



Blue **Star Show**
27. - 29. Juni 2025
Roggwil, BE

PATTERN BOOKLET

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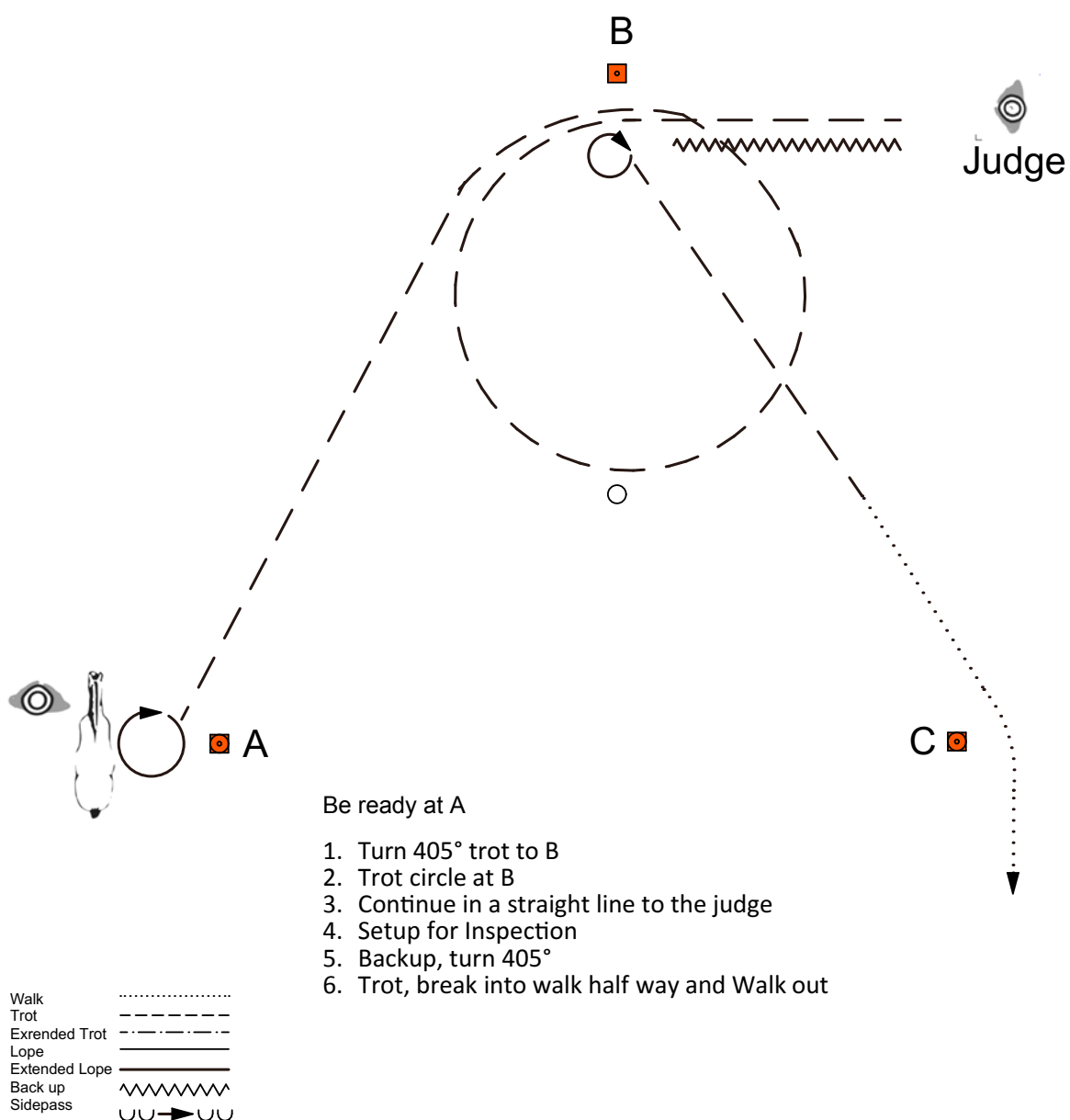
The diagram illustrates a competition track layout. The main track is marked with red dashed lines, starting from a 'START' line (indicated by a red triangle) and ending at an 'ENDE' line (indicated by a red triangle). The track includes a circular loop and a rectangular section. A judge's position is marked with a 'Judge' label and a circular arrow, indicating the judge's path. The judge's path is marked with blue dotted lines, starting from the 'START' line, following the outer edge of the track, and ending at the 'ENDE' line. The track is enclosed by a black border.

- 1) EXTENDED TROT
- 2) TROT SMALL CIRCLE
- 3) EXTENDED TROT, WALK CORNER
- 4) STOP, TURN 360°
- 5) TROT
- 6) STOP WITH THE HORSES HIP ALIGNED WITH THE JUDGE, TURN 360°
- 7) SET UP
- 8) INSPECTION
- 9) WALK CORNER, STOP, BACK UP (AT LEAST ONE HORSE LENGTH)
- 10) TROT CORNER
TROT OUT

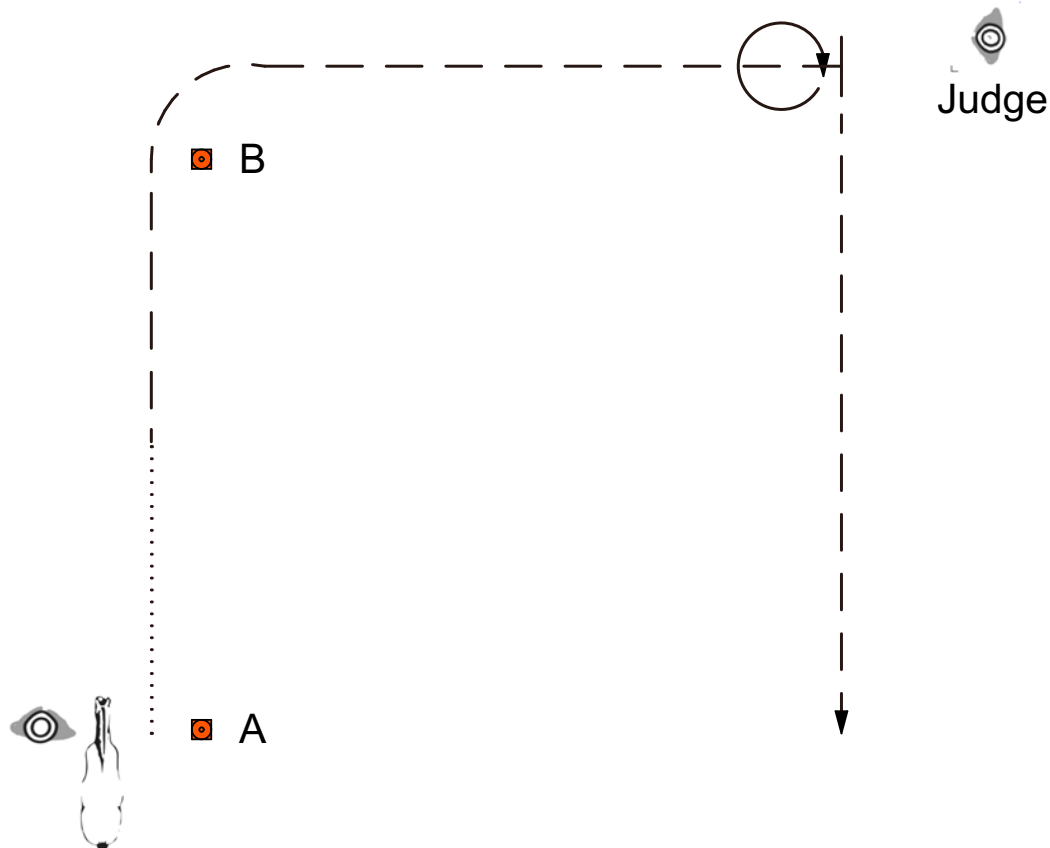
WALK (SCHRITT)
EXTENDED WALK
JOG/TROT (TRAB)
EXTENDED TROT
LOPE (GALOPP)
EXTENDED LOPE
BACK UP (RÜCKWÄRTS)
LEAD CHANGE (GALOPPWECHSEL)
TURN (DREHUNG)

ERSTE
WESTERNREITER
UNION
PROFESSOR FÜR GANZHEITLICHE REITUNGSBILDUNG

Showmanship at Halter LK 3A, Offen



Showmanship at Halter LK 4 A+B



Be ready at A

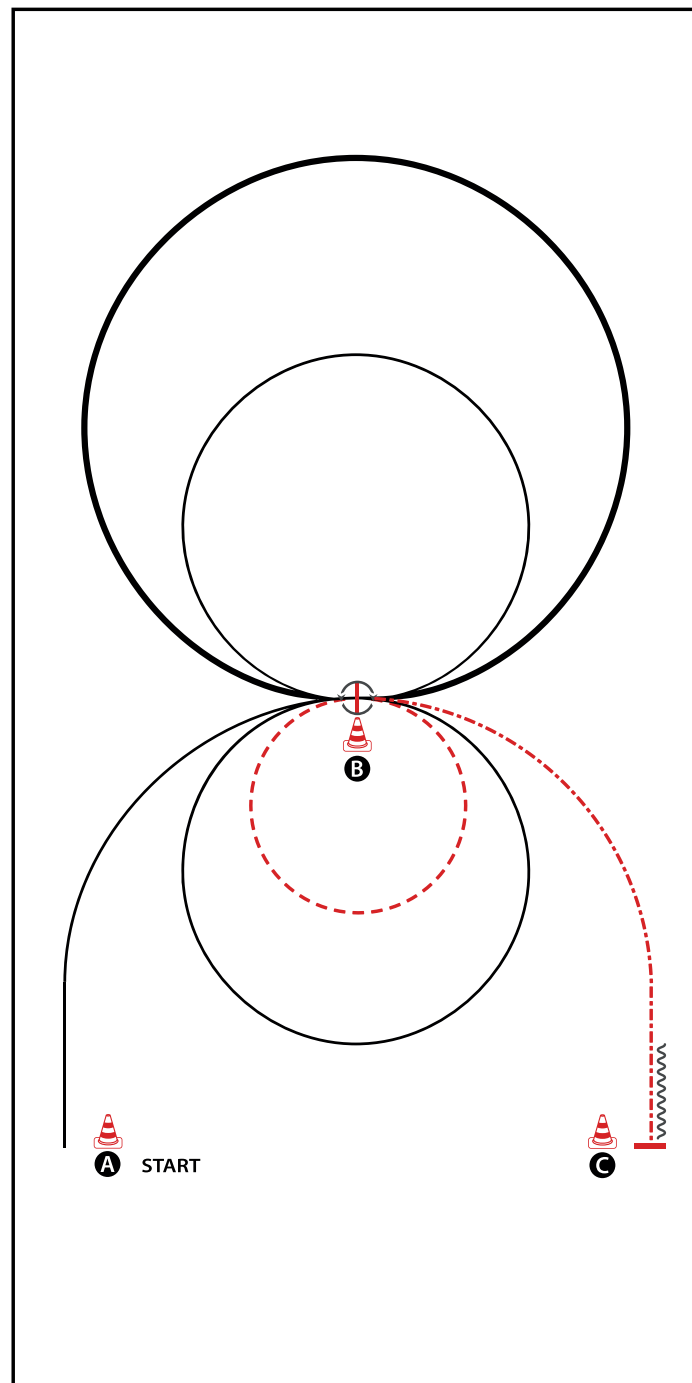
1. Walk half way to B
2. Trot around B to judge, stop
3. Setup for Inspection
4. 450° turn
5. Trot, leave arena in trot

Walk	
Trot	-----
Exrended Trot	-----
Lope	=====
Extended Lope	=====
Back up	~~~~~
Sidepass	UU→UU

Horsemanship LK 1A, 2A



Western Horsemanship (#6 EWU)

