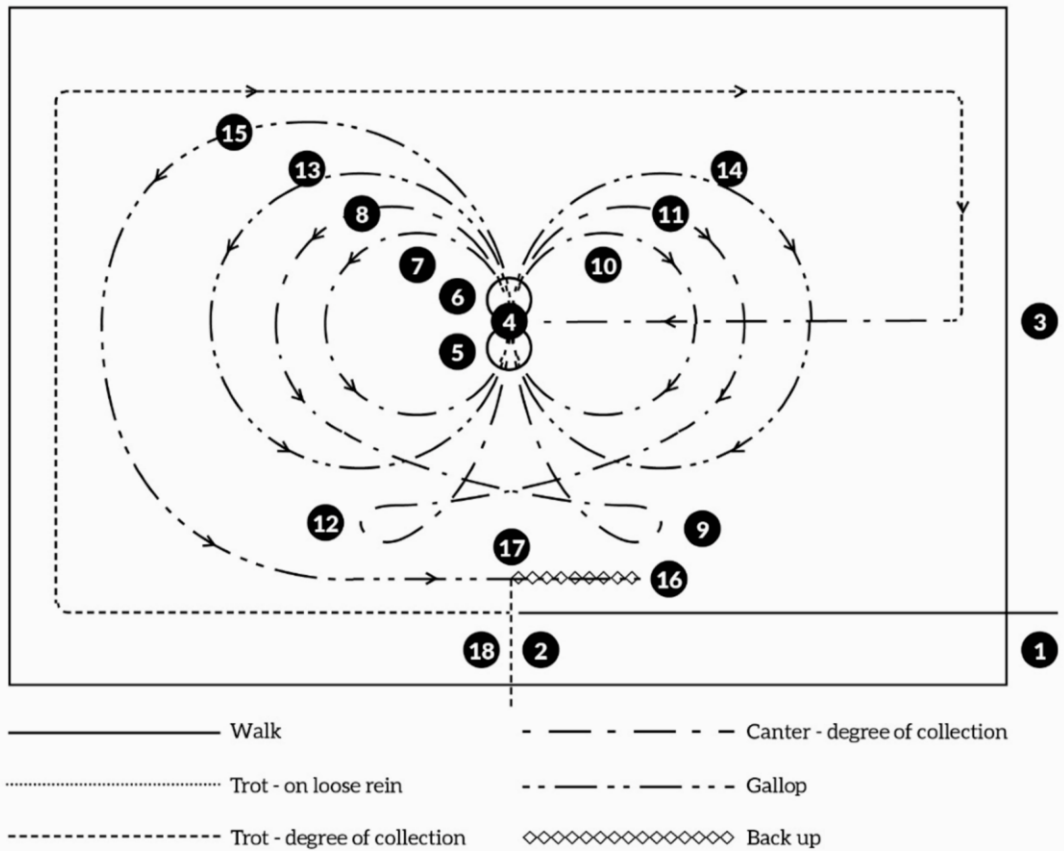


### Pattern No. 3



0	Crack whip and commence work.
1	Enter working arena on a loose rein at a walk.
2	Pick up a working trot and trot around the working area to 3.
3	Pick up a working canter and canter a straight line on off lead.Halt
4	
5	360° spin to left.
6	1¼ spin to right.
7	Canter a small slow circle to left on near lead.
8	Canter large faster circle to left. Do not close but continue to 9.
9	Stop and without hesitation do a right roll back. Continue back to centre line at a canter on off lead.
10	Canter a small slow circle to right.
11	Canter a larger faster circle to the right, do not close but continue on to 12.
12	Stop, and without hesitation do a left roll back. Continue back to centre line at a canter on near lead.
13	
14	Gallop a fast figure or eight with 2 flying changes.
15	Continue at a gallop around to 16.
16	Stop and settle horse.
17	Back horse over tracks.
18	Ride to judge for inspection on a loose rein. Halt.
19	Overall horsemanship (including the demonstration of continuity between sections and an impression of free flowing movements.