



VWB-Kat II Turnier  
Sherwood Ranch



27. April 2024

Pattern-Book

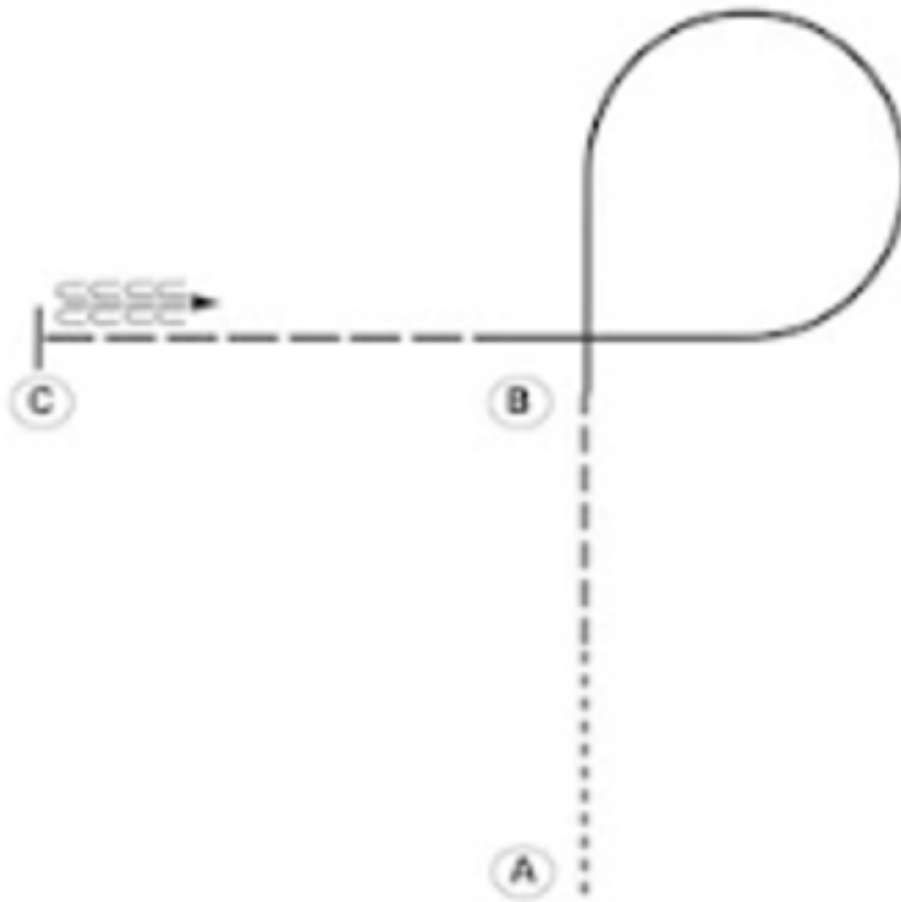
## Ranch Riding

Ranch Riding Jugend	Pattern 1
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## Reining

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# Horsemanship Jugend



Be ready at A

1. Walk from A  $\frac{1}{2}$  way to B
2. Jog the rest of the way to B
3. Lope a circle to the right (RHD) till B
4. Break to a Jog till C
5. Stop at C and Back Up One Horse Length

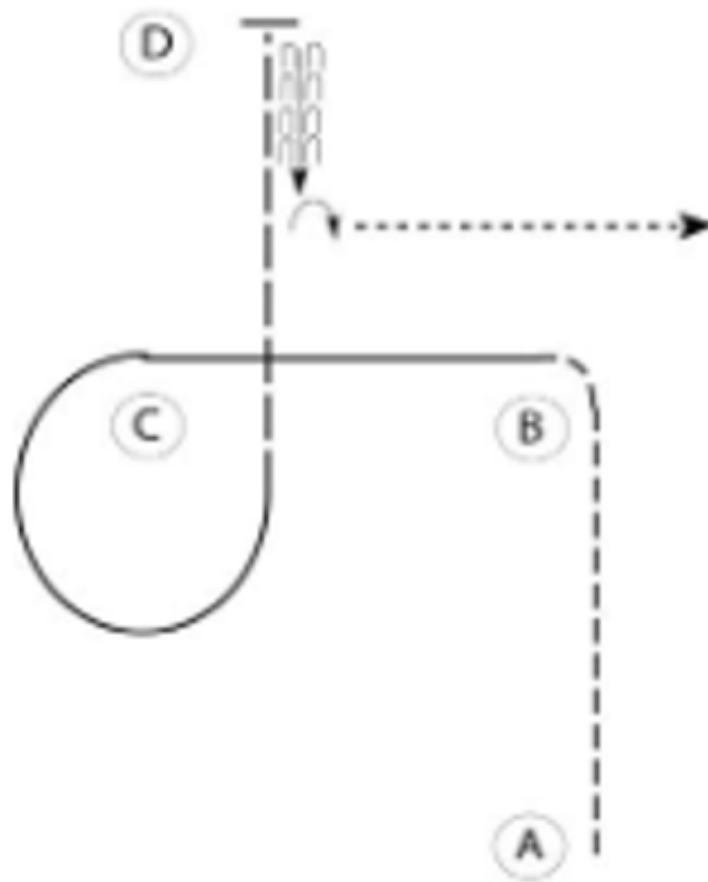
# Horsemanship Einsteiger



Be ready at A

1. Back approx. 1 Horse length
2. Walk to A
3. Lope a left lead to B
4. Break to a jog and perform a half circle even with B
5. Lope a right lead even with A
6. Break to a jog and end up the pattern

