



TBP Brumby Show and Open Day

PATTERNS

Start time: 8.30 am – 4.30 pm (approx.)

- Please byo horse yard/tie to float when not competing.
- Please byo camp/folding chair
- Please provide signed waiver and horse health dec prior to competing (email or hard copy).
- Smart/casual horsewear, similar to agricultural show. Boots and long pants at a minimum. Exceptions can be made during the Wild to Wonderful Freestyle
- All Under 18's must wear Australian approved helmet at all times when riding.
- Some food and drink available on the day, cash only.
- First Judge's address will commence at 8.50 am at the main arena.
- A draw for the day will be sent separately, please know and stick to your draw number in your classes and make yourself known to the Marshall in the warmup ring.

Remember! This event is about showcasing your brumby and having fun. If you cannot complete the full pattern, let your judge know where you and your brumby are at and have a great time, everyone is here to support you!

1. TBP Led Brumby Showcase

- A. Brumby 3 yo and under
- B. Junior Handler
- C. Freshie
- D. Open

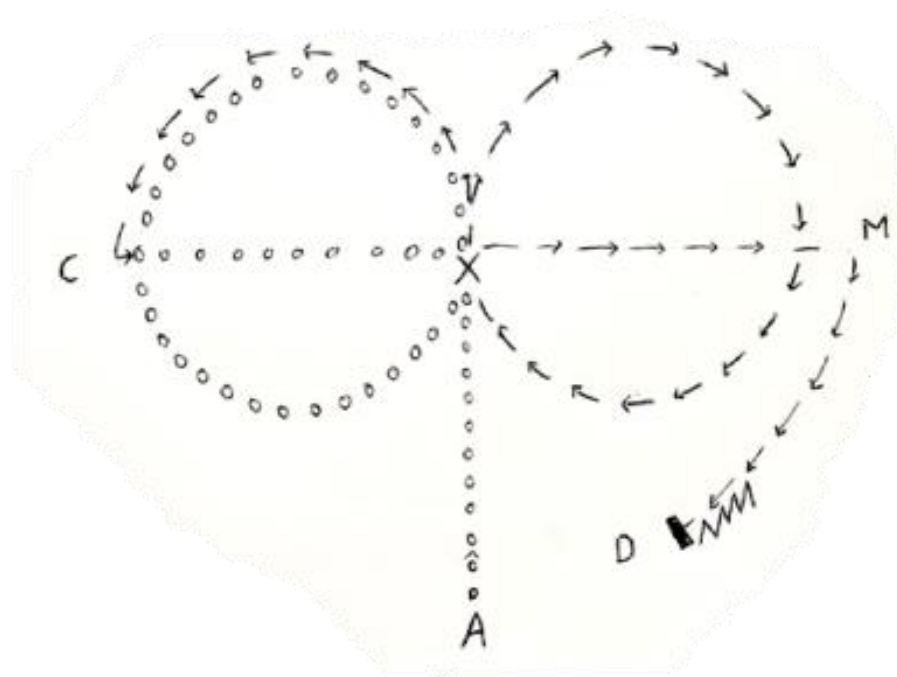
Four Classes. All horses in class to enter arena and line up. Horses to be presented (as per pattern) individually in an anti-clockwise manner.

	Led Class	Possible Points	Judges' marks
1	Type, presentation and overall impression	10	
2	Relaxed walk on a loose rein	10	
3	Smooth transition into a trot	10	
4	Forward moving trot on a loose rein	10	
5	Halt squarely, acknowledge judge	10	
	Total	50	

