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%