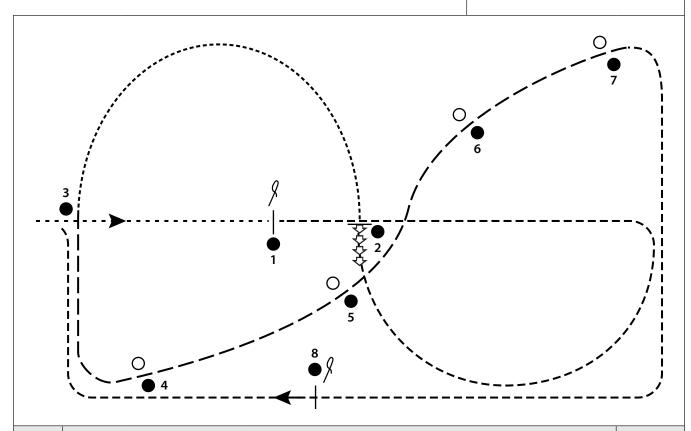
Super Reinsmanship Test #2

ADS Rulebook PD-224.5



ORDER	MOVEMENT		SCORE
1	Enter at Working Walk. At Marker 1, Halt. Salute.		
2	Proceed at Working Trot, tracking right at the rail. Half circle to the right to Marker 2		
3	At Marker 2, Halt		
4	At Marker 2, Rein back 4 steps, walk forward to Marker 2.		
5	At Marker 2, develop Slow Trot, continue half circle to the left to Marker 3.		
6	At Marker 3, develop Strong Trot and continue through Gates 4, 5, 6 and 7.		
7	After passing through Gate 7, develop Working Trot and continue on the rail to Marker 8.		
8	At Marker 8, Halt, Salute. Leave arena on the rail at a 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 v Good 3 Fairly Bad od 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.	