

**Cavalli Varese**



# Varese Cavalli Show

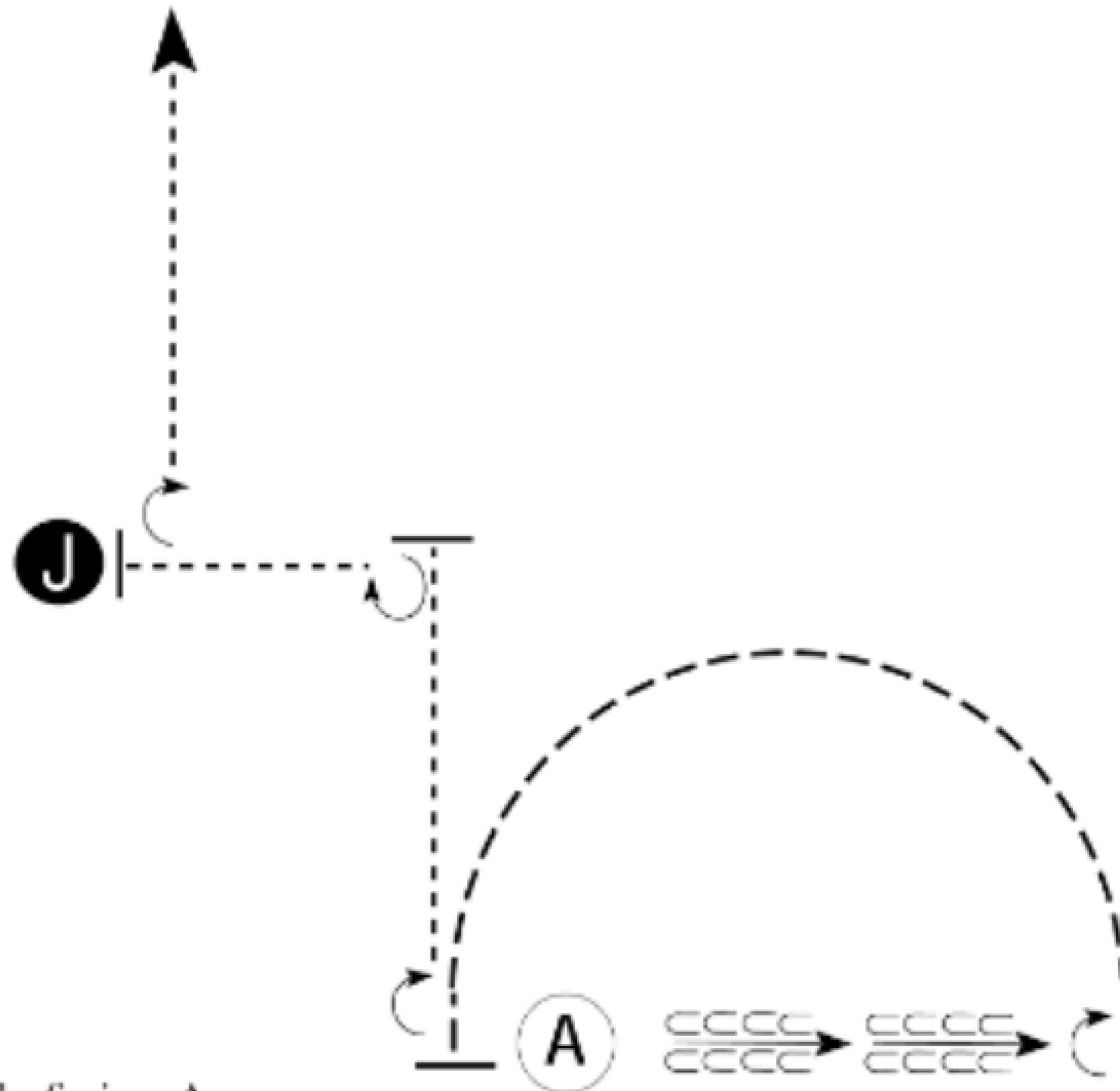
SABATO 6 GIUGNO	DOMENICA 7 GIUGNO
<p>Ore: 13.00 HALTER AQHA RANCH CONFORMATION IRHA WESTERN RIDING HUNT SEAT EQUITATION HUNTER UNDER SADDLE RANCH REINING RANCH TRAIL</p>	<p>Ore: 9.00 SHOWMANSHIP HORSEMANSHIP WESTERN PLEASURE RANCH RAIL RANCH RIDING TRAIL REINING</p> <p>Premiazioni ALL AROUND IRHA</p>

\*il programma potrebbe subire variazioni



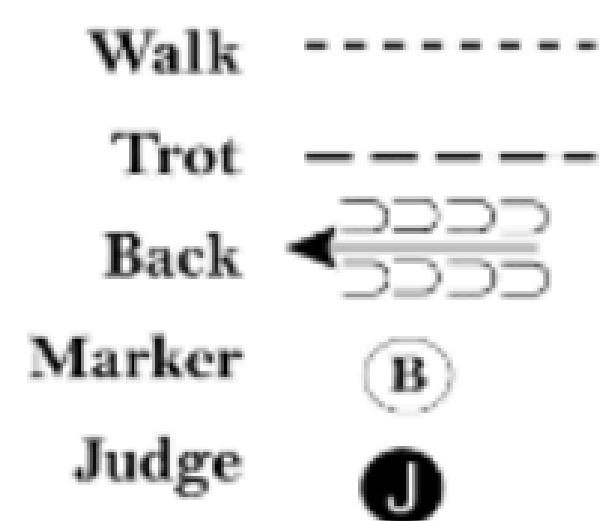
# Varese Cavalli Show

## SHOWMANSHIP AMATEUR & YOUTH



Be ready facing A.

1. When acknowledged, back approximately 2 horse lengths.
2. Perform a 90 degree turn.
3. Trot a half circle back to A.
4. Stop and perform a 180 degree turn.
5. Walk until your horse's hip is even with Judge.
6. Stop and perform a 270 degree turn.
7. Walk to judge. Stop and set up for inspection.
8. When dismissed, perform a 90 degree turn.
9. Walk straight away from judge.



Follow the instructions of your ring steward.



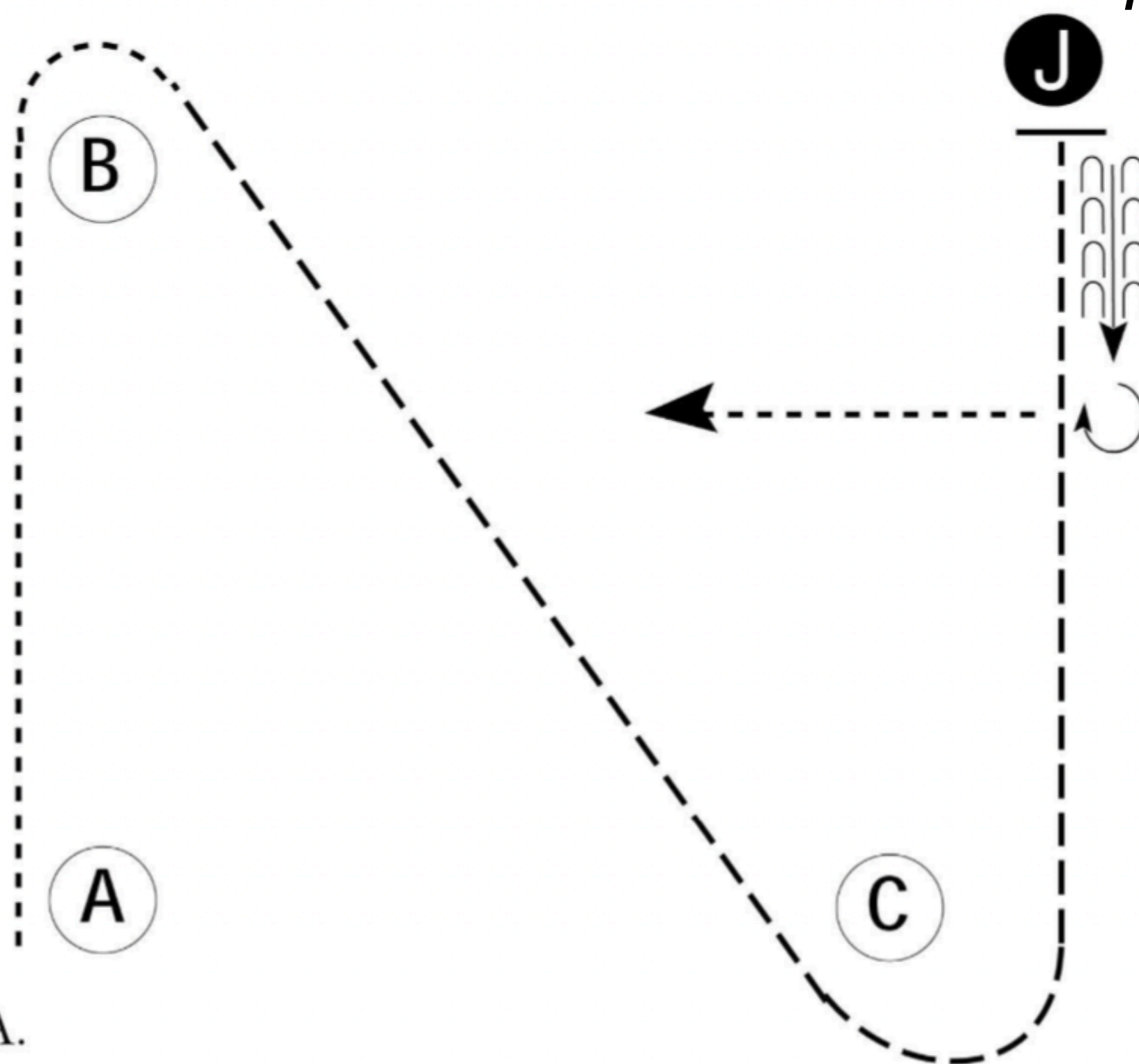


# Varese Cavalli Show



## SHOWMANSHIP NOVICE & ROOKIE

ROOKIE= ENTRY LEVEL  
NOVICE= LEVEL 1



Be ready at A.

1. Walk to and around B.
2. Trot to and around C and to judge.
3. Stop and set up for inspection.
4. When dismissed, back approximately one horse length.
5. Perform a 270 degree turn.

