

5/2/2018

STATE

Date: _____

District: _____

CLASS: IN-HAND OBSTACLE RELAY - PATTERN #1

HIGH SCHOOL: _____

TEAM: _____

Obstacle:	Athlete#:	Athlete #:	Athlete #:	Athlete#:
Trot thru box, figure 8 thru cones				
Trot over raised pole as diagrammed				
Sidepass right, sidepass left				
Trot over pole and into chute				
Back thru 'L' as diagrammed, until hind feet are even with the cone, then trot straight over finish line				
Optional: Trot thru chute and into box, stop, do a 270° right forehand turn, trot out of top of box, turn left and over chute poles, then over finish line.				
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: _____

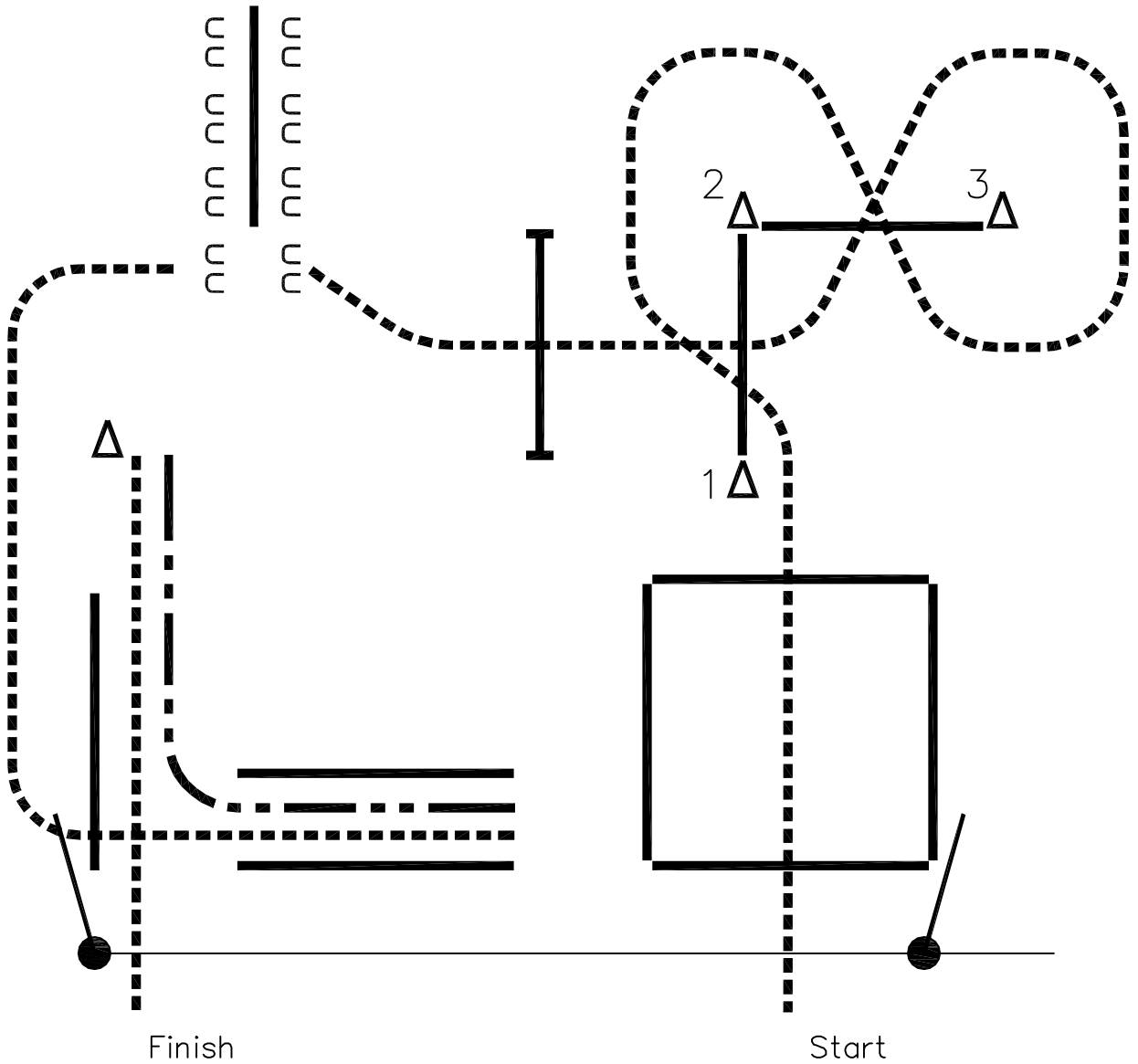
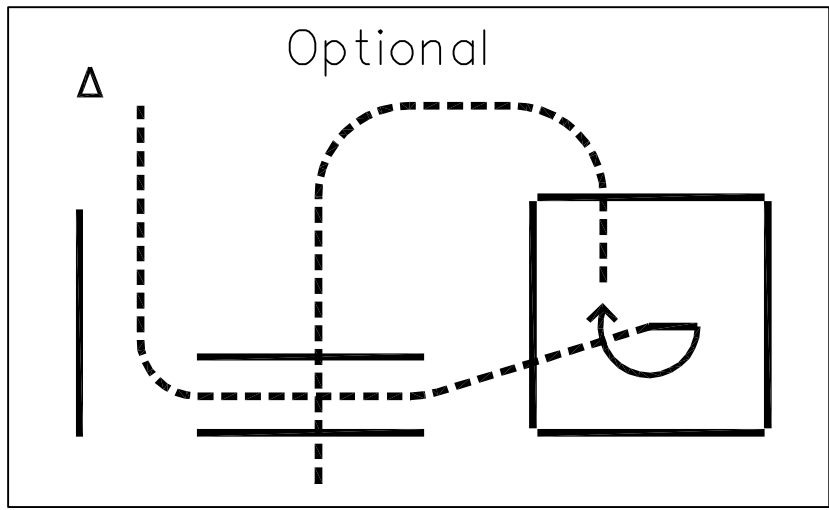
Time Penalty Points: -

