1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back
1. Walk  
2. Trot  
3. Extended trot  
4. Left lead lope  
5. Stop, 1 1/2 turn right  
6. Extended lope  
7. Collect to working lope-right lead  
8. Change leads (simple or flying)  
9. Walk  
10. Walk over logs  
11. Trot  
12. Extended trot  
13. Stop and back

26" - 30" space between logs
1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
**Mandatory Marker along Fence or Wall** The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50’ from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, lope one circle to the right. Change leads at center of arena.
2. Complete one circle to the left. Change leads at center of arena.
3. Begin a circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up to other end of arena, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.
1. Walk into the arena from the gate, extended trot path as shown through and over logs, jump large log
2. Lope left lead around corner and over logs, continue around to the wagon
3. Stop, side pass right, ring bell, side pass left
4. Trot, walk over logs and bridge
5. Lope right lead around and into hay bale chute
6. Back L as shown between hay bales
7. Trot into box, stop, 360 turn either direction
8. Dismount, ground tie.
9. Walk to trailer and load into trailer (do not close trailer gate), pattern is complete