



FAMILY - RESPECT - SPORTSMANSHIP



PATTERNS
First Edition



WELCOME TO REINING AUSTRALIA

Reining Australia Inc. ("RA") is a non-profit organization dedicated to the promotion of the reining horse. RA was formed in 1988 with the purpose of growing and supporting our great sport of reining.

RA, led by successive boards, is guided by a carefully worded constitution. From this document and member input, the elected board draws its direction with a focus on our members and their eligibility to show. Most notably, the Board is responsible for the continued development of the judges' program and the scoring system it relies on.

A feature of the reining year is the RA's Australian National Reining Championships featuring the Gold Buckle Futurity and Affiliate Championships and the significant prize money on offer.

RA proudly represents all our members and affiliates, by providing a competitive arena where we hold true the values family, respect, and sportsmanship. Check out our website at www.reiningaustralia.com.au.

Reining Patterns

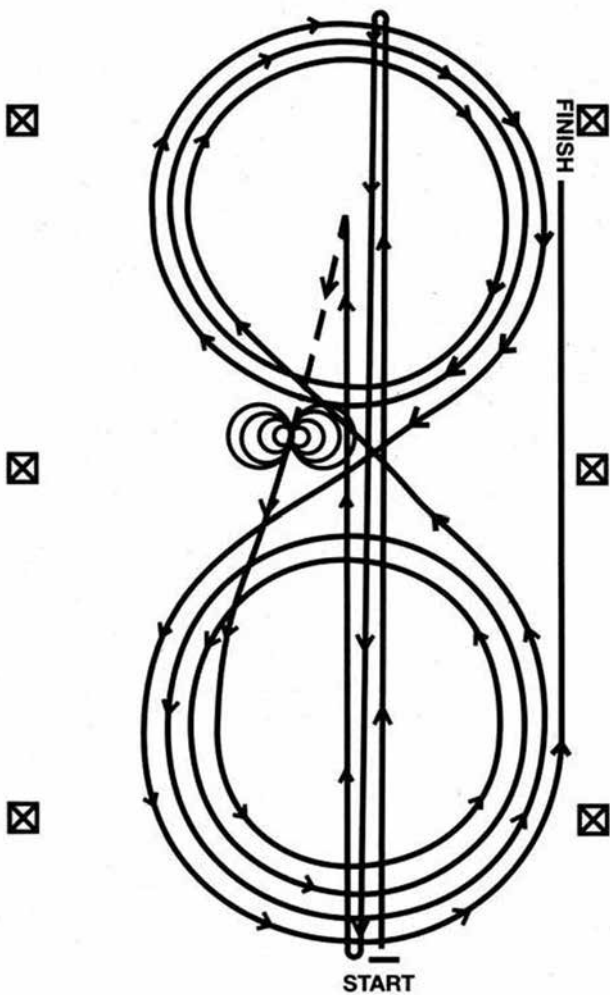
1. The following patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
2. Markers will be placed on the wall or fence of the arena as follows:
 - (i) at the centre of the arena;
 - (ii) at least 15 metres from each end wall.
3. Where designated in the pattern for stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.
4. Each pattern is drawn so that the bottom of the page represents the end of the arena entered by contestants and must be run as such. In the event that an arena has only one gate and it is in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on.
5. All horses will be judged immediately upon entering the arena and judging will cease after the last manoeuvre. Any fault incurred prior to the commencement of a pattern will be scored according to the rules for judging.
6. All judges' decisions are final.

For more information and questions
Please contact the Reining Australia Office

Website. www.reiningaustralia.com.au

Email: secretary.reiningaustralia@gmail.com

PATTERN 1



PATTERN 1

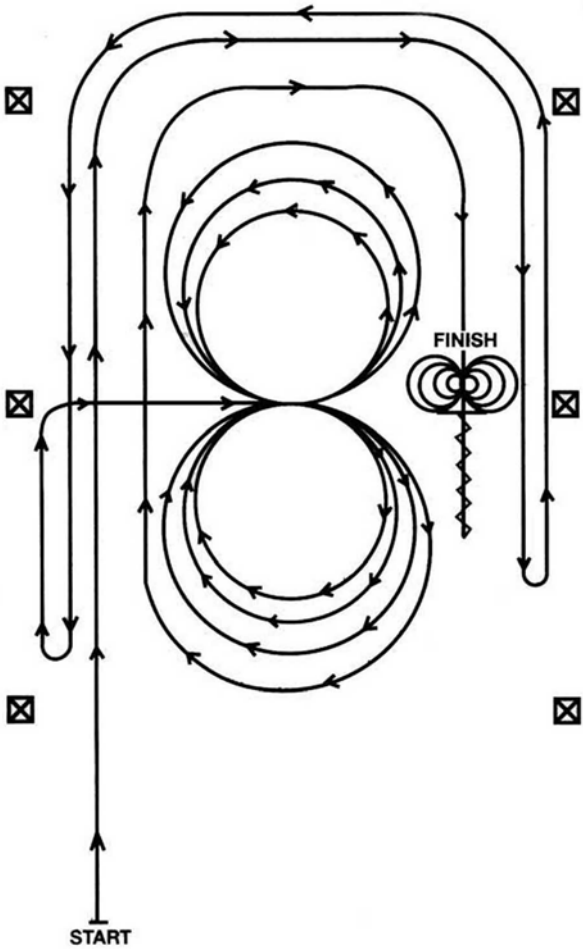
1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past centre marker and do a sliding stop. Back up to centre of arena or at least 3 metres. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall. Hesitate.
6. Beginning on the left lead, complete three circles to the left: first circle large and fast, second circle small and slow, third circle large and fast. Change leads at centre of the arena.
7. Complete three circles to the right: first circle large and fast, second circle small and slow, third circle large and fast. Change leads at centre of the arena.
8. Begin a large circle to the left but do not close the circle. Run straight up the right side of arena past centre marker and do a sliding stop at least 6 metres from wall. Hesitate to demonstrate completion of pattern.

PATTERN 2

Horses may walk or jog to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. 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 centre of the arena.
2. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the centre of the arena.
3. 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.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
5. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 3 metres. Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

