



CAMPIONATO ITALIANO AIQH

1-6 SETTEMBRE 2020

Casale sul Sile TV - c/o il C.I. Del Cristallo

PATTERNS SHOW 1

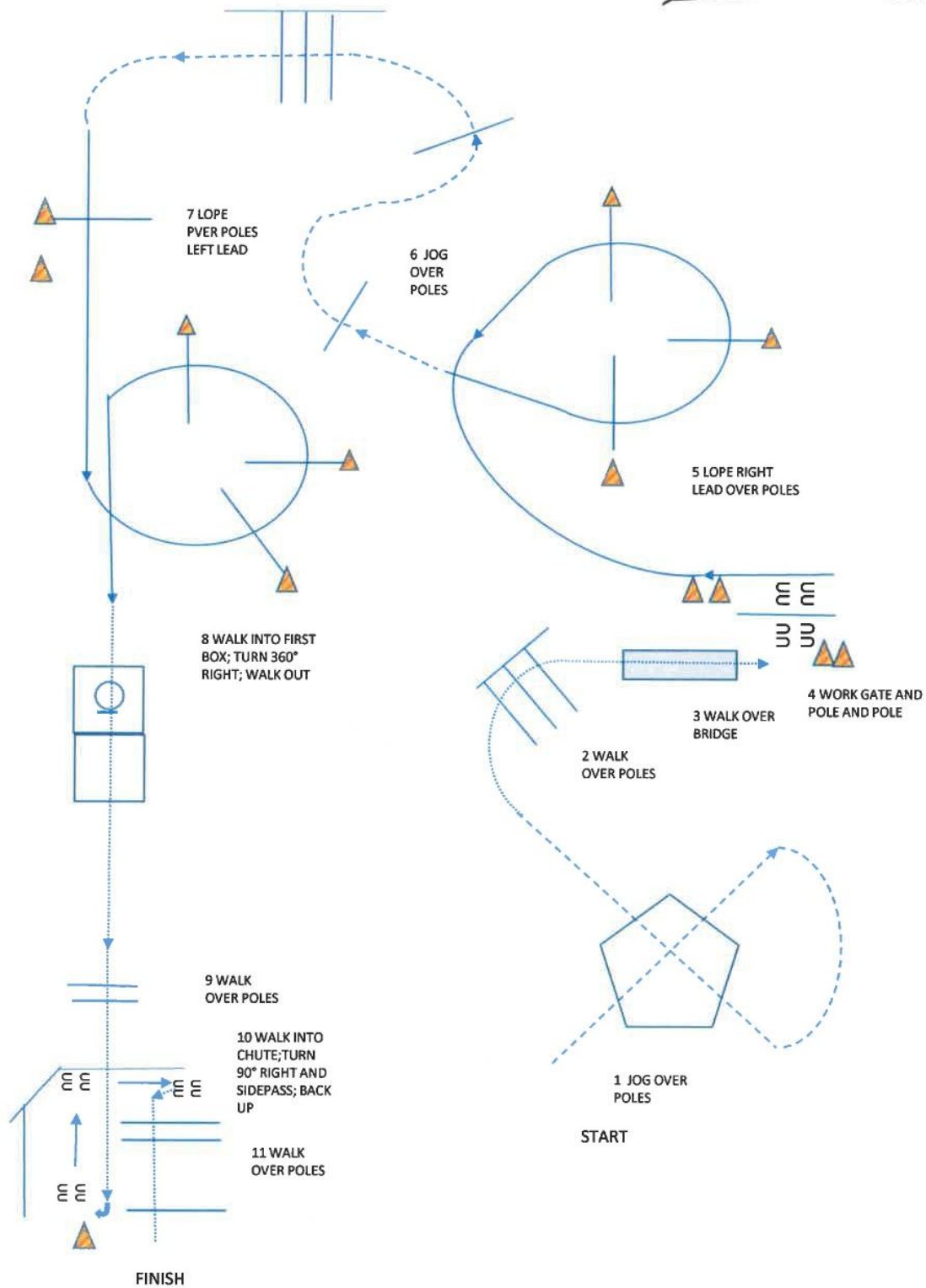


TRAIL SHOW 1

(martedì, mercoledì, giovedì)

Trail Open L1

SHOW 1

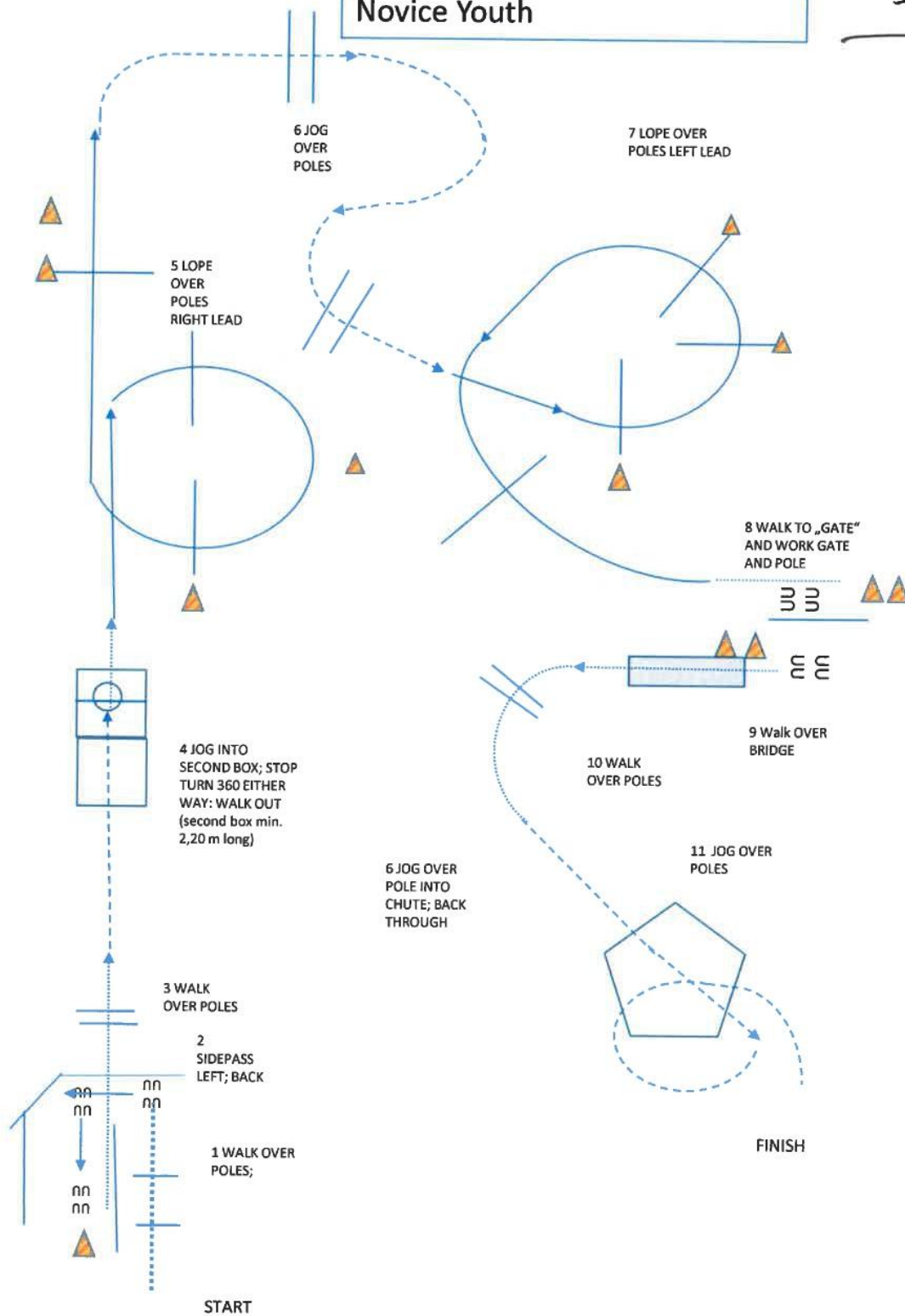


Note: it will not be a real gate but you manage it like a gate; you can change your reins to the other hand but you don't have to. Move forward, walk over the pole, back a few steps. Markers will be used to give some idea.

Trail Open Junior; Novice Amateur and Novice Youth

SHOW

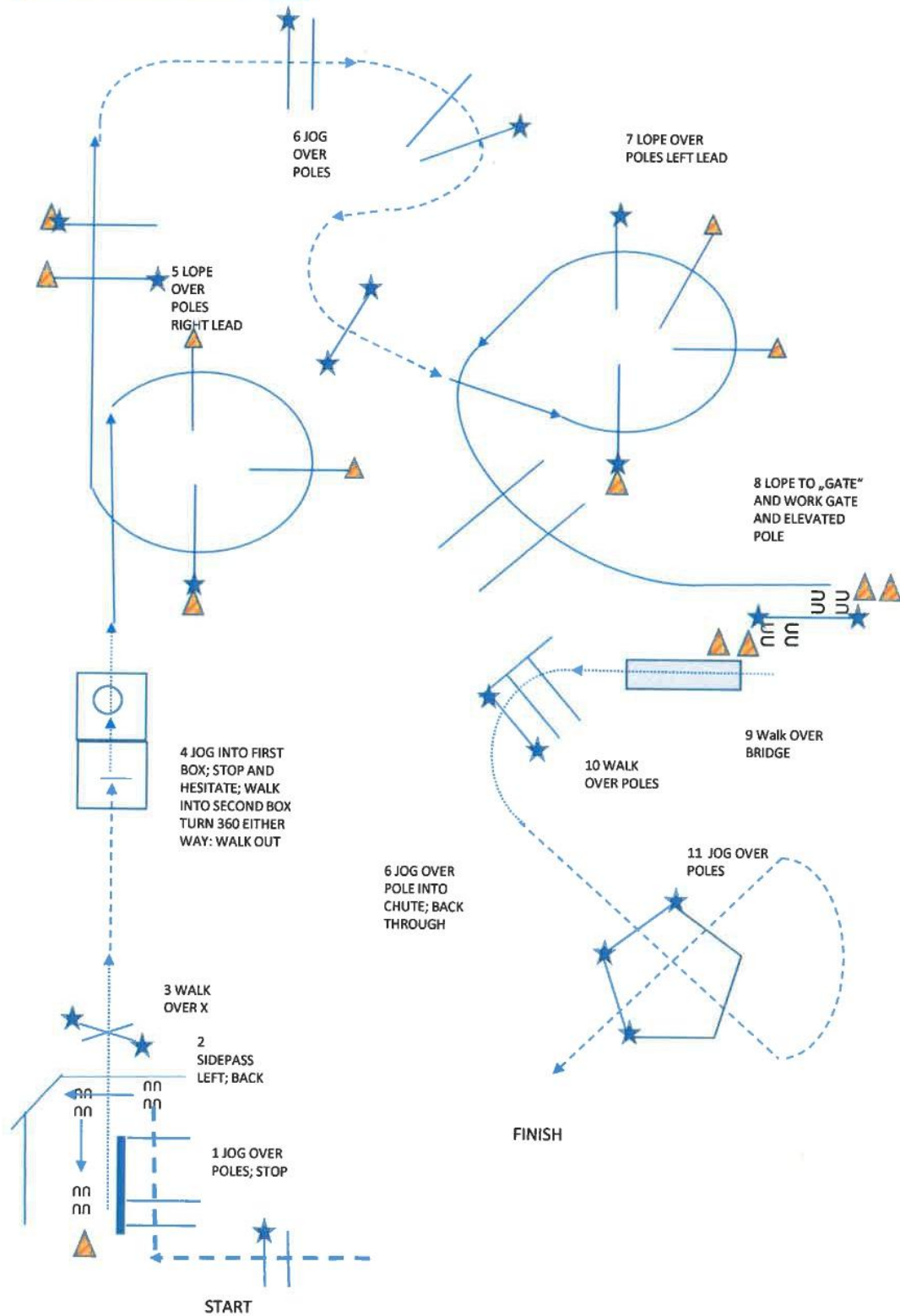
1



Note: it will not be a real gate, but you manage it like a gate; you can change your reins to the other hand but you can have to move forward, walk over the pole, back a few steps. Move forward, walk over the pole, back a few steps. Markers will be used to give some idea.

