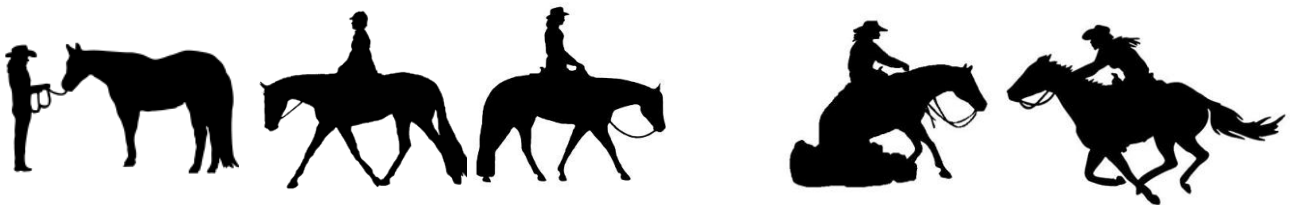


HCWR

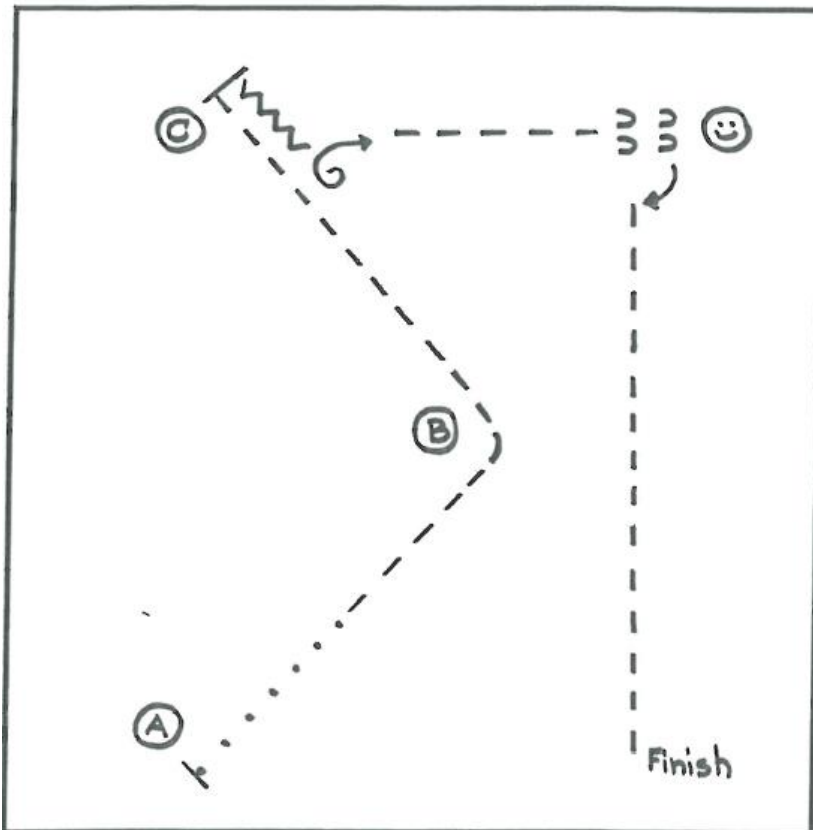


**Patternbog
Take It Easy &
30 års JubilæumsCup
24. marts 2024**



AMATEUR

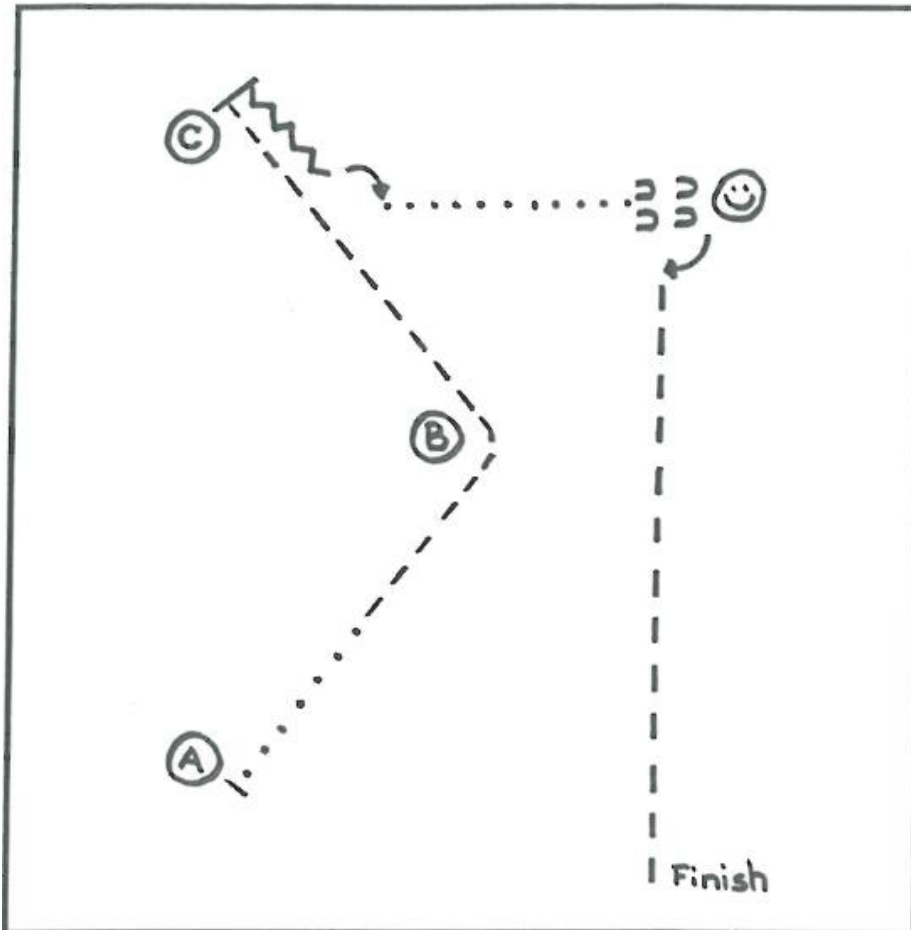
Showmanship at Halter



- Vær klar ved kegle A
- Skridt halvvejs til kegle B
- Trav rundt om kegle B og fortsæt til kegle C
- Stop ved kegle C og back 4 skridt
- Lav et 495 grader turn til højre
- Trav til dommer
- Stop foran dommer og set up for inspection
- Lav et 90 grader turn og trav ud

YOUTH

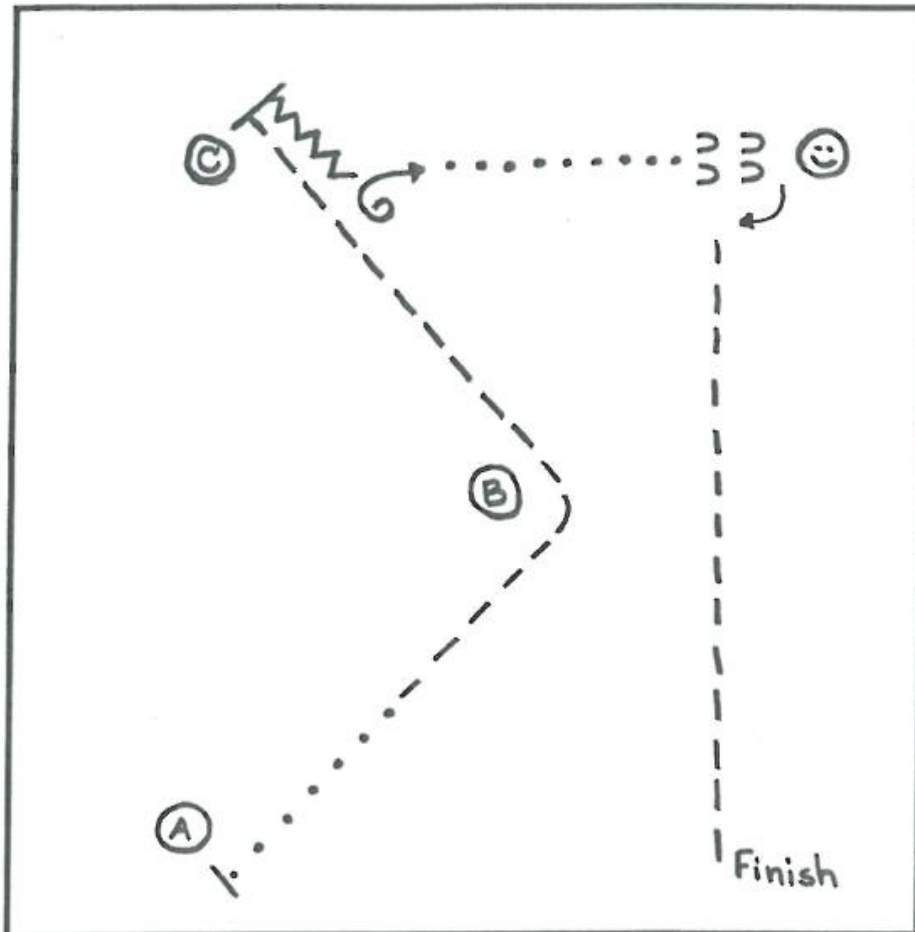
Showmanship at Halter



- Vær klar ved kegle A
- Skridt halvvejs til kegle B
- Trav rundt om kegle B og fortsæt til kegle C
- Stop ved kegle C og back 4 skridt
- Lav et 135 grader turn til højre
- Skridt til dommer
- Stop foran dommer og set up for inspection
- Lav et 90 grader turn og trav ud

