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CHAPTER RN REINING HORSE DIVISION

SUBCHAPTER RN-1 JUDGING

USA Reining Rules and Regulations can be found at www.usareining.us

RN101 General

1. The ideal Reining horse is guided through every movement of every maneuver. The best Reining horses should exude a willing disposition with no indication of resistance. The overall impression of a superior horse and rider team in the sport of Reining is one of complete harmony in communication and effort, showing a forward expression, and exciting bursts of power and speed tempered by quiet moments of peacefulness and above all, an obvious demonstration of athleticism in honor of the ranching origins of the sport. A movement on the horse's own is considered a rider's lack of control. A deviation from the pattern will be considered a lack of control or temporary loss of control and therefore must be marked down according to established scoring system. After deducting all faults, set in the included scoring system, and considering the horse and rider's overall performance, credit will be given for smoothness, finesse, attitude, quickness and authority of performing various maneuvers, while using controlled speed. This raises the difficulty level and makes the sport more exciting and pleasing to watch to an audience. The scoring system shall be specified in the Judges Guide.
2. When copying is available, posting judges scores sheets is mandatory. Score sheets should be posted within one hour of class completion. In the event copies are not an option, judges score sheets must be available for supervised inspection. Original judges score sheets must be retained by Competition Management for five years from the date of the competition and made available to USA Reining upon request.
3. A Reining competition will be complete and the posted scores will be considered "official" one hour following the completion of the competition.
4. All entries in a class must be drawn for position and must run as drawn. All entries must have a correct exhibitor number displayed. If a rider starts more than one horse, there should be a spread of at least eight horses between his starts. In the event that fewer than eight horses are available for the spread, the maximum number of horses possible shall be inserted between his starts. If an entrant misses their turn as determined by the draw, they will be disqualified from that go round (except for cases where extraordinary and unavoidable conditions exist). Each case will be judged on its own merit by the Competition Management and/or Ground Jury, especially at competitions with multiple competition arenas.
5. Substitution of riders will be permitted by agreement of Competition Management and/or Ground Jury.
6. A rider may not show more than three (3) horses in a class. (Exception: Arabian, see AR201; Morgan, see MO177.4) A horse may be entered only once per class. In the instance where classes are run concurrently a rider may show three horses per class and any shown horse may only start once.
7. All horses must be ridden astride.
8. It is mandatory for all riders to use appropriate western tack and western attire while showing: this would include a long sleeve shirt, western hat or protective headgear, boots, western saddle and western bridle. (Freestyle Reining being exempt based on conditions). Failure to use appropriate attire will result in a score of zero.
9. For purposes of competition in the Reining Division: An individual is eligible to compete as a Junior from January 1 until the end of the calendar year in which they reach the age of 18.

RN102 Equipment

1. All bits must be free of mechanical device.
2. 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 equipment termed “mechanical hackamore” which is illegal.

3. 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 with a gradual decrease to center of the snaffle. Optional curb strap is acceptable however curb chains are not acceptable. These requirements remain the same for all classes in which a rider may use a snaffle bit.
4. 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:
 - a. 8 1/2” maximum length shank to be measured as indicated in the USA Reining Rules and Regulations. Shanks may be fixed or loose.
 - b. Concerning mouthpieces, bars must be round, oval or egg-shaped, smooth and unwrapped metal (or other hard rubber or plastic) 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 inch below the mouthpiece (bar).
 - c. The port must be no higher than 3 1/2” maximum, with rollers and covers acceptable. Broken mouthpieces, half-breeds, and spades are standard.
 - d. Slip or gag bits, donuts or flat polo mouthpieces are not acceptable.
5. Except for Snaffle Bit and Freestyle Classes, only one hand may be used on the reins, and the hand must not be changed. The hand is to be around the reins; index finger only between split reins is permitted. Violation of this rule results in a penalty score of zero (0).
6. When a curb bit is used, a curb strap or curb chain is required and must be at least 1/2” in width, lie flat against the jaw, and be free of bars, wire, and/or twists.

RN103 Scoring

1. The scoring will be on a basis of 0-Infinity, with 70 denoting an average performance. The individual maneuvers are scored in 1/2 point increments from a low of -1 1/2 to a high of +1 1/2 with a score of 0 denoting a maneuver that is correct with no degree of difficulty. Scores will be announced after each horse works.
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 flip of a coin. If they do not agree, the exhibitor(s) who does not want to run-off will forfeit first place to the other. (Exceptions: Freestyle Reining - see Freestyle Reining conditions to determine winner or co-champions.
 - a. If a tie occurs after the run-off, the entrants will be named co-champions; will evenly split 1st and 2nd prize money, but must determine the winner of the awards by a flip of a coin. A horse not returning for a run-off without such an agreement will forfeit 1st place prize money regardless of the prize money. In the case of a run-off, the contestant(s) not winning the run-off cannot be placed lower than the lowest position for which they were tied, i.e., 2nd/3rd. All other ties are not worked off and will involve as many places as there are horses tied, i.e., 4th, 5th, 6th, 7th. The prize money in the previously mentioned example is added together and split equally-four ways.
 - b. Ties for first at USA Reining National Championships and USEF National Championships (if concurrent with USA Reining National Championships) will be worked off. If one or more of the riders with an equality of scores chooses not to run off, a coin toss (or similar) for prizes will be conducted at the prize giving ceremony and any money earned will be combined and split between the rankings with an equality of scores. However, the national championship title will always go to the entrant who did not concede the title, or to the winner of the run-off if that is the choice of the tied entrants.
3. The following will result in no score:

