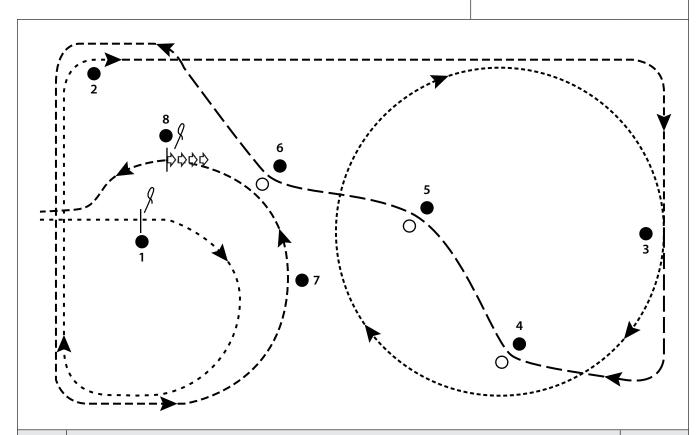
Super Reinsmanship Test #3

ADS Rulebook PD-224.6



ORDER	MOVEMENT		SCORE
1	Enter at Working Walk. At Marker 1, Halt. Salute.		
2	Track Right at Working Walk to rail, continue to Marker 2		
3	At Marker 2, Working Trot along the rail to Marker 3		
4	At Marker 3, Slow Trot circle, approximately 40 meters.		
5	At Marker 3, Strong Trot and continue through Gates 4, 5, and 6 to the rail.		
6	At the rail develop Working Trot, track left and continue to Marker 7		
7	At Marker 7, continue Working Trot to Marker 8, Halt 5 seconds.		
8	Rein back 4 steps, Walk forward. Halt. Salute. Leave arena at Working Trot.		
9	Overall Impression of the turnout on the condition and fit of the harness and vehicle, neatness of attire.		
10	General Impression of the driver on posture, relaxation, confidence and effectiveness.		
9 Very 8 Goo 7 Fairl 6 Satis	ellent 4 Insufficient o Good 3 Fairly Bad d 2 Bad ly Good 1 Very Bad sfactory 0 Not Executed	Each element will receive a numerical score of 0-10. (Perfect Score = 100) arena. Organizers may adjust the test accordingly for different size and shape arenas.	