

Date: _____		District: _____	
CLASS: <u>TRAIL (All Seats)</u>			
HIGH SCHOOL: _____		ATHLETE #: _____	
#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Start at cone, lope/canter into chute and stop		
2.	Back "L" shape to Left and continue out of chute.		
3.	360 degree Right Haunch		
4.	Back through push gate		
5.	Position horse, walk over poles and bridge		
6.	Pick up jog/trot and continue through cones and over poles		
7.	Pick up Left lead and lope/canter into opening between barrel and cones		
8.	Side pass cones right		
9.	Side pass cones left		
10.	Jog/trot out of arena		
11.	Overall Horsemanship		
Judge's Signature: _____			
<p>Expectations: Horsemanship knowledge in displaying fundamentals is important. Accuracy, smoothness and acceptance of obstacles should be points of training. Timing will count. 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.</p> <p>Refusals will deduct points. Two refusals will require moving on to the next element.</p> <p>Judges will be looking for a "finished" equine/athlete combination in this event.</p>			