

## Pattern EWU AQ Turnier Karlsbad

Jupf RR 4: #9

Jupf RR 5: #10

Jupf Basis 4: #7

Jupf Basis 5: #8

Jupf RN 4: #3

Jupf RN 5: #4

Jupf TH 4: #3

Jupf TH 5: #4

YS Challenge: #4

YS Reining: #8

LK 1/2 A/B SUHO: #3

Q LK 1/2 A/B SUHO: #8

LK 1/2 A sen WR: #3

LK 3 A WR: #6

Q LK 1/2 A sen WR: #12

Q LK 1/2 B WR: #14

Q LK 1/2 Jun WR: #14

LK 3A RN: #6

LK 1-3 B RN: #6

LK 1/2 A sen RN: #6

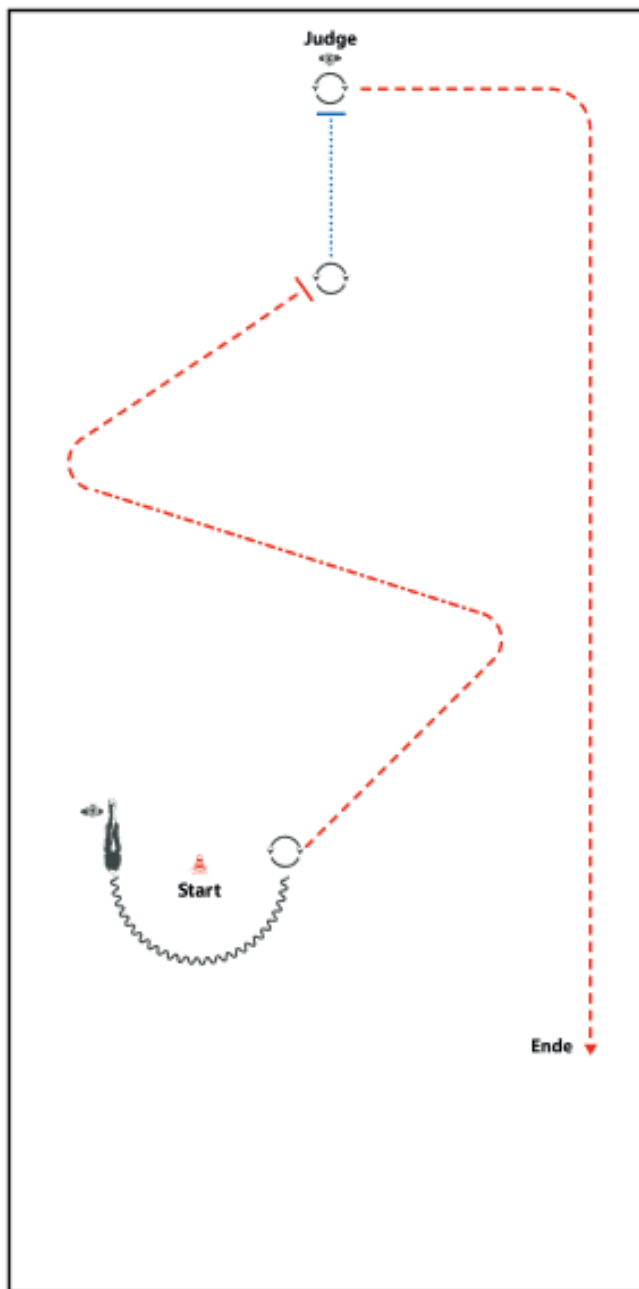
LK 1/2 A jun RN: #6

Q LK 1/2 A/B sen RN: #8

Q LK 1/2 jun RN: #8