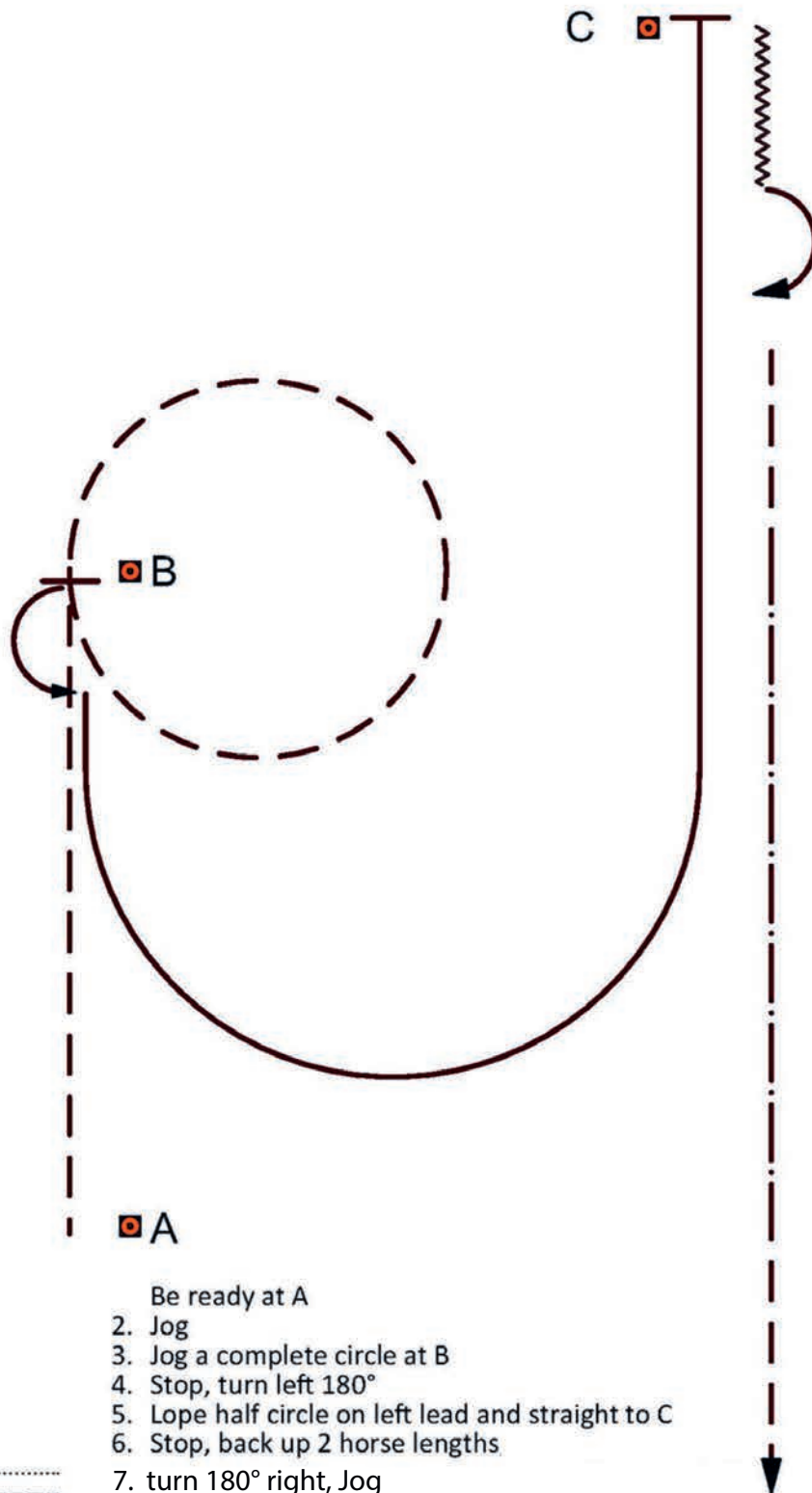


BE READY AT A

- 1) LOPE (RL), STOP
- 2) TURN 360° (LEFT OR RIGHT)
- 3) EXTENDED LOPE (LL) CIRCLE
- 4) COLLECTED LOPE (LL) SMALL CIRCLE
- 5) JOG SMALL CIRCLE RIGHT
- 6) LOPE (RL) CIRCLE
- 7) EXTENDED JOG, STOP
- 8) BACK UP (AT LEAST ONE HORSE LENGTH), STOP
WALK OUT

WALK (SCHRITT)	
EXTENDED WALK	
JOG/TROT (TRAB)	
EXTENDED TROT	
LOPE (GALOPP)	
EXTENDED LOPE	
BACK UP (RÜCKWÄRTS)	~~~~~
LEAD CHANGE (GALOPPWECHSEL)	=====
TURN (DREHUNG)	
	ERSTE WESTERNREITER LINIEN PFEILSPRÜFUNGSWEG WESTERNREITEN

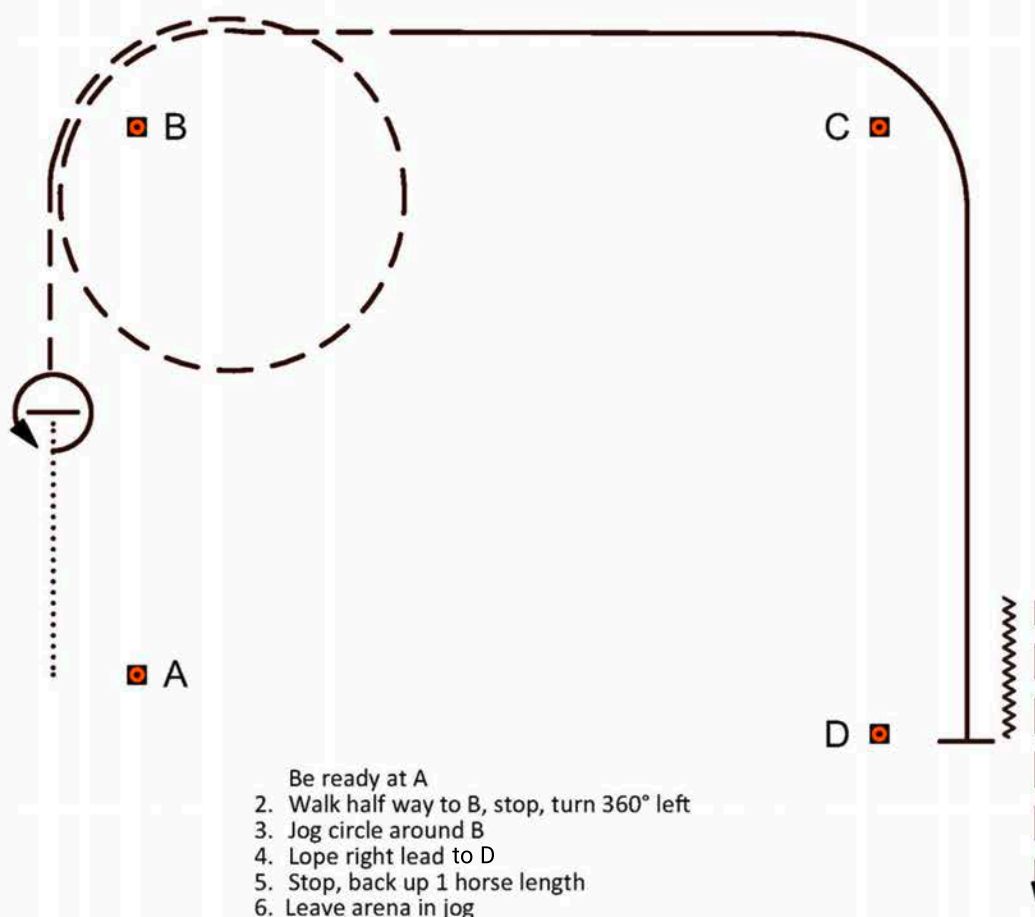
Horsemanship 2B, LK 3A



- Be ready at A
2. Jog
 3. Jog a complete circle at B
 4. Stop, turn left 180°
 5. Lope half circle on left lead and straight to C
 6. Stop, back up 2 horse lengths
 7. turn 180° right, Jog
 8. extended Jog, Jog out

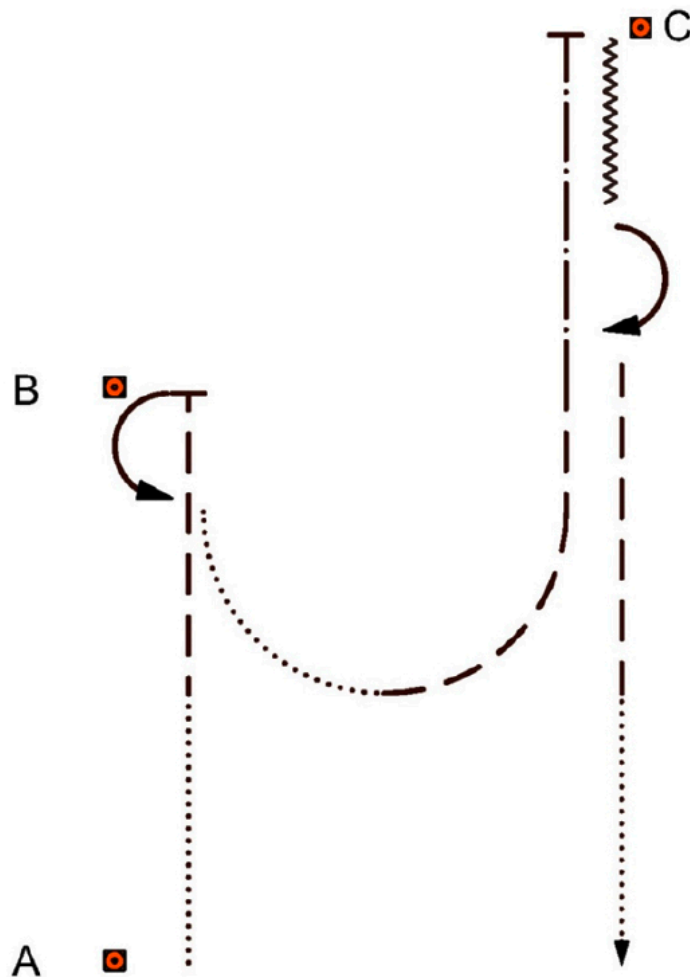
Walk	
Jog	-----
Extended Jog	- - - - -
Lope	=====
Extended Lope	=====
Back up	~~~~~

Horsemanship LK 4A, 4B



Walk
 Jog - - - - -
 Extended Jog - · - · - ·
 Lope _____
 Extended Lope _____
 Back up ~~~~~
 Sidepass UU→UU

Horsemanship Offen Walk Trot



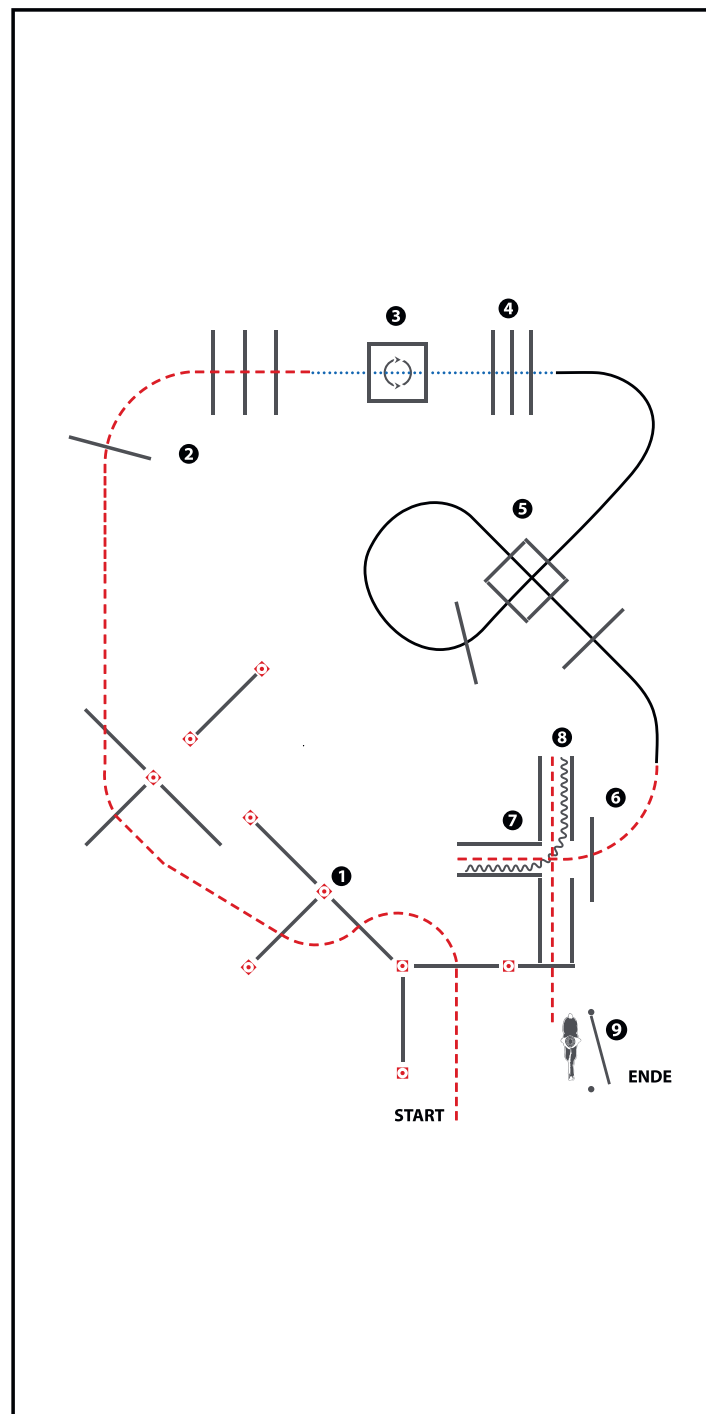
- Be ready at A
2. Walk half way to B, jog to B
 3. Stop, turn left 180°
 4. Walk on half circle line
 5. Half way pick up jog and complete half circle in jog
 6. Extended jog on straight line to C
 7. Stop, back up 1 horse length
 8. Turn 180° right
 9. Jog, walk, leave arena at a walk

Walk	
Jog	-----
Extended Jog	-----
Lope	=====
Extended Lope	=====
Back up	~~~~~
Sidepass	UU→UU