- a. abuse of animal in competition arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition;
 - b. use of illegal equipment, including wire on bits, bosals or curb chains;
 - c. use of illegal bits, bosals or curb chains;
 - d. use of tack collars, tie downs or nose bands;
 - e. use of whips or bats;
 - f. use of any attachment which alters the movement of or circulation to the tail;
 - g. failure to dismount and/or present horse and equipment to the appropriate judge for inspection;
 - h. disrespect or misconduct by the exhibitor
 - i. infraction of any state or federal law which exists pertaining to the exhibition, care and custody of horses within the state or county where the Reining competition is conducted.
 - j. The judge(s) may excuse a horse at any time while in the arena for unsafe conditions or improper exhibition pertaining to either the horse and/or rider.
 - k. 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.
4. Excess rein may be straightened anytime during the pattern, provided the rider's free hand remains behind the rein hand. Any attempt to alter the tension or length of the reins from the bridle to the rein hand is to be considered use of two hands and a penalty of zero (0) must be applied. In addition, should the judge determine the free hand is being used to instill fear or praise, a penalty of five (5) must be applied, and a reduction in the maneuver 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" from free hand to the 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 use of two hands, and a score of 0 will be applied, with the exception of any place a horse is allowed to be completely stopped during a pattern.
5. The following will result in a score of 0:
- a. use of more than index or first finger between reins;
 - b. use of two hands (exception: snaffle bit or hackamore classes designated for two hands) or changing hands;
 - c. use of romal other than as outlined in #4;
 - d. failure to complete pattern as written;
 - e. performing the maneuvers other than in specified order;
 - f. the inclusion of maneuvers not specified, including but not limited to
 - 1. backing more than two strides
 - 2. turning more than 90 degrees (Exception: a complete stop in the 1st quarter of a circle after a canter departure is not to be considered an inclusion of maneuver; a 2 point break of gait penalty will apply.
 - 3. On run in patterns, once beginning a canter a complete stop prior to reaching the first marker.
 - g. equipment failure that delays completion of pattern, including dropping a rein that contacts the ground while the horse is in motion;
 - 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 circle or one-half the length of the arena while starting a circle, circling or exiting a rollback;
 - k. overspins of more than 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 in the USA Reining Rules and Regulations. Western attire may include protective headgear. See GR801.4 and RN101.8;
 - o. neither a "no score" nor a 0 is eligible to place in a go round or single go round class;

- p. neither a no score nor a 0 may advance in a multi-go event. In multi go events, finals qualifying horses that get a 0 or a scratch will still be eligible for payouts, with a 0 placing higher than a scratch;
 - q. in the event not enough horses qualify for total purse distribution, the undistributed portion of the purse will be retained by competition management.
 - r. when going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line.
6. The following will result in a \$25 fine, payable to the show organizer.
 - a. Failure to have correct exhibitor number displayed
 7. The following will result in a five-point penalty:
 - a. spurring in front of cinch;
 - b. use of either hand to instill fear at any time in the arena or praise during the pattern;
 - c. holding saddle with either hand;
 - d. blatant disobedience including kicking, biting, bucking, rearing and striking.
 8. The following will result in a two-point penalty:
 - a. Break of gait.
 - b. Freezing up in spins or rollbacks.
 - c. On walk-in patterns, cantering prior to reaching the center of the arena and/or failure to stop or walk before executing a canter departure.
 - d. On run-in patterns, failure to be in a canter 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.
 9. 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 1 point. The penalty for being out of lead is accumulative, and the judge will add 1 penalty point for each 1/4 of the circumference of a circle or any part thereof that a horse is out of lead. A delayed change of lead is a one (1) point penalty from one stride to 1/4 of circumference of a circle and is also cumulative beyond that point.
 - b. A judge is required to penalize a horse 1/2 of a point for a delayed change of lead by 1 stride where the lead change is required by the pattern description.
 10. Deduct 1/2 point for starting circle at a jog or exiting rollbacks at a jog up to 2 strides. Jogging beyond 2 strides but less than 1/2 circle or 1/2 the length of the arena, deduct 2 points.
 11. 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.
 12. 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: For 1/2 the turn or less, 1 point; for more than 1/2 the turn, 2 points.
 13. There will be a half point penalty for failure to remain a minimum of 20 feet from the side of the arena when approaching a stop and/or rollback.
 14. 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 center of the arena; for small arenas it will be at the judge's discretion.
 15. Judges may not confer as to any penalty or maneuver score prior to submitting a score. If a major penalty (a penalty which results in a no score, a 0, or a 5 point penalty) is unclear, a judge will submit his/her score and ask that the score be held, pending a conference and/or review of the official video at the earliest appropriate time. Should the judges determine via conference or official video replay that a penalty was incurred, it should be applied. If, however, no penalty occurred, the score will be announced as originally submitted. No judge shall be required to change his/her score following a conference or official video replay. Each judge's decision is an individual call and based on individual decision from a conference or official video replay. The use of official video equipment by the judges is only permissible if the judge has reason to believe that all entries have been videotaped. All competitions are required to have video instant replay available to the jury of judges for this reason.
 16. The judge shall have the authority to remove any contestant from a competition they are judging, should said contestant show any disrespect or misconduct as to render themselves or the competition in an unprofessional manner.