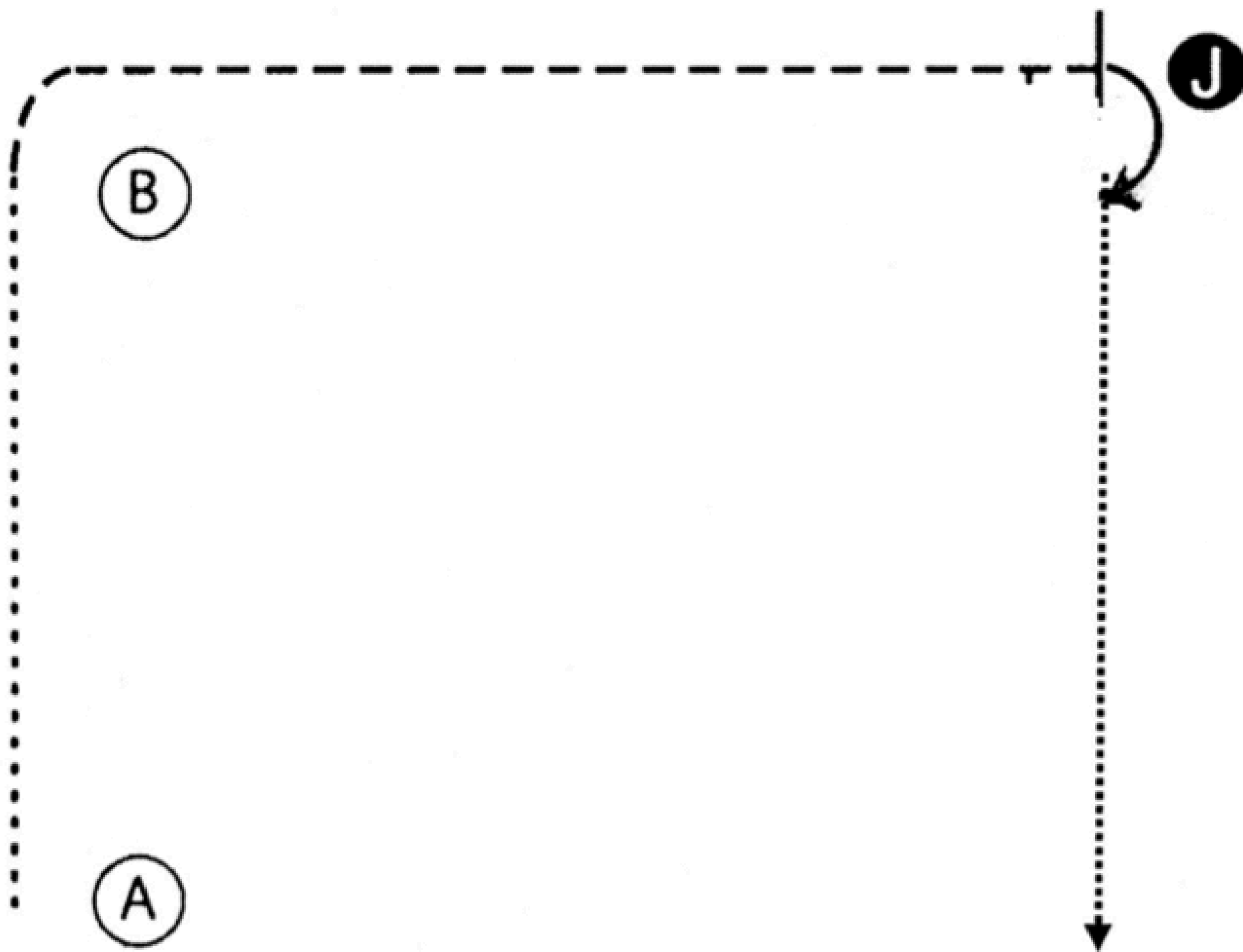
Walk straight away and follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← C C C C C
Marker	ⓑ
Judge	ⓐ



# Varese Cavalli Show

## SHOWMANSHIP W&T



Walk .....  
Trot - - - - -

Back ← 33333  
33333

Marker (B)

Judge (J)

1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.

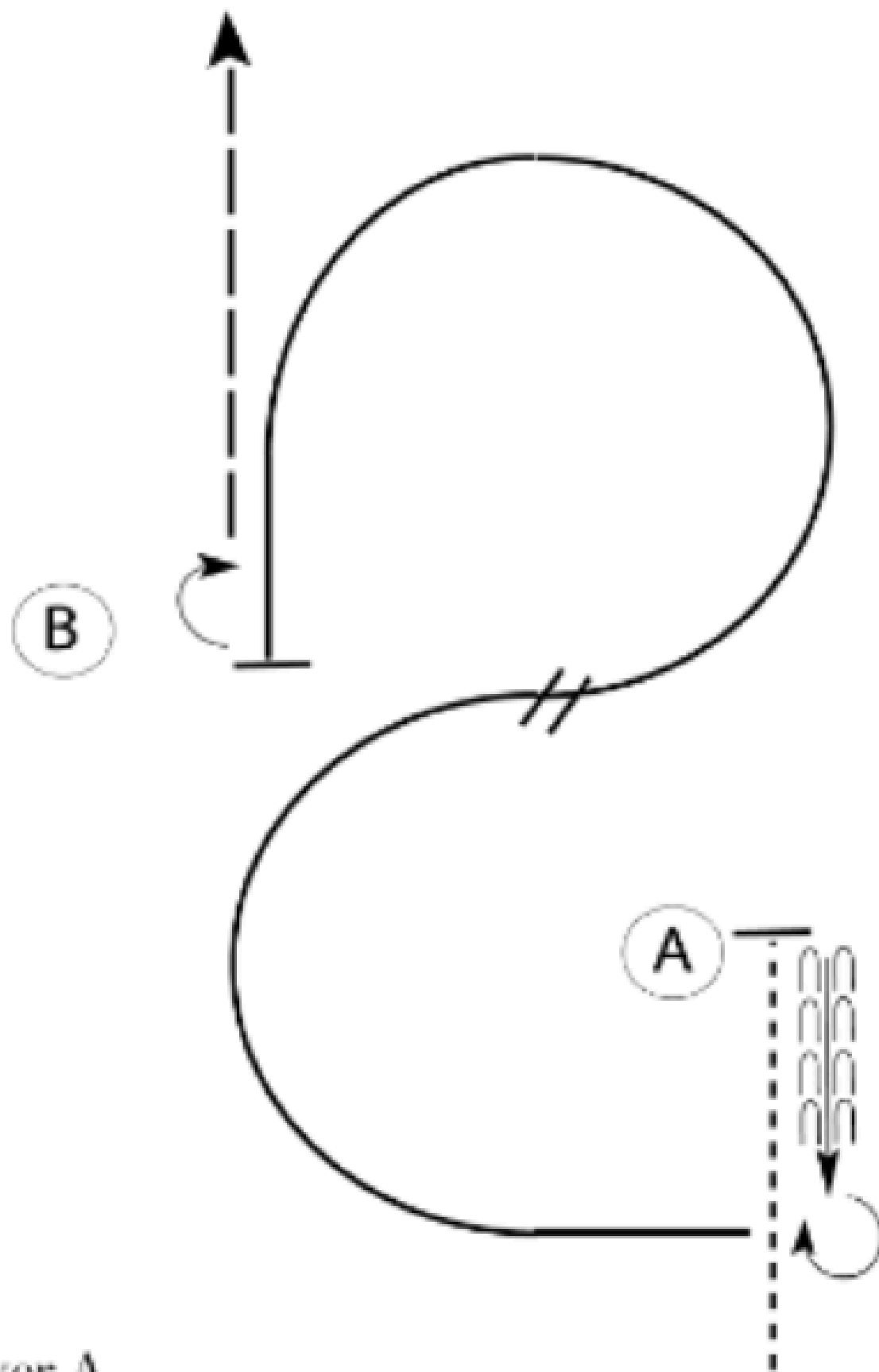
4. When dismissed, make a 90 degree turn
--



# Varese Cavalli Show



## Western Horsemanship Amateur/Youth



Be ready before marker A.

1. Walk to A.
2. Stop and back approximately one horse length.
3. Execute a 3/4 turn to the right and lope on the right lead.
4. Perform a simple lead change and lope on the left lead to B.
5. Stop at B and execute a 1/2 turn to the right.
6. Jog to exit.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↘
Back	←←←←
Marker	Ⓚ
Sidepass	←←←←

Follow the instructions of your ring steward.

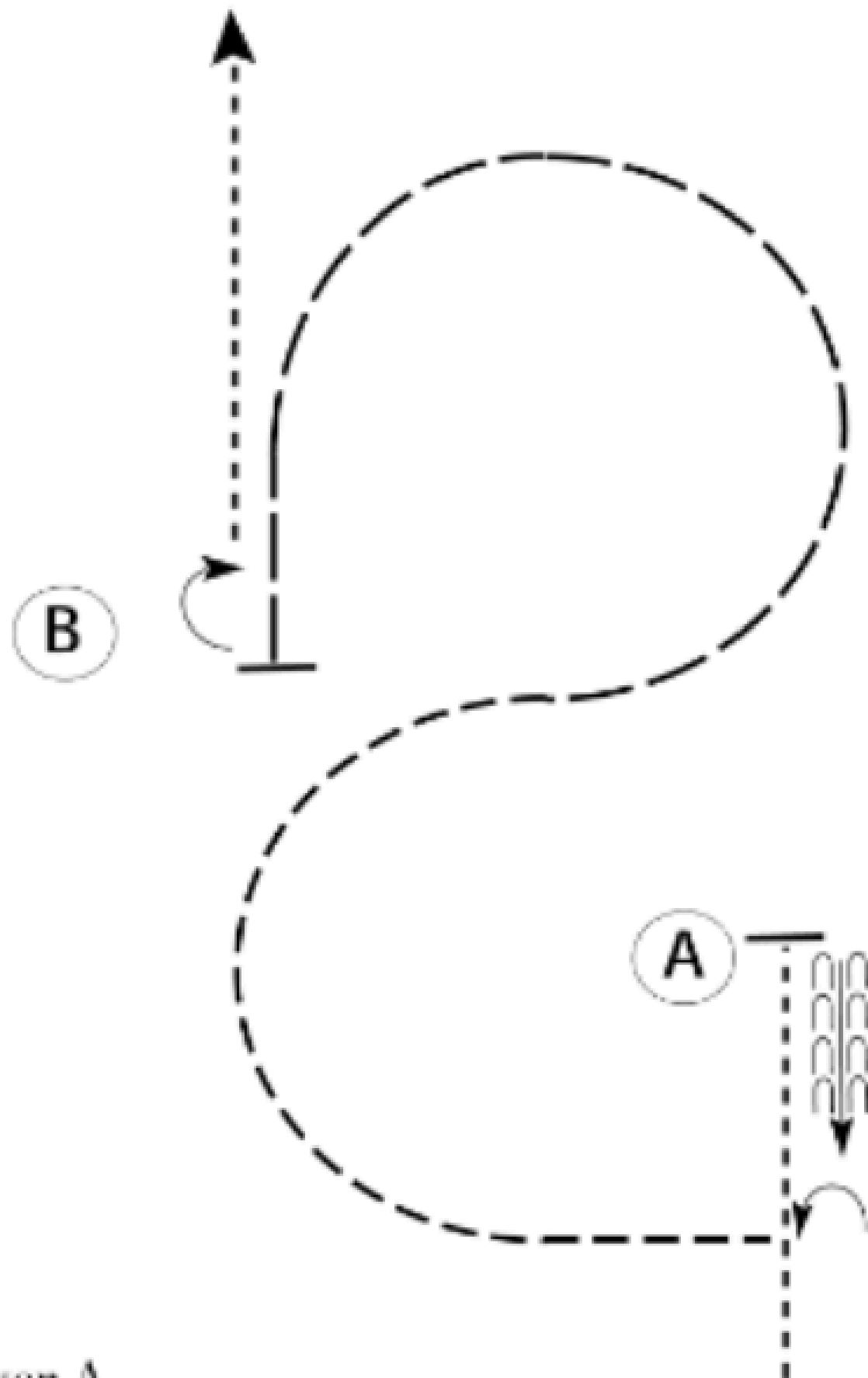






# Varese Cavalli Show

## Western Horsemanship Walk/Trot



Be ready before marker A.

1. Walk to A.
2. Stop and back approximately one horse length.
3. Execute a 1/4 turn to the left and jog a half circle.
4. Extend the jog to B.
5. Stop at B and execute a 1/2 turn to the right.
6. Walk to exit.

Follow the instructions of your ring steward.

