



Proudly presents



Clinic: Saturday 20th February 2021, 9:00am
Karinya Equestrian Park
27 Grant Street, Orange Grove, WA, 6109

Clinicians: Gary Woolaway, Justin Sprigg, Kevin Harrison, Christine Lane

Clinic fee: \$50

Spend your Saturday learning from four experienced riders in the Western Australian reining ring. The clinic will run in a relaxed group environment, where groups will move through each clinician through the day. You'll then have the chance to put your new skills to the test in our show the following day. This is the perfect introduction for newcomers, or a refresher after your time off in 2020.

Included in your clinic fee is 1 run in any class from 1 – 8a (see below). Any subsequent runs will be at their normal set price.

Lunch is available to clinic participants at a cost of \$10 per day.

Please note that all riders are to hold a WARHA membership or WARHA day membership.



Show: Sunday, 21st February 2021, 9:00am
Karinya Equestrian Park
27 Grant Street, Orange Grove, WA, 6109

Judge: Karen Nicoletto

Open Pen 7:30-8:30am.
Pre-Works from 6am to 7:30am
(\$10 per 10 minute slot).

This show will be run under NRHA rules & regulations. Refer to reiningaustralia.com.au

Entries close Wednesday 17th February 2021

ALL RIDERS ARE TO HOLD WARHA MEMBERSHIP OR WARHA DAY MEMBERSHIP

Membership forms available to download via www.warha.com.au

Please contact the WARHA Committee with enquiries at warhacommittee@outlook.com

Ribbons and prizes to be won.

Attention Para Riders

We'd love to welcome you to the sport of reining! Please reach out to the committee with whatever class you'd like to enter, and we will add a para division to the program.



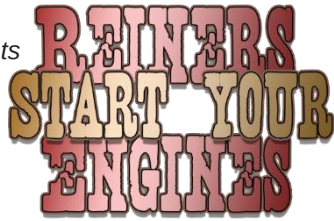
"Reiners, Start Your Engines!"

Class #	Class	Class Fee	Judge Fee	Pattern	Prize
1	Lead line Reining	\$10	Nil	Walk-Trot	Ribbon
2	Beginner Reiner (13 & under)	\$10	Nil	Walk-Trot	Ribbon
3	Beginner Reiner (14 to Adult)	\$10	Nil	Walk-Trot	Ribbon
4	Introductory Reining	\$10	Nil	A	Ribbon
5	Introductory Reining (Harder)	\$10	Nil	B	Ribbon
6	Horse 5 years and under	\$10	\$5	13	Ribbon
7	Horse 6 years and older	\$10	\$5	13	Ribbon
8*	Youth Two Handed	\$10	Nil	13	Ribbon
8a*	Adult Two Handed	\$10	\$5	13	Ribbon
9	Ranch Riding Walk-Trot	\$10	Nil	3 Trot only	Ribbon/Prize
9a	Ranch Riding Beginner	\$10	Nil	3	Ribbon/Prize
9b	Ranch Riding Open	\$10	Nil	4	Ribbon/Prize
	Proposed Lunch Break				
10	WARHA Youth	\$10	Nil	5	Ribbon
11*	WARHA Green Reiner L1	\$15	Nil	5	Ribbon
11a*	WARHA Green Reiner L2	\$15	Nil	5	Ribbon
12a*	WARHA Novice Horse Open L1	\$15	\$10	11	Ribbon/Jackpot
12b*	WARHA Novice Horse Open L2	\$15	\$10	11	Ribbon/Jackpot
12c*	WARHA Novice Horse Non Pro L1	\$15	\$10	11	Ribbon/Jackpot
12d*	WARHA Novice Horse Non Pro L2	\$15	\$10	11	Ribbon/Jackpot
13*	WARHA Lady Rider	\$15	\$10	3	Prize
13a*	WARHA Gentleman Rider	\$15	\$10	3	Prize
14	WARHA Prime Time Non Pro	\$20	\$10	1	Ribbon/Jackpot
15*	WARHA Limited Non Pro	\$20	\$10	7	Ribbon/Jackpot
15a*	WARHA Limited Open	\$20	\$10	7	Ribbon/Jackpot
16	WARHA Snaffle/Hackamore	\$20	\$10	6	Ribbon/Jackpot
17	Freestyle	\$20	\$10		Jackpot

* Classes may be run concurrently

ENTRY FORM

WARHA presents



Clinic: Saturday 20th Feb - 9:00am

Show: Sunday 21st Feb – 9:00am

Karinya Equestrian Park

27 Grant Street, Orange Grove

Attention Para Riders

We'd love to welcome you to the sport of reining! Please reach out to the committee with whatever class you'd like to enter, and we will add a para division to the program.



