

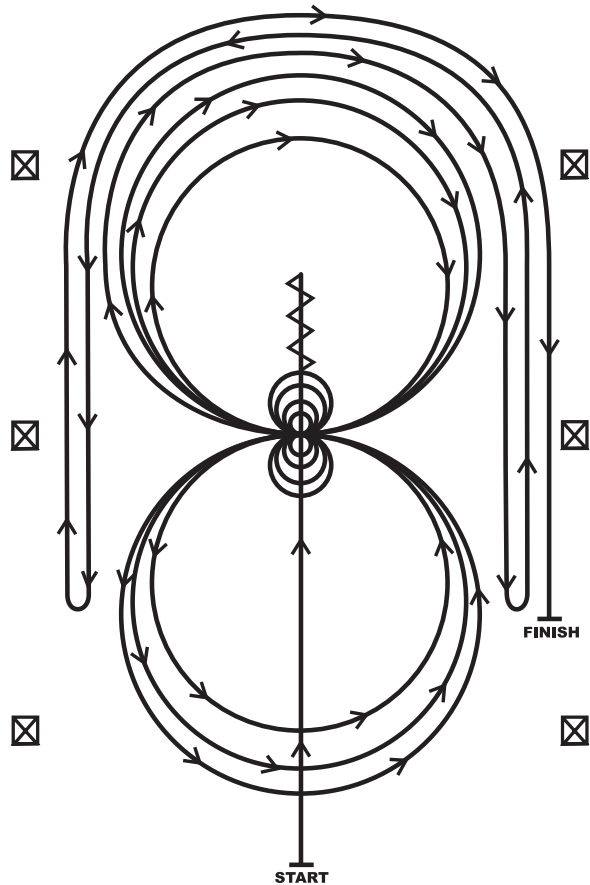
1. Run at speed to the far end of the arena past end markers and do a left rollback– no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (3 meters). Hesitate.
4. Complete 4 spins to the right.
5. Complete 4¼ spins to the left so the horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete 3 circles to the left, the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads in the center of the arena.
7. Complete 3 circles to the right, the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads in 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 20 feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of pattern.

Rider may drop bridle to designated judge.

