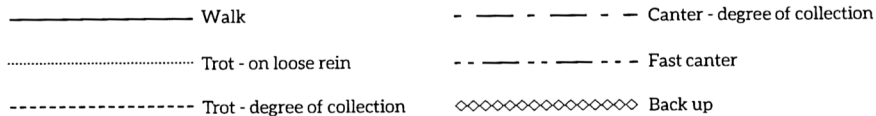
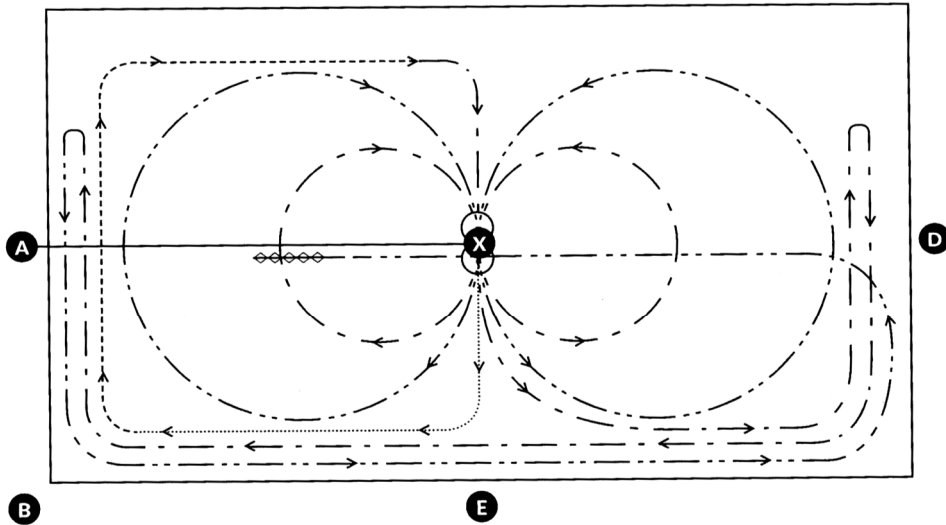


## SECTION 7 - WORKING HORSE CHALLENGE

### PATTERN 1

ⓐ



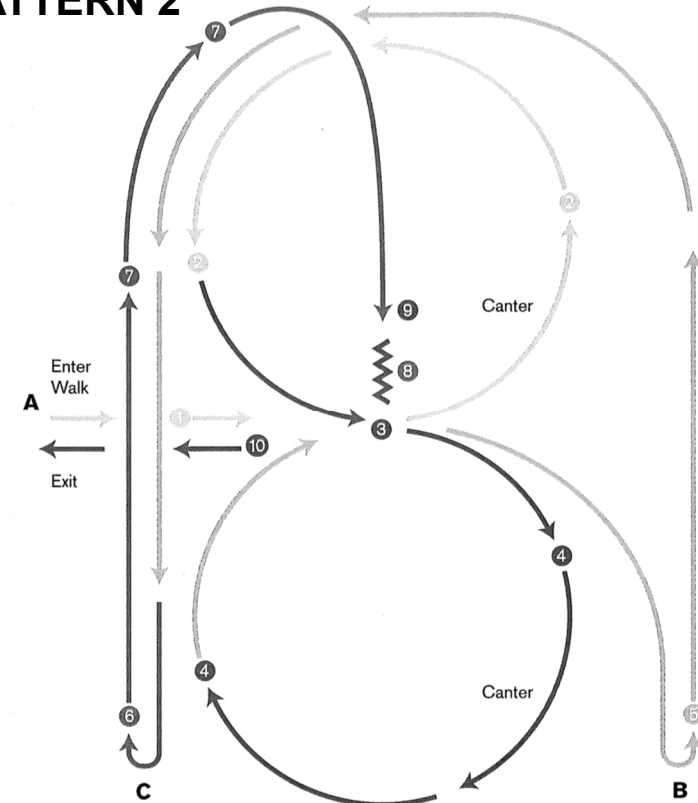
#### WORKING HORSE PATTERN 1 INSTRUCTIONS

