

JUDGES

A. JUDGING PRIVILEGES

(1) Designation as an NRHA approved judge is a privilege, not a right, bestowed by the NRHA Board of Directors, according to procedures formulated by the Judges Committee. This privilege shall be open to individuals whose equine experience and expertise, as well as personal character, merits the honor. An individual's conduct as a member, exhibitor, and judge, and his or her ability must be exemplary. An individual's conduct will be subjected to continuous committee review.

(2) Approval and Testing:

(a) A prospective judge must attend an NRHA Applicant Seminar and upon passing the testing requirements as set forth by the Judges Committee will be eligible to attend an NRHA Judges School. Upon passing the testing requirements of an NRHA Judges School as set forth by the Judges Committee, those persons will then have their names submitted for consideration for judging privileges as provided for in the NRHA Judges Policy as listed in the Members Only section of nrha.com.

(b) The applicant must be at least twenty-five (25) years of age and must have been an NRHA General member in good standing for 24 months prior to the date of application before he or she can be considered for approval as an NRHA judge.

(c) Approved judges and prospective judges must be current NRHA members.

(d) All approved NRHA judges must submit to re-testing every two (2) years.

(e) The NRHA Judges Committee may, on reasonable notice, require any current judge to submit to a Judges School and re-test. Failure to comply or failure to pass the test will result in the immediate suspension of judging privileges.

B. JUDGES COMMITTEE

(1) The NRHA President will appoint a Judges Committee Chairperson. The Chairperson will then appoint the committee members. It shall be the duty of the Judges Committee to administer judges' tests, conduct seminars, may review any and all judging after NRHA sponsored events or approved events, and review judging performances on recommendation of show representatives or by official protest. The Committee shall be empowered to take all action necessary to improve the quality, integrity and performance of the judging system.

(2) The Judges Committee, upon receipt of information which adversely affects a person's ability to be a judge, may temporarily suspend a judge's privileges pending a hearing before the NRHA Executive Committee. The Board of Directors shall have the authority, with or without the recommendation of the Judges Committee, to discipline, penalize, and/or remove a judge's name from the approved judges list.

(3) Performance reviews may be requested through the Judges Evaluation and Education Program (JEEP). All reviews performed through the JEEP system are non punitive in nature and will be used for the education and improvement of NRHA judges. Reviews will be contingent upon the availability of official show video. Non approved classes or events will not be evaluated and the Judges Committee has the right to deny a request for review. Parties requesting the review do not receive the results of the review unless it is a review of one's own judging performance.

C. JUDGES MONITOR

(1) Judges Monitors are approved judges who have been selected by the Judges Committee to aid with the success of judging at A and AA Events. Events wishing to hire a Judges Monitor must apply in writing to the NRHA office not less than ninety (90) days prior to the entry closing date of the event. The Judges Committee may approve events to utilize a Judges Monitor who will be selected by the Judges Committee Chair. A Judges Monitor must:

- (a) Be able to work with all judges of different personalities, judging styles and techniques.
- (b) Use video and other tools to prepare the judging team prior to the event.
- (c) Assist with penalty application and applicable reviews during the event.
- (d) Consistently monitor and evaluate the judging throughout the event.
- (e) Anticipate and help avoid any potential problem areas or discrepancies with scoring.
- (f) Work with judging team each morning to maintain maneuver evaluation consistently throughout event.
- (g) Anticipate and alleviate any and all types of judging problems before they happen.
- (h) Manage requests for reviews and any questions or issues that arise from show management, show stewards or exhibitors.
- (i) Plan and have material and information available for daily preparation and review sessions.

D. GUIDELINES

(1) A horse may not be shown under a judge if that judge has been owner, exhibitor, trainer, or agent of that horse within the previous ninety (90) days or if said horse is ridden by a member of his/her immediate family or by an employee/employer of said judge. A judge may not show to another judge whom he/she has judged or judged with within five days nor may a judge judge another judge to whom he/she has shown or judged with within five days. Volunteer NRHA judges utilized for equipment inspection are excluded from the five day requirement. A judge is responsible for disclosing an agency relationship as

soon as he/she becomes aware of the problem to the show representative/steward if a horse is exhibited not in compliance with this rule. The judge should notify the show representative/steward or show management of the non-compliance at the next break, drag, or prior to the class being placed. The exhibitor should not be counted as an entry, and the horse shall not be scored in the class. All parties involved including but not limited to the owner, exhibitor, and judge will be held responsible in the event non-compliance occurs. The Judges Committee will investigate the matter and handle in accordance with its findings and consistent with NRHA disciplinary rules.

