



Sport Weekend

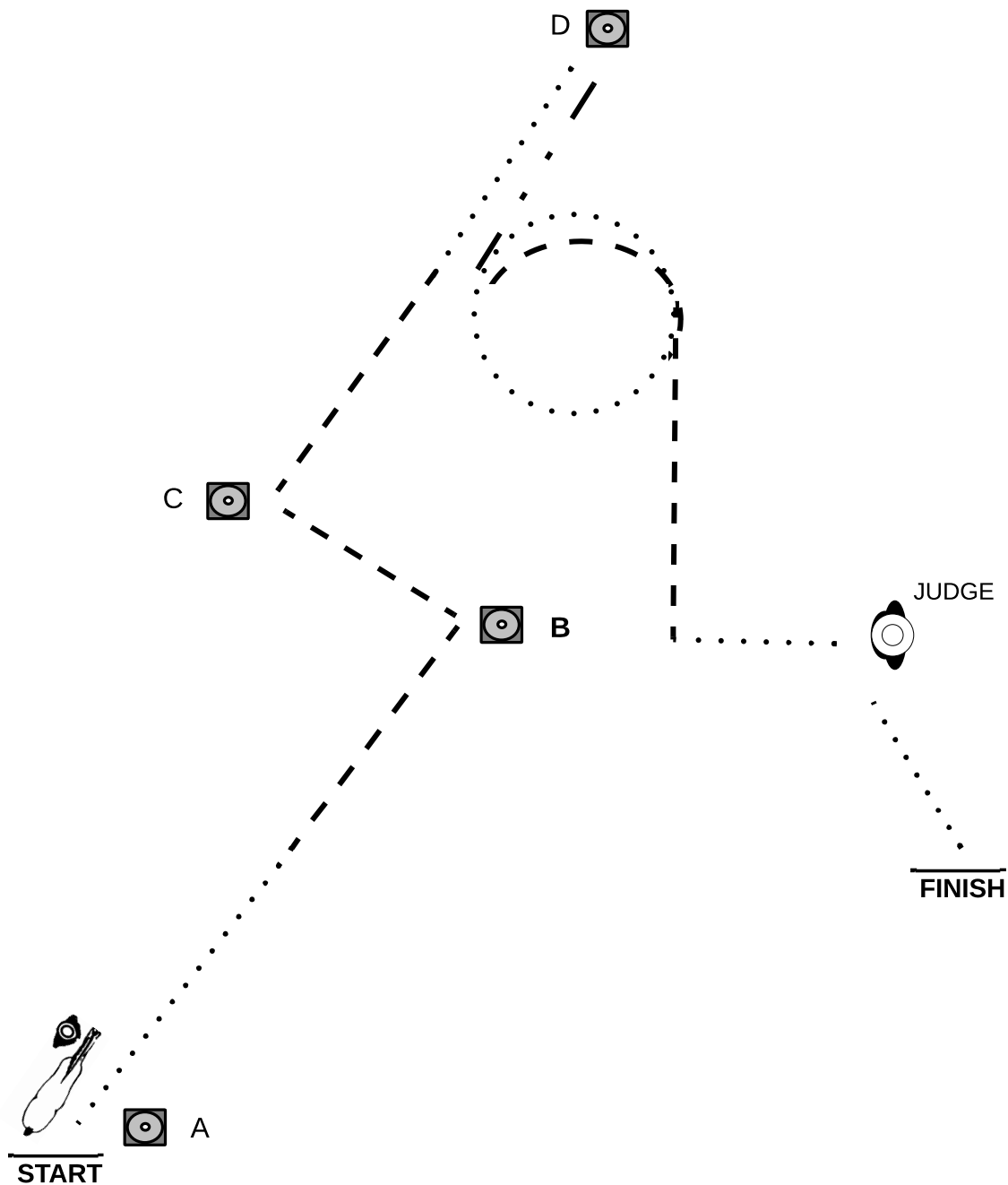
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DAWRA NK

17-18 September, 2022

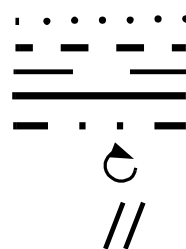
Hippisch Centrum Het Keelven
Kuilvenweg 4 te Someren

PATTERNS



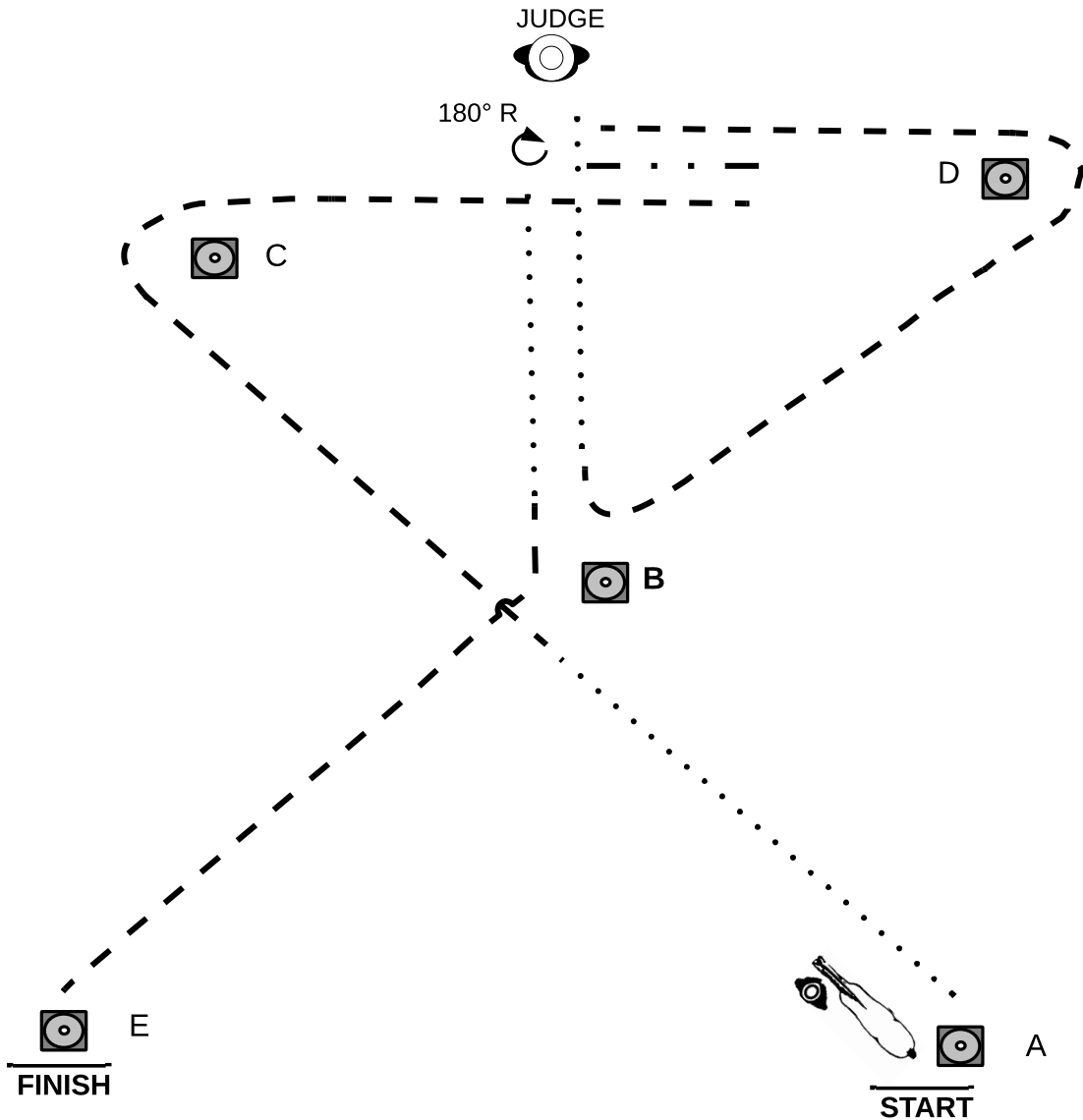
Be ready at A

1. Walk then jog from A to B
2. At B make square corner to C
3. At C make square corner then walk
4. Walk to D, stop and back up a few steps
3. Walk circle to the right
4. Jog 1/2 circle to the right, continue jog until even with B
5. Walk when even with B en walk to judge
6. Set up for inspection
7. After inspection, walk en exit in a walk



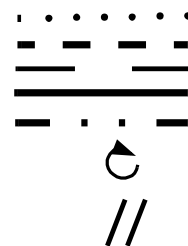
Walk
Jog
Extended Jog
Lope
Backup
Turn

Sidepass



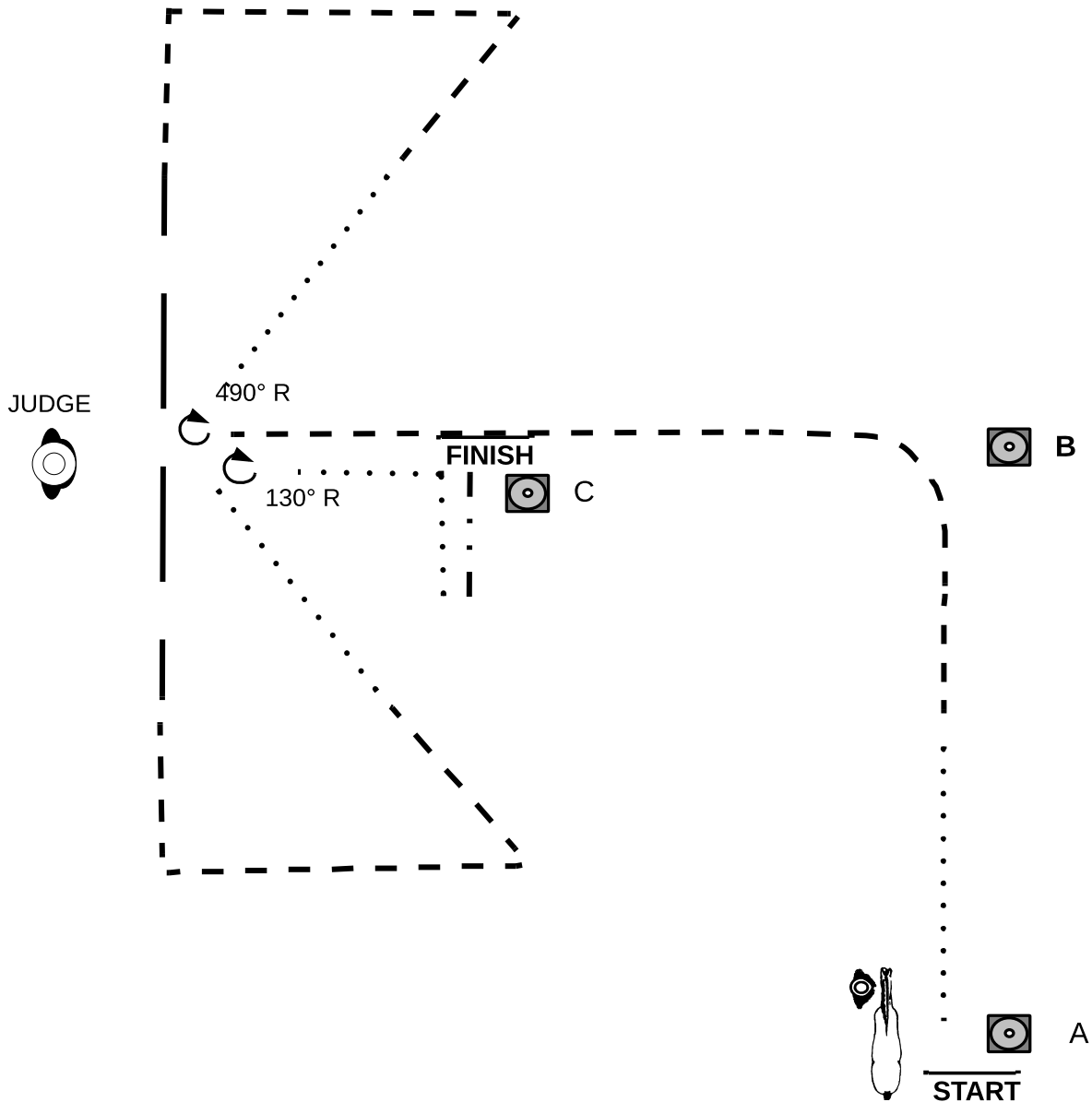
Be ready at A

1. Walk from A to B
2. At B jog, and jog corner around C to past judge
3. Back up a few steps until even with judge, jog around D
4. Jog to B, after turn walk and walk to judge
3. Set up for inspection
4. After inspection, turn 1/2 turn to the right, walk to B
5. Jog from B to E
6. At E, stop and exit in a walk



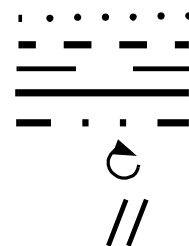
Walk
Jog
Extended Jog
Lope
Backup
Turn

Sidepass

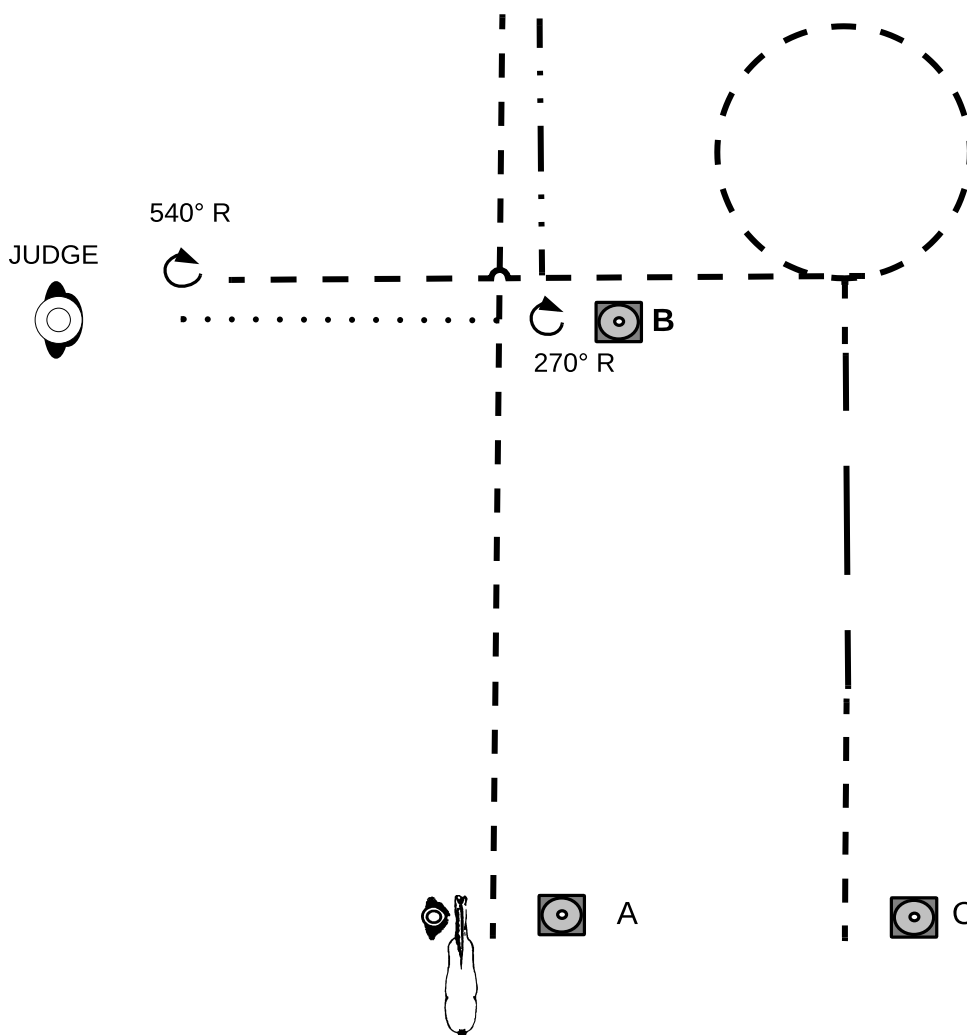


Be ready at A

1. Walk, then jog to judge, stop - no set-up
2. Turn a little short of 1 1/2 turn to the right.
3. Walk, then jog 2 corners
4. Extended jog, back to regular jog
3. Jog 2 corners, walk and walk to judge
4. Stop and set up for inspection
5. After inspection turn a little short of 1/2 a turn and walk to C
6. At C turn square corner in a walk
7. Stop and back up to C
8. Exit in a walk

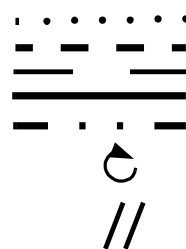


Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass

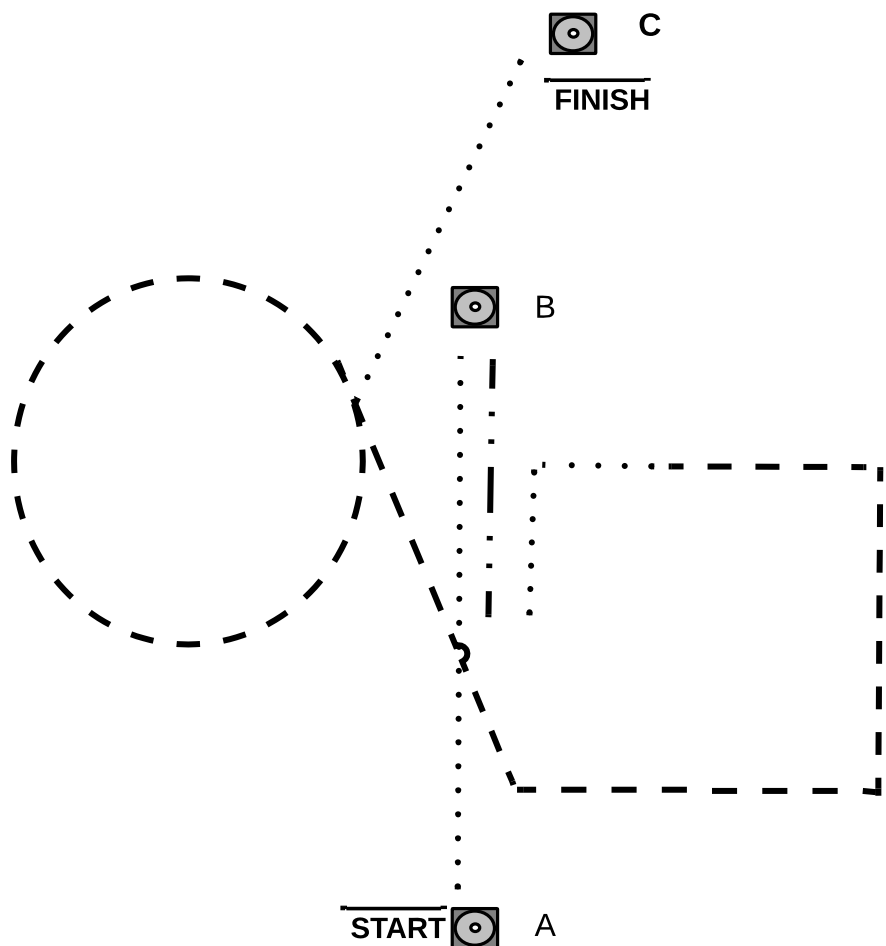


Be ready at A

1. Jog from A to past B, stop
2. Back up to B and turn 3/4 turn to the right
3. Walk to judge for inspection
4. Set up for inspection
3. After inspection, turn 1 1/2 turn to the right
4. Jog away from judge to past B and jog 1 circle to the left
5. After closing the circle, jog 1 square corner to the right
6. Extended jog a few strides, back to regular jog to C
7. At C stop and exit in a walk or jog

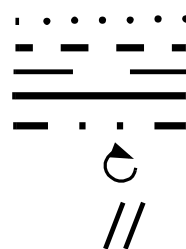


Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass



Be ready at A

1. Walk from A to B
2. At B stop and back up a few steps
3. Walk 1 square corner, jog
4. Jog 2 square corners
5. When even with A, jog diagonal line
6. Jog 1 circle to the left
7. Close the circle and walk diagonal line to C
8. At C stop and exit in a walk



Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass

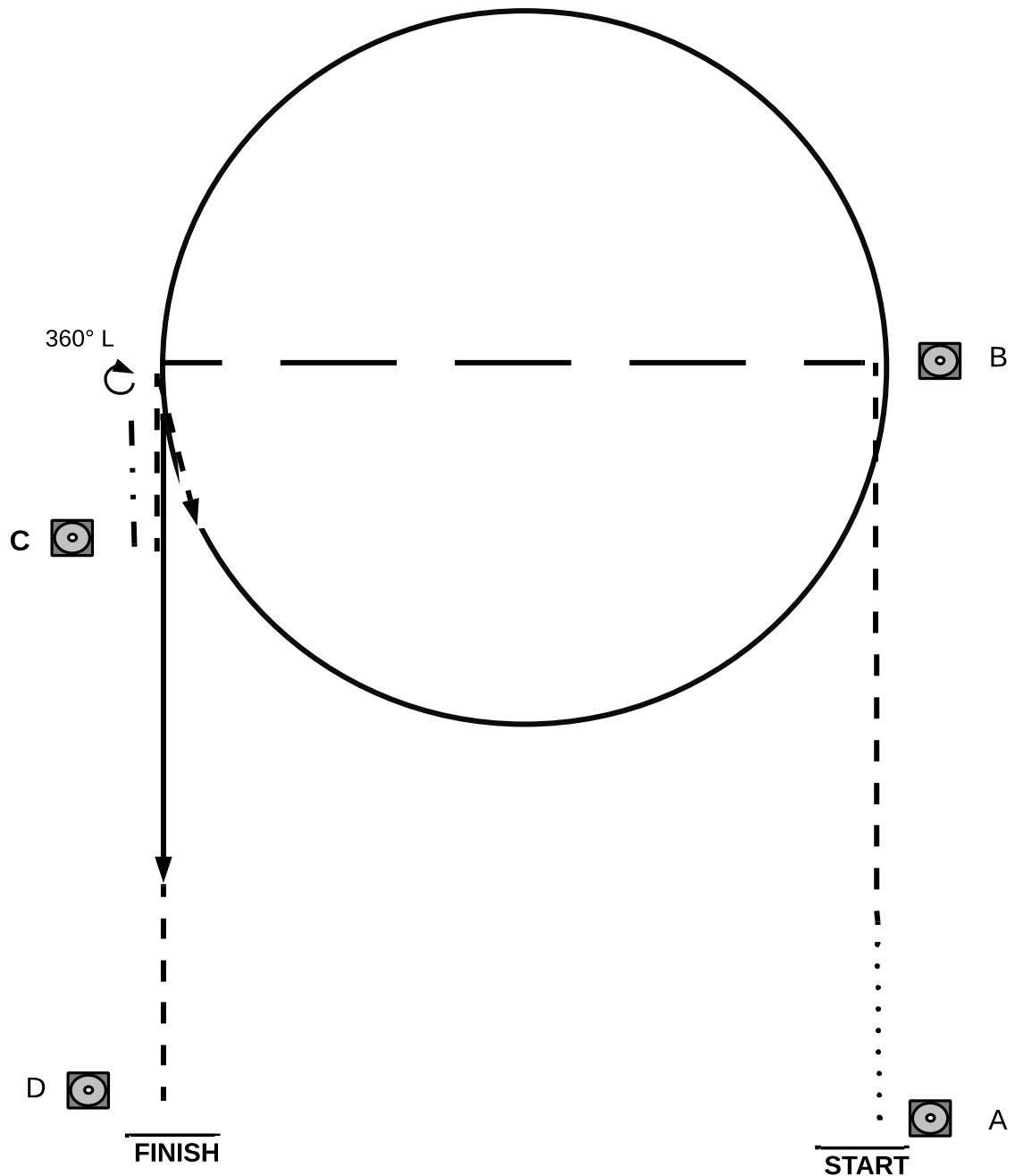


D.A.W.R.A.
Dutch Arabian Western Riding Association



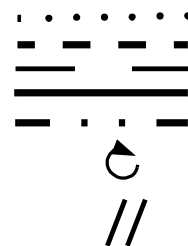
Horsemanship Beginner

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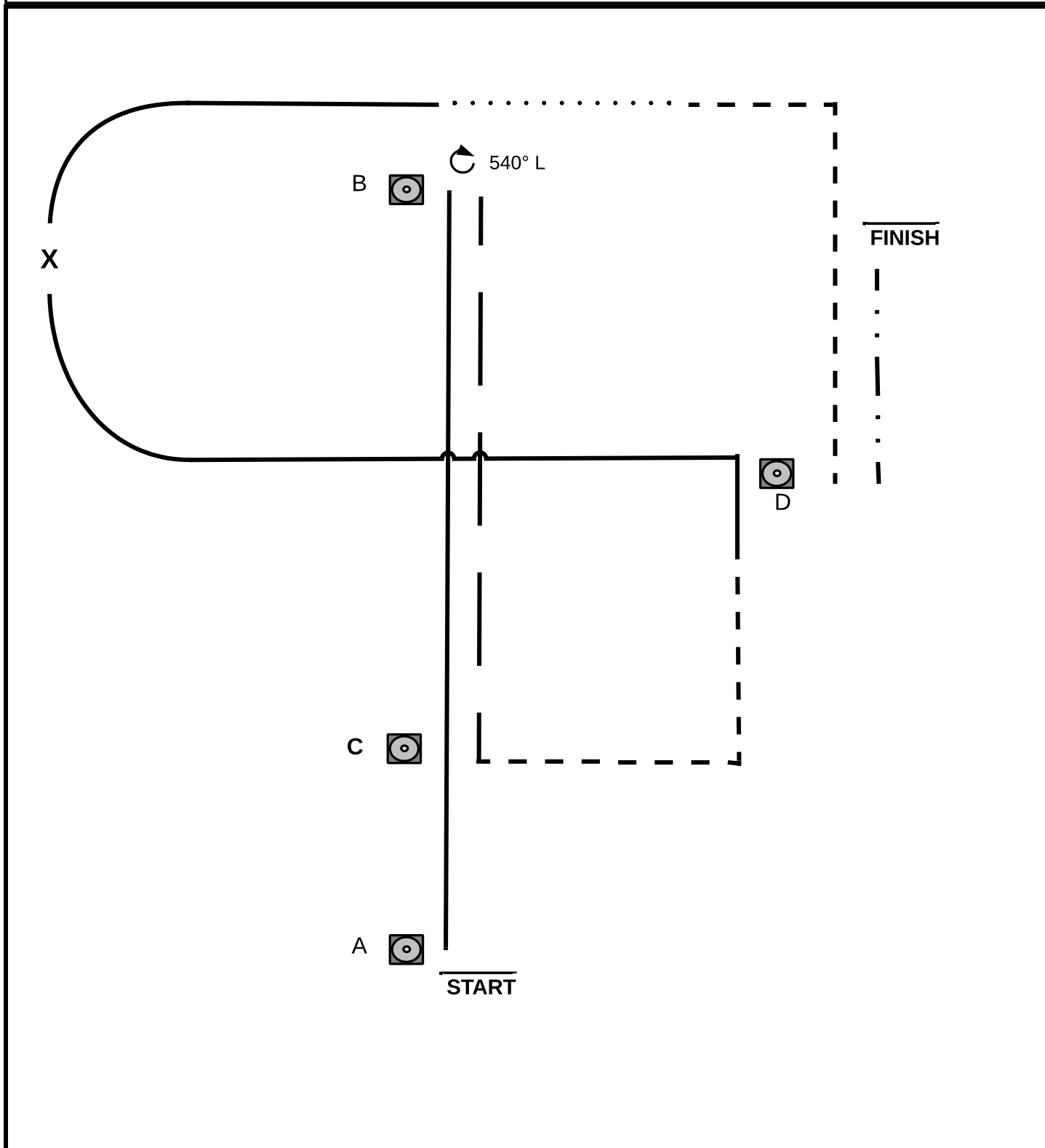


