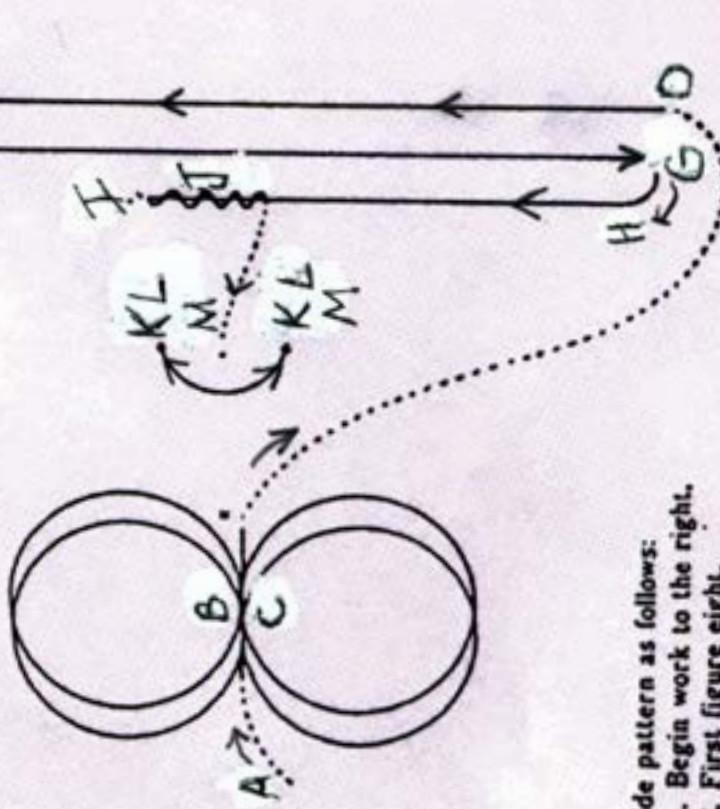
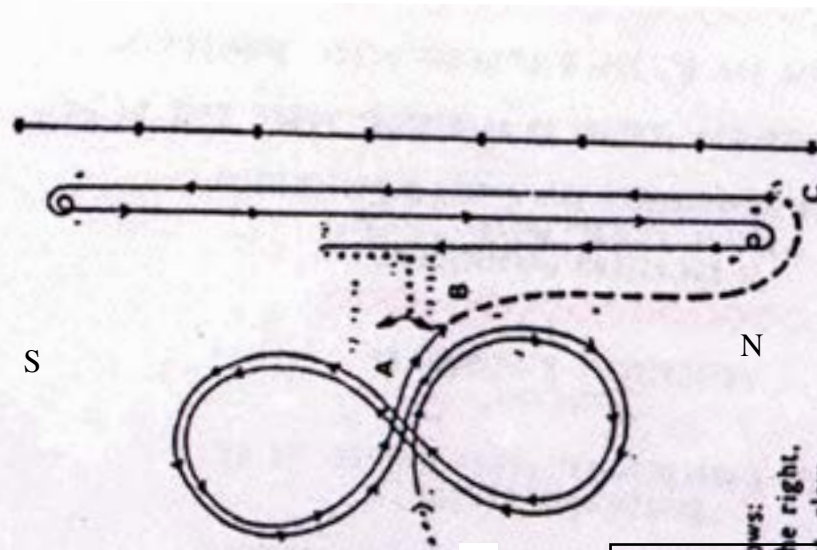


Pattern I



- Ride pattern as follows:
- A. Begin work to the right.
 - B. First figure eight.
 - C. Second figure eight; then, after final lead change (before point marked X), proceed to point D at walk or trot.
 - D. Begin run.
 - E. Sliding stop.
 - F. Turn away from rail and begin second run.
 - G. Sliding stop.
 - H. Turn away from rail and make short run.
 - I. Sliding stop.
 - J. Back up.
 - K. Quarter turn to right or left.
 - L. Half turn to opposite direction.
 - M. Half turn to direction taken in K.

Pattern 2



Ride pattern as follows:

1. Begin work to the right.
2. First figure eight, slow.
3. Second figure eight, faster (lead change must take place at point A).
4. Proceed from point B to point C at walk or trot.
5. Begin run.
6. Sliding stop.
7. Turn away from the rail, do a spin and a half, no hesitation.
8. Sliding stop.
9. Turn away from the rail, do a spin and a half, no hesitation.
10. Sliding stop.
11. Back over slide marks. Face judge, walk a few steps.
12. Pivot right or left, no more than 90 degrees.
13. Pivot the opposite direction, no more than 180 degrees.
14. Pivot in direction taken in 12, no more than 180 degrees.

JUDGES on East Side of Arena