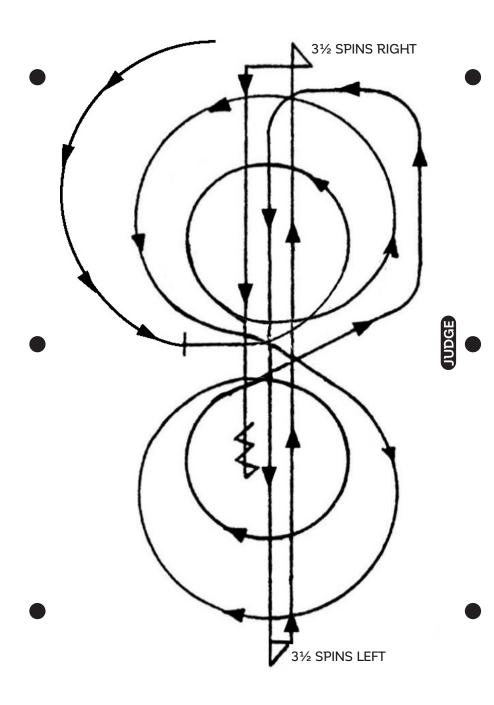
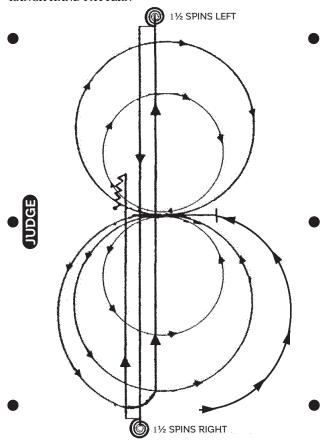
## NRCIMA ★ PATTERN 10 - LOPE TOWARD



Start 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 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.
- 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 3½ 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.

## RANCH HAND PATTERN



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

- 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.
- Depart on right lead, 2 circles to the right, the first large and fast, the second small and slow. STOP at center.
- 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 11/2 spins to the left.
- Run down center of arena past end marker, execute a square sliding stop.
- 6. Complete 1½ spins to the right.
- Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.