



PATTERNS

27.08.-02.09.2017

GUT MATHESHOF

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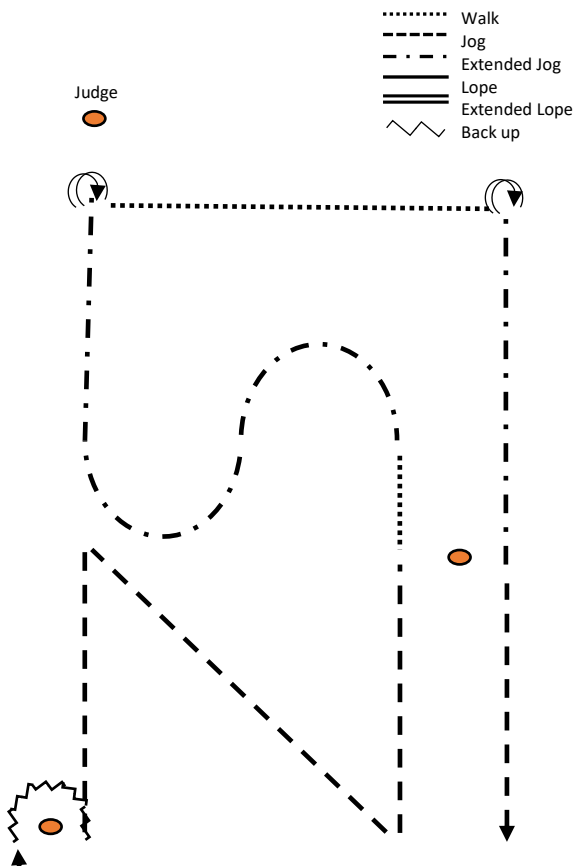


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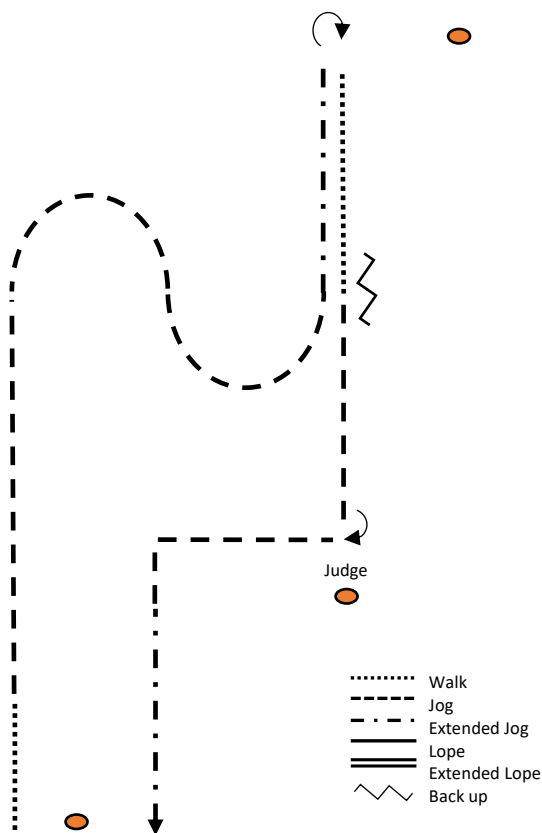
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Be ready at marker

1. Back up ½ circle
2. Jog 3 straight lines as drawn
3. Walk at marker
4. Extended jog: ½ circle left, ½ circle right, straight line to judge
5. Set up for inspection
6. 1 ¼ turn, walk, 1 ¼ turn
7. Extended jog, regular jog at marker

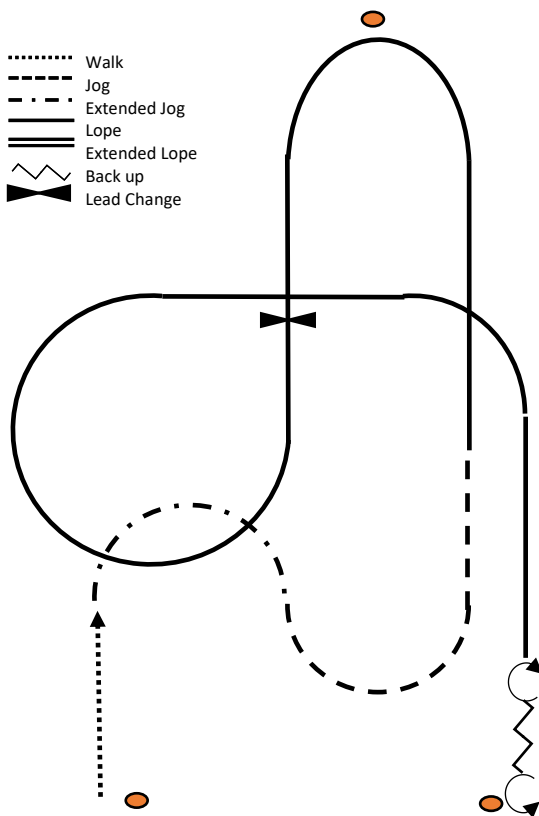
Leave the arena in jog



Be ready at marker

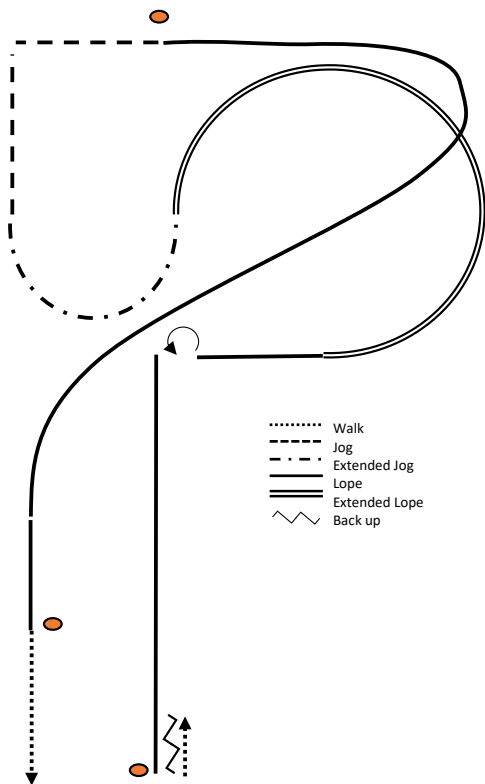
1. Walk straight line
2. Jog straight and serpentine
3. Extend jog straight line
4. When even with marker stop, turn 180 °
5. Walk, half way to judge stop, back up 4 steps
6. Jog, set up for inspection
7. Turn 90 °, jog, corner, extend jog

Exit arena



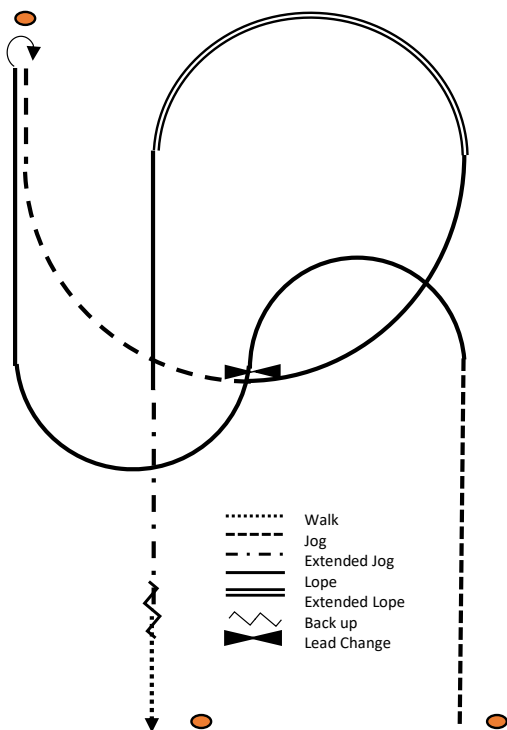
Be ready at marker

1. Walk,
2. Extended jog $\frac{1}{2}$ circle right,
3. Regular jog $\frac{1}{2}$ circle left
4. Lope, straight long side of the arena, $\frac{1}{2}$ small circle and straight line thru the center of the arena
5. Simple lead change at center of the arena,
6. $\frac{3}{4}$ circle lope right, straight thru the arena and long side of the arena
7. Stop, turn 180° right, back up, turn 180° left



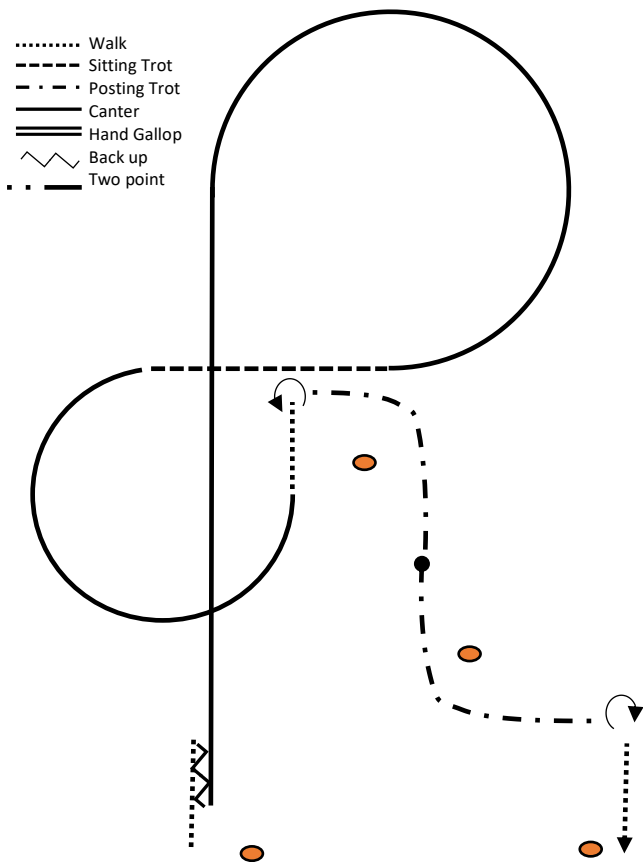
Be ready at marker

1. Walk, stop, back up
2. Lope left lead
3. Stop, turn $\frac{3}{4}$ left
4. Lope left lead, extended lope $\frac{3}{4}$ circle
5. Extended jog $\frac{1}{2}$ small circle right
6. Jog straight line & corner to the right
7. At marker lope right lead, lope diagonal, stay in right lope, walk, walk out



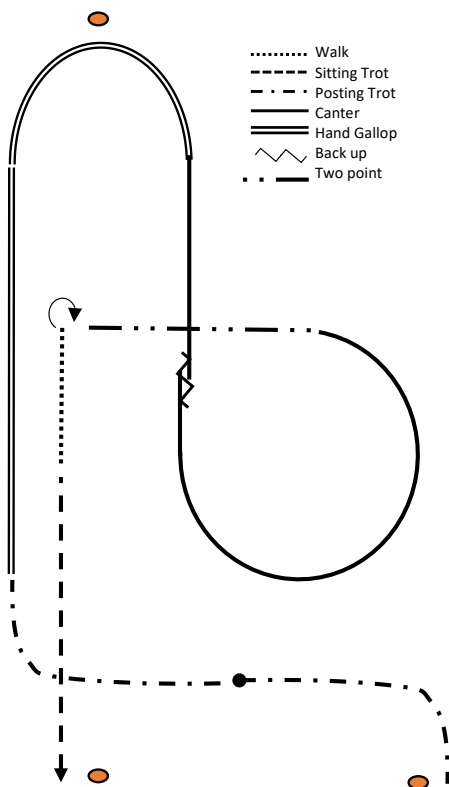
Be ready at marker

1. Jog straight line
2. Lope $\frac{1}{2}$ circle left, $\frac{1}{2}$ right perform a simple lead change, lope straight line to marker
3. Turn 180° right
4. Jog $\frac{1}{4}$ circle
5. Lope $\frac{1}{4}$ circle, extend lope $\frac{1}{2}$ smaller circle, regular lope straight line
6. Extended jog, stop
7. Back up, walk, walk out



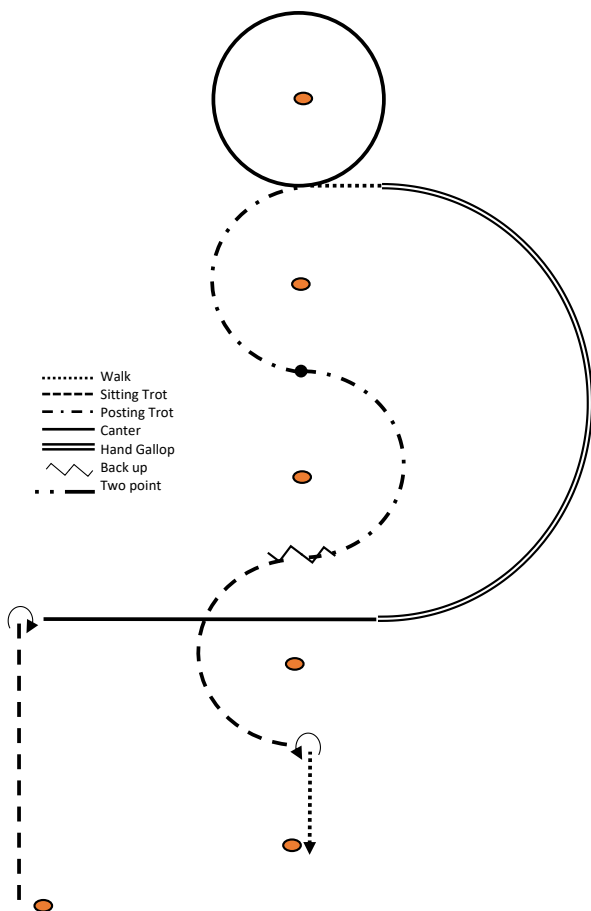
Be ready at marker

1. Walk, stop, back up
2. Canter straight line and big circle to the right
3. Sitting trot straight line
4. $\frac{3}{4}$ small circle, canter left lead, walk to center
5. Left turn $\frac{3}{4}$ on the haunches
6. Posting trot on proper diagonal, change diagonal between marker
7. Stop, right turn $\frac{1}{4}$ on the haunches, walk out



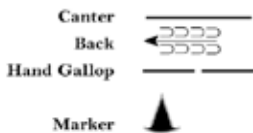
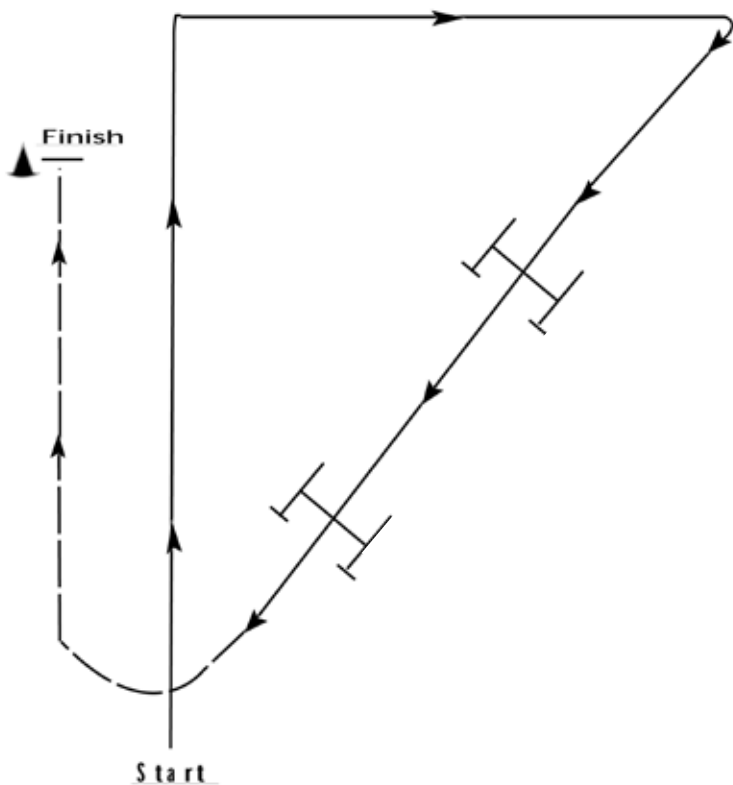
Be ready at marker

1. Posting trot on proper diagonal, change diagonal half way
2. Hand gallop long side of the arena and $\frac{1}{2}$ small circle
3. Canter to center of the arena, stop, back up
4. Canter left hand, small $\frac{3}{4}$ circle
5. Two point straight line, stop
6. $\frac{3}{4}$ right turn on the forehand
7. Walk, two horse lengths, sitting trot

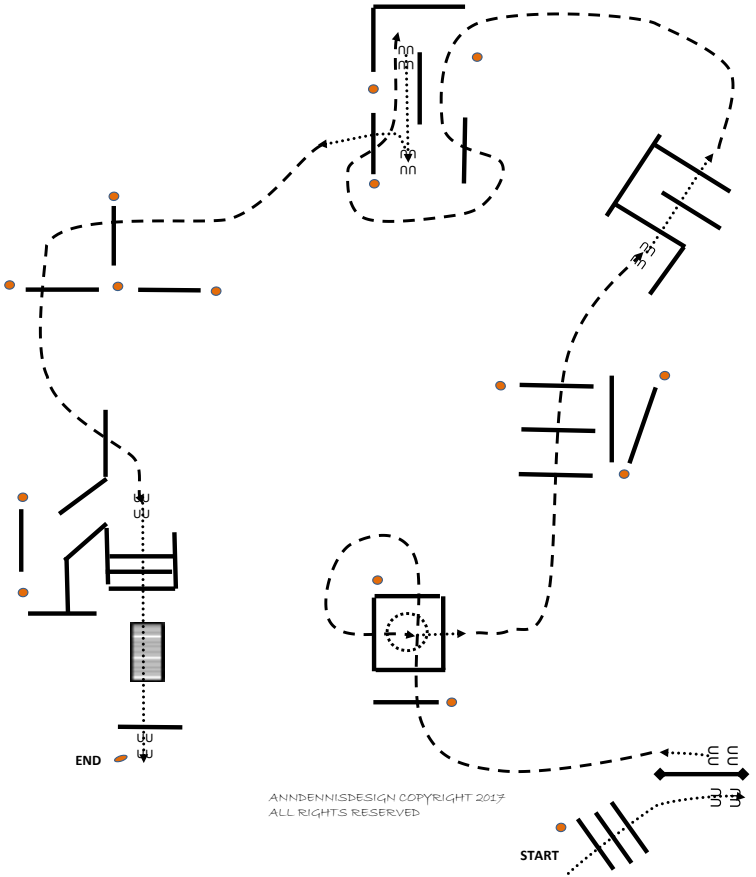


Be ready at marker

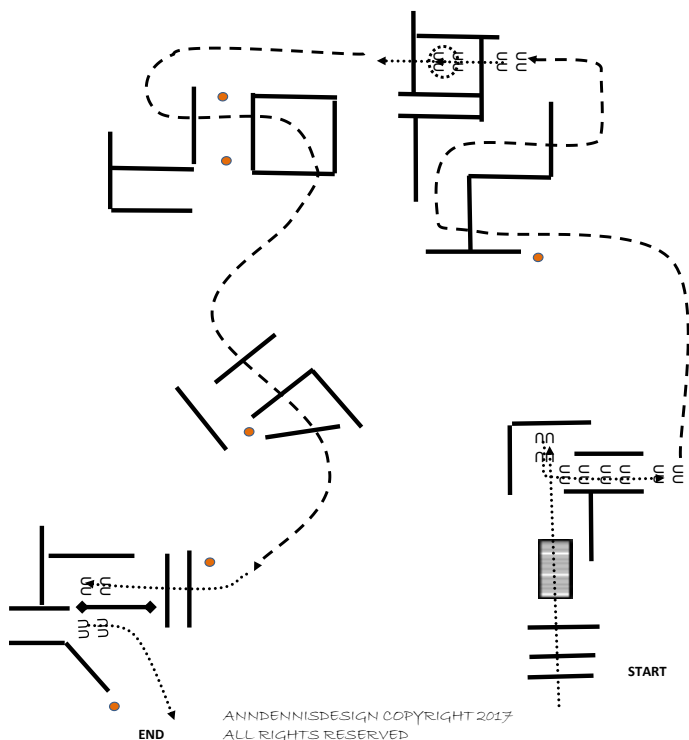
1. Sitting trot, stop, $\frac{1}{4}$ right turn on the forehand
2. Canter straight line left lead, hand gallop $\frac{1}{2}$ circle
3. Walk, canter small right circle
4. Posting trot on the proper diagonal, $\frac{1}{2}$ circle left, $\frac{1}{2}$ circle right, change diagonal accordingly
5. Stop, back up
6. Sitting trot $\frac{1}{2}$ circle left
7. Stop $\frac{3}{4}$ left turn on the forehand, walk out



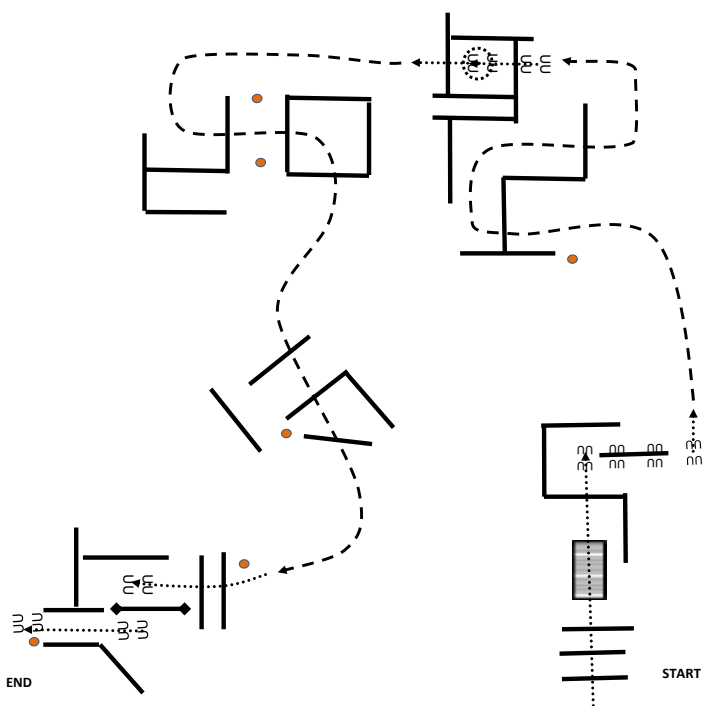
1. After 2nd fence, hand gallop to marker and stop
2. Drop your reins to signify completion



1. Walk over, left hand gate open, lead thru, close
2. Trot over into box, stop, 360° turn right, walk over
3. Trot over
4. Stop or break to a walk, walk over
5. Trot serpentine into chute
6. Stop in chute, back, walk over
7. Trot over
8. Stop or break to a walk, walk over, bridge, walk over

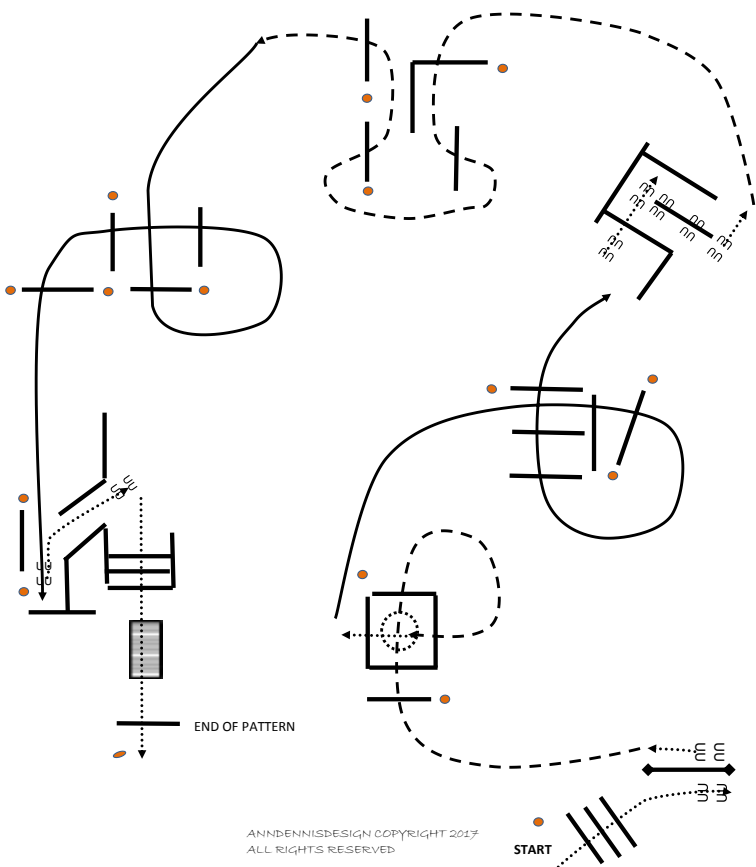


1. Walk overs, bridge
2. Back out chute
3. Trot serpentine
4. Stop or break to a walk, walk in box, 360° turn right, walk over
5. Trot over pole, thru markers and box
6. Trot overs
7. Stop or break to a walk, walk overs, stop, left hand gate open, lead thru, close, walk past marker to end pattern

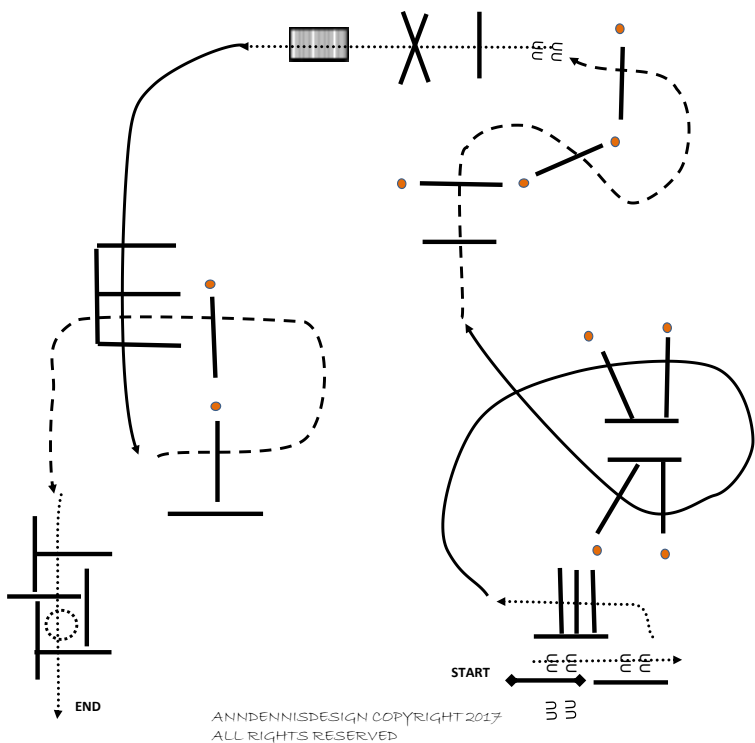


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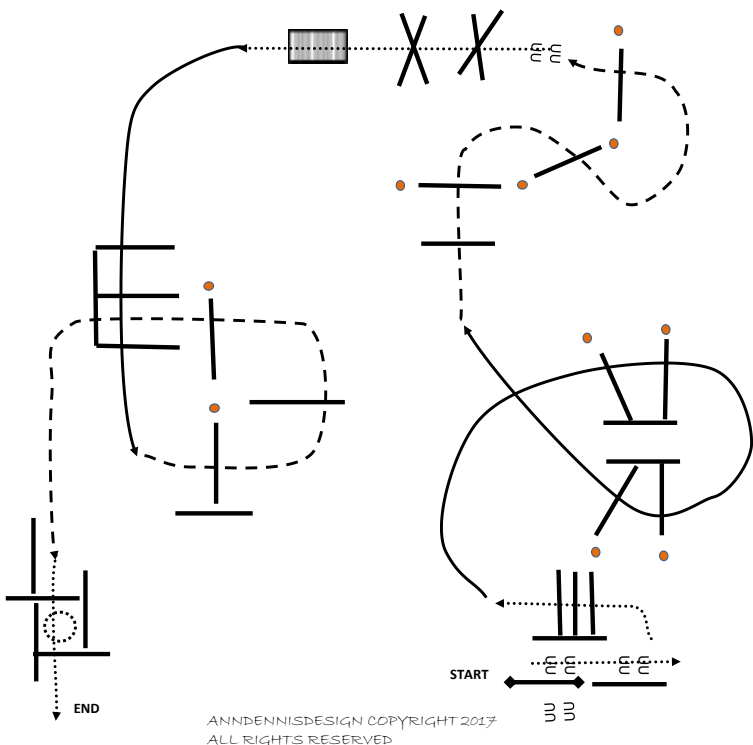
1. Walk overs, bridge, walk over
2. Sidepass right
3. Trot serpentine
4. Stop or break to a walk, walk in box, turn 360° right, walk over
5. Trot over pole, thru markers and box
6. Trot overs
7. Stop or break to a walk, walk overs, stop, left hand gate open, lead thru, close
8. Back out chute to end pattern



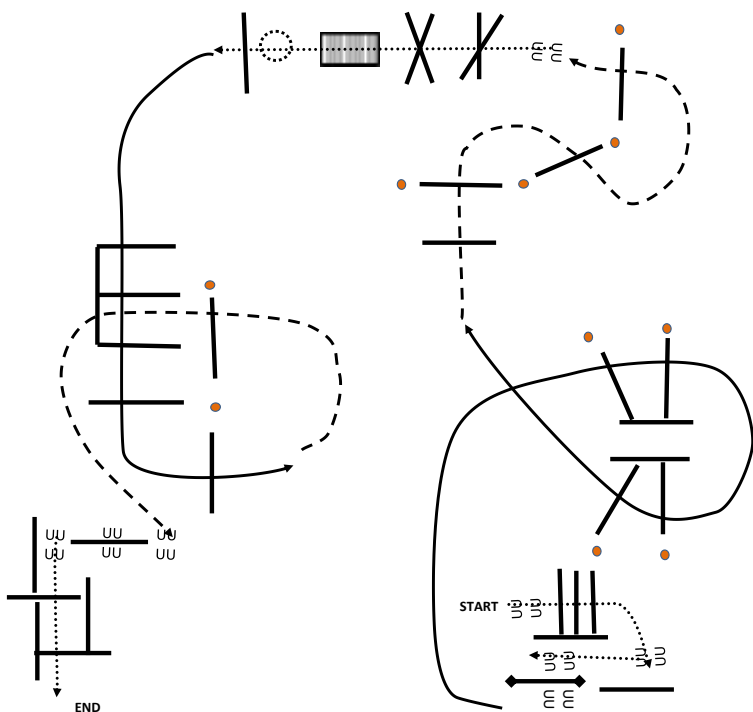
1. Walk overs, left hand gate open, ride thru, close
2. Jog overs into box, stop, 360° turn right or left, walk over
3. Right lead lope overs
4. Stop or break to a walk, walk over, stop, sidepass pole
5. Jog serpentine
6. Left lead lope overs
7. Lope in chute, stop, back out chute
8. Walk overs, bridge



1. Left hand gate, open, ride thru, close
2. Back out from gate, walk overs
3. Right lead lope overs
4. Jog serpentine
5. Stop or break to a walk, walk overs, bridge
6. Left lead lope overs
7. Jog overs
8. Stop or break to a walk, walk in box, stop, 360° turn either way, walk over

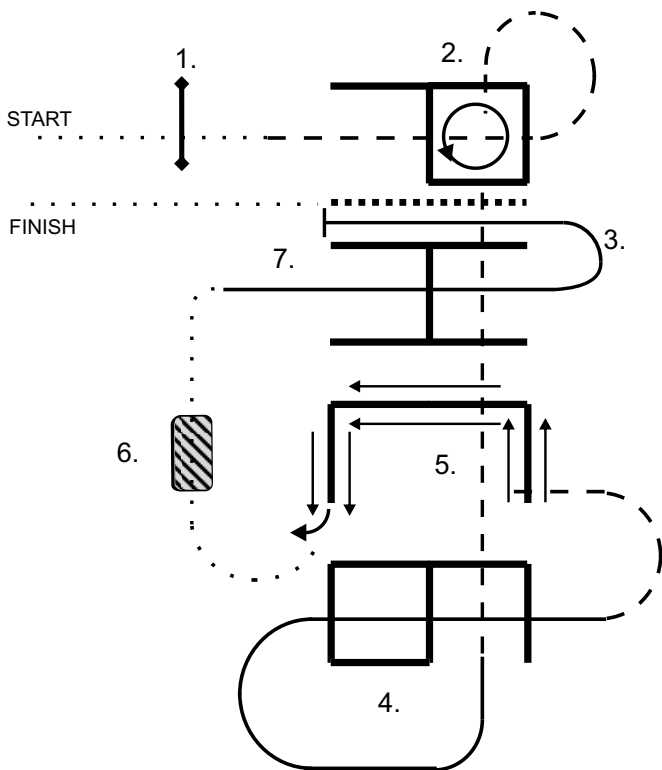


1. Left hand gate open, ride thru, close
2. Back out from gate, walk overs
3. Right lead lope overs
4. Jog serpentine
5. Stop or break to a walk, walk overs, bridge
6. Left lead lope overs
7. Jog overs
8. Stop or break to a walk, walk in box, stop, 360° turn either way, walk over



