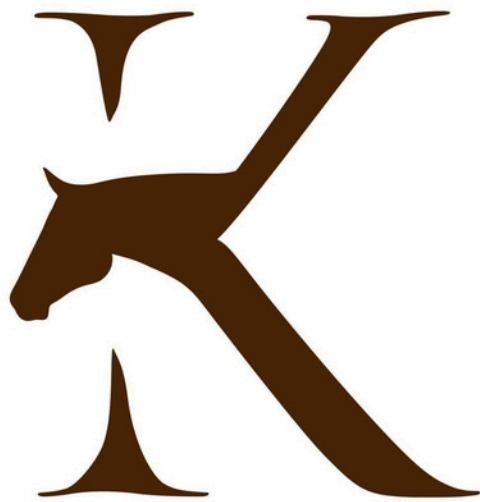


PATTERNBOOK

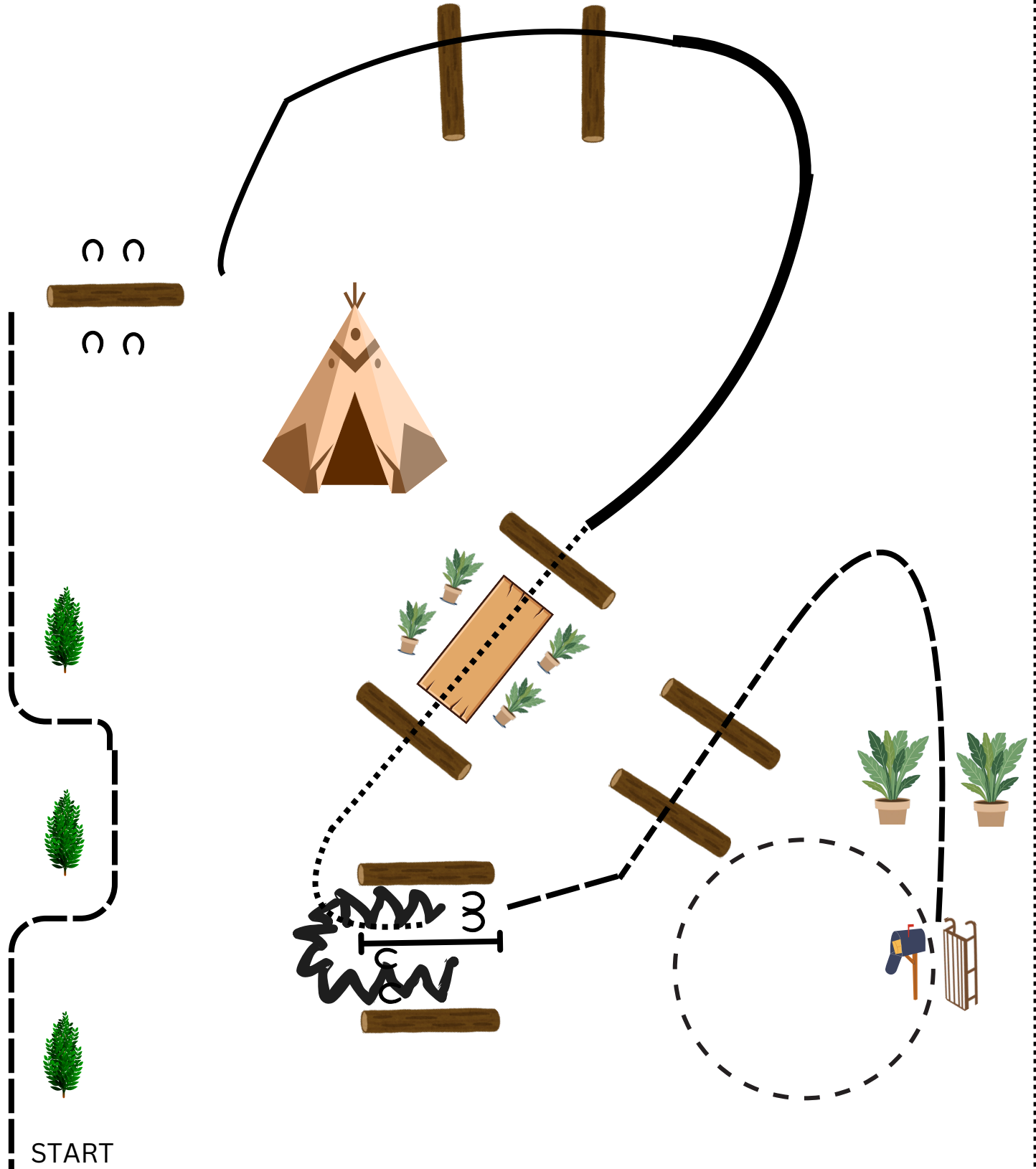


KUMLEGAARD
QUARTER HORSES

KUMLEGAARD SPRING CELEBRATION

ALLROUND 2026

RANCH TRAIL OPEN & AMATEUR

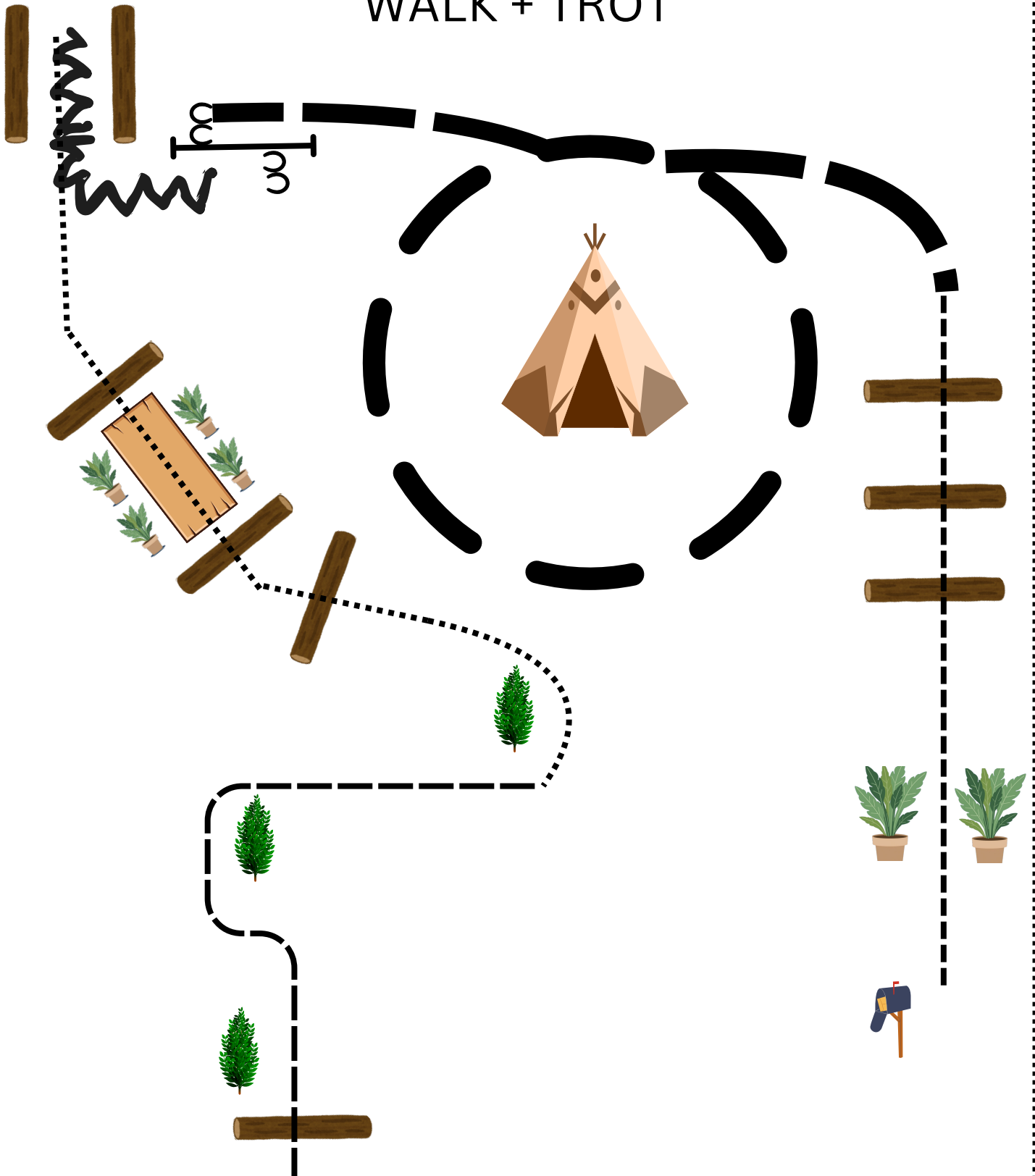


1. Trot through trees
2. Stop and sidepass right over log
3. Right lope over logs
4. Extended lope to bridge
5. Walk over logs and bridge and into chute

