

2025 ND FFA Horse Evaluation CDE

Six Classes

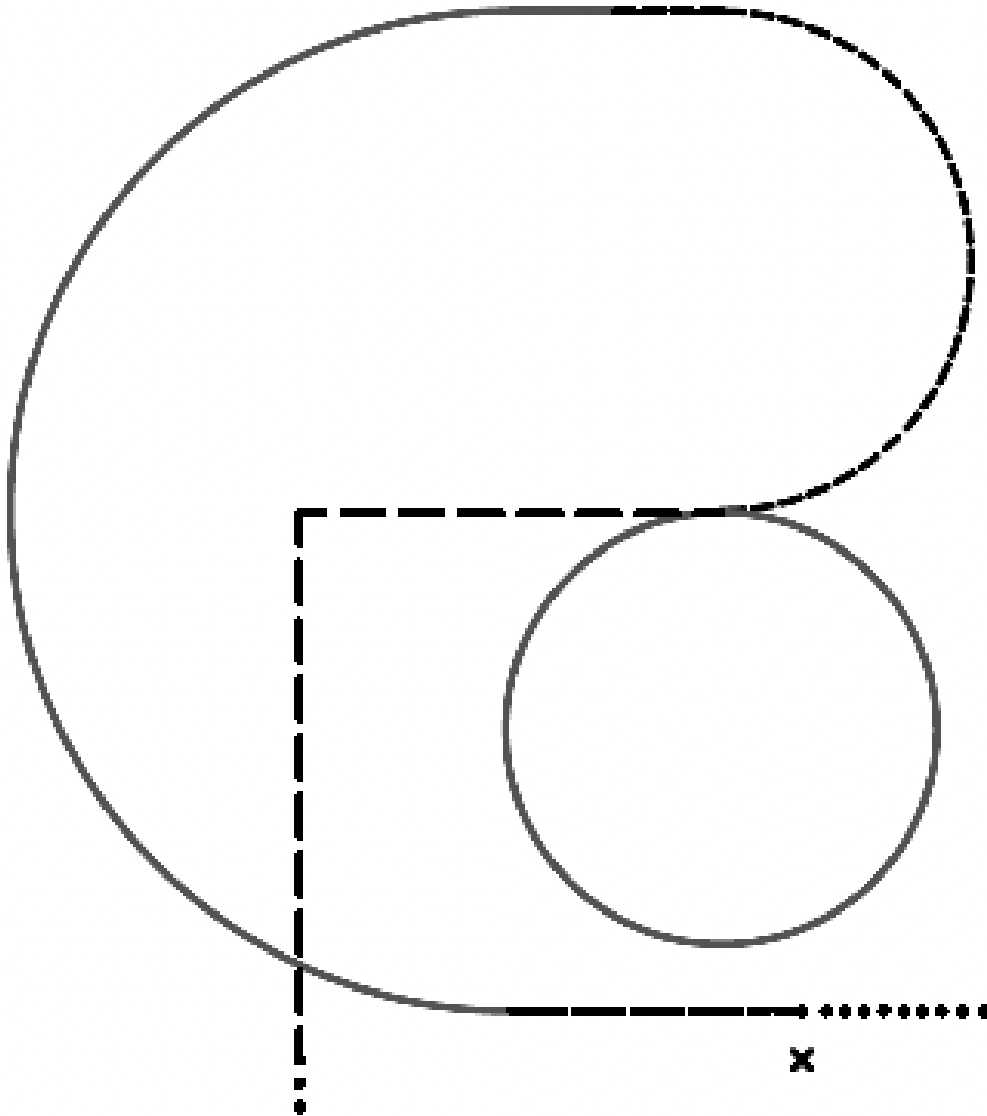
Two Halter Classes:

- Reference the Horse Evaluation Handbook

Four Performance Classes:

- Horsemanship
- Reining
- Hunter Under Saddle
- Western Pleasure

ND State FFA Horsemanship Pattern



NOTE: The drawn description of this pattern is only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.

Walk to the cone	
1. Jog	Walk ●●●●●●●●●●●●●●●●
2. Lope righ lead around large arc right	Jog - - - - -
3. Jog around arc right	Extended Jog _ _ _ _ _
4. Lope left lead around circle left	Lope —————
5. Extend the jog, square corner left	Extended Lope = = = = =
Exit and continue to the lineup at the walk	Halt ———
	Cone x
	Back Up W



PATTERN CLASS SCORE SHEET

Circle Division

Circle Class

Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18
 Ama Walk/Trot Amateur Level 1 Amateur Select Amateur

