

EWU-Turnier: EWU C-Turnier TM Ranch Holzhausen
Amt Wachsenburg / Holzhausen



Endgültiger Zeitplan

Öffnungszeiten der Meldestelle

24.05.2025: 07:00 - 20:30 2h nach Ende letzter Prüfung

Abreitezeiten

Am Turniertag ab 7.00 Uhr bis Ende letzte Prüfung

24.05.2025

Platzhalter Reitplatz

09:00	-	09:15	LK 4/5 Showmanship at Halter	Nennungen: 6
09:15	-	09:30	LK 1-3 Showmanship at Halter	Nennungen: 6
09:30	-	09:45	Trail in Hand LK 1-5	Nennungen: 4
09:45	-	10:00	LK 4/5 Trail	Nennungen: 4
10:00	-	10:30	LK 3 Trail	Nennungen: 7
10:30	-	11:00	LK 1/2 Trail	Nennungen: 7
11:00	-	11:15	Ranch Trail LK 3-4	Nennungen: 4
11:15	-	11:35	Walk Trot Trail Erwachsene	Nennungen: 5
11:35	-	11:50	LK 4/5 Western Pleasure	Nennungen: 6
11:50	-	12:10	LK 3 Western Pleasure	Nennungen: 8
12:10	-	12:25	LK 1/2 Western Pleasure	Nennungen: 5
12:25	-	12:35	Walk Trot Pleasure Jugend	Nennungen: 5
12:35	-	12:45	Walk Trot Pleasure Erwachsene	Nennungen: 5
12:45	-	13:30	Pause	
13:30	-	13:45	LK 4/5B Western Horsemanship	Nennungen: 5
13:45	-	14:00	LK 4/5A Western Horsemanship	Nennungen: 4
14:00	-	14:30	LK 3 Western Horsemanship	Nennungen: 9
14:30	-	15:05	LK 1/2 Western Horsemanship	Nennungen: 10
15:05	-	15:20	Walk Trot Horsemanship Jugend	Nennungen: 5
15:20	-	15:35	Walk Trot Horsemanship Erwachsene	Nennungen: 4
15:35	-	15:50	LK 4/5B Ranch Riding	Nennungen: 4
15:50	-	16:05	LK 4/5A Ranch Riding	Nennungen: 7
16:05	-	16:40	LK 3 Ranch Riding	Nennungen: 11
16:40	-	17:10	LK 1/2 Ranch Riding	Nennungen: 9
17:10	-	17:25	Walk Trot Ranch Riding Jugend	Nennungen: 4
17:25	-	17:40	Walk Trot Ranch Riding Erwachsene	Nennungen: 5
17:40	-	17:50	LK 4 Western Ranch Rail	Nennungen: 8
17:50	-	18:00	LK 3 Western Ranch Rail	Nennungen: 5
18:00	-	18:10	LK 1/2 Western Ranch Rail	Nennungen: 8
18:10	-	18:30	LK 1-3 Reining	Nennungen: 4

