to the Bull "Norman" at A, take ropering, walk to B, catch Norman and back up between poles.
- 9. Side pass left over pole and jog out.

Walk Trot Ranch Riding



- 1. Walk
- 2. Trot
- 3. Extended trot
- 4. Trot
- 5. Stop and turn 360° right
- 6. Extended trot

- 7. Trot left corners
- 8. Trot right corners
- 9. Stop and sidepass left
- 10. Walk over
- 11. Walk corners
- 12. Stop and back