

OHSEET

Pattern Book

Dressage

Driving

Hunt Seat Eq Over Fences

Hunt Seat

IHOR

In Hand Trail

Reining

Saddle Seat

Showmanship

Team Versatility

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Western Horsemanship

Working Pairs

Working Rancher



Dressage

Link Page



2015 USEF FIRST LEVEL TEST 1

UNITED STATES EQUESTRIAN FEDERATION

PURPOSE
To confirm that the horse demonstrates correct basics, and in addition to the requirements of Training Level, has developed the thrust to achieve improved balance and throughness and maintains a more consistent contact with the bit.

INTRODUCE
10m half circle at trot; 15m circle in canter; lengthening of stride in trot and canter

ENTRY NO:
ARENA SIZE: Standard AVERAGE RIDE TIME: 5:00 (from entry at A to final halt) Suggested to add at least 2 min. for scheduling purposes MAXIMUM PTS: 270

All trot work may be ridden sitting or rising, unless stated.

READER PLEASE NOTE: *Anything in parentheses should not be read.*

	TEST	DIRECTIVE IDEA	COEFFICIENT		REMARKS
			POINTS	TOTAL	
1. A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, calm transitions; straight, attentive halt; immobile (min. 3 seconds)			
2. C E-X	Track left Half circle left 10m, returning to track at H	Bend and balance in turn and half circle; regularity and quality of trot; shape and size of half circle; straightness			
3. B-X	Half circle right 10m, returning to track at M	Regularity and quality of trot; shape and size of half circle; bend; balance; straightness			
4. C Before C C	Circle left 20m rising trot, allowing the horse to stretch forward and downward Shorten the reins Working trot	Forward and downward stretch over the back into a light contact, maintaining balance and quality of trot; bend; shape and size of circle; willing, calm transitions	2		
5. S-F F	Change rein, lengthen stride in trot Working trot	Moderate lengthening of frame and stride; regularity and quality of trot; straightness; consistent tempo; willing, clear transitions			
6. A	Medium walk	Willing, clear transition; regularity and quality of walk			
7. V-R R	Change rein, free walk Medium walk	Regularity and quality of walks; reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, clear transitions	2		
8. M C	Working trot Working canter left lead	Willing, calm transitions; regularity and quality of gaits; bend in corners	2		
9. S-V	Lengthen stride in canter	Willing, clear transition; moderate lengthening of frame and stride; regularity and quality of canter; straightness; consistent tempo			
10. V	Circle left 15m Develop working canter in first half of circle	Willing, calm transition; regularity and quality of canter; shape and size of circle; bend; balance			
11. F-X-H X	Change rein Working trot	Willing, clear transition; regularity and quality of gaits; straightness			
12. C	Working canter right lead	Willing, calm transition; regularity and quality of canter			
13. R-P	Lengthen stride in canter	Willing, clear transition; moderate lengthening of frame and stride; regularity and quality of canter; straightness; consistent tempo			
14. P	Circle right 15m Develop working canter in first half of circle	Willing, calm transition; regularity and quality of canter; shape and size of circle; bend; balance			
15. A	Working trot	Willing, clear transition; regularity and quality of trot; straightness			



2015 USEF FIRST LEVEL TEST 1

UNITED STATES EQUESTRIAN FEDERATION

16. V-M M	Change rein, lengthen stride in trot Working trot	Moderate lengthening of frame and stride; regularity and quality of trot; straightness; consistent tempo; willing, clear transitions			
17. E X G	Half circle left 10m Down centerline Halt, salute	Bend and balance in half circle; regularity and quality of trot, willing, calm transition; straight, attentive halt; immobile (min. 3 seconds)			

Leave arena at A in free walk.

COLLECTIVE MARKS

GAITS (Freedom and regularity)		1		
IMPULSION (Desire to move forward, elasticity of the steps, suppleness of the back, engagement of the hindquarters)		2		
SUBMISSION (Willing cooperation, harmony, attention and confidence, acceptance of bit and aids, straightness, lightness of forehand and ease of movements)		2		
RIDER'S POSITION AND SEAT (Alignment, posture, stability, weight placement, following mechanics of the gaits)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF THE AIDS (Clarity, subtlety, independence, accuracy of test)		1		
SUBTOTAL	FURTHER REMARKS:			
ERRORS: (-)				
TOTAL POINTS (max points: 270)				

<p style="font-size: 2em; font-weight: bold;">FINAL SCORE</p> <p>Maximum Pts: 270</p>	
<p>Points</p>	<p>Percent</p>
<p>Name of Judge</p>	<p>Name of Rider</p>
<p>Signature of Judge</p>	<p>Name and Number of Horse</p>
	<p>Date of Competition</p>
	<p>Name of Competition</p>
<p style="font-weight: bold; font-size: 1.2em;">2015 USEF FIRST LEVEL TEST 1</p> <p>UNITED STATES EQUESTRIAN FEDERATION, INC.</p>	



2015 USEF TRAINING LEVEL TEST 3
UNITED STATES EQUESTRIAN FEDERATION

PURPOSE
To confirm that the horse demonstrates correct basics, is supple and moves freely forward in a clear rhythm with a steady tempo, accepting contact with the bit.

INTRODUCE
Changing of bend on a shallow loop, canter-trot transition on diagonal

ENTRY NO: _____
ARENA SIZE: Small or Standard
AVERAGE RIDE TIME: 4:00 (Small) or 5:00 (Std.)
(from entry at A to final halt)
Suggested to add at least 2 min. for scheduling purposes
MAXIMUM PTS: 220

All trot work may be ridden sitting or rising, unless stated.

Halts may be through the walk.

READER PLEASE NOTE: *Anything in parentheses should not be read.*

		COEFFICIENT			
	TEST	DIRECTIVE IDEA	POINTS	TOTAL	REMARKS
1. A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, calm transitions; straight, attentive halt; immobile (min. 3 seconds)			
2. C H-X-K	Track left One loop	Regularity and quality of trot; bend and balance in turn; shape and size of loop; changes of bend; balance			
3. Between A & F	Working canter left lead	Willing, calm transition; regularity and quality of gaits; bend in corner; straightness			
4. B	Circle left 20m	Regularity and quality of canter; shape and size of circle; bend; balance			
5. H-X-F X	Change rein Working trot	Regularity and quality of gaits; willing, calm transition; straightness; bend in corner			
6. A	Medium walk	Willing, calm transition; regularity and quality of walk			
7. K-X-H H	Free walk Medium walk	Regularity and quality of walks; reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, calm transitions	2		
8. C M-X-F	Working trot One loop	Willing, calm transition; regularity and quality of trot; shape and size of loop; changes of bend; balance			
9. Between A & K	Working canter right lead	Willing, calm transition; regularity and quality of gaits; bend in corner; straightness			
10. E	Circle right 20m	Regularity and quality of canter; shape and size of circle; bend; balance			
11. C	Working trot	Willing, calm transition; regularity and quality of trot			
12. B Before B B	Circle right 20m in rising trot allowing the horse to stretch forward and downward Shorten the reins Working trot	Forward and downward stretch over the back into a light contact, maintaining balance and quality of trot; bend; shape and size of circle; willing, calm transitions	2		
13. A X	Down centerline Halt, salute	Bend and balance in turn; regularity and quality of trot; willing, calm transition; straight, attentive halt; immobile (min. 3 seconds)			

Leave arena at A in free walk.



2015 USEF TRAINING LEVEL TEST 3
UNITED STATES EQUESTRIAN FEDERATION

COLLECTIVE MARKS			
GAITS (Freedom and regularity)		1	
IMPULSION (Desire to move forward, elasticity of the steps, suppleness of the back, engagement of the hindquarters)		2	
SUBMISSION (Willing cooperation, harmony, attention and confidence, acceptance of bit and aids, straightness, lightness of forehand and ease of movements)		2	
RIDER'S POSITION AND SEAT (Alignment, posture, stability, weight placement, following mechanics of the gaits)		1	
RIDER'S CORRECT AND EFFECTIVE USE OF THE AIDS (Clarity, subtlety, independence, accuracy of test)		1	
SUBTOTAL	FURTHER REMARKS:		
ERRORS: (-)			
TOTAL POINTS (max points: 220)			

2015 USEF TRAINING LEVEL TEST 3	
UNITED STATES EQUESTRIAN FEDERATION, INC.	
Name of Competition	_____
Date of Competition	_____
Name and Number of Horse	_____
Name of Rider	_____
FINAL SCORE	
Maximum Pts: 220	
Points	Percent
_____	_____
Name of Judge	_____
Signature of Judge	_____

2019 USEF FIRST LEVEL TEST 1

PURPOSE

To confirm that the horse demonstrates correct basics, and in addition to the requirements of Training Level, has developed the thrust to achieve improved balance and throughness and maintains a more consistent contact with the bit.

All trot work may be ridden sitting or rising, unless stated.

READER PLEASE NOTE: Anything in parentheses should not be read.

INTRODUCE

10m half circle at trot; 15m circle in canter; lengthening of stride in trot and canter

ENTRY NO:

Conditions:

ARENA SIZE: Standard

AVERAGE RIDE TIME: 5:30

(from entry at A to final halt)

Suggested to add at least 2 min. for scheduling purposes

MAXIMUM PTS: 290

TEST		DIRECTIVES	POINTS	COEFFICIENT	TOTAL	REMARKS
1.	A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, clear transitions; straightness; attentiveness; immobility (min. 3 seconds)			
2.	C E-X	Track left Half circle left 10m, returning to track at H	Regularity and quality of trot; shape and size of half circle; bend; balance; straightness			
3.	B-X	Half circle right 10m, returning to track at M	Regularity and quality of trot; shape and size of half circle; bend; balance; straightness			
4.	C Before C C	Circle left 20m in rising trot, allowing the horse to stretch forward and downward while maintaining contact Shorten the reins Working trot	Forward and downward stretch over the back into a light contact, maintaining balance and quality of trot; bend; shape and size of circle; willing, clear transitions	2		
5.	H-P P	Change rein, lengthen stride in trot Working trot	Moderate lengthening of frame and stride; regularity and quality of trot; straightness; consistent tempo; willing, clear transitions; bend and balance in corner			
6.	A	Medium walk	Willing, clear transition; regularity and quality of walk; bend and balance in corner; straightness	2		
7.	V-R R	Change rein, free walk Medium walk	Regularity and quality of walks; reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, clear transitions	2		
8.	M C	Working trot Working canter left lead	Willing, clear transitions; regularity and quality of gaits; bend and balance in corner	2		
9.	H-V	Lengthen stride in canter	Willing, clear transition; moderate lengthening of frame and stride; regularity and quality of canter; straightness; consistent tempo			
10.	V	Circle left 15m Develop working canter in first half of circle	Willing, clear transition; regularity and quality of canter; shape and size of circle; bend; balance			
11.	F-X-H X	Change rein Working trot	Willing, clear transition; regularity and quality of gaits; bend and balance in corner; straightness			
12.	C	Working canter right lead	Willing, clear transition; regularity and quality of canter; bend and balance in corner	2		
13.	M-P	Lengthen stride in canter	Willing, clear transition; moderate lengthening of frame and stride; regularity and quality of canter; straightness; consistent tempo			
14.	P	Circle right 15m Develop working canter in first half of circle	Willing, clear transition; regularity and quality of canter; shape and size of circle; bend; balance			
15.	A	Working trot	Willing, clear transition; regularity and quality of trot; straightness; bend and balance in corner			
16.	K-R R	Change rein, lengthen stride in trot Working trot	Moderate lengthening of frame and stride; regularity and quality of trot; straightness; consistent tempo; willing, clear transitions; bend and balance in corners			

2019 USEF FIRST LEVEL TEST 1

17.	E X G	Half circle left 10m Down centerline Halt, salute	Bend and balance in half circle; regularity and quality of trot; willing, clear transition; straightness; attentiveness; immobility (min. 3 seconds)				
Leave arena at A in free walk.							

COLLECTIVE MARKS							
GAITS (Freedom and regularity)				1			
IMPULSION (Desire to move forward; elasticity of the steps; suppleness of the back; engagement of the hindquarters)				2			
SUBMISSION (Willing cooperation; harmony; attention and confidence; acceptance of bit and aids; straightness; lightness of forehand and ease of movements)				2			
RIDER'S POSITION AND SEAT (Alignment; posture; stability; weight placement; following mechanics of the gaits)				1			
RIDER'S CORRECT AND EFFECTIVE USE OF AIDS (Clarity; subtlety; independence; accuracy of test)				1			
FURTHER REMARKS:							
To be deducted Errors of the course and omissions are penalized						SUBTOTAL:	
						ERRORS: (-)	
						TOTAL POINTS: (Max Points: 290)	
			1st Time = 2 points 2nd Time = 4 points 3rd Time = Elimination				

Final Score Maximum Pts: 290	
Points _____	Percent _____
Name of Rider _____	Name and Number of Horse _____
Name of Judge _____	Date of Competition _____
Signature of Judge _____	Name of Competition _____
United States Equestrian Federation, Inc. 2019 USEF FIRST LEVEL TEST 1	

2019 USEF TRAINING LEVEL TEST 3

PURPOSE

To confirm that the horse demonstrates correct basics, is supple and moves freely forward in a clear rhythm with a steady tempo, accepting contact with the bit.

All trot work may be ridden sitting or rising, unless stated.

Halts may be through the walk.

READER PLEASE NOTE: Anything in parentheses should not be read.

INTRODUCE

Serpentine in trot

ENTRY NO:

Conditions:

ARENA SIZE: Standard or Small

AVERAGE RIDE TIME: 5:30 (Std.) or 4:30 (Small)
(from entry at A to final halt)

Suggested to add at least 2 min. for scheduling purposes

MAXIMUM PTS: 290

TEST		DIRECTIVES	POINTS	COEFFICIENT	TOTAL	REMARKS
1.	A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, calm transitions; straightness; attentiveness; immobility (min. 3 seconds)			
2.	C H-X-F	Track left Change rein	Regularity and quality of trot; straightness; bend and balance in turns			
3.	A-C	Serpentine 3 equal loops width of the arena	Regularity and quality of trot; supple changes of bend on centerline; geometry; balance	2		
4.	Between C & M	Working canter right lead	Willing, calm transition; regularity and quality of gaits; bend and balance in corner; straightness			
5.	B	Circle right 20m	Regularity and quality of canter; shape and size of circle; bend; balance			
6.	A	Working trot	Willing, calm transition; regularity and quality of trot; bend and balance in corner	2		
7.	Before K K-E	Medium walk Medium walk	Willing, calm transition; regularity and quality of walk	2		
8.	E-M M	Change rein, free walk Medium walk	Regularity and quality of walks; reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, calm transitions; bend and balance in corner	2		
9.	C	Working trot	Willing, calm transition; regularity and quality of trot; bend and balance in corner; straightness			
10.	C-A	Serpentine 3 equal loops width of the arena	Regularity and quality of trot; supple changes of bend on centerline; geometry; balance	2		
11.	Between A-F	Working canter left lead	Willing, calm transition; regularity and quality of gaits; bend and balance in corner; straightness			
12.	B	Circle left 20m	Regularity and quality of canter; shape and size of circle; bend; balance			
13.	C	Working trot	Willing, calm transition; regularity and quality of trot; bend and balance in corner; straightness	2		
14.	E Before E E	Circle left 20m in rising trot, allowing horse to stretch forward and downward, while maintaining contact Shorten the reins Working trot	Forward and downward stretch over the back into a light contact, maintaining balance and quality of trot; bend; shape and size of circle; willing, calm transitions	2		
15.	A X	Down centerline Halt, salute	Bend and balance in turn; regularity and quality of trot; willing, calm transition; straightness; attentiveness; immobility (min. 3 seconds)			

Leave arena at A in free walk.



2019 USEF TRAINING LEVEL TEST 3

COLLECTIVE MARKS				
GAITS (Freedom and regularity)		1		
IMPULSION (Desire to move forward; elasticity of the steps; suppleness of the back; engagement of the hindquarters)		2		
SUBMISSION (Willing cooperation; harmony; attention and confidence; acceptance of bit and aids; straightness; lightness of forehand and ease of movements)		2		
RIDER'S POSITION AND SEAT (Alignment; posture; stability; weight placement; following mechanics of the gaits)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF AIDS (Clarity; subtlety; independence; accuracy of test)		1		
FURTHER REMARKS:				
To be deducted Errors of the course and omissions are penalized			1st Time = 2 points 2nd Time = 4 points 3rd Time = Elimination	
			SUBTOTAL:	
			ERRORS: (-)	
			TOTAL POINTS: (Max Points: 290)	

United States Equestrian Federation, Inc. 2019 USEF TRAINING LEVEL TEST 3	
Name of Competition	_____
Date of Competition	_____
Name and Number of Horse	_____
Name of Rider	_____
Final Score Maximum Pts: 290	
Points	_____
Percent	_____
Name of Judge	_____
Signature of Judge	_____

CHASE

Driving

Link Page

12/17/2018

Date: _____

District: _____

CLASS: DRIVING - PATTERN #1

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Wait to start at cone. Jog straight ahead, then circle left through cones as diagrammed.		
2.	Transition to working trot and circle right		
3.	On centerline transition to walk and continue into chute as diagrammed		
4.	Halt, 180° right wheel pivot		
5.	Back up between cones until wheels are even with cones		
6.	Put all reins in one hand and jog through first chute		
7.	While continuing to jog, take reins in 2 hands and go through 2nd chute. Continue jog as diagrammed and turn onto diagonal line		
8.	On diagonal line, extend the trot		
9.	Collect to jog trot and weave cones as diagrammed		
10	Halt, settle, wait to be excused		
11.	Overall Reinsmanship		

Judge's Signature: _____

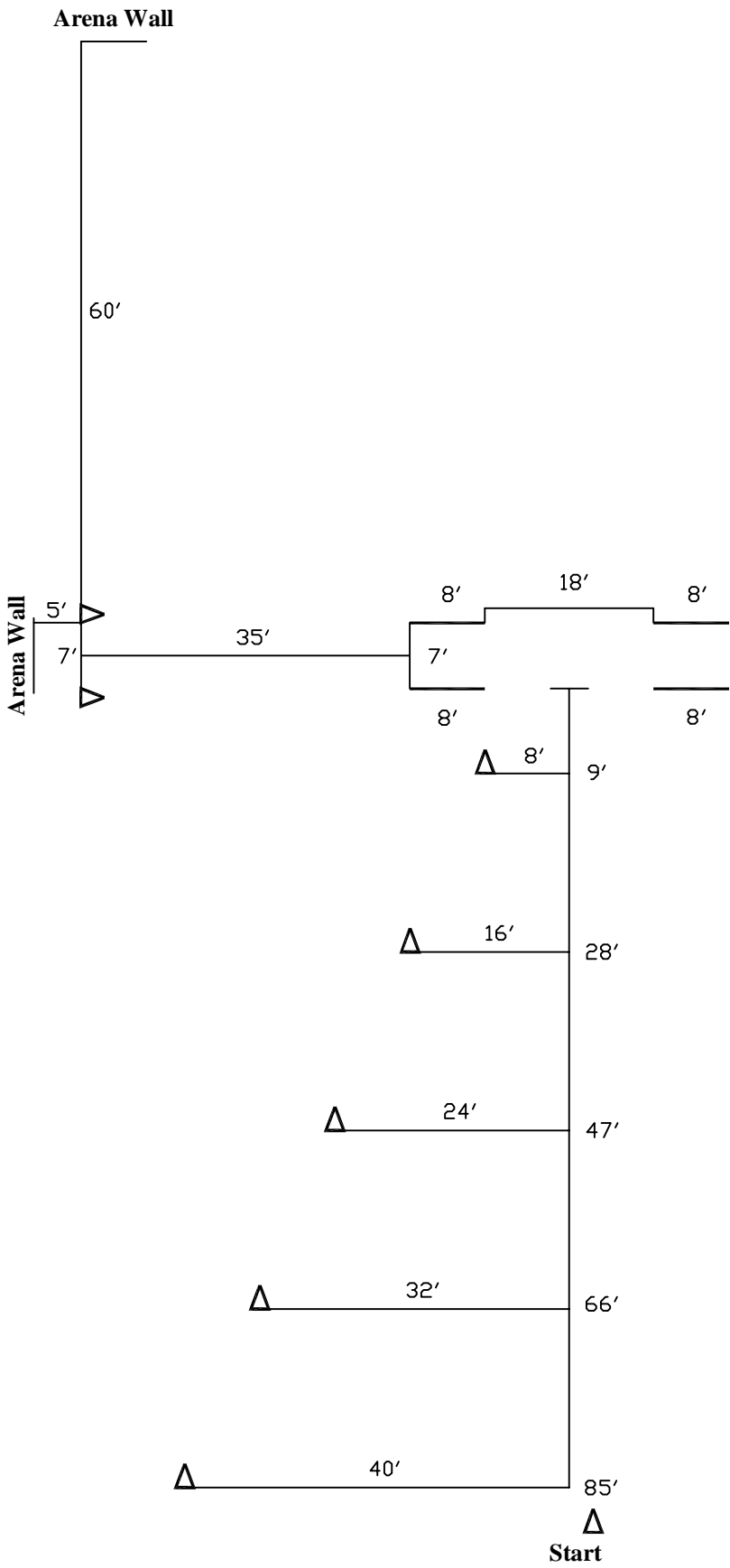
Expectations:

- Walk - A free, flat-footed, regular and unconstrained walk of moderate extension is required. The equine should walk energetically, but calmly, with an even and determined pace.
- Slow Trot/Jog: The equine should maintain impulsion while showing submission to the bit.
- Working Trot: This is a pace between the strong and slow trot. The equine should go forward freely and straight; on a taut, but light rein.
- Strong or Extended Trot: This is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced. Light contact to be maintained. Excessive speed will be penalized.

Grooming and clean equipment will be noted and will be considered in the Overall Reinsmanship scoring. Pivots should be steady continual motion with little or no movement in the pivot wheel.

All athletes will be subject to an equipment check prior to competing. If equipment, animal, or athlete is deemed unsafe they will be excused and NOT allowed to compete.

Horses are considered 14.2 hands and above



OHSET
PATTERN #1
Driving Horse
 #1.13.18 Revised 1-12-18

Equipment Needs
(8) Cones
(4) 8' Poles

12/17/2018

Date: _____

District: _____

CLASS: DRIVING - PATTERN #1

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Wait to start at cone. Jog straight ahead, then circle left through cones as diagrammed.		
2.	Transition to working trot and circle right		
3.	On centerline transition to walk and continue into chute as diagrammed		
4.	Halt, 180° right wheel pivot		
5.	Back up between cones until wheels are even with cones		
6.	Put all reins in one hand and jog through first chute		
7.	While continuing to jog, take reins in 2 hands and go through 2nd chute. Continue jog as diagrammed and turn onto diagonal line		
8.	On diagonal line, extend the trot		
9.	Collect to jog trot and weave cones as diagrammed		
10	Halt, settle, wait to be excused		
11.	Overall Reinsmanship		

Judge's Signature: _____

Expectations:

- Walk - A free, flat-footed, regular and unconstrained walk of moderate extension is required. The equine should walk energetically, but calmly, with an even and determined pace.
- Slow Trot/Jog: The equine should maintain impulsion while showing submission to the bit.
- Working Trot: This is a pace between the strong and slow trot. The equine should go forward freely and straight; on a taut, but light rein.
- Strong or Extended Trot: This is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced. Light contact to be maintained. Excessive speed will be penalized.

Grooming and clean equipment will be noted and will be considered in the Overall Reinsmanship scoring. Pivots should be steady continual motion with little or no movement in the pivot wheel.

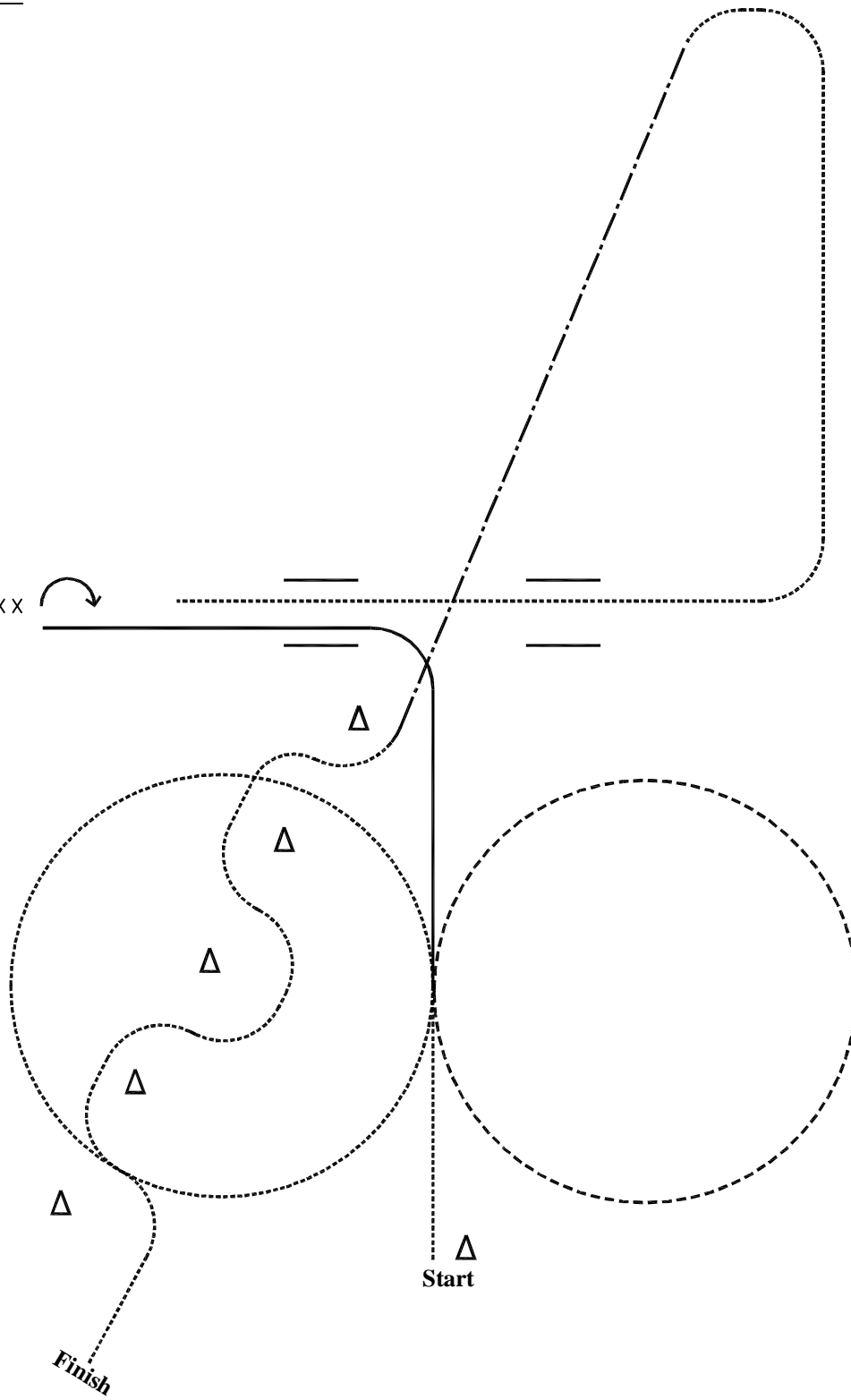
All athletes will be subject to an equipment check prior to competing. If equipment, animal, or athlete is deemed unsafe they will be excused and NOT allowed to compete.

Horses are considered 14.2 hands and above

Arena Wall

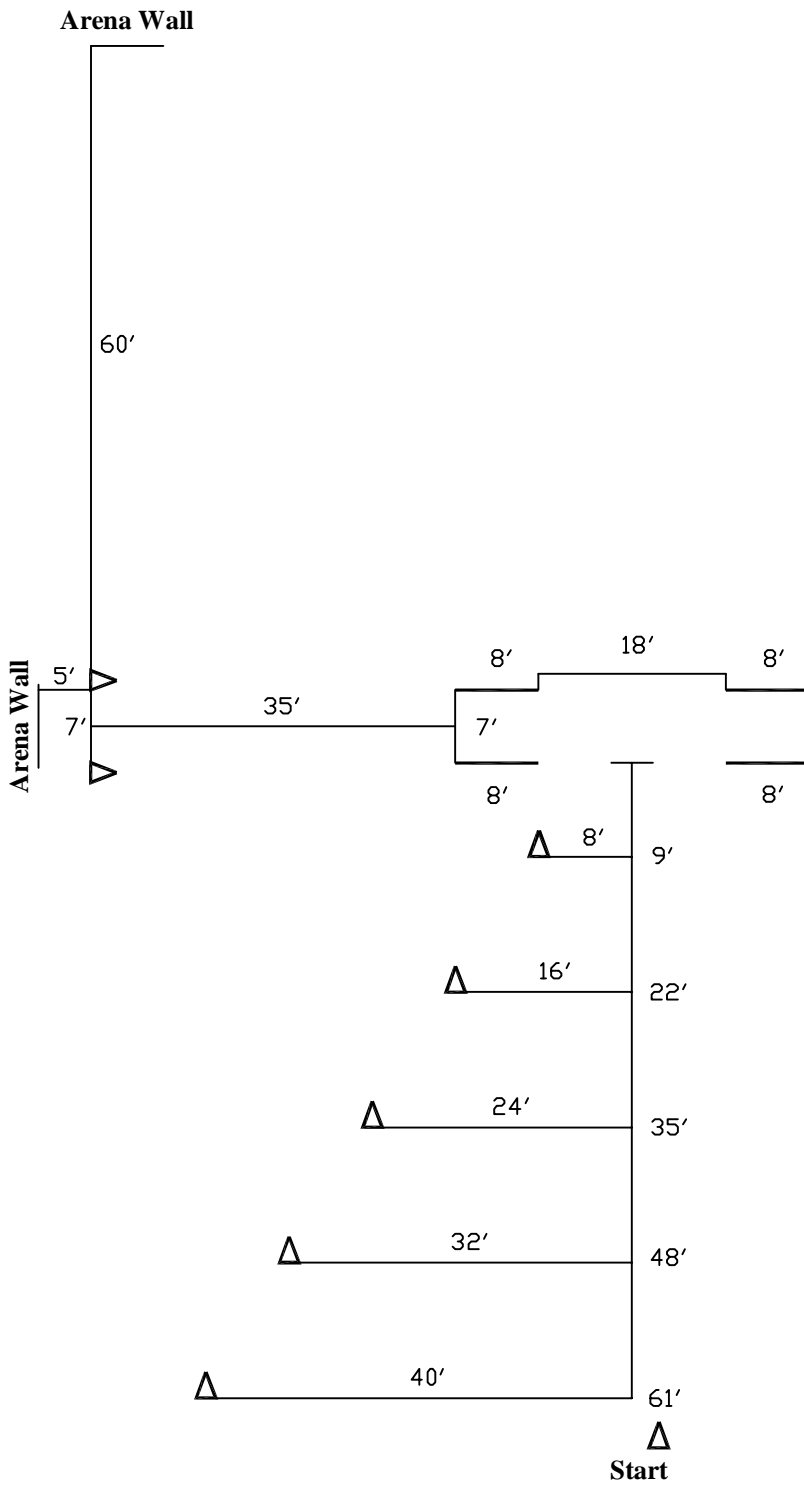
Arena Wall

▽
XXXXX
▽



OHSET
PATTERN #1
Driving Mini/Pony
#1.13.18 Revised 12-17-17

Legend :	
Walk	—————
Slow Trot / Jog
Working Trot	-----
Strong Trot / Extended Trot	- . - . - .
Back	XXXXXXXXX
Cone	Δ



OHSET
PATTERN #1
Driving Mini/Pony

#1.13.18 Revised 1-12-18

Equipment Needs
(8) Cones
(4) 8' Poles

11/29/2018

Date: _____

District: _____

CLASS: DRIVING - PATTERN #2

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at cone. Jog straight ahead and continue completely through box		
2.	Stop, 180° right wheel pivot		
3.	Pick up working trot. Continue through box and between cones "A" then do the same for cones "B". Traveling in the direction diagramed. Path of travel depends on size of equine and vehicle		
4.	Continue working trot around, to, and through cones "C" traveling in the direction as diagramed. Then do the same for cones "D". Path of travel depends on size of equine and vehicle		
5.	Continue working trot into box and halt before pole. Back completely out of box		
6.	270° left wheel pivot		
7.	Walk as diagramed positioning to walk with left wheel passing between poles		
8.	After poles pick up strong trot and loop around, then through cones "B" in the direction diagramed. Use arena space to the best of your ability		
9.	Before poles collect to jog trot and pass right wheel between poles. After poles halt, settle, wait to be excused		
10	Overall Reinsmanship		

Judge's Signature: _____

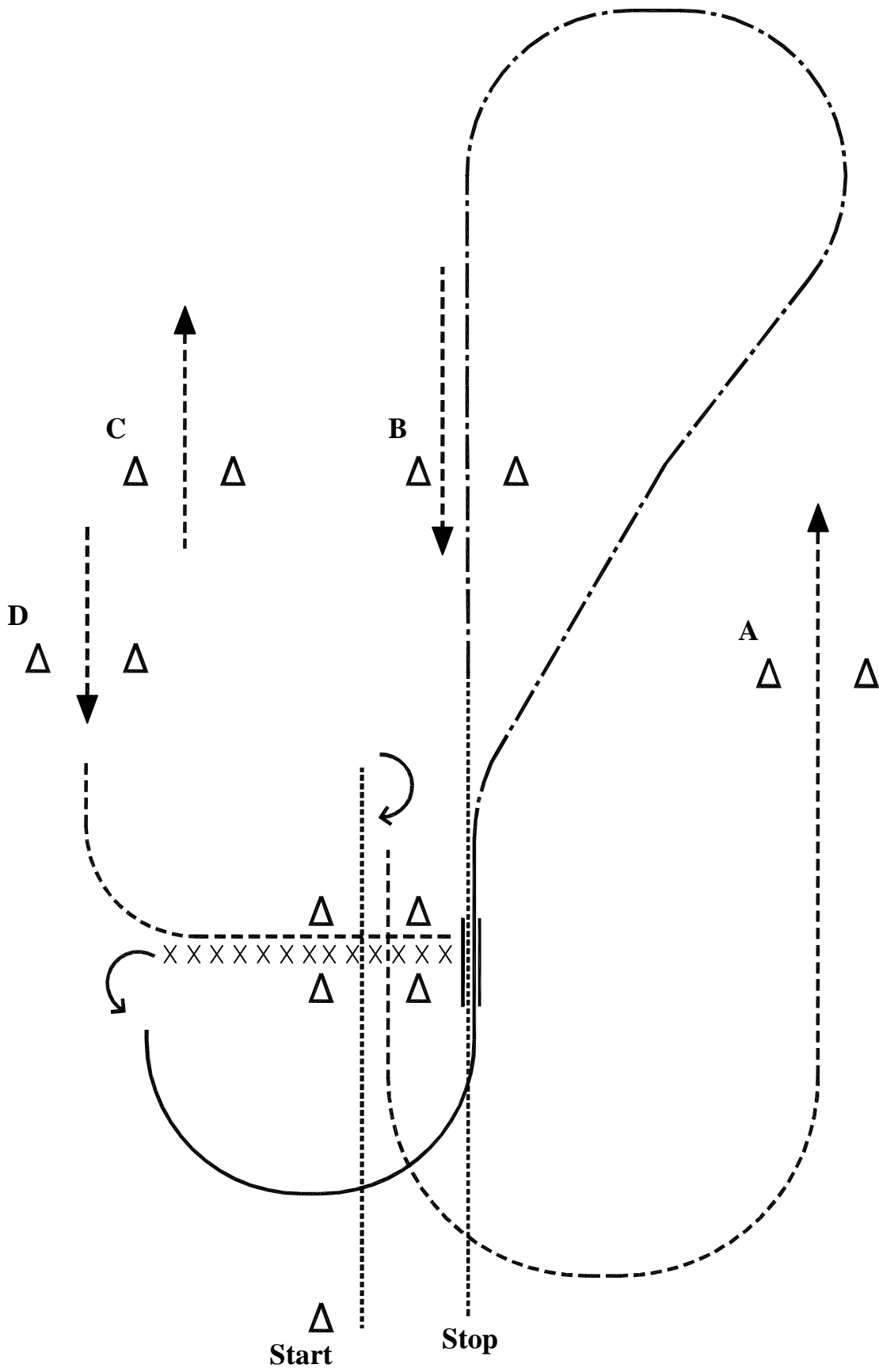
Expectations:

- Walk - A free, flat-footed, regular and unconstrained walk of moderate extension is required. The equine should walk energetically, but calmly, with an even and determined pace.
- Slow Trot/Jog: The equine should maintain impulsion while showing submission to the bit.
- Working Trot: This is a pace between the strong and slow trot. The equine should go forward freely and straight; on a taut, but light rein.
- Strong or Extended Trot: This is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced. Light contact to be maintained. Excessive speed will be penalized.

Grooming and clean equipment will be noted and will be considered in the Overall Reinsmanship scoring. Pivots should be steady continual motion with little or no movement in the pivot wheel.

All athletes will be subject to an equipment check prior to competing. If equipment, animal, or athlete is deemed unsafe they will be excused and NOT allowed to compete.

Horses are considered 14.2 hands and above

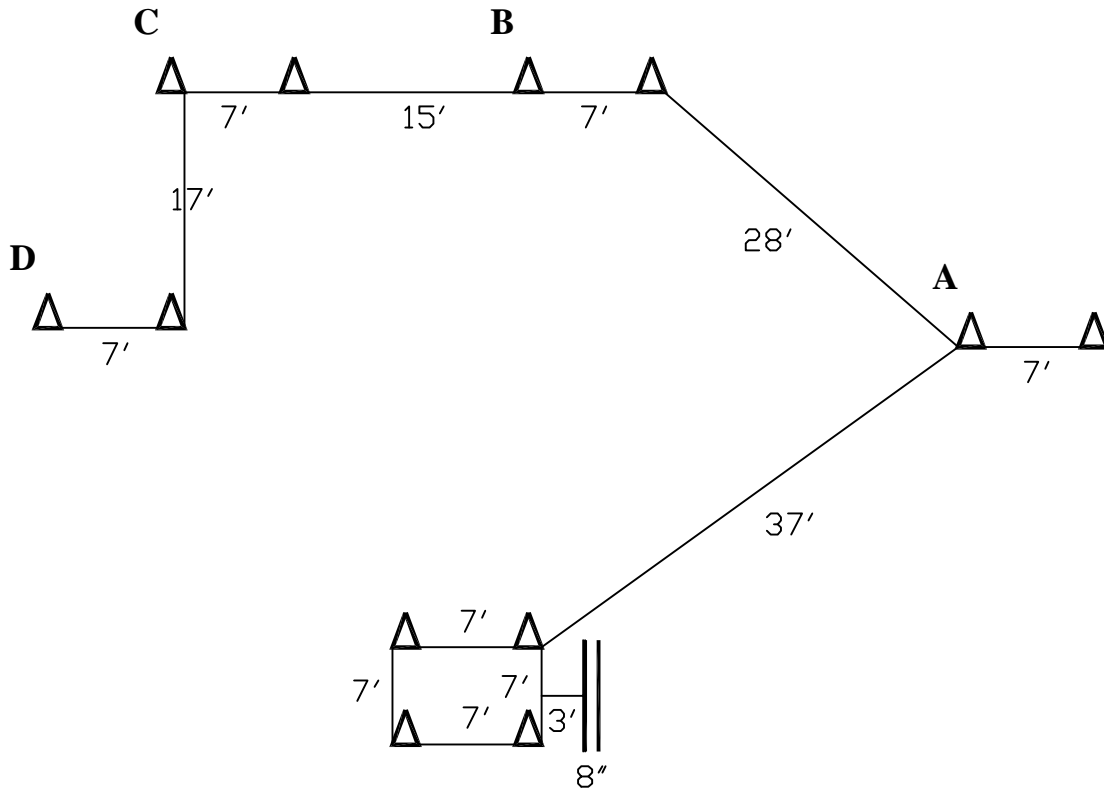


OHSET
PATTERN #2
Driving

#2.12.19 Revised 11-28-18

Legend :	
Walk	—————
Slow Trot / Jog	- - - - -
Working Trot	- · - · -
Strong Trot / Extended Trot	· · · · ·
Back	X X X X X
Cone	△

All measurements should be from inside to inside of obstacle.
 The number specifies the amount of "clear space".
 Start cone should be near the in gate close to the center of the arena.



△
Start

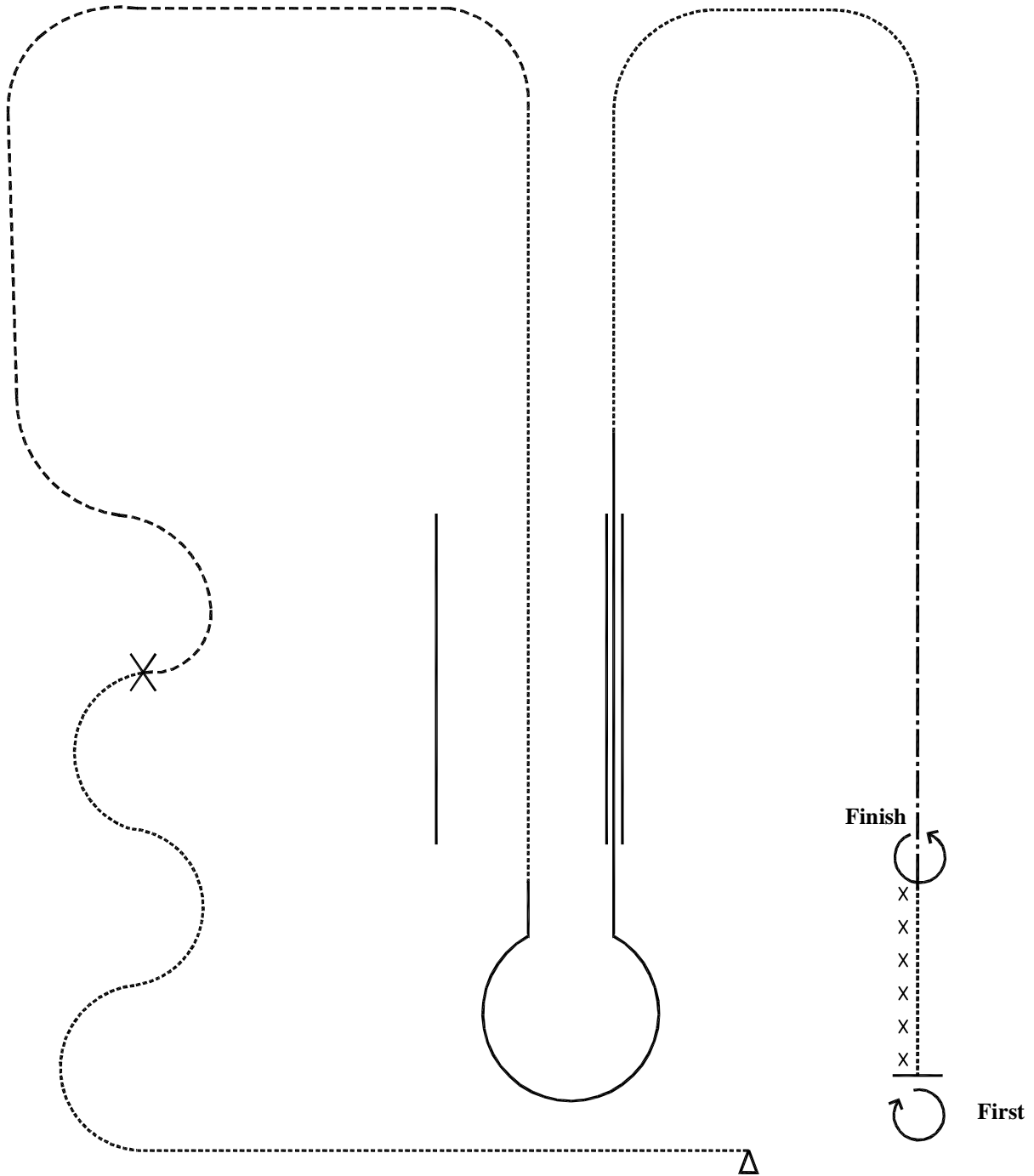
OHSET
PATTERN #2
Driving

#2.12.19 Revised 10-20-18

Equipment Needs
(13) Cones
(2) 8' Poles

12/15/2019

Date: _____		District: _____	
CLASS: <u>DRIVING</u> - PATTERN #3			
HIGH SCHOOL: _____		ATHLETE #: _____	
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Start at cone, pick up slow trot, trot serpentine as diagramed.		
2.	Transition to working trot, trot one more loop to center.		
3.	On center line, slow trot through chute.		
4.	After chute transition to walk, turn in a tear drop to the left.		
5.	Walk left wheel through wheel alley.		
6.	Transition to slow trot through corner.		
7.	On straight away, strong trot.		
8.	Transition to halt through slow trot		
9.	360° Rt wheel pivot.		
10	Back 6 steps		
11.	360° Lt wheel pivot, settle, wait to be excused.		
12.	Overall Reinsmanship		
Judge's Signature: _____			
<p>Expectations:</p> <ul style="list-style-type: none"> • Walk - A free, flat-footed, regular and unconstrained walk of moderate extension <i>is required</i>. The equine should walk energetically, but calmly, with an even and determined pace. • Slow Trot/Jog: The equine should maintain impulsion while showing submission to the bit. • Working Trot: This is a pace between the strong and slow trot. The equine should go forward freely and straight; on a taut, but light rein. • Strong or Extended Trot: This is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced. Light contact to be maintained. Excessive speed will be penalized. <p>Grooming and clean equipment will be noted and will be considered in the Overall Reinsmanship scoring. Pivots should be steady continual motion with little or no movement in the pivot wheel.</p> <p>All athletes will be subject to an equipment check prior to competing. If equipment, animal, or athlete is deemed unsafe they will be excused and NOT allowed to compete.</p>			



Note: Chute is 10' wide for horses, 8' wide for mini's, and 20' long for both. Wheel alley is 8" wide, with poles set into dirt, so approximately 2" is sticking up.

OHSET
Pattern #3
Driving

#3.16.20 Revised 12-15-19

Legend :	
Walk	—————
Slow Trot
Working Trot	- - - - -
Strong Trot	— · — · —
Back	X X X X X
Start Cone	Δ

9/19/2020

Date: _____

District: _____

CLASS: DRIVING - PATTERN #4

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at cone, walk straight ahead		
2.	Stop, 90° wheel pivot to left		
3.	Back toward pole, do not touch		
4.	Pick up slow trot and begin serpentine through cones		
5.	Transition to working trot and circle right		
6.	Continue working trot along end and turn onto diagonal line		
7.	Strong trot on diagonal line		
8.	Stop		
9.	180° right wheel pivot, 180° left wheel pivot, wait to be excused		
10.	Overall Reinsmanship		

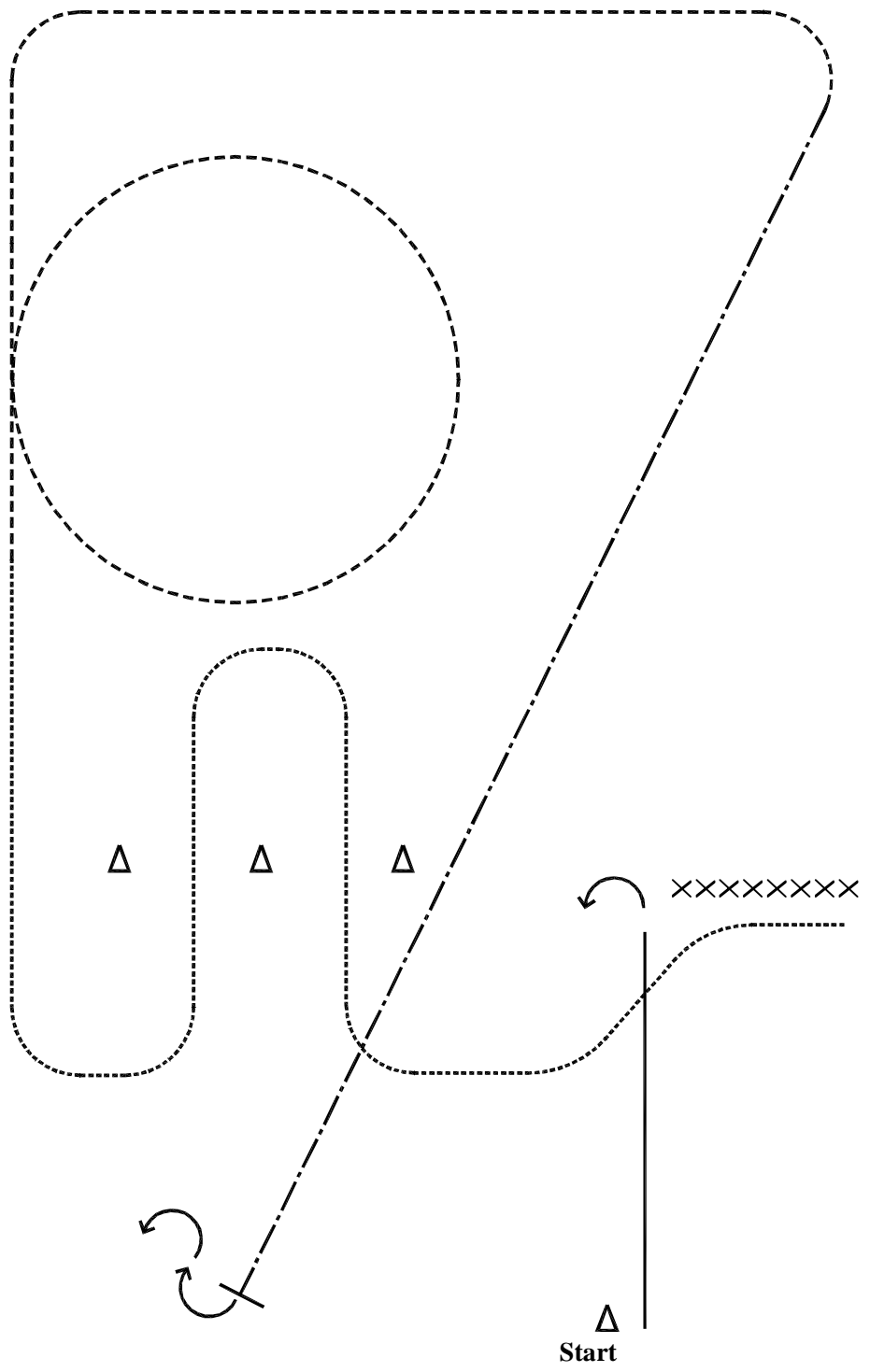
Judge's Signature: _____

Expectations:

- Walk - A free, flat-footed, regular and unconstrained walk of moderate extension is required. The equine should walk energetically, but calmly, with an even and determined pace.
- Slow Trot/Jog: The equine should maintain impulsion while showing submission to the bit.
- Working Trot: This is a pace between the strong and slow trot. The equine should go forward freely and straight; on a taut, but light rein.
- Strong or Extended Trot: This is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced. Light contact to be maintained. Excessive speed will be penalized.

Grooming and clean equipment will be noted and will be considered in the Overall Reinsmanship scoring. Pivots should be steady continual motion with little or no movement in the pivot wheel.

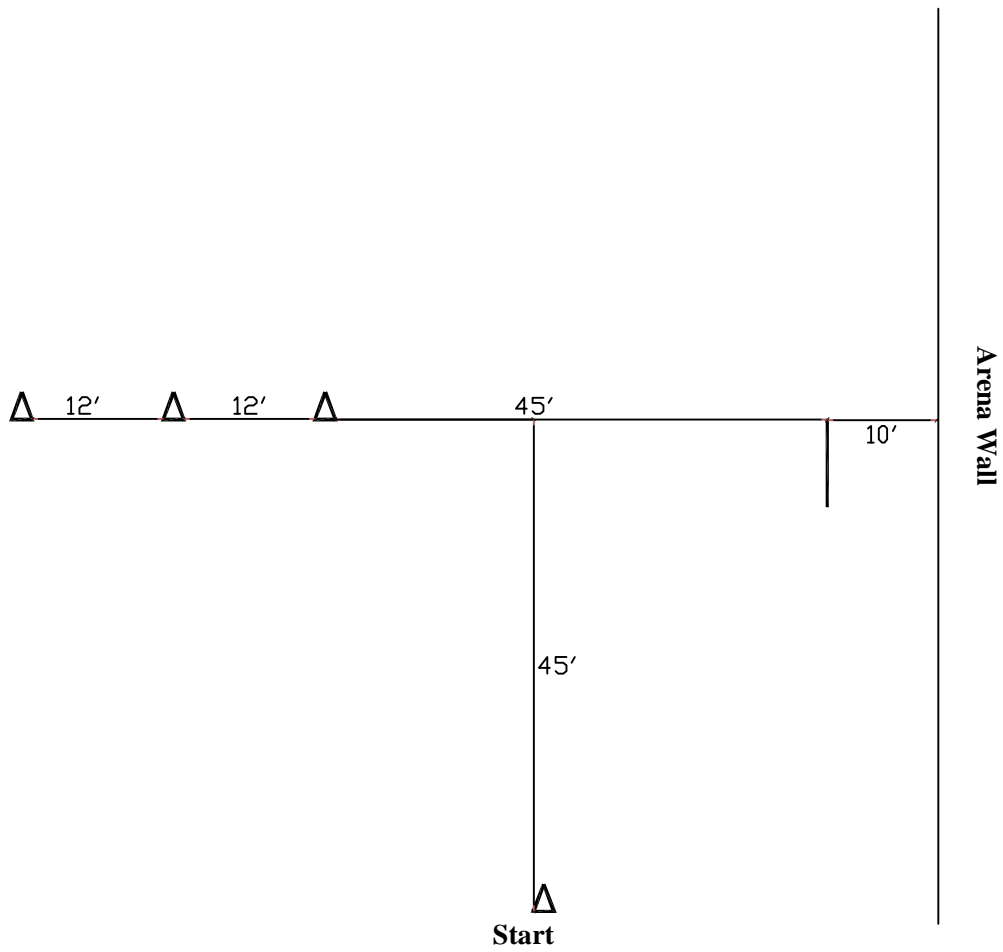
All athletes will be subject to an equipment check prior to competing. If equipment, animal, or athlete is deemed unsafe they will be excused and NOT allowed to compete.



OHSET
PATTERN #4
Driving

#4.17.21 Revised 9-19-20

Legend :	
Walk	—————
Slow Trot
Working Trot	-----
Strong Trot	— · — · —
Back	xxxxxxxxx
Cone	△



OHSET
PATTERN #4
Driving

#4.17.21 Revised 9-19-20

Equipment Needs

(4) Cones
(1) 8' Pole

12/2/2021

Date: _____

District: _____

CLASS: DRIVING - PATTERN #5

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Pick up jog/slow trot, and turn between cones. Circle cone 1 to right.		
2.	Continue straight and circle cone #2 to left, then exit cone box, as diagrammed		
3.	Halt at top of box and perform a 90* Right wheel pivot		
4.	Back until wheels are even with cone 1		
5.	Working trot out of box and continue straight up wall.		
6.	In corner begin a large circle to the left at the working trot		
7.	When back in corner collect to jog/slow trot and perform a tight circle to the left. It is ok for the wheel to pivot as long as the horse/pony remains at the jog/slow trot		
8.	Turn onto diagonal line and transition to a strong/extended trot.		
9.	Transition to walk before corner, then turn up center line.		
10.	Halt, 180* Left wheel pivot, settle, wait to be excused.		
11.	Overall Reinsmanship		

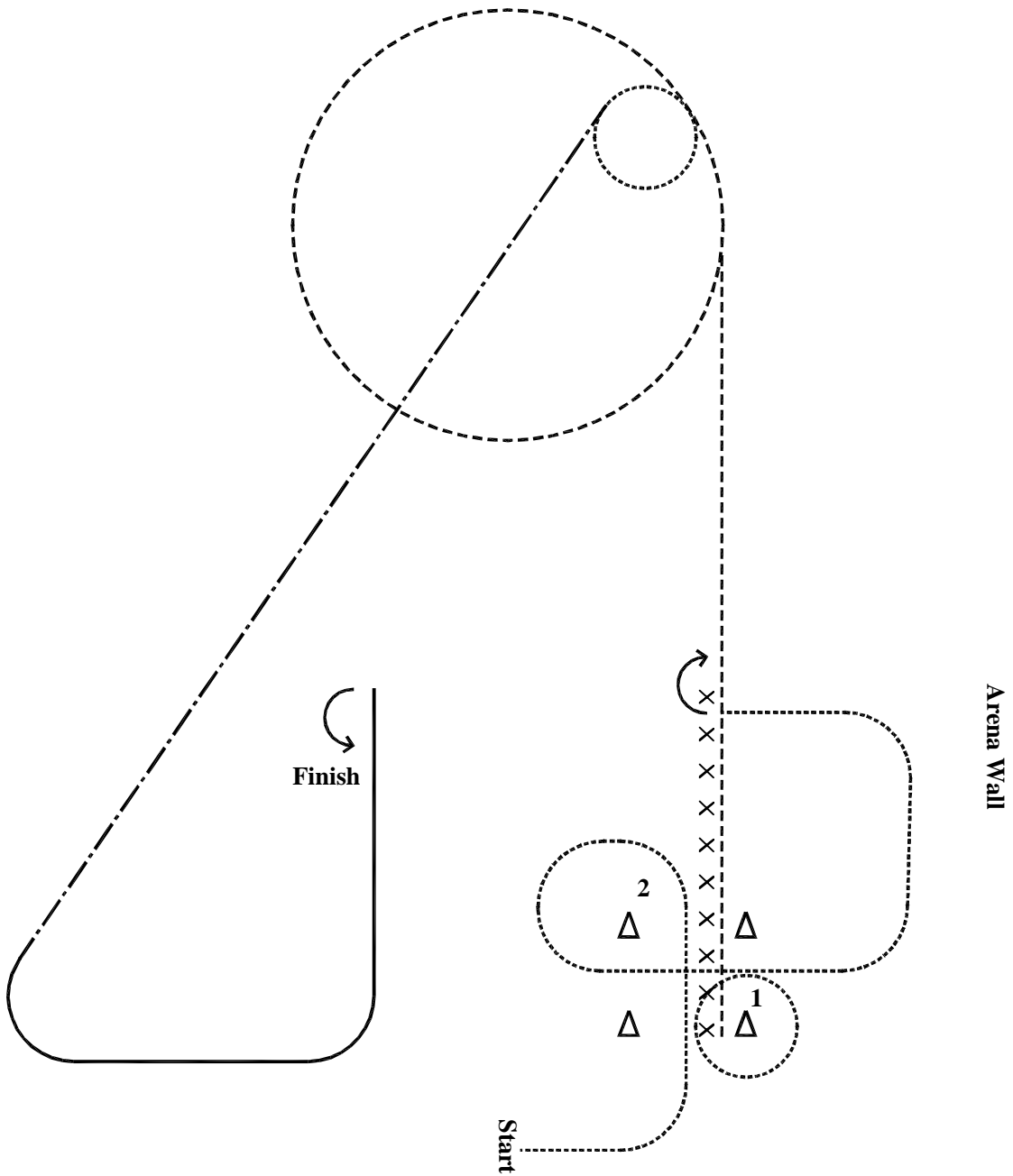
Judge's Signature: _____

Expectations:

- Walk - A free, flat-footed, regular and unconstrained walk of moderate extension is required. The equine should walk energetically, but calmly, with an even and determined pace.
- Slow Trot/Jog: The equine should maintain impulsion while showing submission to the bit.
- Working Trot: This is a pace between the strong and slow trot. The equine should go forward freely and straight; on a taut, but light rein.
- Strong or Extended Trot: This is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced. Light contact to be maintained. Excessive speed will be penalized.

Grooming and clean equipment will be noted and will be considered in the Overall Reinsmanship scoring. Pivots should be steady continual motion with little or no movement in the pivot wheel.

All athletes will be subject to an equipment check prior to competing. If equipment, animal, or athlete is deemed unsafe they will be excused and NOT allowed to compete.

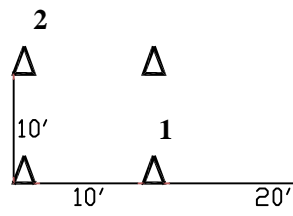


OHSET
Pattern #5
Driving

#5.15.22 Revised 12-2-21

Legend :	
Walk	—————
Slow Trot
Working Trot	- - - - -
Strong Trot	—————
Back	××××××
Cone	Δ

Start



Arena Wall

OHSET
Pattern #5
Driving

#5.15.22 Revised 12-2-21

Equipment Needs
(4) Cones

ONSET

Hunt Seat Eq Over Fences

[Link Page](#)

Date: _____ District: _____

CLASS: HUNT SEAT EQUITATION OVER FENCES - PATTERN #1

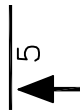
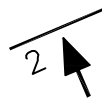
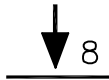
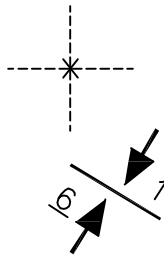
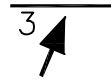
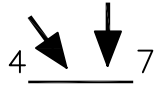
HIGH SCHOOL: _____ ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Setup and approach 1st fence, Post and Rail		
2.	2nd Fence, Gate		
3.	3rd Fence, Brush with Top Rail		
4.	4th Fence, Plank		
5.	5th Fence, Picket Fence		
6.	6th Fence, Post and Rail		
7.	7th Fence, Plank		
8.	8th Fence, Oxer-Post and Rail with Flower Box		
9.	Overall Horsemanship		
10.	Rider Equitation: Seat, hand, and legs		
11.	REFUSALS: Deduct 3 points for 1st refusal, 5 points for 2nd refusal, elimination after 3rd refusal		

Judge's Signature: _____

Expectations:

- Athlete should have a workmanlike appearance, seat and hands being light and supple, conveying the impression of complete control.
- Hands should be above and in front of equine's withers, thumbs thirty degrees inside the vertical, hands slightly apart and making a straight line from equine's mouth to athlete's elbow. Reins may be held to inside or outside of little finger. Bight of reins may fall on either side. Athlete should keep light and consistent contact with equine's mouth.
- In basic position the eyes should be up and looking toward the next fence. Toes should be at an angle best suited to the athlete's conformation. Ankles should be flexible, heels down, calf of leg in contact with equine and slightly behind the girth. Iron should be on the ball of the foot and must not be tied to the girth.
- At slower gaits there should be a near-straight line from the athlete's shoulder, through the hip, down to the heel. The shoulders should be a couple of degrees in front of the vertical at a Canter, Hand Gallop, and when jumping.
- The course is expected to be ridden at a canter.
- At the Judge's discretion, an eliminated athlete may jump an additional fence, but may not continue thereafter.
- Riders will be judged on their lines of approach to fences, striding, and proper leads. Breaking gait on course is a fault (except when called for). Lead changes should be done over the fence or as a flying change before entering turns.
- After the tack inspection, athletes will take the course and judging will immediately begin. This will include judging the preparation circle.



Gate

OHSET
PATTERN #1
 Hunt Seat Equitation Over Fences
 #1.18 Revised 12-17-17

1/6: Post and Rail 2'3"–2'6"

2: Gate 2'3"–2'6"

3: Brush Box 2'3"–2'6"

4/7: Plank 2'6"–2'9"

5: Picket Fence 2'6"–2'9"

8: Post and Rail Oxer with Flower Box 2'6"–2'9"

Equipment #1

Fence #1 & #6 - Post and Rail

- 2'3"-2'6'
- 2 Standards
- 5 Rails (1 across top, 2 crossed below, 2 ground lines)
- 4 Cups

Fence #2 - Gate

- 2'3"-2'6"
- 2 Standards
- 2 Rails (1 across top, 1 ground line)
- Gate
- 4 Cups

Fence #3 – Brush Box

- 2'3"-2'6"
- 2 Standards
- 2 Rails (1 across top, 1 ground line)
- Brush Box
- 2 Cups

Fence #4 & #7 – Plank

- 2'6"-2'9"
- 2 Standards
- 2 Rails (1 ground line, may need top rail)
- 2 Planks
- 6 Cups

Fence #5 – Picket Fence

- 2'6"-2'9"
- 2 Standards
- 2 Rails (1 across top, 1 ground line)
- Picket Fence
- 4 Cups

Fence #8 - Post and Rail Oxer with Flower Box

- 2'6"-2'9"
- 4 Standards
- 3 Rails (1 across top, 1 ground line, 1 across back set of standards)
- Flower Box, set under front rail
- 4 Cups
- Back element approximately 3" higher than front element. Back element 2'6"-2'9" behind front element (distance between front and back no greater than height of front element)

For safety, plank may need a rail on top. The width of the fence (front to back) needs to be measured including the ground line to be sure the fence is not wider than it is tall-this also applies when measuring oxer if the ground line is not placed directly under the front poles.

Need to be prepared to make slight adjustments in different arenas if necessary.

All fences should be 10' or 12' wide, unless otherwise specified

The 72' line should be set exactly, other measurements can be approximate within +/- 6". Dimensions shown are with 12' poles.

