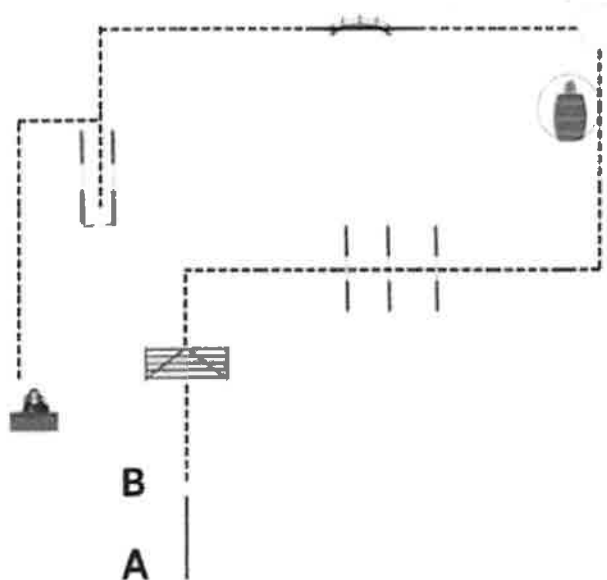


UTILITY (TRAIL) PATTERN 9

Utility Pattern: ~~Open~~ Intermediate and open



Class:	
Rider:	
Horse:	

1	At A acknowledge judge, walk on a loose rein to B, At B trot to gate on a loose rein	
2	At gate halt, then pass through the gate, keeping one hand on the gate at all times	
3	Trot to and over the trot poles, transition to canter and canter towards the barrel	
4	At the barrel halt, pick up coat and canter a circle to the left, halt and put coat on drum	
5	Transition to canter and complete a circle to the right	
6	Canter to the bridge, at the bridge halt for 3 seconds then walk over bridge.	
7	Canter into the square, halt for 3 seconds then back out of the square	
8	Trot back to the judge on a loose rein	
9	Halt and salute judge, exit arena on loose rein	
10	Type, presentation and overall impression.	
TOTAL SCORE:		