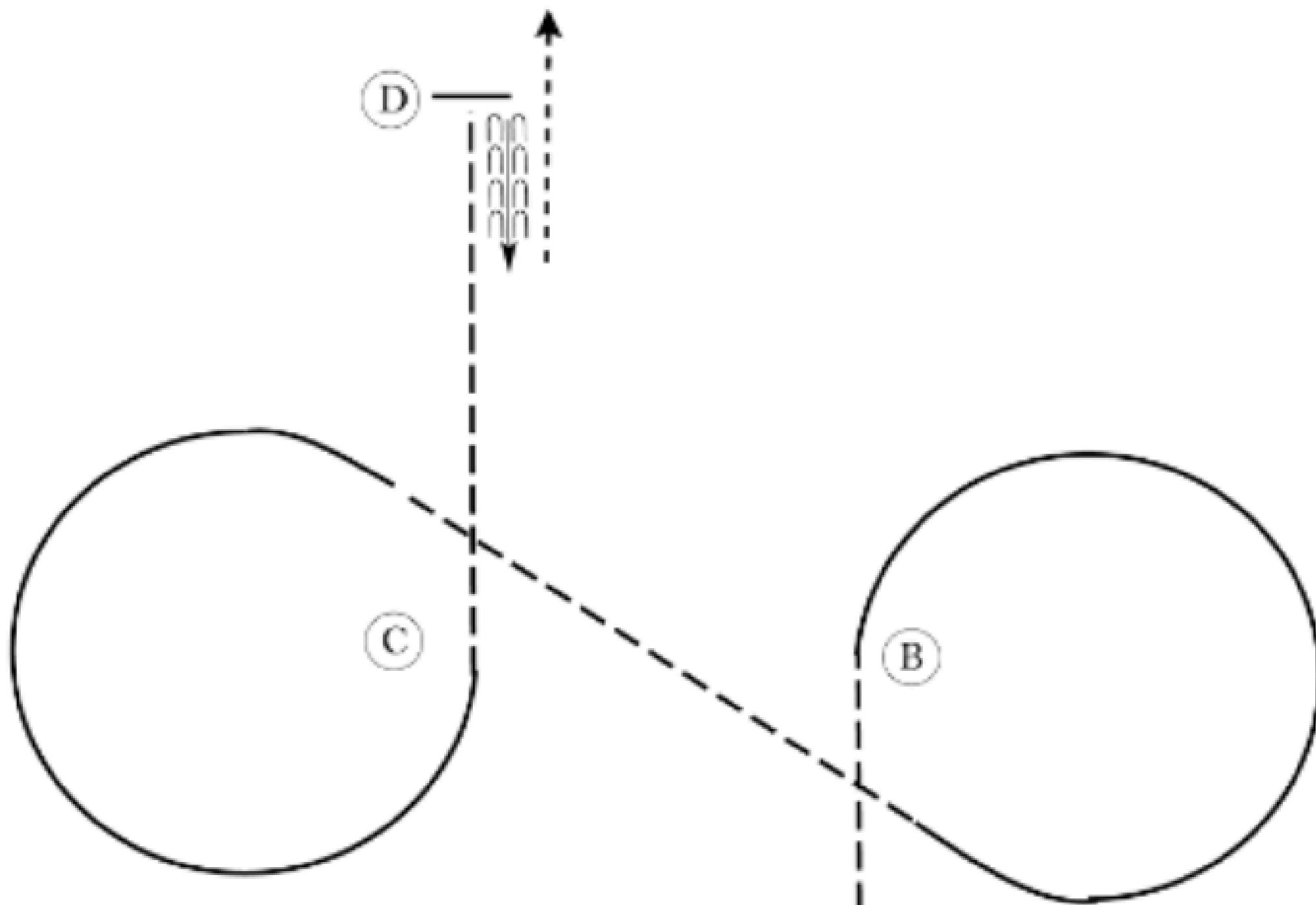
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↗↘
Back	←←←←
Marker	⊙ B
Sidepass	←→



# Varese Cavalli Show



## Hunt Seat Equitation Amateur/Youth



Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal to B.
3. At B, canter a circle to the right.
4. When even with B, sitting trot to C.
5. At C, canter a circle to the left.
6. Posting trot on the right diagonal from C to D.
7. Stop at D and back approximately one horse length.

Exit at a walk.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	↘ ↙
Back	← ← ← ← ←
Marker	⊙
Sidepass	← ← ← ← ←
Hand Gallop	—————

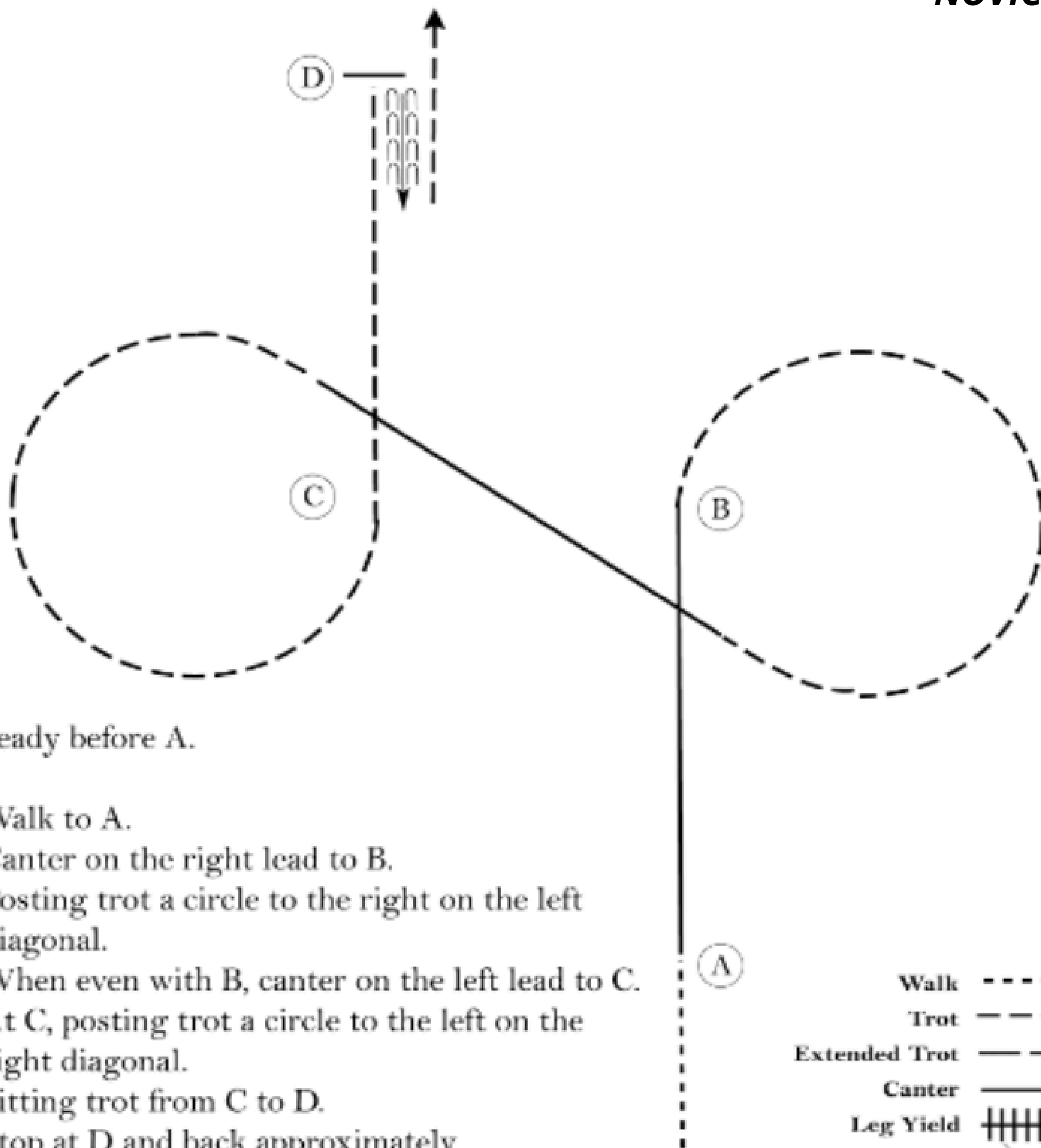


# Varese Cavalli Show



## Hunt Seat Equitation Novice/Rookie Amateur/Youth

**ROOKIE= ENTRY LEVEL**  
**NOVICE= LEVEL 1**



Be ready before A.

1. Walk to A.
2. Canter on the right lead to B.
3. Posting trot a circle to the right on the left diagonal.
4. When even with B, canter on the left lead to C.
5. At C, posting trot a circle to the left on the right diagonal.
6. Sitting trot from C to D.
7. Stop at D and back approximately one horse length.

Exit at a sitting trot.

Follow the instructions of your ring steward.

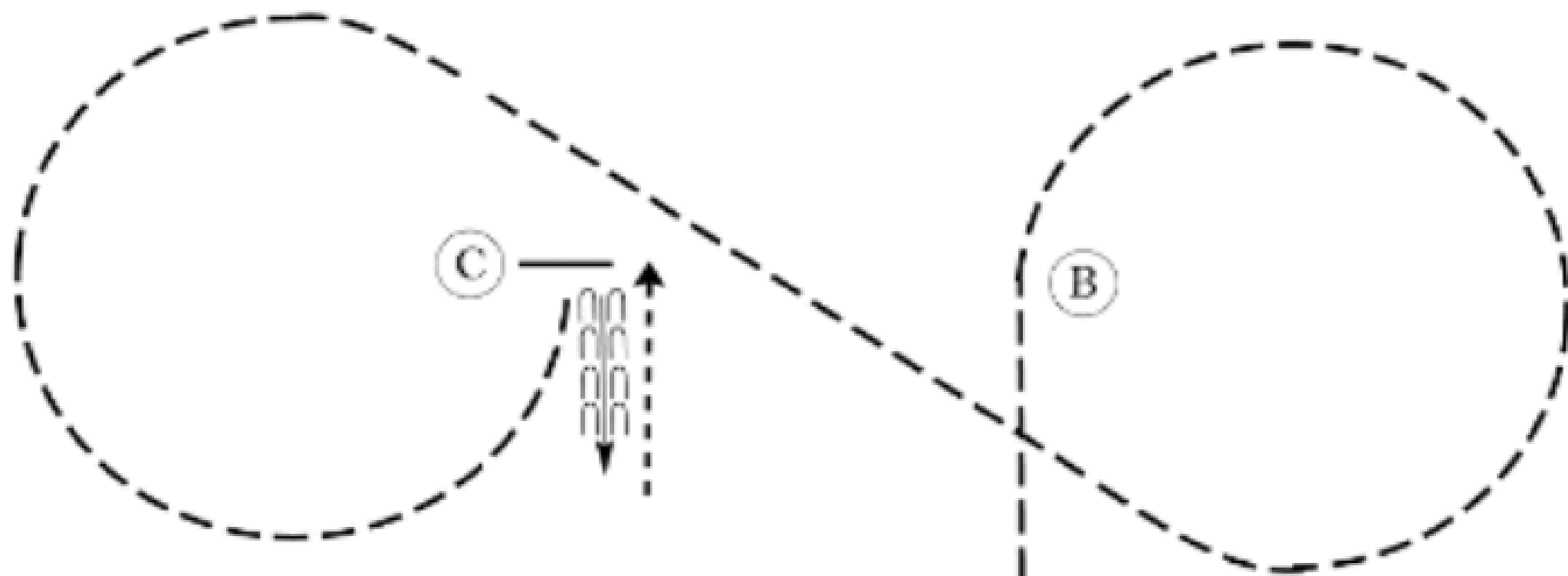




# Varese Cavalli Show



## Hunt Seat Equitation Walk/Trot



Be ready before A.

1. Walk to A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. When halfway to C, change diagonals.
5. Posting trot on the right diagonal to and around C.
6. Stop at C and back approximately one horse length.

Exit at a walk.

