

Supreme Trail

6. Break to walk, walk to and over bridge. Continue at walk towards barrels.

4. Sidepass left three crossovers. Pick up jog/trot and continue to cones, pick up right lead lope/canter at cones.

5. Lope/canter serpentine around cones, showing two changes of lead, simple or flying.

7. Halt, perform a 180° haunch turn, either direction. Back circle around barrel as shown. After backing, pick up right lead lope/canter and circle around barrel.

3. Jog/trot over poles until horse's front feet are over the third pole. Halt.

2. Open gate, go through gate, and close.

1. Enter arena dismounted, mount horse when acknowledged.

10. Dismount horse. Acknowledge and exit arena.

8. Halt after circle and perform 180° forehand turn, either direction. Jog/trot until horse's front feet are over pole, sidepass right three crossovers.

9. Walk to mailbox, at mailbox open and close, showing piece of paper to judge.

