

2010 Show Patterns Book
Saturday – May 22, 2010

Reining Ring #2

Judging begins at 9:00 am
Judge: Mary Beth Kuderna

2010 Reining Classes – AQHA Reining Patterns

Saturday – May 22, 2010:

- Novice Class
- Open Class
- Stakes Class

Pattern 5
Pattern 1
Pattern 8

Saturday – June 5, 2010:

- Novice Class
- Open Class
- Stakes Class

Pattern 7
Pattern 2
Pattern 3

Sunday – June 6, 2010:

- Novice Class
- Open Class
- Stakes Class

Pattern 4
Pattern 7
Pattern 6

Saturday – July 31, 2010:

- Novice Class
- Open Class
- Stakes Class

Pattern 9
Pattern 5
Pattern 10

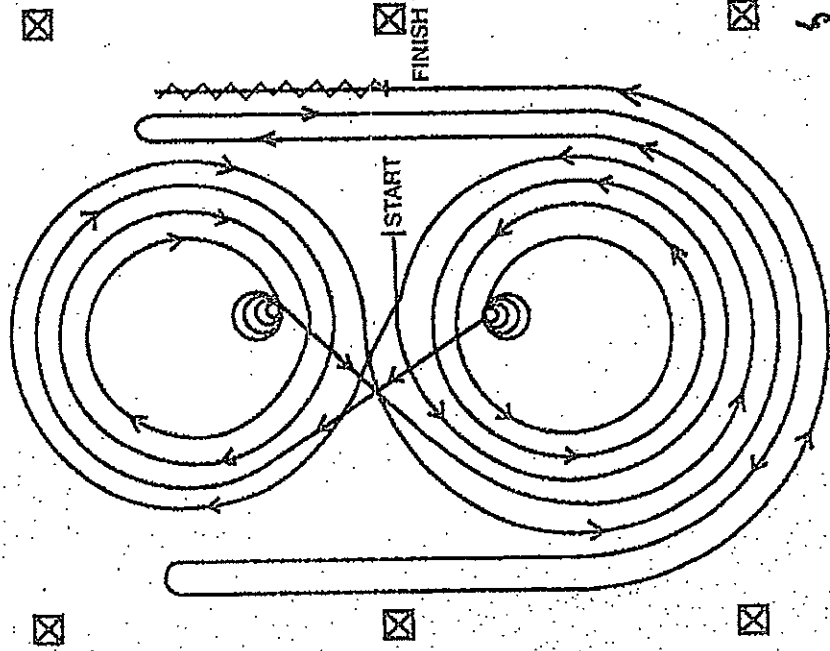


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Reining Ring #2
Judging begins at 9:00 am
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Class #60: Novice Reiner

Reining Pattern Number 5



Horse 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 two ten feet (three meters). Hesitate to demonstrate completion of the pattern.
9. Rider must dismount and drop bridle to the designated judge.



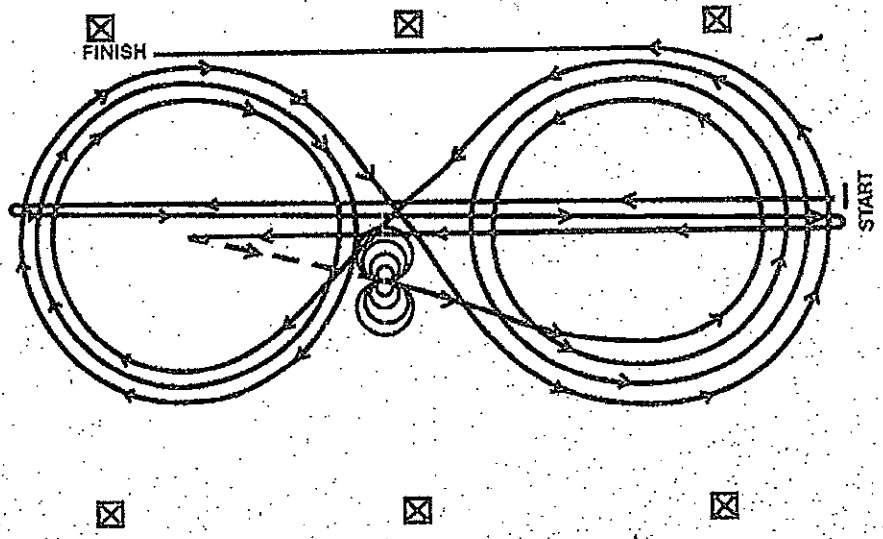
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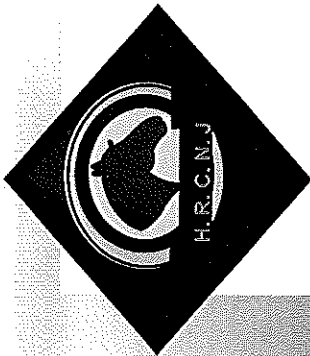
Class #61: Open Reiner

Classes held in Ring #2 - Judging begins at 9:00 am

Reining Pattern Number 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 the center marker and do a sliding stop. Back up to 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 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 (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.
- Rider must dismount and drop bridle to the designated judge.



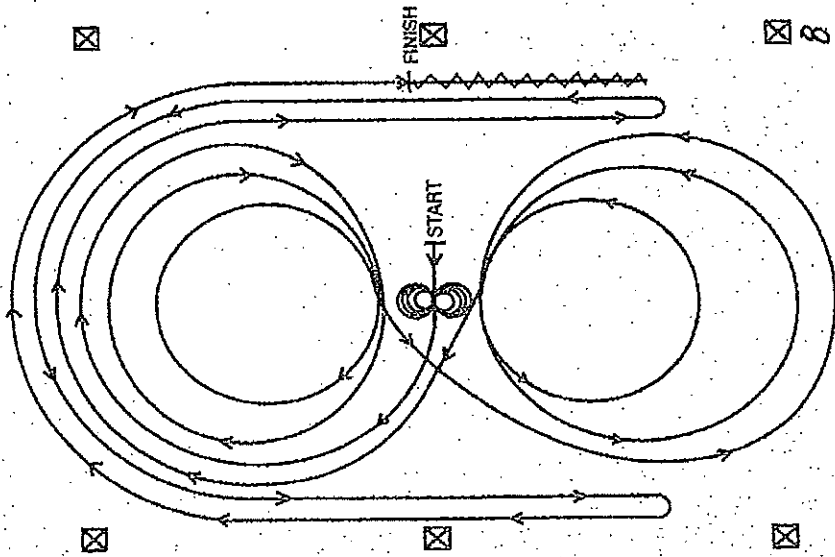
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Class #62 Reining Stakes

80% Payback Must enter class 28 or 29

Reining Pattern Number 8



Horse may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of 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 straight down the right 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.
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 (six meters) 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 (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.