

ELEMENTS WHICH MAY BE FOUND IN PATTERNS

<p>Back</p>	<p>Equine moves backward a specified number of steps, in an even, steady and balanced manner. If asked to “close the back”, the equine returns to where it started, regardless of the number of steps. If asked to “settle”, equine remains for 4 to 6 seconds and resumes pattern, or waits to be excused.</p>	<p>Faults include: Backing crooked Moving forward before backing Inconsistent steps and rhythm, Evading athletes hand Backing the incorrect number of steps Sluggish, resistant movement Disobedience Closing of back not up to starting position</p>
<p>Back, In Hand</p>	<p>Movement, as per above. Athlete to be positioned off either shoulder, as directed by the pattern. May change hands to back, but not required.</p>	<p>Faults include: As above Athlete in front of the equine while backing.</p>
<p>Canter, Lope</p>	<p>A three beat gait with balance, collection and suitable energy for seat ridden, on proper lead</p>	<p>Faults include: Four beat gait Breaking Gait Cross firing Incorrect lead</p>
<p>Change of Lead, Simple</p>	<p>At the canter/lope, the athlete changes from one lead to the other without loss of forward motion, through the trot. May be done either on the straight or through a bend or circle such as a Figure 8 or Serpentine.</p>	<p>Faults include: Increasing tempo of gait through the change – rushing Too many trot steps Equine evading bit (rough hands) Missing change, continuing on same lead Late or early change, depending on pattern instructions Breaking gait Loss of control</p>
<p>Change of Lead, Interrupted</p>	<p>At the canter/lope, the athlete changes from one lead to the other without loss of forward motion, through the halt. May be done either on the straight or through a bend or circle such as a Figure 8 or Serpentine</p>	<p>Faults include: Trotting into halt Halt rough and lacking balance Equine evading bit (rough hands) Trotting out of halt Missing change, continuing on same lead Late or early change, depending on pattern instructions Breaking gait Loss of control</p>
<p>Change of Lead, Flying</p>	<p>At the canter/lope, the athlete changes from one lead to the other without loss of forward motion, while maintaining a canter May be done either on the straight or through a bend or circle such as a Figure 8 or Serpentine</p>	<p>Faults include: Increasing tempo of gait through the change – rushing Breaking gait, any trot steps Changing leads in front first Changing leads in back or in front with a stride or more before the cross fire is corrected Equine evading bit (rough hands) Missing change, continuing on</p>

		<p>same lead or cross firing</p> <p>Late or early change, depending on pattern instructions</p> <p>Breaking gait</p> <p>Loss of control</p>
Circle	<p>A round maneuver that begins and ends at the same spot. May be ridden or driven at any gait.</p>	<p>Faults include:</p> <p>No bend</p> <p>Counter bent</p> <p>Irregular Shape</p> <p>Incomplete</p> <p>Break of gait</p>
Counter Canter, Lope	<p>Equine to be ridden on “incorrect” lead for direction traveled. Should include at least one corner or circle.</p> <p>Equine should appear to be guided from seat, leg and balance rather than too much hand</p> <p>Equine should remain properly bent in corners or circles and show good balance.</p>	<p>Faults include:</p> <p>Canter unsteady, out of balance or 4-beat</p> <p>Breaking gait</p> <p>Failure to hold lead for the required distance</p> <p>Failure to acquire specified lead</p> <p>Early or late transition to and/or from specified lead</p>
<p>Drag Object</p> <p><i>Trail, In hand Trail, Working Rancher</i></p>	<p>Pull a designated object according to the pattern – a specified distance or around and through obstacles.</p>	<p>Faults include:</p> <p>Failure to complete the drag as directed by the pattern</p> <p>Unsafe handling of rope</p> <p>Equine spooking from object</p>
Drop Irons, Stirrups	<p>Athlete will ride at prescribed gait without the feet in the irons or stirrups. When asked to pick up irons or stirrups, the athlete will do so with both feet at the same time in a smooth, controlled fashion.</p>	<p>Faults include:</p> <p>Changes in basic position of hands, legs, seat and posture</p> <p>Loss of balance</p> <p>Loss of control</p> <p>Inability to recover irons or stirrups in a fluid, effortless manner</p>
Figure 8, Canter or Lope	<p>Circles should be of equal size with lead change(s) in the center. Equine should appear to be guided from seat, leg and balance rather than too much hand. Athlete should look in the direction of travel.</p>	<p>Faults include:</p> <p>Irregular shape circle</p> <p>Irregular size circle</p> <p>Incorrectly bent,</p> <p>Equine not balanced</p> <p>Early or late lead change</p> <p>No lead change</p> <p>Incorrect lead changes (Pattern should specify Simple, Interrupted or Flying)</p> <p>Breaking gait</p> <p>Loss of control</p>
Figure of 8, Trot or Jog	<p>Circles should be of equal size with diagonal change(s) at the trot in the center. Equine should appear to be guided from seat, leg and balance rather than too much hand. Athlete should look in the direction of travel.</p>	<p>Faults include:</p> <p>Irregular shape circle</p> <p>Irregular size circle</p> <p>Incorrectly bent,</p> <p>Equine not balanced</p> <p>Early or late diagonal change</p> <p>No diagonal change</p> <p>Breaking gait</p> <p>Loss of control</p>

