



Reining Australia Para Reining Policy & Rules

Policy-

Open to riders with physical disabilities. Riders must submit a Reining Australia Para Reining with Classification & Medical Form effective 1st May 2023.

Grade 1

Riders are typically wheelchair users with impairment in all four limbs, with core instability. The rider may be able to walk but only with assistance. Walk patterns are included in this grade. Compensating aids are allowed.

Grade 2

Riders are typically wheelchair users or walking frame with some varying levels of limb movement and core instability. The rider may be able to walk, but with limited balance and limb function. Jog patterns are included in this grade. Compensating aids are allowed.

Grade 3

Riders can walk with or without support but have minimal use of limbs with core stability. Modified lope patterns are included in this grade. Compensating aids are allowed.

Grade 4

Riders are impaired in one or two limbs (upper or lower) or vision/hearing impaired. Full lope patterns are included in this level. Compensating aids are allowed.

Grade 5

Riders with alternative disabilities that do not fall under the above Grades 1-4. Walk/Jog patterns are included in this grade. Compensating aids are allowed.

****Riders have the choice to grade themselves based on the above Grades 1 to 5 classification. Reining Australia shall retain the right to place a rider in an appropriate grade/level if deemed necessary.**

RA Show Rules-

(a) A rider may ride up to but no more than three horses per class. A horse may be shown a maximum of two (2) times in the same class under different Para-Reining riders.

(b) Helmets are OPTIONAL in RA Para Reining Classes. (Reining Australia endorses and encourages use of helmets, but helmet use will be left to discretion of Riders.

(c) Para-Reining classes may have added money.

(d) All Riders must be a RA member – Green Rider membership is acceptable

(e) Judge's fee cannot exceed the entry fee

(f) Show Management can retain-up to 50% percent of the entry fees.

(g) Riders are allowed to choose the size and speed of the circles when it is not specified in the pattern. Excessive speed will result in a manoeuvre deduction. Gaits may include a walk, job and/or lope. Show management is responsible for informing the Judge of the relaxed pattern prior to horses being shown.

(h) Riders are allowed to hold the saddle without penalty.

(i) Closed reins may be used and include but are not limited to Romal, roping, crossed, knotted, or taped reins.

(j) Riders are allowed to ride with one or two hands at any time during the class.

(k) Riders are allowed to use the general provisions included in the list below. Provisions outside of the list below will be decided at the discretion of show management.

- Specialty braces and/or belts
- Trainer/Handler/Commander present in the arena.
- Boot adaptations
- Rein hand holds.
- Rubber bands
- Saddle blocks
- Wedges and/or cushions
- Safety stirrups
- Seat savers
- Whips
- Communication Devices

(l) Exemption from dismounting during the post-check as long as an assistant is present with a halter and lead rope to aide in the post-check areas.

(m) Exhibitors may use any style bit. The judge stands as the final decision and may deem a bit inhumane and unfit for use in competition.

(n) Exhibitors cannot compete in Pro/Non-Pro/Green/Beginner/Freestyle/Youth or any other class and Para Reining classes at the same show. The exhibitor must make a choice for that show.

(o) A handler/assistant may be present with a halter & lead for all prizegiving/presentation ceremonies if deemed necessary by the para rider and or show management.

(p) Handler – One (1) handler per entry in the arena to facilitate the safety of the rider. The handler must be eighteen (18) years of age or over. A halter must be on the horse either over or under the bridle for use by the handler if needed. The handler must be appropriately attired and must have a suitable lead line in hand in case of need. Lead line cannot be fastened to the bit. Handlers will stand quietly as a group in a designated area of the arena unless their assistance is required and requested by the judge or steward.

(r) A companion horse may be present in the warmup arena during competition or be present in the pen during all prizegiving/presentation ceremonies if deemed necessary by the para rider and or show management.

(s) Exhibitors which use a speciality braced saddle may cease a pattern in order to be readjusted in the saddle and judges will cease scoring at this point. A Trainer/Handler or Commander is able to enter the arena to make adjustments to the saddle and the position of rider. A commencement of pattern and scoring by the judges will occur after any adjustment has been made. There is no limit on the number of adjustments in any set pattern.

(t) The exhibitor or their family does not have to own the horse.