Be ready at A

1. Walk, Jog to B
2. At B square corner, extended jog, back to regular jog
3. Square corner in regular jog to C
4. At C stop and back up a few steps
5. Turn 1 turn to the left, jog
6. Lope left lead circle, close circle continue loping to before B
7. Jog to D, at D stop
8. Exit in a walk or jog

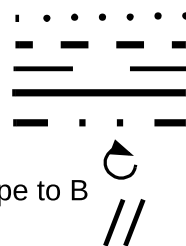


Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass



Be ready at A

1. Lope right lead to B, stop
2. Turn 1 1/2 turn to the left
3. Extended jog to C
4. At C regular jog and jog 2 square corners
5. Before B lope left lead and lope 1 square corner
6. At X perform flying or simple lead change, continue in right lead lope to B
7. At B walk with purpose, jog and jog square corner to D
8. At D stop and back up a few steps
9. Exit in a walk or jog



Walk
Jog
Extended Jog
Lope
Backup
Turn

Sidepass

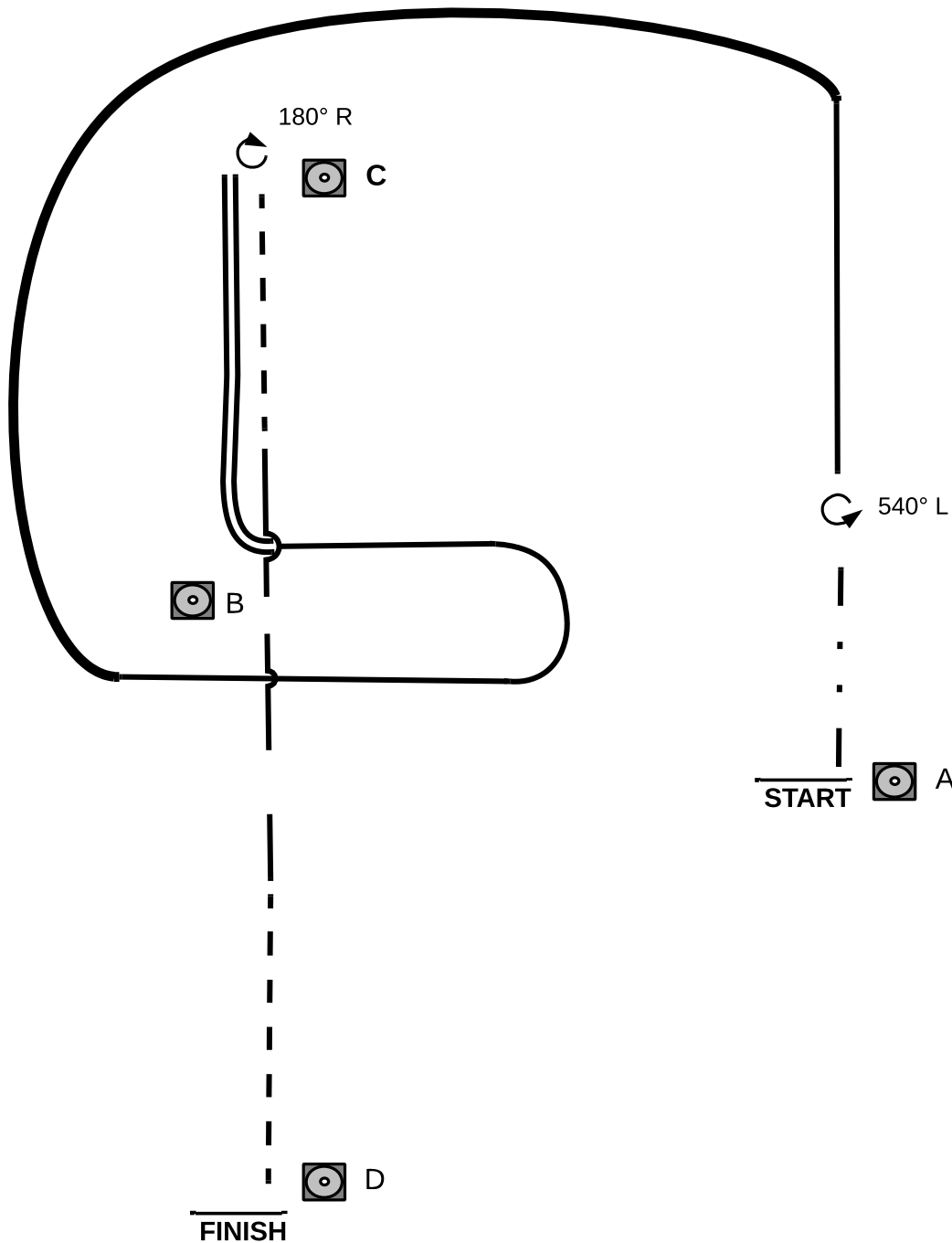


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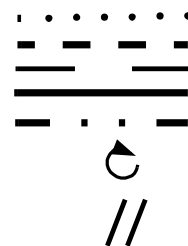
Horsemanship Open

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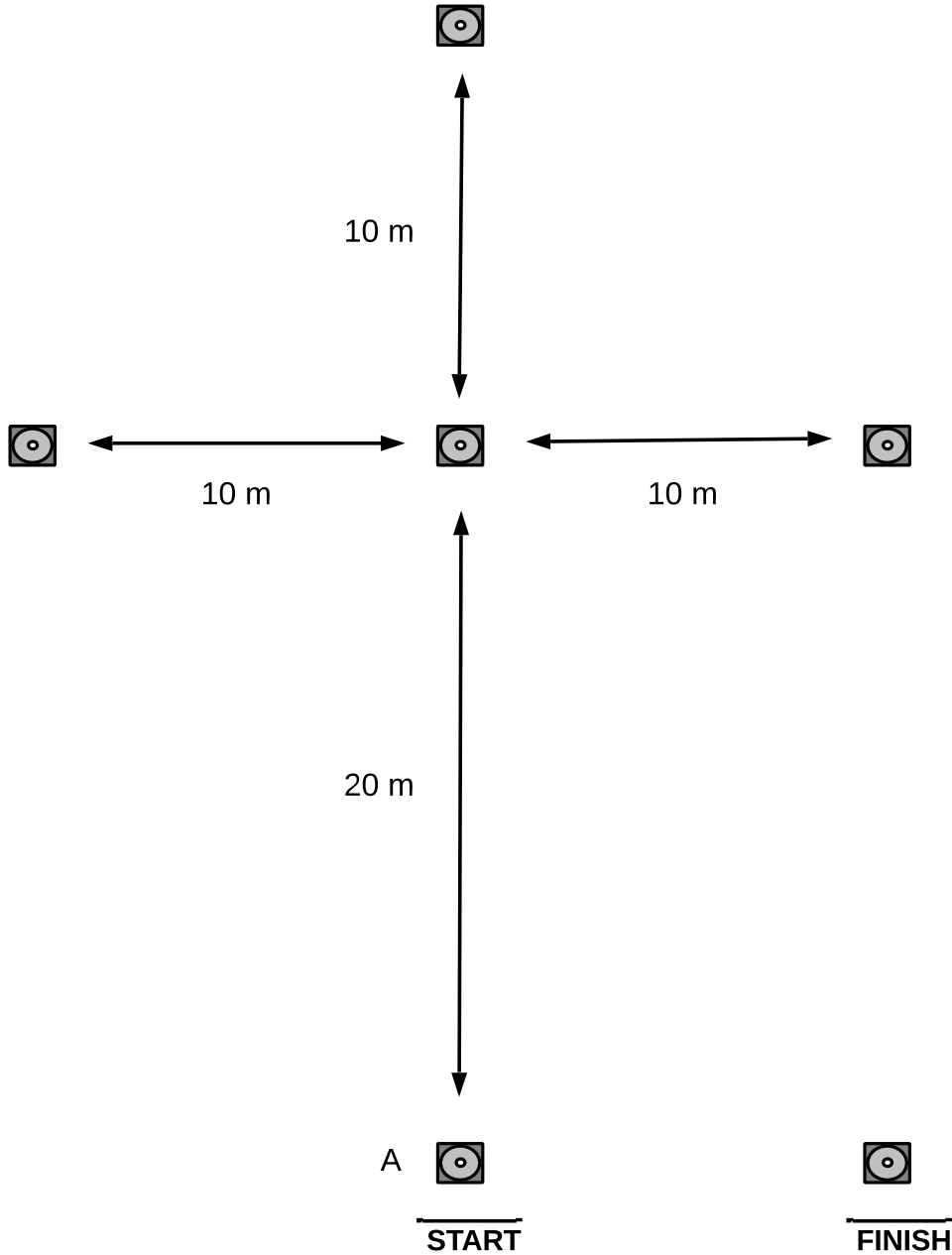


Be ready at A

1. Back up a few steps
2. Turn 1 1/2 turn left
3. Lope left lead , extended lope around C
4. At B back to regular lope and lope a U-turn
5. Counter canter to C
6. At C stop and turn 1/2 turn to the right
7. Jog, extended jog, back to regular jog to D and stop
8. Exit in walk or jog

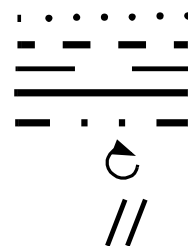


Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass



Be ready at A

Own pattern



Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass

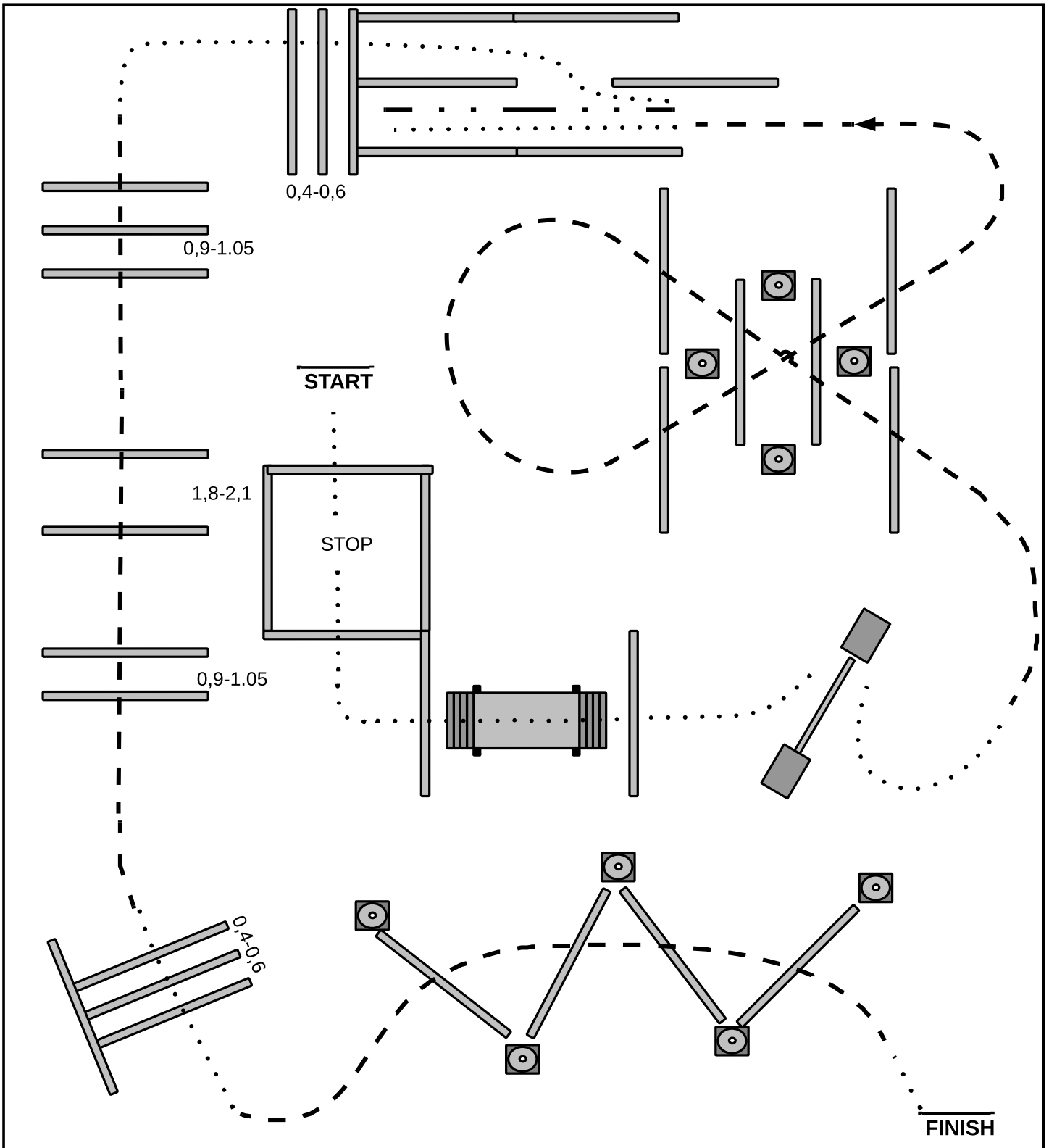


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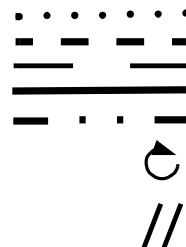


Trail Walk & Jog

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1. Walk into box, Stop and wait 5 seconds
2. Walk out of box and over bridge
3. Work gate (right hand push) - Do Not close gate, walk
4. Jog over poles
5. Walk into shute, back up
6. Walk between poles
7. Walk over poles, jog over poles
8. Walk over poles, jog
9. Jog over poles, walk, stop
10. Exit in a walk



