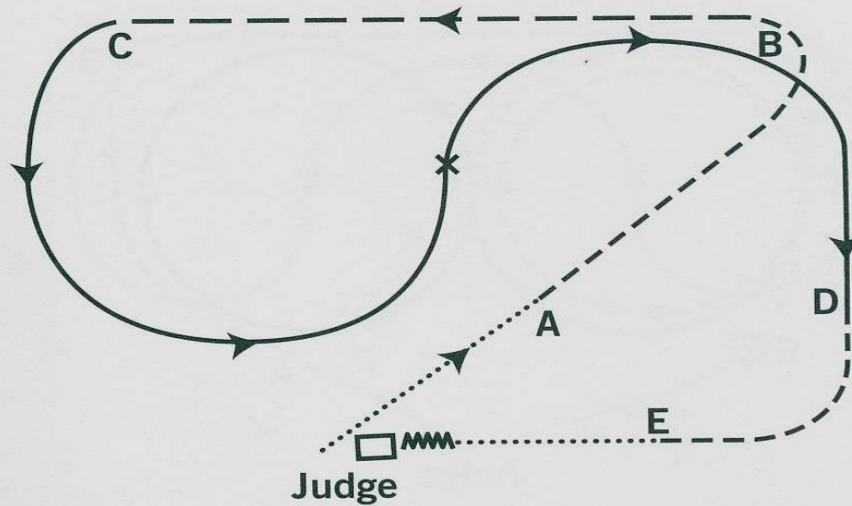
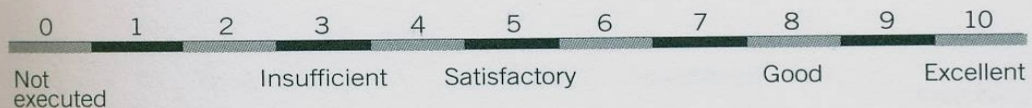


# Pattern Hack H6



		POSSIBLE POINTS	ALLOCATED POINTS
1	Acknowledge Judge, Walk to A	10	_____
2	At A Trot to B, turn left	10	_____
3	Lengthen Trot along back of arena to C	10x2(20)	_____
4	At C Canter loop to the left	10	_____
5	At X Simple change through Trot to the right	10	_____
6	Canter loop to the right and continue to D	10	_____
7	At D Trot and continue around to E and Walk to Judge and Halt	10	_____
8	Rein back 4 paces	10	_____
9	Type, Presentation and Overall Impression	10	_____
<b>TOTAL</b>		<b>100</b>	_____



Horse Name and Number