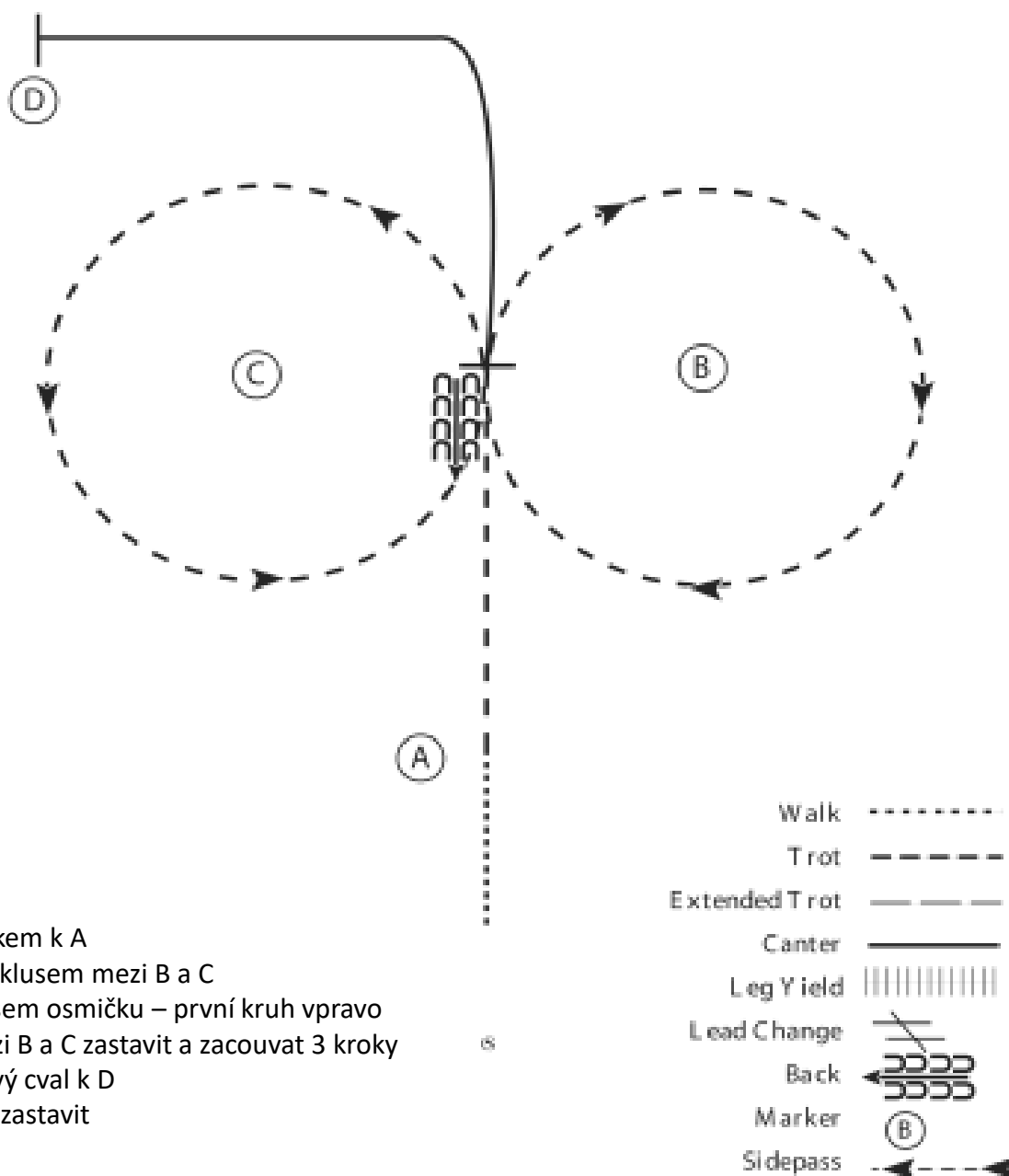


Mistrovství České Republiky Appaloos

Hunt Seat Equitation Youth, Non-Pro

Show Date: 18. - 19.7.2020



[HSE/1-4]

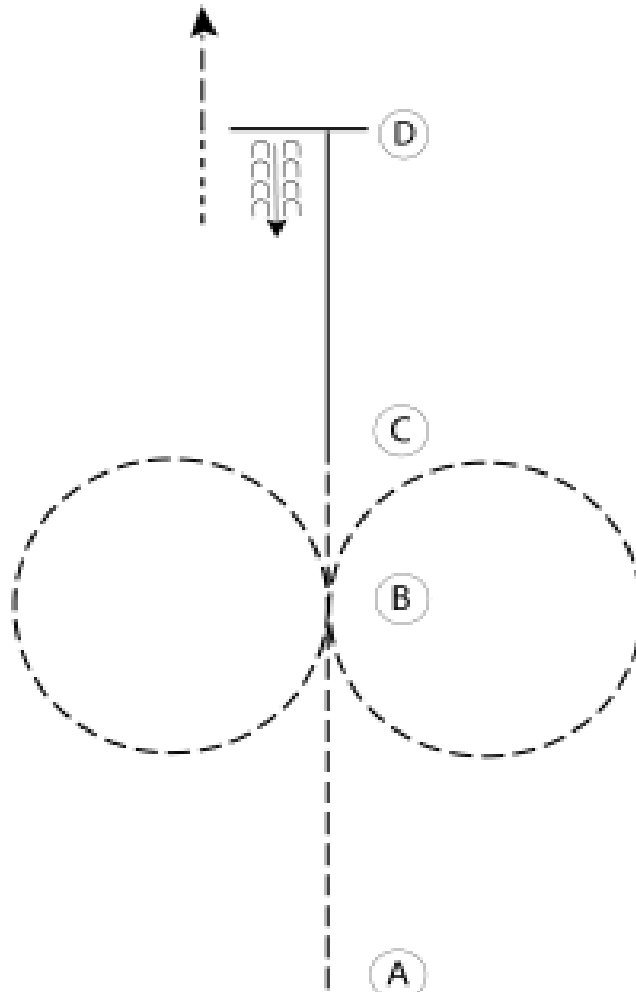
Pattern Provided by:

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Mistrovství České Republiky Appaloos

Hunt Seat Equitation Novice Youth, Novice Non-Pro

Show Date: 18. - 19.7.2020



1. Pracovní klus z A do B
2. Osmička v lehkém klusu – první vpravo
3. Pokračujte v lehkém klusu do C
4. Pravý cval k D
5. V D zastavit a 5 kroků zacouvat
6. Krokem 5 kroků a odklusat po rovné linii

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	↘ ↙
Back	← 0000 5000
Marker	(B)
Sidepass	← - - - - →
Hard Gallop	=====

[HSE/1-5]

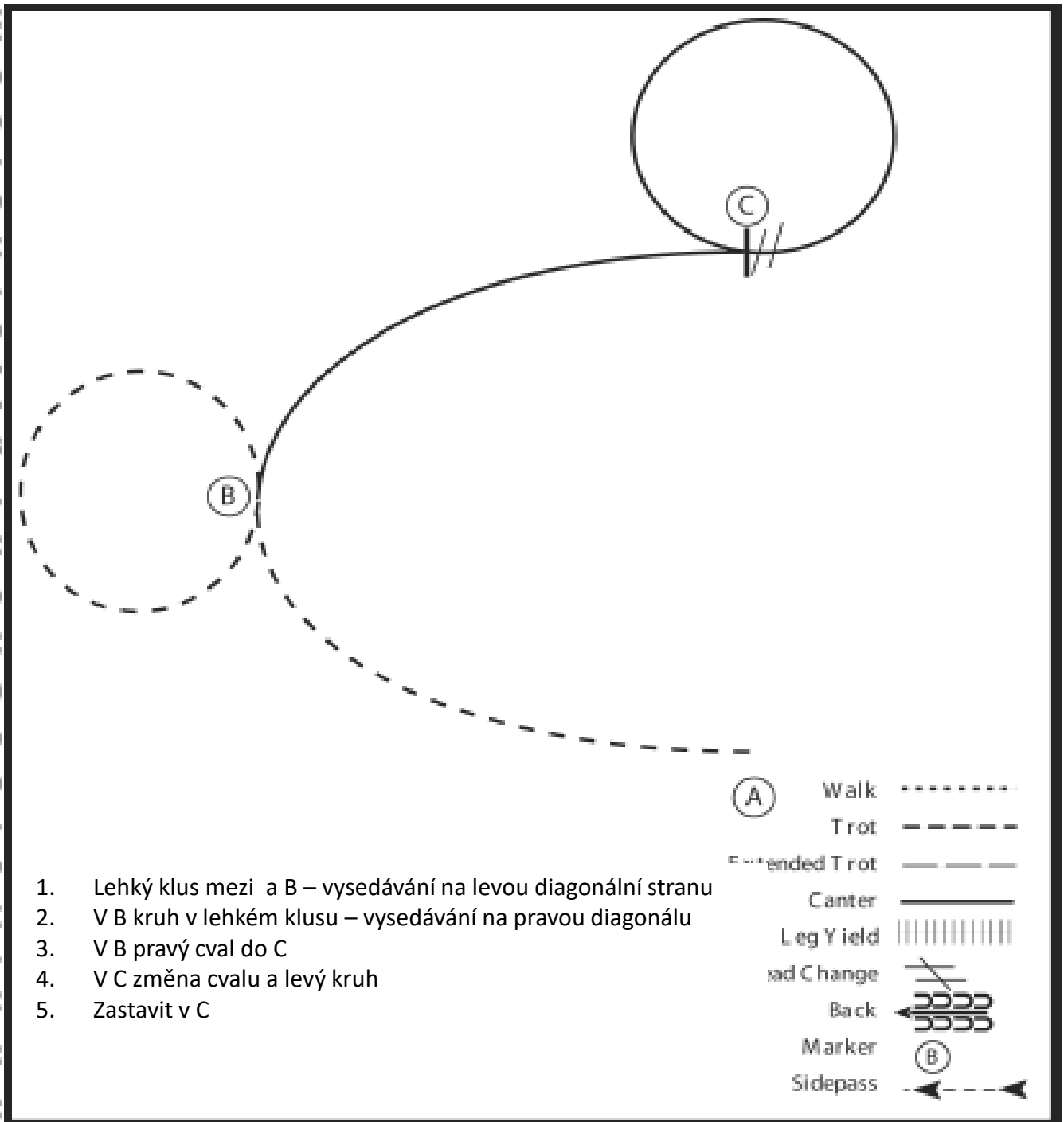
Pattern Provided by:

Jitka Kynclova

Mistrovství České Republiky Appaloos

Hunt Seat Equitation All Breeds

Show Date: 18. - 19.7.2020



[HSE/2-19]

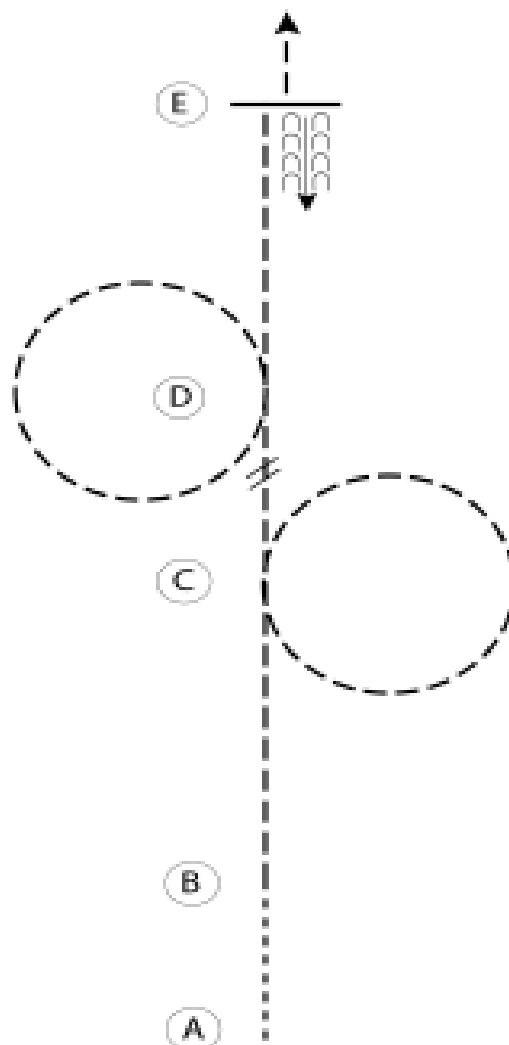
Pattern Provided by:

