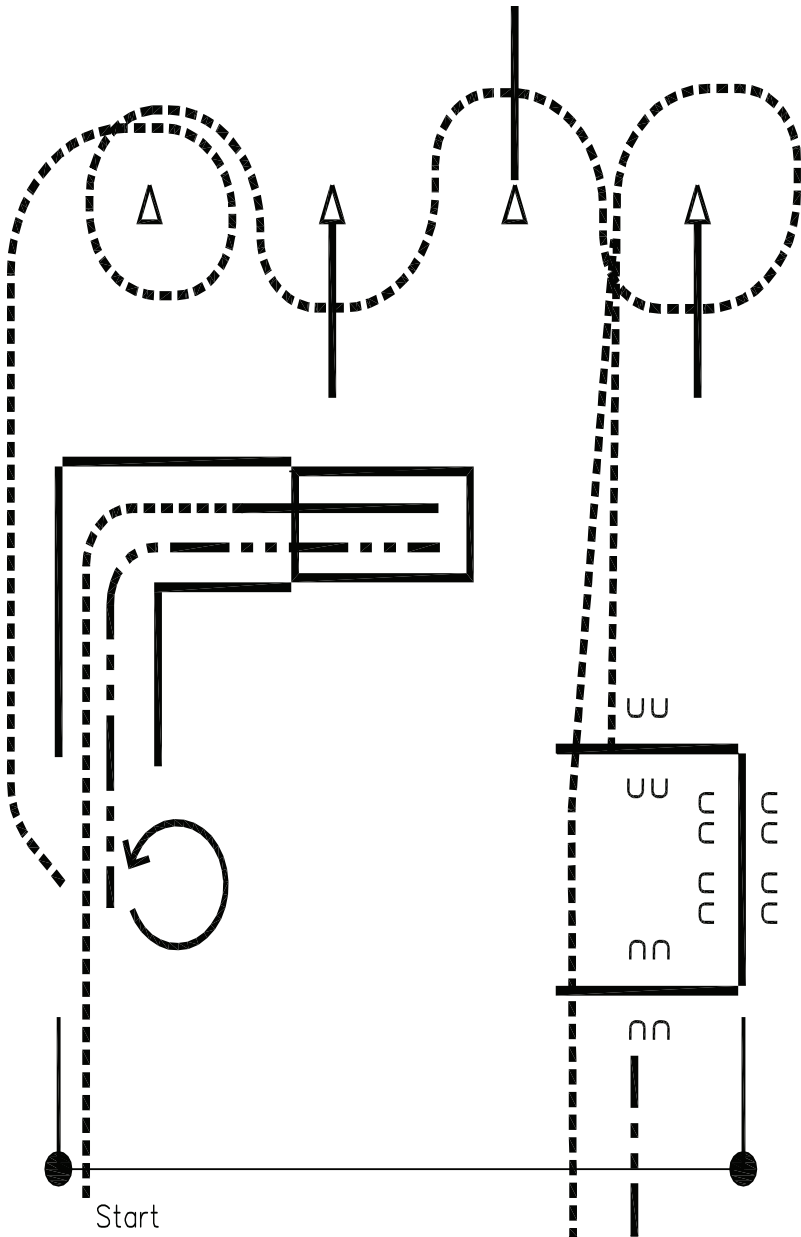


23. In Hand Obstacle Relay (IHOR)

- 23.1. Required Equipment
 - 23.1.1. Halter and lead rope or leather lead
- 23.2. Prohibited Equipment
 - 23.2.1. Bridles of any type
 - 23.2.2. Whips, crops, or bats
 - 23.2.3. Spurs
 - 23.2.4. Chaps/Chinks
- 23.3. Optional Equipment
 - 23.3.1. Headgear
 - 23.3.1.1. Western hat
 - 23.3.1.2. English helmet
 - 23.3.1.3. Regulation helmet
 - 23.3.1.4. No hat of any type
 - 23.3.2. Gloves
 - 23.3.3. Nose or chin chains (for the equine)
 - 23.3.4. Leg Wraps
 - 23.3.5. Ribbons, glitter, and sparkle on horses
- 23.4. This is a 4 person Team Event.
 - 23.4.1. Schools with only 2 or 3 eligible competing athletes will be allowed to participate using 4 different equine.
 - 23.4.2. Athletes must be of the same discipline, including same color shirt, for uniformity. They must be all English or all Western.
- 23.5. All In Hand and Riding equine are eligible for this event.
- 23.6. Each athlete may earn up to 10 points each for navigating the mandatory obstacles.
 - 23.6.1. Athletes will be judged on the performance of the handler and equine as they negotiate each obstacle.
- 23.7. Gaits between obstacles are optional unless specified by the pattern.
- 23.8. Hand aids, without touching the equine, are allowed.
 - 23.8.1. Athletes may touch equine when directed by the judge or specified in the pattern.
 - 23.8.2. Athletes touching their equine should not expect a zero, but will be scored accordingly.
- 23.9. Each team member may earn up to an additional 10 points for the team by completing the bonus obstacle.
 - 23.9.1. The four (4) mandatory obstacles must be attempted before a contestant may attempt the bonus obstacle.
- 23.10. Event Procedure
 - 23.10.1. All team members shall be positioned behind the 30' start/finish line in the arena.
 - 23.10.2. Time starts when the first handler breaks the plane of the starting line.