(u) Only geldings or mares can be shown

(v) EA & FEI Classification Status:

A) A Rider is EA/FEI Classified, that Classification/ Grade will be honoured by RA.

B) All Riders who are not EA/FEI classified will be required to submit an RA Para Reining Classification & Medical Form effective 1st May 2023 in order to receive an RA Para Reining Classification and therefore compete from this date forward.

C) If they are EA/FEI Classified, they must adhere to the grade in which they are classified or will be allowed to ride one grade above.

D) If a rider is NOT EA/FEI classified, they may choose their grade. RA has provided a grading outline and retains the right to place a rider in an appropriate grade if deemed necessary for safety.

E) RA retains the right to defer to the organising show association Rules and Regulations at any time

Every RA approved show will offer a para class that will be concurrent of ALL graded levels.

*****EXAMPLE ONLY*****

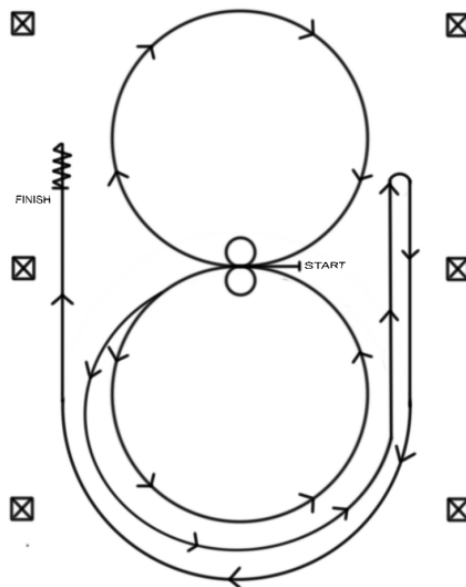
Class	Event	Pattern	Entry Fee	Judges Fee	Prize
PARA Reining					
G1	Grade 1	G1 Pattern	\$10.00	\$5.00	Ribbons/Prizes
G2	Grade 2	G2 Pattern	\$10.00	\$5.00	Ribbons/Prizes
G3	Grade 3	G3 Pattern	\$10.00	\$5.00	Ribbons/Prizes
G4	Grade 4	G4 Pattern	\$10.00	\$5.00	Ribbons/Prizes
G5	Grade 5	G5 Pattern	\$10.00	\$5.00	Ribbons/Prizes
** Buckle awarded to highest overall score **					

- 1. The winner/place getter of each grade will receive ribbon/prize set aside for that class.**
- 2. The para rider of the show who achieves the highest score OVER ALL GRADES will receive the buckle. (State & National Show level)**
- 3. A perpetual trophy will be awarded at the end of each year, to the para rider who achieves the highest aggregate score.**
- 4. No qualifier event is required in order for Para Reiners to compete at Nationals.**

GRADE 1 PATTERN 1

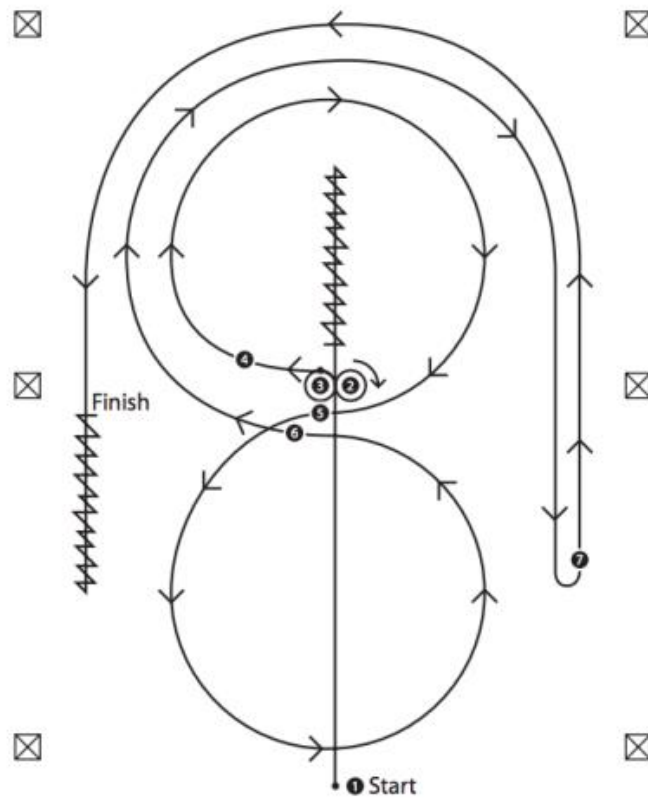
Horses must walk to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning to the left, complete one circle at the walk. Stop at center of the arena. Hesitate.
2. Complete one spin to the left. Hesitate.
3. Beginning to the right, complete one circle at the walk. Stop at center of the arena. Hesitate.
4. Complete one spin to the right. Hesitate.
5. Beginning to the left, go around the end of the arena at the walk and continue down the right side of the arena past the center marker and execute a square stop. Either rollback to the right or walk a small tight half circle to the right.
6. Continue around the end of the arena and walk down the left side of the arena past the center marker, stop and back up.



