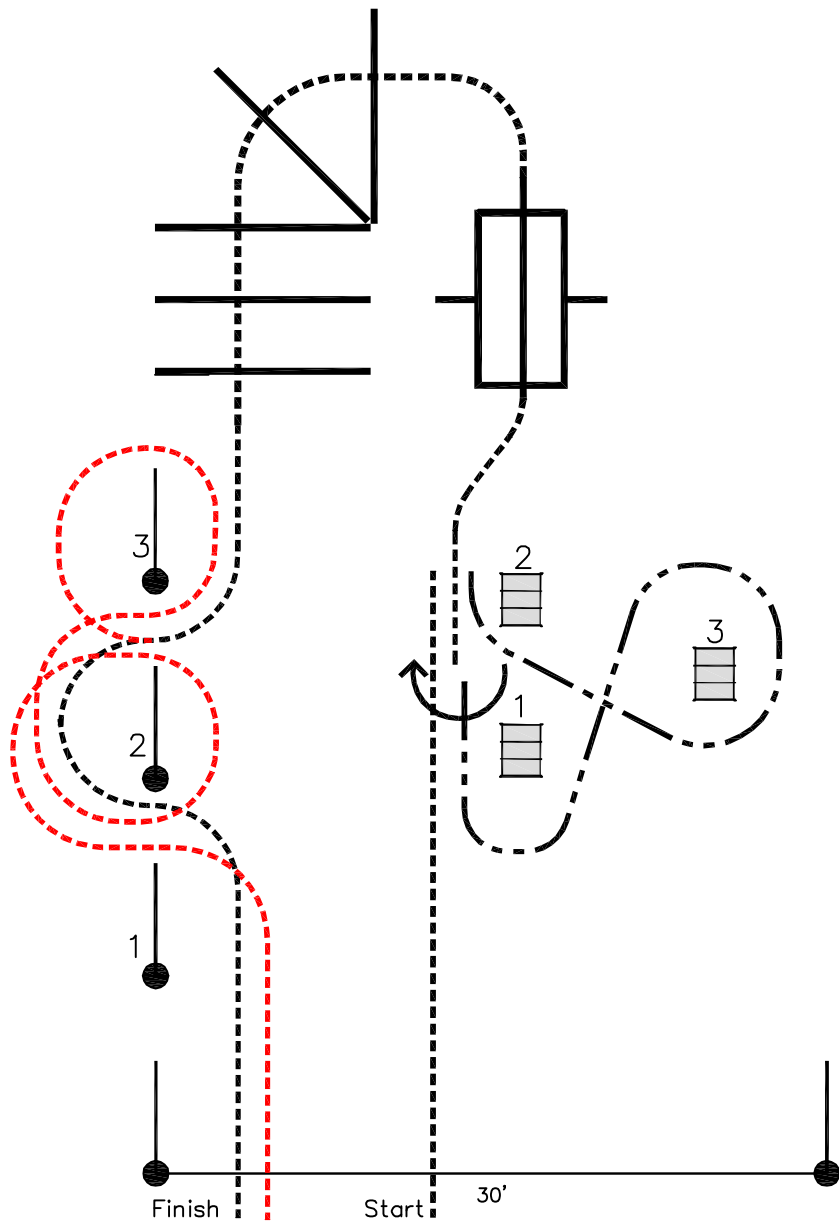


Date: _____		District: _____		
CLASS: <u>IN-HAND OBSTACLE RELAY - PATTERN #2</u>				
HIGH SCHOOL: _____		TEAM: _____		
Obstacle:	Athlete #:	Athlete #:	Athlete #:	Athlete #:
Trot off side over start/finish line until even with barrel #2				
Back from off side around barrel #3 and to far side of barrel #1, until horse's hip is midway between barrel #1 and barrel #2				
180° right haunch turn				
Trot to and walk over teeter-totter bridge				
Trot over fan				
Weave through poles as diagramed				
Optional (shown in red): Circle pole #3 and pole #2 as diagramed.				
Penalty Points	-	-	-	-
Total points / Handler minus penalty points.				
Total of Individual Handler Scores				
Overall Handling & Horsemanship - Including while waiting behind the start line. (10 points Possible)				
Subtotal				
Total Time: _____		Time Penalty Points: _____		
		Total Team Points:		
Judge's Signature: _____				
Expectations:				
<ul style="list-style-type: none"> • This is a horsemanship class! Equine and athletes should be properly groomed as in a showmanship class. • Maneuvers should be crisp and practiced. Equine should show no resistance to handler during any maneuver and should appear as if not on lead rope. • Equine should move quickly, but maintain the superior ground manners that one would expect in a showmanship class. • Handlers will receive scratch penalties for each time there are two handlers on course at the same time. This includes crossing the line accidentally while switching sides of the horse behind the line. Scratch penalties will also be incurred if a horse on course inadvertently crosses the start finish line while still competing. • Exhibitors and equines must enter and exit the course on the inside of the start/finish poles. If athlete and/or equine crosses outside of the poles, the team will receive a No Time and only be eligible for participation points. • Time starts when the first part of the handler/equine breaks the plane of the start/finish line. Time shall end when the last part of the handler/equine crosses the start finish line. • All obstacles should be done by both horse and handler except where specifically noted. 				



