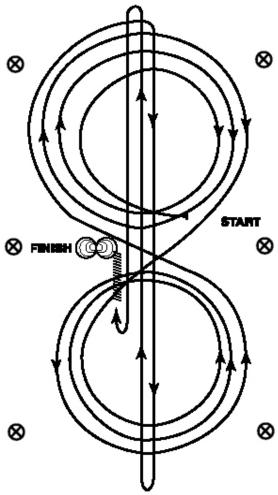
REINING PATTERN 2



Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

- 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 the 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 the center of the arena.
- Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
- Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
- Run past the center marker and do a sliding stop. Back up to the center of the arena or at least IO feet (3 meters). Hesitate.
- 6. Complete four spins to the right.
- 7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.