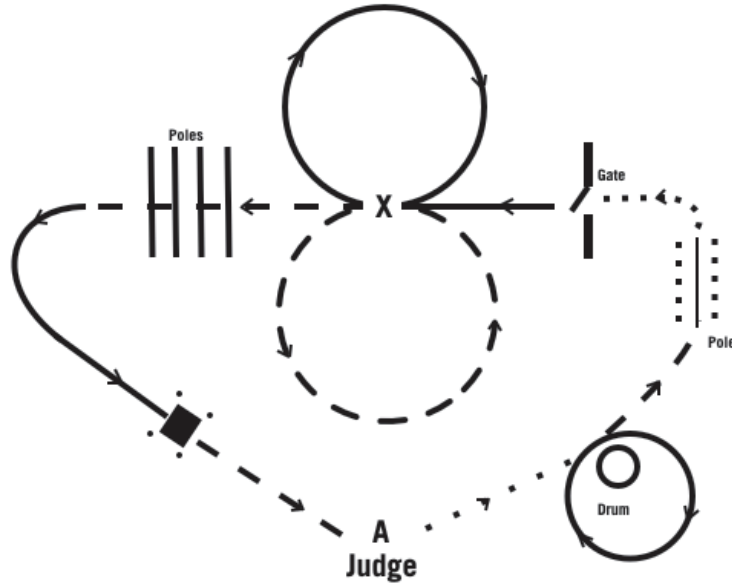


UTILITY – UP2

Event _____ Class _____

Horse _____ Rider _____



| | | Possible Points | Judge's Marks |
|--------------|--|-----------------|---------------|
| 1 | Type, Presentation and Overall Impression | 10 | |
| 2 | Walk to drum, pick up coat | 10 | |
| 3 | Canter small circle around drum, then replace coat on drum | 10 | |
| 4 | Trot to pole on ground and right hand side pass over pole | 10 | |
| 5 | Walk to gate and pass through gate keeping hand on gate at all times | 10 | |
| 6 | From gate canter right lead and canter circle to the right | 10 | |
| 7 | On returning to X, trot a circle to the left | 10 | |
| 8 | From X trot to and over poles on ground | 10 | |
| 9 | After poles canter left lead onto square and stop. Settle and dismount | 10 | |
| 10 | From square lead horse at trot back to Judge | 10 | |
| Total | | 100 | |

Judge: _____ Date: _____

Scoring Scale

| | | | | | | | | | | |
|--------------|---|---|--------------|---|--------------|---|---|------|---|-----------|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Not Executed | | | Insufficient | | Satisfactory | | | Good | | Excellent |