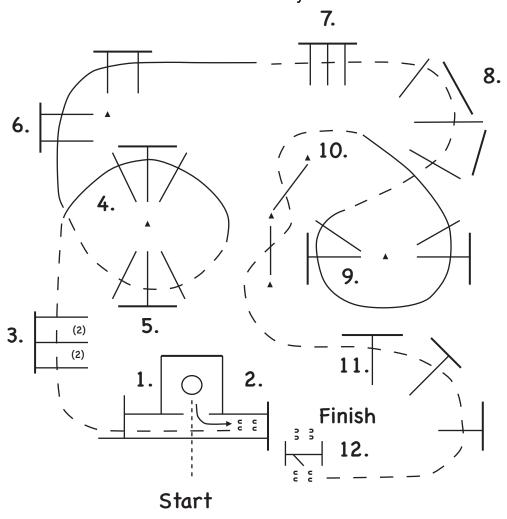
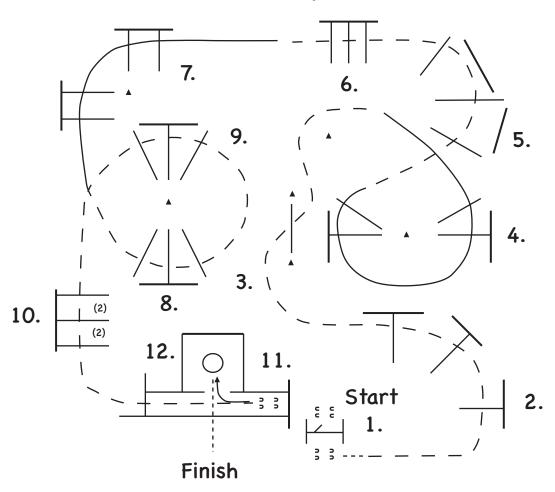
Luxembourg International Championship 2023 Trail (All-Breed)



- 1. Walk into chute, execute a 360 turn either way
- 2. Back around corner between poles
- 3 Jog out chute and over the poles
- 4. Lope over poles (RL)
- 5. Break to jog, jog over poles
- 6. Lope over poles (RL)
- 7. Break to jog, jog over poles
- 8 Jog over poles
- 9. Lope over poles (LL)

- 10. Break to jog, jog over serpentine
- 11. Jog poles
- 12. Gate RH open and close gate

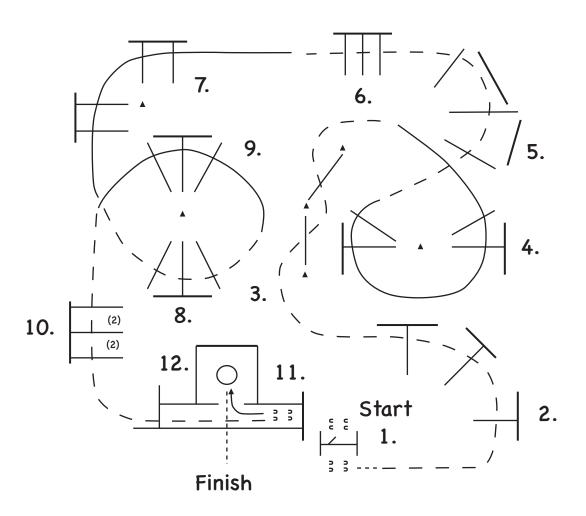
Trail (L1 Open, L1 Amateur)



- 1. Gate LH open and close gate
- 2. You may walk forward then jog over poles
- 3. Jog over serpentine, jog around cones
- 4. Lope over poles (RL)
- 5. Break to jog, jog over poles
- 6. Jog over poles
- 7. Lope over poles (LL)
- 8. Break to the jog, jog over poles
- 9. Jog over poles

- 10. Jog over poles
- 11. Jog up into chute, stop and back around corner between poles
- 12. Execute a 360 turn either way and walk out over pole

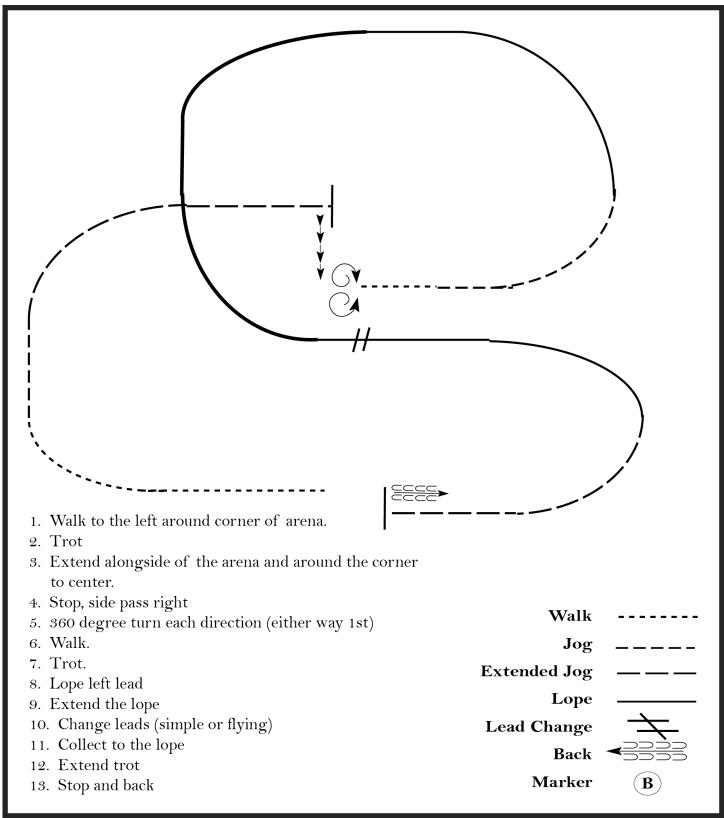
Luxembourg International Championship 2023 Trail (Trophy)