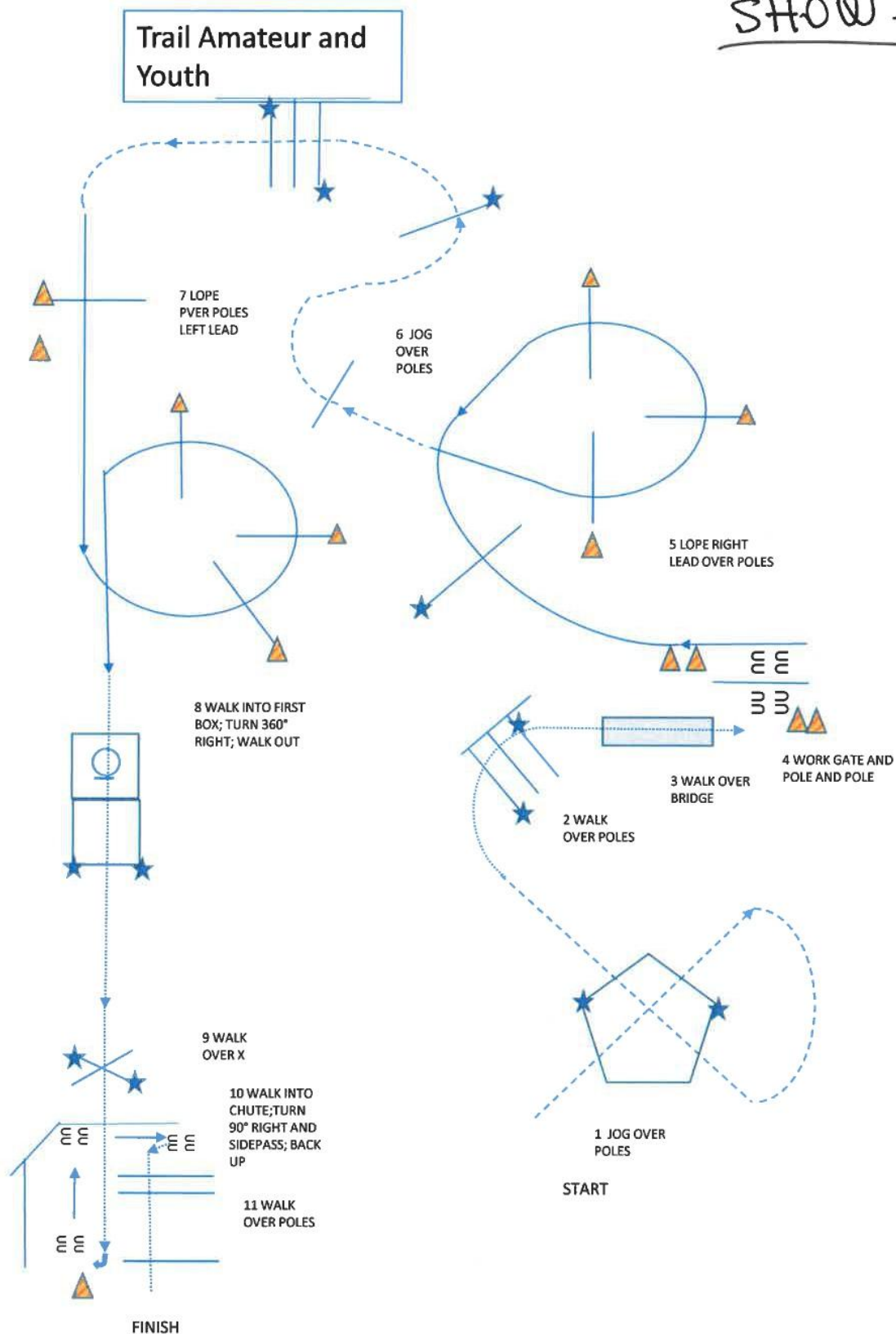
Trail Maturity and Open senior Trail

SHOW 1



Note: it will not be a real gate, but you manage it like a gate; you can change your reins to the other hand but you don't have to. Move forward, walk over the pole, back a few steps. Markers will be used to give some idea.

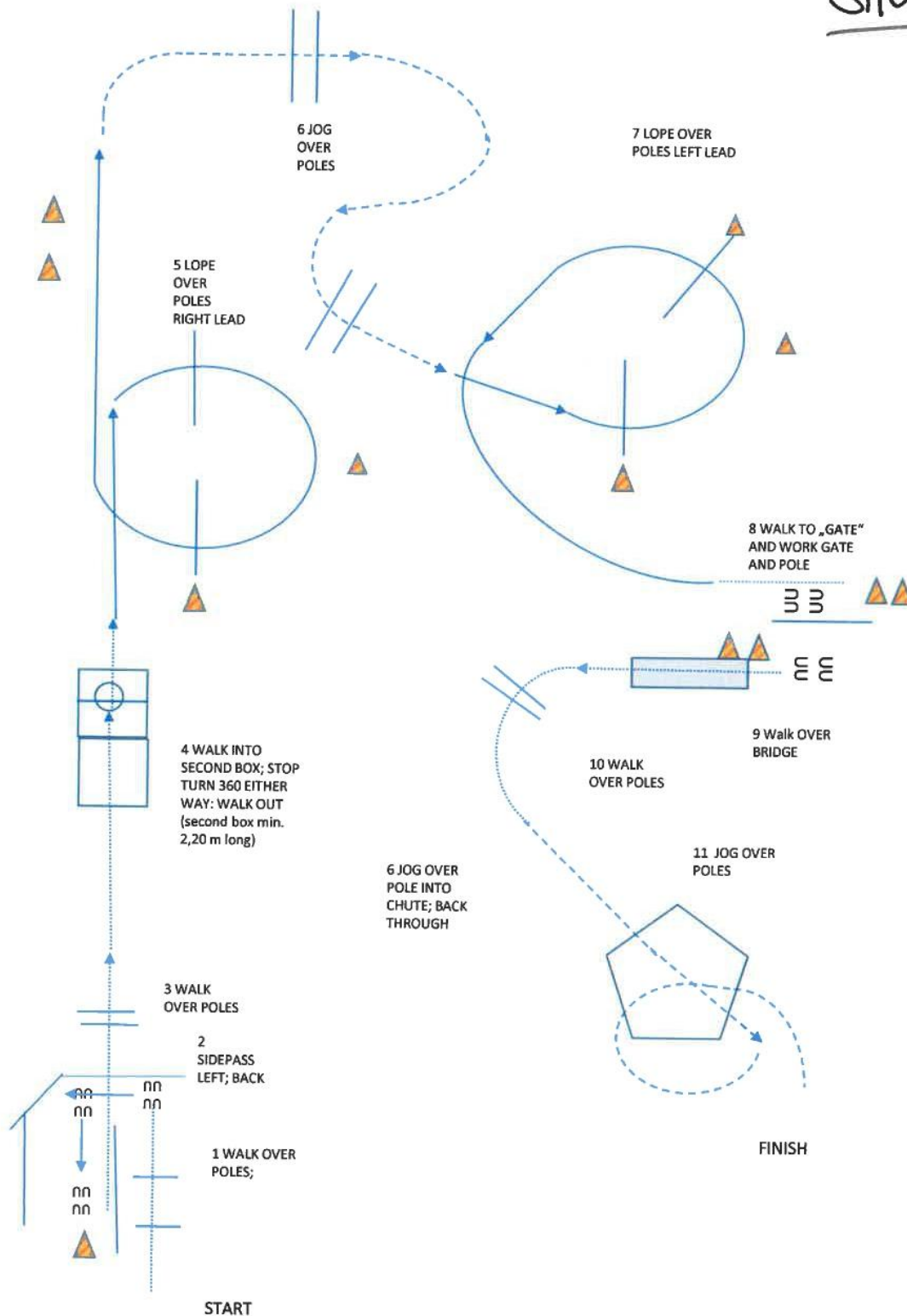
SHOW 1



Note: it will not be a real gate but you manage it like a gate; you can change your reins to the other hand but you don't have to. Move forward, walk over the pole, back a few steps. Markers will be used to give some idea.

Trail ROOKIE

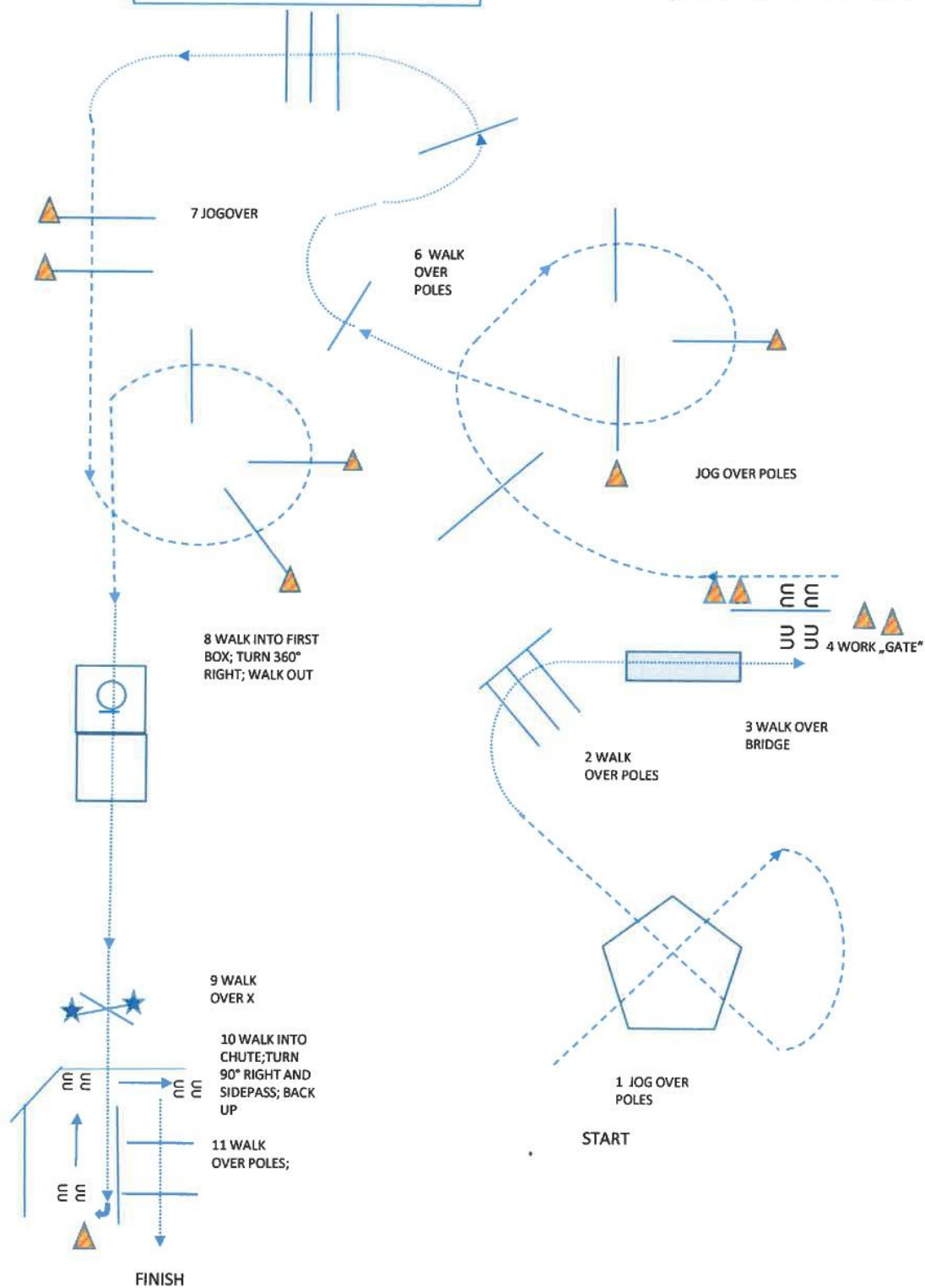
SHOW 1



Note: it will not be a real gate, but you manage it like a gate; you can change your reins to the other hand but you can't have to move forward; walk over the pole, back a few steps. Move forward, walk over the pole, back a few steps. Markers will be used to give some idea.

