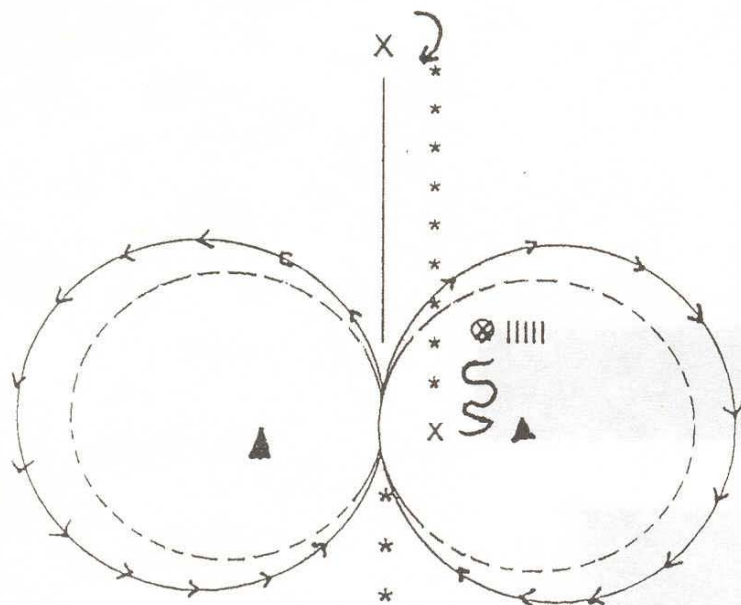


JUNIOR INTERMEDIATE



Each item scored 1-10
total possible 100 points

BEGIN ▲

- ▲ CONE
- LEAD
- MOUNT
- ***** WALK
- JOG/TROT
- CANTER/LOPE
- ~ BACK
- X HALT
- ⊗ DISMOUNT
- ↻ TURN
- III GROUND TIE

RIDER _____
CLUB _____

1. Lead from the first to the second cone. Mount & settle. _____
2. Lengthen the walk toward the two third cones. _____
3. Between the two third cones pick up the jog/trot and circle right. _____
4. At the center change directions and trot/jog a circle left. _____
5. At the center pick up the canter/lope and circle right. _____
6. At the center do a simple lead change and circle left then continue on to the fourth cone. _____
7. Halt and settle 10 seconds. _____
8. Do a 180 degree turn on the haunches or forehand according to your seat then return to the center on a free rein. _____
9. Halt and back four steps. Settle and dismount. _____
10. Ground tie and take three steps away from your horse, return and lead out. _____

Total out of 100 points _____

RATER'S SIGNATURE _____

ATTACH TO BACK OF HORSEMASTER LEVEL BOOK!!!