

## 27. FREESTYLE REINING

### 27.1 CLASS DIVISIONS:

- A. Open Freestyle Reining
- B. Junior Freestyle Reining and Senior Freestyle Reining
- C. Amateur Freestyle Reining, Novice Amateur Freestyle Reining
- D. Youth Freestyle Reining, Novice Youth Freestyle Reining

### 27.2 RELATED RULES:

- A. General Performance
- B. General Western Performance

### 27.3 JUDGING CRITERIA:

- A. Emphasis is placed on performing the reining maneuvers to music.

### 27.4 CLASS ROUTINE:

- A. The order of competition shall be determined by drawing lots (or by random computer selection).
  - i. Horses will work in the order of draw.
  - ii. It is the responsibility of the exhibitor to be prepared to work in that order.
  - iii. Draws may be changed to accommodate exhibitors with more than one horse entered in that class.
- B. Time limit: maximum of **3 ½** minutes, including introductions.
  - i. 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.
- C. Required maneuvers will be defined as follows:
  - i. a minimum of four consecutive spins to the right
  - ii. a minimum of four consecutive spins to the left
  - iii. a minimum of three stops
  - iv. a minimum of one lead change at the lope from right to left
  - v. a minimum of one lead change at the lope from left to right
  - vi. 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
  - vii. Additional maneuvers such as rollbacks, backups, speed variations, and non-classical reining maneuvers such as half-pass and sidepass are appropriate in Freestyle and shall be given appropriate credit.
- D. All exhibitors must dismount and drop the bridle immediately after the performance.
  - i. The bridle must be dropped by the exhibitor or a designated representative.
  - ii. The bridle must be checked by the designated Judge in the arena or in close proximity to the arena.

### 27.5 GENERAL:

- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
  - i. Each horse may have only one exhibitor per class.
- B. Exhibitors will only be judged astride.
- C. Exhibitors are encouraged to use musical scores which permit them to show the athletic ability of the horse in a crowd appealing way.
  - i. Musical selections are chosen by the exhibitor and may be combined and edited to fit the Freestyle pattern and time requirements.
- D. Validating required maneuvers will be the responsibility of the Judge(s).
  - i. Scribes may be used.
- E. Exhibitors are allowed to use two hands (as well as one or no hands).
- F. Show management will reserve the right to rule on music or dress which may be inappropriate or offend the spirit and nature of the show.
  - i. Show management may also determine the use of special lighting.
- G. Ties for first place will be run-off.
- H. Only one horse will be allowed in the arena during each presentation.
- I. Where circumstances permit, scores will be announced after each horse works.
- J. Judges may not confer as to any penalty or maneuver score prior to submitting the score on an entry.
- K. The Judge has the option of awarding a re-ride to any exhibitor who, in the Judge's opinion, was unable to complete a pattern for reasons that are out of the exhibitor's control.

### 27.6 SCORING:

- A. The use of props will not add to the score.
- B. Each exhibitor will be judged 0 to infinity, with 70 denoting an average performance.
  - i. The individual maneuvers are scored in ½ point increments from a low of -1 ½ to a high of +1 ½ with a score of 0 denoting a maneuver that is correct with no degree of difficulty.
- C. Scores will be weighted according to the following formula: Technical merit – 75%; artistic impression – 20%; and applause – 5%.
- D. The scoring of maneuvers remains consistent with the guidelines set forth in the Reining class using the current NRHA Freestyle Reining score sheet.
- E. If an artistic impression Judge is used, they must use the official score sheet and are encouraged to include remarks regarding performance.
  - i. In the event an artistic Judge is not used, the technical Judge(s) will assess an artistic impression score in the box specified using a -2 to a +2 evaluation.
  - ii. Score sheets shall be made available for viewing after the class.

- F. If a major penalty (a penalty which results in a No Score, a 0 score, or a five point penalty) is unclear, the Judge will submit his or her score and ask that the score be held, pending a conference or review of video replay at the next drag.
  - i. Should the Judge(s) then determine via conference or video replay that a penalty was incurred, it should be applied.
  - ii. If, however, no penalty occurred, the score will be announced as originally submitted.
  - iii. No Judge shall be required to change his or her score following a conference or video replay.
    - a. Each Judge's opinion is an individual call and based on individual decision from a conference or video replay.
  - iv. The use of video equipment by the Judge is only permissible if a Judge has reason to believe that all entries have been videotaped.

