

# WORKOUT P Ridden

KEY	
Trot	.....
Walk	- - - -
Canter	- . - .

Details:

- Enter arena at trot
- At top of arena turn right.
- At top, turn right, trot to end, turn right
- At centre, turn right. Trot across arena
- At end of centre line, turn left and pick up canter left.
- Canter a 2 loop serpentine – change canter lead through trot over X
- At C working trot
- Trot to corner, turn right across long diagonal across the arena
- At X transition to medium walk
- Walk to corner, turn left.
- Turn left at end of arena
- Walk to camera position.
- Halt 4x seconds
- Leave arena at trot