Die Trail-Prüfungen finden auf dem Außenreitplatz 30m x60m statt

Pattern Teil 2

Trail in Hand Trail Set 4 # 14

Trail LK 4/5 Trail Set 4 # 12

Trail LK 3 Trail Set 4 # 9

Trail LK 1-2 Trail Set 4 # 13

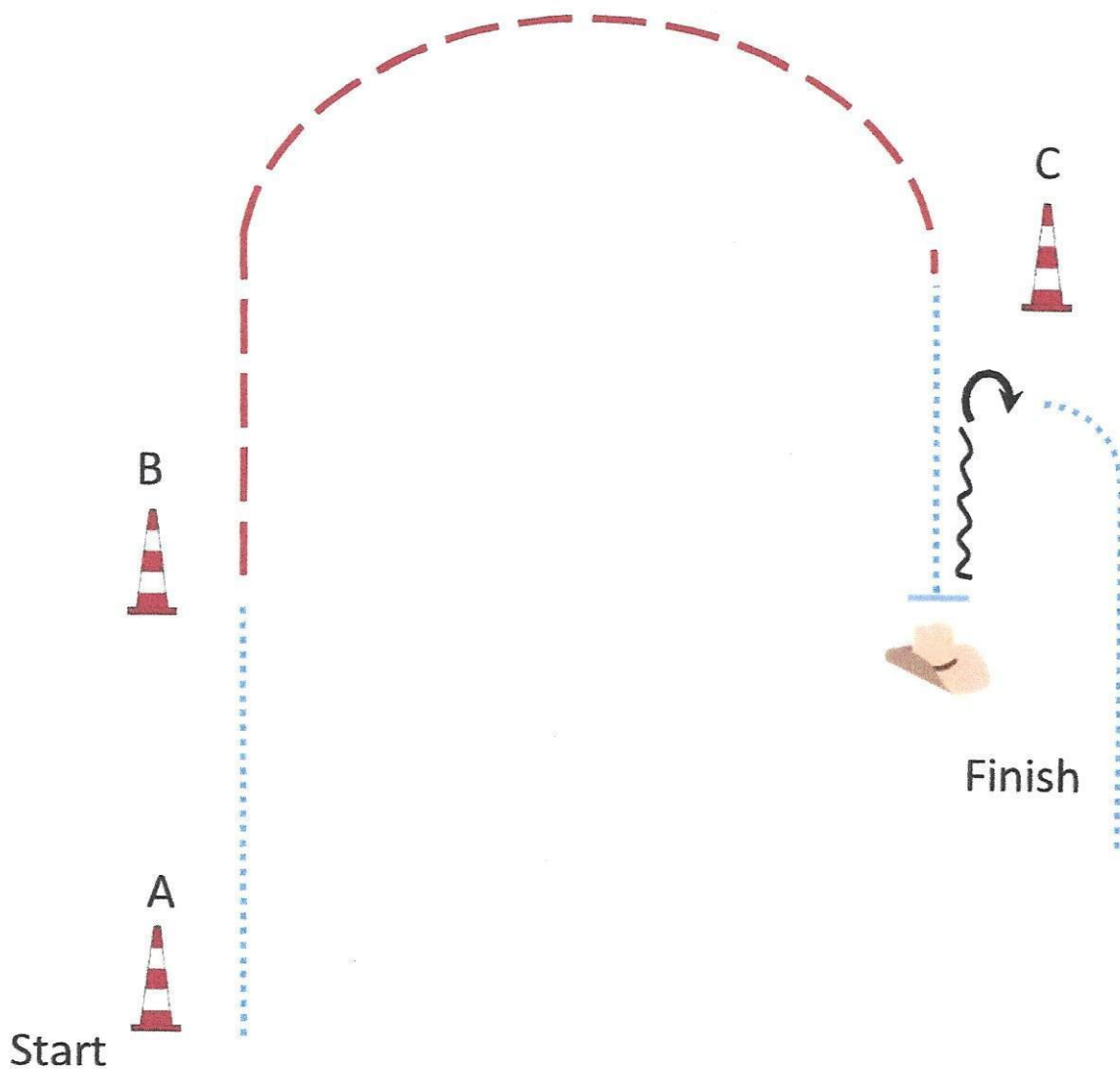
Ranch Riding LK 4/5 Pattern 32

Ranch Riding LK 3 Pattern 28

Ranch Riding LK 1-2 Pattern 28

Reining LK 1-3 Pattern 2

LK 4/5 Showmanship at Halter



Be ready at A

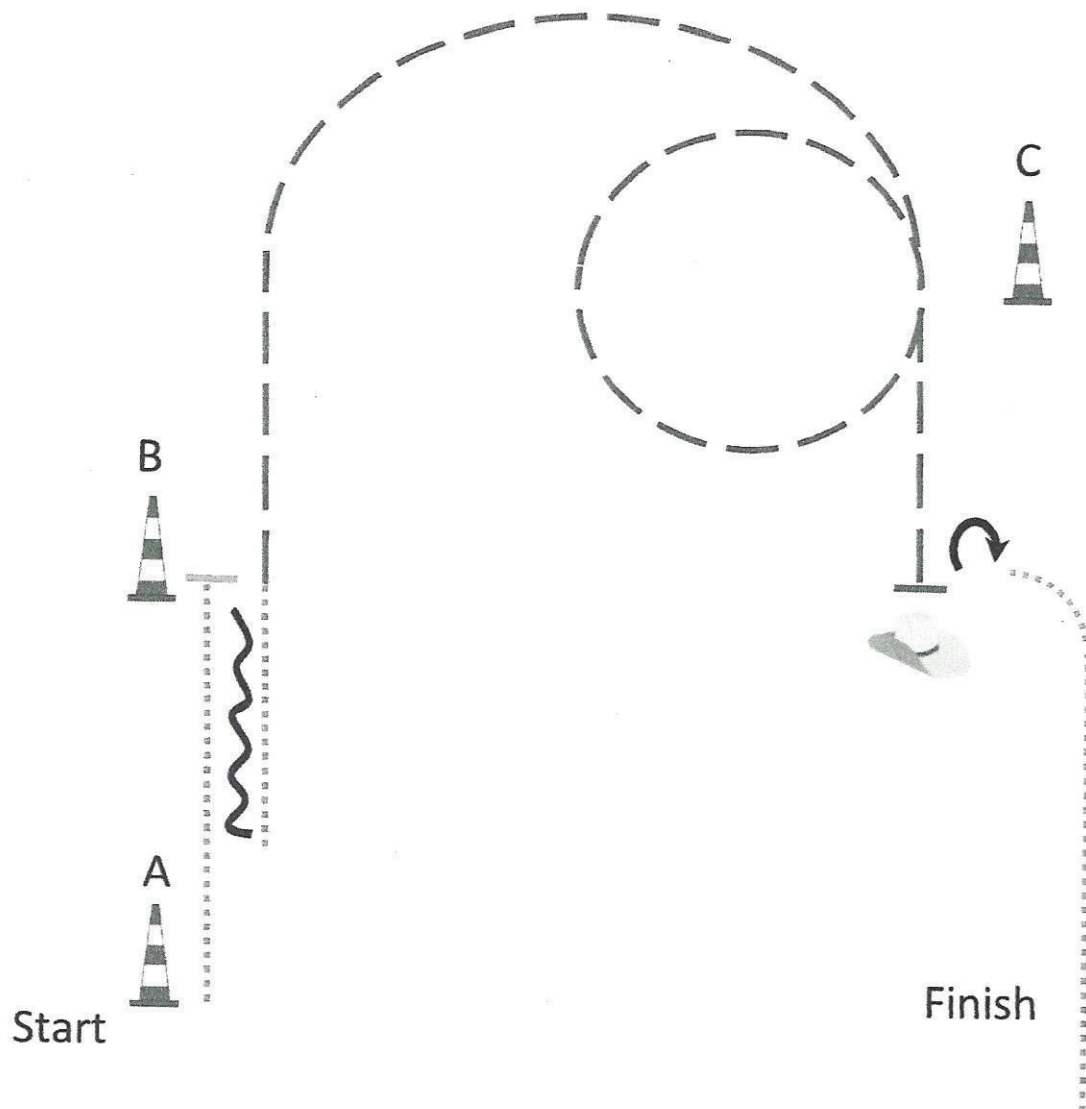
1. Walk A to B
2. Jog B to C
3. Walk to judge, stop
4. Set up for inspection
5. Back Up 1 horaselenght
6. Turn 3/4 right
7. Walk past judge

Walk to exit

Bereit bei A

1. Schritt von A zu B
 2. Trab von B zu C
 3. Schritt zum Richter, Stop
 4. Aufstellen zur Inspektion durch den Richter
 5. Rückwärts 1 Pferdelänge
 6. Drehung 3/4 rechts
 7. Schritt bis nach dem Richter
- Schritt zum Ausgang

