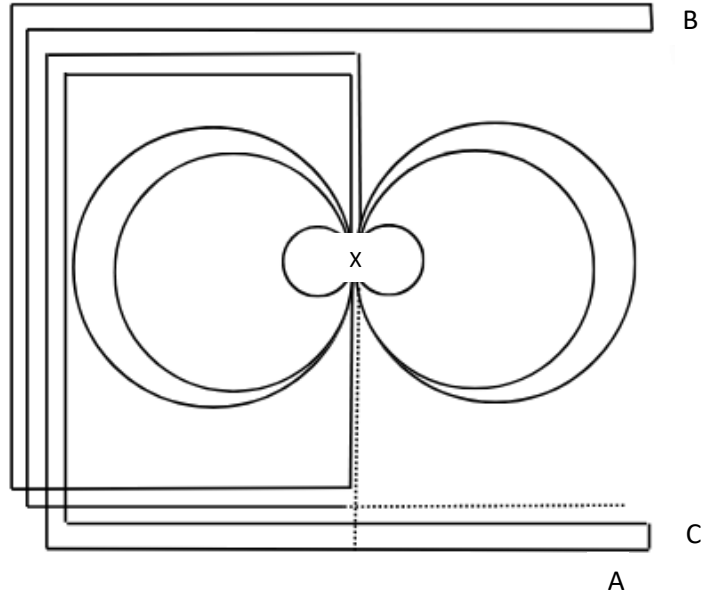


# KILCOY COW HORSE CLUB STOCKMANS CHALLENGE: RD4 BEGINNER WORKING PATTERN

RIDER NAME: \_\_\_\_\_

HORSE NAME: \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Enter arena at A on a loose rein, walk to Judge, stop and acknowledge Judge. Canter right lead around to B	10	
3	At B, roll back left, canter around arena to X	10	
4	At X, sit trot medium circle to the right, canter large circle to the right	10	
5	Do a simple change at X, canter large circle to the left, rise trot medium circle to the left	10	
6	At X, do an extended canter to the left around the arena to C	10	
7	At C, roll back right, do an extended canter around arena to X	10	
8	At X, stop and settle	10	
9	Do 1 spin to the right, do 1 spin to the left	10	
10	From X, walk to Judge on a loose rein	10	
<b>Total</b>		<b>100</b>	

<b>CATTLE WORK SCORE</b>	
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