Judge: Karen Nicoletto

*** One form for EACH horse to be completed***

Horse Name:	Show Number:
Owner Name:	NRHA/ RA No:
Rider Name:	NRHA/ RA No:
Address:	Email:
Post Code	Phone
Signature Rider/Guardian:	

Class No.	Rider Name	Class Fee	Judges Fee	Sub-Total
Note: - First entry is free for clinic participants (classes 1 – 8a) - Riders will be notified by email of the times for pre-works. - Entries will NOT be accepted if not completed correctly ** ALL MANURE & HAY MUST BE CLEANED UP. MANURE CAN BE SPREAD ON LAWN**		Ground Fee - \$10 Per Day		
		Camping Fee - \$10 1st night & \$5 thereafter		
		PrePaid Warm Up Fee (\$10 per 10 minutes) Multiple allowed		
		WARHA Day Membership \$10		
		TOTAL FEES		

Remittance: Entries close Wednesday 14th October 2020.

Please post entries to Liz Galliot, 16 Horton Street, Muchea, WA, 6051 **OR** email entries to liz@slidersdrift.horse. Cheque/money orders can be made out to WA Reining Horse Association Inc. EFT BSB 036-122 Account : 566314, please use surname as reference . Further enquires phone 0407 773 374. Please see attached document for show participation details.



DISCLAIMER AND WAIVER OF LIABILITY

In consideration for being permitted to participate in any way in horse riding activities I, the undersigned, understand, acknowledge and accept that:

As a condition of participating that neither the club/coach, participants, Western Australian Reining Horse Association Inc. or any subdivision thereof, officials, volunteers, medical personnel, any persons, promoters, sponsors, advertisers, owners and lessees of premises used to conduct the event(s), shall be under any liability for my death or any bodily injury, loss or damage which may be sustained or incurred by me, as a result of participation in or being present at the event, except in regard to any rights I may have arising under the Trade Practices Act 1974 (Cth) (or similar State legislation).

I acknowledge that equestrian activities are dangerous and that accidents causing death, bodily injury, disability and property damage, can, and do happen.

I agree to abide by the Rules and Regulations of the Western Australian Reining Horse Association Inc. its affiliated clubs and/or the management/organiser of the activities and I will follow all direction of the management/organiser of the activities.

My failure or refusal to do so can result in my immediate disqualification from the activities and the forfeiting of all fees paid in relation to the activities. I understand that any such noncompliance may result in injury, death and/or permanent disability.

Although it is recommended, I am solely responsible for wearing or not wearing a suitable helmet and I acknowledge I ride at my own risk.

I understand that the Western Australian Reining Horse Association Inc. its affiliated clubs and/or management/organiser takes due care to ensure that the venues chosen are safe and suitable, any equipment provided for the purpose of such activities is maintained in good condition and the Association's/management/organiser's staff are appropriately trained.

I further confirm I am in good health and do not suffer from any disability which will affect my ability to participate. I have had sufficient opportunity to read this document, fully understand its terms and sign it freely and voluntarily without inducement of any kind

Print Name: **Dated**

.....
Signature of Rider or Parent/Guardian (if signing on behalf of youth)

.....



Horse Event Participation Declaration

Event:..... Event Date:.....

Name of person in charge of horse(s):.....

Address:.....

Contact Number:.....

Name of Horse	Identification (colour/markings/brands/microchip)

Address of property where horse(s) kept:

.....

Destination Address:

.....

Health of Horse(s)

I declare that the horse(s) named above has/have been in good health and eating normally during the last **30 days leading up to this event.**

I give my authorisation for the Event Organising Committee/Biosecurity Manager to call for veterinary inspection of the horse/s named above and in my care should they be showing signs of illness at any time during the course of the event. I agree to pay any veterinary fees incurred for the abovementioned horses as a result of this veterinary examination.

Signature:.....

Date:.....



