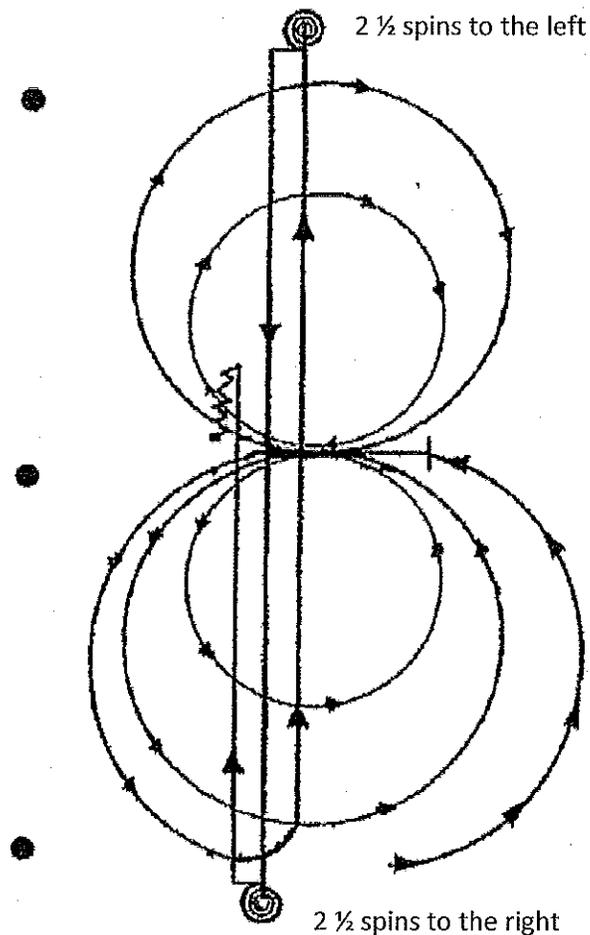


## Reining Pattern 11



Begin on left lead. At the center without stopping or breaking gait, begin pattern facing toward the judge.

1. Beginning on the left lead complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first large and fast and the second circle small and slow. Change leads at the center of the arena.
3. Continue around the end of the arena without breaking gait or changing leads, run down the center of the arena past the end marker, execute a square sliding stop.
4. Complete 2 1/2 spins to the left.
5. Run down the center of the arena past the end marker, execute a square sliding stop.
6. Complete 2 1/2 spins to the right.
7. Run down the center of the arena past the center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

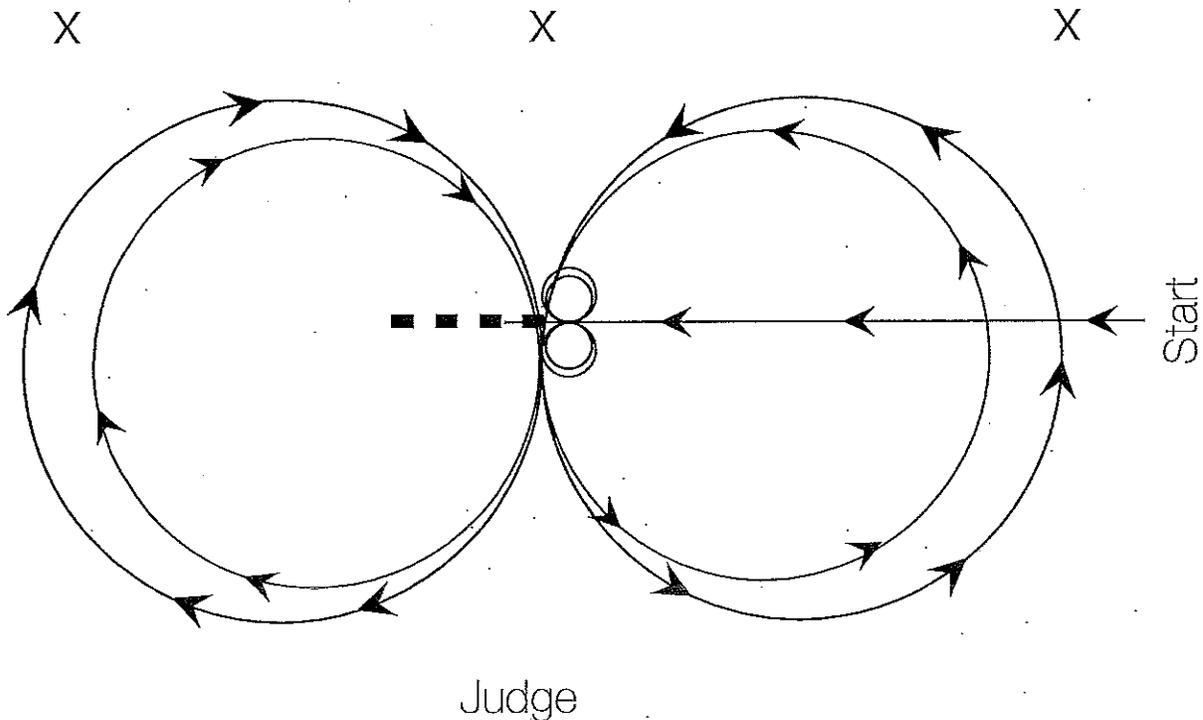
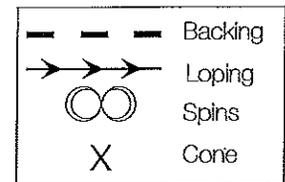
# REINING

2017-2018

## 4-H REINING PATTERN #3 (Intermediate)

1. Lope up or run down the middle of the arena and perform a sliding stop past the center of the arena.
2. Back up at least 10 feet or to center of the arena and hesitate.
3. Complete two full spins to the right.
4. Complete two and one quarter spins to the left and finish facing the left wall or fence.
5. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow.
6. Change leads at the center of the arena.
7. Beginning on the right lead, complete two circles to the right: the first circle large and fast; the second circle small and slow.
8. Stop in the center of the arena.
9. Hesitate to signal pattern completion.

Reining Pattern 3



**4-H REINING PATTERN #4 (Intermediate)**

1. Start in the center of the arena facing judge.
2. Beginning on a left lead, complete two circles to the left. The first circle should be small and slow, and the second circle should be large and fast.
3. Stop in the center of the arena. Compete two full spins to the left.
4. Beginning on the right lead, complete two circles to the right: the first circle large and fast; the second circle small and slow.
5. Stop in the center of the arena. Compete two full spins to the right.
6. Beginning on a right lead, begin a large fast circle to the right, but do not close this circle. Run straight down the right side of the arena, staying at least 20 feet from the fence, past the center marker and do a sliding-stop.
7. Back at least 10 feet.
8. Hesitate to signal pattern completion.

Reining Pattern 4

