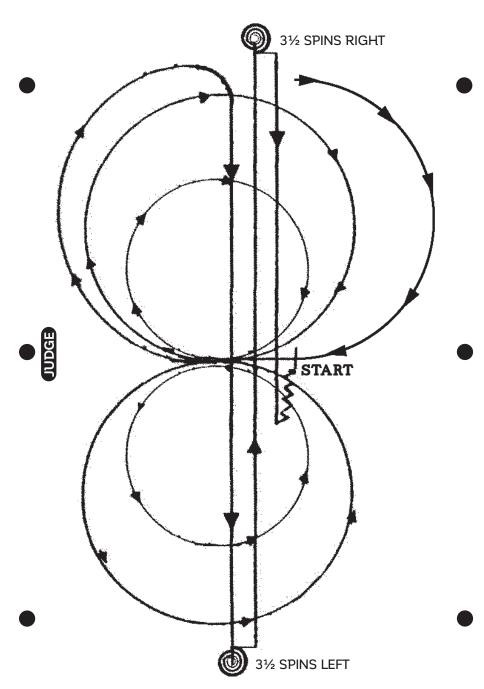


Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

- 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.
- 2. 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.
- 5. Run down center of arena past end marker, execute a square slid-ing stop.
- 6. Complete 11/2 spins to the left.
- Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

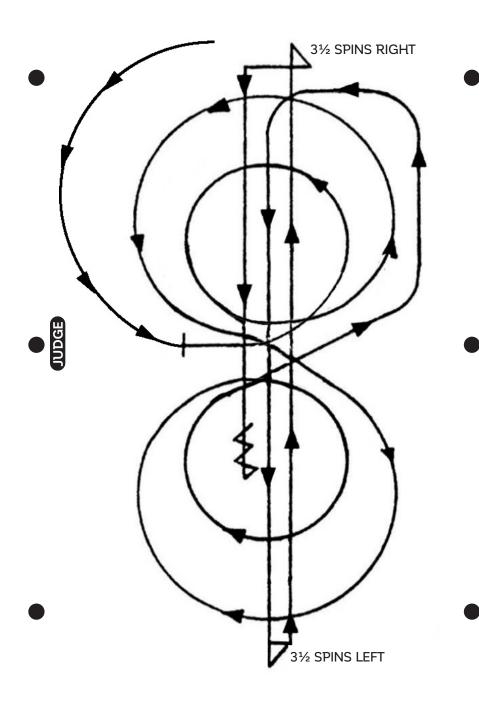
SATURDAY PATTERN NRCMA * PATTERN 12 - LOPE TOWARD May be used for NHSRA Events



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

- 1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
- 2. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
- 3. 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 3¹/₂ spins to the left.
- 5. Run down center of arena past end marker, execute a square sliding stop.
- 6. Complete $3\frac{1}{2}$ 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.

SUNDAY PATTERN NRCHA * PATTERN 10 - LOPE AWAY



Start 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 2 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 2 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 $3\frac{1}{2}$ spins to the left.
- 5. Run down center of arena past end marker, and execute a square sliding stop.
- 6. Complete $3\frac{1}{2}$ spins to the right.
- 7. Run down center of arena past center marker, and execute a square sliding stop.
- 8. Back up at least 10 feet. Hesitate to complete pattern.