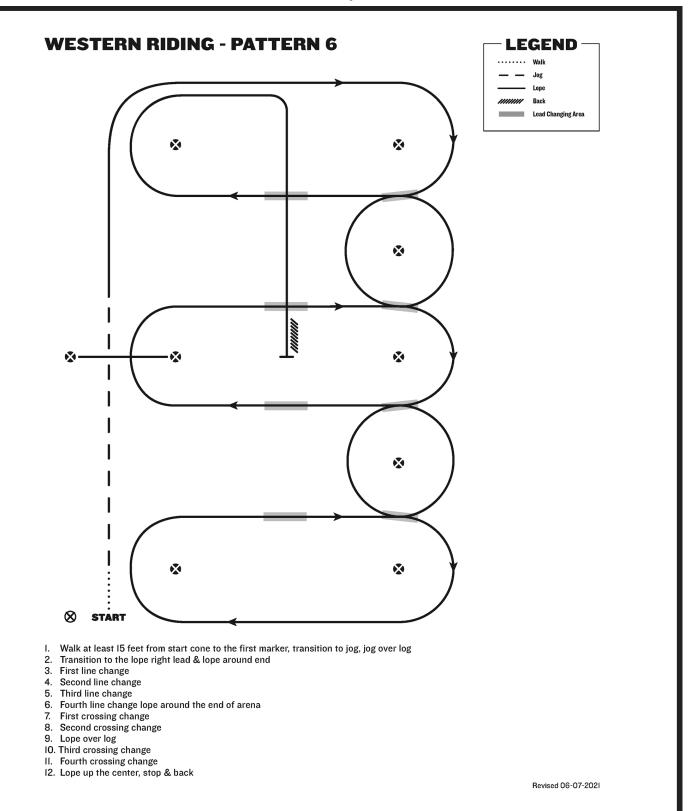
- 1. Gate LH open and close gate
- 2. You may walk forward then jog over poles
- 3. Jog over serpentine
- 4. Lope over poles (RL)
- 5. Break to jog, jog over poles
- 6. Jog over poles
- 7. Lope over poles (LL)
- 8. Break to the jog, jog over poles
- 9. Lope over poles (LL)

- 10. Break to the jog, jog over poles
- 11. Jog up into chute, stop and back around corner between poles
- 12. Execute a 360 turn either way and walk out over pole

Ranch Riding (All-Breed, L1 Open, L1 Amateur)



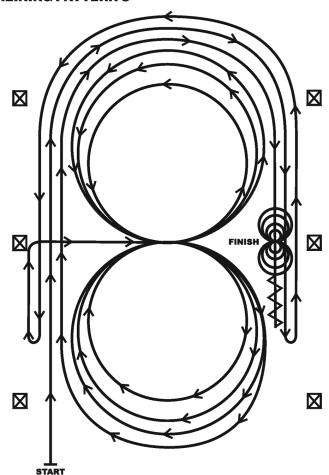
Western Riding (All-Breed) Open, Amateur, Youth)



Luxembourg International Championship 2023 Reining (Amateur)

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REINING PATTERN 3

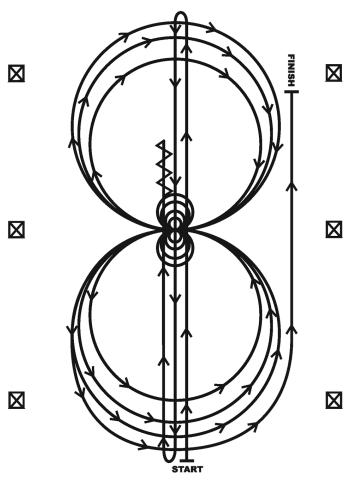


- I. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
- 2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
- 3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.
- Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
- 5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.
- 6. Complete four spins to the right. Hesitate.
- 7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Luxembourg International Championship 2023 Reining (Open)

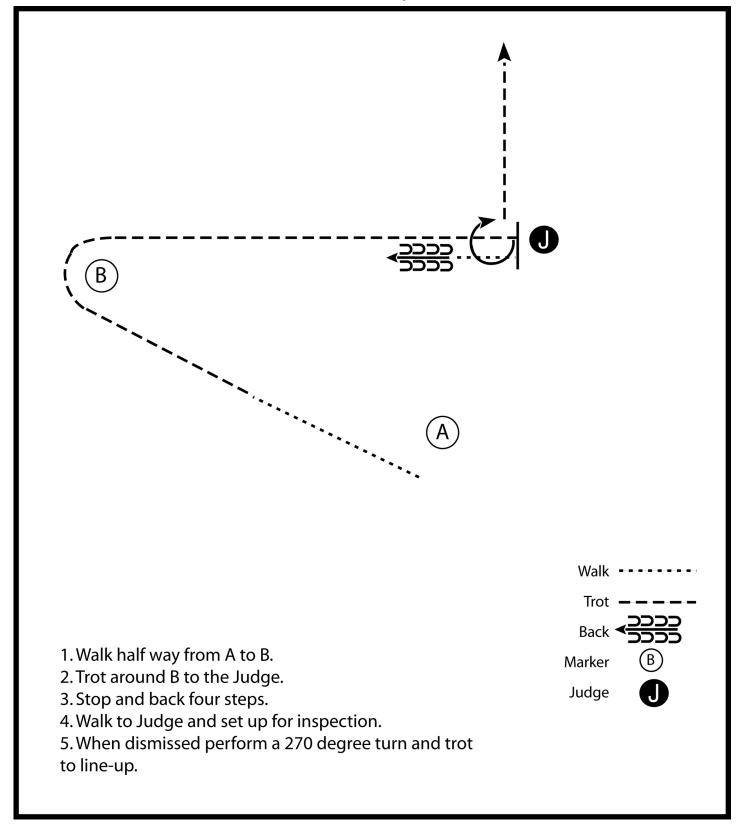
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REINING PATTERN 1

