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DRILL EXPLANATION SHEET (2009)

Circle One

Working Fours (4)

Short Program (6+)

TEAM NAME _____ Page _____

A. EQUINED MANEUVERS:

B. DRAWN REQUIRED MANEUVERS:

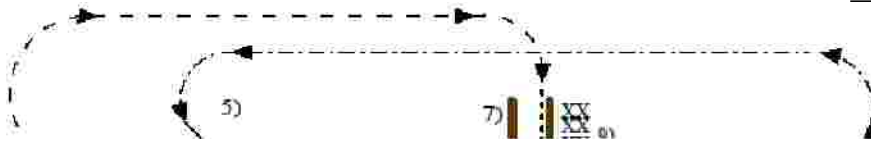
1. #11 Single file cross	1. #71: Zipper
2. #1 Change of pace (gait)	2. #92: Heart
3. #95 Circle	3. #59: Suicide Charge
4. #5 Δ maneuver by pairs	4. #15: 4-way Box
5. #9 Δ maneuver by fours	5. #152: 45 degree ride through herringbone
6. #35 Single line abreast	6. #106: Circle (roll back to pairs)

*Note # indicates maneuver number from the drill manual

IN ORDER THEY OCCUR, LIST MANEUVERS IN YOUR DRILL

MANEUVER	A. REQUIRED	B. DRAWN	SET-UP MANEUVER
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			

Date: _____ District: _____			
CLASS: DRIVING			
HIGH SCHOOL: _____	ATHLETE #: _____		
<p>Expectations:</p> <p>Walk: A free, flat-footed, regular and unconstrained walk of moderate extension <i>is required</i>. The equine should walk energetically, but calmly, with an even and determined pace.</p> <p>Slow Trot/Jog: The equine should maintain impulsion while showing submission to the bit.</p> <p>Working Trot: This is a pace between the strong and slow trot. The equine should go forward freely and straight; on a taut, but light rein.</p> <p>Strong or Extended Trot: This is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced. Light contact to be maintained. Excessive speed will be penalized.</p> <p>Grooming and clean gear will be noted and will be considered in the Overall Reinsmanship scoring. The course is set for standard, draft or mini equines. Use and plan arena space appropriately. The pivots should be steady, continual motion with little or no movement in the pivot wheel.</p> <p>Equipment Needed: 2 – 8’-10’ rails (3-6” in diameter)</p>			
#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Walk, one horse's length		
2.	180 degree left wheel pivot		
3.	180 degree right wheel pivot		
4.	Working trot		
5.	Extended trot across diagonal		
6.	Before corner transition to jog; trot – serpentine in jog trot		
7.	Walk through poles – right wheel between poles		
8.	Stop, settle		
9.	Back, right wheel completely through, walk forward through poles; stop wait to be excused.		
10.	Overall Reinsmanship		



2009

Date: _____ District: _____

CLASS: HUNTSEAT EQUITATION

HIGH SCHOOL: _____ ATHLETE #: _____

Expectations:
 Seat and hands light & supple
 Reins either inside or outside little finger
 Eyes up, looking toward next maneuver
 Iron on ball of foot
 At walk & trot, there should be a near straight line from the shoulder to the hip, to the heel.
 At canter and hand gallop, shoulders should be a couple degrees in front of the vertical.
 Flying changes - Max. 10 points; Simple changes - Max. 8 points.

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Drop irons, Posting trot, right diagonal without irons, change to the correct diagonal at X		
2.	Posting trot "bow tie" with diagonal changes at X		
3.	Pick up irons while posting the trot		
4.	Extended Trot		
5.	Halt, Approximately 225 degree right forehand turn - until facing appropriate direction.		
6.	A) Canter Left Lead B) Change to right lead (before corner and reverse through corner - this maneuver should be 10 meters or more.		
7.	A) Hand Gallop B) Collect the Canter		
8.	Before the corner, change to left lead and reverse the corner at the canter		
9.	Halt, settle and stand for 5 seconds. Wait to be excused.		
10.	Overall Equitation		

Judge's Signature: _____

Revised 12,08/08

District: _____

CLASS: HUNTSEAT EQUITATION

SCHOOL: _____ ATHLETE #: _____

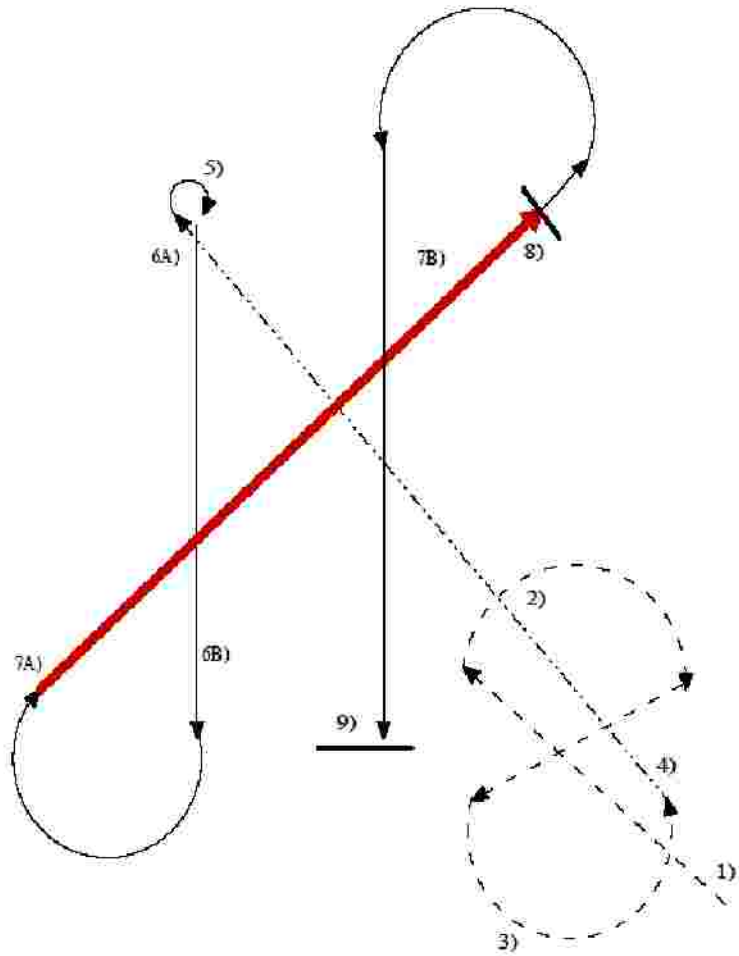
name: _____

and: light & supple
 re: inside or outside little finger
 ooking toward next maneuver
 ll of foot
 trot, there should be a near straight line from the shoulder to the hip, to the heel.
 and hand gallop, shoulders should be a couple degrees in front of the vertical.
 ages - Max. 10 points; Simple changes - Max. 8 points.

