

Showmanship 1

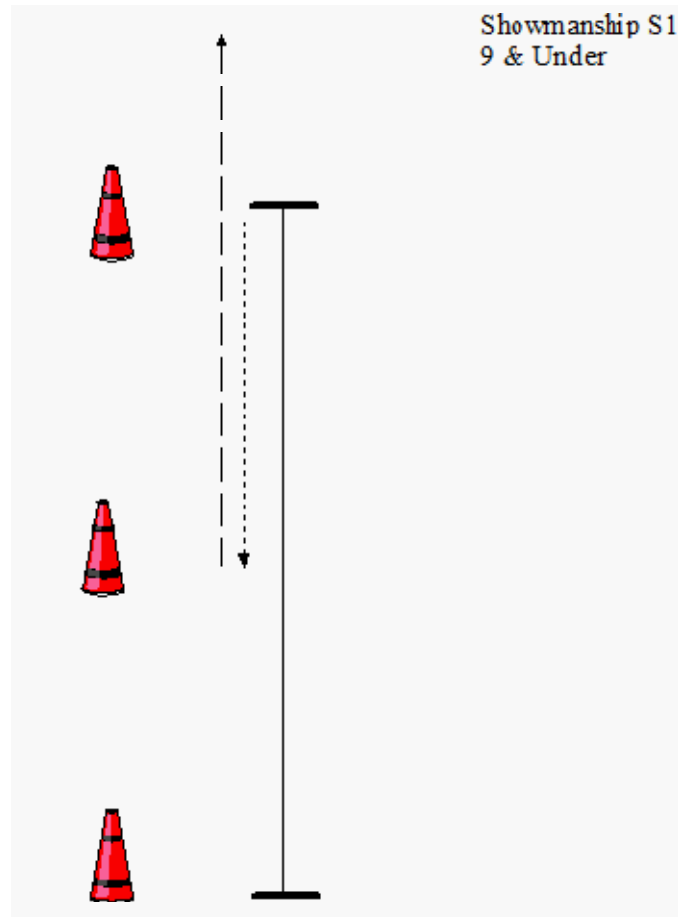
Be ready at 1st marker

Walk to 3rd marker

Stop & Set up ~ wait to be excused

Back to 2nd marker

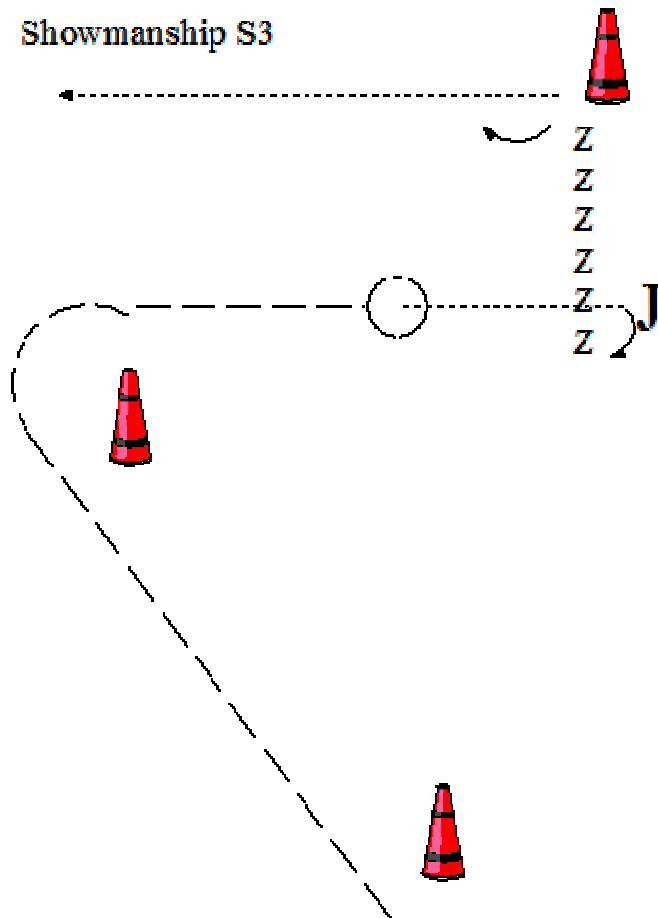
After backing to 2nd marker trot ahead to line up area



Showmanship 2

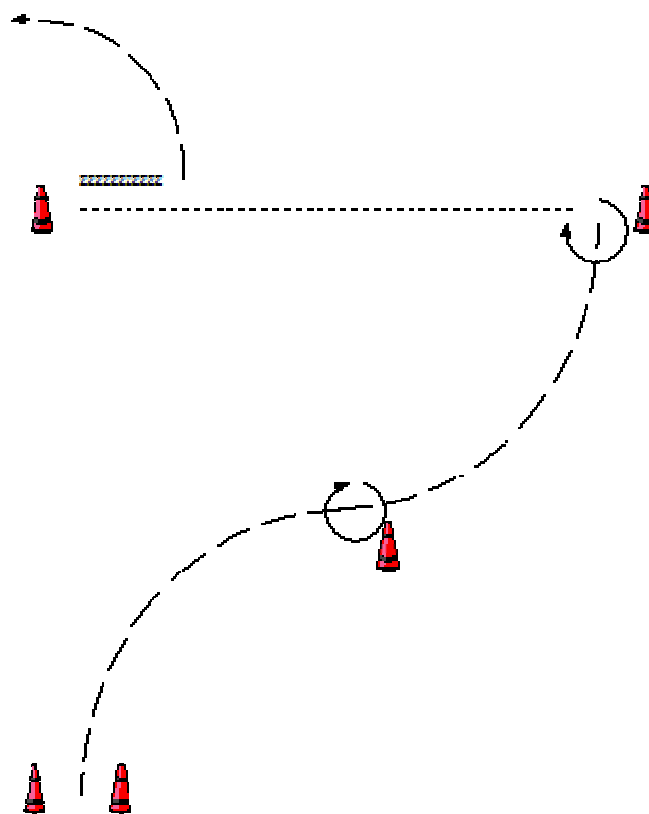
1. Start at A – Trot from A to and around B
2. 1/2 to judge Stop and do a 360 degree pivot
3. Walk to judge & setup for inspection
4. Do 1/4 turn & back to C
5. Do 1/4 turn & trot to line up

