

11/23/2018

Date: _____

District: _____

CLASS: TRAIL - PATTERN #2

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at start cone. Walk over bridge.		
2.	Pick up lope/canter and lope canter through double triangle as diagramed		
3.	Transition to jog/trot and jog/trot around corner #1		
4.	Continue at jog/trot around corners #2 and #3 inside as diagramed		
5.	When out of triangle transition to lope/canter and travel through triangles as diagramed and continue to gate		
6.	Left hand push gate		
7.	Walk to cones and poles. Position for right sidepass, sidepass pole		
8.	Back through cones as diagramed		
9.	Position for left sidepass, sidepass pole. Wait to be excused		
10.	Overall Horsemanship		

Judge's Signature: _____

Expectations:

- Horsemanship knowledge in displaying fundamentals is important. Accuracy, smoothness, and acceptance of obstacles should be points of training. Rythm throughout course is important.
- Exhibitor should not pet or unnecessarily touch horse while on course.
- Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step.
- Leads should be accurate and backing should be precise, and not too slow.
- 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. 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 rider. A horse taking a step forward while attempting to complete back through without being asked to do so by its rider. An unintentional complete stop of movement while approaching or completing an obstacle will be considered a refusal.
- Judges will be looking for a "finished" equine/athlete combination in this event.