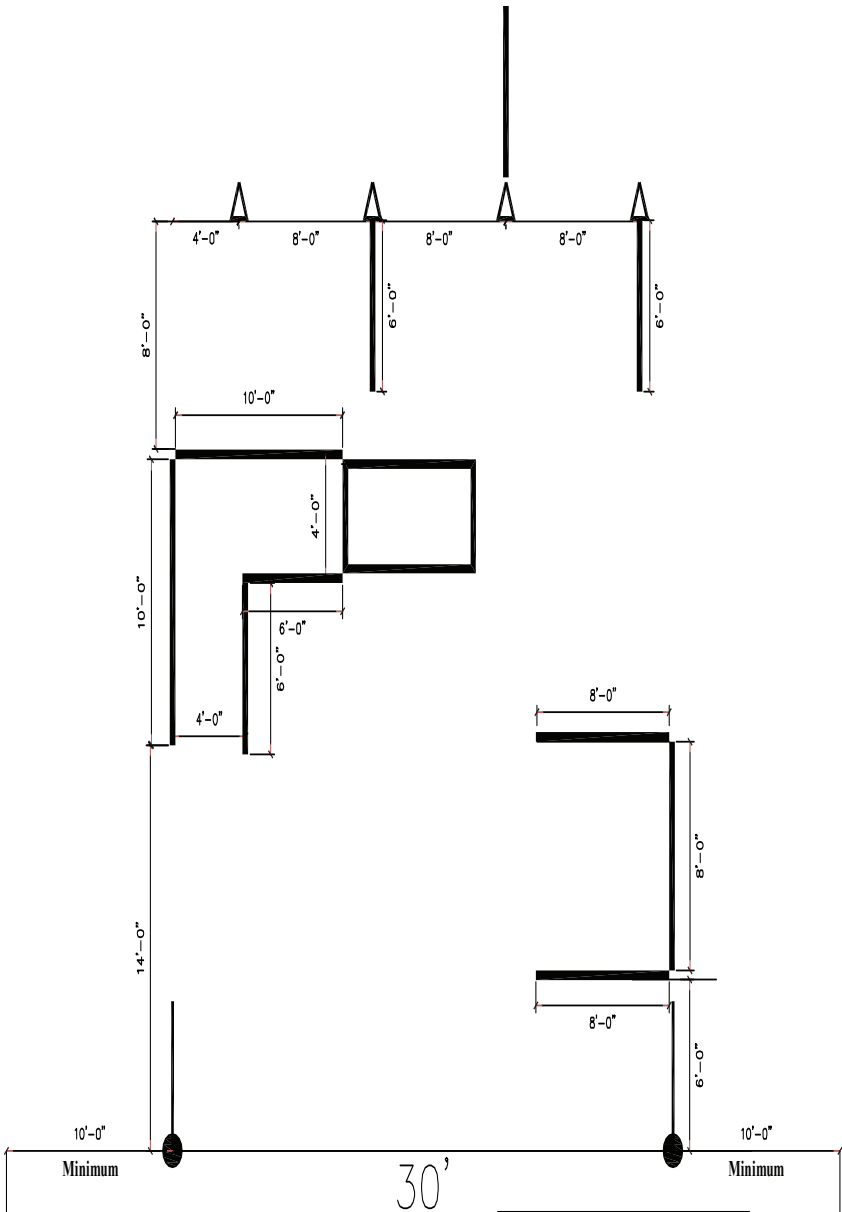
- 23.10.3. The next contestant cannot break the plane of the start line until the contestant on course (handler) has crossed the start/finish line.
 - 23.10.3.1. A scratch has occurred when two handlers are determined to be on the course at the same time.
 - 23.10.3.1.1. A team in violation will be given a 10 point penalty for each occurrence.
- 23.10.4. Time shall end when the fourth equine's rear end crosses the start/finish line.
- 23.11. Each Team is allowed 5 minutes to complete the course.
 - 23.11.1. Any teams exceeding the 5 minute allotment shall be assessed a 10 point penalty for each minute or fraction of a minute in violation.
 - 23.11.1.1. 5:01 minutes - 6 minutes = -10 point penalty
 - 23.11.1.2. 6:01 minutes - 7 minutes = -20 points
 - 23.11.2. Time will be reported to .01 only. Thousandths place, if generated, will be dropped with no rounding.
 - 23.11.3. Teams will be signaled to stop after 7 minutes on the course
 - 23.11.3.1. A thirty second warning will be given.
 - 23.11.3.2. When time is called, the athlete on course will not continue.
 - 23.11.3.3. Teams will receive all scores to that point, and will accrue appropriate time penalties.
- 23.12. Points will be added up for all mandatory and bonus obstacles for each contestant and added together with the other team members to determine total team score.
- 23.13. Penalty points will be deducted from the team's total to determine the final team score.
- 23.14. In the event of a point tie, time will be used as the tie breaker.
- 23.15. Only an athlete currently on the course may re-set an obstacle during a team's go.
 - 23.15.1. Arena crew will re-set the course between teams, but not between athletes on the same team.
- 23.16. Disqualifications (*Also see General Rules 8.0 Judging*)
 - 23.16.1. If an athlete/team enters the arena with missing required equipment, illegal equipment, or illegal use of permitted equipment, including uniform violations, not considered unsafe, the athlete/team will be allowed to continue on the course and receive scores, but the team will be disqualified from the event.
 - 23.16.2. Obvious lameness or unsoundness detected in participating equine will result in disqualification.

