



Proper execution of this pattern requires Level III Advancement skills. Flying lead changes are required, simple lead changes to be penalized. Horses may walk or jog to the center of arena on walk in patterns. However, they must walk or stop prior to starting pattern.

1. Starting at the center marker make a large fast circle to right on the right lead.
2. Draw the circle down to a small circle until you reach the center marker; stop.
3. Complete two spins to the right at the center marker; at end of the turns horse should be facing the left wall, slight hesitation.
4. Begin on left lead and make a large fast circle.
5. Then a small circle, again drawing it down to the center of the arena, stop, no hesitation on these stops.
6. Complete two spins to the left, slight hesitation, horse to be facing left wall.
7. Take a right lead and make a fast figure eight over the large circles, close the eight, and change leads.
8. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left hindquarter turn at speed, at least 20 feet (6 meters) from the wall or fence – no hesitation.
9. 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 hindquarter turn at speed, at least 20 feet (6 meters) from the wall or fence – no hesitation.
10. 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 smooth stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to show completion of pattern. Walk to the judge and stop for inspection until dismissed.