# Senior Trail Elements

Judge will make the needed patterns based on these required elements and will post them near the course. Riders will also be judged on their transitions between elements and their equitation.

## **Bronze Senior**

### Required Elements:

- 1. Haunch/forehand Turn
- 2. Walk/trot &/or lope ground poles
- 3. Open/close gate
- 4. Bridge/plank and/or water crossing
- 5. Mailbox
- 6. Back "L"
- 7. Dismount, lead over jump, tie quick release knot, and mount
- 8. Carry object
- 9. Transitions between elements
- 10.Equitation

#### **Silver Senior**

#### Required Elements:

- 1. Haunch/forehand Turn
- 2. Elevated poles
- 3. Pull gate open and close
- 4. Bridge/plank and/or water crossing
- 5. Mailbox, side-pass
- 6. Back circle
- 7. Dismount, tie bowline knot, pick hind foot, mount
- 8. Carry/put on object (slicker)
- 9. Transitions between elements
- 10.Equitation

#### **Gold Senior**

#### Required Elements:

- 1. Haunch/forehand Turn
- 2. Jump
- 3. Enter gate in reverse & close
- 4. Bridge/plank and/or water crossing-stop on/in; stand 5 seconds
- 5. Mailbox, side-pass both ways
- 6. Back figure eight barrel/cones etc.
- 7. Dismount, ground tie, offside mount
- 8. Drag object
- 9. Transitions between elements
- 10.Equitation

# Platinum Senior Trail

This medal pattern will be made by the member. Riders will meet with the trail judge and member will make their own pattern without rearranging existing course obstacles. Pattern must be age appropriate, show creativity, and flow from obstacle/maneuver to obstacle/maneuver. The pattern will be neatly drawn, with nicely written directions on a full 8.5 X 11inch page, including a key, and labeled cones/obstacles. The pattern will be approved by the judge who will turn pattern into show management by end of the show.

## Required Elements:

- 1. Haunch/forehand Turn
- 2. Jump
- 3. Pull gate, enter in reverse & close
- 4. Bridge/plank and/or water crossing
- 5. Mailbox
- 6. Back off bridge/plank
- 7. Off side dismount, hobble offside mount (max 5pts for ground tie)
- 8. Drag object
- 9. Creativity & fluidity of pattern
- 10. Equitation