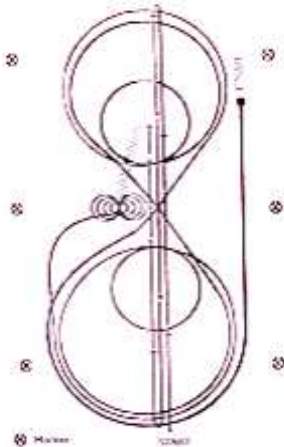


REINING PATTERN # 1



1. Run at speed to the far end of the arena past end markers 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 (3 meters). Hesitate.
4. Complete 4 spins to the right.
5. Complete $4\frac{1}{4}$ spins to the left so the horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete 3 circles to the left, the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads in the center of the arena.
7. Complete 3 circles to the right, the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads in 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 20 feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of pattern.

Rider may drop bridle to designated judge.