**27.7 PENALTIES:**

- A. ½ Point Penalties:
  - i. delayed change of lead by one stride.
  - ii. starting the circle at a jog or exiting rollbacks at a jog up to two strides.
  - iii. failure to remain a minimum of 20' from wall or fence when approaching a stop and/or a rollback.
- B. One Point Penalties:
  - i. each time a horse is out of lead.
    - a. The penalty for being out of lead is accumulative, and the Judge will add one penalty point for each ¼ of the circumference of a circle or any part thereof that a horse is out of lead.
- C. Two Point Penalties:
  - i. break of gait.
  - ii. freezing up in spins or rollbacks.
  - iii. jogging beyond two strides but less than half a circle or half the length of the arena.
- D. Five Point Penalties:
  - i. spurring in front of the cinch.
  - ii. use of either hand to instil fear or praise.
  - iii. holding the saddle with either hand.
  - iv. blatant disobedience including kicking, biting, bucking, rearing and striking.
- E. Penalty Score 0:
  - i. failure to perform all the required maneuvers.
  - ii. failure to complete the performance within the time limit.
  - iii. equipment failure that delays completion of pattern.
  - iv. balking or refusal of command where a pattern is delayed.
  - v. fall to ground by horse or exhibitor.
- F. No Score:
  - i. infraction of any provincial or federal law which exists pertaining to the exhibition, care, and custody of horses within the province or country where reining is being held.
  - ii. 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.
  - iii. use of illegal equipment, including wire on bits, bosals or curb chains.
  - iv. use of illegal bits, bosals or curb chains.
  - v. use of tack collars, tiedowns or nosebands.
  - vi. use of whip or bats.
  - vii. use of any attachment which alters the movement of or circulation to the tail.
  - viii. failure to dismount and/or present horse and equipment to the appropriate judge for inspection.
  - ix. disrespect or misconduct by the exhibitor.
  - x. 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 exhibitor.

NOTE: Neither a "No Score" or a "0" are eligible to place in a go-round or class, but a "0" may advance in a multi-go event, while a No Score may not.

**27.8 OPTIONAL ATTIRE:**

- A. Costumes are permitted.

**27.9 OPTIONAL EQUIPMENT:**

- A. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- B. Soft leg wraps.
- C. Props are permitted but at no time may they hinder the Judge's view of the horse.

**27.10 PROHIBITED EQUIPMENT:**

- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts, tie-downs.
- C. Mechanical hackamores.
- D. Twisted wire mouthpiece.
- E. Standing or running martingales, nosebands on bridles.
- F. Gag bits.
- G. Props may not include open flame or live animals.

**27.11 DISQUALIFICATIONS:**

- A. Any exhibitor being assisted by a second person inside the arena.
- B. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.

**27.12 YOUTH/AMATEUR EXCEPTIONS:**

- A. Ropes or reatas are not permitted on any youth's saddle in youth classes.

## 48. REINING

### 48.1 CLASS DIVISIONS:

- A. Open Reining (Patterns 1-10)
- B. Junior Reining (Patterns 1-10) and Senior Reining (Patterns 1-10)
- C. Amateur Reining (Patterns 1-10 or A-D), Novice Amateur Reining (Patterns 1-10 or A-D)
- D. Youth Reining (Patterns A-D), Novice Youth Reining (Patterns A-D)

### 48.2 RELATED RULES:

- A. General Performance
- B. General Western Performance

### 48.3 JUDGING CRITERIA:

- A. To rein a horse is not only to guide him, but also to control his every movement.
- B. The best reined horse should be wilfully guided with little or no apparent resistance and dictated to completely.
- C. Any movement on his own must be considered a lack of control.
- D. All deviations from the exact written pattern must be considered a lack of or temporary loss of control, and is therefore a fault that must be marked down according to the severity of the deviation.
- E. 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 the various maneuvers, while using controlled speed which raises the difficulty level and makes him more exciting and pleasing to watch.

### 48.4 CLASS ROUTINE:

- A. The order of competition shall be determined by drawing lots (or by random computer selection).
  - i. Horses will work in the order of draw.
  - ii. It is the responsibility of the exhibitor to be prepared to work in that order.
  - iii. Draws may be changed to accommodate exhibitors with more than one horse entered in that class.
- B. All exhibitors must dismount and drop the bridle immediately after the performance.
  - i. The bridle must be dropped by the exhibitor or a designated representative.
  - ii. The bridle must be checked by the designated Judge in the arena or in close proximity to the arena.
- C. Patterns are to be worked as stated, not as drawn.
  - i. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
- D. Markers will be placed on the wall or fence of the arena as follows:
  - i. At the center of the arena.
  - ii. At least 50' from each end wall.
- E. Where designated in the pattern for stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.
- F. Each pattern is drawn so that the bottom of the page represents the end of the arena by exhibitors and must be run as such.
  - i. In the event that the 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.

