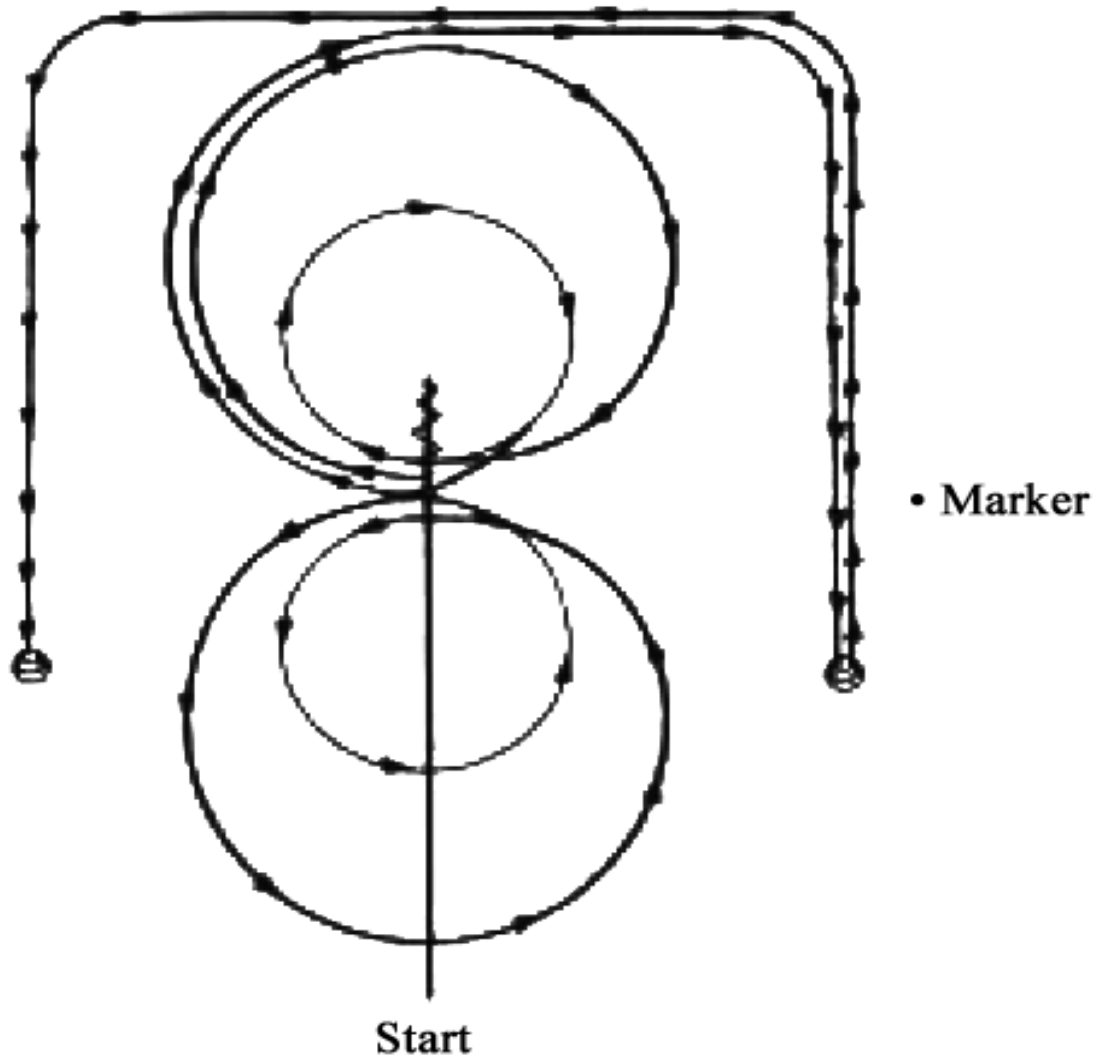




NRCHA Pattern 1

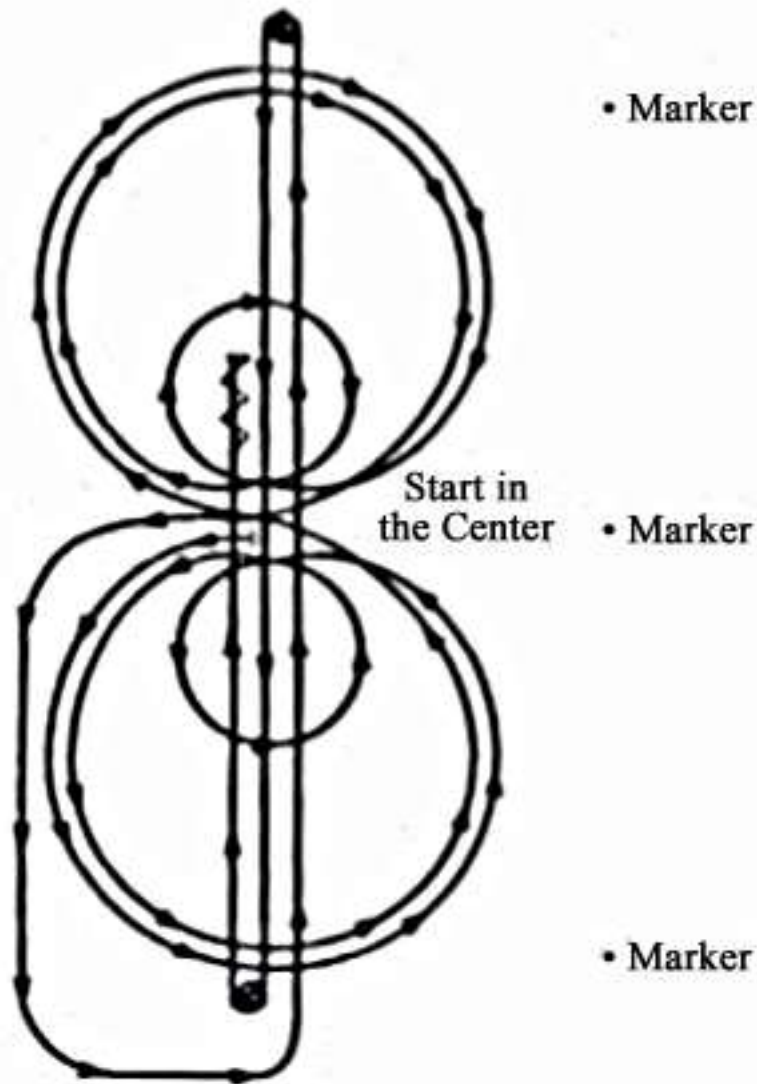


PATTERN 1

1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, big fast circle, small slow circle.
4. Change leads to left, big fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3 1/2 spins to the right.