Total Team Points: _____

Judge's Signature: _____

Expectations:

- 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
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PATTERN #1
In Hand Obstacle Relay
(I.H.O.R.)
#1.13.18 Revised 4-19-18

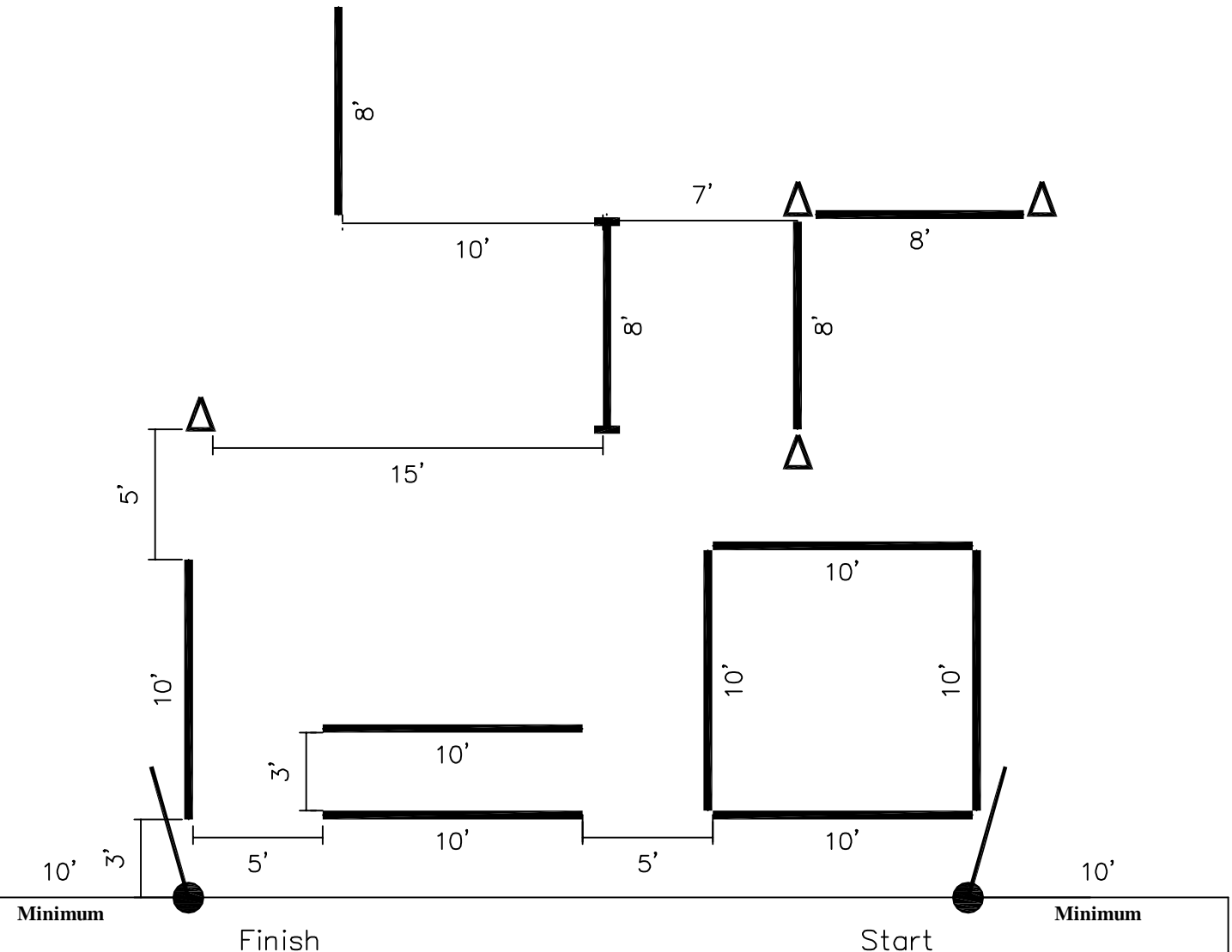
Legend :	
Walk	—————
Jog/Trot	- - - - -
Back	- - - - -

IHOR Setup Instructions

Measurement Instructions:

1. Measure minimum 45' from back wall and 10' minimum from left wall. Set left start pole
2. Measure 30' to right of left start pole and set right start pole
3. From left end of starting line measure 3' and place 10' pole
4. From bottom end of pole measure 5' to the right and place 2nd 10' pole
5. Measure 3' width and place parallel pole
6. From far right of bottom pole measure 5' and place bottom left corner of box place remaining poles for box with ends touching
7. Go back to original 10' pole and measure 5' from top of pole, place cone
8. Measure 15' from right of cone and place riser for jump
9. 2nd riser should be just under 8' apart to allow riser to hold 8' pole
10. From top of measure 10' to the left and place bottom end of 8' pole
11. From top of jump measure 7' to the right and place cone. Place 8' poles straight off of right side and bottom, then place cones at end of poles

Note: All measurements are inside edge to inside edge except cones. They are mesure from ceneter of cone



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Equipment List:
(2) Gaming poles
(7) 10' poles
(4) 8' poles
(2) 10" risers for jump (Top of pole should be 12"-14" from ground)
△ (4) Standard Cones