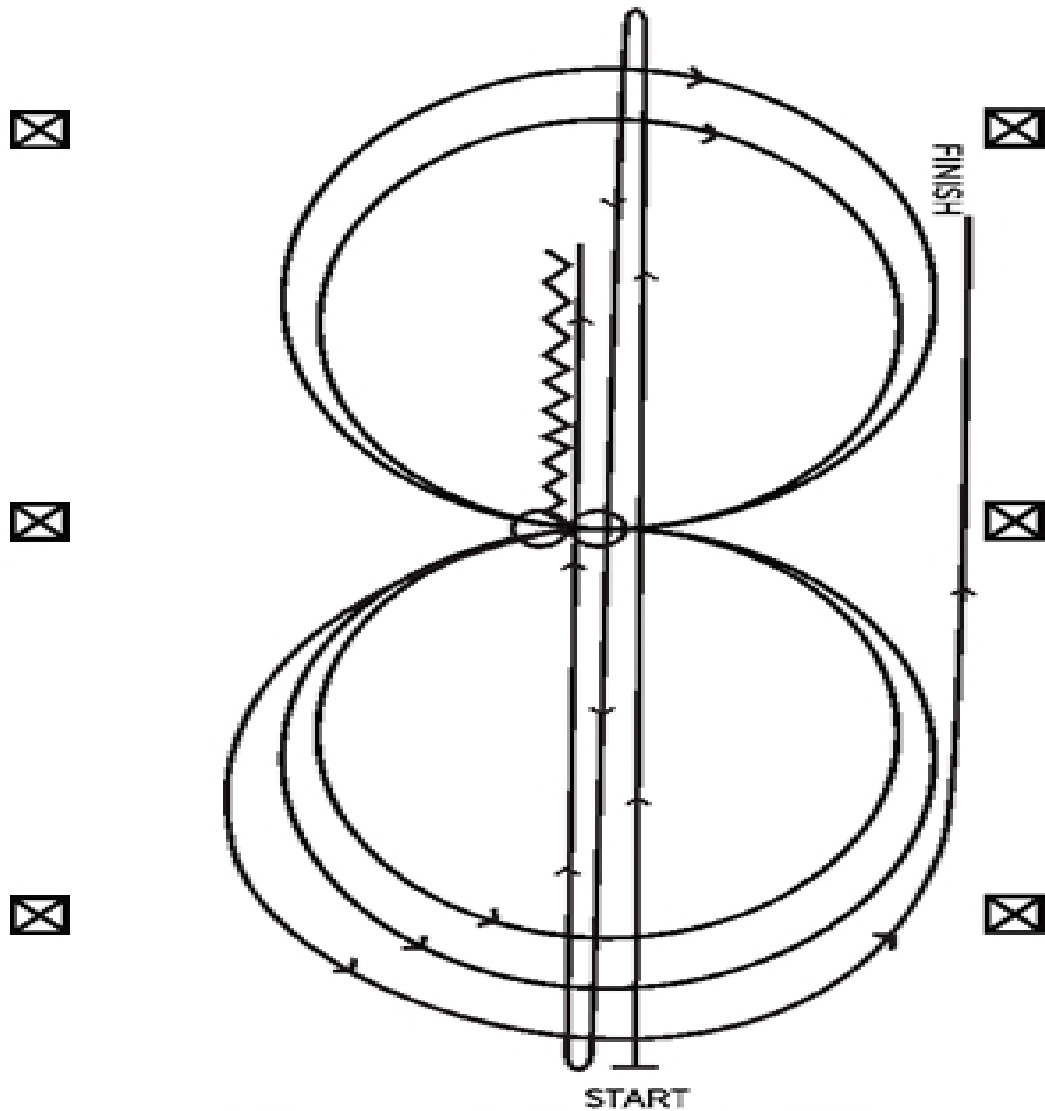
