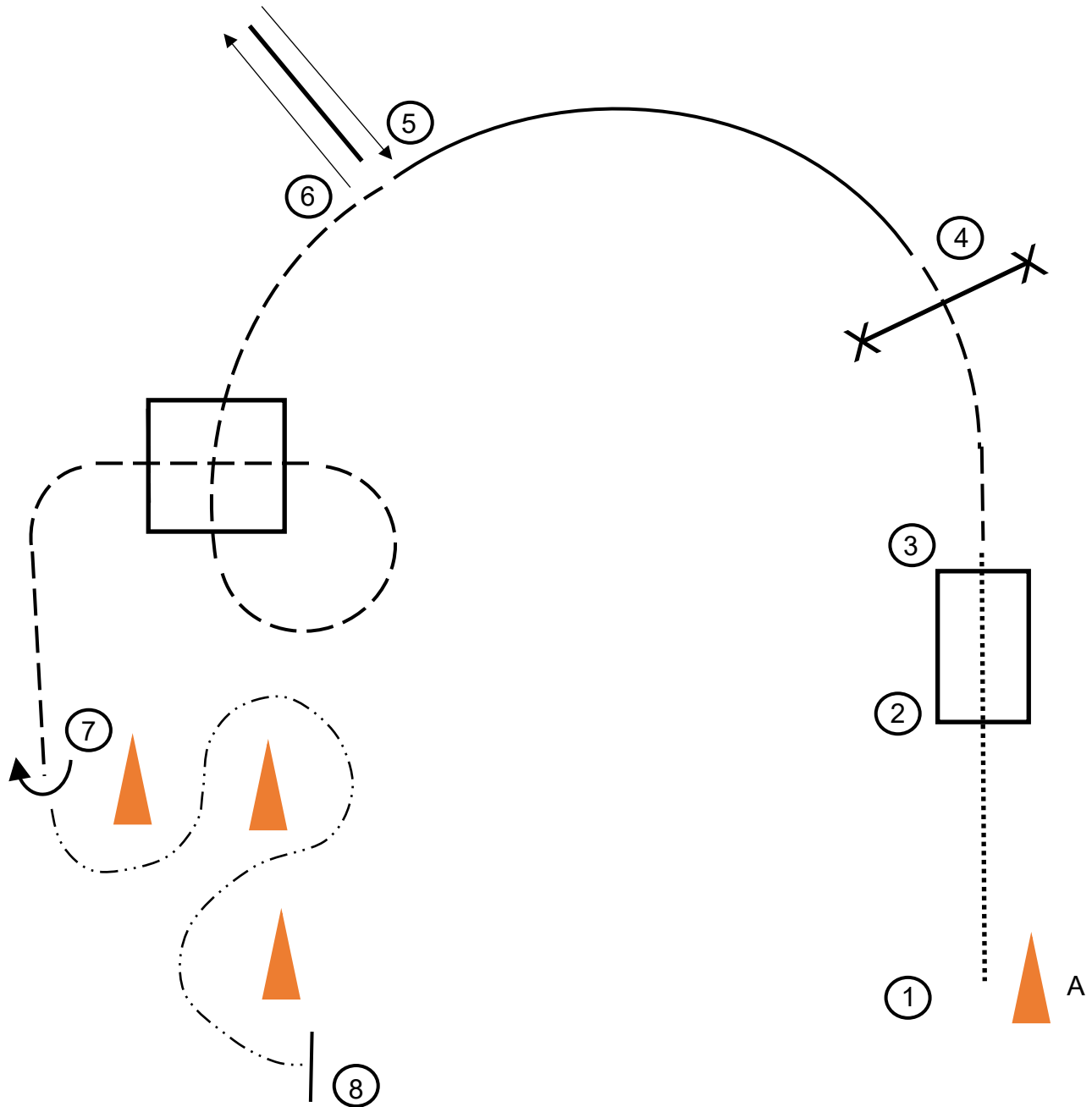


Trail



Key

..... Walk

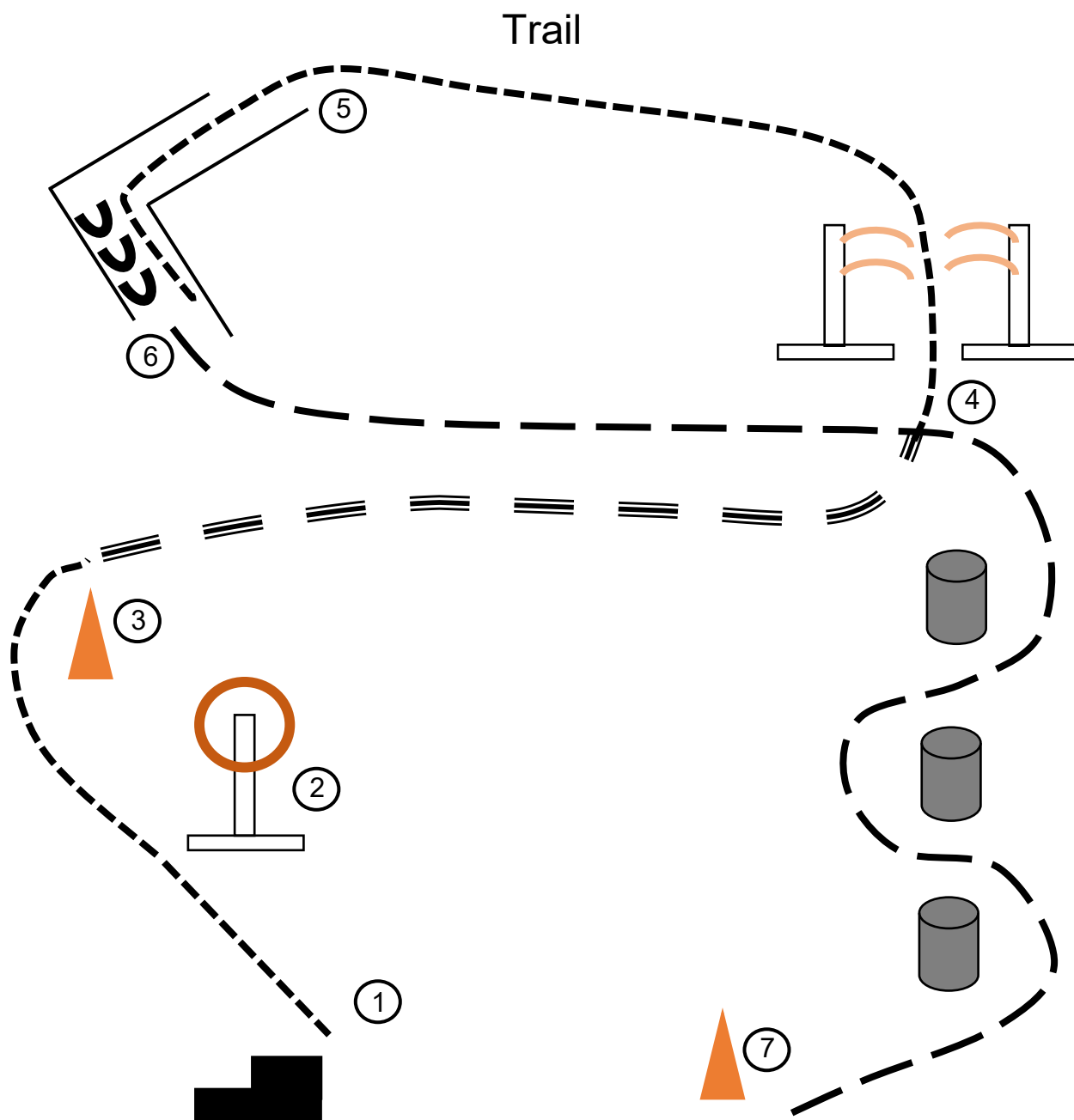
--- Trot/jog

— Canter/lope

· - · - · Back

Walk/trot riders shall trot or jog where requirement is to canter/lope

1. Walk to cone A, halt and wait to be recognized.
2. Walk to and over bridge.
3. Change to a trot or jog and go over jump.
4. Canter or lope on left lead and stop at side pass pole.
5. Side pass to the right then back to the left.
6. Pick up a trot or jog and pass through the box following the pattern shown.
7. Stop, turn, and back through the cones as shown.
8. Stop and wait to be excused.

