

2021 **RULE BOOK** The Competitors Guide



FAMILY - RESPECT - SPORTSMANSHIP



REINING AUSTRALIA

REINING AUSTRALIA RULE BOOK FOR COMPETITORS

Membership

All persons participating in an event (training day, clinic, beginner show, ribbon show, Jackpot and RA Approved Shows) run by a Reining Australia affiliates must be either a Reining Australia Full Member, a Reining Australia Green Rider Member, Reining Australia Youth Member, or a member of their Affiliate.

New members may pay an Event membership fee to the Affiliate holding the event which allows them to be eligible to attend an event and must sign a waiver/release form. This membership is for the purpose of making reining available to new Reiners.

Recommended fee \$25.

Reining Australia Full Membership includes Professional and Non-Pros

The following Programs are available to RA Members

- Green Rider
- Australian National Reining Championships featuring Gold Buckle Futurity and RA Derby
- Gold Buckle Futurity Program
- Reining Australia Earnings and eligibilities
- Reining Australia End of Year High Point Awards and Top Ten Recognition
- Mare of the Year
- Hall of Fame, Legends
- Reining Australia Affiliate Championships

Membership Fees

Reining Australia Full membership (General/Non-Pro)	\$150
Reining Australia Professional	\$150
Green Rider program	\$50
Reining Australia Youth Membership	\$55

It is a requirement for all Non-Pros to have on file a Non-Pro Declaration

Non-Pro Membership Conditions

A Non-Pro shall be defined as a person who:

- (1) At the time of the member's Non-Pro application and Declaration, has not won more than \$200,000 in Open reining competition.
- (2) In the three years preceding the date of application has not received remuneration for the following activities:
 - (i) Training or showing astride in any equine discipline.
 - (ii) Giving instruction on the showing or Training of a performance horse; or
 - (iii) Sponsorships or endorsements unless approved by the Board.
- (3) Remuneration is defined as the receipt of:
 - (i) Money, pay, or financial gain for work completed; or
 - (ii) Goods, services, or discounts in return for work completed.
 - (iii) This does not include prize money
- (4) Training is the mounted preparation of a horse with the intent to improve the horse's performance in any equine discipline.
- (5) Giving instruction on the showing or training of a performance horse means providing coaching or lessons with the intent to improve the rider's ability to show or train a performance horse.
 - (i) RA does not consider occasional and irregular encouragement or collaboration among Non-Pros to be "giving instruction" so long as the same is not done for remuneration. Such sportsmanship among Non-Pros is encouraged by RA
- (6) Performance horse includes horses that engage in the western stock sports, including but not limited to, reining, reined cow horse,

cutting, roping, ranch riding, ranch versatility, etc.

(7) RA does not consider an RA Professional's spouse or family members to be ineligible for Non-Pro status unless they themselves receive remuneration for the Prohibited Activities. Those individuals can show as Non-Pros so long as they meet the requirements.

(8) A person who is ineligible to obtain Non-Pro status may become eligible by meeting all Non-Pro requirements for a period of three years. During the Ineligible Time Period, the member may only show in Open competition.

(9) Ownership: A horse shown in Non-Pro competition must be solely and completely owned by one of the following:

- (1) the Non-Pro
- (2) Member(s) of the Non-Pro's immediate family
- (3) A corporation, partnership, or other business entity provided that the Non-Pro and/or members of his/her immediate family are the sole owners of that business entity and the ownership of that business entity does not change to include non-immediate family members or entities.
- (4) A Non-Pro rider may compete on a Leased horse see conditions below.

(10) Immediate family is defined as: spouse, defacto, partner, parent, spouse's parent, partners parent, step-parent, legal guardian, child, stepchild, sibling, sibling's spouse, sibling's partner, half sibling, stepsibling, aunt, uncle, grandmother, and grandfather and in-laws of the same relation as stated above or a legal union as defined by the Commonwealth of Australia.

(11) Entry fees and/or expenses paid by anyone other than the Non-Pro, his/her immediate family, or a family-owned business

entity as outlined above, shall be considered remuneration and could jeopardize Non-Pro status.

(12) Any transaction relating to the sale or transfer of a horse to a Non-Pro other than by immediate family members must be at fair market value. The Non-Pro is responsible for documenting said transaction in a satisfactory fashion in the event of any protest. If a Non-Pro and/or his/her immediate family member sells a horse and then buys it back, that horse cannot be shown in Non-Pro classes for 180 days from the date of the original sale.

Green Rider Level 1 & 2

Reining Australia introduced the Green Rider program as an introductory to reining and encourages riders to compete without the restrictions of sanctioned classes.

All competitors must register on-line, all applications and conditions can be found on the RA Website Some of the conditions are

- Entry fees are to be determined by show management
- Show management cannot charge exhibitors a judge's fee
- Must use patterns 1 – 13. However simple lead changes are allowed, and the rider may use one (1) or two (2) hands on the reins or change from one handed to two handed throughout the performance.
- Any legal headgear and equipment allowed.

Leases

A leased horse may be shown in Non-Pro competition under the following guidelines:

(1) Prior to showing, the lessee (Non-Pro) Showing the leased horse, must have a lease on file and all fees paid prior to competing.

- (2) The lease must be to an individual only. There are no restrictions to the number of times the lease can be renewed. All leases end the 31 December.
- (3) During the term of the lease, the lessee, and his/her immediate family may show the leased horse in all classes, excluding Aged events.
- (4) A Professionals member may show the leased horse in open competition including Aged Events
- (5) Only one lease at a time per horse per year will be recognized.
- (6) The lessor may not show the horse during the term of the lease.
- (7) Lessor must be a current RA member in good standing. An Associate membership is acceptable.

Competition License

Competitors competing in sanctioned classes must have Horse competition License.

