

Date: _____		District: _____	
CLASS: <u>REINING (NRHA Pattern #11)</u>			
HIGH SCHOOL: _____		ATHLETE #: _____	
#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Complete 4 spins to Left		
2.	Complete 4 spins to Right		
3.	Beginning on Right lead, complete 3 circles to the right; the first circle small and slow; the next 2 circles large and fast.		
4.	Lead change at center of arena		
5.	Complete 3 circles to left; the first circle small and slow; the next 2 circles large and fast.		
6.	Lead change at center of arena		
7.	Begin a large circle to the right but do not close this circle. Run down the center of the arena past the end marker and do a right rollback		
8.	Run up the middle to the opposite end of the arena past the end marker and do a Left rollback		
9.	Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet. Hesitate to demonstrate the completion of the pattern.		
10.	Overall Horsemanship		
Judge's Signature: _____			
Expectations:			
<ul style="list-style-type: none"> • Horses MUST trot to the center of the arena. This is a required element, but not judged. Points will be deducted from overall horsemanship score for not trotting to center. • 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 encouraged for maximum score, other lead changes will be scored accordingly. • 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.	