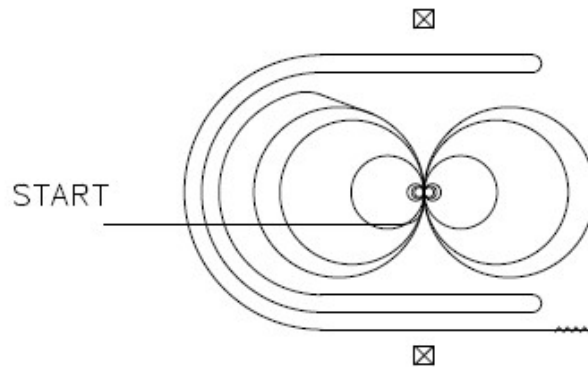


Stockmans Challenge Drywork Classic/Open, Rookie Classes

ARBC DRY WORK PATTERN

5A

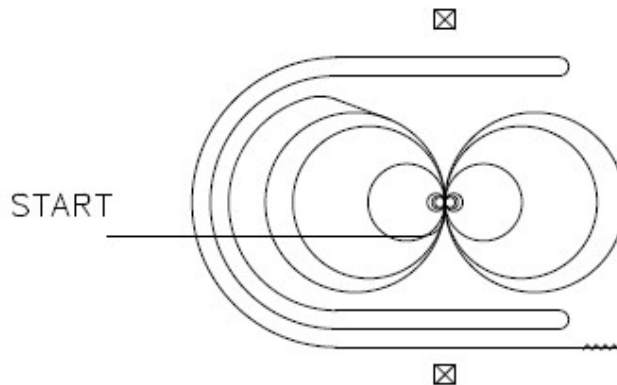


- 1 WALK IN CRACKING WHIP TO THE CENTER OF THE ARENA
- 2 BEGINNING ON THE LEFT LEAD, COMPLETE TWO CIRCLES TO THE LEFT. THE FIRST CIRCLE LARGE AND FAST. THE SECOND CIRCLE SMALL AND SLOW. STOP AT THE CENTER OF THE ARENA.
- 3 COMPLETE THREE SPINS TO THE LEFT
- 4 BEGINNING ON THE RIGHT LEAD, COMPLETE TWO CIRCLES TO THE RIGHT. THE FIRST CIRCLE LARGE AND FAST. THE SECOND CIRCLE SMALL AND SLOW. STOP AT THE CENTER OF THE ARENA.
- 5 COMPLETE THREE SPINS TO THE RIGHT
- 6 BEGINNING ON THE LEFT LEAD, RUN A LARGE FAST CIRCLE TO THE LEFT, CHANGE LEADS AT THE CENTER OF THE ARENA, RUN A LARGE FAST CIRCLE TO THE RIGHT, AND CHANGE LEADS AT THE CENTER OF THE ARENA
- 7 CONTINUE AROUND PREVIOUS CIRCLE TO THE LEFT BUT DO NOT CLOSE THIS CIRCLE. RUN DOWN THE RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER STOP AND ROLLBACK TO THE RIGHT
- 8 CONTINUE AROUND PREVIOUS CIRCLE BUT DO NOT CLOSE THIS CIRCLE. RUN DOWN THE LEFT SIDE OF THE ARENA PAST THE CENTER MARKER STOP AND ROLLBACK TO THE LEFT
- 9 CONTINUE AROUND PREVIOUS CIRCLE BUT DO NOT CLOSE THIS CIRCLE. RUN DOWN THE RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER STOP AND BACK UP
- 10 SALUTE THE JUDGE, LEAVE THE ARENA AT THE WALK ON A LOOSE REIN

