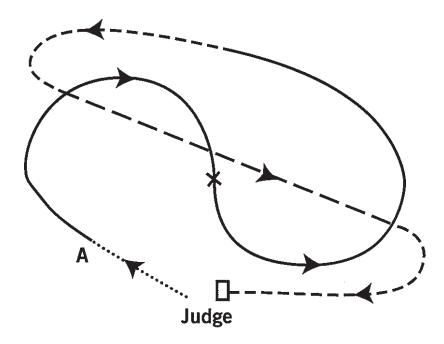
Hack Pattern H4

Horse Name and Number



		POSSIBLE POINTS	ALLOCATED POINTS
1	Type, Presentation and Overall Impression	10	
2	Walk from Judge to A. At A Canter right lead half circle to X	10	
3	At X Flying change	10 x 2 (20)	
4	Canter left half circle and continue along back of area	10	
5	Halfway along back of area Trot	10	
6	Track left down diagonal and lengthen stride	10 x 2 (20)	
7	Turn right and Trot back to Judge	10	
8	Halt in profile	10	
	TOTAL	100	



