

REINING DIVISION

Reining Pattern 1

The judge will indicate the length of the pattern with markers on the arena fence or wall. Markers within the area of the pattern may be used as a guide, but circles, figure eights and other movements do not have to be performed within the markers. (See fig. 17 for a diagram of reining pattern 1.)

1. Run with speed past the center marker.
2. Stop and back to the center of the arena.
3. Settle the horse for approximately 10 seconds. Pivot to the left 90 degrees.
- 4 & 5. Lope two circles to the right. The first circle should be small and slow; the second circle should be large and fast. Change leads at the center of the arena. Flying lead changes are preferred.
- 6 & 7. Lope two circles to the left. The first circle should be small and slow, the second circle should be large and fast.
8. Change to right lead. Flying changes are preferred. Run with speed past the far end marker. Do a left rollback.
9. Run to the opposite end of the arena past the end marker, then do a right rollback.
10. Run to the center of the arena past the center marker and stop. Let the horse settle; then, in the approximate area of the stop, do a 360-degree spin to the left and a 270-degree spin to the right.
11. Walk to the judge and stop for inspection. Wait until dismissed.

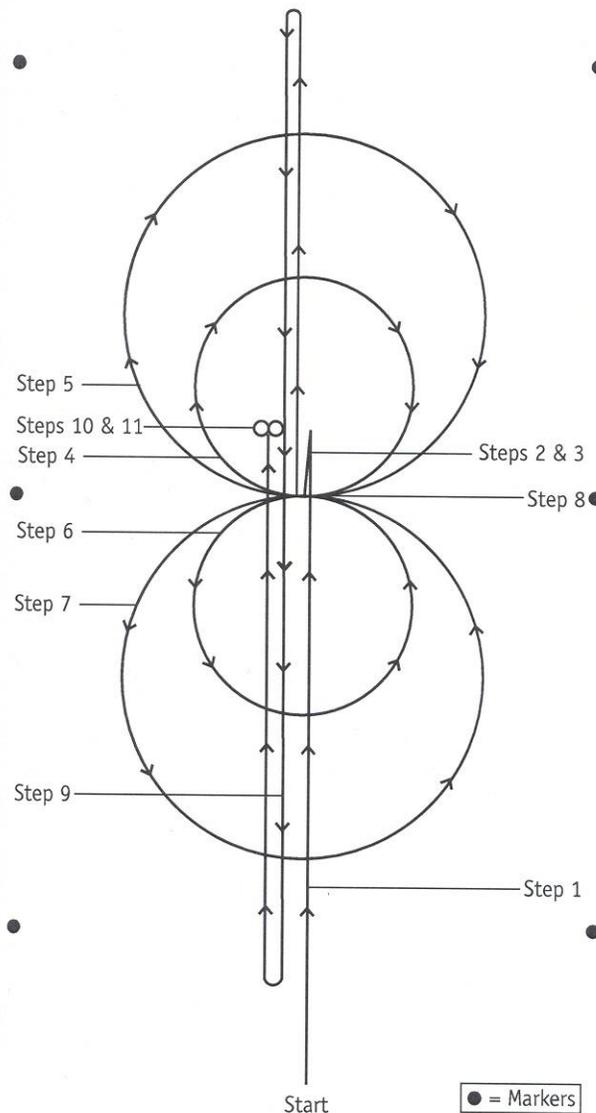


Figure 17. Reining pattern 1.

Reining Pattern 2

The judge will indicate the length of the pattern with markers on the arena fence or wall. Markers within the area of the pattern may be used as a guide, but circles, figure eights and other movements do not have to be performed within the markers. (See fig. 18 on pg. 29 for a diagram of reining pattern 2.)

1. Run with speed past the center marker.
2. Stop and back to the center of the pattern.
3. Settle the horse for approximately 10 seconds.
Pivot to the left 90 degrees.
- 4 & 5. Begin on the right lead and lope a small, slow figure eight within the end markers. Change leads at the center of the arena. Flying lead changes are preferred.
- 6 & 7. Continue in the correct lead. Lope a large, fast figure eight.
8. Change leads. Flying changes are preferred. Run to the far end of the arena past the end marker, then do a left rollback.
9. Run to the opposite end of the arena past the end marker, then do a right rollback.
10. Run to the center of the arena past the center marker and stop.
11. Spin to the right or to the left, not more than 360 degrees.
12. Spin in the opposite direction, not more than 270 degrees.
13. Walk to the judge and stop for inspection. Wait until dismissed.

