

# 2023-2024 Patterns





## 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 used in the warm up arena or consider multiple events set up at the same time.

**Measurements are always from the edge of the element to the edge of the next element.**

To provide a “breakaway jump cup” option for the back oxford rail only, you can substitute the usual jump cup pin with an unsharpened pencil.

“Brush” can be large tree branches, do not use artificial plants or garlands

**NOTE:** In setting up events, do not start measurements of pattern off of arena walls. Each pattern will have gray-scale center line and half line marks on pattern set up page. *These lines do not have to be measured*, but can be approximated using the structure of the arena used. All measurements are from these lines. This will give you a starting point for a successful and efficient event set up. Some find it helpful to place a cone at the intersection between the center and half lines, others stretch a string along both lines that is then removed once the pattern is set.

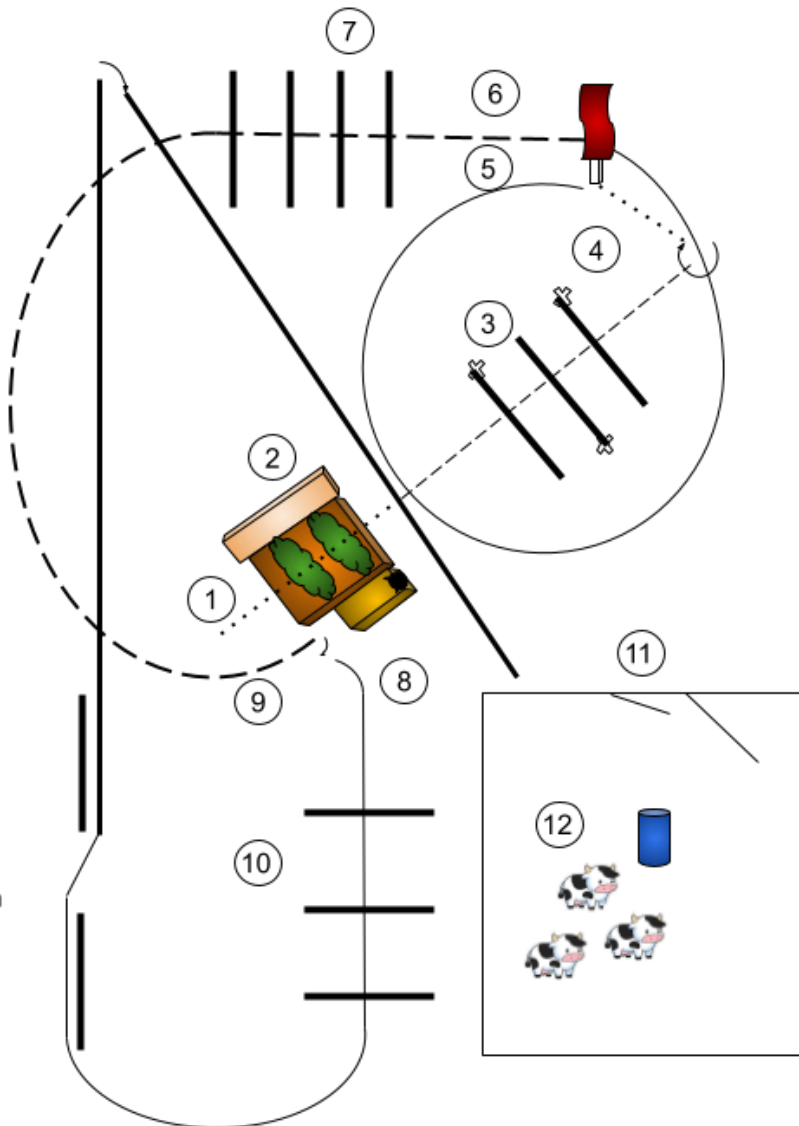
Cones-----	11
Short dressage court (20Mx40M)-----	1
Jump standards-----	12
Jump Cups-----	20
Breakaway jump cups/pencils-----	2
12' poles-----	10
10' poles-----	10
6" risers-----	4
12' jump panel-----	1
12' jump gate-----	1
Long Brush Box-----	1
4' x 8' bridge-----	1
Brush-----	3
Gate-----	1
5- pole for gate, (10' may be used)-----	1
Straw Bale/calf head-----	1
Cattle pen 32'x48'-----	1
Barrels-----	3
Pole bending poles-----	3
Timer/stop watch-----	2



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1. Start dismounted in front of bridge (where indicated) mount horse
2. Walk over bridge and brush
3. Jog over offset raised poles
4. Halt, perform a 270° right haunch turn, walk to standard (on your right) and halt
5. Drape blanket over front of saddle, lope a circle to the left around the raised poles and back to the right side of the standard (on your left), place blanket back on standard.
6. Prepare rope
7. Extended jog over poles, around to the left and to roping dummy
8. Rope dummy, if roped, pull slack and dally, throw rope down
9. Perform a right haunch turn to put yourself in position for next element
10. Pick up lope, curve right and lope over poles, curve to the right and lope through gap in poles, extend lope to end of arena, perform a right rollback and lope right lead to cattle pen, halt
11. Enter pen through gate right hand push
12. Herd at least 1 calf partially around barrel and behind panel in corner, hold for 10 seconds (1 min limit starts when entering pen) exit pen, gate will be opened for you



### LEGEND

- WALK .....  
 JOG -----  
 EXTENDED JOG - - - - -  
 LOPE \_\_\_\_\_  
 EXTENDED LOPE \_\_\_\_\_  
 PIVOT    )

**Performance Chair:**  
Sheilla Hagedorn

**Date Released:**  
9-1-2023

**Revision date:**

**Minimum arena size:**  
95x200



Drawing Title:

**Working Rancher**



## JUDGE'S SCORE SHEET 2024 WORKING RANCHER

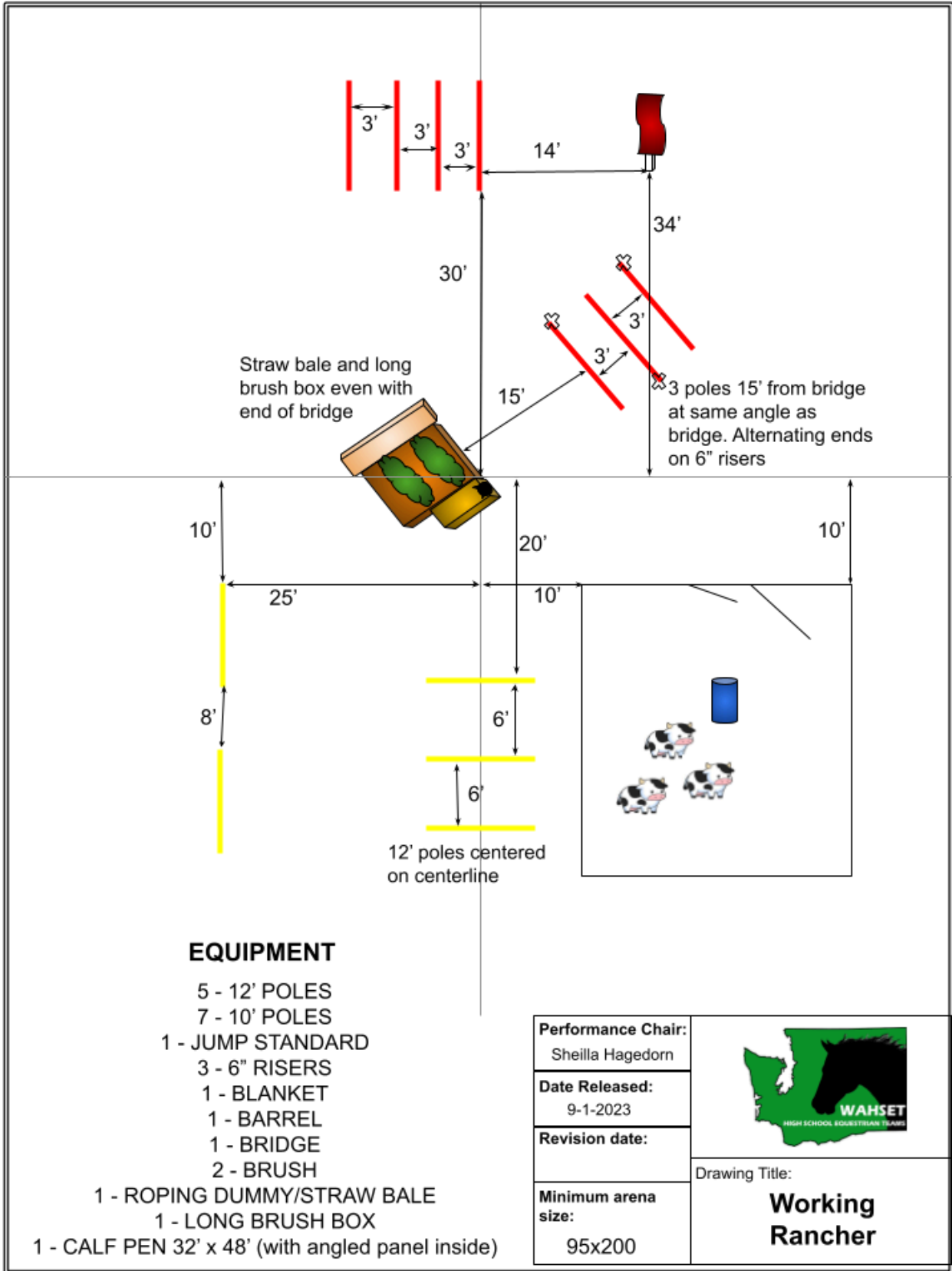
Date: \_\_\_\_\_ WAHSET District: \_\_\_\_\_  
 High School: \_\_\_\_\_ Rider Number: \_\_\_\_\_

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"> <li>• Flying lead change - maximum possible 10</li> <li>• Interrupted lead change - maximum possible 8</li> <li>• Simple lead change - maximum possible 6</li> </ul> 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	

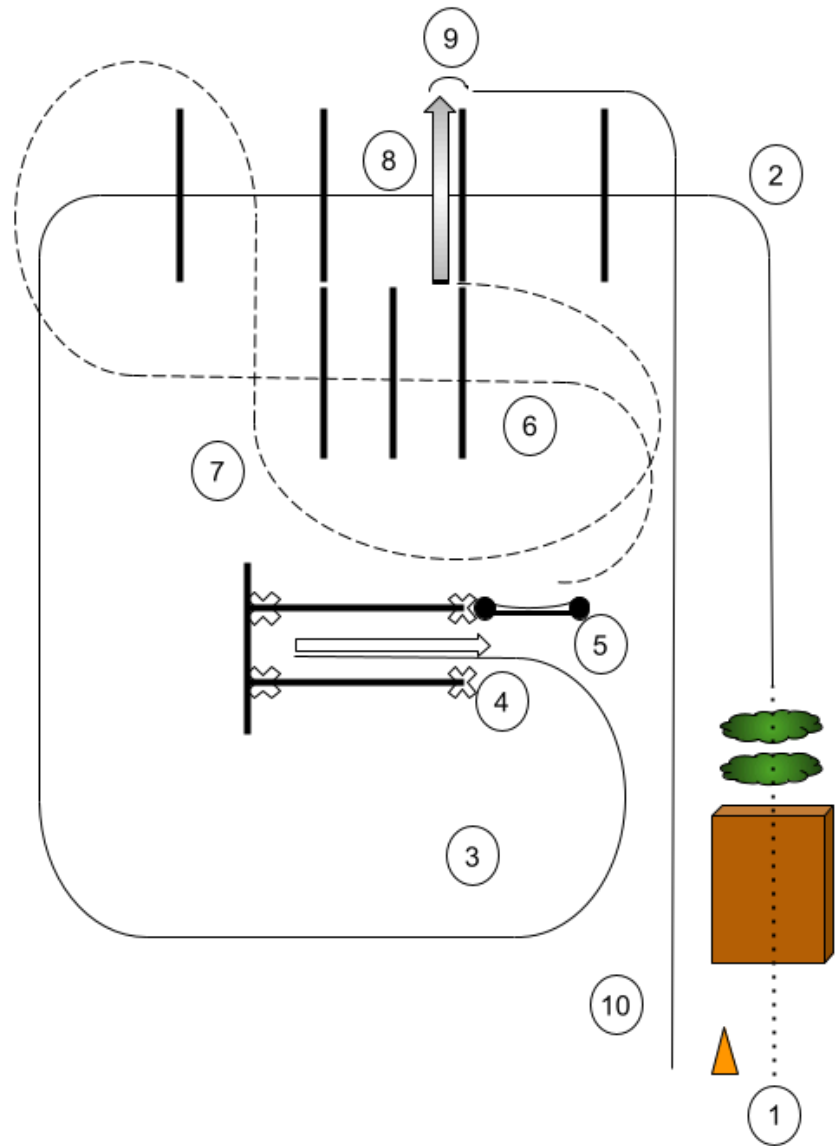
**"2 handing w/curb bit"** If rider starts pattern with the correct hand hold then changes to 2 hands on reins with a curb bit, rider receives a 0 for every element of the pattern done with 2 hands on the reins. If rider returns to 1 hand on reins, 1-handed elements can once again be scored normally.  
 If rider starts the pattern with 2 hands on reins with a curb bit; the rider is disqualified because they started the class using legal equipment illegally, even if they change to 1 hand on the reins they are still disqualified.

#	Element Judged	Comments	Score
1.	Start dismounted in front of bridge (where indicated), mount horse		
2.	Walk over bridge and brush		
3.	Jog over offset raised poles		
4.	Halt, perform a 270° right haunch turn, walk to standard (on your right) and halt		
5.	Drape blanket over front of saddle, lope a circle to the left around the raised poles and back to the right side (on your left) of the standard, place blanket back on standard.		
6.	Prepare rope		
7.	Extended jog over poles, around to the left and to roping dummy		
8.	Rope dummy, if roped, pull slack and dally, throw rope down		
9.	Perform a right haunch turn to put yourself in position for next element		
10.	Pick up lope, curve right and lope over poles, curve to the right and lope through poles, extend lope to end of arena, perform a right rollback and lope right lead to cattle pen, halt		
11.	Enter pen through gate right hand push		
12.	Herd <u>at least</u> 1 calf partially around barrel and behind panel in corner, hold for 10 seconds (1 min limit starts when entering pen) exit pen, gate will be opened for you		
13.	Overall horsemanship and cow sense		

Judge's Signature: \_\_\_\_\_ TOTAL: \_\_\_\_\_



1. Start at cone, walk over bridge and brush
2. Pick up lope, left lead, lope up and over the 4 lope poles
3. Curve to the left, around and into the chute, halt
4. Settle for 3-5 seconds, back to gate
5. Go through gate, right hand push
6. Pick up jog, jog to the left and over the 3 jog poles
7. Curve to the right, go between poles as shown, around jog poles, halt over poles
8. Sidepass off pole
9. Perform a 180° right haunch turn
10. Lope, right lead to start cone, halt



### LEGEND

- WALK .....  
 JOG - - - - -  
 LOPE \_\_\_\_\_  
 BACK →  
 PIVOT )  
 SIDEPASS →

Performance Chair:

Sheilla Hagedorn

Date Released:

9-1-2023

Revision date:

Minimum arena size:

95x200



Drawing Title:

**Trail**



## JUDGE'S SCORE SHEET 2024

### TRAIL

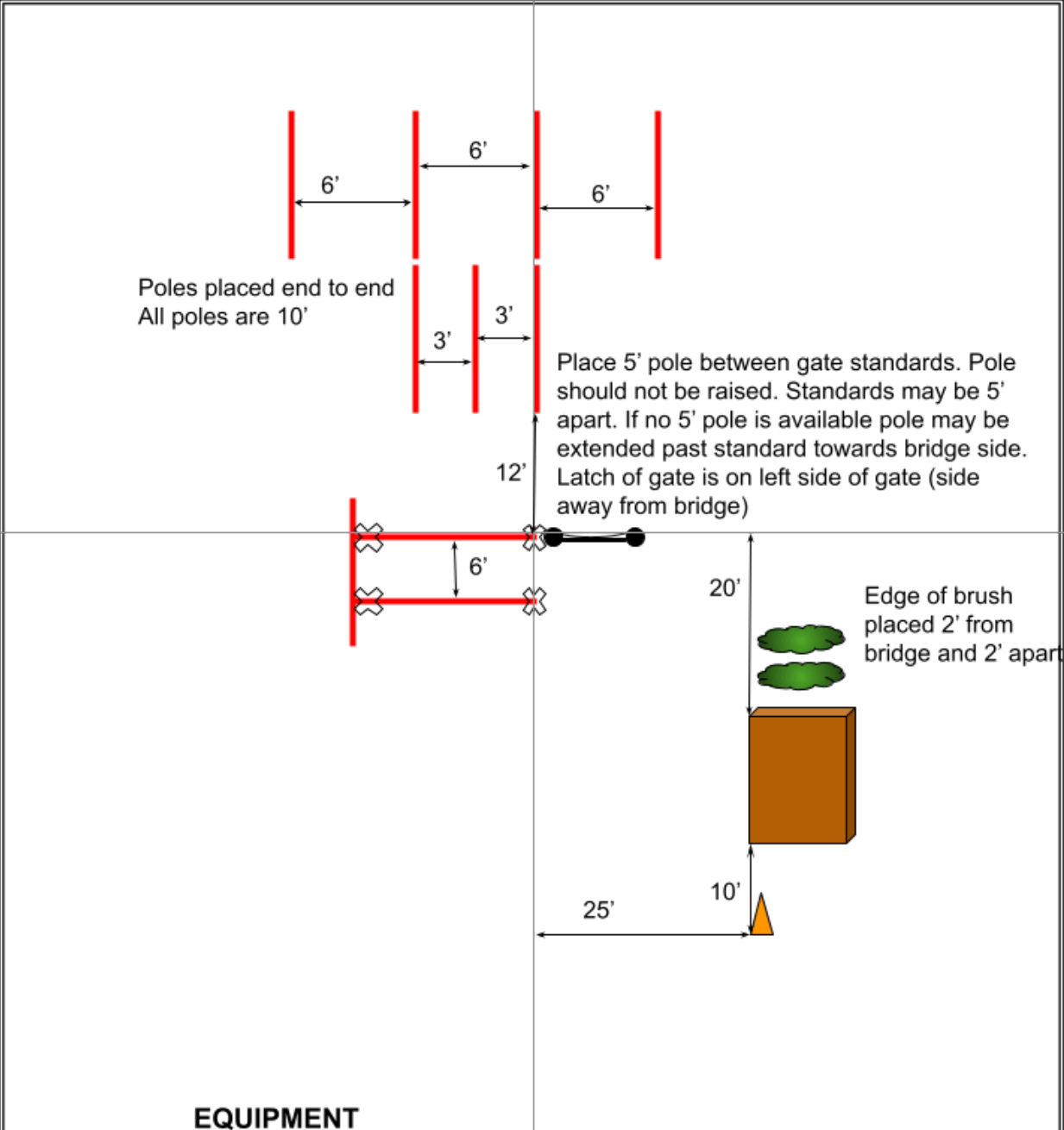
Date: \_\_\_\_\_ WAHSET District: \_\_\_\_\_  
 High School: \_\_\_\_\_ Rider Number: \_\_\_\_\_

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"> <li>• Flying lead change - maximum possible 10</li> <li>• Interrupted lead change - maximum possible 8</li> <li>• Simple lead change - maximum possible 6</li> </ul> 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	

**"2 handing w/curb bit"** If rider starts pattern with the correct hand hold then changes to 2 hands on reins with a curb bit, rider receives a 0 for every element of the pattern done with 2 hands on the reins. If rider returns to 1 hand on reins, 1-handed elements can once again be scored normally.  
 If rider starts the pattern with 2 hands on reins with a curb bit; the rider is disqualified because they started the class using legal equipment illegally, even if they change to 1 hand on the reins they are still disqualified.

#	Element Judged	Comments	Score
1.	Start at cone, walk over bridge and brush		
2.	Pick up lope, left lead, lope up and over the 4 lope poles		
3.	Curve to the left, around and into the chute, halt		
4.	Settle for 3-5 seconds, back to gate		
5.	Go through gate, right hand push		
6.	Pick up jog, jog to the left and over the 3 jog poles		
7.	Curve to the right, go between poles as shown, around jog poles halt over poles		
8.	Sidepass off pole		
9.	Perform a 180° right haunch turn		
10.	Lope, right lead to start cone, halt		
11.	Overall horsemanship		
Judge's Signature: _____			<b>TOTAL:</b> _____





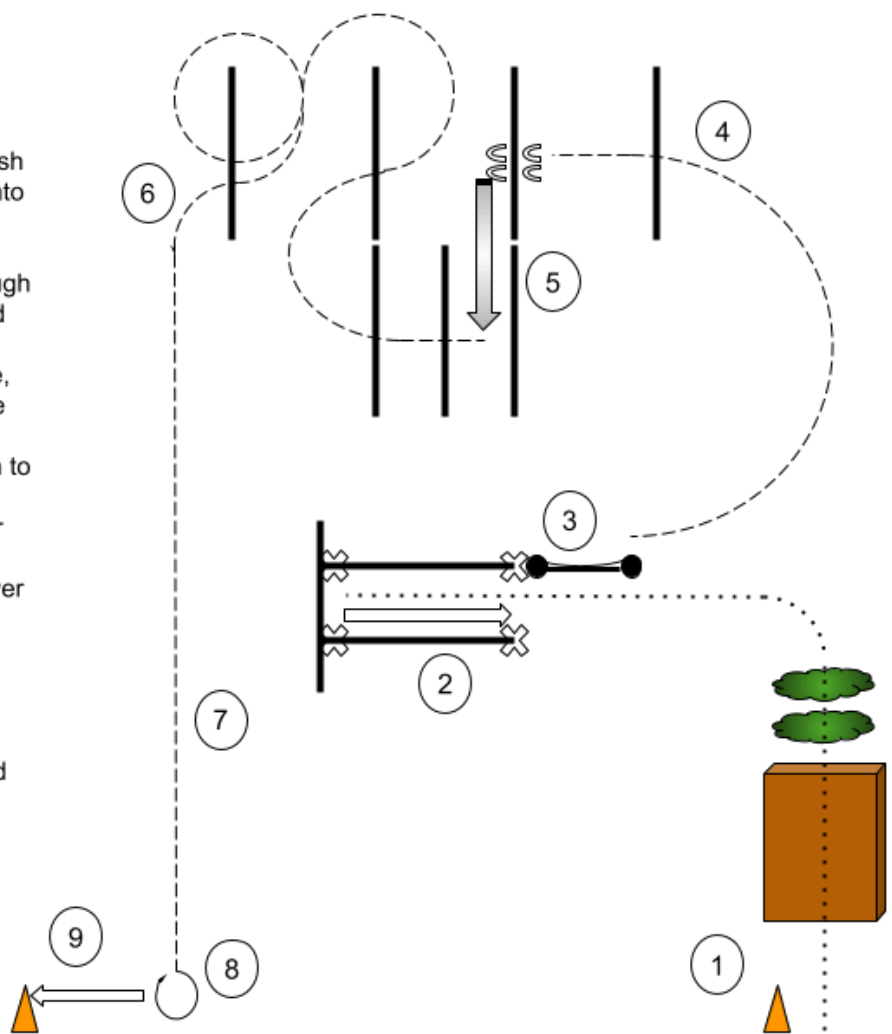
**EQUIPMENT**

- 4 - 6" RISERS
- 1 - CONE
- 1 - BRIDGE
- 2 - BRUSH
- 10 - 10' POLES
- 1 - GATE
- 1 - 5' POLE

<b>Performance Chair:</b> Sheilla Hagedorn
<b>Date Released:</b> 9-1-2023
<b>Revision date:</b>
<b>Minimum arena size:</b> 95x200

Drawing Title:  
**Trail**

1. Start at cone, walk over bridge and brush
2. Turn left and walk into chute, move to off side, back to gate
3. Open gate, go through and close right hand push
4. Trot to 2nd top pole, halt over pole where shown
5. Sidepass left, return to near side
6. Trot serpentine over poles, and over last pole, around and over last pole
7. Trot down towards finish cone, halt
8. Perform 270° right haunch pivot
9. Back up till forehand is even with cone



### LEGEND

- WALK .....  
 TROT - - - - -  
 BACK →  
 PIVOT )  
 SIDEPASS →

#### Performance Chair:

Sheilla Hagedorn

#### Date Released:

9-1-2023

#### Revision date:

#### Minimum arena size:

95x200



Drawing Title:

**In Hand Trail**



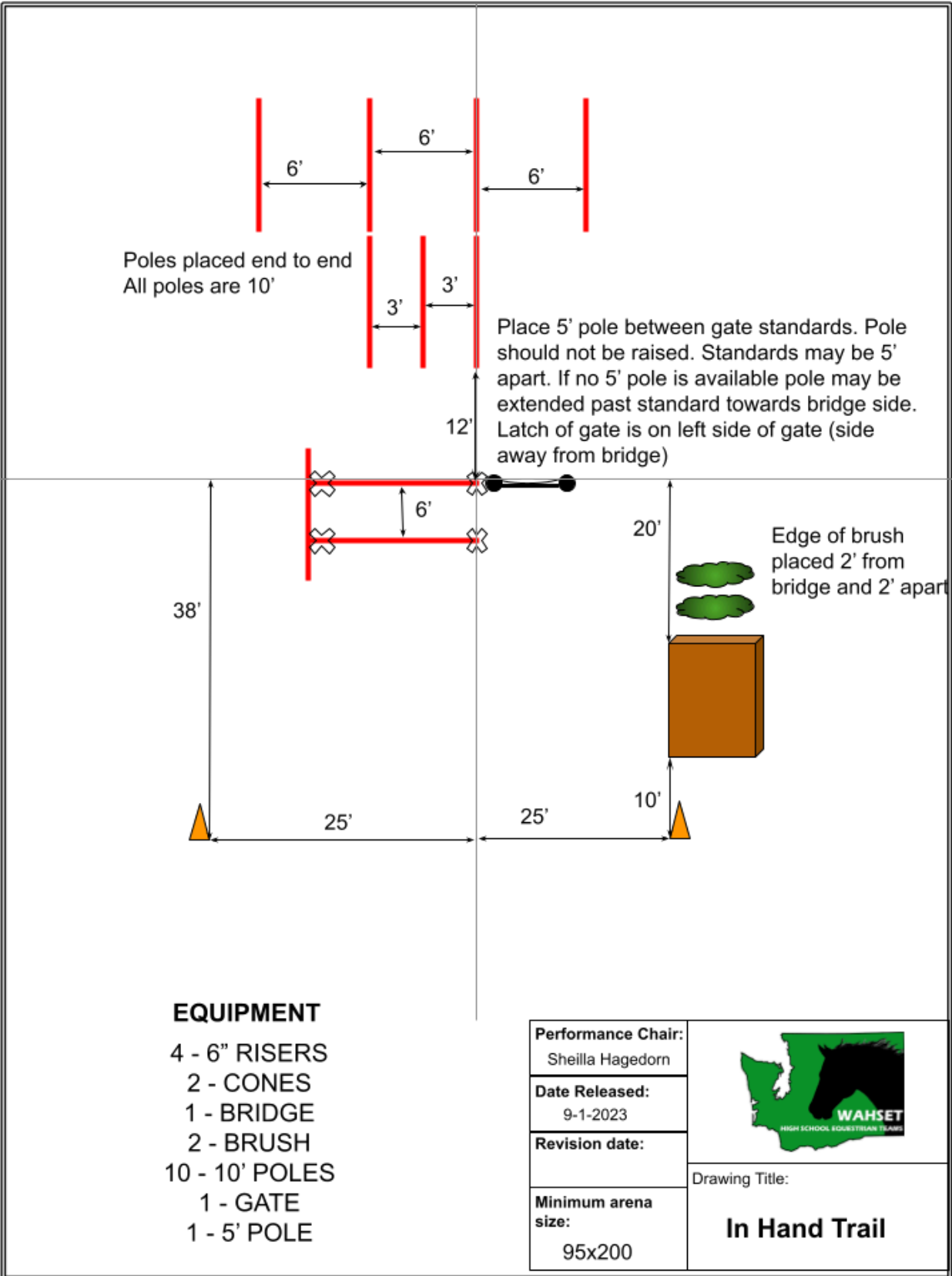
## JUDGE'S SCORE SHEET WAHSET 2024 IN HAND TRAIL

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

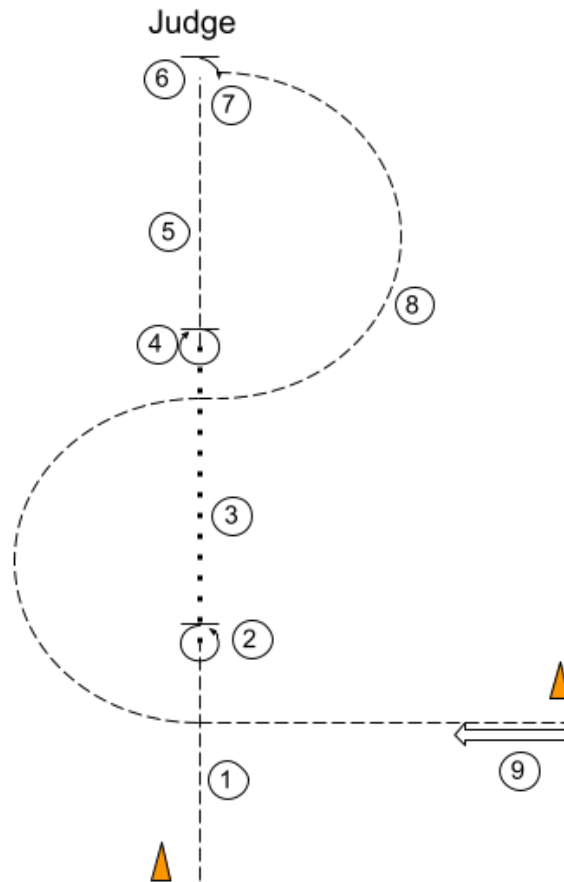
POINTS	RATING	PATTERN SCORING JUDGE'S OPINION
10 points	Excellent	Perfect; no improvement possible (rarely given)
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8 points	Good	Outstanding; lovely to watch (occasionally given)
7 points	Fairly Good	Performed nicely, movement 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.	Start at cone, walk over bridge and brush		
2.	Turn left and walk into chute, move to off side, back to gate		
3.	Open gate, go through and close right hand push		
4.	Trot to 2nd top pole, halt over pole where shown		
5.	Sidepass left, return to near side		
6.	Trot serpentine over poles, and over last pole, around and over last pole		
7.	Trot down towards finish cone, halt		
8.	Perform 270° right haunch pivot		
9.	Back up till forehead is even with cone		
10.	Overall horsemanship		

Judge's Signature: _____	Total: _____
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1. Start at cone, move to the off side, trot up centerline
2. Halt a third of the way towards judge perform a 360° left haunch turn
3. Walk down centerline, halt two thirds of the way towards judge
4. Move to near side, perform a 360° right haunch turn
5. Trot to judge, halt,
6. Set up for inspection
7. After inspection perform a 90° right haunch turn
8. Trot an even 2 loop serpentine ending with straight line to end cone
9. Halt, back 5 steps



There will be a chalk mark for judge to stand on.

**LEGEND**

- WALK ..... (dotted line)
- TROT - - - - - (dashed line)
- BACK → (arrow pointing right)
- PIVOT ) (curved arrow pointing right)

<b>Performance Chair:</b> Sheilla Hagedorn	
<b>Date Released:</b> 9-1-2023	
<b>Revision date:</b>	Drawing Title:
<b>Minimum arena size:</b> 95x200	<b>Showmanship</b>



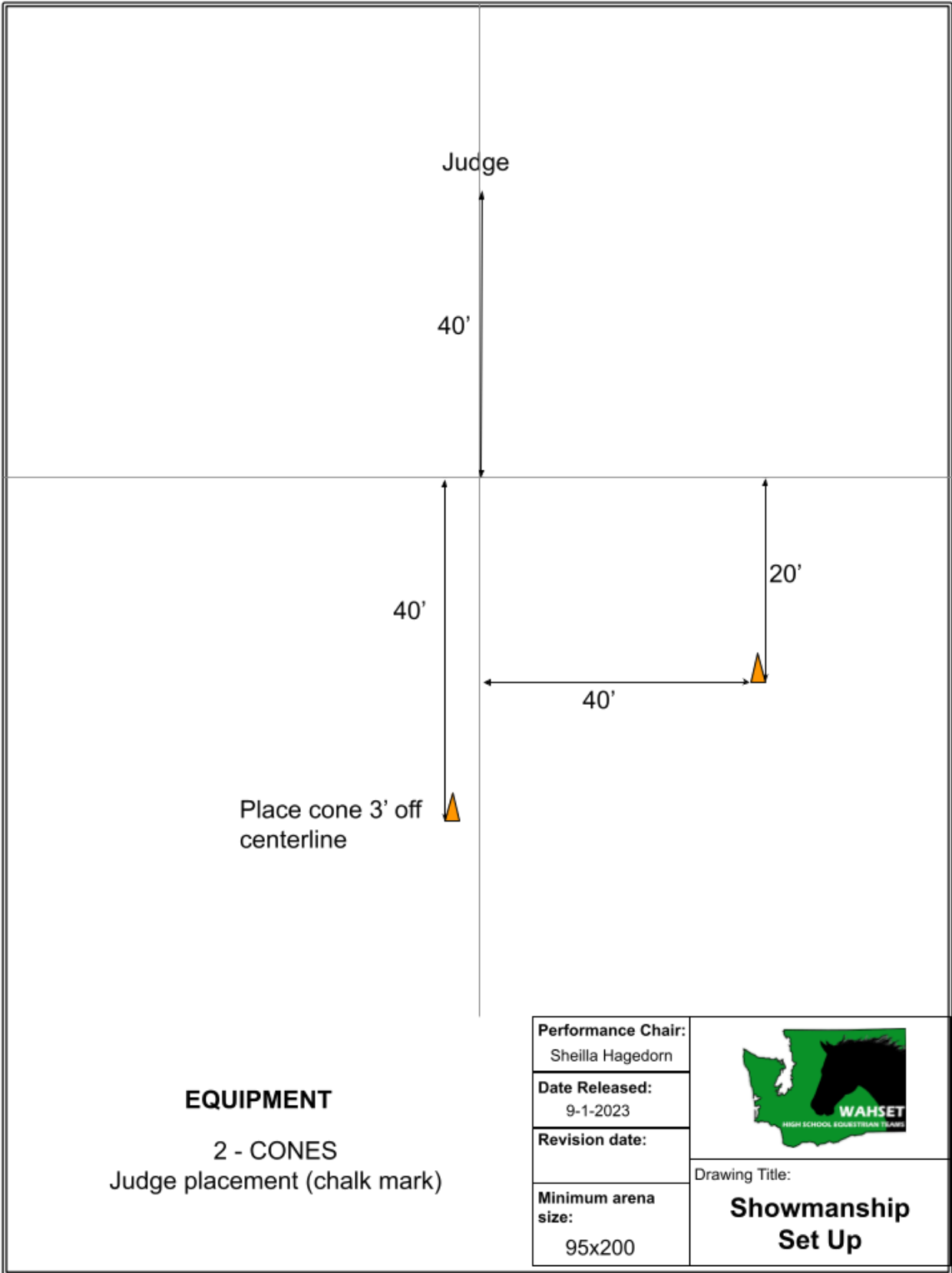
## JUDGE'S SCORE SHEET WAHSET 2024 SHOWMANSHIP

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.	Start at cone, move to the off side, trot up centerline		
2.	Halt a third of the way towards judge perform a 360° left haunch turn		
3.	Walk down centerline, halt two thirds of the way towards judge		
4.	Move to near side, perform a 360° right haunch turn		
5.	Trot to judge, halt,		
6.	Set up for inspection		
7.	After inspection perform a 90° right haunch turn		
8.	Trot an even 2 loop serpentine ending with straight line to end cone		
9.	Halt, back 5 steps		
10.	Overall horsemanship		

