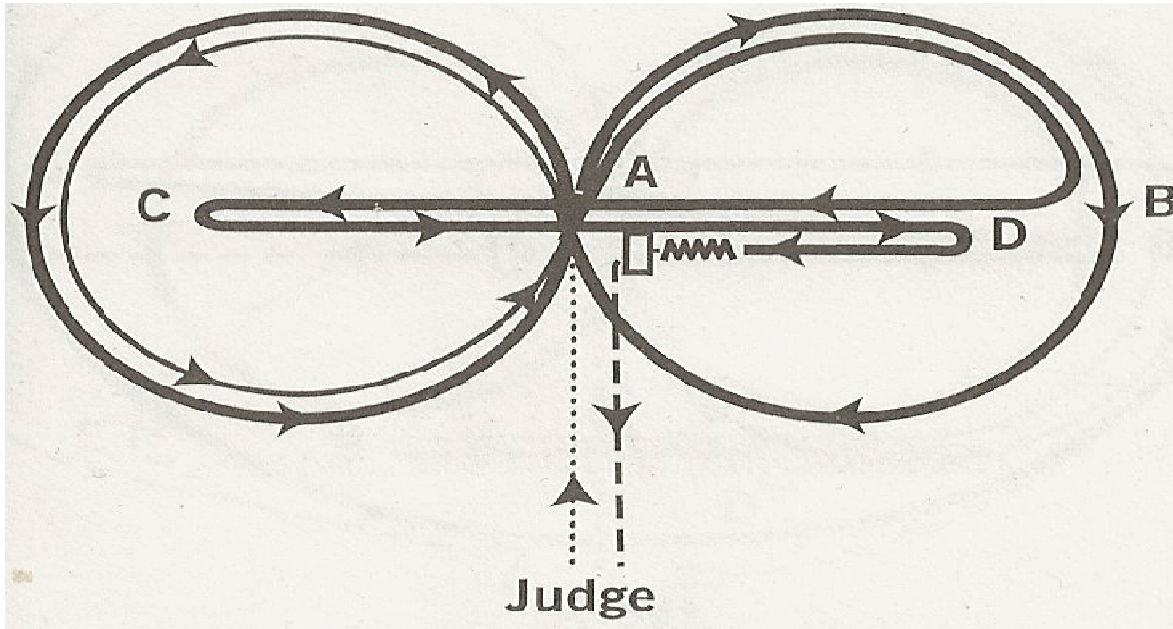


GUNDAGAI GIDDYUP

STOCKMAN'S CHALLENGE - WORKING PATTERN 2012



Horse Name and Rider:

	Possible Points	Allocated Points
Walk out to centre at A, canter a circle left.	10	
At A simple change and hand gallop circle to right.	10	
At A flying change and hand gallop circle to left.	10	
At A flying change and gallop half circle to B.	10	
At B gallop across arena to C, at C haunch turn left and gallop back across arena to D.	10 x 2 (20)	
At D haunch turn right and gallop back to centre at A.	10 x 2 (20)	
At A halt rein back 4 paces, crack whip 3 times and trot back to judge.	10 x 2 (20)	
Type, Presentation and overall impression.	10	
TOTAL	110	