Stockmans Challenge Drywork - Juvenile

ARBC DRY WORK PATTERN

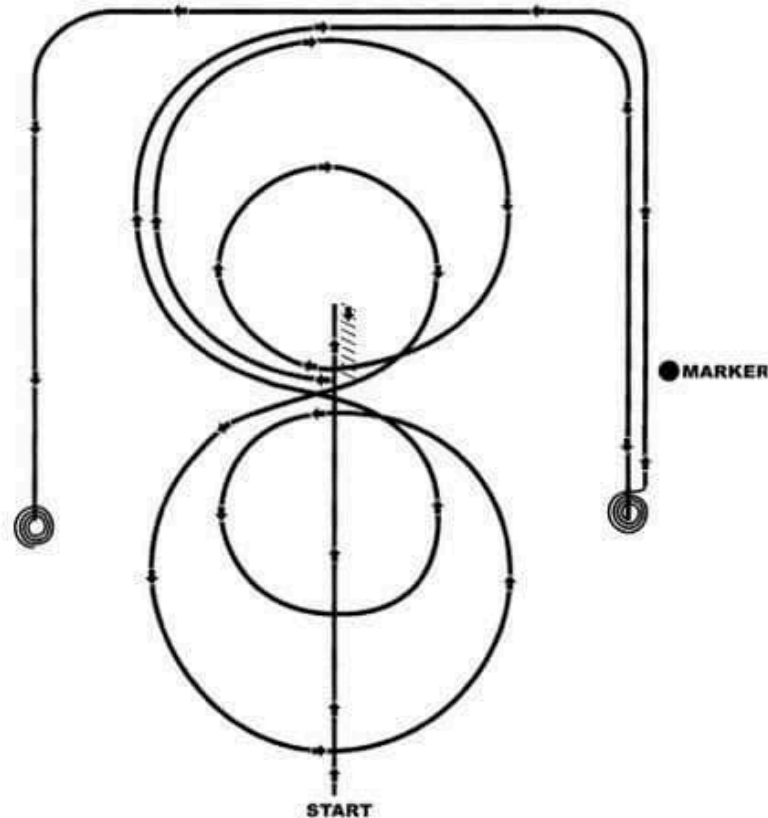
5B



- 1 WALK IN CRACKING WHIP TO THE CENTER OF THE ARENA
- 2 BEGINNING ON THE LEFT LEAD, COMPLETE TWO CIRCLES TO THE LEFT
STOP AT THE CENTER OF THE ARENA.
- 3 COMPLETE TWO SPINS TO THE LEFT
- 4 BEGINNING ON THE RIGHT LEAD, COMPLETE TWO CIRCLES TO THE RIGHT.
STOP AT THE CENTER OF THE ARENA.
- 5 COMPLETE TWO SPINS TO THE RIGHT
- 6 BEGINNING ON THE LEFT LEAD, RUN A LARGE FAST CIRCLE TO THE LEFT, CHANGE LEADS AT THE CENTER OF THE ARENA SIMPLE LEAD CHANGE OR FLYING CHANGE, RUN A LARGE FAST CIRCLE TO THE RIGHT, CHANGE LEADS AT THE CENTER OF THE ARENA SIMPLE LEAD CHANGE OR FLYING CHANGE
- 7 CONTINUE AROUND PREVIOUS CIRCLE TO THE LEFT BUT DO NOT CLOSE THIS CIRCLE. RUN DOWN THE RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER STOP AND ROLLBACK TO THE RIGHT
- 8 CONTINUE AROUND PREVIOUS CIRCLE BUT DO NOT CLOSE THIS CIRCLE. RUN DOWN THE LEFT SIDE OF THE ARENA PAST THE CENTER MARKER STOP AND ROLLBACK TO THE LEFT
- 9 CONTINUE AROUND PREVIOUS CIRCLE BUT DO NOT CLOSE THIS CIRCLE. RUN DOWN THE RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER STOP AND BACK UP
- 10 SALUTE THE JUDGE, LEAVE THE ARENA AT THE WALK ON A LOOSE REIN

Australia's Greatest Horseman DRY WORK PATTERN

WORKING COW HORSE PATTERN I



1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn to left.
3. Pick up right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3 1/2 spins to the right.
8. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete 3 1/2 spins to the left.
10. Hesitate to complete pattern.

Pattern I

1. Stop and back up and 1/4 turn
2. Right circles
3. Left circles
4. Stop
5. 3 1/2 right spins
6. Stop
7. 3 1/2 left spins