

Reining Australia Supplementary Classes for Affiliate Shows

Reining Australia is introducing a new policy with additional classes for availability for its affiliates, incorporating various elements such as different reining manoeuvre patterns, Ranch Riding with or without poles, and the Dry Work Phase of Challenge based on reining principles. Additionally, some classes within the challenge may involve the cracking of a whip whilst mounted on a horse. It is recommended that a judge qualified/experienced in judging Dry Work Challenge be used to judge these classes. Clinics under Reining Australia approval may also include aspects of mechanical cow, ranch riding, and the dry phase of challenge. Please refer to the Guidelines, rules, regulations annexures to this policy.

- Ranch Riding
- Mechanical Cow
- Dry Phase of Challenge
- Reined Cow Horse

To ensure the safety of participants, staff, and spectators, the policy emphasizes risk management with specific guidelines:

1. Committees are responsible for assessing venues and minimizing potential risks.
2. Buildings, yards, and structures must be inspected.
3. Designated areas must be clearly signed.
4. Horses are not allowed in areas reserved for the public.
5. The public should be directed to keep clear of horse yards and areas.
6. Warning signs should be in place if the public has access to horse areas.
7. Whip cracking should be minimized, and designated areas should be established.
8. Mechanical cow apparatus must be set up and inspected by a knowledgeable person.
9. Risk Assessment Checklist to be revised just prior to competition.

Reining Australia Affiliate Committee organisers (along with approvals for show and clinics) must complete a Reining Australia Risk Management Checklist (See Affinity Checklist) and submit it with show or clinic approvals. This will be required 30 days prior to show or clinic.

This policy aims to encourage riders to participate in the sport based on reining principles while prioritizing the safety and well-being of everyone involved. It is designed to enhance the experience for participants in Reining Australia events. It also provides a framework for managing potential risks associated with the additional elements introduced in the classes and clinics.

Annexures

- 1. Dry Phase of Challenge Work**
- 2. Ranch Riding Classes**
- 3. Mechanical Cow**
- 4. Reined Cow Horse.**

RULES AND REGULATIONS

DRY WORK PHASE OF CHALLENGE

Horses shall work individually. The competitor is to acknowledge the judge and judging begins the moment the judge indicates to the competitor to commence. There will be no schooling from the time the horse enters the arena.

A dry work pattern may consist of the following variation of gaits: such as walk, trot, canter, fast canter and/or gallop, lead changes (simple or flying), at least one spin each way, one roll back each way, back up, stops, circles **and whip cracking**.

The best dry work horse shall be willingly guided and controlled with little or no resistance. Points will be awarded for precision and accuracy. Points will be deducted for lack of precision, discipline, and quality of movements. Penalties will occur for incorrect manoeuvres. All deviations from the exact pattern must be considered a loss of control and marked down accordingly. Credit shall be given for the smoothness, finesse, attitude, speed control and precision of various manoeuvres. A manoeuvre which is performed accurately at the average requested pace should be scored above a competitor who is performing inaccurately but at a fast pace.

- Score is from 0 – 10 for each manoeuvre.
- Half points may be used.
- The dry work pattern is divided into sets of manoeuvres.
- In the event of a major interference the judge may award a restart at their discretion.
- It is the judge's responsibility to evaluate these manoeuvre groups individually and rate each manoeuvre group according to the scoring scale.

CREDIT WILL BE GIVEN FOR:

- a) Precision of pattern
- b) Accuracy of manoeuvre
- c) A horse that is willingly guided
- d) A high degree of difficulty
- e) Smoothness & presentation

JUDGES WILL LOOK FOR:

- a) Walk: a horse that shows the ability to extend itself at a walk with calmness and control.
- b) Trot: a horse that can extend itself with a degree of collection as a two-beat gait. When trotting on a circle or turn the rider must be on the correct diagonal.
- c) Canter: to be free going and calm, exhibiting a degree of collection as a three-beat gait.
- d) Gallop: a horse that can show speed with calmness and control
- e) Credit will be given to a quality canter departure from the halt. Penalties apply for more than two trot strides in the canter transition.

SCORING SCALE

Dry Work	Manoeuvre Score Definition
10	Excellent Representation of Manoeuvre
9	Very Good Quality
8	Good Quality - Showing Some Discipline
7	Sufficient - Showing some Quality
6	Executed - low quality
5	Executed - needs improvement
4	Attempted - Insufficient execution
3	Lack of discipline during manoeuvre
2	Poor attempt
1	Undesirable attempt
0	Not executed

EACH PATTERN MANOEUVRE must be scored out of 10 for consistency of judging
MANOEUVRE PENALTIES are to be applied as faults are presented.

20 POINT PENALTY

- a) A pattern deviation is defined as a failure to execute a manoeuvre as described in the pattern. Deviation to the pattern will result in a 0 manoeuvre score and – 20 point deduction for that manoeuvre only. Directly amending the deviation to return to the correct position for the next manoeuvre will not incur a disqualification. More than one deviation will result in a 0 score for the entire pattern.
- b) Should a competitor ride one-handed they will receive a 0 manoeuvre score and – 20 point deduction for that manoeuvre only. Two manoeuvres ridden one-handed will incur a 0 score for the pattern.

5 POINT DEDUCTIONS PENALTY:

- a) Incorrect equipment or attire
- b) Loss of control of whip
- c) Blatant kicking up during a lead change or rollback
- d) Performing a simple change where a flying change is prescribed or vice versa.
- e) Lockup or refusal in roll back or spins

2 POINT DEDUCTIONS:

- a) Trotting on incorrect diagonal
- b) Over or under spin $\frac{1}{4}$ of a turn
- c) Rollback less than 3m from arena fence
- d) Stopping less than 4m from end wall

1 POINT PENALTY:

- a) Incorrect lead/disunited each $\frac{1}{4}$ circle
- b) Break of gait
- c) Scotching or anticipating a stop
- d) Trotting more than 2 strides on a lead departure or roll back and for each $\frac{1}{4}$ circle the horse remains at a trot.

$\frac{1}{2}$ POINT PENALTY

- a) Not changing leads simultaneously
- b) Over or under spin $\frac{1}{8}$ of a turn

PENALTIES AT JUDGES DISCRETION:

- a) Excessively slow canter resulting in a 4 beat gait
- b) Excessively fast gallop which appears to be detrimental to the horses welfare and detracts from the smoothness of the pattern.

CIRCLES

Circles are a controlled manoeuvre in the designated area of the arena. The competitor exhibiting flowing, controlled circles on a horse willingly guided and executes smooth transitions. Right and left circles shall touch a common centre line in the middle of the designated area. Circles shall start and finish on the correct lead. The speed and size of the right circles should be exactly the same as the speed and size of the left circles. The horse's gait should appear to be even and fluent, without heavy rider contact and exaggerated commands. Circles shall be ridden far enough from the arena wall that it does not affect the circles. The horse should track true and maintain its balance on the circle. A clear definition of fast and slow circles is required.

LEAD CHANGES

- a) Simple Change: when rider changes leads by performing a downward transition to a walk or trot before changing to the opposite lead in the canter.
- b) Flying Change: is performed by a horse in which it changes leads at the canter while in the air between two strides. The flying change must be executed with no change of speed or gait. The horse shall change leads at the exact location dictated in the pattern description and shall change in one stride. A horse shall be considered out of lead if both front and rear leads are not changed in the same stride.

RUN-DOWNS

Run lengthwise through the arena. They shall be made as described in the given pattern, unless the judge indicated otherwise. The horse shall demonstrate a relaxed fluid attitude for the direction of the manoeuvre. The horse shall use controlled speed consistent with the size of the arena and the conditions of the ground. The horse shall travel in a straight line with minimal contact from the rider. Straight, controlled rundowns with square, smooth stops, maintaining suppleness are desirable.

STOPS

Shall be in a straight line with the direction of travel. The horse shall have its hocks well under it during the entire stop, maintaining a natural head position and displaying obedience to a light rein. Stop must be executed at a minimum of 4 metres from end wall.

HALTS

The cessation of forward movement. All four feet are stationary before progressing on to the next manoeuvre.

SPINS

Spins are a 360 Degree movement that shall be smooth and fluent. The location of the inside hind leg shall be fixed for the direction of the spin. As the spin is a forward movement, the outside front leg shall step across in front of the inside front leg. The horse shall stop the spin exactly as dictated by the pattern description. The right and left spins shall have the same speed and balance.

BACK-UP

The horse being caused to move in a reverse motion in a straight line for a required distance. The horse shall begin the back-up in a controlled and willing manner and shall continue to back-up without hesitation until directed to stop by the rider.

HESITATE

Hesitation is only long enough to show the completion of one manoeuvre before the next one starts. There shall be slight hesitation to indicate each manoeuvre, not disrupting continuity

ROLLBACKS

A manoeuvre that combines a stop, turn over the hindquarters and exit in one fluent motion. The rollback must be executed with no more than slight hesitation after the stop and the horse shall not step ahead or back-up prior to the turn. The horse shall be in position to canter off in a straight line when exiting a rollback insuring the correct lead without raising its head or showing resistance. Rollbacks should be executed a minimum of 3 metres from the wall.

COLLECTION

Collection implies that a horse will carry itself in frame by engaging its back and hindquarters and whilst maintaining a lightness and mobility of the forehand with only light contact through the bit. This is achieved by the use of the seat, legs and containing hands.

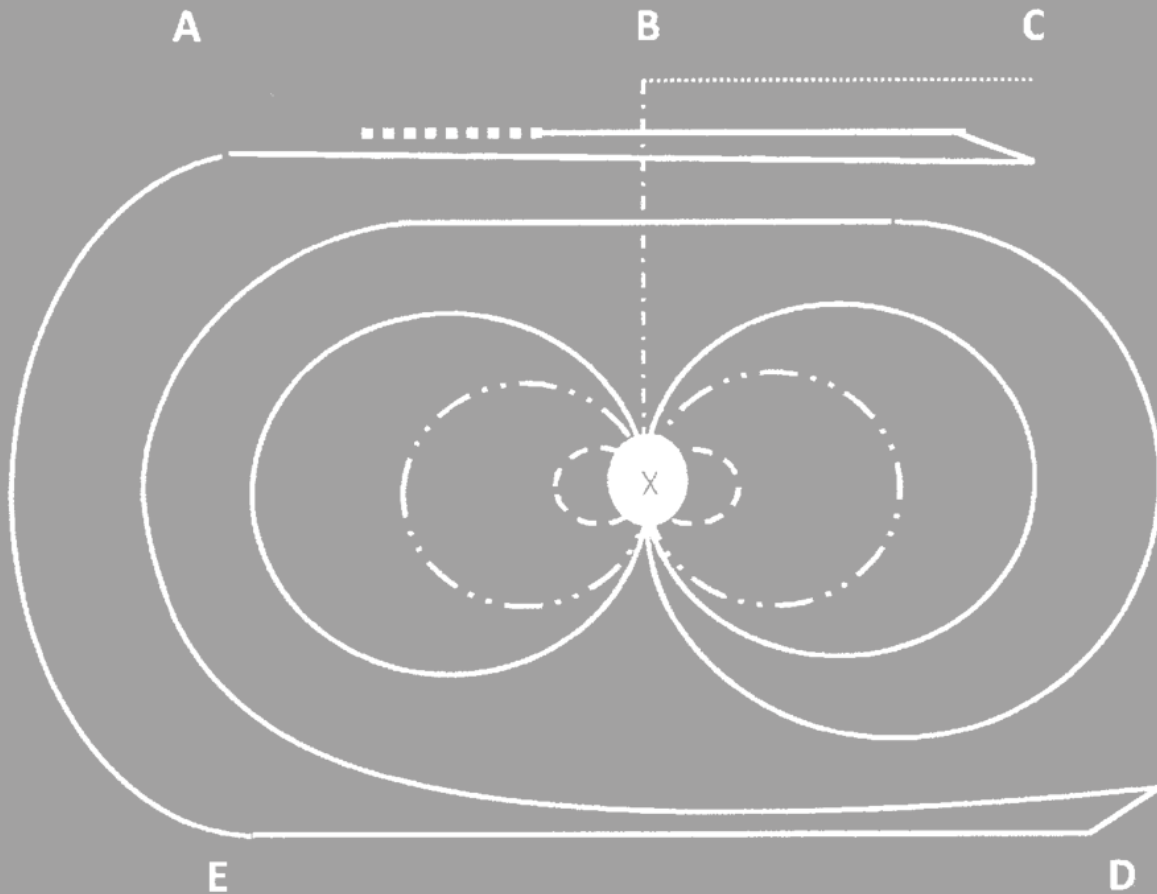
APPEARANCE AND PRESENTATION

Both the horse, rider and equipment should be clean, neat and tidy and well presented.

Dry Work Pattern 2a

Event _____ Class _____

Horse _____ Rider _____

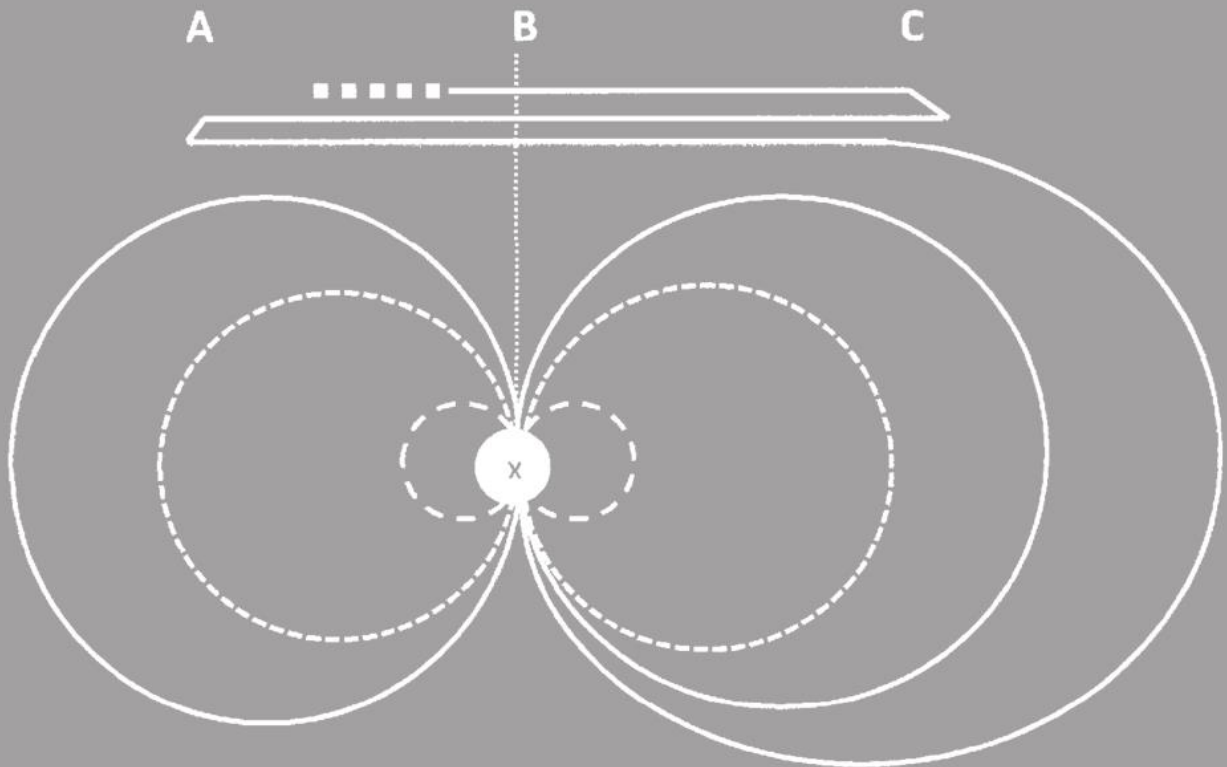


		Possible Points	Judge's Marks
1	At C acknowledge judge and walk to B demonstrate horses acceptance of the whip.	10	
2	At X canter a large fast circle to the left at X flying change	10	
3	Canter a large circle to the right at X flying change	10	
4	Canter a small circle to the left at X simple change	10	
5	Canter a small circle to the right and stop at X	10	
6	2 spins left	10	
7	2 spins right	10	
8	Canter left to D, stop and roll back to the right	10	
9	Continue to C stop and roll back to the left	10	
10	Between A and B stop, rein back 3 metres, settle horse and walk out on a loose rein	10	
	Total		

Dry Work Pattern 1a

Event _____ Class _____

Horse _____ Rider _____



		Possible Points	Judge's Marks
1	Presentation, at B acknowledges judge and walk to X, at X trot a small circle left.	10	
2	At X stop	10	
3	Two spins left	10	
4	Two spins Right	10	
5	Trot a small circle to the right	10	
6	At X left lead canter a large circle	10	
7	At X Simple change, right lead canter circle, at X simple change left lead canter circle do not close the circle	10	
8	At A stop and rollback to the Right, continue to canter	10	
9	At C stop and rollback to the Left continue to canter	10	
10	Stop between A and B, settle horse, rein back 3 metres	10	
Total			