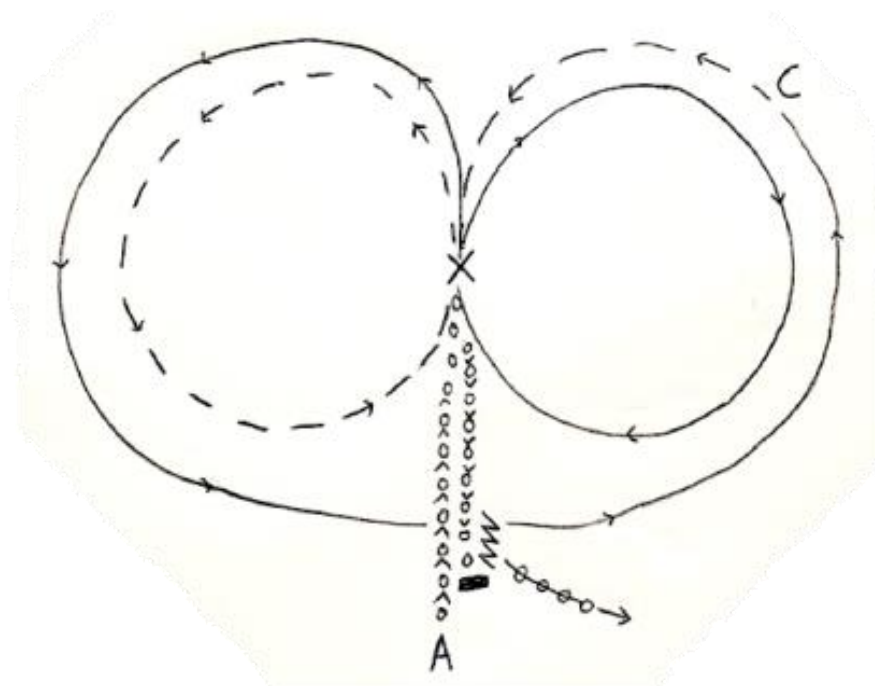
2. Dry Work Patterns

Judges' address to cover both novice and beginner dry work patterns. Enter arena as per draw and make yourself known to arena Marshall 2-3 riders before your turn.

	Beginner and Junior Dry Work Pattern <i>*Junior riders may be on a leadline</i>	Possible Points	Judges' marks
1	Type, presentation and overall impression	10	
2	Acknowledge judge, walk from A to X, halt	10	
3	At X, walk full big circle to the left	10	
4	At X, trot full big circle to the right	10	
5	At X, trot half circle to the left	10	
6	At C, walk on a loose rein to X	10	
7	Pick up working trot from X to M and continue to D	10	
8	At D halt and back up 4 paces	10	
9	Exit arena on a loose rein	10	
10	Overall Horsemanship	10	
	Total	100	



	Novice Dry Work Pattern	Possible Points	Judges' marks
1	Type, presentation and overall impression	10	
2	Acknowledge Judge, walk from A to X, halt	10	
3	From X, trot full big circle to the left	10	
4	At X, canter full big circle to the right	10	
5	At X, simple or flying change	10	
6	Canter large circle to the left all the way to C	10	
7	At C trot to X and halt	10	
8	Walk towards judge and halt, back up 4 paces	10	
9	Exit arena on a loose rein	10	
10	Overall Horsemanship	10	
	Total	100	



3. LUNCH BREAK

Brumby Q &A

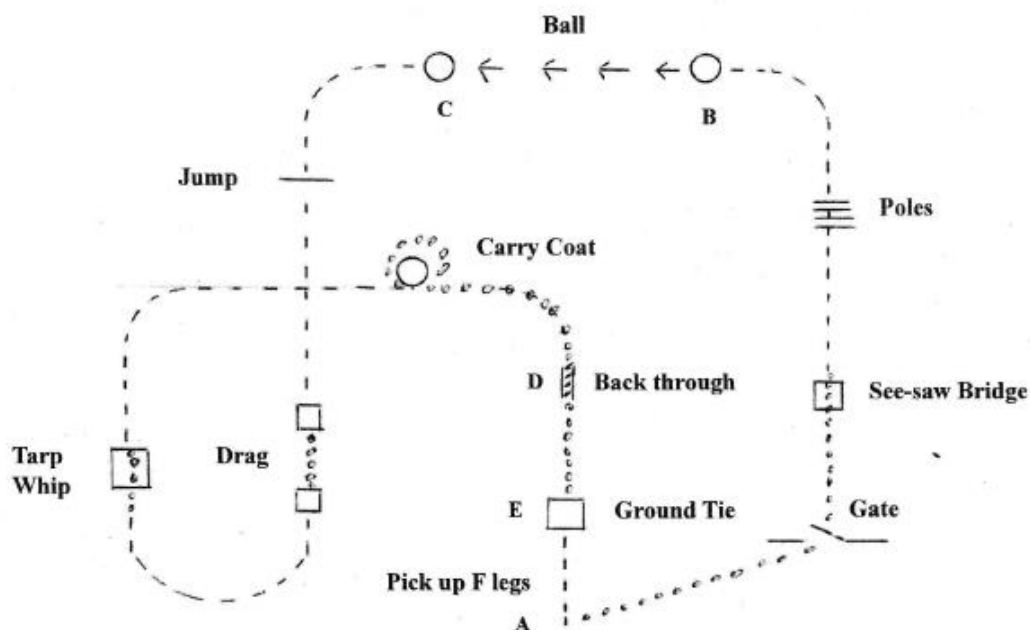
TBP Forest to Fabulous Brumby Challenge 2024 Kick Off – At Yards

