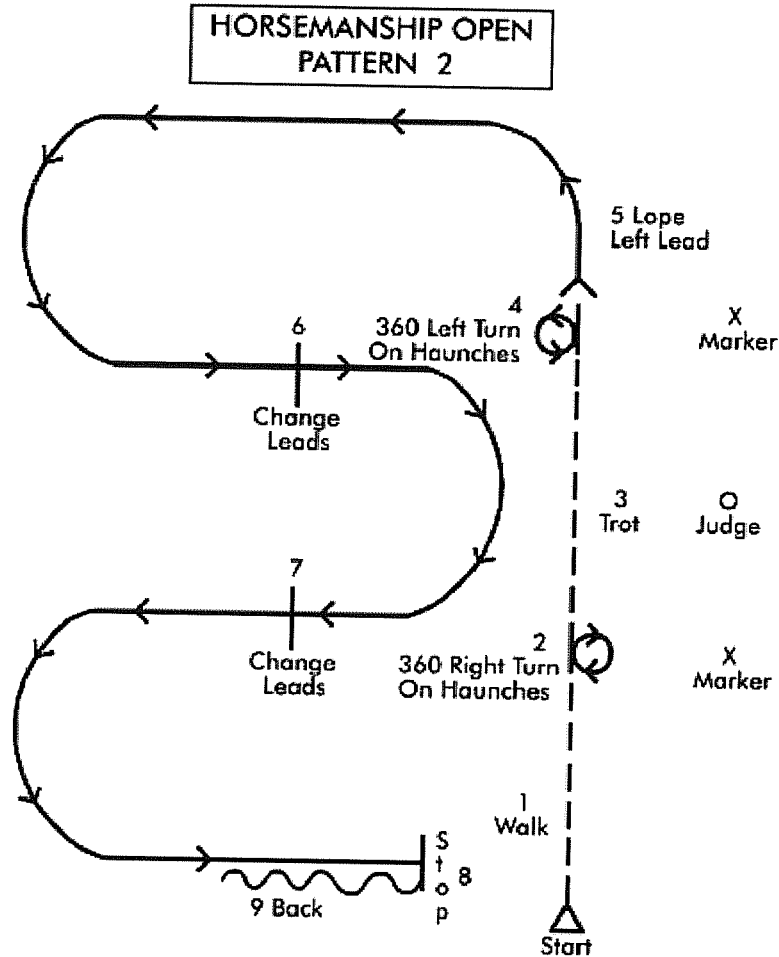


Horsemanship Pattern 2



Entries to be worked individually on selected MSHSA Horsemanship pattern. Riders will be judged on seat, hands, ability to control and show horse, appointments, and suitability of horse to rider. Horsemanship only to count and performance of the horse is not to count unless the result of the contestant's riding ability. Flying changes and fast spins are not required. Slow, consistent smoothness is preferred over a sloppy but fast run.

1. Walk 1/3 of arena, halt.
2. 360 right turn on haunches.
3. Trot 1/3 of arena, halt.
4. 360 left turn on haunches.
5. Lope left lead around end, start serpentine.
6. Change leads at center, continue serpentine right.
7. Change leads at center, continue serpentine left.
8. Stop past center.
9. Back up to center.