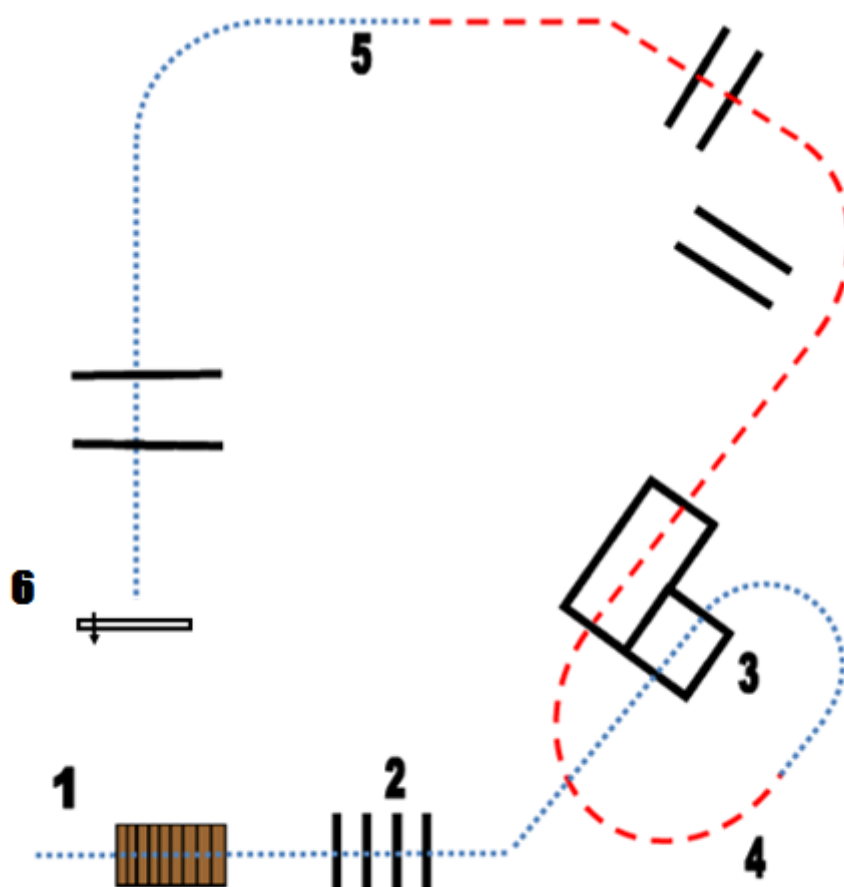


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TRAIL IN HAND - NOVICE

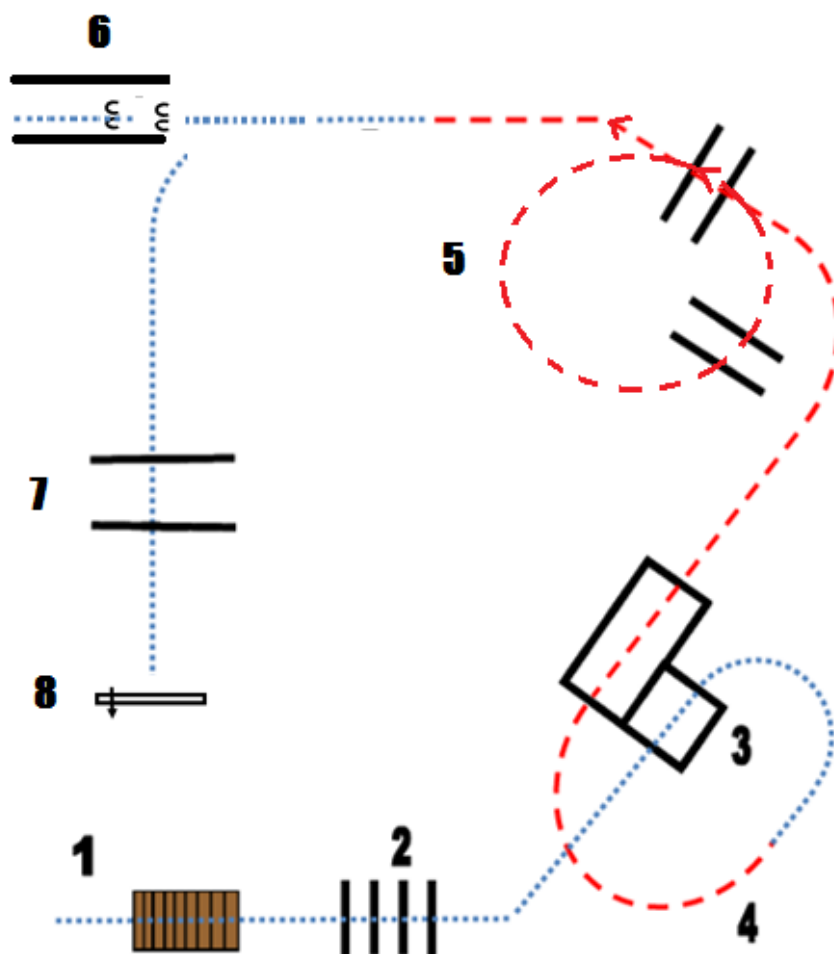


1. KORAK ČEZ MOST
2. KORAK ČEZ KVALETE
3. KORAK ČEZ BOX
4. KAS ČEZ KVALETE
5. KORAK ČEZ OVIRE
6. SKOZI VRATA Z LEVO ROKO

1. WALK OVER BRIDGE
2. WALK OVER POLES
3. WALK OVER BOX