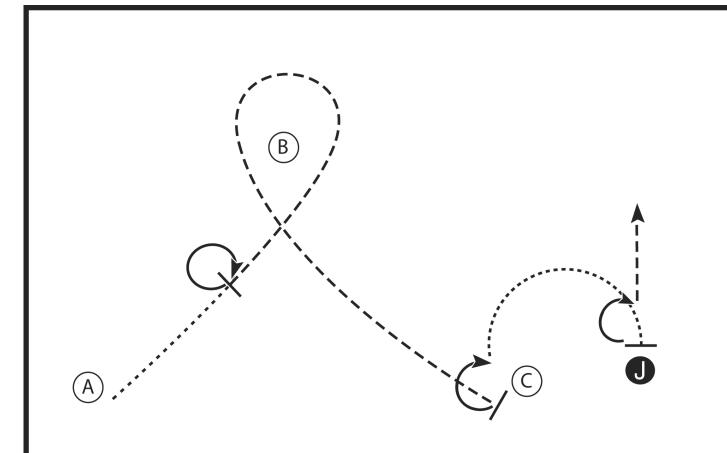


- Run at speed to the far end of the arena past the endmarker and do a left rollback—no hesitation.
- Run to the opposite end of the arena past the end markerand do a right rollback—no hesitation.
- Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
- 4. Complete four spins to the right. Hesitate.
- Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
- 6. 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.
- 7. 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.
- 8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

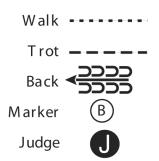
Showmanship (All-Breed, L1 Amateur, L1 Youth)



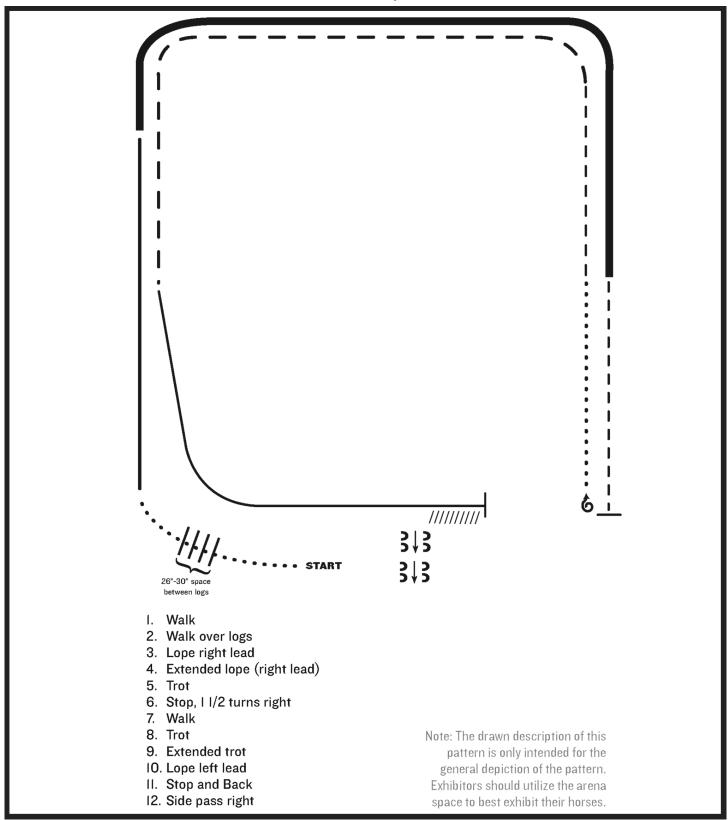
Showmanship (Amateur, Youth)



