



JUDGE

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

1. Beginning on the right lead, complete three circles to the right; the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
2. Complete three circles to the left, the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
3. Continue loping around end of arena without breaking gait or changing leads. Run down center of arena, past end marker and come to a sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker come to sliding stop.
6. Complete 3½ spins to the right.
7. Run past center marker come to 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.