



ENTE DI PROMOZIONE
SPORTIVA
RICONOSCIUTO
DAL CONI

VERSATILITY RANCH

PERFORMANCE & RANCH HORSE SHOW

15 SETTEMBRE 2024

PROGRAMMA:

INIZIO GARE ORE: 8.30

Showmanship

Horsemanship

Western pleasure

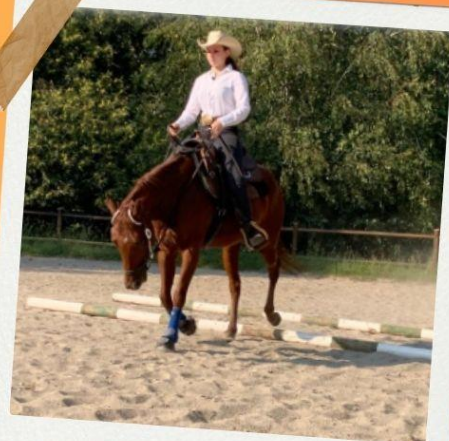
Hus-Hse

In hand trail, Trail, Ranch trail

Ranch riding

Western riding

Reining



VIA TRENTO 18 - SUMIRAGO (VA)

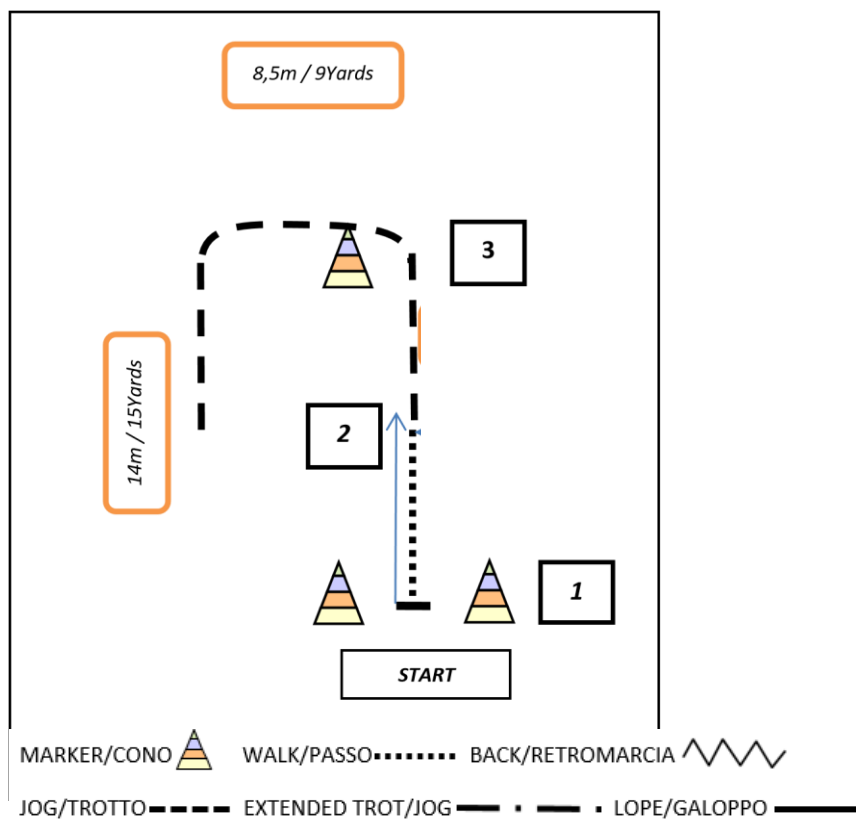
CODICE STALLA: 124VA001

INFO E PRENOTAZIONI: info@versatilityranch.com

Versatility Ranch & Stock Horse Club Via Trento 18 21040 Sumirago (VA) Italy Info at @ tel+39 0331 908003

Video sending: +39 **3316332929** email info@versatilityranch.com CF 91043700128 - Coni: n°209564

Halter, morfologia

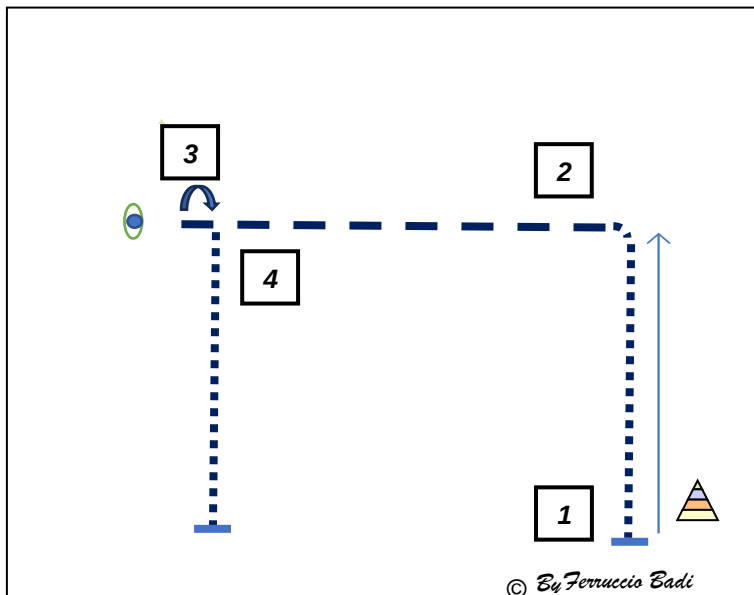


Pattern:

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:

Walk & Trot Showmanship at Halter



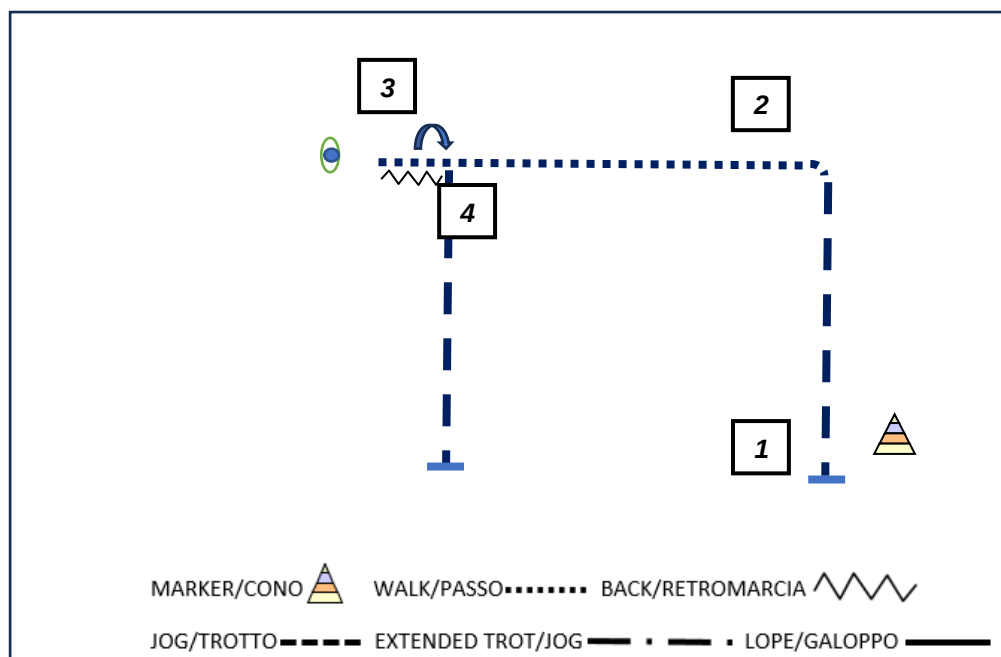
MARKER/CONO WALK/PASSO BACK/RETROMARCIA
 JOG/TROTTO - - - - - EXTENDED TROT/JOE - - - - - LOPE/GALOPPO ———

Pattern:

1. **Pronti al marker 1, presentare il cavallo, partire: passo;** *ready at marker 1, present your horse, start: walk,*
2. **Trotto sino al Giudice,** *jog till the judge*
3. **Stop e appiombi /ispezione;** *stop and set up / inspection*
4. **Al cenno del Giudice 270°destra;** *at the dismissal from the judge right turn of 270°*
5. **Passo e uscire al passo;** *walk and exit at walk*

Note:

