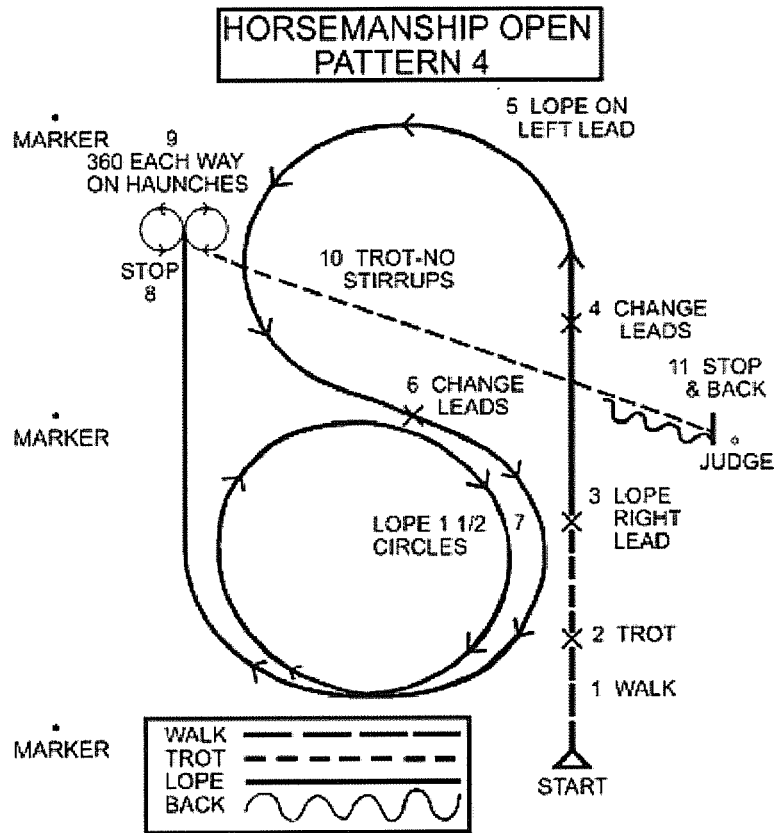


Horsemanship Pattern 4



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 20 feet.
2. Trot 20 feet.
3. Lope right lead.
4. Change leads.
5. Lope left lead $\frac{3}{4}$ circle.
6. Change leads at center.
7. Lope right lead $1 \frac{1}{2}$ circles, do not close second circle.
8. Lope down side, past center and stop.
9. 360 turn each way on haunches.
10. Drop stirrups, trot to judge.
11. Stop and back