ELEMENT JUDGED:	COMMENTS:	SCORE
Drop irons, Posting trot, right diagonal without irons, change to the correct diagonal at X		
Posting trot "bow tie" with diagonal changes at X		
Pick up irons while posting the trot		
Extended Trot		
Halt, 270 degree right forehand turn		
A) Canter Left Lead B) Change to right lead (before corner and reverse through corner - this maneuver should be 10 meters or more.		
A) Hand Gallop B) Collect the Canter		
Before the corner, change to left lead and reverse the corner at the canter		
Halt, settle and stand for 5 seconds. Wait to be excused.		
Overall Equitation		

name: _____

Revised 11,05/08



OHSET
2008 - 2009
Hunt Seat Equitation
Revised 10-23-08

Legend:	
Walk:
Posting Trot:	- - - - -
Extended Trot:
Canter:	—————
Hand Gallop:	—————

Date: _____ District: _____

CLASS: HUNTSEAT EQUITATION OVL R FENCES

HIGH SCHOOL: _____ ATHLETE #: _____

Expectations: Athlete should have a workmanlike appearance, seat and hands being light and supple, conveying the impression of complete control.

Hands should be above and in front of equine's withers, thumbs thirty degrees inside the vertical, hands slightly apart and making a straight line from equine's mouth to athlete's elbow. Reins may be held to inside or outside of little finger. Bight of reins may fall on either side. Athlete should keep light and consistent contact with equine's mouth.

In basic position the eyes should be up and looking toward the next fence. Toes should be at an angle best suited to the athlete's conformation. Ankles should be flexible, heels down, calf of leg in contact with equine and slightly behind the girth. Iron should be on the ball of the foot and must not be tied to the girth.

At slower gaits there should be a near-straight line from the athlete's shoulder, through the hip, down to the heel. The shoulders should be a couple of degrees in front of the vertical at a Canter, Hand Gallop and when jumping.

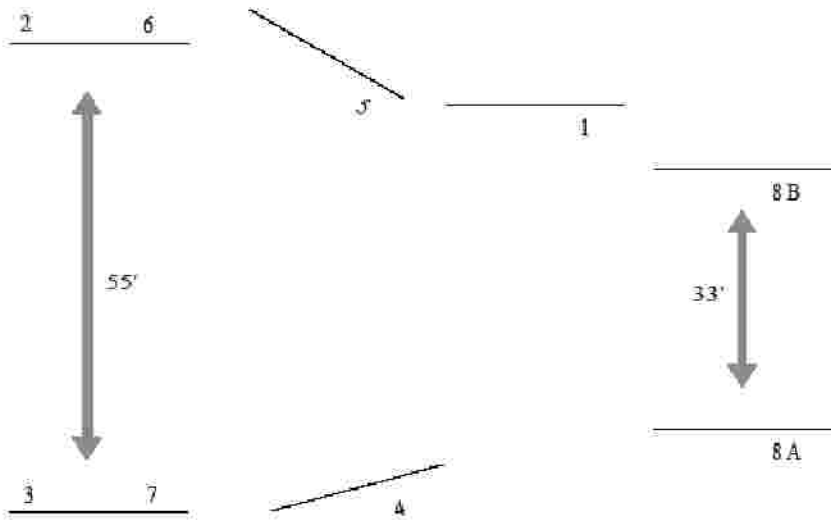
The performance begins when the athlete is given the signal to proceed after entering the arena (one circle is allowed before approaching the first fence).

At the Judge's discretion, an eliminated athlete may jump an additional fence, but may not continue thereafter.

#	ELEMENT JUDGED:	COMMENTS:	SCORE:
1.	Setup and Approach 1 st Jump, Vertical wirecross poles (height: 2'6"-2'8")		
2.	2 nd Jump, Picket fence (height: 2'6"-2'8")		
3.	3 rd Jump, ¼ round (height: 2'7"-2'9")		
4.	4 th Jump, Panel (height: 2'6"-2'8")		
5.	5 th Jump, Panel (height: 2'7"-2'9")		
6.	6 th Jump, Picket fence (height: 2'6"-2'8")		
7.	7 th Jump, ¼ round (height: 2'7"-2'9")		
8.	8A Jump, Post & Rail/Flower box (Height: 2'7" - 2'9")		
9.	8B Jump, Oxer post & rail (Height: 2'7" - 2'9")		
10.	Overall Equitation		
Judge's Signature: _____			

Revised 11.05.08

Minimum of 6' off rail



Minimum of 6' off rail

O.H.S.E.T.
2008 - 2009
**Hunt Seat Equitation
Over Fences**
Revised 12-08-08

Enter



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The Yamhill County Fairgrounds wishes
Much success and Good Luck
to all of the OHSET participants!