(2) Individuals who have an ongoing (regular, continuous, or contractual) business relationship within ninety (90) days in which services are provided and fees and costs are incurred shall not judge or be judged by each other. This applies to both exhibitor and owner.

(3) A judge shall not be an exhibitor at any NRHA approved event or combinations of events at which he or she is the officiating judge or member of the officiating team. Volunteer NRHA judges utilized for equipment inspection are excluded.

(4) Judges must always act in the best interest of the National Reining Horse Association avoiding any circumstances which create a conflict of interest while officiating at any NRHA approved event. Conflicts of interest are subject to review by the Judges Committee. In the event it is determined that a judge has acted in an official capacity with a conflict of interest, the judge may be removed from the NRHA Judges list and may be subject to further disciplinary action for unsportsmanlike conduct.

(5) Judges shall keep in mind that while judging they are representing the NRHA. It is strongly recommended that judges dress appropriately so as to favorably represent their position.

(6) It is recommended that a judge shall not appear on the show grounds more than one hour prior to the scheduled start of the show unless as directed or requested by show management. Judges shall not visit with owners, trainers, exhibitors or agents before or during an NRHA approved event. The judges shall talk only with representatives of show management, beyond the exchange of normal greetings, until the entire show or contest is completed. (An exception occurs for Category 10 classes where judges are allowed to talk to exhibitors in an open forum prior to and/or following the event. After each class or event judges may provide feedback to exhibitors on an individual basis. These discussions with exhibitors should be monitored by someone appointed by show officials).

(7) A judge (or judges) must present in writing any grievance within ten (10) days of the incident that he/she may have against contestants or shows to an Official Officer, Director, or duly elected or appointed contestant's representative of the NRHA at the time of the grievance. The judge is not required to post the grievance fee. His/her case will be reviewed by the appropriate committee and dealt with in accordance with the dis-

disciplinary procedures section of the *handbook*. If any of the above named officials witness a grievance against a judge, he or she must report this immediately to the NRHA office. Said report must be in writing and must be accompanied by the protest fee. Any grievance concerning a judge's conduct must be filed within ten (10) days of having gained knowledge of the incident. All grievances will be dealt with in accordance with the disciplinary procedure of the *handbook*.

(8) A judge shall conduct himself/herself in a manner fitting and proper to one afforded the honor of officiating at any NRHA approved or sponsored event. Any misconduct on the part of the judge at any NRHA contest such as drinking immediately prior to or during the contest, the use of abusive language, or any other action unbecoming to one in his/her position either on the grounds or elsewhere during the duration of the show will make him/her subject to a complete and impartial hearing on the cause of the complaint before the appropriate committee.

(9) A judge who undertakes the obligation to officiate at an NRHA sanctioned event is responsible to fulfill that commitment. Should he/she be unable to officiate for any reason, he/she is required to arrange for a suitable, qualified replacement. Judges are also required to notify the NRHA office of said change. Failure to do so, for any reason, will result in immediate suspension of judging privileges.

(10) NRHA judges who judge unapproved reining classes will be subject to an Investigative Judge Review. The following exceptions exist where judge(s) may judge unapproved reining classes:

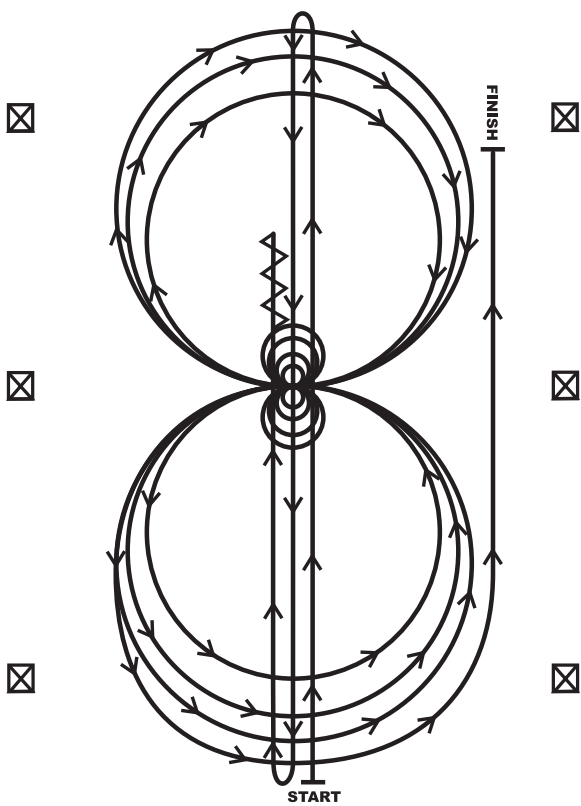
- (a)** classes that do not coincide with NRHA classes and therefore cannot be approved by NRHA
- (b)** beginner or green classes
- (c)** affiliate level classes that are held concurrent with NRHA approved classes
- (d)** shows with less than \$500-added money
- (e)** breed association classes [Jr., Sr., Amateur, and Youth breed classes]
- (f)** National Federation or FEI events
- (g)** shows held by an NRHA breed association affiliate and/or affiliated discipline association

