

Showmanship 9 & under S1

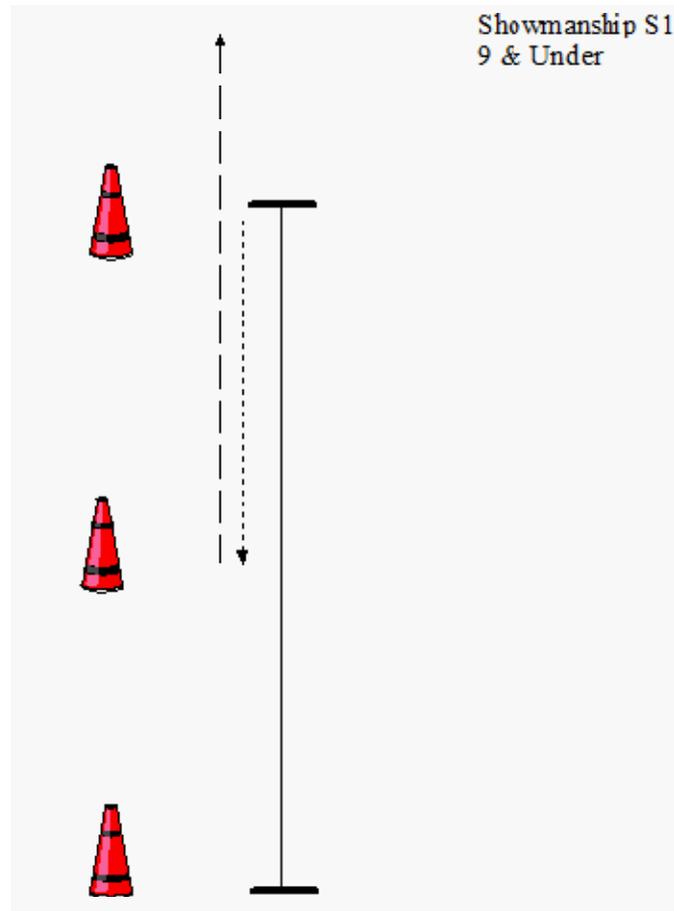
Be ready at 1st marker

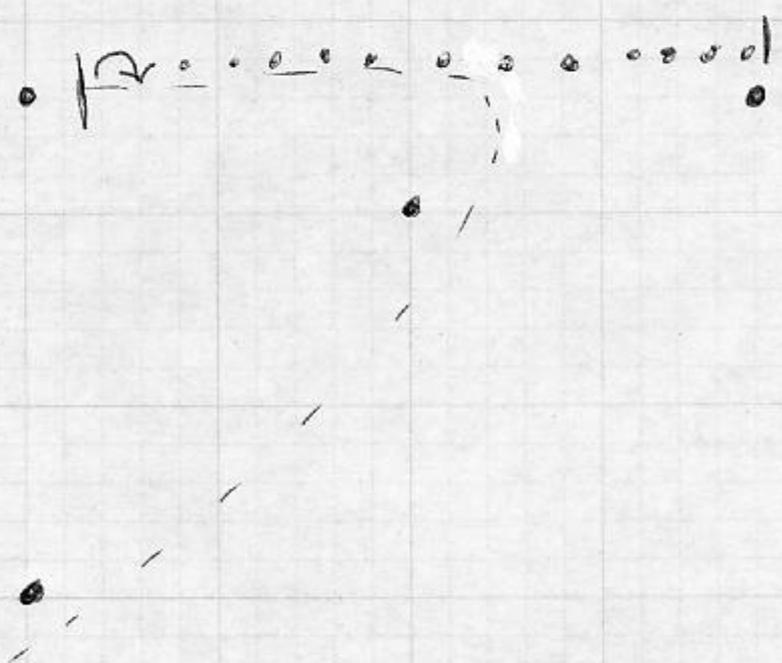
Walk to 3rd marker

Stop & Set up ~ wait to be excused

Back to 2nd marker

After backing to 2nd marker trot ahead to line up area

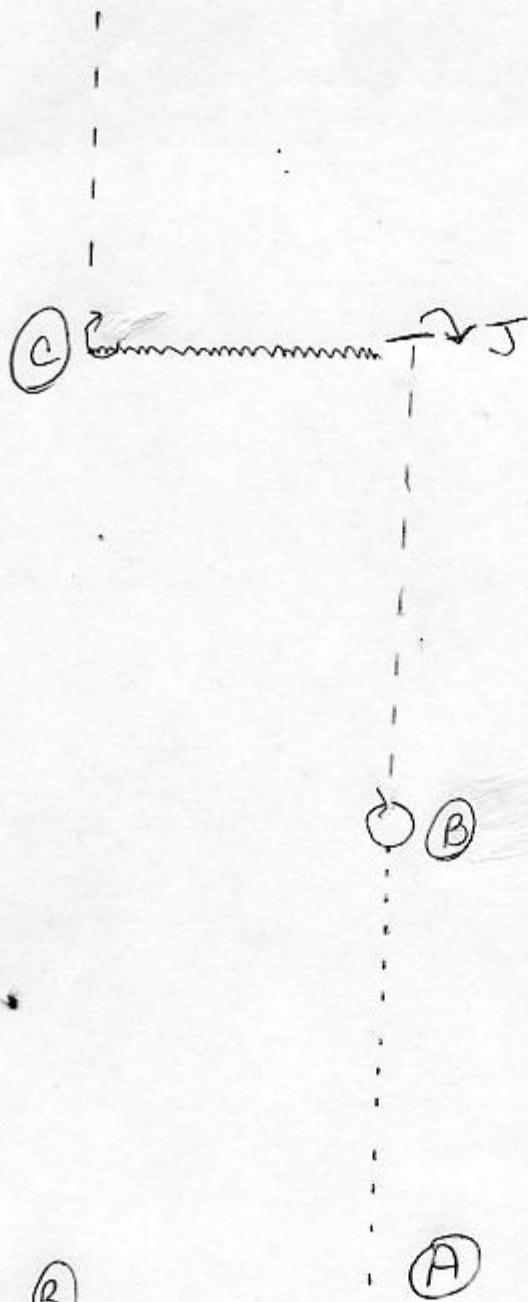




starting at 1st one
put around 2nd one
to judge

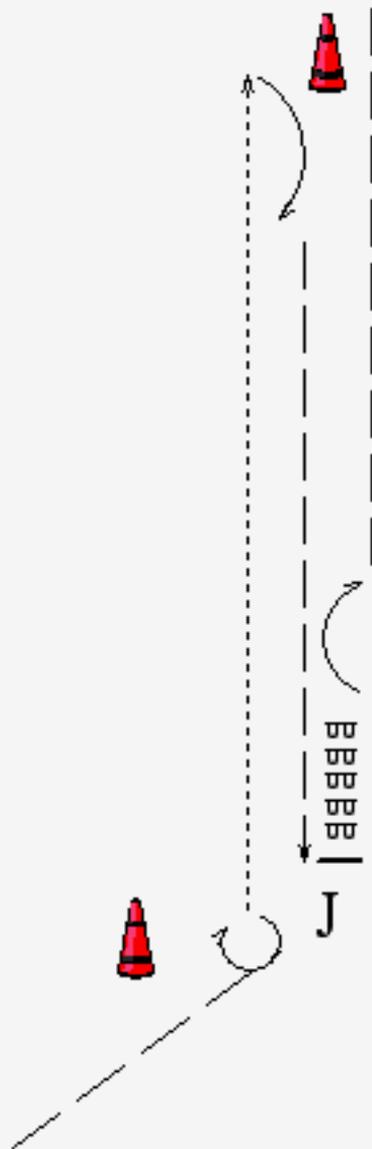
pose
when dismissed 180°
walk to last one
wait for instructions

Showman ship 9



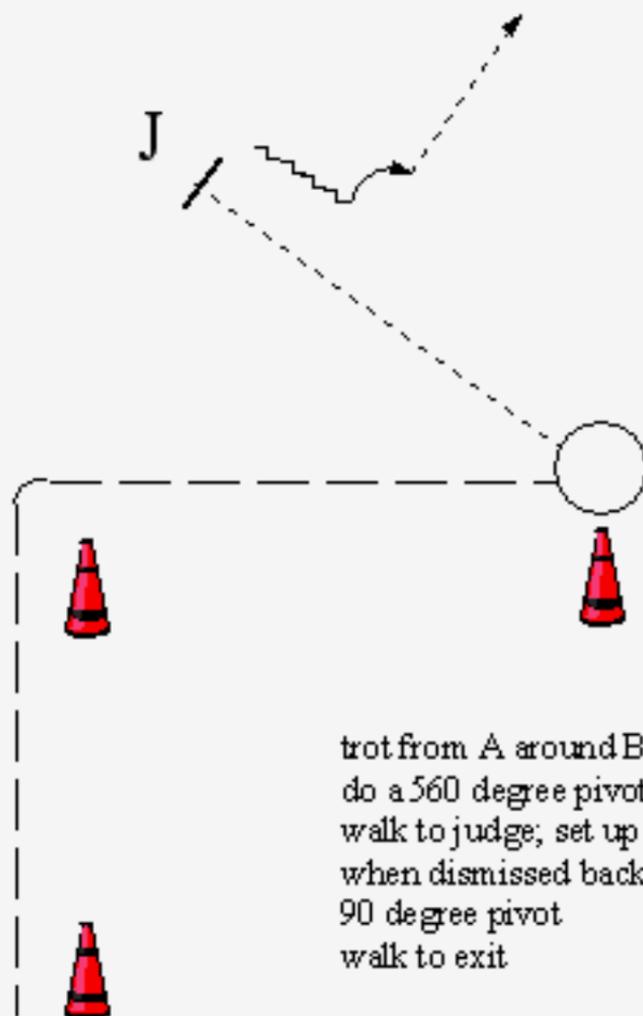
- ① WALK (A) to (B)
- ② do 360° (B)
- ③ trot until even w/ Judge
- ④ stop do 90° turn
- ⑤ set up for inspection
- ⑥ back to C
- ⑦ do 270° turn and trot to exit

showmanship



Trot towards judge
 Stop 300 degree pivot
 Walk to 2nd marker
 180 degree pivot
 Trot to judge
 Halt, setup for inspection
 Back 5 steps
 180 degree pivot
 Trot to exit

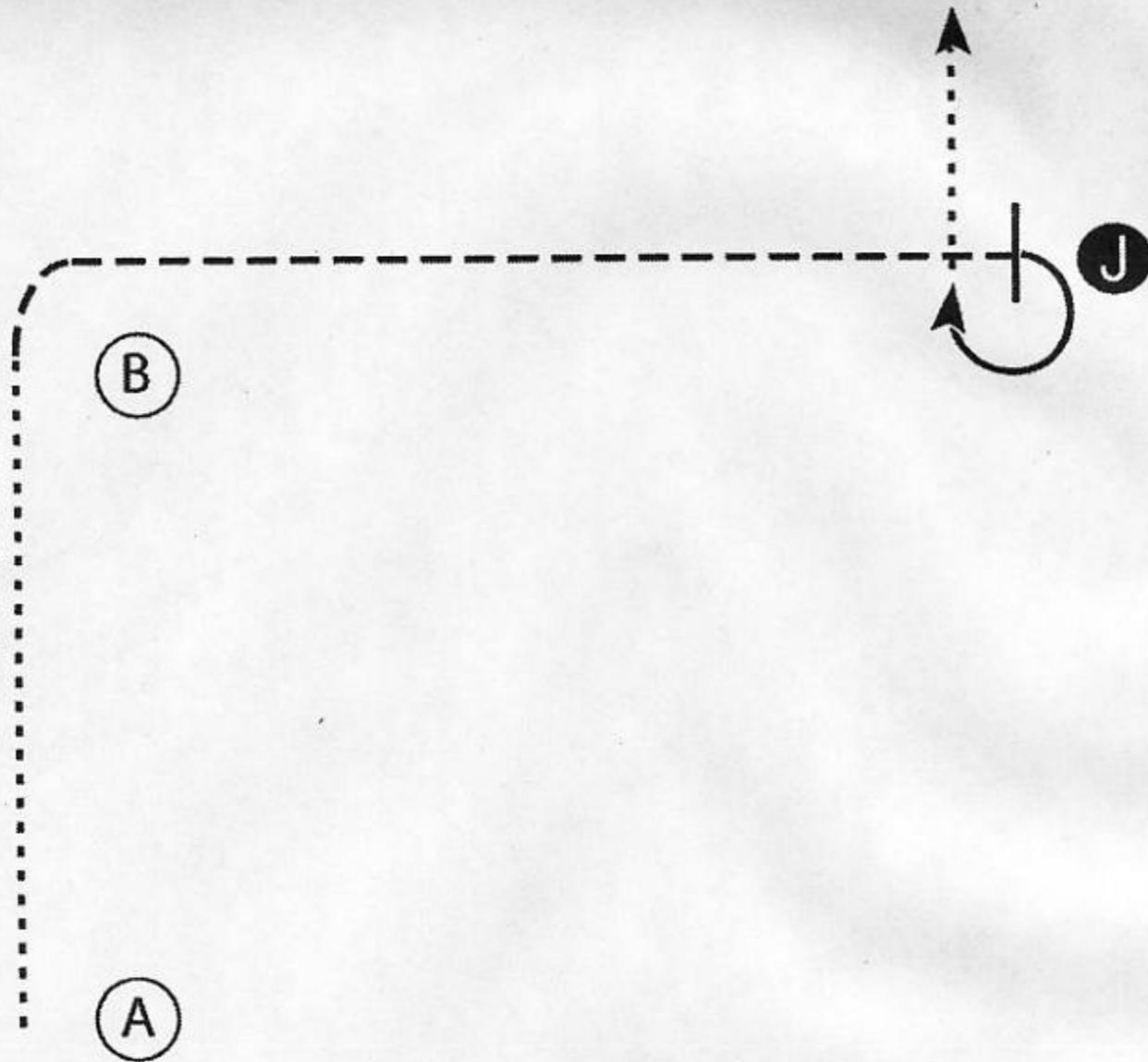
S12



trot from A around B to C
do a 560 degree pivot
walk to judge; set up for inspection
when dismissed back one horse length
90 degree pivot
walk to exit