NOVICE HORSE / BEGINNER

Showmanship at Halter

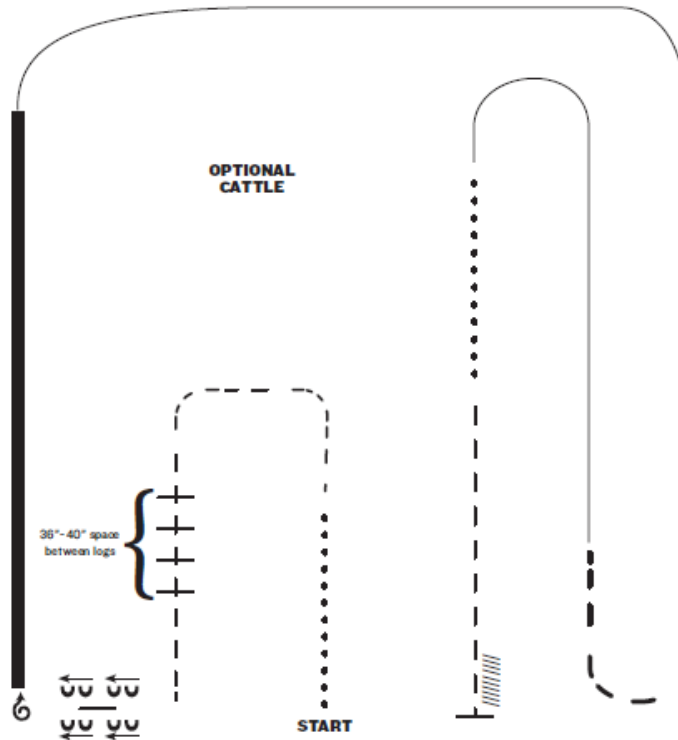


- Vær klar ved kegle A
- Skridt halvvejs til kegle B
- Trav rundt om kegle B og fortsæt til kegle C
- Stop ved kegle C og back 4 skridt
- Lav et 90 grader turn til højre
- Skridt til dommer
- Stop foran dommer og set up for inspection
- Lav et 90 grader turn og trav ud

OPEN

Ranch Riding / Ranch Riding Jubilæums Cup

Pattern 12

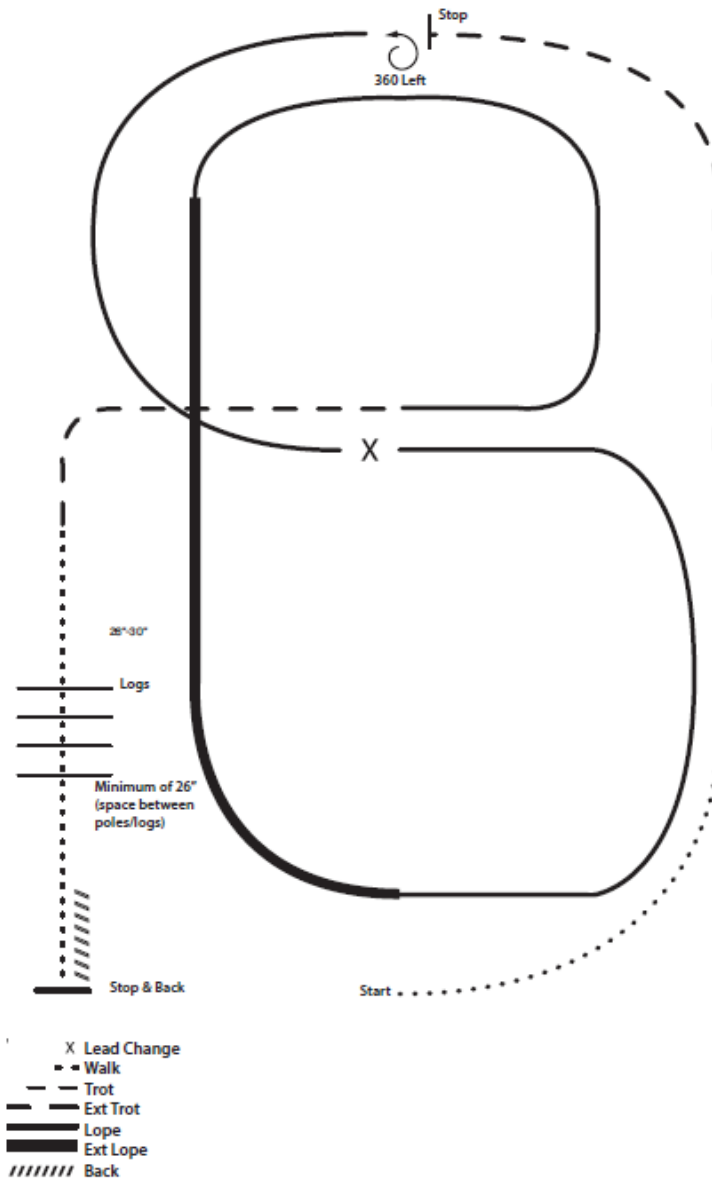


1. Walk
2. Trot
3. Trot logs
4. Side pass right
5. 1 1/2 turns right
6. Extended lope (right lead)
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

AMATEUR

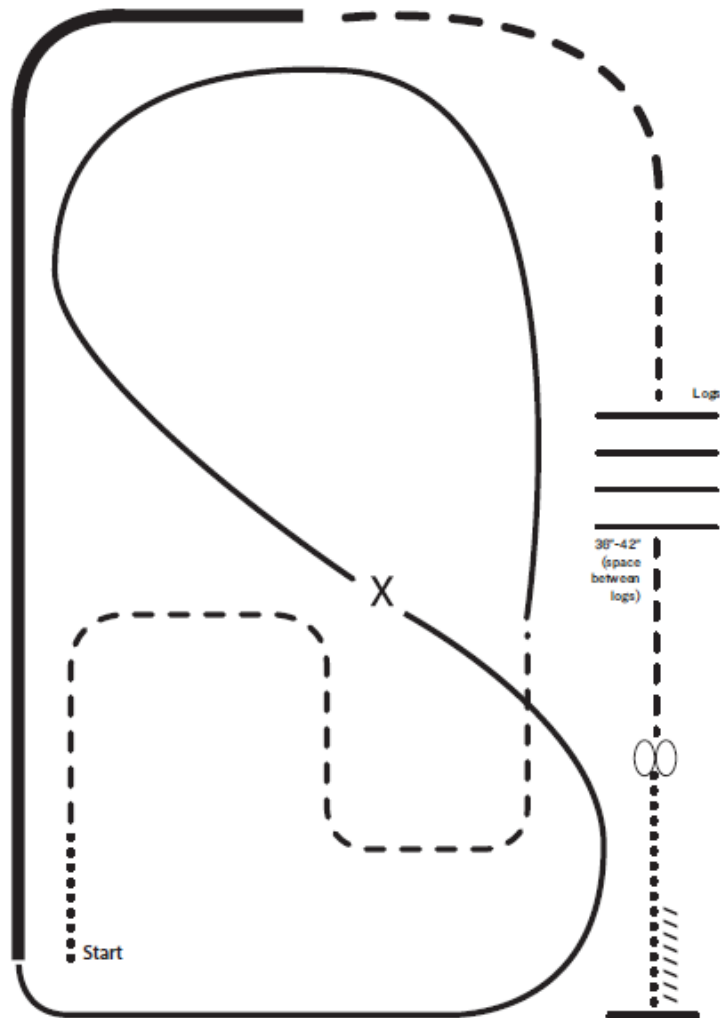
Ranch Riding - Pattern 1



1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

YOUTH

Ranch Riding - Pattern 3

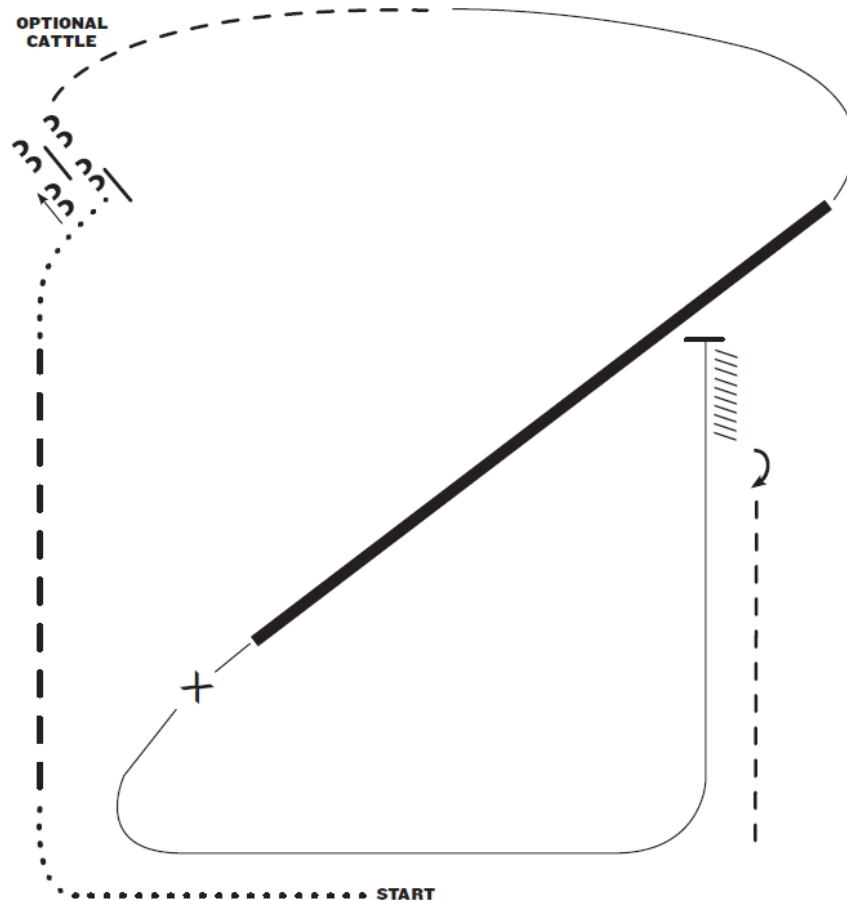


- X Lead Change
- Walk
- - - Trot
- — — Ext trot
- ===== Lope
- ===== Ext Lope
- //// //// Back

- I. 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 logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

BEGINNER

Ranch Riding - Pattern 10

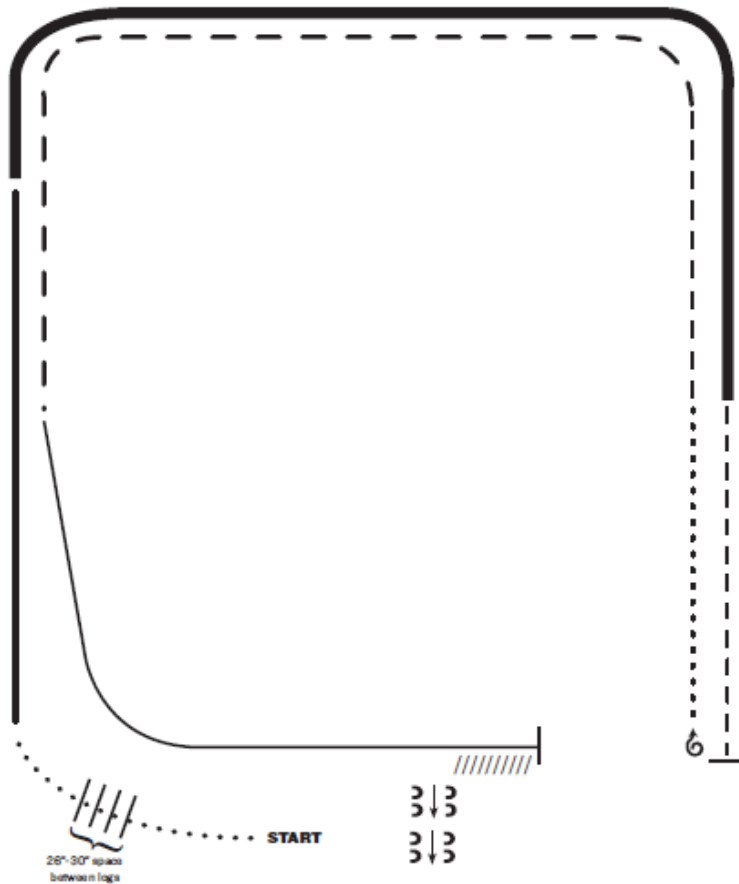


1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope right lead
7. Extended Lope (right lead)
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 180 turn to right
12. Trot

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

NOVICE HORSE

Ranch Riding - Pattern 6

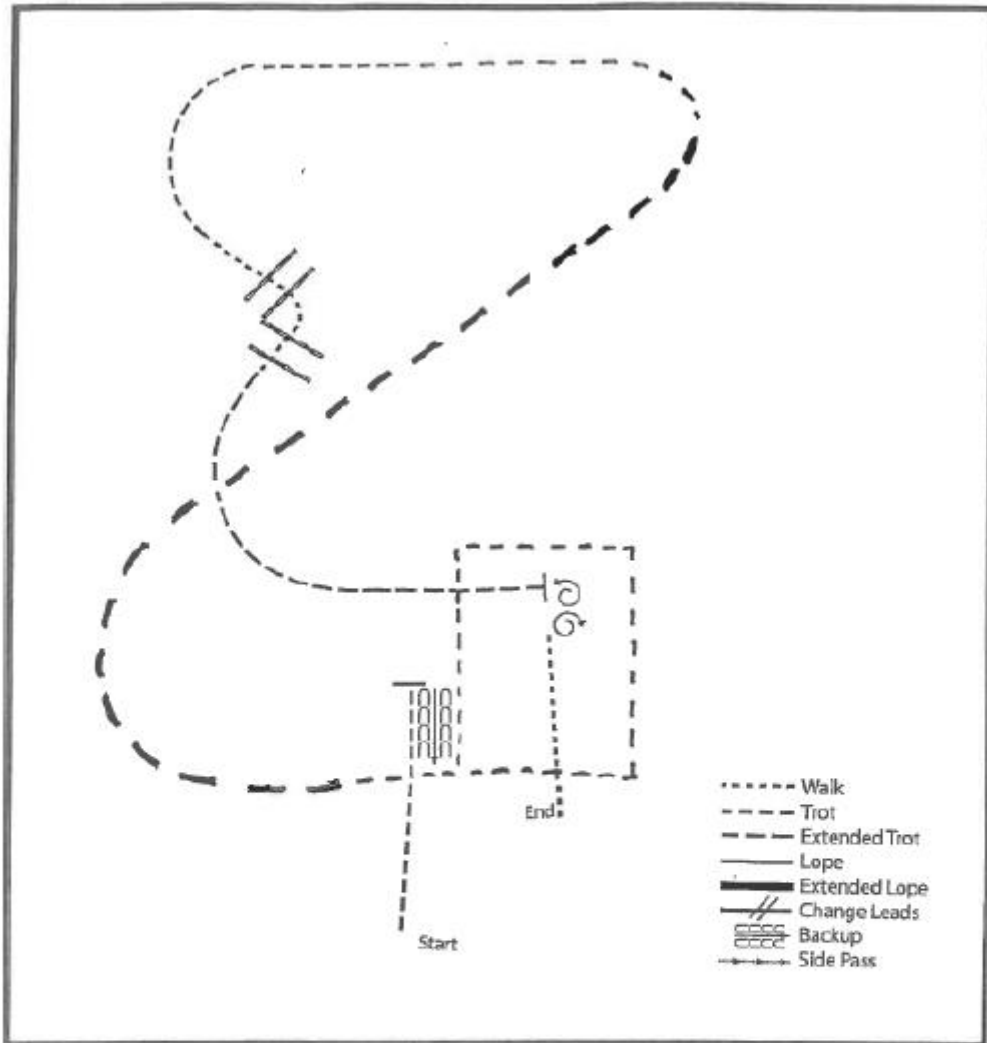


1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

WALK & TROT

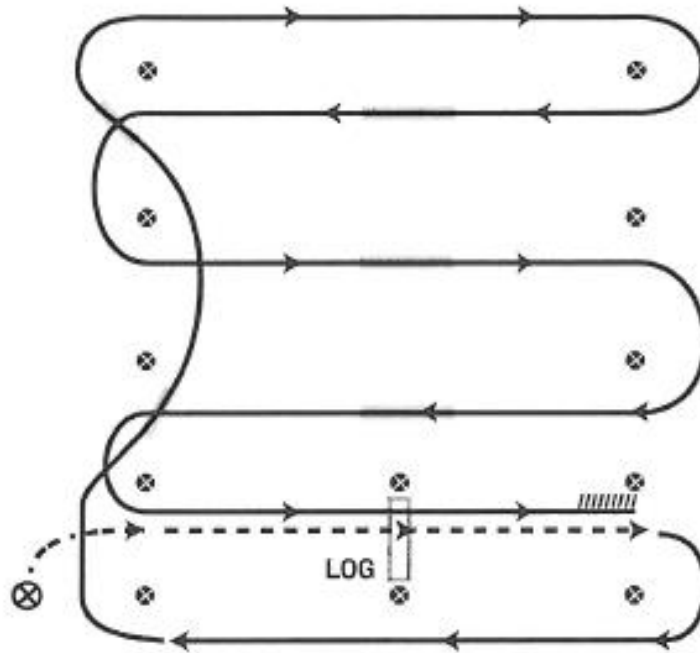
Ranch Riding - w&t




- Jog
- Stop and back
- Jog corners
- Extended trot
- Jog
- Walk over
- Jog and stop
- 2 turns left
- 2 ¼ turns right
- Exit at a walk

