

Date: _____ District: _____

CLASS: REINING (NRHA Pattern #3)

HIGH SCHOOL: _____ ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Beginning, and staying at least twenty feet 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.		
2.	Continue straight up the right side of the arena staying at least twenty feet from the walls 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.		
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. <u>The first two circles are large and fast. The third circle is small and slow.</u>		
4.	Flying lead change at center of arena		
5.	Complete three circles to the left: <u>The first two circles are large and fast. The third circle is small and slow</u>		
6.	Change leads in the center of the arena		
7.	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 from the walls or fence. Circle the top of arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop.		
8.	Back up at least 10 feet, Hesitate		
9.	Complete Four spins to the Right		
10.	Complete Four spins to the Left. Hesitate to demonstrate a completion of the pattern		
11.	Overall Horsemanship		

Judge's Signature: _____

Expectations:

- Full use of arena is encouraged as long as the equine is guided by the rider and not the wall.
- There will be a penalty for failure to remain a minimum of 20ft from end of arena when approaching a stop or a rollback. Unless it is a direct result of a longer than expected and correct stop.
- Spins shall be balanced on hindquarters and remain in fixed location. Equine is not required to keep a singular pivot foot throughout the maneuver.
- During spins, over or under rotations **greater** than 90 degrees will result in a "0" for that maneuver. Under or over rotations **less than or equal** to 90 degrees will be scored based on the quality of the spin.
- Rollback: The rollback begins after horse is stopped. Horse is allowed to settle briefly after stop. Once motion for rollback has started there must be no hesitation through the lope transition. Lope out of rollback may be on either lead, but horse must be on correct lead prior to corner (with no break in stride) if continuing around end.
- Any off course movements within an element will result in a score of "0" for the entire element.
- Flying lead changes are required and should be attempted. Horses attempting flying changes and not completing will still be scored. Horses not attempting a flying change and performing other changes will be given a score of "0" for that element.
- Sliding stop: Stops are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.
- Markers will be placed on the wall or fence of the arena at the center of the arena AND at least 50' from each end wall.

Equipment Needed: 6 cones **Pattern will take 5-7 minutes.**