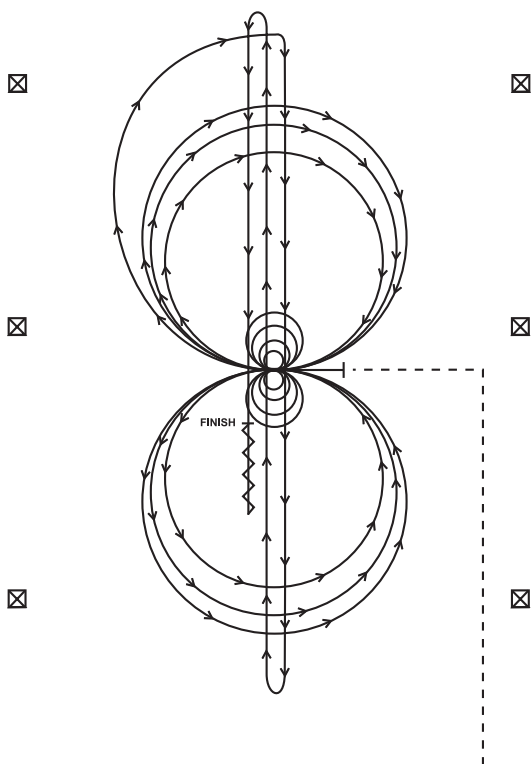


REINING PATTERN 11

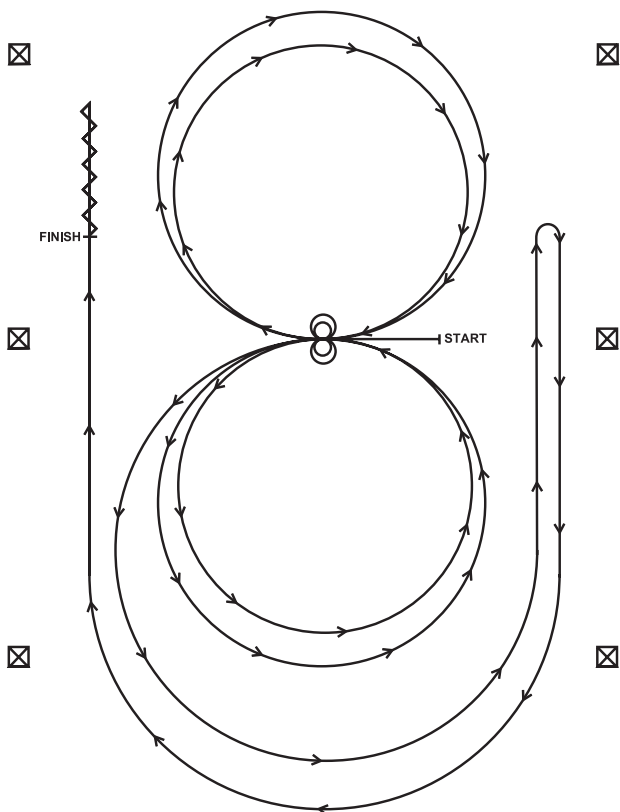


Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. 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.
4. 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.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback - no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.

REINING PATTERN 12

Approved only for Level I (Novice) Youth and Amateur, Youth 13 & Under and EWD Independent Walk, Trot, Lope



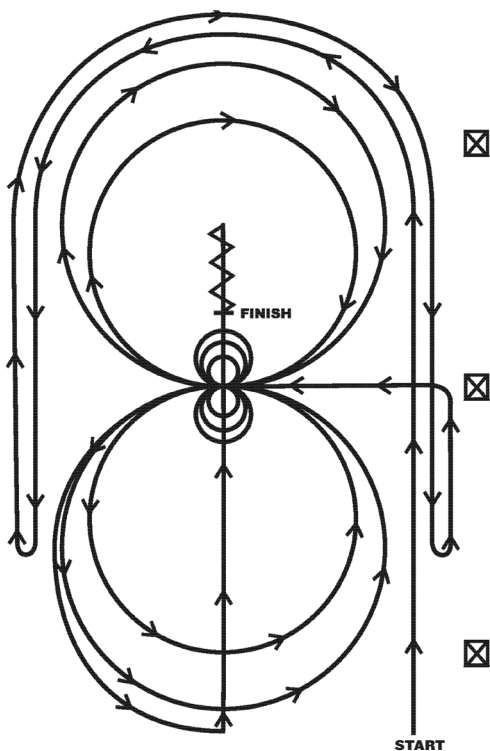
Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Hesitate to show completion of pattern.

REINING PATTERN 13

Approved only for Level I (Novice) Youth and Amateur, Youth 13 & Under and EWD Independent Walk, Trot, Lope



1. Run around the end of the arena, run down the left side past center marker, right rollback
2. Run around end of arena, run down right side past center marker, left rollback
3. Left circles, one large fast and one small slow, stop at center
4. 3 spins left, hesitate
5. Right circles, one large fast and one small slow, stop at center
6. 3 spins right, hesitate
7. Begin large fast circle to left at the top of the circle, run down the center of arena past center marker, stop.
8. Back up at least 10 feet, hesitate.

Hesitate to show completion of pattern.