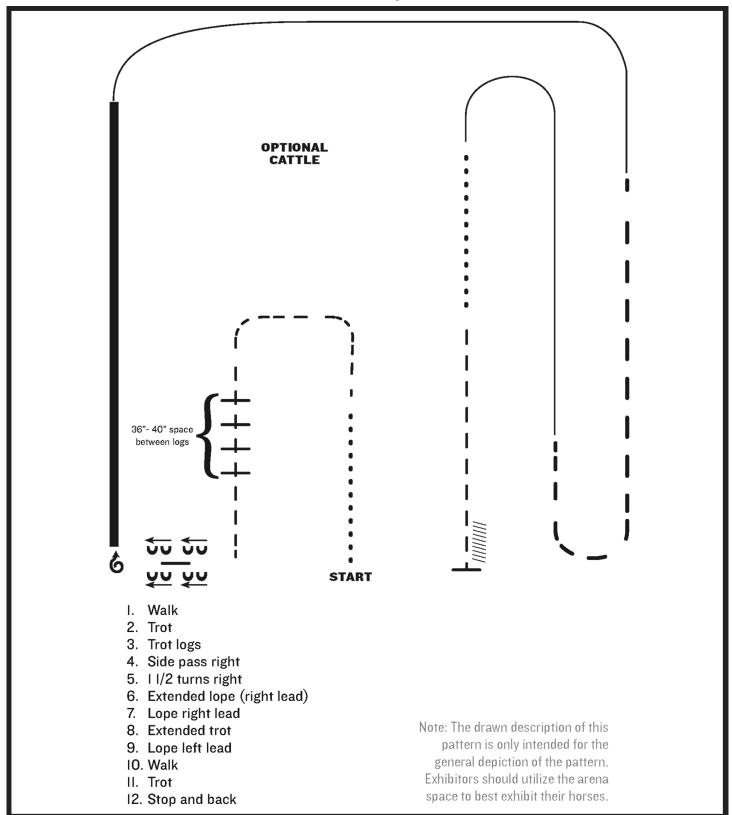
- 1. Walk A towards B
- 2. When halfway to B stop and perform a 360 degree turn
- 3. Trot to and around B and continue to C
- 4. At C stop and perform a 225 degree turn
- 5. Walk in a half circle to the judge
- 6. Stop and set up for inspection
- 7. When dismissed perform a 180 degree turn and trot straight away from the judge



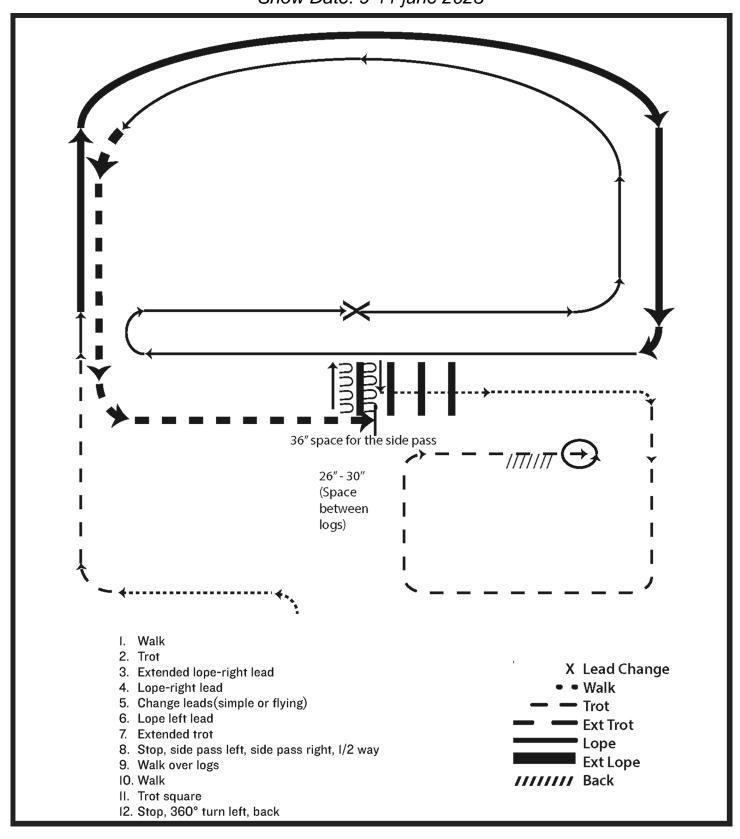
Ranch Riding (L1 Youth)



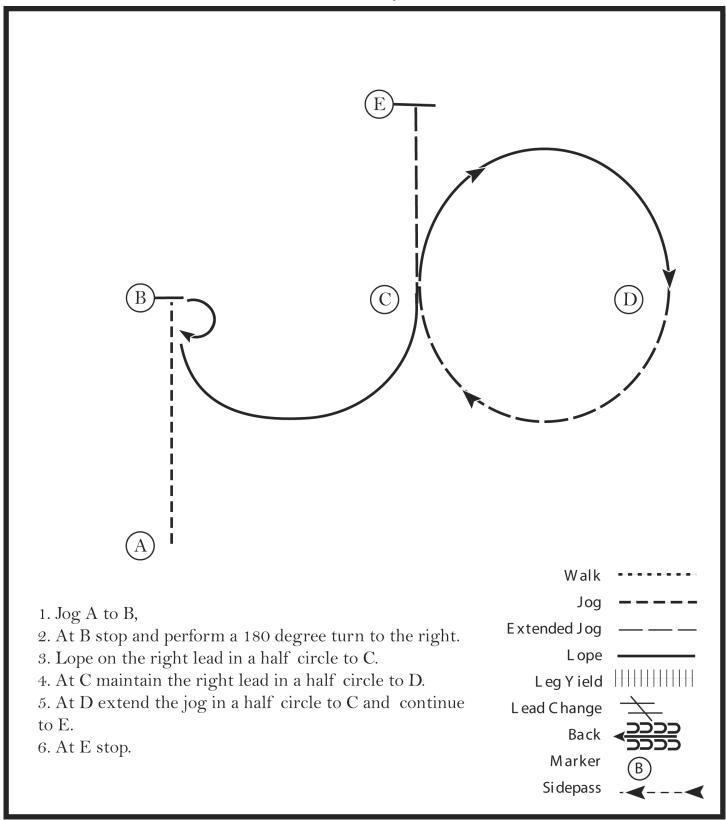
Ranch Riding (Amateur, Youth, Open)