6. Backup through chute, work gate right hand
7. Trot over logs and through trees
8. Drag sleigh in walk or trot

RANCH TRAIL

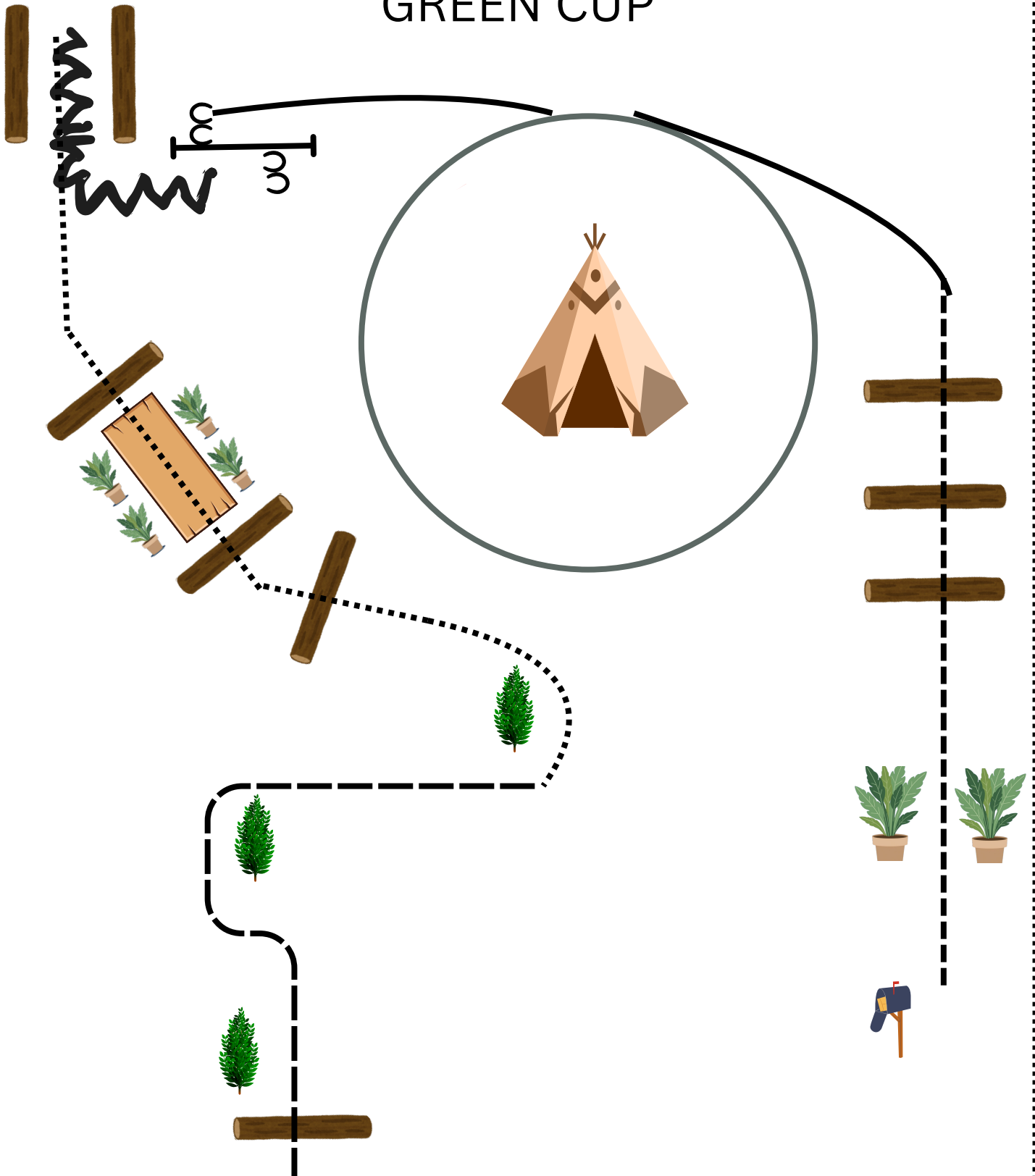
WALK + TROT



START

1. Open mailbox, take out object. Put object back and close mailbox.
2. Trot through trees and over logs.
3. Extended trot around teepee to gate
4. Work gate left hand
6. Backup through chute
7. Walk over poles, bridge and around tree
8. Trot between trees
9. Trot over log

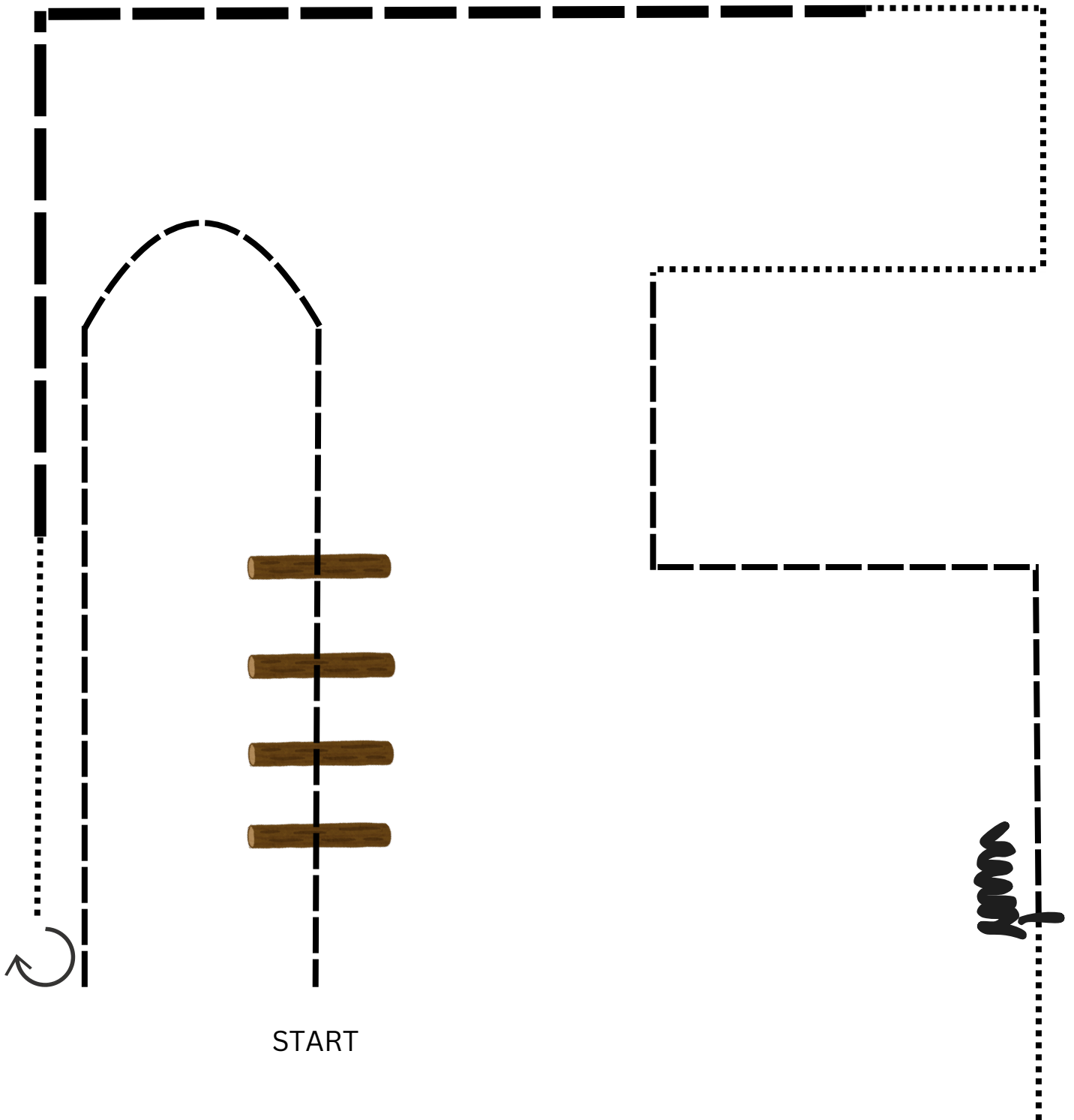
RANCH TRAIL GREEN CUP



START

1. Open mailbox, take out object. Put object back and close mailbox.
2. Trot through trees and over logs.
3. Extended trot around tipi to gate
4. Work gate left hand
5. Trot through trees and over log
6. Backup through chute
7. Walk over poles, bridge and around tree
8. Trot between trees
9. Trot over log