Showmanship

Walk Trot



Walk - - - - -

Trot - - - - -

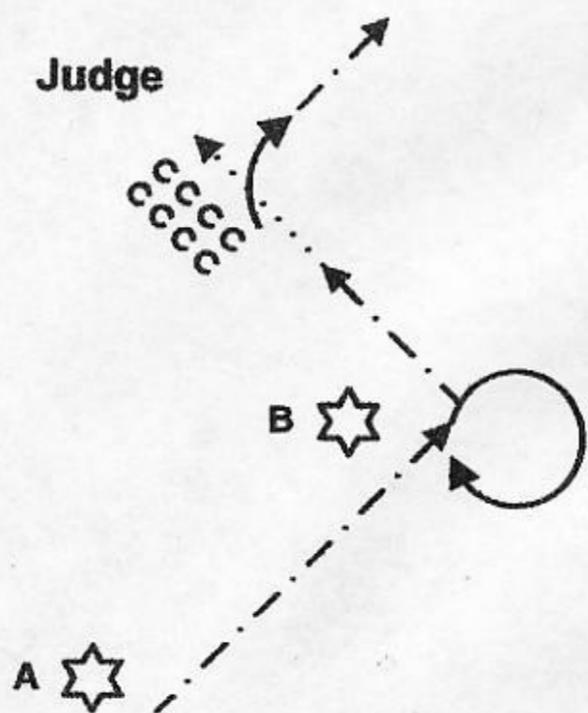
Back ←

Marker (B)

Judge (J)

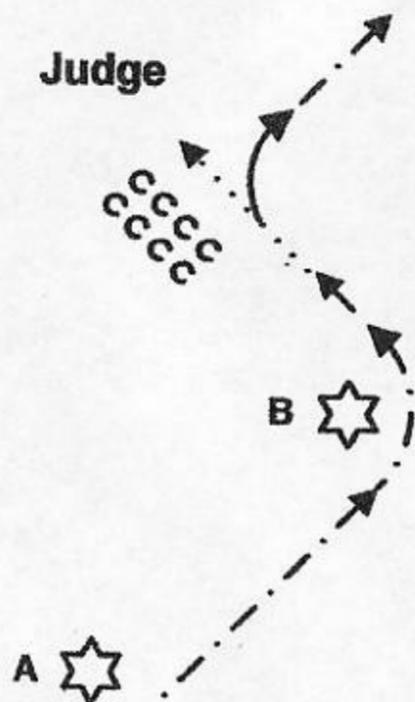
1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.

Showmanship



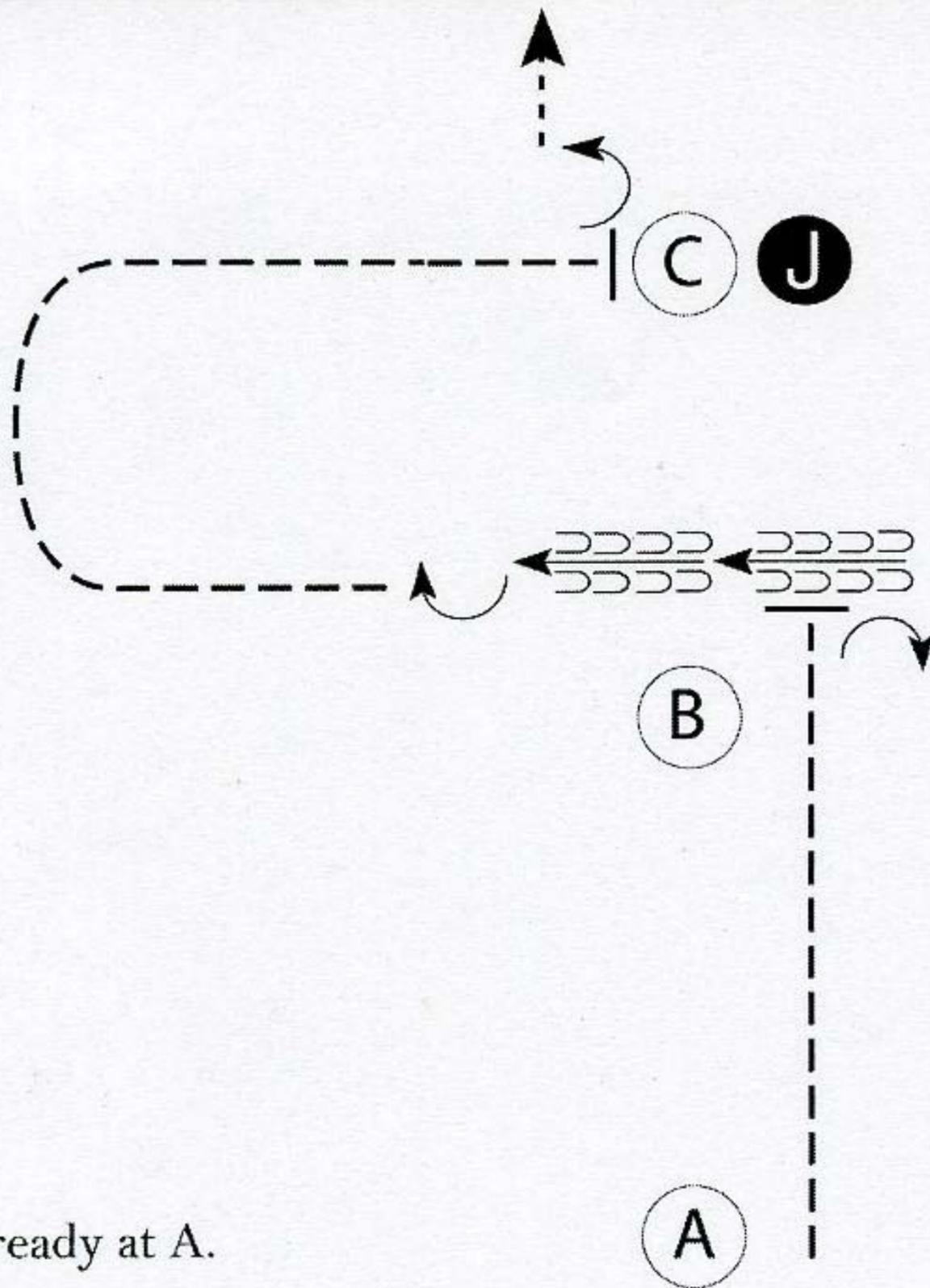
All Classes except Walk-Trot & Novice Amateur

Trot from Cone A past Cone B. Stop and turn $\frac{3}{4}$ turn to the right. Trot to a point halfway between Cone B and the Judge; slow to a walk and walk to Judge. Set up. When dismissed, back 4 steps then turn $\frac{1}{4}$ turn to the right and trot off.



Walk-Trot & Novice Amateur

Trot from Cone A around Cone B to a point halfway between Cone B and the Judge; slow to a walk and walk to Judge. Set up. When dismissed, back 4 steps then turn $\frac{1}{4}$ turn to the right and trot off.



Be ready at A.

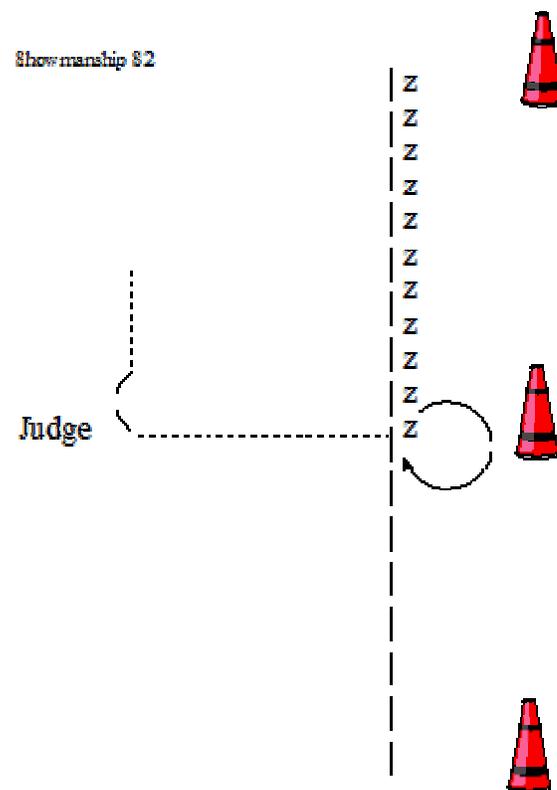
1. Trot from A past B and stop.
2. Perform a 90 degree turn.
3. Back past B.
3. Perform a 180 degree turn.
4. Trot with speed to C.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree pull turn and walk straight away.

Follow the instructions of your ring steward.

| | |
|---------------|------------------|
| Walk | ----- |
| Trot | ----- |
| Back | ← ⏏ ⏏ ⏏ |
| Marker | Ⓚ |
| Judge | ● |

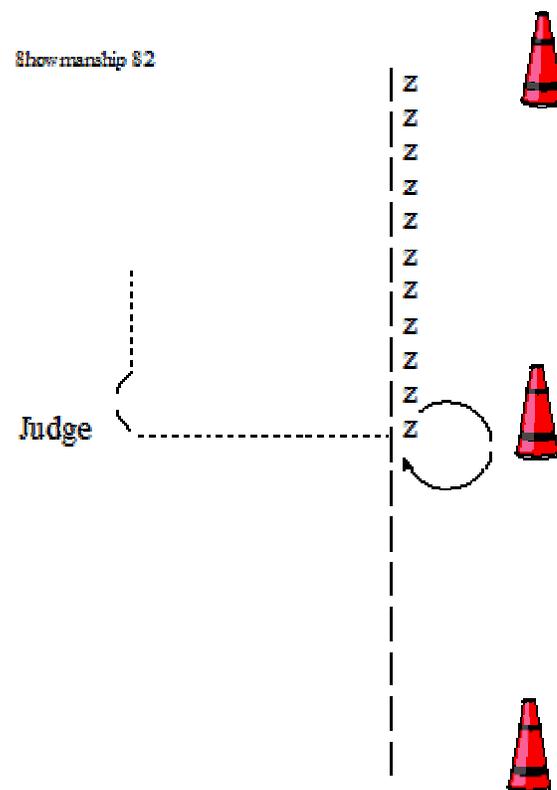
Showmanship

1. Trot A to C
2. Back C to B
3. 270 degree pivot
4. Walk to judge & set up for inspection
5. Line up



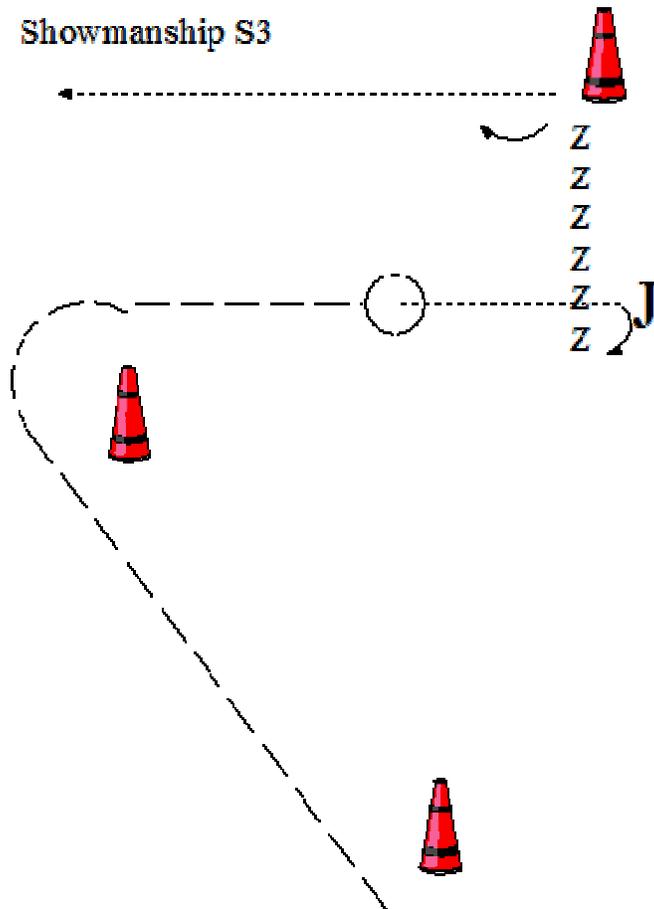
Showmanship

1. Trot A to C
2. Back C to B
3. 270 degree pivot
4. Walk to judge & set up for inspection
5. Line up



Showmanship

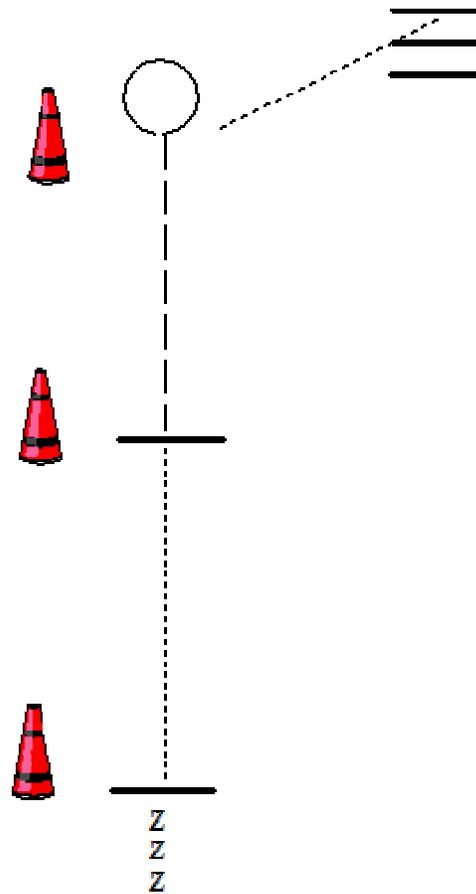
1. Start at A – Trot from A to and around B
2. 1/2 to judge Stop and do a 360 degree pivot
3. Walk to judge & setup for inspection
4. Do 1/4 turn & back to C
5. Do 1/4 turn & trot to line up



