

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.