

5/8/2017

State 2017

Date: \_\_\_\_\_

District: \_\_\_\_\_

CLASS: IN-HAND TRAIL

HIGH SCHOOL: \_\_\_\_\_

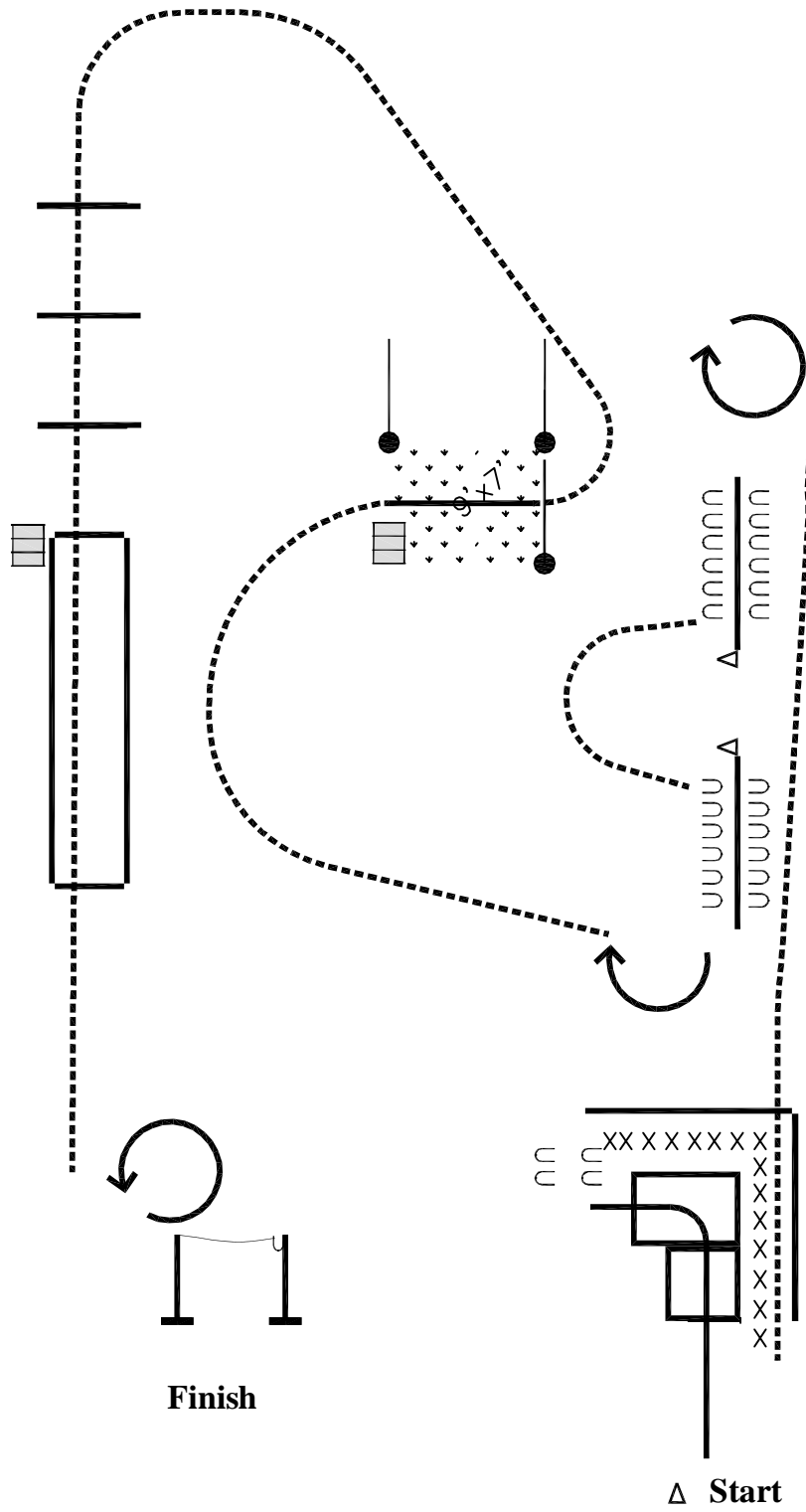
ATHLETE #: \_\_\_\_\_

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Walk over bridge, sidepass right		
2.	Back 'L', trot as diagramed		
3.	270° right forehand turn		
4.	Sidepass left		
5.	Trot around cones and over pole. Halt, sidepass right		
6.	Perform 180° right haunch turn, change to off side, trot to brush box, halt and pick up hay net with right hand		
7.	Walk thru brush, pick up trot and over ground poles		
8.	Halt at barrel and place hay net on barrel, trot to gate		
9.	450° left haunch turn		
10.	Right hand push, open, walk thru and close gate, wait to be excused		
11.	Overall Horsemanship		

