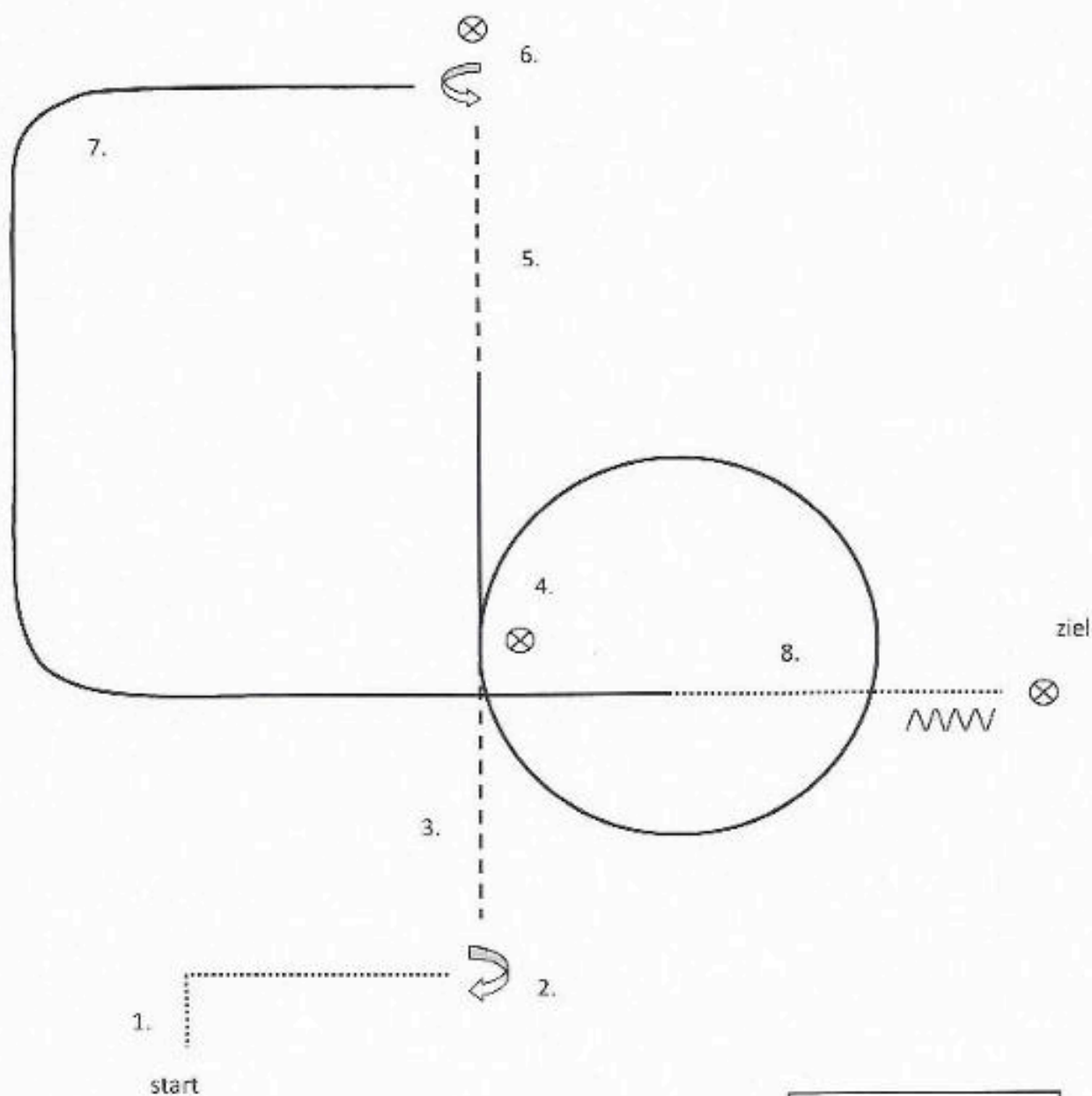


1. Schritt
2. Trab
3. Linksgalopp
4. Trab
5. Schritt
6. Rechtsgalopp
7. Stop, eine Pferdelänge rückwärts richten

Designed by:  
Corinna Schmid & Richard Leeb

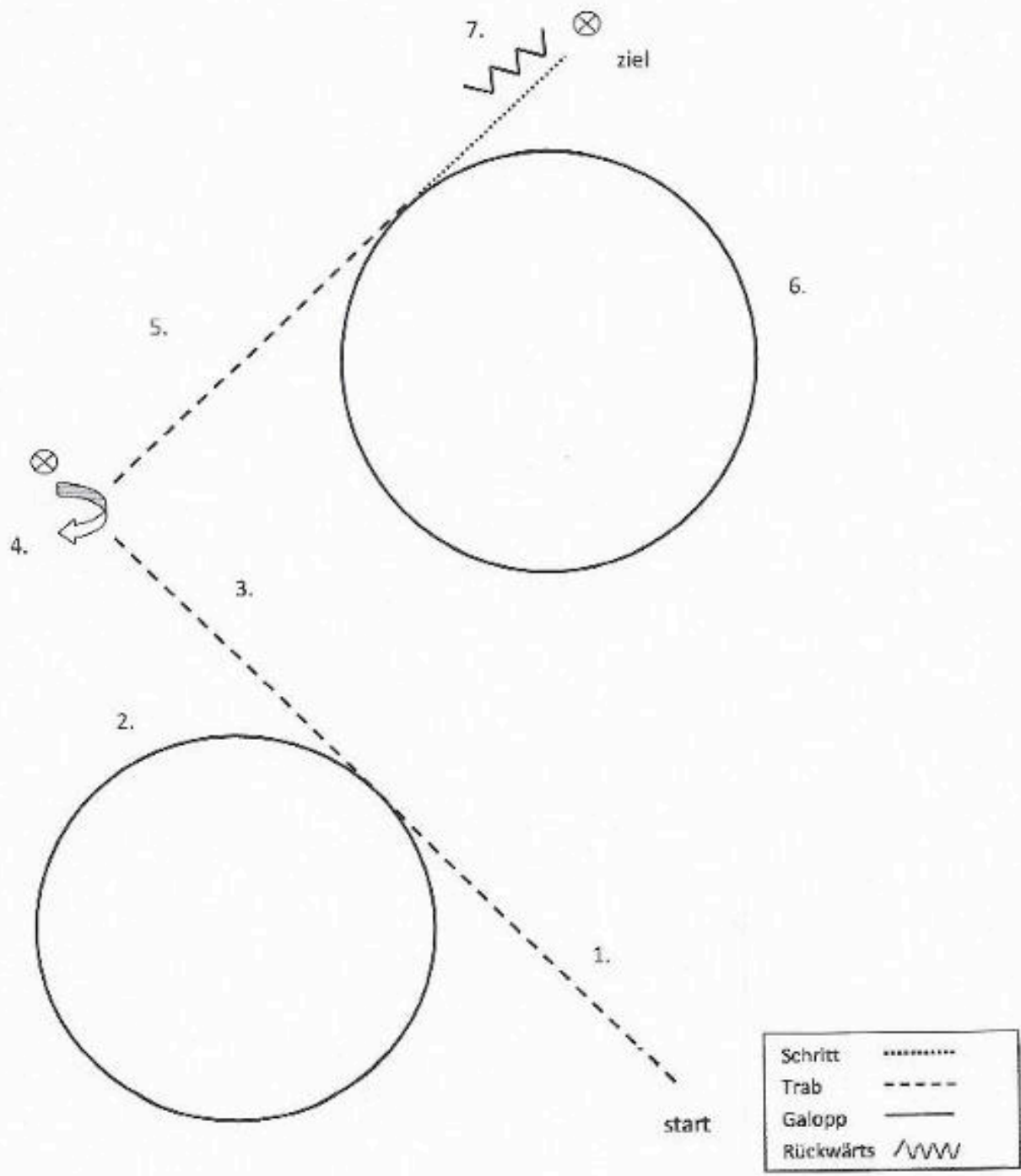
**LONGLASTING**  
**SHOWHORSES**



1. Schritt
2. Stop 270° Drehung rechts
3. Trab
4. Rechtsgalopp Zirkel, dann gerade aus
5. Trab
6. Stop 450° Drehung links
7. Linksgalopp
8. Schritt bis zum Endmarker, Stop, eine Pferdelänge Rückwärts richten

Designed by  
 Corinna Schmid & Richard Loeb

# LONGLASTING SHOWHORSES



1. Trab
2. Linksgalopp
3. Trab
4. Stop, 45° Drehung rechts
5. Trab
6. Rechtsgalopp
7. Schritt. Spinn- oder Däumlingsrückensteil richten

Designed by:  
Corinna Schmid & Richard Loeb

**LONGLASTING**  
**SHOWHORSES**



### Grade 1 Pattern 1

Horses must walk to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning to the left, complete one circle at the walk. Stop at center of the arena. Hesitate.
2. Complete one spin to the left. Hesitate.
3. Beginning to the right, complete one circle at the walk. Stop at center of the arena. Hesitate.
4. Complete one spin to the right. Hesitate.
5. Beginning to the left, go around the end of the arena at the walk and continue down the right side of the arena past the center marker and execute a square stop. Either rollback to the left or walk a small tight half circle to the left.
6. Continue around the end of the arena and walk down the left side of the arena past the center marker, stop and back up.