# THURSDAY

NRHA Patterns 2023

## Pattern 10

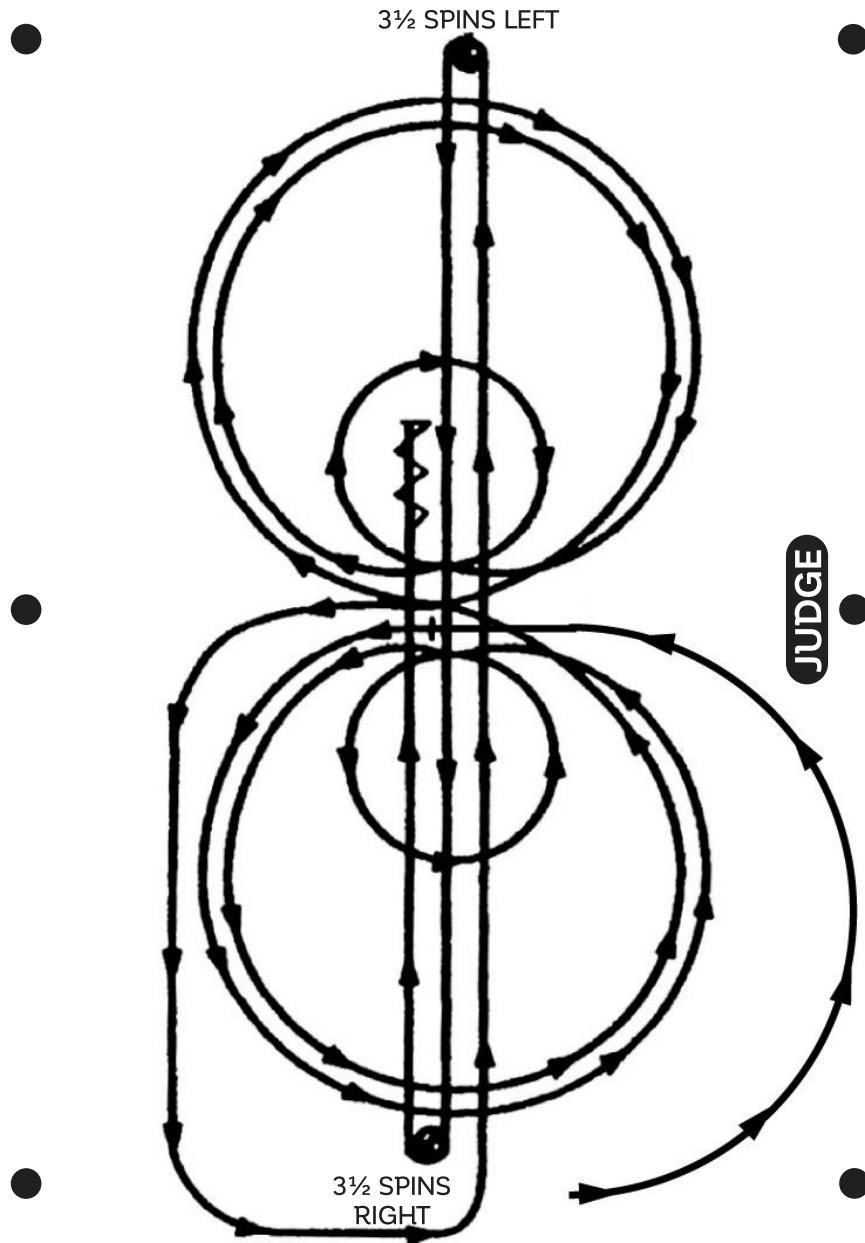


NRHA Patterns 2023

## Pattern 10

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

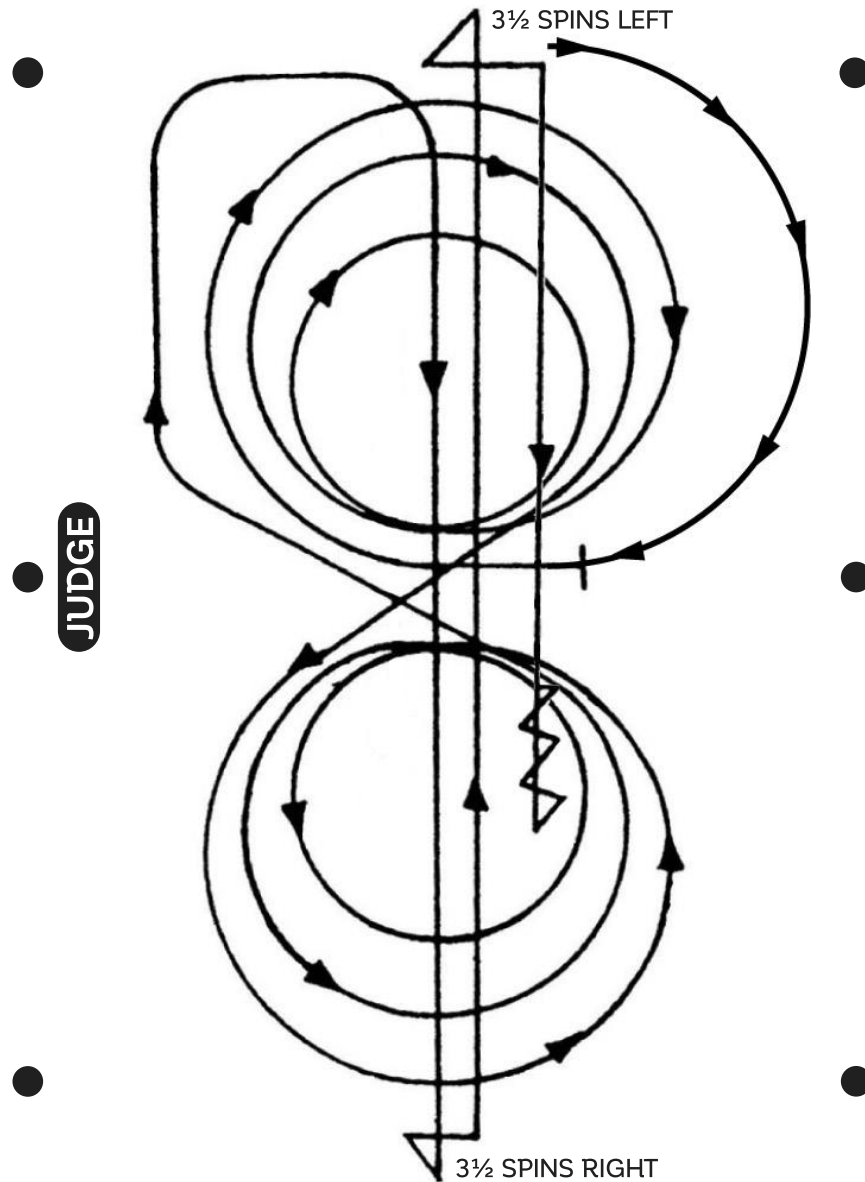
## PATTERN 2- LOPE AWAY



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 3 circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at the center of arena.
2. Complete 3 circles to the right. The first one large and fast, the second small and slow, and the third large and fast. Change leads at the center of arena.
3. Continue loping to run down. Run to far end past the marker to a sliding stop.
4. Complete 3½ spins to the left.
5. Run to far end past marker to a sliding stop.
6. Complete 3½ spins to the right.
7. Run past center marker to a sliding stop. Back at least 10 feet. Hesitate to complete pattern.

