

11/23/2018

Date: _____

District: _____

CLASS: IN-HAND TRAIL - PATTERN #2

HIGH SCHOOL: _____

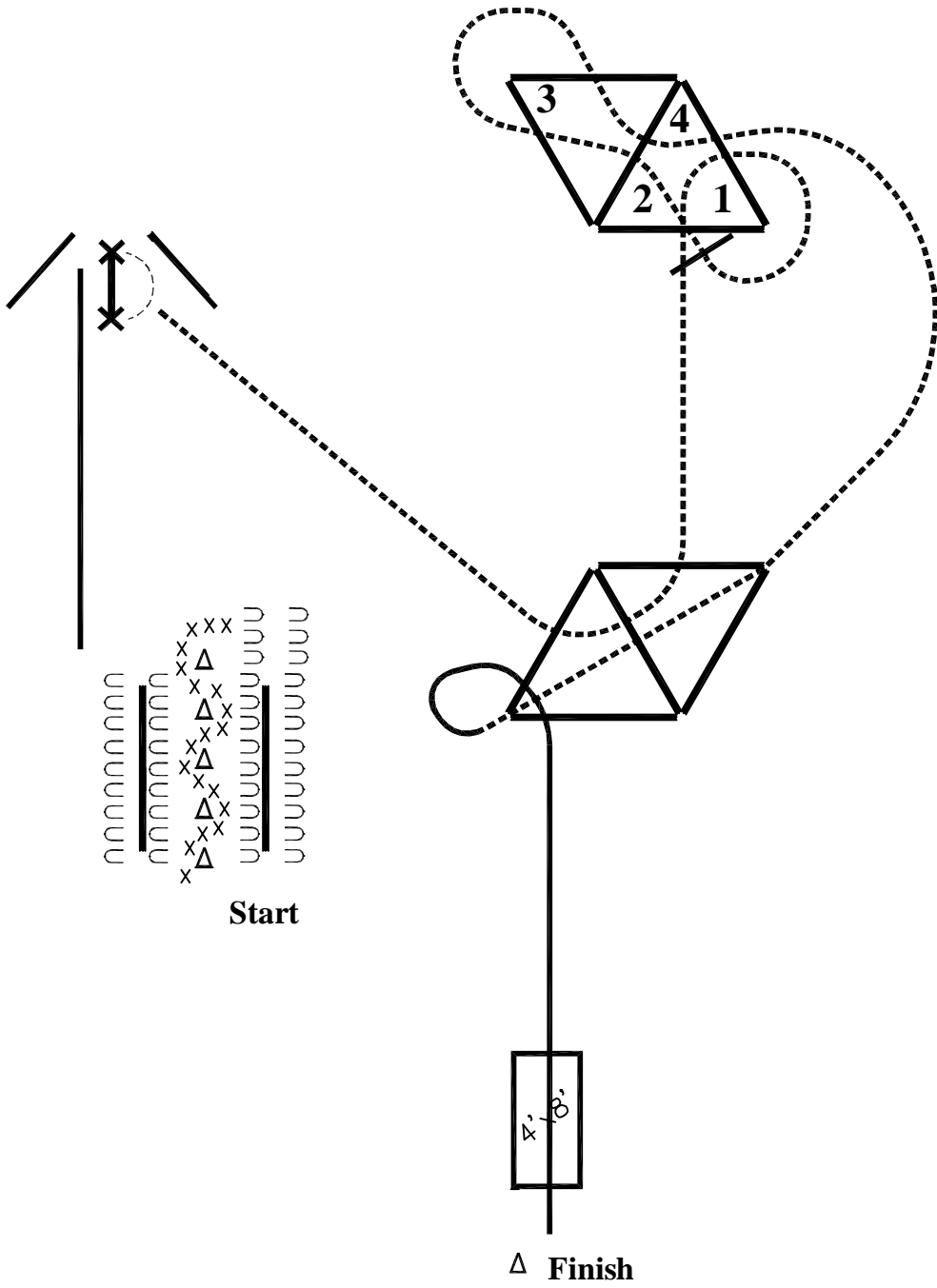
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be in position to begin sidepass. When acknowledged, sidepass pole to left		
2.	Back around cones from near side as diagramed		
3.	Position for right sidepass, sidepass pole to right		
4.	Walk to gate. Right hand push gate		
5.	Pick up jog and jog through lower triangles as shown		
6.	Continue jog and circle corner #1, stop. Switch to off side		
7.	Pick up jog and jog inside corner #2, around #3, and inside #4 as diagramed		
8.	Continue off side, jog straight through lower triangles		
9.	Continue off side, transition to walk and circle corner as diagramed		
10.	Continue off side, walk over bridge, halt, wait to be excused		
11.	Overall Horsemanship		

