

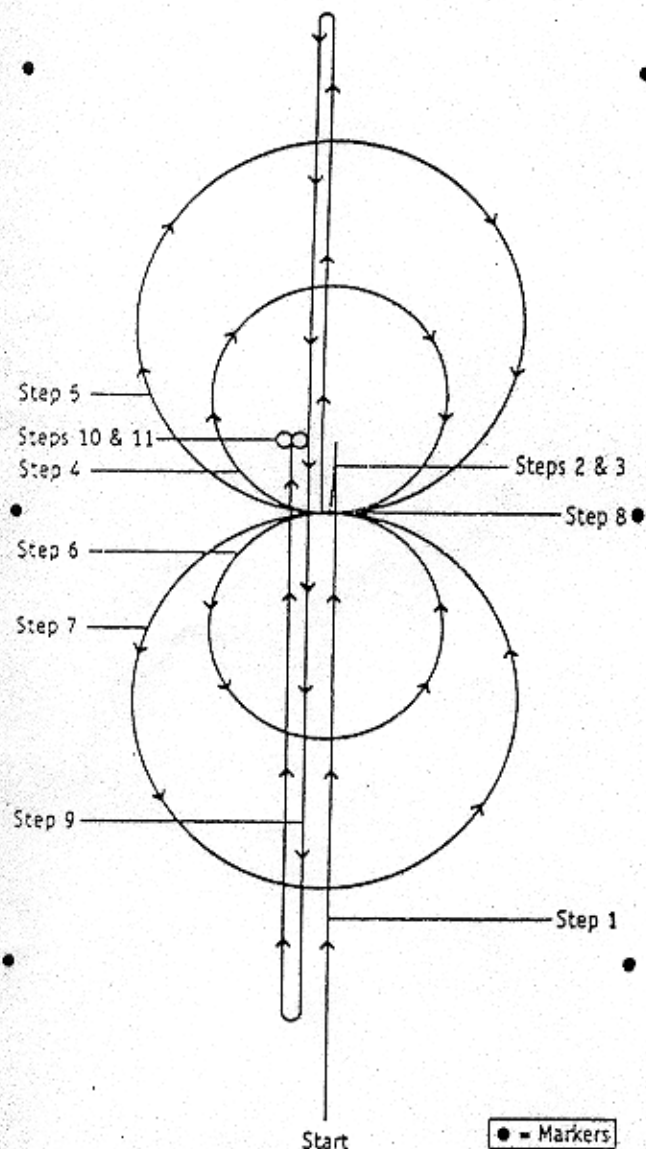
Jr Reining Pattern

REINING DIVISION

Rev. 2001
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"To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated completely." (2000 National Reining Horse Association Pattern Book)



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. 16 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 right and a 270-degree spin to the left.
11. Walk to the judge and stop for inspection. Wait until dismissed.

Figure 16. Reining pattern 1.