8. 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.
9. Complete 3 1/2 spins to the left.
10. Hesitate to complete pattern.



NRCHA Pattern 2



PATTERN 2

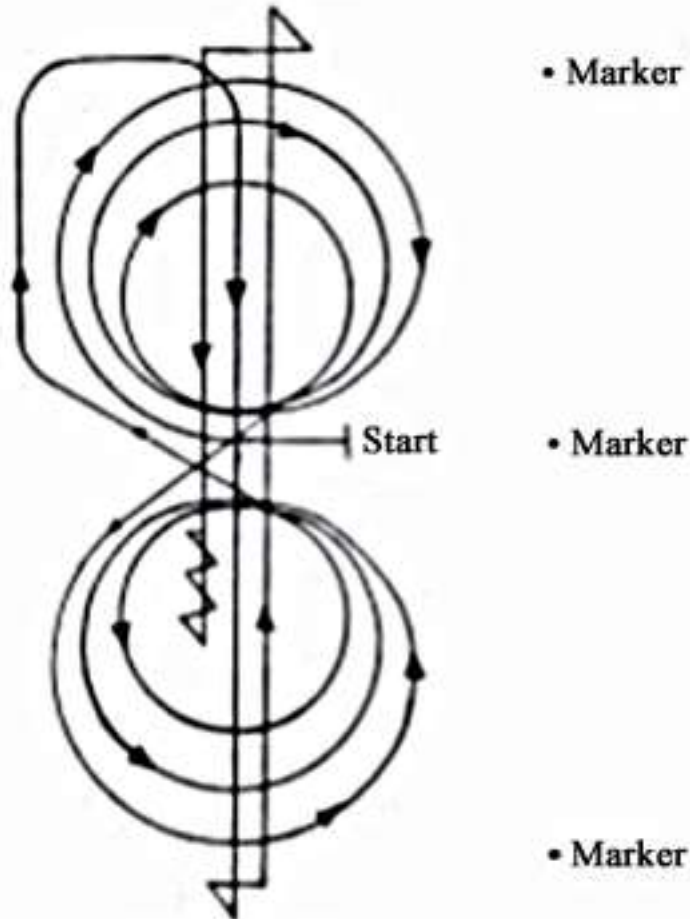
Trot to center of arena, stop. Start pattern facing towards judge.

