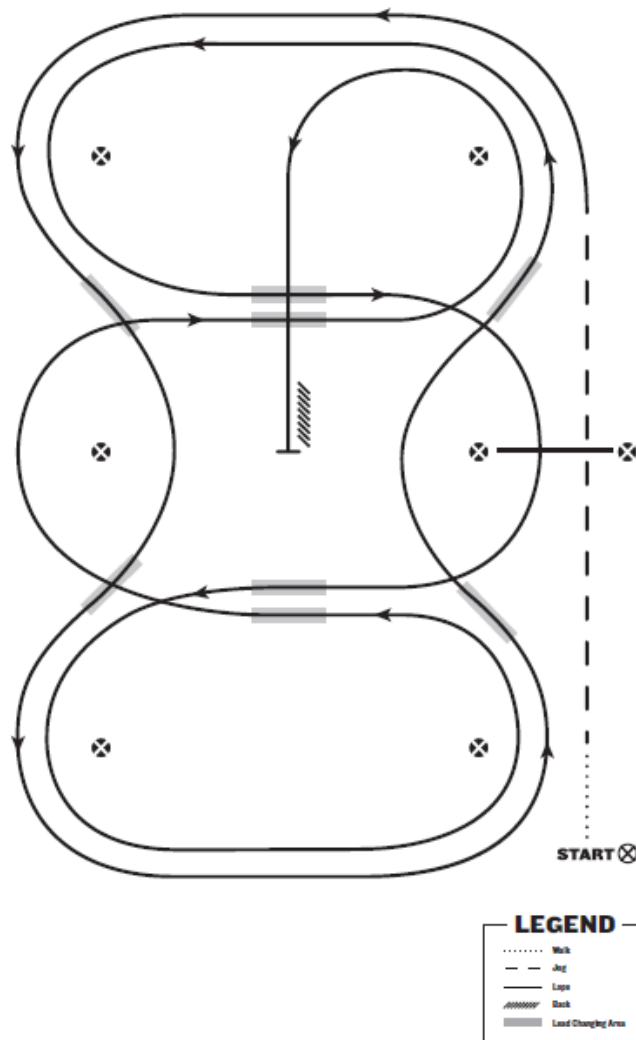


Western Riding pattern n° 5

WESTERN RIDING PATTERN 5 *Recommended For Small Arenas*



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

17 SETTEMBRE PERFORMANCE & RANCH SHOW



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

**DOMENICA 17 SETTEMBRE
dalle ore 09:15**

**Halter
Showmanship
Horsemanship
Western Pleasure
Hunter Under Saddle
Hunt Seat Equitation
Trail - all classes
Western Riding
Ranch Riding
Reining**

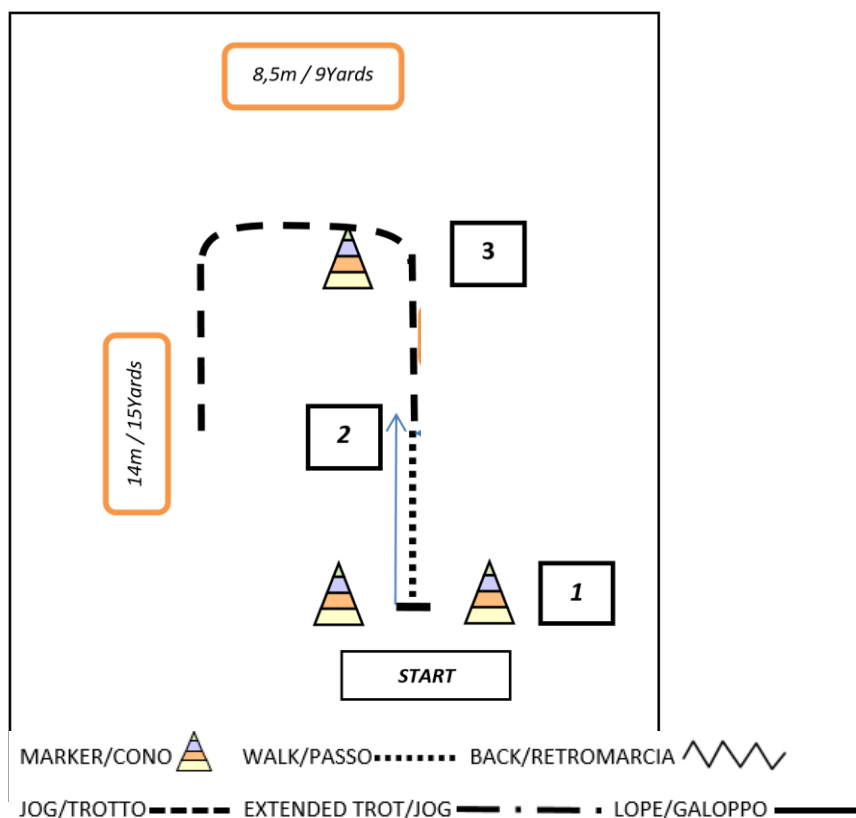


**WWW.VERSATILITYRANCH.COM
info@versatilityranch.com
tel +39 0331908003**

**Segreteria Monica Rosa
circuitowestern23@gmail.com
tel +39 3487029076**



Halter, morfologia

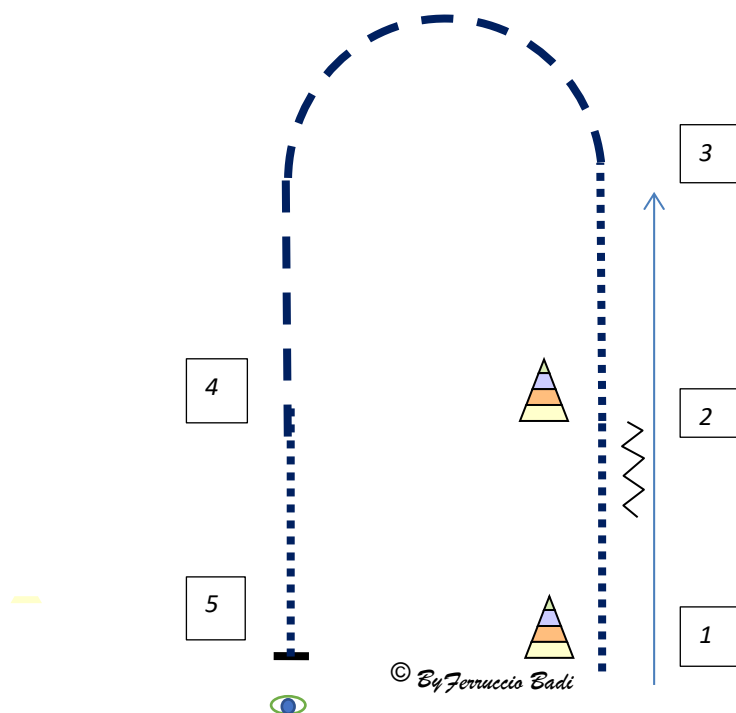


Pattern:

