<table>
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<th>Score</th>
<th>Running Total</th>
<th>Obstacle Score</th>
<th>Penalty</th>
<th>Description</th>
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**Disqualifications**
- Missing an obstacle.
- Falling to the ground.
- Violating the course.
- Missing an obstacle.
- Falling to the ground.
- Violating the course.
- Missing an obstacle.

**Obstacles**
- Obstacle 1: Falling to the ground.
- Obstacle 2: Missing an obstacle.
- Obstacle 3: Falling to the ground.
- Obstacle 4: Violating the course.

**Penalties**
- Falling to the ground.
- Missing an obstacle.
- Violating the course.

**Total Score**

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**Note:** No rider that deviates from the posted pattern in any way or that receives a zero score for a particular obstacle shall place above any rider that completes the pattern as written.
Pattern

1. Walk over pole, through box, and through chute.
2. Jog/Trot over poles, and through box as shown to mailbox. Stop. Open mailbox, and then close mailbox. Do NOT remove the contents.
3. Jog/Trot over poles as shown in a figure 8 as drawn.
5. Walk over bridge.
6. Walk through open gate as shown to the exit.

Legend
- Back
- Side Pass
- Turn
- Walk
- Jog/Trot
- Extended Jog/Trot
- Lope
- Lead Change