Rookie & Novice Showmanship at Halter

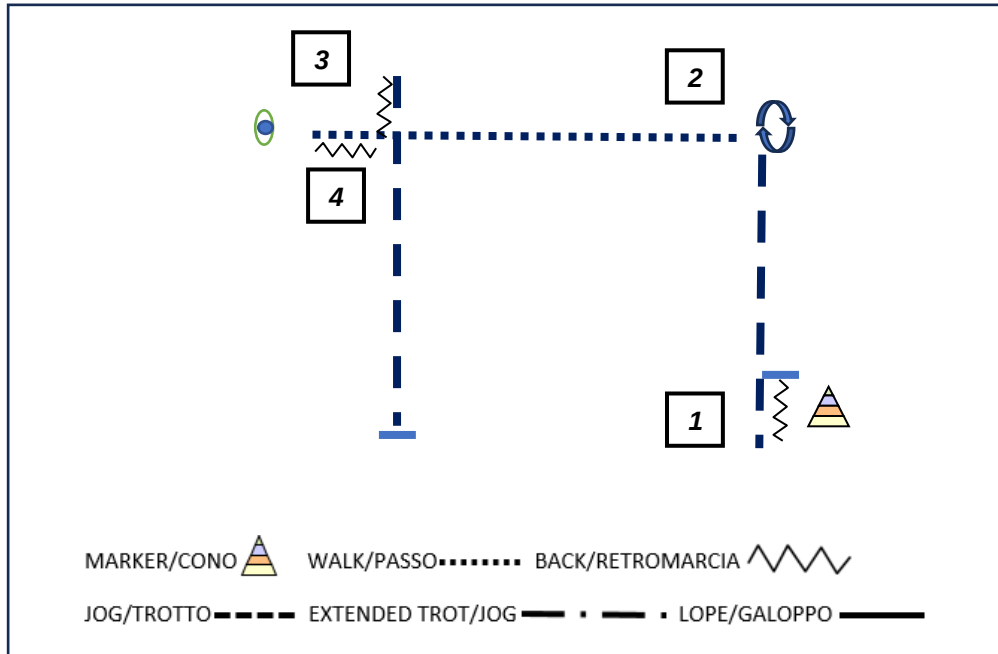


Pattern:

1. **Pronti al marker, trotto;** *ready at marker jog ,*
2. **Passo sino al Giudice;** *walk till the judge*
3. **Stop e appiombi /ispezione;** *stop and set up / inspection*
4. **4 passi retromarcia :** *4 step backwards*
5. **Pivot sui posteriori a destra 270°;** *270° turn on the haunches*
6. **trotto, e stop quando il linea con il marker;** *jog till you are on the same line of the marker,*

Note:

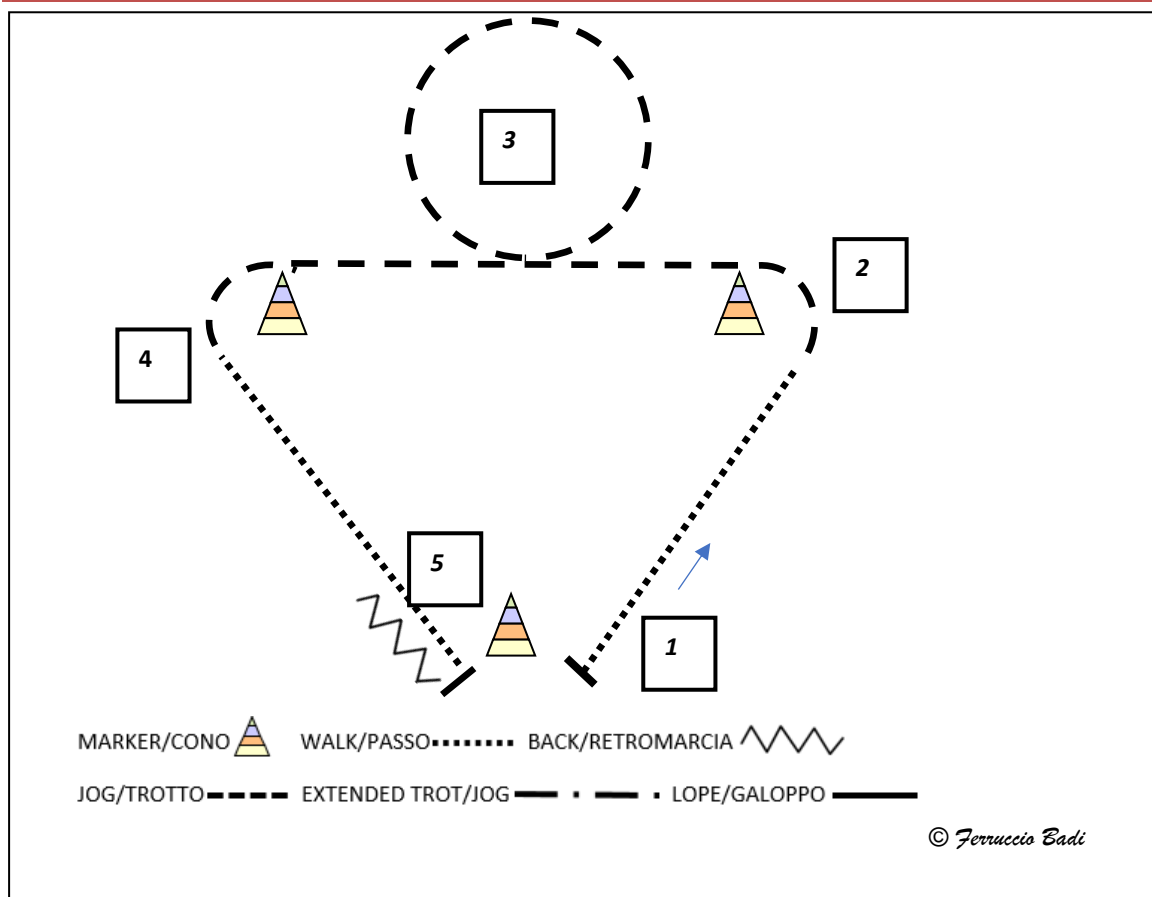
NOVICE Showmanship at Halter (youth- amateur- Pro)



Pattern:

1. **Pronti al marker, back una lunghezza, trotto e stop; ready to the marker, back one horse length, jog and stop.**
2. **450° spin a destra sui posteriori; 450° turn on the haunches**
3. **Passo sino al Giudice Stop e appiombi /ispezione; walk till the judge stop and set up / inspection**
4. **Al cenno del Giudice Back a "L", stop; at the dismissal back L, stop**
5. **Jog sino alla linea del marker, stop; jog till the line of the marker, stop**

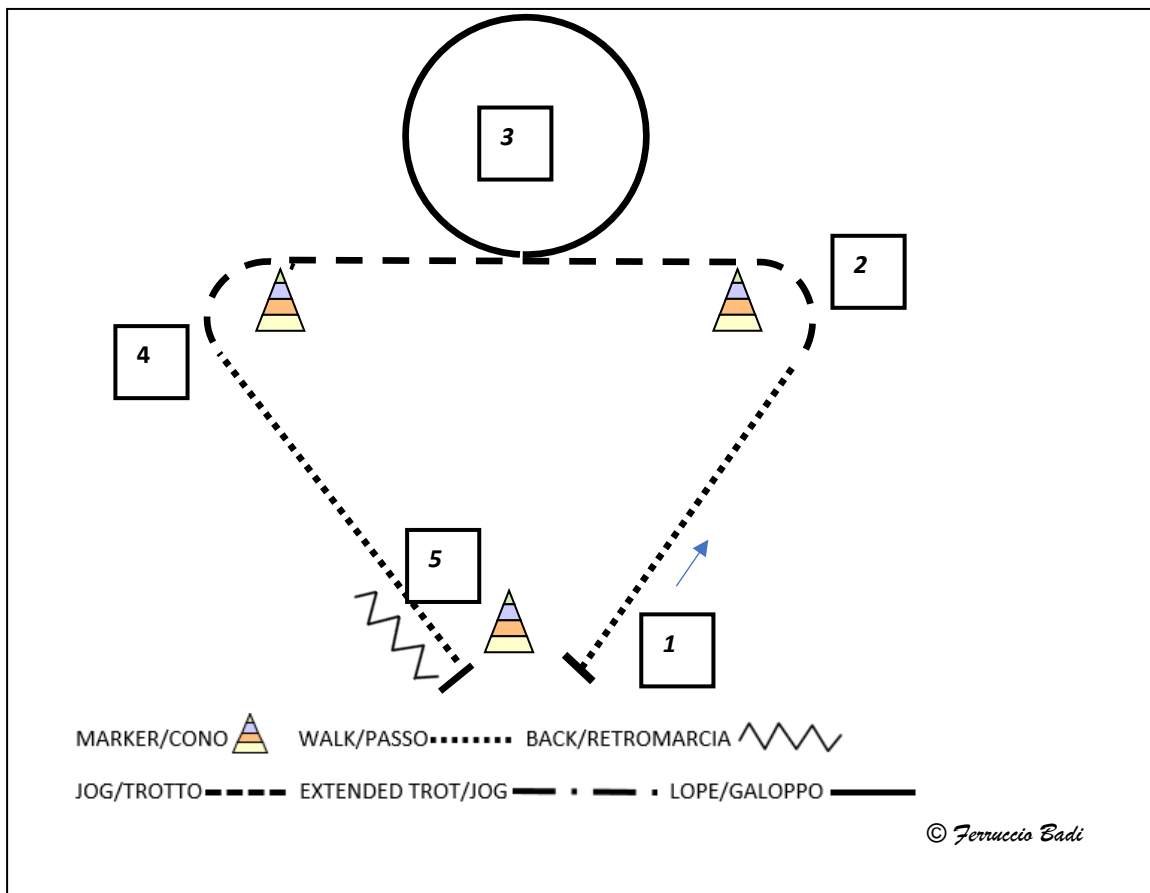
Walk and trot Horsemanship



Pattern:

1. **Pronti al marker passo; ready at marker, walk**
2. **Prima del marker partire al trotto; jog before the marker**
3. **Cerchio al trotto: jog a circle**
4. **Rompere al passo dopo il marker: after the marker break at walk**
5. **Stop, Back 3m; stop, Back 3m-3,2 yard**

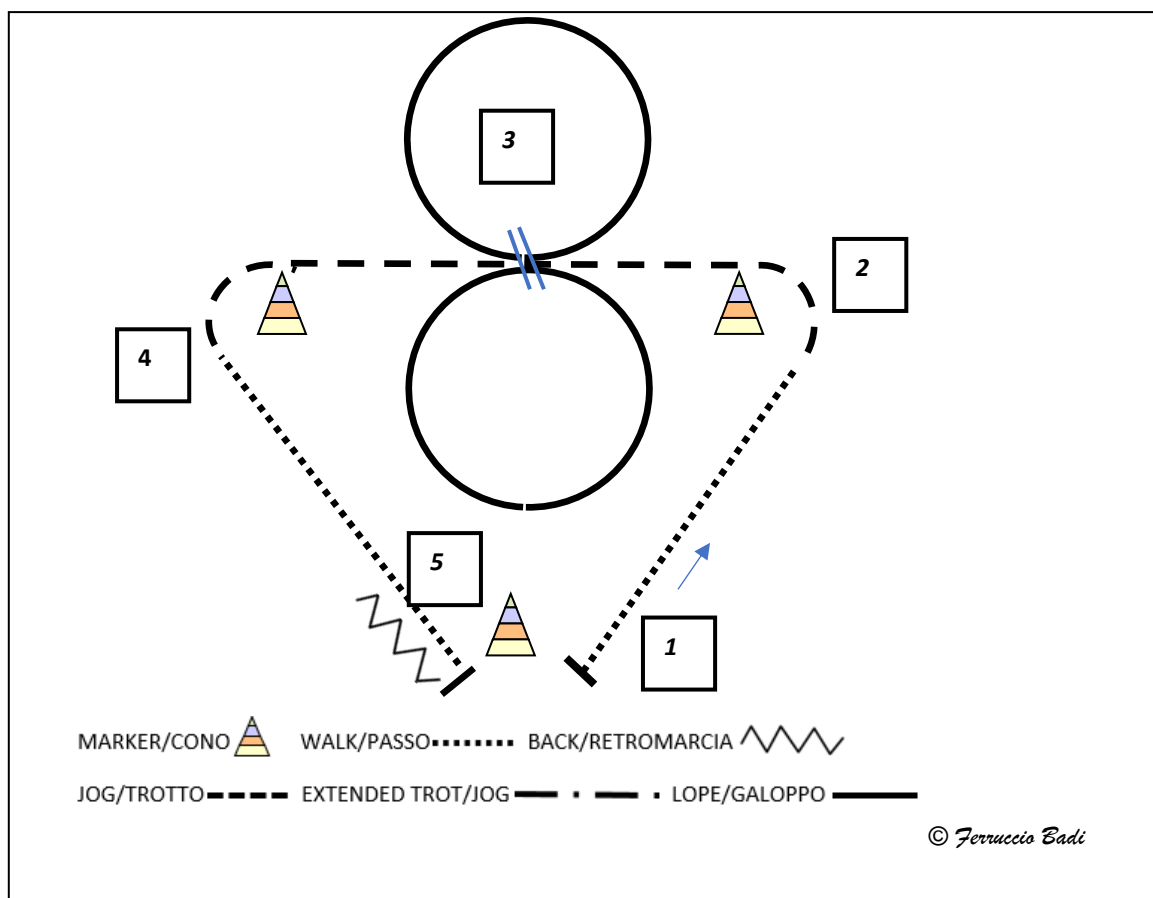
Rookie Horsemanship



Pattern:

1. **Pronti al marker passo; ready at marker, walk**
2. **Prima del marker partire al trotto; jog before the marker**
3. **Cerchio al galoppo destro: right lope circle**
4. **Rompere al passo dopo il marker: after the marker break at walk**
5. **Stop, Back 3m; stop, Back 3m-3,2 yard**

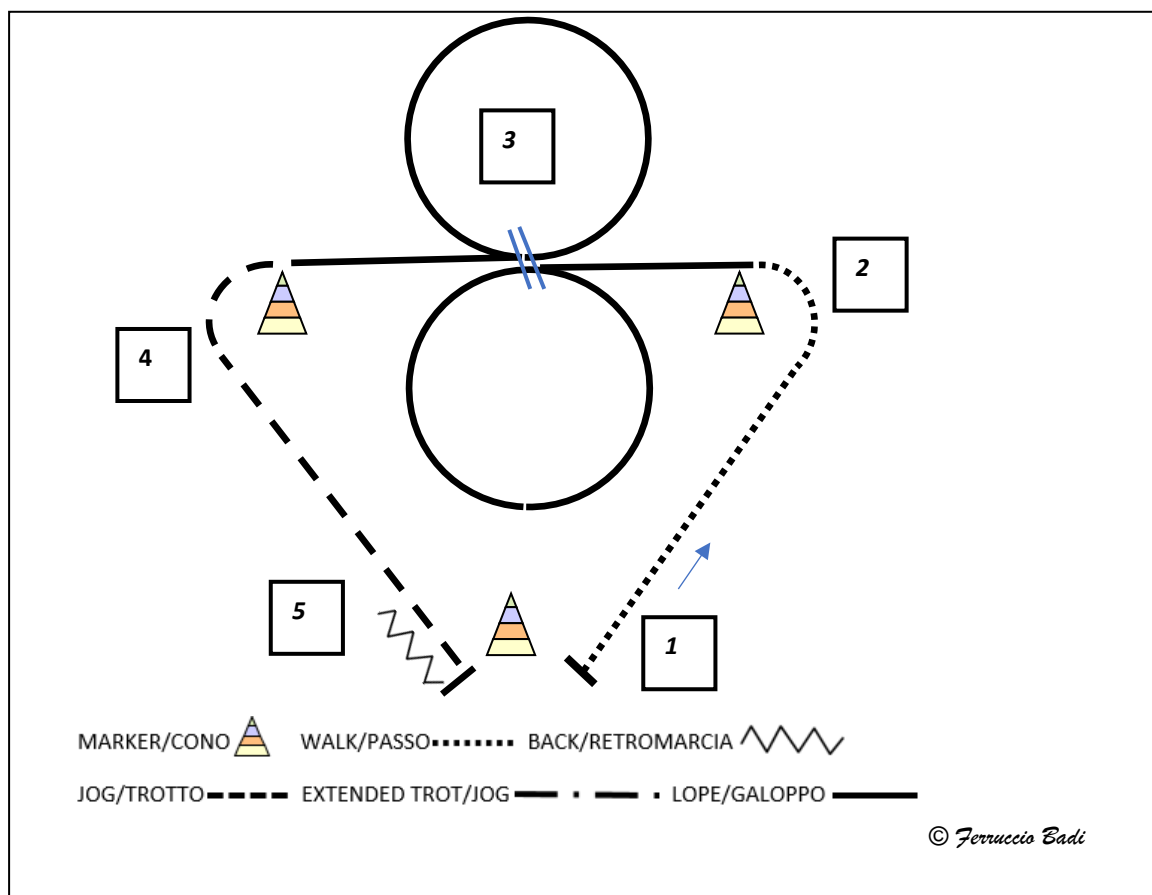
Novice Horsemanship youth & amateur



Pattern:

1. Pronti al marker passo; ready at marker, walk
2. Prima del marker partire al trotto; jog before the marker
3. Cerchio al galoppo destro, cambio di galoppo semplice o al volo e cerchio al galoppo sinistro, poi jog: right lope circle, change lead simple or flying, lope a left circle, then jog
4. Rompere al passo dopo il marker: after the marker break at walk
5. Stop, Back 3m; stop, Back 3m-3,2 yard

