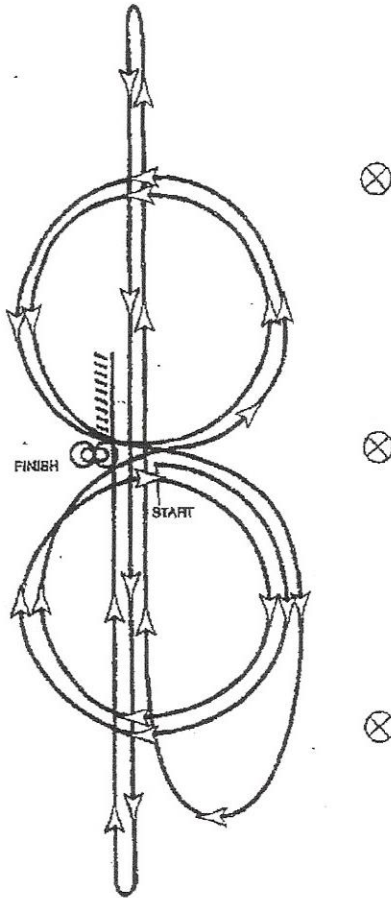


# GREEN / YOUTH REINING PATTERN 13



- 1) Beginning at the center, take a right lead and do two circles to the right, away from the judge, of moderate size and speed.
- 2) At the center of the arena, change leads and do two circles to the left both of moderate size and speed
- 3) At the center of the arena, change leads
- 4) Go to the end of the arena without stopping or breaking gait, and begin run down near the approximate center of the arena past marker
- 5) Do a square, sliding stop, hesitate
- 6) Turn left and begin a run to the opposite end of the arena; run length of arena past the marker
- 7) Do a square, sliding stop, then hesitate
- 8) Turn right, and begin a rundown past the center marker of the arena
- 9) Do a sliding stop, and back to the center of the arena or at least 10 feet (3 meters). Let horse settle in approximate area of stop
- 10) Do two spins to the right
- 11) Do two spins to the left
- 12) Hesitate to show completion of pattern