Showmanship

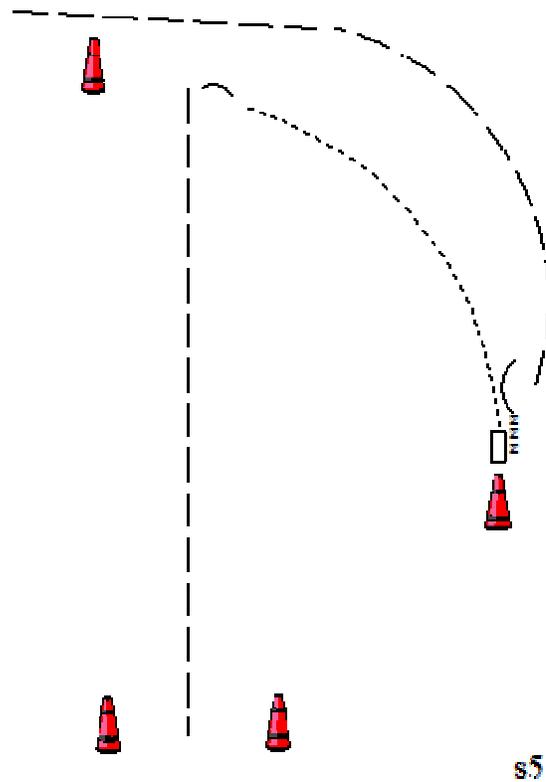
1. Back 3 steps
2. Walk to judge
3. Stop & set up for inspection
4. Trot to last cone
5. Stop & pivot 360 degrees
6. Walk to lineup

Showmanship S4



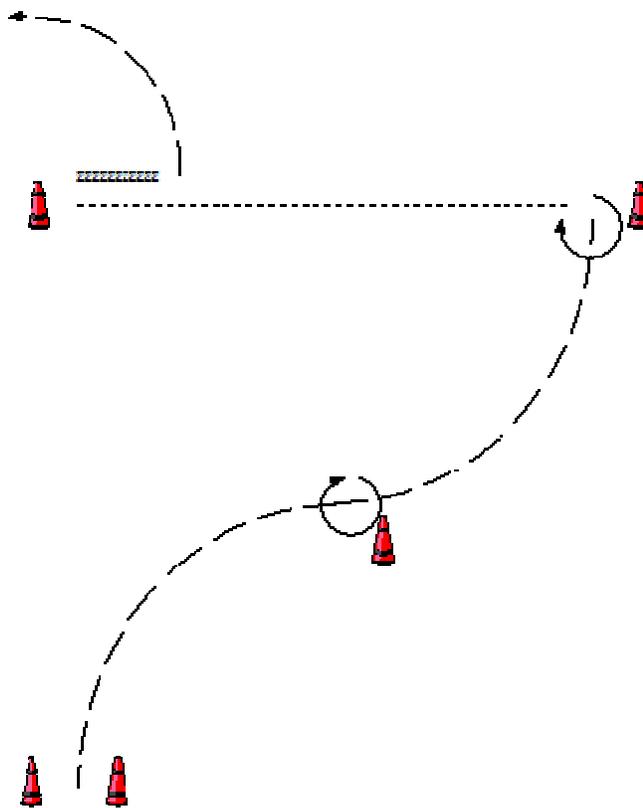
Showmanship s5

1. start at cones
2. trot to 1st cone stop
3. 1/4 turn and walk to judge
4. set up for inspection
5. back 3 steps
6. 180 degree turn
7. trot to finish



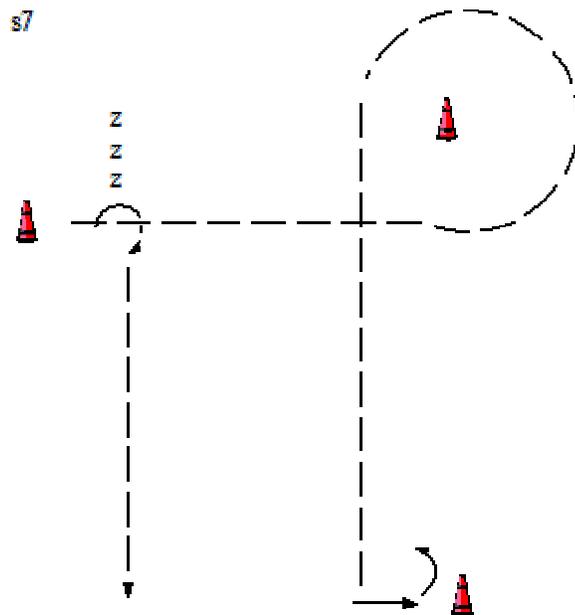
Showmanship s6

1. start between cones
2. trot in an arc to 2nd cone
3. stop 360 pivot
4. continue trotting to 3rd cone
5. stop & do 3/4 pivot
6. walk to judge & setup
7. back 6 steps when dismissed
8. trot to lineup



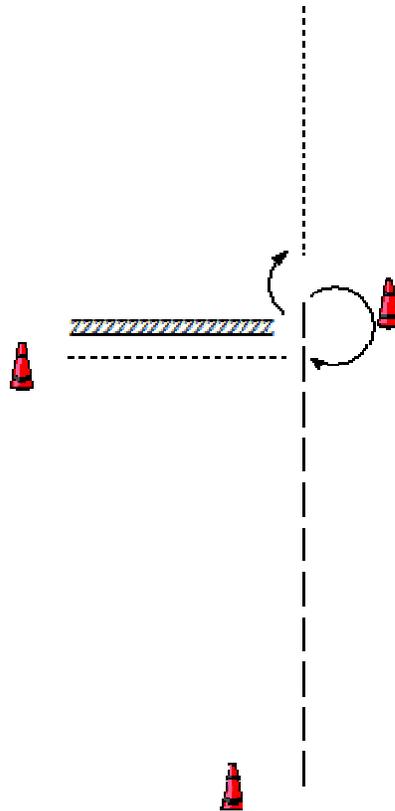
Showmanship s7

1. Start facing cone 1
2. Perform 90 degrees pull turn
3. Trot around cone 2 and to judge
4. 270 degree pivot
5. Back 6 steps
6. Trot out & exit arena



Showmanship s8

1. Trot to 2nd cone
2. Stop 3/4 turn
3. Walk to Judge, set up
4. Back to marker
5. Turn 90 degrees
6. Walk to line up

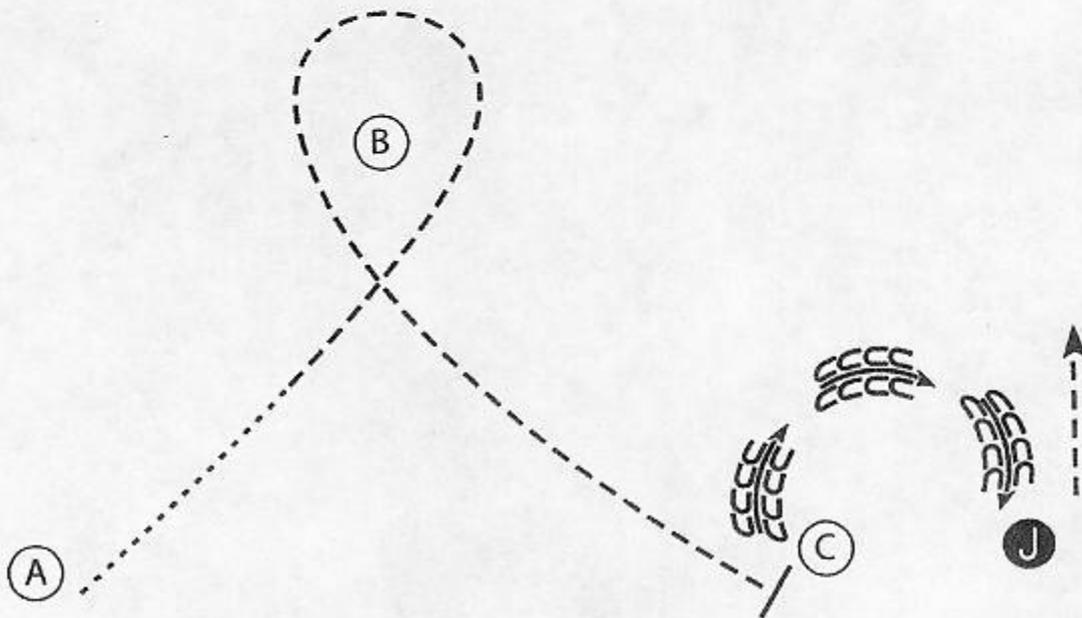


Showmanship

ALL

Show Date:

www.HorseShowPatterns.com



1. Walk halfway from A to B
2. Trot to and around B and continue to C
3. Stop at C and back in a half circle to the judge
4. Stop and set up for inspection
5. When dismissed trot straight away from the judge

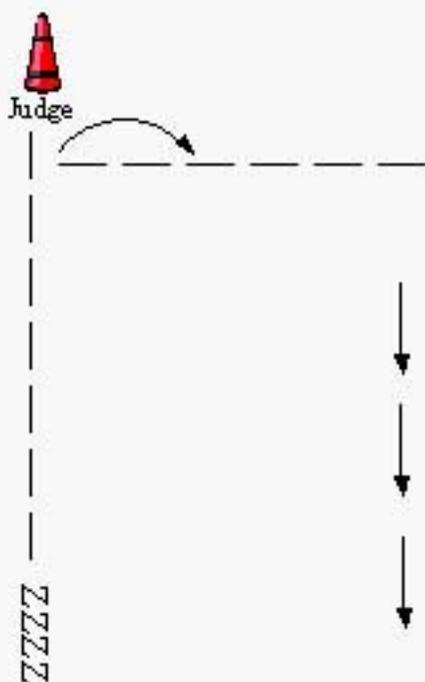
Walk
Trot - - - - -
Back ← 
Marker (B)
Judge (J)

Pattern Provided by:

[S/2-2]

SHOWMANSHIP

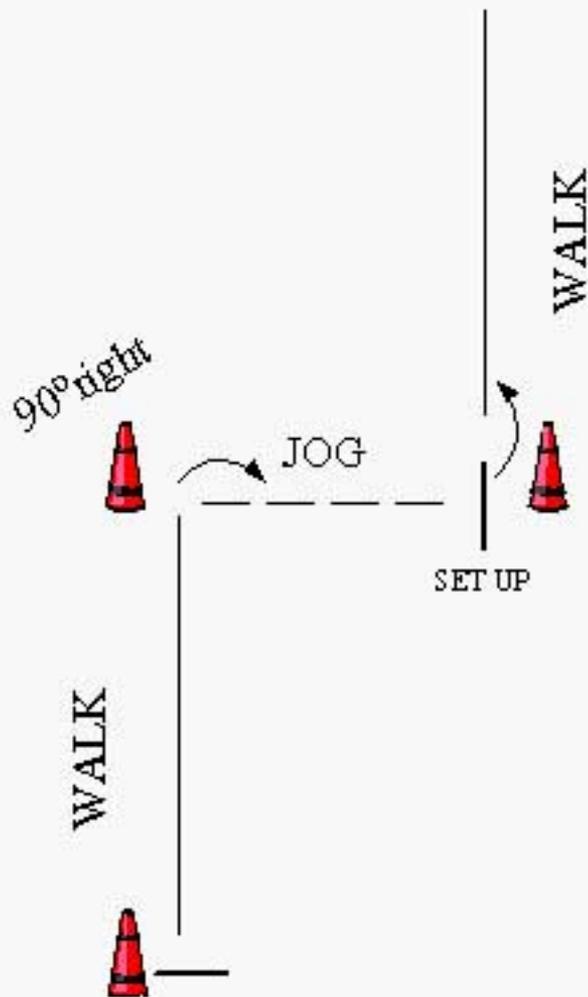
PATTERN 12



1. Walk from 1st to 2nd cone
2. Stop, back 4 steps
3. Continue to judge at jog
4. Stop for inspection
5. After dismissal, pivot and jog to line
6. Line up head to tail