Trail AQHA WALK & TROT

SHOW 1



Note: it will not be a real gate, but you manage it like a gate; you can change your reins to the other hand but you don't have to. Move forward, walk over the pole, back a few steps. Markers will be used to give some idea.

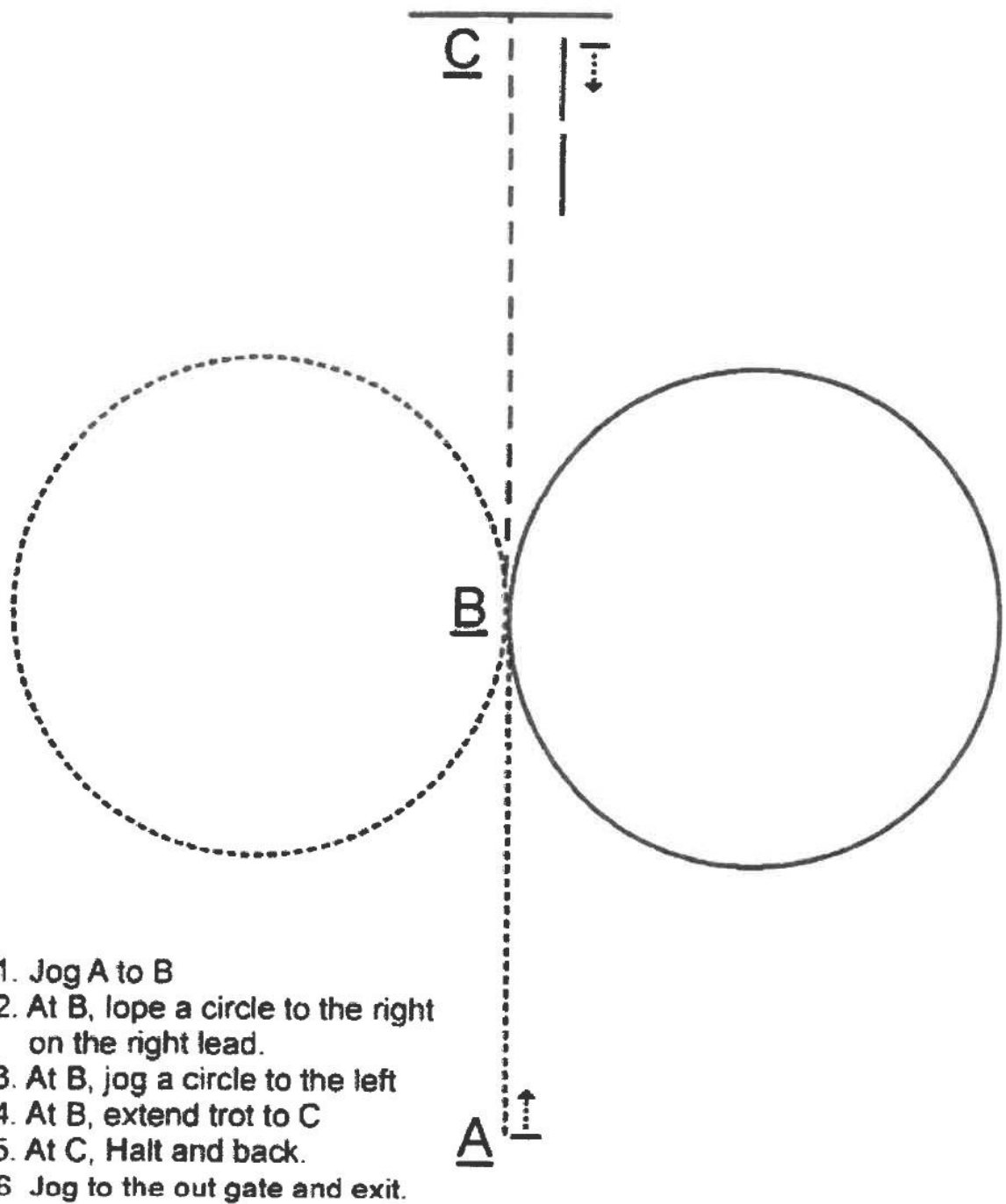


HORSEMANSHIP SHOW 1

ALL ROOKIE

SHOW 1

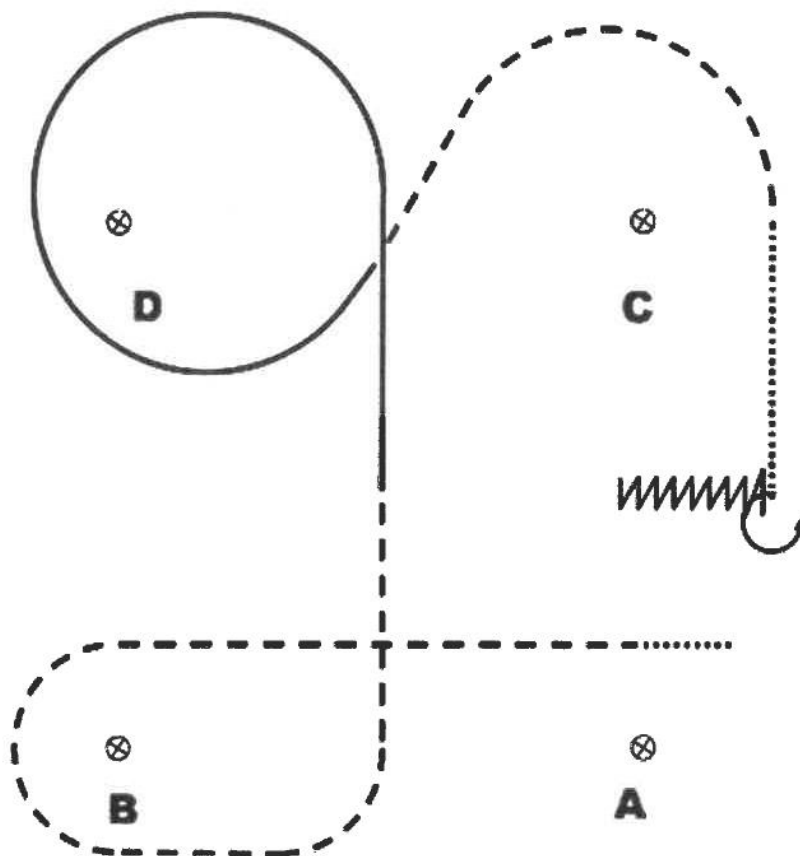
HORSEMANSHIP



ALL NOVICE

SHOW 1

HORSEMANSHIP

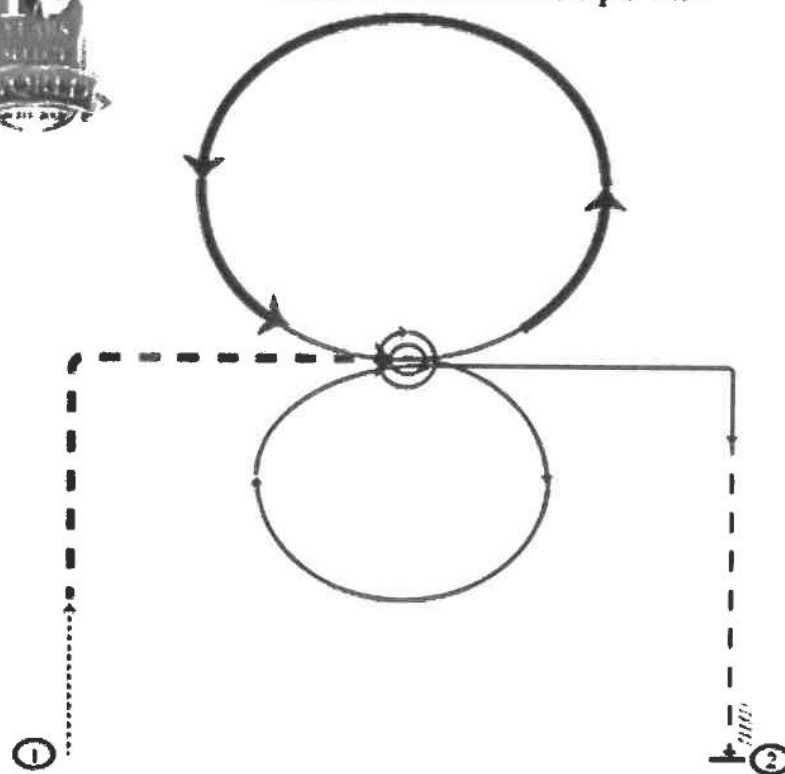


..... walk
- - - - - jog
- . - . - extended jog
~~~~~ Lope

- A Walk to jog around B into the middle of the sq  
lope left lead circle around D
- C between D-C jog  
walk then stop  
turn 450° left  
back up



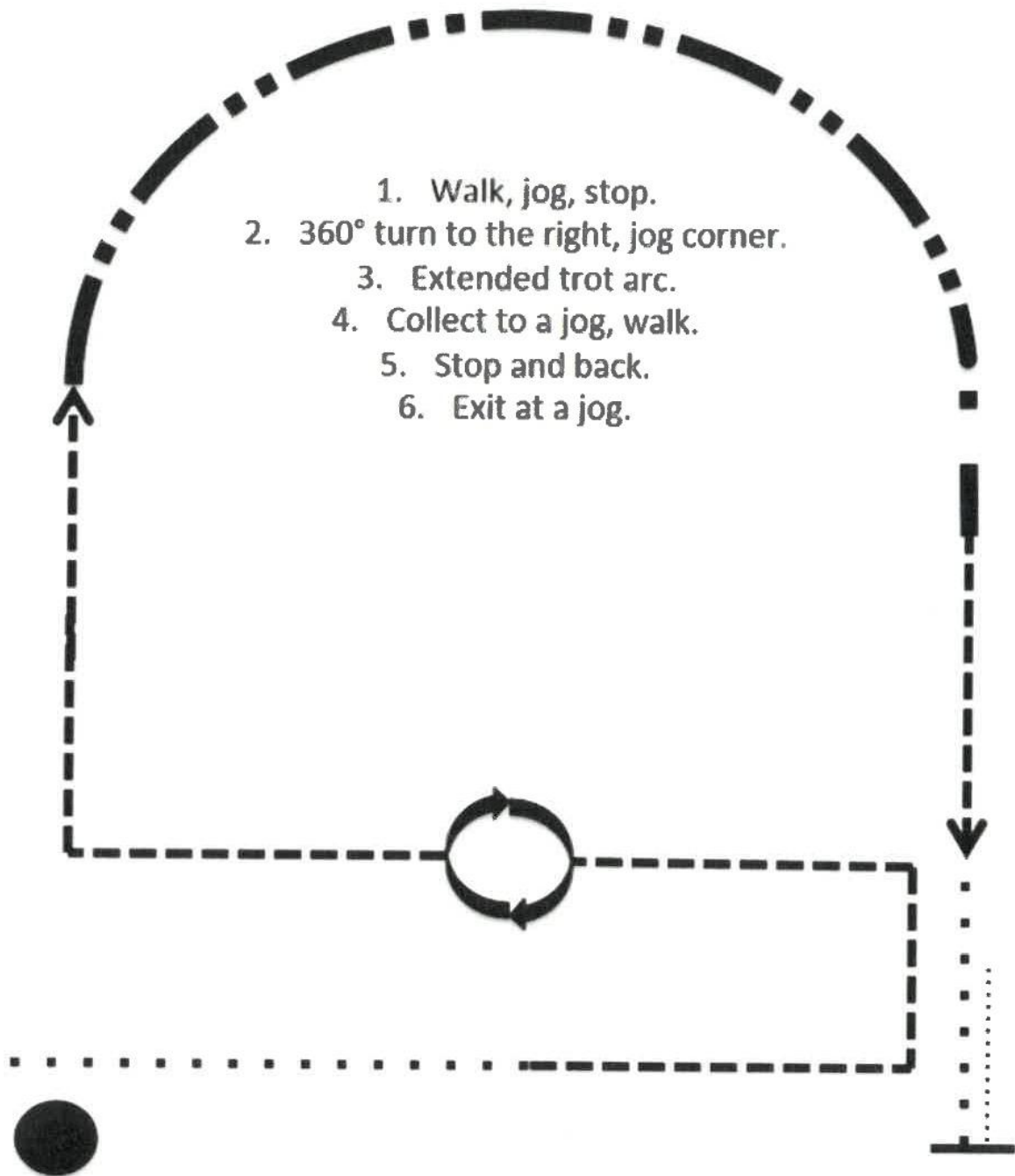
## Western Horsemanship Final



1. Walk 15 feet
2. Extended jog in the middle of the arena
3. 360° turn to the right and 360° to the left
4. Lope a left lead circle, building speed before collecting in the lope. Change leads, flying or simple.
5. Lope a smaller circle to the right without losing cadence
6. Lope a corner to the right