17. All riders must dismount. 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 or steward in close proximity to the arena during a pre-check or only in the case a sitting jury member is checking equipment in the arena, a post-check. Should the equipment judge detect cause for a no score, the exhibitor or their 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 will result in a no score. Competitions are encouraged to establish check stations in advance of each individual run and give the competitor appropriate time to correct the equipment change to comply with legal equipment, should there be a question on equipment.
18. Judges shall be the sole person responsible to determine if a rider has correctly completed the pattern as written.
19. The judge has the option of awarding a re-ride to any contestant who, in the judge's opinion, is unable to complete a pattern for reasons that are out of the rider's control. In the instance where a re-ride is warranted in the judge's opinion, they should advise Competition Management as soon as is possible.
20. An exhibitor or owner in the respective class may request a review of a major penalty applied to a run (penalty score of 0 and 5 point penalty). The judge(s) has the right to deny or honor the request. If honored by the judge(s) they must believe the entire class was videotaped by an official videographer. The request must be made no later than 30 minutes after the last run of the day, and before the judge(s) has left the grounds for the day. In cases where a class is run in sections over multiple days, each day's scores will be official thirty minutes after the last run of each section. Exhibitors or owners may not have direct contact with the judge(s) during the entire process of requesting a review. The request must be submitted to the Competition Steward, Competition Representative, or if need be Competition Management who will take the request to the judge(s).
21. For regulations concerning showing under judges, refer to GR1304.

RN104 Categories of Competition and Class Eligibility

1. Class eligibility is based on the rider's and/or the horse's earnings as of January 1 of the current competition year. It is the responsibility of the owner and/or rider to be aware of the eligibility of the horse and/or rider as recorded by USA Reining. When limits of eligibility are surpassed during the competition year, the exhibitor can complete the year in that specific class or division.
 - a. OPEN—USA Reining approved classes; Subject to the general conditions, any rider with a current USA Reining and USEF membership may show any horse in the class regardless of ownership.
 - b. AMATEUR - USA Reining approved class open to any rider holding a current USA Reining and USEF membership with Amateur Designation may show any horse, regardless of ownership. Refer to USEF Rule GR1306 for the definition of an Amateur Competitor.
 - c. YOUTH. USA Reining approved classes open to any rider holding a current USA Reining and USEF membership with a Junior or Youth Designation may show any horse regardless of ownership. Age divisions in the Youth class include:
 1. YOUTH (13 & UNDER)
 2. YOUTH (14-18)
 3. YOUTH (19-21)
 - d. BREED CLASSES
 1. Dually sanctioned classes that are conducted at breed association shows and dually sanctioned by the breed association and USA Reining. Mostly commonly correspond with a concurrent FEI class (CRI-Breed) but may also stand alone to count for USA Reining points at partner breed association events.
 - e. REGIONAL CLASSES

1. USA Reining recognizes the need for diversity in classes held at different levels of competition and in different geographical areas, as well as to generate promotional activity for affiliate groups. This diversity allows for growth and development of affiliates and uniqueness in Competition Management.
 2. Among these types of classes are: Geldings, Green as Grass, Green Reiner, Ladies, Men's, and many additional classes with a variety of individual conditions written by the affiliate or Competition Management. These classes often use USA Reining Rules and Regulations with a noted variation in show conditions to accommodate the specific class.
 3. USA Reining does not sanction these classes for national competition, but does recognize and encourage their use for the growth and development of the affiliates, the interest of the exhibitors, and the overall management of the Reining competition.
- f. **FREESTYLE**
1. **FREESTYLE OPEN.** Any current member of USA Reining and USEF may show in this class. See rules for Freestyle in USA Reining's Rules and Regulations;
 2. **FREESTYLE AMATEUR.** Any current member of USA Reining and USEF which is also designated as Amateur may show in this class. See rules for Freestyle in USA Reining's Rules and Regulations;
 3. **FREESTYLE YOUTH.** Any current member of USA Reining and USEF which is also designated as Junior or Youth may show in this class. See rules for Freestyle in USA Reining's Rules and Regulations.

RN105 Freestyle Reining

1. Reining maneuvers originated from moves that a cowhorse must use in performing its duties and have been refined to the high level of competition existing today. Freestyle Reining not only provides an opportunity to use these maneuvers creatively, but also to expand them to music by means of choreography. Riders are encouraged to use musical scores which permit them to show the athletic ability of the horse in a crowd appealing way.
2. USA Reining Rules and Regulations will apply except where the following rules pre-empt same.
3. Required maneuvers will be defined as follows:
 - a. A minimum of 4 consecutive spins to the right.
 - b. A minimum of 4 consecutive spins to the left.
 - c. A minimum of 3 stops.
 - d. A minimum of 1 lead change at the canter from right to left.
 - e. A minimum of 1 lead change at the canter from left to right.
4. Exhibitors will only be judged astride. Exhibitors are allowed to use two hands (as well as one or no hands) and any bit approved by USA Reining Rules and Regulations, including snaffle bits and bosals.
5. Failure to perform all the required maneuvers or failure to complete the performance within the time limit will result in a 0.
6. Additional maneuvers such as rollbacks, backups, speed variations, and non classical reining maneuvers such as half pass and side pass are appropriate in Freestyle and shall be given appropriate credit.
7. Additional repetitions of required maneuvers are appropriate, but will only add or subtract from the existing scores already given for the required maneuvers, not as additional scores.
8. Program Time Limit is a maximum of 4 minutes including any introductions. The time limit will be from the beginning of the music or from the beginning of the introduction (whichever is first) and will end with the music.
9. Costumes are permitted but not required. Emphasis is placed on performing the Reining maneuvers to music.
10. Props are permitted but at no time may hinder the judges' view of the horse. The use of props will not add to the score.
11. Judging of the Freestyle Reining.
 - a. Required maneuvers in Freestyle will receive a score based on technical merit from the technical judges utilizing judges score sheets specifically designed for the Freestyle.
 - b. Transitional maneuvers and other maneuvers not specified as Reining maneuvers will be evaluated and scored accordingly in a specified box and counted as a single maneuver score.

- c. If an artistic impression judge is used, they must use the score sheet provided by USA Reining and are encouraged to include remarks regarding performance. In the event an artistic judge is not used, the technical judges will assess an artistic impression score in the box specified using a -2 to a +2 evaluation.
12. Two or more licensed Reining judges must be used in any Freestyle class that offers \$2000 or more in added money. As part of the overall score, each judge would weigh the artistic impression of the ride as 10% of the overall ride.
13. One judge (not to be an artistic impression judge) shall be designated as the tie breaker prior to the Freestyle class. In the event a tie still occurs (or the tie occurs with one judge), the technical merit scores will be tallied to break the tie. In the event a tie remains, the exhibitors tied will be declared co-champions.
14. Validating required maneuvers will be the responsibility of the judges. At least one scribe will be used to assist in verifying the required maneuvers for each horse as they are completed in the pattern.
15. Elimination rounds are to be used at the discretion of competition management and should use USA Reining patterns, USA Reining judging rules (found in the USA Reining Rules and Regulations) as applied to all classes, and USA Reining approved judges shall be used in any elimination round, just as they are in finals and single go-rounds. Elimination rounds may be held without music or costuming, but must allow the use of either one or two hands. The emphasis in the design of any eliminations should be on quality of competition.
16. Applause meters or Artistic impression judges should not represent more than 20% of the combined score and should only be used in conjunction with (minimum) two USA Reining approved judges. When used in scoring, the following formulas should be applied to properly weigh the scores according to the above percentage and still produce a comparable numerical score as when three judges are used.
 - a. Score for Judge 1 should be multiplied by 1.2
 - b. Score for Judge 2 should be multiplied by 1.2
 - c. Score for the Applause Meter should be multiplied by .6. All three scores should then be added to determine the final score for placing.
17. If an open Freestyle Reining class is offered a Youth and or Amateur Freestyle class may also be held. Competition Management shall reserve the right to run them concurrently or separately.
18. Competition Management shall reserve the right to rule on music or dress which may be inappropriate or offensive to the spirit and nature of the competition. Competition management may also determine the use of special lighting.
19. Equipment used in freestyle must adhere to the following standards:
 - a. All equipment must be non-abusive and humane based on Federation and USA Reining Rules and Regulations.
 - b. Any equipment not specifically covered by or in conflict with standard equipment guidelines must be non-abusive to the horse.

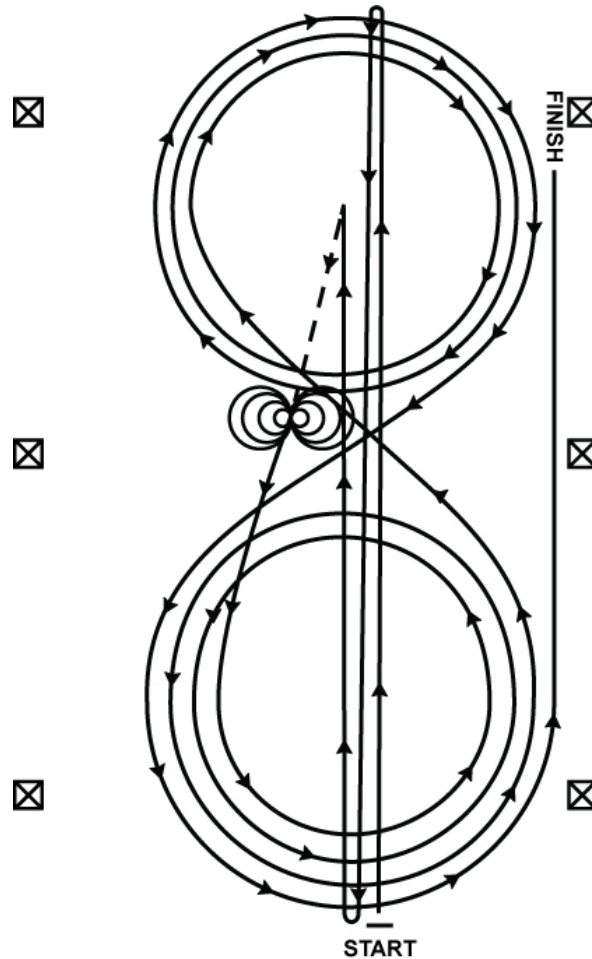
SUBCHAPTER RN-2 PATTERNS

RN106

1. 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:
 - a. at the center of the arena
 - b. 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 its stop after it 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 be 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 maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

