

1	Acknowledge Judge Enter Arena at A. Walk to Centre
2	At X (Centre) Pick up Left Lead canter Circle to Left
3	At X (Centre) Flying Change
4	Canter Circle to Right
5	Continue to B. At B, Left Roll Back
6	Fast canter around arena to C At C, Right Roll Back
7	Fast Canter to top of the arena Build Speed to X (Centre)
8	At X (Centre) Stop. Hesitate
9	Back up at last 3 meters
10	Leave Arena at a walk.