1/16/2020

Date: _____ District: _____

CLASS: HUNT SEAT EQUITATION OVER FENCES - PATTERN #2

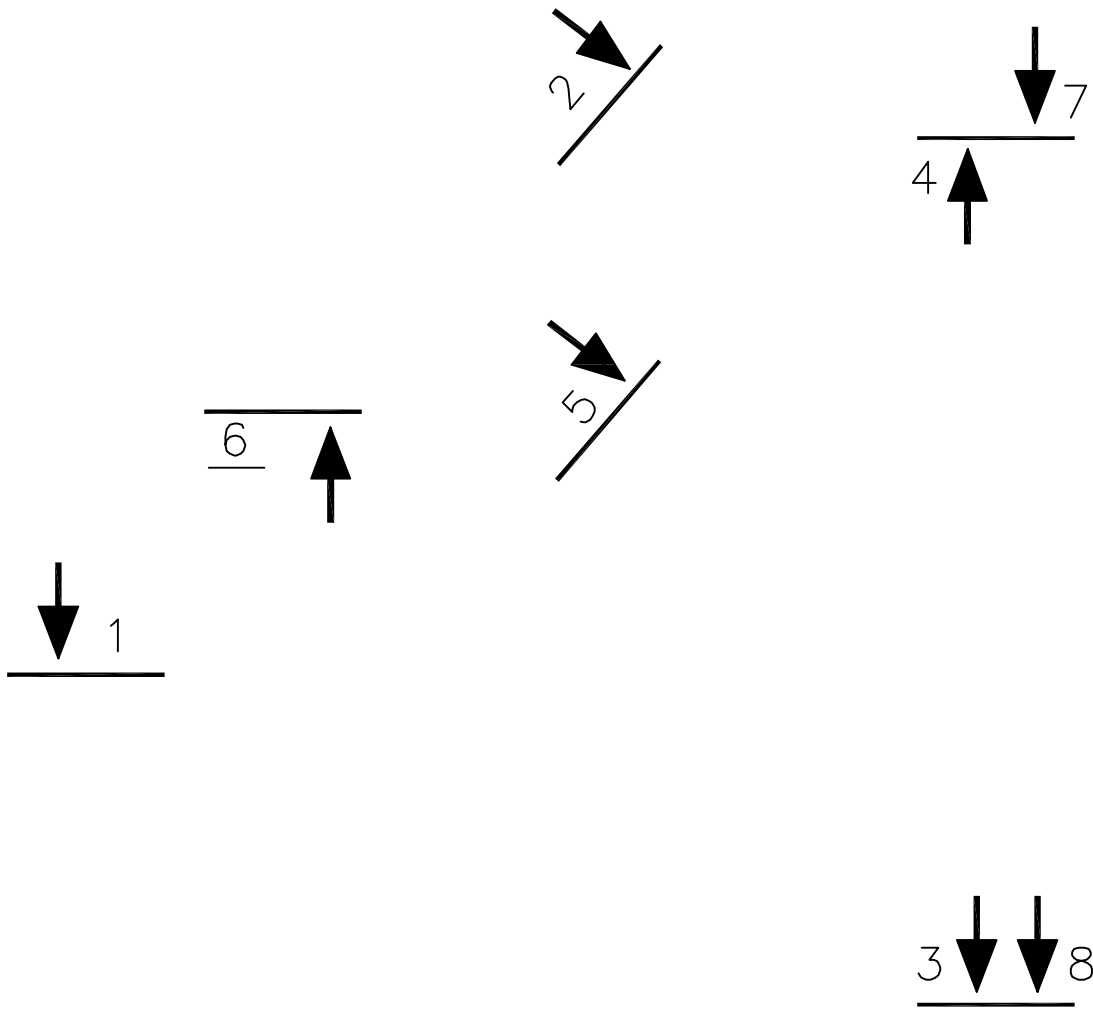
HIGH SCHOOL: _____ ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Preparation circle before taking first fence		
2.	1st Fence, Post and Rail		
3.	2nd Fence, Plank		
4.	3rd Fence, Gate		
5.	4th Fence, Picket Fence		
6.	5th Fence, Post and Rail, Trot Fence		
7.	6th Fence, Oxer		
8.	7th Fence, Picket Fence		
9.	8th Fence, Gate		
10.	Rider Equitation		
11.	Overall Horsemanship		
12.	REFUSALS: Deduct 3 points for 1st refusal, 5 points for 2nd refusal, elimination after 3rd refusal		

Judge's Signature: _____

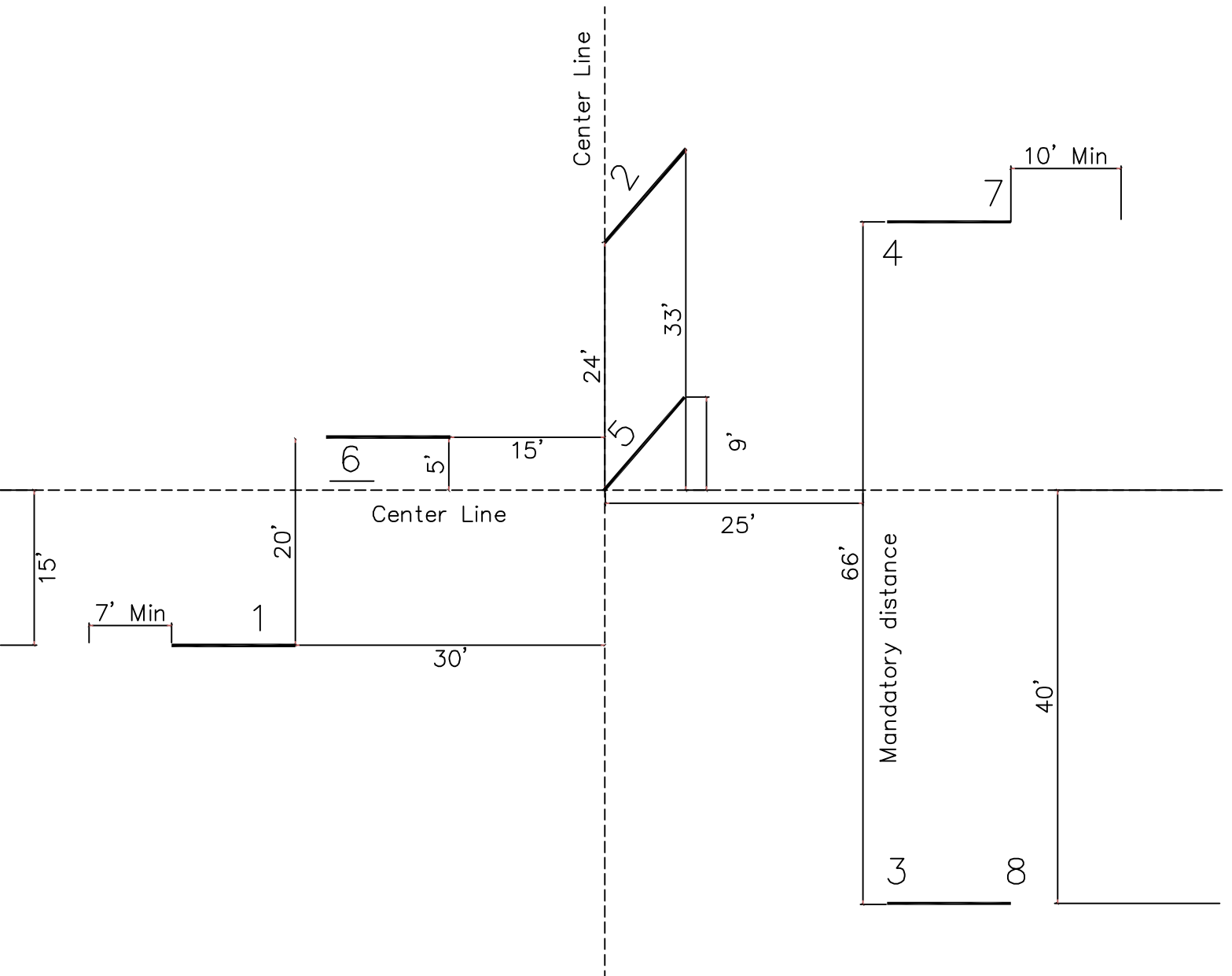
Expectations:

- Athlete should have a workmanlike appearance, seat and hands being light and supple, conveying the impression of complete control.
- Hands should be above and in front of equine's withers, thumbs thirty degrees inside the vertical, hands slightly apart and making a straight line from equine's mouth to athlete's elbow. Reins may be held to inside or outside of little finger. Bight of reins may fall on either side. Athlete should keep light and consistent contact with equine's mouth.
- In basic position the eyes should be up and looking toward the next fence. Toes should be at an angle best suited to the athlete's conformation. Ankles should be flexible, heels down, calf of leg in contact with equine and slightly behind the girth. Iron should be on the ball of the foot and must not be tied to the girth.
- At slower gaits there should be a near-straight line from the athlete's shoulder, through the hip, down to the heel. The shoulders should be a couple of degrees in front of the vertical at a Canter, Hand Gallop, and when jumping.
- The course is expected to be ridden at a canter.
- At the Judge's discretion, an eliminated athlete may jump an additional fence, but may not continue thereafter.
- Riders will be judged on their lines of approach to fences, striding, and proper leads. Breaking gait on course is a fault (except when called for). Lead changes should be done over the fence or as a flying change before entering turns.
- After the tack inspection, athletes will take the course and judging will immediately begin. This will include judging the preparation circle.



Enter from this end

- 1: Post and Rail 2'0"-2'3"
- 2: Plank 2'3"-2'6"
- 3&8: Gate 2'3"-2'6"
- 4&7: Picket Fence 2'3"-2'6"
- 5: Post and Rail 2'0"-2'3", Trot Fence
- 6: Oxer 2'3"-2'6"



Note: All measurements are $\pm 6''$

- 1: Post and Rail 2'0"–2'3"
- 2: Plank 2'3"–2'6"
- 3&8: Gate 2'3"–2'6"
- 4&7: Picket Fence 2'3"–2'6"
- 5: Post and Rail 2'0"–2'3", Trot Fence
- 6: Oxer 2'3"–2'6"

Equipment #2

Fence #1-Post and Rail

- 2'0"-2'3"
- 2 Standards
- 4 Rails (1 across top, 2 crossed below, 1 ground line)
- 4 Cups

Fence #2-Planks

- 2'3"-2'6"
- 2 Standards
- 1 Pole (ground line)
- 2 Planks
- 4 Cups

Fence #3,#8-Gate

- 2'3"-2'6"
- 2 Standards
- 2 Rails (top rail, ground line)
- Gate boards
- 4 Cups

Fence #4, #7-Picket Fence

- 2'3"-2'6"
- 2 Standards
- 3 Rails (1 across top, 2 ground lines)
- Fence
- 4 Cups

Fence #5-Post and Rail

- 2'0"-2'3"
- 2 Standards
- 3 Rails (2 poles with a ground line)
- 4 Cups

Fence #6-Oxer

- 2'3"-2'6"
- 4 Standards
- 5 Rails(1 across top, 2 crossed below, 1 ground line, 1 across back set of standards)
- 6 Cups

For safety, gate/pickets/flower boxes and rounds need a rail on top. 1/4 round does not need a ground line, it is its own ground line. The width of the fence (front to back) needs to be measured including the ground line to be sure the fence is not wider than it is tall-this also applies when measuring oxer if the ground line is not placed directly under the front poles.

Warm up fences will be fence #5, jumping in the same direction as the course and fence #1 jumping in the opposite direction as the course.

The ground line will need to be changed on fence #1 between the warm up and exhibition.

Taking any other fences during the warm up will be a disqualification for unsportsmanlike conduct.

All fences should be 10-12 feet wide, unless otherwise specified

The 66' line should be set exactly, other measurements can be approximate within +/- 6".

1/6/2019

Date: _____

District: _____

CLASS: HUNT SEAT EQUITATION OVER FENCES - PATTERN #3

HIGH SCHOOL: _____

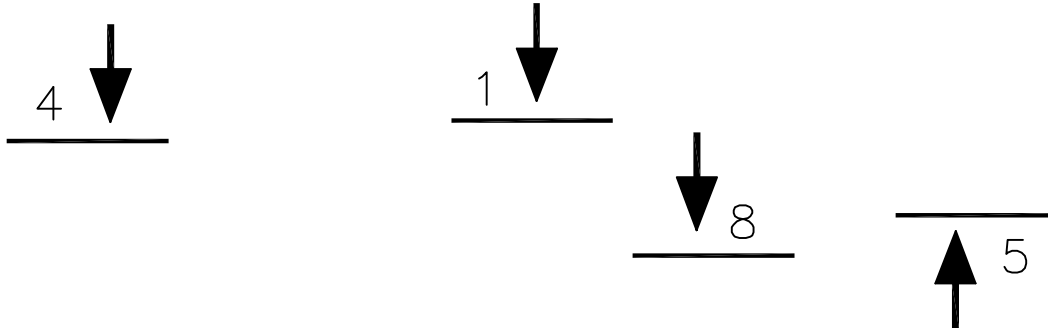
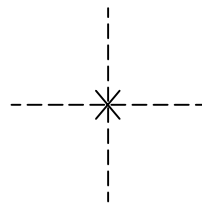
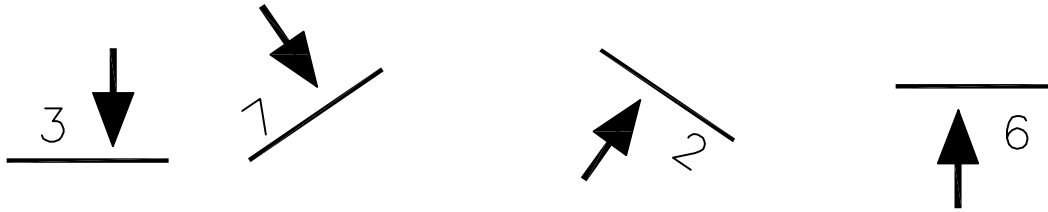
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Preparation circle before taking first fence		
2.	1st Fence, Post and Rail		
3.	2nd Fence, Post and Rail		
4.	3rd Fence, Post and Rail		
5.	4th Fence, 1/4 Round		
6.	5th Fence, Picket Fence		
7.	6th Fence, Gate		
8.	7th Fence, Flower Box		
9.	8th Fence, Oxer		
10.	Overall Horsemanship		
11.	Rider Equitation: Seat, hand, and legs		
12.	REFUSALS: Deduct 3 points for 1st refusal, 5 points for 2nd refusal, elimination after 3rd refusal		

Judge's Signature: _____

Expectations:

- Athlete should have a workmanlike appearance, seat and hands being light and supple, conveying the impression of complete control.
- Hands should be above and in front of equine's withers, thumbs thirty degrees inside the vertical, hands slightly apart and making a straight line from equine's mouth to athlete's elbow. Reins may be held to inside or outside of little finger. Bight of reins may fall on either side. Athlete should keep light and consistent contact with equine's mouth.
- In basic position the eyes should be up and looking toward the next fence. Toes should be at an angle best suited to the athlete's conformation. Ankles should be flexible, heels down, calf of leg in contact with equine and slightly behind the girth. Iron should be on the ball of the foot and must not be tied to the girth.
- At slower gaits there should be a near-straight line from the athlete's shoulder, through the hip, down to the heel. The shoulders should be a couple of degrees in front of the vertical at a Canter, Hand Gallop, and when jumping.
- The course is expected to be ridden at a canter.
- At the Judge's discretion, an eliminated athlete may jump an additional fence, but may not continue thereafter.
- Riders will be judged on their lines of approach to fences, striding, and proper leads. Breaking gait on course is a fault (except when called for). Lead changes should be done over the fence or as a flying change before entering turns.
- After the tack inspection, athletes will take the course and judging will immediately begin. This will include judging the preparation circle.

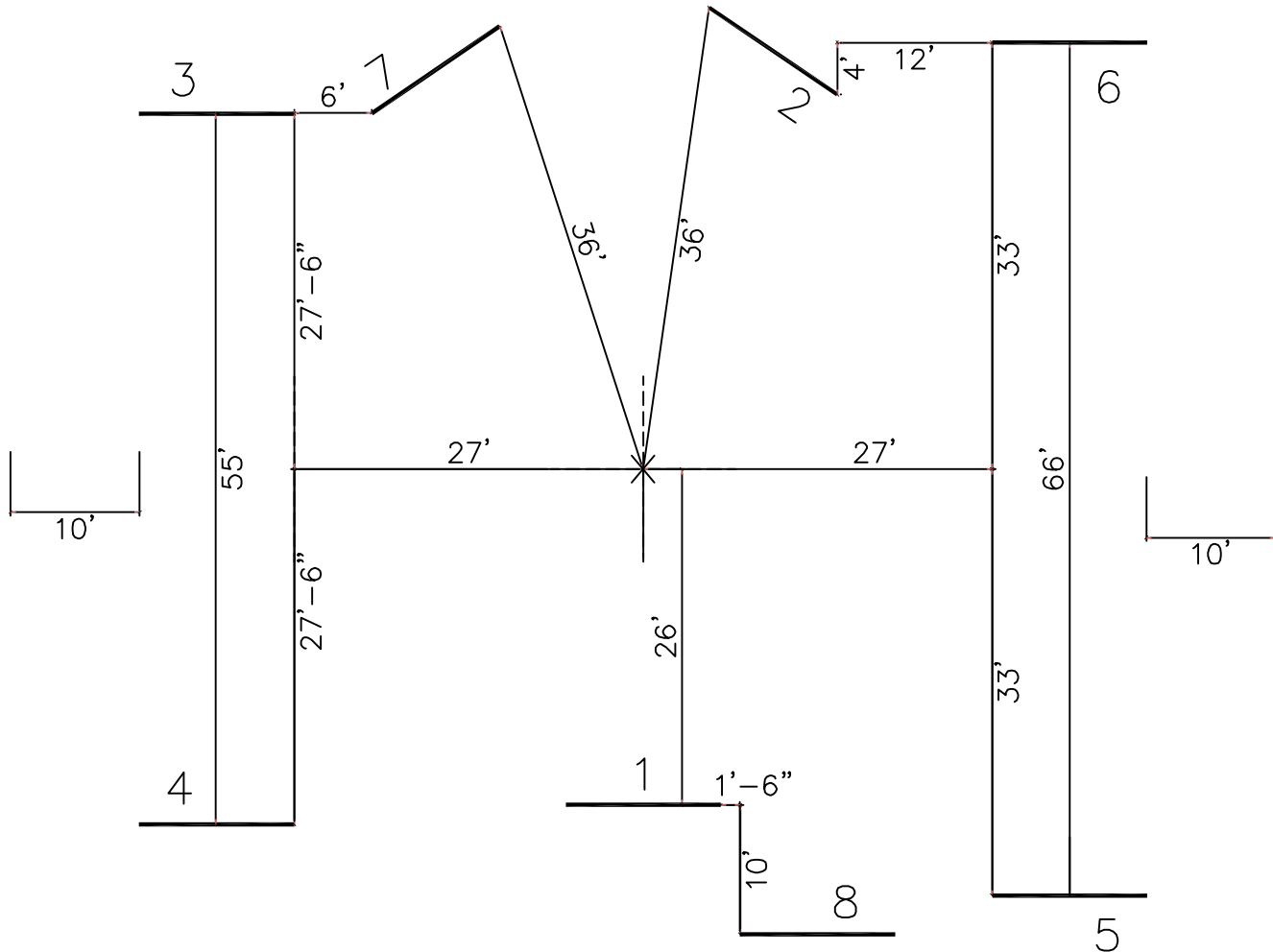


Gate

- 1: Post and Rail 2'3"-2'6"
- 2: Post and Rail 2'6"-2'9"
- 3: Post and Rail 2'6"-2'9"
- 4: 1/4 Round with optional top rail 2'6"-2'9"
- 5: Picket Fence with optional top rail 2'6"-2'9"
- 6: Gate with optional top rail 2'6"-2'9"
- 7: Flower box with optional top rail 2'6"-2'9"
- 8: Post and Rail Oxer 2'6"-2'9"

Note: Dimensions shown are with 12' poles, start measurements from center of the arena 10' or 12' poles may be used. Place poles a minimum of 10' off of wall

1. Measure jump 1, 26' down from center of arena
2. Measure jump 3/4, 27' left of center and place poles 55' apart
3. Measure jump 5/6, 27' right of center and place 66' apart
4. Measure jump 2, 12' left of jump 6 and 4' down and place right end, measure 36' from center and place left end
5. Measure jump 7, 6' right of jump 3 and place left end, measure 36' from center and place right end
6. Measure jump 8, 18" to the right and 10' down from the right side of jump 1



Gate

- 1: Post and Rail 2'3"-2'6"
- 2: Post and Rail 2'6"-2'9"
- 3: Post and Rail 2'6"-2'9"
- 4: 1/4 Round with optional top rail 2'6"-2'9"
- 5: Picket Fence with optional top rail 2'6"-2'9"
- 6: Gate with optional top rail 2'6"-2'9"
- 7: Flower box with optional top rail 2'6"-2'9"
- 8: Post and Rail Oxer 2'6"-2'9"

Equipment #3

Fence #1-Post and Rail

- 2'3"-2'6" in Height
- 2 Standards
- 4 Rails (1 across top, 2 crossed below, 1 ground line)
- 4 Cups

Fence #2-Post and Rail

- 2'6"-2'9" in Height
- 2 Standards
- 4 Rails (1 across top, 2 crossed below, 1 ground line)
- 4 Cups

Fence #3-Post and Rail

- 2'6"-2'9" in Height
- 2 Standards
- 4 Rails (1 across top, 2 crossed below, 1 ground line)
- 4 Cups

Fence #4 ¼ Round

- 2'6"-2'9" in Height
- 2 Standards
- 2 Rails (Optional top rail, ground line)
- ¼ Round
- 2 Cups

Fence #5- Picket Fence

- 2'6"-2'9" in Height
- 2 Standards
- 2 Rails (Optional top rail, ground line)
- Fence
- 4 Cups

Fence #6- Gate

- 2'6"-2'9" in Height
- 2 Standards
- 2 Rails (Optional top rail, ground line)
- Gate Boards
- 4 Cups

Fence #7- Flower Box

- 2'6"-2'9" in Height
- 2 Standards
- 2 Rails (Optional top rail, ground line)
- Flower boxes, flowers
- 2 Cups

Fence #8- Oxer

- 2'6"-2'9" in Height
- 4 standards
- 5 Rails (1 across top, 2 crossed below, 1 ground line, 1 across back set of standards)
- 6 Cups

All Fences should be 10-12 feet wide, unless otherwise specified

Date: _____

District: _____

CLASS: HUNT SEAT EQUITATION OVER FENCES - PATTERN #4

HIGH SCHOOL: _____

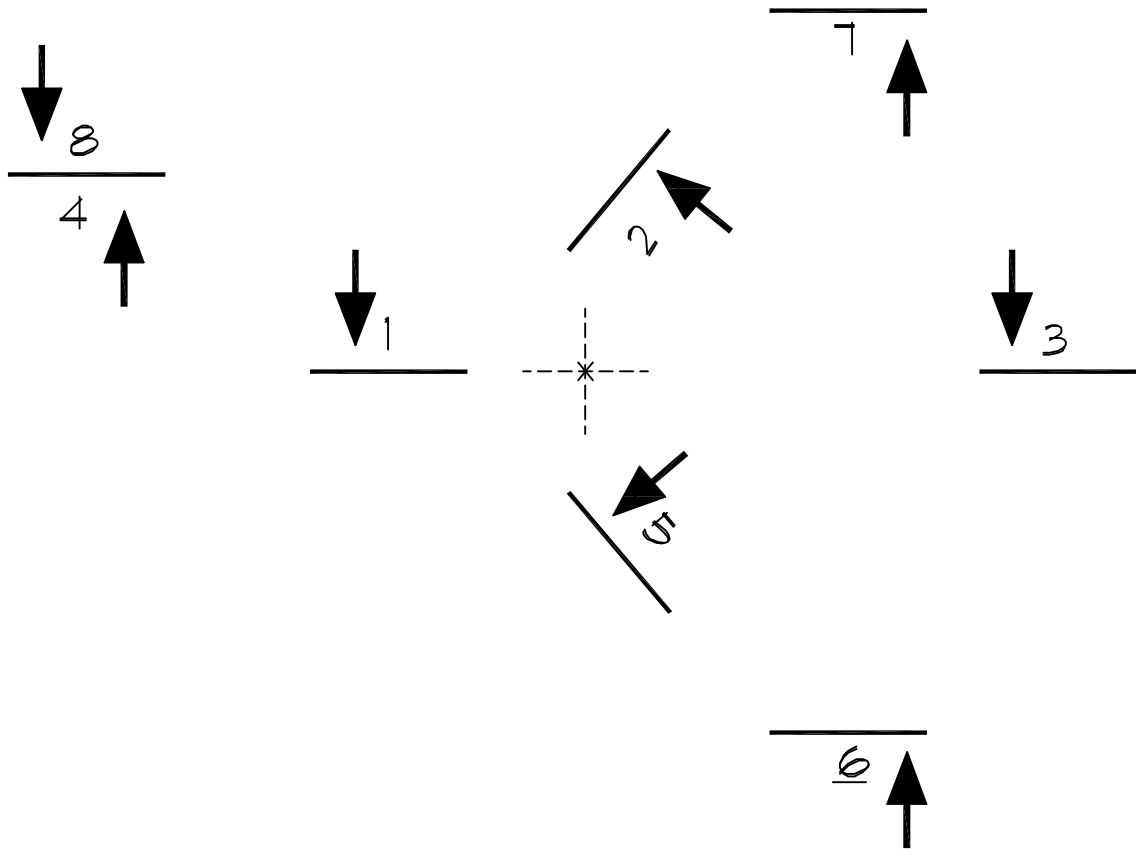
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Preparation circle before taking first fence		
2.	1st Fence, Post and Rail		
3.	2nd Fence, Post and Rail		
4.	3rd Fence, Flower Box		
5.	4th Fence, Plank		
6.	5th Fence, Picket Fence		
7.	6th Fence, Gate		
8.	7th Fence, Post and Rail Oxer		
9.	8th Fence, Plank (same jump as #4)		
10.	Overall Horsemanship		
11.	Rider Equitation: Seat, hand, and legs		
12.	REFUSALS: Deduct 3 points for 1st refusal, 5 points for 2nd refusal, elimination after 3rd refusal		

Judge's Signature: _____

Expectations:

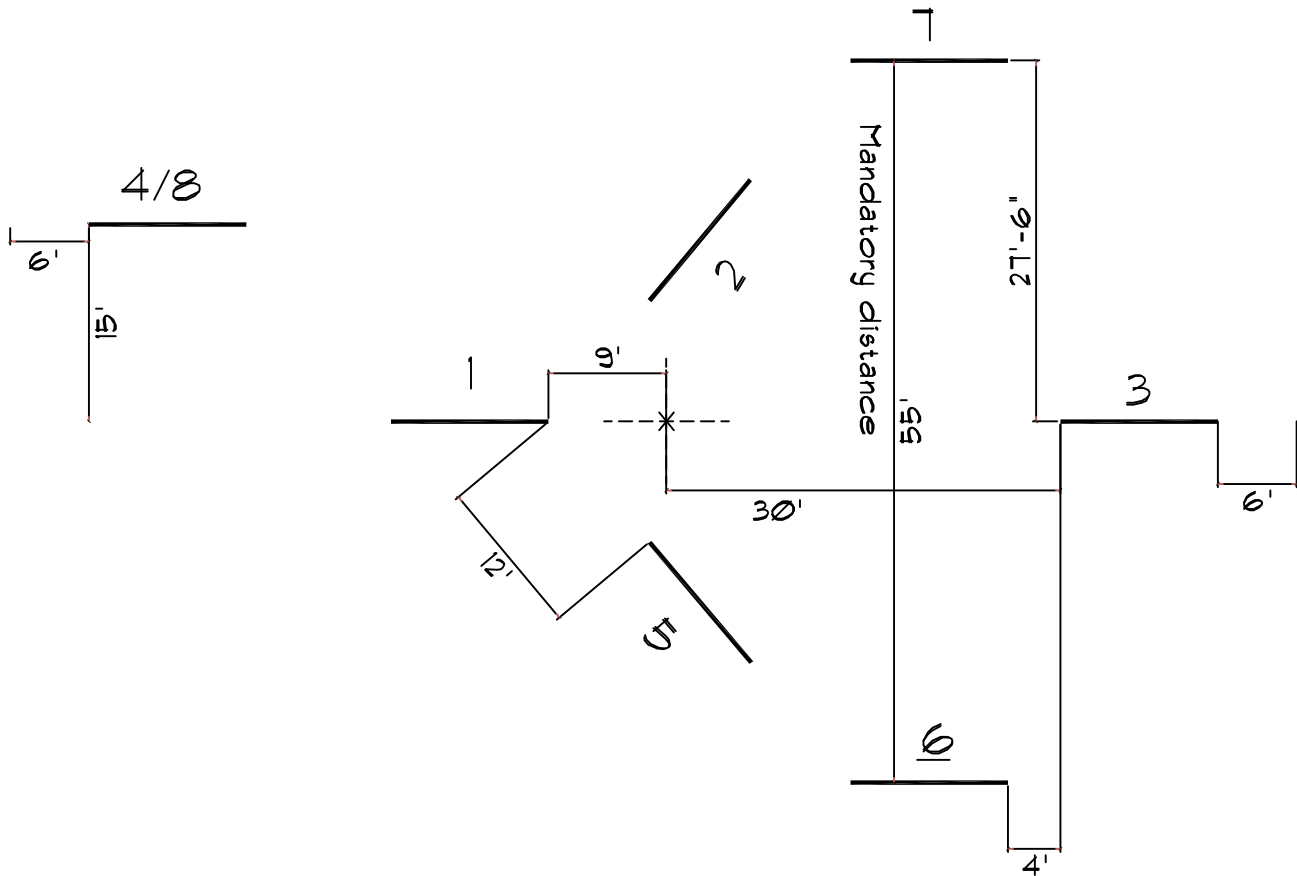
- Athlete should have a workmanlike appearance, seat and hands being light and supple, conveying the impression of complete control.
- Hands should be above and in front of equine's withers, thumbs thirty degrees inside the vertical, hands slightly apart and making a straight line from equine's mouth to athlete's elbow. Reins may be held to inside or outside of little finger. Bight of reins may fall on either side. Athlete should keep light and consistent contact with equine's mouth.
- In basic position the eyes should be up and looking toward the next fence. Toes should be at an angle best suited to the athlete's conformation. Ankles should be flexible, heels down, calf of leg in contact with equine and slightly behind the girth. Iron should be on the ball of the foot and must not be tied to the girth.
- At slower gaits there should be a near-straight line from the athlete's shoulder, through the hip, down to the heel. The shoulders should be a couple of degrees in front of the vertical at a Canter, Hand Gallop, and when jumping.
- The course is expected to be ridden at a canter.
- At the Judge's discretion, an eliminated athlete may jump an additional fence, but may not continue thereafter.
- Riders will be judged on their lines of approach to fences, striding, and proper leads. Breaking gait on course is a fault (except when called for). Lead changes should be done over the fence or as a flying change before entering turns.
- After the tack inspection, athletes will take the course and judging will immediately begin. This will include judging the preparation circle.



Gate

- 1: Post and Rail 2'3"-2'6"
- 2: Post and Rail 2'6"-2'9"
- 3: Flower Box 2'6"-2'9"
- 4/8: Plank 2'6"-2'9"
- 5: Picket Fence 2'6"-2'9"
- 6: Gate 2'6"-2'9"
- 7: Post and Rail Oxer 2'6"-2'9"

1. Start at center of arena. Measure 50' each side of center (width to be no more than 100' regardless of actual size of arena)
2. Set #1 9' to the left of center
3. Set #3 30' to the left of center. Must be a minimum of 6' from wall. May adjust measurement off of center to accomplish this
4. Measure 4' to the left of #3 and 27 1/2' toward the gate end of the arena and place #6
5. Measure 4' to the left of #3 and 27 1/2' toward the far end of the arena and place #1
- cross tapes to confirm fences #6 & #1 are lined up and square to each other
6. Set #2 on the line between #1 and #6 with 12' measured from fence #1
7. Set #5 on the line between #1 and #6 with 12' measured from fence #1
8. Set #4, #8 a minimum of 6' from the wall and 15' from the centerline toward the far end of the arena



Gate

- 1: Post and Rail 2'3"-2'6"
- 2: Post and Rail 2'6"-2'9"
- 3: Flower Box 2'6"-2'9"
- 4/8: Plank 2'6"-2'9"
- 5: Picket Fence 2'6"-2'9"
- 6: Gate 2'6"-2'9"
- 7: Post and Rail Oxer 2'6"-2'9"

Equipment #4

Fence #1-Post and Rail

- 2'3"-2'6'
- 2 Standards
- 4 Rails (1 across top, 2 crossed below, 1 ground line)
- 4 Cups

Fence #2-Post and Rail

- 2'6"-2'9"
- 2 Standards
- 3 Rails (2 horizontal, 1 ground line)
- 4 Cups

Fence #3-Flower Box

- 2'6"-2'9"
- 2 Standards
- 2 Rails (1 across top, 1 ground line)
- Flower Box
- 2 Cups

Fence #4,#8-Plank

- 2'6"-2'9"
- 2 Standards
- 2 Rails (2 ground lines)
- 2 Planks
- 4 Cups

Fence #5-Picket Fence

- 2'6"-2'9"
- 2 Standards
- 2 Rails (1 across top, 1 ground line)
- Fence
- 4 Cups

Fence #6-Gate

- 2'6"-2'9"
- 2 Standards
- 2 Rails (1 across top, 1 ground line)
- Gate
- 4 Cups

Fence #7-Post and Rail Oxer

- 2'6"-2'9"
- 4 Standards
- 5 Rails(1 across top, 2 crossed below, 1 ground line, 1 across back set of standards)
- 6 Cups
- Back element approximately 3" higher than front element. Back element 2'6"-2'9" behind front element (distance between front and back no greater than height of front element)

For safety, gate/picket fence and flower box need a rail on top. The width of the fence (front to back) needs to be measured including the ground line to be sure the fence is not wider than it is tall-this also applies when measuring oxer if the ground line is not placed directly under the front poles.

Need to be prepared to make slight adjustments in different arenas if necessary.

All fences should be 10-12 feet wide, unless otherwise specified

The 55' line should be set exactly, other measurements can be approximate within +/- 6".

OHSET

Hunt Seat

[Link Page](#)

12/17/2017

Date: _____

District: _____

CLASS: HUNT SEAT EQUITATION - PATTERN #1

HIGH SCHOOL: _____

ATHLETE #: _____

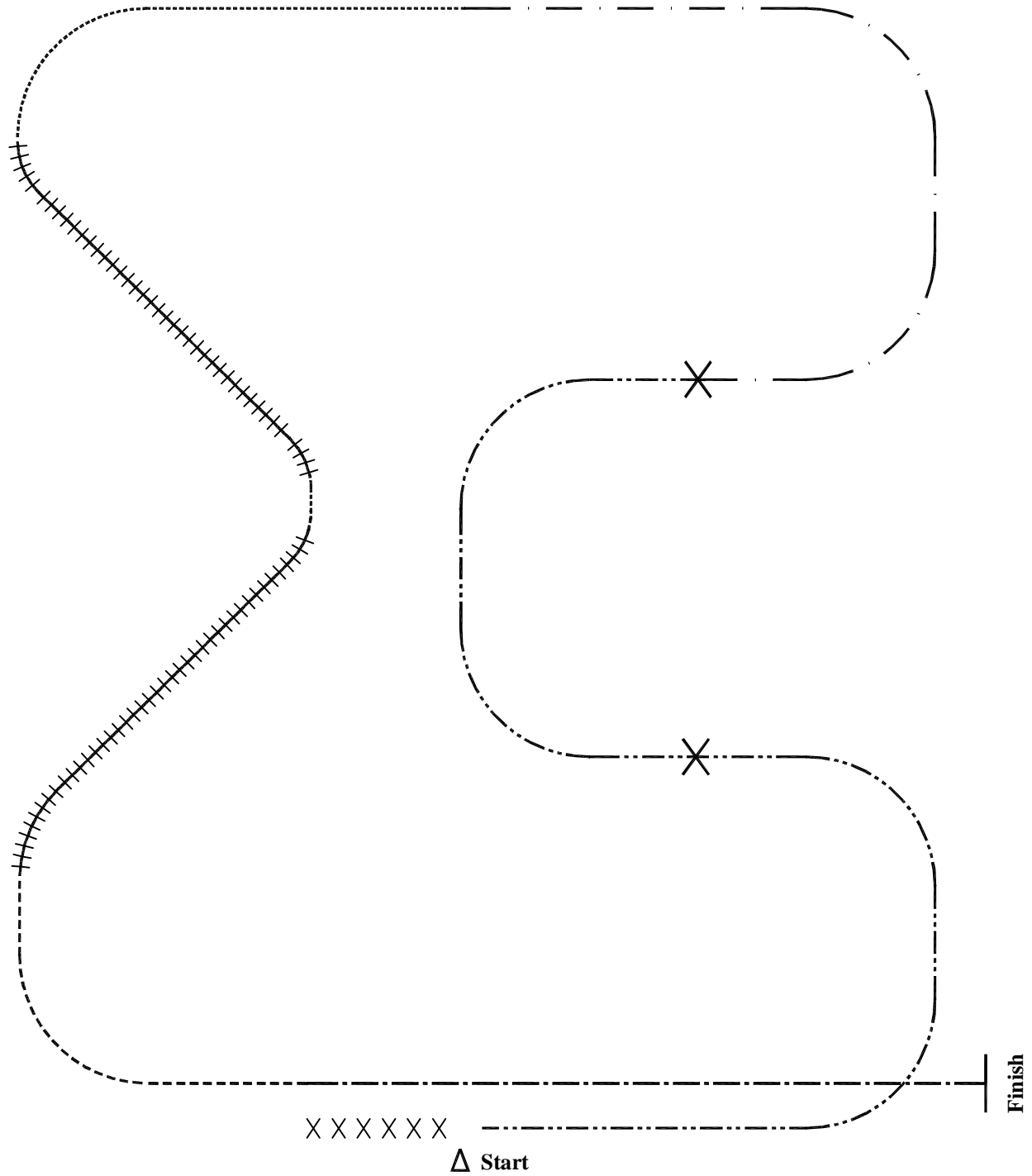
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Starting at cone, back six steps or so, don't close		
2.	Canter left lead and begin serpentine		
3.	Change leads		
4.	Canter right lead on serpentine		
5.	Change leads		
6.	Hand gallop left lead to finish serpentine and ½ way across short wall, collect		
7.	Sitting trot remainder of short wall, turn corner and begin down long wall		
8.	Two track left		
9.	Position and two track right		
10.	Pick up posting trot; continue at posting trot around corner, then extend the trot, halt		
11.	Rider Equitation-Seat, hands, legs.		
12.	Overall Horsemanship		

Judge's Signature: _____

Expectations:

- Light contact from hands to bit through reins is expected at all times. Elbows should be in a straight line formed from elbow through hands to bit. Hands form an "A" while keeping wrists straight.
- Consistent cadence, rhythm, and impulsion are expected throughout.
- Should be ridden as a flat class in preparation for over fences. Rider should maintain chin up, heels down, and leg contact with horse's barrel at all times.
- Little fingers may be either inside or outside of reins.
- Eyes should be kept up, looking toward next maneuver.
- Iron should remain on ball of foot throughout pattern (Except when asked to drop irons).
- At walk & 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 of degrees in front of the vertical.
- Right diagonal means side to post on, not correct diagonal

Flying change - 0 - 10 points; Simple change - 0 - 8 points; Interrupted change - 0 points



OHSET
PATTERN #1
Hunt Seat Equitation

#1.10.18 Revised 12-17-17

Legend :	
Walk	—————
Sitting Trot
Posting Trot	-----
Extended Trot	-----
Canter	-----
Hand Gallop	— . —
Two Track	+++++
Back	XXXXXX
Start Cone	△

11/23/2019

Date: _____

District: _____

CLASS: HUNT SEAT EQUITATION - PATTERN #2

HIGH SCHOOL: _____

ATHLETE #: _____

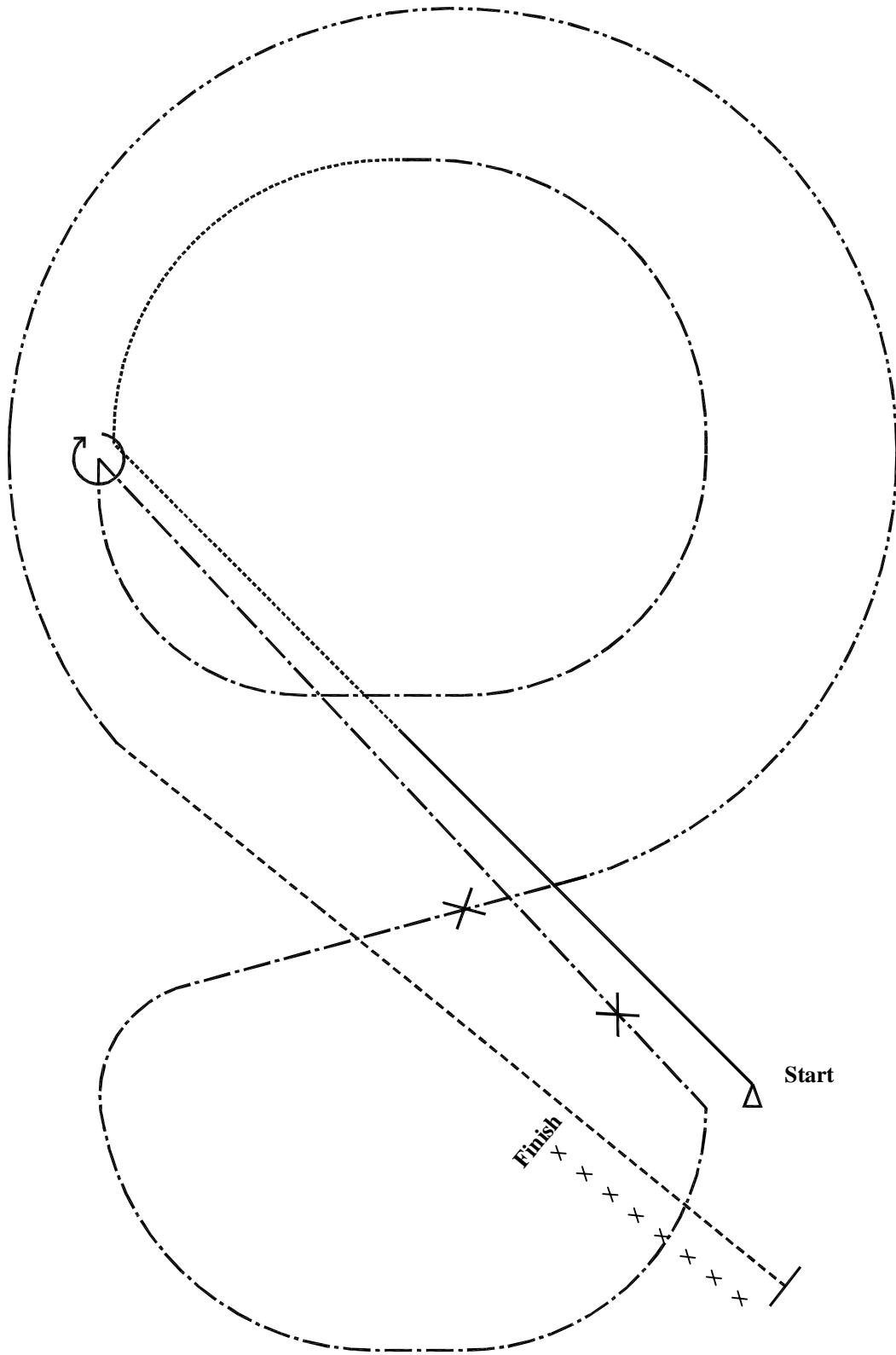
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Sitting trot half way across the arena on the diagonal		
2.	At center pick up posting trot, right diagonal. Before corner change diagonal, trot first 1/4 of the circle		
3.	Transition to canter, right lead, and finish circle		
4.	Halt. 480° right forehand turn		
5.	Transition to left lead canter and continue across the diagonal line		
6.	Before corner, change leads		
7.	Right lead canter to center of the arena		
8.	At center, change leads		
9.	Transition to hand gallop 3/4 of the way around large circle to the left, collect and canter last 1/4		
10.	Before closing circle, transition to extended posting trot, right diagonal, across the diagonal		
11.	Halt, back two horse lengths, do not close		
12.	Overall Horsemanship		
13.	Rider Equitation-Seat, hands, legs.		

Judge's Signature: _____

Expectations:

- Light contact from hands to bit through reins is expected at all times. Elbows should be in a straight line formed from elbow through hands to bit. Hands form an "A" while keeping wrists straight.
- Consistent cadence, rhythm, and impulsion are expected throughout.
- Should be ridden as a flat class in preparation for over fences. Rider should maintain chin up, heels down, and leg contact with horse's barrel at all times.
- Little fingers may be either inside or outside of reins.
- Eyes should be kept up, looking toward next maneuver.
- Iron should remain on ball of foot throughout pattern (Except when asked to drop irons).
- At walk & 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 of degrees in front of the vertical.
- Right diagonal means side to post on, not correct diagonal

Flying change - Max. 10 points; Simple change - Max. 8 points.



OHSET
PATTERN #2
Hunt Seat Equitation

#2.16.20 Revised 11-23-19

Legend :	
Sitting Trot	—————
Posting Trot
Extended Trot	-----
Canter	- - - - -
Hand Gallop	- . - . -
Back	XXXXXX
Start Cone	△

Date: _____ District: _____

CLASS: HUNT SEAT EQUITATION - PATTERN #3

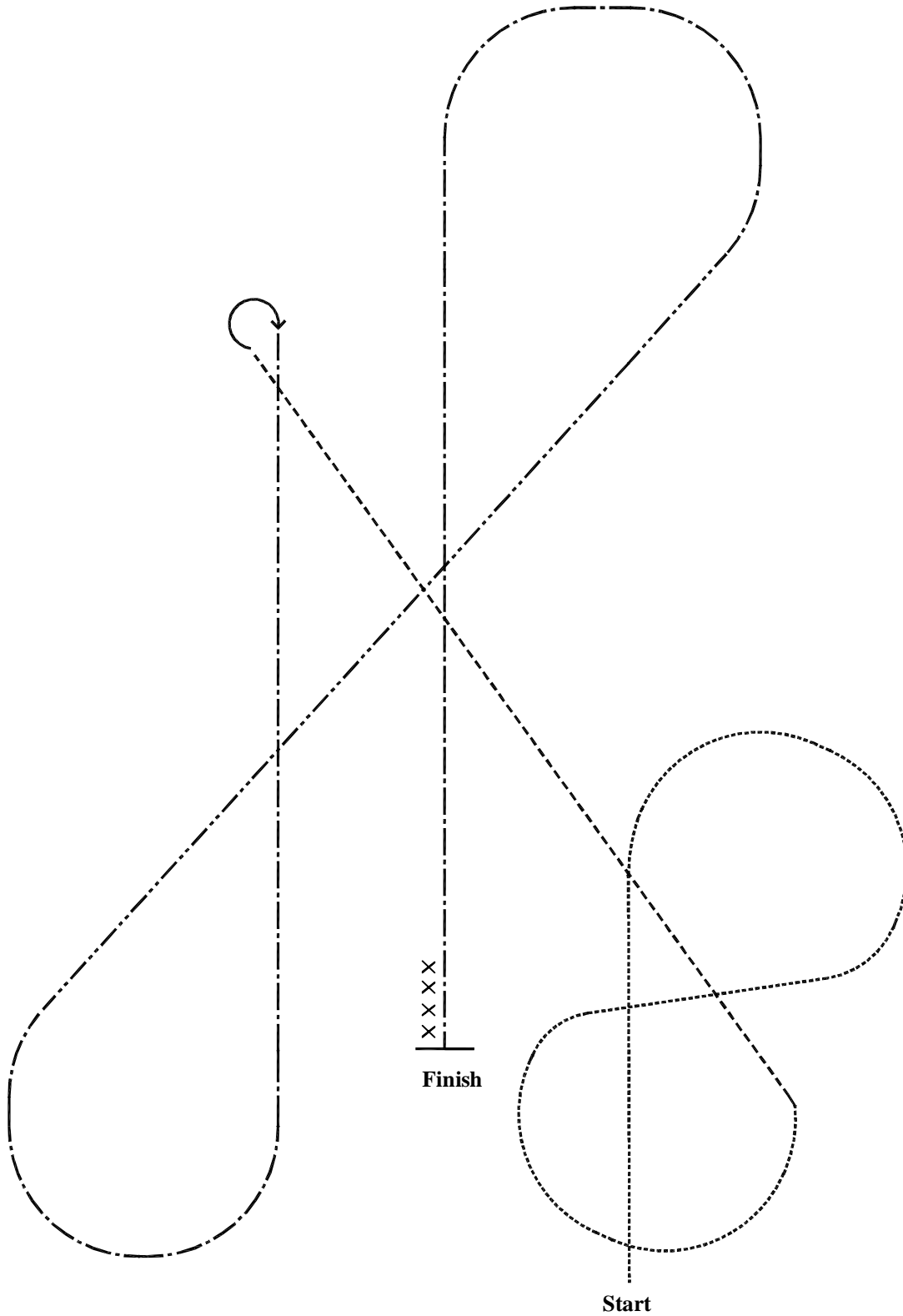
HIGH SCHOOL: _____ ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Drop irons, posting trot, rise on correct diagonal. Begin small figure 8 to the right as diagramed demonstrating proper diagonal changes		
2.	Pick up irons before diagonal line		
3.	Extended trot across the diagonal		
4.	Halt, approximately 225° right forehand turn		
5.	Canter left lead, before corner change to right lead, loop onto diagonal line		
6.	Hand gallop		
7.	Before corner collect and change to left lead		
8.	Canter around corner and straight line as diagramed. Halt		
9.	Back approximately 4 steps		
10.	Overall Horsemanship		
11.	Rider Equitation-Seat, hands, legs.		

Judge's Signature: _____

- Expectations:**
- Light contact from hands to bit through reins is expected at all times. Elbows should be in a straight line formed from elbow through hands to bit. Hands form an "A" while keeping wrists straight.
 - Consistent cadence, rhythm, and impulsion are expected throughout.
 - Should be ridden as a flat class in preparation for over fences. Rider should maintain chin up, heels down, and leg contact with horse's barrel at all times.
 - Little fingers may be either inside or outside of reins.
 - Eyes should be kept up, looking toward next maneuver.
 - Iron should remain on ball of foot throughout pattern (Except when asked to drop irons).
 - At walk & 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 of degrees in front of the vertical.
 - Right diagonal means side to post on, not correct diagonal

Flying change - 0 - 10 points; Simple change - 0 - 8 points; Interrupted change - 0 points



OHSET
PATTERN #3
Hunt Seat Equitation

#3.17.21 Revised 9-19-20

Legend :	
Sitting Trot	—————
Posting Trot
Extended Trot	-----
Canter	- - - - -
Hand Gallop	- · - · -
Back	××××××

12/2/2021

Date: _____

District: _____

CLASS: HUNT SEAT EQUITATION - PATTERN #4

HIGH SCHOOL: _____

ATHLETE #: _____

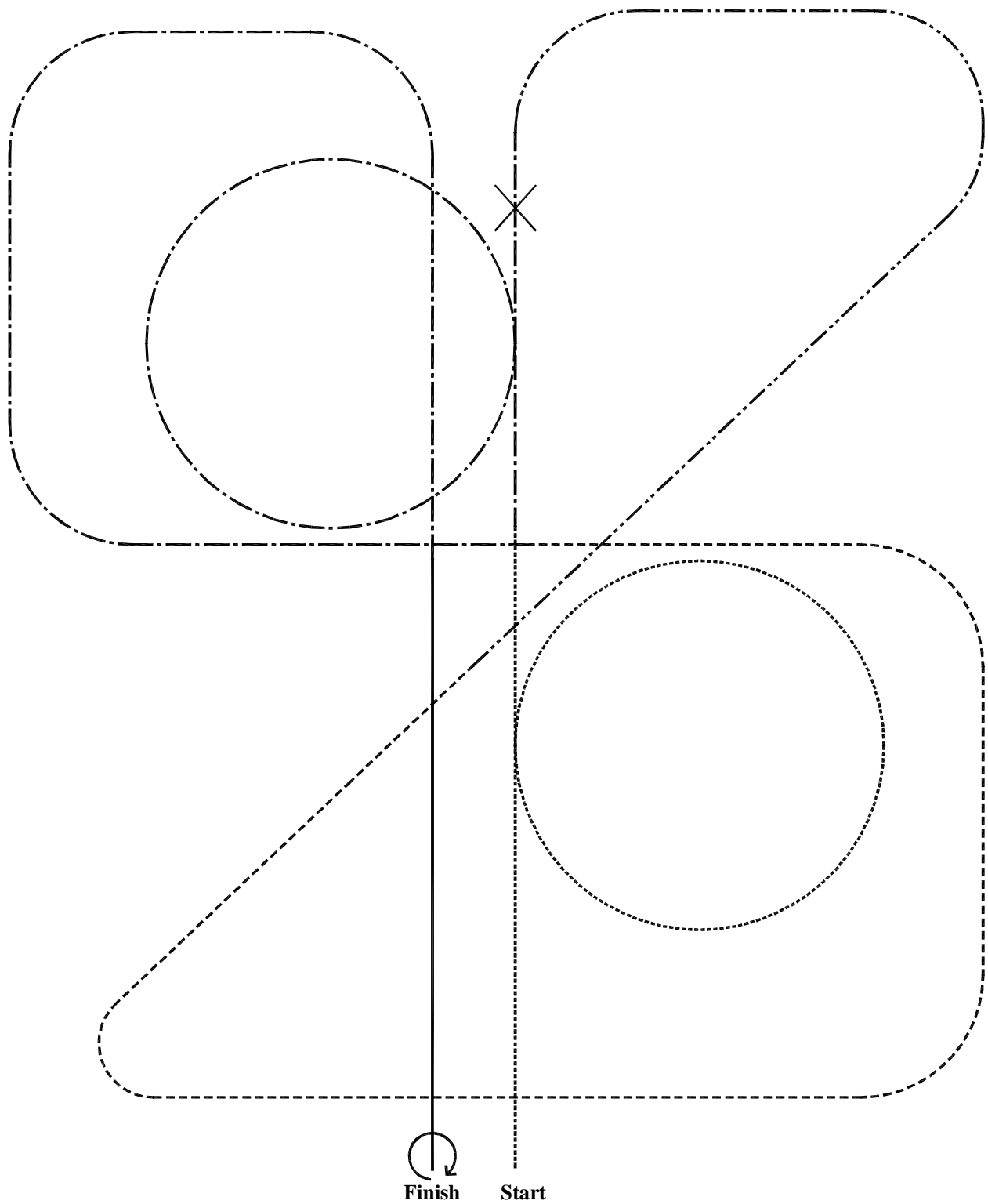
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready near center. Without irons, pick up posting trot Left diagonal and circle right. Then continue straight		
2.	Transition to left lead canter and circle left. Pick up irons during circle.		
3.	When straight, change leads. (Simple or flying only)		
4.	Transition to hand gallop and turn right, then onto diagonal line.		
5.	After center transition to extended trot and turn left.		
6.	Continue around arena to left and into center		
7.	Near center transition to right lead canter.		
8.	Continue around arena to right at canter.		
9.	Near center transition to sitting trot.		
10.	Halt. 360* Right forehand turn. Settle, wait to be excused.		
11.	Overall Horsemanship		
12.	Rider Equitation-Seat, hands, legs.		

Judge's Signature: _____

Expectations:

- Light contact from hands to bit through reins is expected at all times. Elbows should be in a straight line formed from elbow through hands to bit. Hands form an "A" while keeping wrists straight.
- Consistent cadence, rhythm, and impulsion are expected throughout.
- Should be ridden as a flat class in preparation for over fences. Rider should maintain chin up, heels down, and leg contact with horse's barrel at all times.
- Little fingers may be either inside or outside of reins.
- Eyes should be kept up, looking toward next maneuver.
- Iron should remain on ball of foot throughout pattern (Except when asked to drop irons).
- At walk & 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 of degrees in front of the vertical.
- Right diagonal means side to post on, not correct diagonal

Flying change - 0 - 10 points; Simple change - 0 - 8 points; Interrupted change - 0 points



OHSET
Pattern #4
Hunt Seat Equitation

#4.15.22 Revised 12-2-21

Legend :	
Sitting Trot	—————
Posting Trot
Extended Trot	-----
Canter	- - - - -
Hand Gallop	- · - · -
Back	××××××

11/23/2018

Date: _____ District: _____

CLASS: HUNT SEAT EQUITATION - PATTERN #6

HIGH SCHOOL: _____ ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Starting at cone, sitting trot 1/4 of arena		
2.	Posting trot right diagonal, circle left		
3.	After circle, canter right lead, circle right		
4.	Change leads		
5.	Canter left lead as diagramed		
6.	Halt, 540° right forehand turn		
7.	Extended trot as diagramed		
8.	Collect and sit trot for three lengths +/-		
9.	Halt, back eight steps, wait to be excused		
11.	Rider Equitation-Seat, hands, legs.		
12.	Overall Horsemanship		

Judge's Signature: _____

- Expectations:**
- Light contact from hands to bit through reins is expected at all times. Elbows should be in a straight line formed from elbow through hands to bit. Hands form an "A" while keeping wrists straight.
 - Consistent cadence, rhythm, and impulsion are expected throughout.
 - Should be ridden as a flat class in preparation for over fences. Rider should maintain chin up, heels down, leg contact with horse's barrel, and impulsion at all times.
 - Little fingers may be either inside or outside of reins.
 - Eyes should be kept up, looking toward next maneuver.
 - Iron should remain on ball of foot throughout pattern (Except when asked to drop irons).
 - At walk & 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 of degrees in front of the vertical.
 - Right diagonal means side to post on, not correct diagonal

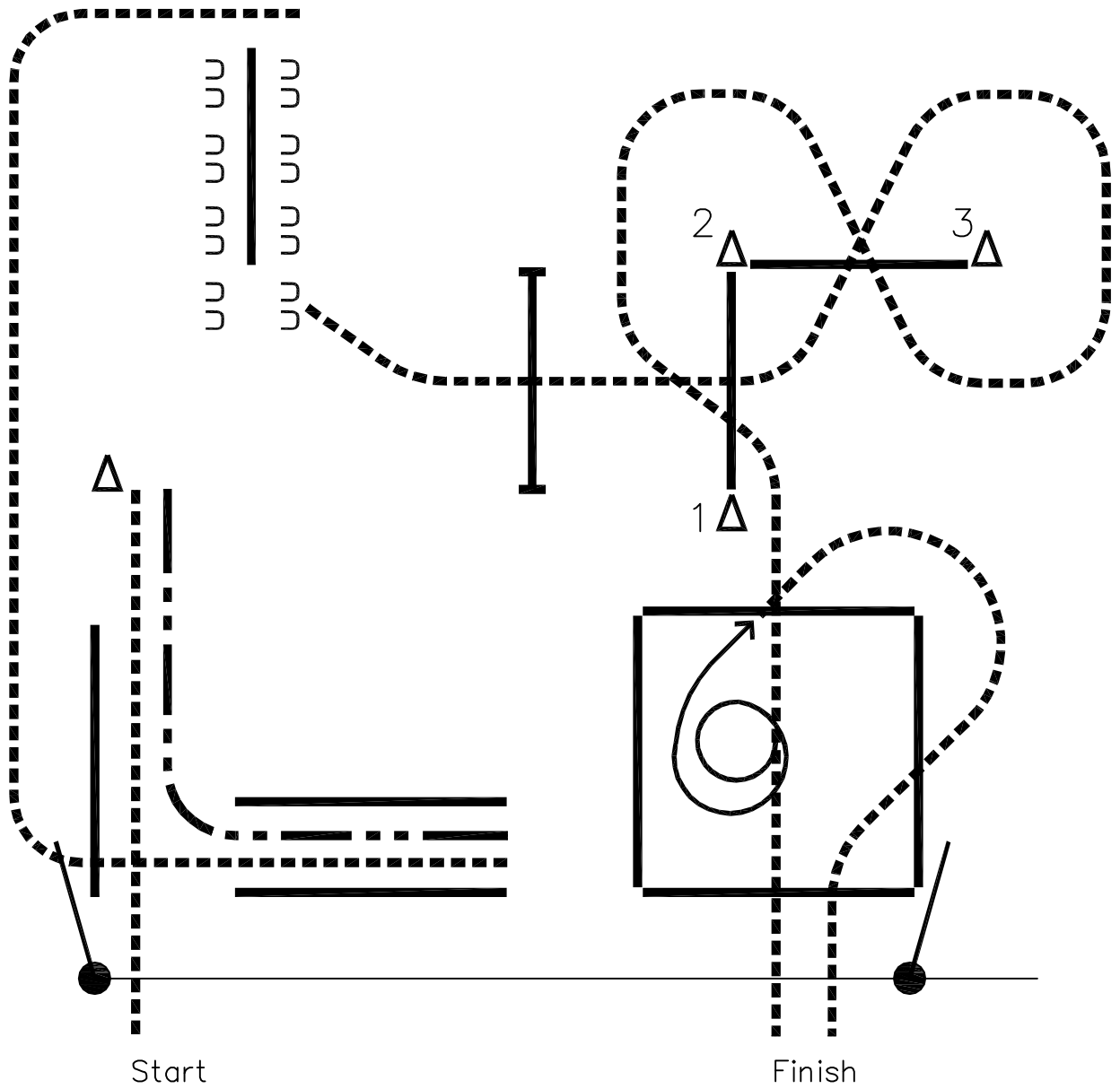
Flying change - 0 - 10 points; Simple change - 0 - 8 points; Interrupted change - 0 points

ONSET

IHOR

Link Page

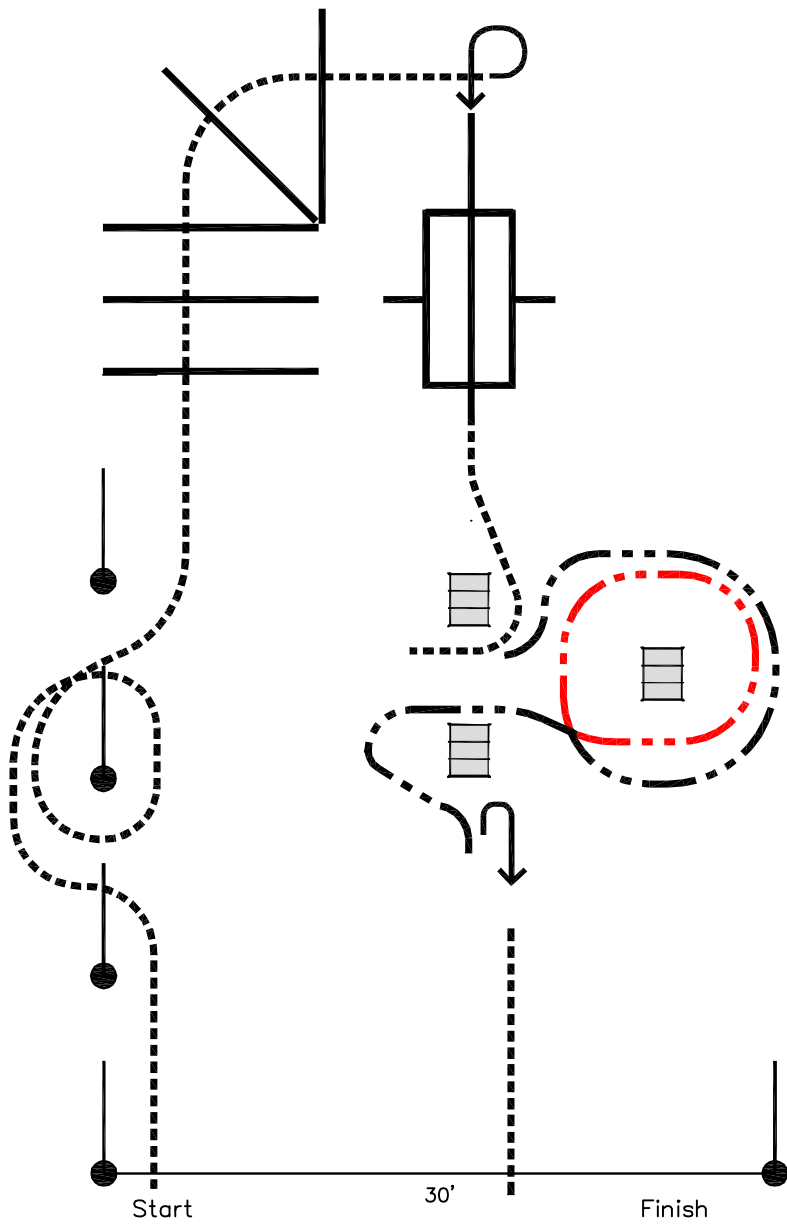
Date: _____		District: _____		
CLASS: <u>IN-HAND OBSTACLE RELAY - PATTERN #1</u>				
HIGH SCHOOL: _____		TEAM: _____		
Obstacle:	Athlete#:	Athlete #:	Athlete #:	Athlete#:
Trot to cone, Back "L" (Handler may be inside or outside of "L")				
Trot out and over pole. (Handler may be inside or outside of "L") Sidepass pole to right completely				
Trot/Jump over pole on risers				
Trot over pole between cones 1 and 2. Turn left and trot over pole between cones 2 and 3, circle cone 3 to the right. Trot back over pole between cones 2 and 3 and then begin circle around cone 2. Trot over pole between cones 1 and 2 then through box and over start/finish line.				
Optional: After trotting into box, stop, do a 540° right haunch turn and trot out of and then through box as diagrammed. (Handler may walk on outside of box during haunch turn. Horse must stay in box and perform correct pivot.)				
Penalty Points	-	-	-	-
Total points / Handler minus penalty points.				
Total of Individual Handler Scores				
Overall Handling & Horsemanship - Including while waiting behind the start line. (10 points Possible)				
Subtotal				
Total Time: _____		Time Penalty Points: -		
		Total Team Points:		
Judge's Signature: _____				
Expectations: <ul style="list-style-type: none"> • This is a horsemanship class! Equine and athletes should be properly groomed as in a showmanship class. • Maneuvers should be crisp and practiced. Equine should show no resistance to handler during any maneuver and should appear as if not on lead rope. • Equine should move quickly, but maintain the superior ground manners that one would expect in a showmanship class. • Handlers will receive scratch penalties for each time there are two handlers on course at the same time. This includes crossing the line accidentally while switching sides of the horse behind the line. Scratch penalties will also be incurred if a horse on course inadvertently crosses the start finish line while still competing. • Exhibitors and equines must enter and exit the course on the inside of the start/finish poles. If athlete and/or equine crosses outside of the poles, the team will receive a No Time and only be eligible for participation points. • Time starts when the first part of the handler/equine breaks the plane of the start/finish line. Time shall end when the last part of the handler/equine crosses the start finish line. • All obstacles should be done by both horse and handler except where specifically noted. 				



OHSET
PATTERN #1
In Hand Obstacle Relay
(I.H.O.R.)
 #1.13.18 Revised 12-17-17

Legend :	
Walk	—————
Jog/Trot	- - - - -
Back	- · - · -

Date: _____		District: _____		
CLASS: <u>IN-HAND OBSTACLE RELAY - PATTERN #2</u>				
HIGH SCHOOL: _____		TEAM: _____		
Obstacle:	Athlete #:	Athlete #:	Athlete #:	Athlete #:
Trot through gaming poles as diagramed, and circle the 2nd pole (not including starting pole) to right as diagramed				
Trot over poles and through fan				
Halt. 270° left forehand turn				
Walk over teeter-totter bridge and trot to barrels as diagramed				
Back through barrels as diagramed.				
Optional (shown in red): Back a circle around middle barrel as diagramed.				
180° right haunch turn, trot out				
Penalty Points	-	-	-	-
Total points / Handler minus penalty points.				
Total of Individual Handler Scores				
Overall Handling & Horsemanship - Including while waiting behind the start line. (10 points Possible)				
Subtotal				
Total Time: _____		Time Penalty Points: _____		
		Total Team Points:		
Judge's Signature: _____				
Expectations:				
<ul style="list-style-type: none"> • This is a horsemanship class! Equine and athletes should be properly groomed as in a showmanship class. • Maneuvers should be crisp and practiced. Equine should show no resistance to handler during any maneuver and should appear as if not on lead rope. • Equine should move quickly, but maintain the superior ground manners that one would expect in a showmanship class. • Handlers will receive scratch penalties for each time there are two handlers on course at the same time. This includes crossing the line accidentally while switching sides of the horse behind the line. Scratch penalties will also be incurred if a horse on course inadvertently crosses the start finish line while still competing. • Exhibitors and equines must enter and exit the course on the inside of the start/finish poles. If athlete and/or equine crosses outside of the poles, the team will receive a No Time and only be eligible for participation points. • Time starts when the first part of the handler/equine breaks the plane of the start/finish line. Time shall end when the last part of the handler/equine crosses the start finish line. • All obstacles should be done by both horse and handler except where specifically noted. 				



