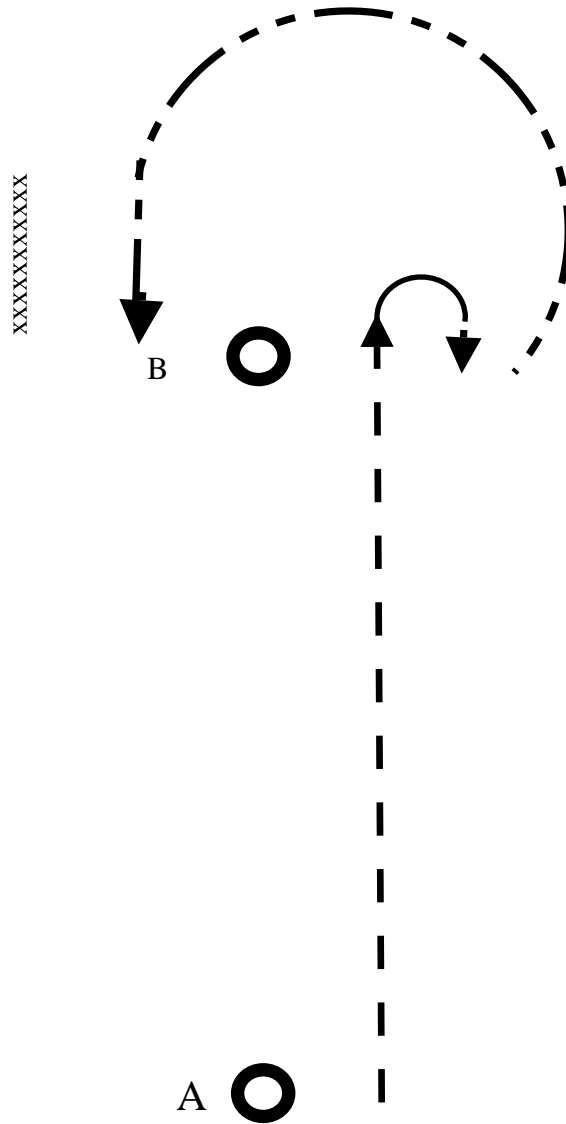


EquiMind

HORSEMANSHIP

Walk / Jog



1. Start at A, hesitate
2. Walk to B
3. 180 degree turn right
4. Jog on a circle back to B
5. Back up (1 horse's length)
6. Leave the arena in the walk

LOPE —————
JOG - - - - -
WALK - · - · - ·
BACK UP xxxxxxxxxxxx
SIDEPASS 00 →
Hohe Stange 00 ↵

Pattern by D Lloyd