

- Enter the arena at a trot. Trot straight down the center line to the far end of arena. Halt.
- Turn 90 degrees left.
- Execute a four (4) loop serpentine down the center line to the gate.
- Canter the first two (2) loops on the correct lead, demonstrating one simple change of lead. Halt.
- Trot the last two (2) loops on the correct diagonal, demonstrating one change of diagonal.
- Halt momentarily (no more than two seconds). Exit the ring.

