

Reining Australia Para Reining Patterns

**Visual Impairment*

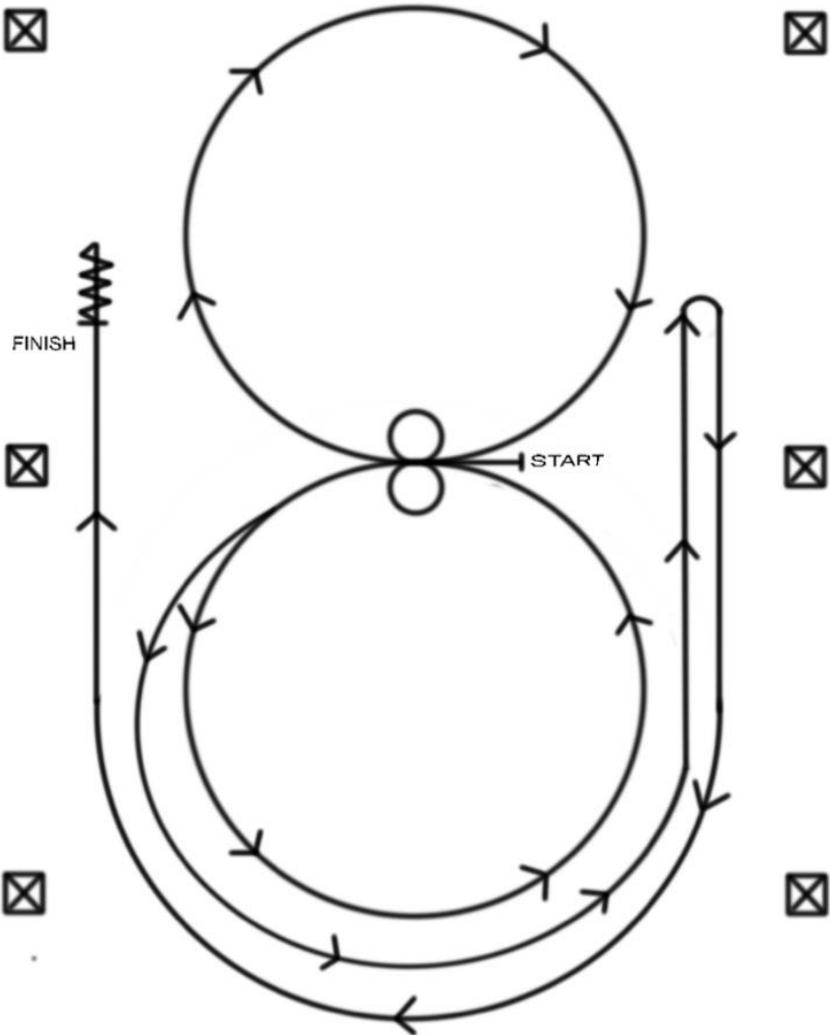
Visual impairment with a disability will be graded according to the physical impairment. Visual impairment with no other disability will be classified as Grade 3 or 4, according to their needs.

Grade 1 Pattern 1

Horses must walk 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 to the left, complete one (1) circle at the walk. Stop at the centre of the arena. Hesitate.
2. Complete one (1) spin to the left. Hesitate.
3. Complete one (1) spin to the right. Hesitate.
4. 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 centre marker and execute a square stop. Either roll back to the right or walk a small tight half circle to the right.
5. Continue around the end of the arena and walk down the left side of the arena past the centre marker, stop and back up. Hesitate to show completion of the pattern.

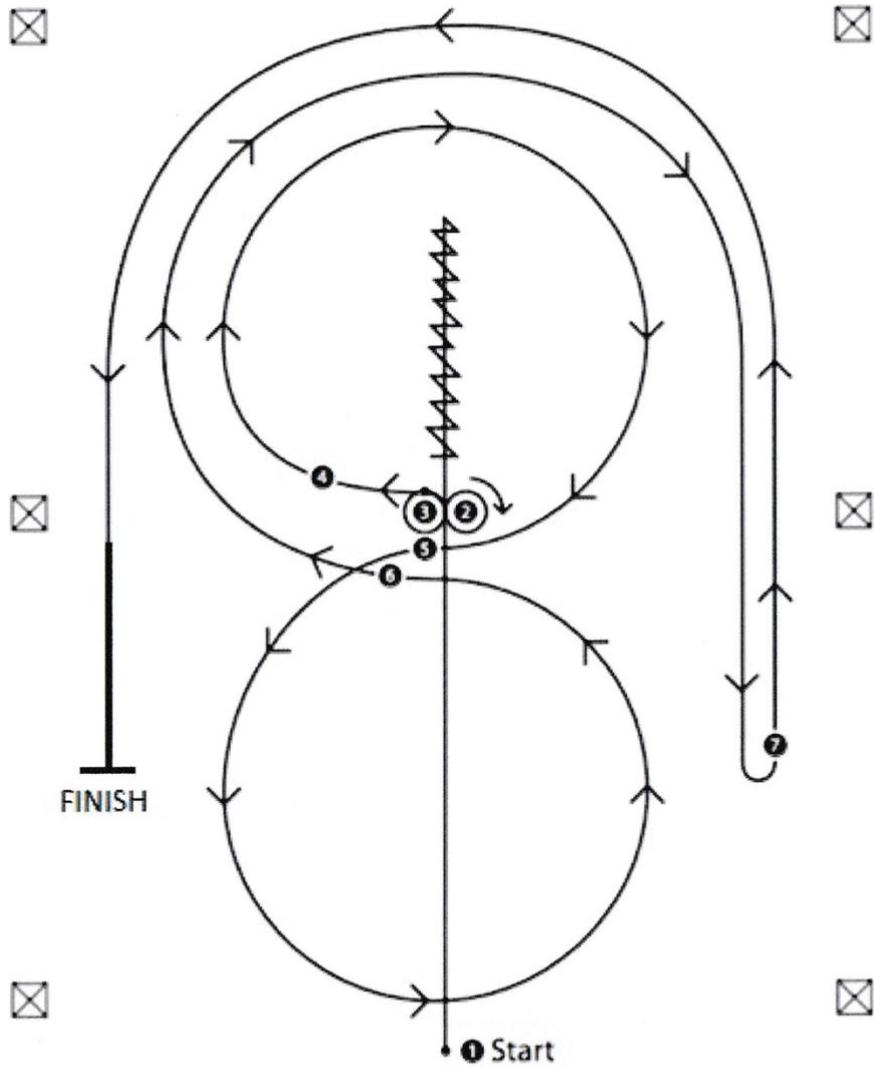
Grade 1 Pattern 1



Grade 1 Pattern 2

1. Walk at will past centre of the arena, stop and back up to the centre.
2. Complete one (1) spin to the right. Hesitate.
3. Complete one (1) and 1/4 spin to the left. Hesitate.
4. Beginning to the right complete one (1) circle at the walk. Stop at the centre of the arena. Hesitate.
5. Beginning to the left complete one (1) circle at the walk. Stop at the centre 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 centre marker. Stop and either roll back 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 centre marker, Stop. Hesitate to show completion of the pattern.

Grade 1 Pattern 2

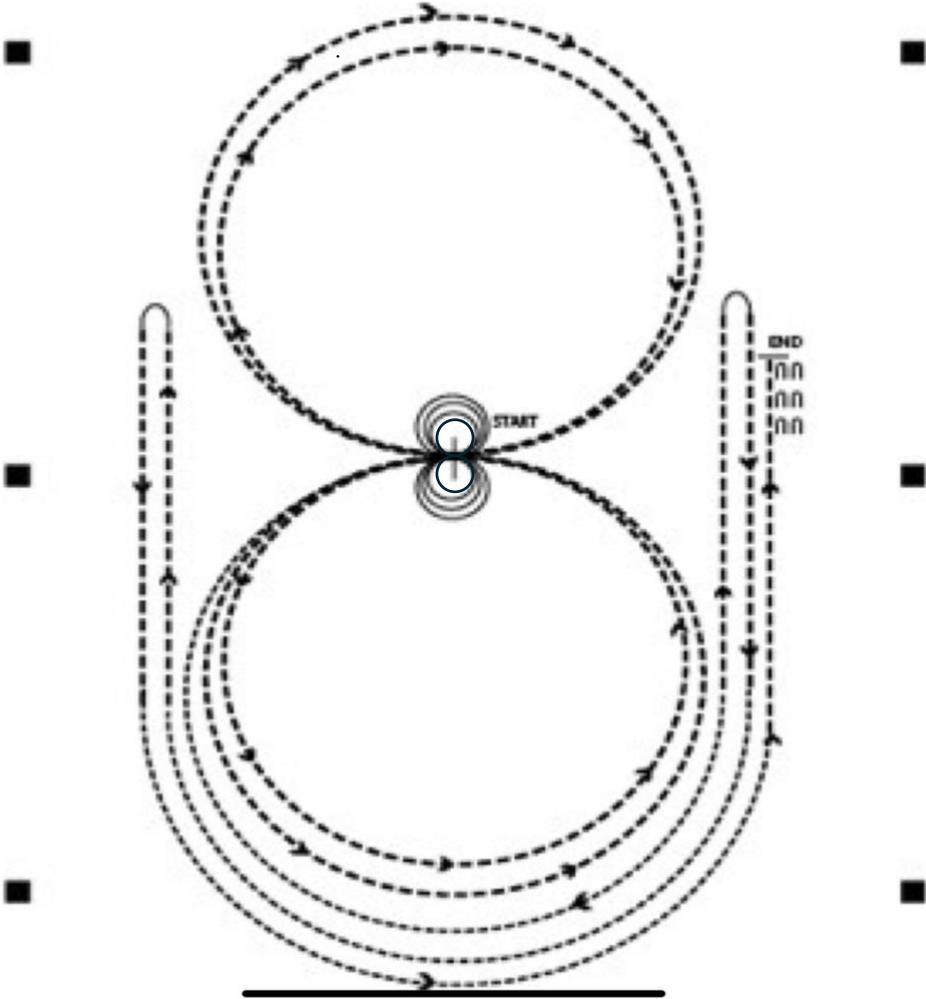


Grade 2 Pattern 1

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 to the left, complete two (2) circles at the jog, the first small and slow, the second large and fast. Stop at the centre of the arena, hesitate.
2. Complete four (4) spins to the left. Hesitate.
3. Beginning to the right, complete two (2) circles at the jog, the first small and slow, the second large and fast. Stop at the centre of the arena. Hesitate.
4. Complete four (4) 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 centre marker (gait of jog or lope must be established by the first cone) and do a right rollback. No hesitation. Jog off.
6. Continue to jog around the end of the arena on the previous circle but do not close the circle. Jog or lope down the left side of the arena past the centre marker (gait of jog or lope must be established by the first cone) and do a left rollback. No hesitation. Jog off.
7. Continue the jog around the end of the arena on the previous circle, but do not close the circle. Jog or lope down the right side of the arena past the centre marker (gait of 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