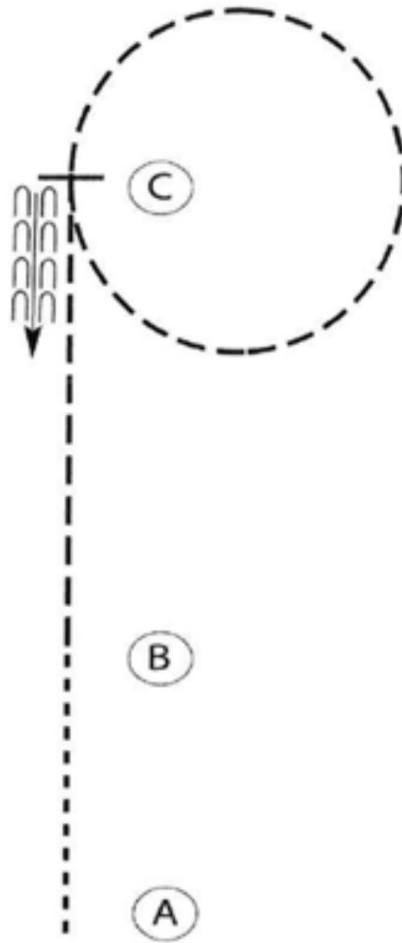
# Horsemanship Amateur



Be Ready at A

1. Jog to and around B
2. Lope on the left lead to and around C
3. At C Break to a Jog till D
4. Stop and Back up one Horse length
5. Turn 90 degrees to the right
6. Walk out

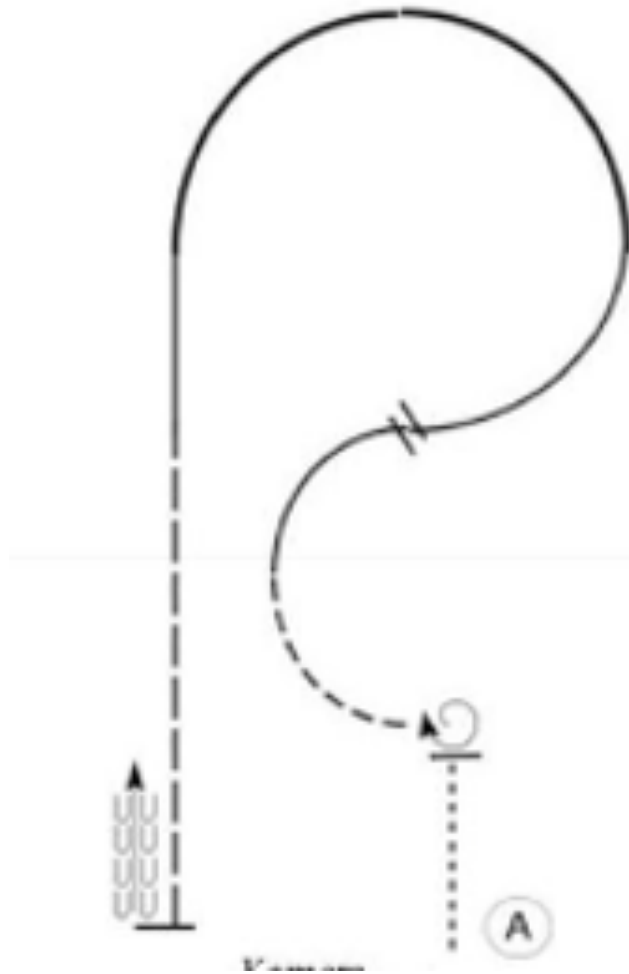
# Horsemanship Walk/Trot



Be ready at A

1. Walk from A to B.
2. Jog from B to C.
3. When even with C, jog a circle to the right.
4. Stop at C and back one horse length.

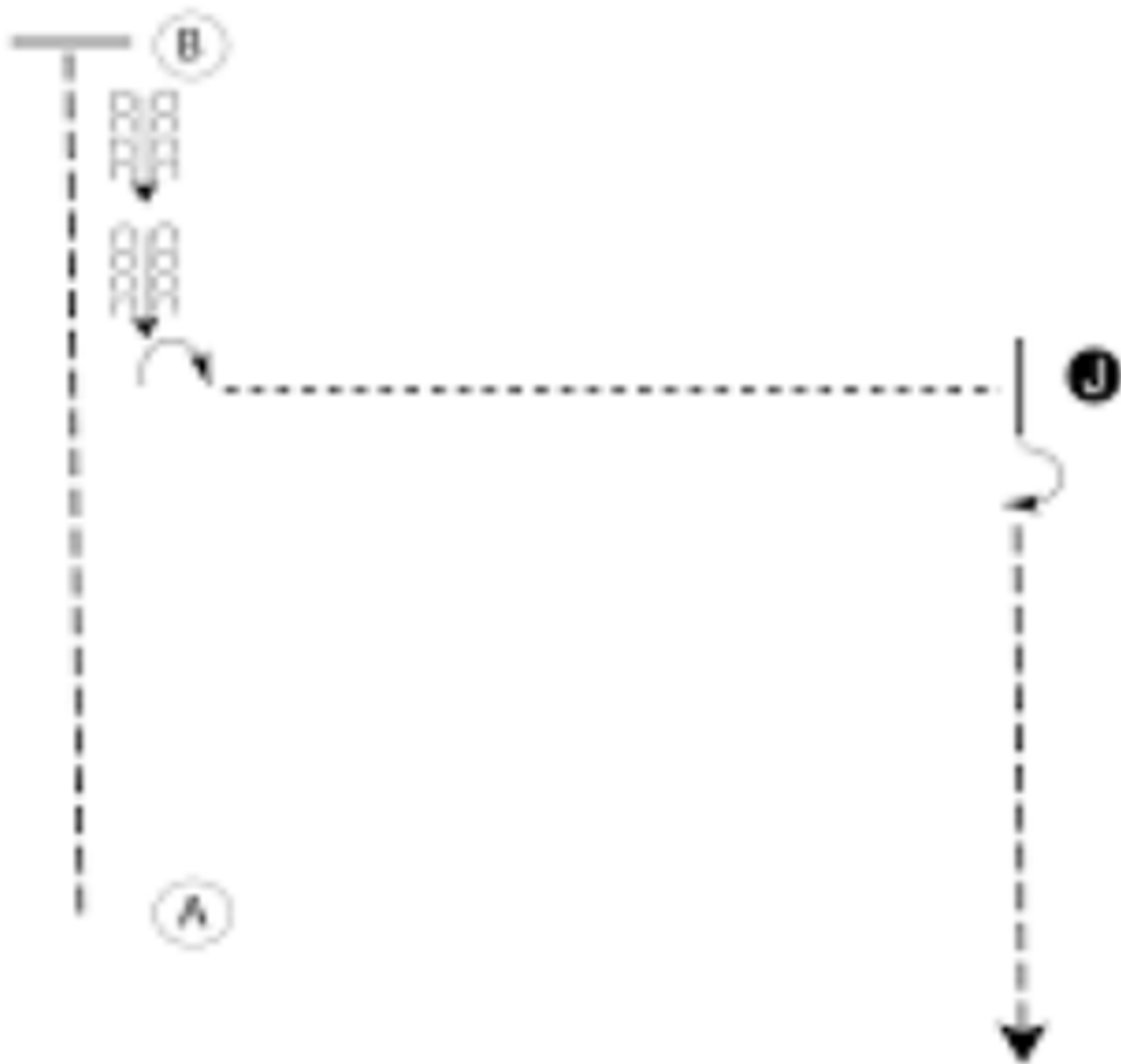
# Horsemanship Any Horse Any Rider



Be ready at A

1. Walk approx. 2 Horse lengths
2. Perform a 270 degrees turn to the right
3. Jog a quarter Circle
4. Lope a quarter Circle on the right lead
5. Lead Change (Simple or Flying)
6. Lope a as drawn on the left lead
7. Break to a jog
8. Stop at A and Back Up One Horse length

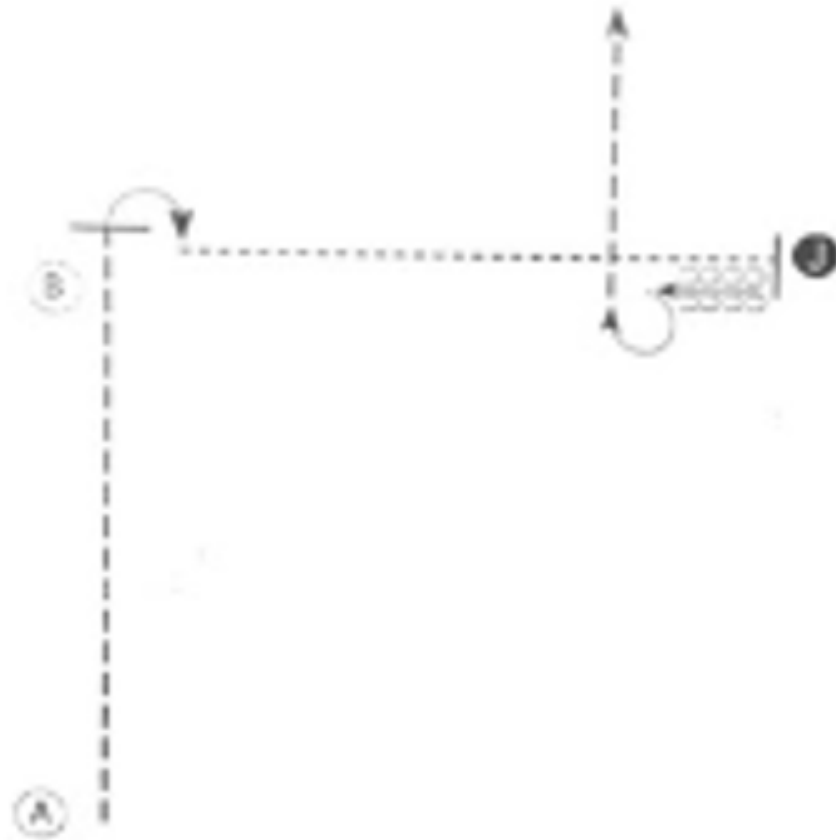
# Showmanship Jugend



1. Trot from A to B
2. At B Stop and Back Up
3. Perform a 180 Degrees Turn
4. Walk to Judge
5. Stop and Set Up
6. Inspection
7. Turn 90 Degrees and trot to end the Pattern