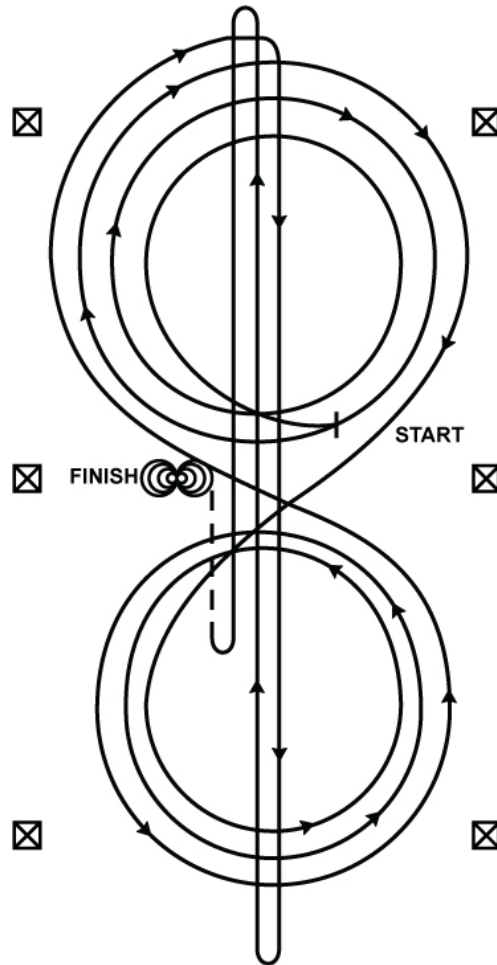
6. All judges' decisions are final.

PATTERN 1



1. Run at speed to the far end of the arena past the end marker and do a left roll back—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 center of the arena or at least ten feet (three meters). 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 of fence. Hesitate.
6. Beginning on the left lead, 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.
7. 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.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern. Rider must drop bridle to the designated judge or steward as designated by the judge.

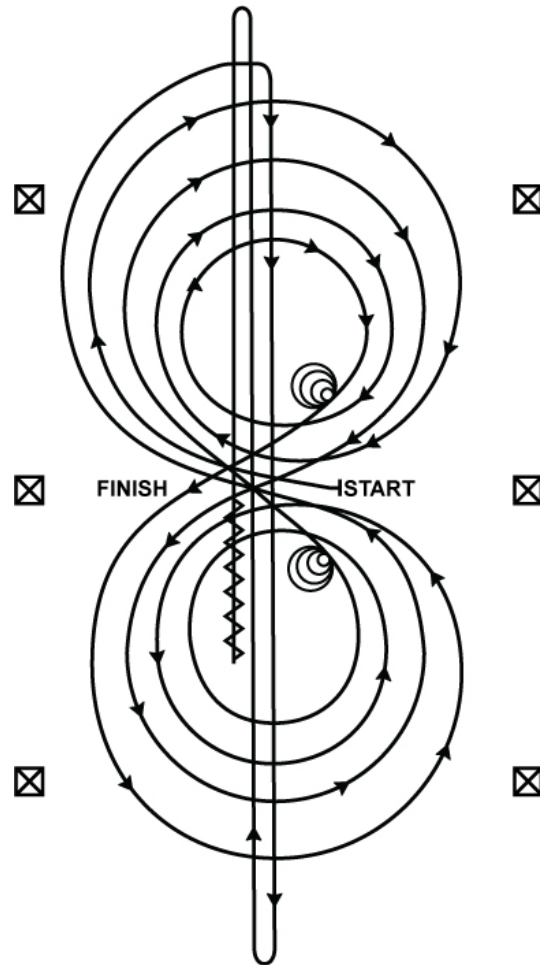
PATTERN 2



Horses may walk or trot to the center of 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 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.
2. 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.
3. Continue around previous circle to the right. At the top of the circle, run up the middle to the far end of the arena past the end marker and do a right roll back—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left roll back—no hesitation.
5. 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.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern. Rider must drop bridle to the designated judge or steward as designated by the judge.

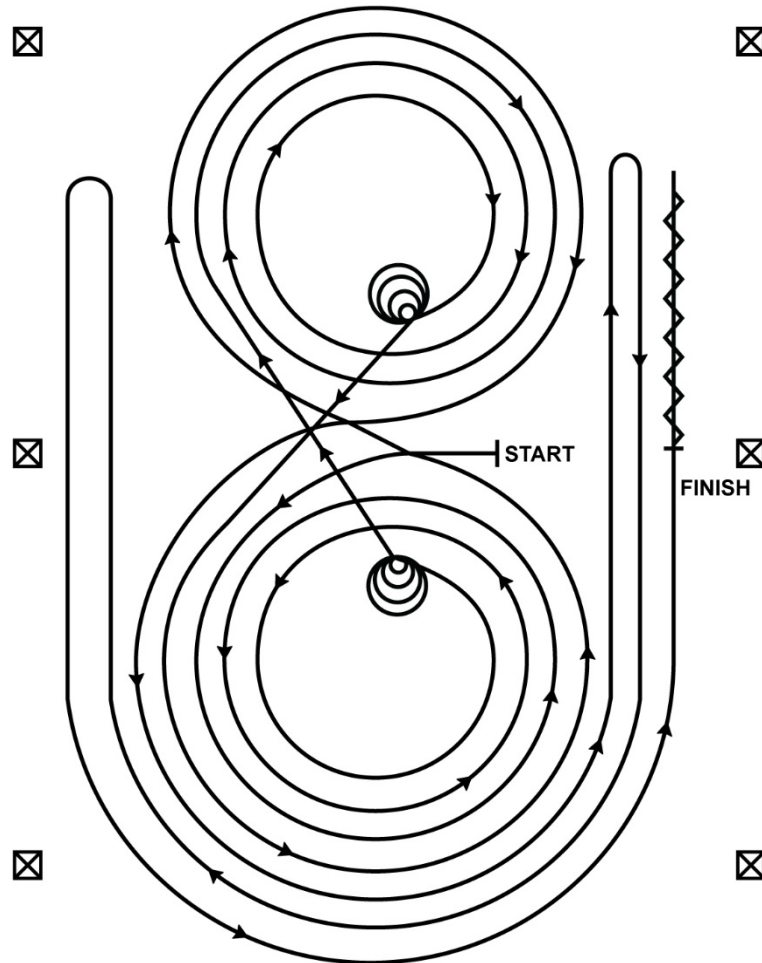
PATTERN 4



Horses may walk or trot to the center of 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 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.
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 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 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 center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to complete demonstration of the pattern. Rider must drop bridle to the designated judge or steward as designated by the judge.