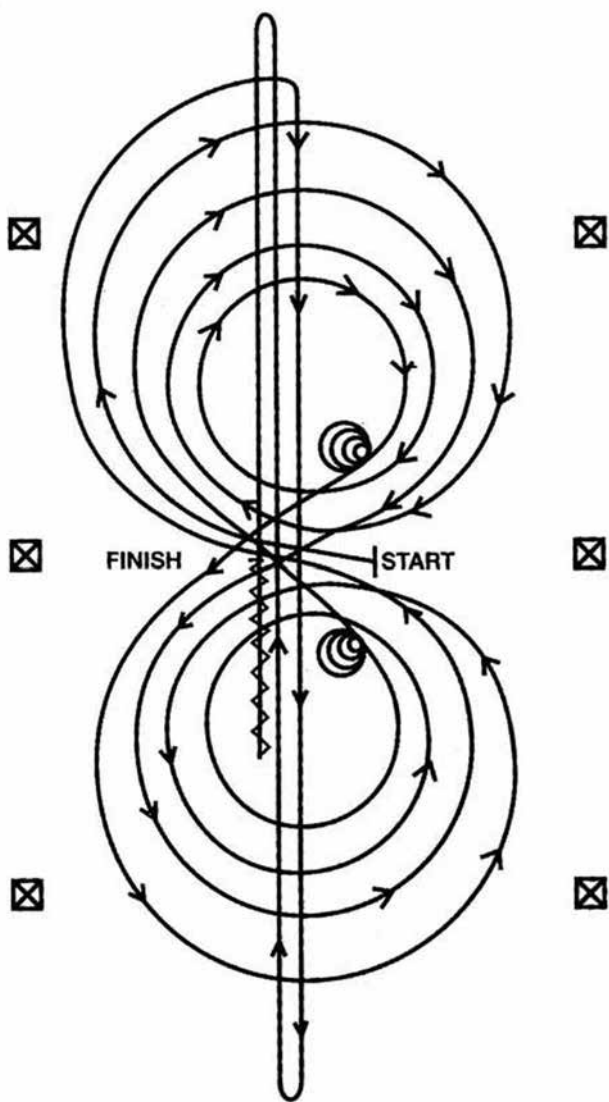
PATTERN 3



PATTERN 3

1. Beginning, lope straight up left side of the arena, circle the top end of arena, and staying at least 6 metres from the walls, run straight down the opposite or right side of the arena past centre marker and do a left rollback – no hesitation.
2. Continue straight up the right side of arena circle back around the top of arena, and staying at least 6 metres from the walls, run straight down the left side of arena past the centre marker and do a right roll back – no hesitation.
3. Continue up the left side of arena to centre marker. At the centre marker, the horse should be on the right lead. Guide the horse to the centre of the arena on the right lead and complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the centre of the arena.
4. Complete three circles to the left: the first two circles large and fast, the third circle small and slow. Change leads in the centre of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least 6 metres from the walls, run straight down the opposite or right side of the arena past the centre marker and do a sliding stop. Back up at least 3 metres. Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

PATTERN 4

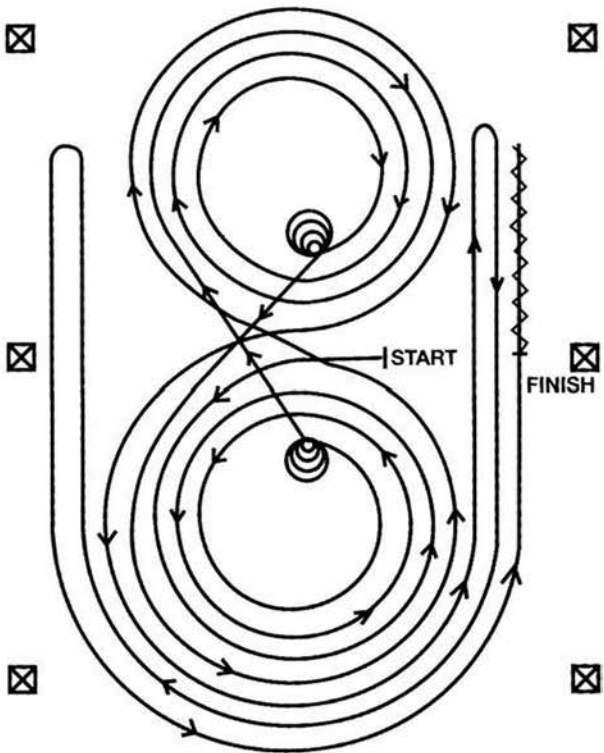


PATTERN 4

Horses may walk or jog to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

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 centre of the arena. Hesitate.
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 centre of the arena. Hesitate.
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 centre of the arena, run a large fast circle to the left, and change leads at the centre of the arena (figure 8).
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 roll-back – no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left roll-back – no hesitation.
8. Run past the centre marker and do a sliding stop. Back up to the centre of the arena at least 3 metres. Hesitate to demonstrate completion of pattern.

PATTERN 5

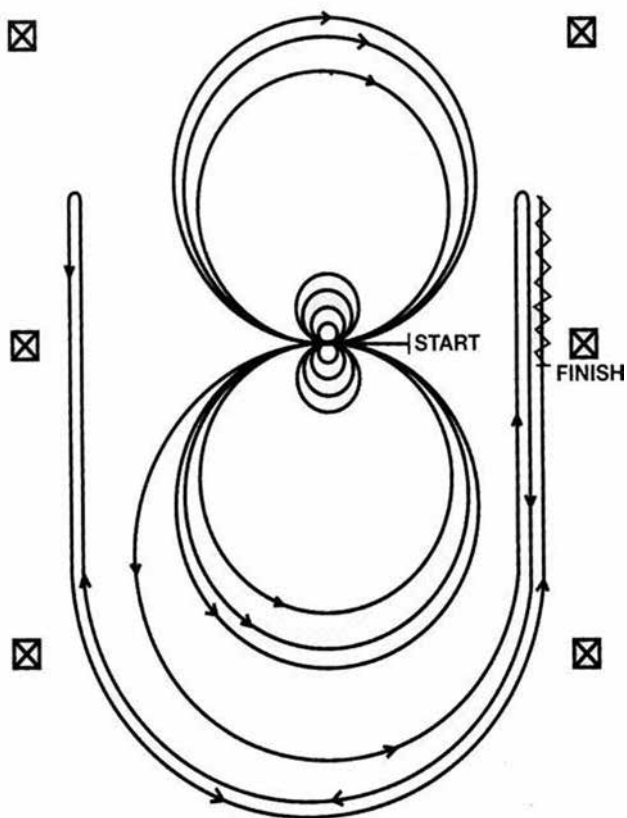


PATTERN 5

Horses may walk or jog to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. 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 centre of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. 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 centre of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the centre of the arena, run a large fast circle to the right, and change leads at the centre of the arena (figure 8).
6. Continue around previous circle to the left but do not close this circle. Run up right side of arena past centre marker and do a right rollback at least 6 metres from wall – no hesitation.
7. Continue around previous circle to the left but do not close this circle. Run up left side of arena past centre marker and do a left rollback at least 6 metres from wall – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of arena past centre marker and do a sliding stop at least 6 metres from the wall. Back up at least 3 metres. Hesitate to demonstrate completion of pattern.