OHSET
PATTERN #2
In Hand Obstacle Relay
(I.H.O.R.)
 #2.15.19 Revised 11-28-18

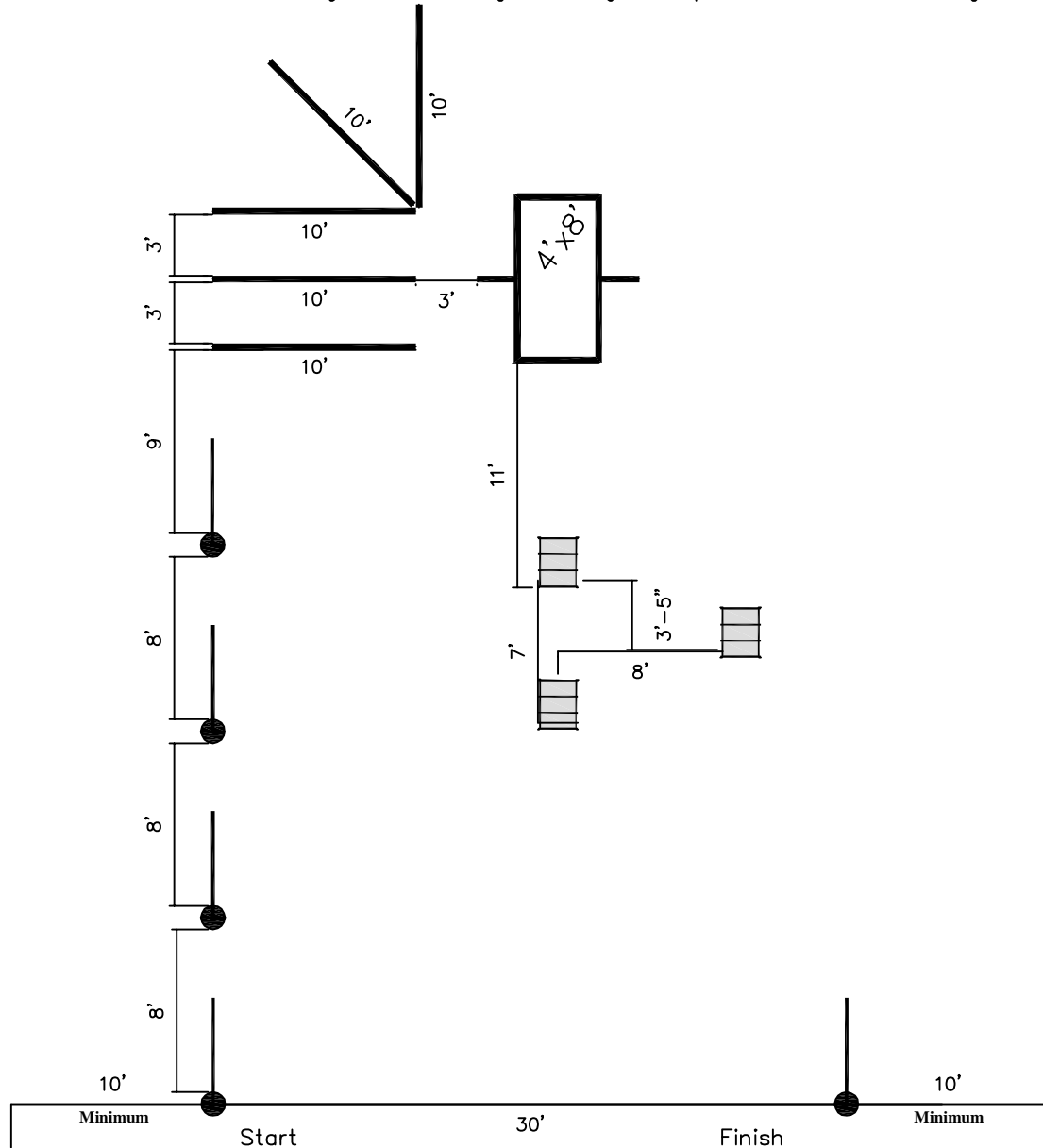
Legend :	
Walk	—————
Jog/Trot	- - - - -
Back	- . - . -

IHOR Setup Instructions

Measurement Instructions:

1. Begin by placing left start pole at least 60' from end wall and 15' from left wall.
Set right starting pole 30' from left pole
2. From left starting pole measure straight up and set gaming poles with 8' between bases
There should be 8' clear space between rubber bases
3. From the final gaming pole measure 9' and place left end of trot over pole. Measure 3' of clear space and set the second trot over pole. Set the remaining poles of the fan
4. From the right end of the second trot over pole measure 3' to the right and place the tipping bridge pole
place bridge on top of pole
5. The tipping bridge is a standard bridge with a notch cut in the center underneath where it rests on the pole. It should be reinforced on this notch to withstand the weight of horse and handler. The pole/log that it rests on should be large enough in diameter so that once bridge is placed, one side of bridge will be touching the ground and the other side is approximately 4"-8" off of ground. Pole should not be too small or too large that bridge rolls when stepped on.
6. From the bottom center edge of the bridge, measure down 11' and place the top center edge of the first barrel
7. Stretch tape between 1st and 3rd barrels (should be 7'). At the 36" mark measure 8' to the right and place left edge of second barrel

Note: All measurements are inside edge to inside edge creating free space in the amount designated



OHSET
PATTERN #2
In Hand Obstacle Relay
(I.H.O.R.)
 #2.15.19 Revised 2-23-19

Equipment List:
(5) Gaming poles
(5) 10' poles
(1) Approx. 8' pole or log (under bridge)
(3) Barrels
(1) Teeter Totter bridge, 4'x8' (min 4'x6')

12/15/2019

Date: _____

District: _____

CLASS: IN-HAND OBSTACLE RELAY - PATTERN #3

HIGH SCHOOL: _____

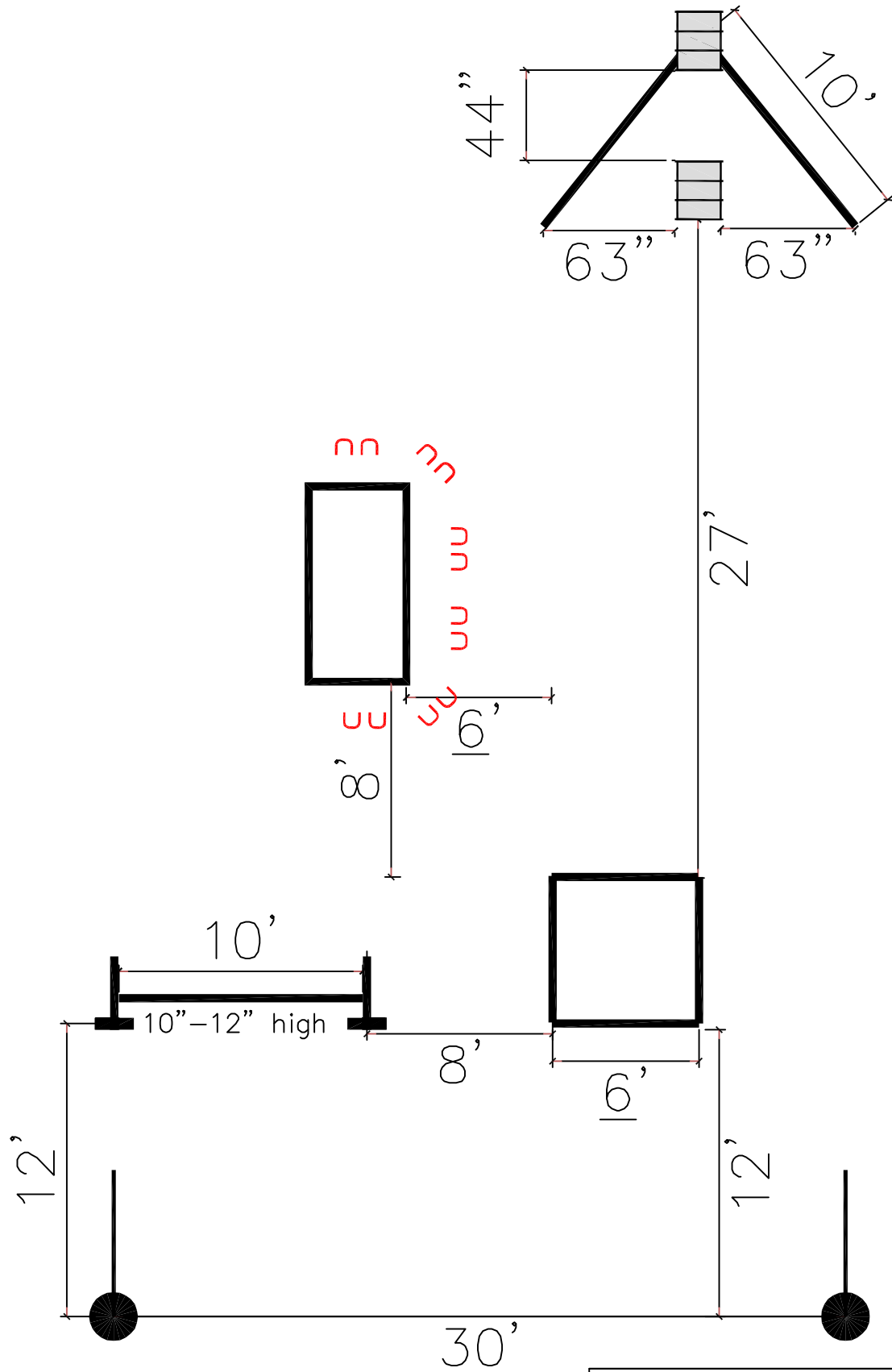
ATHLETE #: _____

Obstacle:	Athlete#:	Athlete #:	Athlete #:	Athlete#:
From off side trot into box, halt. 270° Left turn. Handler ok outside of box.				
Trot out of box from off side to back through, halt. 180° right forehand turn				
Switch sides, back between poles and barrels. 540° Right haunch turn.				
Walk over bridge				
Optional: Step front feet off of bridge. Keeping hind feet on bridge, "side pass" left around two corners.				
Trot over jump, horse and handler				
Penalty Points	-	-	-	-
Total points / Handler minus penalty points.				
Total of Individual Handler Scores				
Overall Handling & Horsemanship - Including while waiting behind the start line. (10 points Possible)				
Subtotal				
Total Time: _____	Time Penalty Points:			-
			Total Team Points:	

Judge's Signature: _____

Expectations:

- This is a horsemanship class! Equine and athletes should be properly groomed as in a showmanship class.
- Maneuvers should be crisp and practiced. Equine should show no resistance to handler during any maneuver and should appear as if not on lead rope.
- Equine should move quickly, but maintain the superior ground manners that one would expect in a showmanship class.
- Handlers will receive scratch penalties for each time there are two handlers on course at the same time. This includes crossing the line accidentally while switching sides of the horse behind the line. Scratch penalties will also be incurred if a horse on course inadvertently crosses the start finish line while still competing.
- Exhibitors and equines must enter and exit the course on the inside of the start/finish poles. If athlete and/or equine crosses outside of the poles, the team will receive a No Time and only be eligible for participation points.
- All obstacles should be done by both horse and handler except where specifically noted.

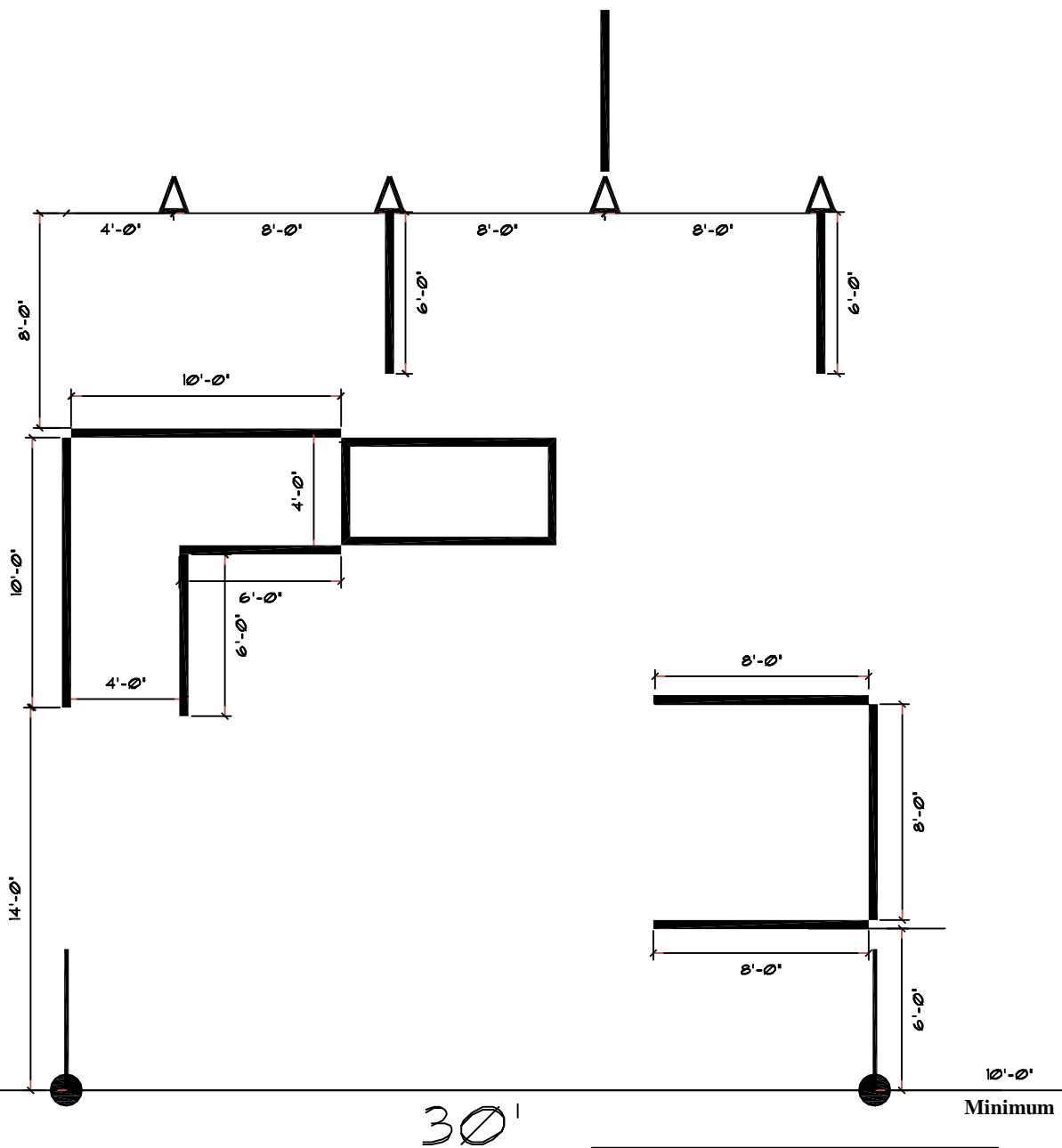


OHSET
PATTERN #3
In Hand Obstacle Relay
(I.H.O.R.)
 #3.16.20 Revised 12-15-19

Equipment List:
(2) Gaming poles
(2) Barrels
(2) Jump standards w/ (2) cups
(3) 10' poles
(4) 6' poles
(1) 4'x8' bridge (4'x6' minimum)

9/19/2020

Date: _____		District: _____		
CLASS: <u>IN-HAND OBSTACLE RELAY - PATTERN #4</u>				
HIGH SCHOOL: _____			ATHLETE #: _____	
Obstacle:	Athlete#:	Athlete #:	Athlete #:	Athlete#:
Trot into chute, walk onto bridge				
Back off of bridge and out of chute				
450° left forehand turn				
Trot around chute - Circle first cone to the right, weave 2nd and 3rd cone, circle last cone to the left and trot over poles of 'U'				
Optional: Stop over first pole of "U" - Side pass "U" to the left , side pass last pole of "U" half-way, then back over pole and start/finish line				
Penalty Points	-	-	-	-
Total points / Handler minus penalty points.				
Total of Individual Handler Scores				
Overall Handling & Horsemanship - Including while waiting behind the start line. (10 points Possible)				
Subtotal				
Total Time: _____		Time Penalty Points: -		
		Total Team Points:		
Judge's Signature: _____				
Expectations:				
<ul style="list-style-type: none"> • This is a horsemanship class! Equine and athletes should be properly groomed as in a showmanship class. • Maneuvers should be crisp and practiced. Equine should show no resistance to handler during any maneuver and should appear as if not on lead rope. • Equine should move quickly, but maintain the superior ground manners that one would expect in a showmanship class. • Handlers will receive scratch penalties for each time there are two handlers on course at the same time. This includes crossing the line accidentally while switching sides of the horse behind the line. Scratch penalties will also be incurred if a horse on course inadvertently crosses the start finish line while still competing. • Exhibitors and equines must enter and exit the course on the inside of the start/finish poles. If athlete and/or equine crosses outside of the poles, the team will receive a No Time and only be eligible for participation points. • When option obstacle is performed by 4th horse, the time ends then nose (not the rear end) of the horse crosses the start/finish line. • All obstacles should be done by both horse and handler except where specifically noted. 				



OHSET
PATTERN #4
In Hand Obstacle Relay
(I.H.O.R.)
 #4.17.21 Revised 9-19-20

- Equipment List:**
- (2) Gaming poles
 - (2) 10' poles
 - (3) 8' poles
 - (5) 6' poles
 - (1) 4'x8' bridge (4'x6' minimum)
 - Δ (4) Standard Cones

Setup Pattern #4

IHOR Setup Instructions

Measurement Instructions:

1. Measure minimum 45' from back wall and 10' minimum from left wall. Set left start pole
2. Measure 30' to right of left start pole and set right start pole

Chute: (2) 10' poles, (2) 6' poles, 4'x8' bridge

1. From left start pole measure 14' toward back wall set 10' pole
2. Place 2nd 10' pole at right angle from top of 1st pole
3. Place 6' pole 4' from and parallel to 1st 10' pole
4. Place 2nd 6' pole at right angle from top of 1st 6' pole, approximately 4' in between
5. Place 4'x8' bridge at end of chute as diagramed

Serpentine: (4) cones, (3) 6' poles

1. Measure 4' in from left side of chute, 8' up, place 1st cone
2. Set (3) remaining cones 8' apart measuring to center of cone
3. Set 6' poles as diagramed with cones

'U': (3) 8' poles

1. Measure 6' from right start pole and set 8' 'U' as diagramed

Note: All measurements are inside edge to inside edge except cones.
They are measure from ceneter of cone

OHSET

In Hand Trail

Link Page

12/17/2017

Date: _____

District: _____

CLASS: IN-HAND TRAIL - PATTERN #1

HIGH SCHOOL: _____

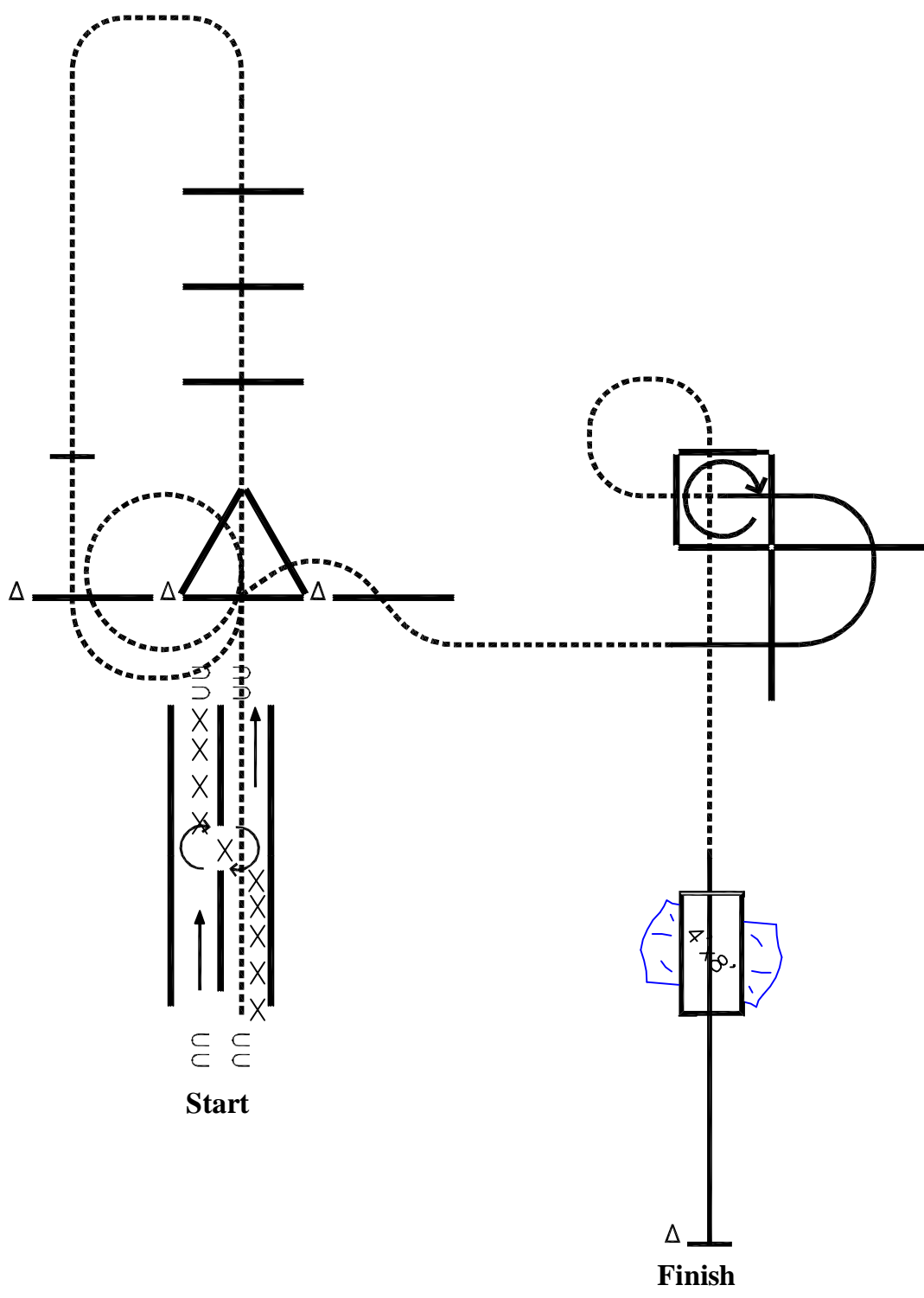
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be in position to begin sidepass. Sidepass pole to right		
2.	Perform turns needed to re-position		
3.	Sidepass pole to left		
4.	Position for back. Back into chute, between space in middle poles, and continue through chute		
5.	From off side, jog out of chute through triangle and over poles and around corner		
6.	Halt, return to near side		
7.	Trot through cones (circling 2nd cone) and over poles as diagrammed		
8.	Transition to walk and walk over poles then into box		
9.	Perform 360° tight right turn in box. NOT haunch or forehand. Handler may be in or out of box		
10.	Jog out of box and then back through box as diagrammed		
11.	Walk over bridge		
12.	Halt at cone, present horse, and wait to be excused		
13.	Overall Horsemanship		

Judge's Signature: _____

Expectations:

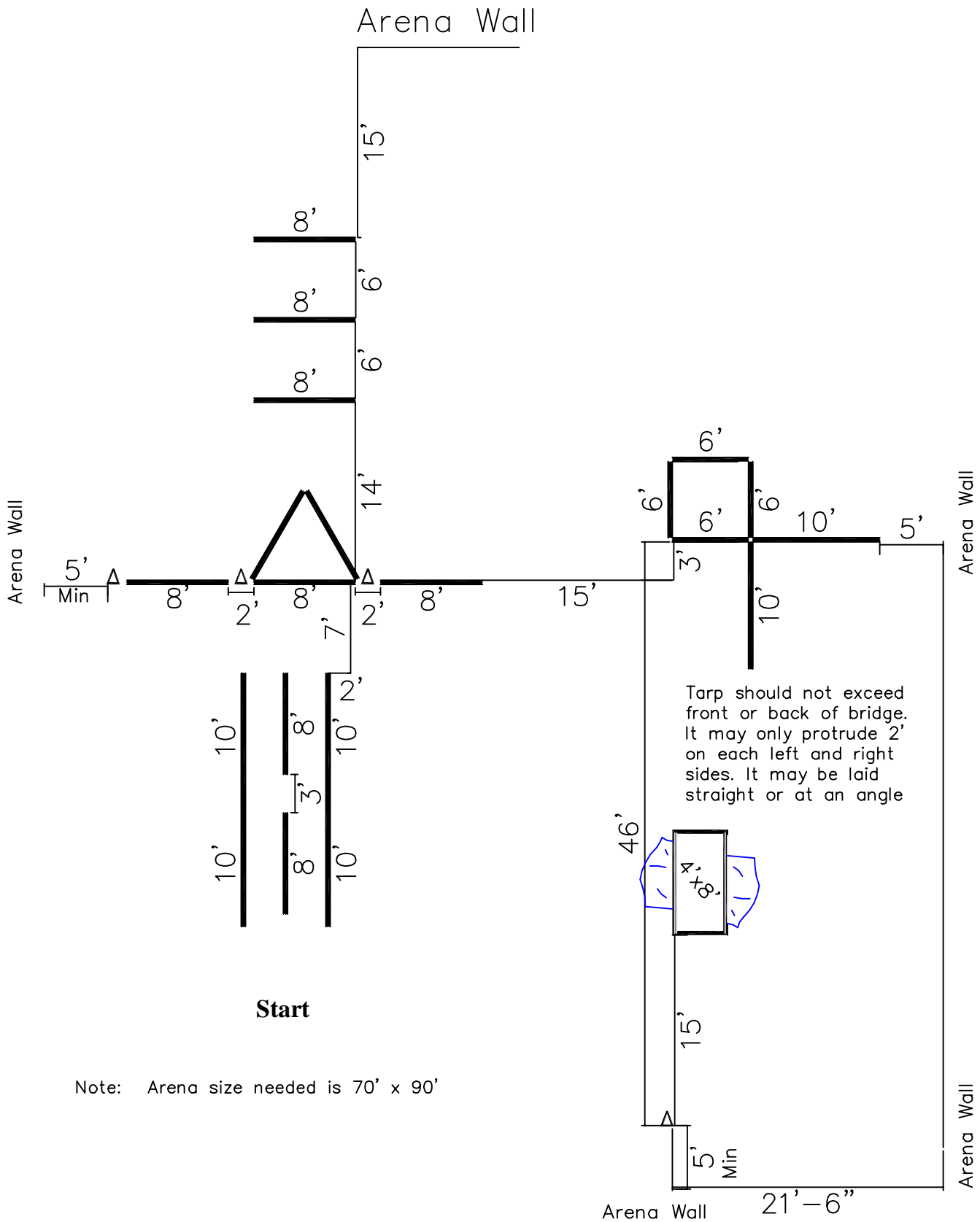
- Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step. Accuracy, smoothness, and acceptance of obstacles should be points of training. Timing will count.
- Handlers should perform all obstacles with horse unless specifically noted.
- Haunch turns, pivots, lateral movements and backing should be smooth with continual movement.
- Refusals will deduct points. After 2 unsuccessful attempts, handlers will be asked to move on. A refusal is any unnecessary and unintentional movement not aiding in completion of the maneuver. The following two examples would be considered refusals. A horse taking a step backwards while approaching a bridge without being asked to do so by its handler. A horse taking a step forward while attempting to complete back through without being asked to do so by its handler. An unintentional complete stop of movement while approaching or completing an obstacle will also be considered a refusal.
- It should appear that the equine is working without the use of a lead rope exhibiting no resistance.
- Judges will be looking for "finished" equine/athlete team.



OHSET
PATTERN #1
In Hand Trail

#1.13.18 Revised 12-31-17

Legend :	
Walk	—————
Jog/Trot	-----
Back	XXXXXX
Sidepass	UUUUUU
Start Cone	△



OHSET
PATTERN #1
In Hand Trail Dimensions

#1.13.18 Revised 12-31-17

Equipment Needed:
(1) Bridge 4'x8' (min 4'x6')
(6) 10' poles
(10) 8' poles
(4) 6' poles
(1) Blue Tarp (min 8'x6')
(4) Standard cones (about 12"-18" tall and 12"-14" base)

Setup Pattern #1

In-Hand Trail Setup Instructions

1. Begin by placing right edge of cone min. of 21'-6" from right side arena wall and min. of 5' from adj. wall
 2. Stretch tape from right edge of start cone straight ahead 46'
 3. Place bottom left corner of bridge 15' from start cone as diagramed. Place tarp under bridge as shown
 4. Place (2) 6' poles with corner on 46' mark as diagramed
 5. Build remainder of box, 10' poles should come straight off corners as diagramed
 6. Measure 3' toward start cone from bottom left corner of box, then measure 15' to the left and place 8' pole
 7. Measure 2' from left end of pole and place next 8' pole. Build remainder of triangle with corners touching
 8. Measure 2' from left corner of triangle and place last 8' pole. Place cones in spaces as diagramed
 9. Measure 14' from right side of triangle and set 8' pole as diagramed
 10. Measure 6' from current pole and set next 8' pole. Repeat for next 8' pole
 11. From right side of triangle measure down 7' and to the left 2' and set 10' pole as diagramed.
 12. Place second 10' pole in line with ends touching as diagramed
 13. From top of first 10' pole measure 3' to the left and set 8' pole as diagramed
 14. From bottom of last 8' pole measure 3' down and place next 8' pole in a straight line
 15. From top of first 8' pole measure 3' to the left and place top of 10' pole
 16. Place last 10' pole in line with ends touching as diagramed
- Note: All measurements are from "inside to inside" or "edge to edge"

11/23/2018

Date: _____

District: _____

CLASS: IN-HAND TRAIL - PATTERN #2

HIGH SCHOOL: _____

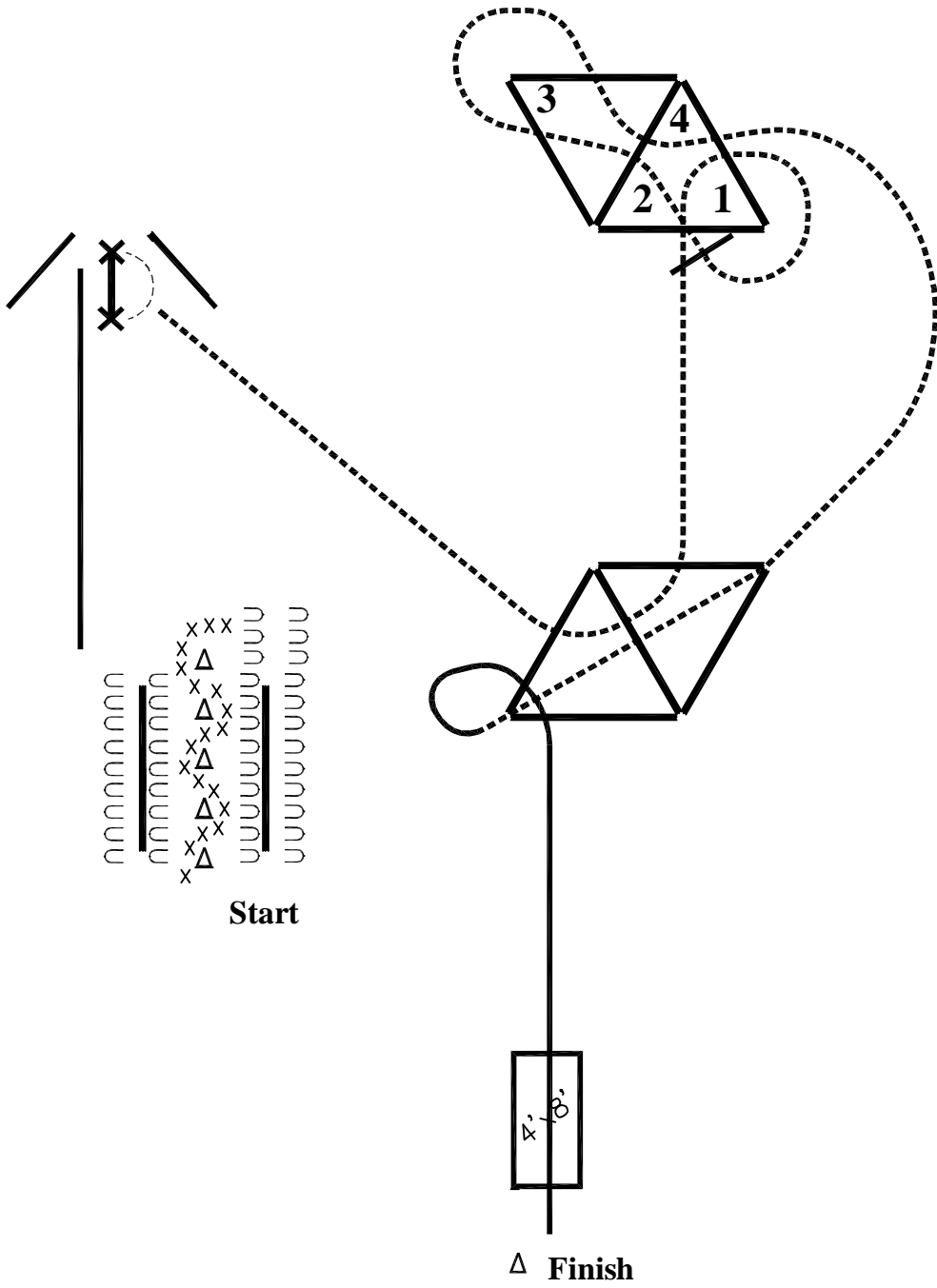
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be in position to begin sidepass. When acknowledged, sidepass pole to left		
2.	Back around cones from near side as diagramed		
3.	Position for right sidepass, sidepass pole to right		
4.	Walk to gate. Right hand push gate		
5.	Pick up jog and jog through lower triangles as shown		
6.	Continue jog and circle corner #1, stop. Switch to off side		
7.	Pick up jog and jog inside corner #2, around #3, and inside #4 as diagramed		
8.	Continue off side, jog straight through lower triangles		
9.	Continue off side, transition to walk and circle corner as diagramed		
10.	Continue off side, walk over bridge, halt, wait to be excused		
11.	Overall Horsemanship		

Judge's Signature: _____

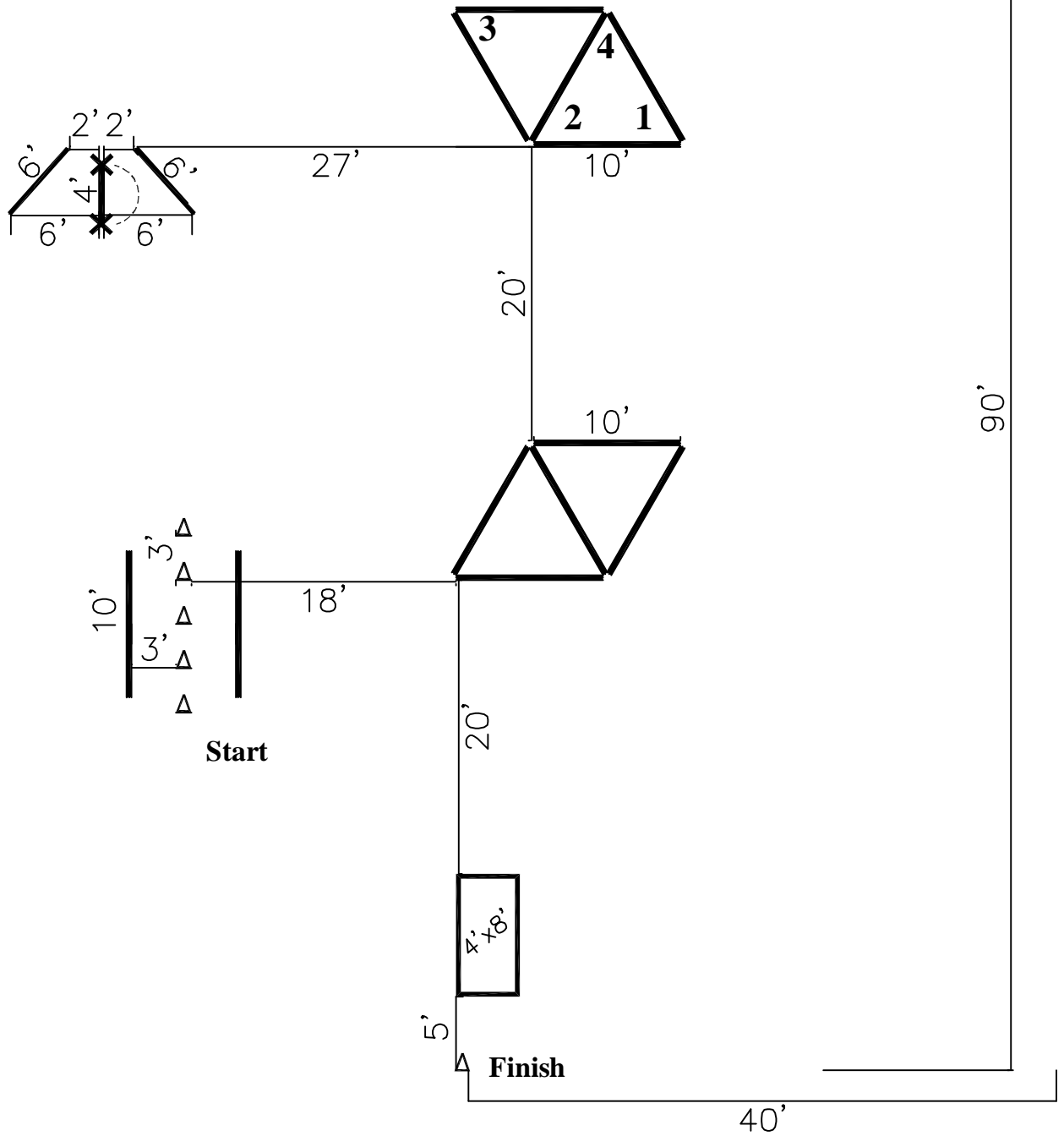
Expectations:

- Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step. Accuracy, smoothness, and acceptance of obstacles should be points of training. Timing will count.
- Handlers should perform all obstacles with horse unless specifically noted.
- Haunch turns, pivots, lateral movements and backing should be smooth with continual movement.
- Refusals will deduct points. After 2 unsuccessful attempts, handlers will be asked to move on. A refusal is any unnecessary and unintentional movement not aiding in completion of the maneuver. The following two examples would be considered refusals: A horse taking a step backwards while approaching a bridge without being asked to do so by its handler. A horse taking a step forward while attempting to complete back through without being asked to do so by its handler. An unintentional complete stop of movement while approaching or completing an obstacle will also be considered a refusal.
- It should appear that the equine is working without the use of a lead rope exhibiting no resistance.
- Judges will be looking for "finished" equine/athlete team.



OHSET
PATTERN #2
In Hand Trail Pattern
 #2.15.19 Revised 10-21-18

Legend :	
Walk	—————
Jog/Trot	-----
Back	XXXXXXXX
Sidepass	UUUUUU
Start Cone	△



OHSET
PATTERN #2
In Hand Trail Dimensions
 #2.15.19 Revised 11-28-18

- Equipment Needed:**
- (1) Bridge 4'x8' (min 4'x6')
 - (12) 10' poles
 - (2) 6' poles
 - (1) 4' pole
 - (2) Jump Standards
 - (6) Standard cones (about 12"-18" tall and 12"-14" base)
 - (1) Rope for rope gate with way to latch

In-Hand Trail Setup Instructions

1. Begin by placing start cone approximately 90' from far end wall and 40' from right side wall. Min 40' from left side wall
2. Measure 5' from edge of cone for bottom left corner of bridge and place bridge
3. From top left corner of bridge measure 20' and build 10' triangle starting with bottom left point, then build 2nd triangle using right side of first triangle
4. From to point of first triangle measure 20' and build triangle starting with bottom left point. Then build 2nd triangle using left side of first triangle
5. From bottom left corner of first triangle measure 27' and place 6' pole as shown. From end of 6' pole measure 2' and place jump standard. Measure 4' down and place 2nd jump standard. Place 4' pole between jump standards. From bottom of jump standard measure 6' to the right and place other end of 6' pole. Repeat these measurements for 2nd 6' pole placement
6. From first triangle on bottom left corner, measure 18' to the left and place right edge of cone. From top edge of the base measure 3' above it and place top cone. From bottom edge of base measure 3' and place cone below it, continue placing remaining cones. The 5' mark of the poles should be matched with the center cone, and there should be 3' between the edge of the cone base and the edge of the pole

Note: All measurements are from "inside to inside" or "edge to edge", providing a designated amount of clear space

OHSET
PATTERN #2
In Hand Trail Set Up

12/15/2019

Date: _____

District: _____

CLASS: IN-HAND TRAIL - PATTERN #3

HIGH SCHOOL: _____

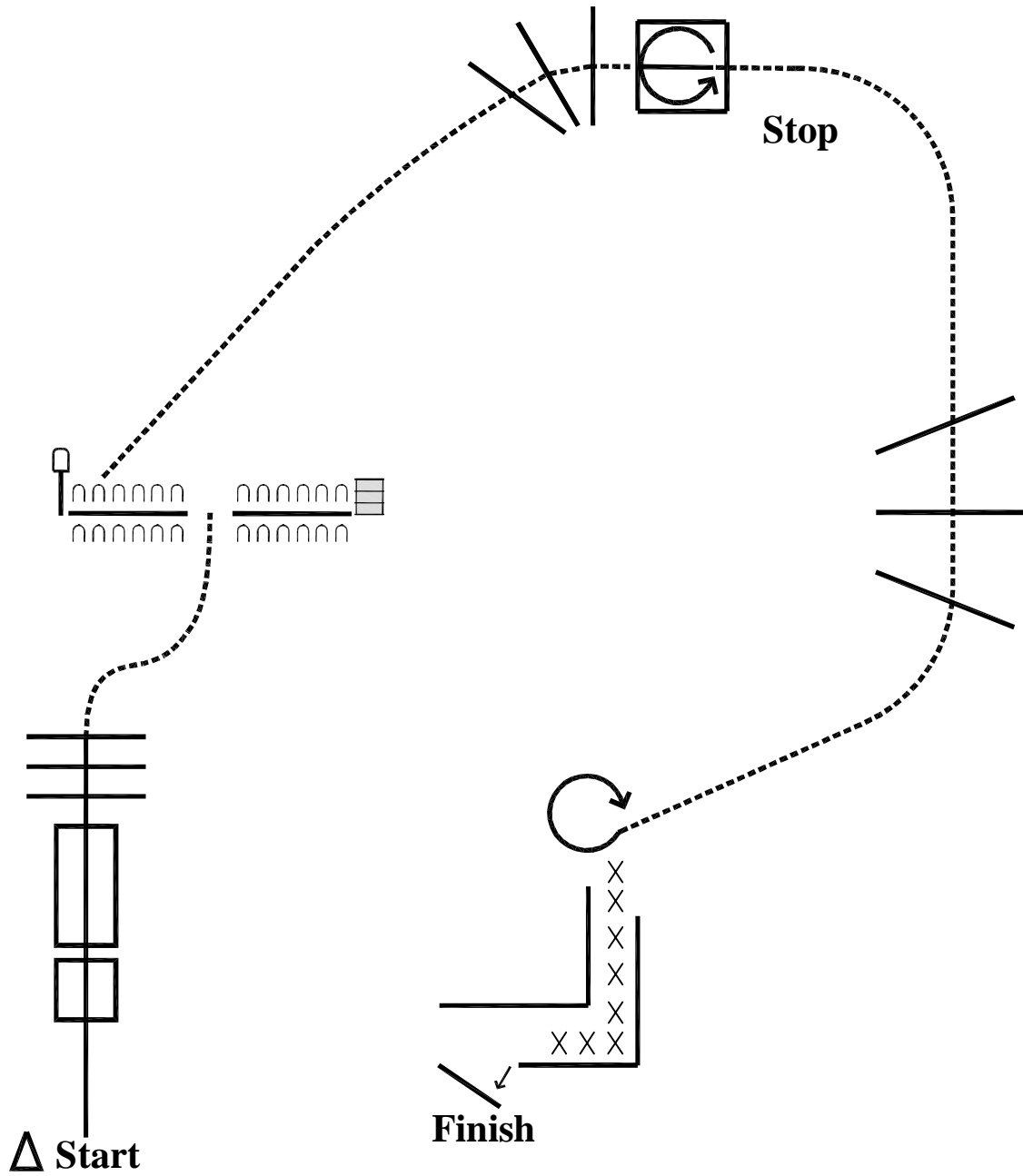
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at start cone. Walk over bridges and poles.		
2.	Pick up jog and jog into sidepass gap and stop.		
3.	Sidepass right and pick up grooming brush on barrel, sidepass left to mailbox and place grooming brush into mail box.		
4.	Stay on offside, jog over poles into box and stop.		
5.	360° left turn in box. Handler ok outside of box. Return to near side.		
6.	Jog out of box and over poles		
7.	Stop at 'L', 450° right haunch turn.		
8.	Back 'L' from near side		
9.	Open, go through, close gate. Right hand push.		
10.	Overall Horsemanship		

Judge's Signature: _____

Expectations:

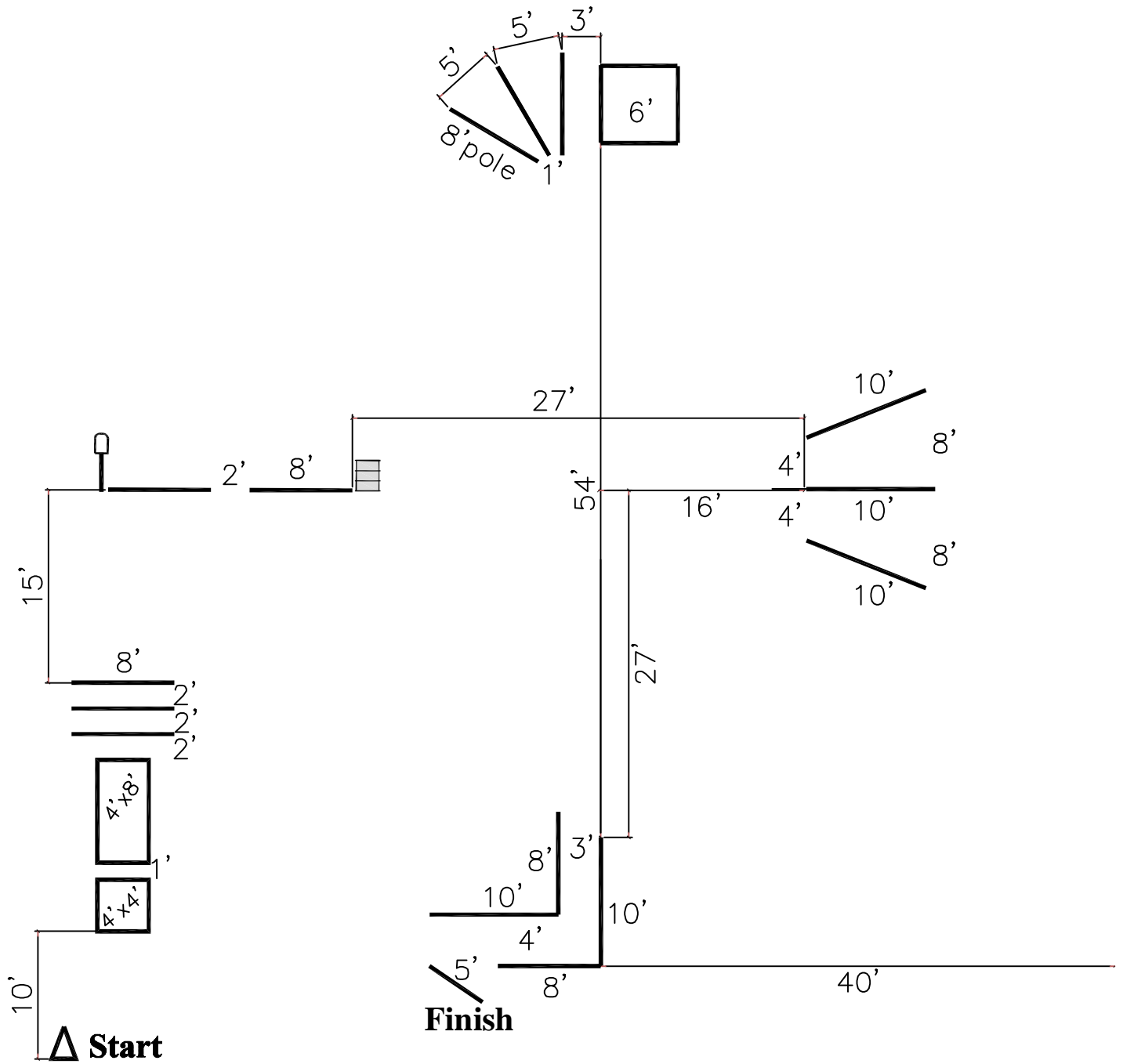
- Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step. Accuracy, smoothness, and acceptance of obstacles should be points of training. Timing will count.
- Handlers should perform all obstacles with horse unless specifically noted.
- Haunch turns, pivots, lateral movements and backing should be smooth with continual movement.
- Refusals will deduct points. After 2 unsuccessful attempts, riders will be asked to move on.
- No feet between bridges
- It should appear that the equine is working without the use of a lead rope exhibiting no resistance.
- Judges will be looking for "finished" equine/athlete team.



OHSET
Pattern #3
In Hand Trail

#3.16.20 Revised 12-15-19

Legend :	
Walk	—————
Jog/Trot	- - - - -
Back	XXXXXXXX
Sidepass	^ ^ ^ ^ ^
Start Cone	△



OHSET
Pattern #3
In Hand Trail

#3.16.20 Revised 12-15-19

- | Equipment Needed: |
|--|
| (1) bridge (min 4'x6') |
| (1) bridge 4'x4' |
| (5) 10' poles |
| (10) 8' poles |
| (4) 6' poles |
| (1) barrel |
| (1) mail box approximately 42" tall |
| Brush (to fit into mailbox) |
| (1) rope gate (approx. 5') |
| (1) standard cone (about 12"-18" tall) |

12/19/2020

Date: _____

District: _____

CLASS: IN-HAND TRAIL - PATTERN #4

HIGH SCHOOL: _____

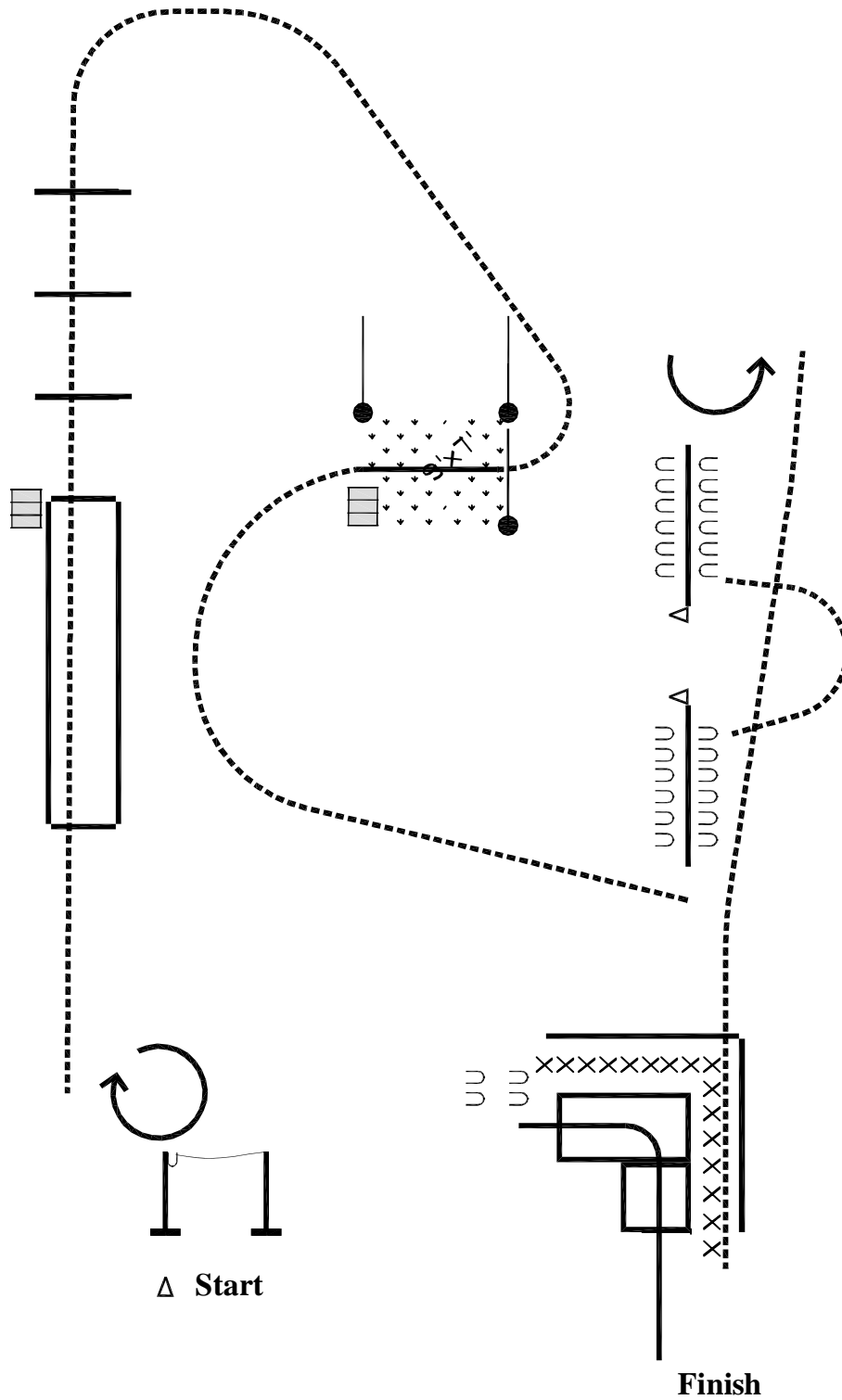
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at start cone, position at gate for right hand push. Open, walk thru, close gate, position for turn		
2.	270° right haunch turn		
3.	Trot to end of box, halt, pick up hay bag with left hand		
4.	Trot over poles to brush box		
5.	Walk thru brush box, halt, place hay bag on barrel		
6.	Step out of brush box, trot to right end of sidepass as diagramed		
7.	Sidepass left		
8.	Trot around cones and over pole, stop, change sides, sidepass right		
9.	180° left forehand turn		
10.	Trot into 'L' as diagramed, back 'L'		
11.	Sidepass right, walk over bridge, wait to be excused		
12.	Overall Horsemanship		

Judge's Signature: _____

Expectations:

- Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step. Accuracy, smoothness, and acceptance of obstacles should be points of training. Timing will count.
- Handlers should perform all obstacles with horse unless specifically noted.
- Haunch turns, pivots, lateral movements and backing should be smooth with continual movement.
- Refusals will deduct points. After 2 unsuccessful attempts, handlers will be asked to move on. A refusal is any unnecessary and unintentional movement not aiding in completion of the maneuver. The following two examples would be considered refusals. A horse taking a step backwards while approaching a bridge without being asked to do so by its handler. A horse taking a step forward while attempting to complete back through without being asked to do so by its handler. An unintentional complete stop of movement while approaching or completing an obstacle will also be considered a refusal.
- It should appear that the equine is working without the use of a lead rope exhibiting no resistance.
- Judges will be looking for "finished" equine/athlete team.



OHSET
PATTERN #4
In Hand Trail

#4.17.21 Revised 9-19-20

Legend :	
Walk	—————
Jog/Trot	- - - - -
Back	xxxxxxx
Sidepass	uuuuuuu
Start Cone	△

Setup Pattern #4

In-Hand Trail Setup Instructions

1. Place start cone at left side of gate

Bridges: (1) 4'x8', (1) 4'x4'

1. Place 4'x4' bridge at right side of arena

2. Place 4'x8' bridge at right angle to first bridge

Chute: (2) 12' poles

1. Place 12' poles to form a 3' wide chute along outside of both bridges

Side Pass: (2) cones, (2) 10' poles

1. Measure 14' from right corner of 4'x8' bridge place 10' pole and first cone

2. Measure 4', place second cone and 10' pole

Brush: Loose brush to fill 9'x7' area, (1) barrel, (3) gaming poles

1. Measure 2' up and 11' to the left from end of last 10' pole, place first gaming pole

2. From first gaming pole place second gaming pole 9' to the left and third gaming pole 7' towards the bridge

3. Place barrel 7' from second gaming pole and 9' from third gaming pole. Fill area with loose brush

Box with Trot Poles: (2) 10' poles, (2) 8' poles, (3) 6' poles, (2) 4' poles, (1) barrel

(1) hay bag with hay

1. Measure 15' from center of left edge of brush

2. Place 10' and 8' poles to make a 4' wide by 18' long box, use 4' poles to close both ends

3. Place (3) 6' poles at top end of box, 6' between them

4. Place barrel on left upper corner of box, place hay net on barrel

Gate: 6' wide rope gate ((2) standards, long enough rope to make a 6' opening.

Measure clear space between standards, base to base)

1. Measure 22' from left corner of 4'x4' bridge, place gate



Reining

[Link Page](#)

12/2/2020

Date: _____

District: _____

CLASS: REINING (NRHA Pattern #3)

HIGH SCHOOL: _____

ATHLETE #: _____

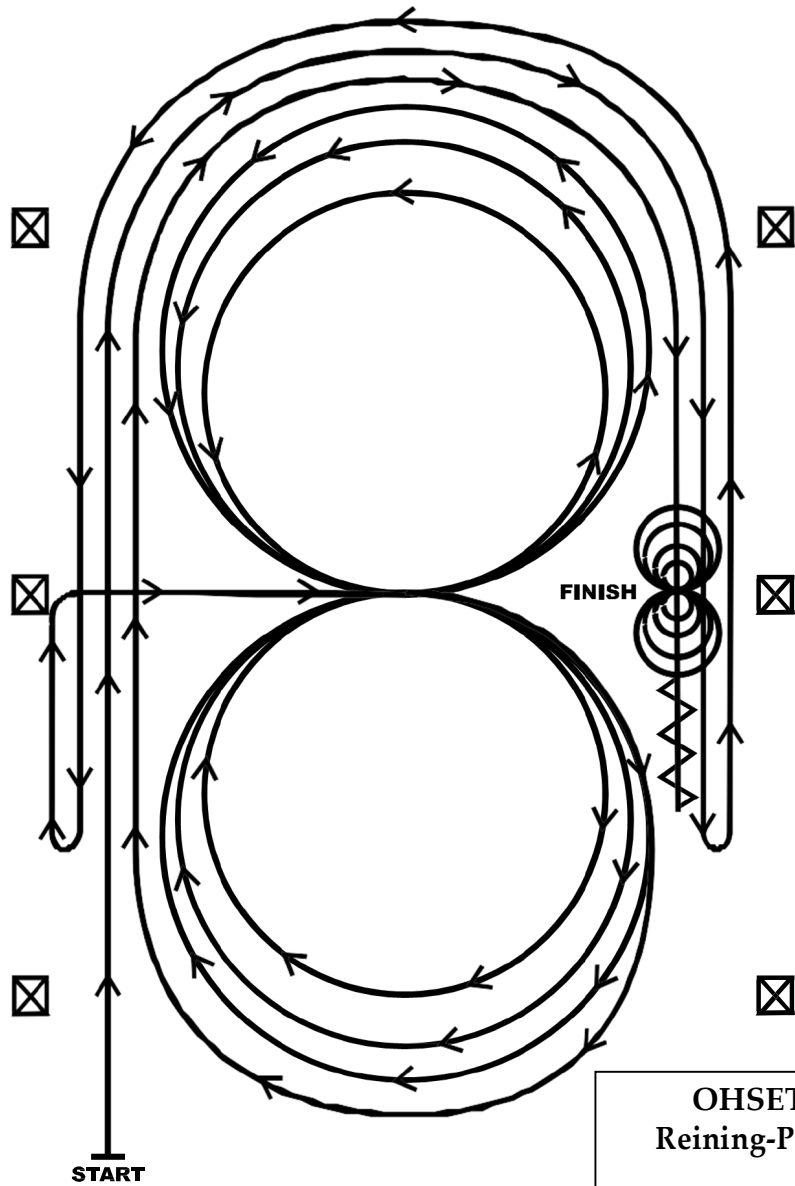
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback, no hesitation		
2.	Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right roll back, no hesitation		
3.	Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow		
4.	Change leads at the center of the arena		
5.	Complete three circles to the left: the first two circles large and fast; the third circle small and slow		
6.	Change leads at center of the arena.		
7.	Begin a large circle to the right, but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate		
8.	Complete four spins to the right. Hesitate		
9.	Complete four spins to the left. Hesitate to demonstrate completion of the pattern		
10.	Overall Horsemanship.		

Judge's Signature: _____

Expectations:

- Full use of arena is encouraged as long as the equine is guided by the rider and not the wall.
- There will be a penalty for failure to remain a minimum of 20ft from end of arena when approaching a stop or rollback. Unless it is a direct result of a longer than expected and correct stop.
- Spins shall be balanced on hindquarters and remain in fixed location. Equine is not required to keep a singular pivot foot throughout the maneuver.
- During spins, over or under rotations greater than 90° will result in a "0" for that maneuver. Under or over rotations less than or equal to 90° will be scored based on the quality of the spin.
- Rollback: The rollback begins after the horse is stopped. Once motion for rollback has started there must be no hesitation through the lope transition. Lope out of rollback may be on either lead, but horse must be on correct lead prior to corner (with no break in stride) if continuing around end.
- Any off course movements within an element will result in a score of "0" for the entire element.
- Flying lead changes are required and should be attempted. Horses attempting flying changes and not completing will be scored accordingly. Horses not attempting a flying change and performing other changes will be given a score of "0" for that element.
- Sliding stop: Stops are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.
- Markers will be placed on the wall or fence of the arena at the center of the arena AND at least 50' from each end wall.

Equipment needed: 6 cones**Pattern will take 5-7 minutes.**



OHSET
Reining-Pattern #3

#3.17.21 Revised 9/19/20

10/24/2019

Date: _____

District: _____

CLASS: REINING (NRHA Pattern #4)

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.		
2.	Complete four spins to the right. Hesitate.		
3.	Beginning on left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.		
4.	Complete four spins to the left. Hesitate.		
5.	Beginning on right lead, run a large fast circle to the right.		
6.	Change leads at center of the arena.		
7.	Run large fast circle to the left.		
8.	Change leads at center of the arena.		
9.	Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback, no hesitation.		
10.	Run up the middle to the opposite end of the arena past the end marker and do a left roll back, no hesitation.		
11.	Run past center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate to demonstrate completion of the pattern.		
12.	Overall Horsemanship.		

Judge's Signature: _____

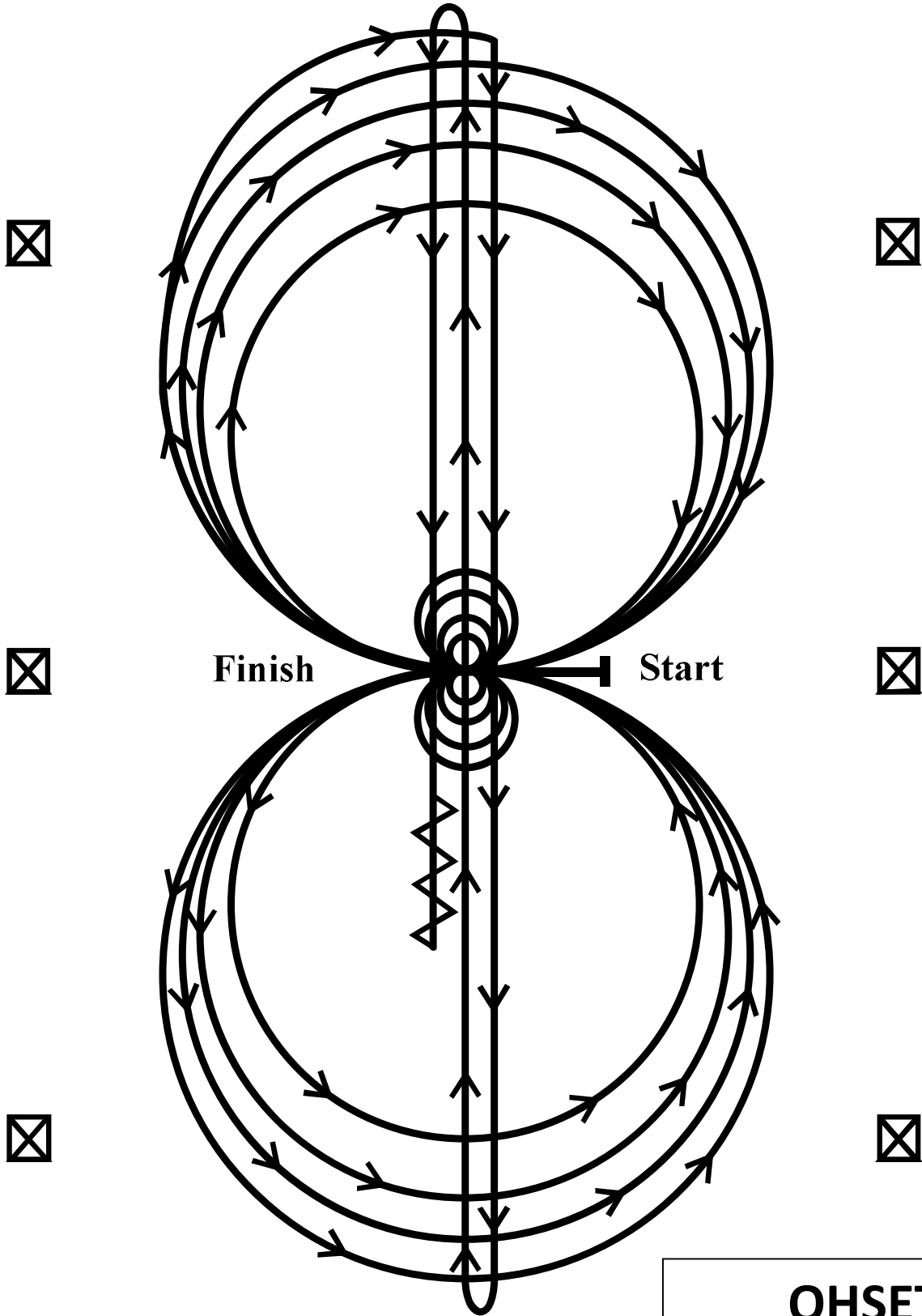
Expectations:

- Full use of arena is encouraged as long as the equine is guided by the rider and not the wall.
- There will be a penalty for failure to remain a minimum of 20ft from end of arena when approaching a stop or rollback. Unless it is a direct result of a longer than expected and correct stop.
- Spins shall be balanced on hindquarters and remain in fixed location. Equine is not required to keep a singular pivot foot throughout the maneuver.
- During spins, over or under rotations greater than 90° will result in a "0" for that maneuver. Under or over rotations less than or equal to 90° will be scored based on the quality of the spin.
- Rollback: The rollback begins after the horse is stopped. Once motion for rollback has started there must be no hesitation through the lope transition. Lope out of rollback may be on either lead, but horse must be on correct lead prior to corner (with no break in stride) if continuing around end.
- Any off course movements within an element will result in a score of "0" for the entire element.
- Flying lead changes are required and should be attempted. Horses attempting flying changes and not completing will be scored accordingly. Horses not attempting a flying change and performing other changes will be given a score of "0" for that element.
- Sliding stop: Stops are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.
- Markers will be placed on the wall or fence of the arena at the center of the arena AND at least 50' from each end wall.

Equipment needed: 6 cones

Pattern will take 5-7 minutes.

Judge



OHSET
Reining – Pattern #4
#4.16.20

11/27/2021

Date: _____

District: _____

CLASS: REINING (NRHA Pattern #5)

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
	Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence		
1.	Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate		
2.	Complete four spins to the left. Hesitate		
3.	Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate		
4.	Complete four spins to the right. Hesitate		
5.	Beginning on the left lead, run a large fast circle to the left.		
6.	Change leads at the center of arena		
7.	Run large fast circle to the right		
8.	Change leads at the center of arena		
9.	Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence, no hesitation		
10.	Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence, no hesitation		
11.	Continue back around previous circle, but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate end of pattern		
12.	Overall Horsemanship.		

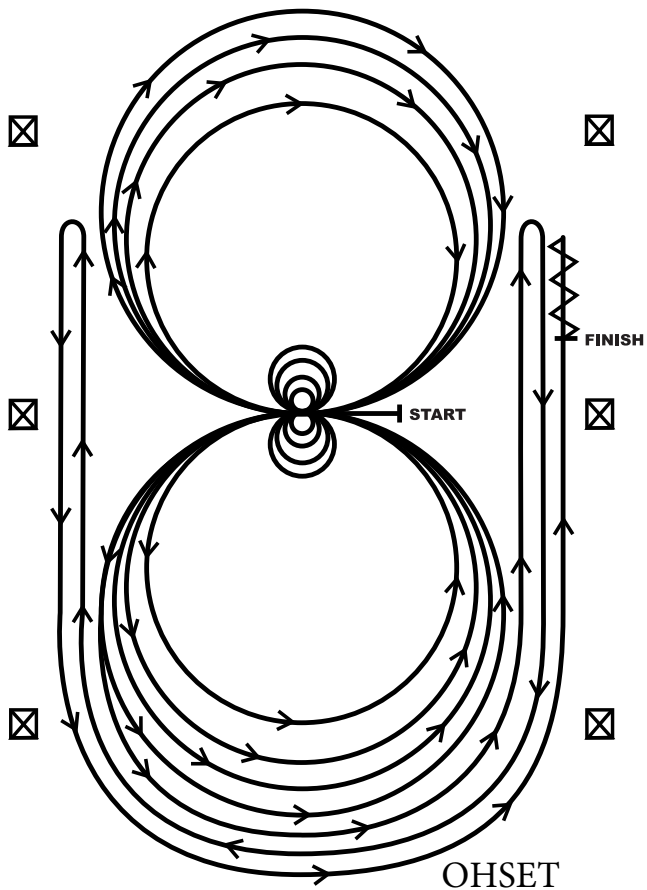
Judge's Signature: _____

Expectations:

- Full use of arena is encouraged as long as the equine is guided by the rider and not the wall.
- There will be a penalty for failure to remain a minimum of 20ft from end of arena when approaching a stop or rollback. Unless it is a direct result of a longer than expected and correct stop.
- Spins shall be balanced on hindquarters and remain in fixed location. Equine is not required to keep a singular pivot foot throughout the maneuver.
- During spins, over or under rotations greater than 90° will result in a "0" for that maneuver. Under or over rotations less than or equal to 90° will be scored based on the quality of the spin.
- Rollback: The rollback begins after the horse is stopped. Once motion for rollback has started there must be no hesitation through the lope transition. Lope out of rollback may be on either lead, but horse must be on correct lead prior to corner (with no break in stride) if continuing around end.
- Any off course movements within an element will result in a score of "0" for the entire element.
- Flying lead changes are required and should be attempted. Horses attempting flying changes and not completing will be scored accordingly. Horses not attempting a flying change and performing other changes will be given a score of "0" for that element.
- Sliding stop: Stops are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.
- Markers will be placed on the wall or fence of the arena AND at least 50' from each end wall.

Equipment needed: 6 cones

Pattern will take 5-7 minutes.



Reining - Pattern #5

#5.19

12/17/2017

Date: _____

District: _____

CLASS: REINING (NRHA Pattern #6)

HIGH SCHOOL: _____

ATHLETE #: _____

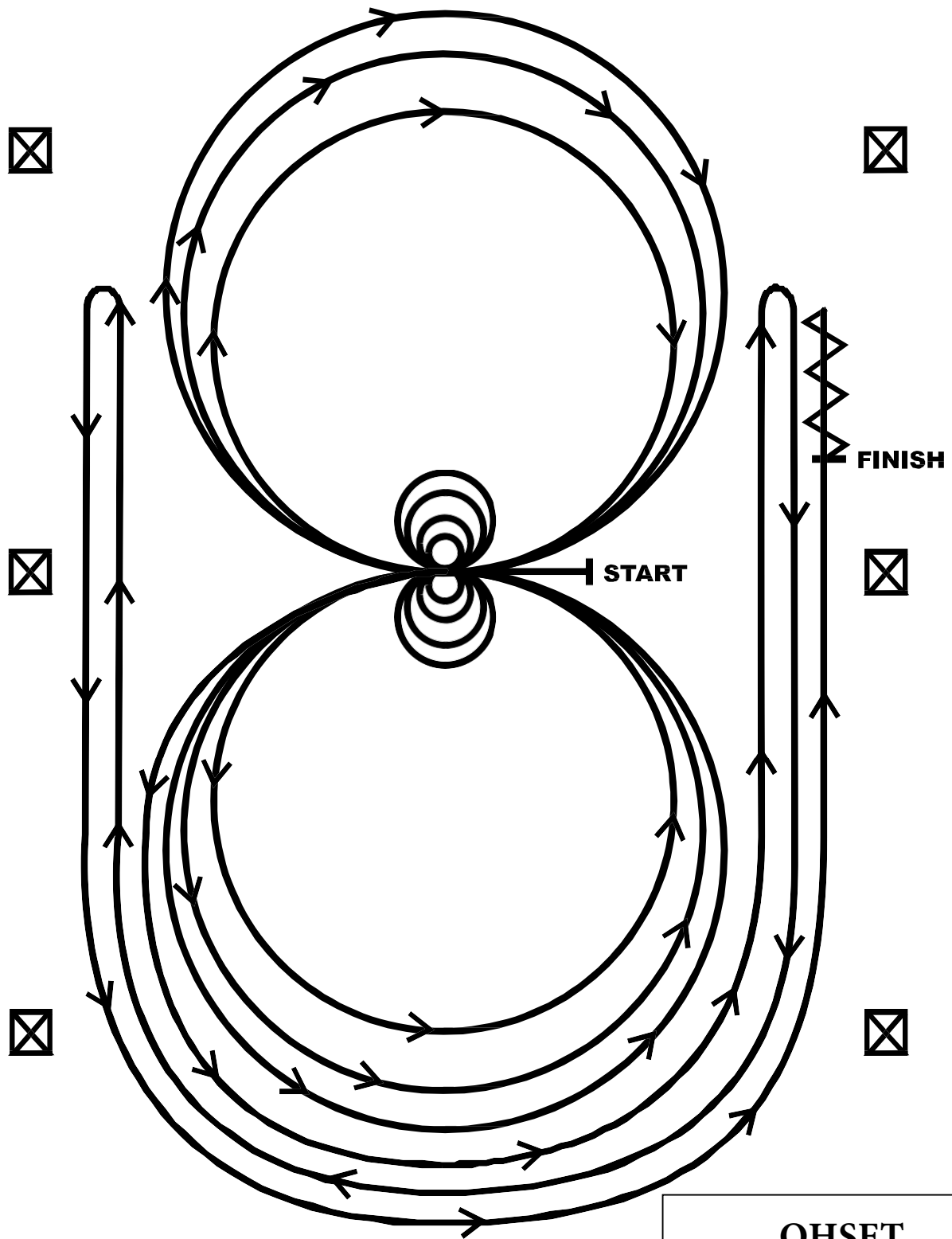
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Complete four spins to the right. Hesitate		
2.	Complete four spins to the left. Hesitate		
3.	Beginning on the left lead, complete three circles to the left: the first two circles large and fast, the third circle small and slow.		
4.	Change leads at center of the arena.		
5.	Complete three circles to the right: the first two circles large and fast; the third circle small and slow.		
6.	Change leads at center of the arena.		
7.	Begin large fast circle to the left, but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet from the wall or fence, no hesitation.		
8.	Continue back around the previous circle, but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence, no hesitation.		
9.	Continue back around the previous circle, but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.		
11.	Overall Horsemanship.		

