

GENERAL RULES

1. Enter on the Refine Your Reining website. <https://www.refineyourreining.com/virtual-show>
2. Refine Your Reining observes NRHA rules and scoring system
3. Western attire is suggested. Hats and Chaps are optional unless you are in a TRFAM Qualifier. Hats and a collared shirt are required for TRFAM Qualifier.
4. Video must be taken between the entry open and entry close dates.
5. Place video person at the center marker.
6. Take video in landscape (sideways)
7. Drop your bridle on video at the completion of your run. Be sure to hold bridle out far enough so the camera can see it well.
8. Post video on the Refine Your Reining group page or you can upload your video to YouTube and send us a link. The Facebook group can be found at:
https://www.facebook.com/groups/252463949223098/?epa=SEARCH_BOX
9. Patterns for each class will be posted online as well as included in your confirmation email.

IMPORTANT DATES

May 13 th	Entries open for Slate 1 of TRFAM Virtual Qualifier after the completion of the Virtual Awards Ceremony for Refine Your Reining.
May 24 th	Entries close and videos due for the first slate.
May 27 th	Awards ceremony with winners announced via Facebook Live with Darren Moore for the show ending the 24 th . Entries for the Second Slate of TRFAM Virtual Qualifier.
June 7 th	Entries close and videos due for the second slate.
June 10 th	Awards ceremony with winners announced via Facebook Live with Darren Moore for the show ending the 7 th .

BUCKLE SERIES

The Buckle Series is comprised of 3 shows. Dates are available on www.refineyourreining.com. To be in the running for a chance to win a buckle you need to enter at least two of the three shows in the same class. Your two highest scores from each class will be combined for your buckle score. Winners will be announced after the completion of the third show.

Placings, scoresheets and critiques (if applicable) will be available within 3 days of the last day of show.

VIDEO SUBMISSION GENERAL INFO AND TIPS

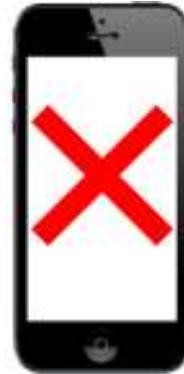
Refine Your Reining does all of its Judging via video submission. We do not require a professionally made video, however, we urge everyone to keep in mind that we must be able to judge your run based on the video you submit. We have patterns posted with where to stand to video on Facebook as well as

attached to this document. When you video, the better the quality the easier it will be for the judge to give positive credits for maneuvers. **Make sure to video with your phone horizontally, not vertically.** Please watch your video before you send it in and make sure its not blurry, the horse does not leave the frame of view, etc. Ride up to the camera at the completion of your run and drop your bridle so that we can clearly see your bit.

ANY VIDEO THAT APPEARS EDITED IN ANYWAY WILL BE SENT TO OUR TECH TEAM FOR REVIEW. We will review the video and, if we believe there is any editing, we will reach back out to the exhibitor.



GOOD



BAD

THE RUN FOR A MILLION ROOKIE AND NON-PRO QUALIFIERS

For Run For A Million qualifier rules and info click here: https://ab292a60-65b0-40a8-b03b-b99ef00065cc.filesusr.com/ugd/4a1ed6_024c061e8c8447cbbdfa15ee24ca635b.pdf

FREQUENTLY ASKED QUESTIONS

Q: Where do I enter?

A: Online at www.refineyourreining.com

Q: How soon will I get my video critique?

A: RYR tries to get video critiques out as fast as possible. Your video critique will be sent out within one week of the completion class at the latest. Generally, they will go out within a few days of receiving the video.

Q: Can I send in a video from a show for the class?

A: No, your run must be done specifically for Refine Your Reining and must be taken between the open and close of entries.

Q: How do I submit my video?

A: You can post the video to the Refine Your Reining Group page on Facebook or you can upload your video to YouTube and email a link to your video.

Q: Can I enter multiple horses/multiple classes?

A: Absolutely. You can enter as many classes as you are qualified for and you can enter as many horses in each class as you would like (with the exception of Run For A Million Qualifier classes which are limited to 3 horses per rider).

Q: How do you send payouts?

