

Westernreit

Samstag
27. April 2024

Turnier

Rasseoffen

Work Test
Ranch Kinder
ApHCS Class-III
Führzügelklassen
Kinder-Klassen
High Point Trophy
Allround Trophy

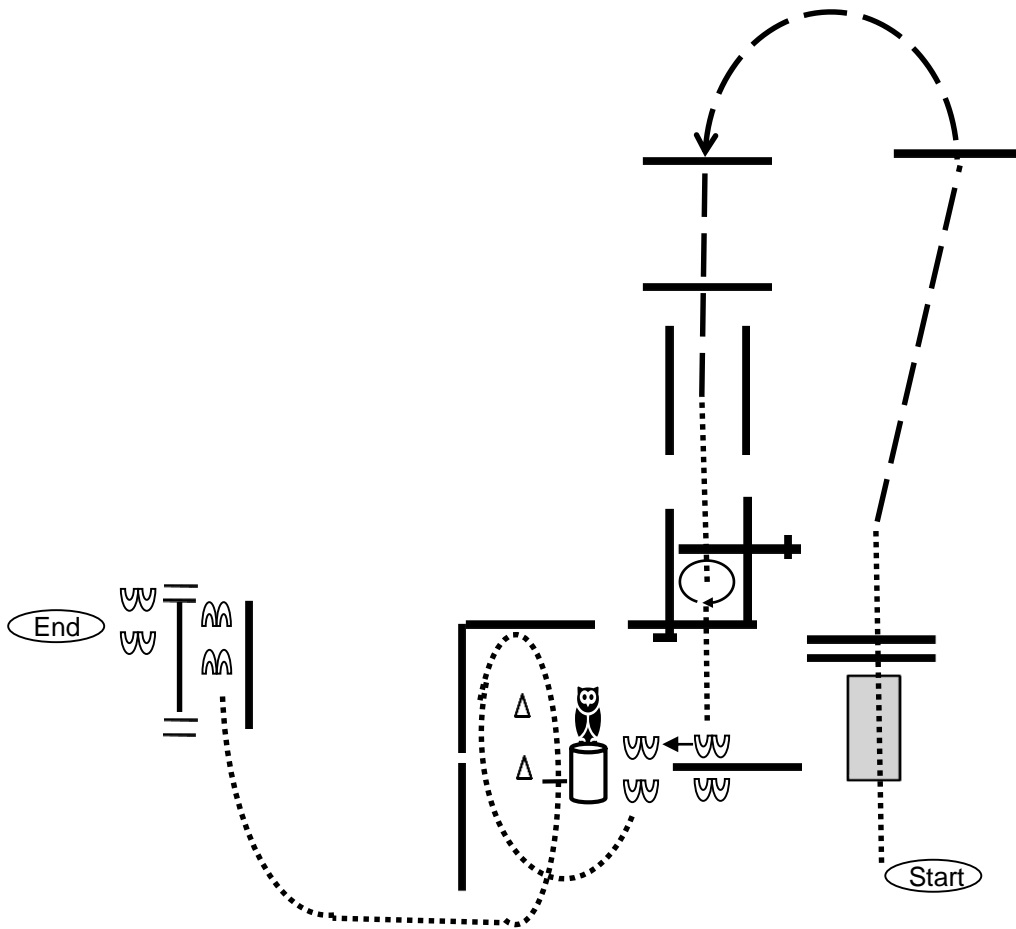
Pattern Booklet

Reithalle KRVA
Aarau, Schachen

APPALOOSA
switzerland HORSE
CLUB

www.appaloosa.ch

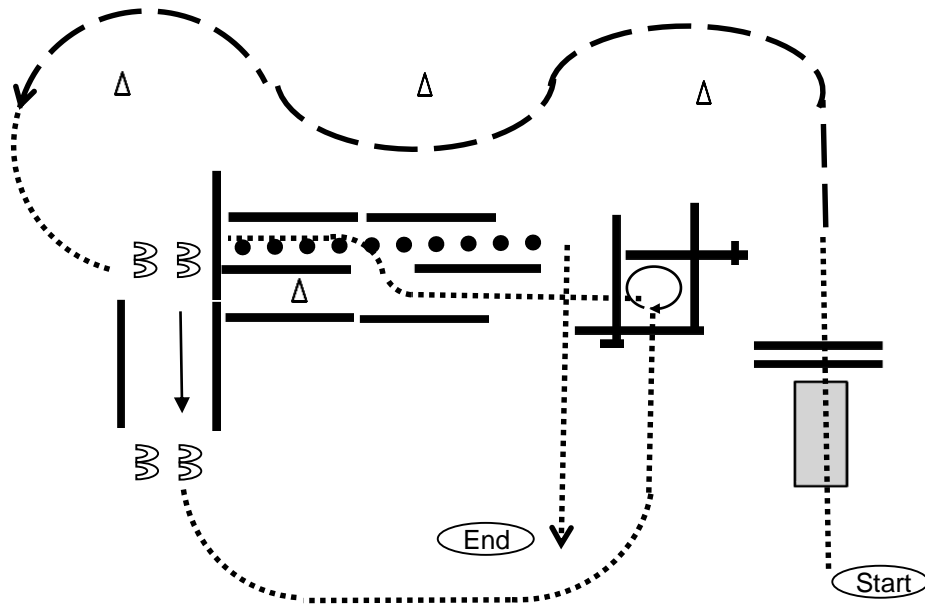
Kids Trail (16 years and under)



.....	Walk	● ● ●	Back Up	Ⓐ	Marker
- - -	Jog / Trot	⤿	Turn	ⓙ	Judge
— — —	Lope / Canter	⤿⤿⤿	Side-pass	🌸🌸🌸	Flowers
	Stop	△	Cone	🌻	Plants

1. Walk over bridge and poles
2. Jog over poles into chute
3. Break to a walk, walk into box, turn 360° either way and walk out
