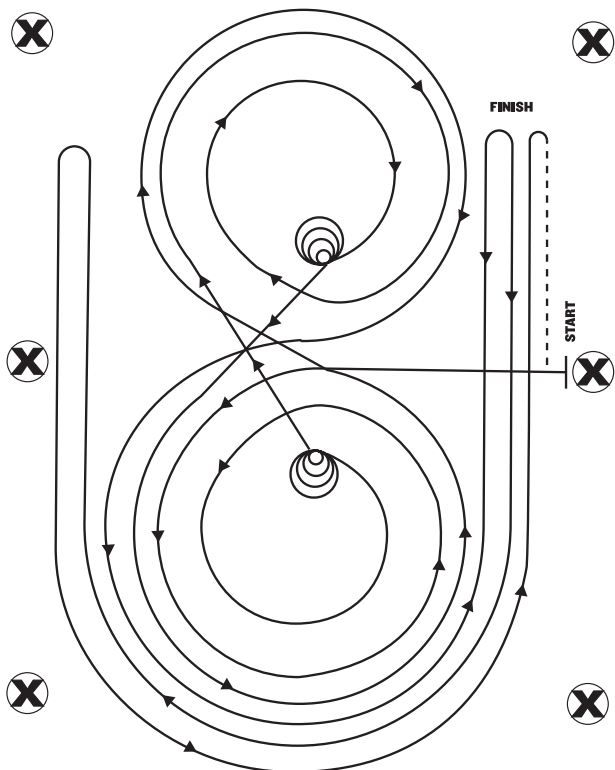


## REINING PATTERN 13



Horses must walk or stop prior to starting pattern.

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

- 1.** Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena.
- 2.** Complete four spins to the left. Hesitate
- 3.** Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena.
- 4.** Complete four spins to the right. Hesitate
- 5.** Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
- 6.** Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence-no hesitation
- 7.** Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
- 8.** Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters).

Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.