



Grade 2- Pattern 1

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

1. Beginning to the left, complete two circles at the jog, the first small and slow, the second large and fast. Stop at the center of the arena, hesitate.
2. Complete three spins to the left. Hesitate.
3. Beginning to the right, complete two circles at the jog, the first small and slow, the second large and fast. Stop at the center of the arena, hesitate.
4. Complete three spins to the right. Hesitate.
5. Beginning to the left, jog a circle and go outside the end marker but do not close this circle. Jog or Lope down the right side of the arena, past the center marker (Gait- Jog or Lope- Must be established by the first cone) and do a right rollback at least twenty feet (6 meters) from the wall or fence. No hesitation. Jog off.
6. Continue the jog around the end of the arena on the previous circle, but do not close this circle. Jog or Lope down the left side of the arena, past the center marker (Gait- Jog or Lope- Must be established by the first cone) and do a left rollback at least twenty feet (6 meters) from the wall or fence. No hesitation. Jog off.
7. Continue the jog around the end of the arena on the previous circle, but do not close this circle. Jog or Lope down the right side of the arena, past the center marker (Gait- Jog or Lope- Must be established by the first cone). Stop and back up. Hesitate to show completion of the pattern.



WORLD PARA REINING

Changed by chance. Champions by choice.

Grade 2- Pattern 1

