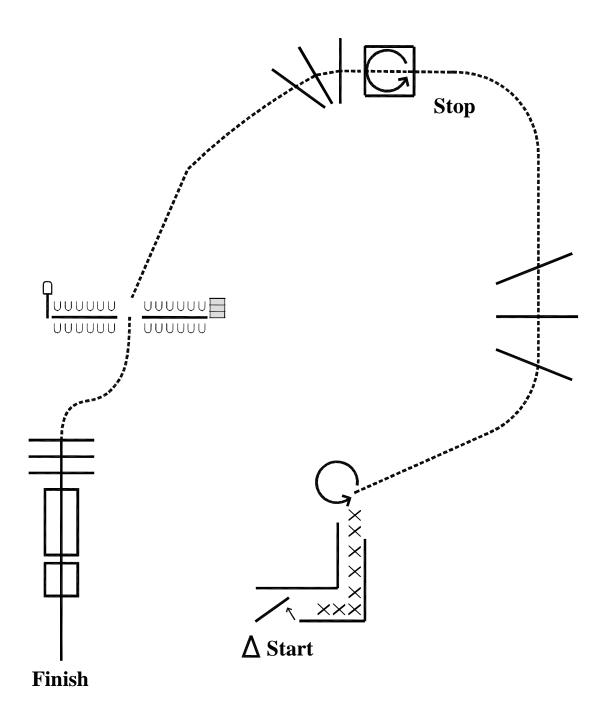
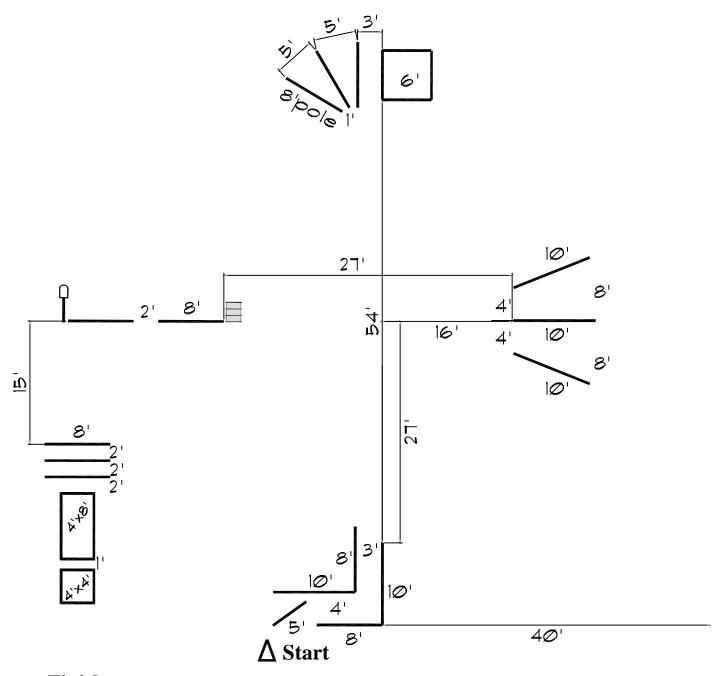
5/2/2024		STATE	STATE	
Date:		District:		
	CLASS: <u>IN-</u>	HAND TRAIL - PATTERN #3		
HIGH SCHOOL:		ATHLETE #:		
#	ELEMENT JUDGED:	COMMENTS:	Score	
1.	Be ready at start cone. Open, go through, and close gate. Left hand push			
	Back 'L' from off side			
2.	450° left haunch turn			
	430 left haunch turn			
3.				
4.	Trot over poles, near side, and into box			
4.	360° left turn in box. Handler ok			
5.	outside of box.			
6.	Stay on off side, trot out of box, over poles and into gap			
7.	Sidepass left to pick up grooming brush, sidepass right, place grooming brush in mailbox. Sidepass left to gap			
8.	Jog to poles, near side			
0.	Walk over poles and bridges			
9.				
	Overall Horsemanship			
10.				
Judge	's Signature:			
Expect	rations:			

- 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, riders will be asked to move on.
- No feet between bridges
- 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.

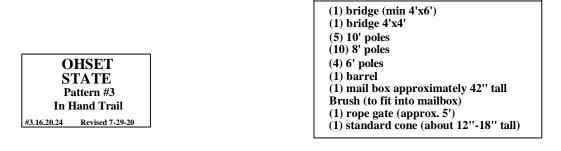


OHSET STATE Pattern #3 In Hand Trail #3.16.20.24 Revised 5-2-2024

Legend:			
Walk			
Jog/Trot	10000001		
Back	xxxxxx		
Sidepass	$\cap\cap\cap\cap\cap$		
Start Cone	Δ		



Finish



Equipment Needed: