

2022-2023 Patterns





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EQUIPMENT LIST

The following minimum equipment is required to set up the patterns in this book. Note that this list does not allow for spare items, equipment for the warm up arena or consider multiple events set up at the same time.

When breakaway jump cups are not available; to provide a “breakaway jump cup” option for the back oxer rail only, you can substitute the usual jump cup pin with an unsharpened pencil. Always use 10’ poles as ground poles.

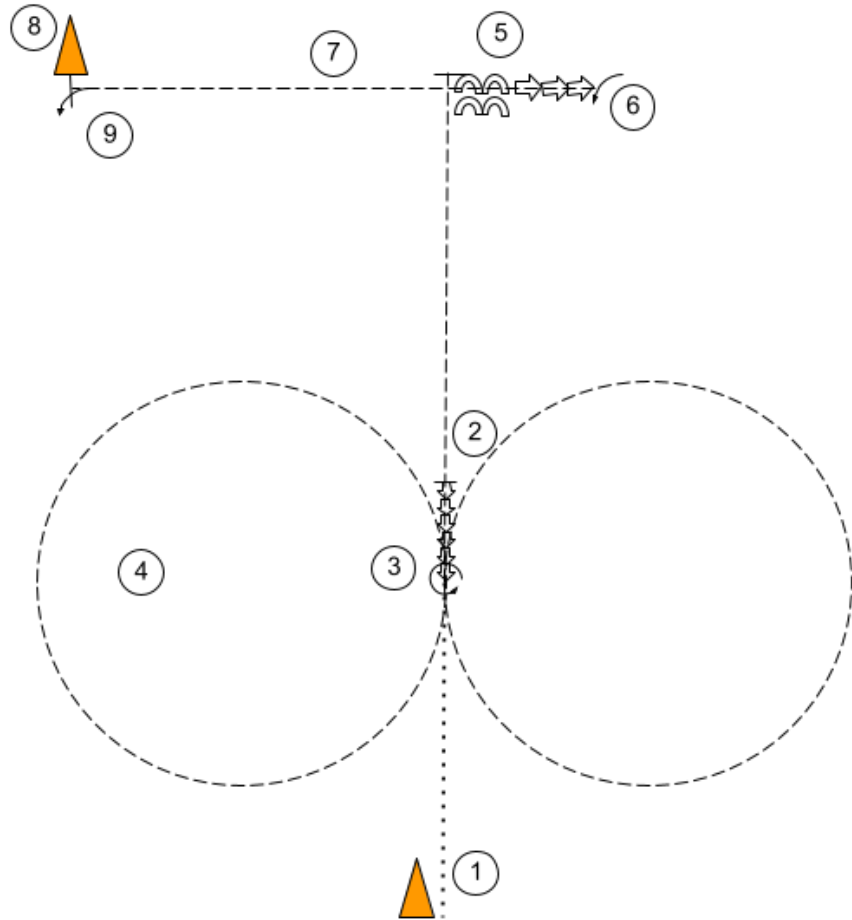
In Working Ranch; raised poles and long brush box is used. The inside clearance for the gate in trail is 4’, this is to be measured from the innermost point of the gate structure on one side to the same point on the other. The “brush” can be 3 branches cut from trees or bushes, brought to the meet and placed under each pole.

NOTE: In setting up events, DO NOT start measurements of pattern off of arena walls or in gate. In Over Fences, the distance from the jumps to the rail is the minimum, this can be adjusted if the space is very large. Pattern should be set up as diagrammed off the approximate center of the arena. It will require you to find the centerline and half line of the arena, these are approximate based on the structure of the arena. It helps to place a cone on your intersecting lines so everyone setting up the pattern is measuring from the same spot. .

There are gray-scale center line and half line marks on every pattern set up page. These lines do not have to be measured, but can be approximated using the structure of the arena used. This will give you a starting point for a successful and efficient event set up. It is important to follow the instructions in this book so every district is setting up patterns the same. This will also be how State is set up.

Cones-----	8
Small dressage arena (20Mx40M)-----	1
Jump standards-----	18
Jump Cups-----	24
Breakaway jump cups -----	4
12’ poles-----	13
10’ poles-----	12
6” risers-----	6
12’ jump panel-----	1
12’ jump gate-----	1
4’ x 8’ bridge-----	1
Gate-----	1
Straw Bale-----	1
Calf Head-----	1
Barrels-----	3
Pole bending poles-----	4
Long Brush Boxes-----	1
Timers/stop watch-----	2
Brush for walk overs -----	3

1. Start at cone, wait for judge before beginning, walk about half way down, halt
2. Back up 6 steps
3. Perform a 360° right haunch pivot
4. Trot a figure 8 starting to the right, continue down centerline, halt
5. 4 Crossovers right
6. Perform a 90° left forehand turn
7. Move to the off side, trot to judge, halt
8. Set up for inspection from the off side
9. After inspection perform a 90° left forehand turn, trot to exit staying on the near side



LEGEND

- WALK
 JOG -----
 PIVOT ○
 BACK ←←←←
 SIDEPASS →→→→
 CONE ▲

Performance Chair:
Sheilla Hagedorn

Date:
July 1, 2022

Revised:

Minimum
Arena Size:
95x200



Drawing Title:

SHOWMANSHIP



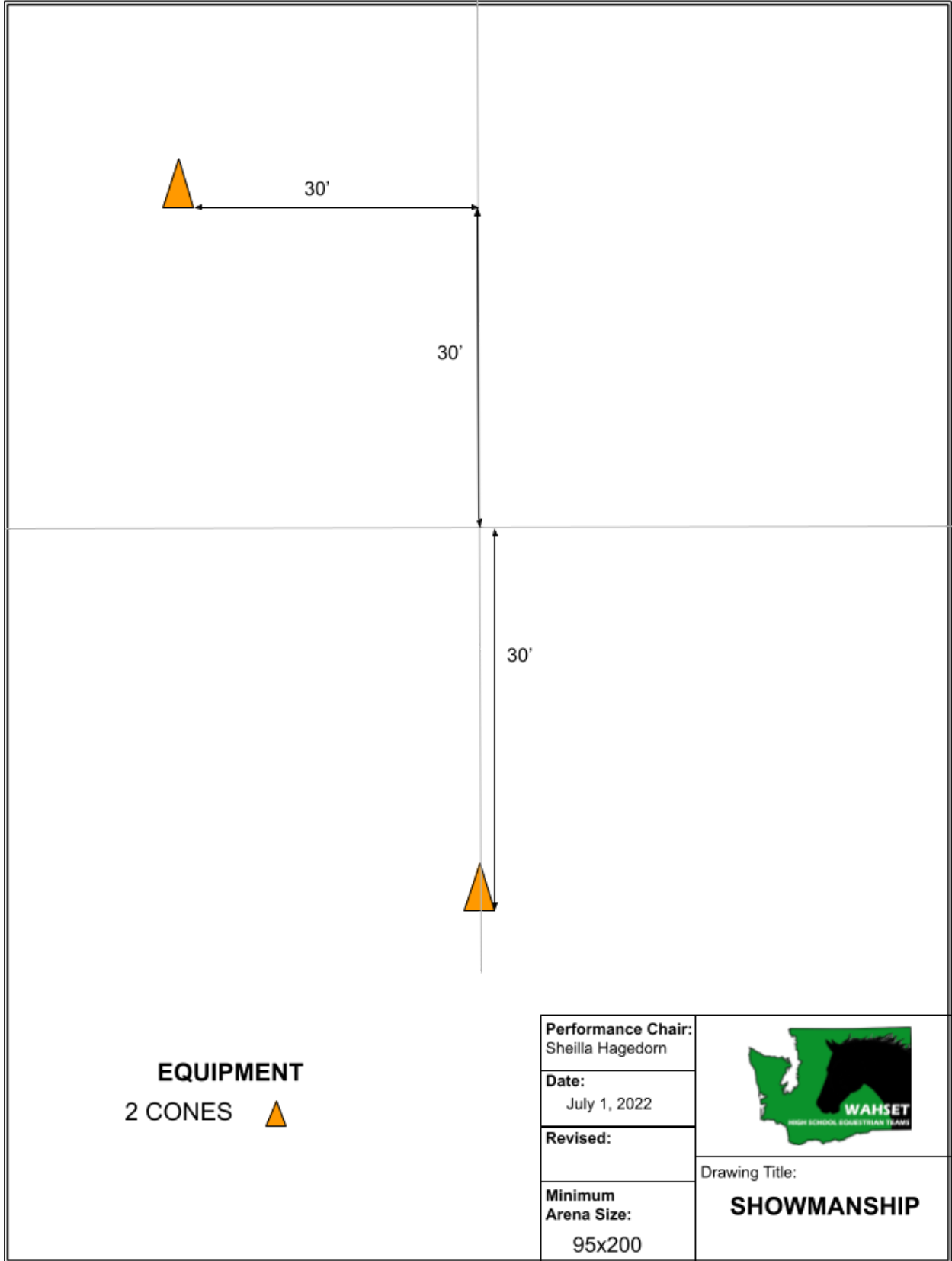
JUDGE'S SCORE SHEET SHOWMANSHIP

Date: _____ WAHSET District: _____ Horse Mini
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION
10 points	Excellent	Perfect; no improvement possible (rarely given)
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8 points	Good	Outstanding; lovely to watch (occasionally given)
7 points	Fairly Good	Performed nicely, movement above average
6 points	Satisfactory	Movement correct
5 points	Sufficient	Okay, neither good or bad, noncommittal score
4 points	Insufficient	Performed but lacking in precision and/or control
3 points	Fairly Bad	No precision, little control or response
2 points	Bad	No response to aids
1 point	Very Bad	No control
0 points	Not Performed	Rarely Given

#	Element Judged	Comments	Score
1	Start at cone, wait for judge before beginning, walk about half way down, halt		
2	Back up 6 steps		
3	Perform a 360° right haunch pivot		
4	Trot a figure 8 starting to the right, continue down centerline, halt		
5	4 crossovers right		
6	Perform a 90° left forehand turn		
7	Move to the off side, jog to judge, halt		
8	Set up for inspection from the off side		
9	After inspection perform a 90° left forehand turn, trot to exit staying on the near side		
10	Overall grooming and neatness of horse and handler.		

Judge's Signature: _____





JUDGE'S SCORE SHEET
DRESSAGE Page 1

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

2019 Training Level Test 3 All trot work may be ridden sitting or rising, unless stated.
 Small 20Mx40M arena Halts may be through the walk.
Reader please note: Anything in parentheses should not be read.

		Test	Directive Ideas	Comments	Points	Coefficient	Total
1	A X	Enter working trot Halt salute Proceed working trot					
2	C H-X-F	Track left Change rein					
3	A-C	Serpentine 3 equal loops width of the arena				2	
4	Between C&M	Working canter right lead					
5	B	Circle right 20 meters					
6	A	Working trot				2	
7	Before K K-E	Medium walk Medium walk				2	
8	E-M M	Change rein free walk Medium walk				2	
9	C	Working trot					
10	C-A	Serpentine 3 equal loops width of the arena				2	
11	Between A-F	Working canter left lead					
12	B	Circle left 20 meters					
13	C	Working trot				2	
14	E Before E E	Circle left 20 meters in rising trot, allowing horse to stretch forward and downward, while maintaining contact. Shorten the reins Working trot				2	
15	A X	Down centerline Halt, salute					

Leave arena at A in free walk.



JUDGE'S SCORE SHEET
DRESSAGE page 2

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

2019 Training Level Test 3 All trot work may be ridden sitting or rising, unless stated.
 Small 20Mx40M arena Halts may be through the walk.

COLLECTIVE MARKS:	Comments	Points	Coefficient	Total
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 the test)			1	
<i>Further Remarks:</i>				
		Subtotal:	Minus errors:	Total (max220)
<i>Judge's Signature:</i>				

- Measurements are for the interior of the enclosure
 - This means they go off the inside corner of the corner cone and along the inside edge of the rail cones..
- Set the tapes to the measurements listed on the next page
- Stretch tapes tight and place cones along the outside of short and long rail tapes at correct measurements for your particular dressage court. This set up measurement should be included with your court. Usually chain supports are every 4m.
- Be sure to set letter cones BEFORE picking up the measuring tapes.
- Leave centered opening at A for rider to enter court, at least 2 meters wide. Place letter "A" back at least 5m or 16'5" from opening.
- Letters should be set at least .5m from court fence, but at judges discretion
- Judge should be centered on letter "C", if there are 2 judges and you can't fit both at "C" then the other can be centered on letters "B" or "E"
- Be sure to set judges table or truck if using a truck bed to allow the athlete to ride past the judge on their warm up prior to entering the court.
 - "C" will be moved another 6' farther out for Working Pairs so be sure to allow for this move when placing the court in relation to the judges table so you don't have to move it again.

REQUIRED EQUIPMENT

Dressage short court

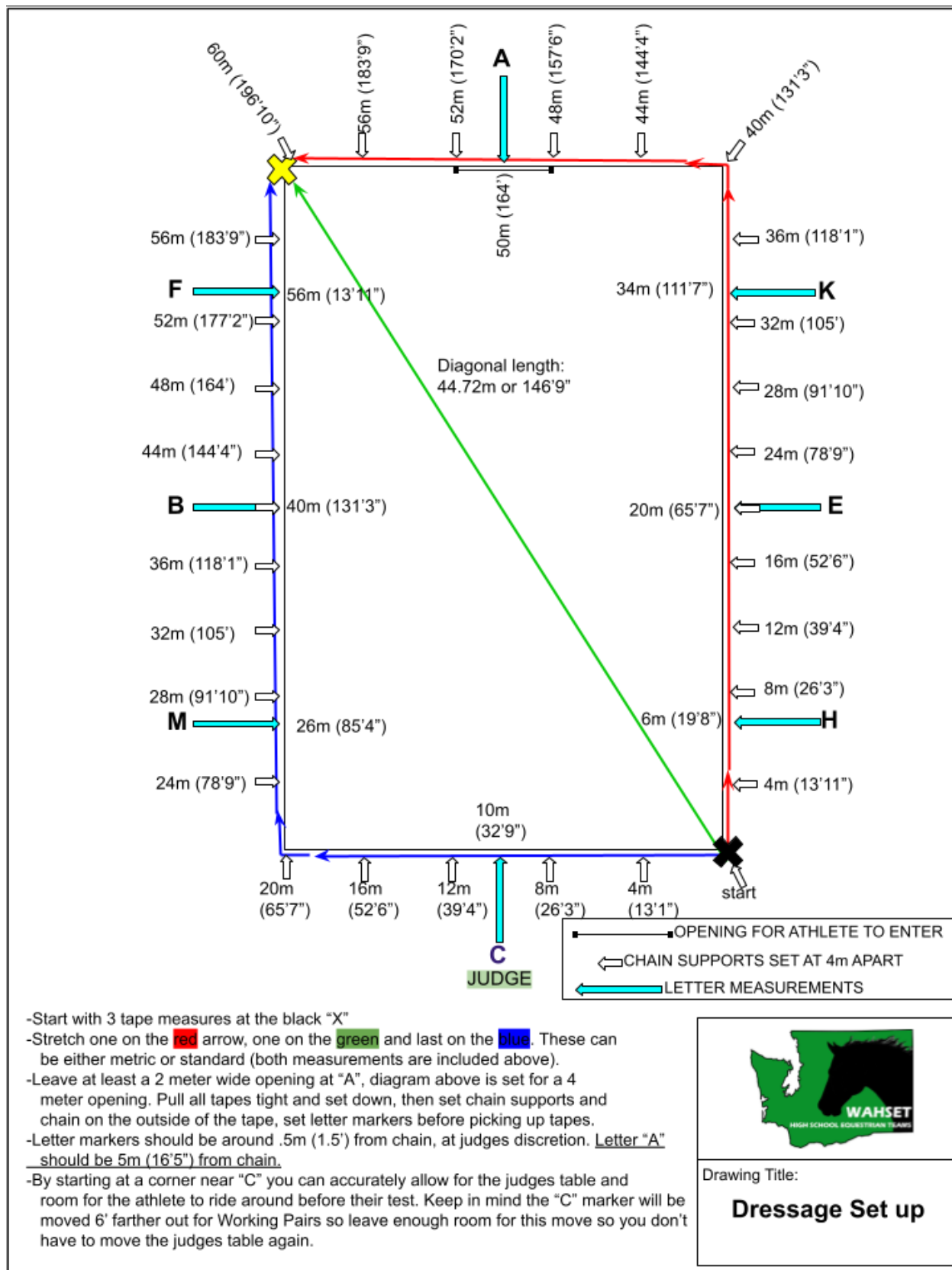


Drawing Title:

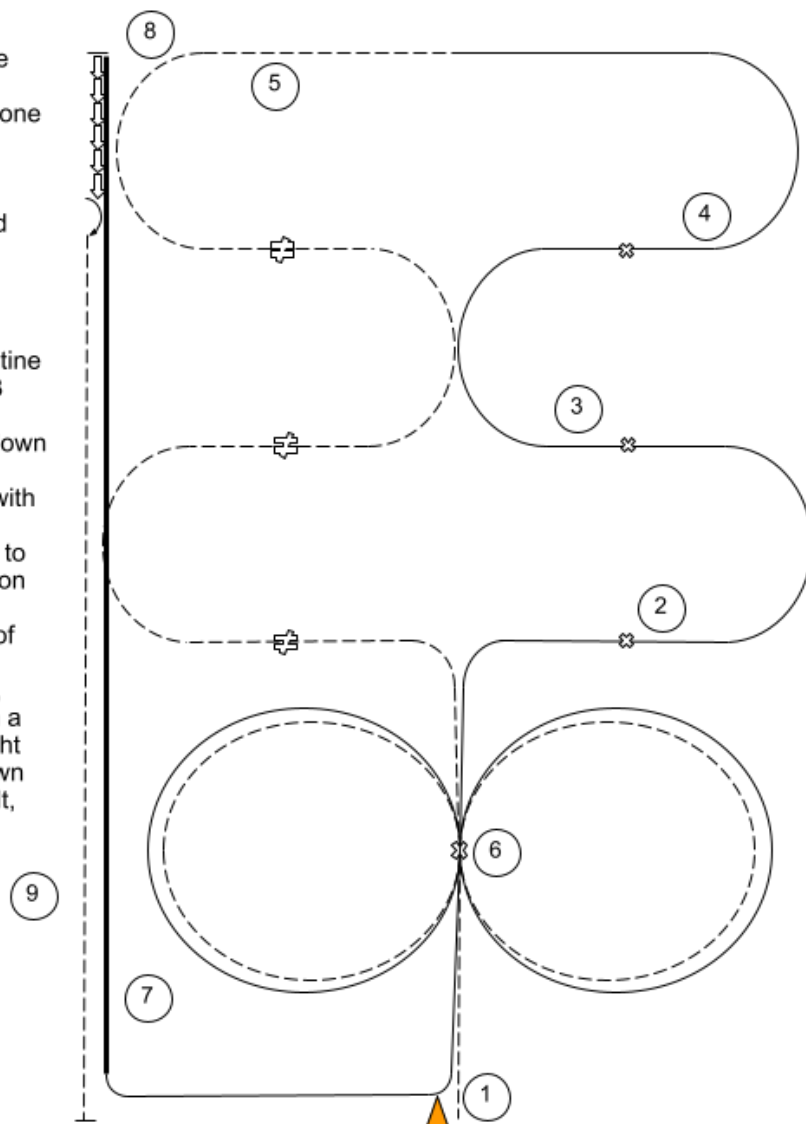
Dressage Set up

**Recommended
Arena Size:**

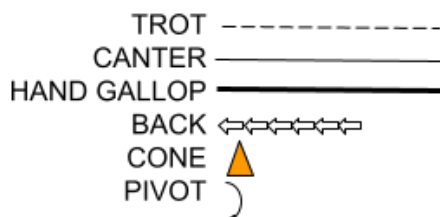
95x220



1. Start at cone, wait for judge before beginning, trot up center, trot a figure 8 with one change of diagonal
2. Pick up canter, canter serpentine using half the arena, 1st lead change and loop
3. 2nd lead change and loop
4. 3rd lead change and loop
5. At the center of the far rail drop to a trot, trot a serpentine using half the arena, with 3 diagonal changes
6. After the final corner turn down centerline and pick up the canter, perform a figure 8 with 1 lead change
7. Canter to end of area, turn to the right and up the arena on the long rail, move into the hand gallop for the length of the long rail
8. At the end pull up and halt, then back 6 steps, perform a 180° haunch turn to the right
9. Drop irons, posting trot down till level with start cone, halt, acknowledge judge before exiting



