



1. Enter ring, find your starting point & halt.
2. Canter one and a half circle using one-fourth length of the ring. Stop.
3. Execute a 3 loop serpentine. Flat walk the first 2 half circles.
4. Canter the third half circle & continue to the rail. Stop. Pivot right 90 degrees.
5. Flat walk to the midpoint of the straight away. Stop. Canter right lead to the end. Stop.
6. Flat walk back to exit.