Grade 1 Pattern 2

1. Walk at will past center of the arena, stop and back up to the center.
2. Complete one spin to the right. Hesitate.
3. Complete one and one quarter spin to the left. Hesitate.
4. Beginning to the right complete one circle at the walk. Stop at the center of the arena. Hesitate.
5. Beginning to the left complete one circle at the walk. Stop at the center of the arena. Hesitate.
6. Beginning to the right, go around the end of the arena at the walk and continue down the right side past the center marker. Stop and either rollback to the left or walk a small tight half circle to the left.
7. Continue around the end of the arena, and walk down the left side past the center marker. Stop and back up.

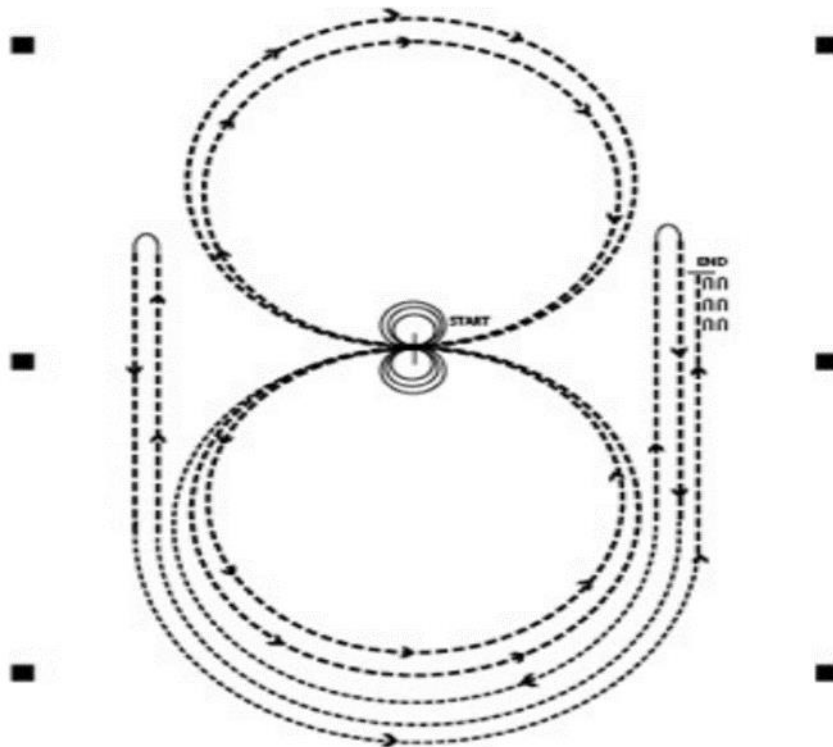


Grade 2- Pattern 1

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 to the left, complete two circles at the jog, the first small and slow, the second large and fast. Stop at the center of the arena, hesitate.
2. Complete three spins to the left. Hesitate.
3. Beginning to the right, complete two circles at the jog, the first small and slow, the second large and fast. Stop at the center of the arena, hesitate.
4. Complete three spins to the right. Hesitate.
5. Beginning to the left, jog a circle and go outside the end marker but do not close this circle. Jog or Lope down the right side of the arena, past the center marker (Gait- Jog or Lope- Must be established by the first cone) and do a right rollback at least twenty feet (6 meters) from the wall or fence. No hesitation. Jog off.
6. Continue the jog around the end of the arena on the previous circle, but do not close this circle. Jog or Lope down the left side of the arena, past the center marker (Gait- Jog or Lope- Must be established by the first cone) and do a left rollback at least twenty feet (6 meters) from the wall or fence. No hesitation. Jog off.
7. Continue the jog around the end of the arena on the previous circle, but do not close this circle. Jog or Lope down the right side of the arena, past the center marker (Gait- Jog or Lope- Must be established by the first cone). Stop and back up. Hesitate to show completion of the pattern.