LK 1/2/3 A SSH und LK 3B SSH

#4



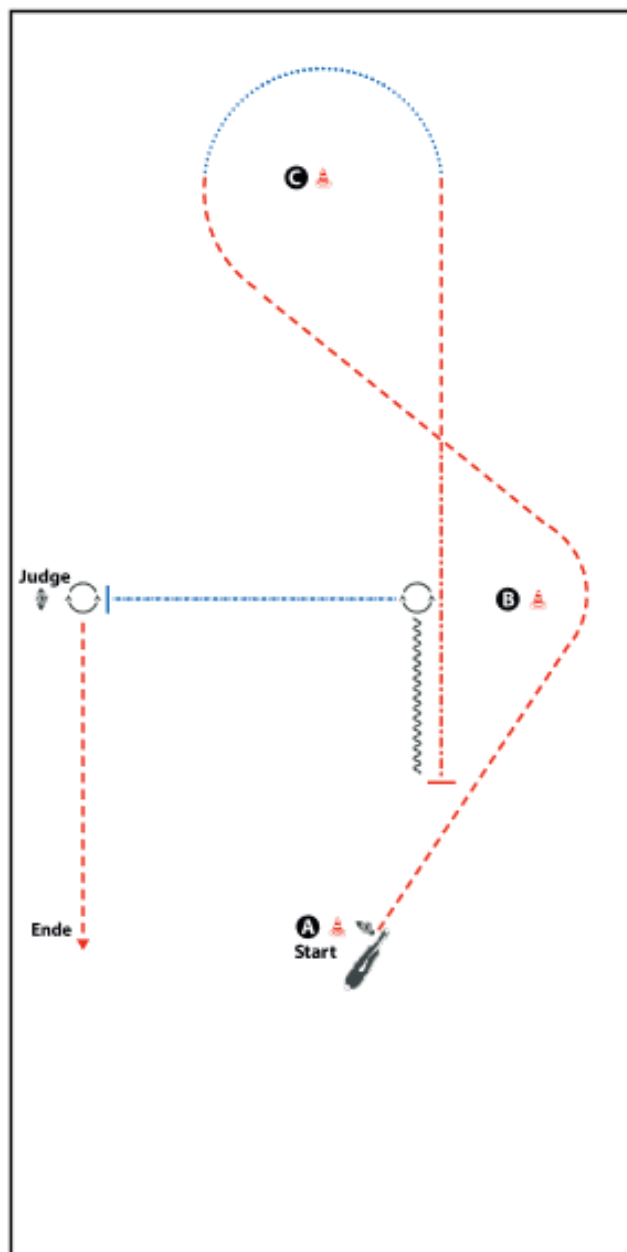
BE READY WITH THE HORSES HIP ALIGNED WITH THE MARKER

- 1) BACK UP
- 2) TURN 225°
- 3) TROT
- 4) EXTENDED TROT, TROT, STOP
- 5) TURN 315°
- 6) WALK, STOP
- 7) SET UP
- 8) INSPECTION
- 9) TURN 90°, TROT  
TROT OUT

WALK (SCHRI TT)	.....
EXTENDED WALK	.....
JOG/TROT (TRAB)	.....
EXTENDED TROT	.....
LOPE (GALOPP)	.....
EXTENDED LOPE	.....
BACK UP (RÜCKWÄRTS)	~~~~~
LEAD CHANGE (GALOPPWECHSEL)	=====
TURN (DREHUNG)	.....

