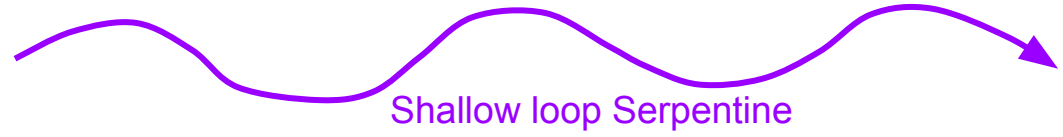
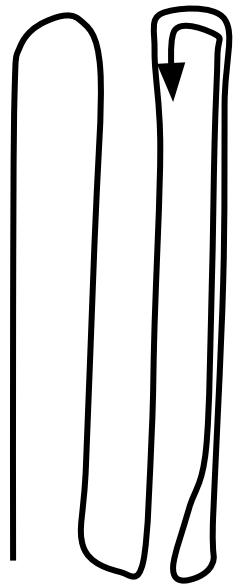
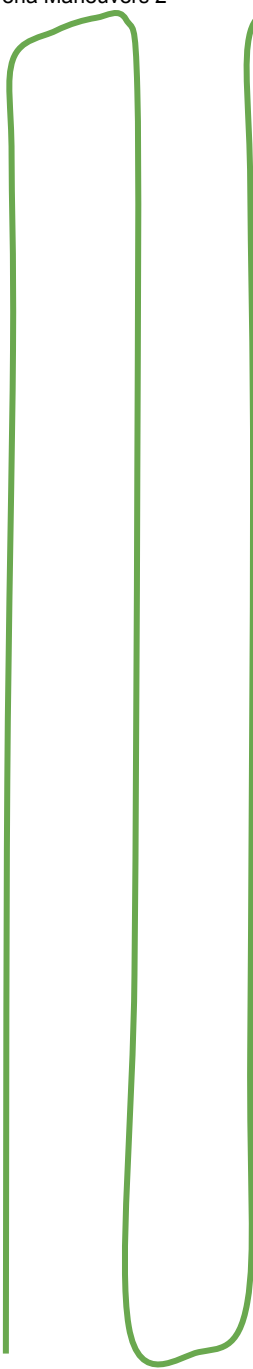
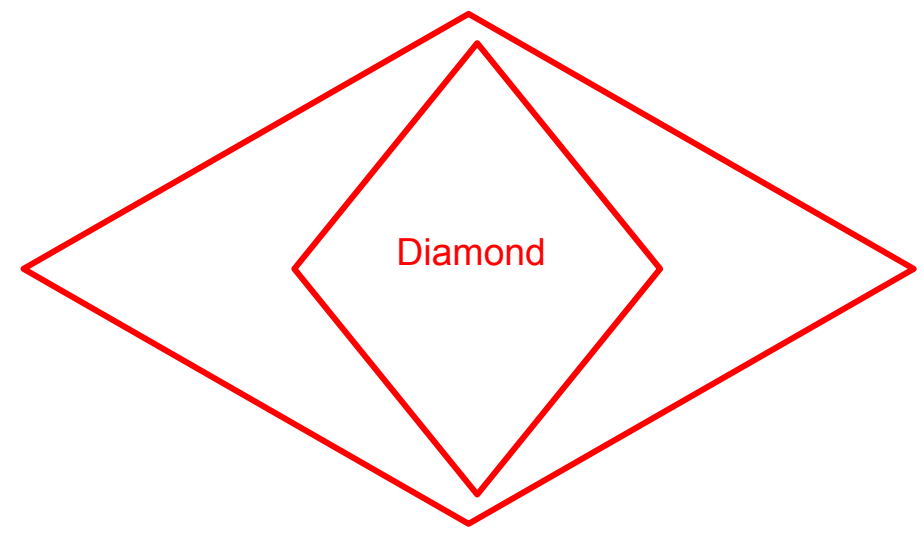


Serpentines - Ride from one side of the arena, perform a half circle and ride to the opposite side of the arena, continuing until you are at the end of the arena

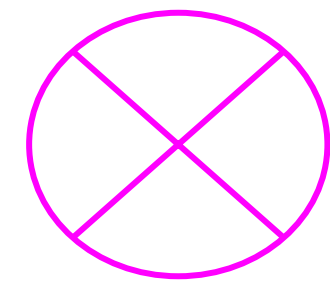
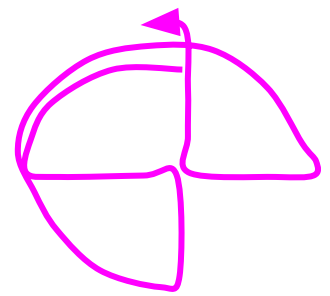
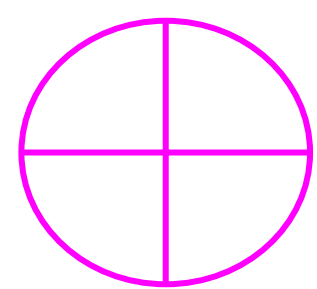
**Change it up: see how many serpentines you can fit in a certain area or by performing a tear drop anywhere during the serpentine to change the direction of travel



Shallow loop Serpentine

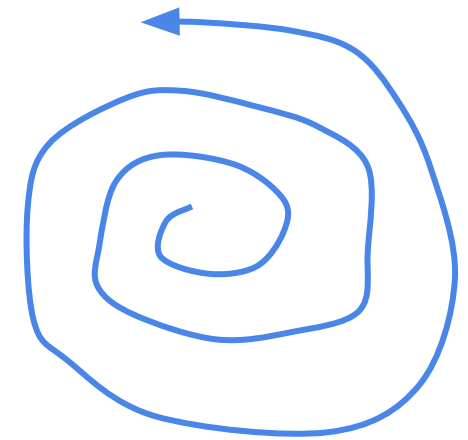


**Change it up: make the turn a half circle or a pivot (turn on the haunches); changing lengths of diamond; ride different gaits on each straight side (ie. Trot, turn, canter, turn, trot, turn, walk)



Ride through Circles

** Change it up - Ride part of the circle, then turn to the inside, at X or the middle of the circle turn a different direction and continue on your circle. Perform pivots (turn on the haunches) or turns on the forehand before continuing on your circle or to the middle; ride slower gaits in the middle of the circle and faster gaits on the outside of the circle



Spiral In and Spiral Out - You may do these separate or ride Spiral In to Spiral Out or Spiral Out to Spiral In

