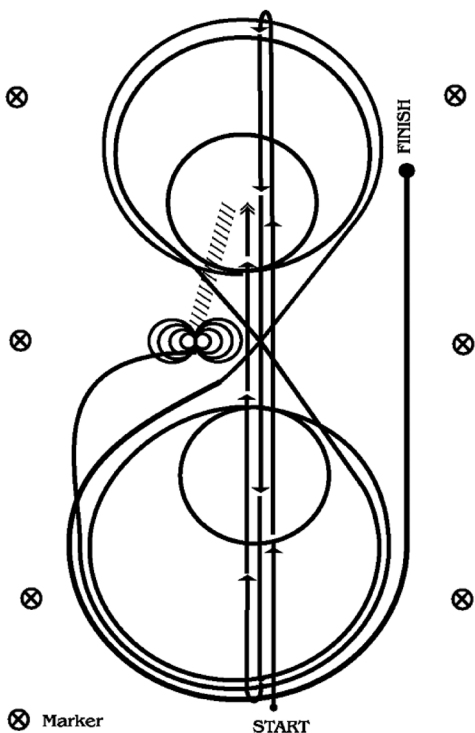


REINING PATTERN I



1. Run at speed to the far end of the arena past the end marker 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 10 feet (3 meters). Hesitate.
 4. Complete four spins to the right.
 5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
 6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
 7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at 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 the pattern.
- Rider may drop bridle to the designated judge.