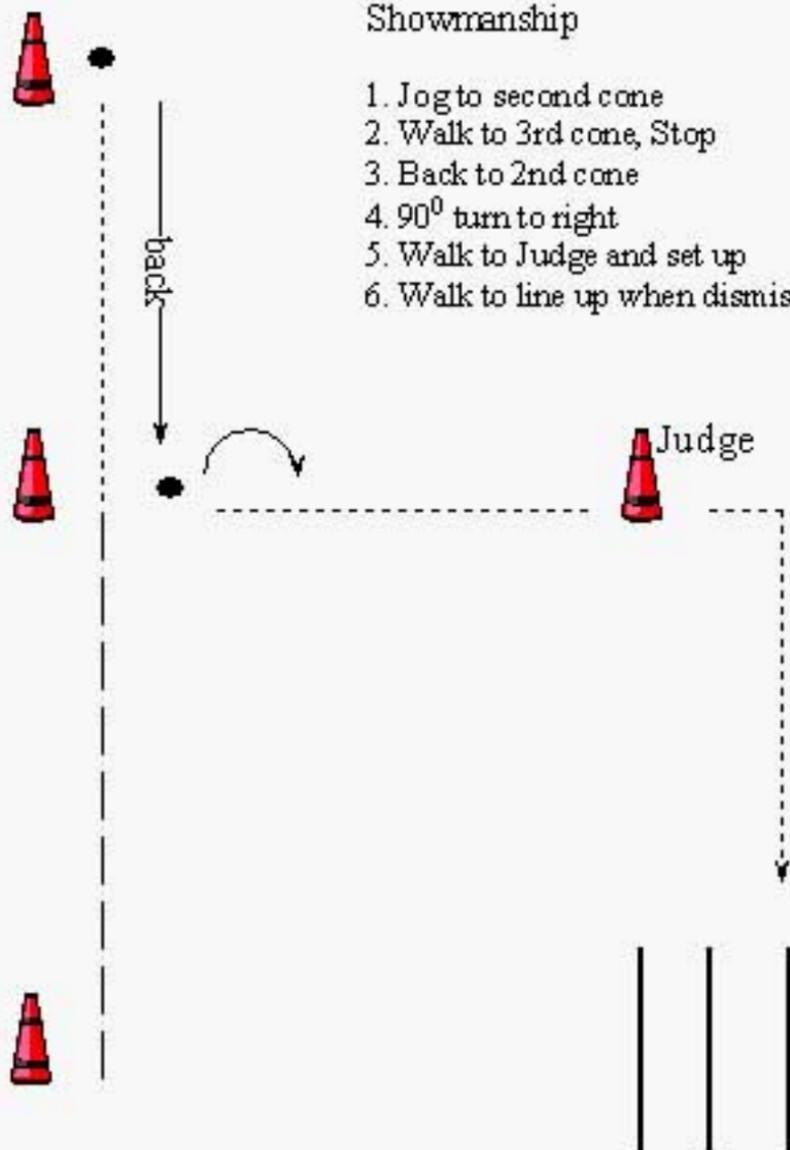
SHOWMANSHIP
pattern 13

LINE UP



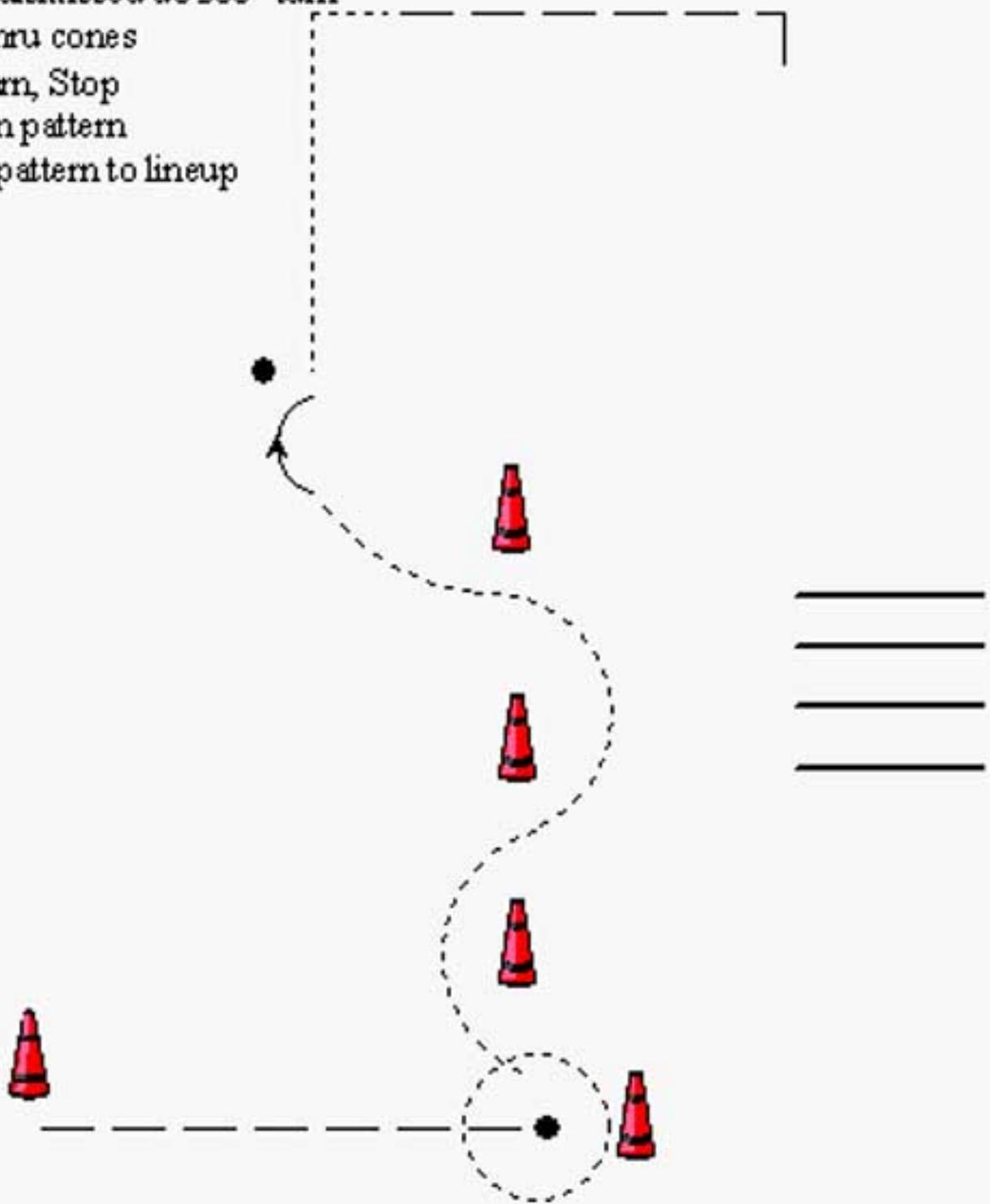
Showmanship

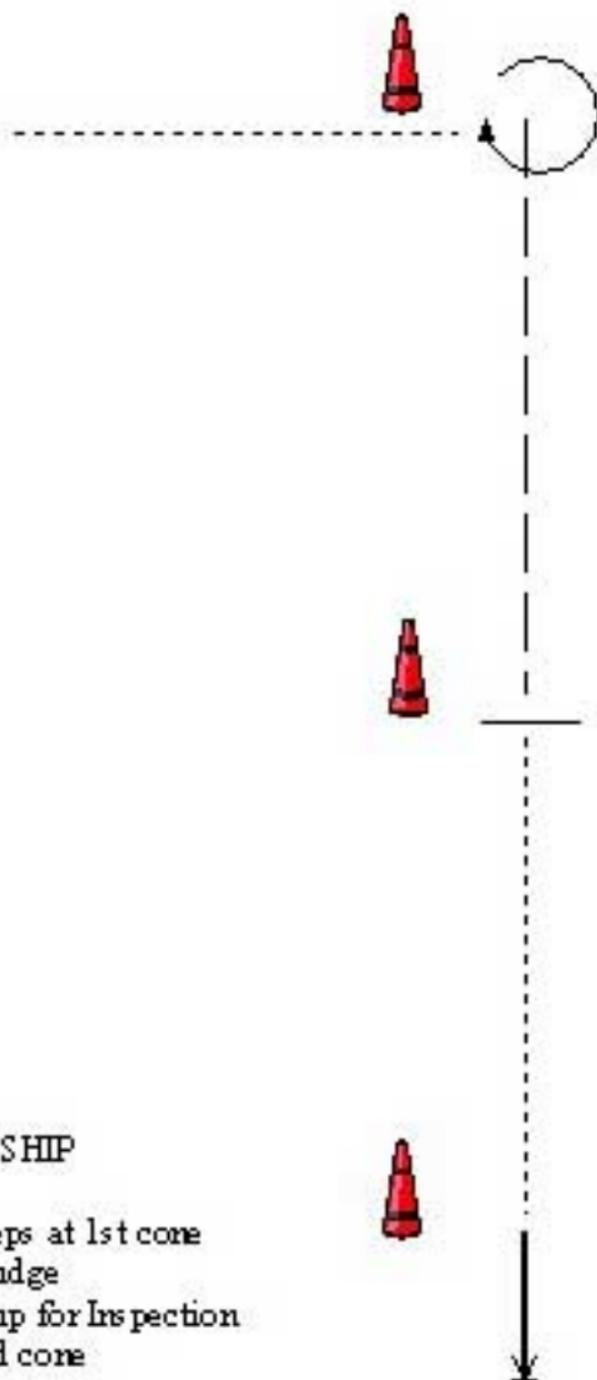
1. Jog to second cone
2. Walk to 3rd cone, Stop
3. Back to 2nd cone
4. 90° turn to right
5. Walk to Judge and set up
6. Walk to line up when dismissed



Showmanship

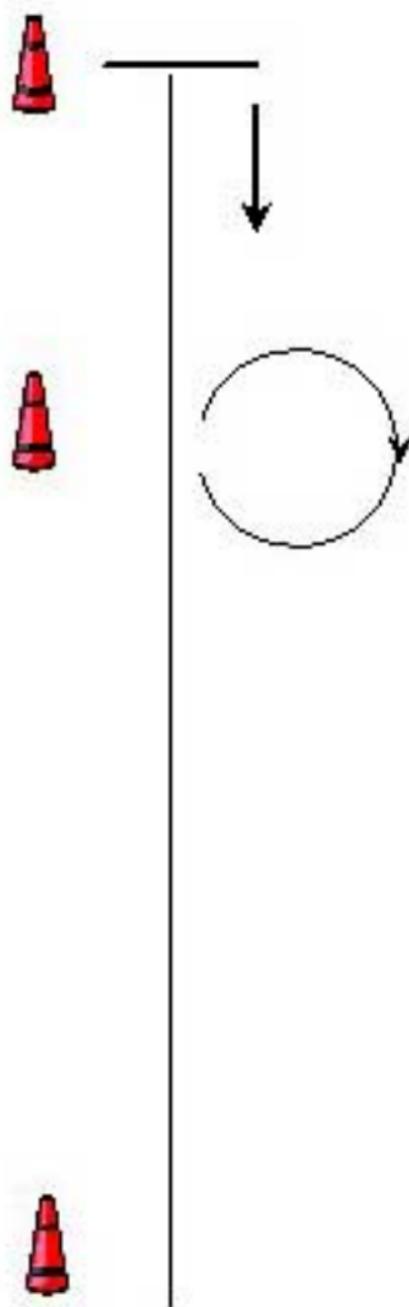
1. Jog to Judge
2. Stop, set up for inspection
3. When dismissed do 360° turn
4. Back thru cones
5. 180° turn, Stop
6. Walk in pattern
7. Jog in pattern to lineup