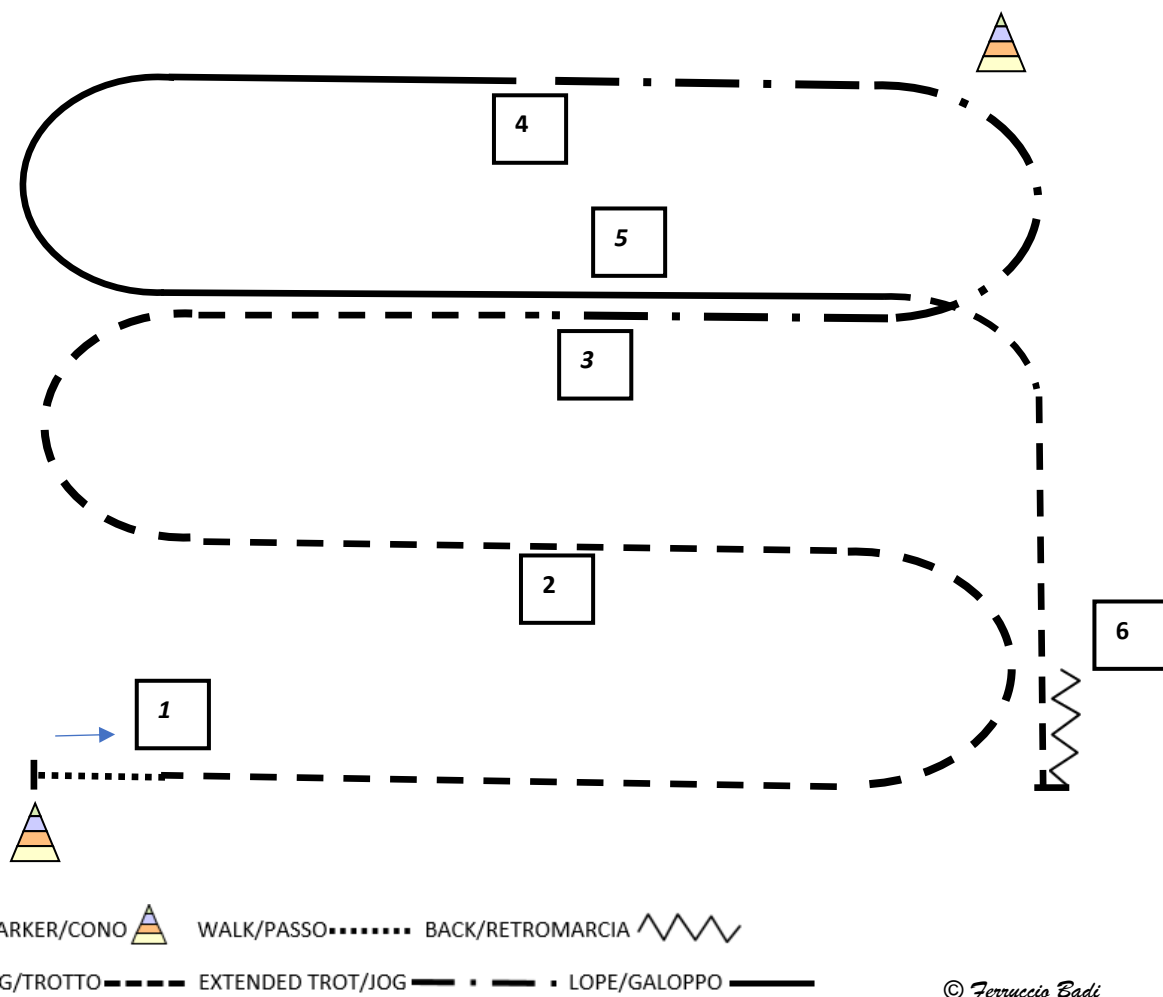
Horsemanship youth amateur & Pro



Pattern:

1. Pronti al marker passo; ready at marker, walk
2. Prima del marker partire al galoppo sinistro, continuare sino al centro ed eseguire un cerchio a sinistra; before the marker left lope and left circle
3. Cambio di galoppo semplice o al volo, cerchio al galoppo destro, sino al marker: change lead simple or flying, right lope circle, lope till the marker
4. Rompere al jog dopo il marker: after the marker break at jog
5. Stop, Back 3m; stop, Back 3m-3,2 yard

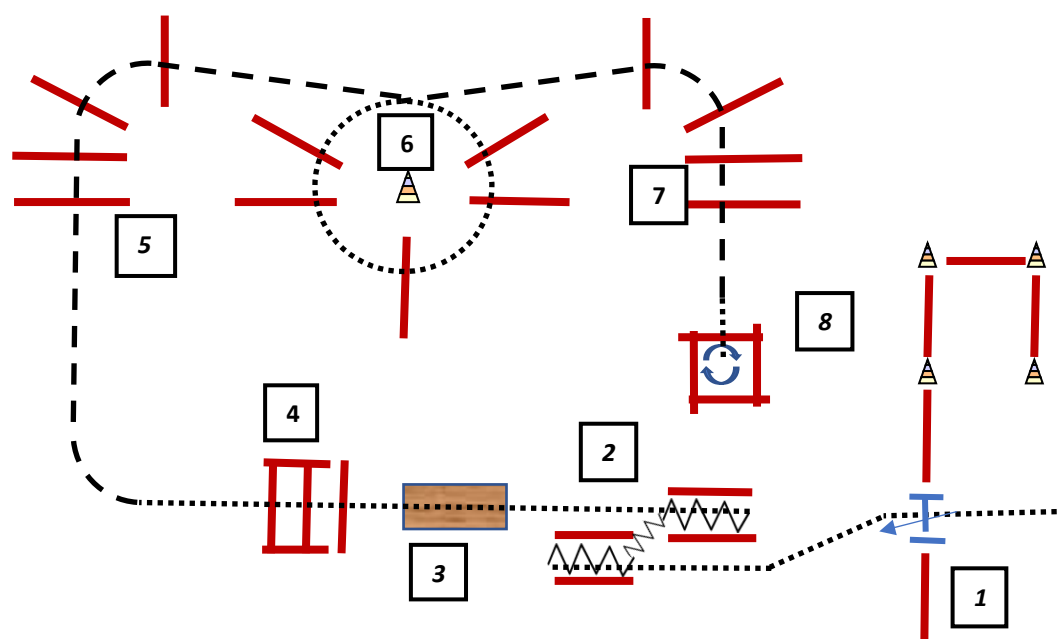
Hunt Seat Equitation (one class for all)



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

IN HAND TRAIL all classes & Walk & trot Trail all classes

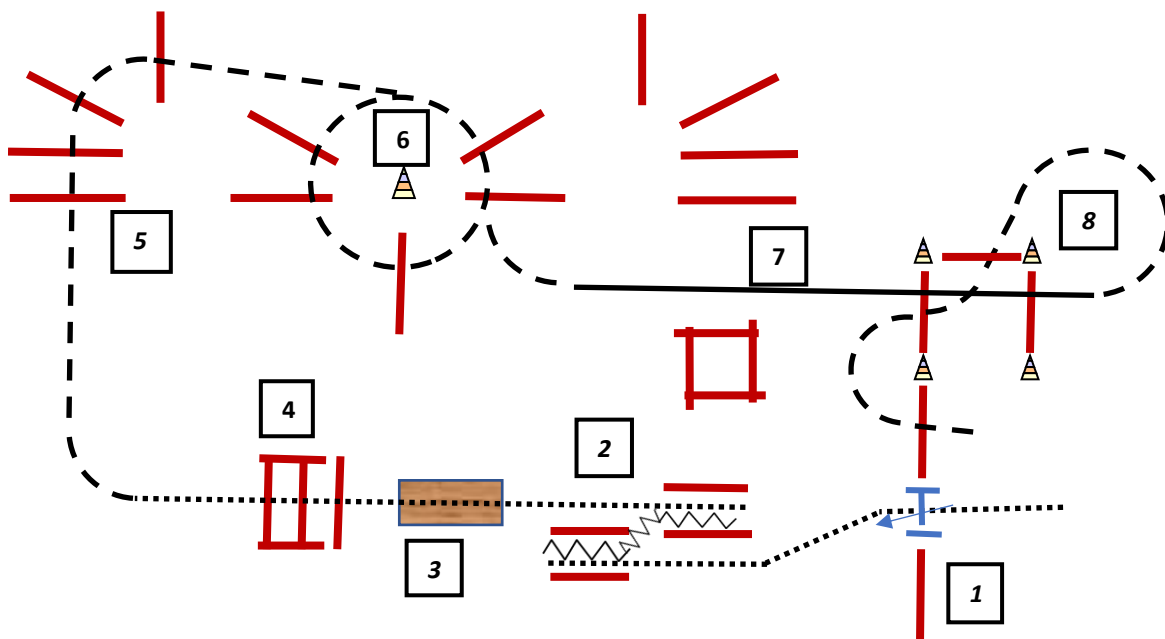


MARKER/CONO  WALK/PASSO BACK/RETROMARCIA 
 JOG/TROTTO - - - - - EXTENDED TROT/JOG — • — • — • LOPE/GALOPPO —————

© Ferruccio Badi

1. Al passo cancello, entrare tra le barriere; walk the gate, and walk into the cage
2. Back tra le barriere; Back around the logs
3. Passo, e ponte al passo; walk and walk the bridge
4. Barriere al passo; walk the logs
5. Trotto sulle barriere; Jog over the logs
6. Barriere al passo; walk and walk the logs
7. Trotto sulle barriere; Jog over the logs
8. Entrare al passo nel quadrato, una volta a destra; walk into the box, one turn to the right