# Q LK 1/2 A SSH

#10



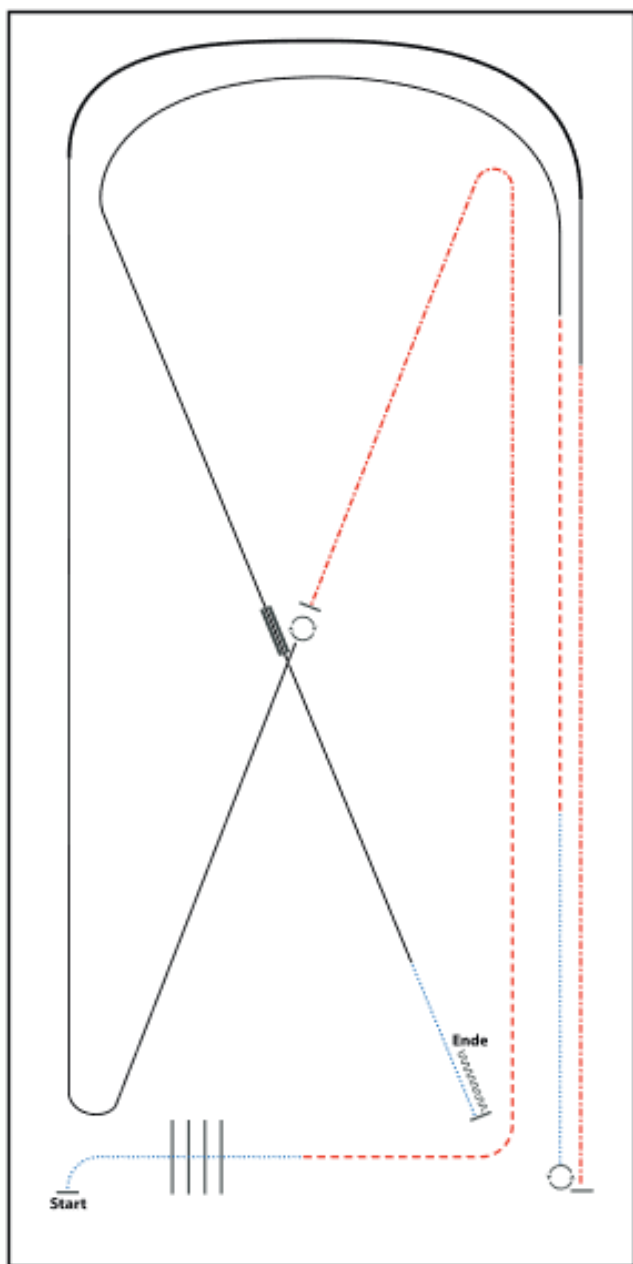
**BE READY AT MARKER**

- 1) TROT
- 2) WALK
- 3) TROT, EXTENDED TROT, STOP
- 4) BACK UP
- 5) TURN 45°
- 6) EXTENDED WALK, STOP
- 7) SET UP
- 8) INSPECTION
- 9) TURN 270°, TROT  
TROT OUT

WALK (SCHRITT)	.....
EXTENDED WALK	.....
JOG/TROT (TRAM)	-----
EXTENDED TROT	-----
LOPE (GALOPP)	—————
EXTENDED LOPE	—————
BACK UP (RÜCKWÄRTS)	~~~~~
LEAD CHANGE (GALOPPWECHSEL)	=====
TURN (DREHUNG)	○

LK 3A RR, LK 1-3 B RR, LK 1/2 jun RR

#20



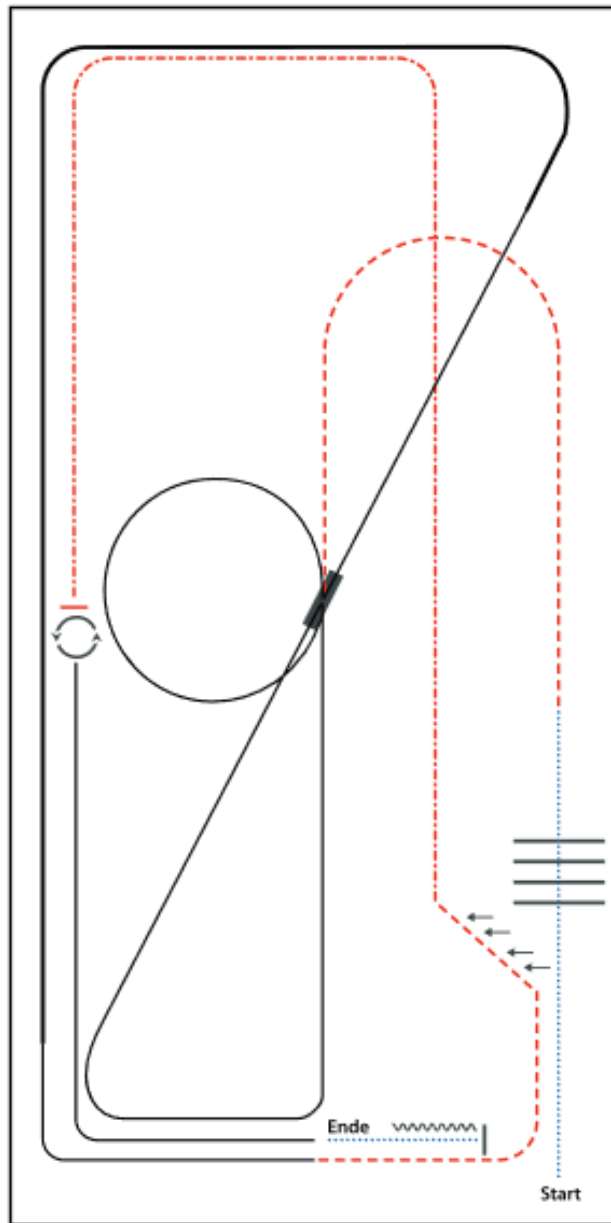
- 1) WALK OVER
- 2) TROT
- 3) EXTENDED TROT
- 4) STOP, 360° TURN RIGHT
- 5) LOPE (RL)
- 6) EXTENDED LOPE (RL), LOPE (RL)
- 7) EXTENDED TROT
- 8) STOP, 540° TURN LEFT
- 9) WALK
- 10) TROT
- 11) LOPE (LL)
- 12) CHANGE LEADS (SIMPLE OR FLYING), LOPE (RL)
- 13) WALK, STOP, BACK UP

