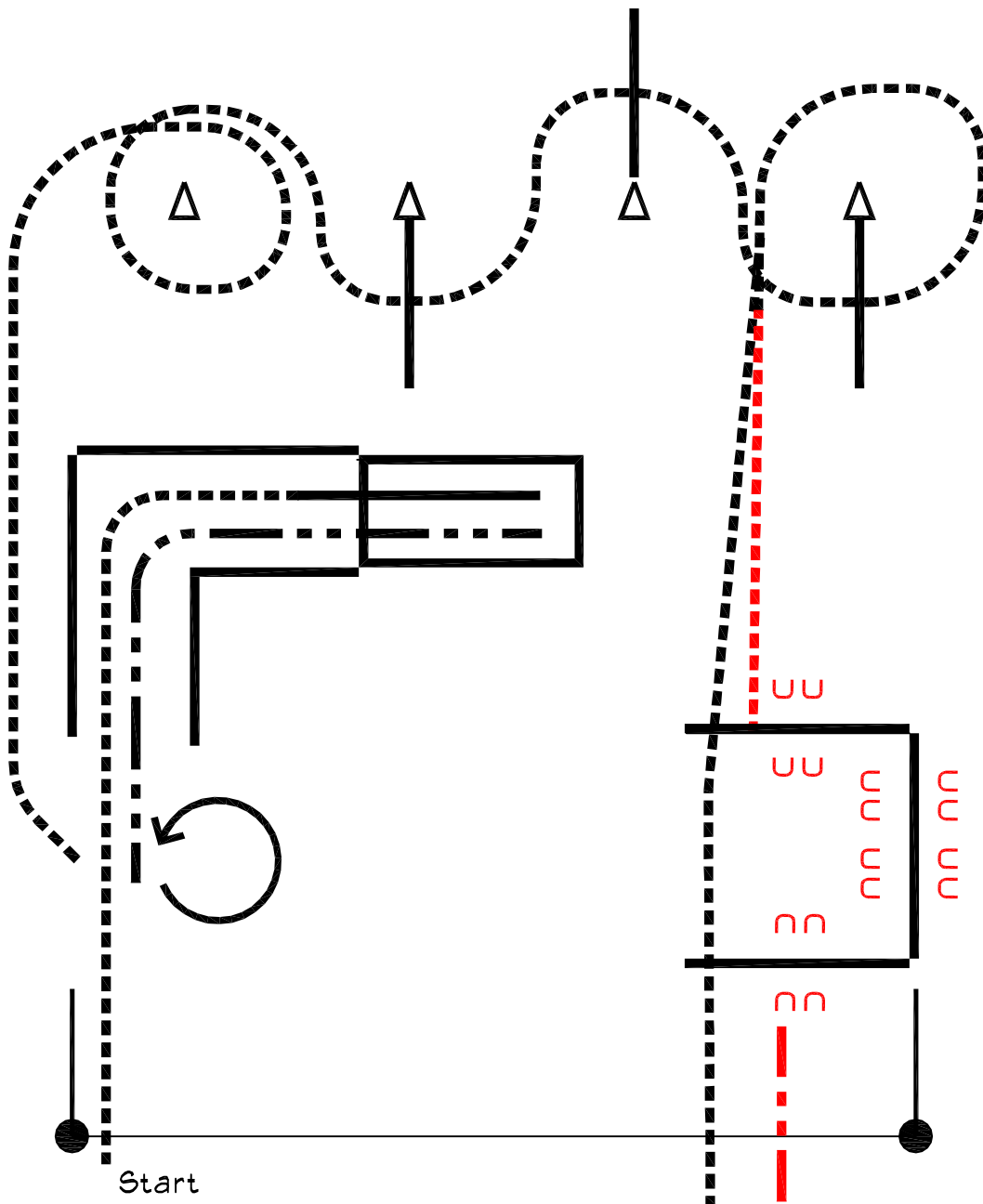


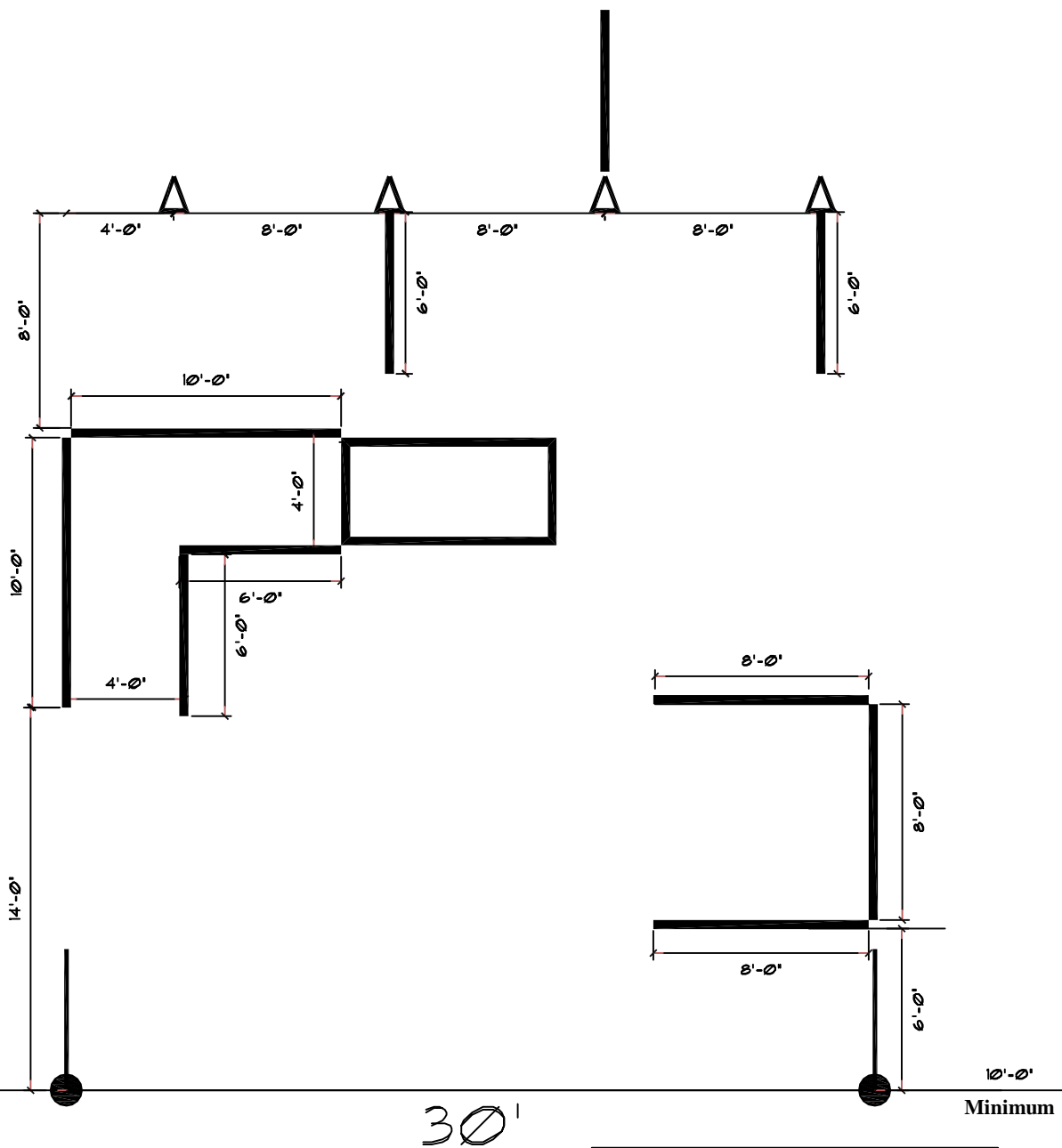
9/19/2020

Date: _____		District: _____		
CLASS: <u>IN-HAND OBSTACLE RELAY - PATTERN #4</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 pole of "U" - Side pass "U" to the left , side pass last pole of "U" half-way, then back over pole and start/finish 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
PATTERN #4
In Hand Obstacle Relay
(I.H.O.R.)
 #4.17.21 Revised 12-19-20

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



OHSET
PATTERN #4
In Hand Obstacle Relay
(I.H.O.R.)
 #4.17.21 Revised 9-19-20

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

IHOR Setup Instructions

Measurement Instructions:

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

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

1. From left start pole measure 14' toward back wall set 10' pole
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, approximately 4' in between
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 1st cone
2. Set (3) remaining cones 8' apart measuring to center of cone
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 except cones.
They are measure from ceneter of cone