Showmanship S3



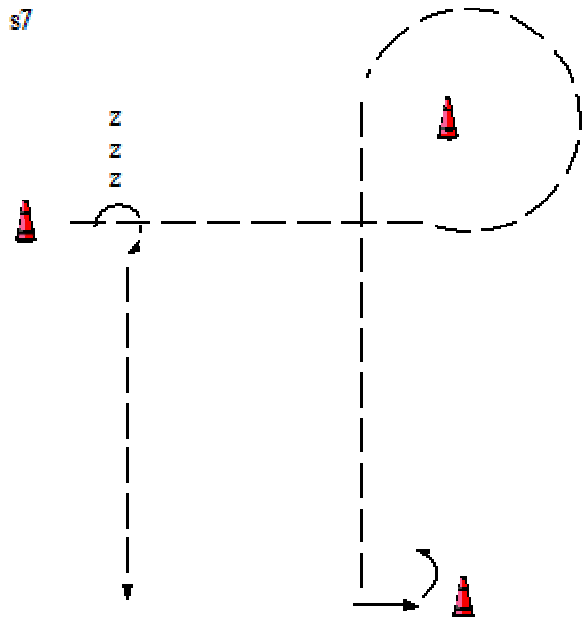
Showmanship 3

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



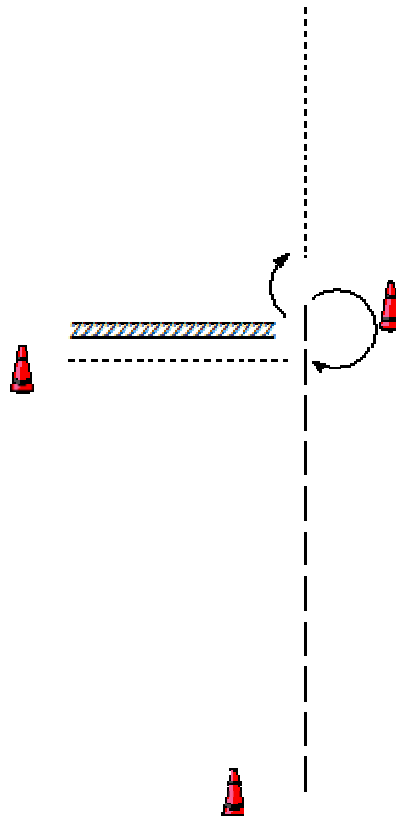
Showmanship 4

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 5

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

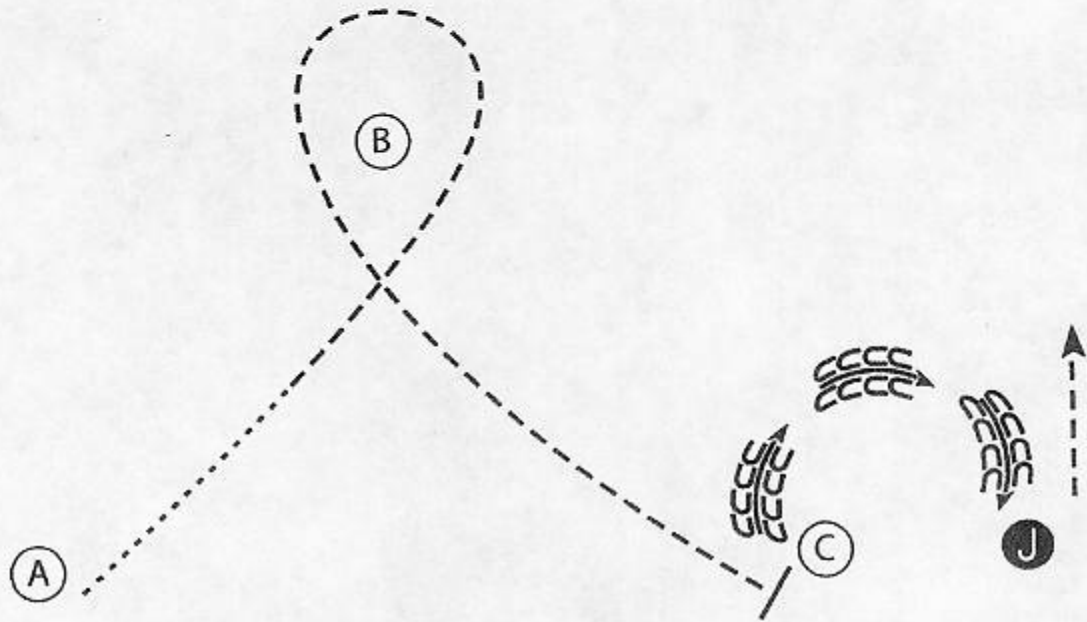


Showmanship 6

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 ←

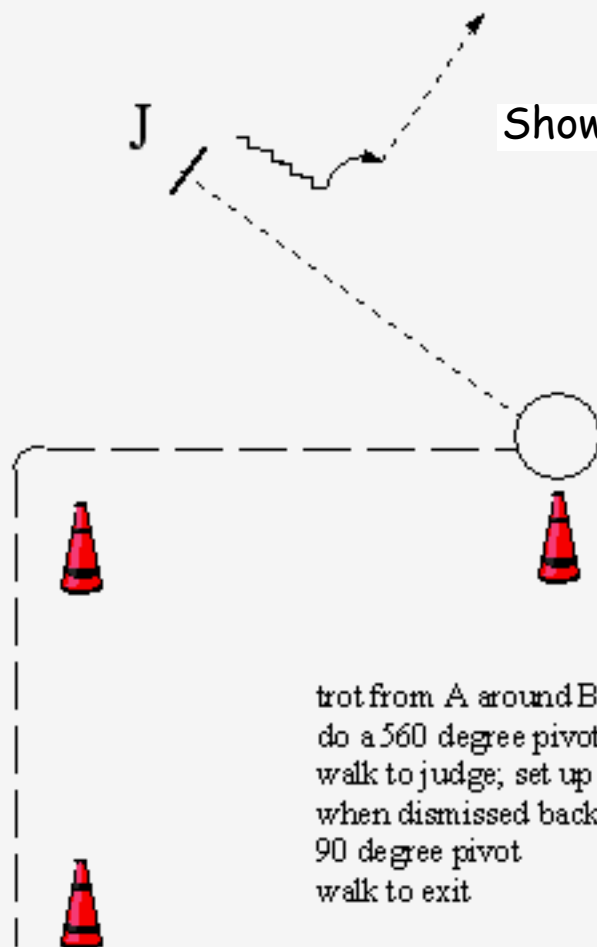
Marker (B)

Judge (J)

[S/2-2]

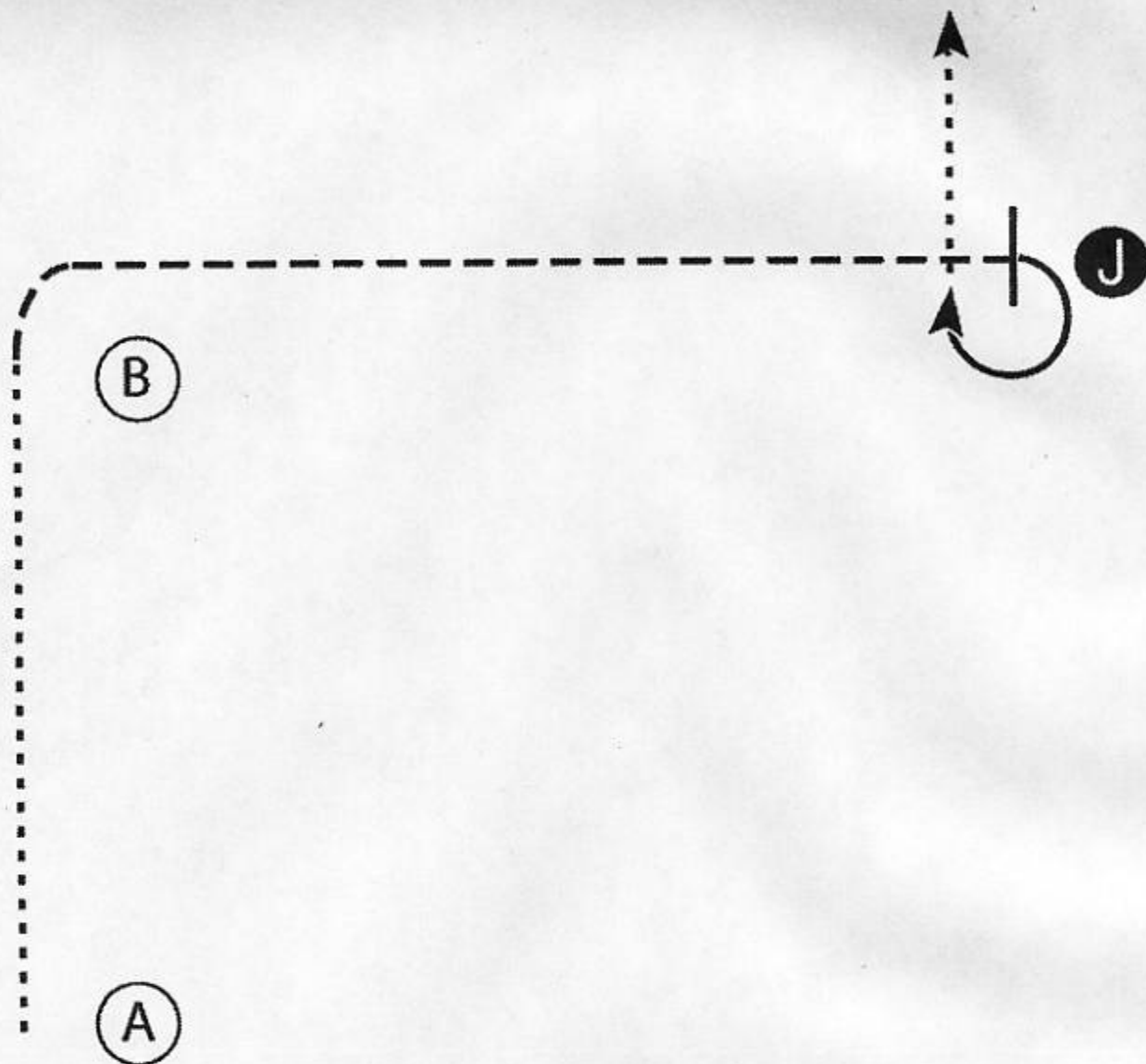
Pattern Provided by:

Showmanship 7



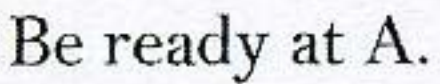
trot from A around B to C
do a 560 degree pivot
walk to judge; set up for inspection
when dismissed back one horse length
90 degree pivot
walk to exit

Showmanship 8




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.