4. JOG OVER
5. WALK OVER
6. GATE , LEFT HAND

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TRAIL IN HAND - ADVANCED

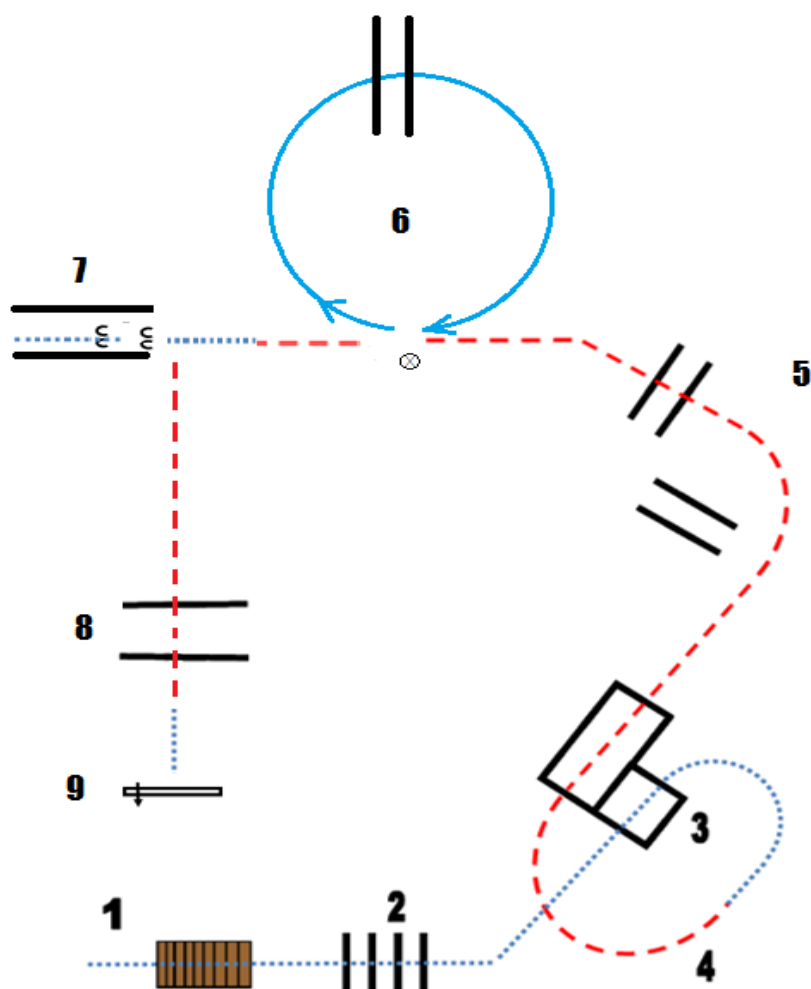


1. KORAK ČEZ MOST
2. KORAK ČEZ KVALETE
3. KORAK ČEZ BOX
4. KAS ČEZ KVALETE
5. KAS, KROG ČEZ KVALETE
6. KORAK, STOJ, ODPSTOPANJE
7. KORAK ČEZ KVALETE
8. SKOZI VRATA Z LEVO ROKO