General Information for Showing at WARHA Events

- The closing date for entries is on the entry form.
- **ALL** entrants must be current financial members of WARHA or have WARHA Day Membership.
- To enter Reining Australia classes, all riders must have current financial RA membership.
- To enter National Reining Horse Association (USA) classes, all riders must have current financial NRHA membership.
- All entry forms must be filled out correctly and have the all copies of certificates and memberships attached.
- NRHA/RA licences for horses are required in NRHA/RA sanctioned classes (not necessary for Green Rider) including rider and owner if different to rider. **No copies, no entries!**
- NRHA 2020 Rules & Regulations will apply.
- Reining Australia 2019/20 Ineligibility List applies. It is the rider's responsibility to be aware of their eligibility and ensure they are eligible for classes entered. RA ineligibility lists can be downloaded from the RA website – www.reiningaustralia.com.au
- **WARHA Green Reiner Class:** These classes restricted to WARHA riders who are eligible to ride in the Green Rider Program - if you are Green Rider level 1 or 2, then you can ride the same level in Green Reiner. Riders may ride one or two handed and may swap during the pattern, flying lead changes or simple changes are allowed without penalty. NRHA patterns are to be ridden. Once a rider has earned out, they can see out the show season but will not be eligible to compete in the following season. Riders must have a current financial WARHA membership.
- **WARHA Lady Rider & Gentleman Rider:** These classes are open to any horse / female rider or horse/male rider combination over the age of 21 years old. Horses must be ridden one handed in a bridle. Riders must have a current financial WARHA membership.
- All classes are to be run under NRHA rules and regulations. Refer to NRHA handbook regarding legal equipment and what is not legal.
- **Rookie Pro** is open to any rider except those who hold a Non Pro, Youth, Non Pro Youth card.
- **Green Rider Level 1 (L1) and Level 2 (L2)** riders must be enrolled in the RA Green Rider Program with Reining Australia and may enter only level 1 or level 2, not both.
- **Rookie Level 1 or Level 2** must have a Non Pro card with RA. Riders may use a horse without the restrictions of ownership defined in the Non Pro Conditions. Horses are to be shown one handed. Rookie Level 1 can only be run concurrent with Rookie Level 2 or Prime Time Non-Pro.
- **The Lead Line Reining** class is a walk-trot pattern (same pattern used in the Beginner Reining class) and is open to riders under 13. Riders and their handlers must have a minimum of WARHA membership (Day Membership is fine.) but horses do not require a licence. Riders must wear a helmet. Western attire is not compulsory for both riders and handlers; however, a long sleeved shirt and hat or helmet is required. Any legal equipment is allowed provided it is safe to use and not harmful to the horse. Nosebands are not allowed. Looped reins are permitted.
- **The Beginner Reining** class is a walk-trot pattern and the Introductory Reining class is reining pattern A or B, which is a simple reining pattern including canter but without any of the more difficult manoeuvres. These classes are open to riders new to reining and who have not competed in any sanctioned RA classes. You must have a minimum of WARHA membership (Day Membership is fine.) but horses do not require a licence. Western attire is not compulsory; however, a long sleeved shirt and hat or helmet is required. Any legal equipment is allowed provided it is safe to use and not harmful to the horse. Nosebands are not allowed. Looped reins are permitted. Riders riding in sanctioned classes other than Green Rider are NOT eligible for this class. WARHA committee reserves the right to move you to a higher class if we believe you are more advanced or have won a number of these classes within a 12 month period.



- The **Youth Two Handed** class is open to youth riders 18 and under who are not competing in the Youth RA class.
- The **Adult Two Handed** class is open to riders over 18.
- All aged horse classes may be one or two handed, and can be alternated between the two.
- **WARHA Open Freestyle:** Will be run in accordance with NRHA Handbook. WARHA Show Management will reserve the right to rule on music or dress which may be inappropriate or offensive to the spirit and nature of the show. Show management may also determine the use of special affects. This class is not subject to horse licensing requirements. Riders must be a current member of WARHA (Day membership is fine.). Song / Music title, length of song to be emailed through to WARHA when show entries have been submitted, WARHA will arrange for the song to be downloaded, do not provide cd's ipods, usb etc.
- All competitors must have a show number. Please bring with you or ask us to provide you with one. There is a \$5 deposit on show numbers which will be refunded on the number's return.
- NO ALCOHOL IS TO BE CONSUMED IN ARENA AREA OR WARM UP PENS.
- Abusive, rude, disrespectful or unsportsmanlike behaviour will not be tolerated at WARHA.
- **Open Pen:** *For the safety of all involved please note when riding in an open pen the first half of the hour is for circles and spins only. The gate end is to be used for counter clockwise and the far end to be used for clockwise circling. Please no resting in centre of pen. We ask that you rest on the side of the centre. The second half of the hour is for run downs and stops only. Please try to adhere to these rules to avoid unnecessary risks.*
- Pre works is 10 minutes in the arena alone for you and your horse set up as a show situation. It is a paid event and is usually held in the hours prior to the show starting or the evening before. Riders will be allocated a timeslot which will be strictly adhered to. You may have multiple pre work slots.
- End of Year High Point Buckles are open to current WARHA financial members who have nominated and paid a nomination fee.
- **To ride at any WARHA event you must be a full financial member of WARHA or have WARHA Day Membership.**
- **Day Membership:** Day Membership is paid only once per event. A Membership Form must be filled out. Day Membership can be utilise as many times as required per year. Day Membership fee will come off full membership fee.
- **WARHA have the right to alter any show program and may run classes concurrently.**



Animal Welfare Policy and Arena Rules

- Inhumane treatment or abuse of an animal in any manner in the arena or on the grounds is prohibited. Inhumane treatment includes the riding of a crippled, lame or injured horse or a horse with any health abnormality which could result in that animal's undue suffering or distress.
- Any act of abuse or intent to abuse an animal in the arena or the grounds which could endanger the safety of other persons or animals will be dealt with in the strongest possible manner as provided by the WARHA rules. The organising committee at any WARHA event has the right to immediately bar the responsible party from any further participation in the event.
- The committee has the right to remove anyone riding in an unsafe manner which could endanger the safety of other persons or animals.
- Alcohol is not permitted in the arena or warm up pens at any time.



