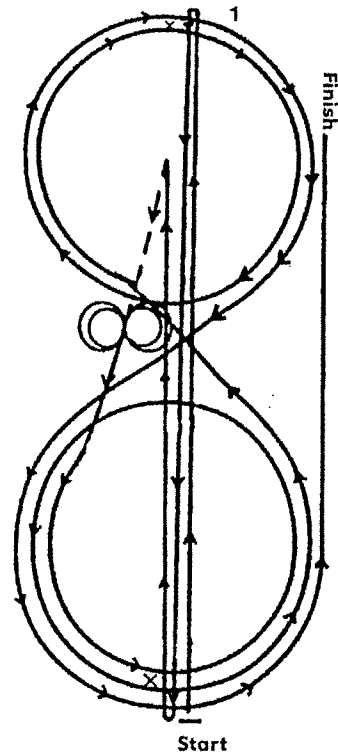


## Nebraska 4-H Reining Pattern #4

2024 Reining Pattern

Senior



### 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.

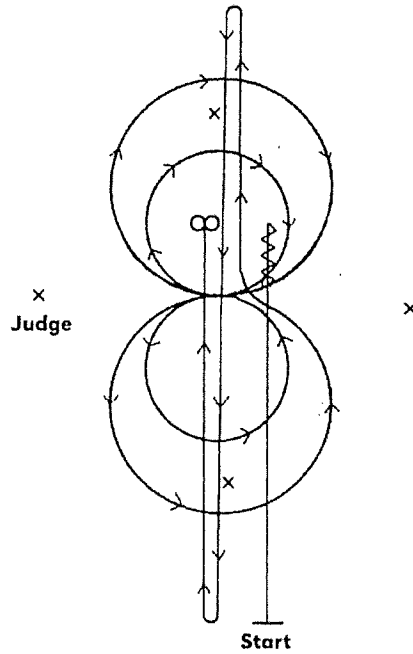
Note: Run downs may be done to the right or left of markers.

## Nebraska 4-H Reining Pattern #2

2024 Reining Pattern

Junior

Intermediate



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, past the end marker (rundown may be on either side of the marker), stop. Make a 180 degree pivot to the left without hesitation.
5. Run to the opposite end of the arena, past the end marker (rundown may be on either side of the marker), stop. Make a 180 degree pivot to the right without hesitation.
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.