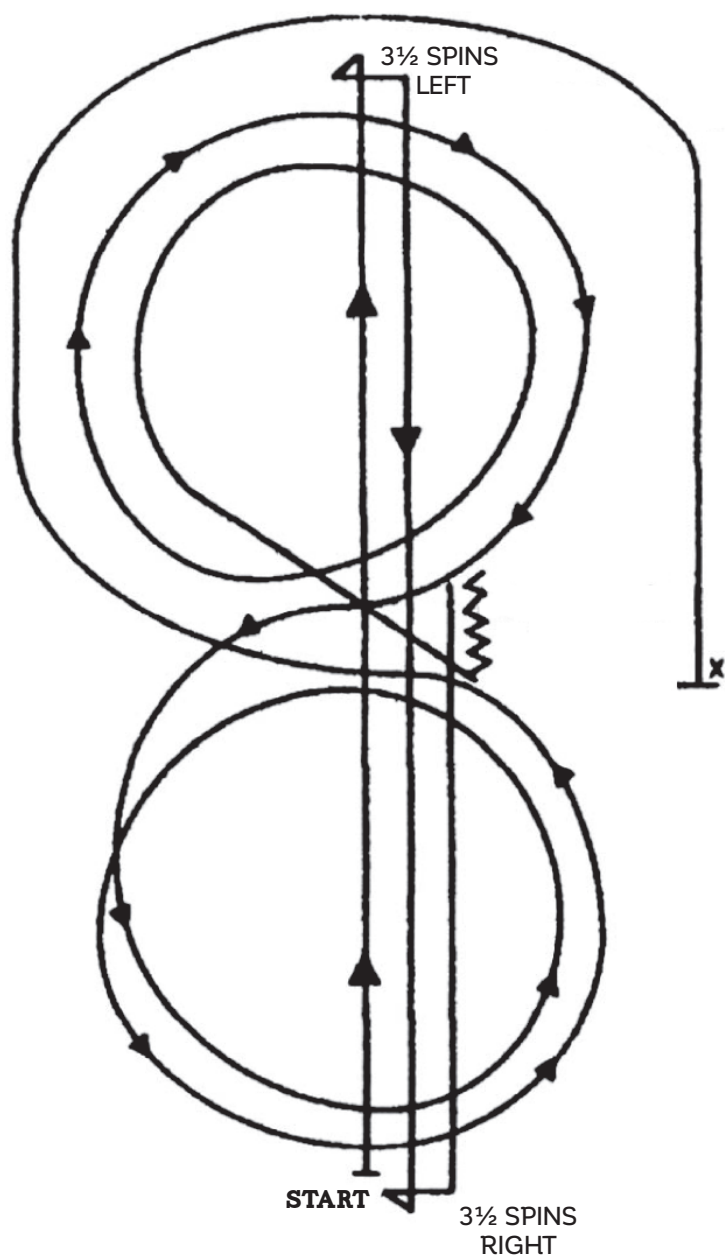


Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6

1. Beginning on the left lead, complete 3 circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at the center of arena.
2. Complete 3 circles to the right. The first one large and fast, the second small and slow, and the third large and fast. Change leads at the center of arena.
3. Continue loping to run down. Run to far end past the marker to a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run to far end past marker to a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past center marker to a sliding stop. Back at least 10 feet. Hesitate to complete pattern.

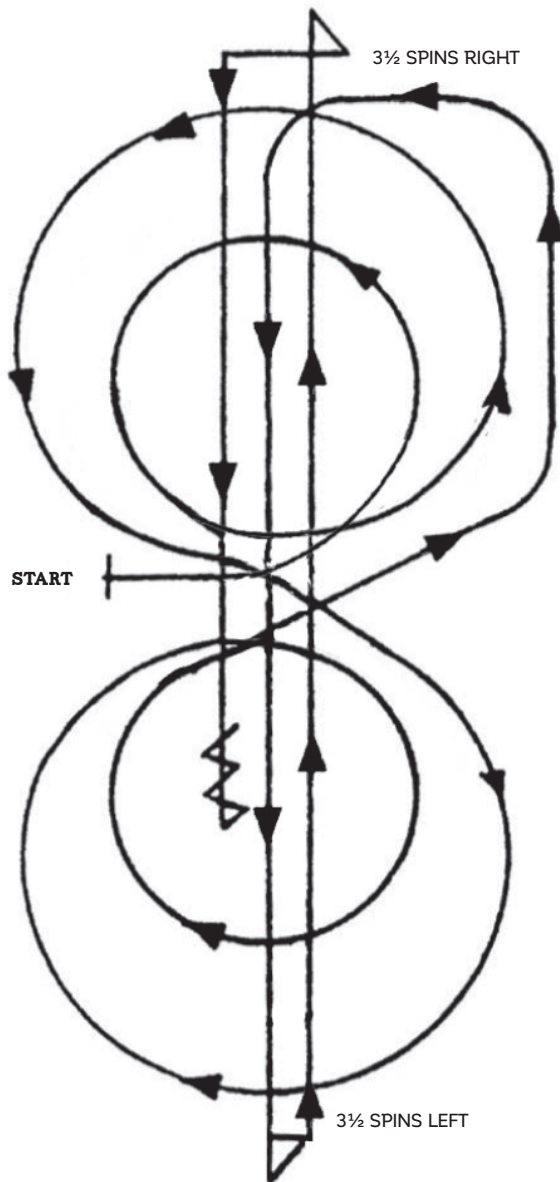
PATTERN 4

May be used for NHSRA Events



1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete $3\frac{1}{2}$ spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete $3\frac{1}{2}$ spins to the right.
5. Run past the center marker and stop. Back at least 10 feet in a straight line. Complete a $\frac{1}{4}$ turn to the left.
6. Beginning on the right lead, complete two circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small and slow circle and one large and fast circle, Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.

PATTERN 10



Trot to center of arena, stop. Start pattern facing toward the judge.

1. Beginning on the left lead, complete two circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of arena.
2. Complete two circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3½ spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

JUDGE

*This pattern may be used as a lope in pattern. Please refer to rule 20.6.