### 48.5 GENERAL:

- A. An exhibitor may exhibit more than one horse provided the other horses are saddled and ready.
  - i. Each horse may have only one exhibitor per class.
- B. All horses are to be ridden astride.
- C. Where circumstances permit, scores will be announced after each horse works.
- D. Judges must use the current National Reining Horse Association (NRHA) Reining score sheet.
  - i. Score sheets shall be made available for viewing after the class.
- E. Any ties for first place will be worked off, using the same pattern and order of go as was used during the event.
- F. Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern.
- G. When using a romal, no fingers between the reins are allowed.
  - i. The free hand may be used to hold the romal provided it is held at least 16" from the reining hand and in a relaxed position.
- H. Judges may not confer as to any penalty or maneuver score prior to submitting the score on an entry.
  - i. If a major penalty (a penalty which results in a No Score, a 0 score, or a five point penalty) is unclear, the Judge will submit his or her score and ask that the score be held, pending a conference or review of video replay at the next draft.
    - ii. Should the Judges then determine via conference or video replay that a penalty was incurred, it should be applied.
    - iii. If, however, no penalty occurred, the score will be announced as originally submitted.
    - iv. No Judge shall be required to change his or her score following a conference or video replay.
    - v. Each Judge's decision is an individual call and based on individual decision from a conference or video replay.
    - vi. The use of video equipment by the Judge is only permissible if a Judge has reason to believe that all entries have been videotaped.
- I. Judges shall be the sole person responsible to determine if an exhibitor has correctly completed the pattern as written.
- J. The Judge has the option of awarding a re-ride to any exhibitor who, in the Judge's opinion, was unable to complete a pattern for reasons that are out of the exhibitor's control.
- K. All Judges' decisions are final.

### 48.6 SCORING:

- A. The scoring of a Reining horse shall be on a basis of 0 to infinity, with 70 denoting an average performance.

- B. The individual maneuvers are scored in ½ point increments from a low of -1 ½ to a high of +1 ½ with a score of 0 denoting a maneuver that is correct with no degree of difficulty.
- C. Neither a No Score nor a “0” are eligible to place in a go-round or class, but a “0” may advance in a multi-go event, while a No Score may not.
- D. All horses will be judged immediately upon entering the arena and judging will cease after then last maneuver.
  - i. Any fall incurred prior to the commencement of a pattern will be scored accordingly.

**48.7 PENALTIES:**

- A. ½ Point Penalties:
  - i. Delayed change of lead by one stride **where the lead change is required by the pattern description.**
  - ii. Starting the circle at a jog or exiting rollbacks at a jog up to 2 strides.
  - iii. Over- or under-spinning up to 1/8 of a turn.
  - iv. Failure to remain a minimum of 20’ from wall or fence when approaching a stop and/or a rollback.
- B. One Point Penalties:
  - i. 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 point.
    - b. The penalty for being out of lead is accumulative and the Judge will add one penalty point for each ¼ of the circumference of a circle or any part thereof that a horse is out of lead.
  - ii. Over- or under-spinning up to ¼ of a turn.
  - iii. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena for half the turn or less.
- C. Two Point Penalties:
  - i. Break of gait.
  - ii. Freezing up in spins or rollbacks.
  - iii. On walk-in patterns, failure to stop or walk before executing a canter departure.
  - iv. On run-in patterns, failure to be in a canter prior to reaching the first marker.
  - v. If a horse does not completely pass the specified marker before initiating a stop position.
  - vi. Jogging beyond two strides but less than half a circle or half the length of the arena.
  - vii. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena for more than half the turn.
- D. Five Point Penalties:
  - i. Spurring in front of the cinch.
  - ii. Use of either hand to instil fear or praise.
  - iii. Holding the saddle with either hand.
  - iv. Blatant disobedience including kicking, biting, bucking, rearing and striking.
- E. 0 Score:
  - i. The use of more than index or first finger between split reins, or any fingers between closed (romal) reins.
  - ii. The use of two hands (except in the case of a Junior horse competing in a regulation snaffle bit or hackamore bosal) or changing hands.
    - a. 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.
  - iii. Failure to complete the pattern as written.
  - iv. Performing the maneuvers other than in specified order.
  - v. The inclusion of maneuvers not specified, including, but not limited to:
    - a. Backing more than two strides.
    - b. Turning more than 90 degrees.
 (Exception: a complete stop in the first ¼ of a circle after a canter departure is not considered to be an inclusion of maneuver; a two point break of gait penalty will apply.)
  - vi. Equipment failure that delays completion of the pattern.
  - vii. Balking or refusal of command where **performance** is delayed.
  - viii. Running away or failing to guide where it becomes impossible to discern whether entry is on pattern.
  - ix. Jogging in excess of one-half circle or one-half the length of the arena.
  - x. Overspins of more than ¼ turn (beyond ¼ turn).
  - xi. Fall to the ground by horse or exhibitor.
- F. No Score:
  - i. Infraction of any provincial or federal law which exists pertaining to the exhibition, care, and custody of horses within the province of country where reining is being held.
  - ii. 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.
  - iii. Use of illegal equipment, including wire on bits, bosals or curb chains.
  - iv. Use of illegal bits, bosals or curb chains.
  - v. Use of tack collars, tie downs or nosebands.
  - vi. Use of whips or bats.
  - vii. Use of any attachment which alters the movement of or circulation to the tail.
  - viii Failure to dismount and/or present horse and equipment to the appropriate judge for inspection.
  - ix. Disrespect or misconduct by the exhibitor.
  - x. 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 exhibitor.

