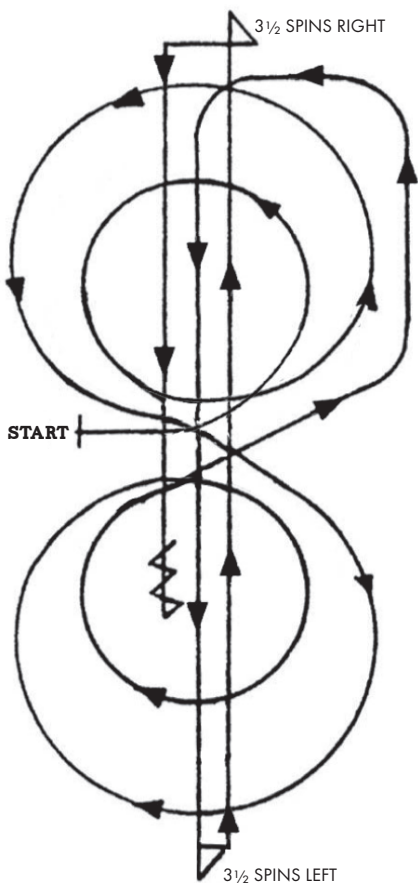


## PATTERN 10



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

1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of arena.
2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete  $3\frac{1}{2}$  spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete  $3\frac{1}{2}$  spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.

\*This pattern may be used as a lope in pattern. Please refer to rule 20.6.