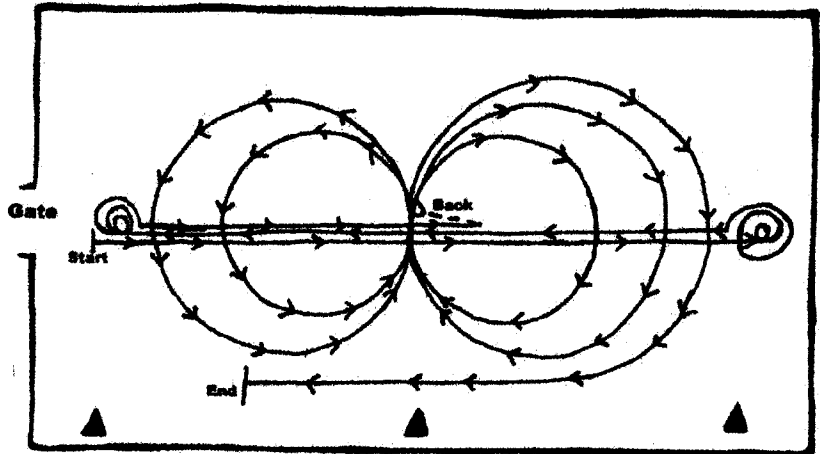


## Class # 31 Reining /Level 2 -- Pattern 12

### Expectations:

- 1) Ability to change speeds while cantering
- 2) Ability to stop fast
- 3) Ability to back
- 4) Ability to perform each element correctly
- 5) Ability to execute a complex pattern



- 1) Run to the far end of the arena past the marker, stop and do 2 ½ spins to the left
- 2) Run to the opposite end of the arena past the marker, stop and do 2 ½ spins to the right
- 3) Run past the center marker, do a sliding stop, no hesitation, back over slide tracks to center, hesitate
- 4) Make a ¼ pivot to the left to face left wall, hesitate
- 5) Take a right lead and make two circles to the right, the first small and slow, the second large and fast. Change leads at the center of the arena
- 6) Make two circles to the left, first small and slow, the second large and fast. Change leads at the center of the arena.
- 7) Begin a large fast circle to the right. Do not close this circle, but run straight down the side past the center marker, do a sliding stop at least 20 feet from the wall of fence.
- 8) Hesitate to show the completion of the pattern.
- 9) Walk to judge and stop for inspection until dismissed.
- 10) The bridle may be dropped at the judge's discretion.

<u>Number</u>	<u>Score</u>	<u>Comments</u>
<u>Accurate Pattern</u> <u>(50)</u>		
<u>Circles look like</u> <u>circles</u> <u>(10)</u>		
<u>Stop</u> <u>(5)</u>		
<u>Back</u> <u>(5)</u>		
<u>Sliding stop</u> <u>(5)</u>		
<u>Spins</u> <u>(10)</u>		
<u>Inspection</u> <u>(10)</u>		
<u>Grooming</u> <u>(5)</u>		
<u>TOTAL SCORE</u>		