

Date: _____

District: _____

CLASS: REINING (NRHA Pattern #3)

HIGH SCHOOL: _____

ATHLETE #: _____

Expectations: Use of the arena is paramount and deductions are made for staying too close to the walls. Elements do not have to be performed inside or outside the markers except when noted in the pattern to pass or go to a marker specifically.

Though “run” is a professional term used in reining, the development of speed in this class determines the quality of the rider’s horsemanship. Body “language” and that communication with the equine during each maneuver will be scored.

Transitions from fast to slow should be evident, with circles round and consistent. Sliding stops should be smooth, not “popping.” Equine should remain calm during the rollback maneuvers without hesitation. All reining patterns call for lead changes and flying changes are expected. Horses not attempting or performing correct flying lead changes will be marked accordingly.

Bit checks are at the discretion of the judge. It shall be acceptable for athletes to dismount following acknowledgement from the judge that the pattern is complete.

Markers will be placed on the wall or fence of the arena as follows:

At the center of the arena AND at least 50’ from each end wall

Equipment Needed: 6 cones

Pattern will take 5-7 minutes.

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Lope straight up the left side of the arena, circle the top end of the arena, and staying at least 20’ from the walls or fence, run straight down the opposite or right side of the arena past the center marker, stop, 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 20’ from the walls, run straight down the left side of the arena past the center marker, stop and do a right rollback – no hesitation.		
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: the first two circles large and fast, the third circle small and slow.		
4.	Change leads in the center of the arena. (flying lead change expected and preferred)		
5.	Complete three circles to the left: the first two circles large and fast: the third circle small and slow.		
6.	Change leads in the center of the arena. (flying change expected and preferred)		
7.	Begin a large fast circle to the right, but do not close this circle, continue up the left side of the arena, circle the top of the arena, staying at least 20’ from the walls, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back at least 10’. Hesitate.		
8.	Complete 4 spins to the right; hesitate.		
9.	Complete 4 spins to the left; Wait to be excused.		
10.	Overall Horsemanship (Ok to dismount before exit)		

Judge’s Signature: _____