LK 1-3 Showmanship at Halter

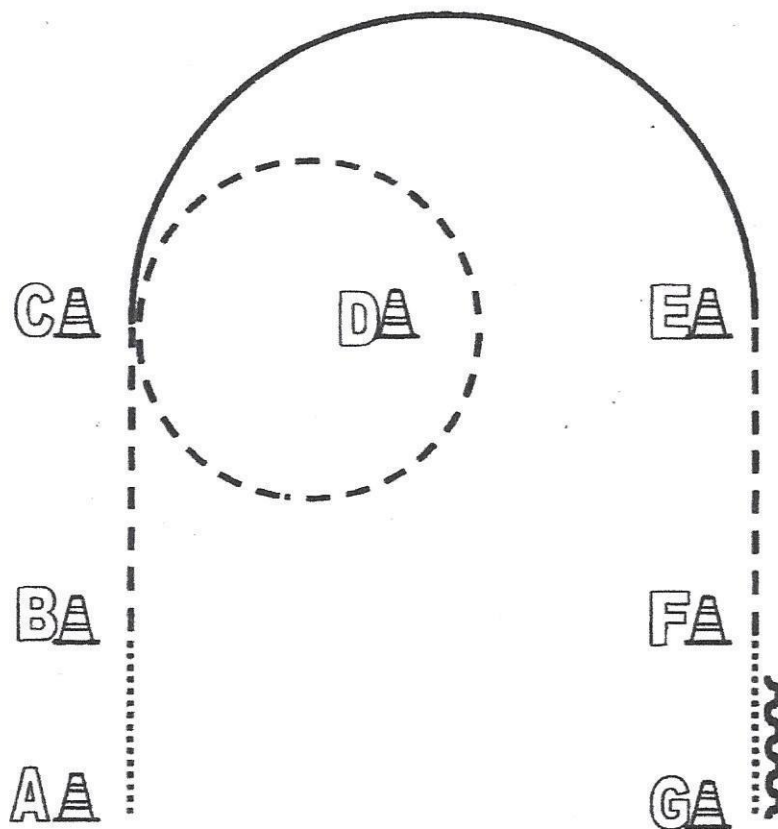


Be ready at A

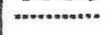
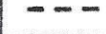
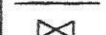
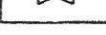
1. Walk A to B, stop
 2. Back up 2 horselength, walk
 3. Jog at B to C
 4. Jog circle at C and to judge, stop
 5. Set up for inspection
 6. Turn 3/4 right
 7. Walk past A
- Walk to exit

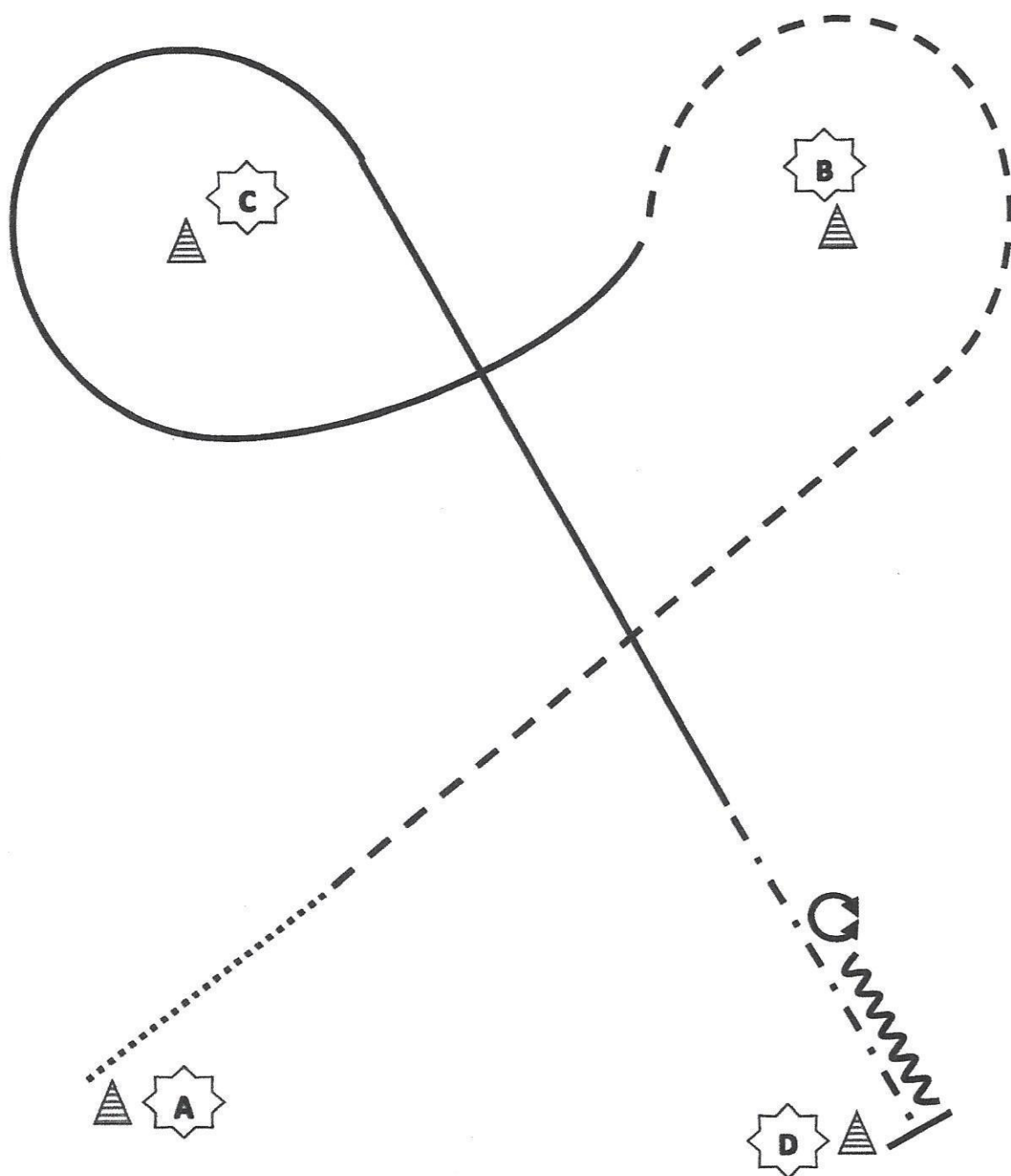
Bereit bei A

1. Schritt von A zu B, Stop
 2. Rückwärts 2 Pferdelängen, Schritt
 3. Trab von B zu C
 4. Trab Volte bei C, Trab zum Richter, Stop
 5. Aufstellen zur Inspektion durch den Richter
 6. Drehung 3/4 rechts
 7. Schritt bis nach A
- Schritt zum Ausgang



1. Von A nach B Schritt
Von B nach C Trab
Trabvolte um D
2. Bei C Rechtsgalopp
 $\frac{1}{4}$ Zirkel Rechtsgalopp von C nach E
Trab von E nach F
3. Schritt von F nach G
Anhalten
mind. 1 Pferdelänge rückwärtsrichten

	Back Up
	Walk
	Jog
	Lope
	Wechsel



Start bei A
 Schritt
 Trab um B
 Galopp
 Ext. Trab
 Stop
 Rückwärts
 Drehung 360°(egal welche Richtung)