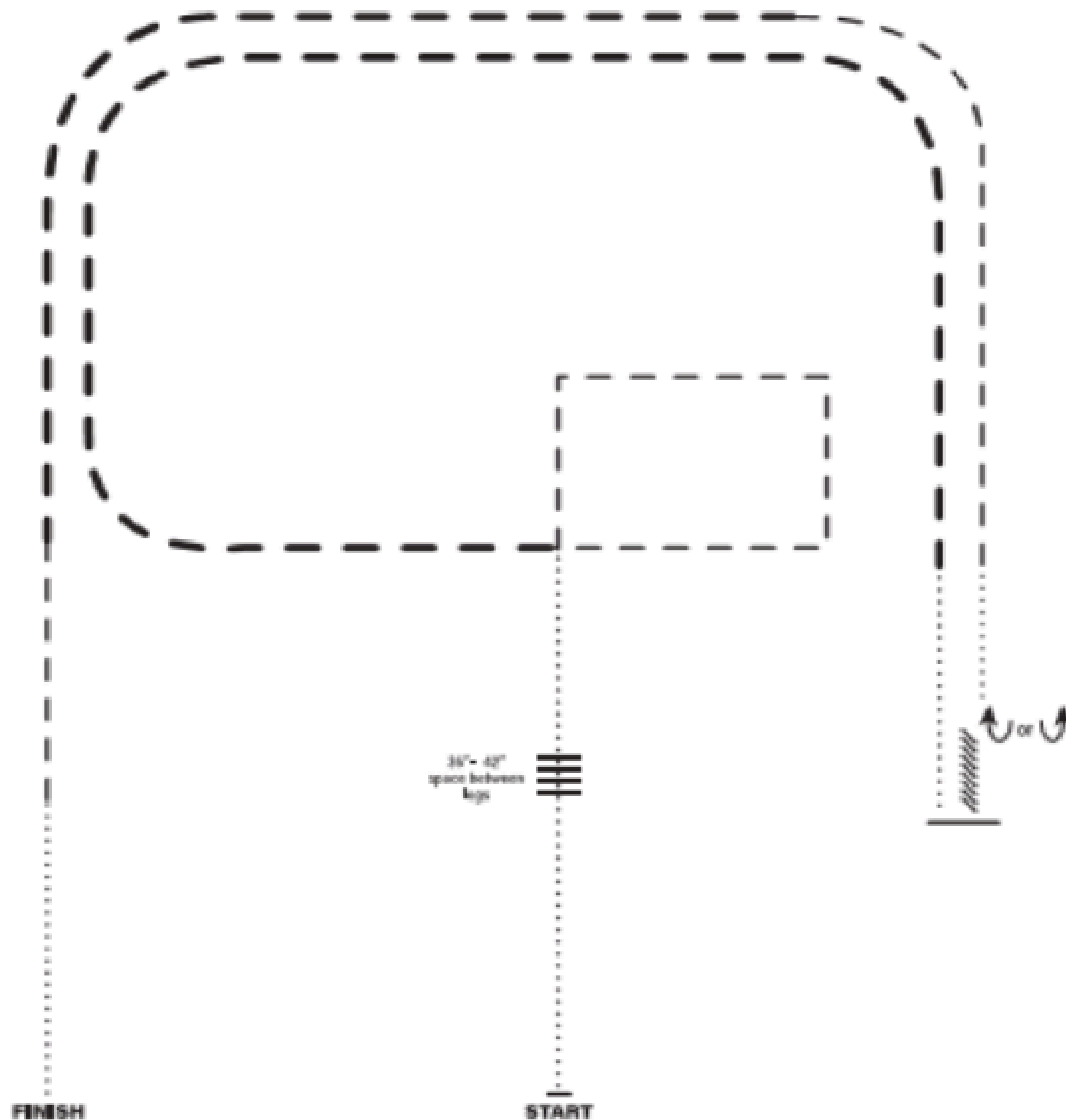
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	↘ ↙
Back	← ← ← ← ←
Marker	Ⓚ
Sidepass	← ← ← ← ←
Hand Gallop	—————



