

12/15/2019

Date: _____

District: _____

CLASS: WESTERN HORSEMANSHIP - PATTERN #2

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Start at cone 'A', facing cone 'B'. Execute 180° right forehand turn.		
2.	Back to cone 'B', at cone 'B', 180° left haunch turn.		
3.	Pick up jog and jog around corner to start of circle		
4.	Transition to right lead lope and build energy 3/4 of the way around circle.		
5.	Halt, settle, and stand for 5 seconds. Right lead departure, close circle		
6.	Change lead, continue straight.		
7.	Continue counter-lope around corner.		
8.	Change lead in center of short wall		
9.	Continue right lead through corner, and transition to extended jog the length of the long wall		
10.	Transition to walk and walk 3 strides		
11.	Halt. 405° right haunch turn.		
12.	Overall Horsemanship.		
13.	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.
- 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 - maximum possible 10 points
 - Interrupted Lead Change - maximum possible 8 points
 - Simple Lead Change - maximum possible 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.