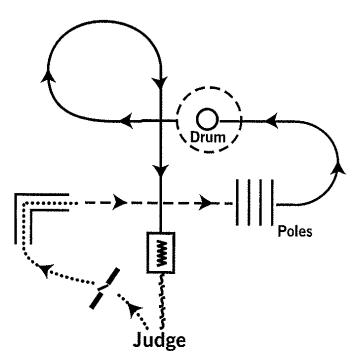
Utility Pattern U1



		POSSIBLE POINTS	ALLOCATED POINTS
1	Type, Presentation and Overall Impression	10	
2	Walk to gate and pass through gate, keeping hand on gate at all times	10 x 2 (20)	
3	Walk onto L shaped poles and Walk through	10	
4	Trot to and over 4 poles on the ground	10	
5	Canter left lead 1/2 circle to drum and pick up coat	10	
6	Trot around drum and replace coat on drum and Canter circle to the right and straight to square	10 x 2 (20)	
7	Stop in square and Rein back 3 steps. Walk back to Judge on loose rein	10 x 2 (20)	
	TOTAL	100	