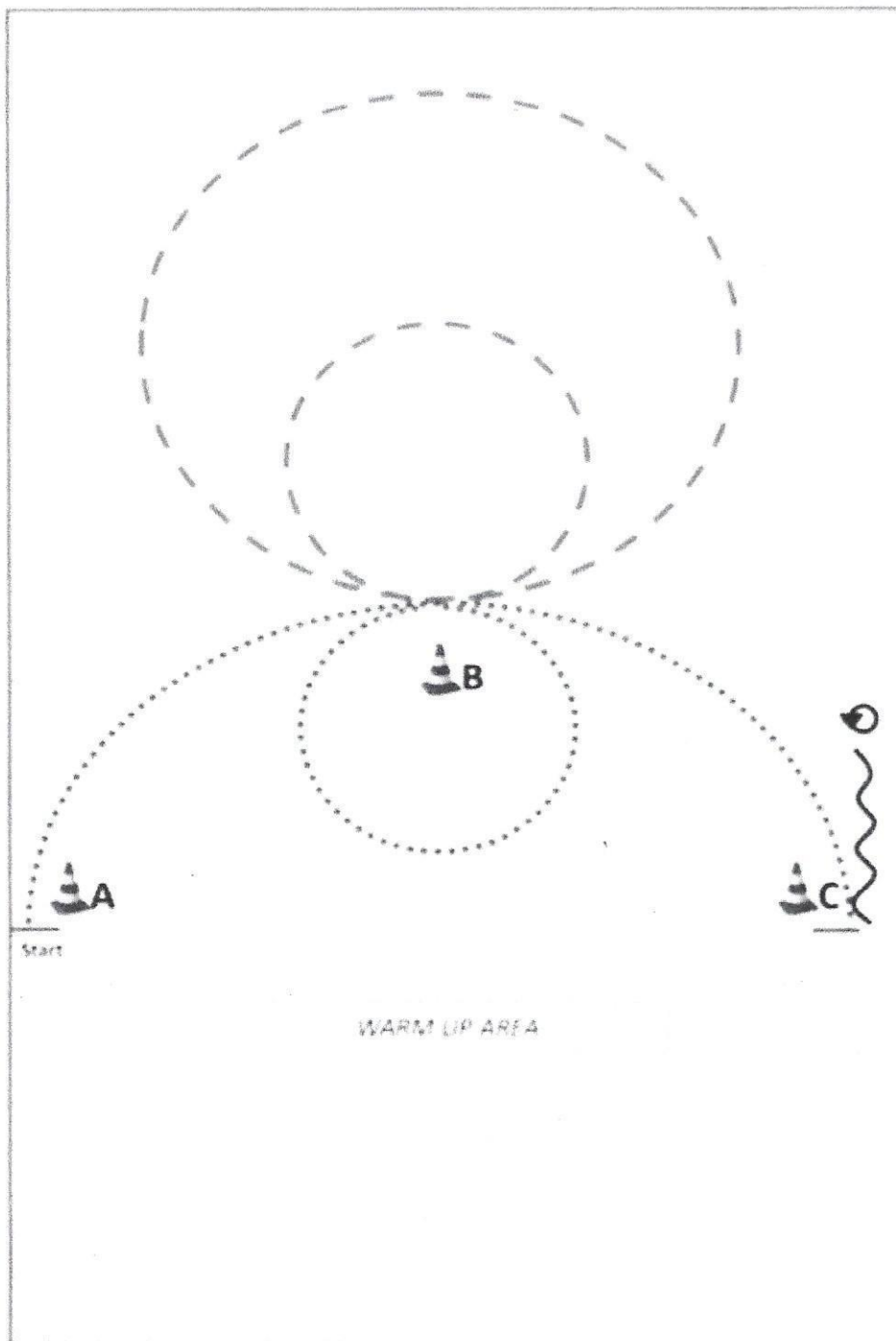
..... Walk / Schritt
 --- Jog / Trab
 - - - Ext. Trab
 — Lope / Galopp
 ~~~~~ Back up  
 ▲ Pylone

# Walk Trot Western Horsemanship A/B

4th January  
2022

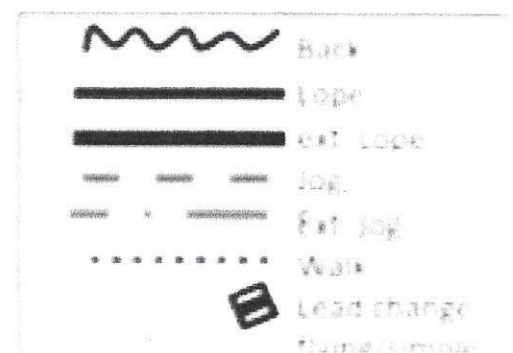
## Pattern WHS WT

CWS



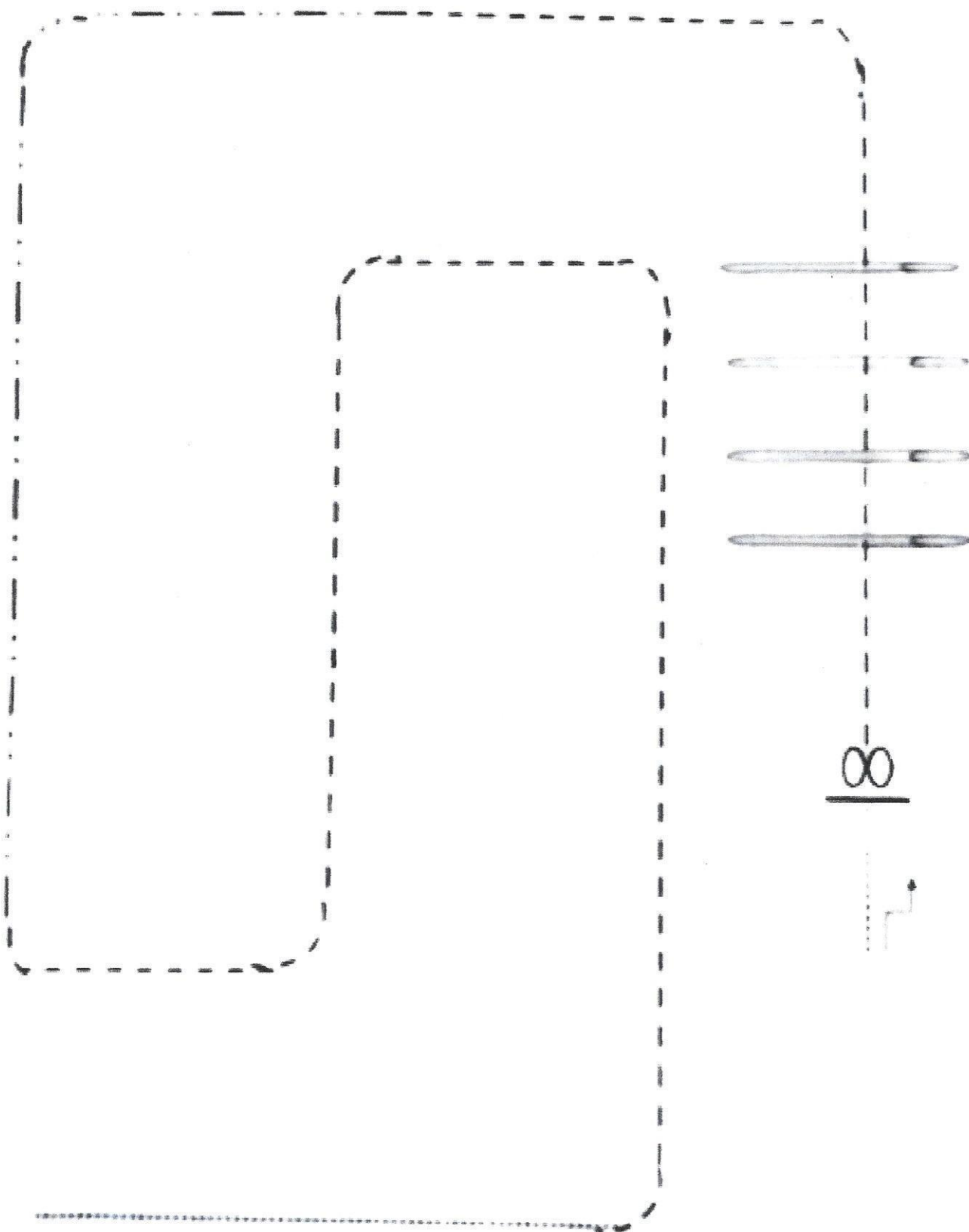
Be Ready at A

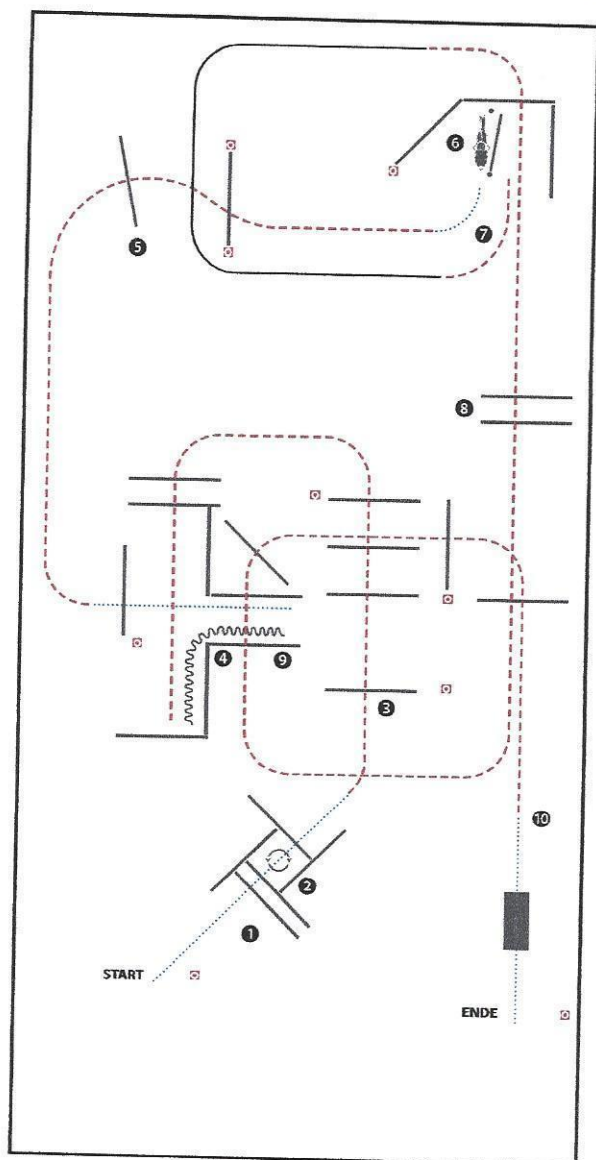
- 1) Walk
- 2) Walk small circle around B right
- 3) Jog big circle left
- 4) Jog small circle left
- 5) Walk, Stop
- 6) Back



# Ranch Riding Walk Trot

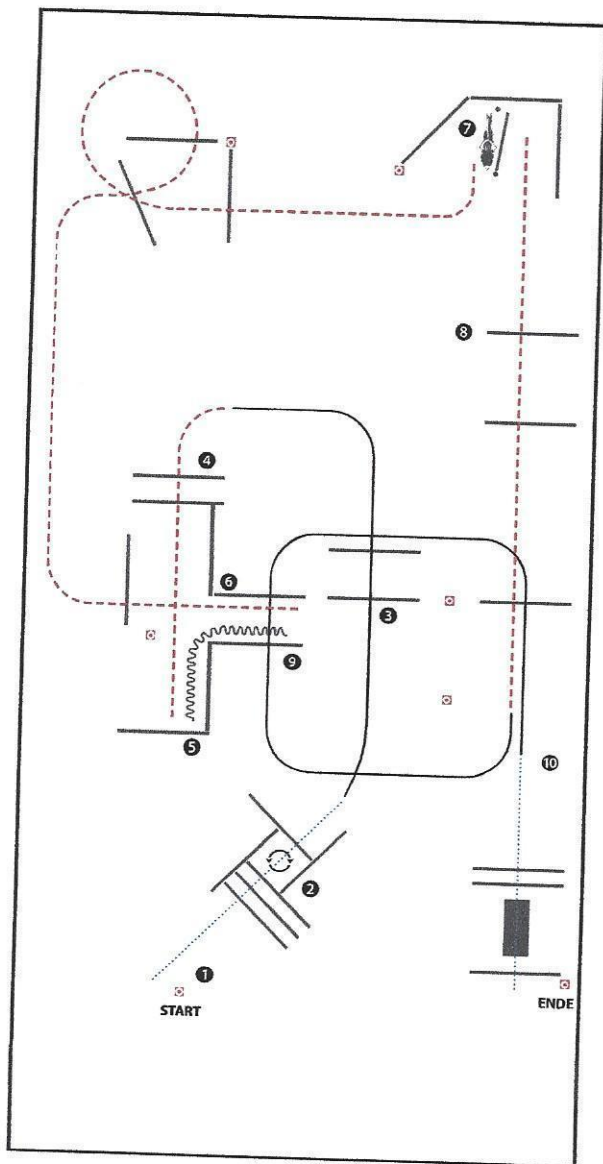
- |                    |                                                                                           |          |           |
|--------------------|-------------------------------------------------------------------------------------------|----------|-----------|
| 1. WALK            | 6. TROT over RAILS                                                                        | WALK     | .....     |
| 2. TROT            | 7. STOP                                                                                   |          |           |
| 3. TROT SERPENTINE | 8. 360 both ways                                                                          | TROT     | - - - - - |
