



- 1 At A Crack Whip to commence pattern. Walk on loose rein to B

---

- 2 Working Trot from B around working area to C and canter to X on Off Lead. Stop at X.

---

- 3 1 spin to the Left. 1 ¼ spin to the right

---

- 4 Canter a small slow circle to the left. Canter a larger, faster circle to the left. Do not close this circle, but continue to D

---

- 5 At D, stop and without hesitation, roll back to the right. Canter to X on off lead

---

- 6 Canter a small slow circle to the right. Canter a larger faster circle to the right, but do not close this circle and continue on to E

---

- 7 At E, Stop and without hesitation roll back to the left. Canter to X on the near lead

---

- 8 At X Gallop a large circle to the left, flying change at X

---

- 9 Gallop a large circle to the right, flying change at X. Gallop around working area to the left and Run down past B

---

- 10 Stop and settle horse. Back up to B (at least 3 meters). Salute Judge and exit arena on loose rein at the walk.