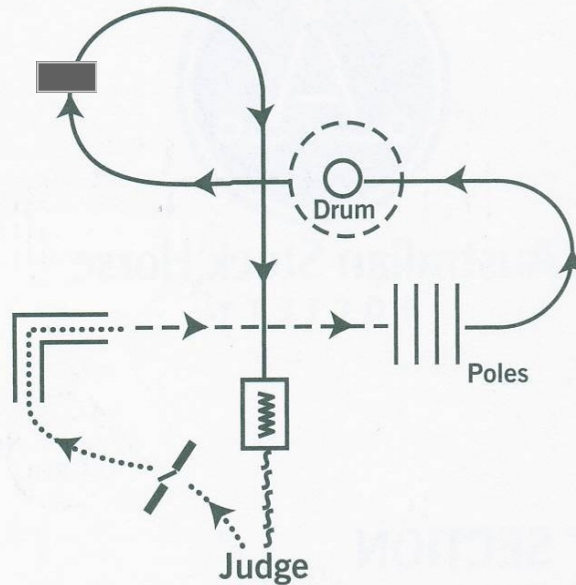
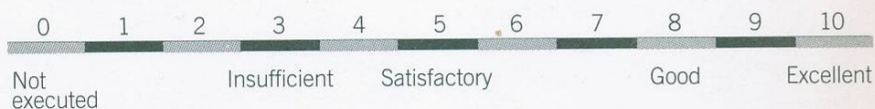


Pattern Utility U1



POSSIBLE POINTS ALLOCATED POINTS

1.	Walk to gate cracking whip, open gate and pass through. Close gate keeping hand on gate at all times.	10 x2 (20)	_____
2.	Walk to L shape poles and walk through making sure not to touch the poles.	10	_____
3.	Trot to and over 4 ground poles	10	_____
4.	Canter left lead 1/2 circle to drum and halt at drum.	10	_____
5.	Pick up coat, trot around drum and replace coat on drum.	10	_____
6.	Canter right lead and on right circle jump the jump and around to the tarp.	10x2 (20)	_____
7.	Stop on tarp and rein back 3 steps and walk back to judge on loose rein	10	_____
8.	Type, Presentation and Overall Impression	10	_____
TOTAL		100	_____



Horse Name and Number