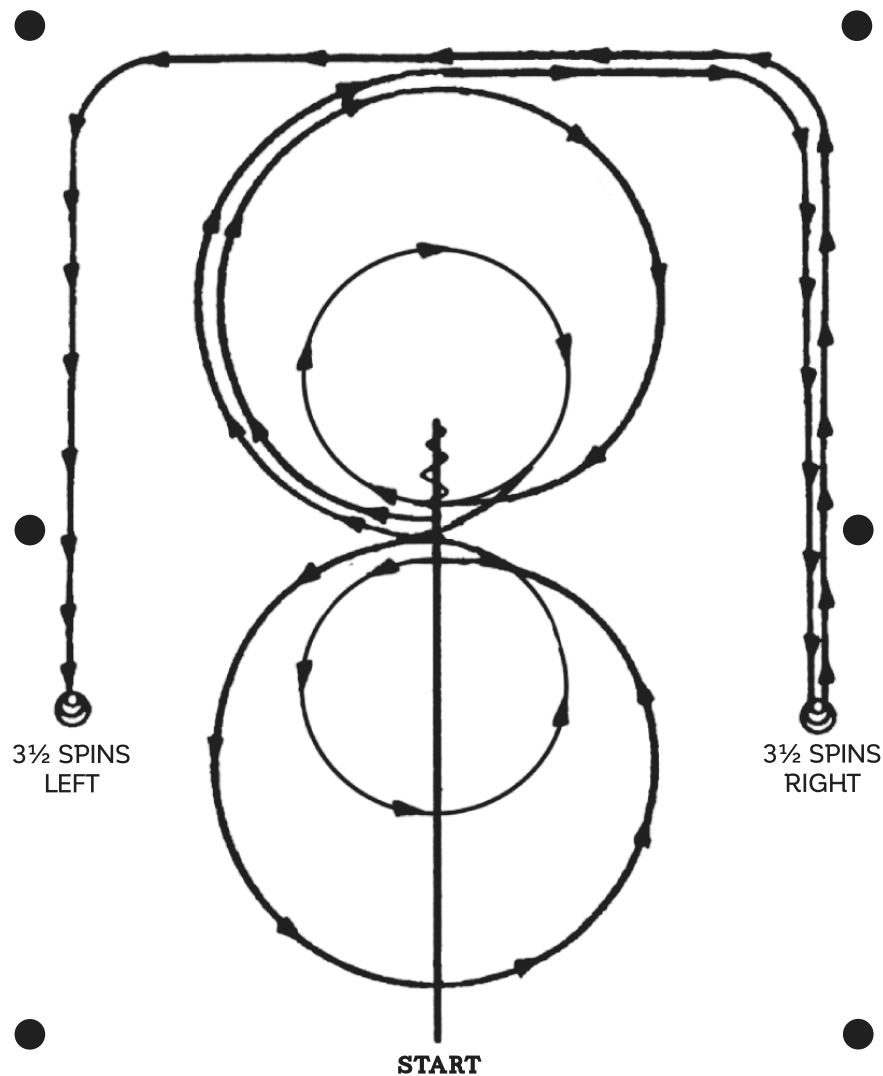
## PATTERN 7-LOPE TOWARD



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

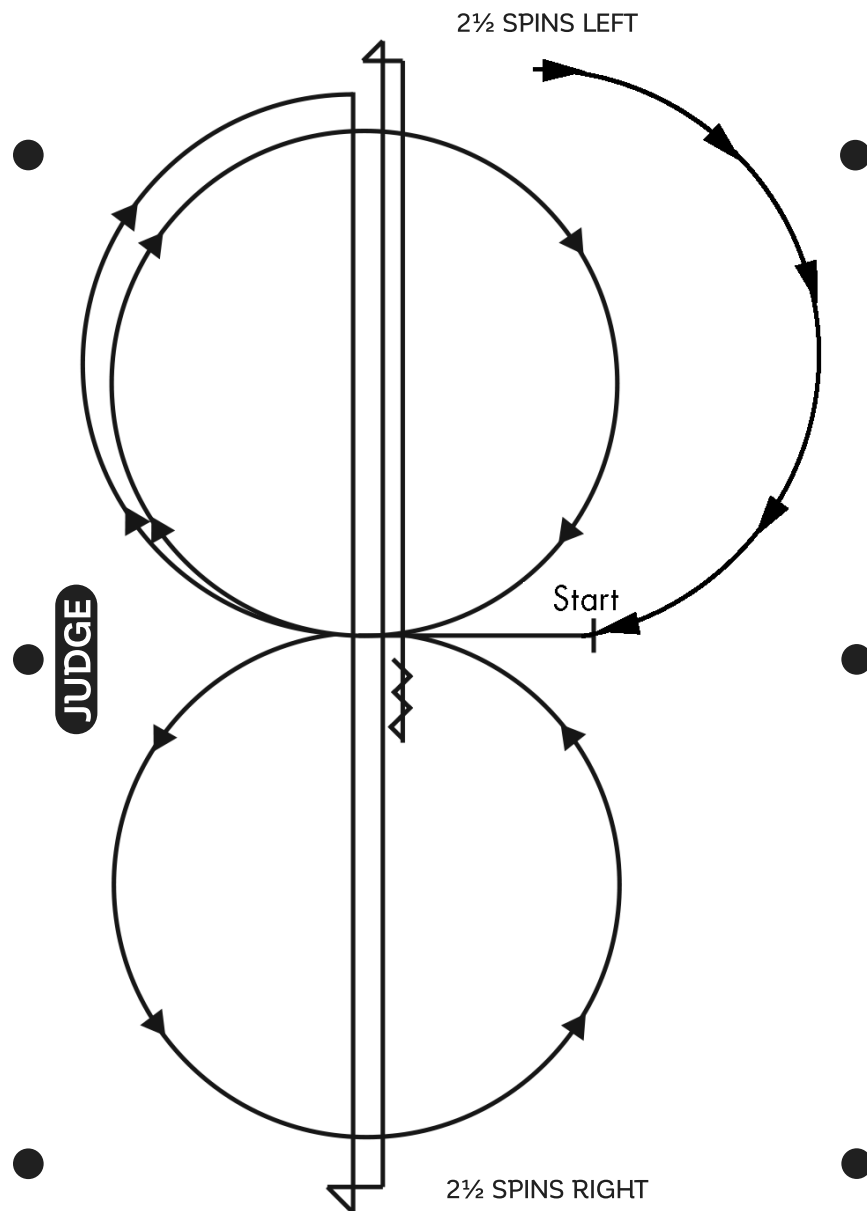
1. Beginning on right lead and complete three circles, the first large and fast, the second small and slow, the third large and fast. Change leads to the left.
2. Complete three circles, the first large and fast, the second small and slow, the third, large and fast. Change leads to the right.
3. Continue 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  $3\frac{1}{2}$  spins to the right.
5. Run down center of arena past end marker come to sliding stop.
6. Complete  $3\frac{1}{2}$  spins to the left.
7. Run past center marker come to sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

## PATTERN 1



1. Start at end of arena. Run down middle past center marker to a sliding stop. Back at least 10 feet to center.  $\frac{1}{4}$  turn left.
2. Beginning on the right lead, complete 2 circles to the right. The first one large and fast, the second small and slow. Change leads at the center of arena.
3. Complete 2 circles to the left. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
4. Continue around end of arena without breaking gait or changing leads, run down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
5. Complete  $3\frac{1}{2}$  spins to the right.
6. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
7. Complete  $3\frac{1}{2}$  spins to the left. Hesitate to complete pattern.





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 lope one circle to the right. Change leads to the left.
2. 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 2½ spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2½ spins to the left.
7. Run past the center marker, stop, back at least 10 feet.