| 4. EXT TROT        | 9. WALK  |          |           |
| 5. TROT            | 10. STOP and BACK                                                                         | EXT TROT | — — — — — |





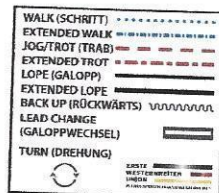
- 1) WALK OVER, WALK INTO BOX
- 2) 360° TURN EITHER WAY (LEFT OR RIGHT), WALK OUT
- 3) JOG OVER, JOG INTO CHUTE
- 4) BACK UP, WALK OUT, WALK OVER
- 5) JOG OVER, WALK
- 6) GATE
- 7) JOG, LOPE (RL)
- 8) JOG OVER
- 9) JOG OVER
- 10) WALK OVER BRIDGE

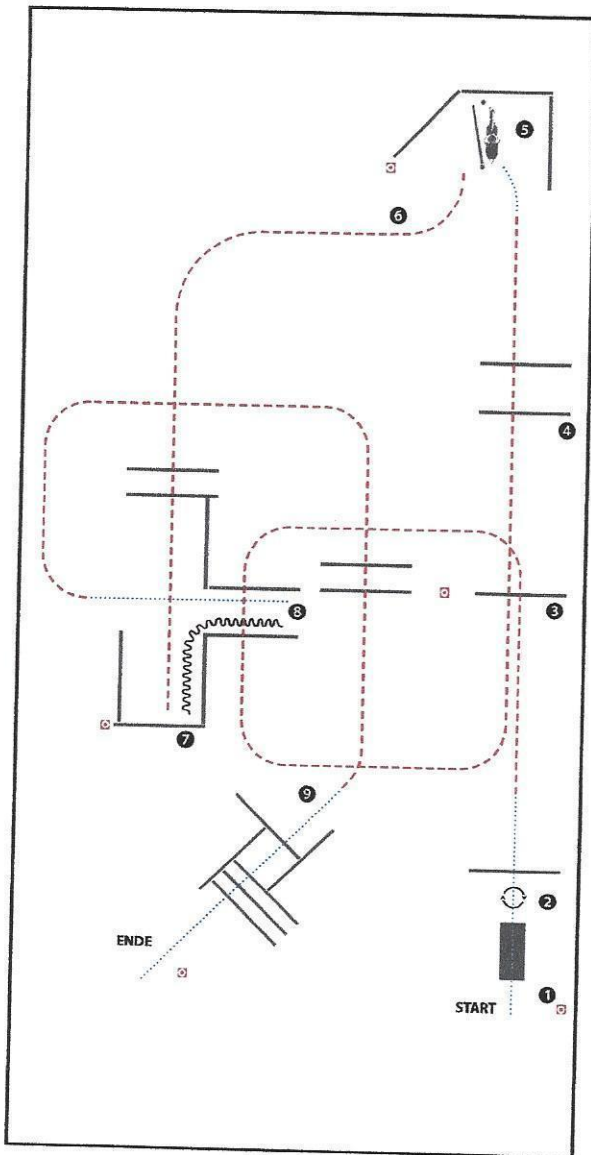
|                             |       |
|-----------------------------|-------|
| WALK (SCHRIITT)             | ..... |
| EXTENDED WALK               | ..... |
| JOG/TROT (TRAB)             | ..... |
| EXTENDED TROT               | ..... |
| LOPE (GALOPP)               | ..... |
| EXTENDED LOPE     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



(Erhöhungen optional)

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

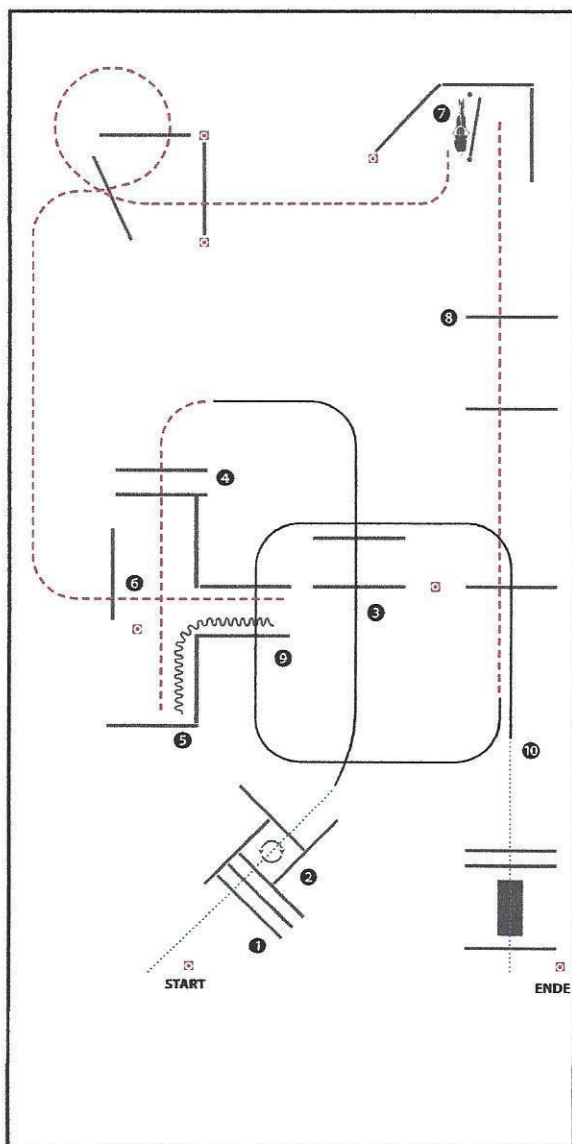




(Tor optional)

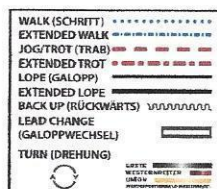
- 1) WALK OVER BRIDGE (Im Schritt über die Brücke)
- 2) STOP, 360° TURN RIGHT (Anhalten, 360° Wendung rechts),  
WALK OVER (Schrittstangen)
- 3) JOG OVER (Trabstangen)
