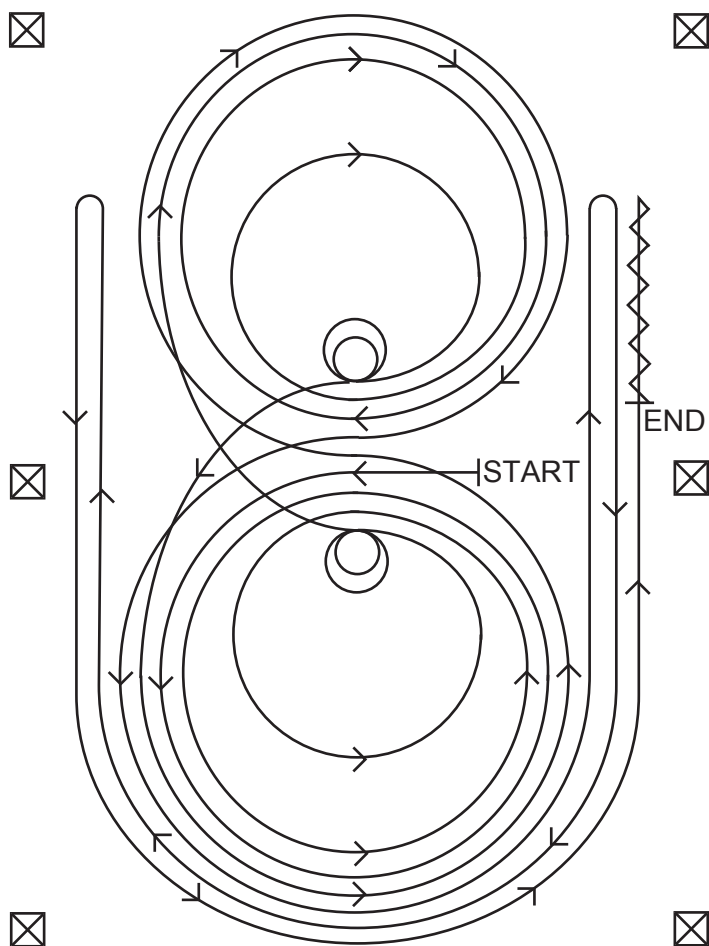


ILRHA GREEN REINER I PATTERN

May be ridden one or two handed with any bit. If rider starts one-handed, rider must complete pattern one-handed; if rider starts two-handed, rider must complete pattern two-handed.

Beginning at the center of the arena facing the left wall or fence.



1. Beginning on the left lead, complete 3 circles to the left; the first two large and fast; the 3rd circle small and slow. Stop at the center of the arena.

2. Complete 2 spins to the left. Hesitate.

3. Beginning on the right lead, complete 3 circles to the right; the first 2 circles large and fast; the 3rd circle small and slow. Stop at the center of the arena.

4. Complete 2 spins to the right. Hesitate.

5. Beginning on the left lead, run a large, fast circle to the left and perform a simple change of lead at the center of the arena. Run a large, fast circle to the right and perform a simple change of lead at the center of the arena.

6. Continue around previous circle to the left, but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet from the wall or fence - no hesitation.

7. Continue around previous circle, but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet from the wall or fence - no hesitation.

8. Continue around previous circle, but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

Simple change of lead: A change where by the horse is brought back into a walk or trot and restarted into a canter on the opposite lead.