Trail LK 1+2 Junior



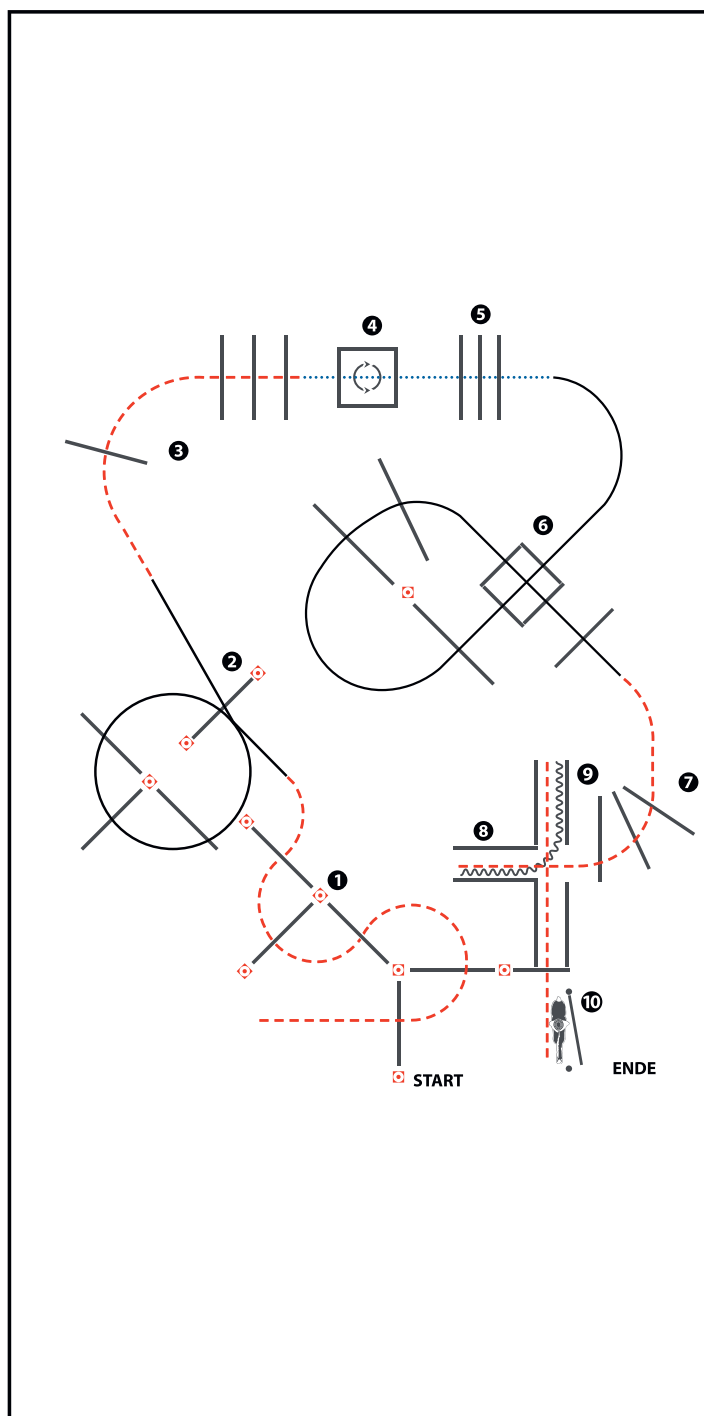
Trail LK 2/1 Junior (Trail-Set 1, EWU)



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

WALK (SCHRITT)	
EXTENDED WALK	
JOE/TROT (TRAB)	
EXTENDED TROT	
LOPE (GALOPP)	
EXTENDED LOPE	
BACK UP (RÜCKWÄRTS)	
LEAD CHANGE (GALOPPWECHSEL)	
TURN (DREHUNG)	

Trail LK 1A Senior



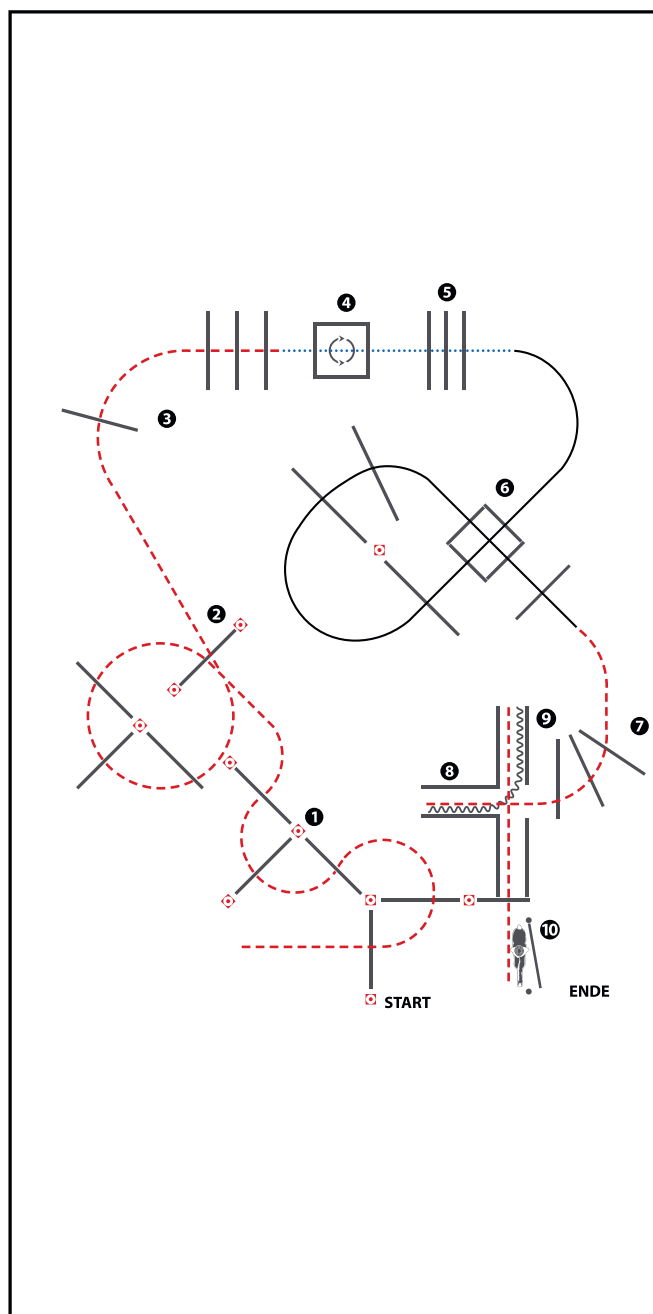
- 1) JOG THRU SERPENTINE, JOG OVER POLES
- 2) LOPE OVER POLES (5 Poles)
- 3) JOG OVER POLES (4 POLES)
- 4) WALK INTO BOX, 360° TURN EITHER WAY (LEFT OR RIGHT), WALK OUT
- 5) WALK OVER
- 6) LOPE OVER (RL)
- 7) JOG OVER, JOG INTO CHUTE
- 8) BACK UP
- 9) JOG OUT, JOG OVER
- 10) GATE (LH)

WALK (SCHRITT)	
EXTENDED WALK	
JOE/TROT (TRAB)	
EXTENDED TROT	
LOPE (GALOPP)	
EXTENDED LOPE	
BACK UP (RÜCKWÄRTS)	
LEAD CHANGE (GALOPPWECHSEL)	
TURN (DREHUNG)	
	ERSTE WESTERNREITER UNION PRODUKTVERBAND WESTERREITEN

Trail LK 2A Senior + 2B



Trail LK 2/1 Senior (Set 1, EWU)



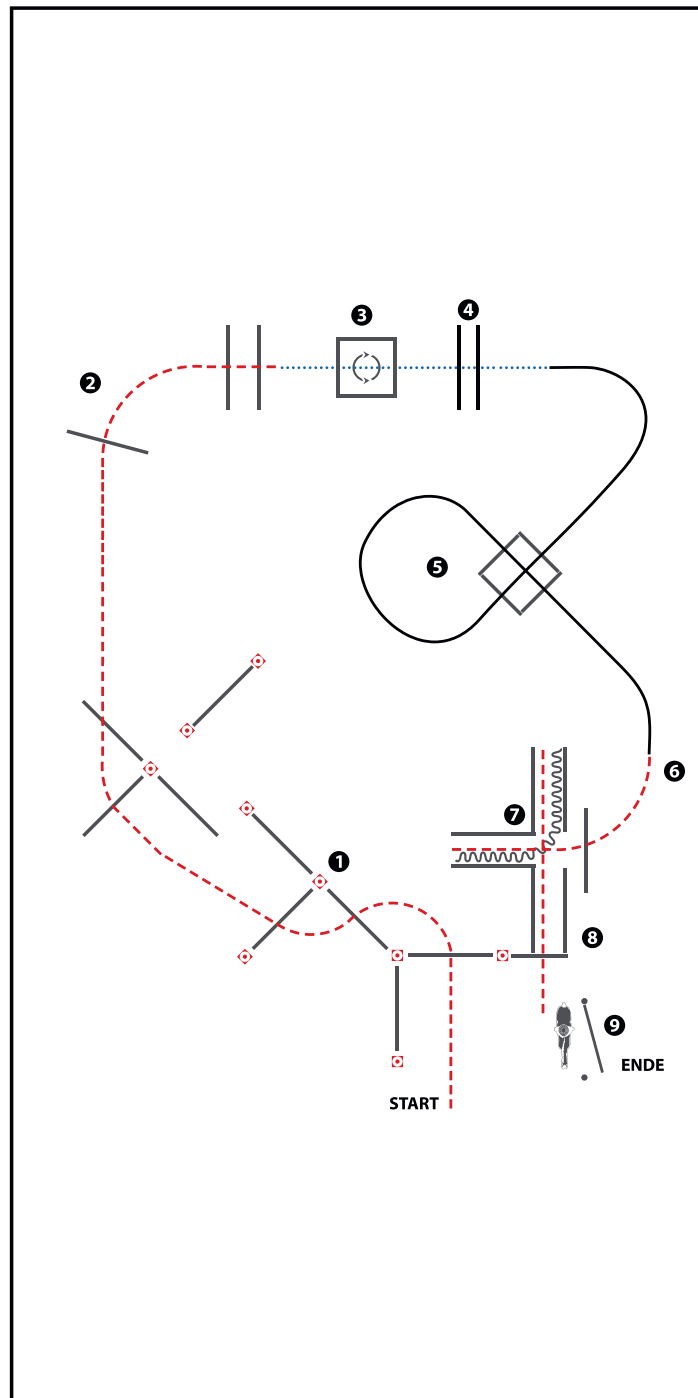
- 1) JOG THRU SERPENTINE, JOG OVER POLES
- 2) JOG OVER POLES (5 Poles)
- 3) JOG OVER POLES (4 POLES)
- 4) WALK INTO BOX, 360° TURN EITHER WAY (LEFT OR RIGHT), WALK OUT
- 5) WALK OVER
- 6) LOPE OVER (RL)
- 7) JOG OVER, JOG INTO CHUTE
- 8) BACK UP
- 9) JOG OUT, JOG OVER
- 10) GATE (LH)

WALK (SCHRITT)	
EXTENDED WALK	
JOE/TROT (TRAB)	
EXTENDED TROT	
LOPE (GALOPP)	
EXTENDED LOPE	
BACK UP (RÜCKWÄRTS)	
LEAD CHANGE (GALOPPWECHSEL)	
TURN (DREHUNG)	

Trail LK 3



Trail LK 3 (Trail-Set 1, EWU)

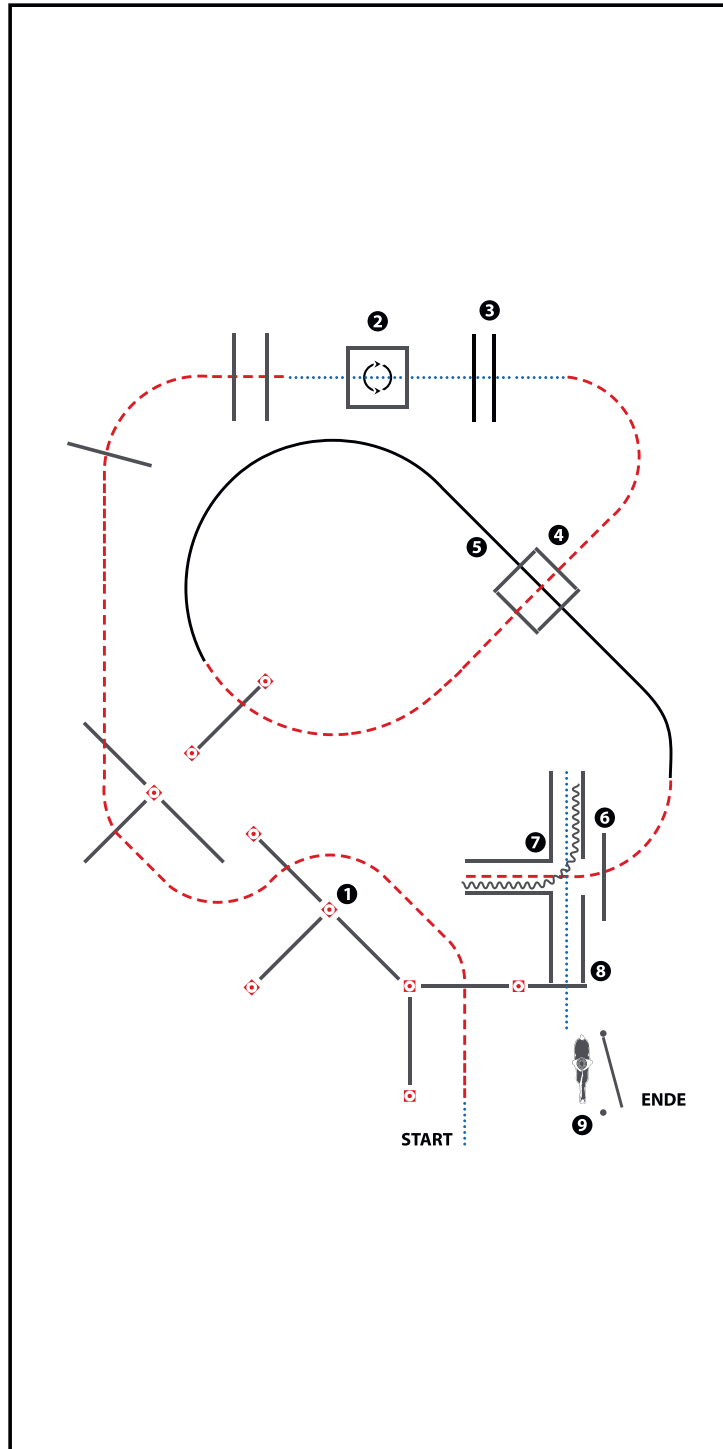


- 1) JOG THRU SERPENTINE, JOG OVER POLES
- 2) JOG OVER POLES (3 POLES)
- 3) WALK INTO BOX, 360° TURN EITHER WAY (LEFT OR RIGHT),
- 4) WALK OUT
WALK OVER
- 5) LOPE OVER (RL)
- 6) JOG OVER, JOG INTO CHUTE
- 7) BACK UP
- 8) JOG OUT, JOG OVER
- 9) GATE (LH)

WALK (SCHRITT)	
EXTENDED WALK	
JOG/TROT (TRAB)	-----
EXTENDED TROT	-----
LOPE (GALOPP)	=====
EXTENDED LOPE	=====
BACK UP (RÜCKWÄRTS)	~~~~~
LEAD CHANGE (GALOPPWECHSEL)	=====
TURN (DREHUNG)	⤵
	ERSTE WESTERNREITER UNION PFERDESPORTVERBAND WESTERBREITEN

Trail LK 4 A/B

Trail LK 4 (Trail-Set 1, EWU)



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

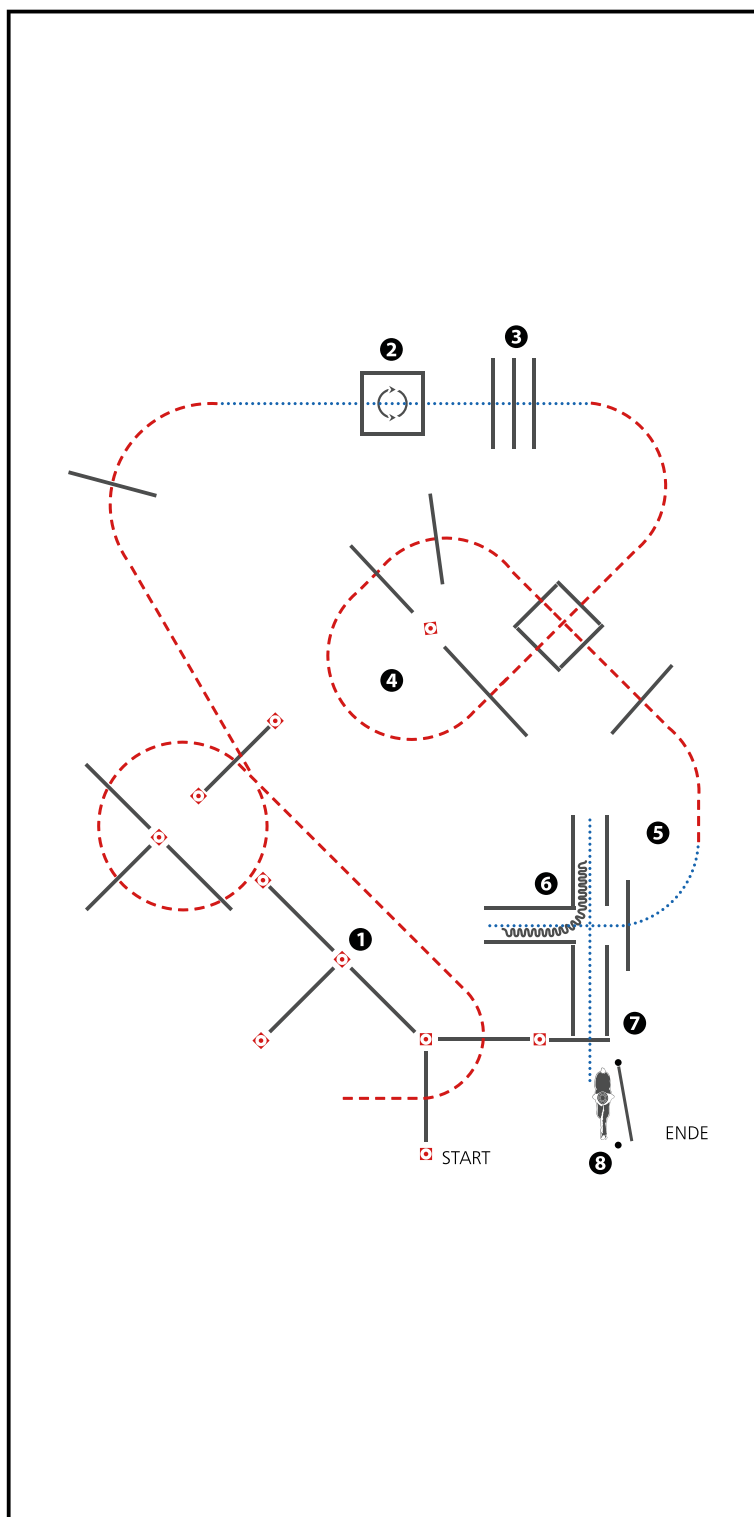
WALK (SCHRITT)	
EXTENDED WALK	
JOE/TROT (TRAB)	
EXTENDED TROT	
LOPE (GALOPP)	
EXTENDED LOPE	
BACK UP (RÜCKWÄRTS)	
LEAD CHANGE (GALOPPWECHSEL)	
TURN (DREHUNG)	



ERSTE
WESTERNREITER
UNION
HYPERCOP/CHIFFERLAND WESTERBODEN

Trail in Hand Offen

Trail in Hand (Trail-Set 1, EWU)



- 1) JOG OVER POLES
- 2) WALK INTO BOX, 360° TURN RIGHT, WALK OUT
- 3) WALK OVER
- 4) JOG OVER
- 5) WALK OVER, WALK INTO CHUTE
- 6) BACK UP
- 7) WALK OUT, WALK OVER
- 8) GATE (LH)

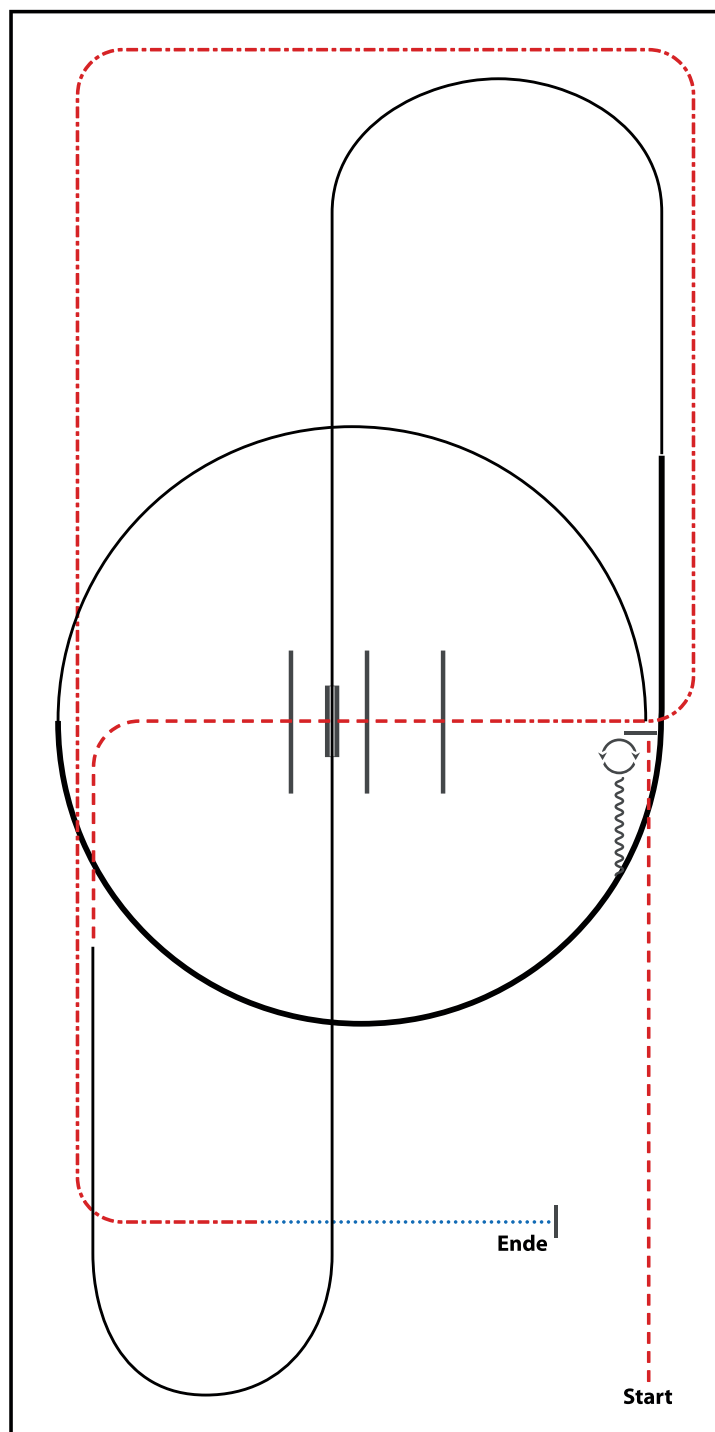
WALK (SCHRITT)	
EXTENDED WALK	
JOE/TROT (TRAB)	
EXTENDED TROT	
LOPE (GALOPP)	
EXTENDED LOPE	
BACK UP (RÜCKWÄRTS)	
LEAD CHANGE (GALOPPWECHSEL)	
TURN (DREHUNG)	
ERSTE WESTERNREITER UNION FREISPORTER/ERAND WESTERNREITER	

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

Ranch Riding Junior LK 1-2, LK 3A, LK 2B



#21 Ranch Riding Q/M jun. LK 1/2 + 3 Arenagröße min. 20 x 40 m



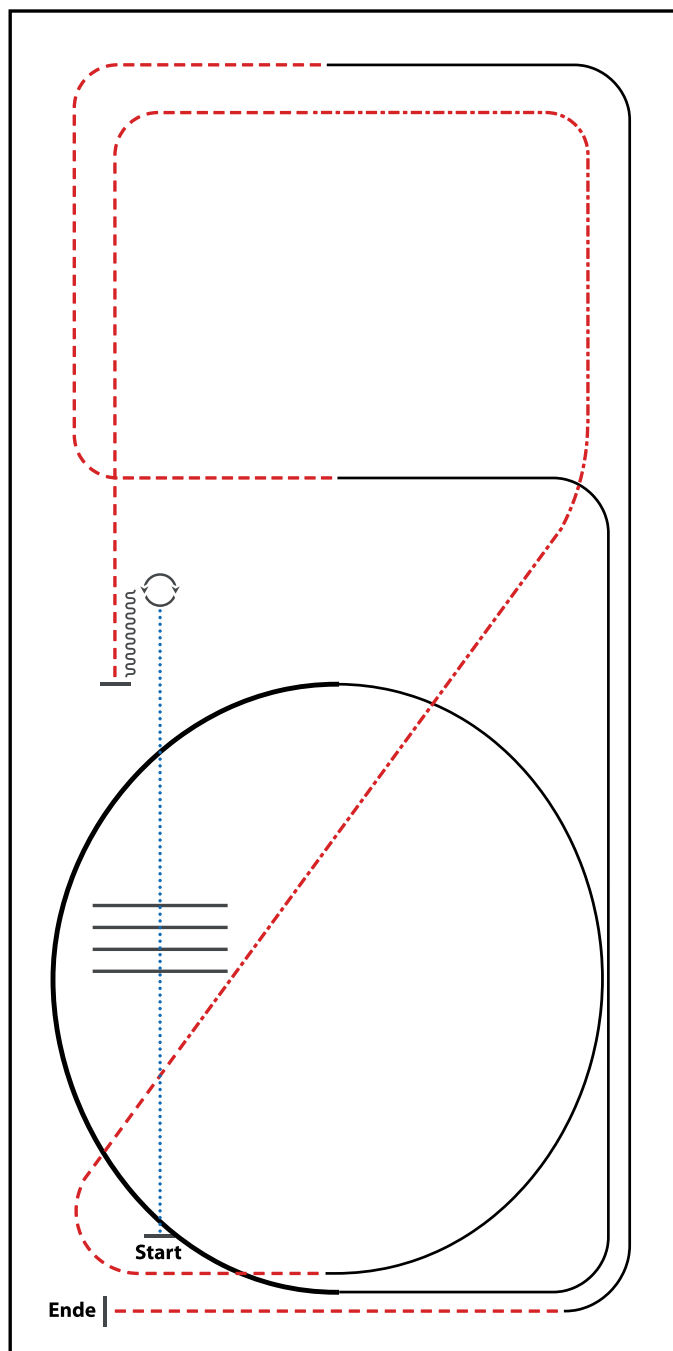
- 1) TROT
- 2) STOP, 180° TURNS EACH DIRECTION
- 3) BACK UP
- 4) LOPE (LL)
- 5) EXTENDED LOPE (LL), LOPE (LL)
- 6) CHANGE LEADS (SIMPLE OR FLYING)
- 7) LOPE (RL)
- 8) TROT, TROT OVER
- 9) EXTENDED TROT
- 10) WALK, STOP

WALK (SCHRITT)	
EXTENDED WALK	
JOG/TROT (TRAB)	
EXTENDED TROT	
LOPE (GALOPP)	
EXTENDED LOPE	
BACK UP (RÜCKWÄRTS)	~~~~~
LEAD CHANGE (GALOPPWECHSEL)	=====
TURN (DREHUNG)	
ERSTE WESTERNREITER	
UNION	
FEDERATION INTERNATIONALE WESTERNREITER	

