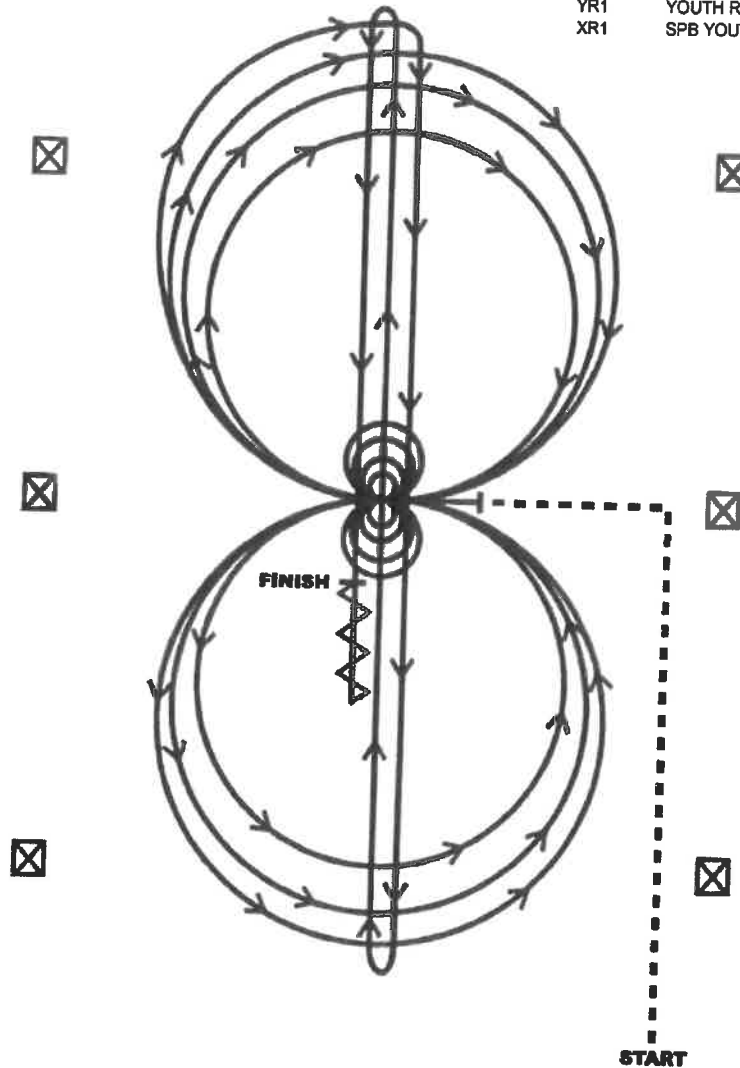


# Jr, Sr, Youth, Amateur

## REINING PATTERN II

### PHCI / APHA

RNG1	REINING ALL AGES ALL PAINT REGISTRIES
BRG1	REINING ALL AGES SPB REINING ALL AGES AMATEUR REINING ALL AGES ALL PAINT REGISTRIES
AR1	AMATEUR REINING ALL AGES
ABRG	SPB AMATEUR REINING ALL AGES YOUTH REINING 18 & UNDER ALL PAINT REGISTRIES
YR1	YOUTH REINING 18 & UNDER
XR1	SPB YOUTH REINING 18 & UNDER



Horses must 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.

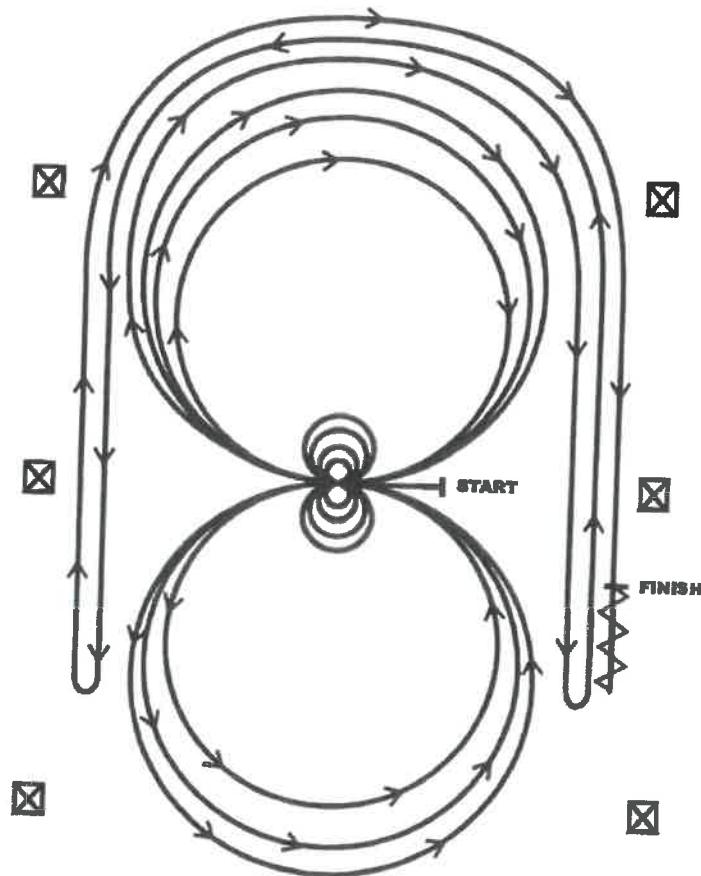
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. 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—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