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



Q LK 1/2 A sen RR:

#5



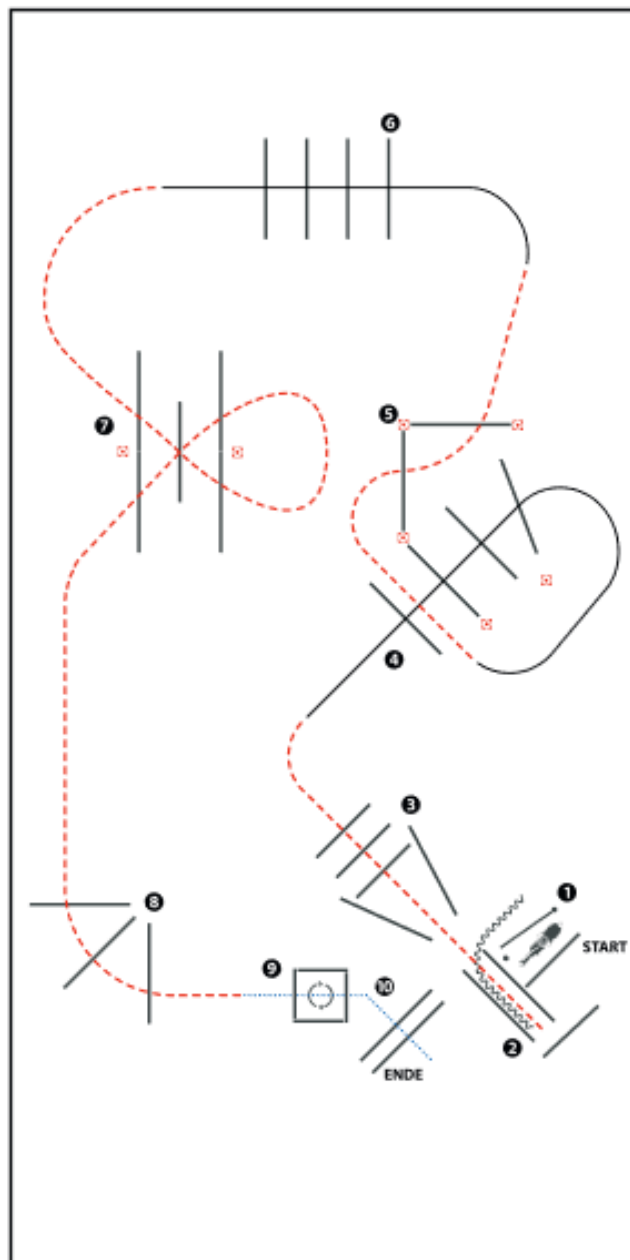
- 1) WALK
- 2) WALK OVER
- 3) TROT
- 4) LOPE (RL) SMALL CIRCLE, LOPE (RL)
- 5) CHANGE LEADS (SIMPLE OR FLYING)
- 6) LOPE (LL)
- 7) EXTENDED LOPE (LL), LOPE (LL)
- 8) TROT, TROT TWO TRACK LEFT
- 9) EXTENDED TROT
- 10) STOP, 360° TURNS (EACH DIRECTION)
- 11) LOPE (LL)
- 12) WALK, STOP, BACK UP

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



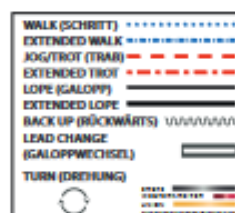
# LK 1/2 A sen TH

## Set 2 #3



(Erhöhungen optional)

