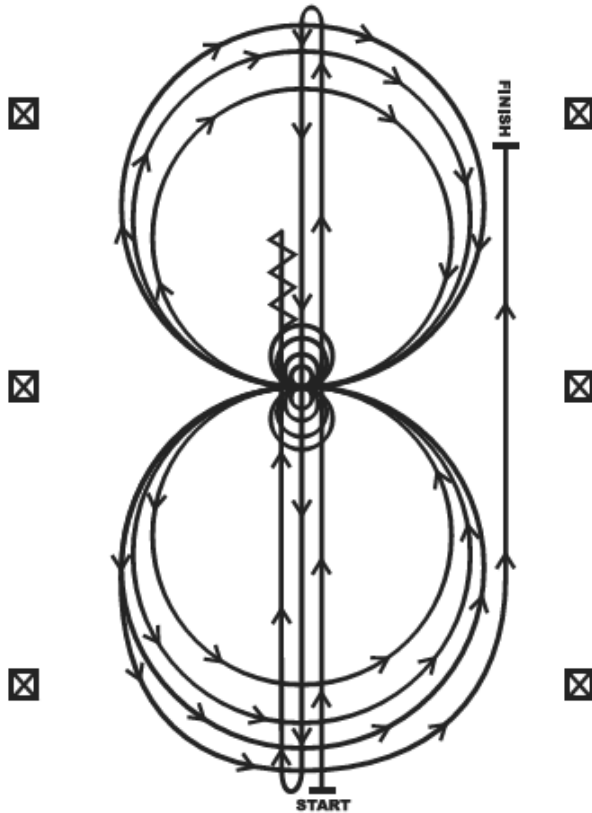
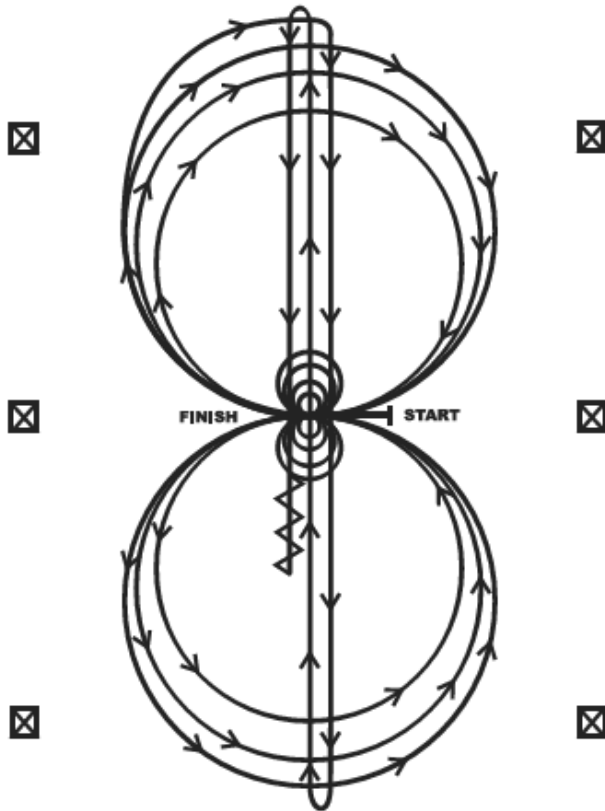


## REINING PATTERN 1



1. Run at speed to the 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 centre marker and do a sliding stop. Back up to the centre of the arena or at least ten feet ( 3 meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one quarter spins left so the horse is facing the 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 centre 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 centre of the arena.
8. Begin a large circle to the left, but do not close this circle. Run down the right side of the arena past the centre marker and do a sliding stop at least twenty feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

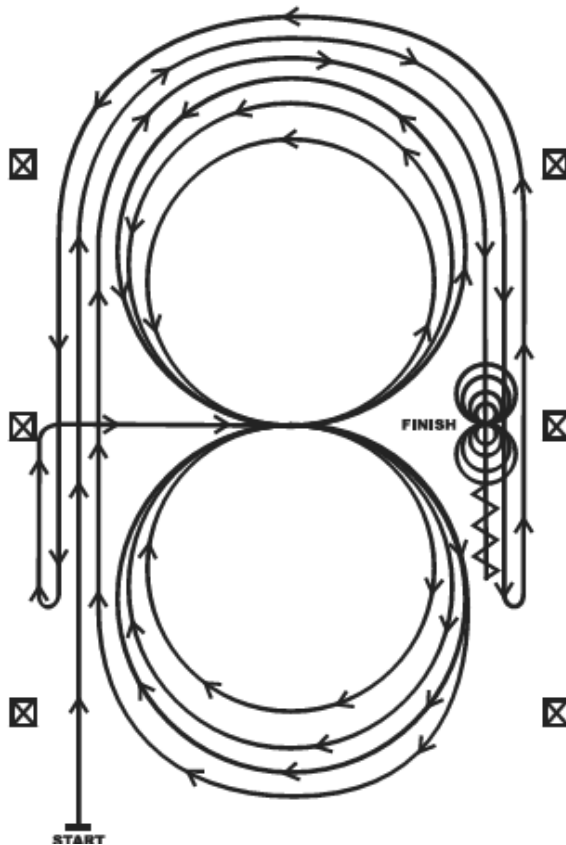
## REINING PATTERN 2



Horses may walk or jog to the centre of the arena, Horse must walk or stop prior to starting pattern, Beginning at the centre of the arena facing the left wall or fence.

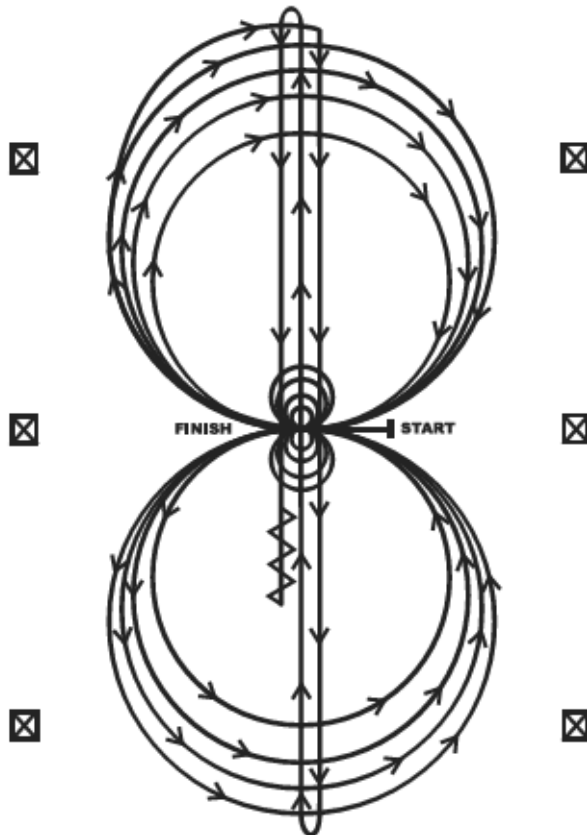
1. Beginning on the right lead, complete three circles to the right; the first circle small and slow; the next two large and fast. Change leads at the centre of the arena.
2. Complete three circles to the left; the first circle small and slow; the next two large and fast. Change leads at the centre of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
5. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least ten feet (three metres). Hesitate.
6. Complete four spins to the right, Hesitate.
7. Complete four spins to the left, Hesitate to demonstrate the completion of the pattern.

### REINING PATTERN 3



1. Beginning lope up the left side of the arena; circle the top end of the arena and staying at least twenty feet (6 meters) from the walls or fence, run down the opposite side or right side of the arena past the centre marker and do a left rollback – no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (6 meters) from the wall or fence, run straight down the left side of the arena past the centre marker and do a right rollback – no hesitation.
3. Continue up the left side of the arena to the centre marker. At the centre marker the horse should be on the right lead. Guide the horse to the centre of the arena on the right lead and complete three circles to the right; the first two circles large and fast; the third small and slow. Change leads at the centre of the arena.
4. Complete three circles to the left, the first two circles large and fast, the third small and slow. Change leads at the centre of the arena.
5. Begin a large fast circle to the right do not close the circle continue up the left side of the arena, circle the top of the arena and staying at least twenty feet (6 meters) from the wall or fence run down the opposite or right side of the arena past the centre marker and do a sliding stop. Back up at least ten feet (three Meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left, hesitate to show completion of the pattern.

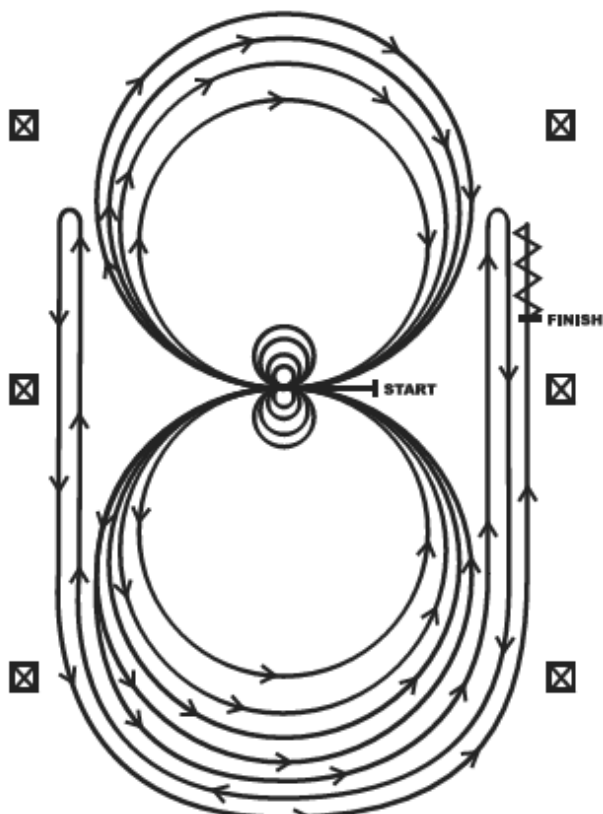
## REINING PATTERN 4



Horses may walk or jog to the centre of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the centre of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right; the first two large and fast, the third small and slow. Stop at the centre of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left, the first two large and fast, the third small and slow. Stop at the centre of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the centre of the arena (figure 8).
6. Continue around previous circle to the right, At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation,
7. Run up the middle to the opposite end past the end marker and do a left rollback – no hesitation.
8. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