LEGEND



Performance chair:
Sheilla Hagedorn

Date:
7-1-2022

Revised:

Minimum arena size:
95x200



Drawing Title:

**Hunt Seat
Equitation**



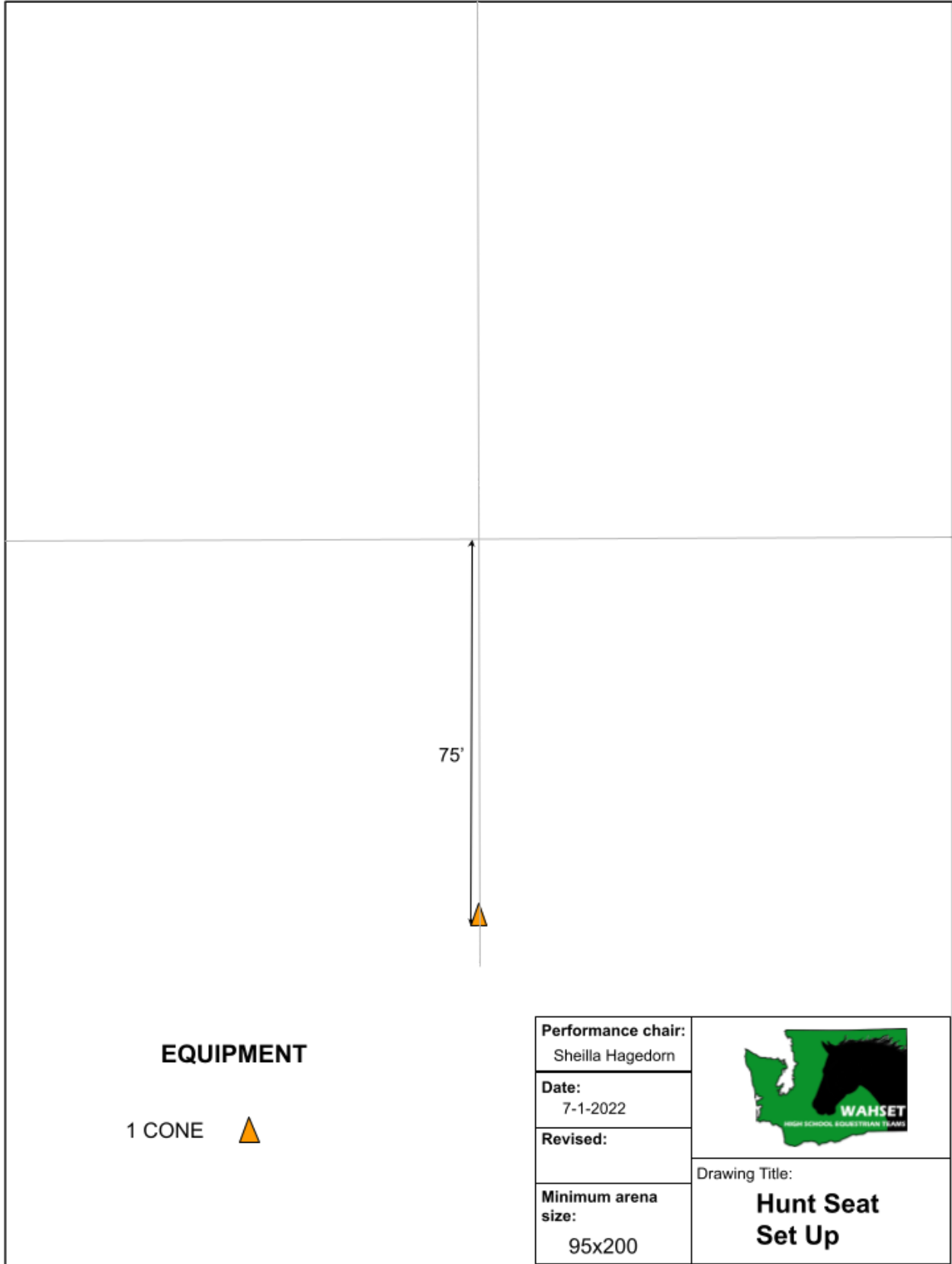
JUDGE'S SCORE SHEET HUNT SEAT EQUITATION

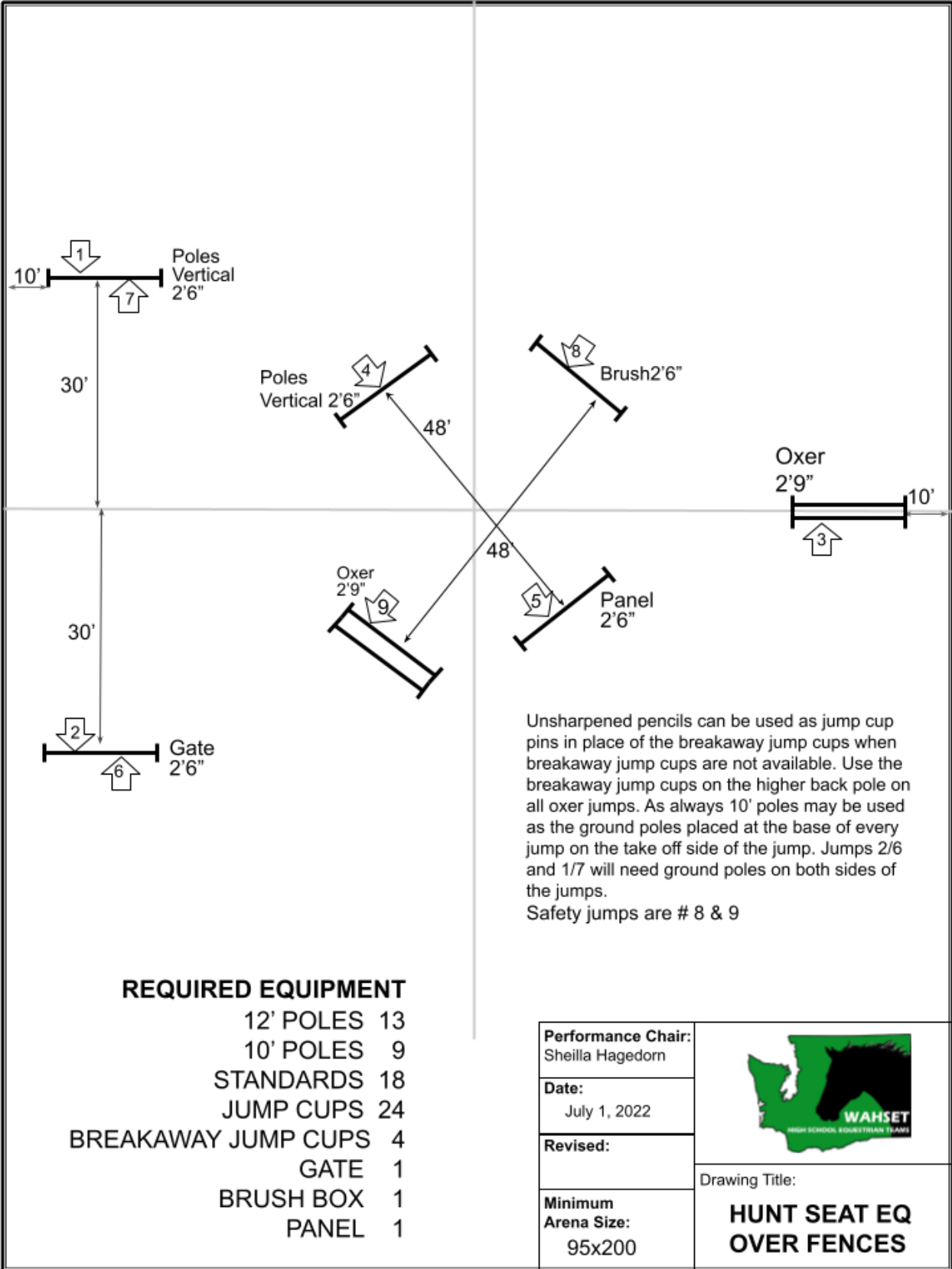
Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION	CLASS EXPECTATIONS
10 points	Excellent	Perfect; no improvement possible (rarely given)	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. This pattern is asking for the athlete's 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): <ul style="list-style-type: none"> • Flying lead change - maximum possible 10 • Interrupted lead change - maximum possible 8 • Simple lead change - maximum possible 6 Gaits and maneuvers must maintain forward motion. Understand that a well executed interrupted or simple lead change will score higher than a badly executed flying lead change. 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 simple, no disunited steps in flying and so on). This is an equitation class. Body position of the athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)	
8 points	Good	Outstanding; lovely to watch (occasionally given)	
7 points	Fairly Good	Performed nicely, movement above average	
6 points	Satisfactory	Movement correct	
5 points	Sufficient	Okay, neither good or bad, noncommittal score	
4 points	Insufficient	Performed but lacking in precision and/or control	
3 points	Fairly Bad	No precision, little control or response	
2 points	Bad	No response to aids	
1 point	Very Bad	No control	
0 points	Not Performed	Rarely Given	

#	Element Judged	Comments	Score
1	Start at cone, wait for judge before beginning, trot up center, trot a figure 8 with one diagonal change		
2	Pick up canter, canter serpentine using half the arena 1st lead change and loop		
3	2nd lead change and loop		
4	3rd lead change and loop		
5	At the center of the far rail drop to a trot, trot a serpentine using half the arena, with 3 diagonal changes		
6	After the final corner turn down centerline and pick up the canter, perform a figure 8 with 1 lead change		
7	Canter to end of area, turn to the right and up the arena on the long rail, move into the hand gallop for the length of the long rail		
8	At the end pull up and halt, then back 6 steps, perform a 180° right haunch turn		
9	Drop irons, posting trot down till level with start cone, halt, acknowledge judge before exiting		
10	Overall horsemanship.		

Judge's Signature: _____





REQUIRED EQUIPMENT

- 12' POLES 13
- 10' POLES 9
- STANDARDS 18
- JUMP CUPS 24
- BREAKAWAY JUMP CUPS 4
- GATE 1
- BRUSH BOX 1
- PANEL 1

Performance Chair:
Sheilla Hagedorn

Date:
July 1, 2022

Revised:

**Minimum
Arena Size:**
95x200



Drawing Title:

**HUNT SEAT EQ
OVER FENCES**



JUDGE'S SCORE SHEET HUNT SEAT EQUITATION OVER FENCES

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

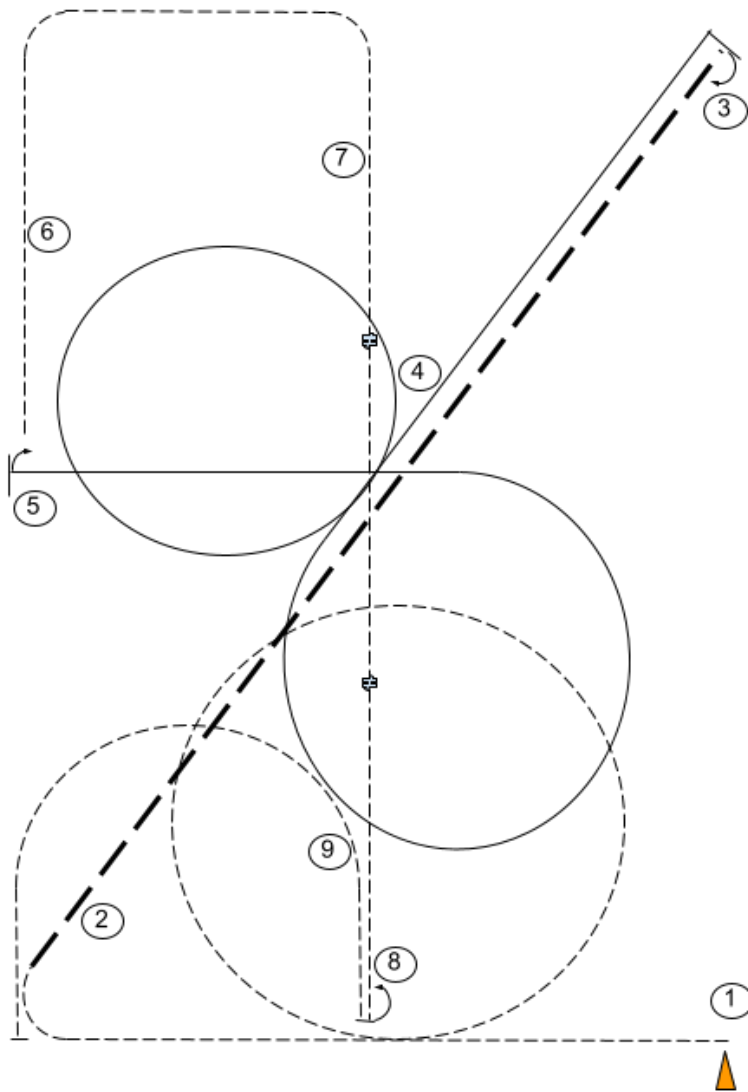
POINTS	RATING	PATTERN SCORING JUDGE'S OPINION
10 points	Excellent	Perfect; no improvement possible (rarely given)
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8 points	Good	Outstanding; lovely to watch (occasionally given)
7 points	Fairly Good	Performed nicely, movement above average
6 points	Satisfactory	Movement correct
5 points	Sufficient	Okay, neither good or bad, noncommittal score
4 points	Insufficient	Performed but lacking in precision and/or control
3 points	Fairly Bad	No precision, little control or response
2 points	Bad	No response to aids
1 point	Very Bad	No control
0 points	Not Performed	Rarely Given

SAFETY JUMPS ARE 8 & 9

#	Element Judged	Comments	Score
1	Set up and approach at the canter, 1st jump, poles.		
2	2nd jump, gate.		
3	3rd jump, oxer.		
4	4th jump, poles.		
5	5th jump, panel.		
6	6th jump, gate.		
7	7th jump, poles.		
8	8th jump, brush.		
9	9th jump, oxer Exit sitting trot		
10	Overall horsemanship.		

Judge's Signature: _____

1. Wait for judge before beginning, at cone pick up trot, trot down short rail, trot large circle to the right, continue to corner
2. At the trot turn on to the diagonal, extend the trot across the diagonal, halt
3. Perform a 180° right forehand turn
4. Pick up canter, canter back across the diagonal, perform a figure 8 to the right, with 1 interrupted lead change, halfway down the diagonal
5. Do not close 2nd circle, but canter straight to long rail and halt
6. Address reins, perform a 90° haunch turn right
7. Pick up trot, trot around and down centerline showing 2 diagonal changes
8. Halt when even with cone, drop irons, perform a 180° left forehand turn
9. Trot loop to the left, halt when even with start cone, acknowledge judge before exiting



LEGEND

TROT -----
 EXTENDED TROT - - - - -
 CANTER _____
 PIVOT))

Drawn by:
Sheilla Hagedorn

Date:
7-1-2022

Revision date:

Minimum arena
size:
95x200



Drawing Title:

**Saddle Seat
Equitation**



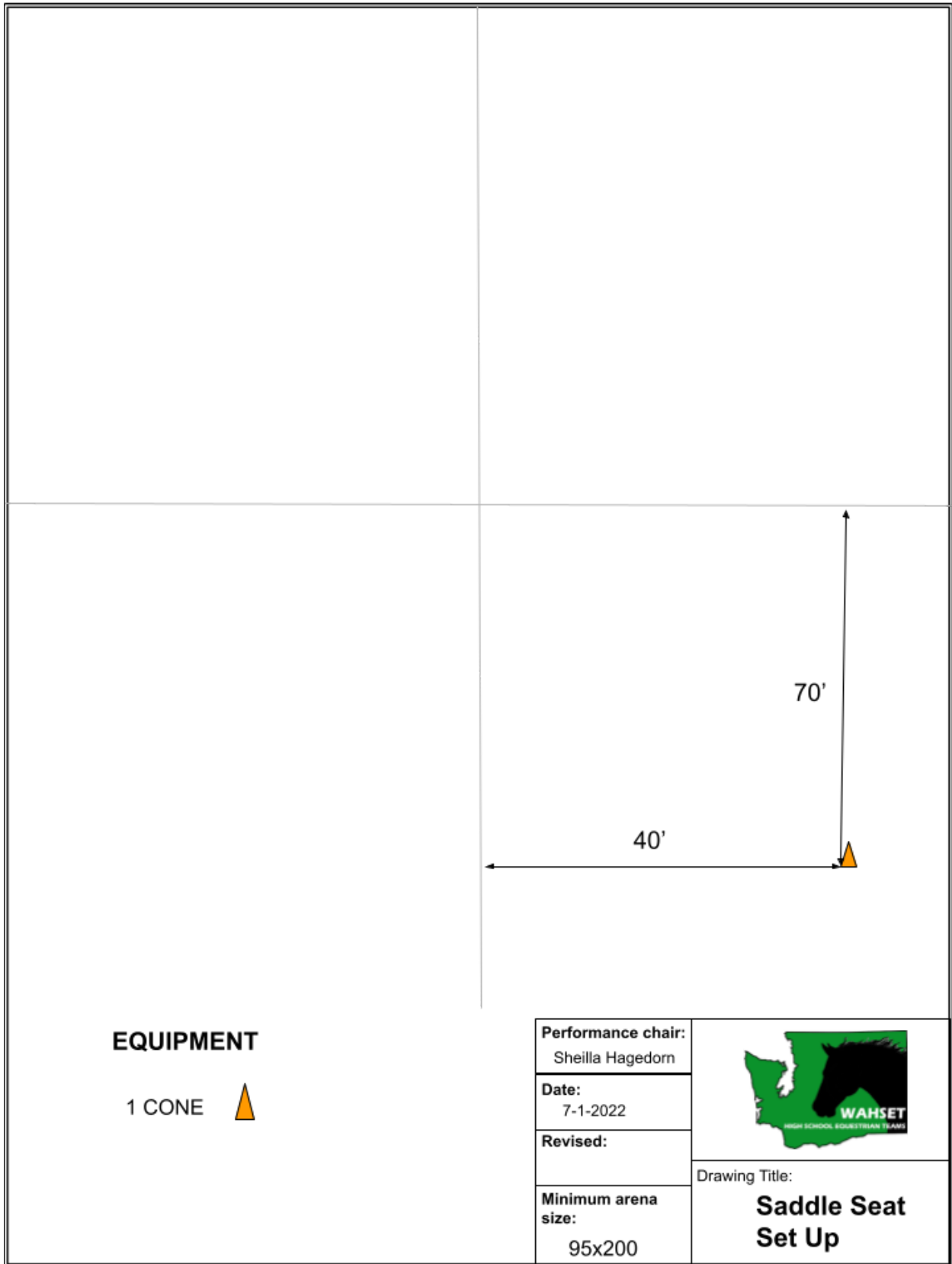
JUDGE'S SCORE SHEET SADDLE SEAT EQUITATION

