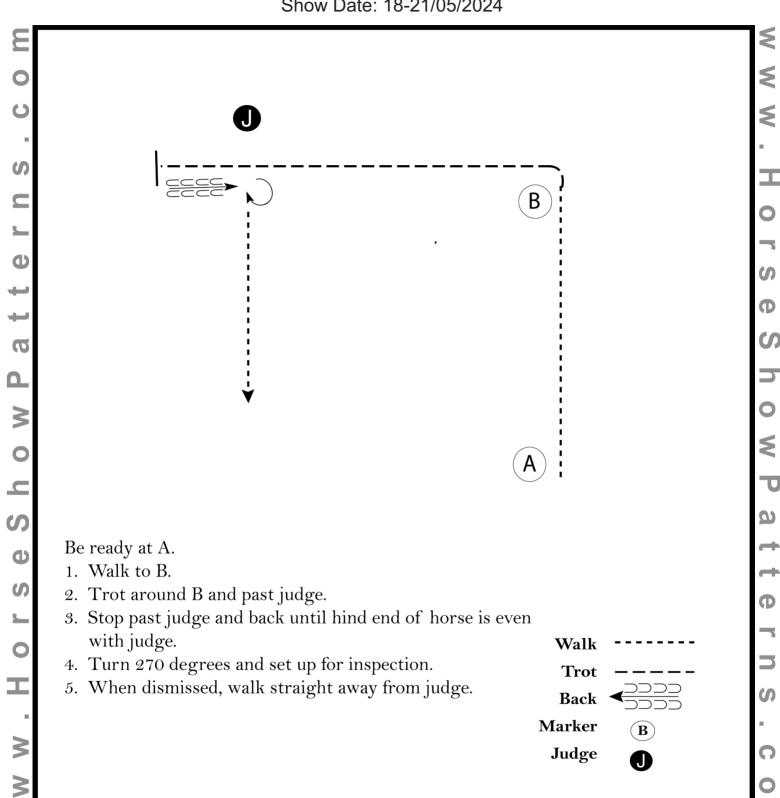
### **Showmanship (Novice + RO)**

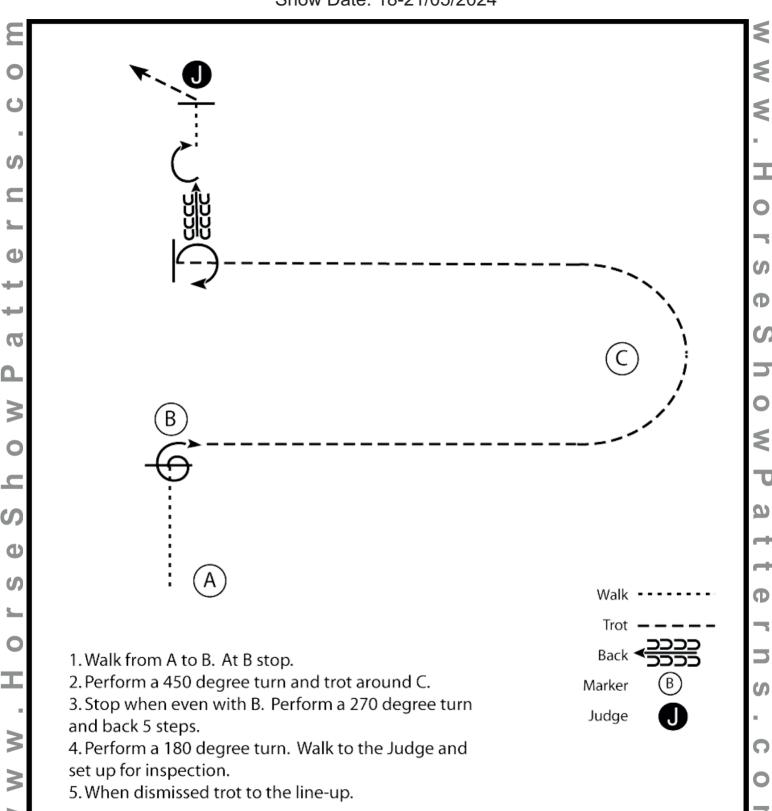
Show Date: 18-21/05/2024



[S/223]

## **Showmanship (Youth & Amateur)**

Show Date: 18-21/05/2024



Pattern Provided by:

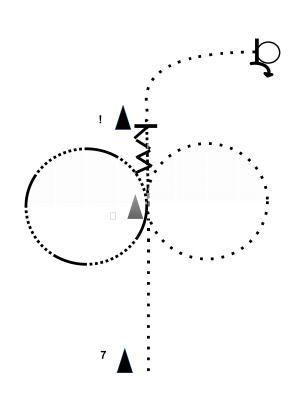
[S/34]

# Bayern Paint 2024 PHCG YOUTH WALK TROT SHOWMANSHIP

Show Date: 18-21/05/2024



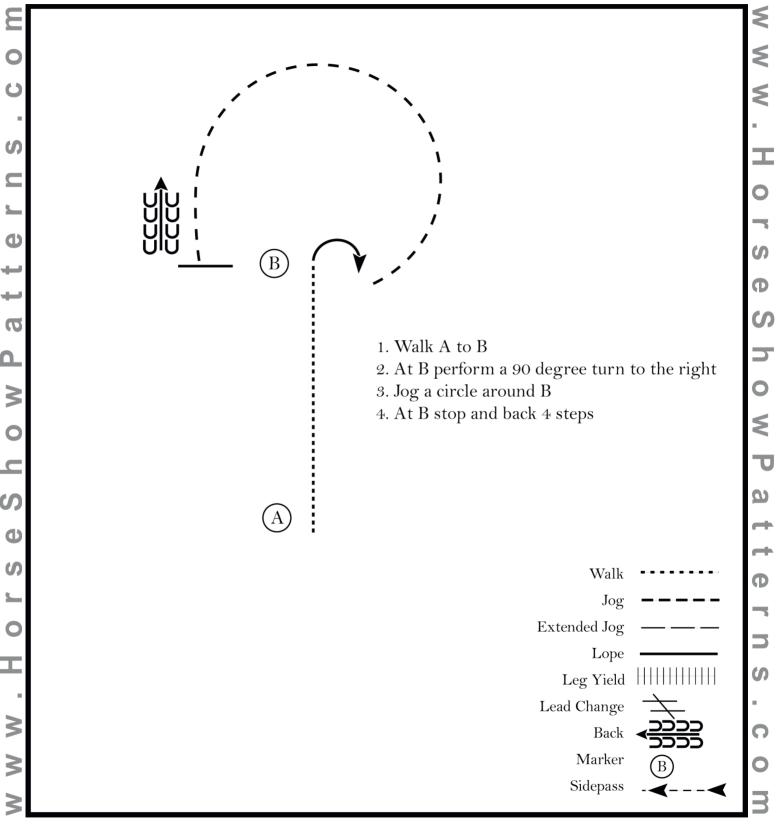
YOUTH WALK TROT SHOWMANSHIP AT HALTER PATTERN 4



- 1. WALK FROM A TO B
- 2. AT B WALK CIRCLE TO THE RIGHT
- 3. AT B TROT CIRCLE TO THE LEFT
- 4. TROT FROM B TO C
- 5. STOP AT C
- 6. BACK UP APPROX. 1 HORSE LENGTH
- 7. WALK TO JUDGE
- 8. SET UP FOR INSPECTION
- 9. PERFORM ¼ TURN

#### Horsemanship (Walk & Trot)

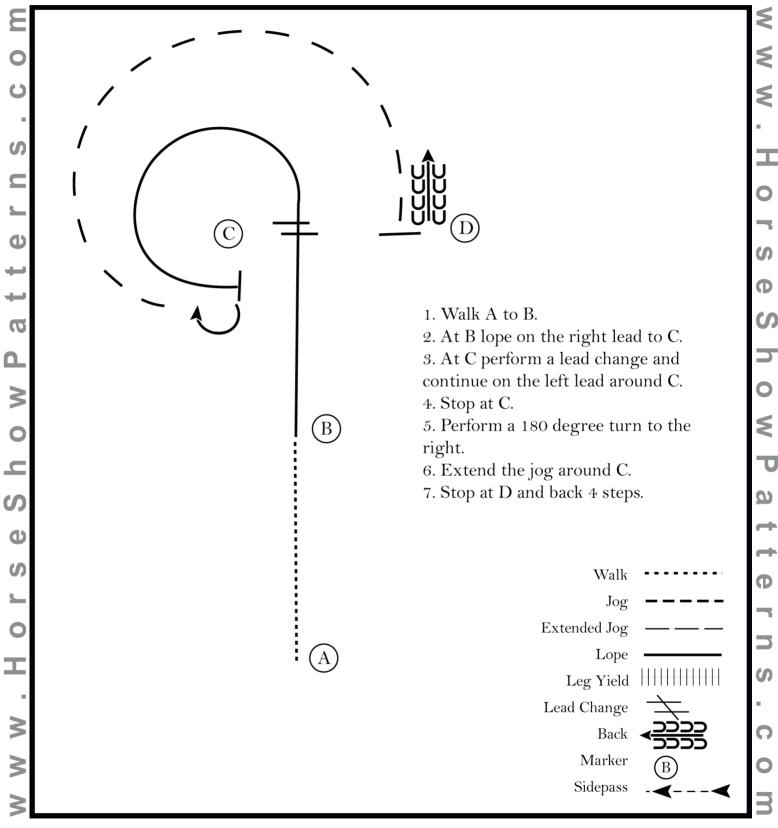
Show Date: 18-21/05/2024



[WH/WT7]

#### **Horsemanship (Novice Youth & Amateur)**

Show Date: 18-21/05/2024

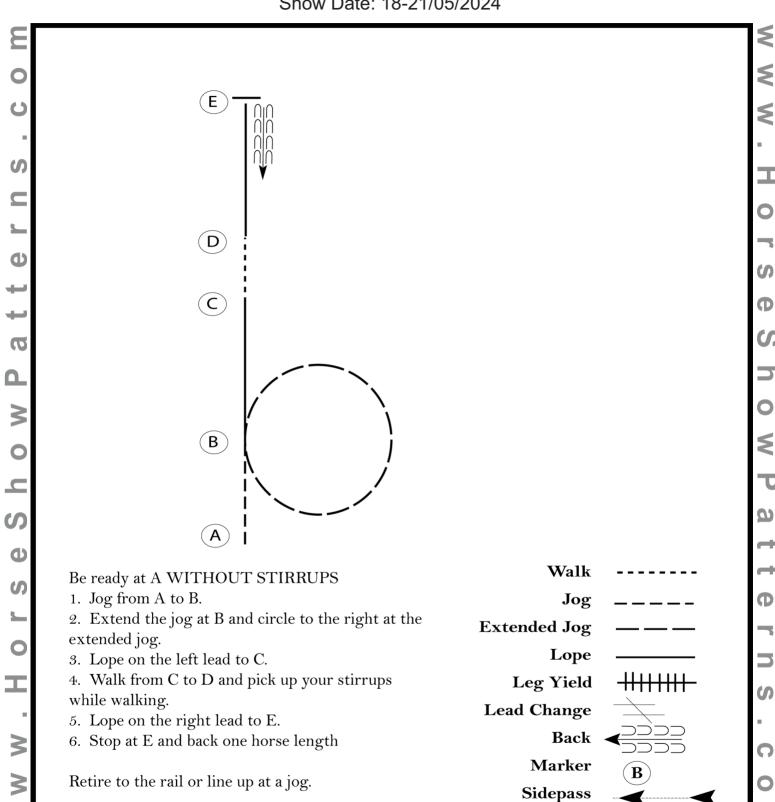


**Pattern Provided by:** 

[WH/21]

#### Horsemanship (RO + Amateur + Youth)

Show Date: 18-21/05/2024



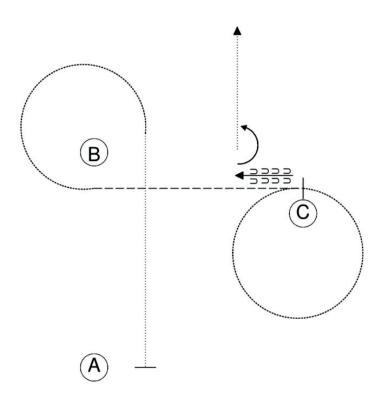
[WH/321]

#### PHCG YOUTH WALK TROT WESTERN HORSEMANSHIP

Show Date: 18-21/05/2024



YOUTH WALK TROT WESTERN HORSEMANSHIP PATTERN 6

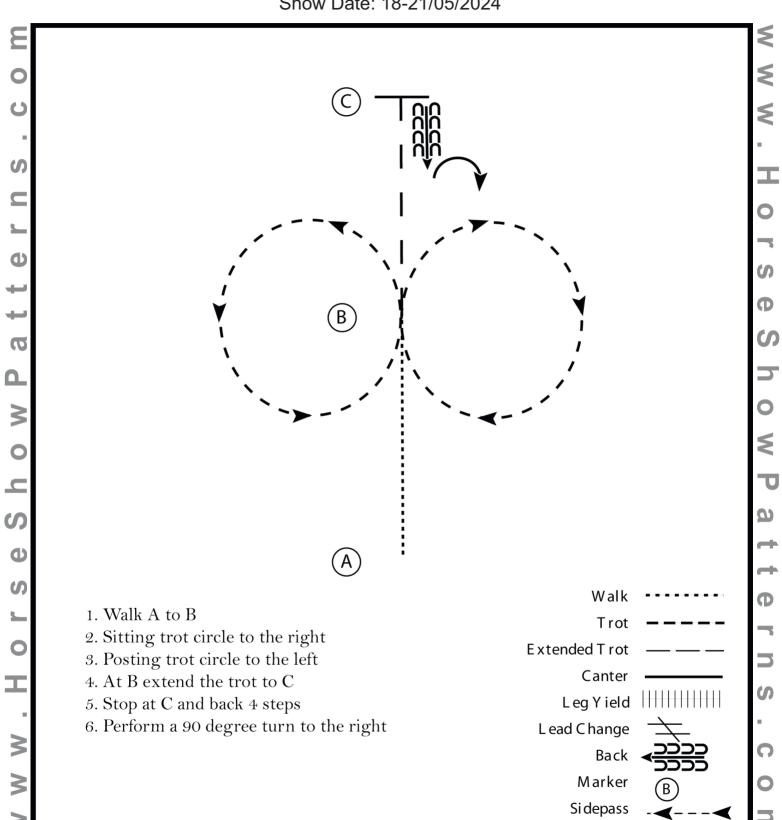


BE READY AT A

- 1. WALK TO B
- 2. AT B WALK 3/4 CIRCLE AROUND B
- 3. TROT TO C. WALK CIRCLE AROUND C
- 4. STOP AT C AND BACK UP APPROX. 1 HORSE LENGTH
- 5. PERFORM A 90 DEGREE TURN TO THE LEFT
- 6. WALK OUT AND FOLLOW THE INSTRUCTION OF YOUR RING STEWARD

#### **Hunt Seat Equitation (APHA Walk & Trot)**

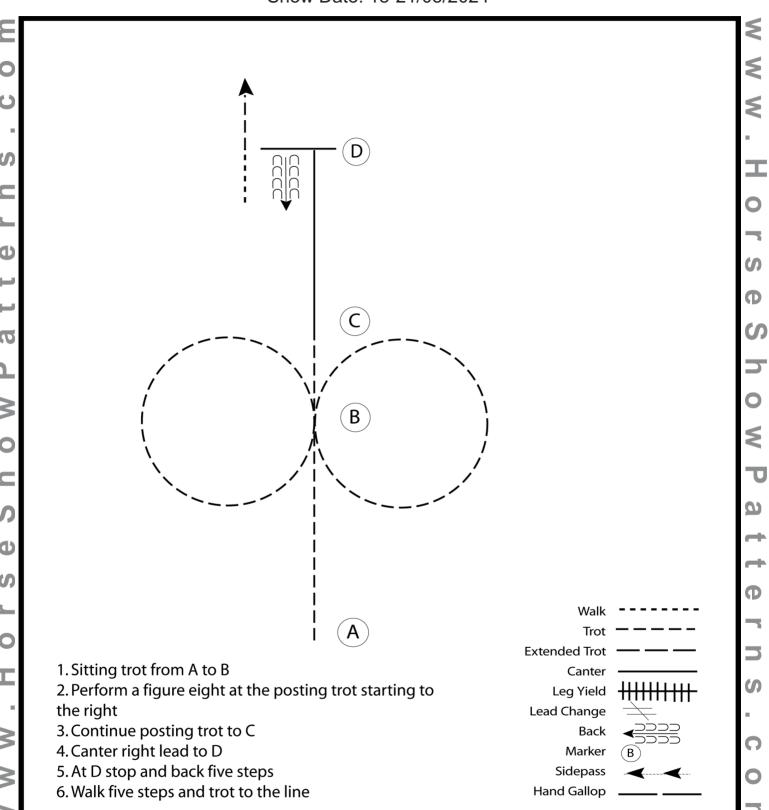
Show Date: 18-21/05/2024



[HSE/WT1]

#### **Hunt Seat Equitation (Novice Youth & Amateur)**

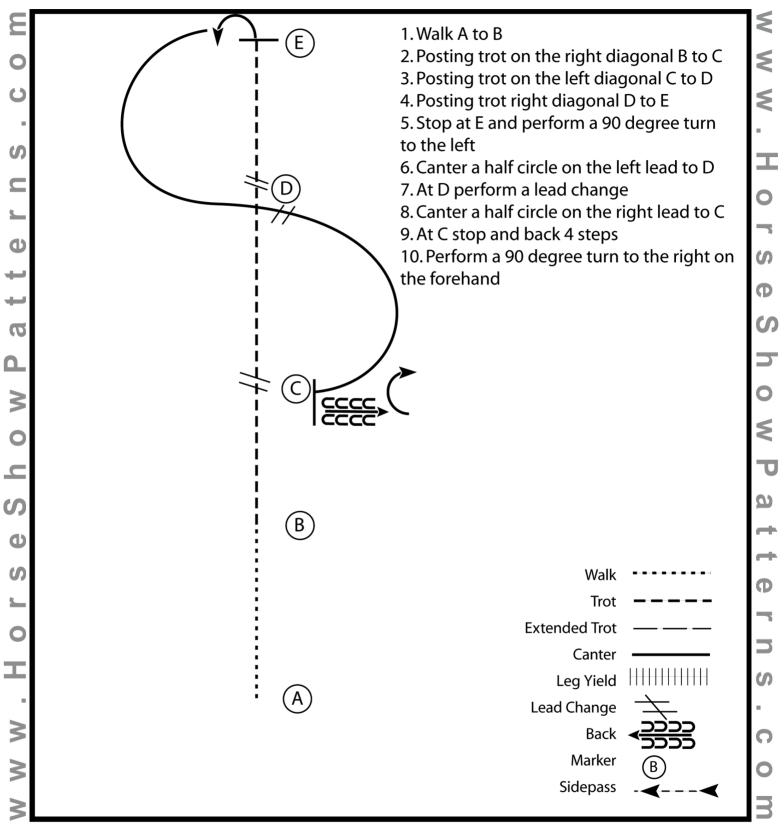
Show Date: 18-21/05/2024



[HSE/15]

### **Hunt Seat Equitation (Youth & Amateur)**

Show Date: 18-21/05/2024



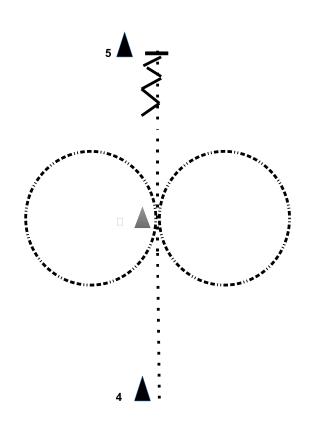
[HSE/34]

# Bayern Paint 2024 PHCG YOUTH WALK TROT HUNT SEAT EQUITATION

Show Date: 18-21/05/2024



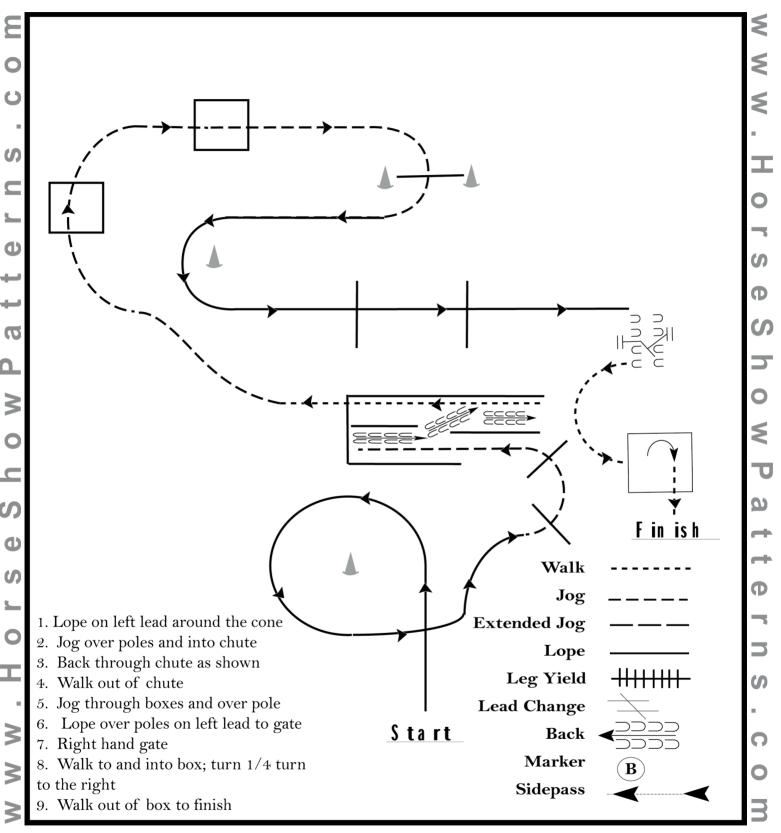
YOUTH WALK TROT Hunt Seat Equitation Pattern 2



- 1. WALK FROM A TO B
- 2. SITTING TROT FROM CIRCLE TO THE LEFT
- 3. 2 POINT TROT CIRCLE TO THE RIGHT
- 4. WALK FROM B TO C
- 5. STOP AND BACK UP APPROXIMATELY 1 HORSE LENGTH

#### Trail (RO / Novice Amateur / Green - Saturday)

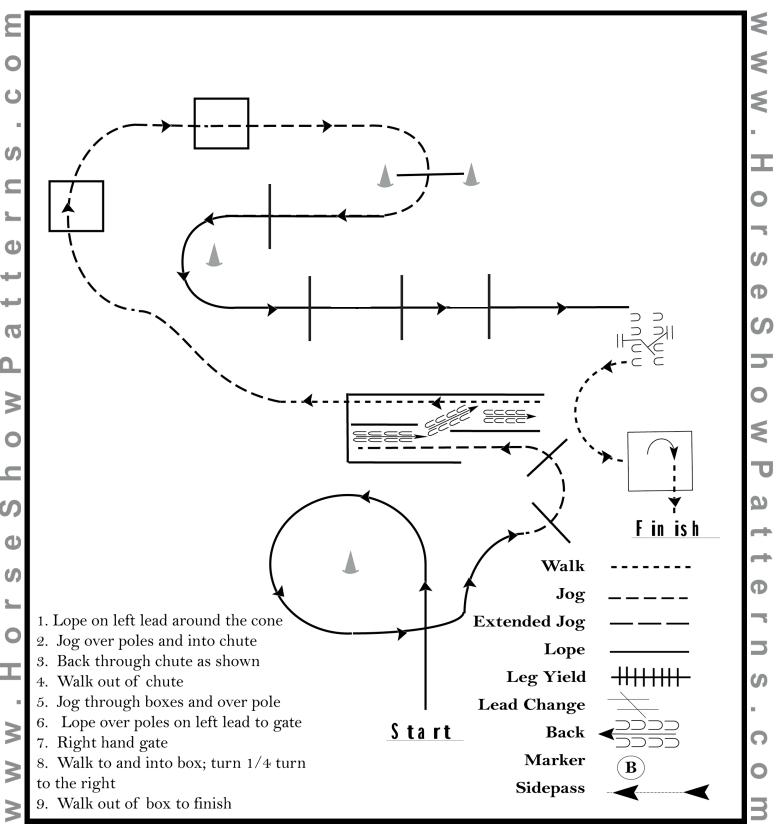
Show Date: 18-21/05/2024



[T/110]

#### Trail (Amateur - Saturday)

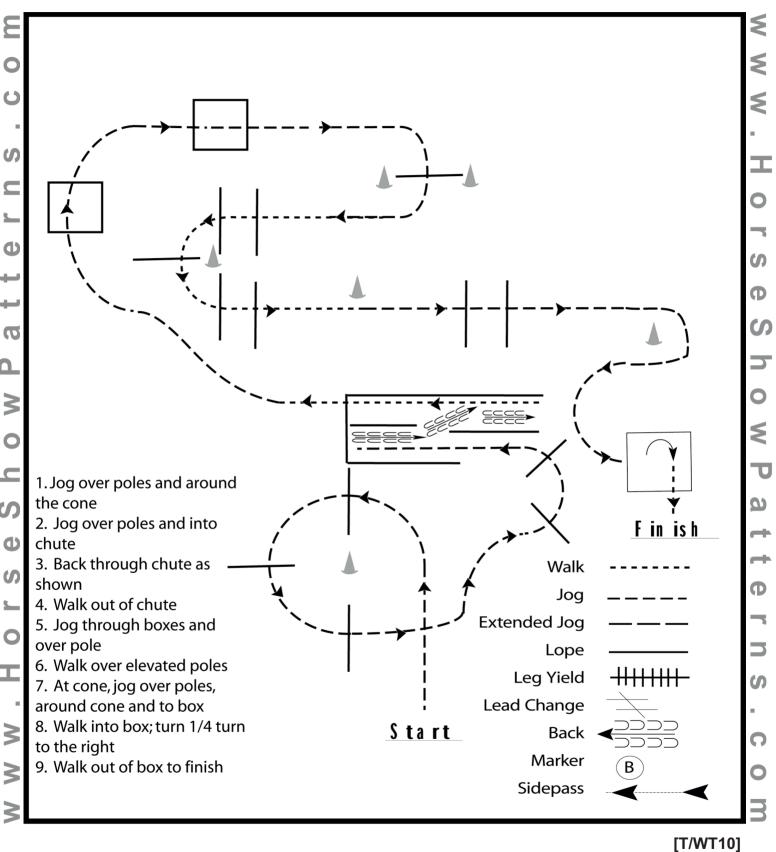
Show Date: 18-21/05/2024



[T/110]

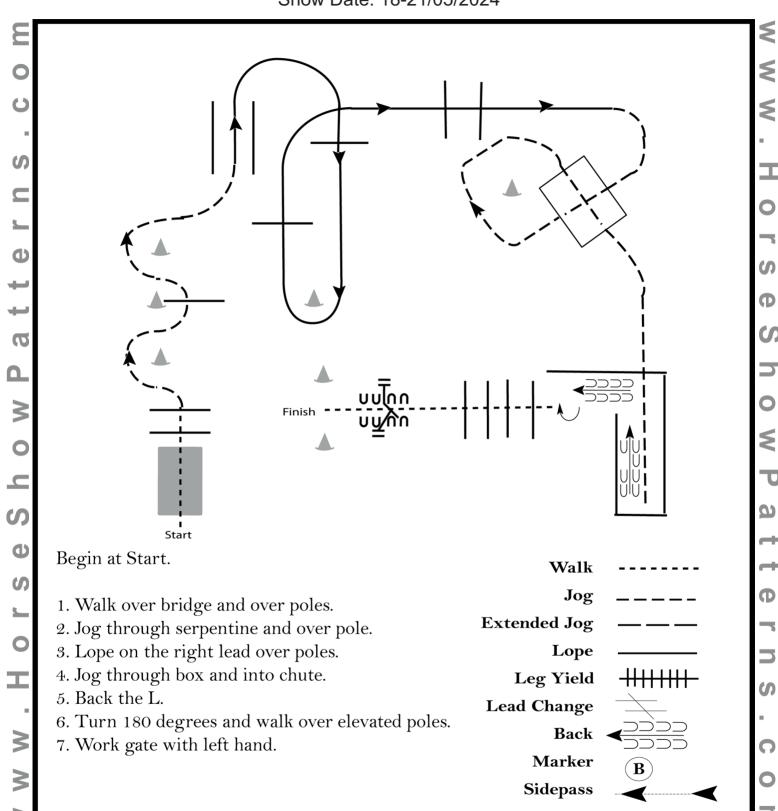
#### Trail (All APHA & RO Walk & Trot Saturday)

Show Date: 18-21/05/2024



#### **Trail (Novice Youth - Sunday)**

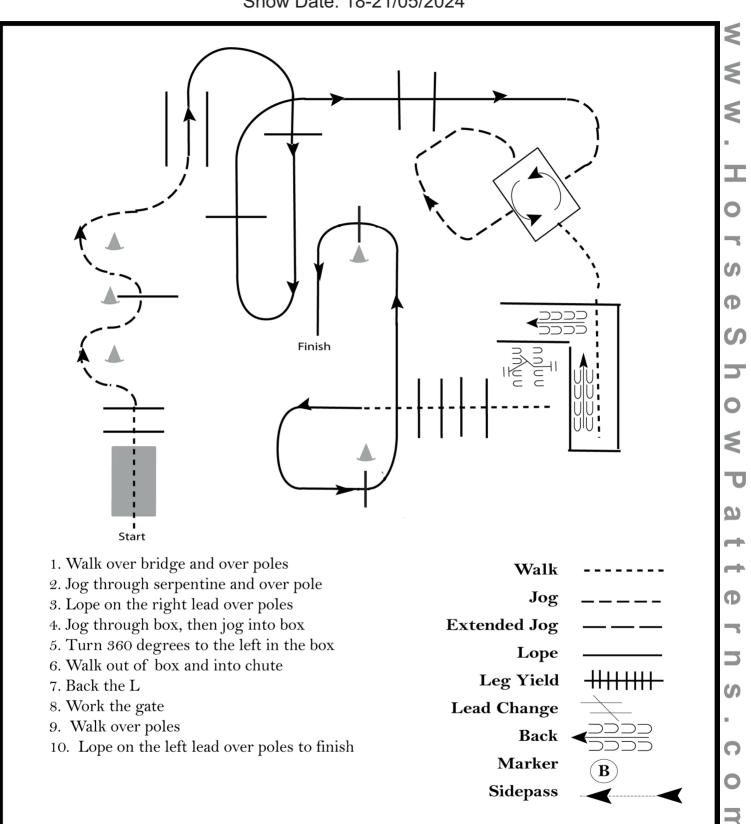
Show Date: 18-21/05/2024



[T/27]