Luxembourg International Championship 2023 Ranch Riding (Trophy)

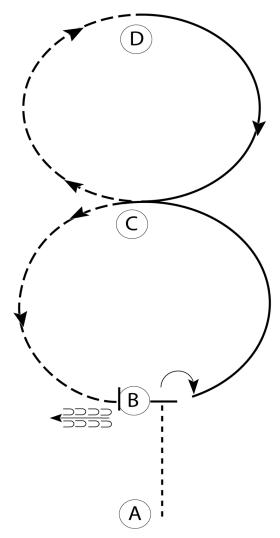


Western Horsemanship (All-Breed, L1 Youth, L1 Amateur)



Hunt Seat Equitation (L1 Amateur, L1 Youth)

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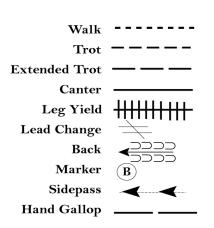


1. Walk to B.

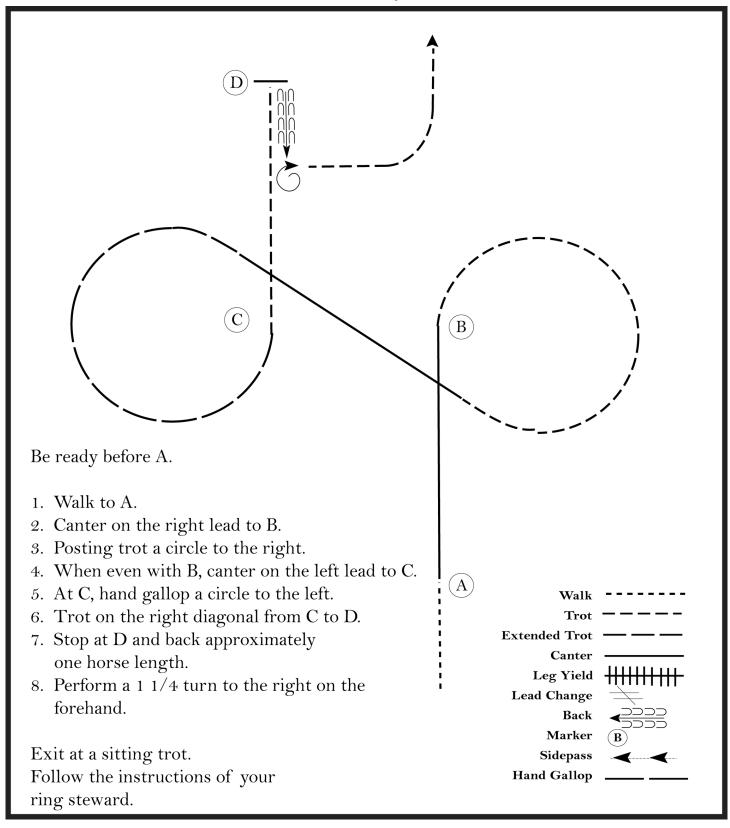
Be ready at A.

- 2. Stop at B and perform a 90 degree turn to the right on the forehand.
- 3. Canter on the left lead to C.
- 4. Posting trot from C to D.
- 5. Canter on the right lead from D to C.
- 6. Posting trot from C to B.
- 7. Stop at B and back one horse length.

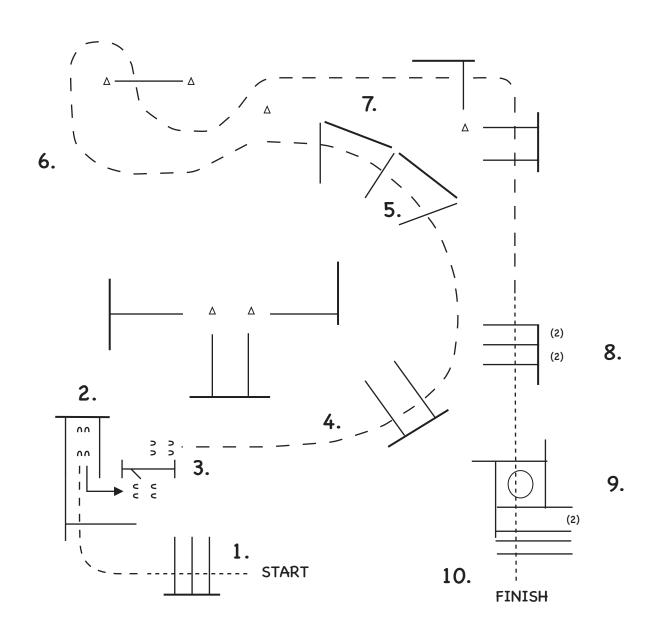
Follow the instructions of your ring steward.