A: We currently offer payouts in the form of Check, Zelle, or PayPal. If you earn money from a placing in the class, you must contact us with your preferred method of payment as well as the contact information required. While we do our best to get ahold of everyone who is a money earner, it is your responsibility to make sure we have the information needed to send a payout.

Q: Do I need to compete in all the shows in the Refine Your Reining Buckle Series to be eligible for a buckle?

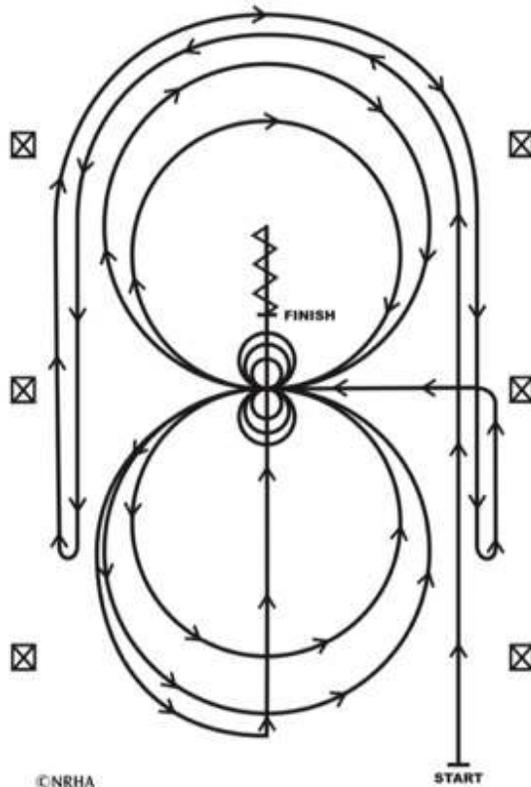
A: No, you only need to show in the same class for at least 2 of the 3 shows.

Q: How is the buckle awarded?

A: Buckles are awarded per class. Refine Your Reining takes your two highest scores and creates a composite score. Highest score wins.



B



1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center mark and do a right rollback—no hesitation.

2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback—no hesitation.

3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center. Hesitate.

4. Complete three spins to the left. Hesitate.

5. Complete two circles to the right, one large fast and one small slow. Stop at center. Hesitate.

6. Complete three spins to the right. Hesitate.

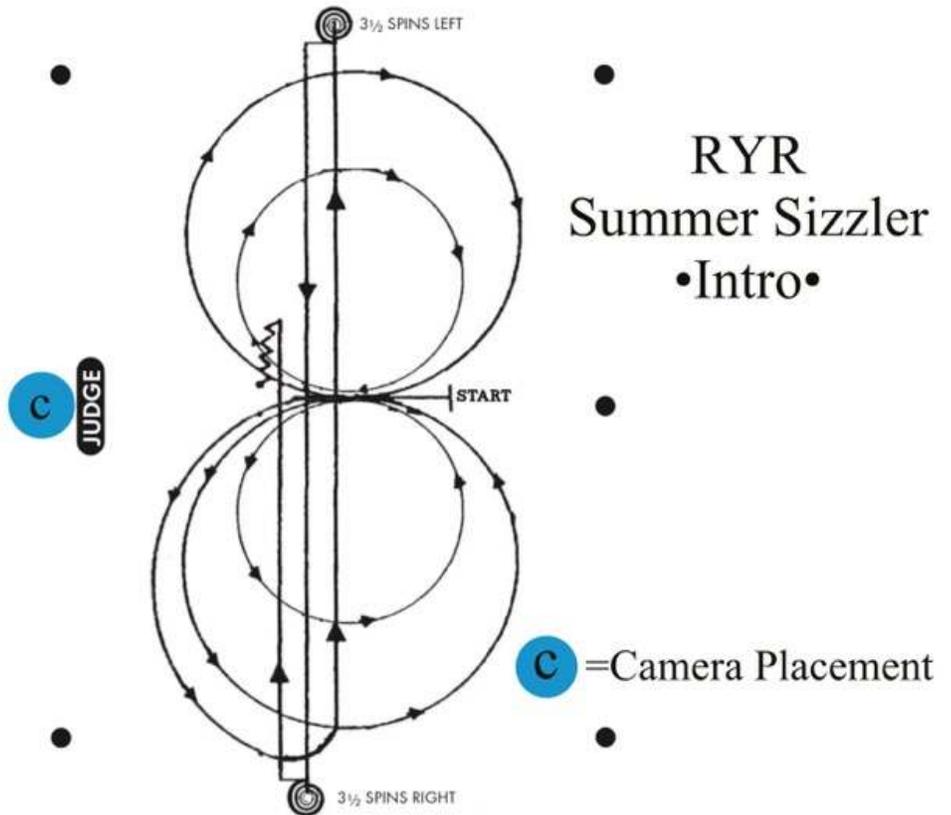
7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