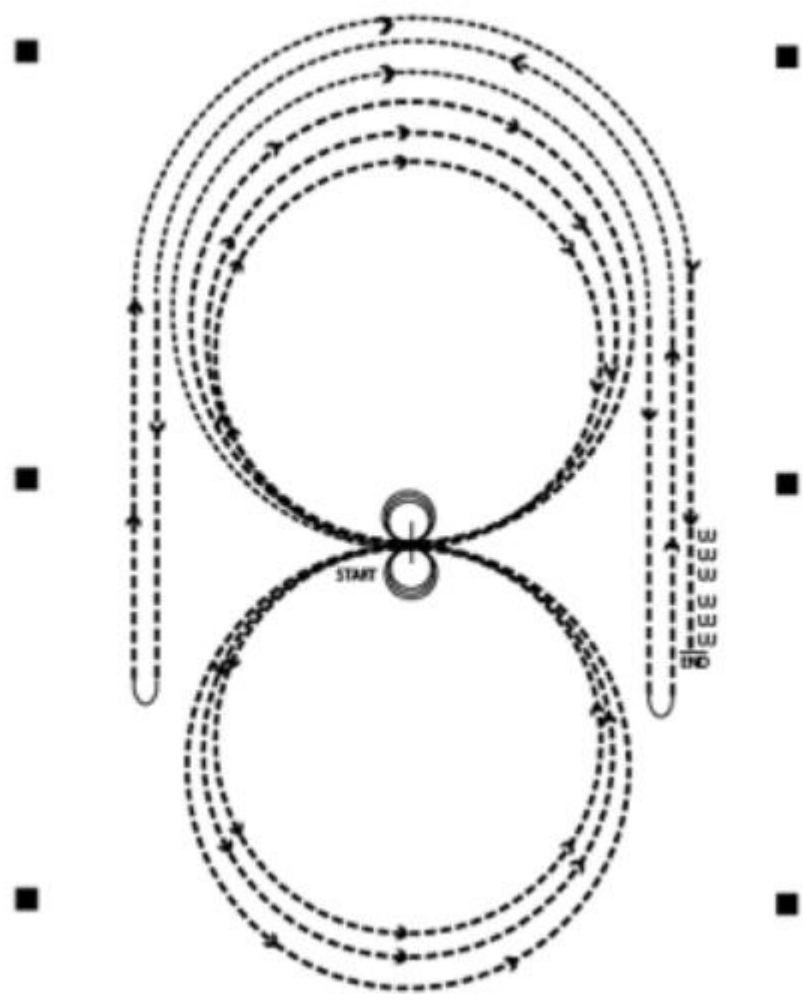
Grade 2- Pattern 1



GRADE 2 PATTERN 2

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

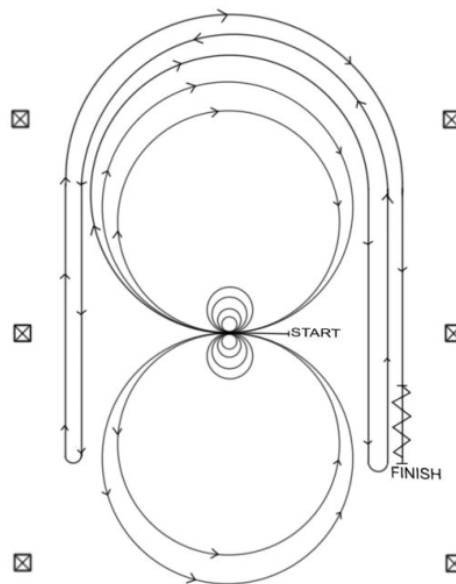
1. Complete three spins to the left. Hesitate.
2. Complete three spins to the right. Hesitate.
3. Beginning to the right, complete three circles at the jog. The first circle large and fast, the second circle small slow, the third circle large and fast.
4. Complete three circles to the left at the jog. The first circle large fast, the second circle small and slow, the third circle large and fast.
5. Beginning to the right, jog around the previous circle past the end markers and do not close the circle. Jog or lope straight down the right side of the arena past the center marker. (Gait – jog or lope - must be established by the first cone) and rollback left- no hesitation. Jog off.
6. Continue at the jog around the previous circle and do not close the circle. Jog or lope straight down the left side of the arena past the center marker. (Gait – jog or lope - must be established by the first cone) and rollback to the right- no hesitation. Jog off.
7. Continue at the jog around the previous circle and do not close the circle. Jog or lope down the right side of the arena past the center marker. (Gait – jog or lope - must be established by the first cone) Stop and back up to center or at least ten feet. Hesitate to demonstrate the end of the pattern.