# WPR GRAD II



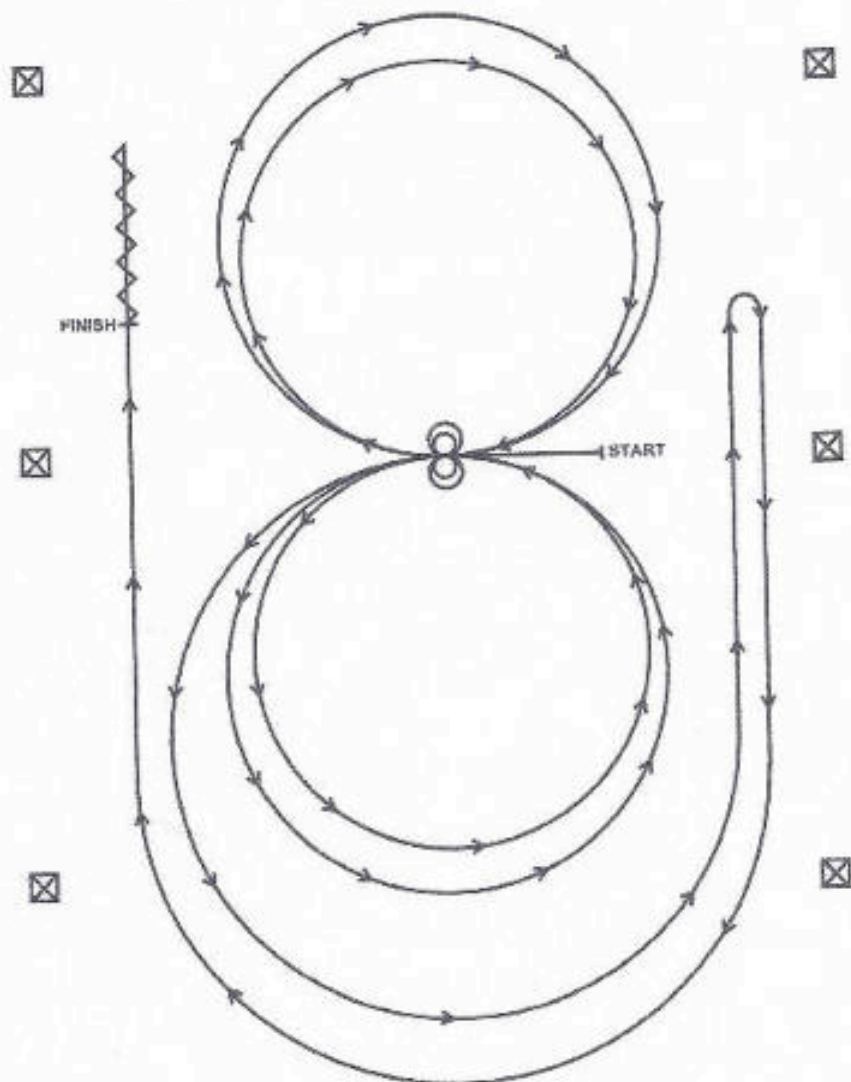
## Grade 2- Pattern 1

Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena, facing the left wall or fence.

1. Beginning to the left, complete two circles at the jog, the first small and slow, the second large and fast. Stop at the center of the arena, hesitate.
2. Complete three spins to the left. Hesitate.
3. Beginning to the right, complete two circles at the jog, the first small and slow, the second large and fast. Stop at the center of the arena, hesitate.
4. Complete three spins to the right. Hesitate.
5. Beginning to the left, jog a circle and go outside the end marker but do not close this circle. Jog or Lope down the right side of the arena, past the center marker (Gait- Jog or Lope- Must be established by the first cone) and do a right rollback at least twenty feet (6 meters) from the wall or fence. No hesitation. Jog off.
6. Continue the jog around the end of the arena on the previous circle, but do not close this circle. Jog or Lope down the left side of the arena, past the center marker (Gait- Jog or Lope- Must be established by the first cone) and do a left rollback at least twenty feet (6 meters) from the wall or fence. No hesitation. Jog off.
7. Continue the jog around the end of the arena on the previous circle, but do not close this circle. Jog or Lope down the right side of the arena, past the center marker (Gait- Jog or Lope- Must be established by the first cone). Stop and back up. Hesitate to show completion of the pattern.

