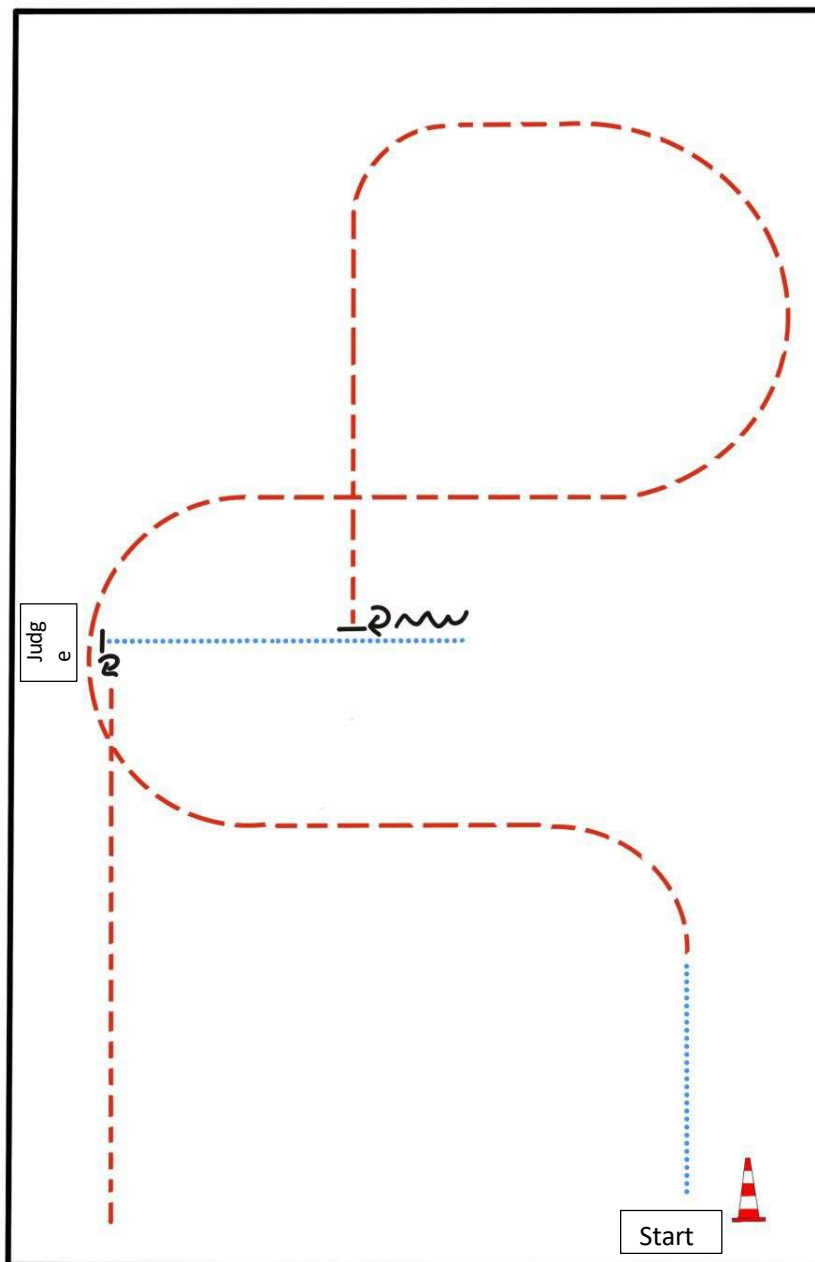


PATTERNBOOK
C-Turnier
Aarbergen

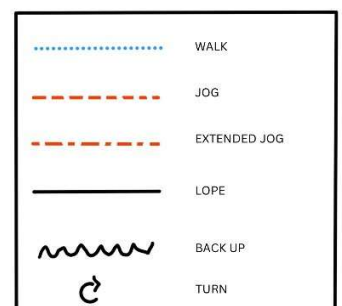
26./27. September 2026

Pattern Showmanship at Halter #11 - LK 4-5

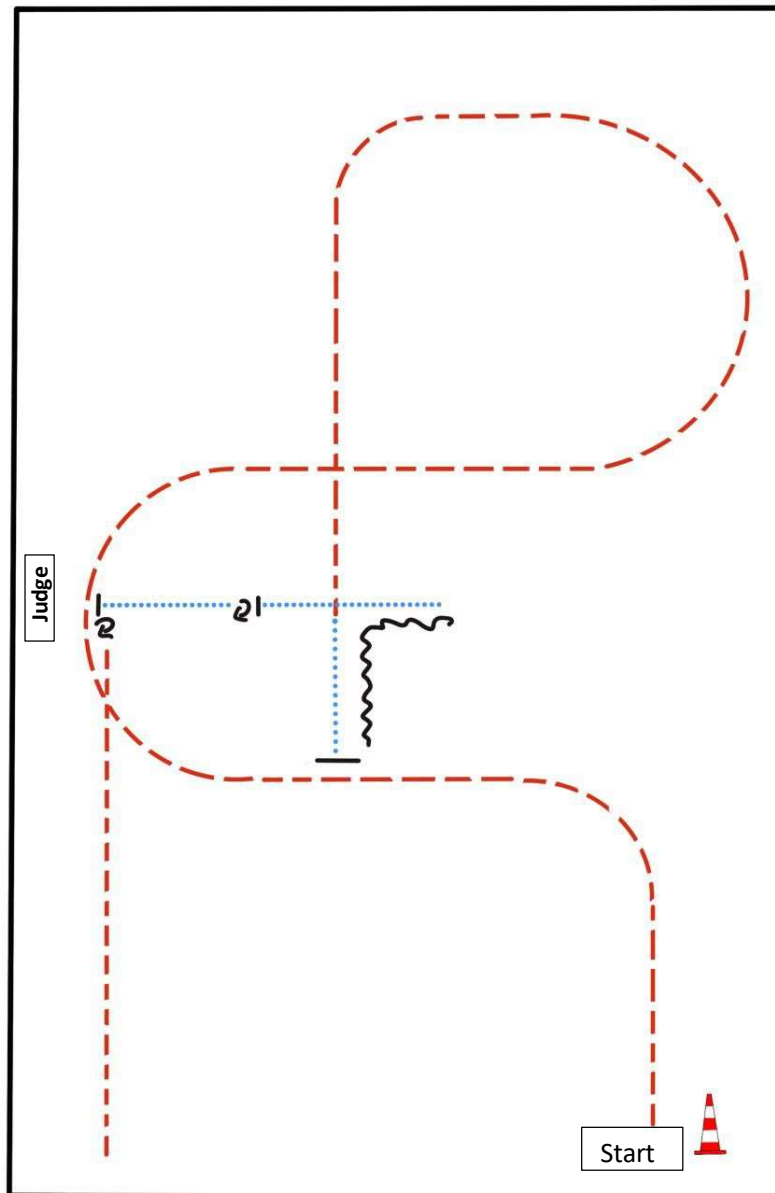


BE READY AT MARKER

- 1) WALK, TROT
- 2) TROT
- 3) STOP, TURN 90°
- 4) BACK UP
- 5) WALK, STOP
- 6) SET UP
- 7) INSPECTION
- 8) TURN 270°
- 9) TROT OUT



Pattern Showmanship at Halter #10 - LK 3

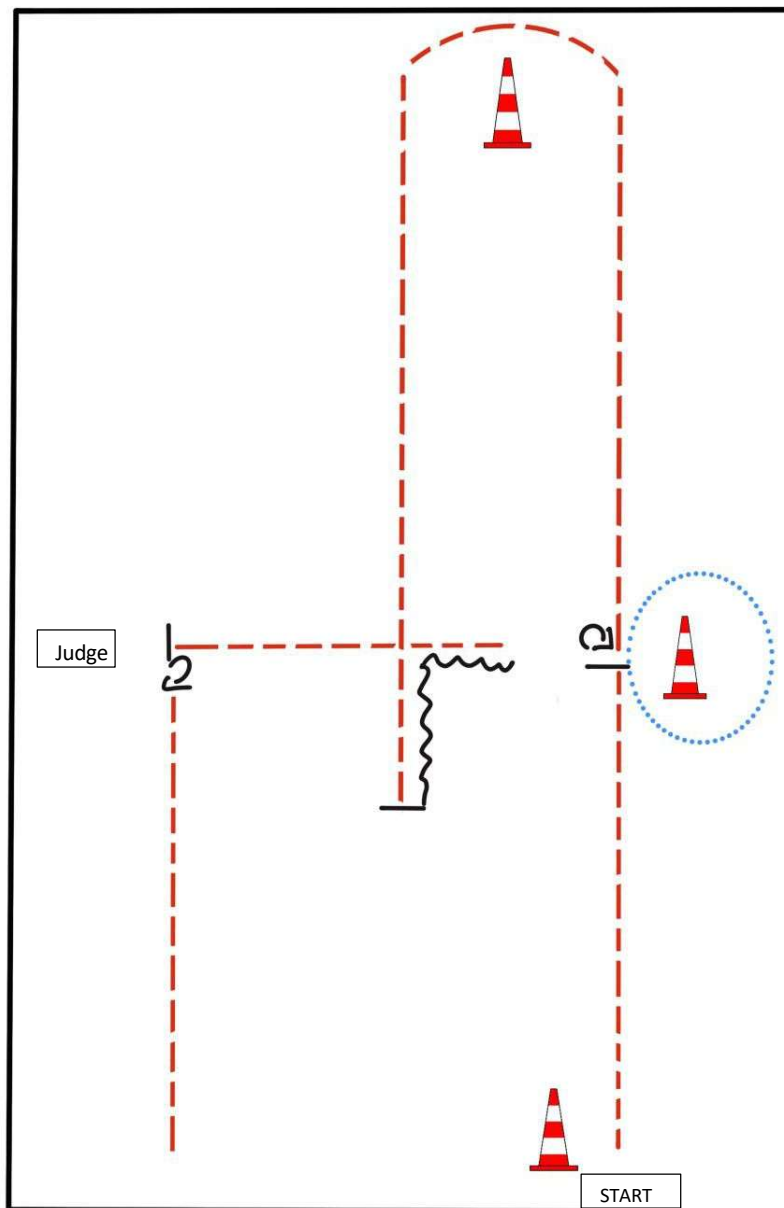


- BE READY AT MARKER

1. TROT
2. WALK
3. STOP, BACK UP
4. WALK
5. STOP, TURN 360°
6. WALK, STOP
7. SET UP
8. INSPECTION
9. TURN 270°
10. TROT OUT

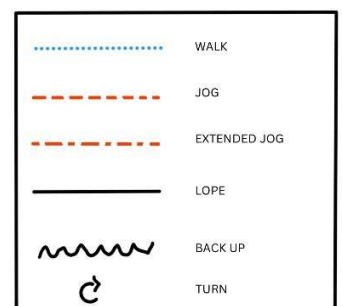
	WALK
	JOG
	EXTENDED JOG
	LOPE
	BACK UP
	TURN

Pattern Showmanship at Halter #4 - LK 1-2



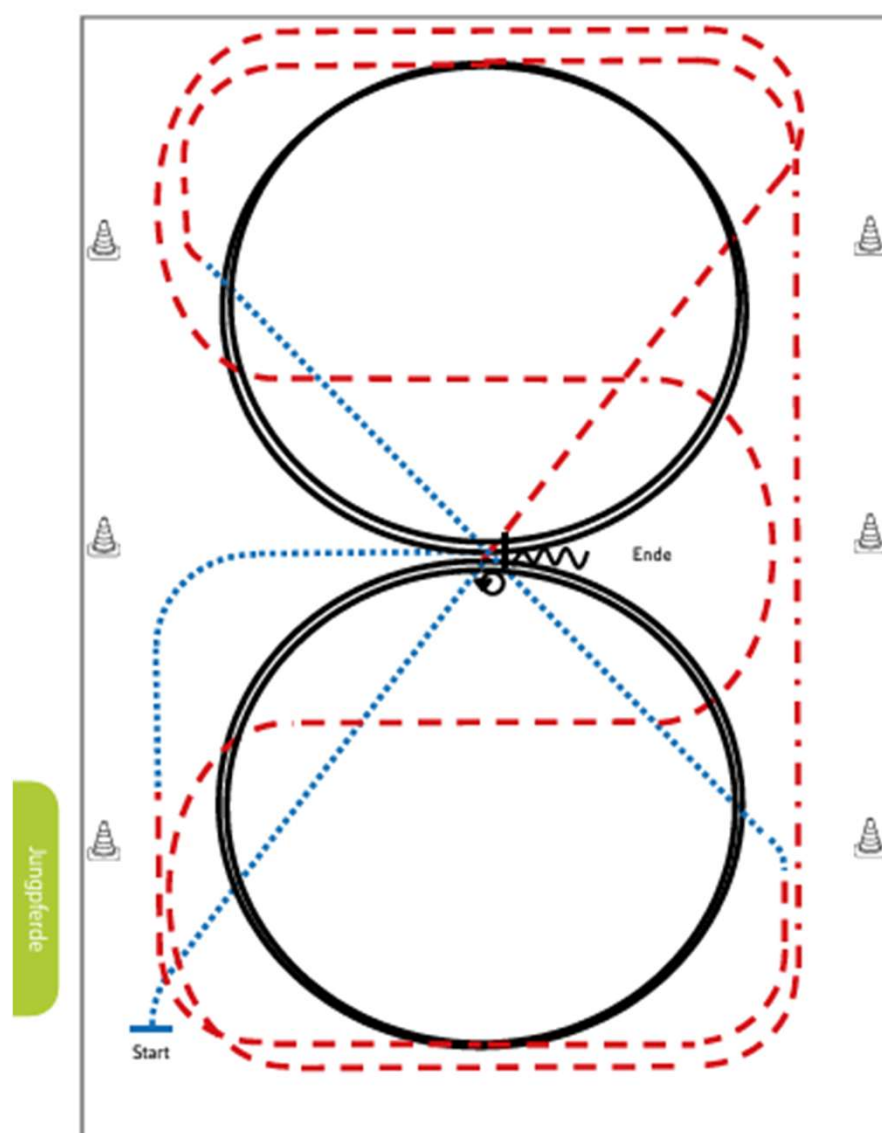
BE READY AT MARKER

- 1) TROT
- 2) STOP, TURN 360°
- 3) WALK SMALL CIRCLE
- 4) TROT
- 5) STOP, BACK UP
- 6) TROT, STOP
- 7) SET UP
- 8) INSPECTION
- 9) TURN 270°
- 10) TROT OUT



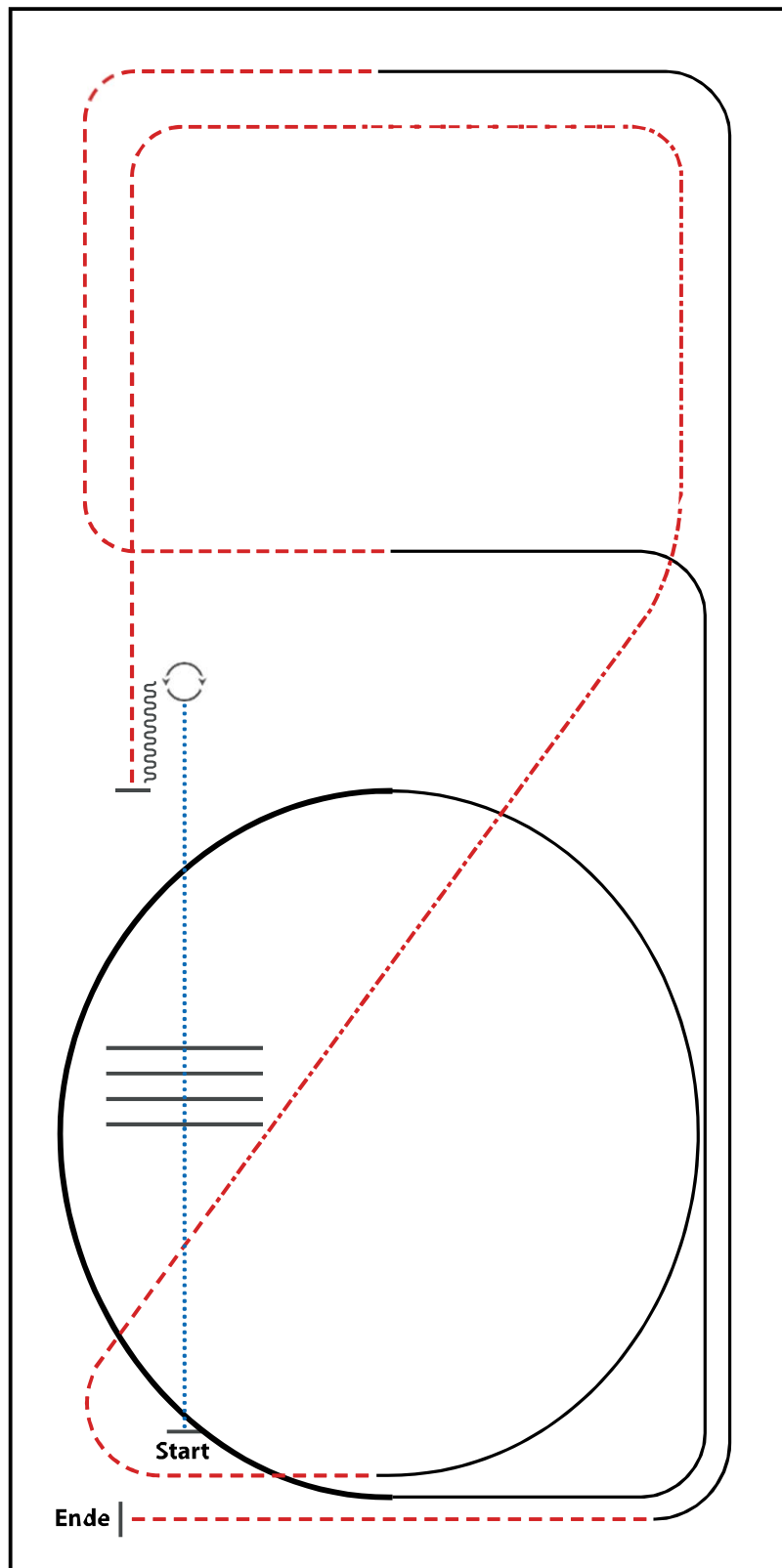


Jungpferde Basis Pattern 3 (4j.)



- 1) Schritt durch die ganze Bahn
- 2) Bei X Trab, Schlangenlinien durch die Bahn drei Bögen
- 3) An der langen Seite Tritte verlängern
- 4) Mitte der kurzen Seite 2 Zirkel Linksgalopp, Mitte der kurzen Seite Trab
- 5) Im Schritt durch die ganze Bahn wechseln, vor Erreichen des Hufschlags Trab
- 6) Mitte der kurzen Seite 2 Zirkel Rechtsgalopp
- 7) Mitte der kurzen Seite Trab, Schritt, Mitte der langen Seite abwenden, bei X anhalten
- 8) HHW 540° rechts oder links
- 9) Eine Pferdelänge Rückwärtsrichten

Legende:	
Schritt	
Trab	-----
Galopp	=====
Wechselzone	=====
Rückwärts	~~~~~

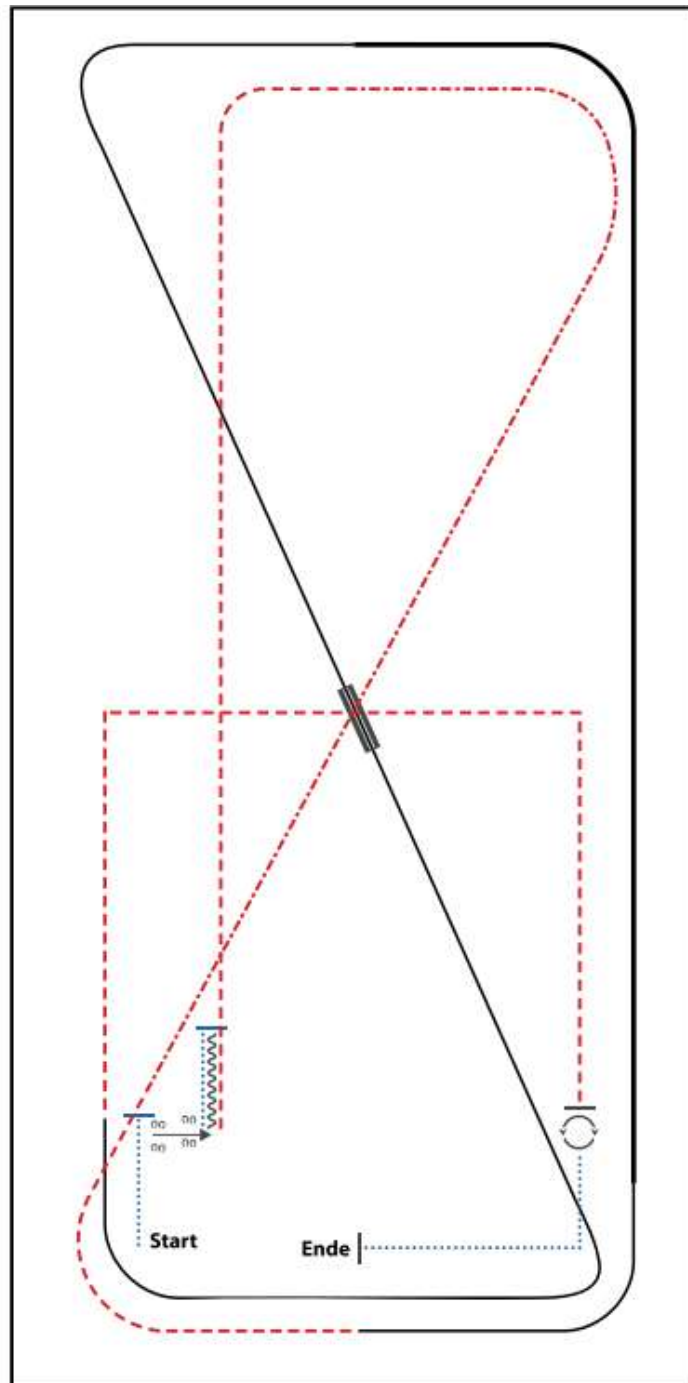


- 1) WALK
- 2) WALK OVER, WALK
- 3) STOP, 360° TURN (LEFT OR RIGHT)
- 4) BACK UP
- 5) TROT
- 6) EXTENDED TROT, TROT
- 7) LOPE (LL)
- 8) EXTENDED LOPE (LL), LOPE (LL)
- 9) TROT
- 10) LOPE (RL)
- 11) TROT, STOP

WALK (SCHRITT)
 EXTENDED WALK
 JOG/TROT (TRAB)
 EXTENDED TROT
 LOPE (GALOPP)
 EXTENDED LOPE
 BACK UP (RÜCKWÄRTS)
 LEAD CHANGE
 (GALOPPWECHSEL)
 TURN (DREHUNG)

EPSTE
 WESTERNREITER
 UNION
 HYPOKAMPFSTANDART WESTGERMANY

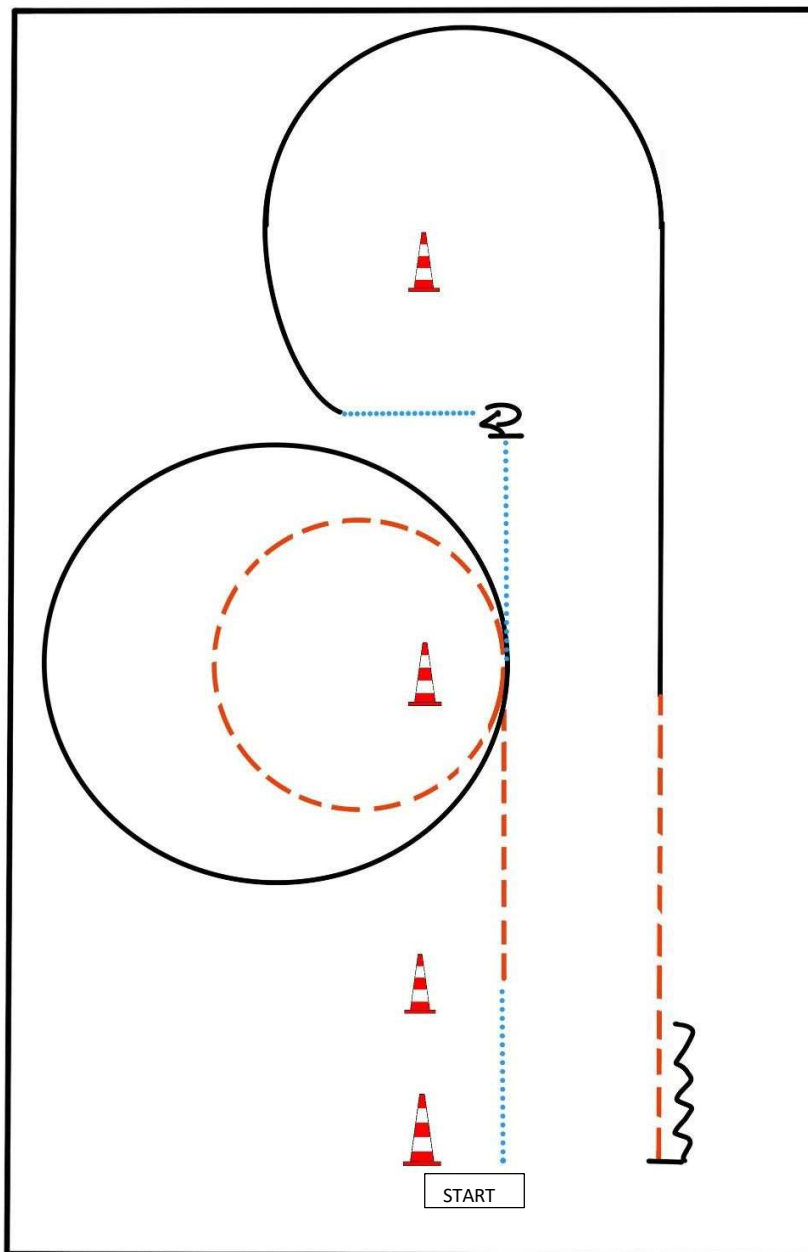
Ranch Riding LK 3A + LK 1-3 B (#20)



- 1) WALK, STOP
- 2) SIDEPASS RIGHT
- 3) WALK, STOP, BACK UP
- 4) TROT
- 5) EXTENDED TROT, TROT
- 6) LOPE (LL)
- 7) EXTENDED LOPE (LL), LOPE (LL)
- 8) LEADCHANGE (SIMPLE OR FLYING)
- 9) LOPE (RL)
- 10) TROT CORNERS
- 11) STOP, 360° TURN (LEFT OR RIGHT)
- 12) WALK, STOP

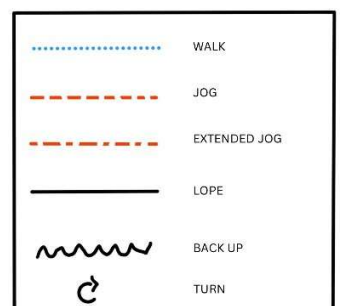
WALK (SCHRITT)	
EXTENDED WALK	
JOG/TROT (TRAB)	
EXTENDED TROT	
LOPE (GALOPP)	
EXTENDED LOPE	
BACK UP (RÜCKWÄRTS)	
LEAD CHANGE (GALOPPWECHSEL)	
TURN (DREHUNG)	

Pattern Western Horsemanship #10 - LK 3 A und LK 1-3 B

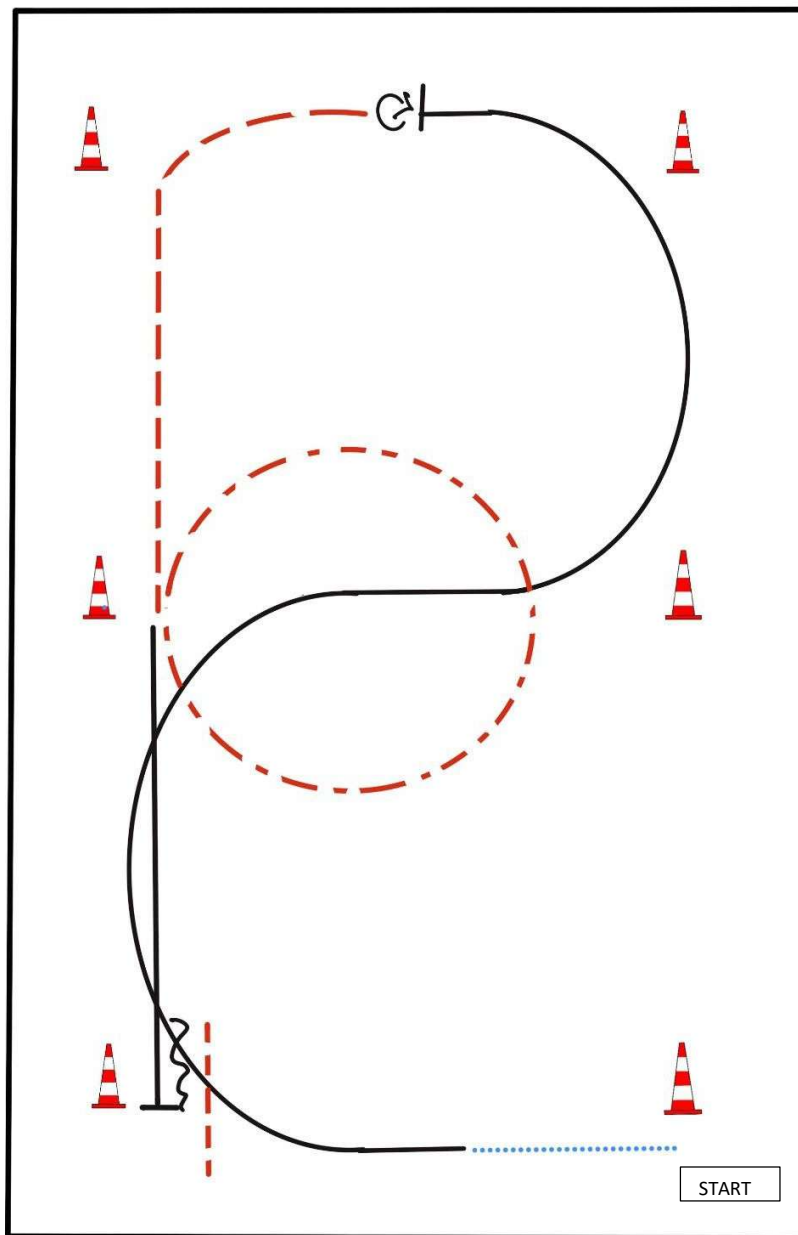


BE READY AT MARKER

1. WALK
2. JOG SMALL CIRCLE LEFT
3. LOPE (LL)
4. WALK, STOP
5. TURN 270° RIGHT, WALK
6. LOPE (RL)
7. JOG
8. STOP, BACK UP

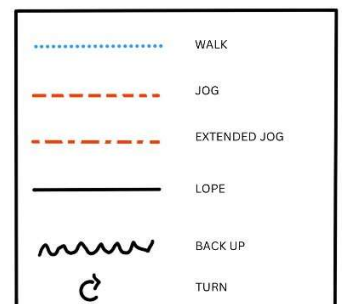


Pattern Western Horsemanship #1 - LK 1-2



BE READY AT MARKER

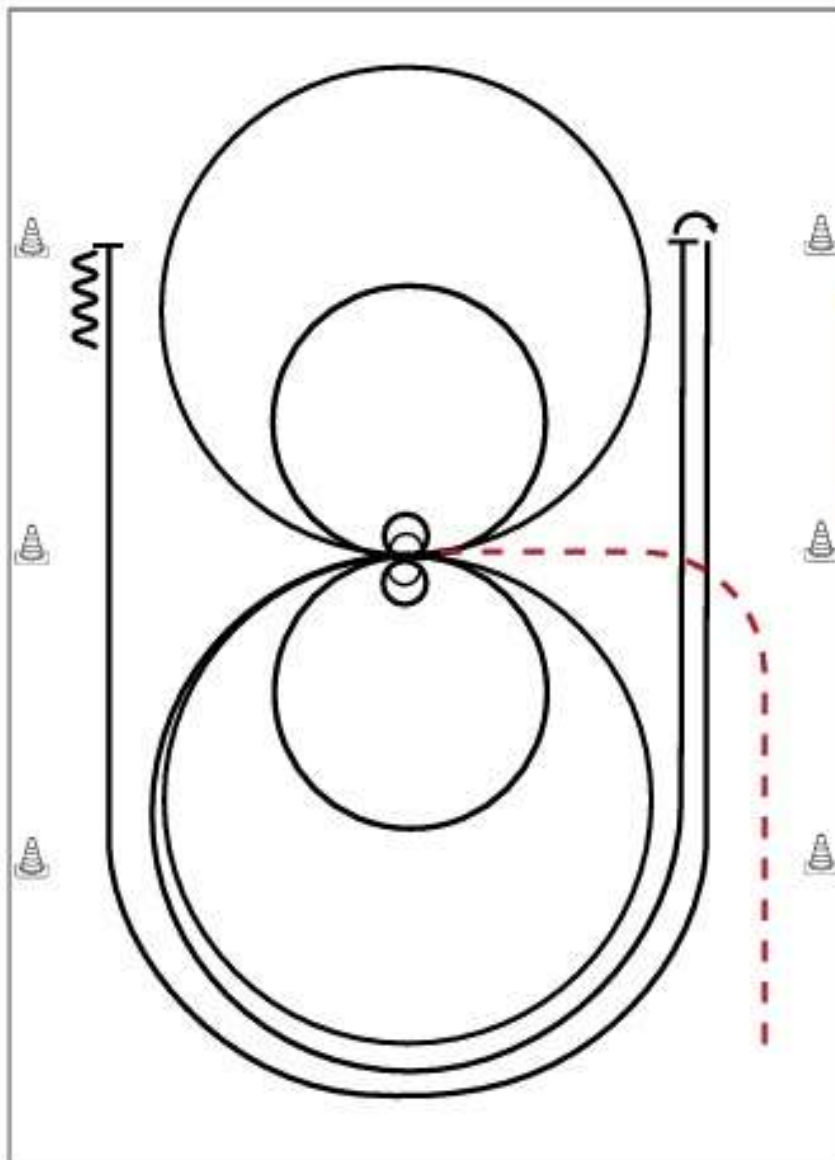
- 1) WALK
- 2) LOPE (RL)
- 3) STOP, TURN 360° LEFT OR RIGHT
- 4) JOG
- 5) EXTENDED JOG CIRCLE
- 6) LOPE (LL)
- 7) STOP, BACK UP, JOG OUT



Pattern Reining LK 4



Reining Pattern 18 (nur für LK 4)



Im Trab zur Mitte der Bahn. Beginn der Aufgabe aus dem Schritt oder Stand

Trab	----
Galopp	=====
Rückwärts	~~~~~

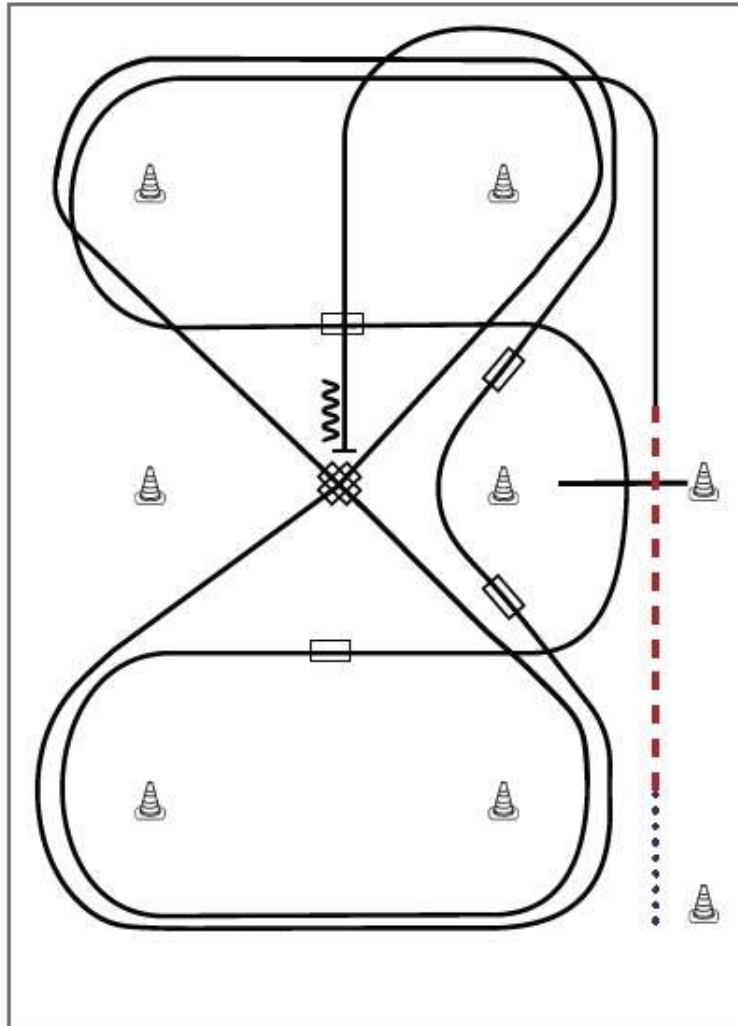
- 1) 2 Spins **rechts**, verharren
- 2) 2 Zirkel **rechts**, 1. groß und schnell, 2. klein und langsam, Stop bei X, verharren
- 3) 2 Spins **links**, verharren
- 4) 2 Zirkel **links**, 1. groß und schnell, 2. **klein** und langsam
- 5) Galopp (**links**) auf dem Zirkel, der nicht geschlossen wird, Run Down entlang der langen Seite, Stop mind. 6,00m von der Bande entfernt hinter dem **Mittelmarker**, Rollback **rechts**, kein Verharren
- 6) Galopp (**rechts**) auf dem Zirkel, der nicht geschlossen wird, Run Down entlang der langen Seite, Stop mind. 6,00m von der Bande entfernt hinter dem **Mittelmarker**, Rückwärtsrichten mind. 3,00m, Verharren

Der Reiter muss das Kopfstück zur Gebisskontrolle vor dem Richter abnehmen.

Pattern Western Riding LK 3



Western Riding Pattern 24 (für Junior-Pferde), 20 x 40 Meter

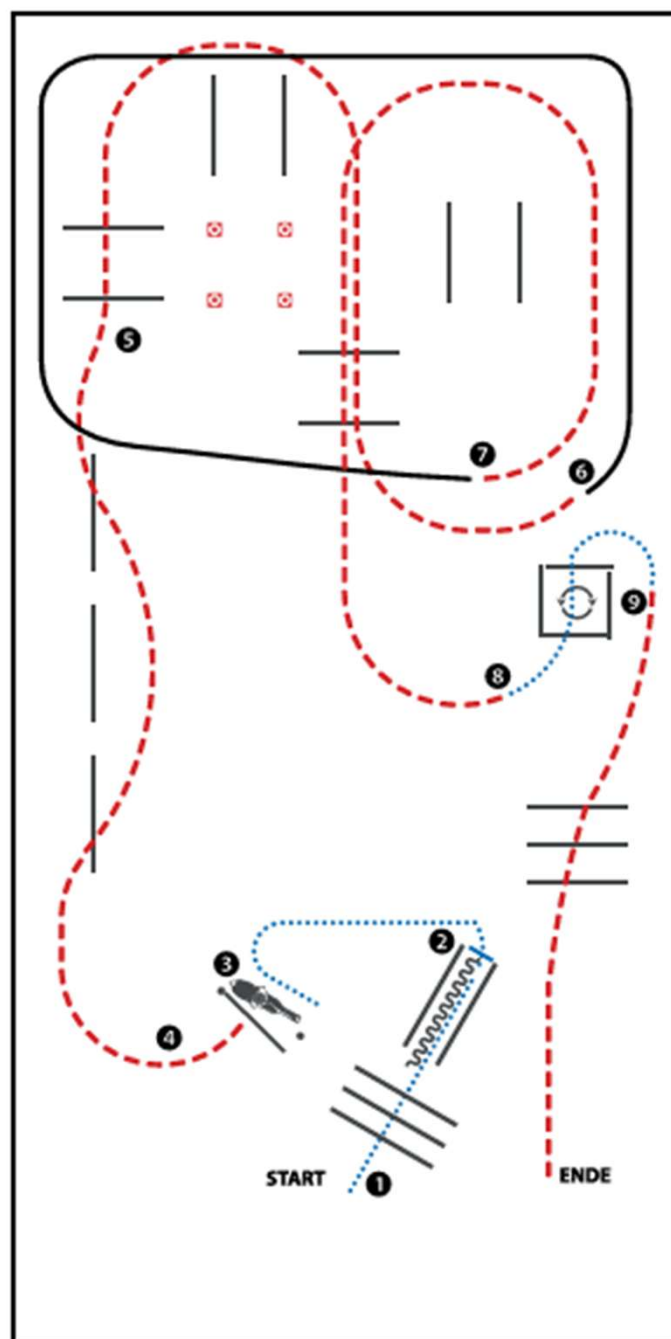


- 1) Schritt vom Startpylon zum ersten Marker, Übergang zum Trab, Trab über die Stange
- 2) Übergang zum Linksgalopp, Galopp an der kurzen Seite
- 3) 1. Galoppwechsel mit Seitenwechsel
- 4) Galopp über die Stange
- 5) 2. Galoppwechsel mit Seitenwechsel
- 6) 1. Galoppwechsel auf der Diagonalen
- 7) 2. Galoppwechsel auf der Diagonalen
- 8) 1. Galoppwechsel auf der Linie
- 9) 2. Galoppwechsel auf der Linie
- 10) Mitte der kurzen Seite abwenden, Stop auf Höhe des Mittelmarkers, Rückwärtsrichten



Pattern Trail LK 4/5

Trail-Set 5 #3 LK 4/5 C Turnier Arenagröße 20 x 40 m



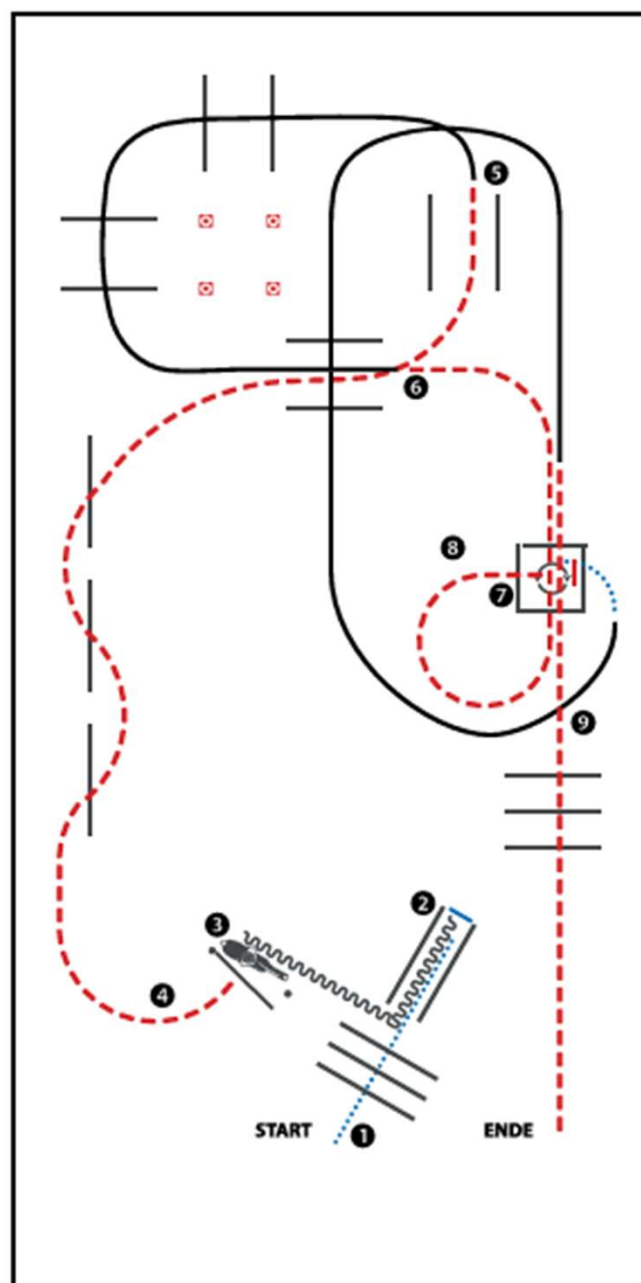
(Erhöhungen optional)

- 1) WALK OVER, WALK INTO CHUTE, STOP
- 2) BACK UP
- 3) WALK OUT, GATE
- 4) JOG OVER
- 5) JOG OVER
- 6) LOPE (LL)
- 7) JOG OVER
- 8) WALK INTO BOX, 360° TURN EITHER WAY (LEFT OR RIGHT), WALK OUT
- 9) JOG OVER

WALK (SCHRIITT)	
EXTENDED WALK	
JOG/TROT (TRAB)	
EXTENDED TROT	
LOPE (GALOPP)	
EXTENDED LOPE	
BACK UP (RÜCKWÄRTS)	~~~~~
LEAD CHANGE SIMPLE OR FLYING	=====
(GALOPFWECHEL EINFACH ODER FLIEGEND)	=====
TURN (DREHUNG)	

Pattern Trail LK 3

Trail-Set 5 #2 LK 3 C Turnier Arenagröße 20 x 40 m



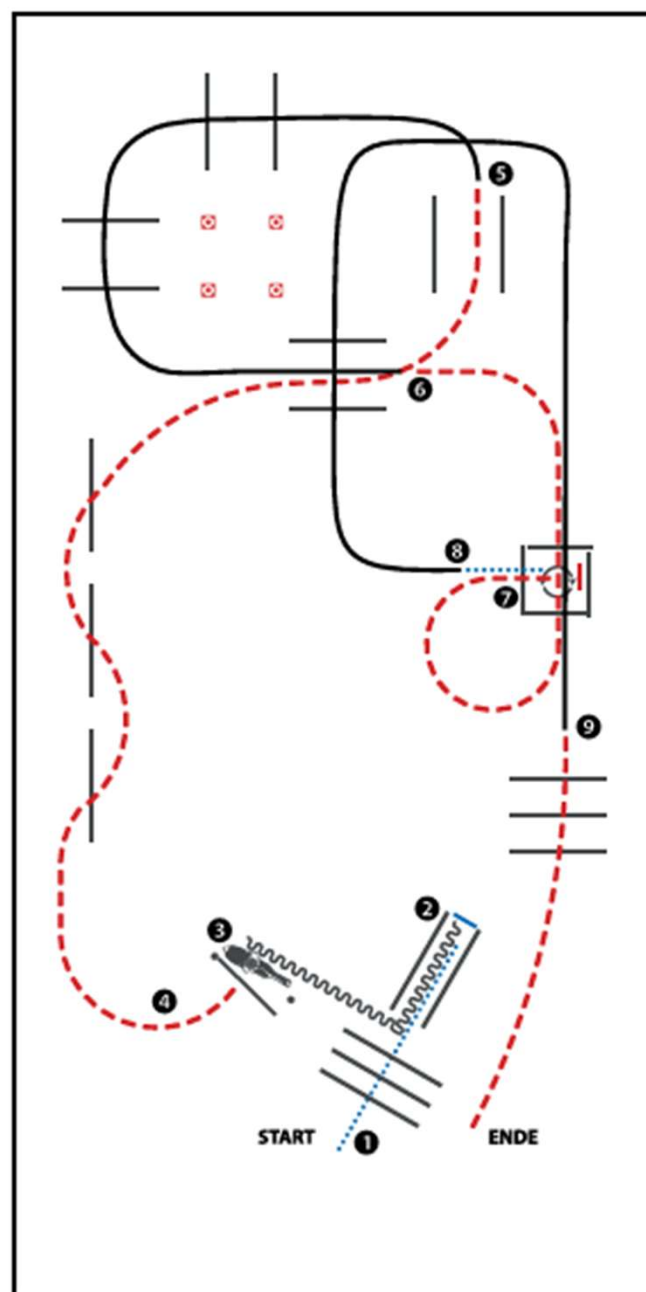
(Erhöhungen optional)

- 1) WALK OVER, WALK INTO CHUTE, STOP
- 2) BACK UP
- 3) GATE
- 4) JOG OVER
- 5) LOPE OVER (LL)
- 6) JOG OVER, JOG INTO BOX, STOP
- 7) 360° TURN EITHER WAY (LEFT OR RIGHT), WALK OUT
- 8) LOPE OVER (RL)
- 9) JOG OVER



Pattern Trail LK 1/2

Trail-Set 5 #1 LK 2/1 C Turnier Arenagröße 20 x 40 m



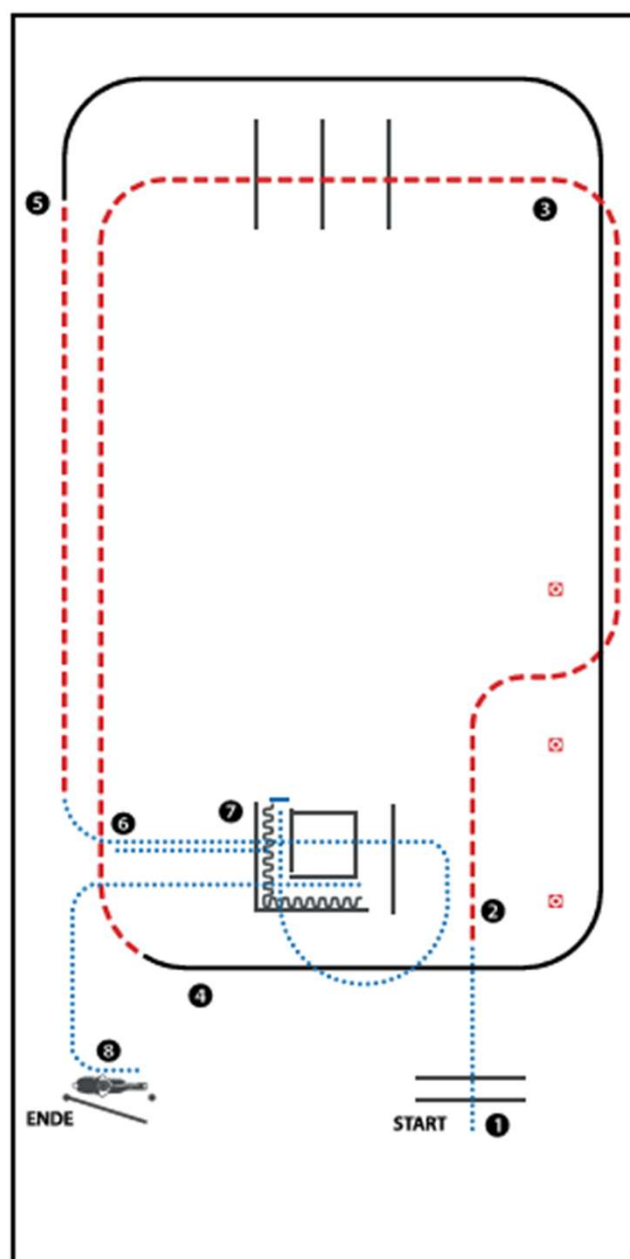
(Erhöhungen optional)

- 1) WALK OVER, WALK INTO CHUTE, STOP
- 2) BACK UP
- 3) GATE
- 4) JOG OVER
- 5) LOPE OVER (LL)
- 6) JOG OVER, JOG INTO BOX, STOP
- 7) 540° TURN EITHER WAY (LEFT OR RIGHT), WALK OUT
- 8) LOPE OVER (RL)
- 9) JOG OVER



Pattern Z Trail LK 4/5

Trail-Set 7 #3 LK 4/5 C Turnier Arenagröße 20 x 40 m



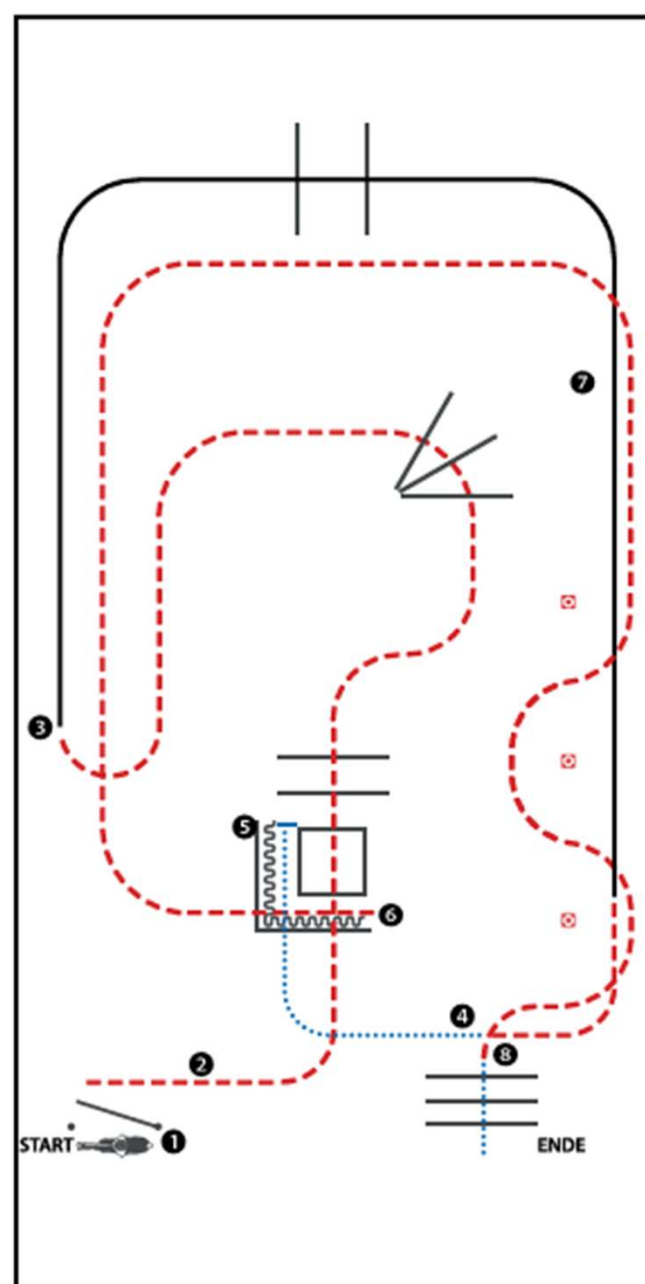
(Erhöhungen optional)

- 1) WALK OVER
- 2) JOG SERPENTINE
- 3) JOG OVER
- 4) LOPE (LL)
- 5) JOG
- 6) WALK OVER, WALK INTO CHUTE, STOP
- 7) BACK UP, WALK OUT
- 8) GATE

WALK (SCHRIITT)
EXTENDED WALK
JOG/TROT (TRAB)
EXTENDED TROT
LOPE (GALOPP)
EXTENDED LOPE
BACK UP (RÜCKWÄRTS)
LEAD CHANGE SIMPLE OR FLYING
(GALOPPWICHEL EINFACH
ODER FLEGEND)
TURN (DREHUNG)