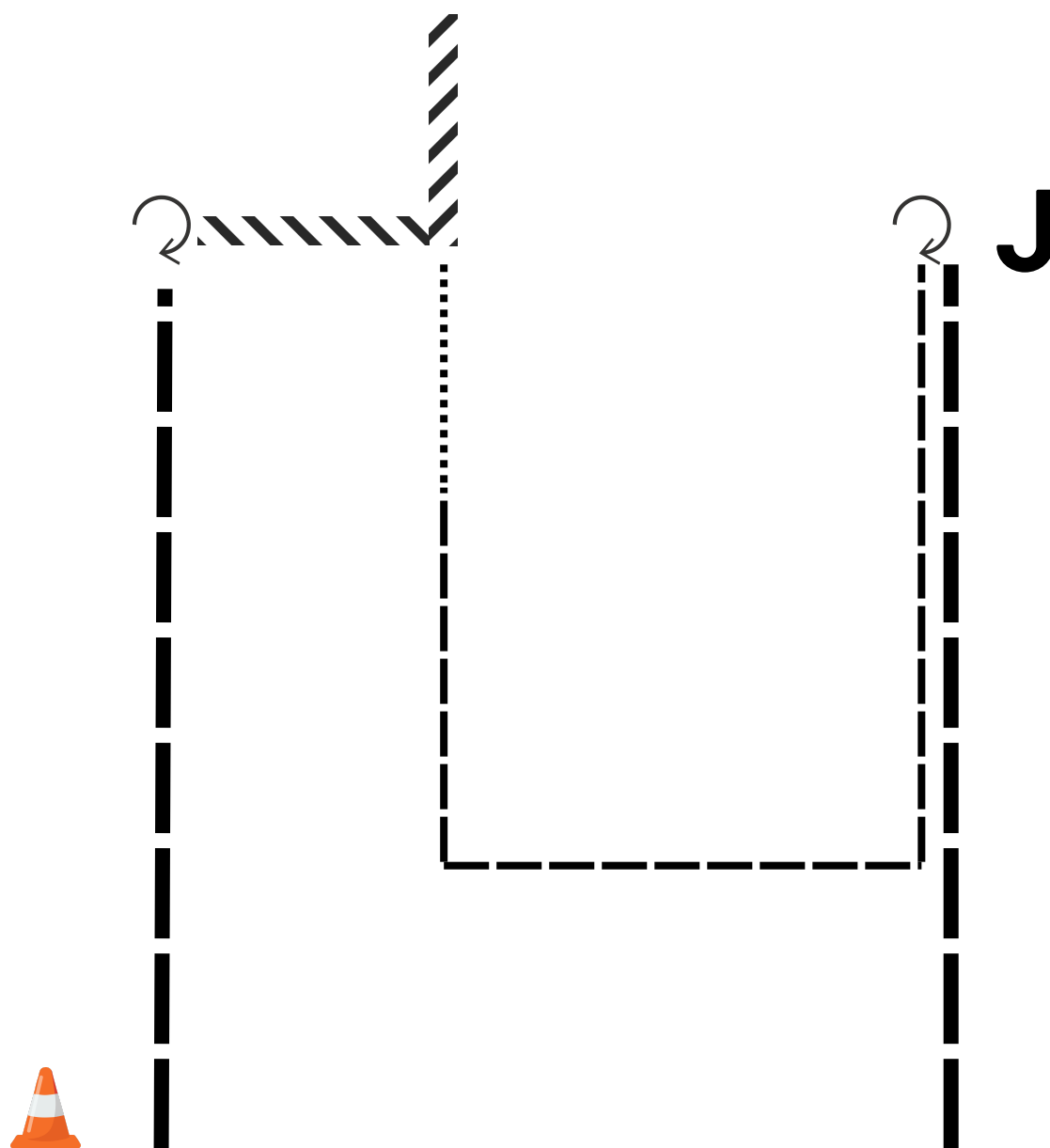
RANCH RIDING WALK + TROT



1. Trot over logs
2. Trot
3. Stop, ½ turn right
4. Walk
5. Extended trot

6. Walk
7. Trot
8. Stop and back
9. Walk

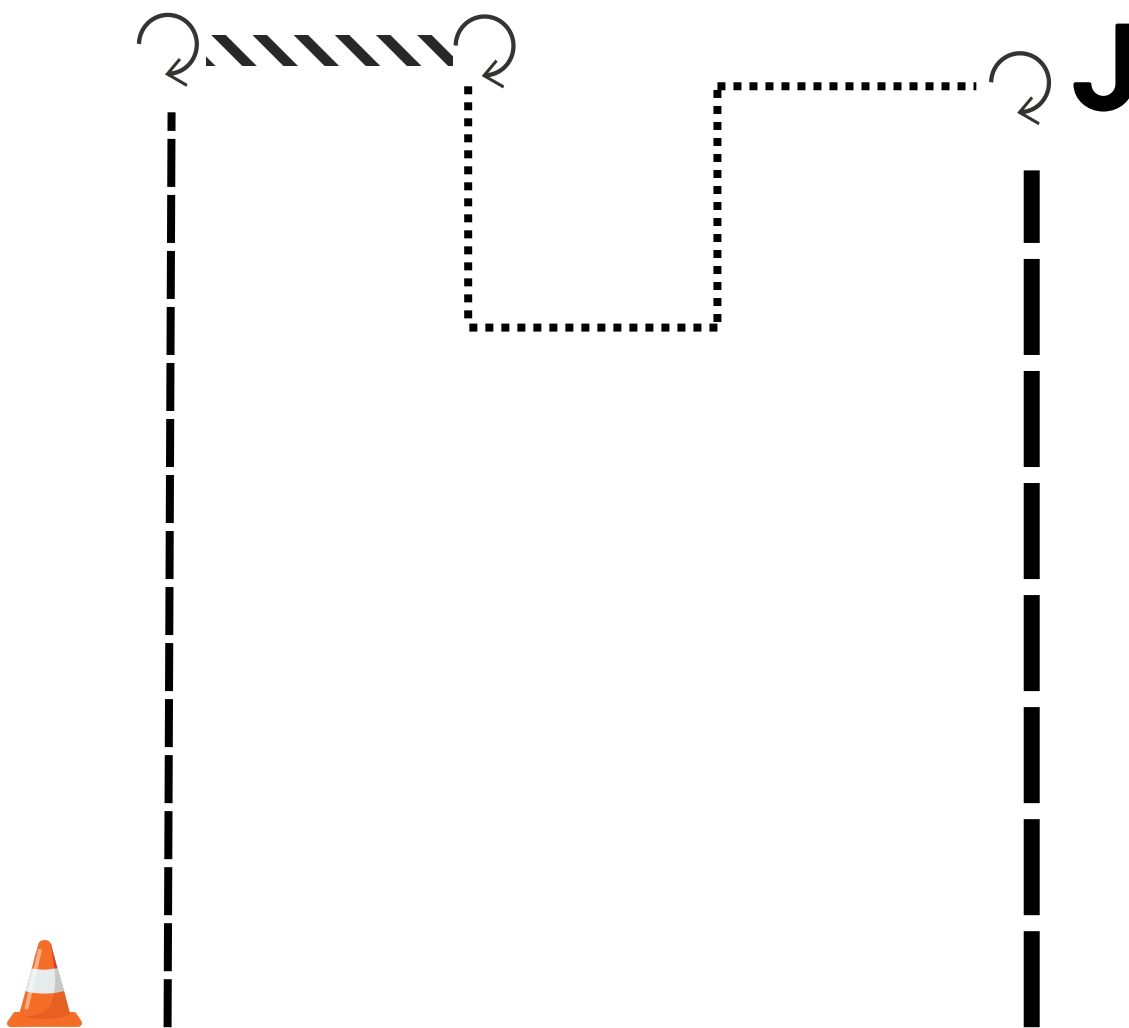
SHOWMANSHIP AMATEUR



1. Be ready at A. Extended trot.
2. Stop, 270 turn right
3. Back an L. Aproximately 1 horse length pr side.
4. Walk
5. Trot square.

6. Stop with hip even with judge.
7. 90 degree turn and setup for inspection
8. When dismissed, 90 degree turn and exit at extended trot.

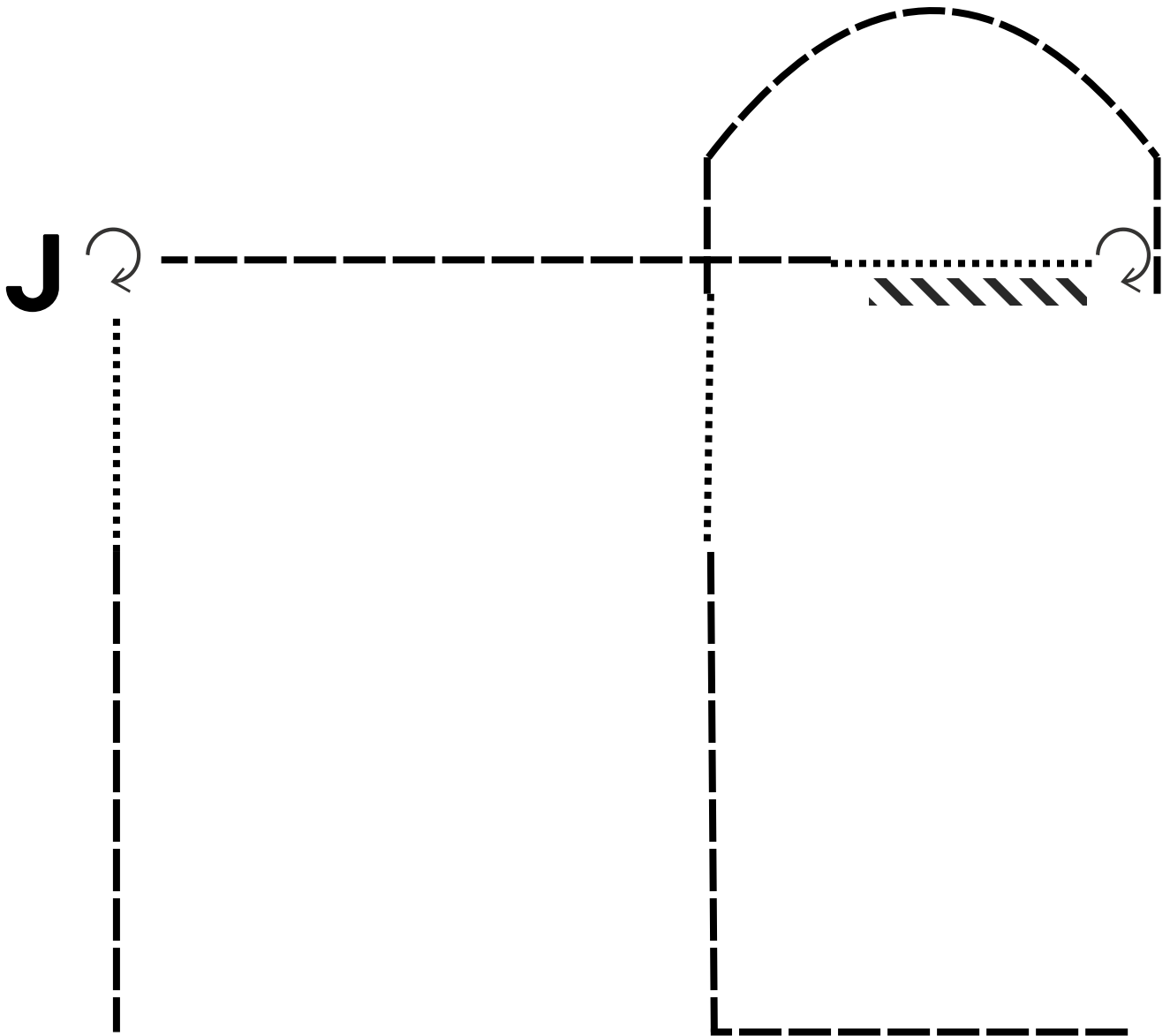
SHOWMANSHIP YHC + GREEN CUP



START

1. Be ready at A. Trot.
2. Stop, 270 turn right
3. Back 1 horse length.
4. 270 degree turn right.
5. Walk square and to judge.
6. Setup for inspection
7. When dismissed, 90 degree turn right
8. Exit at extended trot.