**OHSET
STATE**
PATTERN #2
In Hand Obstacle Relay
(I.H.O.R.)
 #2.15.19 Revised 4-30-19

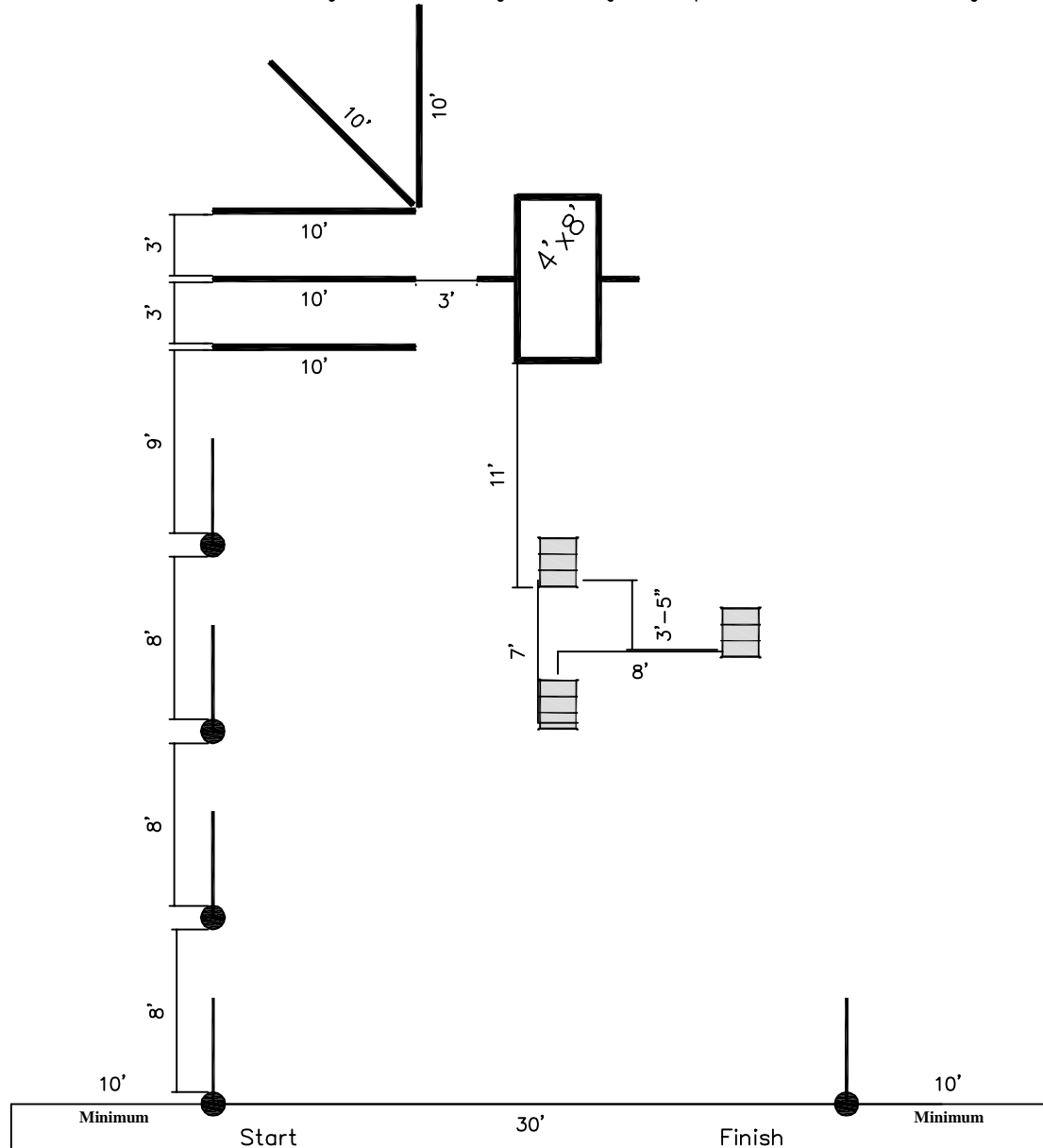
Legend :	
Walk	—————
Jog/Trot	- - - - -
Back	— · — · —

IHOR Setup Instructions

Measurement Instructions:

1. Begin by placing left start pole at least 60' from end wall and 15' from left wall.
Set right starting pole 30' from left pole
2. From left starting pole measure straight up and set gaming poles with 8' between bases
There should be 8' clear space between rubber bases
3. From the final gaming pole measure 9' and place left end of trot over pole. Measure 3' of clear space and set the second trot over pole. Set the remaining poles of the fan
4. From the right end of the second trot over pole measure 3' to the right and place the tipping bridge pole
place bridge on top of pole
5. The tipping bridge is a standard bridge with a notch cut in the center underneath where it rests on the pole. It should be reinforced on this notch to withstand the weight of horse and handler. The pole/log that it rests on should be large enough in diameter so that once bridge is placed, one side of bridge will be touching the ground and the other side is approximately 4"-8" off of ground. Pole should not be too small or too large that bridge rolls when stepped on.
6. From the bottom center edge of the bridge, measure down 11' and place the top center edge of the first barrel
7. Stretch tape between 1st and 3rd barrels (should be 7'). At the 36" mark measure 8' to the right and place left edge of second barrel

Note: All measurements are inside edge to inside edge creating free space in the amount designated



**OHSET
STATE
PATTERN #2
In Hand Obstacle Relay
(I.H.O.R.)**
#2.15.19 Revised 4-21-19

Equipment List:
(5) Gaming poles
(5) 10' poles
(1) Approx. 8' pole or log (under bridge)
(3) Barrels
(1) Teeter Totter bridge, 4'x8' (min 4'x6')