

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 part of the handler/equine** 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 last part of the fourth handler/equine** 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.