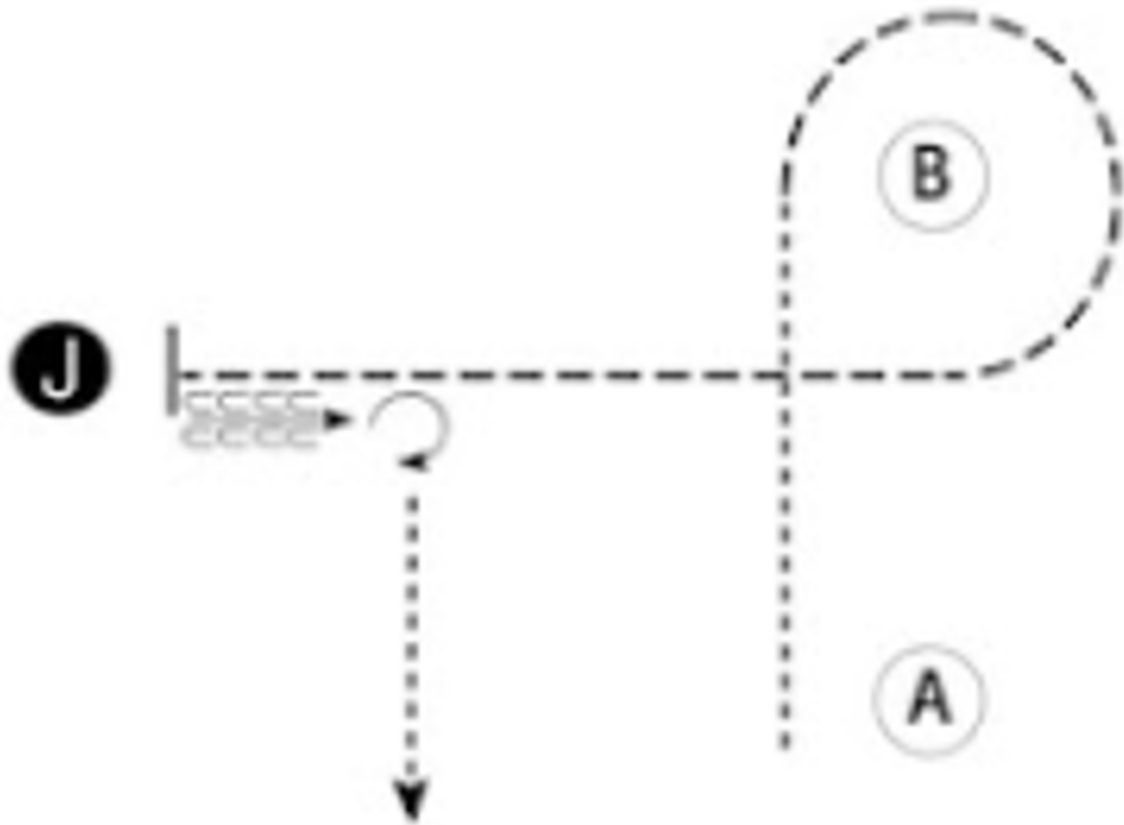


# Showmanship Einsteiger



1. Begin at A; Trot from A past B
2. Stop and perform a 90 degrees turn
3. Walk to the Judge and Stop
4. Set Up
5. Inspection
6. Back Up one horse length
7. Perform a 270 degrees turn
8. Trot away

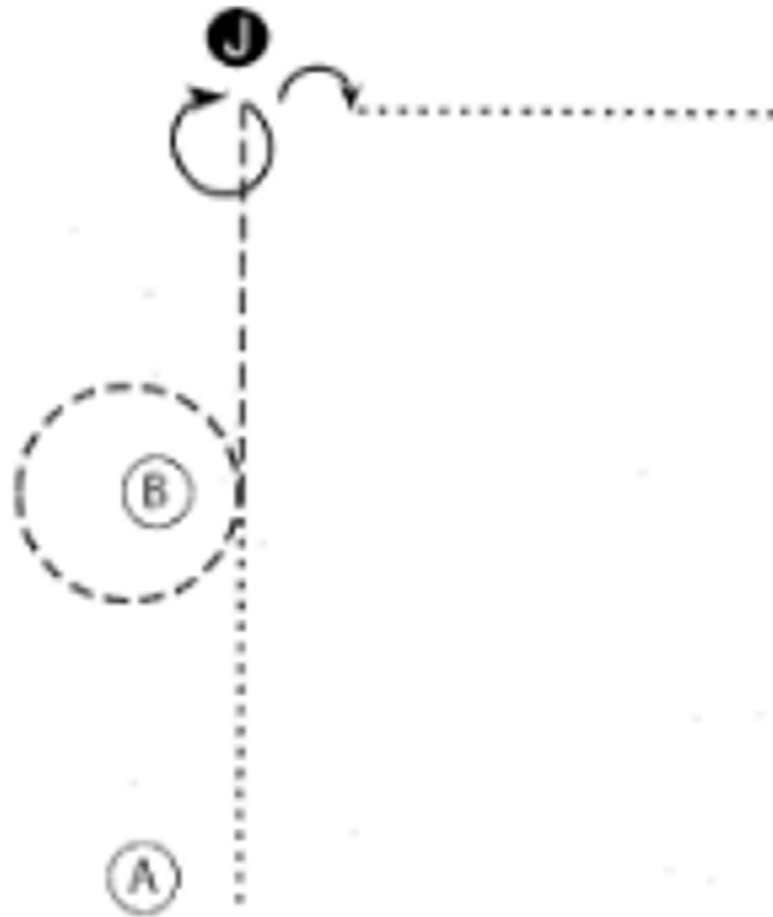
# Showmanship Amateur



Be ready at A.