Judge's Signature: _____	Total: _____
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**EQUIPMENT**  
 2 - CONES  
 Judge placement (chalk mark)

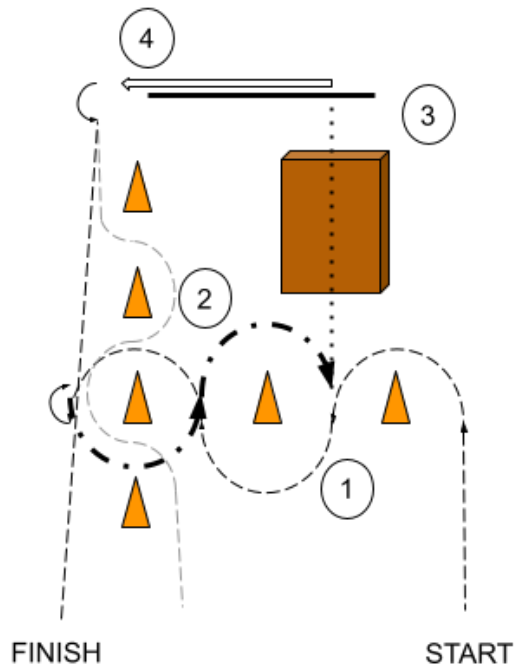
<b>Performance Chair:</b> Sheilla Hagedorn
<b>Date Released:</b> 9-1-2023
<b>Revision date:</b>
<b>Minimum arena size:</b> 95x200



Drawing Title:  
**Showmanship Set Up**

1. Trot serpentine around cones, halt
2. Perform a 180° right haunch turn, back around 2 cones till facing bridge
3. Walk over bridge
4. Move to off side sidepass off pole, 180° left haunch pivot, trot out

Bonus: (in gray) From the off side, trot cone serpentine out



### LEGEND

Walk	.....
Jog/trot	————
Back	— · — · — ·
Pivot	⤵
Cone	▲
Poles	————
Sidepass	←

Performance Chair:  
Sheilla Hagedorn

Date released:  
9-1-2023

Revision Date:

Minimum  
Arena Size:  
95x200



Drawing Title:

**IN HAND  
OBSTACLE RELAY**



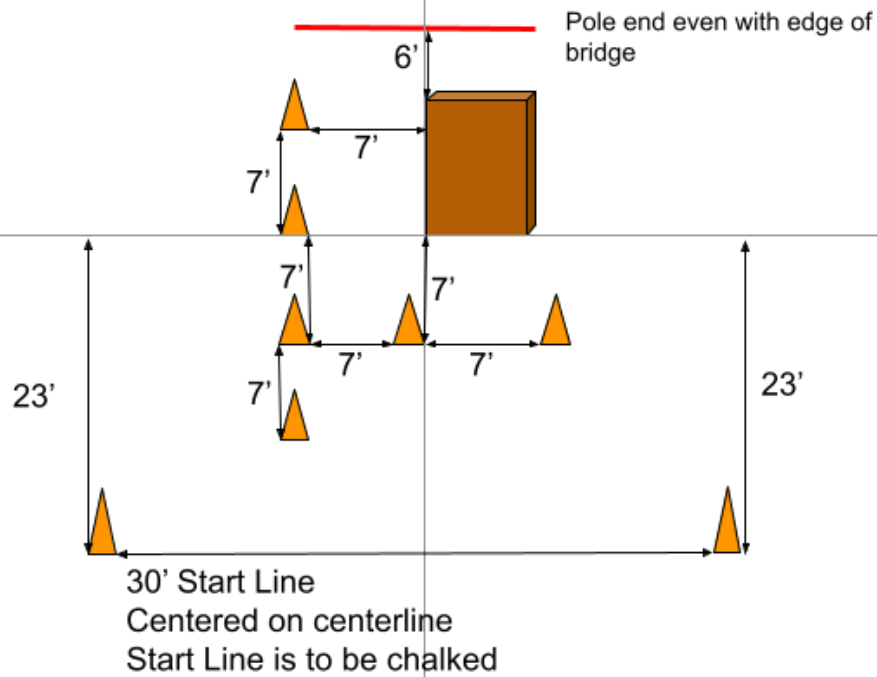


## JUDGE'S SCORE SHEET IN HAND OBSTACLE RELAY 2024

Date: \_\_\_\_\_ District: \_\_\_\_\_  
 High School: \_\_\_\_\_ Rider Numbers: \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_

<b>PATTERN SCORING</b>				
<b>POINTS</b>	<b>RATING</b>	<b>JUDGE'S OPINION</b>		
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		
Obstacle	1 #	2#	3#	4#
1. Trot serpentine around cones, halt				
2. Perform a 180° right haunch turn, back around 2 cones till facing bridge				
3. Walk over bridge				
4. Sidepass off pole, perform a 180° left haunch pivot, trot out				
Bonus: Trot cone serpentine out				
Sub Total Points:				
Sub-Total Team Points:				
Total time: _____		Penalty Points: - (1 assessment per team)		
Judge's Signature: _____		Total Team Points:		

Place corner of bridge on intersection between half and centerlines  
 Place cone edge on centerline 7' from bridge, all other cones are measured from this cone  
 Measurements are based on a 12" cone base



**EQUIPMENT**

- 1 - BRIDGE
- 8 - CONES
- 1 - 10' POLE
- 1 - TIMER EYE
- CHALK START LINE

**Performance Chair:**  
 Sheilla Hagedorn

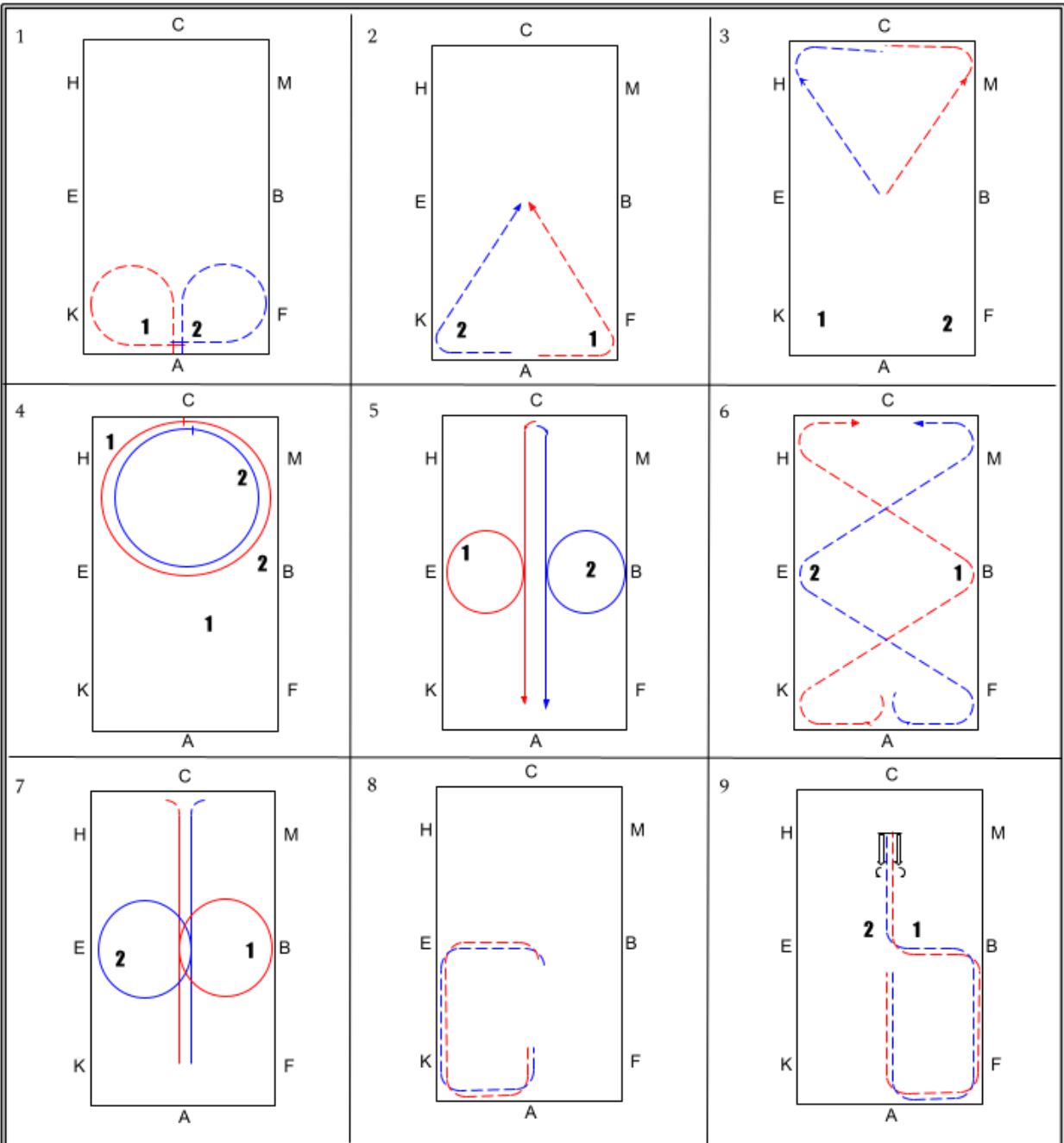
**Date released:**  
 9-1-2023

**Revision Date:**  
 10-13-23

**Minimum  
 Arena Size:**  
 95x200



Drawing Title:  
**IN HAND  
 OBSTACLE RELAY  
 SET UP**



**LEGEND**

JOG/TROT -----  
 LOPE/CANTER \_\_\_\_\_  
 BACK ==>

**Performance chair:**  
 Sheilla Hagedorn

**Date:**  
 9-1-2023

**Revision Date:**

**Minimum Arena Size:**  
 95x200



Drawing Title:

**Working Pairs  
 Athlete View**

1. At (A) pairs enter trot, split for opposing 10M circles (1 left, 2 right) do not close circles but pass at (A) with 1 on the outside, 2 on the inside
2. At trot turn onto diagonal #1 at (F), #2 at (K), leg yield to (X)
3. At trot #1 leg yield to (M), #2 leg yield to (H), both turn towards (C)
4. Pass and pick up canter at (C) , canter a 20M circle, halt with horses tail to tail at end of circle at (C)
5. Perform 90° haunch turns towards (A), canter down centerline, 10M circle; #1 at (X) towards (E), #2 at (X) towards (B), continue down centerline
6. Drop to trot, split at (A), #1 trot (K-B-H), #2 trot (F-E-M) crossing on centerline
7. At (C) turn down centerline, pick up canter, at (X) #1 10M circle left to (B), #2 10M circle right to (E), continue down centerline
8. Drop to trot before (A), track right at (A), perform loop, (A-K-E-X-A) with the outside horse moving behind and to the inside on each turn
9. At (A) track left at trot, perform loop (A-F-B-X) with the outside horse moving behind and to the inside on each turn. At (X) turn up the centerline with the outside horse moving behind and to the inside. At (G) even with (H-M) halt. Salute, back 6 steps, 180° haunch turn away from partner, exit at free walk

You should ALWAYS be on the correct lead



Drawing Title:

**Working Pairs  
Explanation**

<p>1</p>	<p>2</p>	<p>3</p>
<p>4</p>	<p>5</p>	<p>6</p>
<p>7</p>	<p>8</p>	<p>9</p>

**LEGEND**

FREE WALK    - - - - -

JOG/TROT    - - - - -

LOPE/CANTER    —————

BACK    >—————>

<b>Performance chair:</b> Sheilla Hagedorn	
<b>Date Released:</b> 9-1-2023	
<b>Revision Date:</b>	Drawing Title: <b>Working Pairs</b> <b>Judge's View</b>
<b>Minimum Arena Size:</b> 95x200	



## JUDGE'S SCORE SHEET 2024 WORKING PAIRS

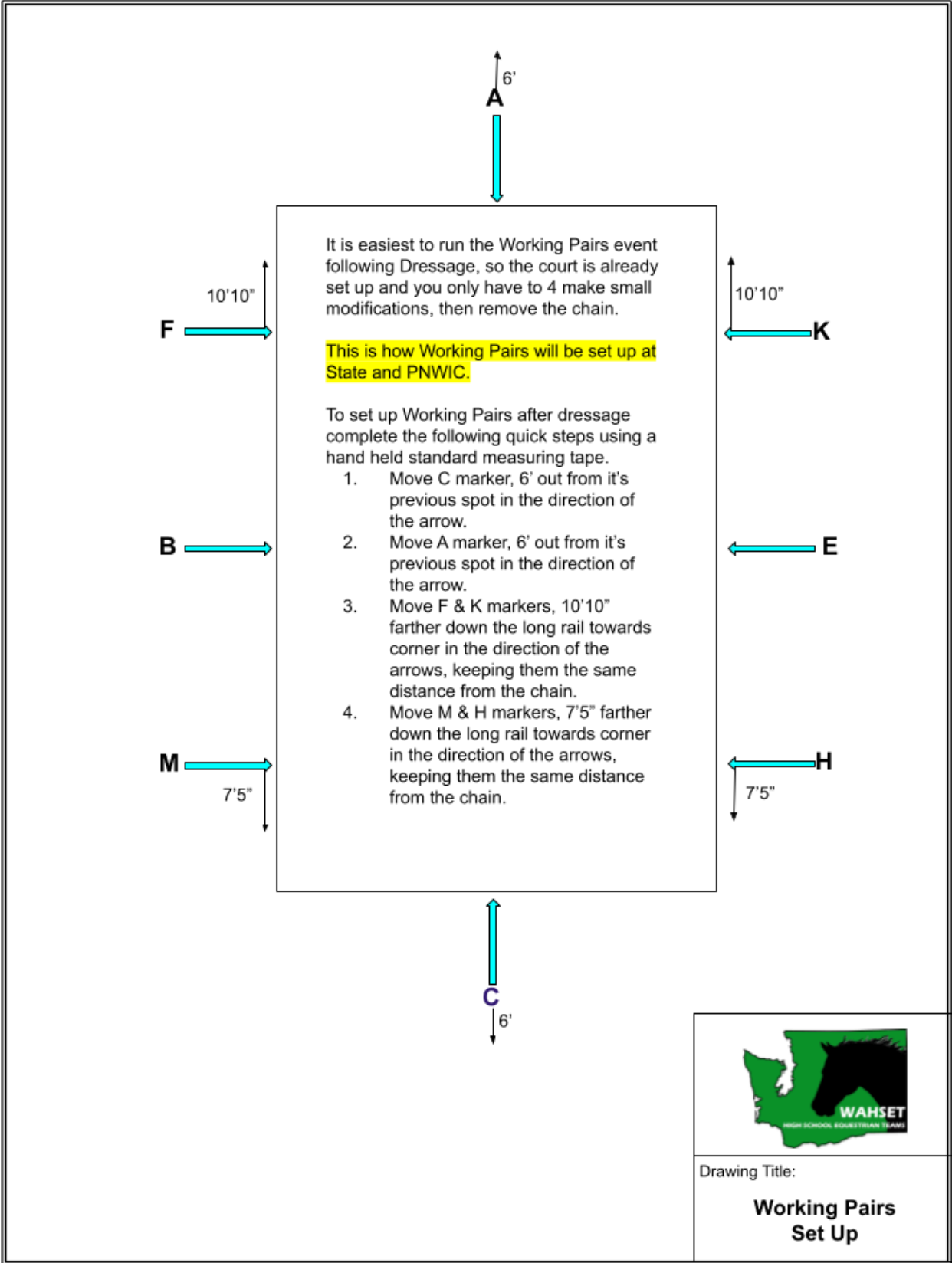
Date: \_\_\_\_\_ District: \_\_\_\_\_  
 High School: \_\_\_\_\_ Rider Numbers: \_\_\_\_\_ - \_\_\_\_\_

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION	CLASS EXPECTATIONS
10 points	Excellent	Perfect; no improvement possible (rarely given)	<ul style="list-style-type: none"> <li>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.</li> <li>Mirror images are important. Circles should be round and equal.</li> <li>Work for simultaneous lope/canter departs and haunch turns.</li> <li>Keep equines straight during leg yield.</li> <li>Timing is an essential part of this class Use of the arena and timing of transitions will be evaluated for score</li> <li>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.</li> <li>The close, salute and turn should also be in unison.</li> </ul>
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 trot, split for opposing 10M circles (1 left, 2 right) do not close circles but pass at (A) with 1 on the outside, 2 on the inside		
2.	At trot turn onto diagonal #1 at (F), #2 at (K), leg yield to (X)		
3.	At trot #1 leg yield to (M), #2 leg yield to (H), both turn towards (C)		
4.	Pass and pick up canter at (C) , canter a 20M circle, halt with horses tail to tail at end of circle at (C)		
5.	Perform 90° haunch turns towards (A), canter down centerline, 10M circle; #1 at (X) towards (E), #2 at (X) towards (B), continue down centerline		
6.	Drop to trot, split at (A), #1 trot (K-B-H), #2 trot (F-E-M) crossing on centerline		
7.	At (C) turn down centerline, pick up canter, at (X) #1 10M circle left to (B), #2 10M circle right to (E), continue down centerline		
8.	Drop to trot before (A), track right at (A), perform loop, (A-K-E-X-A) with the outside horse moving behind and to the inside on each turn		
9.	At (A) track left at trot, perform loop (A-F-B-X) with the outside horse moving behind and to the inside on each turn. At (X) turn up the centerline with the outside horse moving behind and to the inside. At (G) even with (H-M) halt. Salute, back 6 steps, 180° haunch turn away from partner, exit at free walk		
10.	Overall horsemanship/Difficulty level		
11.	Bonus: Costume/music (10 points per team max)		

Judge's Signature: \_\_\_\_\_

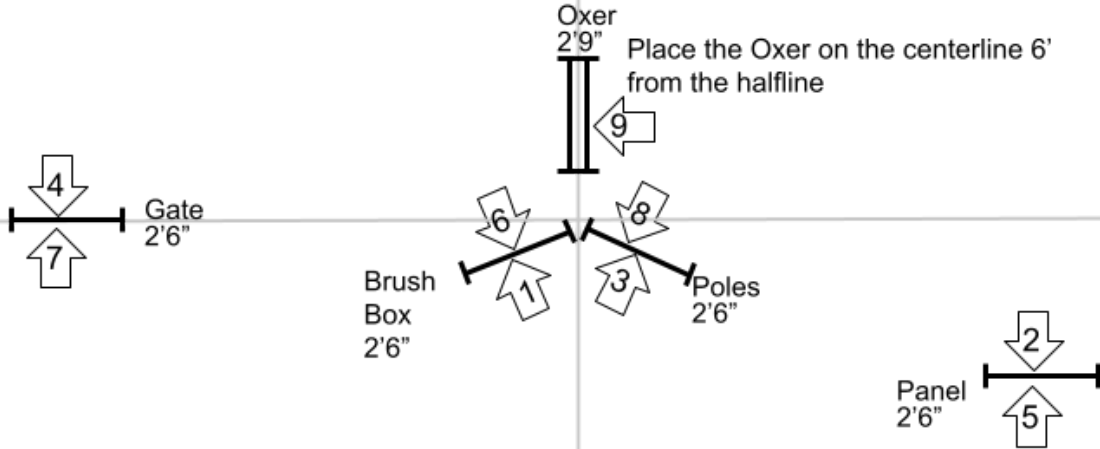


Drawing Title:

**Working Pairs  
Set Up**

Safety jumps are #5 to #9

The center angled jumps are placed next to each other with standards almost touching just below the intersection of half and centerlines as shown. Angled away from each other.



Jumps are to be placed at least 10' from long rail fence. They can be moved in if the area is larger as long as it doesn't create an issue for the course.

Unsharpened pencils can be used as jump cup pins in place of the breakaway jump cups when breakaway jump cups are not available. Use the breakaway jump cups (or unsharpened pencil) on the higher back pole on both oxer jumps.

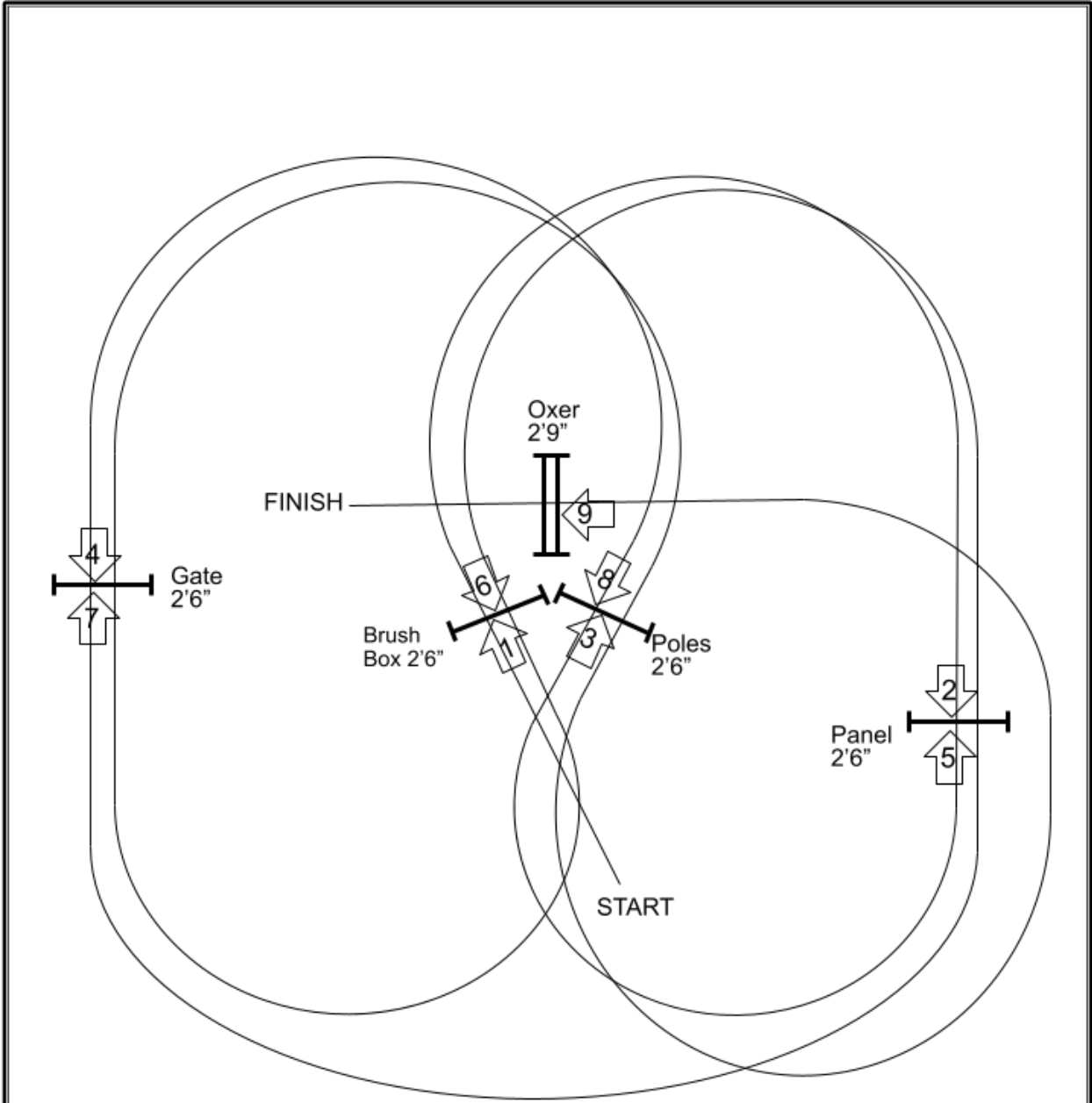
**REQUIRED EQUIPMENT**

- 12' POLES 8
- 10' POLES 9
- STANDARDS 12
- JUMP CUPS 20
- BREAKAWAY JUMP CUPS 2
- GATE 1
- LONG BRUSH BOX 1
- PANEL 1

Performance Chair: Sheilla Hagedorn
Date released: 9-1-2023
Revision Date:
Minimum Arena Size: 95x220

Drawing Title:  
**Hunt Seat Eq  
Over Fences**





**REQUIRED EQUIPMENT**

- 12' POLES 8
- 10' POLES 9
- STANDARDS 12
- JUMP CUPS 20
- BREAKAWAY JUMP CUPS 2
- GATE 1
- LONG BRUSH BOX 1
- PANEL 1

**Performance Chair:**  
Sheilla Hagedorn

**Date released:**  
9-1-2023

**Revision Date:**  
1-13-24

**Minimum  
Arena Size:**  
95x220



Drawing Title:  
**Hunt Seat Eq  
Over Fences**



## JUDGE'S SCORE SHEET WAHSET 2024 HUNT SEAT EQUITATION OVER FENCES

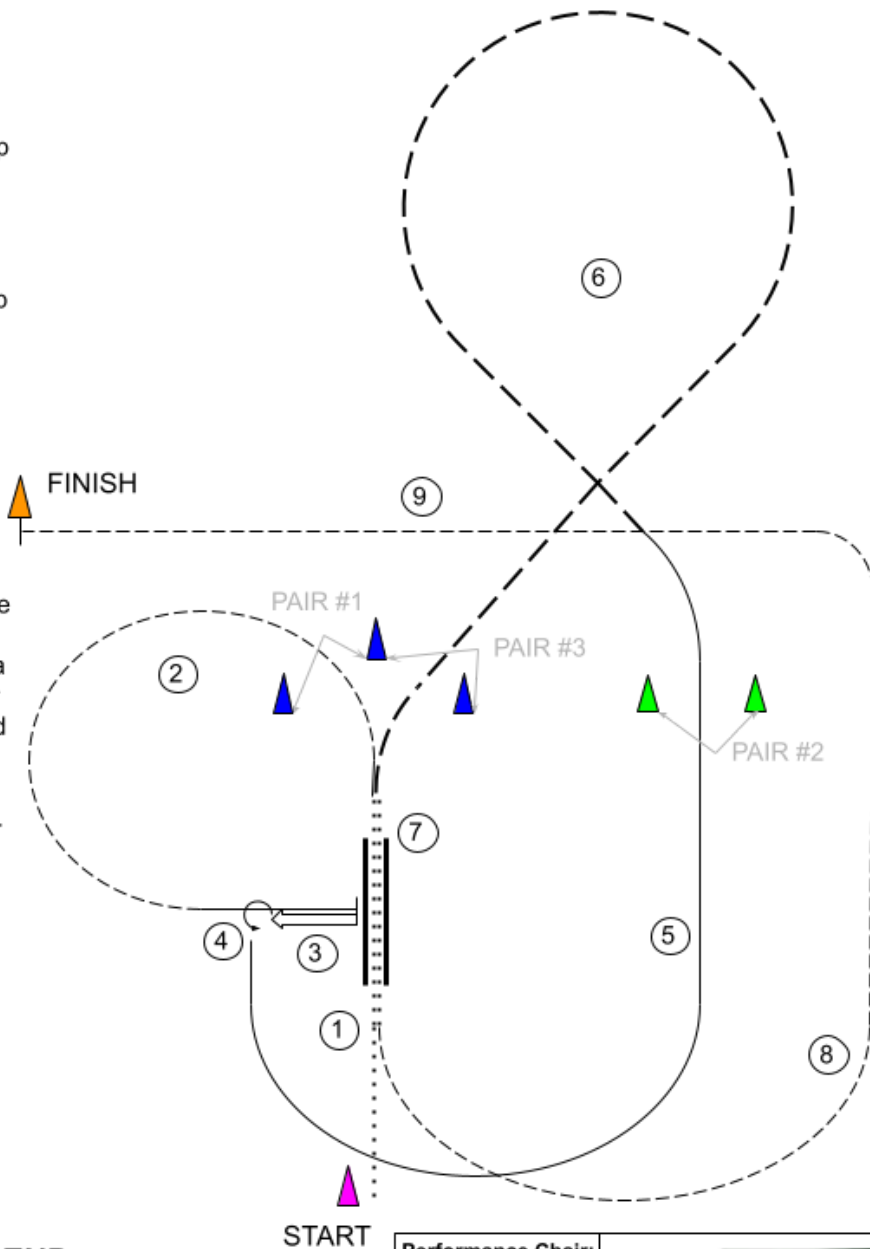
Date: _____	WAHSET District: _____
High School: _____	Rider Number: _____

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 #5 to #9

#	Element Judged	Comments	Score
1.	Set up and approach at the canter, 1st jump, brush box 2'6"		
2.	2nd jump, panel 2'6"		
3.	3rd jump, poles 2'6"		
4.	4th jump, gate 2'6"		
5.	5th jump, panel 2'6"		
6.	6th jump, brush box 2'6"		
7.	7th jump, gate 2'6"		
8.	8th jump, poles 2'6"		
9.	9th jump, oxer 2'9", exit sitting trot		
10.	Rider equitation; seat hand and legs		
11.	Overall horsemanship		
12.	Deductions: 3 points for 1st refusal, 5 points for 2nd refusal, elimination for 3rd refusal		
		Sub total:	
		Deductions: -	
<i>Judge's Signature:</i> _____			Total:

1. Start at cone, walk forward, walk left wheel between poles
2. Jog/trot arc between cone pair #1 to the left halt up against the poles.
3. Back 8 steps
4. Perform a 270° left wheel pivot
5. Strong trot in a loop up and between cone pair #2
6. Drop to working trot, in loop to the right and between cone pair #3.
7. Drop to walk, walk right wheel between poles.
8. Jog/trot in arc to the left
9. Turn to cross arena at the jog/trot, after corner go to 1 hand on the reins (if carried, non whip hand), halt at cone.



### LEGEND

WALK	.....
JOG/TROT	- - - - -
WORKING TROT	- - - - -
STRONG TROT	—————
BACK	⇐
PIVOT	)

#### Performance Chair:

Sheilla Hagedorn

#### Date Released:

9-1-2023

#### Revision date:

#### Minimum arena size:

95x200



Drawing Title:

**Driving**



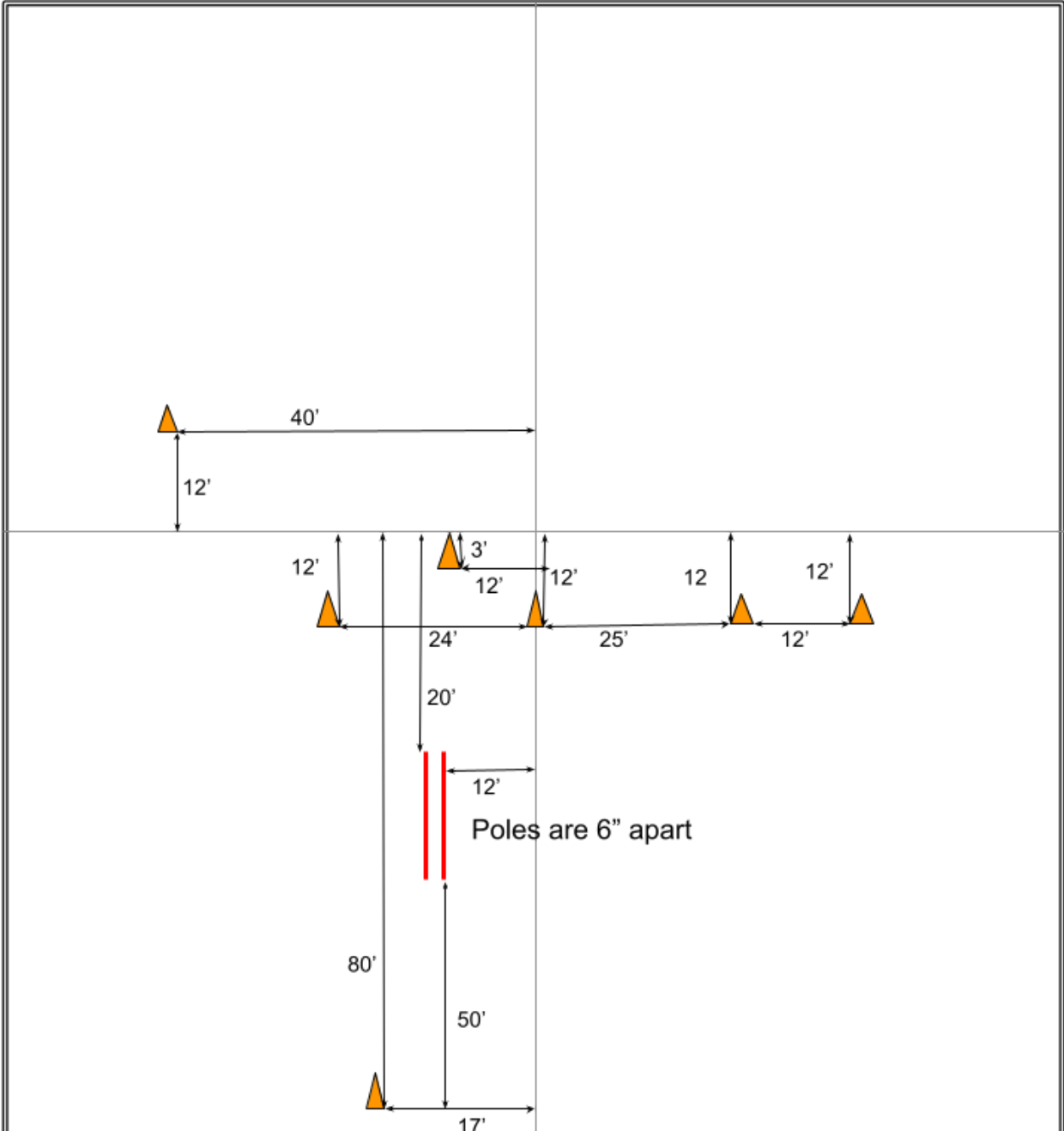
## JUDGE'S SCORE SHEET WAHSET 2024 DRIVING

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
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, walk forward, walk left wheel between poles		
2.	Jog/trot arc between cone pair #1 to the left halt up against the poles.		
3.	Back 8 steps		
4.	Perform a 270° left wheel pivot		
5.	Strong trot in a loop up and between cone pair #2		
6.	Drop to working trot, in loop to the right and between cone pair #3.		
7.	Drop to walk, walk right wheel between poles.		
8.	Jog/trot in arc to the left		
9.	Turn to cross arena at the jog/trot, after corner go to 1 hand on the reins (if carried, non whip hand), halt at cone.		
10.	Overall horsemanship		

Judge's Signature: _____	Total: _____
--------------------------	--------------



Poles are 6" apart

**EQUIPMENT**

- 7 - CONES
- 2 - 10' POLES

**Performance Chair:**  
Sheilla Hagedorn

**Date Released:**  
9-1-2023

**Revision date:**  
10-13-23

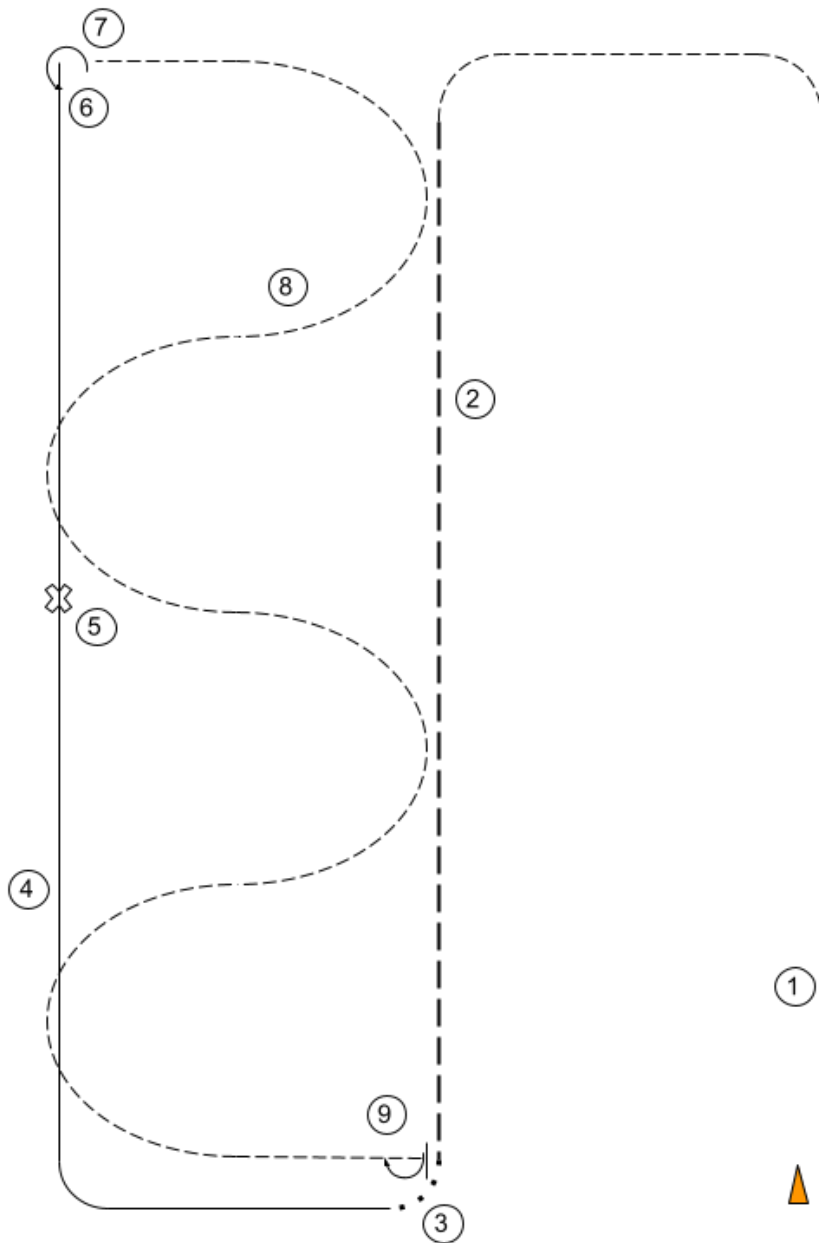
**Minimum arena size:**  
95x200



Drawing Title:

**Driving Set Up**

1. Start at cone, trot down long rail and turn down centerline
2. Extended trot down centerline
3. Drop to walk, curve to the right, pick up canter
4. Canter down long rail
5. With 1 interrupted lead change
6. Halt at corner, perform a 270° left forehand turn.
7. Address reins
8. Pick up trot, trot a 4 loop serpentine with diagonal changes, halt
9. Perform a 180° right forehand turn



### LEGEND

WALK	.....
TROT	-----
EXTENDED TROT	-----
CANTER	_____
PIVOT	)

Performance Chair:  
Sheilla Hagedorn

Date Released:  
9-1-2023

Revision date:

Minimum arena  
size:  
95x200



Drawing Title:

**Saddle Seat  
Equitation**



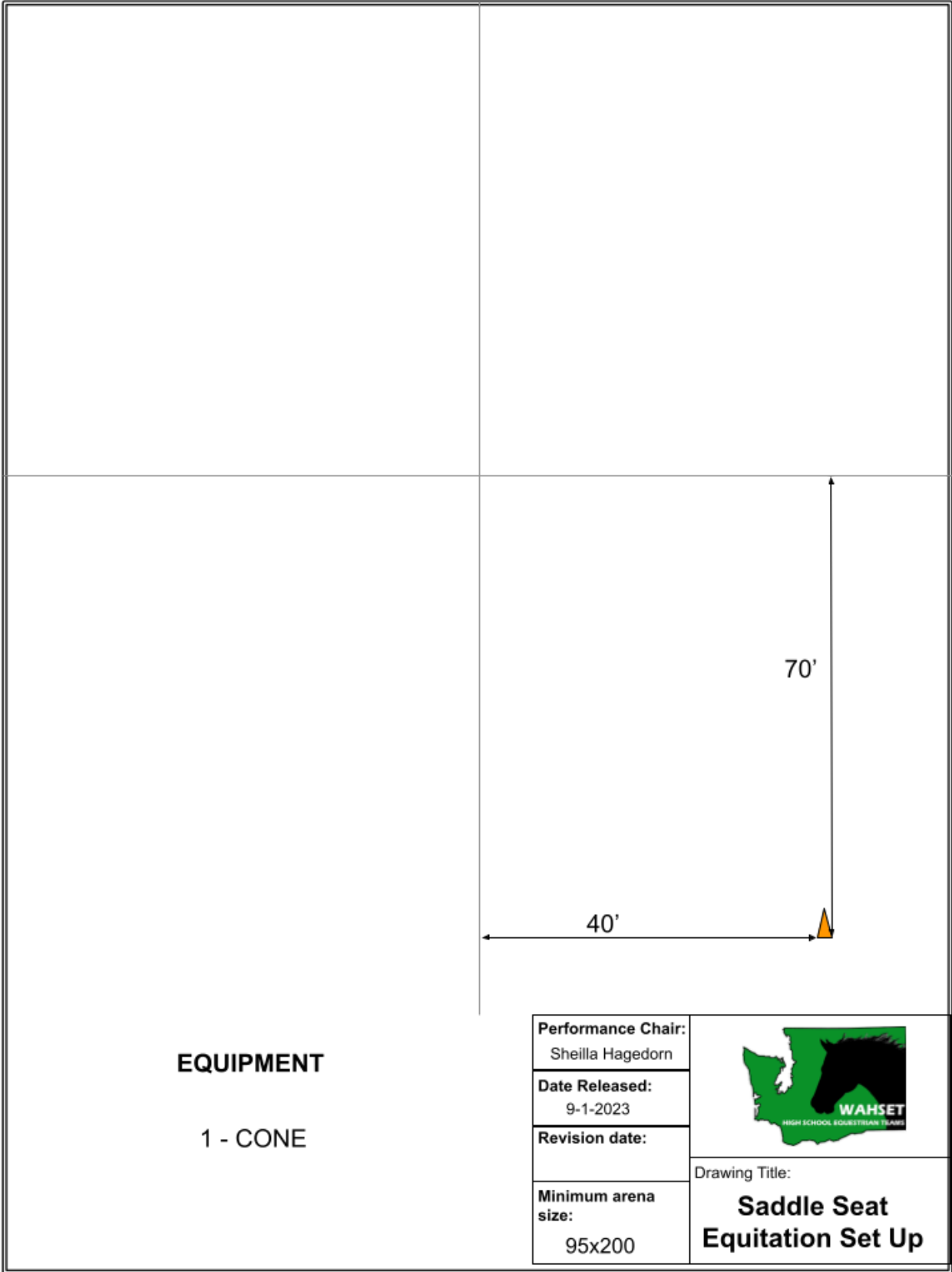
## JUDGE'S SCORE SHEET 2024

### SADDLE SEAT EQUITATION

Date: \_\_\_\_\_ WAHSET District: \_\_\_\_\_  
 High School: \_\_\_\_\_ Rider Number: \_\_\_\_\_

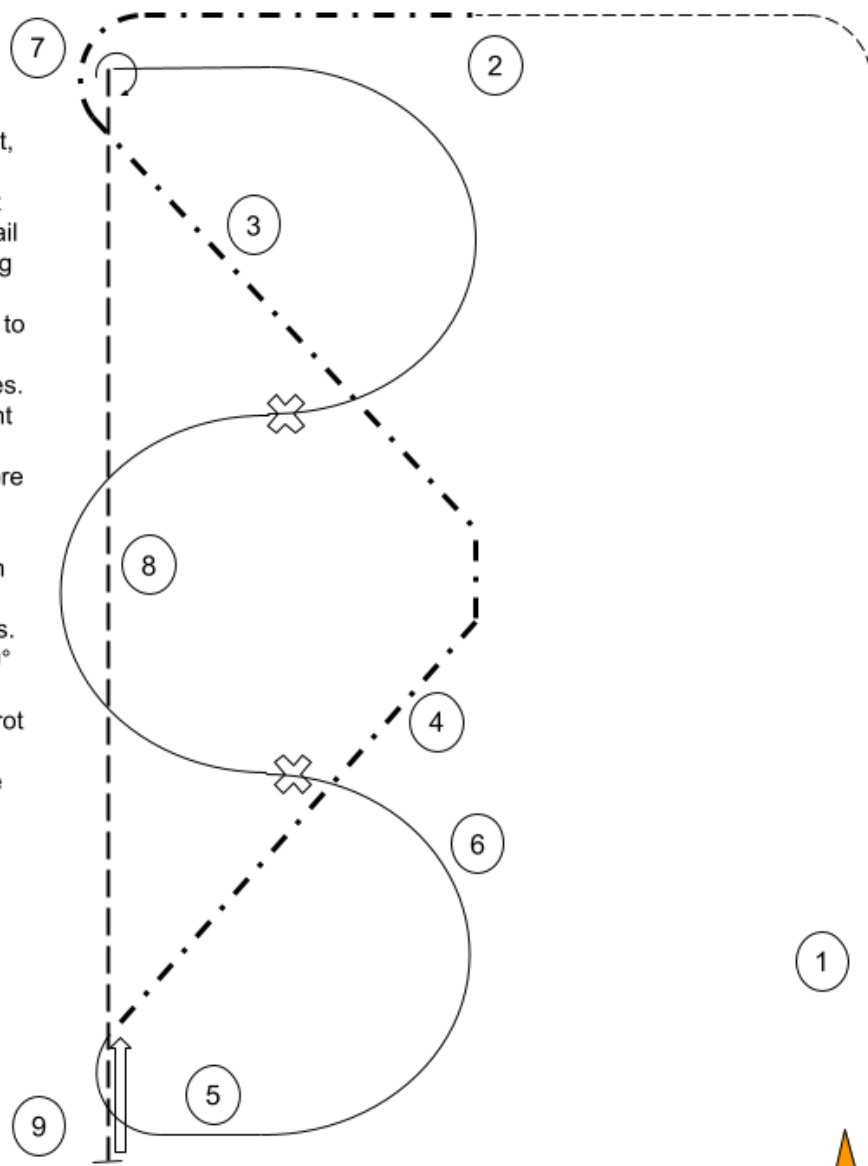
POINTS	RATING	PATTERN SCORING JUDGE'S OPINION	CLASS EXPECTATIONS
10 points	Excellent	Perfect; no improvement possible (rarely given)	Equitation skills in performing smooth elegant maneuvers and transitions score higher. Understanding what the pattern calls for and planning arena space will enhance the 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"> <li>• Interrupted lead change - maximum possible 10</li> <li>• Flying lead change - maximum possible 0</li> <li>• Simple lead change - maximum possible 0</li> </ul> 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, trot down long rail and turn down centerline		
2.	Extended trot down centerline		
3.	Drop to walk, curve to the right, pick up canter		
4.	Canter down long rail		
5.	With 1 interrupted lead change		
6.	Halt at corner, perform a 270° left forehand turn.		
7.	Address reins		
8.	Pick up trot, trot a 4 loop serpentine with diagonal changes, halt		
9.	Perform a 180° right forehand turn		
10.	Overall Horsemanship		
<i>Judge's Signature:</i> _____			TOTAL: _____





1. Start at cone, walk forward, pick up trot, trot down long rail, follow rail to the left
2. At center of short rail sitting trot on to long rail.
3. Leg yield to the left to the centerline, trot straight a few strides.
4. Leg yield to the right back to the rail.
5. Pick up canter before corner.
6. Perform a 3 loop serpentine between rail and centerline, with 2 lead changes.
7. Halt, perform a 270° right haunch turn.
8. Extended posting trot down long rail, halt
9. Back 6 steps, close the back



### LEGEND

WALK	.....
TROT	- - - - -
EXTENDED TROT	— — — — —
CANTER	—————
LEG YIELD	- · - · - ·
BACK	⇐
PIVOT	)

Performance Chair:  
Sheilla Hagedorn

Date Released:  
9-1-2023

Revision date:

Minimum arena  
size:  
95x200



Drawing Title:

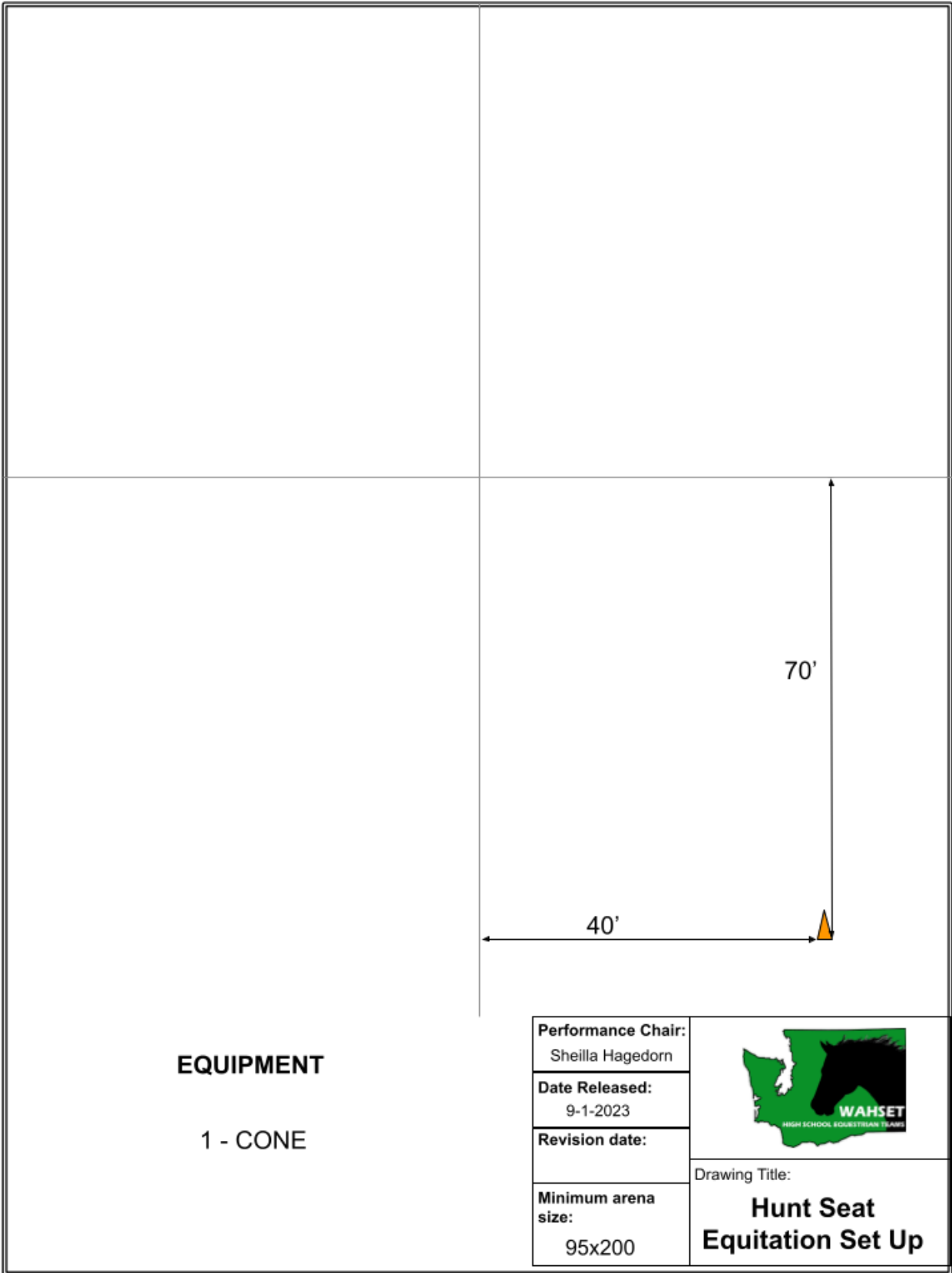
**Hunt Seat  
Equitation**



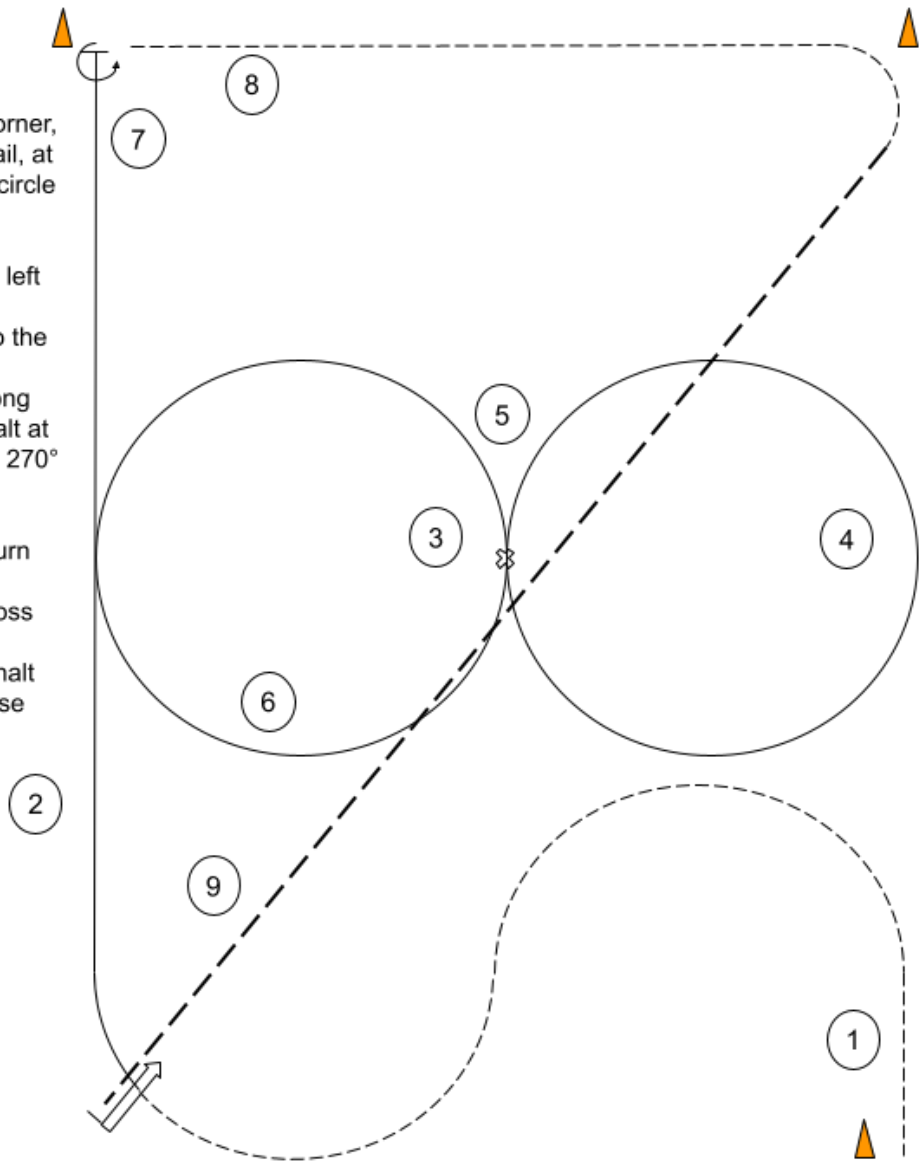
## JUDGE'S SCORE SHEET 2024

### HUNT SEAT EQUITATION

Date: _____ WAHSET District: _____			
High School: _____		Rider Number: _____	
<b>POINTS</b>	<b>RATING</b>	<b>PATTERN SCORING</b> <b>JUDGE'S OPINION</b>	<b>CLASS EXPECTATIONS</b>
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"> <li>• Flying lead change - maximum possible 10</li> <li>• Interrupted lead change - maximum possible 8</li> <li>• Simple lead change - maximum possible 6</li> </ul> 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	
#	<i>Element Judged</i>	<i>Comments</i>	<i>Score</i>
1.	Start at cone, walk forward, pick up trot, trot down long rail follow rail to the left.		
2.	At center of short rail sitting trot on to long rail.		
3.	Leg yield to the left to the centerline, trot straight a few strides.		
4.	Leg yield to the right back to the rail.		
5.	Pick up canter before corner.		
6.	Perform a 3 loop serpentine between rail and centerline, with 2 lead changes.		
7.	Halt, perform a 270° right haunch turn.		
8.	Extended posting trot down long rail, halt		
9.	Back 6 steps, close the back		
10.	Overall Horsemanship		
Judge's Signature: _____			TOTAL: _____



1. Start at cone, jog serpentine
2. Pick up lope at corner, lope down long rail, at halfline lope half circle to the right
3. Change lead
4. Lope circle to the left
5. Change lead
6. Lope half circle to the right
7. Continue down long rail at the lope, halt at corner, perform a 270° left haunch turn
8. Drop stirrups, jog along short rail, turn onto diagonal, extended jog across the diagonal to opposite corner, halt
9. Back 8 steps, close the back



**LEGEND**

- JOG -----
- EXTENDED JOG - - - - -
- LOPE \_\_\_\_\_
- BACK ==>
- PIVOT )

<b>Performance Chair:</b> Sheilla Hagedorn
<b>Date Released:</b> 9-1-2023
<b>Revision date:</b>
<b>Minimum arena size:</b> 95x200



Drawing Title:  
**Stock Seat Equitation**



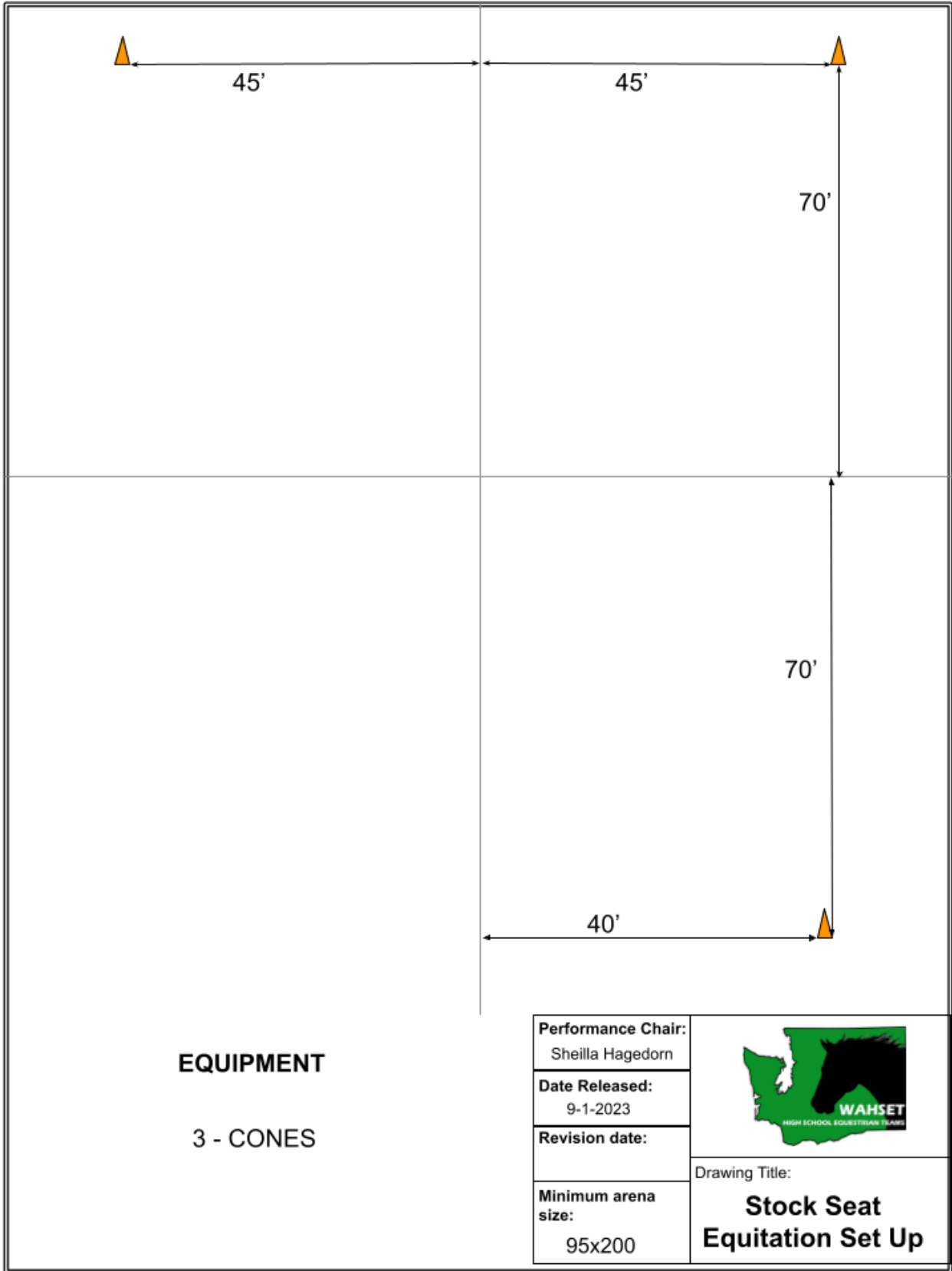
## JUDGE'S SCORE SHEET 2024 STOCK SEAT EQUITATION

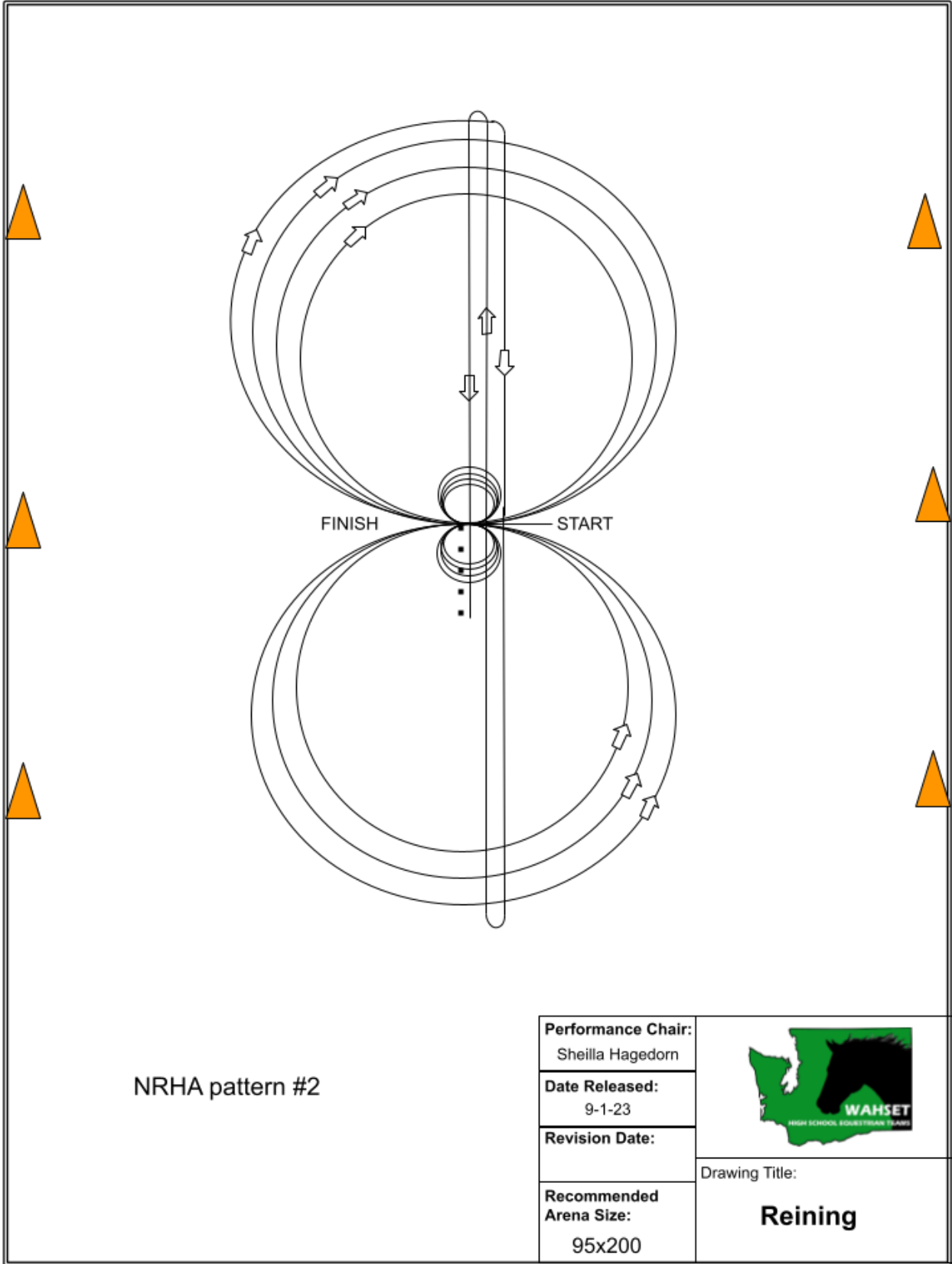
Date: \_\_\_\_\_ WAHSET District: \_\_\_\_\_  
 High School: \_\_\_\_\_ Rider Number: \_\_\_\_\_

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"> <li>• Flying lead change - maximum possible 10</li> <li>• Interrupted lead change - maximum possible 8</li> <li>• Simple lead change - maximum possible 6</li> </ul> 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	

**"2 handing w/curb bit"** If rider starts pattern with the correct hand hold then changes to 2 hands on reins with a curb bit, rider receives a 0 for every element of the pattern done with 2 hands on the reins. If rider returns to 1 hand on reins, 1-handed elements can once again be scored normally.  
 If rider starts the pattern with 2 hands on reins with a curb bit; the rider is disqualified because they started the class using legal equipment illegally, even if they change to 1 hand on the reins they are still disqualified.

#	Element Judged	Comments	Score
1.	Start at cone, jog serpentine		
2.	Pick up lope at corner, lope down long rail, at halfline lope half circle to the right		
3.	Change lead		
4.	Lope circle to the left		
5.	Change lead		
6.	Lope half circle to the right		
7.	Continue down long rail at the lope, halt at corner, perform a 270° left haunch turn		
8.	Drop stirrups, jog along short rail, turn onto diagonal, extended jog across the diagonal to opposite corner, halt		
9.	Back 8 steps, close the back		
10.	Overall horsemanship		
Judge's Signature: _____			TOTAL: _____






Horses may walk or jog to center of arena. Horses must walk or stop prior to starting pattern. Beginning at center of arena facing left wall or fence.

1. Beginning on the right lead complete three circles to the right: the first circle small and slow; the next two circles large and fast.
2. Change leads at center of arena.
3. Complete three circles to the left: the first circle small and slow; the next two circles large and fast.
4. Change leads at center of arena.
5. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback, no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (three meters) hesitate.
8. Complete four spins to the right, hesitate.
9. Complete four spins to the left, hesitate to demonstrate the completion of the pattern.

NRHA pattern #2

<b>Performance Chair:</b> Sheilla Hagedorn	
<b>Date Released:</b> 9-1-23	
<b>Revision Date:</b>	
<b>Recommended Arena Size:</b> 95x200	<b>Drawing Title:</b>  <b>Reining</b>





## JUDGE'S SCORE SHEET 2024

### 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)	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"> <li>• Flying lead change - maximum possible 10</li> <li>• Interrupted lead change - maximum possible 8</li> <li>• Simple lead change - maximum possible 6</li> </ul> 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	

**"2 handing w/curb bit"** If rider starts pattern with the correct hand hold then changes to 2 hands on reins with a curb bit, rider receives a 0 for every element of the pattern done with 2 hands on the reins. If rider returns to 1 hand on reins, 1-handed elements can once again be scored normally.  
 If rider starts the pattern with 2 hands on reins with a curb bit; the rider is disqualified because they started the class using legal equipment illegally, even if they change to 1 hand on the reins they are still disqualified.

#	Element Judged	Comments	Score
	Horses may walk or jog to center of arena. Horses must walk or stop prior to starting pattern. Beginning at center of arena facing left wall or fence.		
1.	Beginning on the right lead complete three circles to the right: the first circle small and slow; the next two circles large and fast.		
2.	Change leads at center of arena.		
3.	Complete three circles to the left: the first circle small and slow; the next two circles large and fast.		
4.	Change leads at center of arena.		
5.	Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback, no hesitation.		
6.	Run up the middle to the opposite end of the arena past the end marker and do a left rollback no hesitation.		
7.	Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (three meters) hesitate.		
8.	Complete four spins to the right, hesitate.		
9.	Complete four spins to the left, hesitate to demonstrate the completion of the pattern.		
10.	Overall horsemanship		
<i>Judge's Signature:</i> _____			<b>TOTAL:</b> _____



Place first set of cones approximately  $\frac{1}{4}$  way down the arena as close to the wall as possible



Place center cones at approximately half way down the arena as close to the wall as possible



Place center cones at approximately  $\frac{3}{4}$  way down the arena as close to the wall as possible



**Performance Chair:**  
Sheilla Hagedorn

**Date released:**  
September 1, 2023

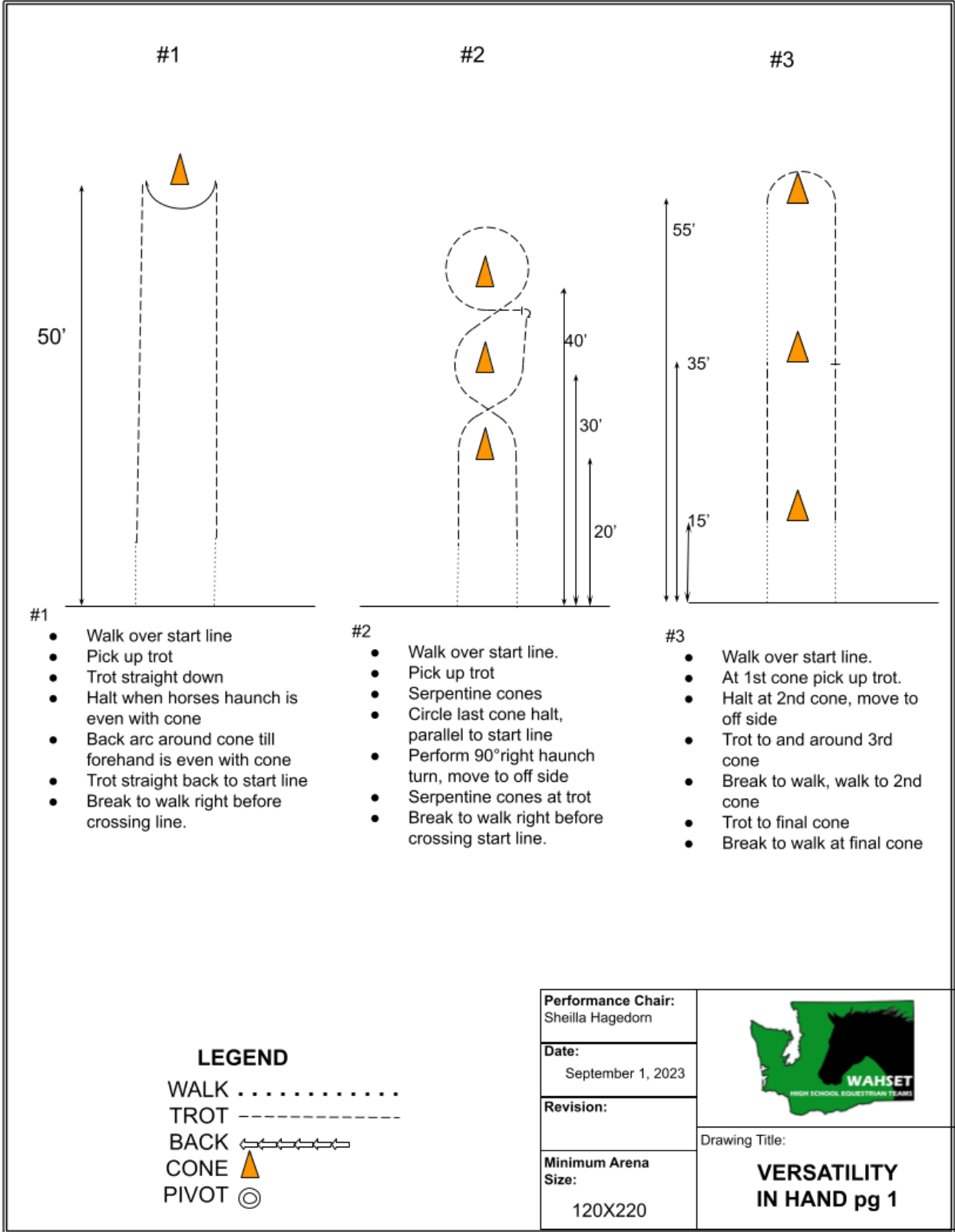
**Revision Date:**

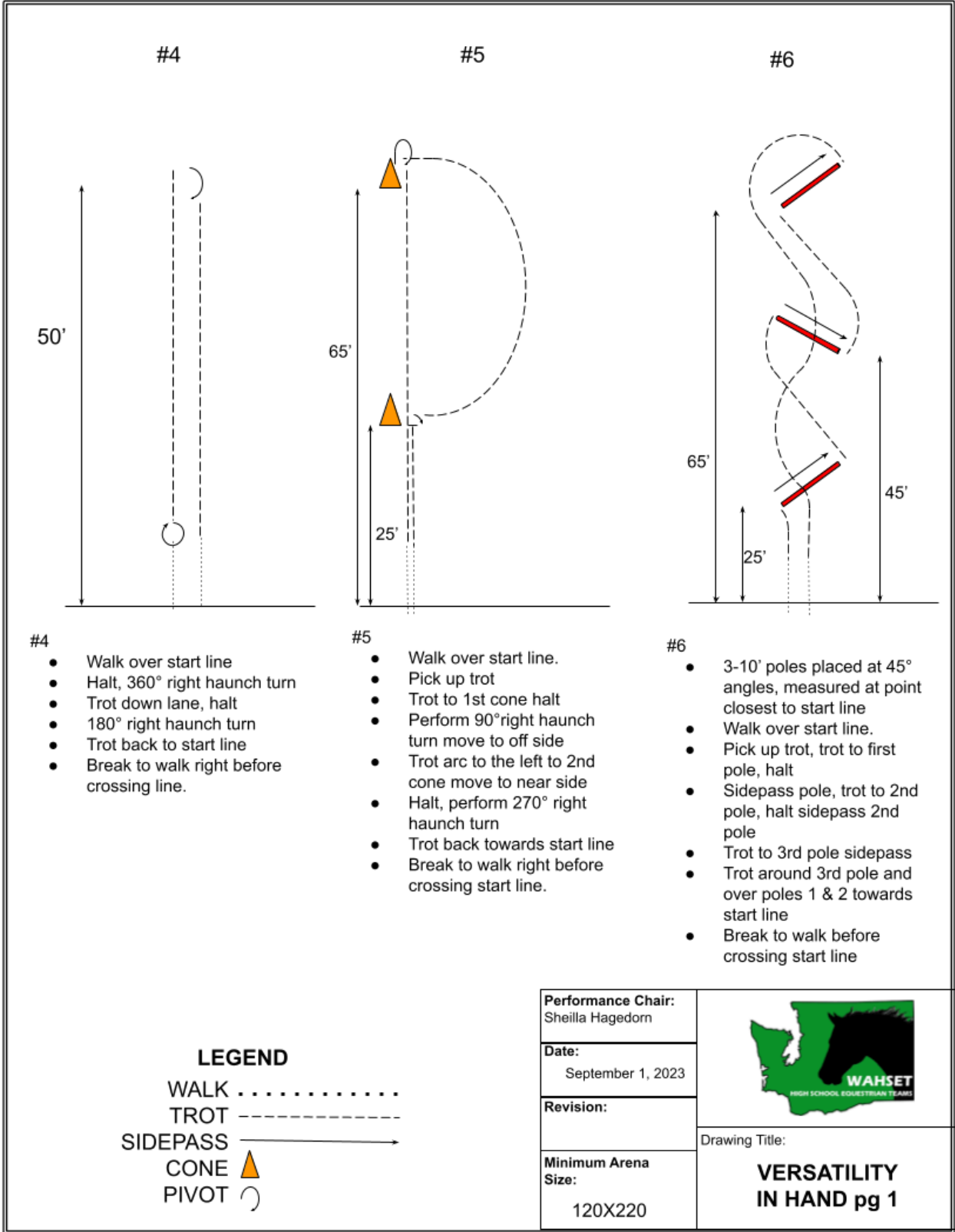
**Recommended  
Arena Size:**  
95x200



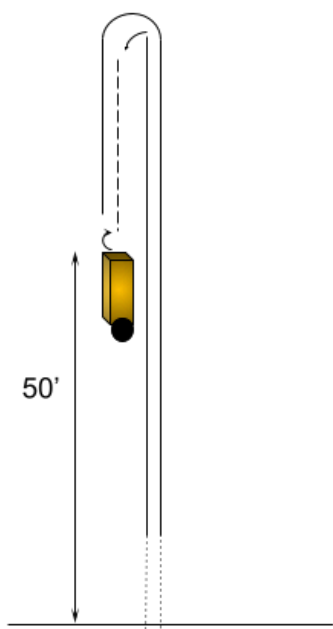
Drawing Title:

**Reining**





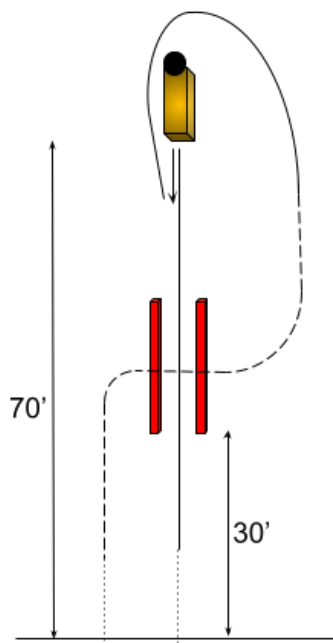
### #1 Working Rancher



#1

- Walk over start line.
- Pick up lope, left lead.
- Lope to end, halt
- Perform 180° left haunch turn
- Prep rope, jog to straw bale
- Rope, pull slack and dally (if caught) throw rope down
- 180° right haunch pivot
- Lope right lead down, curve right and lope back to start line
- Break to walk before crossing start line

### #2 Working Rancher

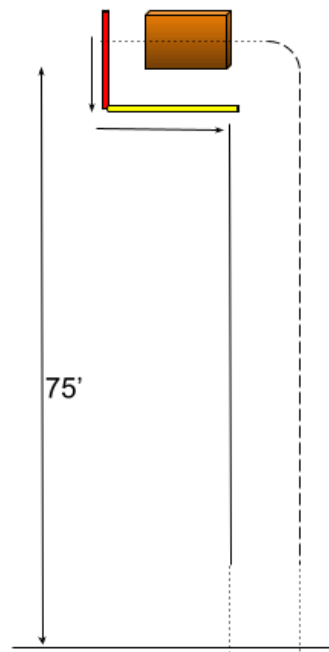


#2

- Walk over start line.
- Pick up lope, lope down lane, through poles to straw bale
- Halt, rope, pull slack and dally (if caught) throw rope down
- Back up 8 steps
- Pick up lope right lead, lope forward around straw bale
- Break to jog, over poles
- Turn left return to start line
- Break to walk before start line

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

### #3 Trail



#3

- Walk over start line.
  - Pick up jog, jog down lane.
  - Arc to the left.
  - Walk over bridge
  - Halt over pole, sidepass "L" left
  - Lope back down lane
  - Break to walk before crossing start line
- Poles 4' from bridge  
10' Pole in **RED**  
12' Pole in **YELLOW**

#### LEGEND

- WALK .....  
 JOG - - - - -  
 LOPE \_\_\_\_\_  
 PIVOT ↙  
 BACK →

Performance Chair:  
Sheilla Hagedorn

Date:  
September 1, 2023

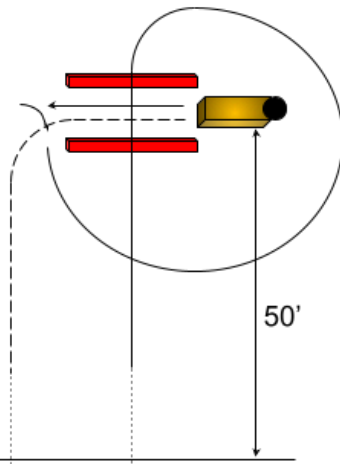
Revision:

Minimum Arena  
Size:  
120X220



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

### #4 Working Rancher

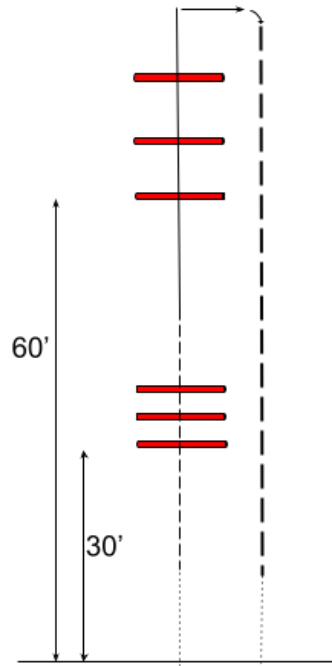


#4

- Walk over start line.
- Pick up jog, jog into chute, halt
- Rope, pull slack & dally (if caught) throw rope down
- Back out, 90° right haunch turn
- Lope left lead around straw bale and over poles back to start line
- Break to walk before crossing start line

10' poles 6' apart, placed at end of straw bale centered on bale

### #5 Trail

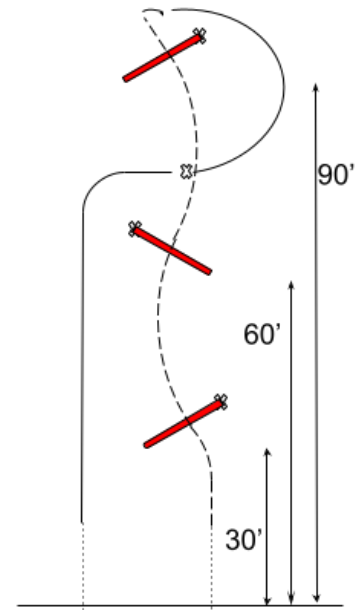


#5

- Walk over start line.
- Jog over first 3 poles
- Pick up lope, lope over next 3 poles
- Halt, sidepass 4 crossovers
- 180° right haunch turn
- Extended jog back to line
- Break to walk before start line

10' Poles in **RED**  
 First 3 - 3'6" apart  
 Last 3 - 6' apart

### #6 Trail



#6

- Walk over start line.
- Pick up jog, jog over each pole
- Halt, 90° right haunch turn
- Pick up lope, lope around pole right lead
- Lead change to left lead curve left and continue to start line
- Break to walk before crossing start line

10' Pole in **RED**  
 6" riser on one end of each pole  
 Poles placed at 45° angles, measurement is at lower end of pole

### LEGEND

- WALK ..... (dotted line)
- JOG - - - - - (dashed line)
- LOPE \_\_\_\_\_ (solid line)
- PIVOT ↙ (solid line with arrowhead)
- BACK → (solid line with arrowhead)

Performance Chair:  
Sheilla Hagedorn

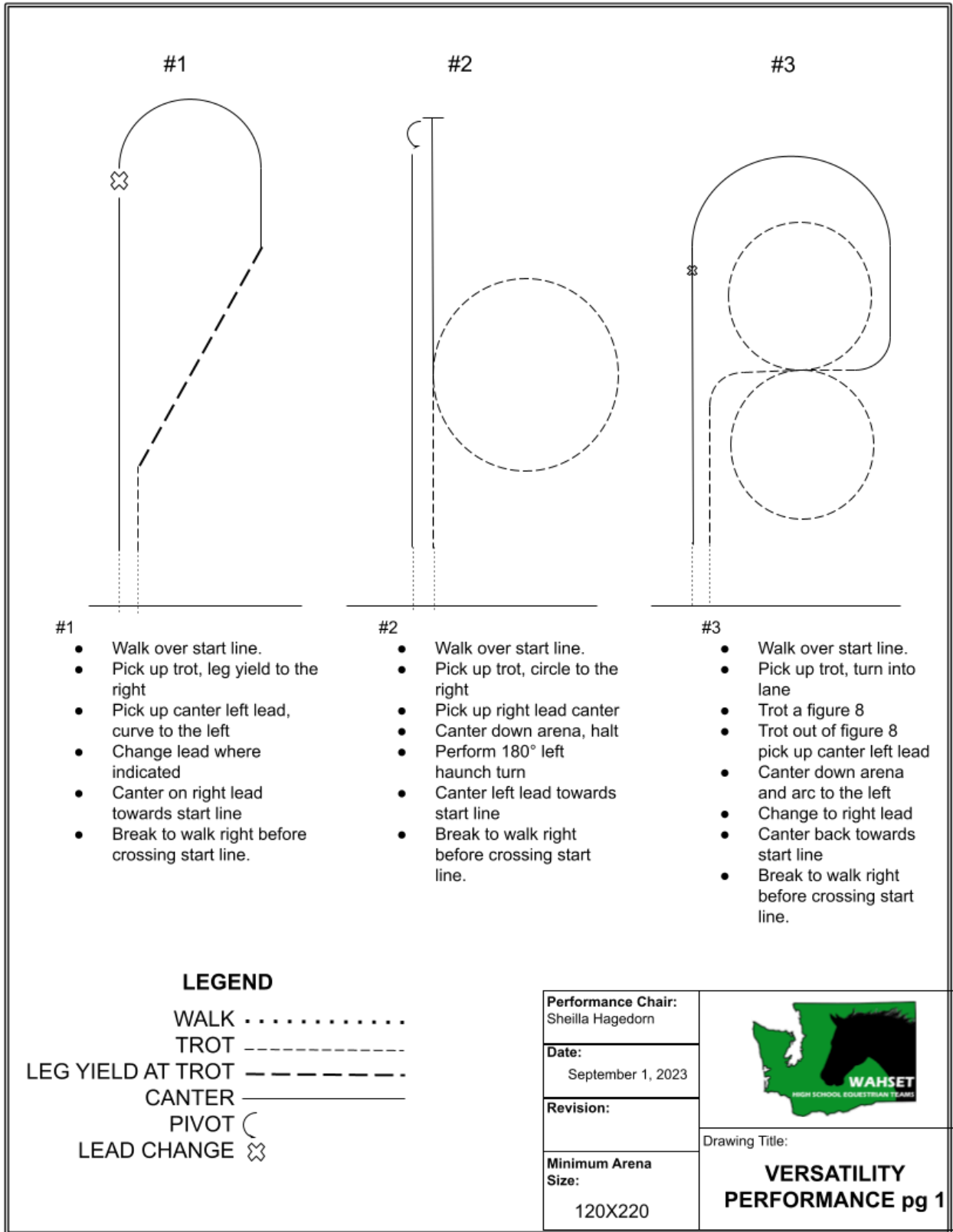
Date:  
September 1, 2023

Revision:

Minimum Arena  
Size:  
120X220



Drawing Title:  
**VERSATILITY  
 TRAIL/WORKING  
 RANCHER pg 2**



#1

#2

#3

#1

- Walk over start line.
- Pick up trot, leg yield to the right
- Pick up canter left lead, curve to the left
- Change lead where indicated
- Canter on right lead towards start line
- Break to walk right before crossing start line.

#2

- Walk over start line.
- Pick up trot, circle to the right
- Pick up right lead canter
- Canter down arena, halt
- Perform 180° left haunch turn
- Canter left lead towards start line
- Break to walk right before crossing start line.


#3

- Walk over start line.
- Pick up trot, turn into lane
- Trot a figure 8
- Trot out of figure 8 pick up canter left lead
- Canter down arena and arc to the left
- Change to right lead
- Canter back towards start line
- Break to walk right before crossing start line.

**LEGEND**

- WALK ..... (dotted line)
- TROT - - - - - (dashed line)
- LEG YIELD AT TROT - - - - - (dash-dot line)
- CANTER \_\_\_\_\_ (solid line)
- PIVOT ☾ (arc symbol)
- LEAD CHANGE ✕ (cross-in-square symbol)

<b>Performance Chair:</b> Sheilla Hagedorn
<b>Date:</b> September 1, 2023
<b>Revision:</b>
<b>Minimum Arena Size:</b> 120X220

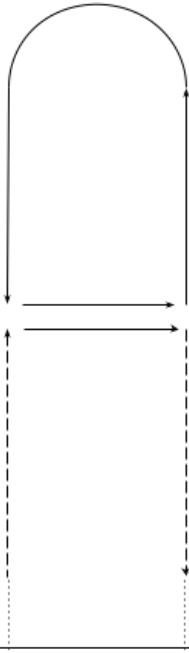


Drawing Title:  
**VERSATILITY PERFORMANCE pg 1**

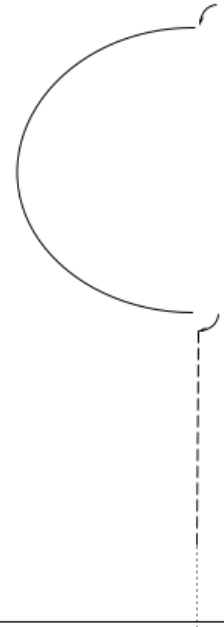
#4



#5



#3



#4

- Walk over start line.
- Trot down lane, halt 3 times
- Halt at end, perform a 180° right haunch turn
- Canter back towards start line right lead, change lead at middle
- Break to walk right before crossing start line.

#5

- Walk over start line.
- Follow arrows
- Pick up trot, halt, sidepass right
- Pick up canter, curve left
- Halt, sidepass left
- Trot towards start line
- Break to walk right before crossing start line.

#6

- Walk over start line.
- Pick up canter right lead, halt
- Perform 90° left haunch turn
- Canter left lead arc, halt
- Perform right 90° haunch turn
- Trot back to line
- Break to walk right before crossing start line.

**LEGEND**

- WALK ..... (dotted line)
- TROT - - - - - (dashed line)
- CANTER ——— (solid line)
- PIVOT (C symbol)
- LEAD CHANGE (X symbol)

Performance Chair:  
Sheilla Hagedorn

Date:  
September 1, 2023

Revision:

Minimum Arena  
Size:  
120X220

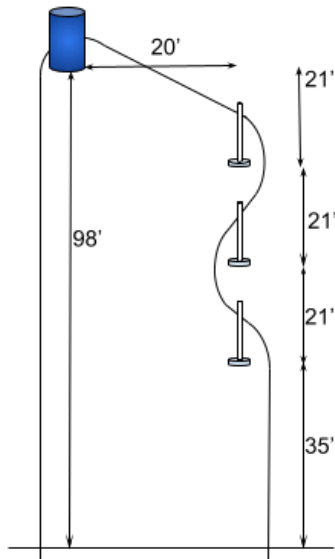


Drawing Title:

**VERSATILITY  
PERFORMANCE pg 2**



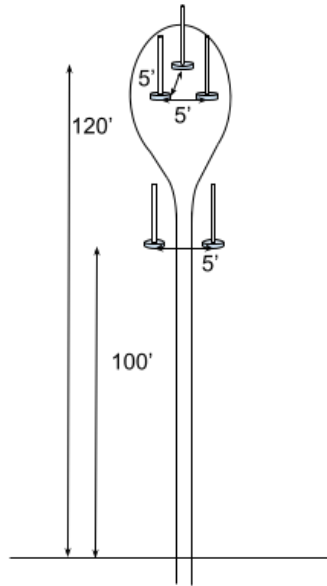
### #1 Mountain Cowhorse



#### Mountain Cow Horse

- Use 3 poles, 1 barrel
- 30 foot wide start line
- Start with poles
- Pole run around 3 poles
- Around barrel and home
- +5 for tipped object

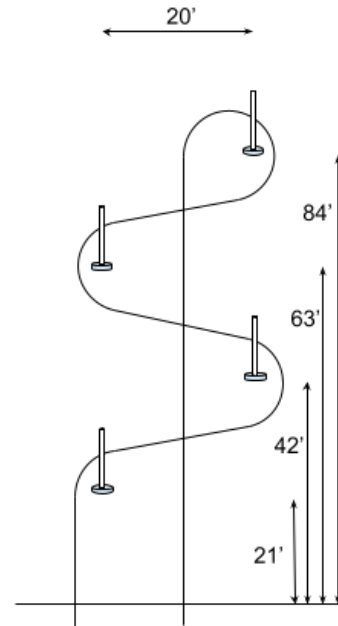
### #2 Skeleton Key



#### Skeleton Key

- Uses 5 poles
- 30 foot wide start line
- 120 feet to far pole
- Poles 5' apart
- Left or right hand pattern allowed
- Rider goes down course
- Between poles
- Around pole triangle
- Return to finish line
- +5 for downed object

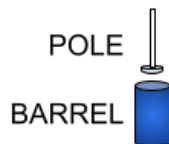
### #3 Offset Poles



#### Offset Poles

- Use 4 poles
- 30 foot wide start line
- 20' width span
- 21' length between poles
- Start by going around 1st pole
- Pole run
- Around last pole and back to start line down center
- +5 for downed pole

#### LEGEND



**Gaming Chair:**  
Heidi Massengale

**Date:**  
September 1, 2023

**Revision:**  
11/13/23

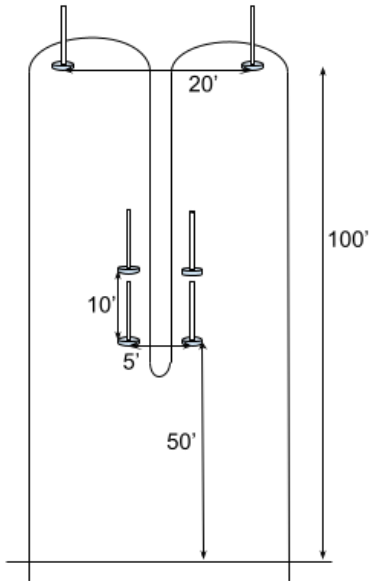
**Minimum Arena Size:**  
120x220



Drawing Title:

**VERSATILITY  
TIMED EVENTS pg 1**

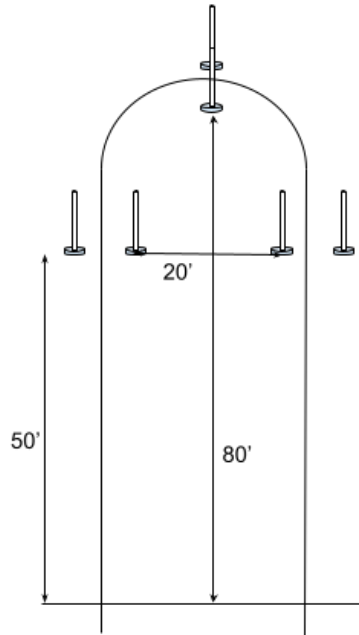
### #4 Reverse Key Race



#### Reverse Key Race

- Use 6 poles
- 30 foot wide start line
- Left or right hand pattern allowed
- Down course around far pole
- Key race down center
- Back out and around other pole
- Back over start line
- +5 for tipped object

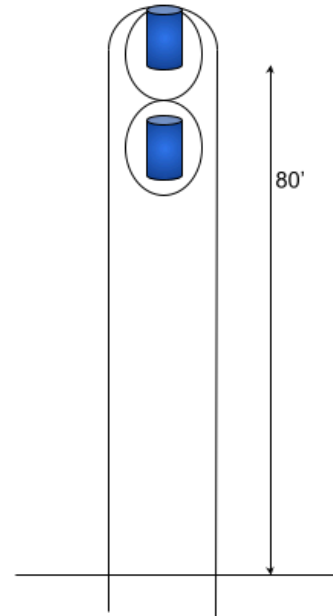
### #5 Streaking Poles



#### Streaking Poles

- Uses 6 poles
- 30 foot wide start line
- 80 feet to far pole
- Pole pairs 5' apart
- Far pole pair centered on course
- Left or right hand pattern allowed
- Rider goes down course
- Between each pair of poles
- Return to finish line
- +5 for downed object

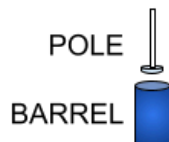
### #6 Crazy 8



#### Crazy 8

- 30 foot wide start line
- Last barrel 80' from start line
- Barrels 10' apart
- Run to end of course and around far barrel
- Figure 8 both barrels
- Back around last barrel and back to start line
- +5 for downed pole

#### LEGEND



Gaming Chair:  
Heidi Massengale

Date:  
September 1, 2023

Revision:

Minimum Arena  
Size:  
120x220



Drawing Title:

**VERSATILITY  
TIMED EVENTS pg 2**



## JUDGE'S SCORE SHEET 2024 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.

<b>IN HAND - Athlete #: _____ Maneuver#: _____</b> Comments:	Score	Point Deductions
<b>TRAIL/ RANCHER - Athlete #: _____ Maneuver#: _____</b> Comments:	Score	Point Deductions
<b>EQUITATION- Athlete #: _____ Maneuver#: _____</b> Comments:	Score	Point Deductions
	Total from above	Total deductions

<b>TIMED - Athlete #: _____ Maneuver#: _____</b> Comments:	Time
	Time Penalties
	Total Time
	Point Deductions

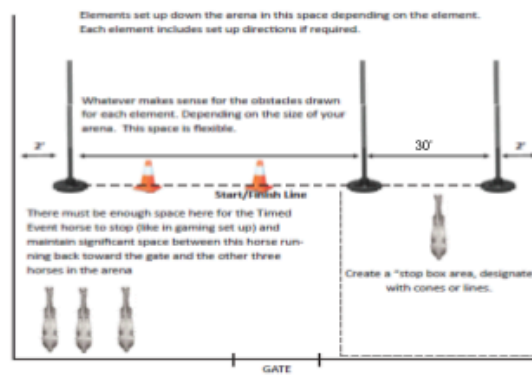
<b>Overall Time:</b>	
Point Score, less deductions, before timed	



## TEAM VERSATILITY SET UP

To set up Versatility:

- Order of lanes: Showmanship, Trail/Working Rancher, Performance and Timed Event
- Place chalk dot under every piece of equipment used, 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 30' 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, no chalk on start line
  - Timer eyes or stop watch across all lanes to record teams cumulative time
- In Showmanship, Equitation and Trail/Working Rancher events
  - Chalk line on start line
  - In Hand & Trail #6 poles set at 45° angle
  - 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 #4 straw bale is set at end of dual poles
  - In Hand #1, #2, #3 & #5, cones are used
- In the Timed events
  - Timed lane must be 30' across
  - There must be a designated "run out" box using cones or chalk
    - Run out box must be at least 30' x 30', but can be angled to be bigger
  - Equipment:
    - #1- uses 3 pole bending poles and 1 barrel
    - #2- uses 5 pole bending poles
    - #3- uses 4 pole bending poles
    - #4- uses 6 pole bending poles
    - #5- uses 6 pole bending poles
    - #6- uses 2 barrels





**JUDGE'S SCORE SHEET**  
**DRESSAGE Page 1**

Date: \_\_\_\_\_ WAHSET District: \_\_\_\_\_  
 High School: \_\_\_\_\_ Rider Number: \_\_\_\_\_

2023 Training Level Test 3		All trot work may be ridden sitting or rising, unless stated.					
Small 20Mx40M arena		Halts may be through the walk.					
							<i>Reader please note: Anything in parentheses should not be read.</i>
	Test	Directives	Comments	Points	Coefficient	Total	
1	A X	Enter working trot Halt, salute Proceed working trot	<i>Regularity and quality of trot; willing calm transitions; straightness; attentiveness; immobility (min 3 sec)</i>				
2	C H-X-K	Track left Slightly after H begin a single loop to X returning to the track slightly before K	<i>Regularity and quality of trot; bend and balance in turns; shape and size of loop; changes of bend; balance</i>		2		
3	Between A&F	Working Canter left lead	<i>Willing calm transition; regularity and quality of gaits; bend in corner; straightness</i>				
4	B	Circle left 20m	<i>Regularity and quality of canter; shape and size of circle; bend; balance</i>				
5	H-X-F X	Change rein Working trot	<i>Regularity and quality of gaits; willing calm transition; straightness; bend in corner</i>				
6	A	Medium walk	<i>Willing calm transition; regularity, quality</i>		2		
7	K-X-H H	Free walk Medium walk	<i>Regularity and quality of walks; reach; overtrack and groundcover of freewalk allowing complete freedom to stretch the neck forward and downward; straightness; willing calm transitions</i>		2		
8	C M-X-F	Working trot Slightly after M begin a single loop to X returning to the track slightly before F	<i>Regularity and quality of trot; shape and size of loop; changes of bend and balance</i>		2		
9	Between A&K	Working canter right lead	<i>Willing calm transition; regularity and quality of gaits; bend and balance in corner; straightness</i>				
10	E	Circle right 20m	<i>Regularity and quality of canter; shape and size of circle; bend; balance</i>				
11	C	Working trot	<i>Willing calm transition; regularity and quality of trot</i>				
12	B Before B B	Circle right 20m in rising trot allowing the horse to stretch forward and downward Shorten the reins Working trot	<i>Forward and downward stretch over the back into a light contact, maintaining balance and quality of trot; bend; shape and size of circle; willing, calm transitions</i>		2		
13	A X	Down centerline Halt, salute	<i>Bend and balance in turn; regularity and quality of trot; willing, calm transition; straight attentive halt; immobile (min 3sec)</i>				

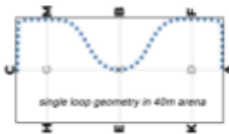
Leave arena at A in free walk.



**JUDGE'S SCORE SHEET**  
**DRESSAGE page 2**

Date: \_\_\_\_\_ WAHSET District: \_\_\_\_\_  
 High School: \_\_\_\_\_ Rider Number: \_\_\_\_\_

2023 Training Level Test 3 All trot work may be ridden sitting or rising, unless stated.  
 Small 20Mx40M arena Halts may be through the walk.

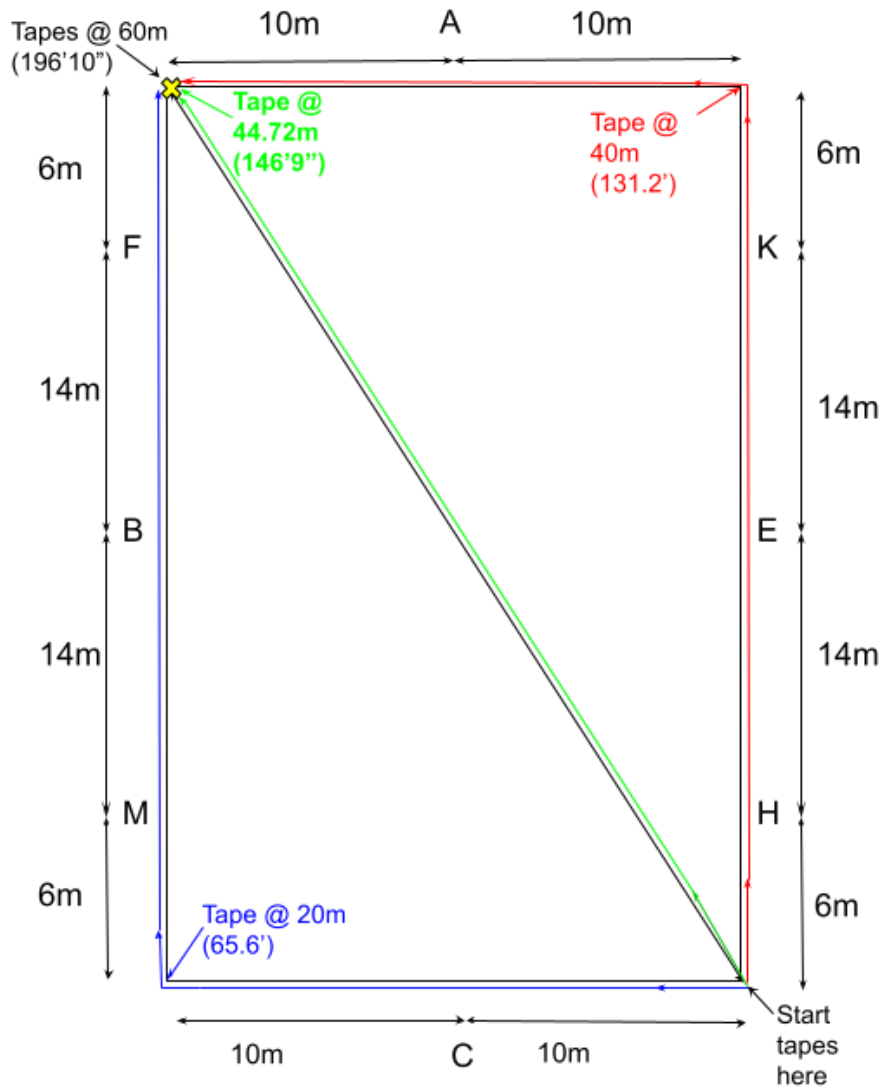
COLLECTIVE MARKS:	Comments	Points	Coefficient	Total
<b>GAITS</b> (freedom and regularity)			1	
<b>IMPULSION</b> (desire to move forward, elasticity of the steps, suppleness of the back, engagement of the hindquarters)			2	
<b>SUBMISSION</b> (willing cooperation, harmony, attention and confidence, acceptance of bit and aids, straightness, lightness of forehand and ease of movements)			2	
<b>RIDER'S POSITION AND SEAT</b> (alignment, posture, stability, weight placement, following mechanics of the gaits)			1	
<b>RIDER'S CORRECT AND EFFECTIVE USE OF THE AIDS</b> (clarity, subtlety, independence, accuracy of the test)			1	
<b>Further Remarks:</b>		Total pg1:		
		Total pg2:		
		Subtotal:		
		Minus errors:		
		Total: (max220)		
<p><b>To be deducted:</b> Errors of the course and omissions are penalized.            1st time: 2pts    2nd time: 4pts    3rd time: elimination</p>  <p>single loop geometry in 40m arena</p>				
<b>Judge's Signature:</b>		Percentage score:		

## 2023 USEF TRAINING LEVEL TEST 3

<p><b>1</b></p> <p>A Enter working trot</p> <p>X Halt, salute</p> <p>Proceed working trot</p>		<p><b>2</b> 2 Coefficient</p> <p>C Track left</p> <p>H-X-K Slightly after H begin a single loop to X returning to the track slightly before K</p>		<p><b>3</b></p> <p>Between A &amp; F Working canter left lead</p>		<p><b>4</b></p> <p>B Circle left 20m</p>		
<p><b>5</b></p> <p>H-X-F Change rein</p> <p>X Working trot</p>		<p><b>6</b> 2 Coefficient</p> <p>A Medium walk</p>		<p><b>7</b> 2 Coefficient</p> <p>K-X-H Free walk</p> <p>H Medium walk</p>		<p><b>8</b> 2 Coefficient</p> <p>C Working Trot</p> <p>M-X-F Slightly after M begin a single loop to X returning to the track slightly before F</p>		
<p><b>9</b></p> <p>Between A &amp; K Working canter right lead</p>		<p><b>10</b></p> <p>E Circle right 20m</p>		<p><b>11</b></p> <p>C Working trot</p>		<p><b>12</b> 2 Coefficient</p> <p>B Circle right 20m in rising trot allowing the horse to stretch forward and downward</p> <p>Before B Shorten the reins</p> <p>B Working trot</p>		
<p><b>13</b></p> <p>A Down centerline</p> <p>X Halt, salute</p>		<p style="font-size: small;">Note: This test has been diagrammed in a 20m x 60m arena</p> <div style="display: flex; justify-content: center; gap: 20px; margin-bottom: 10px;"> <span>MEDIUM WALK <span style="color: green;">- - - - -</span></span> <span>WORKING TROT <span style="color: blue;">. . . . .</span></span> <span>WORKING CANTER <span style="color: red;">. . . . .</span></span> </div> <span>FREE WALK <span style="color: green;">- - - - -</span></span>						<p style="font-size: x-small; text-align: center;">single loop geometry in 40m arena</p>

Opening at A should be at least 3 meters wide, 5 meters wide is allowable

Place letter "A" back 10' from opening



- Place letters at least .5m (2-3') from court fence at measurements on diagram
- Chain posts or cones can be placed every 5 meters
- Long sides are 40meters or 131' 2"
- Short sides are 20meters or 65' 7"

### REQUIRED EQUIPMENT

Letters: C, M, B, F, A, K, E, H

Minimum  
Arena Size:  
100X170



Drawing Title:

**Dressage Set up**