Working Pattern - Final Round

1. Enter arena at a working canter.
2. At 2 gallop around the working area to 3 on correct lead.
3. Stop and without hesitation to a right rollback. Continue at a gallop on to 4 on correct lead.
4. Stop and without hesitation do a left rollback. Proceed to the centre of the work area at a canter on correct lead.
5. Gallop two large, fast circles to the left on correct lead.
6. At the centre of the work area, canter a small slow circle to the left on correct lead. Do a flying change at the centre.
7. Gallop two large, fast circles to the right on correct lead.
8. At the centre of the working area canter a small slow circle to the right on the correct lead. Do a flying change at the centre. Gallop a large circle to the left on correct lead. Go through the centre to 9.
9. At 9, stop. Back over tracks at least 3 metres.
10. Do two 360° spins to the right. Do two 360° spins to the left.
11. Leave the work area at a walk. Demonstrate the horses acceptance of the whip at the walk.