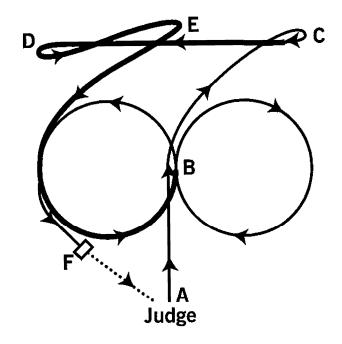
Working Pattern - W9



		POSSIBLE POINTS	ALLOCATED POINTS
1	Type, Presentation and Overall Impression	10	
2	From A Canter to C, roll back to right	10	
3	Hand Gallop to D and Haunch turn left	10 x 2 (20)	
4	Hand Gallop to E and Haunch turn right	10 x 2 (20)	
5	Hand Gallop loop to B. At B Flying change and Canter circle right	10	
6	At B Flying change and Canter half circle left	10 x 2 (20)	
7	Canter on to F and Stop	10	
8	Walk back to Judge on a light rein cracking whip	10	
	TOTAL	110	

Horse Name and Number



