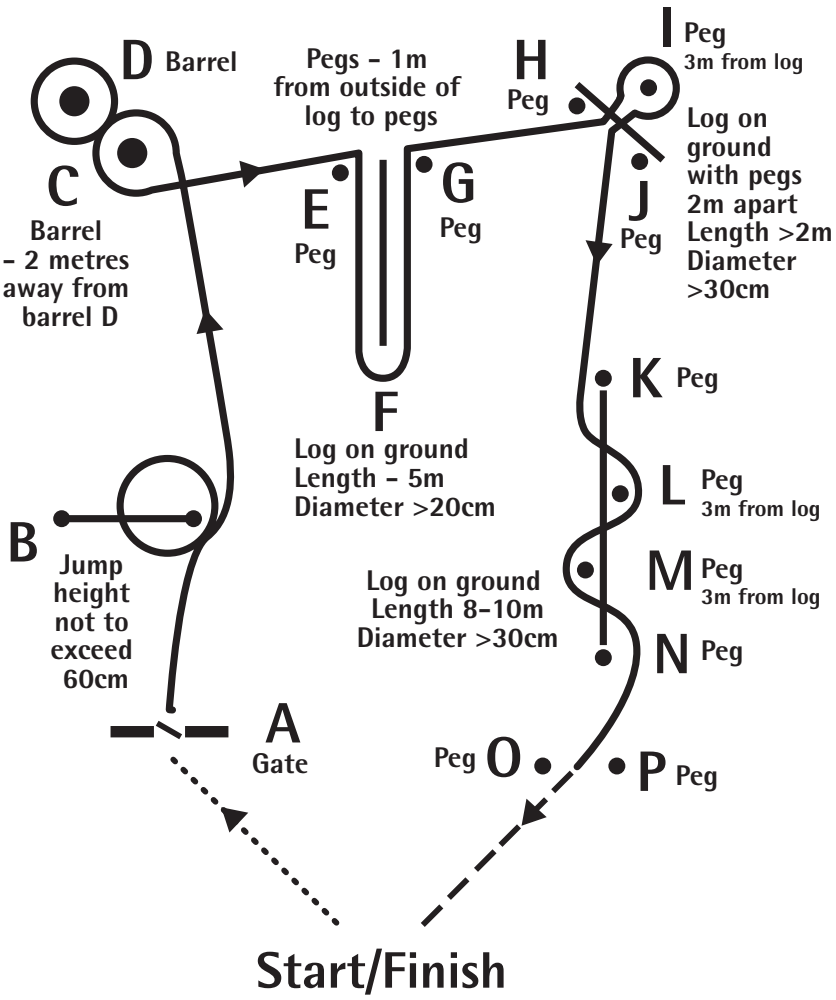
Pattern Time Trial 4 TT4



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 O & P pegs
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 and jump the jump, continue to circle around the end of the jump to the barrel at C
4. Leave barrel C on the near side of the horse, circle anti-clockwise half a circle around barrel C, circle barrel D clockwise a full circle and then circle C anti-clockwise half a circle to complete figure of eight (Note: two meter distance between the edges of Barrel C and D). Continue to Peg E
5. Leave the peg E on the off side of the horse, complete a 90° turn to the right and continue along the length of log F
6. At the end of log F, turn 180° around the end of the log and continue along the other side of log F towards Peg G. Leaving Peg G on the off side of the horse, turn 90° and continue towards log between Pegs H & J
7. At Peg H, jump the log between the pegs, then around peg I on the off side of the horse and jump back over log at J and continue towards Peg K
8. Jump log between pegs K and N three (3) times in a serpentine motion, starting with peg K on left and going around pegs L and M with final jump having peg N on right. Come back to trot between O and P
9. Continue to O, reducing the pace of the horse to a Trot prior to crossing a line between the Pegs O and P. (Note: 1 meter distance between the O and P pegs).
10. Then continue at a Trot to start/finish pegs. Horse must Trot between 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, Barrels at C & D; the logs at F, H or K or any peg from E through P is dislodged
4. When jumping the log at H and K, 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 horse will be eliminated for not completely and correctly negotiating any section of the course
6. Head restraints are not permitted
7. The Walk section must be a four beat pace Walk.
8. A one (1) second penalty will be incurred for each hoof which crosses the log at F.
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.

Safety

1. For safety, if logs of less than the designated diameters are not available, the logs MUST be securely pinned to the ground in order to prevent all movement.

Notes

In their age group under 13 years of age must open the gate but do not have to close it.

Horse Name and Number

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