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Mistrovství České Republiky Appaloos

Hunt Seat Equitation 10 & under Youth

Show Date: 18. - 19.7.2020



1. Krokem z do B
2. V B lehký klus – vyseďávání na levou diagonálu
3. V C kruh vpravo v klusu
4. Přesednutí mezi C a D
5. V D kruh vlevo v klusu
6. Klusem do E a v E zastavit a zacouvat
7. Pracovním klusem odklusat

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	⊙
Sidepass	← ← ← ← ←
Hand Gallop	—————

[HSE/WT-11]

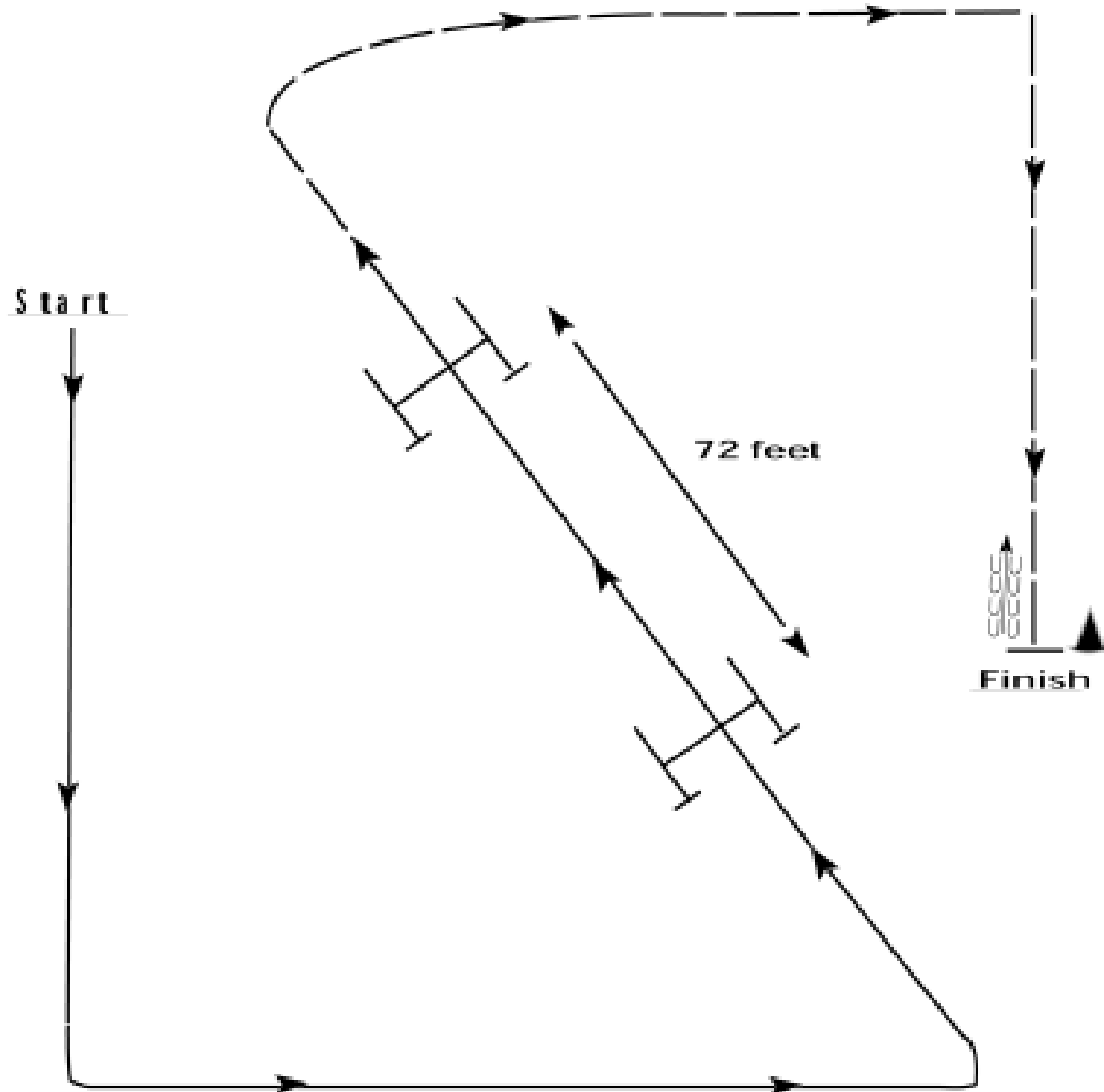
Pattern Provided by:

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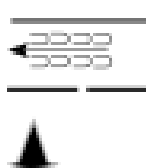
Mistrovství České Republiky Appaloos

Hunter Hack Open, Non-Pro Novice, Non-Pro, Youth

Show Date: 18. - 19.7.2020



Canter
Back
Hand Gallop
Marker



1. Překážky jsou postaveny cca 22m od sebe
2. Za druhou překážkou lehký cval ke značce. Zastavit a zacouvat cca 1 koňskou délku
3. Povolit otěže na znamení dokončení úlohy

[HH/72-12]

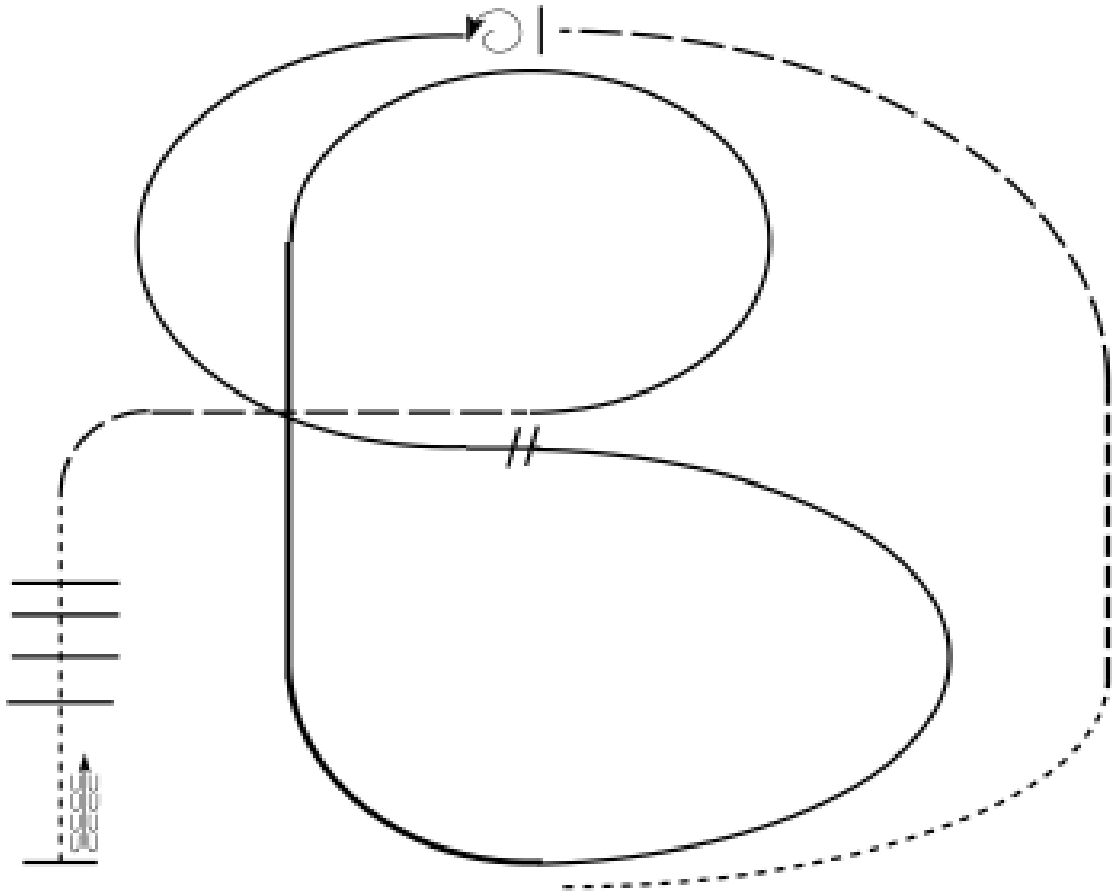
Pattern Provided by:

Jitka Kynclova

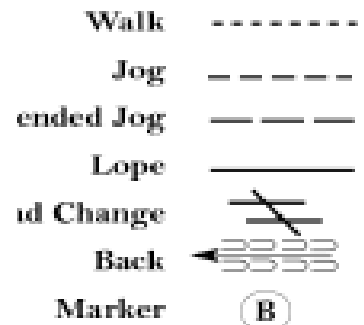
Mistrovství České Republiky Appaloos

Ranch Riding Non-Pro, Youth

Show Date: 18. - 19.7.2020



1. Krok
2. Klus
3. Prodloužený klus na střed horní stěny arény, zastavit
4. 360° obrat doleva
5. ½ kruhu v levém cvalu do středu
6. Změna cvalu (jednoduchá nebo letmá)
7. ½ kruhu v pravém cvalu
8. Prodloužený cval po dlouhé stěně (pravý cval)
9. Shromáždit zpět do cvalu, procválat kolem středu horní krátké stěny a zpět do středu
10. Přejít do prodlouženého klusu
11. Krokem přes klády
12. Zastavit a zacouvat



[RR/1]

Pattern Provided by:

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Mistrovství České Republiky Appaloos

