

12/19/2020

Date: _____

District: _____

CLASS: IN-HAND TRAIL - PATTERN #4

HIGH SCHOOL: _____

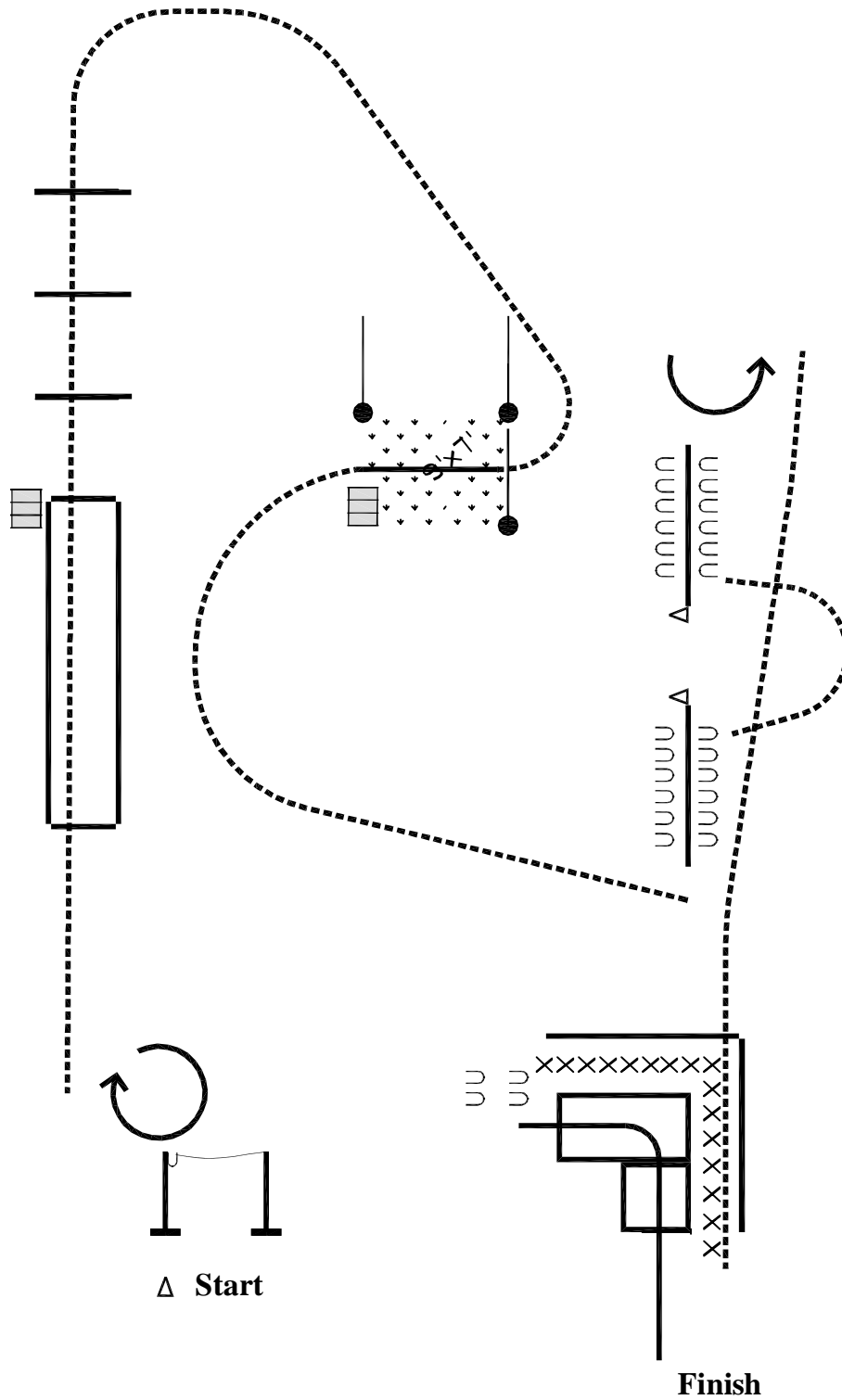
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at start cone, position at gate for right hand push. Open, walk thru, close gate, position for turn		
2.	270° right haunch turn		
3.	Trot to end of box, halt, pick up hay bag with left hand		
4.	Trot over poles to brush box		
5.	Walk thru brush box, halt, place hay bag on barrel		
6.	Step out of brush box, trot to right end of sidepass as diagramed		
7.	Sidepass left		
8.	Trot around cones and over pole, stop, change sides, sidepass right		
9.	180° left forehand turn		
10.	Trot into 'L' as diagramed, back 'L'		
11.	Sidepass right, walk over bridge, wait to be excused		
12.	Overall Horsemanship		

Judge's Signature: _____

Expectations:

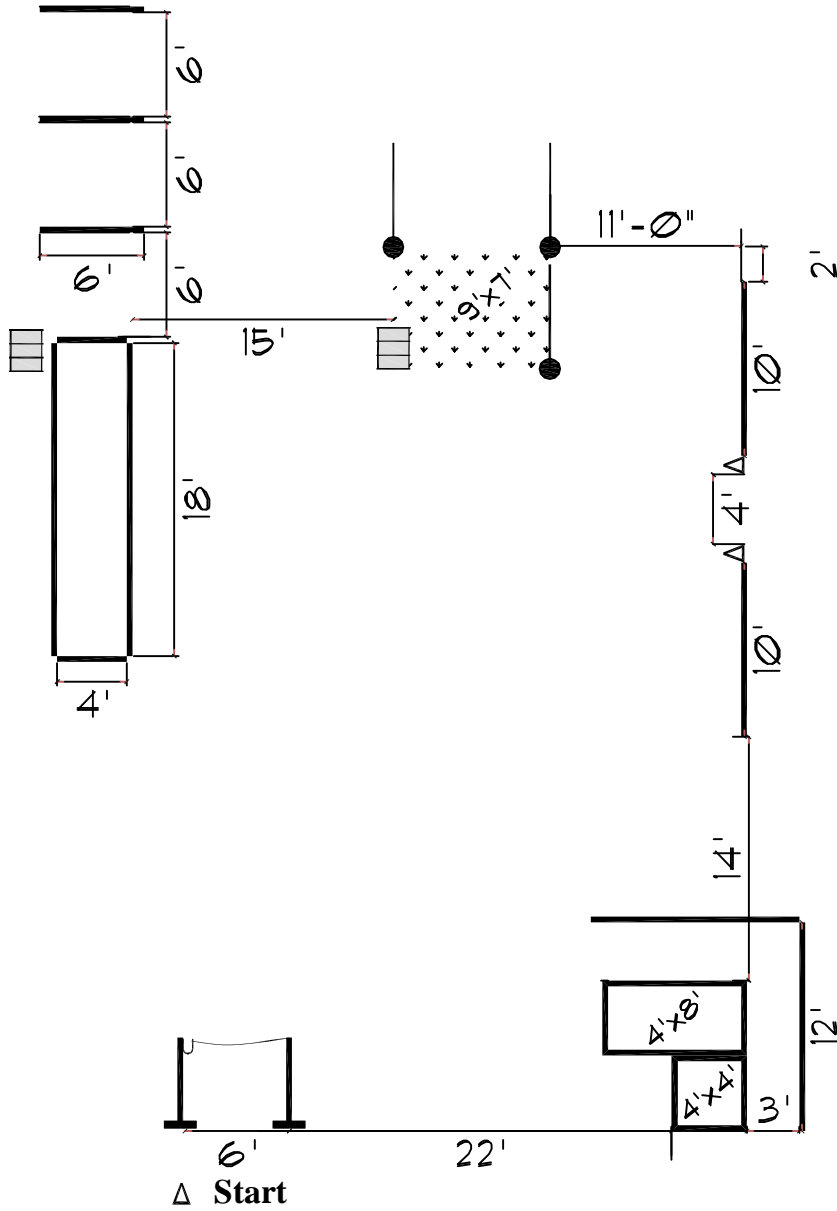
- Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step. Accuracy, smoothness, and acceptance of obstacles should be points of training. Timing will count.
- Handlers should perform all obstacles with horse unless specifically noted.
- Haunch turns, pivots, lateral movements and backing should be smooth with continual movement.
- Refusals will deduct points. After 2 unsuccessful attempts, handlers will be asked to move on. 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 handler. A horse taking a step forward while attempting to complete back through without being asked to do so by its handler. An unintentional complete stop of movement while approaching or completing an obstacle will also be considered a refusal.
- It should appear that the equine is working without the use of a lead rope exhibiting no resistance.
- Judges will be looking for "finished" equine/athlete team.



OHSET
PATTERN #4
In Hand Trail

#4.17.21 Revised 9-19-20

Legend :	
Walk	—————
Jog/Trot	- - - - -
Back	xxxxxxx
Sidepass	uuuuuuu
Start Cone	△



OHSET
PATTERN #4
In Hand Trail

#4.17.21 Revised 12-19-20

Equipment Needed:
(1) Bridge 4'x8' (min 4'x6')
(1) Bridge 4'x4'
(2) 12' poles
(4) 10' poles
(2) 8' poles
(3) 6' poles
(2) 4' poles
(2) barrels
(3) gaming poles
(1) rope gate (approx. 6')
(1) loose brush, enough to fill 9'x7' area
(1) hay bag
(3) standard cones (about 12"-18" tall)

In-Hand Trail Setup Instructions

1. Place start cone at left side of gate

Bridges: (1) 4'x8', (1) 4'x4'

1. Place 4'x4' bridge at right side of arena
2. Place 4'x8' bridge at right angle to first bridge

Chute: (2) 12' poles

1. Place 12' poles to form a 3' wide chute along outside of both bridges

Side Pass: (2) cones, (2) 10' poles

1. Measure 14' from right corner of 4'x8' bridge place 10' pole and first cone
2. Measure 4', place second cone and 10' pole

Brush: Loose brush to fill 9'x7' area, (1) barrel, (3) gaming poles

1. Measure 2' up and 11' to the left from end of last 10' pole, place first gaming pole
2. From first gaming pole place second gaming pole 9' to the left and third gaming pole 7' towards the bridge
3. Place barrel 7' from second gaming pole and 9' from third gaming pole. Fill area with loose brush

Box with Trot Poles: (2) 10' poles, (2) 8' poles, (3) 6' poles, (2) 4' poles, (1) barrel

(1) hay bag with hay

1. Measure 15' from center of left edge of brush
2. Place 10' and 8' poles to make a 4' wide by 18' long box, use 4' poles to close both ends
3. Place (3) 6' poles at top end of box, 6' between them
4. Place barrel on left upper corner of box, place hay net on barrel

Gate: 6' wide rope gate ((2) standards, long enough rope to make a 6' opening.

Measure clear space between standards, base to base)

1. Measure 22' from left corner of 4'x4' bridge, place gate