SHOWMANSHIP YOUTH

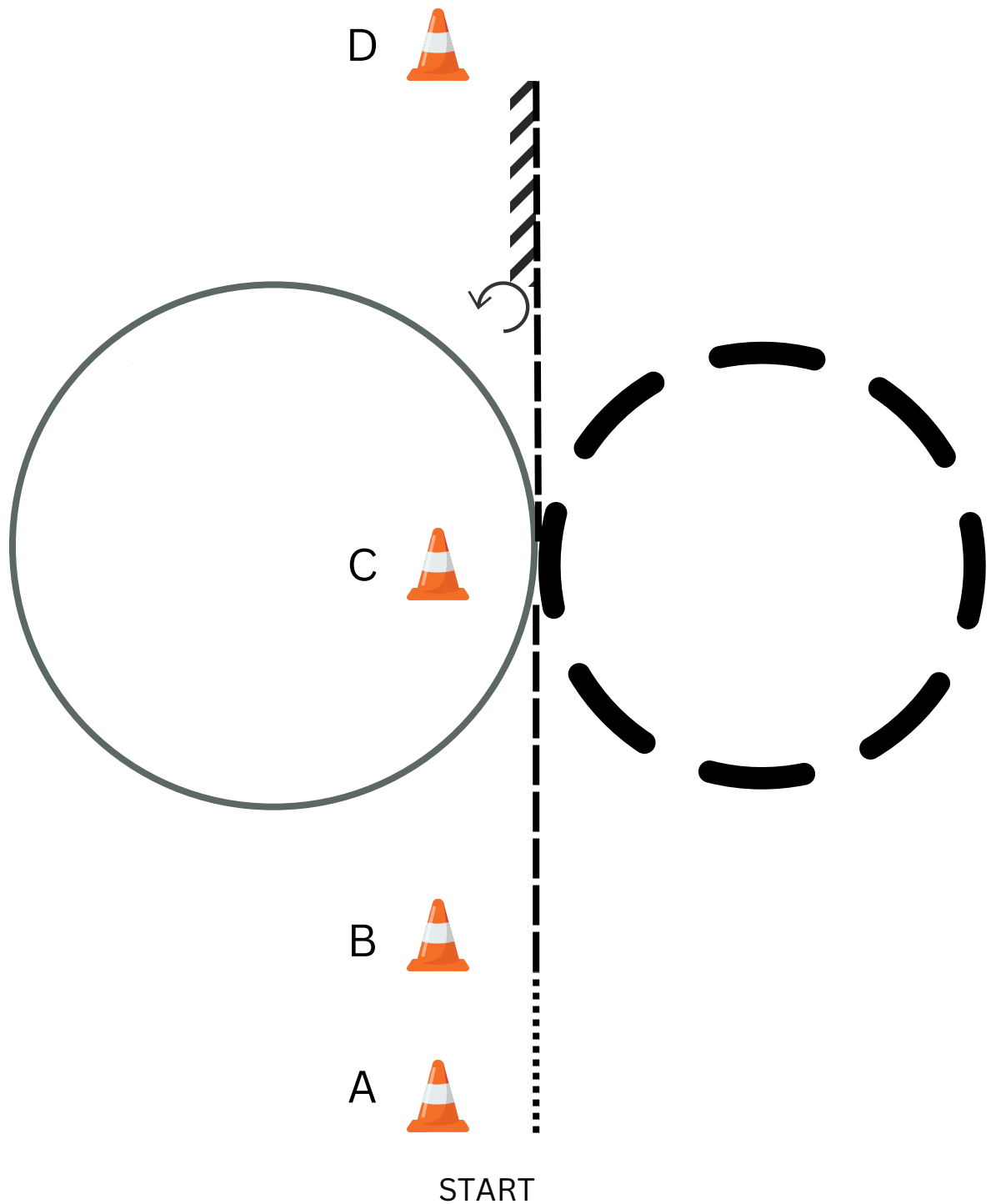


START



1. Be ready at A. Trot.
2. Walk
3. Trot $\frac{1}{2}$ circle
4. Stop. 90 degree turn right.
5. Walk forward
6. Backup 1 horse length.
7. Trot to judge. Setup for inspection
8. When dismissed, 270 degree turn right
9. Walk 1 horse length. Exit at trot.

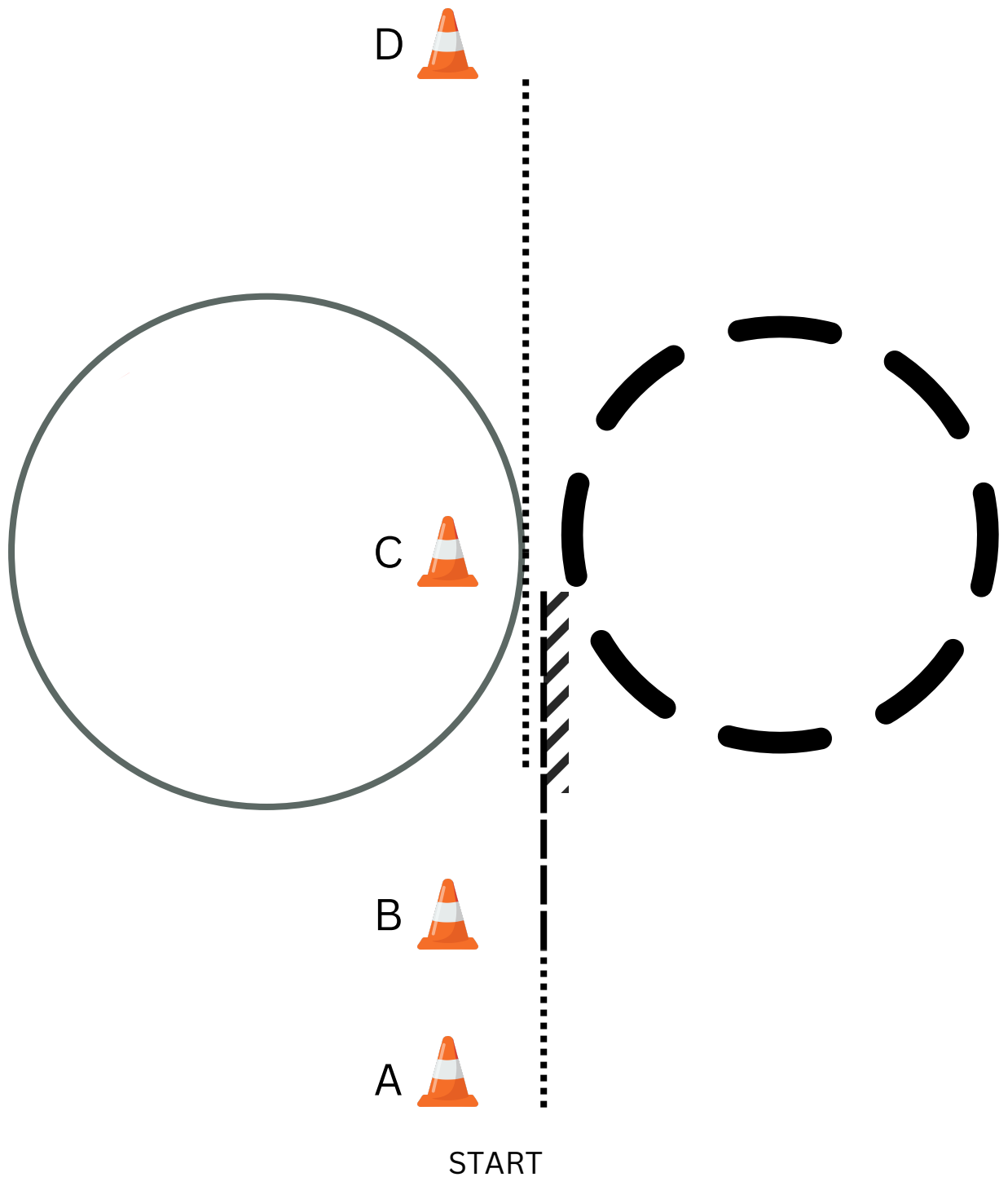
HORSEMANSHIP ALLBREED OPEN



1. Walk from A to B
2. Jog B to C
3. At C lope a circle to the left in left lead, then trot a circle to the right, in extended trot.
4. Jog to D