Walk	-----
Trot	- - - - -
Back	← 33333333
Marker	(B)
Judge	(J)

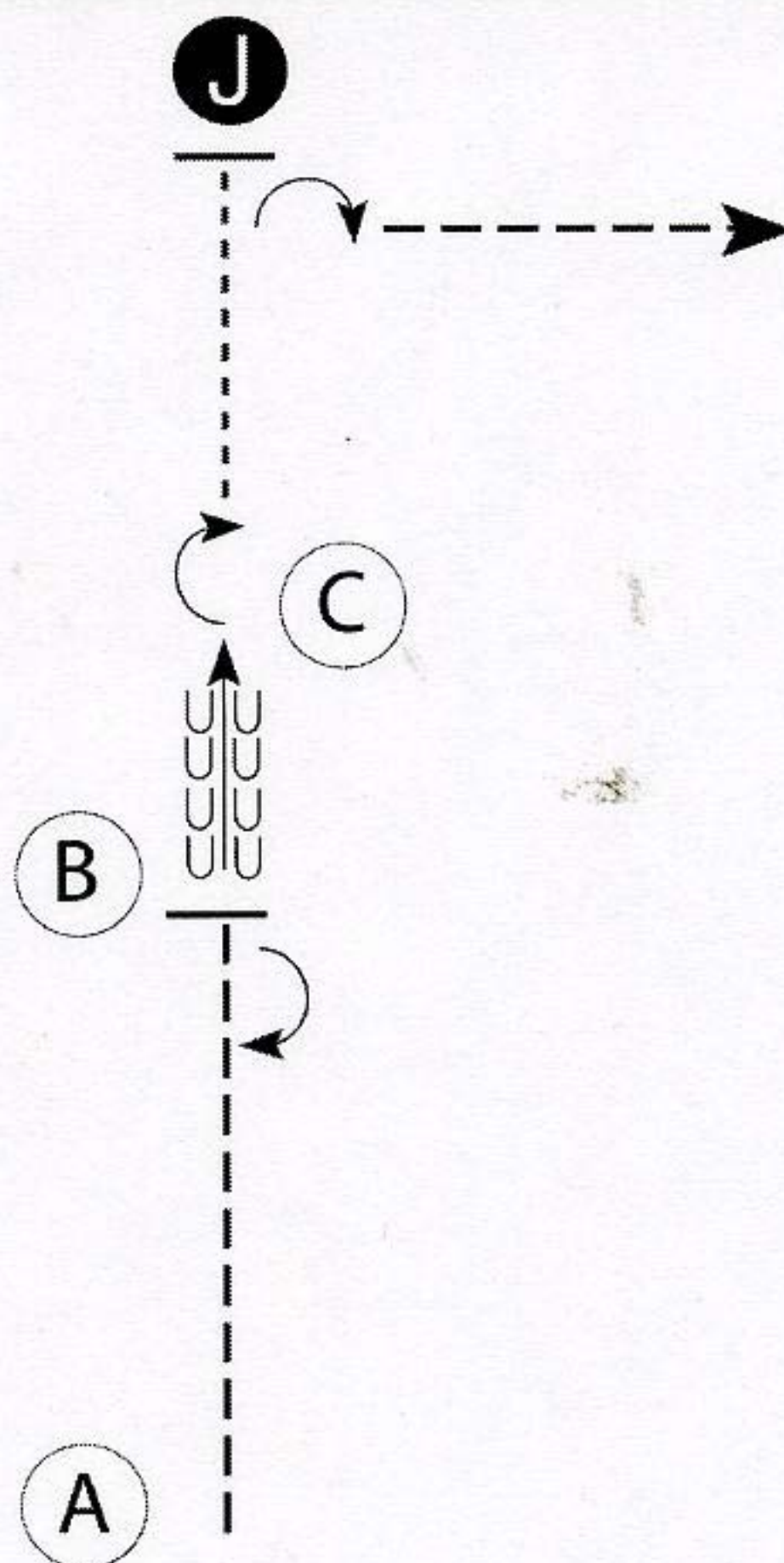


- Follow the instructions of your ring steward.

Trot — — — — —

Marker  B

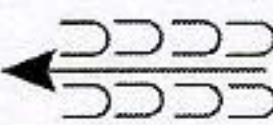
Judge 

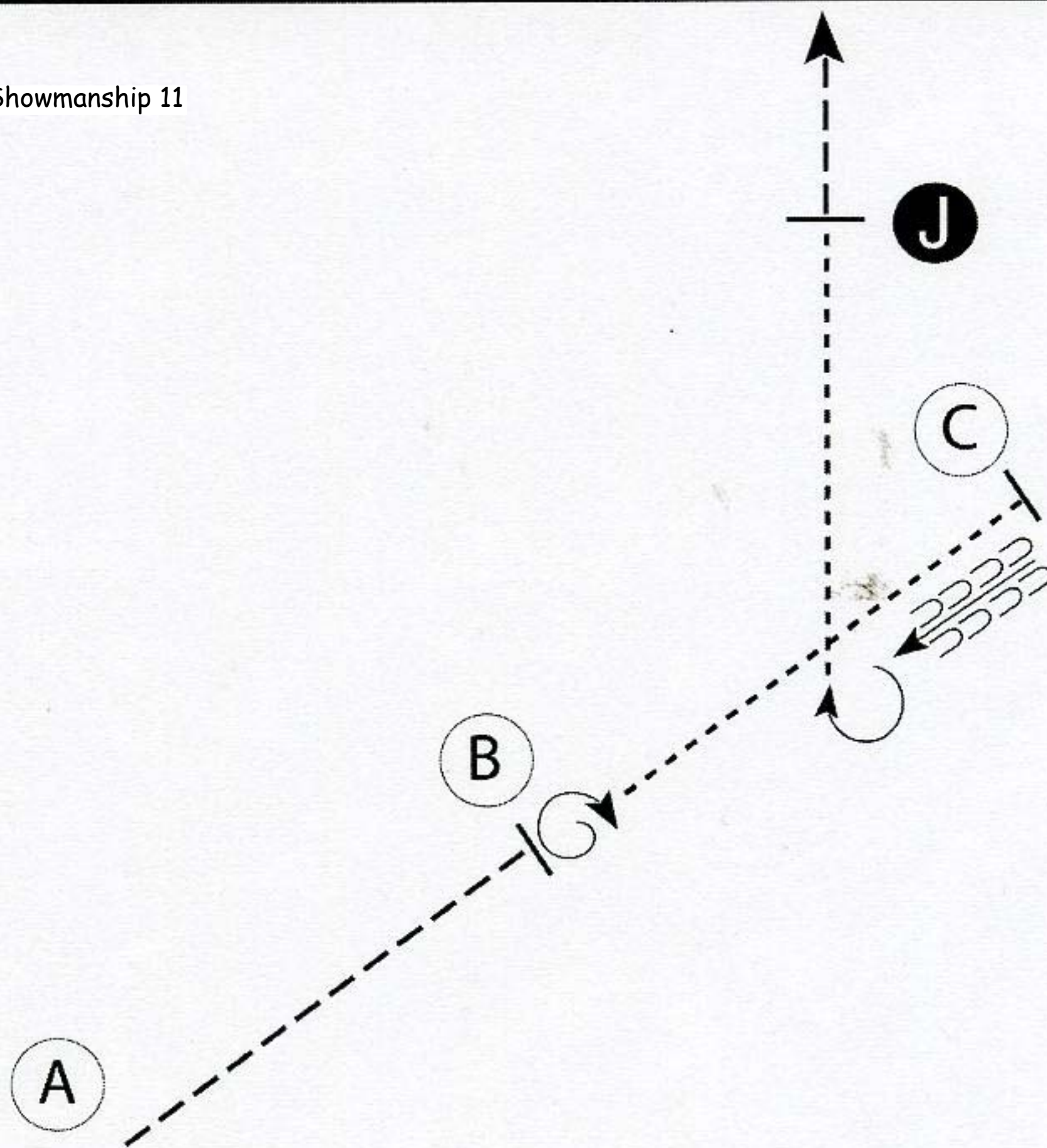


Be ready at A.

1. Trot from A to B.
2. Stop at B and pivot 180 degrees.
3. Back to C.
4. Turn 180 degrees and walk to judge.
5. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and trot away.

Follow the instructions of your ring steward.

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

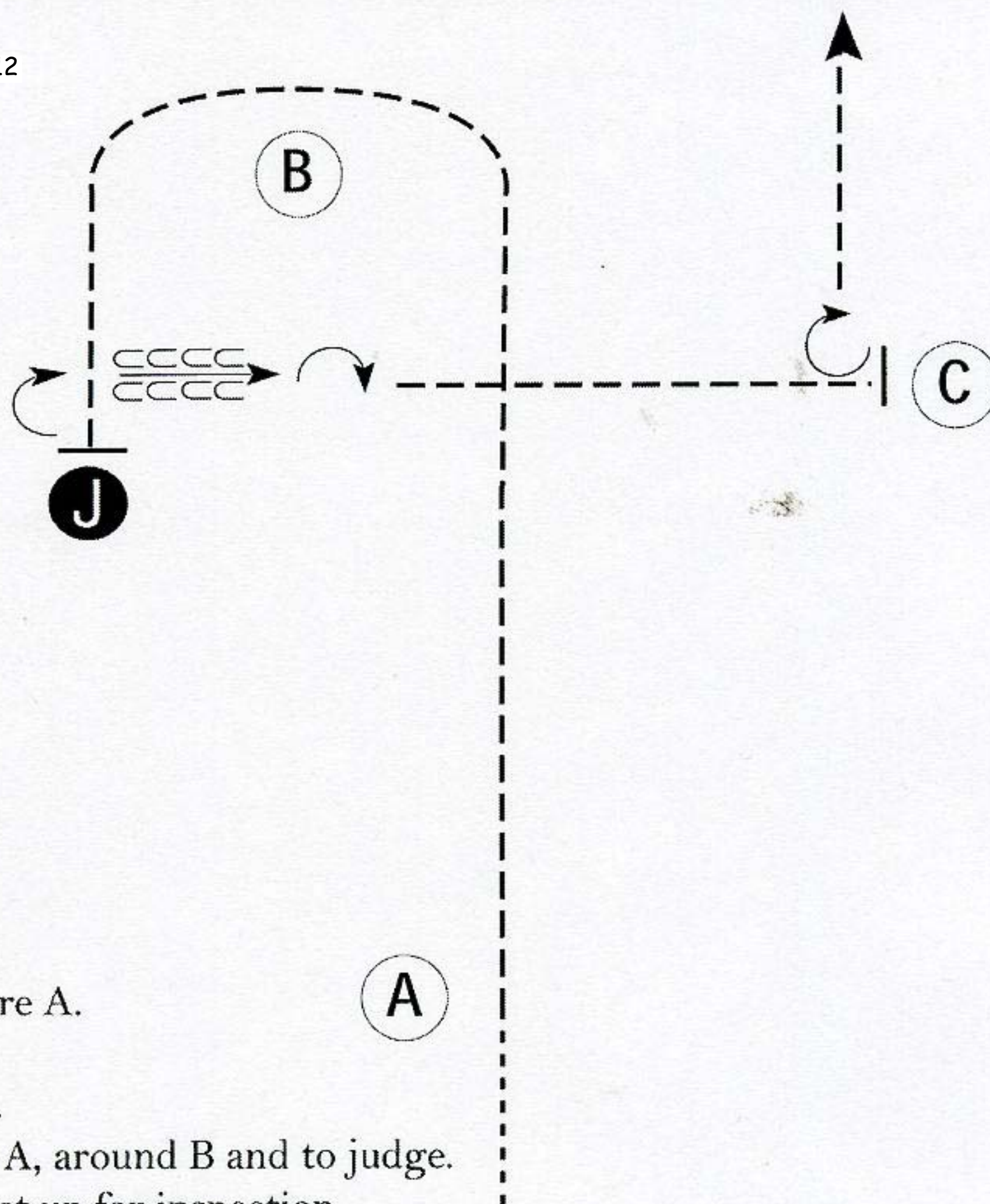


Be ready at A.

1. Trot from A to B.
2. Stop and perform a 360 degree turn.
3. Walk to C. Stop and back 5 steps.
4. Perform a 300 degree turn.
5. Walk until horse's shoulder is even with judge. Stop and set up for inspection.
6. When dismissed, trot straight away.

Follow the instructions of your ring steward.

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

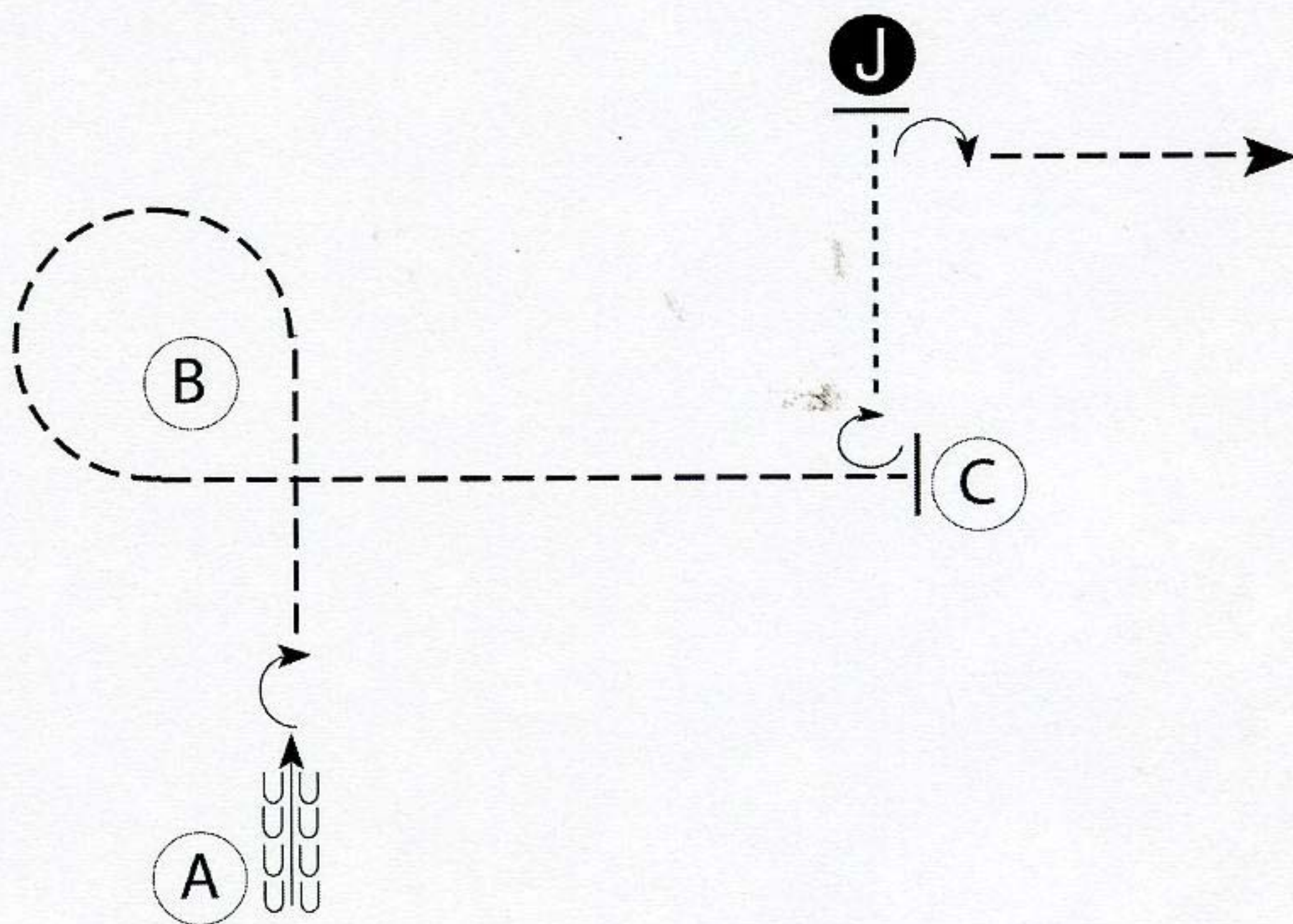


Be ready before A.

1. Walk to A.
2. Trot from A, around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, perform a 90 degree turn and back to B.
5. Perform a 180 degree turn and trot to C.
6. Stop and perform a 270 degree turn.
7. Trot straight away.

Follow the instructions of your ring steward.

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



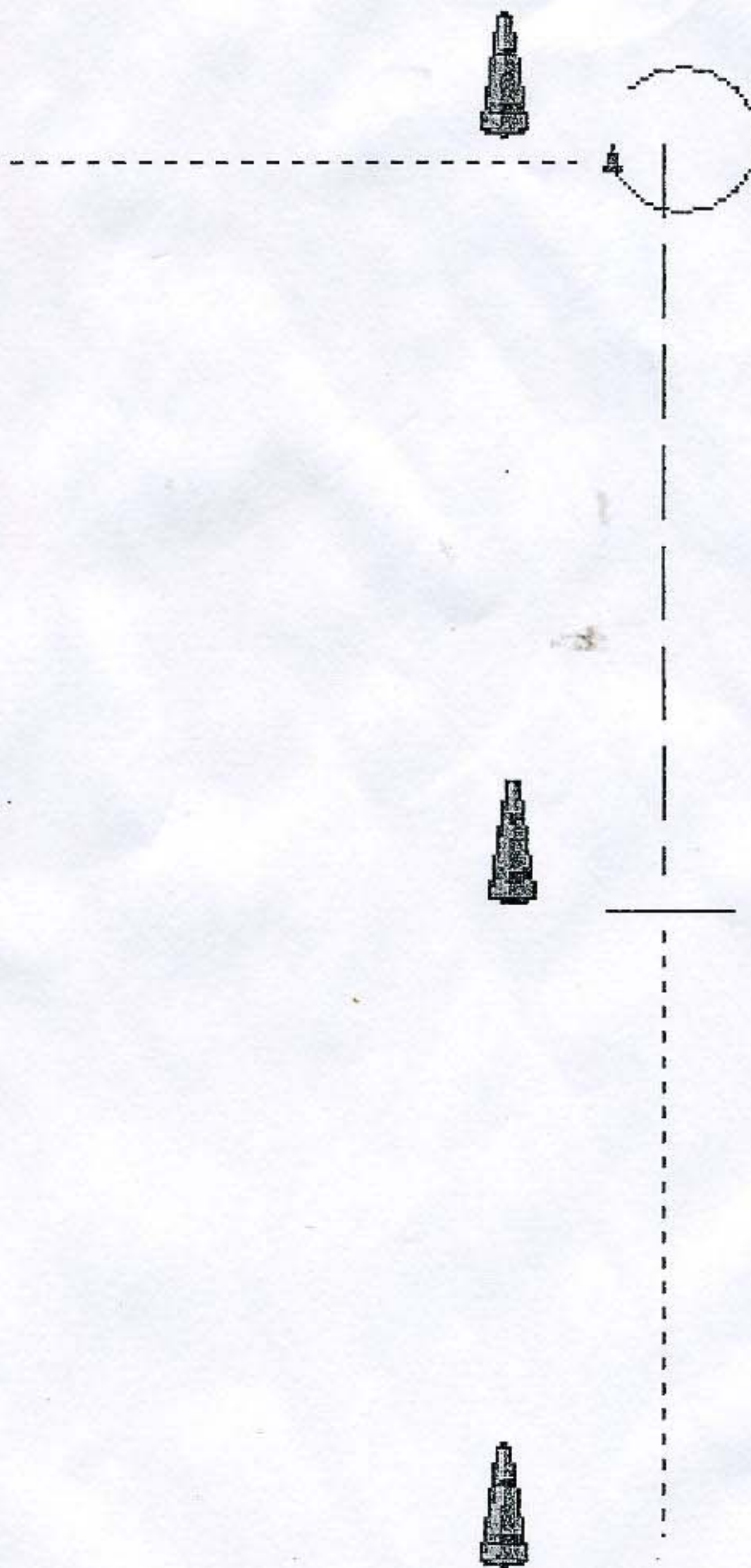
Be ready at A.

