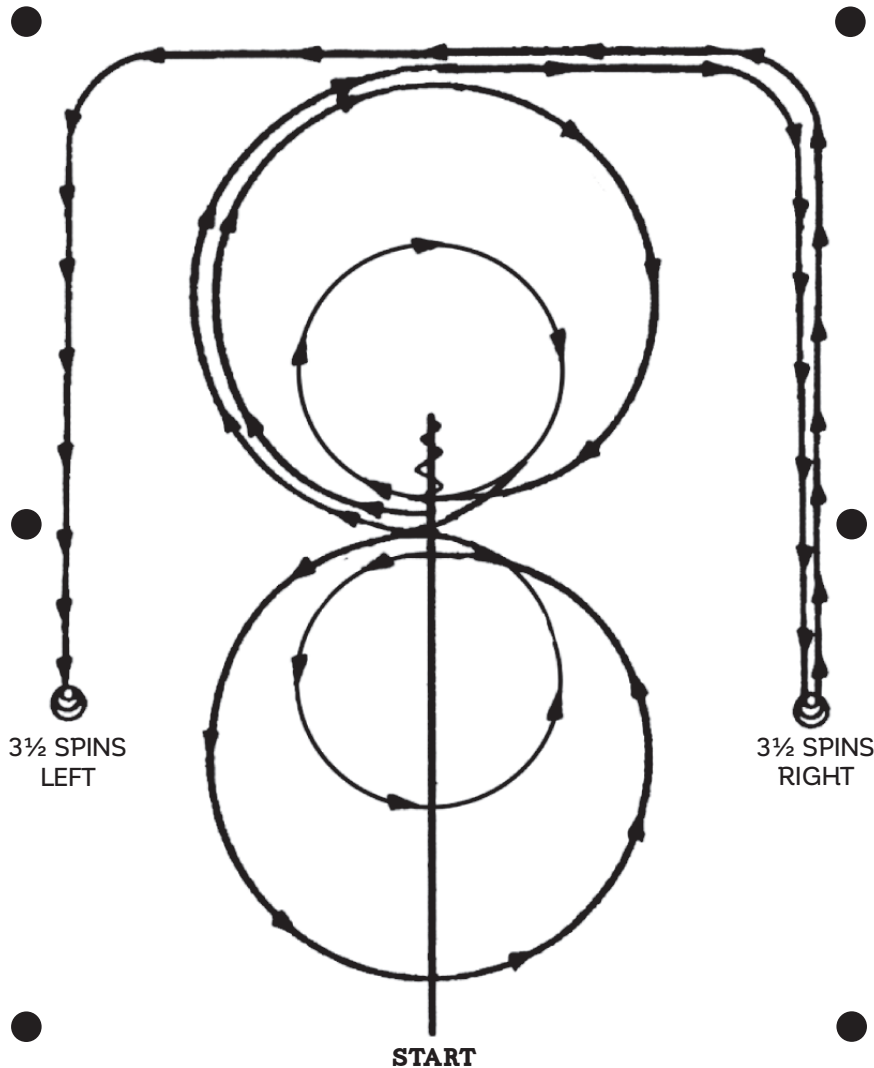


PATTERN 1

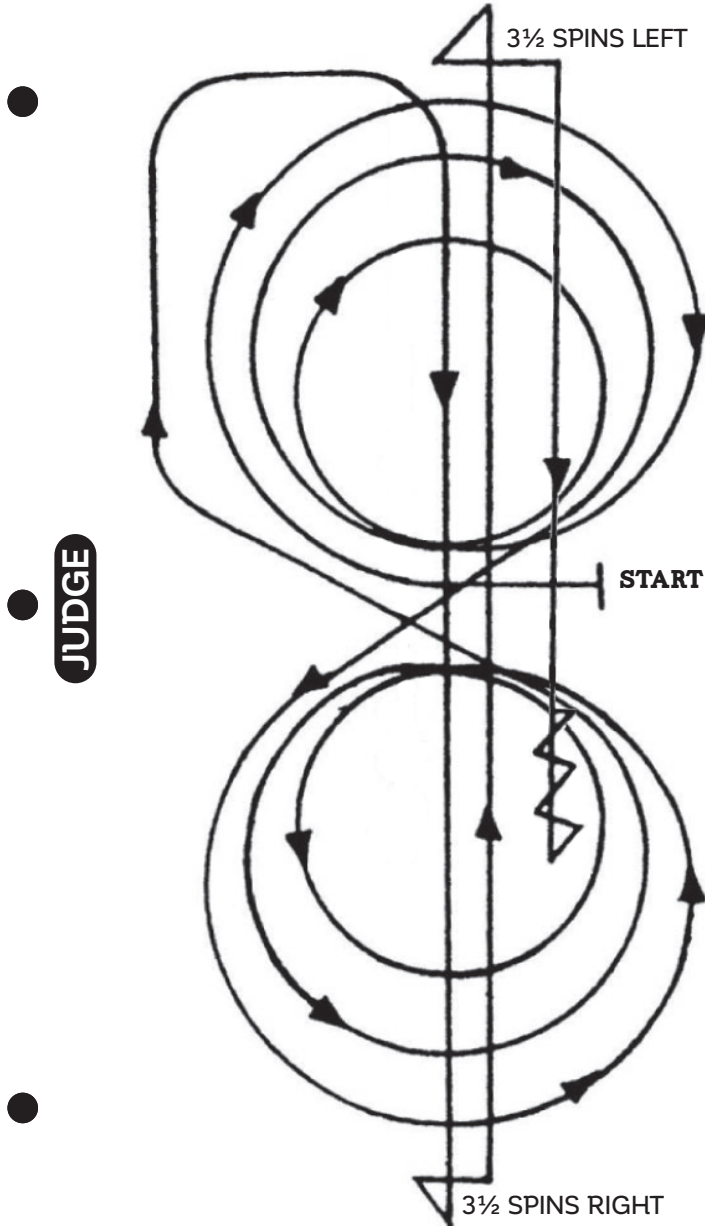
Derby & Horse Show #1



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.

PATTERN 7

Pre-Futurity & Horse Show #2



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

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 3½ spins to the right.
5. Run down center of arena past end marker come to sliding stop.
6. Complete 3½ spins to the left.
7. Run past center marker come to sliding stop. 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.