



TBP Brumby Show and Open Day

PATTERNS

Braceland, 799 Gympie Kin Kin Rd

Wolvi Qld 4570

Limited camping available, contact Kiara on 0414492026

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

- Please byo horse yard/tie to float when not competing.
- Please byo camp/folding chair
- Competitors must have filled out the Waiver on TryBooking prior to arrival.
- 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

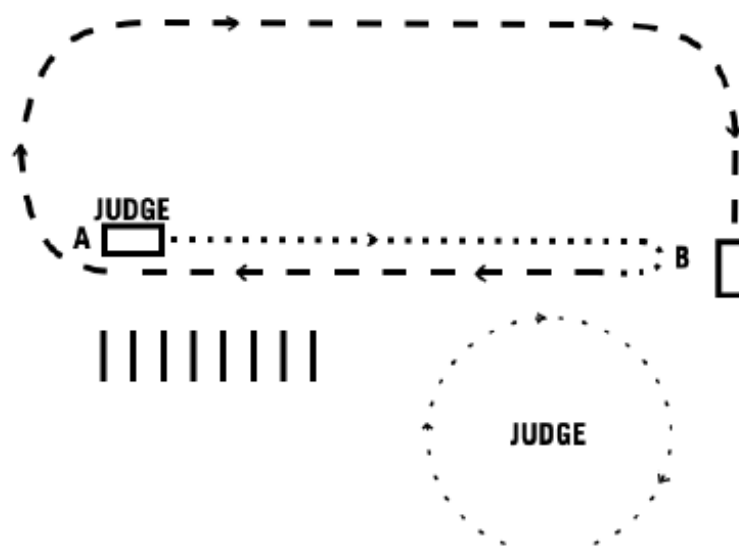
- A. Brumby 3 yo and under
- B. Junior Handler
- C. Freshie
- D. Open

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	

Event _____ Class _____

Horse _____ Rider _____

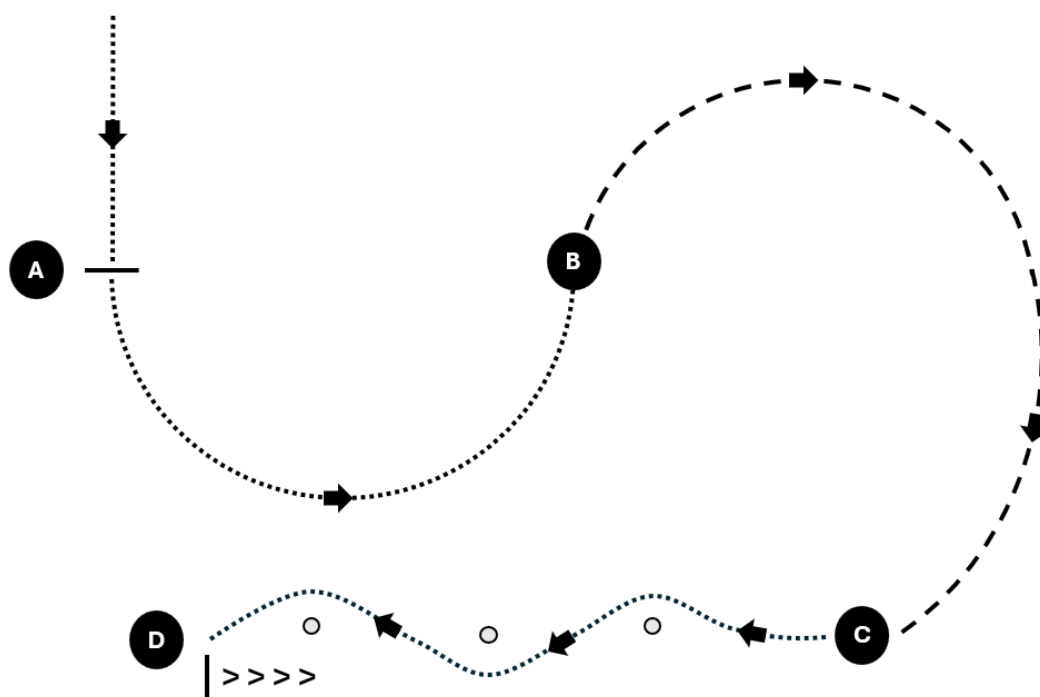


1	Walk entire class on circle in a clockwise direction of the Judge for an overview.
2	Halt entire class in line in ring or to one side.
3	Each horse individually to be presented to the Judge at A for closer inspection. Walk horse to B turning right and trotting straight back to the Judge and passing the Judge and continuing at trot around entire area. Halt. Then re-join the line up.
4	All horses will stand in line up for final selection.
5	Place getters will walk forward to be presented.
Consideration will be given to Type, Conformation, Manners, Presentation and Overall Impression	