4. Step over pole and side-pass a few steps to the right all the way out
5. Grasp the stuffed animal from the barrel, walk around the cones, stop at the barrel and place it back on the barrel
6. Walk to the gate, open the rope with the left hand, ride thru and close

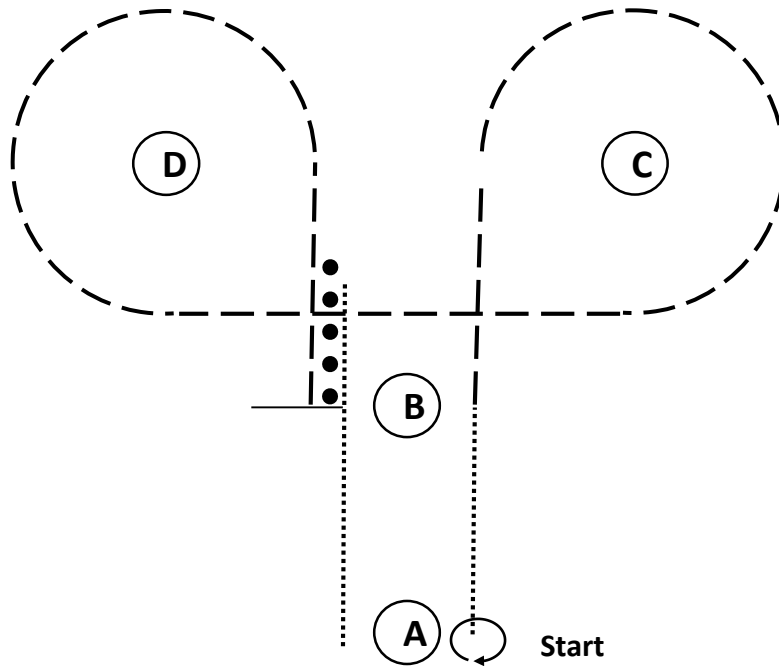
Leadline Trail (12 years and under)



.....	Walk	● ● ●	Back Up	Ⓐ	Marker
- - -	Jog / Trot	⤿	Turn	ⓙ	Judge
— — —	Lope / Canter	⤿	Side-pass	🌻	Flowers
	Stop	△	Cone	🌱	Plants

1. Walk over bridge and poles
2. Jog serpentine, break to a walk
3. Stop, side-pass to the right all the way out
4. Walk, walk into box, turn 270° to the right and walk out
5. Walk into chute, back out, leave the arena at walk

