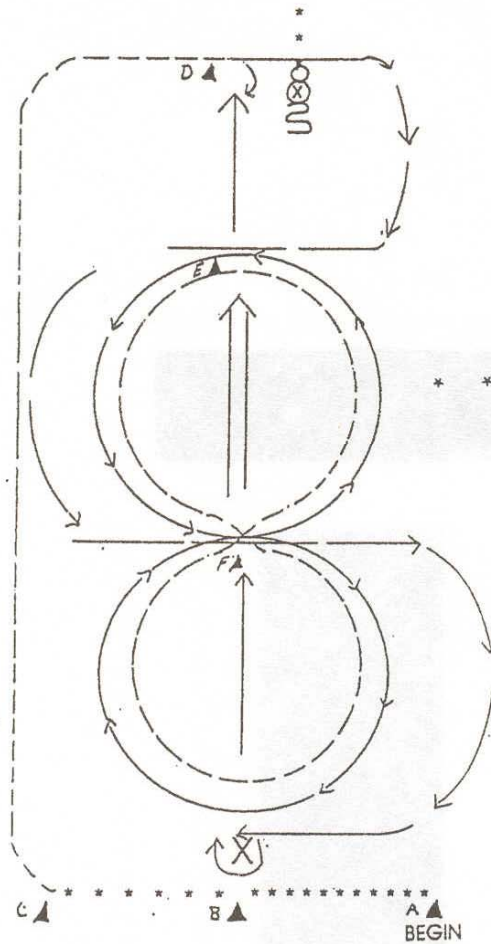


# SENIOR INTERMEDIATE

REVISED 2/97

RIDER \_\_\_\_\_  
 CLUB \_\_\_\_\_  
 DATE \_\_\_\_\_



- ▲ = cone
- ≡ = lead
- = mount
- \*\*\* = walk
- \* \* \* = lengthen walk
- = trot/jog
- = canter/lope
- ⇒ = lengthen canter/lope
- x = halt
- ⊜ = back
- ↻ = turn
- x = dismount

EACH ITEM TO BE SCORED 1-10 POINTS , 100 POSSIBLE TOTAL

1. WALK FROM CONE A TO CONE B. LENGTHEN WALK FROM CONE B TO CONE C
2. PICK UP THE TROT/JOE. LENGTHEN THE TROT/JOE BETWEEN CONES F AND E. CONTINUE THE TROT/JOE TO CONE D.
3. PICK UP THE CANTER/LOPE AND DO A SERPENTINE DEMONSTRATING SIMPLE LEAD CHANGES.
4. HALT AT CONE B FOR TEN SECONDS.
5. TROT/JOE A FIGURE EIGHT.
6. AT CONE B, CANTER/LOPE A FIGURE-EIGHT DEMONSTRATING FLYING LEAD CHANGES HALT AT CONE B.
7. DO A 450 DEGREE TURN TO THE RIGHT ON THE HAUNCHES OR FOREHAND, DEPENDING ON YOUR SEAT.
8. PICK UP THE LEFT LEAD AND CANTER/LOPE DOWN THE STRAIGHT-AWAY CHANGING LEADS AT CONES F AND E. LENGTHEN THE CANTER/LOPE BETWEEN CONES F AND E. (FLYING LEAD CHANGES ARE SCORED HIGHER THAN SIMPLE)
9. HALT AT CONE D AND IMMEDIATELY DO A 180 DEGREE TURN ON THE HAUNCHES OR FOREHAND DEPENDING ON YOUR SEAT. BACK FOUR STEPS.
10. SETTLE AND DISMOUNT. GROUND TIE AND TAKE TEN STEPS AWAY. RETURN, MOUNT, AND WALK OFF ON A LOOSE REIN..


TOTAL SCORE \_\_\_\_\_

RATER'S SIGNATURE \_\_\_\_\_