**REINING PATTERN 14**

Approved only for Level I Youth and Amateur, Youth 13 & Under and EWD  
 Jog, Lope Para-reining (Independent)



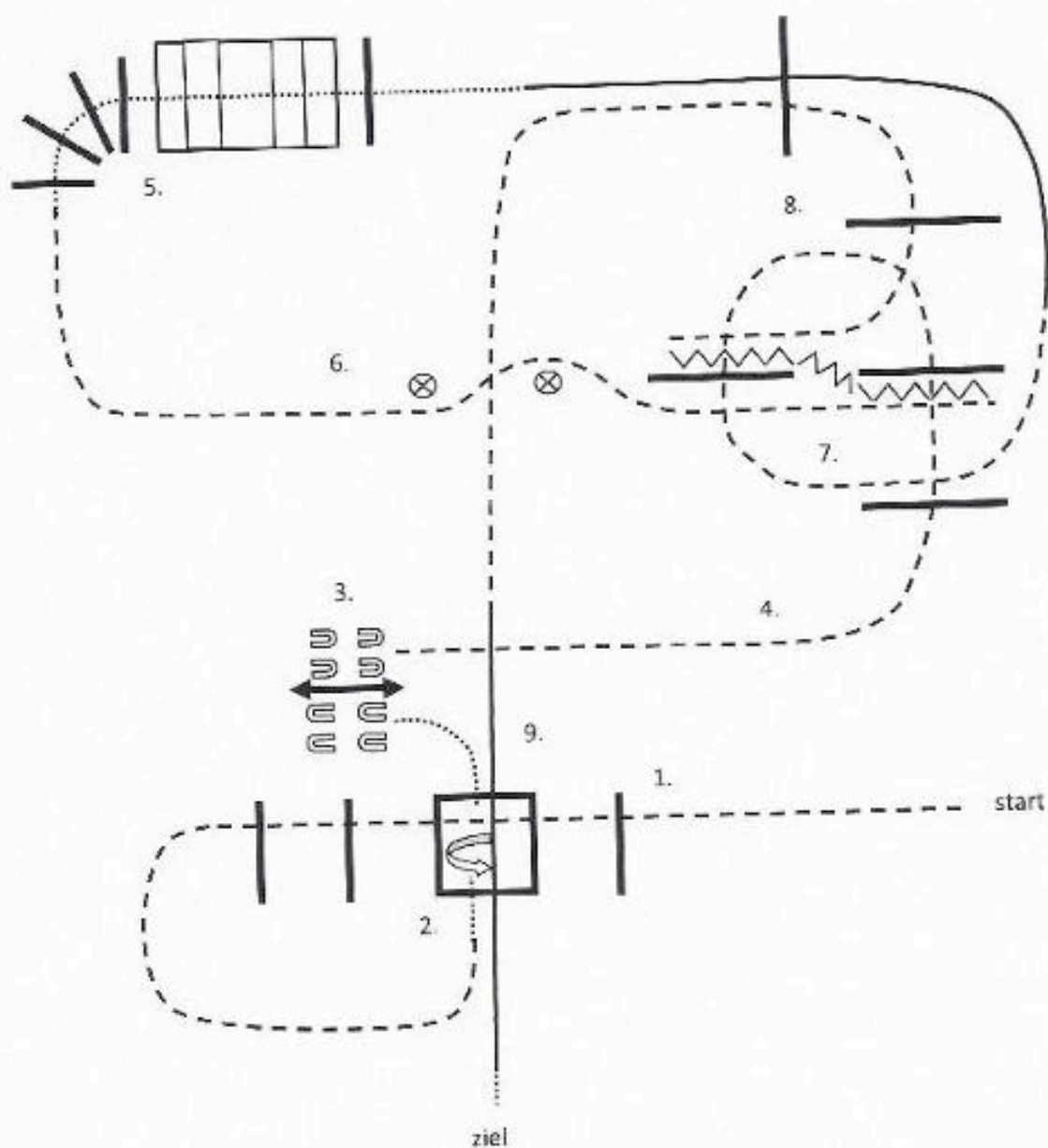
Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Hesitate to show completion of pattern.

