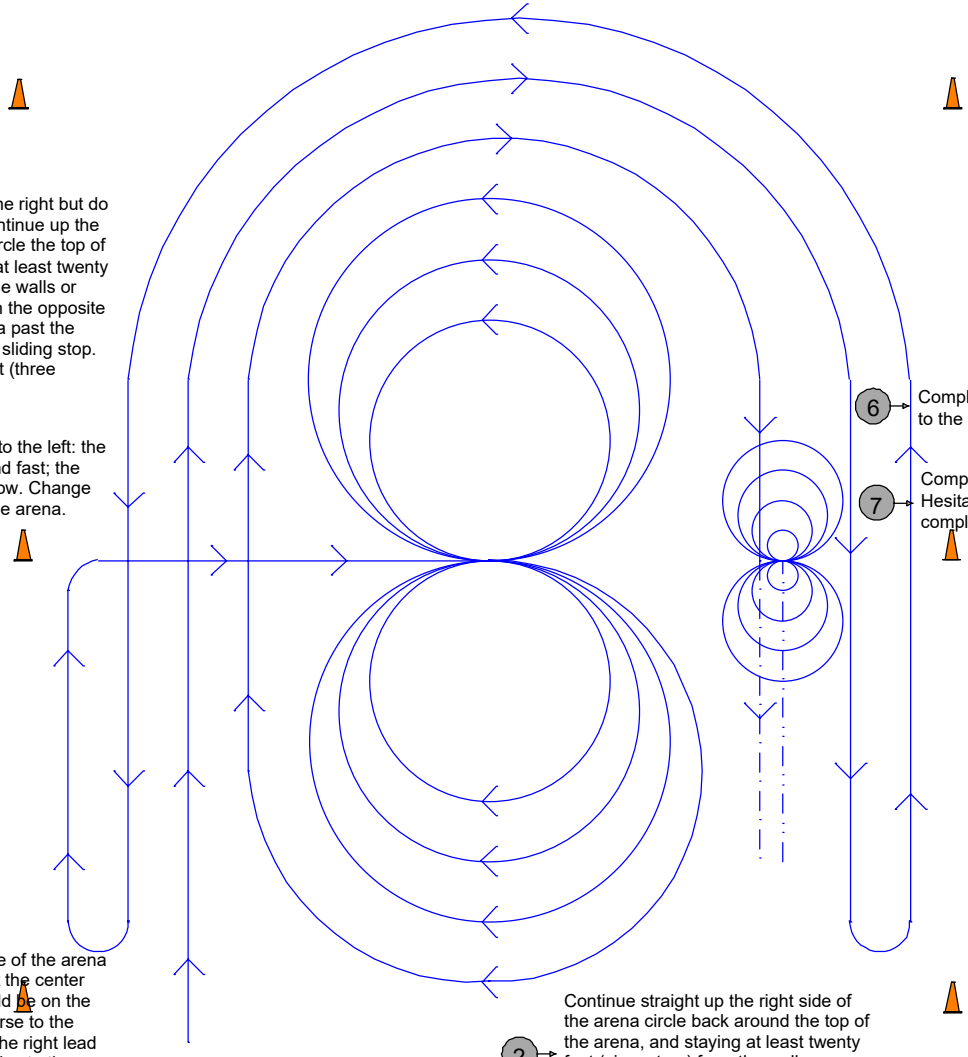




Arena
Ardell

Pattern
Reining



5 → Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.

4 → Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.

3 → Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.

1 → Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback with no hesitation.

2 → Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback with no hesitation.

6 → Complete four spins to the right. Hesitate.

7 → Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Walk Trot/Jog ----- Lope/Canter _____
 Back Ext. Trot/Jog ----- Sliding Stop - - - - -

Drawn By	Date
Jeff Floyd	6/11/24