

Showmanship

PATTERN F • LEVEL 1

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

Be ready at marker A.

Walk from marker A to around marker B.

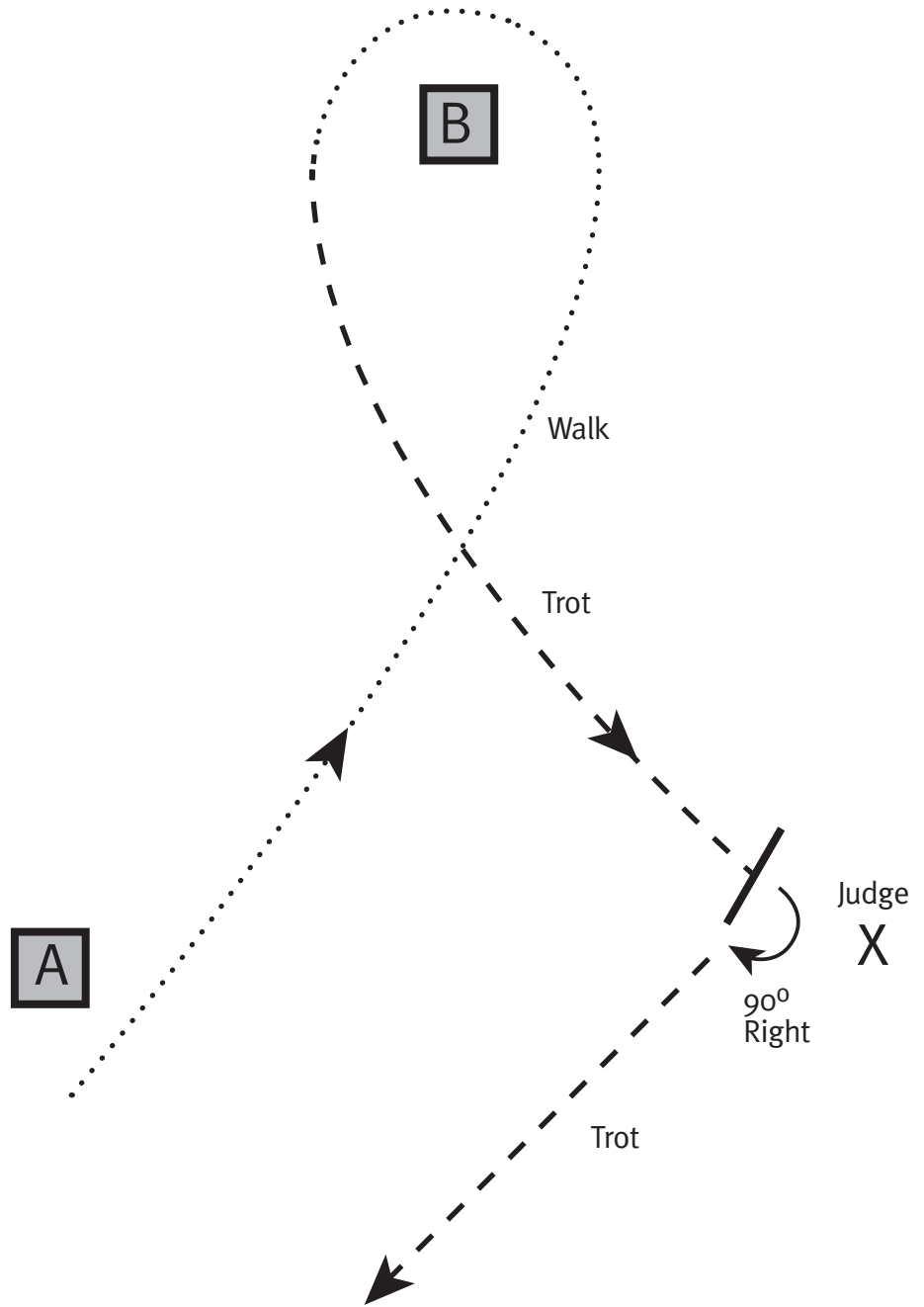
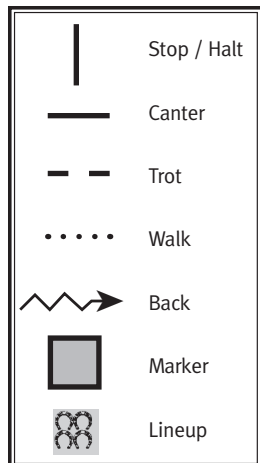
Trot from marker B to the judge.

