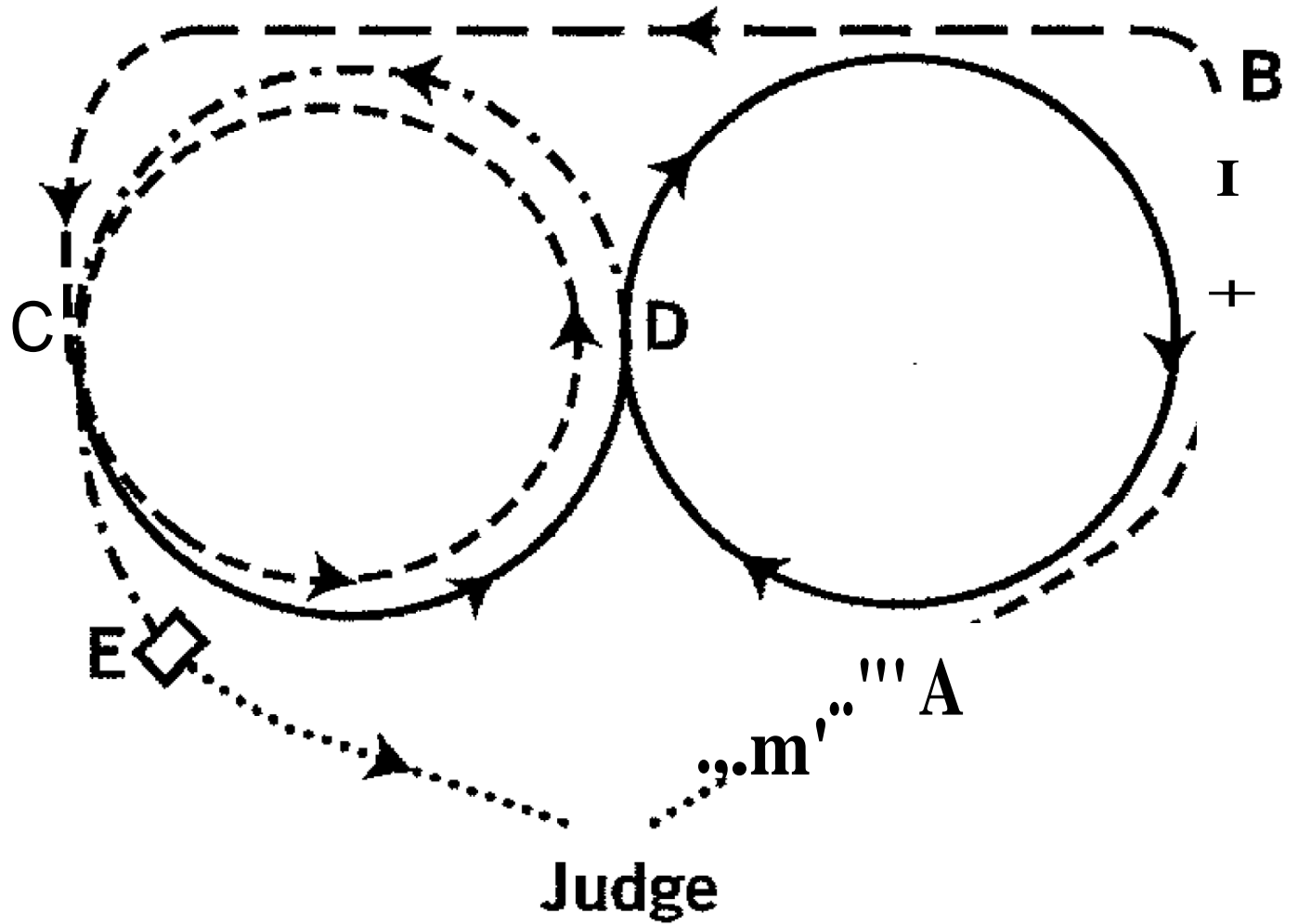
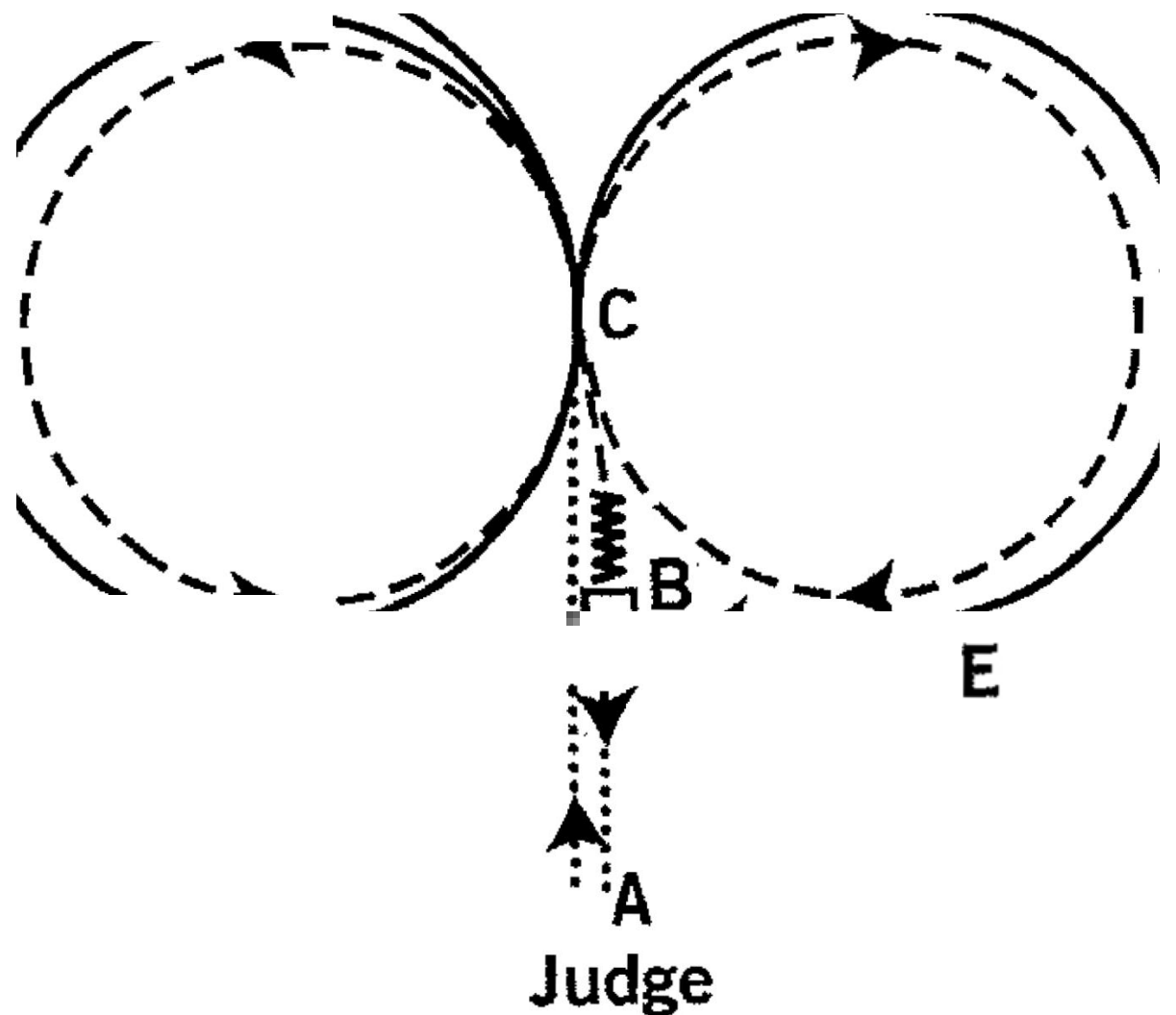


Hack Pattern H7



	POSSIBLE POINTS
1 Type, Presentation and Overall Impression	10
2 Acknowledge Judge, Walk to A. At A Trot to B, turn left	10
3 Lengthen Trot across back of arena, Trot turn left to C	10 x 2 (20)
4 At C Trot a circle left	10
5 At C Canter a half circle left to D. At D simple change through Trot to the right	10
6 Canter circle right. At D simple change through Walk to the left	10 x 2 (20)
7 Lengthen Canter half a circle, continue through to E	10
8 At E Halt and Walk back to Judge on a light rein	10
TOTAL	100

Working Pattern - W7



	POSSIBLE POINTS
1 Type, Presentation and Overall Impression	10
2 Walk to C cracking whip	10
3 At C Trot circle to left	10
4 At C Canter circle to left	10
5 At C Trot circle to right	10
6 At C Canter three quarter circle to right and straight on to D	10
7 At D Roll back to the left	10 x 2 (20)
8 Canter straight to E. At E Roll back to the right	10 x 2 (20)
9 Canter round to C and Trot straight to B	10
10 At B Stop, Rein back 3 paces, Walk to A	10
TOTAL	120