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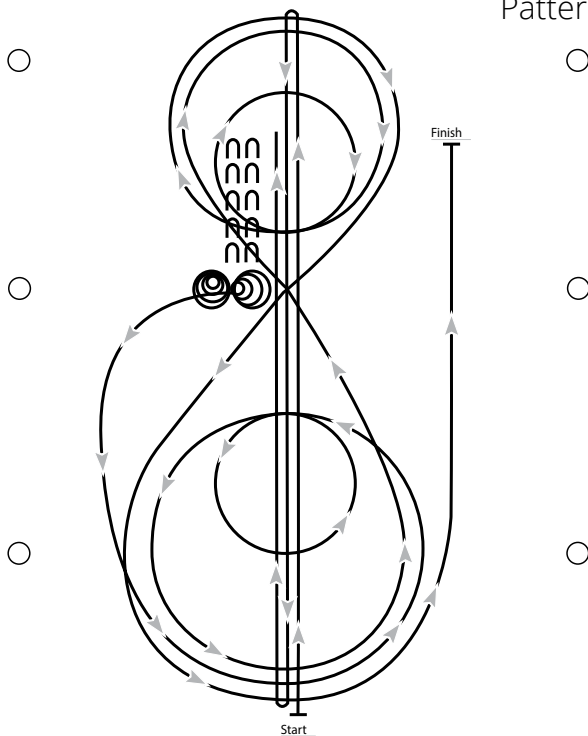
1. Walk overs, back to gate
2. Right hand gate open, ride thru, close, right lead lope
3. Right lead lope overs
4. Jog serpentine
5. Stop or break to a walk, walk overs, bridge, 360° turn either way, walk over
6. Left lead lope overs
7. Jog overs
8. Stop at pole, sidepass off pole, walk overs



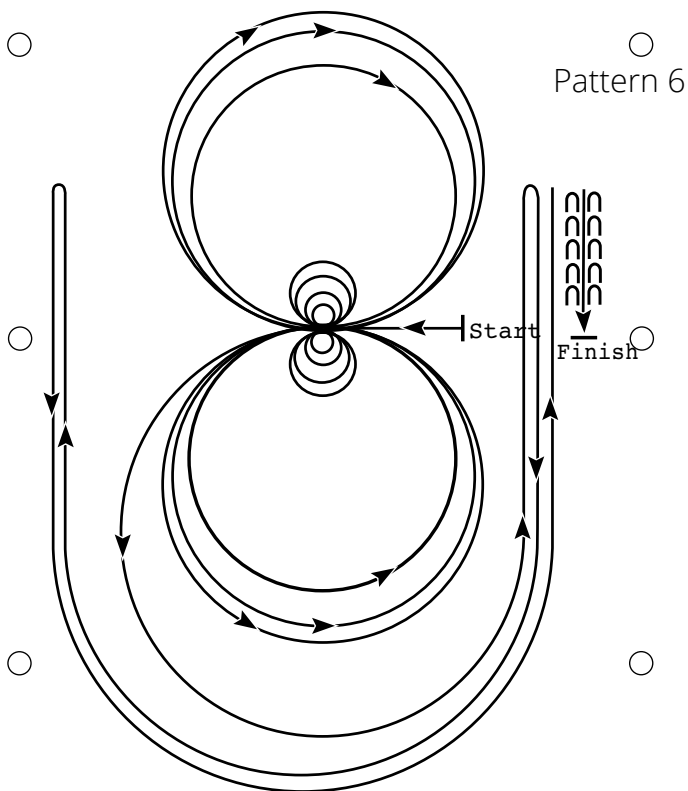
1. Work gate
2. Jog over 3 poles into box, turn 360 degrees to the left
3. Jog out of box and over 5 poles
4. Lope right lead over 3 poles
5. Break to a jog. Stop over pole. Sidepass to the right over 3 poles. Turn 90 degrees to the right
6. Walk over bridge
7. Lope left lead over pole, stop between obstacles. Back until even with corner of „P“

Walk to exit.

Pattern 1



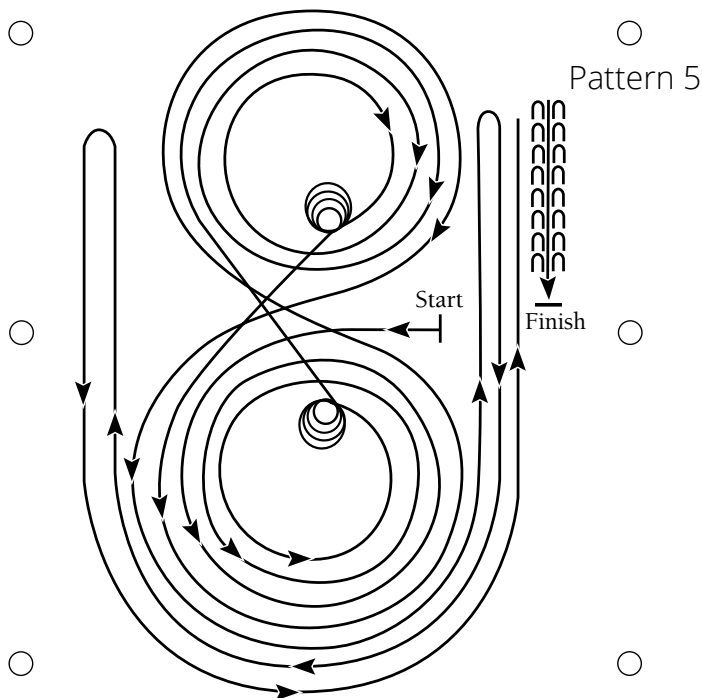
1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (3m). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left; the first circle large and fast; the second circle small and slow; the third circle large and fast.
Change leads at the center of the arena.
7. Complete three circles to the right; the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from wall or fence. Hesitate to demonstrate the completion of the pattern.
Rider may dismount and drop bridle to the designated judge.



Horses may walk or trot to the center of the arena. Beginning at the center of the arena facing the left wall or fence.

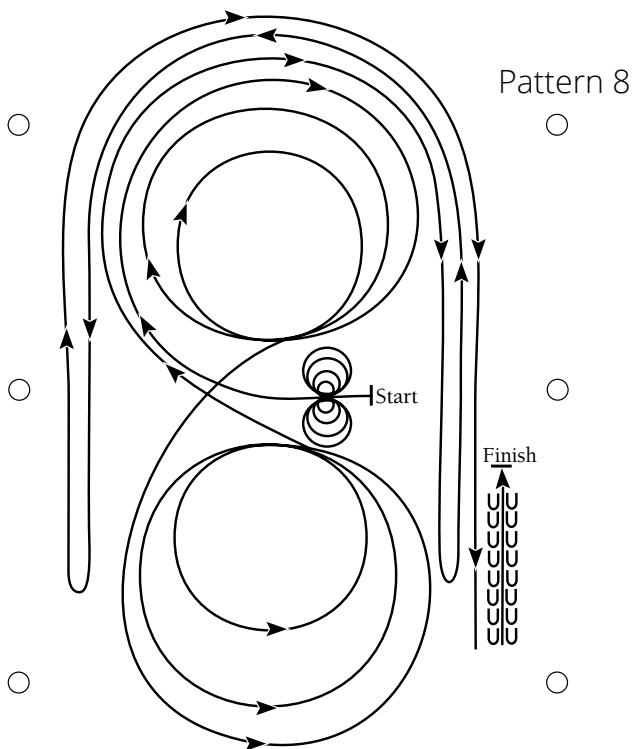
1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to 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, fast 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 (6.09m) 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 (6.09m) 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate the completion of the pattern.

