



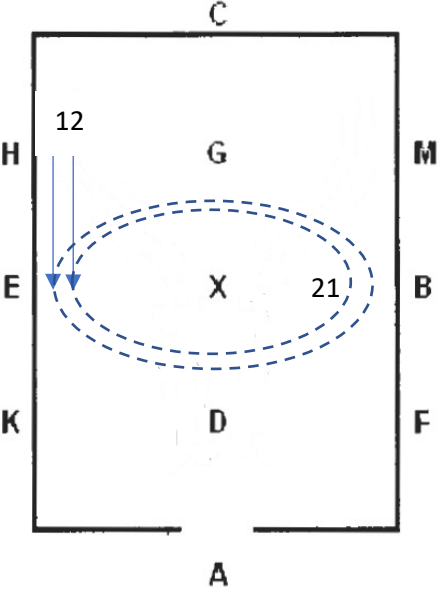
MIDLAND ZONE

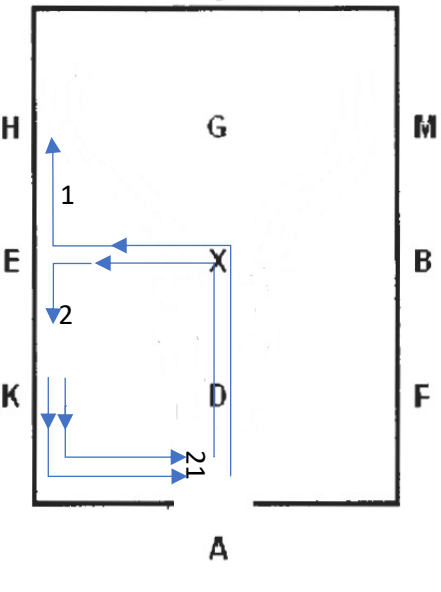
PAIRS RIDE
TEST 2

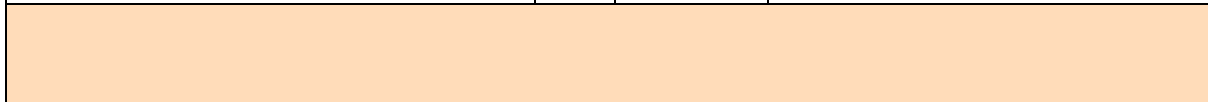
<p>ARENA SET UP</p>		
<p>Arena 60m x 30m 10m Corner – H or M 20m H -E; M - B 20m E – K; B - F 10m K or F - Corner Opening at 'A' entry is 8m wide</p>		<p>Penalties for errors of course in accordance with PCV Dressage Rules, except if a horse leaves the arena, this incurs a 10 point penalty, not elimination.</p>
	<p>1</p>	<p>A Enter in single file. Rider 1 in front. Rising trot.</p> <p>C Turn right.</p>

<p>The diagram shows a rectangular arena with vertices labeled A (bottom), B (right), C (top), and D (center). The left side has points H (top), E (middle), and K (bottom). The right side has points M (top), B (middle), and F (bottom). A dashed oval path labeled X is drawn around the center, with arrows labeled 1 and 2 indicating a counter-clockwise direction.</p>	2	B	Circle right 30m.
	BFA	Working trot.	

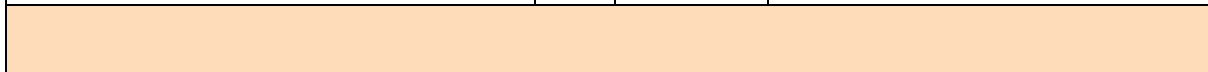
<p>The diagram shows a rectangular arena with vertices labeled A (bottom), B (right), C (top), and D (center). The left side has points H (top), E (middle), and K (bottom). The right side has points M (top), B (middle), and F (bottom). A dashed path for Rider 1 starts at A, goes up to E, then right to B, then up to C, then left to G, then down to D, then left to A. A dashed path for Rider 2 starts at A, goes up to E, then right to B, then down to F, then left to A. Arrows labeled 1 and 2 indicate the direction of travel for each rider.</p>	3	E	Upon Rider 1 reaching E, Both riders turn right.
	B	In reaching other side of arena, both riders turn left.	
	Between M & H	Form pairs. Rider 1 to the outside, rider 2 to the inside of arena.	

	4	E	Circle left 30m.
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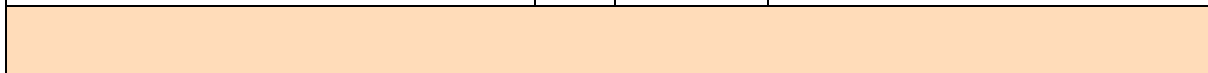
	5	EK	Working Trot.
		A	Turn left.
		X	Turn Left.
		E	Riders spilt. Rider 1 turns right. Rider 2 turns left.



	6	HCM & KAF	Working Trot.
		MXK & FXH	Change rein. Rider 1, crossing first at X.



	7	Between H & C & K & A	Canter
		C & A	Circle 20m diameter, canter. Upon returning to C & A, working trot.



	8	AFB & CMB	Working trot.
		B	Form pairs. Rider 2, turn right. Rider 1, turn left.



	9	E	Turn right.
		C	Turn Right.

	10	G – F & G-K	Working Trot.
	A	Form pairs up centerline – Rider 1, turns right. Rider 2, turns left.	
	11	X	Walk.
	G	Halt. Salute. Turn right or left and leave the arena as a pair at walk.	
	12	General Impression & Teamwork	
	13	Accuracy of Movements & evenness of paces.	