GRADE 3 PATTERN 1

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.

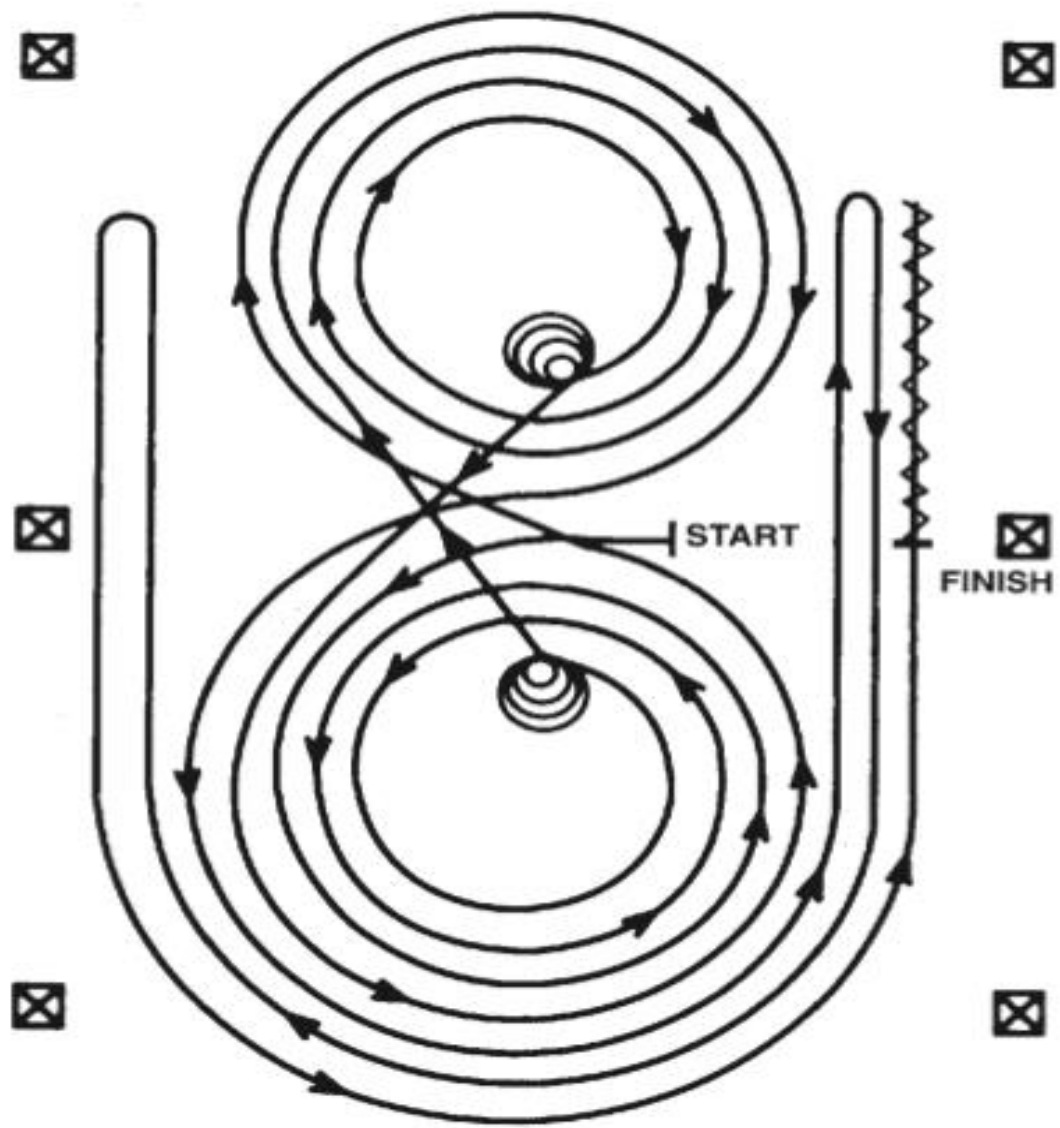
- 1) Beginning on the right lead, complete two circles to the right: The first circle large and fast; the second circle small and slow. Stop at the center of the arena. Hesitate.
- 2) Complete four spins to the right. Hesitate.
- 3) Beginning on the left lead, complete two circles to the left: The first circle large and fast; the second circle small and slow. Stop at the center of the arena. Hesitate.
- 4) Complete four spins to the left. Hesitate.
- 5) 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 left rollback at least twenty feet (6 meters) from the wall or fence-----No hesitation.
- 6) Continue back around previous circle, but do not close this circle. Run straight down the left side of the arena (past the center marker) and do a right rollback at least twenty feet (6 meters) from the wall or fence-----No hesitation.
- 7) Continue back around previous circle, 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 (6 meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to show completion of pattern.



