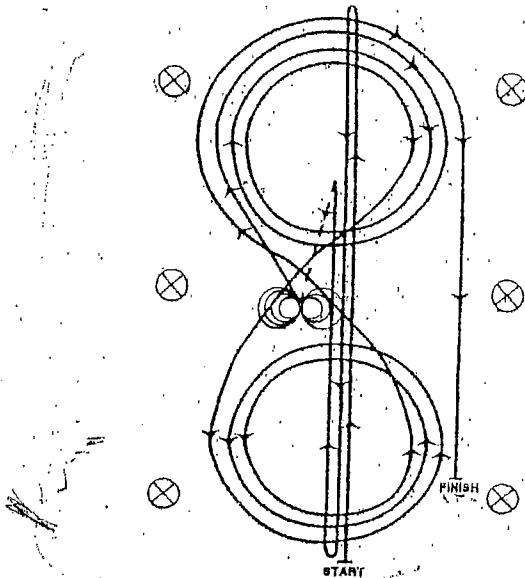


REINING PATTERN NUMBER 7



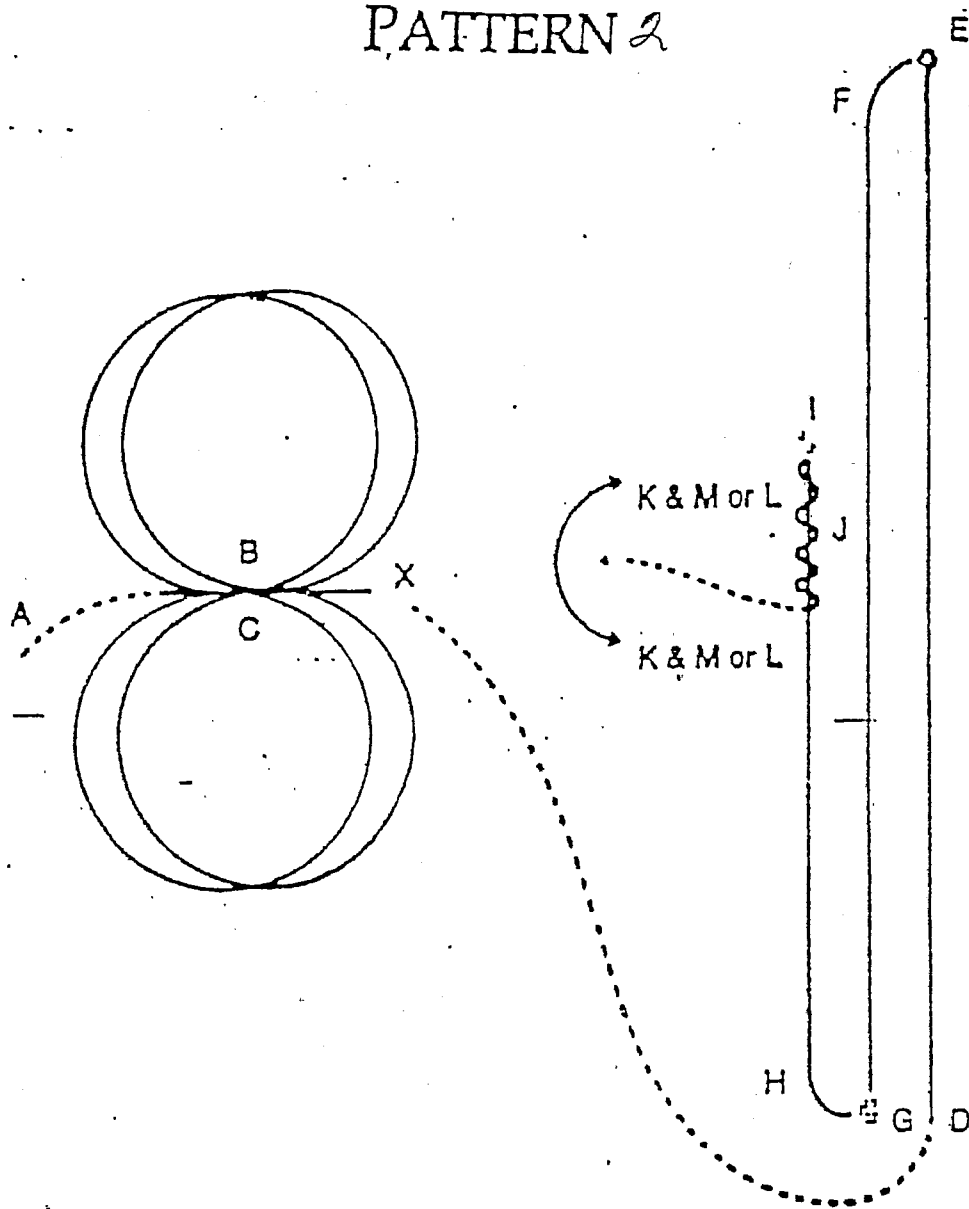
Mount Horse

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 the center of the arena or at least ten 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 right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Presentation Ride

Dismount Horse

PATTERN 2



Ride pattern as follows:

- A. Begin work to the right.
- B. First figure eight.
- C. Second figure eight; then after final lead change (before point marked X), proceed to point D at walk or trot.
- D. Begin run.
- E. Sliding stop.
- F. Turn away from rail and begin second run.
- G. Sliding stop.
- H. Turn away from rail and make short run.
- I. Sliding stop.
- J. Back up.
- K. Quarter turn to right or left.
- L. Half turn to opposite direction.
- M. Half turn to direction taken in K.

no mount or dismount, no presentation Ride