7. Jog to marker. Stop and back 2 horse lengths
8. Exit at a walk or jog

**Western Horsemanship**  
**Pattern 4 Walk Trot**

1. Walk, jog, stop.
2. 360° turn to the right, jog corner.
3. Extended trot arc.
4. Collect to a jog, walk.
5. Stop and back.
6. Exit at a jog.



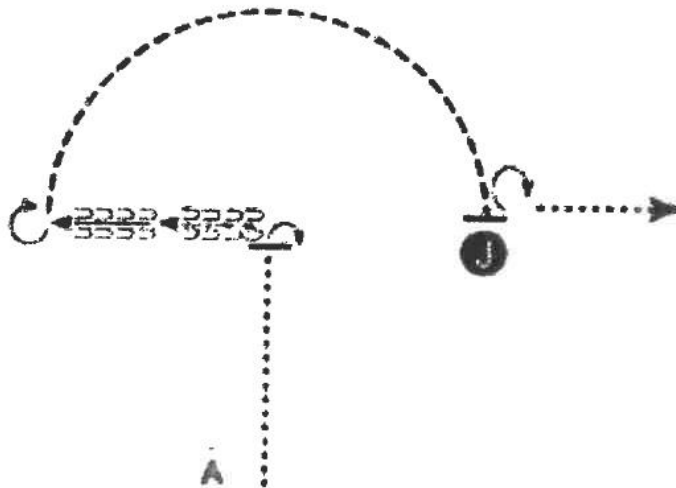


# SHOWMANSHIP SHOW 1

ALL NOVICE

SHOW 1

# SHOWMANSHIP

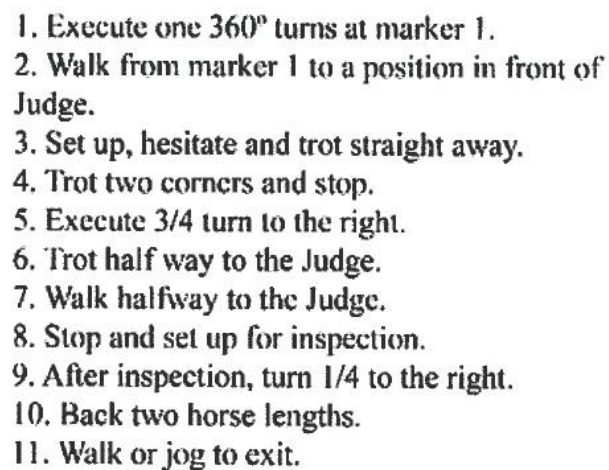


Walk .....  
Trot - - - - -  
Back <-----  
Marker (M)  
Judge ●

Be ready at A

1. When acknowledged walk until horse's hip is even with judge
2. Perform a 90 degree turn
3. Back approximately 2 horse lengths
4. Stop and perform 270 degree turn
5. Trot in a half circle to Judge
6. Stop and set up for inspection
7. When dismissed, perform 270 degree and exit at a walk

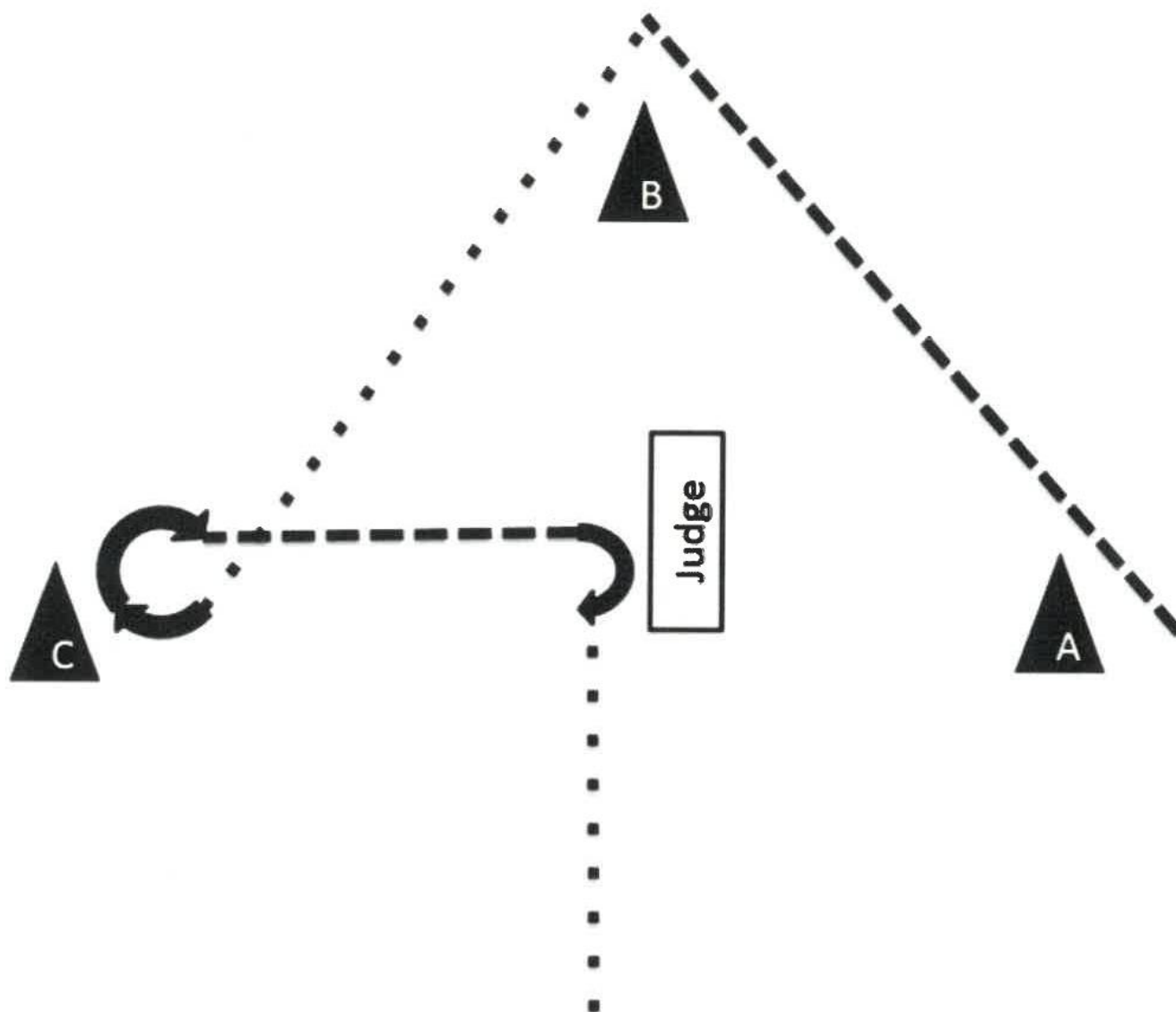
SHOW 1





SHOWMANSHIP  
ROOKIE AMATEUR  
ROOKIE YOUTH

SHOW 1



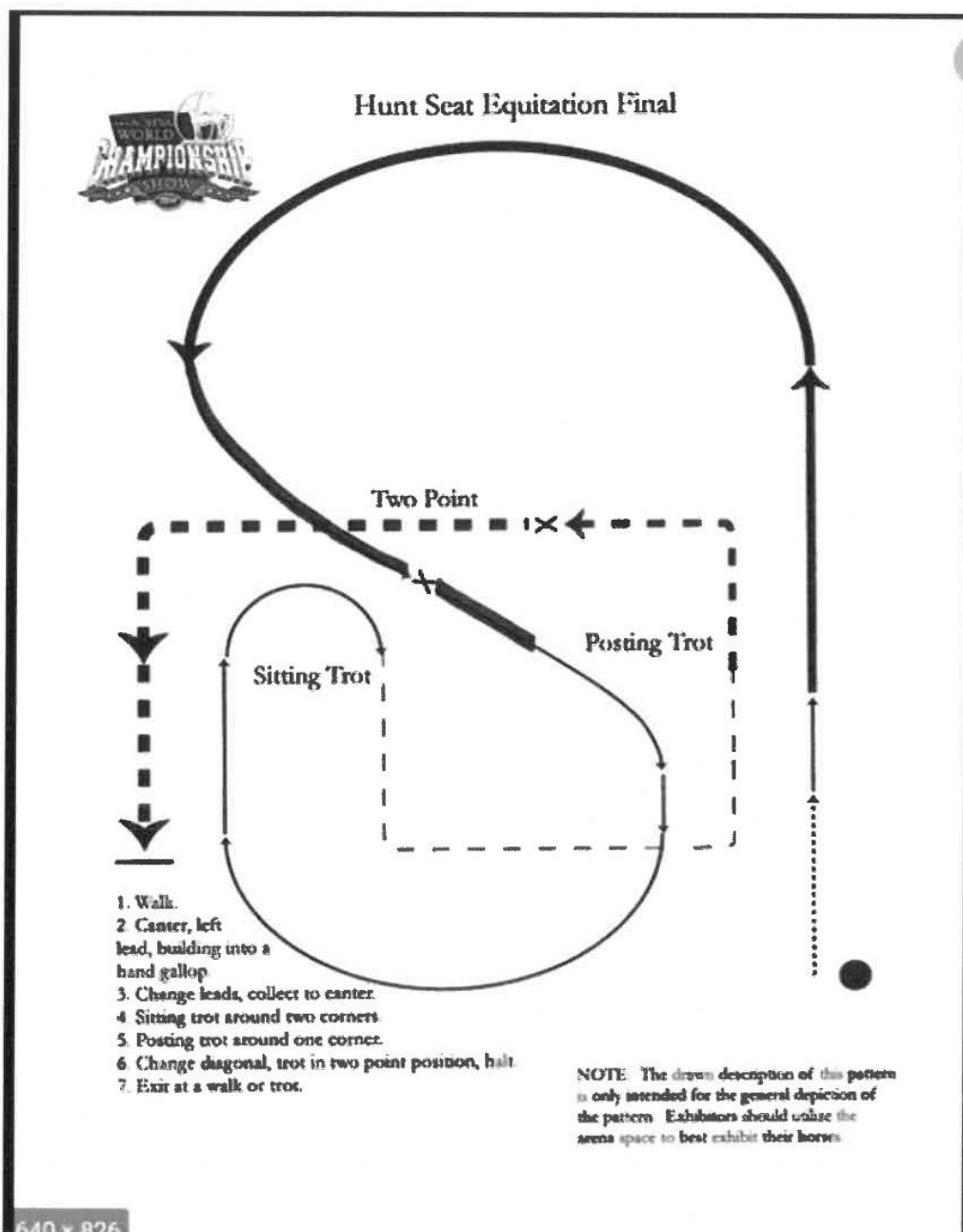
1. Be set up and ready at cone A.
2. Trot from A to B.
3. Walk from B to C.
4. Turn in line with the judge.
5. Trot to judge, stop, and set up.