PATTERNS

1. The following patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
2. Markers will be placed on the wall or fence of the arena as follows:
 - (i) at the center of the arena
 - (ii) at least 50' (15 meters) from each end wall
3. Where designated in the pattern for stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.
4. Each pattern is drawn so that the bottom of the page represents the end of the arena entered by contestants and must be run as such. In the event that an arena has only one gate and it is in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on.
5. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored according to the rules for judging.
6. All judges' decisions are final.
7. With the exception of Entry Level Ride & Slide Level 1 classes, the following patterns are the only patterns to be used at NRHA events. NRHA Green classes should use NRHA patterns but simple lead changes are allowed.

PATTERNS TO FOLLOW, INDICATES MARKERS

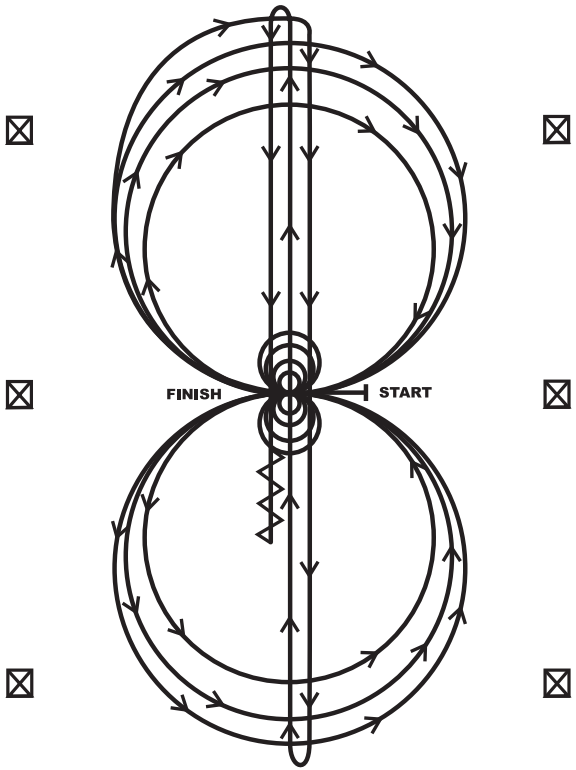
Pattern 1



Pattern 1

1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. 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.
7. 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.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Pattern 2

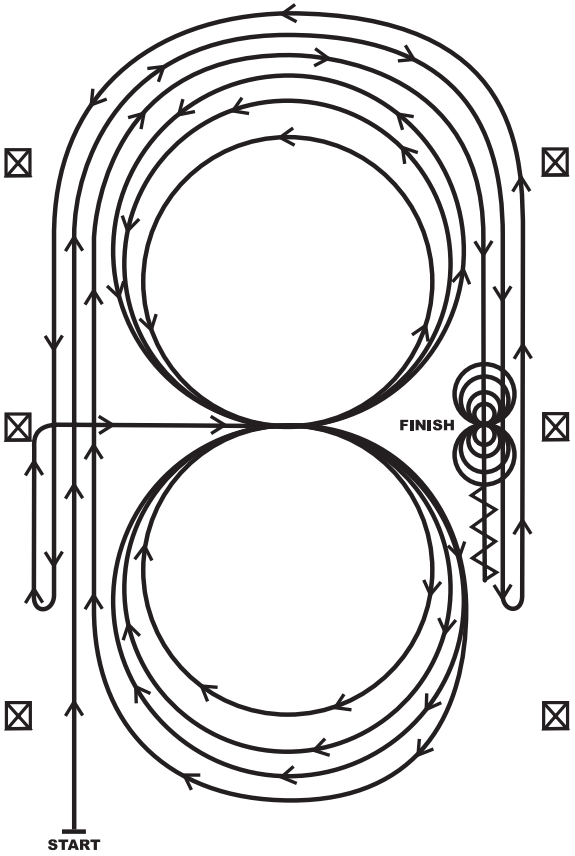


Pattern 2

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. 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 ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Pattern 3



Pattern 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.

