

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

**CLASS: WORKING PAIRS - PATTERN #1**

HIGH SCHOOL: \_\_\_\_\_ ATHLETE #: \_\_\_\_\_

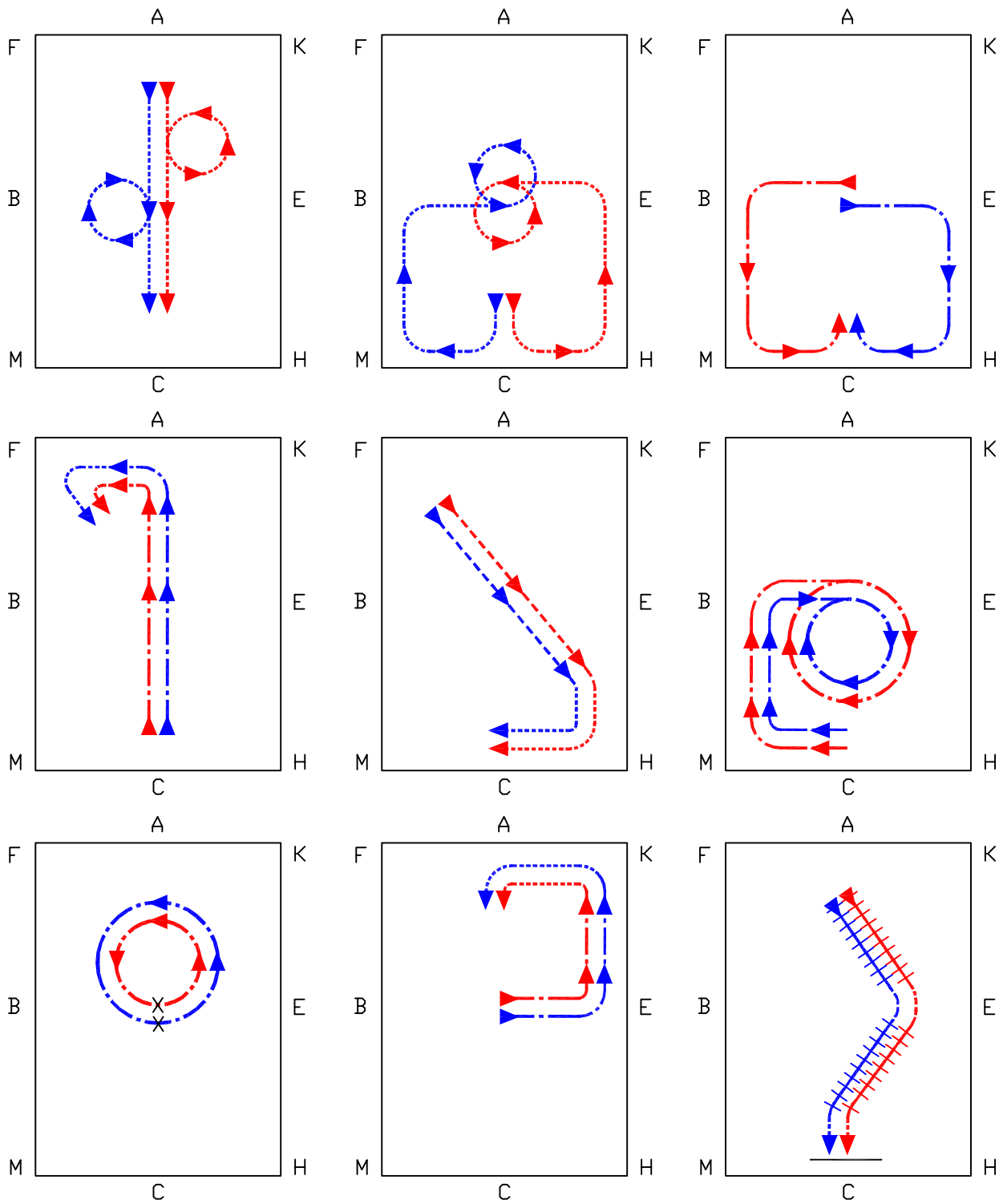
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at A. Begin jog/trot together. Rider 2 rolls out or circles and then catches up with rider 1. As soon as rider 2 catches up, rider 1 rolls out or circles and then catches up with rider 2. Riders should be together by the end of the arena		
2.	Rider 1 C,M,B,X. Rider 2 C,H,E,X. When they meet at X and are side by side they do a 360° Do-Si-Do around each other. All done at jog/trot		
3.	Lope/canter Rider 1 X,E,H,C. Rider 2 X,B,M,C		
4.	Both Riders C,X,A at lope/canter. Transition to jog/trot both Riders A,F and turn on to diagonal line		
5.	Extended jog/trot. Both Riders F,X,H collect to jog/trot both Riders H,C		
6.	Lope/canter both Riders C,M,B,X 15 meter circle right		
7.	Both Riders change leads, 15 meter circle left at lope/canter		
8.	Both Riders X,E,K at lope/canter. Transition to jog/trot both Riders K,A		
9.	Both Riders jog/sitting trot. Two track left A to E, balance. Two track right E to C, Balance. Stop. Salute		
10.	Overall Horsemanship.		
11.	Degree of Difficulty		

Judge's Signature: \_\_\_\_\_

**Expectations:**

- This class is judged on individual horsemanship skills, which include correct leads, balanced gaits, transitions and overall uniformity. Smooth and quiet use of aids to maintain conformity is essential.
- Mirror images are important. Circles should be round and equal.
- Work for simultaneous lope/canter departs.
- Timing is an essential part of this class. Use of the arena and timing of transitions will be evaluated for score.
- The pattern should be smooth and the music and decoration on the equines should not distract from the overall performance. If music is offensive to the judge or general audience, it will be noted in the Overall Horsemanship score.
- All maneuvers should be in unison. And riders should stay "Shoulder to Shoulder"
- Degree of difficulty score will be based on what type of bridle and equipment are used to maneuver horse. For example, two hands on a curb will be given a lower degree of difficulty score than riders using one hand.
- Any bit may be used in this class, and reins may be held by any safe method.

**Equipment Needs:** All Small Dressage arena letters (A,K,E,H,C,M,B,F)



**Note: Rider 1 is Blue, Rider 2 is Red**

**OHSET**  
**PATTERN #1**  
**Working Pairs**  
 #1.13.18 Revised 12-17-17

Legend :	
Walk	—————
Jog / Trot	.....
Extended Jog / Trot	-----
Lope / Canter	———
Two Track	+++++
Back	XXXXXX