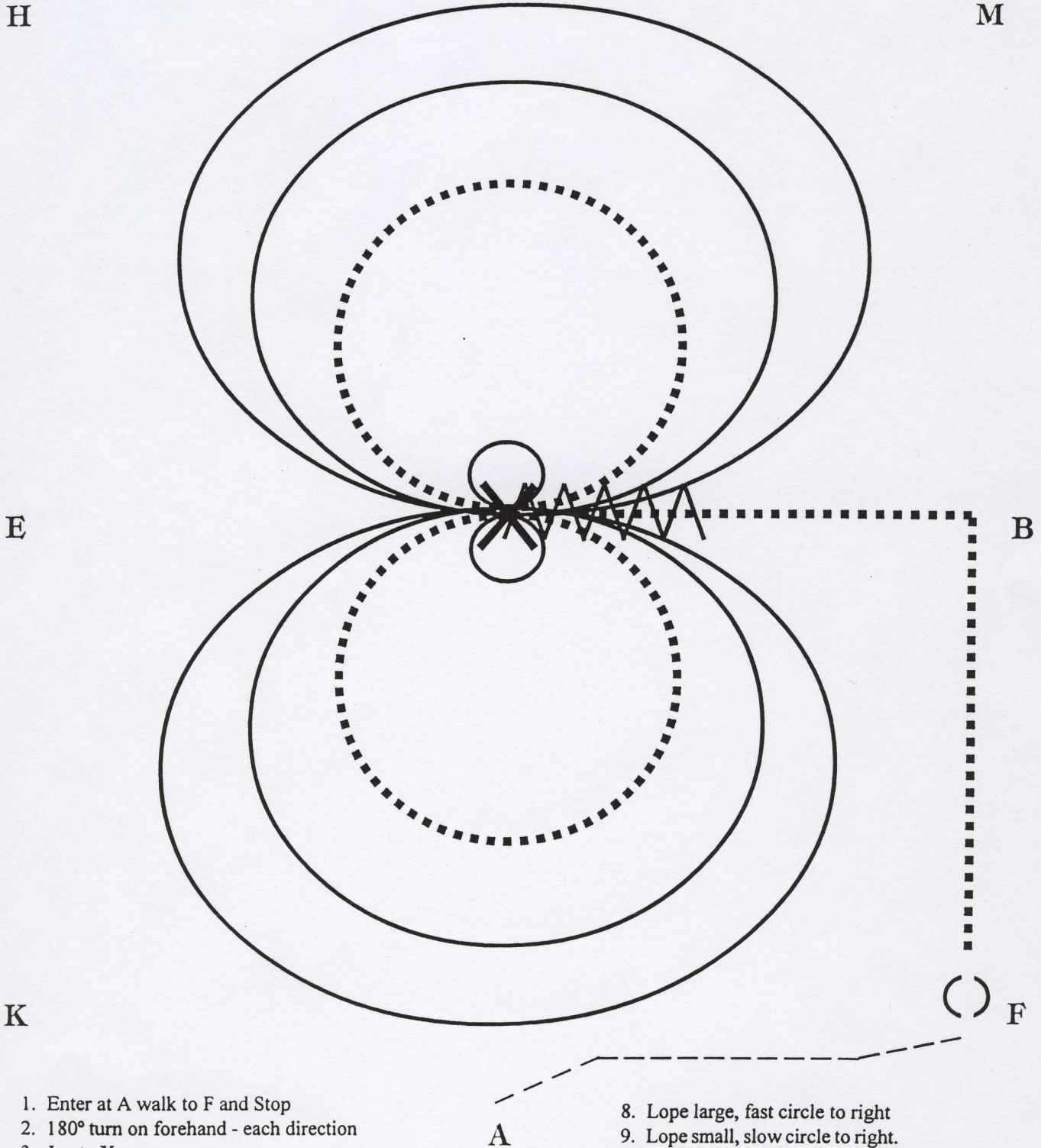


# Rider III Pattern



1. Enter at A walk to F and Stop
2. 180° turn on forehand - each direction
3. Jog to X
4. Rising trot - small circle to right.
5. At X change diagonal
6. Rising trot - small circle to left.
7. Stop at X and back 5 steps.

8. Lope large, fast circle to right
9. Lope small, slow circle to right.
10. Stop at X
11. 180° turn on haunches - each direction.
12. Lope large, fast circle to left
13. Lope small, slow circle to left.
14. Stop at X.