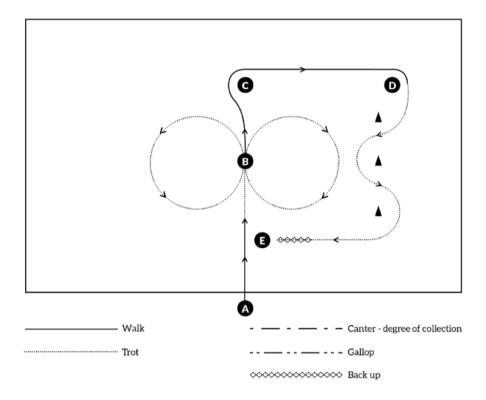
Pattern No. 1



1	At A, salute Judge and walk to B. Stop.
2	Trot a large circle to the right.
3	At B, trot a large circle to the left. Stop at B.
4	Walk to C (Drum). Stop and pick up billy can and walk to D (Drum).
5	Place billy can on D (Drum).
6	Trot through the pegs as on the diagram all the way to E (Judge).
7	Stop horse and back up two steps.
8	Salute the Judge.