Little Lake Ranch 21, April 2018

Bewerb 11 Trail ROOKIE



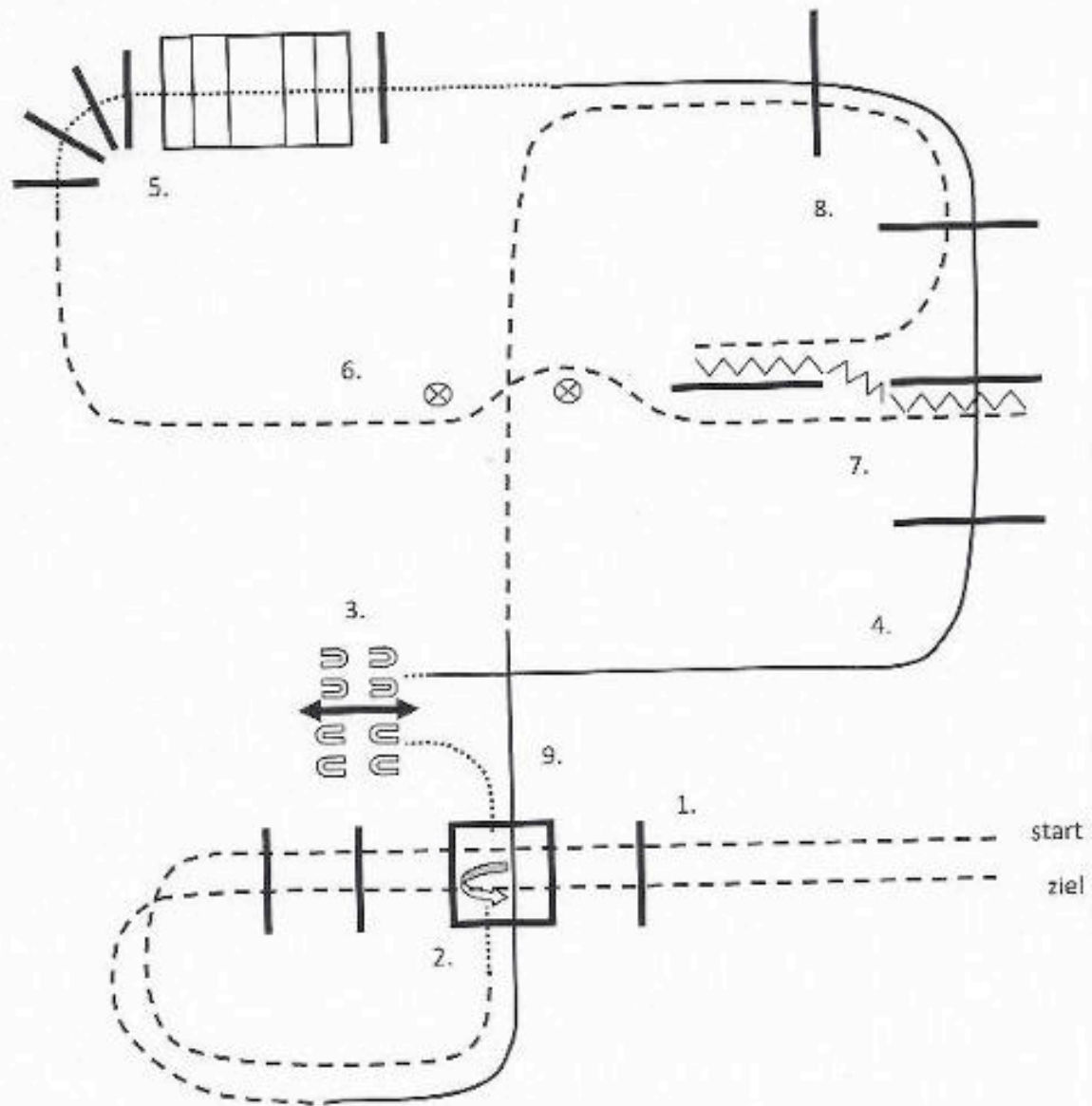
- 1. Trab
- 2. Schritt in die Box, 360° links, Schritt bis zum Tor
- 3. Tor rechte Hand
- 4. Trab, Linksgalopp
- 5. Schritt über die Brücke, Schritt über die Stangen
- 6. Trab-Slalom
- 7. „S“ Rückwärts
- 8. Trab
- 9. Rechtsgalopp, Schritt, Ende

Schritt	.....
Trab	-----
Galopp	————
Rückwärts	W W W

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Corinna Schmid & Richard Leeb