PATTERN 6

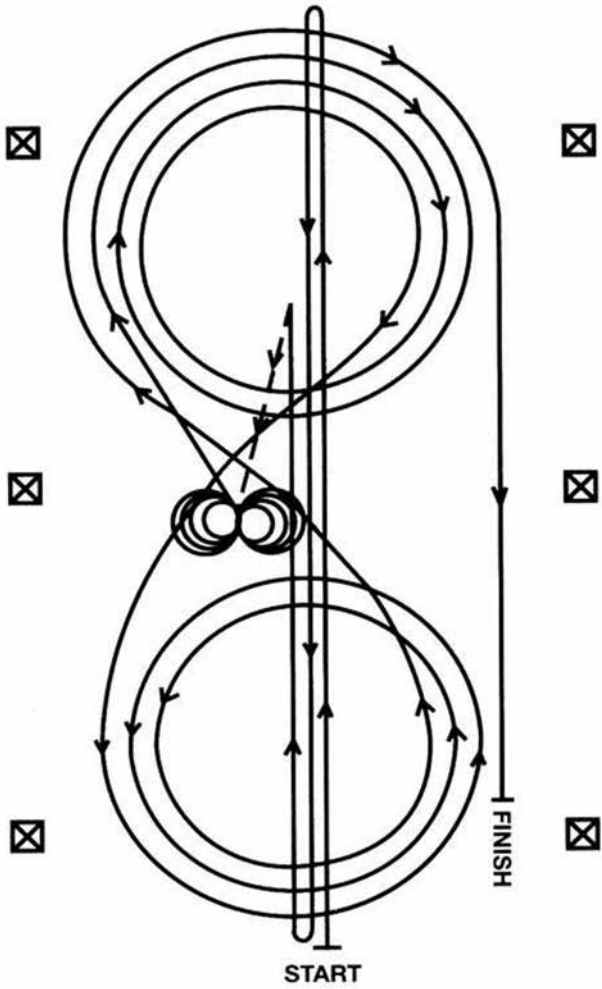


PATTERN 6

Horses may walk or jog to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on left lead, complete three circles to the left: the first two circles large and fast, the third circle small and slow. Change leads at the centre of the arena.
4. Complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the centre of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least 6 metres from the wall – no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least 6 metres from the wall – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 6 metres from the wall. Back up at least 3 metres. Hesitate to demonstrate the completion of the pattern.

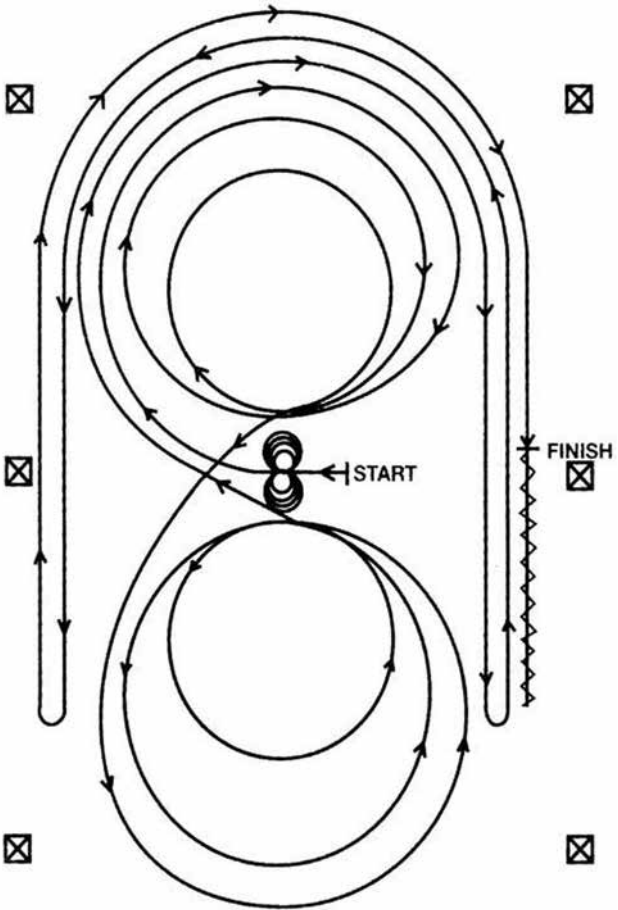
PATTERN 7



PATTERN 7

1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past centre marker and do a sliding stop. Back up to centre of arena or at least 3 metres. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the centre of the arena.
7. Complete three circles to the left: the first two circles large and fast, the third circle small and slow. Change leads at the centre of the arena.
8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the centre marker and do a sliding stop at least 6 metres from the wall. Hesitate to demonstrate the completion of the pattern.

PATTERN 8

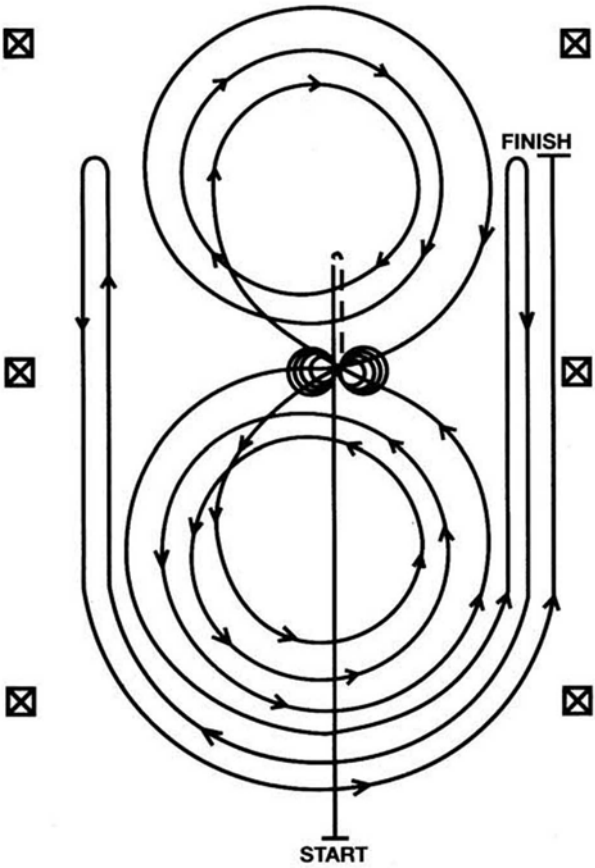


PATTERN 8

Horses may walk or jog to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on right lead, complete three circles to the right: the first circle large and fast, second circle small and slow, third circle large and fast. Change leads at centre of arena.
4. Complete three circles to the left: first circle large and fast, second circle small and slow, third circle large and fast. Change leads at centre of arena.
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of arena past centre marker and do a left rollback at least 6 metres from wall – no hesitation.
6. Continue back around previous circle but do not close this circle. Run down the left side of arena past centre marker and do a right rollback at least 6 metres from wall – no hesitation.
7. Continue back around previous circle but do not close this circle. Run down right side of arena past centre marker and do a sliding stop at least 6 metres from the wall. Back up at least 3 metres. Hesitate to demonstrate completion of pattern.

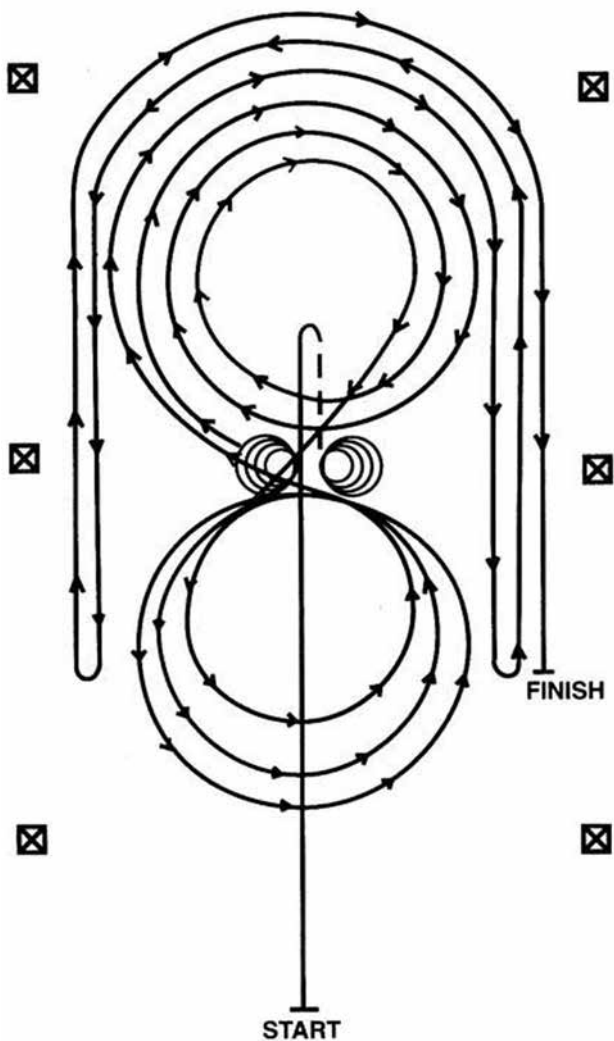
PATTERN 9



PATTERN 9

1. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 3 metres. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the centre of the arena.
5. Complete three circles to the right: the first circle small and slow, the next two circles large and fast. Change leads at the centre of the arena.
6. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least 6 metres from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least 6 metres from the wall – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the centre marker and do a sliding stop at least 6 metres from the wall. Hesitate to demonstrate completion of the pattern.

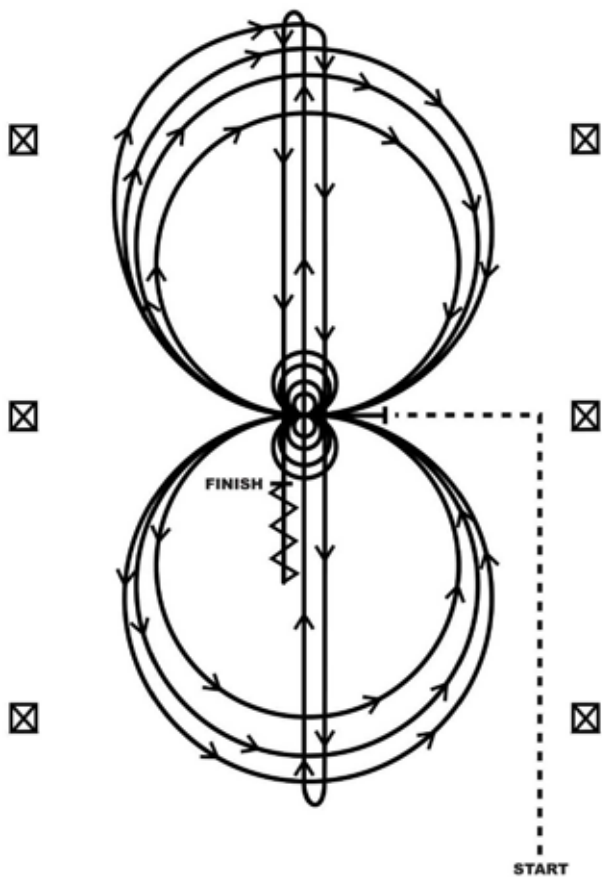
PATTERN 10



PATTERN 10

1. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 3 metres. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall. Hesitate.
4. Beginning on the right lead, complete three circles to the right: first two circles large and fast, third circle small and slow. Change leads at the centre of the arena.
5. Complete three circles to the left: first circle small and slow, next two circles are large and fast. Change leads at centre of arena.
6. Begin a large circle to the right but do not close this circle. Run down the right side of arena past the centre marker and do a left rollback at least 6 metres from the wall – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down left side of arena past centre and do a right rollback at least 6 metres from the wall – no hesitation.
8. Continue back around previous circle but do not close this circle. Run down right side of arena past centre marker and do a sliding stop at least 6 metres from the wall. Hesitate to demonstrate completion of pattern.

PATTERN 11

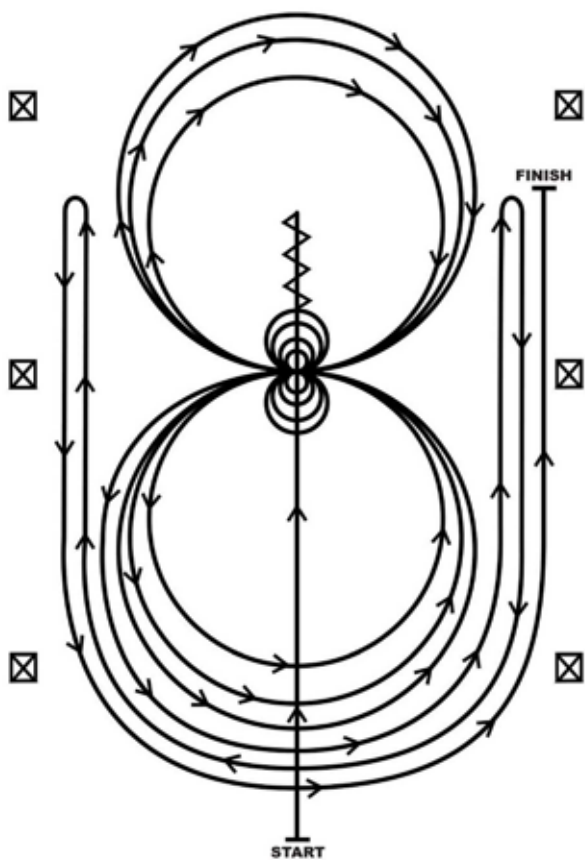


PATTERN 11

Horses must jog to the centre of the arena. Horses must walk or stop prior to starting pattern. Begin at the centre 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 centre 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 centre of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the centre 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 roll back – no hesitation.
7. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 3 metres. Hesitate to demonstrate completion of the pattern.

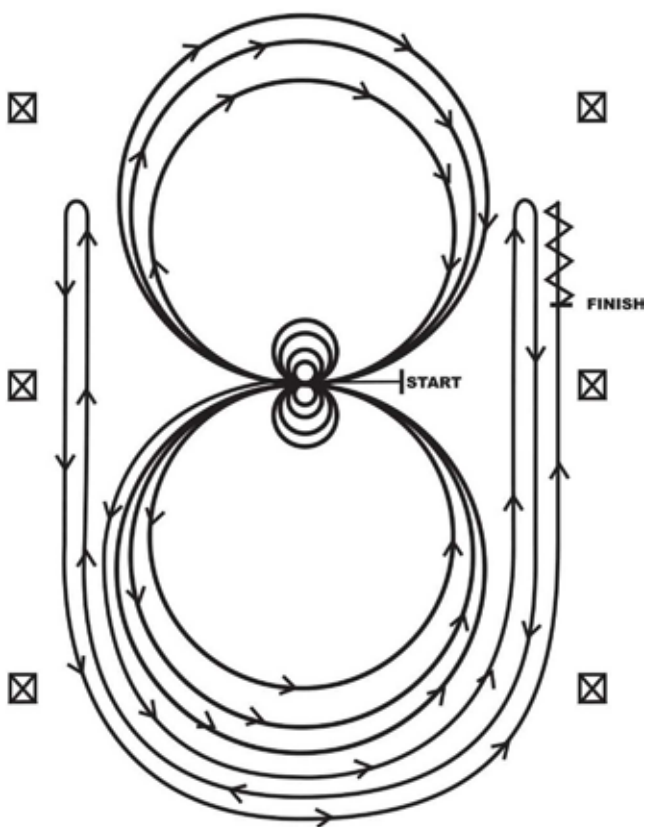
PATTERN 12



PATTERN 12

1. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 3 metres. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall. Hesitate.
4. Beginning on the left lead, compete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the centre of the arena.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the centre of the arena.
6. Begin a large circle to the left but do not close this circle. Run up the right side of arena past the centre marker and do a right rollback at least 6 metres from the wall – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up left side of arena past centre and do a left rollback at least 6 metres from the wall – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up right side of arena past centre marker and do a sliding stop at least 6 metres from the wall. Hesitate to demonstrate completion of pattern.