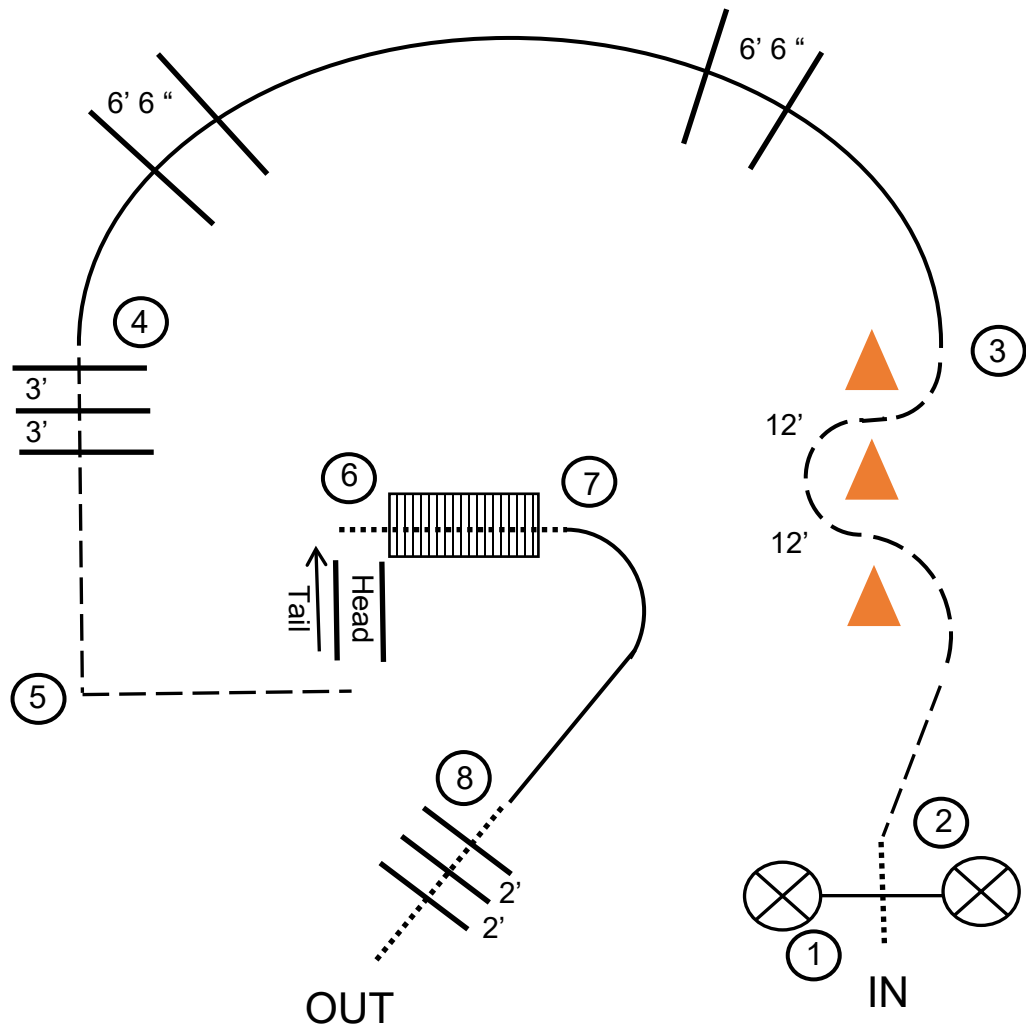


1. Enter leading horse and mount (no penalty for using mounting block).
2. Walk to hula hoop. Pick up hula hoop and set back down. Walk to 3.
3. Extended trot/jog across ring.
4. Walk through noodle standards and to L.
5. Walk through L, back 3 steps. Walk out
6. Trot/jog to and around barrels.
7. Stop at cone and wait to be excused.

Legend

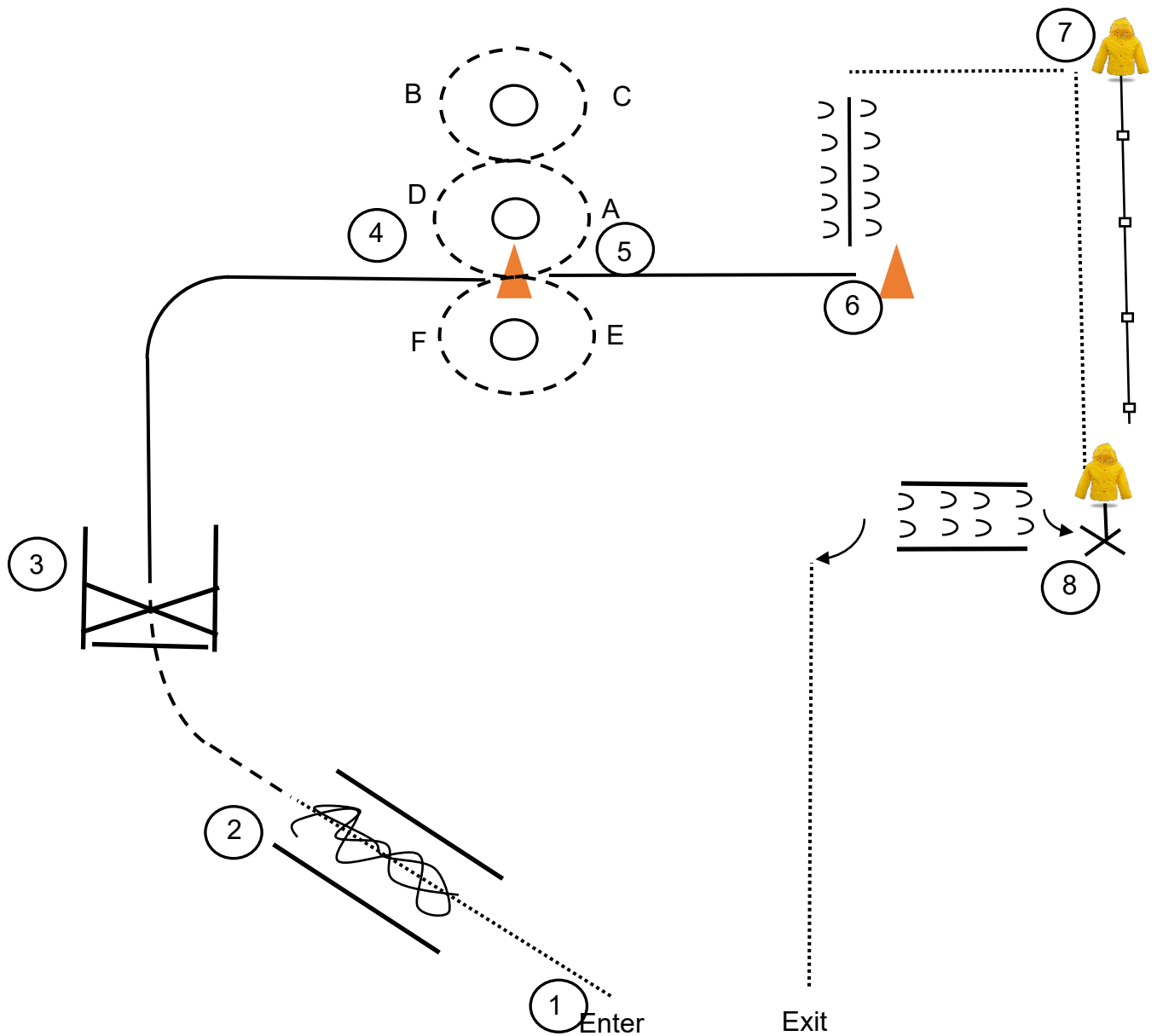
- Walk
- ===== Trot/Jog
- ===== Extended Trot/Jog
- Back

