

Victorian Reining Horse Association INTRODUCTION TO REINING

together with

A REINING WINTER WARM UP



Saturday 25th June 2022 9am
AYR HILL EQUESTRIAN CENTRE
CLYDE NORTH

\$10 PER CLASS ENTRY – AYR HILL FACILITY FEE \$15 PER HORSE - NON VRHA MEMBER \$25

Entries close Thursday 23rd June 2022 ENTER ONLINE VRHA website www.vrha.com.au

Draws will be available on the day so will support and guidance !

The VRHA Introduction to Reining day aims to cater for Western or English mounted horse and rider combinations to try out the sport of Reining!

CLASS	CLASS DESCRIPTION
1	Green As Grass Debut: Pattern A rider choice: Walk or Trot or both 2 handed – no lead change
2	Green As Grass Debut Youth: Pattern A rider choice: Walk or Trot or both 2 handed – no lead change
3	Green As Grass Walk Trot: Pattern A rider choice: Walk or Trot or both 2 handed – no lead change
4	Green As Grass Youth Walk Trot: Pattern A rider choice: Walk or Trot or both 2 handed – no lead change
5	Green As Grass Lope: Pattern A ridden at a lope (canter) 2 handed – no lead change
6	Green As Grass Youth Lope: Pattern A ridden at a lope (canter) 2 handed – no lead change
7	Beginner Trot: Pattern 13A ridden at a Trot 2 handed – no lead change
8	Beginner Youth Trot: Pattern 13A ridden at a Trot 2 handed – no lead change
9	Beginner Lope: Pattern 13A ridden at Lope (Canter) 2 handed – no lead change
10	Beginner Youth Lope: Pattern 13A ridden at Lope (Canter) 2 handed – no lead change
11	Dance the Dirt Junior Horse (3 - 4 – 5 yo): Pattern 6 ridden at Lope (Canter) 1 or 2 handed flyng or simple lead change
12	Dance the Dirt Senior Horse (6yo and over): Pattern 6 ridden at Lope (Canter) 1 or 2 handed flying or simple lead change
13	Ride n Slide any age: Pattern 15 ridden at Lope 1 or 2 handed - flying or simple lead change
14	Ride n Slide Youth 18yrs& U: Pattern 15 ridden at Lope 1 or 2 handed - flying or simple lead change
15	Ride n Slide Open Reining: Pattern 14 to be ridden at Lope 1 handed / flying lead change
16	Ride n Slide Non Pro Reining: Pattern 14 to be ridden at Lope 1 handed /flying lead change
17	Ride n Slide Junior Youth Non Pro 13 yrs & U: Pattern 14 ridden at Lope 1 handed / flying or simple lead change
18	Ride n Slide Senior Youth Non Pro 14-18 yrs: Pattern 14 ridden at Lope 1 handed/ flying or simple lead change
19	Spin It Up Junior Horse (3 - 4 – 5 yo) Pattern 14 ridden at Lope 1 handed / flying lead change
20	Spin It Up Senior Horse (6yo and over): Pattern 14 ridden at Lope 1 handed / flying lead change

VRHA SHOW ENTRY CONDITIONS

By entering the event, participants agree to be bound by these General Terms and Conditions and any Special Terms and Conditions appearing below.

The VRHA Introduction to Reining day is an event to cater for Western or English mounted horse and rider combinations to try out the sport of Reining! develop your riding skills along the way as you may want to know more about the many equestrian disciplines available to you.

Reining is designed to improve a horse's balance, suppleness and flexibility, as well as improve the communication between horse and rider. In the Reining competition, riders are required to complete predetermined movements and are judged on the accuracy, suppleness and overall balance of the horse and rider. Reining patterns have been modified for the day to cater for all levels.

Show Attire to be worn either Western or English. Safe and legal equipment is a requirement of entry. Either Western or English.

VRHA Show Management reserves the right to refuse entry to any rider not presenting with presentable show attire or safe equipment

Ribbons to all placings

Please bring own food and refreshments for the day.