Competitors competing in a non-sanctioned event such as (Beginner, Ladies, Gents, Green Rider etc) may use a horse without the restriction of ownership as defined under the non pro conditions.

Rookie Level 1 and 2 Riders may use a horse without the restrictions of ownership.

For information and forms on Competition licenses and Leases, please contact the RA Office for details

NRHA Competition License	\$60 US
RA Competition License emailed	\$33
RA CL Posted Hardcopy	\$44
NRHA Lease	\$100 US
RA Lease	\$55

Horse Age for Showing

No horse may be shown before its 3-year old in Reining events that includes showing in training classes, it is acceptable for a 2-year old to be ridden at clinics.

This rule applies to all RA approved events.

Class Eligibility

Class Eligibility for the current year for horses and riders can be found on the RA website. Reining Australia Ineligibility List will run from 1st November of each year. Earnings are recorded each year from all Reining Shows the reason for eligibilities are:

- Create a fair and equitable playing field.
- Encourage and inspire progression through the sport.
- Reflect the ability of horse and rider competing within each level.
- Cater for the majority within each level.
- Strike a balance between good numbers in classes and ensuring the same horses and or riders do not dominate levels by being eligible for too long.
- Encourage new riders to our industry so that our sport continues to grow.

Sanctioned Classes

Open, Non-Pro, Intermediate Open, Intermediate Non-Pro, Limited Open, Limited Non-Pro, Rookie Professional, Rookie Level 1, Rookie Level 2, Prime Time Non-Pro, Novice Horse Open Level 1, Novice Horse Open Level 2, Novice Horse Non-Pro Level 1, Novice Horse Non-Pro Level 2, Youth 13 and under, Youth 14-18 years.

Aged Events – Futurity and Derby

Warm Up/Schooling Policy

Arena/Warm-Up Arena Plan

In support of the RA Animal Welfare Policy and to insure a safe and effective environment in which to school, Reining Australia has provided a written plan for safe schooling opportunities.

The plan includes the maximum number of horses (16) that are to be in the arena at any one time.

Length of time riding. It is mandated at RA

events that horses be not ridden in excess. The approximate guideline being not more than two hours of riding at a time. After riding, the horse must be rested with access to feed and water.

Pen rules.

1. Number of horses in the Pen at one given time is limited to 16
2. Circles on the lower end of the arena, or closest to in gate, are to the left.
3. Circles on the top end or furthest from in gate, are to the right.
4. Do not stop, school, or spin, in the center of the arena as you will be in the traffic of other riders.
5. Run large fast circles on the outer path, if trotting or exercise loping, ride slightly further in on a smaller circle to stay out of the path of those running large fast circles.
6. Spin or air your horse up in the center of either circle.
7. First half hour circles (Green Lights) second half hour run downs (Red Lights)
8. Do not ride or gather in groups as it further congests the arena and makes it hard for others to ride around you.
9. Do not continue to ride if your horse is in an "unfit condition" such as out of air, overly tired or lame.
10. No lunging and no un- saddling horse in the arena.

Tractor etiquette. All arenas will follow these guidelines during drag time:

- All horses will stop forward movement.
- All horses will move to the side of the arena opposite from the tractor and drag.
- All riders will watch for and obey tractor driver's direction.
- Riding will continue ONLY after tractor and drag have exited the arena.

These guidelines apply regardless of the number of horses in the arena. Any violation of these guidelines will be viewed as unsportsmanlike conduct, which can result in discipline action.

Show attire

The attire required for showing; when you enter the arena to show, you must be wearing a western hat or safety hat, long sleeved western shirt with sleeves buttoned down and boots and your horse must have a western saddle and western bridle. Failure to have correct attire upon entering the arena will result in a SCORE 0, however, losing your hat within a run does not attract a penalty.

Number

Failing to wear your show number will result in a \$25 fine. This fine is payable to the Affiliate. Pin your number to your saddle pad on the left-hand side.

Presentations

All horses should return to the Pen for presentation, all Competitors, and handlers entering the arena for presentation must be wearing a hat, long sleeve shirt and covered foot ware, Competitors must be astride. Caps & short sleeved shirts are acceptable only during Paid Warmups and Open Pen.

Rules for Judging

To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of/or temporary loss of control and therefore a fault that must be marked down according to severity of deviation. After deducting all faults, set here within, against execution of the pattern and the horse's overall performance, credit should

be given for smoothness, finesse, attitude, quickness, and authority of performing various manoeuvres, while using controlled speed which raises the difficulty level and makes him more exciting and pleasing to watch to an audience.

Scoring

(1) The scoring will be on a basis of zero (0) to Infinity, with seventy (70) Denoting an average performance. The individual manoeuvres are scored in one-half ($1/2$) point increments from a low of $-1 \frac{1}{2}$ (one and one-half) to a high of $+1 \frac{1}{2}$ (one and one-half) with a score of zero (0) denoting a manoeuvre that is correct with no degree of difficulty. Scores will be announced after each horse works.

$-1\frac{1}{2}$ Extremely poor	$+ \frac{1}{2}$ Good
-1 Very poor	$+ 1$ Very Good
$-\frac{1}{2}$ Poor	$+ 1 \frac{1}{2}$ Excellent
0 Correct	

Ties

(2) All Ties for 1st place will be worked off if the tied exhibitors agree to participate in a run-off. Tied exhibitors have the alternate option of agreeing not to run-off and to be named co-champions but must determine the winner of the awards by a mutually agreed upon tiebreaker such as a flip of a coin.

Equipment

(3) **(a) References to hackamore** mean the use of a flexible, braided, rawhide, leather, or rope bosal, the core of which may be either rawhide or flexible cable with a maximum diameter of $3/4$ " at the cheek. Absolutely no rigid material will be permitted under the jaws or on the noseband in connection with the bosal, regardless of how padded or covered. Horsehair bosals are Prohibited. This rule does not refer to the so- called mechanical hackamore which is illegal.

