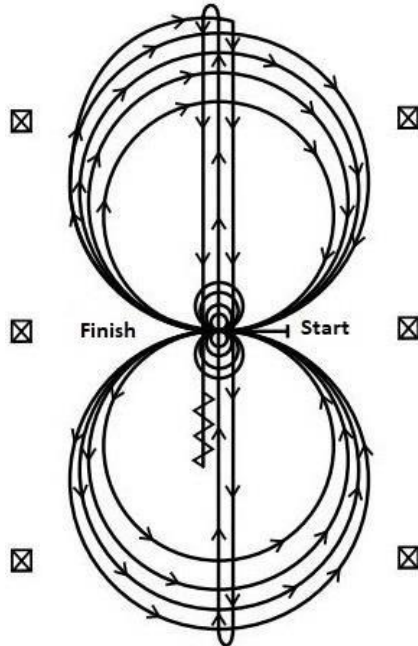


REINING Pattern 4



Horse may walk or jog to centre of arena. Horses must walk or stop prior to starting pattern. Begin at centre of arena facing left wall.

1. Beginning on right lead, complete three (3) circles to the right: first two large and fast, third small and slow. Stop at centre of arena. Hesitate
2. Complete four (4) spins to the right. Hesitate
3. Beginning on left lead, complete three (3) circles to the left; first two large and fast, third small and slow. Stop at centre of arena. Hesitate
4. Complete four (4) spins to the left. Hesitate
5. Beginning on right lead, run a large fast circle to the right, change leads at centre of arena, run a large fast circle to the left and change leads at centre of arena. (figure 8)
6. Continue around previous circle to the right. At top of circle, run down the middle to the far end of arena past end marker and do a right rollback – no hesitation
7. Run up middle to the opposite end of arena past the end marker and do a left rollback – no hesitation
8. Run past centre marker and do a sliding stop. Back up to centre of arena or at least 3m. Hesitate to demonstrate completion of pattern