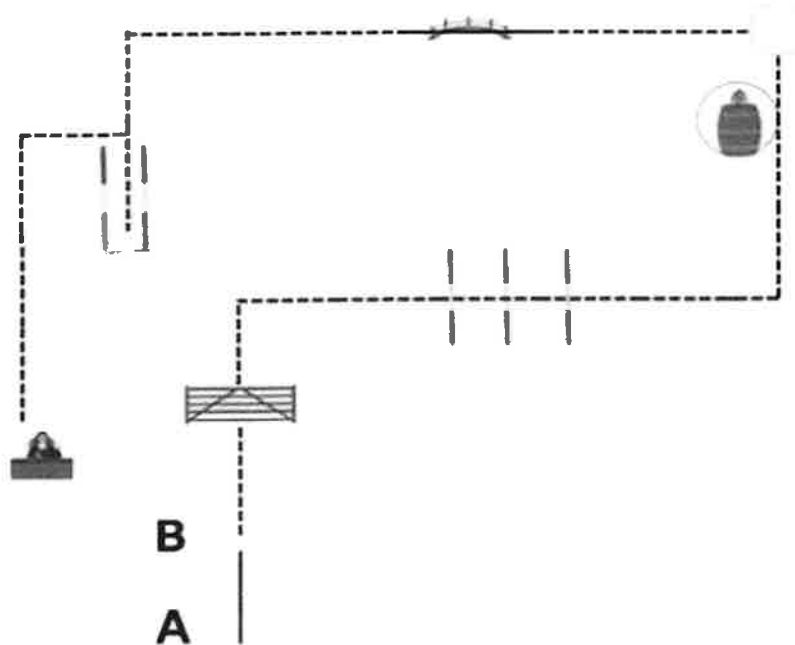


UTILITY (TRAIL) PATTERN 7

Utility Pattern: Beginner *walk & trot*



| | |
|---------------|--|
| 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 and trot towards the barrel | |
| 4 | At the barrel halt, pick up coat and walk a circle to the left, halt and put coat on drum | |
| 5 | Transition to trot and complete a circle to the right | |
| 6 | Trot to the bridge, at the bridge halt for 3 seconds then walk over bridge. Proceed in trot to the square. | |
| 7 | Before the square transition to walk, walk into the square and 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 | |