

Date: _____		District: _____	
<b>CLASS: <u>IN HAND TRAIL</u></b>			
HIGH SCHOOL: _____		ATHLETE #: _____	
#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Start at cone and perform trot with increased energy into chute		
2.	Back "L" shape to Left and continue out of chute		
3.	180 degree Right Haunch		
4.	Right hand push gate		
5.	Walk over poles and bridge		
6.	Pick up jog and continue through cones and over poles		
7.	After poles increase energy of trot and trot into opening between cones and barrel		
8.	Side pass cones right		
9.	Side pass cones left		
10.	Jog out of arena		
11.	Overall Horsemanship		
Judge's Signature: _____			
<p><b>Expectations:</b></p> <p>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.</p> <p>Haunch turns, pivots, lateral movement and backing should be smooth with continual movement.</p> <p>Refusals will deduct points. Two refusals will require moving on to the next element.</p> <p>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.</p> <p>Athletes may choose to perform obstacles #1, #2, and #10 from the near or offside of equine. Both methods are correct, and will be judged equally.</p>			