1. When acknowledged, back 5 steps.
2. Pivot 180 degrees.
3. Trot to and around B and continue to C.
4. Stop at C and turn 270 degrees.
5. Walk to judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and trot away.

Follow the instructions of your ring steward.

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

Showmanship
(English/Western)



- Walk from cone **A** to cone **B**
- Halt at cone **B** and back 3-4 steps
- Trot/Jog to cone **C**, Halt, do a 270 turn to the right
- Walk toward the judge, Set up
- Excused to line up

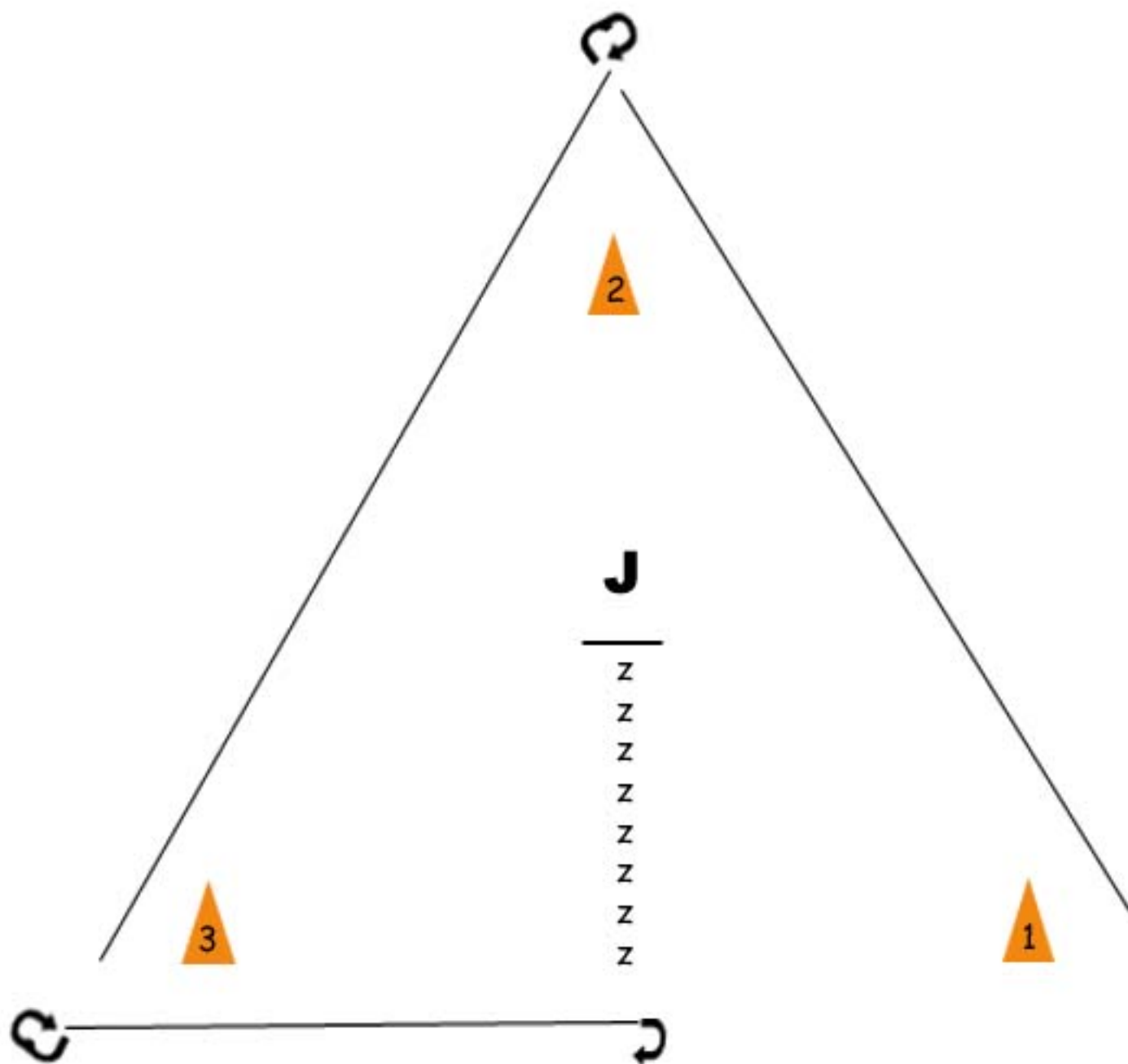
Start at 1st cone; jog past 2nd cone