1. WALK OVER BRIDGE
2. WALK OVER POLES
3. WALK OVER BOX
4. JOG OVER
5. JOG OVER, CIRCLE
6. WALK IN, STOP, BACK
7. WALK OVER
8. GATE, LEFT HAND

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TRAIL - NOVICE



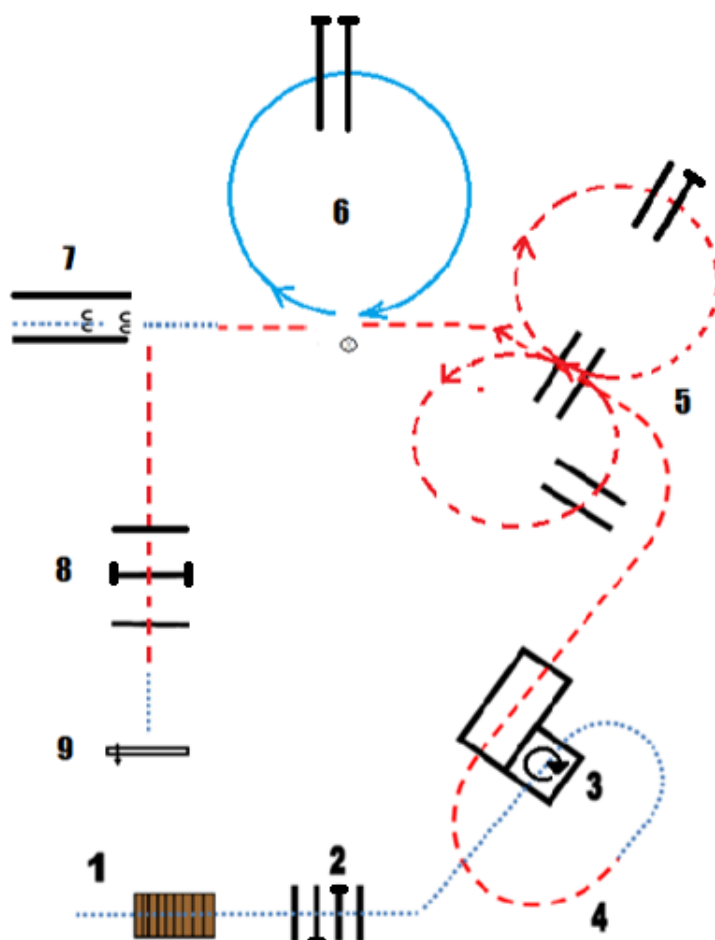
1. KORAK ČEZ MOST
2. KORAK ČEZ KVALETE
3. KORAK ČEZ BOX
4. KAS ČEZ KVALETE
5. KAS ČEZ KVALETE
6. DESNI GALOP, KROG ČEZ KVALETE, KAS
7. KORAK, STOJ, ODPSTANJE
8. KAS ČEZ KVALETE
9. KORAK, SKOZI VRATA Z LEVO ROKO

1. WALK OVER BRIDGE
2. WALK OVER POLES
3. WALK OVER BOX
4. JOG OVER
5. JOG OVER
6. GALOP, CIRCLE RIGHT, OVER POLES, JOG
7. WALK IN, STOP, BACK
8. JOG OVER POLES
8. WALK, GATE, LEFT HAND



