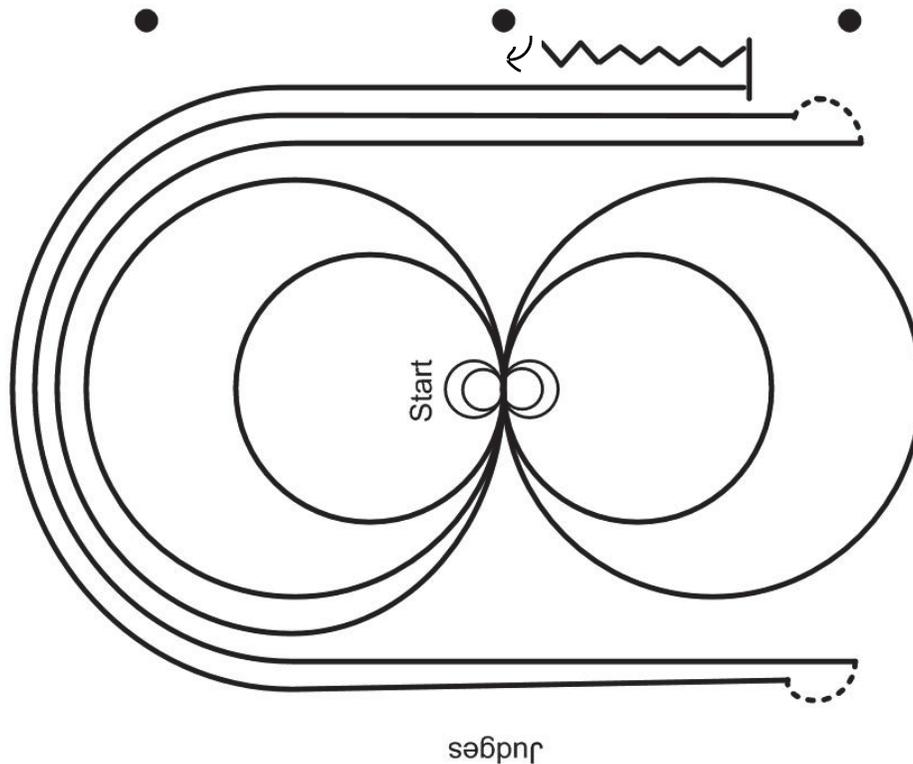


# Reining, Pattern #1

2020 Clark County 4-H Horse Leaders

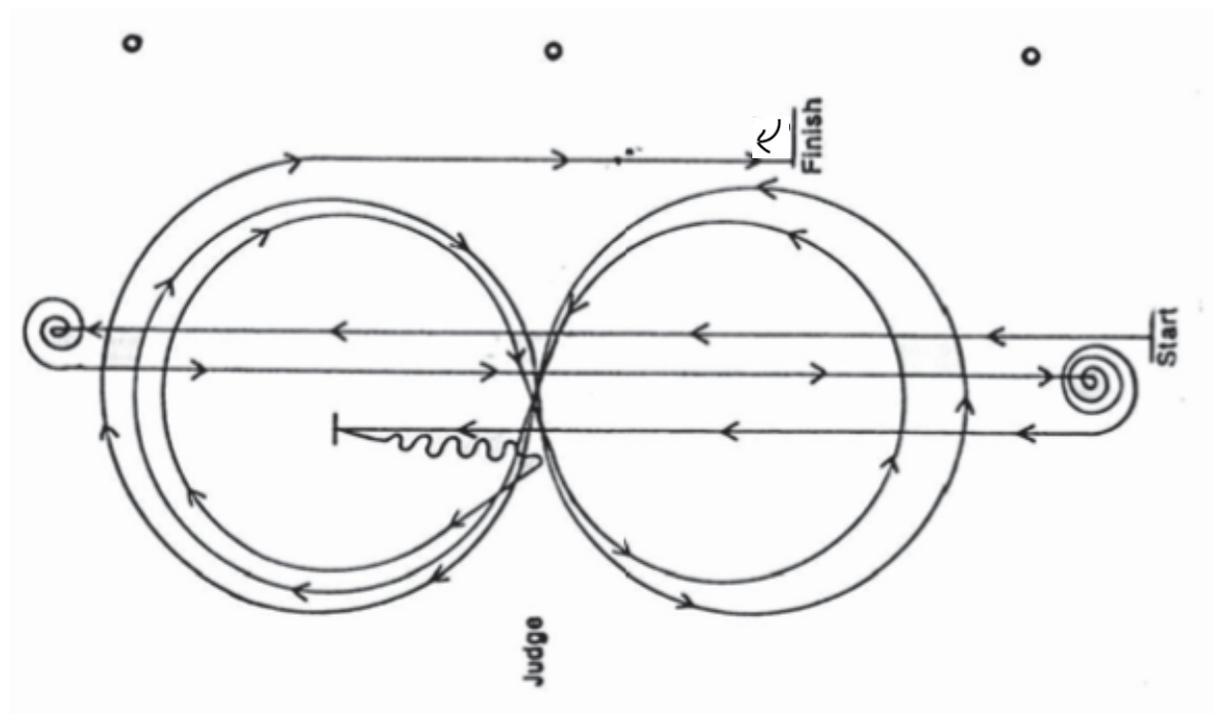


Begin in the center of the arena, facing the judges

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 roll back.
7. Lope around end and run down the left side past center and roll back
8. Lope around end of arena, run past center and slide to a stop. Back to center.
9. Complete 90 right turn

# Reining, Pattern #2

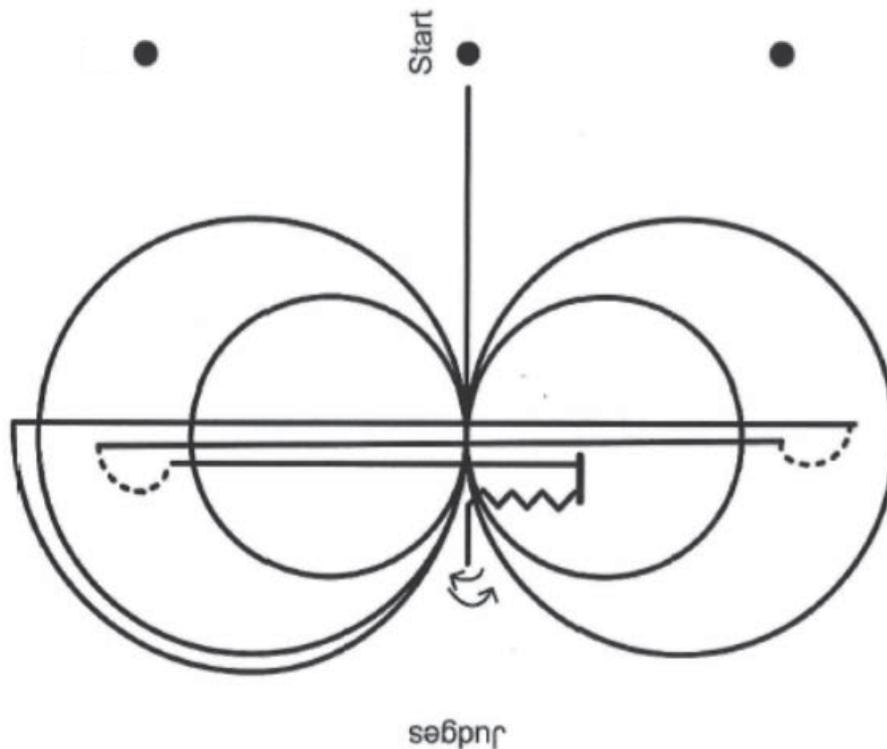
2020 Clark County 4-H Horse Leaders



1. Run to the far end of the arena. Stop, and do a 2-1/2 spins to the left – no hesitation.
2. Run to the opposite end of the arena. Stop, and do 2-1/2 spins to the right – no hesitation.
3. Run past center of arena. Do sliding stop – no hesitation. Back over slide tracks to center. Hesitate.
4. Make 1/4 pivot to the left to face left wall. Hesitate.
5. Begin on the right lead and make two circle to the right: first circle small and slow; the second circle large and fast.
6. Change leads at the center of the arena.
7. Make two circles to the left: first circle small and slow; the second circle large and fast.
8. Change leads at the center of the arena.
9. Begin a large fast circle to the right. Do not close this circle, but run straight down the side, past the center marker, and do a sliding stop.
10. Complete a 90 right turn.

# Reining, Pattern #3

2020 Clark County 4-H Horse Leaders



1. Beginning on the right lead, lope two circles to the right; first circle small and slow; the second circle large and fast.
2. Change leads in the center of the arena.
3. Lope two circles to the left: first circle small and slow; the second circle large and fast.
4. Change leads in the center of the arena.
5. Continue around previous large circle to the right. At the top of the circle, run down the middle to the far end of the arena, past the end cone and do a right roll back, no hesitation.
6. Run to the opposite end of the arena past the last cone, do a left rollback, no hesitation.
7. Run past the center cone and sliding stop. Back to center cone.
8. Pivot  $\frac{1}{4}$  turn to the left , then  $\frac{1}{2}$  turn to the right.