Rookies Trail Horse



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

© Ferruccio Badi

1. Al passo cancello, entrare tra le barriere; walk the gate, and walk into the cage

2. Back tra le barriere; Back around the logs

3. Passo, e ponte al passo; walk and walk the bridge

4. Barriera al passo; walk the logs

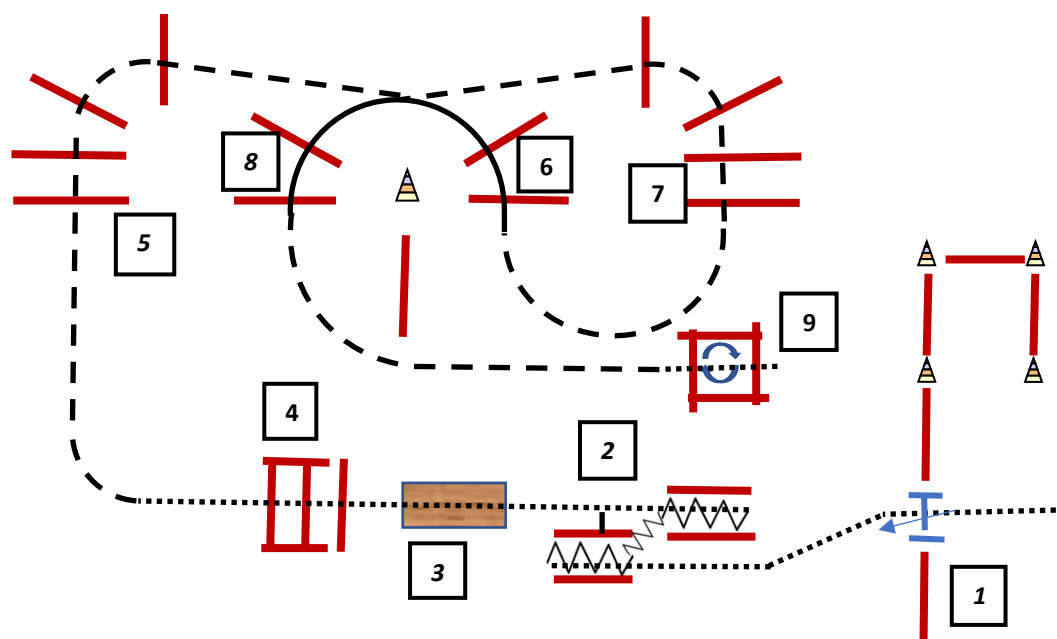
5. Trotto sulle barriere; Jog over the logs

6. Barriera al trotto; jog over the logs

7. galoppo sulle barriere; lope over the logs

8. Jog la serpentina sulle barriere; jog the serpentine on the logs

Novice Trail Horse

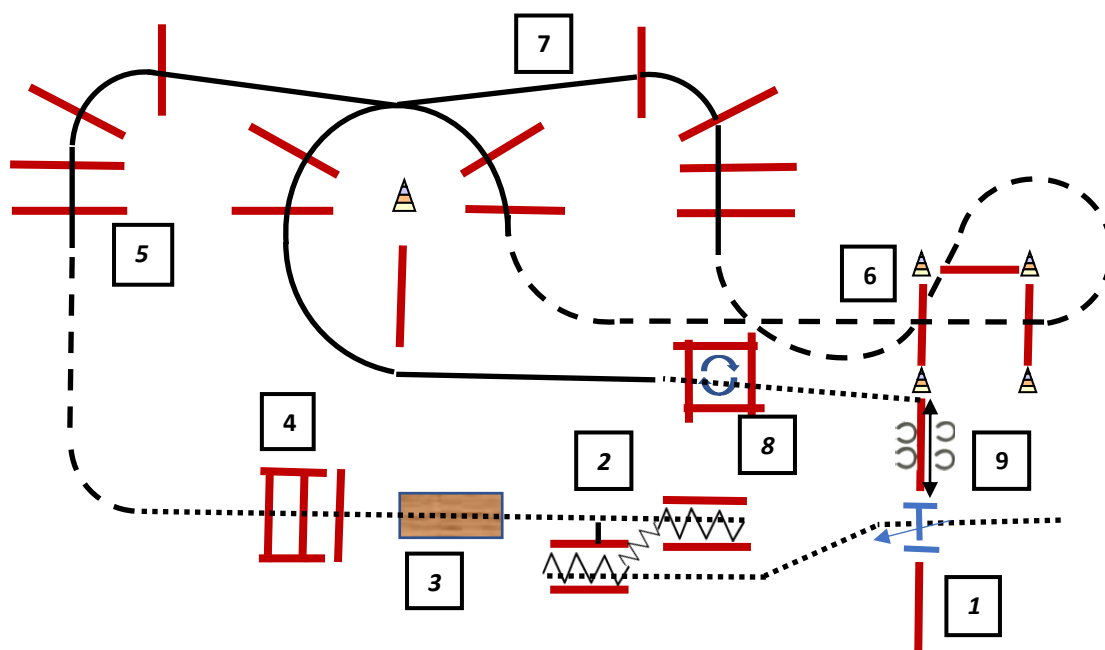


MARKER/CONO  WALK/PASSO BACK/RETROMARCIA 
 JOG/TROTTO - - - - - EXTENDED TROT/JOG — • — • — • LOPE/GALOPPO ———

© Ferruccio Badi

1. Al passo cancello, entrare tra le barriere; walk the gate, and walk into the cage
2. Back tra le barriere; Back around the logs
3. Passo, e ponte al passo; walk and walk the bridge
4. Barriere al passo; walk the logs
5. Trotto sulle barriere; Jog over the logs
6. Due barriere al galoppo destro; right lead over 2 logs
7. Barriere al trotto; jog over the logs
7. Due barriere al galoppo sinistro; left lope over 2 logs
8. Al passo nel box un giro a destra e uscire al passo; walk into the box and one right turn, walk out

Youth Amateur e PRO Trail Horse



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

© Ferruccio Badi

1. Al passo cancello, entrare tra le barriere; walk the gate, and walk into the cage

2. Back tra le barriere; Back around the logs

3. Passo, e ponte al passo; walk and walk the bridge

4. Barriere al passo; walk the logs

5. Trotto e poi galoppo destro sulle 6 barriere; Jog and right lope over the 6 logs

6. Jog sulle 4 barriere; jog over the 4 logs

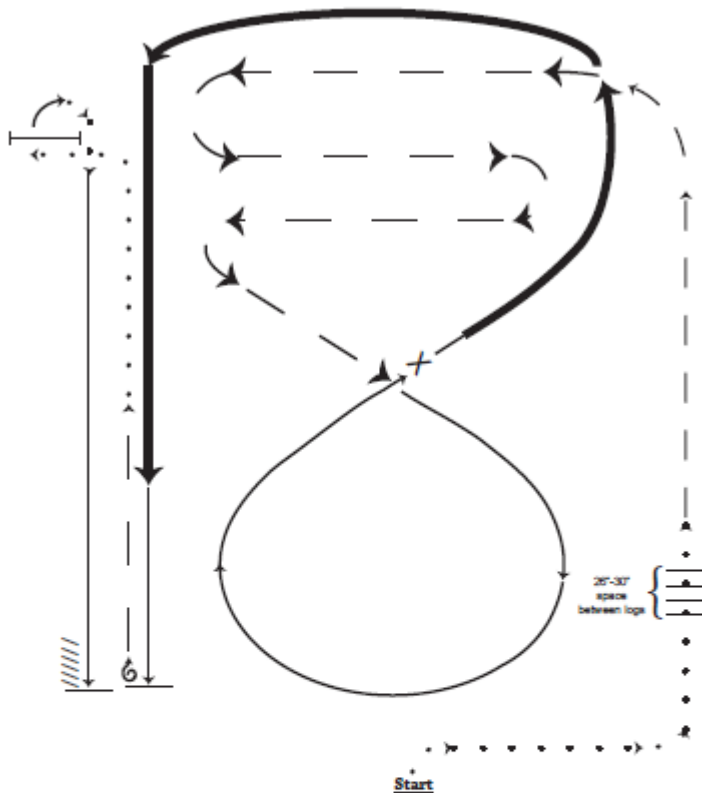
7. galoppo sinistro sulle 6 barriere; left lope over the 6 logs

8. Al passo nel box un giro a destra e uscire al passo; walk into the box and one right turn, walk out

9. Side pass sulla barriera destra e sinistra; side pass right and left on the log

RANCH RIDING : OPEN, AMATEUR & YOUTH

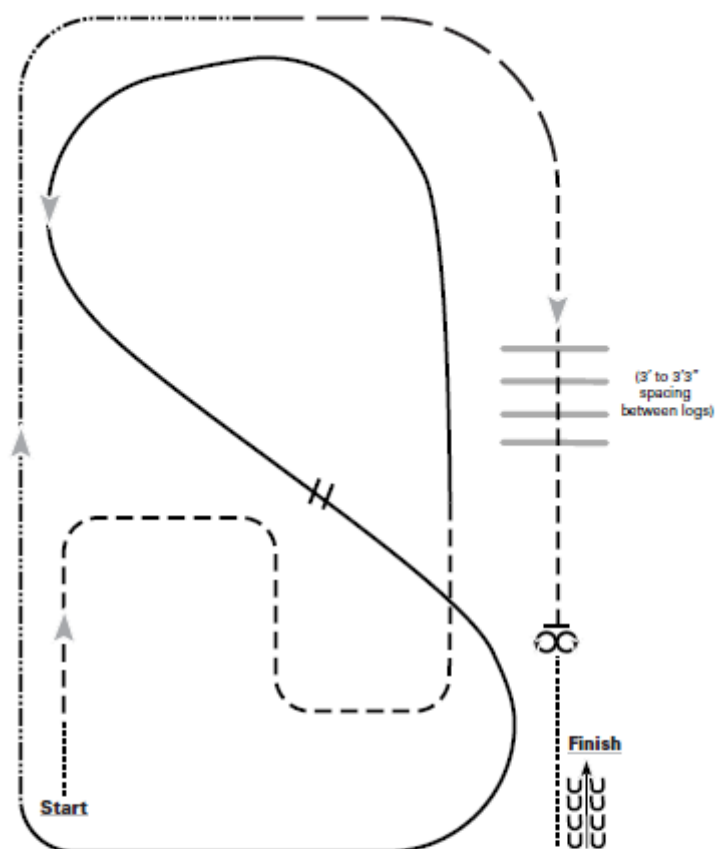
Ranch Riding Pattern #13



1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope (left lead), collect lope
8. Stop, 1 1/2 turn, either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

RANCH RIDING : NOVICE, ROOKIES AMATEUR & YOUTH

Ranch Riding Pattern #3

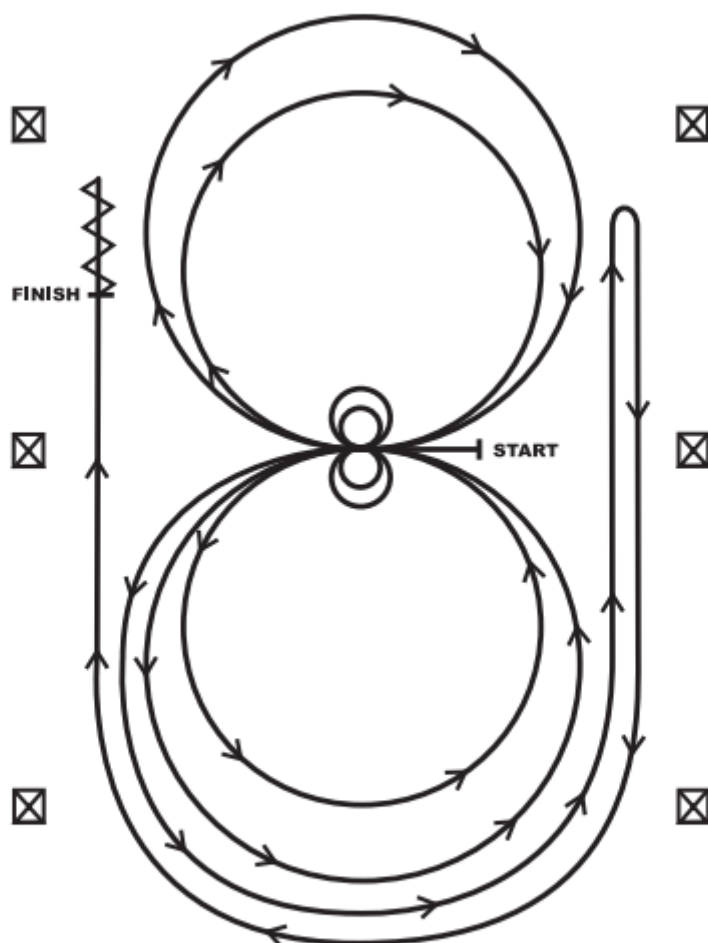


1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around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

Reining pattern N°A Beginner

REINING PATTERN A

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



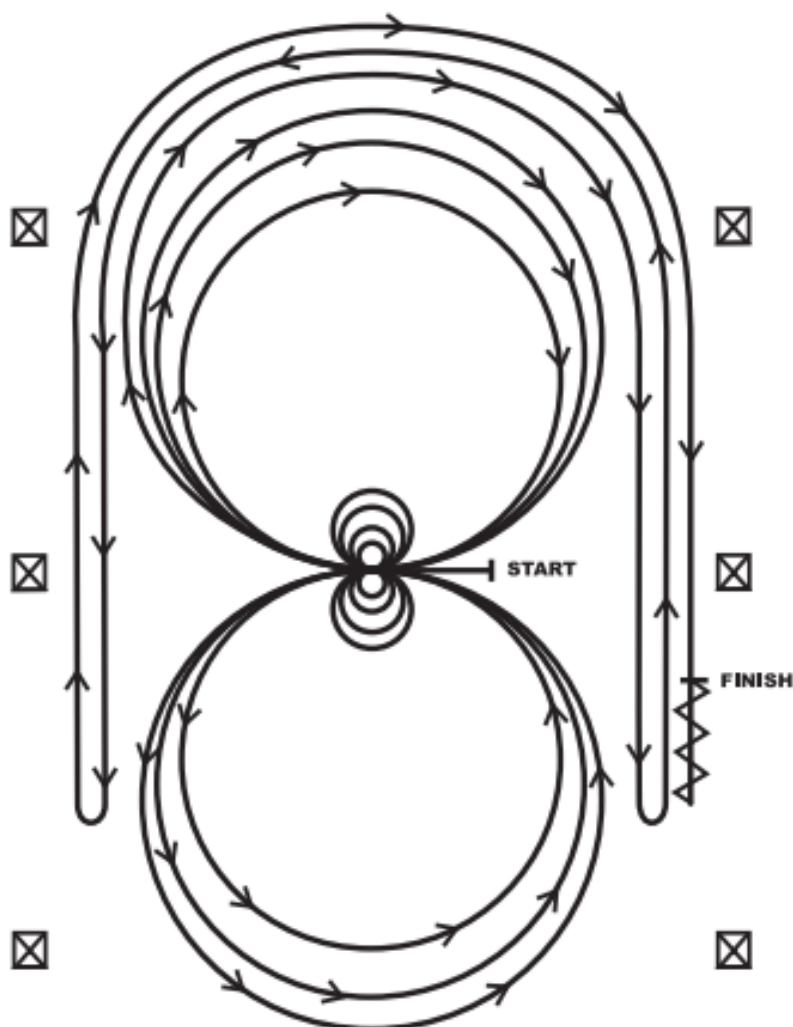
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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



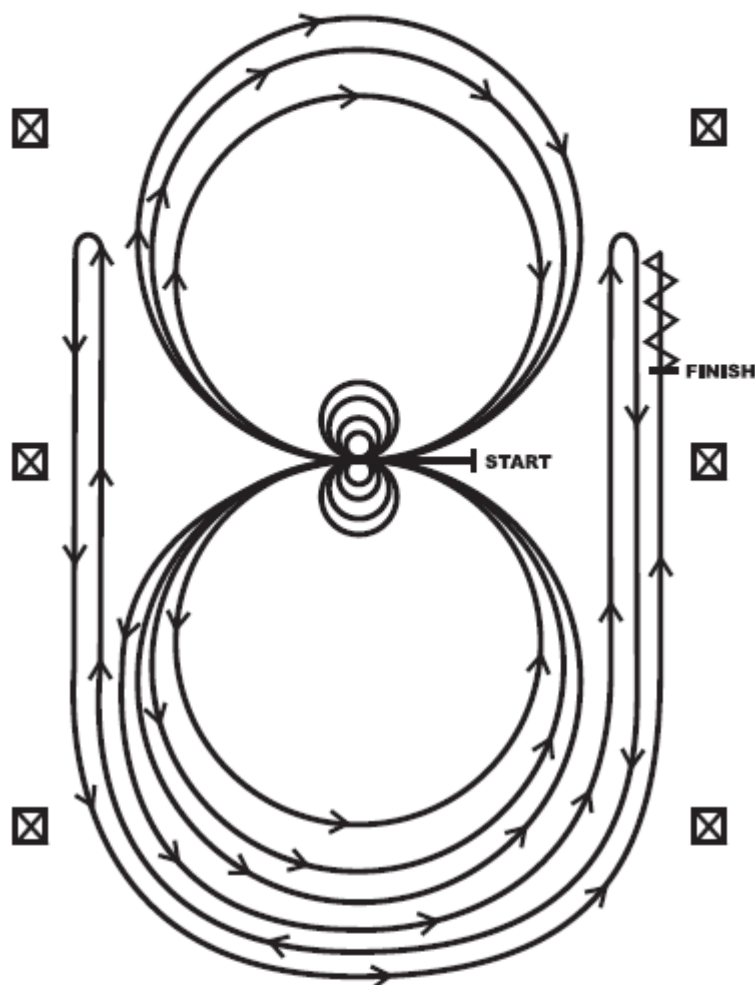
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

