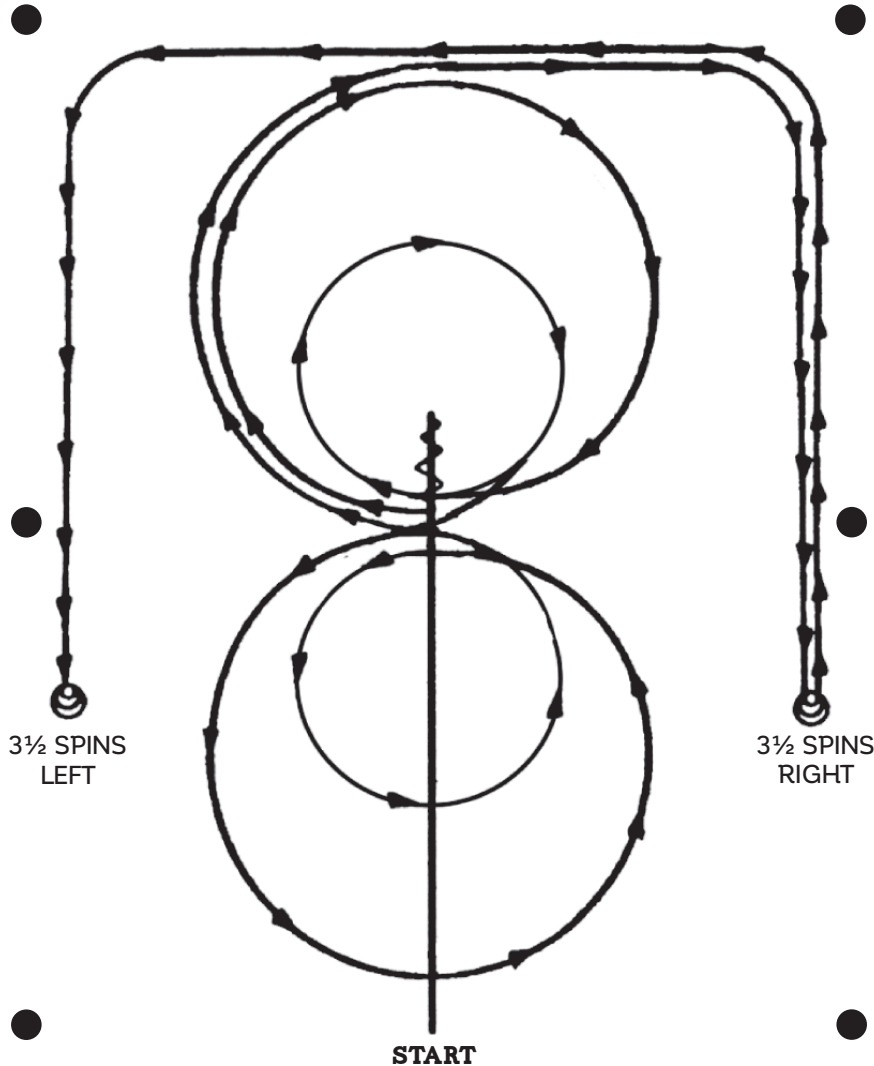
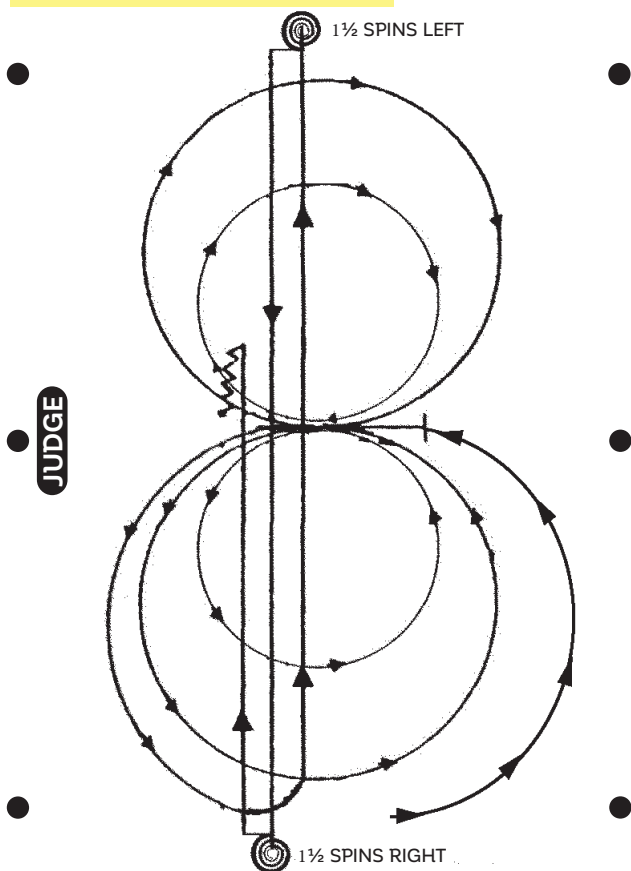


PATTERN 1



1. Start at end of arena. Run down middle past center marker to a sliding stop. Back at least 10 feet to center. $\frac{1}{4}$ turn left.
2. Beginning on the right lead, complete 2 circles to the right. The first one large and fast, the second small and slow. Change leads at the center of arena.
3. Complete 2 circles to the left. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
4. Continue around end of arena without breaking gait or changing leads, run down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
5. Complete $3\frac{1}{2}$ spins to the right.
6. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
7. Complete $3\frac{1}{2}$ spins to the left. Hesitate to complete pattern.

RANCH HAND / BUCKAROO PATTERN



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

1. Beginning on the left lead complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. STOP at center.
2. Depart on right lead, 2 circles to the right, the first large and fast, the second small and slow. STOP at center.
3. Depart on left lead, continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marked, execute a square sliding stop.
4. Complete 1½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 1½ spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.