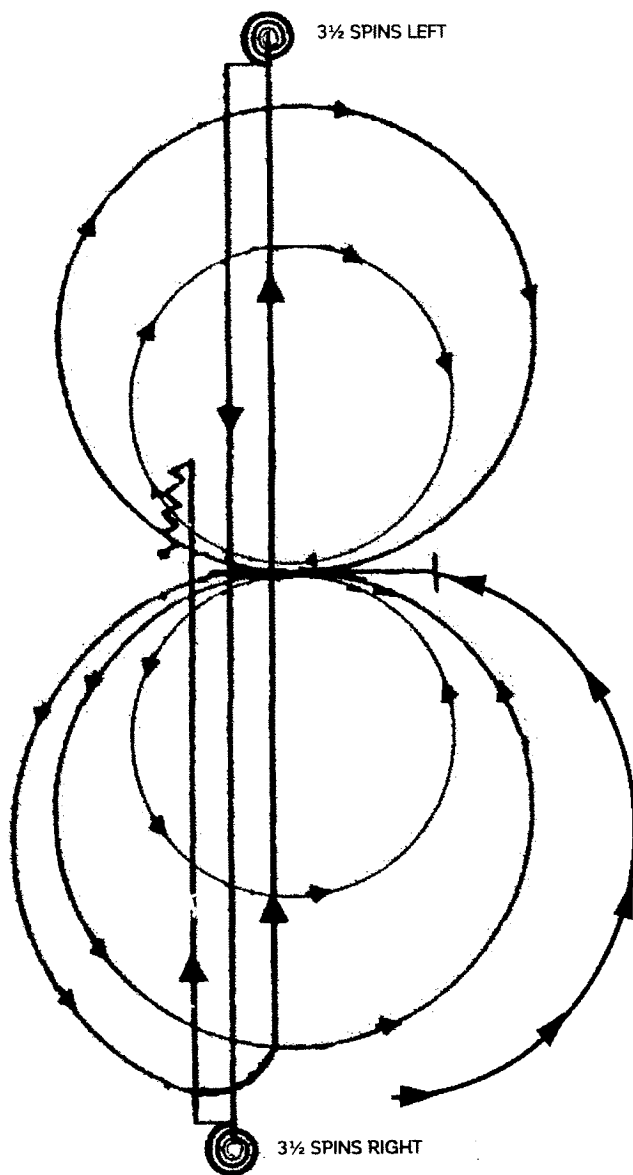


PATTERN 11

LOPE AWAY

Horse Show #1

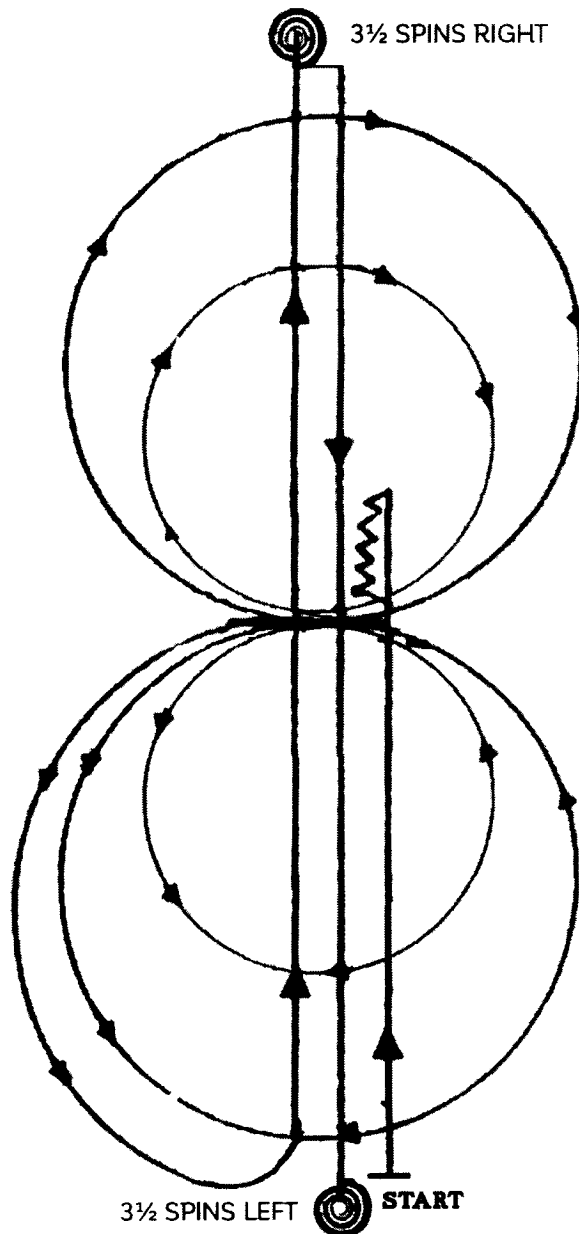


Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

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

modified pattern (stop at center)
#10, #12, #14 No lead change.