#### Trail (Youth / Junior - Sunday)

Show Date: 18-21/05/2024

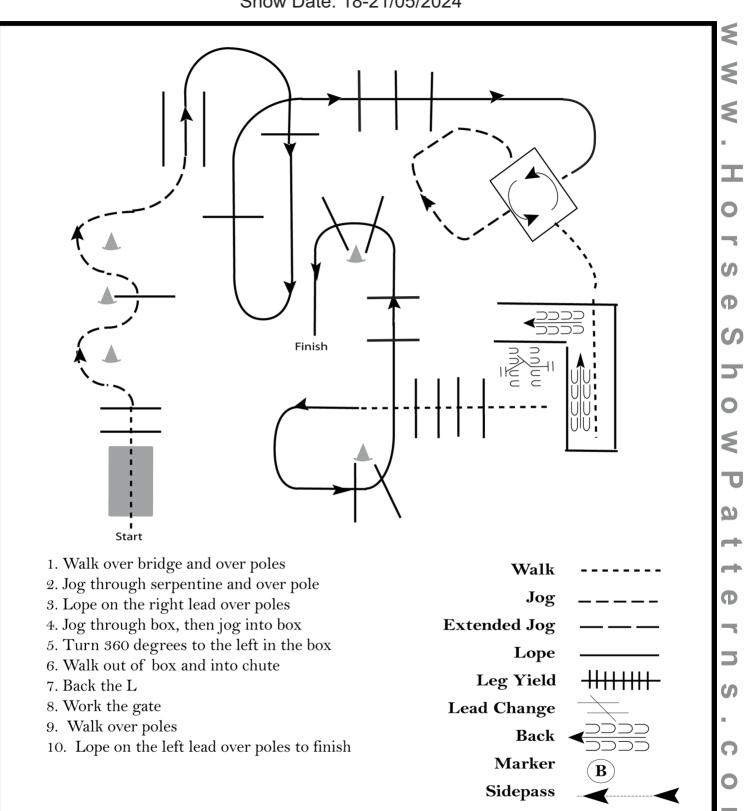


ww. Horse Show Pattern

[T/34]

### Trail (Senior - Sunday)

Show Date: 18-21/05/2024



ww. Horse Show Pattern

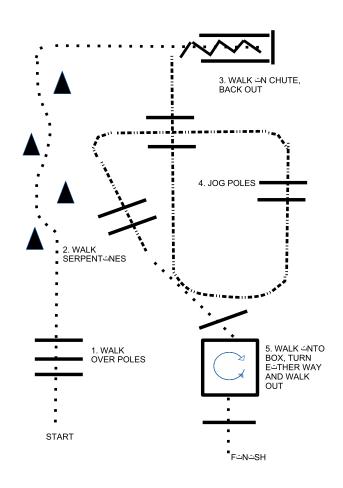
[T/34]

# Bayern Paint 2024 PHCG YOUTH WALK-TROT TRAIL

Show Date: 18-21/05/2024

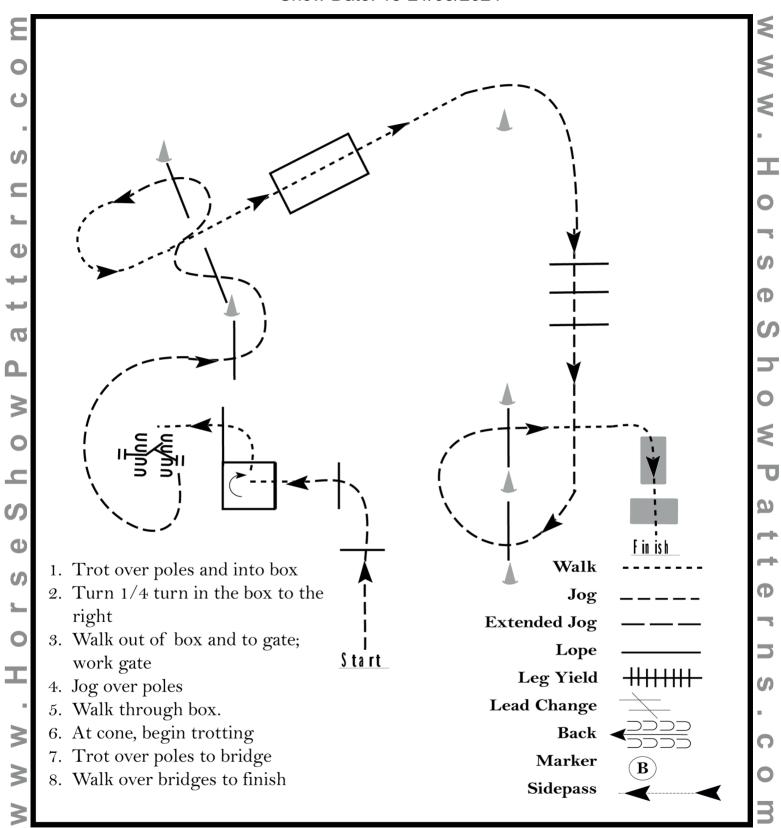


YOUTH WALK TROT Trail Pattern 1



#### Trail in Hand (All Amateur Trail In Hand Saturday)

Show Date: 18-21/05/2024

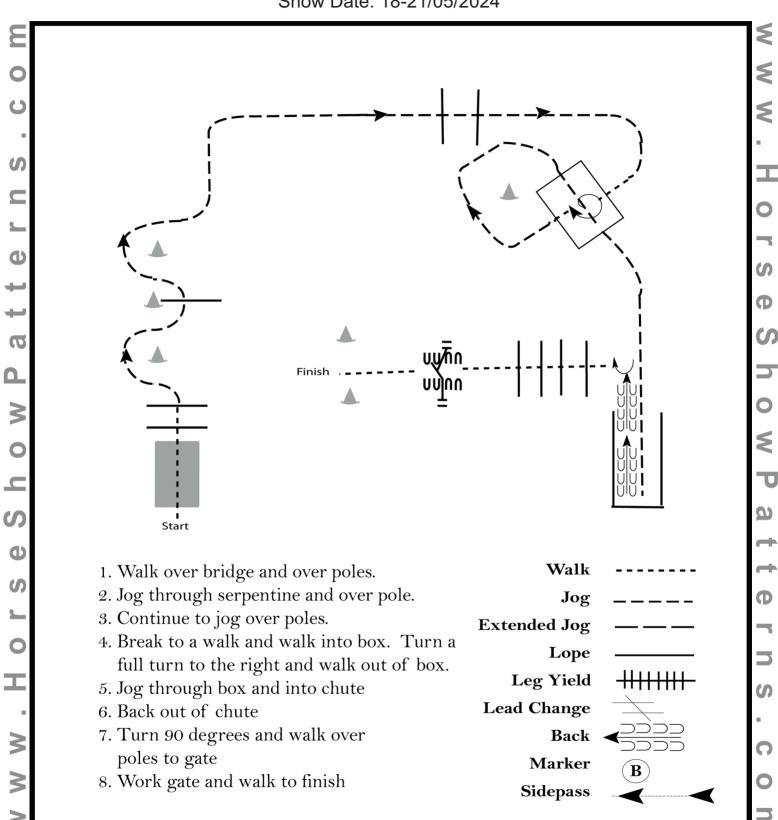


Pattern Provided by:

[T/11]

