

03 - 04 GIUGNO VARESECAVALLI SHOW



Az. Agr. Badi Farm, via Trento 18, 21040 Sumirago VA



SABATO 03 GIUGNO

dalle ore 11:00

Halter AQHA
Hunter Under Saddle
Hunt Seat Equitation
Reining all riders, all horses
Ranch Riding **Trophy Open**
Horsemanship **Trophy Open**
Reining **Trophy Open**

*Cena conviviale e musica sabato sera
prenotazione obbligatoria*

DOMENICA 04 GIUGNO

dalle ore 08:30

Showmanship **Trophy Open**
Showmanship all classes
Horsemanship all classes
Western Pleasure
Reining open, amateur, youth
Reining novice, rookies, beginners
Trail Horse alla classes
Ranch Riding all classes
Western Riding all classes



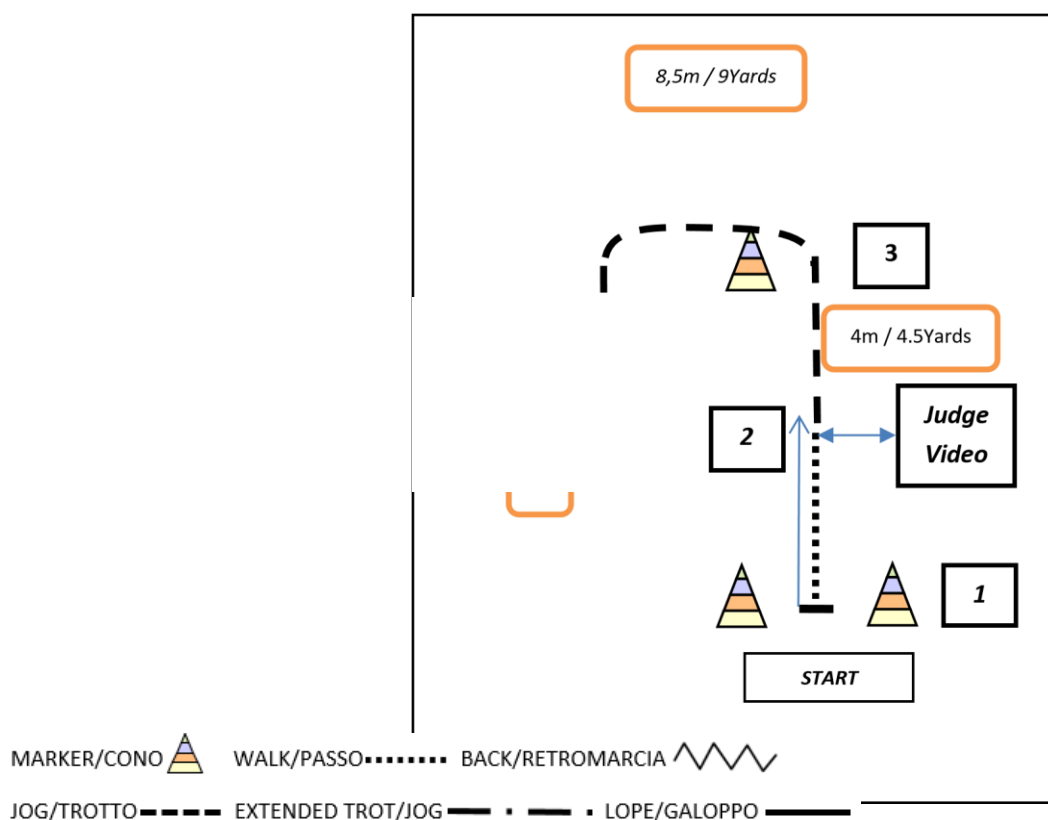
— I cavalli potranno arrivare a partire da Venerdì 02 Giugno —



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Halter, morfologia



Pattern:

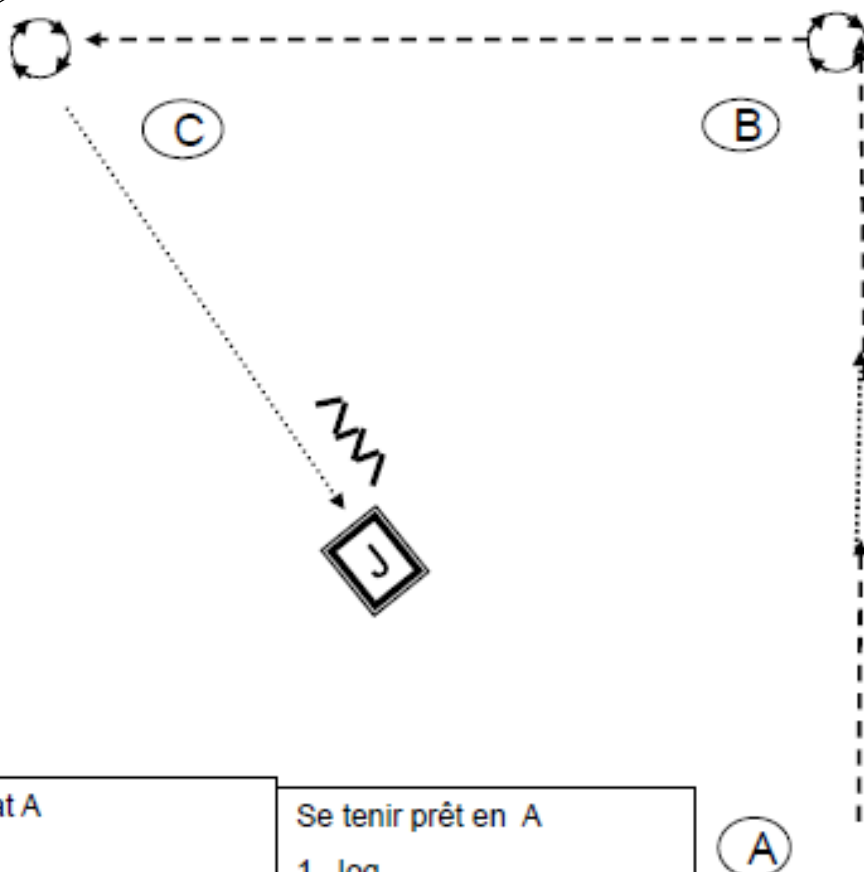
1. **Pronti al Marker, appiombi e presentare il cavallo, passo;** *ready to the marker, set up and present your horse, walk*
2. **Al centro transizione al trotto e al trotto anche nell'angolo;** *in the middle jog and continuous to jog the corner*
3. **Stop, al livello del Giudice, appiombi e presentazione;** *Stop at the same level of the Judge, set up*

Note:

SHOWMANSHIP

Youth – Amateur - Open

TROPHY PATTERN



Be ready at A

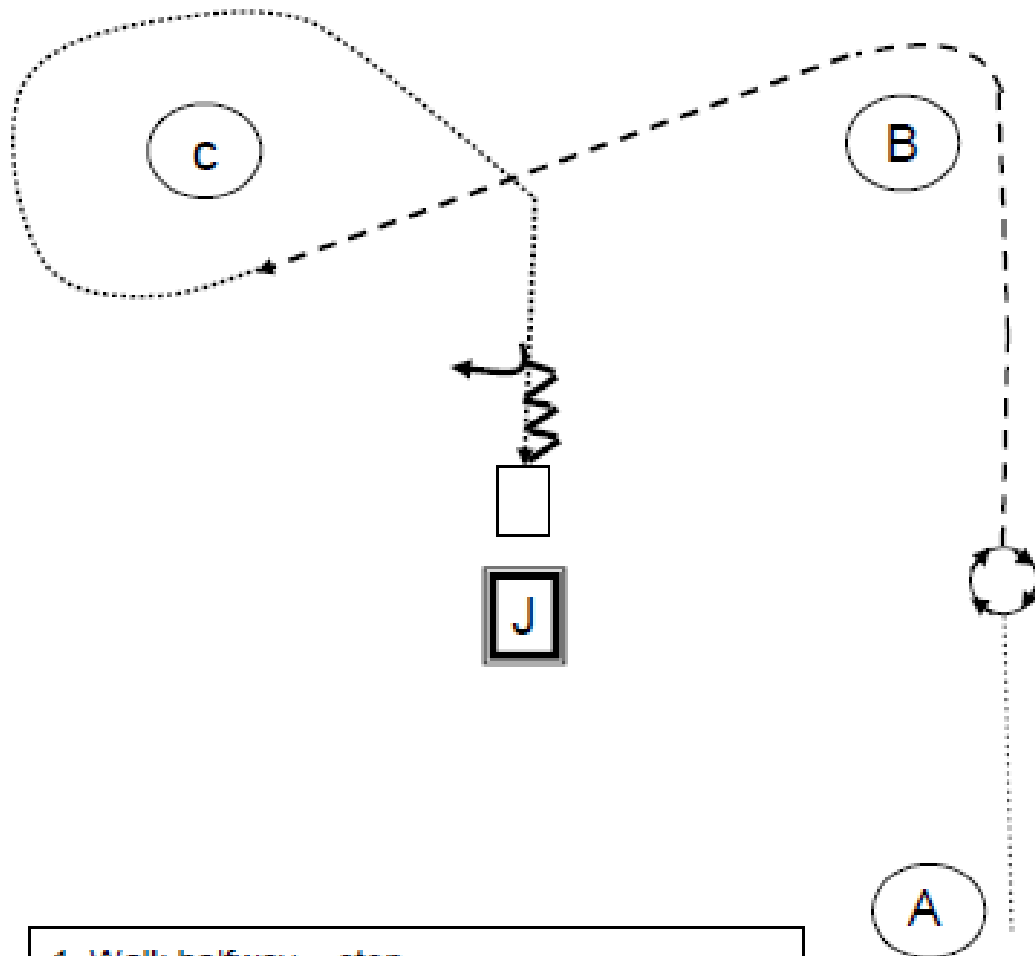
- 1 Jog
 - 2 Walk minimum 2 strides
jog stop
 - 3 $\frac{3}{4}$ pivot jog
 - 4 Stop pivot $\frac{5}{8}$ to the judge
 - 5 Walk -Stop and set up
 - 6 Inspection
 - 7 Backup minimum 6 steps
- Walk to line up