See the Judges' Guide for a summary of other allowances made in the *Handbook*.

RYR

Summer Sizzler

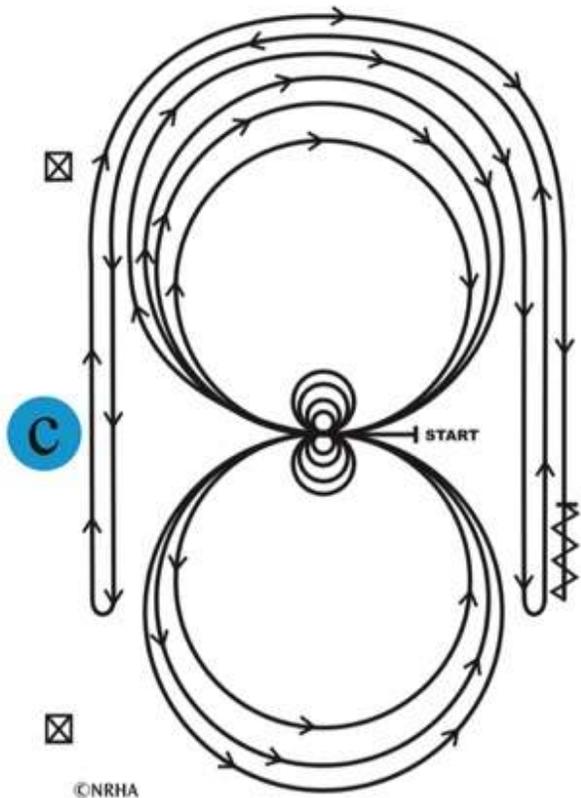
•Short Stirrup•



Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the left lead complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right, the first large and fast, the second small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marked, execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

14



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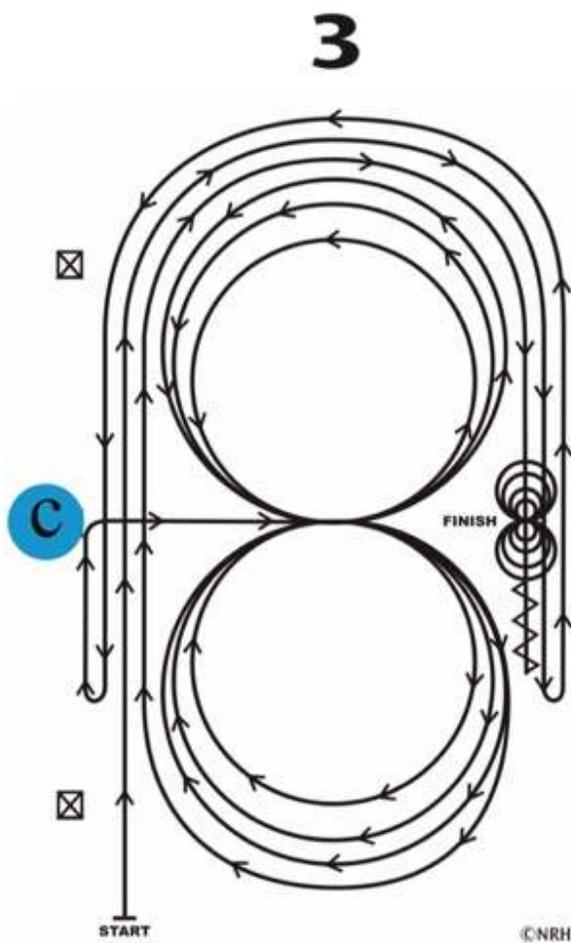
RYR Summer Sizzler •Green•

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.

C = Camera Placement



RJR
Summer Sizzler
•Rookie•

3

1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.

2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.

3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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 in the center of the arena.

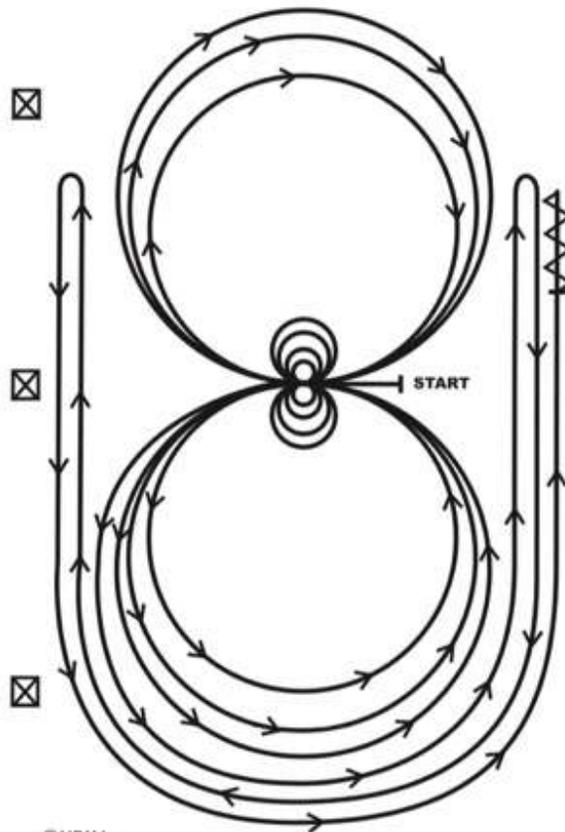
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.

6. Complete four spins to the right. Hesitate.

7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

C = Camera Placement

15



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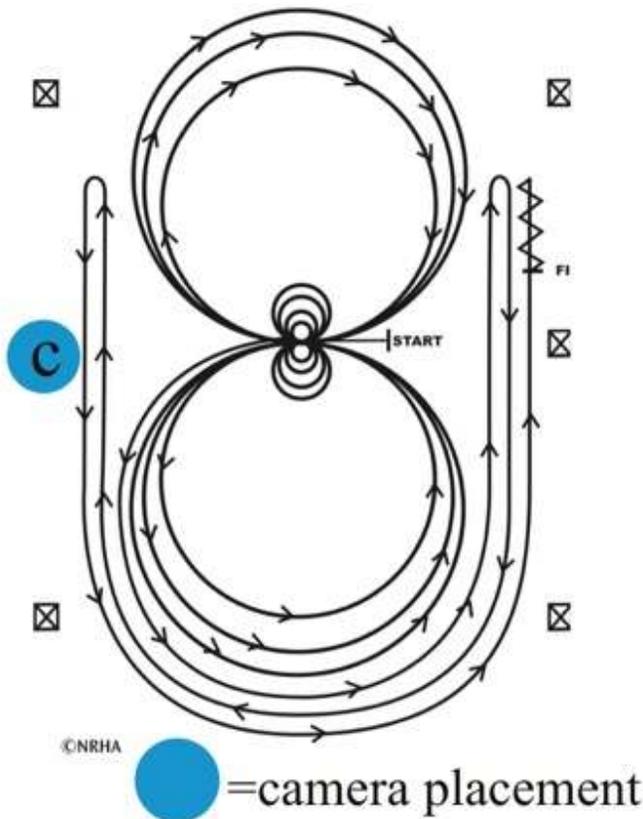
RYR
Summer Sizzler
•Youth•

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.

13



R.Y.R.
Summer Sizzler
•Non Pro•

13

Horses must walk or stop prior to starting pattern. Beginning at the center 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 center of the arena. Hesitate.

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 center of the arena. Hesitate.

4. Complete four spins to the right. Hesitate.

5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.

6. Continue around previous 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 20 feet (6 meters) from the wall or fence-no hesitation.

7. Continue 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 20 feet (6 meters) from the wall or fence-no hesitation.

8. 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern.

