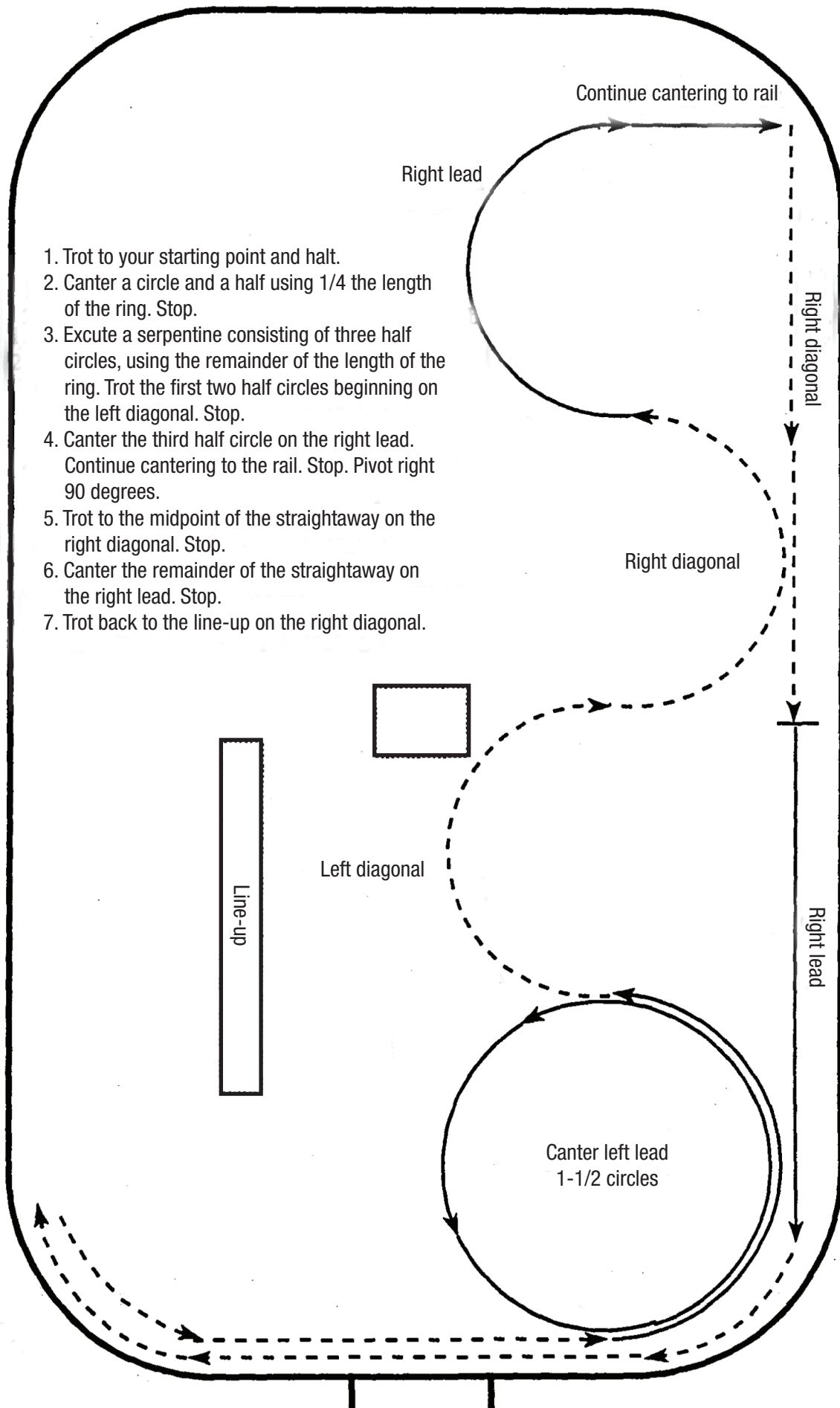


ACADEMY PATTERN CLASS WALK/TROT/CANTER #36A



1. Trot to your starting point and halt.
2. Canter a circle and a half using 1/4 the length of the ring. Stop.
3. Execute a serpentine consisting of three half circles, using the remainder of the length of the ring. Trot the first two half circles beginning on the left diagonal. Stop.
4. Canter the third half circle on the right lead. Continue cantering to the rail. Stop. Pivot right 90 degrees.
5. Trot to the midpoint of the straightaway on the right diagonal. Stop.
6. Canter the remainder of the straightaway on the right lead. Stop.
7. Trot back to the line-up on the right diagonal.

Continue cantering to rail

Right lead

Right diagonal

Right diagonal

Left diagonal

Line-up

Right lead

Canter left lead
1-1/2 circles