6. When excused, do a 90° pivot and walk to exit.



# HUNT SEAT EQUITATION SHOW 1

# AMATEUR + YOUTH

## SHOW 1

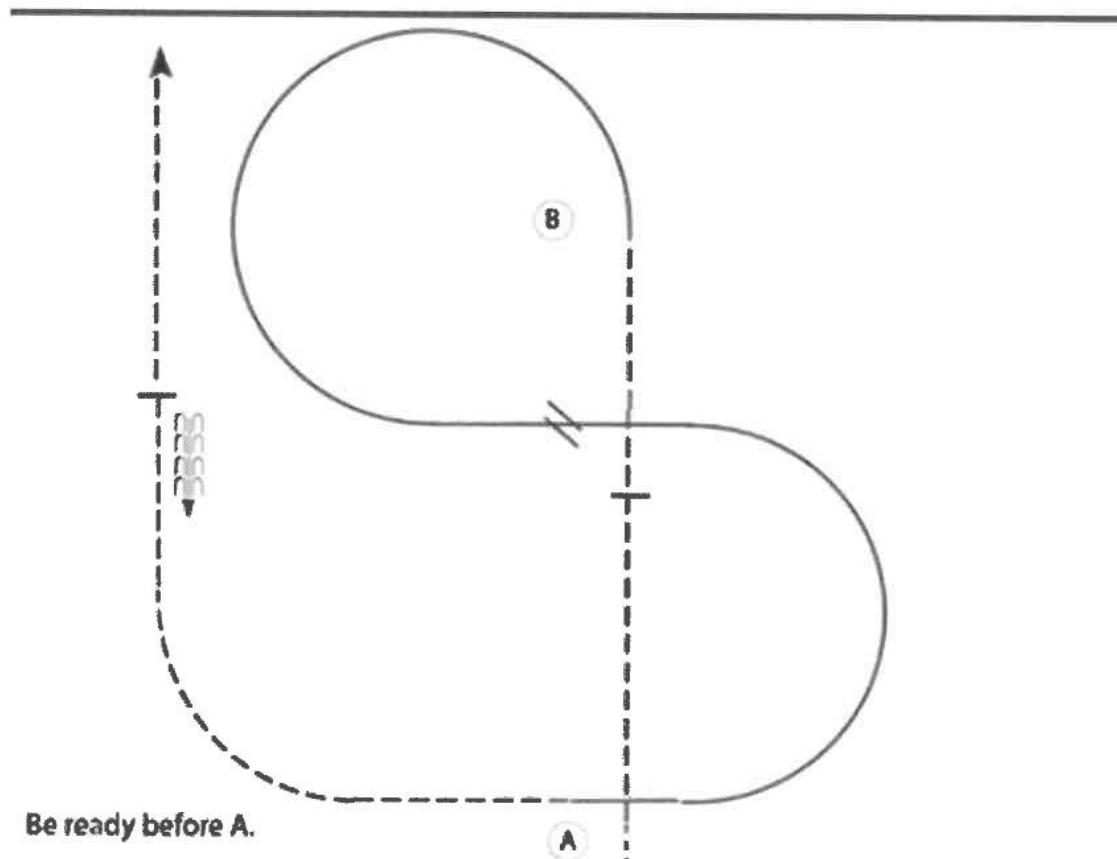


# HUNT SEAT EQUITATION

NOVICE YOUTH

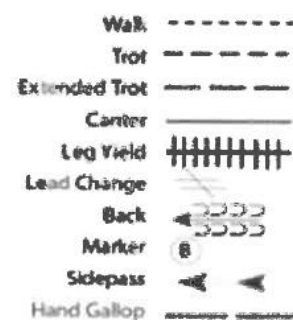
NOVICE AMATEUR

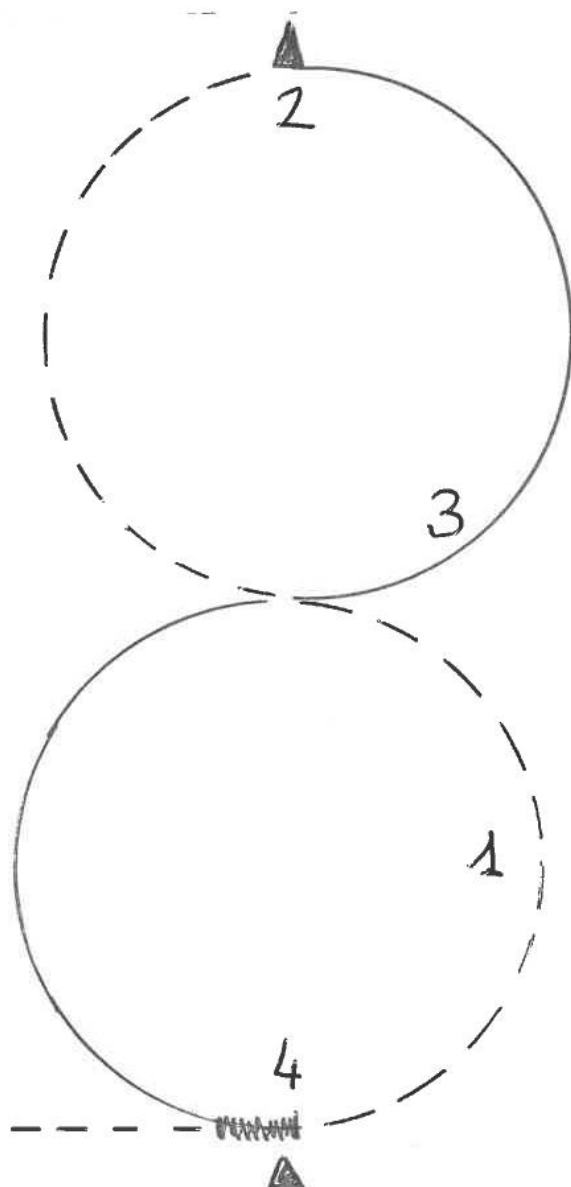
SHOW 1



Be ready before A.

1. Walk to A. Left diagonal trot halfway to B.
2. Halt for 3 seconds. Right diagonal trot to B.
3. Left lead canter in circle to center of pattern.
4. Change leads. (simple or flying)
5. Right lead canter in a half circle to A.
6. Trot left diagonal around corner and halfway down line.
7. Halt and back approximately one horse length.  
Sitting trot to exit.





Please do not  
remove

▲ - Marker

Note: please be ready to trot on  
course when judge nods

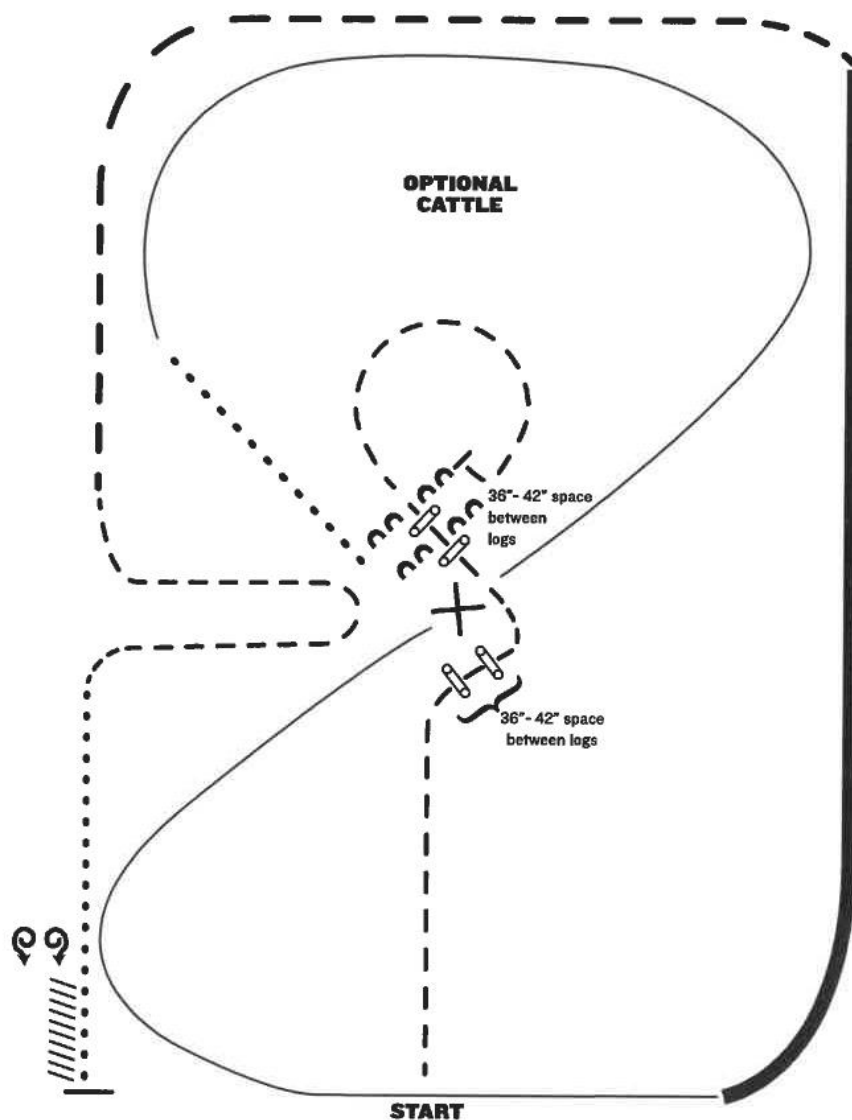
1. Pattern begins as contestant walks inside marker. Trot serpentine changing diagonals as appropriate
2. Transition down trot to walk ( 3-4 steps ) then up to canter inside marker
3. Canter serpentine with simple lead change ( 3-4 steps at trot )
