

12/15/2019

Date: _____

District: _____

CLASS: IN-HAND TRAIL - PATTERN #3

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at start cone. Walk over bridges and poles.		
2.	Pick up jog and jog into sidepass gap and stop.		
3.	Sidepass right and pick up grooming brush on barrel, sidepass left to mailbox and place grooming brush into mail box.		
4.	Stay on offside, jog over poles into box and stop.		
5.	360° left turn in box. Handler ok outside of box. Return to near side.		
6.	Jog out of box and over poles		
7.	Stop at 'L', 450° right haunch turn.		
8.	Back 'L' from near side		
9.	Open, go through, close gate. Right hand push.		
10.	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, riders will be asked to move on.
- No feet between bridges
- 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.