Showmanship 16

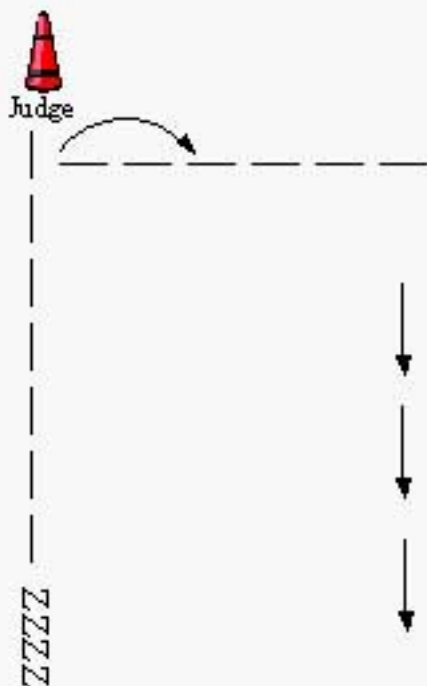
Turn to the right; jog past 3rd cone

Turn to the right; walk until you are in line with Judge

90 deg pivot; back to judge; set up for inspection



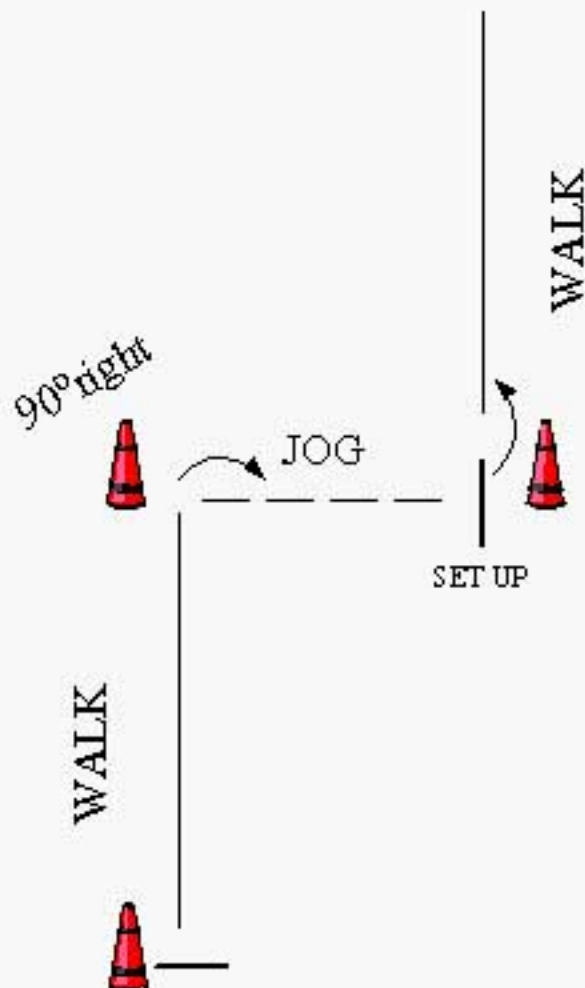
Showmanship 17



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

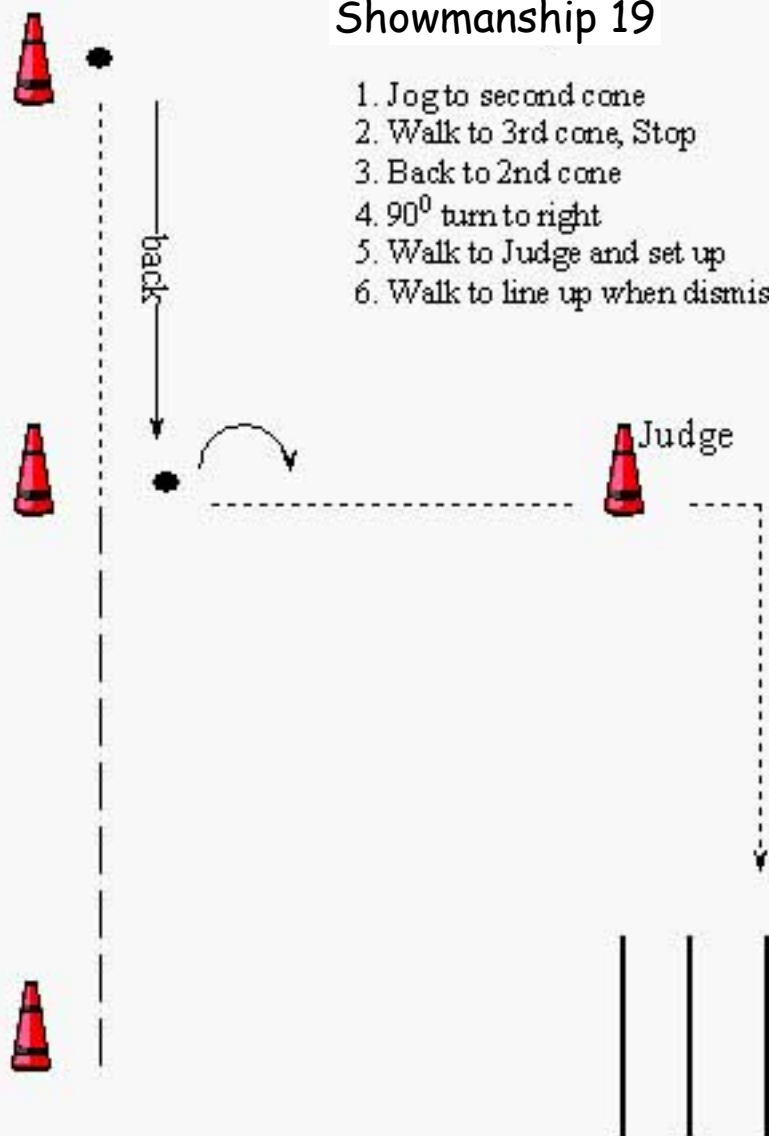
Showmanship 18

LINE UP



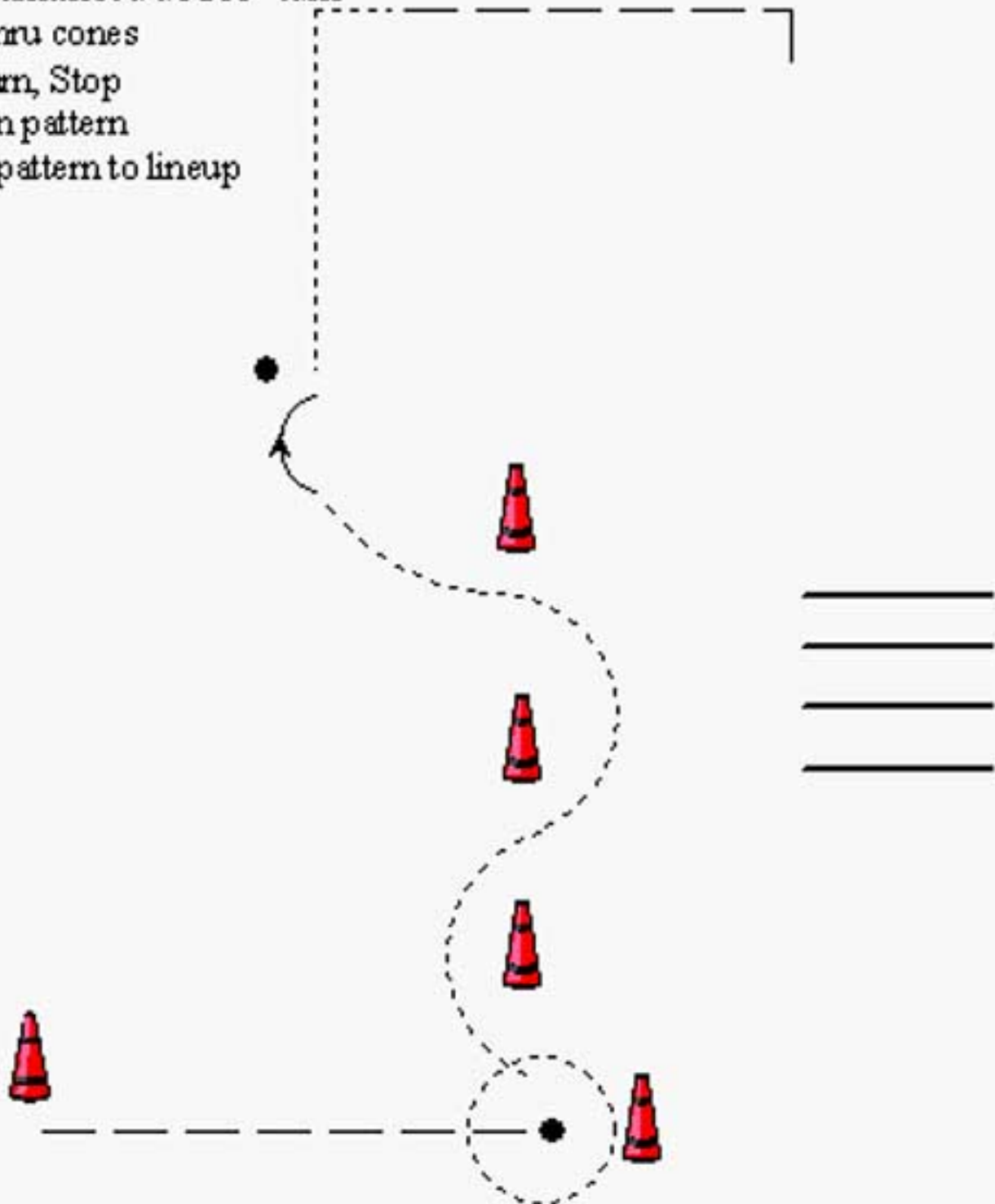
Showmanship 19

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

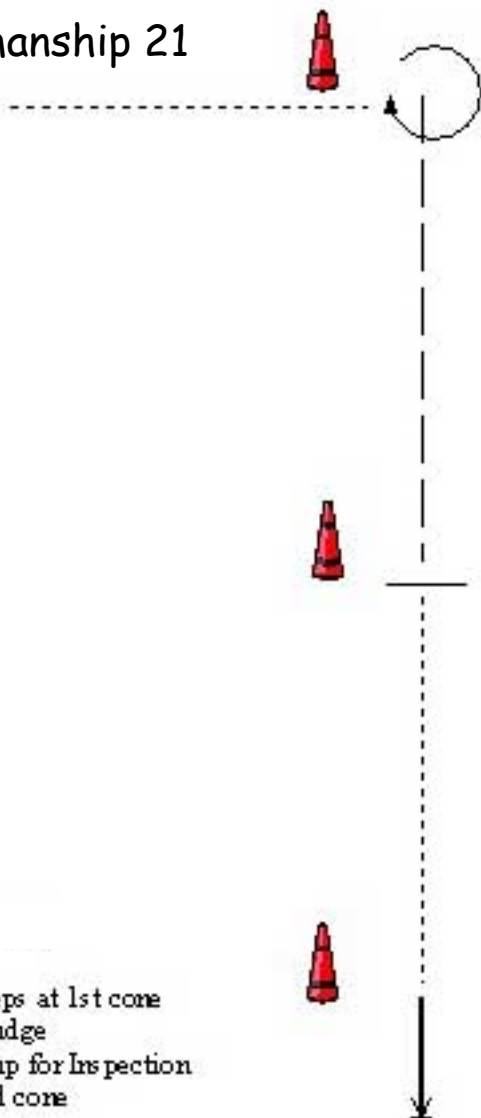


Showmanship 20

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



