

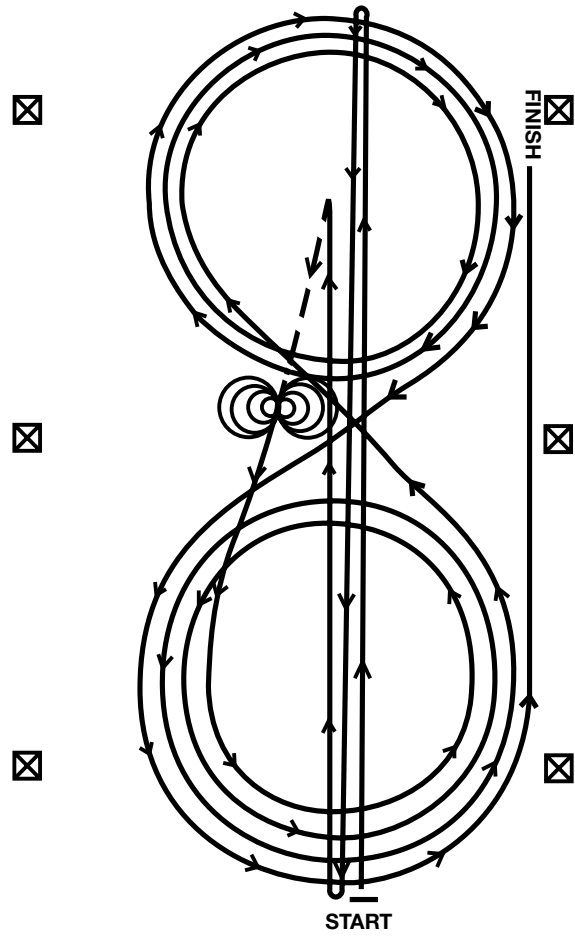
## PATTERNS

- 1.** The following patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
- 2.** Markers will be placed on the wall or fence of the arena as follows:
  - (i)** at the center of the arena
  - (ii)** at least 50' from each end wall
- 3.** Where designated in the pattern for stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.
- 4.** Each pattern is drawn so that the bottom of the page represents the end of the arena entered by contestants and must be run as such. In the event that an arena has only one gate and it be in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on.
- 5.** All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored according to the rules for judging.
- 6.** All judges' decisions are final.

Patterns to follow,

indicates markers

# PATTERN 1



## **PATTERN 1**

**1.** Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.

**2.** Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.

**3.** Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet. Hesitate.

**4.** Complete four spins to the right.

**5.** Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.

**6.** Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

**7.** Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

**8.** Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet from wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider must dismount and drop bridle to the designated judge.