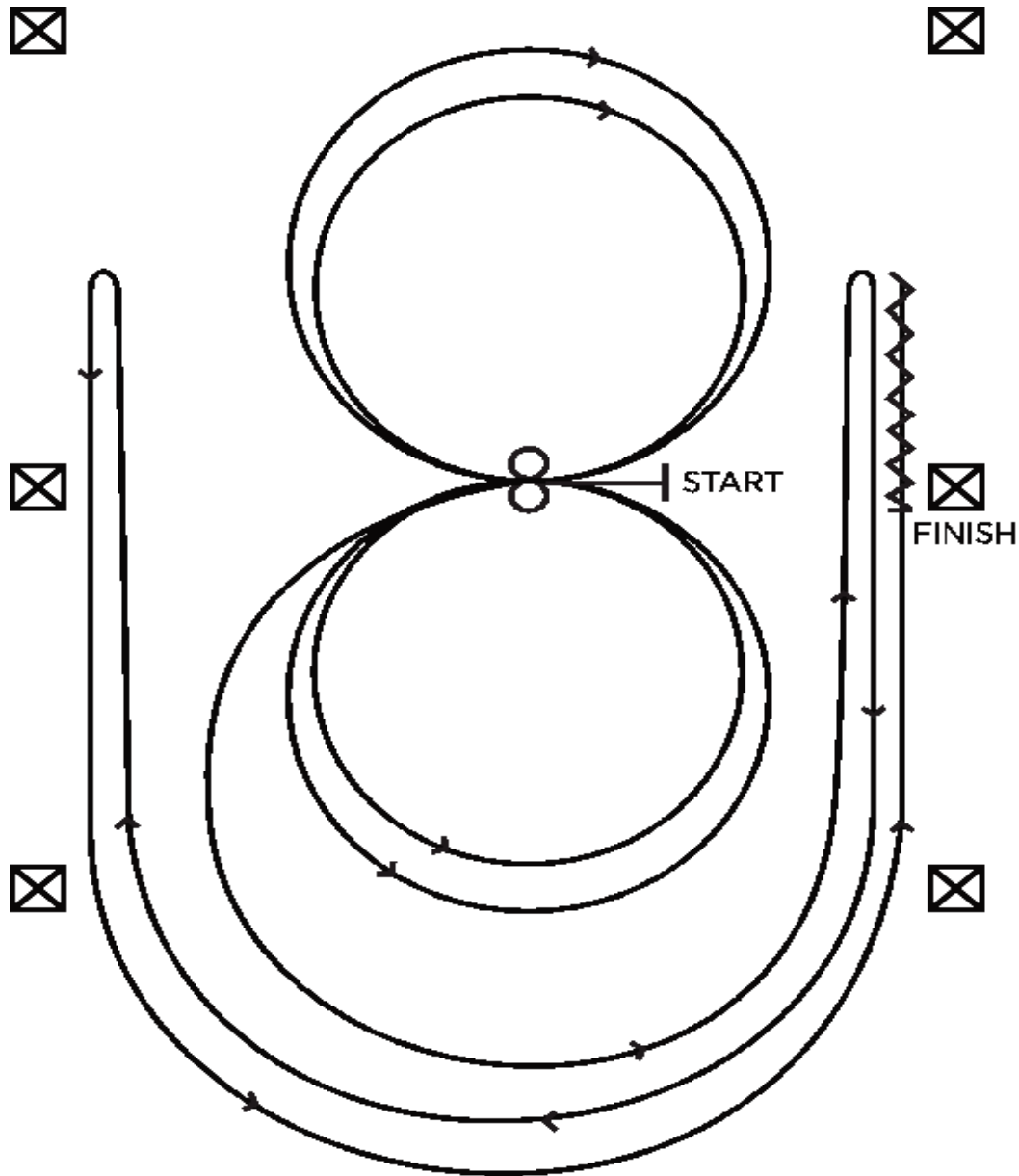


