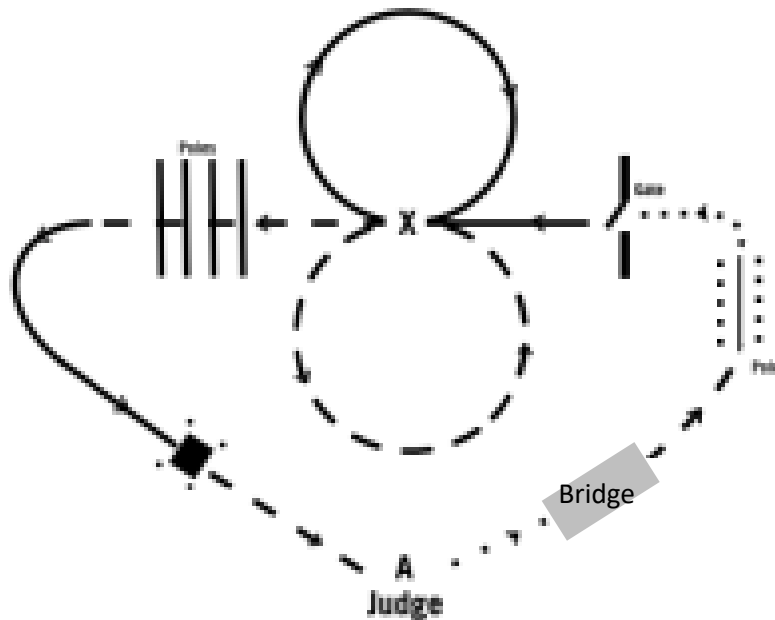


# Open Utility R3

Rider Name: \_\_\_\_\_

Horse Name: \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	From Judge, canter to bridge, stop at bridge	10	
3	Walk over bridge	10	
4	Trot to poles, side pass through poles	10	
5	Walk to gate, open and close gate keeping rope in your hand at all times	10	
6	From gate canter right lead and canter circle to the right	10	
7	At X do a flying change and canter a circle to the left	10	
8	From X trot to and over poles on ground	10	
9	After poles canter left lead into square and stop. Settle and dismount	10	
10	From square lead horse at trot back to Judge	10	
Total		100	