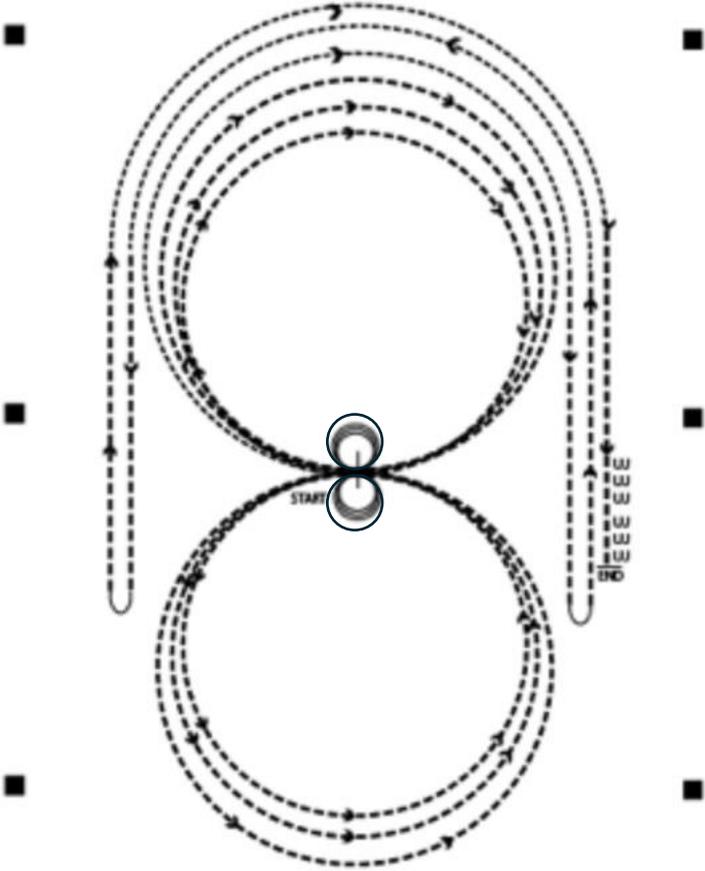


Grade 2 Pattern 2

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

1. Complete four (4) spins to the left. Hesitate.
2. Complete four (4) spins to the right. Hesitate.
3. Beginning to the right, complete three (3) circles at the jog. The first circle large and fast the second circle small and slow, the third circle large and fast.
4. Complete three (3) circles to the left at the jog. The first circle large and 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 but do not close this circle. Jog or lope straight down the right side of the arena past the centre marker (gait of jog or lope must be established by the first cone) and do a left rollback. No hesitation. Jog off.
6. Continue at the jog around the previous circle but do not close this circle. Jog or lope straight down the left side of the arena pass the centre marker (jog or lope must be established by the first cone) and do a right rollback. No hesitation. Jog off.
7. Continue at the jog around the previous circle but do not close this circle. Jog or lope straight down the left side of the arena past the centre marker (gait of jog or lope must be established by the first cone). Stop and back up to centre or at least 10 feet (3 metres). Hesitate to demonstrate the end of the pattern.

