

Date: _____ District: _____

CLASS: TRAIL (All Seats)

HIGH SCHOOL: _____ ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Be ready at cone. Pick up left lead.		
2.	Lope through triangles as diagramed		
3.	Continue lope through chute and towards fan.		
4.	Walk over fan.		
5.	Walk over poles, bridge, and poles.		
6.	Continue to sidepassing pole. Stop with front feet in front of pole and cone on right. Sidepass Left "L" shape. Stop at cone.		
7.	Sidepass Right "L" shape stopping at cone.		
8.	Pick up jog/trot and continue as diagramed around triangle and then serpentine over poles and through cones.		
9.	Back serpentine as drawn through cones, and position for gate.		
10.	Preform Left hand push gate, stepping over pole while passing through gate.		
11.	Overall Horsemanship		

Judge's Signature: _____

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.

Refusals will deduct points. Two refusals will require moving on to the next element. 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 rider. A horse taking a step forward while attempting to complete a 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.

Judges will be looking for a "finished" equine/athlete combination in this event.