

4/19/2018

STATE

Date: _____

District: _____

CLASS: IN-HAND TRAIL - PATTERN #1

HIGH SCHOOL: _____

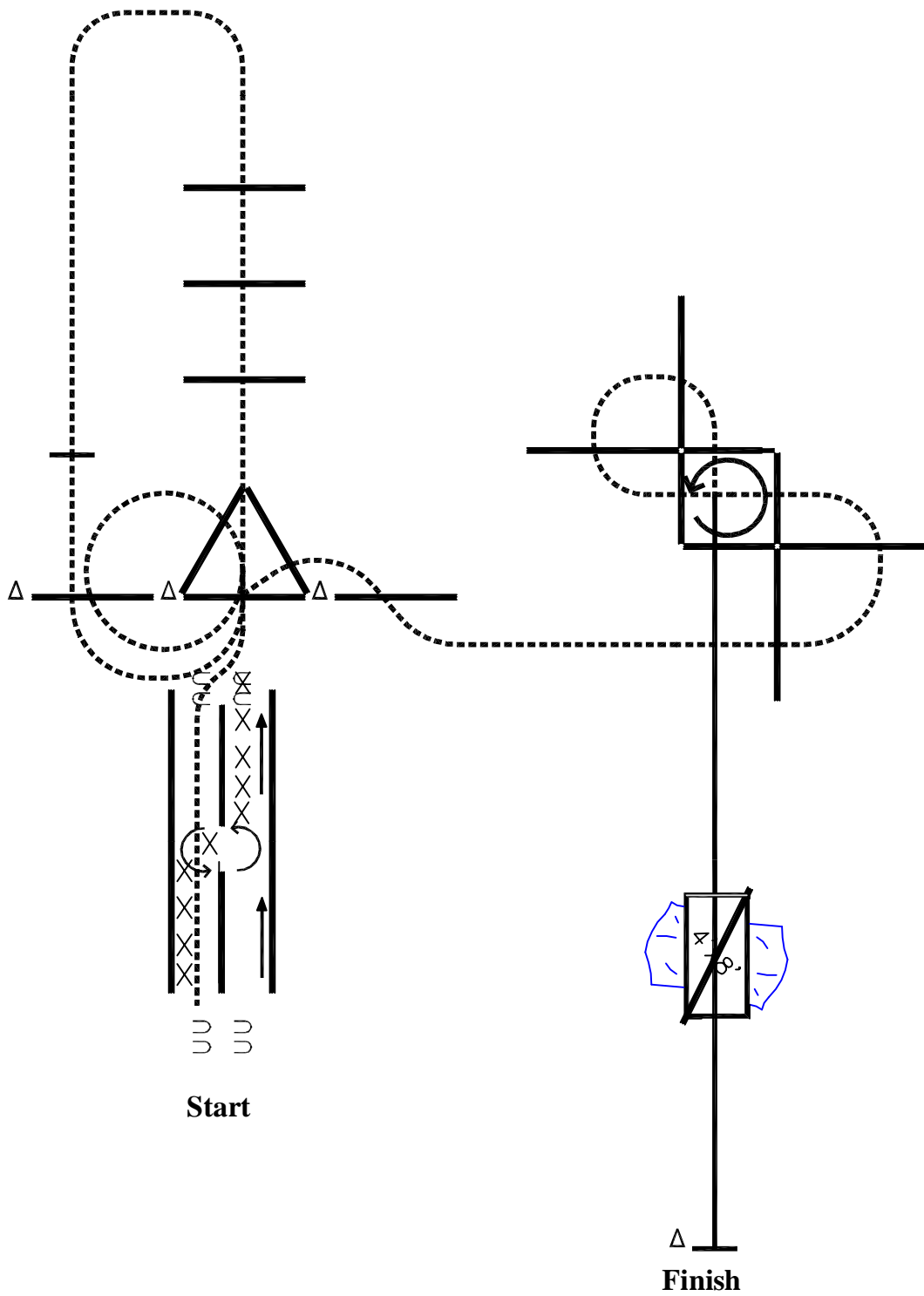
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be in position to begin sidepass. Sidepass pole to left		
2.	Perform turns needed to re-position		
3.	Sidepass pole to right		
4.	Position for back. Back into chute, between space in middle poles, and continue through chute		
5.	From off side, jog out of chute through triangle and over poles and around corner		
6.	Halt, return to near side		
7.	Jog through cones (circling 2nd cone) and over poles and into box as diagrammed		
8.	Jog thru box, over poles and back into box as diagrammed. Halt		
9.	Halt, change to off side, 360° tight left turn in box. NOT haunch or forehand. Handler may be in or out of box. Return to near side		
10.	Walk over bridge		
11.	Halt at cone, present horse, and wait to be excused		
12.	Overall Horsemanship		