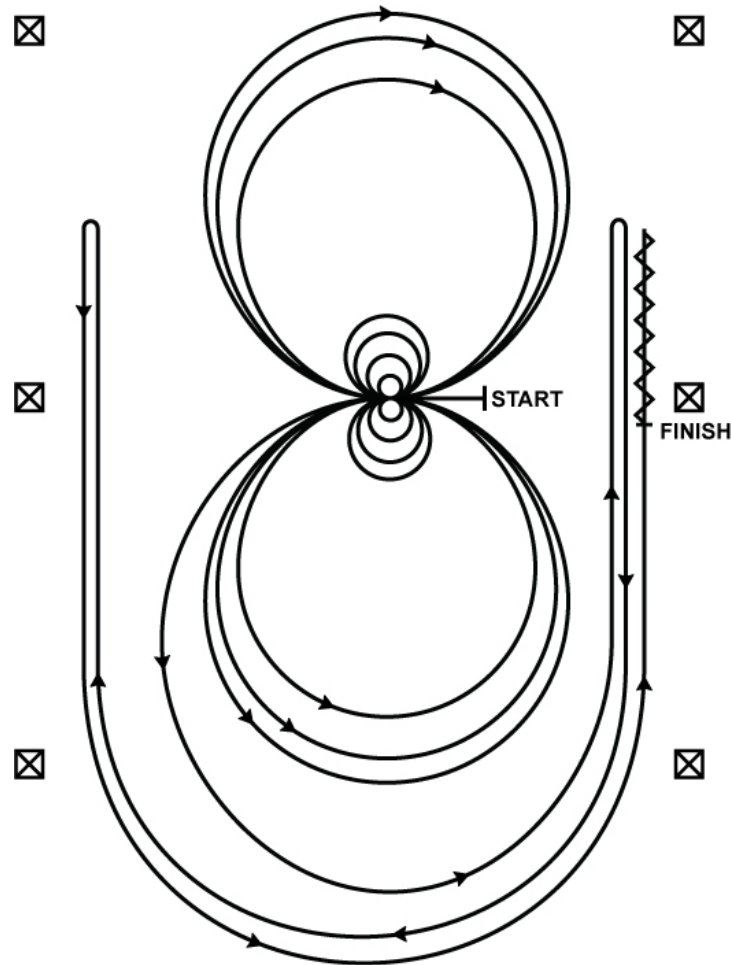
PATTERN 5



Horses may walk or trot to the center of 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 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 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. Rider must drop bridle to the designated judge or steward as designated by the judge.

