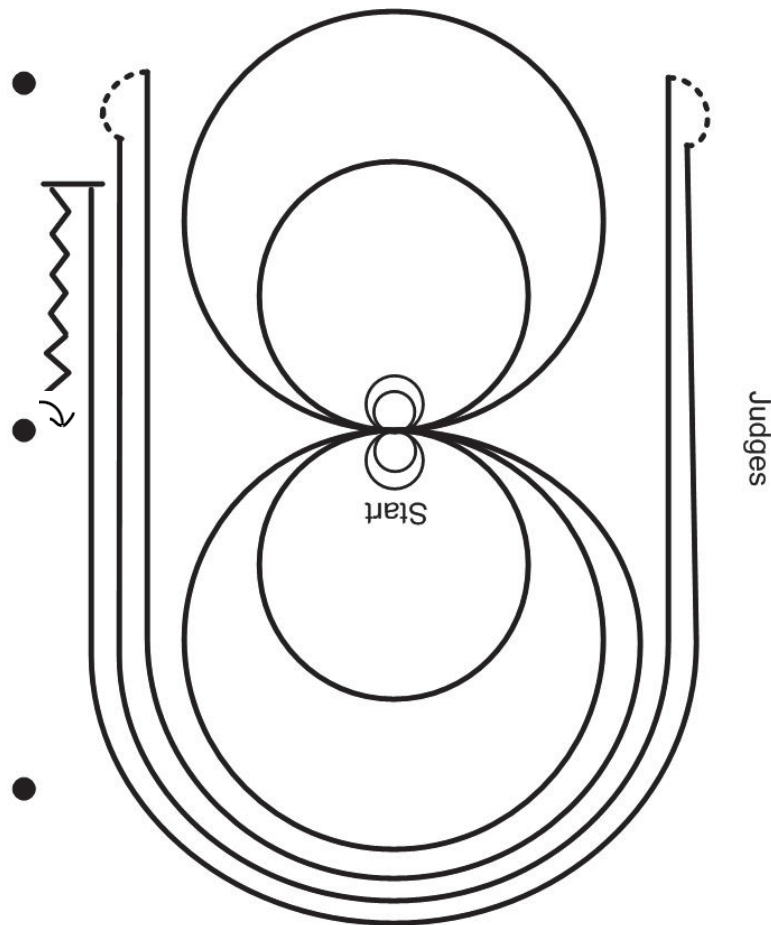


Reining



Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete two spins to the right
2. Complete two spins to the left
3. Complete a small and slow figure 8, right circle first
4. Change leads in the center of the arena
5. Complete a large and fast figure 8, right circle first
6. Change leads and begin circle to right, but do not close it. Run down the right side of the arena past center and perform a left roll back.
7. Lope around end and run down the left side past center and perform a right roll back
8. Lope around end of arena, run past center and slide to a stop. Back to center.
9. Complete 90 right haunch turn



Judges Score Sheet

Reining

Date: _____		County: _____	
Rider Number: _____			
Pattern Scoring	Judges Opinion	<p>Reining elements may be given a 0 The member will not be disqualified unless using prohibited or inhumane equipment Reining is the dressage of western riding is a common description for good reason. Particular attention to the placement of cones, center equipment and the judge are all critical to the performance. Use of the arena is paramount and deductions are made for staying too close to the walls A "Run" is a professional term used in reining. The development of speed for this class determines the qualities of the rider's horsemanship. "Body language" and that communication with the equine will be scored. Ideally the horse will be guided with little resistance. Transitions from fast to slow should be evident with round circles and consistent. Slide stops should be smooth and not popping. Equine should remain clam throughout the roll back maneuver without hesitation All reining patterns call for a lead change, and a flying lead change will score higher than a simple or interrupted Bit check at the discretion of the judge.</p>	
10 Excellent 9 Very Good 8 Good 7 Fairly Good 6 Satisfactorily 5 Sufficient 4 Insufficient 3 Fairly Bad 2 Bad 1 Very Bad 0 Not Performed	Perfect No Improvement Rarely given Movement hard to fault, not quite perfect Outstanding, Lovely to watch Performed nicely, movement above average Movement Correct Okay, neither good or bad, non-committal score Performed but lacked precision or control No Precision little control or response No response to aids No control Rarely given		
#	Element Judged	Comments	Score
1.	Complete two spins to the right Hesitate		
2	Complete two spins to the left Hesitate		
3	Complete a small and slow figure 8 right circle first		
4	Change leads in the center of the arena		
5	Complete a large and fast figure 8 right circle first		
6	Change leads and begin circle to right, but do not close it. Run down the right side of the arena past center and perform a left roll back		
7	Lope around end and run down the left side past center and perform a right roll back		
8	Lope around end of arena, run past center and slide to a stop. Back to center		
9	Complete a 90-degree right haunch turn		
10	Overall Horsemanship		