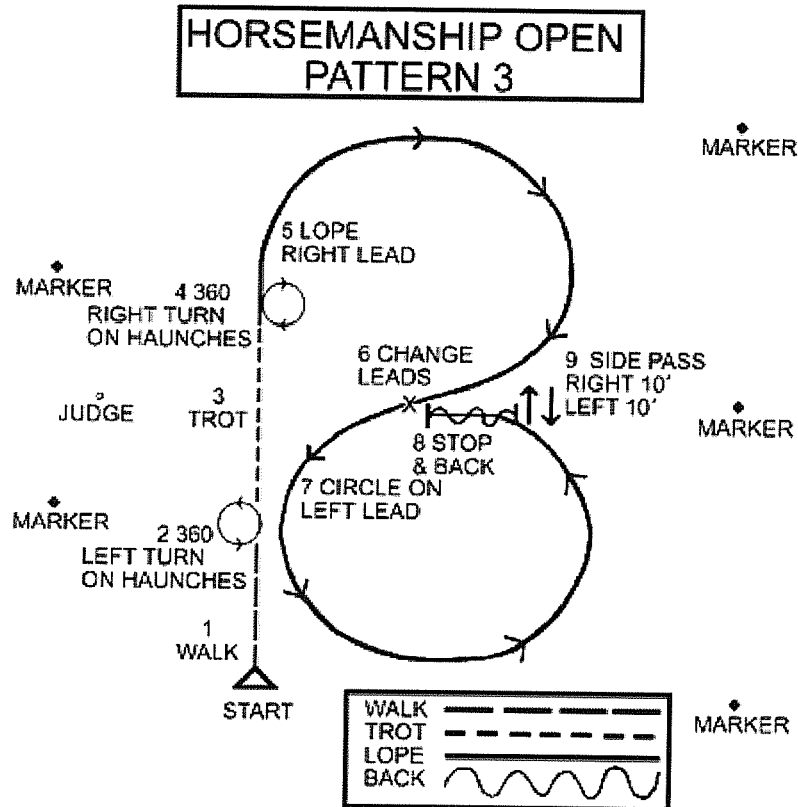


Horsemanship Pattern 3



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 left turn on haunches.
3. Trot 1/3 of arena, halt.
4. 360 right turn on haunches.
5. Lope $\frac{3}{4}$ of circle to right on right lead.
6. Change leads at center.
7. Lope full circle left on left lead.
8. Stop in center and back up.
9. Side pass right 10 feet, then left 10 feet.