Walk
Jog
Extended Jog
Lope
Backup
Turn

Sidepass

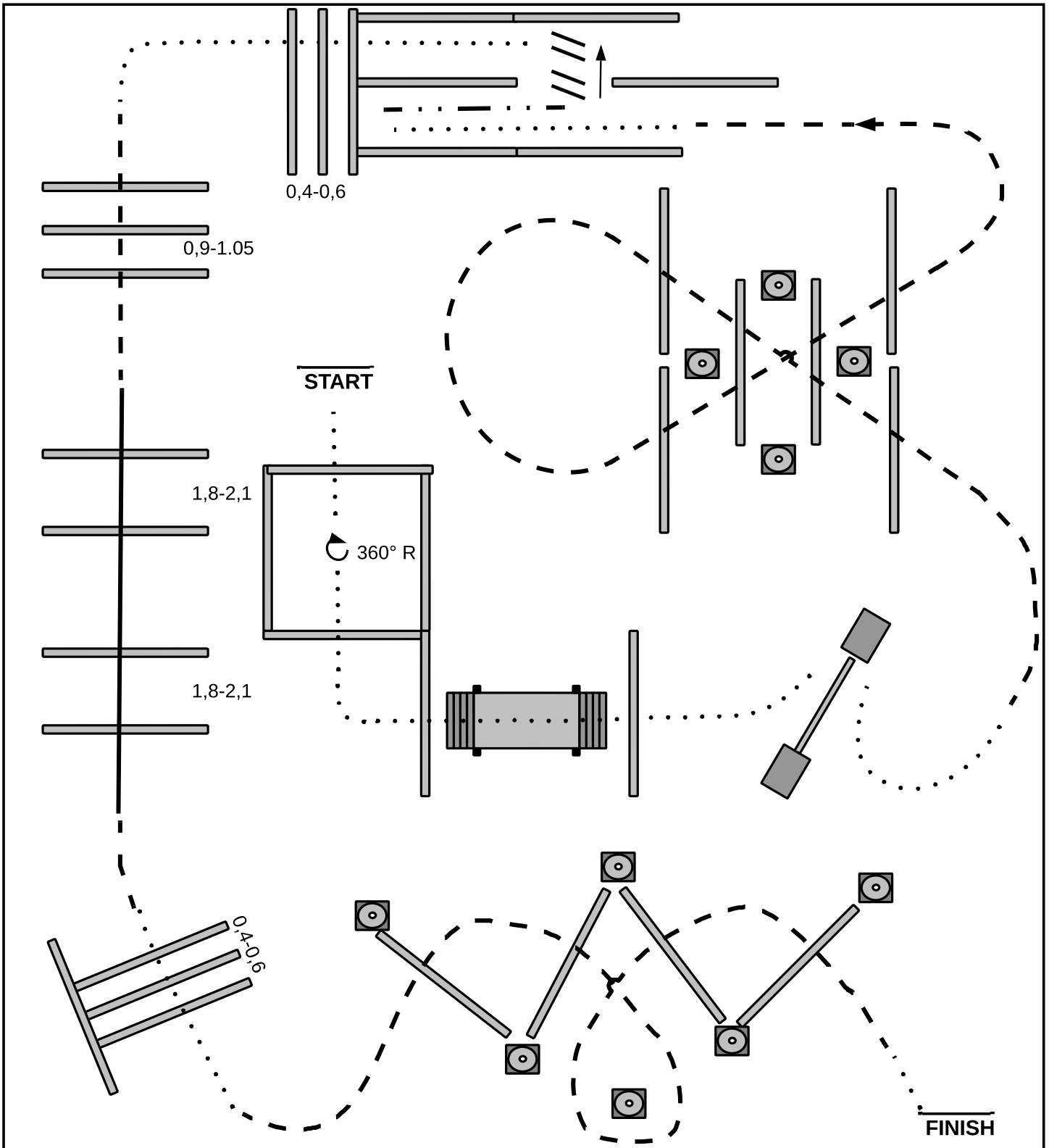


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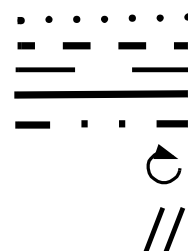


Trail Beginner

NK Sport Weekend | 17 & 18 Sept. 2022



1. Walk into box, turn 1 turn to the right
2. Walk out of box and over bridge
3. Work gate (right hand push), walk
4. Jog over poles
5. Walk into shute, back up
6. Sidepass right between poles, walk
7. Walk over poles, jog over poles
8. Lope left lead over poles, jog
9. Walk over poles, jog
10. Jog through serpentine, walk, stop
11. Exit in a walk



Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass



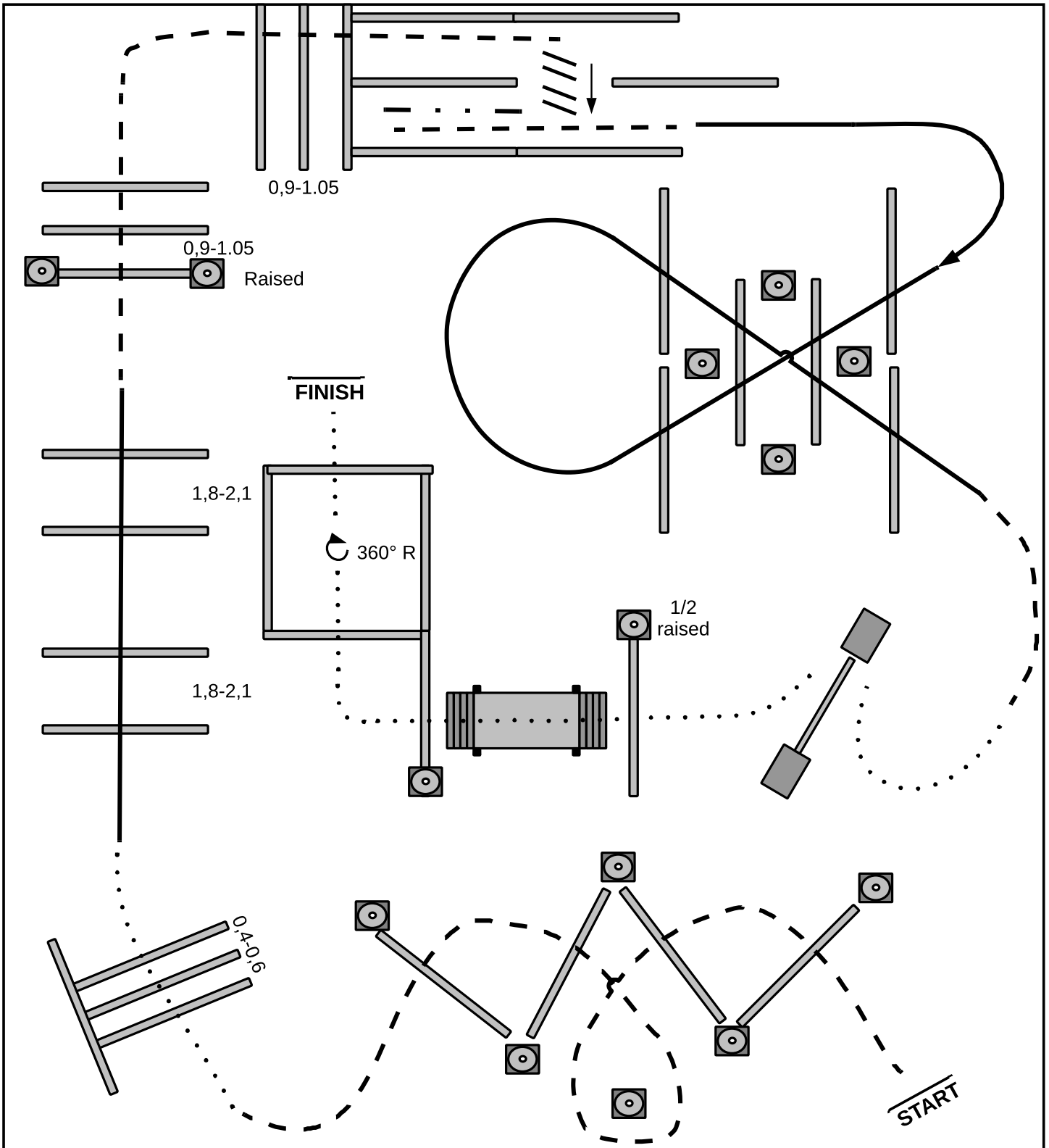
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Dutch Arabian Western Riding Association

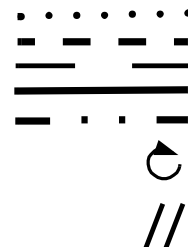


Trail Amateur

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1. Jog serpentine over poles
2. Walk, walk over poles
3. Lope left lead over poles, jog
4. Jog over poles and into shute
5. Sidepass right between poles, back up
6. Jog out of shute, lope right lead
7. Lope right lead over poles, jog
8. Walk, stop, work gate (left hand push)
9. Walk over bridge and into box
10. Turn 1 turn to the right, walk out of box, stop
11. Exit in a walk



Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass

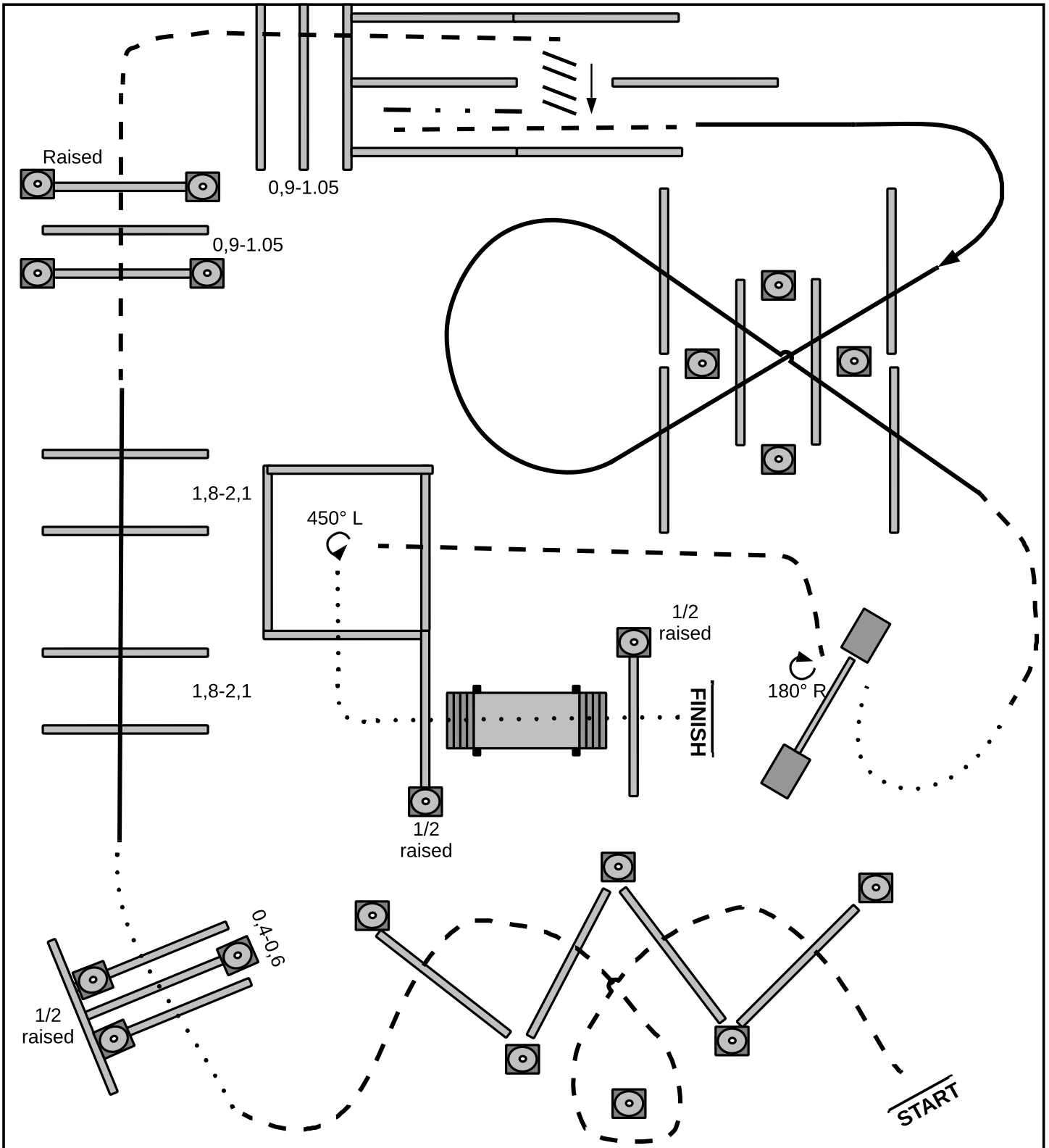


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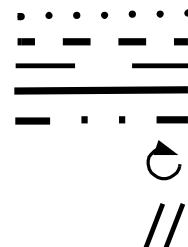


**Trail
Open**

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1. Jog serpentine over pole
2. Walk, walk over poles
3. Lope left lead over poles, jog
4. Jog over poles and into shute
5. Sidepass right between poles, back up
6. Jog out of shute, lope right lead
7. Lope right lead over poles, jog
8. Walk, stop, work gate (left hand push), turn 1/2 turn right
9. Jog into box, turn 1 1/4 turn left,
10. Walk out of box and over bridge, stop
11. Exit in a walk



Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass

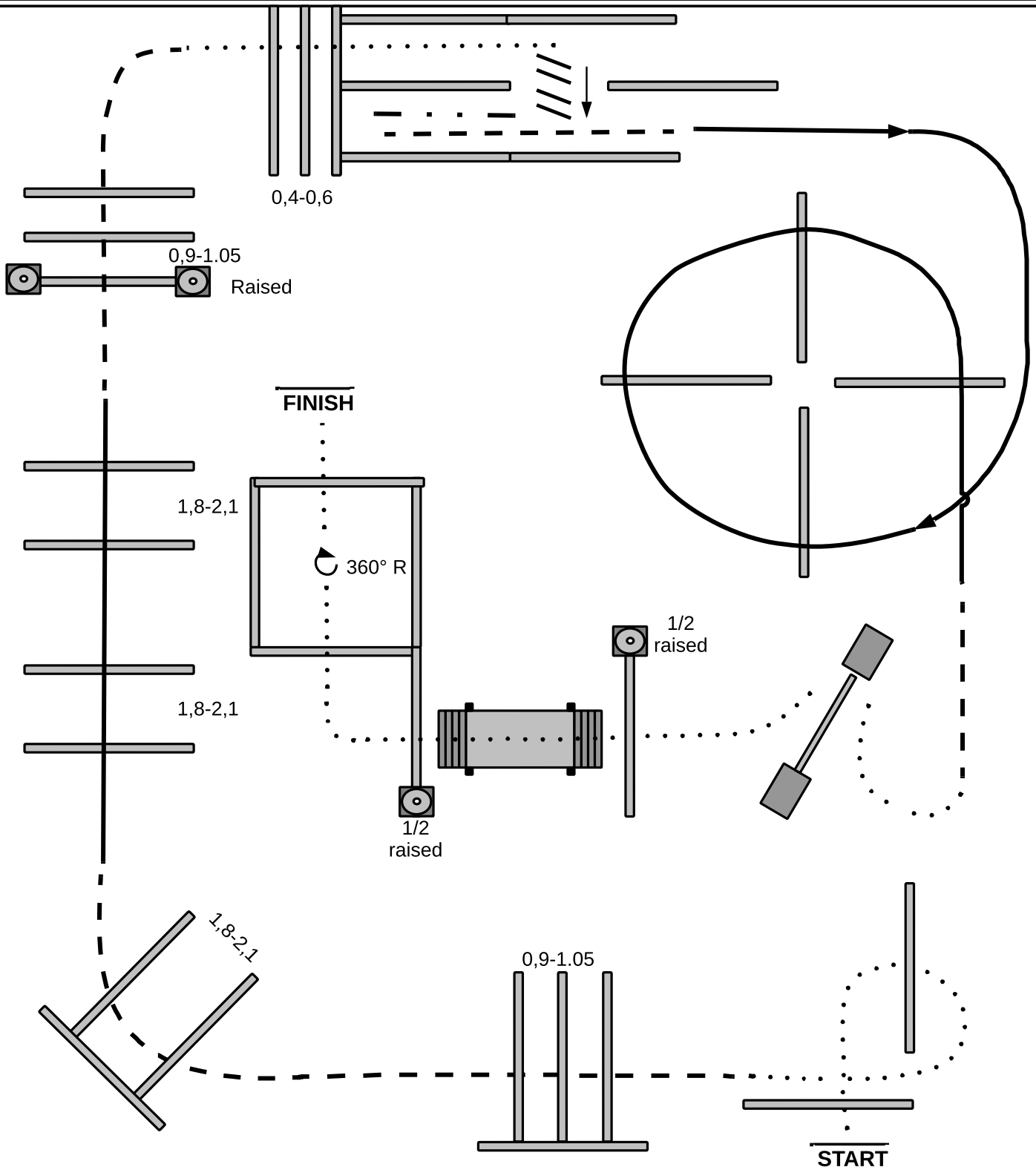


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Dutch Arabian Western Riding Association

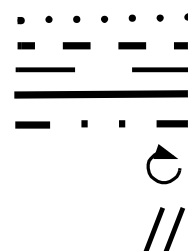


Trail ECAHO

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1. Walk over poles, jog
2. Jog over poles
3. Lope left lead over poles, jog
4. Jog over poles, walk over poles and into shute
5. Sidepass right between poles, back up
6. Jog out of shute, lope right lead
7. Lope right lead over poles, jog
8. Walk, stop, work gate (left hand push)
9. Walk over bridge and into box
10. Turn 1 turn to the right, walk out of box, stop
11. Exit in a walk



Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass

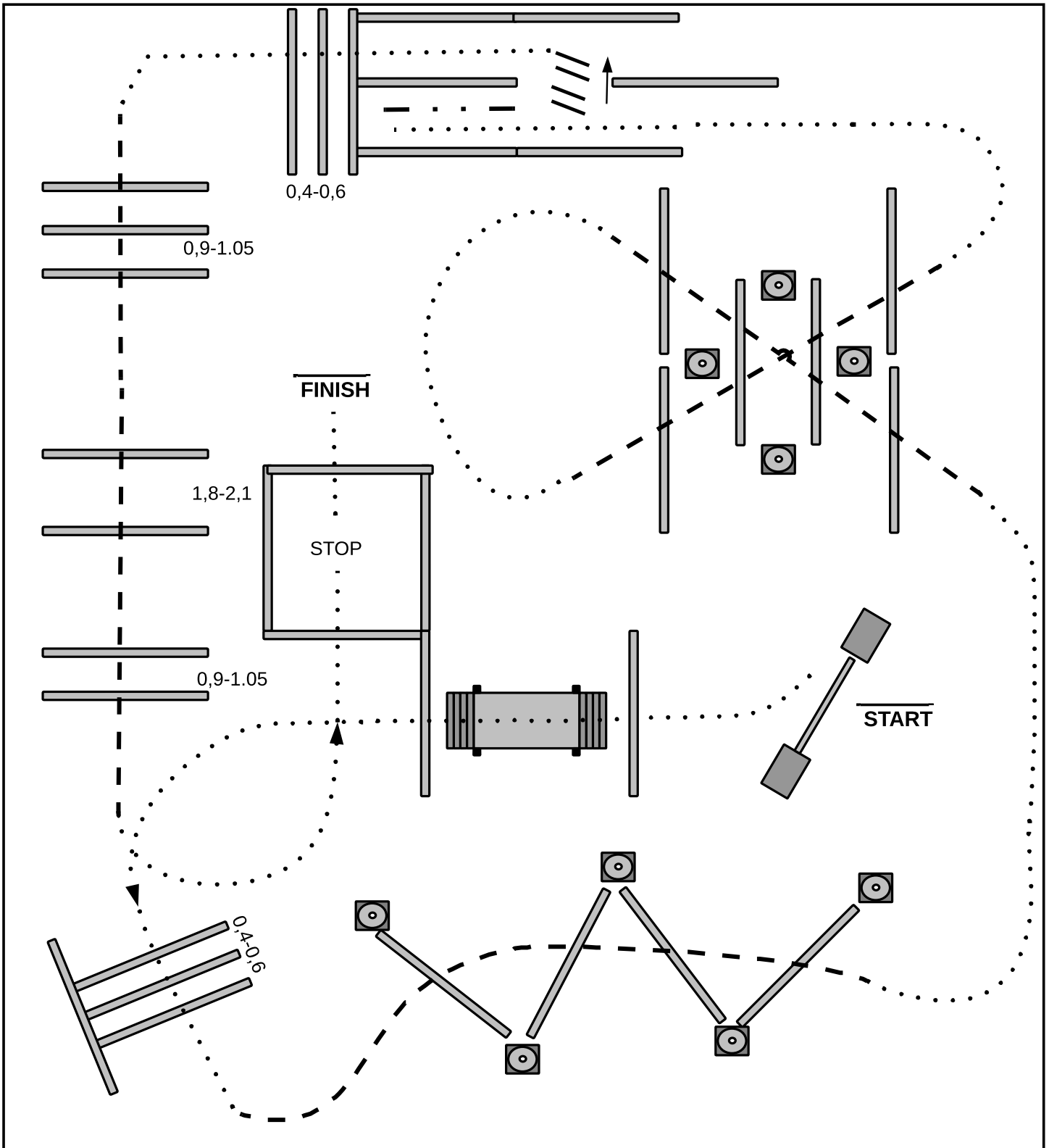


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Dutch Arabian Western Riding Association

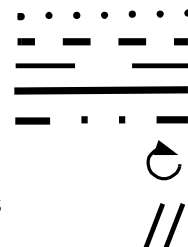


Trail in Hand Walk & Jog

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1. Work gate (left hand push) Do Not close gate
2. Walk over poles and over bridge
3. Walk over poles, jog
4. Jog over poles, walk
5. Jog and jog over poles, walk
6. Jog over poles, walk
7. Walk into shute and back up
8. Sidepass right between poles, walk out of shute and over poles
9. Jog over poles, walk
10. Walk into box and stop for 5 seconds,
11. Walk out of box and stop. Eit in a walk



Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass

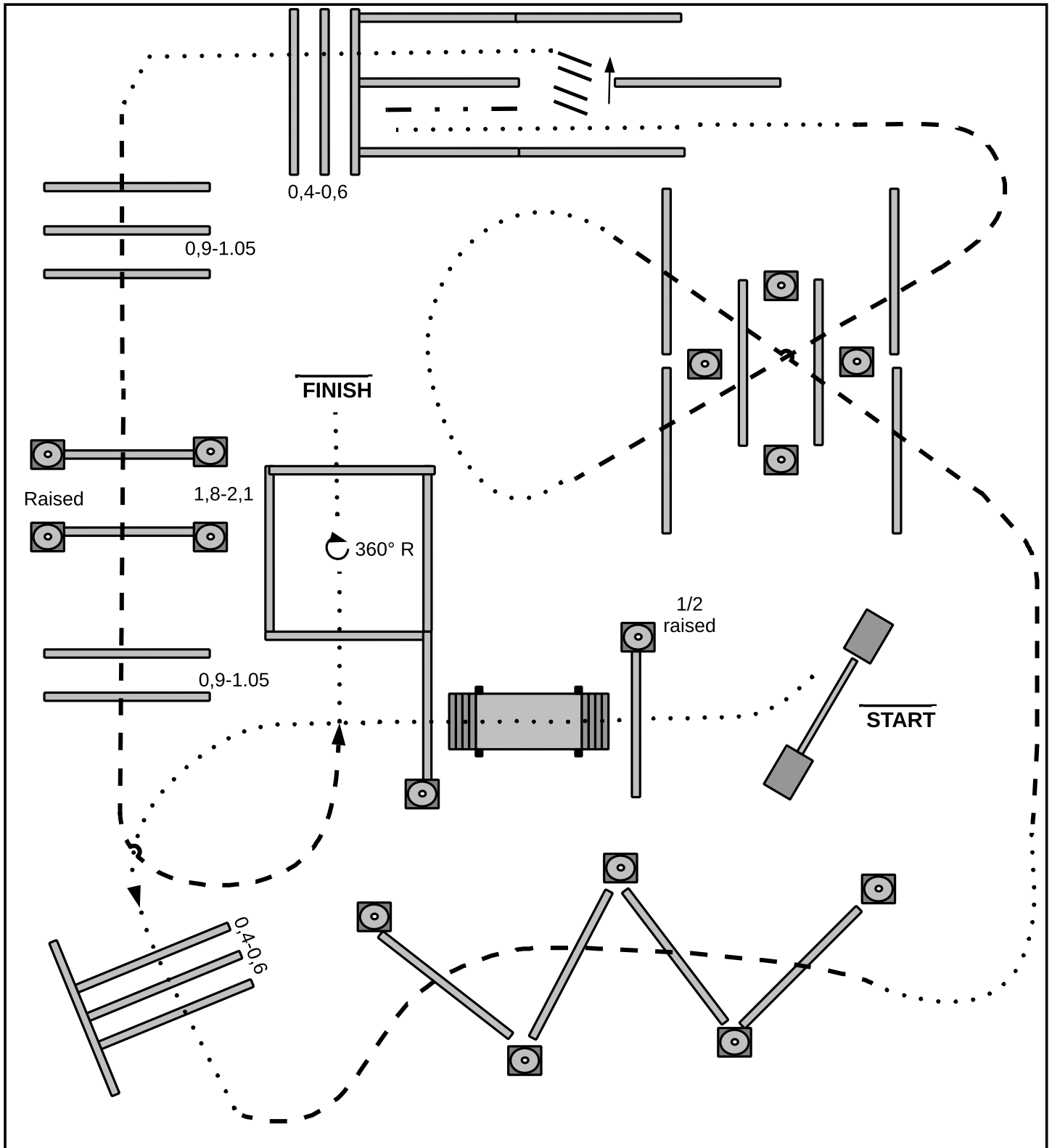


D.A.W.R.A.
Dutch Arabian Western Riding Association

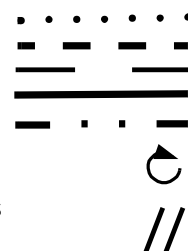


Trail in Hand Beginner

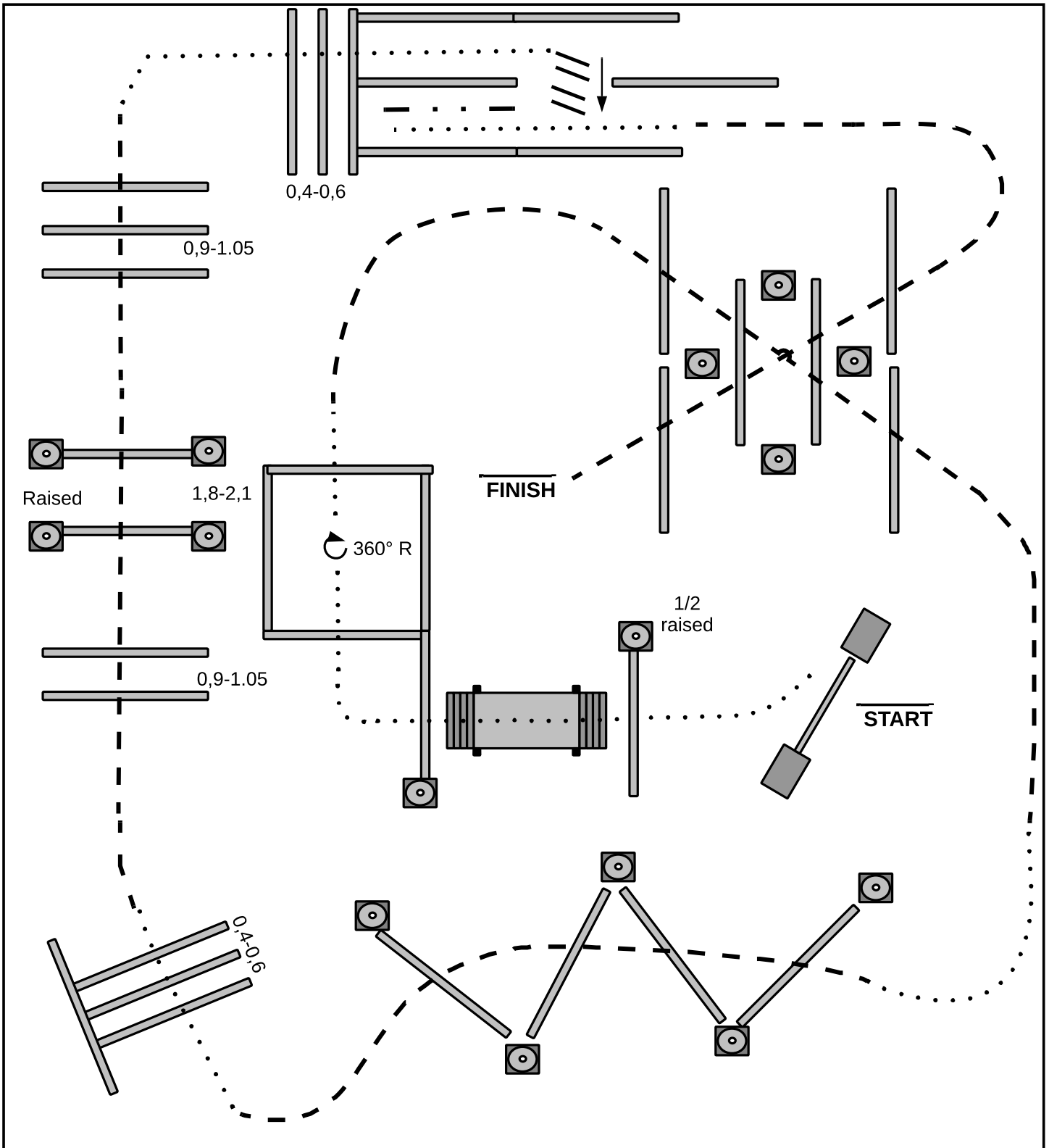
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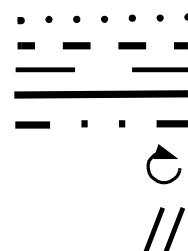
1. Work gate (left hand push)
2. Walk over poles and over bridge
3. Walk over poles, jog
4. Jog over poles
5. Walk, jog over poles, walk
6. Jog over poles, walk
7. Walk into shute and back up
8. Sidepass right between poles, walk out of shute and over poles
9. Jog over poles, walk
10. Walk into box and turn 1 turn to the right
11. Walk out of box and stop. Exit in a walk



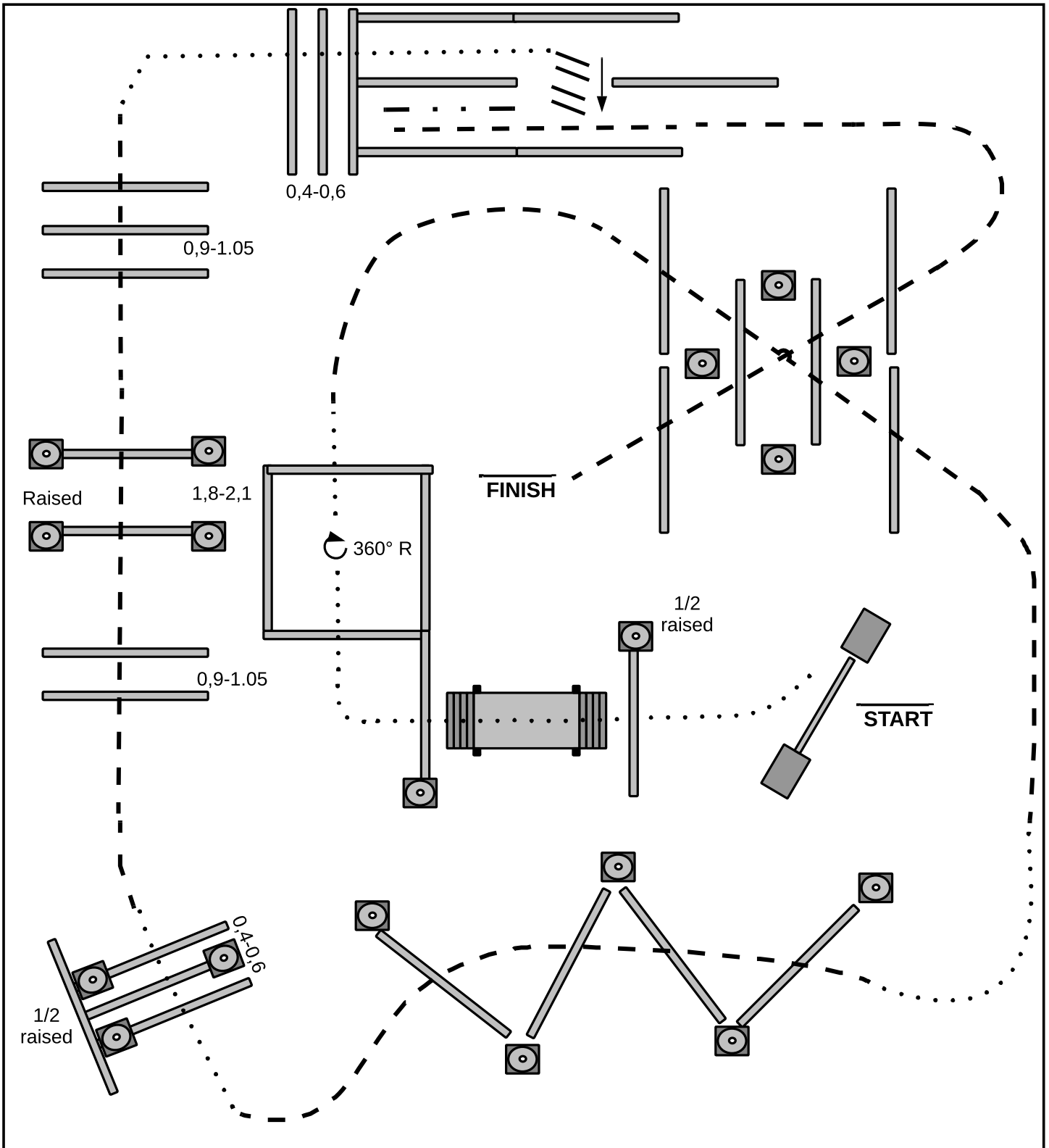
Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass



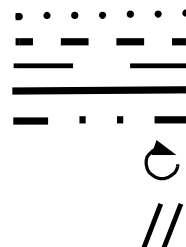
1. Work gate (left hand push)
2. Walk over poles and over bridge
3. Walk into box and turn 1 turn to the right, walk out of box
4. Jog over poles
5. Walk, jog over poles
6. Walk over poles, walk over poles
7. Jog over poles, walk
8. Walk over poles and into shute
9. Sidepass right between logs, back up, walk
10. Jog over poles
11. Exit in a walk or jog



Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass



1. Work gate (left hand push)
2. Walk over poles and over bridge
3. Walk into box and turn 1 turn to the right, walk out of box
4. Jog over poles
5. Walk, jog over poles
6. Walk over poles
7. Jog over poles, walk
8. Walk over poles and into shute
9. Sidepass right between logs, back up, jog
10. Jog over poles
11. Exit in a walk or jog

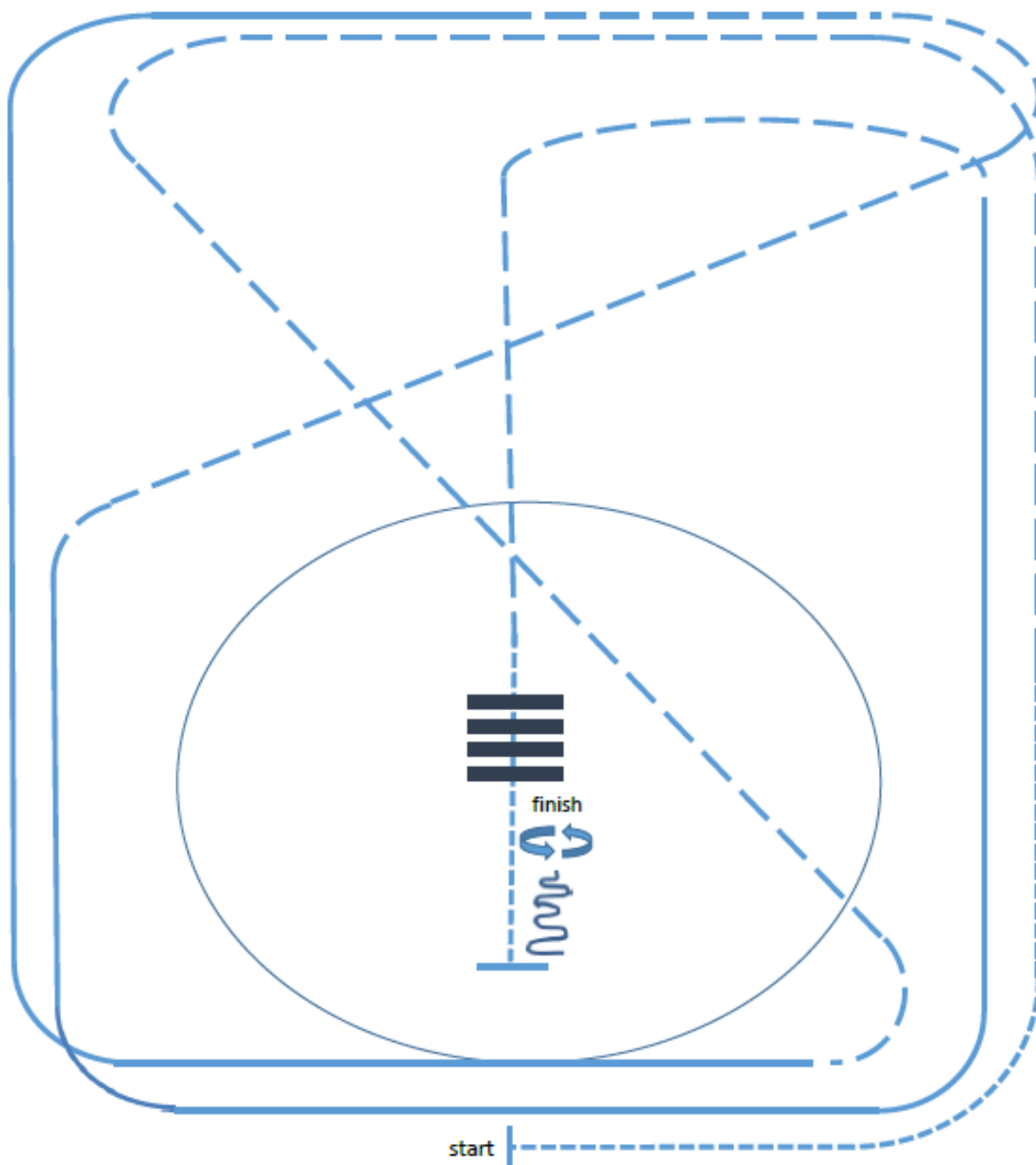


Walk
Jog
Extended Jog
Lope
Backup
Turn








Sidepass

RANCH RIDING Beginners - 16

(bestemd voor arena's van minimaal 20x40 meter)



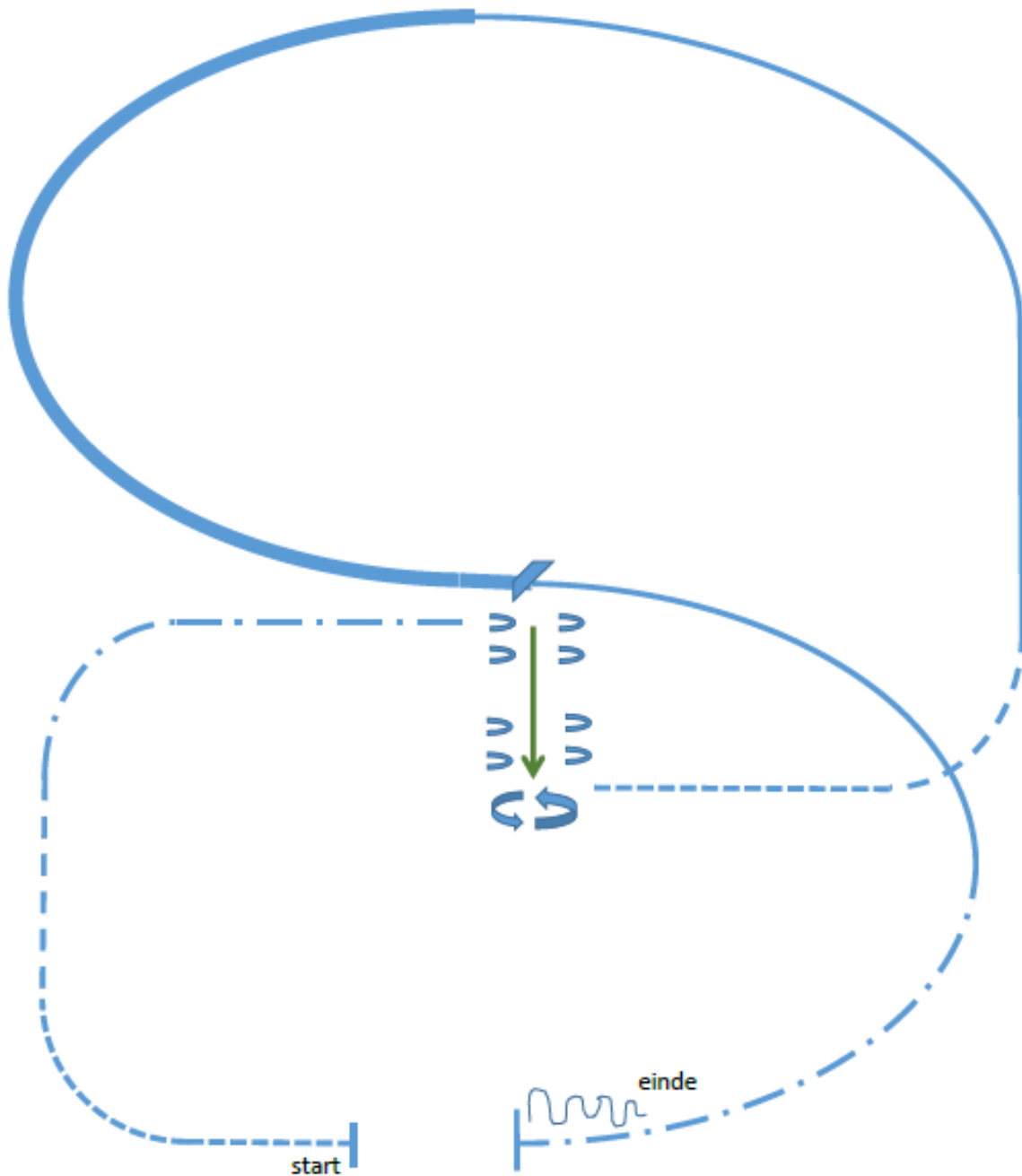
- | | |
|--------------------|------------------------|
| 1. Walk | 7. Walk |
| 2. Trot | 8. Walk over |
| 3. Lope right lead | 9. Stop, back up |
| 4. Trot | 10. Turn left 180 gr. |
| 5. Lope left lead | 11. Turn right 180 gr. |
| 6. Trot | |

	Back
	Lope
	Ext. lope
	Trot
	Ex. trot
	Walk
	Change

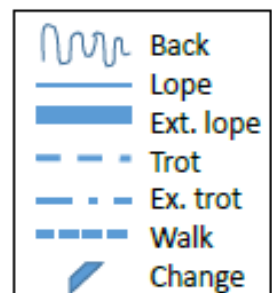


RANCH RIDING Amateurs & Open - 3

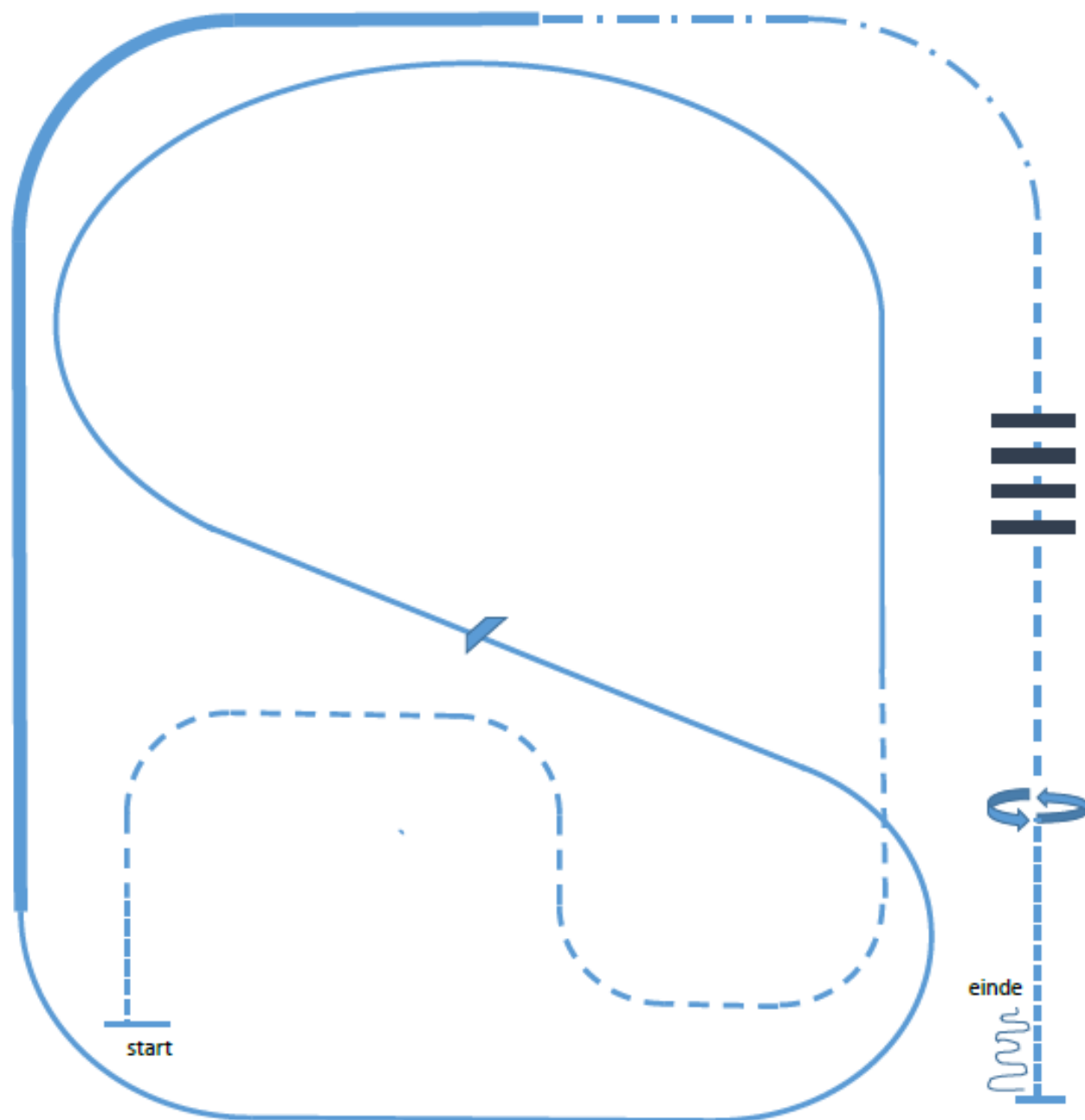
(bestemd voor arena's van minimaal 20x40 meter)



- | | | |
|---|-------------------------|----------------------|
| 1. Walk | 6. Walk | 12. Ext. Trot |
| 2. Trot | 7. Trot | 13. Stop and back up |
| 3. Ext. trot to center | 8. Lope left lead | |
| 4. Stop Sidepass right | 9. Ext. lope left lead. | |
| 5. Turn 360 each direction (either way first) | 10. Change leads | |
| | 11. Lope right lead | |










RANCH RIDING Amateurs & Open - 4
(bestemd voor arena's van minimaal 20x40 meter)

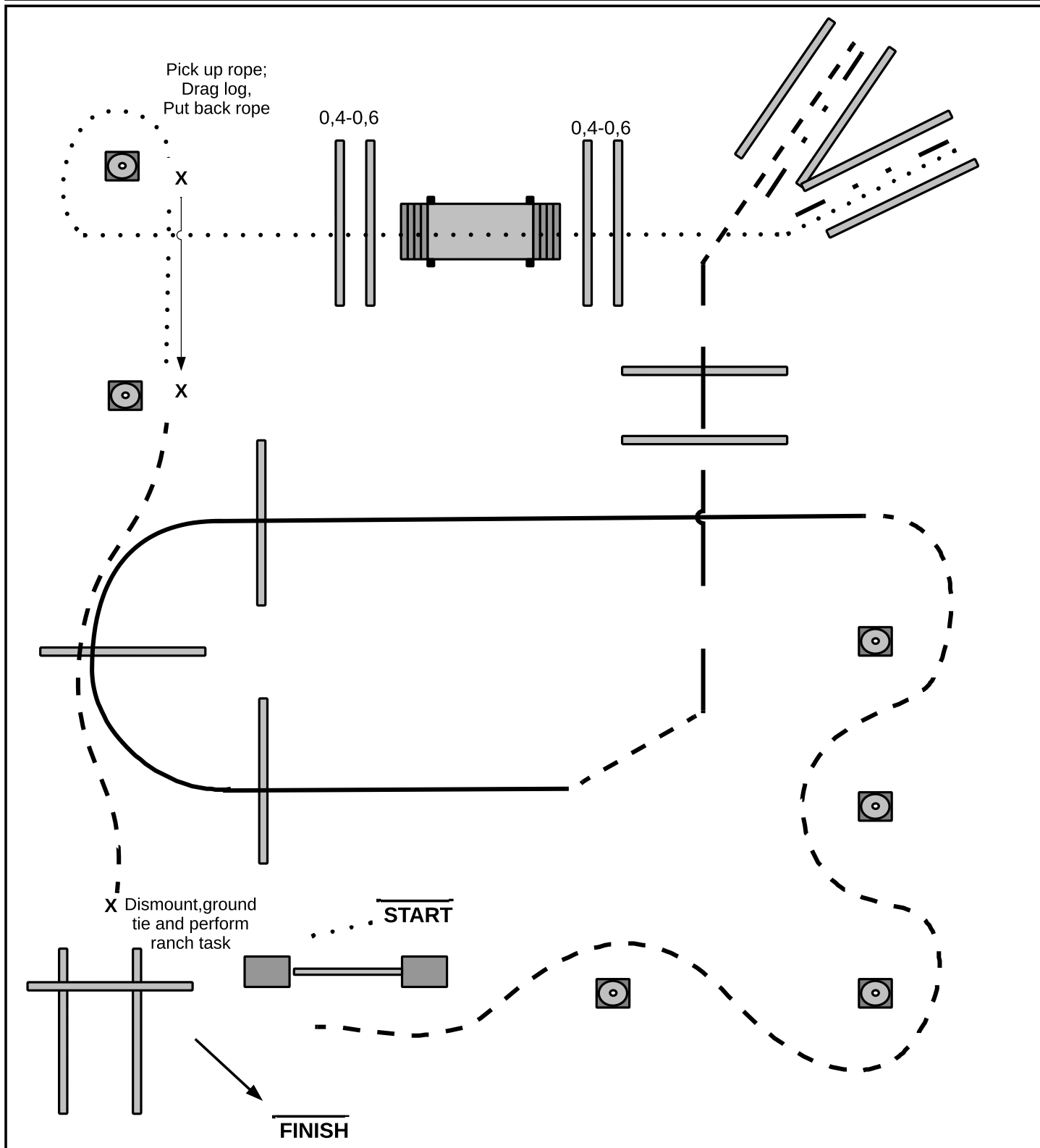


1. Walk
2. Trot
3. Lope left lead
4. Change leads
(flying/simple)

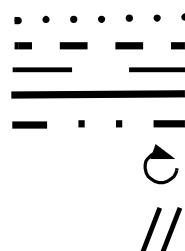
5. Lope right lead
6. Ext lope right lead
7. Ext. trot
8. Trot
9. Trot over

10. stop turn 360
Each direction
11. Walk, Stop, Back
Either way first

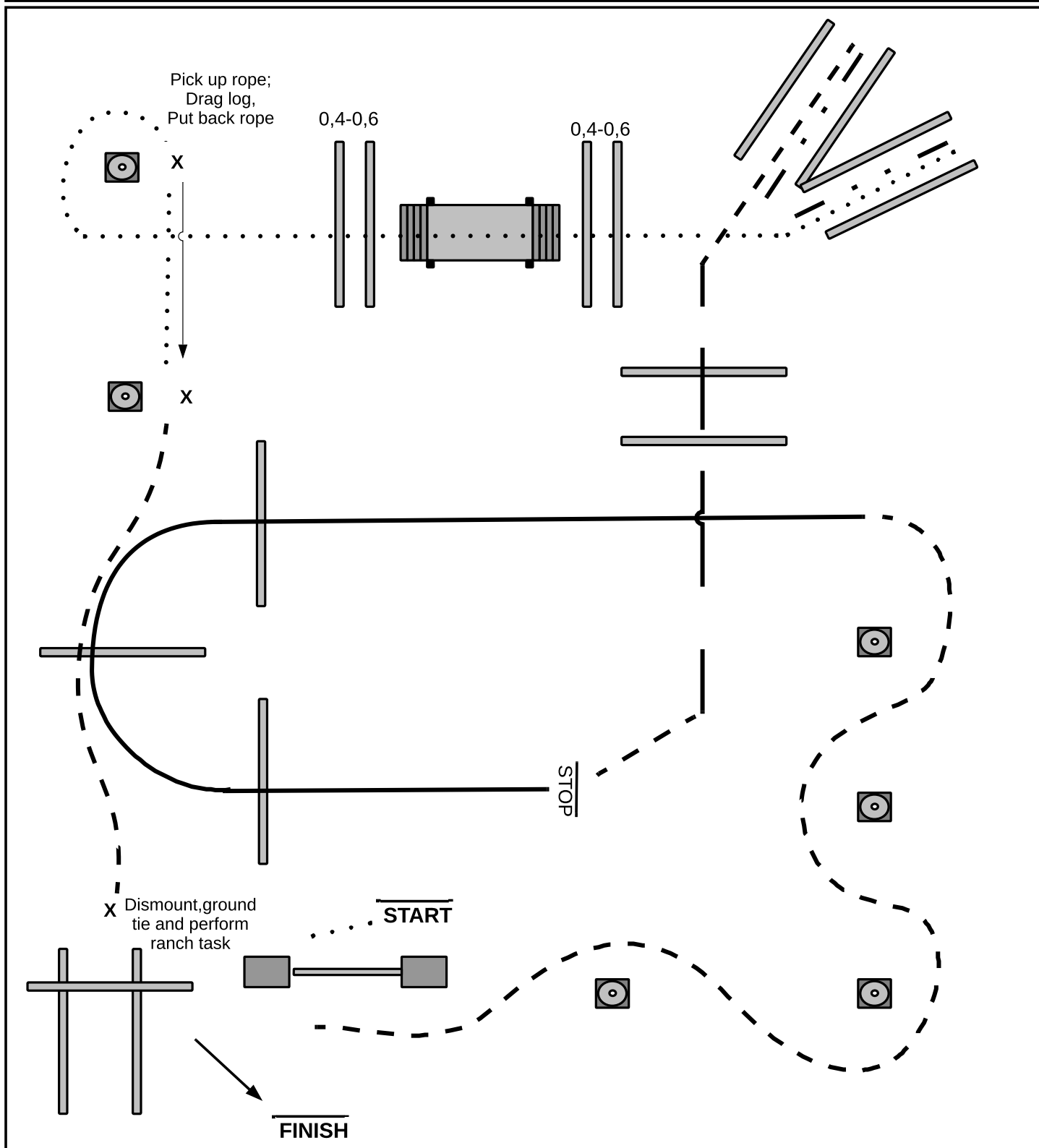
	Back
	Lope
	Ext. lope
	Trot
	Ex. trot
	Walk
	Change



