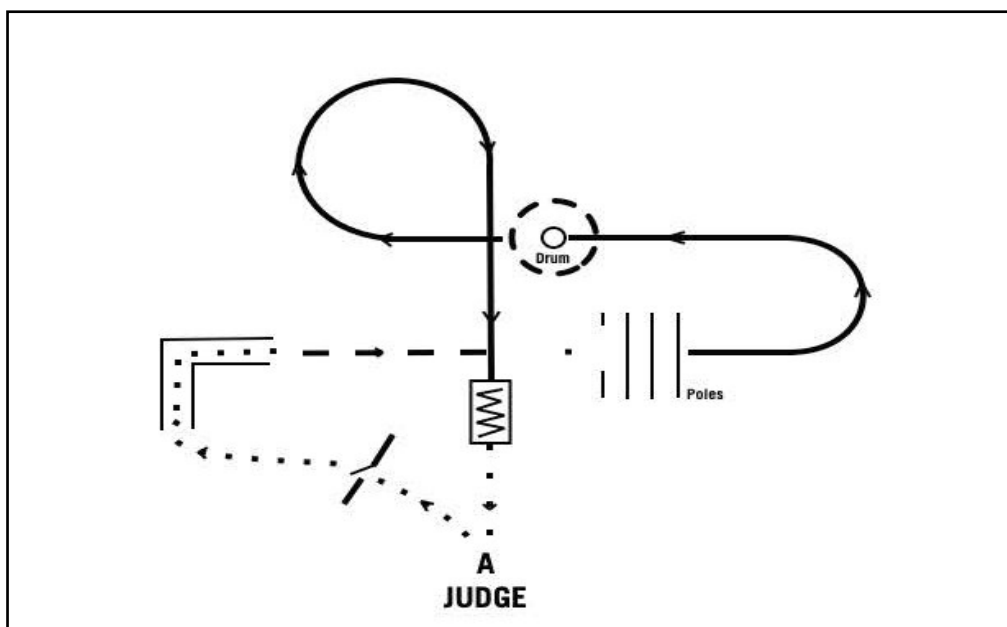


Utility Pattern



1	Type, presentation and overall impression		10
2	Walk to gate		10
3	Pass through gate		10
4	Walk onto L shape poles and walk through		10
5	Trot to and over 4 poles on the ground		10
6	Canter left lead ½ circle to the drum and pick up coat		10
7	Trot around the drum and replace coat onto the drum		10
8	Canter circle to the right and straight to square		10
9	Stop in square and rein back 6 steps		10
10	Walk back to judge on a loose rein		10
			100