**LONGLASTING**  
**SHOWHORSES**





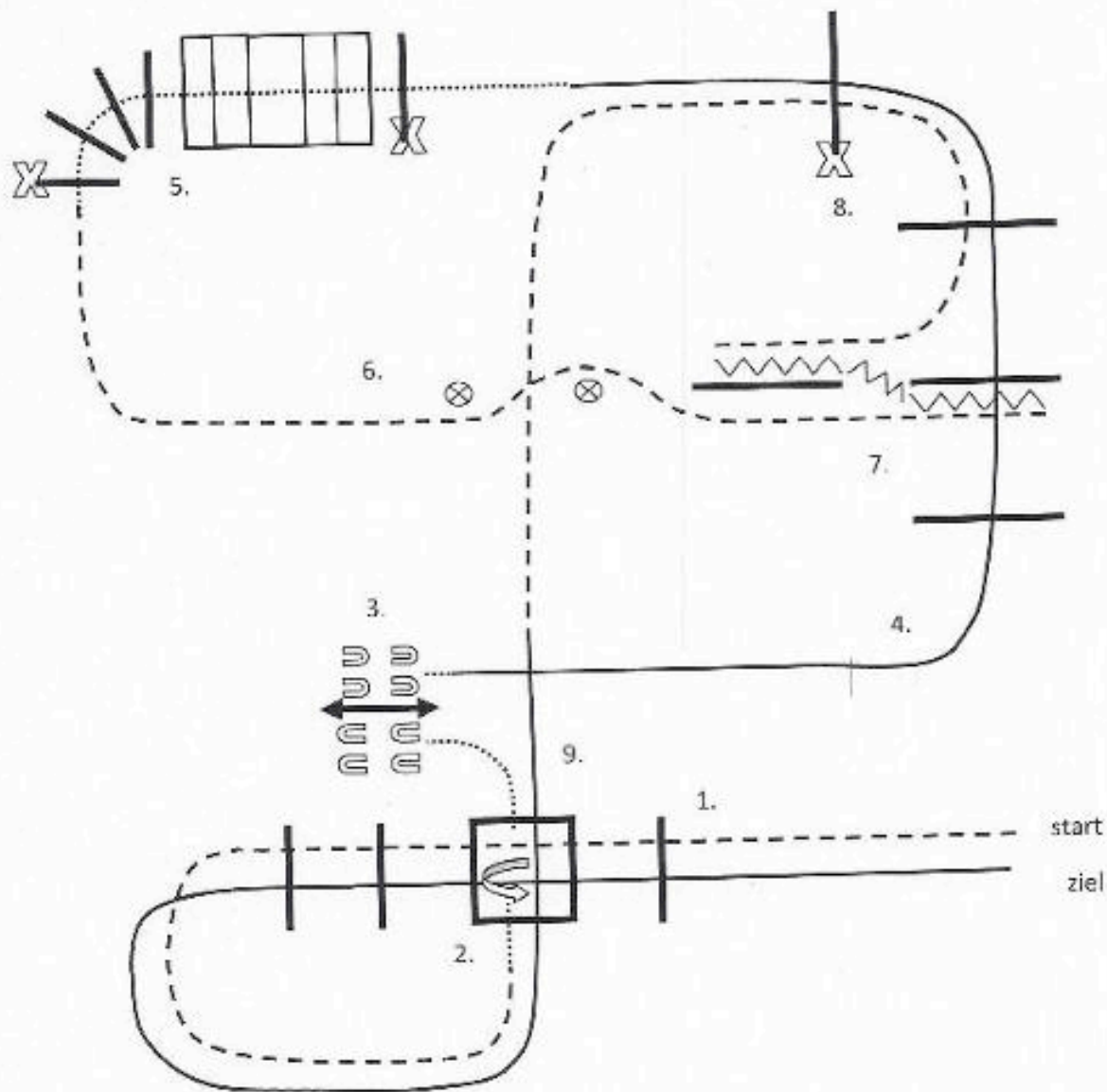
1. Trab
2. Schritt in die Box, 360° links, Schritt bis zum Tor
3. Tor rechte Hand
4. Linksgalopp
5. Schritt über die Brücke, Schritt über die Stangen
6. Trab-Slalom
7. „S“ Rückwärts
8. Trab

Schritt	.....
Trab	- - - - -
Galopp	—————
Rückwärts	W W W

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**LONGLASTING**  
**SHOWHORSES**