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION	CLASS EXPECTATIONS
10 points	Excellent	Perfect; no improvement possible (rarely given)	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. This pattern is asking for the athlete's 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): <ul style="list-style-type: none"> • Interrupted lead change - maximum possible 10 • Flying lead change - maximum possible 0 • Simple lead change - maximum possible 0 This is an equitation class. Body position of the athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)	
8 points	Good	Outstanding; lovely to watch (occasionally given)	
7 points	Fairly Good	Performed nicely, movement above average	
6 points	Satisfactory	Movement correct	
5 points	Sufficient	Okay, neither good or bad, noncommittal score	
4 points	Insufficient	Performed but lacking in precision and/or control	
3 points	Fairly Bad	No precision, little control or response	
2 points	Bad	No response to aids	
1 point	Very Bad	No control	
0 points	Not Performed	Rarely Given	

#	Element Judged	Comments	Score
1	Wait for judge before beginning, at cone pick up trot, trot down short rail, trot large circle to the right, continue to corner		
2	At the trot turn on to the diagonal, extend the trot across the diagonal, halt		
3	Perform a 180° right forehand turn		
4	Pick up canter, canter back across the diagonal, perform a figure 8 to the right, with 1 interrupted lead change, halfway down the diagonal		
5	Do not close 2nd circle, but canter straight to long rail and halt		
6	Address reins, perform a 90° haunch turn right		
7	Pick up trot, trot around and down centerline showing 2 diagonal changes		
8	Halt when even with cone, drop irons, perform a 180° left forehand turn		
9	Trot loop to the left, halt when even with start cone, acknowledge judge before exiting		
10	Overall horsemanship.		

Judge's Signature: _____



EQUIPMENT

1 CONE 

Performance chair:
Sheilla Hagedorn

Date:
7-1-2022

Revised:

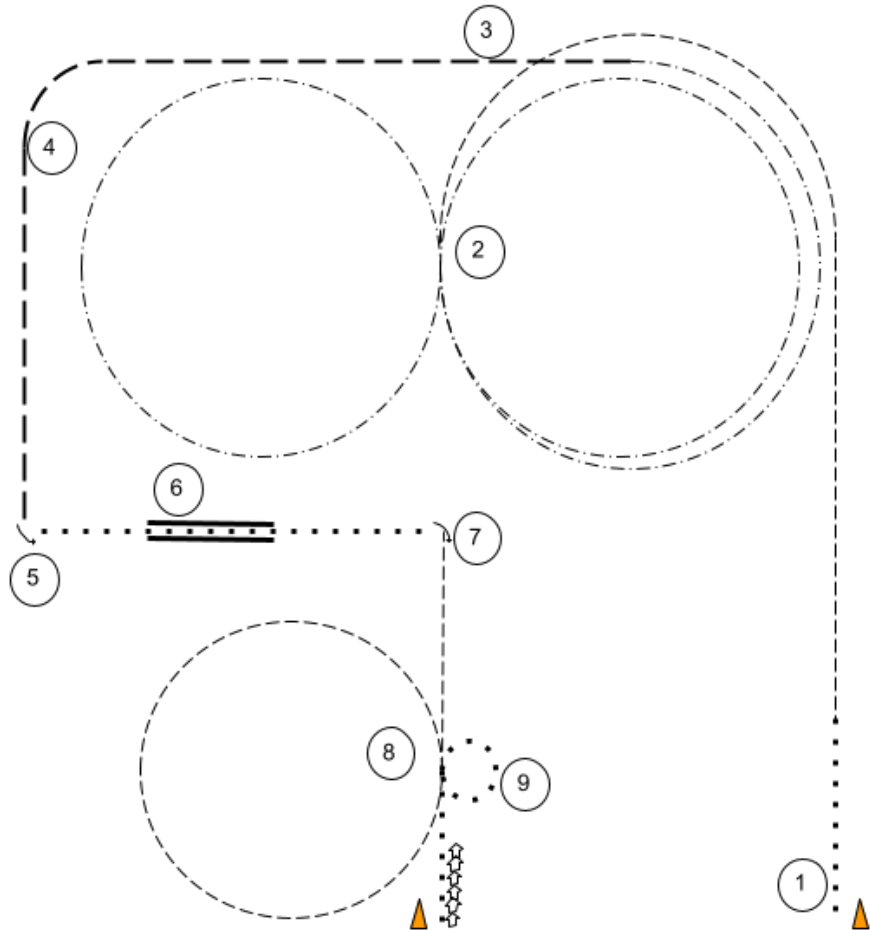
Minimum arena size:
95x200



Drawing Title:

Saddle Seat Set Up

1. Wait for judge before beginning, walk forward, pick up pleasure trot, turn onto centerline
2. Move to working trot, trot a figure 8 starting to the left
3. Start 3rd circle to the left, don't close, move into extended trot
4. Extend the trot around the arena to the left, halt in the correct position to complete the pattern
5. 90° left wheel turn (pivot)
6. Walk left wheel between poles
7. 90° right wheel turn (pivot)
8. Pick up pleasure trot, trot circle to the right
9. Walk tight wheel circle to the left, walk to the cone, halt and back up 6 steps, acknowledge judge before exiting



LEGEND

WALK
PLEASURE TROT	-----
WORKING TROT	- . - . - .
EXTENDED TROT	=====
BACK	←←←←←←
PIVOT	↪

Performance Chair:
Sheilla Hagedorn

Date:
July 1, 2022

Revised:

**Minimum
Arena Size:**
95x200



Drawing Title:

DRIVING



JUDGE'S SCORE SHEET

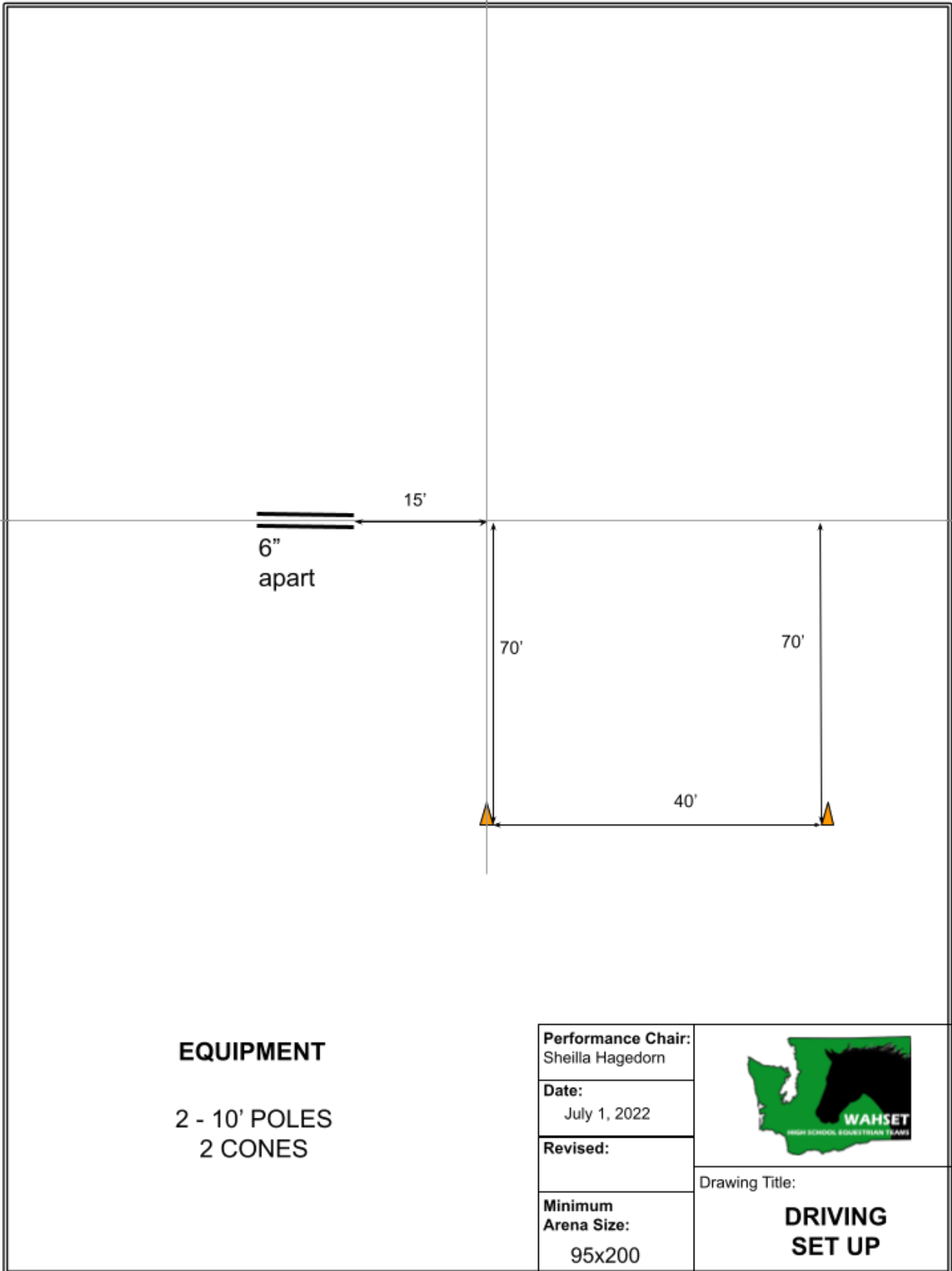
DRIVING

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION
10 points	Excellent	Perfect; no improvement possible (rarely given)
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8 points	Good	Outstanding; lovely to watch (occasionally given)
7 points	Fairly Good	Performed nicely, movement above average
6 points	Satisfactory	Movement correct
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3 points	Fairly Bad	No precision, little control or response
2 points	Bad	No response to aids
1 point	Very Bad	No control
0 points	Not Performed	Rarely Given

#	Element Judged	Comments	Score
1	Wait for judge before beginning, walk forward, pick up pleasure trot, curve into center of arena		
2	Move to working trot, trot a figure 8 starting to the left		
3	Start 3rd circle to the left, don't close, move into extended trot		
4	Extend the trot around the arena to the left, halt in the correct position to complete the pattern		
5	90° pivot to the left		
6	Walk left wheel between poles		
7	90° pivot to the right		
8	Pick up pleasure trot, trot circle to the right		
9	Walk tight wheel circle to the left, walk to the cone, halt and back up 6 steps, acknowledge judge before exiting		
10	Overall horsemanship.		

Judge's Signature: _____

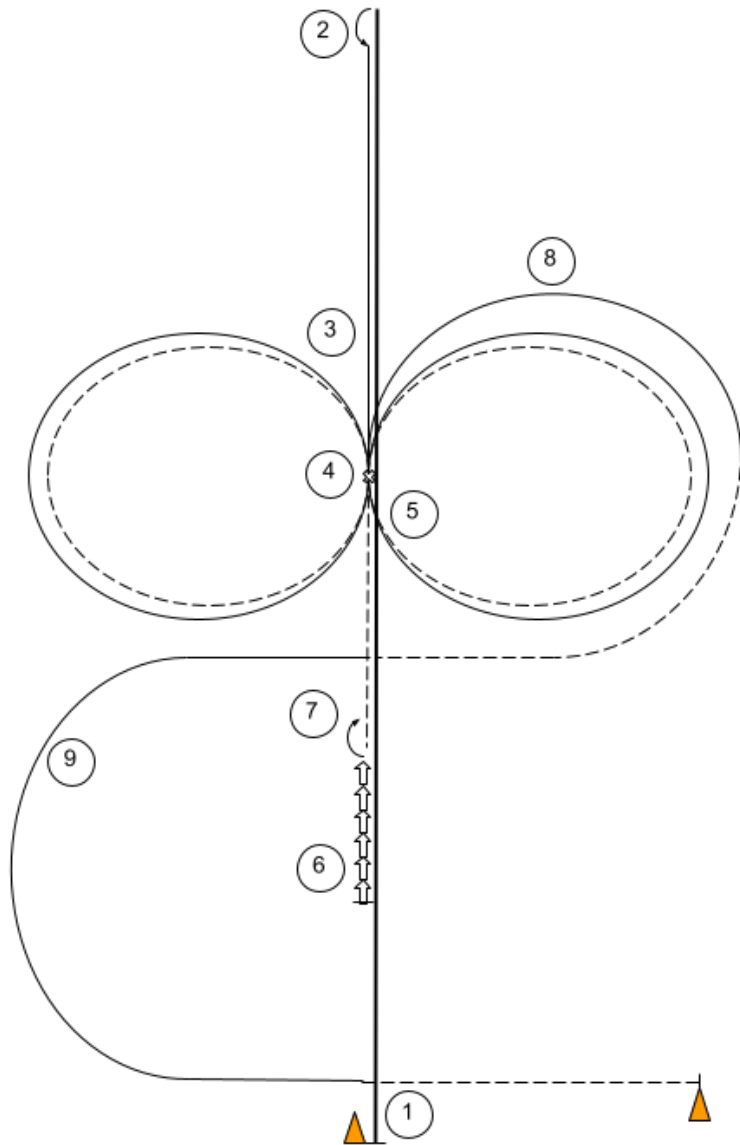


EQUIPMENT

2 - 10' POLES
2 CONES

Performance Chair: Sheilla Hagedorn	
Date: July 1, 2022	
Revised:	Drawing Title: DRIVING SET UP
Minimum Arena Size: 95x200	

1. Start at cone, wait for judge before beginning, extend the lope down center of arena to far end
2. Halt, drop stirrups, perform a 180° left haunch turn
3. Lope on right lead back to center of arena, continue at the lope into a figure 8 with 1 lead change.
4. Drop to jog, jog a figure 8 starting to the right
5. Jog out of figure 8, halt halfway to start cone, pick up stirrups, back 6 steps.
6. Perform a 180° right haunch turn
7. Lope back into center of arena, curve to the right, drop to jog where shown
8. Jog 2nd half of circle but don't close circle
9. Pick up lope at centerline, lope loop. drop to jog at centerline, jog to end cone, halt, acknowledge judge before exiting



LEGEND

- JOG -----
- LOPE _____
- EXTENDED LOPE _____
- BACK ←←←←←
- PIVOT (

Performance chair:

Sheilla Hagedorn

Date:

7-1-2022

Revised:

Minimum arena size:

95x200



Drawing Title:

**Stock Seat
Equitation**



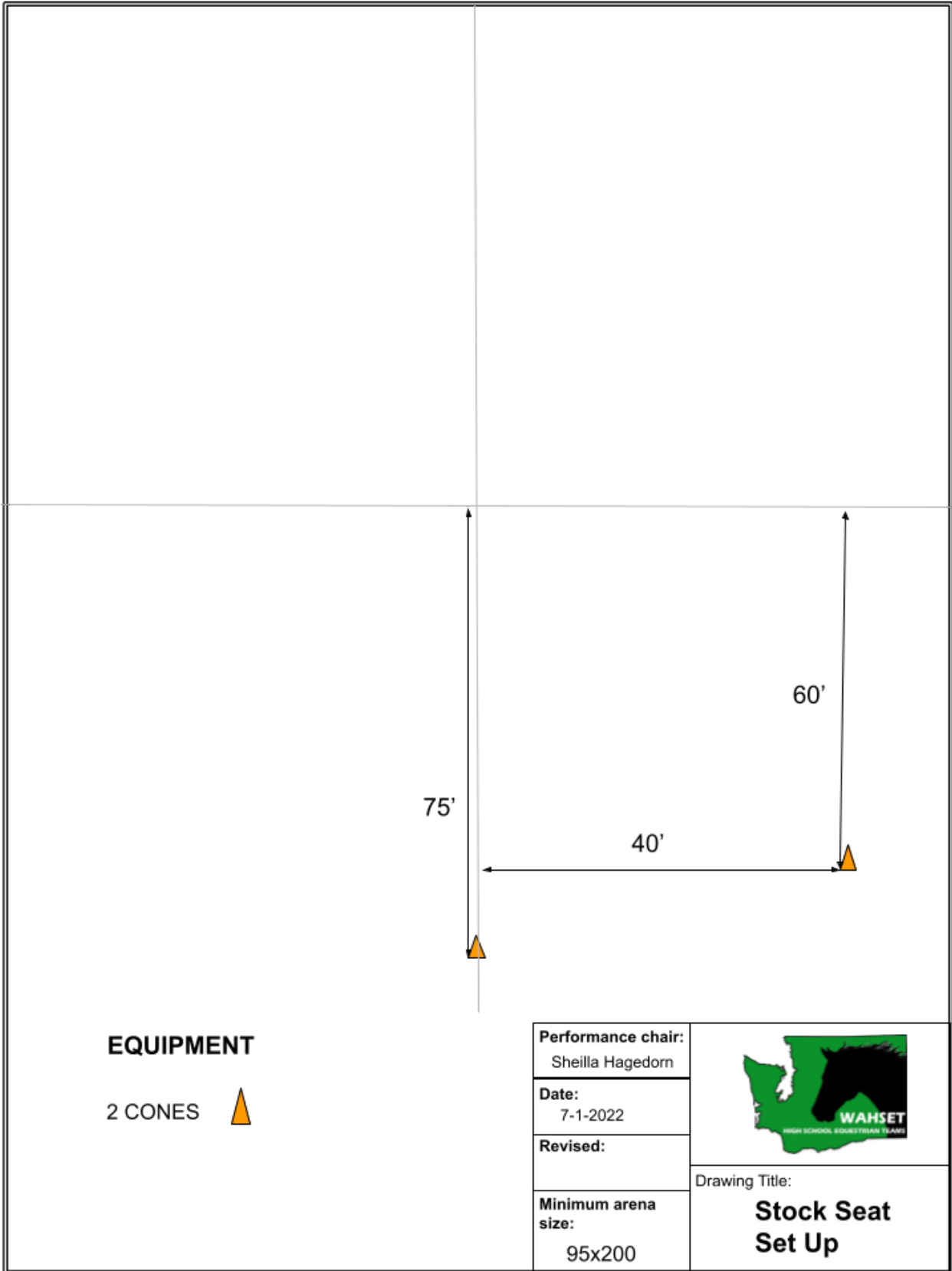
JUDGE'S SCORE SHEET STOCK SEAT EQUITATION

