

Elementary Horsemanship Pairs Competition

Team Pattern

Cone 1, wait for nod from judge to begin

High five

Walk to cone 2

Pick up trot at cone 2 (transition between the nose and shoulder of the horse)

Trot a half circle to cone 3

Riders will pass/cross at cone 3

Trot a serpentine

Riders will cross at center cones

At cone 4 trot down center line

Transition from trot to walk at cone 5

Walk to cone 6

Stop

Nod to judge

Back in straight line 3 steps

High five

Judging will be based upon:

1. Seat, hands, position and general appearance of the riders.....20%
2. Ability of team to perform in unison.....20%
3. Transitions at cones and roundness of circles.....20%
4. Uniformity of riders and mounts.....20%
(Uniformity could be achieved through likeness of mounts, tack, attire, decoration, etc.)
5. Smiles on riders' faces..... 20%