**48.8 OPTIONAL EQUIPMENT:**

- A. Standard sliding, rundown or skid boots on the horse's rear fetlocks, and splint boots on the front legs.
- B. Soft leg wraps.

**48.9 PROHIBITED EQUIPMENT:**

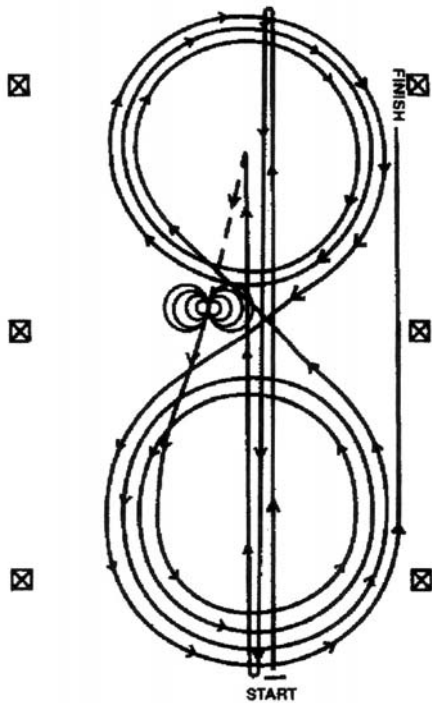
- A. A bosal without reins attached and used as a noseband.
- B. Whips, bats, quirts.
- C. Mechanical hackamores.
- D. Twisted wire mouthpiece.
- E. Standing or running martingales, nosebands on bridles, or tiedowns.
- F. Gag bits.

**48.10 DISQUALIFICATIONS:**

- A. Any exhibitor being assisted by a second person inside the arena.
- B. Any exhibitor striking a horse forwards of the cinch with any object other than the hands.

**48.11 YOUTH/AMATEUR EXCEPTIONS:**

- A. Ropes or reatas are not permitted on any youth's saddle in youth classes.

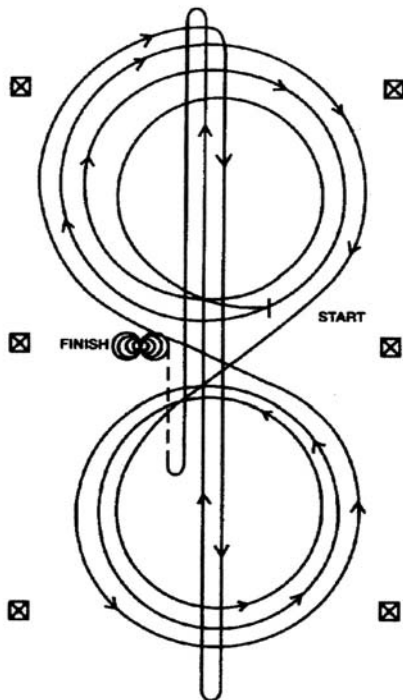


**PATTERN 1**

**Pattern 1**

1. Run at speed to the far end of the arena past end marker and do a left rollback – no hesitation.
2. Run to opposite end of the arena past end marker and do a right rollback – no hesitation.
3. Run past center of the arena, do a sliding stop, back up to the center of the arena or at least 10'. 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 left wall or 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 right side of the arena past center marker and do a sliding stop at least 20' from wall or fence. Hesitate to demonstrate the completion of the pattern.

