

Date: _____		District: _____	
<b>CLASS: <u>HUNTSEAT EQUITATION</u></b>			
HIGH SCHOOL: _____		ATHLETE #: _____	
#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Starting at cone, back six steps or so.		
2.	Canter Left lead on serpentine		
3.	Change leads		
4.	Canter Right lead on serpentine		
5.	Change leads		
6.	Canter Left lead to finish serpentine and ½ way down short wall		
7.	Sitting trot remainder of short wall, turn corner and begin down long wall		
8.	Two track Left		
9.	Two track Right		
10.	Pick up posting trot; Continue at posting trot around corner, then extend the trot, and stop		
11.	Rider Equitation (seat, hands, and legs)		
12.	Overall Horsemanship		
Judge's Signature: _____			
<p><b>Expectations:</b></p> <p>Seat and hands light &amp; supple            Reins either inside or outside little finger            Eyes up, looking toward next maneuver            Iron on ball of foot            At walk &amp; trot, there should be a near straight line from the shoulder to the hip, to the heel.            At canter and hand gallop, shoulders should be a couple degrees in front of the vertical.            The back will not be judged on the specific number of steps. The overall quality of the movement will be judged. The back should be one fluid movement and the equine should display no resistance.</p> <p>Flying changes – Max. 10 points; Simple changes – Max. 8 points.</p>			