- 1 At A enter arena at working walk on loose rein cracking whip
- 2 Halt at X (centre)
- 3 1 Spin to Left. 1 ¼ spins to right
- 4 Trot on loose rein to B
- 5 At B, trot with degree of collection around the perimeter to C
- 6 At C canter on right lead to X
- 7 Continue to canter small slow circle to right
- 8 At X fast canter a large circle to right
- 9 Flying change at X, continue fast canter a large circle to left
- 10 At X canter small slow circle to left
- 11 At X, continue left around perimeter to D at a fast canter
- 12 Between D and corner marker, stop, roll back to right
- 13 Continue around perimeter to A at fast canter
- 14 Between A and corner marker, stop, roll back to left
- 15 Continue with speed around perimeter to D
- 16 At D turn along centre line towards X
- 17 Stop anywhere between A and X
- 18 Settle horse
- 19 Back up to X
- 20 Halt, salute Judges, leave arena at walk on loose rein
- 21 Overall presentation, horsemanship, fluency & continuity between sections & impression of free-flowing movements of pattern

PATTERN ONE

## SECTION 7 - WORKING HORSE CHALLENGE

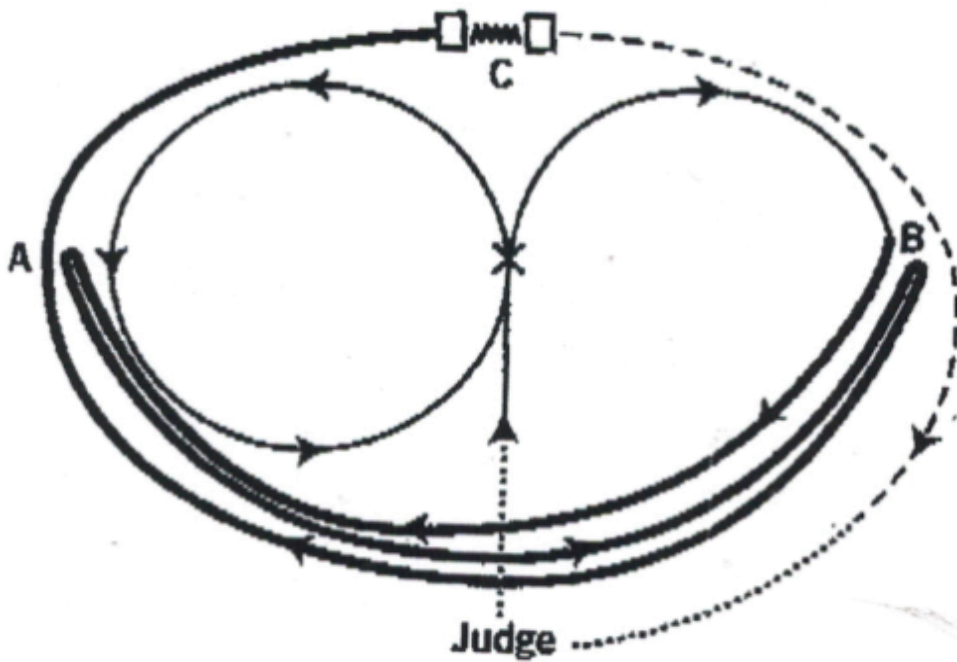
### PATTERN 2



#### WORKING HORSE PATTERN 2 INSTRUCTIONS

- 1 Acknowledge Judge. Enter Arena at A. Walk to Centre
- 2 At X (Centre) Pick up Left Lead canter circle to Left
- 3 At X (Centre) Flying Change
- 4 Canter Circle to Right
- 5 Continue to B. At B, Left Roll Back
- 6 Fast canter around arena to C  
At C, Right Roll Back
- 7 Fast Canter to top of the arena  
Build Speed to X (Centre)
- 8 At X (Centre) Stop. Hesitate
- 9 Back up at last 3 meters
- 10 Leave Arena at a walk.

PATTERN TWO



### STOCKHORSE SPECTACULAR PATTERN

1. Walk out short distance and canter circle left (10)
2. In center a X flying change to right 10x2 (20)
3. Canter 1/2 circle right to B. At B gallop large 1/2 loop past Judge to A (10)
4. At A sharp turn left 10x2 (20)
5. Gallop large 1/2 loop past Judge to B. At B sharp turn right 10x2 (20)
6. Gallop right around work area to C. At C stop & settle (10)
7. Rein back 4 metres, stop & settle, continue at trot around B towards Judge and walk in on light rein (10)
8. Type, presentation and overall impression (10)

**TOTAL 110**