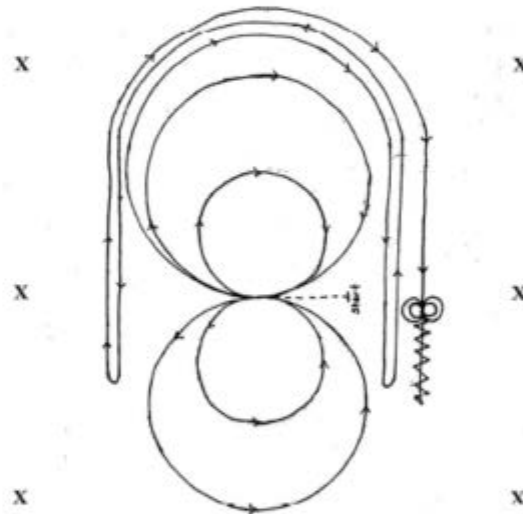


**REINING PATTERN 1**  
**Begin pattern facing the judge.**

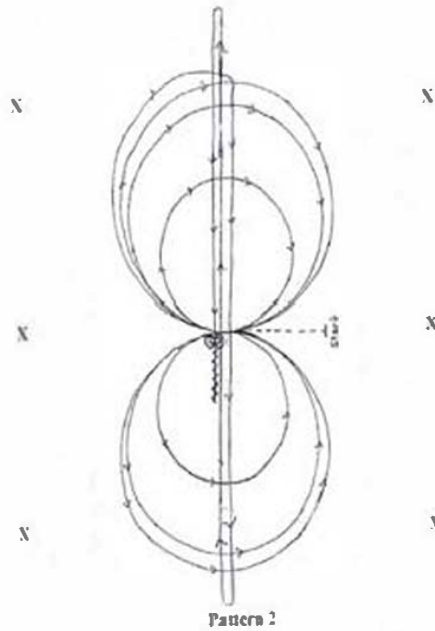
1. Trot to center of the arena facing the judge, walk or stop before beginning the pattern.
2. Run 2 circles to the right, the first small slow, the second large fast. Change leads at the center of arena.
3. Run 2 circles to the left, the first small slow, the second large fast. Change leads at the center of arena.
4. Begin a circle to the right, do not close the circle but run around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
5. Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
6. Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and back at least 15 feet, hesitate.
7. Complete 2 spins either direction, hesitate.
8. Complete 2 spins in the opposite of 7 above, hesitate to show completion of the pattern.



**Pattern 1**

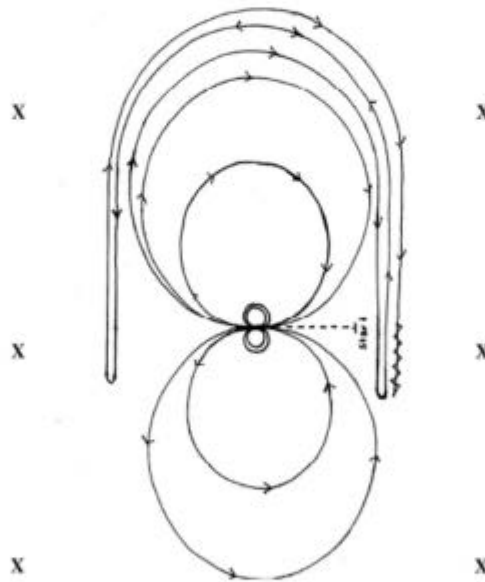
**REINING PATTERN 2**  
**Begin pattern facing the judge.**

1. Trot to center of the arena facing the judge. walk or stop before beginning the pattern.
2. Run 3 circles to the right, the first large fast, the second small slow, the third large fast. Change leads at the center of the arena.
3. Run 3 circles to the left, the first large fast, the second small slow, the third large fast. Change leads at the center of the arena.
4. Begin a circle to the right, do not close the circle but run down the middle of the arena past the end marker. stop and do a right rollback.
5. Run back down the middle of the arena past the end marker. stop and do a left rollback.
6. Run back past the center marker. stop and back at least 15 feet. hesitate.
7. Complete 2 spins to the right. hesitate.
8. Complete 2 spins to the left. hesitate to show completion of the pattern.



