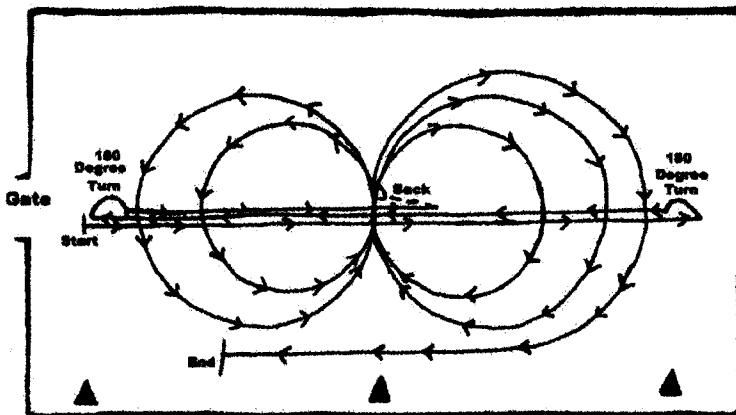


# Classes #29 & 30 - Reining /Level 1 - Pattern # 11

## Expectations:

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



- 1) Trot fast to the far end of the arena past the marker, stop and do a 180 degree turn to the left.
- 2) Trot fast to the opposite end of the arena past the marker, stop and do a 180 degree turn to the right.
- 3) Trot fast past the center marker, do a sliding stop, no hesitation, back over the slide tracks to center. Hesitate.
- 4) Make a 1/4 pivot to the left to face the left wall. Hesitate.
- 5) Make two circles to the right, the first small at a slow trot, the second large at a fast trot.
- 6) Make two circles to the left, the first small at a slow trot, the second large at a fast trot.
- 7) At the center of the arena start a large circle to the right at a fast trot. Do not close this circle, but trot fast straight down the side past the center marker, do a sliding stop at least 20 feet from the wall or 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>Rollbacks</u> <u>(10)</u>		
<u>Inspection</u> <u>(10)</u>		
<u>Grooming</u> <u>(5)</u>		
<u>TOTAL SCORE</u>		