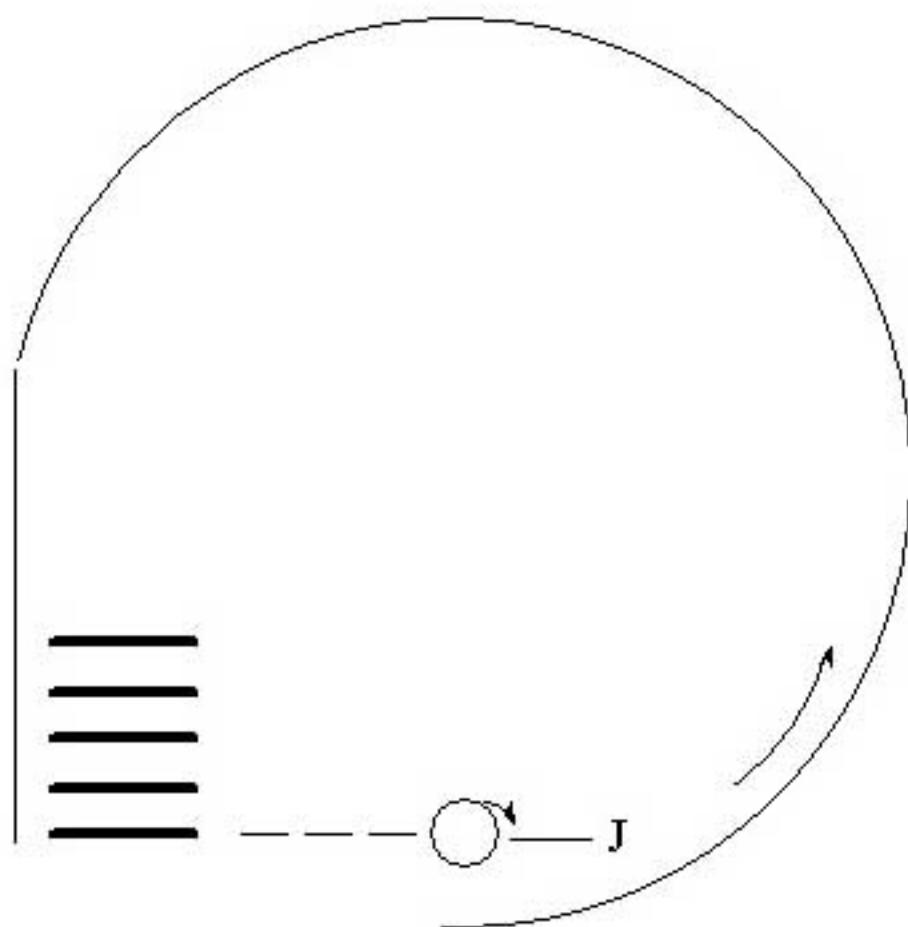
SHOWMANSHIP

1. Back 3 steps at 1st cone
2. Walk to Judge
3. Stop, Set up for Inspection
4. Trot to 3rd cone
5. Stop, 270° to right
6. Walk to line up



SHOWMANSHIP

1. Start at first marker
2. Trot to 2nd marker
3. 360° turn
4. Walk to judge
5. Stop & back 4 steps
6. Setup for inspection

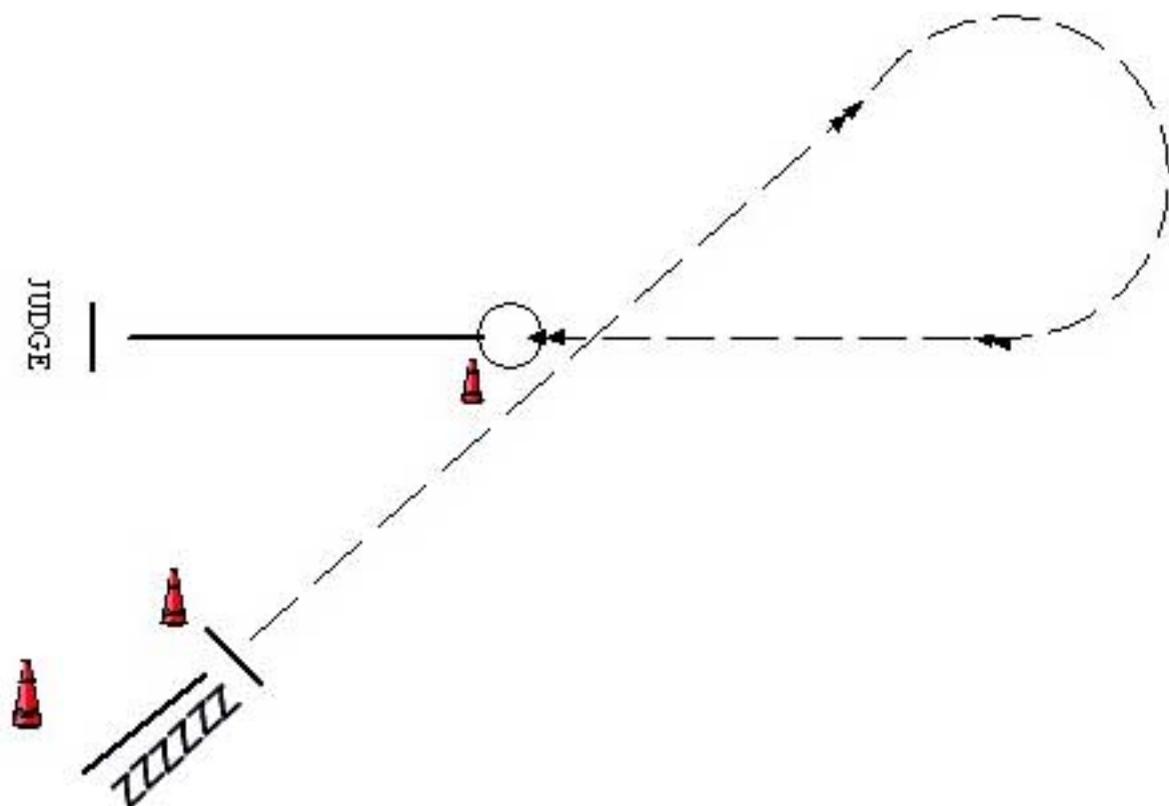


SHOWMANSHIP

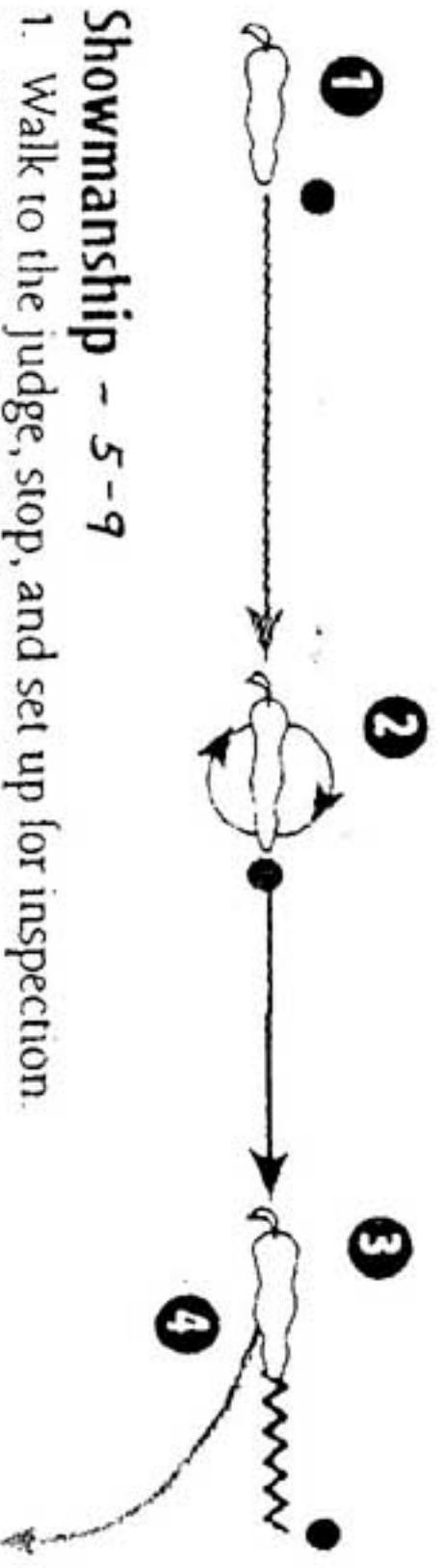
1. Enter ring
2. Walk Circle to left
3. Line up side by side
4. Set up facing judge
5. At your turn, trot 1/2 way to Judge
6. 360° to right, Hesitate, Walk to Judge
7. Setup for inspection
8. Rem ain in place

Showmanship

- *Pattern begins with exhibitor set up at 2nd cone
- *Back to 1st cone
- *Trot forward past 3rd cone, execute a loop back to 3rd cone
- *Stop, do a 360o turn, walk to judge
- *Stop, set up for inspection
- *When excused, turn right and line up at the direction of the ring steward



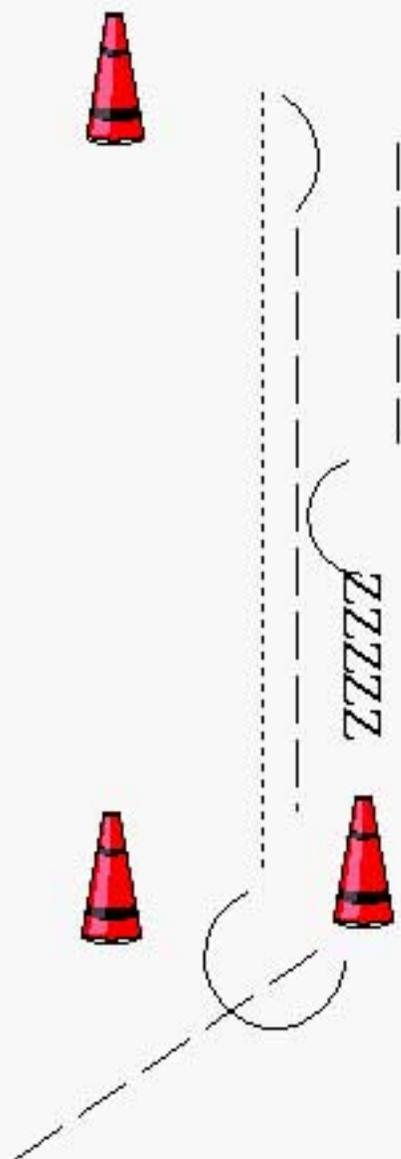
| | |
|--------|-----------|
| Key | |
| Trot | ——— |
| Walk | - - - - - |
| Backup | ~~~~~ |
| Marker | ● |
| Judge | ● |



Showmanship - 5-9

1. Walk to the judge, stop, and set up for inspection.
2. Turn 360° to the right. Trot to the next marker.
3. Halt and back 5 steps.
4. Walk off to find a place on the rail.

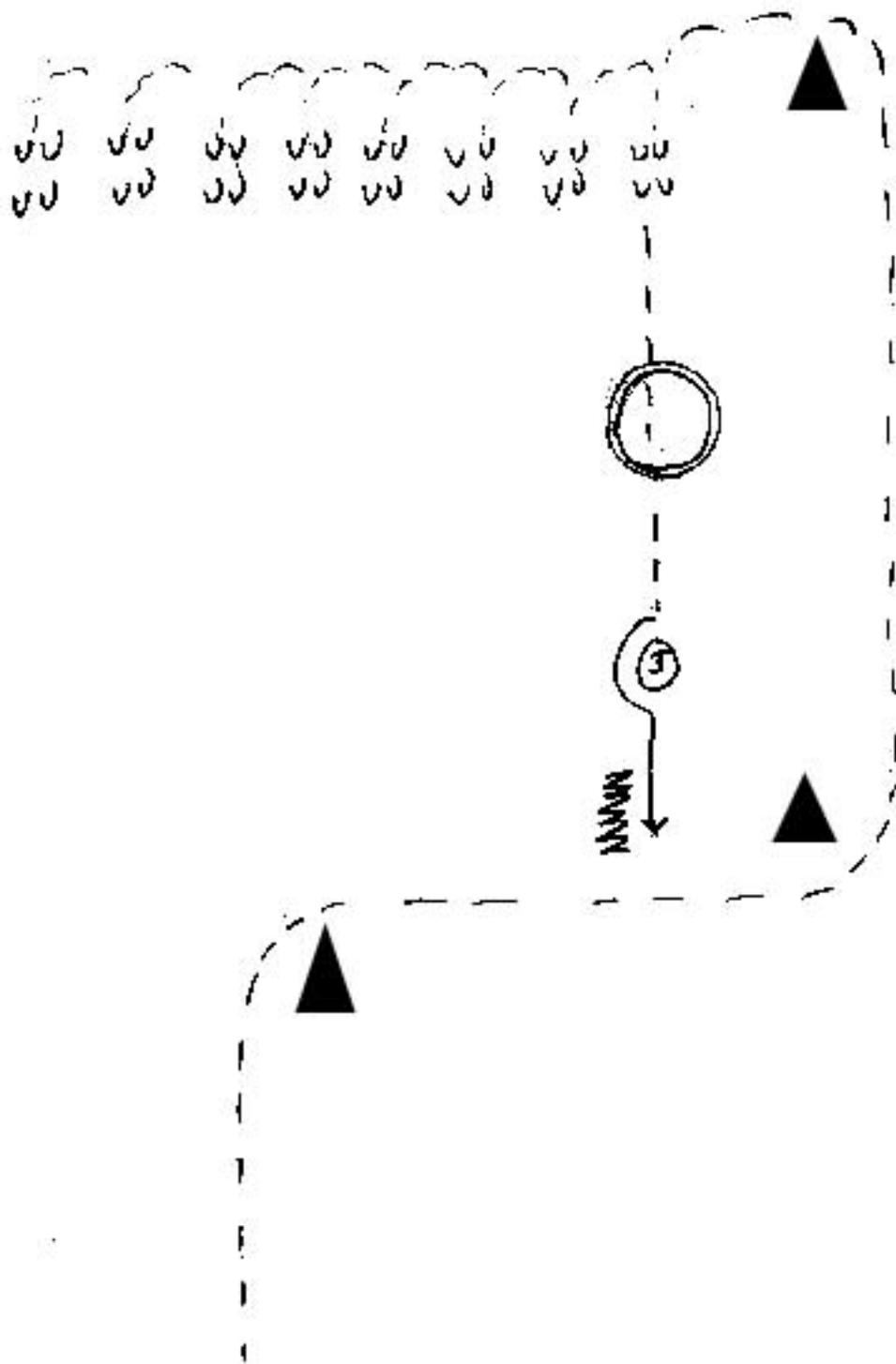
SHOWMANSHIP



legend

----- walk
————— trot

1. Trot to marker
2. 360° to right
3. walk to 2nd marker
4. 180° to right
5. Trot to 1st marker
6. Set up for inspection
7. Back 5 steps
8. 180° to right
9. Trot to line up



