

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

- Beginning on the right lead lope one circle to the right. Change leads to the left.
- 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.
- Run to the other end of the arena, past the end marker and come to a sliding stop.
- 6. Complete 21/2 spins to the left.
- 7. Run past the center marker, stop, back at least 10 feet.
- *This pattern may be used as a lope in pattern, please refer to rule 20.6.