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TRAIL - ADVANCED



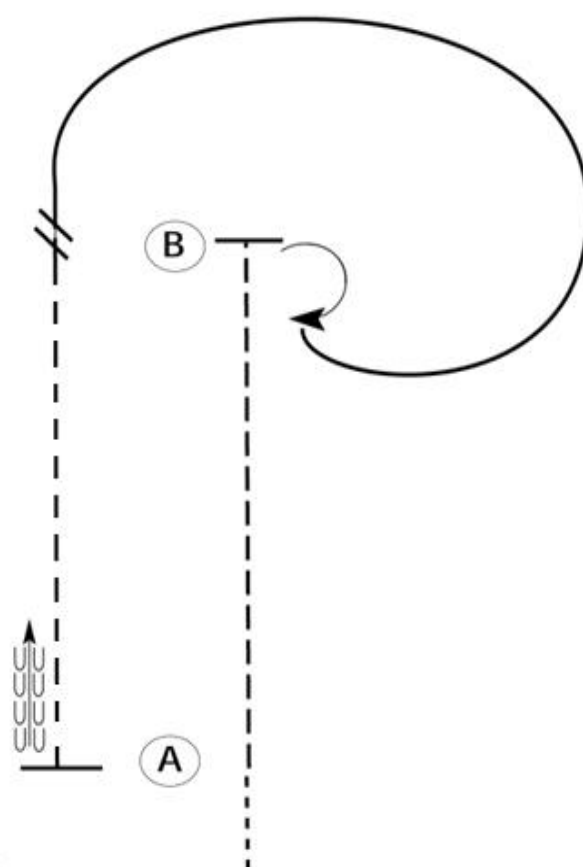
1. KORAK ČEZ MOST
2. KORAK ČEZ KVALETE
3. KORAK, STOJ, OBRAT V BOXU 360 ´ DESNO, KORAK
4. KAS ČEZ KVALETE
5. KAS ČEZ KVALETE, KROG LEVO, KROG DESNO
6. DESNI GALOP, KROG ČEZ KVALETE, KAS
7. KORAK, STOJ, ODPSTOPANJE
8. KAS ČEZ KVALETE
9. KORAK, SKOZI VRATA Z LEVO ROKO

1. WALK OVER BRIDGE
2. WALK OVER POLES
3. WALK IN, STOP, 360 ´ TURN RIGHT, WALK OUT
4. JOG OVER
5. JOG OVER, CIRCLE LEFT, CIRCLE RIGHT
6. GALOP, CIRCLE RIGHT, OVER POLES, JOG
7. WALK IN , STOP, BACK
8. JOG OVER POLES
8. WALK, GATE, LEFT HAND



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HORSEMANSHIP - NOVICE



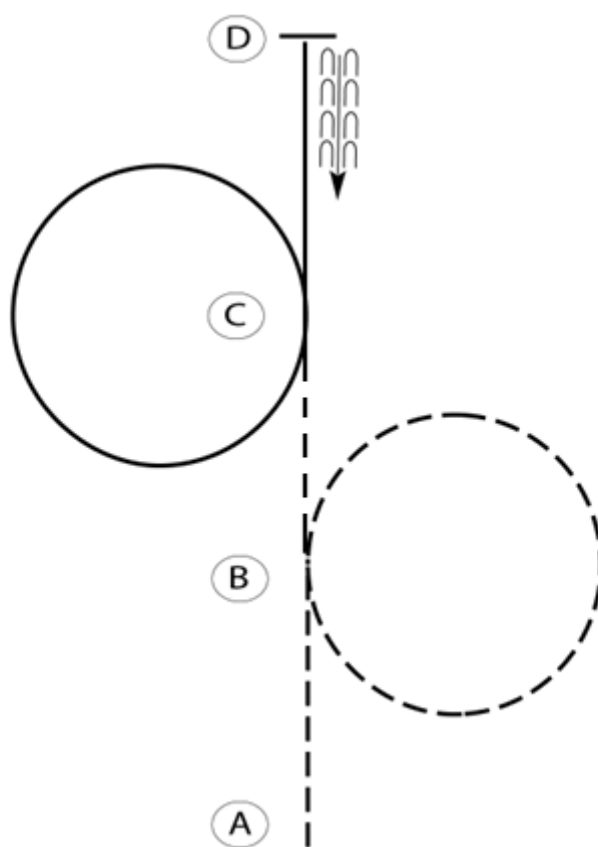
1. KORAK DO A
2. KAS DO B
3. OBRAT ZA 180° V DESNO PRI B
4. LEVI GALOP POLKROŽNO OKOLI DO B
5. PRI B PREHOD V KAS
6. STOP PRI A IN ODPSTOPANJE 1 KONJSKO DOLŽINO

1. WALK UNTIL A
2. JOG UNTIL B
3. TURN 180° TO THE RIGHT AT B
4. LOPE LEFT LEAD HALF CIRCLE AROUND B
5. JOG AT B
6. STOP AT A AND BACK UP 1 HORSE LENGTH



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HORSEMANSHIP - ADVANCED



1. KAS OD A DO B
2. PRI B KAS, DESNI KROG
3. LEVI GALOP PRI C IN KROG V LEVO
4. GALOP DO D
5. STOP IN ODPANJE 1 KONJSKO DOLŽINO

1. JOG FROM A TO B
2. JOG IN CIRCLE TO THE RIGHT AT B
3. LOPE ON THE LEFT LEAD AT C AND MAKE A CIRCLE LEFT
4. LOPE UNTIL D
5. STOP AT D, AND BACK UP 1 HORSE LENGTH