Judge's Signature: _____

Expectations:

- Full use of arena is encouraged as long as the equine is guided by the rider and not the wall.
- There will be a penalty for failure to remain a minimum of 20ft from end of arena when approaching a stop or rollback. Unless it is a direct result of a longer than expected and correct stop.
- Spins shall be balanced on hindquarters and remain in fixed location. Equine is not required to keep a singular pivot foot throughout the maneuver.
- During spins, over or under rotations greater than 90° will result in a "0" for that maneuver. Under or over rotations less than or equal to 90° will be scored based on the quality of the spin.
- Rollback: The rollback begins after the horse is stopped. Once motion for rollback has started there must be no hesitation through the lope transition. Lope out of rollback may be on either lead, but horse must be on correct lead prior to corner (with no break in stride) if continuing around end.
- Any off course movements within an element will result in a score of "0" for the entire element.
- Flying lead changes are required and should be attempted. Horses attempting flying changes and not completing will be scored accordingly. Horses not attempting a flying change and performing other changes will be given a score of "0" for that element.
- Sliding stop: Stops are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.
- Markers will be placed on the wall or fence of the arena at the center of the arena AND at least 50' from each end wall.

Equipment needed: 6 cones**Pattern will take 5-7 minutes.**



OHSET
Reining – Pattern #6
Revised 12/17/17

11/27/2021

Date: _____

District: _____

CLASS: REINING (NRHA Pattern #7)

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Run at speed to the far end of the arena past the end marker and do a left rollback- no hesitation.		
2.	Run to the oposite end of the arena past the end marker and do a right rollback - no hesitation.		
3.	Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.		
4.	Complete four spins to the right. Hesitate.		
5.	Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.		
6.	Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow.		
7.	Change leads at center of the arena.		
8.	Complete three circles to the left: the first two circles large and fast; the third circle small and slow.		
9.	Change leads at center of the arena.		
10.	Begin a large fast circle to the right, but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.		
11.	Overall Horsemanship.		

Judge's Signature: _____

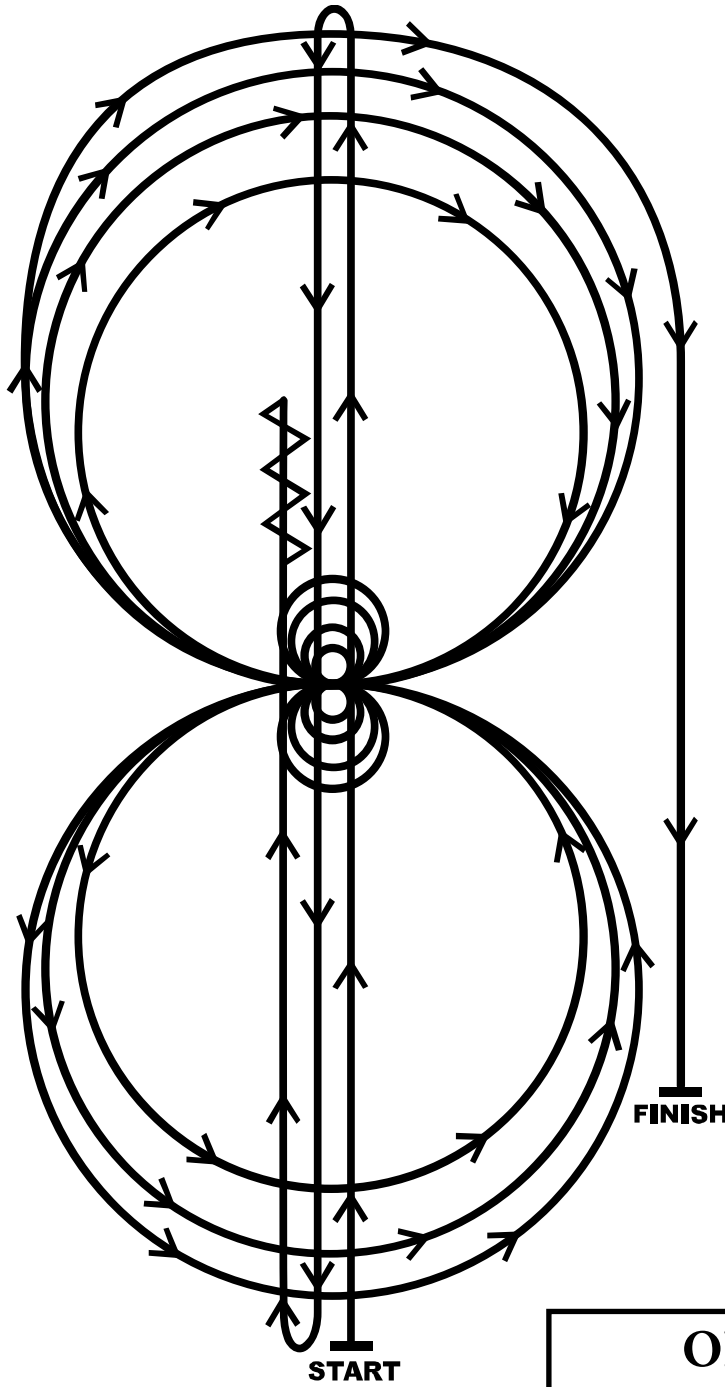
Expectations:

- Full use of arena is encouraged as long as the equine is guided by the rider and not the wall.
- There will be a penalty for failure to remain a minimum of 20ft from end of arena when approaching a stop or rollback. Unless it is a direct result of a longer than expected and correct stop.
- Spins shall be balanced on hindquarters and remain in fixed location. Equine is not required to keep a singular pivot foot throughout the maneuver.
- During spins, over or under rotations greater than 90° will result in a "0" for that maneuver. Under or over rotations less than or equal to 90° will be scored based on the quality of the spin.
- Rollback: The rollback begins after the horse is stopped. Once motion for rollback has started there must be no hesitation through the lope transition. Lope out of rollback may be on either lead, but horse must be on correct lead prior to corner (with no break in stride) if continuing around end.
- Any off course movements within an element will result in a score of "0" for the entire element.
- Flying lead changes are required and should be attempted. Horses attempting flying changes and not completing will be scored accordingly. Horses not attempting a flying change and performing other changes will be given a score of "0" for that element.
- Sliding stop: Stops are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.
- Markers will be placed on the wall or fence of the arena at the center of the arena AND at least 50' from each end wall.

Equipment needed: 6 cones

Pattern will take 5-7 minutes.

Judge



OHSET

Reining - Pattern #7

#7.20

9/19/2021

Date: _____

District: _____

CLASS: REINING (NRHA Pattern #8)

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Beginning at the center of the arena facing left wall, complete four spins to the left, and hesitate		
2.	Complete four spins to the right, and hesitate		
3.	Beginning on the right lead, complete three circles to the right: the first circle large and fast, the second small and slow, and the third large and fast		
4.	At center, change leads. (flying expected and preferred)		
5.	On left lead begin three circles to the left: the first large and fast, the second small and slow, and the third large and fast		
6.	At center, change leads. (flying expected and preferred)		
7.	Begin large fast circle to the right, but do not close this circle. Run straight down side of the arena past the center marker, sliding stop (at least 20' from wall or fence)		
8.	Left rollback, no hesitation		
9.	Continue back around the previous circle, but do not close this circle. Run down left side of the arena past the center marker and do a sliding stop (at least twenty feet from the wall or fence)		
10.	Right rollback, no hesitation		
11.	Continue back around the previous circle, but do not close this circle. Run down right side of the arena past the center marker and do a sliding stop (at least twenty feet from the wall or fence), back up at least ten feet. Hesitate to demonstraight completion of pattern		
11.	Overall Horsemanship.		

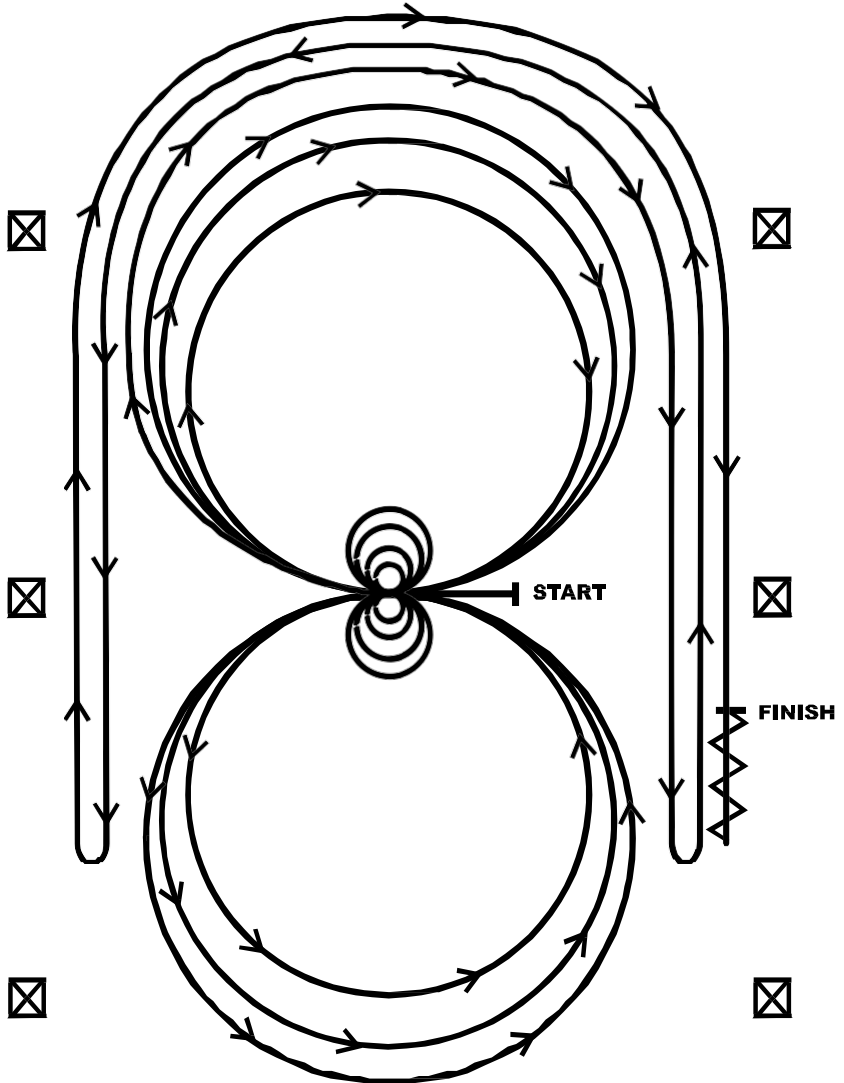
Judge's Signature: _____

Expectations:

- Full use of arena is encouraged as long as the equine is guided by the rider and not the wall.
- There will be a penalty for failure to remain a minimum of 20ft from end of arena when approaching a stop or rollback. Unless it is a direct result of a longer than expected and correct stop.
- Spins shall be balanced on hindquarters and remain in fixed location. Equine is not required to keep a singular pivot foot throughout the maneuver.
- During spins, over or under rotations greater than 90° will result in a "0" for that maneuver. Under or over rotations less than or equal to 90° will be scored based on the quality of the spin.
- Rollback: The rollback begins after the horse is stopped. Once motion for rollback has started there must be no hesitation through the lope transition. Lope out of rollback may be on either lead, but horse must be on correct lead prior to corner (with no break in stride) if continuing around end.
- Any off course movements within an element will result in a score of "0" for the entire element.
- Flying lead changes are required and should be attempted. Horses attempting flying changes and not completing will be scored accordingly. Horses not attempting a flying change and performing other changes will be given a score of "0" for that element.
- Sliding stop: Stops are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.
- Markers will be placed on the wall or fence of the arena at the center of the arena AND at least 50' from each end wall.

Equipment needed: 6 cones

Pattern will take 5-7 minutes.



OHSET
Reining – Pattern #8
Revised 9/19/21

11/23/2018

Date: _____

District: _____

CLASS: REINING (NRHA Pattern #10)

HIGH SCHOOL: _____

ATHLETE #: _____

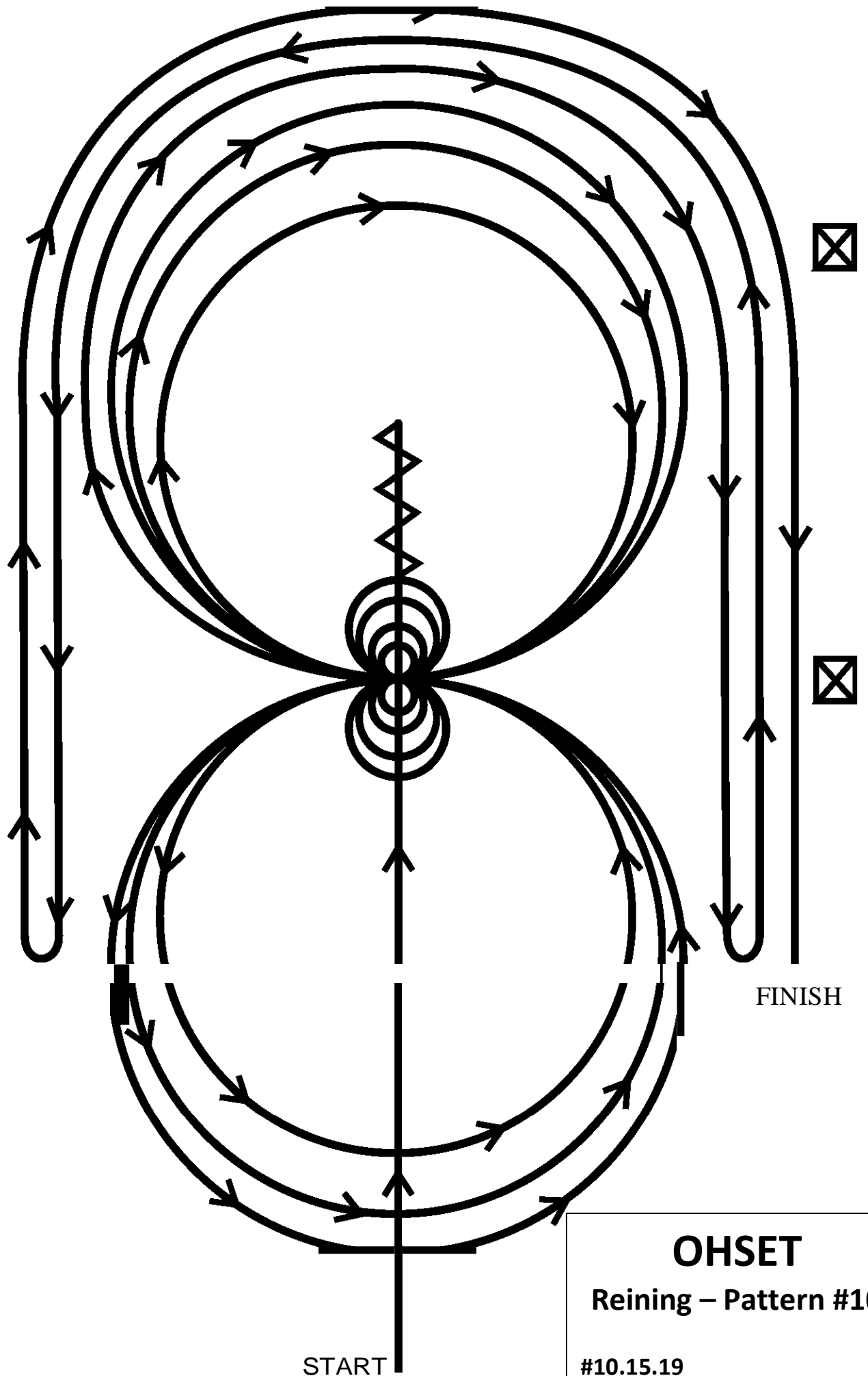
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Beginning at the center of the end wall. Pick up lope (either lead), run past the center marker, and do a sliding stop. Back up to the center of the arena or at least 10 feet, hesitate		
2.	Complete four spins to the right, and hesitate		
3.	Complete four and one-quarter spins to the left so that the horse is facing the left wall, hesitate		
4.	Beginning on the right lead, complete three circles to the right. The first two circles large and fast, the third circle small and slow		
5.	Change leads at the center of the arena (flying change expected and preferred)		
6.	Complete three circles to the left, the first small and slow, the next two large and fast		
7.	Change leads at the center of the arena (flying change expected and preferred)		
8.	Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop.		
9.	Do a left rollback with no hesitation once started		
10.	Continue back around the previous circle, but do not close this circle. Run down the left side of the arena past the center marker and do a sliding stop		
11.	Do a right rollback with no hesitation once started		
12.	Continue back around previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop. Hesitate to demonstrate end of pattern		
13.	Overall Horsemanship.		

Judge's Signature: _____

Expectations:

- Full use of arena is encouraged as long as the equine is guided by the rider and not the wall.
- There will be a penalty for failure to remain a minimum of 20ft from end of arena when approaching a stop or rollback. Unless it is a direct result of a longer than expected and correct stop.
- Spins shall be balanced on hindquarters and remain in fixed location. Equine is not required to keep a singular pivot foot throughout the maneuver.
- During spins, over or under rotations greater than 90° will result in a "0" for that maneuver. Under or over rotations less than or equal to 90° will be scored based on the quality of the spin.
- Rollback: The rollback begins after the horse is stopped. Once motion for rollback has started there must be no hesitation through the lope transition. Lope out of rollback may be on either lead, but horse must be on correct lead prior to corner (with no break in stride) if continuing around end.
- Any off course movements within an element will result in a score of "0" for the entire element.
- Flying lead changes are required and should be attempted. Horses attempting flying changes and not completing will be scored accordingly. Horses not attempting a flying change and performing other changes will be given a score of "0" for that element.
- Sliding stop: Stops are the act of slowing the horse from a lope to a stop position by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop position by bending the back, bringing the hind legs further under the body while maintaining forward motion and ground contact and cadence with front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.
- Markers will be placed on the wall or fence of the arena at the center of the arena AND at least 50' from each end wall.

Equipment needed: 6 cones**Pattern will take 5-7 minutes.**



ONSET

Saddle Seat

Link Page

Date: _____

District: _____

CLASS: SADDLE SEAT EQUITATION - PATTERN #1

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	On centerline, posting trot, ¼ of the way, circle to right on correct diagonal, then continue straight		
2.	¾ of the way, circle to left on correct diagonal		
3.	Halt, 270° left forehand turn		
4.	Walk several steps, right lead canter and begin serpentine		
5.	Change leads, left lead canter on serpentine		
6.	Transition to walk at centerline, show a loose rein minimum of 5 strides, collect reins		
7.	Posting trot around corner, extend up long wall and collect before corner. At next corner turn on diagonal, trot		
8.	Extend trot on diagonal line		
9.	Halt, back approximately 8 steps, close		
10.	Overall Horsemanship		
11.	Rider Equitation, Seat, Legs, Hands		

Judge's Signature: _____

Expectations:

- Proper body and hand position is of utmost importance. An emphasis is placed on appropriate use of reins to properly elevate and present a horse in a Saddle Seat frame with a straight line between bit and elbows while using light contact with the equine's mouth.
- Body position with ear, shoulder, hip, and heel alignment will be closely observed in this pattern.
- Use of the arena to best display the equine's ability and athlete's horsemanship will score higher points.
- Animated movement of the equine with no resistance to hand or leg cues during the pattern, maintaining the ability to collect during lead changes and transitions is going to contribute to the overall success of this performance.
- Accurate and quality lead changes are expected, all lead changes accepted

Date: _____ District: _____

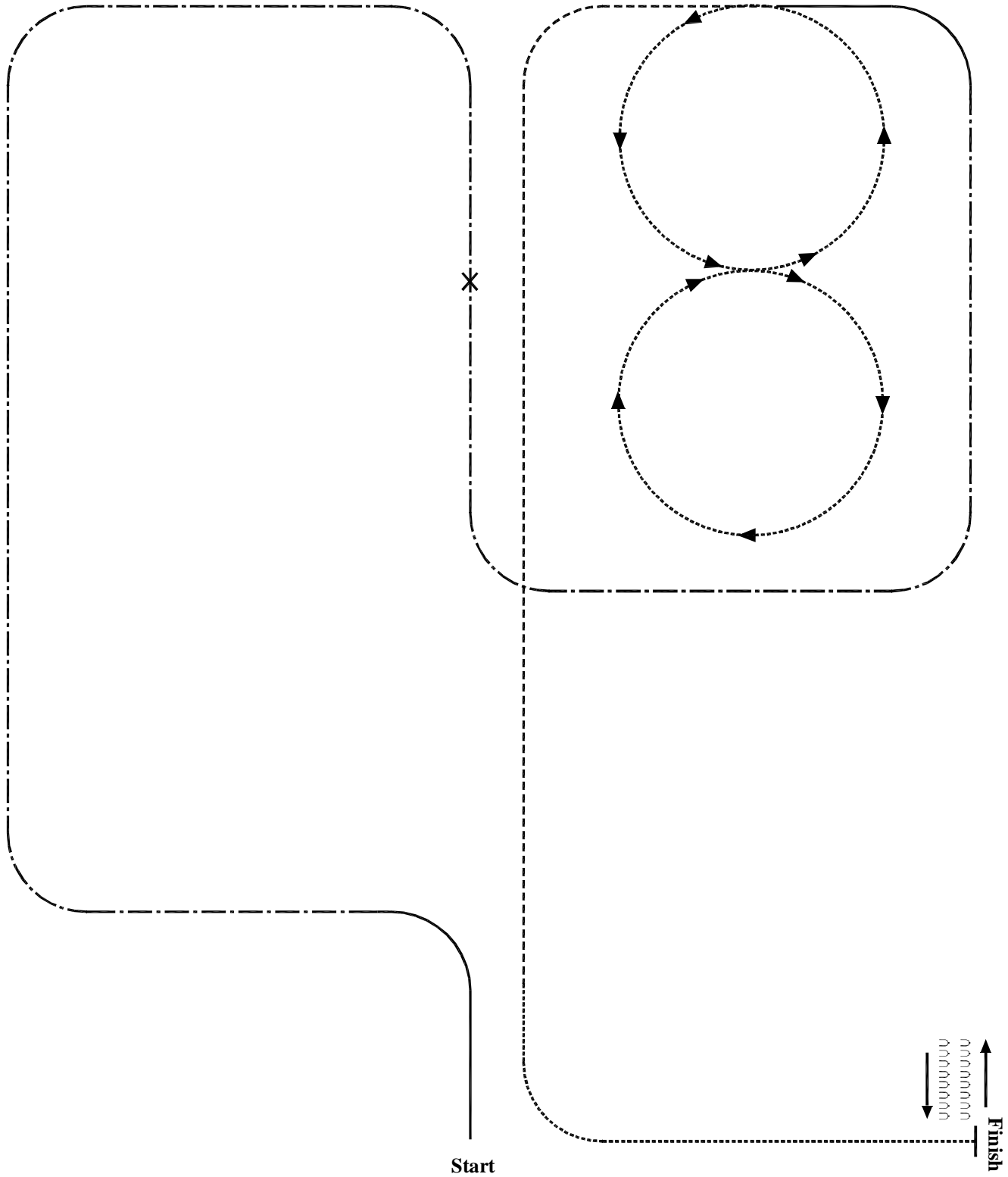
CLASS: SADDLE SEAT EQUITATION - PATTERN #2

HIGH SCHOOL: _____ ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	When acknowledged, walk straight ahead, then turn left		
2.	Pick up right lead and continue around the long wall, then down center		
3.	Change leads		
4.	Continue canter and turn left		
5.	Before corner, transition to walk, and walk to top of figure 8		
6.	Pick up posting trot and begin figure 8. Complete figure 8 changing diagonals as needed		
7.	Exit figure 8 and extend trot. Turn down centerline continuing extended trot		
8.	Before end of arena collect to posting trot, turn left, halt		
9.	Sidepass four crossovers to left and four crossovers to right. Wait to be excused.		
10.	Overall Horsemanship		
11.	Rider Equitation, Seat, Legs, Hands		

Judge's Signature: _____

- Expectations:**
- Proper body and hand position is of utmost importance. An emphasis is placed on appropriate use of reins to properly elevate and present a horse in a Saddle Seat frame with a straight line between bit and elbows while using light contact with the equine's mouth.
 - Body position with ear, shoulder, hip, and heel alignment will be closely observed in this pattern.
 - Use of the arena to best display the equine's ability and athlete's horsemanship will score higher points.
 - Animated movement of the equine with no resistance to hand or leg cues during the pattern, maintaining the ability to collect during lead changes and transitions is going to contribute to the overall success of this performance.
 - Accurate and quality lead changes are expected, all types of lead changes accepted



OHSET
PATTERN #2
Saddle Seat Equitation

#2.15.19 Revised 11-23-18

Legend :	
Walk	—————
Posting Trot
Extended Trot	- - - - -
Canter	— · — · —
Back	XXXXXX

12/1/2019

Date: _____ District: _____

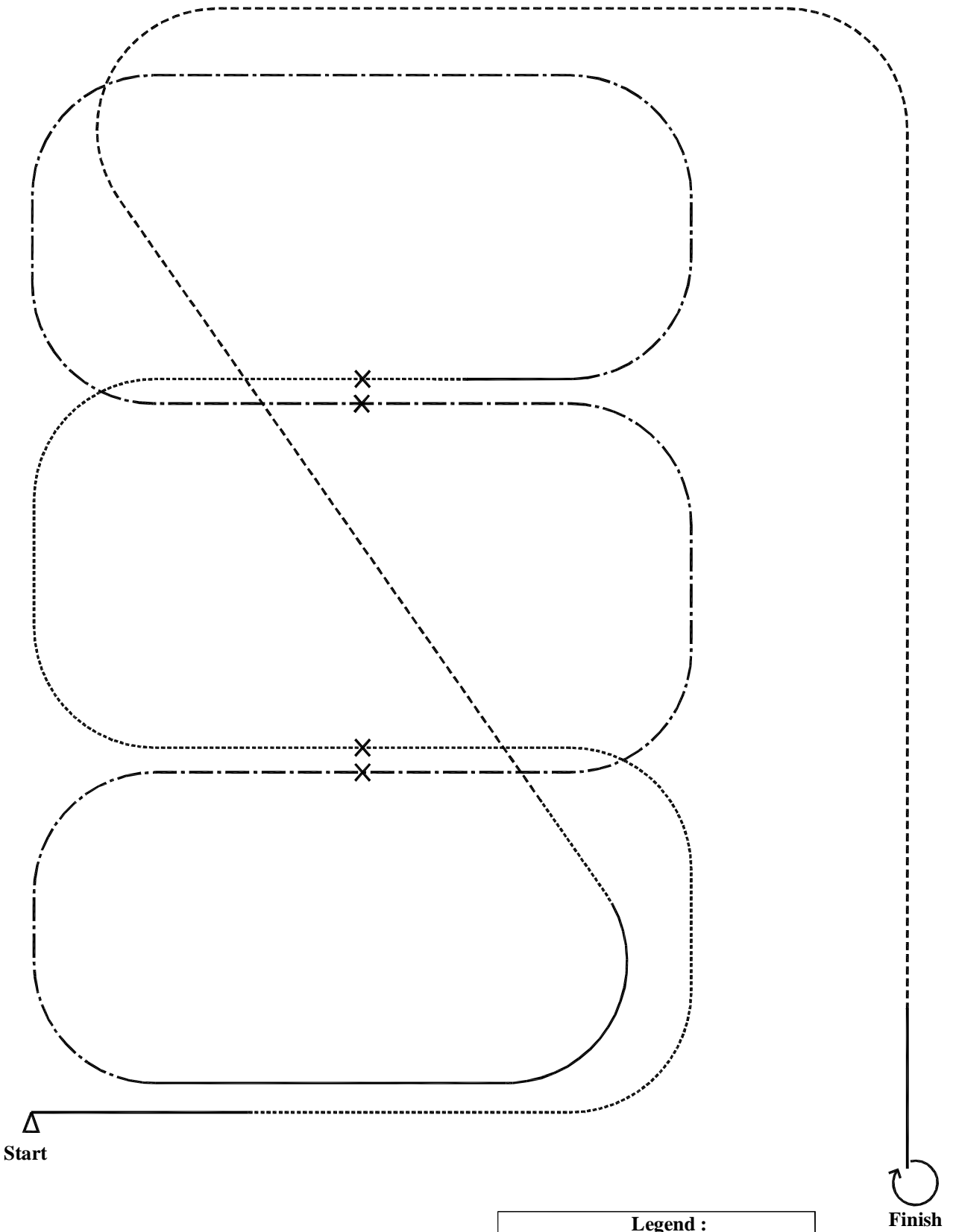
CLASS: SADDLE SEAT EQUITATION - PATTERN #3

HIGH SCHOOL: _____ ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at cone, when acknowledged by judge, address reins.		
2.	Walk three lengths, pick up trot/intermediate gait.		
3.	Serpentine with two diagonal changes.		
4.	Walk then pick up left lead canter, begin serpentine back towards start cone		
5.	Change to right lead canter.		
6.	Change to left lead canter.		
7.	After rounding corner transition to walk and walk short wall and around corner		
8.	Pick up posting trot left diagonal, extend the trot across the diagonal, following pattern as diagramed		
9.	Halt through walk to be even with start cone		
10.	360° right forehand turn. Wait to be excused.		
11.	Overall Horsemanship		
12.	Rider Equitation, Seat, Legs, Hands		

Judge's Signature: _____

- Expectations:**
- Proper body and hand position is of utmost importance. An emphasis is placed on appropriate use of reins to properly elevate and present a horse in a Saddle Seat frame with a straight line between bit and elbows while using light contact with the equine's mouth.
 - Body position with ear, shoulder, hip, and heel alignment will be closely observed in this pattern.
 - Use of the arena to best display the equine's ability and athlete's horsemanship will score higher points.
 - Animated movement of the equine with no resistance to hand or leg cues during the pattern, maintaining the ability to collect during lead changes and transitions is going to contribute to the overall success of this performance.
 - Accurate and quality lead changes are expected. Interrupted, Simple, and Flying changes are all acceptable, with equal points available.

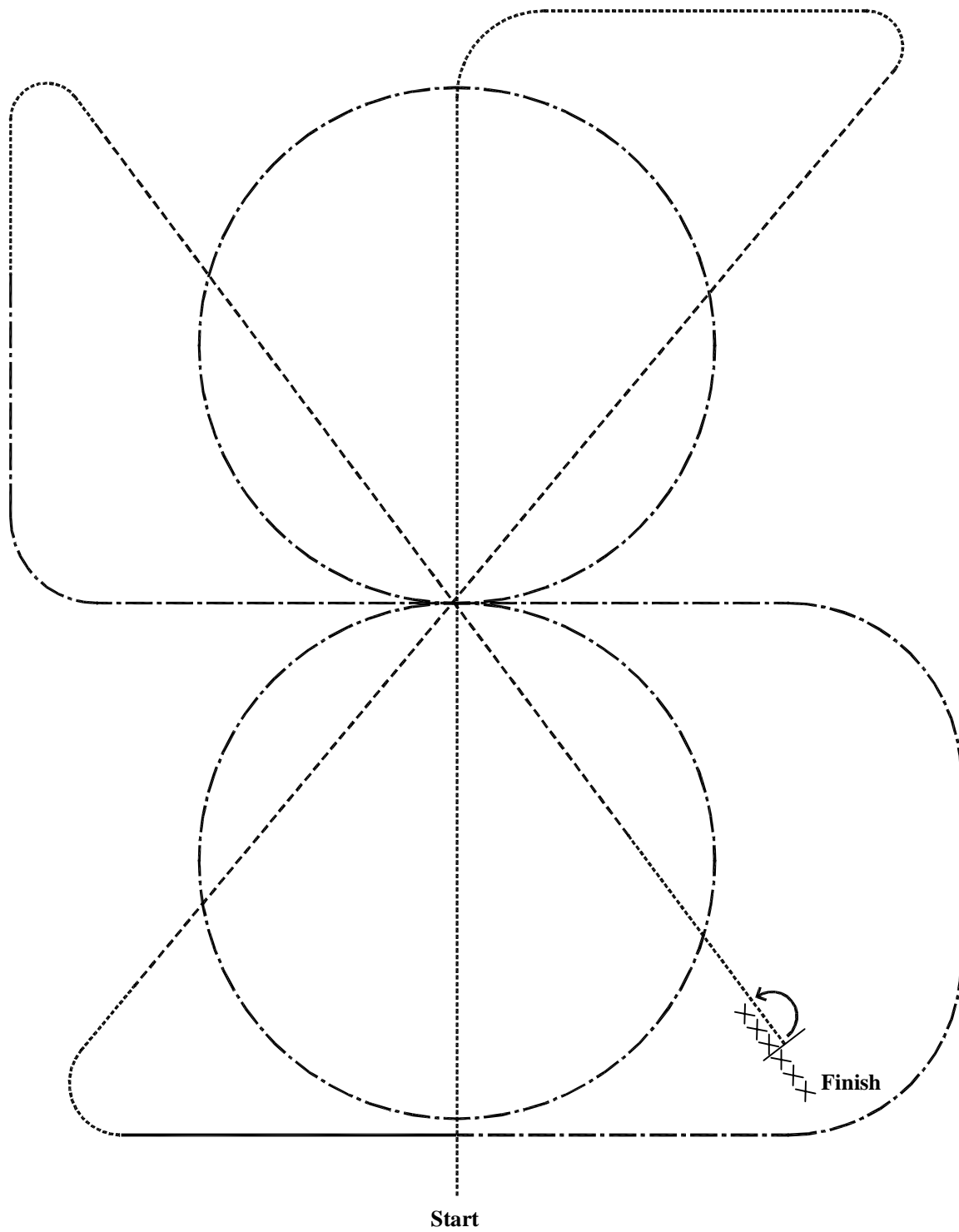


OHSET
Pattern #3
Saddle Seat Equitation

#3.16.20 Revised 12-15-19

Legend :	
Walk	—————
Posting Trot
Extended Trot	- - - - -
Canter	- · - · -
Back	XXXXXX

Date: _____		District: _____	
CLASS: SADDLE SEAT EQUITATION - PATTERN #4			
HIGH SCHOOL: _____		ATHLETE #: _____	
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Wait at centerline for judge's acknowledgement. Address reins.		
2.	Begin posting trot up center, change diagonals three times ending on left diagonal. Continue posting around corner and end of arena onto diagonal line		
3.	When on diagonal line, extend trot		
4.	Before end, collect to posting trot, turn left transition to walk		
5.	At center transition to left lead canter, begin serpentine to left, at center circle left		
6.	At center change leads		
7.	Circle right, continue serpentine to right up wall		
8.	Transition to posting trot, turn right onto diagonal line		
9.	Extend trot across diagonal line, before end collect posting trot, halt		
10.	180° left forehand turn		
11.	Back 6 or so steps		
12.	Overall Horsemanship		
13.	Rider Equitation, Seat, Legs, Hands		
Judge's Signature: _____			
Expectations:			
<ul style="list-style-type: none"> • Proper body and hand position is of utmost importance. An emphasis is placed on appropriate use of reins to properly elevate and present a horse in a Saddle Seat frame with a straight line between bit and elbows while using light contact with the equine's mouth. • Body position with ear, shoulder, hip, and heel alignment will be closely observed in this pattern. • Use of the arena to best display the equine's ability and athlete's horsemanship will score higher points. • Animated movement of the equine with no resistance to hand or leg cues during the pattern, maintaining the ability to collect during lead changes and transitions is going to contribute to the overall success of this performance. • Accurate and quality lead changes are expected, all lead changes accepted 			



OHSET
PATTERN #4
Saddle Seat Equitation
 #4.17.21 Revised 9-19-20

Legend :	
Walk	—————
Posting Trot
Extended Trot	-----
Canter	-----
Back	XXXXXX

Date: _____ District: _____

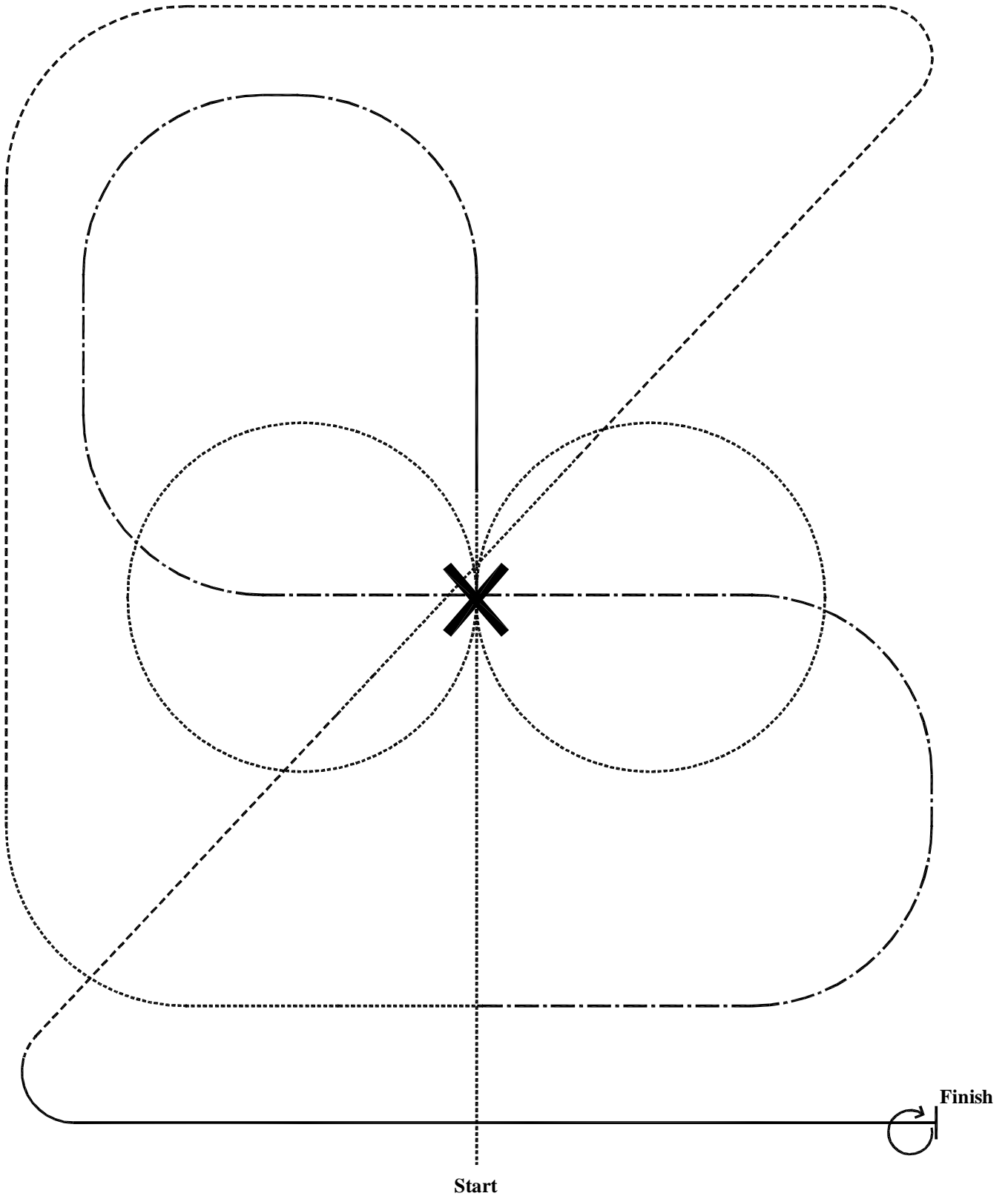
CLASS: SADDLE SEAT EQUITATION - PATTERN #5

HIGH SCHOOL: _____ ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready on centerline. Pick up posting trot left diagonal. Circle right.		
2.	Change diagonal, Circle left. Transition to walk and walk straight ahead.		
3.	Pick up left lead canter, continue up centerline, turn left and begin serpentine		
4.	At center change leads		
5.	Continue serpentine to right. After centerline transition to posting trot then turn right up long wall.		
6.	Once straight on wall extend trot and continue around short end, then <u>turn onto diagonal</u>		
7.	Show collection to posting trot through center of diagonal line, and then extend across remainder of line.		
8.	Transition to walk and turn up short wall. Walk across short wall and halt		
9.	Perform 360* Right forehand turn. Wait to be excused		
10.	Overall Horsemanship		
11.	Rider Equitation, Seat, Legs, Hands		

Judge's Signature: _____

- Expectations:**
- Proper body and hand position is of utmost importance. An emphasis is placed on appropriate use of reins to properly elevate and present a horse in a Saddle Seat frame with a straight line between bit and elbows while using light contact with the equine's mouth.
 - Body position with ear, shoulder, hip, and heel alignment will be closely observed in this pattern.
 - Use of the arena to best display the equine's ability and athlete's horsemanship will score higher points.
 - Animated movement of the equine with no resistance to hand or leg cues during the pattern, maintaining the ability to collect during lead changes and transitions is going to contribute to the overall success of this performance.
 - Accurate and quality lead changes are expected, all lead changes accepted



OHSET
PATTERN #5
Saddle Seat Equitation

#5.14.22 Revised 12-2-21

Legend :	
Walk	—————
Posting Trot
Extended Trot	- - - - -
Canter	— · — · —
Back	XXXXXX



Showmanship

Link Page

12/17/2017

Date: _____

District: _____

CLASS: SHOWMANSHIP - PATTERN #1

HIGH SCHOOL: _____

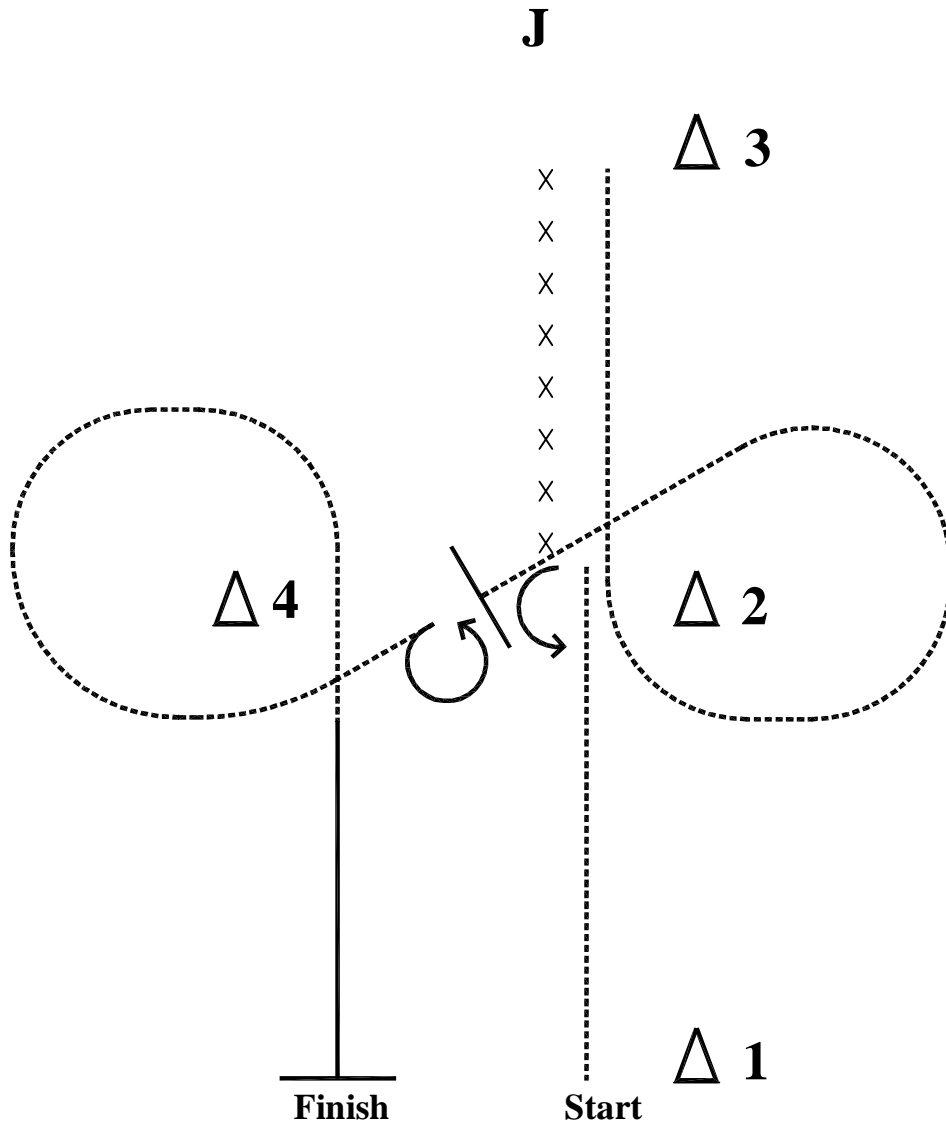
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at cone 1. Trot until horse's back feet are even with cone 2		
2.	180° left forehand turn		
3.	Back until horse's back feet are even with cone 3		
4.	Set up for Inspection		
5.	After inspection trot on offside straight then circle around cone 2 to left		
6.	Halt, 360° left haunch turn. Move to near side		
7.	Trot circle on near side around cone 4 and then straighten		
8.	Transition to walk and continue straight until even with cone 1		
9.	Halt, present horse, and wait to be excused		
10.	Overall Showmanship		

Judge's Signature: _____

Expectations:

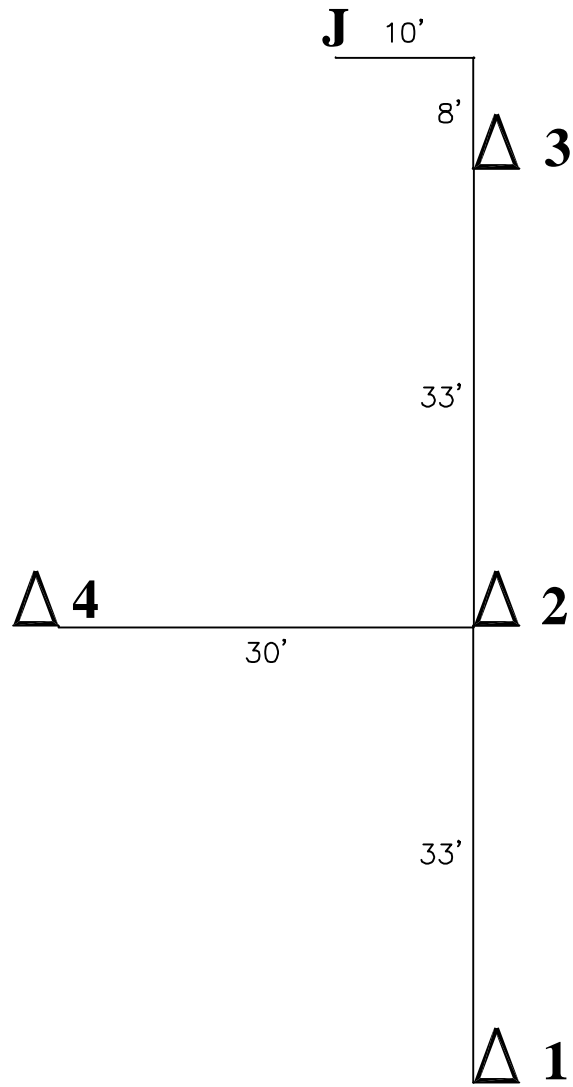
- We are looking for the athlete to create a presence that convinces the judge and audience that their horse is the best, and that they have successfully completed every element of the pattern.
- Eye contact with the judge, crisp body communication, and facial expression are important.
- Changes of sides should allow the willingness of the horse to yield to the athlete under any condition.
- Condition of coat, feet, mane, and tail does count in this class. Handler and horse should be neat, clean and well groomed.
- Horse should display no resistance - lead rope and halter should be properly adjusted and appear to not be necessary in the horse's performance.
- Handler should not touch the horse to cue for movements. Athletes touching their horse should not expect a zero for that maneuver, but will be marked down.
- Correct hand positioning should be used to cue for each maneuver.
- Athletes may or may not change hands to back. Either is equally acceptable.



OHSET
PATTERN #1
Showmanship

#1.13.18 Revised 12-17-17

Legend :	
Walk	—————
Jog / Trot	-----
Back	XXXXXX
Sidepass	UUUUUU
Cone	△



OHSET
PATTERN #1
Showmanship

#1.13.18 Revised 12-17-17

Equipment:	
(4) Cones	△

9/19/2020

Date: _____

District: _____

CLASS: SHOWMANSHIP - PATTERN #2

HIGH SCHOOL: _____

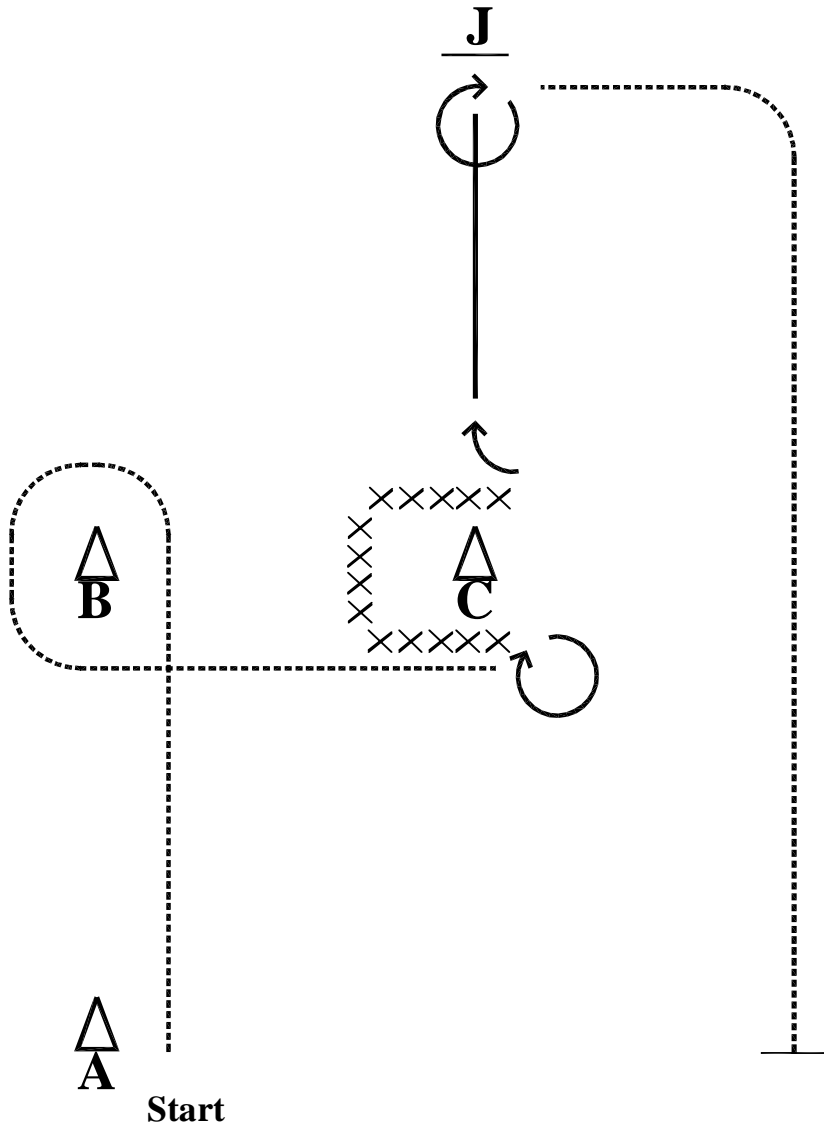
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at cone 'A', change sides, pick up trot on offside		
2.	Circle cone 'B' to left and continue to cone 'C'		
3.	Halt with horses hip even with cone 'C'		
4.	360° right forehand turn		
5.	Change to near side and back around cone 'C' in a smooth and round manner		
6.	90° right haunch turn, walk to judge		
7.	450° right haunch turn		
8.	Halt, setup for inspection		
9.	Trot straight, then continue around corner and halt when even with cone 'A'		
10.	Present horse, wait to be excused		
11..	Overall Showmanship		

Judge's Signature: _____

Expectations:

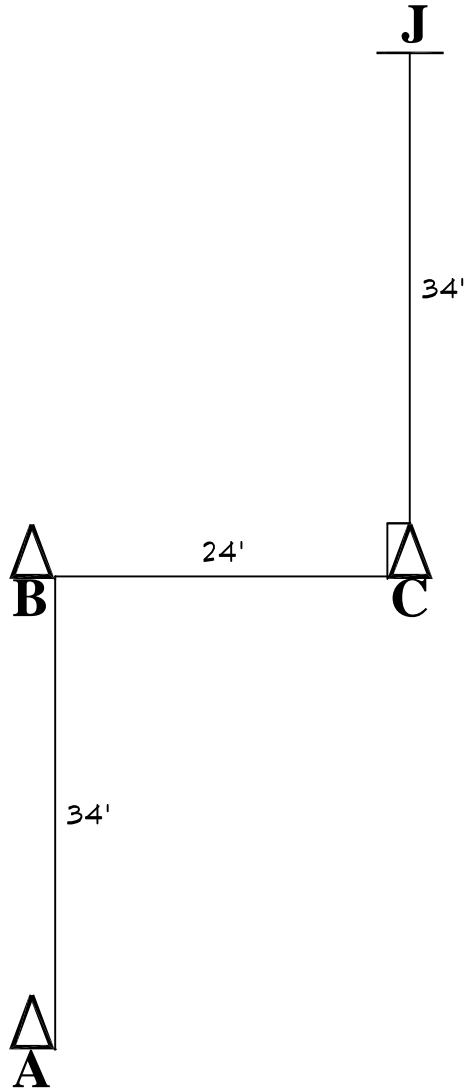
- We are looking for the athlete to create a presence that convinces the judge and audience that their horse is the best, and that they have successfully completed every element of the pattern.
- Eye contact with the judge, crisp body communication, and facial expression are important.
- Changes of sides should allow the willingness of the horse to yield to the athlete under any condition.
- Condition of coat, feet, mane, and tail does count in this class. Handler and horse should be neat, clean and well groomed.
- Horse should display no resistance - lead rope and halter should be properly adjusted and appear to not be necessary in the horse's performance.
- Handler should not touch the horse to cue for movements. Athletes touching their horse should not expect a zero for that maneuver, but will be marked down.
- Correct hand positioning should be used to cue for each maneuver.
- Athletes may or may not change hands to back. Either is equally acceptable.



OHSET
PATTERN #2
Showmanship

#2.17.21 Revised 9-19-20

Legend :	
Walk	—————
Jog / Trot	-----
Back	xxxxxxx
Sidepass	uuuuuu
Cone	△



Note: Judge and Cone 'C' should be a minimum of 20' from wall

<p>OHSET PATTERN #2 Showmanship</p> <p>#2.17.21 Revised 9-19-20</p>

Equipment:	
(3) Cones	△

12/9/2018

Date: _____

District: _____

CLASS: SHOWMANSHIP - PATTERN #3

HIGH SCHOOL: _____

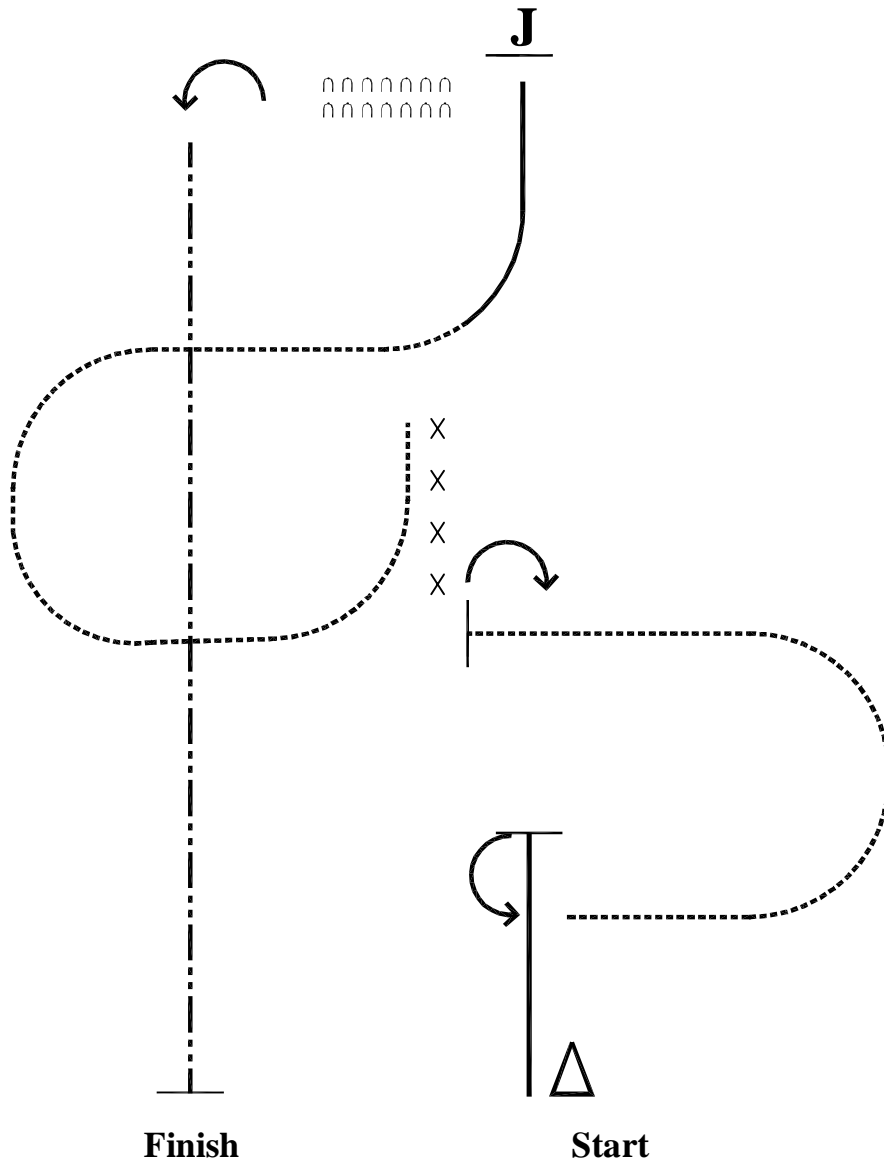
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Begin at cone, when acknowledged, offside walk 1/4 way to judge		
2.	Halt, 270° left haunch turn		
3.	Trot serpentine loop to the left		
4.	Halt in line with judge		
5.	Move to near side, 270° right haunch turn		
6.	Back two lengths		
7.	Trot ahead and serpentine to the right		
8.	Transition to walk as you turn toward the judge		
9.	Halt at judge and set up for inspection		
10.	When excused, sidepass left six crossovers		
11.	Move to near side, 180° left forehand turn		
12.	Extended trot until even with cone		
13.	Halt and present. Wait to be excused		
14.	Overall Showmanship		

Judge's Signature: _____

Expectations:

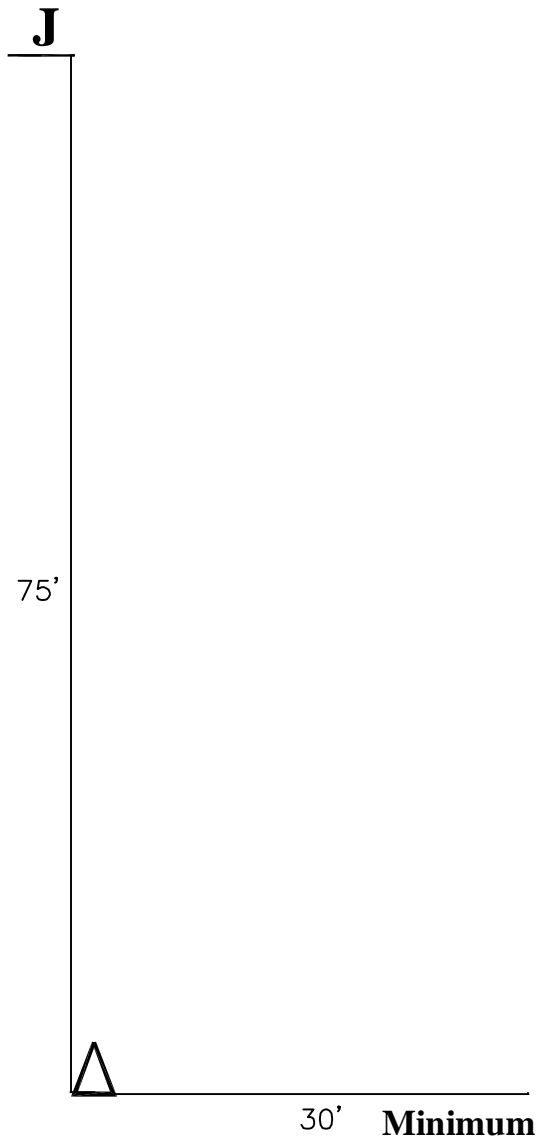
- We are looking for the athlete to create a presence that convinces the judge and audience that their horse is the best, and that they have successfully completed every element of the pattern.
- Eye contact with the judge and crisp body movements is important.
- Changing of sides should demonstrate the willingness of the horse to yield to the athlete under any condition.
- Condition of coat, feet, mane, and tail does count in this class. Handler and horse should be neat, clean and well groomed.
- Horse should display no resistance - lead rope and halter should be properly adjusted and appear to not be necessary in the horse's performance.
- Handler should not touch the horse to cue for movements. Athletes touching their horse should not expect a zero for that maneuver, but will be marked down.
- Athletes may or may not change hands to back. Either is equally acceptable.



OHSET
PATTERN #3
Showmanship

#3.19 Revised 11-30-18

Legend :	
Walk	—————
Jog / Trot	- - - - -
Extended Trot	— · — · —
Back	X X X X X
Sidepass	U U U U U
Cone	△



**OHSET
PATTERN #3
Showmanship**

#3.19 Revised 11-30-18

Equipment:	
(1) Cone	△

12/15/2019

Date: _____

District: _____

CLASS: SHOWMANSHIP - PATTERN #4

HIGH SCHOOL: _____

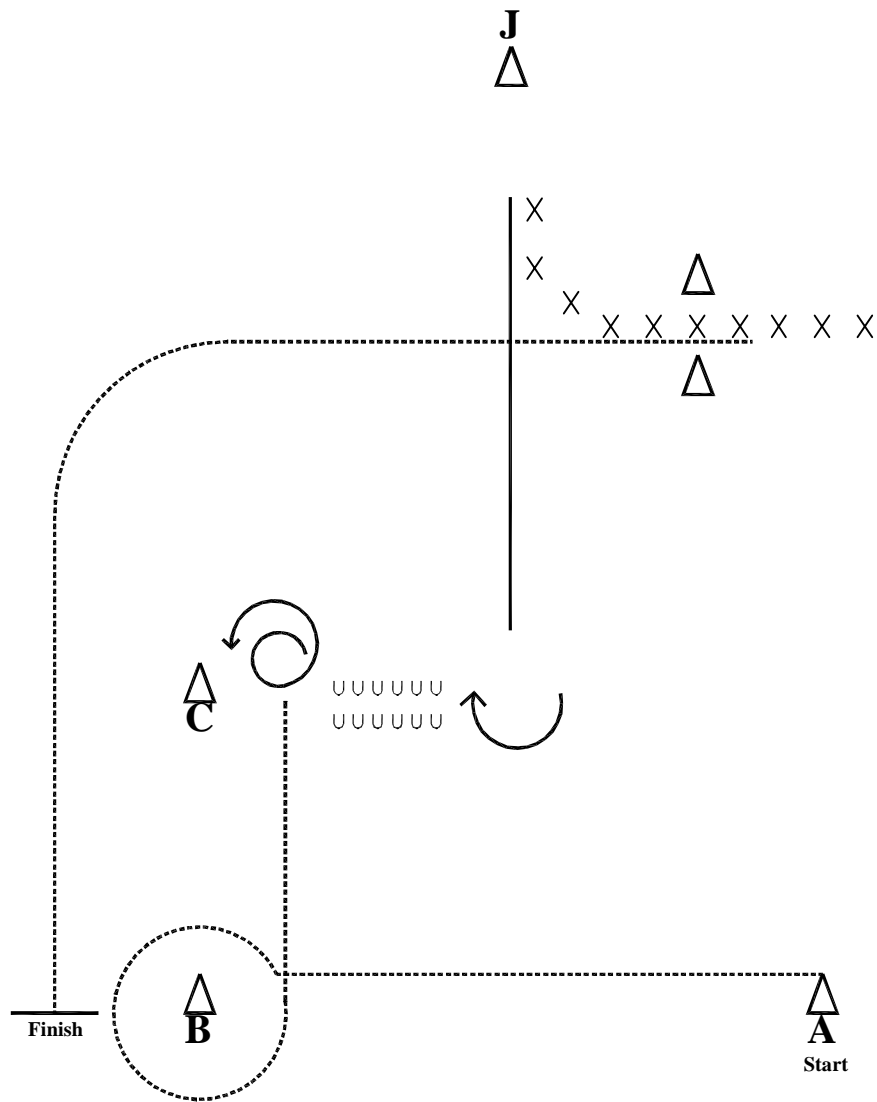
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at cone 'A' facing cone B. When acknowledged, trot off side towards cone 'B'		
2.	Circle cone 'B' to left and trot to cone 'C', stop		
3.	540° left haunch turn		
4.	Sidepass to the left until even with judge		
5.	180° right forehand turn.		
6.	Change sides, walk to judge, set up for inspection		
7.	Back completely through cones		
8.	Trot through cones until even with cone 'B'		
9.	Halt and set up		
10.	Overall Showmanship		

Judge's Signature: _____

Expectations:

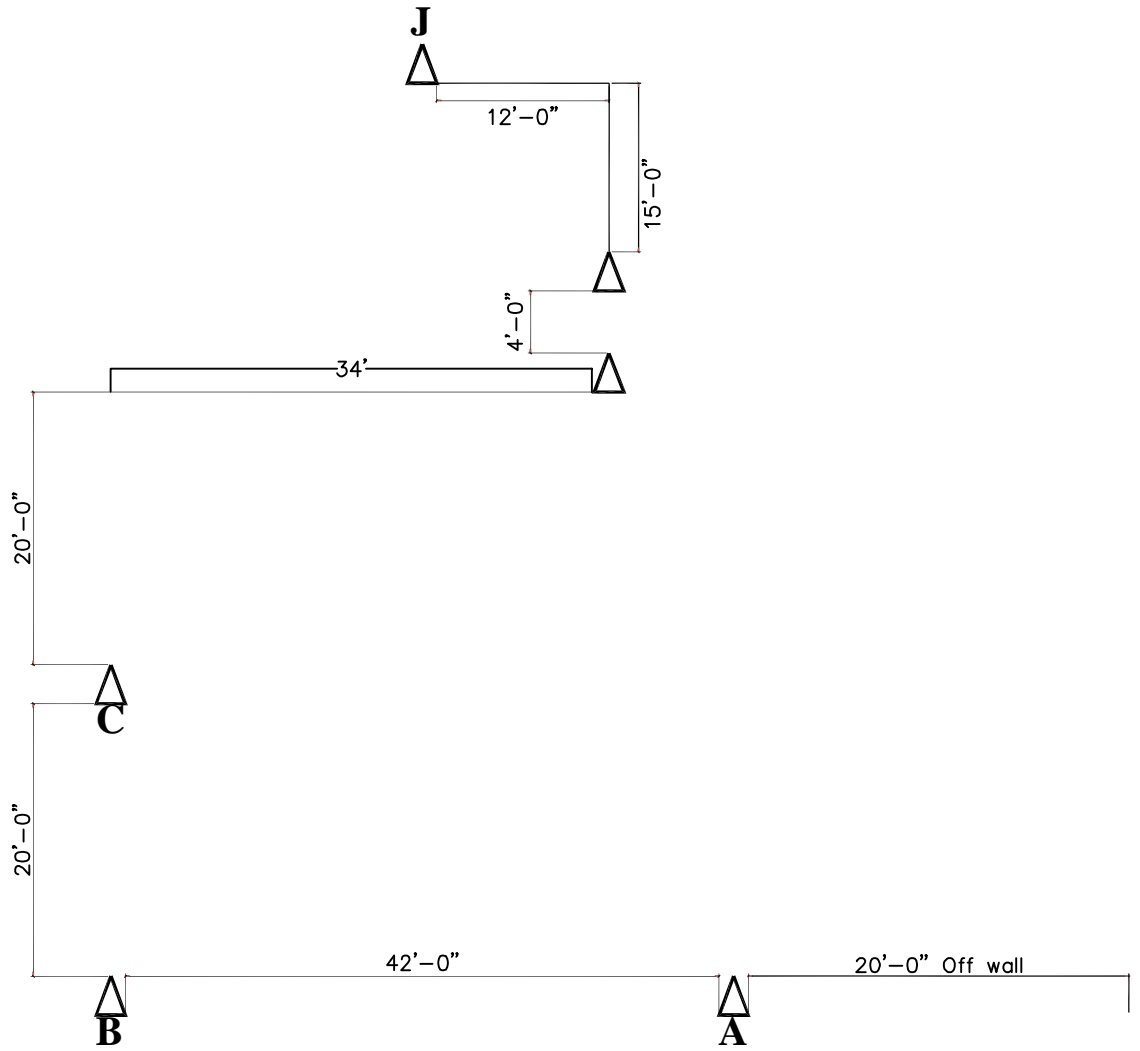
- We are looking for the athlete to create a presence that convinces the judge and audience that their horse is the best, and that they have successfully completed every element of the pattern.
- Eye contact with the judge, crisp body communication, and facial expression are important.
- Changes of sides should allow the willingness of the horse to yield to the athlete under any condition.
- Condition of coat, feet, mane, and tail does count in this class. Handler and horse should be neat, clean and well groomed.
- Horse should display no resistance - lead rope and halter should be properly adjusted and appear to not be necessary in the horse's performance.
- Handler should not touch the horse to cue for movements. Athletes touching their horse should not expect a zero for that maneuver, but will be marked down.
- Correct hand positioning should be used to cue for each maneuver.
- Athletes may or may not change hands to back. Either is equally acceptable.