Hunt Seat Equitation (All-Breed, Amateur, Youth)



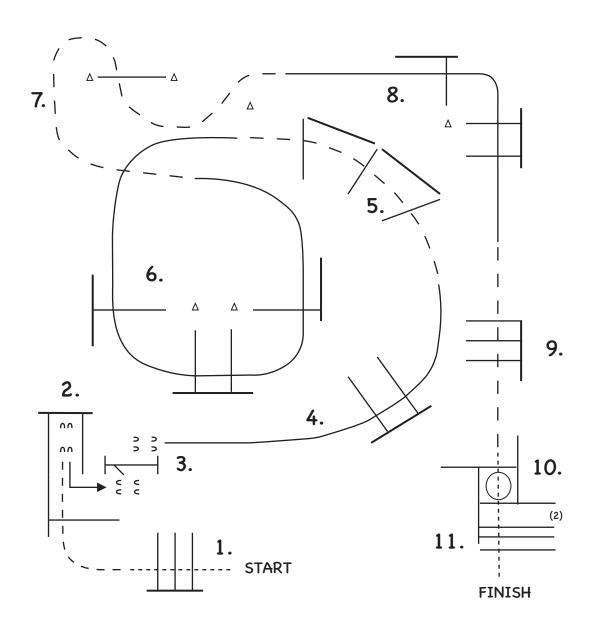
In Hand Trail (2&3 Year old, 4 year and older)



- 1. Walk over poles, jog into chute
- 2. Back between poles, and back up to gate
- 3. Gate open and close gate
- 4. Jog over poles
- 5. Jog over poles
- 6 Jog over poles, jog around cones
- 7. Jog over poles
- 8. Break to walk, walk over poles

- 9. Walk into box, execute a 360 turn either direction. Walk out box
- 10. Walk over poles

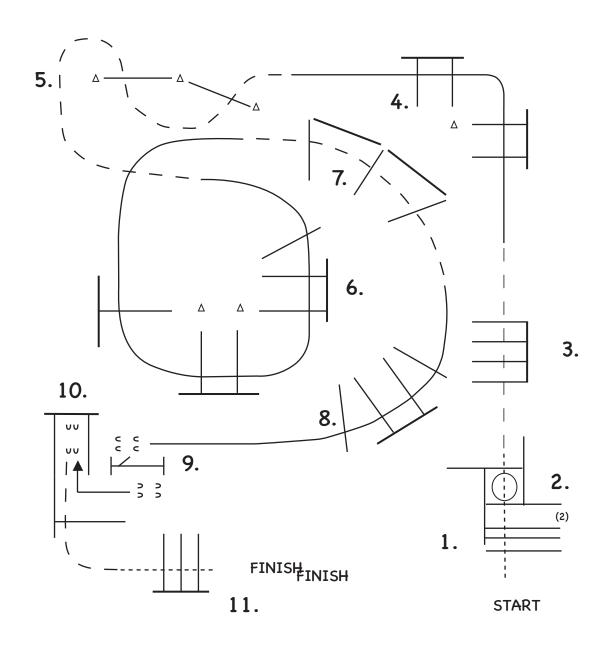
Trail (L1 Youth - Youth)



- 1. Walk over poles, jog into chute
- 2. Back between poles, and back up to gate
- 3. Gate: RH open and close gate
- 4. Lope over poles (LL)
- 5. Break to jog, jog over poles
- 6. Lope over poles (LL)
- 7. Break to jog, jog over poles
- 8. Lope over poles (RL)
- 9. Break to jog

- 10. Stop or break to walk, walk into box, execute a 360 turn either direction. Walk out box
- 11. Walk over poles

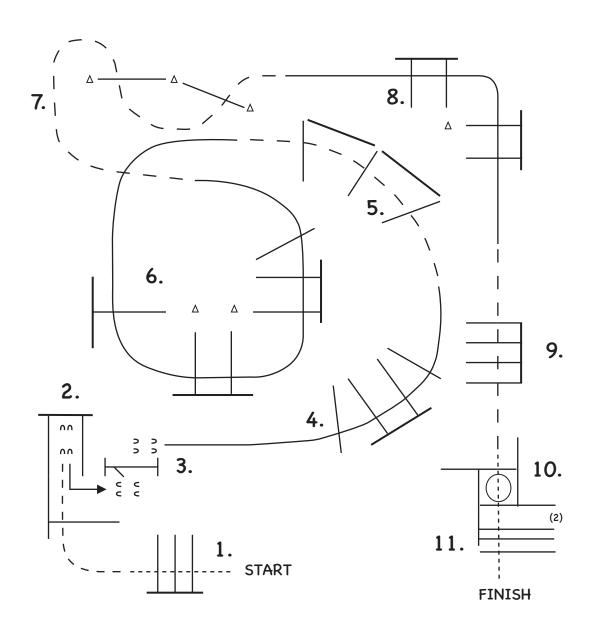
Luxembourg International Championship 2023 Trail (Open)



- 1. Walk over poles into box
- 2. Stop, execute a 360 turn either direction. 10. Back between poles into chute Walk out
- 3. Jog over poles
- 4. Lope ove poles (LL)
- 5. Break to jog, jog over poles
- 6. Lope over poles (RL)
- 7. Break to jog, jog over poles
- 8. Lope over poles (RL)

- 9. Stop at gate: LH open and clos gate
- 11. Jog out the chute, break to walk, walk over poles

Trail (Amateur, Select)