RANCH RIDING

The purpose of the Ranch Riding horse is to reflect the versatility, attitude and movement of a working horse. The horse's performance is to simulate a horse riding outside the confines of an arena and that of a working ranch horse. This class will show the horse's ability to work at a forward, working speed while under control by the rider. Light contact will be rewarded and the horse will not be shown on a full drape of reins. The overall manners and the horse's quality of movement are the primary considerations. For horses three (3) years of age and older and offered as a Junior, Senior or All Age class. *An all age class for Amateur, Select Amateur and Youth can be offered.* No horse can cross enter, a Western Pleasure and Ranch Riding class at the same show regardless of division (Youth, Amateur, Select or Open)

Class Requirements

- a)** Each horse will work individually; performing both required and optional manoeuvres, and will be scored on the basis of 0 to 100, with 70 denoting an average performance;
- b)** The required manoeuvres will include the walk, jog, and lope both directions and the extended jog and extended lope at least one direction; as well as stops, and back;
- c)** Three (3) optional manoeuvres may include a side pass, turns of 360 degrees or more, change of lead (simple or flying), walk, jog or lope over a pole(s), or some reasonable combination of manoeuvres that would be reasonable for a ranch horse to perform;
- d)** The manoeuvres may be arranged in various combinations with final approval by the judge;
- e)** The overall cadence and performance of the gaits should be as those described in Gaits, Rules 79 English classes page 28 with an emphasis on forward movement, free-flowing, and ground covering for all gaits. Transitions should be performed where designated, with smoothness and responsiveness.
- f)** No time limit.
- g)** The use of natural logs is encouraged
- h)** Posting at the extended jog is acceptable.
- i)** Touching or holding the saddle horn is acceptable

Patterns

One of the suggested four (4) patterns can be used, however a judge may utilise a different pattern as long as all required manoeuvres and the three (3) (or more) optional manoeuvres are included. Should a Judge use one of their own patterns, it is recommended to not have the stop following an extended lope.

Attire

Well shaped hat, western boots, jeans, a shirt with long sleeves and a collar. Chaps and chinks are optional.

Equipment

- a)** No hoof polish
- b)** No braided or banded manes or tail extensions.
- c)** Trimming inside ears is discouraged.
- d)** Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair.
- e)** Equipment with silver will not count over a good working outfit. Silver on bridles and saddles is discouraged
- f)** It is suggested that competitors use a breast collar and a rear cinch.

Penalties

A contestant will be penalised each time the following occur:

One (1) point penalties

- Too slow per gait
- Over bridled
- Out of frame
- Break of gait at walk or jog for 2 strides or less

Three (3) point penalties

- Break of gait at walk or jog for more than 2 strides
- Break of gait at lope
- Wrong lead or out of lead
- Draped reins
- Out of lead or cross cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change
- Severe disturbance of any obstacle



Five point penalties

Blatant disobedience (kick, bite, buck, rear etc) for each refusal

Placed below horses performing all manoeuvres

Eliminates manoeuvres

Incomplete manoeuvres

Zero (0)

Illegal equipment including hoof black, braided or banded manes or tail extensions

Wilful abuse

Major disobedience or schooling

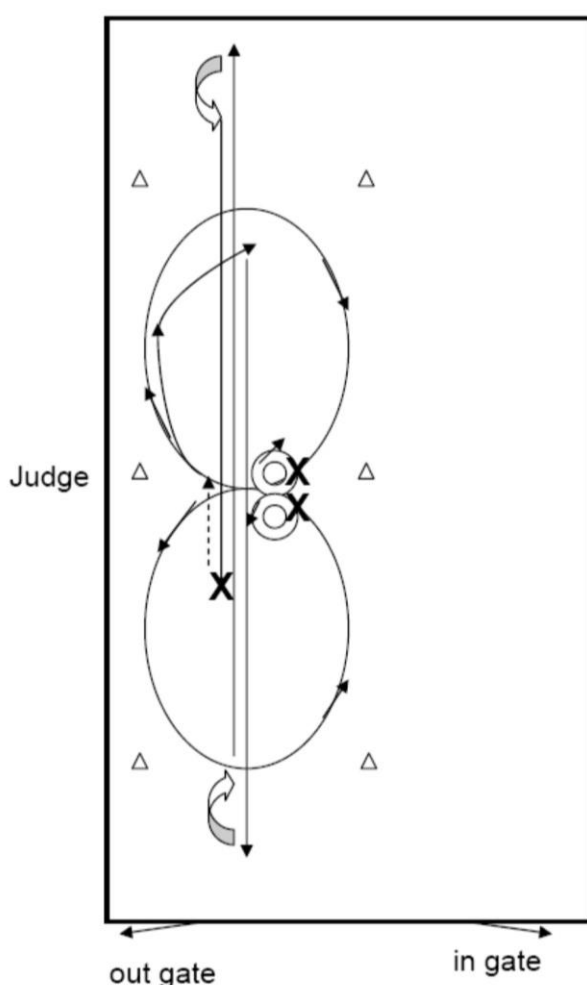
No specific penalties will be incurred for nicks/hits on logs but deduction made in manoeuvre score

No specific penalties will be incurred for over/under spins but deduction may be made in manoeuvre score



Walk Trot Reining

Pattern 4A – (*NERHA 2005)



KEY: Marker

Trot	→
Rollback	↪
Spin	⊙
Back	---→
Stop	X

Horses may walk or trot 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 or fence.

1. Trot one circle to the right. Stop at center of arena.

2. Complete one spin to the right - hesitate.

3. Trot one circle to the left. Stop at center of the arena.

4. Complete one spin to the left - hesitate.

5. Begin a circle to the right at a trot. At the top of the circle, trot down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.