Hunt Seat Equitation Over Fences Equipment List

Jump #1 – Vertical with cross poles

2009

Date: _____		District: _____	
CLASS: IN HAND TRAIL			
HIGH SCHOOL: _____		ATHLETE #: _____	
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.			
Haunch turns, pivots, lateral movement and backing should be smooth with continual movement.			
Refusals will deduct points. Two refusals will require moving on to the next element.			
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.			
Equipment Needed: 5 cones, 1 – 4x8 bridge, 6 – 10' poles (4, fan & 2 for the 3-sided box), 1 – 8' pole (sidepass), 1 – 12' pole (back of 3-sided box).			
#	ELEMENT (JUDGED)	COMMENTS	SCORE
1.	Jog Around Cones		
2.	Walk Over Bridge		
3.	Side-Pass Left Over Pole		
4.	90 degree left haunch turn and back between pole and bridge		
5.	Extended jog between bridge and pole and through (3-sided) box.		
6.	Transition down to jog and stop in box		
7.	360 degree right haunch turn		
8.	jog		
9.	Jog through fan, halt at cone		
10.	Overall Handling		
Judge's Signature: _____			

- 2' 6" – 2' 8" in height
- 2 Standards
- 4 rails (1 across the top, 2 crossed below, 1 ground line)
- 4 cups

Jump #2 & 6 – Picket Fence

- 2' 6" – 2' 8" in height
- 2 Standards
- 0-3 poles depending on design

Jump #3 & 7 – ¼ Round 2/green turf

- 2' 7" – 2' 9" in height
- 2 Standards
- ¼ round
- 0-2 rails (probably doesn't need a ground line, but likely will need a rail on top – depends on set up)

Jump #4 – Panel

- 2' 6" – 2' 8" in height
- 2 Standards
- 1-3 rails (needs a ground line, may or may not need rails over the top)

Jump #5 – Panel

- 2' 7" – 2' 9" in height
- 2 Standards
- 1-3 rails (needs a ground line, may or may not need rails over the top)

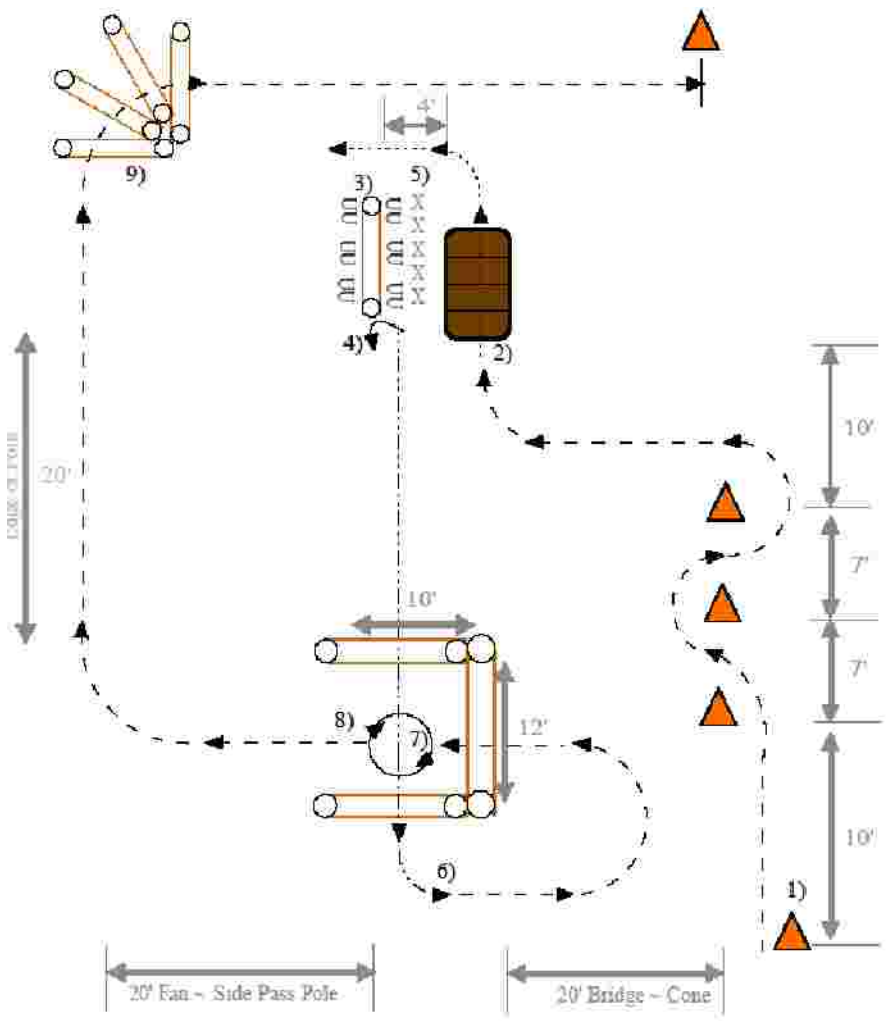
Jump # 8a – Post & Rail with Flower Box

- 2' 7" – 2' 9" in height
- 2 Standards
- 1-3 rails (depends on set up and equipment – could be one or two rails across the top and a ground line)

Jump #8b – Oxer (Post & Rail)

- 2' 7" – 2' 9" in height and width
- 4 Standards
- 4 rails (depends on set up, needs ground line and second rail in front)

All fences should be 10-12 feet wide, unless otherwise specified.



OHSET
2003 - 2009
In Hand Trail
Revised 11-08-08

Minimum 20' To Rail

Legend	
Walk:	-----
Jog/ Trot:	- - - - -
Extended Jog/Trot:	-----
Cone:	▲

Date: _____ District: _____

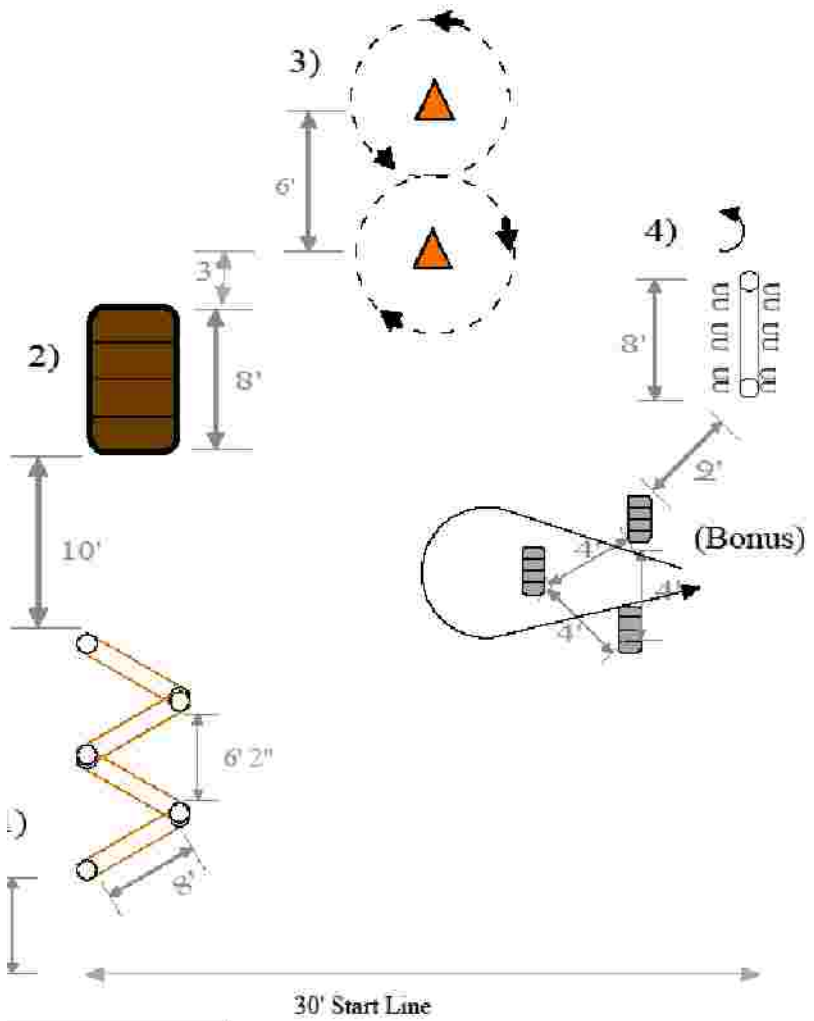
CLASS IN HAND OBSTACLE RELAY

ATHLETES: _____
 HIGH SCHOOL: _____ TEAM: _____

Expectations:
 This is a horsemanship class! Equine and athletes should be properly groomed as in a Showmanship Class.
 Maneuvers should be crisp and practiced. Only the very best should attempt the "BONFUS" obstacle element.
 Equine should show no resistance to handler during any maneuver and should appear as if not on a lead rope.
 Equine should move quickly, but maintain the superior ground manners that one would expect in a showmanship class.

Equipment Needed: Chalk line will be placed between start poles/obstacles. 4x8" bridge, 2 cones, 5' 8" pole (3-6" diameter), 3 barrels

Obstacle:	Handler 1:	Handler 2:	Handler 3:	Handler 4:
Trot Over Zig Zag:				
Walk Over Bridge:				
Trot Fig 8, Right to Left:				
180 degree left haunch turn, Sidepass pole left				
Optional, Back through 2 barrels around 3 rd barrel - counter clockwise				
Penalty Points:				
Total points - handler minus penalty points:				
Total Time:	1 assesment per team		Penalty Points:	
			Total Team Points:	
Judge's Signature: _____				

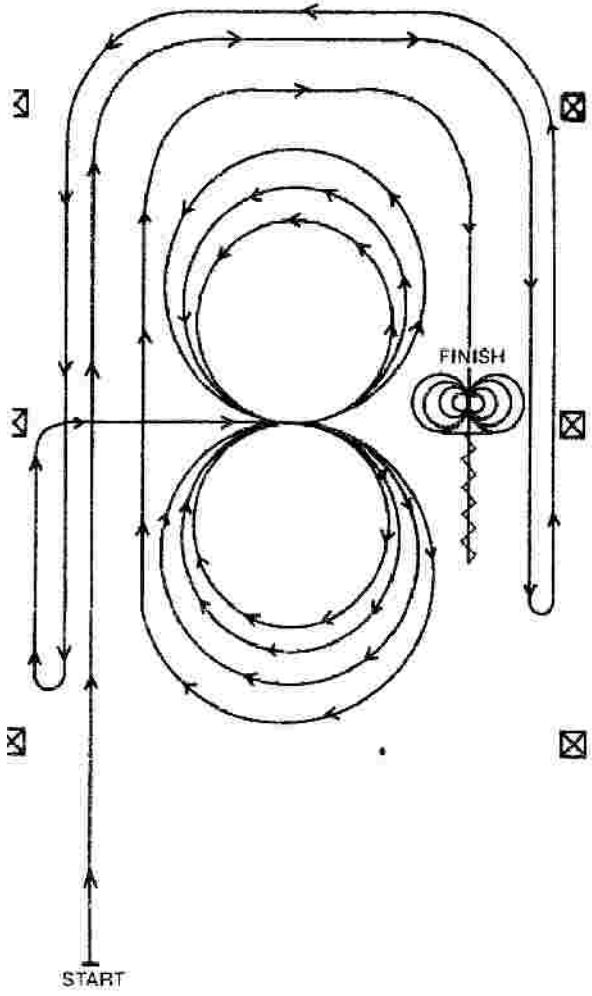


OHSET
2008 - 2009
Obstacle Relay
Revised 12-8-08

Legend:	
Walk:
Jog/ Trot:	- - - - -
Backing:	—————
Cone:	▲

Date _____ District _____			
CLASS: REINING (NRHA Pattern #3)			
HIGH SCHOOL: _____ ATHLETE #: _____			
Pattern will take 5-7 minutes.			
Expectations:			
Equipment Needed: 6 cones.			
#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Lope straight up the left side of the arena, circle the top end of the arena, and staying at least 20' from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback - no hesitation.		
2.	Continue straight up the right side of the arena circle back around the top of the arena, and staying at least 20' from the walls, run straight down the left side of the arena past the center marker and do a right rollback - no hesitation.		
3.	Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast, the third circle small and slow.		
4.	Change leads in the center of the arena. (flying lead change expected and preferred)		
5.	Complete three circles to the left: the first two circles large and fast; the third circle small and slow.		
6.	Change leads in the center of the arena. (flying change expected and preferred)		
7.	Begin a large first circle to the right, but do not close this circle, continue up the left side of the arena, circle the top of the arena, staying at least 20' from the walls, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Buck at least 10'. Hesitate.		
8.	Complete 4 spins to the right; hesitate.		
9.	Complete 4 spins to the left. Wait to be executed.		
10.	Overall Horsemanship (Ok to dismount before exit)		
Judge's Signature: _____			

Revised: 11.05.08



O.H.S.E.T.
2008 - 2009

Reining

NRHA #3) Revised 10-07-08

Date: _____ District: _____

CLASS: SADDLE SEAT EQUITATION

HIGH SCHOOL: _____ ATHLETE #: _____

Expectations: Proper body and hand position is of utmost importance, with hands elevated but keeping a straight line between bit and elbows and using light contact with the equine's mouth.

Body position with ear, shoulder, hip, and heel alignment will be closely observed in this pattern.

Use of the arena to best display the equine's ability and athlete's horsemanship will score higher points. Animated movement of the equine with no resistance to hand or leg cues during the pattern, maintaining the ability to collect during lead changes and transitions is going to contribute to the overall success of this performance.

Accurate and quality lead changes are expected.

Equipment Needed: Cone.

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Start at cone, trot/intermediate gait first loop of serpentine to center, circle right in center		
2.	Trot/intermediate gait second loop of serpentine to center, circle left.		
3.	Strong/extended trot/intermediate gait, down rail and across diagonal		
4.	Walk, walk around corner to center		
5.	Canter, right lead around corner and short diagonal line, down rail, counter canter. Change leads before corner (type of change is optional)		
6.	Continue to left around end of arena, and short diagonal line, down rail, counter canter.		
7.	Change leads before corner. (type of change is optional)		
8.	Trot/intermediate gait		
9.	Halt, present your horse for 10 seconds. Wait to be excused.		
10.	Overall Horsemanship		

Judge's Signature: _____

Revised 11/06/08

Date: _____

District: _____

CLASS: SHOWMANSHIP

HIGH SCHOOL: _____

ATHLETE #: _____

We are looking for the athlete to create a presence that convinces the judge and audience that their horse is the best and that they have successfully completed every element of the pattern. Eye contact with the judge, crisp body communication and facial expression are all part of this ground equitation class.

Changes of sides should show the willingness of the horse to yield to the athlete under any conditions. Condition of coat, feet, mane and tail does count in this class.

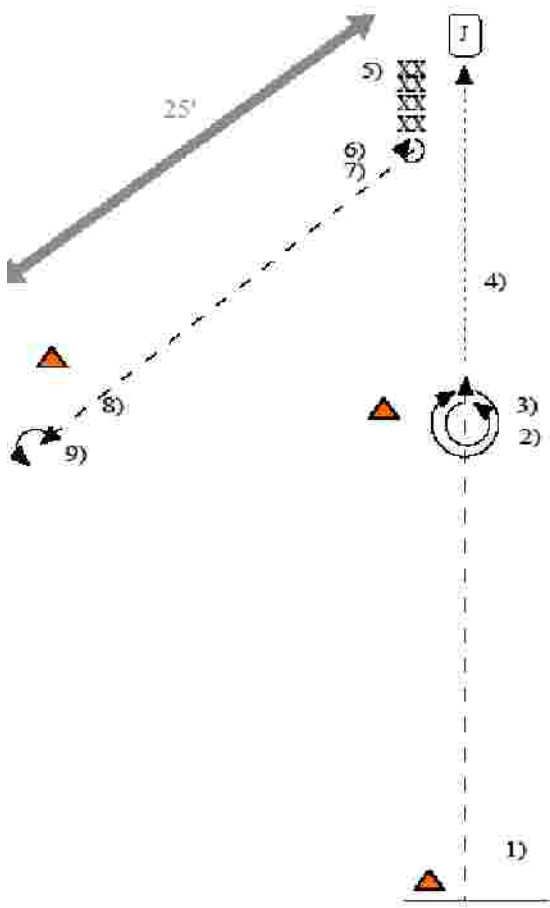
Horse should display no resistance – lead rope and halter should be properly adjusted and appear to not be necessary in the horse's performance.

Equipment Needs: 3 cones

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Wait to start at cone, Jog until even with next cone		
2.	Halt, 360 degree left haunch turn		
3.	360 degree right forehand turn; Return to near side		
4.	Walk to judge and set up for inspection		
5.	Back 4 steps, close 1 step		
6.	Approximately 225 degree right haunch turn		
7.	Trot to cone on off side		
8.	Stop, change sides		
9.	90 degree left forehand turn and wait to be excused		
10.	Overall Showmanship		

Judge's Signature: _____

Revised 12/08/08



O.H.S.E.T.
2008 - 2009

Showmanship

v. Used 03-04 Revised 10-23-08

Legend:	
Walk:
Jog/Trot:	- - - - -

Date: _____ District: _____

CLASS: STOCKSEAT EQUITATION

HIGH SCHOOL: _____ ATHLETE #: _____

Equitation skills in performing smooth elegant maneuvers and transitions score higher. Understanding what the pattern calls for and planning arena space will enhance the performance.

This pattern is asking for the athletes' BEST lead changes. The following is the general guideline for scoring lead changes (the scores are maximum possible if every part of the element including the lead change is perfect):

- Flying Lead Change – maximum possible 10
- Interrupted Lead Change – maximum possible 8
- Simple Lead Change – maximum possible 6

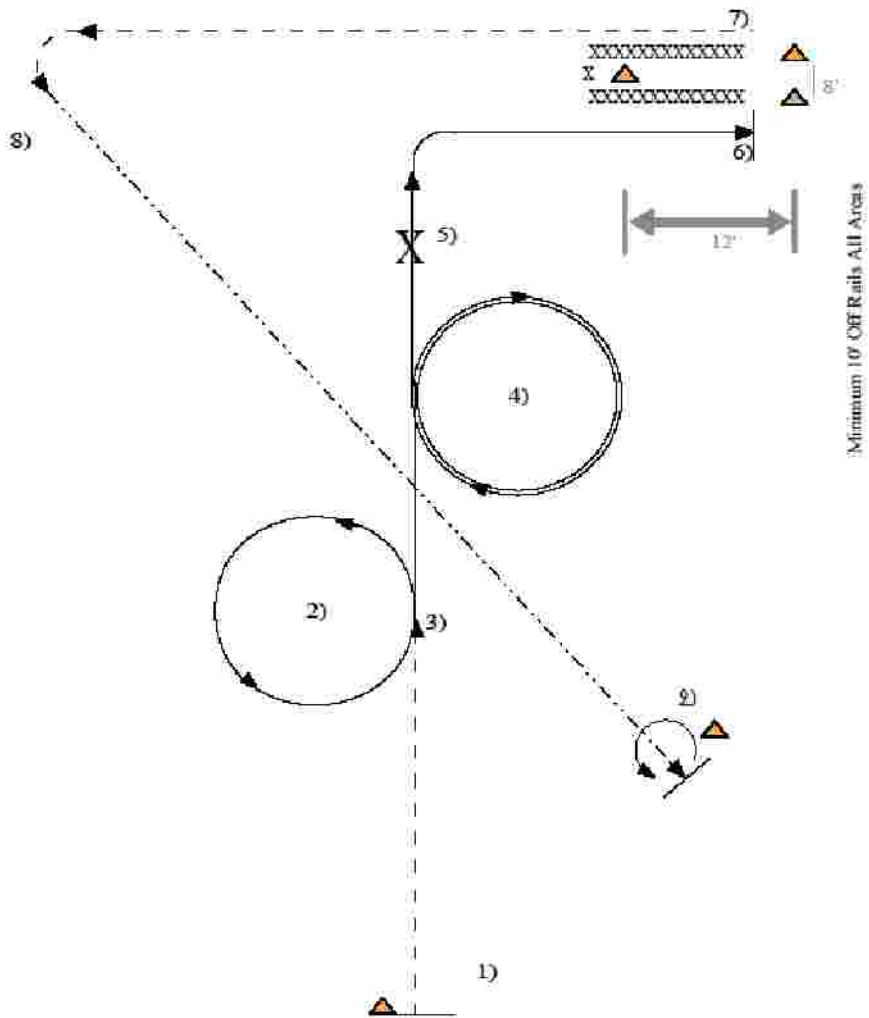
Clearly, the goal is a perfect flying lead change, however, this allows for athletes to work into this maneuver. Remember, perfect means: equitation, hands, change (no steps in an interrupted, few steps in simple, no disunited steps in flying and so on.)

(This is an equitation class. Body position of athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.)

#	ELEMENT/JUDGE:	COMMENTS:	SCORE
1.	Start at cone and jog down center line.		
2.	Pick up left lead and lope circle to the left.		
3.	On straight line, change to right lead. Correct flying lead change is preferred.		
4.	Extend lope and circle right.		
5.	On center line; collect lope and change to left lead. Continue up centerline and turn corner to the right. (counter canter)		
6.	Stop at cone, back "U" shape ending at opposite cone.		
7.	Pick up jog and continue around corner.		
8.	Extend the jog across diagonal, stop at cone.		
9.	360 degree left haunch turn, wait to be excused.		
10.	Overall Horsemanship		

Judge's Signature: _____

Revised 11.05.08



O.H.S.E.T.
2008-2009

Stock Seat

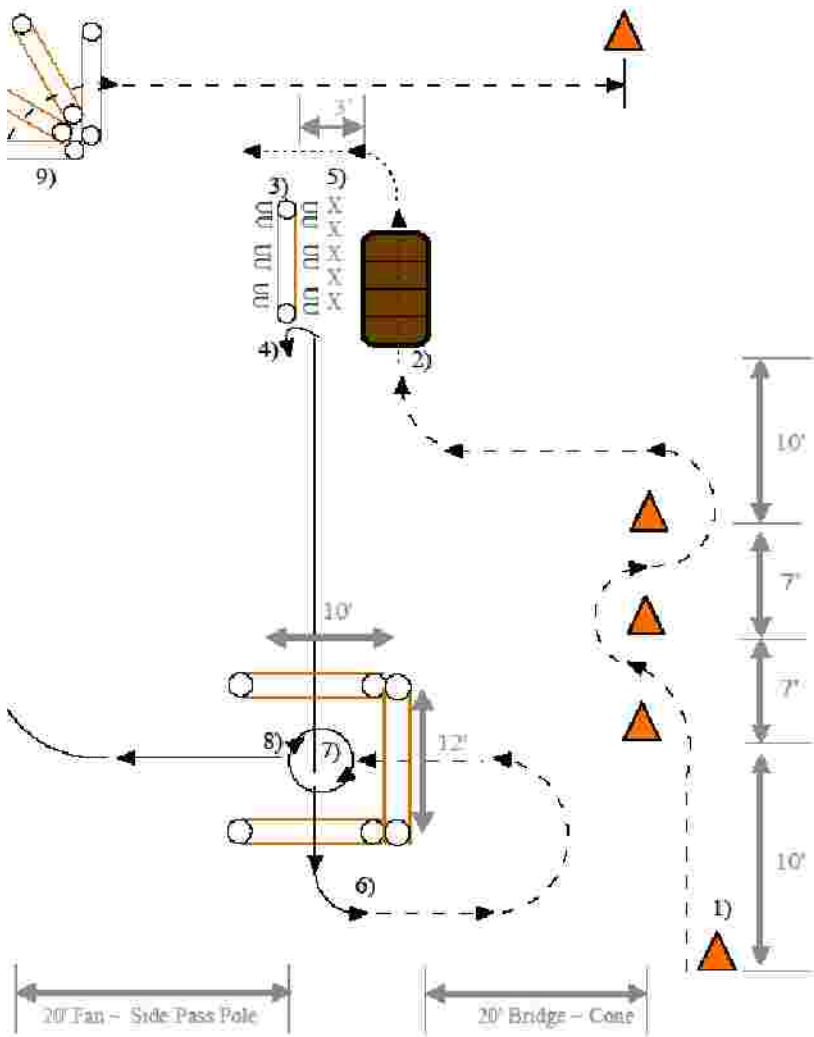
av. Used 04-05 Revised 10-23-08

Jog Can Mean Intermediate
Gait if Appropriate

Legend:	
Walk:	-----
Jog:	-----
Extended Jog:	-----
Lope:	-----
Extended Lope:	=====

Date: _____		District: _____	
CLASS: TRAIL			
HIGH SCHOOL: _____		ATHLETE #: _____	
<p>Expectations: Horsemanship knowledge in displaying fundamentals is important. Accuracy, smoothness and acceptance of obstacles should be points of training. Timing will count. 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, but not too slow. Launch turns, pivots, lateral movements and backing should be smooth with continual movement.</p> <p>Refusals will deduct points. Two refusals will require moving on to the next element.</p> <p>Judges will be looking for a "finished" equine/athlete combination in this event.</p> <p>Equipment Needed: 5 cones, 1-4x8 bridge, 6-10' poles (4, fan & 2 for the 3-sided box), 1-8' pole (sidepass), 1-12' pole (back of 3-sided box).</p>			
#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Jog around cones		
2.	Walk Over Bridge		
3.	Sidepass left over pole		
4.	90 degree left haunch turn and back between pole and bridge		
5.	Left lead lope out and over (3-sided) box		
6.	Transition to jog and stop in box		
7.	360 degree right haunch turn		
8.	Right lead lope out of box and transition to jog		
9.	Jog through fan and halt		
10.	Overall Horsemanship		
Judge's Signature: _____			

Revised 11.06.08



OHSET.
2008 - 2009

Trail

Revised 12-08-08

Minimum 20' To Rail

Legend:	
Walk:
Jog/ Trot:	-----
Lope/ Canter:	—————
Cone:	▲

Date: _____ District: _____

CLASS: WORKING PAIRS

HIGH SCHOOL: _____ ATHLETE #: _____

This class is judged on individual horsemanship skills, which include correct leads, balanced gaits, transitions and overall uniformity. Smooth and quiet use of aids to maintain conformity is essential.

Mirror images are important. Circles should be round and equal.

Work for simultaneous lope/canter departs and haunch turns.

Keep equines straight during leg yield.

Timing is an essential part of this class. Use of the arena and timing of transitions will be evaluated for score.

The pattern should be smooth overall and the music and decoration on the equines should enhance the performance and can be evaluated in the overall score.

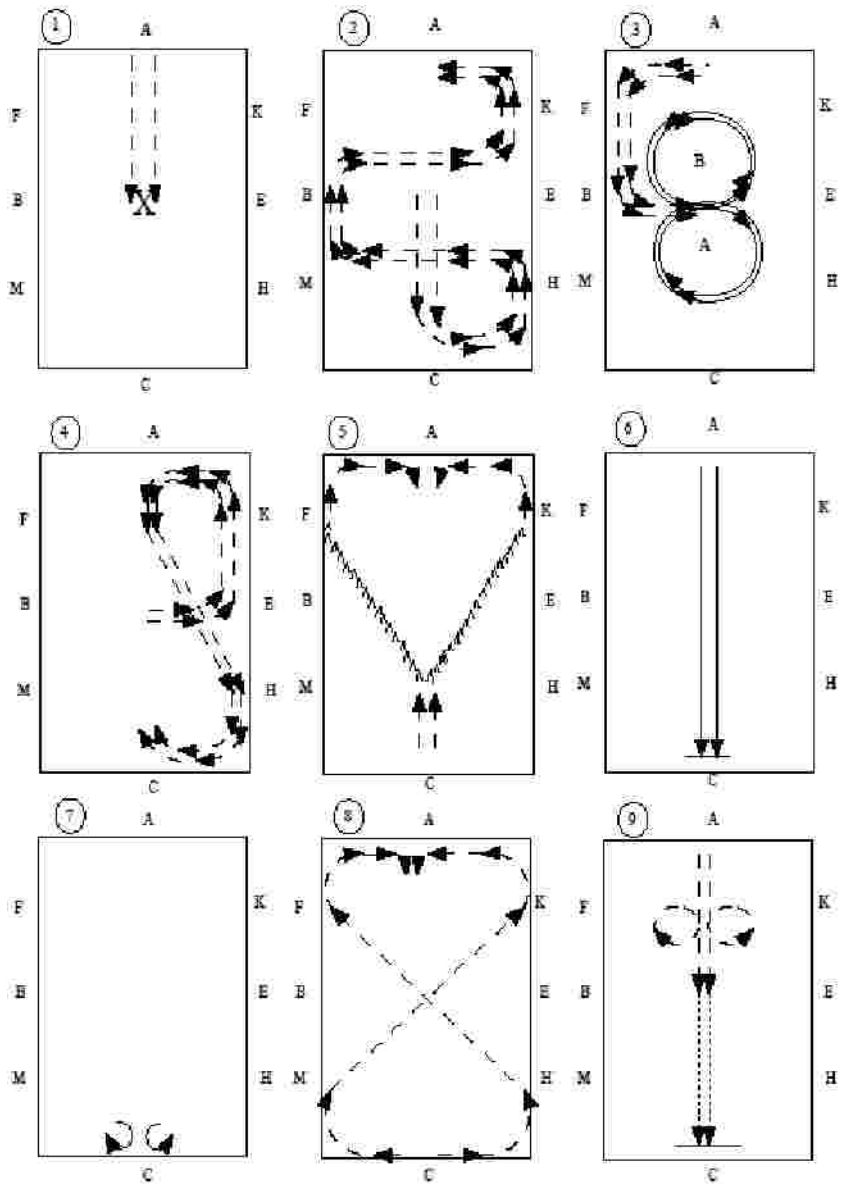
The close, salute and turn should also be in unison.

Equipment Needs: All Small Dressage arena letters (A, K, L, H, C, M, B, F)

#	ELEMENT JUDGED	COMMENTS:	SCORE
1.	Enter as pairs at A, Jog/sitting trot, Halt, Salute at X		
2.	Proceed at a jog/trot - serpentine in pairs		
3.	At X (center) pick up lope/canter right lead; Figure 8. At X, left lead - optional change		
4.	Jog/Trot out of center to rail, turn left, continue on rail at A, trot to D (between I & K), ride short diagonal left to H, jog/trot H to C		
5.	At C, trot/jog to G (between M & H), separate, and leg yield to F/K, continue trot/jog to A		
6.	Come together at A, trot to center & pick up lope/canter down center to C and do a balanced stop.		
7.	90 degree haunch turns away from each other.		
8.	Pick up trot/jog at C, continue on rail through M/H, crossing at X to F/K; come together at A		
9.	Turn to center, pick up trot, separate between I & X and do small circles, drop to walk, balanced stop at C, salute.		
10.	Overall Horsemanship		

Judge's Signature: _____

Revised 11-5-08



OHSET
2008 - 2009

Working Pairs

Revised 10-23-09

Legend:	
Walk:
Jog / Trot:	-----
Extended Trot:	-----
Lope/Canter:	-----

Date: _____ District: _____

CLASS: WORKING RANCHER

HIGH SCHOOL: _____ ATHLETE #: _____

Expectations:
 The working rancher should have the ability to keep the equine moving forward at a smooth even tempo. There should be time for the equine to negotiate each obstacle just as on the ranch, but there should be no refusals or hesitation when asked to perform any task.

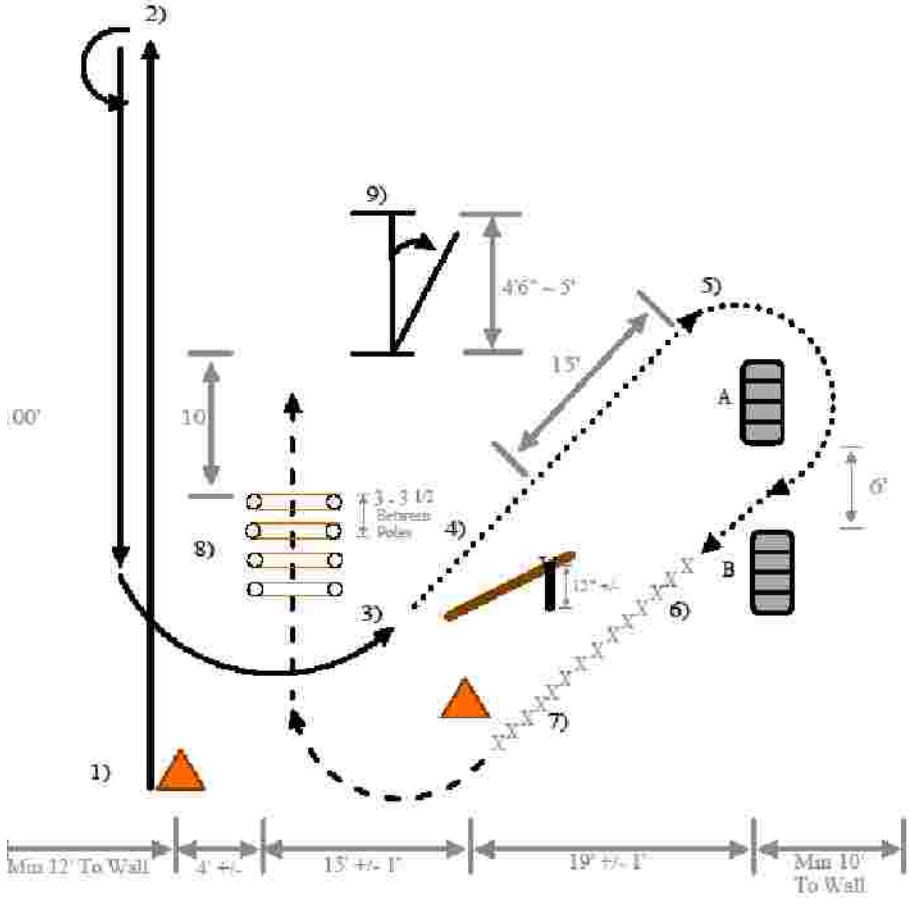
This pattern should be ridden with more speed and purpose than Trail or Stockseat, the athlete should have a willing and relaxed equine at all times.

A minimum of two swings are expected before throwing at the log. Exhibitors will have only one opportunity to catch; however catch is only a part of what will be judged in this element. Equally or more important are positioning, rope handling, safety and technique.

Recoil should be smooth and efficient.

Equipment Needed: 2 Cones, rope gate (54"-60" wide), 4, 5-7" poles/posis (6-8" diameter), 2 barrels, 1, 8' log (7"-10" in diameter) and 12" riser. Additionally, a person must be present after the drag to immediately remove rope at the cone for recoil.

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Enter with loop built, Pick up right lead rope		
2.	Roll back left and into left lead		
3.	Stop.		
4.	Position and rope log, jerk slack and dally		
5.	Drag log around barrel		
6.	Turn and back, still dragging log to cone		
7.	Re-coil		
8.	Log over poles		
9.	Dismount off side, open gate go through and close		
10.	Overall Horsemanship		
Judge's Signature: _____			



O.H.S.E.T
2008 - 2009

Working Rancher

Revised 10-23-2008

Legend:	
Walk:
Jog/Trot:	- - - - -
Lope:	—————
Cone:	▲