

Freestyle Horsemanship Class

This class is judged as a horsemanship class put to the exhibitor's own music with a costume (if any) and a pattern. Patterns need not be turned into the judge, but the exhibitor must do the required maneuvers, listed below for a high score. Music and costume must be of appropriate nature, **boots and helmet are required.**

Rules:

1. The pattern cannot be any longer than four minutes from start of music and/or the rider/horse performing. If you go over the time a penalty will be assigned.
2. Rider must perform the required maneuvers; if any maneuver is left out it will result in a penalty.
3. Each maneuver is judged separately.
4. The rider may add more movements or maneuvers to better display themselves and their horse's training.
5. Only one horse and rider in the arena at a time.
6. 4-H horsemanship rules will apply as far as judging the class and maneuvers.
7. Music **MUST** be on something provided by exhibitor and ready for play. Exhibitor **MUST** have someone in the entry booth to operate the device while their pattern is being executed.

REQUIREMENTS:

Walk, Jog, Right Lead Lope, Left Lead Lope, Stop, Back, 180° degree turn, you will also be given a score for your circles and transitions, and the choreography, originality, music and presentation & balance of the whole pattern.