All exhibitors enter arena

One at a time:

Trot out of line

Midway to judge, stop and do two turns

After turns, trot to judge

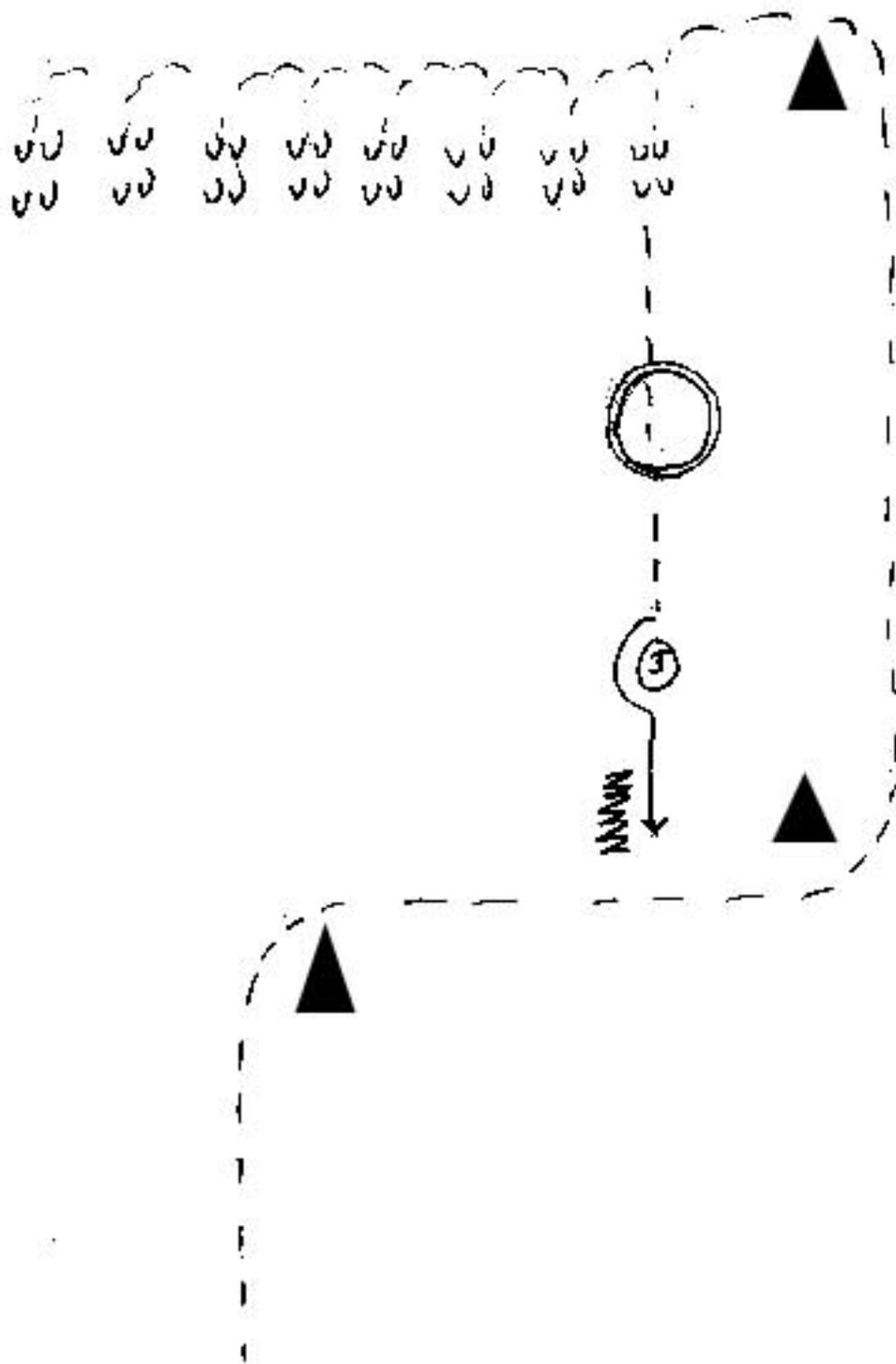
Set up for inspection

After inspection, walk around judge

Go 3 horse-lengths past judge

Stop and back one horse length and set up to form new line

Showmanship 1



All exhibitors enter arena

One at a time:

Trot out of line

Midway to judge, stop and do two turns

After turns, trot to judge

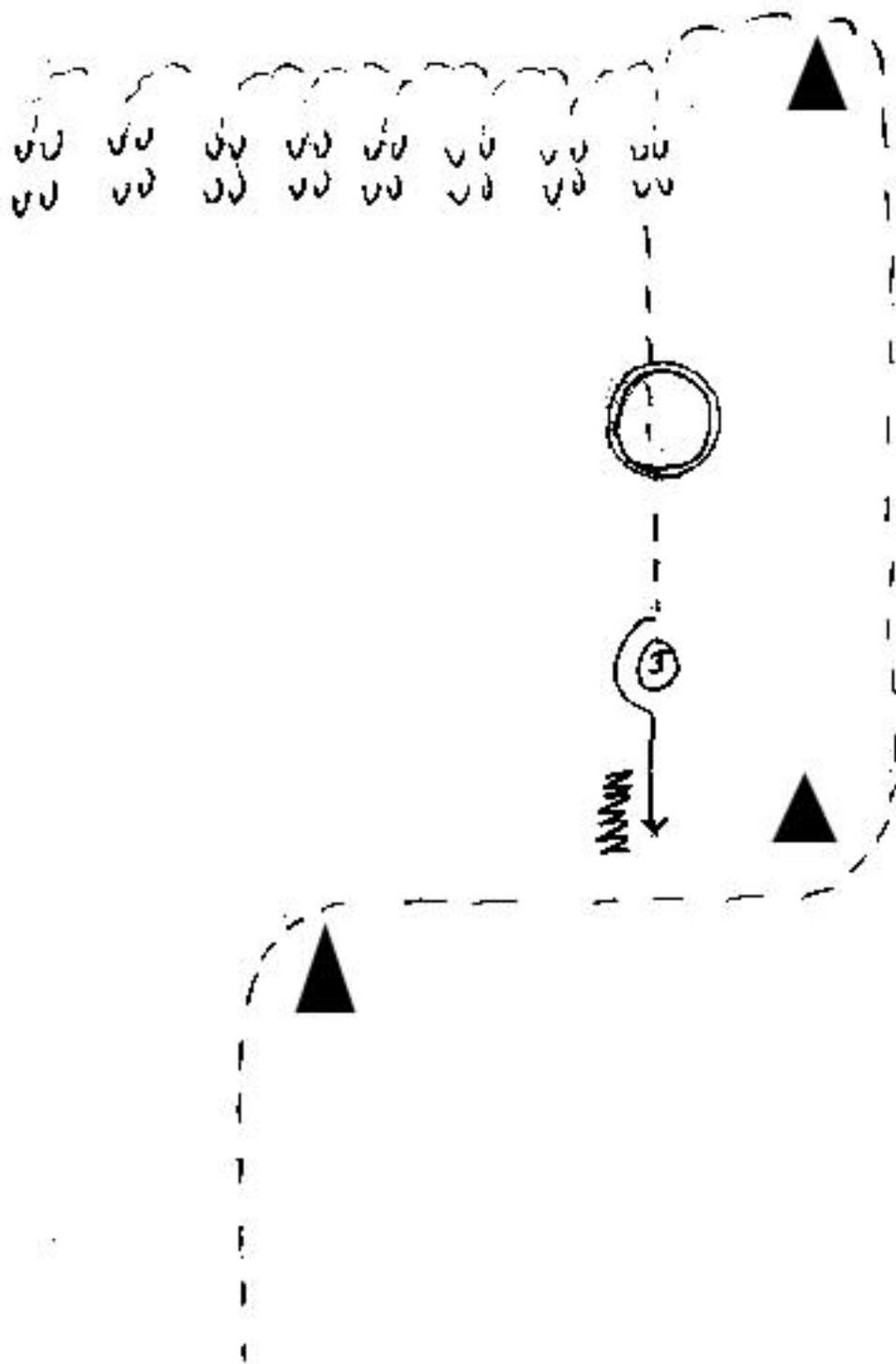
Set up for inspection

After inspection, walk around judge

Go 3 horse-lengths past judge

Stop and back one horse length and set up to form new line

Showmanship 1



All exhibitors enter arena

One at a time:

Trot out of line

Midway to judge, stop and do two turns

After turns, trot to judge

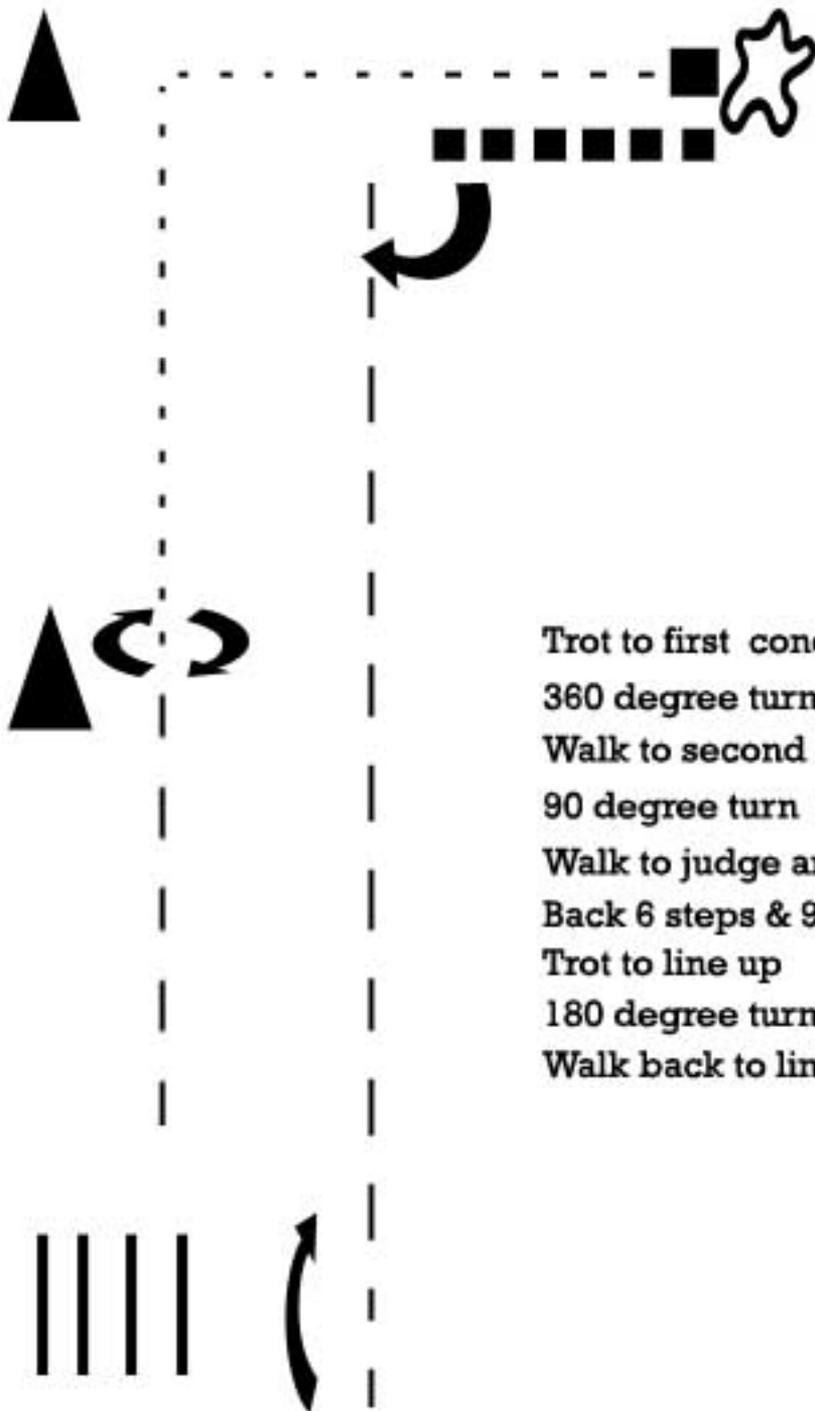
Set up for inspection

After inspection, walk around judge

Go 3 horse-lengths past judge

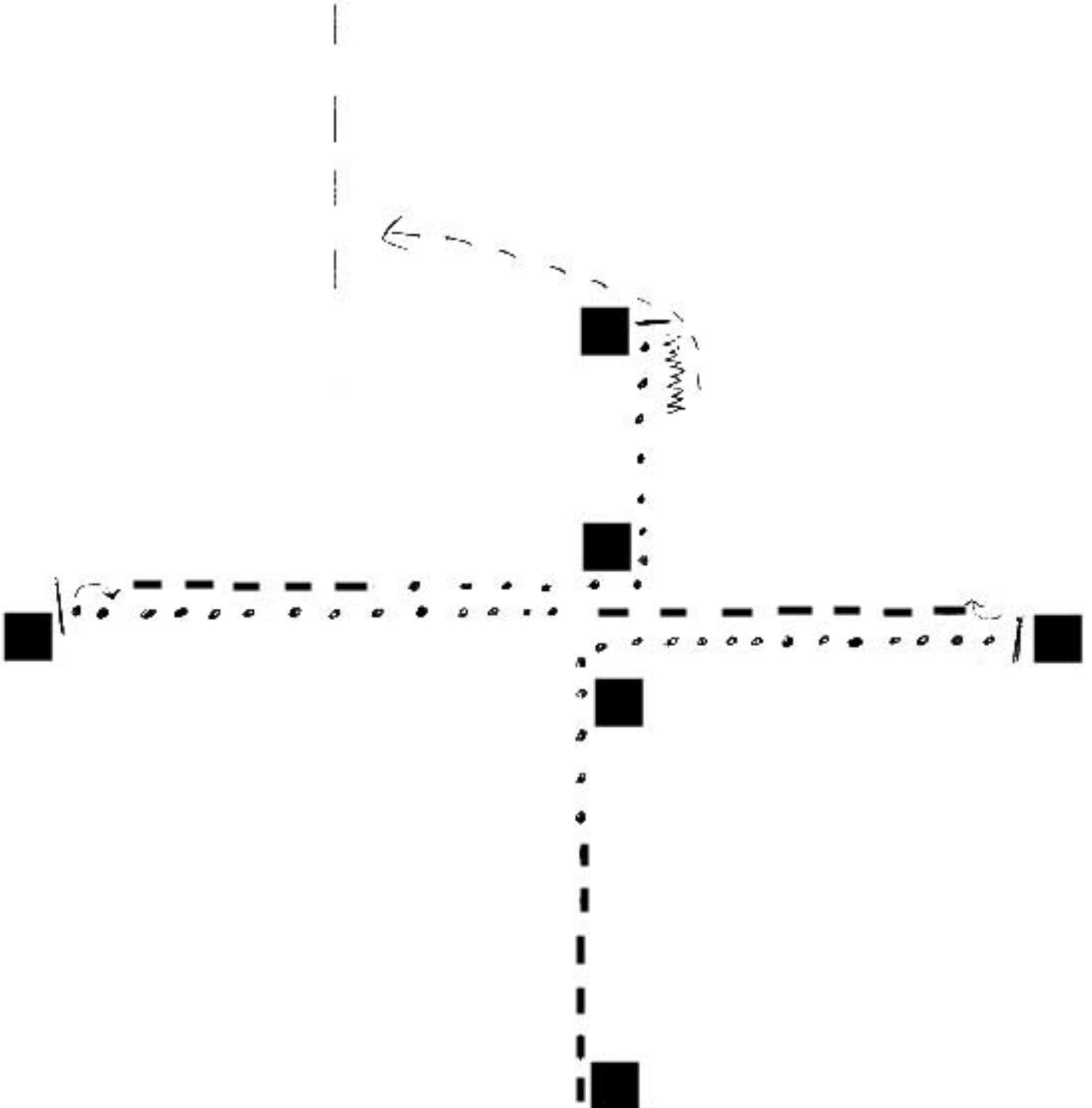
Stop and back one horse length and set up to form new line

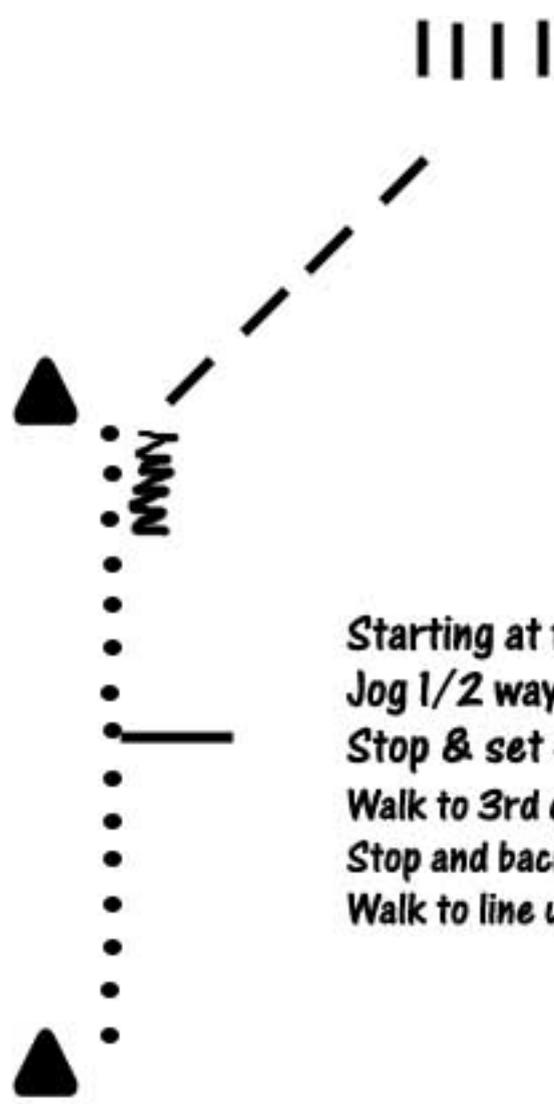
Showmanship 1



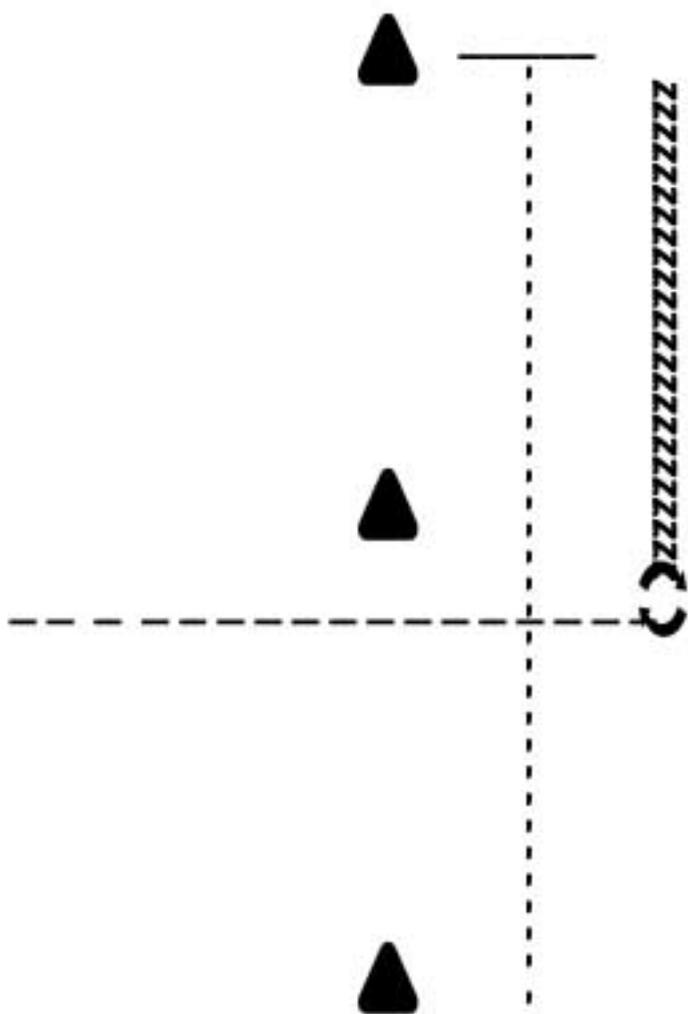
Trot to first cone
 360 degree turn
 Walk to second cone
 90 degree turn
 Walk to judge and set up
 Back 6 steps & 90 turn
 Trot to line up
 180 degree turn
 Walk back to line up

Walk 1/2 way to 2nd cone then jog around 2nd cone and up to 1st judge
Stop and set up for 1st judge
After inspection do a 90 degree turn and walk to the 2nd cone
Start jogging at the 2nd cone and jog to the 2nd judge
Stop and set up for inspection
After inspection do a 90 degree turn and walk 1/2 way to the 2nd cone
Start jogging and jog around 3rd cone to the 4th cone
Stop at 4th cone and back one horse length
Line up head to tail

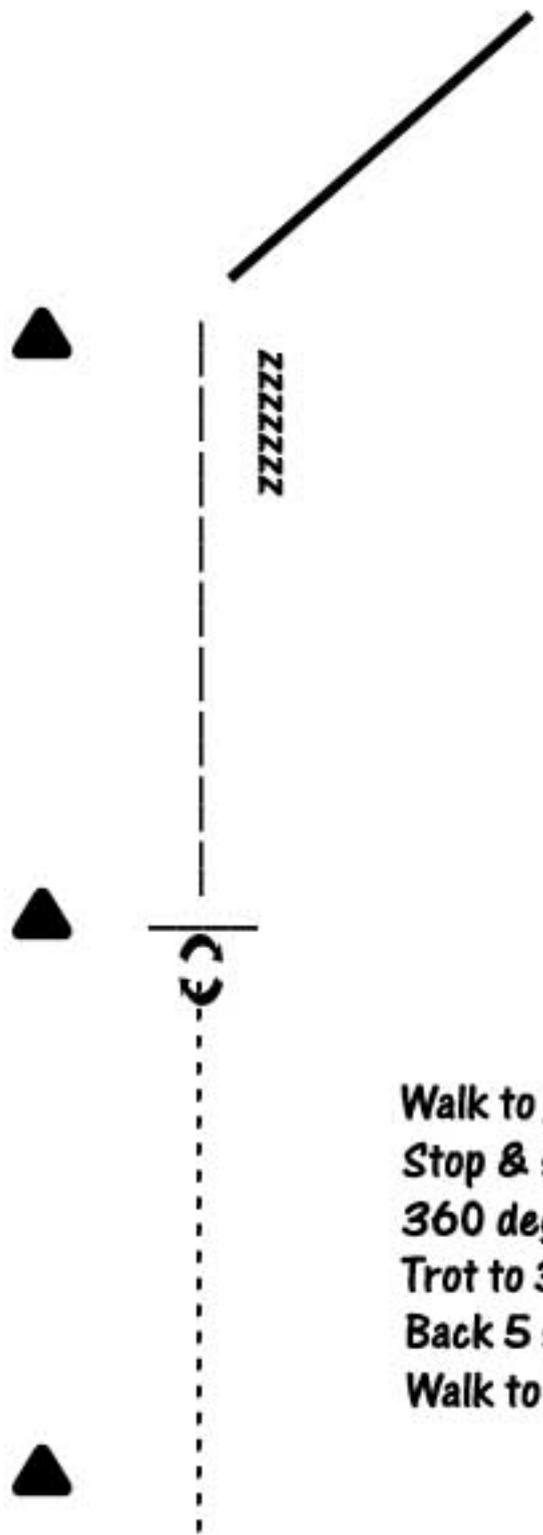




Starting at first cone
Jog 1/2 way to 2nd cone
Stop & set up for judge
Walk to 3rd cone
Stop and back 4 steps
Walk to line up



*Trot to Judge (3rd marker)
Stop & set up for inspection
Back to 2nd marker
270 degree turn to right
Walk to line up*



Walk to judge (2nd marker)
Stop & set up for inspection
360 degree turn to the right
Trot to 3rd marker
Back 5 steps
Walk to line up