Exhibitor must dismount and drop bridle to the designated Judge.



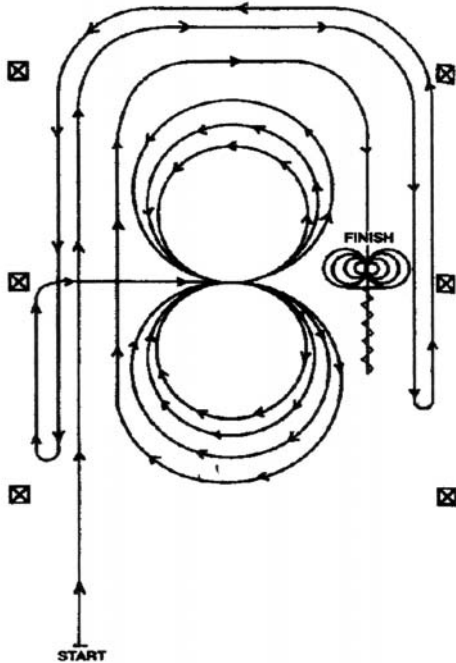
**PATTERN 2**

**Pattern 2**

Horses may walk or trot to the center of arena. Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left fall 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 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 center marker and do a sliding stop. Back up to the center of the arena or at least 10'. Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Exhibitor must dismount and drop bridle to the designated Judge.

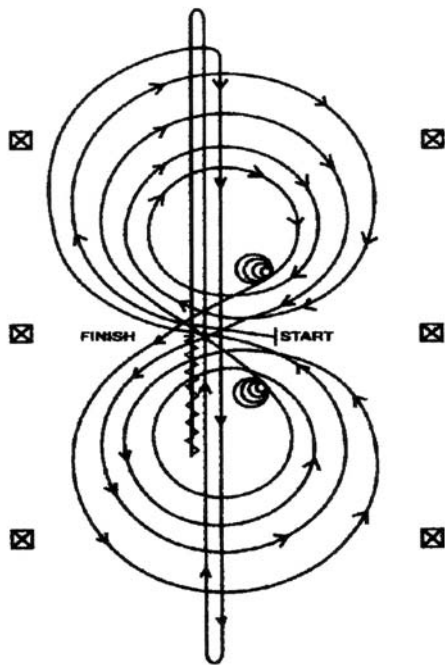


**PATTERN 3**

**Pattern 3**

1. Beginning, and staying at least 20' from the walls for fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback - no hesitation.
2. Continue straight up the right side of the arena staying at least 20' from the walls or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback - no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right; the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left; the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least 20' from the walls or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10'. Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Exhibitor must dismount and drop bridle to the designated Judge.



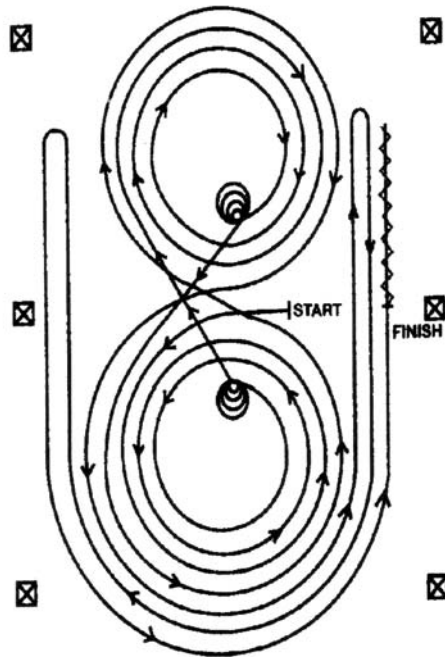
**PATTERN 4**

**Pattern 4**

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

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 center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left; the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10'. Hesitate to demonstrate completion of the pattern.

Exhibitor must dismount and drop bridle to the designated Judge.



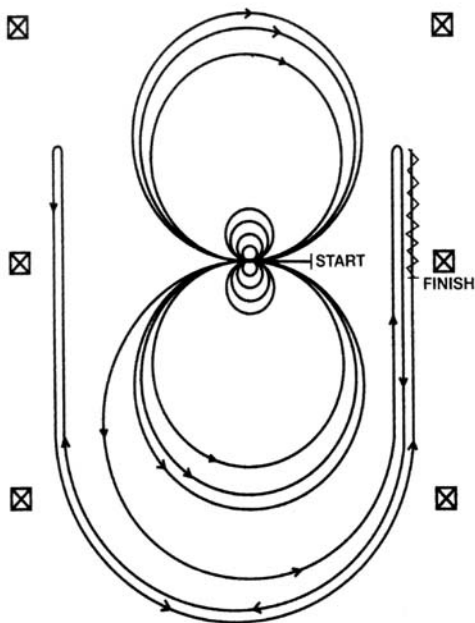
**PATTERN 5**

**Pattern 5**

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

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20' from the wall or fence – no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20' from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20' from the wall or fence. Back up at least 10'. Hesitate to demonstrate completion of the pattern.