Judge's Signature: _____

Expectations:

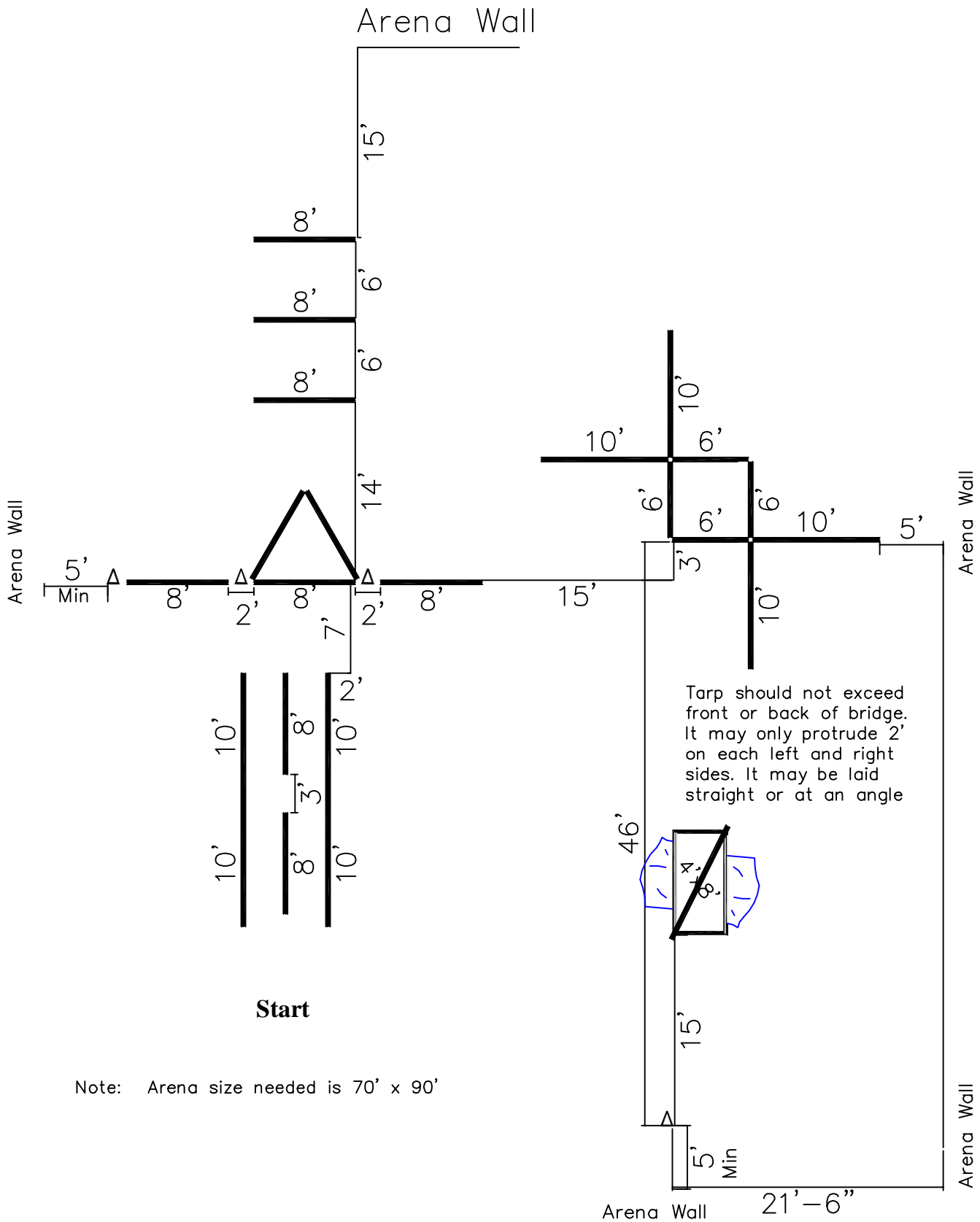
- Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step. Accuracy, smoothness, and acceptance of obstacles should be points of training. Timing will count.
- Handlers should perform all obstacles with horse unless specifically noted.
- Haunch turns, pivots, lateral movements and backing should be smooth with continual movement.
- Refusals will deduct points. After 2 unsuccessful attempts, handlers will be asked to move on. A refusal is any unnecessary and unintentional movement not aiding in completion of the maneuver. The following two examples would be considered refusals. A horse taking a step backwards while approaching a bridge without being asked to do so by its handler. A horse taking a step forward while attempting to complete back through without being asked to do so by its handler. An unintentional complete stop of movement while approaching or completing an obstacle will also be considered a refusal.
- It should appear that the equine is working without the use of a lead rope exhibiting no resistance.
- Judges will be looking for "finished" equine/athlete team.