Walk toward the judge in a straight line

Stop 1/2 way between the line up and the judge and do a 360 degree turn—stop

All turns are to be to the right

Continue at a walk toward the judge in a straight line

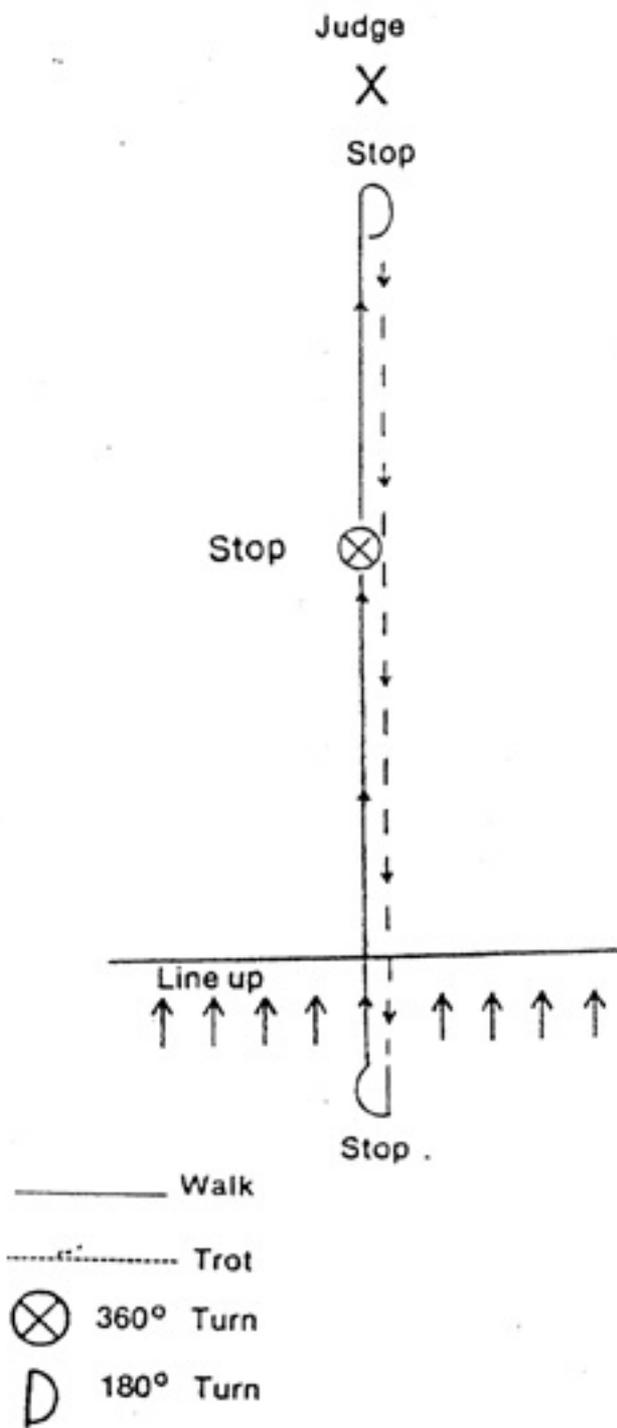
Stop and set up your horse

Upon acknowledgement from the judge—Do a 180 degree turn

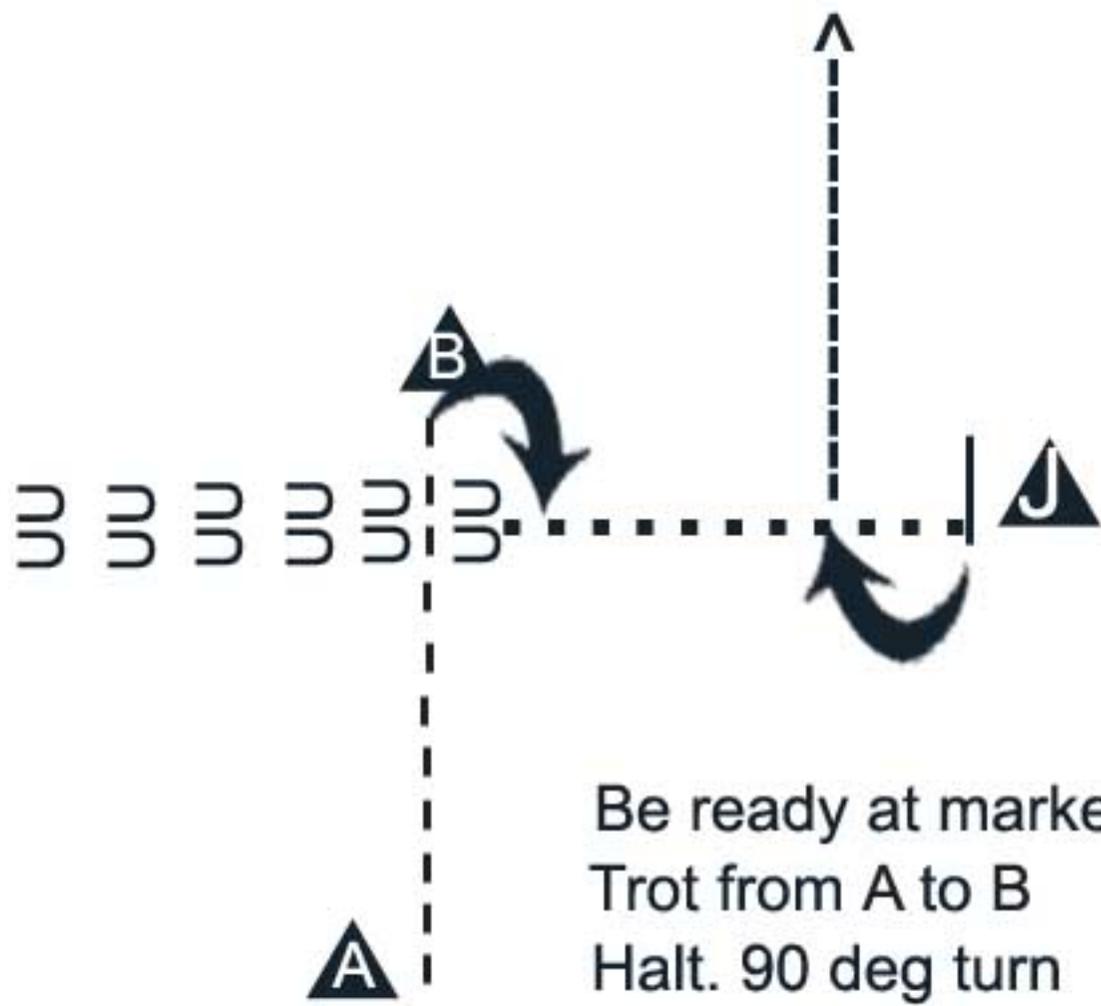
Trot in a straight line—past the line up—stop

Do a 180 degree turn

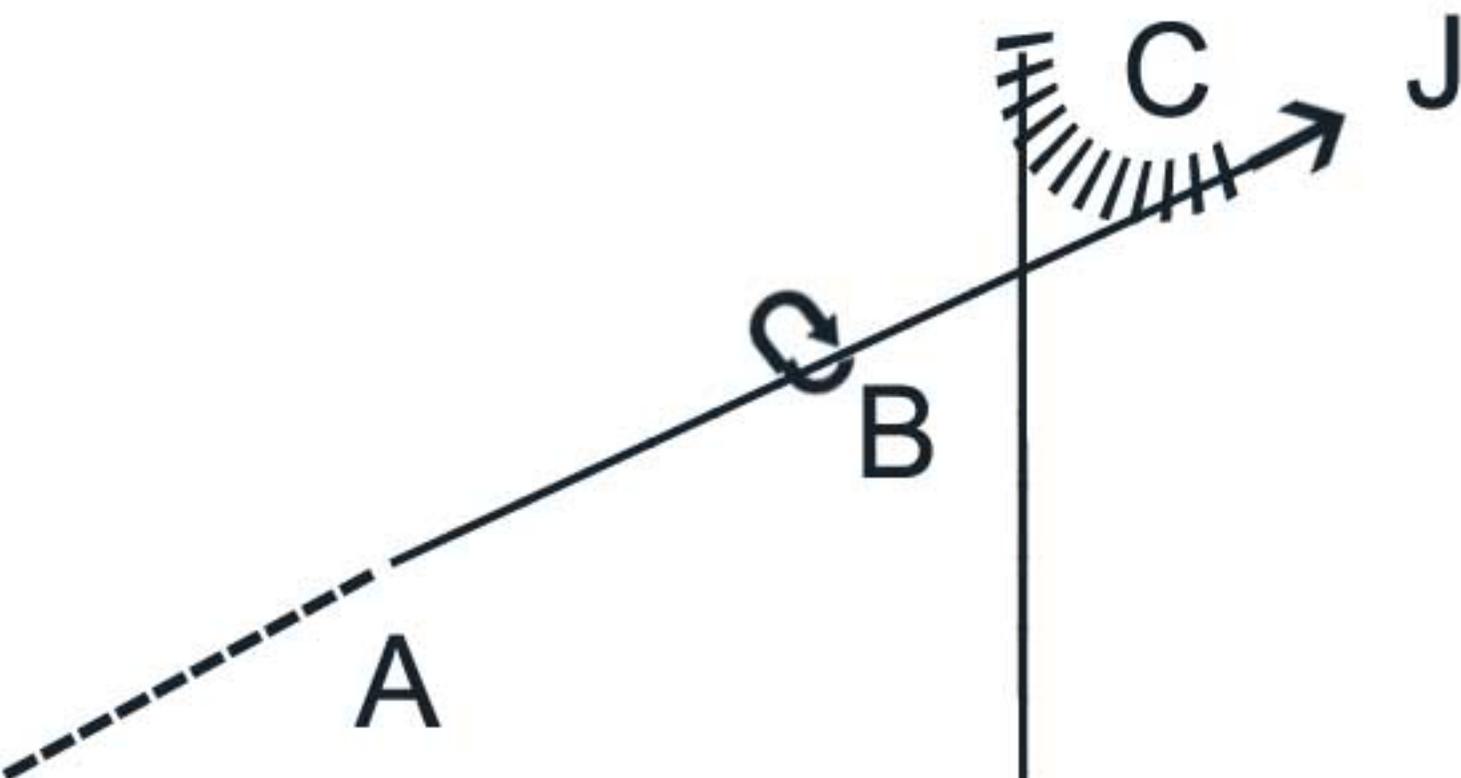
Walk horse forward to the exact spot in the line up (where you were when you started the pattern) and set up your horse



Showmanship



Be ready at marker A
Trot from A to B
Halt. 90 deg turn
Back 6 steps
Walk to judge
Set up for inspection
270 deg turn trot away.
Line up



Trot to A

Walk from A to B

360 deg turn at B

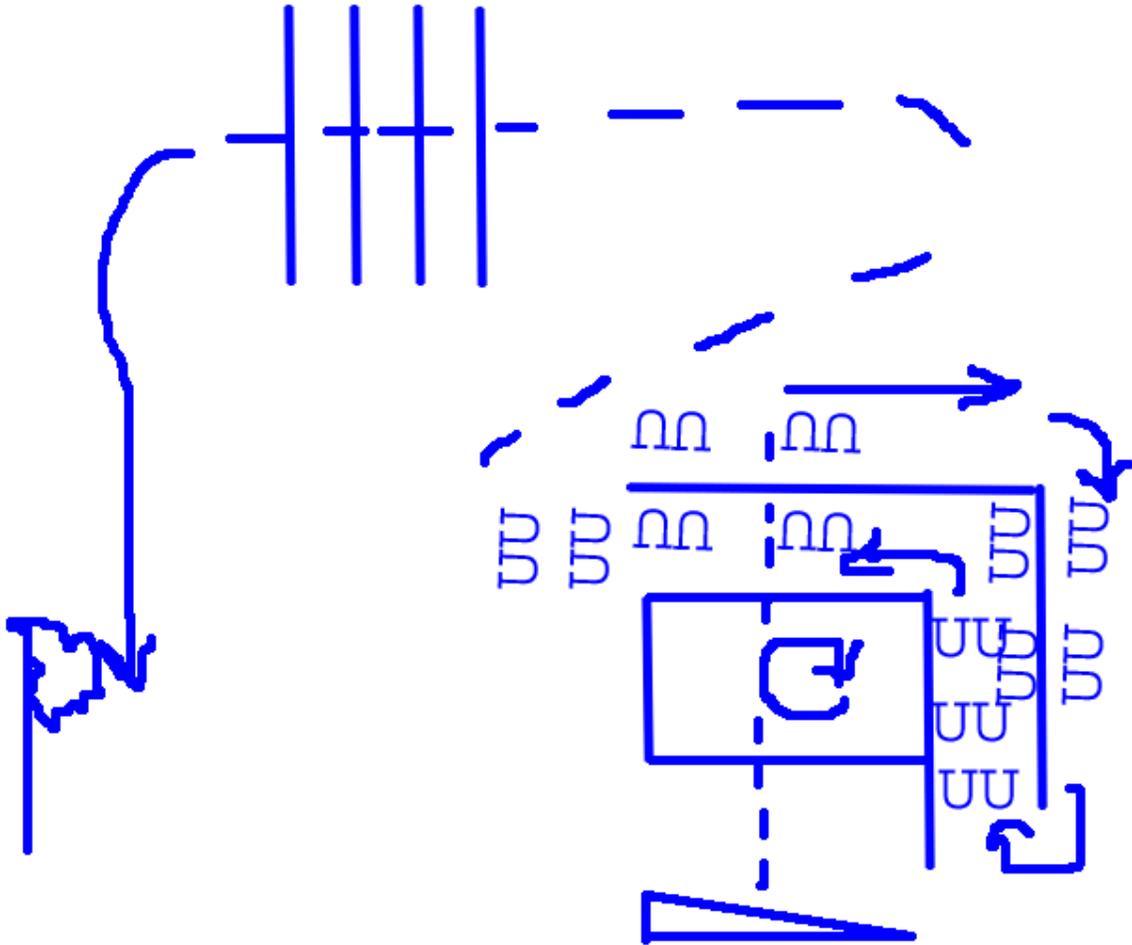
Walk to Judge - Set up

Back up around C when dismissed

Walk to 2nd lineup

Trail

1. Work Gate
2. Walk to and into box
3. 360 degree turn to the right
4. Step out of box and over pole
5. Sidepass L to the right
6. Back into box and back thru L
7. Jog to and over logs
8. Lope to Slicker
9. Put on and take off slicker
10. Exit



Trail