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

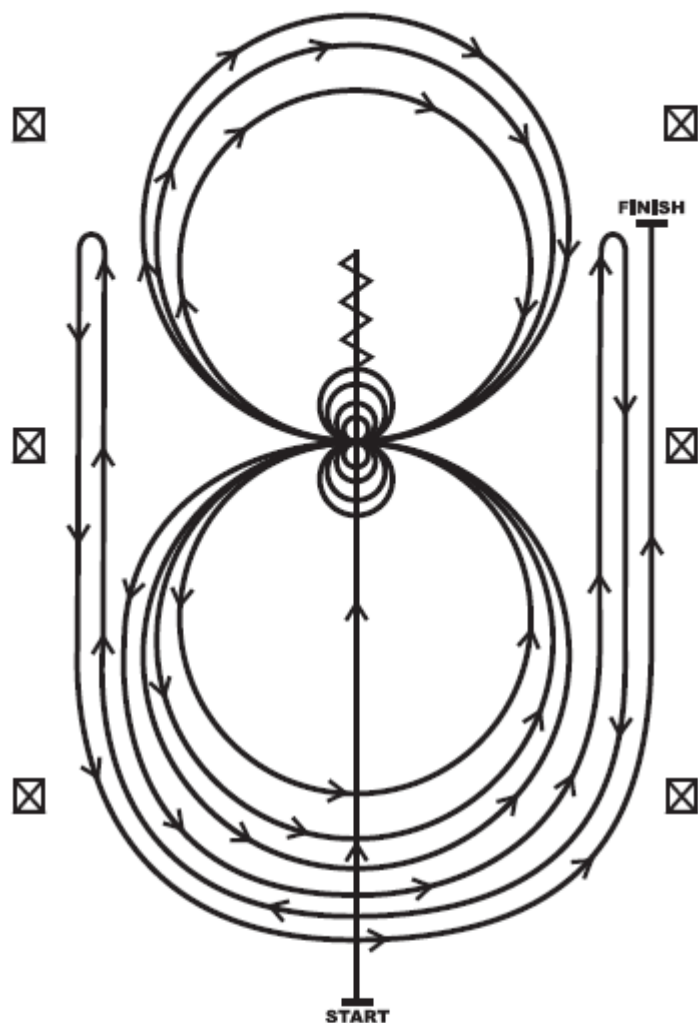


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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

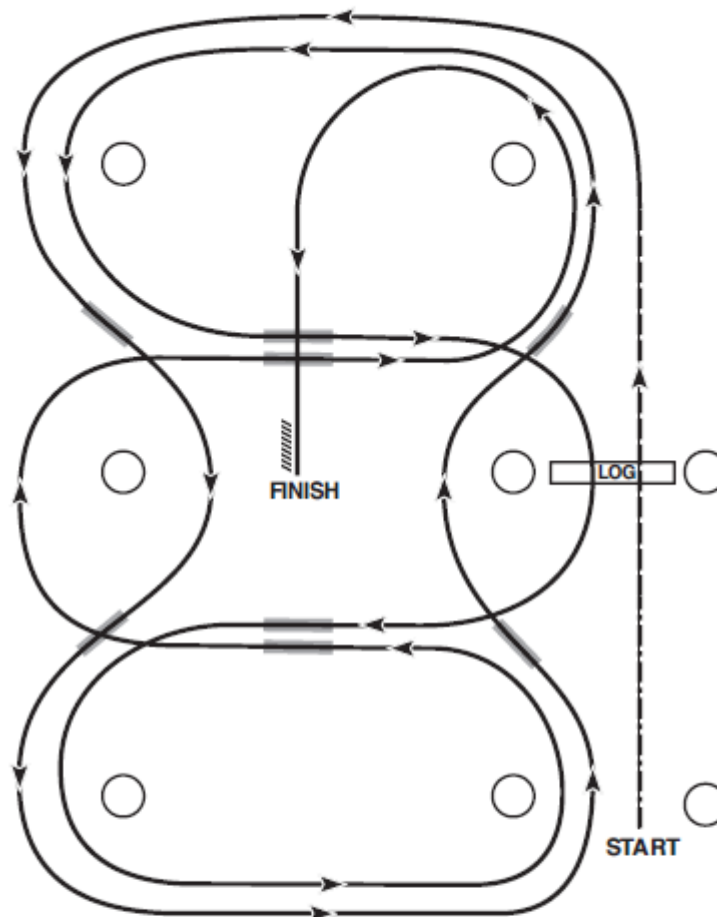
REINING PATTERN 9



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 all classes

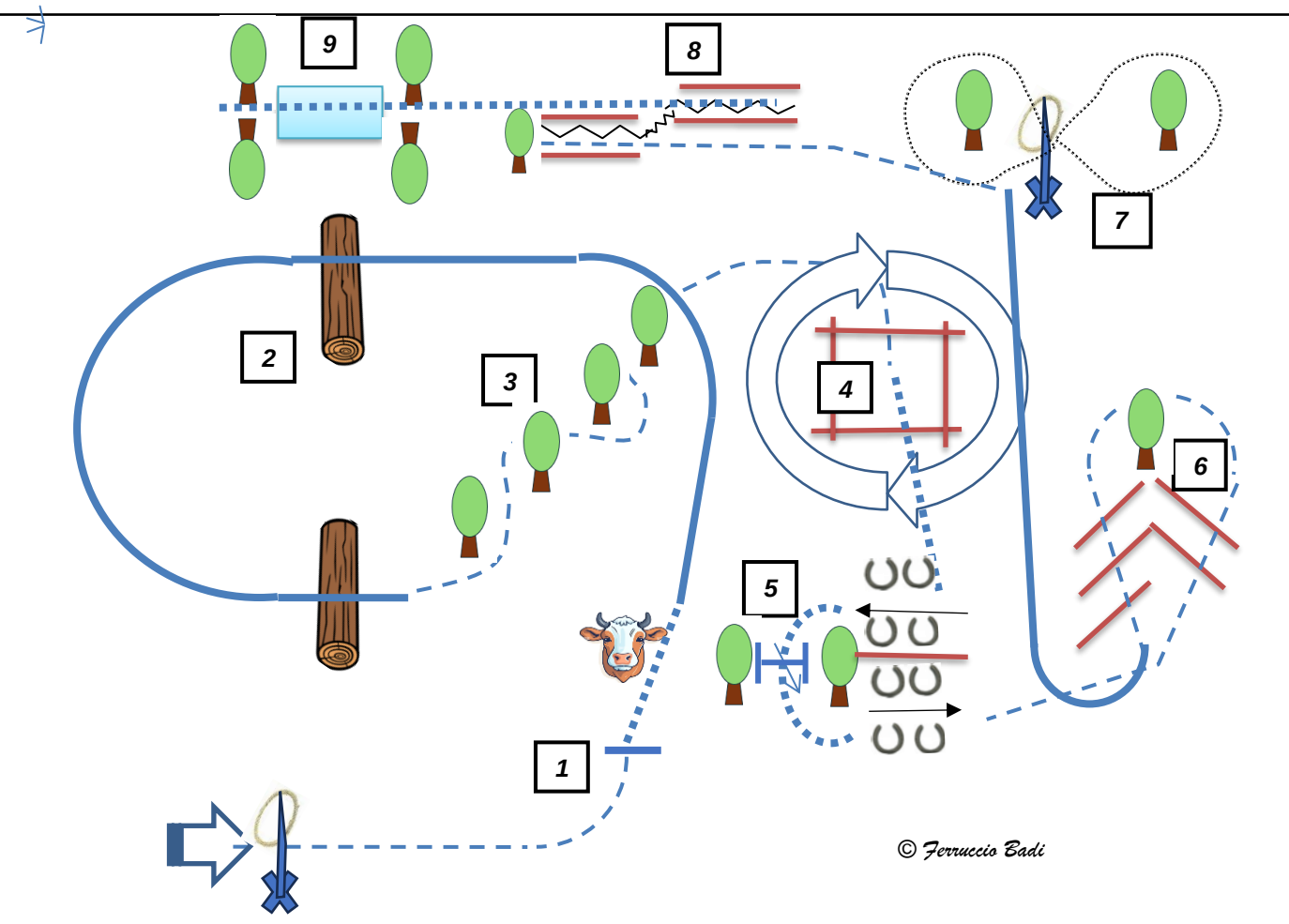
Western Riding Pattern #5



Recommended for small arenas.

1. Walk at least 15 feet from the start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope, on the 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 and back.

