

Patterns

Appaloosa Pfingstturnier

Pfingstmontag, 9. Juni 2014
Reithalle KRVA, Schachen, Aarau

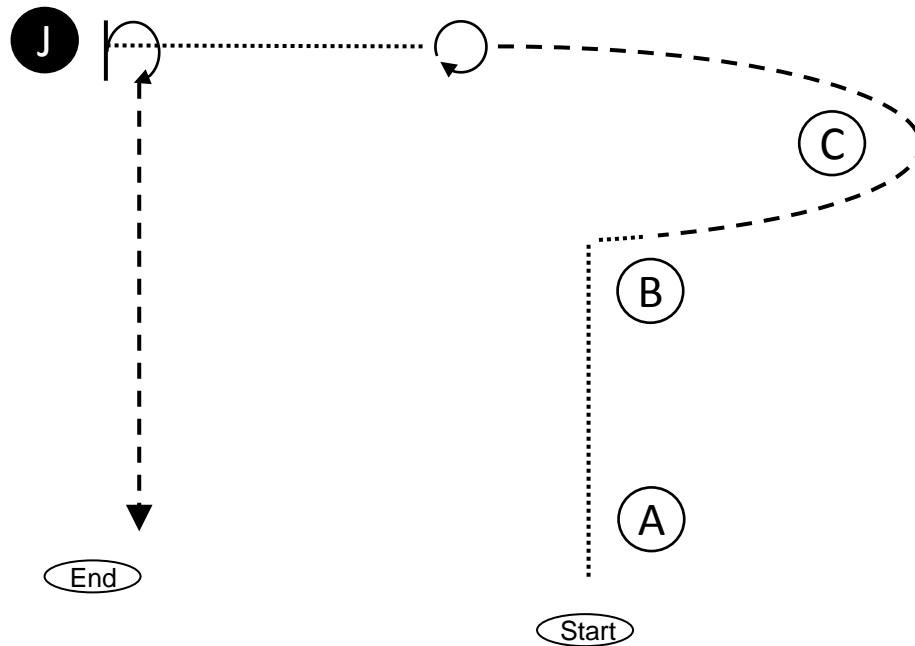
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SWRA LK4a+b Showmanship at Halter



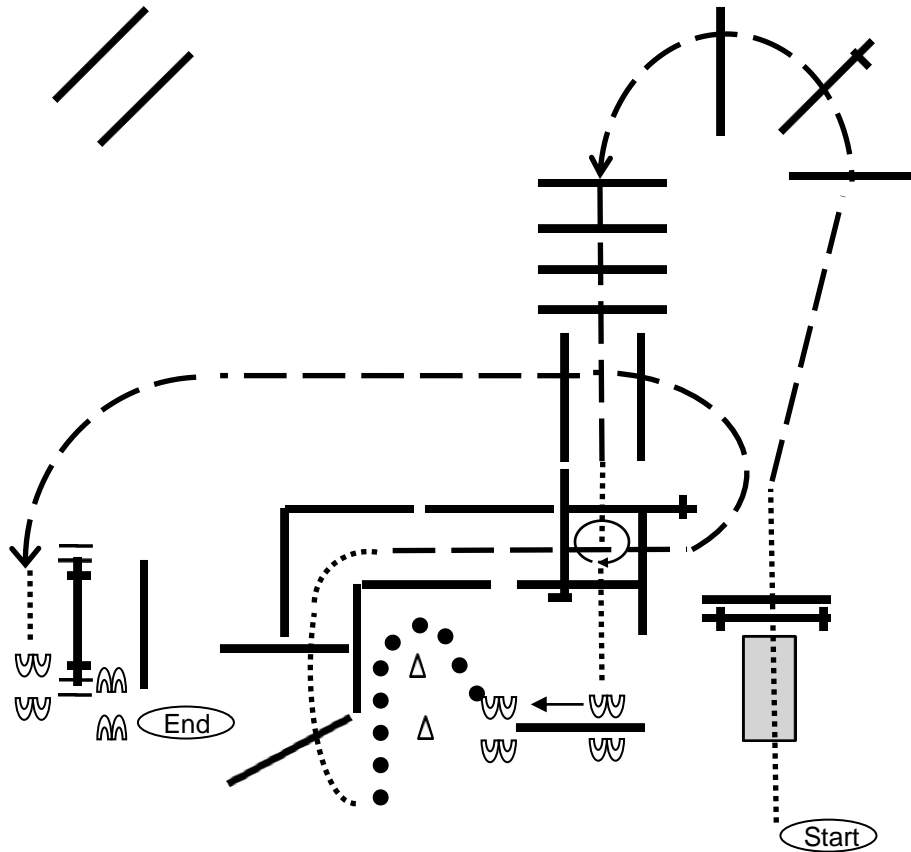
.....	Walk	● ● ●	Back Up	Ⓐ	Marker
— —	Jog / Trot	↻	Turn	ⓙ	Judge
—	Lope / Canter	↻ → ↻	Side-pass	🌻🌻🌻	Flowers
	Stop	↻ ↻	Cone	🌻	Plants