Trail



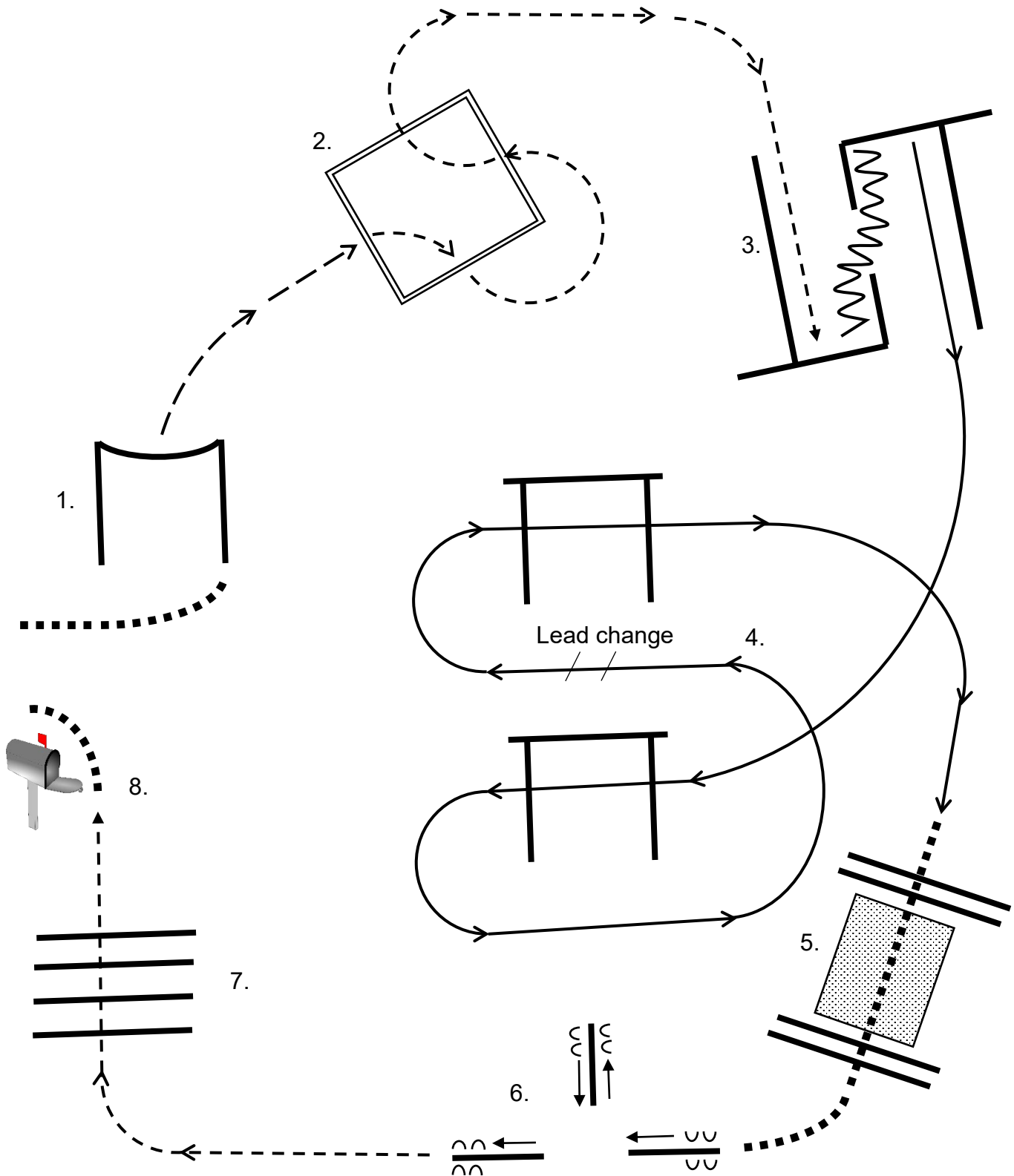
1. Gate, right hand. Push and close.
2. Pick up trot or jog and do a serpentine through the cones.
3. Canter or lope (left lead) over 2 sets of poles.
4. Change to trot or jog and go over poles.
5. Turn 90 degrees to left at the trot or jog. Halt at pole and side pass to the left.
6. Walk over bridge.
7. Pick up canter or lope (right lead).
8. Walk over poles and exit.

