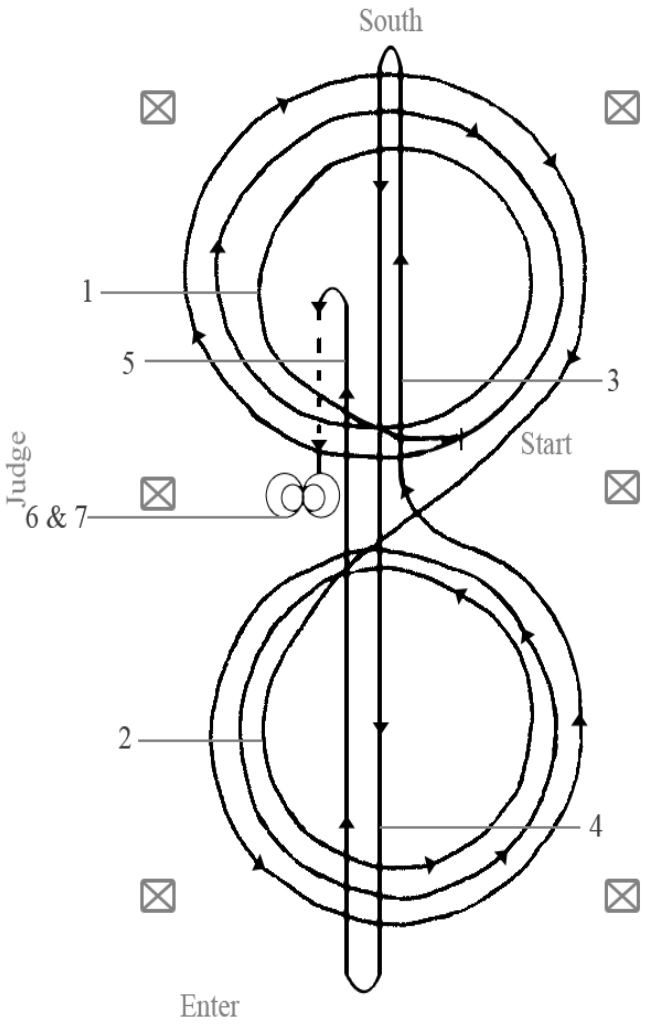
Horsemaster Reining Pattern

Kent County Horsemaster pattern adapted from MIHA
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.	
Start	Beginning at the center of the arena facing the judge.
1	Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at center of the arena.
2	Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at center of the arena.
3	Run up the middle to the far end of the arena past the end marker and do a left rollback – no hesitation.
4	Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
5	Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate.
6	Complete two spins to the right.
7	Complete two spins to the left. Hesitate to demonstrate the completion of the pattern.
	Rider may drop bridle to designated judge.