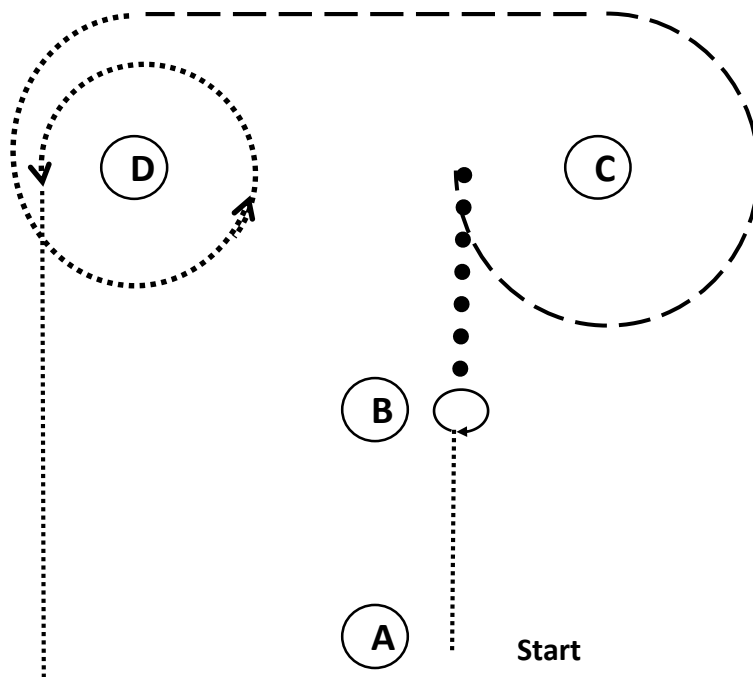
Kids Horsemanship (16 years and under)



.....	Walk	● ● ●	Back Up	Ⓐ	Marker
- - -	Jog / Trot	⤿	Turn	ⓙ	Judge
— — —	Lope / Canter	⤿	Side-pass	🌸🌸🌸	Flowers
	Stop	△	Cone	💡	Plants

1. Turn 360° to the right
2. Walk from A to B
3. Jog around C to D
4. Jog around D to B
5. Stop, back up a few steps
6. Walk to A and leave the arena at walk

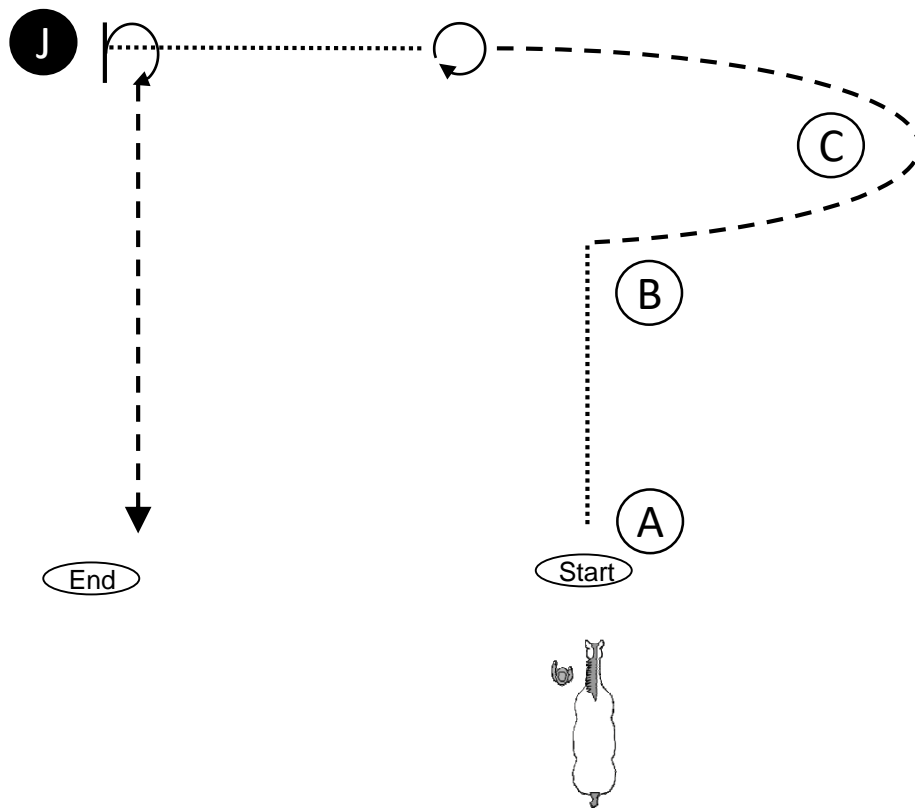
Leadline Horsemanship (12 years and under)