5. Stop and backup
6. Make a 180 degree turn left

HORSEMANSHIP GREEN CUP

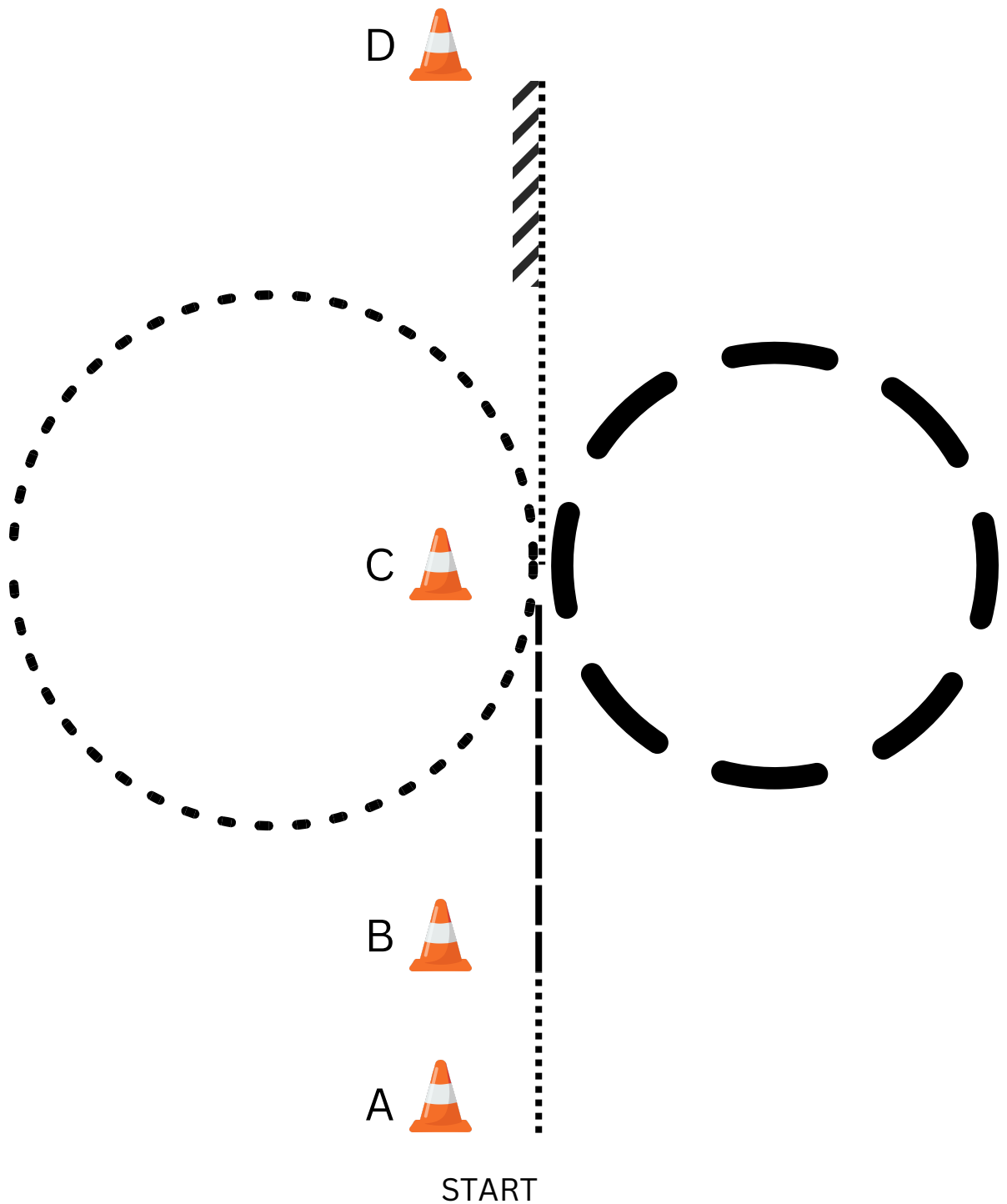


1. Walk from A to B
2. Jog B to C
3. At C lead trot a circle to the right, in extended trot.
4. Stop and backup

5. Walk forward, then lope a circle to the left, in left lead.
6. Walk from C to D, stop.

HORSEMANSHIP

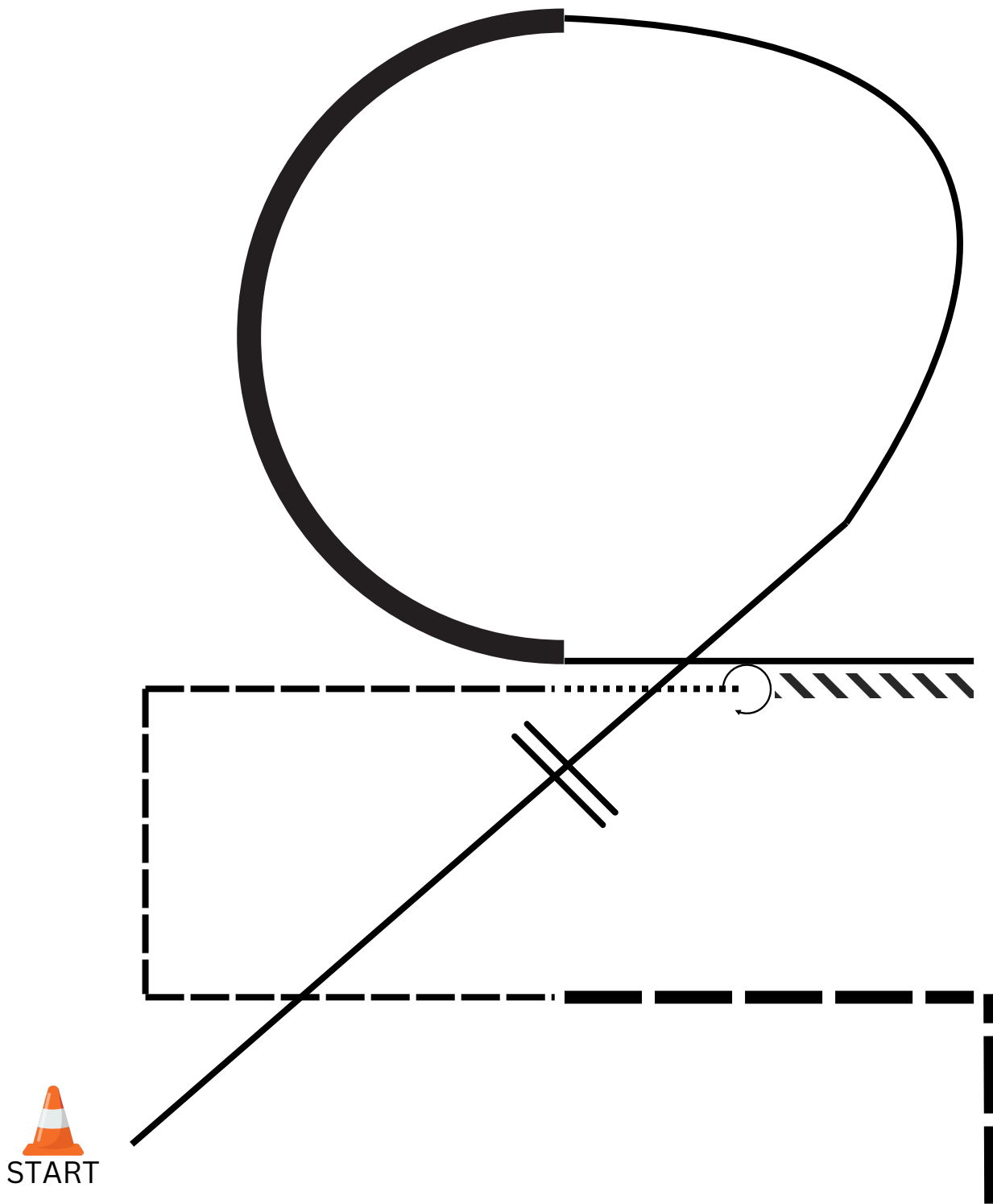
WALK + TROT



1. Walk from A to B
2. Jog B to C
3. At C , first jog a circle to the left, then extended jog a circle to the right.
4. Walk from C to D

5. At D, stop and backup 1 horse length..

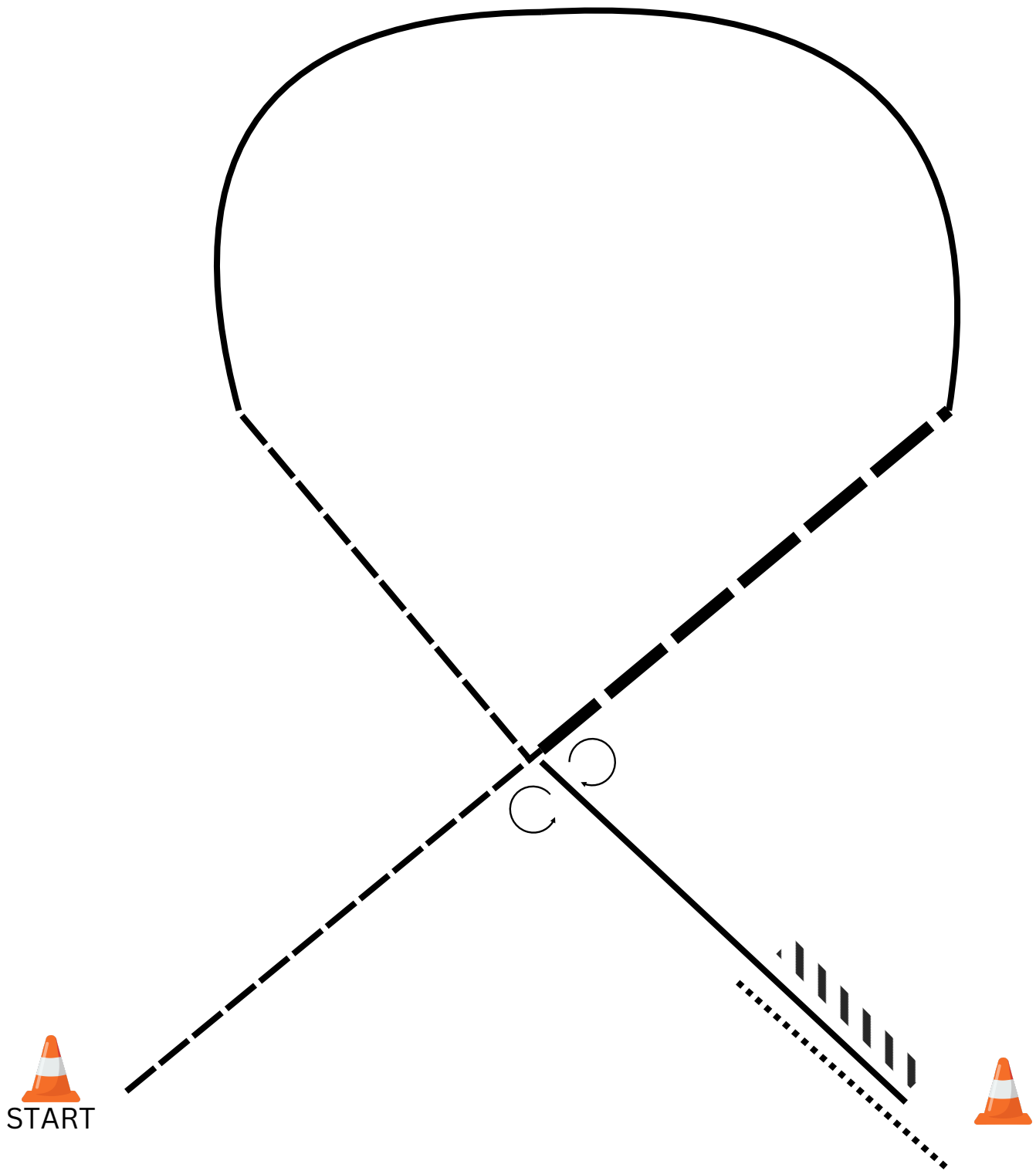
HORSEMANSHIP EVERYBODY WIN



1. Lope right lead.
2. Simple leadchange at midline.
3. Lope left lead
4. Extend the lope from the midline, half a circle, slow down back at midline, and continue
5. Stop and backup 1 horse length.
6. 180 degree turn right, walk to midline
7. Jog square
8. From midline extended jog square corner and to exit.