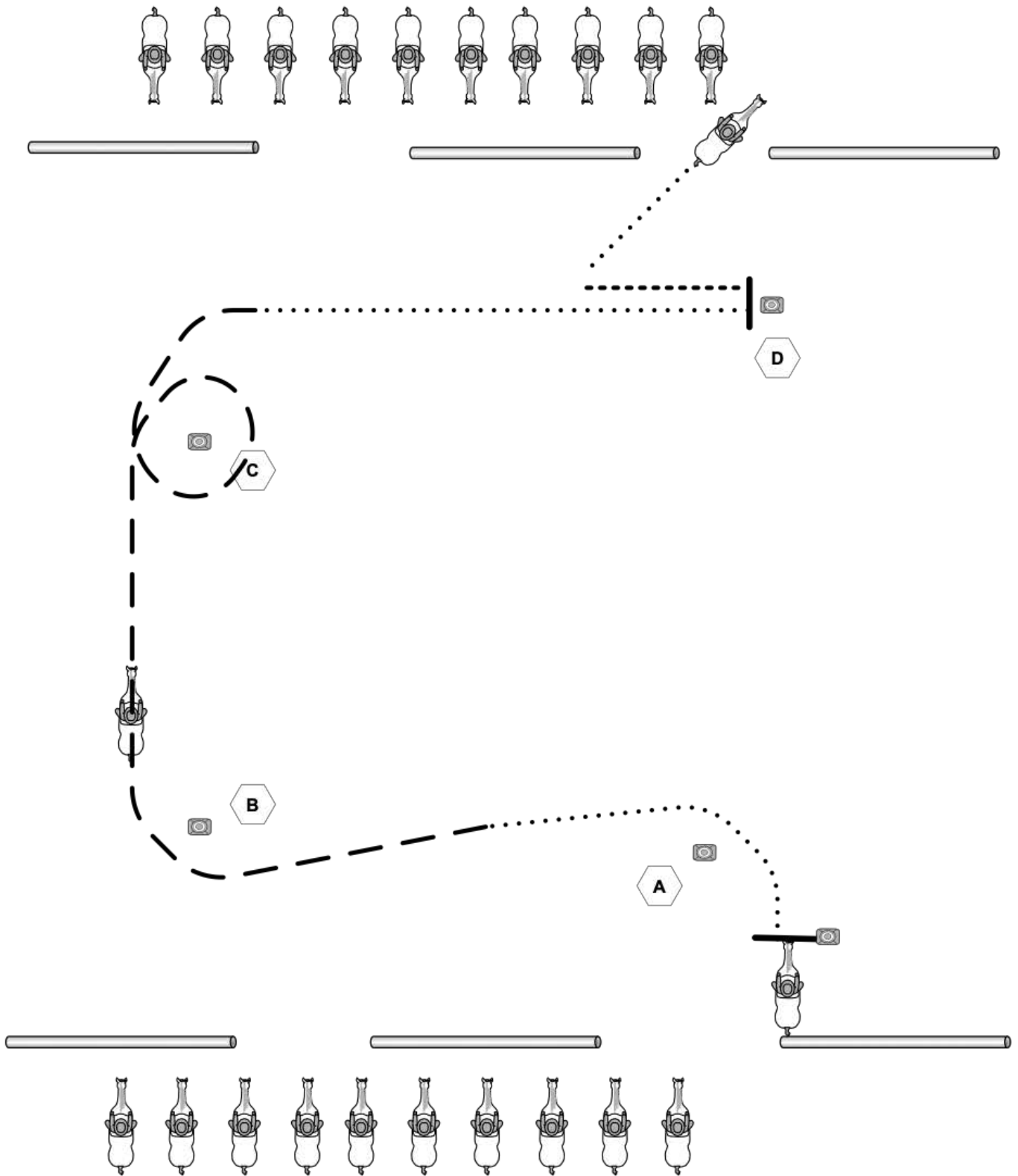
1. Walk from A to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, back approximately one horse length.
5. Perform a 270 degree turn and walk away.

# Showmanship Any Horse Any Rider



1. Walk from A to B.
2. At B trot. Trot a circle around B and continue to the Judge.
3. Stop and perform a 360 degree turn. Set up for inspection
4. When dismissed perform a 90 degree turn.
5. Walk straight away from the Judge.

# Führzügelklasse Niedertaufkirchen



Alle Teilnehmer befinden sich im WarmUp-Bereich

- 1 Vom Start um A im Walk (Schritt)
  - 2 Zwischen A und B Übergang zum Jog (Trab)
  - 3 Jog um B bis C
  - 4 Kleine Volte im Jog um C
  - 5 Übergang zum Walk – Walk bis D
  - 6 Stop vor D – 5 Tritte Rückwärts richten – Ende der Aufgabe
- Im Walk zum WarmUp-Bereich hinter der Abgrenzung