Grade 2 Pattern 2

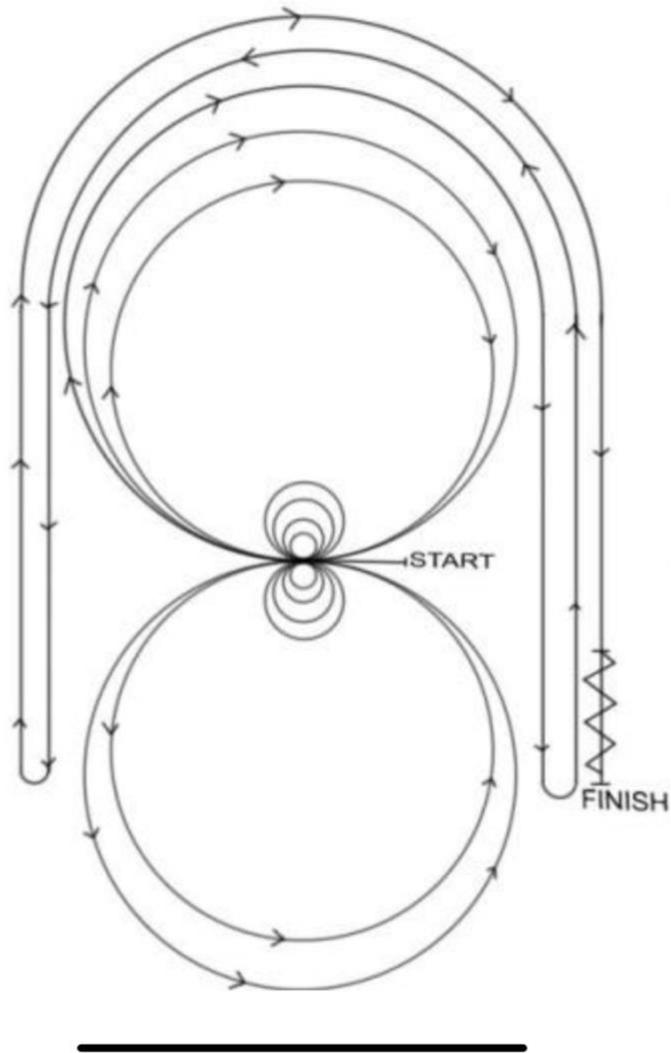


Grade 3 Pattern 1

Horses may walk or jog to the centre of 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 right lead, complete two (2) circles to the right the first circle large and fast the second circle small and slow. Stop at the centre of the arena. Hesitate.
2. Complete four (4) spins to the right. Hesitate.
3. Beginning on the left lead, complete two (2) circles to the left. The first circle large and fast the second circle small and slow. Stop at the centre of the arena. Hesitate.
4. Complete four (4) 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 centre marker) and do a left rollback. No hesitation.
6. Continue back around previous circle, but do not close the circle. Run straight down the left side of the arena (past the centre marker) and do a right rollback. 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 centre marker) and do a sliding stop. Back up at least 10 feet (3 metres). Hesitate to show completion of pattern.

