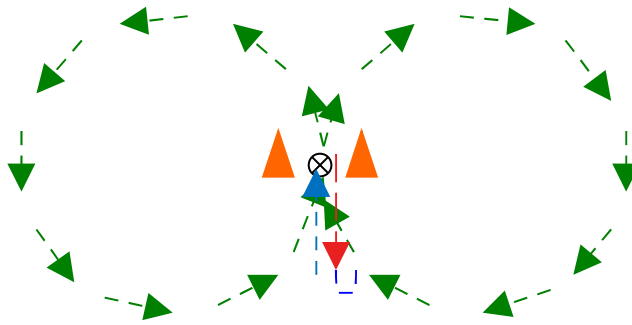


Mule Open In-Hand Performance Patterns 2009

1. The patterns will be judged on style, accuracy and willingness
2. The show schedule will nominate a pattern to be used for the Class. If the schedule does not give this information the judge will chose one.
3. The pattern may be called for the competitor.

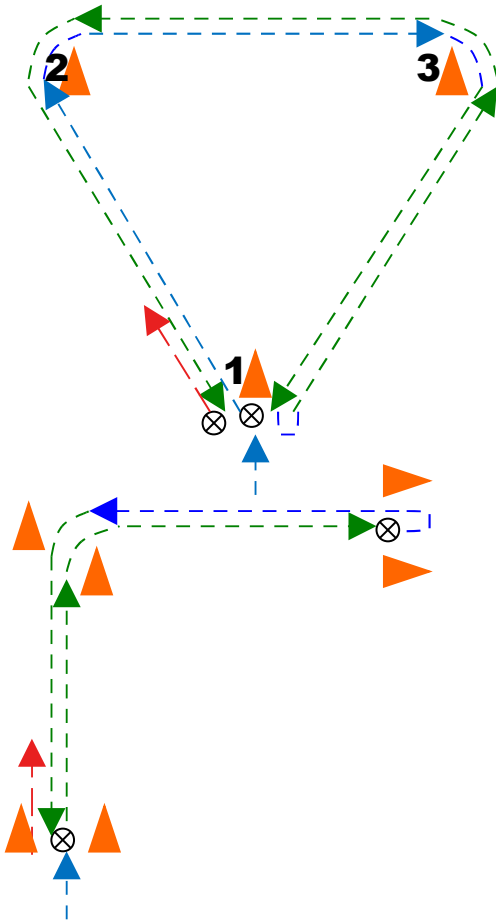


'Figure 8' Pattern

1. Halt between the cones ⊗
2. Proceed to Trot a 'Figure 8' (cones marking central point) — — — — —
3. Halt 4 seconds (shoulder of animal in line with cones) ⊗
4. Reverse 5 strides — — — — —
5. Complete a Turn around the Forehand 180° — — — — —

Triangle Pattern

1. Halt at Cone 1 ⊗
2. Proceed at a Walk along the first two sides — — — — —
3. Trot as the animal's shoulder passes Cone 3 and proceed to Cone 1 — — — — —
4. At Cone 1 Halt 4 seconds ⊗
5. Complete a Turn around the Forehand 180° and proceed back around the cones at a Trot — — — — —
6. As return to Cone 1 Halt then Reverse 5 strides — — — — —



'L' Pattern

1. Halt in the first gate so the animal's shoulder between the cones ⊗
2. Proceed at a Trot through the second gate to the third — — — — —
3. At the third gate Halt 4 seconds so animal's shoulder between the cones ⊗
4. Complete a Turn around the Hindquarters 180° and proceed at walk — — — — —
5. Trot as animal's shoulder passes through the forth gate — — — — —
6. At fifth gate Halt and Reverse 5 strides — — — — —

Square Pattern

1. Halt at Cone 1 ⊗
2. Walk around the outside of Cone 2 to Cone 3 — — — — —
3. At Cone 3 Trot and proceed across the diagonal towards Cone 1 — — — — —
4. Go around Cone 1 to the left continuing to Trot around Cone 4, up to Cone 3 — — — — —
5. As you go around Cone 3 return to Walk and continue to Cone 2 — — — — —
6. At Cone 2 Halt for 4 seconds and Reverse 5 strides ⊗ — — — — —
7. Complete a Turn around the Hindquarters 180° and proceed at walk — — — — —
8. Trot as passing Cone 3 and continue passed Cone 4 — — — — —
9. Halt at Cone 1 ⊗