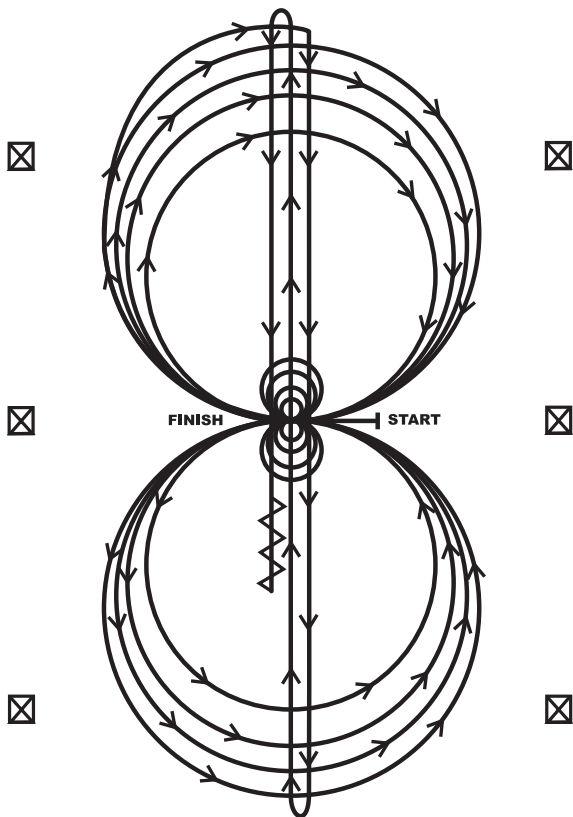
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.

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.

Pattern 4

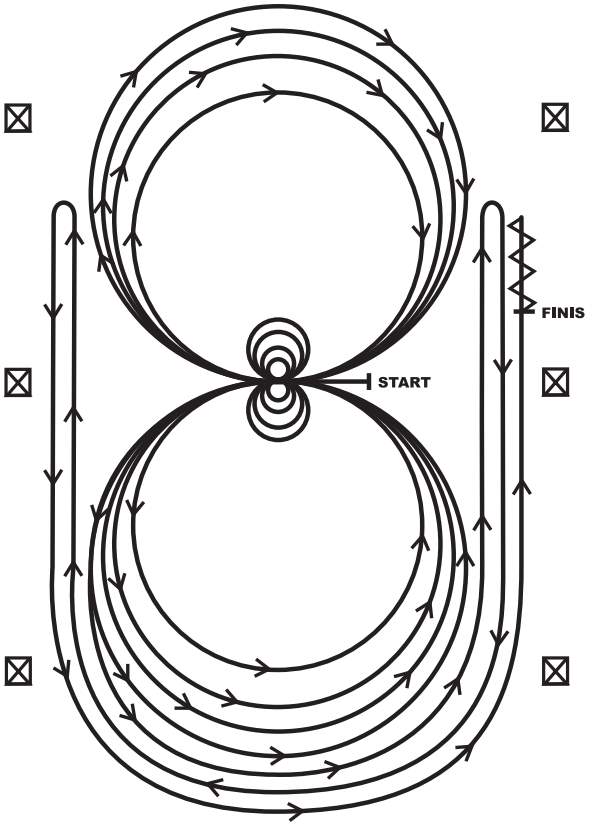


Pattern 4

Horses may walk or jog to the center of the arena. 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 right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. 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.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Pattern 5