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.
4. Run to far end past the marker to a sliding stop. Hesitate
5. Complete 3 1/2 spins to the left. Hesitate
6. Run to far end past marker to a sliding stop. Hesitate
7. Complete 3 1/2 spins to the right. Hesitate
8. Run past center marker to a sliding stop. Hesitate
9. Back at least 10 feet. Hesitate to complete pattern.



NRCHA Pattern 3

2 1/2 Turns Left



2 1/2 Turns Right

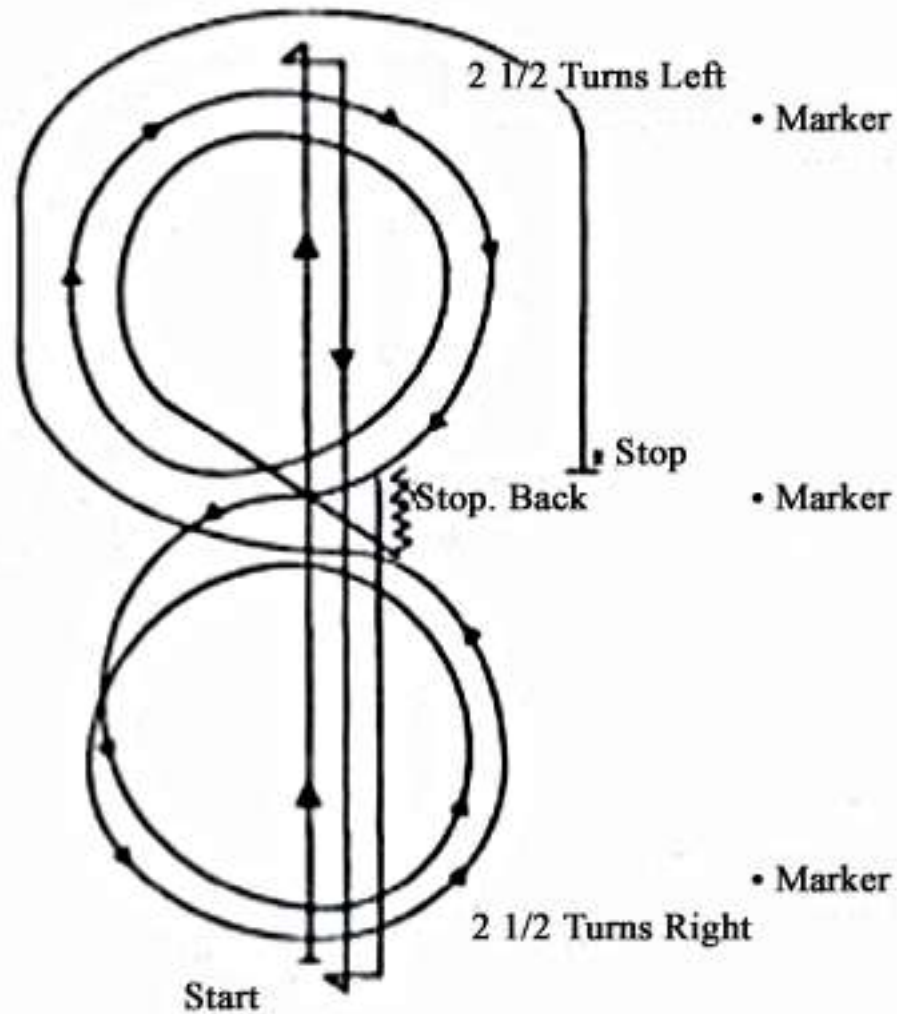
PATTERN 3

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

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



NRCHA Pattern 4

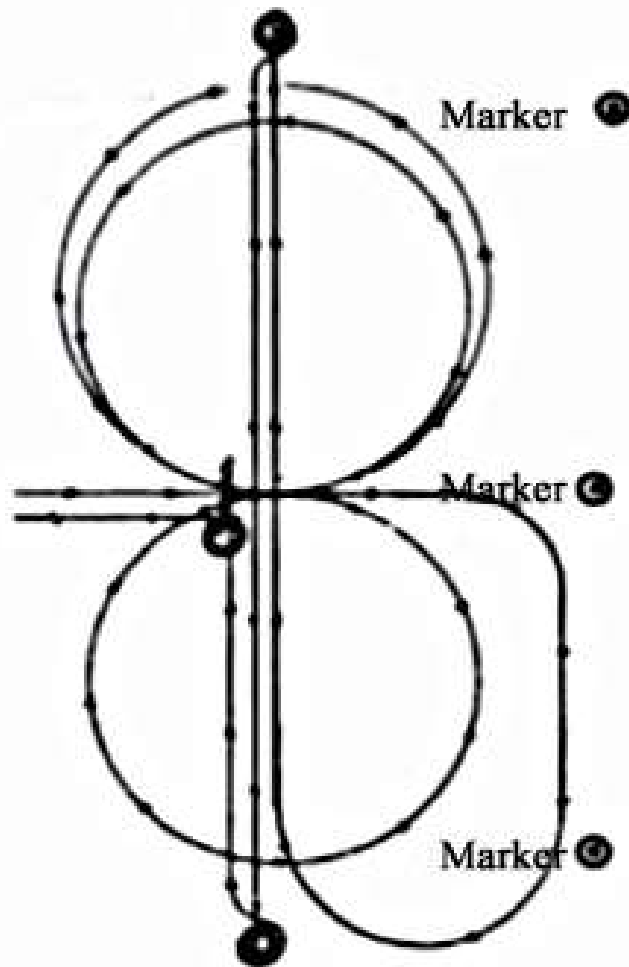


PATTERN 4

1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 2 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 2 1/2 spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete 1/4 turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small, slow circle and one large, fast circle, Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop.
9. Hesitate to complete pattern.