# Varese Cavalli Show

## Ranch Riding W/T



LEGEND	
.....	Walk
+ + + +	Extended Walk
- - - -	Trot
====	Extended Trot
————	Lope
————	Extended Lope
~~~~~	Back
W	Lead Change

1. Walk over logs
2. Trot square at center
3. Extended trot at midline
4. Walk
5. Stop and back approximately 2 horse lengths
6. 180° (1/2) turn either direction
7. Walk
8. Trot
9. Extended trot
10. Collect to a trot
11. Walk

*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.*



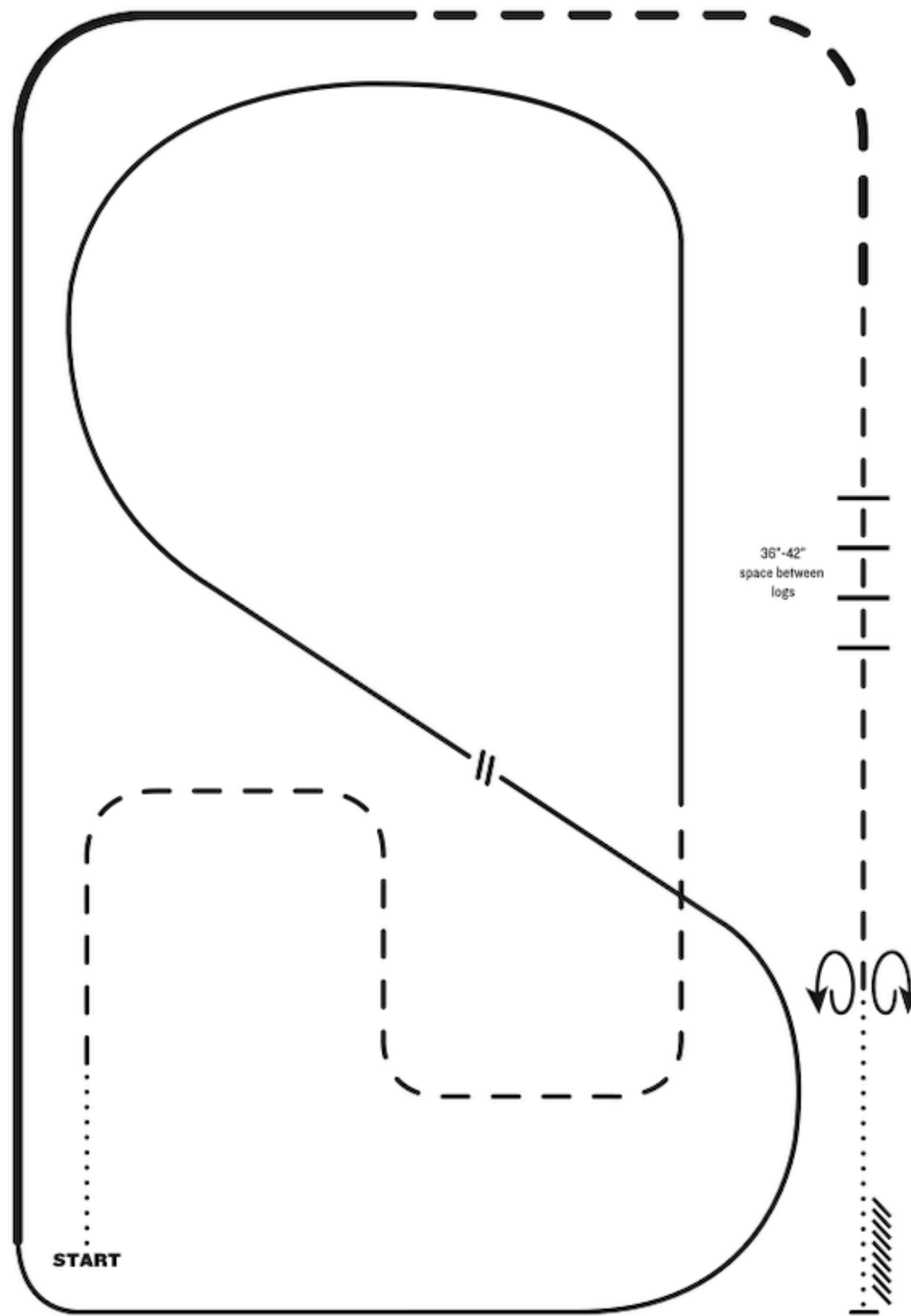




# Varese Cavalli Show

## RANCH RIDING AMATEUR, YOUTH

### RANCH RIDING - PATTERN 3



#### LEGEND

.....	Walk
.....	Extended Walk
- - - -	Trot
- - - -	Extended Trot
————	Lope
————	Extended Lope
//////	Back
W	Lead Change

*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.*

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)
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)
11. Walk, stop and back

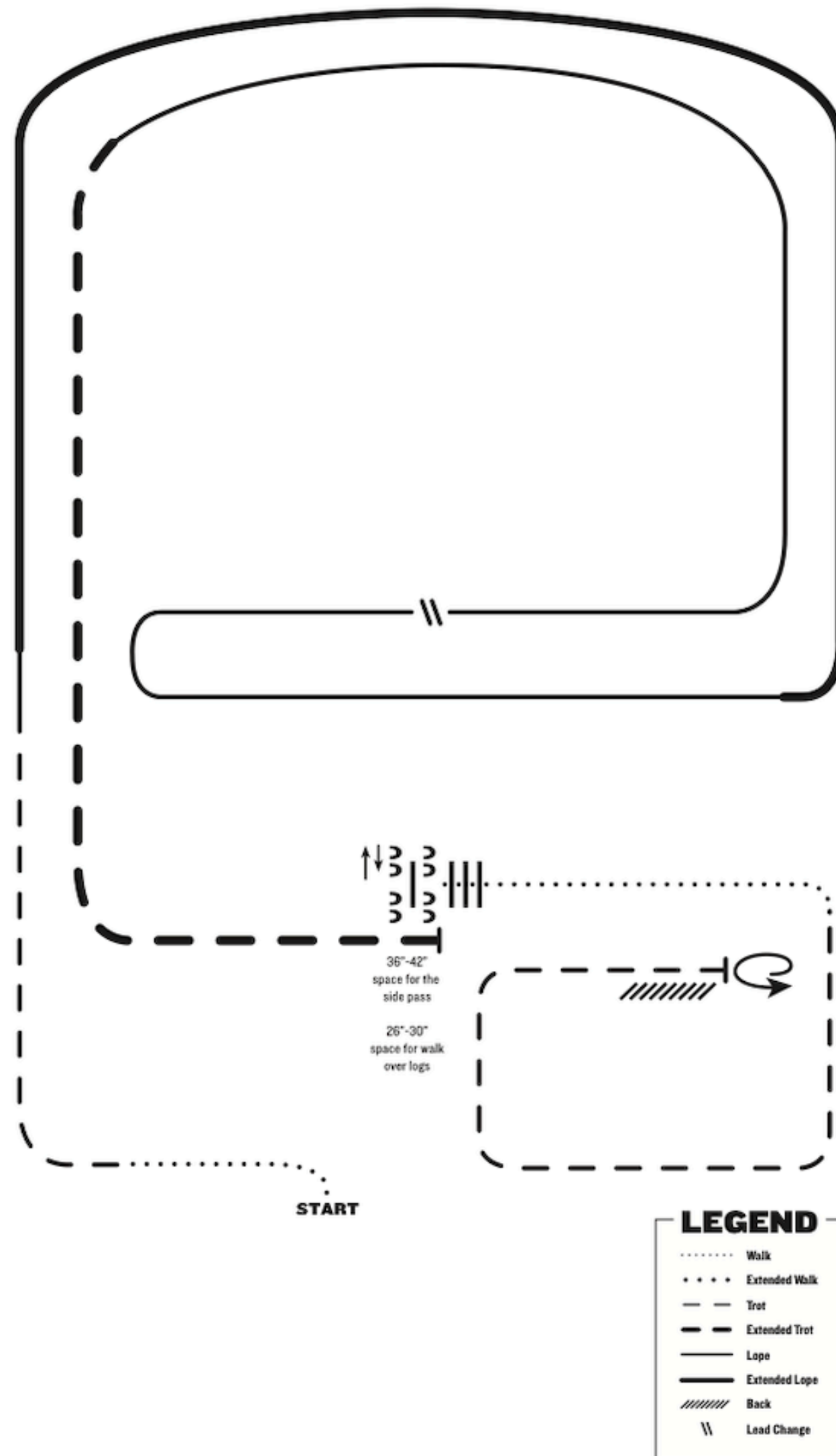




# Varese Cavalli Show

## RANCH RIDING OPEN

### RANCH RIDING - PATTERN 4



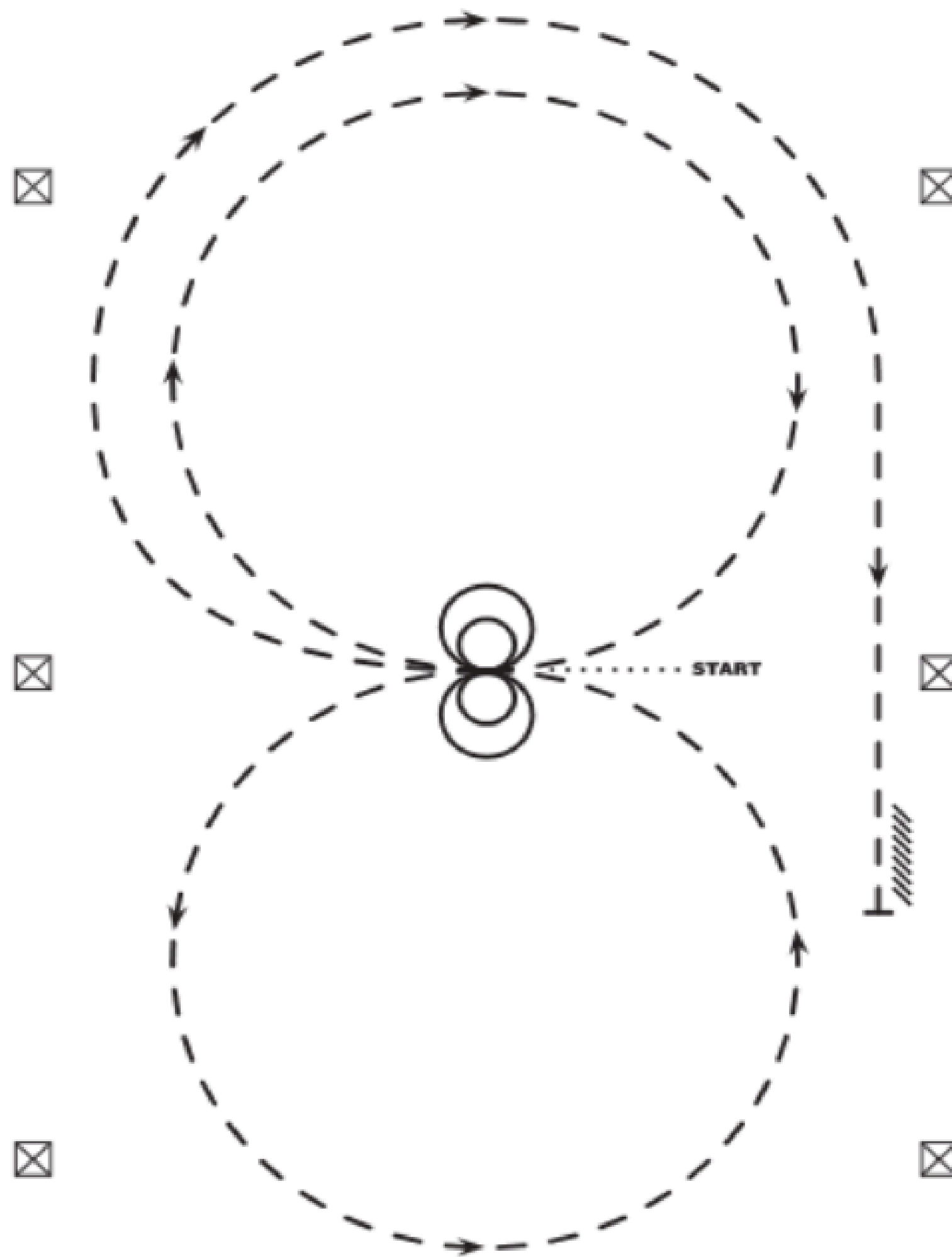
1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, and back

*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.*



# Varese Cavalli Show

## Reining W/T



Horses may walk or trot 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. Complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate
3. Trot once circle to the right, change directions at the center of the arena.
4. Complete one circle to the left, change directions at the center of the arena.
5. Begin a circle to the right but do not close this circle. Trot straight down the right side of the arena past the center marker, stop and back up at least 10 feet. Hesitate to demonstrate completion of the pattern.



