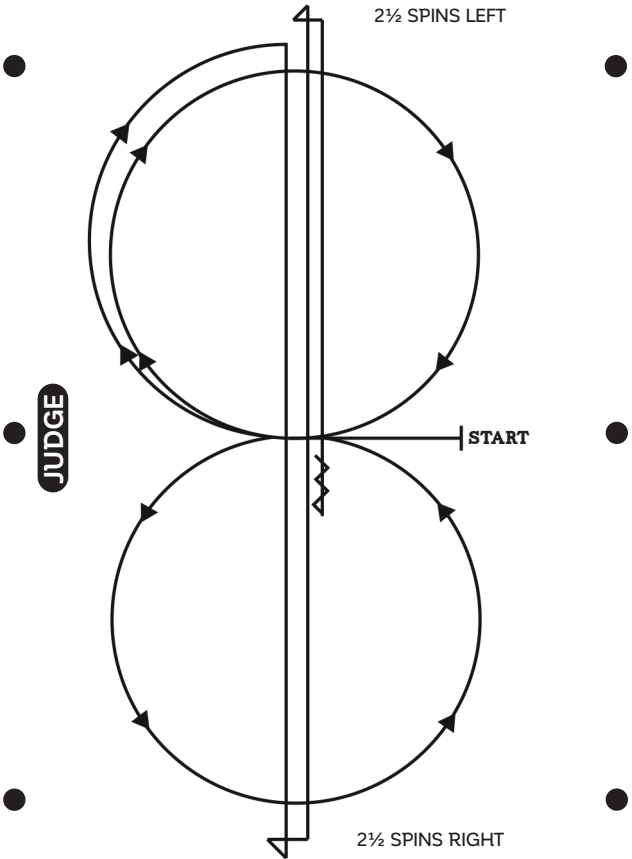


PATTERN 6



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

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 $2\frac{1}{2}$ 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 $2\frac{1}{2}$ spins to the left.
7. Run past the center marker, stop and back at least 10 feet.

*This pattern may be used as a lope in pattern, please refer to rule 20.6.