.....	Walk	● ● ●	Back Up	Ⓐ	Marker
- - -	Jog / Trot	⤿	Turn	ⓙ	Judge
— — —	Lope / Canter	⤿	Side-pass	🌸🌸🌸	Flowers
	Stop	△	Cone	💡	Plants

1. Walk from A to B
2. Turn 180° to the right
3. Back-up to C
4. Jog around C to D
5. Break to a walk, walk around D
6. Exit the arena at a walk

Showmanship at Halter

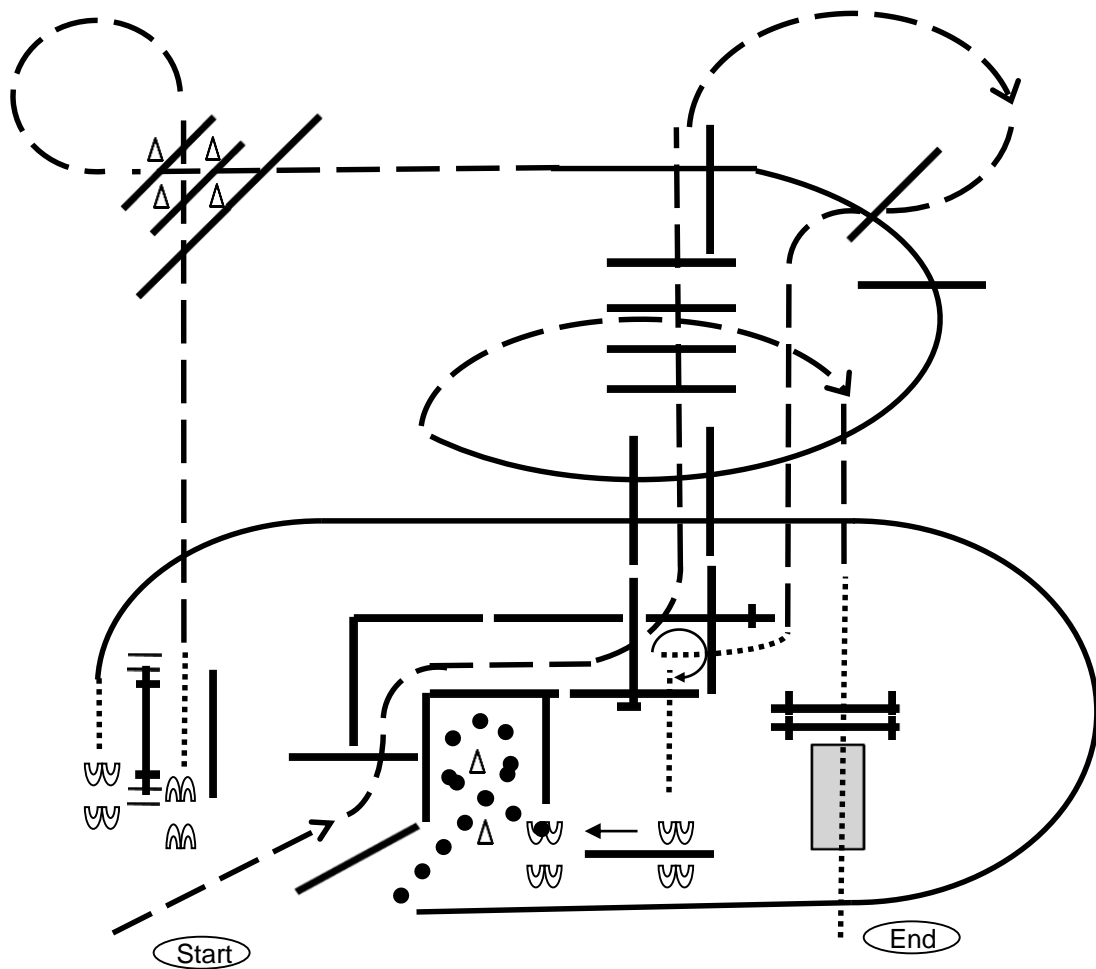


.....	Walk	● ● ●	Back Up	Ⓐ	Marker
- - -	Jog / Trot	⤿	Turn	ⓙ	Judge
— — —	Lope / Canter	⤿	Side-pass	🌻🌻🌻	Flowers
	Stop	△	Cone	🌱	Plants