<p>Hand gallop</p>	<p>Equine is asked to lengthen stride through increased impulsion at the canter or lope. Athlete should ride in two point position, the athlete making contact with two legs while the seat is out of the saddle and the upper body is inclined to approximately 20 degrees.</p>	<p>Faults include: Remaining in three point position Breaking gait Failure to show any change in canter Losing control Going too fast Rough transitions Disobedience</p>
<p>Leg Yield</p>	<p>Equine yields to the pressure of the athlete's leg by moving forward and to the side, much less than at a 45 degree angle. Cross over of legs is not required. Equine should be looking forward rather than in the direction traveled.</p>	<p>Faults include: Equine's body crooked Equine increases tempo or speed of gait No apparent yield</p>
<p>Overall Horsemanship</p>	<p>The judge is to consider The athlete's basic position: Hands, Seat, Legs, Posture The athlete's poise and confidence The athlete's effective use of aids The athlete's attitude toward his equine. The athlete's attire as to neatness and cleanliness The equine's grooming as to neatness and cleanliness Proper tack and equipment Athlete's knowledge of the pattern</p>	<p>Faults include: Improper tack, clothes Display of unsportsman-like attitude Abuse of equine Disrespect of Judge Repeated errors in seat, hand, leg, posture, use of aids. Off pattern</p>
<p>Rollback <i>Reining</i> <i>Working Rancher</i> <i>Stockseat</i></p>	<p>Equine lopes in on a straight line, sets haunch, turns 180 degrees over a stationary inside hind leg (pivot foot), and departs at the lope on the original line. The lead on the depart depends on the direction of the rollback. If the equine rolls to the right, he should depart on his right lead; if he rolls left, departure is on the left lead. Executed with briskness. In Reining, a slight hesitation is allowed. In stockseat/working rancher, no hesitation is allowed.</p>	<p>Faults include: Jogging in, jogging out Over or under 180 degree roll Loss of pivot foot Wrong lead in or out Cross firing Hesitation, stopping, backing, or stepping forward prior to turn Loss of control Excessive use of aids</p>
<p>Rope, Dally</p>	<p>Athlete to turn rope around horn to prepare to drag or hold object</p>	<p>Faults include: Failure to make enough turns around horn Failure to keep thumbs up and clear of the rope Athlete should keep hand on thigh after the dally</p>
<p>Rope, Uncoil</p>	<p>Athlete to prepare the rope for</p>	<p>Faults include:</p>

