

Date: \_\_\_\_\_

State: \_\_\_\_\_

**CLASS: REINING USEF PATTERN #4**

HIGH SCHOOL: \_\_\_\_\_

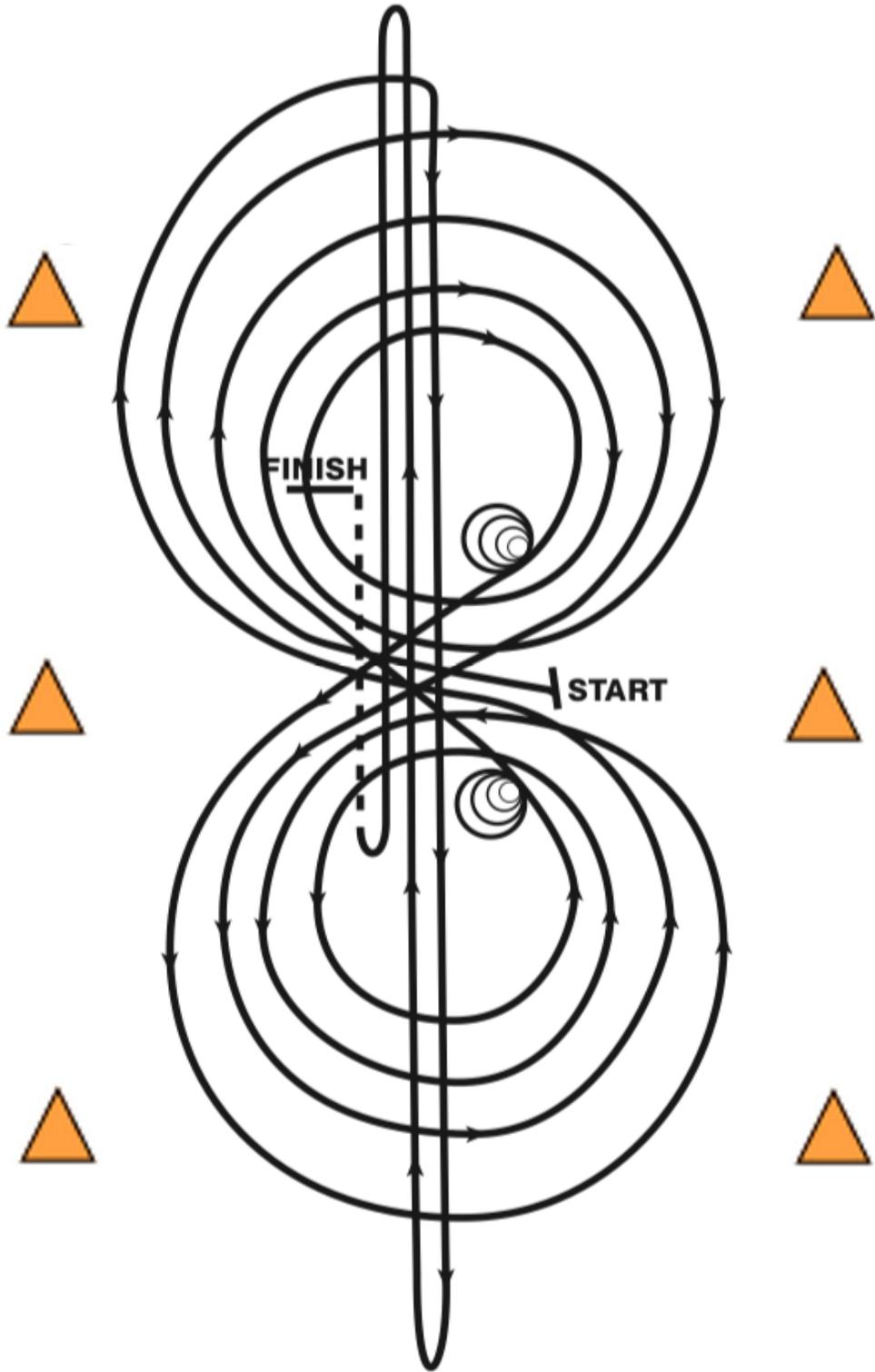
ATHLETE #: \_\_\_\_\_

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.		
2.	Complete four spins to the right. Hesitate.		
3.	Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.		
4.	Complete four spins to the left. Hesitate.		
5.	Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.		
6.	Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.		
7.	Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.		
8.	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 to demonstrate completion of the pattern.		
9.	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 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° will result in a "0" for that maneuver. Under or over rotations less than or equal to 90° will be scored based on the quality of the spin.
- Rollback: The rollback begins after the horse is stopped. 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 be scored accordingly. 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.



**LEGEND**  
 CONE ▲

	Drawing #
	Sheet
Drawing Title: <b>Reining</b>	Date 05/28/2018
	Revision Original
	Scale None



**REQUIRED EQUIPMENT**

6..... CONES

	Drawing #
	Sheet
Drawing Title: <b>Reining</b>	Date 05/28/2018
	Revision Original
	Scale None