Ranch Riding LK 4A, 4B



#32 Ranch Riding LK 4/5 Arenagröße min. 20 x 40 m



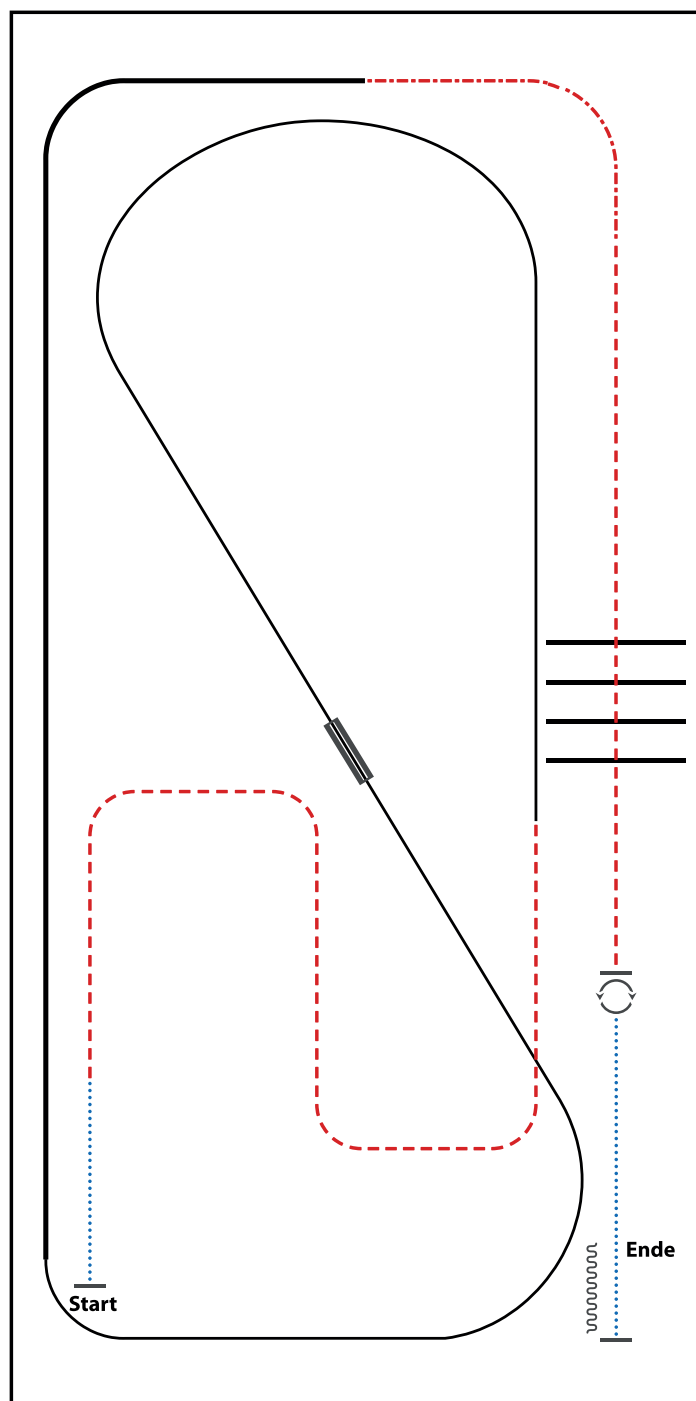
- 1) WALK
- 2) WALK OVER, WALK
- 3) STOP, TURN 360° (LEFT OR RIGHT)
- 4) BACK UP
- 5) TROT
- 6) EXTENDED TROT, TROT
- 7) LOPE (LL)
- 8) EXTENDED LOPE (LL), LOPE (LL)
- 9) TROT
- 10) LOPE (RL)
- 11) TROT, STOP

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

Ranch Riding Swiss Ranch Horse



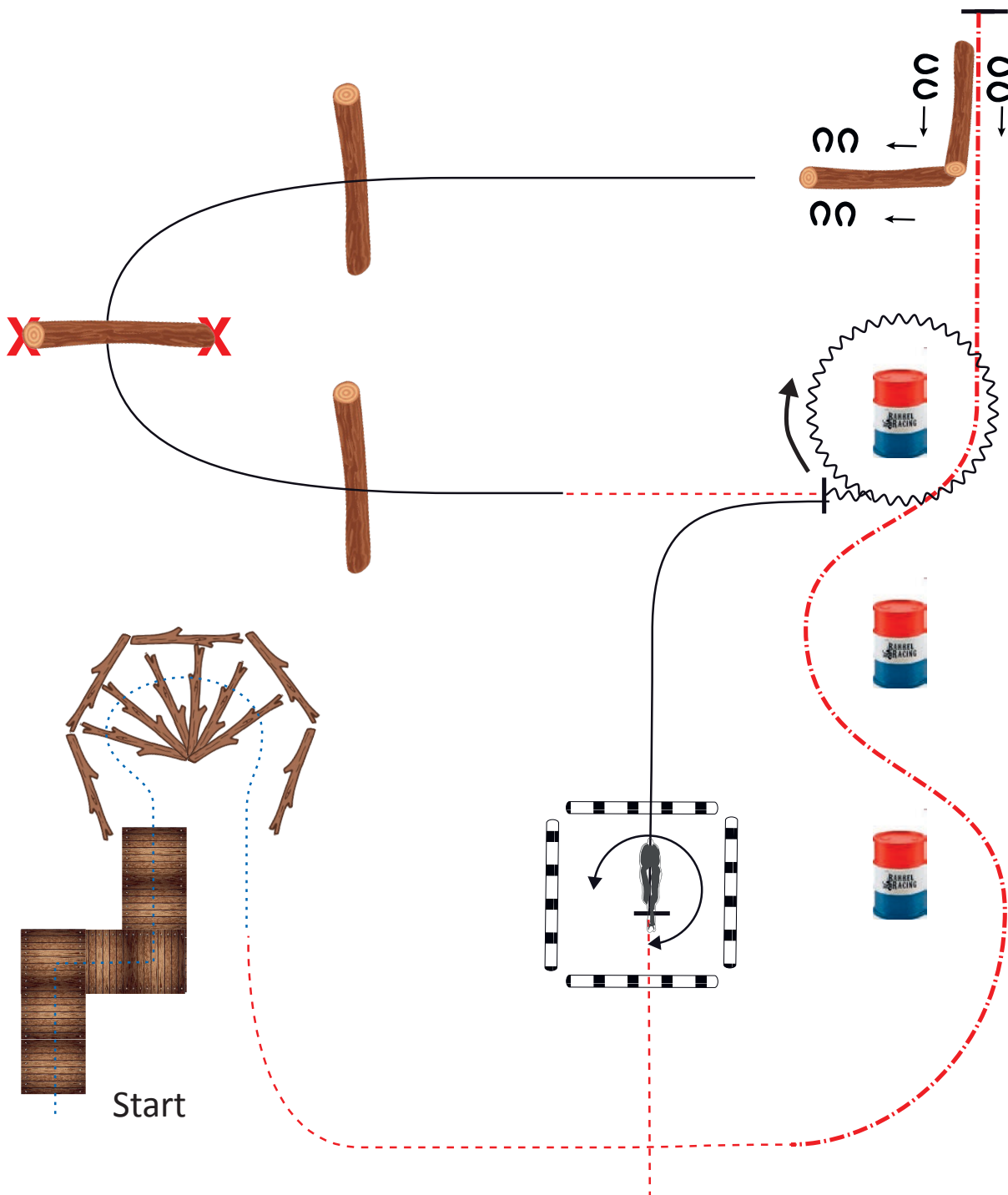
#28 Ranch Riding LK 1-3 Arenagröße min. 20 x 40 m



- 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

WALK (SCHRITT)	
EXTENDED WALK	
JOG/TROT (TRAB)	
EXTENDED TROT	
LOPE (GALOPP)	
EXTENDED LOPE	
BACK UP (RÜCKWÄRTS)	
LEAD CHANGE (GALOPPWECHSEL)	
TURN (DREHUNG)	
ERSTE WESTERNREITER UNION PFERDESPORTVERBAND WESTERREITEN	

Ranch Trail LK 1A

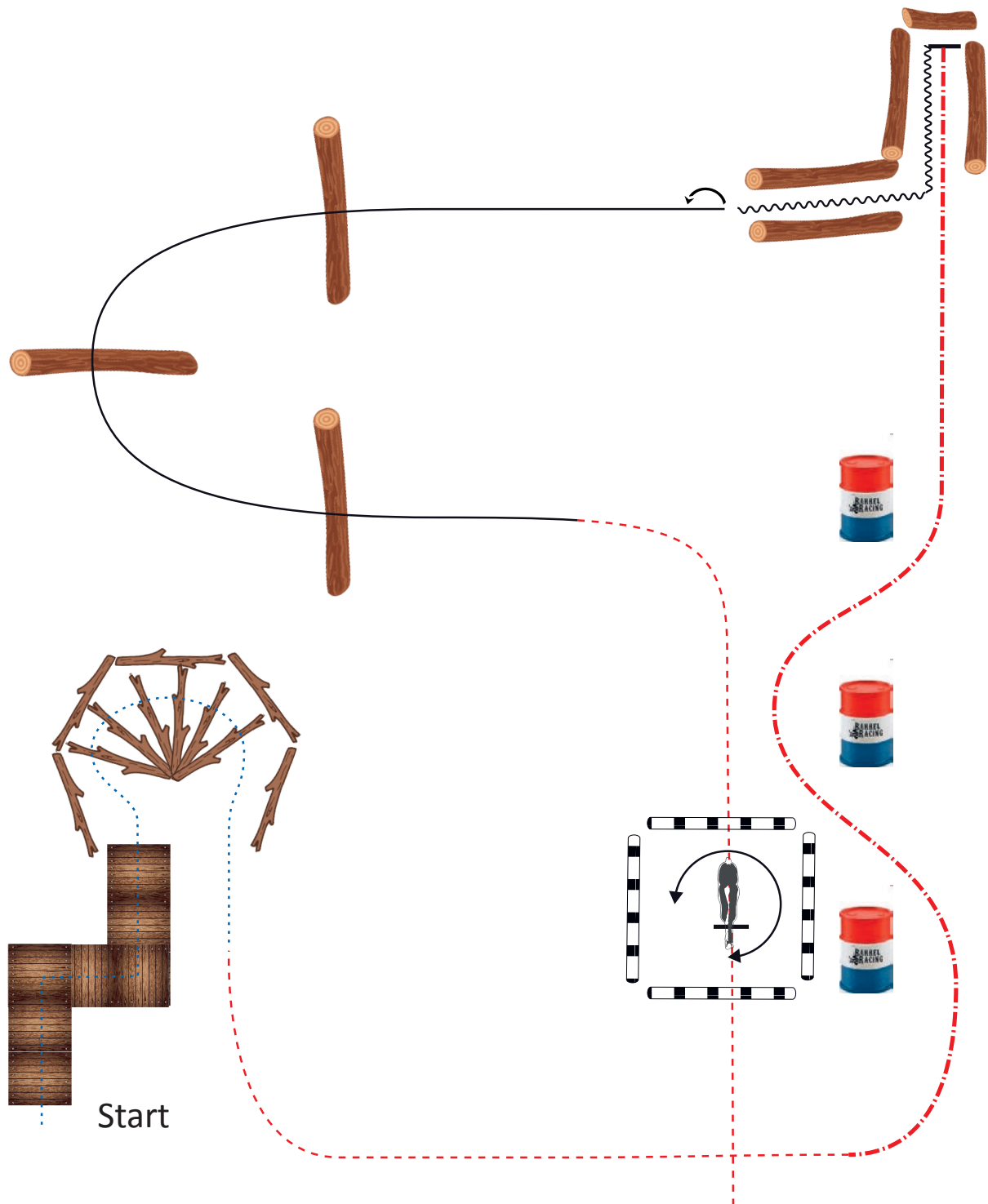


Legende:	
Walk	Blue dotted line
Extended walk	Blue dotted line with dots
Trot	Red dashed line
Extended trot	Red dashed line with dots
Lope	Black solid line
Extended lope	Black solid line with dots
Back-up	Black wavy line
Two Track right	Black line with right-pointing arrows
Two Track left	Black line with left-pointing arrows
Side Pass	Black line with 'X' marks

Start

1. Walk, bridge around corner
2. Walk over poles
3. Trot, Extended Trot around barrels, stop
4. Sidepass over poles
5. Lope (LL) over poles, trot to barrel, Stop
6. Back-up around barrel in specified direction
7. Lope (LL) in square, Stop
8. Ground tie, walk once around the horse
9. Leave the arena with horse in hand at the trot