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:

Rookie & Walk & Trot Showmanship at Halter



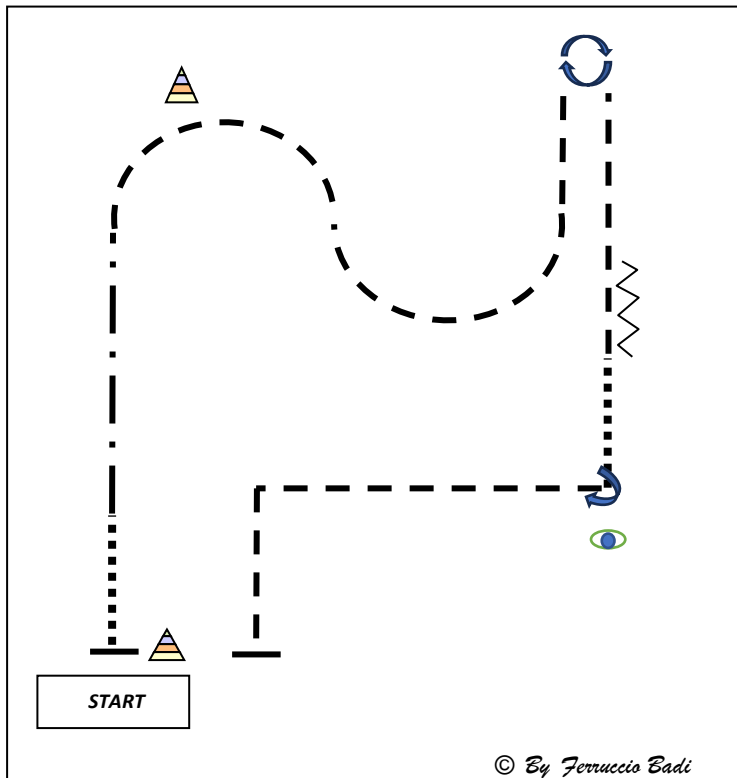
MARKER/CONO  WALK/PASSO BACK/RETROMARCIA 
 JOG/TROTTO - - - - - EXTENDED TROT/JOG — • — • — LOPE/GALOPPO ———

Pattern:

1. **Pronti al marker, presentare il cavallo, partire: passo;** *ready at marker 1, present your horse, start: walk,*
2. **Stop e back 1 lunghezza**
3. **Passo e trotto nel mezzo cerchio e sino al marker dell'altro lato;** *walk and jog half circle since the opposite marker*
4. **Quando in linea con i markers passo e poi stop;** *when in line with the marker, walk and stop*
5. **Appiombi /ispezione;** *stop and set up / inspection*

Note:

NOVICE Showmanship at Halter (youth- amateur) & OPEN

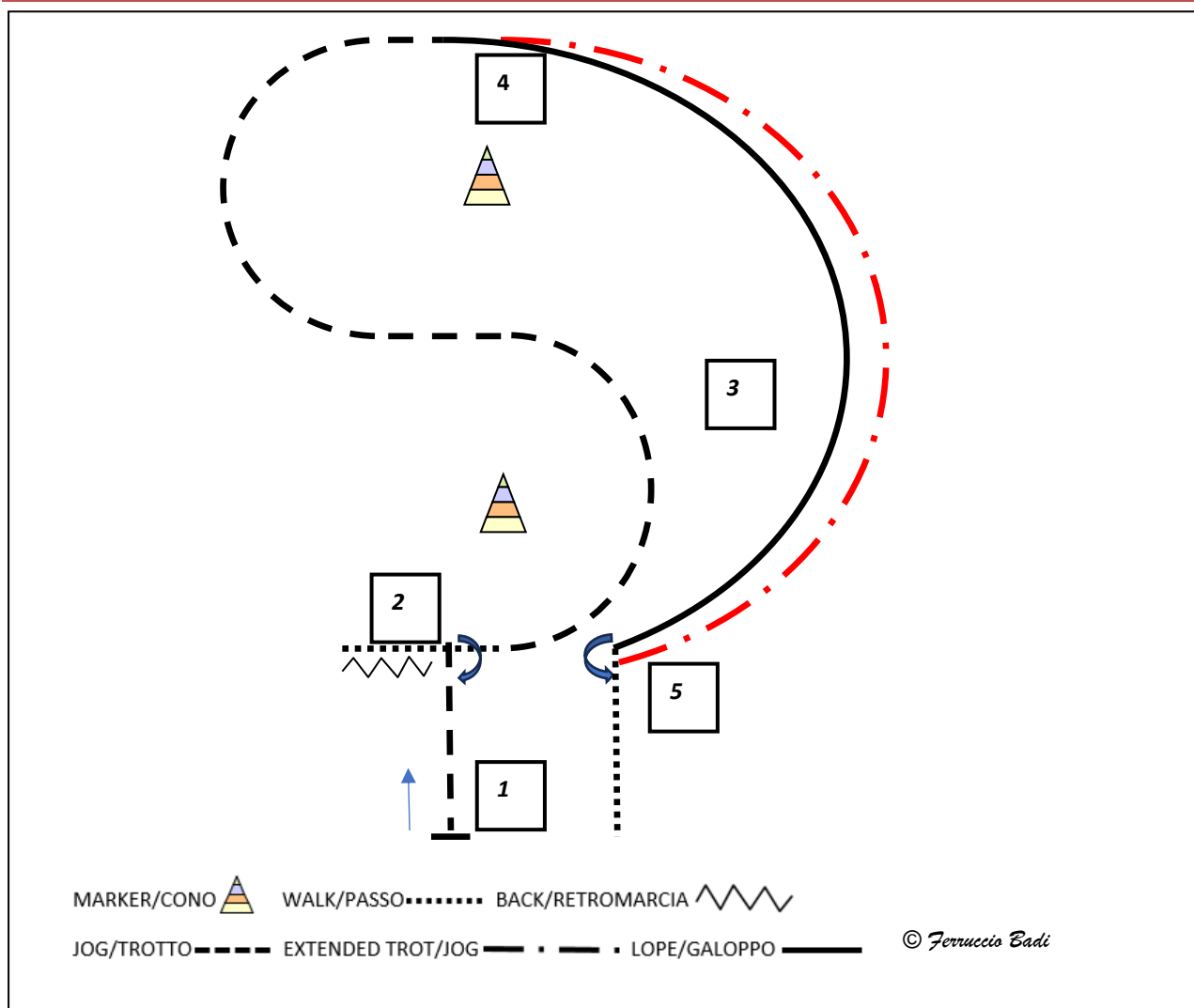


MARKER/CONO  WALK/PASSO BACK/RETROMARCIA 
 JOG/TROTTO - - - - - EXTENDED TROT/JOE — • — • — LOPE/GALOPPO ———

Pattern:

1. **Pronti al marker, presentare il cavallo, partenza passo per 1/3 della lunghezza;** *ready to the marker, present your horse, walk to 1/3 of the line.*
2. **Trotto allungato;** *extended trot*
3. **Jog per I due semicerchi;** *jog the 2 half of circles,*
4. **Stop 540° a destra;** *stop 540° to the right*
5. **Jog, stop back 4 m, passo ;** *Jog, stop back 4 m, passo*
6. **Stop appiombi ispezione,** *stop, line up, inspection*
7. **90° destra jog l'angolo e uscire;** *90° to the right jog the corner and exit*

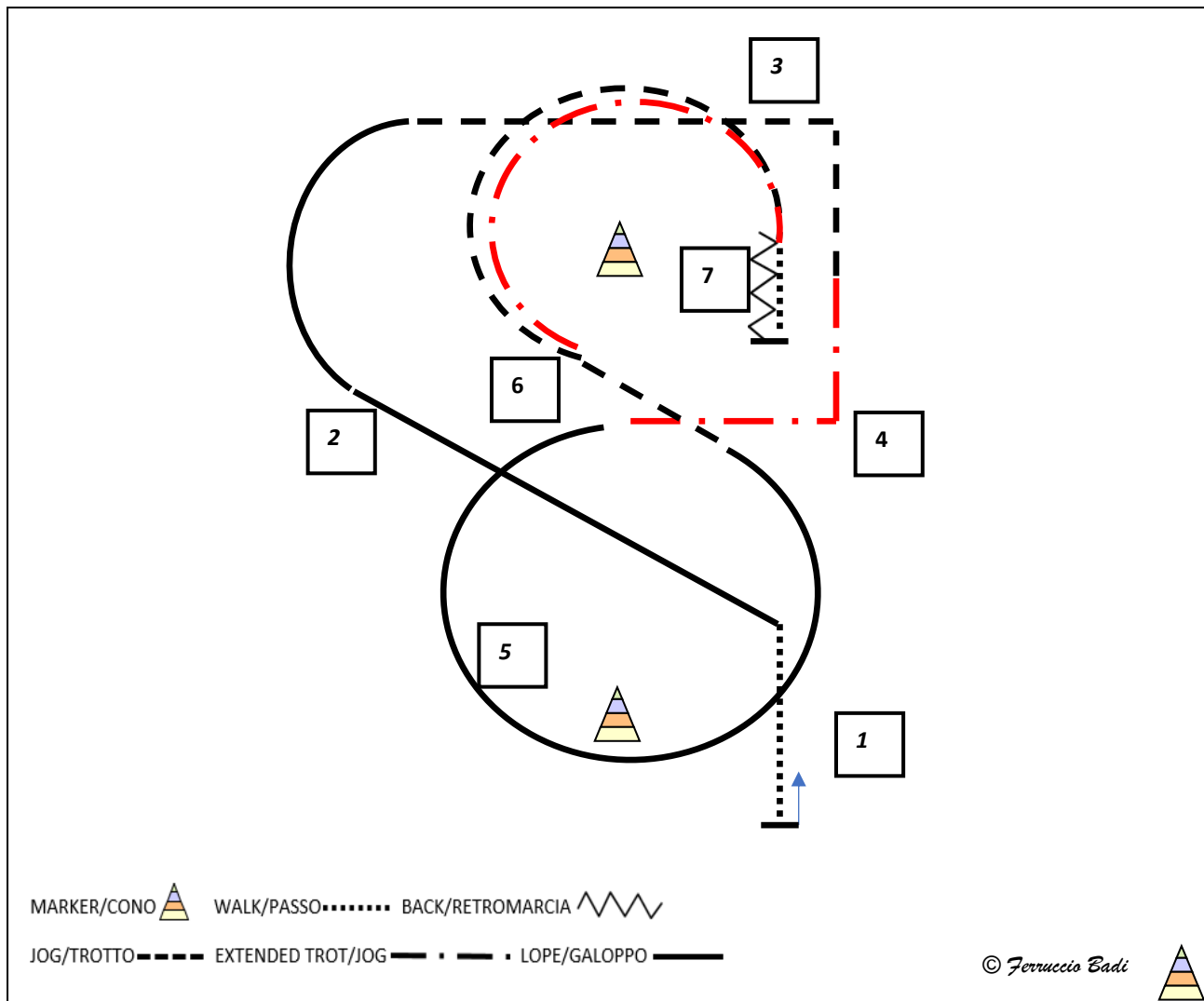
Beginner, WT & rookies Horsemanship



Pattern:

1. Pronti jog, stop; jog & stop
2. 90° sui posteriori a destra, back 1 lunghezza; 90° spin to the right, back one horse lenght
3. Jog I due semicerchi ; jog the 2 semi circles
4. Beginners and WT: trotto allungato nel semicerchio stop , extended trot the semi circle stop
5. **ROOKIES:** galoppo destro; right lope
6. 90° a sinistra sugli anteriori, 90° on the front feet
7. Uscire al passo; Walk out

