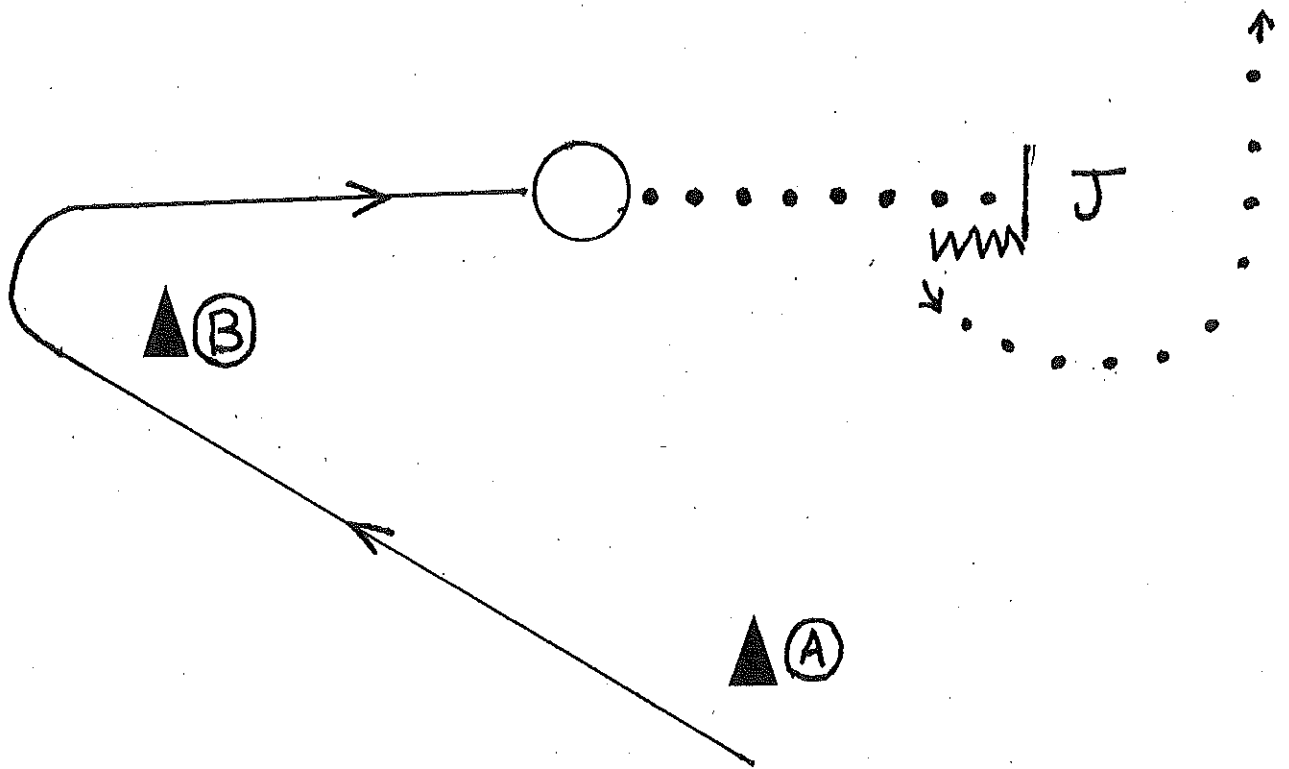
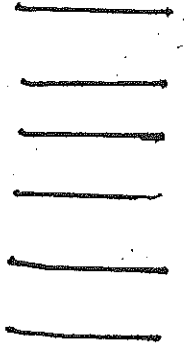
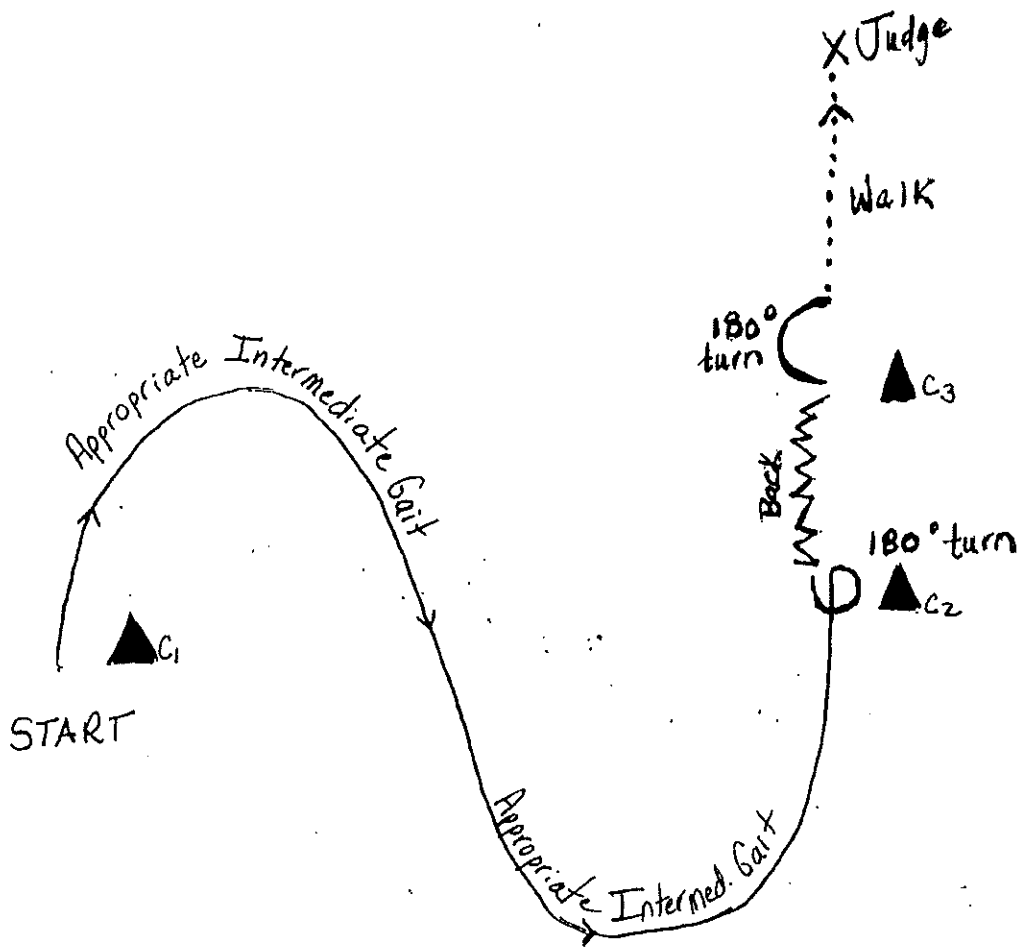