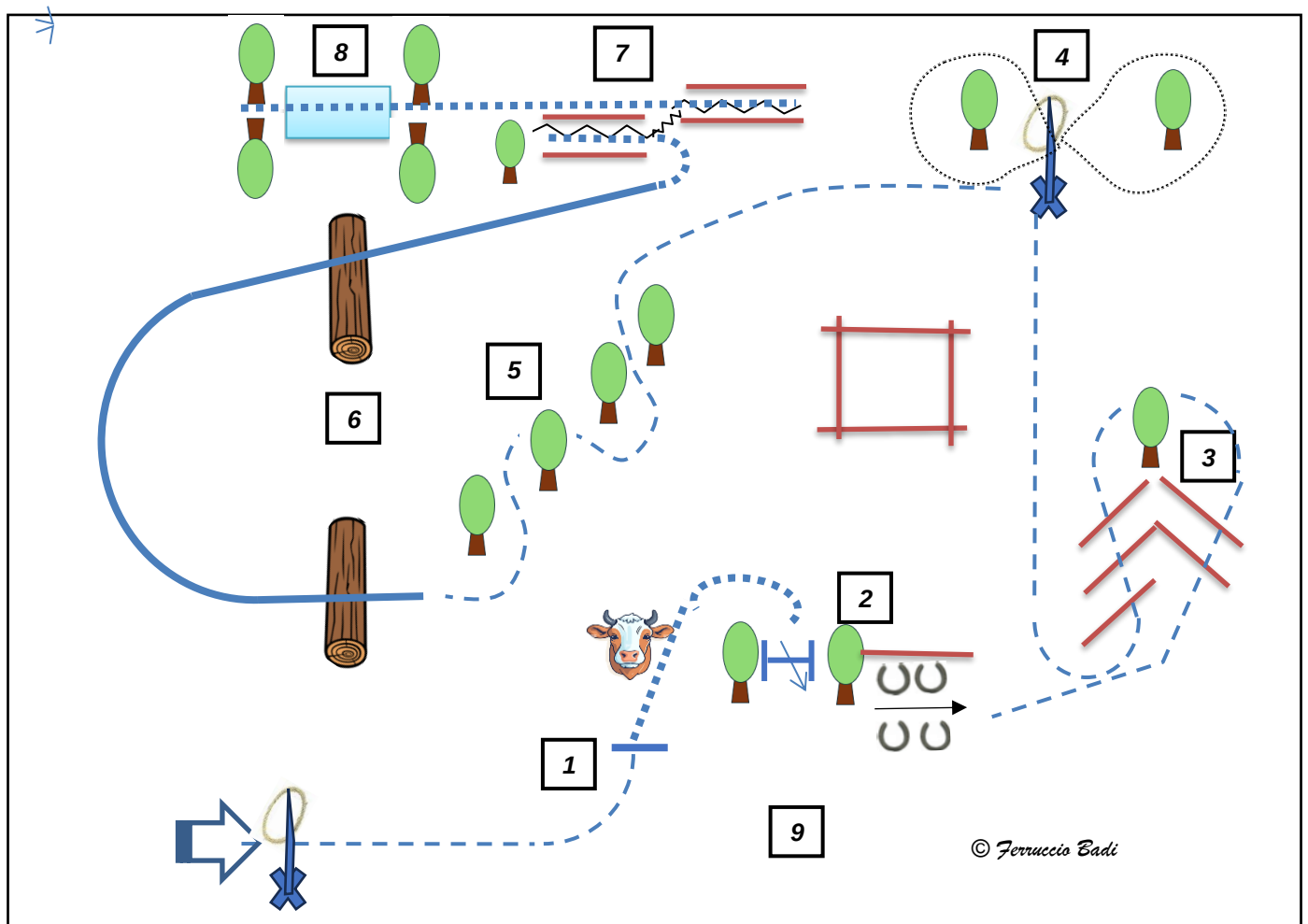
PATTERN: RANCH Trail OPEN PRO



Pattern:

1. Trot in with your rope, set and rope the dummy – entrare al trotto, portando il proprio lazzo, piazzarsi e lanciare il rope alla sagoma
2. Lope and make the 2 jumps over the logs – galoppo saltando i due tronchi
3. Trot the serpentine till in the box – *trotto in serpentina, sino dentro al quadrato, stop*
4. Ground tie and walk around the box, mount and walk out – smontare, ground tie, fare a piedi un giro del quadrato, rimontare e uscire al passo
5. *side pass right* enter the gate and *side pass left* – *side pass destro* passare il cancello e *side pass sinistro*
6. trot over – *trotto sulle barriere*
7. drag figure 8 – *trainare il tronco figura 8*
8. trot into the cage and back up as designed - *trottare nella strettoia e retromarcia tra i pali*
9. *walk the bridge – passo sul ponte*

PATTERN: RANCH Trail # Amateur



..... **Walk, passo**

- - - - - **trot,**

^ ^ ^ ^ ^ **back,**

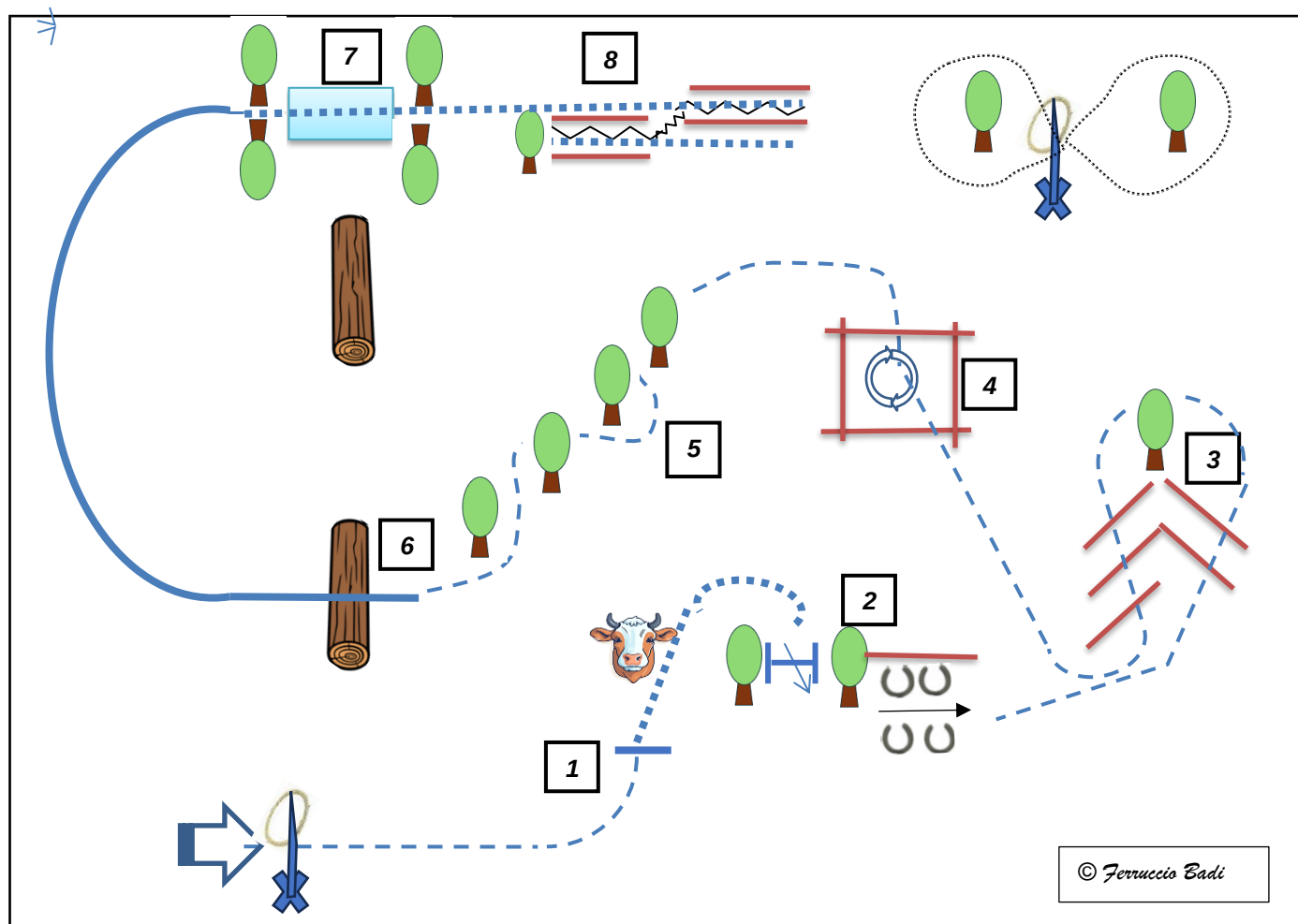
 **marker**

———— **lope, galoppo**

Pattern:

1. Trot in with your rope, set and rope the dummy – entrare al trotto, portando il proprio lazzo, piazzarsi e lanciare il rope alla sagoma
2. enter the gate and side pass left – lavorare il cancello e side pass sinistro
3. trot over – trotto sulle barriere
4. drag figure 8 – trainare il tronco figura 8
5. Trot the serpentine till– trotto in serpentina,
6. Lope and make the 2 jumps over the logs – galoppo saltando i due tronchi
7. walk into the cage and back up as designed - al passo nella strettoia e retromarcia tra i pali
8. walk the bridge – passo sul ponte

PATTERN: RANCH Trail # Youth, Rookies & Novice



Pattern: Pattern:

1. Trot in with your rope, set and rope the dummy – entrare al trotto, portando il proprio lazzo, piazzarsi e lanciare il rope alla sagoma
2. enter the gate and side pass left – lavorare il cancello e side pass sinistro
3. trot over till in the box – trotto sulle barriere sino all'interno del quadrato
4. in the box 360°turn each way exit at trot – nel quadrato, girare 360° in entrambe le direzioni uscire al trotto
5. Trot the serpentine – serpentina al trotto
6. Lope and make the 1 jump over the log – galoppo saltando un tronco
7. walk the bridge – passo sul ponte
8. walk into the cage and back up as designed - trottare nella strettoia e retromarcia tra i pali