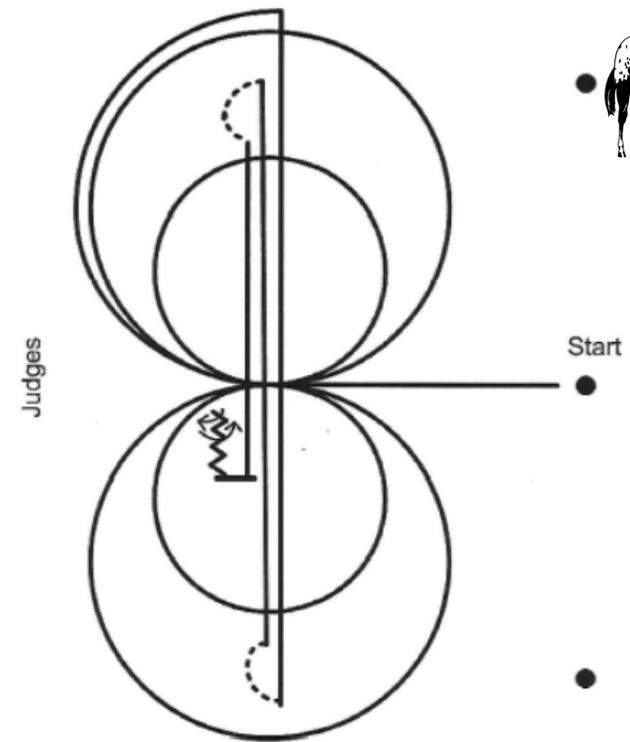


PATTERN 1

Beginning at the center of the arena facing the left wall or fence:

1. Begin a large figure 8 at lope starting to the right.
2. Make a small figure 8 at a lope. Change leads at the center of the arena.
3. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from wall or fence—no hesitation.
4. Lope straight up the right side of the arena, circle the top end of the arena, and staying at least 20 feet (6 meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
5. Lope straight up the right side of the arena, circle the top end of the arena, and staying at least 20 feet (6 meters) from the walls or fence, run straight down the right side of the arena past the center marker and do a sliding stop.
6. Back to the center marker. Hesitate to demonstrate the completion of the pattern.
7. Walk to judge for inspection until dismissed.

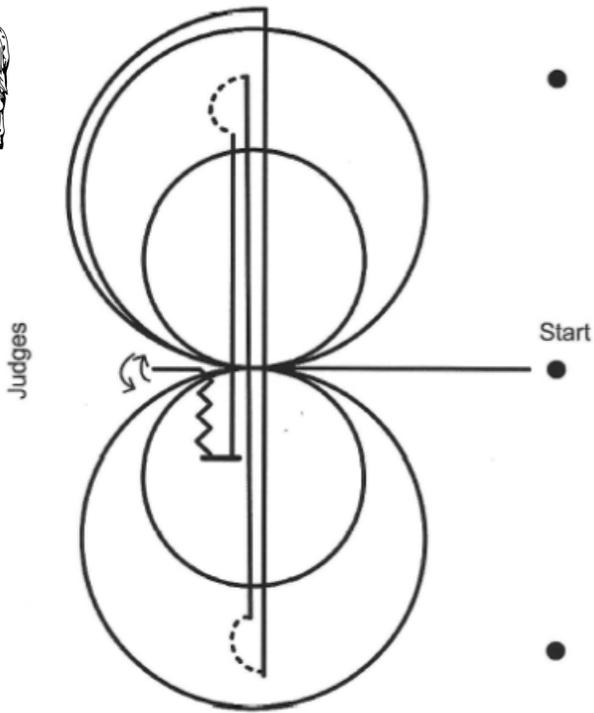
R E I N I N G



PATTERN 2

Beginning at the center of the arena facing the left wall or fence:

1. Starting to the right, begin a small figure 8 at a slow lope.
2. Ride a large figure 8 at a fast lope. Change leads at center of the arena.
3. Continue around previous large circle to the right. At the top of the circle, run down the middle to far end of the arena, past the end marker and do a right rollback—no hesitation.
4. Run to the opposite end of the arena past the last marker do a left rollback—no hesitation.
5. Run past the center marker and stop.
6. Back to the center marker.
7. Pivot a 1/4 turn to the left or right
8. Pivot a 1/2 turn left in the opposite direction of the first turn.
9. Walk to judge for inspection until dismissed.

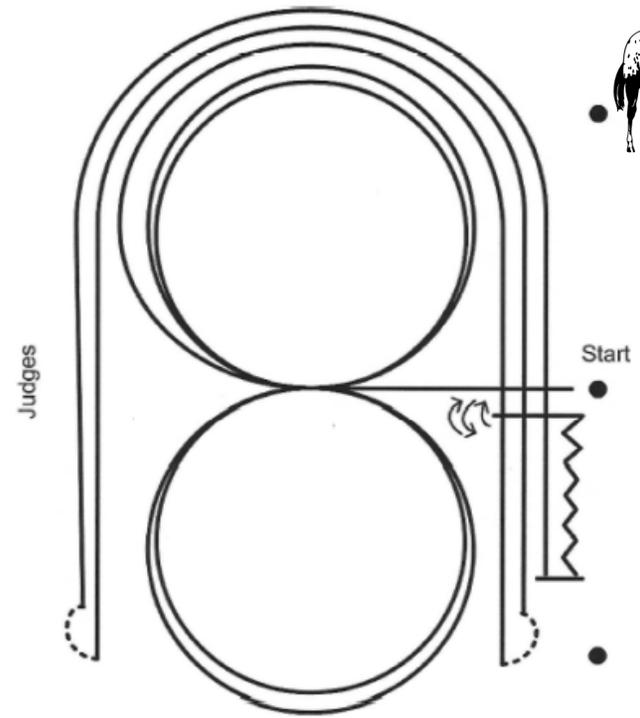
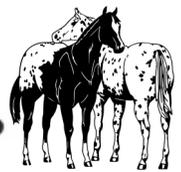


PATTERN 3

Beginning at the center of the arena facing the left wall or fence:

1. Beginning at the right lead, lope two circles to the right, the first small and slow, the second large and fast.
2. Change leads in the center of the arena.
3. Lope two circles to the left: the first small and slow, the second large and fast.
4. Change leads in the center of the arena.
5. Continue around previous large circle to the right. At the top of the circle, run down the middle to far end of the arena, past the end marker and do a right rollback—no hesitation.
6. Run to the opposite end of the arena past the last marker do a left rollback—no hesitation.
7. Run past the center marker and stop.
8. Back to the center marker.
9. Pivot a 1/4 turn to the left or right
10. Pivot a 1/2 turn left in the opposite direction of the first turn.
11. Walk to judge for inspection until dismissed.

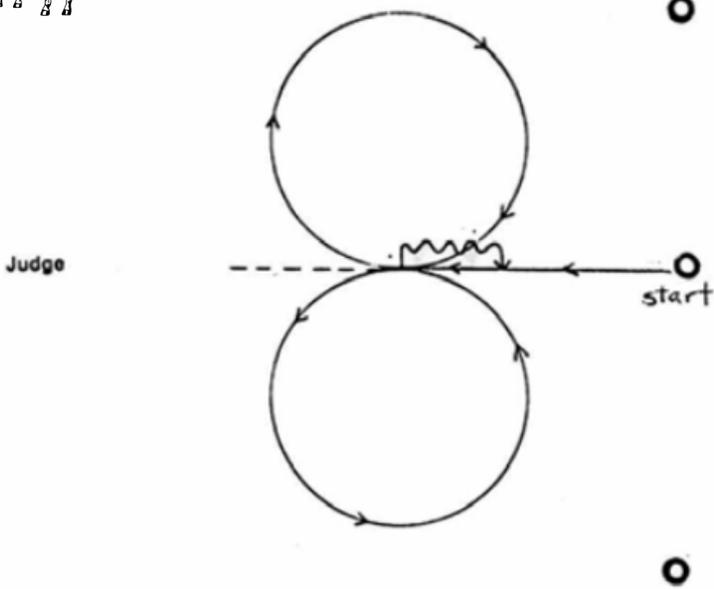
R E I N I N G



PATTERN 4

Beginning at the center of the arena facing the left wall or fence:

1. Begin two large figure 8's, starting to the right.
2. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from wall or fence—no hesitation.
3. Lope straight up the right side of the arena, circle the top end of the arena, and staying at least 20 feet (6 meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
4. Lope straight up the left side of the arena, circle the top end of the arena, and staying at least 20 feet (6 meters) from the walls or fence, run straight down the right side of the arena past the center marker and do a sliding stop.
5. Back to the center marker.
6. Pivot a 1/4 turn to face the judge. Walk forward a few steps.
7. Stop. Pivot a 1/4 turn to either right or left.
8. Make a 1/2 turn in the opposite direction of the first turn.
9. Make another 1/2 turn in the direction of the original turn.
10. Walk to judge for inspection until dismissed.

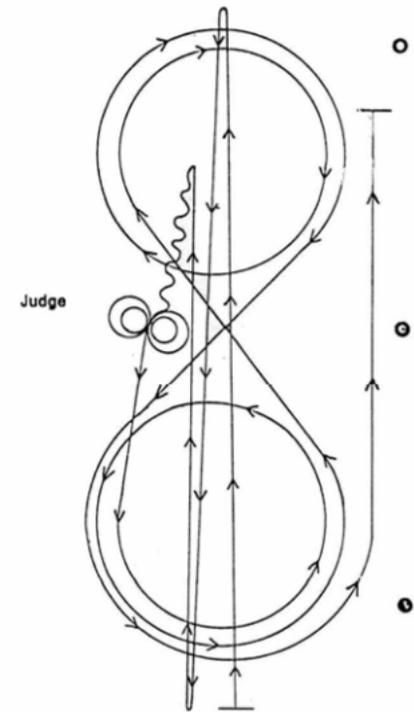


PATTERN 5—9 & Under only

Beginning at the center of the arena facing the left wall or fence. Ride the pattern as follows:

1. Lope to center on either lead.
2. Stop. Back Pony.
3. Begin to lope a circle to the right on right lead.
4. Do a lead change, either simple lead change or flying lead change (exhibitor's option).
5. Begin to lope a circle to the left on the left lead.
6. Trot at end of circle in center of arena toward judge.
7. Walk to judge for inspection until dismissed.

R E I N I N G



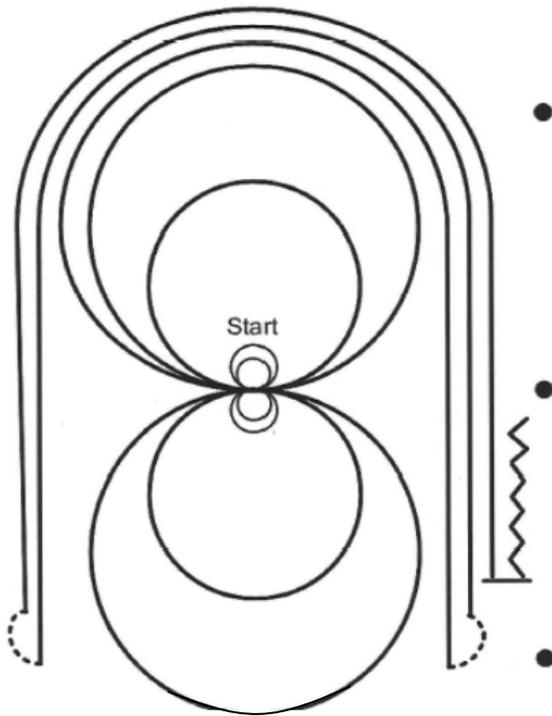
PATTERN 6

Ride pattern as follows:

1. Run at speed to the far end of the arena, past end marker, and do a left rollback—no hesitation.
2. Run to opposite end of the arena, past end marker and do a right rollback—no hesitation.
3. Run past center of the arena. Do a sliding stop. Back straight, to the center of the arena. Hesitate.
4. In the center of the arena, complete two spins to the right.
5. Complete 2-1/4 spins to the left, so that pony is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete two circles to the left. The first circle, small and slow; the second circle, large and fast.
7. Change leads at the center of the arena.
8. Complete two circles to the right. The first circle, small and slow; the second circle, large and fast.
9. Change leads at the center of the arena, and begin a large fast circle to the left. Do not close this circle. Turn straight down the side of the arena, past center marker, and do a sliding stop, at least 20' from wall or fence.
10. Hesitate to demonstrate the completion of the pattern.
11. Walk to judge for inspection until dismissed.



Judges

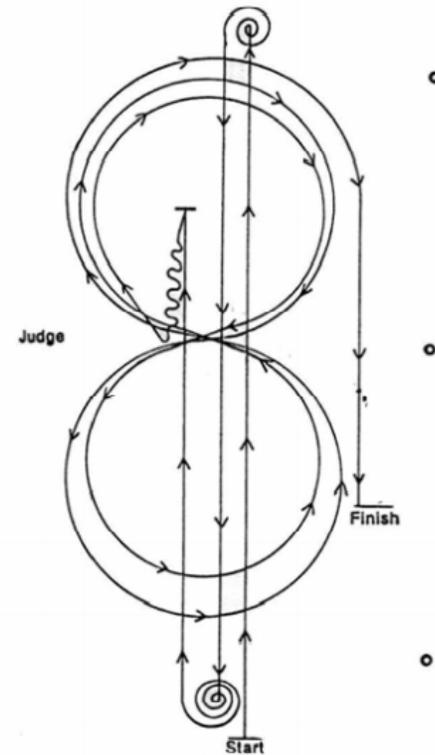
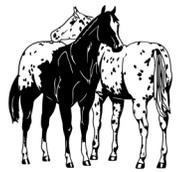


PATTERN 7

Beginning at the center of the arena facing the left wall or fence:

1. Complete two spins to the right.
2. Complete two spins to the left.
3. Complete two circles to the right: the first circle, small and slow, the second large and fast.
4. Change leads at the center of the arena.
5. Complete two circles to the left: the first circle, small and slow, the second large and fast.
6. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from wall or fence—no hesitation.
7. Lope straight up the right side of the arena, circle the top end of the arena, and staying at least 20 feet (6 meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
8. Lope straight up the left side of the arena, circle the top end of the arena, and staying at least 20 feet (6 meters) from the walls or fence, run straight down the right side of the arena past the center marker and do a sliding stop.
9. Back to the center marker.
10. Hesitate to demonstrate the completion of the pattern.
11. Walk to judge for inspection until dismissed.

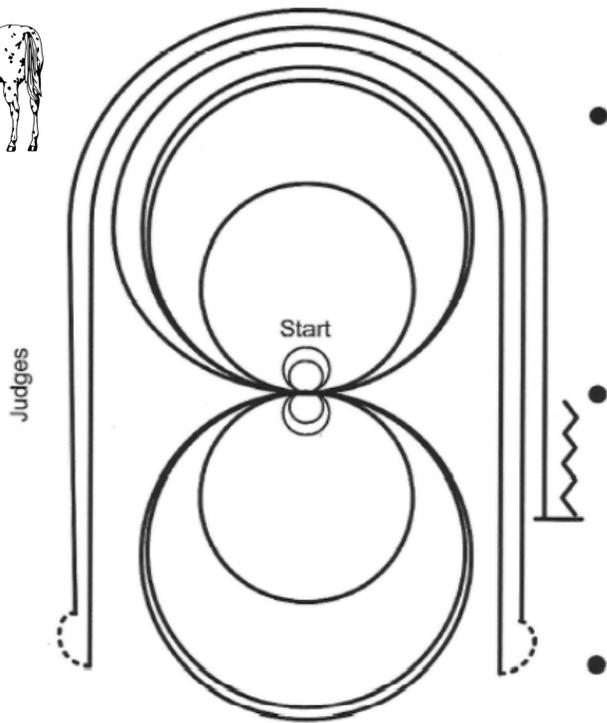
R E I N I N G



PATTERN 8

Ride pattern as follows:

1. Run to the far end of the arena. Stop, and do a 2-1/2 spins to the left—no hesitation.
2. Run to the opposite end of the arena. Stop, and do 2-1/2 to the right—no hesitation.
3. Run past center of arena. Do a sliding stop—no hesitation. Back over slide tracks to center. Hesitate
4. Make a 1/4 pivot to the left to face left wall. Hesitate.
5. Begin on right lead and make two circles to the right: the first circle, small and slow, the second large and fast.
6. Change leads at the center of the arena.
7. Make two circles to the left: the first circle, small and slow, the second large and fast.
8. Change leads at the center of the arena.
9. Begin a large circle to the right. Do not close this circle, but run straight down the side, past the center marker, and do a sliding stop, at least 20' from wall or fence.
10. Walk to judge for inspection until dismissed.



REINING

PATTERN 9

Beginning at the center of the arena facing the left wall or fence:

1. Beginning at the right lead, complete two circles to the right, the first large and fast, the second small and slow. Stop at center of the arena.
2. Complete two spins to the right. Hesitate.
3. Beginning on the left lead, complete two circles to the left: the first large and fast, the second small and slow. Stop at the center of the arena.
4. Complete two spins to the left. Hesitate.
5. Begin on the right lead and make a large figure 8. Change leads at the center of the arena.
6. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from wall or fence—no hesitation.
7. Lope straight up the right side of the arena, circle the top end of the arena, and staying at least 20 feet (6 meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
8. Lope straight up the left side of the arena, circle the top end of the arena, and staying at least 20 feet (6 meters) from the walls or fence, run straight down the right side of the arena past the center marker and do a sliding stop.
9. Back to the center marker.
10. Hesitate to demonstrate the completion of the pattern.
11. Walk to judge for inspection until dismissed.