



4-H Trail Clinic

with Christine Oliver-Hammond

Wednesday, June 4 – 6 p.m. to 8 p.m.

Sponsored by King County 4-H Horse Leaders

Learn from a 4-H judge, trainer and horse show competitor how to improve your scores in trail classes.

Practice on common trail course obstacles such as:

- Bridge
- Mail Box
- Back-through L
- Rope gate
- Box
- Serpentine
- Lope-over poles
- Trot poles
- Trees & flowers

Pre-registration is required by Sunday, June 1. Cost is \$20 per person plus a \$10 haul-in fee. Clinic will be held with a minimum of 5 riders. Up to 15 slots are available. Participants are welcome to stay and practice after the clinic.

Clinic will be at Songbird Stables, 20019 SE 320th Street, Covington, WA 98042. For more information or to pre-register, contact: Kim Giglio at kimgiglio@hotmail.com or 253-740-1665.

Driving Directions from Highway 18: Take the Covington exit. Proceed east on Kent Kangley/272nd. Turn right onto Wax Road (by McDonald's) and follow it to the end. Turn left onto Covington Way/Covington Sawyer. Follow several miles to 196th. Turn right onto 196th and follow to the end. Turn left onto SE 304th. Take first right onto 200th Avenue S.E. (Lake Morton Estates). Follow the main road as it winds around and changes names. Turn right onto S.E. 316th. Turn left onto 200th Ave. S.E. then left onto 320th Street. Turn into the first driveway on the right and drive past the house to the covered arena.

Driving Directions from Enumclaw/Maple Valley: Follow Highway 169 to Four Corners. Head West on Kent-Kangley/272nd. Turn left at the Play-Mor Tavern and head south. Turn right onto Covington Sawyer at the Lake Sawyer Grocery. Turn left onto 196th and follow to the end. Turn left onto SE 304th. Take first right onto 200th Avenue S.E. (Lake Morton Estates). Follow the main road as it winds around and changes names. Turn right onto S.E. 316th. Turn left onto 200th Ave. S.E. then left onto 320th Street. Turn into the first driveway on the right and drive past the house to the covered arena.