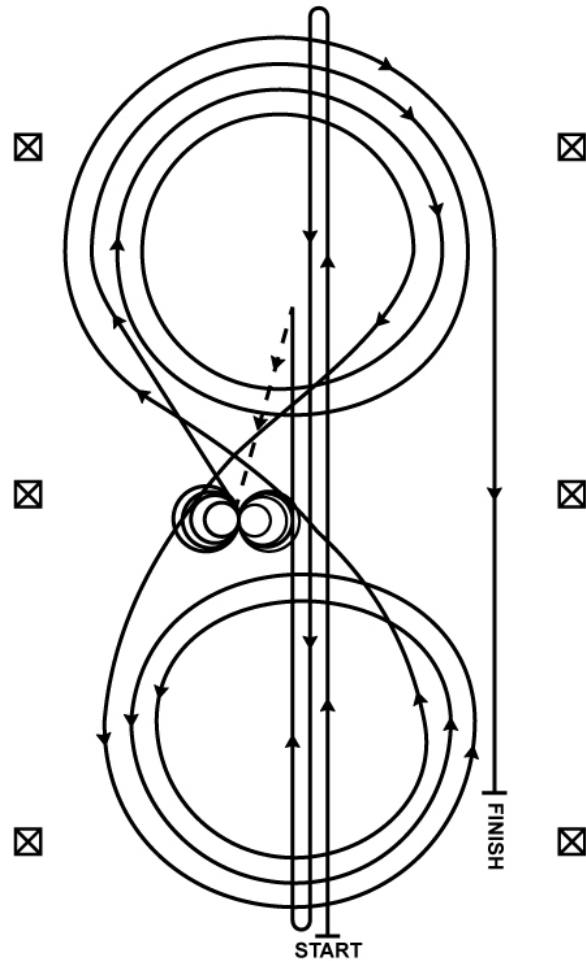
PATTERN 6



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

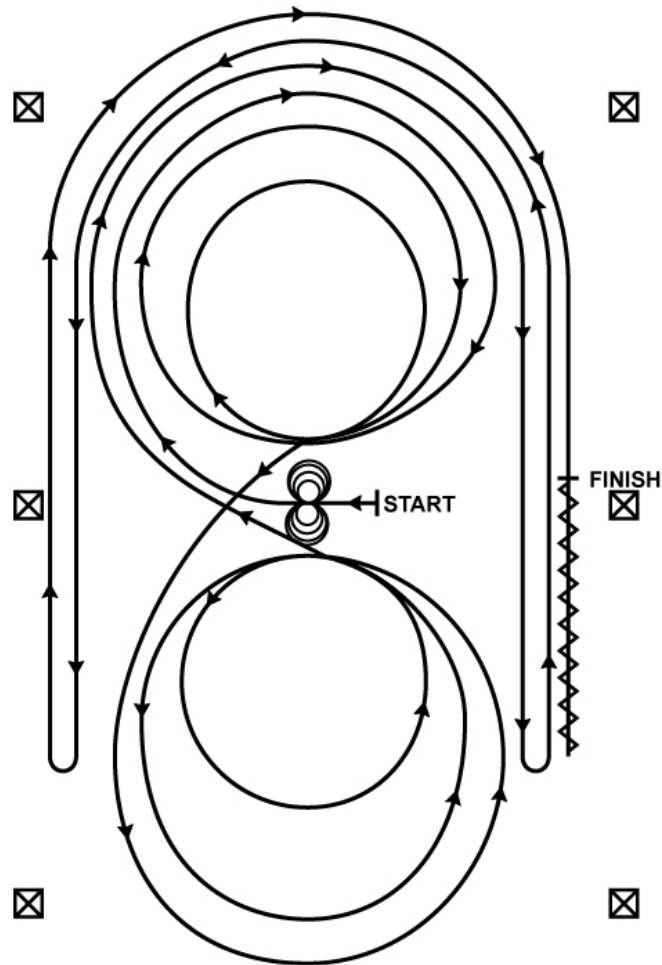
1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to 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 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 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 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. Rider must drop bridle to the designated judge or steward as designated by the judge.

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 ten feet (three meters). 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 or fence. 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 twenty feet (six meters) from the wall or fence. Hesitate to demonstrate the completion of the pattern. Rider must drop bridle to the designated judge or steward as designated by the judge.

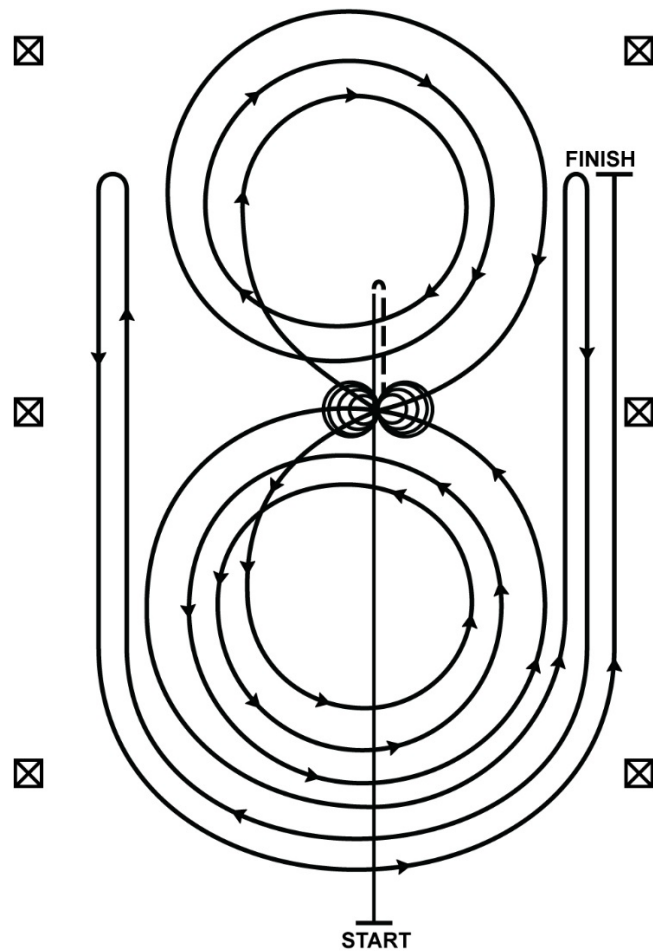
PATTERN 8



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

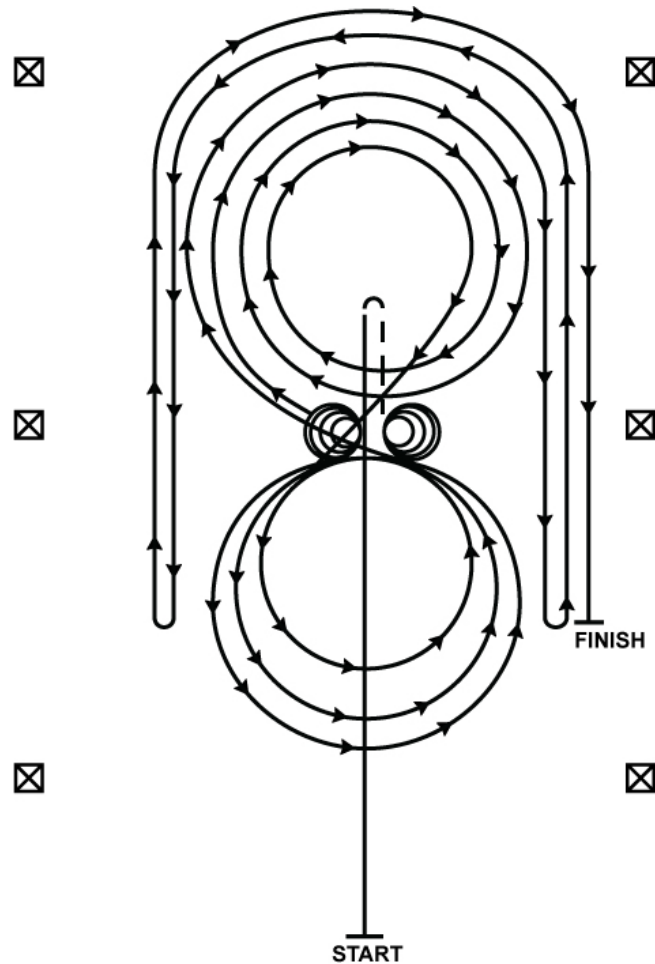
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
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 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 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 at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern. Rider must drop bridle to the designated judge or steward as designated by the judge.