NRCHA Pattern 5



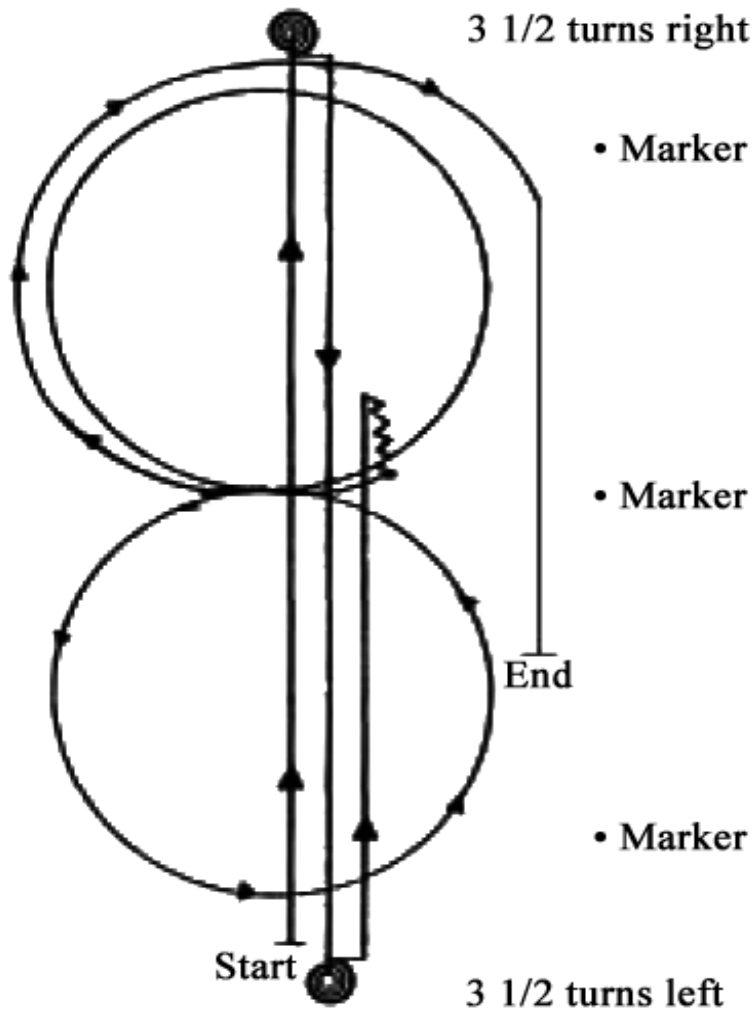
PATTERN 5

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

1. Begin at center of arena, facing right wall or fence. Take a right lead and complete a circle to the right, away from the judge.
2. At the center of arena, change leads and do 2 circles to the left, of approximately the same size.
3. At the center of arena, change leads.
4. Continue loping to run down.
5. Do a square sliding stop, hesitate.
6. Do 2 1/2 spins to the right.
7. Run full length of arena past end marker and do a square sliding stop, hesitate.
8. Do 2 1/2 spins to the left.
9. Run past center marker of arena; do a square sliding stop.
10. Back at least 10 feet to center of arena.