Grade 3 Pattern 1

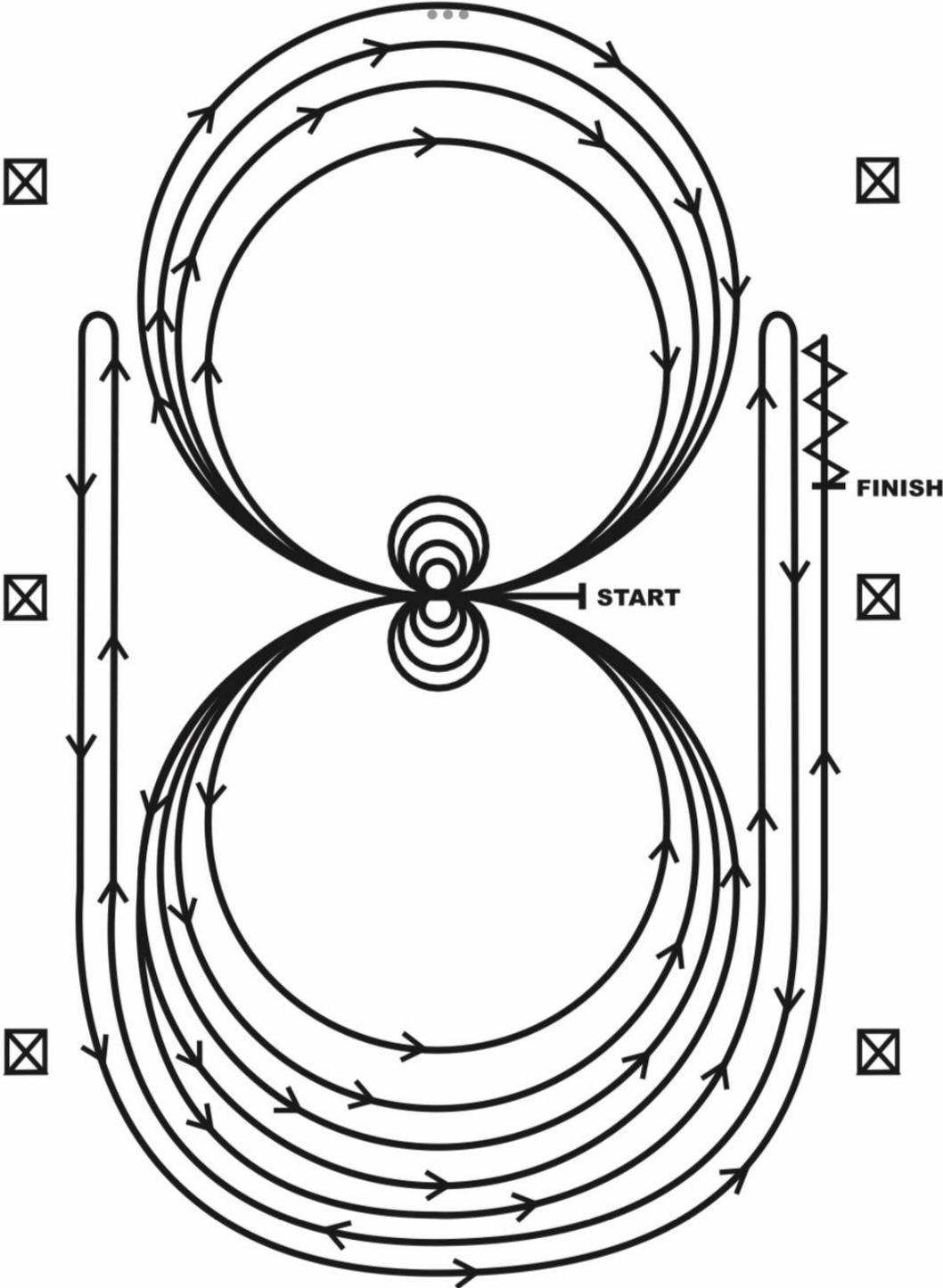


Grade 4 Pattern 1

Horses may walk or jog to the centre of the arena. Horses must walk. 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 (3) 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 (4) spins to the left. Hesitate.
3. Beginning on the right lead, complete three (3) 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 (4) 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, 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, 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. Back up at least 10 feet (3 metres). Hesitate to demonstrate completion of the pattern.