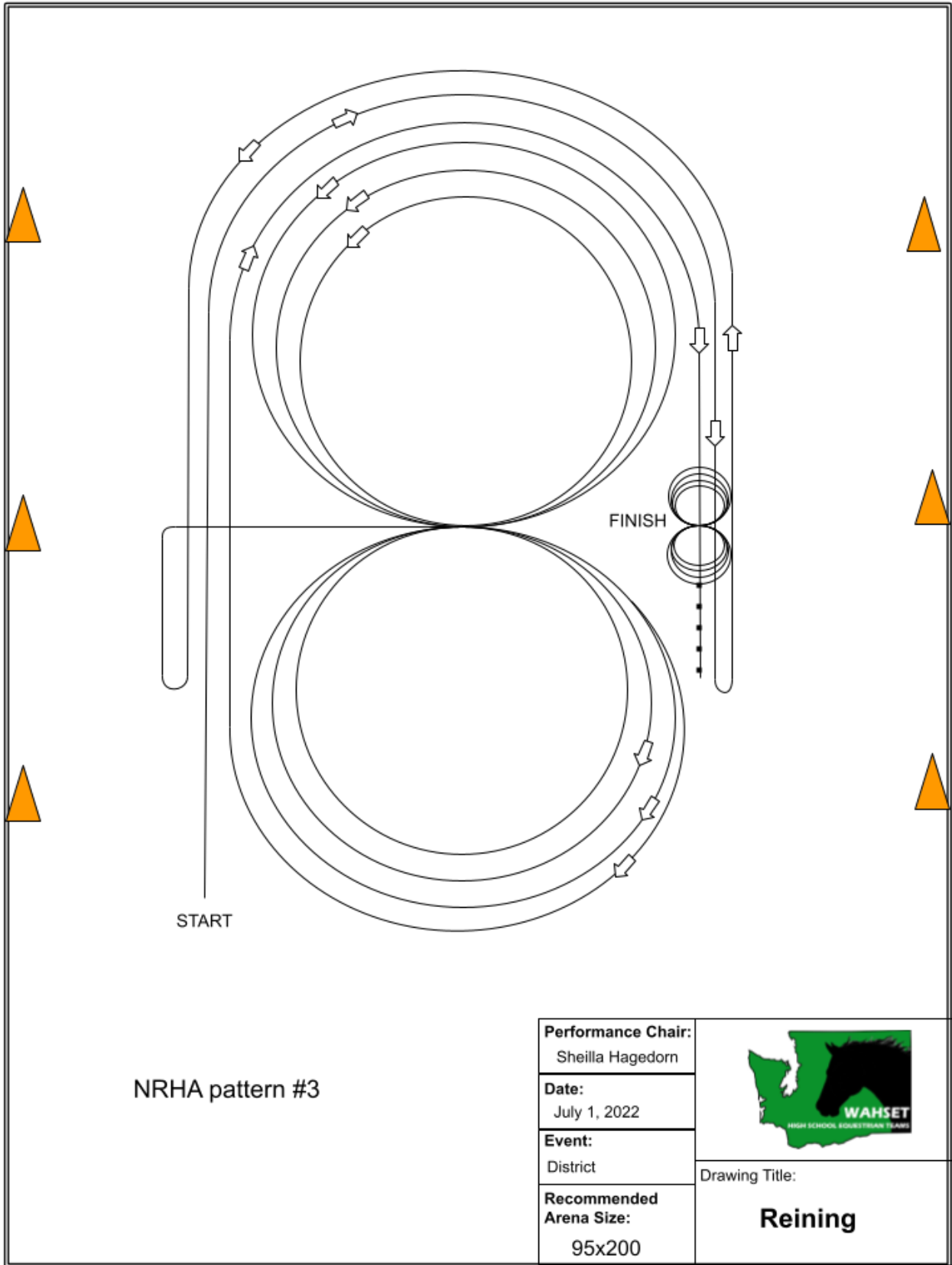
Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION	CLASS EXPECTATIONS
10 points	Excellent	Perfect; no improvement possible (rarely given)	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. This pattern is asking for the athlete's 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); <ul style="list-style-type: none"> • Flying lead change - maximum possible 10 • Interrupted lead change - maximum possible 8 • Simple lead change - maximum possible 6 Gaits and maneuvers must maintain forward motion. Understand that a well executed interrupted or simple lead change will score higher than a badly executed flying lead change. 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 simple, no disunited steps in flying and so on). This is an equitation class. Body position of the athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)	
8 points	Good	Outstanding; lovely to watch (occasionally given)	
7 points	Fairly Good	Performed nicely, movement above average	
6 points	Satisfactory	Movement correct	
5 points	Sufficient	Okay, neither good or bad, noncommittal score	
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0 points	Not Performed	Rarely Given	

#	Element Judged	Comments	Score
1	Start at cone, wait for judge before beginning, extend the lope down center of arena to far end		
2	Halt, drop stirrups, perform a 180° left haunch turn		
3	Lope on right lead back to center of arena, continue at the lope into a figure 8 with 1 lead change		
4	Drop to jog, jog a figure 8 starting to the right		
5	Jog out of figure 8, halt halfway to start cone, pick up stirrups, back 6 steps.		
6	Perform a 180° right haunch turn		
7	Lope back into center of arena, curve to the right, drop to jog where shown		
8	Jog 2nd half of circle but don't close circle		
9	Pick up lope at centerline, lope loop. drop to jog at centerline, jog to end cone, halt, acknowledge judge before exiting		
10	Overall horsemanship.		


Judge's Signature: _____





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 OF 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 ROLLBACK, 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 IN THE 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, 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.

NRHA pattern 3

Performance Chair: Sheilla Hagedorn	
Date:	
Event: District	
Minimum arena size: 100x200	Drawing Title: Reining Explanation



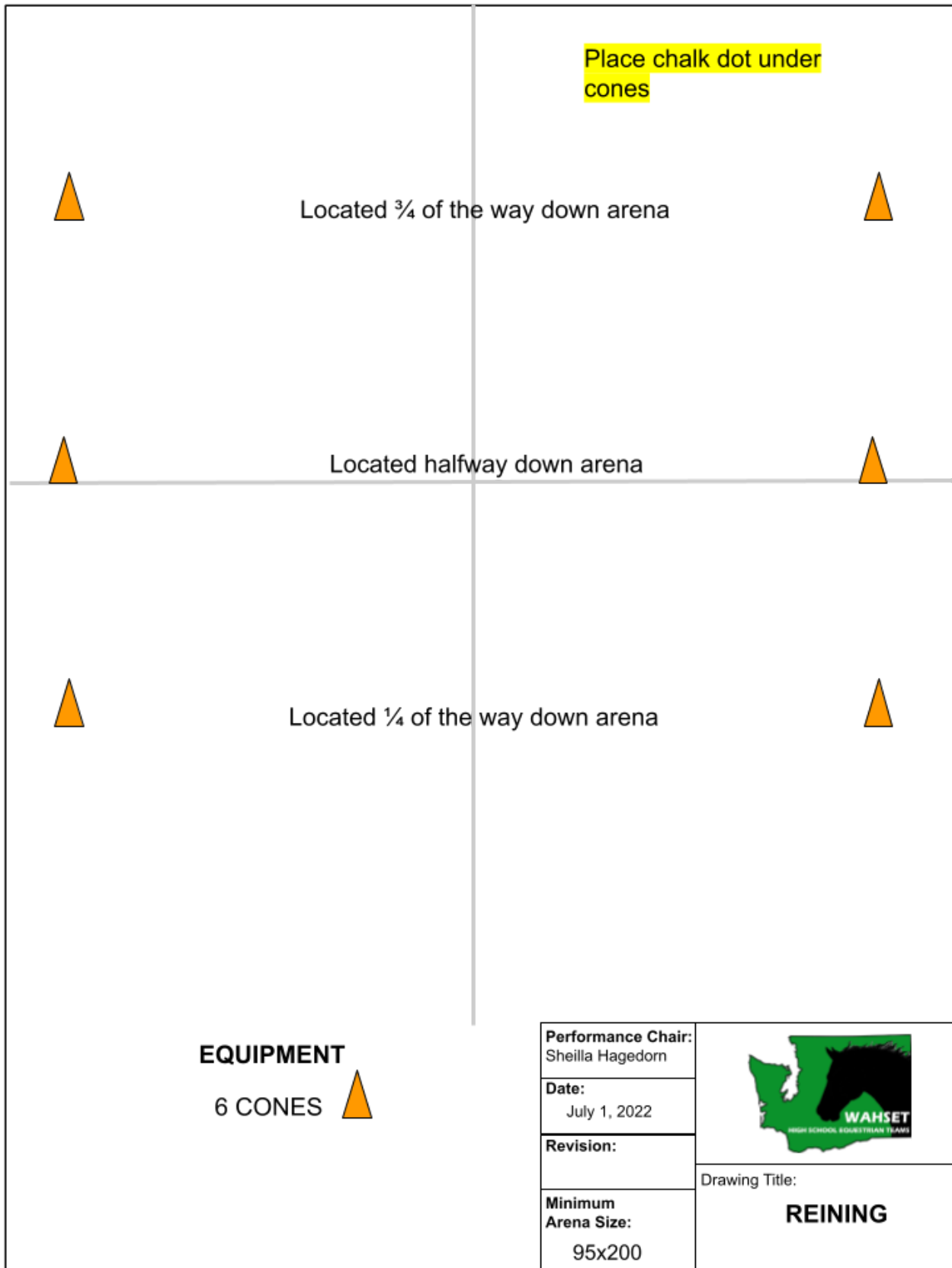
JUDGE'S SCORE SHEET STATE MEET REINING

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

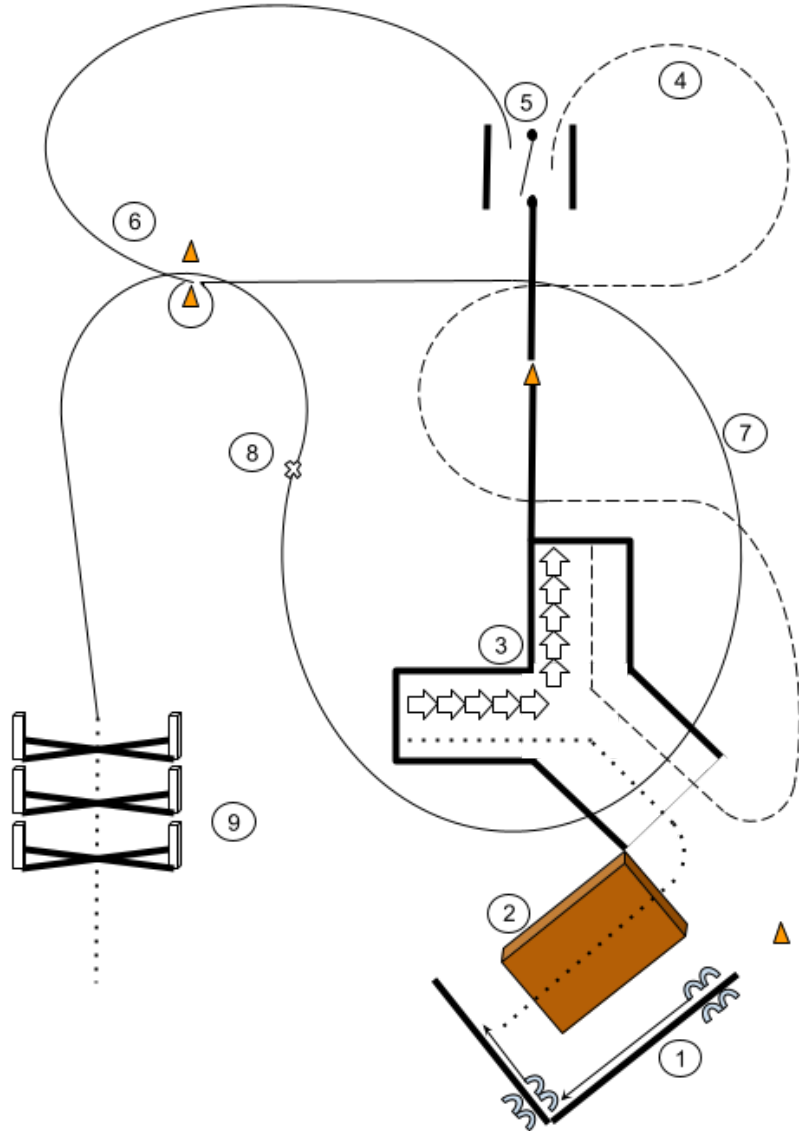
POINTS	RATING	PATTERN SCORING JUDGE'S OPINION	CLASS EXPECTATIONS
10 points	Excellent	Perfect; no improvement possible (rarely given)	-Reining elements may be given a score of 0 -The athlete will not be disqualified unless using prohibited or inhumane equipment. -"Reining is the dressage of western riding" is a common description of this class, and for good reason. Particular attention to placement of the cone, center markers and judge position are all critical to the performance. Use of the arena is paramount and deductions are made for staying too close to the walls. -The "run" is a professional term used in reining, the development of speed in this class determines the quality of the riders horsemanship. -"Body language" and that communication with the equine during each maneuver will be scored. -Transitions from fast to slow should be evident, with circles round and consistent. Sliding stops should be smooth, not "popping". -Equines should remain calm during the rollback maneuvers without hesitation. -All reining patterns call for lead changes and flying lead changes will score much higher than simple. -Bit checks at the discretion of the judge.
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)	
8 points	Good	Outstanding; lovely to watch (occasionally given)	
7 points	Fairly Good	Performed nicely, movement above average	
6 points	Satisfactory	Movement correct	
5 points	Sufficient	Okay, neither good or bad, noncommittal score	
4 points	Insufficient	Performed but lacking in precision and/or control	
3 points	Fairly Bad	No precision, little control or response	
2 points	Bad	No response to aids	
1 point	Very Bad	No control	
0 points	Not Performed	Rarely Given	

#	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 of 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 rollback, 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 in the 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, 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: _____



1. Wait for judge before beginning, start at cone, sidepass left along L, halt when centered with bridge
2. Walk over bridge
3. Walk into "Y", all the way into left side, back into right side
4. Jog out, jog over poles and to gate, halt
5. Go through gate, right hand push, and close
6. Pick up lope, lope around to the left, halt between cones
7. Back around right cone, halt when back between cones
8. Lope to the right over poles and chute, change lead
9. Lope up through cones then back down to cross rails
10. Walk over cross rails, acknowledge judge before exiting



LEGEND

- WALK (dotted line)
- JOG/TROT - - - - - (dashed line)
- LOPE/CANTER _____ (solid line)
- BACK <---> <---> <---> <---> <---> (line with arrows pointing left)
- SIDEPASS <---> <---> <---> <---> <---> (line with wavy arrows pointing left)
- CONE ▲ (orange triangle)
- BRIDGE [brown rectangle]
- GATE [two vertical lines]
- POLE [horizontal line]

Drawn by: Sheilla Hagedorn	
Date: July 1, 2022	
Revised:	Drawing Title:
Minimum Arena Size: 95'X100'	Trail



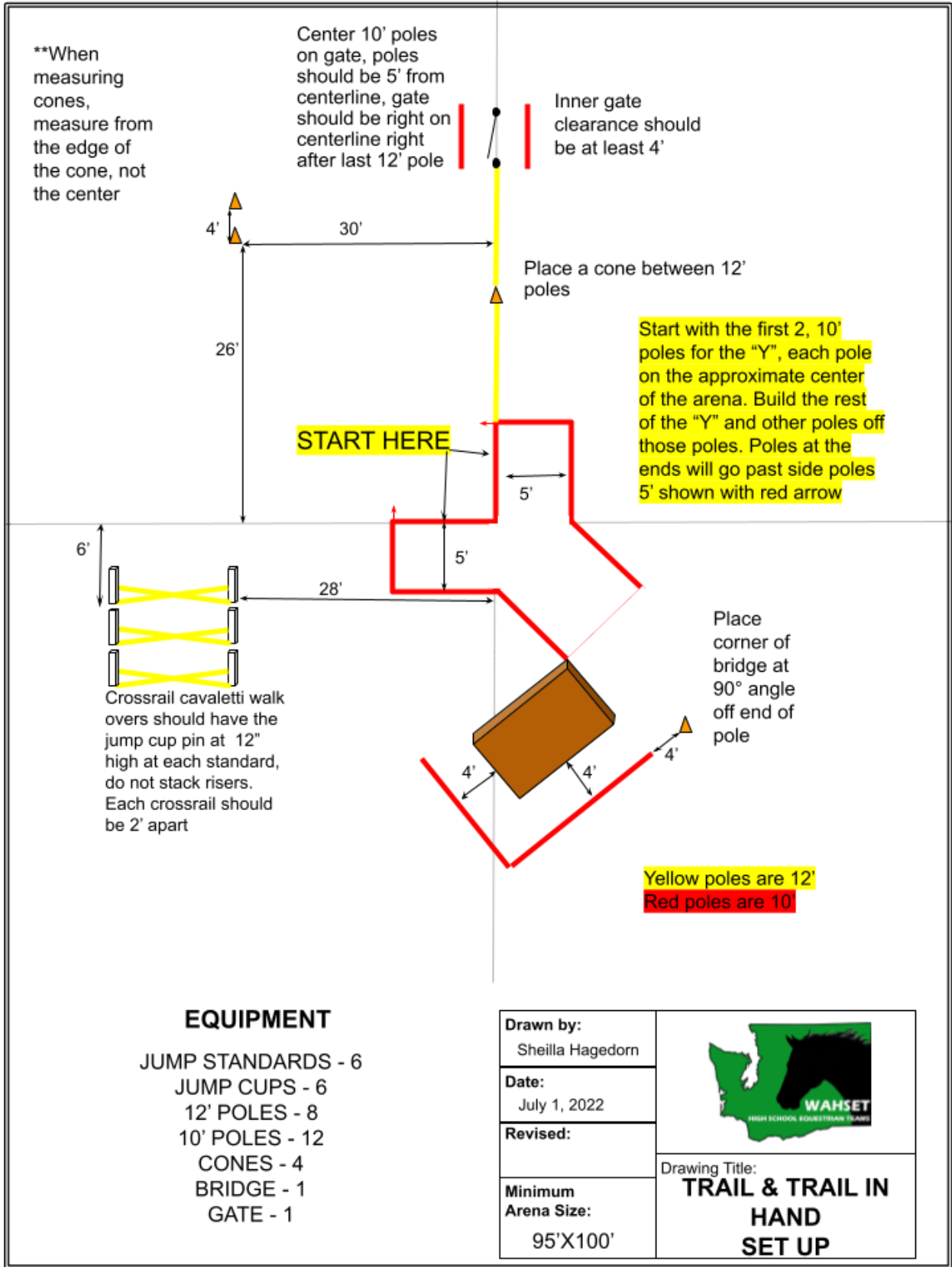
JUDGE'S SCORE SHEET TRAIL

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION	CLASS EXPECTATIONS
10 points	Excellent	Perfect; no improvement possible (rarely given)	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. This pattern is asking for the athlete's 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); <ul style="list-style-type: none"> • Flying lead change - maximum possible 10 • Interrupted lead change - maximum possible 8 • Simple lead change - maximum possible 6 Gaits and maneuvers must maintain forward motion. Understand that a well executed interrupted or simple lead change will score higher than a badly executed flying lead change. 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 simple, no disunited steps in flying and so on). This is an equitation class. Body position of the athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)	
8 points	Good	Outstanding; lovely to watch (occasionally given)	
7 points	Fairly Good	Performed nicely, movement above average	
6 points	Satisfactory	Movement correct	
5 points	Sufficient	Okay, neither good or bad, noncommittal score	
4 points	Insufficient	Performed but lacking in precision and/or control	
3 points	Fairly Bad	No precision, little control or response	
2 points	Bad	No response to aids	
1 point	Very Bad	No control	
0 points	Not Performed	Rarely Given	

#	Element Judged	Comments	Score
1	Wait for judge before beginning, start at cone, sidepass left along L, halt when centered with bridge		
2	Walk over bridge		
3	Walk into "Y", all the way into left side, back into right side		
4	Jog out, jog over poles and to gate, halt		
5	Go through gate right hand push and close		
6	Pick up lope, lope around to the left, halt between cones		
7	Back around right cone, halt when back between cones		
8	Lope to the right over poles and chute, change lead		
9	Lope up through cones then back down to cross rails		
10	Walk over cross rails, acknowledge judge before exiting		
11	Overall horsemanship.		

