

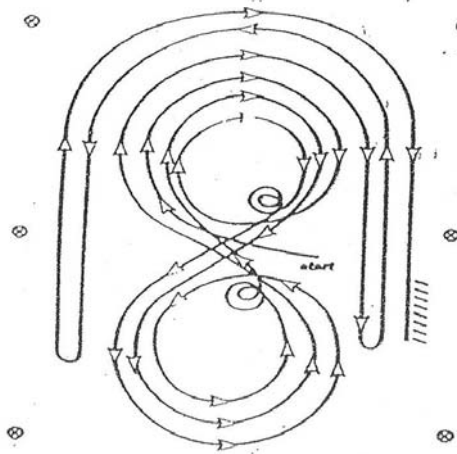
CLASS REINING PATTERN #11 (revised 3-21-08)

4H – NOVICE/BEGINNER RIDER # _____

Pattern Scoring:

Points:	Rating	
10 points	Excellent	Perfect, no improvement possible (rarely given)
9	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8	Good	Outstanding, lovely to watch (occasionally given)
7	Fairly Good	Performed nicely, movement above average
6	Satisfactory	Movement correct
5	Sufficient	Okay, neither good or bad, noncommittal score
4	Insufficient	Performed but lacking in precision and/or control
3	Fairly Bad	No precision, little control or response
2	Bad	No response to aids
1	Very Bad	No control
0	Not performed	Rarely given

#	Element judged	Comments	Score
1.	Starting at the center marker make one large fast circle to the Right on the Right Lead		
2.	Again at center make one small slow circle and stop at center.		
3.	Do two (2) spins to the Right inside of the small circle.		
4.	Begin on the Left Lead and make a Large Fast circle to the Left.		
5.	Then at center, make one small circle to the Left. Stop.		
6.	Do two (2) spins to the Left inside of the small circle.		
7.	Take a Right Lead and make a fast figure eight over the Large circles. Close the figure eight.		
8.	With the Right Lead 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 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 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 stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern. Rider may drop bridle to the designated judge.		
	JUDGE'S SIGNATURE	SCORE	



- 1 Starting at the center marker make ONE Large Fast Circle To the Right on the Right Lead.
2. Again at center make one small slow circle and stop at center.
3. Do two (2) spins to the Right inside of the small circle.
4. Begin on the Left Lead and make a large fast circle to the Left. Then at center, make one small circle to the Left. Stop.
5. Do two (2) spins to the Left inside of the small circle.
6. Take a Right Lead and make a fast figure eight over the large circles. Close the Figure eight
7. With the Right Lead 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 from the wall or fence – no hesitation.
8. 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 from the wall or fence – no hesitation.
9. 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 stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet .Hesitate to show completion of pattern.
10. Rider may drop bridle to the designated judge.

4H LEVEL 2

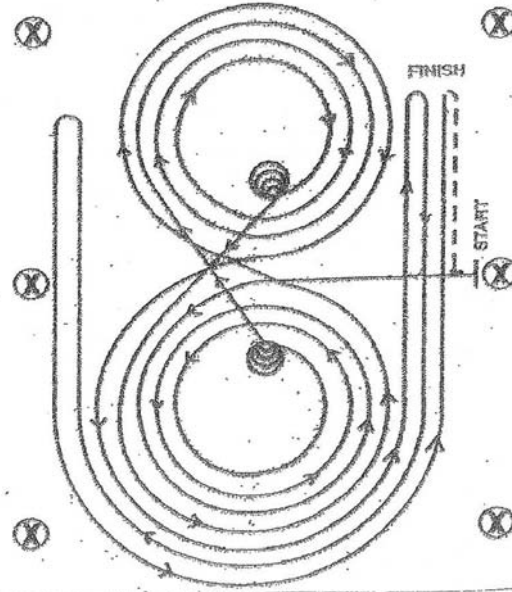
RIDER #

Pattern Scoring

Points:

10 points	Excellent	Perfect, no improvement possible (rarely given)
9	Very good	Movement hard to fault, but not quite perfect (rarely given)
8	Good	Outstanding, lovely to watch (occasionally given)
7	Fairly good	Performed nicely, movement above average
6	Satisfactory	Movement Correct
5	Sufficient	Okay, neither good or bad, noncommittal score
4	Insufficient	Performed but lacking in precision and/or control
3	Fairly bad	No precision, little control or response
2	Bad	No response to aids
1	Very bad	No control
0	Not performed	Rarely given

#	ELEMENT JUDGED	COMMENTS	SCORE
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.		
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.		
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 (6 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 (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. Back up at least ten feet (3 meters). Hesitate to demonstrate completion of the 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.
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.
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 rollback at least twenty (6 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 (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. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.

CLASS REINING

4H Advanced Reiner Rider#

Pattern Scoring:

Points:	Rating:	
10 points	Excellent	Perfect, no improvement possible (rarely given)
9	Very good	Movement hard to fault, but not quite perfect (rarely given)
8	Good	Outstanding, lovely to watch (occasionally given)
7	Fairly Good	Performed nicely, movement above average
6	Satisfactory	Movement Correct
5	Sufficient	Okay, neither good nor bad, noncommittal score
4	Insufficient	Performed but lacking in precision and/or control
3	Fairly bad	No precision, little control or response
2	Bad	No response to aids
1	Very bad	No control
0	No performed	Rarely given

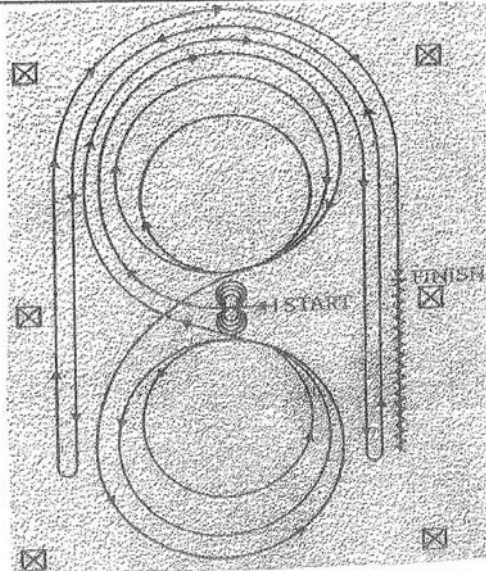
#	ELEMENT JUDGED	COMMENTS	SCORE
1.	Complete four spins to the left.		
2.	Complete four spins to the right. Hesitate.		
3.	Beginning on the right lead, complete three circles to the right: the first circle large and fast: the second circle small and slow: the third circle large and fast. Change leads 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 straight 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 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 of the arena past the center marker and do a sliding stop at least twenty feet from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.		

CLASS

ADVANCED REINING PATTERN

4H – Advanced Reiner

Rider#



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.
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 straight 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 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 of the arena past the center marker and do a sliding stop at least twenty feet from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.