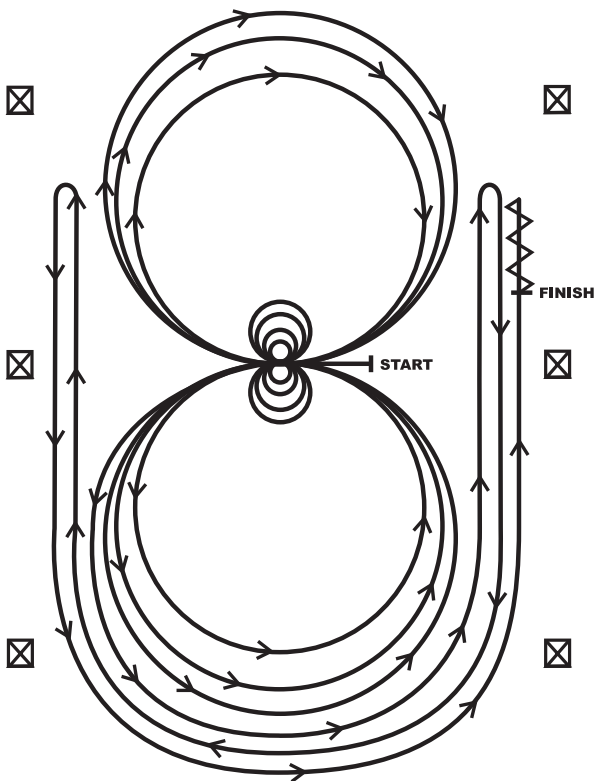


Pattern 5

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. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third 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 three circles to the right: the first two circles large and fast; the third 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. (Figure 8)
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 twenty feet (six 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 twenty feet (six 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 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

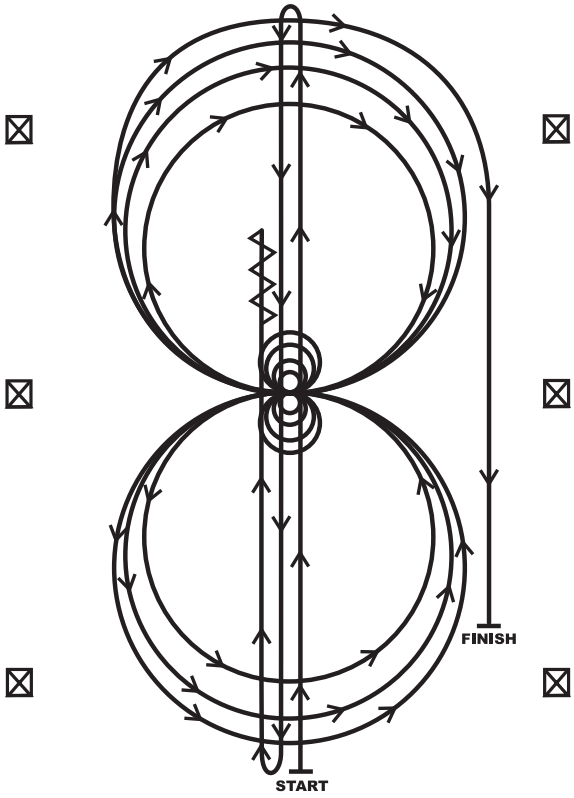


Pattern 6

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.

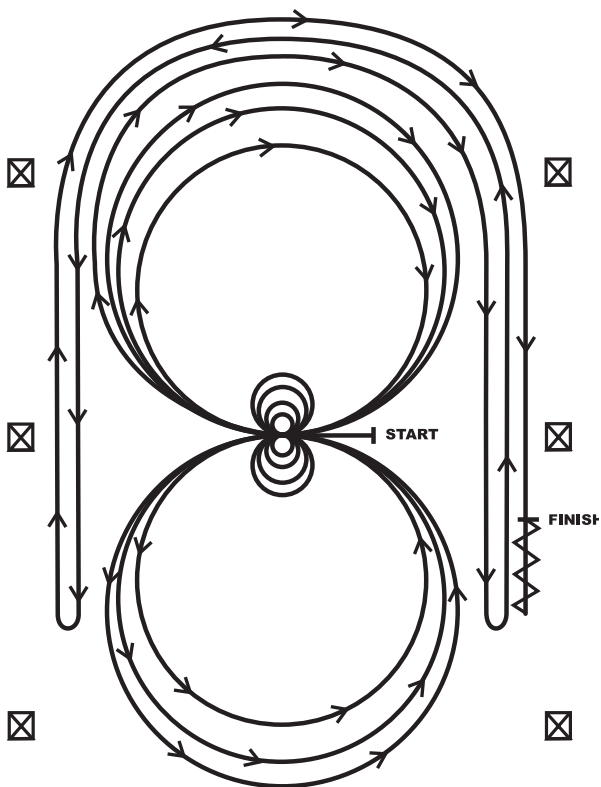
Pattern 7



Pattern 7

1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight 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. Hesitate to demonstrate completion of the pattern.