Trail



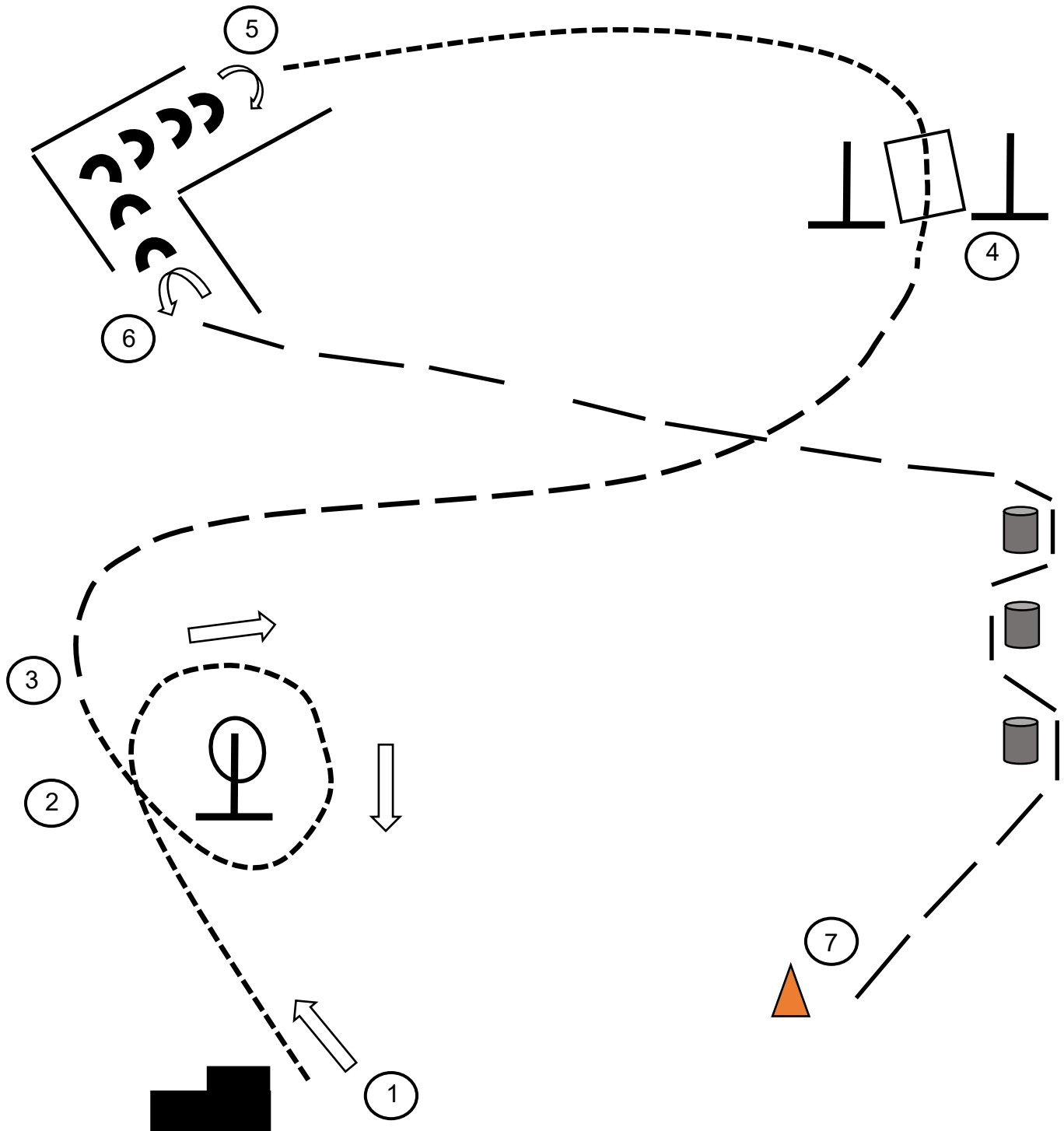
1. Enter and walk through brush between poles.
2. Pick up a trot or jog and go over jump.
3. Canter or lope on right lead and halt at cone.
4. Weave through battels at a trot or jog following the lettered arrows. Halt at cone.
5. Canter or lope on left lead, halt facing the cone.
6. Side pass the pole to the left.
7. Walk to rail. Pick up the coat and carry it to the standard at a walk.
8. Turn 90 degrees to the left and back through the poles. Then turn right and exit the ring at a walk.

Trail



1. Work left-handed gate.
2. Trot/jog serpentine through box as shown.
3. Trot/jog into right side of chute, back into left side of chute, canter/lope left lead out of chute.
4. Canter/lope over poles as indicated, to left first then to the right (left to right lead change, simple or flying). Canter/lope up to bridge combination obstacle.
5. Walk over poles and bridge combination.
6. Sidepass right over "L", then left over "L".
7. Trot/jog over 4 poles up to mailbox.
8. Work mailbox with left hand.

Trail



1. Enter leading horse and mount (no penalty for mounting block use).
2. Walk to hula hoop. Pick it up, walk around standard, set it back down.
3. Canter/Lope across ring.
4. Walk over rug between standards to L.
5. Turn and back through L.
6. Turn and Trot/Jog to and around barrels.
7. Stop at cone and wait to be excused.

TRAIL

