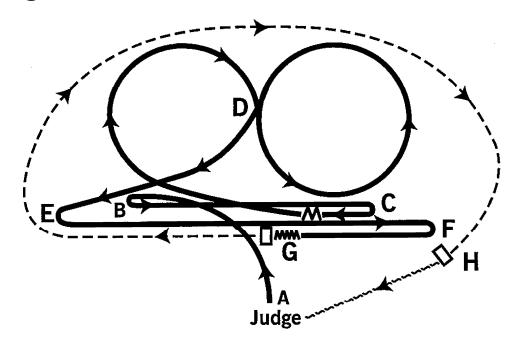
Working Pattern - W17



		POSSIBLE POINTS	ALLOCATED POINTS
1	Type, Presentation and Overall Impression	10	
2	From A Gallop to B. At B Haunch turn left	10 x 2 (20)	
3	Gallop to C. At C Haunch turn right and work an imaginary beast for 4 turns	10 x 2 (20)	
4	Gallop three quarter circle right to D. At D Flying change left	10	
5	Gallop circle left. At D Flying change and continue on to E	10 x 2 (20)	
6	At E Haunch turn left and continue to F	10 x 2 (20)	
7	At F Haunch turn right and Gallop to G and Stop	10 x 2 (20)	
8	Pace back 5 metres, settle and Trot right round to H and Stop	10	
9	Walk back to Judge on a loose rein cracking whip	10	
	TOTAL	140	

Horse Name and Number



