



Judge \_\_\_\_\_

Date \_\_\_\_\_

Competitor No.

All flatwork to be ridden without stirrups unless otherwise stated. All jumping movements & Part 2 to be ridden with stirrups unless otherwise stated. Part 2 course to be set at 1.10m with a technical difficulty of a Championship course.

**PART 1**

Trot +/- 10m circle (ONE HAND)
Canter +/- 15m circle (ONE HAND)
Lengthen canter +/- 20m circle
Collect the Canter and show one change of leg on a straight line
Canter 3 bounces set on a curve
<b>SEE APPENDIX D PAGE 1</b>
Change direction and repeat the bounces

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**PART 2**

Jump the course
Rhythm:
Track:
Accuracy:
Position:

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**PART 3**

Trot a Fig 8 (Two Circles)
Canter a serpentine showing changes of leg
Jump one jump (NO STIRRUPS)
Canter two other jumps

**PART 4** (to be ridden in the event of a tie - Rule 4.5.4 j)

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Trot a Serpentine:	1st loop trot
	2nd loop canter
	3rd loop canter
Lengthen the canter	
Canter 3 bounces set on a curve - See Appendix D	
Jump 2 other jumps	

Penalties      Error: -2      Knock: -2      Refusal: -4      Fall: elimination

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