Exhibitor must dismount and drop bridle to the designated Judge.



**Pattern 6**

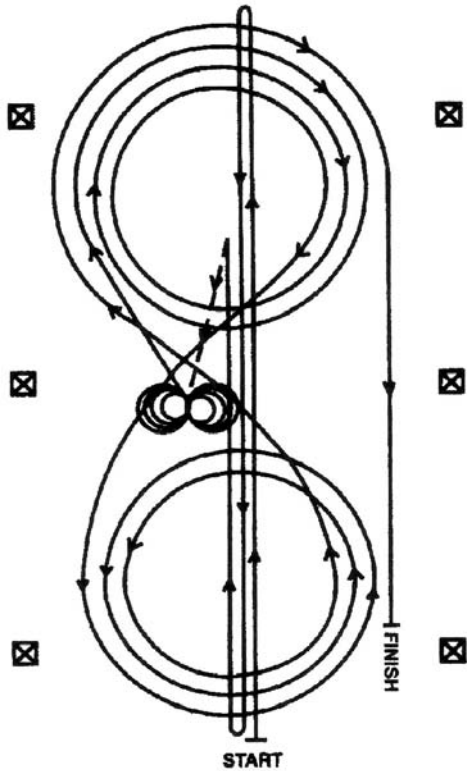
Horses may walk or trot to the center of the arena. Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large 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 20' from the wall or fence – no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20' 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 20' from the wall or fence. Back up at least 10'. Hesitate to demonstrate the completion of the pattern.

Exhibitor must dismount and drop bridle to the designated Judge.



**Pattern 7**

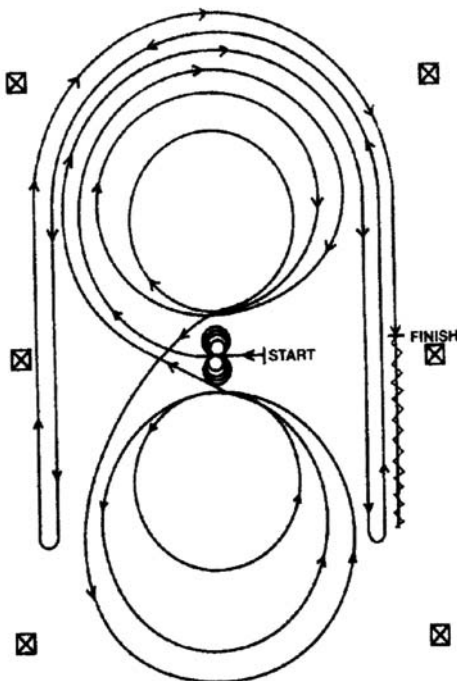


**PATTERN 7**

1. Run at speed to the far end of the arena past end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past 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 10'. 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 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 20' from the wall or fence. Hesitate to demonstrate the completion of the pattern.

Exhibitor must dismount and drop bridle to the designated Judge.

**Pattern 8**

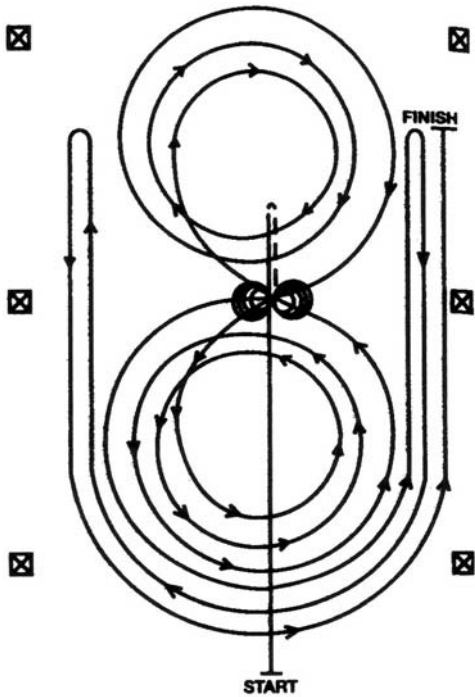


**PATTERN 8**

Horses may walk or trot to the center of the arena. Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing 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 20' 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 20' from 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 20' from the wall or fence. Back up at least 10'. Hesitate to demonstrate completion of the pattern.