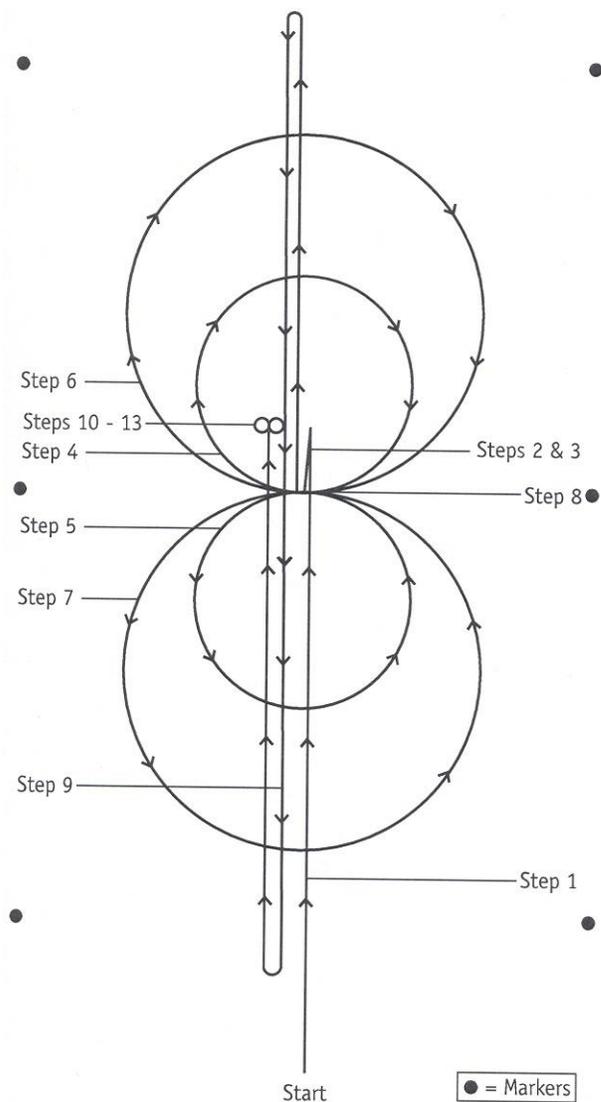
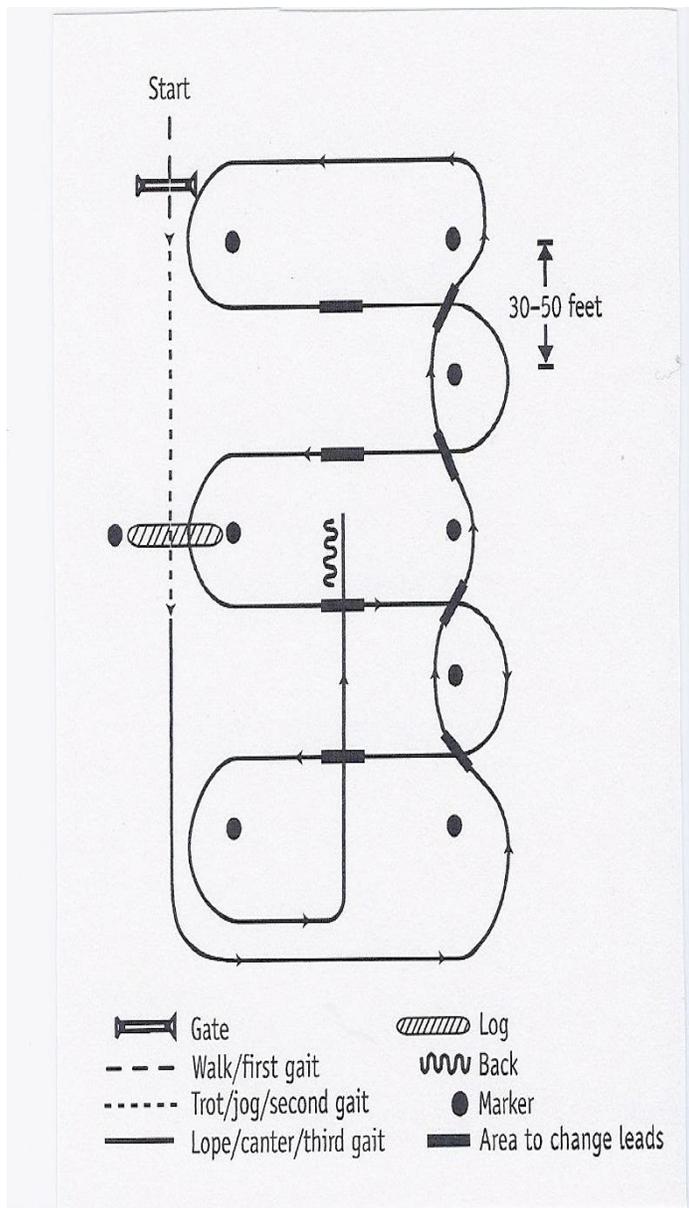


Figure 18. Reining pattern 2.

English/Western Riding



1. The horse will be judged on quality of gaits, changes of lead, response to the rider, manners, disposition and intelligence.

2. The horse should maintain an even cadence and change leads precisely and easily, front and rear, at the center point between markers as indicated by the shaded areas on the pattern. The horse should have a relaxed head carriage showing its response to the rider's hands, with moderate flexion at the poll. The tail should remain quiet throughout the pattern. The horse should cross the log at the jog or pleasure gait and lope without breaking gait or radically changing stride.

3. Additional information about the pattern follows.

- The arrows on the lines indicate the direction of travel and the type of line indicates the gait.
- The log should be at least 8 feet long and laid on the ground.
- The markers should be pylons. In the row of five markers, the markers are separated by equal distances of 30 to 50 feet. The markers in the row of three are aligned with the first, third and fifth markers in the row of five.
- After stopping and backing at least 10 feet at the end of the pattern, the rider will report to the judge to be excused.