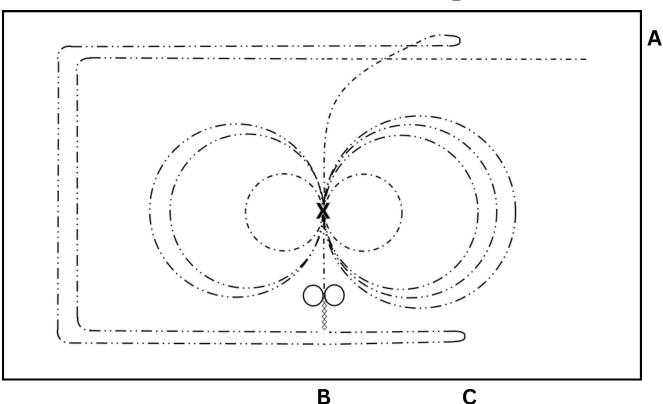


D



- 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
- 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
- Gallop two large fast circles to the left, followed by one small slow circle
- (4) Flying change at X
- Gallop two large fast circles to the right, followed by one small slow circle
- 6 Flying change at X
- 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
- 8 Two spins to the left
- 9 Two spins to the right
- Acknowledge Judge. Leaving working area at a walk and demonstrate horses acceptance of the whip