OPEN

Western Riding - Level 1 Pattern 3

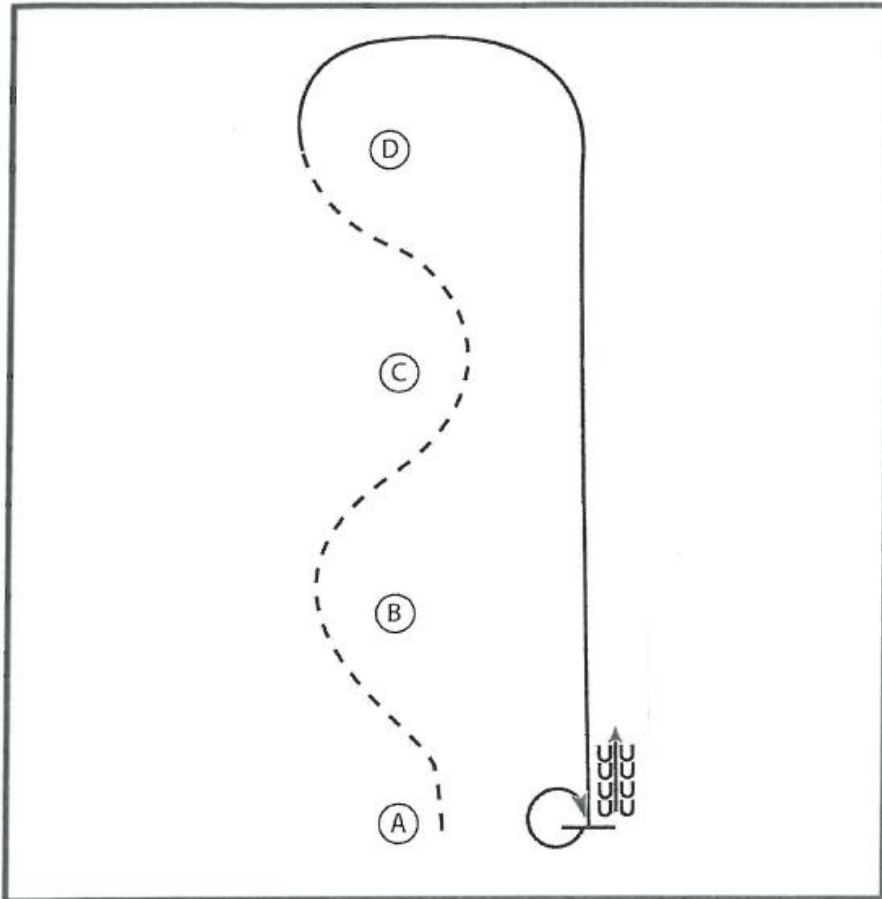


⊗ START CONE WALK - - - - JOG - · - · -
LEAD CHANGING AREA  LOPE ————

1. Walk, transition to jog, jog over log
2. Transition to right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

OPEN

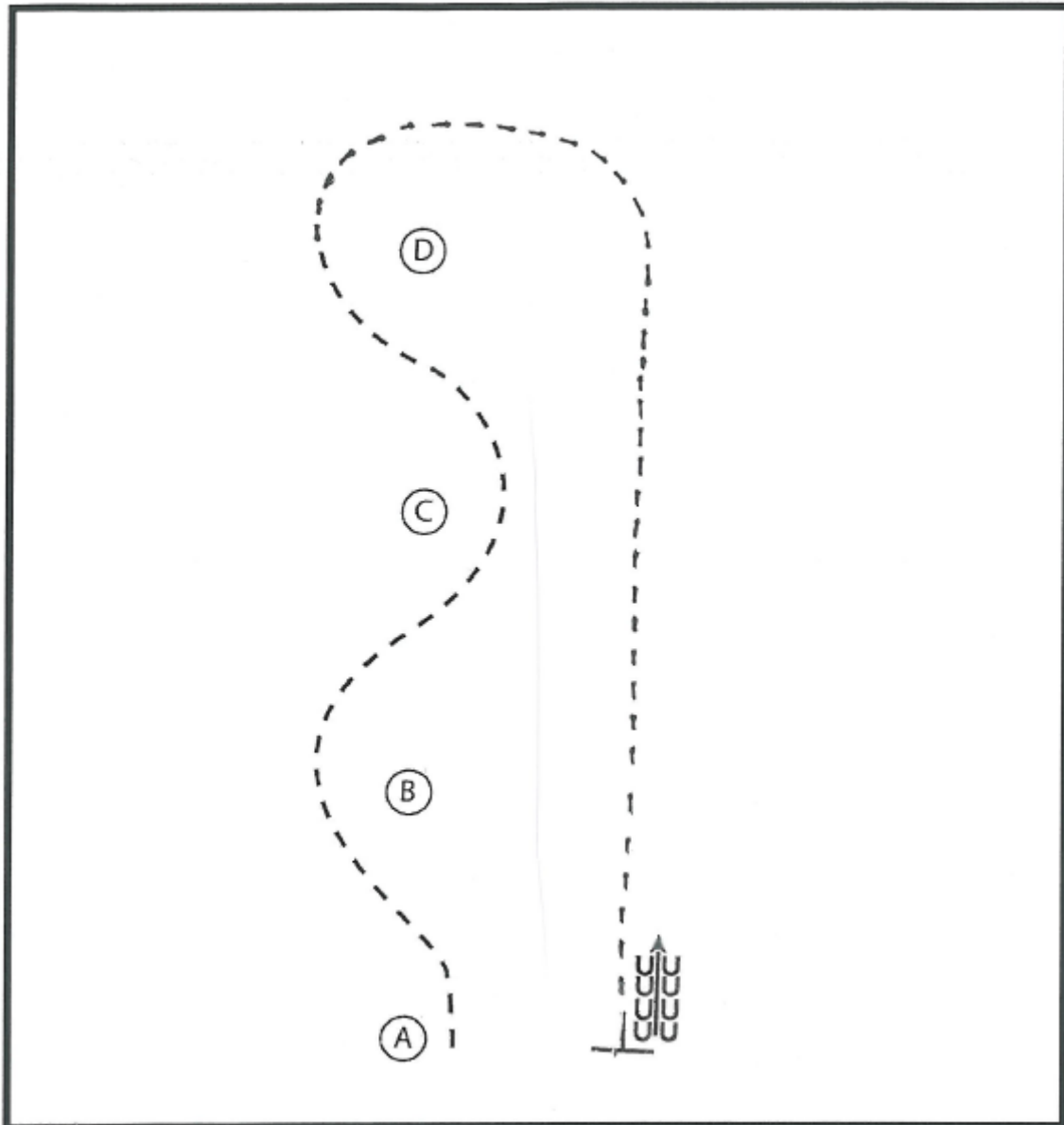
Hunt Seat Equitation



- Posting trot rundt om kegle A og B
- Imellem B og C siddende trav rundt om C til D
- Ved D højregalop rundt om D til A
- Ved A stop og lave et 360 turn til højre
- Bak 4 skridt

WALK & TROT

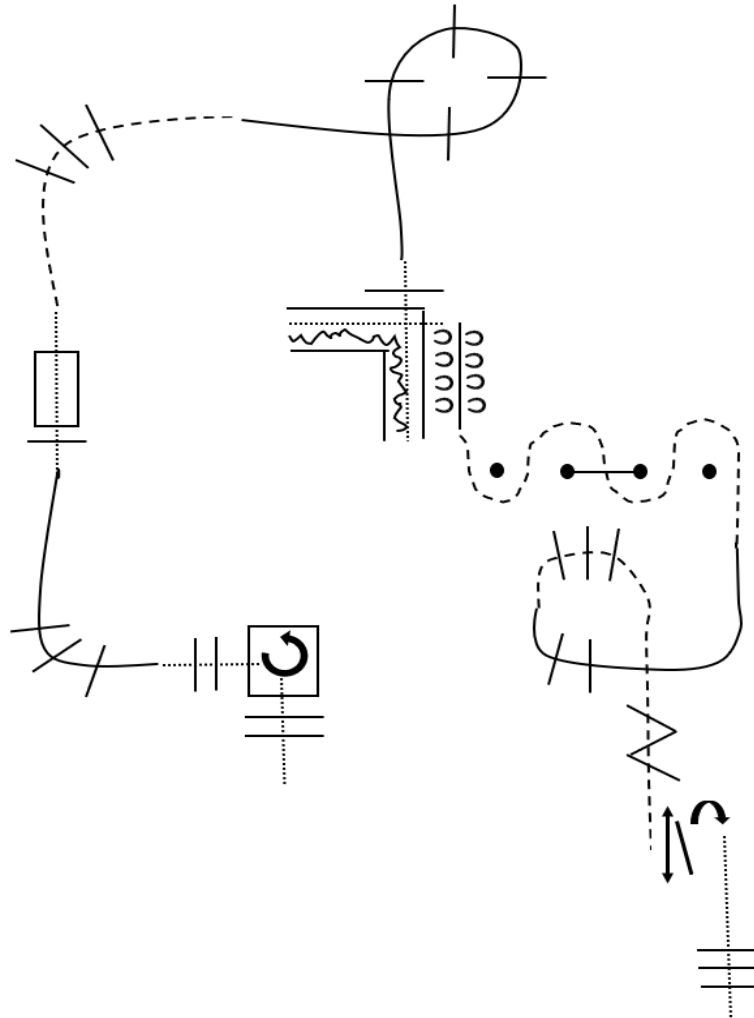
Hunt Seat Equitation



- Posting trot rundt om kegle A og B
- Imellem B og C siddende trav rundt om C til D
- Ved C posting trot på venstre diagonal
- Ved A stop og bak 4 skridt

OPEN

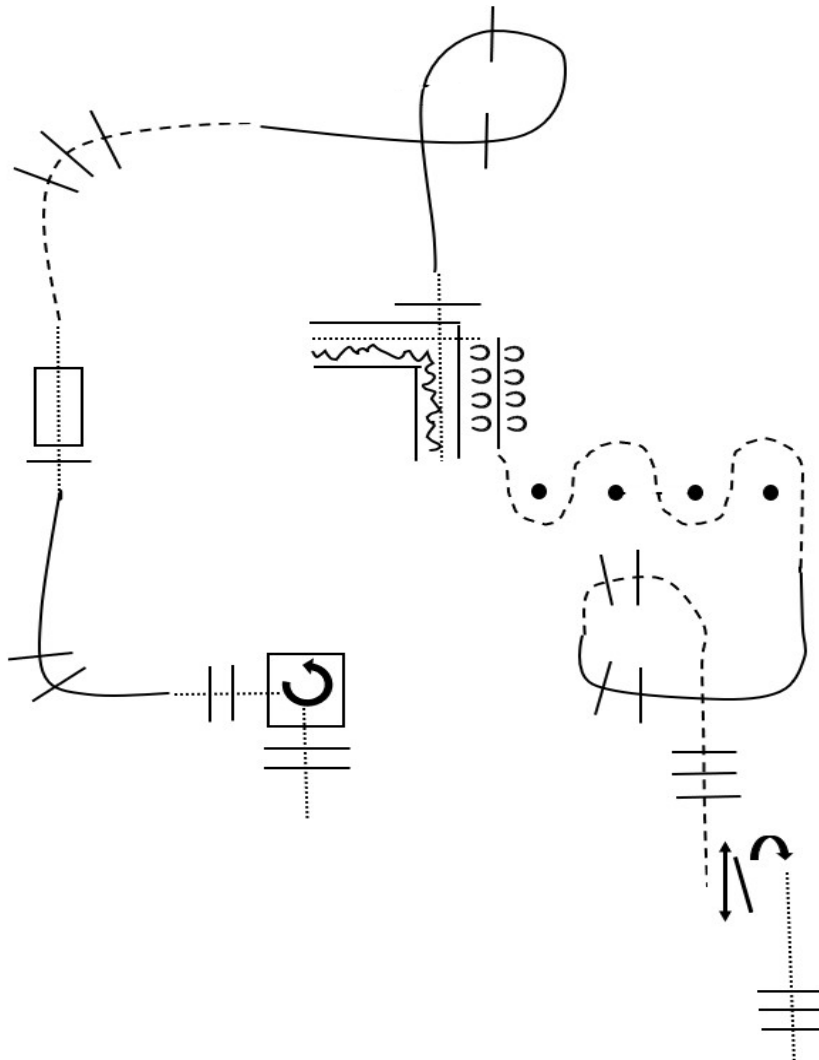
Trail / Trail JubilæumsCup



- Skridt ind i boks
- Lav 1 ¼ turn til venstre og skridt ud af boks og over bomme
- Højre galop over 3 bomme
- Skridt over bro
- Trav over 3 bomme
- Venstre galop rundt over 4 bomme
- Skridt ind i shute og bak shute
- Skridt ud af shute og sidepass til højre over bom
- Trav serpentine
- Højre galop over 2 bomme, trav over bomme
- Stop ved låge, lav låge venstre hånd, turn 180 grader til højre og skridt over bomme og ud

