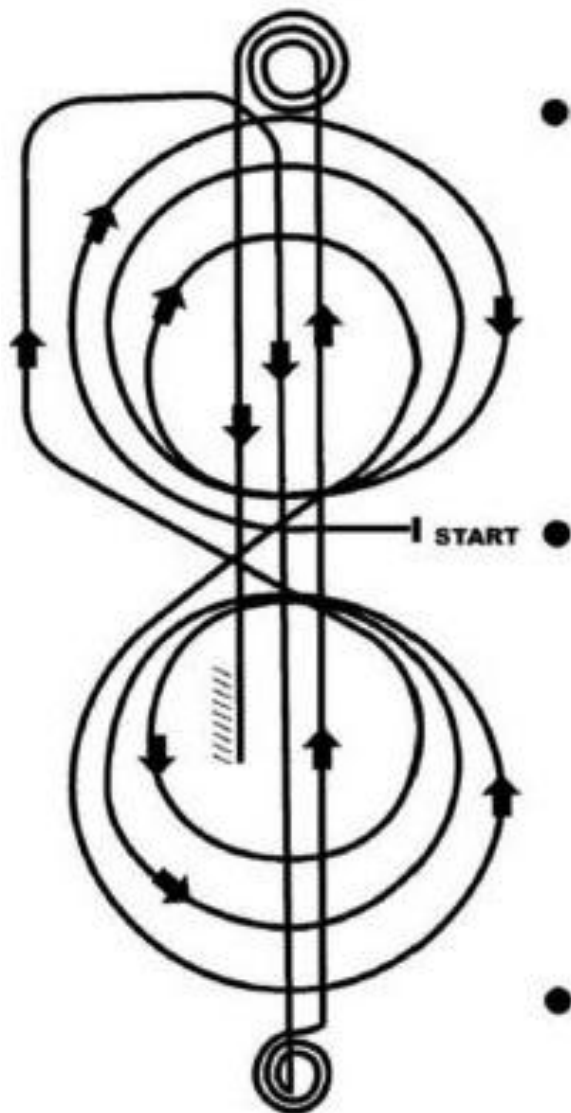


RANCH VERSATILITY REINING Pattern 3



Judge shall indicate with mandatory markers on arena wall the centre of the pattern and place markers on wall at least 15 metres from each end of arena.

Ride pattern as follows: Trot to centre of arena and stop or walk before departure. Start pattern facing toward the Judge.

1. Beginning on right lead, complete three circles to the right – the first two large and fast; the third one small and slow. Change leads at centre of arena.
2. Complete three circles to the left – the first two large and fast, the third one small and slow. Change leads at centre of arena.
3. Begin a large circle to the right, but do not close this circle. Run down centre of arena, past end marker, and do a sliding stop.
4. Complete 3 ½ spins to the right.
5. Run up centre of arena to the opposite end, past end marker, do a sliding stop.
6. Complete 3 ½ spins to the left.
7. Run back to middle of arena, past centre marker and do a sliding stop. Back up at least 3 metres. Hesitate to show completion of pattern.