Showmanship

1. Began at A and flat walk around B
2. Halfway to the Judge, stop and turn 360 degrees.
3. Walk to judge and set up for inspection
4. When excused from inspection back 5 steps and exit to the right and walk behind Judge to line up



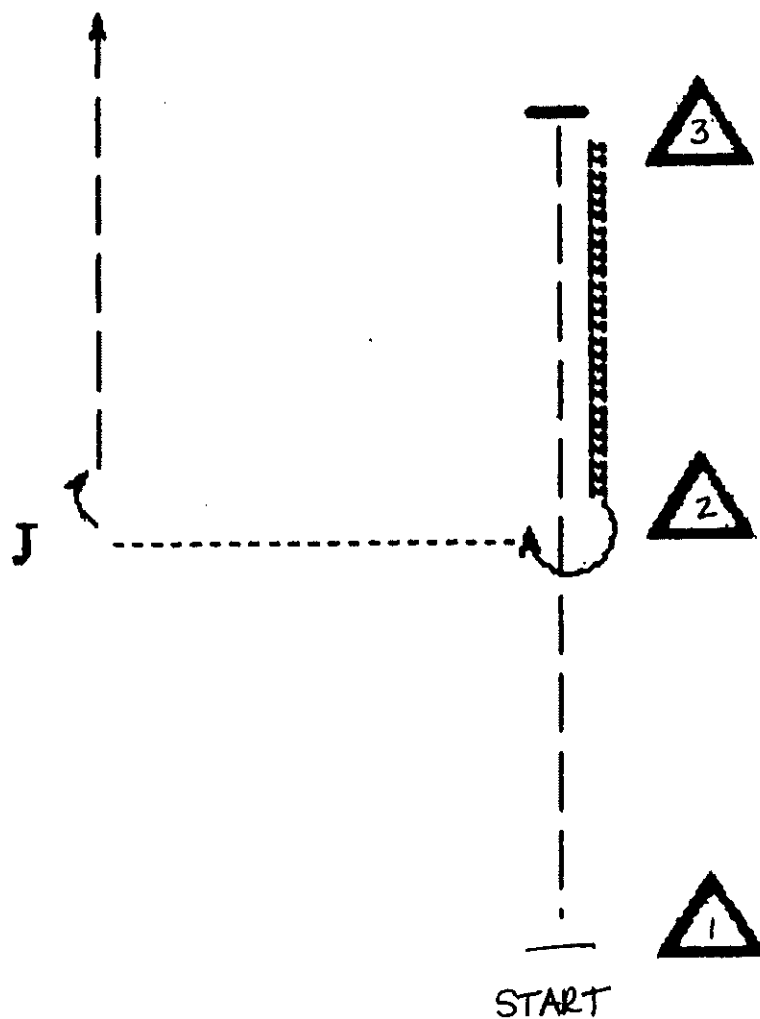
Showmanship



Start at Cone (C₁). Perform serpentine at appropriate intermediate gait and continue to (C₂). Perform a 180° turn. Back to (C₃). Perform a 180° turn. Walk to judge and set up for inspection. Excused by judge.