Be ready, start at cone A

1. Walk from cone A to cone B
2. Jog from cone B and around cone C as shown
3. Halfway between C and the judge, stop and turn 360° to the right
4. Walk to judge and set up for inspection
5. When dismissed, turn 270° and leave the arena at jog

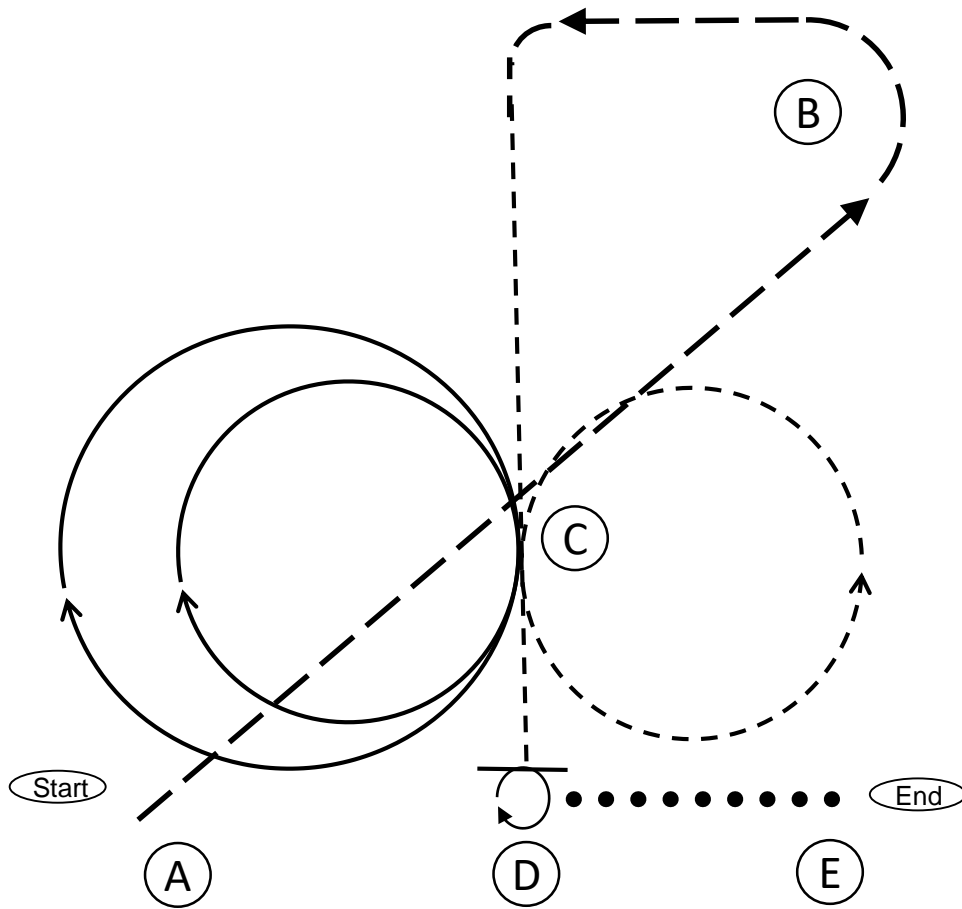
Open Trail



.....	Walk	● ● ●	Back Up	Ⓐ	Marker
- - -	Jog / Trot	⤵	Turn	ⓙ	Judge
—	Lope / Canter	⤵	Side-pass	🌸🌸🌸	Flowers
	Stop	△	Cone	🌱	Plants

1. Jog over pole into chute and thru box with two elevated poles
2. Jog out of chute and jog over poles
3. Break to a walk, walk into box, turn 270° to the right and walk out
4. Step over pole and side-pass to the right all the way out
5. Back-up key hole resp. ribbon as shown
6. Lope left lead over poles and break to a walk
7. Open gate (=rope) left hand, walk over elevated pole and close rope
8. Walk out of chute, then jog over poles
9. Lope right lead over poles
10. Break into jog and jog thru chute
11. Break to a walk, walk over elevated poles and bridge