Ranch Trail All Breeds , Open

Show Date: 18. - 19.7.2020

4. Uchopit lano a táhnout kládu kolem kužele vlevo a zpět

3. Levý cval ke kládě

5. Prodloužený klus ke kuželi

2. Branka pravá ruka

6. Seseďnout, otěže na zem, převalit kládu ze strany na stranu

1. Krokem k mostku a přes něj a kládu

7. Nasednout a cvaľem ke krávi. Udělat smyčku a zalasovat krávu . Maximum 3 pokusy.

Walk



Jog



Extended Jog



Lope



Leg Yield



Lead Change



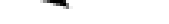
Back



Marker



Sidepass



Finish

Start

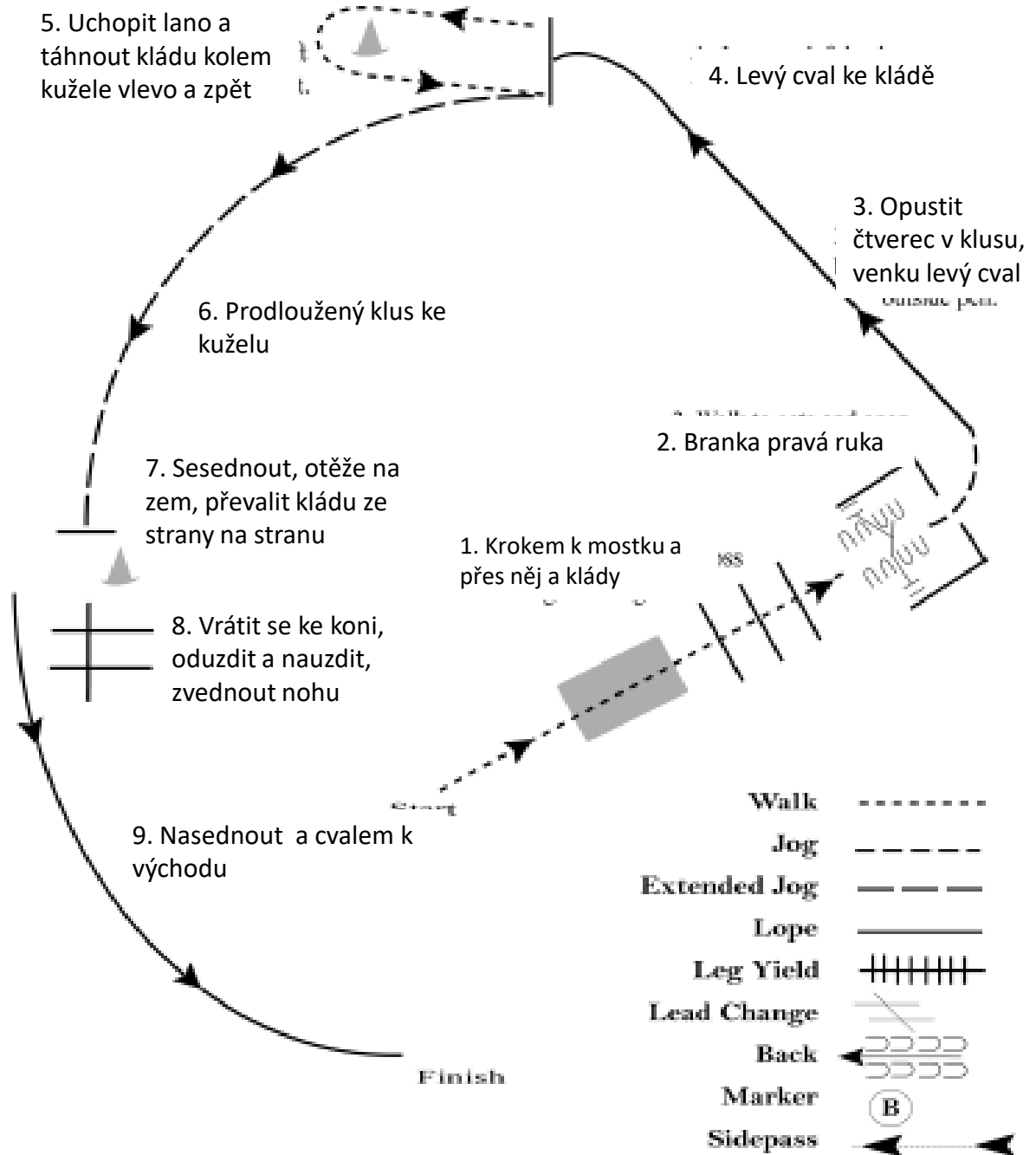
Pattern Provided by:

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Mistrovství České Republiky Appaloos

Ranch Trail Non-Pro , Youth

Show Date: 18. - 19.7.2020



[RT/5]

Pattern Provided by:

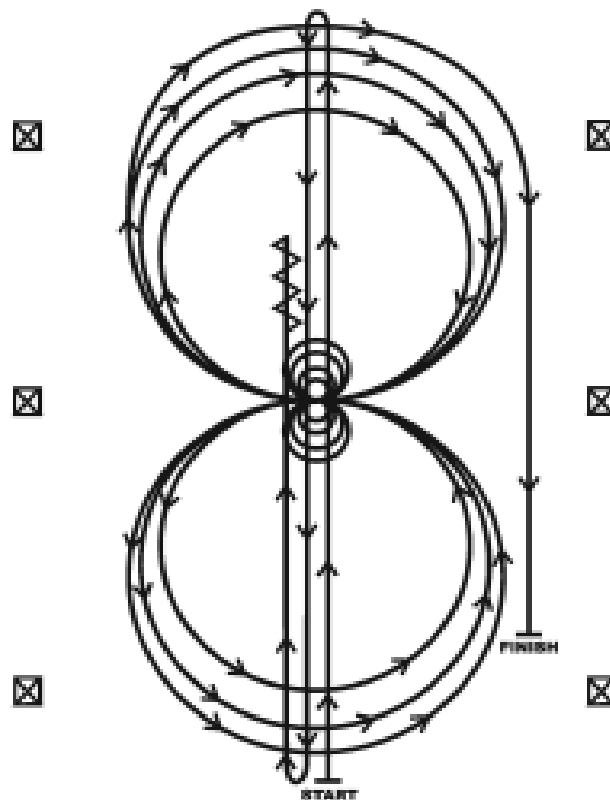
Jitka Kynclova

Mistrovstvi Ceske Republiky Appaloos

Reining Open, All Breeds

Show Date: 18. - 19.7.2020

REINING PATTERN 7



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

[R/AQHAP-7]

Pattern Provided by:

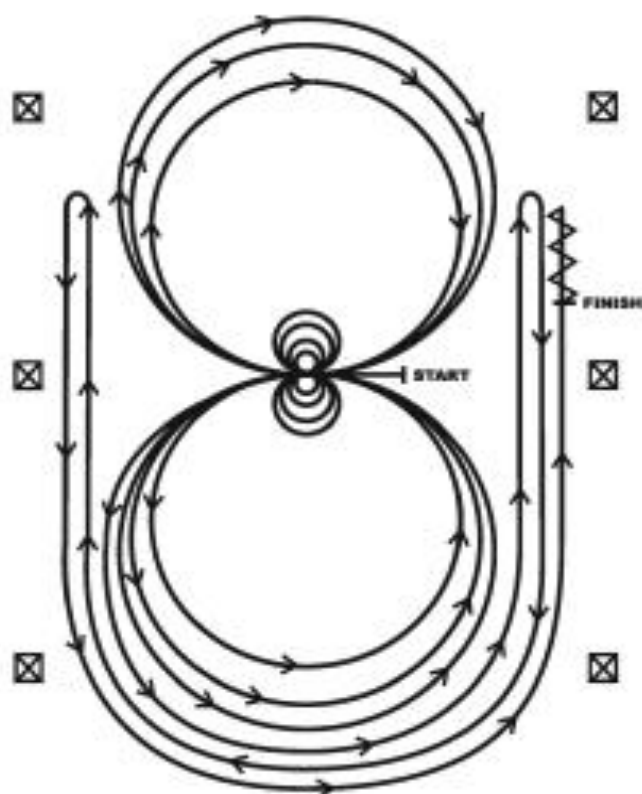
Jitka Kynclova

Mistrovstvi Ceske Republiky Appaloos

Reining Non-Pro

Show Date: 18. - 19.7.2020

REINING PATTERN 6



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 right. Hesitate.
2. Complete four spins to the left. 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. Change leads at the center of the arena.
4. 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. Begin a large 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.
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 left 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.

[R/AQHAP-6]

Pattern Provided by:

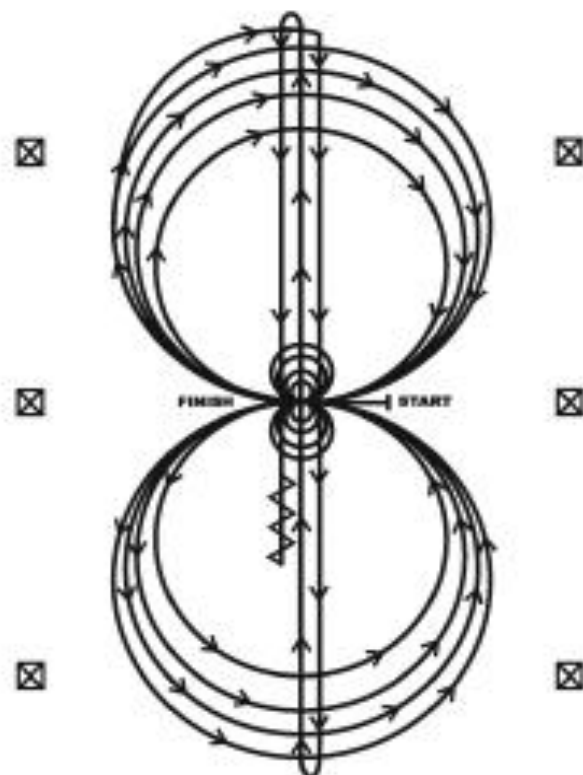
Jitka Kynclova

Mistrovstvi Ceske Republiky Appaloos

Reining Youth, Non-Pro Novice

Show Date: 18. - 19.7.2020

REINING 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.

[R/AQHAP-4]

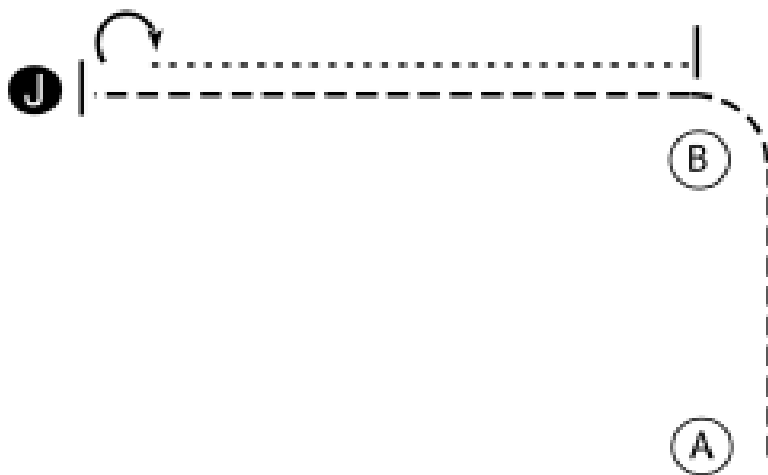
Pattern Provided by:

Jitka Kynclova

Mistrovství České Republiky Appaloos

Showmanship 10 & under Youth

Show Date: 18. - 19.7.2020



1. Klusem z A k rozhodčímu
2. Zastavit a inspekce
3. 180° obrat
4. Krokem k B, zastavit a vyčkat instrukcí ringstewarda

Walk - - - - -

Trot - - - - -

Back ←

Marker (B)

Judge (J)

[S/1-7]

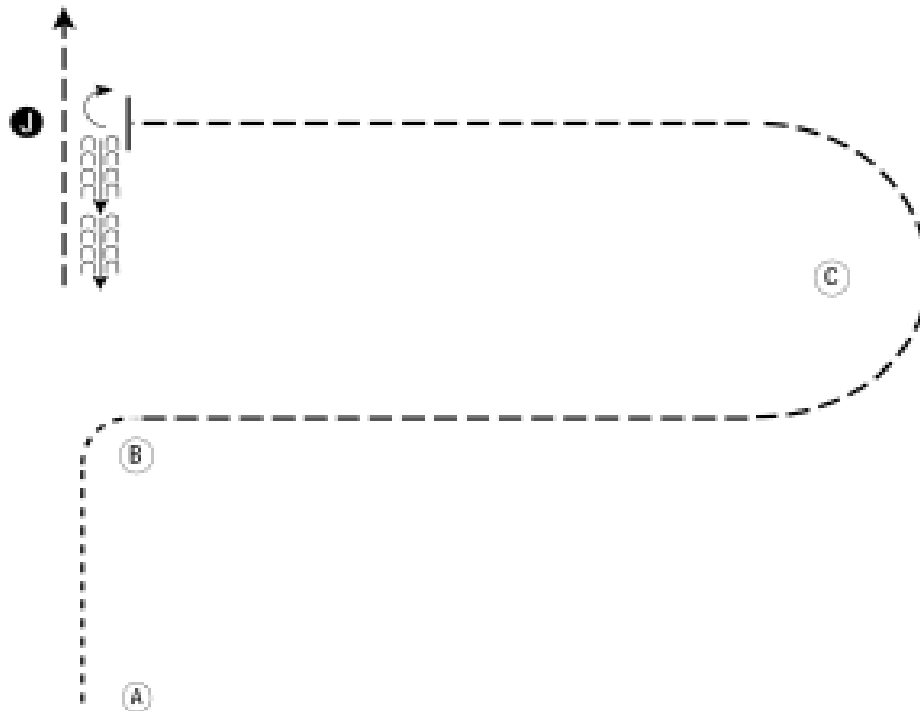
Pattern Provided by:

Jitka Kynclova

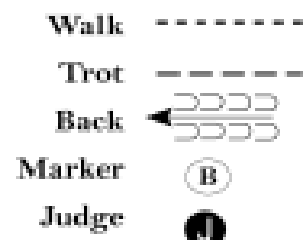
Mistrovství České Republiky Appaloos

Showmanship Novice Youth, Novice Non-Pro

Show Date: 18. - 19.7.2020



1. Připravte se v A
2. Krokem kolem B
3. Klus z B kolem C k rozhodčímu
4. Zastavit a inspekce
5. 90°obrat a zacouvat na úroveň C
6. Odklusat a seřadit na stěně



[S/1-28]

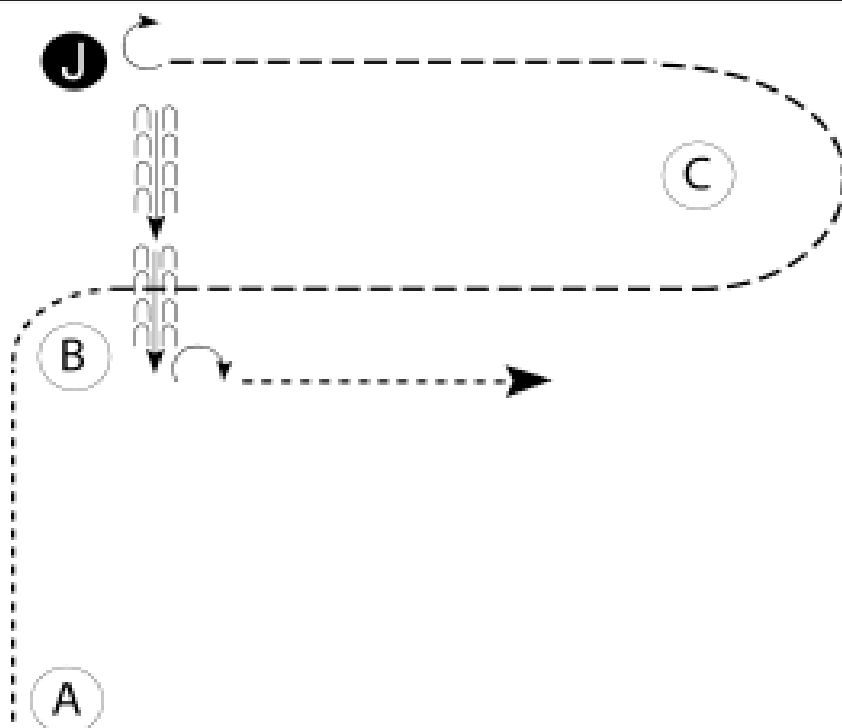
Pattern Provided by:

Jitka Kynclova

Mistrovství České Republiky Appaloos

Showmanship Youth, Non-Pro

Show Date: 18. - 19.7.2020



1. Připravte se v A
2. Krokem kolem B
3. V B klus kolem C k rozhodčímu
4. Zastavit a inspekce
5. $\frac{1}{4}$ obrat
6. Zacouvat do B
7. $\frac{1}{4}$ obrat a krokem k východu



[S/2-36]

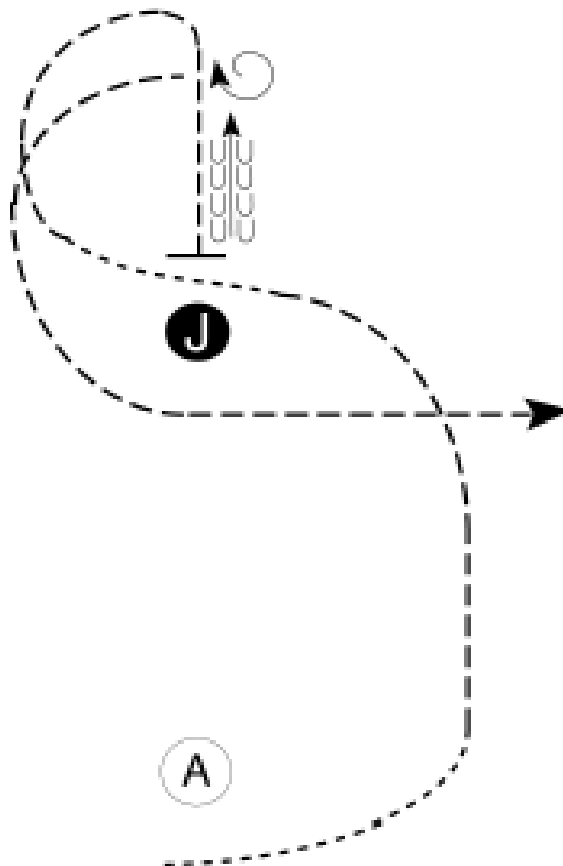
Pattern Provided by:

Jitka Kynclova

Mistrovství České Republiky Appaloos

Showmanship All Breeds

Show Date: 18. - 19.7.2020



Be ready at A.

1. Připravte se v A
2. Krokem cca 2 koňské délky
3. Klusem před rozhodčího
4. Před rozhodčím přechod do kroku a minout rozhodčího v kroku
5. Klusem půlkruh a přímo na rozhodčího viz plánek
6. Zastavit a inspekce
7. Zacouvat cca 1 koňskou délku
8. 1 ¼ obrat
9. Klusem půlkruh a k východu



[S/3-43]

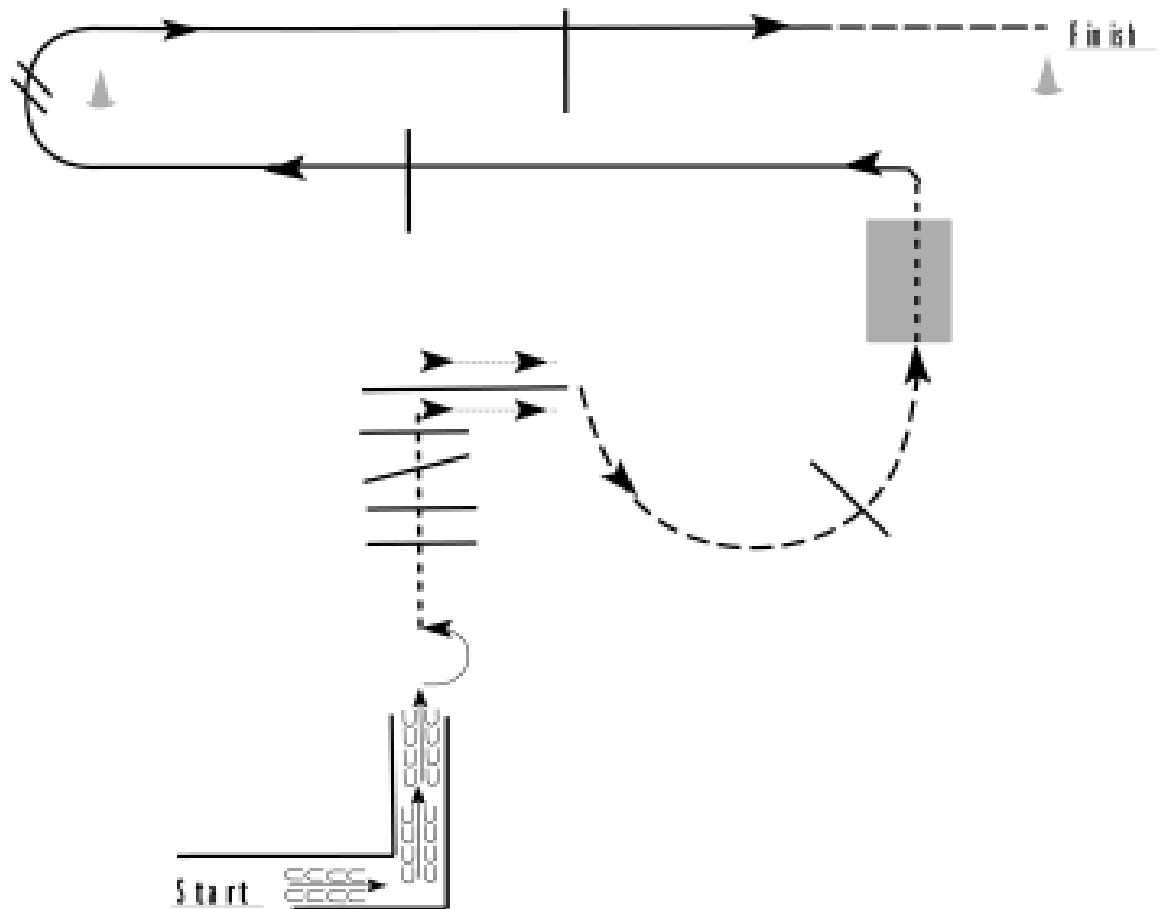
Pattern Provided by:

Jitka Kynclova

Mistrovství České Republiky Appaloos

Trail green open, Youth, Non-Pro Novice

Show Date: 18. - 19.7.2020



1. Procouvat L
2. 180° obrat vlevo a krokem přes kavalety
3. Přes poslední kavaletu side pass vpravo
4. Klus přes kavaletu k mostku
5. Krokem přes mostek
6. Levý cval přes kavaletu
7. U kuželu jednoduchá změna cvalu
8. Pravý cval přes kavaletu a klusem do konce

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↘
Back	← ○○○○ ○○○○
Marker	(B)
Sidepass	←-----→

[T/1-26]

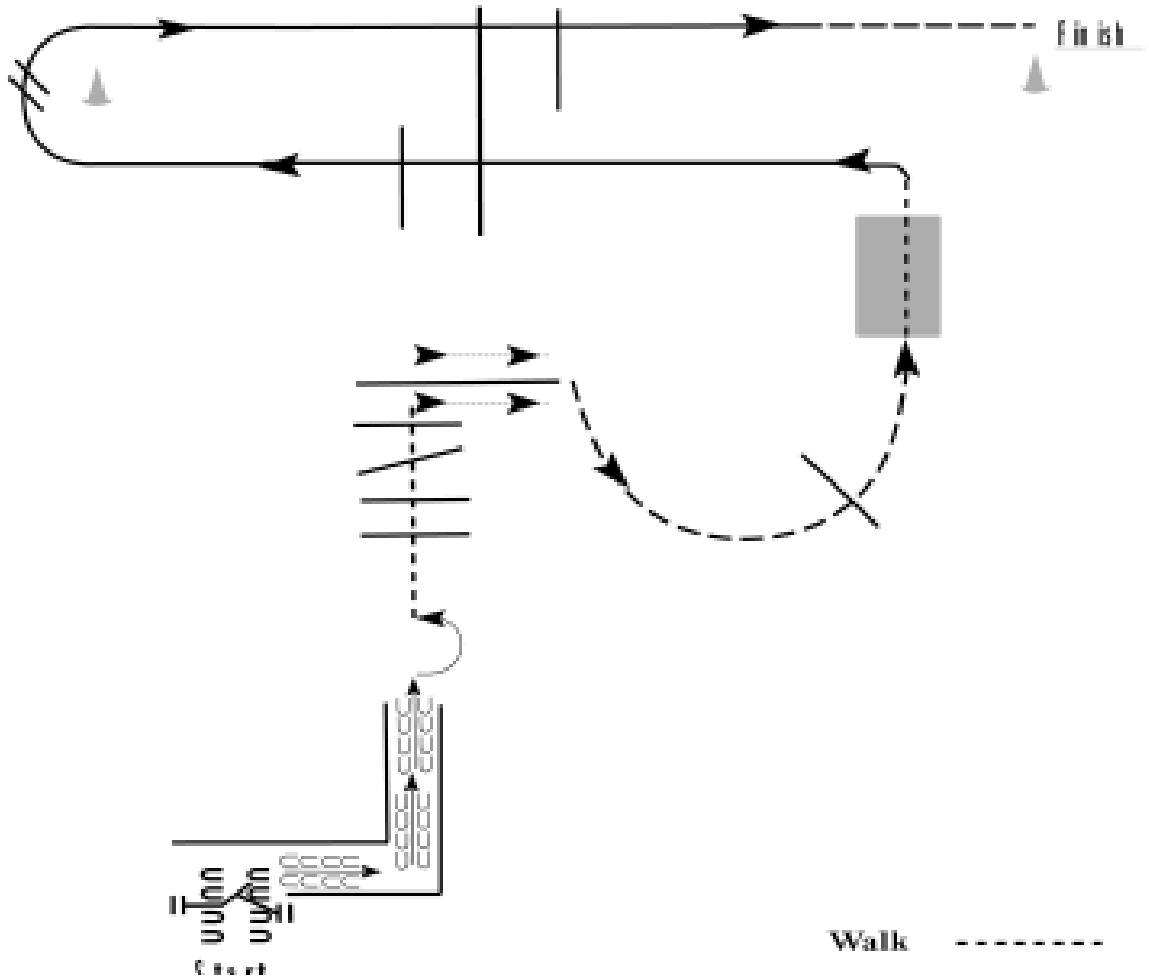
Pattern Provided by:

Jitka Kynclova

Mistrovství České Republiky Appaloos

Trail Non-Pro

Show Date: 18. - 19.7.2020



1. Branka levá ruka
2. Procouvat L
3. 180°obrat vlevo a krokem přes kavalety
4. Přes poslední kavaletu side pass vpravo
5. Klus přes kavaletu k mostku
6. Krokem přes mostek
7. Levý cval přes kavalety
8. U kuželu jednoduchá změna cvalu
9. Pravý cval přes dvě kavalety a klusem do konce

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	←○○○○
Marker	Ⓚ
Sidepass	←-----→

[T/2-26]

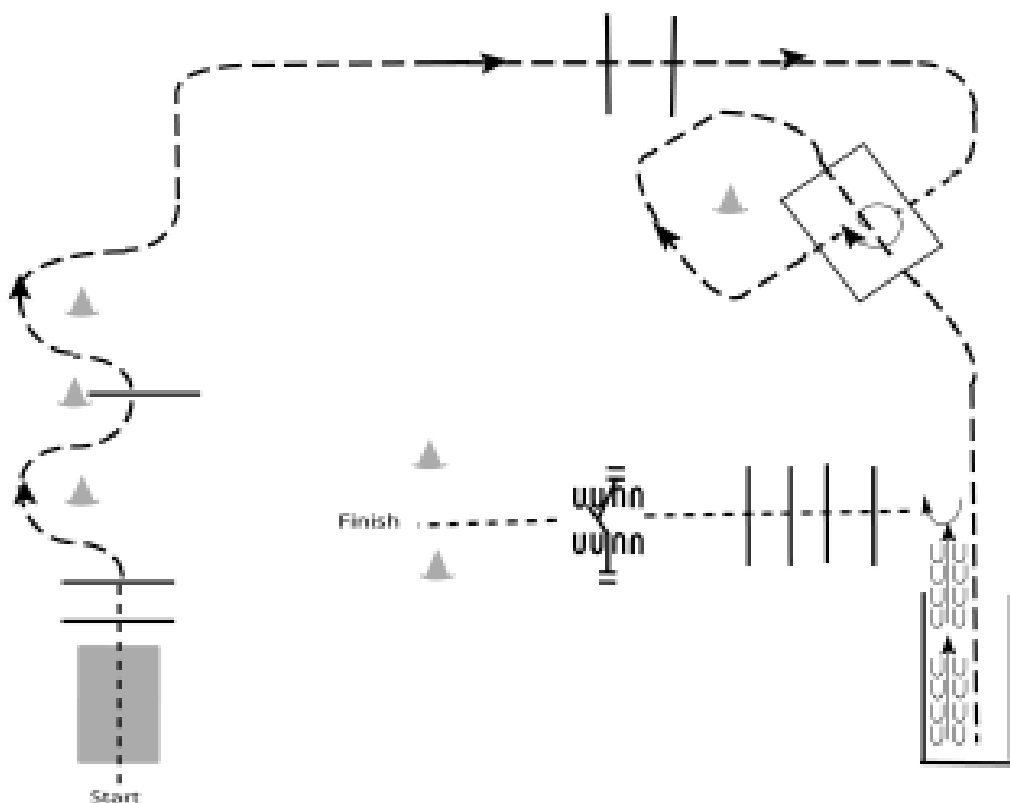
Pattern Provided by:

Jitka Kynclova

Mistrovství České Republiky Appaloos

Trail In Hand Yearling, 2 Year Old, All Breeds

Show Date: 18. - 19.7.2020



1. Krokem přes mostek a kavalety
2. Klusem slalom a přes kavaletu
3. Pokračovat přes kavalety
4. Krok a krokem do čtverce. Obrat vpravo a krokem ze čtverce.
5. Klusem přes čtverec do uličky
6. Vycouvat z uličky
7. 90°obrat a krokem přes kavalety k brance
8. Branka a krokem do cíle

Walk
Jog	-----
Extended Jog	-----
Lope	————
Leg Yield	
Lead Change	—/—
Back	←○○○○
Marker	ⓑ
Sidepass	←→

[T/1-6]

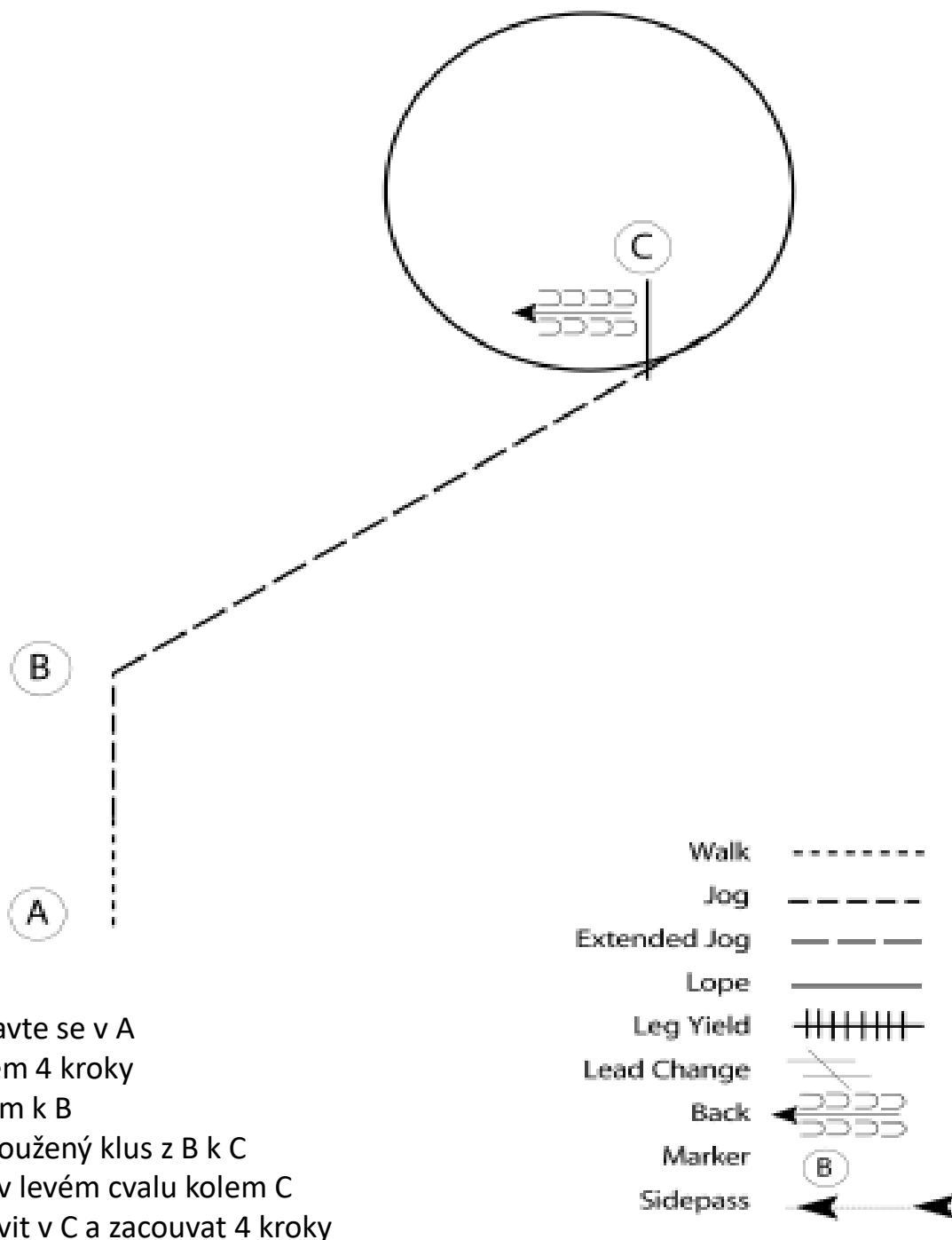
Pattern Provided by:

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Mistrovství České Republiky Appaloos

Bareback Horsemanship Youth, Novice Non-Pro

Show Date: 18. - 19.7.2020



1. Připravte se v A
2. Krokem 4 kroky
3. Klusem k B
4. Prodloužený klus z B k C
5. Kruh v levém cvalu kolem C
6. Zastavit v C a zacouvat 4 kroky

[WH/1-39]

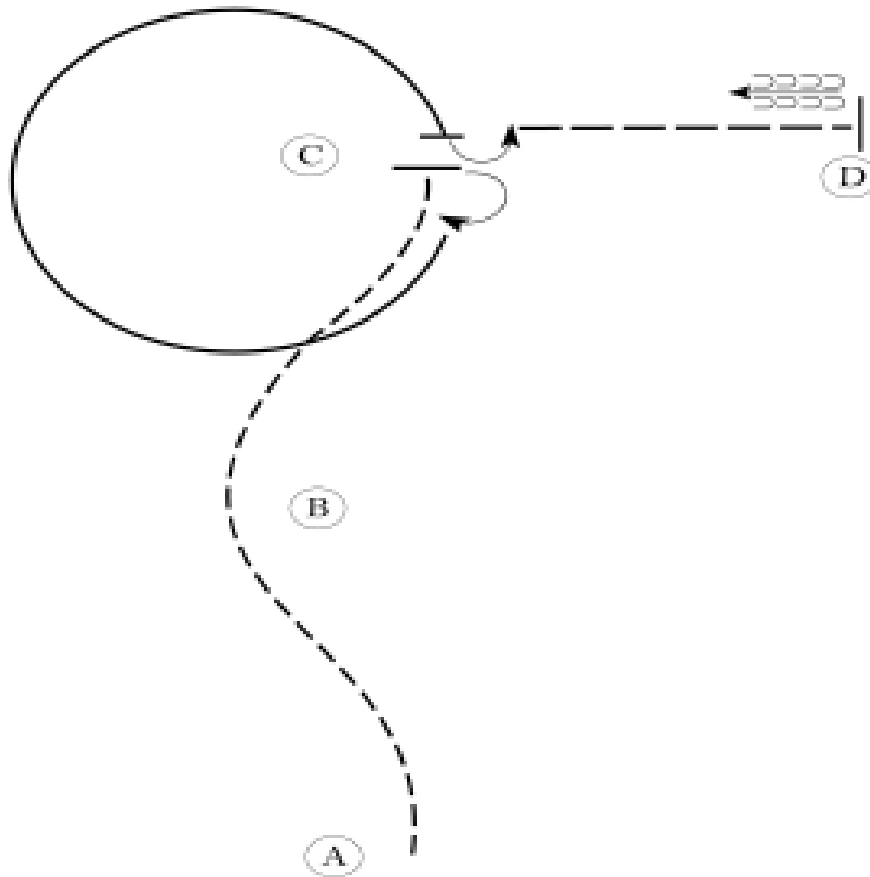
Pattern Provided by:

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Mistrovství České Republiky Appaloos

Horsemanship Novice Youth, Novice Non-Pro

Show Date: 18. - 19.7.2020



1. Klusem z A k C
2. Zastavit v C a 180° obrat vpravo
3. Kruh v pravém cvalu kolem C
4. Zastavit v C a 90° obrat vlevo
5. Prodloužený klus k D
6. Zastavit v D a zacouvat cca 1 koňskou délkou

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	-----
Back	-----
Marker	(B)

[WH/1-1]

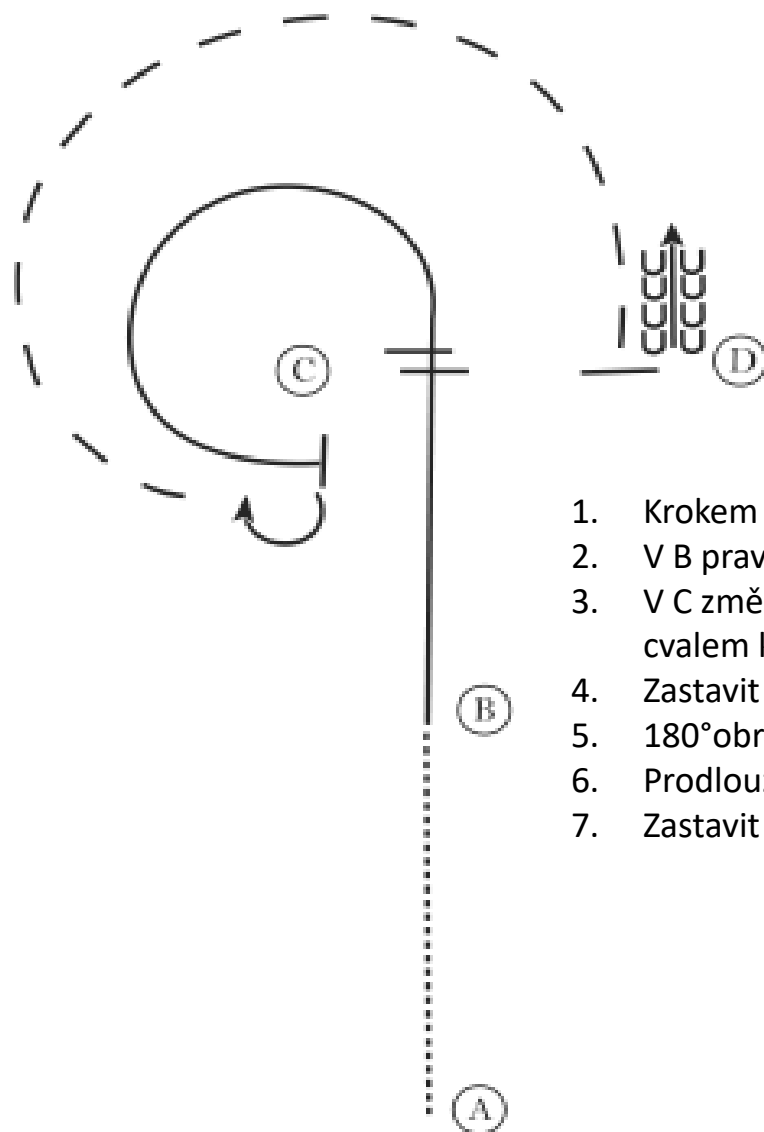
Pattern Provided by:

Jitka Kynclova

Mistrovství České Republiky Appaloos

Bareback Horsemanship Non-Pro

Show Date: 18. - 19.7.2020



1. Krokem z A k B
2. V B pravý cval k C
3. V C změna cvalu a pokračovat levým cvałem k C
4. Zastavit v C
5. 180°obrat vpravo
6. Prodloužený klus kolem C
7. Zastavit v D a zacouvat 4 kroky

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↙
Back	←
Marker	⊙
Sidepass	↔

[WH/2-1]

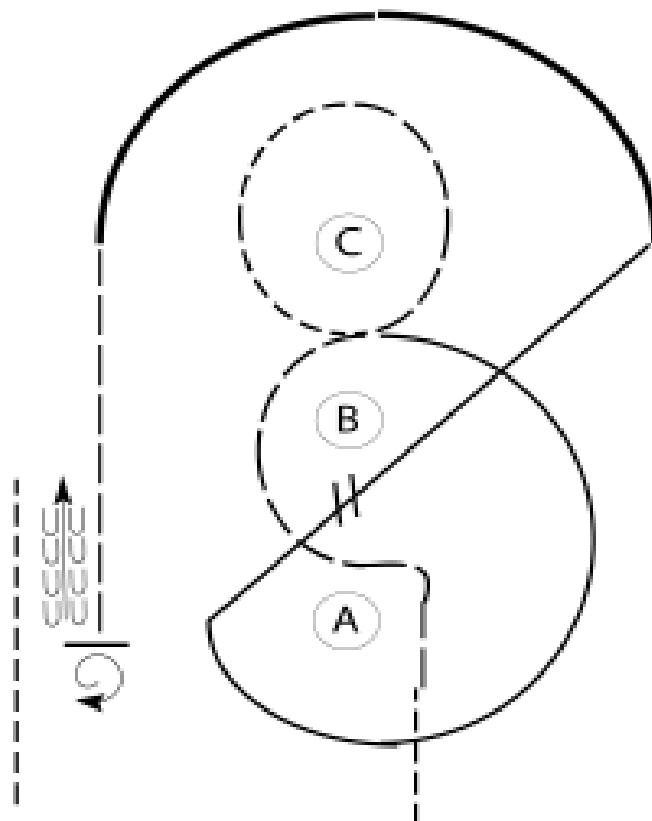
Pattern Provided by:

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Mistrovství České republiky Appaloos

Horsemanship All Breeds

Show Date: 18. - 19.7.2020



Be ready before A.

1. Buďte připraveni v A
2. Začít v klusu a prodloužený klus v A.
Prodloužený klus mezi A, B a C viz plánek.
3. Při dosažení vrcholu C zpět do klusu a půl kruhu
4. Pravý cval kolem A viz plánek
5. Změna cvalu mezi A a B
6. Levý cval a prodloužený cval půlkruh kolem C
7. Na úrovni C prodloužený klus na úroveň A a zastavit
8. Plný obrat vpravo a zacouvat cca 1 koňskou délkou
9. odklusat

Walk
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	-----
Back	←←←←←
Marker	(B)

[WH/2-114]

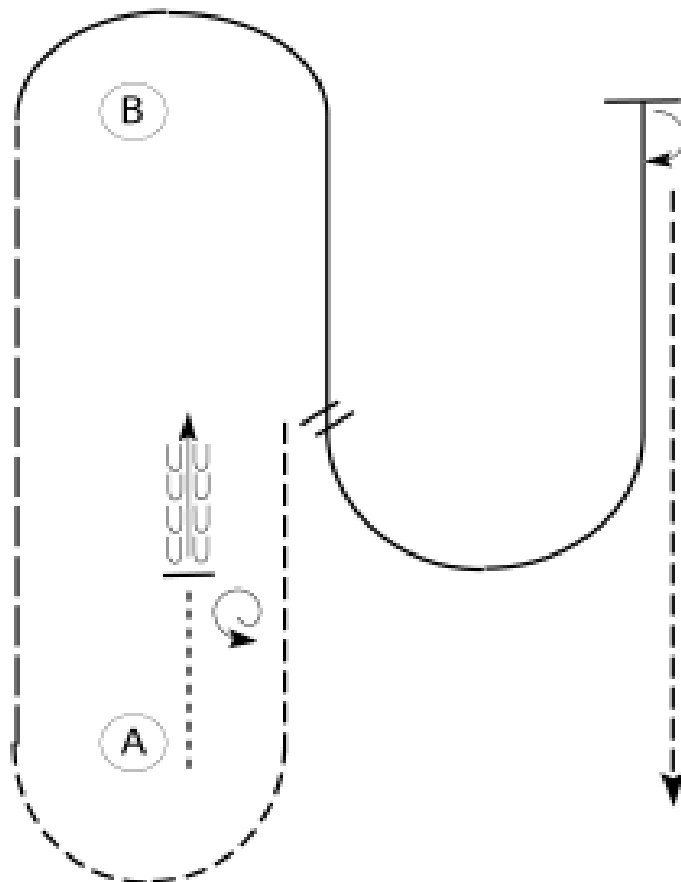
Pattern Provided by:

Jitka Kynclova

Mistrovství České Republiky Appaloos

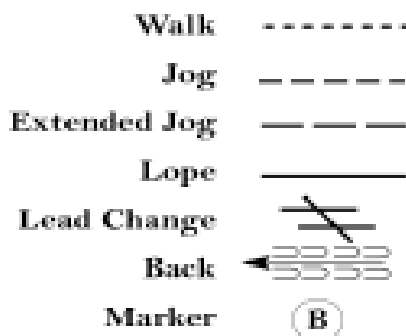
Horsemanship Youth, Non-Pro

Show Date: 18. - 19.7.2020



Be ready at A.

1. Připravte se v A
2. Krokem cca 2 koňské délky, zastavit a 1 ½ obrát vlevo
3. Zacouvat cca 2 koňské délky a klus kolem A
4. Prodloužený klus k B
5. Pravý cval kolem B a do poloviny vzdálenosti k A
6. Jednoduchá změna cvalu a půlkruh na úrovni B
7. Zastavit a 180° obrát vpravo, odklusat



[WH/2-118]

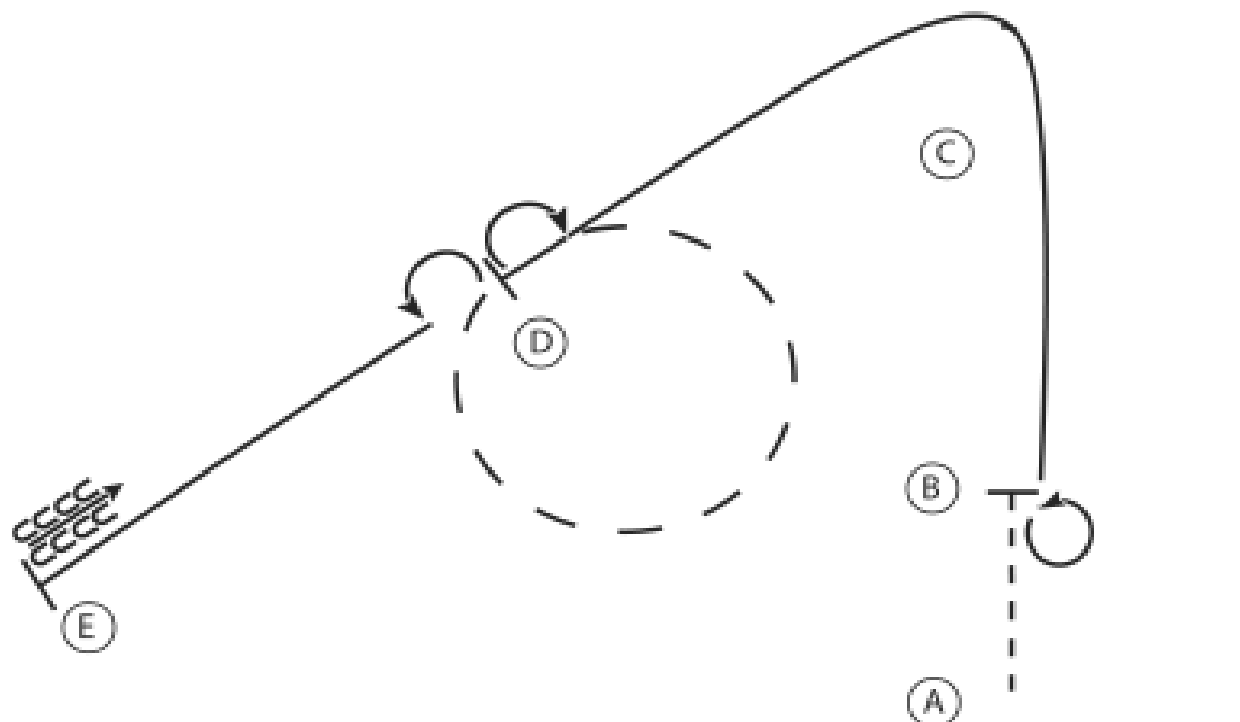
Pattern Provided by:

