

4/23/2018

STATE

Date: \_\_\_\_\_

District: \_\_\_\_\_

CLASS: WESTERN HORSEMANSHIP - PATTERN #1

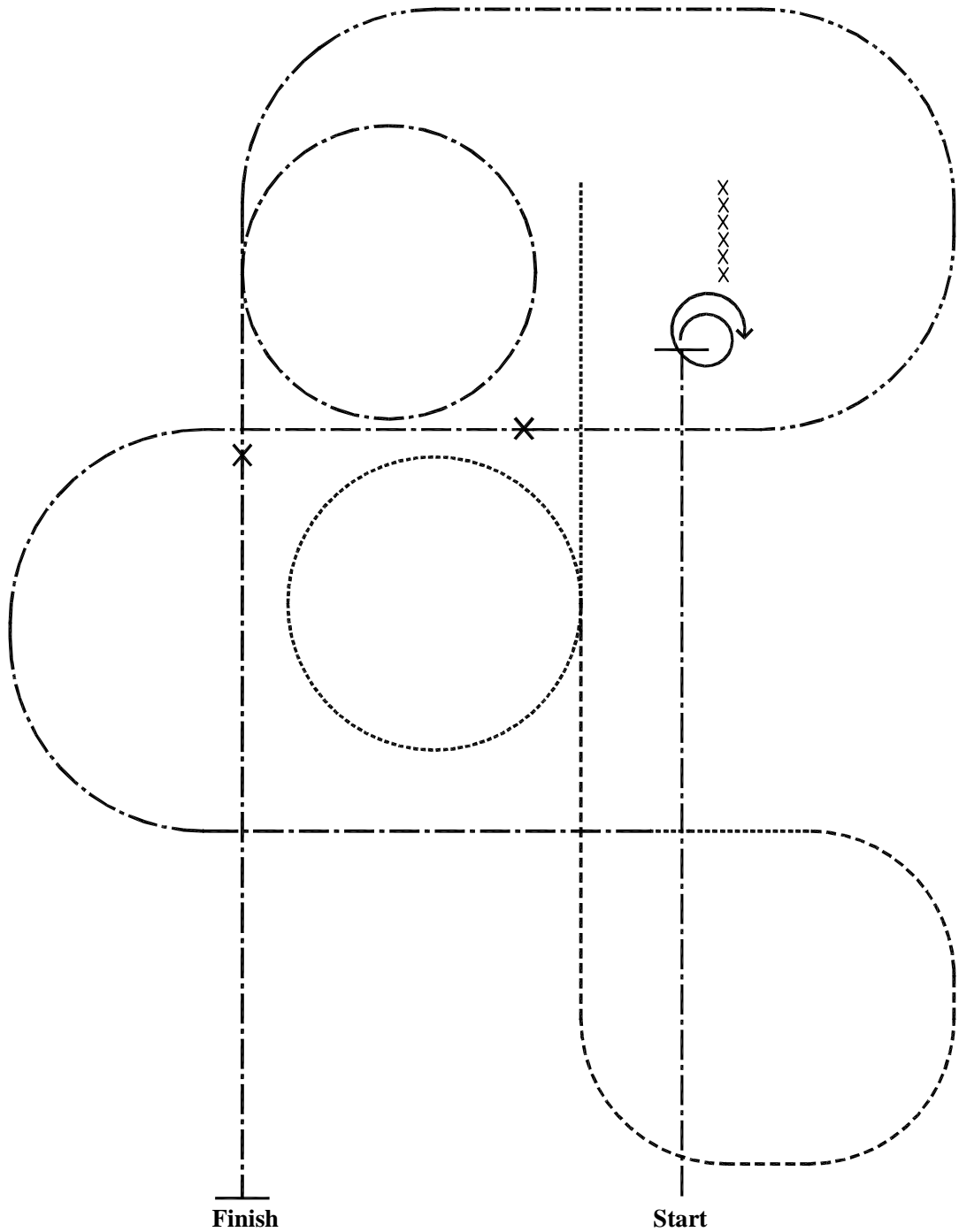
HIGH SCHOOL: \_\_\_\_\_

ATHLETE #: \_\_\_\_\_

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Wait at starting position. Pick up left lead and continue up arena		
2.	Stop. Complete 540° right haunch turn		
3.	Back 6 or so steps, no close		
4.	Pick up jog, circle to the right, extend on straight line		
5.	Continue to the left as diagrammed, collect to jog, pick up right lead lope, and begin serpentine		
6.	Change leads		
7.	Continue serpentine to left at lope with increased energy		
8.	Collect lope		
9.	Lope circle to left, then return to straight line, change leads, 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  
STATE  
PATTERN #1  
Western Horsemanship**

#1.12.18      Revised 4-23-18

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