(b) References to snaffle bits mean conventional O-ring, egg-butt, or D-ring with a ring no larger than 4" and no smaller than 2". The inside circumference of the ring must be free of rein, curb, or headstall attachments which would provide leverage. The mouthpiece should be round, oval, or egg-shaped, smooth, and free of wire. It may be inlaid, but smooth and/or latex wrapped. The bars must be a minimum of 5/16" in diameter, measured 1" in from the cheek. These requirements remain the same for all classes in which a rider may use a snaffle bit.

(c) References to a bit means the use of a curb bit that has a solid or broken mouthpiece has shanks and acts with leverage. All curb bits must be free of mechanical device and should be considered a standard western bit. A standard western bit includes:

(1) 8 1/2" maximum length shank to be measured as indicated in the judge's guide. Shanks may be fixed or loose.

(2) Concerning mouthpieces, bars must be round, oval, or egg-shaped, smooth, and free of wire of 5/16" to 3/4" in diameter, measured 1" from the cheek. They may be inlaid but must be smooth or latex wrapped. Nothing may protrude more than 1/8" below the mouthpiece (bar).

(3) The port must be no higher than 3 1/2" maximum, with rollers and covers acceptable. Broken mouthpieces, half breeds, and spades are standard. Spade bits may have wire wrapped spacer bars.

(4) Slip or gag bits, donuts or flat polo mouthpieces are not acceptable.

(5) A standard western bit has only one point of pull.

(d) Rein Handling Only one hand may be used on the reins and the hand must not be changed, except in the Snaffle Bit, Freestyle, Green Rider, non-sanctioned and Para-Reining

classes which allow the use of two hands. Green Rider, non-sanctioned and Para-Reining classes Riders may use one (1) or two (2) hands on the reins or change from one handed to two handed throughout the performance. When showing one handed, the hand must be held in a traditional western fashion with the palm down and on top of the reins. Index/first finger only, or no fingers, between split reins is permitted at any time. Violation of this rule results in a penalty score of zero (0).

(e) When a curb bit is used, a curb strap or curb chain is required, which must be at least ½" in width, lie flat against the jaw, and be free of barbs, wire, and/or twists.

(f) Tails may be lengthened by hair-to-hair attachment only with no attachment of any kind to the tail bone. The use of weighted tails is legal.

Penalties

(4) The following will result in No Score:

(a) infraction of any state or federal law which exists pertaining to the exhibition, care, and custody of horses within the state or country where an RA Reining is being held.

(b) abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition.

(i) if the judge(s) determines paint or other substance has been applied to a horse to disguise abuse, he/she may call a NO SCORE. Excessive use of paint or colour substance may result in a no score.

(c) use of illegal equipment, including wire on bits, bosals, or curb chains.

(d) use of illegal bits, bosals, or curb chains.

(e) use of tack collars, tie downs or nose bands.

(f) use of whips or bats.

(g) use of any attachment which alters the movement of or circulation to the tail.

(h) use of belly bands, belly wraps, or other materials wrapped around the belly.

(i) failure to dismount and/or present horse and equipment to the appropriate judge for inspection.

(j) In any approved class, the judge shall have the authority to require the removal or alteration of any piece of equipment or accoutrement, which is unsafe, or in his /her opinion, would tend to give a horse unfair advantage or which he/she believes to be inhumane.

(k) disrespect or misconduct by the exhibitor.

(l) the judge(s) may excuse a horse at any time while in the arena for unsafe conditions or improper exhibition pertaining to both the horse and/or rider.

(m) closed reins are not allowed except as standard romal reins and mecates on snaffle bits and bosals in classes where the use of two hands is allowed and in the Youth 10 & Under Short Stirrup, Para-Reining, and Green Rider classes where closed reins are allowed.

(n) use of Bluetooth headsets or electronic devices, excluding Para-Reining.

(5) Excess rein may be straightened anytime during the pattern, provided the rider's free hand remains behind the rein hand. Any attempt to alter tension or length of the reins from bridle to the rein hand is to be considered use of two hands a penalty score of zero will be applied. In addition, should the judge determine the free hand is being used to instill fear or praise, a penalty five will be applied, and a reduction in the manoeuvre score. When using a romal, the rider's hand shall be around the reins with the wrist kept straight and relaxed, the thumb on top and the hand closed around the reins, no fingers between the reins are allowed. The free hand may be used to hold the romal provided it is held in a relaxed position and there is at least 16" of romal from the free hand to the reining hand. Use of the free hand while holding the romal to alter the

tension or length of the reins from the bridle to the reining hand is considered to be the use of two hands, and a score of zero (0) will be applied with the exception of any place a horse is allowed to be completely stopped during a pattern. A rider must be allowed to untangle or straighten the horse's mane at any place a horse is allowed to be completely stopped during a pattern.

(6) The following will result in a \$25 fine:

- (a) Failure to display exhibitor number or displaying incorrect exhibitor number

(7) The following will result in score of Zero 0

- (a) use of more than index or first finger between reins.
- (b) use of two (2) hands (exception in Snaffle Bit, Hackamore, or Green Rider classes designated for two hands) or changing hands.
- (c) use of romal other than as outlined in (5)
- (d) failure to complete pattern as written.
- (e) performing the manoeuvres other than in specified order or exceeding greater than one quarter of the circle out of order.
- (f) the inclusion of manoeuvres not specified, including, but not limited to
 1. backing more than two (2) strides
 2. turning more than ninety (90) degrees
 3. On run in patterns, once beginning a lope a complete stop prior to reaching the first marker. (Exception: a complete stop in the 1st quarter (1/4) of a circle after a lope departure is not to be considered an inclusion of manoeuvre; a two (2) point breaks of gait penalty will apply.
- (g) equipment failure that delays completion of pattern.
- (h) balking or refusal of command where performance is delayed.
- (i) running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
- (j) jogging in excess of one-half (1/2) circle or one-half (1/2) the length of the arena.

(k) over spins of more than one quarter (1 /4) turn.

(l) fall to the ground by horse or rider. A horse is deemed to have fallen when its shoulder and /or hip and/or underline touches the ground.

(m) dropping a rein that contacts the ground while the horse is in motion.

(n) failure to wear appropriate western attire as outlined above.

(o) when going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the centre line.

NOTE: Neither a no score nor a zero (0) is eligible to place in a go round nor single go round class. Neither a no score nor a zero (0) may advance in a multi-go event. In multi-go events, finals qualifying horses that get a zero (0) or scratch will still be eligible for payouts, with a zero (0) placing higher than a scratch. In the event not enough horses qualify for total purse distribution, the undistributed portion of the purse will be retained by show management.

(8) The following will result in a penalty of five (5) points:

(a) spurring in front of cinch.

(b) use of either hand to instil fear or praise.

(c) holding saddle with either hand.

Exceptions:

1. Freestyle Reining

2. Youth 10 & Under Short Stirrup

3. Age 65 and older (Non-Pro classes only, excluding Aged events)

(d) the act of a horse dropping to its knees or hocks.

(e) blatant disobedience including, but not limited to, kicking, biting, bucking, rearing, and striking.

(9) The following will result in a two (2) point penalty:

(a) break of gait; Note: Simple lead changes

are allowed in Green Rider and Para-Reining classes, no break of gait penalty should be applied during the lead change.

- (b) freezing up in spins or rollbacks.
- (c) on walk in patterns, loping prior to reaching the centre of the arena and/or failure to stop or walk before executing a lope departure.
- (d) on run in patterns, failure to be in a lope prior to reaching the first marker or break of gait prior to the first marker.
- (e) if a horse does not completely pass the specified marker before initiating a stop position.

(10) Starting or performing circles or eights out of lead will be judged as follows:

(a) Each time a horse is out of lead, a judge is required to penalize by one (1) point. The penalty for being out of lead is cumulative, and the judge will add one (1) penalty point for each one quarter ($1/4$) of the circumference of a circle or any part thereof that a horse is out of lead.

(b) A judge is required to penalize a horse one half ($1/2$) of a point for a delayed change of lead by one (1) stride where the lead change is required by the pattern description.

(11) Deduct one half ($1/2$) point for starting circle at a jog or exiting rollbacks at a jog up to two (2) strides. Jogging beyond two (2) strides but less than one half ($1/2$) circle or one half ($1/2$) the length of the arena, deduct two (2) points.

(12) Deduct one half ($1/2$) point for over or under spinning

up to one eighth ($1/8$) of a turn. deduct one (1) point for over or under spinning up to one quarter ($1/4$) of a turn. A horse can only be assessed one over or under spin penalty per manoeuvre.

(13) In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows:

(a) From the turn to the half-way position at the end wall: one (1) point

(b) Beyond the half-way point to the beginning of the run down: two (2) points

(14) There will be a one half (½) point penalty for failure to remain a minimum of twenty (20) feet from the side of the arena when approaching a stop and/or rollback.

(15) In a pattern requiring a run-around, there will be a one half (1/2) point penalty for failure to remain a minimum of 10 feet from either side of the centre of the arena when approaching a stop and/or rollback. for small arenas, the distance will be at the judge's discretion.

(16) A horse which severely stumbles, significantly detracting from the manoeuvre shall have the manoeuvre reduced by one half (1/2) point.

(19) All riders must dismount, and the horse must be presented, and the bridle dropped by the rider or a designated representative. The horse and equipment must be checked by the designated judge in the arena or in close proximity to the arena during a pre- or post-check. Should the equipment judge detect cause for a no score the exhibitor or his/her representative, trainer or guardian may at that time accept the no score and allow the equipment judge to cause the appropriate changes to all score cards or request the other judges confer on the appropriate call. In the case of a youth exhibitor, should a parent, trainer or guardian not be present, it will be assumed that all parties are aware of this rule and agree to abide by the exhibitor's decision. If requested, the equipment judge will confer with the other judges as soon as practical. Failure to comply with this rule shall result in a no score.

REINING PATTERNS

The following patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

2. Markers will be placed on the wall or fence of the arena as follows:

(i) at the centre of the arena

(ii) at least 50' (15 meters) from each end wall

3. Where designated in the pattern for stops to be beyond a marker, the horse should begin his stop after

he passes the specified marker.

4. Each pattern is drawn so that the bottom of the page represents the end of the arena entered by contestants and must be run as such. In the event that an arena has only one gate and it is in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on.

5. All horses will be judged immediately upon entering the arena and judging will cease after the last manoeuvre. Any fault incurred prior to the commencement of a pattern will be scored according

to the rules for judging.

