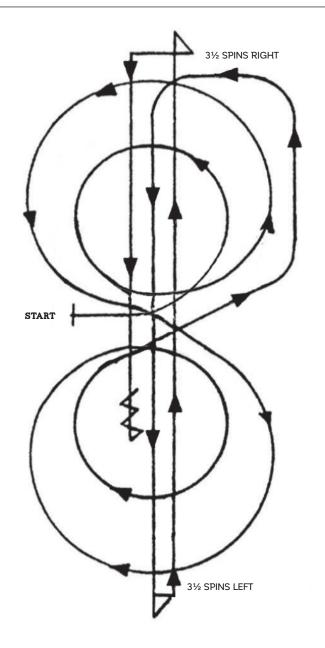


## PATTERN 10



Trot to center of arena, stop. Start pattern facing toward the judge.

- 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  $3\frac{1}{2}$  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. Back up at least 10 feet. Hesitate to complete pattern.

\*This pattern may be used as a lope in pattern. Please refer to rule 20.6.