

Date: _____		District: _____		
CLASS: <u>IN-HAND OBSTACLE RELAY - PATTERN #2</u>				
HIGH SCHOOL: _____		TEAM: _____		
Obstacle:	Athlete #:	Athlete #:	Athlete #:	Athlete #:
Trot through gaming poles as diagramed, and circle the 2nd pole (not including starting pole) to right as diagramed				
Trot over poles and through fan				
Halt. 270° left forehand turn				
Walk over teeter-totter bridge and trot to barrels as diagramed				
Back through barrels as diagramed.				
Optional (shown in red): Back a circle around middle barrel as diagramed.				
180° right haunch turn, trot out				
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. • Time starts when the first part of the handler/equine breaks the plane of the start/finish line. Time shall end when the last part of the handler/equine crosses the start finish line. • All obstacles should be done by both horse and handler except where specifically noted. 				