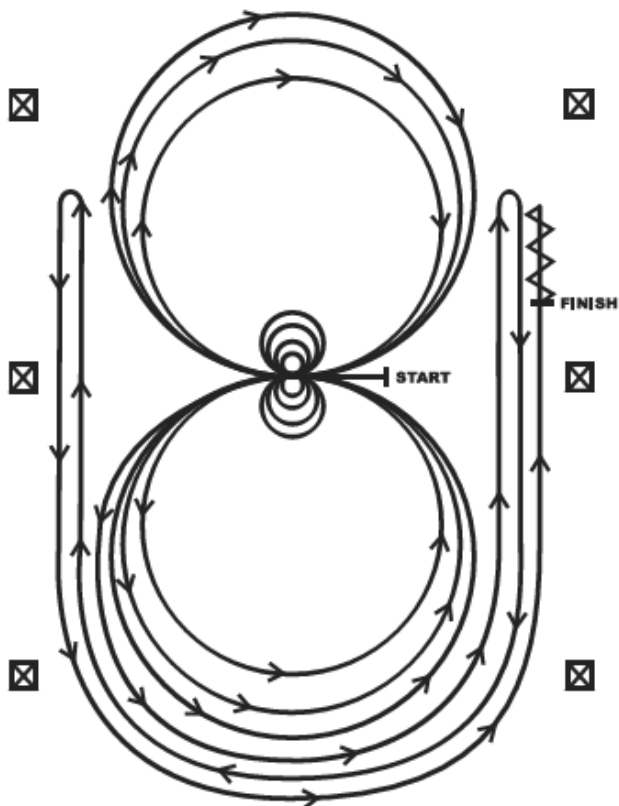
## REINING PATTERN 5



Horses may walk or jog to the centre of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the centre of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the right; the first two large and fast, the third small and slow. Stop at the centre of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right, the first two large and fast, the third small and slow. Stop at the centre of the arena. Hesitate.
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 centre 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 centre marker and do a left rollback at least twenty feet (Six 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 centre marker and do a right rollback at least twenty feet (Six 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 centre marker and do a right rollback at least twenty feet (Six Meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to show completion of pattern.

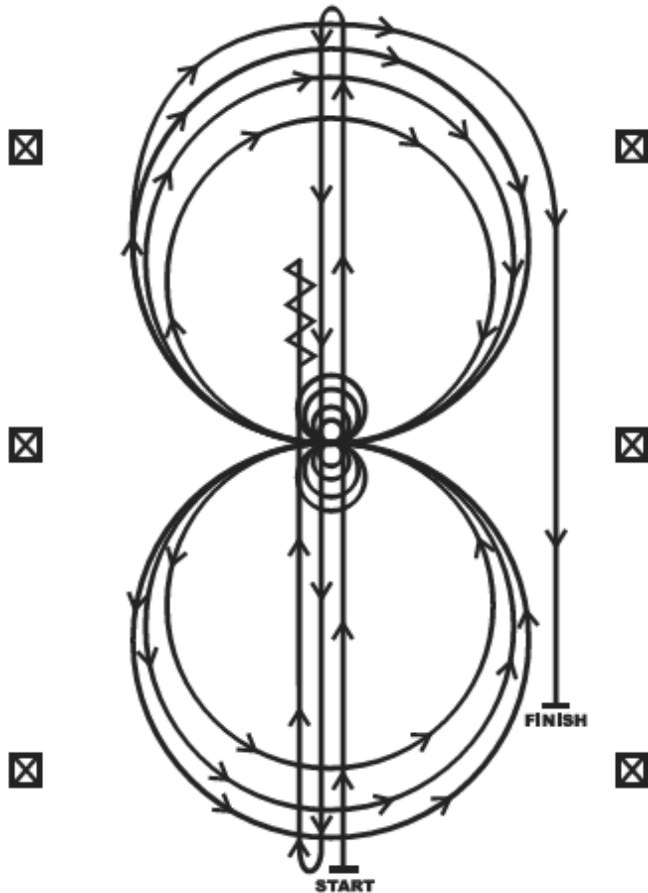
## REINING PATTERN 6



Horses may walk or jog to the centre of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the centre of the arena facing the left wall or fence.

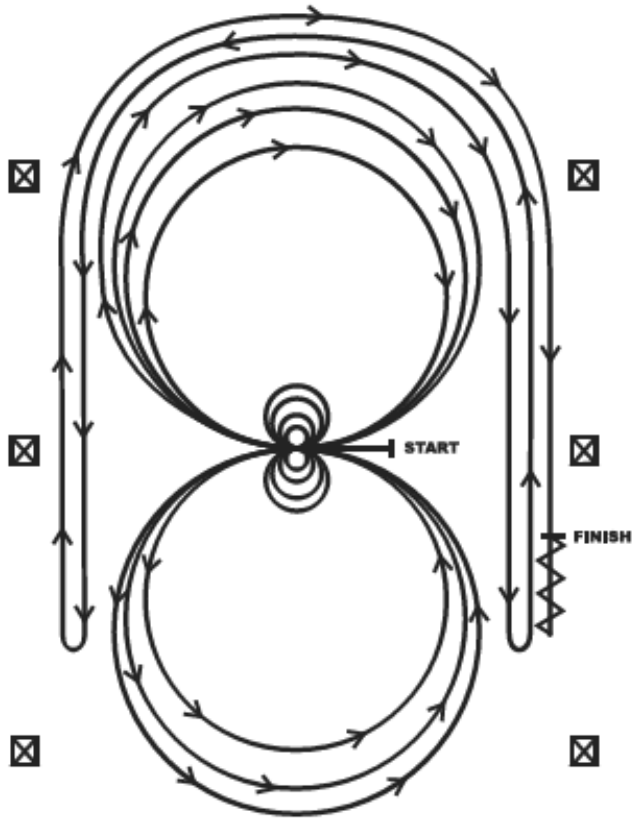
1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead complete three circles to the left; the first two circles large and fast; the third small and slow. Change leads at the centre of the arena,
4. Complete three circles to the right; the first two circles large and fast; the third small and slow. Change leads at the centre of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least twenty feet (six 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 centre marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate the completion of the pattern.

## REINING PATTERN 7



1. Run at speed to the 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 centre marker and do a sliding stop. Back up to the centre of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and a quarter spins to the left so that the horse is facing the left wall or fence. Hesitate
6. Beginning on the right lead, complete three circles to the right; the first two circles large and fast; the third small and slow. Change leads at the centre of the arena.
7. Complete three circles to the left; the first two circles large and fast; the third small and slow. Change leads at the centre of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the centre marker and do a sliding stop at least twenty feet (six meters) from the wall or fence, Hesitate to demonstrate completion of pattern.

## REINING PATTERN 8

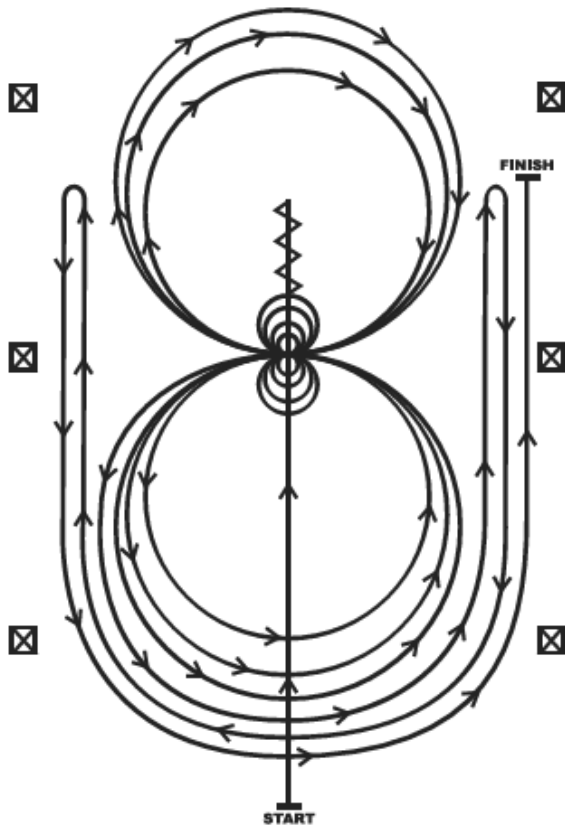


Horses may walk or jog to the centre of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the centre of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitation.
2. Complete four spins to the right. Hesitation.
3. Beginning on the right lead 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 centre of the arena.
4. 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 centre of the arena.
5. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the centre marker and do a left rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the centre marker and do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close the circle. Run down the right side of the arena past the centre marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to show completion of the pattern.

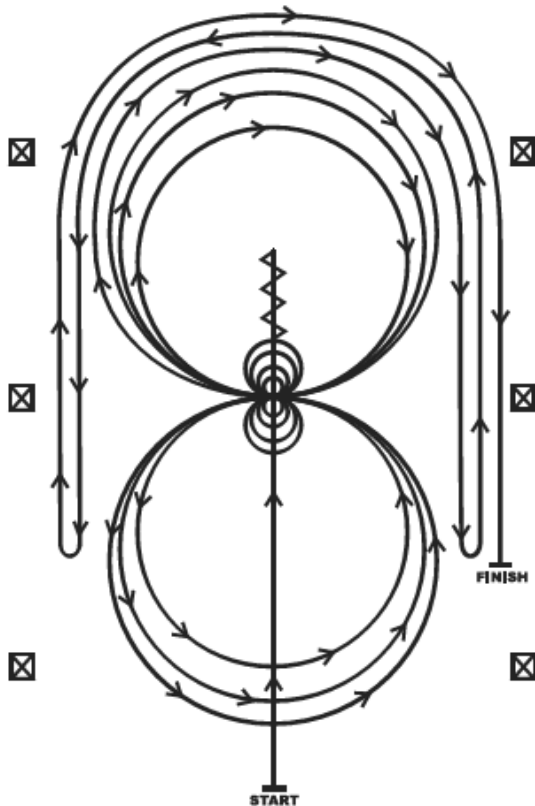


## REINING PATTERN 9



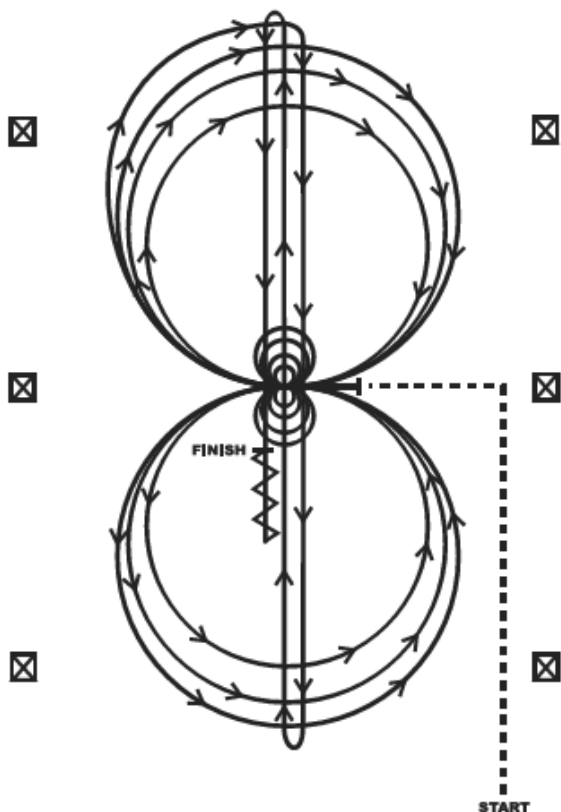
1. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 10 feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left; the first circle small and slow; the next two large and fast. Change leads at the centre of the arena.
5. Complete three circles to the right; the first circle small and slow; the next two large and fast. Change leads at the centre of the arena.
6. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the centre marker do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least twenty feet (six 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 centre marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate the completion of the pattern.

## REINING PATTERN 10



1. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third small and slow. Change leads at the centre of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the centre of the arena.
6. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the centre marker and do a left rollback at least twenty feet (six meters) from the wall or fence, no hesitation.
7. Continue Back around the previous circle, but do not close this circle. Run down the left side of the arena past the centre marker and do a right rollback at least twenty feet (six meters) from the wall or fence, no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right wall past the centre marker and do a sliding stop at least twenty feet from the wall or fence. Hesitate to demonstrate the completion of the pattern.

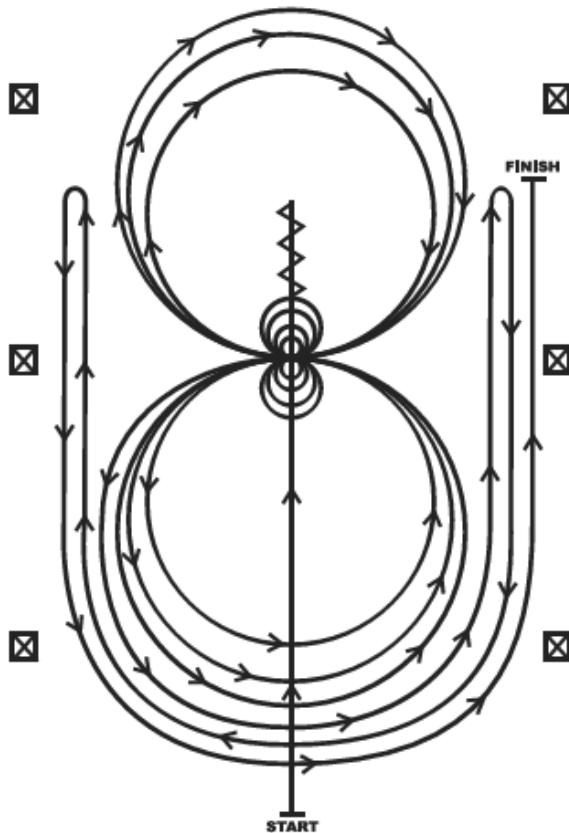
## REINING PATTERN 11



Horses may walk or jog to the centre of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the centre of the arena facing the left wall or fence.

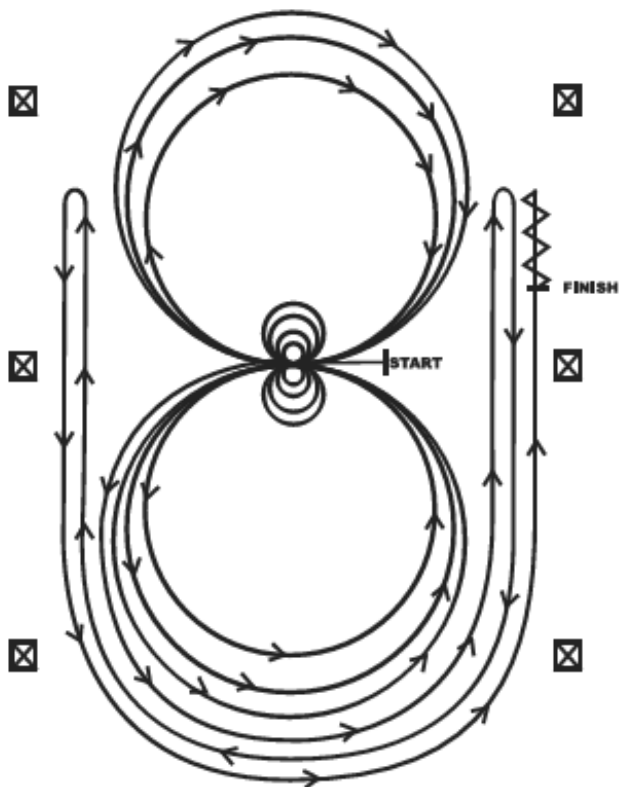
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; next two large and fast, change leads at the centre of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two large and fast. Change leads at the centre of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the centre of the arena past the centre marker and do a right rollback, no hesitation.
6. run up the middle to the opposite end of the arena past the end marker and do a left rollback, no hesitation.
7. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

## REINING PATTERN 12



1. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or a least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left; the first two circles large and fast; the third circle small and slow.
5. Complete three circles to the right; the first two circles large and fast; the third small and slow. Change leads at the centre of the arena.
6. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least twenty feet from the wall or fence., no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and past the centre marker and do a left rollback at least twenty feet (six 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 centre marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

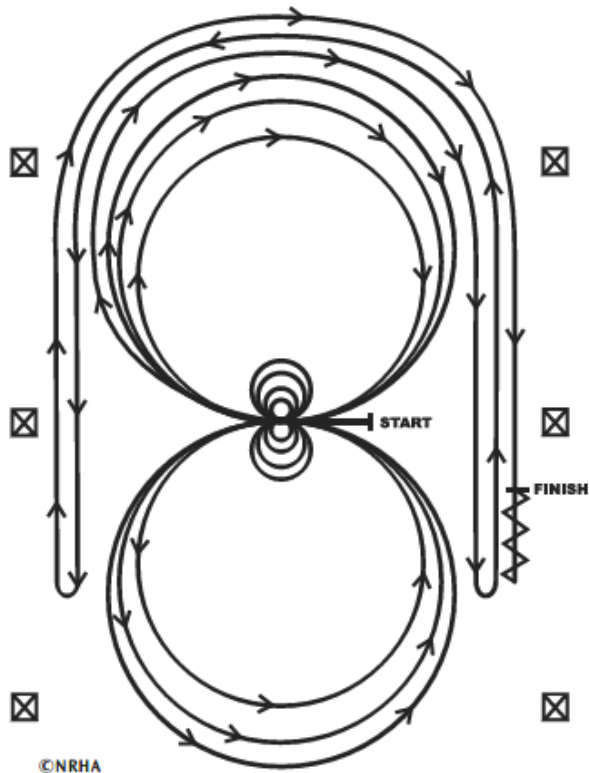
## REINING PATTERN 13



Horses may walk or jog to the centre of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the centre of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left; the first circle large and fast; the second small and slow. Stop at the centre of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right; the first circle large and fast; the second circle small and slow. Stop at the centre of the arena.
4. Complete four spins right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the centre of the arena. Run large fast circle to the right and change leads at the centre of the arena.
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least twenty feet (six 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 centre marker and do a left rollback at least twenty feet (six 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 centre marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of pattern.

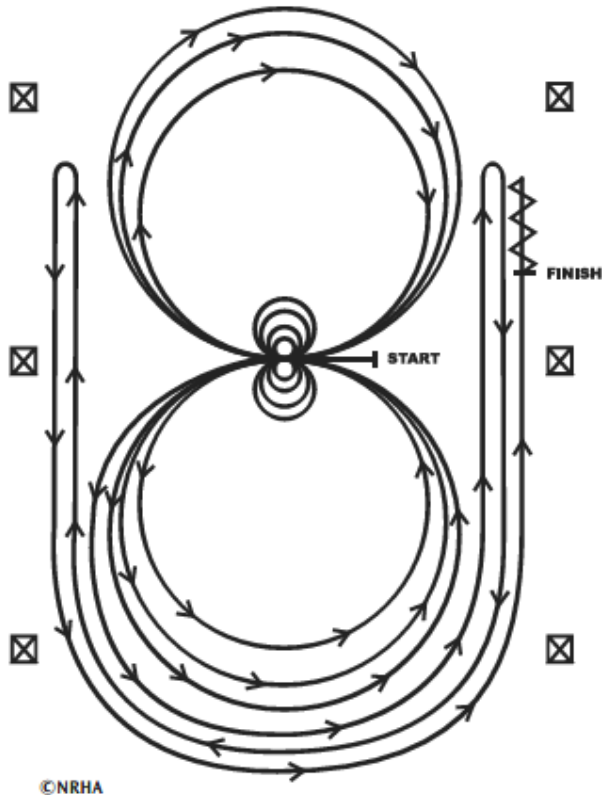
## REINING PATTERN 14



Horses may walk or jog to the centre of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the centre of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. 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. Change leads at the centre 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 at the centre of the arena.
5. Begin a large fast circle to the right but do not close this circle. Run up the right side of the arena past the centre marker and do a left rollback at least twenty feet (six meters) from the wall or fence, no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a right rollback at least twenty feet (six 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 centre marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of pattern.

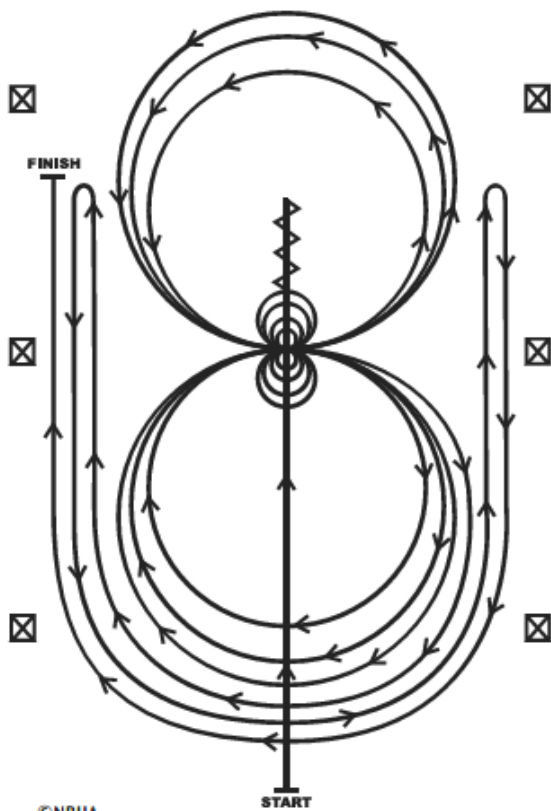
## REINING PATTERN 15



Horses may walk or jog to the centre of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the centre of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. 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 centre of the arena. Change leads at the centre of the arena.
4. Complete three circles to the right; the first circle large and fast; the second circle small and slow; the third large and fast. Change leads at the centre of the of the arena.
5. Begin a large circle to the left but do not close this circle. Run straight down the right side of the arena past the centre marker and do a right rollback at least twenty feet (six meters) from the wall or fence no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the centre marker and do a left rollback at least twenty feet (six meters) from the wall or fence, no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the centre marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of pattern.

