

Pattern explanations: Ride all patterns as they are written.

X Marker

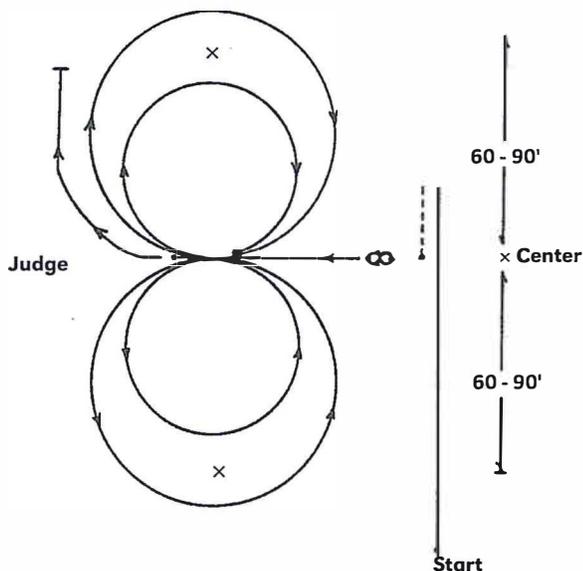
_____ Canter or lope

_____ Stop

Patterns — Any one of the following reining patterns may be used at any show. However, patterns No. 1, No. 2 and No. 3, are suggested for Junior Riders 13 years and younger, and patterns No. 4, No. 5 and No. 6 are suggested for Senior Riders 14 years and older.

Nebraska 4-H Reining Pattern No. 1

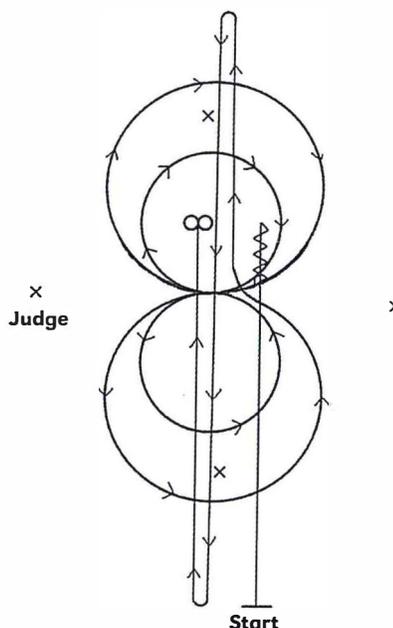
Ride Pattern



1. Lope in a straight line at least 20 feet away from fence. Stop and back to center of arena. Settle horse for 10 seconds.
2. Do 1 spin to right, 1 1/4 spins to the left.
3. Ride a large fast circle to the right, outside markers. Ride a small slow circle to the right, inside markers. Execute simple change of leads (break to walk or jog).
4. Ride a large fast circle to the left, outside markers. Ride a small slow circle to the left, inside markers. Execute simple change of leads, lope off on right lead.
5. Stop, settle horse for 5 seconds. Ride to judge for inspection.

Nebraska 4-H Reining Pattern No. 2

The judge shall indicate the length of the pattern with markers.

