12/4/2016 **2017**

Date:_____ District:_____

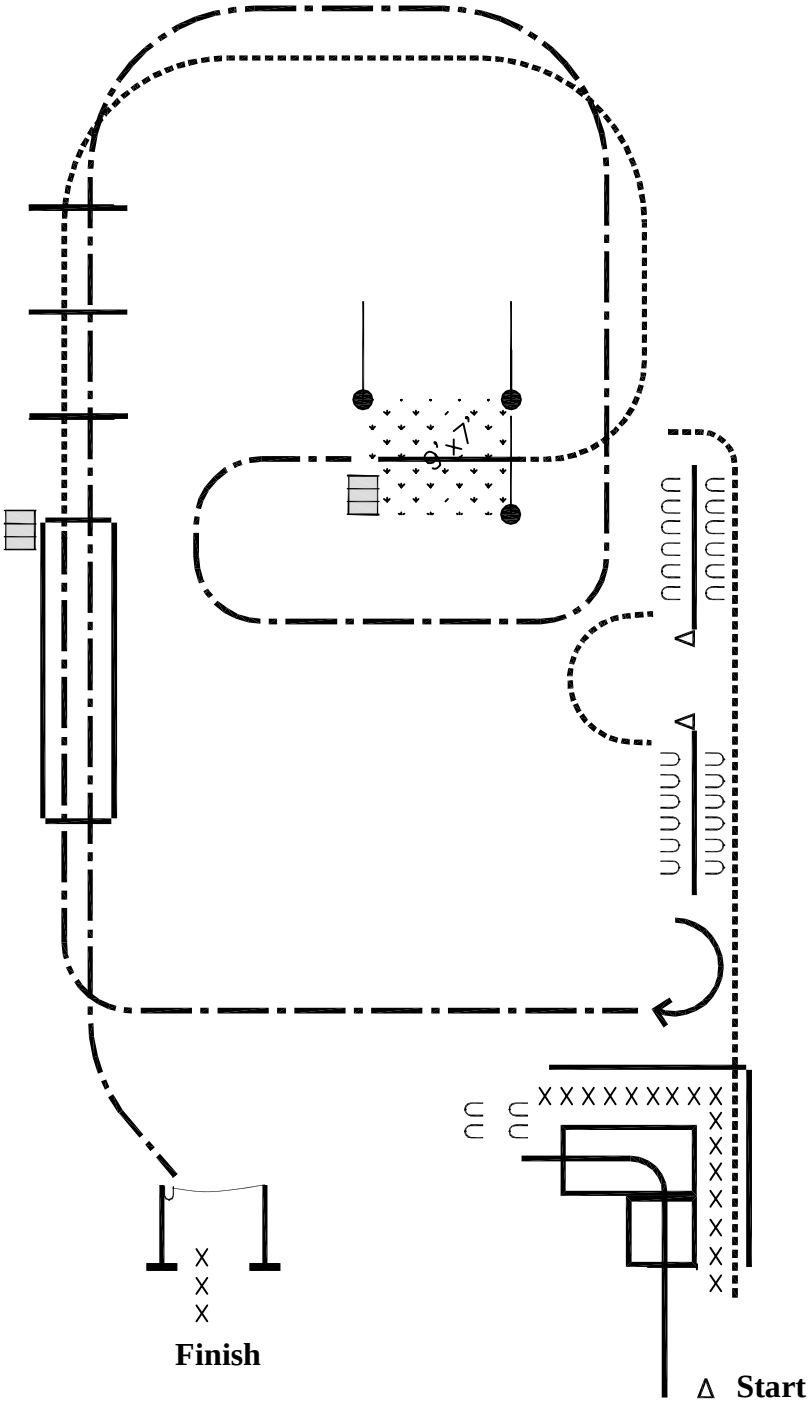
CLASS: TRAIL

HIGH SCHOOL:_____ ATHLETE #:_____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at start cone. Walk over bridge.		
2.	Sidepass right, back through "L"		
3.	Trot out of chute to far end of pole, sidepass left		
4.	Trot around cones, sidepass right		
5.	180° right haunch turn		
6.	Right lead lope/canter into box, stop at barrel, pick up hay net		
7.	Trot out of box and over poles to brush area as diagramed		
8.	Walk over brush, halt in box, set hay net on barrel		
9.	Step out of box, pick up left lead lope/canter, continue as diagramed around brush to ground poles		
10.	Lope/canter over poles thru box, halt at gate		
11.	Open gate, right hand pull, back thru, close , wait to be excused		
12.	Overall Horsemanship		
Judge's Signature:_____			

Expectations:

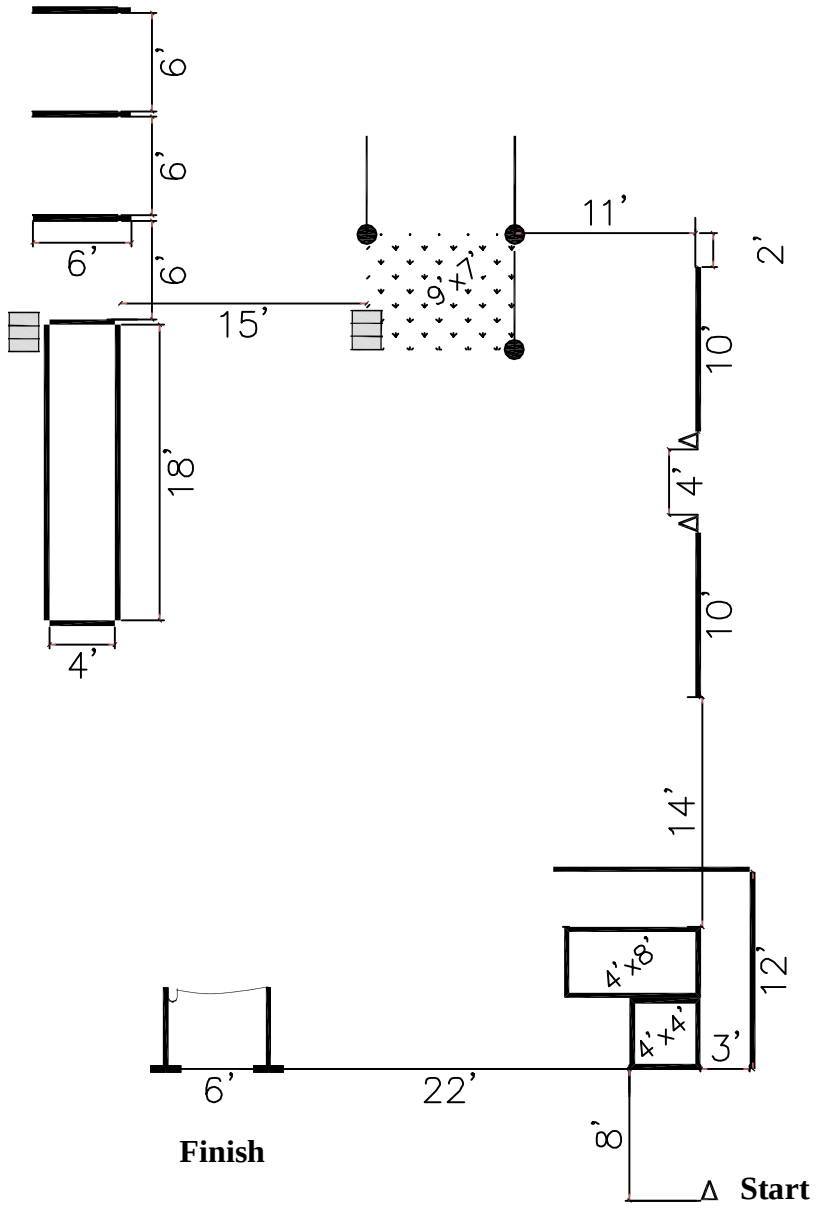
- Horsemanship knowledge in displaying fundamentals is important. Accuracy, smoothness, and acceptance of obstacles should be points of training. Rythym throughout course is important.
- Exhibitor should not pet or unnecessarily touch horse while on course.
- Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step.
- Leads should be accurate and backing should be precise, but not too slow.
- 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. A refusal is any unneccesary 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 rider. A horse taking a step forward while attempting to complete back through without being asked to do so by its rider. An unintentional complete stop of movement while approaching or completing an obstacle will also be considered a refusal.
- It is optional when passing thru gate to put excess rein into one hand.
- Judges will be looking for a "finished" equine/athlete combination in this event.



OHSET
2016-2017
Trail (All Disciplines)

Revised 12-04-16

Legend :	
Walk	————
Jog/Trot	- - - - - - - -
Lope	— - —
Back	X X X X X X
Sidepass	∪∪∪∪∪∪
Start Cone	Δ



Equipment Needed:
(1) Bridge 4'x8' (min 4'x6')
(1) Bridge 4'x4'
(2) 12' poles
(4) 10' poles
(2) 8' poles
(3) 6' poles
(2) 4' poles
(2) barrels
(3) gaming poles
(1) rope gate (approx. 6')
(1) loose brush, enough to fill 9'x7' area
(1) hay net
(3) standard cones (about 12"-18" tall)

OHSET
2016-2017
Trail Dimensions

Revised 12-04-16

Trail Setup Instructions

1. Place start cone at right side of arena

Bridges: (1) 4'x8', (1) 4'x4'

1. Measure 8' from cone and place 4'x4' bridge
2. Place 4'x8' bridge at right angle o 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

1. Measure 14' from right corner of 4'x8' bridge place 10' pole and first cone
2. Measure 4', place second cone and 10' pole

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

Gate: 6' wide rope gate ((2) standards, long enough rope to make a 6' opening.
Measure clear space between standards, base to base)

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