



Walk: Canter: _____
 Back: // Trot: - - - - -

1. Sitting trot.
2. Halt, half turn (180 degrees) right on haunches.
3. Normal walk.
4. Halt, half turn (180 degrees) left on haunches.
5. Lengthen trot rising.
6. Canter serpentine with appropriate changes of lead, simple or flying.
7. Rising trot serpentine with change of diagonals.
8. Halt.
9. Back.
10. Leave arena on a loose rein at the free walk.