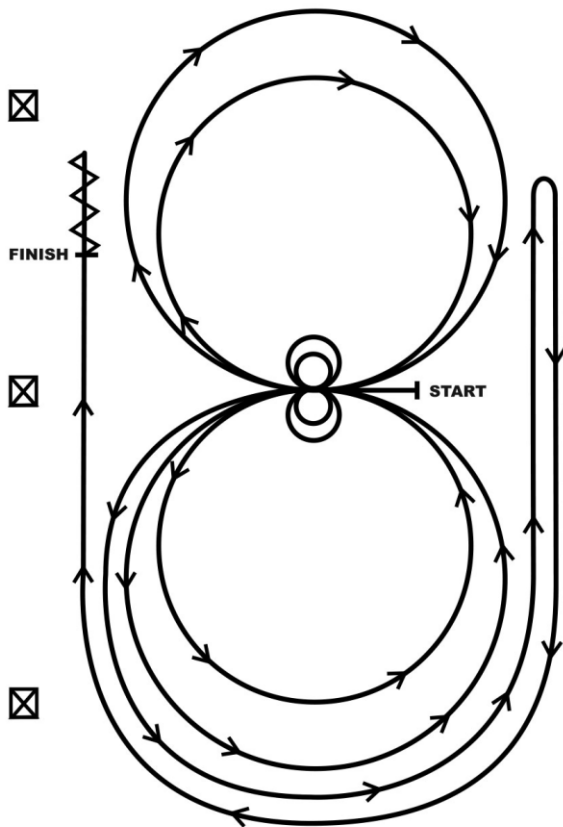
6. Trot up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.

7. Trot past the center marker and do a stop. Back up to the center of the arena or at least ten feet. Hesitate to demonstrate completion of the pattern.

Note: Only half the arena is used



Pattern A



Pattern A

To be used for the Youth 10 & Under Short Stirrup and Para-Reining only.

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

1. 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.

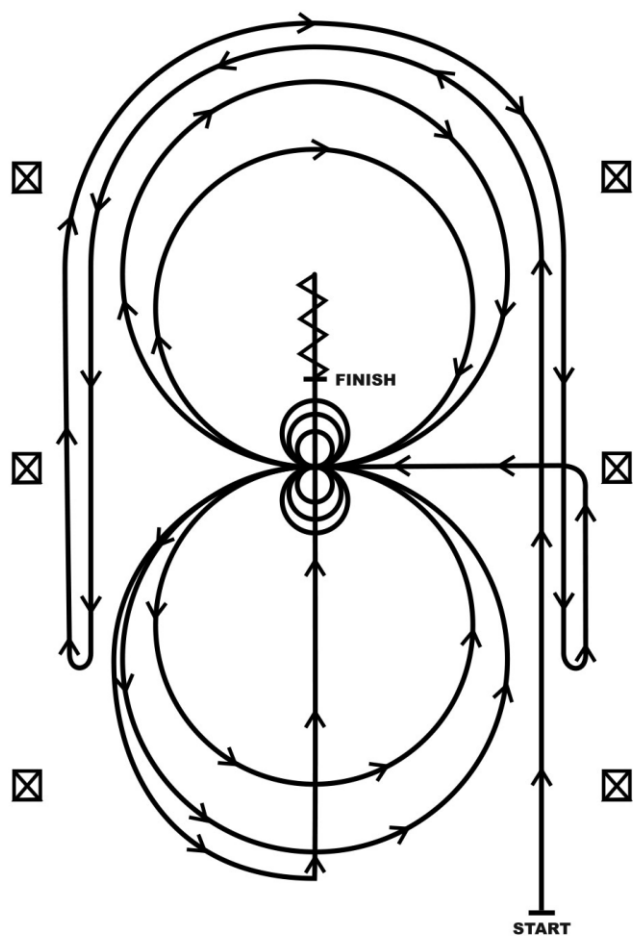
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.

6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

See the Judges' Guide for a summary of other allowances made in the *Handbook*.



Pattern B



Pattern B

To be used for the Youth 10 & Under Short Stirrup and Para-Reining only.

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 center 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 center marker and do a left rollback—no hesitation.

3. Continue up the right side of the arena to the center marker, at the center 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 center