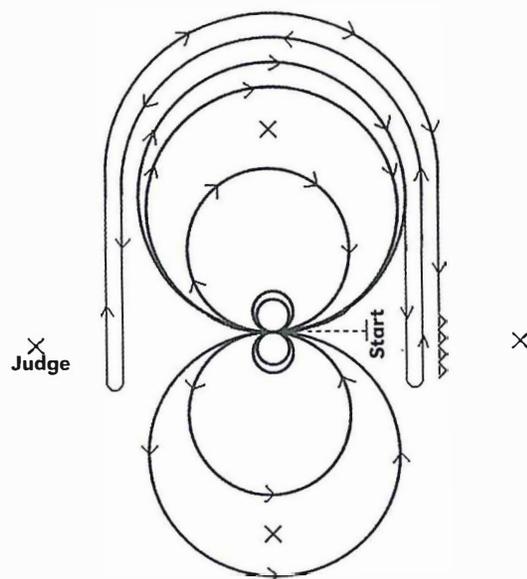


Ride Pattern

1. Run with speed past the center marker, do a sliding stop. Back to the center of the pattern and settle horse. Make a 90 degree pivot to the left, hesitate.
2. Start lope and ride two circles to the right, the first circle small and slow inside the marker; second circle, large and fast outside the marker. Change leads at the center of the arena.
3. Ride two circles to the left, first circle small and slow inside the marker; second circle, large and fast outside the marker. Change leads at the center of the arena.
4. Run to the far end of the arena (rundown may be on either side of the marker), stop. Make a 180 degree pivot to the left without hesitation (should be made past the end marker).
5. Run to the opposite end of the arena (rundown may be on either side of the marker), stop. Make a 180 degree pivot to the right without hesitation (should be made past the end marker).
6. Run past the center marker, do a sliding stop, let horse settle.
7. Do one 360 degree spin either to the right or to the left.
8. Do one 360 degree spin in the opposite direction of step 7. Hesitate to show completion of pattern.
9. Ride to the judge for inspection.
10. The bridle may be dropped at the judge's discretion.

Nebraska 4-H Reining Pattern No. 3

The judge shall indicate the length of the pattern with markers.

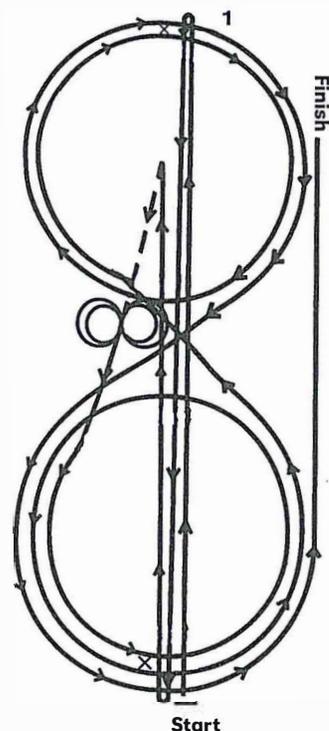


Ride Pattern

Begin the pattern facing the judge.

1. Trot to the center of the arena facing the judge; stop before beginning the pattern.
2. Complete two spins to the right, hesitate.
3. Complete two spins to the left, hesitate.
4. Run two circles to the right, the first a small slow circle, the second a large fast circle. Change leads at the center of the arena.
5. Run two circles to the left, the first a small slow circle, the second a large fast circle. Change leads at the center of the arena.
6. Begin a circle to the right, do not close the circle but instead run to the end of the arena. Remain at least 20 feet from the fence.
7. Run past the center marker, stop, and do a rollback toward the fence.
8. Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence.
9. Run past the center marker, stop, and do a rollback toward the fence.
10. Run back past the center marker. Stop and back at least 15 feet.
11. Hesitate to show completion of the pattern.
12. The bridle may be dropped at the judge's discretion.