PATTERN 13

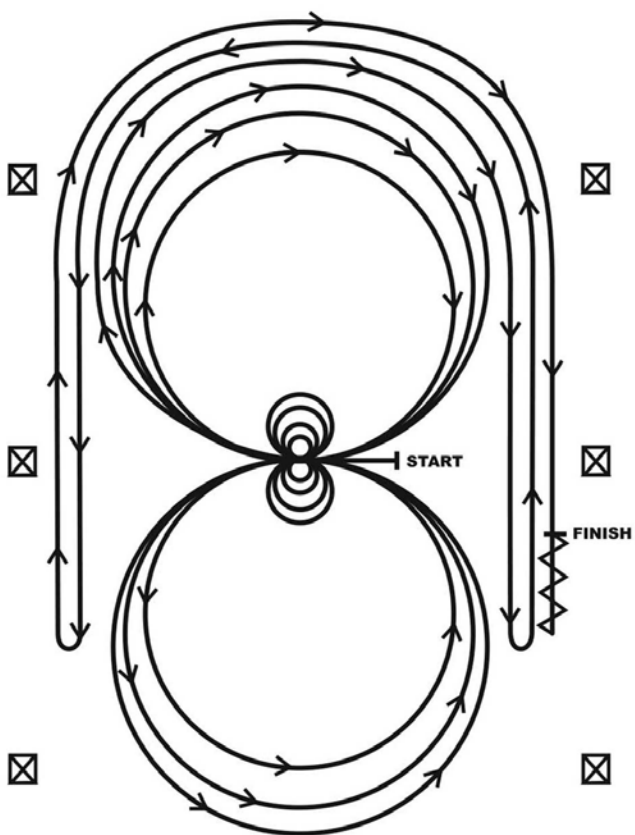


PATTERN 13

Horses may walk or jog to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the centre of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right: the first circle large and fast; the second circle small and slow. Stop at the centre of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the centre of the arena, run a large fast circle to the right, and change leads at the centre of the arena (figure 8).
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least 6 metres from the wall – no hesitation.
7. Continue around previous circle but do not close the circle. Run up the left side of the arena past the centre marker and do a left rollback at least 6 metres from the wall – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of arena past centre marker and do a sliding stop at least 6 metres from the wall. Back up at least 3 metres. Hesitate to demonstrate completion of pattern.

PATTERN 14

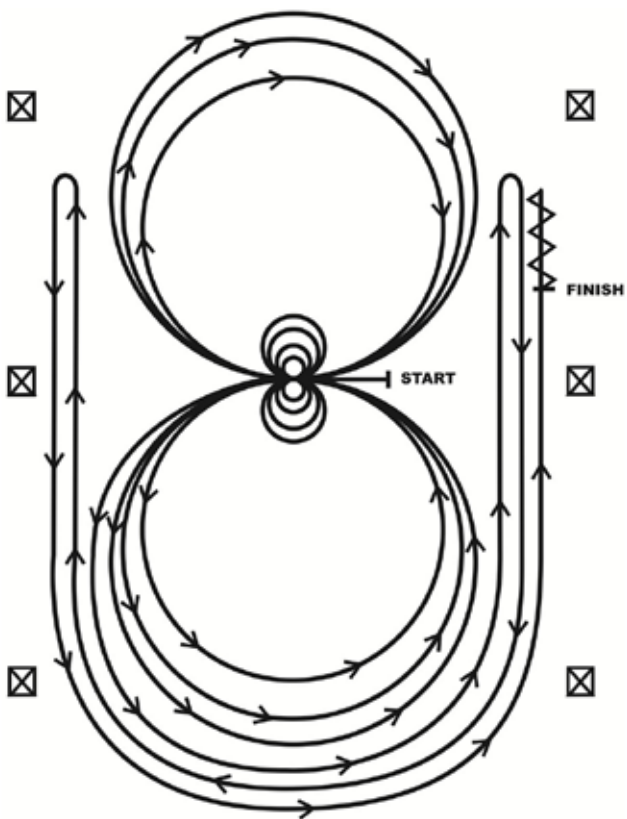


PATTERN 14

Horses may walk or jog to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the centre of the arena.
4. Complete three circles to the left: the first two circles large and fast, the third circle small and slow. Change leads at the centre of the arena.
5. Begin a large circle to the right but do not close this circle. Run up the right side of the arena past the centre marker and do a left rollback at least 6 metres from the wall – no hesitation.
6. Continue back around previous circle but do not close this circle. Run down the left side of the arena past the centre marker and do a right rollback at least 6 metres from the wall – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 6 metres from the wall. Back up at least 3 metres. Hesitate to demonstrate the completion of the pattern.

PATTERN 15

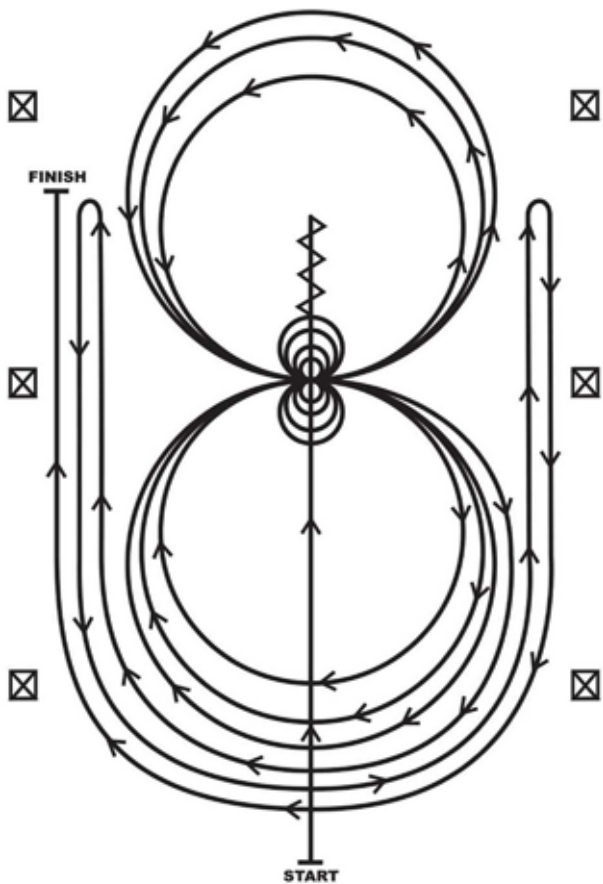


PATTERN 15

Horse may walk or jog to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on left lead, complete three circles to the left: the first circle large and fast, second circle small and slow, third circle large and fast. Change leads at centre of arena.
4. Complete three circles to the right: first circle large and fast, second circle small and slow, third circle large and fast. Change leads at centre of arena.
5. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of arena past centre marker and do a right rollback at least 6 metres from wall – no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of arena past centre marker and do a left rollback at least 6 metres from wall – no hesitation.
7. Continue back around previous circle but do not close this circle. Run up right side of arena past centre marker and do a sliding stop at least 6 metres from the wall. Back up at least 3 metres. Hesitate to demonstrate completion of pattern.

