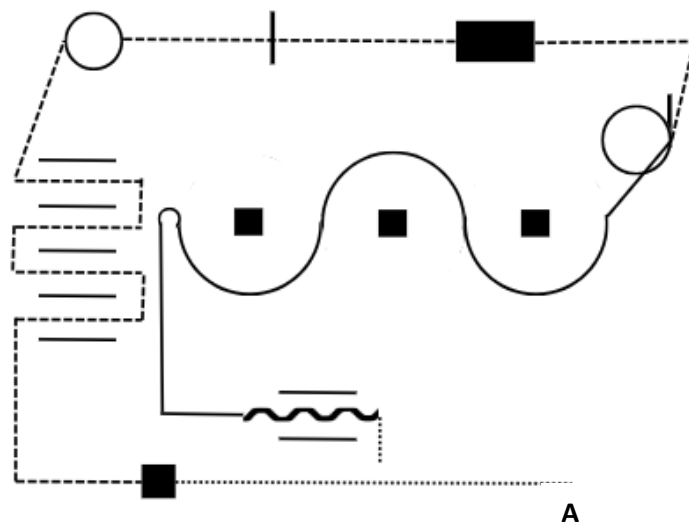


# KILCOY COW HORSE CLUB STOCKMANS CHALLENGE: RD 3

## BEGINNER 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 trot from marker A to mounting block, mount horse using the mounting block	10	
3	Sit trot to the cavelletti'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	Rise trot to the log drag. Using your right hand, drag the log in a right hand circle, placing the rope back on the bollard	10	
8	From the log drag, canter right lead, serpentine through markers with 2 simple changes	10	
9	Rollback to the left at the completion of the serpentine, and canter to the poles	10	
10	Sidepass to the left through the poles, walk to Judge on a light rein	10	
<b>Total</b>		<b>100</b>	