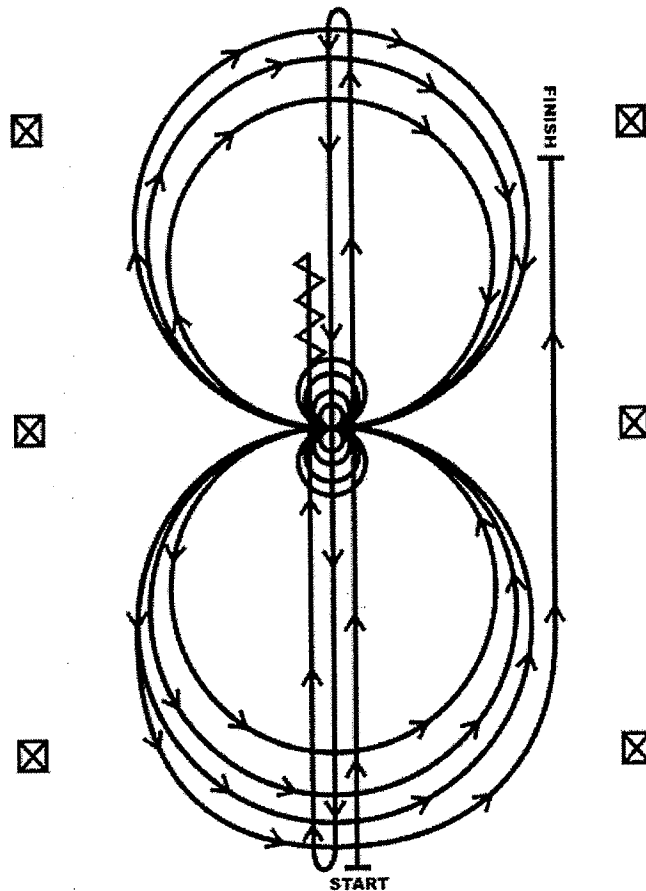


E. REINING PATTERNS



PATTERN 1

1. Run at speed to the far end of the arena past end marker and do a left rollback - no hesitation.
2. Run to opposite end of the arena past end marker and do a right rollback - no hesitation.
3. Run past center of the arena, do a sliding stop, back straight to the center of the arena. Hesitate.
4. Complete four spins to the right.
5. Complete four and a 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. Do not close this circle. Run straight up the right side of the arena past center marker and do a sliding stop at least 20 feet (6.09 m) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Exhibitor may be requested to dismount and drop bridle to the designated judge.