**REINING PATTERN 3**  
**Begin pattern facing the judge**

1. Trot to center of the arena facing the judge, walk or stop before beginning the pattern.
2. Complete 2 spins either direction, hesitate
3. Complete 2 spins in the opposite direction of maneuver 2. , hesitate
4. Run 2 circles to the right, the first small slow the second large fast. Change leads at the center of the arena.
5. Run 2 circles to the left, the first small slow, the second large fast. Change leads at the center of the arena.
6. Begin a circle to the right, do not close the circle but run around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop, and rollback toward the fence.
7. Run back around the end of the arena and down the fence remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
8. Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and back at least 15 feet, hesitate to show completion of pattern.

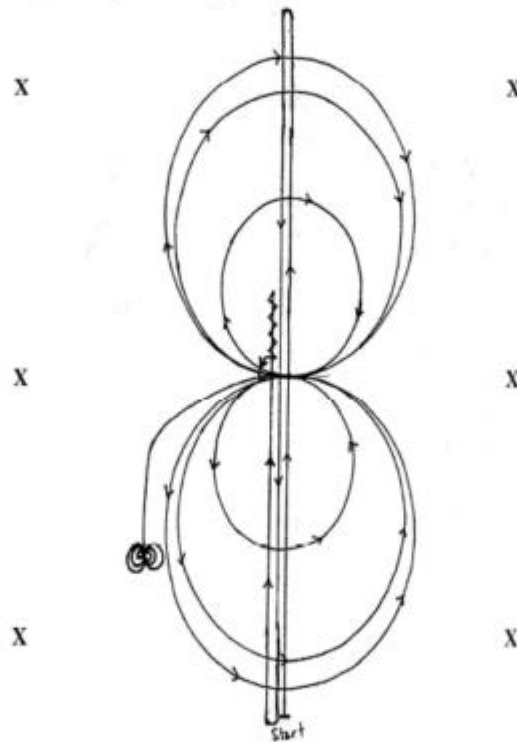


**Pattern 3**

#### REINING PATTERN 4

##### Run pattern as written disregard position of judge

1. Run down the middle of the arena past the end marker, stop and do a left rollback.
2. Run back down the middle of the arena past the end marker, stop and do a right rollback.
3. Run back down the middle of the arena past the center marker, stop and back at least 15 feet, hesitate.
4. Complete  $\frac{1}{4}$  turn toward the left.
5. Run three circles to the left, first large fast, second small slow, third large fast. Change leads at the center of the arena.
6. Run three circles to the right, first large fast, second small slow, third large fast. Change leads at the center of the arena.
7. Begin a left circle do not complete the circle but run down the fence toward the end that you began the pattern from remaining at least 20 feet from the fence. Run past the center marker stop and hesitate.
8. Complete 4 spins either direction, hesitate
9. Complete 4 spins in the opposite direction.

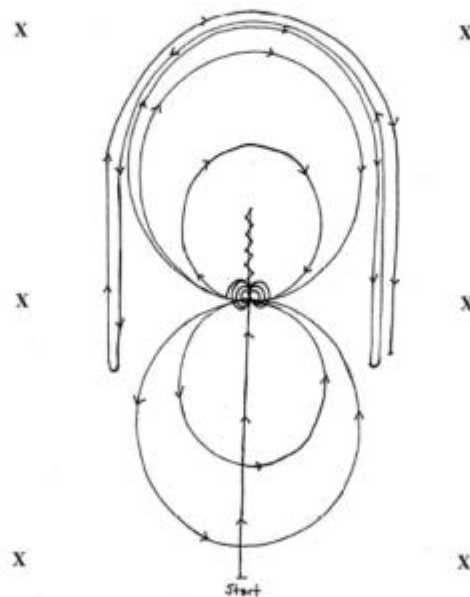


Pattern 4

### REINING PATTERN 5

Run the pattern as written, disregard position of judge.