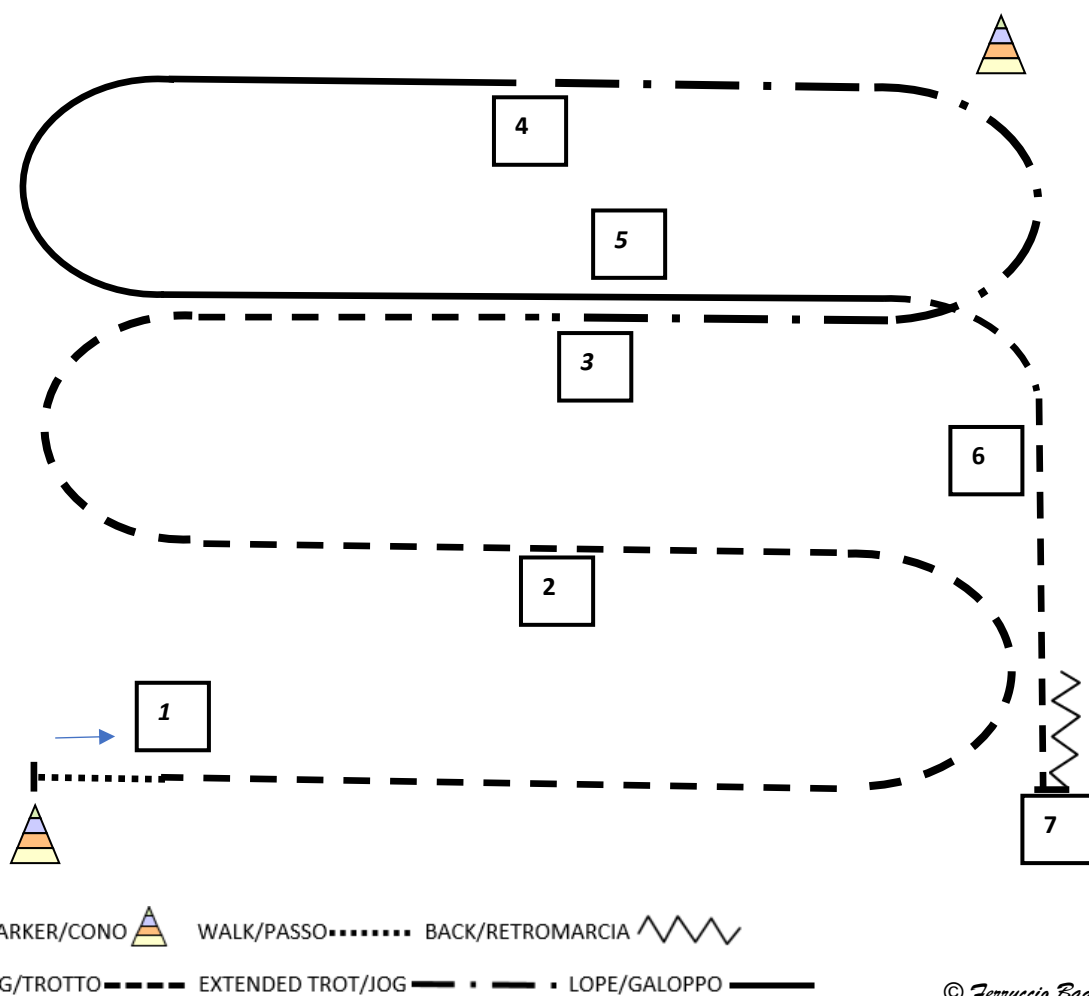
Novice Horsemanship youth and amateur & OPEN



Pattern:

1. Pronti passo; ready, walk
2. Galoppo destro; right lope
3. Angolo al JOG; JOG the corner
4. Angolo al trotto allungato; Extend jog
5. Galoppo sinistro; left lope
6. NOVICE: Rompere al jog e completare il circolo, quando in linea con il marker passo stop e back 4m; slow down at jog, when in line with the marker walk, stop and back up 4 m,
7. **YOUTH/AMT/OPEN:** rompere al jog e poi estendere al trotto allungato il semicerchio quando in linea con il marker passo stop e back 4m; slow down at jog, extend the jog in the semi circle, when in line with the marker walk, stop and back up 4 m,

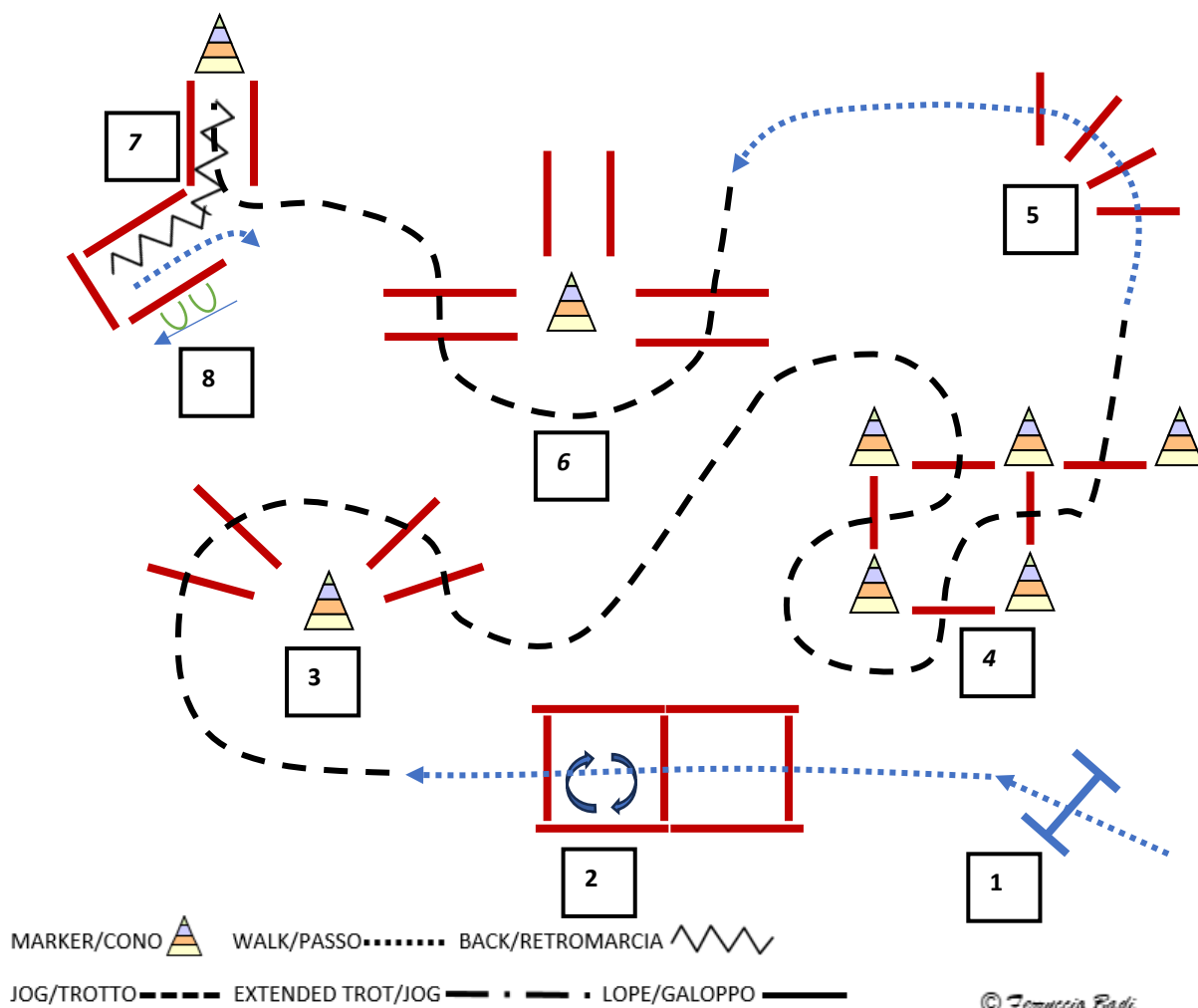
Hunt Seat Equitation (one class for all)



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 extended 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



1. cancello Walk the gate

2. passo sulle barriere 360 a destra nel secondo quadrato e uscire al passo; walk the logs, 360°right walk out

3. al trotto sulle barriere; jog over the log

4. al trotto sulle barriere; jog over the log

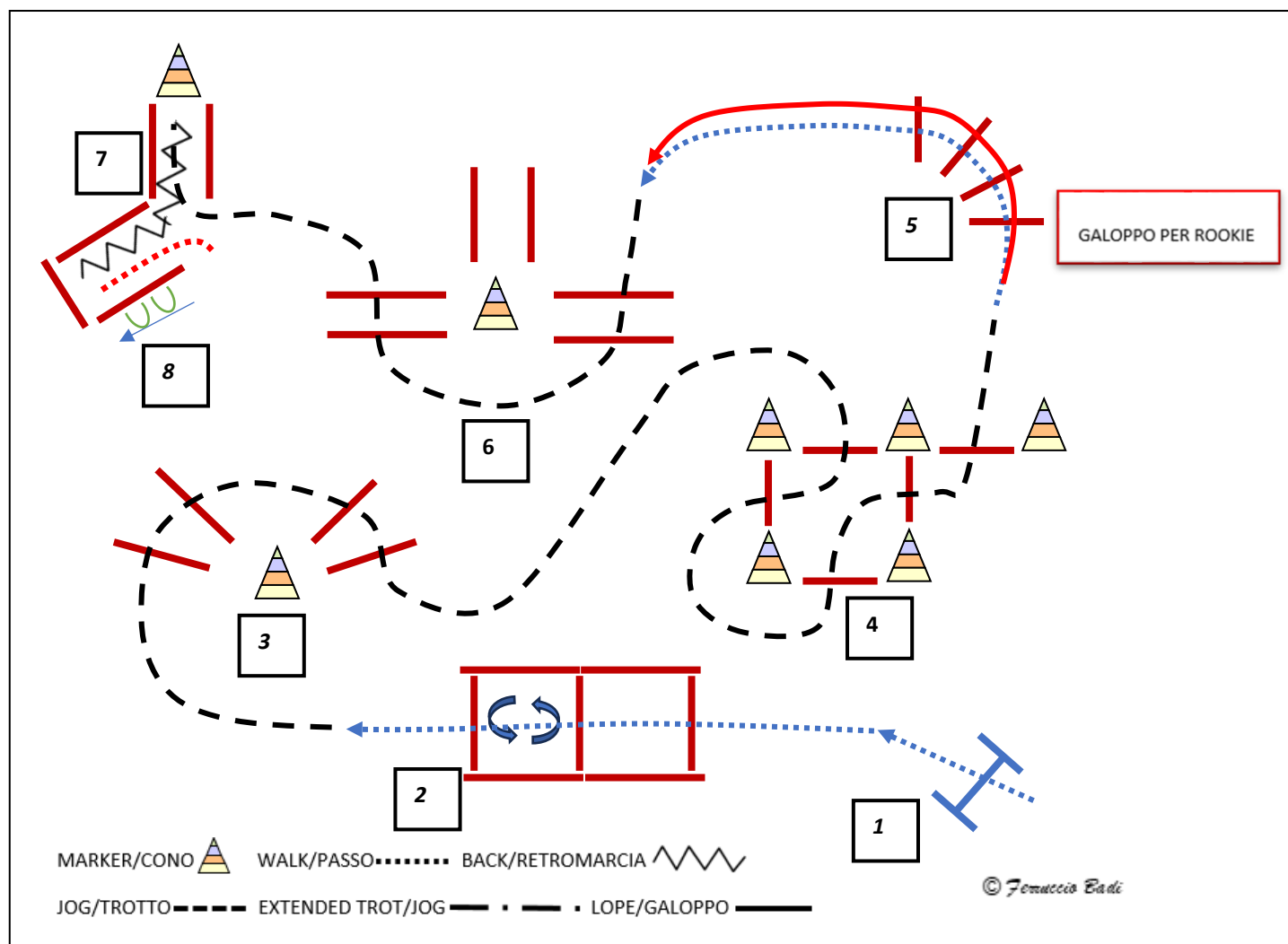
5. passo sulle barriere walk the logs

6. al trotto sulle barriere; jog over the log

7. Entrare al trotto, stop back tra le barriere sin entro le altre, jog in back into the chute

8. posizionarsi al passo e side pass a destra sulla barriera, uscire al passo: set up at walk, execute a right side pass on the log, walk out

beginner Rookies- walk and trot Trail Horse



1. cancello Walk the gate

2. passo sulle barriere 360 a sinistra nel secondo quadrato e uscire al passo; walk the logs, 360° left walk out