Pattern Z Trail LK 1-3

Trail-Set 7 #2 LK 3 C Turnier Arenagröße 20 x 40 m



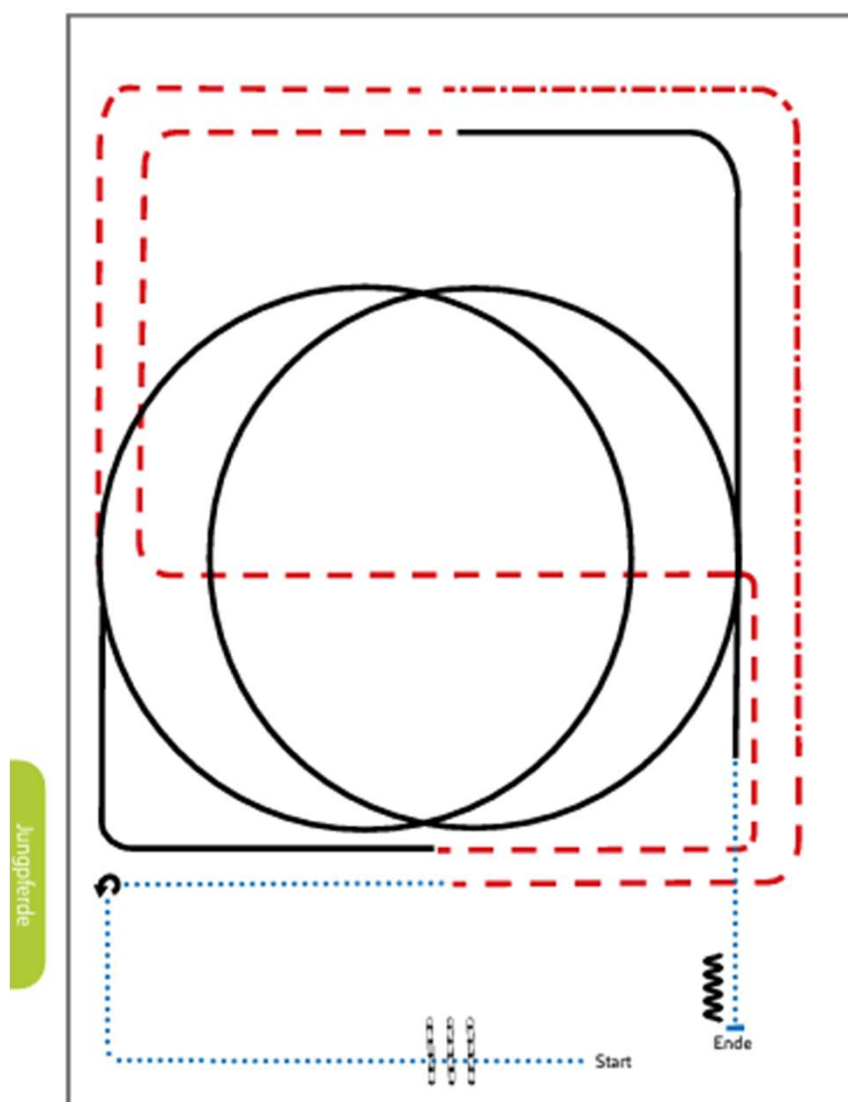
(Erhöhungen optional)

- 1) GATE
- 2) JOG OVER
- 3) JOG OVER
- 4) LOPE OVER (RL)
- 5) WALK INTO CHUTE, STOP
- 6) BACK UP
- 7) JOG OUT, JOG SERPENTINE
- 8) WALK OVER

WALK (SCHRIITT)	
EXTENDED WALK	
JOG/TROT (TRAB)	
EXTENDED TROT	
LOPE (GALOPP)	
EXTENDED LOPE	
BACK UP (RÜCKWÄRTS)	~~~~~
LEAD CHANGE SIMPLE OR FLYING	
(GALOPFWECHEL EINFACH ODER FLIEGEND)	
TURN (DREHUNG)	



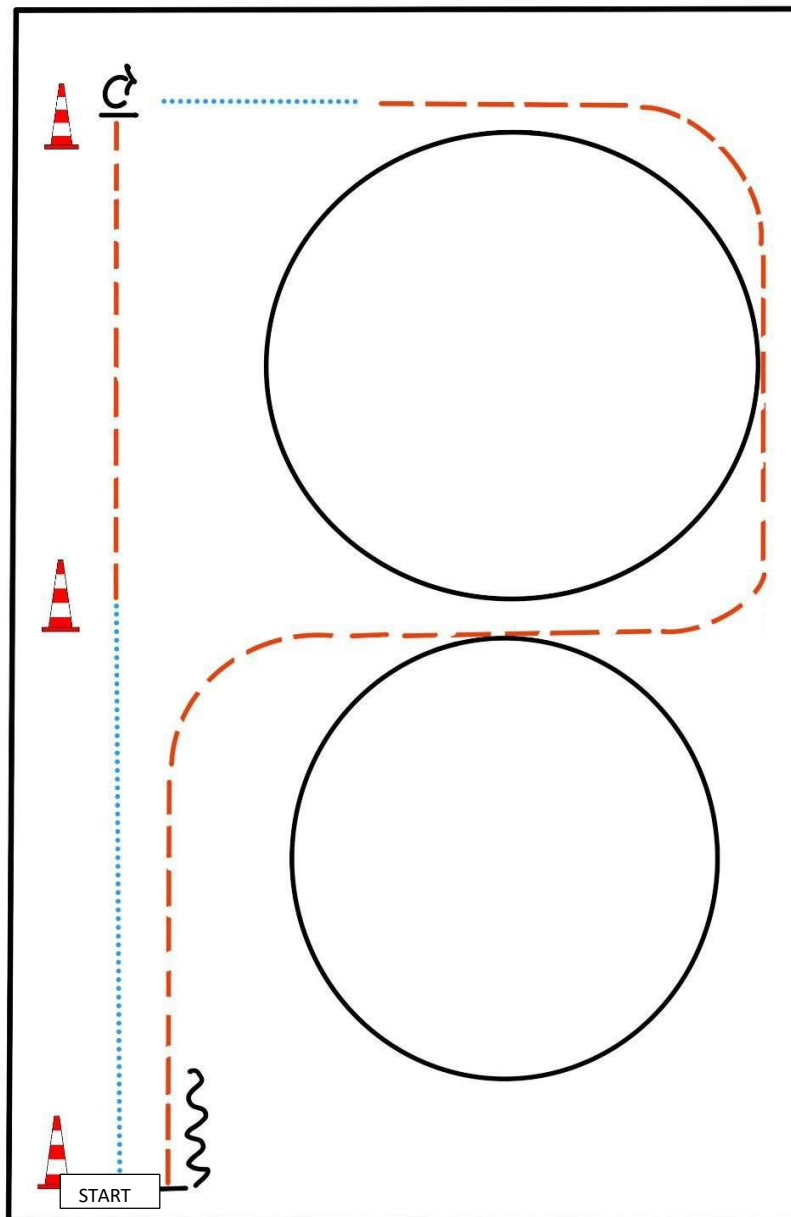
Jungpferde Ranch Riding Pattern 1 (4j.)



- 1) Walk, Walk over, Walk
- 2) Stop, 270° Turn left, Walk
- 3) Trot, extended Trot
- 4) Trot
- 5) Lope LL circle, Lope
- 6) Trot
- 7) Lope RL circle, Lope
- 8) Walk, Stop
- 9) Back up

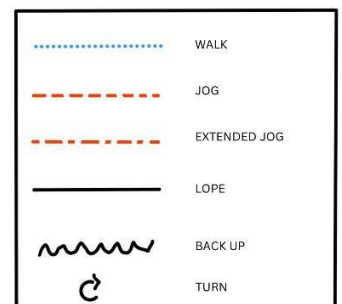
Legende:	
Schritt	
Trab	-----
Galopp	-----
Wachszonen	=====
Rückwärts	~~~~~

Pattern Western Horsemanship #4 - LK 4-5

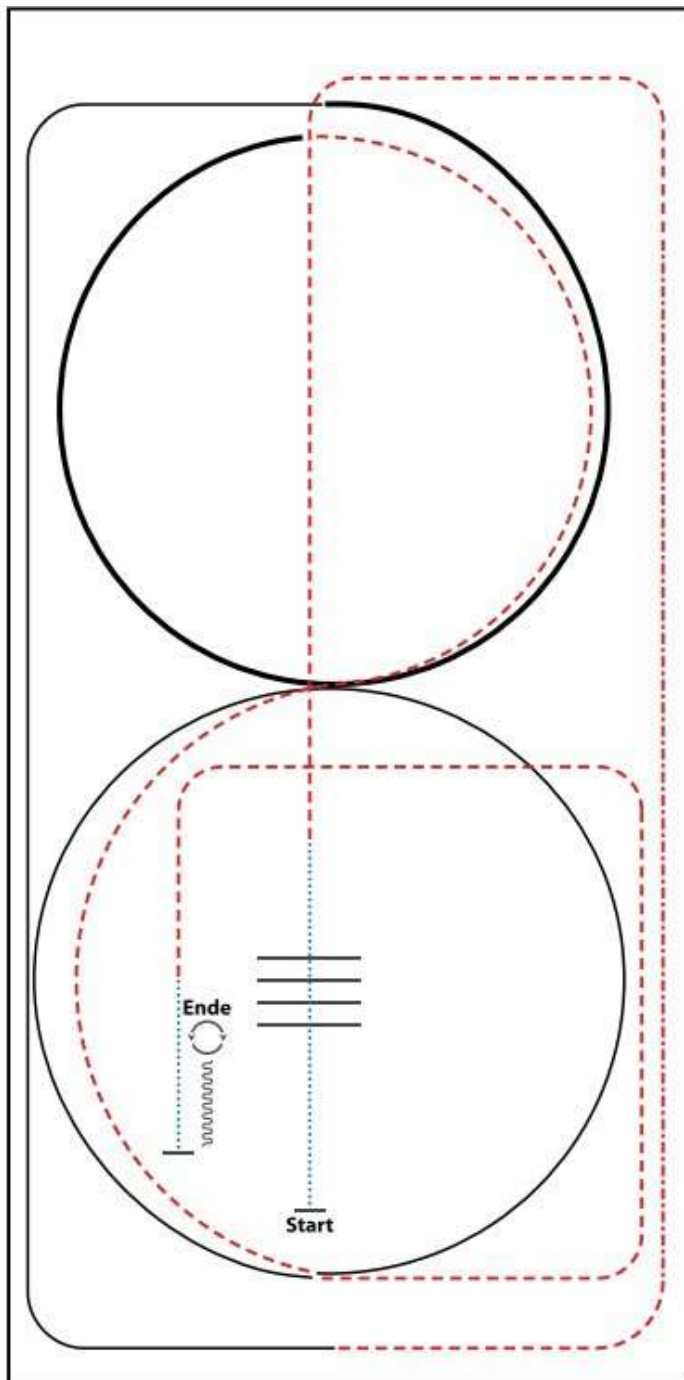


BE READY AT MARKER

- 1) WALK
- 2) JOG
- 3) STOP, TURN 90° RIGHT
- 4) WALK
- 5) JOG
- 6) LOPE (RL)
- 7) JOG
- 8) LOPE (LL)
- 9) JOG
- 10) STOP, BACK UP