Nebraska 4-H Reining Pattern No. 4

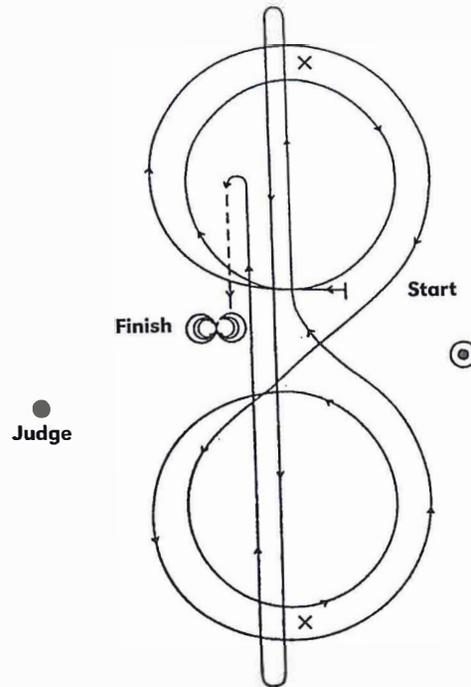


Ride Pattern

1. Run at speed to far end of arena, past end marker and do a left rollback, no hesitation.
2. Run to opposite end of arena, past end marker and do a right rollback, no hesitation.
3. Run past center marker and do sliding stop. Back up to center of arena or at least 10 feet. Hesitate.
4. Complete 2 spins to the right.
5. Complete 2 1/4 spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete 2 circles to the left, the first circle small and slow inside the marker, the second large and fast outside the marker. Change leads at the center of the arena.
7. Complete 2 circles to the right: the first circle small and slow inside the marker, the second large and fast outside the marker. Change leads at the center of the arena.
8. Begin a large fast circle to the left, but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least 20 feet from wall or fence. Hesitate to demonstrate the completion of the pattern. Bridle may be dropped at the judge's discretion.

Note: Run downs may be done to the right or left of markers.

Nebraska 4-H Reining Pattern No. 5

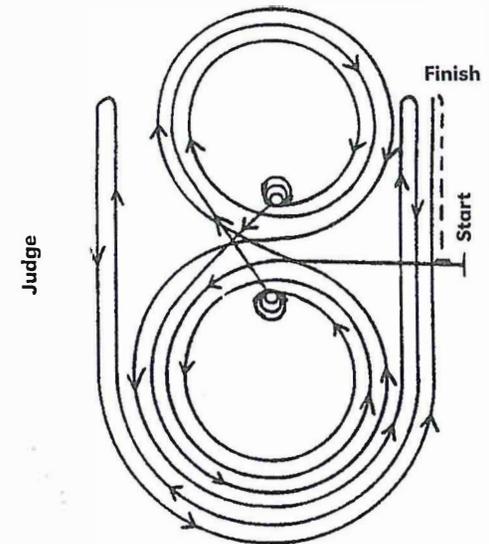


Ride Pattern

1. Begin pattern at center of the arena. Complete 2 circles to the right, the first circle small and slow inside the marker, the second circle large and fast outside the marker. Change leads at center of the arena.
2. Complete 2 circles to the left, the first circle small and slow inside the marker, the second circle large and fast outside the marker. Change leads at center of the arena.
3. Run to the far end of arena, past end marker and do a left rollback, no hesitation.
4. Run to opposite end of arena, past end marker and do a right rollback, no hesitation.
5. Run past center of arena and do a sliding stop. Back straight to center of arena. Hesitate.
6. Complete 3 spins to the right.
7. Complete 3 spins to the left. Hesitate to demonstrate completion of the pattern. The bridle may be dropped at the judge's discretion.

Note: Run downs may be done to the right or left of markers.

Nebraska 4-H Reining Pattern No. 6

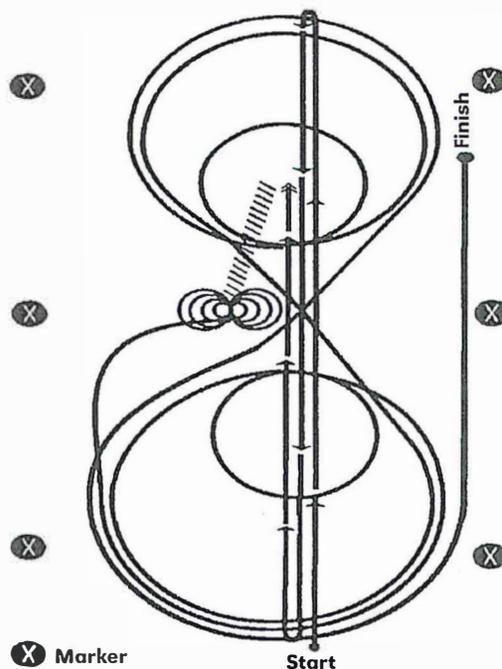


Ride Pattern

1. Begin at center of the arena facing left wall or fence. Begin on left lead and complete 2 circles to the left, the first one large and fast, the second one small and slow.
2. At center of arena, stop and complete 3 spins to the left. Hesitate.
3. Begin on the right lead. Complete 2 circles to the right, the first one large and fast, the second one small and slow.
4. At center of the arena, stop and complete 3 spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous circle to the left but do not close this circle. Run up the right past the center marker, and do a right rollback at least 20 feet from 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 center marker and do a left rollback at least 20 feet from wall or fence, no hesitation.*
8. Continue back around previous circle. Do not close this circle but run straight down the side past the center marker and do a sliding stop at least 20 feet from wall or fence. Back over slide tracks a minimum of 10 feet.
9. Hesitate to demonstrate completion of the pattern.
10. The bridle may be dropped at the judge's discretion.

* Horses may come out of rollback on either lead. However, they should be on correct lead when going around end of arena.

NRHA 1



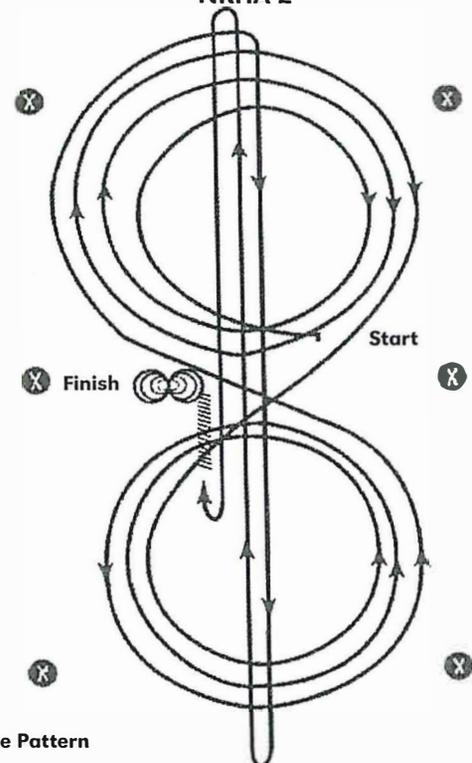
Ride Pattern

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 the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (3 meters). 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 or fence. Hesitate.
6. Beginning on the left lead, 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.
7. 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.
8. Begin a large fast circle to the left, but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6 meters) from the wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

The 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.

NRHA 2



Ride Pattern

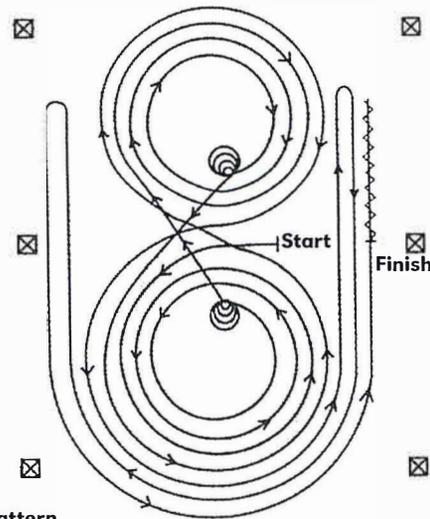
Horses may walk or trot to the center of arena. Horse must walk or stop prior to starting pattern beginning at the center of the arena facing the left wall or fence.

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 center 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 center 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 center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

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NRHA 5



Ride Pattern

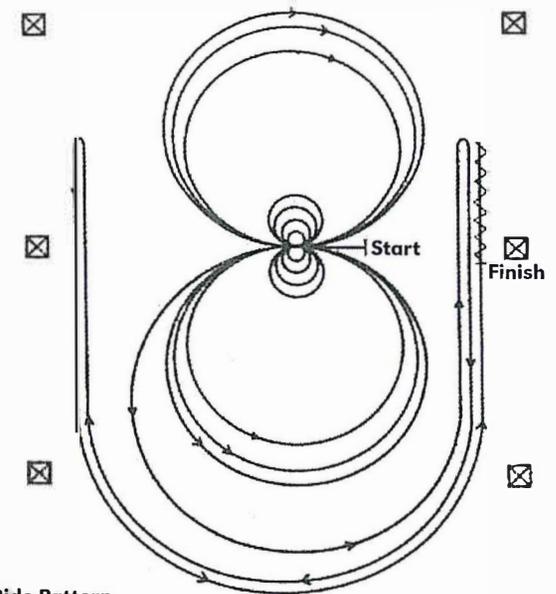
Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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 center 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 center 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 center of the arena, run a large fast circle to the right, and change leads at the center 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 center marker and do a right rollback at least twenty feet (six meters) 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 center marker and do a left rollback at least twenty feet (six meters) 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 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.

Rider may dismount and drop bridle to the designated judge.

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NRHA 6



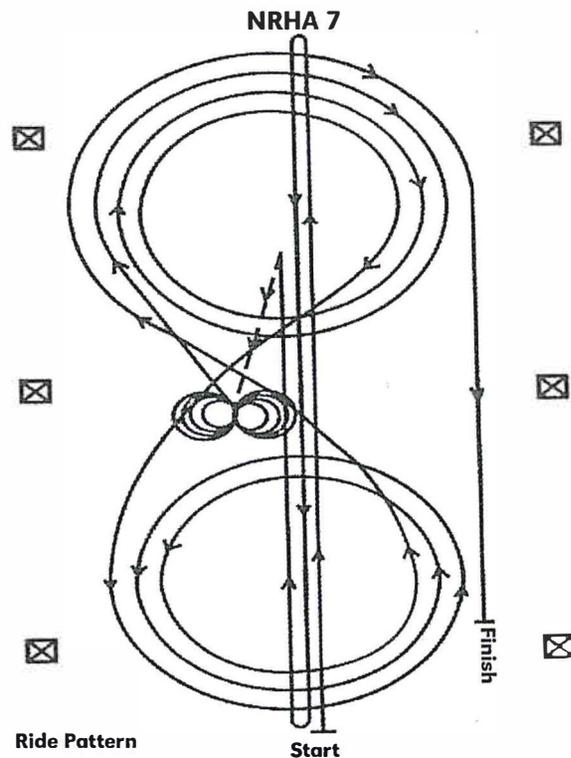
Ride Pattern

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

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. 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. Change leads at the center 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 center of the arena.
5. Begin a large fast circle to the left but do not close this circle. Run up the right 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.
6. Continue back around previous circle but do not close this circle. Run up the left 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.
7. Continue back around previous circle but do not close this circle. Run up 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 the completion of the pattern.

Rider may dismount and drop bridle to the designated judge.

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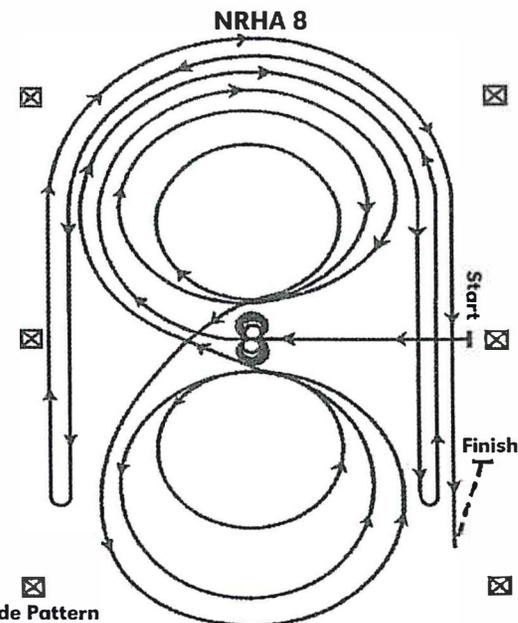


Ride Pattern

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 the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). 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 or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center 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 center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