PATTERN 5



Horse Show #2.

This pattern works best when the exhibitor and cattle enter from the same end of arena.

1. Start at end of arena. Run past center marker, stop, and back at least 10 feet. 1/4 turn to left.
2. Complete two circles to left. The first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
3. Complete two circles to the right. The first circle small and slow, the second circle large and fast. Change leads at the center of the arena.
4. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, execute a square sliding stop.
5. Complete 3 1/2 spins to the right.
6. Rundown center of arena past end marker, execute a square sliding stop.
7. Complete 3 1/2 spins to the left. Hesitate to complete pattern.

modified pattern
(stop at center)

#10, 12, #14

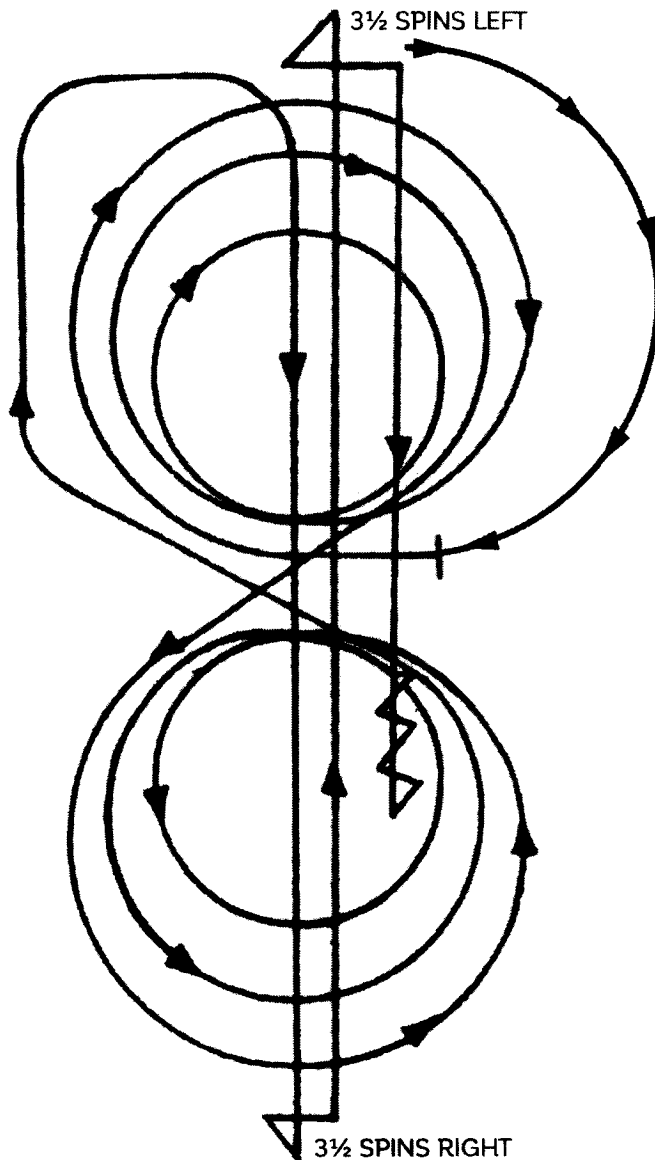
No lead change.