HORSEMANSHIP

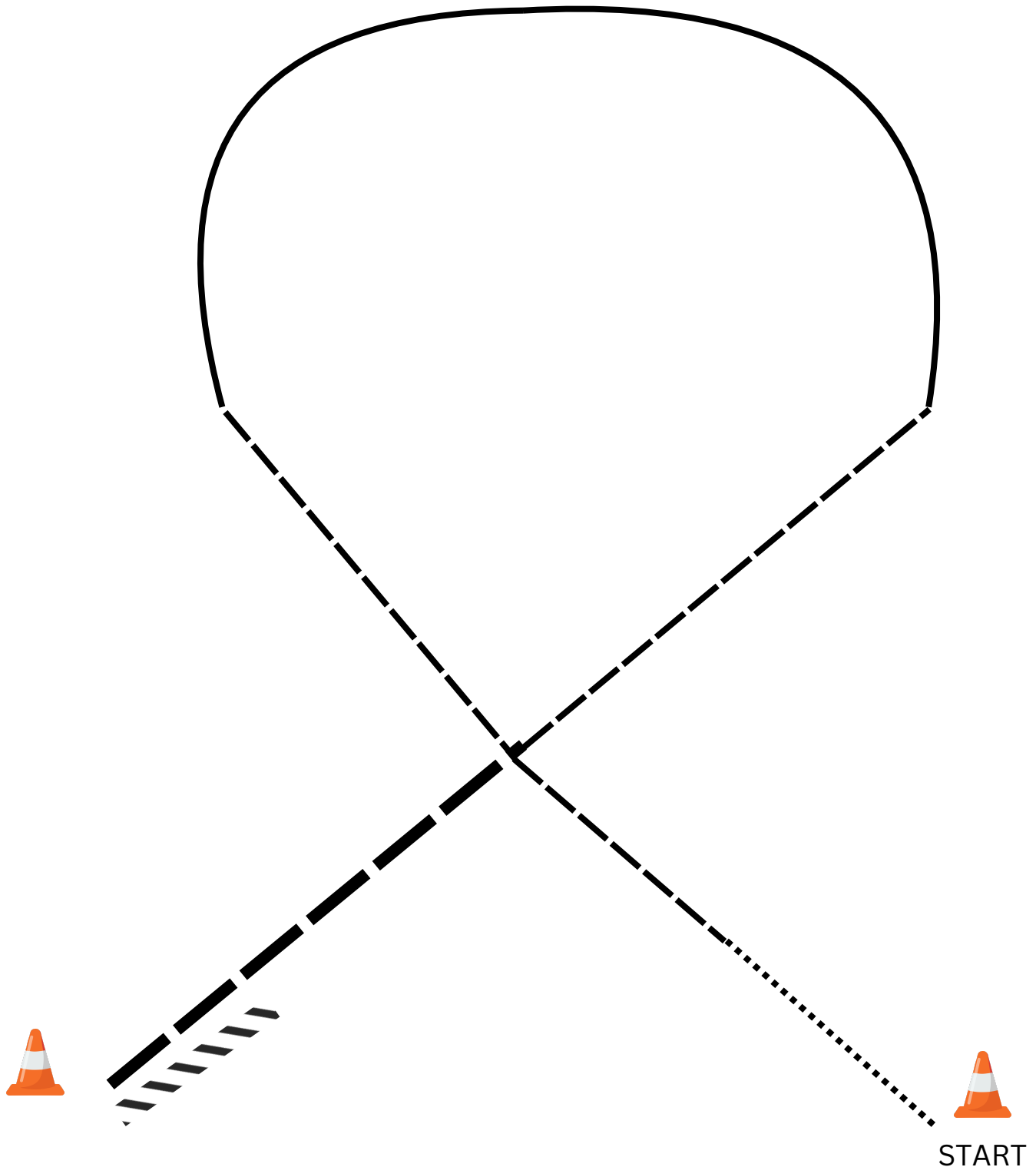
YOUTH + AMATEUR



1. Jog
2. Extended jog from midline.
3. Lope left lead
4. Jog

5. At midline stop. 180 turn left, then 180 turn right.
6. Lope right lead
7. Stop, backup 1 horse length, walk out.

HUNT SEAT EQUITATION YOUTH + AMATEUR ALLBREED OPEN + GREEN CUP

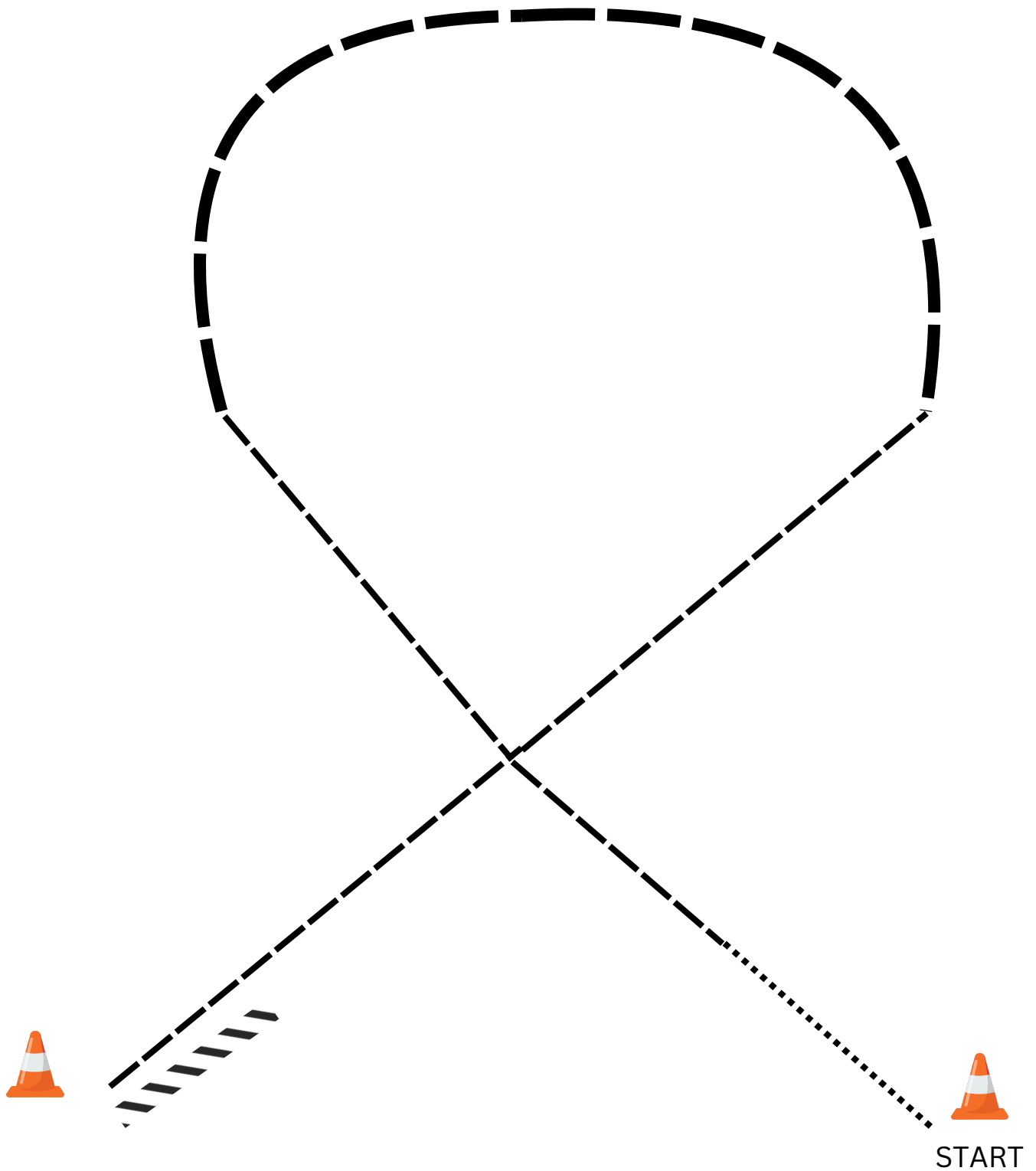


1. Walk
2. Trot right diagonal
3. On midline change to left diagonal
4. Canter right lead

5. Sitting trot
6. From midline, trot 2 point position
7. Stop, backup 1 horselength

HUNT SEAT EQUITATION

WALK + TROT

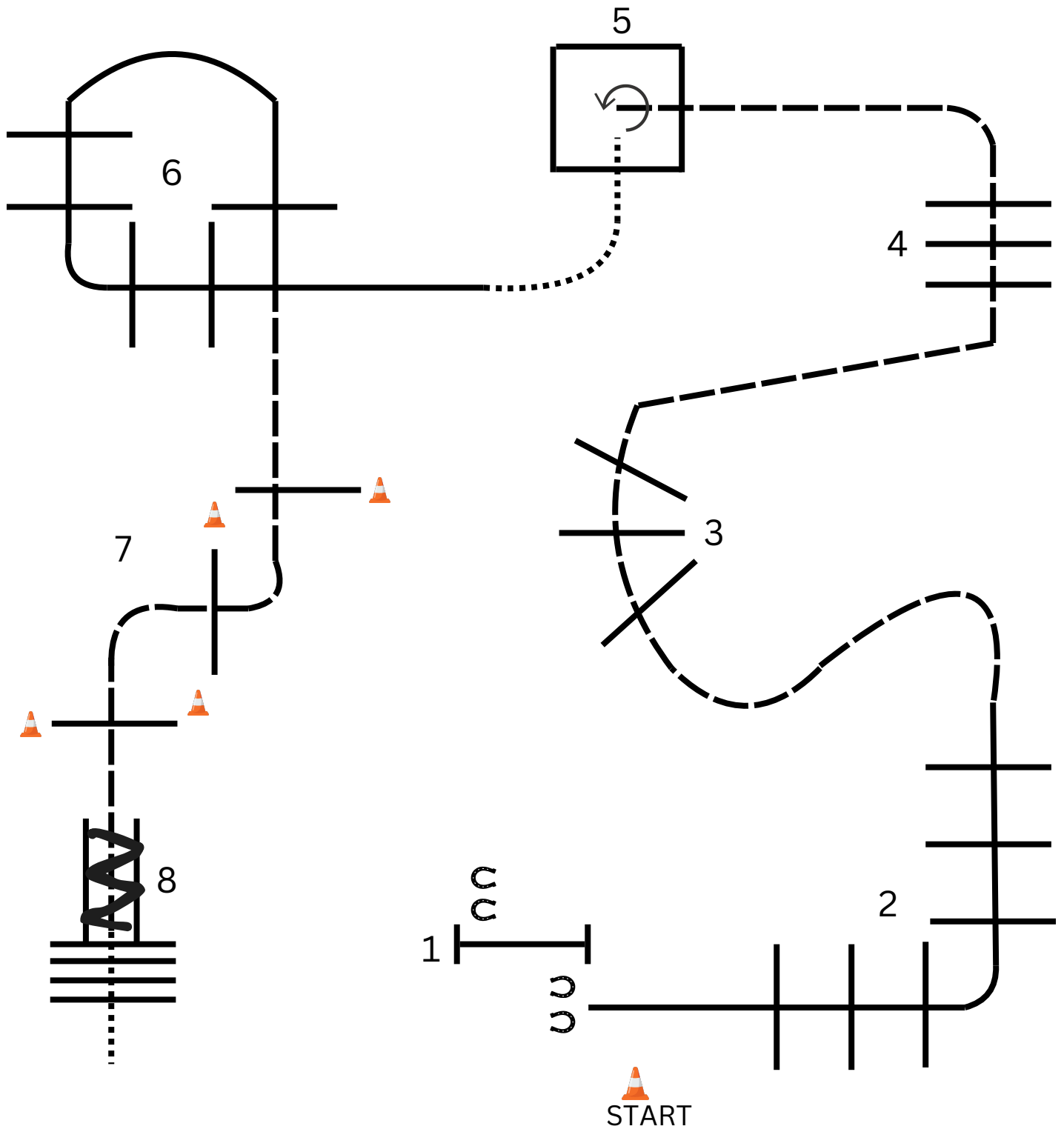


1. Walk
2. Sitting trot
