



-1½ = Extremely Poor, -1 = Very Poor, -½ = Poor, 0 = Baseline, +½ = Good, +1 = Very Good, +1½ = Excellent

In Hand

Judge Name: _____ Date: _____
 Show: _____ Class: _____

Degree of Difficulty Additions

One Rein hand
 Horsemanship
 Overall Appearance

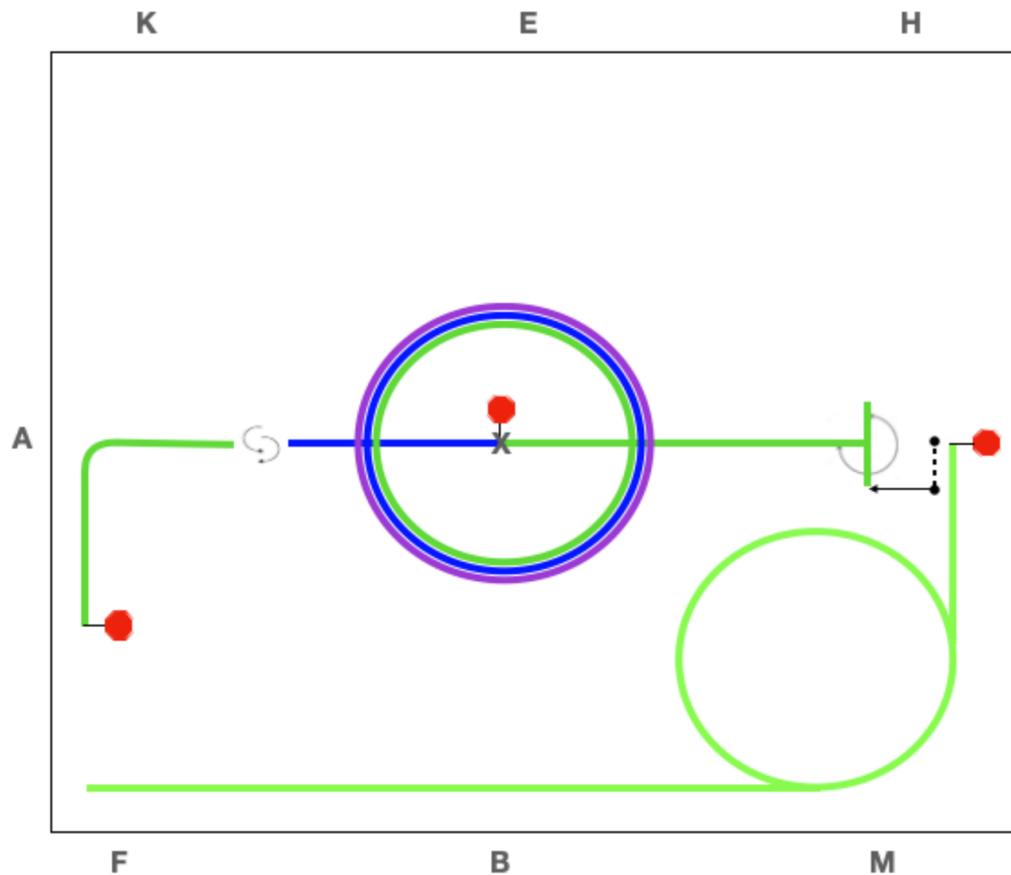
Penalties

Refusal
 Off Pattern
 Excessive spur or bit

Base Score is 70

Back Number	Pattern Accuracy	Geometry/lines	Rhythm/Flow	Rideability/Response	Overall Impression	Total

-1½ = Extremely Poor, -1 = Very Poor, -½ = Poor, 0 = Baseline, +½ = Good, +1 = Very Good, +1½ = Excellent



IMHA Precision Pattern – Pattern A - In-Hand

1. Start at F at the walk, proceed F–B–M.
2. At M, perform a 10-meter circle.
3. Continue walking to C and halt at C.
4. Perform four steps backward.
5. Side pass four steps to the left.
6. Move forward eight steps (in two sets of four) to align hindquarters on the centerline.
7. Perform a 270-degree haunch turn to the right.
8. Proceed toward X at the walk and halt at X.
9. Lunge one circle at trot, switch directions, one circle at walk, switch directions, and one circle at canter. (each circle approximately 10 meters)
10. Gather your horse and strike off from X at the trot toward A.
11. Halfway between X and A, perform a right haunch turn followed by an immediate left forehand turn.
12. Continue walking on the same line toward A.
13. Halfway between A and F, halt and square your horse for inspection.

- Walk
- Trot
- Canter