11. Do 360- spin right or left.
12. Do a 360- degree spin opposite direction taken in #11.
13. Hesitate to show completion of pattern.



NRCHA Pattern 6



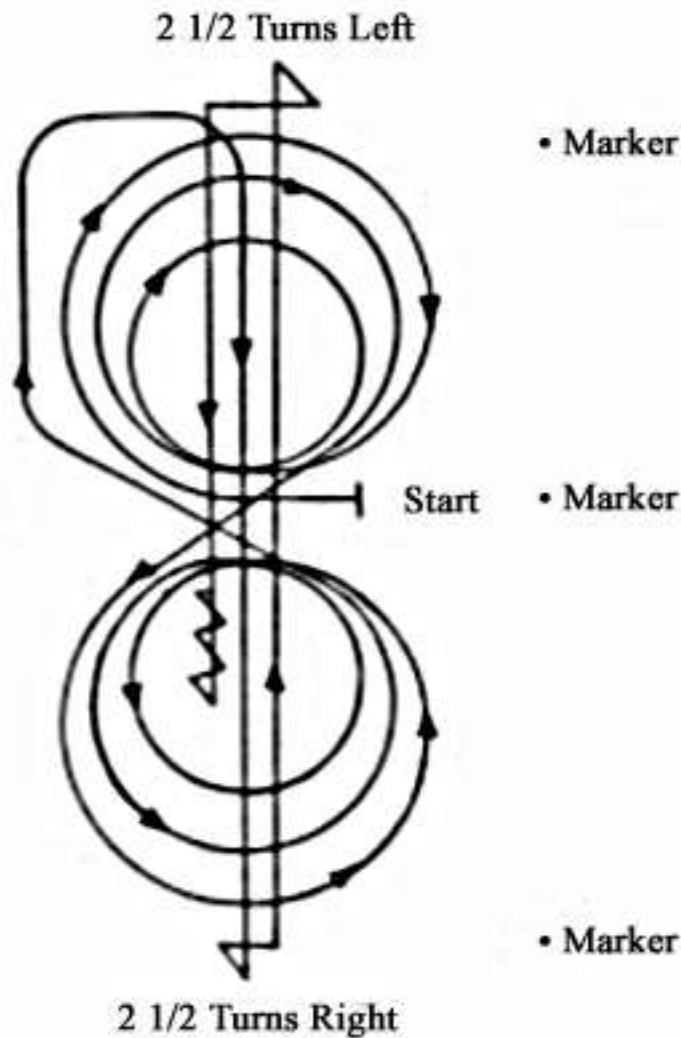
PATTERN 6

Start at end of arena.

1. Run down the middle of the arena, past the end marker and come to a sliding stop.
2. Complete 3 1/2 spins to the right.
3. Run to the other end of the arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run past the center marker, stop, back at least 10 feet complete 1/4 turn to the left
6. Beginning on right lead, complete one circle to right, change leads. Complete one circle to left, change leads.
7. Complete 3/4 of a right circle, run past center marker, stop. Hesitate to complete pattern.



NRCHA Pattern 7



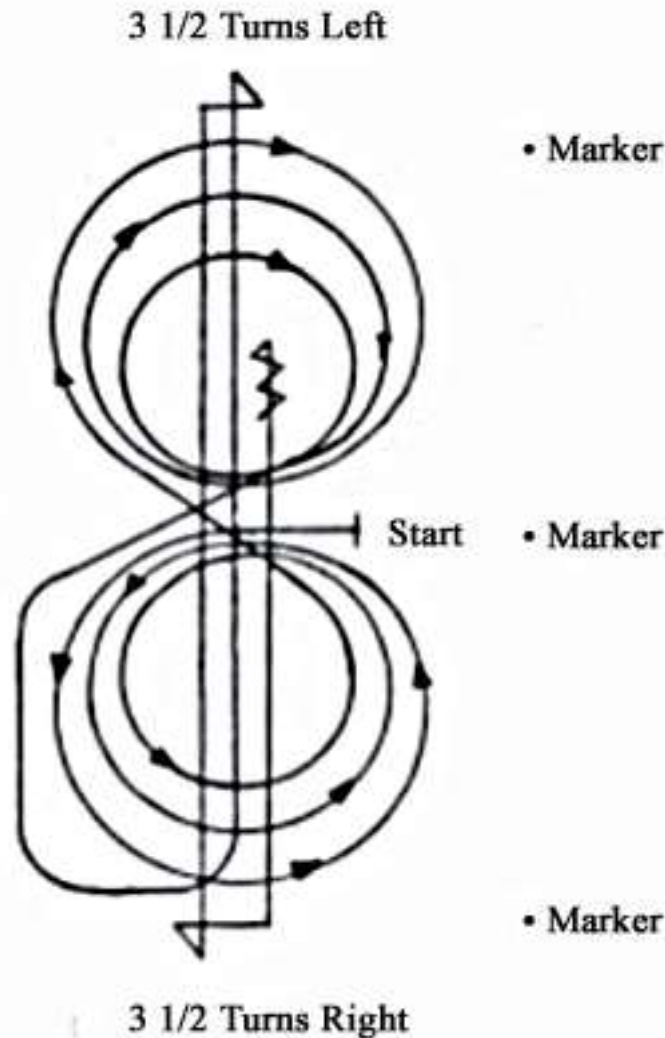
PATTERN 7

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

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



NRCHA Pattern 8



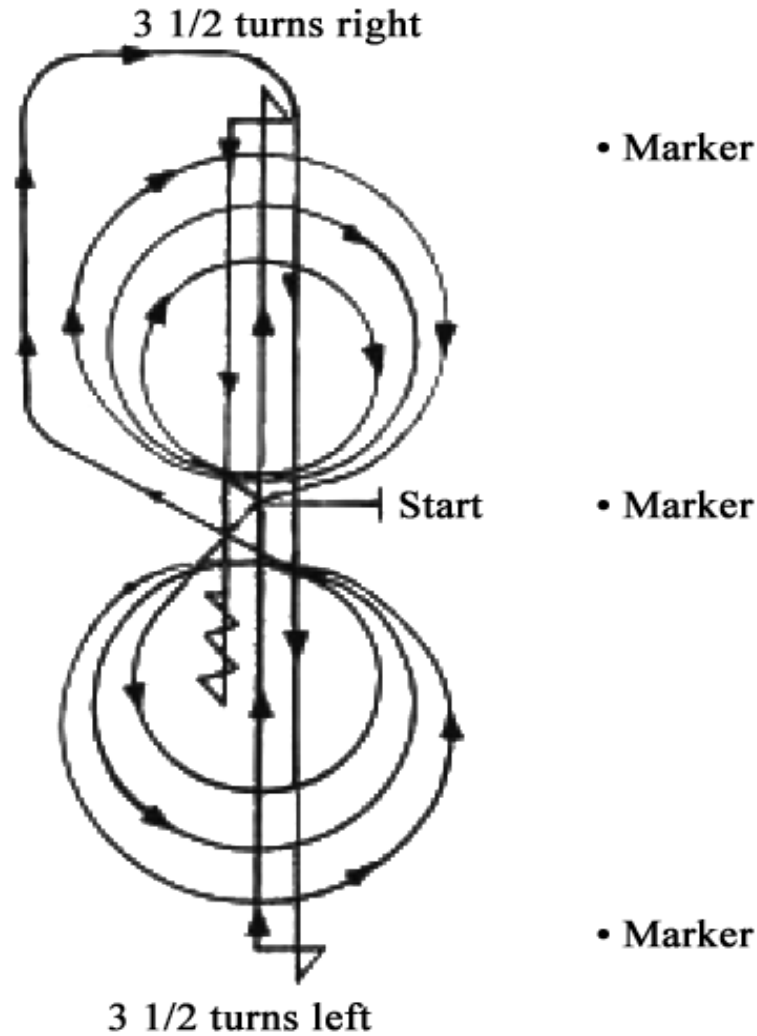
PATTERN 8

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

1. Beginning on the left lead complete 3 circles; 2 large, fast circles, then 1 small slow circle. Change leads to the right.
2. Complete 3 circles to the right, 2 large, fast circles, then 1 small slow circle. Change leads to left.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker come to square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker come to square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker come to square sliding stop.
8. Back up at least 10 feet.
9. Hesitate to complete pattern.



NRCHA Pattern 9



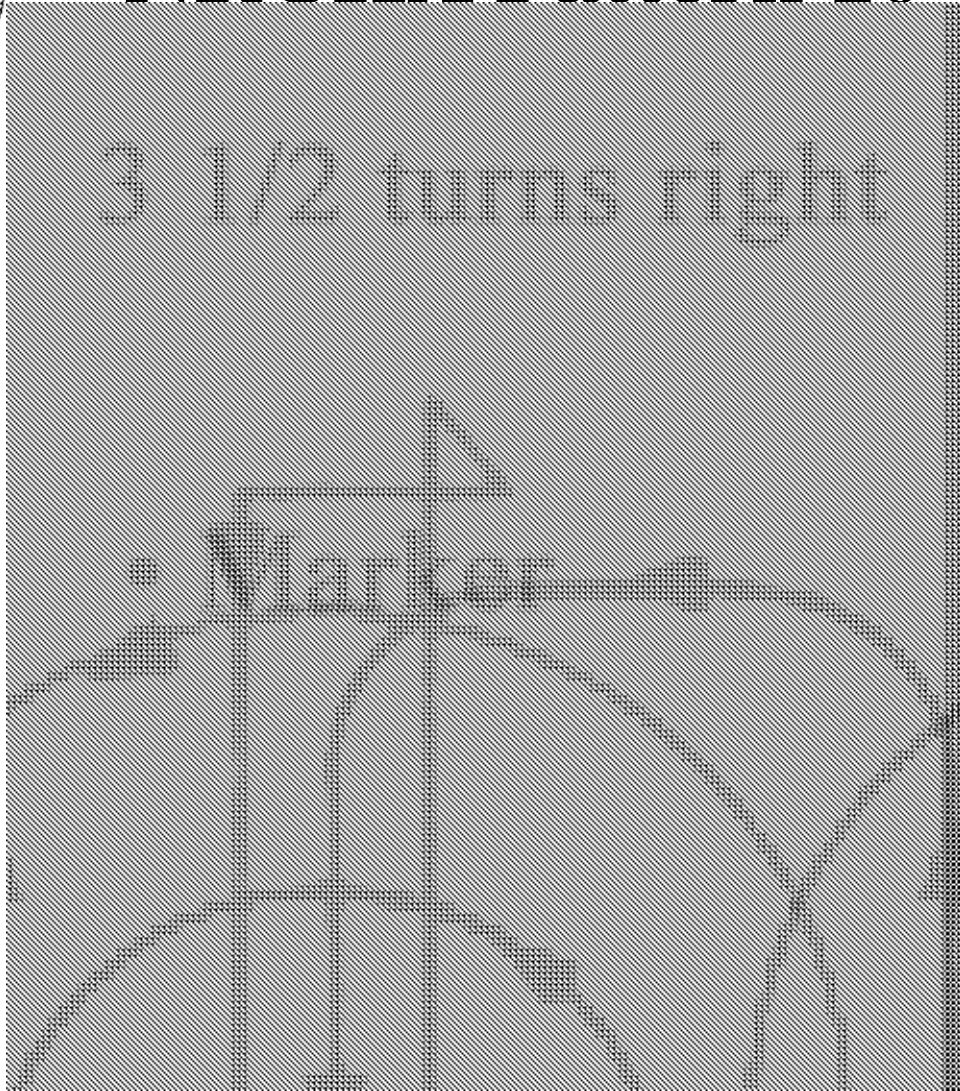
PATTERN 9

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

1. Beginning on the right lead complete 3 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 3 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 around end of arena without breaking gait or changing leads, run down center of arena past end marker and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker execute a square sliding stop.
8. Back up at least 10 feet.
9. Hesitate to complete pattern.



NRCHA Pattern 10



PATTERN 10

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

1. Beginning on the left lead complete 2 circles to the right; the first circle small and slow, the second circle large and fast. Change leads at the center of the arena.
2. Complete 2 circles to the right. The first circle large and fast, the second circle 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 arena past end marker and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker and execute a square sliding stop.
8. Back up at least 10 feet.
9. Hesitate to complete pattern.