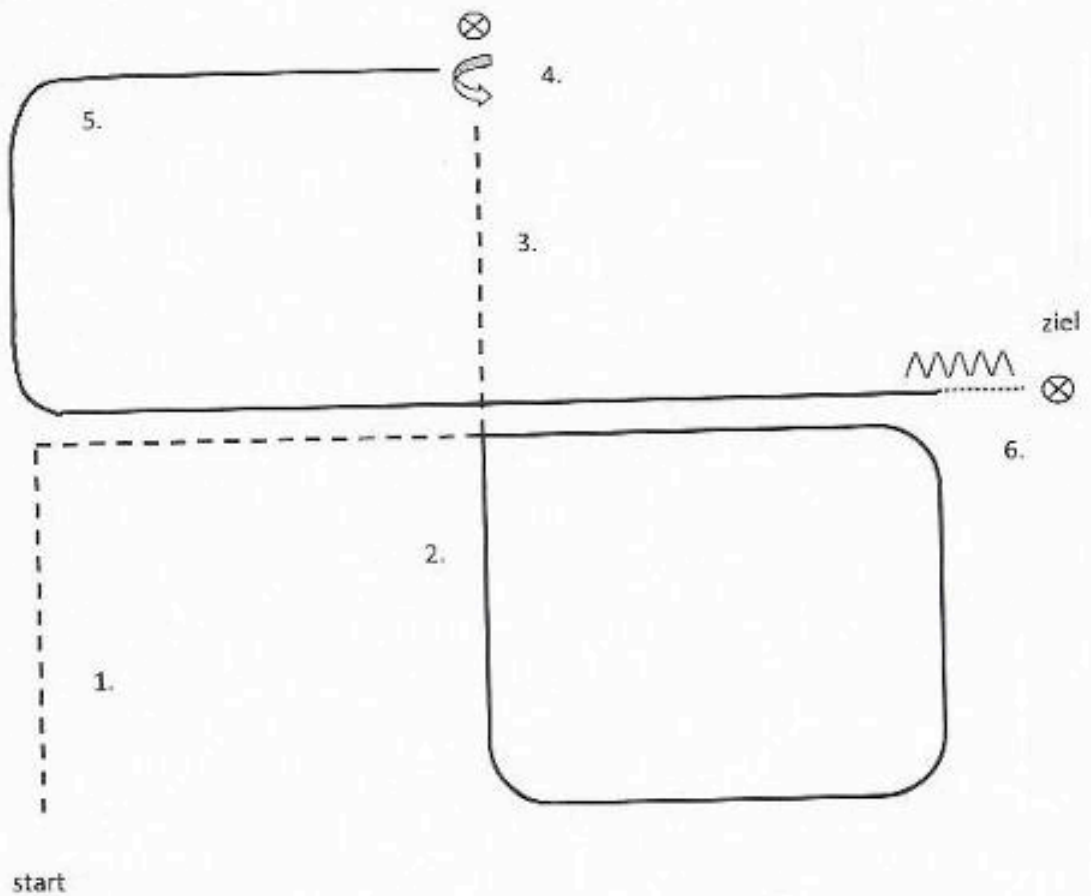


1. Trab
2. Schritt in die Box, 360° links, Schritt bis zum Tor
3. Tor rechte Hand
4. Linksgalopp
5. Schritt über die Brücke, Schritt über die Stangen
6. Trab-Slalom
7. „S“ Rückwärts
8. Trab

Schritt	.....
Trab	-----
Galopp	————
Rückwärts	W W W

Designed by:  
Corinna Schmid & Richard Leeb

**LONGLASTING**  
**SHOWHORSES**



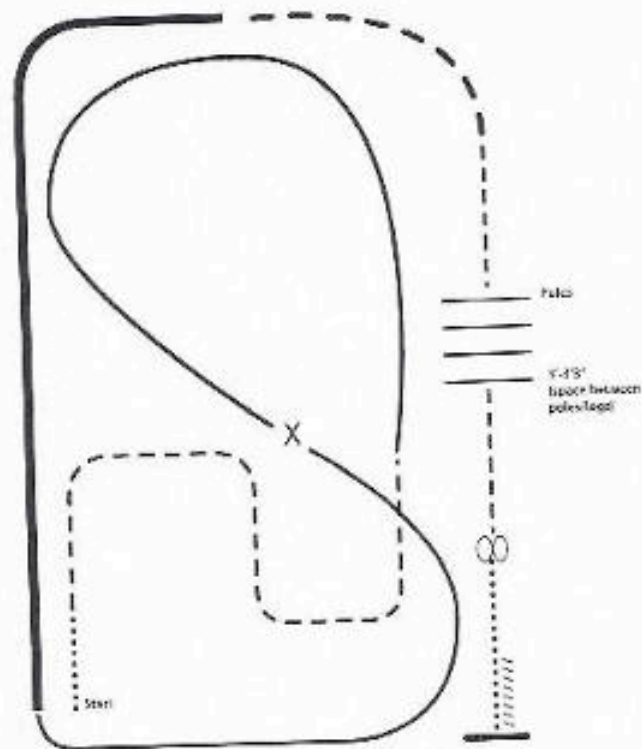
Schritt	.....
Trab	-----
Galopp	————
Rückwärts	∧∧∧∧