3. al trotto sulle barriere; jog over the log

4. al trotto sulle barriere; jog over the log

5. passo sulle barriere walk the logs

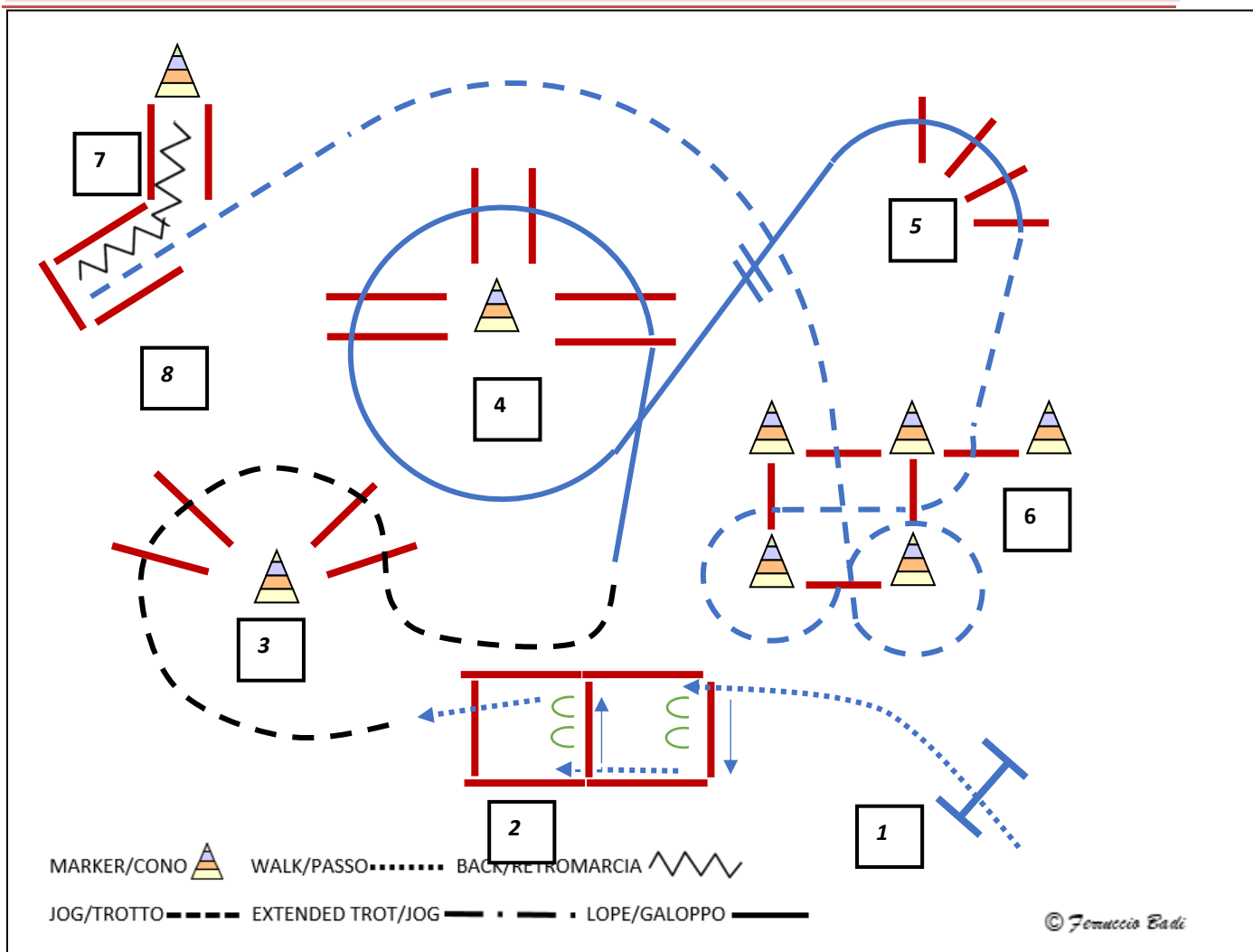
ROOKIES: galoppo sulle barriere, lope the logs

6. al trotto sulle barriere; jog over the log

7 Entrare al trotto, stop back tra le barriere sin entro le altre, jog in back into the chute

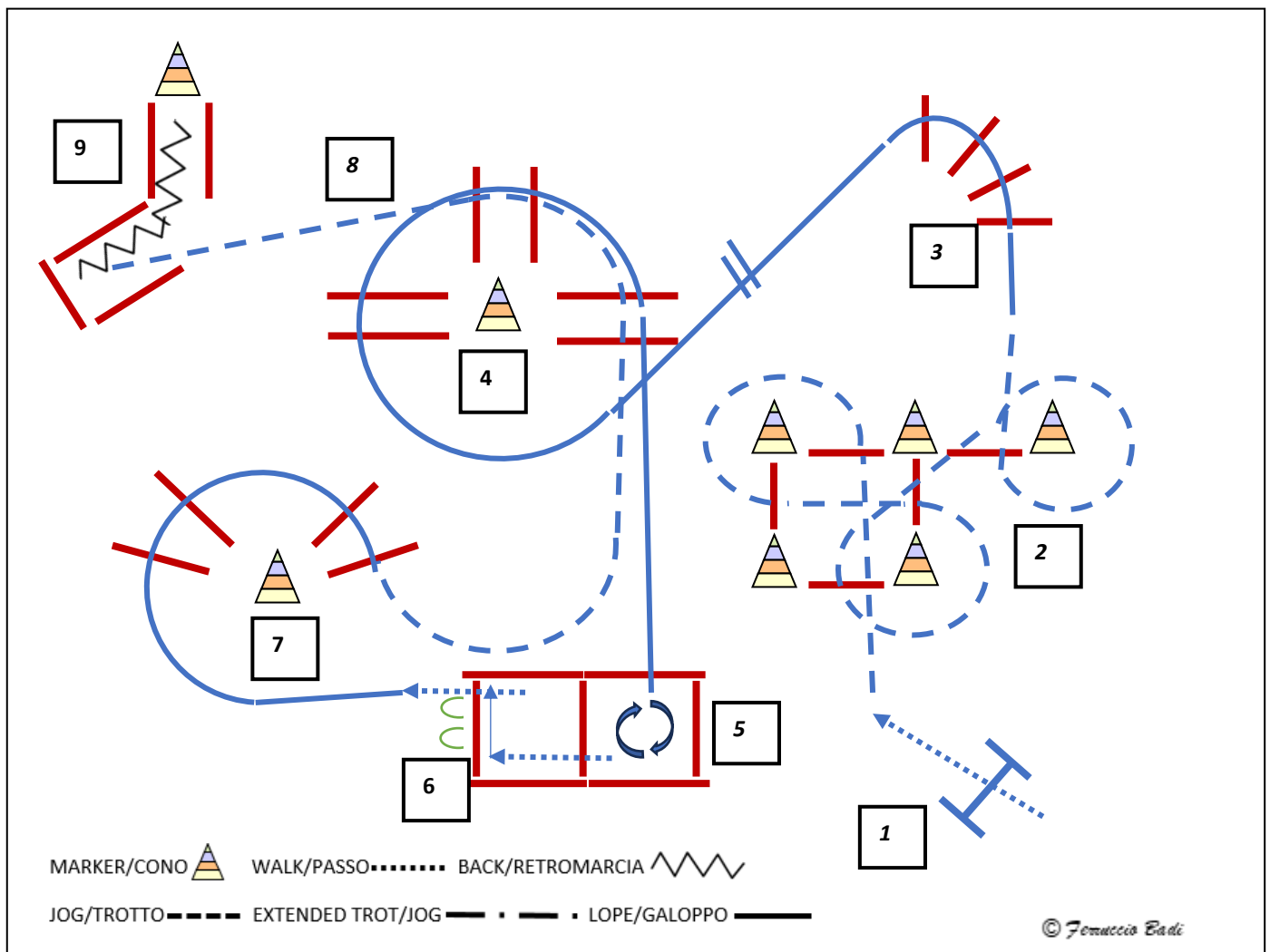
8. **Solo per ROOKIES** posizionarsi al passo e side pass a destra sulla barriera, uscire al passo: only for ROOKIES set up at walk , execute a right side pass on the log, walk out