3. Trot 2 point position
4. Trot left diagonal

5. From midline trot right diagonal
6. Stop and backup

TRAIL

EVERYBODY WIN

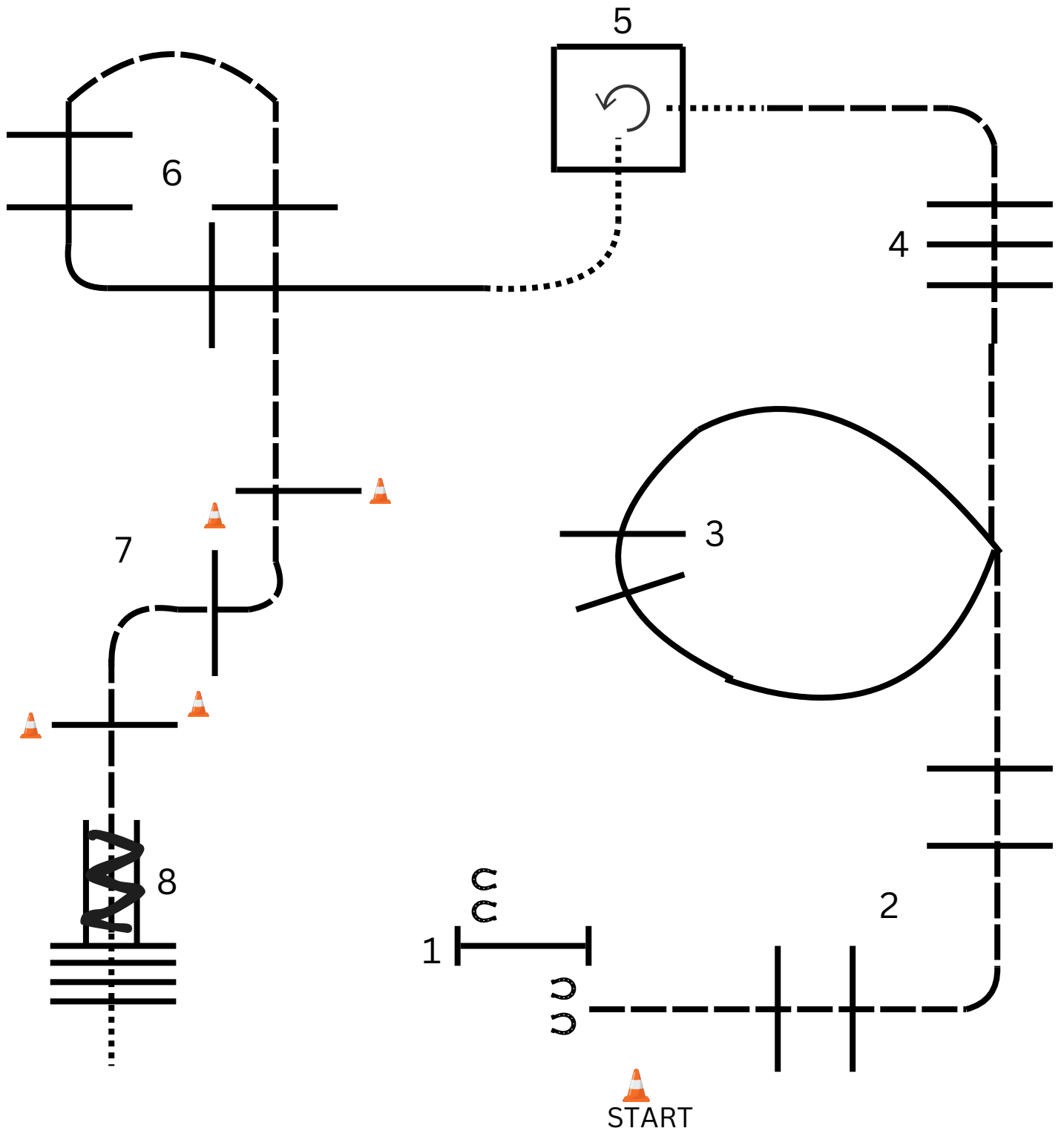


1. Work gate left hand
2. Left lead over poles
3. Jog over poles
4. Jog over poles
5. Jog into box. Stop, turn 450 degree to the left, walk out.

6. Right lope over poles
7. Jog through serpentine
8. Jog into chute. Backup. Walk out over poles.

TRAIL

YOUTH + L1 + GREEN

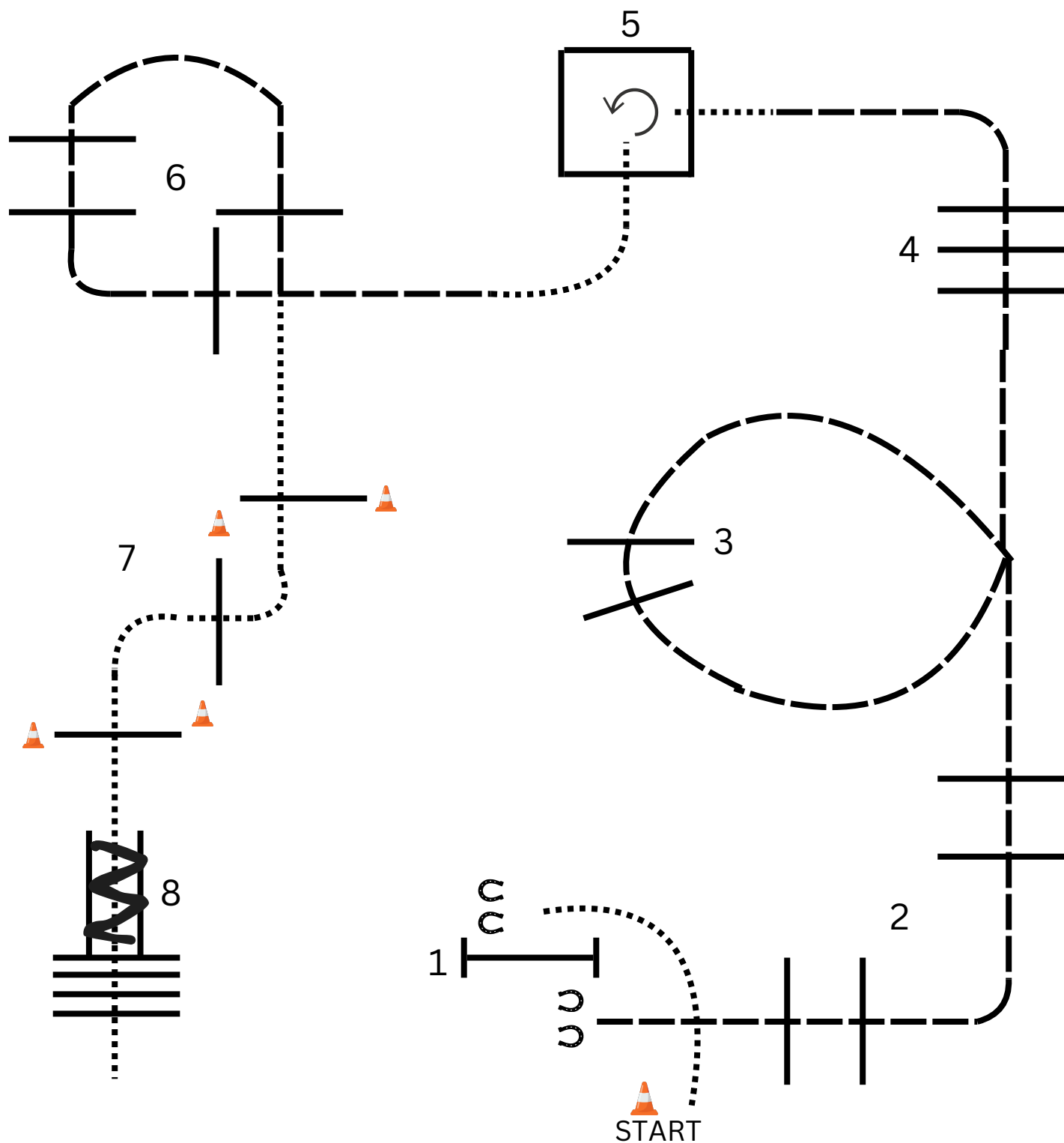


1. Work gate left hand
2. Jog over poles
3. Left lope over poles
4. Jog over poles
5. Stop or break to walk, walk into box.
Turn 450 degree to the left, walk out.

6. Right lope over poles
7. Jog over pole and through serpentine
8. Jog into chute. Backup. Walk out over poles.

TRAIL

ALL IN HAND CLASSES + WALK + TROT

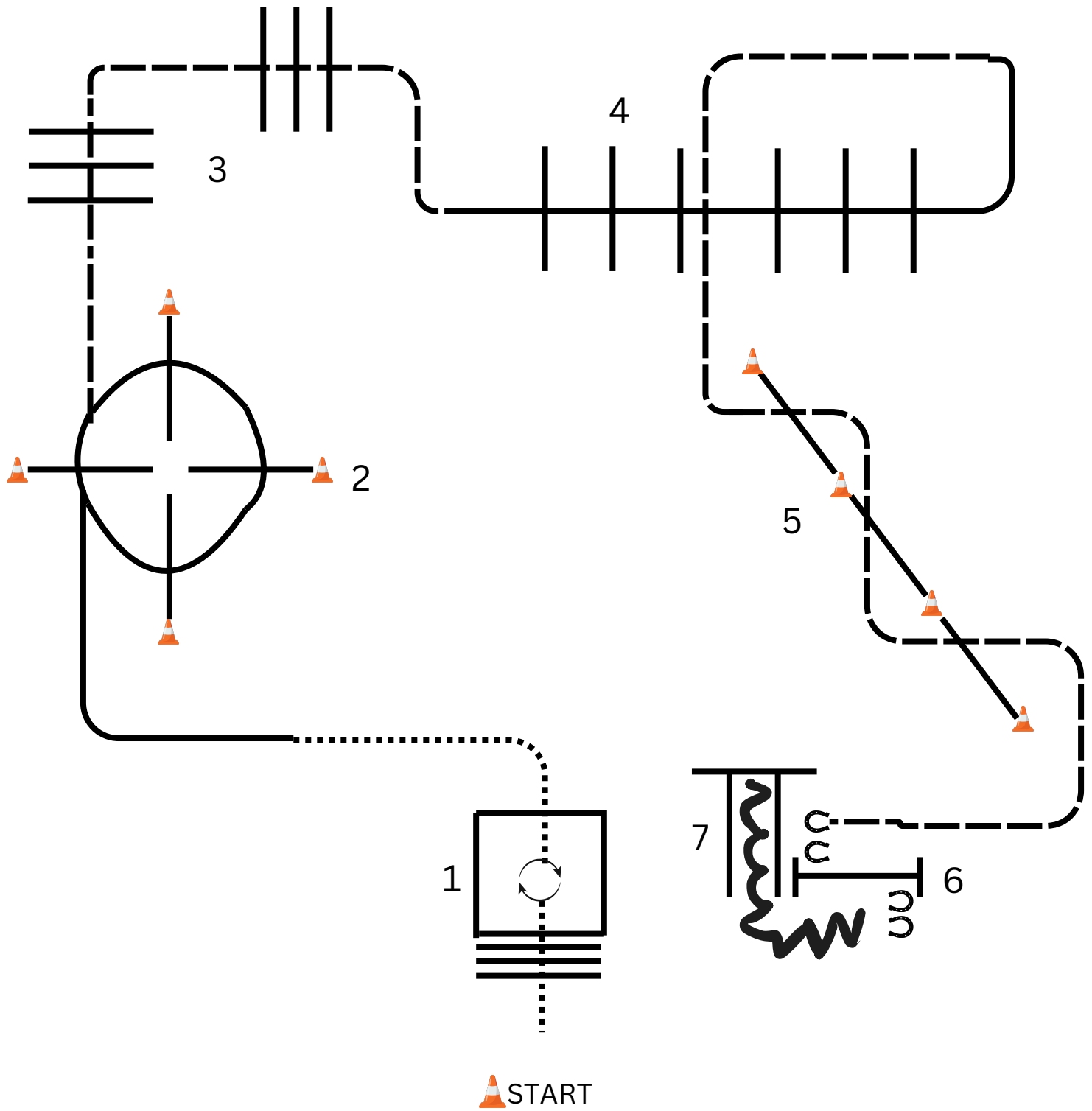


1. Walk to gate. Work gate left hand
2. Jog over poles
3. Jog over poles
4. Jog over poles
5. Stop or break to walk, walk into box. Turn 270 degree to the right, walk out.

6. Jog over poles
7. Walk through serpentine
8. Walk into chute. Backup. Walk out over poles.

TRAIL

AQHA/APHA OPEN

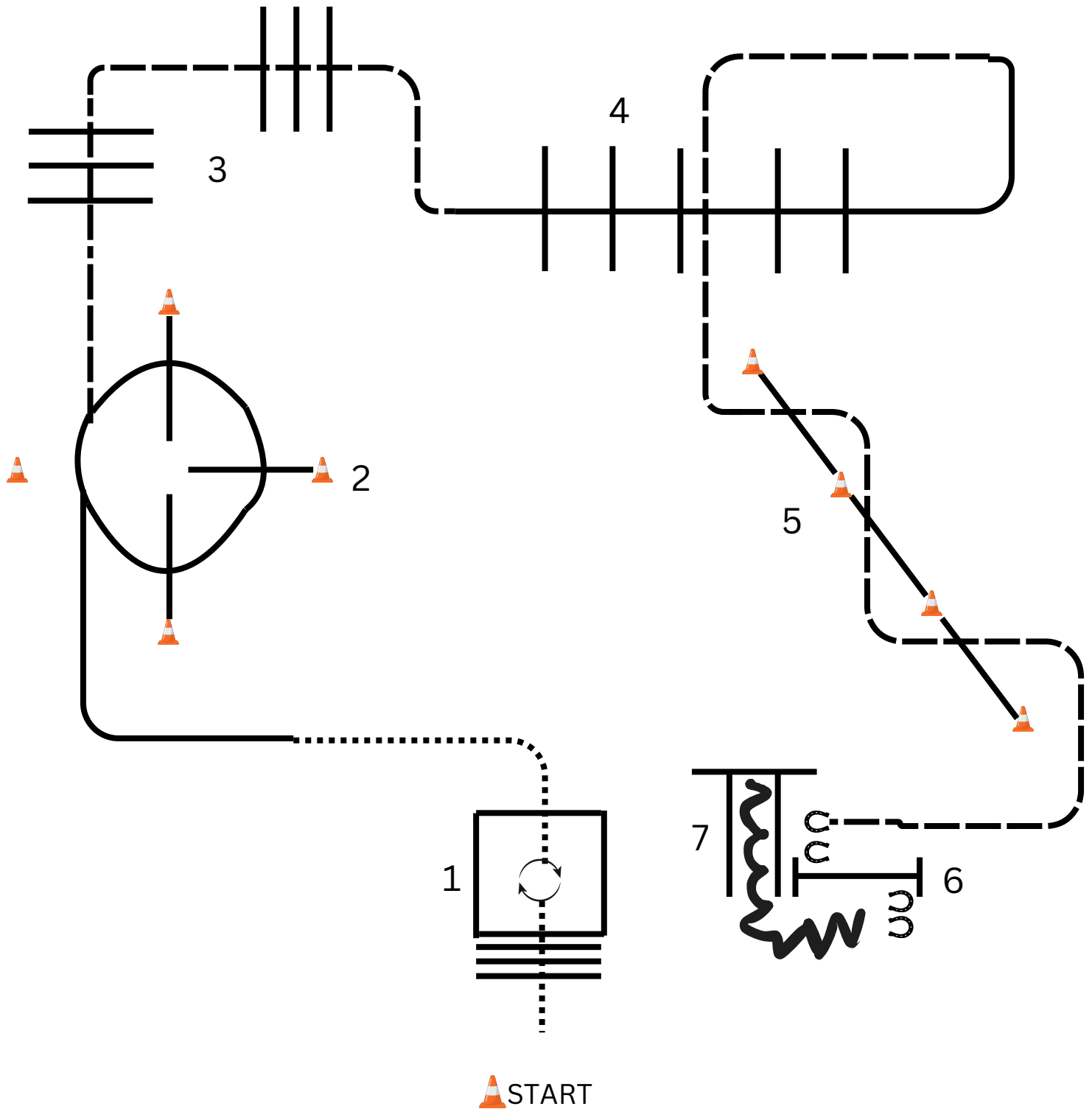


1. Walk over poles into box. Turn 360 either way, walk out.
2. Right lope over poles
3. Jog over poles
4. Left lope over poles
5. Jog through serpentine over poles

6. Jog to gate. Work gate left hand.
7. Back through chute.

TRAIL

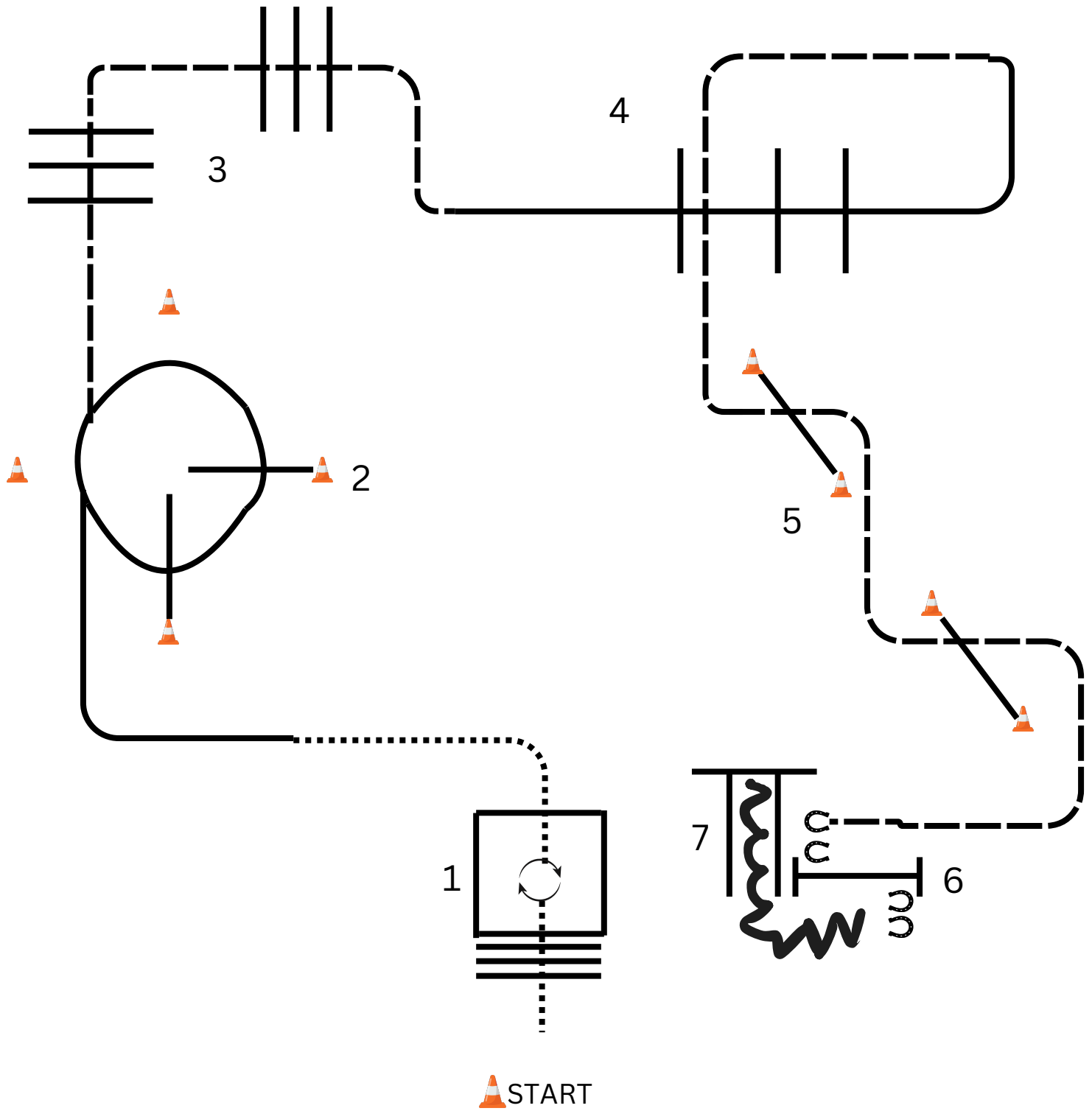
AQHA/APHA AMATEUR + ALLBREED OPEN



1. Walk over poles into box. Turn 360 either way, walk out.
2. Right lope over poles
3. Jog over poles
4. Left lope over poles
5. Jog through serpentine over poles

6. Jog to gate. Work gate left hand.
7. Back through chute.

TRAIL GREEN CUP



1. Walk over poles into box. Turn 360 either way, walk out.

2. Right lope over poles

3. Jog over poles

4. Left lope over poles

5. Jog through serpentine over poles

6. Jog to gate. Work gate left hand.

7. Back through chute.