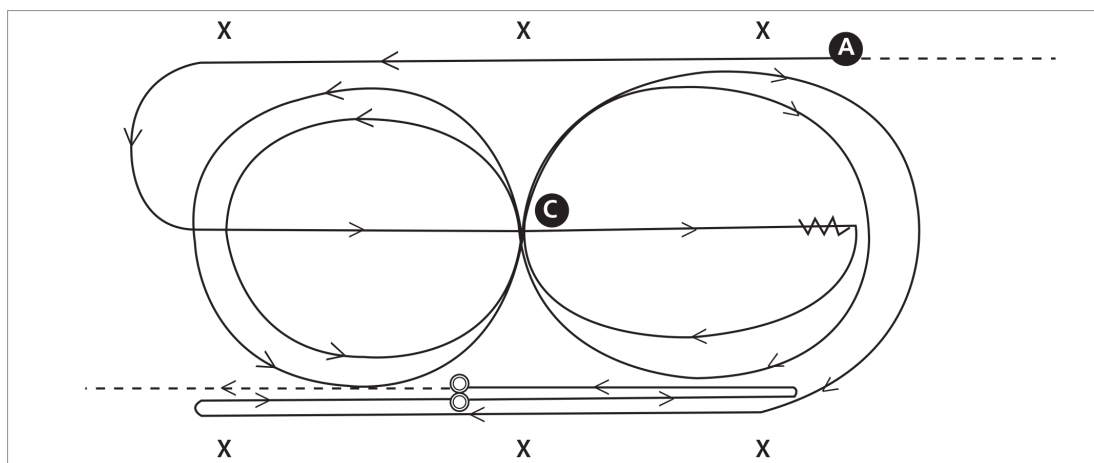


ROUND 1. DRY WORKING PATTERN

Competitor: _____ Horse: _____



SECTION	REQUIREMENTS	SCORE
1.	Enter arena at walk, at A strike left canter lead. Canter straight line, track left and run down past end marker.	/ 10
2.	Stop settle, rein back 6 metres.	/ 10
3.	Strike right canter lead, continue at slow canter to centre of arena; large fast circle right. Flying change at C.	/ 10
4.	Canter slow small circle to left, gallop large fast circle to left.	/ 10
5.	At C flying change, track right around working area; run down past end marker.	/ 10
6.	Stop and without hesitation do an 180 degree turn to the right.	/ 10
7.	Run down past end marker, stop and without hesitation do an 180 degree turn to the left.	/ 10
8.	Run down past centre marker, stop, settle.	/ 10
9.	Do 2 X 360 degree spins to the right, stop, Do 2 X 360 degree spins to the left, stop,	/ 10
10.	Presentation and overall impression.	/ 10
TOTAL SCORE		/ 100



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