4. Stop. Back 1 horselength. End of pattern. Take directions from ring steward



# RANCH RIDING SHOW 1



**RANCH RIDING - PATTERN 9**



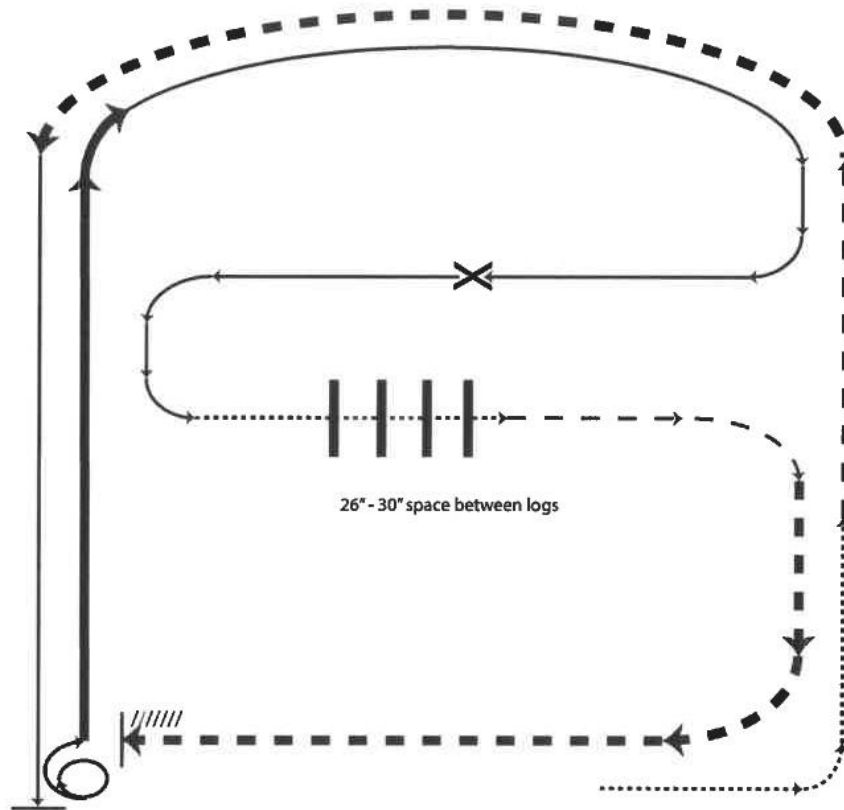
1. Trot
2. Trot two sets of logs
3. Trot circle, stop and side pass log left
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope (left lead)
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360 degree turn each direction (either direction 1st) (L-R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

# OPEN JUNIOR ALL NOVICE

SHOW 1

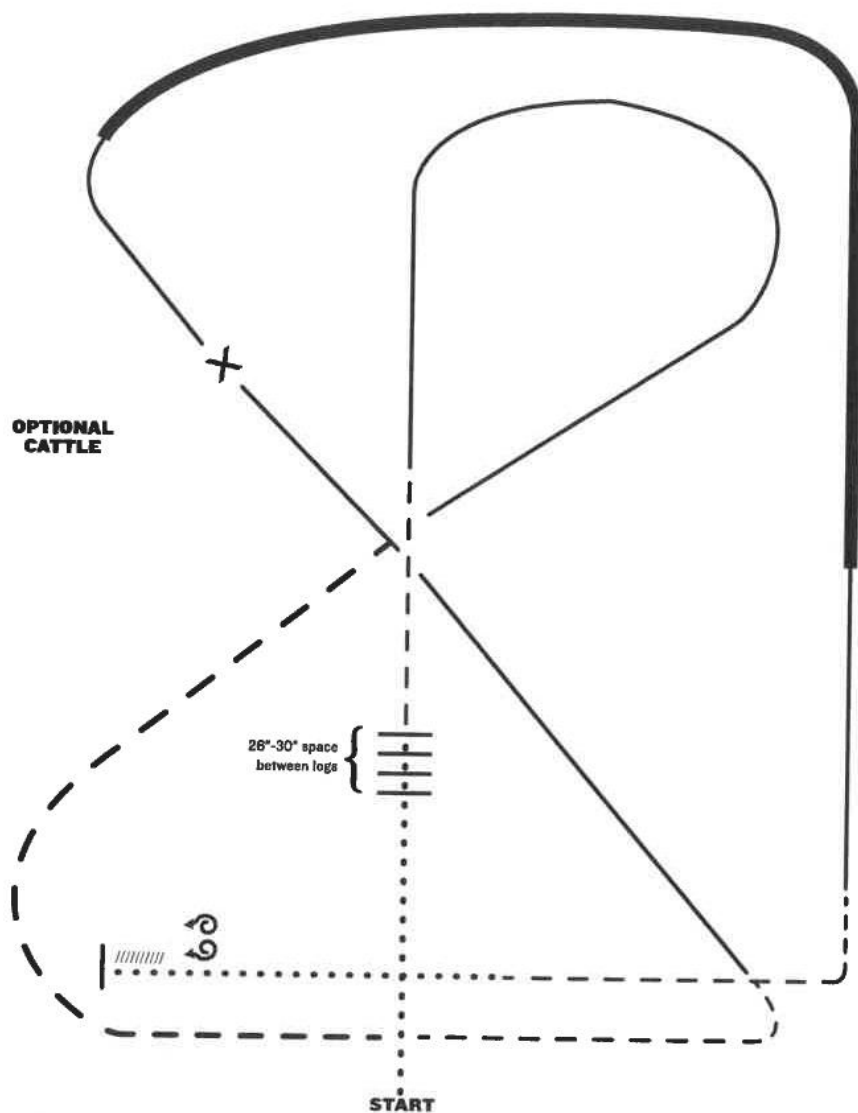
## RANCH RIDING - PATTERN 2



- X Lead Change
- • Walk
- Trot
- Ext Trot
- Lope
- Ext Lope
- //// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

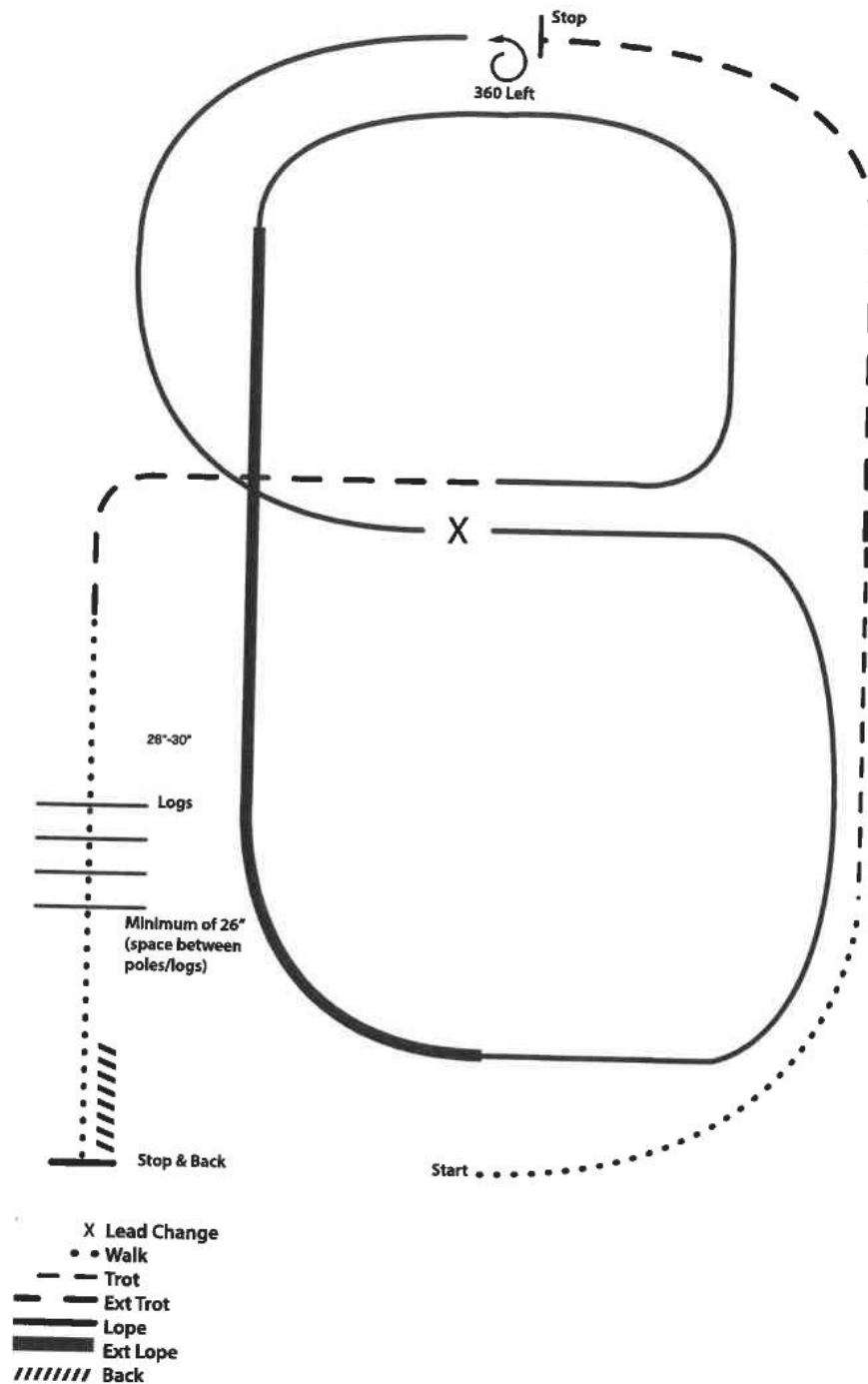
## RANCH RIDING - PATTERN 5



1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree 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.

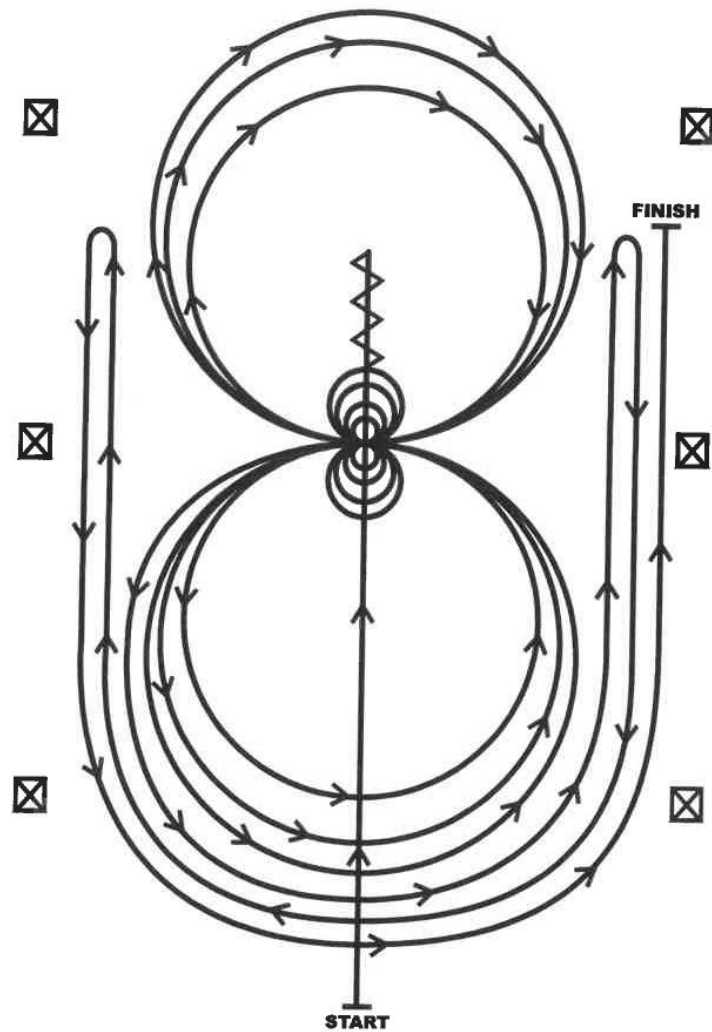
**RANCH RIDING - PATTERN 1**



1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

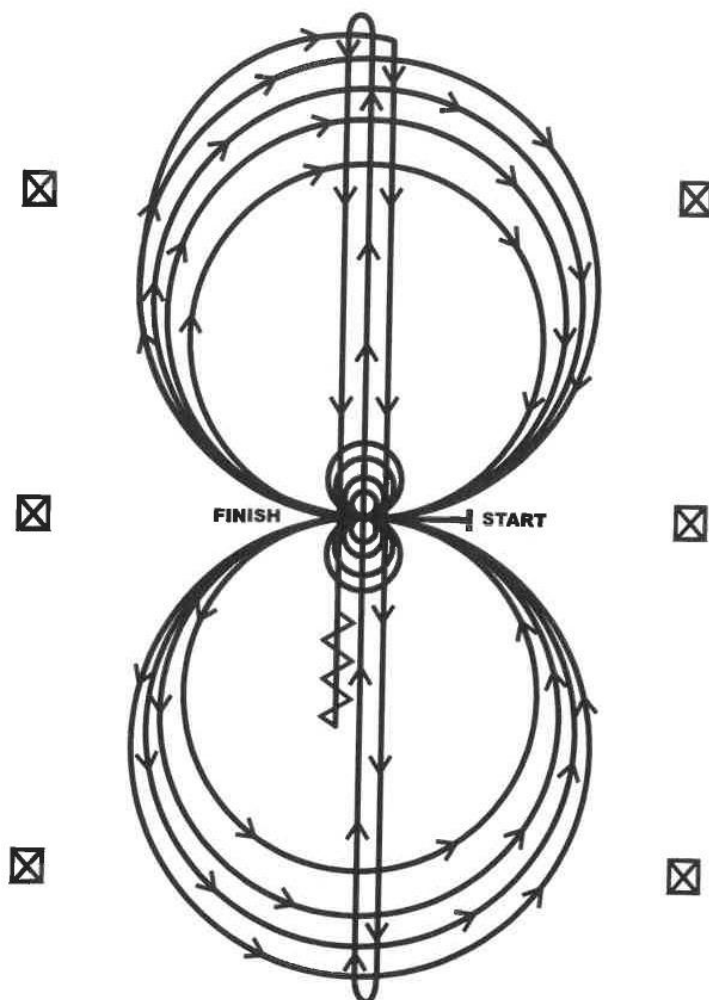


# REINING SHOW 1

**REINING PATTERN 9**

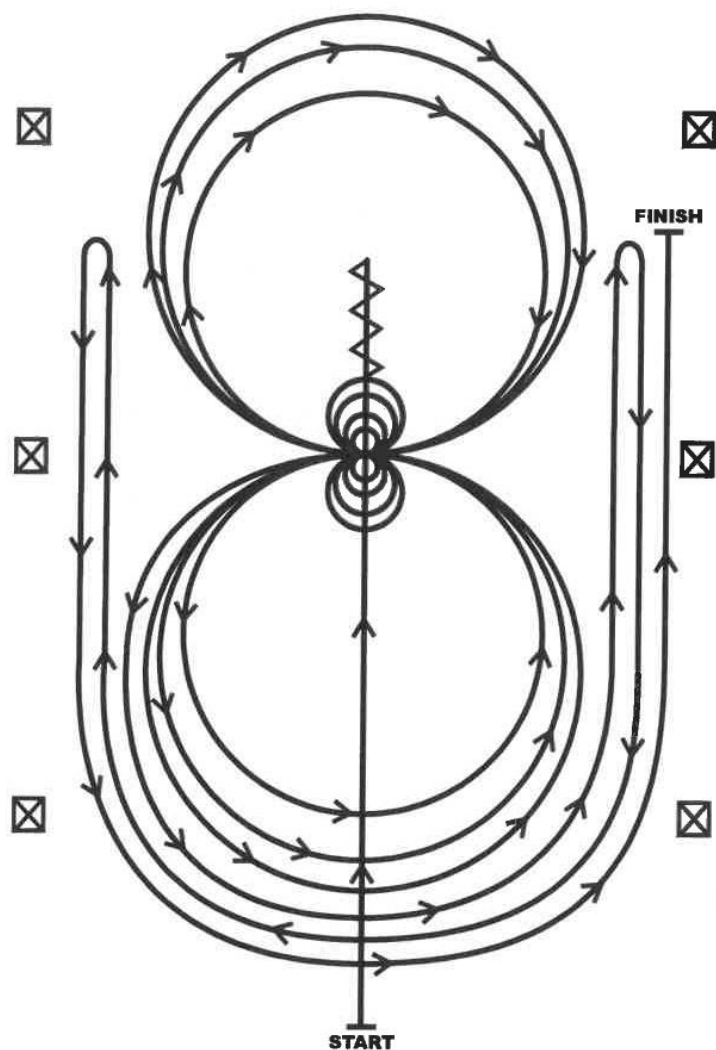