Showmanship Horsemanship
 Equitation

Show: _____

Date: _____

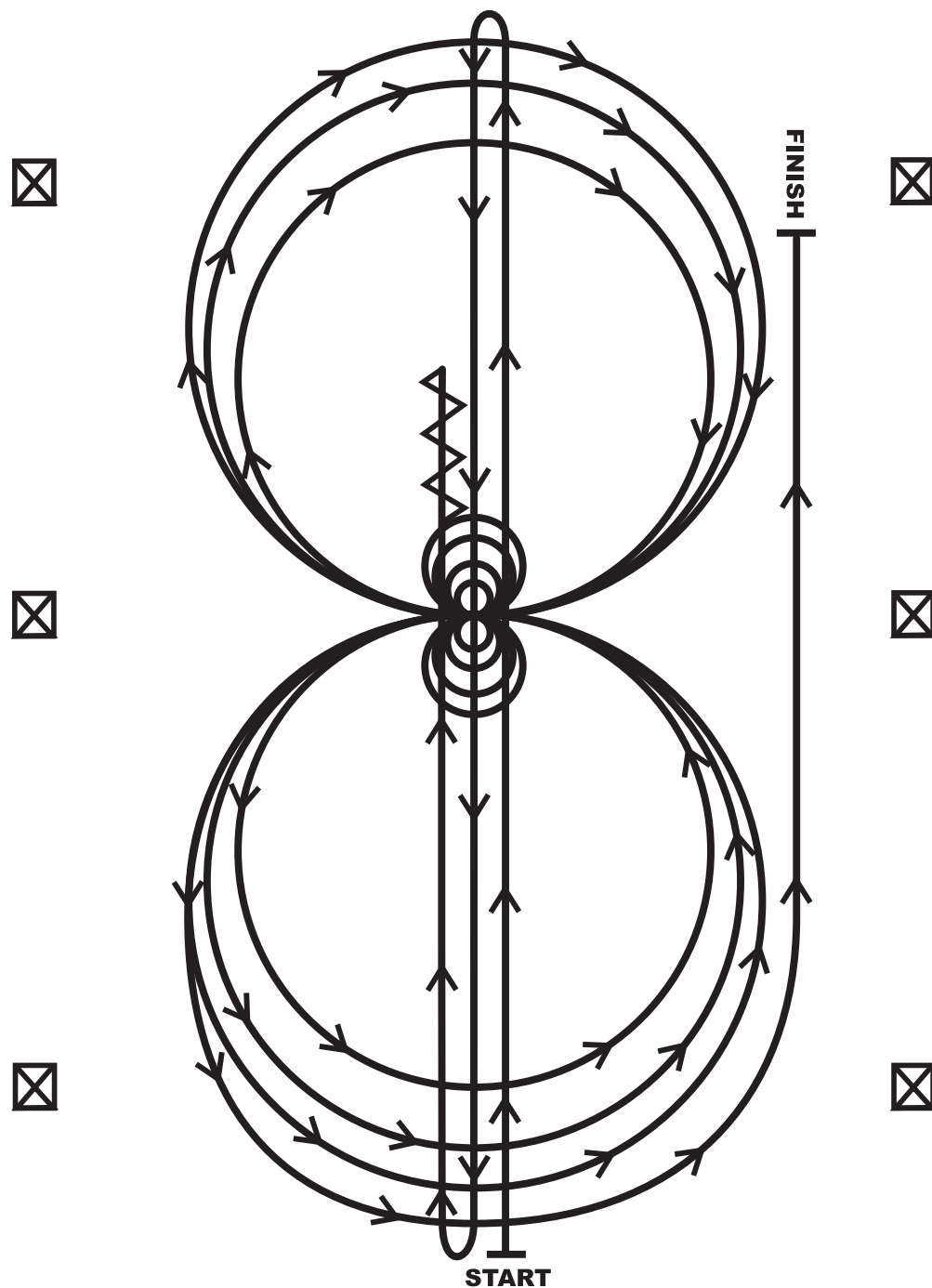
Judge: _____

Signature: _____

WO	Entry #	Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments		
		1	2	3	4	5	6	7	8	9	10						
		Maneuver Description															
		Penalty															
		Maneuver															
		Maneuver Description															
		Penalty															
		Maneuver															

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (0-2)
 For more information on how exhibitors are scored visit www.aqhuniversity.com

REINING PATTERN I



1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

REINING - Pattern 1

SHOW: _____

CLASS: _____

DATE: _____

W/O	#		MANEUVER SCORES								PENALTY TOTAL	SCORE	
			-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										
Maneuver Description			LRB	RRB	S & B	4 SR	4 1/4 SL	3 CL OoO	3 CR OoO	S			
Maneuver			1	2	3	4	5	6	7	8	9		
		PENALTY											
		MANUV.											
		PENALTY											
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		PENALTY											
		MANUV.											

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____