



Dressage Derby Map & Instructions

Enter at A

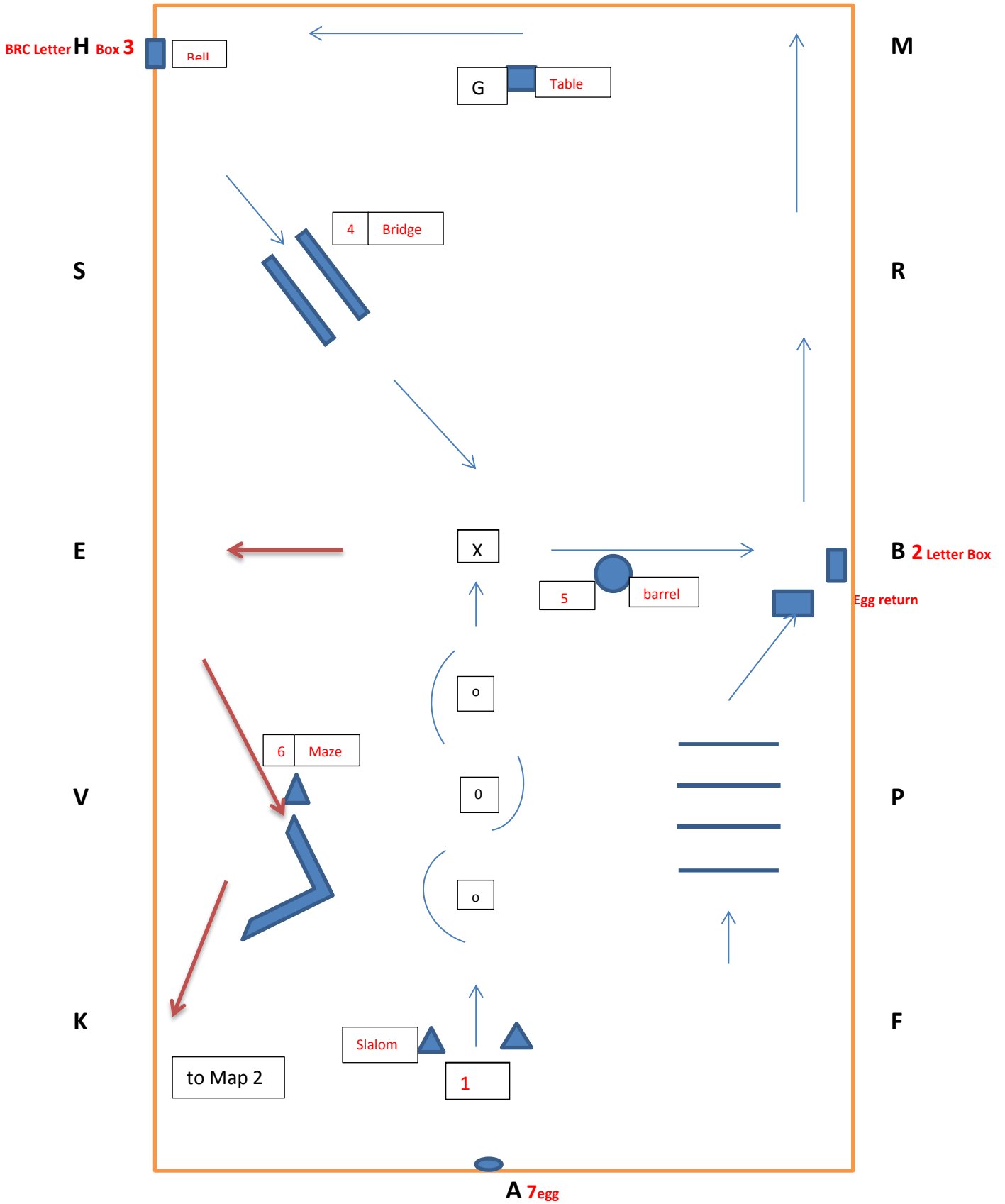
- 1 **Trot** to Starting Cones and complete Slalom - making the semicircles as smooth as possible – it is not a bending race. Continue to B via passing through X and turning right
- 2 At B **Collect** your mail (envelope with your name) and **deliver** it to the BRC Box 512 at H
- 3 At H **Post** the mail and **ring** the bell to signify delivery.
- 4 **Travel** to the bridge and cross the bridge at the walk. Continue to the Barrel
- 5 At the **Barrel** pick up the basket of balls and continue to B.
At B **Face** the barrel and **Toss** the balls one at a time with the aim to remove the animal. **Return** the basket to the barrel and **continue** to E
- 6 At E **Turn L** Continue to the maze and enter at the cone. Walk through the maze to the end and then rein back to the entry point. **Continue** to A
- 7 At A **Collect** an egg out of the basket and take it to the egg carton **via** the trotting poles. (1 or 2 hands*) **Travel** to B (You are now on Mud Map page 2)
- 8 At B Trot 2 half 10 metre circles to E passing through X (ie a 2 loop serpentine)
- 9 At E return to track and proceed at trot to S. At S trot (or canter) a half circle SCR (**canter gets 5 bonus points). Continue at trot to B. At B turn right to X.
- 10 At X **Turn** down the **centre line towards** C. **Stop** at the table. Pour yourself a glass of “wine” and **Toast** the Judge. Congratulate yourself.

Walk out of the arena on a long rein.

There will be bonus points for *using the reins in one hand when carrying the egg and **Cantering the 20m ½ circle.

Dressage Derby Mud Map page 1

C



Dressage Derby Mud Map page 2