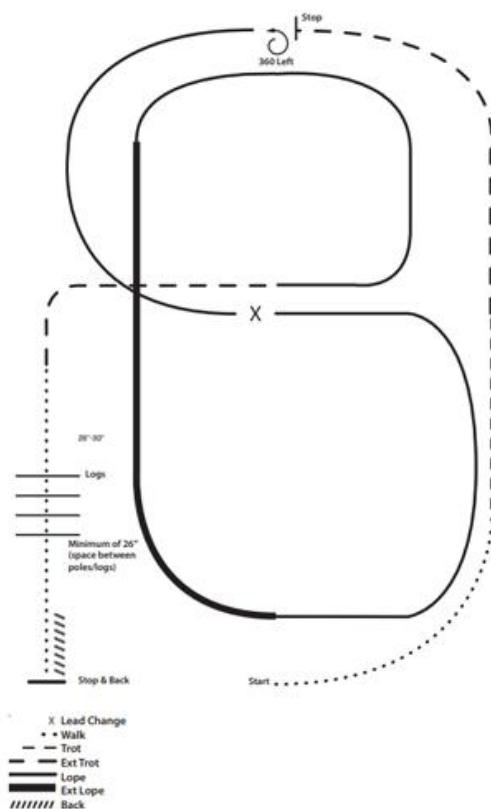
ZRLAKS



19. – 20. SEPTEMBER 2026

RANCH RIDING - NOVICE

RANCH RIDING 1



1. Korak
2. Kas
3. Podaljšan kas, do konca arene ter na sredini ožjega dela jahališča stop
4. Obrat za 360° na levo
5. ½ kroga levi galop do centra
6. Menjava galopa (enostavna ali leteča)
7. ½ kroga desni galop
8. Podaljšan desni galop ob dolgi stranici jahališča
9. Zbrati nazaj v galop okoli krajše stranice arene in nato do centra jahališča
10. Prehod v podaljšan kas
11. Korak čez kavalete
12. Stop in nazaj

- I. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back



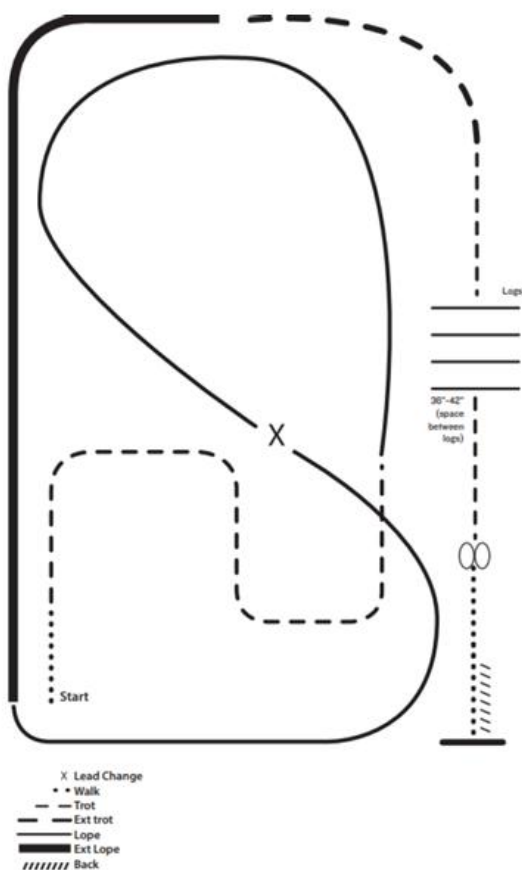
ZRLAKS



19. – 20. SEPTEMBER 2026

RANCH RIDING - ADVANCED

RANCH RIDING 3



1. Korak
2. Kas v vijugah (serpetinah)
3. Levi galop do konca arene brez zaključka kroga, po diagonalni čez areno
4. Menjava galopa (enostavna ali leteča)
5. Desni galop do konca arene
6. Podaljšan galop po daljši strani arene preko kota in do sredine krajše stranice arene
7. Podaljšan kas preko kota arene
8. Zbrati v kas
9. Kas čez kavalete
10. Stop, obrat za 360 ° v obe smeri (pričeti v katerokoli smer: L-D ali D-L)
11. Korak, stop in nazaj

- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back