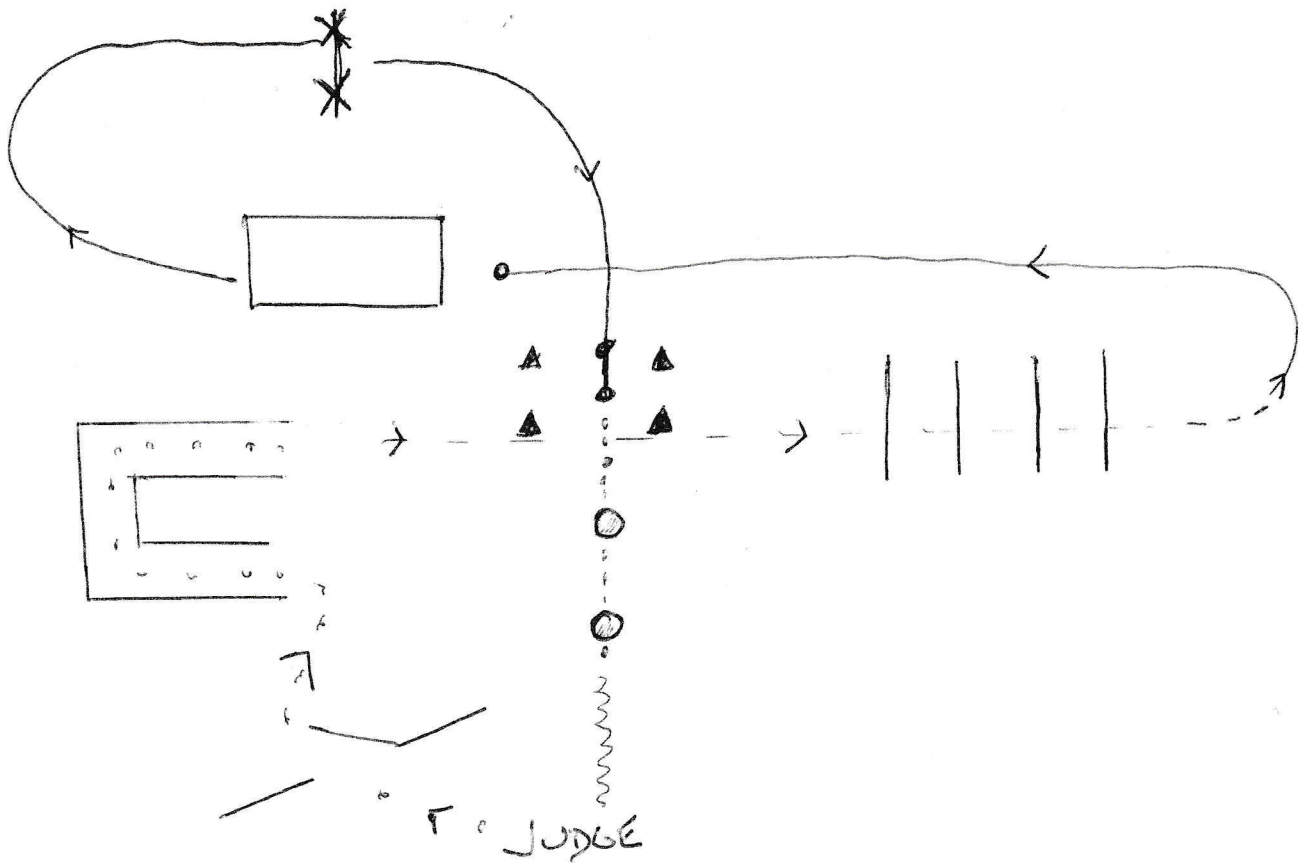


OBSTACLE

HACK + OPEN

SECTION 3



1. Walk to gate, open, pass through and close 20 _____
 2. Walk through 'U' rails, trot over poles - 10 _____
 3. Canter to bridge. stop. 10 _____
 4. Walk over bridge 10 _____
 5. Canter over jump 10 _____
 6. Canter and stop in square 10 _____
 7. Walk to drum, carry object to second drum 10 _____
 8. Walk to A, dismount, lead horse to judge 10 _____
 9. Overall impression 10 _____
- 100 _____

NAME :-