

## YOUTH CLASS – ADVANCED LEVEL

Reining pattern counts for 1/3 of total score.

### Reining Pattern

- 1) Trot along perimeter to center, stop facing judge or direction specified by judge.
- 2) Pick up left lead, lope a large circle to the left
- 3) Lope a small circle to the left
- 4) Center of arena, change leads – either simple (drop to trot) or flying lead change to right lead
- 5) Lope a large circle to the right
- 6) Lope a small circle to the right
- 7) Continue on right lead around end of arena, do not close circle
- 8) Stop past center marker
- 9) Back 10 feet
- 10) Complete 1 spin to the left; 1 spin to the right
- 11) Pause to show completion of pattern

Call for cow

Pattern 1

