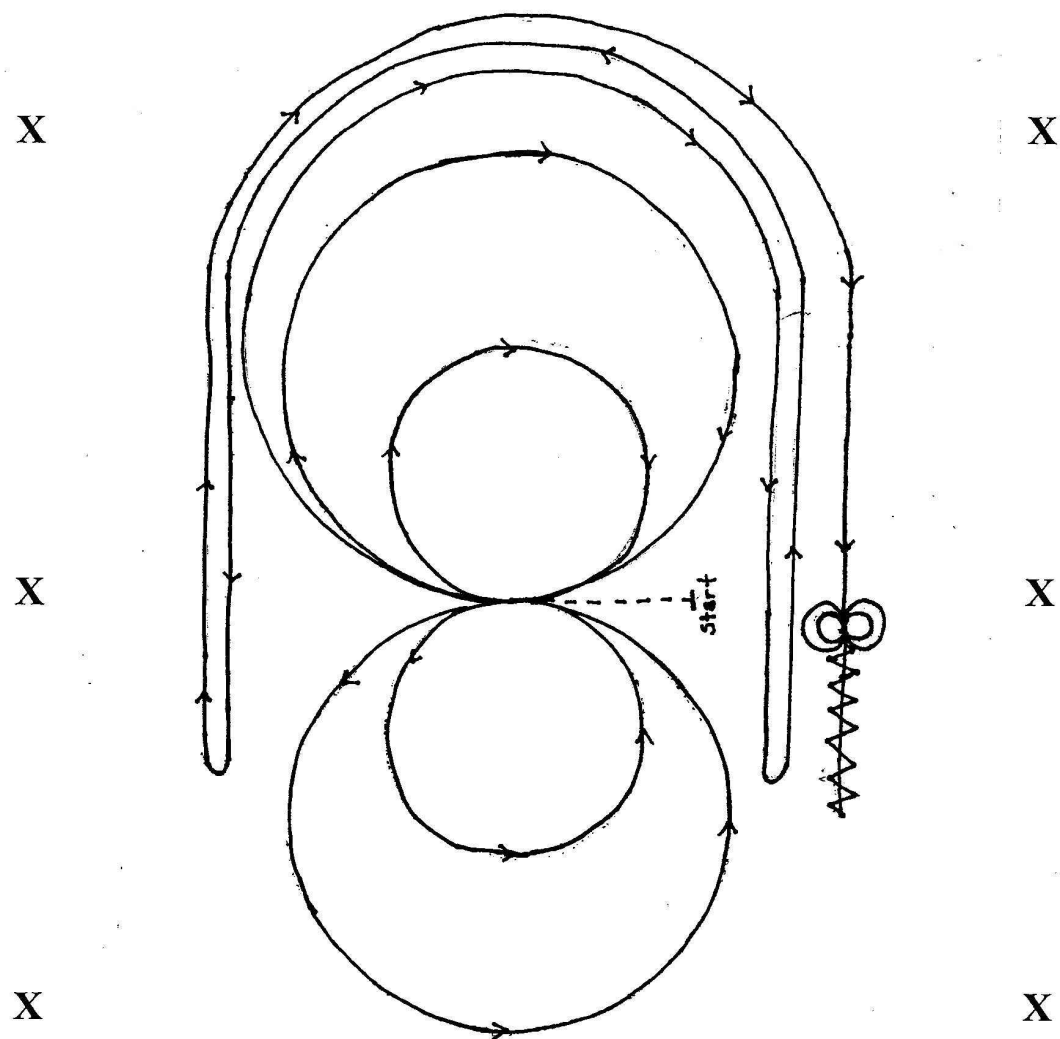




FOUNDATION QUARTER HORSE REGISTRY

Official
2009 FQHR Reining Patterns



Pattern 1

Pattern 1

Beginning the pattern facing the Judge

Trot to center of the arena facing the judge walk or stop before beginning the pattern. Run two circles to the right the first small slow the second large fast.

