



1. Lope right lead, counter-lope the corner to the middle
  2. Lope a large circle with speed
  3. Lope a smaller, cadenced circle, change leads
  4. Lope  $\frac{1}{4}$  of circle before transitioning to a jog to finish circle
  5. Extended trot larger circle and corner
  6. Transition to a walk without losing forward motion
  7. Stop. 360 degrees both ways (either way first); back
  8. Exit at a walk or jog
-