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning 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.



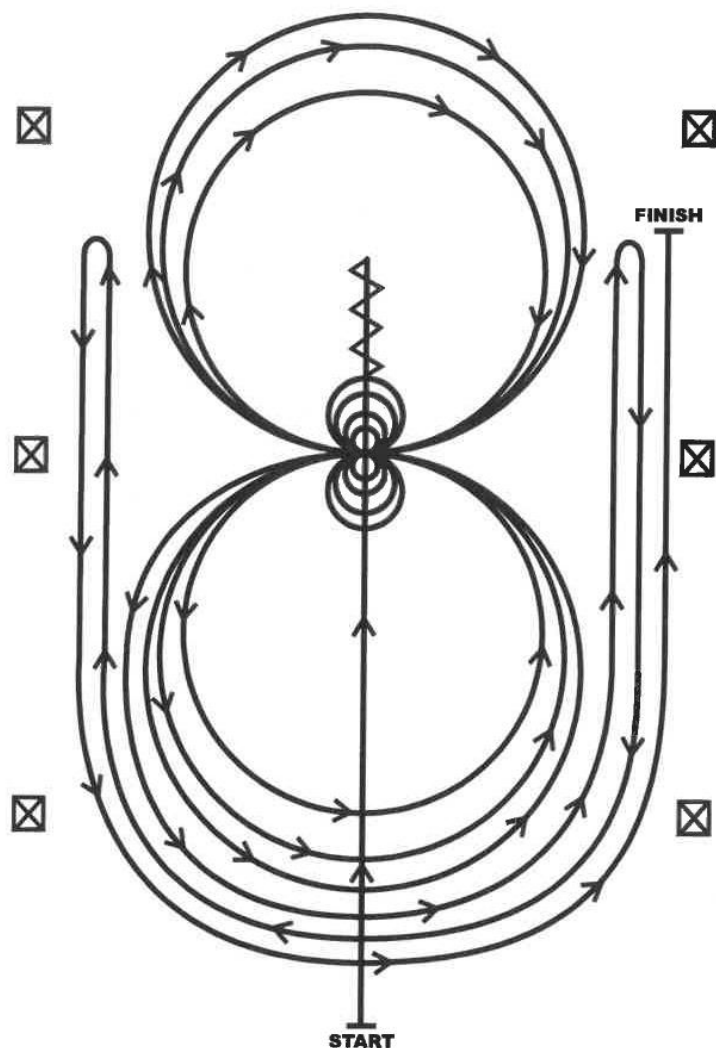
**REINING PATTERN 4**

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. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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.

**REINING PATTERN 12**

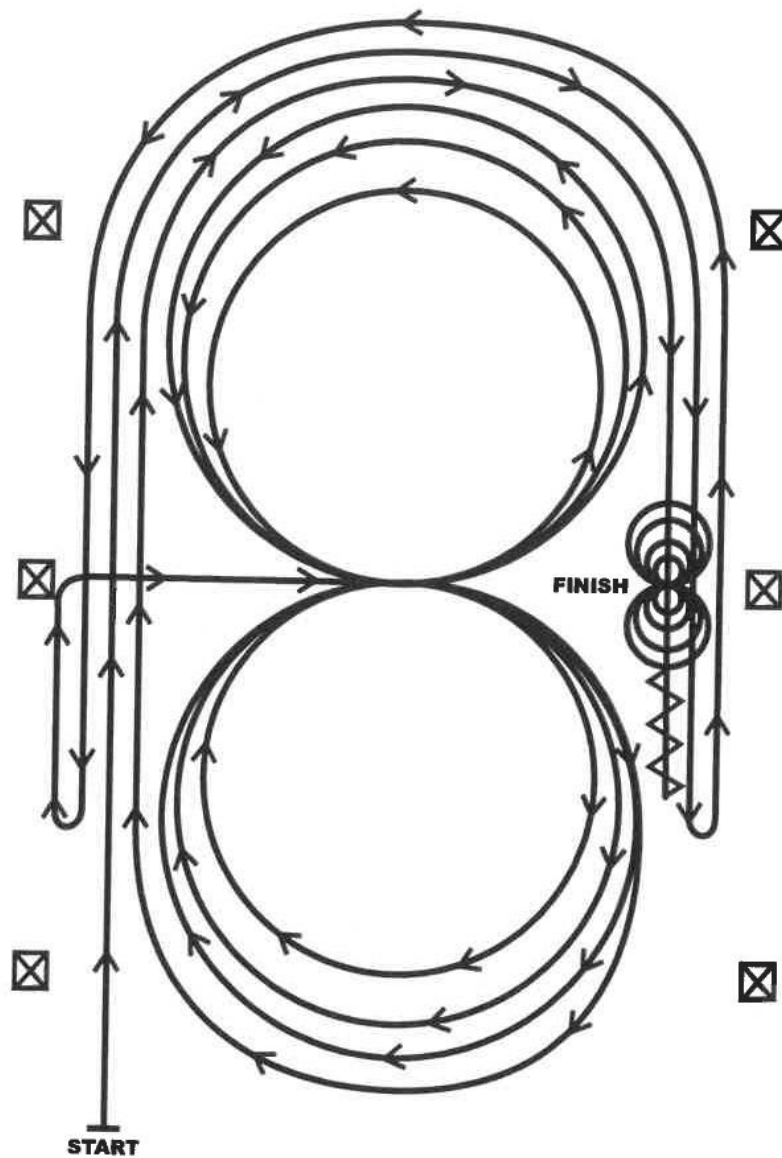
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning 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.

**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.

# REINING PATTERN 3

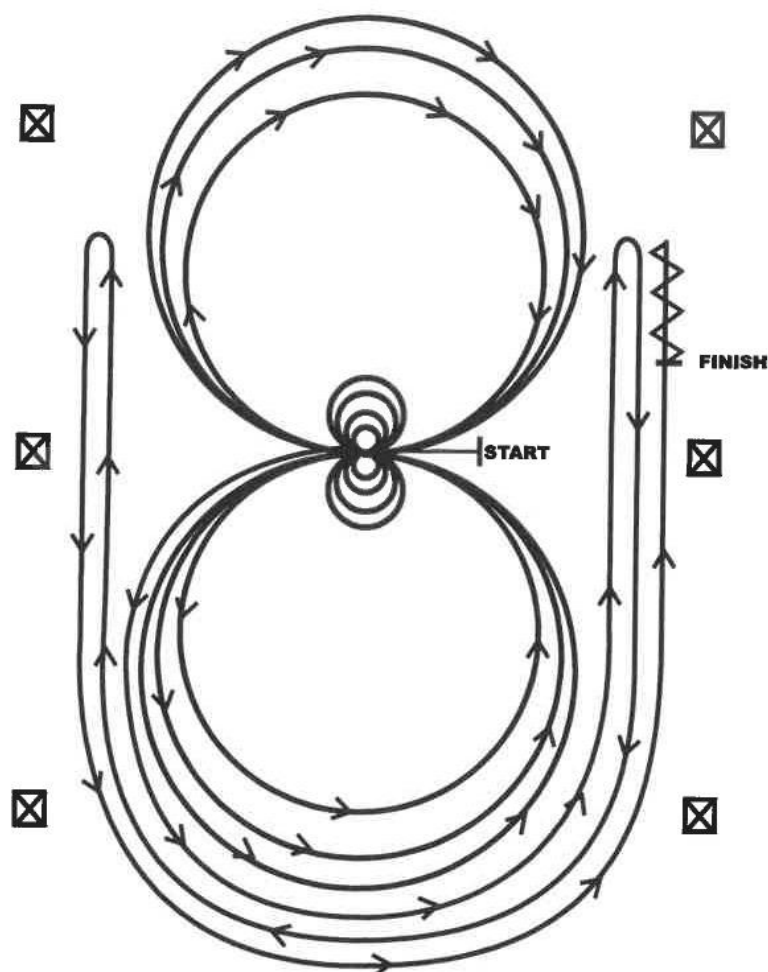
ALL  
NOVICE



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 the 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 past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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 in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

## REINING PATTERN 13

ALL  
ROOKIE



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 two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena.

