

12/17/2017

Date: _____

District: _____

CLASS: WESTERN HORSEMANSHIP - PATTERN #1

HIGH SCHOOL: _____

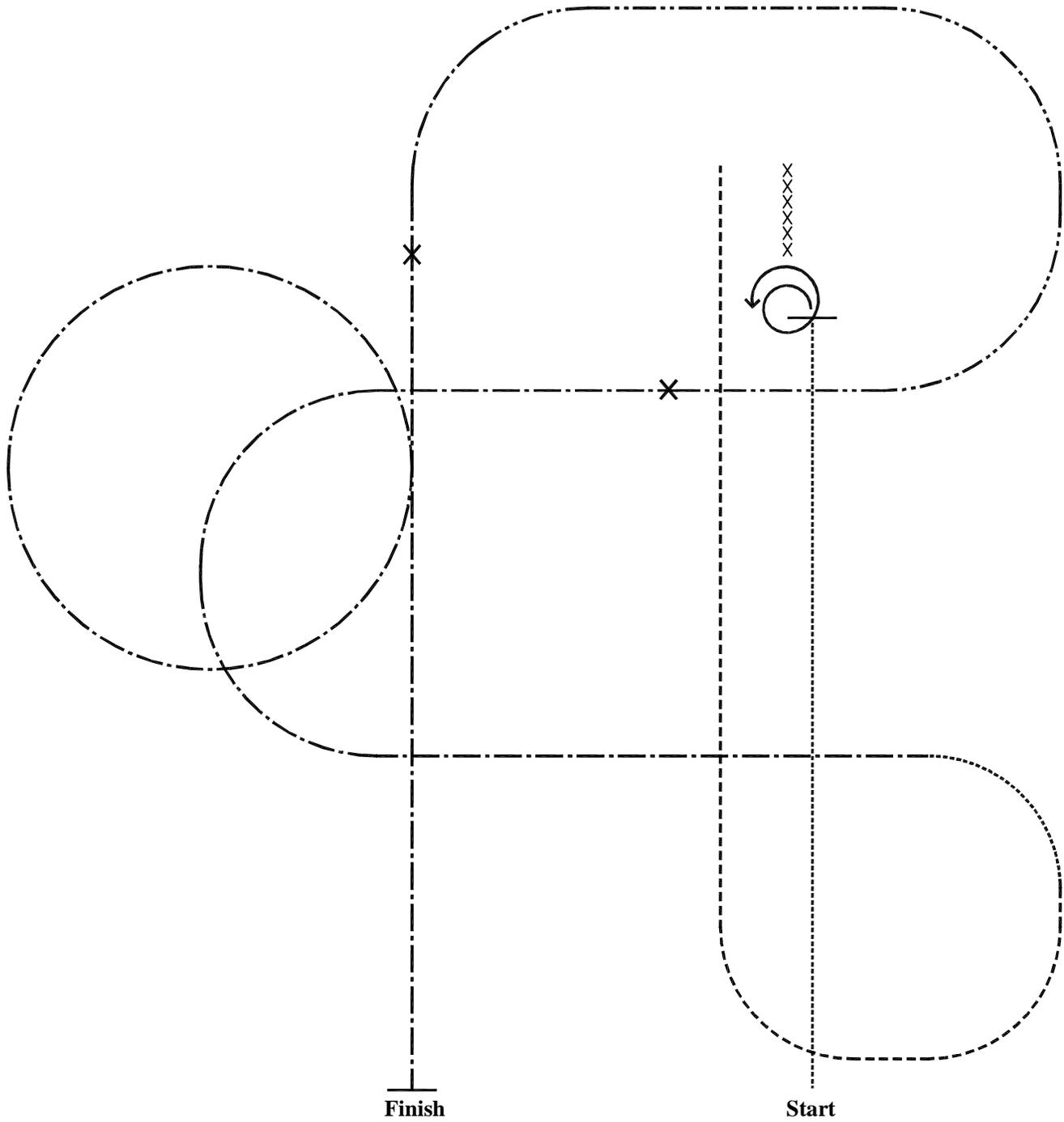
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Wait at starting position. Pick up jog and continue up arena		
2.	Stop. Complete 540° left haunch turn		
3.	Back 6 or so steps, no close		
4.	Pick up extended jog straight down arena then continue while turning left		
5.	Collect to jog, pick up right lead lope, and lope serpentine		
6.	Change leads and increase energy of lope		
7.	Continue serpentine to left at lope with increased energy		
8.	Collect lope, and change leads		
9.	Lope circle to right, then return to straight line, and halt even with starting position		
10.	Overall Horsemanship.		
11.	Rider Equitation-Seat, hands, legs.		

Judge's Signature: _____

Expectations:

- 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. There should be a definite distinction in stride length between the jog and extended jog, lope and lope with increased energy.
- 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 - 0- 10 points
 - Interrupted Lead Change - 0- 8 points
 - Simple Lead Change - 0- 6 points
- 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 a simple, no disunited steps in a flying and so on.)
- This is an equitation class. Body position of athlete is scored; behavior of the equine is considered the direct result of the athlete's horsemanship skills.



OHSET
PATTERN #1
Western Horsemanship

#1.12.18 Revised 12-17-17

Legend :	
Walk	—————
Jog
Extended Jog	-----
Lope	-----
Lope w/ Increased Energy	-----
Back	X X X X X
Cone	Δ