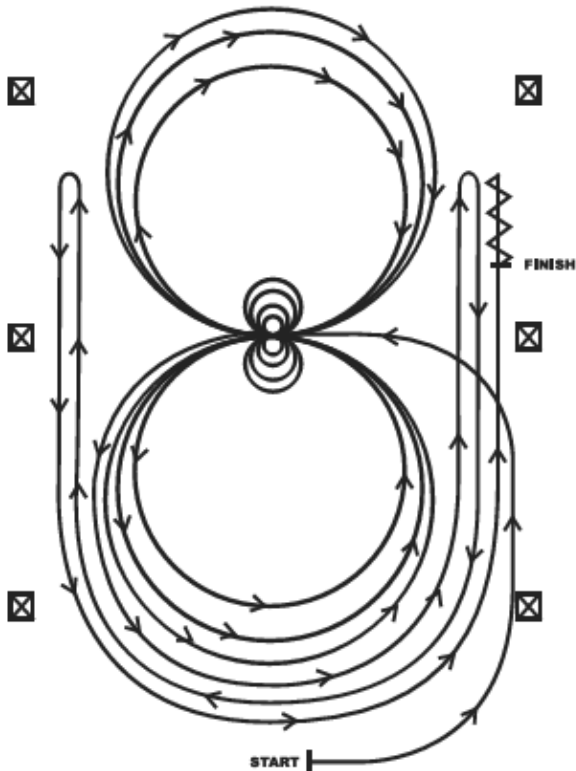
## REINING PATTERN 16



1. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least ten feet (three meters), Hesitate.
2. Complete four spins to the left.
3. Complete four and one-quarter spins to the right so the horse is facing the right wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right; the first two circles large and fast; the third circle small and slow. Change leads at the centre of the arena.
5. Complete three circles to the left; the first two circles large and fast; the third circle small and slow. Change leads at the centre of the arena.
6. Begin a large circle to the right but do not close this circle. Run down the left side of the arena past the centre marker and do a left rollback at least twenty feet (six 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 centre marker and do a right rollback at least twenty feet (six meters) from the wall or fence, no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate the completion of the pattern.



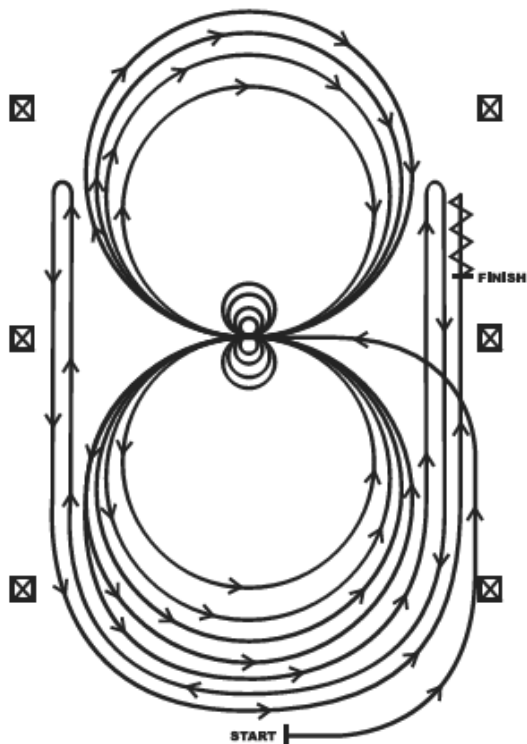
## REINING PATTERN 17



Beginning on the left lead. Continue to the centre of the arena to begin the pattern facing towards the left wall or fence, without stopping or breaking gait.

1. Beginning on the left lead complete two circles to the left; the first circle large and fast; the second circle small and slow. Stop at the centre of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right; the first circle large and fast; the second circle small and slow. Stop at the centre 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 centre of the arena, run a large fast circle to the right and change leads at the centre of the arena.
6. Continue around the previous circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least twenty feet (six 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 centre marker and do a left rollback at least twenty feet (six 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 centre marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up ten feet (three meters). Hesitate to determine completion of the pattern.

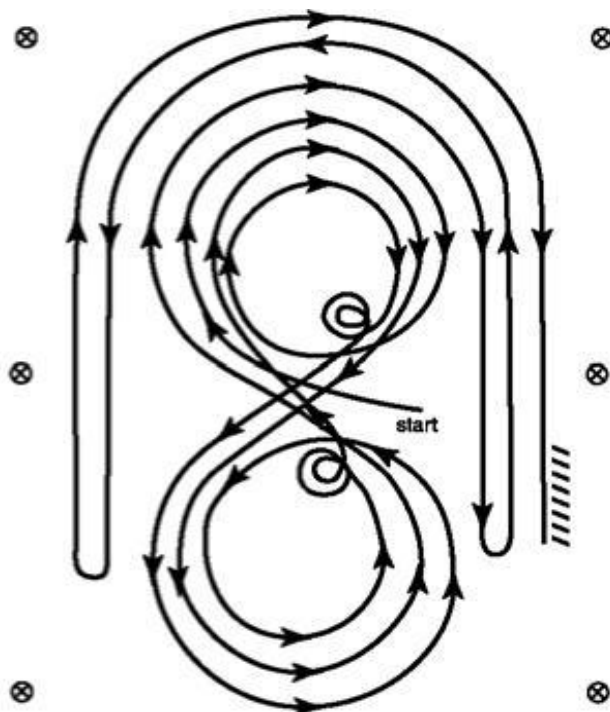
## REINING PATTERN 18



Beginning on the left lead. Continue to the centre of the arena to begin the pattern facing towards the left wall or fence, without stopping or breaking gait.

