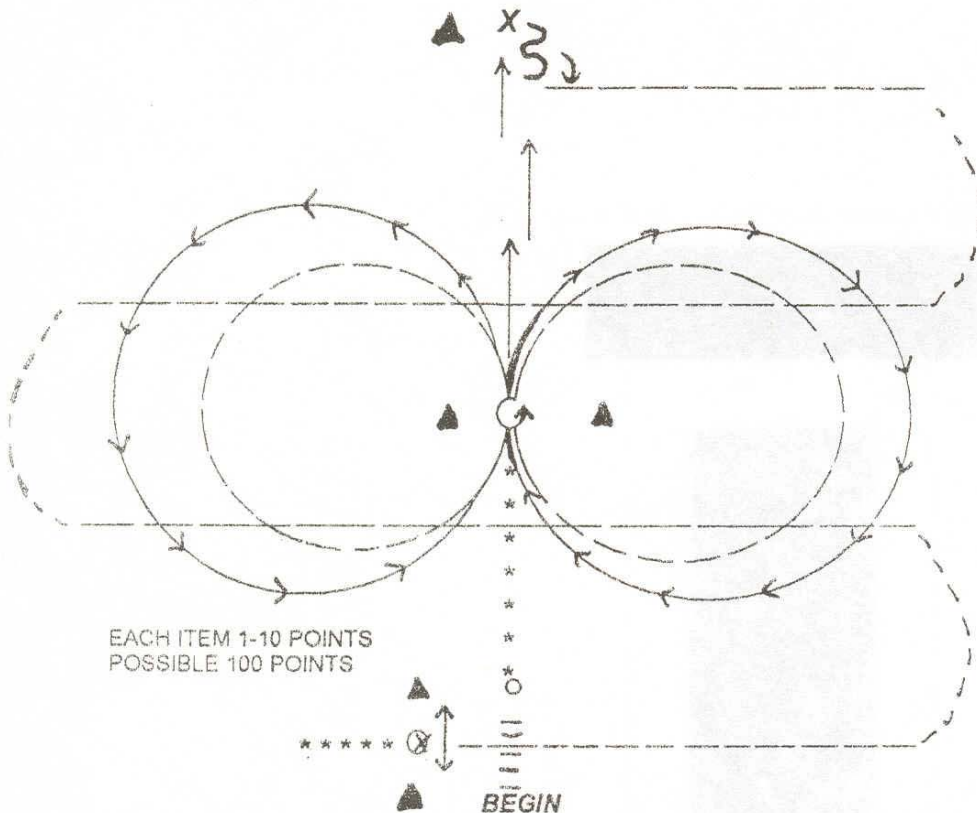


JUNIOR ADVANCED

RIDER _____

CLUB _____

DATE _____



EACH ITEM 1-10 POINTS
POSSIBLE 100 POINTS

- ▲ CONE
- = LEAD
- MOUNT
- *** WALK
- TROT/JOG
- CANTER/LOPE
- ~ BACK
- X HALT
- ⊗ DISMOUNT
- ↻ TURN
- ↔ SIDEPASS
- LENGTHEN TROT

1. LEAD FROM FIRST TO SECOND CONE. MOUNT & SETTLE
LENGTHEN THE WALK BETWEEN THE TWO THIRD CONES
(CONES SIDE BY SIDE)
2. TROT/JOG A CIRCLE TO THE RIGHT. AT THE CENTER
CHANGE DIRECTION AND TROT/JOG LEFT CIRCLE
3. AT THE CENTER PICK UP THE CANTER/LOPE AND CIRCLE
RIGHT.
4. AT THE CENTER DO A SIMPLE OR FLYING LEAD CHANGE
AND CIRCLE LEFT.
5. HALT AT THE CENTER AND SETTLE. DO A 360 ON THE
FOREHAND OR HAUNCHES ACCORDING TO YOUR SEAT.
6. PICK UP THE LEFT LEAD AND DEMONSTRATE TWO MORE
SIMPLE LEAD CHANGES IN A STRAIGHT LINE TO THE
FOURTH CONE.
7. HALT FOR 10 SECONDS. BACK FOUR STEPS. DO A 90
DEGREE TURN TO THE RIGHT ON THE HAUNCHES OR
FOREHAND ACCORDING TO YOUR SEAT.
8. TROT/JOG SERPENTINE LOOPS TO THE RIGHT, TO THE
LEFT, AND TO THE RIGHT AGAIN. LENGTHEN TROT ON THE
STRAIGHT AWAY OF THE SERPENTINE.
9. HALT BETWEEN THE FIRST AND SECOND CONES AND
SIDE PASS EITHER DIRECTION.
10. SETTLE AND DISMOUNT. GROUND TIE AND WALK
AROUND YOUR HORSE. REMOUNT AND WAK OUT ON A
LOOSE REIN.

RATERS SIGNATURE _____

TOTAL