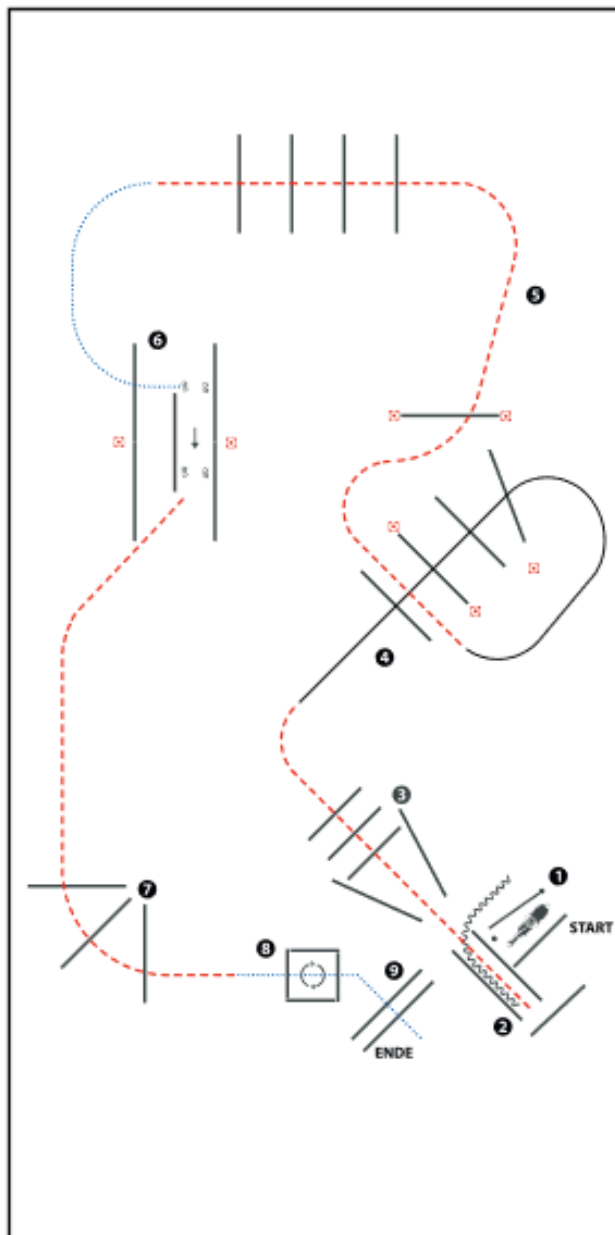
- 1) GATE RH
- 2) BACK UP, JOG OUT
- 3) JOG OVER
- 4) LOPE OVER (RL)
- 5) JOG OVER
- 6) LOPE OVER (LL)
- 7) JOG OVER (Abstand 1,50m)
- 8) JOG OVER
- 9) WALK INTO BOX, 360° TURN EITHER WAY, WALK OUT
- 10) WALK OVER





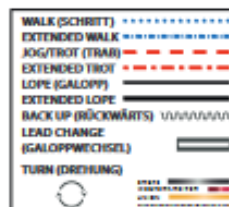
# LK 3 A und B TH:

## Set 2 #5



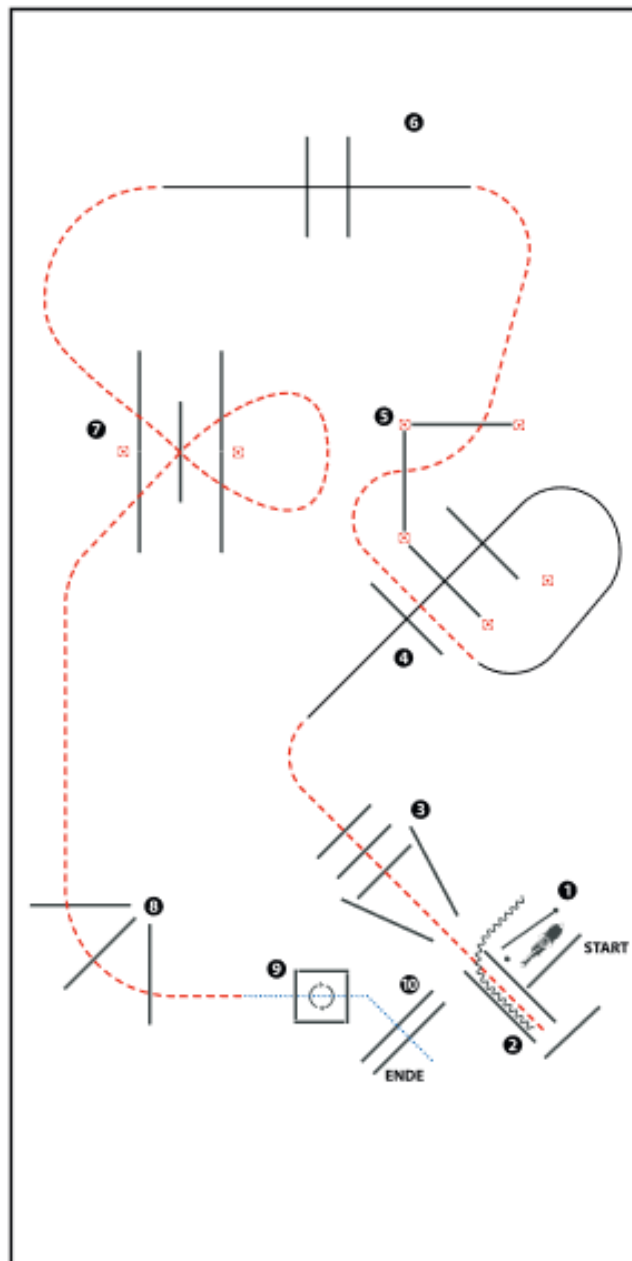
(Erhöhungen optional)

