



- 1 At A, Enter arena at a working canter. At B Gallop around to working area on correct lead to C. At C Stop and without hesitation, rollback to the right

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- 2 Gallop to D on correct lead. At D Stop and without hesitation, rollback to the left. Proceed to X at a working canter on correct lead

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- 3 Gallop two large fast circles to the left, followed by one small slow circle

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- 4 Flying change at X

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- 5 Gallop two large fast circles to the right, followed by one small slow circle

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- 6 Flying change at X

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- 7 Gallop a large fast circle to the left and continue straight through X to B. At B Stop, back over tracks at least 3 metres. Settle Horse

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- 8 Two spins to the left

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- 9 Two spins to the right

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- 10 Acknowledge Judge. Leaving working area at a walk and demonstrate horses acceptance of the whip