Date: _____		District: _____		
CLASS: <u>IN-HAND OBSTACLE RELAY</u>				
HIGH SCHOOL: _____		ATHLETE #: _____		
Obstacle:	Athlete#:	Athlete #:	Athlete #:	Athlete#:
Trot into chute, walk onto bridge				
Back off of bridge and out of chute				
450° left forehand turn				
Trot around chute - Circle first cone to the right, weave 2nd and 3rd cone, circle last cone to the left and trot over poles of 'U'				
Optional: Stop over first rail of "U" - Side pass "U" to the left , then back over start line				
Penalty Points	-	-	-	-
Total points / Handler minus penalty points.				
Total of Individual Handler Scores				
Overall Handling & Horsemanship - Including while waiting behind the start line. (10 points Possible)				
Subtotal				
Total Time: _____		Time Penalty Points: -		
		Total Team Points:		
Judge's Signature: _____				
Expectations: <ul style="list-style-type: none"> • This is a horsemanship class! Equine and athletes should be properly groomed as in a showmanship class. • Maneuvers should be crisp and practiced. Equine should show no resistance to handler during any maneuver and should appear as if not on lead rope. • Equine should move quickly, but maintain the superior ground manners that one would expect in a showmanship class. • Handlers will receive scratch penalties for each time there are two handlers on course at the same time. This includes crossing the line accidentally while switching sides of the horse behind the line. Scratch penalties will also be incurred if a horse on course inadvertently crosses the start finish line while still competing. • Exhibitors and equines must enter and exit the course on the inside of the start/finish poles. If athlete and/or equine crosses outside of the poles, the team will receive a No Time and only be eligible for participation points. • When option obstacle is performed by 4th horse, the time ends then nose (not the rear end) of the horse crosses the start/finish line. • All obstacles should be done by both horse and handler except where specifically noted. 				



OHSET
 2016-2017
 In Hand Obstacle Relay
 (I.H.O.R.)
 Revised 11-27-16

Legend :	
Walk	—————
Jog/Trot	- - - - -
Back	- . - . -



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Equipment List:
(2) Gaming poles
(2) 10' poles
(3) 8' poles
(5) 6' poles
(1) 4'x8' bridge (4'x6' minimum)
△ (4) Standard Cones

IHOR Setup Instructions

Measurement Instructions:

1. Measure minimum 45' from back wall and 10' minimum
2. Measure 30' to right of left start pole and set right :

Chute: (2) 10' poles, (2) 6' poles, 4'x8' bridge

1. From left start pole measure 14' toward back wall set
2. Place 2nd 10' pole at right angle from top of 1st pole
3. Place 6' pole 4' from and parallel to 1st 10' pole
4. Place 2nd 6' pole at right angle from top of 1st 6' pole
5. Place 4'x8' bridge at end of chute as diagramed

Serpentine: (4) cones, (3) 6' poles

1. Measure 4' in from left side of chute, 8' up , place 1
2. Set (3) remaining cones 8' apart measuring to center
3. Set 6' poles as diagramed with cones

'U': (3) 8' poles

1. Measure 6' from right start pole and set 8' 'U' as diagramed

Note: All measurements are inside edge to inside edge
They are measured from center of cone