Rider may dismount and drop bridle to the designated judge.



Horses may walk or trot to the center of the arena. Beginning at the center of the arena facing the left wall or fence.

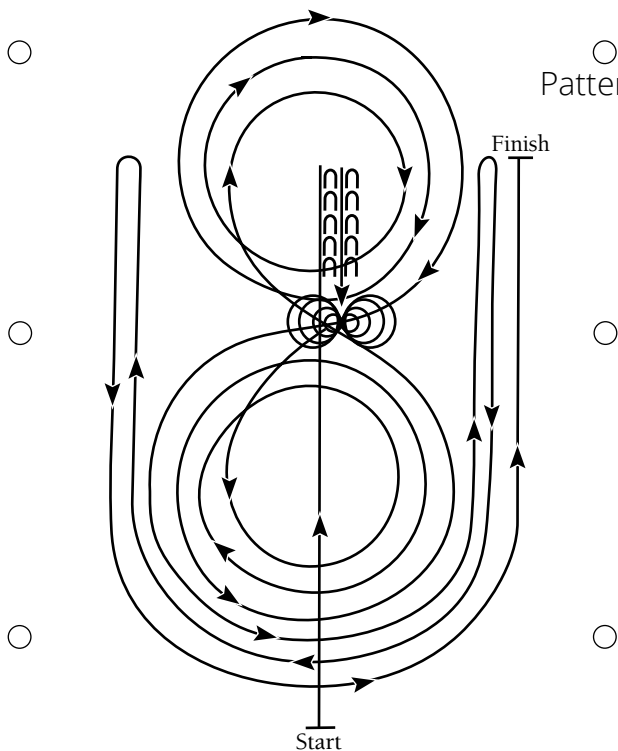
1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
 2. Complete four spins to the left. Hesitate.
 3. Beginning on the right lead, complete three circles to the right: the 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.
 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 (6.09m) 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 (6.09m) 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 (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.
- Rider may dismount and drop bridle to the designated judge.



Horses may walk or trot to the center of the arena. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left roll back at least twenty feet (6.09m) from the wall or fence – no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll-back at least twenty feet (6.09m) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern. Rider may dismount and drop bridle to the designated judge.

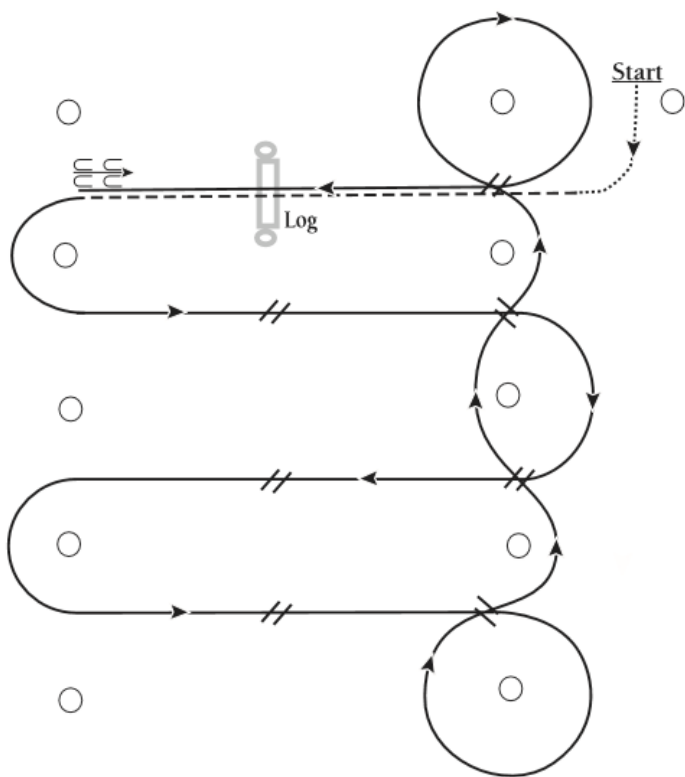
Pattern 9



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3m). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast 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 (6.09m) from the wall or fence – no hesitation.
7. Continue back around the 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 (6.09m) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Hesitate to demonstrate completion of the pattern.

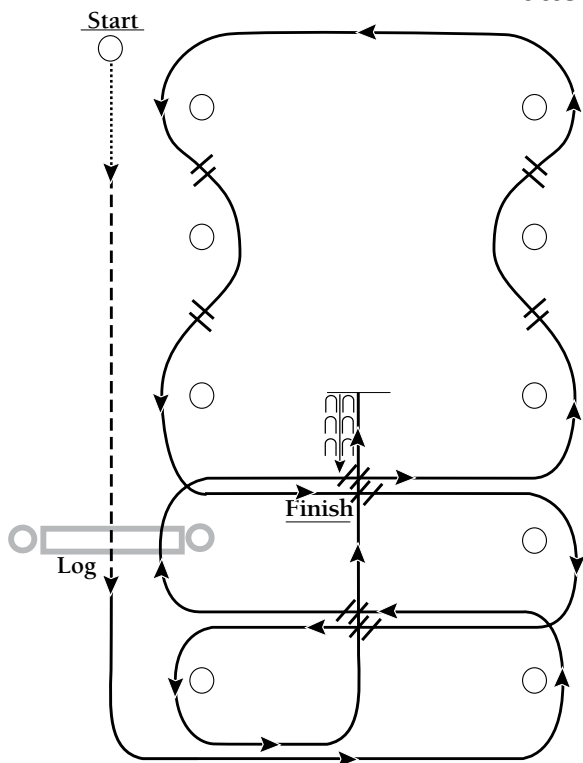
Rider may dismount and drop bridle to the designated judge.

