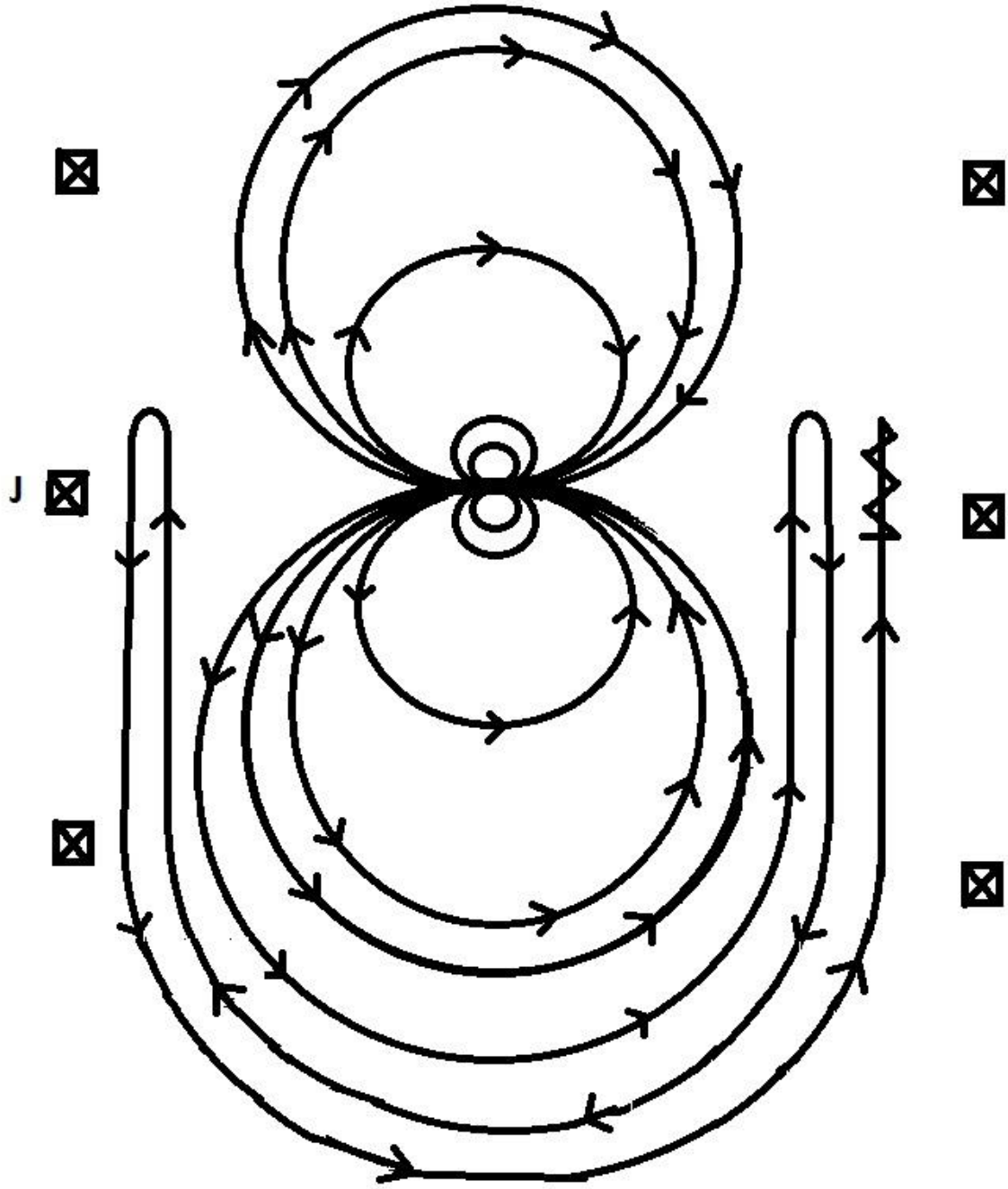


# Horsemaster Reining Pattern



Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. The pattern begins at the center of the arena facing the judge. The judge shall be seated on the left rail.

20 Feet = 6 Meters

10 Feet = 3 Meters

1. Beginning on the right lead, complete 3 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.
2. Complete 3 circles to the left: the first circle large and fast, the second circle small and slow, the third circle large and fast. Stop at the center of the arena. Settle.
3. Complete 2 spins to the right. Hesitate.
4. Complete 2 spins to the left. Hesitate.
5. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and perform a right roll back at least 20 feet from the wall or fence-no hesitation.
6. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and perform a left rollback at least 20 feet from the wall or fence-no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the right side of the arena and at least 10 feet past the center maker. Stop. Hesitate
8. Back to the center marker. Hesitate to demonstrate completion of the pattern.