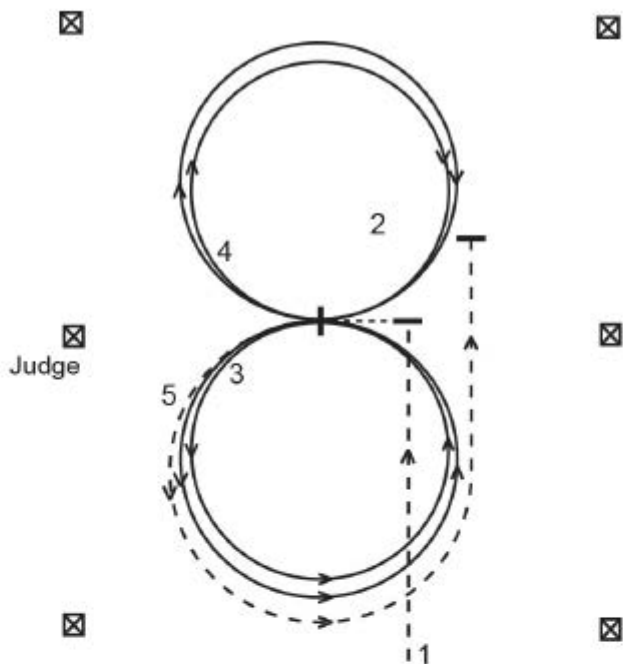


167. Pattern D – Level I Reining



Jog: - - - - - Lope: _____
 Walk:
 (Note: The diagram also shows a vertical dashed line with an arrow pointing up labeled '1' and a horizontal dashed line with an arrow pointing right labeled 'Judge'.)

Proper execution of this pattern requires Level I Advancement skills. All stops are balanced.

1. Jog down the arena to the center marker.
2. Perform a gradual stop. Turn left and walk to center.
3. Lope two circles left of equal size. Gradual stop in the center.
4. Lope two circles right of equal size. Gradual stop in the center.
5. Begin a jog circle to the left but do not close this circle. Jog straight down the side of the arena past the center marker and gradual stop.
6. Walk to Judge for inspection.