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



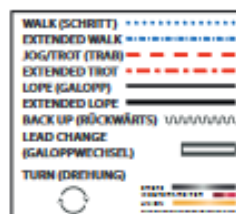
LK 1/2 B TH, LK 1/2 jun TH

Set 2 #4



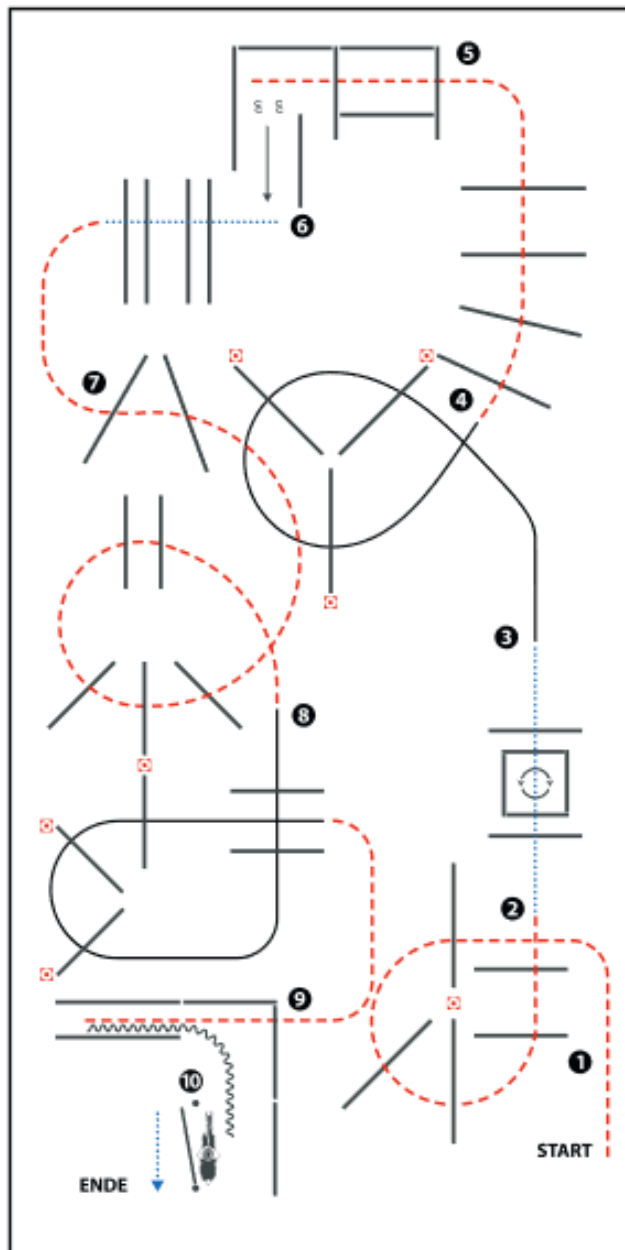
(Erhöhungen optional)

- 1) GATE RH
- 2) BACK UP, JOG OUT
- 3) JOG OVER
- 4) LOPE OVER (RL)
- 5) JOG OVER
- 6) LOPE OVER (LL)
- 7) JOG OVER (Abstand 1,50m)
- 8) JOG OVER
- 9) WALK INTO BOX, 360° TURN EITHER WAY, WALK OUT
- 10) WALK OVER