Note: Start cone is 20' off of side wall.

OHSET
Pattern #4
Showmanship
 #4.16.20 Revised 12-15-19

Legend :	
Walk	—————
Jog / Trot	-----
Back	XXXXXXXX
Sidepass	UUUUUU
Start Cone	Δ



Note: Start cone is 20' off of side wall.

OHSET
Pattern #4
Showmanship
 #4.16.20 Revised 10-25-19

Legend :	
Walk	—————
Jog / Trot	-----
Back	XXXXXXXXX
Sidepass	UUUUUUU
Start Cone	Δ

12/2/2021

Date: _____

District: _____

CLASS: SHOWMANSHIP - PATTERN #5

HIGH SCHOOL: _____

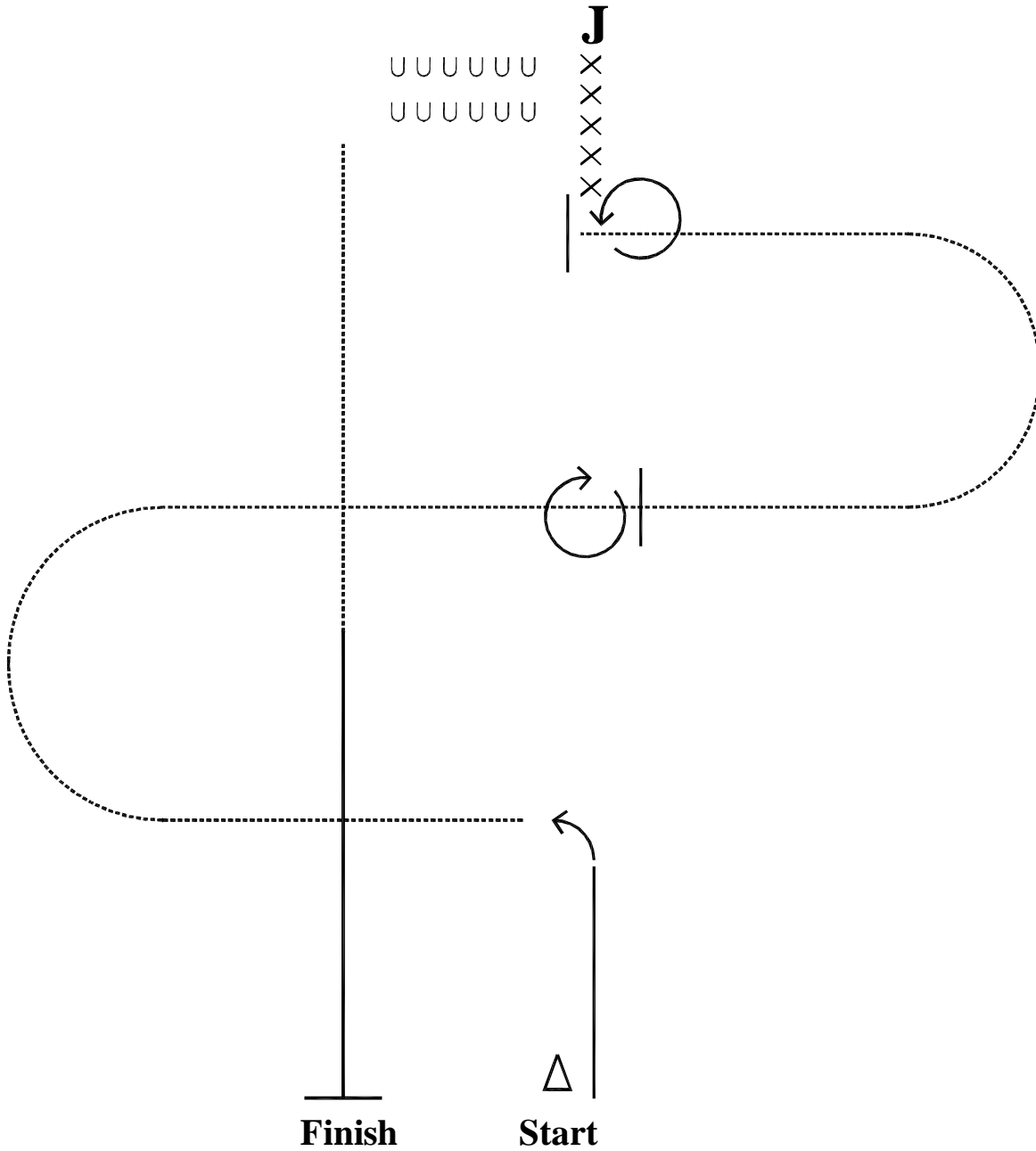
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Start at cone. When acknowledged, walk straight ahead on offside.		
2.	90° Left haunch turn		
3.	Trot start of serpentine loop on offside. Halt		
4.	360° Right haunch turn		
5.	Trot serpentine loop (nearside), halt.		
6.	450° Left forehand turn		
7.	Back straight to judge		
8.	Set up for inspection. Inspection.		
9.	Sidepass 6 crossovers to right.		
10.	Trot straight ahead halfway to finish position		
11.	Transition to walk. Halt, present, wait to be excused.		
12.	Overall Showmanship		

Judge's Signature: _____

Expectations:

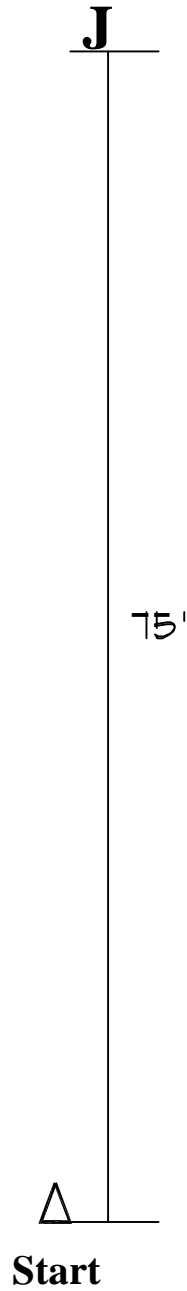
- We are looking for the athlete to create a presence that convinces the judge and audience that their horse is the best, and that they have successfully completed every element of the pattern.
- Eye contact with the judge, crisp body communication, and facial expression are important.
- Changes of sides should allow the willingness of the horse to yield to the athlete under any condition.
- Condition of coat, feet, mane, and tail does count in this class. Handler and horse should be neat, clean and well groomed.
- Horse should display no resistance - lead rope and halter should be properly adjusted and appear to not be necessary in the horse's performance.
- Handler should not touch the horse to cue for movements. Athletes touching their horse should not expect a zero for that maneuver, but will be marked down.
- Correct hand positioning should be used to cue for each maneuver.
- Athletes may or may not change hands to back. Either is equally acceptable.



OHSET
PATTERN #5
Showmanship

#5.15.22 Revised 12-2-21

Legend :	
Walk	—————
Jog / Trot	- - - - -
Back	XXXXXXXX
Sidepass	UUUUUU
Start Cone	Δ



Note: 75' start cone to judge. Judge should be horses width left of start cone when looking at cone from judges position

OHSET
PATTERN #5
Showmanship
 #5.15.22 Revised 12-2-21

Legend :	
Walk	—————
Jog / Trot	-----
Back	xxxxxxx
Sidepass	uuuuuuu
Start Cone	Δ

OHSEET

Team

Versatility

Link Page

Team Versatility

District _____

School _____

Athlete #

In Hand

Athlete #

Trail/Rancher

Athlete #

Equitation

Athlete #

Timed Event

**OVERALL
TIME**

Manuever # _____

Comments:

Manuever # _____

Comments:

Manuever # _____

Comments:

Manuever # _____

Comments:

TIME

Time Penalties

**Overall
Time**

Element Total Time

Point Deductions

Total Score; First 3 Elements

Total Point Deductions

Point Score, Less
Deductions,
Before Timed

SCORE

Point Deductions

SCORE

Point Deductions

SCORE

Point Deductions

Jan, 2018

WR/TRAIL
#1

IN HAND
#1

EQU
#1

TIMED
#1

WR/TRAIL
#2

IN HAND
#2

EQU
#2

TIMED
#2

WR/TRAIL
#3

IN HAND
#3

EQU
#3

TIMED
#3

WR/TRAIL
#4

IN HAND
#4

EQU
#4

TIMED
#4

WR/TRAIL
#5

IN HAND
#5

EQU
#5

TIMED
#5

WR/TRAIL
#6

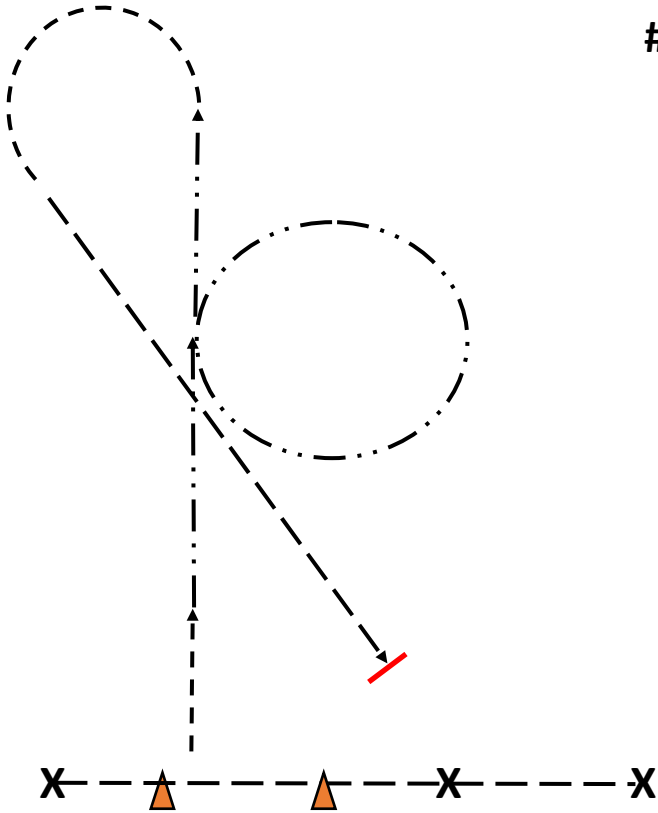
IN HAND
#6

EQU
#6

TIMED
#6

Team Versatility—Equitation

GROUP #1



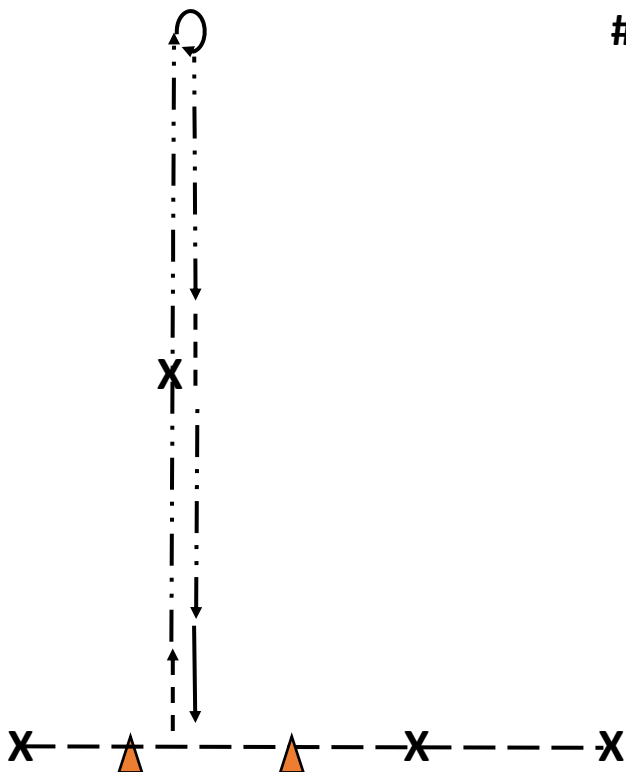
#1

#1

1. Use your arena space the best you can.
2. Jog/sitting trot a short distance
3. Lope/Canter Right lead, and circle right
4. Continue straight ahead, but before turn, transition to a jog/sitting trot
5. Turn the corner onto the diagonal and Extend the trot (English riders should post on either diagonal)
6. Collect and Halt, Settle for 3 seconds
7. Cross the finish line and wait safely for others to finish

#2

#2



1. Use the arena space to your advantage.
2. Jog/sitting trot a few steps, straight ahead
3. Pick up left lead lope/canter, approximately 1/2 way, change leads (flying change preferred, others accepted) to the right lead.
4. Halt, do a 180 degree Right haunch turn
5. Lope/canter Left lead, approximately 1/2 way, transition to the jog/sitting trot for just a few steps
6. Return to the Left lead lope/canter
7. When nearing the finish line, transition to walk and walk across the finish line and wait safely for others to finish

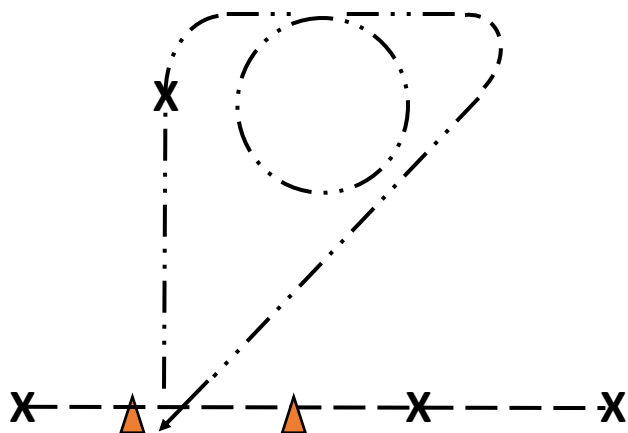
Team Versatility—Equitation

GROUP #1

#3

#3

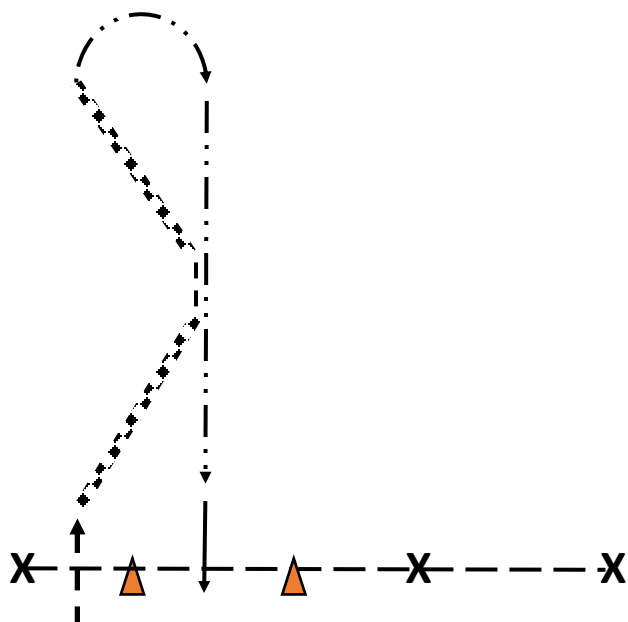
1. Use the arena space to your advantage.
2. Lope/canter Left lead, just before corner, switch to Right lead, flying preferred, but all will be accepted.
3. Turn Right and circle Right Lope/canter a short distance after circle, just before turning, jog/sitting trot
4. Turn the corner, when straight on diagonal, pick up the Left lead and lope/canter to finish line, finish by Walking across the finish line
5. Wait safely for others to finish



#4

#4

1. Use the arena space to your advantage.
2. Jog/sitting trot a few steps over the start line, then two-track right at the trot (no posting)
3. Balance, straighten, two-track left
4. Pick up Right lead lope/canter and turn corner back toward finish line
5. Shortly before the line, transition to walk, pause and finish by walking over the line
6. Wait safely for others to finish

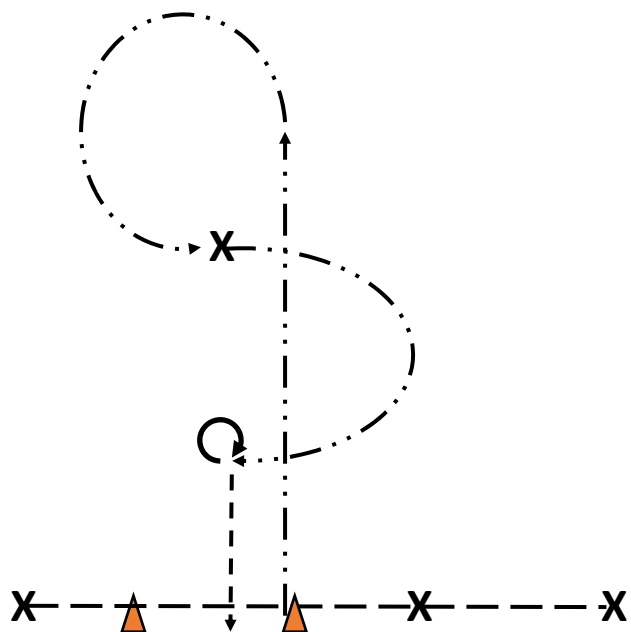


Team Versatility—Equitation

GROUP #1

#5

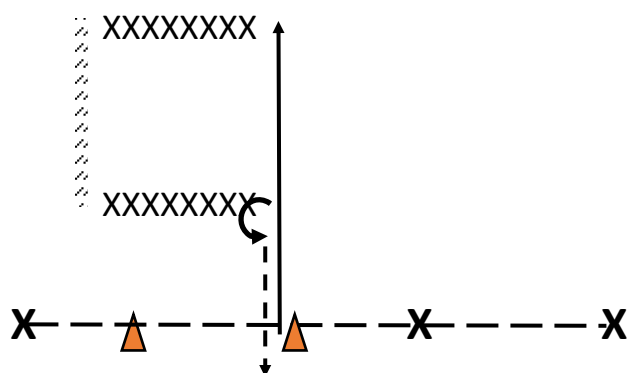
#5



1. Use the arena space to your advantage.
2. Lope/Canter Left lead straight ahead, turn left and begin the first loop of a serpentine
3. Change to Right lead, Interrupted Change Required—finish 2nd loop of serpentine
4. Halt, do a 270 degree Right Forehand turn
5. Jog/Sitting Trot over finish line for completion
6. Wait safely for others to finish

#6

#6

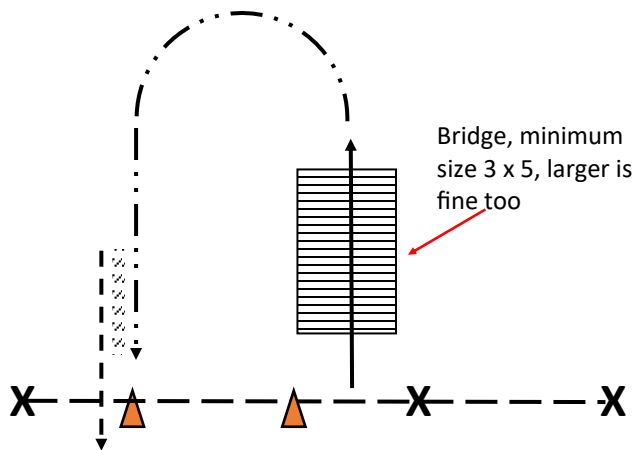


1. Walk out of line far enough to complete the box
2. Halt, Sidepass 8 Cross Overs to the Left
3. Back 8 Steps
4. Sidepass 8 crossovers to the right, forming a box
5. Perform a 180 degree Left haunch turn and jog/sitting trot across finish line for completion

Team Versatility—Working Rancher/Trail

GROUP #1

#1

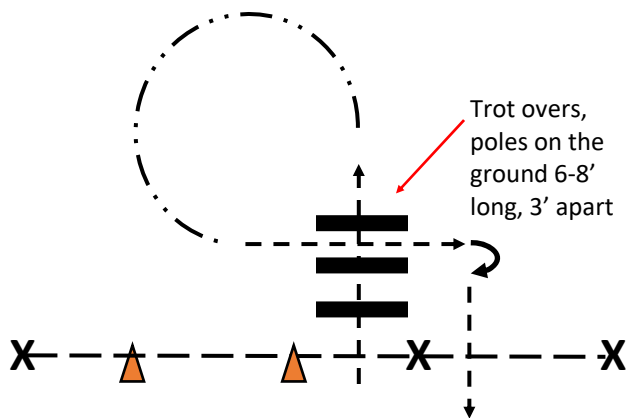


1. Begin over start line with loop built, walk over bridge
2. Pick up Left lead lobe and turn back toward start line, when close enough to end cone that it makes sense, throw your loop toward cone, (not at cone— not looking for a catch, just a simulation) and halt in one motion, keep the tails in hand and jerk slack
3. Immediately back up with energy, followed by an immediate jog off over finish line dragging the rope.
4. Once the horse crosses the finish line, immediately coil the rope and wait safely for the final rider to finish

#1

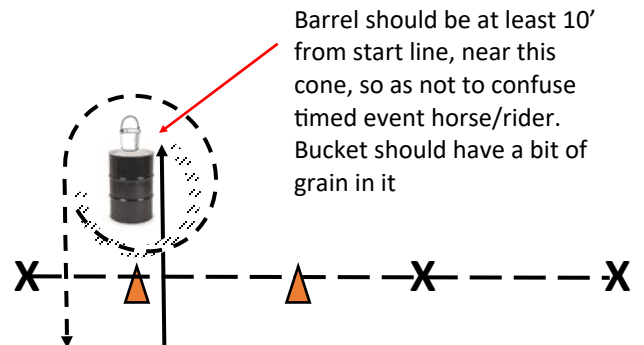
#2

1. Jog over poles, pick up Left lead lobe,
2. Circle to be on target, when straight, transition to the jog and jog between 2nd and 3rd poles as diagrammed.
3. Halt, do a 90 degree right haunch turn and jog over finish
4. Wait safely for final rider to finish



1. Walk to barrel, pick up bucket with left hand, back around barrel carrying bucket until facing start line, place bucket back on barrel
2. Trot, with energy, around barrel and over finish line
3. Wait safely for final rider to finish

#3



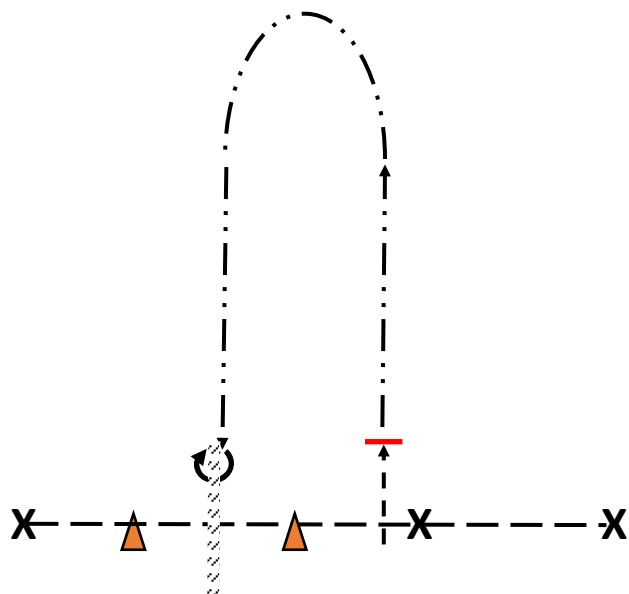
Team Versatility—Working Rancher/Trail

GROUP #1

#4

#4

1. Use the arena space to your advantage.
2. Enter at the jog carrying rope coiled a short distance in, halt
3. Build loop and swing it twice, then carry loop and pick up the left lead rope
4. Lope with energy around corner and back toward finish line
5. When nearing the finish line, halt, do a 180 degree right haunch turn (while carrying the loop)
6. Back with energy over finish line. (still carrying the loop.)

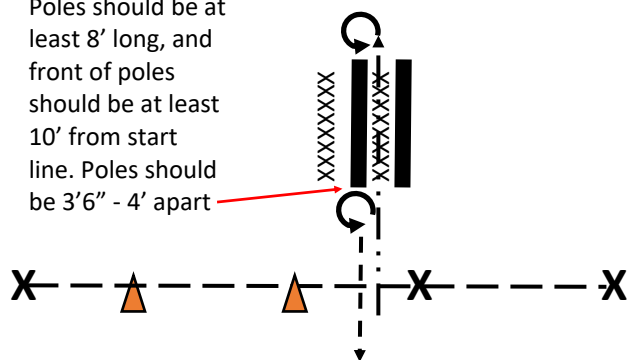


#5

#6

1. Lope through chute, Halt
2. Do a 90 degree Left haunch turn to prepare for Sidepass
3. Sidepass Left over pole
4. Perform another 90 degree Left haunch turn and trot over finish line
5. Wait safely for final rider

Poles should be at least 8' long, and front of poles should be at least 10' from start line. Poles should be 3'6" - 4' apart



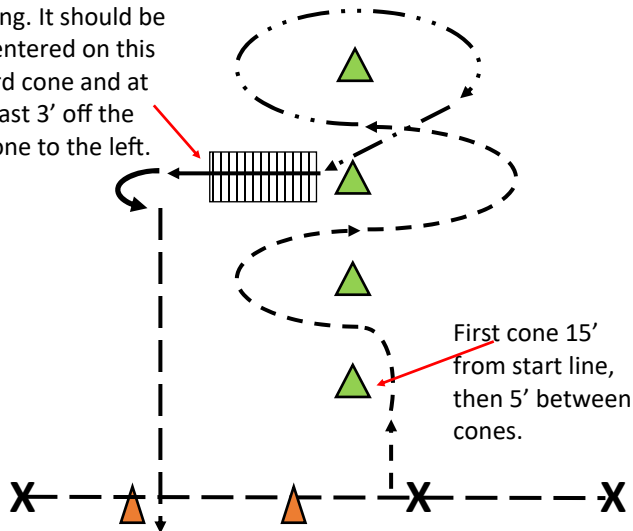
Team Versatility—Working Rancher/Trail

GROUP #1

#6

#6

This could be a bridge or plank, at least 2' wide and 4' long. It should be centered on this 3rd cone and at least 3' off the cone to the left.



1. Enter at jog, turn left and begin serpentine of cones, after 3rd cone, Lope, Right lead and circle right toward bridge/plank
2. At bridge, transition to walk, walk over bridge, halt and perform a 90 degree Left Forehand turn
3. Extended Trot over finish line
4. Wait safely while final rider finishes



General Notes...

- ⇒ Remember flexibility is critical here. How things are set up will depend entirely on what maneuvers have been drawn and how much arena space is available. If Districts have to improvise, that is OK, as long as it is the same for everyone and we don't throw something not covered in the drawn maneuver at athletes.
- ⇒ Communication is also critical. If changes have to be made, be sure all participating athletes, coaches, and advisors are made aware of the change prior to the start of the event.
- ⇒ If not noted, finish over the line at the last designated gait.

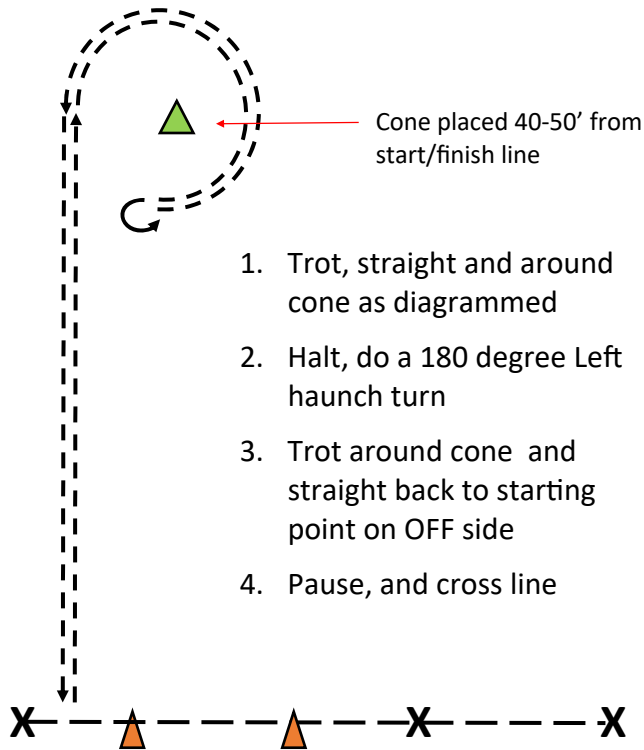
Legend for all diagrams...

Walk	—————	Lope/Canter	- . . - . . - . . - . . -
Jog/Sitting Trot	- - - - -	Back Up	////////////////////
Extended Trot	- - - - -	Two-Track	▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

Team Versatility—In Hand

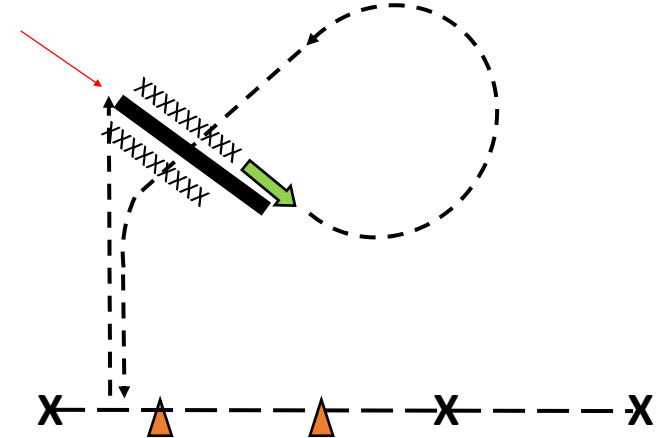
GROUP #1

#1



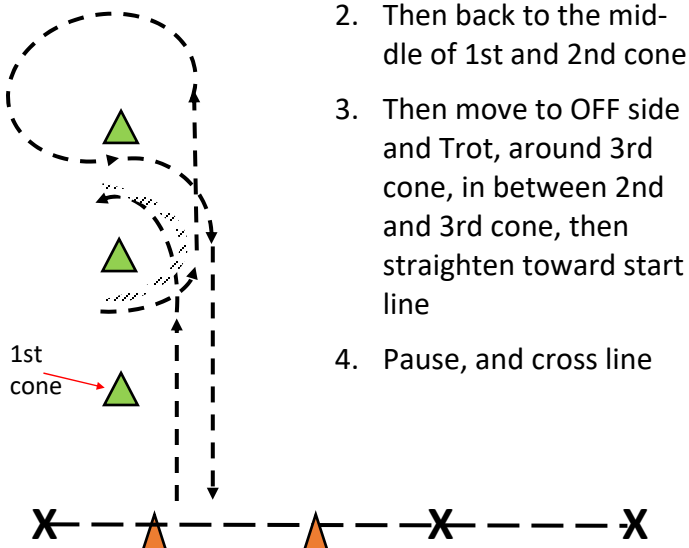
#2

1. Trot, then align for Right Side Pass
2. Side Pass pole, then trot around and over pole as diagrammed.
3. Pause, and cross line



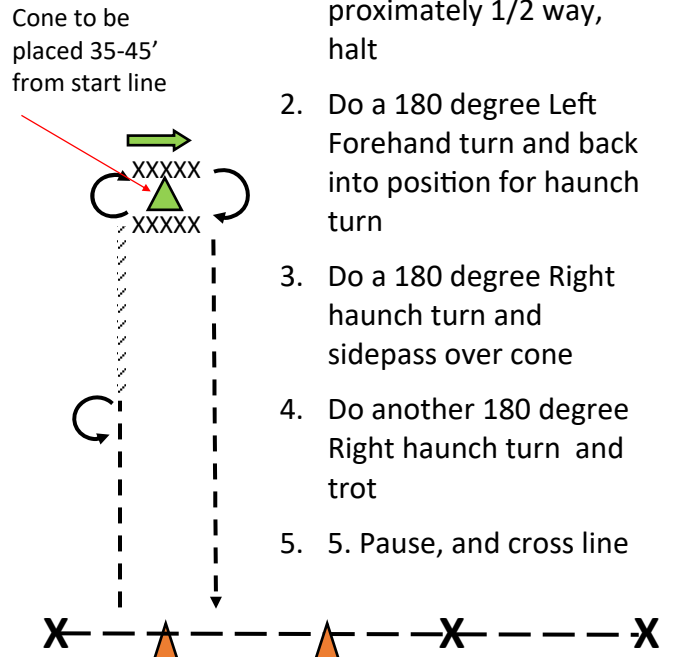
First cone is set 20' from start line, then 10' between each of the next two cones

#3



#4

1. Trot toward cone, approximately 1/2 way, halt
2. Do a 180 degree Left Forehand turn and back into position for haunch turn
3. Do a 180 degree Right haunch turn and sidepass over cone
4. Do another 180 degree Right haunch turn and trot
5. 5. Pause, and cross line



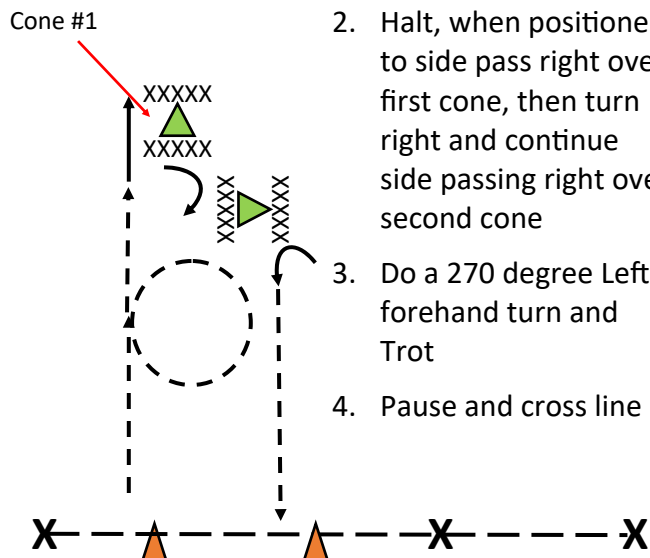
Team Versatility—In Hand

GROUP #1

Cone 35-40' from start line. 2nd Cone, 6-8' to the right of the 1st cone and 10' closer to the start line

#5

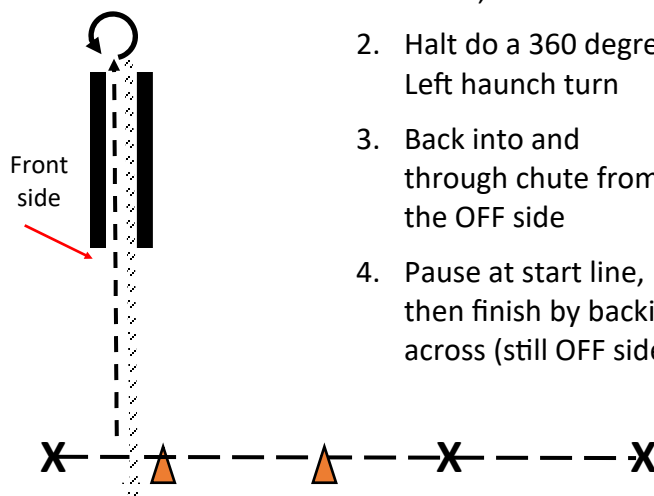
1. Trot, circle right, when almost to cone, walk
2. Halt, when positioned to side pass right over first cone, then turn right and continue side passing right over second cone
3. Do a 270 degree Left forehand turn and Trot
4. Pause and cross line



#6

Poles on ground, 6-8' long; front side 20-25' from start line; 4-5' apart

1. Trot from OFF side into and through chute, handler too.
2. Halt do a 360 degree Left haunch turn
3. Back into and through chute from the OFF side
4. Pause at start line, then finish by backing across (still OFF side)

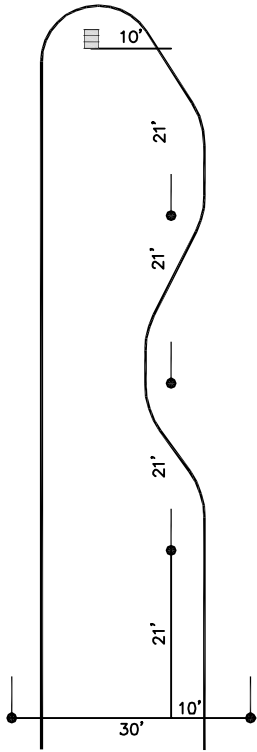


Notes regarding all IN HAND elements

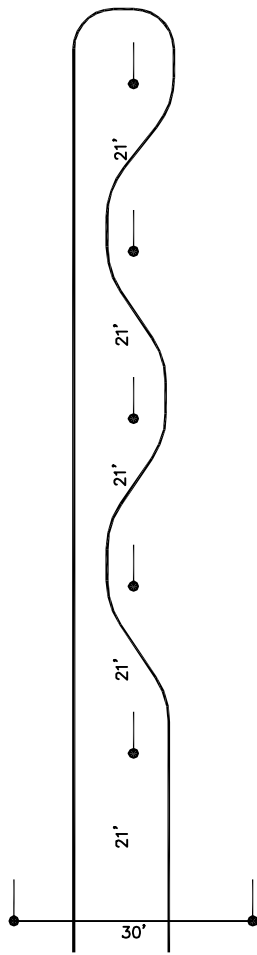
- ⇒ Once you return over the finish line, you may return to the near side of your horse
- ⇒ When you complete your maneuvers, find a safe and comfortable place to wait for your team members; safety is scored.
- ⇒ Pause means hesitate, you do NOT need to present to the judge(s), but do quickly pause to let the judges know you have completed.

Team Versatility—Timed

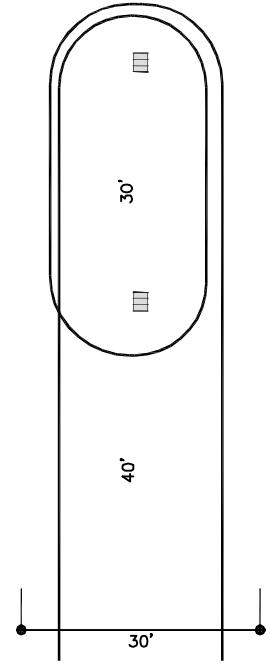
GROUP #1



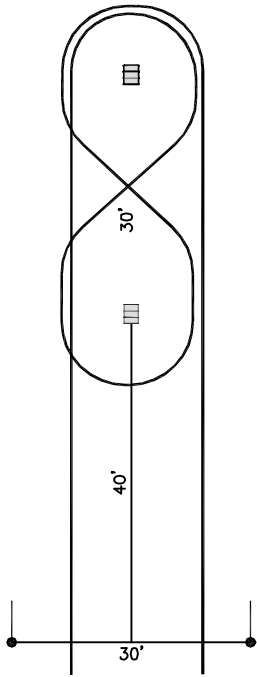
Pattern #1



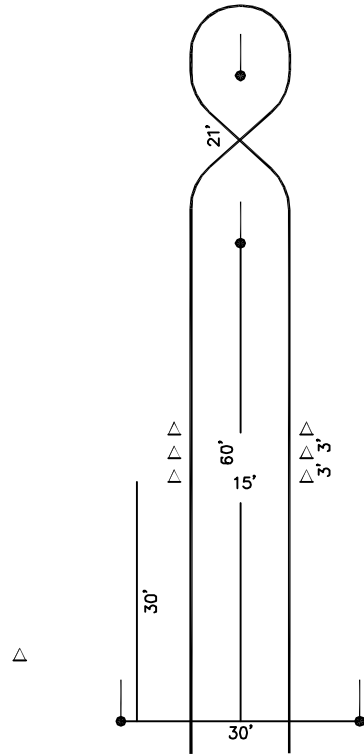
Pattern #2



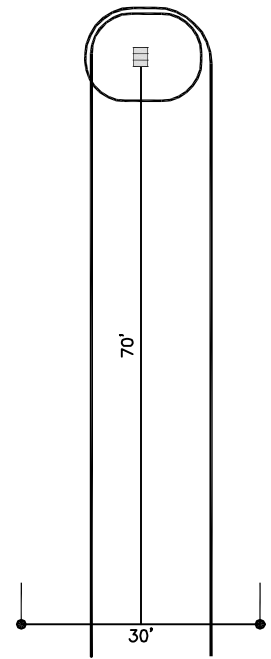
Pattern #3



Pattern #4

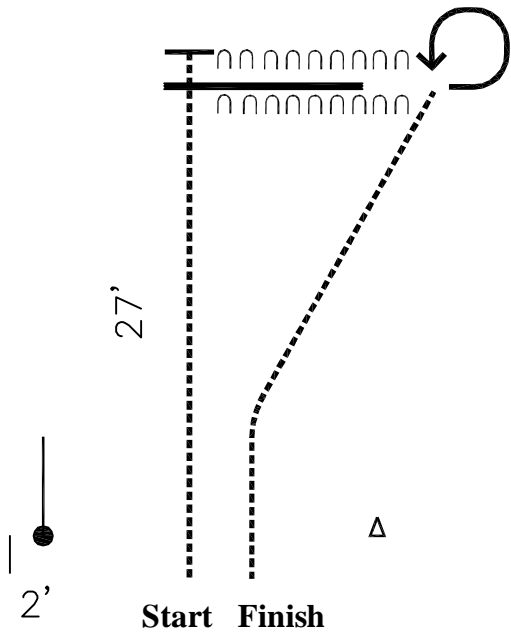


Pattern #5



Pattern #6

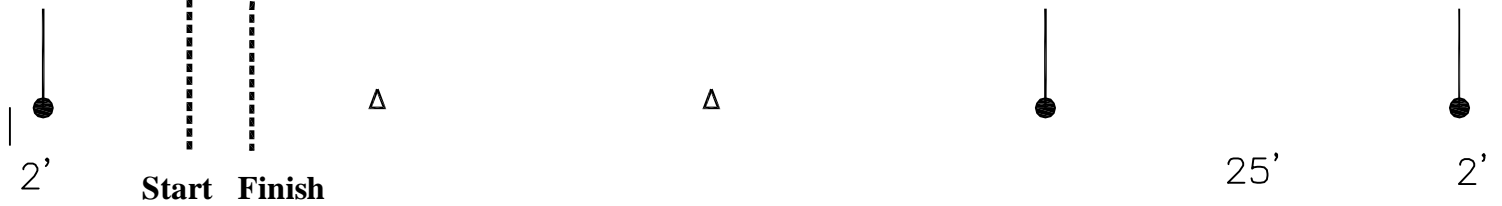
OHSET
TIMED PATTERNS
 Team Versatility
 Group #1
 #1.18.22



Equipment Needed:
(1) 12' poles

In Hand #1

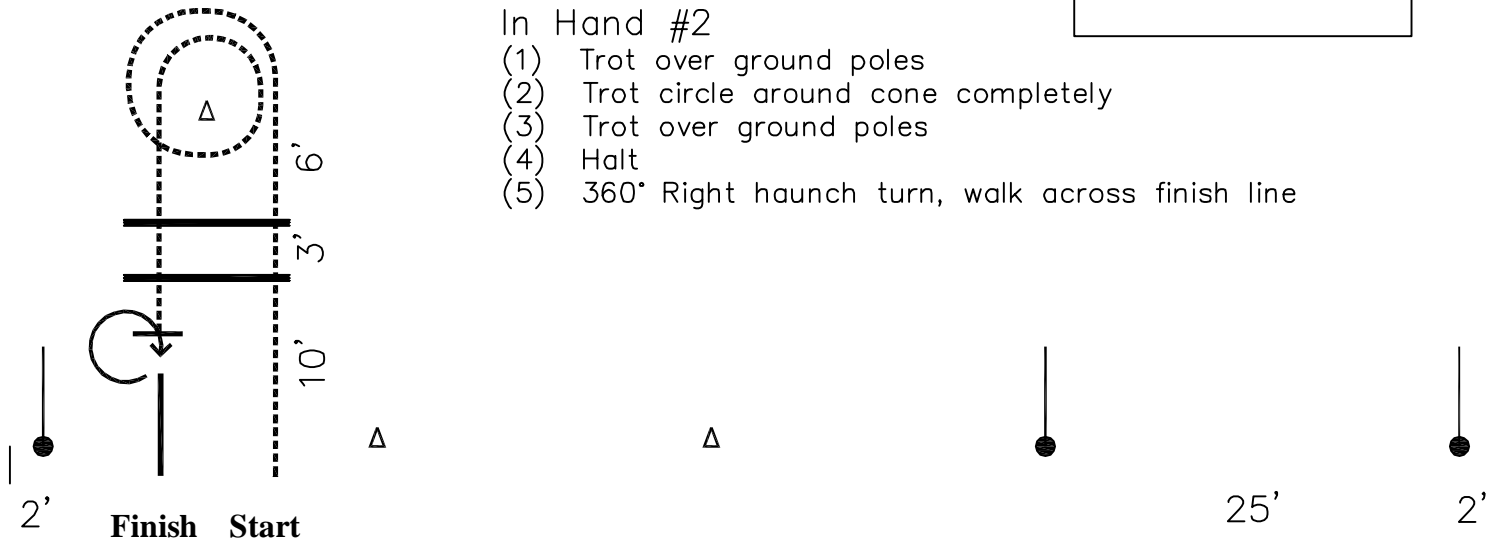
- (1) Trot over
- (2) Halt over pole
- (3) Sidepass right as diagramed
- (4) 180° left haunch turn
- (5) Trot on off side across finish line



Equipment Needed:
(2) 10' poles
(1) Standard cone

In Hand #2

- (1) Trot over ground poles
- (2) Trot circle around cone completely
- (3) Trot over ground poles
- (4) Halt
- (5) 360° Right haunch turn, walk across finish line



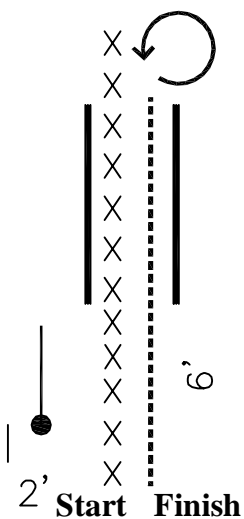
OHSET
 In Hand
 Team Versatility
 Group #2
 #2.19

Legend :	
Walk	—————
Jog/Trot	-----
Back	XXXXXX
Sidepass	UUUUUU
Start Cone	△

Equipment Needed:
(3) Gaming poles
(2) Standard cones (about 12"-18" tall and 12"-14" base)

In Hand #3

- (1) Back across line, into, and through chute
- (2) 360° left haunch turn
- (3) Trot off side through poles and over line



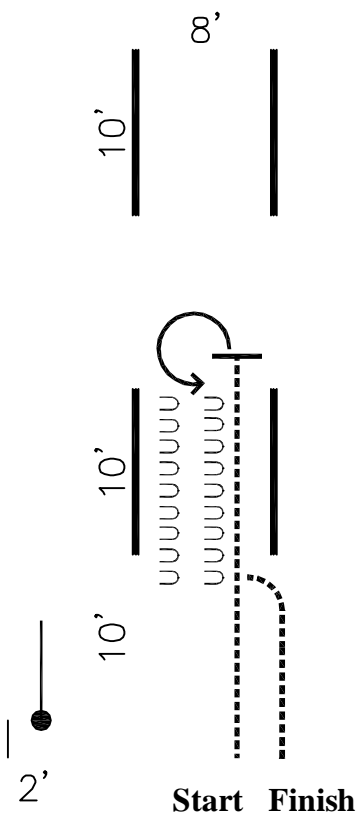
Set up: Poles are 5' apart

Equipment Needed:
(2) 12' poles



In Hand #4

- (1) Trot into poles and halt with front feet even with poles
- (2) 270° left haunch turn
- (3) Sidepass right out of poles
- (4) 90° Right haunch turn
- (5) Trot across finish line



Equipment Needed:
(2) 10' poles



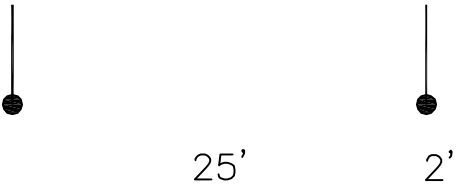
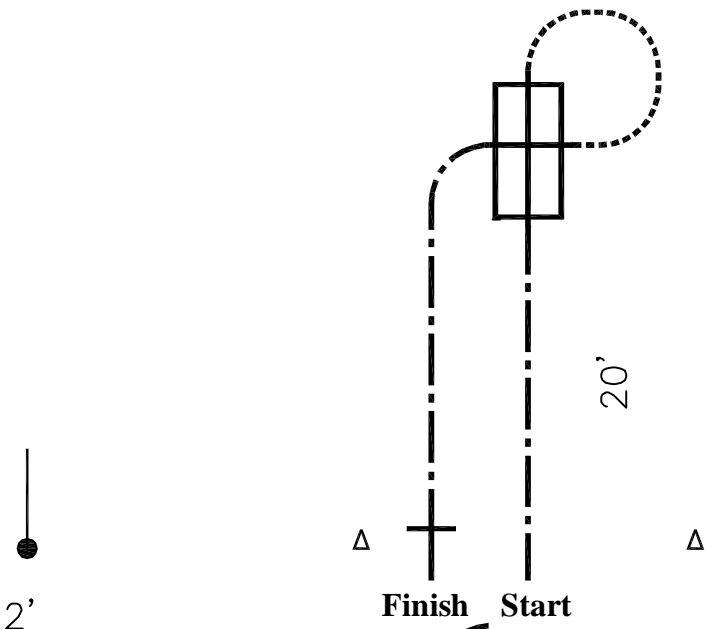
OHSET
In Hand
Team Versatility
Group #2
#2.19

Legend :	
Walk	—————
Jog/Trot	-----
Back	XXXXXX
Sidepass	UUUUUU
Start Cone	△

Equipment Needed:
(3) Gaming poles
(2) Standard cones (about 12"-18" tall and 12"-14" base)

Equipment Needed:
(1) Bridge 4'x8' (min 4'x6')

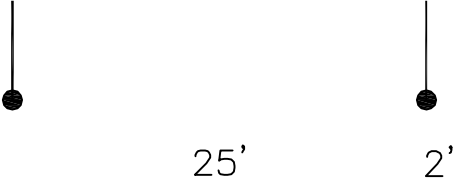
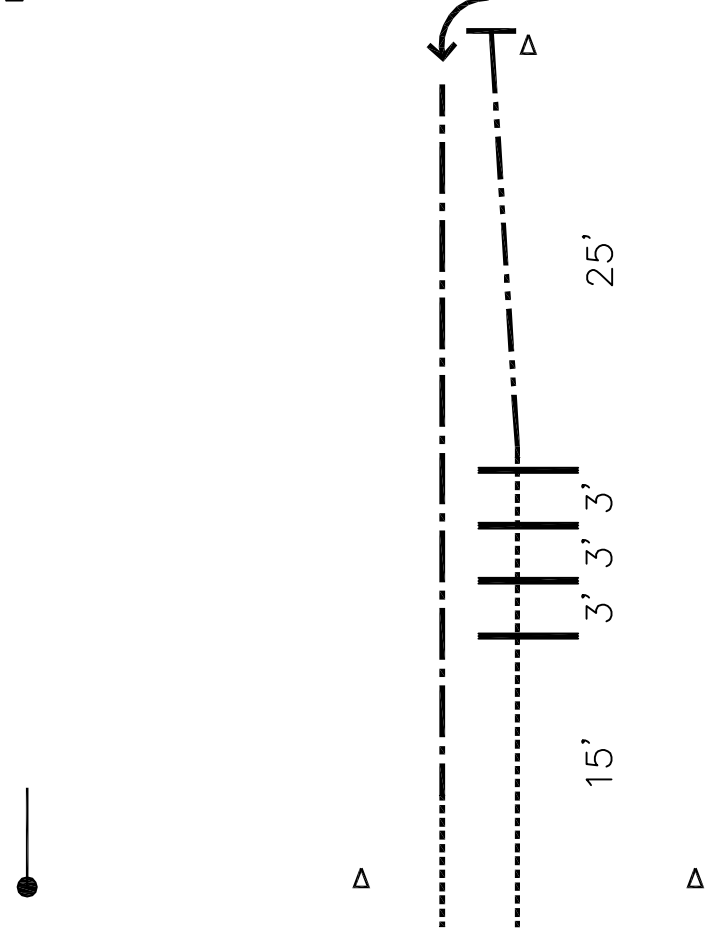
- Trail/Rancher #1
- (1) Lope/Canter right lead to bridge
 - (2) Walk over bridge
 - (3) Trot circle to bridge as diagramed
 - (4) Walk over bridge
 - (5) Lope/Canter left lead as diagramed
 - (6) Halt
 - (7) Walk over line



Equipment Needed:
(4) 6' poles
(1) Standard cone

Trail/Rancher #2 – Must Be Western and closed reins

- (1) Trot over poles
- (2) Lope right lead with energy
- (3) Halt, build loop
- (4) Roll back left
- (5) Lope left lead
- (6) Transition to jog, then over finish line



Finish	Start
Legend :	
Walk	—————
Jog/Trot	-----
Lope/Canter	— · — · —
Lope w/ Energy	— · — · — · —
Back	XXXXXX
Sidepass	UUUUUU
Start Cone	△

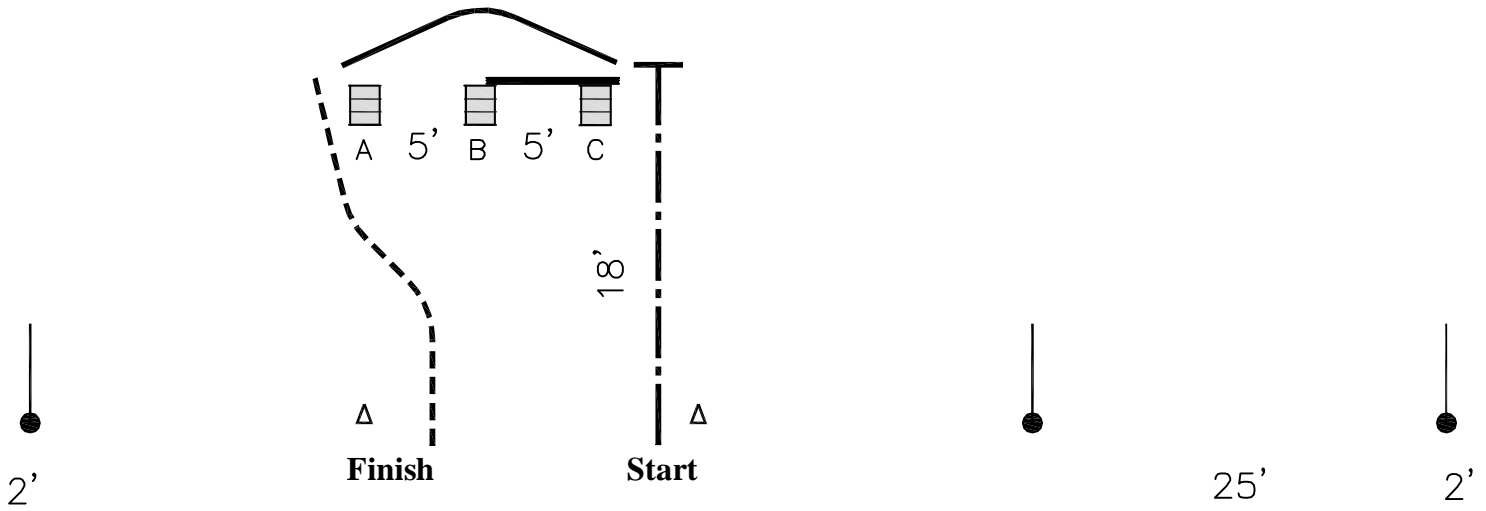
Equipment Needed:
(3) Gaming poles
(2) Standard cones (about 12"-18" tall and 12"-14" base)

OHSET
Trail/Rancher
Team Versatility
Group #2
#2.19

Trail/Rancher #3

- (1) Lope/Canter left lead as diagramed
- (2) Halt at barrel C
- (3) Pick up end of pole and walk to barrel A and place end of pole on barrel A
- (4) Extend trot over line

Equipment Needed:
(3) Barrels (1) 8' pole

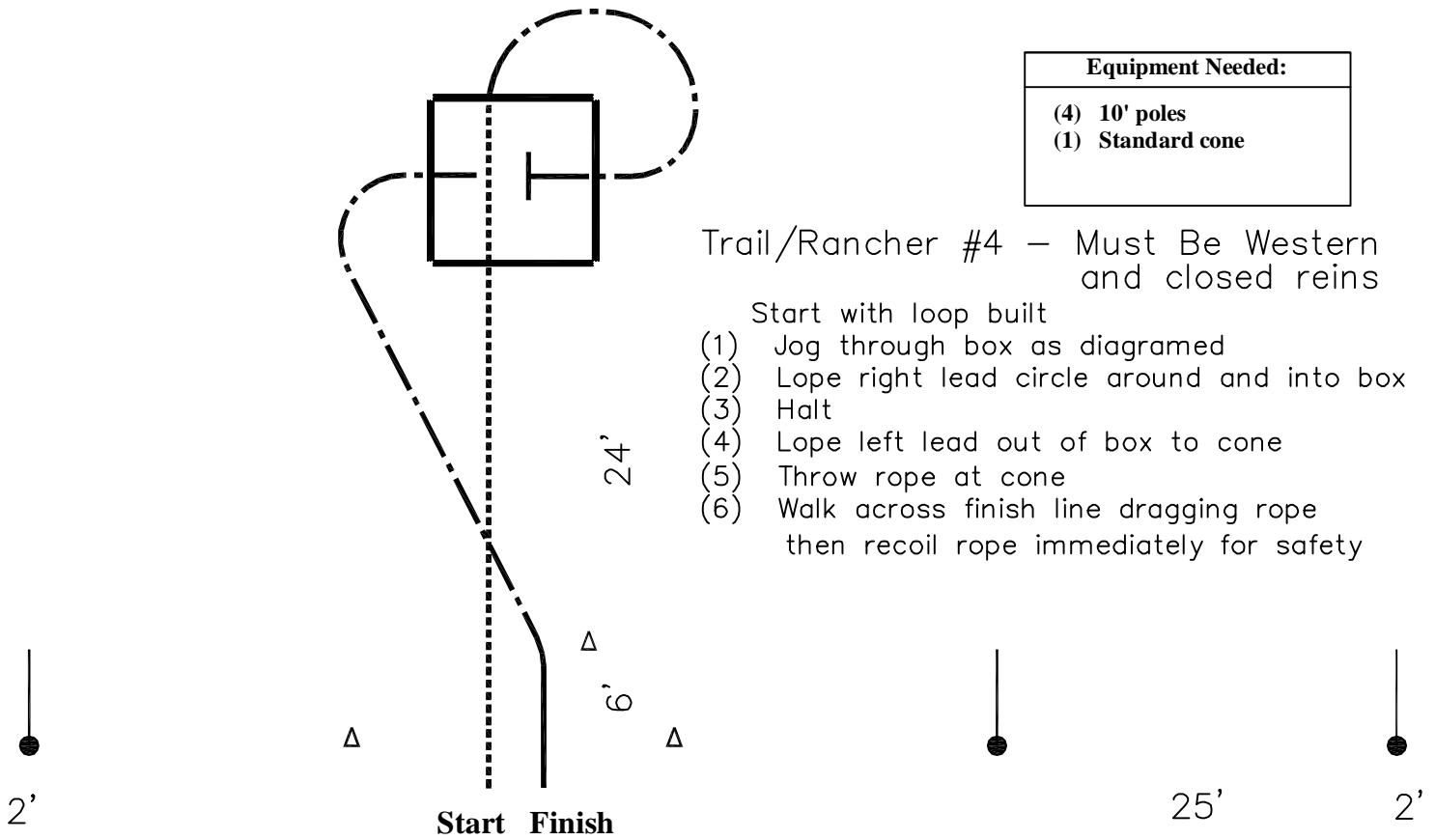


Equipment Needed:
(4) 10' poles (1) Standard cone

Trail/Rancher #4 – Must Be Western and closed reins

Start with loop built

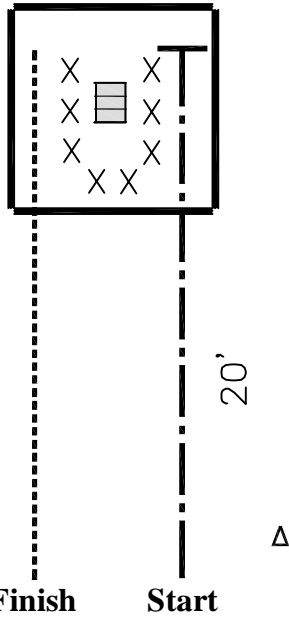
- (1) Jog through box as diagramed
- (2) Lope right lead circle around and into box
- (3) Halt
- (4) Lope left lead out of box to cone
- (5) Throw rope at cone
- (6) Walk across finish line dragging rope then recoil rope immediately for safety



Legend :	
Walk	—————
Jog/Trot	- - - - -
Extended Trot	- - - - -
Lope/Canter	—————
Lope w/ Energy	- - - - -
Back	XXXXXX
Sidepass	UUUUUU

Equipment Needed:
(3) Gaming poles (2) Standard cones (about 12"-18" tall and 12"-14" base)

OHSET
Trail/Rancher
Team Versatility
Group #2
#2.19



Equipment Needed:
(4) 12' poles
(1) Barrel

Trail/Rancher #5

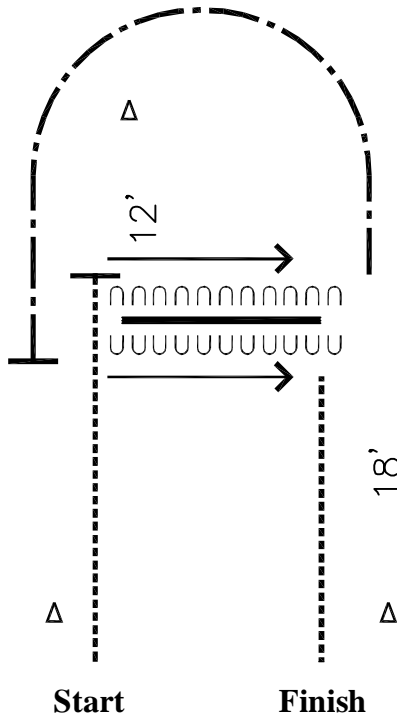
- (1) Lope/Canter either lead into box
- (2) Halt in box
- (3) Back around barrel
- (4) Trot out of box and across finish line



Equipment Needed:
(1) 10' pole
(1) Standard cone

Trail/Rancher #6

- (1) Trot/jog to pole as diagramed, halt
- (2) Sidepass right
- (3) Lope/Canter left lead around cone
- (4) Halt at pole, sidepass left, trot/jog across finish line



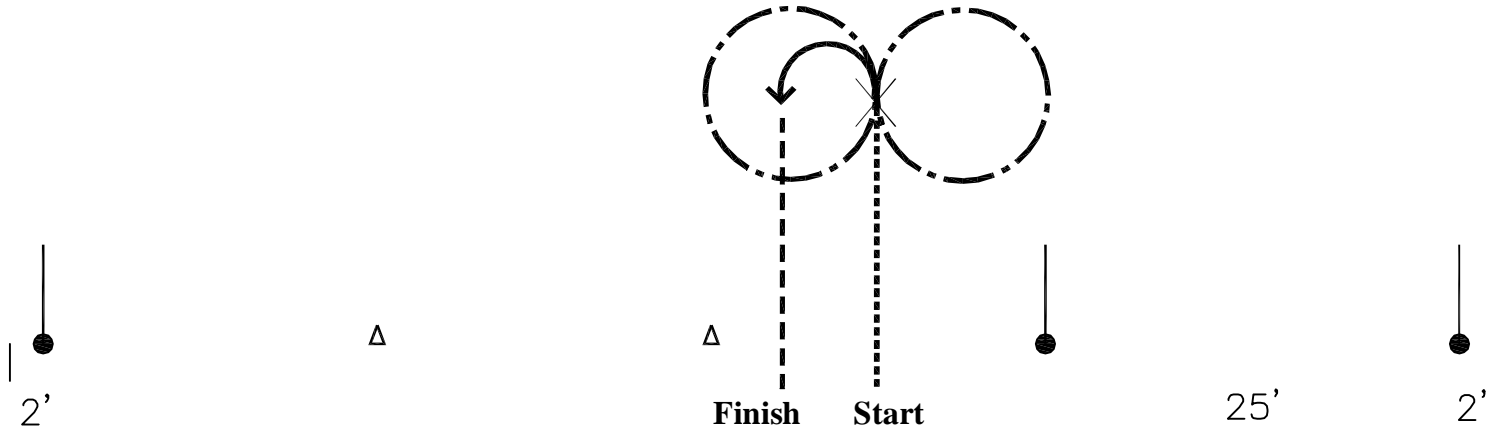
OHSET
 Trail/Rancher
 Team Versatility
 Group #2
 #2.19

Legend :	
Walk	—————
Jog/Trot	- - - - -
Lope/Canter	- · - · -
Lope w/ Energy	- · - · -
Back	XXXXXX
Sidepass	UUUUUU
Start Cone	△

Equipment Needed:
(3) Gaming poles
(2) Standard cones (about 12"-18" tall and 12"-14" base)

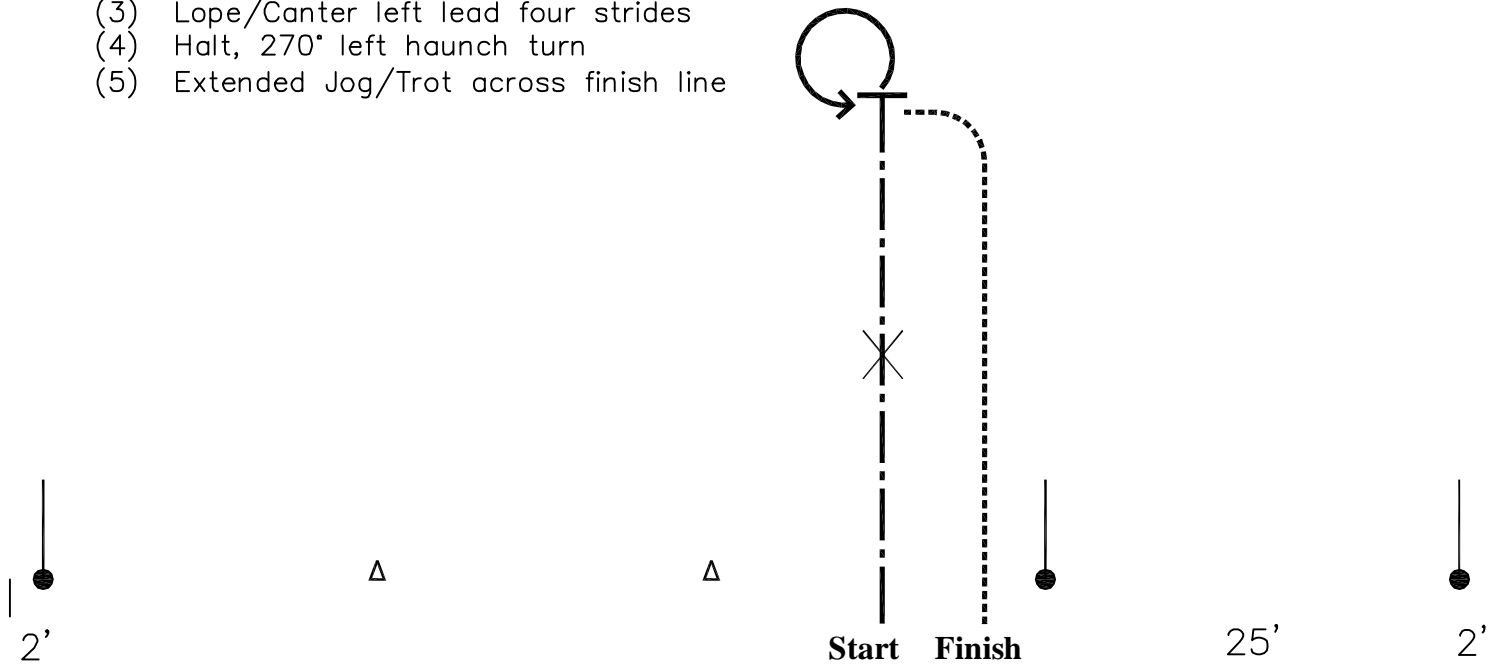
Equitation #1

- (1) Jog/Trot to center of figure 8
- (2) Lope/Canter figure 8 starting to the left
- (3) Change lead (change optional)
- (4) Halt, 180° left forehand turn
- (5) Extended Jog/Trot across finish line