Jitka Kynclova

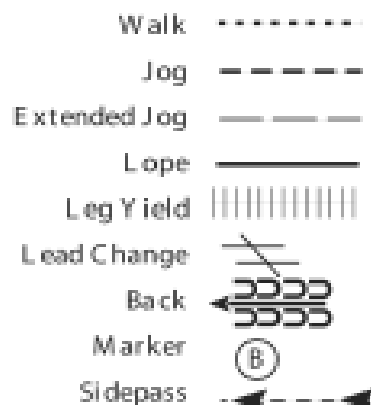
Mistrovství České Republiky Appaloos

Bareback Horsemanship All Breeds

Show Date: 18. - 19.7.2020



1. Klusem z A do B
2. Zastavit v B a 360°obrat vlevo
3. Pravý cval kolem C k D
4. Zastavit v D a 180°obrat vpravo
5. Prodloužený klus kolem D
6. Zastavit v D a 180° obrat vlevo
7. Levý cval k E
8. Zastavit v E a zacouvat 4 kroky



[WH/3-16]

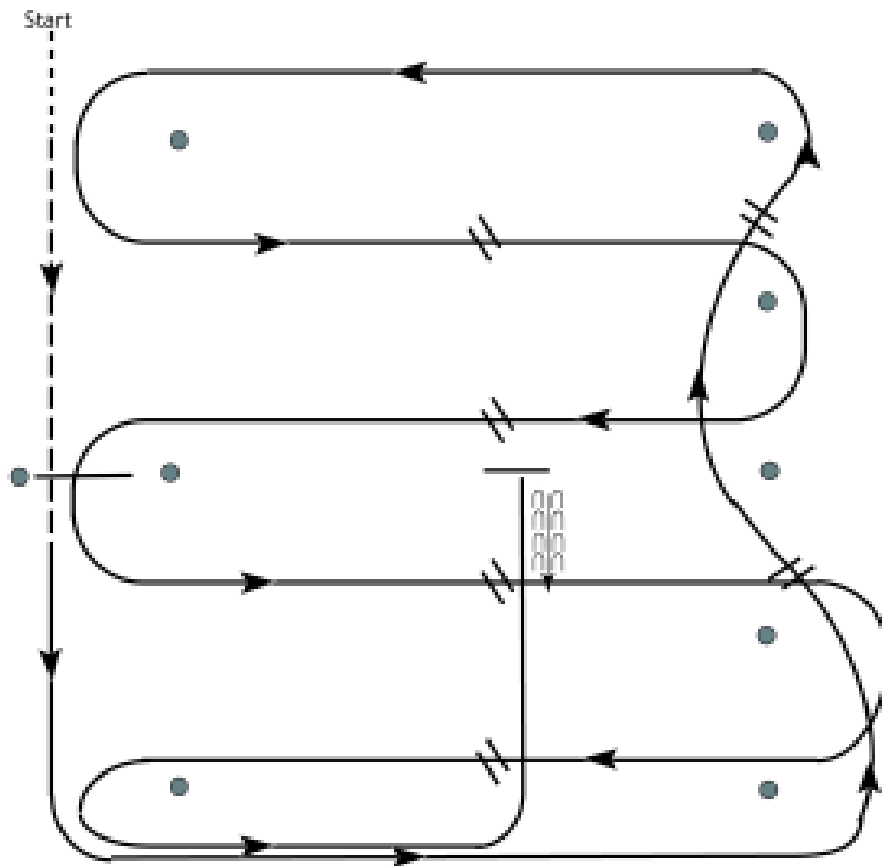
Pattern Provided by:

Jitka Kynclova

Mistrovství České Republiky Appaloos

Western Riding Green

Show Date: 18. - 19.7.2020



1. Krokem alespoň 4,5 m a klusem přes kavaletu
2. Levý cval a cvałem na konec
3. První změna linie
4. Druhá změna linie. Cvałem kolem krátké stěny.
5. První crossing změna
6. Druhá crossing změna
7. Cvałem přes kavaletu
8. Třetí crossing změna
9. Čtvrtá crossing změna
10. Cválat do středu arény a zacouvat

[WR/GP-1]

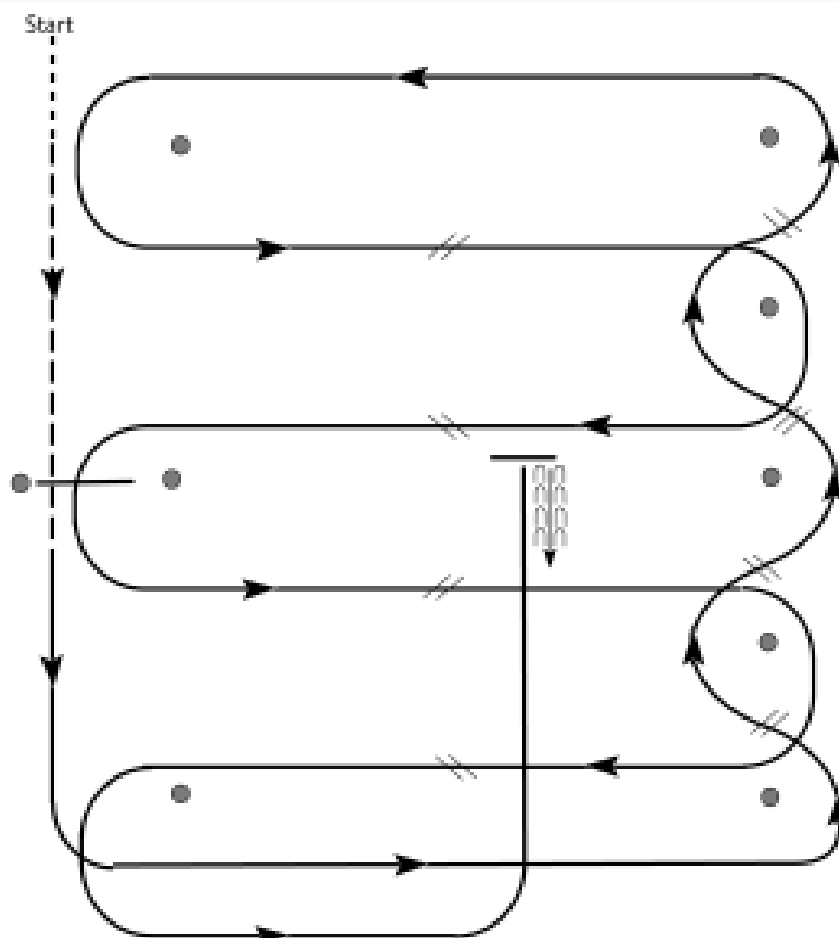
Pattern Provided by:

Jitka Kynclova

Mistrovství České Republiky Appaloos

Western Riding Open

Show Date: 18. - 19.7.2020



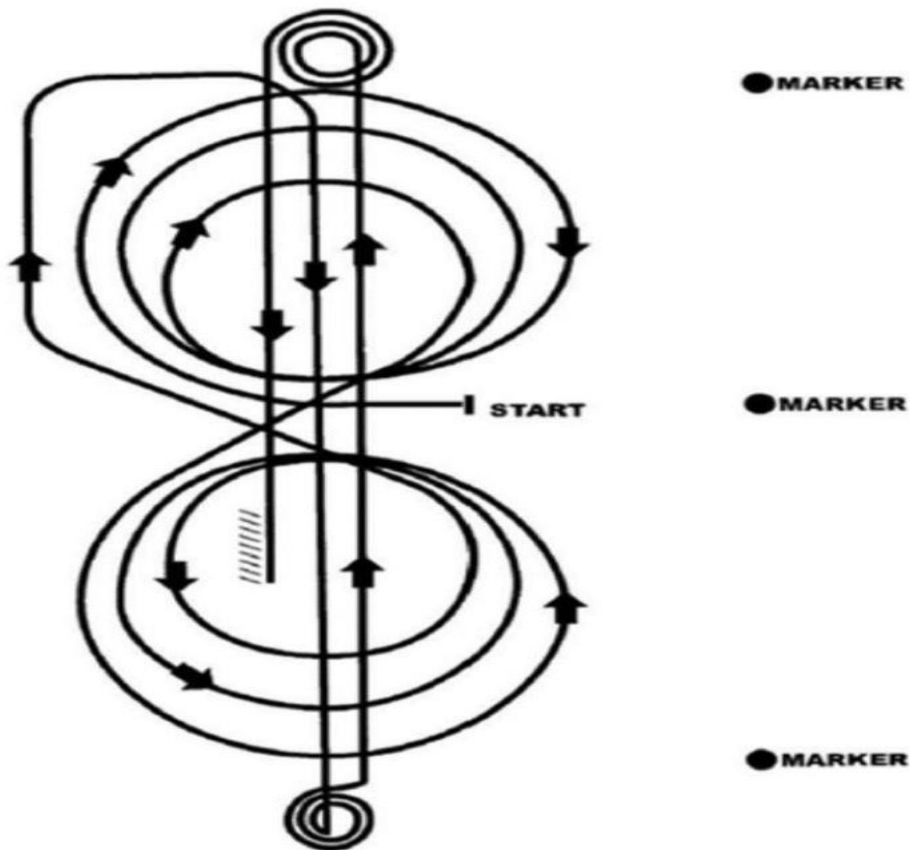
1. Krok a klus přes kavaletu
2. Cval až na konec arény
3. První změna cvalu
4. Druhá změna cvalu
5. Třetí změna cvalu
6. Čtvrtá změna cvalu a cvałem kolem krátké stěny
7. První crossing změna
8. Druhá crossing změna a přes kavaletu
9. Třetí crossing změna
10. Čtvrtá crossing změna
11. Cvałem do středu, zastavit a zacouvat

[WR/OP-1]

Pattern Provided by:

Jitka Kynclova

Non Pro



RANCH REINING PATTERN 3

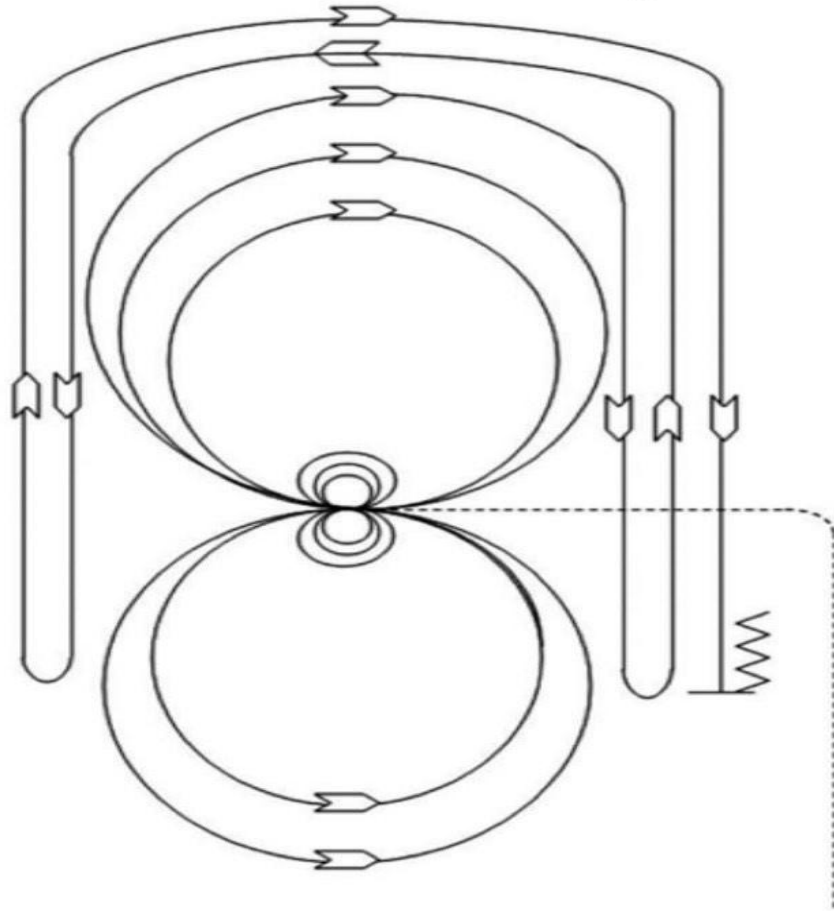
Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.

