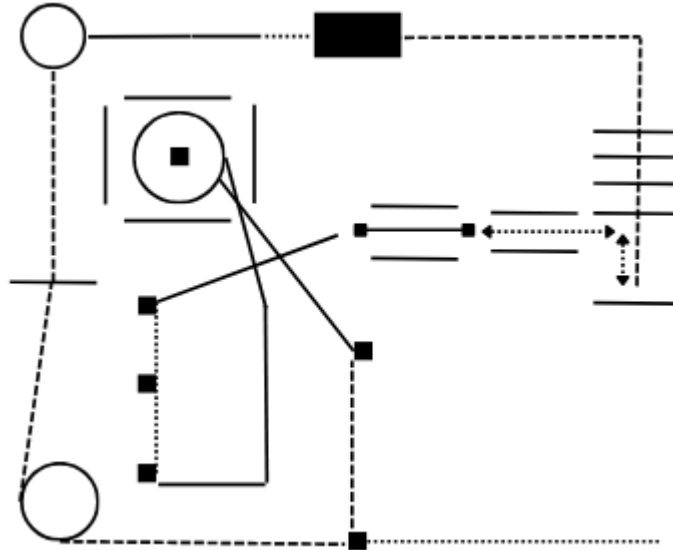


KILCOY COW HORSE CLUB STOCKMANS CHALLENGE: RD 4 BEGINNER UTILITY PATTERN

RIDER NAME: _____

HORSE NAME: _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Enter arena on a loose rein, walk to Judge, stop and acknowledge Judge. Rise trot to the log drag. Using your right hand, drag the log at a walk in a righthand circle around the markers, placing the rope back on the bollard	10	
3	Rise trot to the gate, open and close gate keeping rope in your hand at all times	10	
4	Sit trot to the maypole. Complete 2 full circles to the right, while holding the rope at a walk on the maypole.	10	
5	Canter to the bridge, a few metres before the bridge transition down to a walk, walk onto the bridge without stopping. Halt in the middle of the bridge for 5 seconds, then continue walking over bridge	10	
6	Sit trot to the trot poles. Sit trot over the 4 trot poles, stopping just before the 5 th trot pole. Reverse back to the 4 th trot pole, turn and reverse out to the end of the two poles	10	
7	Sidepass to the right through the poles	10	
8	Canter to the drum with the Garrocha stick in it, pick up the Garrocha stick, at a walk ride to the bull and pick up the ring with the Garrocha stick, ride to the next drum and place the Garrocha stick with the ring on it in the drum	10	
9	Canter on the left lead to the cavaletti box. Rise trot a small circle around the peg to the left, inside the cavaletti's	10	
10	Canter to the mounting block, dismount using the mounting block, lead horse at a trot to the Judge	10	
Total		100	