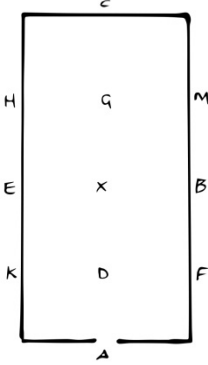
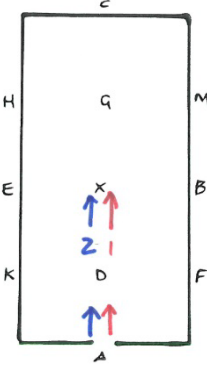
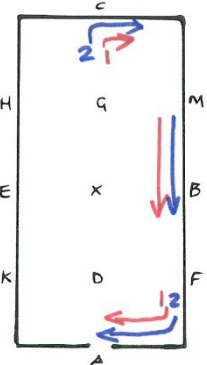
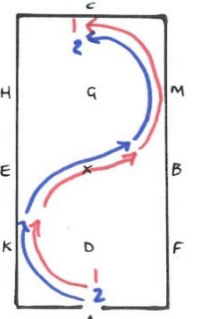
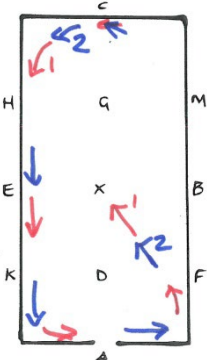
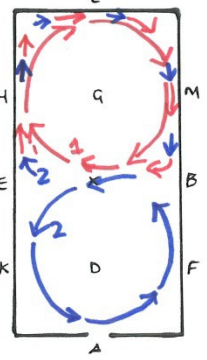
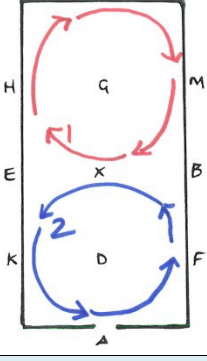
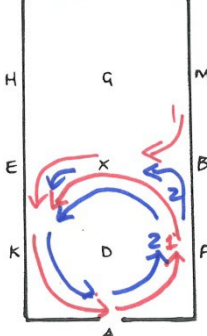


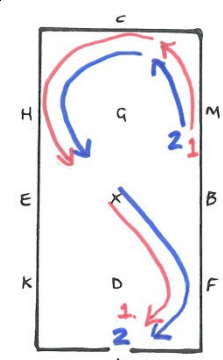
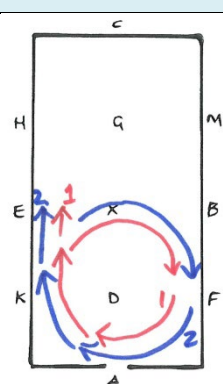
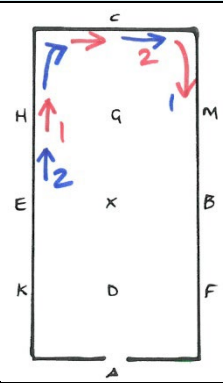
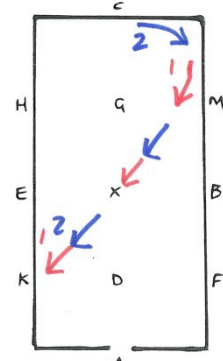
EVENT 3: PAIRS TEAM RIDE #3 - 2025

<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>			
	1	A	Enter in Pair at from Right to Left, Rider 1 and 2 in Sitting Trot.
		X	Halt. Salute. Proceed in Working Trot Rising.
	2	C	Track Right, around the arena to A, Working Trot Rising
	3	A	½ Circle Right 30m diameter, Working Trot Rising.
		X	½ Circle Left 30m diameter, Sitting Trot

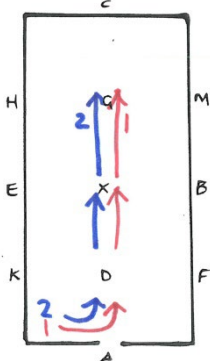
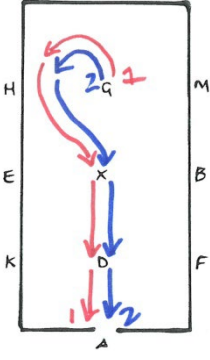
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	4	C & H	Between C & H, form Single File, Rider 2 dropping back, Working Trot Rising around the arena to F
		FXH	On the Diagonal show some moderately lengthened strides.
		H	Working Trot Rising
	5	B	Turn Right
		X	Rider 1, 1 & ½ Circles, Right 30m Diameter. Rider 2, 1 & ½ Circles, Left 30m Diameter
	6	C	Rider 1 Canter Right, Circle 30m Diameter
		A	Rider 2 Canter Left, Circle 30m Diameter
			On returning to C & A, Riders Working Trot Rising
	7	B	Turn and form a Pair
		E	Track Left
		A	Pair Canter Left, Circle 30m Diameter

Pony Club Victoria – Games Flat Teams and Musical Ride

	8	B	Working Trot Rising
		HXF	On the diagonal, show some moderately lengthened strides.
		F	Sitting Trot
	9	A	Pair Canter Right, Circle 30m Diameter
		E	Working Trot Rising
	10	H & C	Between H and C form Single File, Rider 2 dropping back, Working Trot Rising
		C	Walk
	11	MXK	On the diagonal, Free Walk, allowing the horse to lower and stretch out the neck
		K	Sitting Trot

Pony Club Victoria – Games Flat Teams and Musical Ride

	12	A	Turn down Centre Line and form Pair, Sitting Trot
		X	Walk
		G	Halt and Salute
	13	A	Left Wheel onto Centre Line. When straight, Working Trot Rising and leave arena in Pair
	15		General Impression and Team Work
	16		Accuracy of movements and evenness of paces.