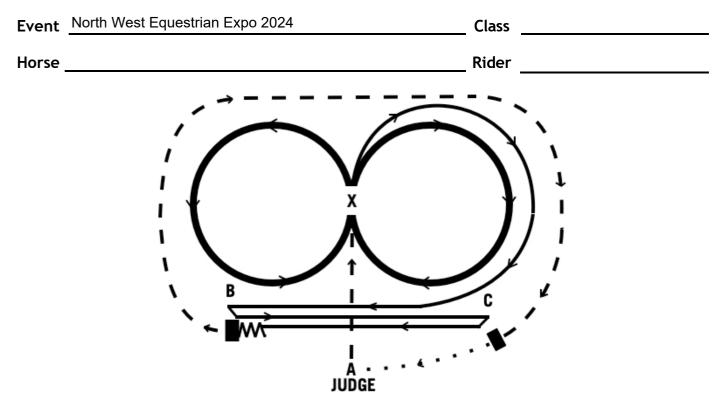
## SATURDAY QUALIFIER

### WORKING - WP6





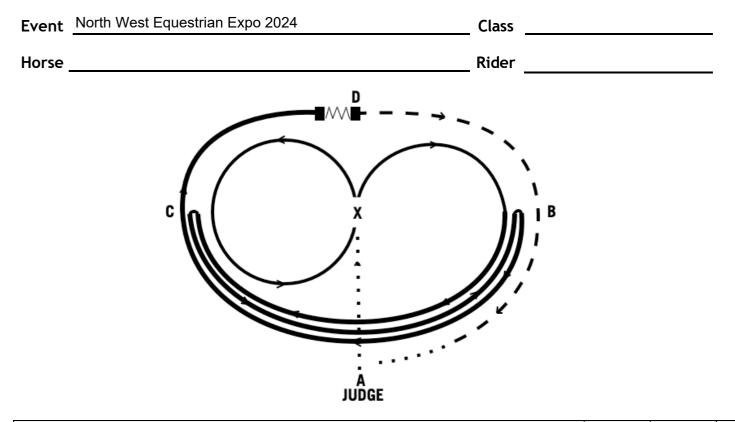
		Possible Points	Judge's Marks
1	Type, Presentation & Overall impression	10	
2	Trot to X and hand gallop circle right	10	
3	Flying change at X	10	
4	Hand gallop circle left	10	
5	Flying change at X and canter three quarter circle right, continue to B	10	
6	Roll back left and canter to C	10	
7	At C roll back right and canter to B	10	
8	Stop, settle, rein back 3 metres and settle	10	
9	Trot around work area toward C	10	
10	Stop at C, settle, walk back to Judge on loose rein	10	
	Total	100	

			J	ludge:			Dat	te:	
Scoring Scale									
0 1	2	3	4	5	6	7	8	9	10
Not Executed		Insufficient		Satisfactory			Good		Excellent

# SUNDAY FINAL

## WORKING - WP11





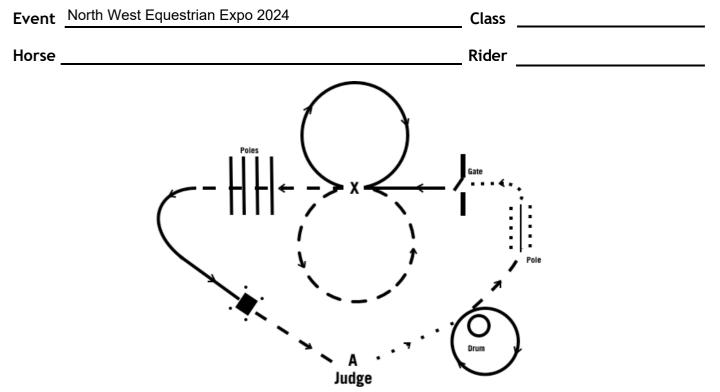
		Possible Points	Judge <sup>:</sup> Mark
1	Type, Presentation & Overall impression	10	
2	Walk short distance and canter circle left	10	
3	Flying change at X	10	
4	Canter half circle right to B. At B gallop large half loop past Judge to C	10	
5	Haunch turn left	10	
6	Gallop large loop past Judge to B	10	
7	Haunch turn right	10	
8	Gallop around area to D	10	
9	Stop, settle, rein back 3 metres and settle	10	
10	Trot around area, walk to A on a light rein cracking whip	10	
	Total	100	

				J	udge:			Dat	e:	
Scoring S	cale									
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

# SUNDAY FINAL

## UTILITY - UP2





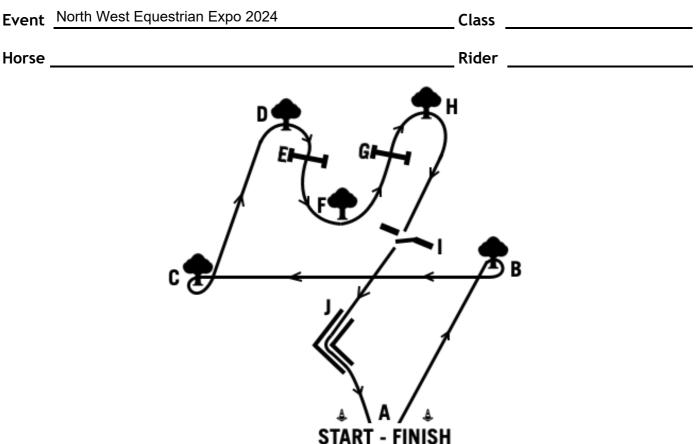
		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk to drum, pick up coat	10	
3	Canter small circle around drum, then replace coat on drum	10	
4	Trot to pole on ground and right hand side pass over pole	10	
5	Walk to gate and pass through gate keeping hand on gate at all times	10	
6	From gate canter right lead and canter circle to the right	10	
7	On returning to X, trot a circle to the left	10	
8	From X trot to and over poles on ground	10	
9	After poles canter left lead onto square and stop. Settle and dismount	10	
10	From square lead horse at trot back to Judge	10	
	Total	100	

				J	udge:			Dat	e:	
Scoring Scale										
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

# SUNDAY FINAL

#### TIME TRIAL - TTP1





#### Course

- 1. Start between pegs at A proceed to peg B and right turn around peg B
- 2. Proceed to peg C and left turn around peg C
- 3. Proceed to peg D keeping it on the riders' right hand side
- 4. Turn and proceed over jump E, keep peg F on the riders left hand side. Turn and proceed over jump G
- 5. Proceed to peg H keeping it on the riders' right hand side then continue to gate at I.
- 6. Pass through gate, opening and closing (Please note no gate)
- 7. Continue to and through L shape at J and through the finish between pegs at A.

#### Note:

- In competitions restricted to riders under 13 years, riders must open the gate but do not have to close it.
- Trees or pegs driven into the ground should be used in preference to drums

Penalties								
One (1) Second	For each hoof that goes outside of the L shape							
Three (3) Seconds	<ul> <li>Any peg or obstacle knocked down or dislodged</li> <li>Any obstacle the Judge deems to be sufficiently moved</li> </ul>							
Elimination	Any section of the course not completely & correctly negotiated.							

Time (seconds)	Penalties	Grand Total					
The steward is to mark on this sheet where the penalty or penalties were incurred.							

Judge: \_\_\_\_\_

Date: