

Level 5 Riding: Test A

1. Start with no stirrups and trot a S Pattern with two changes of direction then take stirrups back.
2. Transition to canter, right lead and start a 3 loop serpentine with changes of lead through trot or walk, finish at the other end of the arena continuing in canter on the right lead to #3.
3. Canter a jump (2ft).
4. Transition to walk and halt over a pole. Sidepass left over an L shape.
5. Then sidepass right over the L shape, halting while still over top of the pole and then walk forward off the pole.
6. Shoulder in right for 5 strides, continue at walk.
7. Shoulder in left for 5 strides.
8. Leg yield left 7 strides to the rail of the arena, and walk a change of direction so you are on the quarter line.
9. Then leg yield right 10 strides to the arena rail.
10. Continue at trot and trot a daisy pattern (half circle around the centre cone left, then half circle right around the outer cone, and repeat until you have gone around each outer cone).
11. Trot out of the daisy patter and pick up a slow shortened left lead canter for at least a few strides and then trot and change direction.
12. Pick up a right lead lengthened faster canter for at least a few strides.
13. Halt and take off your bridle. Ride 5 steps at walk, 5 strides at trot, then 5 at walk and then halt.
14. Forehand turn left 180 degrees.
15. Then forehand turn right 180 degrees.
16. Haunch turn right 180 degrees.
17. Haunch turn left 180 degrees.

Place the camera in the centre of the ring out of the way. Note: Directions are less important – work within the space or arena you have. If you need to turn a corner to continue the pattern or make it work within your space, that is okay.

