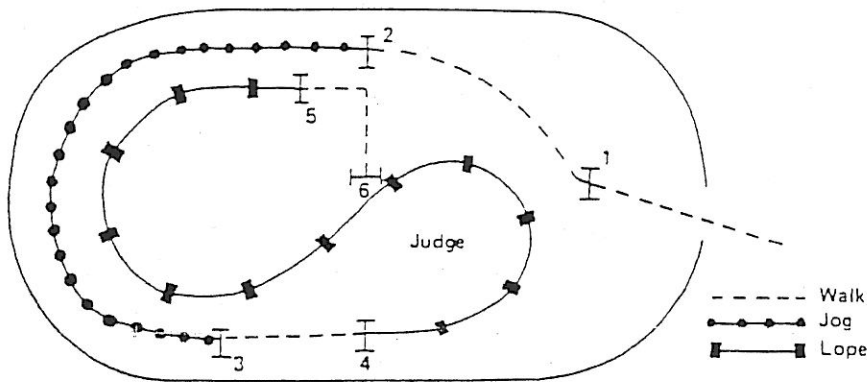


HORSEMANSHIP PAIRS COMPETITION

Judging will be based upon:

1. Ability of team to perform together in unison over the prescribed course.....40%
2. Seat, hands, position and general appearance of the riders.....30%
3. Grooming of mounts.....20%
4. Uniformity of mounts (as to size and type) and appointments.....10%

(To earn the maximum score on uniformity, it is recommended that both riders on each team ride the same seat – either hunter, saddle or stock).



Team Pattern

Enter ring at walk. Stop and recognize judge at point 1. Walk to point 2. Trot to point 3. Walk to point 4. Lope or canter to point 5. If point 1 sets well out into the arena then lope or canter around point 1 and the judge. Walk, making a 90 degree pivot, to point 6. Dismount as a team for inspection. When dismissed by the judge, mount and leave ring at a trot.

When a change of leads is required, it may be executed as a simple change or as a flying change. Tack may be changed for the class.