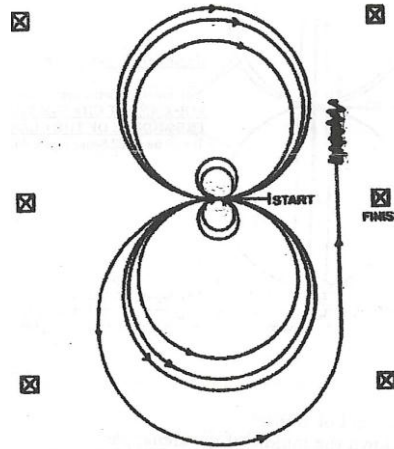


# PATTERNS FOR GREEN CLASSES

## **PATTERN 1**

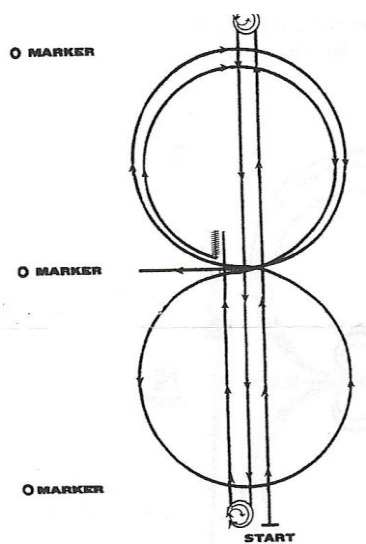
1. Begin in the center of the arena facing the left wall.
2. Complete 2 spins right.
3. Complete 2 spins left.
4. Beginning on the left lead complete 3 circles, the first two large fast, then one small slow.
5. Change leads at the center of the arena (simple or flying).
6. Complete 3 circles to the right. The first two large fast, then one small slow.
7. Change leads at the center of the arena (simple or flying).
8. Begin a large fast circle to the left, but do not close the circle. Run down the side of the arena past the center marker and do a sliding stop at least 15 feet away from the fence.
9. Back 5 feet and hesitate to show completion of pattern.



## PATTERN 2

1. Start at end of arena
2. Run down the middle of the arena, past the end marker and come to a sliding stop.
3. Complete 2 ½ spins to the right.
4. Run down the middle of the arena, past the end marker and come to a sliding stop.
5. Complete 2 ½ spins to the left.
6. Run down middle of arena, past the center marker and come to a sliding stop.
7. Back up even with center marker. Hesitate.
8. Complete ¼ turn to the left.
9. Beginning on right lead, complete a large fast circle to the right and change leads in the middle to the left lead.
10. Complete a large fast circle to the left and in the center change to the right lead and complete a large fast circle to the right stopping in the center.
11. Hesitate to complete pattern.

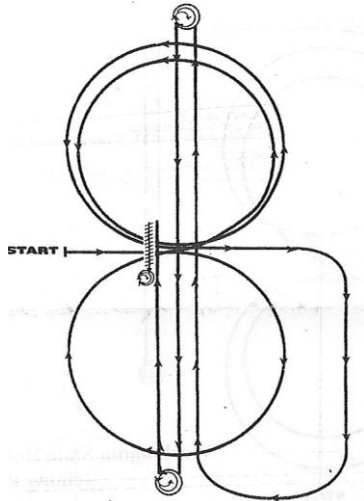
Judge



### PATTERN 3

Ride pattern as follows: Walk to the center of the arena

1. Begin at the center of arena, facing away from the judge. Beginning on the right lead, complete a circle to the right, away from the judge.
2. At the center of arena, change to the left lead and complete 2 circles to the left of approximately the same size.
3. At the center of arena change to the right lead.
4. Make a loop up to the end of the arena to the right. Go to the end of the arena and without stopping or breaking gait, run down the center of the arena past end marker.
5. Do a sliding stop. Hesitate.
6. Do 2 ½ spins to the right.
7. Run full length of arena past end marker and do a sliding stop. Hesitate.
8. Do 2 ½ spins to the left.
9. Run past center marker at lease 10 feet, do a sliding stop.
10. Back to center of arena. (10 to 15 feet).
11. Do a 360 degree spin right or left.
12. Do a 360 degree spin opposite direction taken in #11.
13. Hesitate to show completion of pattern.



### PATTERN 4

1. Start at end of arena. Run down middle past center marker to a sliding stop at least 10 feet.
2. Back up 10 to 15 feet to center.  $\frac{1}{4}$  turn to left to face judge.
3. Beginning on right lead, complete one big fast circle, then one small slow circle to the right.
4. In the center change to left lead; complete one big fast circle and then one small slow circle to the left.
5. In the center Change to the right lead, 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  $\frac{1}{2}$  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  $\frac{1}{2}$  spins to the left.
10. Hesitate to show
11. completion of pattern