1. Trab
2. Rechtsgalopp
3. Trab
4. Stop, 45° Drehung links
5. Linksgalopp
6. Schritt, Stop eine Pferdelänge rückwärts richten

Designed by:  
Corinna Schmid & Richard Leeb

# LONGLASTING SHOWHORSES

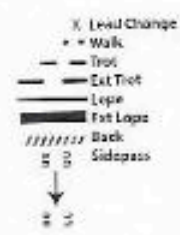
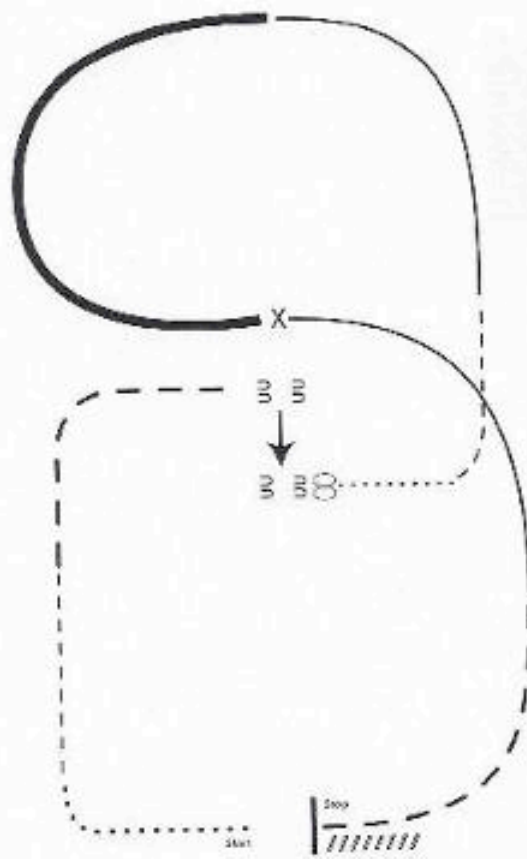
**RANCH RIDING - PATTERN 4**



- X Load Change
- Walk
- - - Trot
- — — Ext. Trot
- Lope
- Ext. Lope
- /////// Back

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

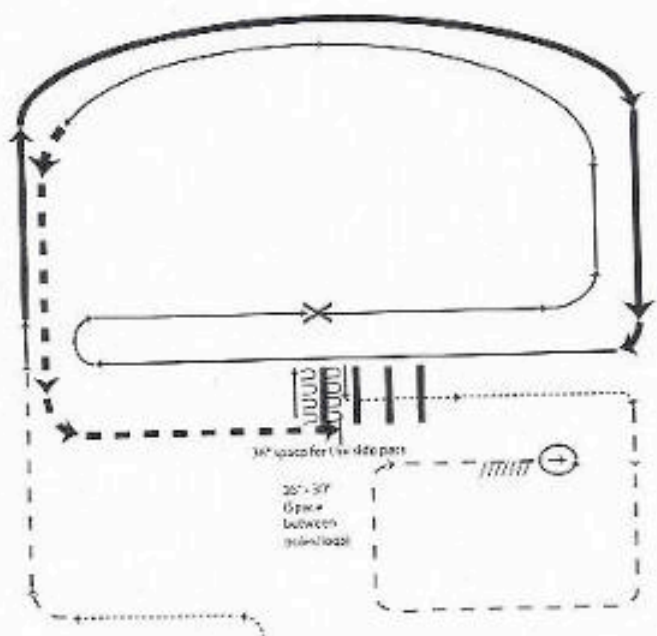
**RANCH RIDING - PATTERN 3**



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way left)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back



**RANCH RIDING - PATTERN 5**



- X Lead Change
- Walk
- - - Trot
- - - Ext Trot
- ==== Lope
- ==== Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over legs
10. Walk
11. Trot square
12. Stop, 360° turn left, back