All Novice

## PHCI /APHA

GRNG	GREEN REINING ALL AGES ALL PAINT REGISTRIES
BGRN	GREEN REINING ALL AGES
	SPB GREEN REINING ALL AGES
	PHCI NOVICE REINING (not approved)

### REINING PATTERN 8

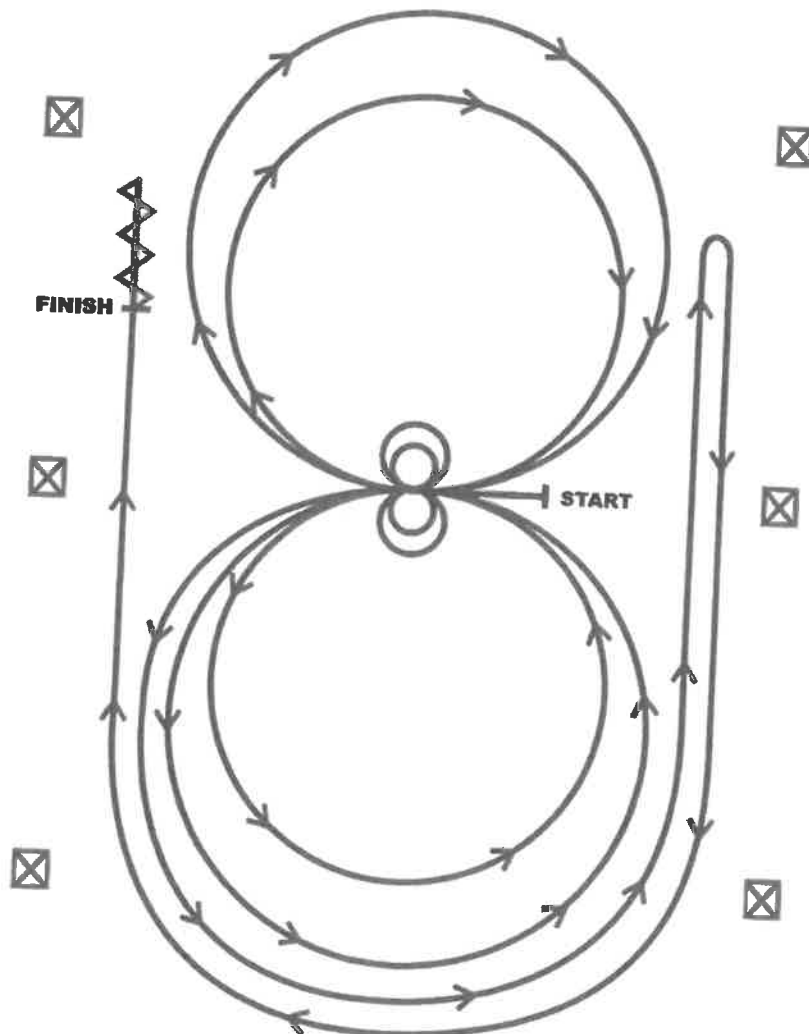


- Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.
1. Complete four spins to the left. Hesitate.
  2. Complete four spins to the right. Hesitate.
  3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
  4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
  5. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
  6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
  7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

# All Rookie

## REINING PATTERN A

Approved only for Level I Youth & Amateur, Youth 13 & Under



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. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern. See the Judges' Guide for a summary of other allowances made in the Handbook.