VRHA Covid Safe plan in place. Check in via Services Victoria App or manual entry upon arrival

Ayr Hill Equestrian Centre
Gate 4, 500 Soldiers Road
Clyde North VIC 3978

Strictly No Dogs permitted on the Ayr Hill Equestrian Centre Grounds

Enter from Soldiers Road to Ayr Hill Equestrian Centre via Gate 4 – Gates open 7:30 AM

Float parking and horse unloading and loading via Gate B equestrian Entrance – horse permitted in day yards. Close the float parking gate immediately after entering

VRHA recommends the wearing of an approved Australian Standard horse riding helmet to be worn at all times when mounted

Horses must be walked and led outside of the boundaries of the allocated covered show arena and allocated warm up arena to get to and from the float parking area

Manure from day yards are to be raked out and placed at the manure pit.

Competitors have access to the allocated warm up arena next to the covered show arena prior their class- riding is only permitted in the warm up and show arena only

Riders 18 years and under are not permitted to ride stallions at the Venue.

No horse under the age of 3 will be permitted to be shown

All competitors and their contacts enter the venue grounds at their own risk

Under no circumstances are Horses allowed on the College sporting fields or on the spectator viewing banks surrounding each arena. The rider responsible for any damage to the Ayr Hill Equestrian Centre will be liable for any damage caused to the facility by the horse or rider

Participants must remain in the equestrian area and not enter the college grounds

Spectator areas, canteen access, gateways and exit points are kept clear at all times.

Dogs, Smoking and/or Alcohol are not permitted on the premises at any time.

Crest Education Christian College reserves the right to deny access to the grounds of the College by any person who does not comply with the safety requirements as dictated by the Australian Horse Industry Council Horse Safe Code of Practice, or behaves in a manner unbecoming.

All rubbish placed in the bins provided.

FORMAT, ENTRIES & FEES

8:30am Introduction Q&A Riders meet & greet – 9am Show start

\$10 per class entry - \$15 Ayr Hill Facility Fee per horse – Event Membership \$25 per non VRHA Member

- All competitors entering must be current financial members of VRHA either full or by way of the event membership Entries will only be accepted with full payment. Entries that do not accompany a payment will not go into the class. Complete the online entry form an entry invoice will be raised and emailed to your email address supplied on the entry form. Please check junk or spam folders if email has not been received.
- One Entry per horse: Entries will be invoiced according to nominations and Ayr Hill facility fees
- All Youth 13 years & under must wear approved fastened Safety Helmets while competing and on the event grounds. Youth age 18 Years & under as at Jan1st 2022
- VRHA reserves the right to amend or alter the show program.
- SCRATCHINGS & REFUNDS FOR SCRATCHING: HORSE or RIDER (Show secretary must be notified of a scratching email vrhashowentry@outlook.com)
 - a) SCRATCH PRIOR SHOW
Entry & Facility Fee refunded.
 - b) SCRATCH AT SHOW: No refund granted. Exhibitors that scratch a class for any reason after the draw

has been posted will be liable for all fees incurred in connection to entering that class.

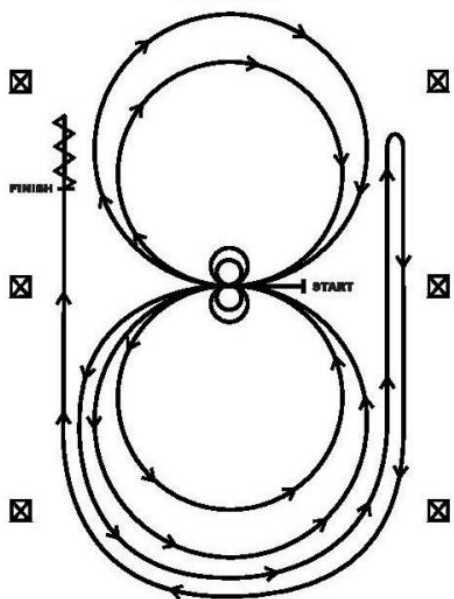
c) Draws will be available at the show on the day

Any accident, injury, concern is to be reported to VRHA Show Management immediately:
 VRHA Committee onsite: Wendy O'Sullivan, Kristy Hobson, Celeste Helpenstein, Terry Loughnan
 First Aid Officers: Wendy O'Sullivan, Kristy Hobson, Celeste Helpenstein

The Committee of the Victorian Reining Horse Association Inc. and Management of Ayr Hill Equestrian Centre will not be held responsible for any accident, sickness to any horse, owner, rider, handler or competitor, spectator or property



