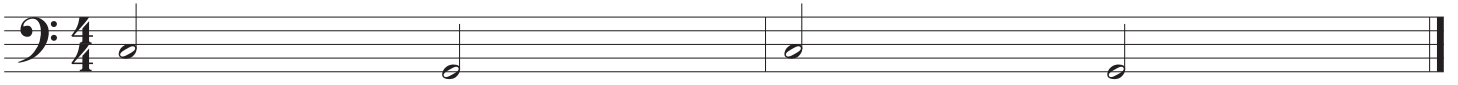


L.H. Patterns Level 1

stride (♩ = 160)



classical (♩ = 160)



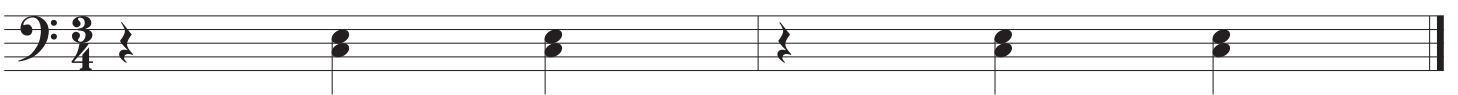
rock (♩ = 120)



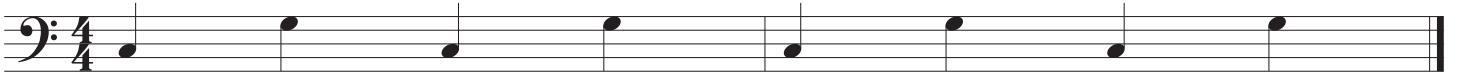
blues (♩ = 120)



waltz (♩ = 170)



battle (♩ = 180)



ballad (♩ = 110)



march (♩ = 80)



world (♩ = 160)

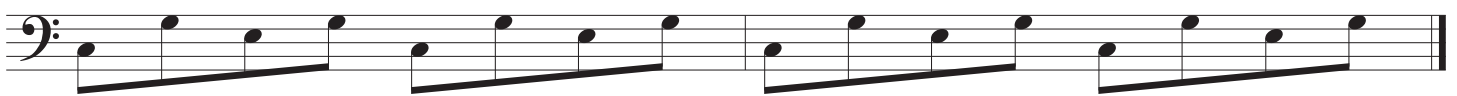


L.H. Patterns Level 2

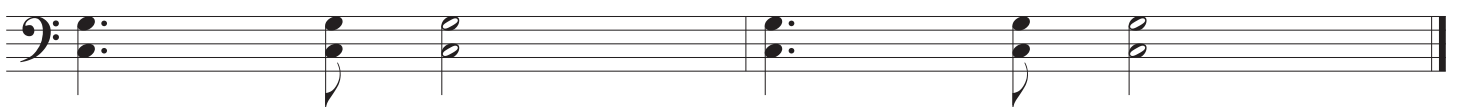
stride (♩ = 160)



classical (♩ = 160)



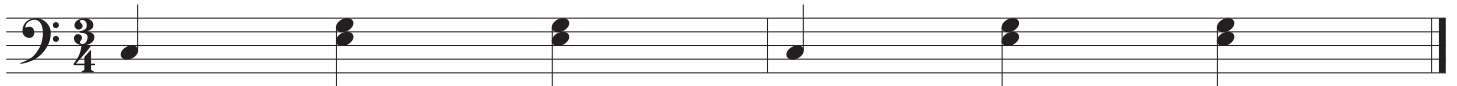
rock (♩ = 120)



blues (♩ = 160)



waltz (♩ = 170)



battle (♩ = 180)



ballad (♩ = 110)



march (♩ = 80)



world (♩ = 120)



L.H. Patterns Level 3

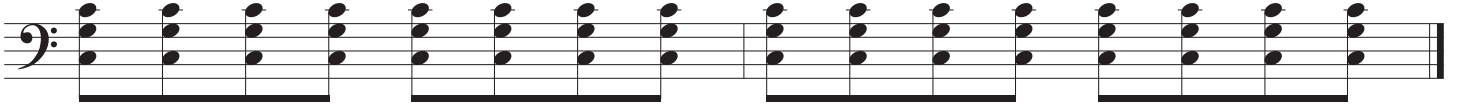
stride (♩ = 160)



classical (♩ = 180)



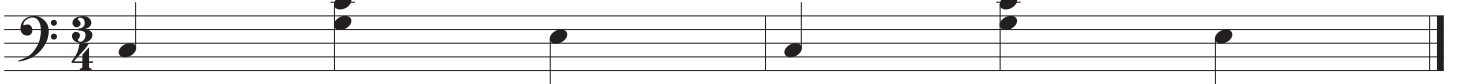
rock (♩ = 120)



blues, with swing (♩ = 100)



waltz (♩ = 160)



battle (♩ = 180)



ballad (♩ = 110)



march (♩ = 80)



world, with swing (♩ = 120)



L.H. Patterns Level 4

stride (♩ = 132)



