

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 roolback - no hesitation.
3. Run past the center mark 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. Begining 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 cricle 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 the wall or fence.
9. Hesitate to demonstrate the completion of the pattern.
10. Rider must drop bridle to the designated judge.

PATRON 1