Walk

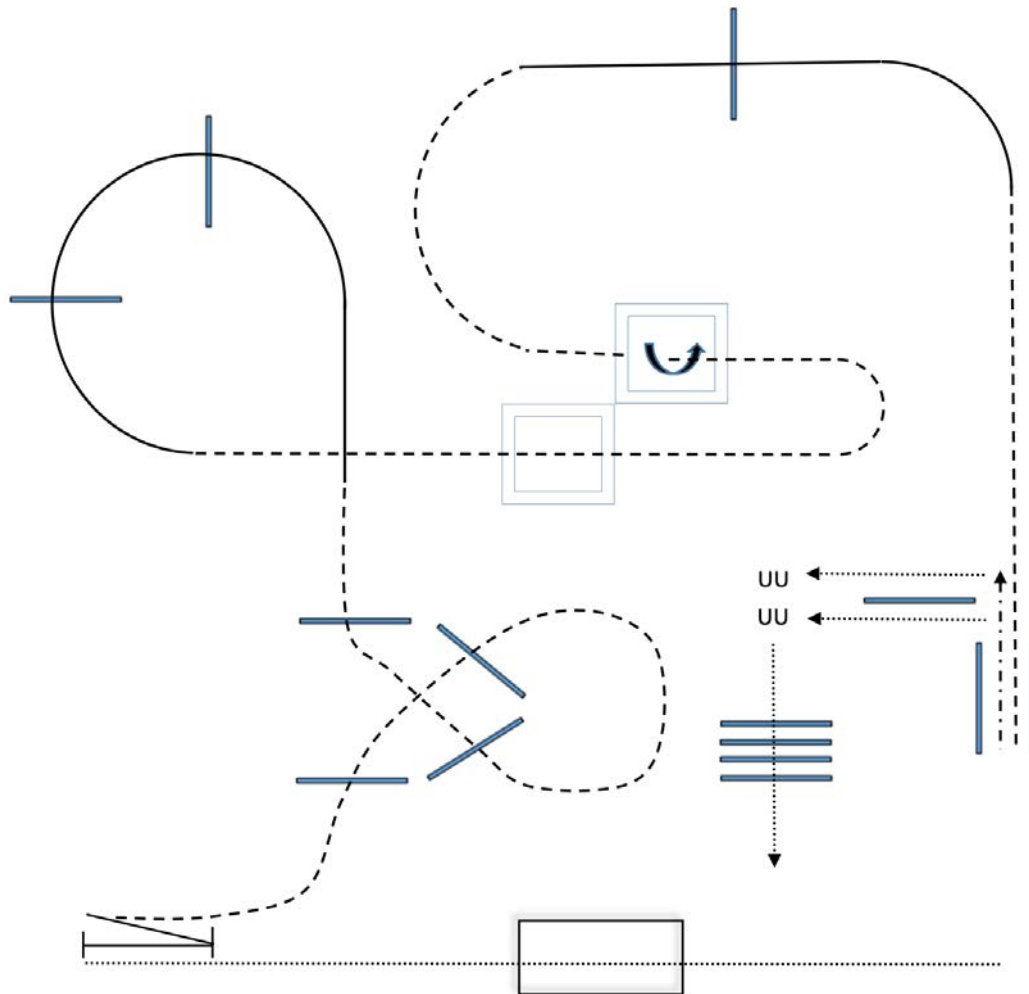
Jog

Lope

Back



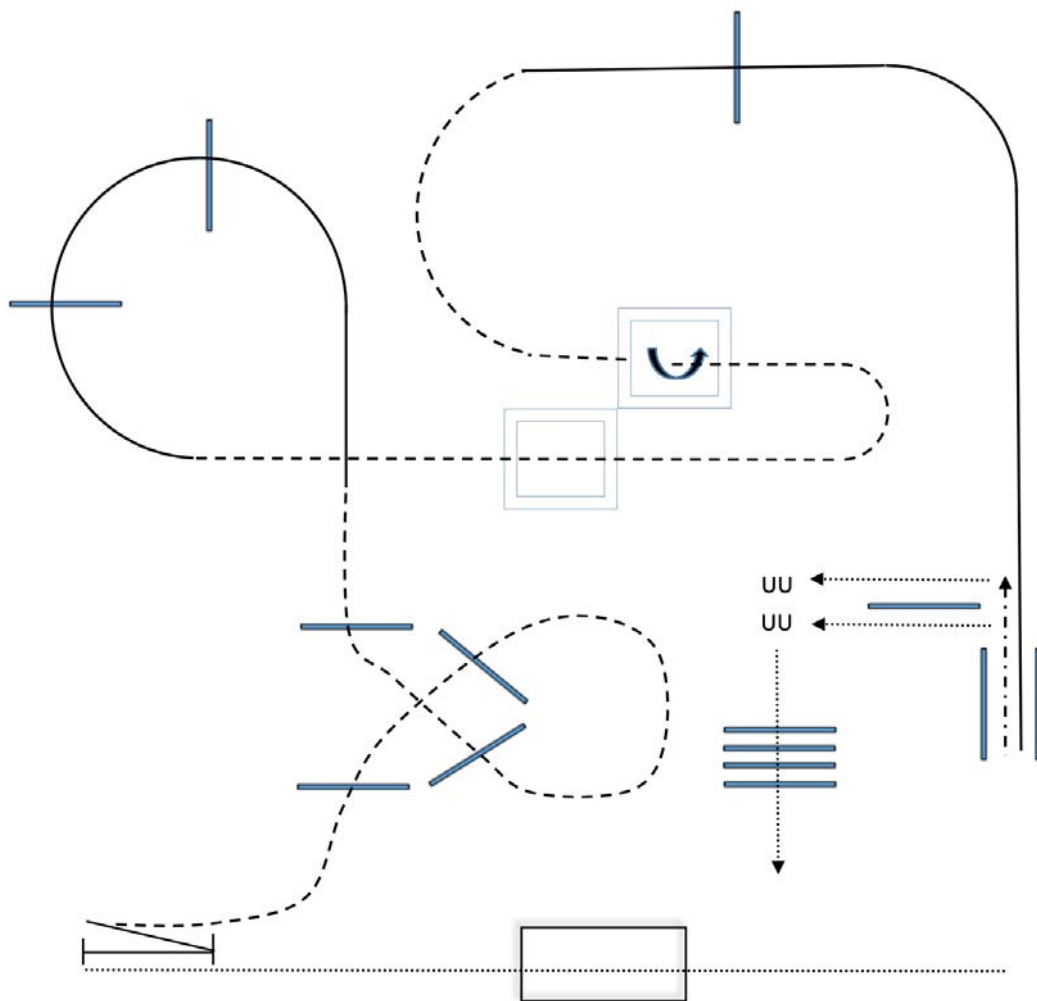
# Trail Jugend – Trail Any Horse Any Rider



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1. Bridge
2. Gate, right hand
3. Jog over
4. Lope over, left lead
5. Jog over
6. Jog in Box, turn 360° left
7. Jog out
8. Lope over, right lead
9. Jog in chute, back up
10. Sidepass right
11. Walk over