Reining Pattern 1:



1. Run with 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 10 feet (3 meters). Hesitate.
4. Complete one spin to the right. Hesitate.
5. Complete one and one-quarter spins to the left so that the horse is facing the left wall or fence.
6. Beginning on the left lead, complete two circles to the left, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
7. Complete two circles to the right, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
8. Begin a large, fast 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 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate you have completed the pattern.
9. Dismount and drop the bridle to the designated judge.

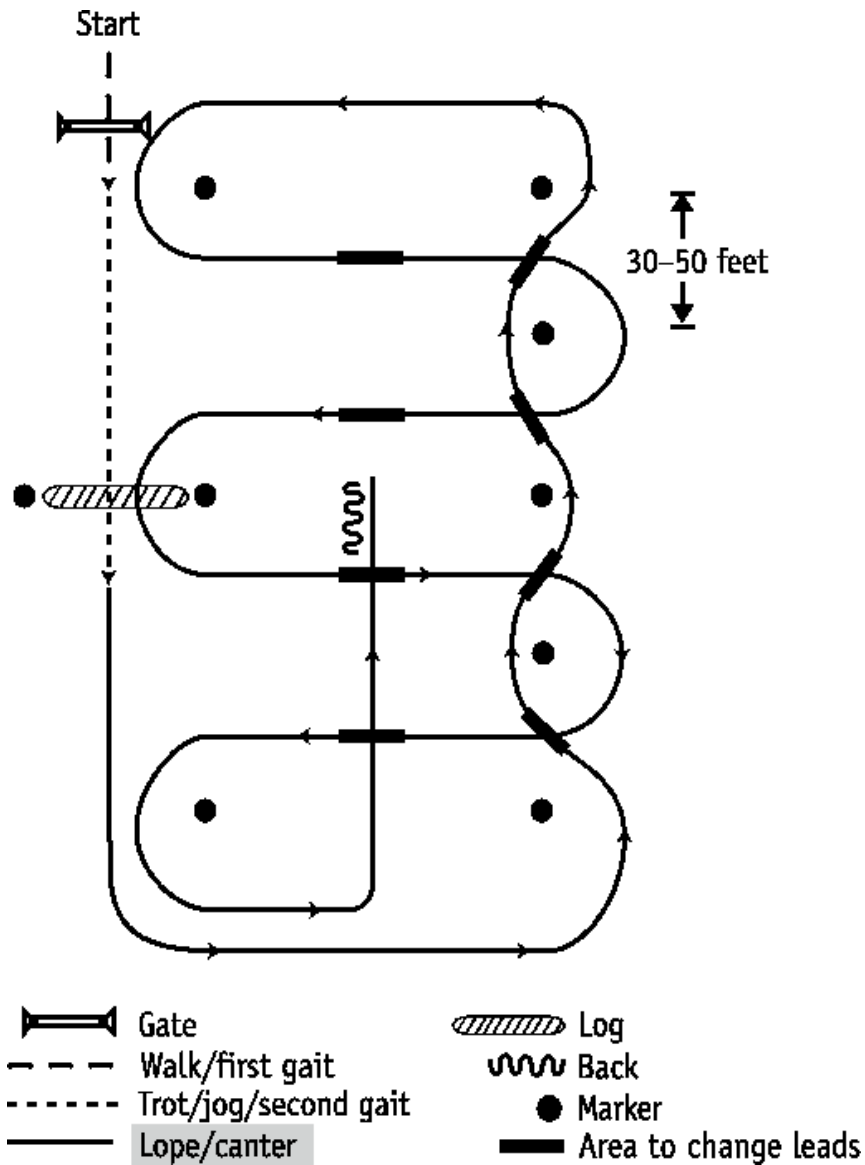
Reining Pattern 2:



Exhibitors may walk or trot their horses to the center of the arena. Horses must walk or stop before starting the pattern. Begin at the center of the arena facing the left wall or fence. (See fig. 20 for a diagram of reining pattern 2.)

1. Complete one spin to the right. Hesitate.
2. Complete one spin to the left. Hesitate.
3. Beginning on the left lead, complete two circles to the left, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
4. Complete two circles to the right, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
5. Begin a large fast circle to the left but not close the 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.
6. 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 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 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 that you have completed the pattern.
8. Dismount and drop the bridle to the designated judge.

English/Western Riding:



The eight small dots represent markers (barrels, kegs or cones are recommended). These should be separated by a uniform distance of not less than 30 feet and no more than 50 feet. The distances may be altered if the local arena is too small.

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 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 radically changing stride.
3. Additional information about the pattern follows.
 - o The arrows on the lines indicate the direction of travel and the type of line indicates the gait.
 - o The log should be at least 8 feet long and laid on the ground.
 - o 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.
 - o After stopping and backing at least 10 feet at the end of the pattern, the rider will report to the judge to be excused.
4. A horse going off pattern is disqualified. Off pattern is any of the following: an incomplete pattern, incorrect order of maneuvers, knocking over markers, passing on the wrong side of markers, making extra loops in the pattern, missing the log, five or more simple lead changes, and failure to change leads.
5. The judge may require an exhibitor to repeat or reverse any part of the routine.
6. Only one hand is allowed on the reins and only the index finger is allowed between the reins. Except when negotiating the gate, the hand on the rein cannot be changed. When romal reins are used