Judge's Signature: _____



EQUIPMENT

- JUMP STANDARDS - 6
- JUMP CUPS - 6
- 12' POLES - 8
- 10' POLES - 12
- CONES - 4
- BRIDGE - 1
- GATE - 1

Drawn by:
Sheilla Hagedorn

Date:
July 1, 2022

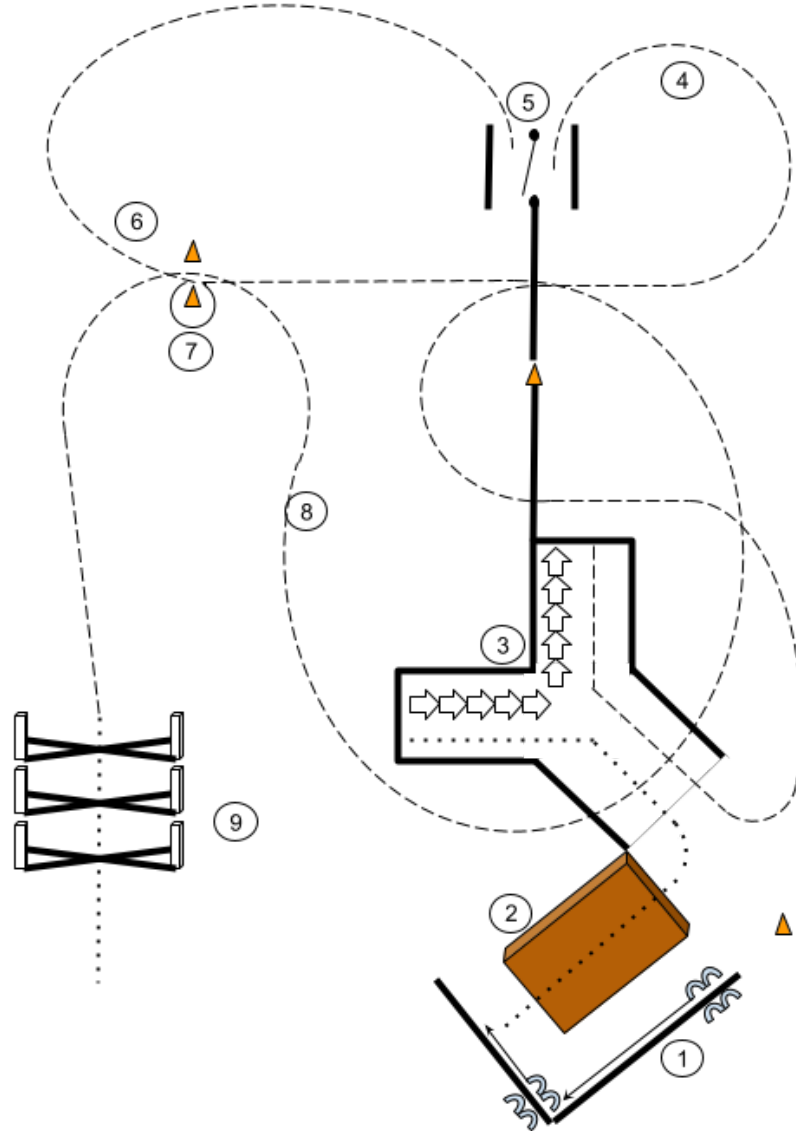
Revised:

Minimum
Arena Size:
95'X100'



Drawing Title:
**TRAIL & TRAIL IN
HAND
SET UP**

1. Wait for judge before beginning, start at cone, from the off side, sidepass left along L, halt when centered with bridge
2. Return to near side walk over bridge
3. Walk into "Y", all the way into left side, back into right side
4. Trot out, trot over poles and to gate, halt
5. Go through gate and close, right hand push
6. Remain on off side, pick up trot, trot to the left, halt between cones
7. Return to near side, back around right cone, halt when back between cones
8. Trot back around, over chute, up through cones then back down to cross rails
9. Walk over cross rails, acknowledge judge before exiting



LEGEND

- WALK - - - - -
- JOG/TROT - - - - -
- BACK → → → → →
- SIDEPASS ~ ~ ~
- CONE ▲
- BRIDGE [Orange Rectangle]
- GATE [Two Vertical Bars]
- POLE [Horizontal Line]

Drawn by: Sheilla Hagedorn	
Date: July 1, 2022	
Revised:	Drawing Title:
Minimum Arena Size: 95'X100'	IN HAND TRAIL



JUDGE'S SCORE SHEET IN HAND TRAIL

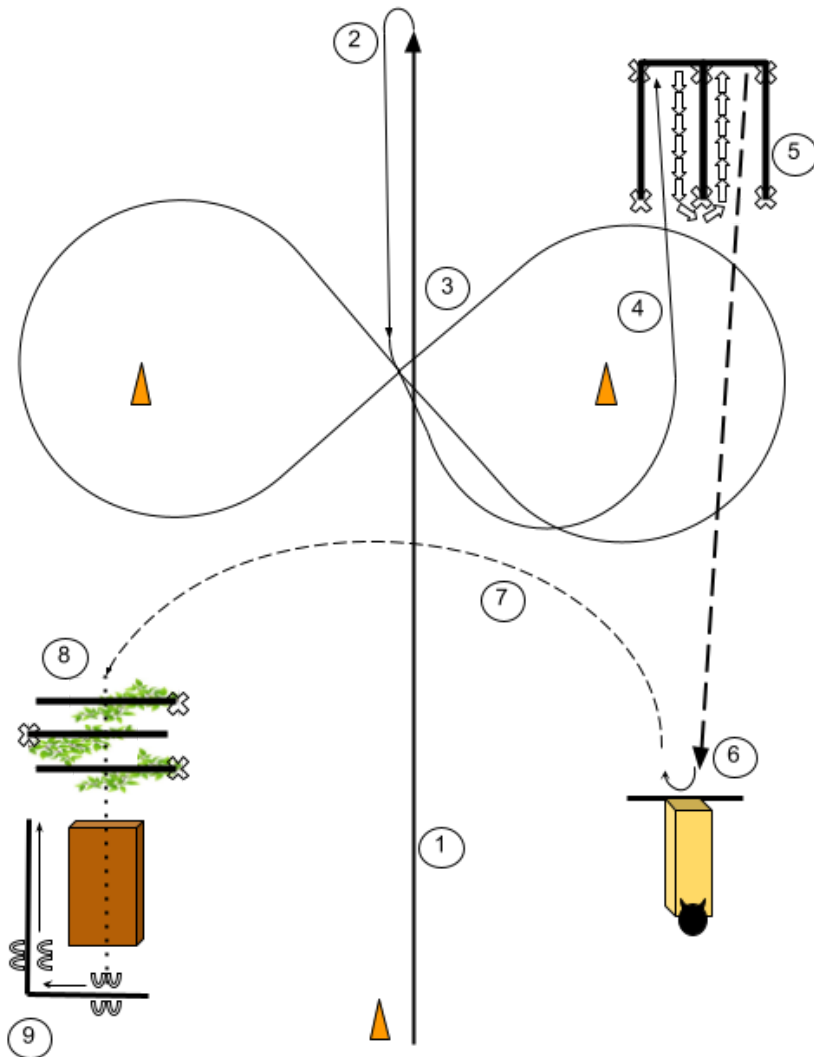
Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION
10 points	Excellent	Perfect; no improvement possible (rarely given)
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8 points	Good	Outstanding; lovely to watch (occasionally given)
7 points	Fairly Good	Performed nicely, movement above average
6 points	Satisfactory	Movement correct
5 points	Sufficient	Okay, neither good or bad, noncommittal score
4 points	Insufficient	Performed but lacking in precision and/or control
3 points	Fairly Bad	No precision, little control or response
2 points	Bad	No response to aids
1 point	Very Bad	No control
0 points	Not Performed	Rarely Given

#	Element Judged	Comments	Score
1	Wait for judge before beginning, start at cone, sidepass left along L, halt when centered with bridge		
2	Return to near side, walk over bridge		
3	Walk into "Y", all the way into left side, back into right side		
4	Trot out, trot over poles and to gate, halt		
5	Go through gate and close, right hand push		
6	Remain on off side, pick up jog, jog to the left, halt between cones		
7	Return to near side, back around right cone, halt when back between cones		
8	Trot back around, over chute, up through cones then back down to cross rails		
9	Walk over cross rails, acknowledge judge before exiting		
10	Overall horsemanship.		

Judge's Signature: _____

1. Be ready at cone, wait for judge before beginning, extended lope down center of arena to far end
2. Perform a left rollback
3. Lope around both cones in a figure 8, left cone first, changing leads at the center
4. Lead change again and lope back around first cone and into left chute, halt, back out and into right chute
5. Prepare rope, extended jog to roping dummy
6. Rope dummy, pull slack and dally, throw rope down
7. 180° right haunch pivot, done with energy, and jog to walk overs
8. Walkover brush walkovers, walk over bridge
9. Halt with horses front legs having crossed pole, sidepass both poles to the right, acknowledge judge before exiting



LEGEND

WALK	—————
JOG	—————
EXTENDED JOG	—————
LOPE	—————
SIDEPASS	W W
BACK	W W
PIVOT	↪

Performance chair:
Sheilla Hagedorn

Date:
July 1, 2022

Revised:
11-1-22

Minimum arena size:
95x200



Drawing Title:

Working Rancher



JUDGE'S SCORE SHEET WORKING RANCHER

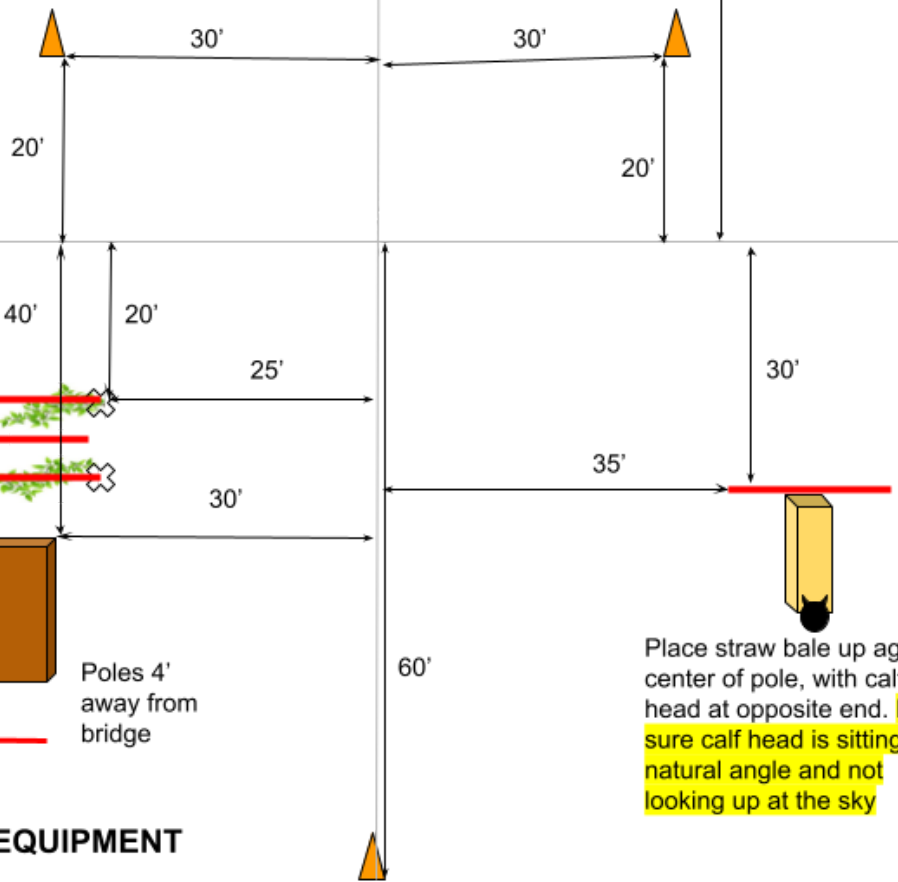
Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION	CLASS EXPECTATIONS
10 points	Excellent	Perfect; no improvement possible (rarely given)	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. This pattern is asking for the athlete's 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); <ul style="list-style-type: none"> • Flying lead change - maximum possible 10 • Interrupted lead change - maximum possible 8 • Simple lead change - maximum possible 6 Gaits and maneuvers must maintain forward motion. Understand that a well executed interrupted or simple lead change will score higher than a badly executed flying lead change. 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 simple, no disunited steps in flying and so on). This is an equitation class. Body position of the athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)	
8 points	Good	Outstanding; lovely to watch (occasionally given)	
7 points	Fairly Good	Performed nicely, movement above average	
6 points	Satisfactory	Movement correct	
5 points	Sufficient	Okay, neither good or bad, noncommittal score	
4 points	Insufficient	Performed but lacking in precision and/or control	
3 points	Fairly Bad	No precision, little control or response	
2 points	Bad	No response to aids	
1 point	Very Bad	No control	
0 points	Not Performed	Rarely Given	

#	Element Judged	Comments	Score
1	Be ready at cone, wait for judge before beginning, extended lope down center of arena to far end		
2	Perform a left rollback		
3	Lope around both cones in a figure 8, left cone first, changing leads at the center		
4	Lead change again and lope back around first cone and into left chute, halt, back out and into right chute		
5	Prepare rope, extended jog to roping dummy		
6	Rope dummy, pull slack and dally, throw rope down		
7	180° right haunch pivot, done with energy, and jog to walk overs		
8	Walk over brush walkovers, walk over bridge		
9	Halt with horses front legs having crossed pole, sidepass both poles to the right, acknowledge judge before exiting		
10	Overall horsemanship.		

Judge's Signature: _____

The quadrants can be set up in any order.
 All poles are 10'
 For walkovers; use jump standards, set jump cup at 12" at one end. Walkovers are to be 2' apart and 4' from bridge
 Place brush at standard end reaching to center of walk over



EQUIPMENT

- CONES - 3
- JUMP STANDARDS - 3
- JUMP CUPS - 3
- BRIDGE - 1
- 10' POLES - 9
- 6" RISERS - 6
- LONG BRUSH BOX - 1
- BRUSH FOR 3 WALKOVERS
- STRAW BALE/CALF HEAD - 1

Performance chair:
 Sheilla Hagedorn

Date:
 July 1, 2022

Revised:

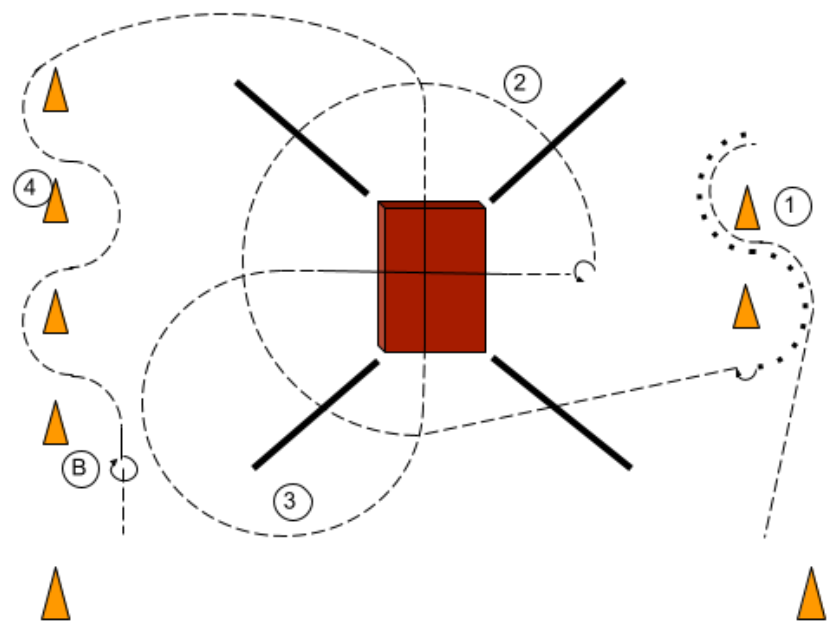
Minimum arena size:
 95x200



Drawing Title:

Working Rancher Set Up

1. Trot around cones, halt, back serpentine through cones, halt, 180° right haunch pivot
 2. Trot over poles around bridge, halt, move to off side, 270° left haunch pivot
 3. Walk over bridge, trot around pole, walk over bridge, trot to cones
 4. Trot serpentine around cones
- Bonus: 360° right forehand pivot



Horses with long tails may tie them up for this class, as there is an emphasis on backing with speed

LEGEND

Walk	—————
Jog/trot	- - - - -
Back
Pivot	⤵
Cone	▲
Poles	—————

Performance Chair: Sheilla Hagedorn
Date: July 1, 2022
Revised:
Minimum Arena Size: 95x200

