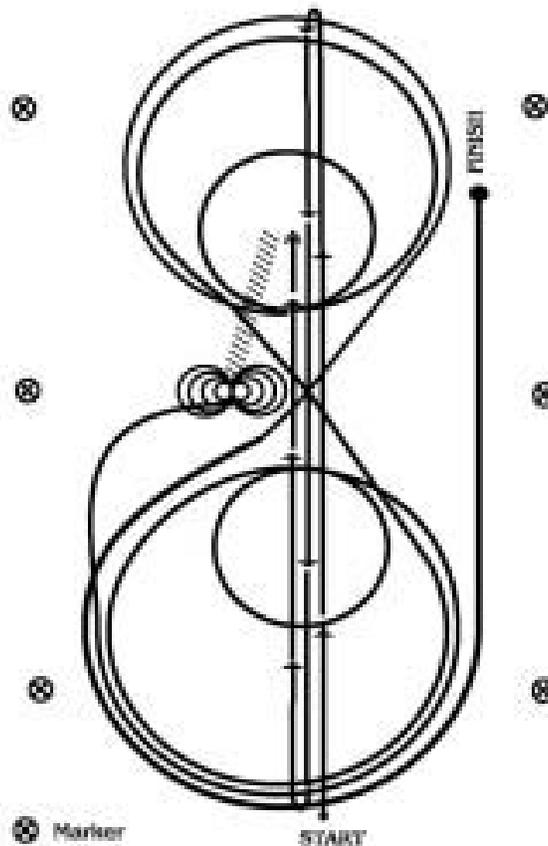


REINING PATTERN NUMBER 1



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 (3 meters). Hesitate.

4. Complete four spins to the right.

5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.

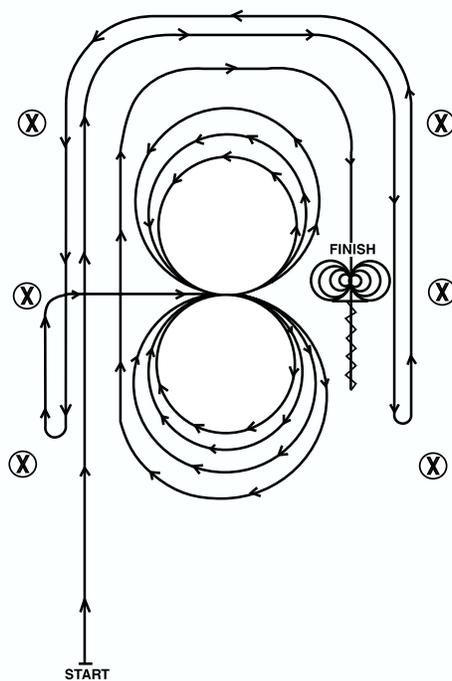
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

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 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 twenty feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN NUMBER 3



1. Beginning, and staying at least twenty feet (6 meters) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, 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 staying at least twenty feet (6 meters) from the wall or fence, circle back around the top of the arena, 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.

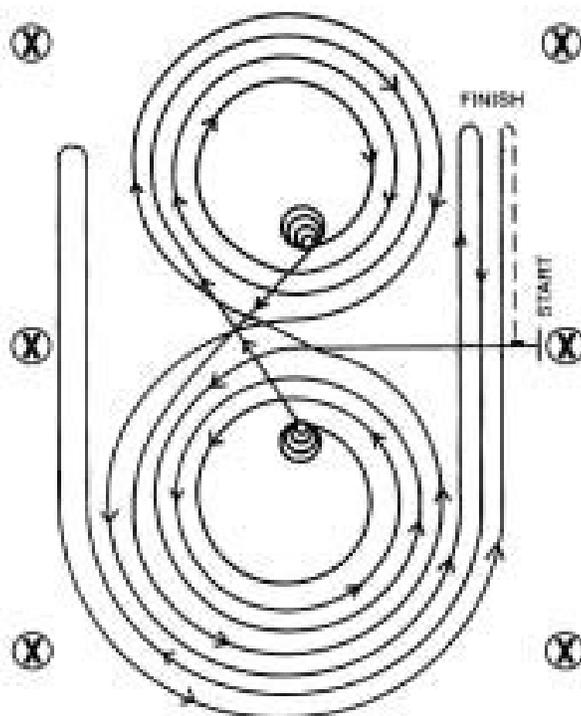
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least twenty feet (6 meters) from the wall or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (3 meters). Hesitate.

6. Complete four spins to the right.

7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN NUMBER 5



Horse 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.

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.

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 (6 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 (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 twenty feet (6 meters) from the wall or fence. Back up at least ten feet (3 meters). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.