Exhibitor must dismount and drop bridle to the designated Judge.

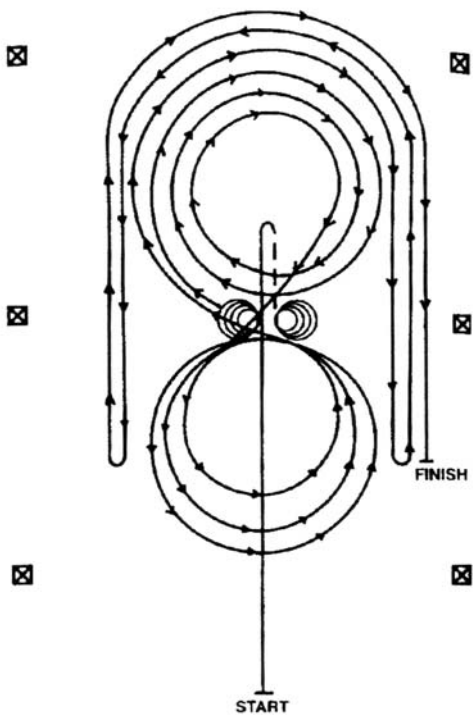


PATTERN 9

**Pattern 9**

1. Run past center marker and do a sliding stop. Back up to the center of the arena or at least 10'. 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 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 20' 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 20' from the wall or fence - no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20' from the wall or fence. Hesitate to demonstrate completion of the pattern.

Exhibitor must dismount and drop bridle to the designated Judge.

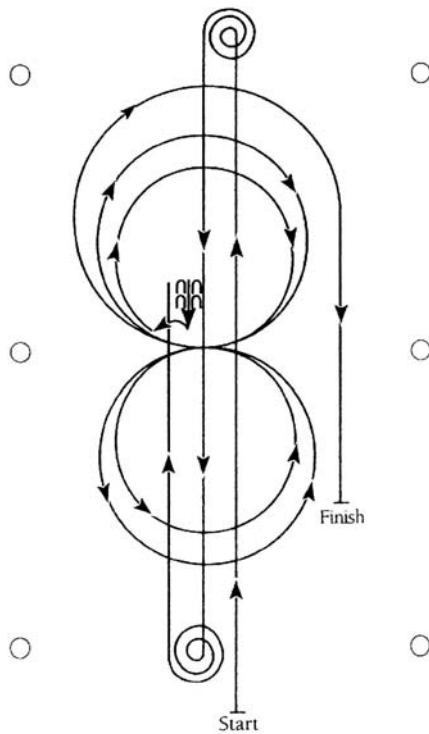


PATTERN 10

**Pattern 10**

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10'. 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 marker and do a left rollback at least 20' 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 and do a right rollback at least 20' from the wall or fence - no hesitation.
8. 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 20' from the wall or fence. Hesitate to demonstrate completion of pattern.

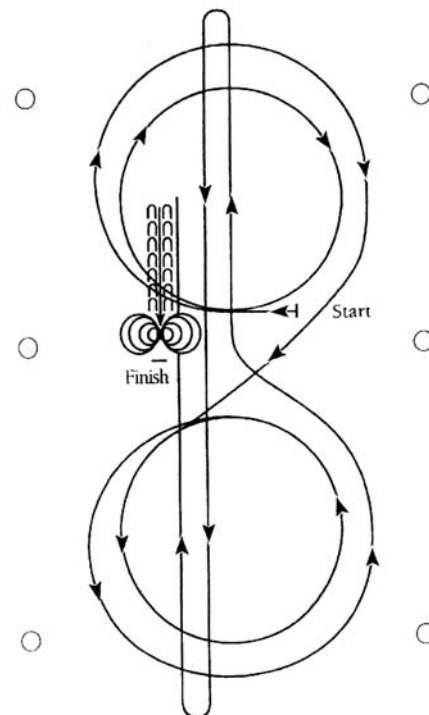
Exhibitor must dismount and drop the bridle to the designated Judge.



#### Pattern A

1. Run to far end of the arena, stop and do two and one-half spins to the left.
2. Run to the opposite end of the arena, stop and do two and one-half spins to the right.
3. Run past the center of the pattern, do a sliding stop, no hesitation, back over slide tracks to center, hesitate. Make a 90 degree pivot to the left to face left wall, hesitate.
4. Begin on right lead and make two circles to the right, the first small and slow, the second large and fast. Change leads at center of arena.
5. Make two circles to the left, the first small and slow, the second large and fast. Change leads at the center of arena.
6. Begin a large fast circle to the right. Do not close this circle, but run straight down the side past the center, do a sliding stop. Stop at least 20' from wall or fence. Hesitate to show completion of pattern.