**OHSET
STATE
PATTERN #1
In Hand Trail**

#1.13.18 Revised 4-17-18

Legend :	
Walk	—————
Jog/Trot	-----
Back	XXXXXX
Sidepass	UUUUUU
Start Cone	△



Note: Arena size needed is 70' x 90'

**OHSET
STATE
PATTERN #1
In Hand Trail Dimensions**

#1.13.18 Revised 4-17-18

Equipment Needed:
(1) Bridge 4'x8' (min 4'x6')
(8) 10' poles
(1) 10' pole, square (not round)
(10) 8' poles
(4) 6' poles
(1) Blue Tarp (min 8'x6')
(4) Standard cones (about 12"-18" tall and 12"-14" base)

In-Hand Trail Setup Instructions

1. Begin by placing right edge of cone min. of 21'-6" from right side arena wall and min. of 5' from adj. wall
2. Stretch tape from right edge of start cone straight ahead 46'
3. Place bottom left corner of bridge 15' from start cone as diagramed. Place tarp under bridge as shown
4. Place 10' square (not round) pole diagonally across bridge as diagramed
5. Place (2) 6' poles with corner on 46' mark as diagramed
6. Build remainder of box, 10' poles should come straight off corners as diagramed
7. Measure 3' toward start cone from bottom left corner of box, then measure 15' to the left and place 8' pole
8. Measure 2' from left end of pole and place next 8' pole. Build remainder of triangle with corners touching
9. Measure 2' from left corner of triangle and place last 8' pole. Place cones in spaces as diagramed
10. Measure 14' from right side of triangle and set 8' pole as diagramed
11. Measure 6' from current pole and set next 8' pole. Repeat for next 8' pole
12. From right side of triangle measure down 7' and to the left 2' and set 10' pole as diagramed.
13. Place second 10 pole in line with ends touching as diagramed
14. From top of first 10' pole measure 3' to the left and set 8' pole as diagramed
15. From bottom of last 8' pole measure 3' down and place next 8' pole in a straight line
16. From top of first 8' pole measure 3' to the left and place top of 10 pole
17. Place last 10' pole in line with ends touching as diagramed

Note: All measurements are from "inside to inside" or "edge to edge"