Be ready before A

1. Walk from cone A to and around cone B
2. Jog after 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° to the right and jog away to line up

Follow the instruction of your ring steward and door man

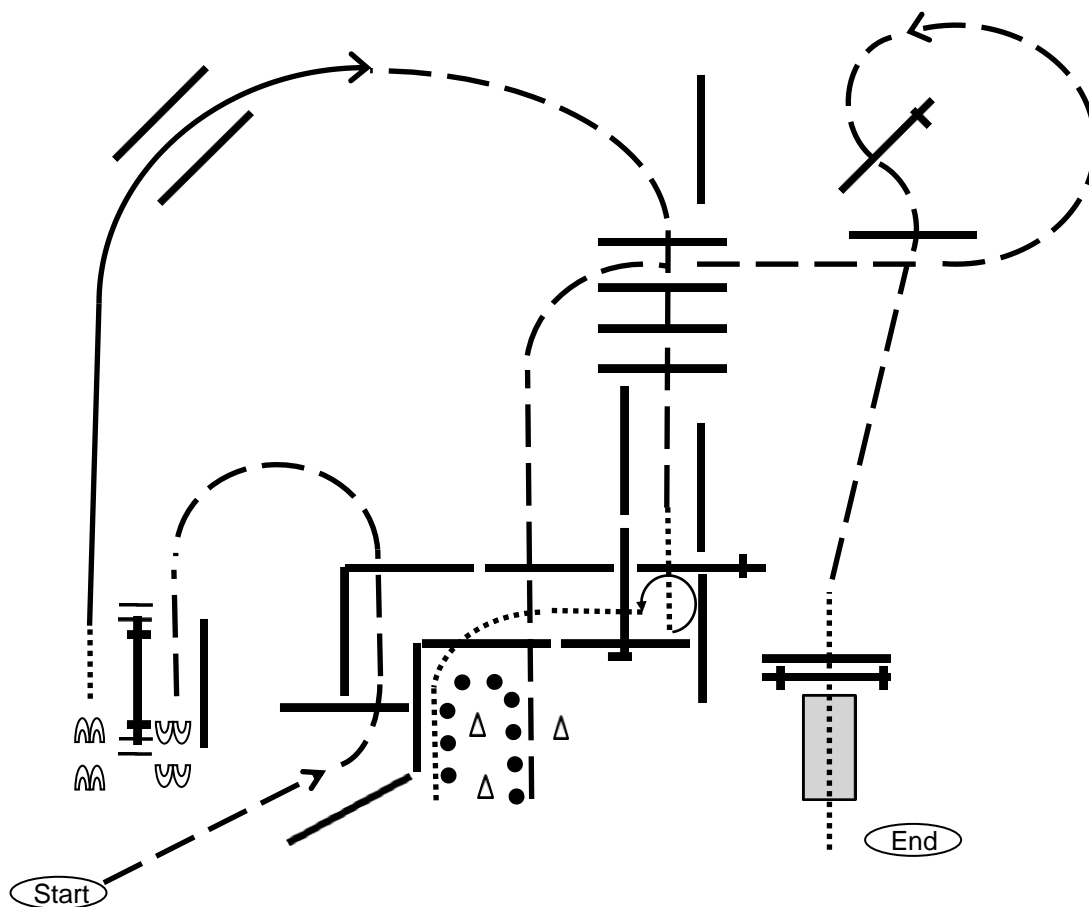
Open In-Hand Trail



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

1. Walk over bridge, elevated pole and ordinary pole
2. Jog over poles of which the second pole is elevated into chute
3. Break to a walk, walk into box, turn 360° to the right and walk out
4. Step over pole and side-pass to the right all the way out
5. Back-up around cones as shown
6. Walk over poles
7. Jog thru box and over poles
8. Open gate (=rope) left hand, walk over elevated pole and close rope

