

Horsemanship

1. Walk from Marker 1 to Marker 2
2. Jog Marker 2 to Marker 3
3. Lope circle right lead
4. Continue out of circle to Marker 4 change to left lead (Simple of Flying)
5. Continue to Marker 5 & do circle to left, continue left lead to Marker 6
6. Stop & Back 10 steps
7. Jog to exit

