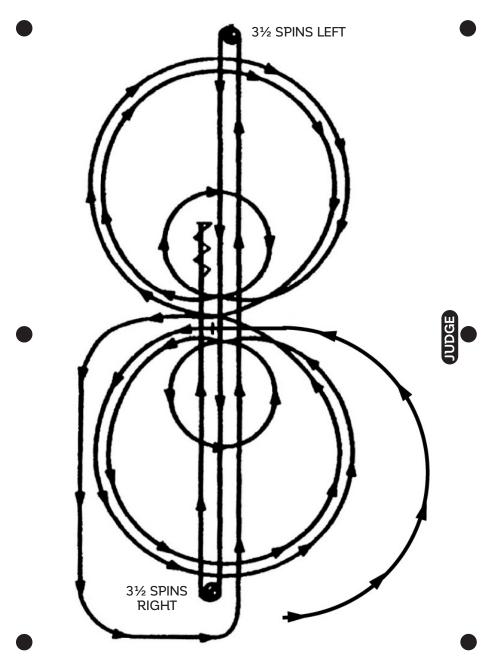
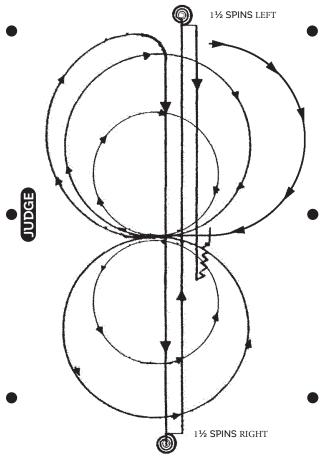
NRCIMA ★ PATTERN 2 - LOPE AWAY



Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing away from 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.
- 4. Run to far end past the marker to a sliding stop. Hesitate.
- 5. Complete 3½ spins to the left. Hesitate.
- 6. Run to far end past marker to a sliding stop. Hesitate.
- 7. Complete 3½ spins to the right. Hesitate.
- 8. Run past center marker to a sliding stop. Hesitate.
- 9. Back at least 10 feet. Hesitate to complete pattern.

RANCH HAND / BUCKAROO



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

- Beginning on the right lead complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Stop at the center of the arena.
- Depart on the left lead and complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Stop at the center of the arena
- Depart on right lead, continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
- 4. Complete 11/2 spins to the right.
- Run down center of arena past end marker, execute a square slid-ing stop.
- 6. Complete 11/2 spins to the left.
- 7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.