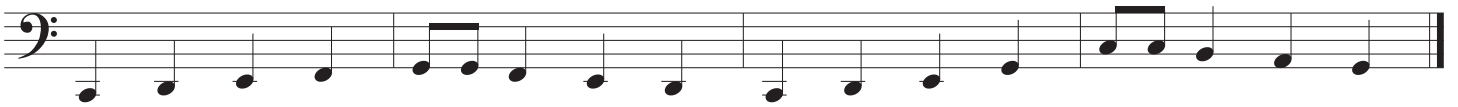
classical (♩ = 132)



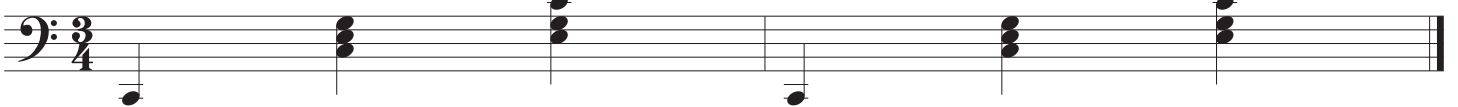
rock (♩ = 120)



blues, with swing (♩ = 120)



waltz (♩ = 100)



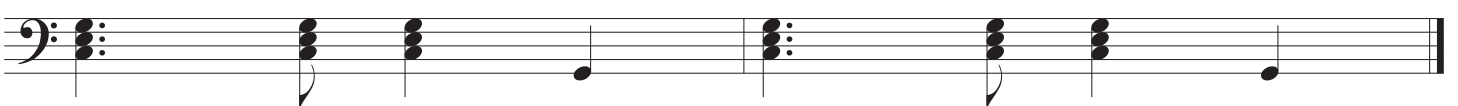
battle (♩ = 180)



ballad (♩ = 110)



march (♩ = 80)



world (♩ = 160)



L.H. Patterns Level 5

stride (♩ = 140)



classical (♩ = 160)



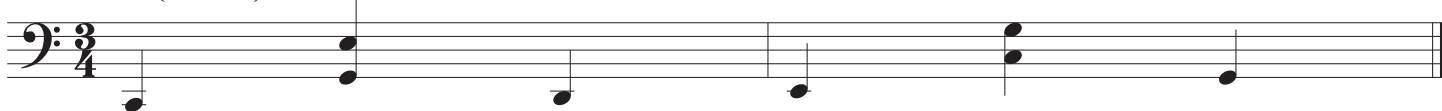
rock (♩ = 120)



blues, with swing (♩ = 140)



waltz (♩ = 160)



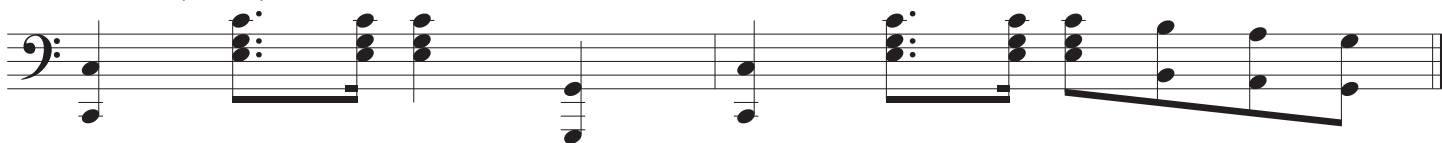
battle (♩ = 120)



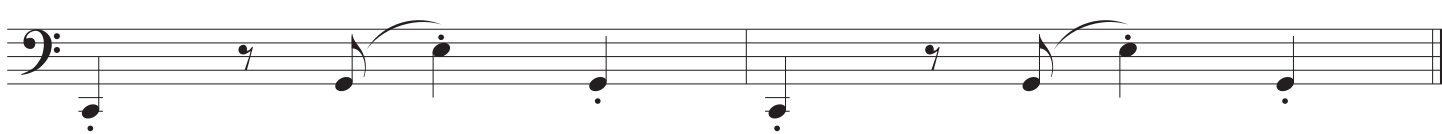
ballad (♩ = 130)



march (♩ = 80)

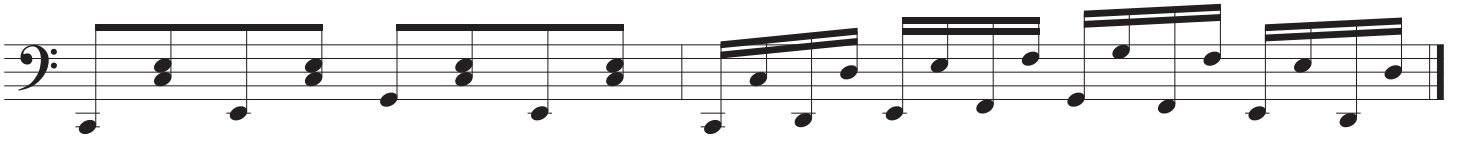


world (♩ = 120)



L.H. Patterns Level 6

stride (♩ = 150)



classical (♩ = 150)



rock (♩ = 120)



blues (♩ = 120)



waltz (♩ = 130)



battle (♩ = 120)



ballad (♩ = 120)



march (♩ = 80)



world (♩ = 130)

