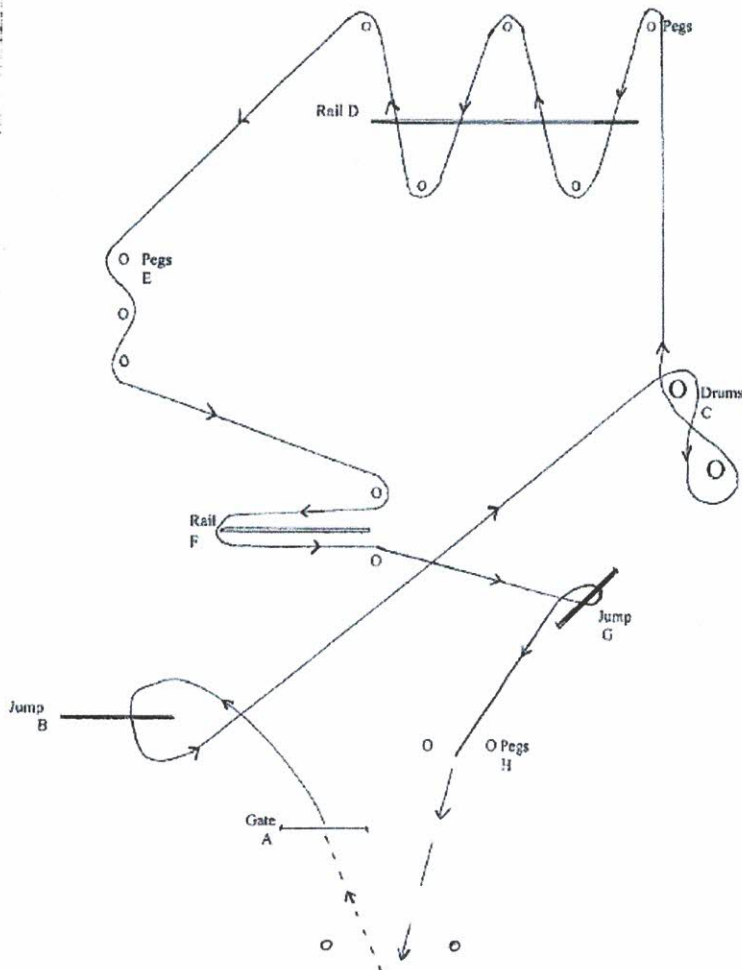


Time Trial Pattern- TT6



Course

1. Commence course between the start/finish pegs at a Walk. Walk to gate at A. Once the rider's hand touches the gate, the horse may continue the course at any pace to the pegs at H.
2. Open the gate, pass through and close the gate – the gate latch must be securely fastened.
3. Continue past the jump at B, leaving the jump on the near side of the horse. Turn left and jump the jump, continue to circle around the end of the jump to the Drum at C.
4. Circle first Drum to the right and complete a figure 8 around the next Drum. Leave the Drum on the right side of the horse and continue to the peg past Rail D and turn left.
5. Jump Rail D four (4) times in a serpentine motion and turn left at peg.
6. Continue to Pegs E leaving the peg E on the near side of the horse, complete a zig zag through the pegs departing the last peg on the near side turning left.
7. At peg turn left and continue around Rail F to the left.
8. Once past rail F jump over G, turn a 90° turn to the left and jump back over G.
9. Turn left from jump and head to pegs H.
10. Come back to trot at pegs H and continue at a Trot to the start/finish pegs to complete the course.

Rules

1. The time commences and terminates when the horse's nose crosses the line between the start/finish pegs.
2. A one (1) second penalty will be incurred for each stride that is broken in the Walk and Trot sections.
3. A three (3) second penalty will be incurred if the gate, jumps, drums at C, the rail at D, or any pegs are dislodged.
4. When jumping the log at G and rail at D, the horse's four feet must touch the ground on the other side of the obstacle before returning over the log. Failure to do so will result in elimination.
5. A one (1) second penalty will be incurred for each hoof which crosses the rail at F
6. A horse will be eliminated for not completely and correctly negotiating any section of the course.
7. Head restraints are not permitted.
8. The Walk section must be a four beat pace Walk. Penalties will be incurred for any break in beat.
9. Penalties will be added to the time and the time will become the score for this section.
10. The horse with the lowest score will be determined as the winner.