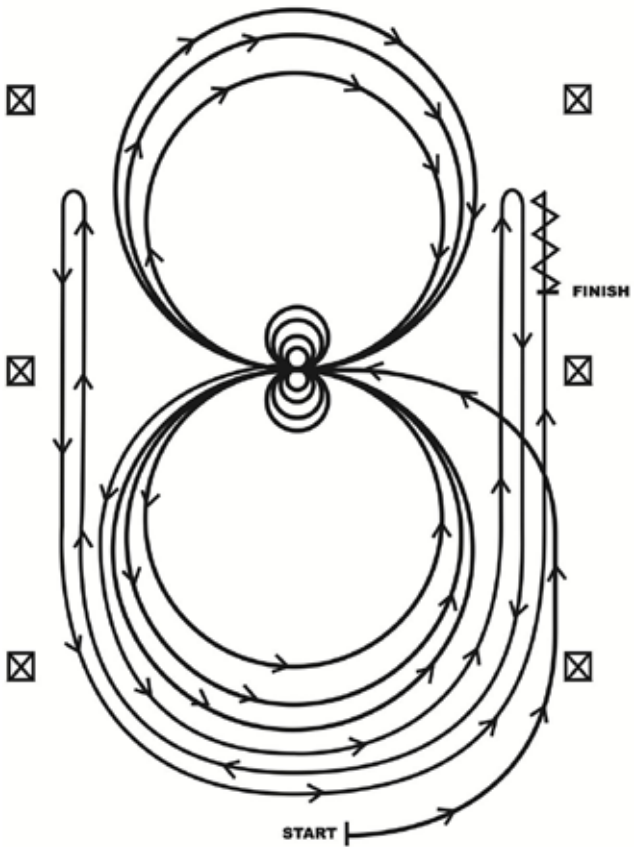
PATTERN 16



PATTERN 16

1. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 3 metres. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Complete four and one-quarter spins to the right so that horse is facing the right wall. Hesitate.
4. Beginning on the right lead, complete three circles to the right: first two circles large and fast, third circle small and slow. Change leads at the centre of the arena.
5. Complete three circles to the left: the first two circles large and fast, third circle small and slow. Change leads at the centre of the arena.
6. Begin a large circle to the right but do not close this circle. Run up the left side of arena past the centre marker and do a left rollback at least 6 metres from the wall – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up right side of arena past centre and do a right rollback at least 6 metres from the wall – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up left side of arena past centre marker and do a sliding stop at least 6 metres from the wall. Hesitate to demonstrate completion of pattern.

PATTERN 17

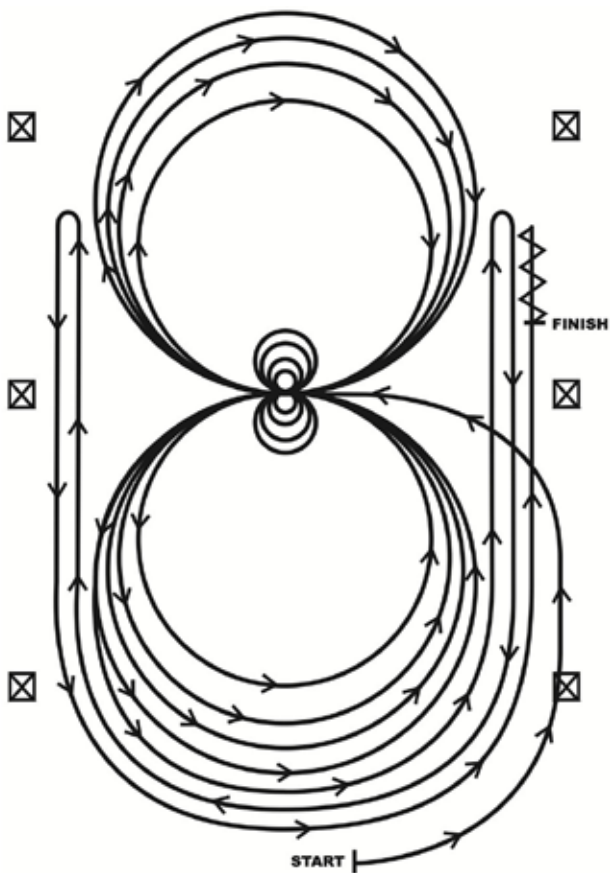


PATTERN 17

Begin on the left lead. Continue to the centre of the arena to begin the pattern facing toward the left wall or fence, without stopping or breaking gait.

1. Continue on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the centre of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right: the first large and fast; the second circle small and slow. Stop at the centre of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the centre of the arena, run a large fast circle to the right, and change leads at the centre of the arena (figure 8).
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least 6 metres from the wall or fence – no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least 6 metres from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 6 metres from the wall or fence. Back up at least 3 metres. Hesitate to demonstrate completion of pattern.

PATTERN 18

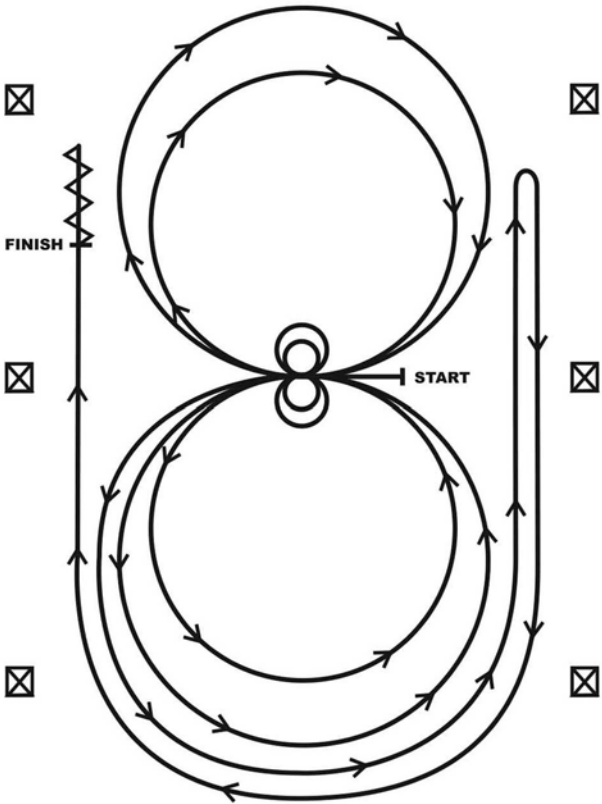


PATTERN 18

Begin on the left lead. Continue to the centre of the arena to begin the pattern facing toward the left wall or fence, without stopping or breaking gait.