6. All judges' decisions are final.

For more information and questions

Please contact the Reining Australia Office

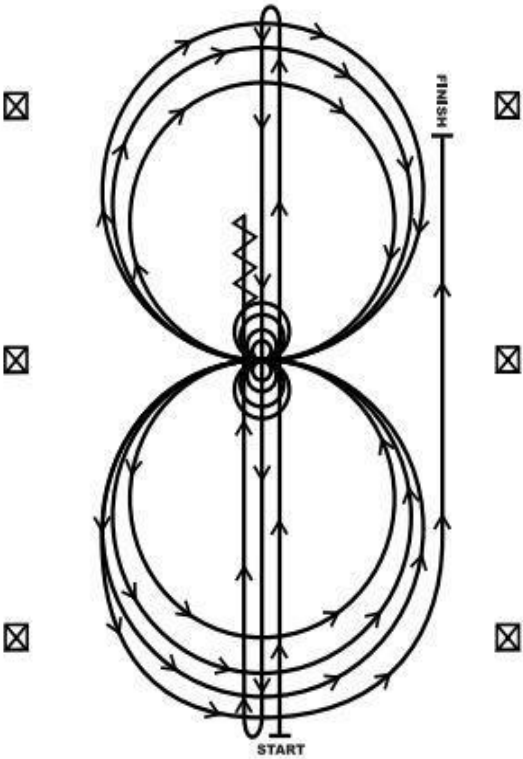
Lynda Gray Office Manager

Secretary.reiningaustralia@bigpond.com

Website. www.reiningaustralia.com.au

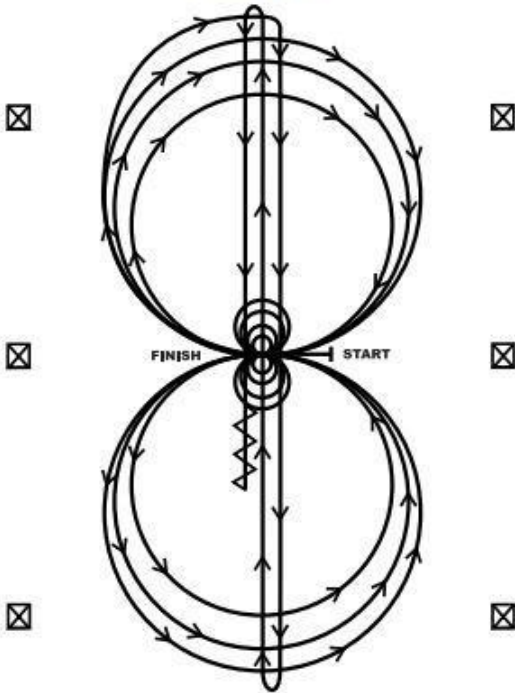
Phone 0412 479 340

Pattern 1



1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past centre marker and do a sliding stop. Back up to centre of arena or at least three metres. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall. Hesitate
6. Beginning on the left lead, complete three circles to the left: first circle large and fast, second circle small and slow, third circle large and fast. Change leads at centre of the arena.
7. Complete three circles to the right: first circle large and fast, second circle small and slow, third circle large and fast. Change leads at centre of the arena
8. Begin a large circle to the left but do not close the circle. Run straight up the right side of arena past centre marker and do a sliding stop at least six metres from wall. Hesitate to demonstrate completion of Pattern.

Pattern 2



Horse may walk or jog to the centre of arena.
Horses must walk or stop prior to starting pattern.
Begin at the centre of the arena facing the left wall.

1. 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 centre of the arena.

2. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the centre of the arena.

3. 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.

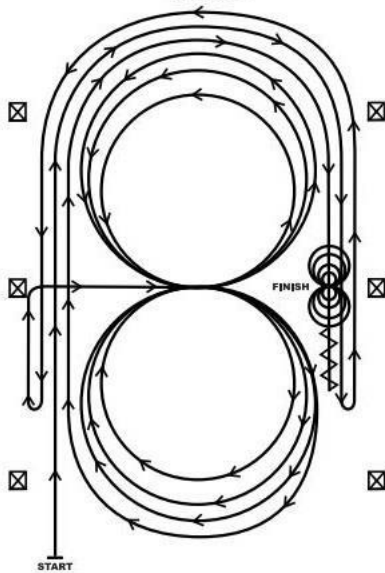
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback no hesitation.

5. Run past the centre marker and do a sliding stop, Back up to the centre of the arena or at least three metres. Hesitate.

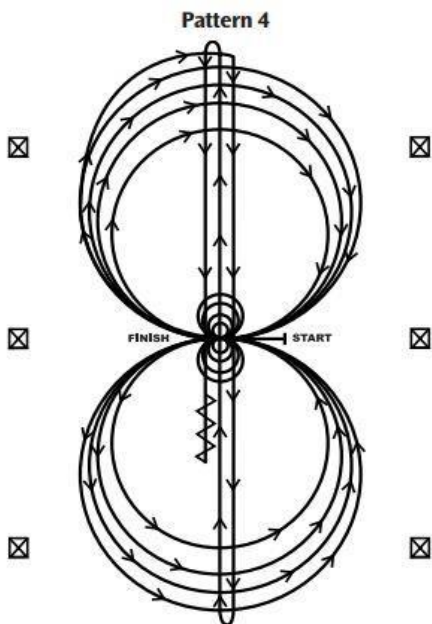
6. Complete four spins to the right. Hesitate.

7. Complete four spins to the left.

Hesitate to demonstrate the completion of the pattern



1. Beginning, lope straight up left side of the arena, circle the top end of arena, and staying at least six metres from the walls, runs straight down the opposite or right side of the arena past centre marker and do a left rollback – no hesitation.
2. Continue straight up the right side of arena circle back around the top of arena, and staying at least six metres from the walls, run straight down the left side of arena past the centre marker and do a right roll back no hesitation.
3. Continue up the left side of arena to centre marker. At the centre marker, the horse should be on the right lead. Guide the horse to the centre 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 centre 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 centre 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 six metres from the walls, run straight down the opposite or right side of the arena past the centre marker and do a sliding stop. Back up at least three metres. Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

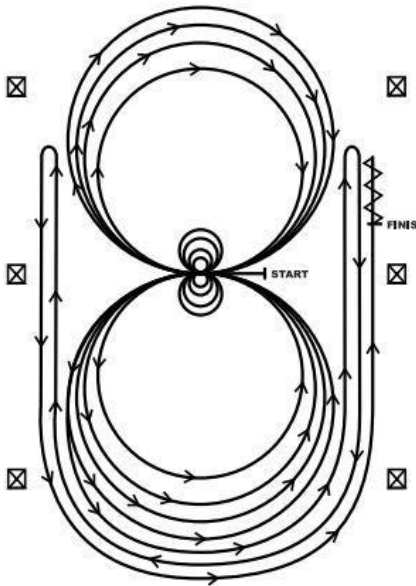


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern.