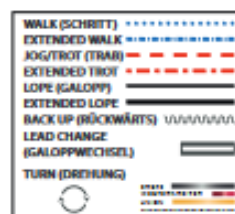
# Q LK 1/2 A sen TH

## Set 8 #1



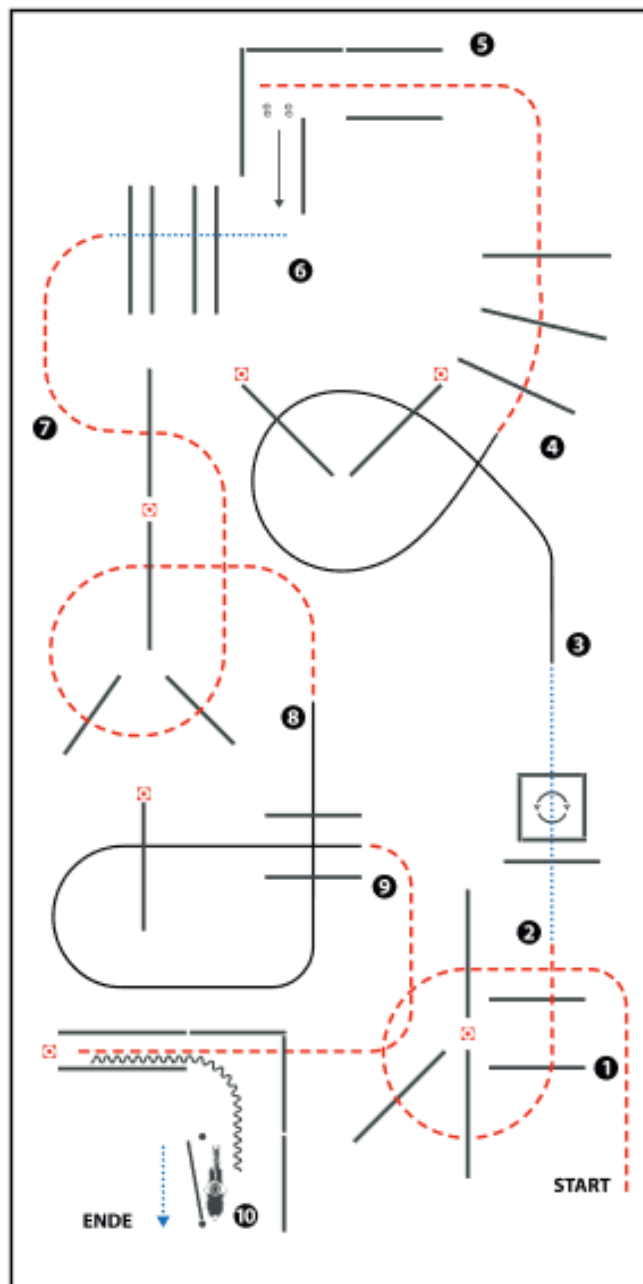
(Erhöhungen optional)

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



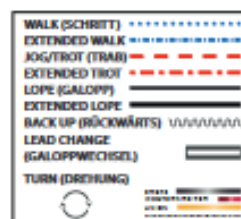
Q LK 1/2 B TH, Q LK 1/2 jun TH

Set 8, #2



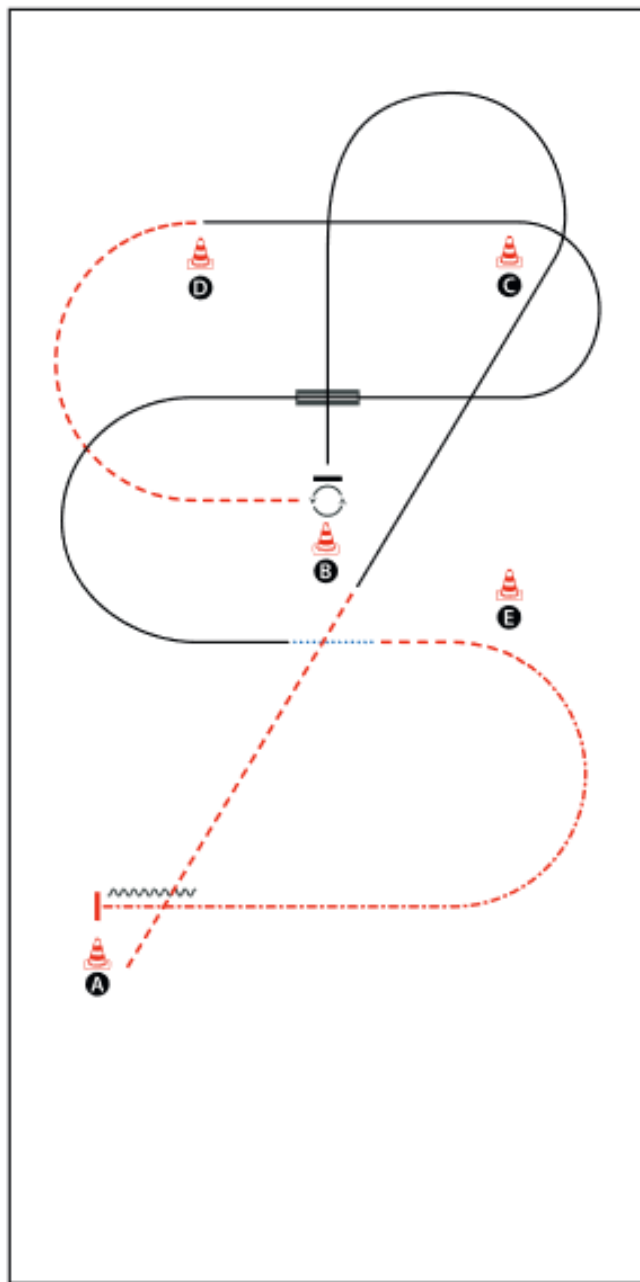
(Erhöhungen optional)