1. Continue 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 centre of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. 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 centre of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the centre of the arena, run a large fast circle to the right, and change leads at the centre of the arena (figure 8).
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least 6 metres from the wall or fence – no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least 6 metres from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 6 metres from the wall or fence. Back up at least 3 metres. Hesitate to demonstrate completion of pattern.

PATTERN A



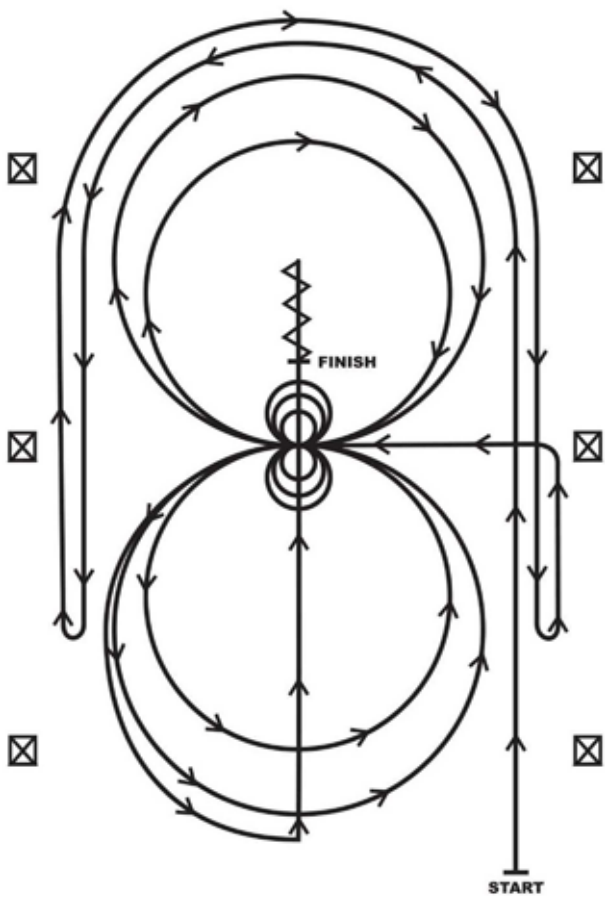
PATTERN A

Can be used for Youth 10 and Under and Short Stirrup.

Horse may walk or jog to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. Beginning on the left lead, complete two circles to the left. Stop at the centre of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on right lead, complete two circles to the right. Stop at the centre 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 up the right side of the arena past the centre marker, stop and roll back right.
6. Continue around the end of the arena to run up the left side of the arena past the centre marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

PATTERN B

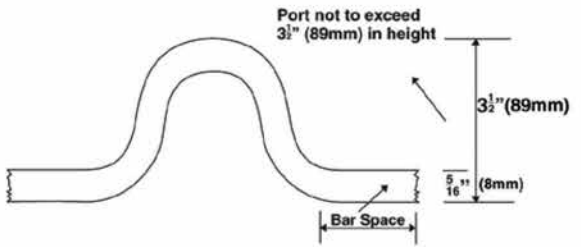


PATTERN B

Can be used for Youth 10 and Under and Short Stirrup.

1. Beginning, lope straight up the right side of the arena, circle the top of the arena, run straight down the opposite or left side of the arena past the centre marker and do a right rollback — no hesitation.
2. Continue straight up the left side of the arena, circle back around the top of the arena, run straight down the right side of the arena past the centre marker and do a left rollback — no hesitation.
3. Continue up the right side of the arena to the centre marker. At the centre marker the horse should be on the left lead. Complete two circles to the left, one large fast and one small slow. Stop at the centre. Hesitate.
4. Complete three spins to the left. Hesitate.
5. Complete two circles to the right, one large fast and one small slow. Stop at the centre. Hesitate.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, do not close the circle. Continue up the centre of the arena past the centre marker and do a sliding stop. Back up at least 3 metres. Hesitate to demonstrate completion of the pattern.

Figure #1 - Bit Measurements



Mouthpiece bar space no less than $\frac{5}{16}$ " (8mm) in diameter, and must not be wire wrapped

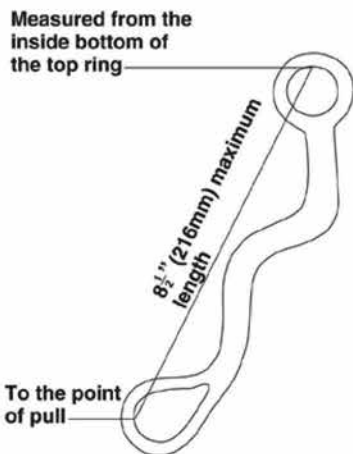
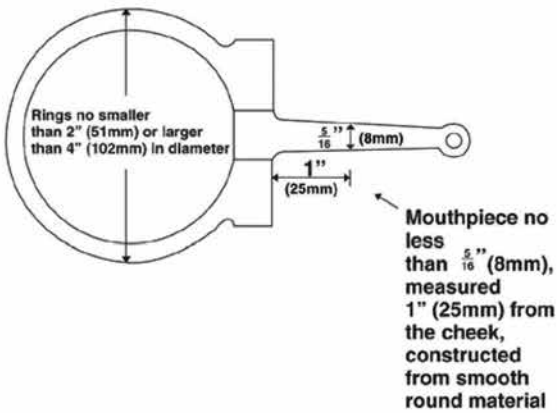