AMATEUR / YOUTH

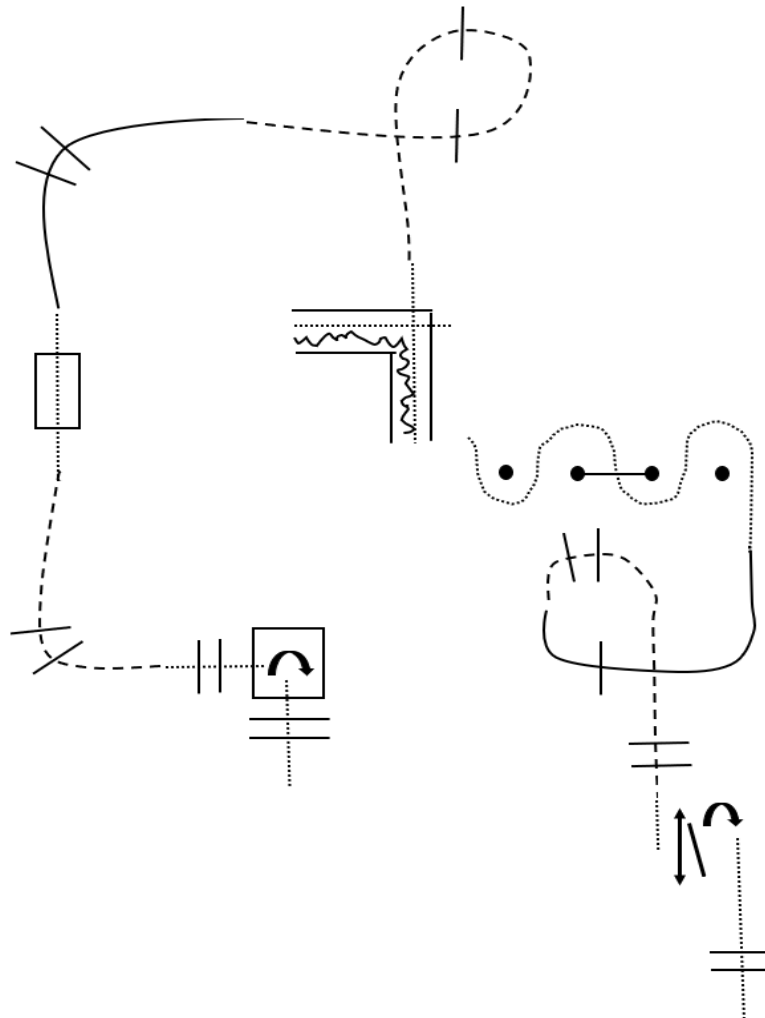
Trail



- Skridt ind i boks
- Lav 1 $\frac{1}{4}$ turn til venstre og skridt ud af boks
- Højre galop over bomme
- Skridt over bro
- Trav over bomme
- Venstre galop rundt over 2 bomme
- Skridt ind i shute og bak shute
- Skridt ud af shute og sidepass til højre over bom
- Trav serpentine
- Højre galop over 2 bomme, ned i trav og trav 2 bomme og videre til næste 3 bomme
- Stop ved låge, lav låge venstre hånd, turn 180 grader til højre og skridt ud

NOVICE HORSE / BEGINNER

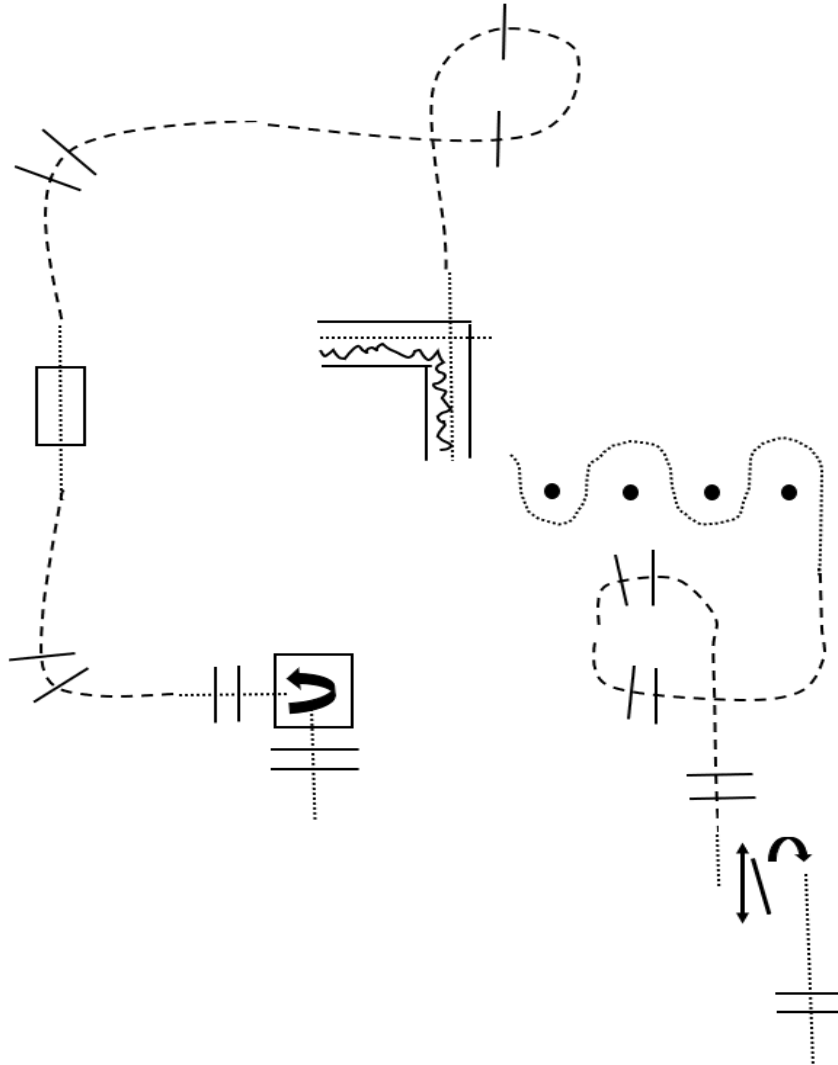
Trail



- Skridt ind i boks
- Lav 3/4 turn til højre og skridt ud af boks
- Trav over bomme
- Skridt over bro
- Højre galop over bomme
- Trav rundt til venstre over 2 bomme
- Skridt ind i shute og bak shute
- Skridt ud af shute
- Skridt serpentine
- Højre galop over 1 bom, ned i trav og trav 2 bomme og videre til næste 2 bomme
- Skridt til låge, lav låge venstre hånd, turn 180 grader til højre og skridt ud

WALK & TROT / TRAIL IN HAND

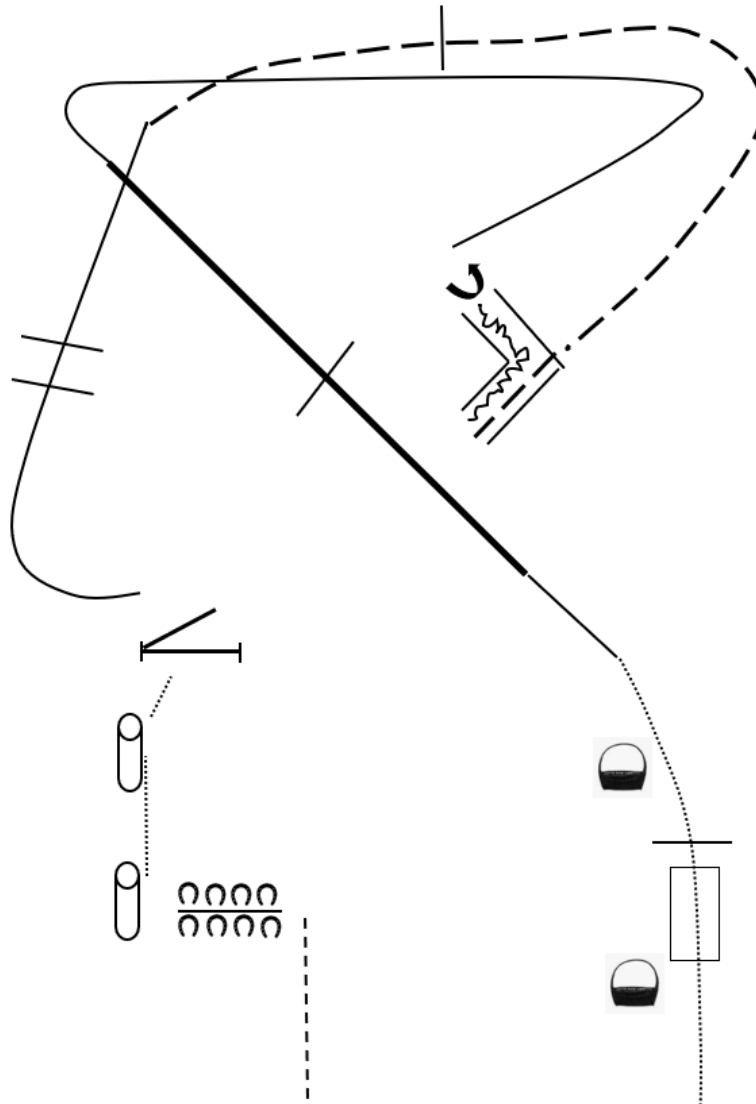
Trail



- Skridt ind i boks
- Lav 3/4 turn til højre og skridt ud af boks
- Trav over bomme
- Skridt over bro
- Trav over bomme
- Videre i trav, rundt til venstre over bomme
- Skridt ind i shute og bak shute
- Skridt ud af shute
- Skridt serpentine
- Trav rundt til højre over bomme
- Skridt til låge, lav låge venstre hånd, turn 180 grader til højre og skridt ud

