

Senior Reining Pattern

Kent County Senior pattern Rev 2001 CMN
Program Committee Rev 2009 CMN

“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)

The judge will indicate the length of the pattern with markers on the arena fence, wall or ground. Markers within the area of the pattern may be used as a guide, but circles and other movements do not have to be performed within the markers.	
1	Run with speed past the center marker.
2	Stop and back up 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 center of the arena. Flying changes are preferred.
6 & 7	Continue on the correct lead. Lope a large fast figure eight.
8	Change leads. Flying changes are preferred. Run to the far end 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 360 degrees.
12	Spin to the left 450 degrees.
13	Walk to the judge and stop for inspection. Wait until dismissed.