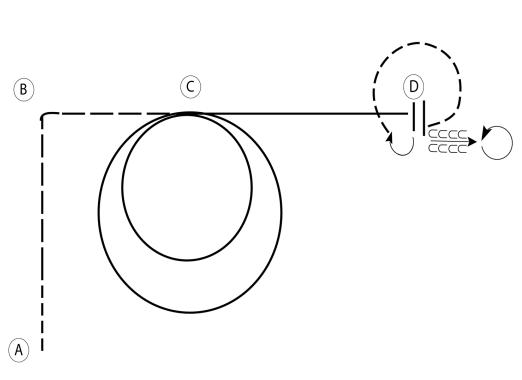


- 1. Walk over poles, jog into chute
- 2. Back between poles, and back up to gate
- 3. Gate: RH open and close gate
- 4. Lope over poles (LL)
- 5. Break to jog, jog over poles
- 6. Lope over poles (LL)
- 7. Break to jog, jog over poles
- 8. Lope over poles (RL)
- 9. Break to jog

- 10. Stop or break to walk, walk into box, execute a 360 turn either direction. Walk out box
- 11. Walk over poles

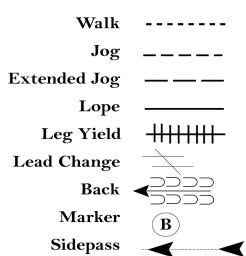
Western Horsemanship (Amateur, Youth)

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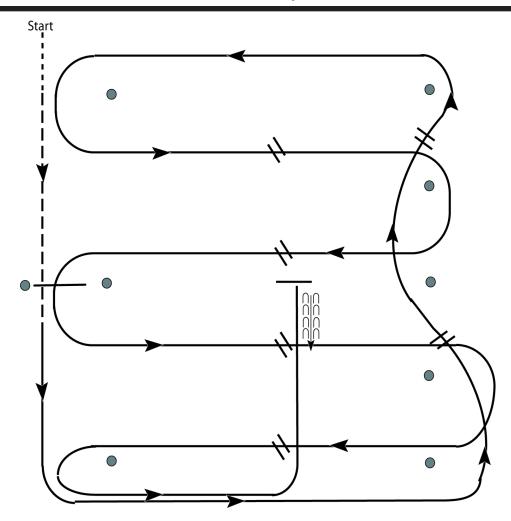


Be ready at A.

- 1. Jog 2 strides from A.
- 2. Extend the jog to B around the square corner and to C.
- 3. Pick up the right lead and lope a small slow circle to the right.
- 4. Return to C and lope a larger circle with speed at C.
- 5. Continue on the right lead to D.
- 6. Stop at D. Turn 180 degrees to the right.
- 7. Jog a circle around D.
- 8. Stop at D and back approximately one horse length.
- 9. Turn 360 degrees to the left.
- 10. Follow the instructions of your ring steward.

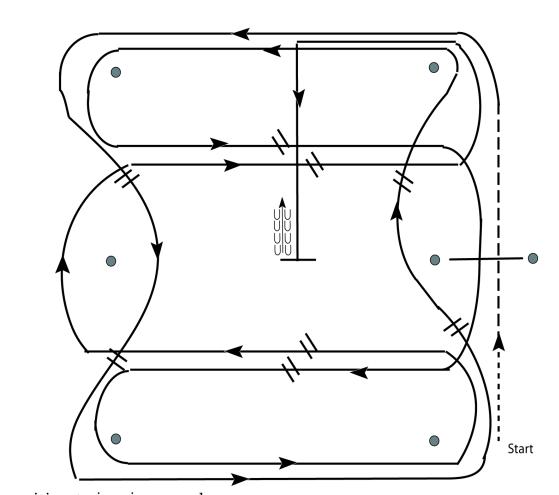


Western Riding (L1 open, L1 youth, L1 Amateur)