Ranch Trail LK 2A

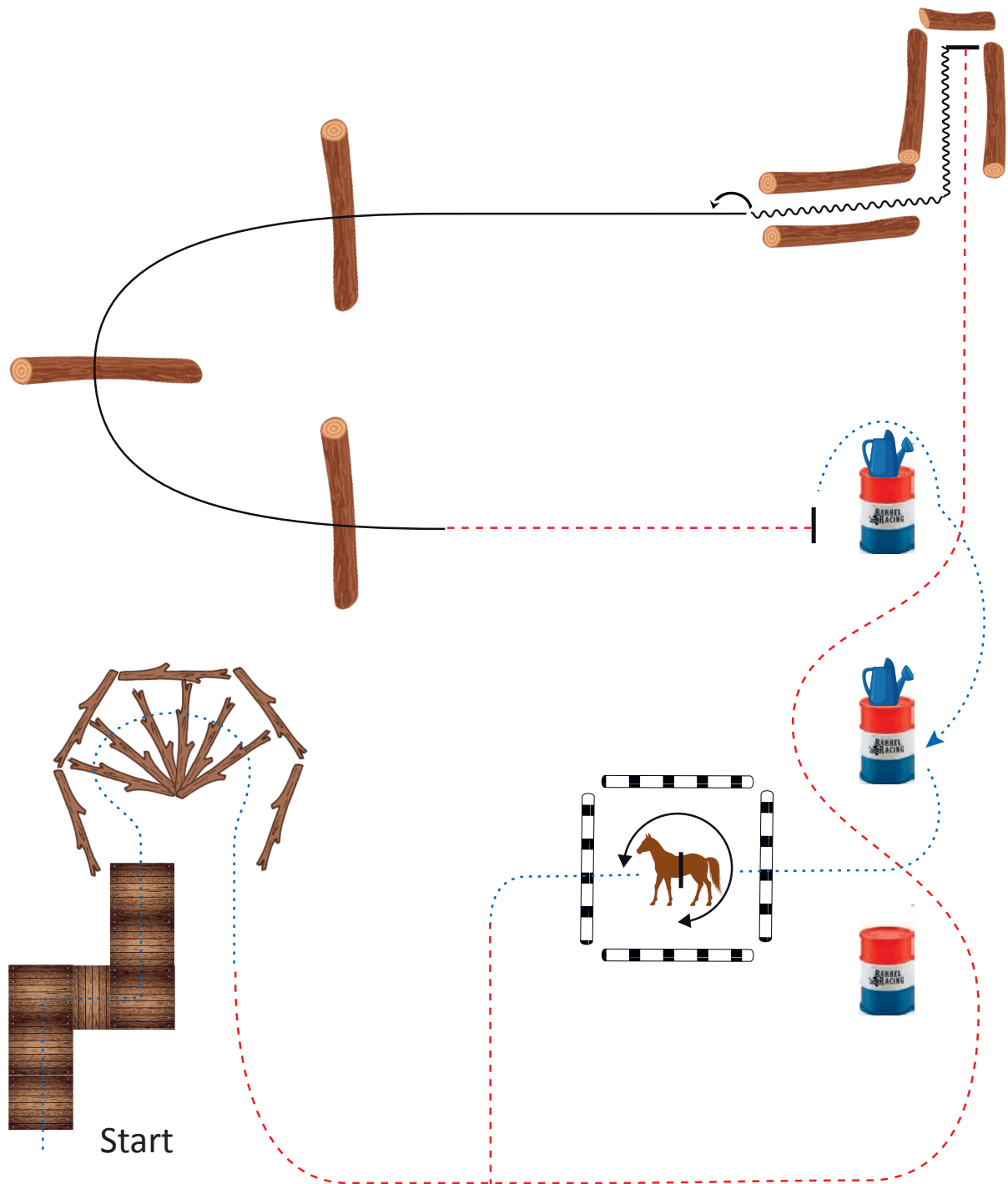


Legende:	
Walk	
Extended walk	
Trot	-----
Extended trot	-----
Lope	—————
Extended lope	—————
Back-up	~~~~~
Two Track right	→→→
Two Track left	←←←
Side Pass	∞∞∞

Start

1. Walk, bridge around corner
2. Walk over poles
3. Trot, Extended Trot around barrels, stop
4. Back-up through alley, turn left 180°
5. Lope (LL) over poles
6. Trot in square, Stop
7. Ground tie, walk once around the horse
8. Leave the arena with horse in hand at the trot

Ranch Trail LK 2B, 3A



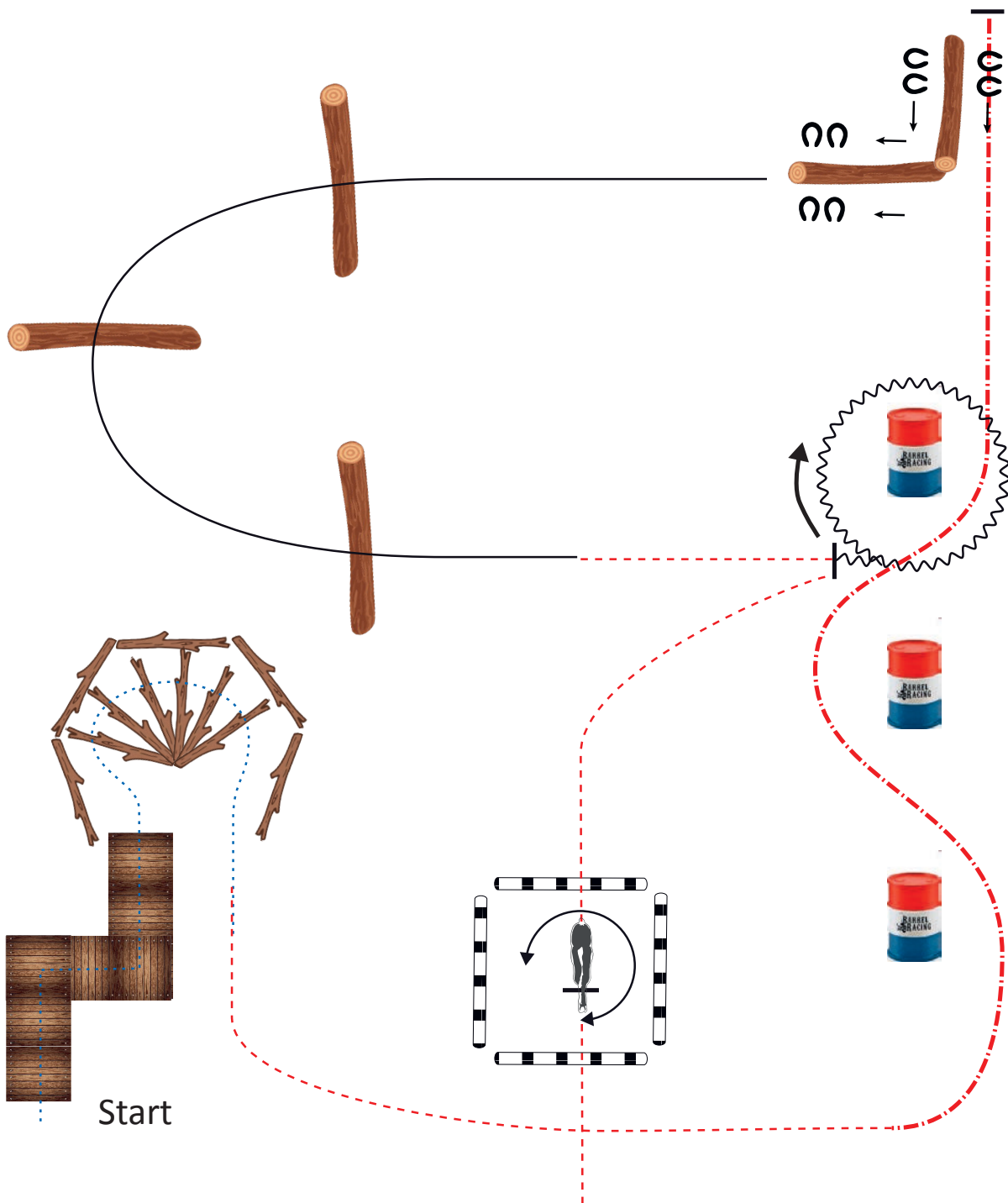
Legende:	
Walk	
Extended walk	
Trot	
Extended trot	
Lope	
Extended lope	
Back-up	
Two Track right	
Two Track left	
Side Pass	

Start

1. Walk, bridge around corner
2. Walk over poles
3. Trot around barrels, stop
4. Back-up through alley, turn left 180°
5. Lope (LL) over poles, trot to barrel, Stop
6. Transport object
7. Walk in square, Stop
8. Ground tie, walk once around the horse, lead it out of the box at a walk
9. Leaving the arena with horse in hand at the trot



Ranch Trail Swiss Ranch Horse



Legende:	
Walk	
Extended walk	
Trot	-----
Extended trot	-----
Lope	-----
Extended lope	-----
Back-up	~~~~~
Two Track right	↑↑↑
Two Track left	↓↓↓
Side Pass	oo oo

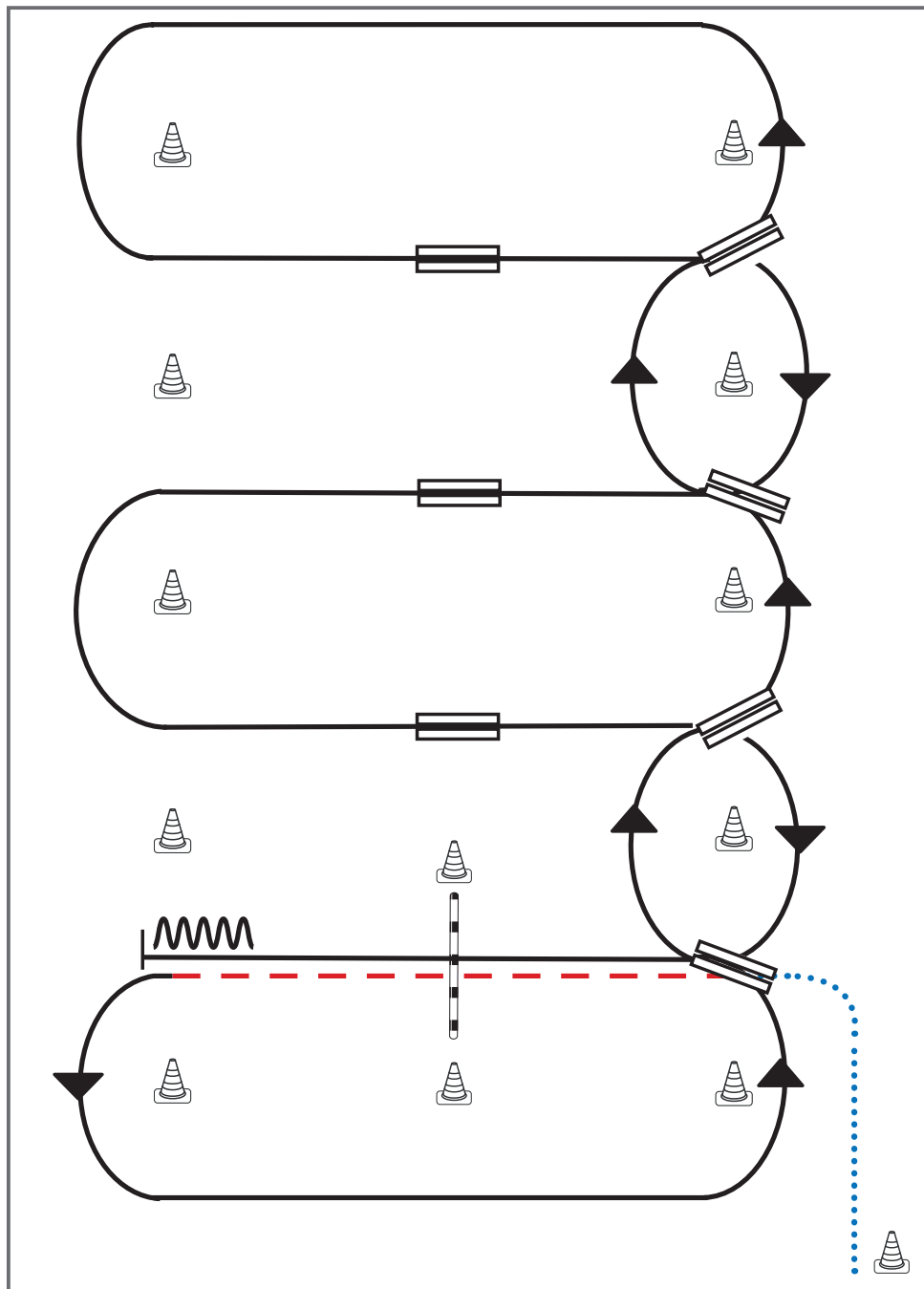
Start

1. Walk, bridge around corner
2. Walk over poles
3. Trot, Extended Trot around barrels, stop
4. Sidepass over poles
5. Lope (LL) over poles, trot to barrel, Stop
6. Back-up around barrel in specified direction
7. Trot in square, Stop
8. Ground tie, walk once around the horse
9. Leaving the arena with horse in hand at the trot