Drawing Title:
**IN HAND
OBSTACLE RELAY**



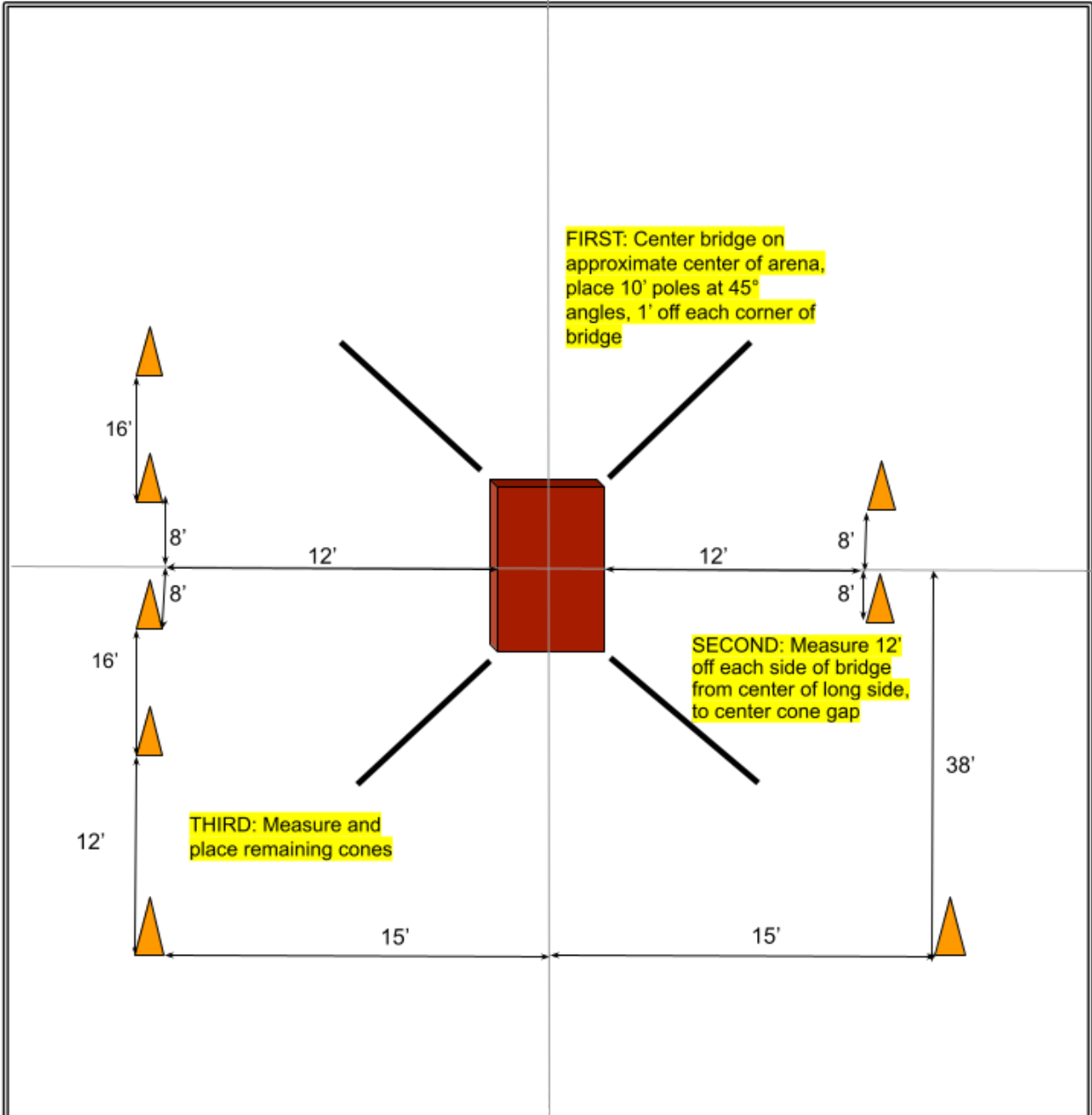
JUDGE'S SCORE SHEET IN HAND OBSTACLE RELAY

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION
10 points	Excellent	Perfect; no improvement possible (rarely given)
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8 points	Good	Outstanding; lovely to watch (occasionally given)
7 points	Fairly Good	Performed nicely, movement above average
6 points	Satisfactory	Movement correct
5 points	Sufficient	Okay, neither good or bad, noncommittal score
4 points	Insufficient	Performed but lacking in precision and/or control
3 points	Fairly Bad	No precision, little control or response
2 points	Bad	No response to aids
1 point	Very Bad	No control
0 points	Not Performed	Rarely Given

Long tails may be tied up for this class, as there is an emphasis on baking with speed

Obstacle	Handler 1	Handler 2	Handler 3	Handler 4
Trot around cones, halt, back serpentine through cones, halt, 180° right haunch pivot				
Trot over poles around bridge, halt, move to off side, 270° left haunch pivot				
Walk over bridge, trot around pole, walk over bridge, trot to cones				
Trot serpentine around cones				
Bonus Obstacle 360° right forehand pivot				
Penalty Points	-	-	-	-
Total Points (Handler minus penalty points)				
Total time: _____	Penalty Points: (1 assessment per team)			-
<i>Judge's Signature:</i> _____	Total Team Points:			



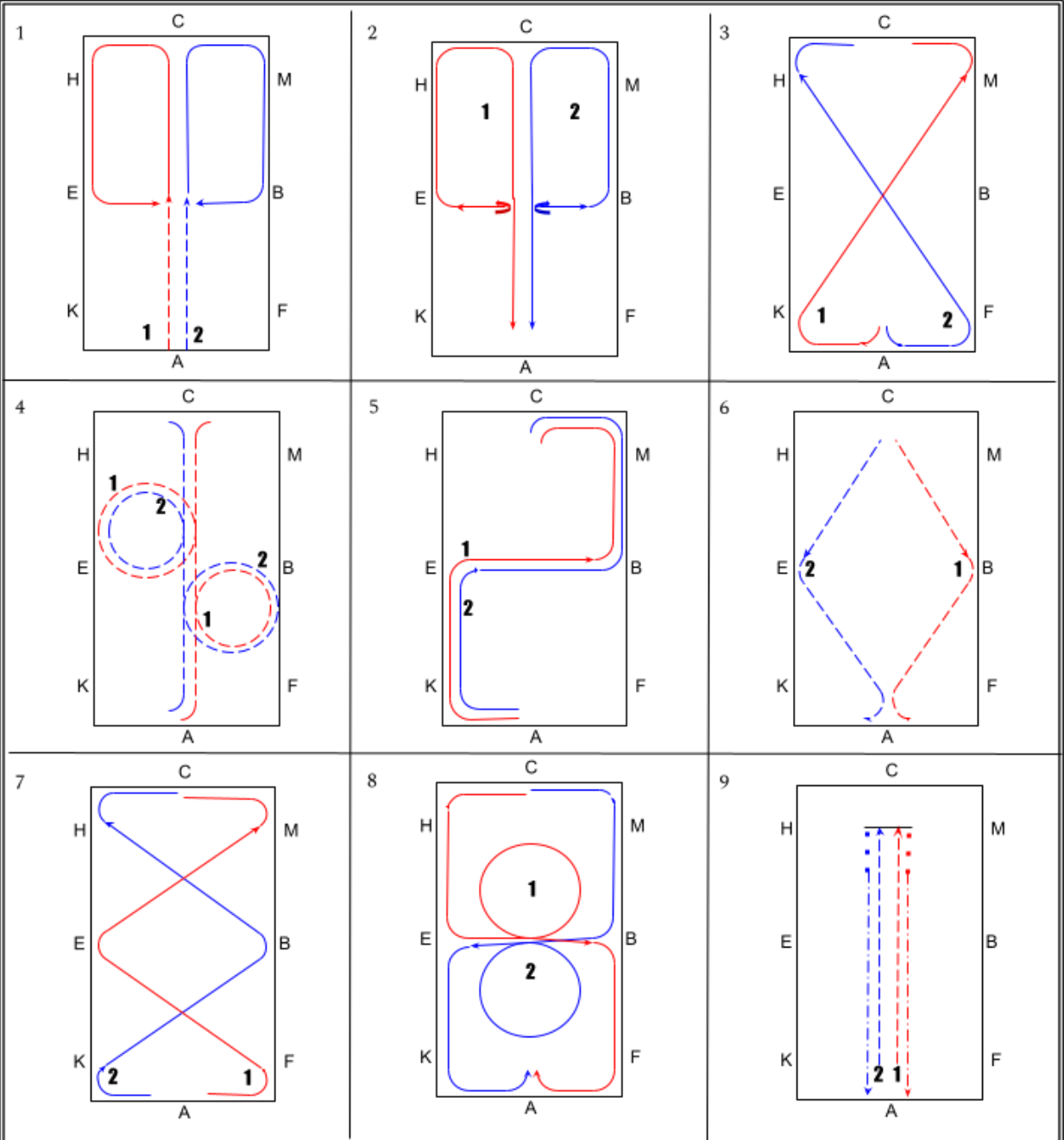
EQUIPMENT

- 1 Bridge
- 8 Cones
- 4 10' Poles
- 1 set timers

Performance Chair: Sheilla Hagedorn
Date: July 1, 2022
Revised:
Minimum Arena Size: 95x200



Drawing Title:
**IN HAND
OBSTACLE RELAY**



LEGEND

- FREE WALK -----
- JOG/TROT -----
- LOPE/CANTER _____
- BACK*

Performance chair:
Sheilla Hagedorn

Date:
July 1, 2022

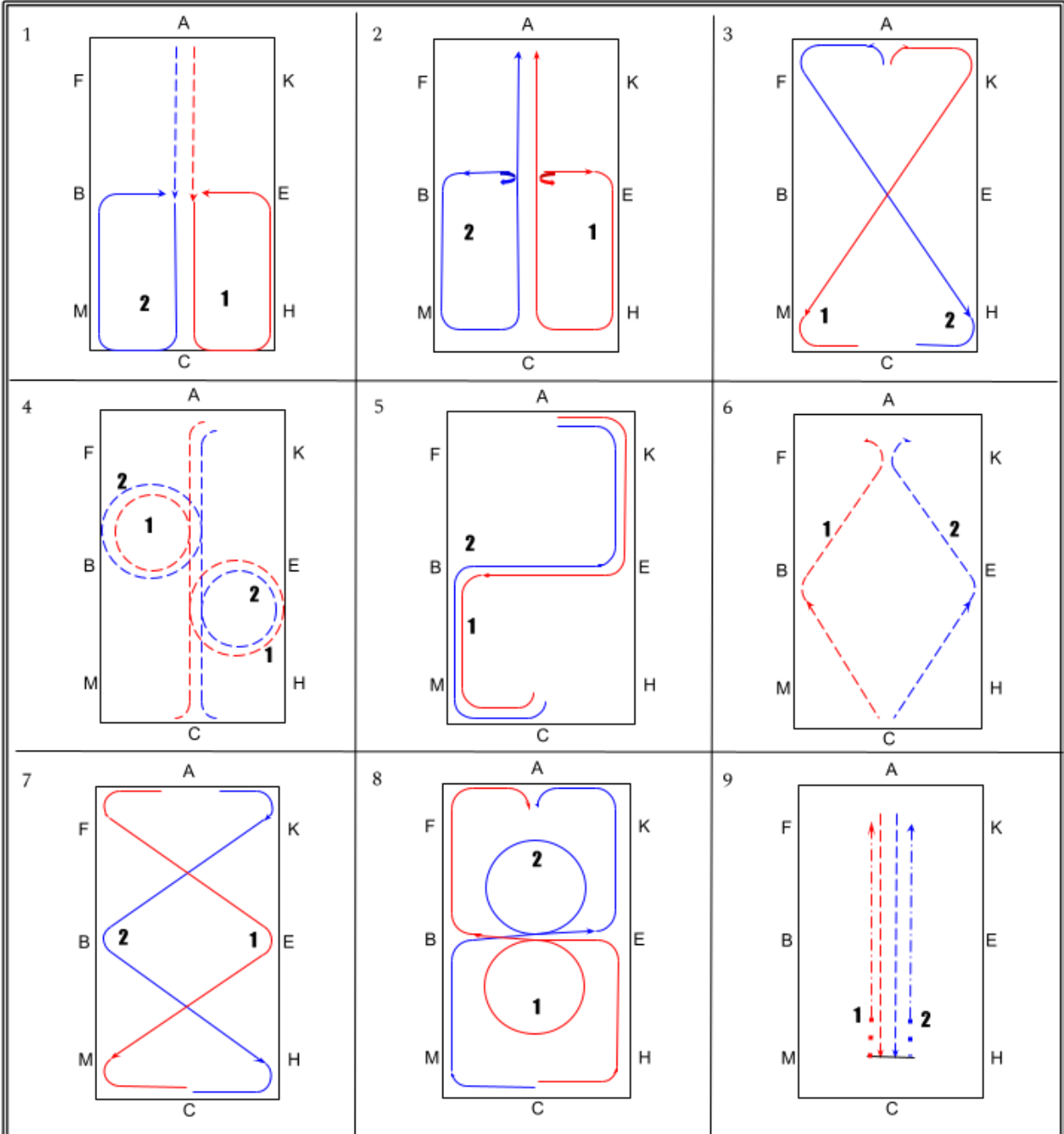
Revised:

Minimum Arena Size:
95x200



Drawing Title:

**Working Pairs
Athlete View**



LEGEND

- FREE WALK -----
- JOG/TROT -----
- LOPE/CANTER _____
- BACK

Performance chair:
Sheilla Hagedorn

Date:
July 1, 2022

Revised:

Minimum Arena Size:
95x200



Drawing Title:

**Working Pairs
Judge's View**

- 1 - AT (A), PAIRS ENTER AT A JOG/TROT
AT (X-CENTER), PICK UP LOPE/CANTER
AT (C), #1 TRACKS LEFT AND #2 TRACKS RIGHT
AT (E) #1 TURNS TO (X), AT (B) #2 TURNS TO (X)
- 2 - HALT, PERFORM 180° TURNS, #1 LEFT, #2 RIGHT. Both should turn towards (C)
PICK UP CANTER, #1 (E, H) TURN RIGHT DOWN CENTER AT (C), #2 (B,M) TURN
LEFT DOWN CENTER AT (C). CANTER DOWN CENTERLINE TO (A)
- 3 - AT (A) SPLIT AT CANTER, , #1 AT (K) CROSS DIAGONAL TO (M).
#2 AT (F) CROSS DIAGONAL TO (H).
- 4 - AT (C) TURN DOWN CENTERLINE. DROP TO TROT, PERFORM 10 METER
CIRCLES SIDE BY SIDE. FIRST CIRCLE TO THE RIGHT BEFORE (B), 2ND CIRCLE TO
THE LEFT AFTER (E). AT (A) PICK UP CANTER, BOTH TRACK RIGHT).
- 5 - CANTER SIDE BY SIDE, AT (E) TURN IN TO (X), AT (B) TRACK LEFT. AT (C) TURN
DOWN CENTER.
- 6 - DROP TO TROT, SPLIT ON CENTERLINE, #1 TROT TO (B), #2 TROT TO (E),
CONTINUE BACK TO (A), SPLIT AT (A).
- 7 - AT (A) PICK UP CANTER, #1 (F-E-M) CROSSING COURT. #2 (K-B-H) CROSSING
COURT, PASS ON THE RIGHT SHOULDER AT (C) (#1 ON THE INSIDE).
- 8 - AT THE CANTER #1 (C,H,E) TURN TO CENTER AT (E), PERFORM 10 METER CIRCLE
TO THE LEFT AT (X). #2 (C,M,B) TURN TO CENTER AT (B), PERFORM 10 METER
CIRCLE TO THE LEFT AT (X). MEET AT (A) TURN UP CENTER.
- 9 - TROT UP CENTERLINE, HALT AT (G) (when even with H and M) SALUTE JUDGE,
BACK 6 STEPS, 180° HAUNCH TURN #1 RIGHT, #2 LEFT, EXIT AT FREE WALK

You should ALWAYS be on the correct lead. use your judgement on the proper place to do the lead changes



Drawing Title:

**Working Pairs
Explanation**



JUDGE'S SCORE SHEET WORKING PAIRS

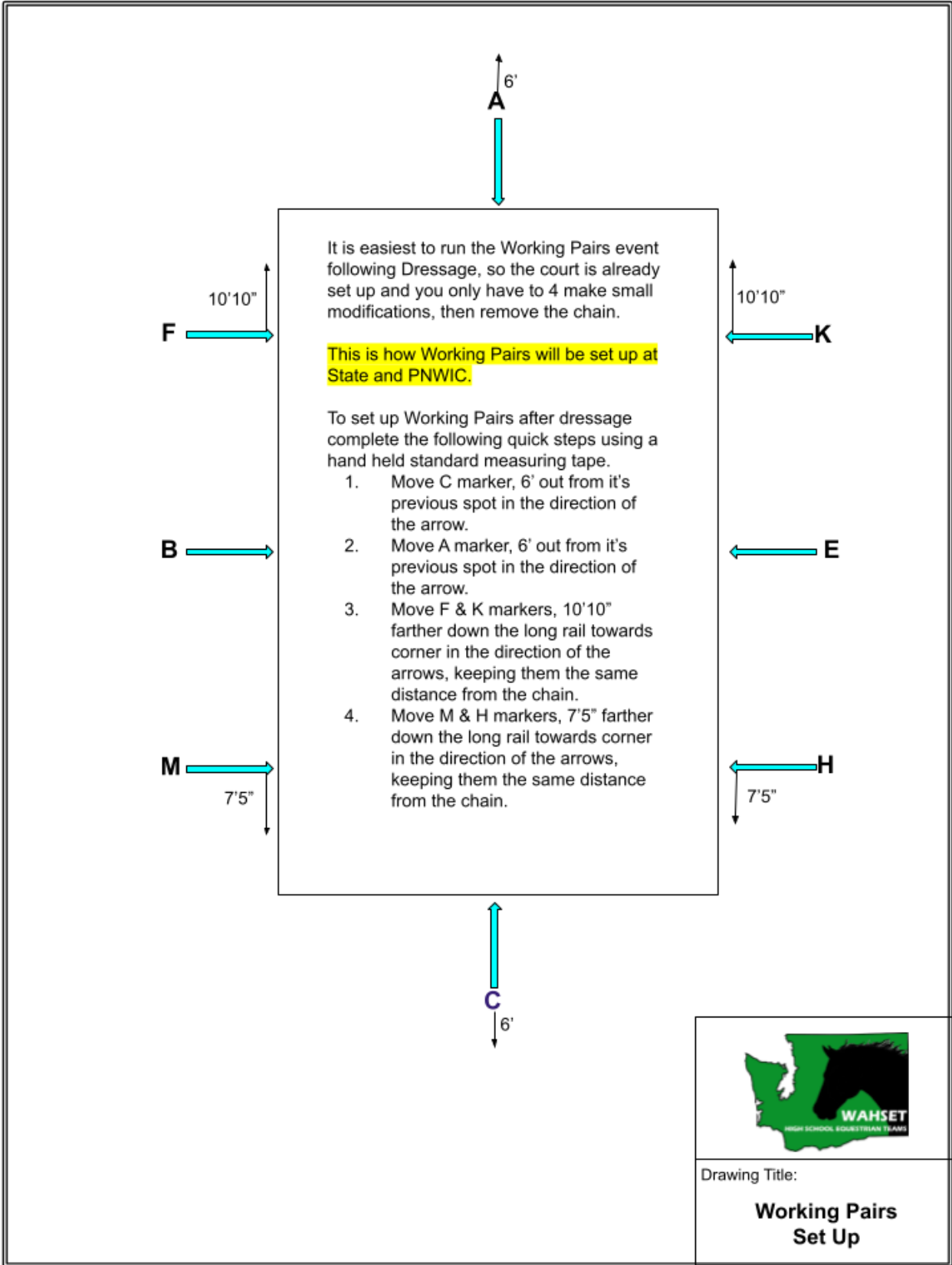
Date: _____ District: _____
 High School: _____ Rider Numbers: _____ - _____

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION	CLASS EXPECTATIONS
10 points	Excellent	Perfect; no improvement possible (rarely given)	<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 and haunch turns. Keep equines straight during leg yield. 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 overall and the music and decoration on the equines should enhance the performance and can be evaluated in the overall score. The close, salute and turn should also be in unison.
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)	
8 points	Good	Outstanding; lovely to watch (occasionally given)	
7 points	Fairly Good	Performed nicely, movement above average	
6 points	Satisfactory	Movement correct	
5 points	Sufficient	Okay, neither good or bad, noncommittal score	
4 points	Insufficient	Performed but lacking in precision and/or control	
3 points	Fairly Bad	No precision, little control or response	
2 points	Bad	No response to aids	
1 point	Very Bad	No control	
0 points	Not Performed	Rarely Given	

Trot and Canter will be used in descriptions, but it will be understood that jog/trot or lope/canter is meant.