Se tenir prêt en A

- 1 .Jog
 - 2.Marcher au pas 2 foulées
minimum - jog -stop
 - 3 $\frac{3}{4}$ pivot -Jog
 - 4 .stop - pivot $\frac{5}{8}$ vers le
juge
 5. marcher -Stop -mise au
carré
 6. Inspection
 7. Reculer minimum 6 pas
- Marcher pour s'aligner

SHOWMANSHIP

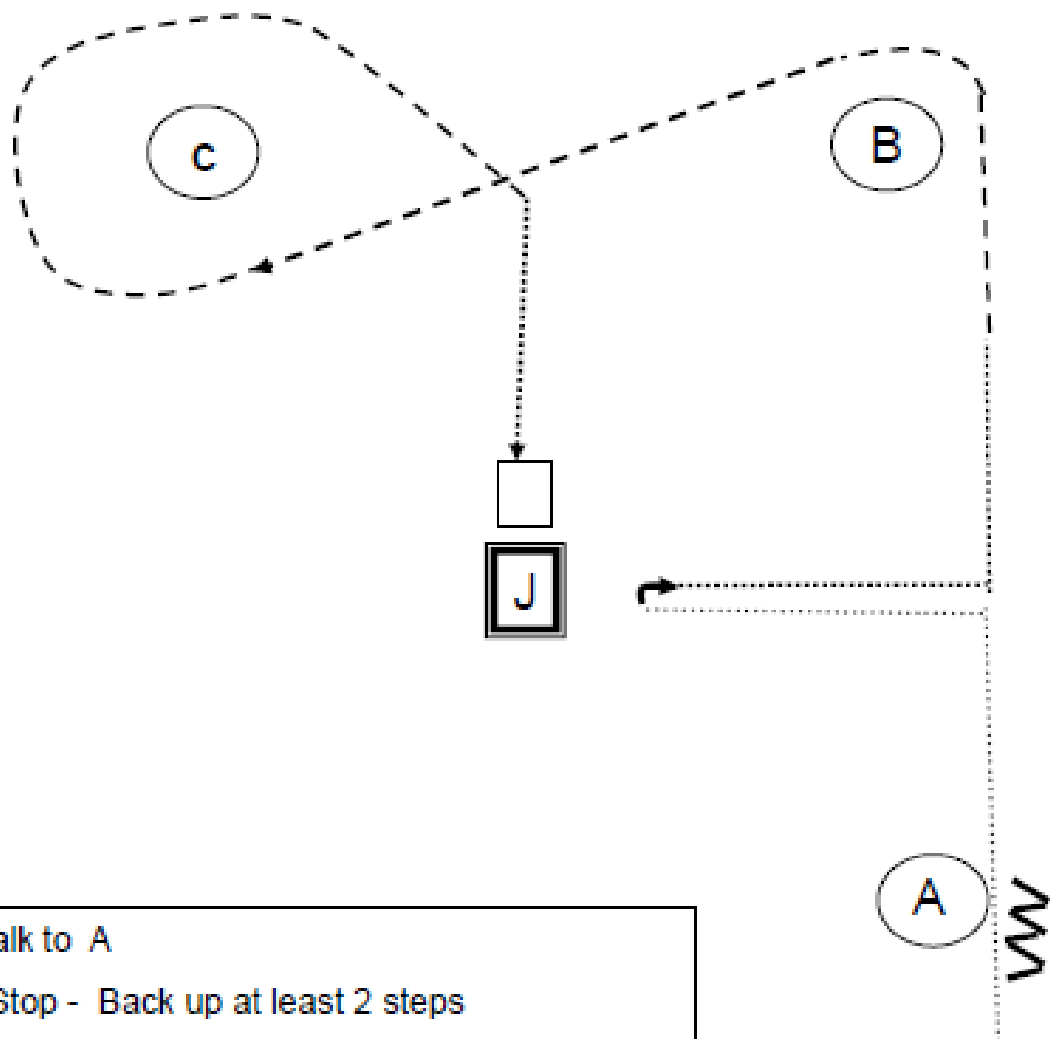
Novice



1. Walk halfway - stop
2. 360° turn
3. Jog
4. Walk around C
5. Stop – set up
6. Inspection
7. Back up
8. $\frac{1}{4}$ (90°) pivot and walkout

SHOWMANSHIP

Rookie

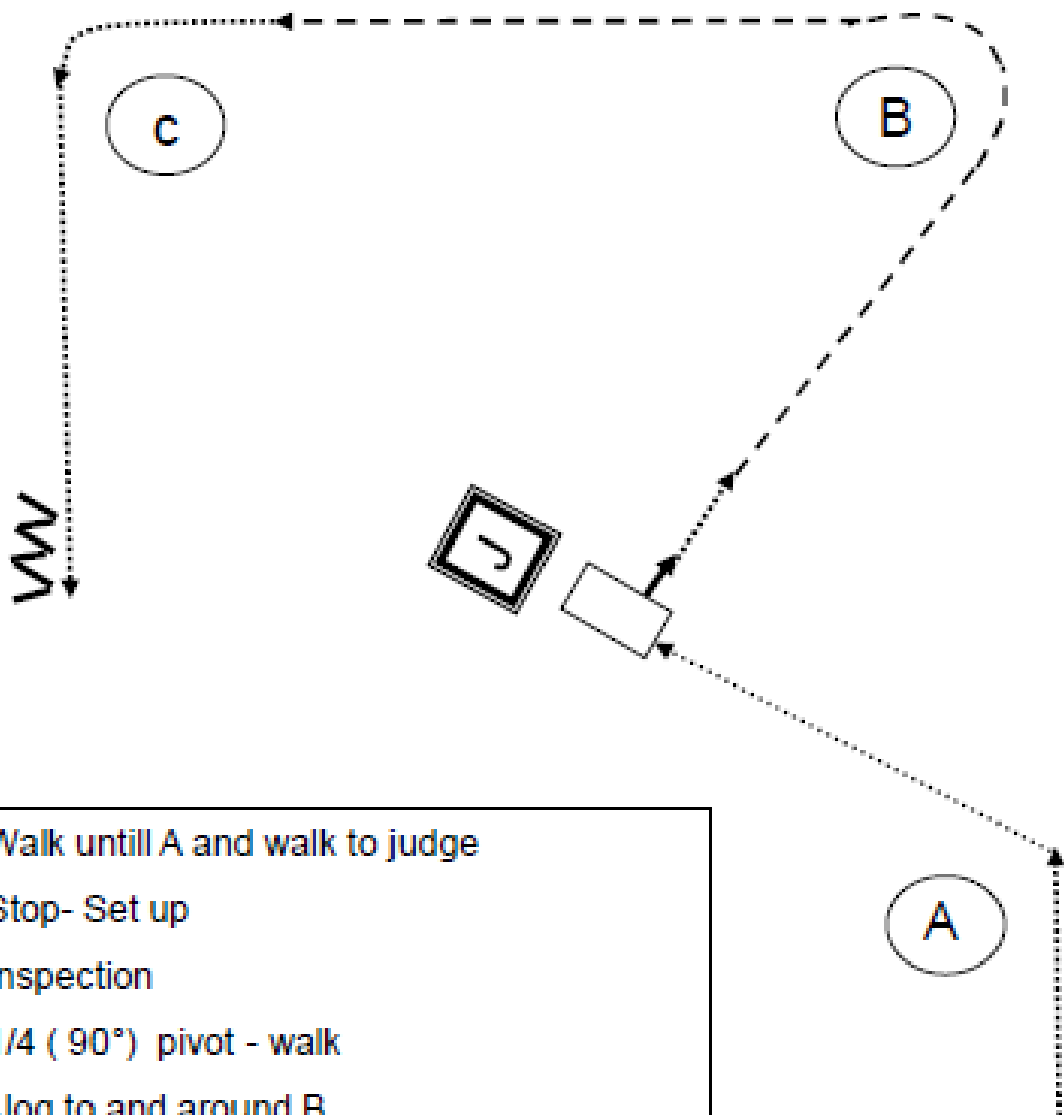


Walk to A

1. Stop - Back up at least 2 steps
2. Walk to judge -stop
3. 180° turn
4. Walk straight and turn toward B
5. Jog before B and around B and C
6. Between BC Walk to judge
7. Stop - Setup
8. Inspection
9. $\frac{1}{4}$ (90°) pivot