4. Complete three spins to the left. Hesitate.

5. Complete two circles to the right, one large fast and one small slow. Stop at center.

6. Complete three spins to the right. Hesitate.

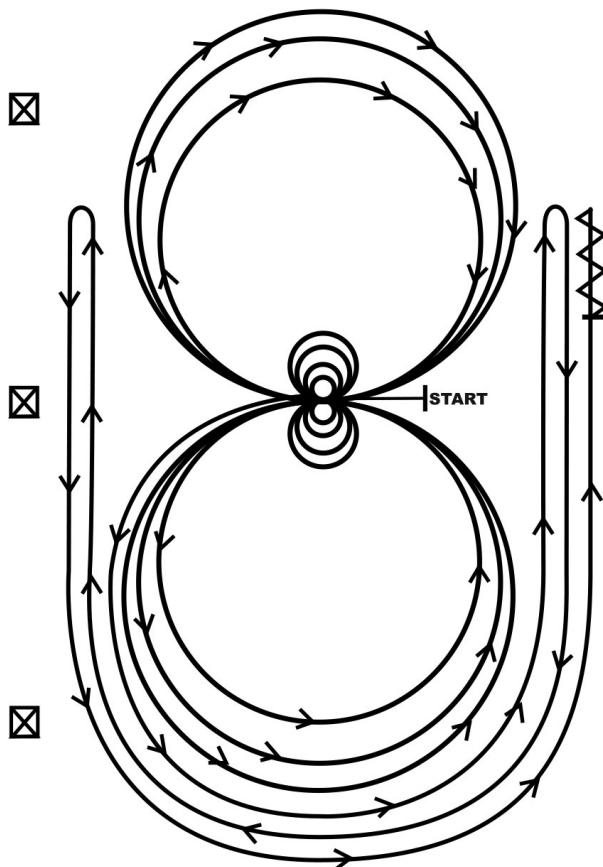
7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop.

8. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

See the Judges' Guide for a summary of other allowances made in the *Handbook*.



Pattern 13



Pattern 13

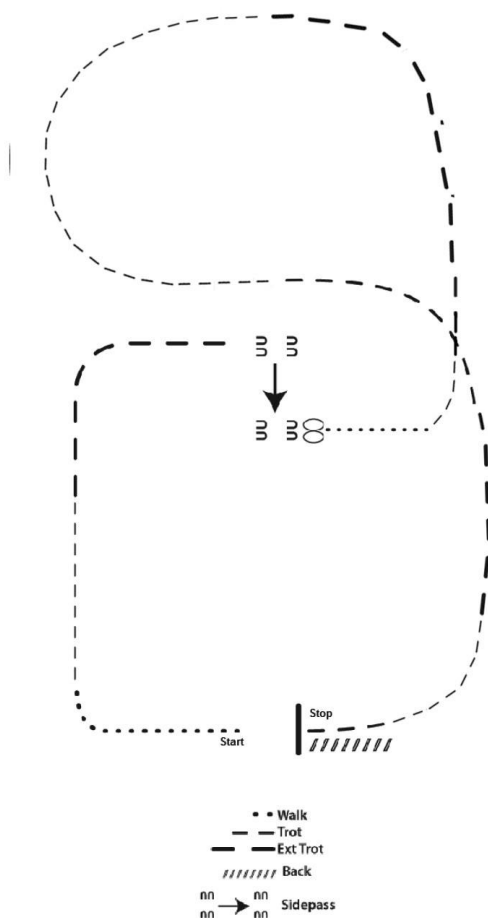
Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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



RANCH RIDING

Pattern 3 Walk/Trot Only



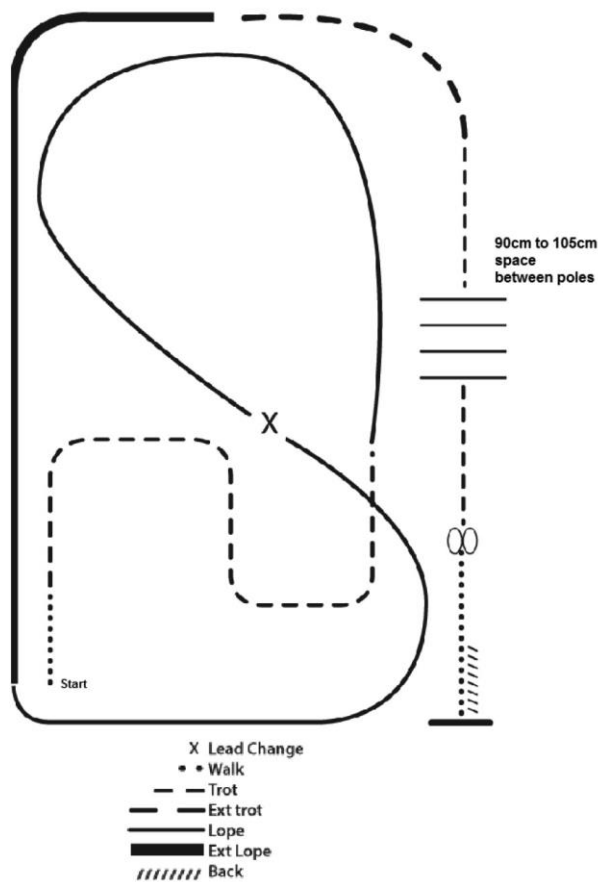
1. Walk to the left around corner of the arena
2. Jog
3. Extend alongside of the arena and around the corner to centre
4. Stop, side pass right
5. 360 turn each direction (either way first)
6. Walk
7. Jog
8. Extend the jog
9. Collect to the jog
10. Extend the jog
11. Collect the jog
12. Stop and back