Change leads at the center of the arena. Run two circles to the left the first small slow the second large fast.

Change leads at the center of the arena. Begin a circle to the right do not close the circle but run around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker stop and rollback toward the fence.

Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker stop and rollback toward the fence.

Run back past the center marker, Stop and back at least 15 feet. Hesitate

Complete 2 spins to the right hesitate

Complete 2 spins to the left hesitate to show completion of the pattern

X

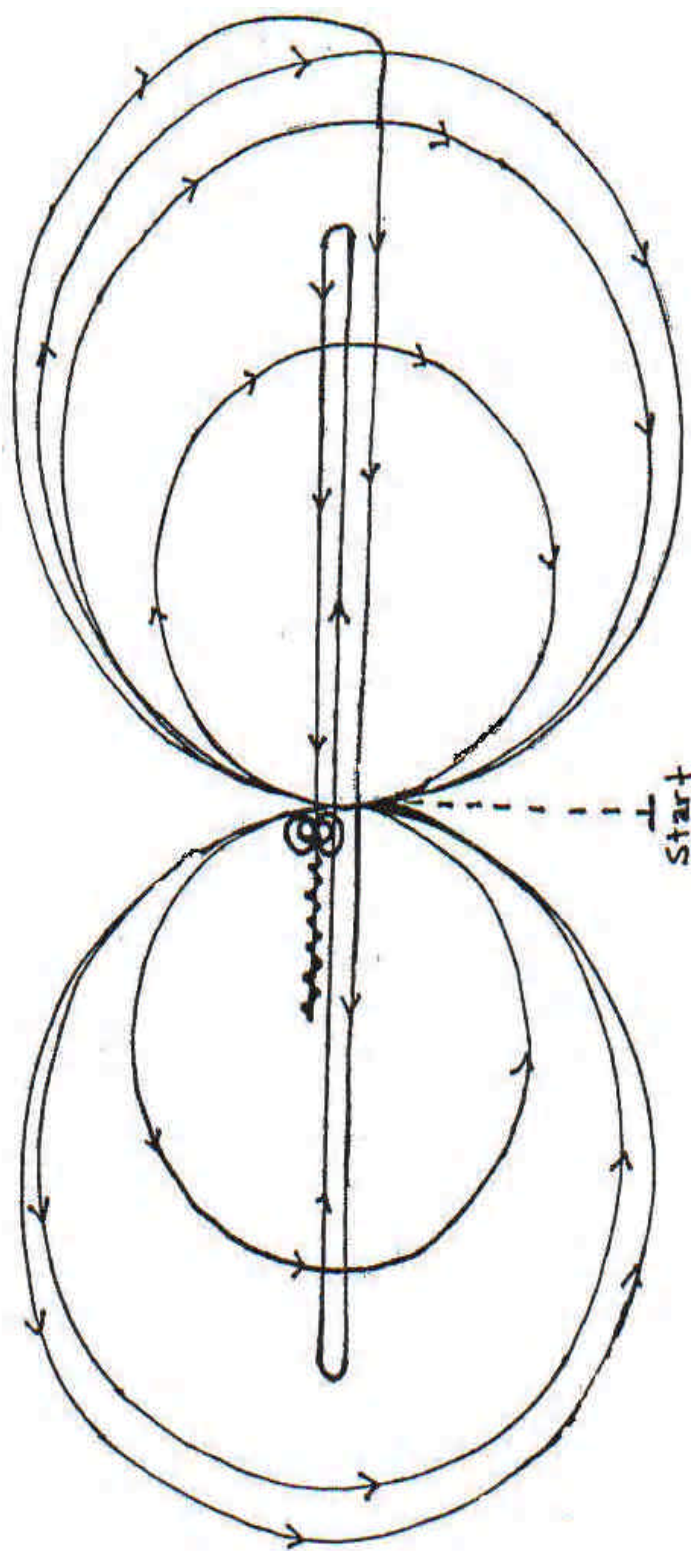
X

X

X

X

X



Pattern 2

Pattern 2

Beginning the pattern facing the Judge

Trot to center of the arena facing the judge walk or stop before beginning the pattern. Run three circles to the right, the first large fast the second small slow the third large fast.

Change leads at the center of the arena. Run three circles to the left, the first large fast the second small slow the third large fast.

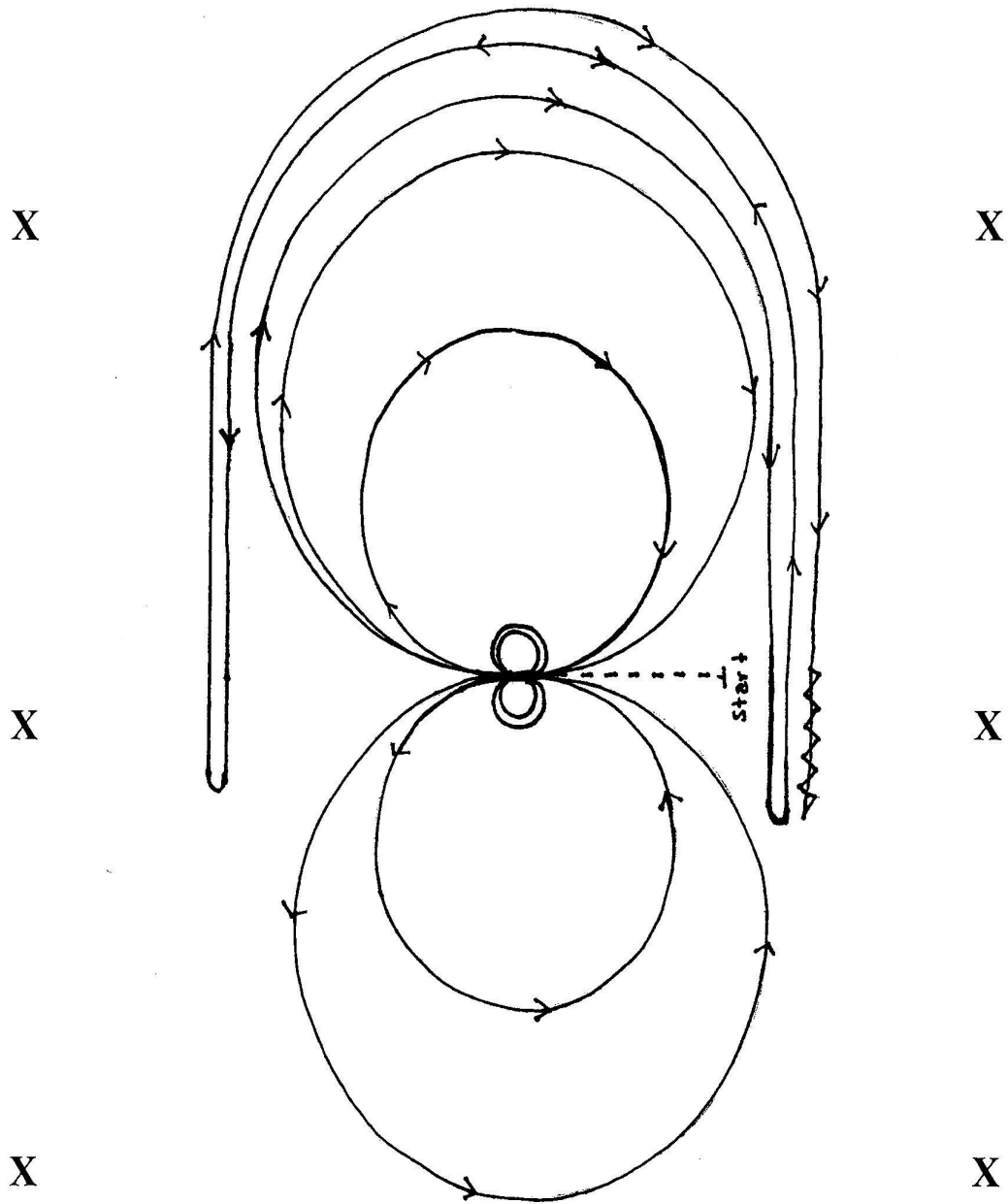
Change leads at the center of the arena. Begin a circle to the right do not close the circle but run down the middle of the arena past the end marker, stop and do a right rollback.

Run back down the middle of the arena past the end marker stop and do a left rollback.

Run back past the center marker, Stop and back at least 15 feet. Hesitate

Complete 2 spins to the right hesitate

Complete 2 spins to the left hesitate to show completion of the pattern



Pattern 3

Pattern 3

Beginning the pattern facing the Judge

Trot to center of the arena facing the judge walk or stop before beginning the pattern. Complete 2 spins to the right hesitate

Complete 2 spins to the left hesitate.

Run two circles to the right, the first small slow the second large fast. Change leads at the center of the arena.

Run two circles to the left, the first small slow the second large fast. Change leads at the center of the arena.

Begin a circle to the right do not close the circle but run around the end of the arena and down, remaining at least 20 feet from the fence. Run past the center marker stop and rollback toward the fence.

Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker stop and rollback toward the fence.

Run back past the center marker, Stop and back at least 15 feet. Hesitate to show completion of the pattern

X

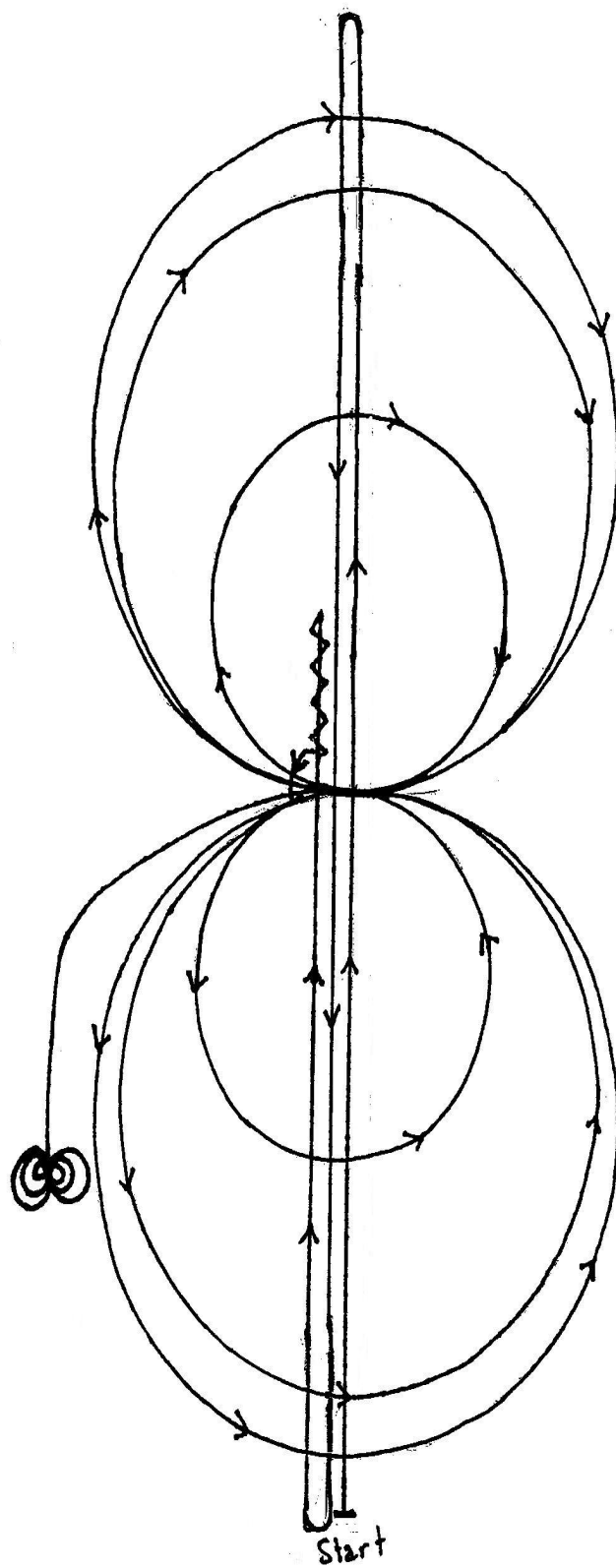
X

X

X

X

X



Pattern 4

Pattern 4

Run the pattern as written disregard the position of the judge

Run down the middle of the arena past the end marker, stop and do a left rollback

Run back down the middle of the arena past the end marker stop and do a right rollback.

Run back down the middle of the arena past the center marker stop and back at least 15 feet, hesitate.

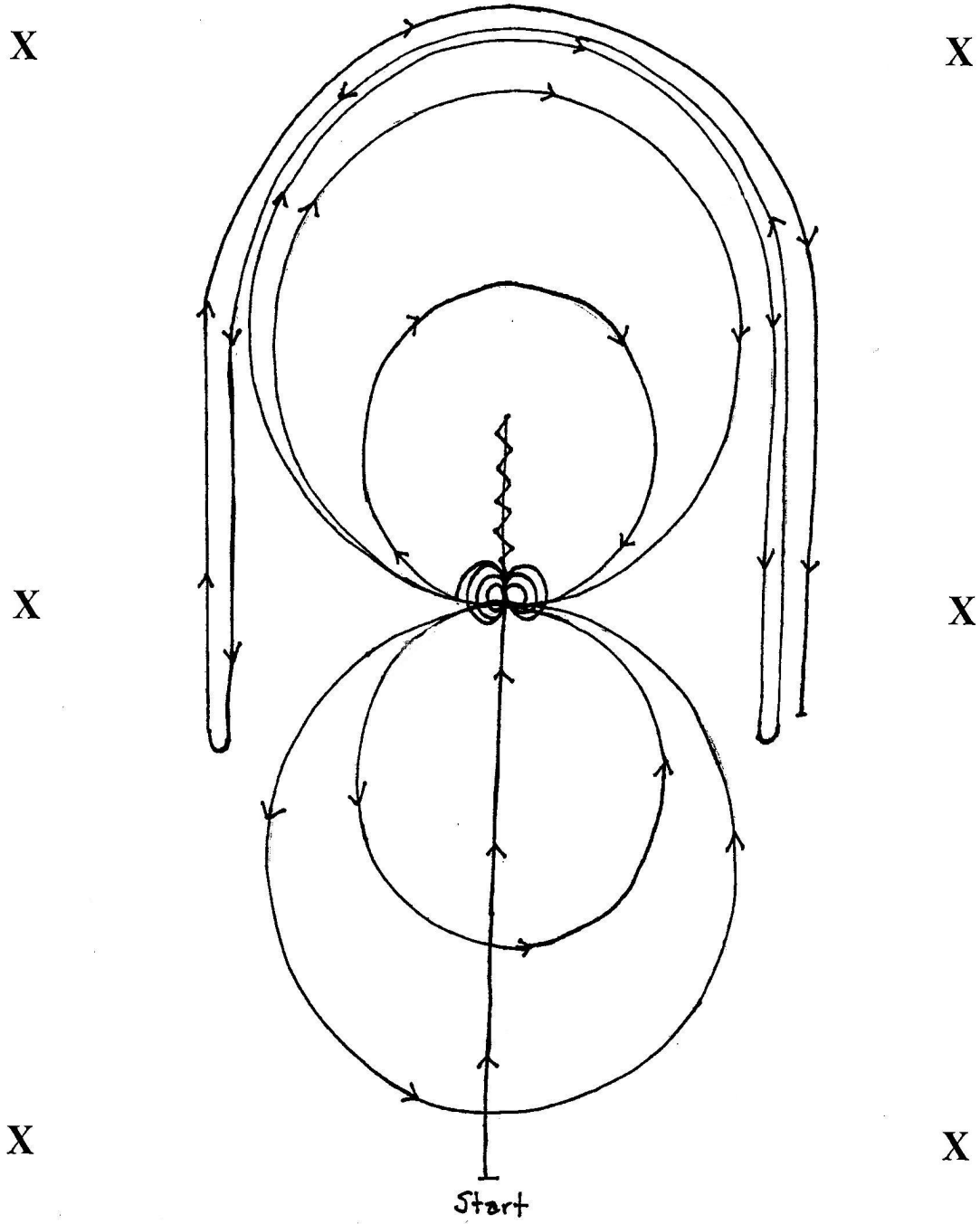
Complete a $\frac{1}{4}$ turn toward the judge. Run three circles to the left, the first large fast the second small slow the third large fast. Change leads at the center of the arena.

Run three circles to the right, the first large fast the second small slow the third large fast. Change leads at the center of the arena.

Begin a left circle do not complete the circle but run down the wall toward the end that you began the pattern from, remaining at least 20 feet from the wall. Run past the center marker stop and hesitate .

Complete 3 spins to the left, hesitate

Complete 3 spins to the right. Hesitate to show completion of the pattern.



Pattern 5

Pattern 5

Run the pattern as written disregard the position of the judge

Run back down the middle of the arena past the center marker stop and back at least 15 feet, hesitate.

Complete 3 spins to the left, hesitate

Complete 3 spins to the right, hesitate

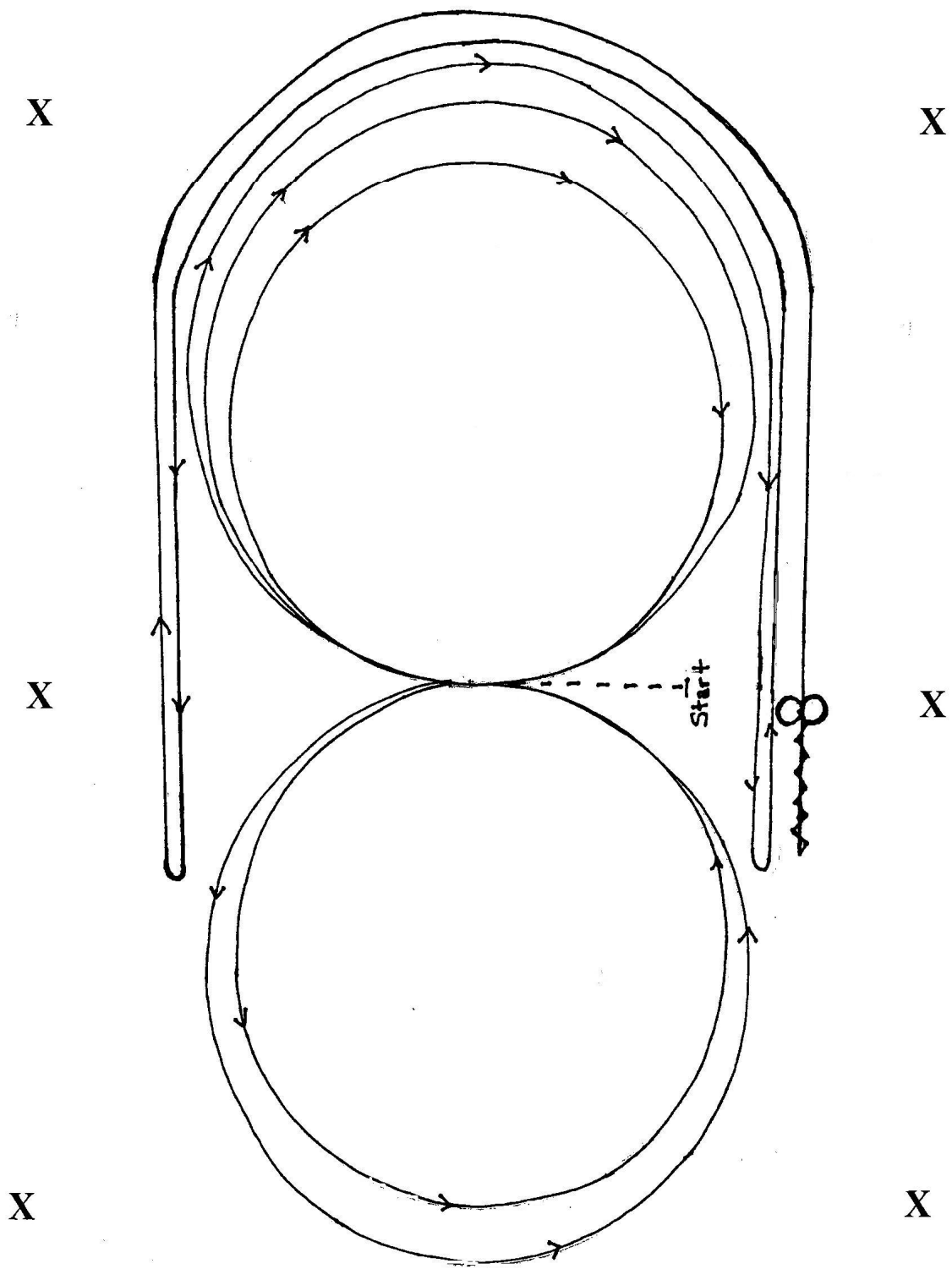
Complete a $\frac{1}{4}$ turn toward the judge. Run two circles to the right the first small slow the second large fast. Change leads at the center of the arena.