Pattern A



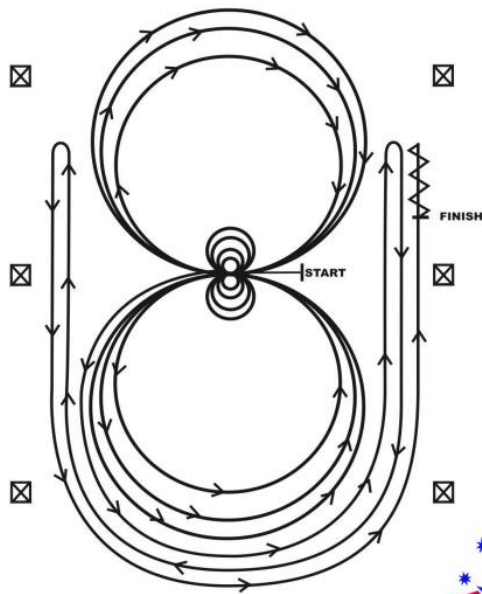
Pattern A

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.



Pattern 13A



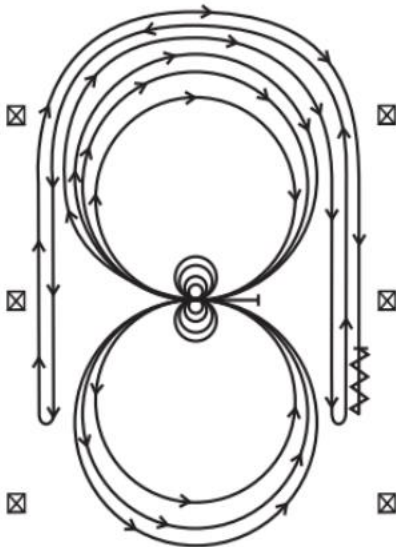
Pattern 13A

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 two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the centre 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 centre of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large 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 20 feet (6 metres) from the wall or fence – no hesitation.
6. 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 20 feet (6 metres) 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 centre marker and do a sliding stop at least 20 feet (6 metres) from the wall or fence. Back up at least 10 feet (3 metres). Hesitate to demonstrate completion of pattern.

PATTERN 14

Pattern 14



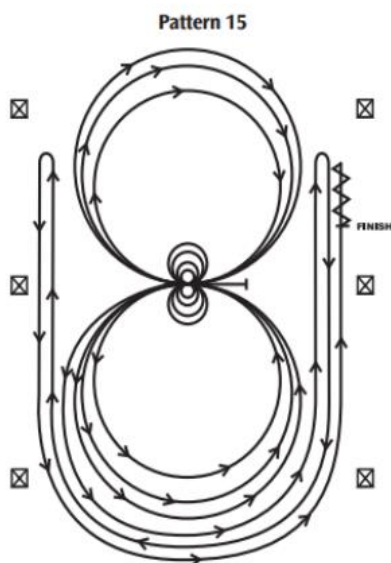
Pattern 14

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 left. Hesitate.
2. Complete four spins to the right. 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. 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 at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run up the right 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.
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 right 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.



PATTERN 15



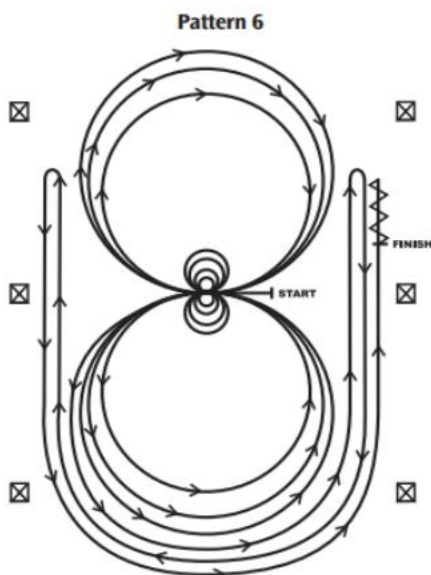
Pattern 15

Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of 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 circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. 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.
5. Begin a large circle to the left but do not close this circle. Run straight down 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 the previous circle but do not close this circle. Run down 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 the previous circle but do not close this circle. Run 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. Back up at least ten feet (three meters). 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.