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



LK 2/3 B WHS, LK 3 A WHS

#14



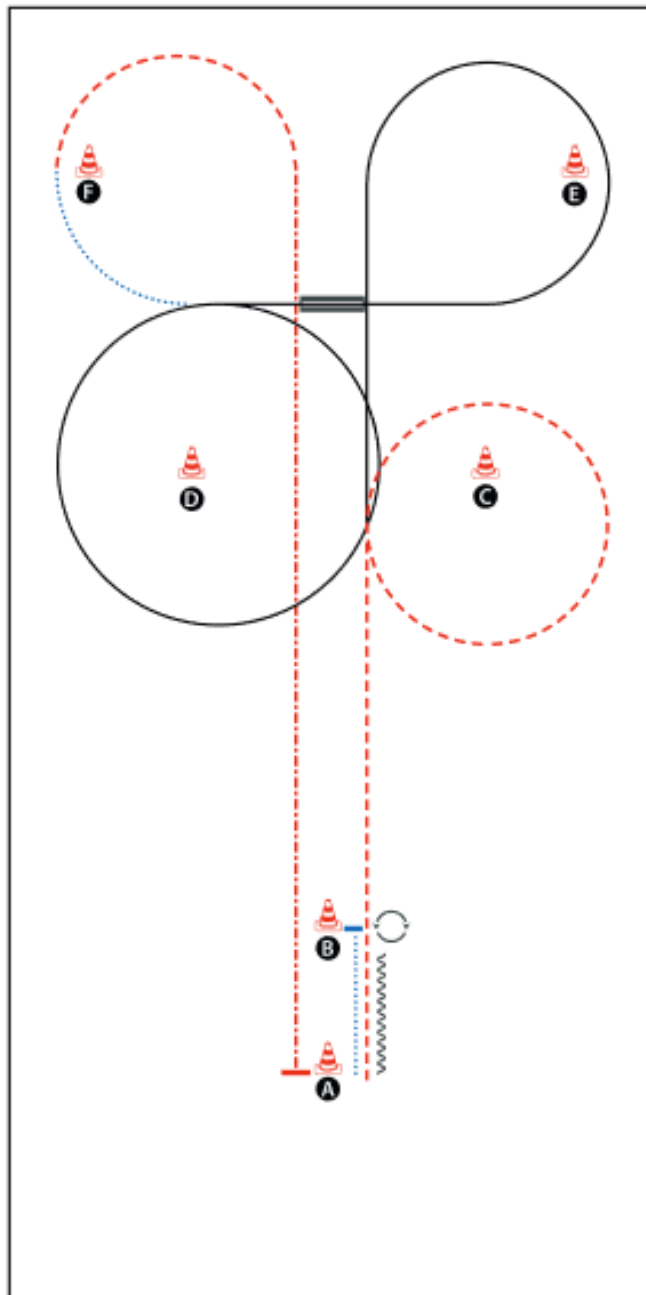
BE READY AT A

- 1) JOG
- 2) LOPE (LL)
- 3) STOP; TURN 270° LEFT
- 4) JOG
- 5) LOPE (RL)
- 6) CHANGE LEADS (SIMPLE OR FLYING)
- 7) LOPE (LL), WALK
- 8) JOG
- 9) EXTENDED JOG
- 10) STOP; BACK UP (AT LEAST ONE HORSE LENGTH)  
WALK OUT

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

# LK 1/2 A WHS

## #9



BE READY AT A

- 1) WALK
- 2) STOP, TURN 360° RIGHT
- 3) BACK UP TO A
- 4) JOG
- 5) LOPE (RL)
- 6) CHANGE LEADS (SIMPLE OR FLYING)
- 7) LOPE (LL)
- 8) WALK
- 9) JOG
- 10) EXTENDED JOG, STOP  
WALK OUT

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