Judge's Signature: _____

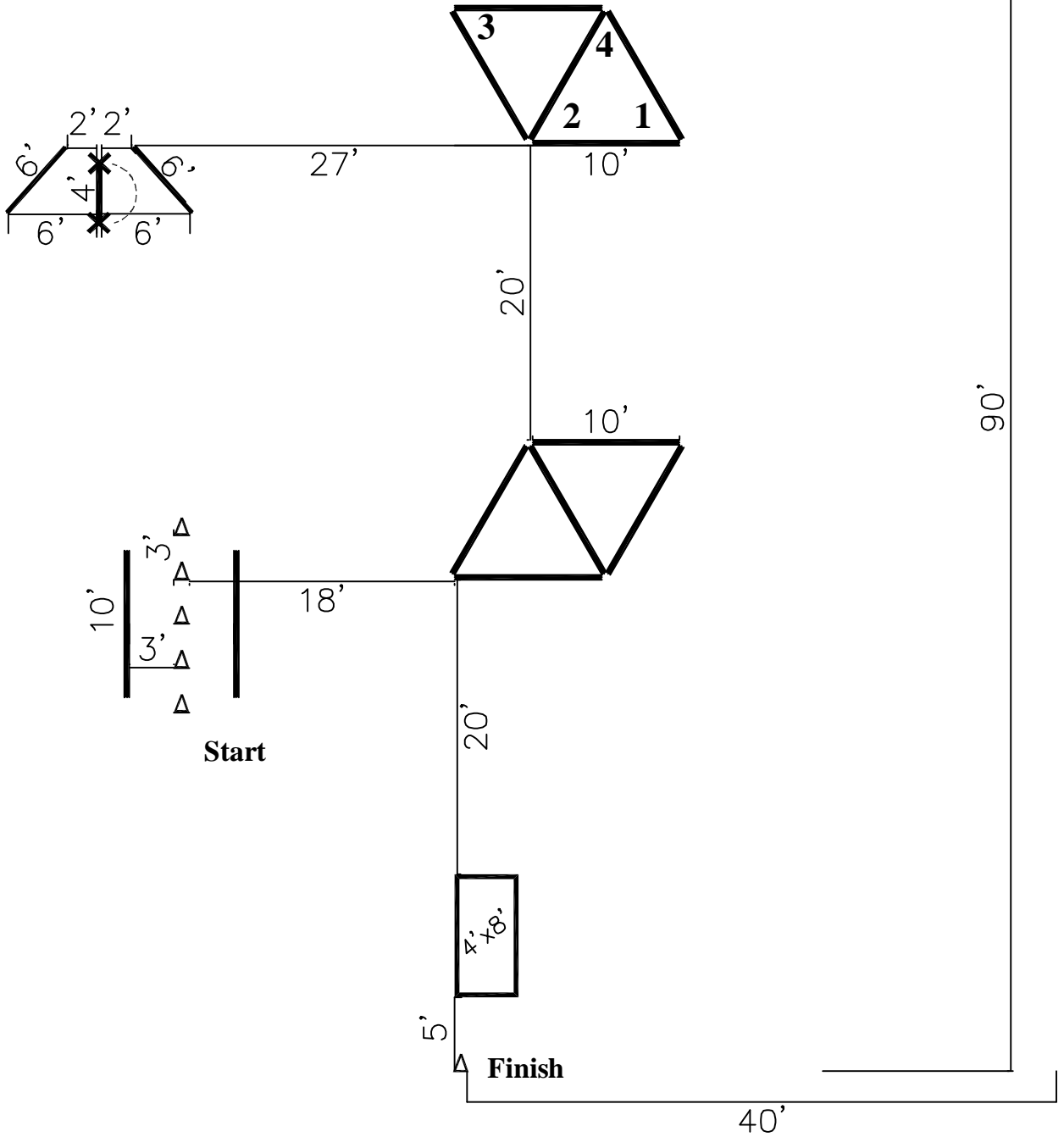
Expectations:

- 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 #2
In Hand Trail Pattern
 #2.15.19 Revised 10-21-18

Legend :	
Walk	—————
Jog/Trot	-----
Back	XXXXXXXX
Sidepass	UUUUUU
Start Cone	△



OHSET
PATTERN #2
In Hand Trail Dimensions
 #2.15.19 Revised 11-28-18

- Equipment Needed:**
- (1) Bridge 4'x8' (min 4'x6')
 - (12) 10' poles
 - (2) 6' poles
 - (1) 4' pole
 - (2) Jump Standards
 - (6) Standard cones (about 12"-18" tall and 12"-14" base)
 - (1) Rope for rope gate with way to latch

In-Hand Trail Setup Instructions

1. Begin by placing start cone approximately 90' from far end wall and 40' from right side wall. Min 40' from left side wall
2. Measure 5' from edge of cone for bottom left corner of bridge and place bridge
3. From top left corner of bridge measure 20' and build 10' triangle starting with bottom left point, then build 2nd triangle using right side of first triangle
4. From to point of first triangle measure 20' and build triangle starting with bottom left point. Then build 2nd triangle using left side of first triangle
5. From bottom left corner of first triangle measure 27' and place 6' pole as shown. From end of 6' pole measure 2' and place jump standard. Measure 4' down and place 2nd jump standard. Place 4' pole between jump standards. From bottom of jump standard measure 6' to the right and place other end of 6' pole. Repeat these measurements for 2nd 6' pole placement
6. From first triangle on bottom left corner, measure 18' to the left and place right edge of cone. From top edge of the base measure 3' above it and place top cone. From bottom edge of base measure 3' and place cone below it, continue placing remaining cones. The 5' mark of the poles should be matched with the center cone, and there should be 3' between the edge of the cone base and the edge of the pole

Note: All measurements are from "inside to inside" or "edge to edge", providing a designated amount of clear space

OHSET
PATTERN #2
In Hand Trail Set Up