RANCH RIDING



RANCH RIDING

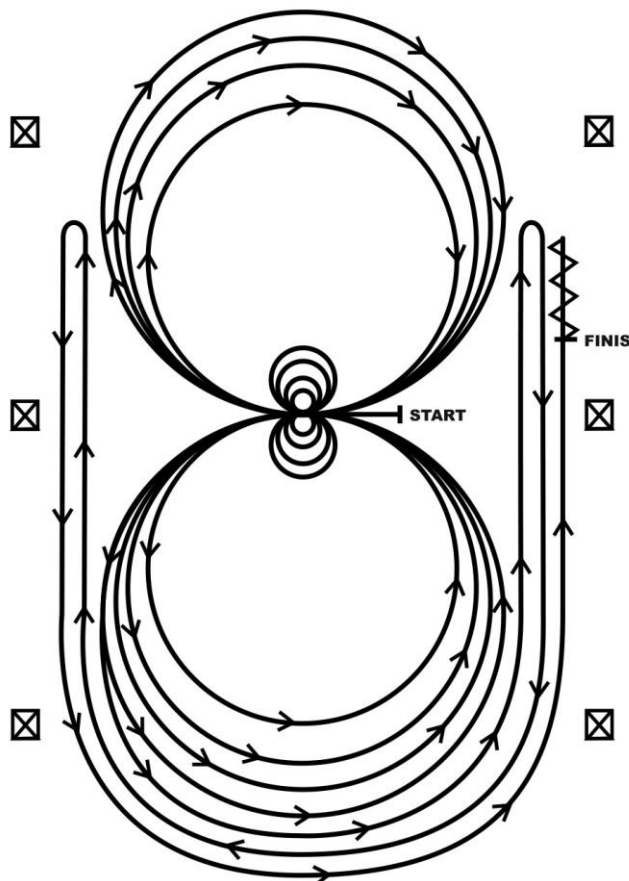
Pattern 4



1. Walk
2. Jog serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of arena
6. Extend lope on the straight away and around corner to the centre of the arena
7. Extend jog around corner of arena
8. Collect to a jog
9. Jog over poles
10. Stop, do 360 turn each direction (either direction first)
11. Walk, stop and back



Pattern 5



Pattern 5

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

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

2. Complete four spins to the left. Hesitate.

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

4. Complete four spins to the right. Hesitate.

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

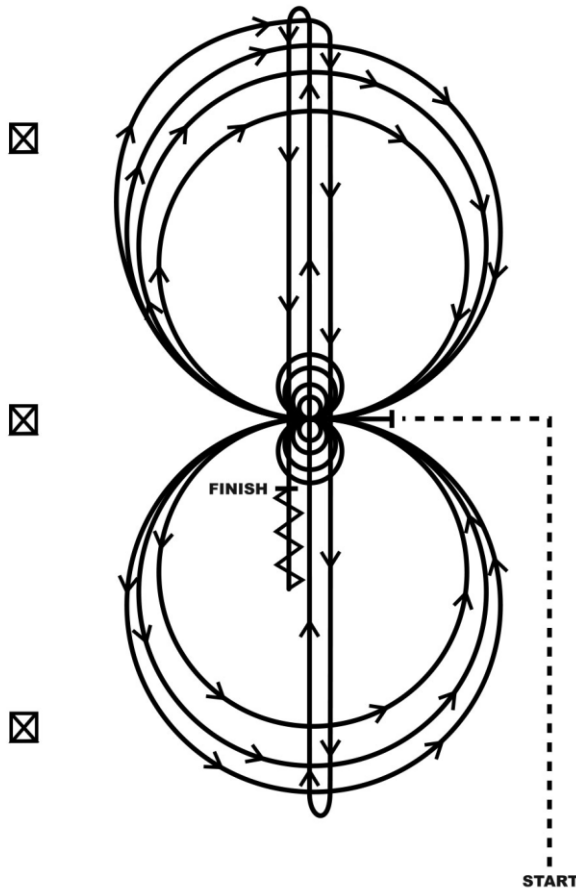
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.

7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.

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



Pattern 11



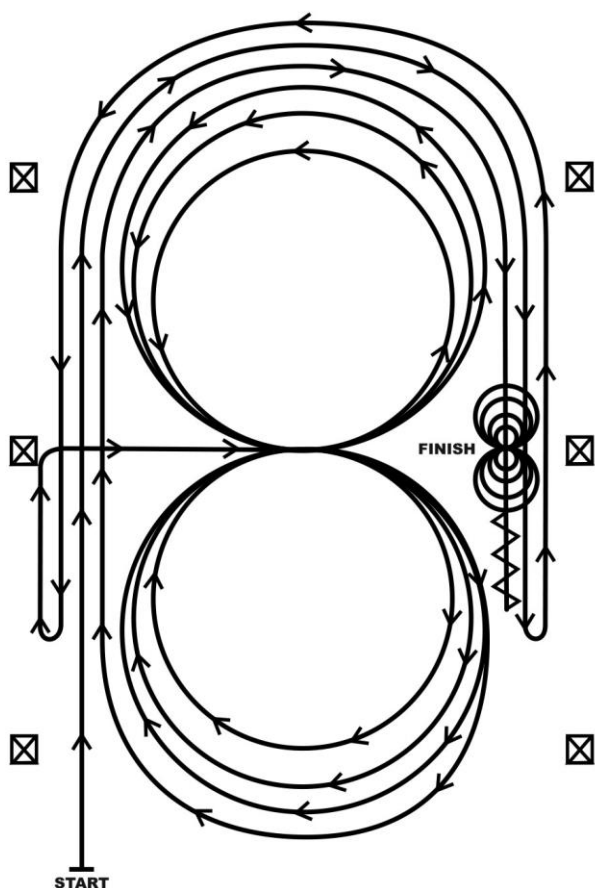
Pattern 11

Horses must jog to the center of the arena (see Judges Guide for maneuver description). 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 3



Pattern 3

1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.