Pattern 8

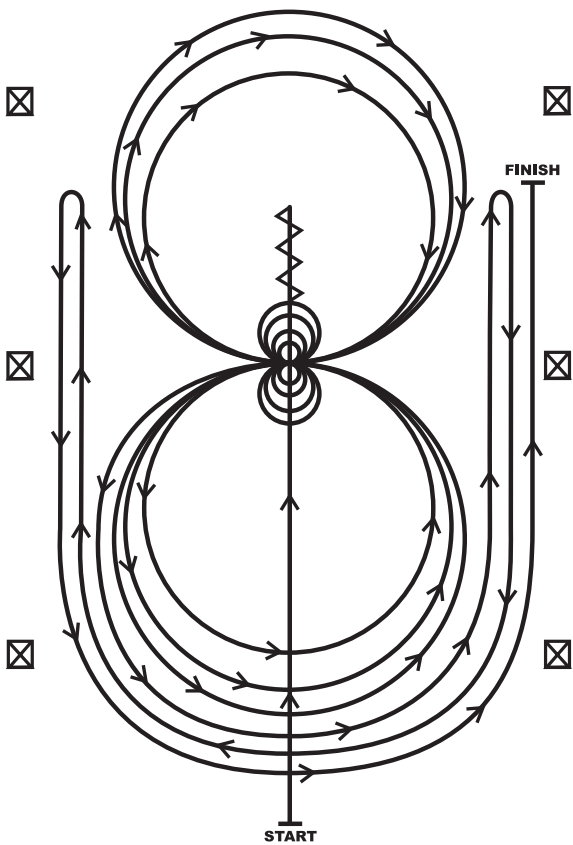


Pattern 8

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 left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, 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.
4. 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.
5. Begin a large circle to the right but do not close this circle. Run straight down 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 the previous circle but do not close this circle. Run down the left side of the arena past the center maker and do a right 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.

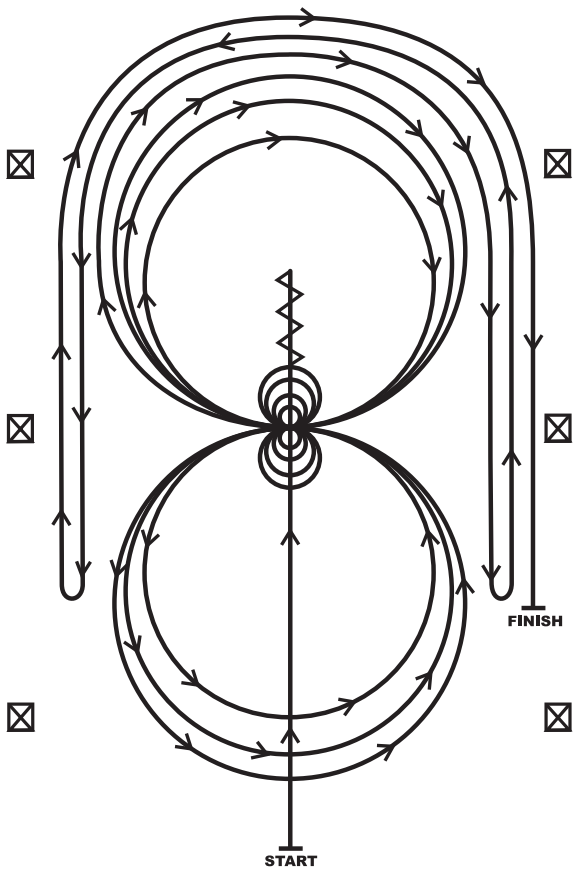
Pattern 9



Pattern 9

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, 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.
5. 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.
6. 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.
7. Continue back around the 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.
8. Continue back around previous circle but do not close this circle. Run up 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. Hesitate to demonstrate completion of the pattern.