2. Dry Work Patterns

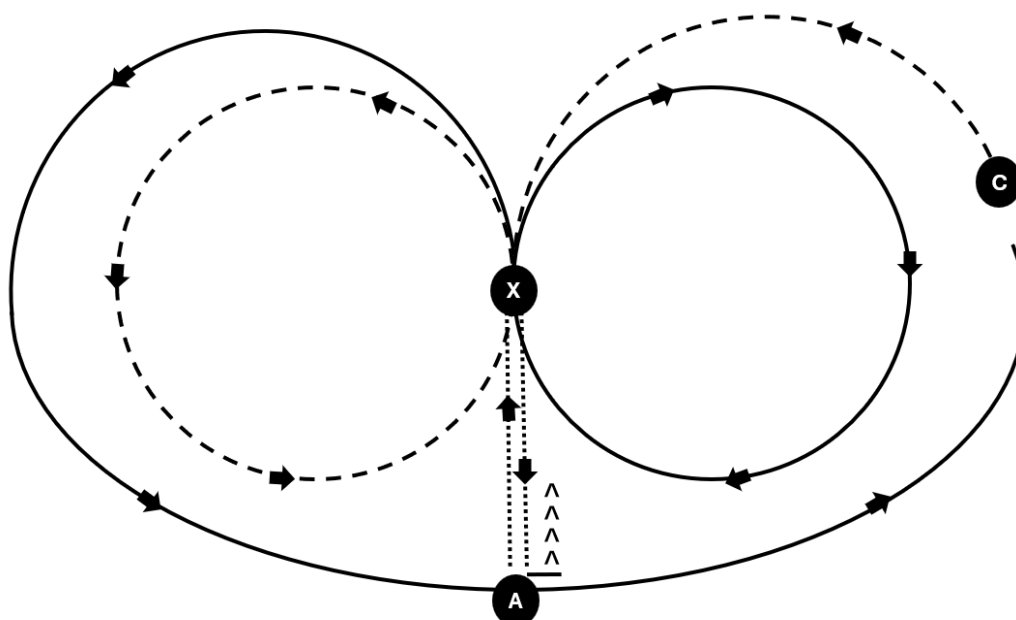
Judges' address to cover all dry work patterns. Enter arena as per draw and make yourself known to arena marshall 2-3 riders before your turn.

	Junior Dry Work Pattern	Possible Points	Judges' marks
1	Type, presentation and overall impression	10	
2	Acknowledge judge, walk to A , halt	10	
3	At A, walk half big circle to the left	10	
4	At B, trot full big circle to the right	10	
5	At C, walk through bending poles	10	
6	At D, Halt and stand for 3 seconds	10	
7	Back up 4 paces	10	
8	Exit arena on a loose rein	10	
9	Overall rider/horse/leader communication	10	
10	Overall Horsemanship	10	
	Total	100	



	Beginner 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	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	

	Open 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	Hand gallop 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

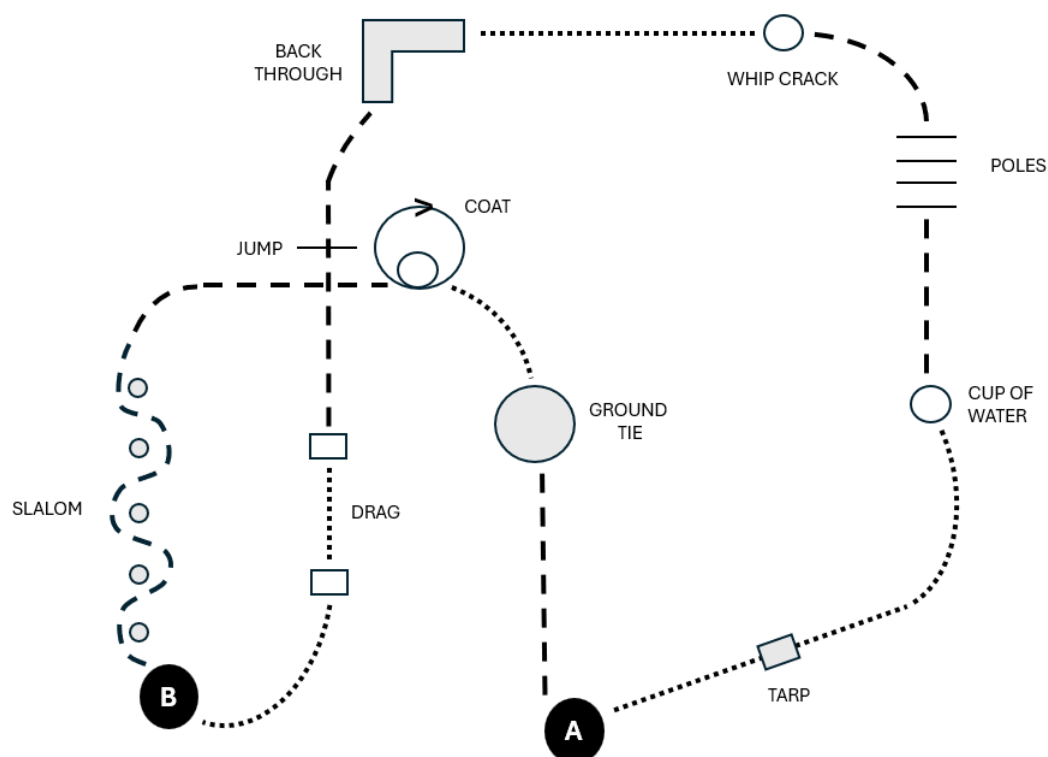
Brumby Demonstration – Arena/Yards

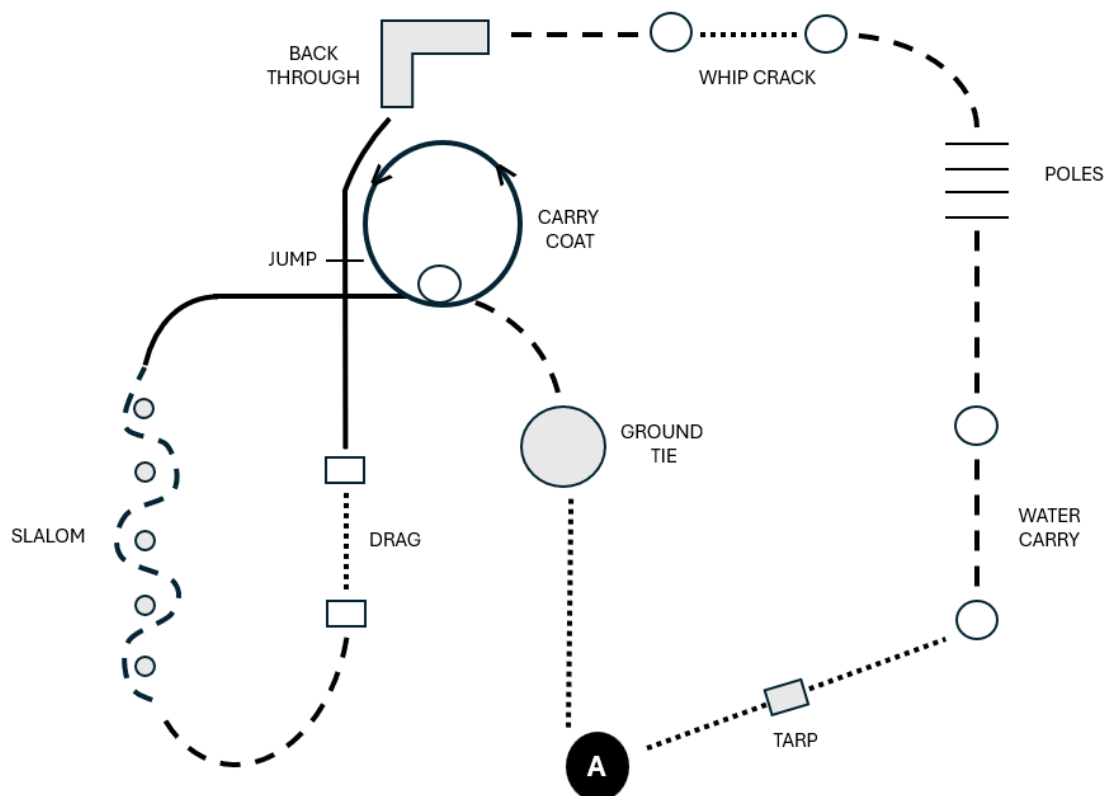
Afternoon

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.

	<i>Uminex</i> Led Utility Pattern	Possible Points	Judges' marks
1	Presentation and overall impression	10	
2	Send horse over tarp and disengage after tarp, without moving person's feet.	10	
3	Walk to drum. Place cup of water on horses' rump and wait for 5 seconds.	10	
4	Trot to and over poles, leading horse.	10	
5	Trot to whip, pick up and crack twice, once on each side of the horse.	10	
6	Continue at a walk and back horse through L-shaped poles	10	
7	Trot to and over jump, trot to drag	10	
8	Work the drag at a walk and walk to 'B'	10	
9	Trot through slalom to coat	10	
10	Lunge horse on a right circle with coat draped over back	10	
11	Continue at a walk and ground tie horse in poly pipe circle. People to leave circle and horse to remain standing for 5 seconds.	10	
12	Return to horse and lead horse at the trot to judge.	10	
	Total	120	





5. **Scoot Boot 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	

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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