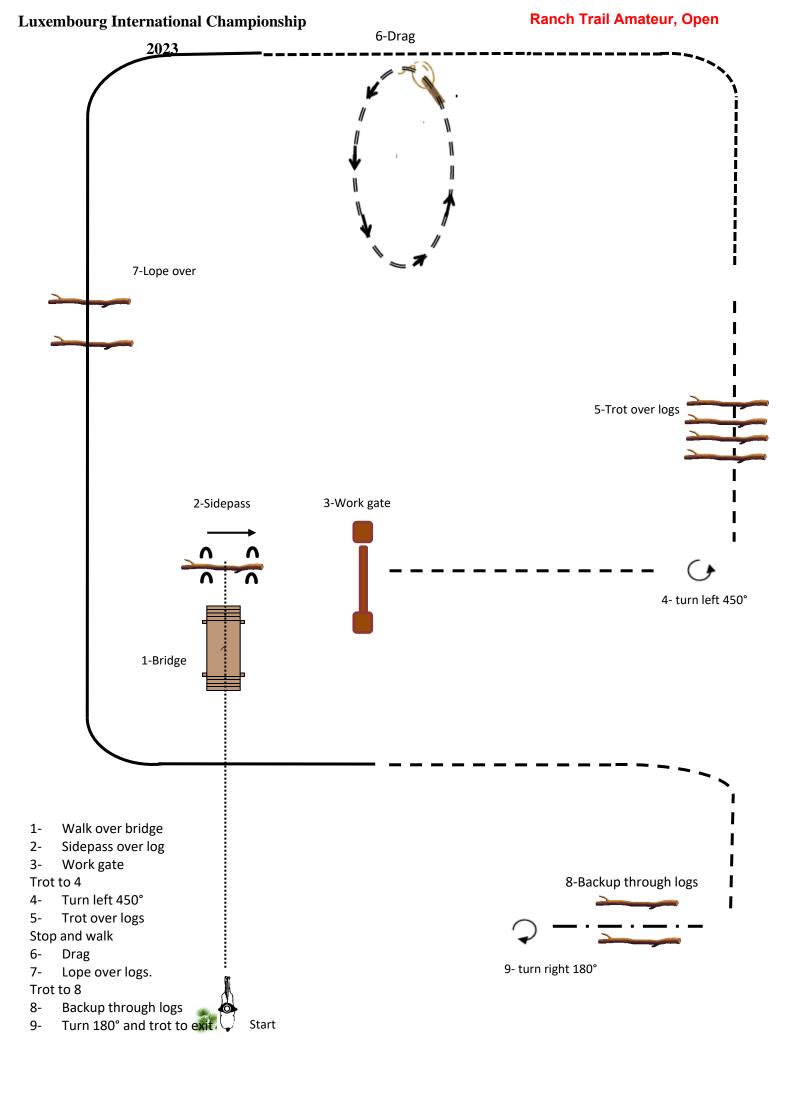


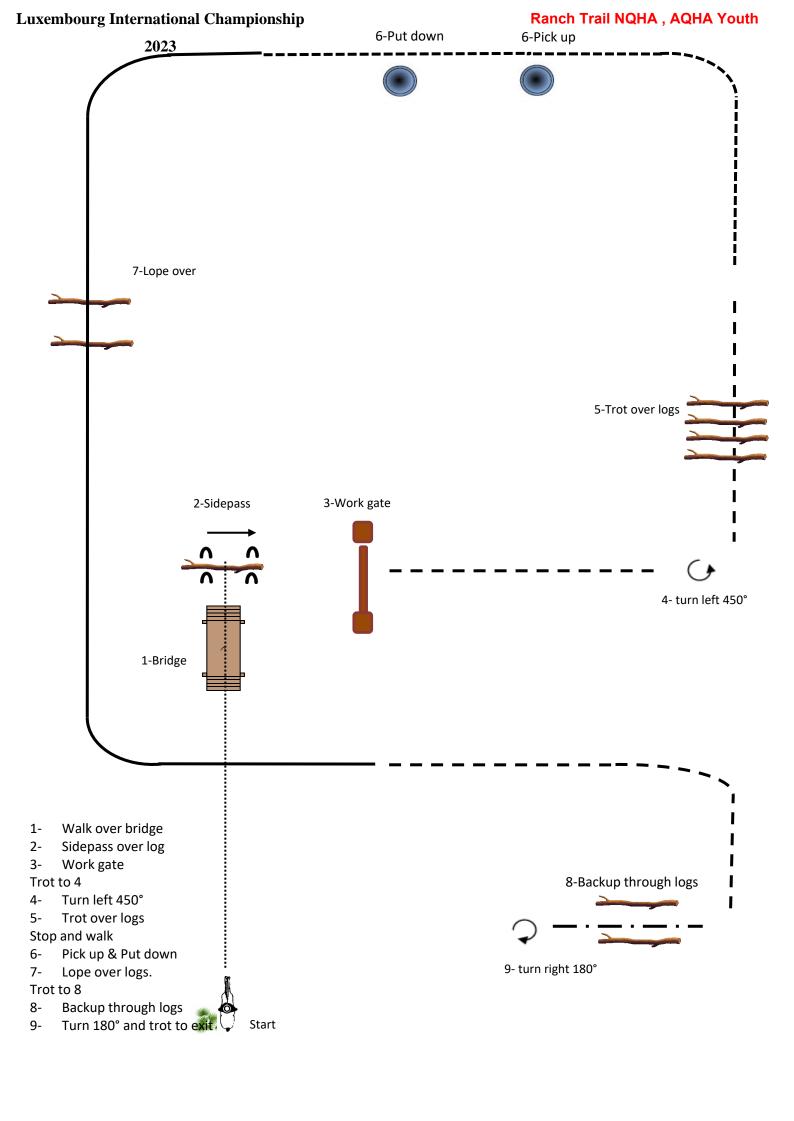
- 1. Walk at least 15' & jog over log.
- 2. Transition to left lead and lope around end.
- 3. First line change.
- 4. Second line change. Lope around end of arena
- 5. First crossing change.
- 6. Second crossing change.
- 7. Lope over log.
- 8. Third crossing change.
- 9. Fourth crossing change.
- 10. Lope up the center, stop and back.

Western Riding (L1 Youth)



- 1. Walk, transition to jog, jog over log.
- 2. Transition to the lope, on the left lead.
- 3. First line change.
- 4. Second line change.
- 5. Third line change.
- 6. Fourth line change.
- 7. First crossing change.
- 8. Lope over the log.
- 9. Second crossing change.
- 10. Third crossing change.
- 11. Fourth crossing change.
- 12. Lope, stop and back.

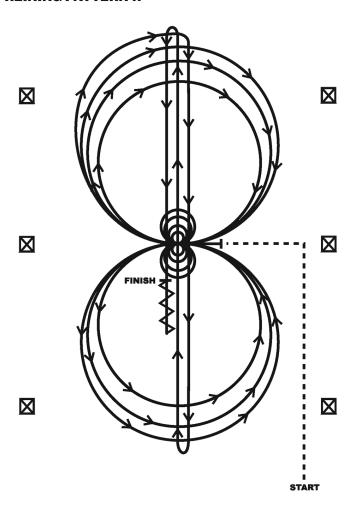




Reining (All-Breed, Youth)

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REINING PATTERN 11



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

- I. Complete four spins to the left. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
- 4. 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.
- Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
- Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
- 7. 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.