

Horsemanship

Each contestant will ride a horse in each of two go-rounds of horsemanship competition. As in rodeo, the contestant will draw for the order in which she competes, and also will draw for her mount. No contestant will ride the same horse in both go-rounds.

The judges will select one of the three patterns outlined in the MRAL rule book (patterns courtesy of AQHA). First, contestants will ride the set pattern followed by a freestyle pattern of their choosing.

Freestyle Pattern

Each contestant will be given 1½ minutes to show the horse she has drawn to the best of her ability. A specific starting point will be marked and time will begin as contestant passes that point. A queens ride, acknowledging the audience, should be included in the 1½ minute presentation.

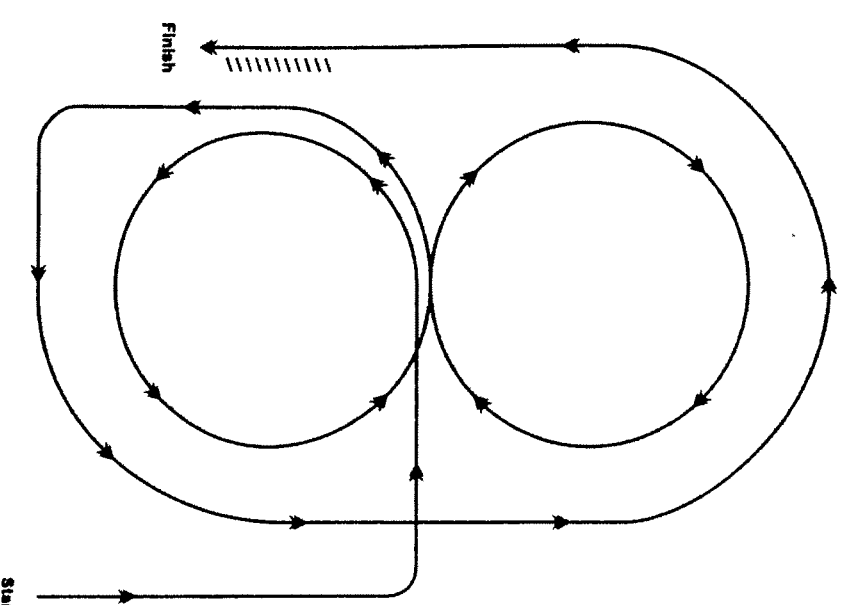
The announcer will acknowledge when 1 minute has elapsed, giving the contestant ample time to complete her performance.

The entire 1½ minutes do not have to be utilized.

Contestant should focus on her ability to utilize the horse she has drawn, as well as, the horses ability to perform.

The MRAL Judges reserve the right to make alterations and/or additions to these instructions.

Pattern 1



Horsemanship Pattern 1:

1. Do extended jog along side of arena, then to center
2. Begin lope at center of arena and lope left circle on left lead
3. Change leads at center of arena and lope right circle on right lead
4. Change leads and continue loping around end of arena
5. Once on the straight, increase speed and continue around end of arena
6. Stop and back
7. The MRAL Judges Committee reserves the right to make alterations and/or additions to this pattern.