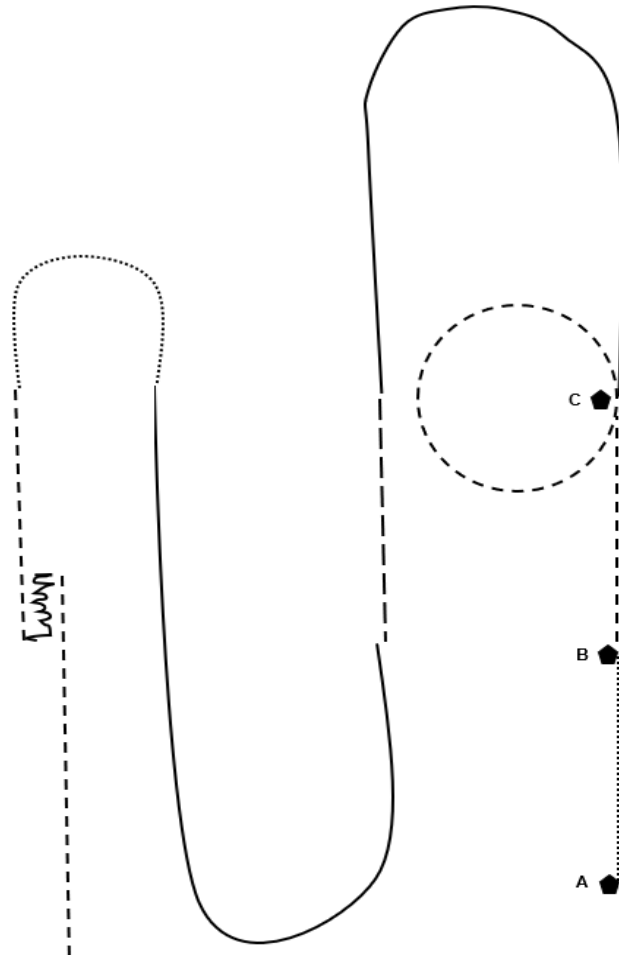
OPEN

Ranch Trail / Ranch Trail JubilæumsCup



- Trav til bom og side pass venstre over bom
- Træk drag i skridt
- Venstre hånd låge og højre galop over 2 bomme
- Extended trav over bom og ind i shute
- Stop og bak L
- Venstre galop
- Extended galop over bom
- Collect galop
- Skridt til kurv, tag kurv, skridt over bom og bro sæt kurv, skridt ud

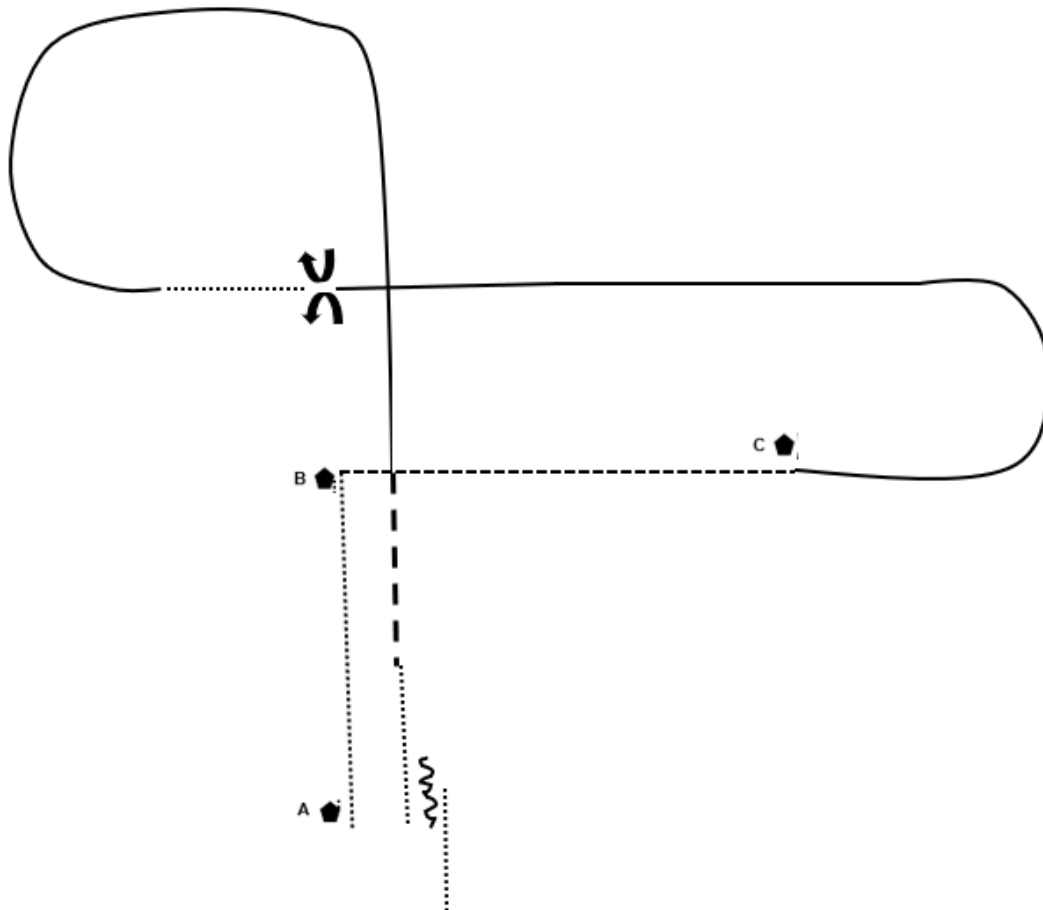
AMATEUR / YOUTH Horsemanship



- Vær klar ved kegle A
- Skridt fra kegle A til kegle B
- Trav fra kegle B til kegle C
- Trav en cirkel rundt om kegle C
- Spring an i venstre galop ud for kegle C
- Overgang til extended trav for kegle C
- Spring an i højre galop ud for kegle B
- Ud for kegle C overgang til skridt
- Overgang til trav
- Stop ud for kegle B
- Bak 1 hestelængde
- Trav ud

OPEN

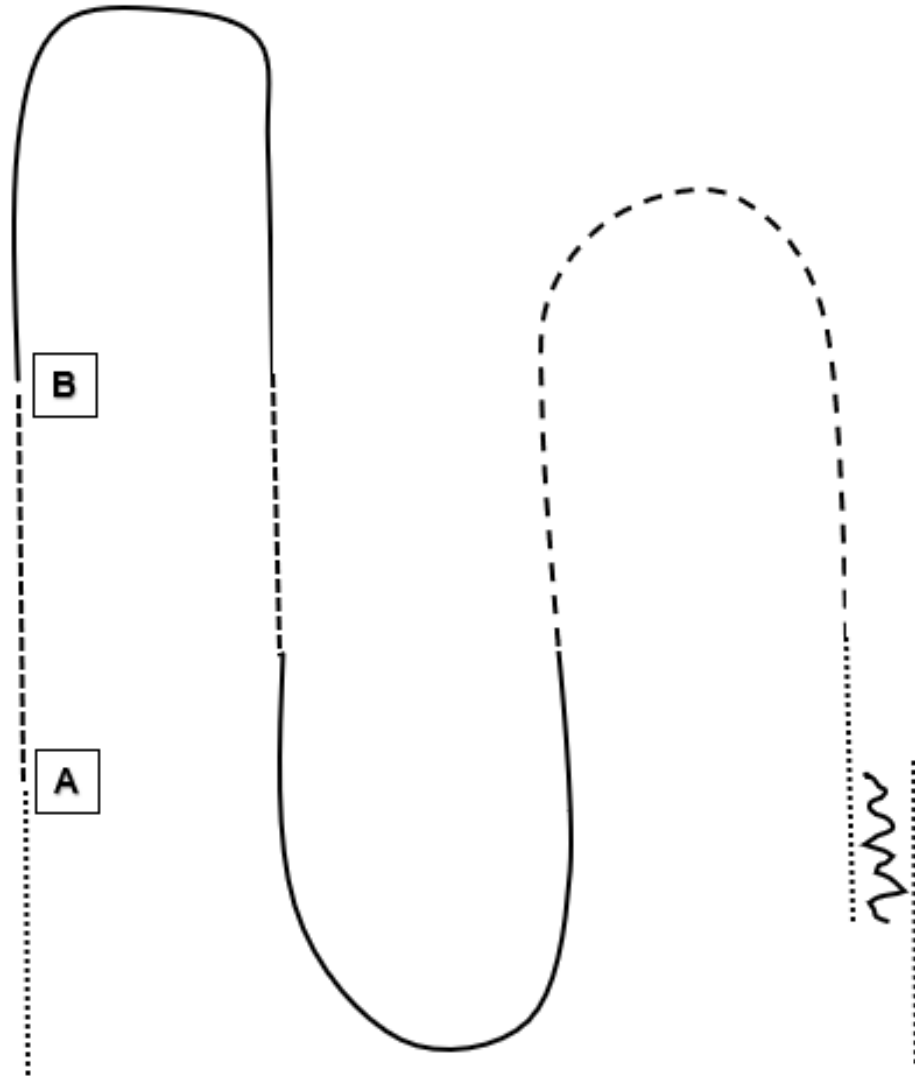
Horsemanship / Horsemanship JubilæumsCup