Equitation #2

- (1) Lope/Canter right lead four strides
- (2) Change lead (change optional)
- (3) Lope/Canter left lead four strides
- (4) Halt, 270° left haunch turn
- (5) Extended Jog/Trot across finish line



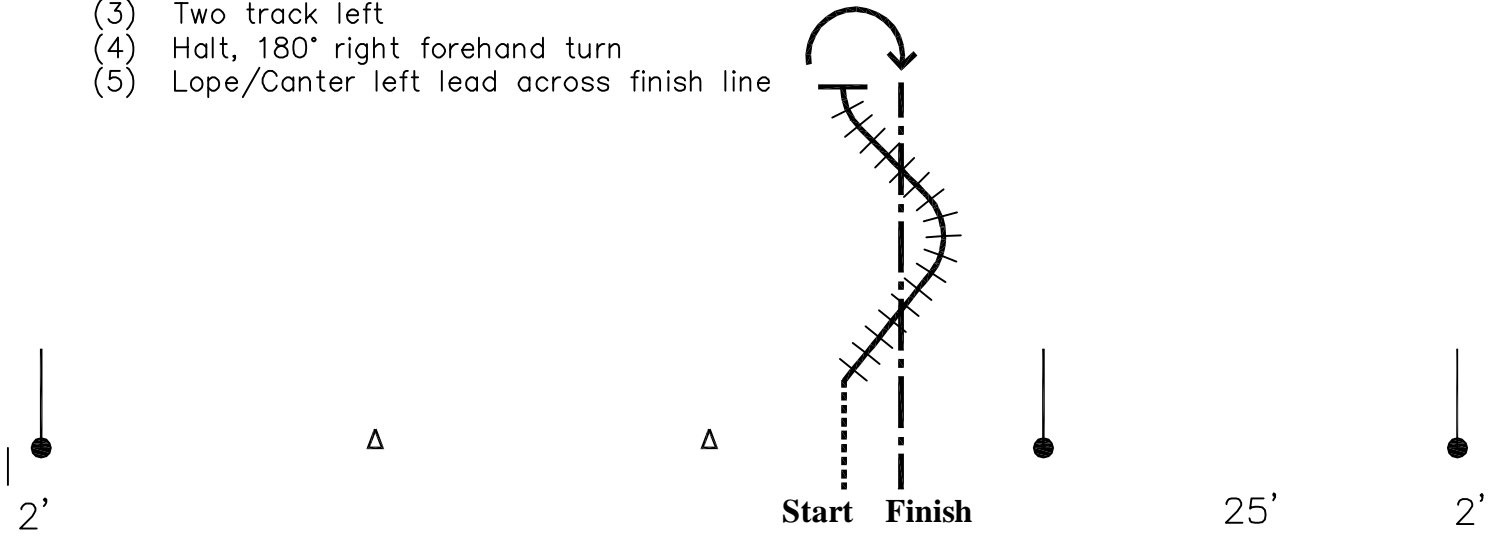
OHSET
Equitation
Team Versatility
Group #2
 #2.19

Legend :	
Walk	—————
Jog/Trot	-----
Extended Trot	- - - - -
Lope/Canter	———
Lope w/ Energy	-----
Back	XXXXXX
Sidepass	UUUUUU

Equipment Needed:
(3) Gaming poles
(2) Standard cones (about 12"-18" tall and 12"-14" base)

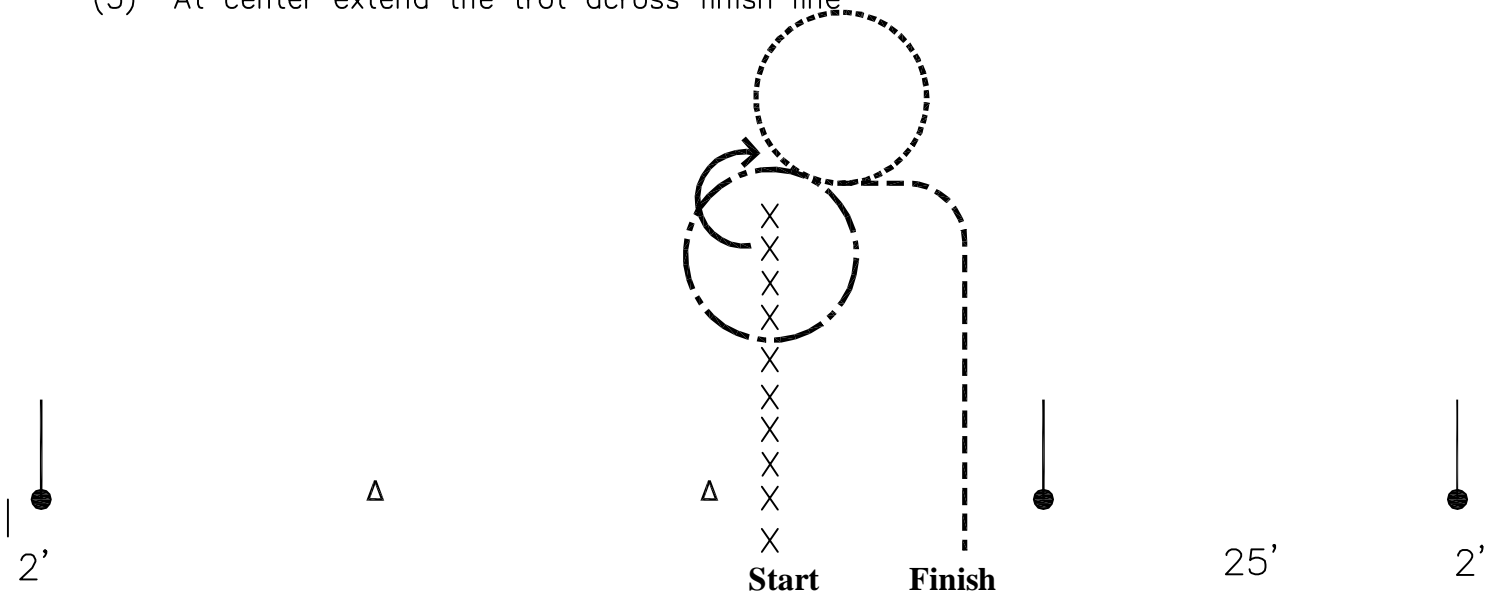
Equitation #3

- (1) Jog/Trot across start line
- (2) Two track right
- (3) Two track left
- (4) Halt, 180° right forehand turn
- (5) Lope/Canter left lead across finish line



Equitation #4

- (1) Back eight to ten steps across start line
- (2) 270° right haunch turn
- (3) Lope/Canter right lead circle as diagramed
- (4) At center break to jog/trot and circle left
- (5) At center extend the trot across finish line



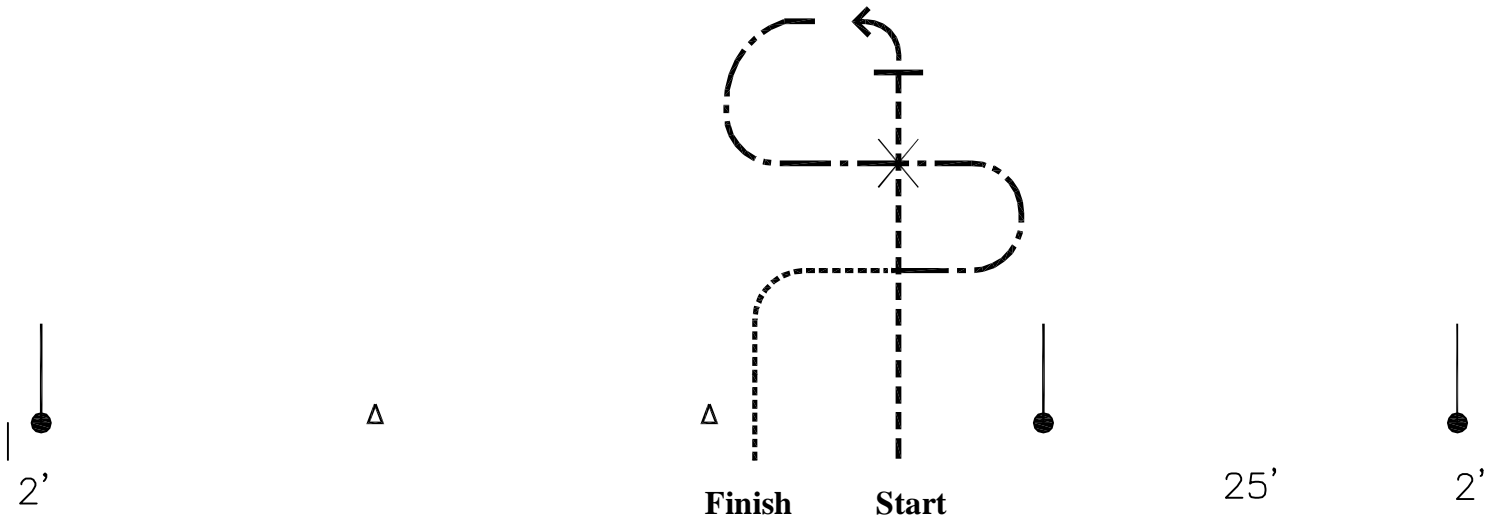
OHSET
Equitation
Team Versatility
Group #2
 #2.19

Legend :	
Walk	—————
Jog/Trot	-----
Extended Trot	- - - - -
Lope/Canter	———/———
Lope w/ Energy	———/———/———
Back	XXXXXXXX
Two Track	+++++

Equipment Needed:
(3) Gaming poles
(2) Standard cones (about 12"-18" tall and 12"-14" base)

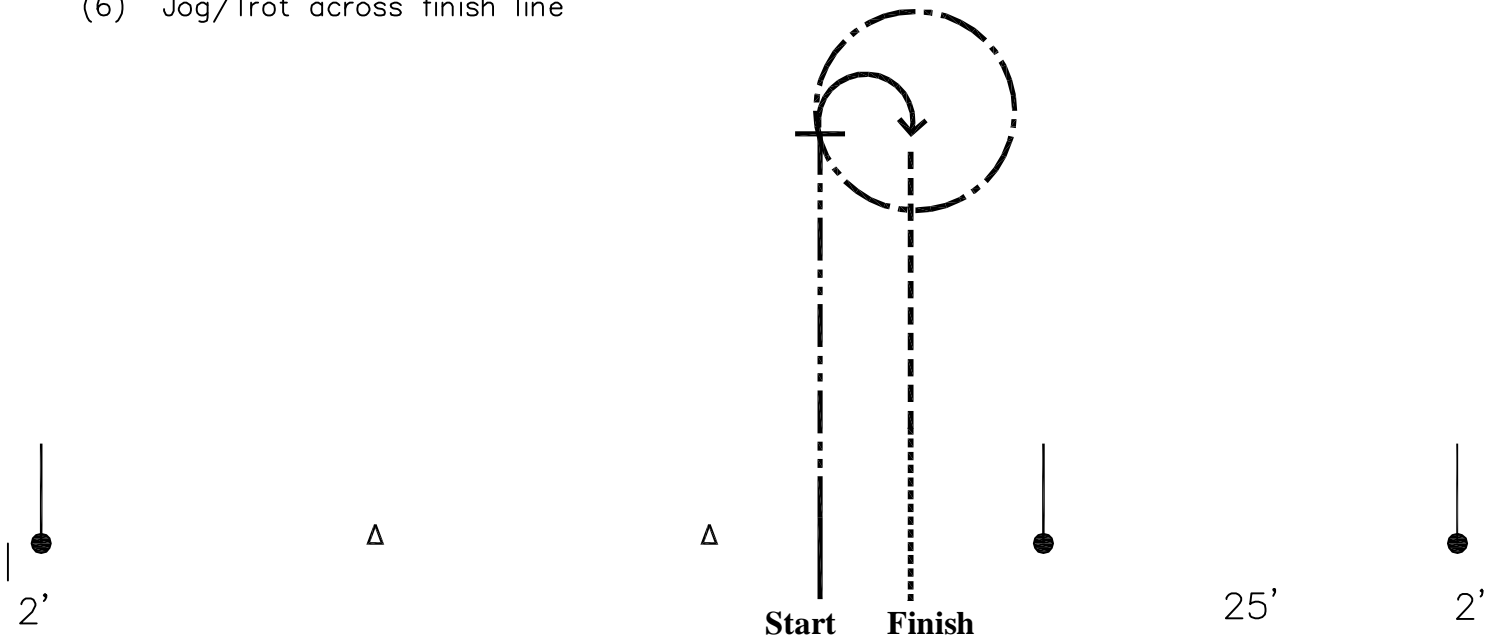
Equitation #5

- (1) Extended Jog/Trot across start line
- (2) Halt, 90° left haunch turn
- (3) Lope/Canter serpentine as diagramed utilizing your best change of leads
- (4) Transition to Jog/Trot and finish across line



Equitation #6

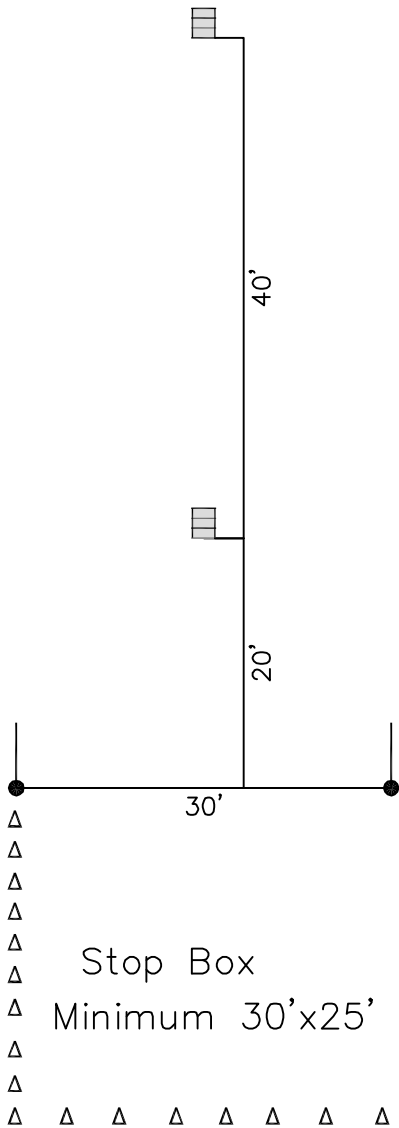
- (1) Walk two lengths across start line
- (2) Lope/Canter right lead with energy
- (3) Collect Lope/Canter and circle right
- (4) Halt, 180° right forehand turn
- (5) Extended jog/trot 3/4 way back to finish line, then collect
- (6) Jog/Trot across finish line



OHSET
Equitation
Team Versatility
Group #2
 #2.19

Legend :	
Walk	—————
Jog/Trot	-----
Extended Trot	- - - - -
Lope/Canter	— · — · —
Lope w/ Energy	— · — · —
Back	XXXXXX
Sidepass	UUUUUU

Equipment Needed:
(3) Gaming poles
(2) Standard cones (about 12"-18" tall and 12"-14" base)

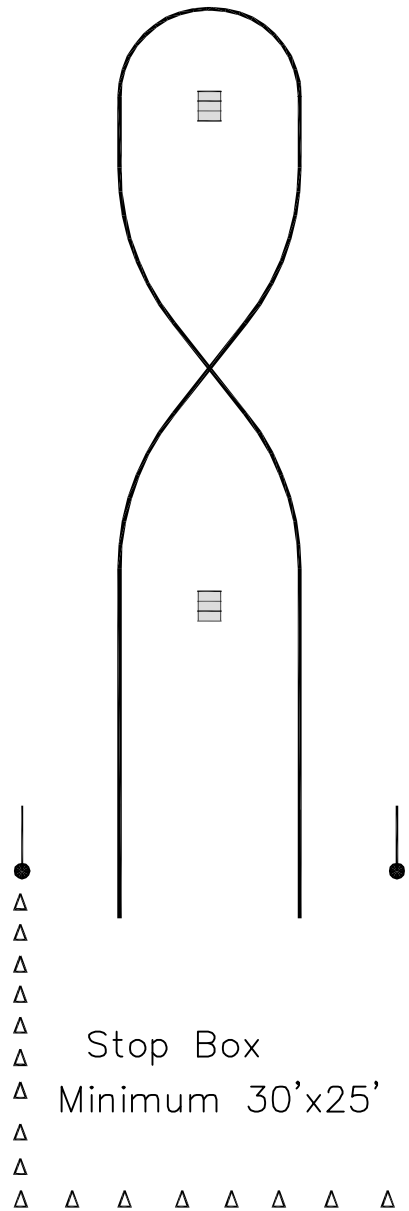


Timed #1

Equipment Needed:
(2) Barrels
(2) Gaming Poles

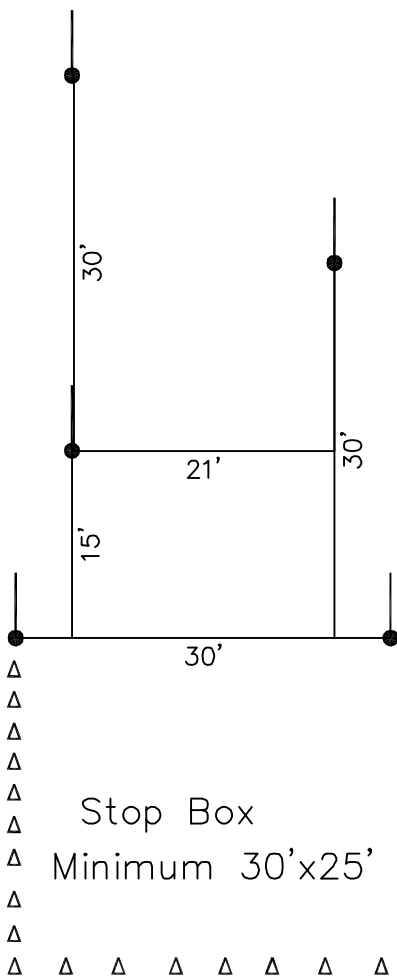
OHSET
TIMED PATTERN
Team Versatility
Group #2

#2.19



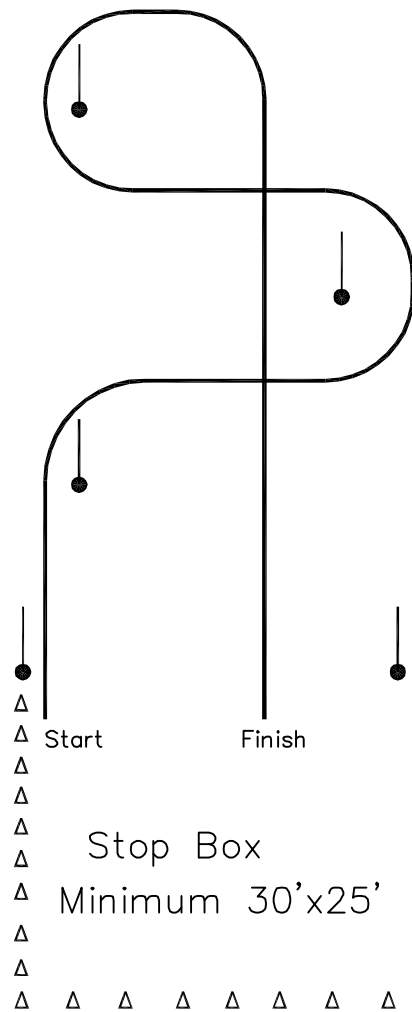
Timed #1

Equipment Needed:
(2) Barrels
(2) Gaming Poles



Pattern #2

Equipment Needed:
(5) Gaming Poles

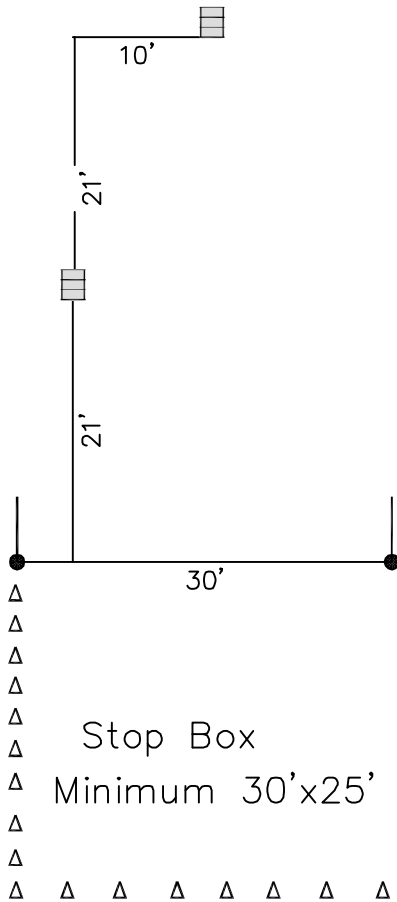


Pattern #2

Equipment Needed:
(5) Gaming Poles

OHSET
TIMED PATTERN
Team Versatility
Group #2

#2.19

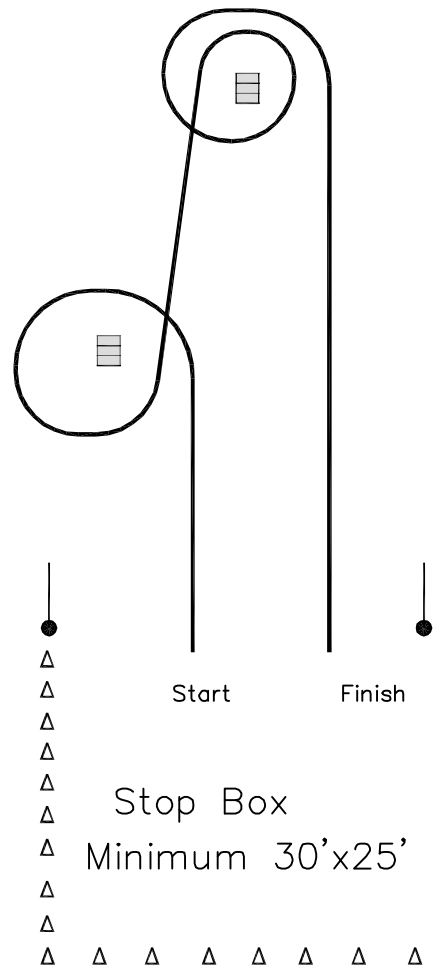


Timed #3

Equipment Needed:
(2) Barrels
(2) Gaming Poles

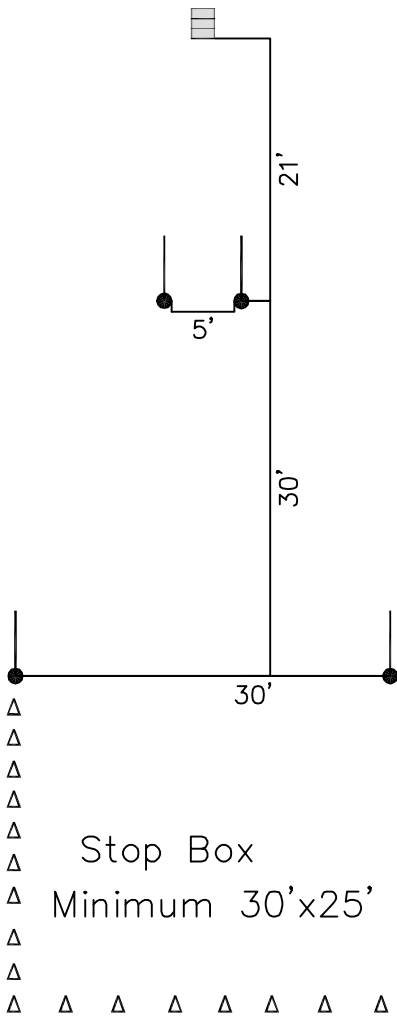
OHSET
TIMED PATTERN
Team Versatility
Group #2

#2.19



Timed #3

Equipment Needed:
(2) Barrels
(2) Gaming Poles

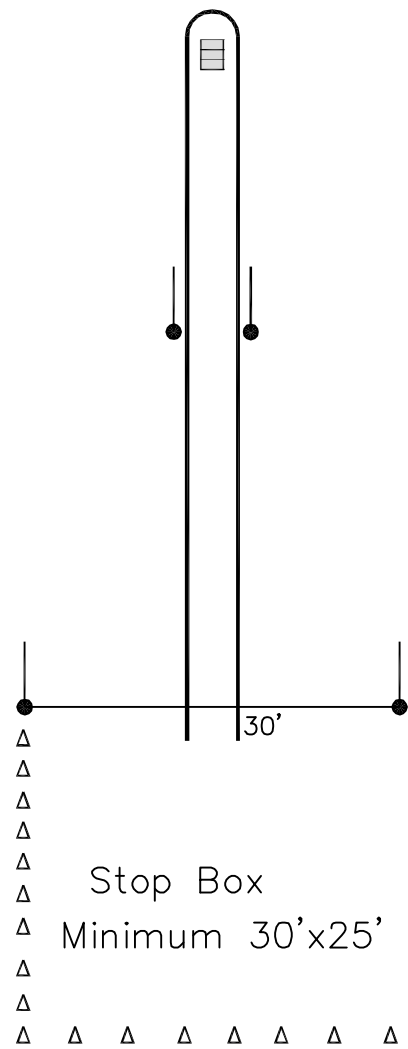


Pattern #4

Equipment Needed:
(4) Gaming Poles
(1) Barrel

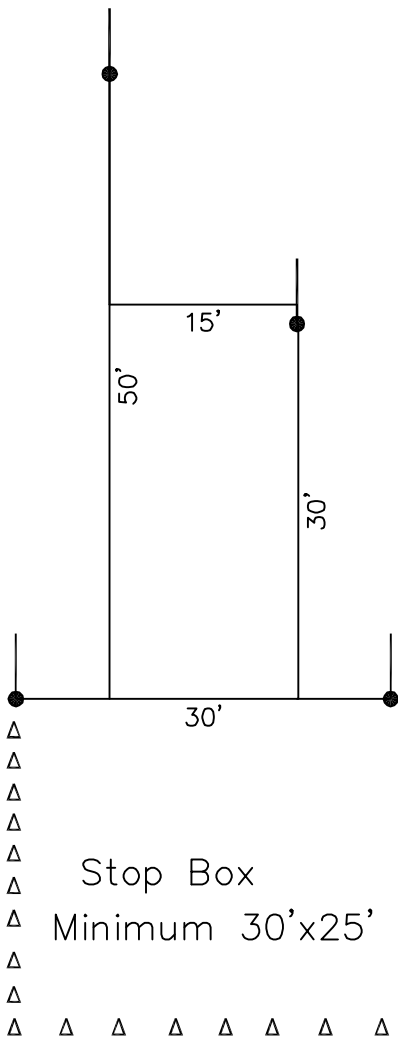
OHSET
TIMED PATTERN
Team Versatility
Group #2

#2.19

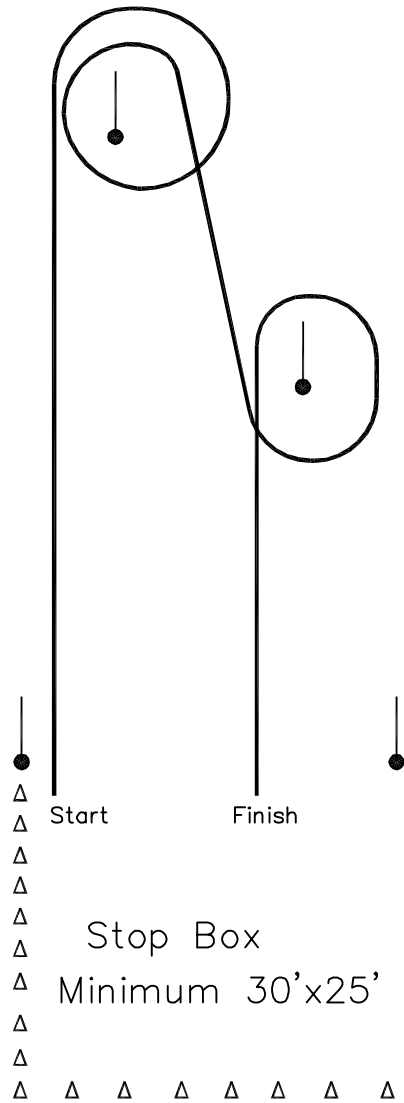


Pattern #4

Equipment Needed:
(4) Gaming Poles
(1) Barrel

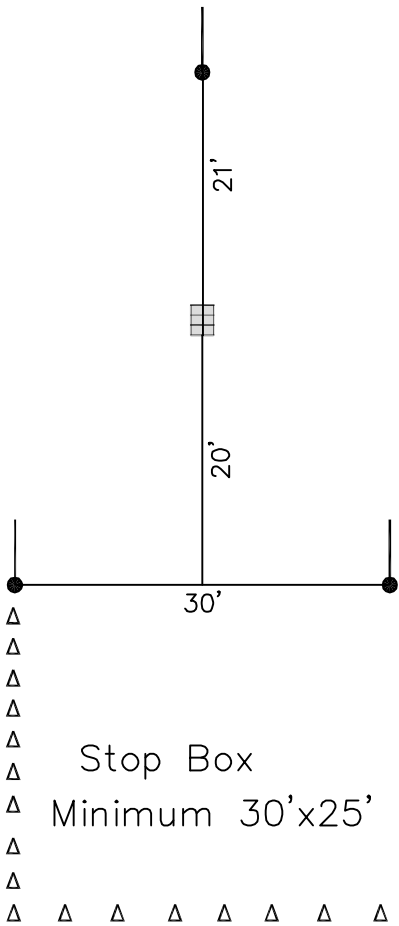


Timed #5
Equipment Needed:
(4) Gaming Poles



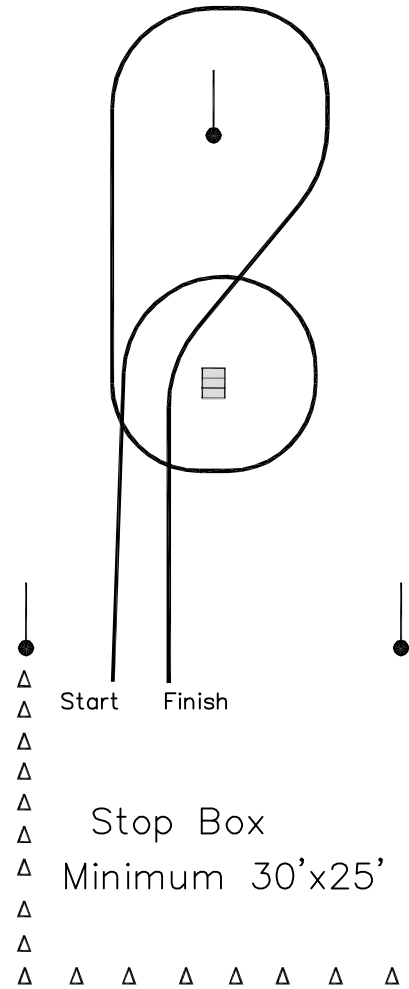
Timed #5
Equipment Needed:
(4) Gaming Poles

OHSET
TIMED PATTERNS
Team Versatility
Group #2
#2.19



Pattern #6

Equipment Needed:
 (3) Gaming Poles
 (1) Barrel



Pattern #6

Equipment Needed:
 (3) Gaming Poles
 (1) Barrel

OHSET
TIMED PATTERNS
Team Versatility
Group #2

#2.19

Team Versatility

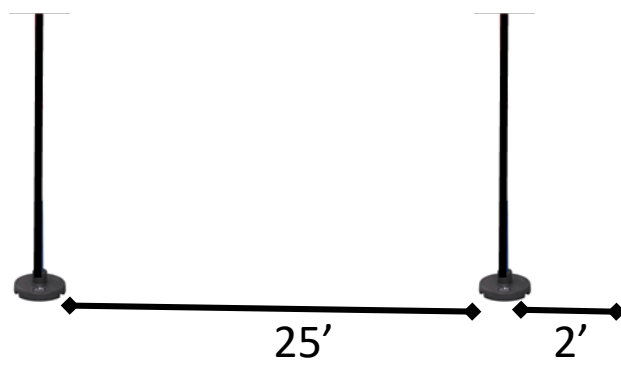
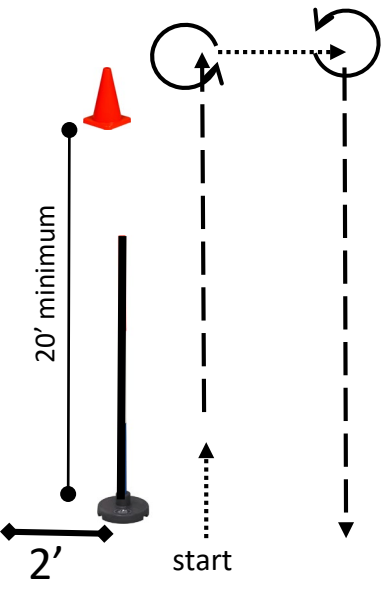
OHSET

Group #3

Equipment Needs
 ➤ One, cone (8-18")

In Hand #1

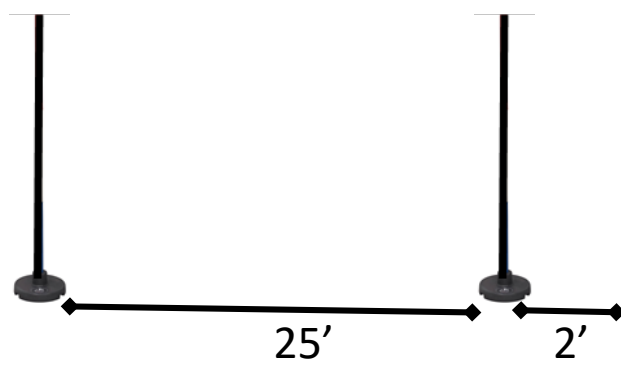
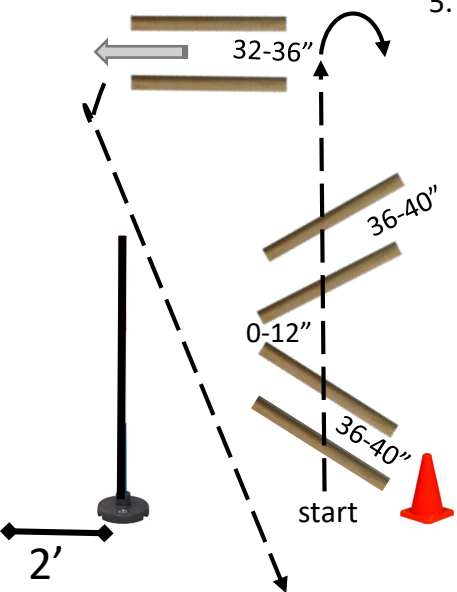
1. Walk a few steps to start
2. Trot past cone (minimum distance)
3. Halt, and do a 270° LEFT Forehand Turn
4. Walk 8 steps
5. Halt, and do a 270° LEFT Haunch Turn
6. Trot back to start/finish on OFF SIDE



In Hand #2 (revised 12.14.19)

1. Trot over poles as shown
2. Halt, and do a 90° RIGHT Haunch Turn
3. Back completely through poles; **from OFF Side**
4. Pull toward "turn" (less than 90°); **from OFF Side**
5. Trot back to start/finish; **from OFF Side**

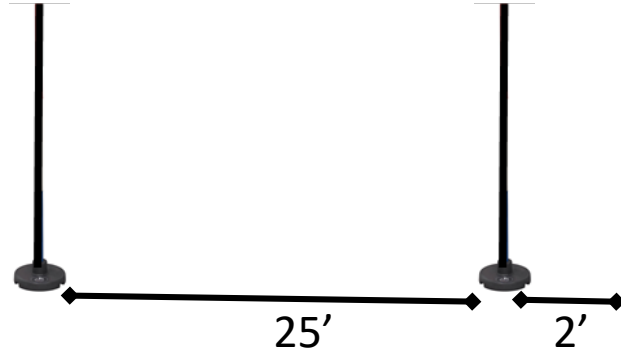
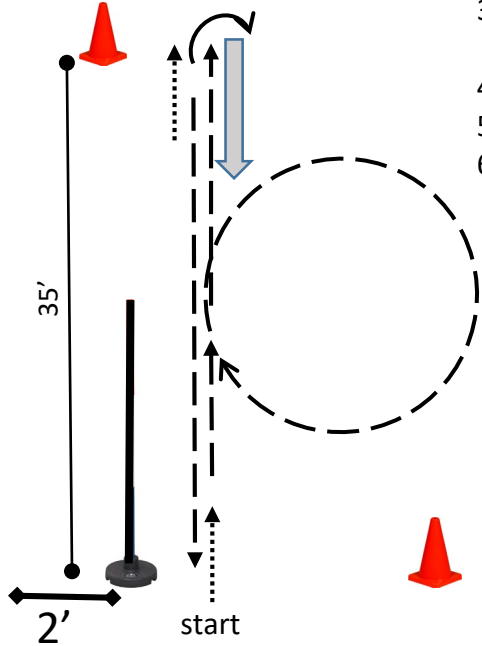
Equipment Needs
 ➤ Six, 8-10' Poles



In Hand #5

1. Walk a few steps to start
2. Trot large circle to the right
3. Continue trotting until rear of horse is in line with cone
4. Halt, and back 8 steps, and close
5. Do a 180° RIGHT Haunch Turn
6. Trot **OFF SIDE** to return to start/finish line

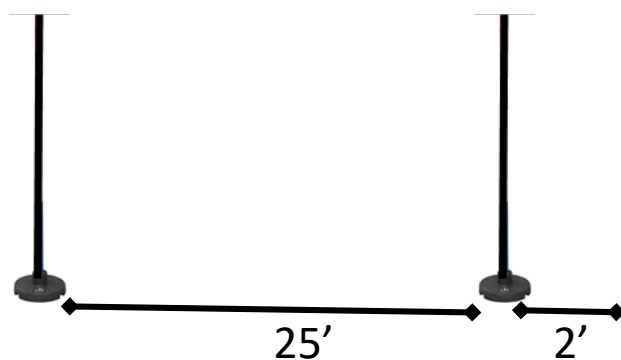
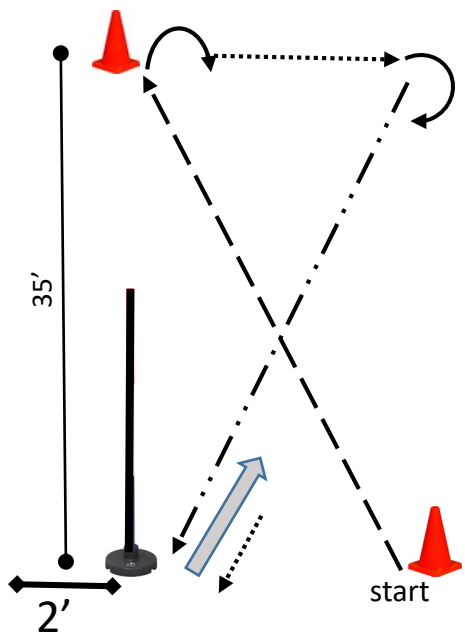
Equipment Needs
 ➤ One, cone (8-18")



In Hand #6

1. Trot across the diagonal toward cone
2. Halt, and do a 90+° RIGHT Haunch Turn
3. Walk straight until horse's nose is in line with starting place (cone)
4. Do another 90+° RIGHT Haunch Turn until on the diagonal facing pole
5. Trot, and immediately EXTEND across the diagonal
6. Halt before pole, back 8 Steps, close and without stopping WALK across start/finish line

Equipment Needs
 ➤ One, cone (8-18")



Team Versatility



Group #3

Trail/Rancher #1

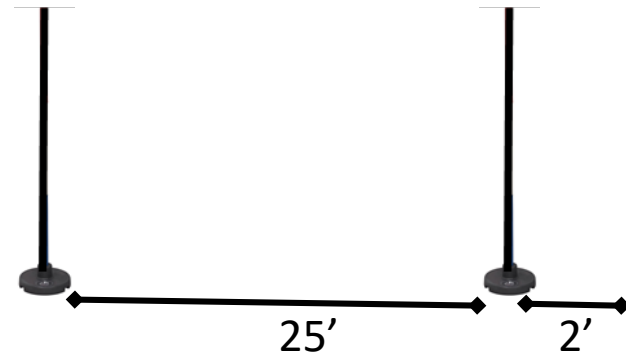
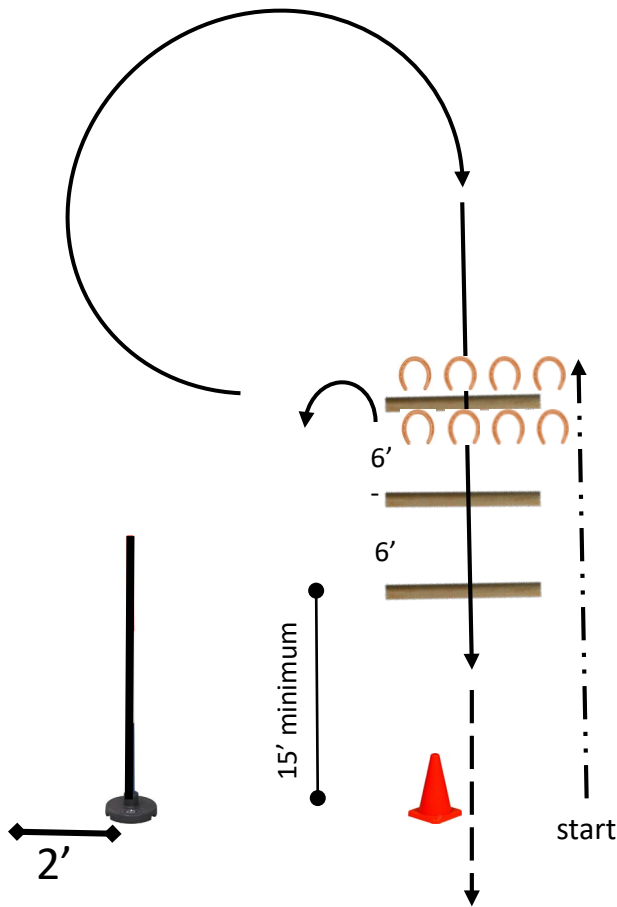
1. Trot w/energy to far pole, halt
2. Side Pass LEFT
3. When over pole, perform a 90° LEFT Haunch Turn
4. Lope/canter RIGHT Lead making large circle as shown
5. Lope/Canter over poles
6. Transition to trot
7. Trot over start/finish line

Equipment Needs

- Three, 8-10' Poles

NOTE:

Regardless of discipline, all trotting is SITTING

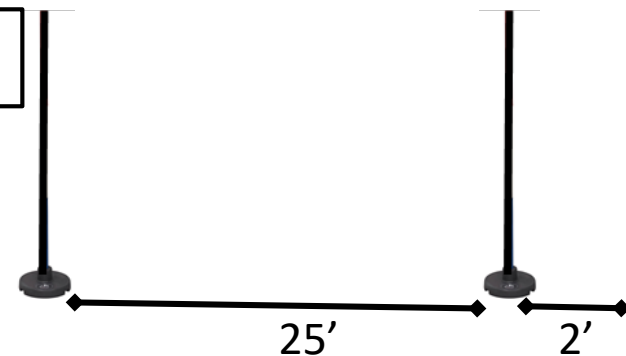
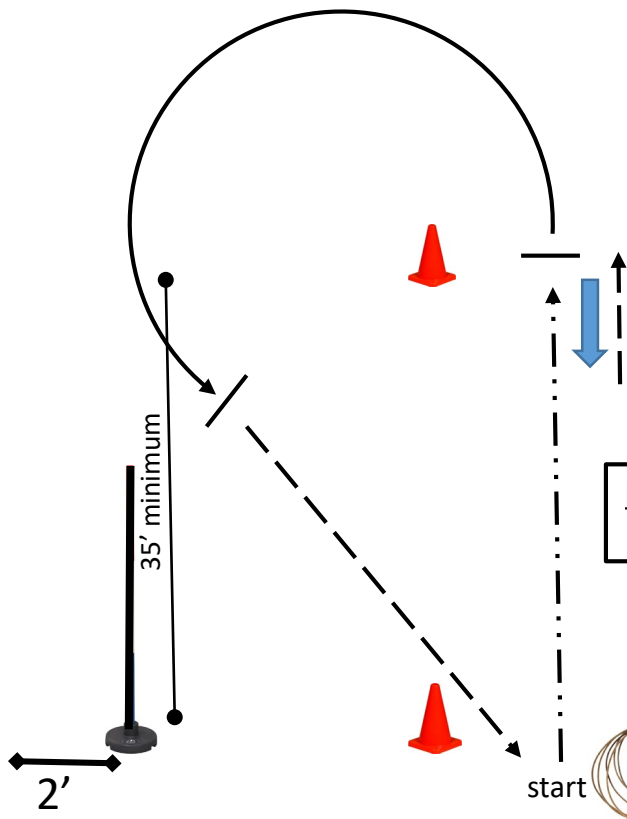


Trail/Rancher #2

1. Cross start line with loop built, carry loop throughout
2. Trot w/energy until horse's body is even with cone, Halt
3. Back 2 lengths or so with energy, then immediately jog forward
4. At or near cone, pick up LEFT lead Lope,
5. Lope partial circle to left, at approximately the half way point, begin your swing, when on the diagonal line, Halt and throw rope
6. **Quickly** re-coil and build loop
7. Then JOG on diagonal line to finish, carrying loop

Equipment Needs

- One, cone, 8-18"



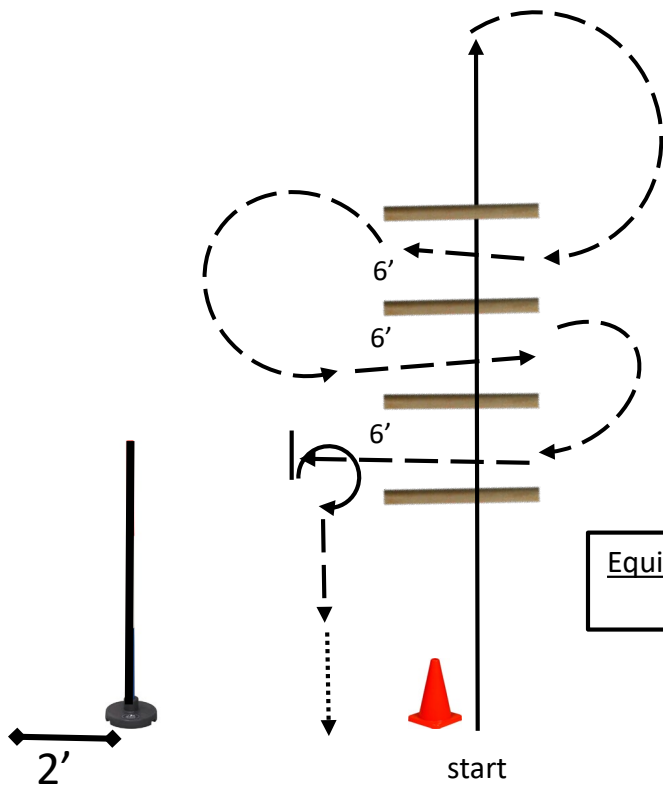
Team Versatility

Trail/Rancher Options

Group #3

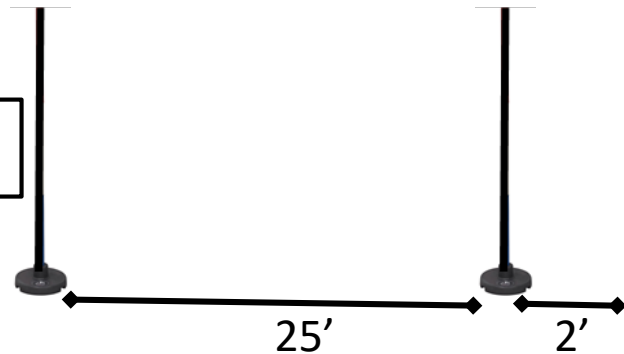
Trail/Rancher #3

1. Lope/Canter RIGHT Lead over ground poles
2. Transition to Jog (English riders, Posting Trot, changing diagonals as appropriate) Serpentine poles as shown
3. After completely clearing the final "gap," HALT
4. Perform a 270° RIGHT Haunch Turn
5. Jog (English Riders, Sitting Trot)
6. Transition to a walk BEFORE crossing start/finish line



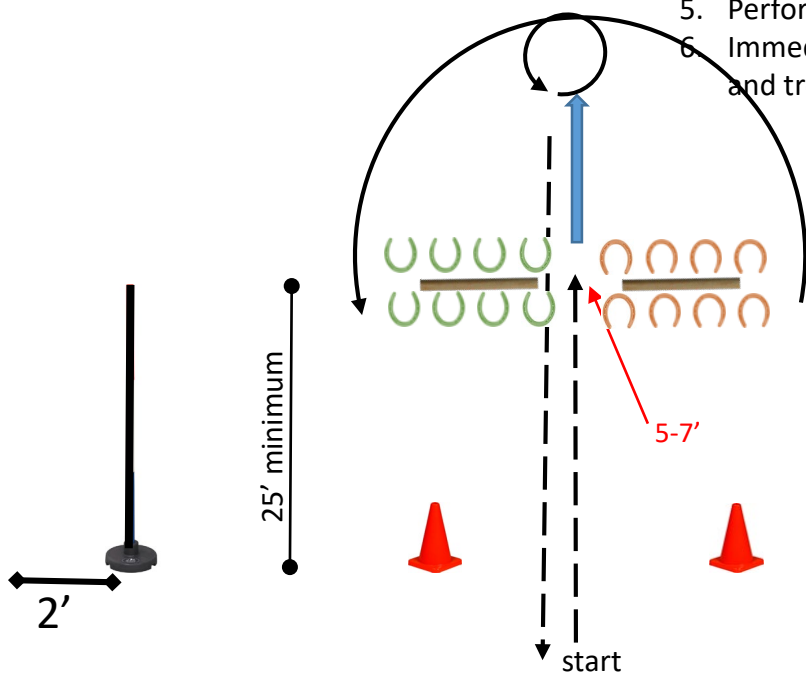
Equipment Needs

- Four, 8-10' Poles



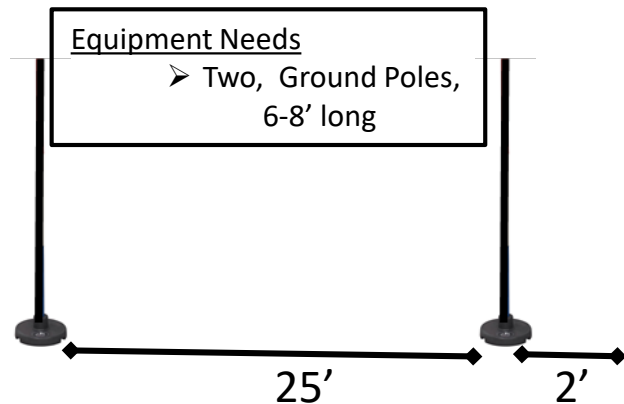
Trail/Rancher #4

1. Jog/Sitting Trot to start, halt when in line with poles, Side Pass RIGHT
2. Pick up LEFT Lead Lope/Canter to other side of poles, when lined up, HALT
3. Side Pass LEFT
4. Then back up 2+ lengths w/energy; settle and balance
5. Perform a 360° LEFT Haunch Turn
6. Immediately pick up the trot (English Riders May Post) and trot through the start/finish line



Equipment Needs

- Two, Ground Poles, 6-8' long

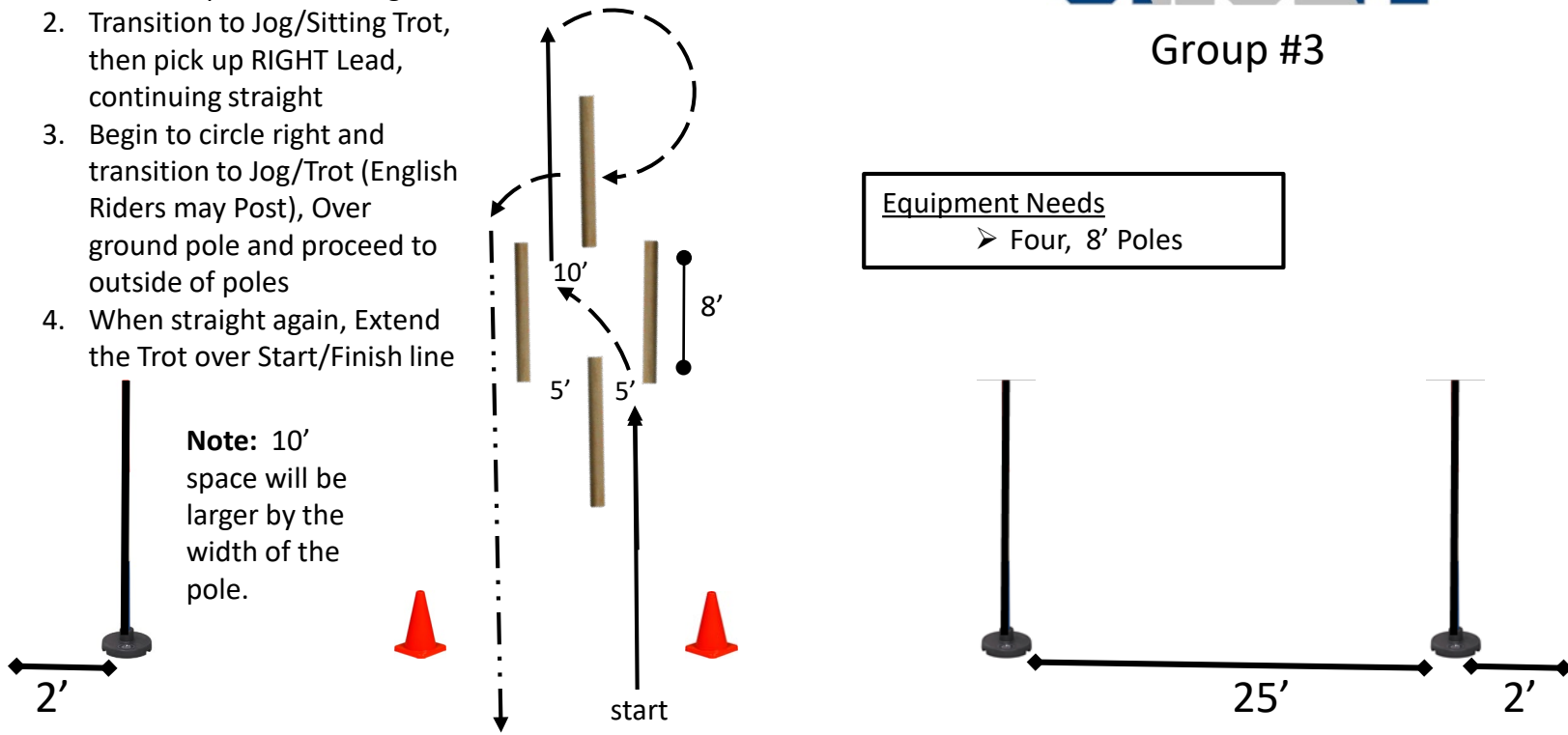


Trail/Rancher #5

1. Lope/Canter LEFT Lead between poles on the right
2. Transition to Jog/Sitting Trot, then pick up RIGHT Lead, continuing straight
3. Begin to circle right and transition to Jog/Trot (English Riders may Post), Over ground pole and proceed to outside of poles
4. When straight again, Extend the Trot over Start/Finish line

Note: 10' space will be larger by the width of the pole.

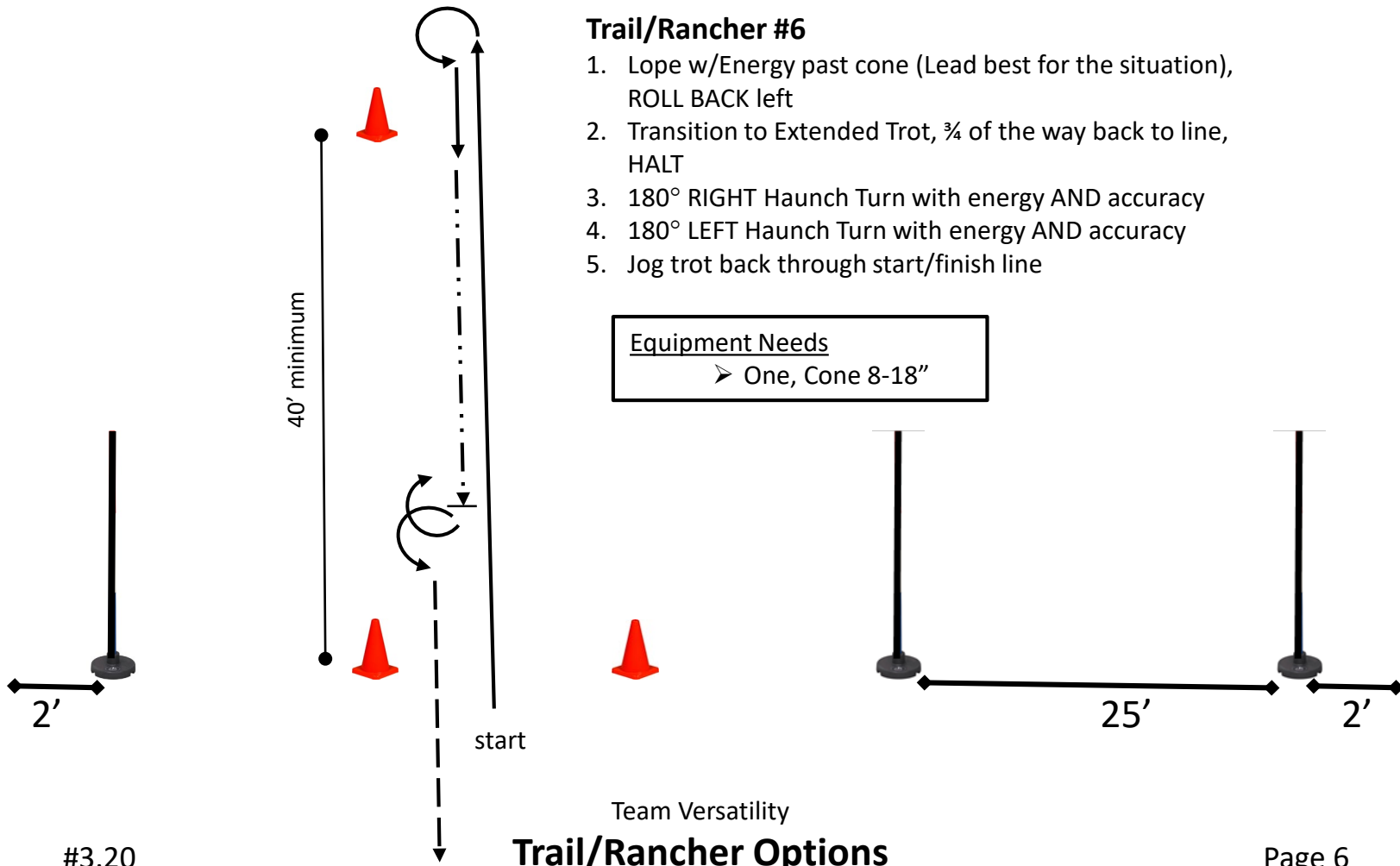
Equipment Needs
➤ Four, 8' Poles



Trail/Rancher #6

1. Lope w/Energy past cone (Lead best for the situation), ROLL BACK left
2. Transition to Extended Trot, ¾ of the way back to line, HALT
3. 180° RIGHT Haunch Turn with energy AND accuracy
4. 180° LEFT Haunch Turn with energy AND accuracy
5. Jog trot back through start/finish line

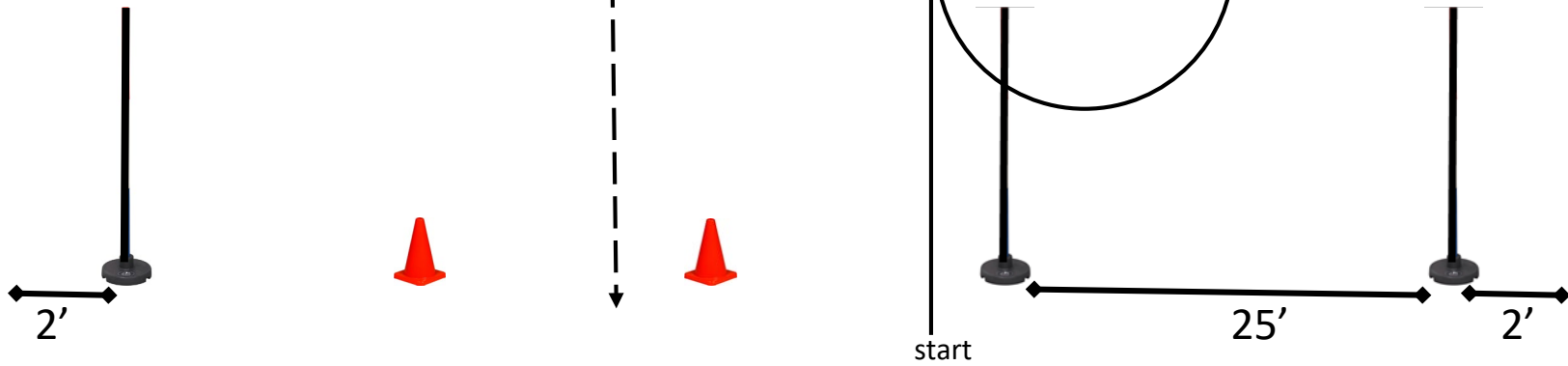
Equipment Needs
➤ One, Cone 8-18"



Equitation #1

1. Lope/Canter RIGHT Lead, Circle Right, continue straight up the arena
2. Make your best Lead change, flying preferred.
3. Circle LEFT, begin second circle
4. At midpoint, transition to Jog/Trot (English Riders should Post the Trot) across start/finish line

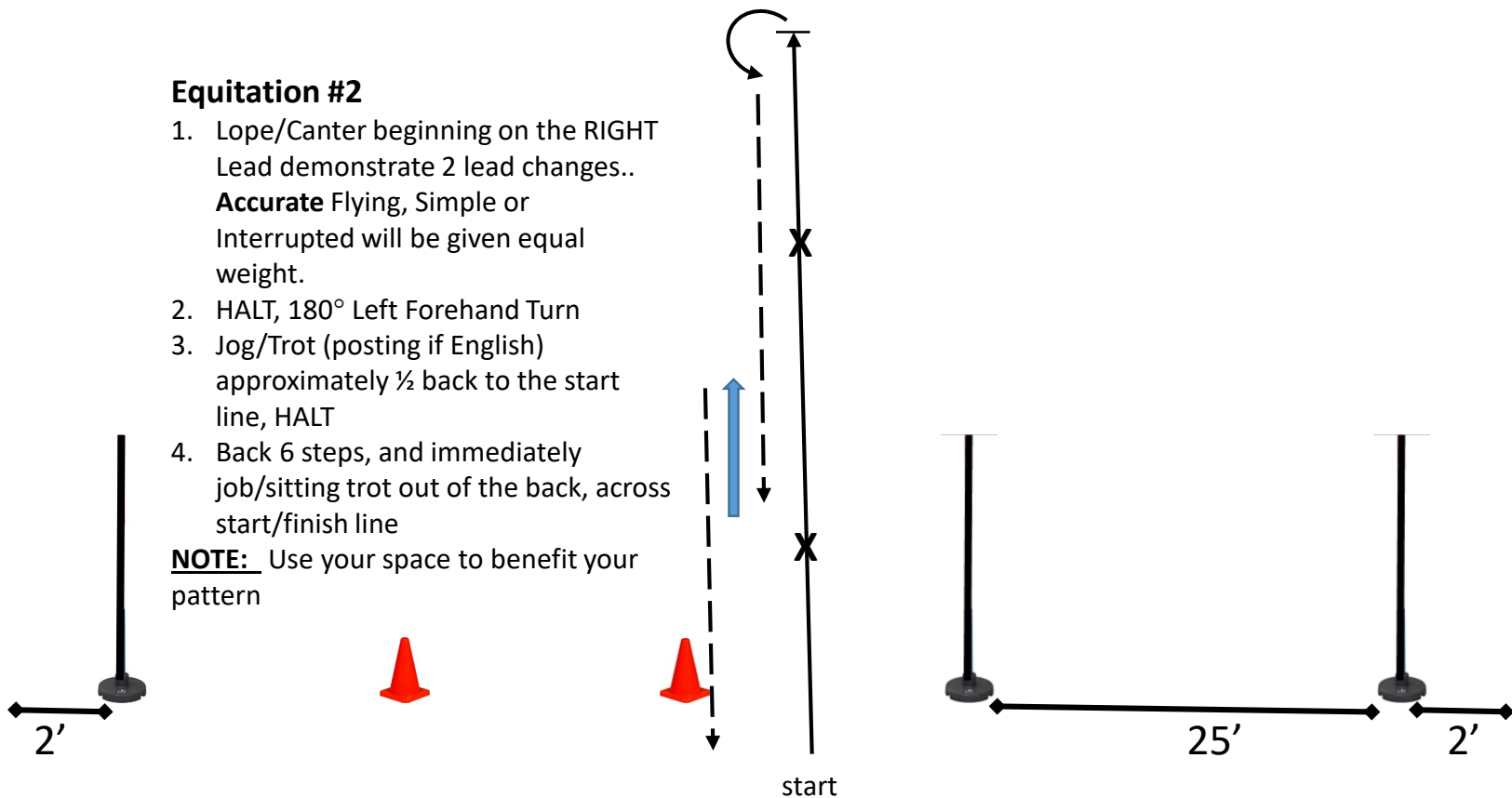
NOTE: Use your space to benefit your pattern



Equitation #2

1. Lope/Canter beginning on the RIGHT Lead demonstrate 2 lead changes.. **Accurate** Flying, Simple or Interrupted will be given equal weight.
2. HALT, 180° Left Forehand Turn
3. Jog/Trot (posting if English) approximately ½ back to the start line, HALT
4. Back 6 steps, and immediately job/sitting trot out of the back, across start/finish line

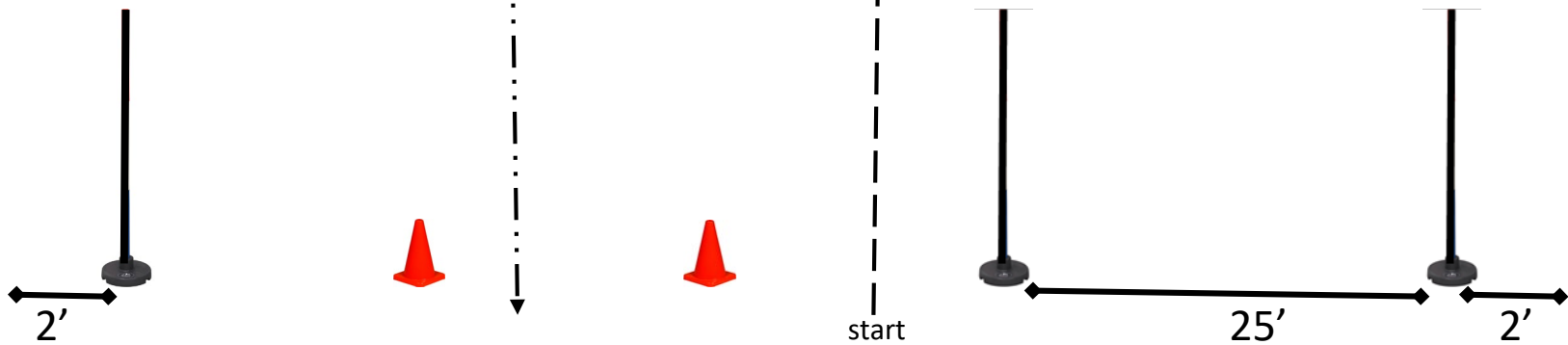
NOTE: Use your space to benefit your pattern



Equitation #3

1. Jog/Sitting trot straight ahead
2. Lope/Canter LEFT lead and Circle
3. Make your BEST Lead Change and Circle RIGHT completing the figure 8
4. Continue on the RIGHT lead and begin to turn LEFT, then transition to Jog/Posting Trot
5. Extend the trot and continue until crossing start/finish line

