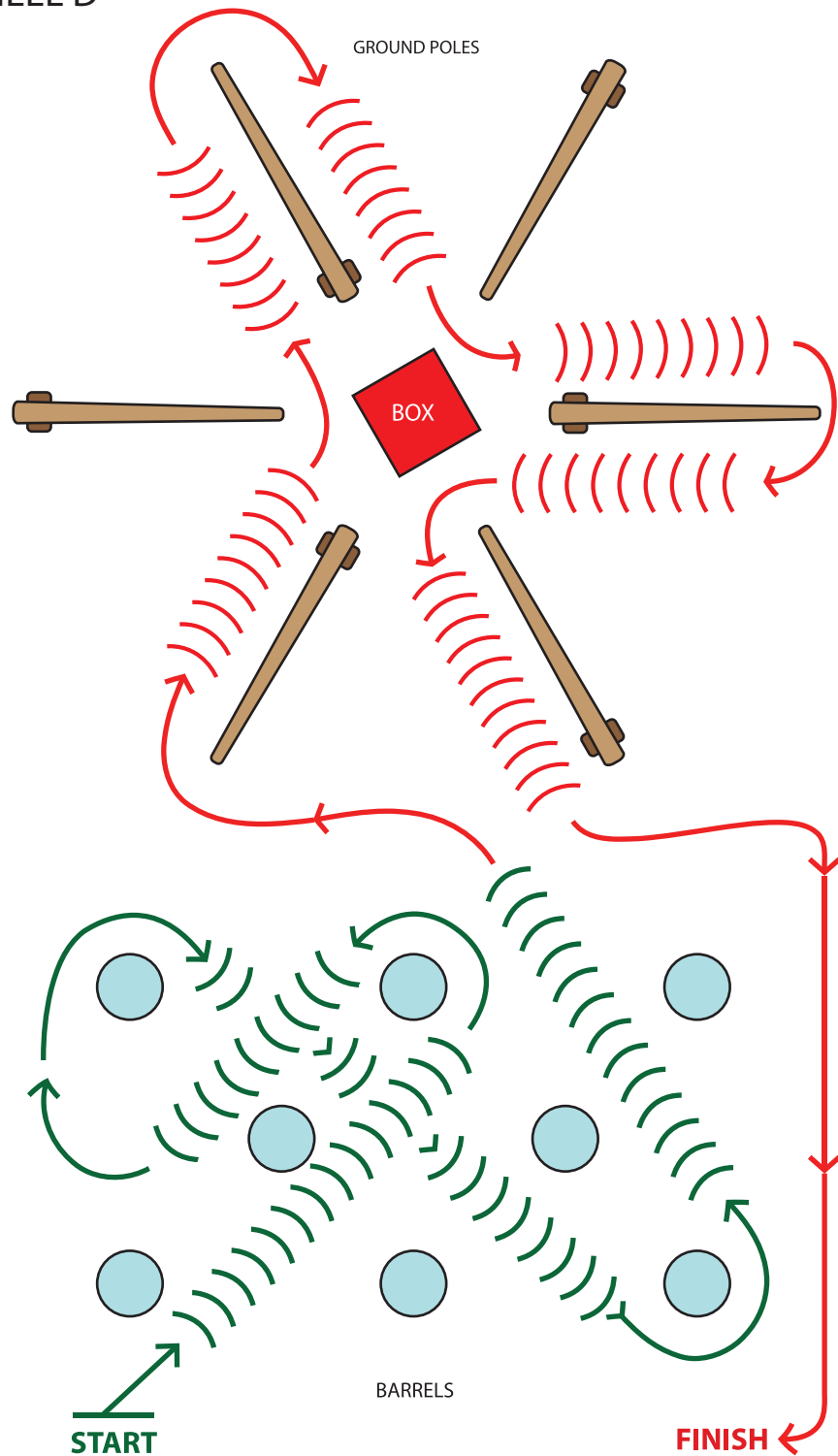


PINWHEEL D



- Walk, trot, canter or mixed variations/transitions.
- Shoulder-in or haunches out thru barrels, bend around barrels, change direction of lateral movement after each half circle around end barrel.
- Bend around the end of rails and carry the bend into a leg yeild. Change bend at the end of the next rail and carry leg yeild on new bend to the next end of rail.
- Reverse pattern.
- * Could perform one yeild on each side, go over cavletti circle and then go to the next set of rails. Yield on each side and then over cavelletti rails until yeilds have been done at all the rails.