Begin at the center of the arena facing the left wall.

1. 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 centre 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 centre 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 centre of the arena, run a large fast circle to the left, and change leads at the centre 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 roll-back no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left roll-back – no hesitation
8. Run past the centre marker and do a sliding stop. Back up to the center of the arena at least three metres. Hesitate to demonstrate completion of Pattern.

Pattern 5



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

1. Beginning on the left lead, complete three circles to the left: first two circles large and fast, third circle small and slow. Stop at center of arena.

Hesitate.

2. Complete four spins to the left. Hesitate.

3. Beginning on right lead, complete three circles to the right: first two circles large and fast, third circle small and slow. Hesitate.

4. Complete four spins to the right. Hesitate.

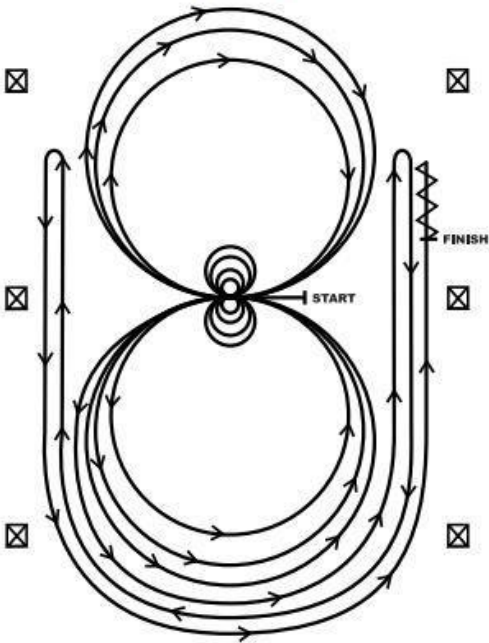
5. Beginning on left lead, run a large fast circle to the left, change leads at center of arena, run a large fast circle to the right, change leads at center of arena. (figure 8)

6. Continue around previous circle to the left but do not close this circle. Run up right side of arena past center marker and do a right rollback at least 6 metres from wall – no hesitation.

7. Continue around previous circle but do not close the Run up left side of the arena past the center marker and do a sliding stop at least six metres from the wall – no hesitation

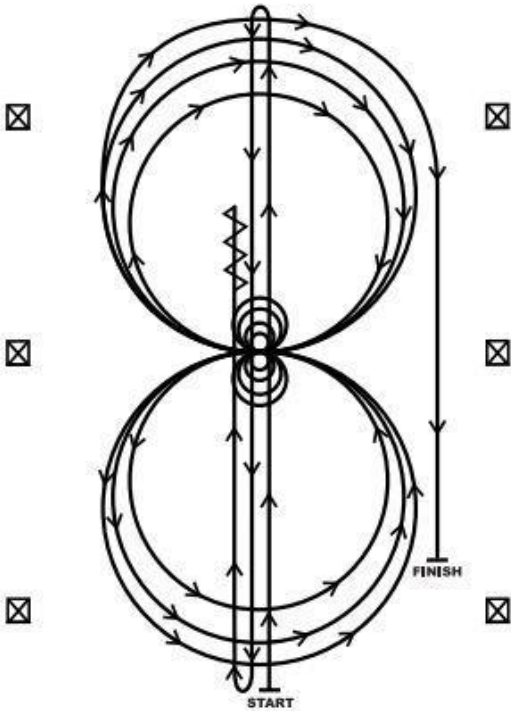
8. Continue back around previous circle but do not close this circle. Run up the right side of arena past center marker and do a sliding stop at least six metres from the wall. Back up at least three metres. Hesitate to demonstrate completion of pattern.

Pattern 6



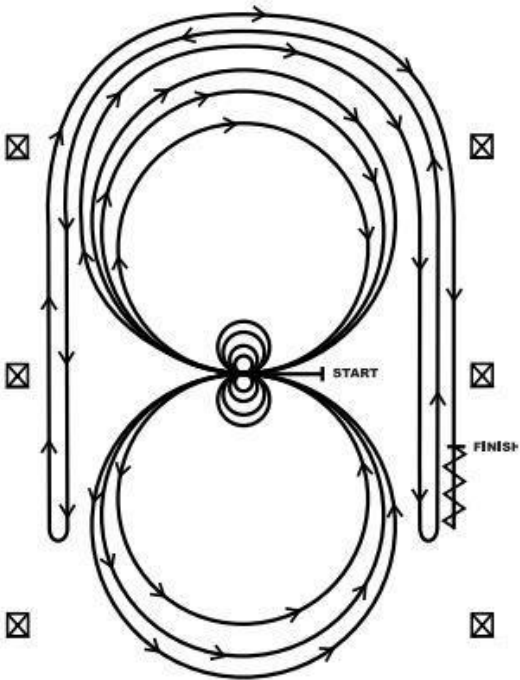
- Horses may walk or jog to the center of arena.
Horses must walk or stop prior to starting pattern.
Begin at the center of the arena facing the left wall.
1. Complete four spins to the right. Hesitate.
 2. Complete four spins to the left. Hesitate.
 3. Beginning on left lead, complete three circles 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 six metres from the wall – 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 three metres from the wall – no hesitation.
 7. Continue back around the 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 three metres from the wall. Back up at least three metres. Hesitate to demonstrate the completion of the Pattern

Pattern 7



1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least three metres. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that the horse is facing the left wall. Hesitate.
6. 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.
7. 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.
8. Begin a large fast 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 sliding stop at least six metres from the wall. Hesitate to demonstrate the completion of the pattern.

Pattern 8



Horse may walk or jog to the centre of arena.

Horses must walk or stop prior to starting pattern

Begin at centre of the arena facing left wall.