Grade 4 Pattern 1

Horses may walk or jog to the centre of arena. Horses must walk or stop prior to starting pattern. Beginning at the centre 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 centre 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 centre 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 centre of the arena, run a large fast circle to the right, and change leads at the centre of the arena. (Figure of 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 centre 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 centre 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 centre 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.



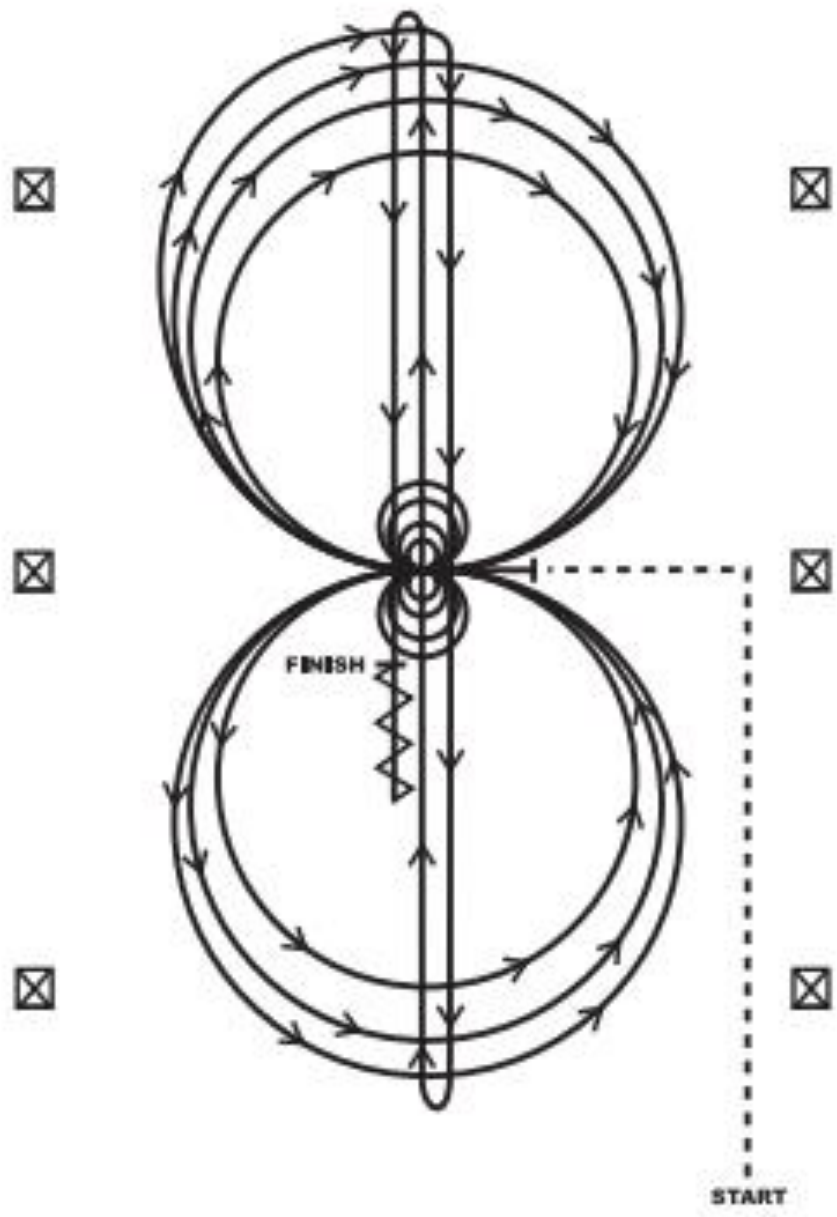
Grade 4 Pattern 2

Horses must jog to the centre of the arena.

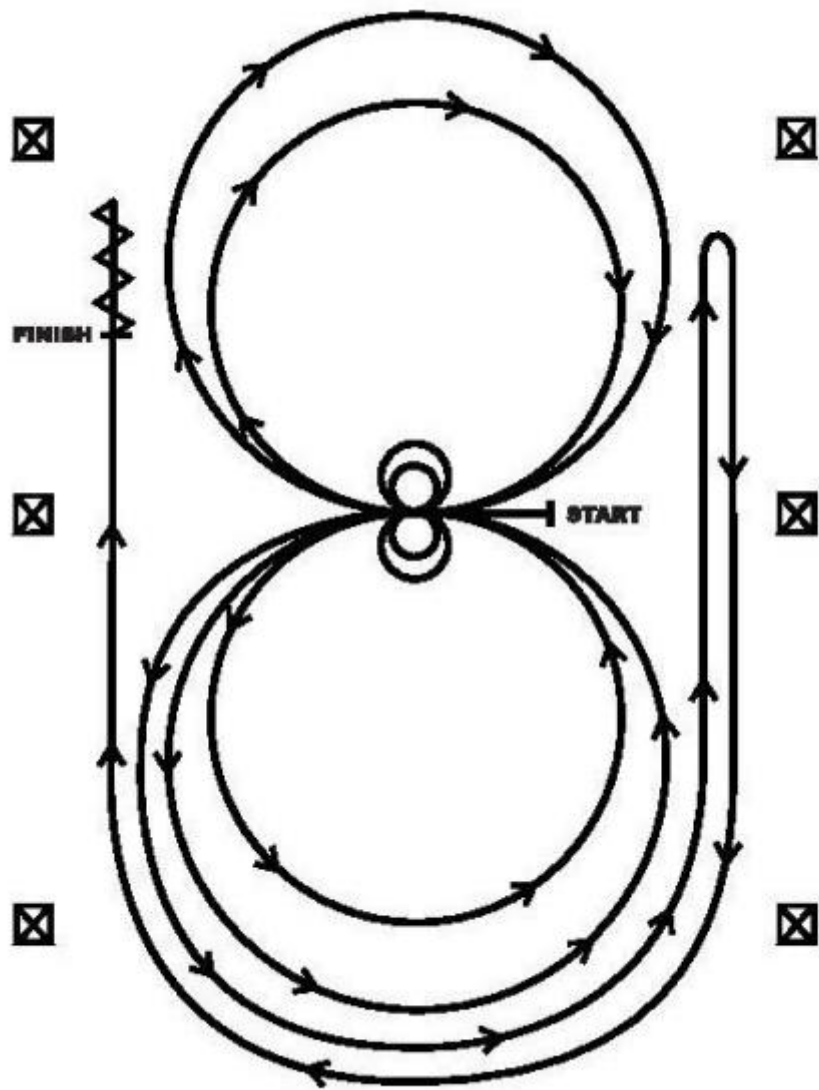
Horses must walk or stop prior to starting the pattern.

Beginning at the centre of the arena facing the left wall or fence.

1. 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 centre 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 centre of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the centre 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 centre marker and do a sliding stop. Back up to the centre of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.



Grade 5 Pattern A



Grade 5 Pattern A

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

1. Beginning on the left lead, complete two circles to the left.

Stop at the centre of the arena. Hesitate.

2. Complete two spins to the left. Hesitate.

3. Beginning on the right lead, complete two circles to the right.

Stop at the centre of the arena. Hesitate.