Exhibitor may drop the bridle to the designated Judge, at the Judge's discretion.

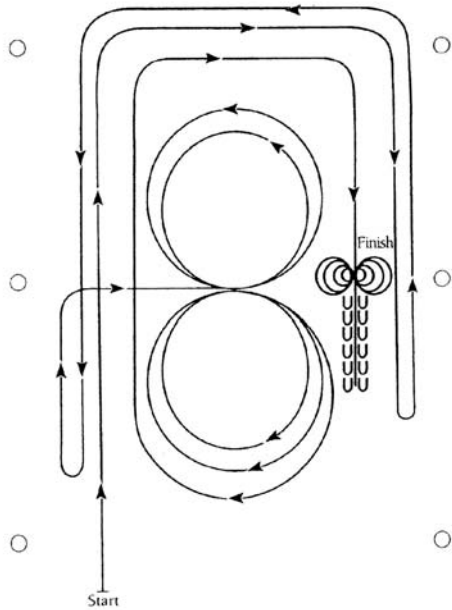


#### Pattern B

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

1. Beginning on the right lead, complete two circles to the right. The first circle small and slow, the second circle large and fast. Change leads at the center of the arena.
2. Complete two circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of the arena.
3. Run to the far end of the arena, past end marker and do a left rollback, no hesitation.
4. Run to opposite end of arena, past end marker and do a right rollback, no hesitation.
5. Run past center of arena and do a sliding stop. Back straight to the center of the arena. Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

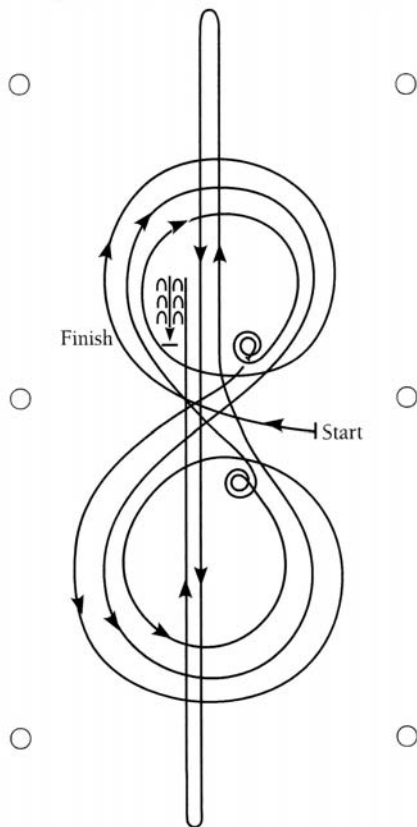
Exhibitor may drop the bridle to the designated Judge, at the Judge's discretion.



**Pattern C**

1. Begin approximately 20' from the left wall or fence. Lope straight down the side of the arena staying 20' from the fence, circle the top end of the arena and run straight down opposite side of arena past center marker and do a left rollback.
2. Continue straight down the side at least 20' from the wall or fence and back around top of arena running straight down the other side of arena at least 20' from the wall, past center marker, and do a right rollback. Continue up the left side of arena to center marker and at center marker continue to center of arena.
3. Complete two circles to the right, the first small and slow, the second large and fast. Change leads at the center of the arena.
4. Complete two circles to the left, the first small and slow, the second large and fast. Change leads at the center of the arena.
5. Begin a large fast circle to the right – do not close this circle. Continue straight down the side at least 20' from the wall or fence, circle the end of the arena and run straight down the opposite side of the arena past center marker and do a sliding stop at least 20' from the wall. Back up at least 10'. Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Exhibitor may drop the bridle to the designated Judge, at the Judge's discretion.



**Pattern D**

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

1. Complete two circles to the right, the first large and fast, the second small and slow. Stop and hesitate.
2. Complete two spins to the right. Hesitate.
3. Complete two circles to the left, the first large and fast, the second small and slow. Stop and hesitate.
4. Complete two spins to the left. Hesitate.
5. Complete a figure-eight, starting to the right, close the eight and change leads.
6. Run to far end of arena and do a left rollback.
7. Run to opposite end of the arena and do a right rollback.
8. Run back past center of the arena and do a sliding stop. Hesitate. Back up at least 10'.

Exhibitor may drop the bridle to the designated Judge, at the Judge's discretion.