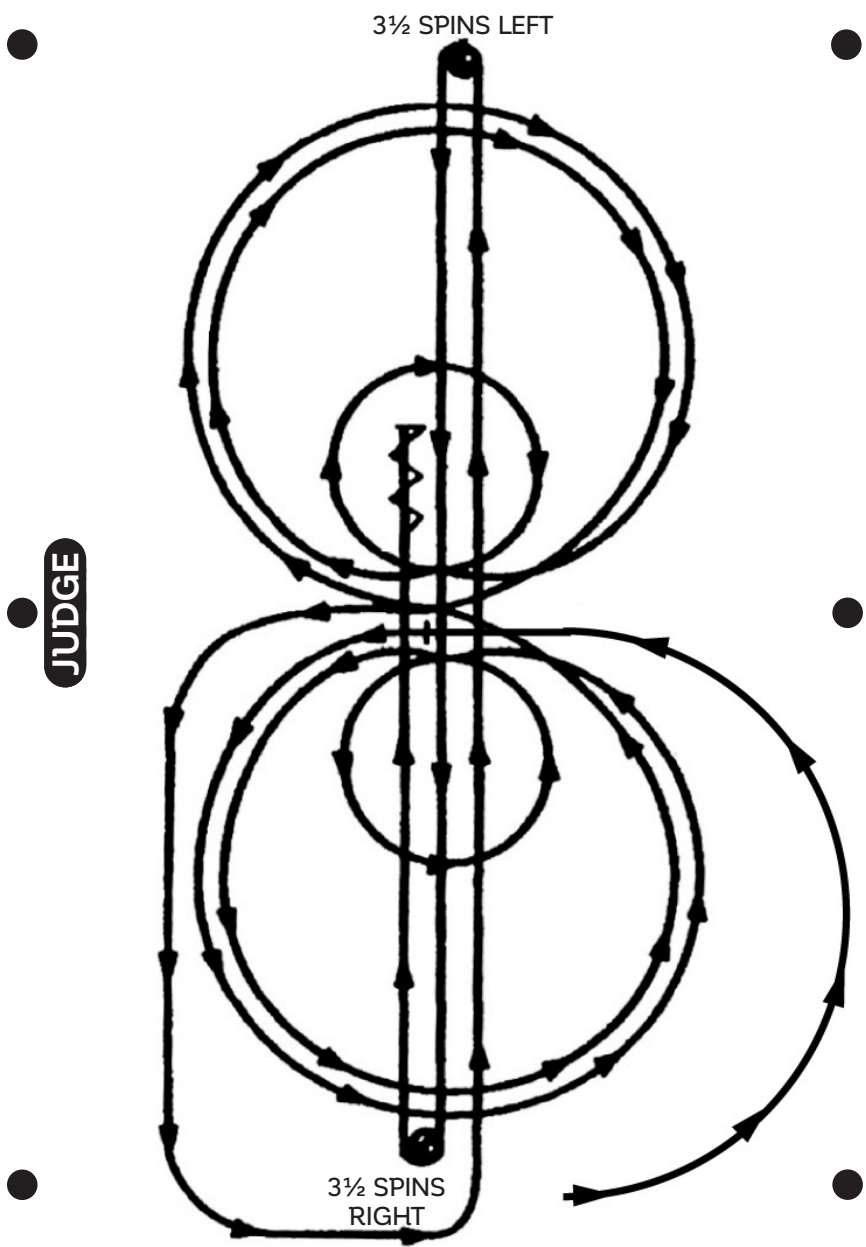


PATTERN 2

LOPE TOWARD

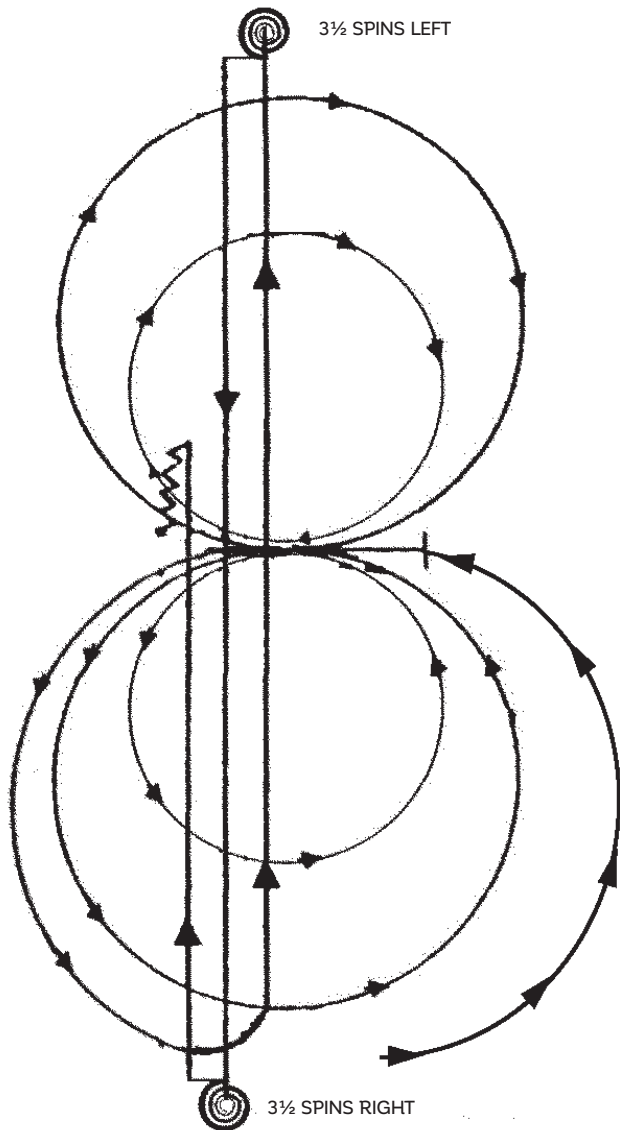


- Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6
- 1. Beginning on the left lead, complete 3 circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at the center 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 11

