

12/15/2019

Date: _____

District: _____

CLASS: TRAIL - PATTERN #3

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at start cone. Open gate, go through, close. Left hand push.		
2.	Position and back through 'L'.		
3.	450° left haunch turn.		
4.	Lope left lead over fan poles.		
5.	Stop before box and settle 5 seconds		
6.	Walk into box, 360° right turn.		
7.	Jog out of box, over poles, and halt in space between sidepass poles		
8.	Sidepass left to barrel, pick up grooming brush, sidepass right to mailbox, place grooming brush into mail box.		
9.	Walk over poles and bridges.		
10.	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.
- No steps between bridges
- Judges will be looking for a "finished" equine/athlete combination in this event.