Grade 4 Pattern 1

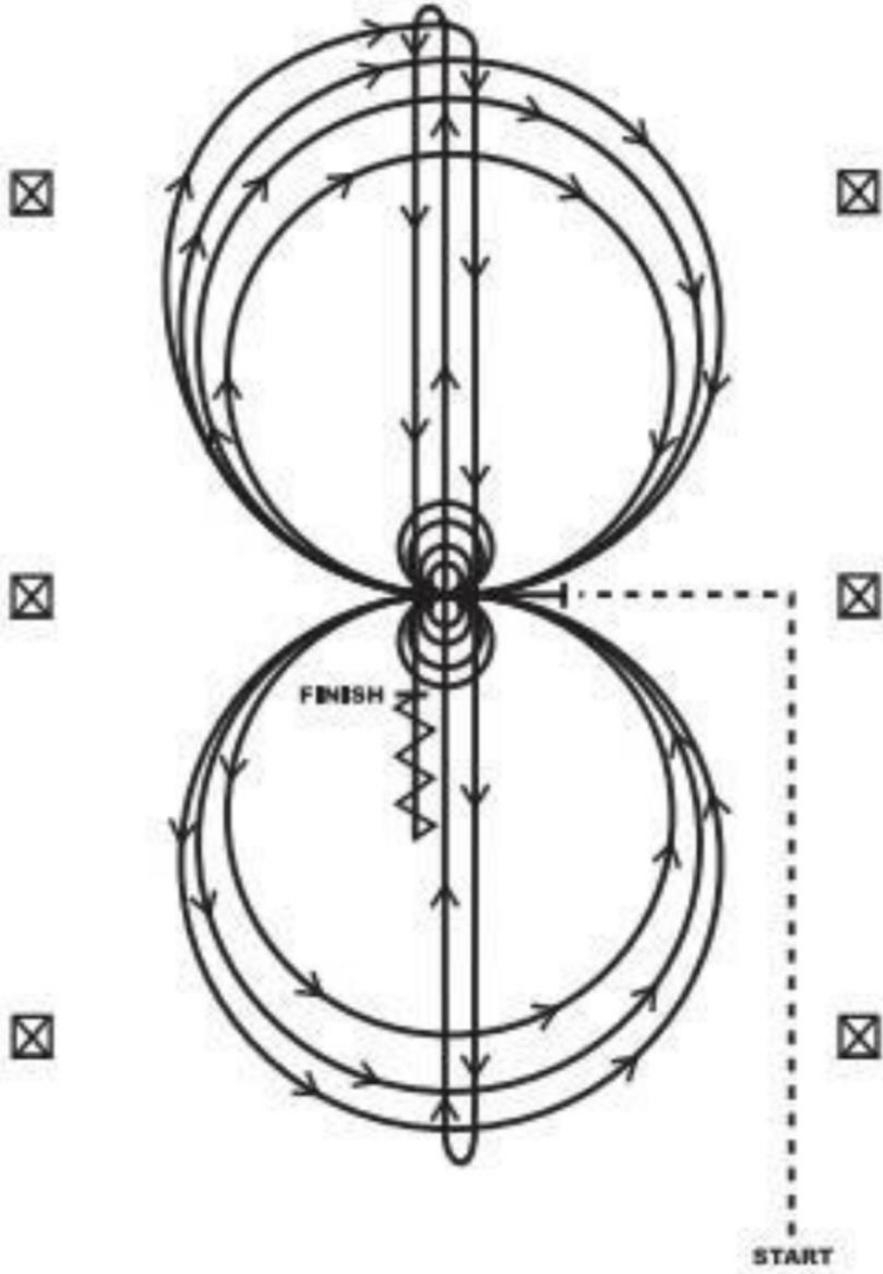


Grade 4 Pattern 2

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 (4) spins to the left. Hesitate.
2. Complete four (4) spins to the right. Hesitate.
3. Beginning on the right lead complete three (3) 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 (3) 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 passed 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 for at least 10 feet (3 metres). Hesitate to demonstrate completion of the pattern.

Grade 4 Pattern 2

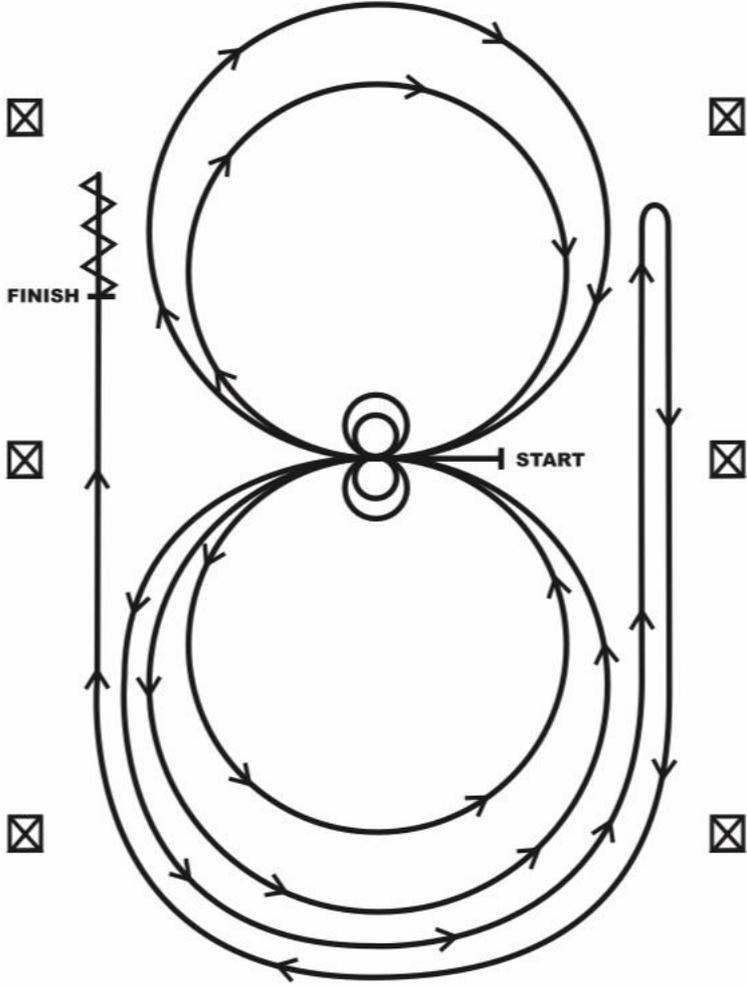


Grade 5 Pattern A

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 (2) circles to the left. Stop at the centre of the arena. Hesitate.
2. Complete two (2) spins to the left. Hesitate.
3. Beginning on the right lead, complete two (2) circles to the right. Stop at the centre of the arena. Hesitate.
4. Complete two (2) 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 A



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 marker 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 (2) circles to the left, one large and fast and one small and slow. Stop at centre of arena.
4. Complete four (4) spins to the left. Hesitate.
5. Complete two (2) circles to the right, one large and fast and one small and slow. Stop at centre of Arena.
6. Complete four (4) spins to the right. Hesitate.
7. Begin large circle to the left, do not close this circle. Continue up the centre of the arena past the centre marker and do a sliding stop.
8. Back up at least 10 feet (3 metres). Hesitate to demonstrate completion of pattern.

Grade 5 Pattern B

