

## *Nugget Trophy – the new Teamevent*

### 2 Riders, 2 Horses, 1 Pattern, 1 Score

(Einfachheitshalber wird alles in der männlichen Form geschrieben, es gilt für m/w/d)

<b>Was ist die Nugget Trophy?</b>	<ul style="list-style-type: none"> <li>• ein Team Event</li> <li>• 2 Reiter bilden ein Team und reiten ein Pattern</li> <li>• die Reiter werden einander zugelost</li> <li>• das Pattern ist aufgeteilt, jeder Reiter hat einen Teil davon zu absolvieren</li> <li>• es gibt spezielle Nugget-Trophy Pattern (aktuell 3)</li> <li>• jeder Reiter reitet alle Manöver</li> <li>• das Pattern enthält alle Reiningmanöver und wird wie jedes andere Pattern gerichtet</li> <li>• im Vordergrund soll das Teamfeeling stehen, gemeinsam ein tolles Pattern zeigen</li> <li>• durch die Auslosung des Teams ergeben sich immer neue Teamkombinationen</li> </ul>
<b>Startberechtigung</b>	<ul style="list-style-type: none"> <li>• 1 Reiter bis Level Rookie 2 (bis 1500 \$ Lte)</li> <li>• 1 Reiter Nonpro oder Open, der in den obengenannten Klassen nicht mehr Startberechtigt ist (ab 1500\$ Lte)</li> </ul>
<b>Meldung</b>	<ul style="list-style-type: none"> <li>• jeder Reiter meldet sich einzeln an</li> <li>• first come first serve - Regel so dass in beiden Gruppen gleich viele Reiter sind</li> </ul>
<b>Auslosung Team und Startnummern</b>	<ul style="list-style-type: none"> <li>• die Zuteilung der Reiter findet 1, max. 2 Tage vor der Durchführung statt</li> <li>• an der Drawparty werden die Teams und die Startnummern ausgelost</li> </ul>
<b>Start</b>	<ul style="list-style-type: none"> <li>• die Reiter bestimmen selber, wer welchen Teil des Patterns reitet</li> <li>• das Team reitet gemeinsam in die Arena ein</li> <li>• Reiter 1 geht im Schritt zum Startpunkt</li> <li>• Reiter 2 stellt sich in den Warteraum (Zone beim Eingang, wodurch der aktive Reiter nicht gestört wird)</li> <li>• Reiter 1 reitet den Teil seines Patterns und begibt sich dann zum Reiter 2</li> <li>• Abklatschen – Ritt-Übergabe, dies muss zügig geschehen</li> <li>• Reiter 2 begibt sich zu seinem Startpunkt während sich Reiter 1 in der Wartezone aufstellt</li> <li>• die Reiter verlassen im Anschluss gemeinsam die Arena</li> </ul>
<b>Wertung 0 – Score No Score</b>	<ul style="list-style-type: none"> <li>• es wird mit einem Score-Sheet pro Team gerichtet</li> <li>• beide Teammitglieder reiten ihren Teil und werden gewertet</li> <li>• das Team startet mit 70, jeder Reiter kann die Hälfte 'beisteuern'</li> <li>• bei 0 Score eines Reiters fließen nur die Punkte des anderen Reiters in die Wertung</li> <li>• No Score = Ausschluss des Teams</li> </ul>
<b>Rangliste</b>	<ul style="list-style-type: none"> <li>• Wertung wie in anderen Klassen, der höchste Score gewinnt</li> <li>• bei Punktegleichstand von 2 Teams gewinnt dasjenige mit den wenigsten Penalty-Punkten</li> <li>• sind die Penaltys ebenfalls identisch wird gelost</li> <li>• das Team erhält den Platz (1 Team, 2 Sieger)</li> </ul>
<b>Jahreswertung</b>	<ul style="list-style-type: none"> <li>• Buckles für das Beste Team</li> </ul>

## Team Pattern 1

Both riders enter the arena. Second rider stays in the waiting area.

### First rider

Horses may walk or jog to the starting position.

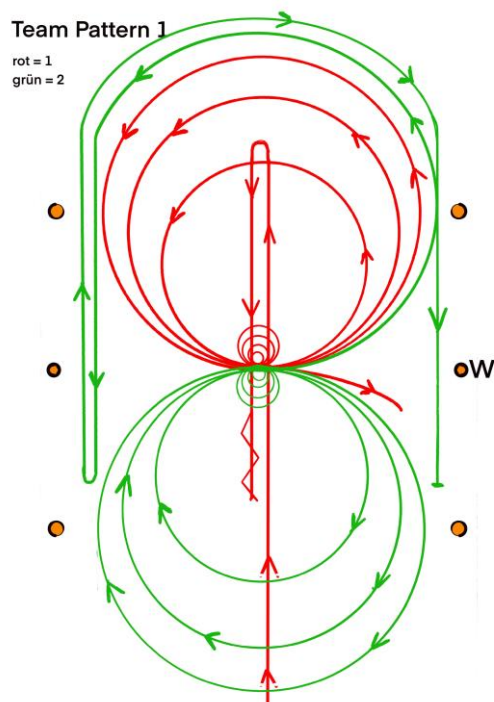
1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
4. Beginning on the left lead, 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.

Slow down and jog to waiting area at the entrance. High five with your team mate.

### Second rider

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. Complete four spins to the right. Hesitate.
2. 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.
3. 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 right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
4. 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 sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate the completion of the pattern.



## Team Pattern 2

Both riders enter the arena. Second rider stays in the waiting area.

### First rider

Horses may walk or jog to the starting position.

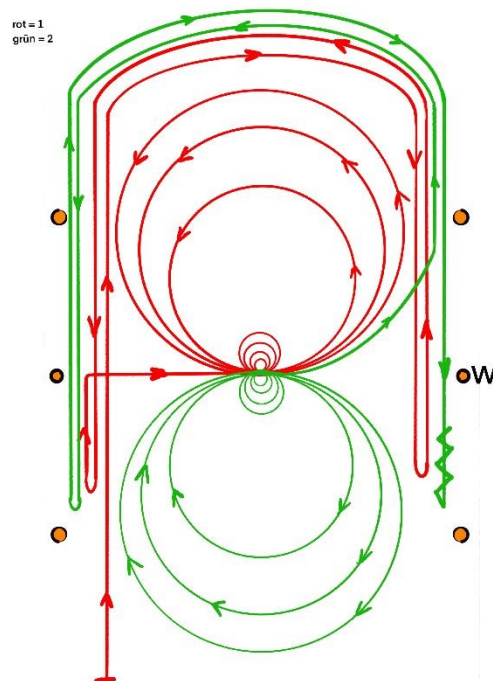
1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down opposite or right side of the arena past the center marker and do a left rollback – no hesitation
2. Continue straight up 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 and do a right rollback – no hesitation
3. Continue up to the left side of the arena to the center marker. Guide the horse to the center, the horse should be on the right lead. Change leads at the center of the arena and 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.
4. Complete four spins to the left – hesitate to demonstrate completion for first rider.

Jog to the waiting area and high five with your team mate.

### Second rider

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. Complete four spins to the right – hesitate.
2. Beginning on the right lead, 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.
3. Begin a large circle to the left but do not close this circle. Run up 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.
4. Continue around previous circle but do not close this circle. Run up the left 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 end of the pattern.



Team Pattern 2

### Team Pattern 3

Both riders enter the arena. Second rider stays in the waiting area.

#### First rider

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. Complete four spins to the right. Hesitate.
2. Beginning on the right lead, 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.
3. Begin a large circle to the left but do not close the circle. Run straight down the right 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
4. Continue back around the previous circle but do not close this circle. Run straight down the left side of the arena 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 for first rider.

Jog to the waiting area and high five with your team mate.

#### Second rider

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. Complete four spins to the left. Hesitate.
2. 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.
3. Begin a large circle to the right but do not close the circle. Run straight down the left 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
4. Continue back around the previous circle but do not close this circle. Run straight down the right side of the arena 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.

