REINING DIVISION

Reining Division

"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)*

APPOINTMENTS OF HORSE AND RIDER – See the "Western Appointments" section of this division. Skid boots, splint boots and protective leg wraps are optional in reining classes.

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.

Reining Pattern 1

See figure 19 for a diagram of 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.

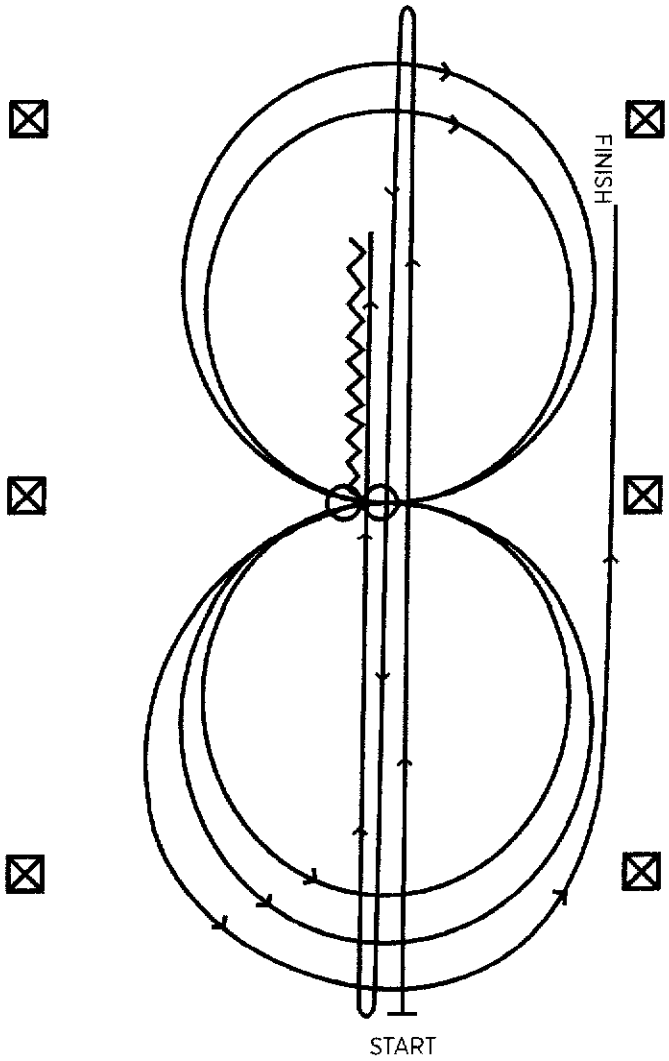

Figure 19. Reining pattern 1.