

2011 State Pattern

Date: _____		District: _____	
CLASS: <u>STOCKSEAT EQUITATION</u>			
HIGH SCHOOL: _____		ATHLETE #: _____	
#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Start at cone. Perform 360 degree Right haunch turn.		
2.	Pick up jog, then turn to left around cone.		
3.	Pick up Right lead and lope circle to right with increased energy.		
4.	At center change leads		
5.	Lope left lead around cone to left		
6.	Transition to extended jog and loop around cone to right		
7.	Transition to Right lead continue up wall, and turn down center.		
8.	Change Leads		
9.	Lope left lead down center, stop, back, and IMMEDIATELY exit at trot.		
10.	Rider equitation (Seat, hands, and legs)		
11.	Overall Horsemanship		
Judge's Signature: _____			
<p>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.</p> <p>This pattern is asking for the athletes' <u>BEST</u> 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):</p> <ul style="list-style-type: none"> • Flying Lead Change – maximum possible 10 • Interrupted Lead Change – maximum possible 8 • Simple Lead Change – maximum possible 6 <p>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.)</p> <p>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.</p>			
Equipment Needs: (4) Cones			