

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

- 1. Beginning on the right lead lope one circle to the right. Change leads to the left.
- 2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
- 3. Run down center of arena past the end marker and come to a sliding stop.
- 4. Complete 21/2 spins to the right.
- 5. Run to the other end of the arena, past the end marker and come to a sliding stop.
- 6. Complete  $2\frac{1}{2}$  spins to the left.
- 7. Run past the center marker, stop, back at least 10 feet.