

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.