



RANCH REINING #1

Trot to center of Arena, Stop. Start pattern facing towards Judge.

1. Beginning on the right lead, lope one circle to the right. Change leads to the left.
2. Complete one circle to the left, change leads to the right and go to the top of arena.
3. Run down center of arena past the end marker and come to stop.
4. Complete 1 1/2 spins to right
5. Run to the other end of the arena, past the end marker and come to a stop.
6. Complete 1 1/2 spins to the left.
7. Run past the center marker, stop, back 10 feet.
8. Hesitate to complete pattern.