Date:_____   State:_____

CLASS: TRAIL

HIGH SCHOOL:_____   ATHLETE #:_____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Start at cone, canter/lope right lead, canter/lope over poles.		
2.	Halt at bridge, then walk over bridge.		
3.	Walk over poles.		
4.	Jog/trot the fan.		
5.	Jog/trot through open gate.		
6.	Halt between barrels, 180 degree haunch turn (either direction), and back through barrels.		
7.	Canter/lope left lead, around barrels, working close to the barrels.		
8.	Walk through chute, halt, side pass to right.		
9.	Jog/trot over raised poles, halt at cone.		
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. Rythym 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, but 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 unneccesary 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.
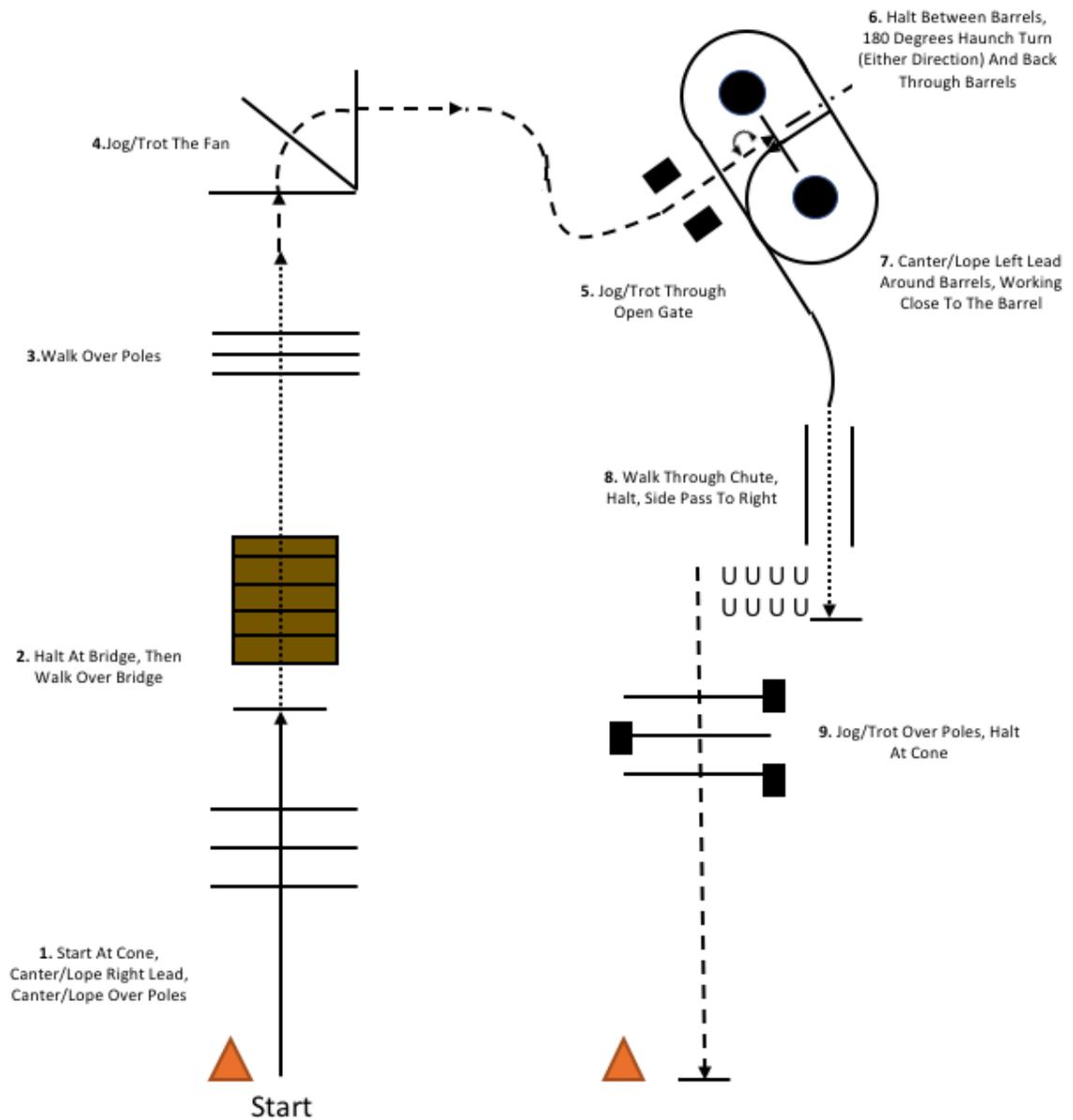
6. Halt Between Barrels,
180 Degrees Haunch Turn
(Either Direction) And Back
Through Barrels

4. Jog/Trot The Fan

5. Jog/Trot Through
Open Gate

7. Canter/Lope Left Lead
Around Barrels, Working
Close To The Barrel

3. Walk Over Poles

8. Walk Through Chute,
Halt, Side Pass To Right

2. Halt At Bridge, Then
Walk Over Bridge

9. Jog/Trot Over Poles, Halt
At Cone

1. Start At Cone,
Canter/Lope Right Lead,
Canter/Lope Over Poles

Start

LEGEND

WALK	····················
TROT	– – – – – –
LOPE	—————
SIDEPASS	∩ ∩ ∩ ∩ ∩∩∩
BACK	— · · — · · —

Two Barrels
Spaced 14' Apart

Three 12' Poles
Evenly Spaced In
Fan Pattern

30'

14'

10'

Gate
(Prop Open)

12'

20'

Three 12' Poles
Spaced 2' Apart

Two 10' Brush
Boxes Spaced
4' 6" Apart

22'

Bridge

30'

20'

Three 12' Poles Spaced
6' Apart Raised On
Alternating Ends

Three 12' Poles
Spaced 7' Apart

30'

36'
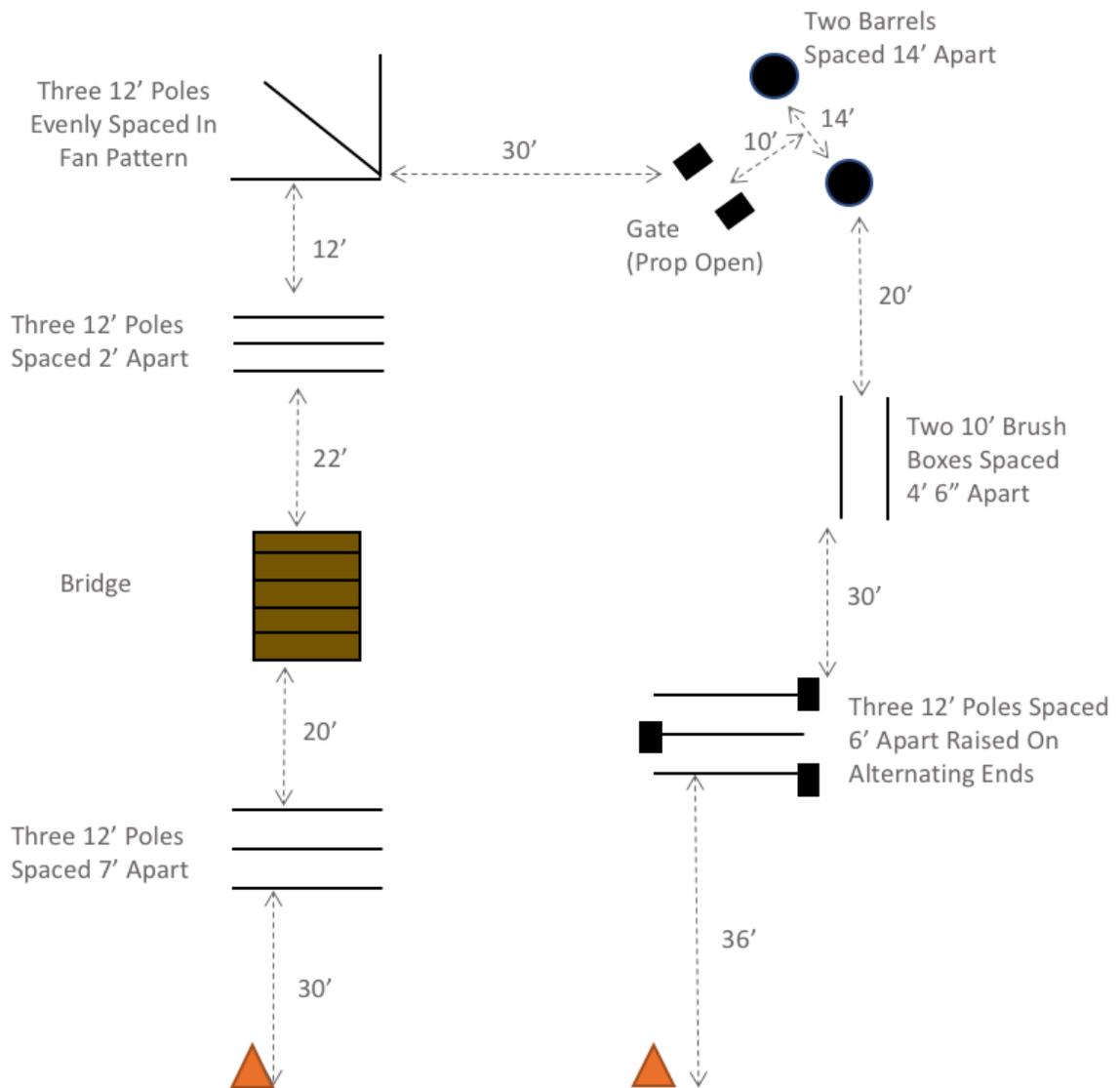
REQUIRED EQUIPMENT

12...... 12' POLES
2........ 10' BRUSH BOXES
3........ 6" RISERS
2........ CONES
2........ BARRELS
1........ 4' GATE
1........ 4' X 8' WOOD BRIDGE