#### Trail in Hand (All Trail in Hand Sunday)

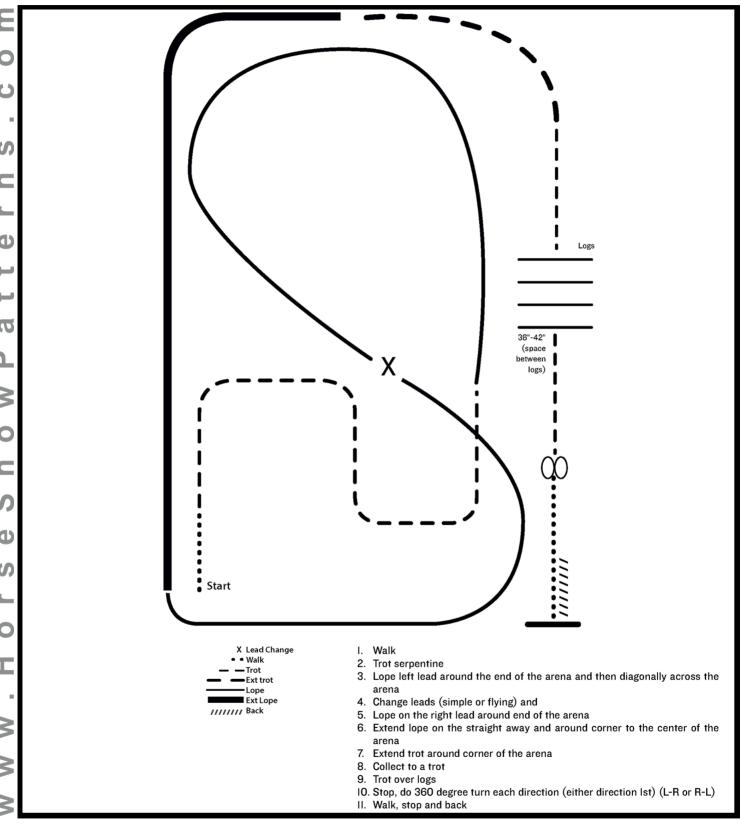
Show Date: 18-21/05/2024



[T/16]

#### Ranch Riding (Novice Youth / Novice Amateur / RO)

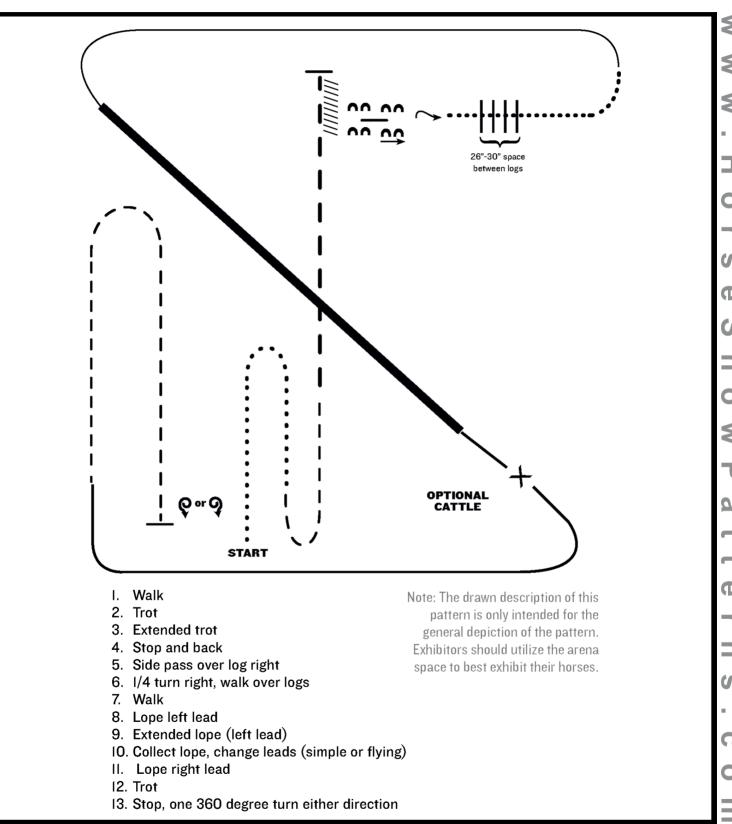
Show Date: 18-21/05/2024



[RR/AQHA3]

#### Ranch Riding (Open, Amateur + Youth)

Show Date: 18-21/05/2024

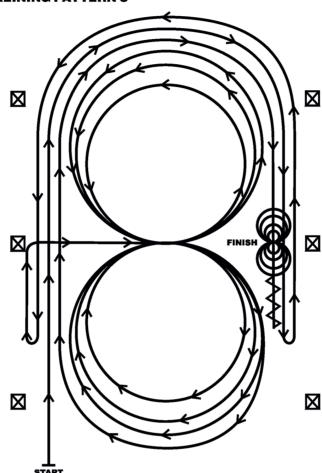


[RR/AQHA7]

#### Reining (Novice & RO)

Show Date: 18-21/05/2024

#### **REINING PATTERN 3**



- I. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
- 2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
- 3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
- 5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.
- 6. Complete four spins to the right. Hesitate.
- 7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

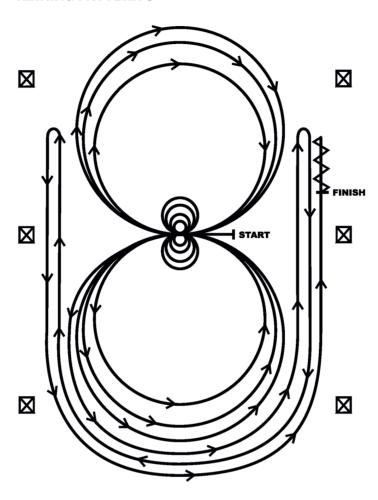
#### Pattern Provided by:

[R/AQHAP3]

#### Reining (Amateur & Open)

Show Date: 18-21/05/2024

#### **REINING PATTERN 6**



Horses may walk or jog 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.

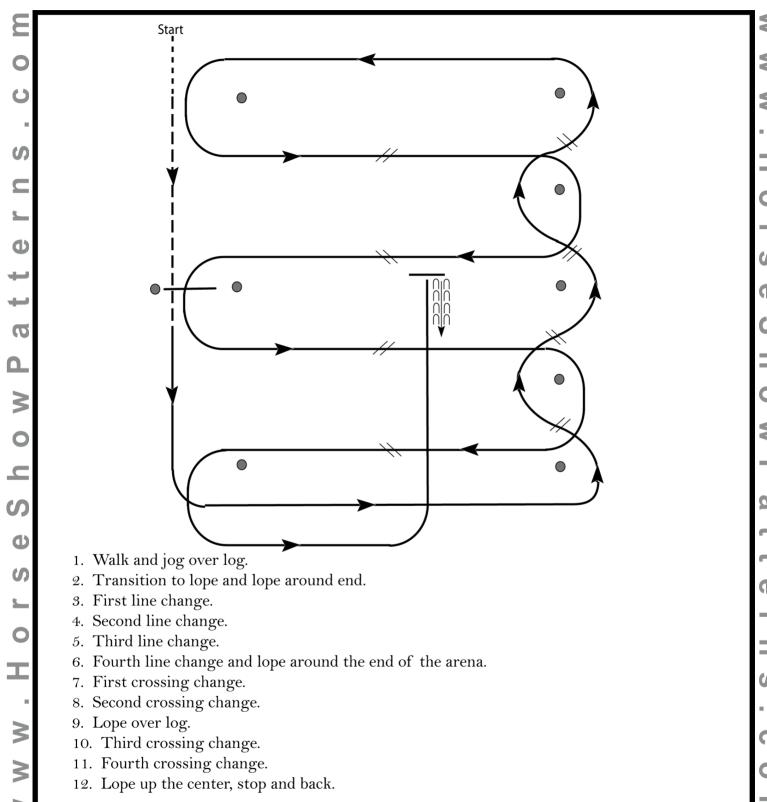
- I. Complete four spins to the right. Hesitate.
- 2. Complete four spins to the left. Hesitate.
- Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 5. Begin a large 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.
- 6. Continue back 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.
- 7. 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 the completion of the pattern.

Pattern Provided by:

[R/AQHAP6]

### Western Riding (Open)

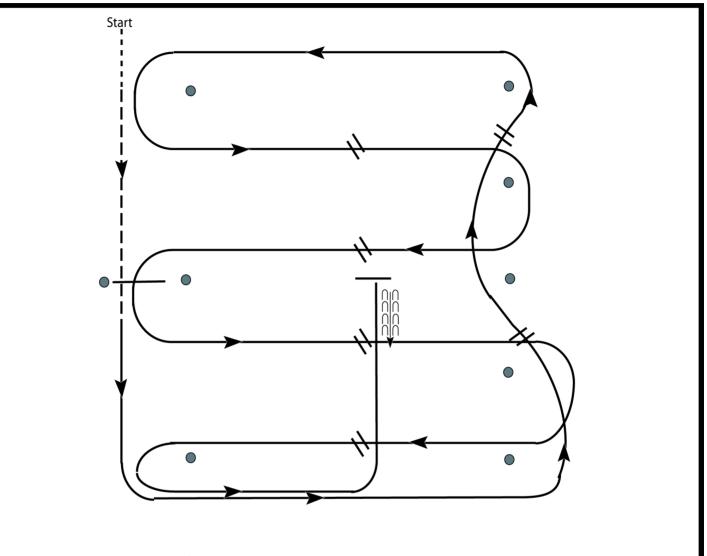
Show Date: 18-21/05/2024



[WR/OP1]

#### Western Riding (RO / Green)

Show Date: 18-21/05/2024



- 1. Walk at least 15' & jog over log.
- 2. Transition to left lead and lope around end.
- 3. First line change.

se Show Patterns.

- 4. Second line change. Lope around end of arena
- 5. First crossing change.
- 6. Second crossing change.
- 7. Lope over log.
- 8. Third crossing change.
- 9. Fourth crossing change.
- 10. Lope up the center, stop and back.

[WR/GP1]

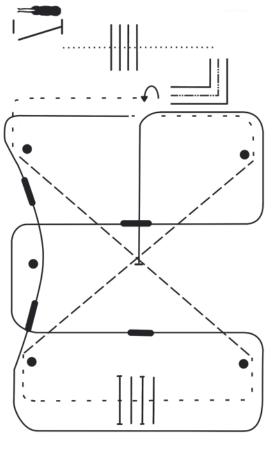
#### **JACKPOT SUPERHORSE**

Show Date: 18-21/05/2024

#### ACHTUNG: DIE SUPERHORSE BESTEHT AUS TEIL A UND TEIL B, B FÄNGT DA AN WO A AUFHÖRT

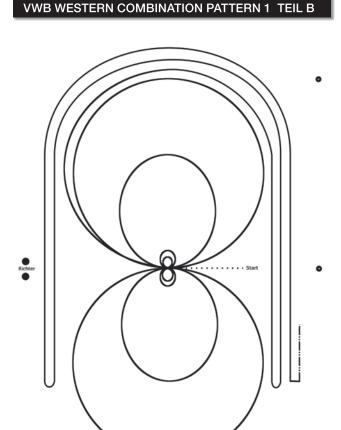
Teil D: Pattern

#### VWB WESTERN COMBINATION PATTERN 1 TEIL A



Walk
Extended Walk
Trot
Extended Trot
Lope
Extended Lope
Mark
Back
Lead Change

- 1. Tor linke Hand
- 2. Schritt Schrittstangen
- 3. Rückwärts L, 180° Hinterhandwendung nach links
- 4. Jog, durch die ganze Bahn wechseln dabei Tritte verlängern, bei Erreichen der Bahn Jog
- 5. Jog Stangen, durch die ganze Bahn wechseln dabei Tritte verlängern, bei Erreichen der Bahn Jog,
- 6. Mitte der kurzen Seite links angaloppieren, fliegende Wechsel wo eingezeichnet
- 7. auf die Mittellinie abbiegen und Stop bei X



Teil D: Pattern

- Beginnend mit 2 Zirkeln auf der rechten Hand: der erste Zirkel groß und schnell, der zweite klein und langsam Mitte der Bahn Stop
- 2. 2 Spins rechts
- 3. 2 Zirkel auf der linken Hand: der erste Zirkel groß und schnell, der zweite klein und langsam Mitte der Bahn Stop
- 4. 2 Spins links
- 5. Großer schneller Zirkel auf der rechten Hand, diesen nicht schließen, sondern in gerader Linie bis hinter den Mittelmarker, Rollback links (mind. 3 m von der Bande entfernt)
- 6. Großer schneller Zirkel auf der linken Hand, diesen Zirkel nicht schließen, sondern in gerader Linie bis hinter den Mittelmarker, Rollback rechts (mind. 3 m von der Bande entfernt)
- 7. Großer schneller Zirkel auf der rechten Hand, diesen Zirkel nicht schließen, sondern in gerader Linie bis hinter den Mittelmarker, Sliding Stop, Rückwärtsrichten zur Bahnmitte, mind. 3 m Verharren um das Ende der Aufgabe anzuzeigen