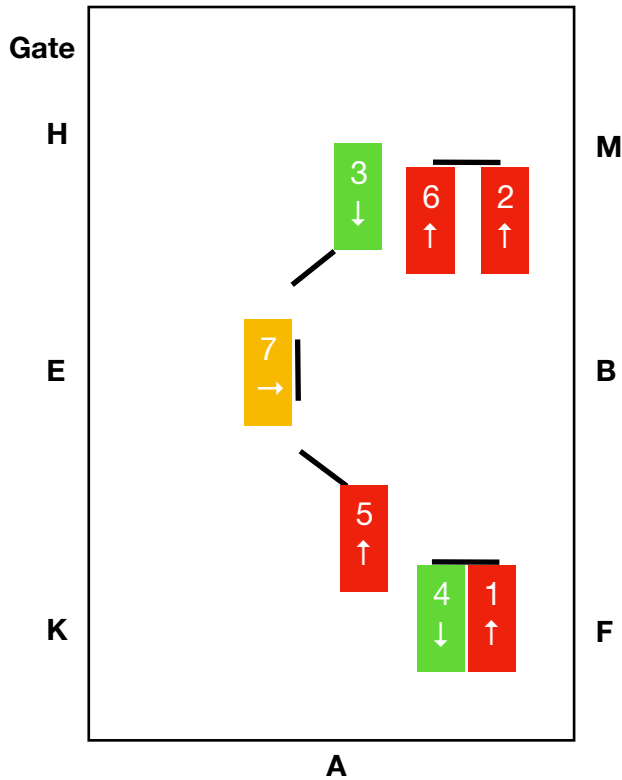


C



Our next exercise

This exercise is designed to help you ride on a good flowing canter on bending lines and related distances

The better you know the pattern following the numbers and arrows the more you learn in the lesson! This is the base exercise, we will hopefully be able to do some more variations.

Phases of the jump

1. Approach - setting up your line.
2. Take off - Where your horse leaves the ground.
3. Airtime - When you are in the air over the fence.
4. Landing - When your horse touches down after the fence
5. Get away - This usually forms the "approach" to the next fence!

