

Trail Pattern Level A

Updated 7/28/2023

Special Olympics
North Carolina



- Walk into the arena, halt at start cone and wait for judge.
- Walk over Obstacle 1 (ground poles).
- Pick up a jog/posting trot and perform a wide circle to the left around Obstacle 2 (barrel; as if the barrel is the middle of the circle).
- Transition to jog/sitting trot at the cone and jog/sitting trot over Obstacle 3 (ground poles).
- Walk through Obstacle 4 (gate) and pick up a jog/posting trot.
- Jog/posting trot, weaving through Obstacle 5 (cones) starting on the left. Start walking at the last cone.
- Walk over Obstacle 6 (ground poles).
- Walk into Obstacle 7 (chute). Back out of Obstacle 7 and walk to Obstacle 8 (box).
- Walk into Obstacle 8 (box). Perform a 360 degree turn.
- Walk out of Obstacle 8 and pick up a lope/canter to the right. Lope/canter around Obstacle 9 (ground poles) and through Obstacle 9 (cones).
- Walk to the finish cone, halt and wait for dismissal.