Run two circles to the left the first small slow the second large fast. Change leads at the center of the arena.

Begin a circle to the right do not close the circle but run around the end of the arena and down the fence, remaining at least 20 feet from the fence.

Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker stop and rollback toward the fence.

Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker stop.



Pattern 6 & 7

Pattern 6 Novice Amateur & Youth Only

Beginning the pattern facing the Judge

Trot to center of the arena facing the judge walk or stop before beginning the pattern. Run two circles of similar size to the right the first slow the second fast.

Change leads at the center of the arena. Run two circles to the left of similar size the first slow the second fast.

Change leads at the center of the arena. Begin a circle to the right do not close the circle but run around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker stop and rollback toward the fence.

Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence. Run past the center marker stop and rollback toward the fence.

Run back past the center marker, Stop and back at least 15 feet. Hesitate

Complete 1 spin either direction, hesitate for 5 seconds

Complete 1 spin opposite direction, hesitate to show completion of the pattern

Pattern 7 Novice Amateur & Youth Only

Same pattern as # 6 but with simple lead changes instead of flying lead changes. Show management must designate which pattern (6 or 7) the two cannot be used in the same class. Other patterns (1-5) can also be used for Novice Amateur & Youth.

When performing the stop the horse should round the back into a collected frame, bring the hindlegs underneath and cease forward motion so that allow the horse could change directions to head a cow in timely and efficiently manner or to control a roped cow. Sliding excessive distances as to preclude heading the cow in a timely fashion will be considered a fault. Once the hindlegs assume the stop position they should remain underneath the horse with the horses weight on them and should not be repositioned until the horse ceases forward motion. During the run down the horse should increase speed as it nears the stop. However, footing and arena conditions should be taken in to consideration and credit will not be given for excessive speed. Gaping the mouth, bouncing on the front end, stopping on the front end, and repositioning the hindlegs once the stop position is assumed will be considered faults.