SHOWMANSHIP

Walk and Trot / Beginners



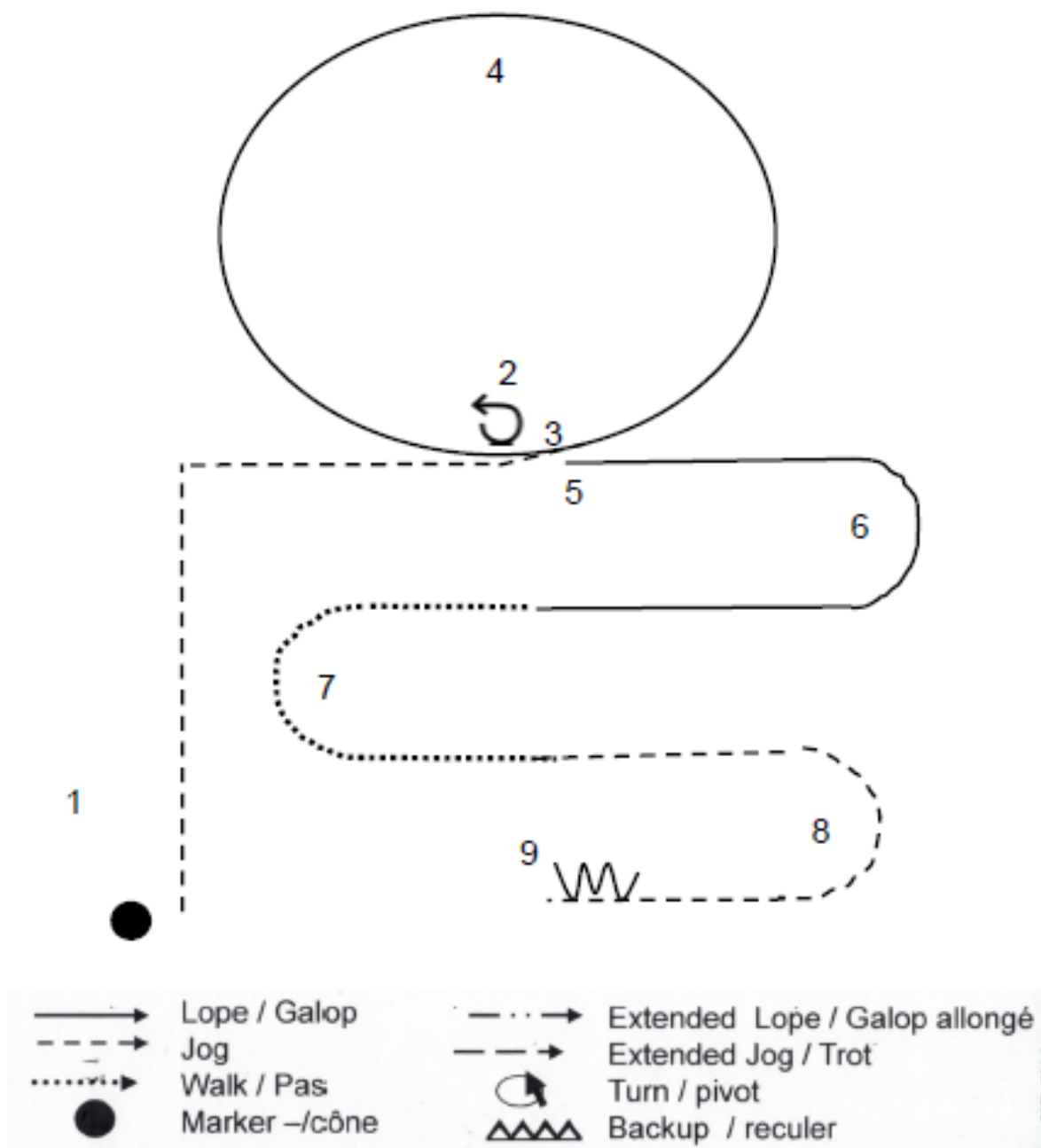
1. Walk until A and walk to judge
2. Stop- Set up
3. Inspection
4. 1/4 (90°) pivot - walk
5. Jog to and around B
6. Walk before C
7. Stop
8. Back up minimum 2 steps

Western Horsemanship

Youth - Amateur – Open

**TROPHY
PATTERN**

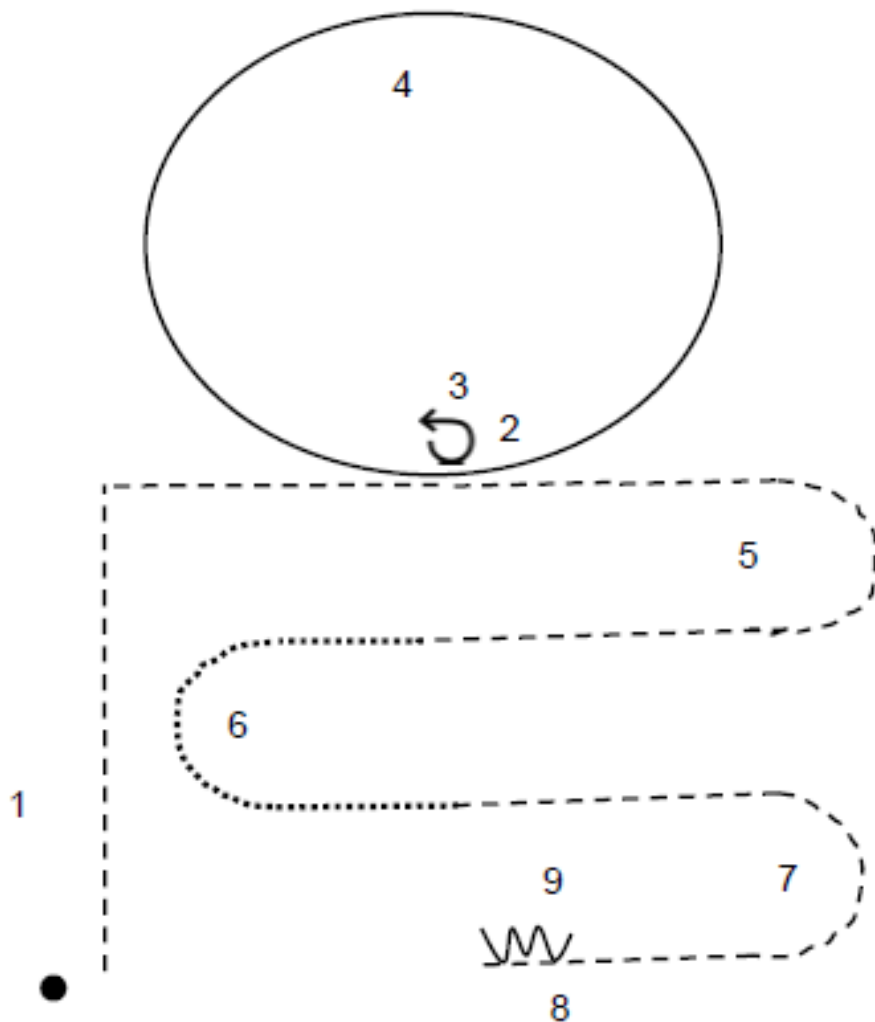
- 1 Be ready at marker - Jog to middle
- 2 Stop
- 3 left turn 360°
- 4 Lope left lead and big circle
- 5 Lead change (simple or flying)
- 6 Right lope
- 7 Walk
- 8 Jog
- 9 Back up at least 3 strides



Western Horsemanship

Novice

- 1 Be ready at marker - Jog to middle
- 2 Stop
- 3 left turn 360°
- 4 Lope left lead and big circle
- 5 Jog as drawn
- 6 Walk
- 7 Jog
- 8 Stop - Back up at least 2 strides

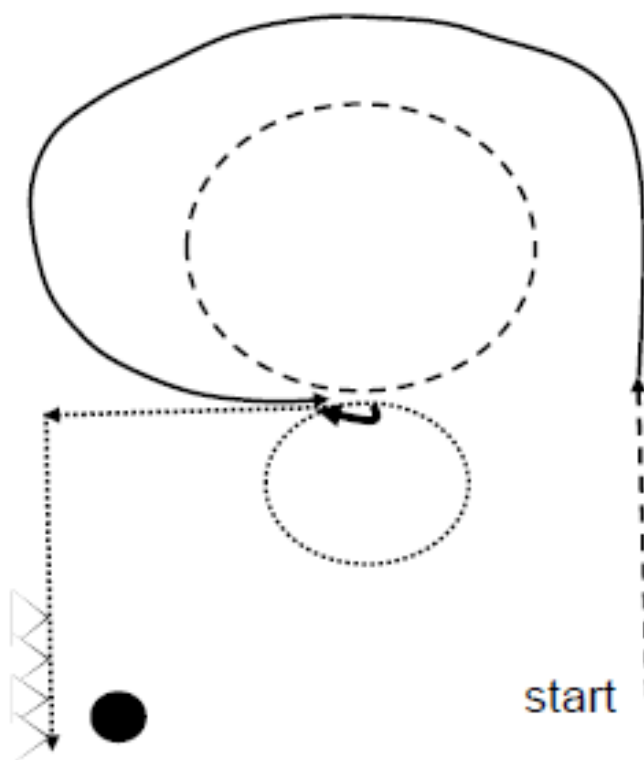


	Lope / Galop		Extended Lope / Galop allongé
	Jog		Extended Jog / Trot
	Walk / Pas		Turn / pivot
	Marker -/cône		Backup / reculer

Western Horsemanship

Rookies

- 1 Jog halfway
- 2 Lope left lead $\frac{3}{4}$ circle to center
- 3 Jog a big circle to left
- 4 Walk a small circle to right
- 5 Stop at center
- 6 180° right pivot on haunches
- 7 Walk straight- turn square to left
- 8 stop
- 9 backup minimum 2 strides

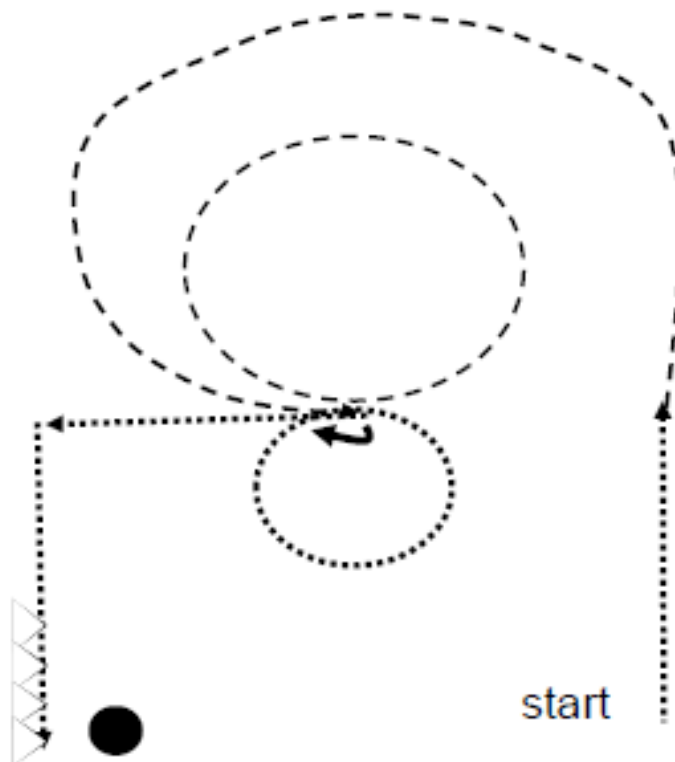


	Lope / Galop		Extended Lope / Galop allongé
	Jog		Extended Jog / Trot
	Walk / Pas		Turn / pivot
	Marker -/cône		Backup / reculer

Western Horsemanship

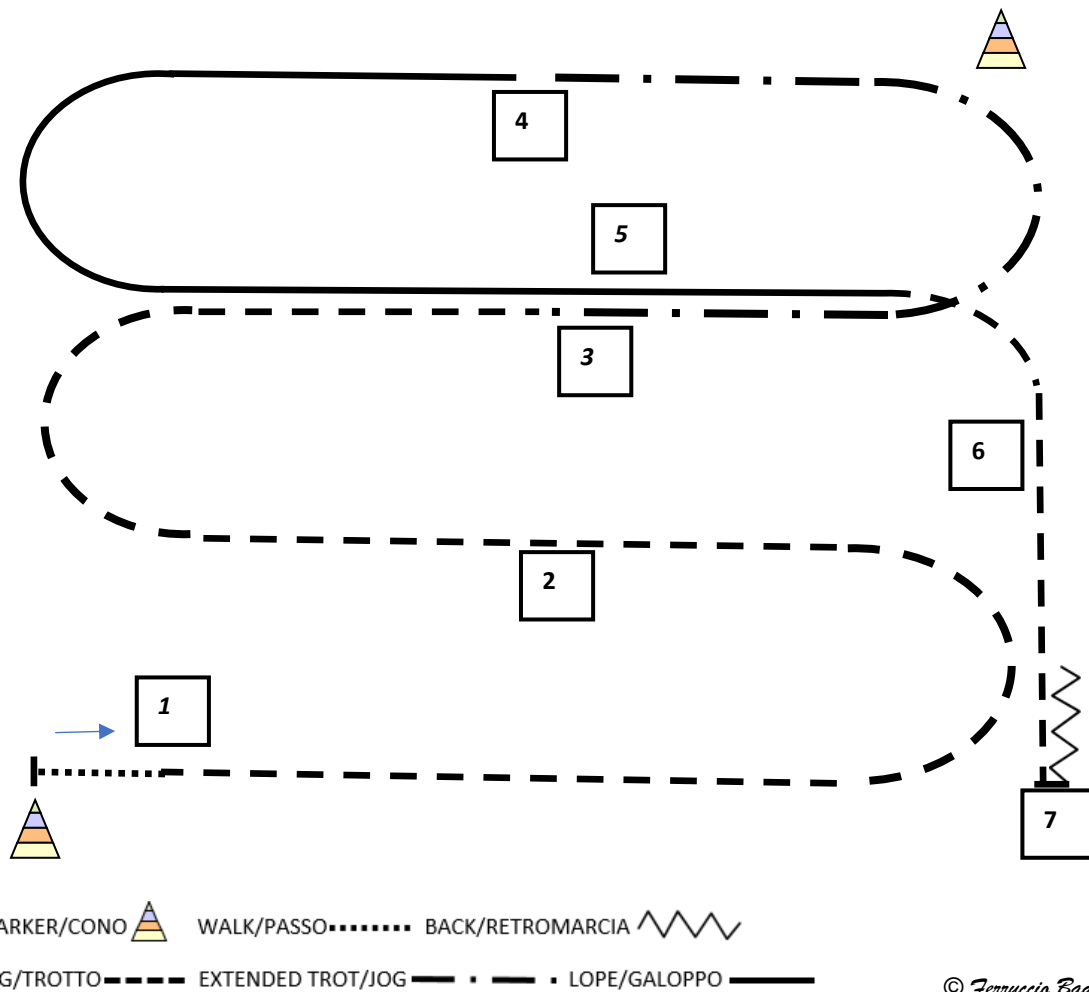
Walk and Trot / Beginners

- 1 Walk halfway
- 2 Jog $\frac{3}{4}$ circle to center
- 3 Stop at center
- 4 180° right pivot on haunches
- 5 Walk a small circle to left
- 6 Jog a bigger circle to right
- 7 Walk straight- turn square to left
- 8 Stop at marker
- 9 backup minimum 2 steps



	Lope / Galop		Extended Lope / Galop allongé
	Jog		Extended Jog / Trot
	Walk / Pas		Turn / pivot
	Marker -/cône		Backup / reculer

Hunt Seat Equitation (one class for all)



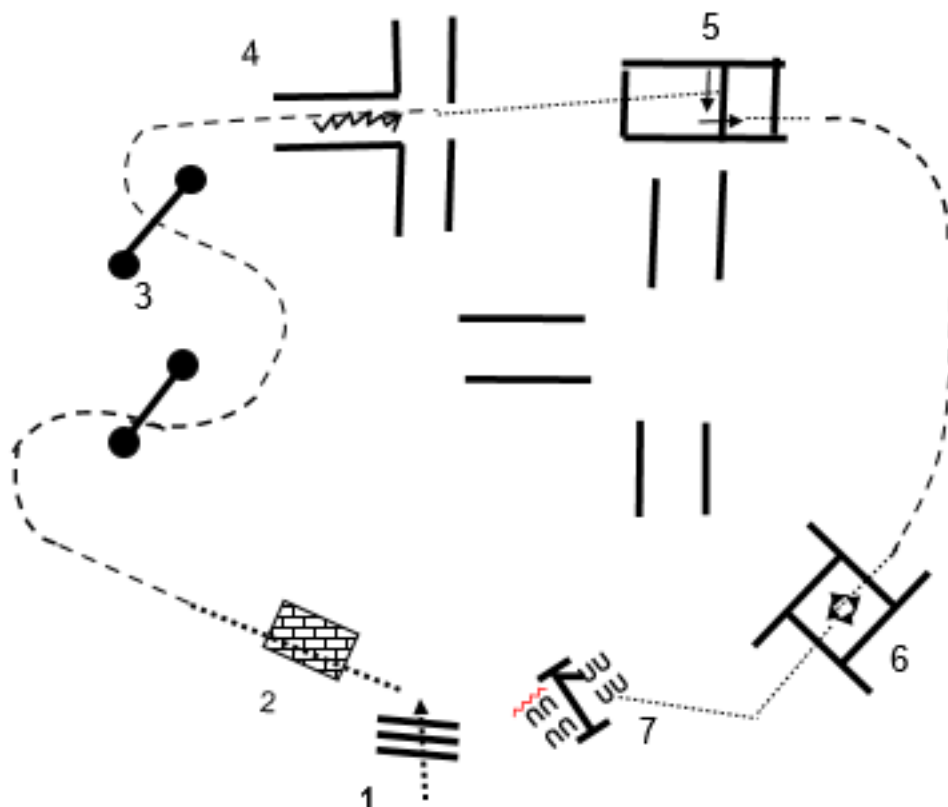
Pattern:

1. Passo, poi trotto battuto diagonale destro; *Walk, right diagonal posted trot,*
2. trotto battuto diagonale sinistro; *left diagonal posted trot*
3. Trotto allungato seduto; *sit extetended trot*
4. Galoppo sinistro; *left canter*
5. Trotto seduto; *sit trot*
6. Stop and 4m back ; *stop and 4m Back*

Trail a Mano; IN HAND TRAIL all classes

In Hand TRAIL

All Classes

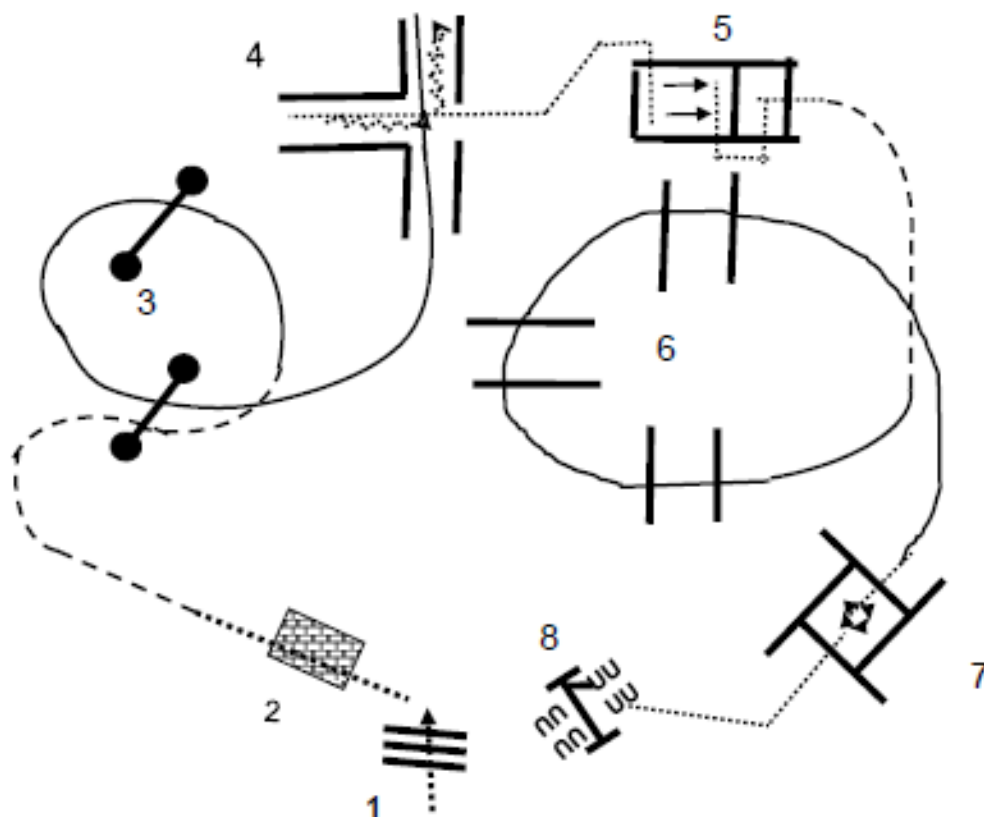


- 1 Walk over -/- al passo sulle barriere
- 2 Walk bridge -/- passo sul ponte
- 3 Jog over and in - barriere al trotto ed entrare al trotto
- 4 Backup -/- back
- 5 Walk in - Side pass right - walk out -/- entrare al passo, sulla barriera, side pass a destra- uscire al passo
- 6 Jog and Walk in - 360° right - walk out -/- trotto e entrare al passo
effettuare una volta di 360° a destra, uscire al passo
- 7 Gate -/- cancello

	Lope / Galop		Extended Lope / Galop allongé
	Jog		Extended Jog / Trot
	Walk / Pas		Turn / pivot
	Marker -/cône		Backup / reculer

TRAIL

Youth Amateur Open

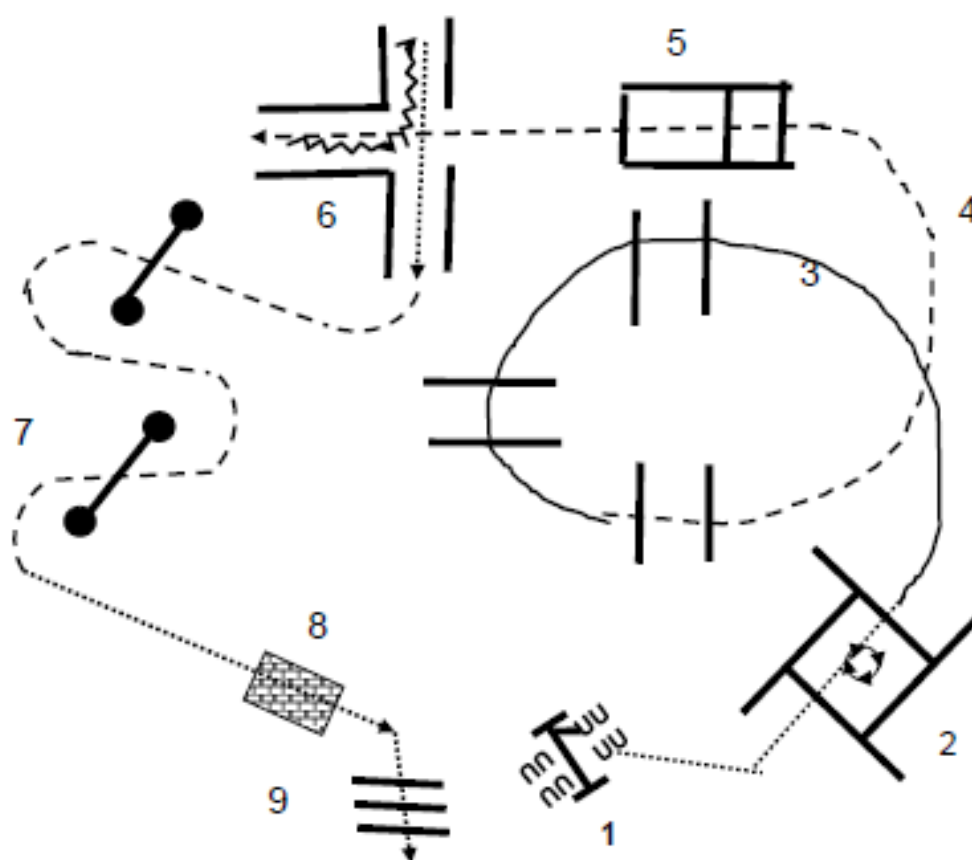


- 1 Walk over
- 2 Walk bridge
- 3 Jog and lope left over and in
- 4 Backup
- 5 Walk in - Side pass left - walk
- 6 Jog - Lope right lead
- 7 Walk in - 360° right - walk out
- 8 Gate

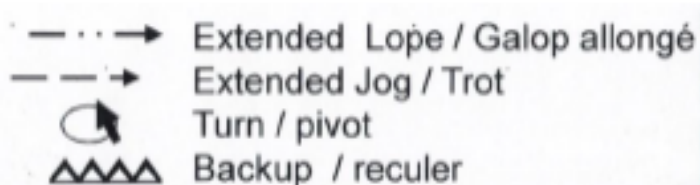
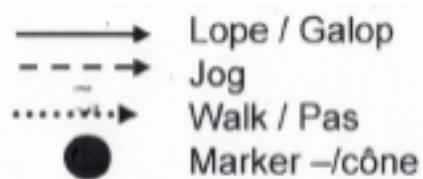
	Lope / Galop		Extended Lope / Galop allongé
	Jog		Extended Jog / Trot
	Walk / Pas		Turn / pivot
	Marker -/cône		Backup / reculer

TRAIL

Novice

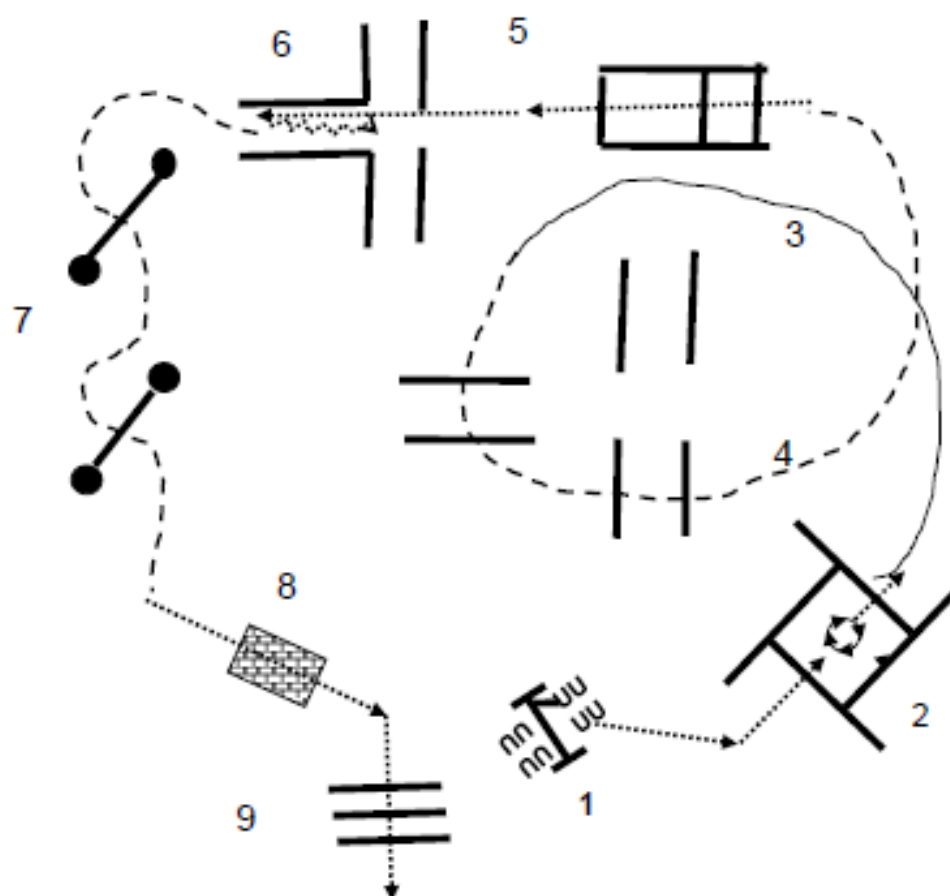


- 1 gate - walk
- 2 360° left turn- walk out
- 3 left lope
- 4 Jog
- 5 Jog and stop
- 6 Backup
- 7 Jog serpentine
- 8 Walk bridge
- 9 Walk over logs



TRAIL

Rookies



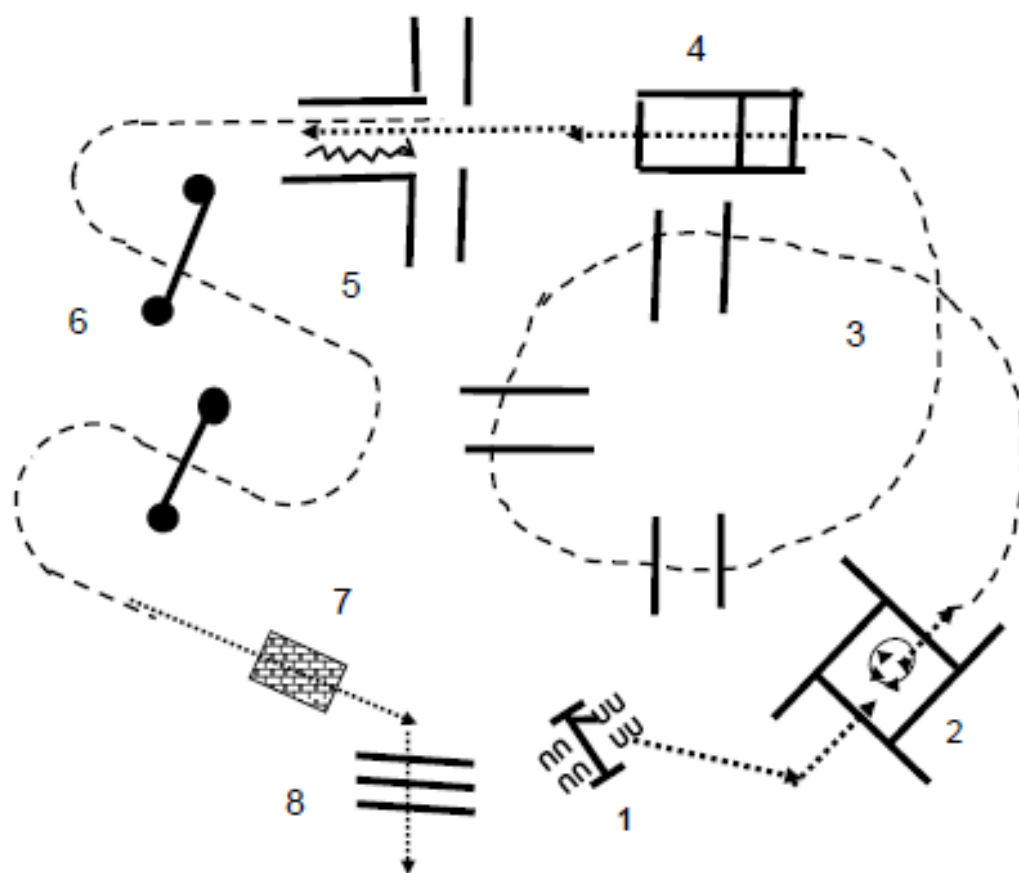
- 1 gate
- 2 360° left turn
- 3 Left lope
- 4 Jog
- 5 walk stop
- 6 Backup
- 7 Jog serpentine
- 8 walk bridge
- 9 walk over logs

—————→ Lope / Galop
 - - - - -→ Jog
→ Walk / Pas
 ● Marker -/cône

- . . . → Extended Lope / Galop allongé
 - - - - -→ Extended Jog / Trot
 ↻ Turn / pivot
 ▲▲▲ Backup / reculer

TRAIL

Walk & Trot - Beginners

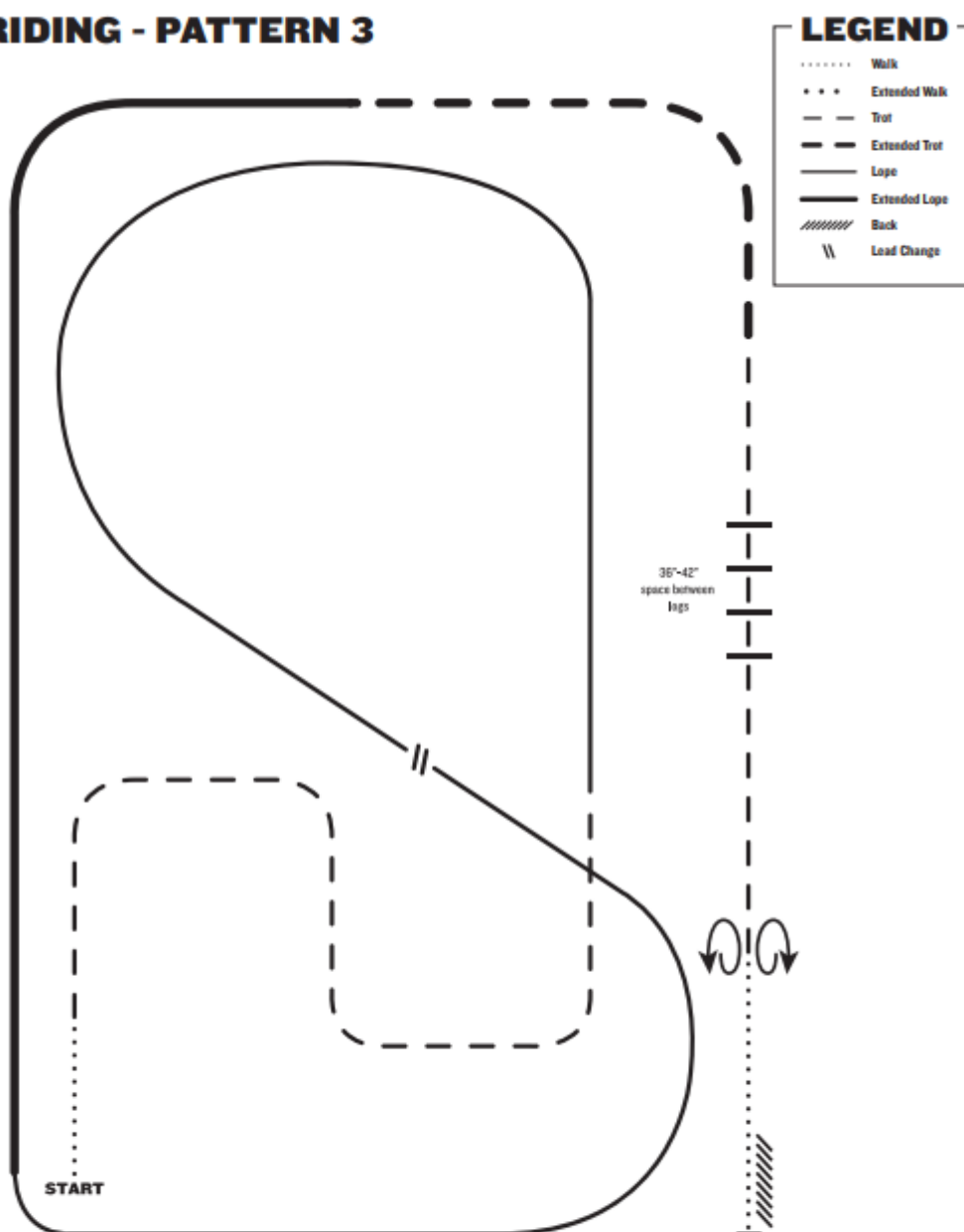


- 1 Gate - Walk
- 2 360° left turn- walk out
- 3 Jog
- 4 Walk - stop
- 5 Backup
- 6 Jog serpentine
- 7 Walk bridge
- 8 Walk over logs

