



- 1) Trot to center of arena facing the judge and come to a complete stop.
- 2) Spin three times to the left. Hesitate.
- 3) Spin three times to the right. Hesitate.
- 4) Complete two circles to the left: the first circle large and fast, the second circle small and slow. Change leads in the center of the arena.
- 5) Complete two circles to the right: the first circle large and fast, the second circle small and slow. Change leads in the center of the arena.
- 6) Begin a large circle to the left, but do not close this circle. Run down the center of the arena past the end marker and do a rollback to the left – no hesitation.
- 7) Run to the opposite end of the arena past the end marker and do a rollback to the right – no hesitation.
- 8) Run past the center marker, stop, and back at least 10 feet. Hesitate to show completion of pattern.
- 9) This completes the reining portion of your run. Call for your cow.