I. PATTERNS

Youth, AllBreeds Youth, AllBreeds Open



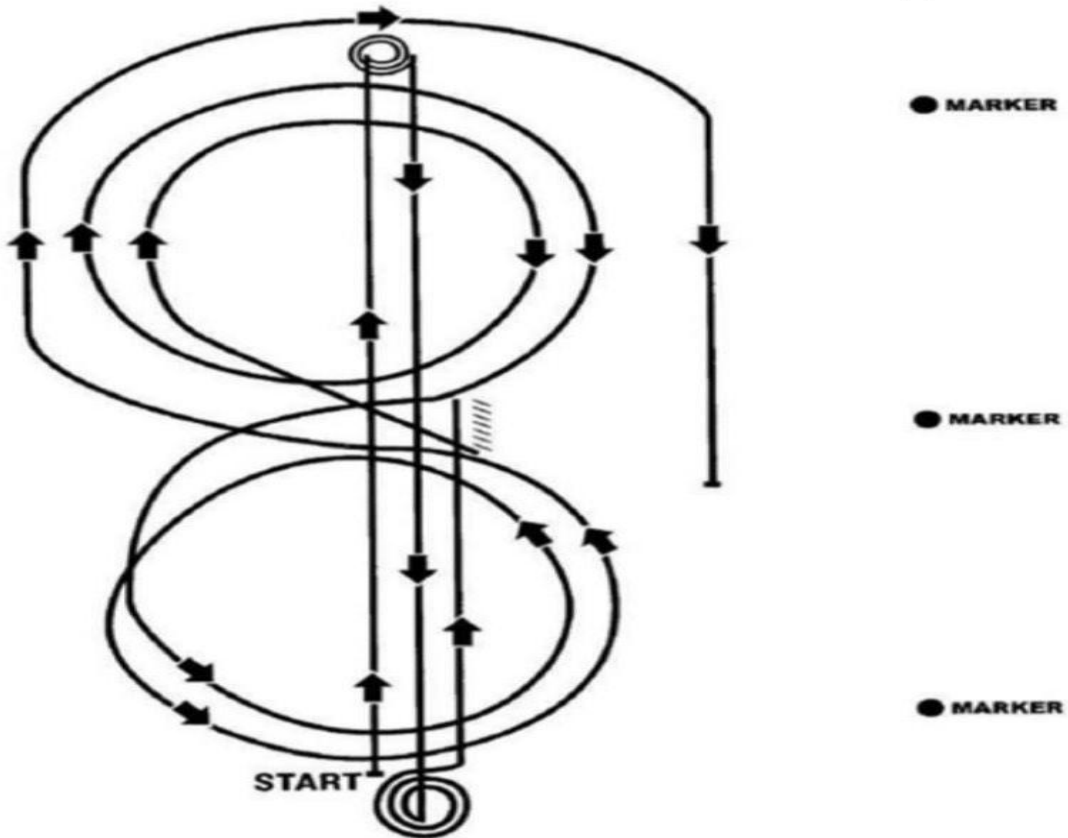
RANCH REINING PATTERN 1

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. Begin a large 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 roll back at least 20 feet 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 roll back at least 20 feet from the wall or fence, no hesitation.
7. 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 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

Open



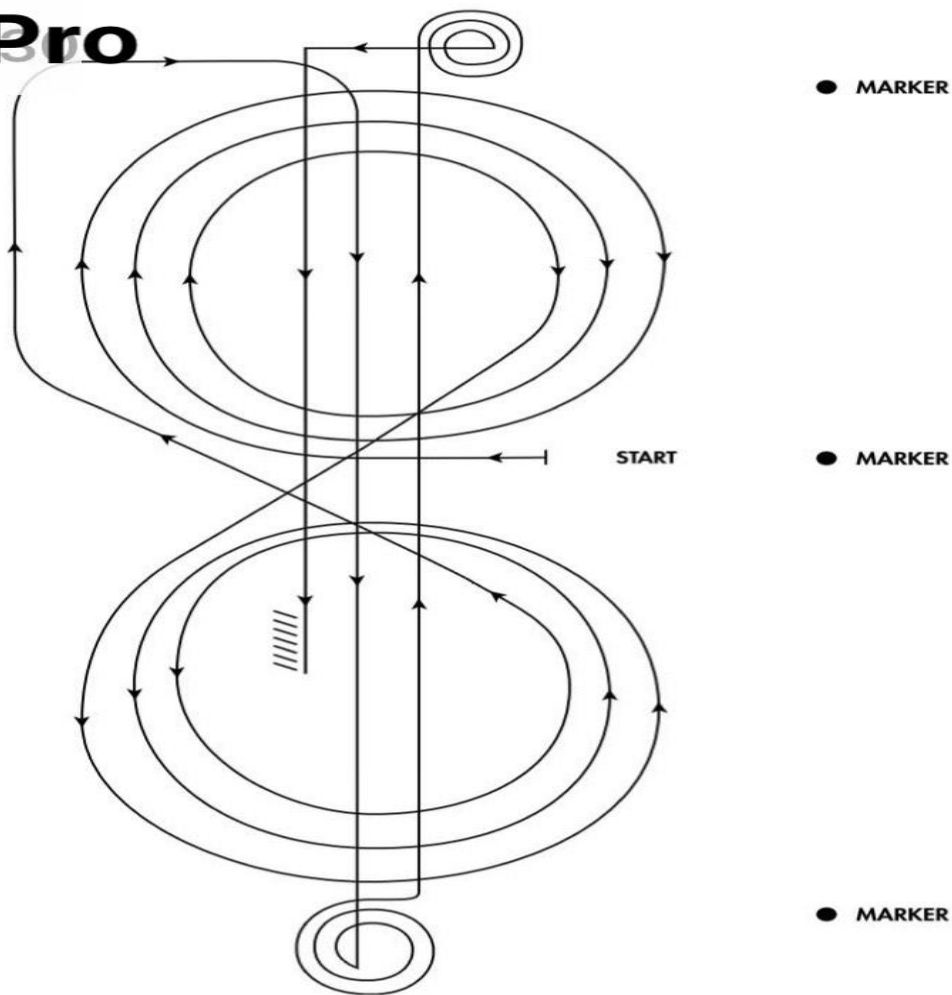
RANCH REINING PATTERN 4

Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. Begin a large 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 sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

Non Pro



Working Cow Horse Pattern #7

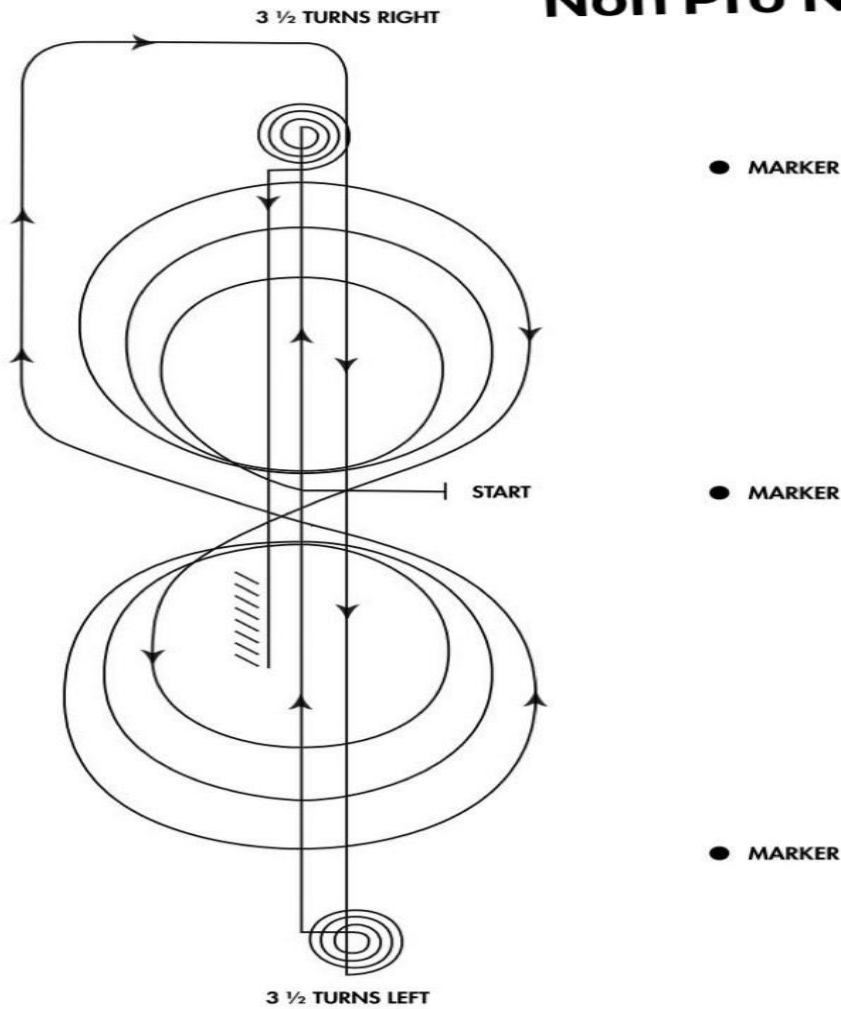
Trot to center of arena, stop. Start pattern facing toward judge.

1. Begin at center of arena. Pick up right lead and complete 3 circles (the first big, fast; the second small, slow; the third big, fast). Change leads to the left.
2. Complete 3 circles (the first big, fast; the second small, slow; the third big, fast). Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads.
4. Run down the center of arena, past end marker, and come to a sliding stop. Hesitate.
5. Complete 3 ½ spins to the right.
6. Run down the center of arena, past end marker, and come to a sliding stop. Hesitate.
7. Complete 3 ½ spins to the left.
8. Run past center marker and come to a sliding stop.
9. Back up at least 10 feet (3.05 m).
10. Hesitate to complete pattern.

Pattern 7

- | | |
|--------------------|---------------------|
| 1. Right circles | 5. Stop |
| 2. Left circles | 6. 3 ½ spins left |
| 3. Stop | 7. Stop and back up |
| 4. 3 ½ spins right | |

Non Pro Novice



Working Cow Horse Pattern #9

Trot to center of arena, stop. Start pattern facing toward judge.

1. Beginning on the right lead complete 3 circles to the right; the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
2. Complete 3 circles to the left, the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet.
9. Hesitate to complete pattern.

Pattern 9

1. Right circles
2. Left circles
3. Stop
4. 3 1/2 spins left
5. Stop
6. 3 1/2 spins right
7. Stop and back up