Novice Trail Horse Amt & Youth



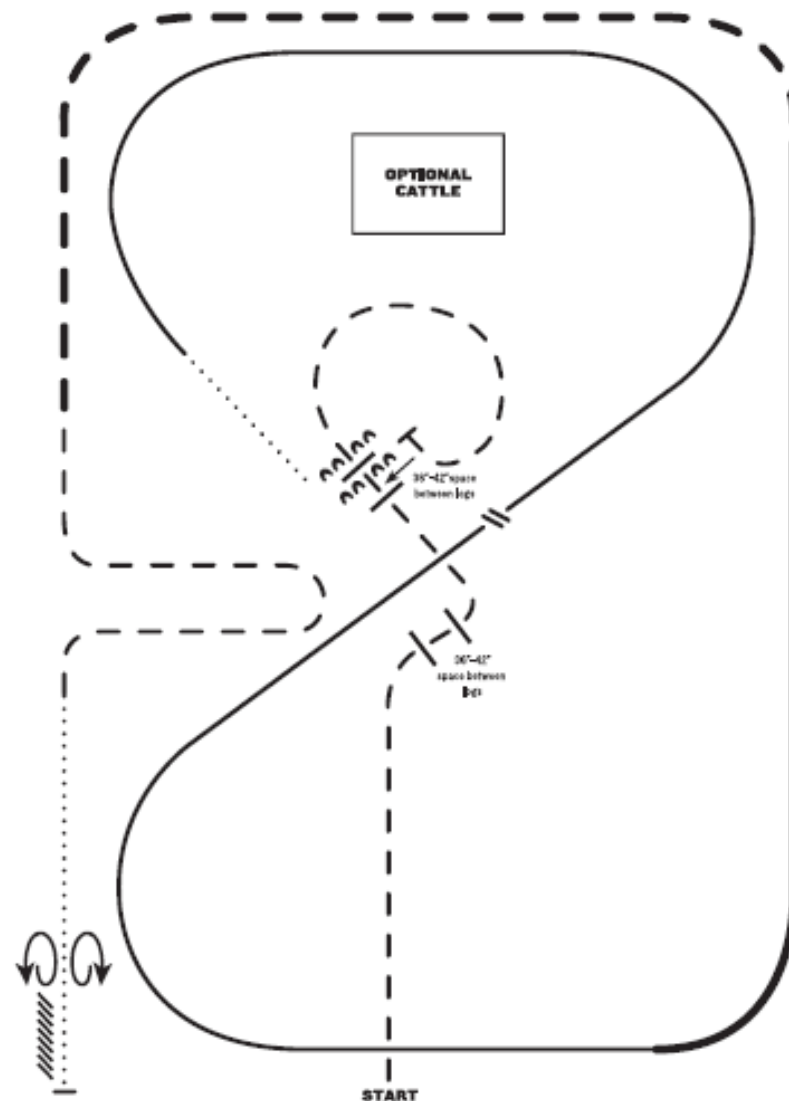
1.	Cancello, gate
2.	Side pass sinistra sulla barriera, avanzare e side pass destra; walk, side pass on the log left and after right
3.	Jog sulle barriere, jog over
4.	Barriere al galoppo, poi cambio di galoppo al volo o semplice; lope the logs, then change lead simple or flying
5.	Barriere al galoppo, right lead lope over the logs
6.	Trotto sulle barriere, jog the logs
7.	Entrare al trotto e back tra le barriere, uscire al passo, enter at jog and back into the chute, walk out

Youth, Amateur & Open TRAIL Horse



1. **Cancello, gate**
2. **Jog sulle barriere, jog over**
3. **Barriere al galoppo, poi cambio di galoppo al volo o semplice; lope the logs, then change lead simple of flying**
4. **Barriere al galoppo, stop nel box, right lead lope over the logs stop in the box**
5. **450° spin a destra, 450° right spin**
6. **Posizionarsi al passo sopra la barriera, Side pass destra sulla barriera, uscire al passo; walk, side pass on the log right, walk out**
7. **Barriere al galoppo, right lead logs**
8. **Jog sulle barriere; jog over**
9. **Entrare al trotto e back tra le barriere, uscire al passo, enter at jog and back into the chute, walk out**

RANCH RIDING - PATTERN 9



LEGEND	
.....	Walk
- - - - -	Extended Walk
- - - - -	Trot
- - - - -	Extended Trot
—————	Lope
—————	Extended Lope
	Back
↺ ↻	Lead Change