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Ride Pattern

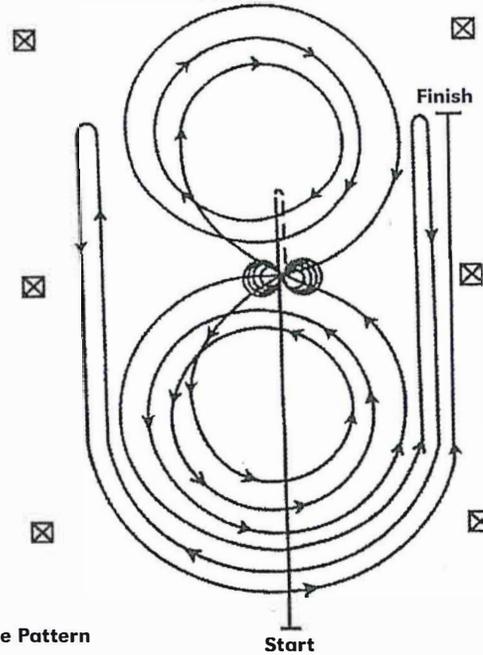
Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern beginning at the center of the arena facing the left wall or fence.

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 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 fast circle to the right, but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence — no hesitation.
6. Continue back around the previous circle, but do not close this circle. Run straight down the left side of the arena past the center marker and do a right rollback at least twenty feet 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 (6 meters) from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

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NRHA 9



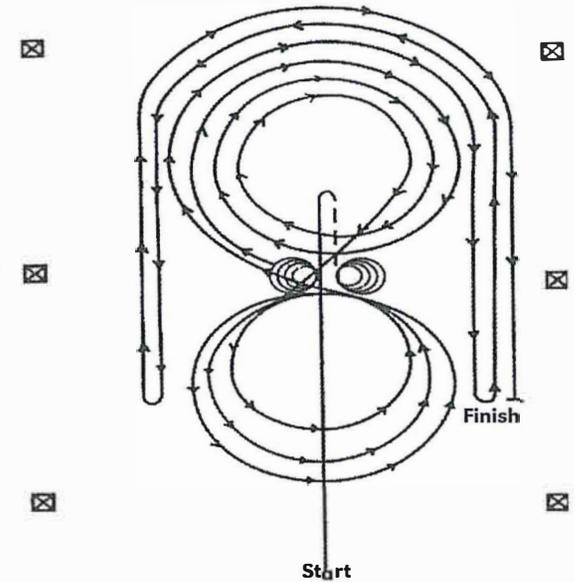
Ride Pattern

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. 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 center 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 center of the arena.
6. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (6 meters) 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 center marker and do a left rollback at least twenty feet (6 meters) 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 center marker and do a sliding stop at least twenty feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

Rider may drop the bridle to the designated judge.

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NRHA 10

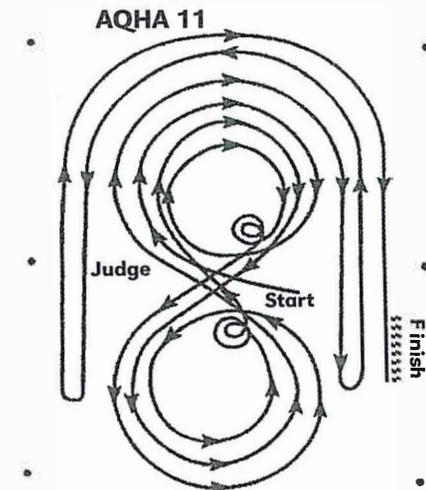


Ride Pattern

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

Rider may drop the bridle to the designated judge.

The 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.



Ride Pattern

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

1. Starting at the center marker make a large fast circle to right on the right lead.
2. Draw the circle down to a small circle until you reach the center marker; stop.
3. Do a double spin to the inside of the small circle at the center marker, at end of spins horse should be facing the left wall, slight hesitation.
4. Begin on left lead and make a large fast circle.
5. Then a small circle, again drawing it down to the center of the arena, stop, no hesitation on these stops.
6. Do a double spin to the inside of the circle, slight hesitation, horse to be facing left wall.
7. Take a right lead and make a fast figure eight over the large circles, close the eight, and change leads.
8. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left rollback at least 20 feet (6 meters) from the wall or fence — no hesitation.
9. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least 20 feet (6 meters) from the wall or fence — no hesitation.
10. Continue back around 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to show completion of pattern.

Rider may drop bridle to the designated judge.

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