

Date: _____

District: _____

CLASS: STOCKSEAT EQUITATION

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Start at Cone #1 and jog straight 2/3 of arena		
2.	Extend the trot, and turn the corner.		
3.	Pick up Left lead at middle of short wall and continue around corner to cone #2		
4.	Stop at cone #2, settle (brief hesitation), back 10 steps or so with energy		
5.	180 degree Right Haunch		
6.	Pick up Right lead and continue straight, before corner change to Left lead		
7.	Continue around corner and down center to cone line		
8.	At center of cone 3 and cone 4 change leads		
9.	At center of cone 4 and cone 5 change leads.		
10.	Continue around cone 5 on Left lead and stop, wait to be excused		
11.	Rider equitation (Seat, hands, and legs)		
12.	Overall Horsemanship		

Judge's Signature: _____

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.

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
- Interrupted Lead Change – maximum possible 8
- Simple Lead Change – maximum possible 6

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 simple, no disunited steps in flying and so on.)

This is an equitation class. Body position of athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.