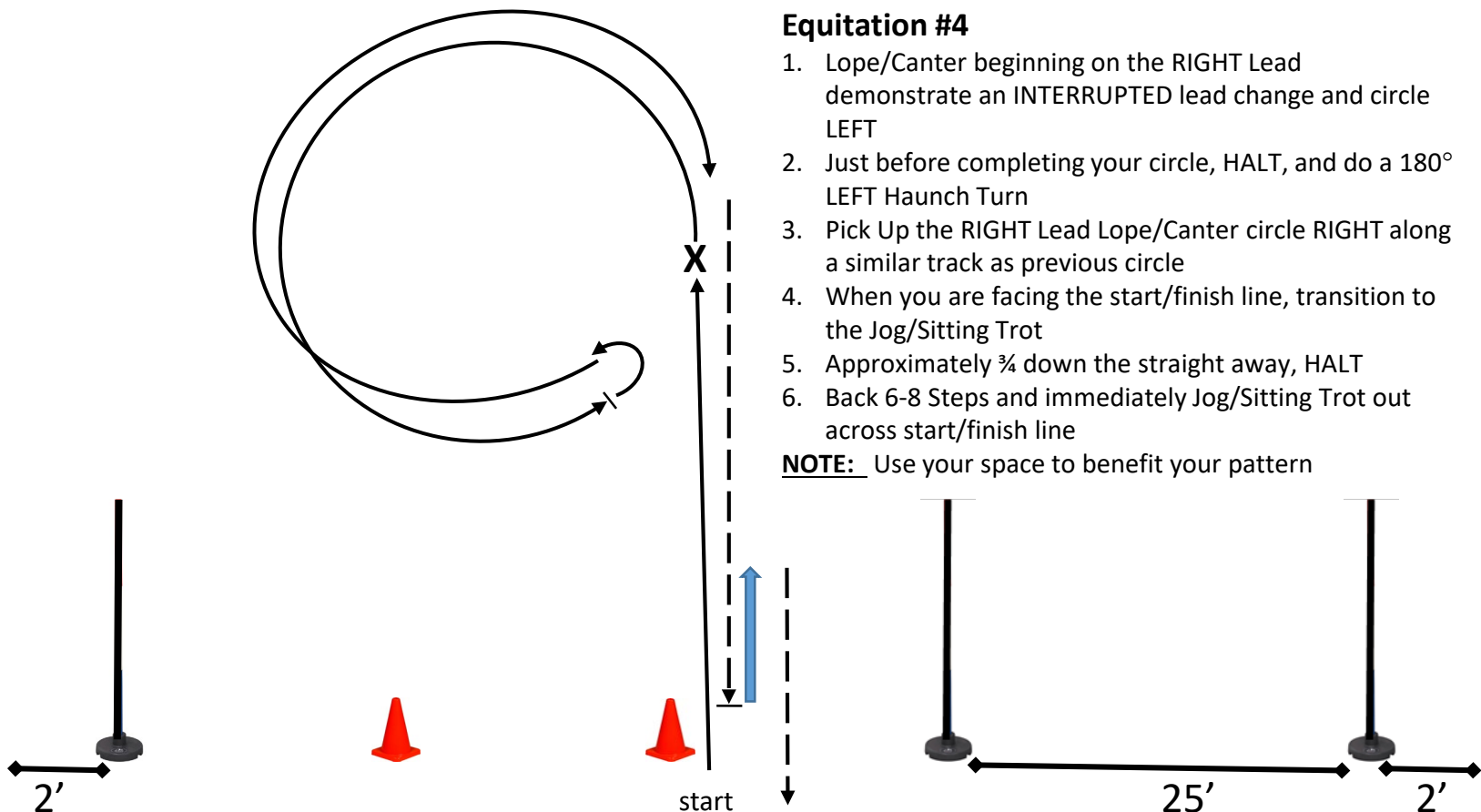
NOTE: Use your space to benefit your pattern



Equitation #4

1. Lope/Canter beginning on the RIGHT Lead demonstrate an INTERRUPTED lead change and circle LEFT
2. Just before completing your circle, HALT, and do a 180° LEFT Haunch Turn
3. Pick Up the RIGHT Lead Lope/Canter circle RIGHT along a similar track as previous circle
4. When you are facing the start/finish line, transition to the Jog/Sitting Trot
5. Approximately $\frac{3}{4}$ down the straight away, HALT
6. Back 6-8 Steps and immediately Jog/Sitting Trot out across start/finish line

NOTE: Use your space to benefit your pattern



Team Versatility

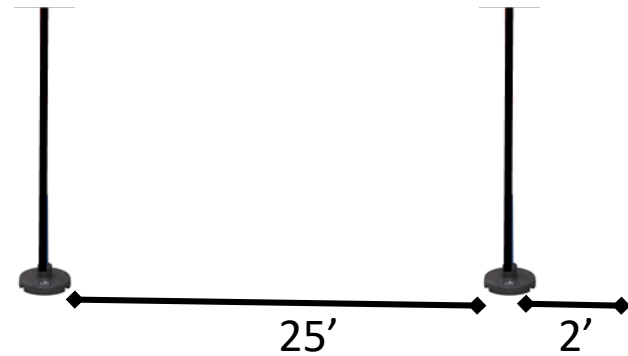
OHSET

Group #3

Equitation #5

1. Lope/Canter LEFT lead
2. SIMPLE lead change to RIGHT lead (counter canter)
3. Once on straight away, Jog/Posting Trot
4. Turn the corner down the diagonal line and EXTEND the trot across Start/Finish Line

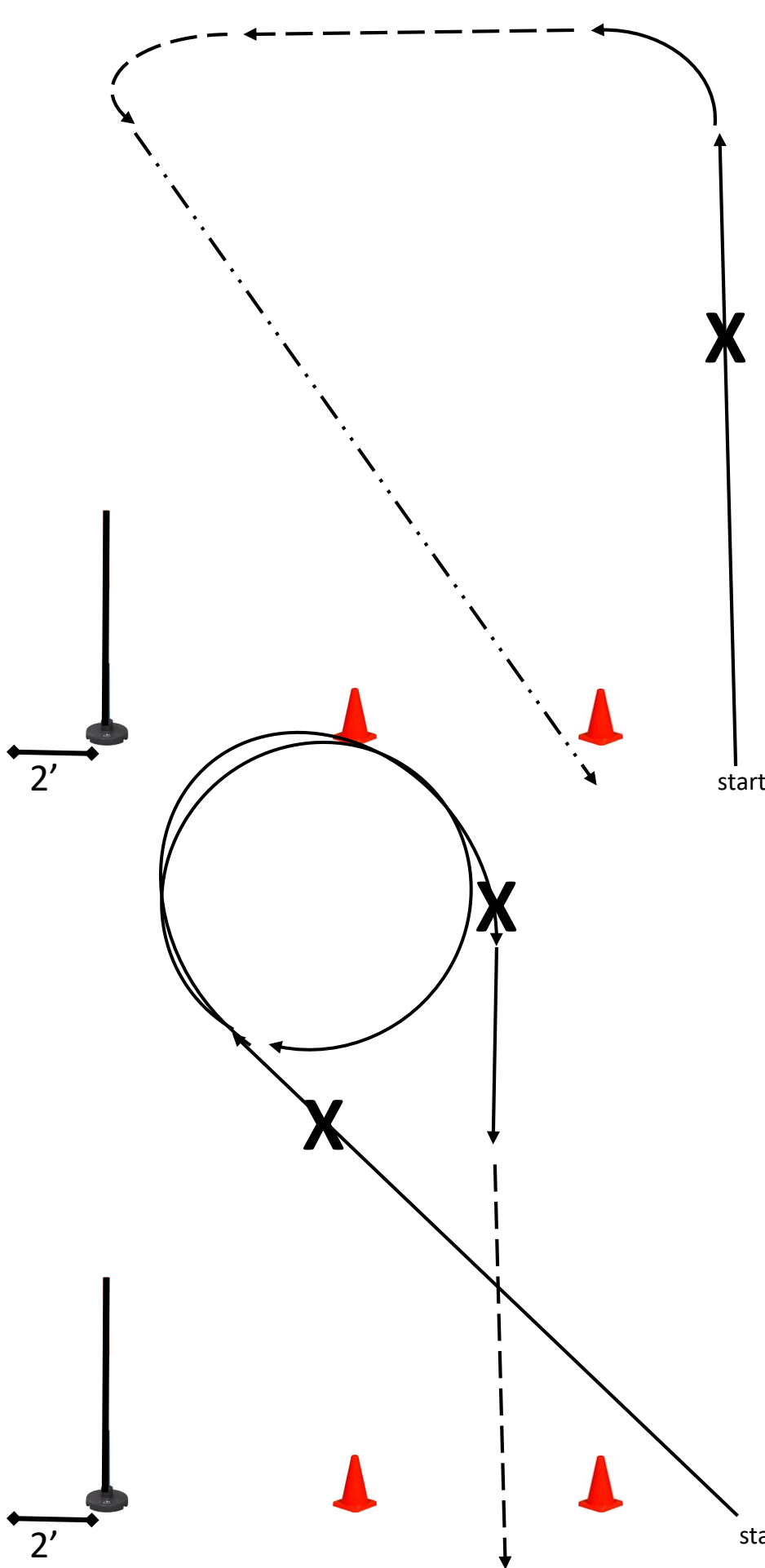
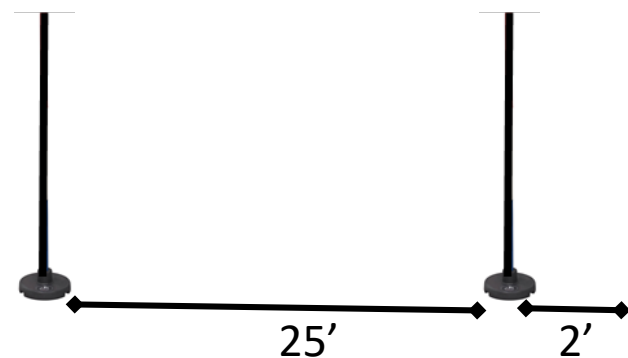
NOTE: Use your space to benefit your pattern



Equitation #6

1. Lope/Canter across the diagonal line beginning on the LEFT lead,
2. Perform a flying or simple lead change (flying preferred) to the RIGHT lead and circle RIGHT
3. Begin a second circle on the same track as the first and then head straight to the start/finish line
4. Once you are straight, perform an Interrupted lead change to the LEFT lead
5. About 1/2 way down, transition to a Jog or Sitting Trot and continue across the start/finish line

NOTE: Use your space to benefit your pattern



Team Versatility



Group #3

Timed Event #1

1. Run down RIGHT side of barrel, turn LEFT,
2. Circle the barrel 1 ½ times and return to finish line

Equipment Needs

- One, 55 gal Barrel

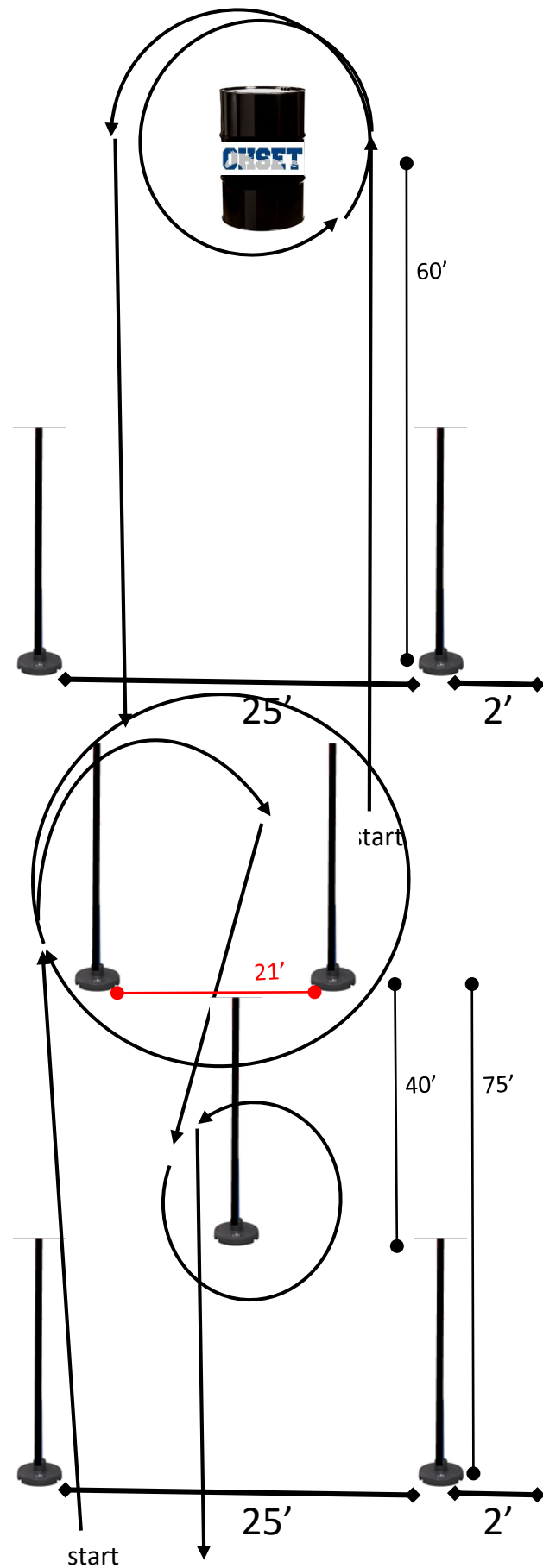
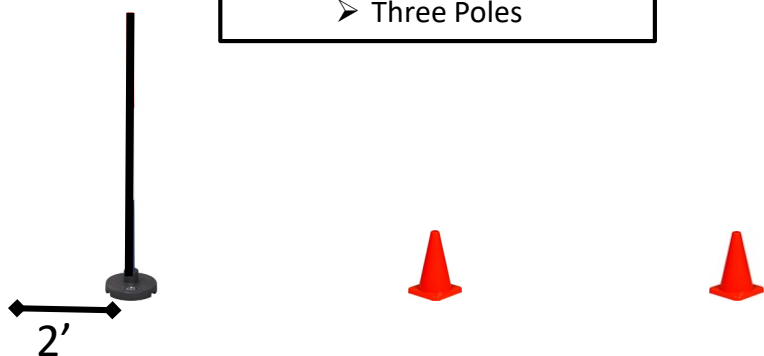


Timed Event #2

1. Run down LEFT side of poles, turn RIGHT
2. Circle BOTH end poles and begin 2nd circle, turning a tighter RIGHT and come back toward the finish line through the middle of the end poles
3. Circle the middle pole LEFT and after completing the circle
4. Go straight across the finish line

Equipment Needs

- Three Poles



Team Versatility

OHSET

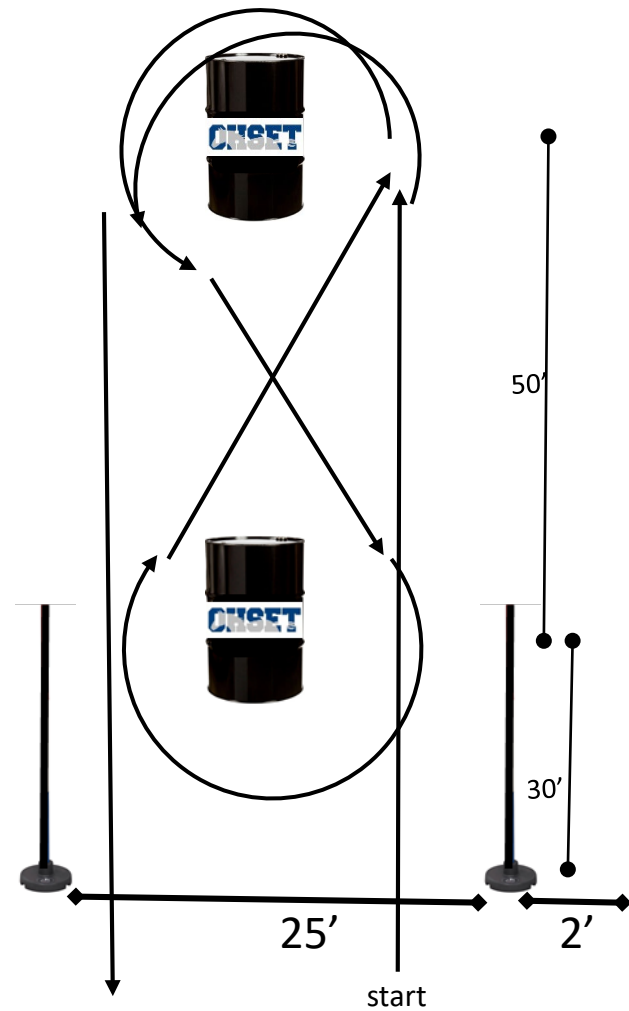
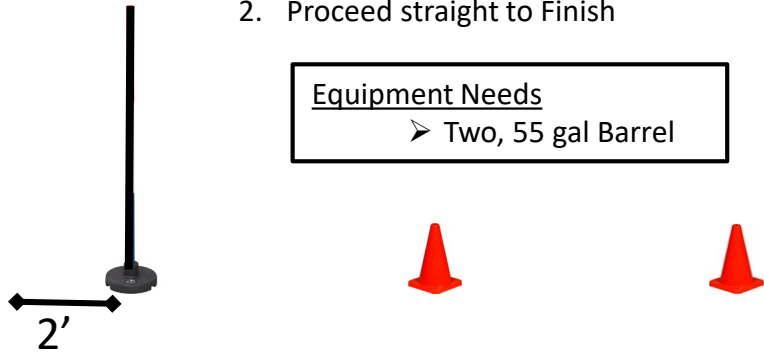
Group #3

Timed Event #3

1. Run down RIGHT side of barrels, begin to circle end barrel then cross and "figure 8" barrels (First turn to the LEFT, Second turn to the RIGHT, then LEFT turn again)
2. Proceed straight to Finish

Equipment Needs

- Two, 55 gal Barrel

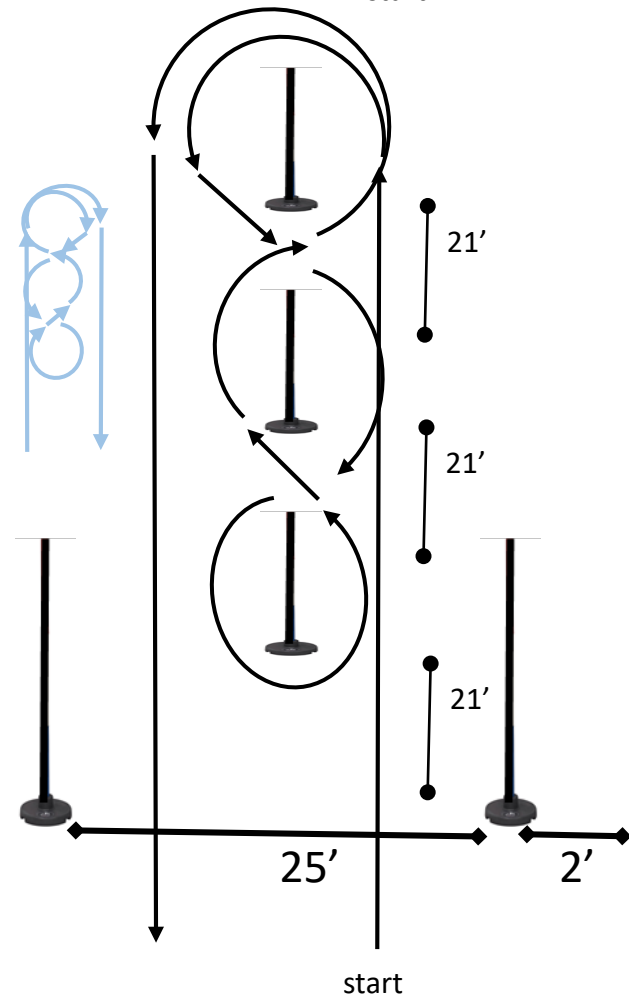
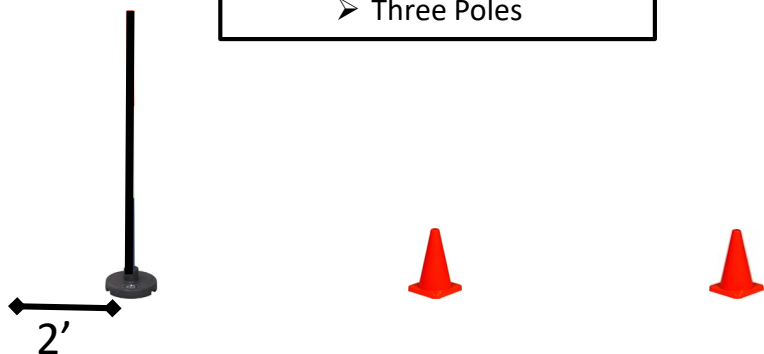


Timed Event #4

1. Poles with only 3 poles
2. Run down either side
3. Turn and weave poles, turning last pole and weaving all three poles back,
4. Turn final end pole and head straight for finish
5. This pattern can be run from either side

Equipment Needs

- Three Poles



Team Versatility

ONSET

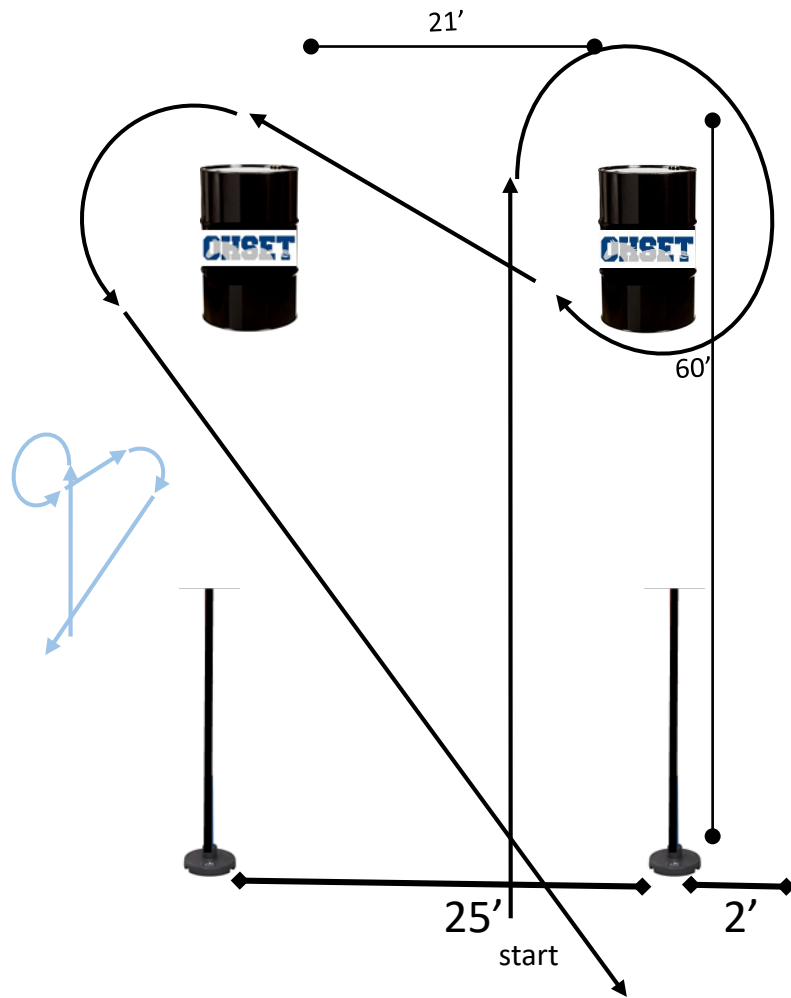
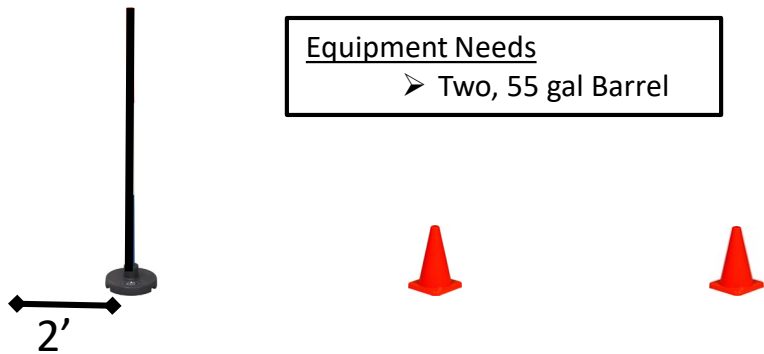
Group #3

Timed Event #5

1. Run Inside of barrels
2. Turn EITHER direction, circle the barrel, then make the opposite turn on the other barrel
3. Without completely circling the barrel, proceed straight to Finish
4. Proceed straight to Finish

Equipment Needs

- Two, 55 gal Barrel

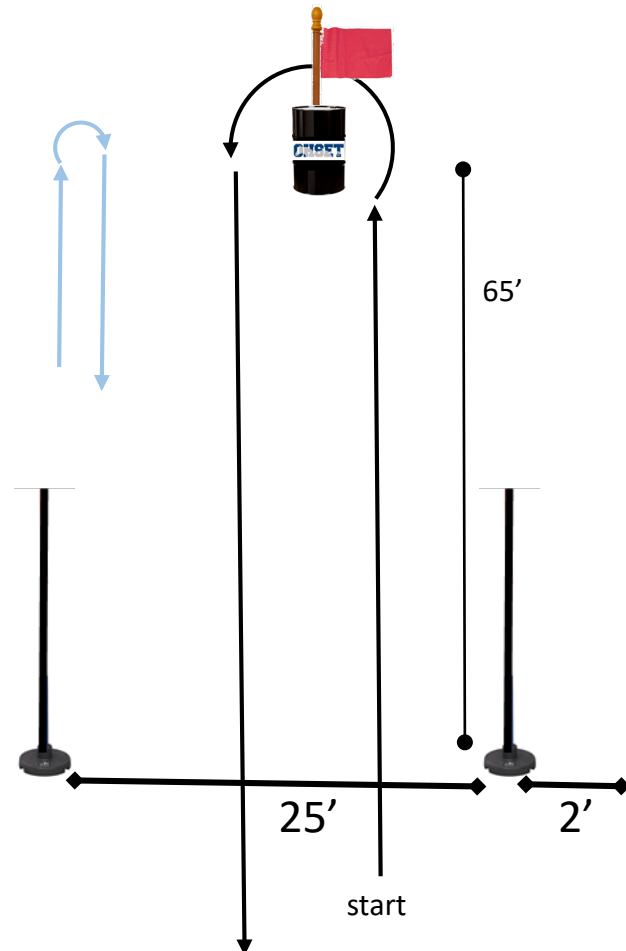
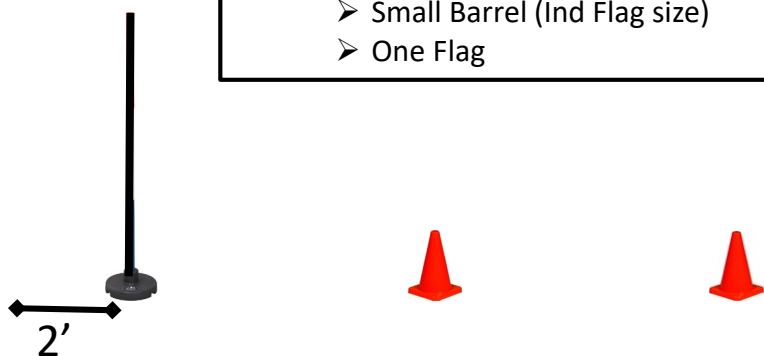


Timed Event #6

1. Run down one side of barrel, pick up flag
2. Turn down other side and head for finish
3. Container can be circled to pick up flag – container event rules/deductions apply
4. This pattern can be run from either side

Equipment Needs

- Small Barrel (Ind Flag size)
- One Flag



OHSET

Trail

Link Page

12/17/2017

Date: _____

District: _____

CLASS: TRAIL - PATTERN #1

HIGH SCHOOL: _____

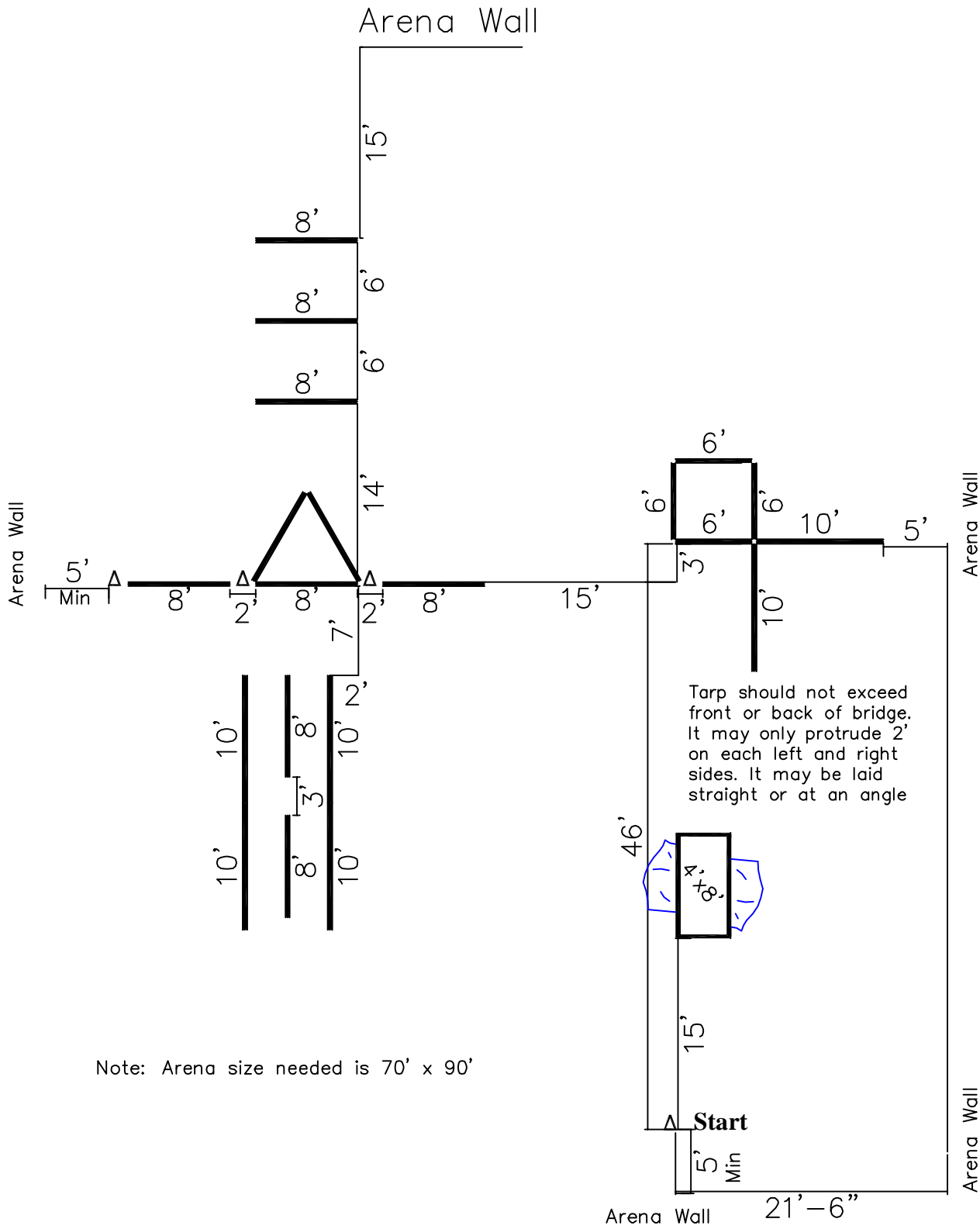
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at start cone. Walk over bridge.		
2.	Lope/Canter left lead through box, around corner, and into box		
3.	Halt, 360° right turn (not haunch or forehand, just a turn in the box)		
4.	Jog/trot out of box and over poles		
5.	Jog/Trot serpentine and circle 2nd cone to the right and then over final pole		
6.	Pick up right lead, lope/canter over poles, through triangle, and completely through chute, halt		
7.	Back into chute, through opening in middle of poles, and out the other end, halt		
8.	Position, then sidepass pole to left		
9.	Perform turns necessary to re-position		
10.	Sidepass pole to right. Wait to be excused		
11.	Overall Horsemanship		

Judge's Signature: _____

Expectations:

- Horsemanship knowledge in displaying fundamentals is important. Accuracy, smoothness, and acceptance of obstacles should be points of training. Rythm throughout course is important.
- Exhibitor should not pet or unnecessarily touch horse while on course.
- Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step.
- Leads should be accurate and backing should be precise, but not too slow.
- Haunch turns, pivots, lateral movements and backing should be smooth with continual movement.
- Refusals will deduct points. After 2 unsuccessful attempts, riders will be asked to move on. A refusal is any unnecessary and unintentional movement not aiding in completion of the maneuver. The following two examples would be considered refusals. A horse taking a step backwards while approaching a bridge without being asked to do so by its rider. A horse taking a step forward while attempting to complete back through without being asked to do so by its rider. An unintentional complete stop of movement while approaching or completing an obstacle will be considered a refusal.
- Judges will be looking for a "finished" equine/athlete combination in this event.



Note: Arena size needed is 70' x 90'

OHSET
PATTERN #1
Trail (All Disciplines)

#1.13.18 Revised 12-17-17

Equipment Needed:
(1) Bridge 4'x8' (min 4'x6')
(6) 10' poles
(10) 8' poles
(4) 6' poles
(1) Blue Tarp (min 8'x6')
(4) Standard cones (about 12"-18" tall and 12"-14" base)

Setup Pattern #1

Trail Setup Instructions

1. Begin by placing right edge of start cone min. of 21'6" from right side arena wall and min. of 5'
 2. Stretch tape from right edge of start cone straight ahead 46'
 3. Place bottom left corner of bridge 15' from start cone as diagramed. Place tarp under bridge as
 4. Place (2) 6' poles with corner on 46' mark as diagramed
 5. Build remainder of box, 10' poles should come straight off corners as diagramed
 6. Measure 3' toward start cone from bottom left corner of box, then measure 15' to the left and
 7. Measure 2' from left end of pole and place next 8' pole. Build remainder of triangle with corners
 8. Measure 2' from left corner of triangle and place last 8' pole. Place cones in spaces as diagramed
 9. Measure 14' from right side of triangle and set 8' pole as diagramed
 10. Measure 6' from current pole and set next 8' pole. Repeat for next 8' pole
 11. From right side of triangle measure down 7' and to the left 2' and set 10' pole as diagramed.
 12. Place second 10 pole in line with ends touching as diagramed
 13. From top of first 10' pole measure 3' to the left and set 8' pole as diagramed
 14. From bottom of last 8' pole measure 3' down and place next 8' pole in a straight line
 15. From top of first 8' pole measure 3' to the left and place top of 10 pole
 16. Place last 10' pole in line with ends touching as diagramed
- Note: All measurements are from "inside to inside" or "edge to edge"

11/23/2018

Date: _____

District: _____

CLASS: TRAIL - PATTERN #2

HIGH SCHOOL: _____

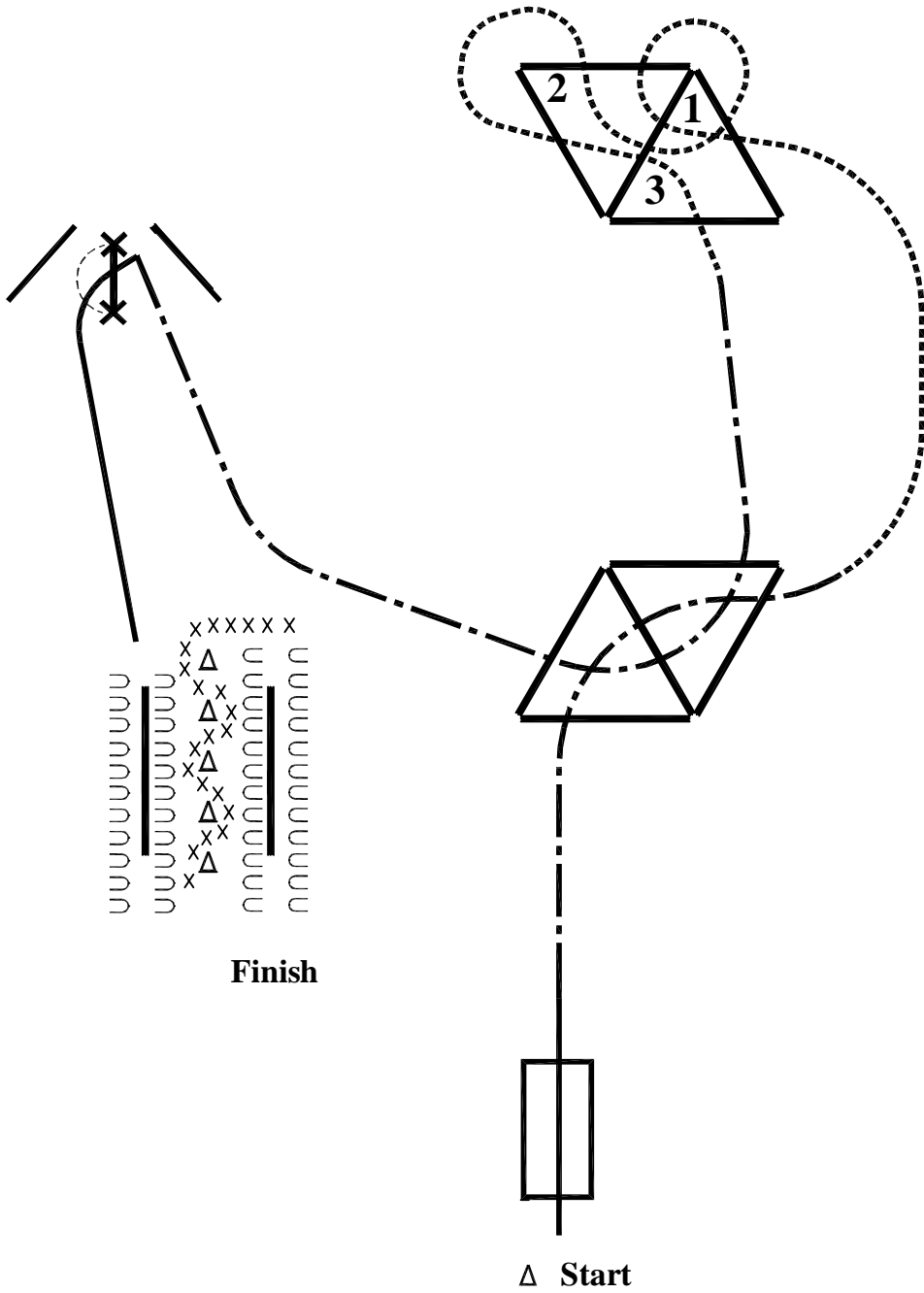
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at start cone. Walk over bridge.		
2.	Pick up lope/canter and lope canter through double triangle as diagramed		
3.	Transition to jog/trot and jog/trot around corner #1		
4.	Continue at jog/trot around corners #2 and #3 inside as diagramed		
5.	When out of triangle transition to lope/canter and travel through triangles as diagramed and continue to gate		
6.	Left hand push gate		
7.	Walk to cones and poles. Position for right sidepass, sidepass pole		
8.	Back through cones as diagramed		
9.	Position for left sidepass, sidepass pole. Wait to be excused		
10.	Overall Horsemanship		

Judge's Signature: _____

Expectations:

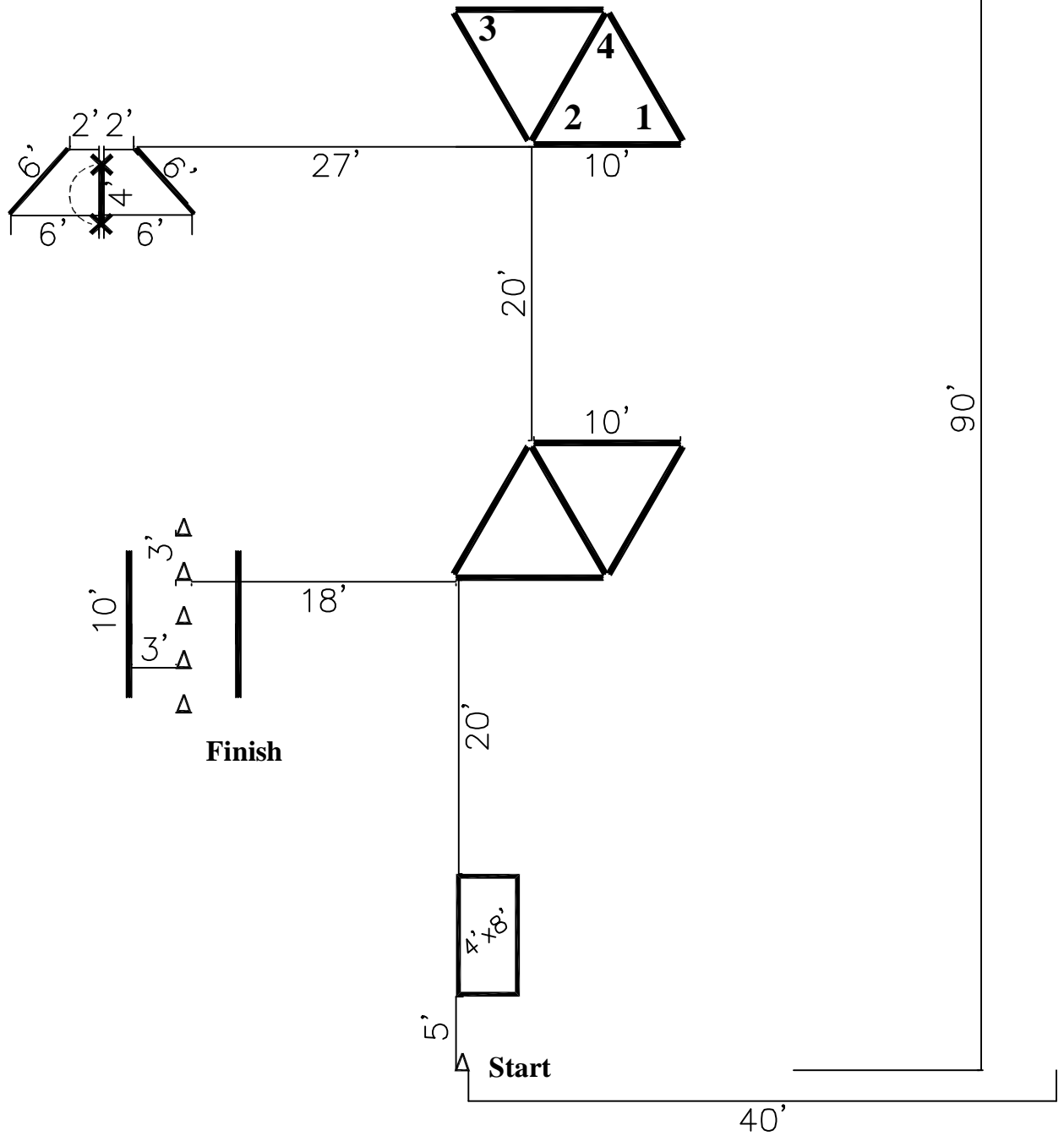
- Horsemanship knowledge in displaying fundamentals is important. Accuracy, smoothness, and acceptance of obstacles should be points of training. Rythm throughout course is important.
- Exhibitor should not pet or unnecessarily touch horse while on course.
- Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step.
- Leads should be accurate and backing should be precise, and not too slow.
- Haunch turns, pivots, lateral movements and backing should be smooth with continual movement.
- Refusals will deduct points. After 2 unsuccessful attempts, riders will be asked to move on. A refusal is any unnecessary and unintentional movement not aiding in completion of the maneuver. The following two examples would be considered refusals: A horse taking a step backwards while approaching a bridge without being asked to do so by its rider. A horse taking a step forward while attempting to complete back through without being asked to do so by its rider. An unintentional complete stop of movement while approaching or completing an obstacle will be considered a refusal.
- Judges will be looking for a "finished" equine/athlete combination in this event.



OHSET
PATTERN #2
Trail Pattern

#2.15.19 Revised 12-02-18

Legend :	
Walk	—————
Jog/Trot	- - - - -
Lope/Canter	- . - . -
Back	X X X X X
Sidepass	U U U U U
Start Cone	△



OHSET
PATTERN #2
Trail Dimensions

#2.15.19 Revised 12-02-18

- Equipment Needed:**
- (1) Bridge 4'x8' (min 4'x6')
 - (12) 10' poles
 - (2) 6' poles
 - (1) 4' pole
 - (2) Jump Standards
 - (6) Standard cones (about 12"-18" tall and 12"-14" base)
 - (1) Rope for rope gate with way to latch

Setup Pattern #2

Trail Setup Instructions

1. Begin by placing start cone approximately 90' from far end wall and 40' from right side wall. Min 40' from left side wall
2. Measure 5' from edge of cone for bottom left corner of bridge and place bridge
3. From top left corner of bridge measure 20' and build 10' triangle starting with bottom left point, then build 2nd triangle using right side of first triangle
4. From to point of first triangle measure 20' and build triangle starting with bottom left point. Then build 2nd triangle using left side of first triangle
5. From bottom left corner of first triangle measure 27' and place 6' pole as shown. From end of 6' pole measure 2' and place jump standard. Measure 4' down and place 2nd jump standard. Place 4' pole between jump standards. From bottom of jump standard measure 6' to the right and place other end of 6' pole. Repeat these measurements for 2nd 6' pole placement
6. From first triangle on bottom left corner, measure 18' to the left and place right edge of cone. From top edge of the base measure 3' above it and place top cone. From bottom edge of base measure 3' and place cone below it, continue placing remaining cones. The 5' mark of the poles should be matched with the center cone, and there should be 3' between the edge of the cone base and the edge of the pole

Note: All measurements are from "inside to inside" or "edge to edge", providing a designated amount of clear space

OHSET
PATTERN #2
Trail Set Up

12/15/2019

Date: _____

District: _____

CLASS: TRAIL - PATTERN #3

HIGH SCHOOL: _____

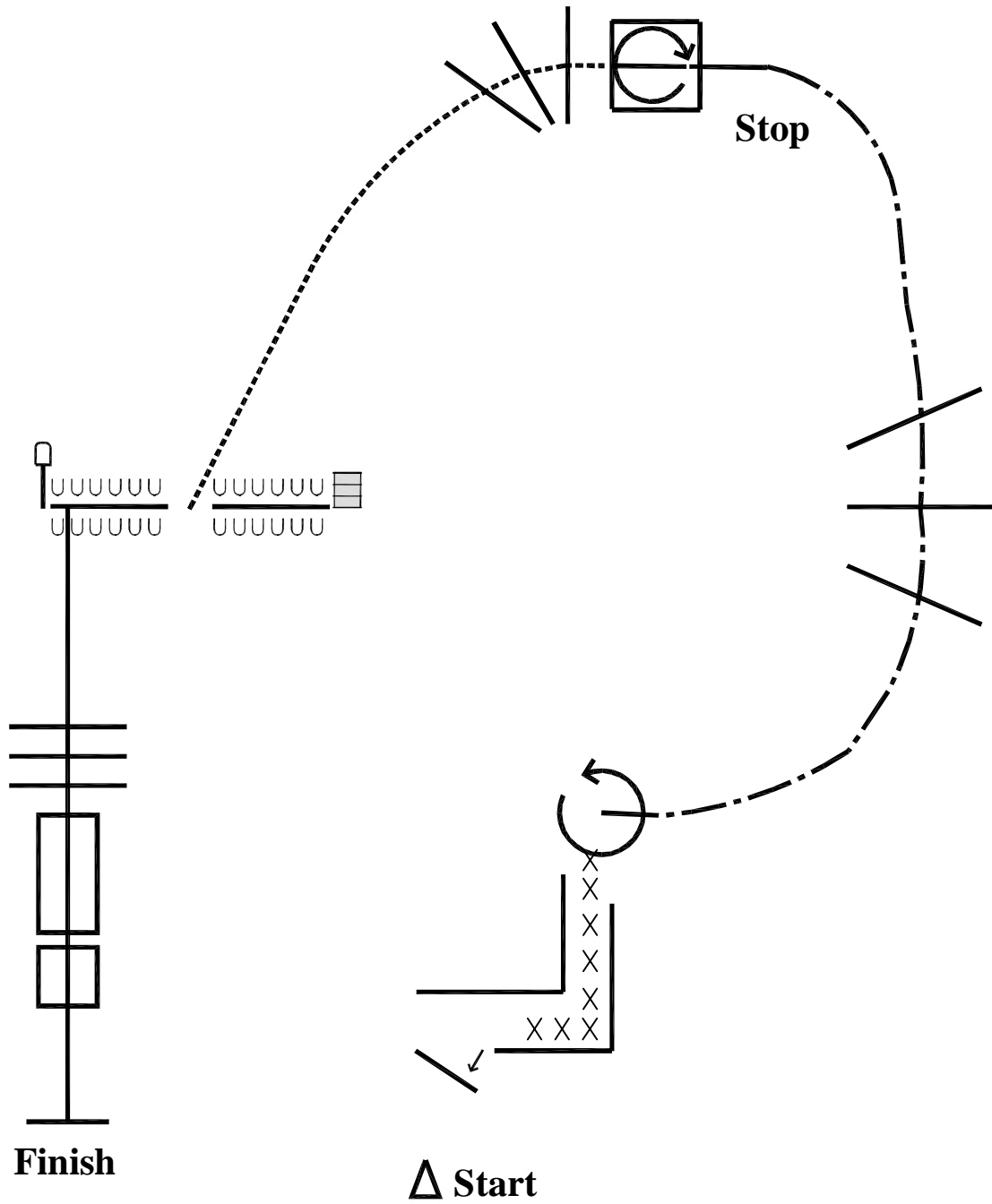
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at start cone. Open gate, go through, close. Left hand push.		
2.	Position and back through 'L'.		
3.	450° left haunch turn.		
4.	Lope left lead over fan poles.		
5.	Stop before box and settle 5 seconds		
6.	Walk into box, 360° right turn.		
7.	Jog out of box, over poles, and halt in space between sidepass poles		
8.	Sidepass left to barrel, pick up grooming brush, sidepass right to mailbox, place grooming brush into mail box.		
9.	Walk over poles and bridges.		
10.	Overall Horsemanship		

Judge's Signature: _____

Expectations:

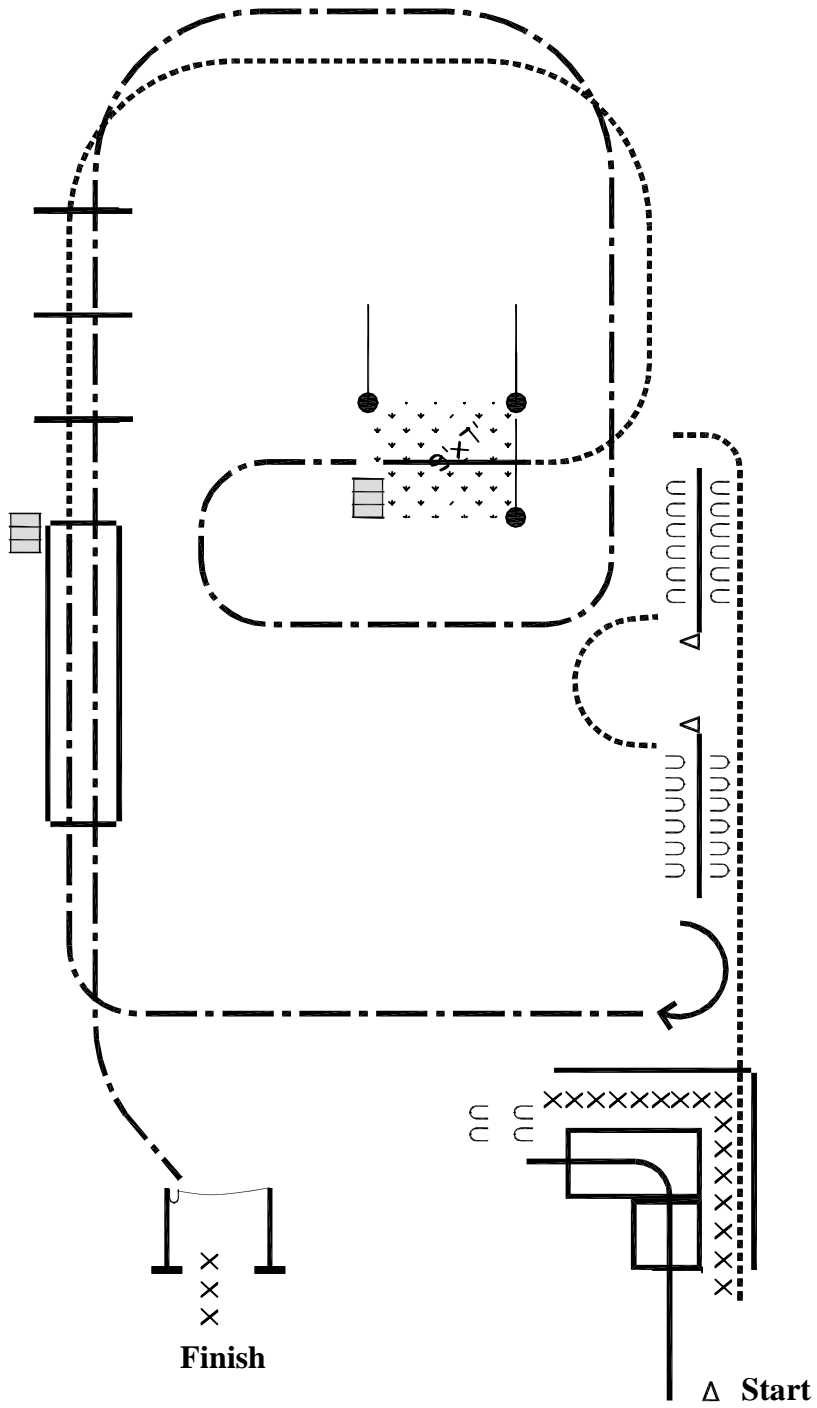
- Horsemanship knowledge in displaying fundamentals is important. Accuracy, smoothness, and acceptance of obstacles should be points of training. Rythym throughout course is important.
- Exhibitor should not pet or unnecessarily touch horse while on course.
- Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step.
- Leads should be accurate and backing should be precise, but not too slow.
- Haunch turns, pivots, lateral movements and backing should be smooth with continual movement.
- Refusals will deduct points. After 2 unsuccessful attempts, riders will be asked to move on.
- No steps between bridges
- Judges will be looking for a "finished" equine/athlete combination in this event.



OHSET
Pattern #3
Trail (All Disciplines)
 #3.16.20 Revised 12-15-19

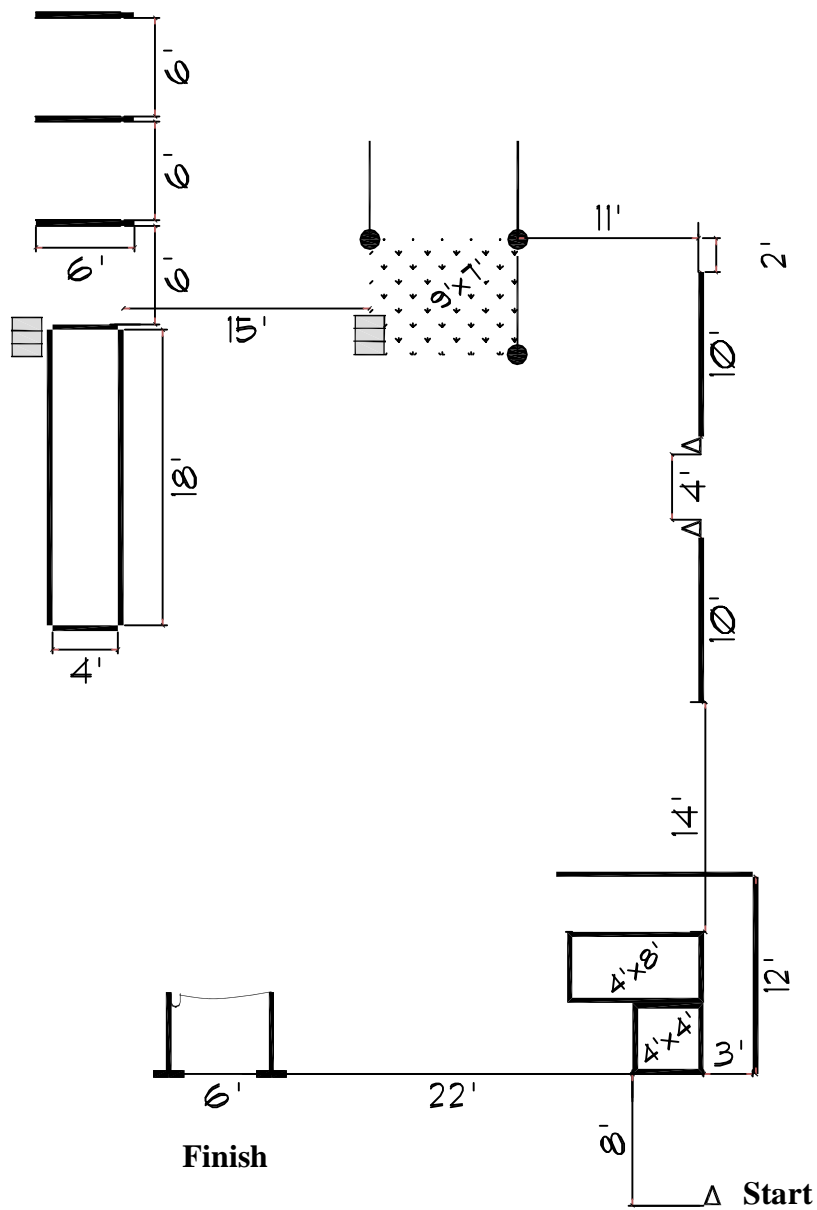
Legend :	
Walk	—————
Jog/Trot	-----
Lope	- . - . - .
Back	X X X X X X
Sidepass	U U U U U U
Start Cone	Δ

12/19/2020			
Date: _____		District: _____	
CLASS: TRAIL - PATTERN #4			
HIGH SCHOOL: _____		ATHLETE #: _____	
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at start cone. Walk over bridge.		
2.	Sidepass right, back through "L"		
3.	Trot out of chute to far end of pole, sidepass left		
4.	Trot around cones, sidepass right		
5.	180° right haunch turn		
6.	Right lead lope/canter into box, stop at barrel, pick up hay bag		
7.	Trot out of box and over poles to brush area as diagramed		
8.	Walk over brush, halt in box, set hay bag on barrel		
9.	Step out of box, pick up left lead lope/canter, continue as diagramed around brush to ground poles		
10.	Lope/canter over poles thru box, halt at gate		
11.	Open gate, right hand pull, back thru, close, wait to be excused		
12.	Overall Horsemanship		
Judge's Signature: _____			
Expectations:			
<ul style="list-style-type: none"> • Horsemanship knowledge in displaying fundamentals is important. Accuracy, smoothness, and acceptance of obstacles should be points of training. Rythym throughout course is important. • Exhibitor should not pet or unnecessarily touch horse while on course. • Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step. • Leads should be accurate and backing should be precise, but not too slow. • Haunch turns, pivots, lateral movements and backing should be smooth with continual movement. • Refusals will deduct points. After 2 unsuccessful attempts, riders will be asked to move on. A refusal is any unnecessary and unintentional movement not aiding in completion of the maneuver. The following two examples would be considered refusals. A horse taking a step backwards while approaching a bridge without being asked to do so by its rider. A horse taking a step forward while attempting to complete back through without being asked to do so by its rider. An unintentional complete stop of movement while approaching or completing an obstacle will also be considered a refusal. • It is optional when passing thru gate to put excess rein into one hand. • Judges will be looking for a "finished" equine/athlete combination in this event. 			



OHSET
PATTERN #4
Trail (All Disciplines)
 #4.17.21 Revised 9-19-20

Legend :	
Walk	—————
Jog/Trot	-----
Lope	- . - . - .
Back	XXXXXXXX
Sidepass	UUUUUU
Start Cone	Δ



OHSET
PATTERN #4
 Trail (All Disciplines)

#4.17.21 Revised 12-19-20

- | Equipment Needed: |
|--|
| (1) Bridge 4'x8' (min 4'x6') |
| (1) Bridge 4'x4' |
| (2) 12' poles |
| (4) 10' poles |
| (2) 8' poles |
| (3) 6' poles |
| (2) 4' poles |
| (2) barrels |
| (3) gaming poles |
| (1) rope gate (approx. 6') |
| (1) loose brush, enough to fill 9'x7' area |
| (1) hay bag |
| (3) standard cones (about 12"-18" tall) |

Setup Pattern #4

Trail Setup Instructions

1. Place start cone at right side of arena

Bridges: (1) 4'x8', (1) 4'x4'

1. Measure 8' from cone and place 4'x4' bridge

2. Place 4'x8' bridge at right angle o first bridge

Chute: (2) 12' poles

1. Place 12' poles to form a 3' wide chute along outside of both bridges

Side Pass: (2) cones, (2) 10' poles

1. Measure 14' from right corner of 4'x8' bridge place 10' pole and first cone

2. Measure 4', place second cone and 10' pole

Brush: Loose brush to fill 9'x7' area, (1) barrel, (3) gaming poles

1. Measure 2' up and 11' to the left from end of last 10' pole, place first gaming pole

2. From first gaming pole place second gaming pole 9' to the left and third gaming pole 7' towards the bridge

3. Place barrel 7' from second gaming pole and 9' from third gaming pole. Fill area with loose brush

Box with Trot Poles: (2) 10' poles, (2) 8' poles, (3) 6' poles, (2) 4' poles, (1) barrel

(1) hay bag with hay

1. Measure 15' from center of left edge of brush

2. Place 10' and 8' poles to make a 4' wide by 18' long box, use 4' poles to close both ends

3. Place (3) 6' poles at top end of box, 6' between them

4. Place barrel on left upper corner of box, place hay net on barrel

Gate: 6' wide rope gate ((2) standards, long enough rope to make a 6' opening.

Measure clear space between standards, base to base)

1. Measure 22' from left corner of 4'x4' bridge, place gate



Western Horsemanship

Link Page

12/17/2017

Date: _____

District: _____

CLASS: WESTERN HORSEMANSHIP - PATTERN #1

HIGH SCHOOL: _____

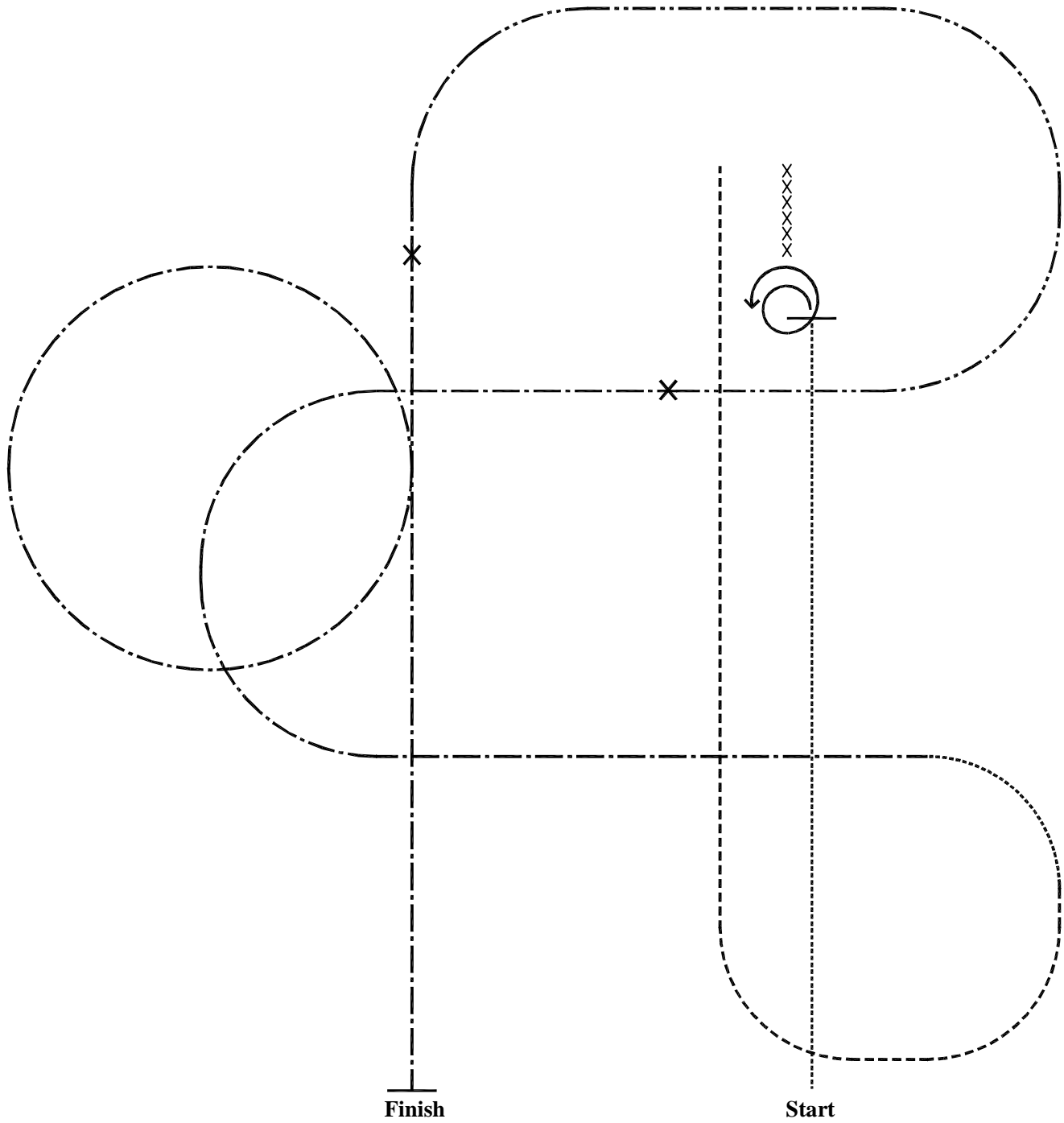
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Wait at starting position. Pick up jog and continue up arena		
2.	Stop. Complete 540° left haunch turn		
3.	Back 6 or so steps, no close		
4.	Pick up extended jog straight down arena then continue while turning left		
5.	Collect to jog, pick up right lead lope, and lope serpentine		
6.	Change leads and increase energy of lope		
7.	Continue serpentine to left at lope with increased energy		
8.	Collect lope, and change leads		
9.	Lope circle to right, then return to straight line, and halt even with starting position		
10.	Overall Horsemanship.		
11.	Rider Equitation-Seat, hands, legs.		

Judge's Signature: _____

Expectations:

- 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, lope and lope with increased energy.
- 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 - 0- 10 points
 - Interrupted Lead Change - 0- 8 points
 - Simple Lead Change - 0- 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.



OHSET
PATTERN #1
Western Horsemanship

#1.12.18 Revised 12-17-17

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

12/15/2019

Date: _____

District: _____

CLASS: WESTERN HORSEMANSHIP - PATTERN #2

HIGH SCHOOL: _____

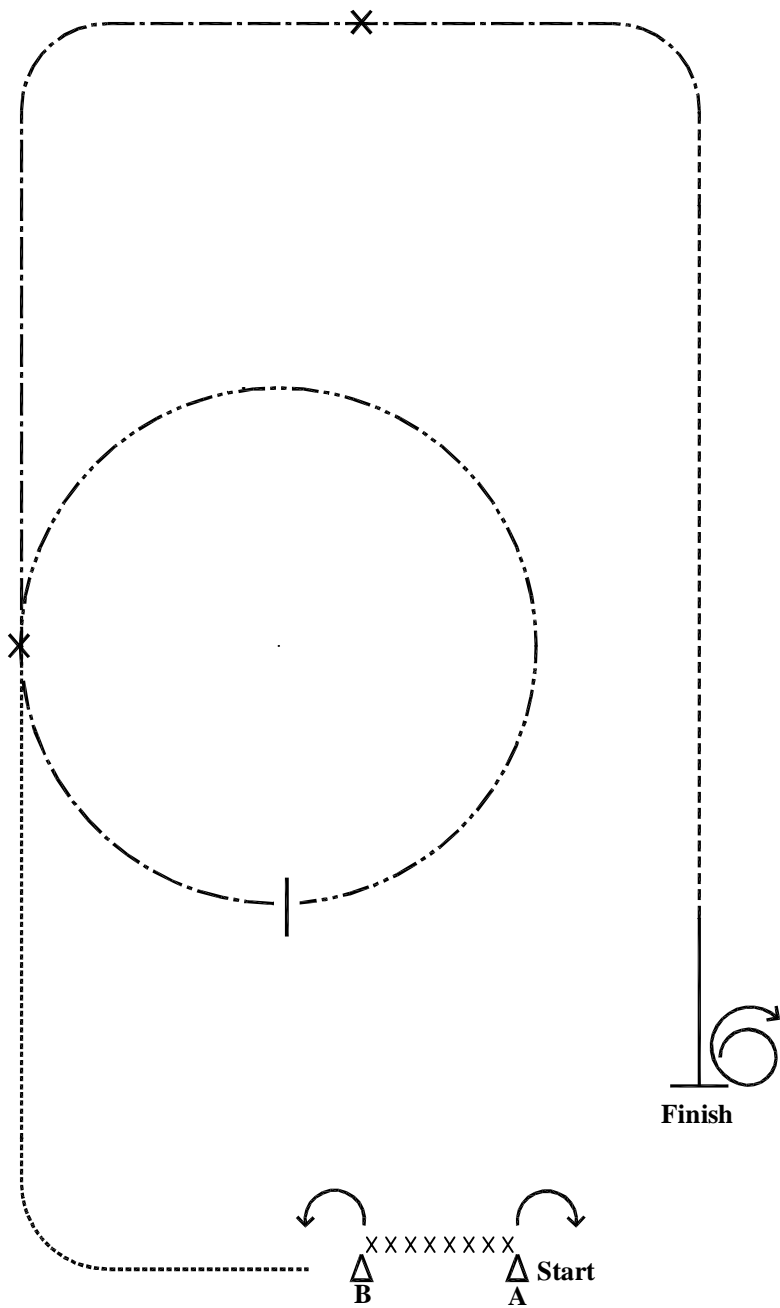
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Start at cone 'A', facing cone 'B'. Execute 180° right forehand turn.		
2.	Back to cone 'B', at cone 'B', 180° left haunch turn.		
3.	Pick up jog and jog around corner to start of circle		
4.	Transition to right lead lope and build energy 3/4 of the way around circle.		
5.	Halt, settle, and stand for 5 seconds. Right lead departure, close circle		
6.	Change lead, continue straight.		
7.	Continue counter-lope around corner.		
8.	Change lead in center of short wall		
9.	Continue right lead through corner, and transition to extended jog the length of the long wall		
10.	Transition to walk and walk 3 strides		
11.	Halt. 405° right haunch turn.		
12.	Overall Horsemanship.		
13.	Rider Equitation-Seat, hands, legs.		

Judge's Signature: _____

Expectations:

- 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' **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 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.



Note: Cones to be a minimum of 10' off of end wall.
 Cone 'B' is set on centerline of arena with Cone 'A' 20' over.

OHSET
PATTERN #2
Western Horsemanship
 #2.16.20 Revised 12-15-19

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

9/19/2020

Date: _____

District: _____

CLASS: WESTERN HORSEMANSHIP - #3

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Start at cone and jog down center line		
2.	Pick up left lead and lope circle to the left		
3.	On straight line, change to right lead. Correct flying lead change is preferred.		
4.	Extend lope and circle right		
5.	On center line, collect lope and change to left lead. Continue up center line and turn corner to the right. (counter canter)		
6.	Stop at cone with horses front legs at cone, back "U" shape ending with horses hind legs at the cone		
7.	Pick up jog and continue around corner		
8.	Extend the jog across diagonal, stop.		
9.	360° left haunch turn, wait to be excused.		
10.	Overall Horsemanship.		
11.	Rider Equitation-Seat, hands, legs.		

Judge's Signature: _____

Expectations:

- 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' 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 - 0- 10 points
 - Interrupted Lead Change - 0- 8 points
 - Simple Lead Change - 0- 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.

12/2/2021

Date: _____

District: _____

CLASS: WESTERN HORSEMANSHIP - PATTERN #4

HIGH SCHOOL: _____

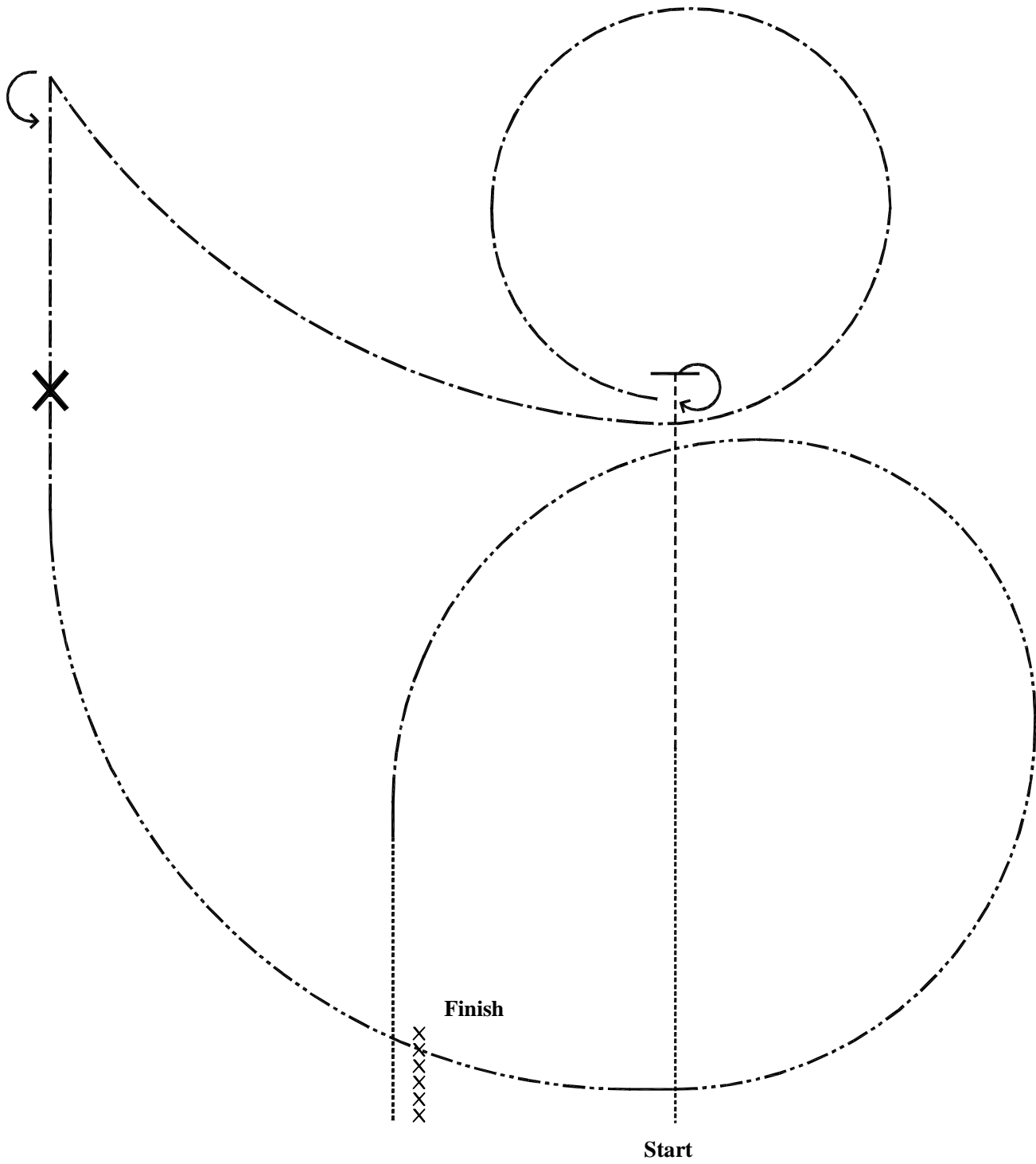
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	When acknowledged, pick up jog. Jog straight ahead		
2.	About 1/3 of the way down the arena, extend the jog.		
3.	Halt. 270° Right haunch turn.		
4.	Pick up Right lead lope and complete 1 ¼ circle as diagrammed.		
5.	Halt		
6.	180° Left haunch turn		
7.	Pick up Right lead lope straight ahead		
8.	Change leads		
9.	Increase energy of lope for ¾ of circle		
10.	Collect to normal lope		
11.	Transition to Jog. Halt. Back up 6 or so steps. Wait to be excused		
12.	Overall Horsemanship.		
13.	Rider Equitation-Seat, hands, legs.		

Judge's Signature: _____

Expectations:

- 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' 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 - 0- 10 points
 - Interrupted Lead Change - 0- 8 points
 - Simple Lead Change - 0- 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.



OHSET
PATTERN #4
Western Horsemanship

#4.15.22 Revised 12-4-21

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

12/9/2018

Date: _____

District: _____

CLASS: WESTERN HORSEMANSHIP - PATTERN #7

HIGH SCHOOL: _____

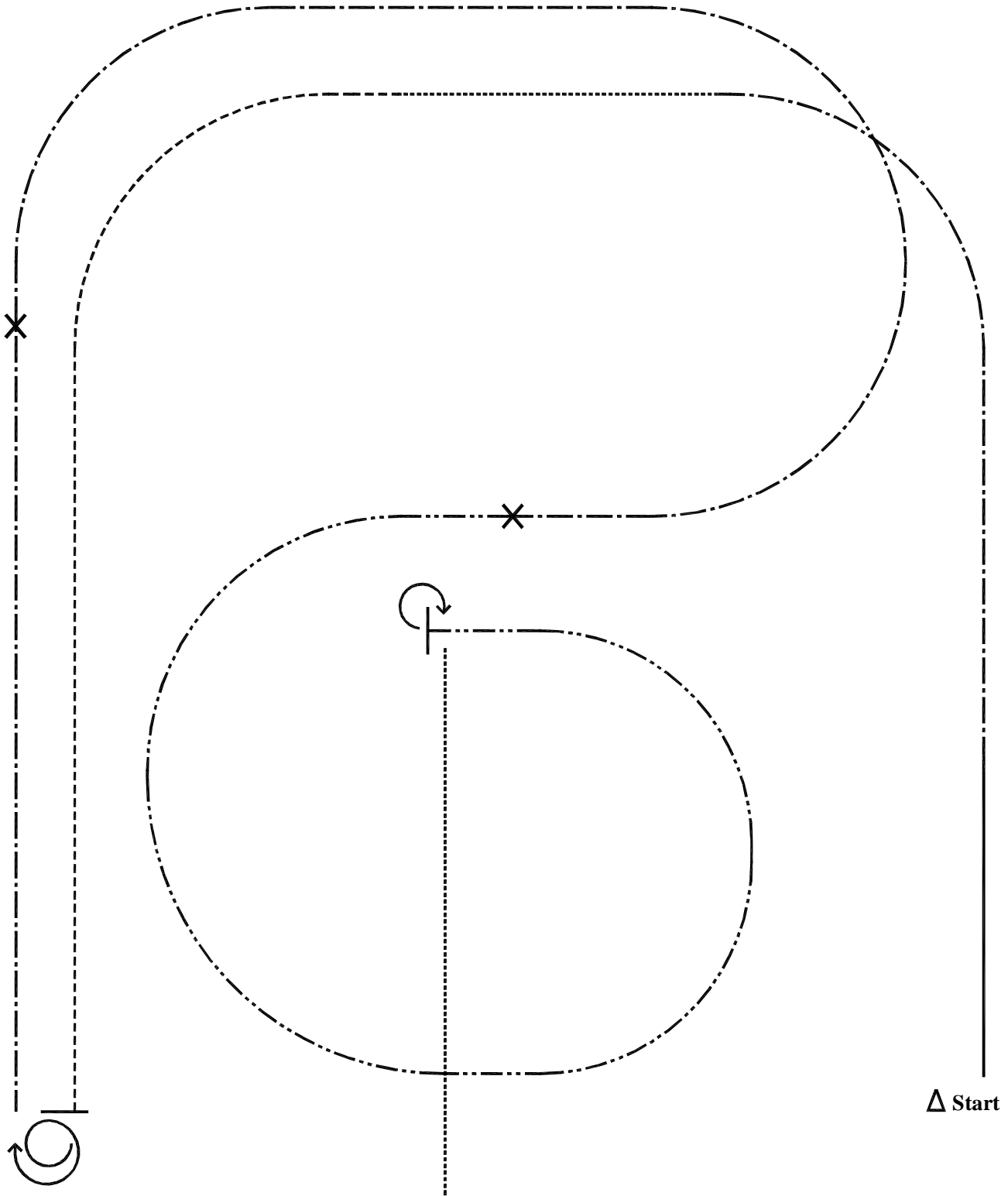
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Wait at start cone. Walk with energy 1/4 way on long wall		
2.	Lope left lead through corner		
3.	Transition to jog		
4.	Before corner, extend jog until even with cone		
5.	Halt, 540° right haunch turn		
6.	Lope left lead		
7.	Change leads		
8.	Lope right lead, serpentine as diagramed		
9.	Change leads		
10.	Circle left with energy as diagramed		
11.	Halt - Balanced		
12.	270° right forehand turn		
13.	When excused, jog out of arena		
14.	Overall Horsemanship.		
15.	Rider Equitation-Seat, hands, legs.		

Judge's Signature: _____

Expectations:

- 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, lope and lope with increased energy.
- 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 - 0- 10 points
 - Interrupted Lead Change - 0- 8 points
 - Simple Lead Change - 0- 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.



OHSET
PATTERN #7
Western Horsemanship

#7.19 Revised 10-20-18

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

OHSET

Working Pairs

Link Page

Date: _____

District: _____

CLASS: WORKING PAIRS - PATTERN #1

HIGH SCHOOL: _____

ATHLETE #: _____

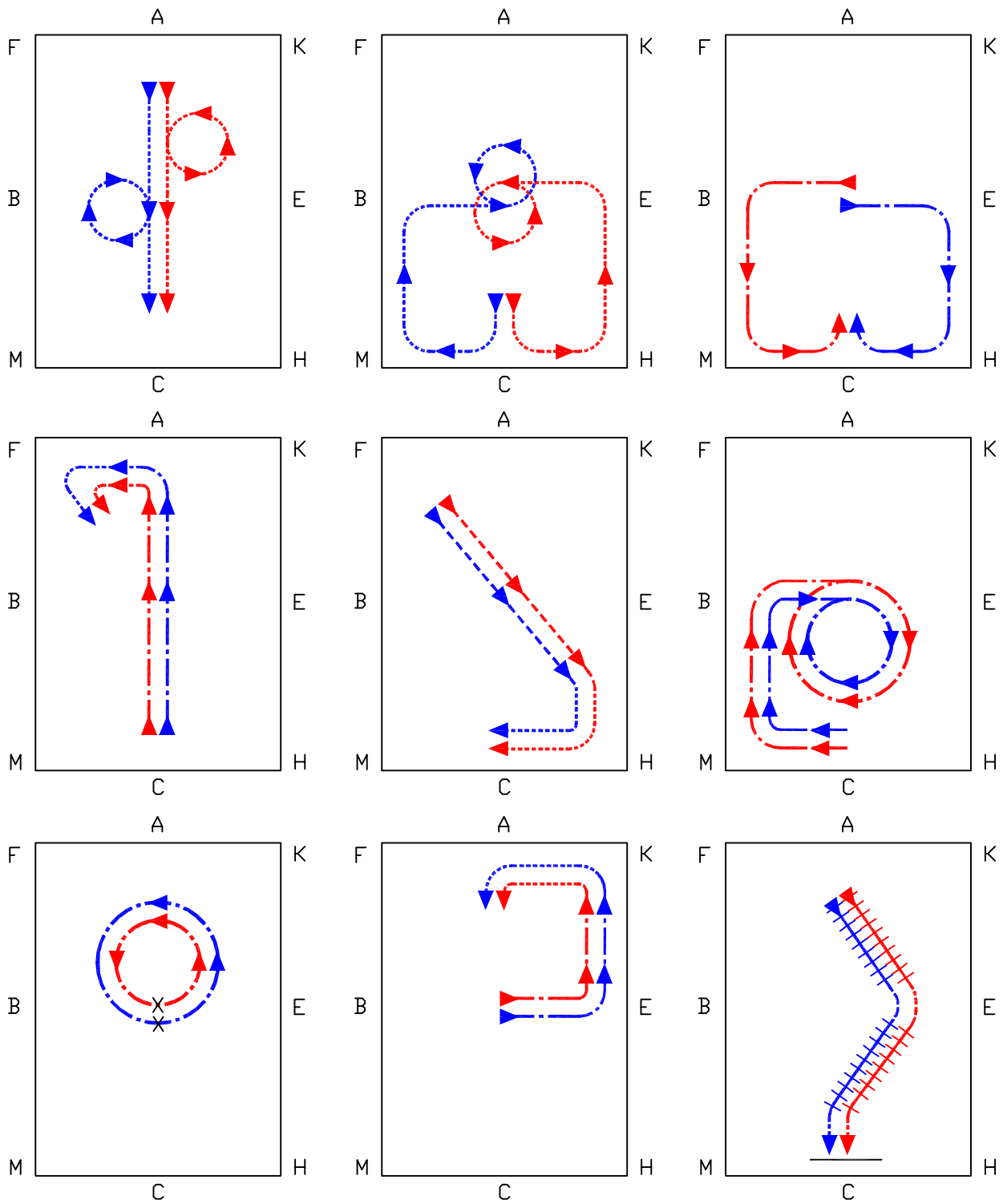
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at A. Begin jog/trot together. Rider 2 rolls out or circles and then catches up with rider 1. As soon as rider 2 catches up, rider 1 rolls out or circles and then catches up with rider 2. Riders should be together by the end of the arena		
2.	Rider 1 C,M,B,X. 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

Date: _____

District: _____

CLASS: WORKING PAIRS - PATTERN #2

HIGH SCHOOL: _____

ATHLETE #: _____

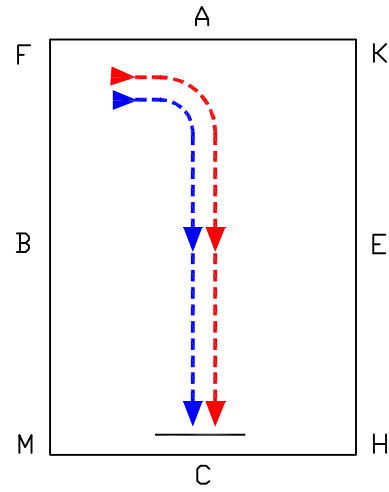
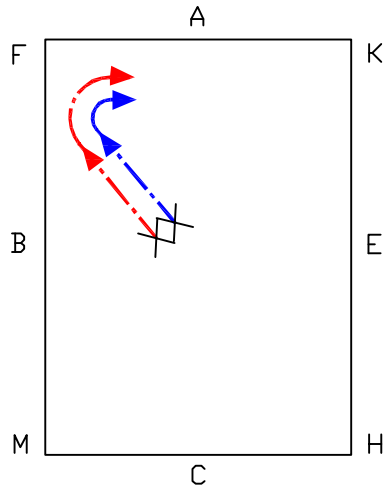
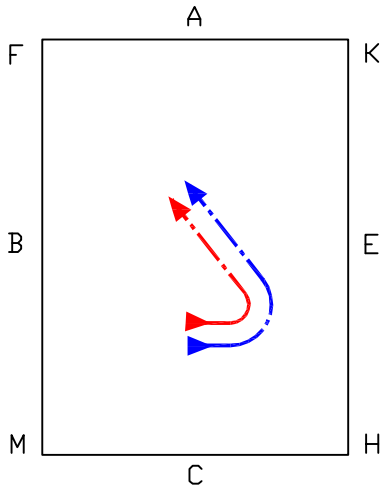
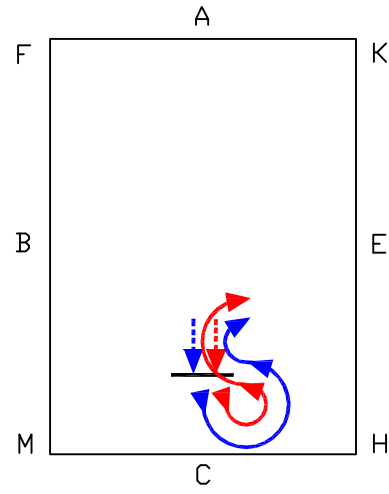
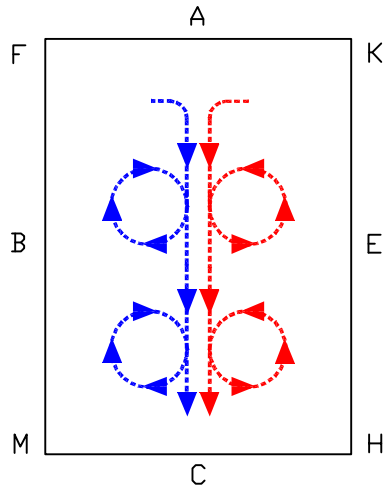
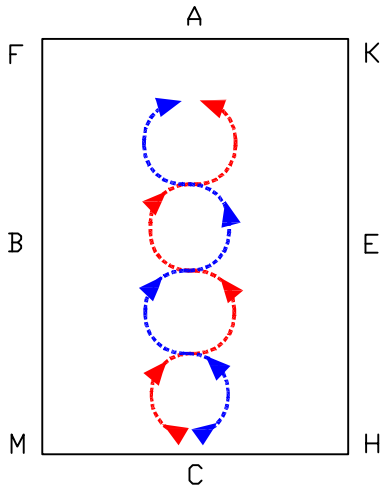
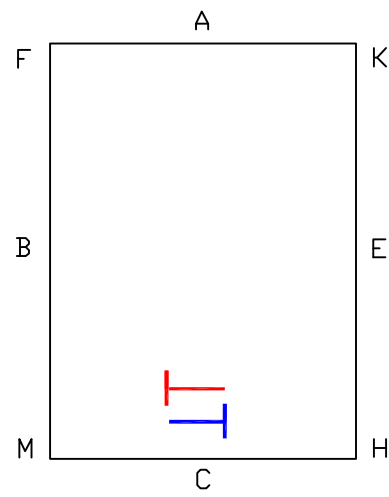
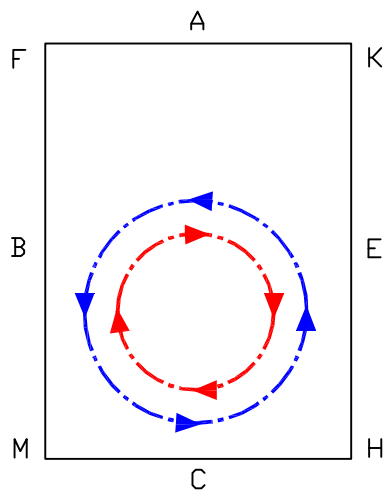
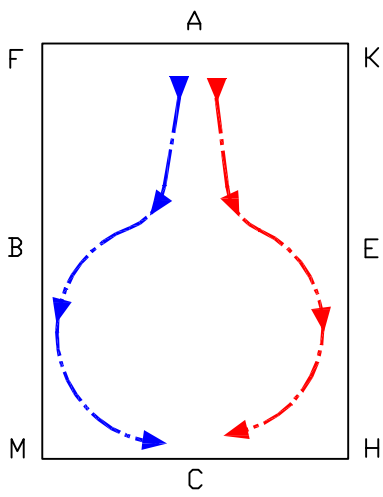
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at A. Both riders pick up lope/canter together on correct leads. Then riders begin to split as diagramed. The split and turn to the circle is gradual, not a sharp turn		
2.	Riders meet at C and perform opposite direction circles		
3.	Riders halt at C. Riders should be side by side facing opposite directions		
4.	Pick up jog/trot in opposite directions turn down centerline, and then weave each other four times down center with bend and roundness		
5.	Riders meet face to face at A and turn up centerline continuing at jog/trot. Riders each roll out at a jog/trot to the outside and then rejoin side by side. This is repeated a second time		
6.	At C riders halt. Rider 2 performs a tight turn/pivot to left while rider 1 stays aligned and walks small circle. After 270° turn/pivot, rider 1 stops and performs a tight turn/pivot while rider 2 stays aligned and walks a small circle (180°). This is similar to a whip maneuver		
7.	Riders pick up left lead lope/canter and then turn onto diagonal line as diagramed toward F		
8.	In center change leads and continue as diagramed		
9.	Before A transition to extended jog/trot and turn up centerline. At C halt and 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 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 Court Dressage arena letters (A,K,E,H,C,M,B,F)



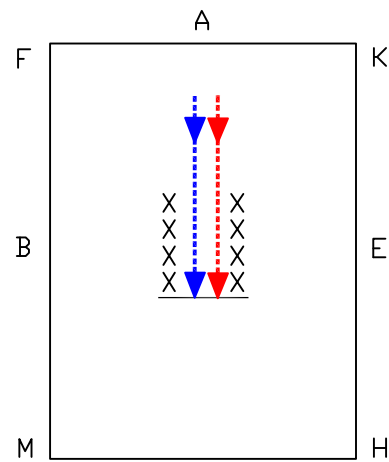
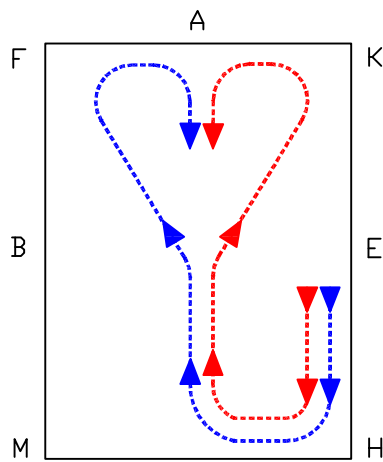
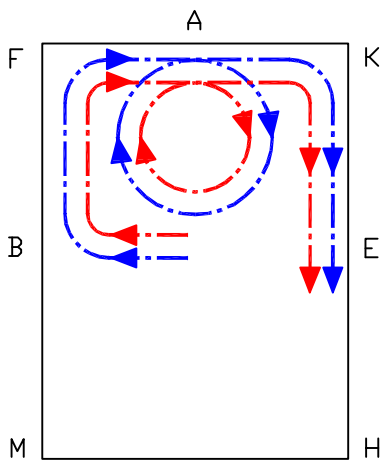
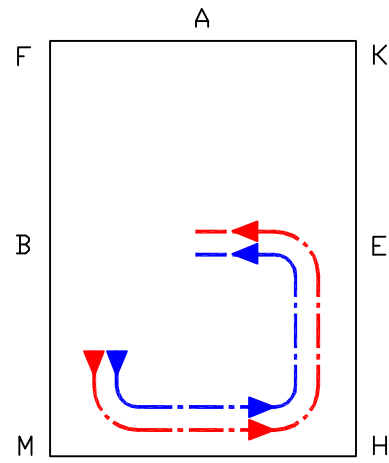
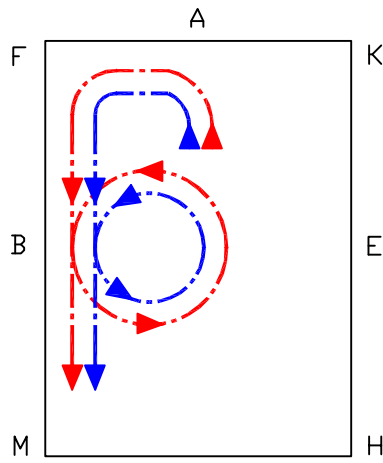
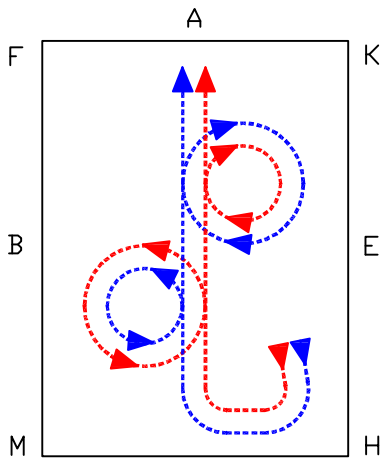
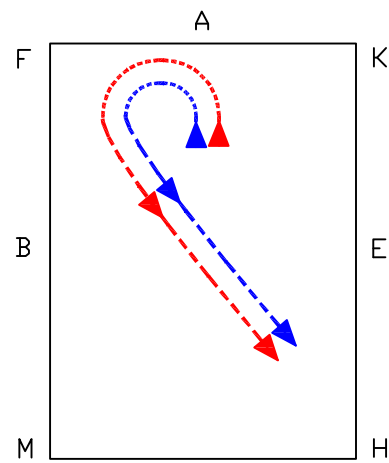
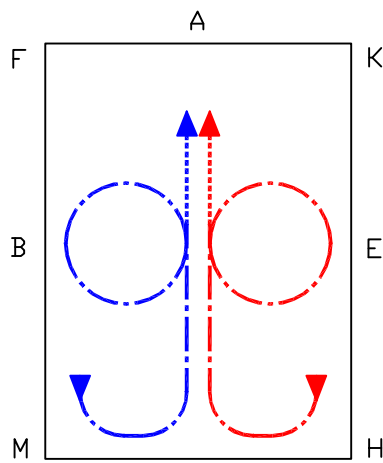
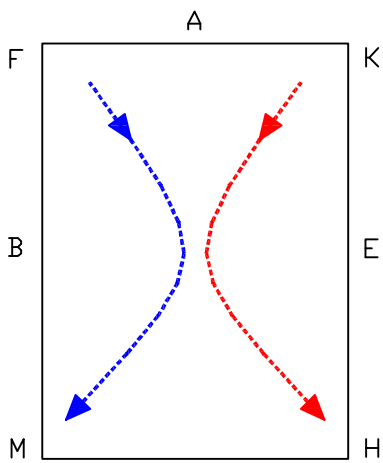
Note: Rider 1 is Blue, Rider 2 is Red

OHSET
PATTERN #2
Working Pairs
 #2.14.19 Revised 11-28-18

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

12/1/2019

Date: _____		District: _____	
CLASS: WORKING PAIRS - PATTERN #3			
HIGH SCHOOL: _____		ATHLETE #: _____	
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Starting at opposite corners, jog/trot towards X. Come together through X then Rider #1 to M, Rider #2 to H		
2.	Between M & C, Rider #1 picks up left lead. Between H & C, Rider #2 picks up right lead. Canter/lope to X. Rider #1 circle left, Rider #2 circle right, come together at X		
3.	Jog/trot from X,A, F. Extend F to H		
4.	Before H, jog/trot H,C and up center. Before X circle left, after X circle right, up center to A		
5.	At A left lead F,B circle left, after B continue towards M		
6.	At M Left lead C,H,E,X at X change leads		
7.	Right lead X,B,F,A circle right, continue to A,K,E		
8.	At E jog/trot H,C up center to X, Rider #1 continues X,F,A Rider #2 continues X,K,A with lateral movement		
9.	At A both Riders come together down center, past X, Halt and Back one length		
10.	Overall Horsemanship.		
11.	Degree of Difficulty		
Judge's Signature: _____			
Expectations:			
<ul style="list-style-type: none"> • 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 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 then 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 #3
Working Pairs
 #3.16.20 Revised 11-23-19

Legend :	
Walk	—————
Jog
Extended Jog	-----
Lope	— · — · —
Two Track	++++++
Back	XXXXXX

Date: _____		District: _____	
CLASS: <u>WORKING PAIRS - PATTERN #4</u>			
HIGH SCHOOL: _____		ATHLETE #: _____	
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Enter as pair at A, jog sitting trot, halt salute at X		
2.	Proceed at a jog/trot, serpentine in pairs		
3.	At X pick up lope/canter, right lead; figure 8 at X, left lead, (change of your choice)		
4.	Jog/trot out of center to rail, turn left, continue on rail at A, jog/trot to diagonal to left to H, jog/trot H to C		
5.	At C, jog/trot up center, before X separate and leg yield, Rider #1 to K, A and Rider #2 to F,A		
6.	Come together at A, turn to center and pick up lope/canter (Rider #1 left lead, Rider #2 right lead) down center to C and do a balanced stop		
7.	90° haunch turns away from each other		
8.	Pick up lope/canter Rider #1 H,F,A and Rider #2 M,K,A, cross before X, change leads after cross, come together at A		
9.	Turn down center, pick up trot, separate before X and do small opposing circles, come together, drop to a walk and continue to C, balance stop, salute		
10.	Overall Horsemanship.		
11.	Degree of Difficulty		
Judge's Signature: _____			
Expectations:			
<ul style="list-style-type: none"> • 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 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)			



Working Rancher

Link Page

Date: _____ District: _____

CLASS: WORKING RANCHER - PATTERN #1

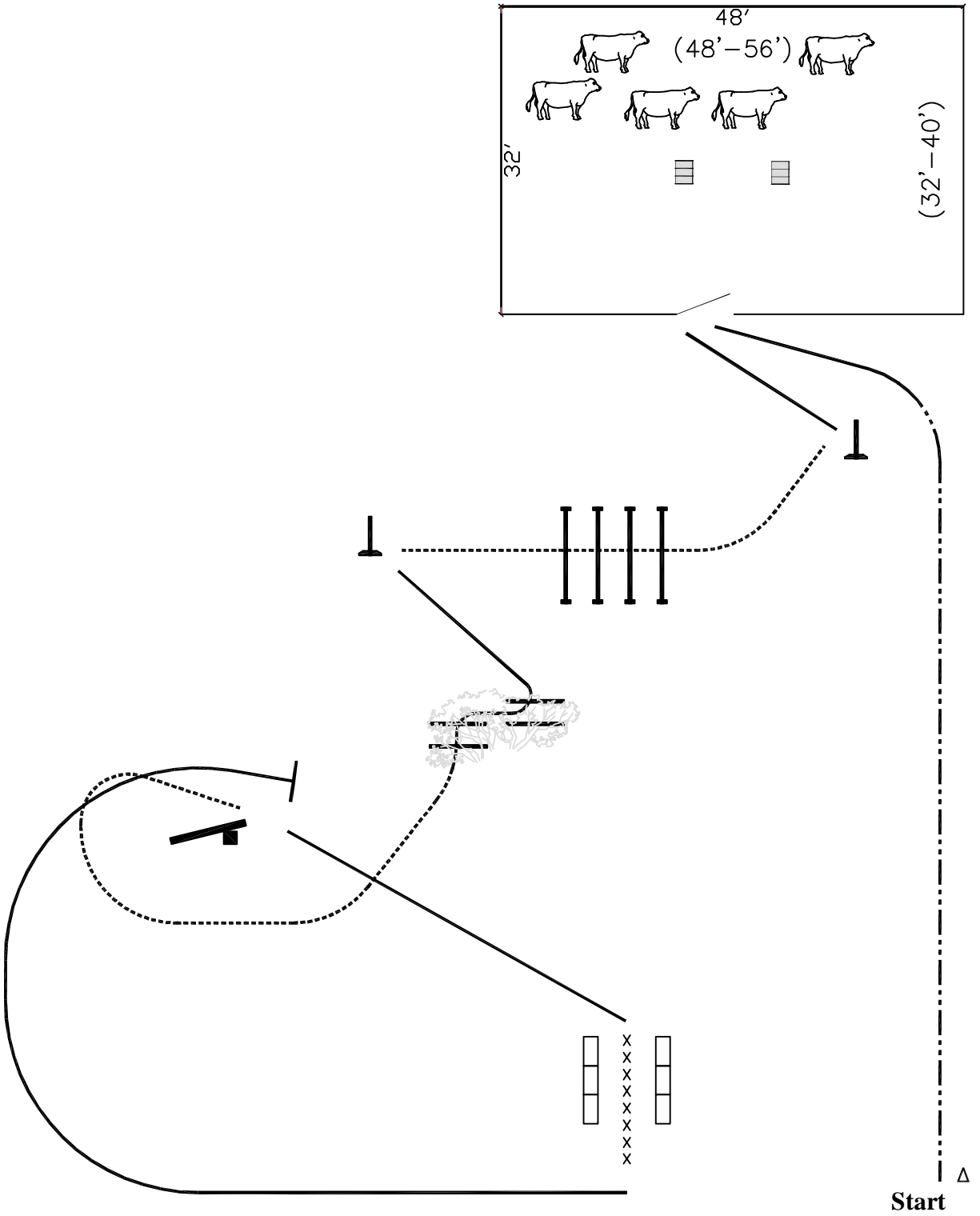
HIGH SCHOOL: _____ ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at cone. Lope left lead with energy 3/4 way around to cattle pen, break to walk and walk to pen gate		
2.	Open gate, pass through and close		
3.	Move calf in a figure 8 around barrels. Pass through gate (gate should be open and closed for you)		
4.	Walk to pole with slicker. Place slicker over horse in front of saddle		
5.	Jog over raised poles to post and place slicker on post		
6.	Walk over brush and poles as diagramed		
7.	Jog as diagramed to log on stump, untie rope from saddle, drop loop over end of log and secure. Drag log to chute, before chute turn and back through chute. Return log to stump		
8.	Quickly recoil rope. Wait to be excused		
9.	Overall Horsemanship and Cow sense.		

Judge's Signature: _____

Expectations:

- This class should show the horse's ability to work at a forward, working pace while under control by the rider. There should be time for the equine to negotiate each obstacle just as on the ranch, but there should be no refusals or hesitation when asked to perform any task.
- Athletes will be given 2 opportunities to finish the diagrammed cattle movement. If they are unsuccessful after 2 attempts OR at ANYTIME the judge feels the athlete, horse, or calf is endangered, the judge will ask the athlete to move on. If you are asked to move on to the next element, you must do so IMMEDIATELY, and without argument. Maximum time allowed for cattle movement is 60 seconds.
- While athlete and horse are around cattle, both should maneuver with efficient, smooth, and relaxed movements. While in pen with cattle, emphasis should be placed on how horse and athlete respond to cues from cattle. Points will be awarded to the athlete who shows a familiarity with cattle and their reactions showing accuracy, efficiency and purpose. Turn backs should be done with precision with a focus on keeping cattle calm. Effort should be made not to run cattle
- First out calf #1, second out calf #2, third out calf #3 and so on; after 5th calf, sixth out will start over with calf #1
- Rider has two tries to drop loop over log, if not attendant will secure rope to log



OHSET
PATTERN #1
Working Rancher
 #1.18 Revised 12-17-17

Legend :	
Walk	—————
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Lope with Energy	- - - - -
Back	XXXXXXXX
Start Cone	△

12/9/2018

Date: _____

District: _____

CLASS: WORKING RANCHER - PATTERN #2

HIGH SCHOOL: _____

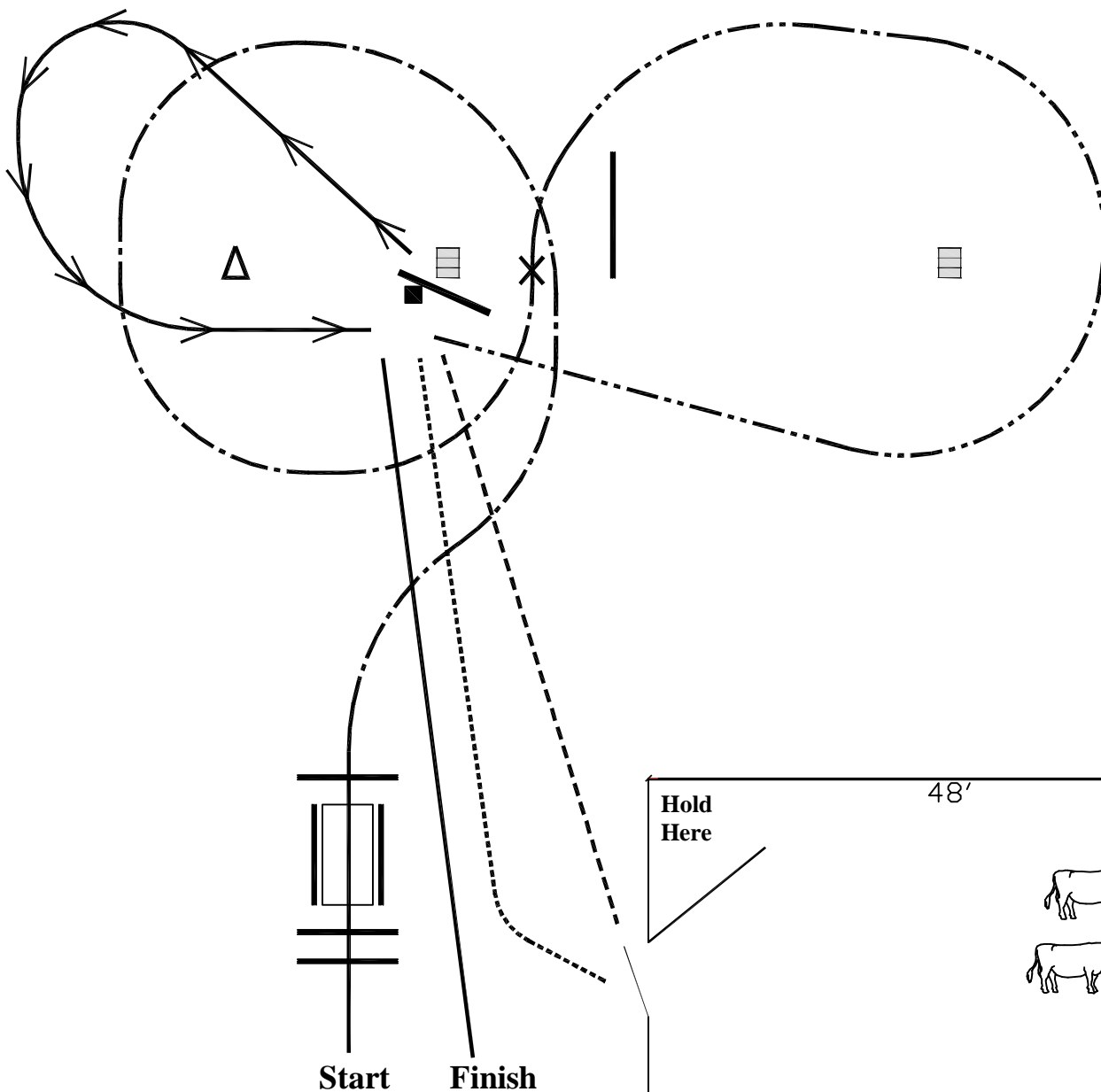
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Enter arena with loop built, walk over poles and bridge with guardrails		
2.	Lope left lead between barrel and pole, and then circle barrel and cone to the left		
3.	Continue between barrel and pole, change leads		
4.	Continue lope with energy around right barrel, continue to log, halt		
5.	Position and rope raised log, dally		
6.	Drag log as diagramed in tear drop around cone, un-dally, drop rope (if roping left handed, drag log in oposite direction as diagramed)		
7.	Jog to cattle pen gate, open gate, enter pen, close gate		
8.	Work 2 calves and hold in corner behind panel		
9.	Quietly push out of pen and center on far wall		
10.	Leave pen, gate will be open/closed for you. Extended jog to rope, dismount, ground tie, remove rope from log, recoil and lead horse out of arena		
11.	Overall Horsemanship and cow sense.		

Judge's Signature: _____

Expectations:

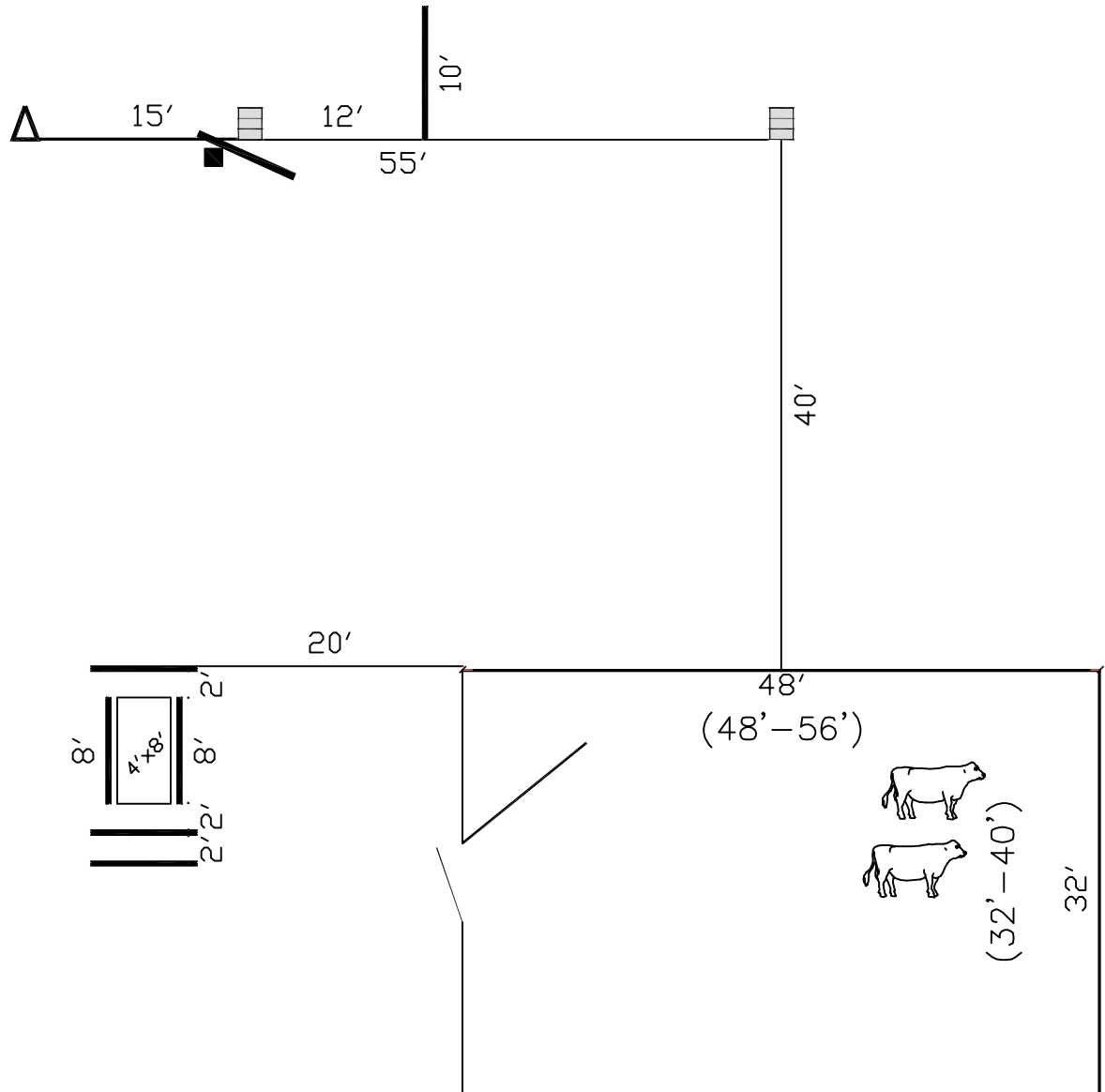
- This class should show the horse's ability to work at a forward, working pace while under control by the rider. There should be time for the equine to negotiate each obstacle just as on the ranch, but there should be no refusals or hesitation when asked to perform any task.
- Athletes will be given 2 opportunities to finish the diagramed cattle movement. If they are unsuccessful after 2 attempts OR at ANYTIME the judge feels the athlete, horse, or calf is endangered, the judge will ask the athlete to move on. If you are asked to move on to the next element, you must do so IMMEDIATELY, and without argument. Maximum time allowed for cattle movement is 60 seconds.
- While athlete and horse are around cattle, both should maneuver with efficient, smooth, and relaxed movements. While in pen with cattle, emphasis should be placed on how horse and athlete respond to cues from cattle. Points will be awarded to the athlete who shows a familiarity with cattle and their reactions showing accuracy, efficiency and purpose. Turn backs should be done with precision with a focus on keeping cattle calm. Effort should be made not to run cattle.
- Rider has two tries to rope loop over log, if not secured, attendant will secure rope to log.
- You will have 60 seconds maximum from the time cattle pen gate is closed and leaving pen



OHSET
PATTERN #2
Working Rancher

#2.14.19 Revised 12-09-18

Legend :	
Walk	—————
Jog	- - - - -
Extended Jog	- - - - -
Lope	— · — · —
Lope with Energy	— · — · —
Back	X X X X X
Start Cone	Δ



Equipment List:

- Panels to build cattle pen with gate and 8'-10' panel for hold area**
- (2) Barrels
- (1) 10' pole, maximum 4" diameter
- (5) 8' poles, maximum 4" diameter
- (4) Jump standards (for bridge guard rails, rails set between 3'-4' from ground)
- (4) Jump standard cups
- (1) Log 6"-8" diameter, 8' long with approximately 16" stump
- (1) Standard size cone (about 12"-18" tall and 12"-14" base)
- (2) Calves

OHSET

**PATTERN #2
Working Rancher**

Date: _____ District: _____

CLASS: WORKING RANCHER - PATTERN #3

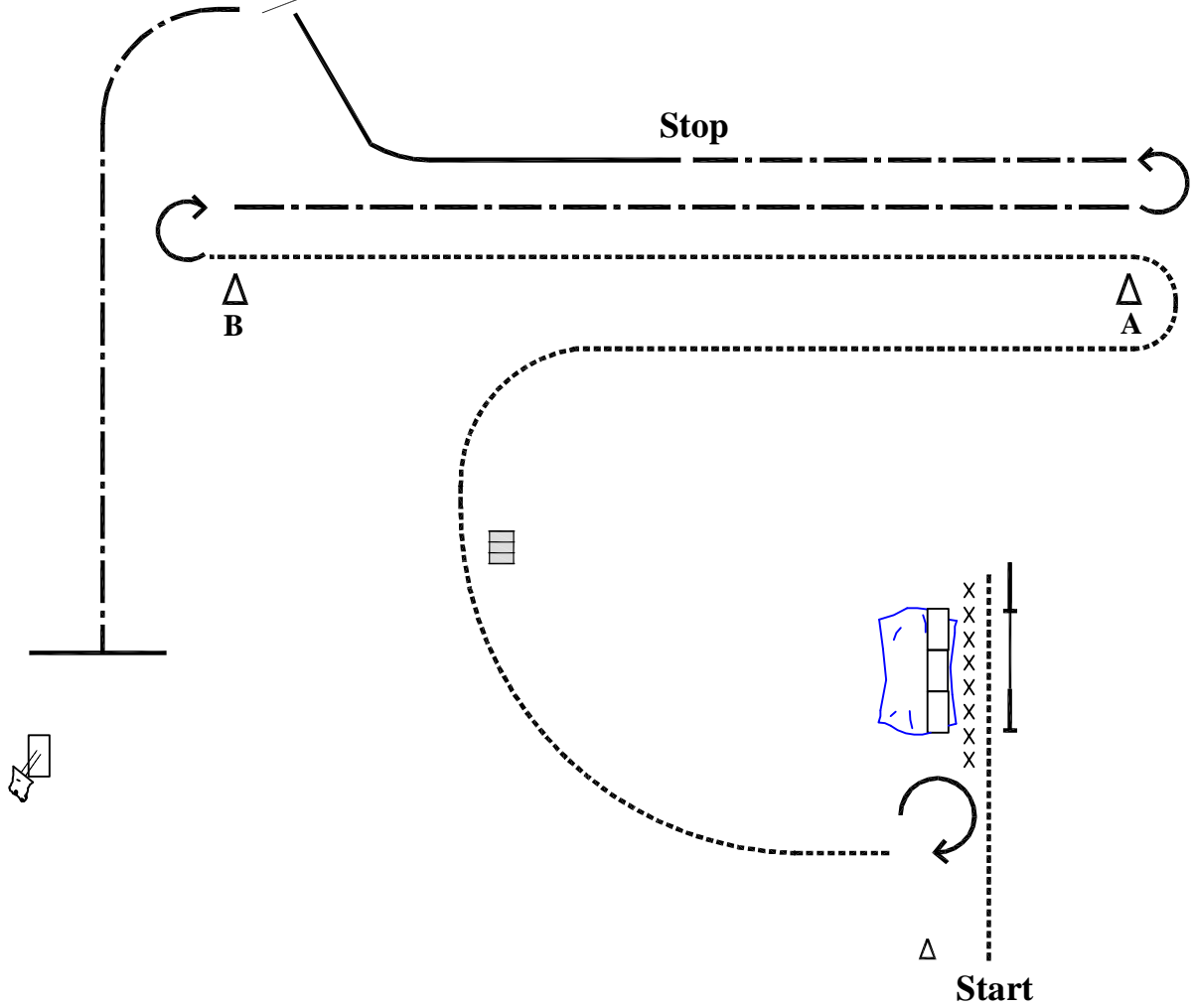
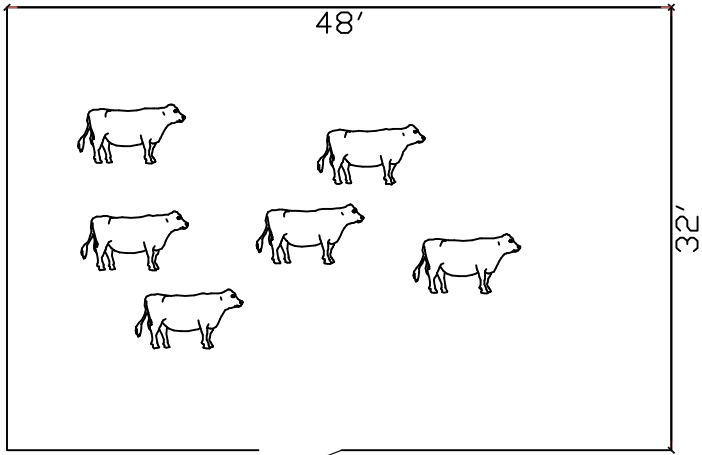
HIGH SCHOOL: _____ ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Start at cone, jog between fencing/straw, halt, back out, 270° Right turn		
2.	Jog around barrel and continue around cone 'A' to cone 'B' as diagramed		
3.	Roll back right and lope off (lead optional) to cone 'A'		
4.	Roll back left and lope off (lead optional) to 1/2 way between cones		
5.	Balanced halt		
6.	Walk to cattle gate. Open, walk through, and close gate.		
7.	Build loop. Pack loop as if ready to Rope.		
8.	Cattle # will be called, separate 2 cows with that number, move them away from herd and hold long enough to show control, quietly return to herd.		
9.	Pass through gate (will be worked for you). Lope left lead to ground pole with balanced halt before pole.		
10.	Rope dummy (one throw), drop rope		
11.	Dismount, near side, ground tie, recoil rope and carry rope in hand. Return to horse, do not mount, wait to be excused.		
12.	Overall Horsemanship and Cow sense.		

Judge's Signature: _____

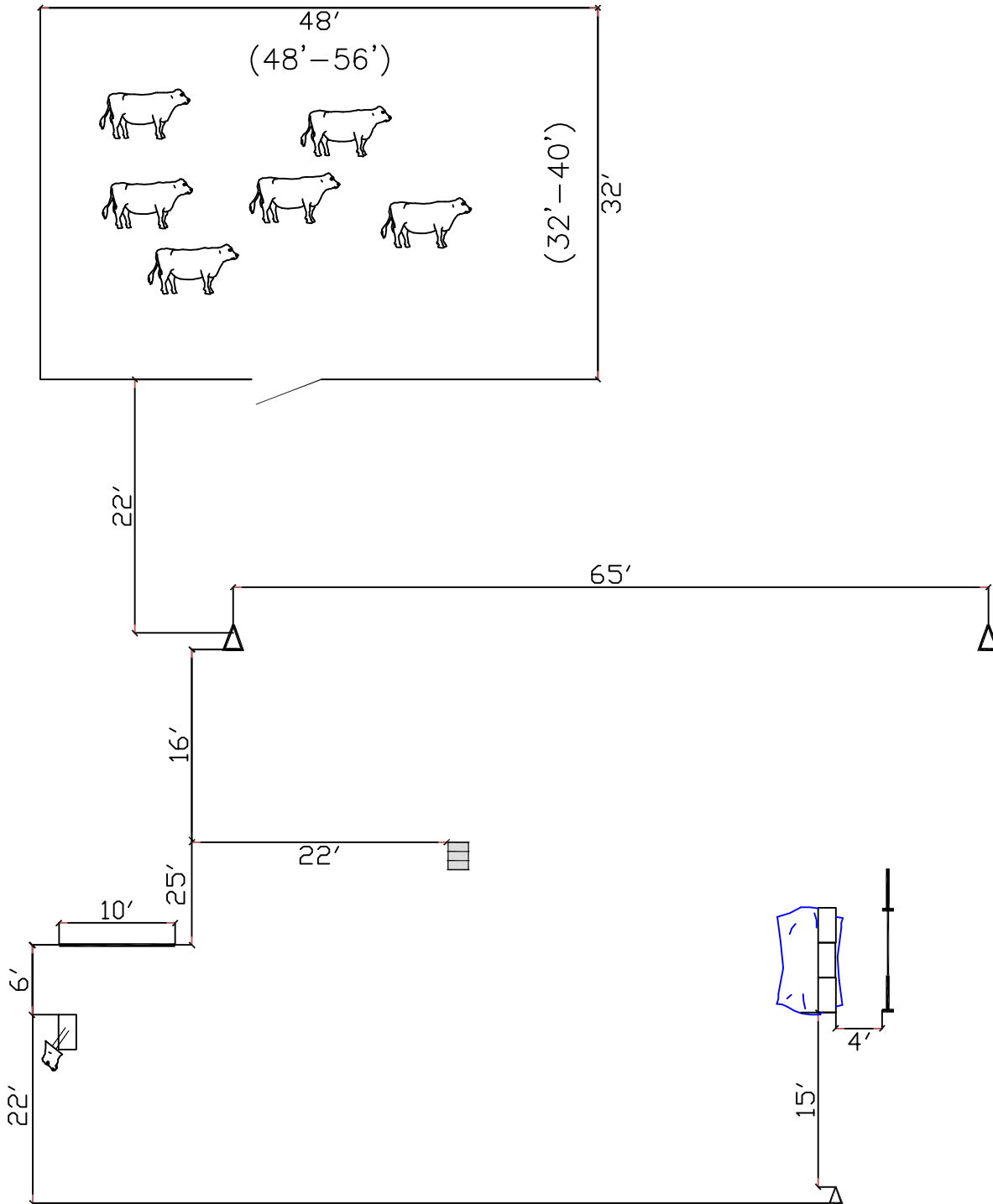
Expectations:

- This class should show the horse's ability to work at a forward, working pace while under control by the rider. There should be time for the equine to negotiate each obstacle just as on the ranch, but there should be no refusals or hesitation when asked to perform any task.
- Athletes will be given 2 opportunities to finish the diagrammed cattle movement. If they are unsuccessful after 2 attempts OR at ANYTIME the judge feels the athlete, horse, or calf is endangered, the judge will ask the athlete to move on. If you are asked to move on to the next element, you must do so IMMEDIATELY, and without argument. Maximum time allowed for cattle movement is 60 seconds.
- While athlete and horse are around cattle, both should maneuver with efficient, smooth, and relaxed movements. While in pen with cattle, emphasis should be placed on how horse and athlete respond to cues from cattle. Points will be awarded to the athlete who shows a familiarity with cattle and their reactions showing accuracy, efficiency and purpose. Turn backs should be done with precision with a focus on keeping cattle calm. Effort should be made not to run cattle.



OHSET
Pattern #3
Working Rancher
 #3.16.20 Revised 12-15-19

Legend :	
Walk	—————
Jog	- - - - -
Extended Jog	- - - - -
Lope	- . - . -
Extended Lope	- - - - -
Back	XXXXXXXX
Start Cone	△



Note: Tarp is placed under straw bales, but not intended for horses to walk on.

OHSET
 Pattern #3
 Working Rancher
 #3.16.20 Revised 12-15-19

Equipment List:
Picket Fence with (2) standards, (4) cups, (1) pole on top (7) Bales of straw, placed on top of tarp (1) Barrel (1) Blue Tarp (min 8'x6'), Placed under straw (2) 10' poles, maximum 4" diameter (1) Roping Dummy (3) Standard size cones (about 12"-18" tall) (6) Calves with numbers, two of each number

Date: _____ District: _____

CLASS: WORKING RANCHER - PATTERN #4

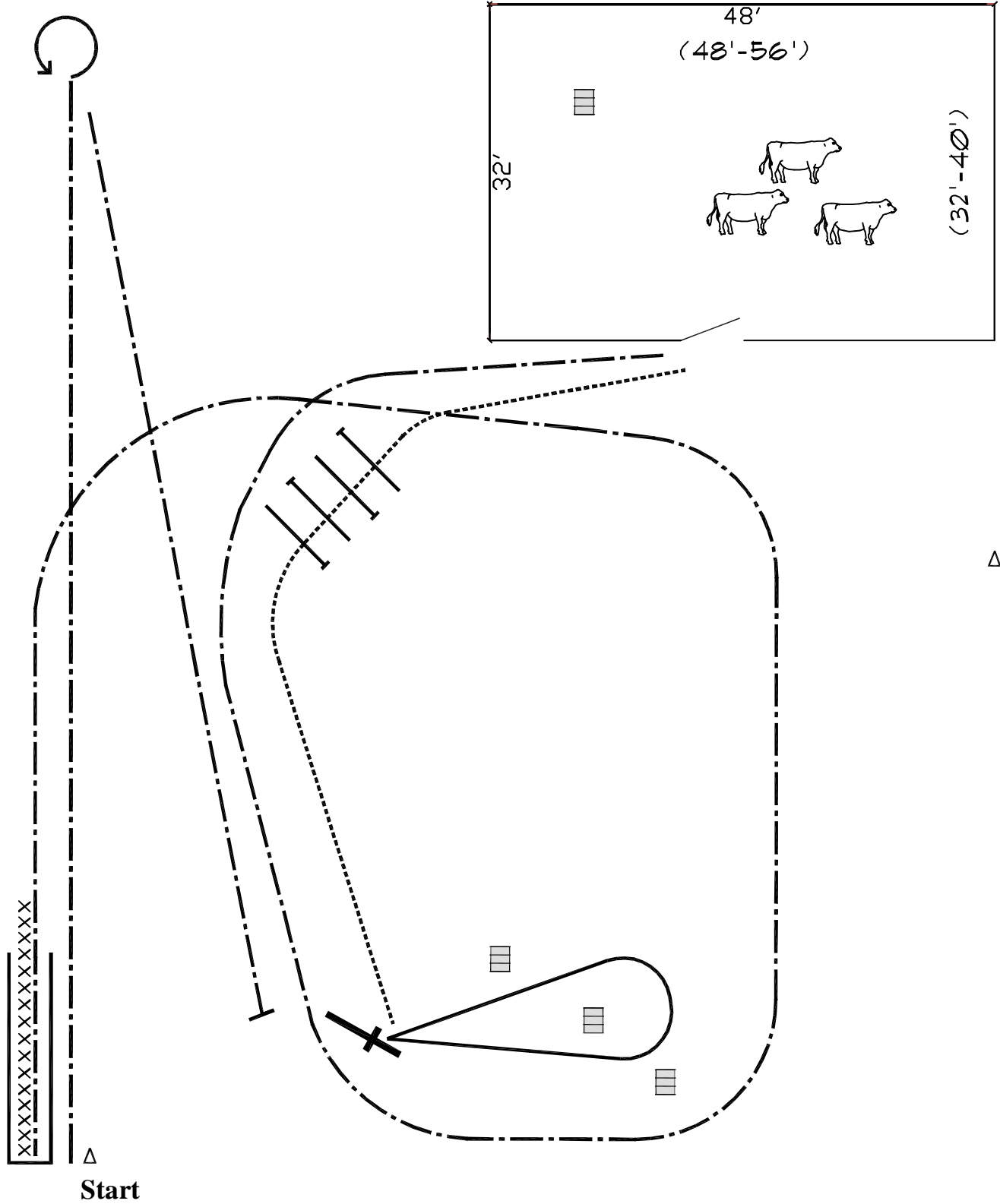
HIGH SCHOOL: _____ ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready with loop built on right side of chute even with cone. Lope right lead.		
2.	Roll back left, left lead lope, begin swinging loop		
3.	Stop, throw rope onto drag		
4.	Drag between barrels - circle middle barrel keeping drag to the inside, return to riser area, drop rope		
5.	Jog over poles to cow pen, position for opening gate		
6.	Open gate, enter pen, close gate		
7.	Move herd through corner and around barrel. Return herd to original position. Exit pen (gate will be opened and closed by attendant)		
8.	Lope left lead with energy around obstacles as diagrammed and into chute		
9.	Stop at end of chute, back out with energy		
10.	Overall Horsemanship and Cow sense.		

Judge's Signature: _____

Expectations:

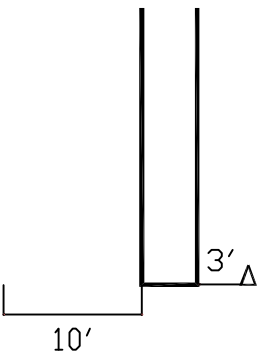
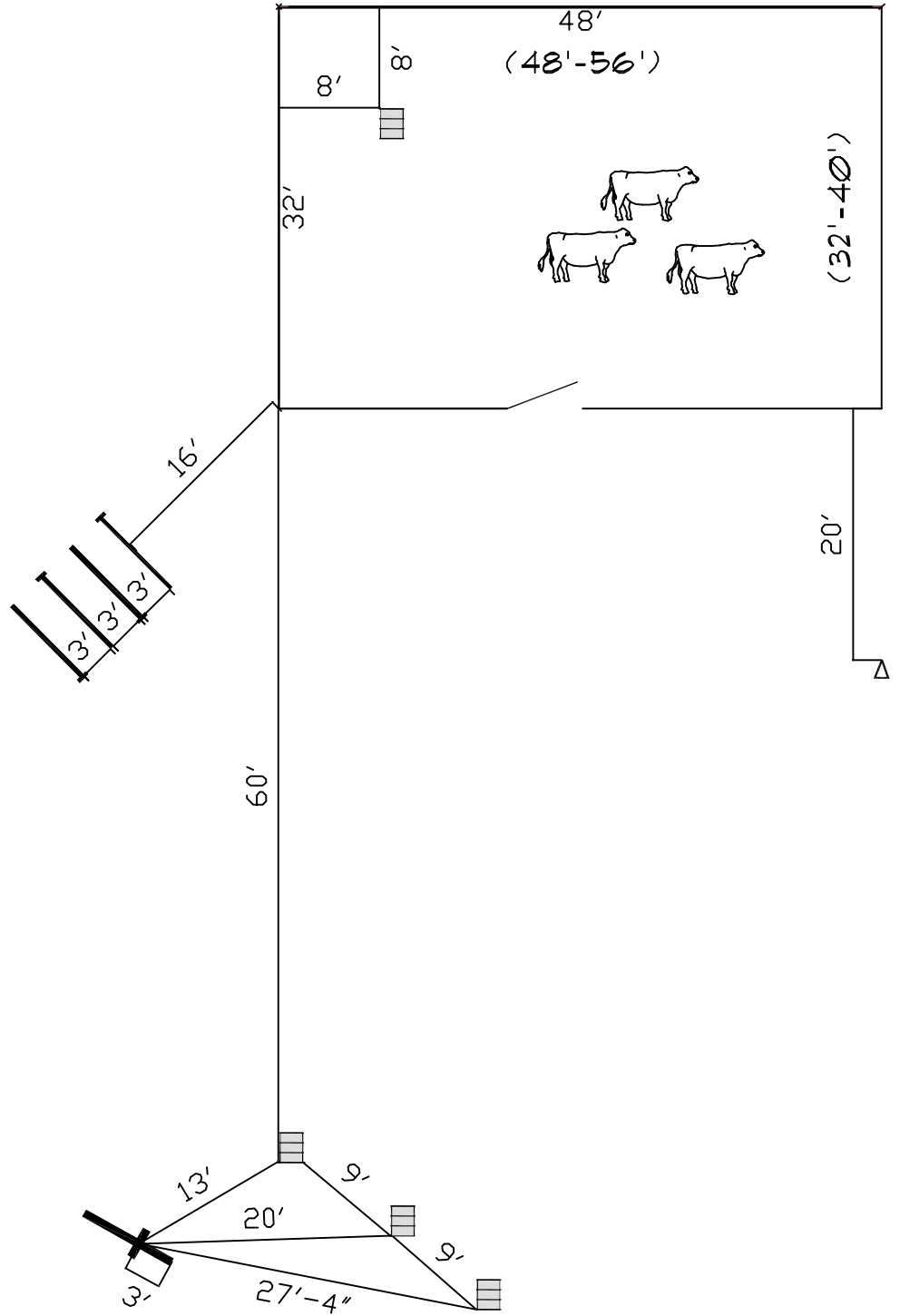
- This class should show the horse's ability to work at a forward, working pace while under control by the rider. There should be time for the equine to negotiate each obstacle just as on the ranch, but there should be no refusals or hesitation when asked to perform any task.
- Athletes will be given 2 opportunities to finish the diagrammed cattle movement. If they are unsuccessful after 2 attempts OR at ANYTIME the judge feels the athlete, horse, or calf is endangered, the judge will ask the athlete to move on. If you are asked to move on to the next element, you must do so IMMEDIATELY, and without argument. Maximum time allowed for cattle movement is 60 seconds.
- While athlete and horse are around cattle, both should maneuver with efficient, smooth, and relaxed movements. While in pen with cattle, emphasis should be placed on how horse and athlete respond to cues from cattle. Points will be awarded to the athlete who shows a familiarity with cattle and their reactions showing accuracy, efficiency and purpose. Turn backs should be done with precision with a focus on keeping cattle calm. Effort should be made not to run cattle.
- Athlete will get 1 attempt to rope drag, if miss rope will be placed on log by attendant



OHSET
PATTERN #4
Working Rancher

#4.17.21 Revised 9-19-20

Legend :	
Walk	—————
Jog	- - - - -
Extended Jog	- · - · -
Lope	— · — · —
Back	xxxxxxx
Start Cone	△



OHSET
PATTERN #4
Working Rancher

#4.17.21 Revised 9-19-20

Equipment List:
(4) Barrels
(2) 10' poles, maximum 4" diameter
(4) 8' poles, maximum 4" diameter with (4) 6" risers
(1) 4' poles, maximum 4" diameter
(1) Log 6"-8" diameter, 8' long with approximately 12" riser
(2) Standard size cones (about 12"-18" tall)
(6) Calves (3 to be used at a time, change every 10 athletes)

Setup Pattern #4

Working Rancher Setup Instructions

Cow Pen - (1) Barrel, (3) cows (change cows every 10 athletes), (1) cone

1. Place cow pen in the back right corner of the arena.
Place the barrel inside the pen, in the upper left hand corner, 8' from the corner, equal distance from the side walls. Place cone approximately 20' from pen as diagramed

Barrel - (3) Barrels - All measurements are edge to edge

1. Place 1st barrel 60' from cow pen. Place 2nd barrel 9' from 1st barrel, place 3rd barrel 9' from 2nd barrel

Jog Over Poles - (4) 8' poles, (4) 6" risers

1. Measure 16' from the corner of the pen, place 1st pole, then space them 3' apart using risers on alternating ends

Drag Log - (1) 6"-8"x 8' log, approximately a 12" riser

1. Place riser 13' from left barrel and 20' from 2nd barrel. Position log on platform so rope end is 3' from riser
2. Place start cone in front left corner of the arena 10' from the wall

Chute - (4) 10' poles, (1) 4' pole

1. Place 4' base of chute 10' to the right of the wall, place start cone 3' to the right of 4' pole, put (2) 10' poles on both sides to form a 4'x20' chute