May be used for NHSRA Events

LOPE TOWARD

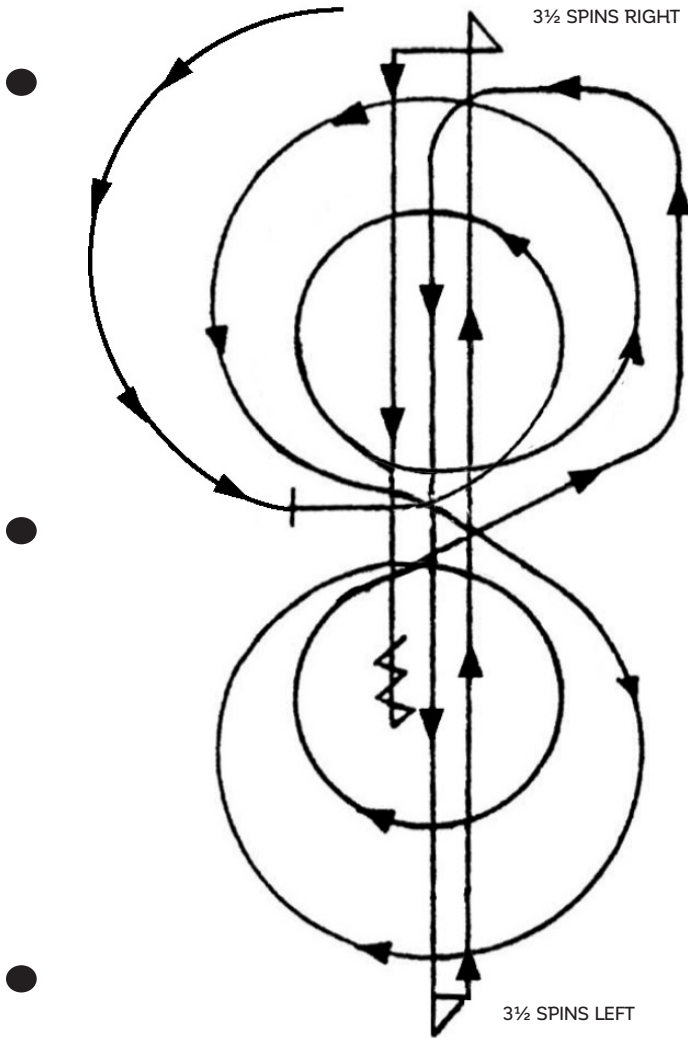


Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the left lead complete two 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.
2. Complete two circles to the right, the first large and fast, the second 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 3 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3 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.

PATTERN 10

LOPE TOWARD

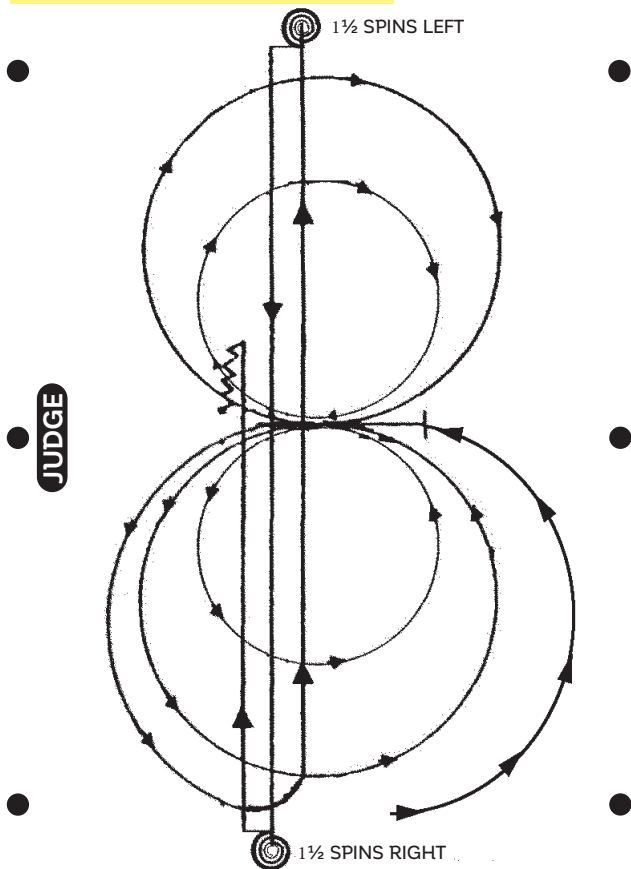


JUDGE

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 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 3 1/2 spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3 1/2 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.

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 1 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 1 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.