

SAMPLE PATTERN

This is a sample only. It may **not** contain all the elements required.

RIDING PATTERN 3 GAIT



1. Flat Walk.
2. Running Walk.
3. Flat Walk, then Canter on centre line past centre of arena.
4. Halt, Count 5.
5. Back 6 Steps.
6. Flat Walk, Canter Circle on Right Lead (20 metres).
7. Change Leads at Top of Circle.
8. Canter Circle on Left Lead (20 metres).
9. Flat Walk.
10. Running Walk.
11. Flat Walk
12. Canter on Right Lead
13. Flat Walk
14. Running Walk
15. Flat Walk to Exit