#	Element Judged	Rider #1 _____ (red) Comments	Rider #2 _____ (blue) Score
1	At (A), pairs enter at a trot, at (X) pick up canter, at (C) #1 tracks left and #2 tracks right, at (E) #1 turns to (X), at (B) #2 turns to (X)		
2	Halt, 180° turns, #1 left, #2 right, both turn to (C), pick up canter, #1 (E,H) turn right down center at (C), #2 (B,M) turn down center at (C), canter down centerline to (A)		
3	At canter, split at (A). At (K) #1 cross diagonal to (M). At (F) #2 cross diagonal to (H)		
4	At (C), turn down centerline, drop to trot, perform 10m circles side by side, 1st circle right, 2nd circle left. Pick up canter and both rack right at (A).		
5	Canter side by side, turn in at (E) to (X), track left at (B), at (C) turn down center.		
6	Drop to trot, split on centerline, #1 trot to (B), #2 trot to (E), continue back to (A), split at (A)		
7	At (A) pick up canter, #1 (F-E-M), #2 (K-B-H), both crossing the court, pass on the right shoulder at (C), (#1 on inside).		
8	At canter, #1 (C,H,E) turn to center at (E), 10m circle to left at (X). #2 (C,M,B) turn to center at (B), 10m circle to the left at (X), meet at (A) turn up center.		
9	Trot up centerline, halt at (G) (even with H-M), salute judge, back 6 steps, 180° haunch turn #1 right, #2 left. Exit at free walk.		
10	Overall horsemanship/Difficulty level		
11	Bonus: Costume/music (10 points per rider maximum)		

Judge's Signature: _____

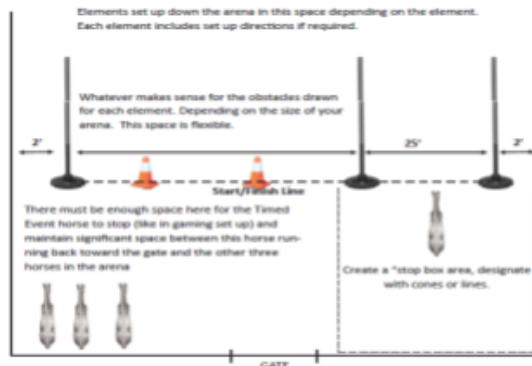




TEAM VERSATILITY SET UP

To set up Versatility:

- Order of lanes: Showmanship, Trail/Working Rancher, Performance and Timed
- Place chalk dot under every cone, pole and barrel, and at both ends of every pole
- Draw chalk line under start line except for the timed event lane
- Lanes:
 - Timed lane is to be 25' wide
 - Divide the arena the rest of the way between the other 3 lanes
 - Place cones on start line to divide lanes
 - Use 3 pole bending poles, placed on either end of start line and by timer eyes
 - Start line at least 30' from end wall, use more if you have room
 - No chalked lane lines
 - Timer eyes at start line for Timed event
 - Timer eyes or stop watch across all lanes to record teams time
- In Showmanship, Equitation and Trail/Working Rancher events
 - Dual ground poles are to be 3'6" apart
 - Where a pole is used the pole is either 10' or 12' long
 - This is specified by **RED** 10' or **YELLOW** 12'
 - In Trail/Working Rancher #2, pole is to be set at a 45° angle
 - In Trail/Working Rancher #3, #4 & #5, straw bale is set at end of dual poles
 - In Performance #1, #3, #4 & #6, cones are used
- In the Timed events
 - Timed lane must be 25' across
 - There must be a designated "run out" box using cones or chalk
 - Run out box must be at least 25' x 30', but can be angled to be bigger
 - Equipment:
 - #1- may use a pole bending pole or a barrel
 - #2- uses a pole bending pole
 - #3- uses a pole bending pole
 - #4- uses 3 barrels
 - #5- uses a 5 gallon bucket and tennis balls
 - #6- 2 pole bending poles



#1

40'

10'

#2

40'

10'

#3

40'

25'

10'

#1

- Walk over start line
- Pick up jog.
- Jog down lane, jog an arc to the right.
- Halt when even with the pole, facing start line.
- Sidepass 4 crossovers over pole.
- Jog off pole.
- Halt when half way to start line.
- Perform a 360° haunch turn to the right.
- Jog towards start line.
- Break to walk right before crossing line.

10' pole in **RED**

#2

- Walk over start line.
- Pick up jog.
- Jog down lane, begin circle, going over pole.
- Halt before crossing jog line.
- Perform 270° right haunch turn.
- Jog back towards start line.
- Break to walk right before crossing start line.

10' pole in **RED**

#3

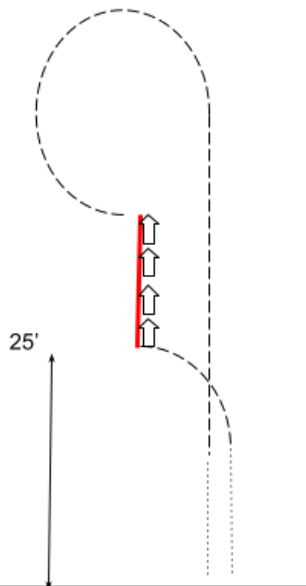
- Walk over start line.
- Pick up jog.
- Begin serpentine by crossing between 1st and 2nd cones.
- Follow serpentine to top, halt.
- Perform 360° haunch turn left.
- Follow serpentine at the jog back towards start line.
- Break to walk right before crossing start line.

LEGEND

WALK
TROT - - - - -
BACK ←←←←←
CONE ▲
PIVOT ⊙

Performance Chair: Sheilla Hagedorn	
Date: July 1, 2022	
Revision:	Drawing Title: VERSATILITY IN HAND pg 1
Minimum Arena Size: 120X220	

#4



#4

- Walk over start line.
- Pick up jog.
- Arc to the left.
- Halt when level with pole.
- Sidepass 4 crossovers right.
- Pick up jog.
- Circle to the right till facing start line.
- Jog straight back towards start line.
- Break to walk right before crossing start line.

10' pole in **RED**

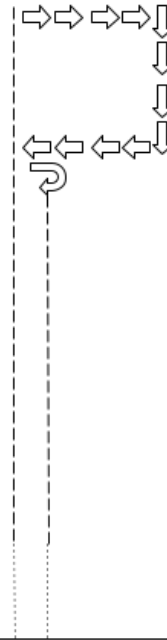
#5



#5

- Walk over start line.
- Pick up jog.
- Jog down lane.
- Halt.
- Move to off side.
- Back 4 steps.
- Perform a 180° forehand turn right.
- Jog straight back towards start line.
- Break to walk right before crossing start line.

#6



#6

- Walk over start line.
- Pick up jog.
- Jog down lane.
- Halt.
- Sidepass 4 crossovers right.
- Back 4 steps.
- Move to off side.
- Sidepass 4 crossovers left.
- Perform a 180° haunch turn left.
- Jog straight back towards start line.
- Break to walk right before crossing start line.

LEGEND

- WALK (dotted line)
- TROT - - - - - (dashed line)
- BACK ←←←←← (line with arrows pointing left)
- CONE ▲ (triangle)
- PIVOT ↻ (curved arrow)

Performance Chair:
Sheilla Hagedorn

Date:
July 1, 2022

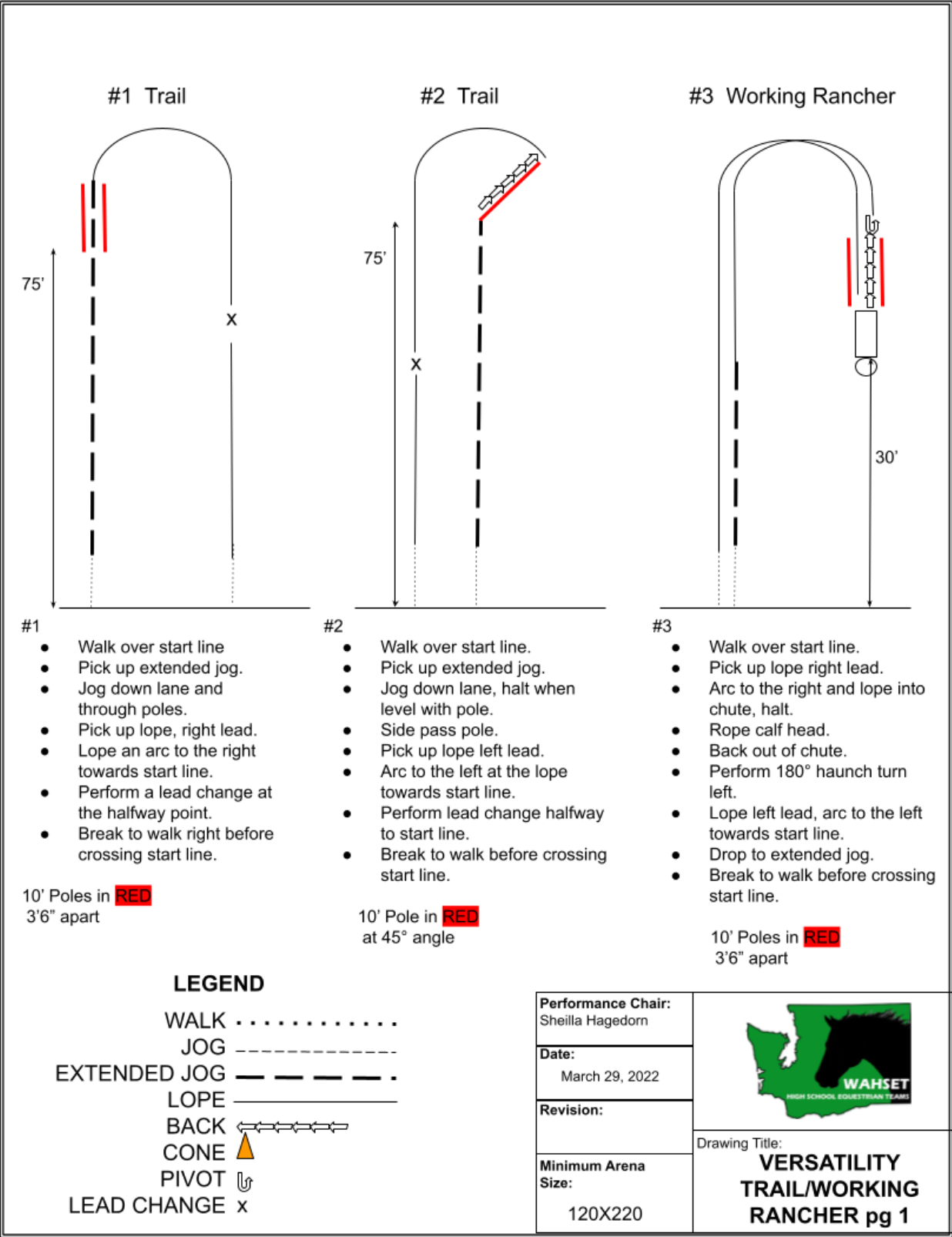
Revision:

Minimum Arena
Size:
120X220



Drawing Title:

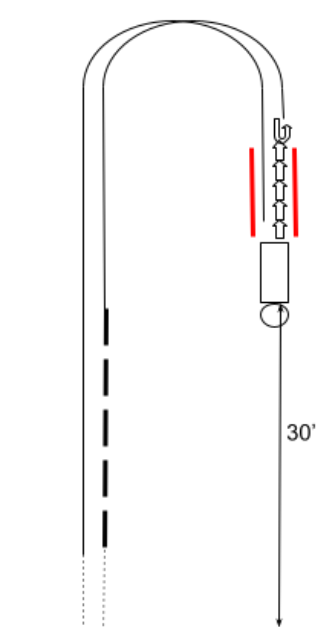
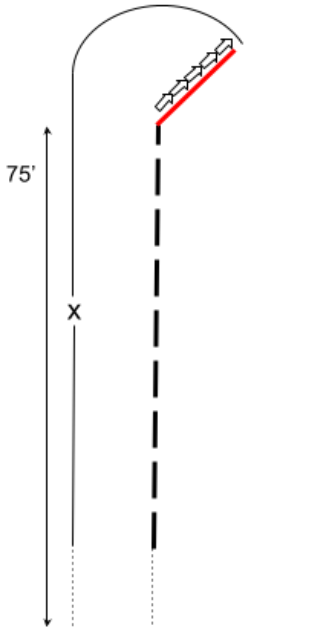
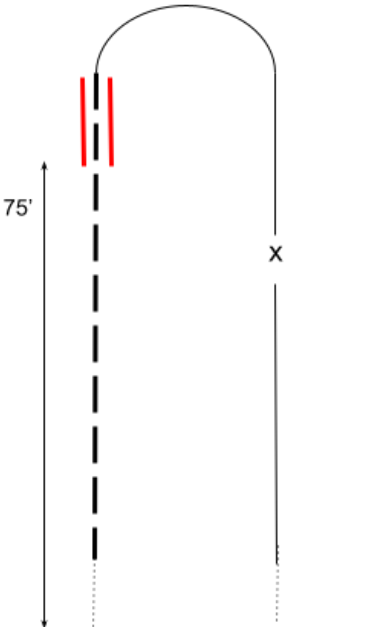
**VERSATILITY
IN HAND pg 2**



#1 Trail

#2 Trail

#3 Working Rancher



- #1
- Walk over start line
 - Pick up extended jog.
 - Jog down lane and through poles.
 - Pick up lope, right lead.
 - Lope an arc to the right towards start line.
 - Perform a lead change at the halfway point.
 - Break to walk right before crossing start line.

- #2
- Walk over start line.
 - Pick up extended jog.
 - Jog down lane, halt when level with pole.
 - Side pass pole.
 - Pick up lope left lead.
 - Arc to the left at the lope towards start line.
 - Perform lead change halfway to start line.
 - Break to walk before crossing start line.

- #3
- Walk over start line.
 - Pick up lope right lead.
 - Arc to the right and lope into chute, halt.
 - Rope calf head.
 - Back out of chute.
 - Perform 180° haunch turn left.
 - Lope left lead, arc to the left towards start line.
 - Drop to extended jog.
 - Break to walk before crossing start line.

10' Poles in RED
3'6" apart

10' Pole in RED
at 45° angle

10' Poles in RED
3'6" apart

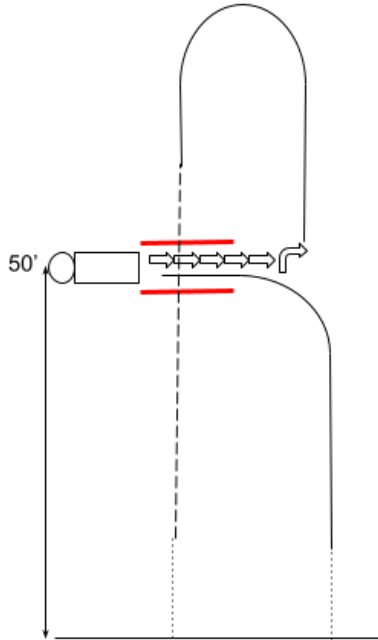
LEGEND

- WALK (dotted line)
- JOG - - - - - (dashed line)
- EXTENDED JOG — — — — — (long dashed line)
- LOPE ————— (solid line)
- BACK <---> (line with arrows)
- CONE ▲ (triangle)
- PIVOT ⤴ (hook symbol)
- LEAD CHANGE X (X symbol)

Performance Chair: Sheilla Hagedorn
Date: March 29, 2022
Revision:
Minimum Arena Size: 120X220

Drawing Title:
**VERSATILITY
TRAIL/WORKING
RANCHER pg 1**

#4 Working Rancher

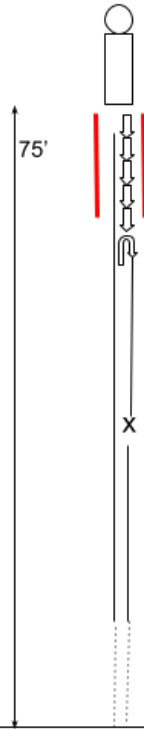


#4

- Walk over start line.
- Pick up lope, left lead.
- Lope into chute, halt.
- Rope calf head.
- Back out
- Perform 90° haunch turn right.
- Lope arc to the left on left lead.
- Break to jog right before poles.
- Jog over poles towards start line.
- Break to walk before crossing start line.

10' Poles in **RED** 3'6" apart
Calf head 6' from end of poles

#5 Working Rancher

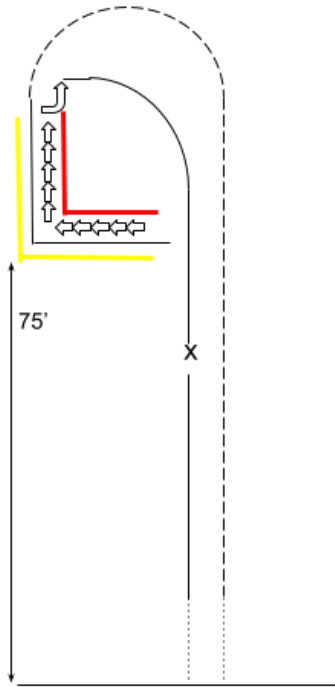


#5

- Walk over start line.
- Pick up lope.
- Lope down lane and into chute, halt.
- Rope calf head.
- Back out.
- Perform 180° haunch turn right.
- Lope back towards start line.
- Perform a lead change at the halfway point.
- Break to walk before crossing start line.

