

2026 FJR Queen Contest

Horsemanship pattern

See attached diagram

Judging based on contestant's seat, feet and hands. Poise, posture, control, overall appearance and overall horsemanship are also considered.

Enter arena at gate, Point A

Walk to Point B

Begin trot into a loping large, fast but controlled figure 8 working toward the right

(be sure horse is on its RIGHT lead to begin and changes leads at center of figure 8 each time)

After large figure 8 break down into slower smaller figure 8 still at a lope and changing leads in center.

Stop at Point C

Trot to Point D

Begin controlled run down to stop at Point E

Turn back away from fence, begin controlled run down to stop at Point F

After stop at Point F make 1 ½ laps presentation ride past the grandstands and out at Point A.

Rules:

3 judge panel will judge on four categories: horsemanship, speech, appearance and personality (throughout the competition). A fourth judge will be present for a tie breaker. Introductions will be done in alphabetical order, horsemanship and speech will be drawn.

Tie Breaker for Queen:

A fourth judge will be used in case of a tie, and if a tie still exists, the highest score overall 4 judges in horsemanship will be the winner.

Penalties:

If contestant goes over 2-minute time limit, a 5-point deduction on her overall speech score will be assessed. If contestants hat falls off during horsemanship, a 5-point deduction on her overall horsemanship score will be assessed.

Grandstands

Turn away from fence

South

After stop @ F begin Presentation Ride

North

Large Fast

lead changes center

Small Slow

Work to RIGHT

B

Gate Point A

Walk to Point B

