Precision Driving Pattern 5

1. Trot through barrels
2. Transition to walk at corner
3. Walk through parallel poles & stop when back wheels even with end of poles, - - - - back through until horse’s head is at start of poles, ..... walk through and on to next obstacle.
4. Transition to trot around corner
5. Trot through cones with tennis balls on top (fault for knocking off ball)
6. Trot through “tunnel” of gaming poles (4 poles placed side by side)
7. Turn right & trot to center. Transition to walk & turn right again
8. Proceed to Poles placed in box shape. Execute as follows:
   - Walk along your choice of side close to pole
   - Stop when back wheel is at end of pole and fan to face the next pole’s direction, keeping wheel close to pole
   - Walk to end of next pole.
   - Repeat above steps until you have completely walked/fanned the box.
   - Halt & wait for judge to dismiss

All obstacles will be at least 12” wider than the wheelbase of each cart.