Western Riding LK 1A+2A Senior, 2B



Western Riding Pattern 12



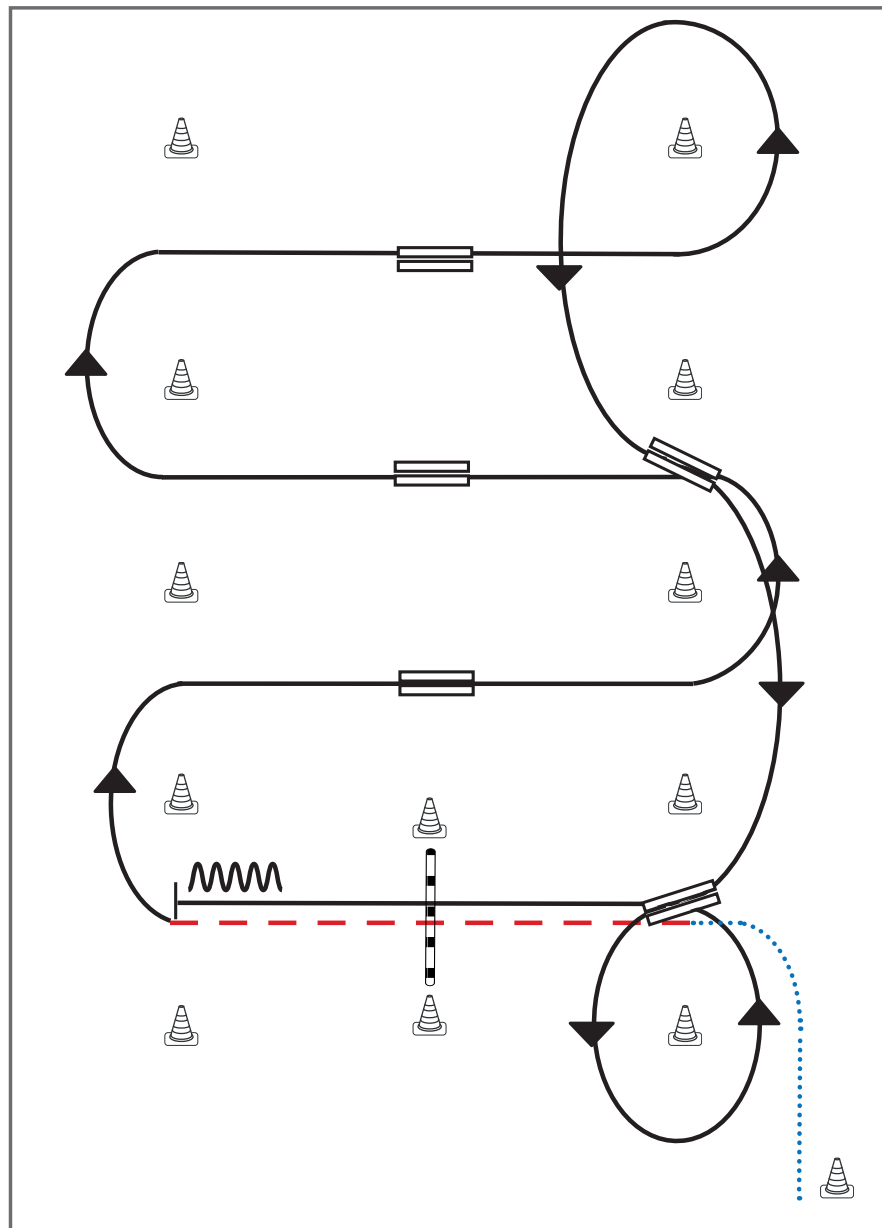
- 1) Schritt vom Start-Pylon, Übergang zum Trab zwischen den Markern, Trab über die Stange
- 2) Übergang zum Linksgalopp zwischen den Markern, Galopp an der kurzen Seite
- 3) 1. Galoppwechsel auf der Linie
- 4) 2. Galoppwechsel auf der Linie
- 5) 3. Galoppwechsel auf der Linie
- 6) 4. Galoppwechsel auf der Linie
- 7) 1. Galoppwechsel mit Seitenwechsel
- 8) 2. Galoppwechsel mit Seitenwechsel
- 9) 3. Galoppwechsel mit Seitenwechsel
- 10) Galopp über die Stange
- 11) Stop zwischen den Markern, Rückwärtsrichten

Legende:	
Schritt	
Trab	----
Galopp	----
Wechselzone	=====
Rückwärts	~~~~~

Western Riding LK 1+2 Junior, LK3A + Offen



Western Riding Pattern 14 (für Junior-Pferde)



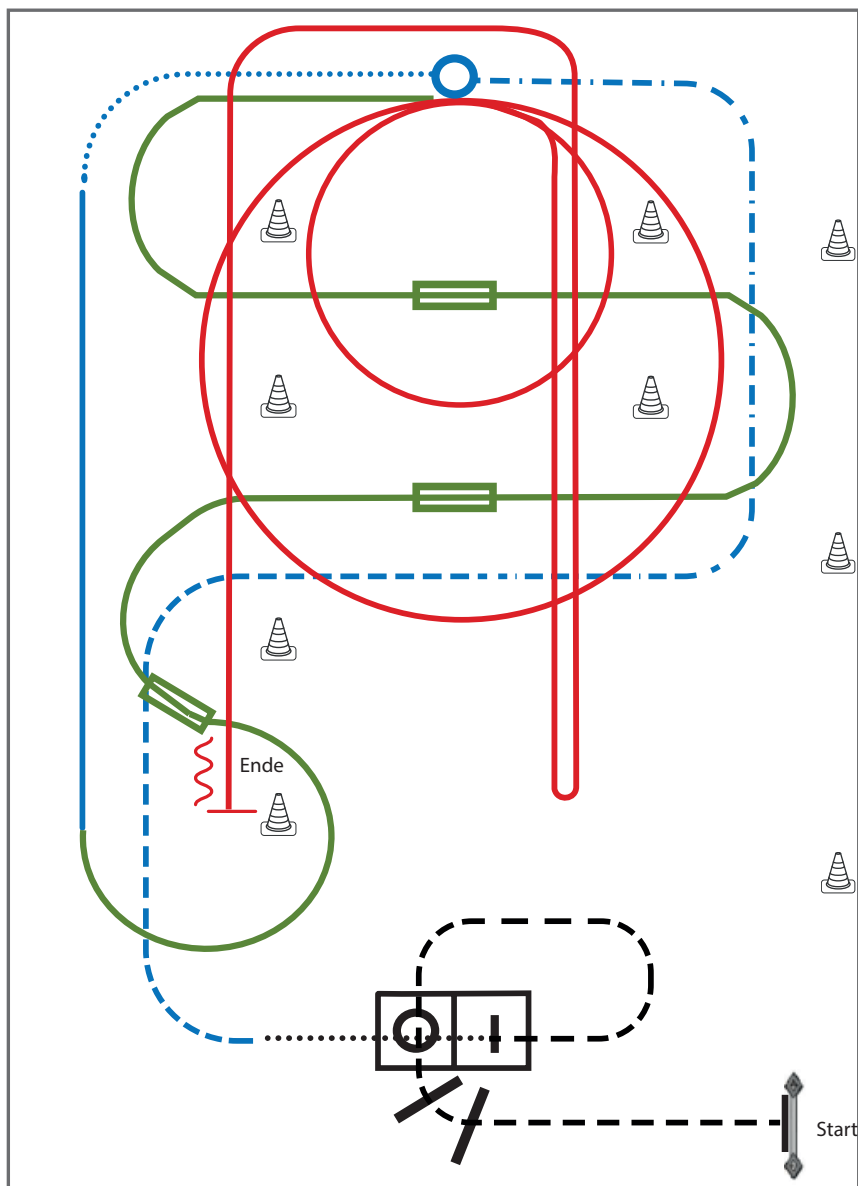
- 1) Schritt vom Start-Pylon,
Übergang zum Trab zwischen den Markern,
Trab über die Stange
- 2) Übergang zum Rechtsgalopp zwischen den Markern
- 3) 1. Galoppwechsel mit Seitenwechsel
- 4) 2. Galoppwechsel mit Seitenwechsel
- 5) 3. Galoppwechsel mit Seitenwechsel
- 6) Volte, 1. Galoppwechsel auf der Linie
- 7) 2. Galoppwechsel auf der Linie, Volte
- 8) Galopp über die Stange
- 9) Stop zwischen den Markern, Rückwärtsrichten

Legende:	
Schritt	
Trab	-----
Galopp	—————
Wechselzone	=====
Rückwärts	~~~~~

Superhorse alle



Superhorse Pattern 3 (empfohlen für Hallen oder Plätze ab 30x60m)



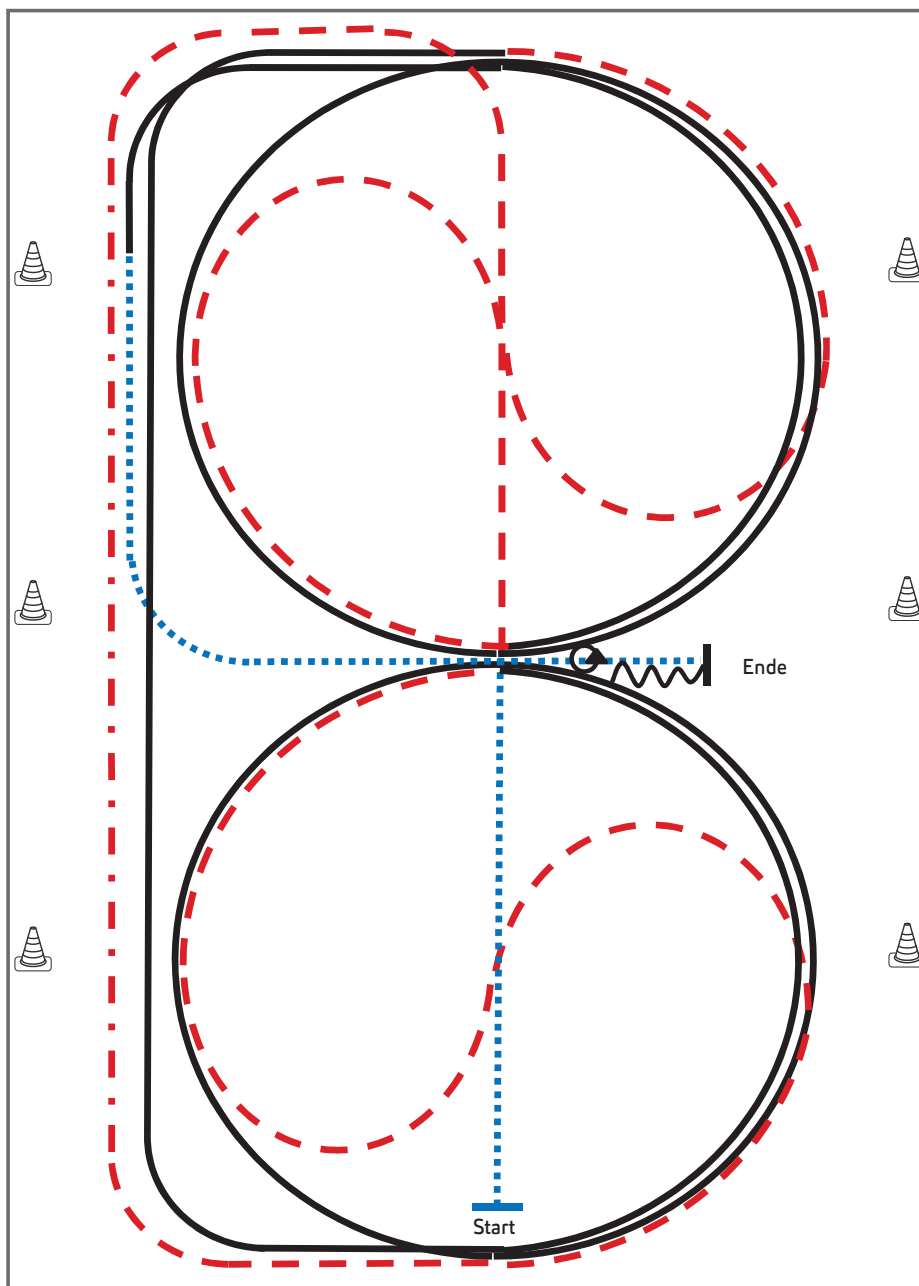
- 1) Seiltor über Stange (TH)
- 2) Jog over, Jog in, Stop (TH)
- 3) Walk in, 360° Turn either way, Walk out (TH)
- 4) Trot, Extended Trot, Stop (RR)
- 5) Turn 360° (each direction either way first) (RR)
- 6) Walk, Linksgalopp (RR)
- 7) Galoppwechsel auf der Linie (WR)
- 8) Galoppwechsel mit Seitenwechsel (WR)
- 9) Galoppwechsel mit Seitenwechsel (WR)
- 10) 2 Zirkel Galopp (**rechts**), 1. groß und schnell, **2. klein** und langsam (RN)
- 11) Rechtsgalopp, Run Down entlang der langen Seite, Sliding Stop mind. 6,00 m von der Bande entfernt hinter dem Mittelmarker, Rollback **links**, kein Verharren (RN)
- 12) Galopp (links) auf dem Zirkel, der nicht geschlossen wird, Run Down entlang der langencSeite, Sliding Stop mind. 6,00 m von der Bande entfernt hinter dem Mittelmarker, Rückwärtsrichten mind. 3,00 m, Verharren (RN)

Legende:	
Schritt	
Trab	-----
Galopp	————
Wechselzone	=====
Rückwärts	~~~~~

Jungpferde Basis



Jungpferde Basis Pattern 2 (4j./5j.)



