Mule & Donkey Double Trouble Pattern CommonSpirit 20 0 0

- 1. Be ready at start. Extended trot over logs.
- 2. Walk through bales. Back through bales. Walk through bales.
- 3. Extended lope on right lead over log. Change leads and lope a circle to the left.
- 4. Halt. Sidepass log right.
- 5. Pick up rope. Drag item at a trot to finish marker. Stop.
- 6. Pair two be ready at start. Time starts when you pass through start line.
- 7. Serpentine poles, either direction.
- 8. Figure eight around barrels, either direction first.
- 9. Pick up flag from barrel by pole.
- 10. Time stops when you pass through start line with flag.

Note: The drawn description of this pattern is intended only for the general depiction of the pattern. Riders should use the space as needed to best exhibit their horses.