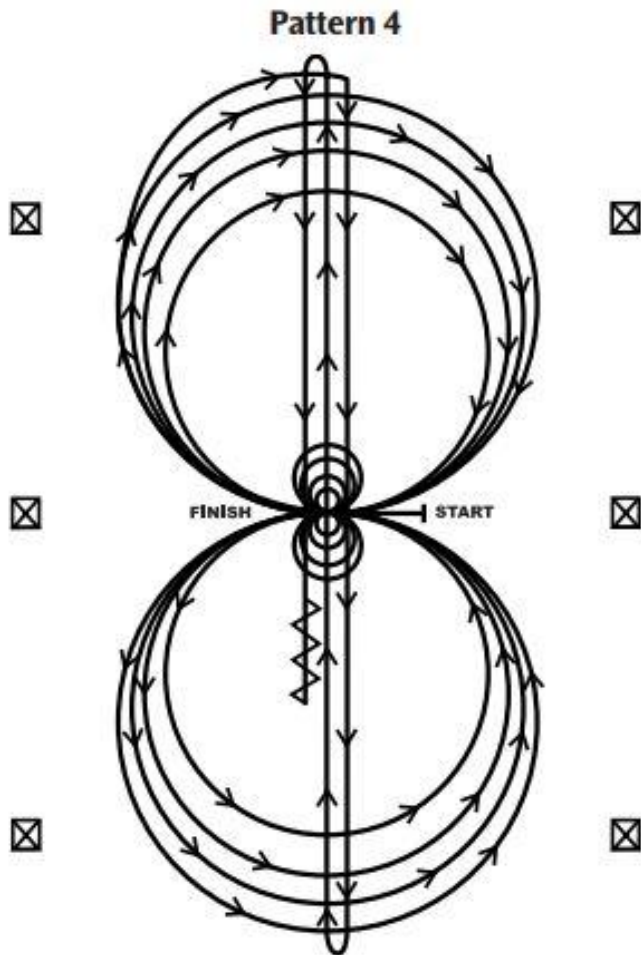


REINING



Horses may walk or jog to the centre of the arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. Beginning on right lead, complete three circles to the right: the first two larger and fast, the third circle small and slow. Stop at the centre of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the centre of arena. Hesitate
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the centre of the arena, run a large fast circle to the left, and change leads at the centre of the arena. (Figure 8)
6. Continue around previous circle to the right. At top of circle, run down the middle to the far end of arena past end marker and do a right rollback – no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
8. Run past the centre marker and do a sliding stop. Back up to the centre of the arena at least three metres
9. Hesitate to demonstrate completion of the pattern.