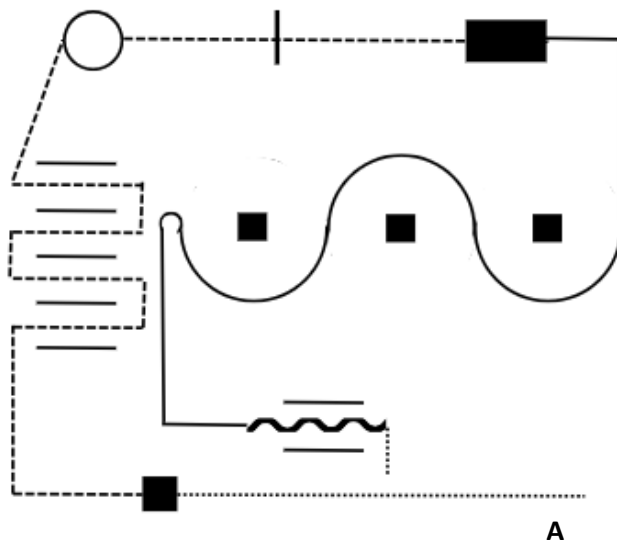


KILCOY COW HORSE CLUB STOCKMANS CHALLENGE: RD 3 JUNIOR UTILITY PATTERN

RIDER NAME: _____

HORSE NAME: _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Enter arena leading horse, stop at marker A, acknowledge Judge. Lead horse at a walk from marker A to mounting block, mount horse using the mounting block	10	
3	Sit trot to the cavalletti's, weaving through them at a walk	10	
4	Sit trot to the maypole. Complete 2 full circles while holding the rope at a walk on the maypole.	10	
5	Rise trot to the gate, open and close gate keeping rope in your hand at all times	10	
6	Canter to the bridge, halt at bridge for 5 seconds, then walk over bridge	10	
7	From the bridge, canter right lead, serpentine through markers with 2 simple changes	10	
8	Rollback to the left at the completion of the serpentine, and canter to the poles	10	
9	Back through the poles	10	
10	Walk to Judge on a light rein	10	
Total		100	