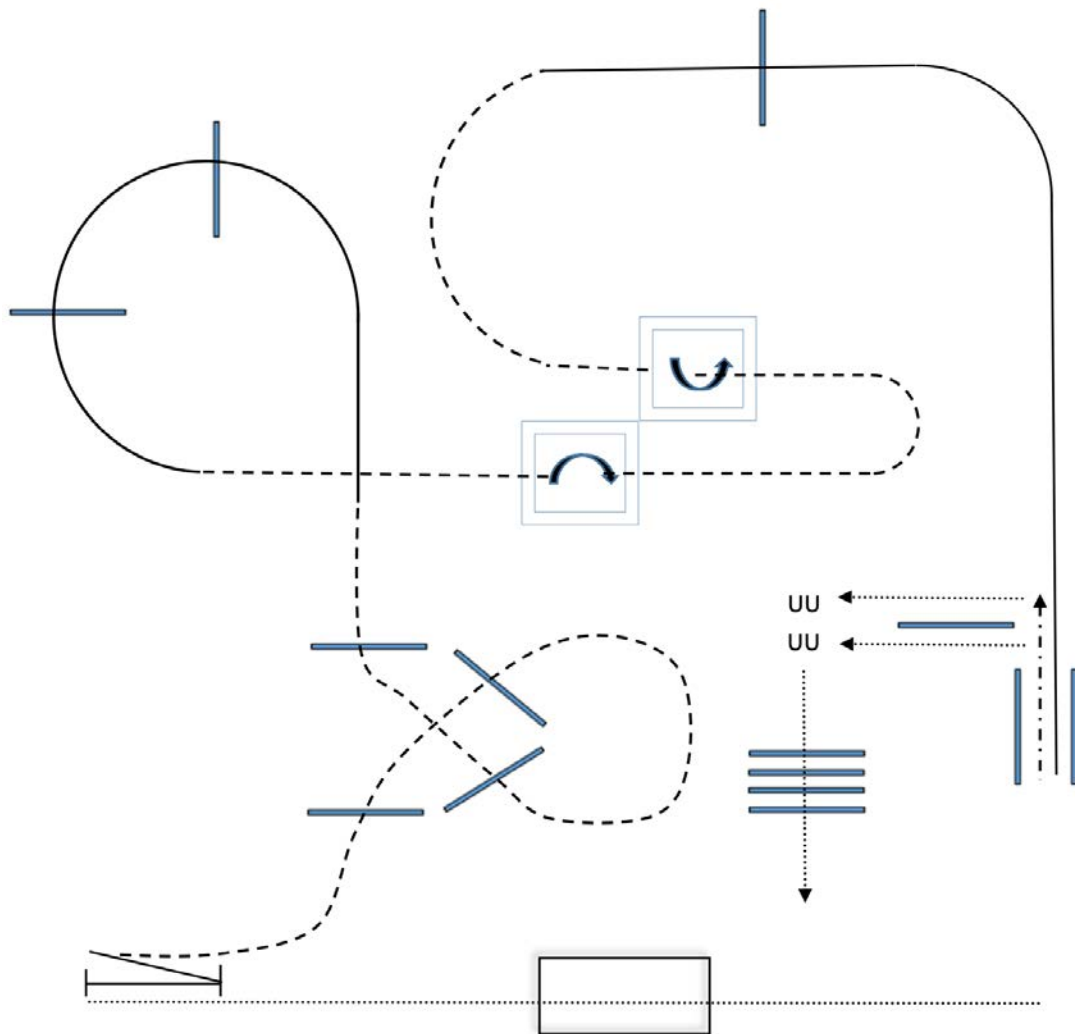
# Trail Einsteiger



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1. Bridge
2. Gate, right hand
3. Jog over
4. Lope over, left lead
5. Jog over
6. Jog in Box, turn 360° left
7. Jog out
8. Lope over, right lead
9. Lope in chute, back up
10. Sidepass right
11. Walk over

# Trail Amateur

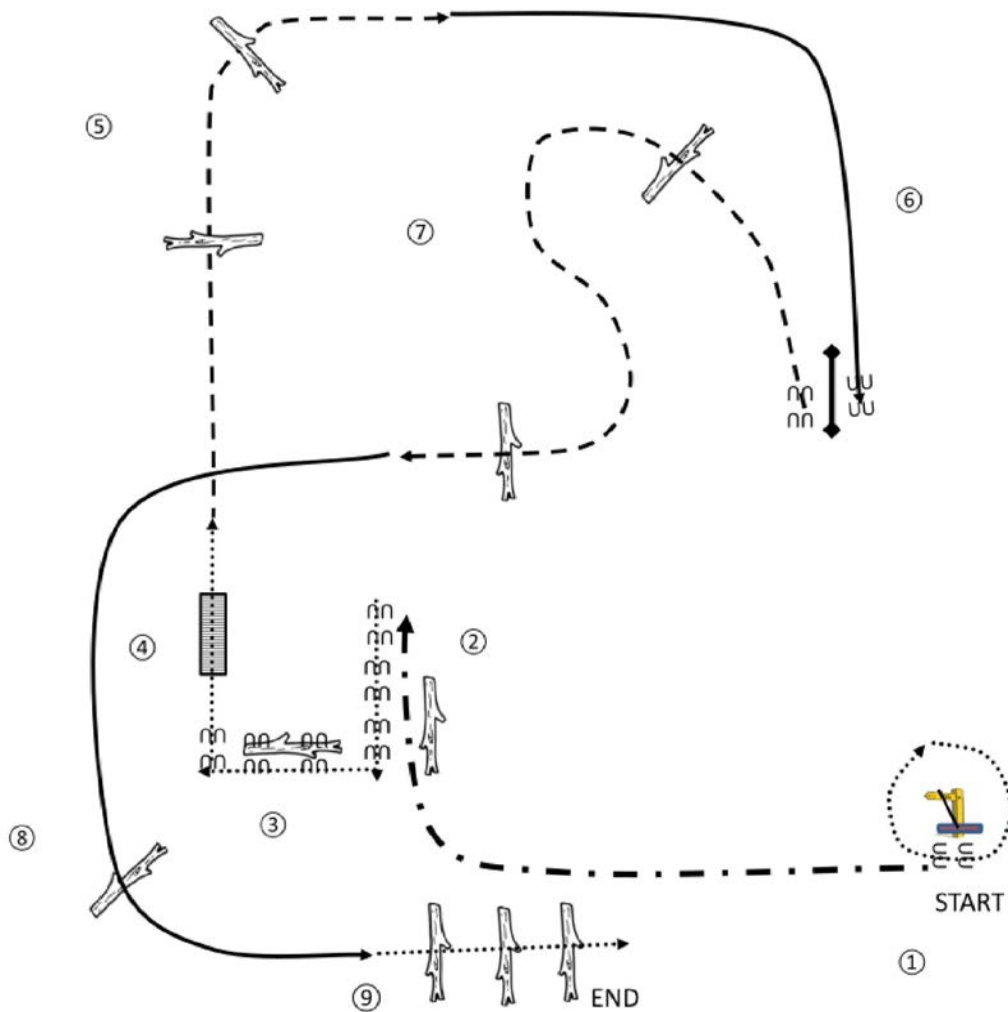


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1. Bridge
2. Gate, right hand
3. Jog over
4. Lope over, left lead
5. Jog in Box, turn 360° right, jog out
6. Jog in Box, turn 360° left, jog out
7. Lope over, right lead
8. Lope in chute, back up
9. Sidepass right
10. Walk over

# Ranch Trail Einsteiger

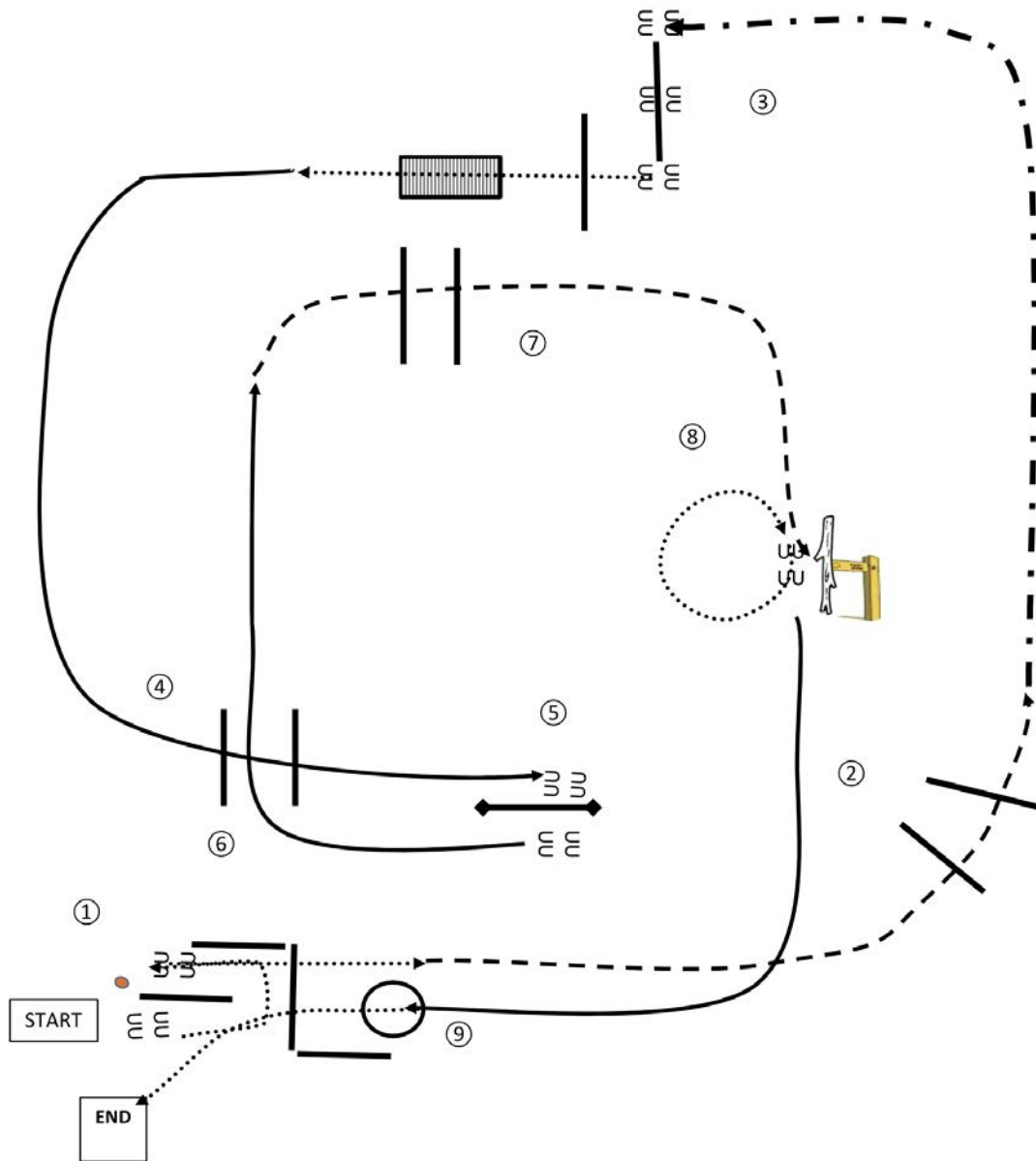
## Ranch Trail Any Horse Any Rider



1. Pick up Rope. Dally. Drag log right circle trot or walk. Put log back to start.
2. Extended trot past log. Stop and back.
3. Sidepass log left.
4. Walk over bridge.
5. Trot over 2 logs.
6. RL lope to gate. Stop. RH gate open ride through close. Trot out.
7. Serpentine trot overs.
8. LL lope over 1 log.
9. Break to a walk. Do not stop. Walk over 3 logs to end of pattern.



# Ranch Trail Open – Ranch Cup



1. Back around log. Walk over log.
2. Trot overs. Extended trot.
3. Stop. Sidepass log. Walk over pole and bridge.
4. LL lope overs to gate.
5. Stop. RH gate open ride through close.
6. RL lope out from gate and through chute.
7. Break to trot. Trot overs to log drag.
8. Stop. Pick up rope. Dally. Drag log circle right at walk or trot. Drag log back to start. Put rope back.
9. RL lope. Stop. 360° left or right. Walk over to end pattern.