2. Complete four spins to the left. Hesitate.

3. Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena.

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.

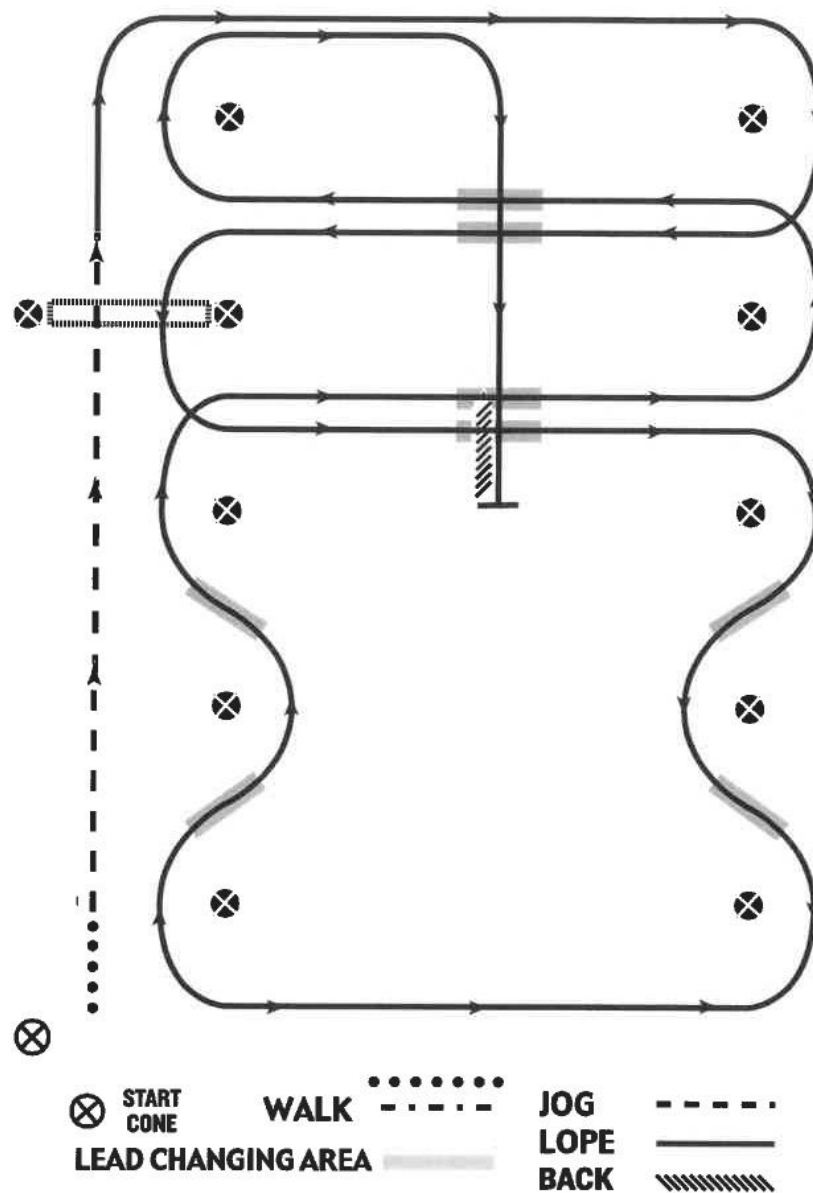
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.

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 20 feet (6 meters) from the wall or fence-no hesitation.

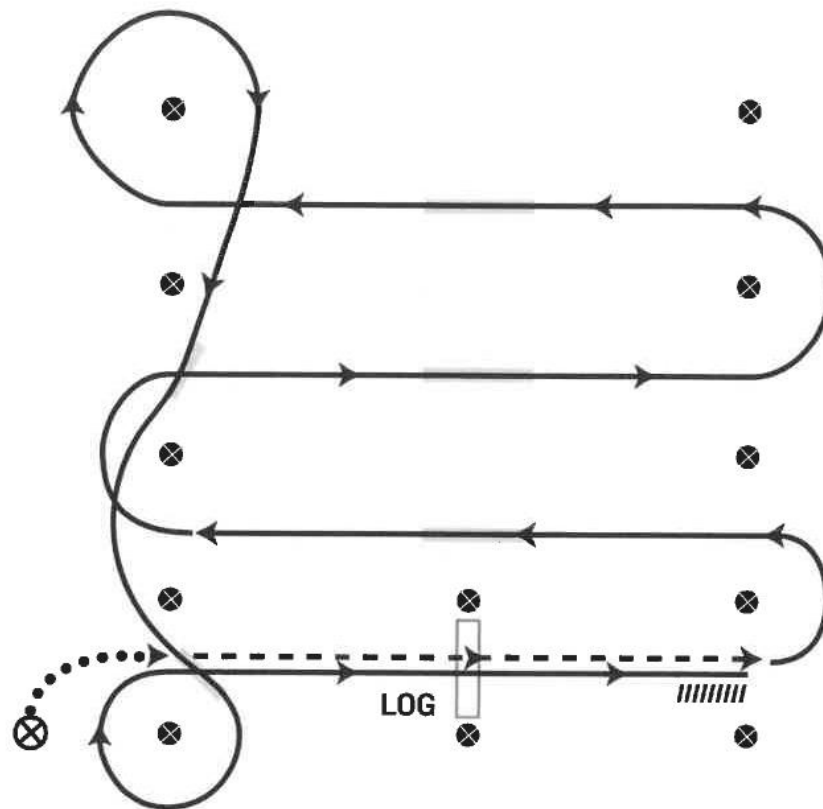
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern.



# WESTERN RIDING SHOW 1

**WESTERN RIDING PATTERN 8**

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

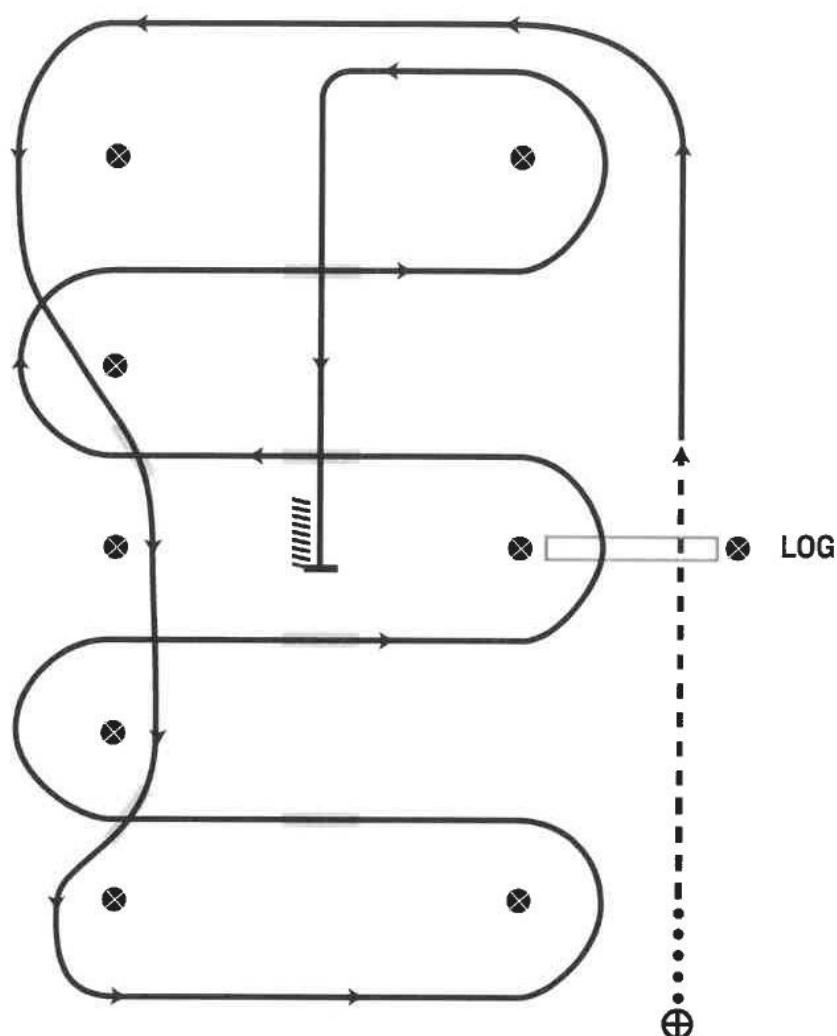
**LEVEL 1 WESTERN RIDING PATTERN 2**

⊗ START CONE      WALK .....      JOG .....  
 LEAD CHANGING AREA      LOPE ———

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back



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**LEVEL I WESTERN RIDING PATTERN I**

⊗ START CONE      WALK .....      JOG  
 LEAD CHANGING AREA      LOPE      - - - - -

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back