# Varese Cavalli

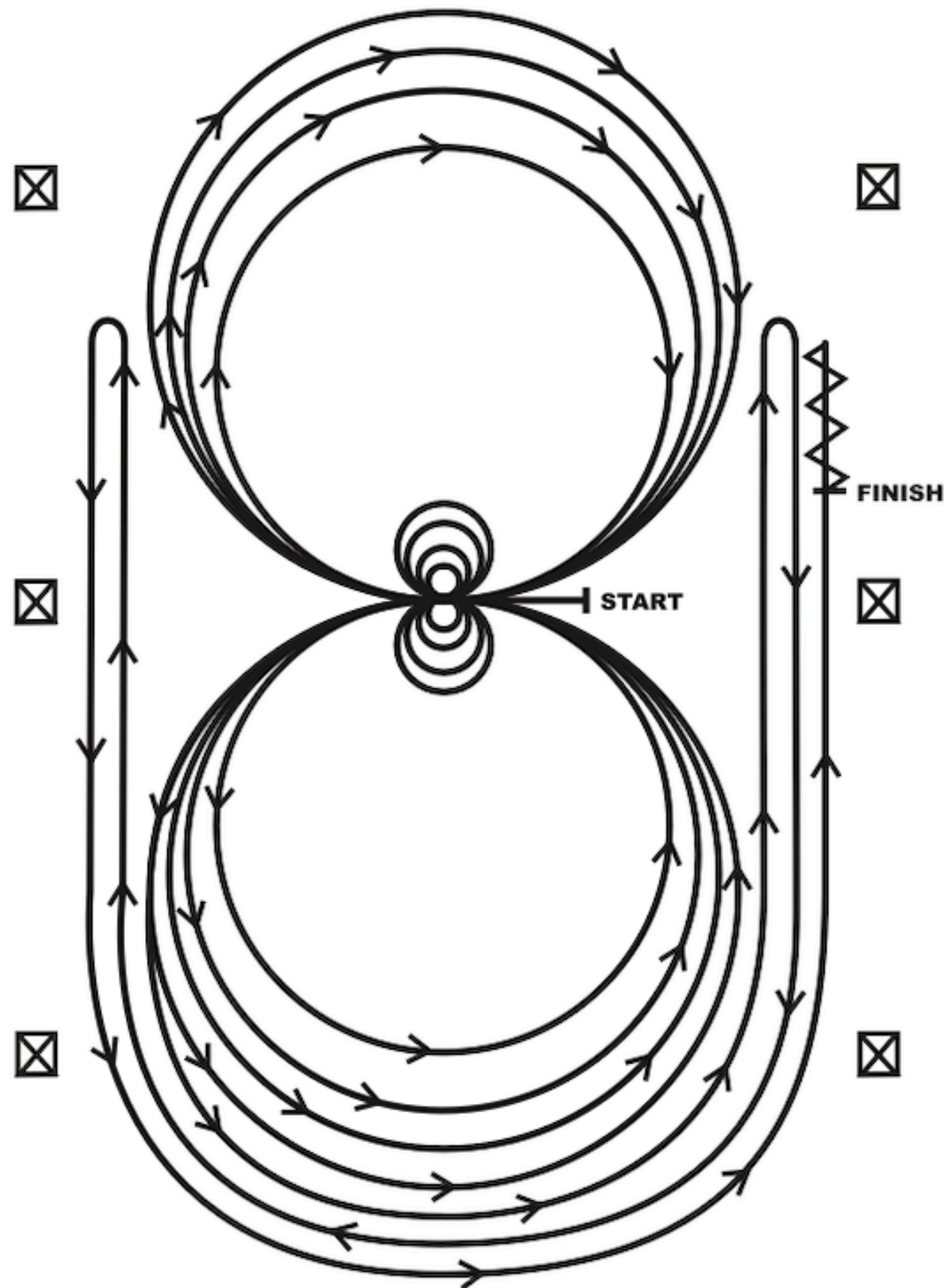
## Show



### REINING NOVICE & ROOKIE

REINING PATTERN 5

ROOKIE= ENTRY LEVEL  
NOVICE= LEVEL 1



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. Beginning on the left lead, 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. Hesitate.
2. Complete four spins to the left. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous 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 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.
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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

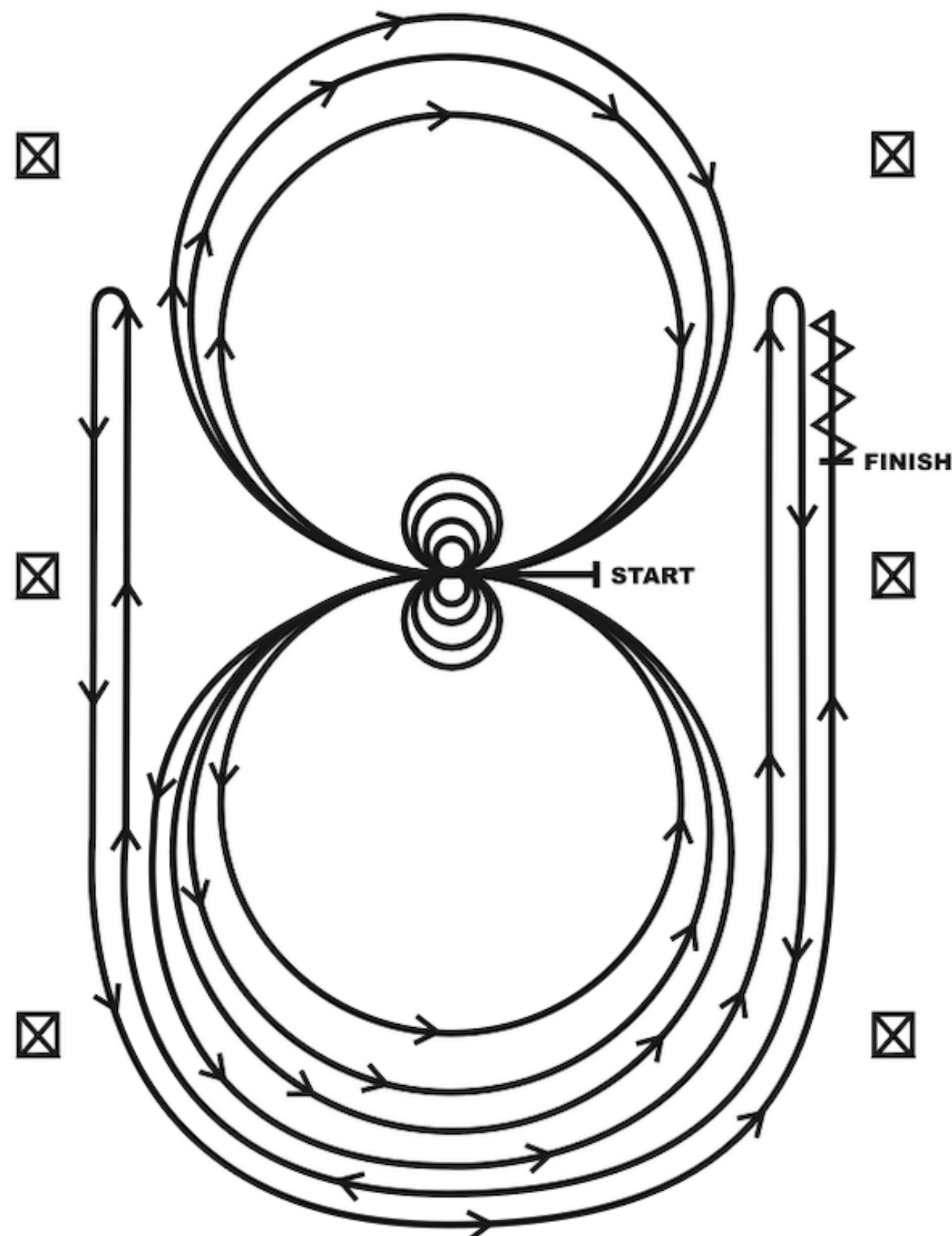




# Varese Cavalli Show

## REINING AMATEUR & YOUTH

### 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.

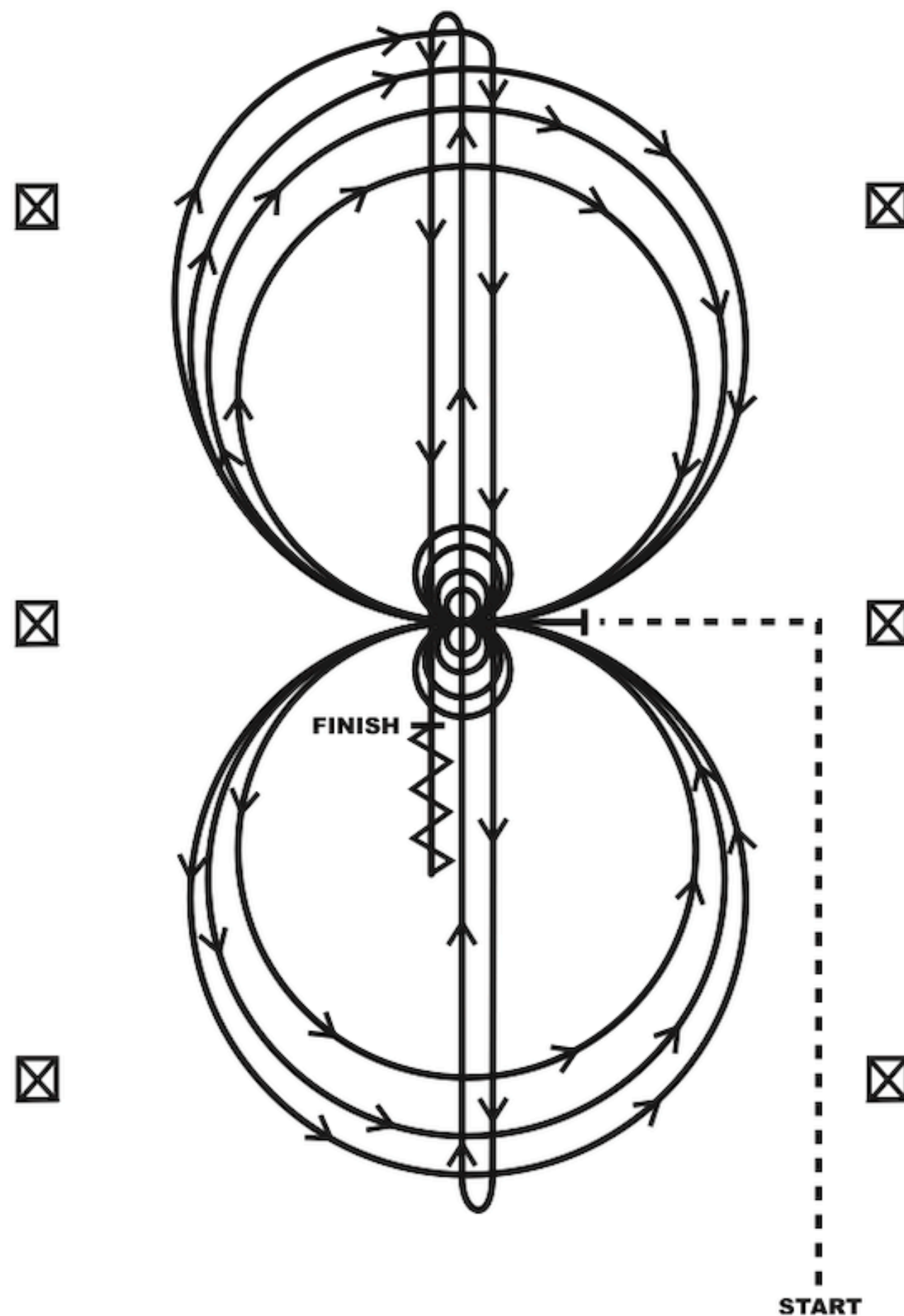
1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to 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.



# Varese Cavalli Show

## REINING OPEN

### REINING PATTERN 11



Horses must 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. 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 small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. 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. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. 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 to demonstrate completion of the pattern.



# Varese Cavalli

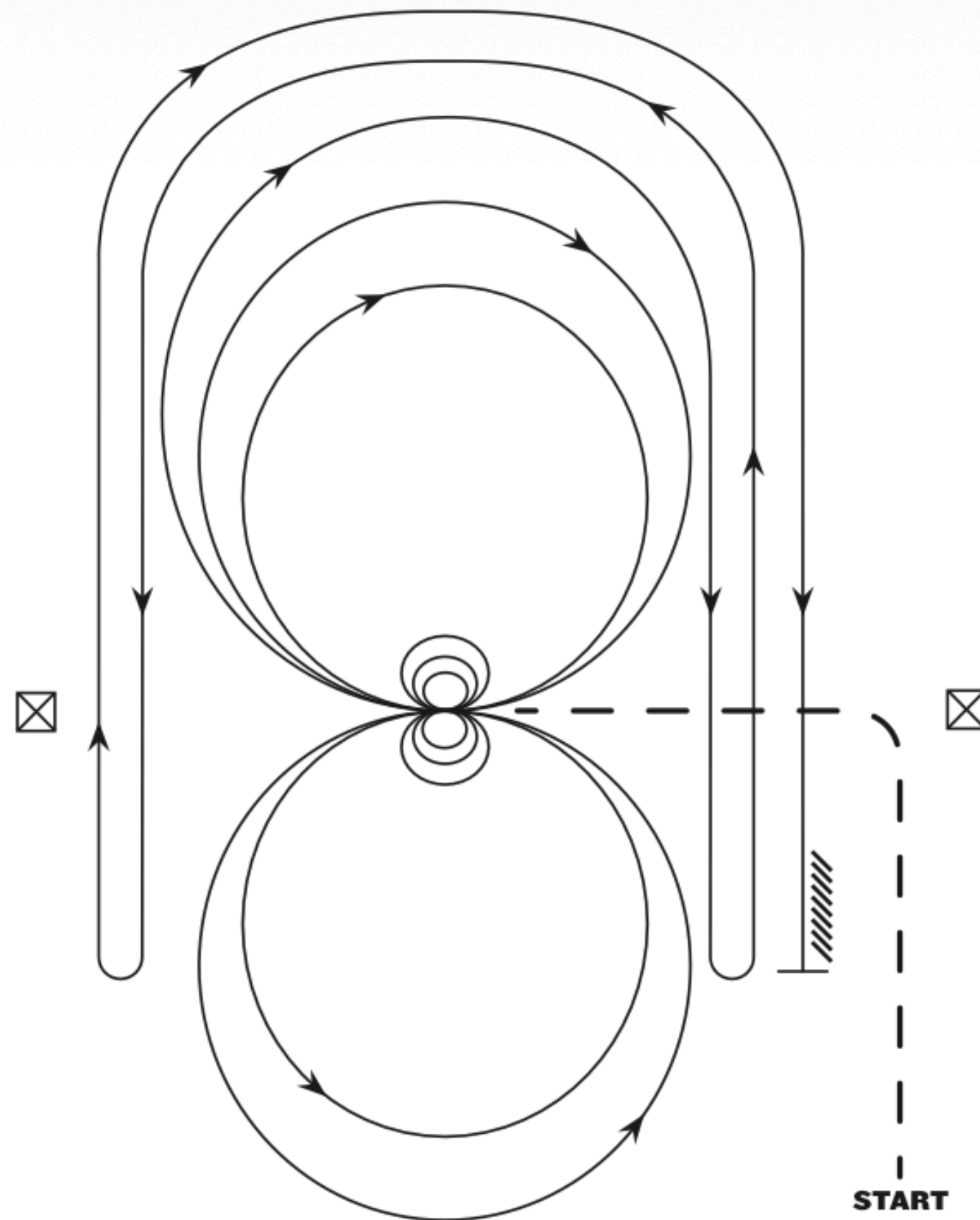
## Show



### RANCH REINING AMATEUR & YOUTH, NOVICE

VRH AND RHC RANCH REINING PATTERN 1

ROOKIE= ENTRY LEVEL  
NOVICE= LEVEL 1