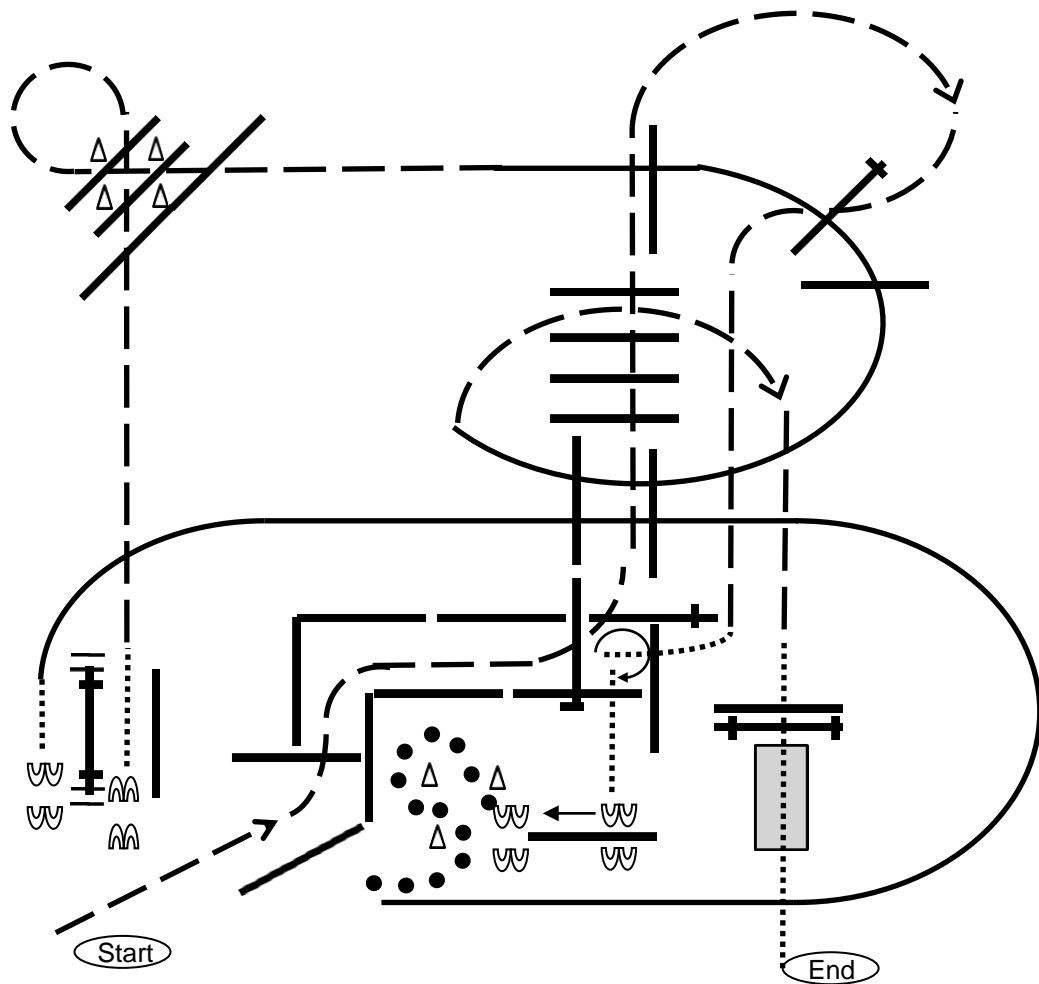
Greenhorse Trail, SWRA LK4a+b Trail



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

1. Jog over poles into chute
2. Open gate (=rope) with right hand, walk over elevated pole and close rope
3. Lope right lead thru chute
4. Break to a jog, jog over poles and into chute
5. Break to a walk, walk into box, turn 270° to the left and walk out
6. Walk over pole, stop and back-up "U" between cones
7. Jog over poles, jog thru chute, jog over elevated pole and ordinary pole
8. Break to a walk, walk over pole, elevated pole and bridge

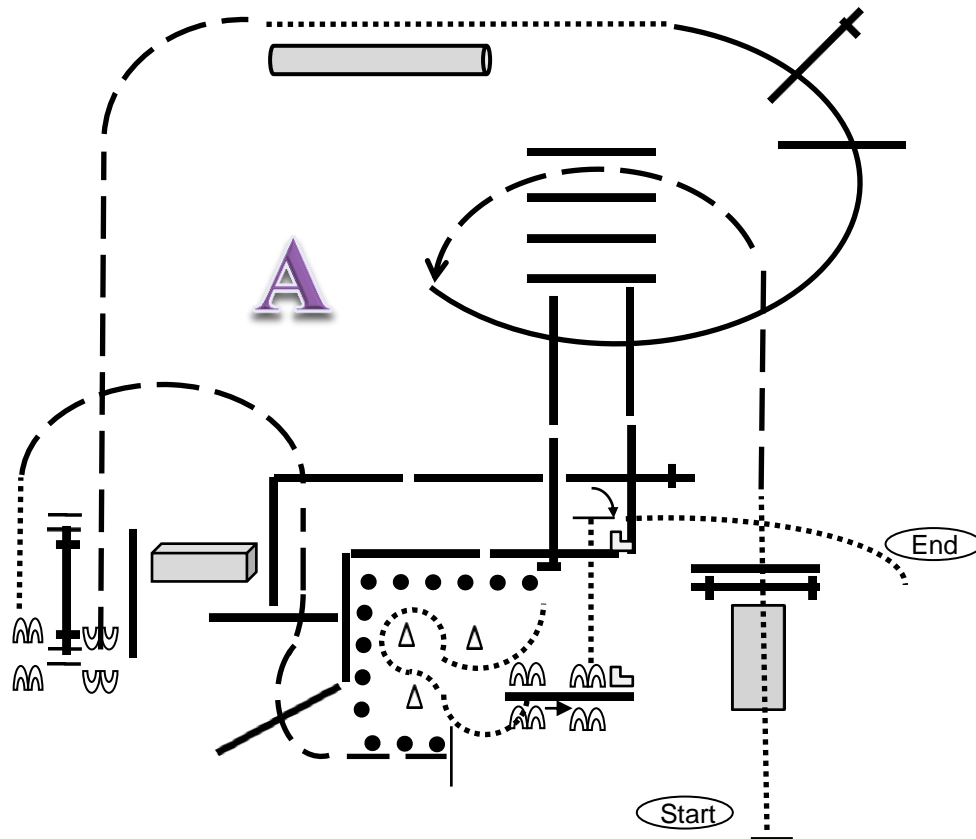
ApHC Open Trail



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

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

Open Horse & Dog Trail



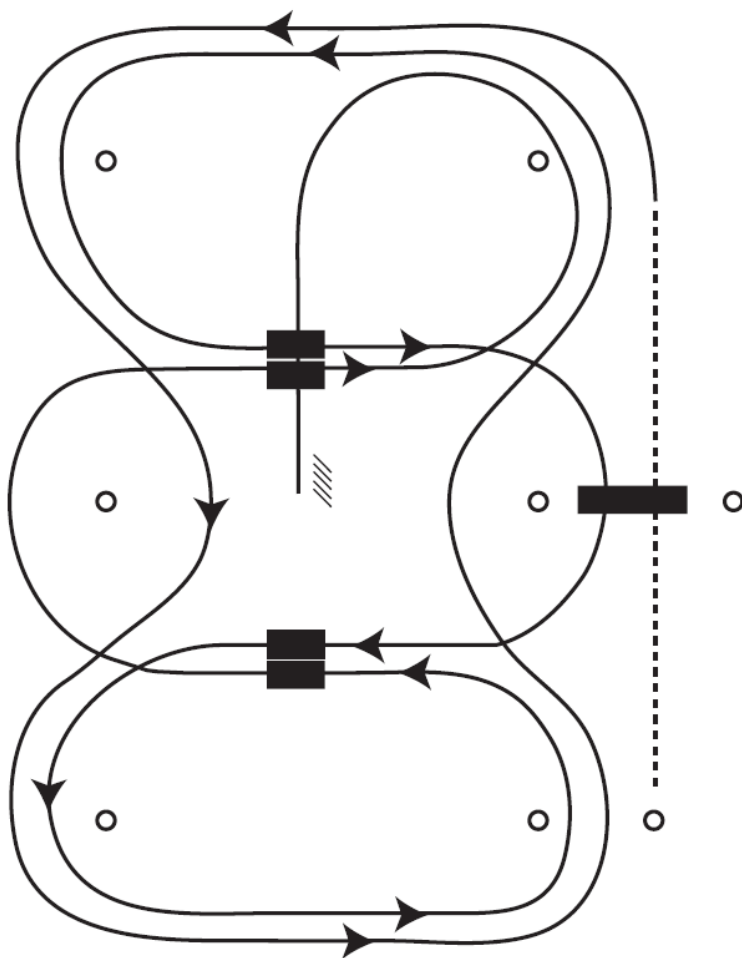
.....	Walk	● ● ●	Back Up	Ⓐ	Marker
- - -	Jog / Trot	☾	Turn	ⓙ	Judge
— — —	Lope / Canter	☞☞☞	Side-pass	🌸🌸🌸	Flowers
	Stop	△	Cone	🌿	Plants

1. Remove leash at start, walk over bridge, elevated pole and ordinary pole. Ask dog to follow behind horse over obstacles.
2. Jog thru chute, lope over poles, whereof the last pole is elevated. Dog should be following the horse (either right or left side).
3. Break to a walk, ask dog to pass the tunnel.
4. Jog to the gate, ask dog to lay down on hay balls. Open gate (=rope) right hand, walk over elevated pole and close rope.
5. Jog over poles and back-up "L". Dog is still laying on hay balls.
6. Ask dog to follow the horse very close thru serpentine at walk. Step over pole, ask dog to sit, side-pass right.
7. Take (tennis) ball and throw it in area "A", walk into box and wait to retrieve the ball from your dog and dispose it. Then attach leash, turn 90 ° right and walk out.

PATTERN

5

1. Walk, transition to jog, jog over log.
2. Transition to the lope, on the left lead.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Lope over log.
9. Second crossing change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope, stop and back.