Stop and set up for inspection.

When dismissed, turn approximately 90-degrees.

Return to lineup at the trot or exit at the direction of the ringmaster.

- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.



Showmanship

PATTERN CC • LEVEL 2

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

Be ready at marker A.

Trot around marker B and continue to marker C.

Walk curve directly to marker D.

Stop and execute a 540-degree turn.

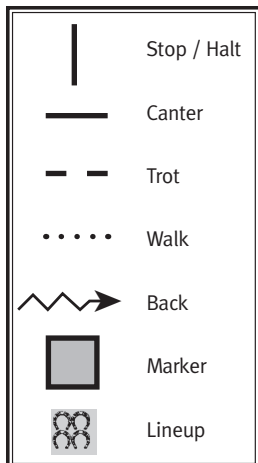
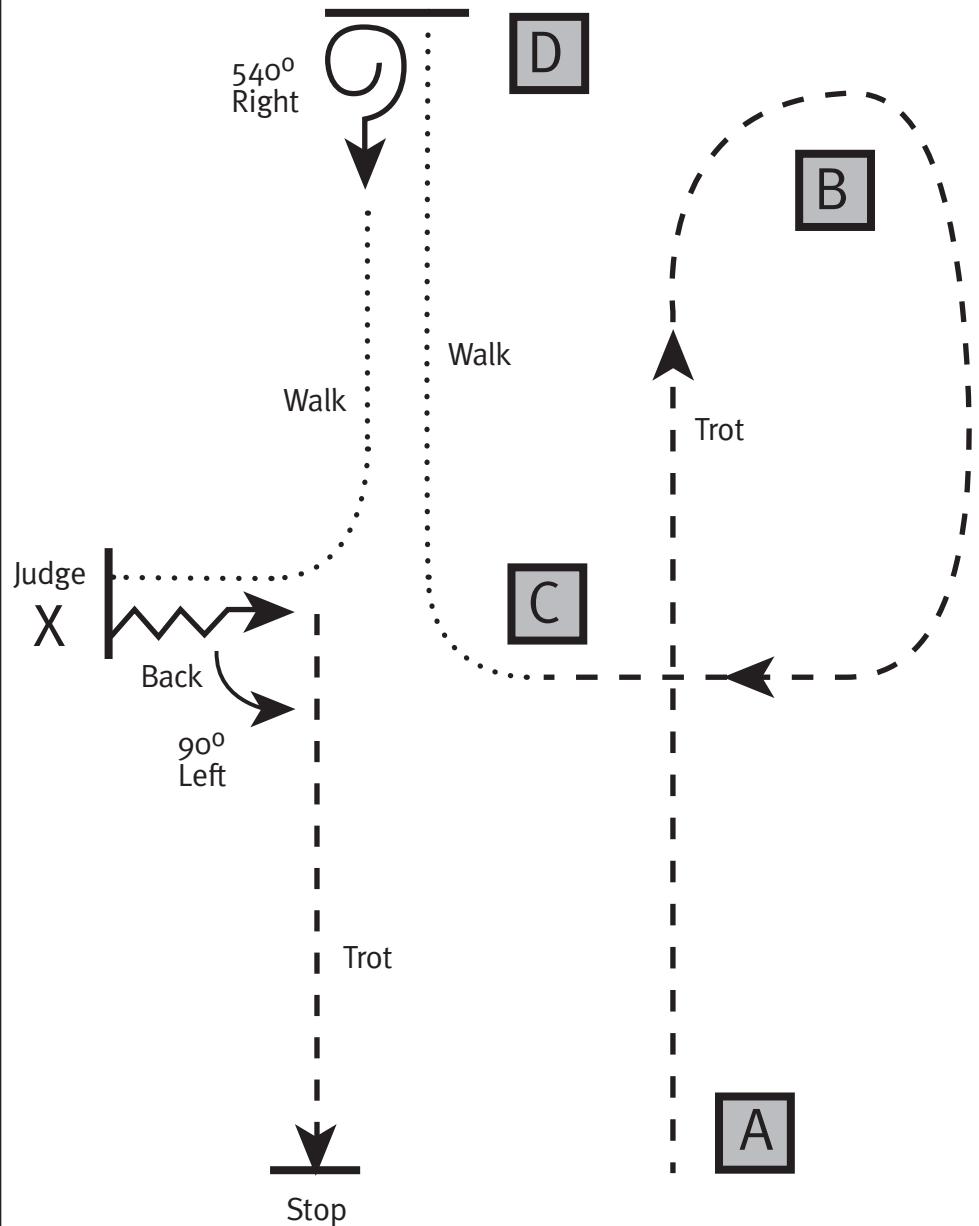
Walk curve to judge.