<i>Working Rancher</i>	use	Dropping rope Excessive time to prepare rope Tangling rope on saddle, horn or equine Letting rope touch the ground
Serpentine, Trot, Jog	A series of half circles, all of equal size, allowing the athlete to demonstrate at least 3 diagonal changes at the trot; good steering control at the jog. Equine should appear to be guided from seat, leg and balance rather than too much hand Athlete should make effective use of eyes to layout a balanced series of half circles	Faults include: Irregular shaped half circle Irregular size of half circle Irregular tempo to the trot, jog Incorrect bend or balance Early or late diagonal changes (trot) No diagonal changes (trot) Breaking gait Loss of control
Serpentine, Canter, Lope	A series of half circles, all of equal size, allowing the athlete to demonstrate at least 3 lead changes. Equine should appear to be guided from seat, leg and balance rather than too much hand. Athlete should make effective use of eyes to layout a balanced series of half circles.	Faults include: Irregular shaped half circle Irregular size of half circle Irregular tempo to the canter, lope Incorrectly bent, balanced equine Early or late lead changes No lead changes Incorrect lead changes (Pattern should specify Simple, Interrupted or Flying) Breaking gait Loss of control
Settle or Hesitation	Equine to stand balanced and still for a specified duration of time, or for at least 5 seconds. In Reining, to show obedience and willingness to stand before or after a maneuver of speed.	Faults include: Stepping or shuffling out of stand Crooked stand Resting a foot Not still long enough Excessive use of aids by athlete
Set up for Inspection <i>Showmanship</i>	Equine to stand squarely on all four feet. May show to breed, stretched or with legs slightly offset. Athlete moves around equine using the quarter system – athlete on the same side of the equine when the judge is behind the withers; athlete on the opposite side of the equine when the judge is forward of the withers.	Faults include: Equine resting a leg Geldings “dropped” Equine not standing still Athlete on wrong side of equine in relation to the judge Equine standing too offset Athlete not alert & attentive to judge (eye contact)
Side Pass	The equine’s forehand and hindquarters move in regular, quiet steps to the side. Movement should be balanced front and back with the legs crossing over in front of one another. The movement should be continuous, forward motion (legs crossing over in front of each	Faults include: Backing Stepping forward Hesitant movement, loss of rhythm Crossing over behind rather than in front Creeping forward or back Equine’s body crooked Disobedience

	other rather than behind), while not progressing forward. In hand, the athlete should not touch the equine to achieve this movement.	In hand – touching the equine Over obstacles – touching the obstacle.
Spin or Turn Around <i>Reining, Working Rancher</i>	A 360 degree turn, or series of turns where equine pivots on inside hind leg as with haunch turn. Should be performed with energy and no hesitation, similar cadence in speed of the right and left turns is desired. Spins should start slow and build speed.	Faults include: Lost pivot foot Spin “travels” Over or under spin Hesitation, locking up Resistance to athlete’s commands Spurring in front of cinch
Stop, Halt	May be performed from any gait. Should be balanced, with equine’s hind legs under the body, and with a minimum of extra steps. It should be accomplished through the athlete’s seat and leg with a minimum of hand. In hand –equine should halt in response to athlete’s voice and/or body with limited, if any tug on the lead.	Faults include: Athlete inclined back in the shoulders Athlete falling forward as equine stops Equine pulling on hand, evading bit, indicating heavy hands Equine not settled after the halt Halt crooked In hand – excessive pull on the lead, shanking or jerking
Stop, Sliding <i>Reining, Working Rancher, Western Equitation</i>	Equine comes to a complete stop out of a lope or gallop. Stop should be balanced, straight and with no transitional steps of jog or walk. Equine sets down on haunches with enough energy to slide the hind feet into the stop, while front legs continue to move in a forward 'pedaling' fashion.	Faults include: Lacking energy Jogging or walking No slide Hopping rather than sliding Crooked stop Heavy hands as demonstrated by equine throwing head or opening mouth.
Trot, Collected <i>Hunt seat, saddle seat, Driving</i>	Equine is asked into a shortened frame while maintaining impulsion. This results in an energetic, shortened stride. The athlete should sit the trot.	Faults include: Over flexing at the poll, equine looking forced and tight Loss of impulsion Failure to show any change in trot Evading athlete’s hand Disobedience
Trot or jog, Extended	Equine is asked to lengthen stride through increased impulsion. There should be no change in the tempo of the gait. The athlete should post English; two point or sit erect Western, as directed.	Faults include: Trotting “faster” rather than “longer” Breaking gait Failure to show any change in trot Evading athlete’s hand Western rider posting Disobedience
Trot, In hand <i>Showmanship, in hand trail</i>	Equine to trot straight with athlete remaining “ear to ear” with the equine. Trot should be brisk.	Faults include: Resistant to trot or stop Line not straight Failure to trot Loss of control Disobedience

		Trot not brisk
Trot, Pleasure <i>Driving</i>	Cadenced two beat gait without excessive speed or collection.	Faults include: Excessive Speed Overly collected Unsteady in rhythm or speed Breaking to canter or walk
Trot, Sitting <i>Hunt seat, saddle seat</i>	Should be at the same pace an athlete would normally post. Athlete should demonstrate a deep seat and supple back, easily following the motion of the equine.	Faults include: Slowing the trot Bouncing seat Loss of leg position Rough hands
Trot, Strong <i>Saddle Seat, Driving</i>	The athlete or driver is to perform the show trot or intermediate gait suitable for the breed of equine being ridden. Emphasis shall be on quality, style, and consistency of gait. As an example this includes a “park” trot for Morgans, a “Running Walk” for Tennessee Walkers, the Paso Largo for Paso Fino etc. This is not an “Extended Trot”, but a more energetic, forward gait which may have a degree of elevation.	Faults include: Allowing the equine to get strung out or “pacey.” Losing definition of gait (intermediate gaits) Breaking gait Failure to show any change in trot or intermediate gait. Evading athlete’s hand Disobedience
Trot, Working <i>Driving</i>	Cadenced two beat gait with more energy than a pleasure trot.	Faults include: Excessive Speed Overly collected Indistinct from a pleasure trot Unsteady in rhythm or speed Breaking to canter or walk
Trot, Working <i>Dressage</i>	A steady, cadenced two beat gait free flowing with moderate collection and engagement of the hind quarters.	Faults include: Strung out or heavy on the forehand Equine lacking engagement Hollow in the spine Resistant to hand, not on the bit Breaking gait Inconsistent tempo Rushing
Turn on the forehand	Hindquarters move in regular, quiet steps in a circle around the forehand. The movement may be performed as a full 360-degree turn or more, or anything short of that. The turn should be continuous, forward motion around the proper pivot foot (right fore for the right turn, left fore for the left turn.) The pivot foot may step as in a walk, in place or track a small half circle with only slight forward movement.	Faults include: Backing Sidestepping Stepping forward Hesitant movement, loss of rhythm Disobedience

<p>Turn on the haunches</p>	<p>The equine's forehand moves in regular, quiet steps in a circle around the equine's inner hind leg. The movement may be performed as a full 360-degree turn or more or anything short of that.</p> <p>The turn should be continuous, forward motion around the proper pivot foot (right hind for the right turn, left hind for the left turn.)</p> <p>The pivot foot may step as in a walk, in place or track a small half circle with only slight forward movement.</p>	<p>Faults include: Backing Sidestepping Stepping forward Hesitant movement, loss of rhythm Disobedience</p>
<p>Two track</p>	<p>This is a lateral movement whereby the equine moves forward and to the side while remaining fairly straight between the poll and tail. Legs should cross over in front of each other while making diagonal progress through the arena. Equine may be bent slightly in the direction of motion.</p>	<p>Faults include: Bending of equine to the opposite of the direction of travel Equine over bent in any direction Inconsistent steps and rhythm, forehand to hindquarter Losing and regaining two track Tracking diagonally rather than laterally Disobedience</p>
<p>Walk, Free <i>Dressage</i></p>	<p>A relaxed walk, with the equine stretching out and down with his head and neck to lengthen stride. Athlete to relax, but not lose contact on the reins.</p>	<p>Faults include: Too much slack in the rein Equine hurried rather than relaxed Cadence increases No lengthening shown Breaking gait A wandering line No distinction between medium walk and free walk</p>
<p>Walk, Medium <i>Dressage</i></p>	<p>A relaxed, marching 4 beat gait</p>	<p>Faults include: Rushing Too slow, lacking energy Breaking gait Resistant</p>
<p>Walk, Extended</p>	<p>A marching, 4 beat gait with the equine's frame and stride lengthening while athlete maintains light rein contact. The equine should cover as much ground as possible without rushing.</p>	<p>Faults include: Rushing Too slow, lacking energy Breaking gait Failure to show obvious lengthening of stride</p>
<p>Walk, Collected</p>	<p>An energetic walk with a shorter, more elevated stride.</p>	<p>Faults include: Rushing Too slow, lacking energy Breaking gait Failure to show obvious shortening of stride</p>
<p>Showmanship, Extra Elements –</p>	<p>In the event the judge touches an equine during inspection, the athlete should smooth the spot</p>	<p>Faults include: Dropping the lead</p>

Smoothing Coat, mane or tail	athlete should smooth the spot after the judge has signaled that the inspection is complete. This should be accomplished in a safe and efficient manner.	Athlete placing him/herself in a danger zone
Picking up Hoof	At the direction of the judge or pattern, the athlete is to step to the desired hoof, keeping the lead in hand but not turning the equine's head. May need to change hands on the lead depending on which side of the equine the athlete is on. The athlete should follow the equine's leg down with his hand to the fetlock, without tangling or wrapping the lead around the equine's leg or his/her own body. After picking up the hoof, the athlete should brush loose dirt from its surface and show the hoof to the judge.	Faults include: Dropping lead Letting lead touch the ground Placing body, feet or head of the athlete in an unsafe position. Pulling the equine out of balance Resistance from the equine– not picking up the foot or taking it away from the athlete.
Mouthing	The athlete shows the equine's teeth to the judge upon request. Athlete should use free hand to lift the upper lip away from the teeth while the lead hand draws the lower lip down.	Faults include: Dropping lead Letting lead touch the ground Resistance from equine Not showing the teeth
Questions	Athletes should be prepared to answer any questions put to them by the judge. Question may be on any relevant subject such as parts of the equine, grooming, basic equine care, proper attire (OHSET Rules).	Faults include: Inattentive to the judge Wrong answer
Backing in Reining	The equine moves in reverse motion in a straight line, for a required distance, with a degree of energy and briskness.	Faults include: Crooked line Loss of continuous motion Not meeting, or exceeding specified distance Excessive use of aids
Run Downs <i>Reining</i>	Runs are performed in a straight line down center or side of arena as indicated in pattern (and markers), beginning at the lope or controlled gallop and increasing speed as approaching stop. The speed prior to halt should match that of the speed demonstrated in large fast circles (see Reining Circles, in element list).	Faults include: Break of gait (jogging, or walking) No increase of speed Excessive, uncontrolled speed Use of arena wall to stop Crooked, uneven line Incorrect lead (if specified) Cross firing, extra lead changes Failure to go beyond markers Excessive use of aids (spurring)
Reining Circles	A round path sharing a common center and performed at the lope	Faults include: Unbalanced or undefined circles

	<p>in a specific location. A clearly defined speed and size of the small slow, and large fast circle must be shown. Each circle to the left should match those to the right (and visa versa) in relation to the size and speed as specified in the pattern. Lead changes adjoining the circles should always be Flying (see Flying Changes, in element list).</p>	<p>No change in speed as indicated in fast and slow circles Starting circle from jog, or breaking from lope while in circle Cross Firing, or incorrect lead Delayed or no change of lead Excessive, uncontrolled speed Relying on arena walls for turn (circles should be round and off the rail) Circles floating, or leaving specified location of pattern Excessive use of aids</p>
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