	Lope / Galop		Extended Lope / Galop allongé
	Jog		Extended Jog / Trot
	Walk / Pas		Turn / pivot
	Marker -/cône		Backup / reculer

RANCH RIDING ALL CLASSES

RANCH RIDING - PATTERN 3



- 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)
5. Lope 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, 360° turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back
 9. Extended lope (left lead)
 10. Collect lope, change leads (simple or flying)
 11. Lope right lead
 12. Trot
 13. Stop, one 360 degree turn either direction

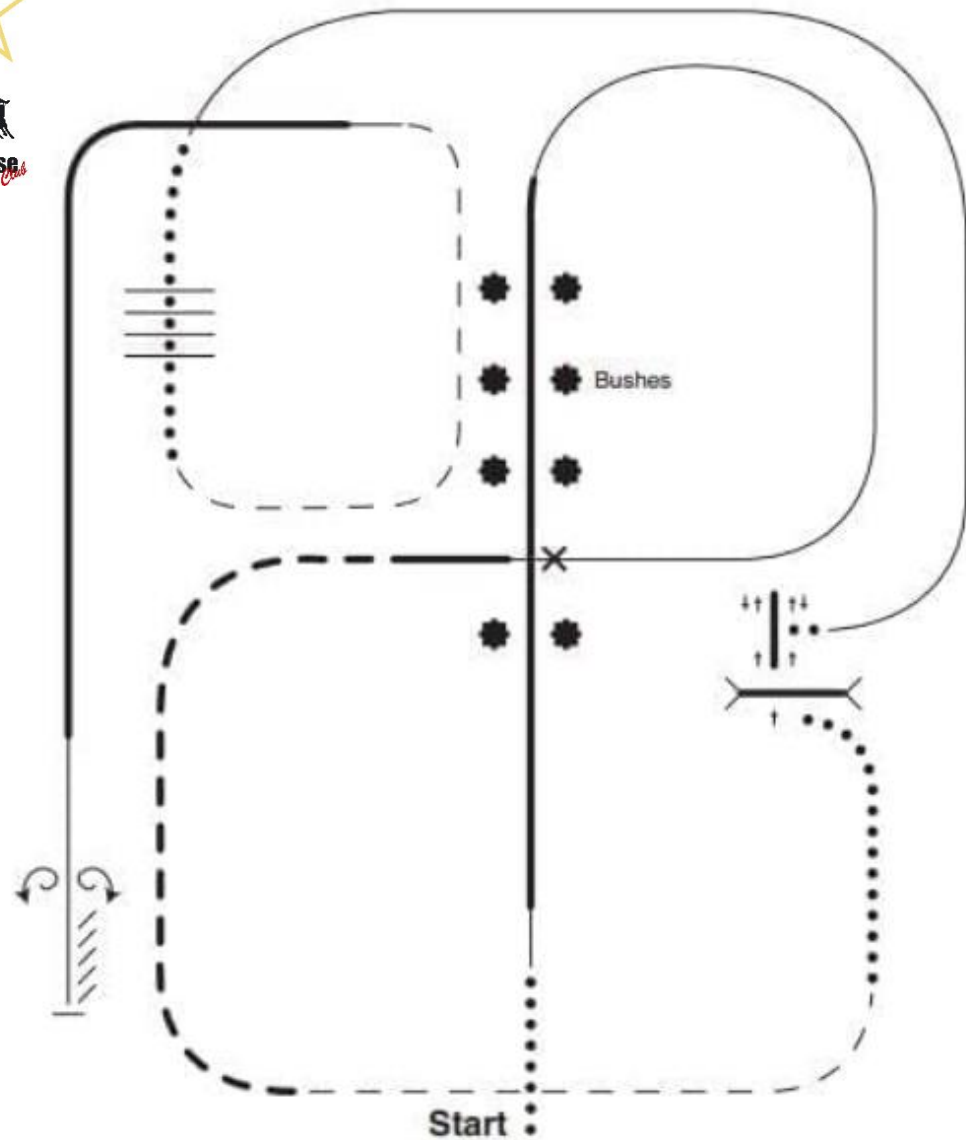
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING TROPHY



Note: The drawn description of this pattern is only intended for the general depictions of the pattern. Contestants should utilize the arena space to best exhibit their horses.

TROPHY PATTERN

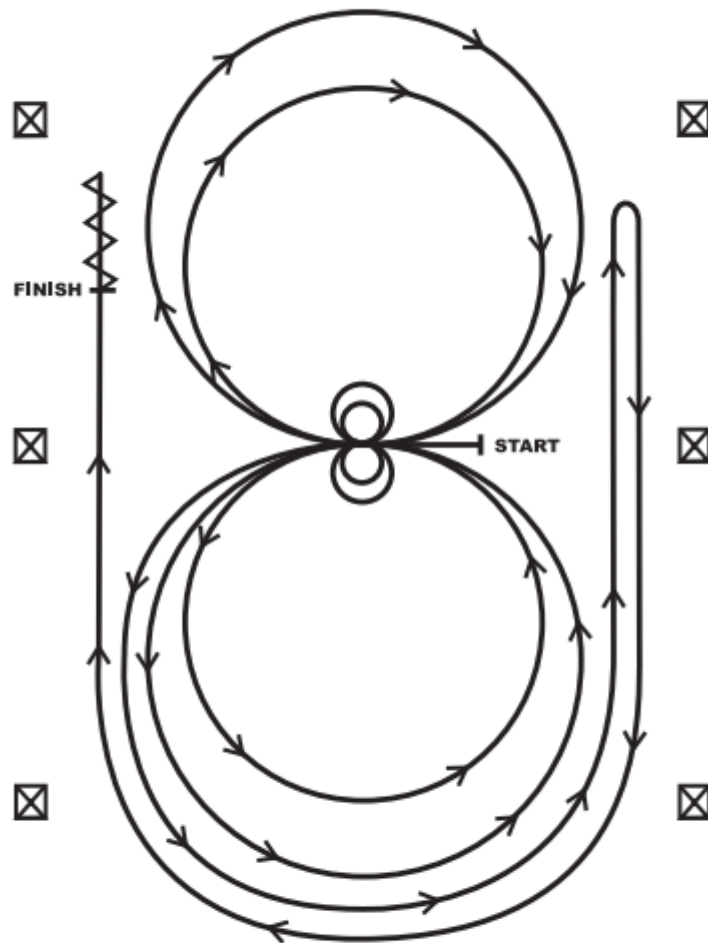


1. Walk into arena, lope right lead and extend right lead, collect
2. Lope right lead
3. Change leads
4. Extended trot
5. Trot
6. Walk to gate
7. Right hand push gate
8. Side pass left and $\frac{1}{2}$ way to right
9. Walk across log and lope left lead
10. Walk
11. Walk over logs
12. Trot
13. Lope left lead, build to an extended lope, collect
14. Stop and back
15. 360 turn both directions (either direction first)
16. Exit at the walk or trot

Reining pattern N°A Beginner

REINING PATTERN A

Approved only for Level I Youth & Amateur, Youth I3 & Under



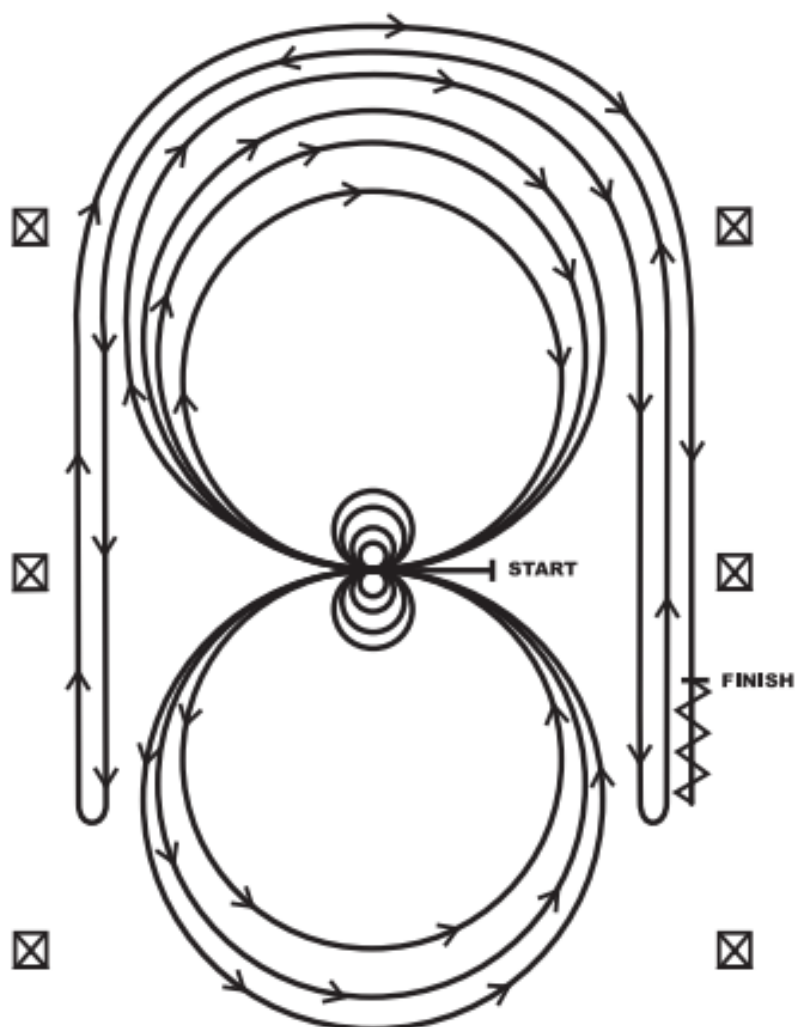
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

