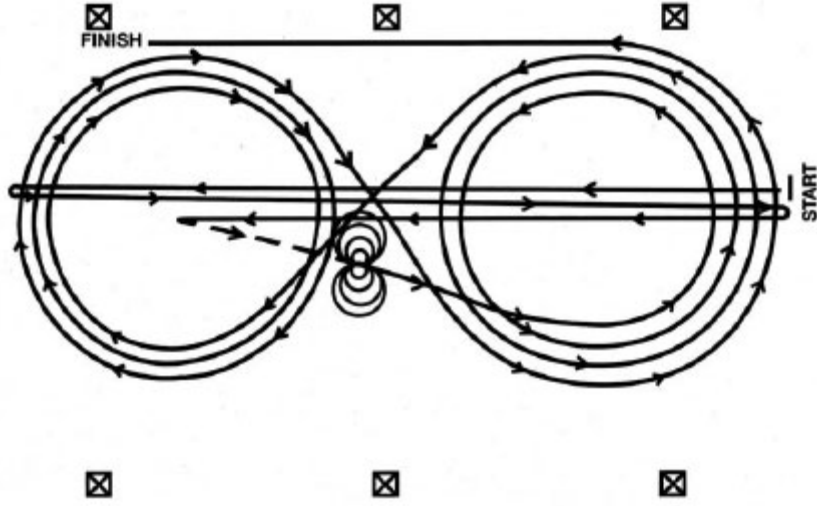


PATTERN 1

Beginning at the centre of the arena facing the far wall or fence.

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 ROLLBACK** – no hesitation.
3. Run past the centre marker and do a **SLIDING STOP. BACK UP** to centre of the arena or at least ten feet (3 metres). **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. Beginning 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 centre of the arena.
7. Complete three circles to the **RIGHT**: the first circle large and fast; the second circle small and slow; the third circle large and fast. **CHANGE LEADS** at the centre 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 centre marker and do a **SLIDING STOP** at least twenty feet (6 metres) from wall or fence. **HESITATE** to demonstrate the completion of the pattern.

Rider must dismount and drop bridle to the designated judge.



VRHA