1. Complete four spins to the left. Hesitate.

2. Complete four spins to the right. Hesitate.

3. Beginning on right lead, complete three circles to the right: first circle large and fast, second circle small and slow, third circle large and fast.

Change leads at centre of arena

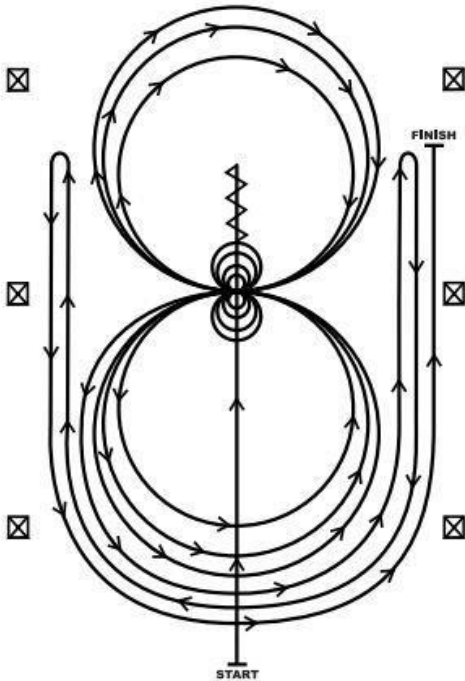
4. Complete three circles to the left: first circle large and fast, second circle small and slow, third circle large and fast. Change leads at centre of arena

5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of arena past centre marker and do a left rollback at least six metres from wall – no hesitation

6. Continue back around previous circle but do not close this circle. Run down the left side of arena past centre marker and do a right rollback at least six metres from wall – no hesitation

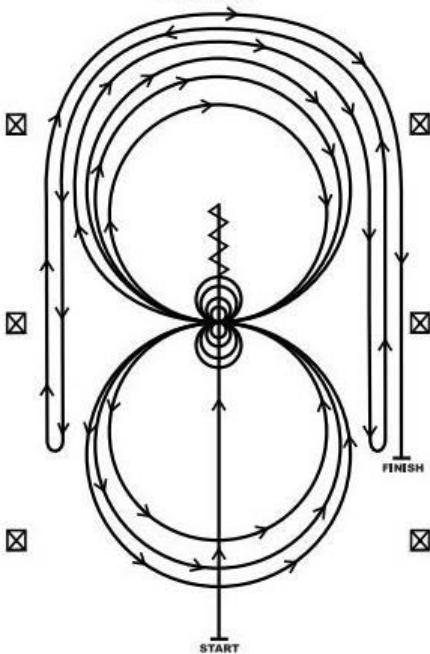
7. Continue back around previous circle but do not close this circle. Run down right side of arena past centre marker and do a sliding stop at least six metres from the wall. Back up at least three metres. Hesitate to demonstrate completion of pattern.

Pattern 9



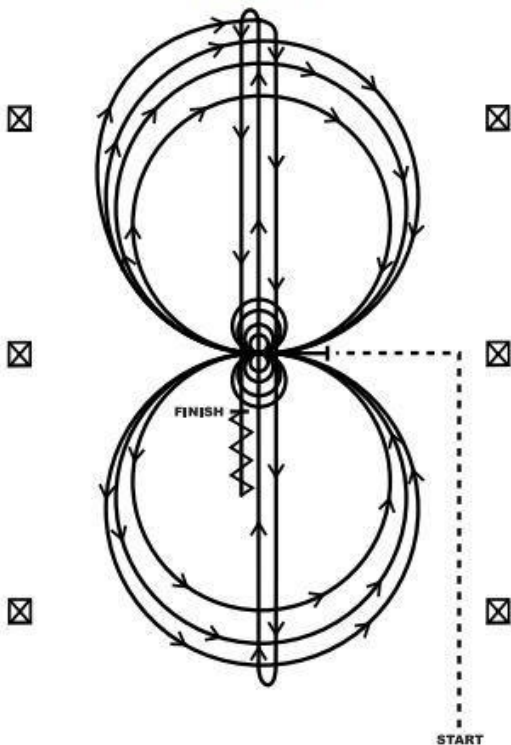
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least three metres. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall. Hesitate.
4. Beginning on the left lead, 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 fast 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 six metres from the wall – 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 six metres from the wall – 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 six metres from the wall. Hesitate to demonstrate completion of the pattern.

Pattern 10



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 3 metres. 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. Hesitate.
4. Beginning on the right lead, complete three circles to the right: first two circles large and fast, third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: first circle small and slow, next two circles are large and fast. Change leads at center of arena.
6. Begin a large circle to the right but do not close this circle. Run down the right side of arena past the center marker and do a left rollback at least 6 metres from the wall – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down left side of arena past center and do a right rollback at least 6 metres from the wall – no hesitation.
8. Continue back around previous circle but do not close this circle. Run down right side of arena past center marker and do a sliding stop at least 6 metres from the wall. Hesitate to demonstrate completion of pattern

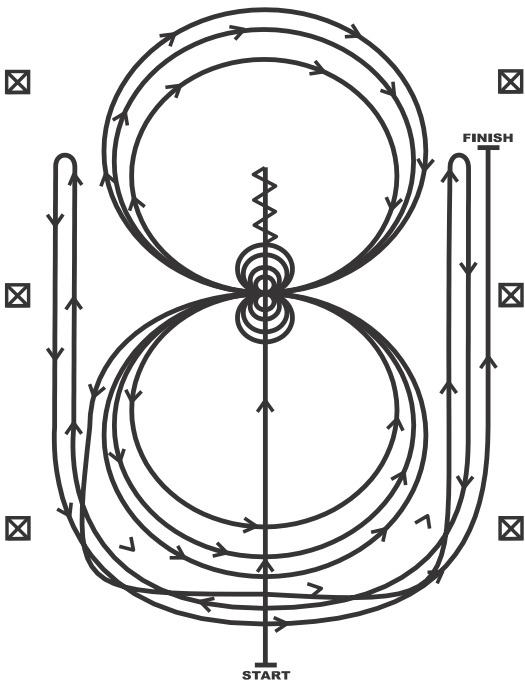
Pattern 11



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

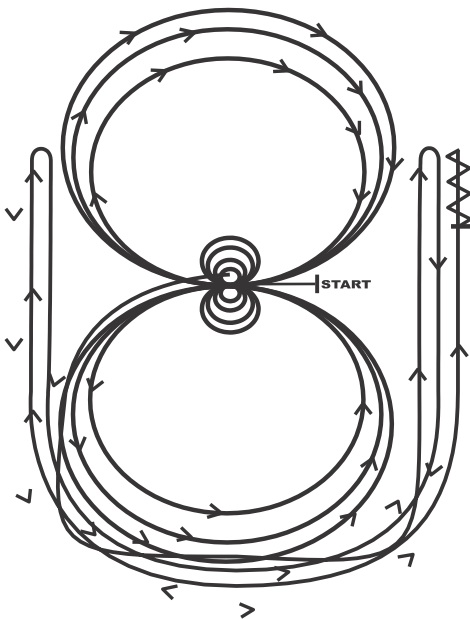
1. Complete four spins to the left. Hesitate
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena
4. Complete three circles to the 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 roll back – no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least three metres. Hesitate to demonstrate completion of the pattern.

Pattern 12



1. Run past the centre marker and do a sliding stop. Back up to the centre 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 centre 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 centre 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 centre 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 to not close this circle. Run up the left side of the arena and past the centre 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 centre marker and do a sliding stop at least (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

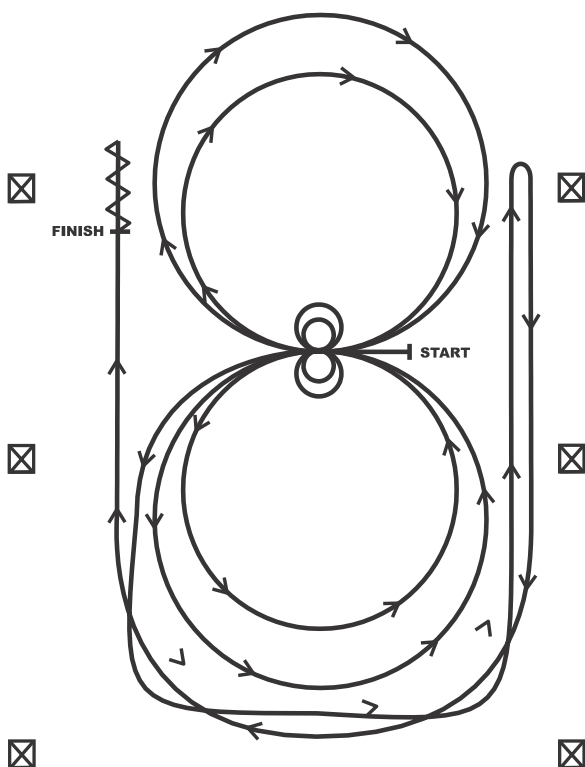
Pattern 13



Horses must walk or stop prior to starting the Pattern. Beginning at the centre 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 centre of the arena. Hesitate
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 centre to 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 centre of the arena, run a large fast circle to the right, and change leads at the centre 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 centre marker and do a right rollback at least 6 metres from the wall. No Hesitation
7. Continue around previous circle but do not close the circle. Run up the left side of the arena past the centre marker and do a left rollback at least 6 metres from the wall. No hesitation
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 6 metres from the wall. Back up at least 3 metres. Hesitate to demonstrate completion of pattern.

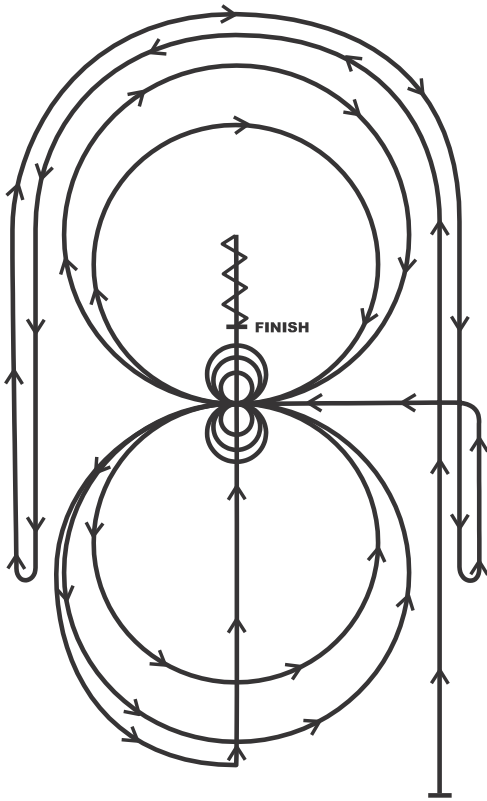
Pattern A



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

1. Beginning on the left lead, complete two circles to the left. Stop at the centre 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 centre 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 centre 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 centre marker. Stop.
Back up. Hesitate to demonstrate completion of the pattern.

Pattern B



1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the centre mark and do a right rollback—no hesitation.
2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the centre marker and do a left roll- back—no hesitation.
3. Continue up the right side of the arena to the centre marker, at the centre marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at centre. Hesitate.
4. Complete three spins to the left. Hesitate
5. Complete two circles to the right, one large fast and one small slow. Stop at centre. Hesitate.
6. Complete three spins to the right. Hesitate
7. Begin a large circle to the left, do not close the circle. Continue up the centre of the arena past the centre marker and do a sliding stop.
Back up at least ten feet. Hesitate to demonstrate completion of Pattern



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