Pattern Ranch Riding LK 4-5

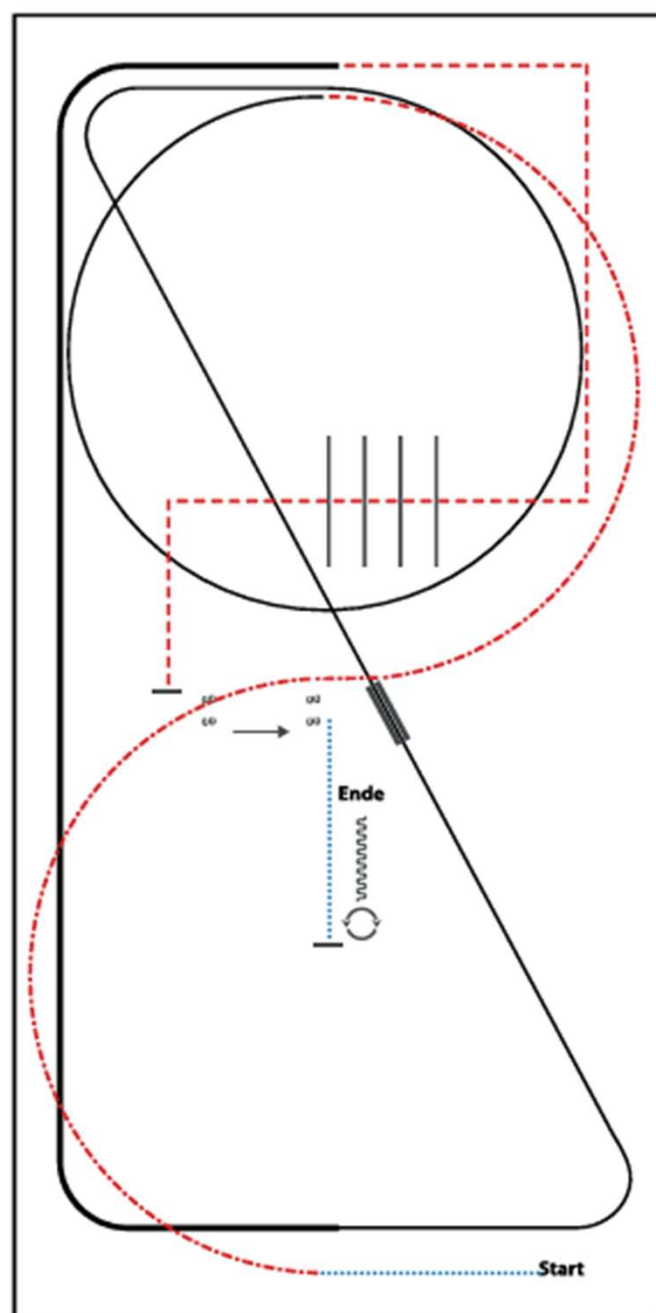


- 1) WALK, WALK OVER
- 2) TROT
- 3) EXTENDED TROT, TROT
- 4) LOPE (RL)
- 5) EXTENDED LOPE (RL)
- 6) TROT (2x ½ CIRCLE)
- 7) LOPE (LL)
- 8) TROT
- 9) WALK
- 10) STOP, BACK UP
- 11) 180° TURN RIGHT
- 12) 180° TURN LEFT

WALK (SCHRITT)	
EXTENDED WALK	— — — — —
JOG/TROT (TRAB)	— — — — —
EXTENDED TROT	— — — — —
LOPE (GALOPP)	— — — — —
EXTENDED LOPE	— — — — —
BACK UP (RÜCKWÄRTS)	~~~~~
LEAD CHANGE (GALOPPWECHSEL)	— — — — —
TURN (DREHUNG)	⤵
	GRÜNE WECHSELWECHSEL AUSGEHT

Pattern Ranch Riding LK 3

#19 Ranch Riding Q/M jun. LK 1/2 + 3 Arenagröße min. 20 x 40 m

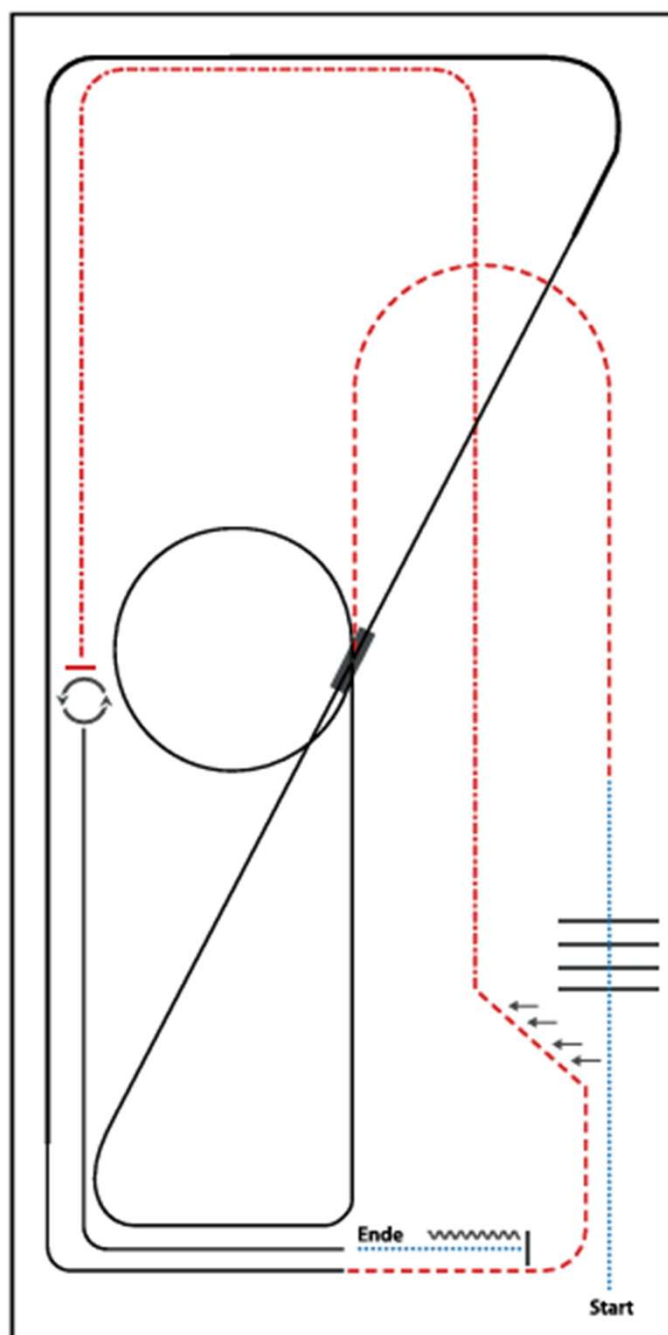


- 1) WALK
- 2) EXTENDED TROT, TROT
- 3) LOPE (LL) CIRCLE, LOPE (LL)
- 4) LEADCHANGE (SIMPLE OR FLYING)
- 5) LOPE (RL)
- 6) EXTENDED LOPE (RL)
- 7) TROT CORNERS
- 8) TROT OVER, TROT
- 9) STOP, SIDEPASS LEFT
- 10) WALK, STOP
- 11) 360° TURN (LEFT OR RIGHT), BACK UP

WALK (SCHRITT)	
EXTENDED WALK	
JOG/TROT (TRAB)	
EXTENDED TROT	
LOPE (GALOPP)	
EXTENDED LOPE	
BACK UP (RÜCKWÄRTS)	~~~~~
LEAD CHANGE (GALOPPWECHSEL)	~~~~~
TURN (DREHUNG)	

Pattern Ranch Riding LK 1/2

#5 Ranch Riding Q/M sen. LK 1/2 Arenagröße min. 20 x 40 m



- 1) WALK
- 2) WALK OVER
- 3) TROT
- 4) LOPE (RL) SMALL CIRCLE, LOPE (RL)
- 5) LEADCHANGE (SIMPLE OR FLYING)
- 6) LOPE (LL)
- 7) EXTENDED LOPE (LL), LOPE (LL)
- 8) TROT, TWO TRACK LEFT
- 9) EXTENDED TROT
- 10) STOP, 360° TURNS (EACH DIRECTION)
- 11) LOPE (LL)
- 12) WALK, STOP, BACK UP

WALK (SCHRETT)	
EXTENDED WALK	-----
JOG/TROT (TRAB)	- - - - -
EXTENDED TROT	=====
LOPE (GALOPP)	=====
EXTENDED LOPE	=====
BACK UP (RÜCKWÄRTS)	~~~~~
LEAD CHANGE	=====
(GALOPFWECHSEL)	=====
TURN (DREHUNG)	⊙