**Mandatory Markers along Fence or Wall:** The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet 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 roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around 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 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

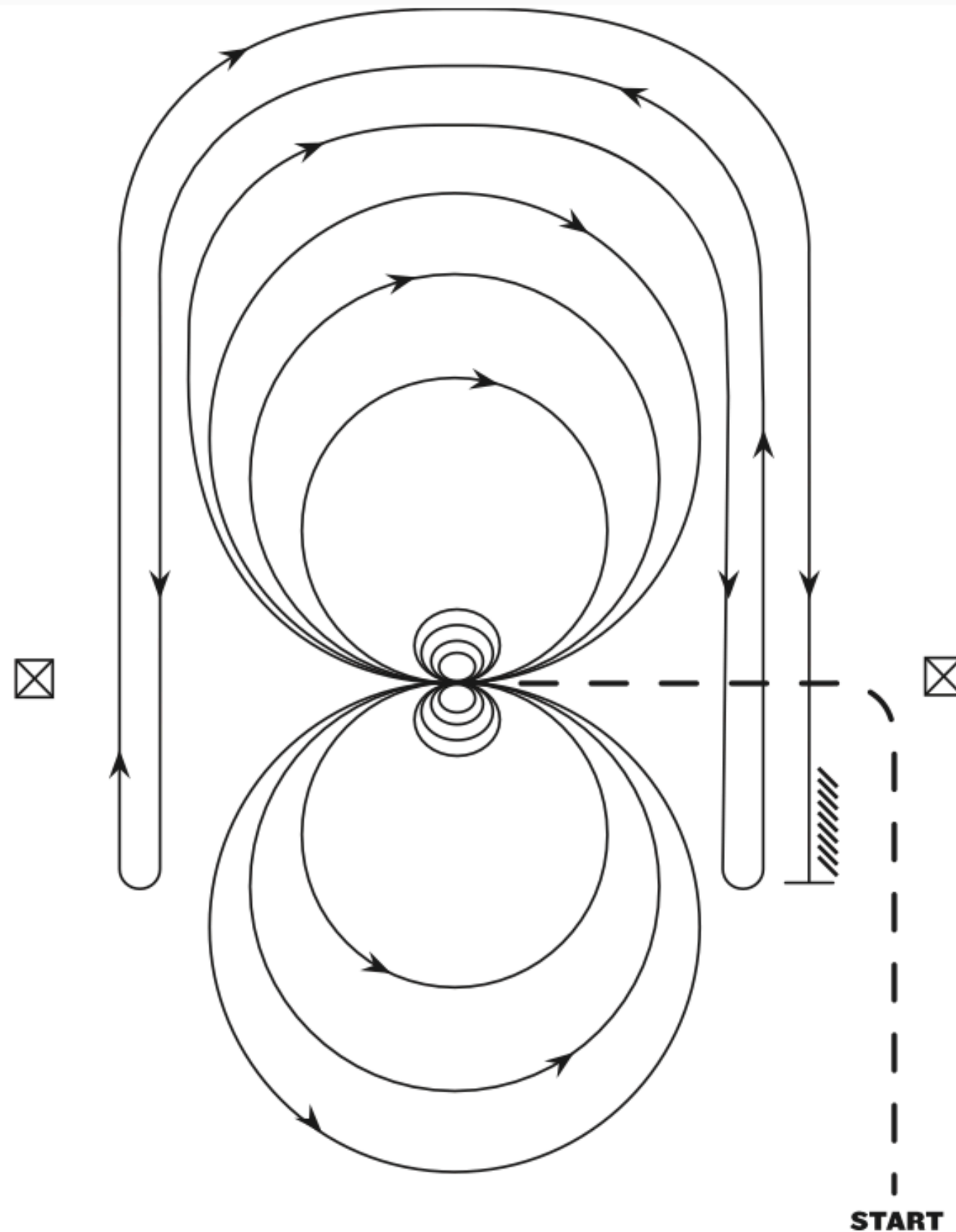




# Varese Cavalli Show

## RANCH REINING OPEN

### VRH AND RHC RANCH REINING PATTERN 2



**Mandatory Markers along Fence or Wall:** The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows: Trot to center of arena and stop or walk before departure.

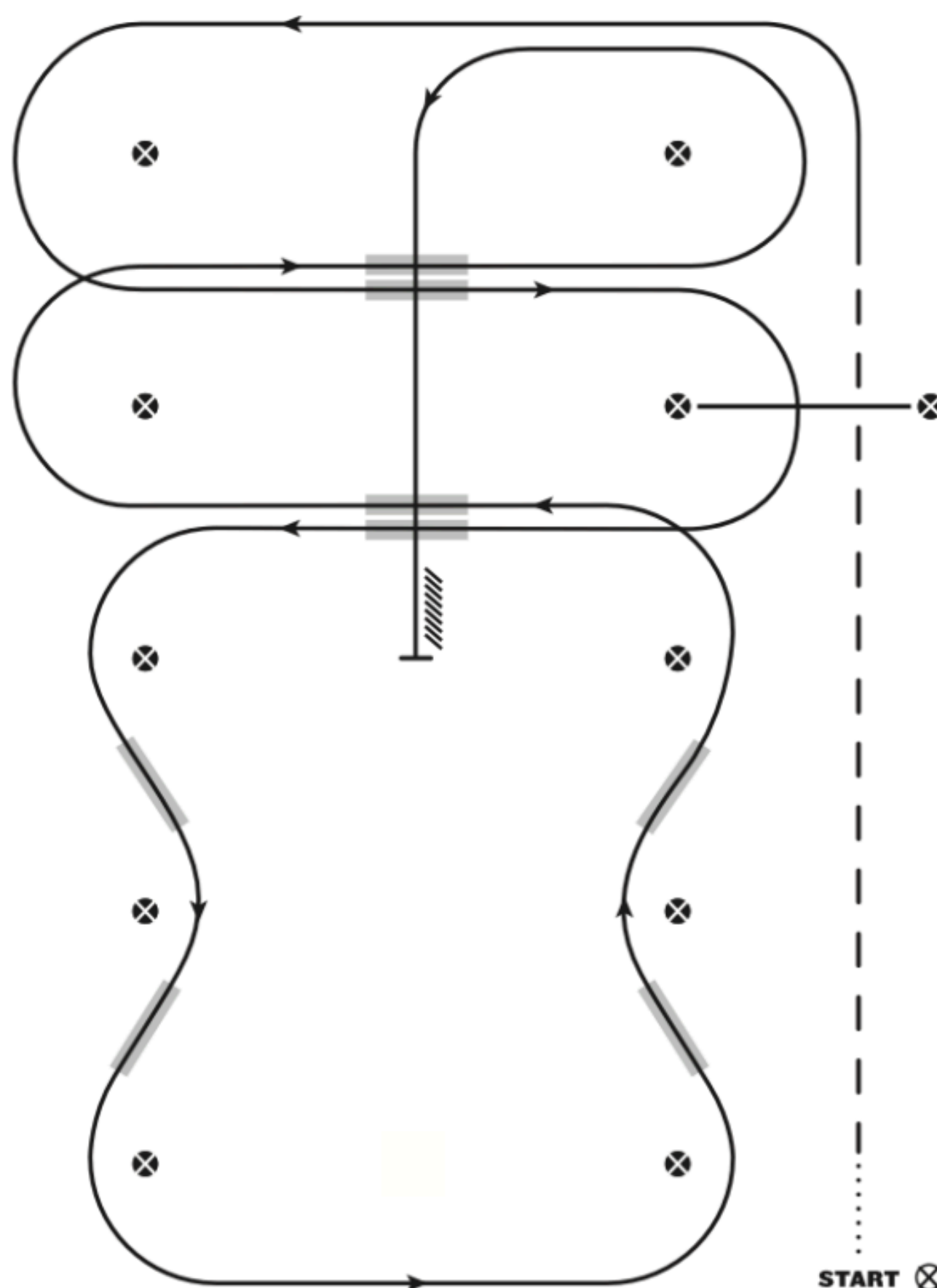
1. Beginning on right lead, complete two circles to the right - the first one large and fast; the second one small and slow. Stop at center.
2. Complete 4 spins to the right. Hesitate.
3. Beginning on left lead, complete two circles to the left - the first one large and fast; the second one small and slow. Stop at center.
4. Complete 4 spins to the left. Hesitate.
5. Beginning on the right lead, complete a large fast circle to the right and change leads at center of arena. Complete a large fast circle to the left and change leads at center of arena.
6. Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena, past the center marker, and do a left roll back at least 20 feet from the wall or fence.
7. 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 roll back at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.



# Varese Cavalli Show

## WESTERN RIDING all class

### WESTERN RIDING PATTERN 3



#### LEGEND

.....	Walk
- - - -	Jog
————	Lope
//////	Back
■	Lead 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 crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back





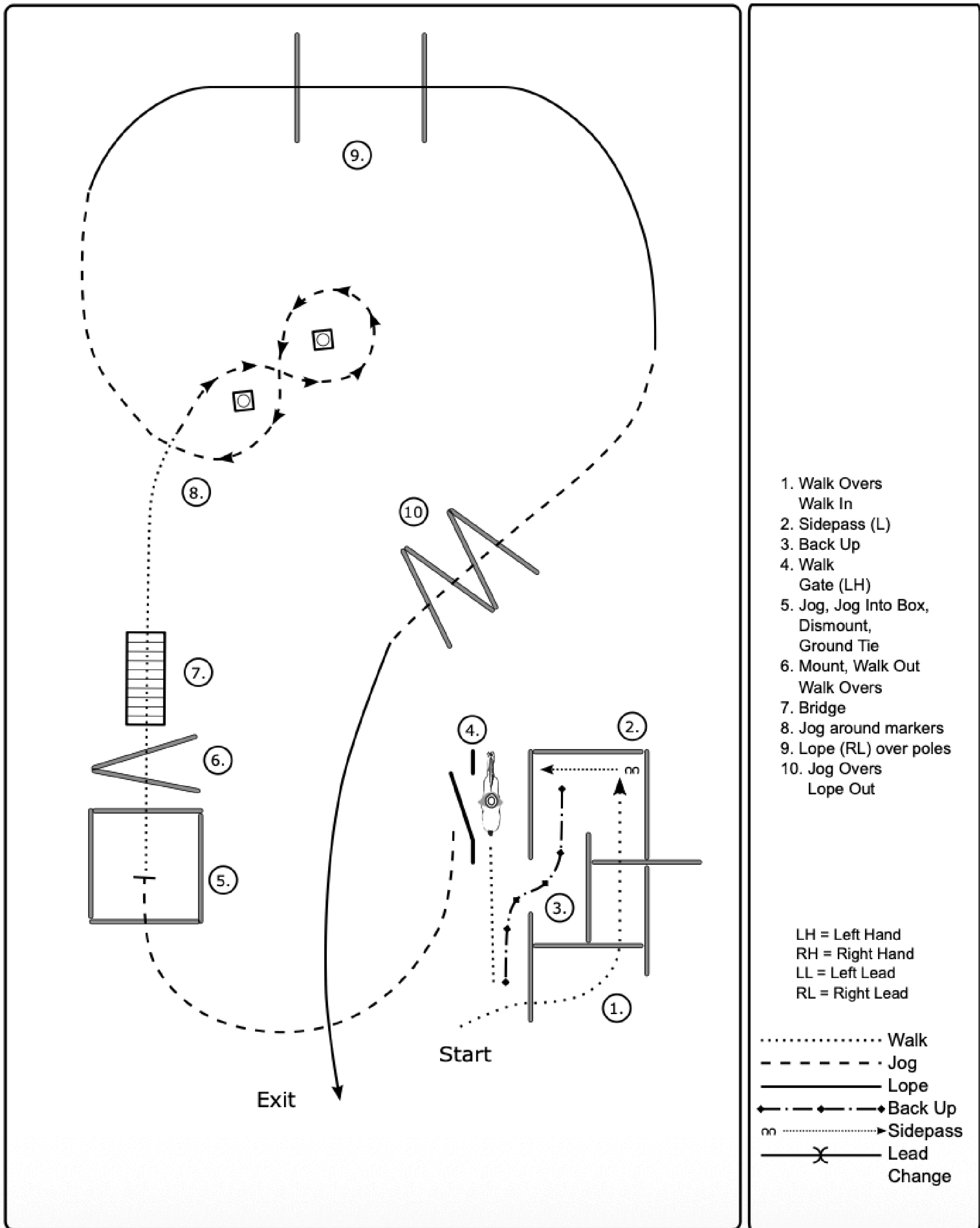
# Varese Cavalli

## Show

ROOKIE= ENTRY LEVEL  
NOVICE= LEVEL 1



### Ranch Trail Youth, Novice & Rookie



1. Walk Overs  
Walk In
2. Sidepass (L)
3. Back Up
4. Walk  
Gate (LH)
5. Jog, Jog Into Box,  
Dismount,  
Ground Tie
6. Mount, Walk Out  
Walk Overs
7. Bridge
8. Jog around markers
9. Lope (RL) over poles
10. Jog Overs  
Lope Out

LH = Left Hand  
RH = Right Hand  
LL = Left Lead  
RL = Right Lead

- ..... Walk
- - - - - Jog
- Lope
- ← - - - - - Back Up
- nn ..... Sidepass
- X — Lead Change

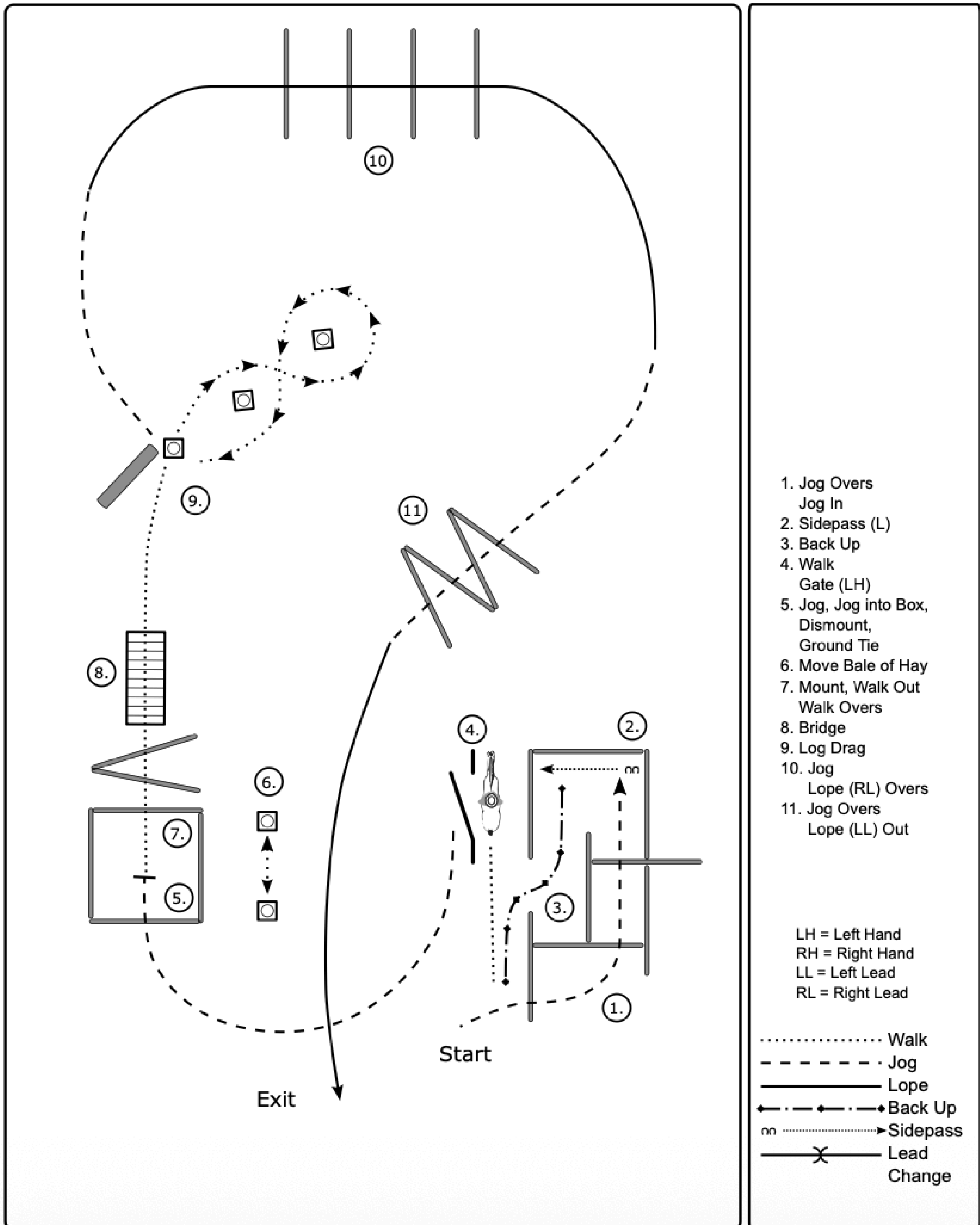




# Varese Cavalli Show



## Ranch Trail Open/Amateur

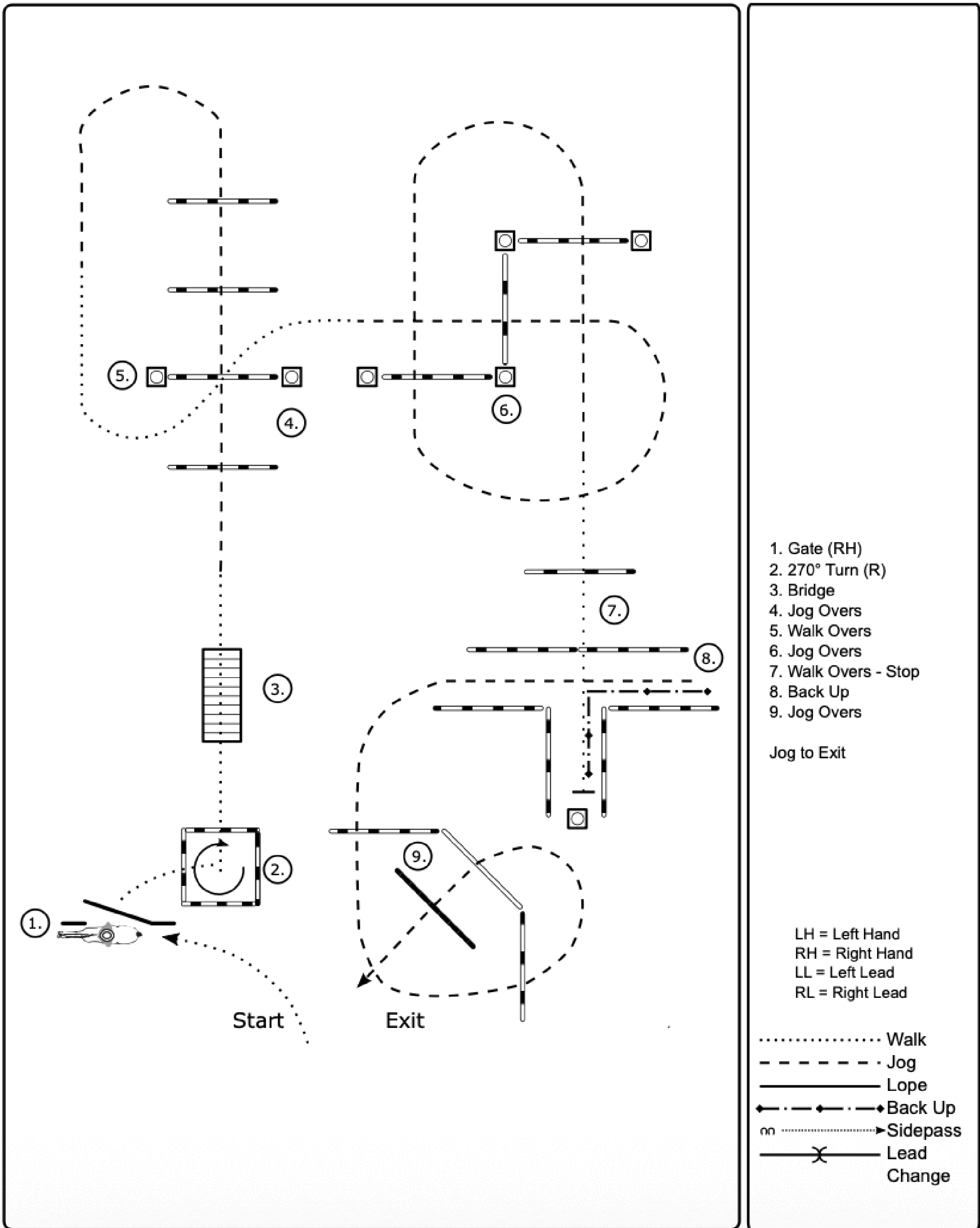




# Varese Cavalli Show



## Trail Walk/Trot



- 1. Gate (RH)
- 2. 270° Turn (R)
- 3. Bridge
- 4. Jog Overs
- 5. Walk Overs
- 6. Jog Overs
- 7. Walk Overs - Stop
- 8. Back Up
- 9. Jog Overs

Jog to Exit

LH = Left Hand  
 RH = Right Hand  
 LL = Left Lead  
 RL = Right Lead

- ..... Walk
- - - - - Jog
- Lope
- ← - - - - - → Back Up
- m ..... Sidepass
- X — Lead Change





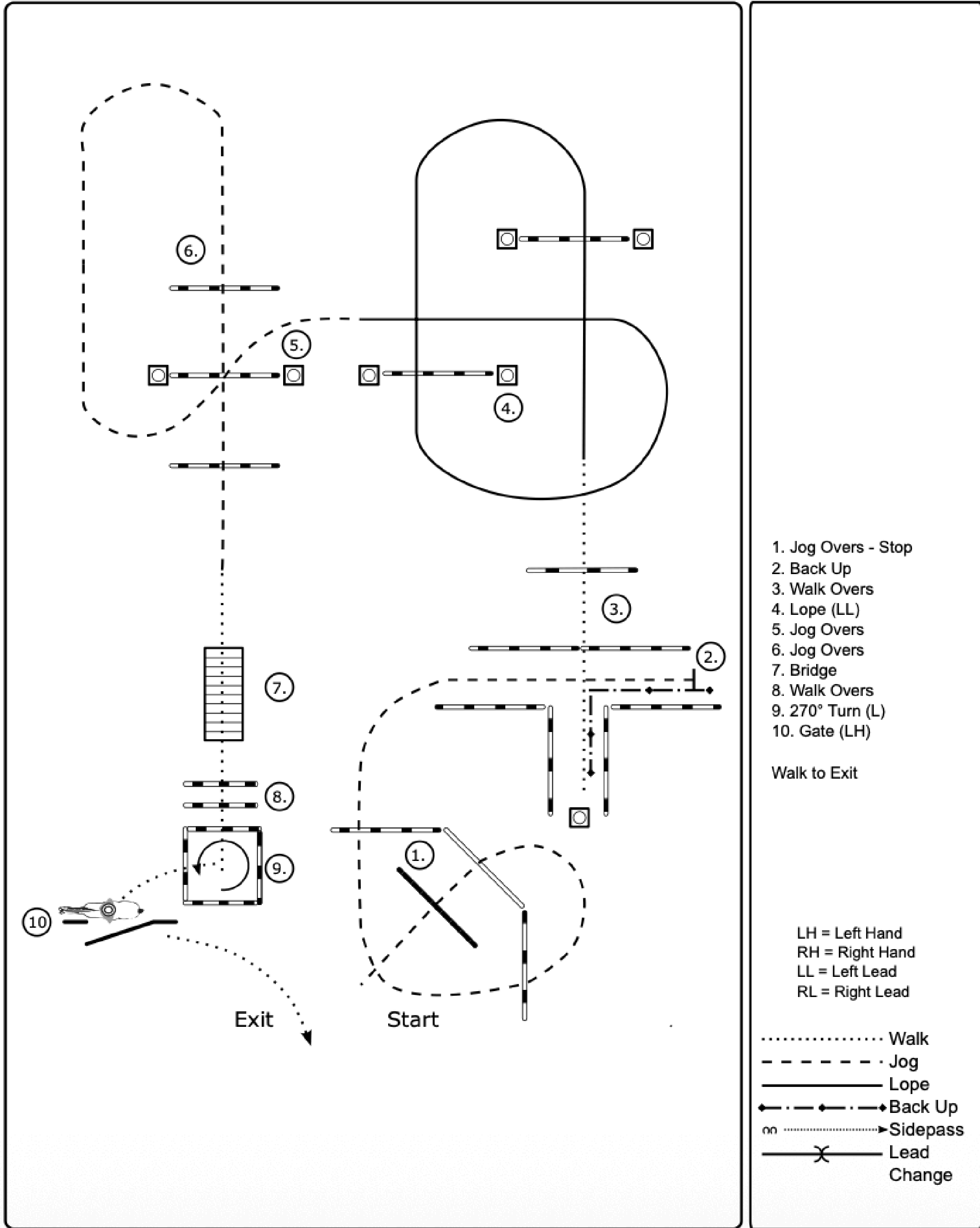
# Varese Cavalli

## Show



ROOKIE= ENTRY LEVEL  
NOVICE= LEVEL 1

### Trail Novice/Rookie Amateur/Youth



1. Jog Overs - Stop
2. Back Up
3. Walk Overs
4. Lope (LL)
5. Jog Overs
6. Jog Overs
7. Bridge
8. Walk Overs
9. 270° Turn (L)
10. Gate (LH)

Walk to Exit

LH = Left Hand  
RH = Right Hand  
LL = Left Lead  
RL = Right Lead

- ..... Walk
- - - - - Jog
- Lope
- ← - - - - - Back Up
- on ..... Sidepass
- X ————— Lead Change

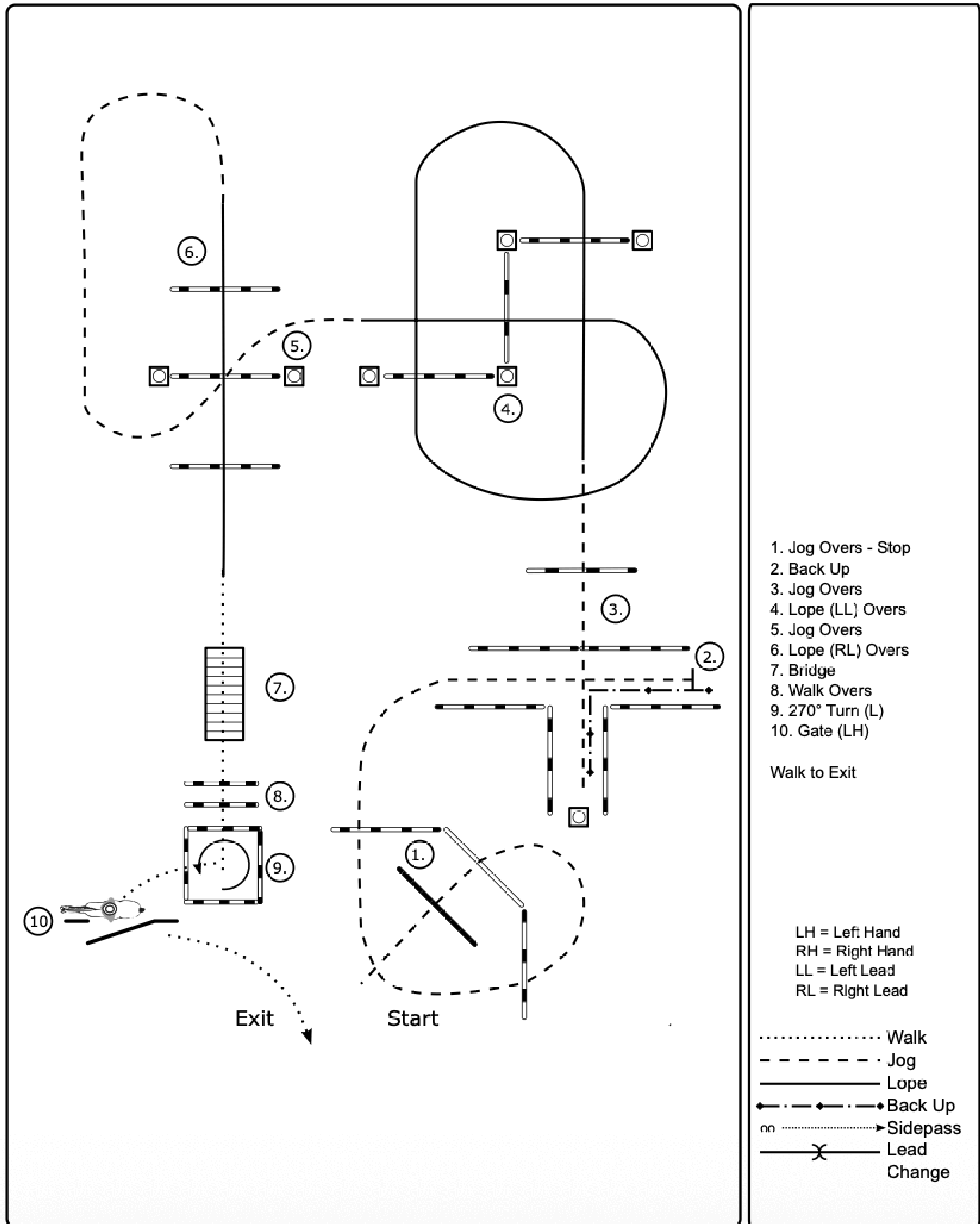




# Varese Cavalli Show



## Trail Amateur/Youth





# Varese Cavalli Show



## Trail Open