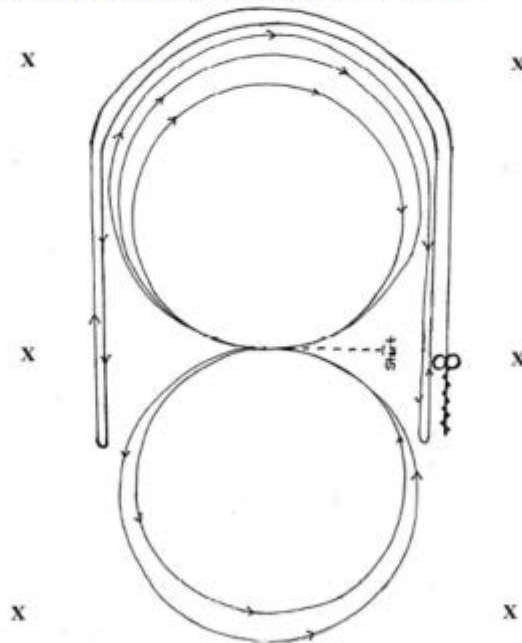
1. Run down the middle of the arena past the center marker, stop and back at least 15 feet, hesitate.
2. Complete 4 spins to the left.
3. Complete 4 spins to the right, hesitate.
4. Complete  $\frac{1}{4}$  turn toward the left.
5. Run 2 circles to the right, the first small slow, the second large fast. Change leads at the center of the arena.
6. Run 2 circles to the left, the first small slow, the second large fast. Change leads at the center of the arena.
7. Begin a circle to the right, do not close the circle but run around the end of the arena and down the fence remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
8. Run back around the end of the arena, down the fence remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
9. Run back around the end of the arena and down the fence remaining at least 20 feet from the fence. Run past the center marker, stop, hesitate to show completion of the pattern.



Pattern 5

**REINING PATTERN 6**  
**Novice Amateur/Youth/ 3-5**  
**Begin pattern facing the judge.**

1. Trot to center of arena facing the judge, walk or stop before beginning the pattern.
2. Run 2 circles of similar size to the right, the first slow, the second fast. Change leads either simple or flying lead change exhibitor's choice at the center of the arena.
3. Run 2 circles of similar size to the left, the first slow, the second fast. Change leads at the center of the arena.
4. Begin a circle to the right, do not close the circle but run around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
5. Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
6. Run back around the end of the arena and down the fence remaining 20 feet from the fence. Run past the center marker, stop and back at least 15 feet, hesitate.
7. Complete 1 spin either direction, hesitate for 5 seconds.
8. Complete 1 spin opposite direction; hesitate f/completion.

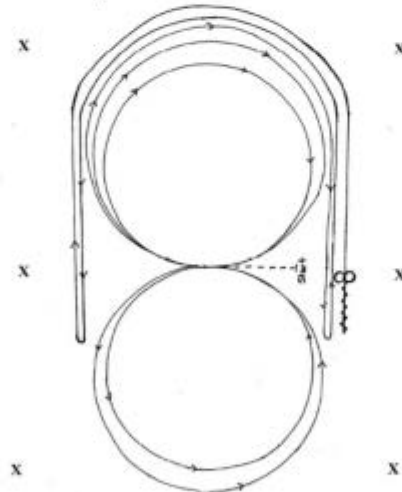


Pattern 6 & 7

**REINING PATTERN 7**  
**Novice Amateur/Youth/ 3-5**

Same pattern as #6 but with simple lead changes instead of flying lead changes. Show management must designate which pattern (6 or 7) the two cannot be used in the same class. Other patterns (1-5) may also be used for Novice Amateur & youth.

1. Trot to center of arena facing the judge, walk or stop before beginning the pattern.
2. Run 2 circles of similar size to the right, the first slow the second fast. Change leads (**simple lead change**) at the center of the arena.
3. Run 2 circles of similar size to the left, the first slow the second fast. Change leads (**simple lead change**) at the center of the arena.
4. Begin a circle to the right, do not close the circle but run around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker, stop and rollback toward the fence.
5. Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker stop and rollback toward the fence.
6. Run back around the end of the arena and down the fence remaining at least 20 feet from the fence. Run past the center marker, stop and back at least 15 feet, hesitate.
7. Complete 1 spin either direction, hesitate for 5 seconds.
8. Complete 1 spin the opposite direction; hesitate to show completion of the pattern.



Pattern 6 & 7

**REINING PATTERN 8**  
**Novice Amateur/Youth/ 3-5**  
**Begin pattern facing the judge**

This pattern can be run with flying or simple lead changes as per show management's discretion

Trot to the center walk or stop before starting.

1. Begin on the right lead complete one circle to the right moderate speed, change leads.
2. Complete one circle to left, moderate speed, change leads.
3. Start right circle, do not complete, go to the top of the circle, run down the center of the arena & stop near the end maker
4. Complete 2 1/2 spins to the right.
5. Run down the center of the arena and stop near the end maker
6. Complete 2 1/2 spins to the left.
7. Run past the center marker, stop and back at least 10 feet.

