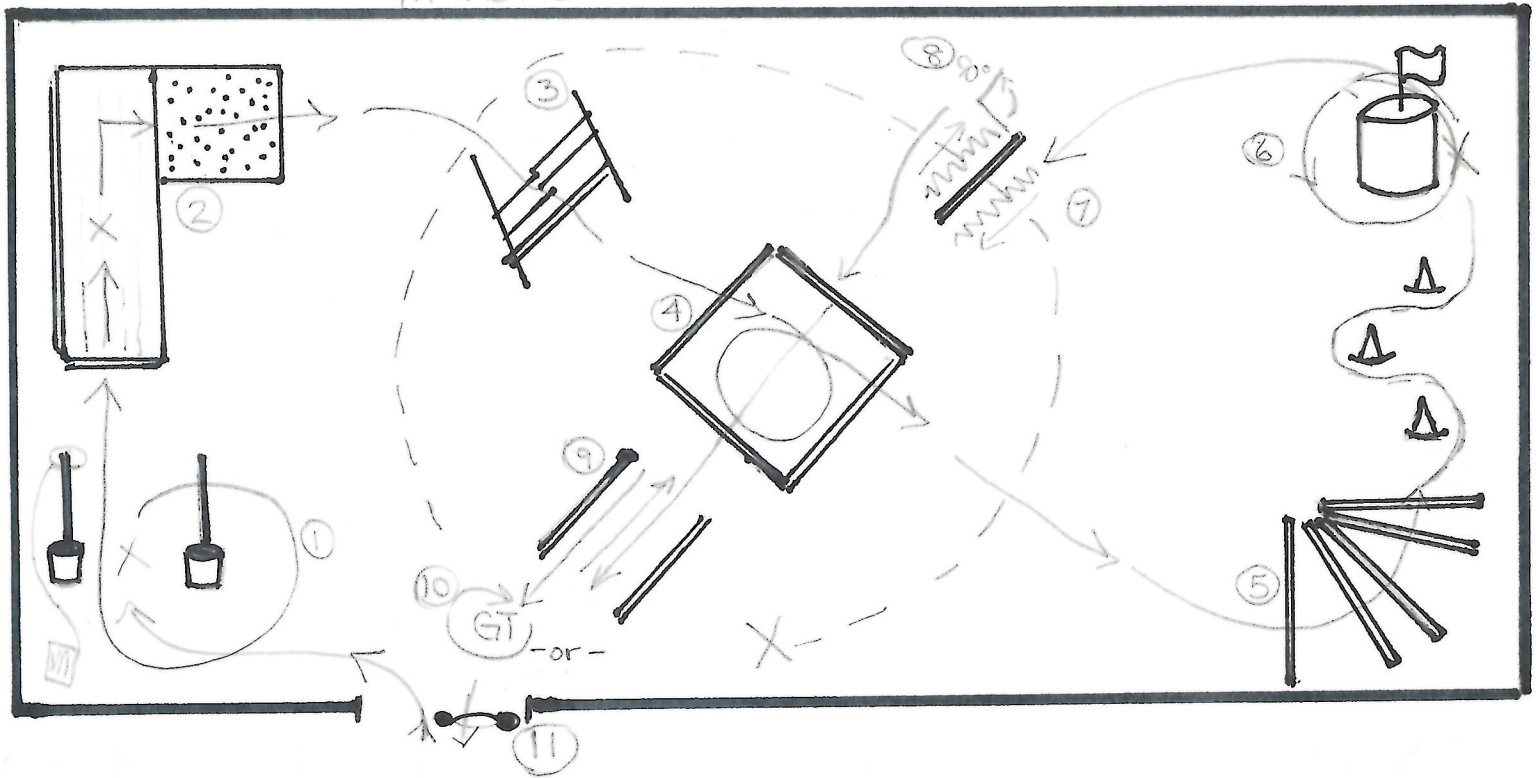


# in-hand + rider challenge



## **CHALLENGE IN-HAND TRAIL & CHALLENGE TRAIL RIDER** – walk, optional trot & TRAIL RIDER optional canter

**BOTH CLASSES RUN SAME COURSE EXCEPT FOR STEP #10. PLEASE NOTE BELOW.**

1. Walk in entrance gate. Turn left and halt between poles. Pick up drag item and circle around right pole. Return drag item. Walk straight to bridge.
2. Send horse over bridge. Halt in middle of wood bridge and settle 3 seconds. Continue over bridge. Walk (opt trot) to noodle push through.
3. Send horse (opt trot) through noodles and walk (opt trot) to square.
4. Halt in square, then turn  $\frac{3}{4}$  circle right (away from you) inside square. Exit square and walk (opt trot) to fanned ground poles.
5. Send horse walk (opt trot) over fanned ground poles, serpentine around cones to barrel.
6. Halt at barrel. Pick up flag and walk a small circle around barrel while waving flag above and around horse. Return flag and walk to ground pole.
7. Set horse up and sidepass over length of ground pole both directions. Halt.
8. Forehand  $90^\circ$  turn right (Hind end moves to right. Pivot on front). Walk (opt trot) to square.
9. Walk (opt trot) straight through square. Halt between parallel ground poles, with horse's head at pole ends. Back 3-5 steps. Walk forward.

**IN-HAND 10.** Halt past ground poles. Ground tie your horse. Walk away from and return to horse.  
-or-

**RIDING 10.** Trot (opt canter) big circle to the right, around noodles, over ground pole and back to gate. Halt from trot (or opt canter) and settle 3 seconds.

11. Walk to exit gate. Maneuver through gate.