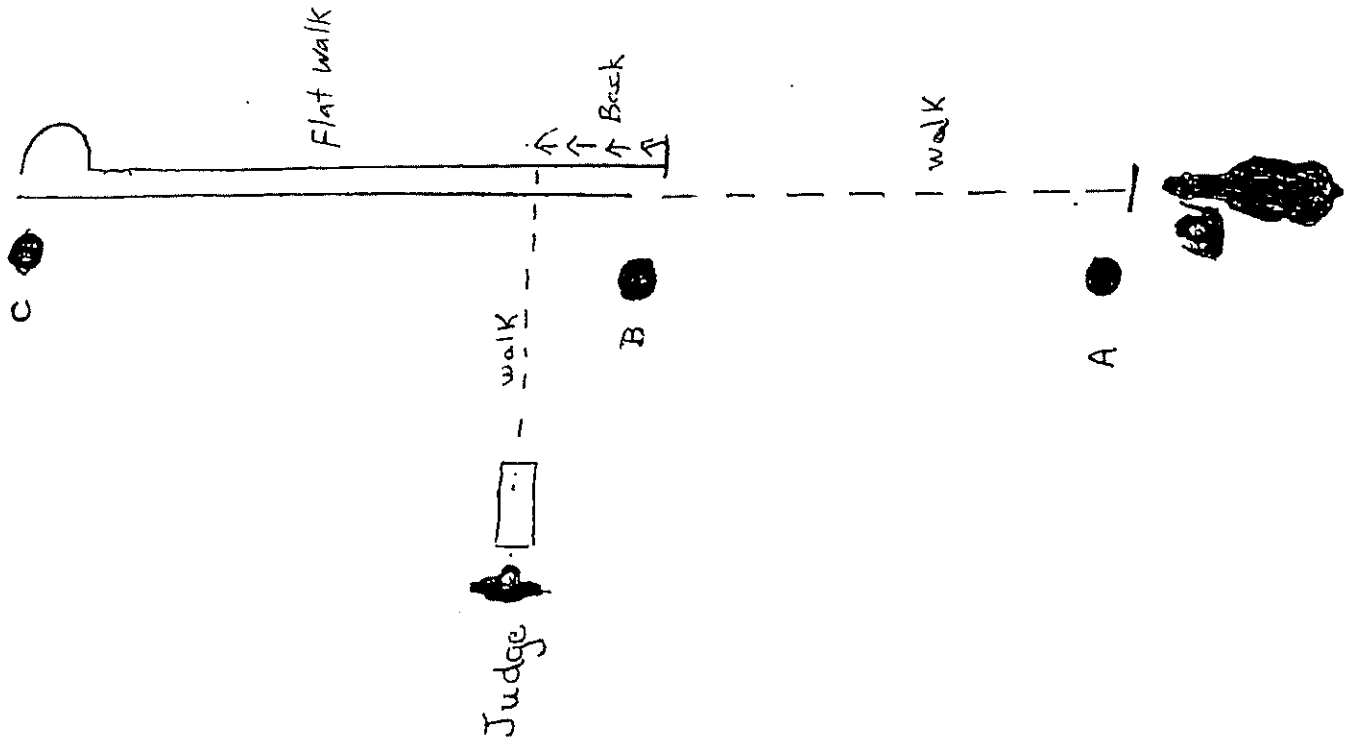
SHOWMANSHIP

1. Gait to 3rd marker
2. Stop & back to 2nd marker
3. 270° turn
4. Walk to Judge
5. Setup for inspection
6. 90° turn gait to line up

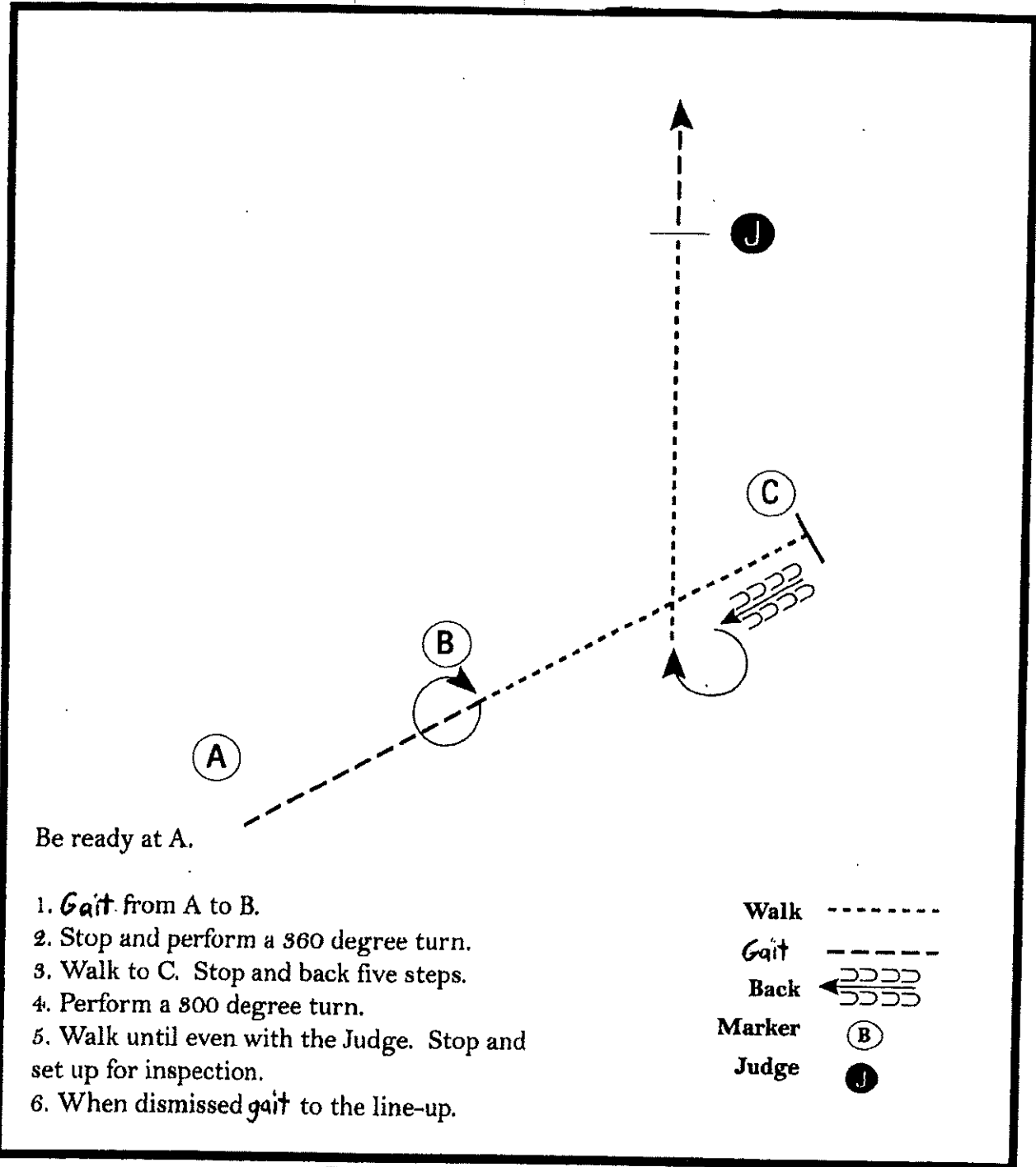


SHOWMANSHIP

1. Walk from A to B
2. *Flat* Walk from B to C
3. Stop. Perform a 180° turn to right
4. *Flat* Walk from C to B
5. Back
6. Perform a 90° turn
7. Walk to Judge and set up
8. Exit to line up on Judge's cue



Showmanship



Pattern Provided by:

Derek Bomberger

Showmanship Pattern

Present horse at marker X to begin test.