- Vær klar ved kegle A
- Skridt fra kegle A til kegle B
- Trav fra kegle B til kegle C
- Spring an i venstre galop ved kegle C
- Stop ud for kegle B
- 360 grader turn til højre, derefter 360 grader turn til venstre
- Skridt to hestelængder
- Spring an i højre galop
- Extended trav ud for kegle B, to hestelængder
- Stop og smid stighbøjler
- Skridt til kegle A
- Stop, bak 1 hestelængde og skridt ud

BEGINNER / NOVICE HORSE

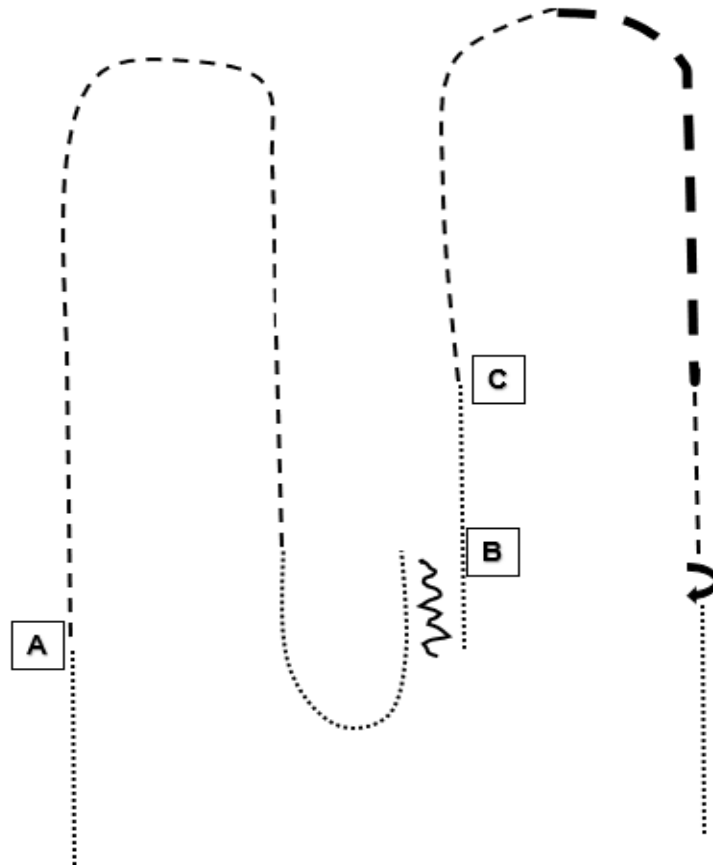
Horsemanship



- Skridt til kegle A
- Trav til kegle B
- Ved kegle B spring an i højre galop
- Ud for kegle B, overgang til trav
- Trav to hestelængder
- Spring an i venstre galop
- Overgang til trav
- Overgang til skridt
- Stop, bak 1 hestelængde og skridt ud

WALK & TROT

Horsemanship



- Skridt til kegle A
- Trav ved kegle A
- Ud for kegle A, overgang til skridt
- Ud for kegle B, stop og bak 1 hestelængde
- Skridt til kegle C
- Trav ved kegle C
- Extended trav
- Overgang til collected trav ud for kegle C
- Stop ud for kegle B
- 360 grader turn valgfri vej
- Skridt ud

NRHA.dk EASY

Easy Level 1 (Walk & Trot)

1. Trot down the center line, past the end marker, stop and rollback (180o turn) to the left – no hesitation.
2. Trot down the center line to the opposite end of the arena past the end marker, stop and rollback (180o turn) to the right – no hesitation.
3. Trot down the center line past the center marker, stop and back up to the center of the arena – hesitate.
4. Complete 1 (one) spin to the right – hesitate.
5. Complete 1 ¼ spin to the left – hesitate.
6. Trot 2 circles to the right. First circle large and fast, second circle small and slow, change direction.
7. Trot 2 circles to the left. First circle large and fast, second circle small and slow. Stop in the center of the arena. Hesitate to demonstrate completion of the pattern.

NRHA.dk EASY

Easy Level 2

Walk or trot to the center of the arena.

1. Perform 2 circles to the left. First circle large and on left lead lope, second circle small at the trot, change direction.
2. Perform 2 circles to the right. First circle small at the trot, second circle large on right lead lope.
3. At the center of the arena, transition to trot and change direction, continue around to the left, but do not close the circle. Trot down the side of the arena past the center marker, stop and rollback to the right (at least 6 meters from the wall) – no hesitation.
4. Trot all the way around and down the opposite side of the arena, past the center marker, stop and back up at least 3 meters – hesitate.
5. Complete 2 spins to the right – hesitate.
6. Complete 2 spins to the left – hesitate.

NRHA.dk EASY

Easy Level 3

Walk or trot to the center of the arena.

1. Beginning on the right lead, lope 2 circles to the right. First circle large, second circle small. Stop at the center of the arena – hesitate.

2. Complete 2 spins to the right – hesitate.

3. Beginning on the left lead, lope 2 circles to the left. First circle large, second circle small. Stop at the center of the arena – hesitate.

4. Complete 2 spins to the left – hesitate.

5. Lope to the right on the right lead, but do not close the circle, lope down the side of the arena, past the center marker. Stop and rollback to the left (at least 6 meters from the wall) – no hesitation.

6. Lope all the way around the arena and down the opposite side of the arena, past the center marker. Stop and back up at least 3 meters. Hesitate to demonstrate completion of the pattern.

NRHA.dk EASY

Easy Level 4

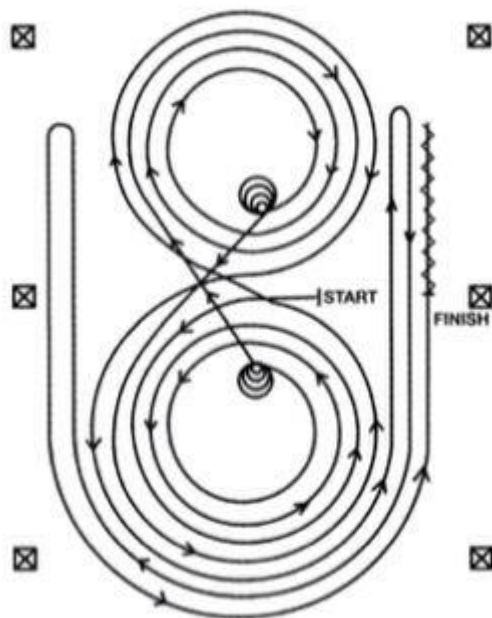
1. Complete 3 spins to the right – hesitate.
2. Complete 3 spins to the left – hesitate.
3. Beginning to the left on the left lead, lope 3 circles, first circle large with increased speed, second circle small and slow, third circle large with increased speed. Change lead at the center of the arena (simple or flying)
4. Beginning to the right on the right lead, lope 3 circles, first circle large with increased speed, second circle small and slow, third circle large with increased speed, change lead at the center of the arena (simple or flying).
5. Continue around the to the left on the left lead, but do not close this circle and lope down the centerline from the top of the arena past the end marker, stop and rollback to the left, no hesitation.
6. Lope down the centerline to the opposite end of the arena, past the end marker, stop and rollback to the right, no hesitation.
7. Lope down the centerline, past the center marker, stop and back up at least 3 meters. Hesitate to demonstrate completion of the pattern.

Novice Horse Reining

NRHA.dk Green as Grass Horse

PATTERN

5



PATTERN

5

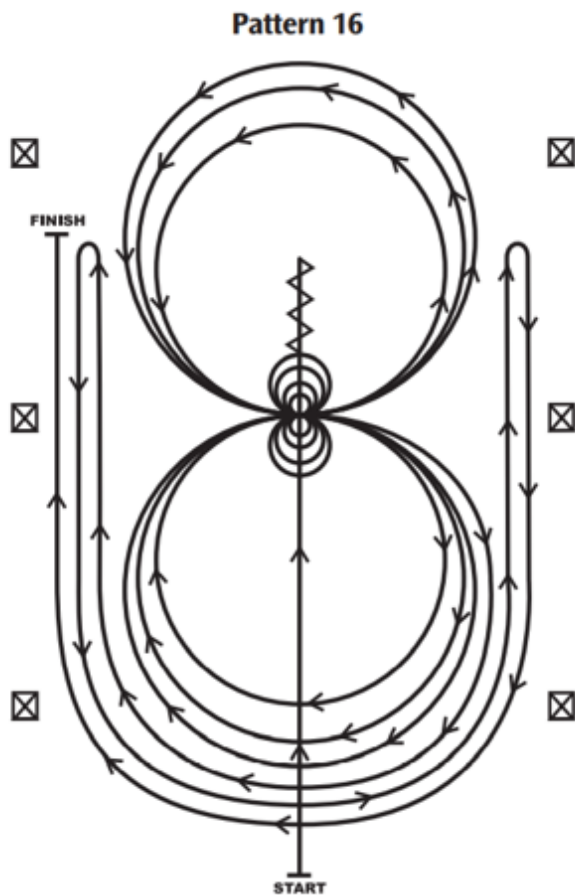
Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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. (Figure 8)
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 (six meters) 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 (six meters) 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 (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