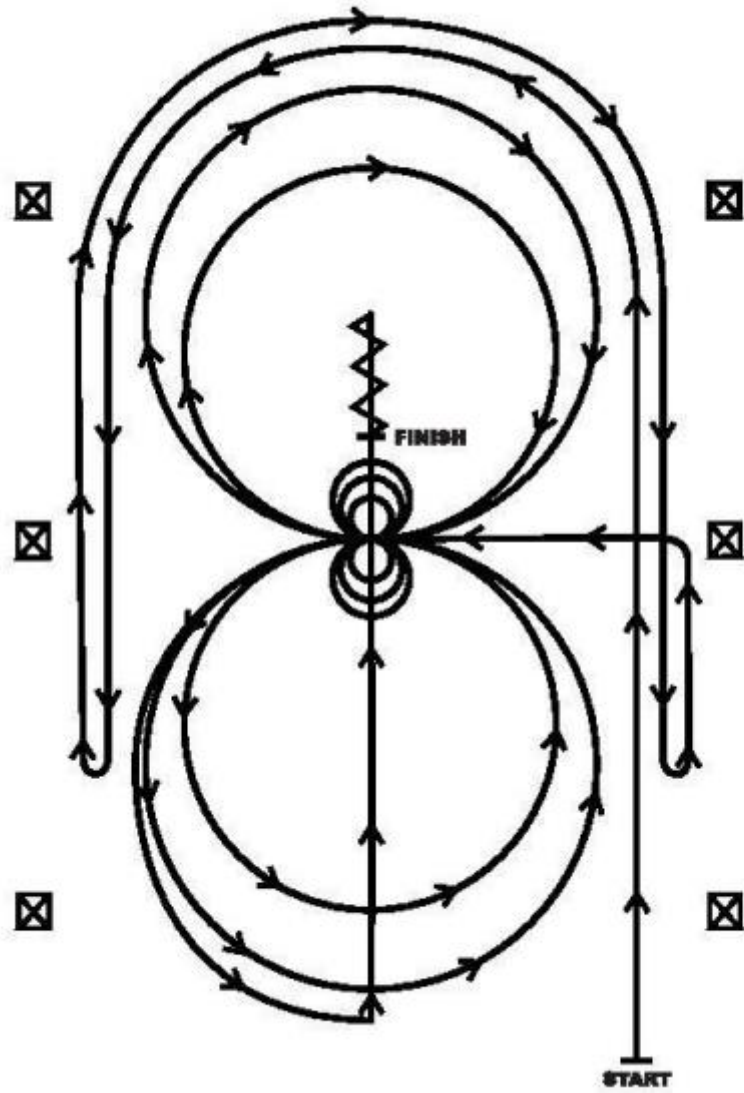
4. Complete two spins to the right. Hesitate.

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

6. Continue around the end of the arena to run down the left side of the arena past the centre marker. Stop. Back up.

Hesitate to demonstrate completion of the pattern.

Grade 5 Pattern B



Grade 5 Pattern B

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

WPR JUDGES SCORE CARD

Judge _____

Event _____ Date _____ Class _____

MANEUVER SCORES: -1 1/2 Extremely Poor -1 Very Poor -1/2 Poor 0 Correct +1/2 Good +1 Very Good +1 1/2 Excellent

DRAW	EXH#		1	2	3	4	5	6	7	8	PENALTY TOTAL	SCORE
		MANEUVER										
Grade	Pattern	PENALTY									↓	
		SCORE										
Comment:												

DRAW	EXH#		1	2	3	4	5	6	7	8	PENALTY TOTAL	SCORE
		MANEUVER										
Grade	Pattern	PENALTY									↓	
		SCORE										
Comment:												

DRAW	EXH#		1	2	3	4	5	6	7	8	PENALTY TOTAL	SCORE
		MANEUVER										
Grade	Pattern	PENALTY									↓	
		SCORE										
Comment:												

DRAW	EXH#		1	2	3	4	5	6	7	8	PENALTY TOTAL	SCORE
		MANEUVER										
Grade	Pattern	PENALTY									↓	
		SCORE										
Comment:												

DRAW	EXH#		1	2	3	4	5	6	7	8	PENALTY TOTAL	SCORE
		MANEUVER										
Grade	Pattern	PENALTY									↓	
		SCORE										
Comment:												

Judge's Signature _____