

11/23/2018

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 trot 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.