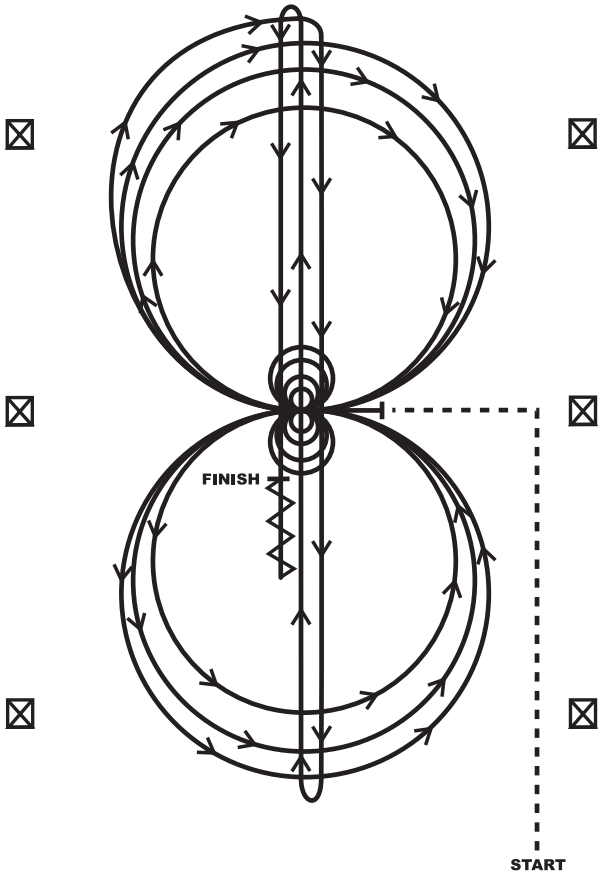
Pattern 10



Pattern 10

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. 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.
5. 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.
6. Begin a large circle to the right but do not close this circle. Run down 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.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around 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. Hesitate to demonstrate completion of the pattern.

Pattern 11

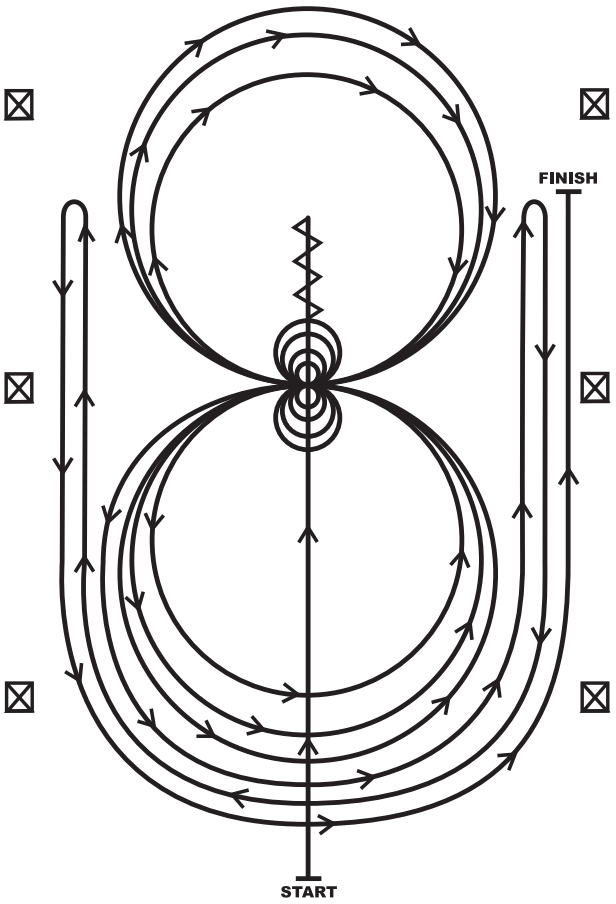


Pattern 11

Horses must jog to the center of the arena (see Judges Guide for maneuver description). Horses must walk or stop prior to starting the 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 circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
- 4.** 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.
- 5.** Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
- 6.** Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
- 7.** Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

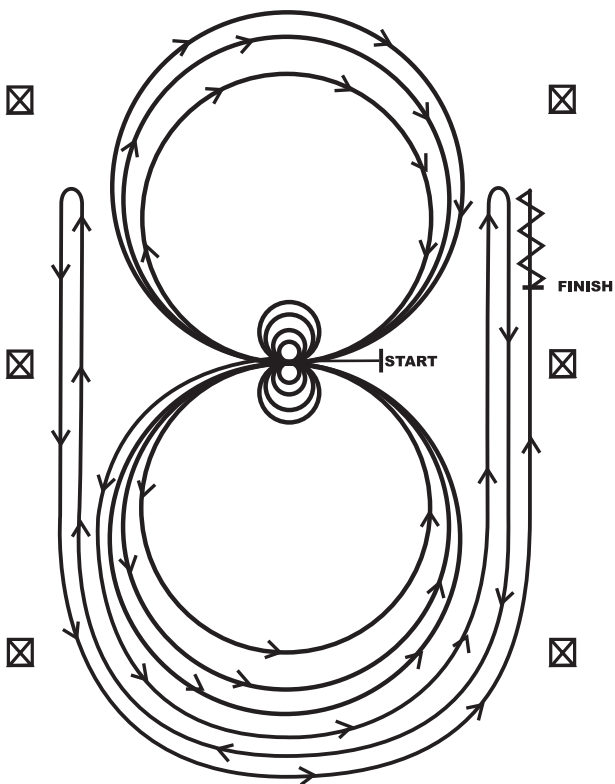
Pattern 12



Pattern 12

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. 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.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. 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 20 feet (6 meters) from the wall or fence-no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and 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. Hesitate to demonstrate completion of pattern.

Pattern 13



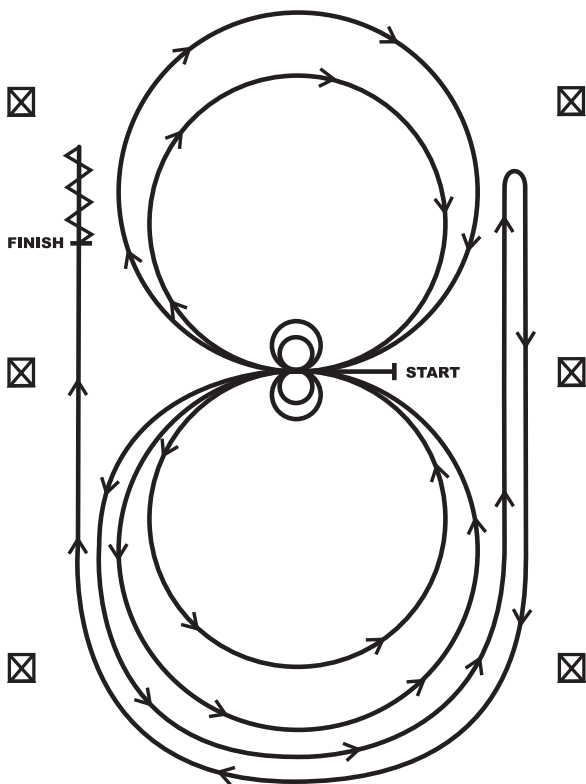
Pattern 13

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
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.
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 (6meters) 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.

Pattern 14

Short Stirrup Pattern



Pattern 14

To be used for the Youth 10 & Under Short Stirrup class only.

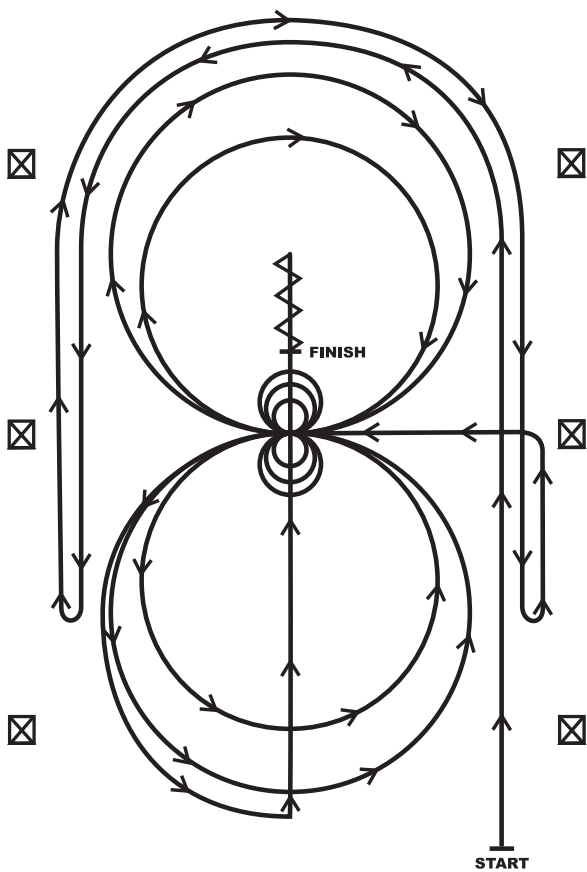
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center 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 center 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 center 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 center marker. Stop. Back up. Hesitate.

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

Pattern 15

Short Stirrup Pattern



Pattern 15

To be used for the Youth 10 & Under Short Stirrup class only.

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
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.
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.
8. Back up at least ten feet. Hesitate to demonstrate completion of the pattern. Hesitate to demonstrate completion of the pattern.

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