Judge's Signature: \_\_\_\_\_

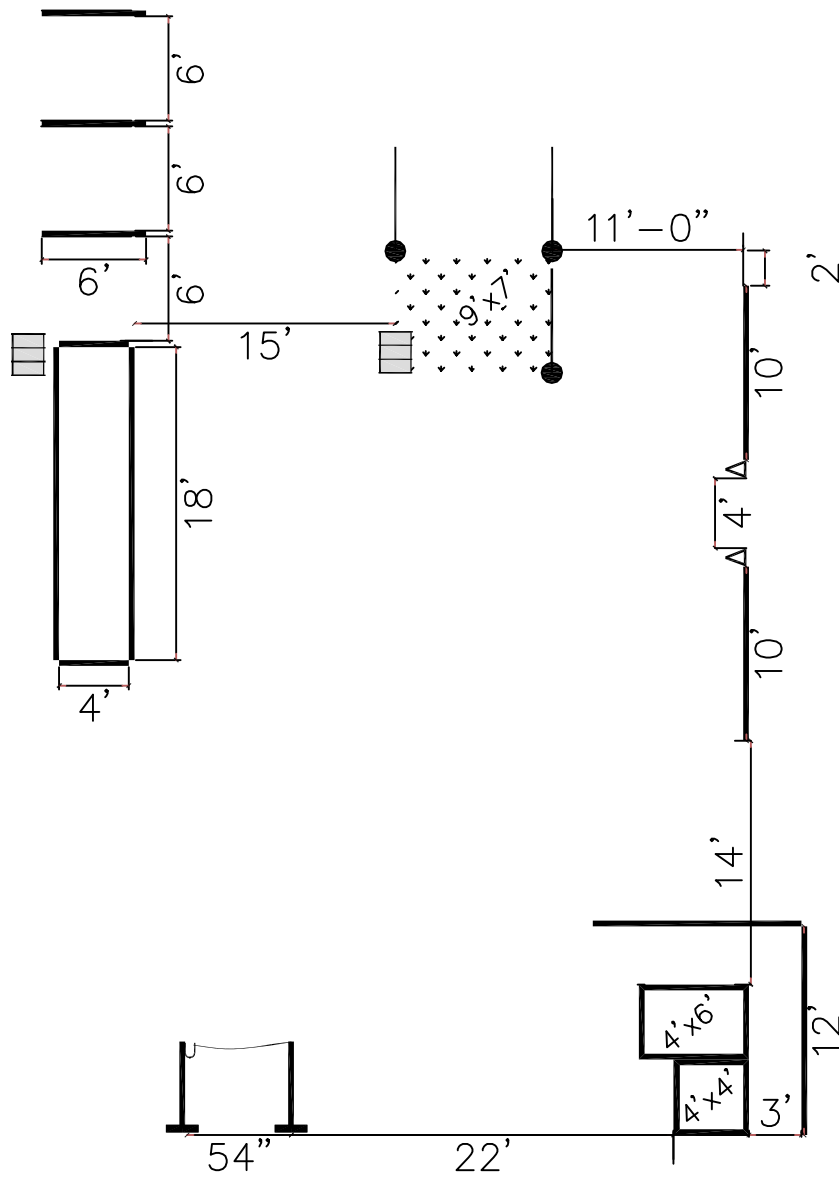
**Expectations:**

- 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 2017  
 In Hand Trail  
 Revised 5-9-17

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



**Δ Start**

Equipment Needed:
(1) Bridge 4'x6'
(1) Bridge 4'x4'
(2) 12' poles
(4) 10' poles
(2) 8' poles
(3) 6' poles
(2) 4' poles
(10) 6" risers
(2) barrels
(3) gaming poles
(1) rope gate (approx. 54")
(1) loose brush, enough to fill 9'x7' area
(1) hay net
(3) standard cones (about 12"-18" tall)

**OHSET**  
 State 2017  
 In Hand Trail Dimensions  
 Revised 4-23-17

## In-Hand Trail Setup Instructions

1. Place start cone at left side of gate

Bridges: (1) 4'x6', (1) 4'x4'

1. Place 4'x4' bridge at right side of arena

2. Place 4'x6' bridge at right angle to first bridge

Chute: (2) 12' poles

1. Place 12' poles to form a 3' wide chute along outside of both bridges

Side Pass: (2) cones, (2) 10' poles, (4) 6" risers

1. Measure 14' from right corner of 4'x8' bridge place 10' pole with 6" risers under each end and first cone

2. Measure 4', place second cone and 10' pole with 6" risers under each end

Brush: Loose brush to fill 9'x7' area, (1) barrel, (3) gaming poles

1. Measure 2' up and 11' to the left from end of last 10' pole, place first gaming pole

2. From first gaming pole place second gaming pole 9' to the left and third gaming pole 7' towards the bridge

3. Place barrel 7' from second gaming pole and 9' from third gaming pole. Fill area with loose brush

Box with Trot Poles: (2) 10' poles, (2) 8' poles, (3) 6' poles, (2) 4' poles, (1) barrel, (6) 6" risers (1) hay net with hay

1. Measure 15' from center of left edge of brush

2. Place 10' and 8' poles to make a 4' wide by 18' long box, use 4' poles to close both ends

3. Place (3) 6' poles at top end of box, 6' between them with 6' risers under each end

4. Place barrel on left upper corner of box, place hay net on barrel

Gate: 54" wide rope gate ((2) standards, long enough rope to make a 54" opening.

Measure clear space between standards, base to base)

1. Measure 22' from left corner of 4'x4' bridge, place gate