Figure #2 - Bit Measurements

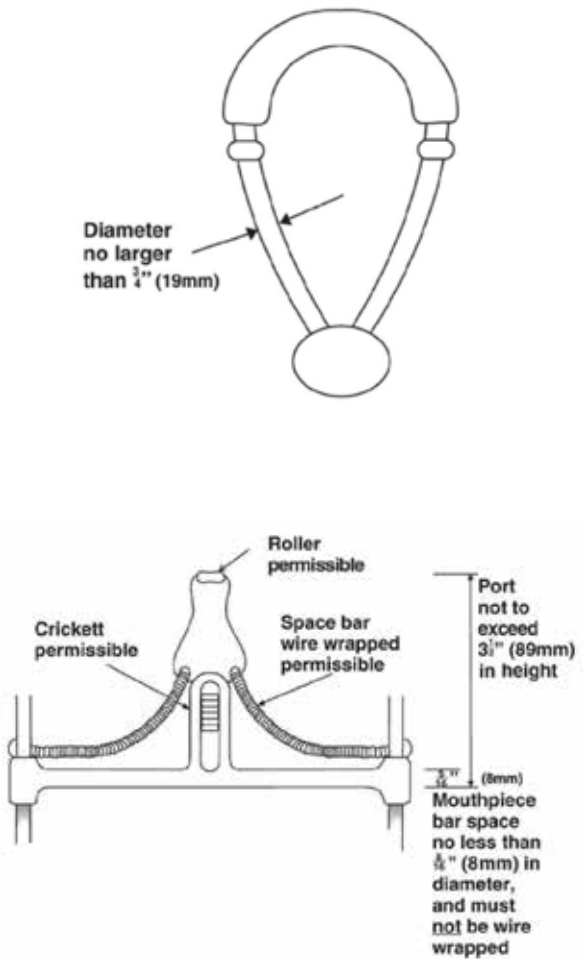


Figure #3A - Over/Under Spin

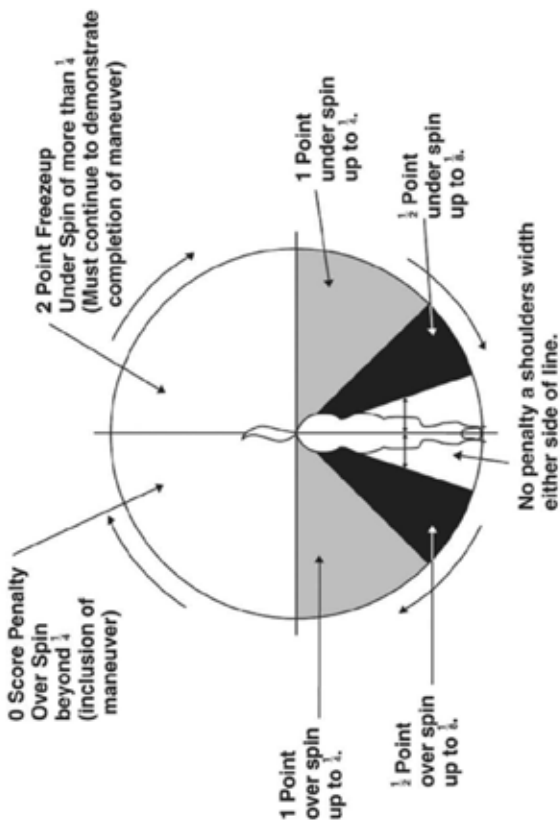


Figure #3B - Lead Departure

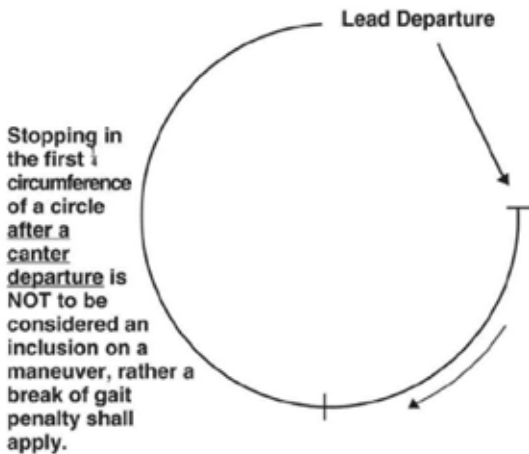


Figure #4 - Out of Lead/Delayed Change

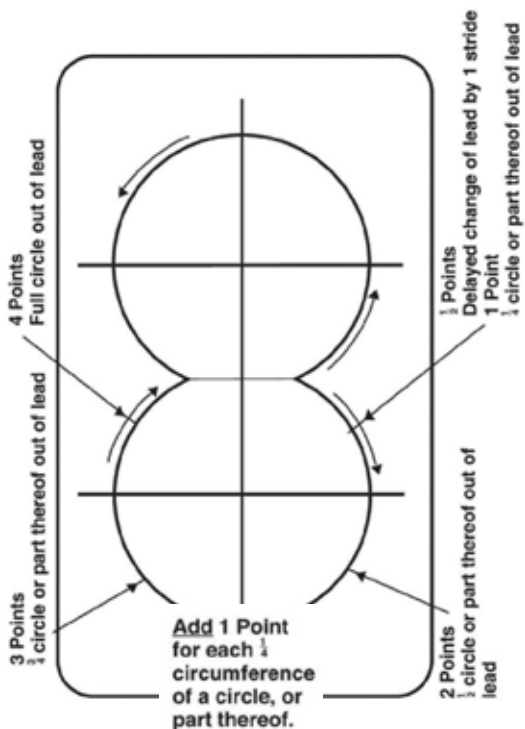


Figure #5 - Jogging

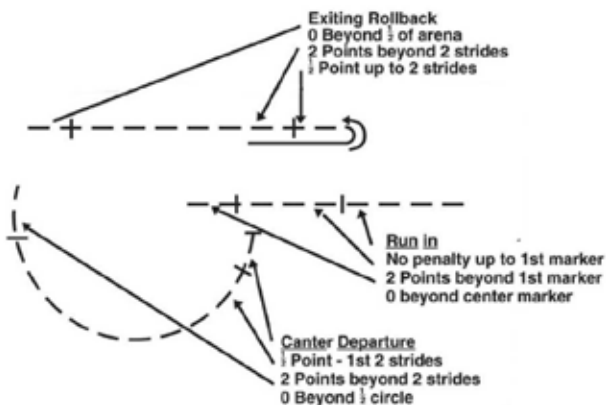


Figure #6 - Out of Lead on Run-around

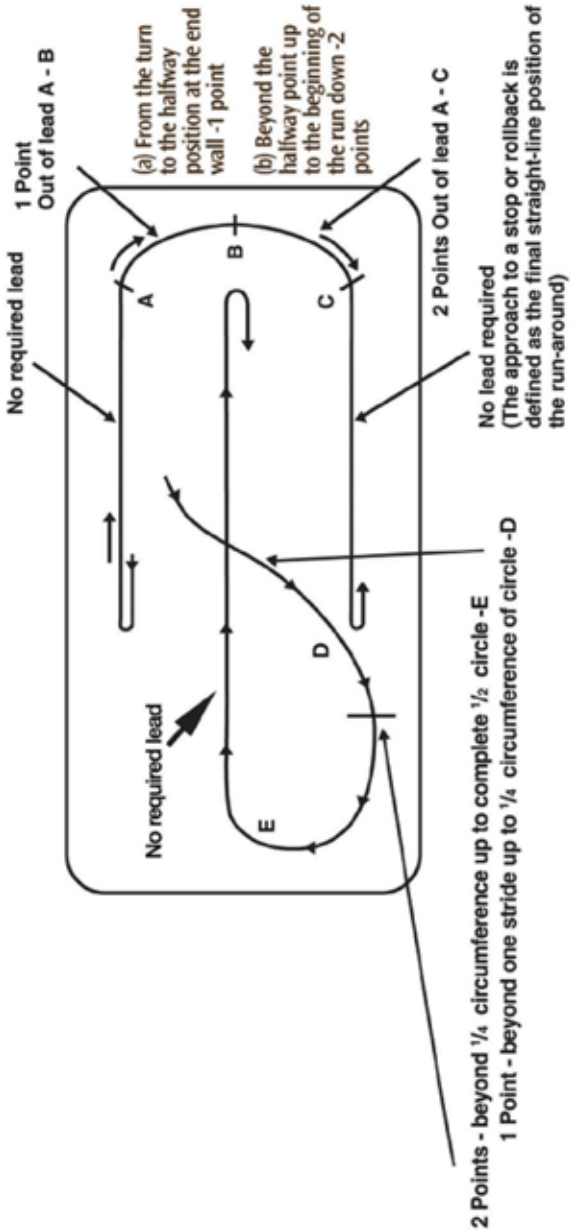


Figure #7 - Out of Lead on Partial Circle Leading to Run-down

