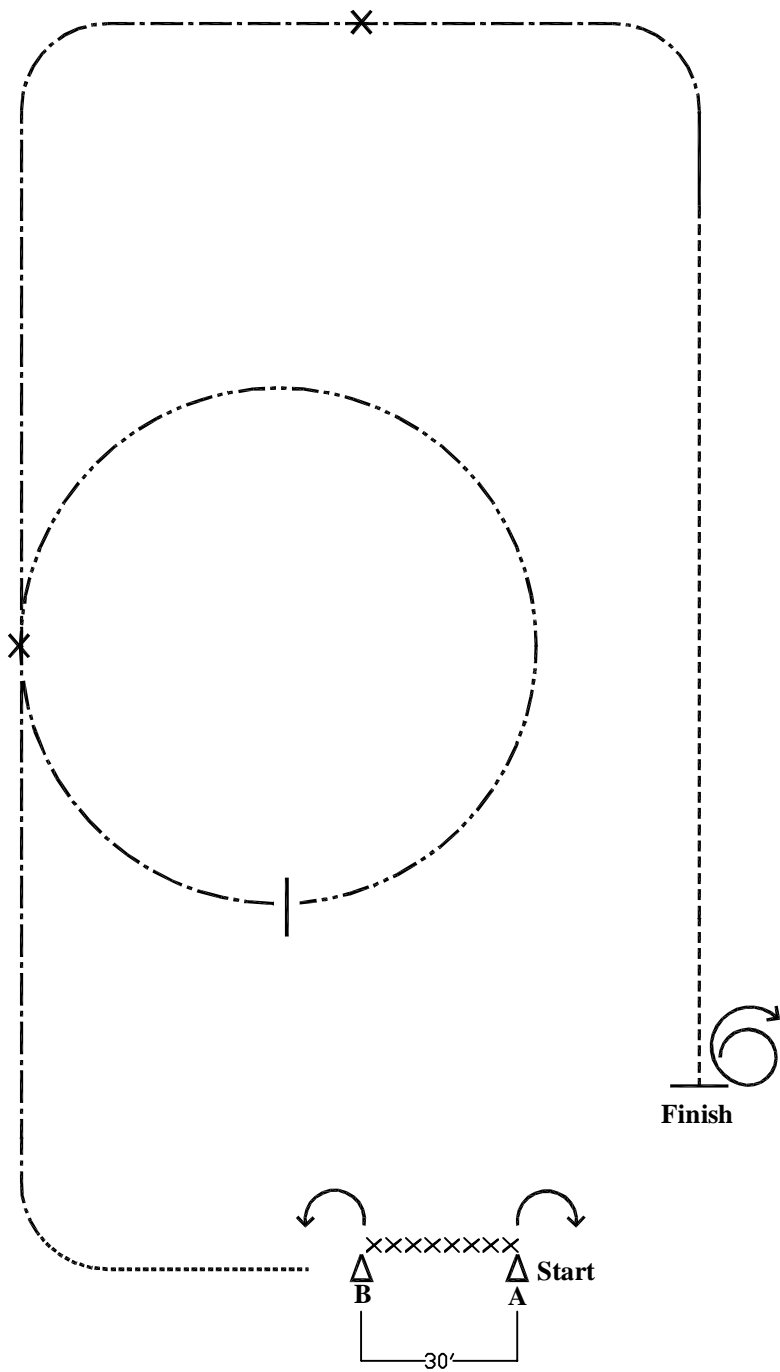


5/7/2024	STATE		
Date: _____	District: _____		
CLASS: <u>WESTERN HORSEMANSHIP - PATTERN #2</u>			
HIGH SCHOOL: _____	ATHLETE #: _____		
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Start at cone 'A', facing cone 'B'. Execute 180° right forehand turn.		
2.	Back to cone 'B'		
3.	At cone 'B', 180° left haunch turn.		
4.	Pick up jog and jog to corner, pick up left lead		
5.	Change to right lead lope and build energy 3/4 of the way around circle.		
6.	Halt, settle, and stand for 5 seconds.		
7.	Right lead departure, close circle		
8.	Change lead, continue straight - continue counter lope around corner		
9.	Change leads in center of short wall, continue right lead through corner		
10.	Transition to walk, walk three strides		
11.	Transition to extended jog and extend jog the length of the long wall		
12.	Balanced halt, 405° right haunch turn.		
13.	Overall Horsemanship.		
14.	Rider Equitation-Seat, hands, legs.		
Judge's Signature: _____			
Expectations:			
<ul style="list-style-type: none"> • 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' <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): <ul style="list-style-type: none"> 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. • Horses shoulder should start at cone 'A' • When backing, horses hip should stop at cone 'B' • Tempo of lope should match non counter lope 			



Note: Cones to be a minimum of 10' off of end wall.
 Cone 'B' is set on centerline of arena with Cone 'A' 30' over.

**OHSET
 STATE
 PATTERN #2
 Western Horsemanship**
 #2.16.20.24 Revised 2-19-2024

Legend :	
Walk	—————
Jog
Extended Jog	-----
Lope	- - - - -
Lope w/ Increased Energy	- · - · - ·
Back	XXXXXXXX
Cone	Δ