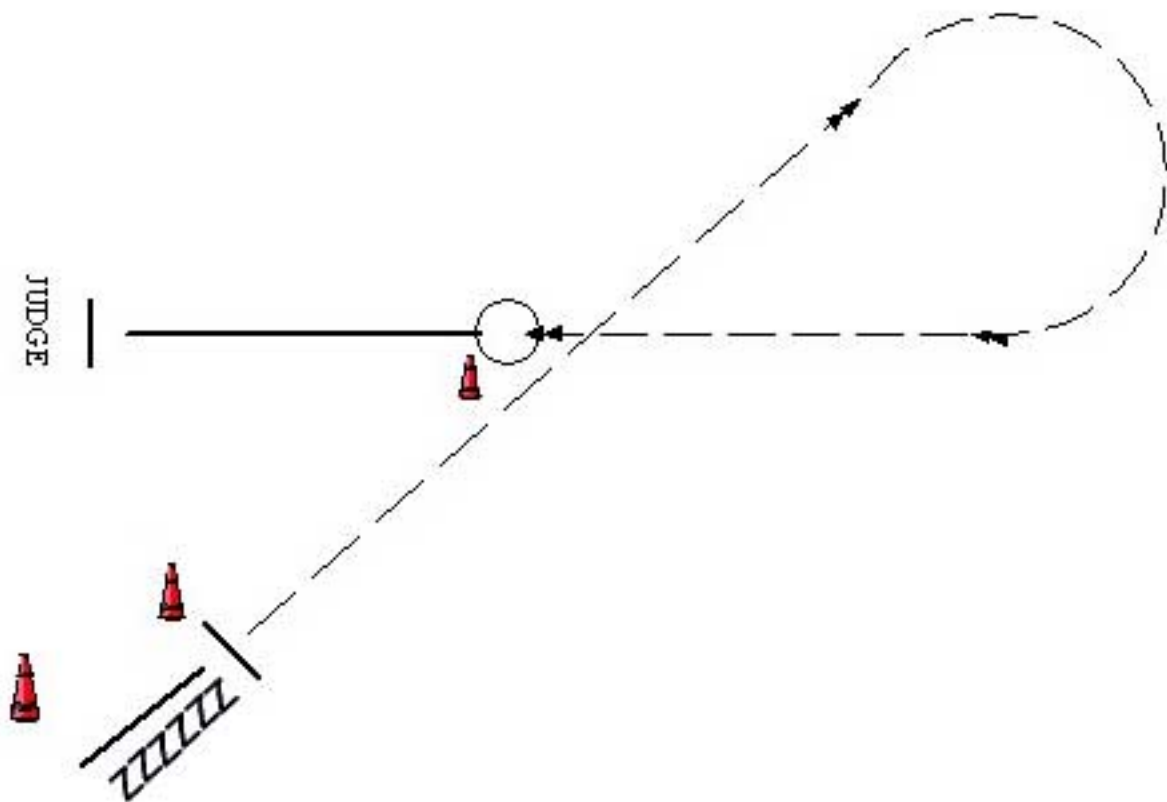
Showmanship 21



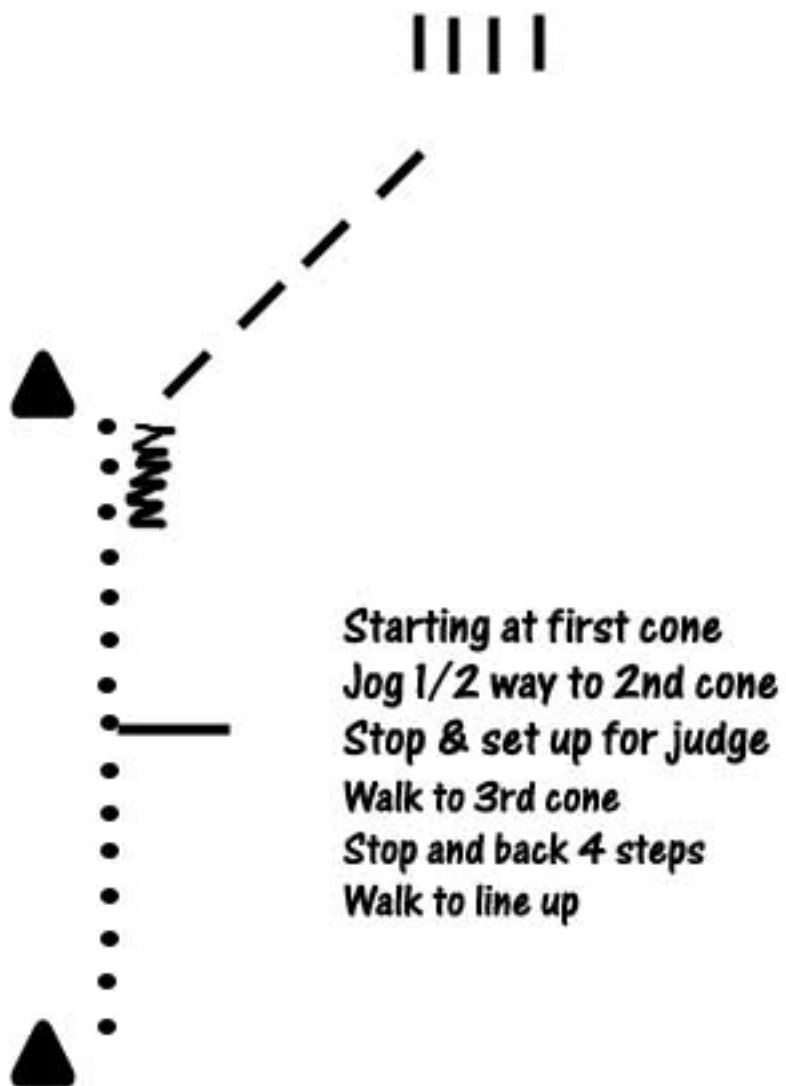
1. Back 3 steps at 1st cone
2. Walk to Judge
3. Stop, Set up for Inspection
4. Trot to 3rd cone
5. Stop, 270° to right
6. Walk to line up

Showmanship 22

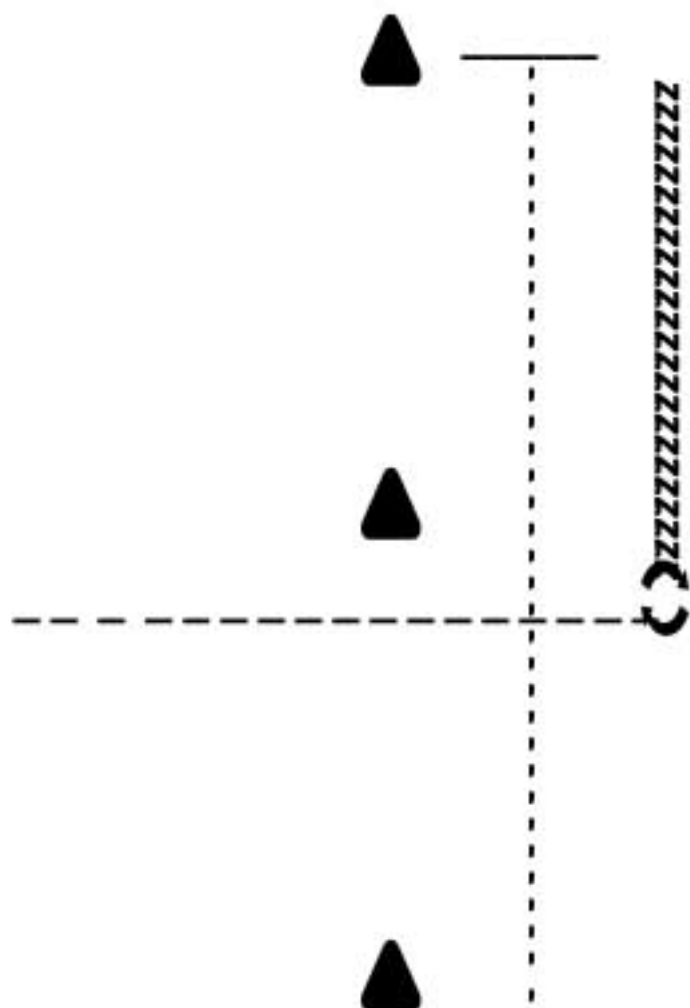
- *Pattern begins with exhibitor set up at 2nd cone
- *Back to 1st cone
- *Trot forward past 3rd cone, execute a loop back to 3rd cone
- *Stop, do a 360o turn, walk to judge
- *Stop, set up for inspection
- *When excused, turn right and line up at the direction of the ring steward



Showmanship 23

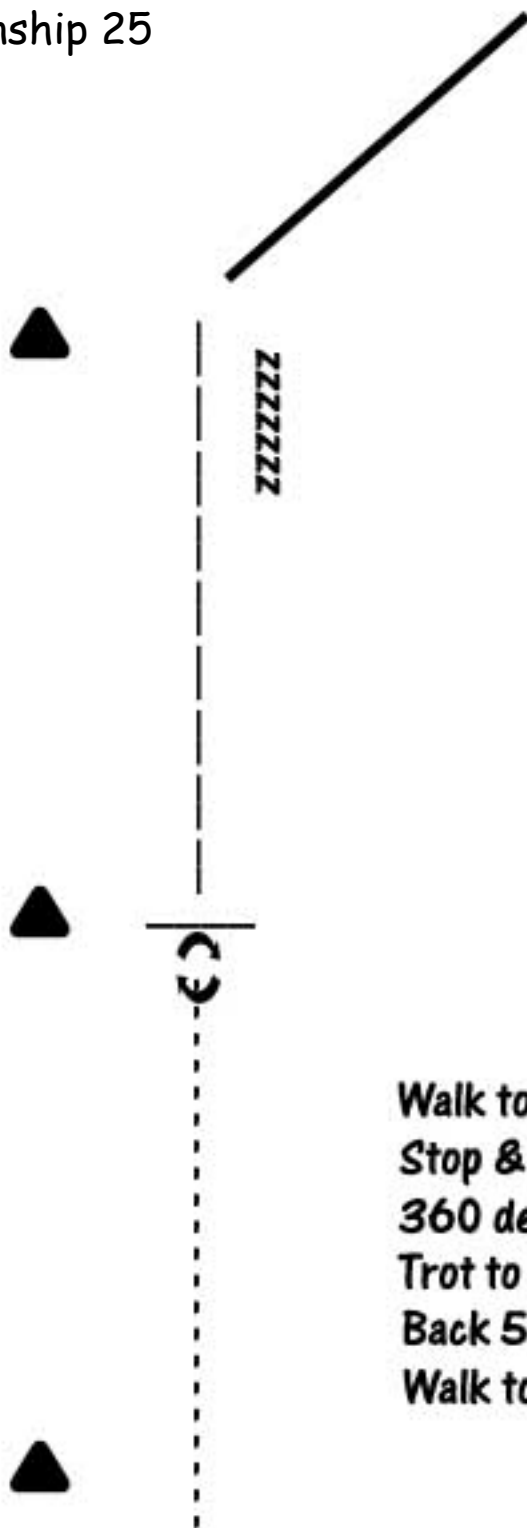


Showmanship 24



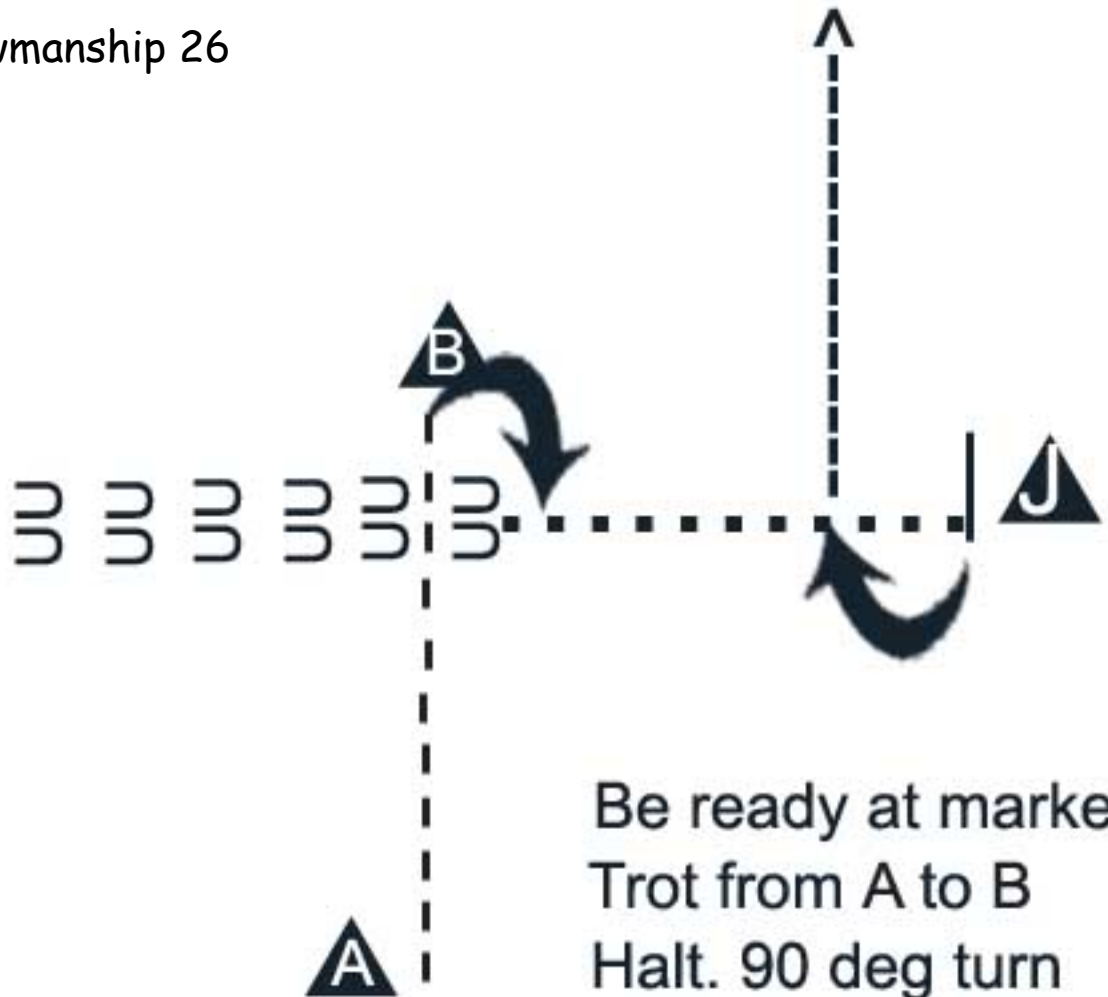
Trot to Judge (3rd marker)
Stop & set up for inspection
Back to 2nd marker
270 degree turn to right
Walk to line up

Showmanship 25



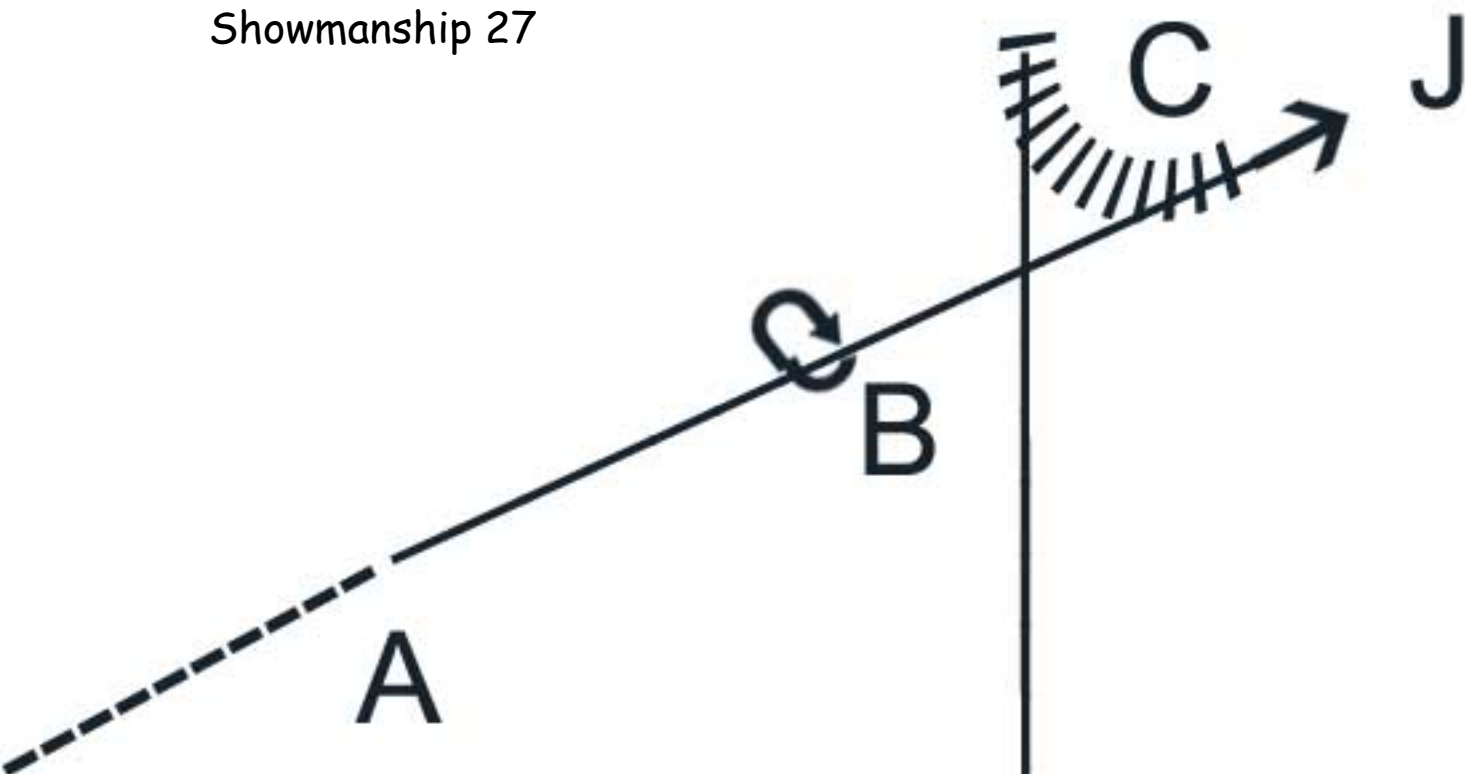
Walk to judge (2nd marker)
Stop & set up for inspection
360 degree turn to the right
Trot to 3rd marker
Back 5 steps
Walk to line up

Showmanship 26



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

Showmanship 27



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