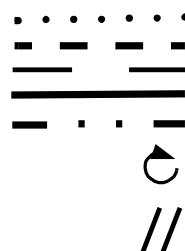
1. Work gate (Left hand push)
2. Jog serpentine
3. Lope left lead, lope over poles
4. Jog, extended jog over poles, back to regular jog
5. Jog into shute and stop
6. Back V
7. Walk out of V and over poles and bridge
8. Pick up rope and drag log, put back rope
9. Jog over poles, stop
10. Dismount and groundtie horse, perform ranch task
11. Exit in hand in a walk



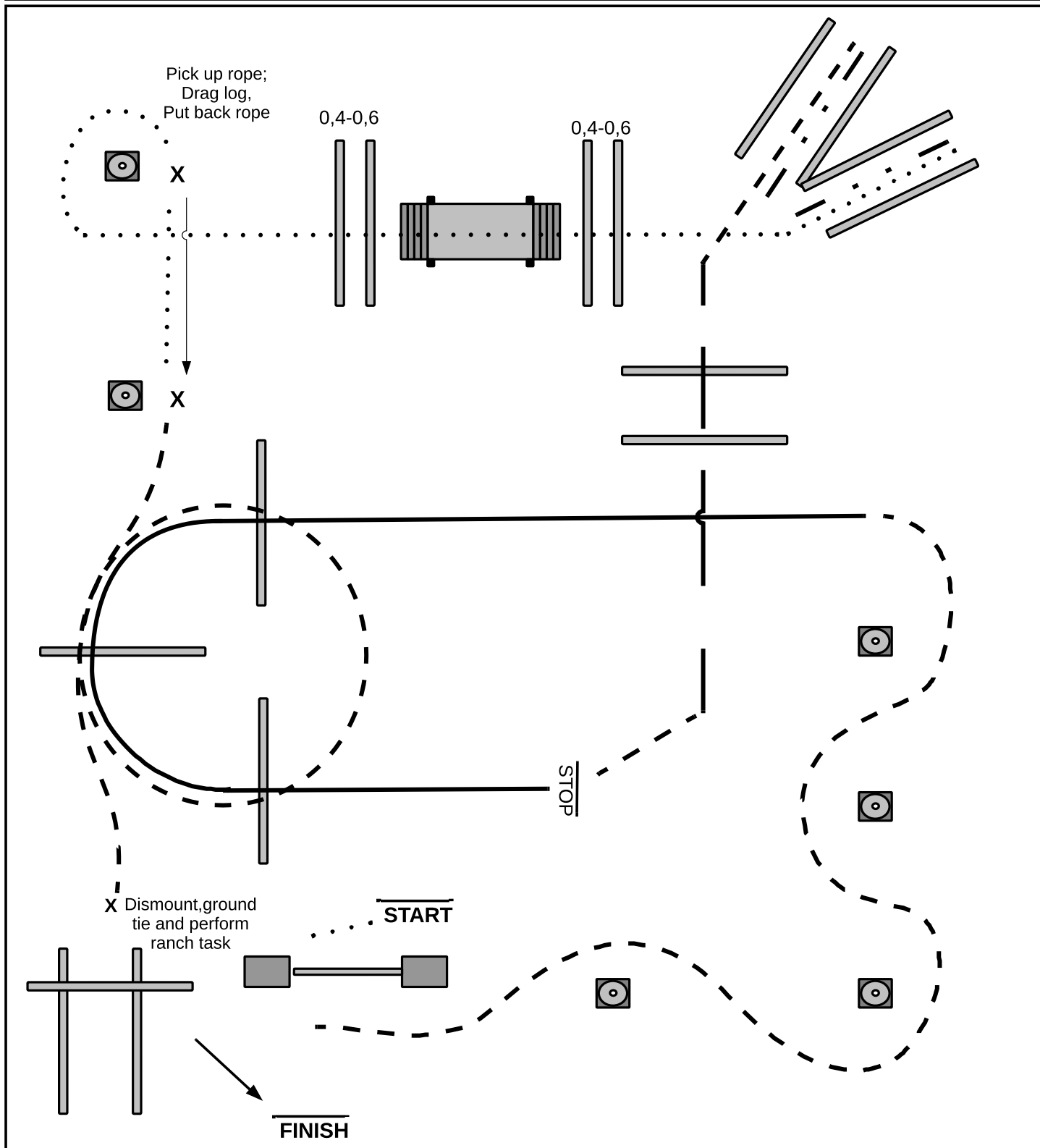
Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass



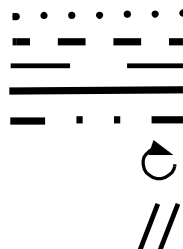
1. Work gate (Left hand push)
2. Jog serpentine
3. Lope left lead, lope over poles, stop
4. Jog, extended jog over poles, back to regular jog
5. Jog into shute and stop
6. Back V
7. Walk out of V and over poles and bridge
8. Pick up rope and drag log, put back rope
9. Jog over poles, stop
10. Dismount and groundtie horse, perform ranch task
11. Exit in hand in a walk



Walk
Jog
Extended Jog
Lope
Backup
Turn
Sidepass



1. Work gate (Left hand push)
2. Jog serpentine
3. Lope left lead, lope over poles, stop
4. Jog, extended jog over poles, back to regular jog
5. Jog into shute and stop
6. Back V
7. Walk out of V and over poles and bridge
8. Pick up rope and drag log, put back rope
9. Jog circle over poles, stop
10. Dismount and groundtie horse, perform ranch task
11. Exit in hand in a walk



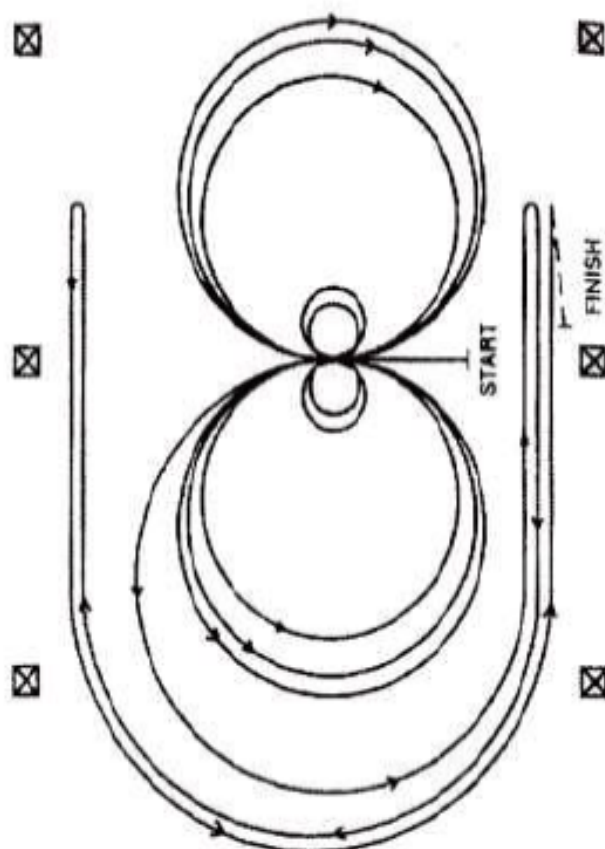
Walk
Jog
Extended Jog
Lope
Backup
Turn

Sidepass



REINING Beginners - 2

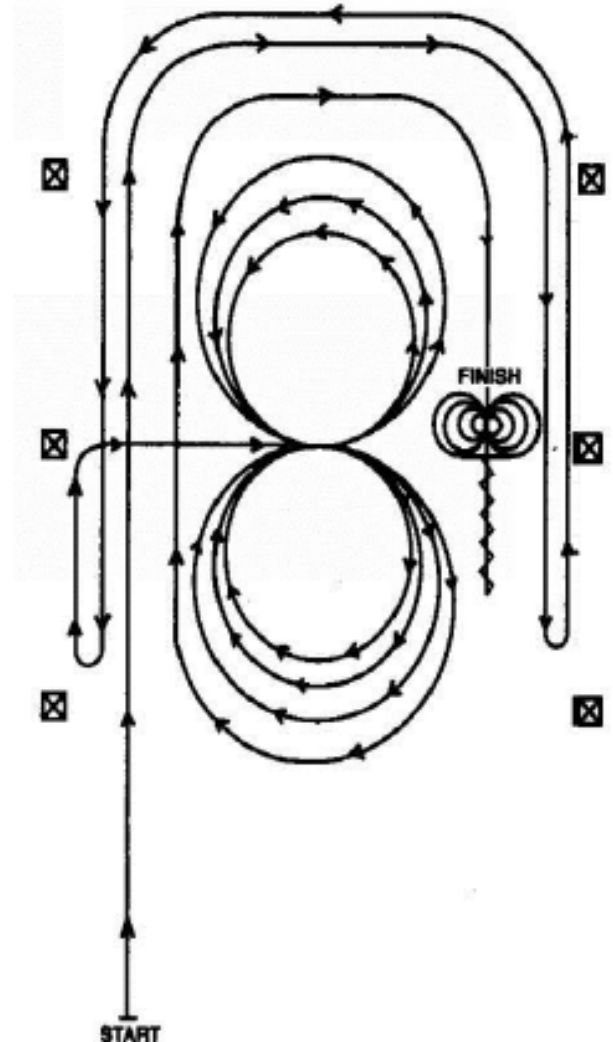
1. Maak 2 spins naar rechts.
2. Maak 2 spins naar links - pauzeer.
3. Beginnend in de linker galop, maak drie cirkels naar links: de eerste twee cirkels groot en snel, de derde cirkel klein en langzaam. Eenvoudige of vliegende galopwissel in het midden van de arena.
4. Maak drie cirkels naar rechts: de eerste twee cirkels groot en snel, de derde cirkel klein en langzaam. Eenvoudige of vliegende galopwissel in het midden van de arena
5. Begin een grote snelle cirkel naar links, maar sluit deze cirkel niet. Maak een run langs de rechterzijde van de arena tot voorbij de middenpylon gevolgd door een rollback naar rechts - geen pauze.
6. Vervolg de cirkel naar rechts maar sluit deze cirkel niet. Maak een run langs de linkerzijde van de arena tot voorbij de middenpylon gevolgd door een rollback naar links - geen pauze.
7. Vervolg de cirkel naar links maar sluit deze cirkel niet. Maak een run langs de rechterzijde van de arena tot voorbij de middenpylon gevolgd door een slidingstop. Ga tenminste 3 meter achterwaarts. Pauzeer om het einde van het parcours aan te geven.





REINING Amateurs & Open - 3

1. Begin en blijf tenminste 6 meter verwijderd van de rand van de arena en galoppeer rechtuit langs de linkerzijde van de arena, cirkel langs de bovenzijde van de arena, en maak een run recht langs de andere of rechterzijde van de arena tot voorbij de middenpion gevolgd door een rollback naar links – geen pauze.
2. Vervolg op de rechte lijn langs de rechterzijde van de arena minstens 6 meter verwijderd van de rand van de arena, cirkel langs de bovenzijde van de arena, en maak een run recht langs de linkerzijde van de arena tot voorbij de middenpion gevolgd door een rollback naar rechts – geen pauze.
3. Vervolg langs de linkerzijde van de arena tot de middenpion. Bij de middenpion dient het paard in de lope right lead te zijn. Leid het paard in de lope right lead naar het midden van de arena en maak drie cirkels naar rechts: de eerste twee cirkels groot en snel, de derde cirkel klein en langzaam. Lead change in het midden van de arena.
4. Maak drie cirkels naar links: de eerste twee cirkels groot en snel, de derde cirkel klein en langzaam. Lead change in het midden van de arena.
5. Begin een grote snelle cirkel naar rechts maar sluit deze cirkel niet. Vervolg op minstens 6 meter afstand



REINING Amateurs & Open - 2

1. Begin in de lope right lead, maak drie cirkels naar rechts: de eerste klein en langzaam, de volgende twee cirkels groot en snel. Lead change in het midden van de arena.
2. Maak drie cirkels naar links: de eerste klein en langzaam, de volgende twee cirkels groot en snel. Lead change in het midden van de arena.
3. Vervolg de cirkel naar rechts tot het midden van de korte zijde van de arena. Wend af en maak een run over het midden van de arena naar de andere zijde tot voorbij de eindpion gevolgd door een rollback naar rechts – geen pauze.
4. Maak een run over het midden van de arena naar het tegenoverliggende einde tot voorbij de eindpion gevolgd door een rollback naar links – geen pauze.
5. Maak een run tot voorbij het midden van de arena gevolgd door een slidingstop. Back up tot het midden van de arena of ten minste 3 meter – pauzeer.
6. Maak 4 spins naar rechts.
7. Maak 4 spins naar links. Pauzeer om het einde van het parcours aan te geven.