- 4) JOG OVER, WALK (Trabstangen, Schritt)
- 5) GATE (Tor)
- 6) JOG OVER, JOG INTO CHUTE (Trabstangen, in Gasse traben)
- 7) BACK UP (Rückwärts)
- 8) WALK OUT, JOG OVER (im Schritt aus der Gasse, Trabstangen)
- 9) STOP OR BREAK TO WALK, WALK OVER  
(Anhalten oder Übergang zum Schritt, Schrittstangen)

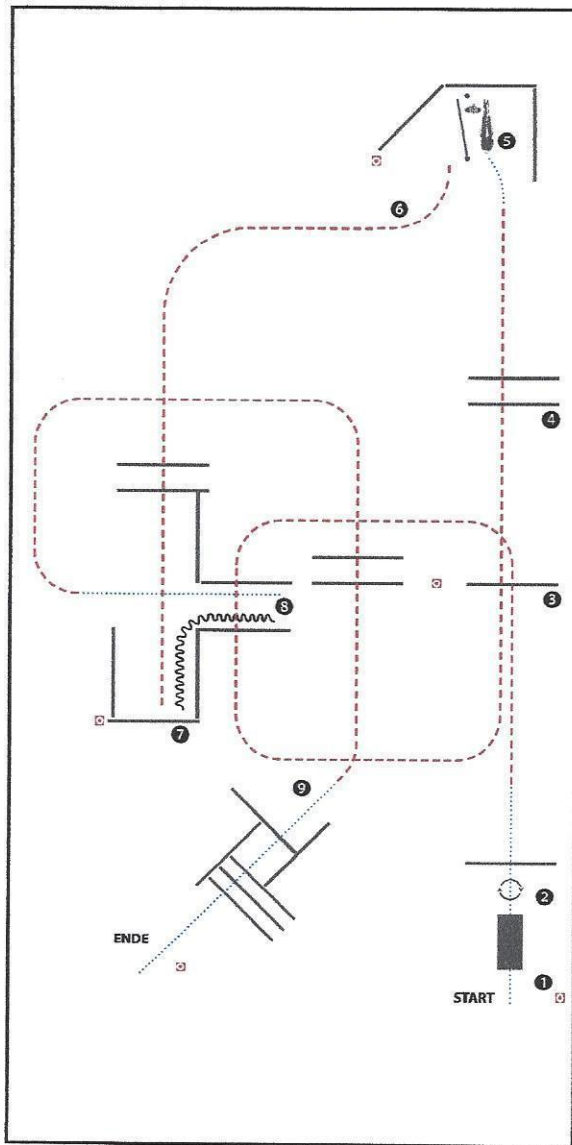




(Erhöhungen optional)

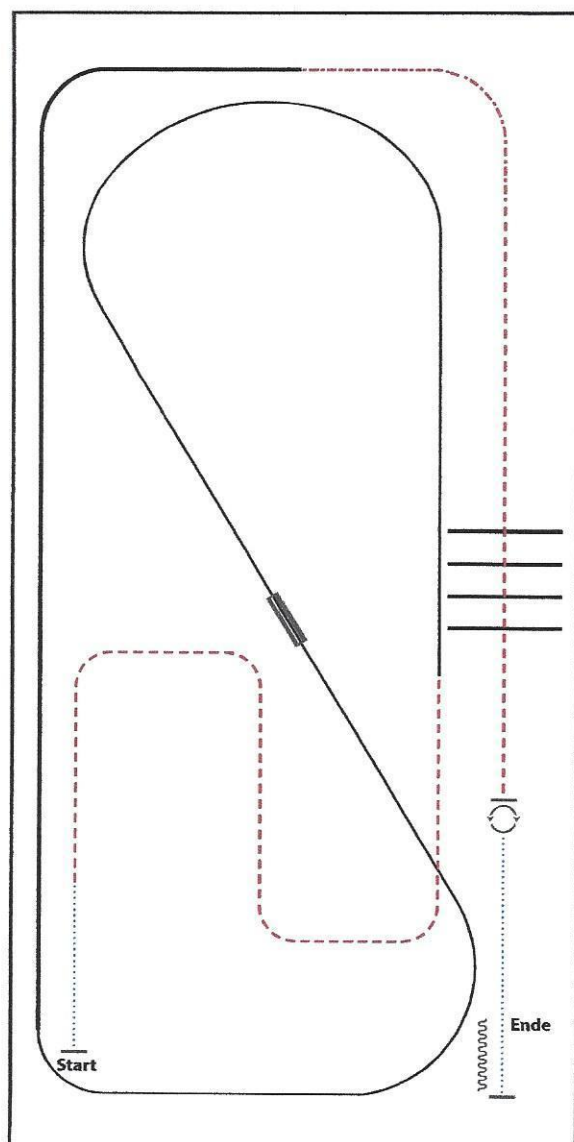
- 1) WALK OVER, WALK INTO BOX
- 2) 360° TURN EITHER WAY (LEFT OR RIGHT), WALK OUT
- 3) LOPE OVER (LL)
- 4) JOG OVER, JOG INTO CHUTE
- 5) BACK UP
- 6) JOG OUT, JOG OVER
- 7) GATE
- 8) JOG OVER
- 9) LOPE OVER (RL)
- 10) STOP OR BREAK TO WALK, WALK OVER POLES AND BRIDGE



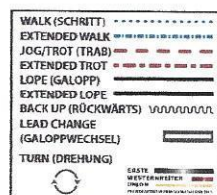


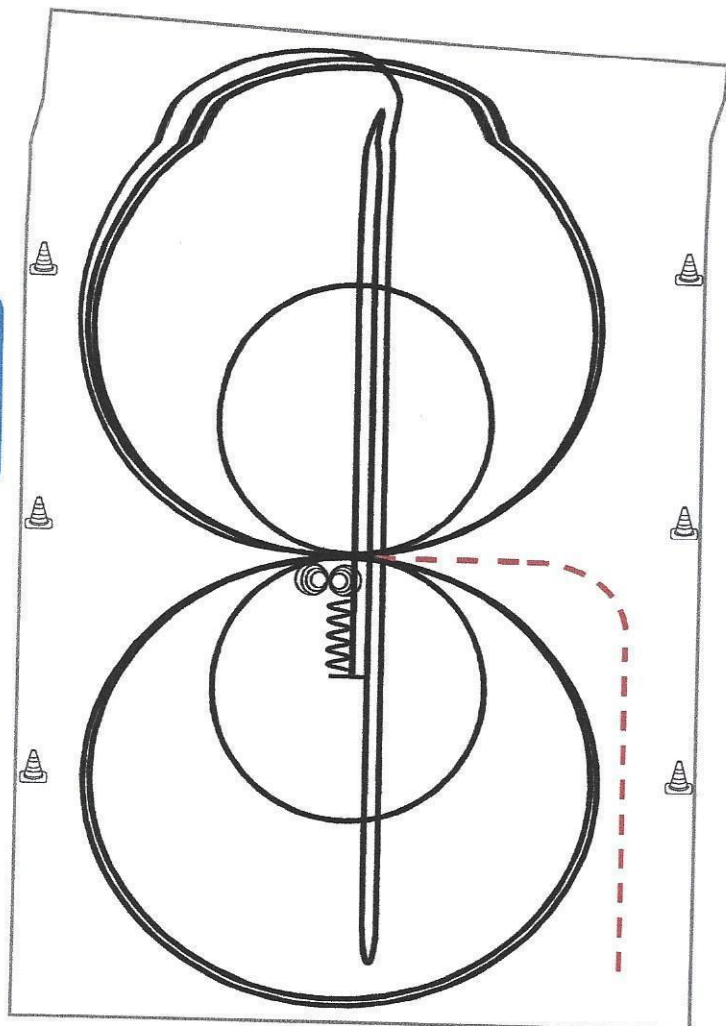
- 1) WALK OVER BRIDGE
- 2) STOP, 360° TURN RIGHT , WALK OVER
- 3) JOG OVER
- 4) JOG OVER, WALK
- 5) GATE
- 6) JOG OVER, JOG INTO CHUTE
- 7) BACK UP
- 8) WALK OUT, JOG OVER
- 9) STOP OR BREAK TO WALK, WALK OVER

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



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

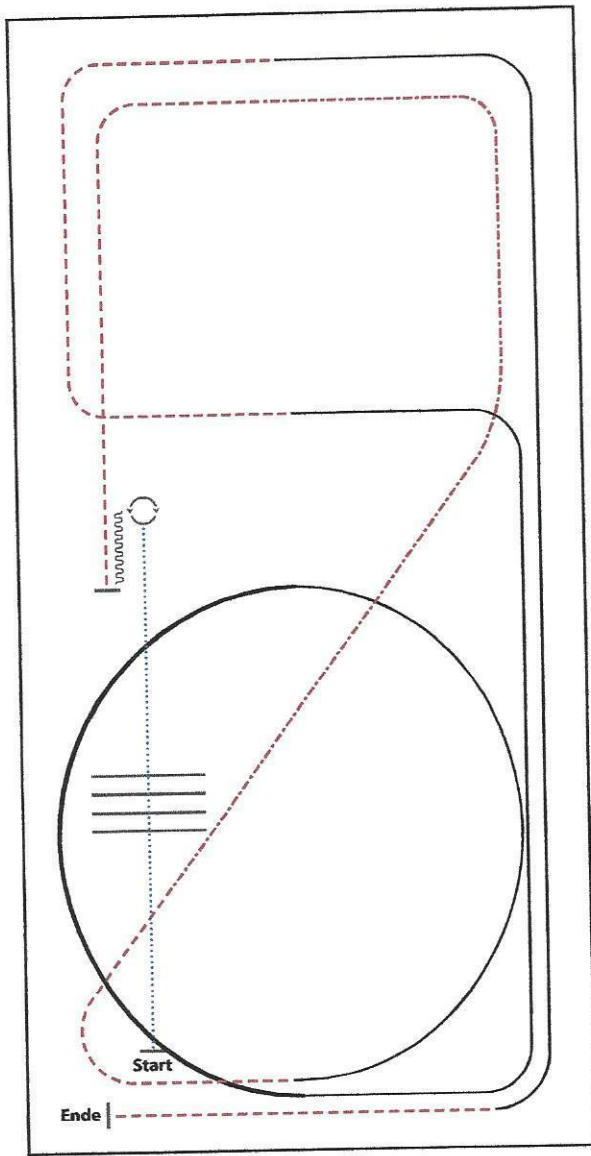




Im Trab zur Mitte der Bahn. Beginn der Aufgabe aus dem Schritt oder Stand.

- 1) 3 Zirkel Galopp (**rechts**), 1. **klein** und langsam, 2. + 3. groß und schnell, Galoppwechsel bei X
  - 2) 3 Zirkel Galopp (**links**), 1. **klein** und langsam, 2. + 3. groß und schnell, Galoppwechsel bei X
  - 3) Galopp (**rechts**) auf dem Zirkel, der nicht geschlossen wird, Run Down auf der Mittellinie, Sliding Stop hinter dem **Endmarker**, Rollback **rechts**, kein Verharren
  - 4) Run Down auf der Mittellinie, Sliding Stop hinter dem **Endmarker**, Rollback **links**, kein Verharren
  - 5) Run Down auf der Mittellinie, Sliding Stop hinter dem **Mittelmarker**, Rückwärtsrichten bis zur Mitte der Bahn oder mind. 3,00 m, Verharren
  - 6) 4 Spins rechts, Verharren
  - 7) 4 Spins links, Verharren
- Der Reiter muss das Kopfstück zur Gebisskontrolle vor dem Richter abnehmen.

|           |     |
|-----------|-----|
| Trab      | --- |
| Galopp    | —   |
| Rückwärts | W   |



- 1) WALK
- 2) WALK OVER, WALK
- 3) STOP, TURN 360° (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 (GALOPPI)** .....  
**EXTENDED LOPE** .....  
**BACK UP (RÜCKWÄRTS)** .....  
**LEAD CHANGE (GALOPPWECHSEL)** .....  
**TURN (DREHUNG)**

The diagram illustrates different horse gaits and maneuvers using sound wave patterns. Each pattern consists of horizontal lines representing the ground plane and wavy lines representing the sound waves produced by the hooves. The patterns are as follows:

- WALK (SCHRITT):** A series of small, closely spaced, vertical wavy lines.
- EXTENDED WALK:** A series of slightly larger, more widely spaced, vertical wavy lines.
- JOG/TROT (TRAB):** A series of medium-sized, vertically oriented wavy lines.
- EXTENDED TROT:** A series of larger, more widely spaced, vertically oriented wavy lines.
- LOPE (GALOPPI):** A series of large, widely spaced, vertically oriented wavy lines.
- EXTENDED LOPE:** A series of very large, widely spaced, vertically oriented wavy lines.
- BACK UP (RÜCKWÄRTS):** A series of small, closely spaced, horizontal wavy lines.
- LEAD CHANGE (GALOPPWECHSEL):** A series of small, closely spaced, diagonal wavy lines.
- TURN (DREHUNG):** A circular arrow indicating a turn.

Below the main diagram, there are two smaller diagrams illustrating specific maneuvers:

- DISTORTIONEN:** A diagram showing a horse's head and neck in profile, with arrows indicating the direction of movement for the head and neck.
- MANÖVERE:** A diagram showing a horse's head and neck in profile, with arrows indicating the direction of movement for the head and neck.