WALK
 JOG - - - -
 LOPE ————
 BACK // / / / / / / / /

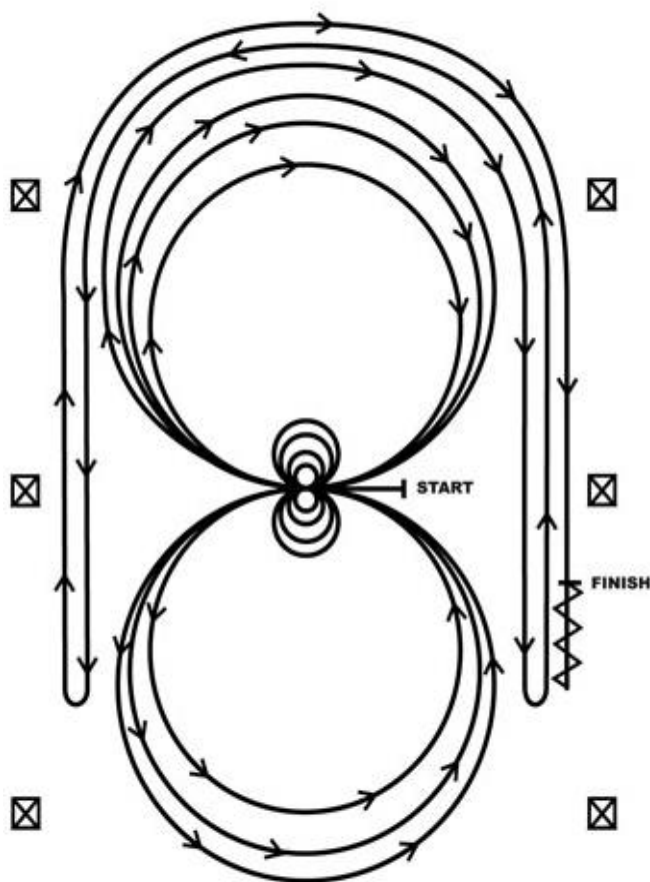
○ MARKER
 ■ RECOMMENDED CHANGING AREA
 ▭ LOG

PATTERN

8a

Die Pferde dürfen im Schritt oder Trab zum Mittelpunkt der Arena gehen. Sie müssen vor Beginn des Patterns in der Mitte der Bahn, mit Blickrichtung auf die linke Bande stehen bleiben.

1. Zwei Spins nach links; Verharren;
2. Zwei Spins nach rechts; Verharren;
3. Drei vollständige Zirkel im Rechtsgalopp nach rechts, der erste Zirkel groß und schnell, der zweite Zirkel klein und langsam, der dritte Zirkel groß und schnell; Galoppwechsel (einfach oder fliegend) im Mittelpunkt der Bahn;
4. Drei vollständige Zirkel nach links, der erste Zirkel groß und schnell, der zweite Zirkel klein und langsam, der dritte Zirkel groß und schnell; Galoppwechsel (einfach oder fliegend) im Mittelpunkt der Bahn;
5. Weiter mit einem großen schnellen Zirkel auf der rechten Hand, der nicht geschlossen wird; Galopp an der rechten Seite der Bahn entlang bis hinter den Mittelmarker; Rollback nach links, zumindest sechs Meter von der Bande entfernt; Kein Verharren;
6. Weiter auf dem vorherigen Zirkel, jetzt auf der linken Hand; Der Zirkel wird nicht geschlossen; Galopp an der linken Seite der Bahn entlang bis hinter den Mittelmarker; Rollback nach rechts, zumindest sechs Meter von der Bande entfernt; Kein Verharren;
7. Weiter auf dem vorherigen Zirkel, jetzt wieder auf der rechten Hand; Der Zirkel wird nicht geschlossen; Galopp entlang der rechten Seite der Bahn bis hinter den Mittelmarker, Stop, zumindest sechs Meter von der Bande entfernt; Rückwärtsrichten von zumindest drei Metern Länge; Verharren, um das Ende der Prüfung anzuzeigen.



PATTERN

5

Horses may walk or trot to the center of arena. Horses 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 left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous 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 twenty feet (six meters) from the wall or fence – no hesitation.
7. Continue 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 rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
8. 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

