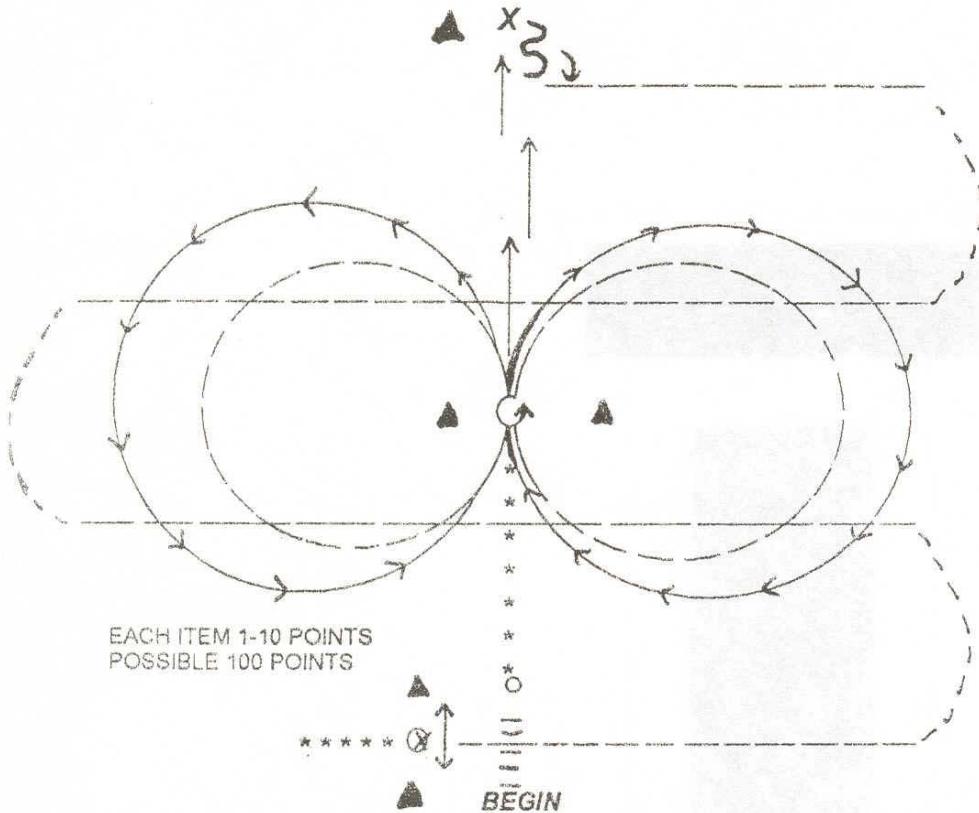


# JUNIOR ADVANCED

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