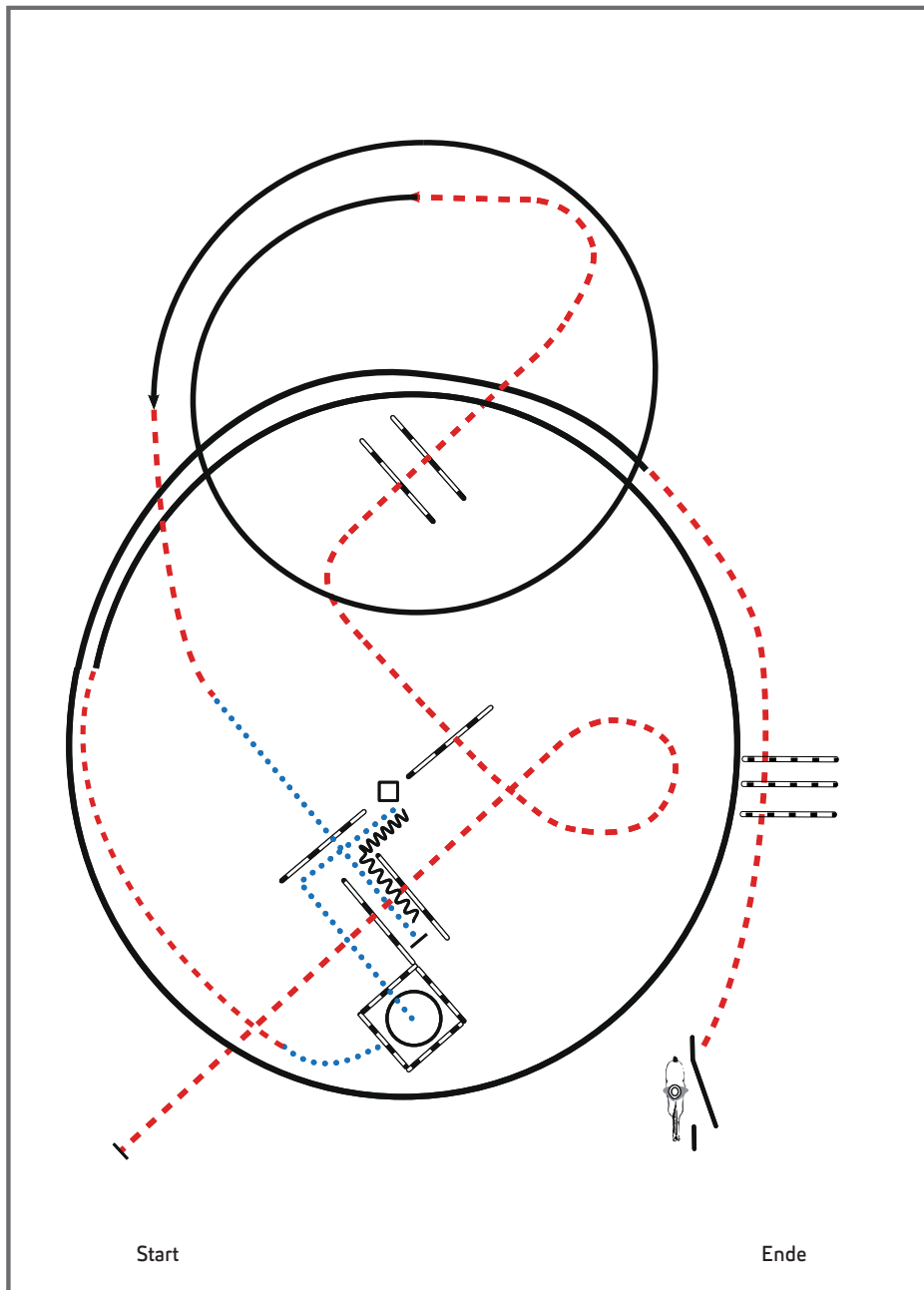
- 1) Schritt durch die Länge der Bahn, bei X antraben, ganze Bahn
- 2) An der langen Seite Tritte verlängern
- 3) Trab, Mitte der kurzen Seite auf dem Zirkel geritten, durch den Zirkel wechseln
- 4) Bei X Rechtsgalopp 1 ½ Zirkel
- 5) Mitte der kurzen Seite ganze Bahn
- 6) Mitte der kurzen Seite Trab auf dem Zirkel geritten, durch den Zirkel wechseln
- 7) Bei X Linksgalopp 1 ½ Zirkel, Mitte der kurzen Seite ganze Bahn
- 8) Nach Durchreiten der Ecke Schritt, Mitte der langen Seite abwenden, nach X anhalten, Rückwärtsrichten bis X
- 9) HHW 360° rechts oder links

Legende:	
Schritt	
Trab	- - - - -
Galopp	=====
Wechselzone	=====
Rückwärts	~~~~~

Jungpferde Trail



Jungpferde Trail Pattern 5 (4j.)



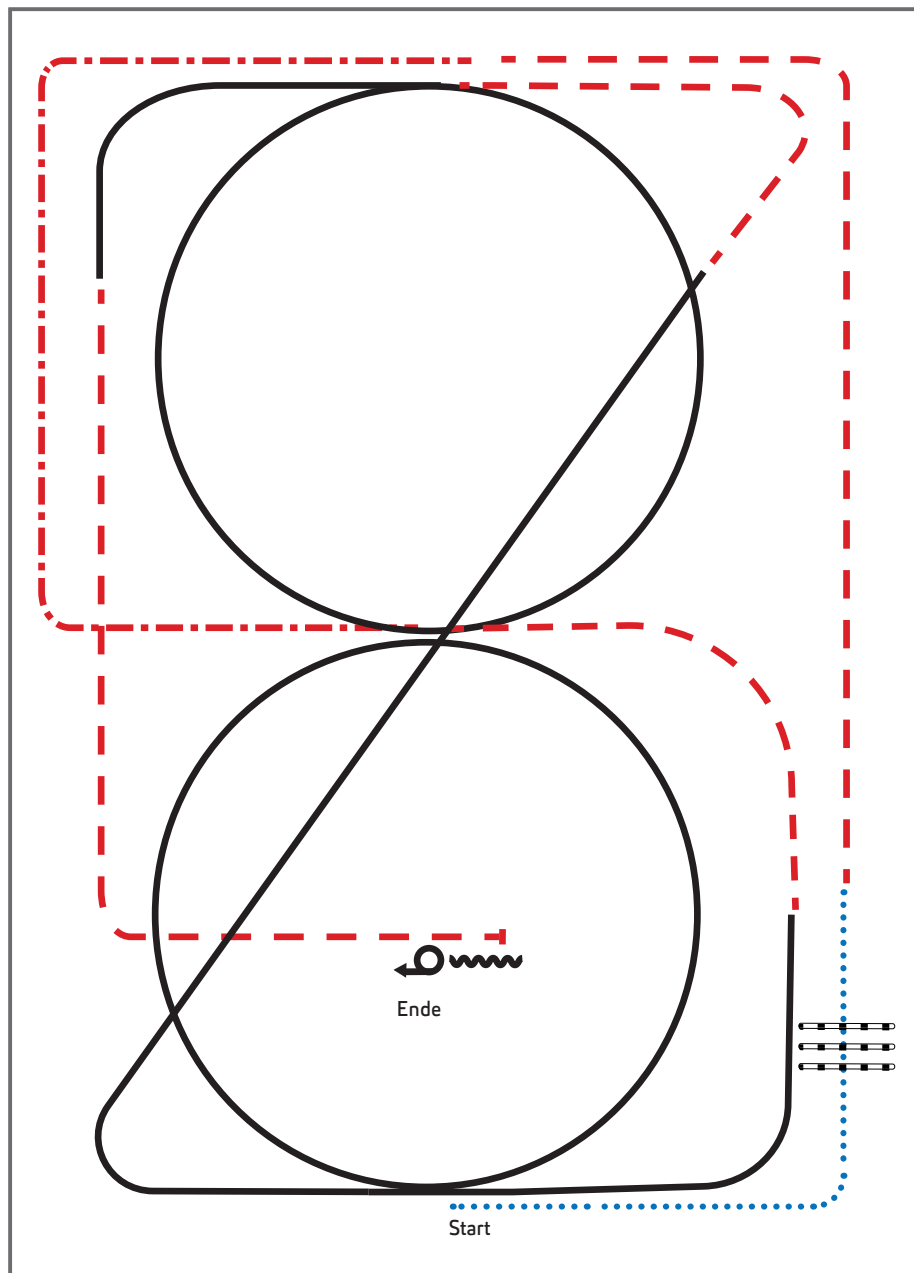
- 1) Trabstangen (2 Stangen)
- 2) Trabstangen (3 Stangen)
- 3) Linksgalopp, Trab
- 4) Schritt, Schrittstangen
- 5) Rückwärts-L
- 6) Schritt in Box (2m), 450° rechts, Schritt
- 7) Trab, Rechtsgalopp
- 8) Trab, Trabstangen
- 9) Seiltor (linke Hand)

Legende:	
Schritt	
Trab	-----
Galopp	-----
Wechselzone	=====
Rückwärts	~~~~~

Jungferde Ranch Riding



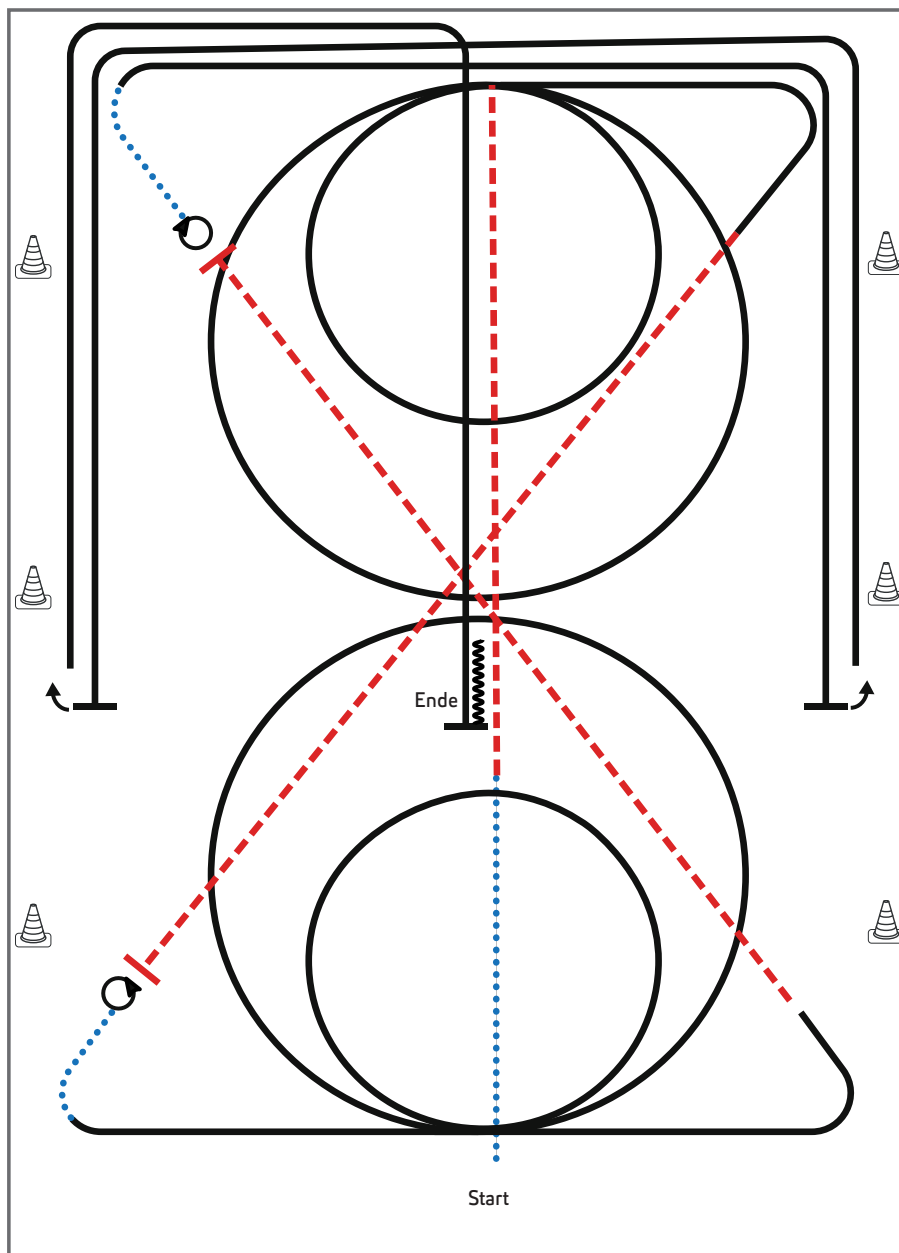
Jungferde Ranch Riding Pattern 3 (4j.)



- 1) Walk, Walk over, Walk
- 2) Trot
- 3) Extended Trot corners
- 4) Trot
- 5) Lope RL circle, Lope
- 6) Trot, Lope LL circle
- 7) Trot
- 8) Stop, Back up
- 9) Turn 360° left or right

Legende:	
Schritt	
Trab	- . - . - .
Galopp	— — —
Wechselzone	— — — — —
Rückwärts	~~~~~

Jungpferde Reining Pattern 3 (4j.)



- 1) Schritt, Trab entlang der Mittellinie, 2 Zirkel Galopp (**rechts**), 1. groß, **2. klein**
- 2) Weiter im Galopp, Trab, Stop
- 3) 4 Spins **links**
- 4) Schritt, Galopp (**links**), 2 Zirkel Galopp (**links**), 1. groß, **2. klein**
- 5) weiter im Galopp, Trab, Stop
- 6) 4 Spins **rechts**
- 7) Schritt, Run Down entlang der langen Seite, Sliding Stop mind. 6 m von der Bande entfernt hinter dem **Mittelmarker**, Roll Back links, kein Verharren
- 8) Run Down entlang der langen Seite, Sliding Stop mind. 6 m von der Bande entfernt hinter dem **Mittelmarker**, Roll Back **rechts**, kein Verharren
- 9) Run Down auf der Mittellinie, Sliding Stop hinter dem **Mittelmarker**, Back up mind. 3m, Verharren

Trab	---
Galopp	—
Rückwärts	⋈

Der Reiter muss das Kopfstück zur Gebisskontrolle vor dem Richter abnehmen.