

2016 JR. QUEEN - HORSEMANSHIP PATTERN INTERMOUNTAIN PRO RODEO ASSOCIATION QUEEN CONTEST

Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any faults incurred prior to the commencement of the pattern will be judged accordingly.

To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willfully guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of temporary loss of control, and therefore faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed. No abuse or illegal equipment shall be used.

The following shall be faults and be judged in their severity at the discretion of the judge:

- 1.) Spurring in front of the cinch
- 2.) Use of free hand
- 3.) Touching the saddle or horse
- 4.) Blatant disobedience of horse
- 5.) Break of gait
- 6.) Freeze up in rollbacks or spins
- 7.) Failure to be in correct gait when specified in the pattern
- 8.) Failure to pass the marker before stopping
- 9.) Failure to pick up correct lead when specified in the pattern
- 10.) Over or under spinning
- 11.) Failure to remain 20 feet from wall
- 12.) Opening mouth excessively
- 13.) Lack of smooth, straight stop on haunches
- 14.) Refusing to change leads
- 15.) Anticipating signal
- 16.) Stumbling or falling
- 17.) Backing sideways
- 18.) Knocking over markers
- 19.) Losing stirrup

Horses ages 6 and older must be shown in a bit with one hand. Horses ages 5 and younger may be shown in a hackamore or snaffle bit, two handed.

Beginning at the center of the arena facing the South wall or fence

1. 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 center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3.05 m). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

