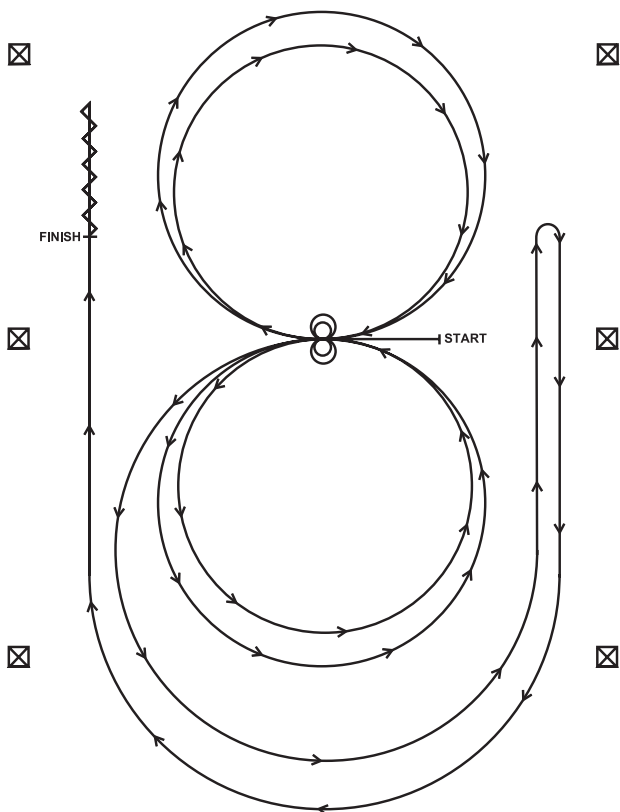


REINING PATTERN 12

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



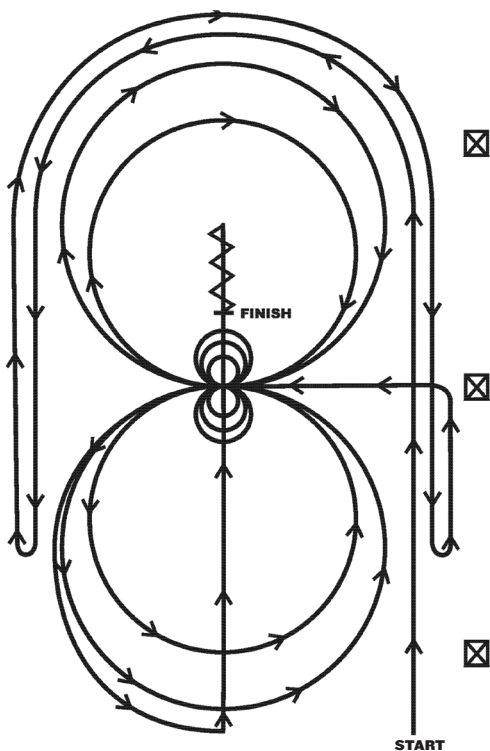
Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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.