

## Reining Division

"To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated completely." (2000 National Reining Horse Association Pattern Book)

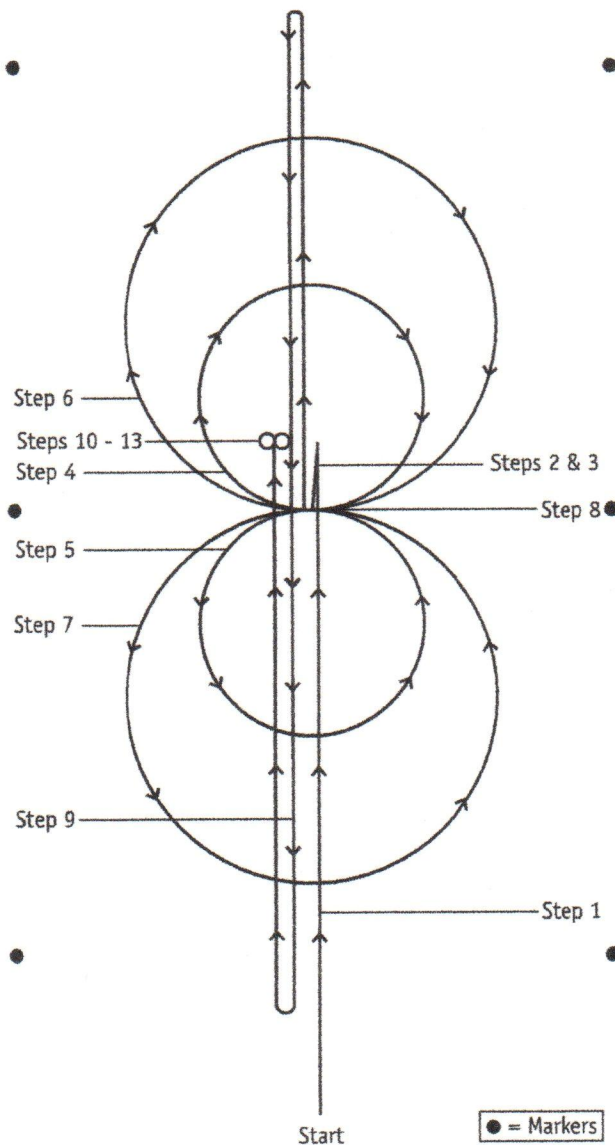


Figure 18. Reining pattern 2.

### Reining Pattern 2

The judge will indicate the length of the pattern with markers on the arena fence or wall. Markers within the area of the pattern may be used as a guide, but circles, figure eights and other movements do not have to be performed within the markers. (See fig. 18 on pg. 29 for a diagram of reining pattern 2.)

1. Run with speed past the center marker.
2. Stop and back to the center of the pattern.
3. Settle the horse for approximately 10 seconds. Pivot to the left 90 degrees.
- 4 & 5. Begin on the right lead and lope a small, slow figure eight within the end markers. Change leads at the center of the arena. Flying lead changes are preferred.
- 6 & 7. Continue in the correct lead. Lope a large, fast figure eight.
8. Change leads. Flying changes are preferred. Run to the far end of the arena past the end marker, then do a left rollback.
9. Run to the opposite end of the arena past the end marker, then do a right rollback.
10. Run to the center of the arena past the center marker and stop.
11. Spin to the right or to the left, not more than 360 degrees.
12. Spin in the opposite direction, not more than 270 degrees.
13. Walk to the judge and stop for inspection. Wait until dismissed.