10' Poles in **RED** 3'6" apart

#6 Trail



#6

- Walk over start line.
- Pick up jog.
- Jog down lane.
- Arc to the left.
- Walk through "L"
- Halt, back out.
- Perform 90° turn left.
- Pick up lope, right lead.
- Lope around "L" towards start line.
- Perform lead change half way to start line.
- Break to walk before crossing start line.

10' Poles in **RED**
12' Poles in **YELLOW** 3'6" apart

LEGEND

- WALK (dotted line)
- JOG - - - - - (dashed line)
- LOPE _____ (solid line)
- PIVOT ↻ (curved arrow)
- BACK ←←←←← (line with arrows pointing left)
- CONE ▲ (triangle)
- LEAD CHANGE x (X mark)

Performance Chair:
Sheilla Hagedorn

Date:
July 1, 2022

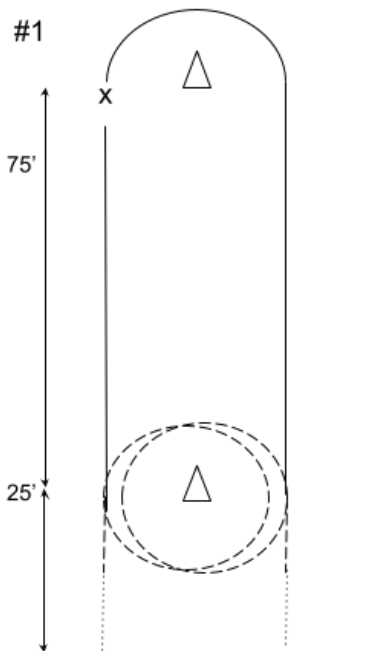
Revision:

Minimum Arena
Size:
120X220



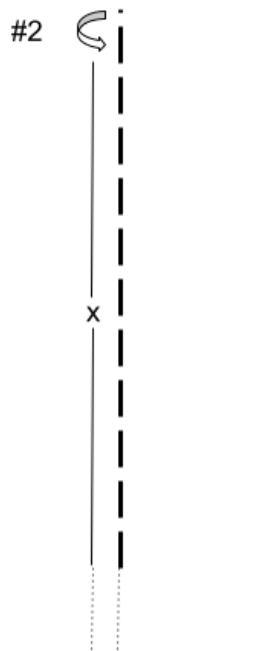
Drawing Title:

**VERSATILITY
TRAIL/WORKING
RANCHER pg 2**



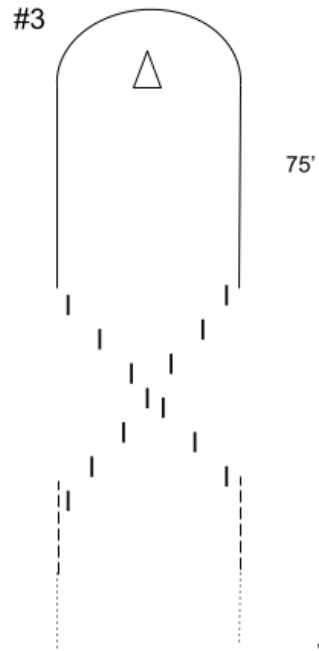
#1

- Walk over start line
- Pick up Jog/trot.
- Jog a circle around 1st cone to the left.
- Pick up lope/canter, lope/canter around 2nd cone to the left.
- Change to right lead at "x".
- Break to jog/trot when level with 1st cone.
- Circle to the left at the jog/trot around cone.
- Break to walk right before crossing line.



#2

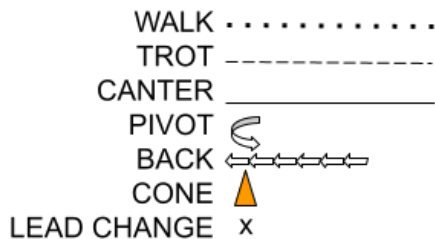
- Walk over start line.
- Pick up Extended Jog to end of course, halt.
- Perform a 180° left haunch turn.
- Lope/canter left lead towards start line.
- Perform a lead change at "x".
- Break to walk right before crossing line.



#3

- Walk over start line.
- Pick up jog/trot, perform leg yield to the right.
- Pick up lope/canter left lead.
- Lope/canter around cone to the left.
- Drop to jog/trot.
- Perform leg yield to the left.
- Break to walk right before crossing line.

LEGEND



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Sheilla Hagedorn

Date:
July 1, 2022

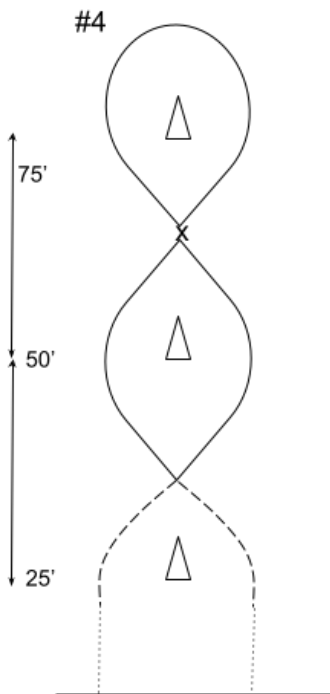
Revision:

Minimum Arena
Size:
120X220

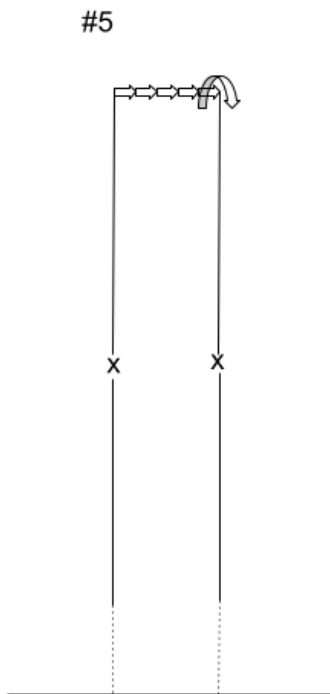


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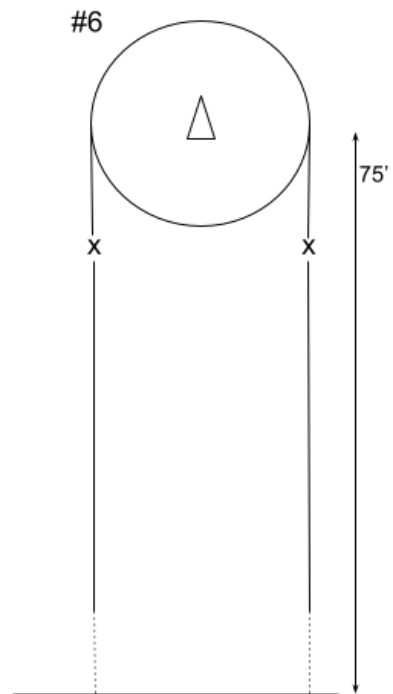
**VERSATILITY
PERFORMANCE pg 1**



- #4
- Walk over start line.
 - Pick up jog and begin serpentine.
 - At first cross of center line pick up the lope/canter left lead.
 - Curve around 2nd cone.
 - Lead change to right lead.
 - Circle around 3rd cone to the right.
 - Lead change to left lead.
 - Break to jog/trot at last cross of centerline.
 - Break to walk right before crossing start line.

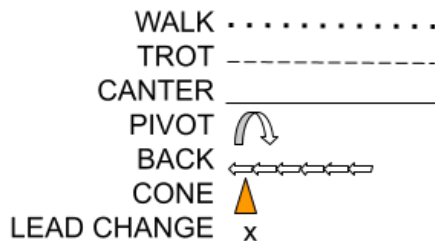


- #5
- Walk over start line.
 - Pick up lope/canter right lead.
 - Lead change to left lead at "x".
 - Halt at end of course.
 - Sidepass to the right 6 crossovers.
 - Perform a 180° forehand turn right.
 - Pick up lope/canter right lead.
 - Lead change at "x" to left lead.
 - Break to walk right before crossing start line.




- #6
- Walk over start line.
 - Pick up lope/canter, left lead.
 - Lead change to right lead at "x".
 - Lope 1 1/2 circles to the right, begin to lope back to start line.
 - Lead change to left lead at "x".
 - Lope left lead towards start line.
 - Break to walk right before crossing start line.

LEGEND

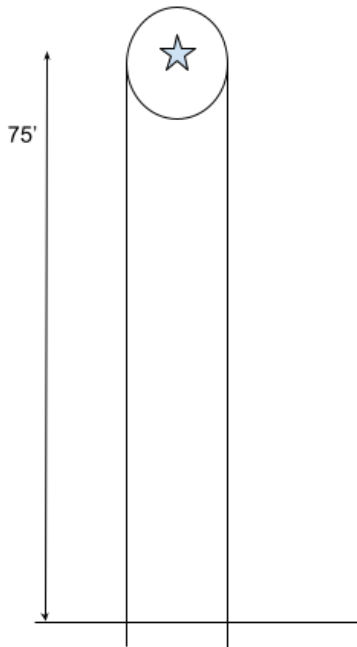


Performance Chair: Sheilla Hagedorn
Date: July 1, 2022
Revision:
Minimum Arena Size: 120X220

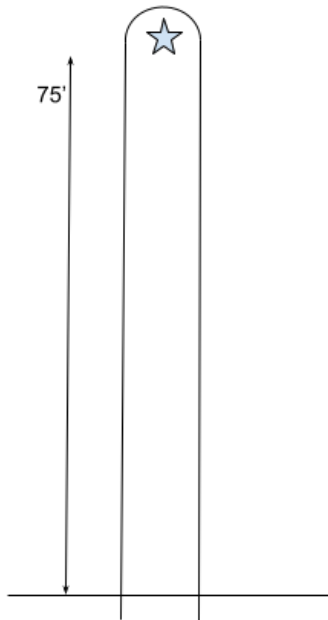


Drawing Title:
**VERSATILITY
 PERFORMANCE pg 2**

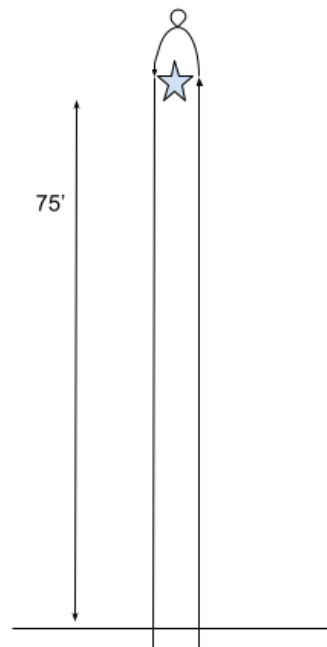
**#1 Polo Turn
(aka Turn N Burn)**



#2 Cal Stake Race



#3 Texas Rollback



Polo Turn (Turn N Burn)

- May use pole or barrel.
- 30 foot wide start line
- 75 feet to star
- Left or right hand pattern allowed.
- Rider rides to object
- Performs a 360° route around the object and return home.
- +5 for tipped object

Cal Stake Race

- Use one pole
- 30 foot wide start line
- 75 feet to star
- Left or right hand pattern allowed
- Rider goes down course
- Around pole
- Returns to finish line
- +5 for downed object

Texas Rollback

- Use one pole
- 30 foot wide start line
- 75 foot to star
- Left or right hand pattern allowed
- Rider will ride to pole
- Ride past the pole
- Rollback into the pole before going to finish line
- +5 for downed pole
- Rider must rollback into pole or it is a "no time"

LEGEND

POLE ☆

Gaming Chair:
Heidi Massengale

Date:
July 1, 2022

Revision:

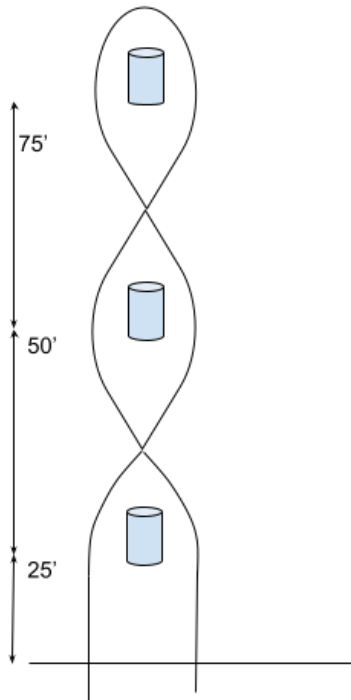
Minimum Arena Size:
120x220



Drawing Title:

**VERSATILITY
TIMED EVENTS pg 1**

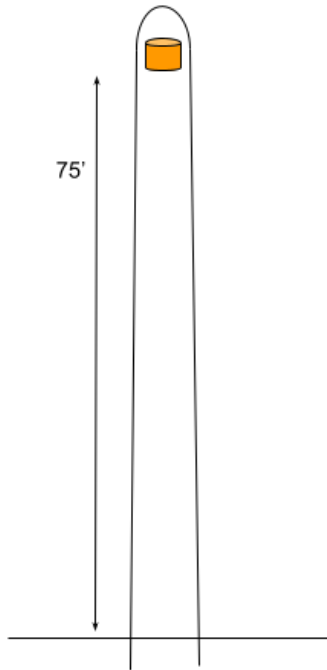
#4 Speed Barrels



Speed Barrels

- Use 3 barrels
- At 25', 50' and 75'
- 30 foot wide start line
- Left or right hand pattern allowed
- Rider will weave the barrels like in poles
- Only one turn at far end of pattern
- +5 for any knocked barrel

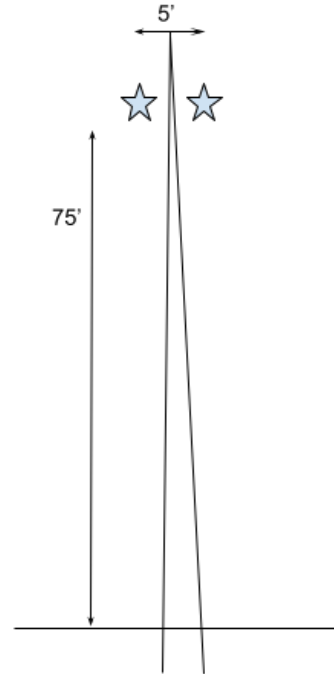
#5 Speed Ball



Speed Ball

- Use 1, 5 gallon bucket at 75 feet
- 30 foot wide start line
- Left or right hand pattern allowed
- Rider will drop tennis ball in bucket
- Return to start line
- +5 for any knocked barrel or missed ball

#6 Semi-Key Race




Semi-Key Race

- Use poles at 75'
- 5' apart
- 30' wide start line
- Rider will ride between poles
- Turn
- Return to start line
- +5 for any downed pole
- Does not need to be rollback, any turn will do

LEGEND

WALK ☆

BARREL 

BUCKET, 5 gal 

Gaming Chair:
Heidi Massengale

Date:
July 1, 2022

Revision:

Minimum Arena
Size:
120X220



Drawing Title:

**VERSATILITY
TIMED EVENTS pg 2**



JUDGE'S SCORE SHEET STATE MEET TEAM VERSATILITY

Date: _____	WAHSET District: _____	Team Letter: _____
High School: _____		Rider Numbers: _____ - _____ - _____

Trail and Working Rancher patterns are labeled, tack and judging guidelines should fit the pattern being used.

IN HAND - Athlete #: _____ Maneuver#: _____ Comments:	Score	Point Deductions
TRAIL/ RANCHER - Athlete #: _____ Maneuver#: _____ Comments:	Score	Point Deductions
EQUITATION- Athlete #: _____ Maneuver#: _____ Comments:	Score	Point Deductions
Long tails (that drag) may be tied up for this class in the In Hand event as there is an emphasis on backing with speed.	Total from above	Total deductions

TIMED - Athlete #: _____ Maneuver#: _____ Comments:	Time
	Time Penalties
	Total Time
	Point Deductions

Overall Time:	
Point Score, less deductions, before timed	



Team of 4

Short Program

EXPLANATION FOR JUDGE

TEAM NAME: _____

2023 Required Drill Maneuvers			
WORKING FOURS:		SHORT PROGRAM:	
1 Change Of Pace/Gait		1 Change Of Pace	9 Box
2 Single Line Abreast or Company Front		2 Maneuver By Pairs	10 Suicide Wheel
3 Circle		3 Maneuver By Fours	11 Basket Weave
4 Single File Cross		4 Single File Cross	12 Offset Circles
5 Liberty Gate		5 Single Line Abreast/Company Front	
6 Diamond Cross		6 Circle	
7 Box		7 Liberty Gate	
8 Offset Circles		8 Diamond Cross/Thread	

Maneuvers in the order they appear in your drill:

Reminder: Only put an R next to the judged maneuver listed above. (example: If you have 2 circles, put an "e" next to the one you want judged, not both)

#	Maneuver	e	#	Maneuver	(R/A/O)
1			19		
2			20		
3			21		
4			22		
5			23		
6			24		
7			25		
8			26		
9			27		
10			28		
11			29		
12			30		
13			31		
14			32		
15			33		
16			34		
17			35		
18			36		



DRILL MANEUVERS FORM

High School: _____ Page: 1

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18



DRILL MANEVERS FORM

High School: _____ Page: 2

19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36



DRILL MANEUVERS FORM

High School: _____ Page: 3

37	38	39
40	41	42
43	44	45
46	47	48
49	50	51
52	53	54



JUDGE'S DRILL SCORE SHEET

 Working Fours (4)

 Short Program (6+)

Date: _____ WAHSET District: _____

High School: _____

Required Maneuvers (Zero to 10 points for each maneuver)	Score	Execution of Drill (Zero to 25 points each)	Score
Change of Pace		Alignment / Accuracy	
Maneuver by Pairs <i>(not quad)</i>		Spacing	
Maneuver by Fours <i>(not quad)</i>		Timing / Coordination	
Single File Cross		Presentation / Pattern Design	
Single Line Abreast/Company Front		Degree of Difficulty	
Circle		Zero to 15 points each	
ADDITIONAL MANEUVERS			
Liberty Gate		Uniformity / Horse & Equipment	
Diamond Cross/Thread		Horse Manners / Performance	
Box		Originality / Uniqueness	
Suicide Wheel <i>(not quad)</i>		Spectacularity / Crowd Appeal	
Basket weave <i>(not quad)</i>		Zero to 20 points each	
Offset Circles		Horsemanship	
SUBTOTAL MANEUVERS		SUBTOTAL EXECUTION	
Neutral Deduction (Each Occurrence)			
Broken or Dropped Equipment	-2	Score Calculation	Score
Excessive/Uncontrolled Speed	-3		
Fall of Horse or Rider	-5	MANEUVERS	
Regroup	-5	EXECUTION	
Collision/NO Fall of Horse/Rider	-10	DEDUCTIONS	-
Fall Due to Collision	-35		
Over/Under Time	-5		
TOTAL DEDUCTIONS		TOTAL SCORE (325 Points Possible)	

Judge's Signature/Comments: