

Rider _____ Club _____ Score _____

Horsemaster Level Pattern

Movement	Score (1-10)
1. A to D walk	
2. At D leg yield right to rail at walk	
3. At B ½ circle left at a trot/jog	
4. At X circle right at a collected trot/jog	
5. At X circle left at canter/lope. At X no change of lead	
6. At X circle right in counter canter/lope	
7. At X straight ahead to A, at A turn left	
8. F to H, lengthen stride in canter/lope, before H canter/lope	
9. H to C continue canter/lope in counter canter	
10. At C halt and settle 10 seconds	
11. Trot/jog C to M	
12. From M to quarter line leg yield right at a trot/jog	
13. From quarter line to F leg yield left at a trot/jog	
14. From F to A walk	
15. At A trot/jog to K	
16. K to M lengthen trot/jog. At M trot/jog	
17. At C canter left lead to H	
18. From H to F canter showing a flying change of lead	
19. F to A canter, A to K walk	
20. At K halt, back 4 steps	
21. Exit arena at a free walk on a loose rein	
22. Rider position and use of aids	
Total Points (220 points possible)	
Passing score ≥ 176 points	

Instructions

- Horse should maintain an even tempo during all lead changes and canter work
- Flying changes should be scored as follows: 10 pts for a clean change front and back, if horse loses tempo deduct 1 pt, if lead change is only in front or only in back deduct 2 pts, if change involves trot steps deduct 2 points per trot step.
- A “lengthened” stride is a larger step but does not go faster, tempo remains the same.
- A “collected” stride is a shorter step but does not go slower, tempo remains the same.
- During leg yield the horse’s body should remain straight with the legs crossing over to move the horse sideways
- The rider should maintain a classic equitation position with head, shoulder, hip and heel in a vertical line perpendicular to the ground. Aids should be given softly, primarily through the seat and leg.

Skills tested

Previous: leading, mounting, back, walk, trot, canter in working, collected, and lengthened frame, flying and simple lead changes, 90°, 180°, 360° and 450° turns on forehand or haunches, ground tie, side pass both ways

New: leg yields, counter-canter

Horsemaster Level Pattern