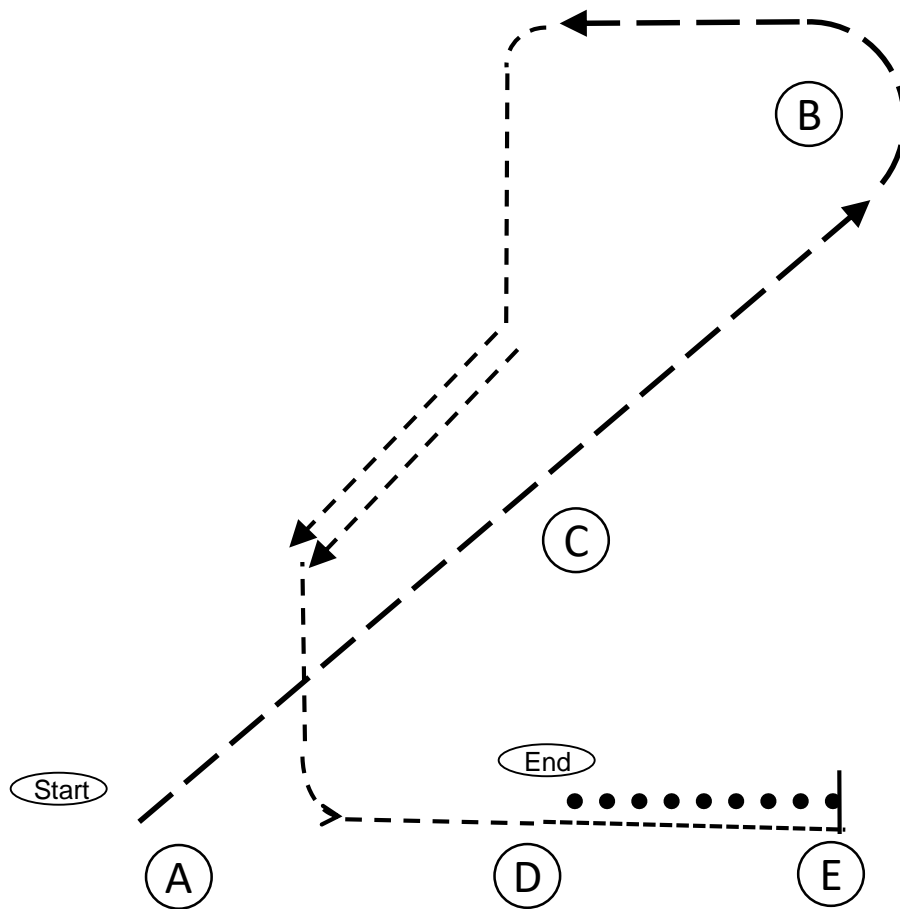
Open Horsemanship



.....	Walk	● ● ●	Back Up	(A)	Marker
- - -	Jog / Trot	⤿	Turn	(J)	Judge
— — —	Lope / Canter	⤿	Side-pass	🌻🌻🌻	Flowers
	Stop	△	Cone	🌻	Plants

1. Extended jog from A diagonally across the arena and then around B to the middle
2. Collect to a jog, jog to C
3. At C, lope-off on the **left** lead, lope a circle to the right
4. At C, change leads (simple or flying)
5. Lope circle to the right on the right lead
6. At C, break to a jog and jog a circle to the left up to D
7. Stop, make a 45° turn to the right
8. Back-up to E

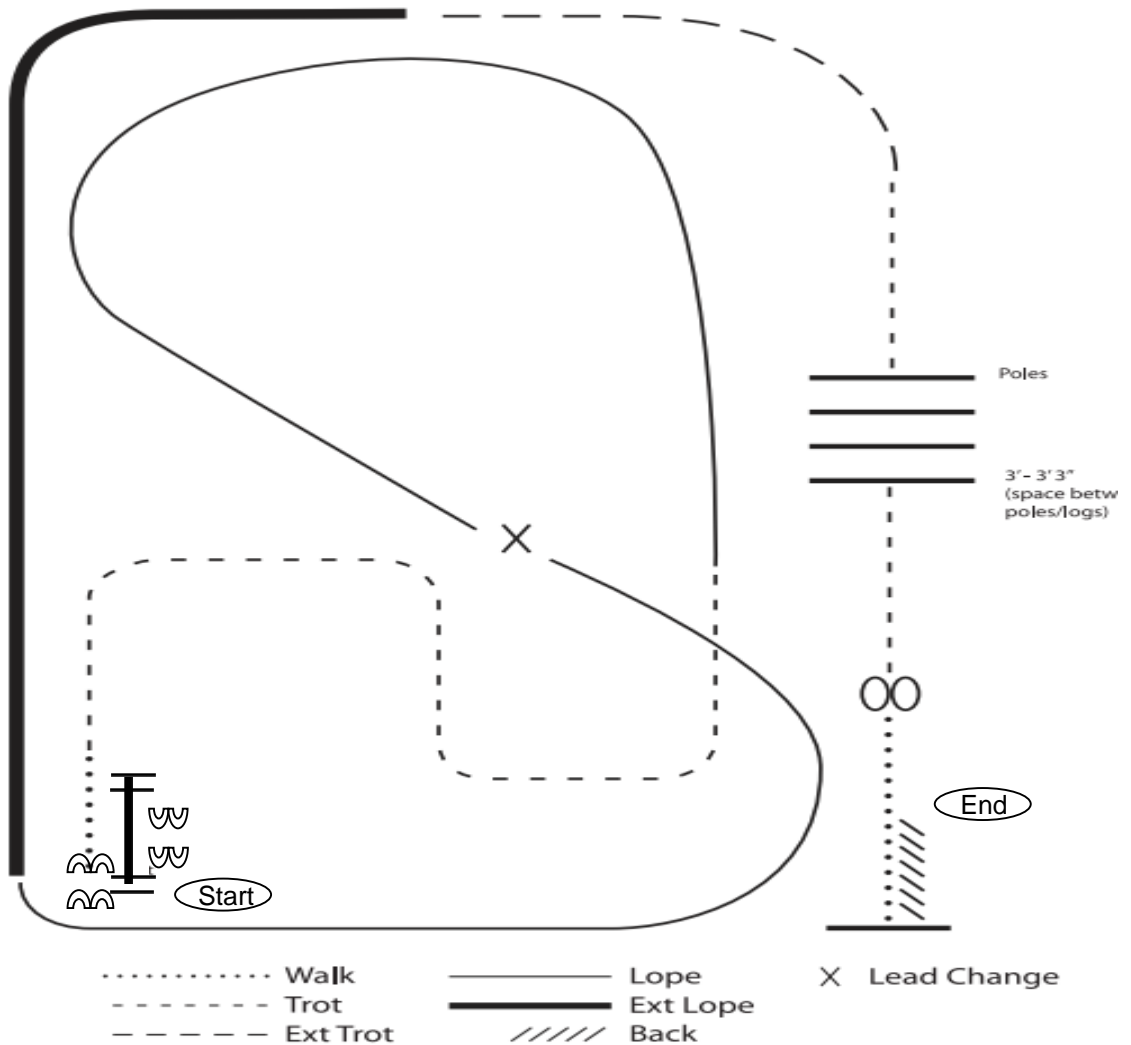
Walk-Trot Horsemanship



.....	Walk	● ● ●	Back Up	Ⓐ	Marker
- - -	Jog / Trot	⤿	Turn	♂	Judge
— — —	Lope / Canter	⤿	Side-pass	🌻🌻🌻	Flowers
	Stop	△	Cone	🌻	Plants

1. Extended jog from A diagonally across the arena and then around B to the middle
2. Collect to a jog, jog half way to C
3. Two-track to the right
4. At C, jog, then jog around corner to D
5. At D, break to a walk and walk to E
6. Stop, Back-up to D

Open Ranch Riding



1. Open gate (=rope) right hand, walk over elevated pole and close rope.
2. Walk
3. Trot corners
4. Lope left lead around the end of the arena and then diagonally across the arena
5. Change leads (simple or flying)
6. Lope on the right lead around end of the arena
7. Extend lope on the straight and around the corner
8. Extended trot around corner
9. Collect to a trot
10. Trot over poles
11. Stop, make 2 spins (720° turns) each direction (either direction first)
12. Walk, stop and back-up

