

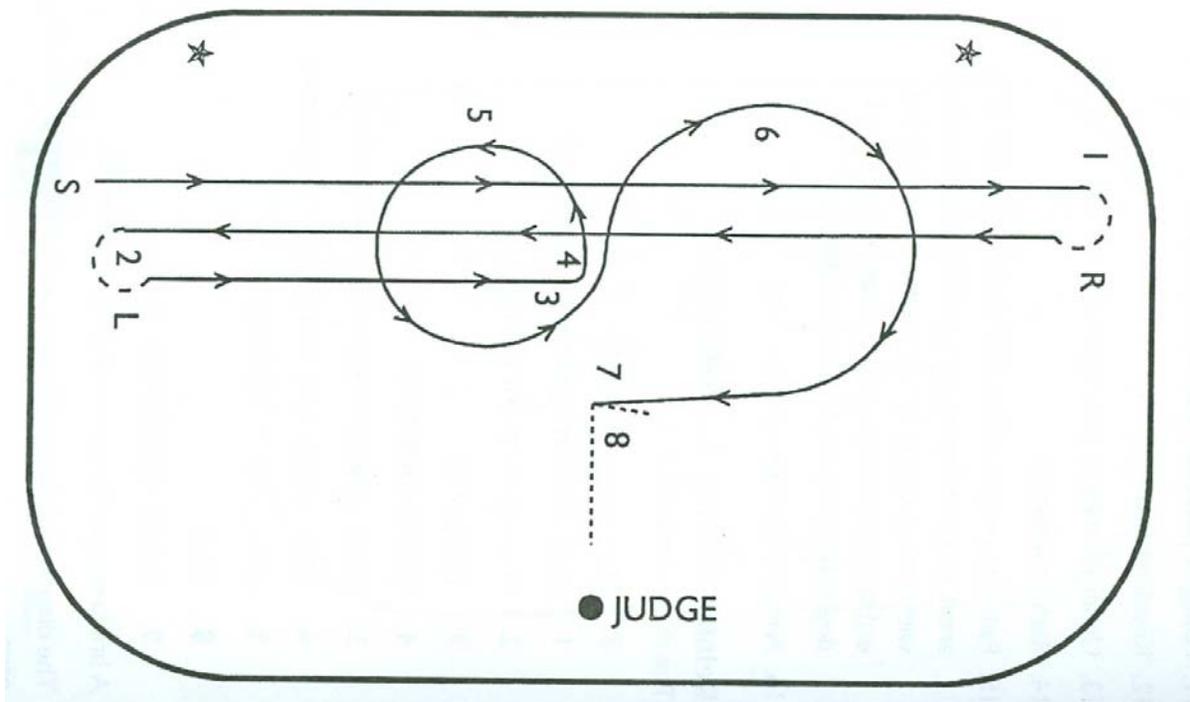
# Wyoming 4-H

## Wyoming 4-H Reining Pattern (Junior) – 1

The ride pattern follows:

- S. Start - run with speed.
1. Stop - pivot to right and run with speed.
2. Stop - pivot to left and run.
3. Sliding stop.
4. Quarter turn to left.
5. Begin slow circle to the left in correct lead.
6. Ride circle to right with speed in correct lead.
7. Sliding stop - settle horse.
8. Back.
9. Ride to judge for inspection.

A bridle may be dropped at a judge's discretion.



Pattern Provided by: *Wyoming 4-H*

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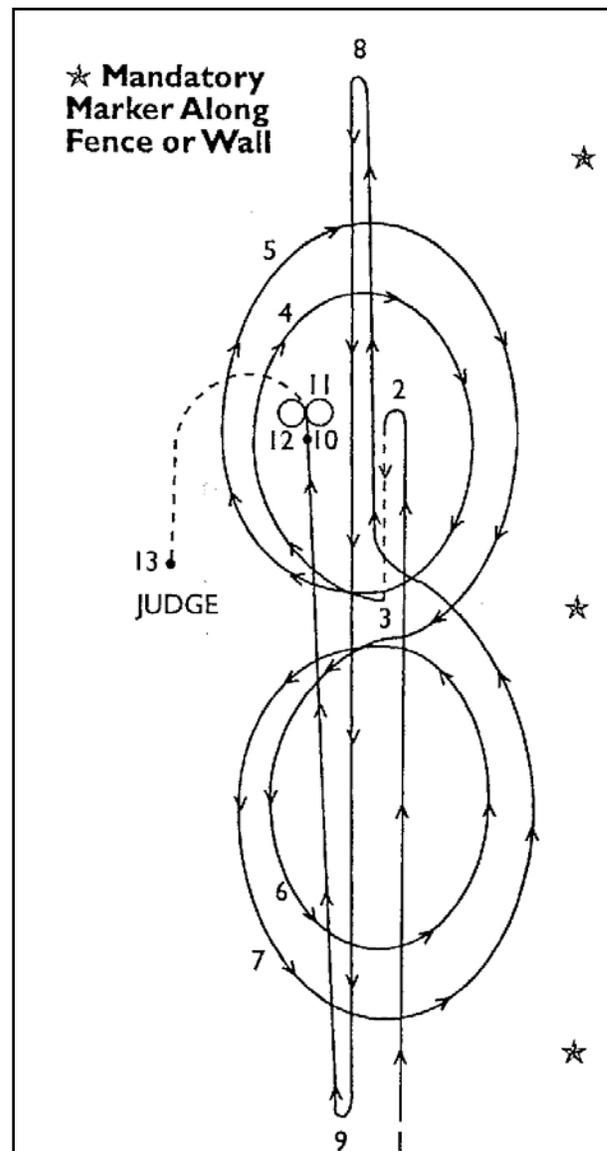
## Wyoming 4-H Reining Pattern (Junior) – 2

The arena or plot should be approximately 50 feet by 150 feet.

The ride pattern follows:

Enter the arena and approach starting position.

1. Run with speed past the center marker.
2. Stop and back up the center of the pattern.
3. Settle the horse for approximately ten seconds.
4. Start the lope. The circles should be made inside the end markers.
5. Ride two circles to the right: the first circle should be small and ridden at a slow speed; the second circle should be large and ridden at a fast speed.
6. Ride two circles to the left: the first circle should be small and ridden at a slow speed; the second circle should be large and ridden at a fast speed.
7. Perform a left rollback beyond the far end marker.
8. Perform a right rollback beyond the entry end marker.
9. Stop past the center marker.
10. Let the horse settle; then in the approximate area of the stop do the spins.
11. 360-degree spin to the right or to the left.
12. 360-degree spin to the left or to the right, opposite of number 11.
13. Walk to the judge and stop for inspection until dismissed.
14. The bridle may be dropped at the judge's discretion.



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