Driving Reinsmanship

1. Walk diagonally across the arena
2. Pleasure Trot circle left
3. Extended Trot circle right
4. Return to Pleasure Trot after completion of circle
5. Stop and Back
1. Halt on the right side of A and wait for the judge
2. Walk to B
3. At B Trot/ Jog *(English riders must be on the correct diagonal)*
4. Trot / Jog a small circle around C as shown
5. At C Halt for 5 second
6. Canter/ Lope form C to D *(Riders must use the **RIGHT** lead not the correct lead)*
7. Halt at D Back up 5 steps.
8. Halt and wait for the judge’s dismissal
2017 ESE New England 4-H Horse Program
Pattern for Precision Driving

Course #1: Precision Driving

(1) Enter at a trot
(2) Trot through 10-foot square (four [4] cones)
(3) Trot a serpentine of five (5) cones (25’ apart)
(4) Walk with right wheel(s) between poles (6”–8” apart)
(5) (A) (B) Trot a figure-eight
(6) Walk with left wheel(s) between poles
(7) Walk a serpentine
(8) Walk into square, stop with wheels (front) between front cones, back four (4) steps, return to forward position
(9) Stand quietly until dismissed by judge or ringmaster
New England 4-H Horse Show - In Hand Hunter

Entrance Gate

Exit Gate
New England 4-H Horse Show
Small Equine In Hand Obstacle

Front Hooves in Hoop; Pivot 360 either direction
Walk Over Bridge
Trot over Poles
Back through Dogleg
Walk over Green Tarp
Side Pass over Pole
Trot through Cones
Trot through Cones
Walk
Trot
1. Begin at Cone A, as pattern indicates.

2. Upon the signal from the judge, back your horse 5 steps and then trot to Cone B.

3. Stop and stand perfectly still for a count of 7 seconds at Cone B.

4. Walk to Cone C. Stop and execute a 360 degree pivot turn, on the haunches, to the right.

5. Trot to Cone D. Halt, then side pass right until Cone E is in front of your horse.

6. Ground tie your horse and walk a full circle around him/her in either direction. Pick up lead and execute a 180 degree pivot to the right.

7. Trot to Cone F and then walk to lineup area.
OPEN HUNTER OVER FENCES
Horses to jump 2'6, Ponies 2'3
1. Work gate with right hand and walk through.
2. Trot or jog through cones and over poles.
3. Pick up left lead canter or lope and continue to box.
4. Walk into box and complete a 270 degree turn to the right and walk out of box.
5. Pick up right lead canter or lope and continue around cone.
6. Walk over pole and into chute. Halt and back through L, then walk out of chute.
7. Trot or jog over poles.
8. Walk over poles and bridge.
9. At last pole side pass from left to right.
Mounted Trail Dimensions
1. Start at cone A and jog around cone B to Cone C
2. Walk from cone C halfway between cones C and A. Do a 90 degree turn to the right
3. Back to Judge, set up for inspection
4. When dismissed walk to lineup
Handiness Pattern #2

1. Start at end of arena. Run down middle past center marker to a stop.
2. Back up 10-15 feet to center, quarter turn to the left.
3. Pick up right lead, big fast circle, and small slow circle.
4. Change leads to the left, big fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a stop.
7. Complete 3 ½ 360° turns to the right.
8. Continue back down the side and end of arena to the other side (approximately 20 feet from fence) go past center marker and come to a stop.
9. Complete 3 ½ 360° turns to the left.
10. Hesitate to complete pattern.

Simple changes are accepted but flying changes are preferred.

Scoring will reflect such.

Rider may be asked to drop the bridle to the designated judge.