Revised 01-2021

Reining Pattern 8 Rookies

REINING PATTERN 8



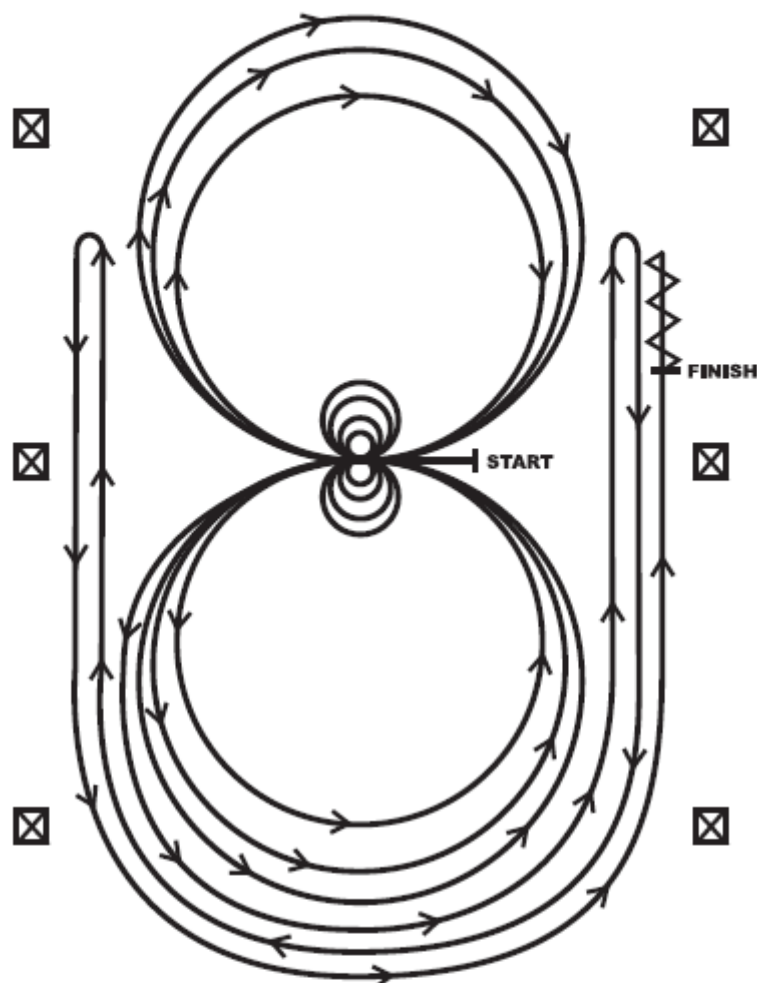
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. 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.
4. 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.
5. Begin a large circle to the right but do not close this 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.
6. Continue back around the previous circle but do not close this circle. Run 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.
7. Continue back around the previous circle but do not close this circle. Run down the right 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 completion of the pattern.

Revised 01-2021

Reining pattern N°6 NOVICE

REINING PATTERN 6



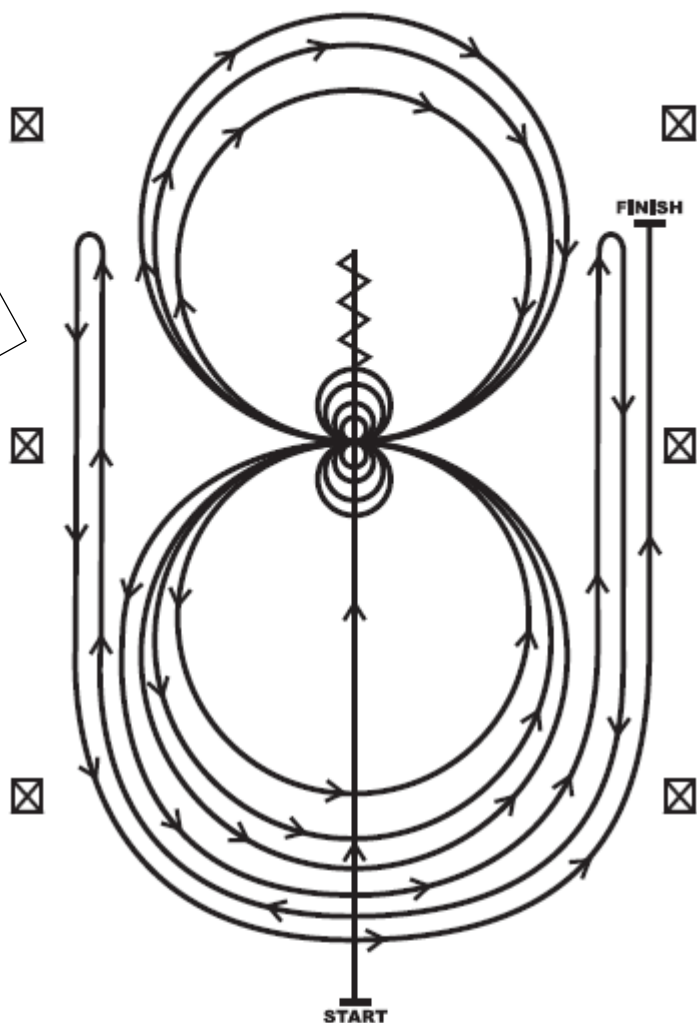
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. 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.
5. Begin a large circle to the left but do not close this circle. Run 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.
6. 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 left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right 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 completion of the pattern.

Reining pattern N°9 OPEN, AMATEUR, YOUTH & TROPHY

REINING PATTERN 9

**TROPHY
PATTERN**

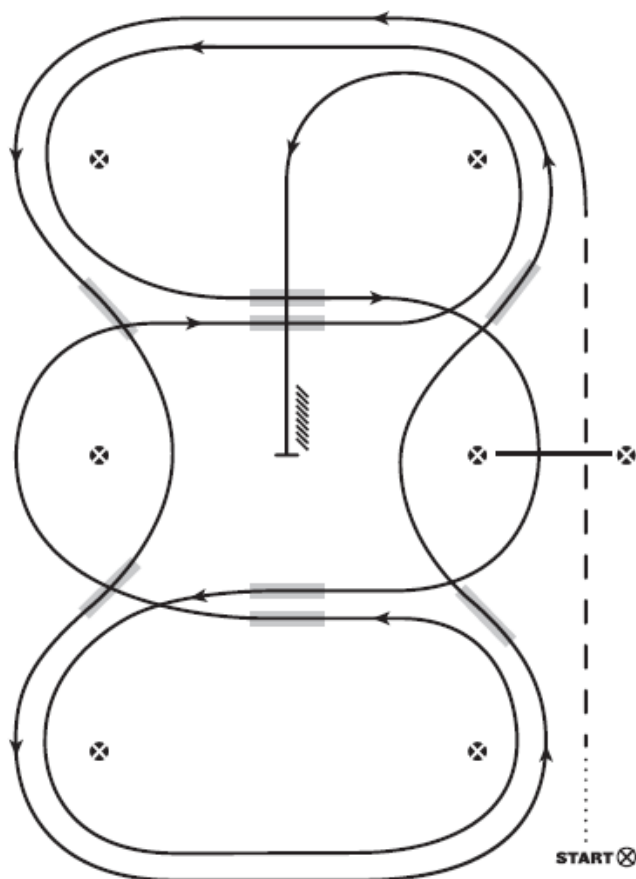


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning 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.
5. 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.
6. Begin a large circle to the left but do not close this circle. Run 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.
7. Continue back around the previous circle but do not close this circle. Run up the left 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.
8. Continue back around previous circle but do not close this circle. Run up right 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 completion of the pattern.

Western Riding pattern n° 5

WESTERN RIDING PATTERN 5

Recommended For Small Arenas



LEGEND

.....	Walk
- - - -	Jog
————	Lope
	Back
■	Load Changing Area

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope 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 log
9. Second crossing change
10. Third crossing change
11. Fourth crossing change
12. Lope, stop & back

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Assicurazioni

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Luca.Baldassarri@generali.com

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Appuntamento da non perdere

16 17 Settembre

Badi Farm Ranch Show... AQHA, APHA and Appaloosa

si torna alle origini dei cowboy!