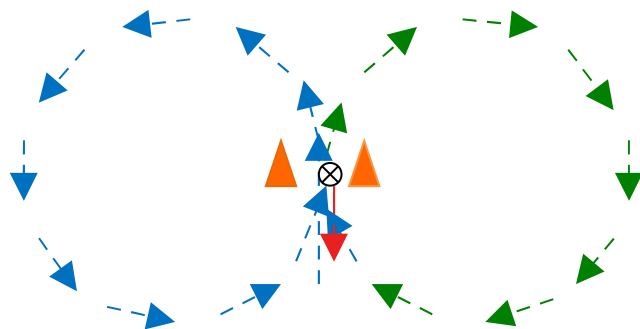


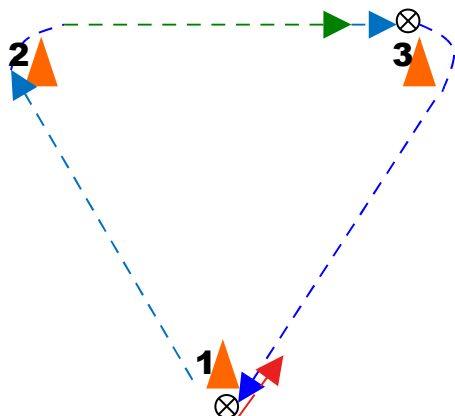
Mule Youngstock In-Hand Performance Patterns 2009

1. The patterns will be judged on style, accuracy and willingness
2. The show schedule will nominate a pattern to be used for the Class. If the schedule does not give this information the judge will chose one.
3. The pattern may be called for the competitor.



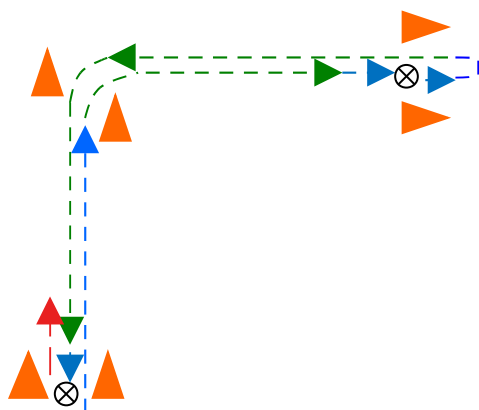
'Figure 8' Pattern

1. Walk between cones and complete a circle to the left at Walk
2. Trot a circle to the right starting as you pass between the cones
3. Halt, through Walk, 4 seconds between the cones
4. Reverse 3 strides



Triangle Pattern

1. From Cone 1, Walk along the first side
2. Go around Cone 2 and into a Trot
3. Slow to a Walk as approaching Cone 3
4. At Cone 3, Halt 4 seconds
5. Proceed to Cone 1 at a Walk
6. At Cone 1 Halt and Reverse 3 strides



'L' Pattern

1. Walk through the first gate, to the second gate
2. Go into Trot as you go through the second gate
3. In the third gate Halt, through Walk, 4 seconds
4. Walk forward and turn 180° to go back through the gate.
5. As return through the gate Trot and continue trotting through next gate
6. As you return through the first gate Halt, through Walk, and Reverse 3 strides

Square Pattern

1. At Cone 1 Halt, then Walk around the outside of Cones 2 & 3
2. As going around Cone 3 proceed to Trot going across the diagonal towards Cone 1
3. Go around Cone 1 to the left and continue along to Cone 4 at a Trot
4. Approaching Cone 4 come back to Walk and go around Cone 4 before heading back to Cone 1
5. At the first cone Halt
6. Reverse 3 strides

