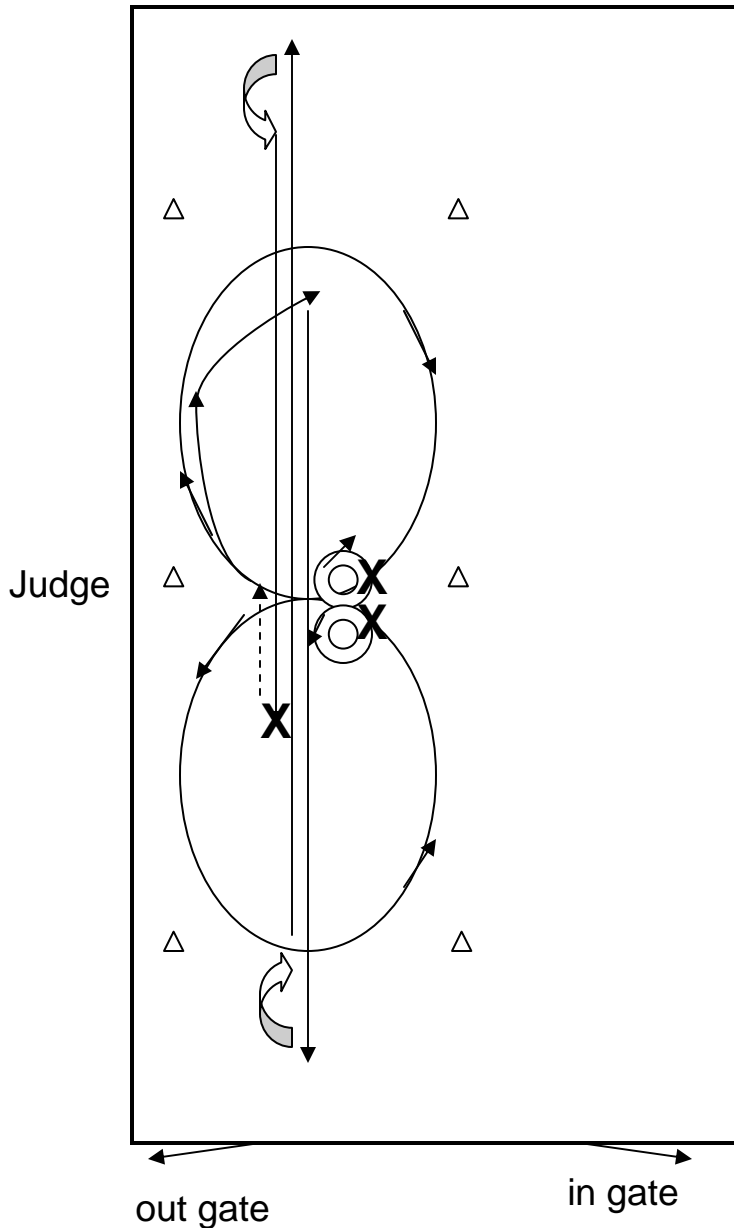


Walk Trot Reining

Pattern 4A – (*NERHA 2005)



KEY:

Marker	△
Trot	→
Rollback	↪
Spin	⊙
Back	- - - - ->
Stop	X

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Begin at the center of the arena facing the left wall or fence.

1. Trot one circle to the right. Stop at center of arena.

2. Complete one spin to the right - hesitate.

3. Trot one circle to the left. Stop at center of the arena.

4. Complete one spin to the left - hesitate.

5. Begin a circle to the right at a trot. At the top of the circle, trot down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.

6. Trot up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.

7. Trot past the center marker and do a stop. Back up to the center of the arena or at least ten feet. Hesitate to demonstrate completion of the pattern.

Note: Only half the arena is used