



	Possible Points	Judge's Marks
All competitors will start the Horsemanship Event in hand (Led)		
1 Type, Presentation and Overall Impression	10	
2 Walk to 1 st cone, Rein Drill then mount,	10	
3 Trot at 2 nd cone, bend through pegs, first peg being on your right	10	
4 Walk to gate and pass through gate keeping hand on gate at all times	10	
5 From gate canter right lead and canter circle to the right	10	
6 On returning to X, trot a circle to the left	10	
7 From X trot to and over the jump	10	
8 After the jump canter left lead to drum, pick up the coat, proceed to 2 nd drum and place the coat onto the drum	10	
9 Walk to the pole on the ground, side pass right and left, walk to square	10	
10 In square back horse up 3 steps, then walk back to Judge	10	
Total	100	