Afternoon

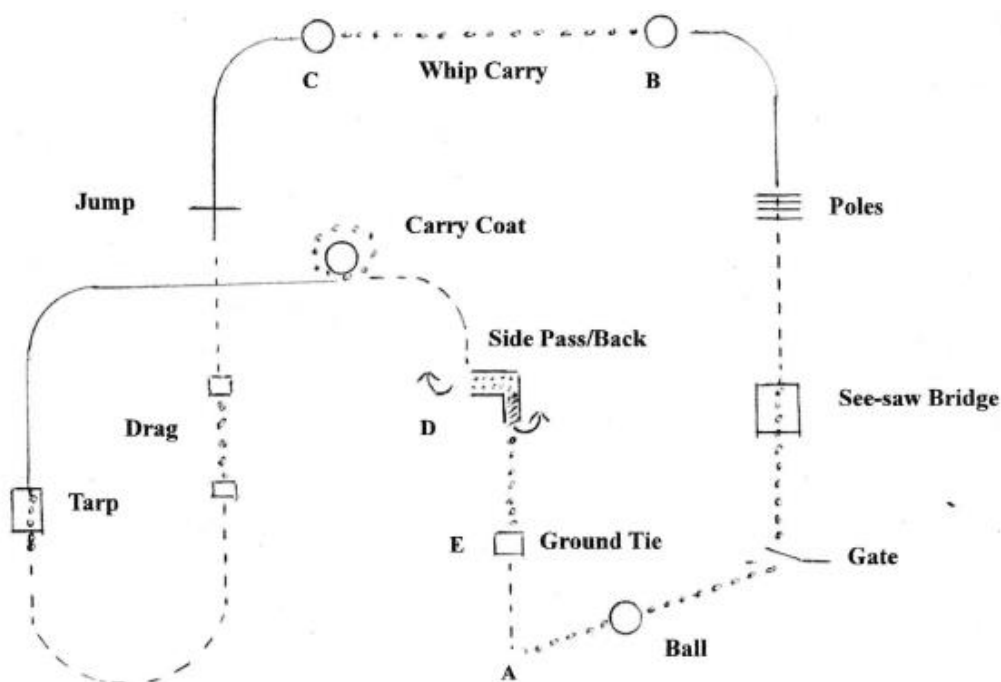
4. UMINEX Utility Classes

You get 2 attempts at each obstacle; a bell will ring when it is time to move to the next obstacle.

	Uminex Led Utility Pattern	Possible Points	Judges' marks
1	Presentation and overall impression	10	
2	From A, acknowledge judge, walk to gate on a relaxed lead, pass through gate disengaging hindquarters	10	
3	Walk to and over see-saw bridge	10	
4	Trot to and over poles	10	
5	Trot to ball, roll ball from B to C	10	
6	Trot over jump	10	
7	Trot to drag and work drag	10	
8	Trot to tarp, walk on, stop and pick up stockwhip, crack and replace, walk off	10	
9	Trot to drum, place coat across horse and walk around drum	10	
10	Walk to D, complete 180° turn to right, back out between poles, 180° turn to left	10	
11	Walk to E, ground tie horse, walk around horse, lead horse to judge at a trot	10	
12	Stop, pick up front legs	10	
	Total	120	



	Uminex Ridden Utility Pattern	Possible Points	Judges' marks
1	Presentation and overall impression	10	
2	From A, acknowledge judge, then walk to ball, push out of the way and walk to gate on a loose rein	10	
3	Work gate (keep hand on gate, show control/maneuverability of horse)	10	
4	Walk to and over see-saw bridge	10	
5	Trot to and over poles	10	
6	Canter (L lead) to B, pick up whip, walk cracking whip and place on C	10	
7	Canter (L lead) over jump	10	
8	Return to trot and trot to drag. Work drag	10	
9	Trot to tarp, walk on, stop for 5 seconds and walk off	10	
10	Canter (R lead) to drum, pickup coat, walk around drum, replace coat	10	
11	Trot to D, stop, 180 turn to right, side pass between poles, back out, 180 turn to left	10	
12	Walk to E, dismount, ground tie horse, walk around horse, lead horse to judge at a trot	10	
	Total	120	



5. **Wild to Wonderful Freestyle**

- Can be led or ridden
- If you plan to perform with a song, email/msg Anna prior or tell the arena Marshall on the day so we can prepare this for you
- Entrants have up to 2 minutes to set up the arena and prepare
- 3 minutes to showcase your brumby
- Props, obstacles, costumes and novel tricks are encouraged

	Wild to Wonderful Freestyle	Possible Points	Judges' marks
1	Creativity	10	
2	Horsemanship	10	
3	Level of difficulty	10	
4	Entertainment value	10	
5	Presentation	10	
	Total	50	

Champions and Overall Prizes

Individual presentations (to 3rd place) will be awarded immediately following each class.

Overall presentation held at the end of the day.

- Overall Champion – highest point aggregate
- Overall Reserve Champion
- Highest scoring ABHR registered brumby
- Highest scoring Toolara/Tuan brumby
- Judges award