Amateur Reining

NRHA.dk NonPro



Pattern 16

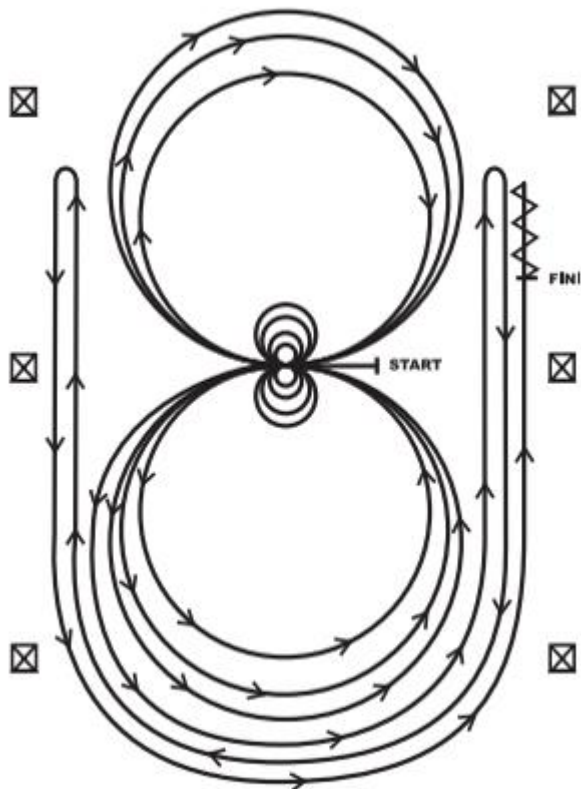
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the left. Hesitate.
3. Complete four and one-quarter spins to the right so that the horse is facing the right wall or fence. Hesitate.
4. Beginning on the right lead, 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. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. Begin a large circle to the right 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 20 feet (6 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 and past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
8. 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 sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

Open Reining

NRHA.dk Open

Reining JubilæumsCup

Pattern 15



Pattern 15

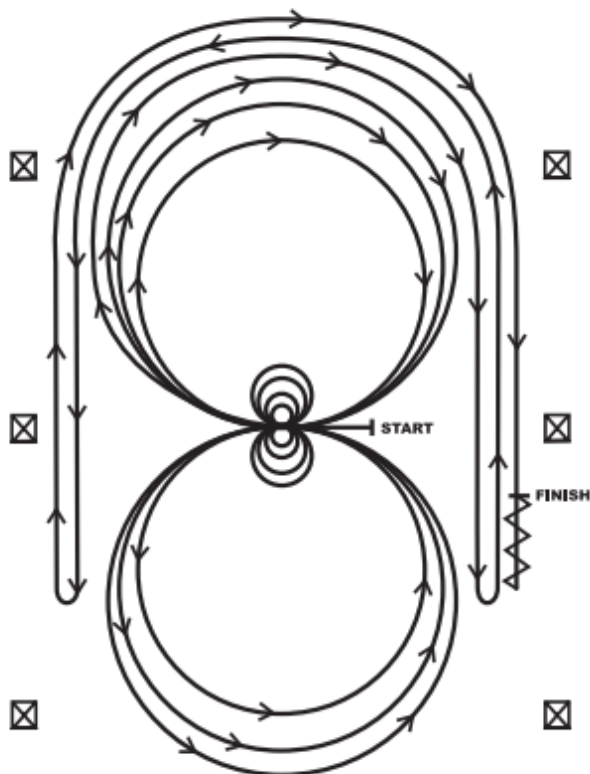
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

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 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 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.
5. Begin a large circle to the left but do not close this circle. Run straight down 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 the previous circle but do not close this circle. Run down 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 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 (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Beginner Reining

NRHA.dk Greener Than Grass

Pattern 14



Pattern 14

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.

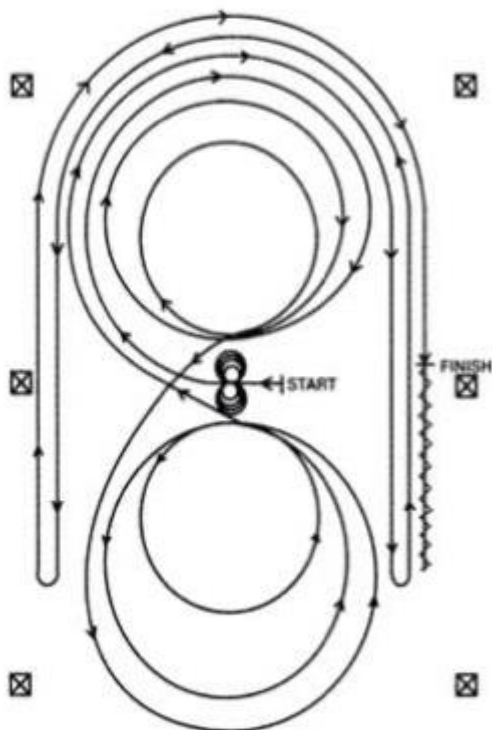
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: 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 right but do not close this circle. Run up the right 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.
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 right 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.

NRHA.dk Rookie 1

NRHA.dk Rookie 2

PATTERN

8



PATTERN

8

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

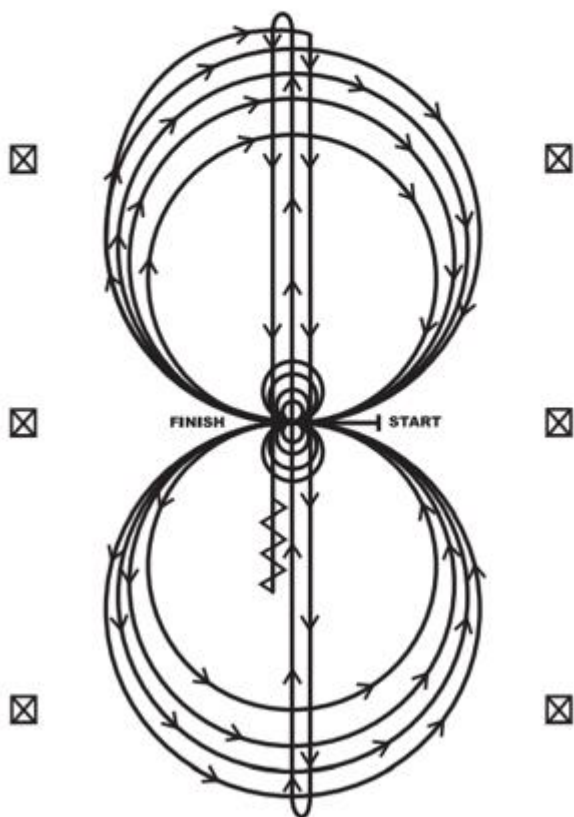
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.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

Rider must dismount and drop bridle to the designated judge.

Youth Reining

NRHA.dk Youth

Pattern 4



Pattern 4

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

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.

4. Complete four spins to the left. Hesitate.

5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)

6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.

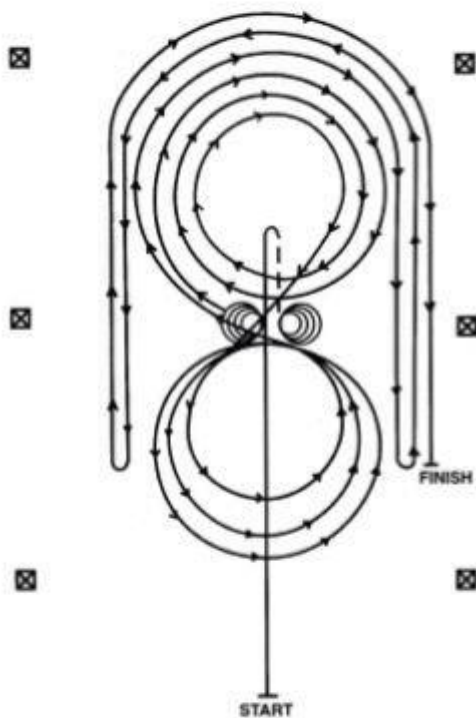
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.

8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

NRHA.dk Rookie Professional

PATTERN

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PATTERN

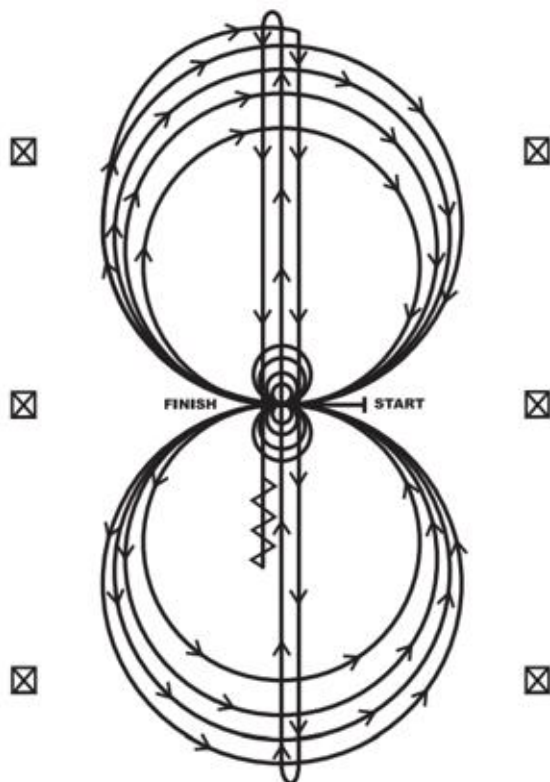
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1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, 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. 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.
6. Begin a large fast circle to the right but do not close this circle. Run down the right 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 the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
8. Continue back around 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 (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop the bridle to the designated judge.

NRHA.dk Prime Time

Pattern 4



Pattern 4

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

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.

4. Complete four spins to the left. Hesitate.

5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)

6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.

7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.

8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.