PATTERN 7

LOPE TOWARD

Futurity

JUDGE



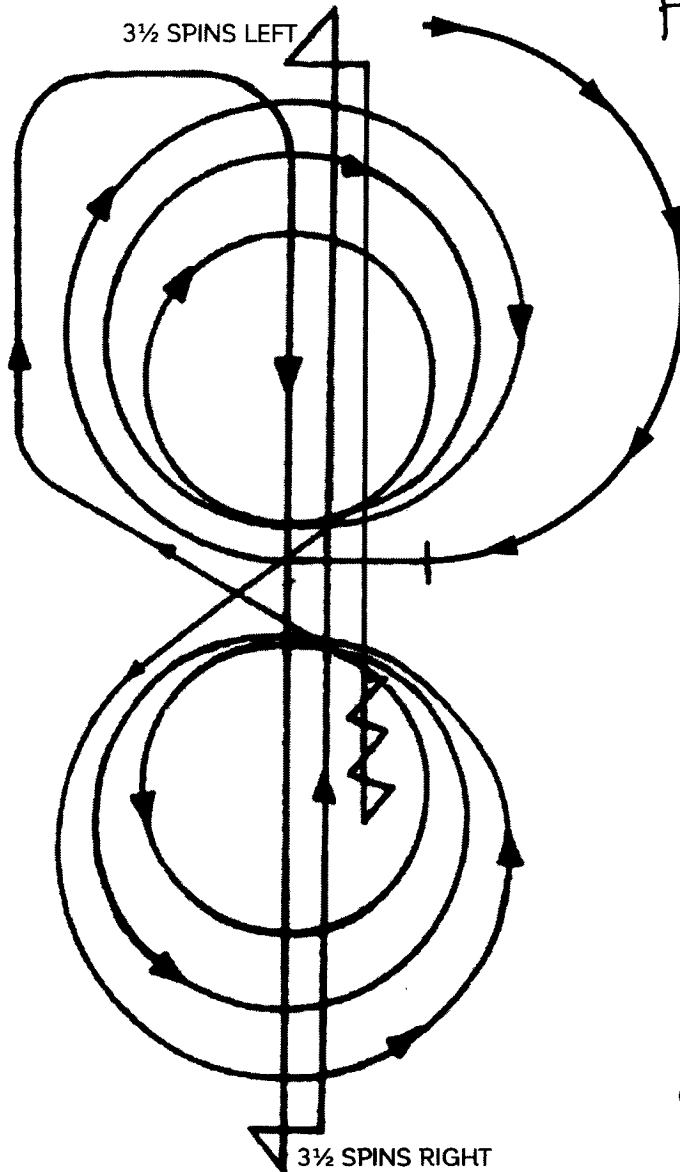
Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on right lead and complete three circles, the first large and fast, the second small and slow, the third large and fast. Change leads to the left.
2. Complete three circles, the first large and fast, the second small and slow, the third, large and fast. Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads. Run down center of arena, past end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run down center of arena past end marker come to sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run past center marker come to sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

PATTERN 3

LOPE TOWARD

Hackamore Classic



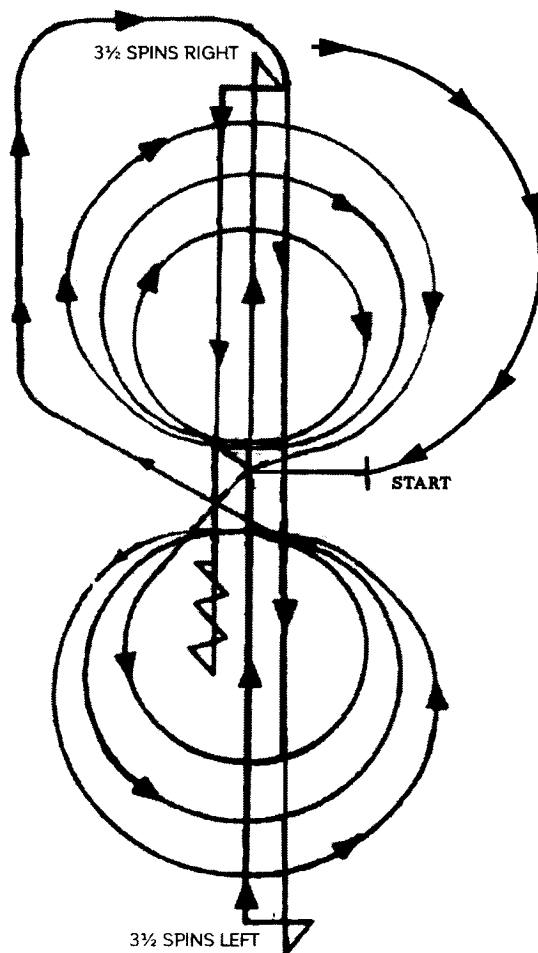
● Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Begin on right lead complete three circles to right, two large fast circles followed by one small and slow circle, change to left lead.
2. Complete three circles to left, two large fast circles followed by one small and slow circle. Change to right lead.
3. Continue loping around end of arena without breaking gait. Run up center of arena to far end past the end marker and come to a sliding stop.
4. Complete $3\frac{1}{2}$ spins to the right.
5. Run up center of arena past the end marker, and come to a sliding stop.
6. Complete $3\frac{1}{2}$ spins to the left.
7. Run back to middle of the arena past the center marker and come to a sliding stop. Back at least 10 feet in a straight line. Hesitate to complete pattern.

PATTERN 9

LOPE TOWARD

Canada's Greatest Stock Horse



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, complete three circles to the right; the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
2. Complete three circles to the left, the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
3. Continue loping around end of arena without breaking gait or changing leads. Run down center of arena, past end marker and come to a sliding stop.
4. Complete $3\frac{1}{2}$ spins to the left.
5. Run down center of arena past end marker come to sliding stop.
6. Complete $3\frac{1}{2}$ spins to the right.
7. Run past center marker come to sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

JUDGE