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 centre of the arena, hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead complete, complete three circles to the right; the first two circles large and fast; the third small and slow. Stop at the centre of the arena. Hesitate.
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 centre of the arena, run a large fast circle to the right and change leads at the centre 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 centre marker and do a right rollback at least twenty feet (six 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 centre marker and do a left rollback at least twenty feet (six 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 centre marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of pattern

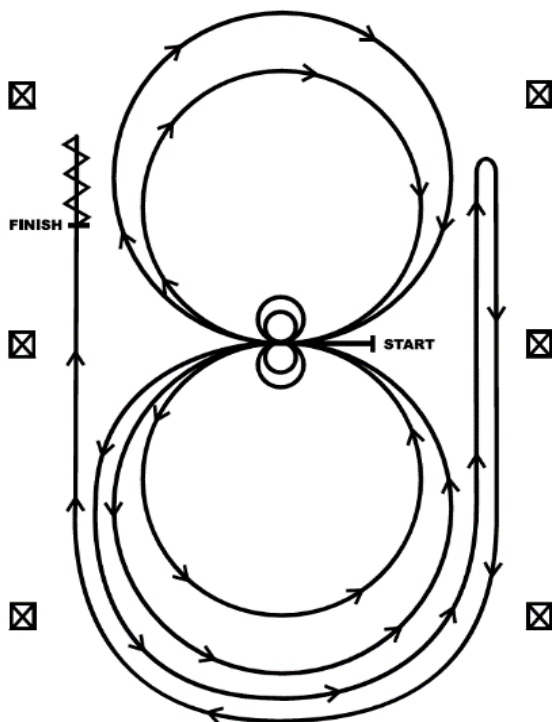
## NOVICE RIDER REINING PATTERN 1



Horses may walk or jog to the centre of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the centre of the arena facing the left wall or fence.

1. Beginning on the right lead, complete two circles to the right; the first circle large and fast; the second small and slow. Stop at the centre of the arena.
2. Perform two spins at the centre marker at the end of the spin the horse should be facing the left wall or fence. Hesitate.
3. Beginning on the left lead complete two circles to the left; the first circle large and fast; the second circle small and slow. Stop at the centre of the arena.
4. Perform two spins to the left, the horse should be facing the left wall or fence. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the centre of the arena, run a large fast circle to the left and change leads at the centre of the arena.
6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the centre marker and do a left rollback at least twenty feet (six meters) from the wall or fence, no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the centre marker and do a right rollback at least twenty feet (six meters) from the wall or fence, no hesitation.
8. Continue back around the previous circle but do not close this circle, run down the right side of the arena past the centre marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

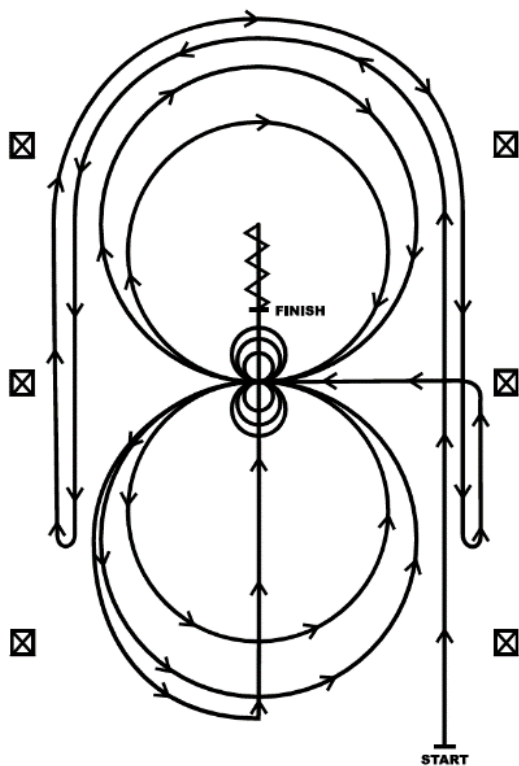
## NOVICE RIDER REINING PATTERN 2



Horses may walk or jog to the centre of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the centre of the arena facing the left wall or fence.

1. Beginning on the left lead complete two circles to the left. Stop at the centre of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the centre of the arena . Hesitate.
4. Complete two spins right. Hesitate.
5. Beginning on the left lead go around the top of the arena run down the right side of the arena past the centre marker and do a right rollback.
6. Continue around the end of the arena, run down the left side of the arena past the centre marker. Stop and back up. Hesitate to demonstrate completion of the pattern.

## NOVICE RIDER REINING PATTERN 3



1. Run around the end of the arena, run down the left side past the centre marker and do a right rollback, no hesitation.
2. Run around the end of the arena, run down the right side of the arena and do left rollback, no hesitation.
3. Complete two left circles; the first circle large and fast; the second circle small and slow, stop at the centre of the arena.
4. Complete three spins to the left. Hesitate.
5. Complete two right circles; the first circle large and fast; the second circle small and slow, stop at the centre of the arena.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, at the top of the circle run down the centre of the arena past the centre marker stop and back up ten feet (3 meters). Hesitate to demonstrate completion of the pattern.