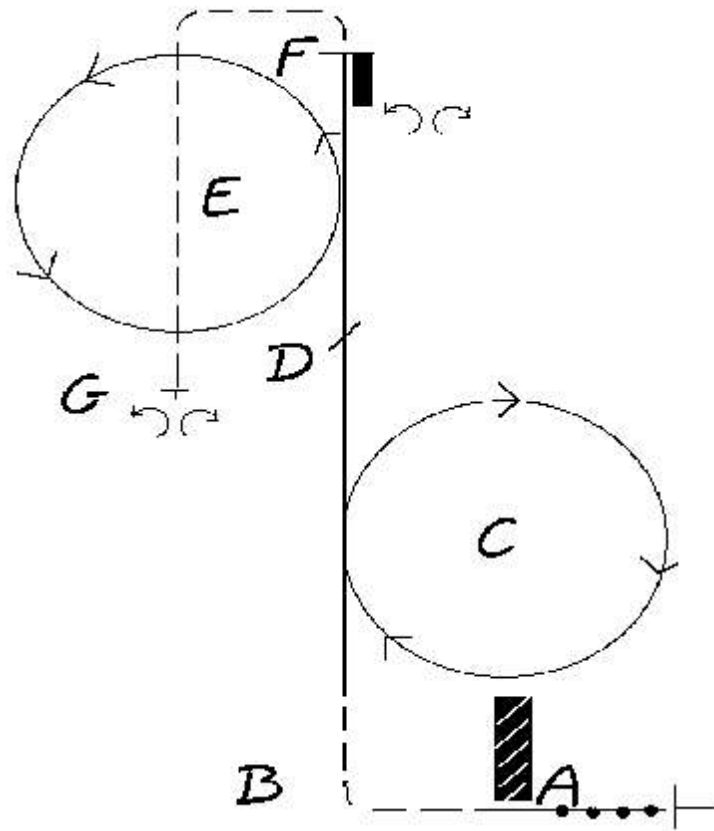


Horsemanship VI



1. Walk to marker **A**. Stop. Sidepass right and then left 10 feet.
2. Pick-up a jog and jog around corner by cone **B**. Pick up right lead and lope circle **C**.
3. After completion of circle **C** do a flying lead change at **D** and continue on and complete circle **E**.
4. Lope until you are even with cone **F**. Stop. Settle
5. Back 10 steps. Settle. Do one 180° hindquarter turn each way.
6. Pick-up a jog. Jog around corner until even with judge at cone **G**. Stop. Do one 180° forehand turn each way.