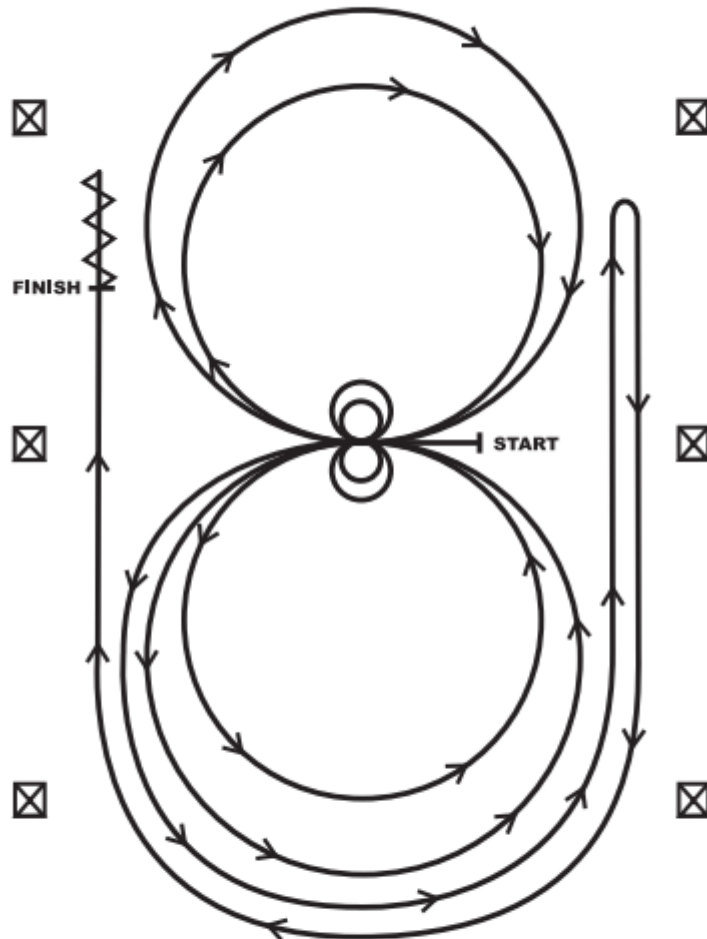
1. Trot
2. Trot over two sets of logs
3. Trot circle, stop and side pass left over log
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope left lead
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360° turn each direction (either direction 1st) (L-R or R-L)

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.

- *Reining pattern N°A Rookies and Beginner*

REINING PATTERN A

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



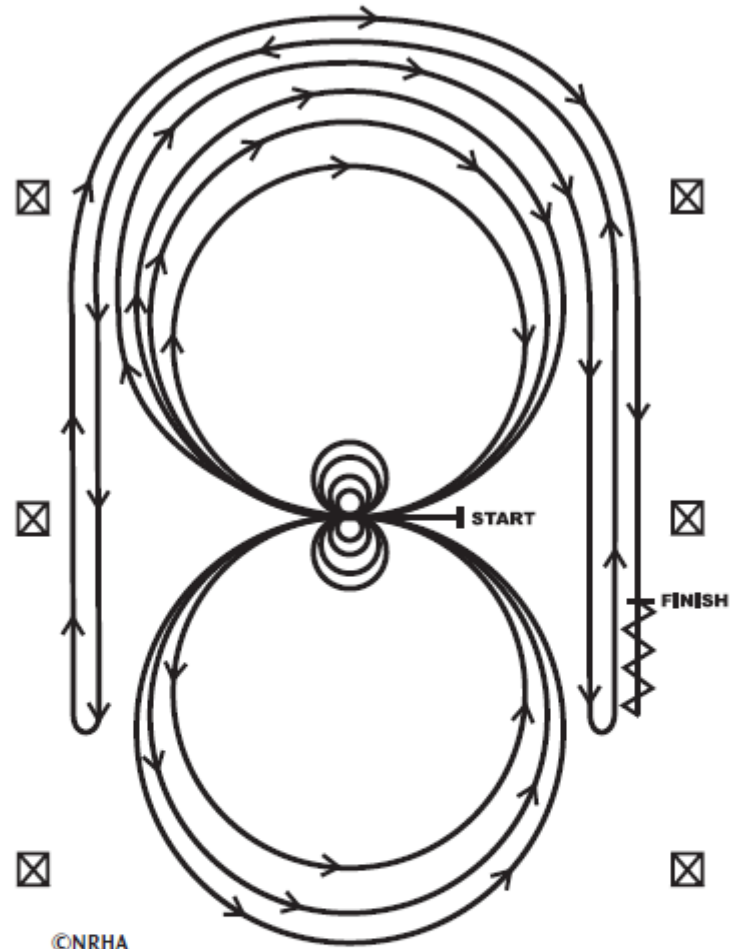
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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 N°14 NOVICE

REINING PATTERN 14

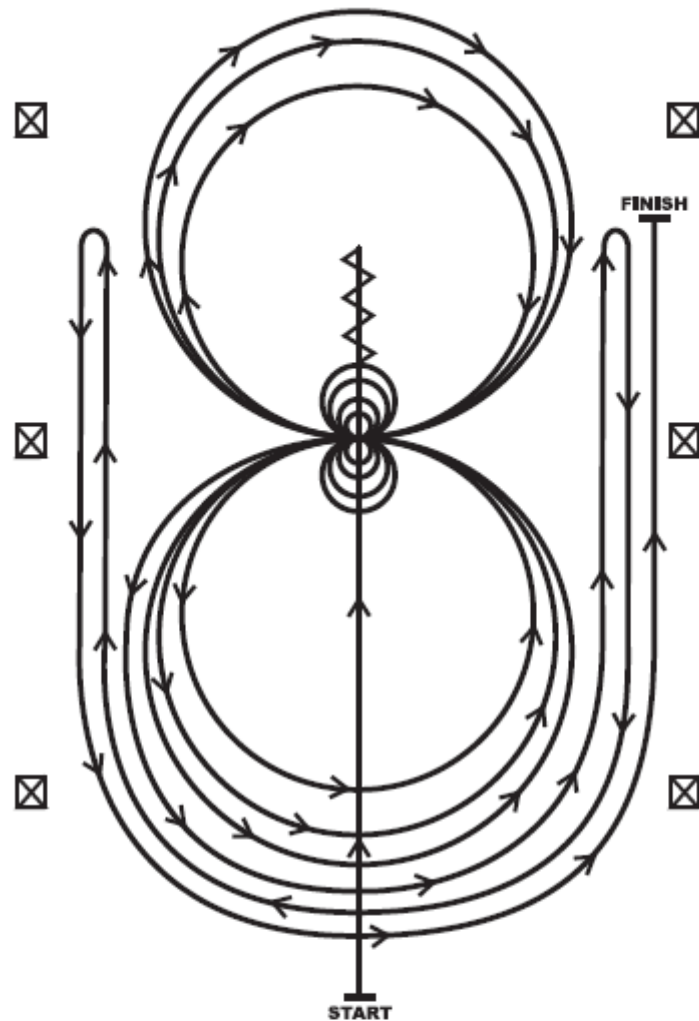


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. 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.
4. 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.
5. Begin a large circle to the right but do not close this circle. Run up 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 previous circle but do not close this circle. Run up 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 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°12 OPEN, AMATEUR, YOUTH*

REINING PATTERN 12



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. 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.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center for 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 20 feet (6 meters) from the wall or fence-no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
8. 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 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.