Working Pattern - Preliminary Round

0 Crack whip and commence work.
1 Enter working arena on a loose rein at a walk.
2 Pick up a working trot and trot around the working area to 3.
3 Pick up a working canter and canter a straight line on off lead. Halt
4 360° spin to left.
5 1½ spin to right.
6 Canter a small slow circle to left on near lead.
7 Canter a larger faster circle to left. Do not close but continue to 9.
8 Stop and without hesitation do a right roll back. Continue back to centre line at a canter on off lead.
9 Canter a small slow circle to right.
10 Canter a larger faster circle to the right, do not close but continue on to 12.
11 Stop, and without hesitation do a left roll back. Continue back to centre line at a canter on near lead.
12 Gallop a fast figure or eight with 2 flying changes.
13 Continue at a gallop around to 16.
14 Stop and settle horse.
15 Back horse over tracks.
16 Overall horsemanship (including the demonstration of continuity between sections and an impression of free flowing movements).
17 Ride to judge for inspection on a loose rein. Halt.

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Walk
Trot - on loose rein
Trot - degree of collection
Canter - degree of collection
Gallop
Back up