

# Trail Pattern Level A



Updated 7/15/2019

- Walk in, stop at start cone and wait for judge.
- Walk into Obstacle 1 (box) and perform a 360 degree turn to the right.
- Walk out of the box and pick up your jog/sitting trot. Jog/sitting trot around Obstacle 2 (cones) starting on the right side of the cone.
- After the last cone, pick up a left lead lope/canter to Obstacle 3 (barrel). At a walk, perform a left hand circle around the barrel.
- Walk through Obstacle 4 (chute) and halt. Back halfway through the chute and walk out.
- Walk to and over Obstacle 5 (bridge).
- Pick up your jog/posting trot through Obstacle 6 (ground poles) and to Obstacle 7.
- Walk to Obstacle 7 (rope gate) and open it; drop the rope.
- Walk through the gate and halt. Wait to be dismissed.