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 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 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 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. Hesitate to demonstrate the completion of the pattern. Rider must drop bridle to the designated judge or steward as designated by the judge.

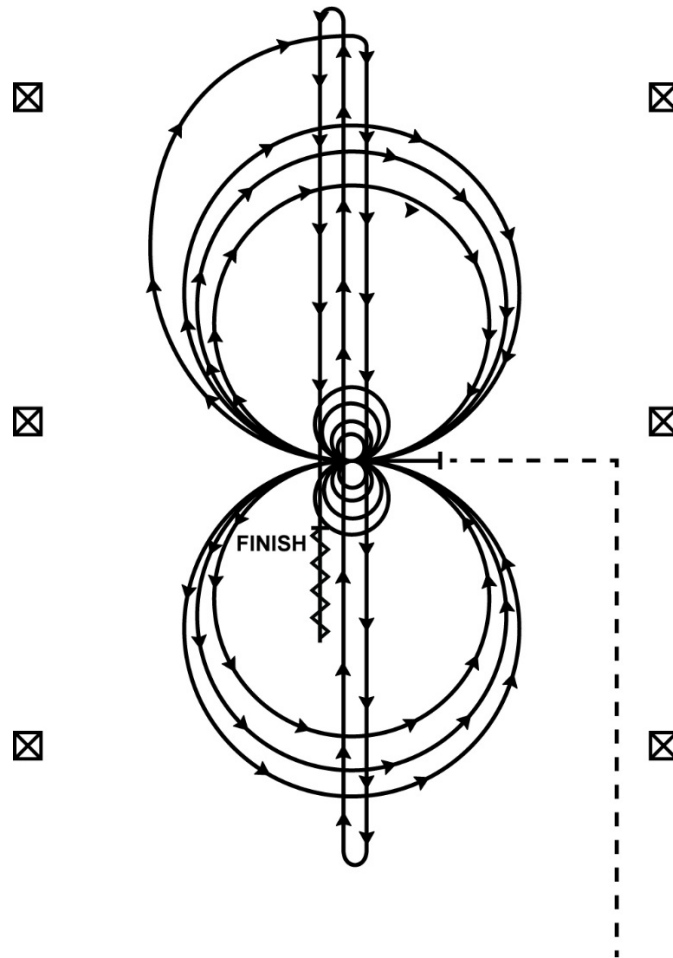
PATTERN 10



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 the horse is facing the left wall or fence. Hesitate.
4. 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.
5. 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.
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 centermarker and do a left roll back 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 left side of the arena past the center marker and do a right roll back 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 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. Hesitate to demonstrate completion of the pattern.

Rider must drop the bridle to the designated judge or steward as designated by the judge.

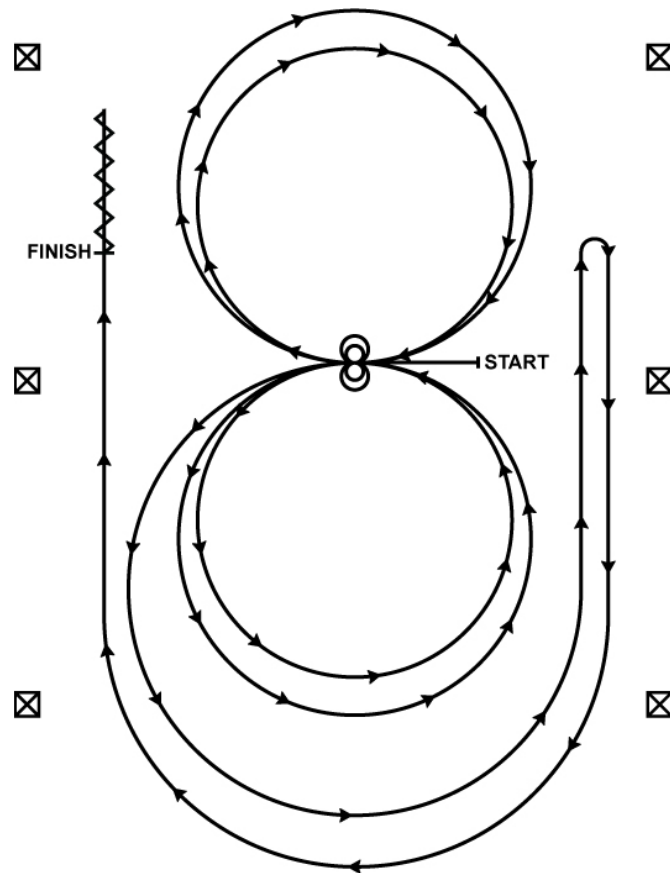
PATTERN 11



Horses must 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 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.

PATTERN 12



To be used in breed restricted classes only (see relevant breed chapters).

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. 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.