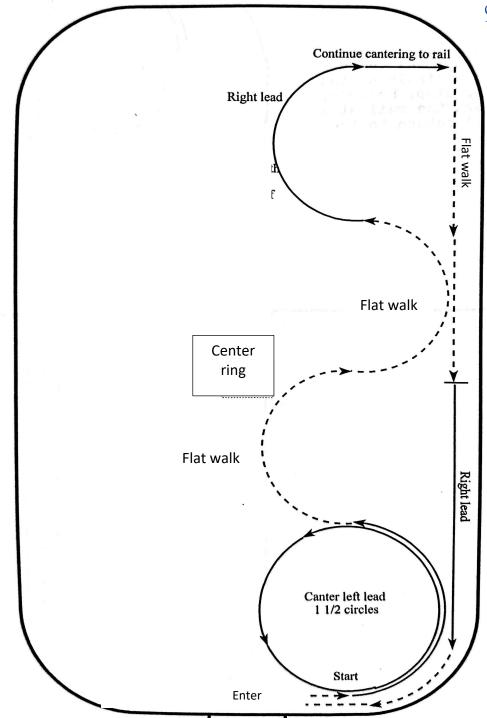
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The Equiskill Challenge Cup

2025 Pattern





- $1. \ \, \text{Enter ring, find your starting point \& halt.}$
- 2. Canter one and a half circle using one-fourth length of the ring. Stop.
- 3. Execute a 3 loop serpentine. Flat walk the first 2 half circles.
- 4. Canter the third half circle & continue to the rail. Stop. Pivot right 90 degrees.
- 5. Flat walk to the midpoint of the straight away. Stop. Canter right lead to the end. Stop.
- 6. Flat walk back to exit.