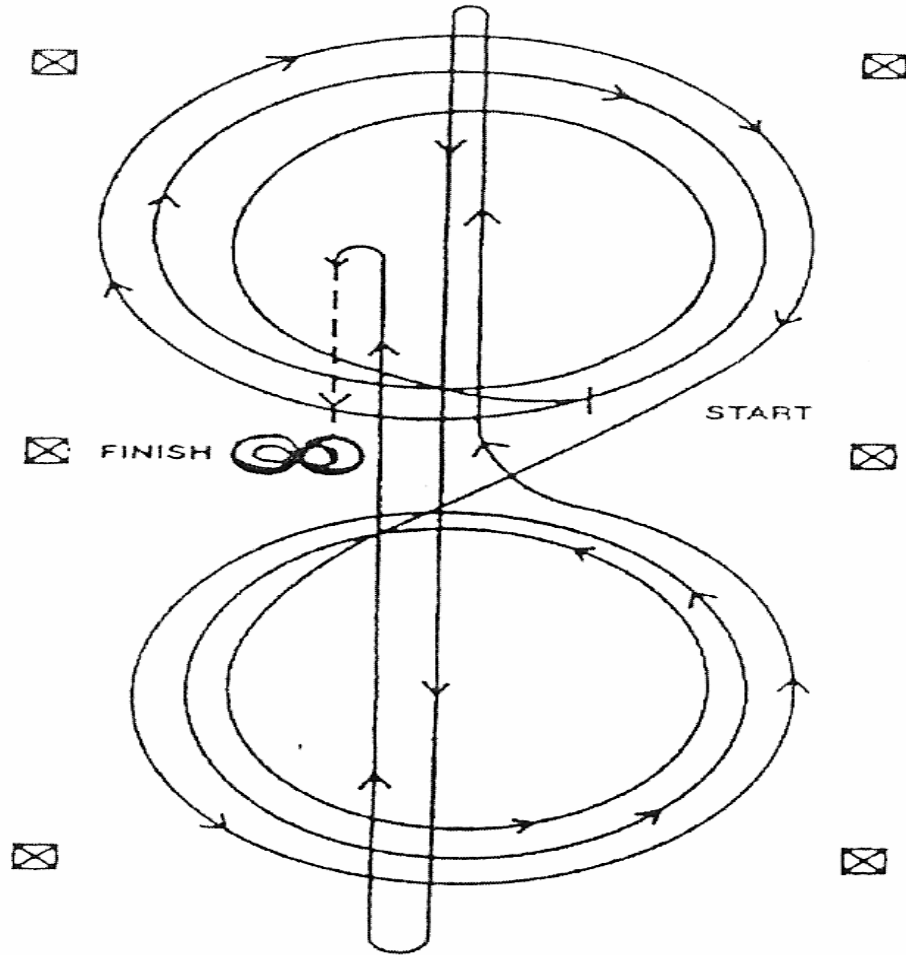


HORSEMASTER

REINING PATTERN NUMBER 4



Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.

2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.

3. Run up the middle to the far end of the arena past the end marker and do a left rollback - no hesitation.

4. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.

5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate.

6. Complete *two* spins to the right.

7. Complete *two* spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.