2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.

3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.

4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.

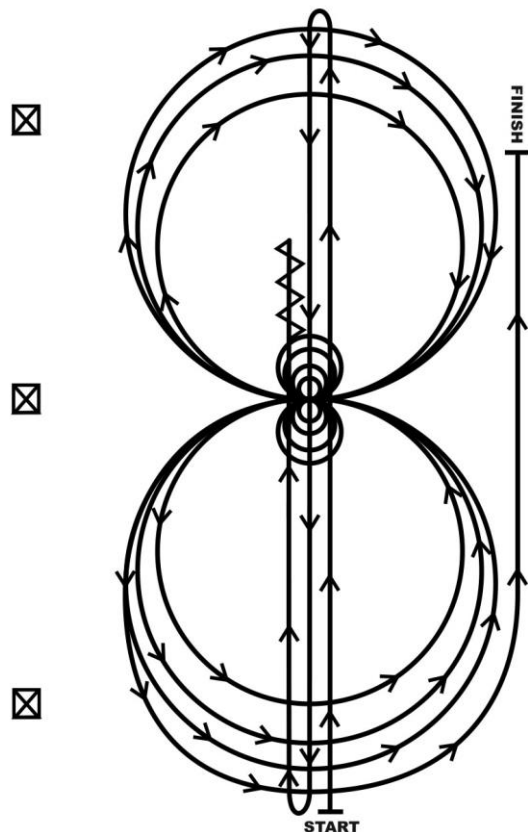
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.

6. Complete four spins to the right. Hesitate.

7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.



Pattern 1

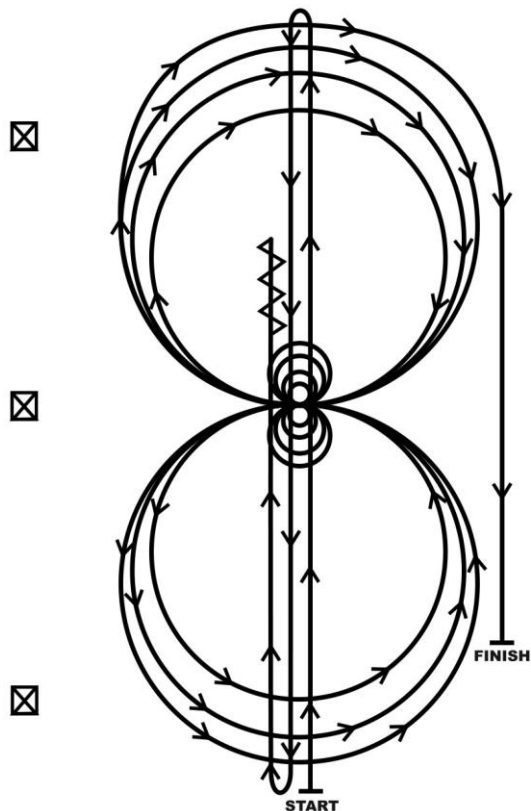


Pattern 1

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 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 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 circle to the left but do not close this circle. Run straight up the right 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.



Pattern 7

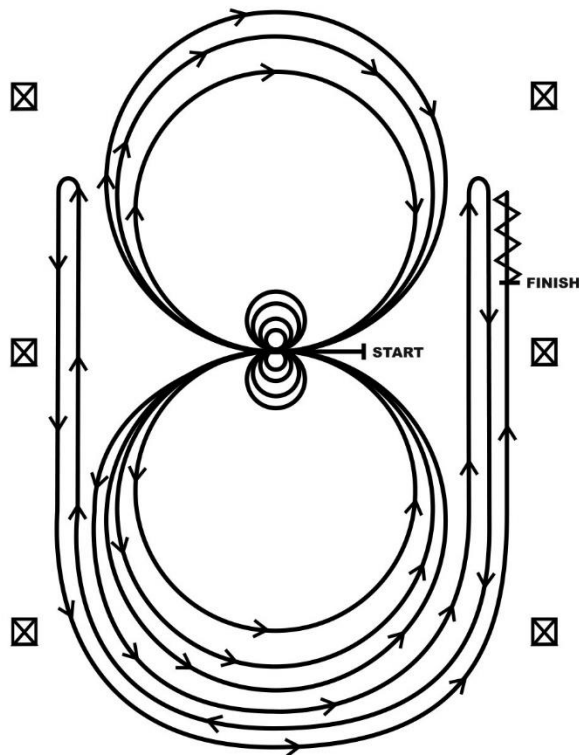


Pattern 7

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 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 fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large 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 completion of the pattern.



Pattern 6



Pattern 6

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

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