Stop and set up for inspection.

When dismissed, back four steps and execute a 90-degree turn.

Trot away as drawn until even with marker A.

Stop. Return to lineup at the trot or exit arena at the instruction of the ringmaster.



Showmanship

PATTERN HH • LEVEL 3

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ❑ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

Be ready at marker A.

Trot to marker B.

Stop. Back four steps.

Trot curve around marker B and to Judge.

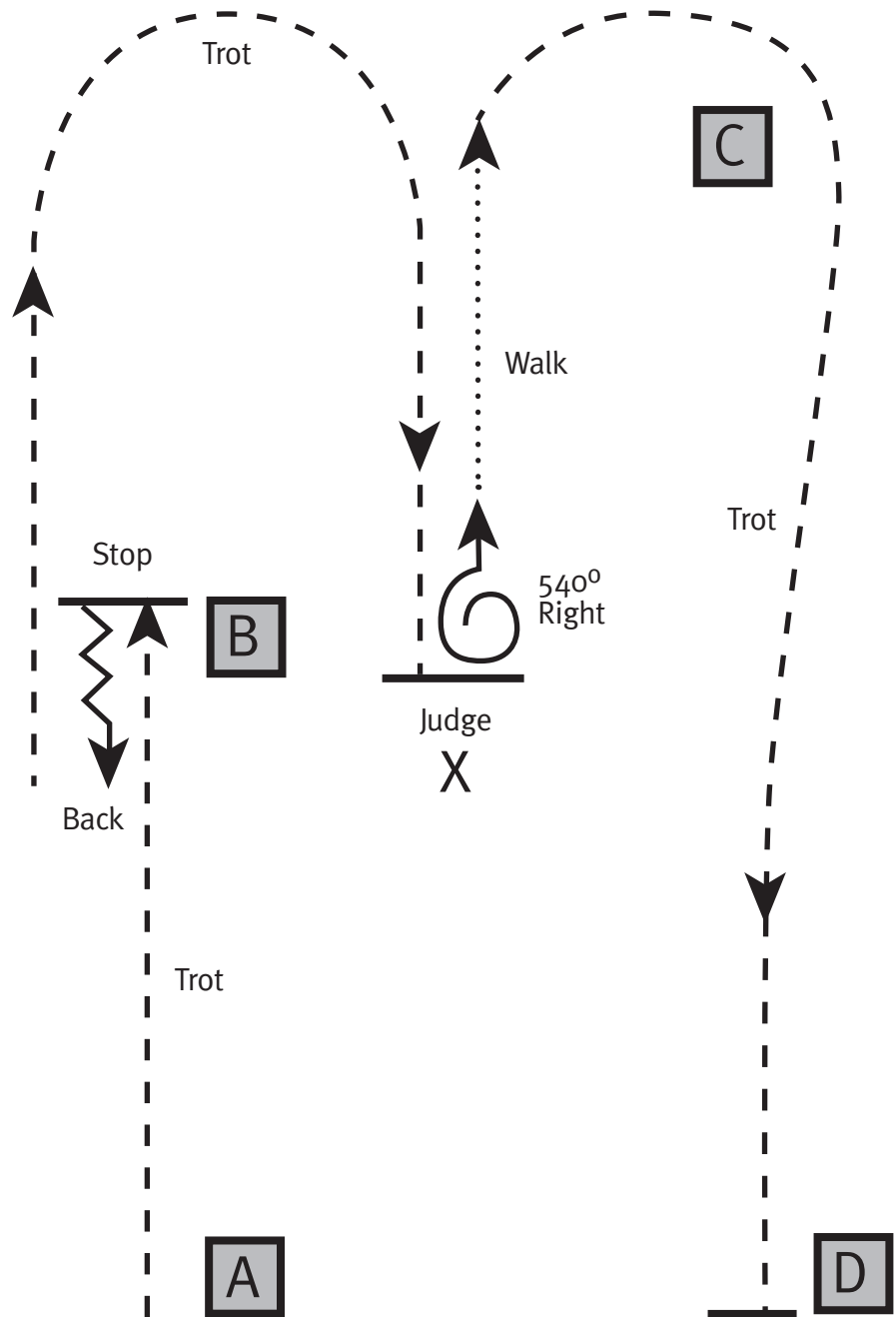
Stop, set up for inspection.

When dismissed, execute a 540-degree turn.

Walk until even with marker C.

Trot around marker C and to marker D as shown. Stop at marker D.

Return to the lineup at the trot or exit as instructed by the ringmaster.



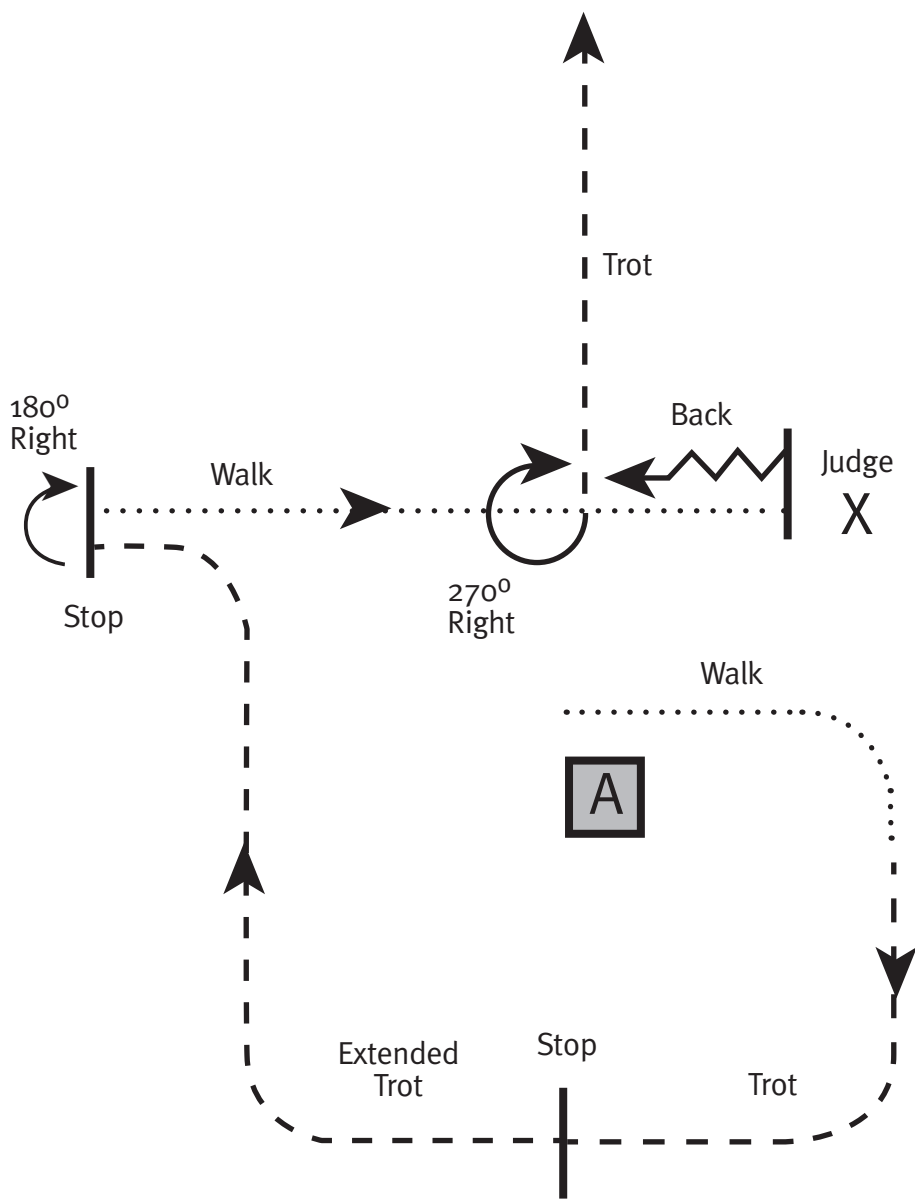
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ❑ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

Showmanship

PATTERN JJ • LEVEL 3

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing



Be ready at marker A.

At marker A, walk out and around corner.

Pick up a trot and trot around the corner. When even with marker A, stop.

Pick up an extended trot around the corner to the left and on an even line with the Judge.

Stop. Perform 180-degree turn and walk to the Judge.

Set up for inspection.

When dismissed, back a horse length, then make a 270-degree turn.

Trot straight away as drawn.

Return to the lineup at the trot as directed by the ringmaster or exit at the trot.

	Stop / Halt
—	Canter
- - -	Trot
.....	Walk
↖↗↖↗	Back
■	Marker
⊞	Lineup