Pattern 2



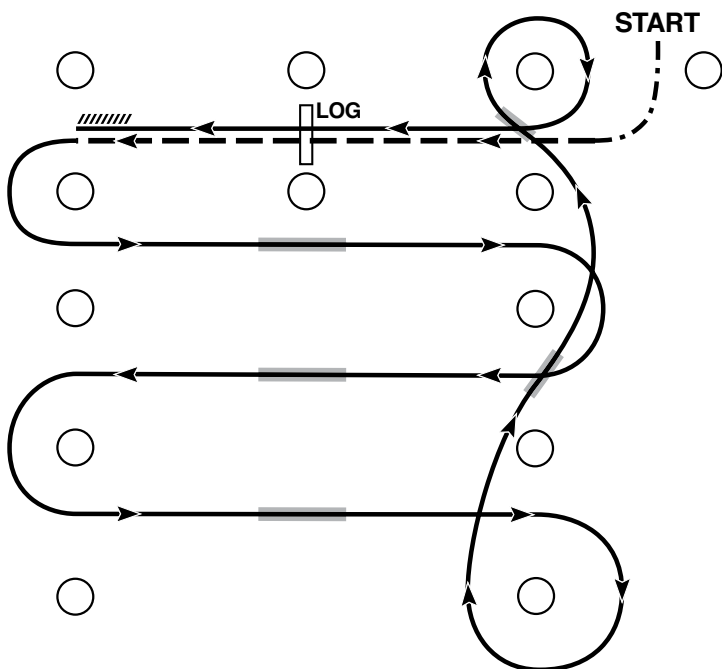
1. Walk, transition to jog, jog over log.
2. Transition to lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope over log.
11. Lope, stop and back.

Pattern 3

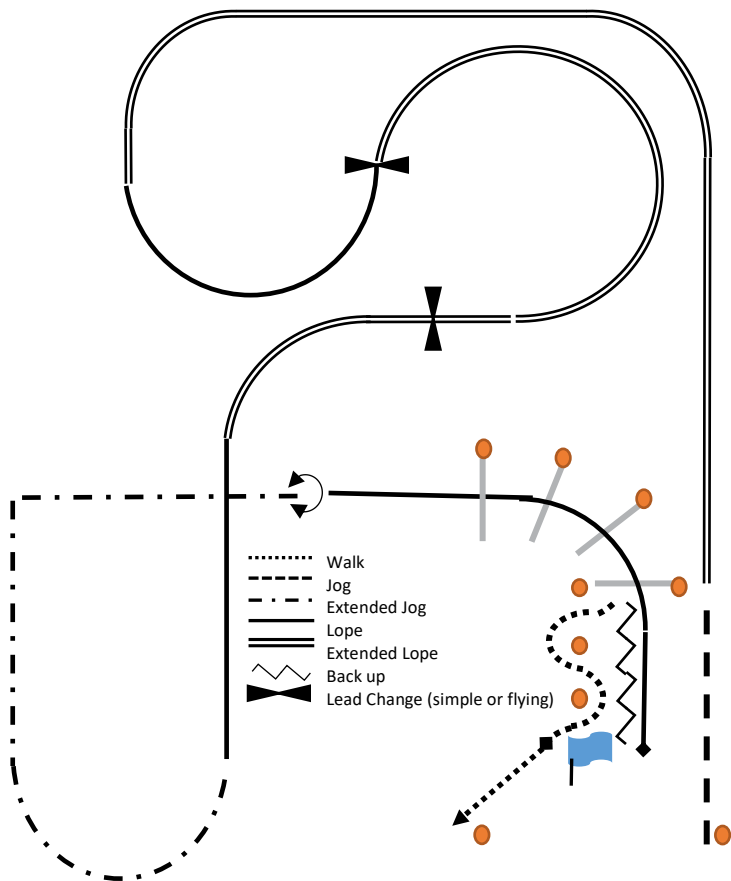


1. Walk halfway between markers; transition to jog, jog over log.
2. Transition to lope, lope to left around end.
3. First crossing change.
4. Lope over log.
5. Second crossing change.
6. First line change.
7. Second line change.
8. Third line change.
9. Fourth line change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.

Pattern 2

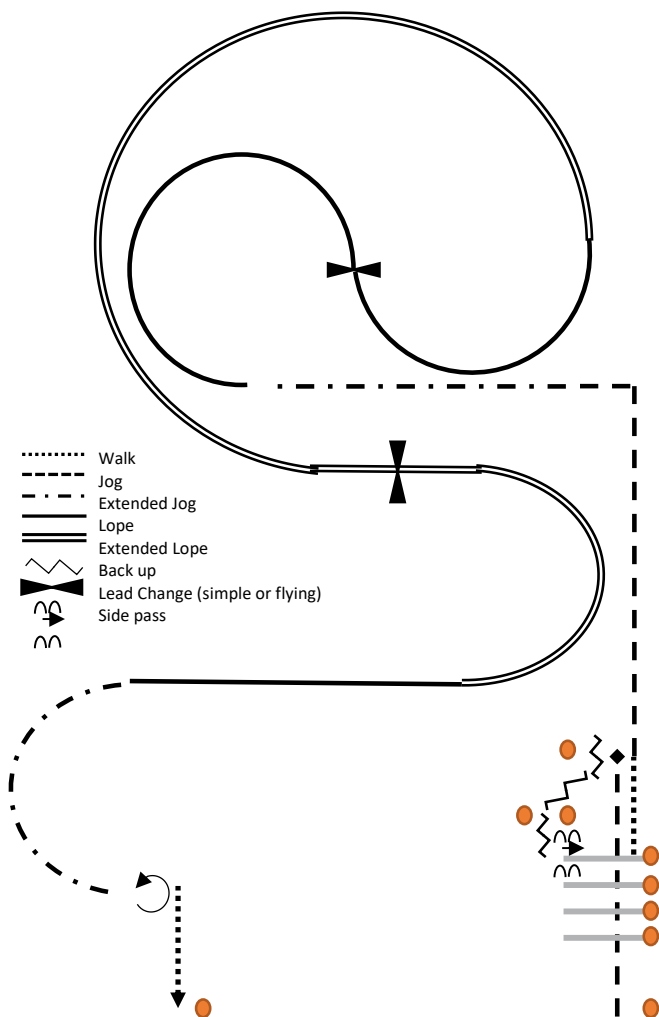


1. Walk, transition to log, jog over log.
2. Transition to left lead lope
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change and circle.
8. Lope over log.
9. Stop and back.



1. Jog, extended lope
2. Small ½ circle to the left, regular lope
3. Lead change, extend lope, ¾ small circle to the right
4. Lead change, ¼ circle to the left, regular lope long side of the arena
5. Extended jog ½ circle to the right, long side of the arena and around corner
6. Stop turn 360° both directions, either side first
7. Lope over, stop
8. Pick up object, back up, walk serpentine and put back object

Walk out



1. Jog over poles, stop
2. Back up
3. Side pass, walk
4. Jog, long side of the arena and corner to the left, extended jog
5. Regular lope, $\frac{3}{4}$ small circle to the right, lead change $\frac{1}{2}$ small circle to the left
6. Extend lope $\frac{3}{4}$ circle to the left, lead change, $\frac{1}{2}$ small circle right, regular lope straight line
7. Extended jog, $\frac{1}{2}$ circle to the left, stop
8. Turn $\frac{3}{4}$ left, walk



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