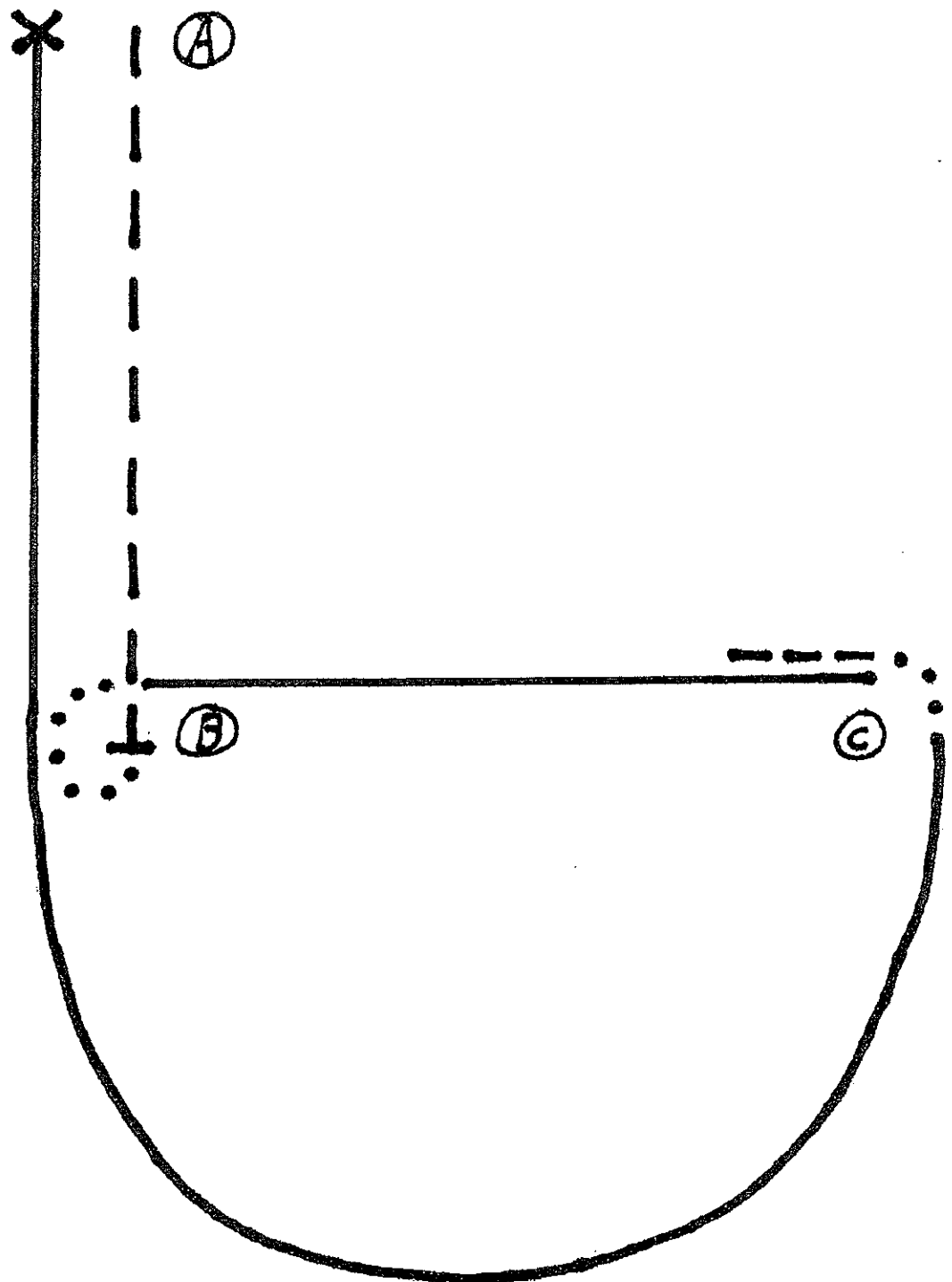
Walk to marker B and present horse for judging.

After judges inspection turn horse in a 270 degree turn.

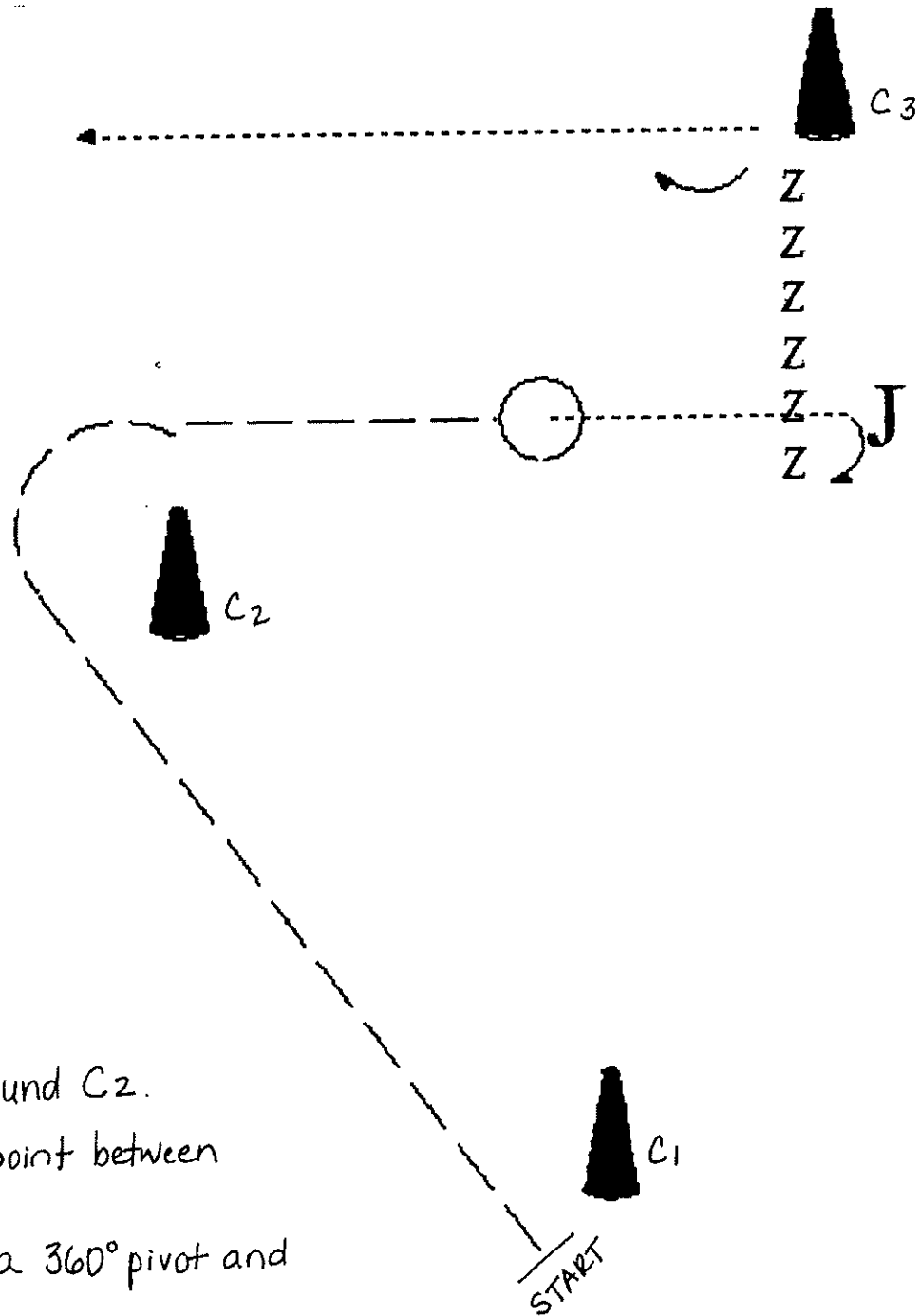
Flat walk to marker C, halt & back three steps.

Walk back to marker C, halt, 90 degree turn.

Flat walk in a half circle to marker B, continue at the flat walk to marker A, halt - dismissed



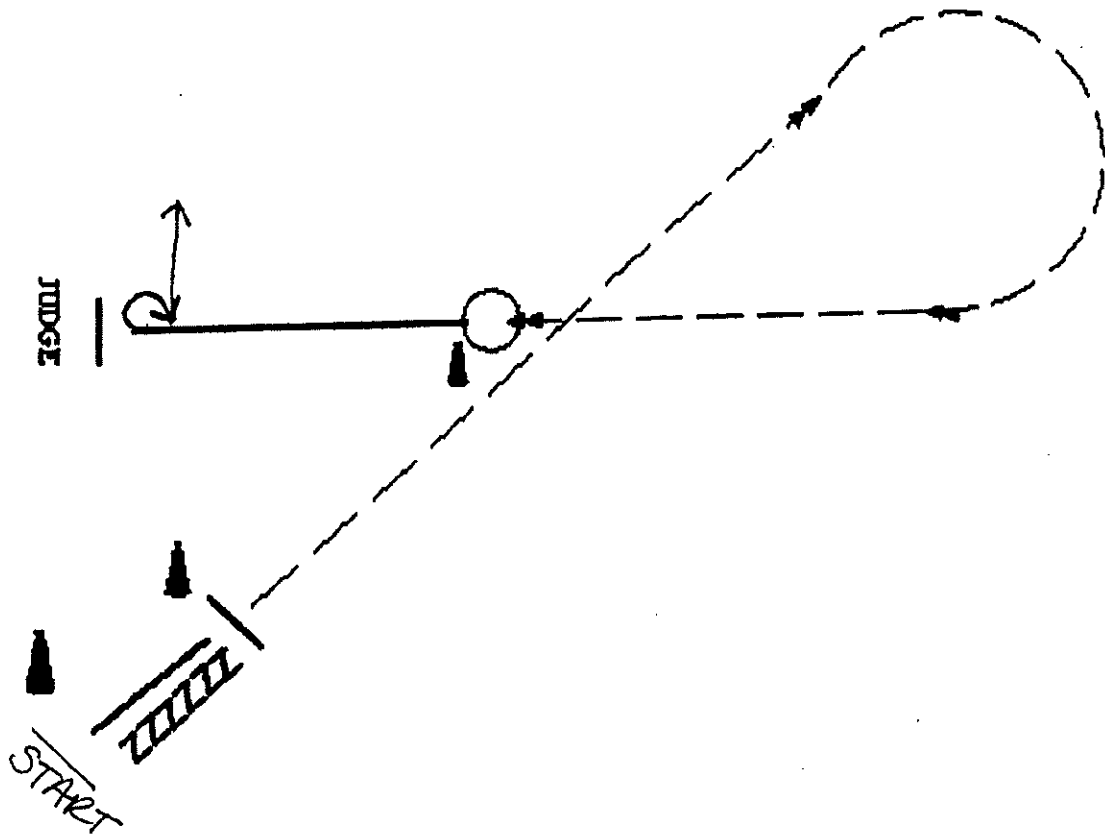
Showmanship



- ① Gait to and around C2.
- ② Continue to midpoint between C2 and judge.
- ③ Stop. Perform a 360° pivot and walk to judge.
- ④ Set up for close inspection. When excused by judge, perform a 90° pivot.
- ⑤ Back to C3. Perform a 90° pivot. Excused at a walk.

Showmanship

- *Pattern begins with exhibitor set up at 2nd cone
- *Back to 1st cone
- *Gait 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. Excused at the walk.



Showmanship Pattern

Enter ring and proceed to Marker A Stop and wait for Judges Invitation to begin test.

Walk from Marker A to Marker B

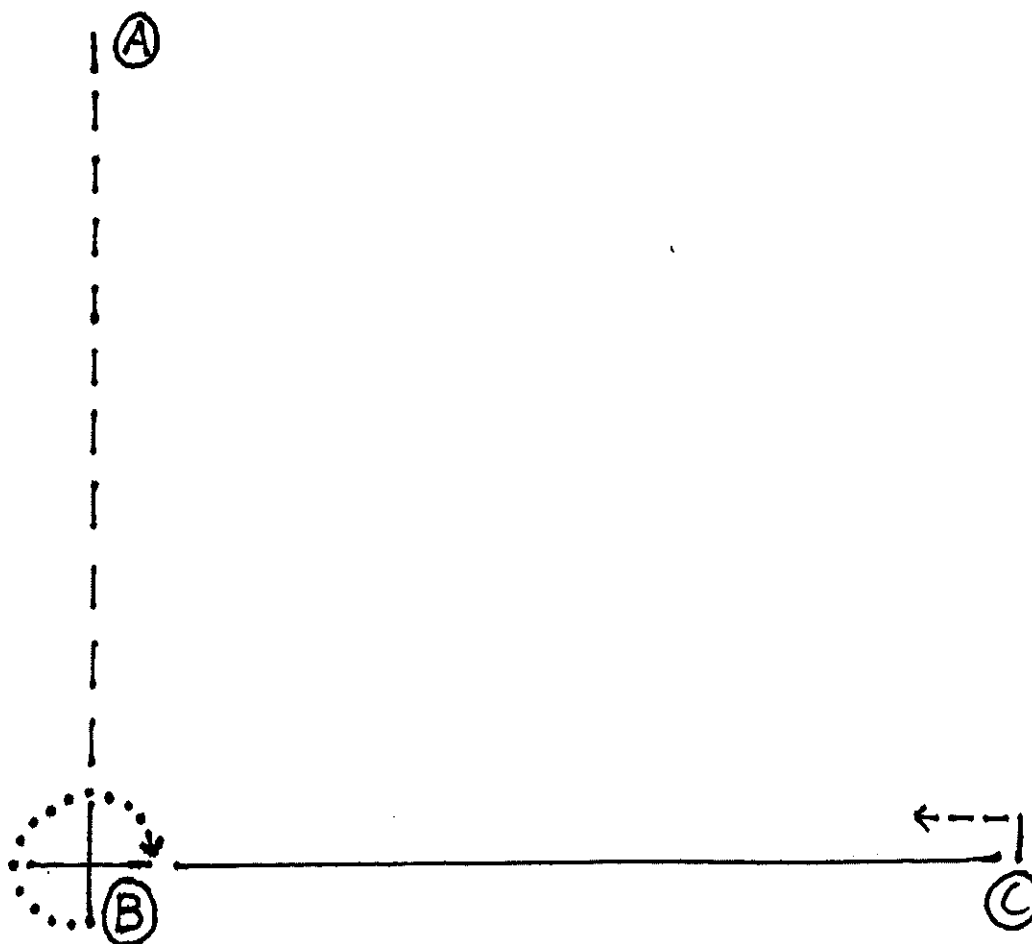
At Marker B present horse for inspection

At Marker B - 270 degree turn

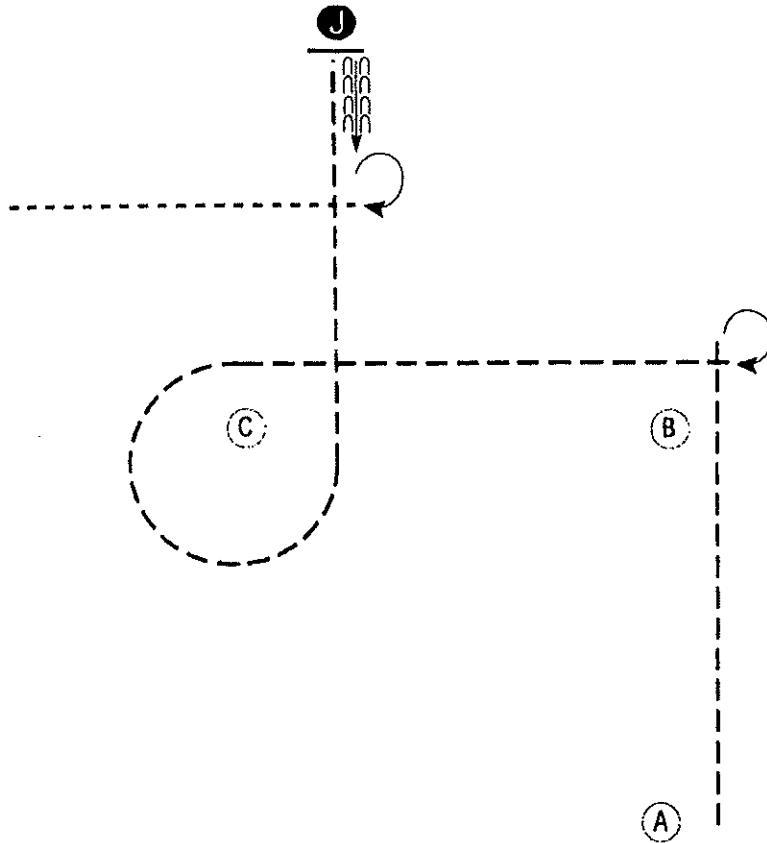
Flat Walk or Intermediate Gait from Marker B to Marker C

At Marker C Stop and Back 3 Steps

When dismissed by the Judge take place in lineup



Showmanship



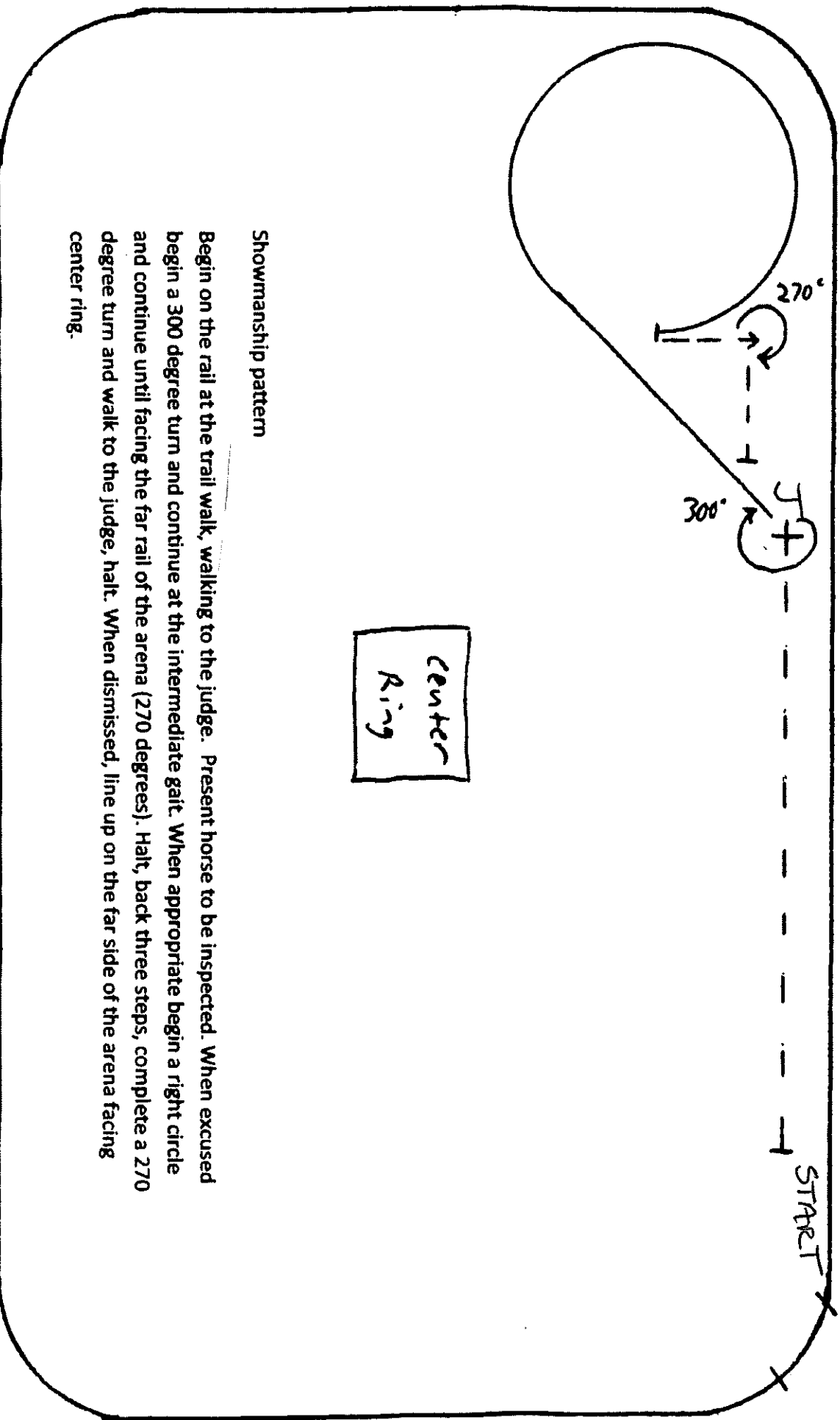
1. Be ready at A.
2. When acknowledged, *gait* past B. *Stop*.
3. Complete a 270 degree turn to the right.
4. *Gait* to and around C. Do not close the circle but *gait* directly to the judge.
5. *Stop* and set up for inspection.
6. When dismissed, *back* 4 steps.
7. Complete a 270 degree turn and walk off.

Pattern complete.

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

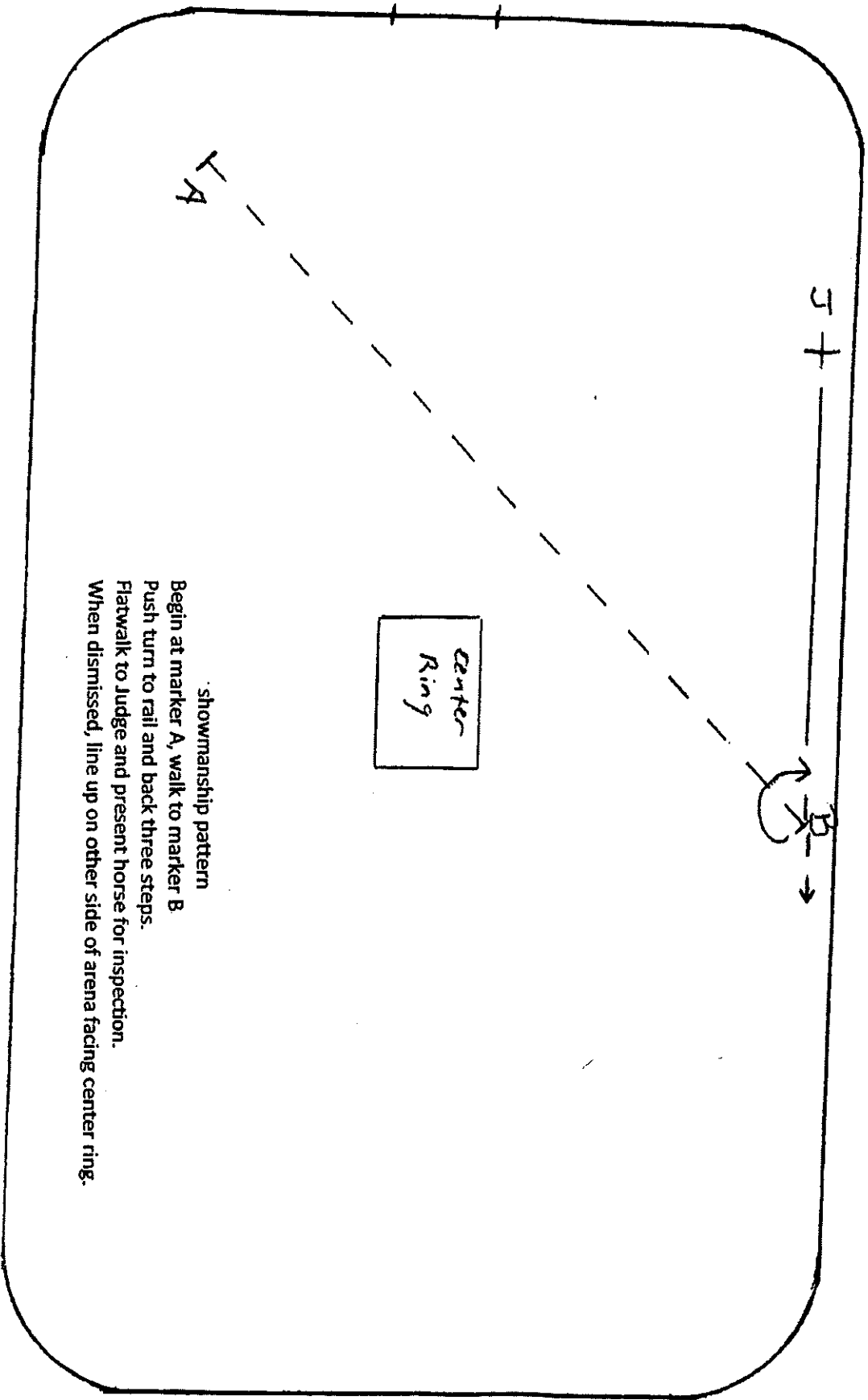
[S/6]

Pattern Provided by:
Doyle G. Meadows



Showmanship pattern

Begin on the rail at the trail walk, walking to the judge. Present horse to be inspected. When excused begin a 300 degree turn and continue at the intermediate gait. When appropriate begin a right circle and continue until facing the far rail of the arena (270 degrees). Halt, back three steps, complete a 270 degree turn and walk to the judge, halt. When dismissed, line up on the far side of the arena facing center ring.

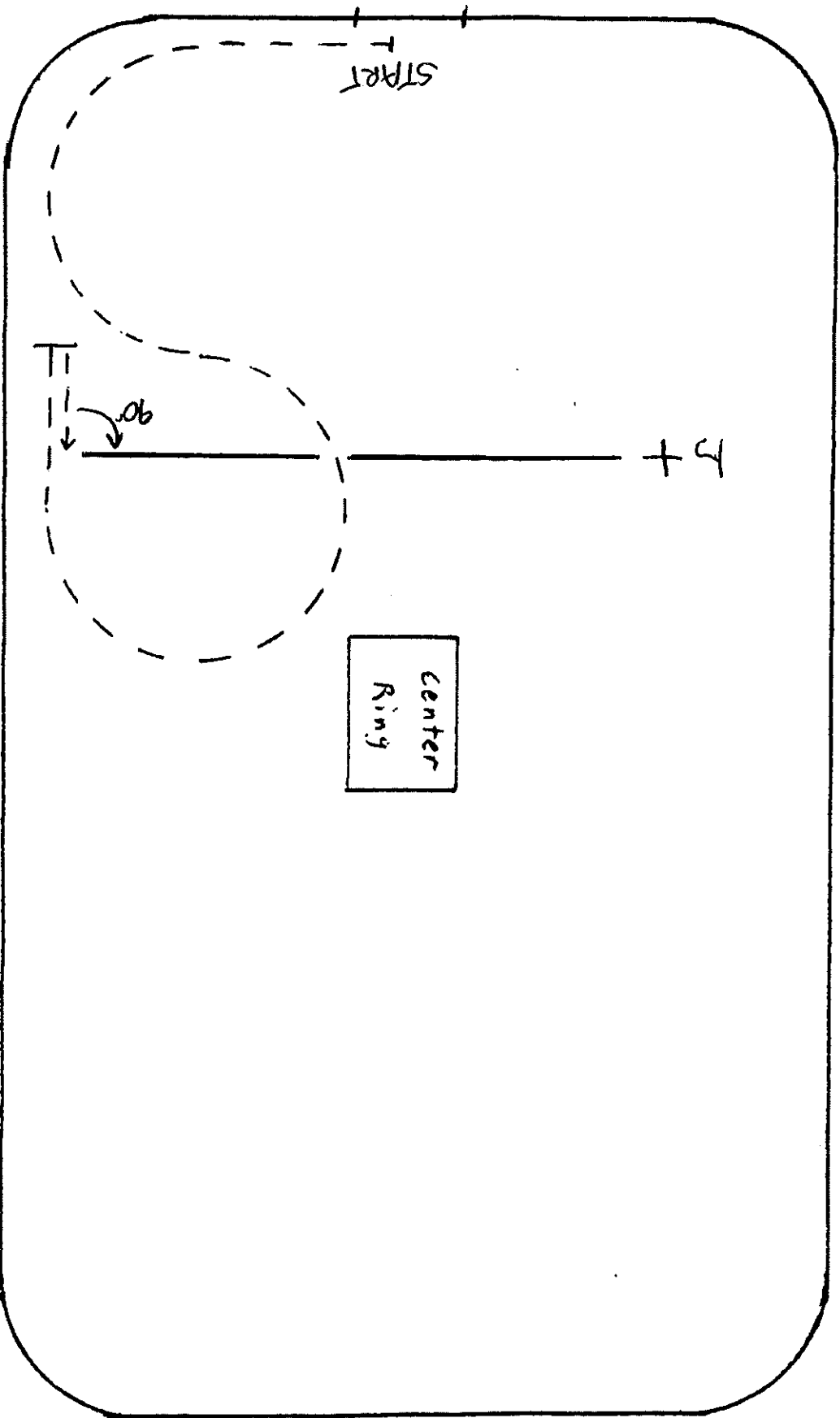


showmanship pattern

- Begin at marker A, walk to marker B
- Push turn to rail and back three steps.
- Flatwalk to Judge and present horse for inspection.
- When dismissed, line up on other side of arena facing center ring.

showmanship pattern

Start parallel to rail at the gate. Begin at the walk and complete a half circle to the left, complete a three quarter circle to the right and continue to marker. Halt, back three steps, 90 degree turn, flat walk to Judge and present your horse for inspection. When dismissed please line up at the end of the arena facing center ring.



Showmanship Pattern

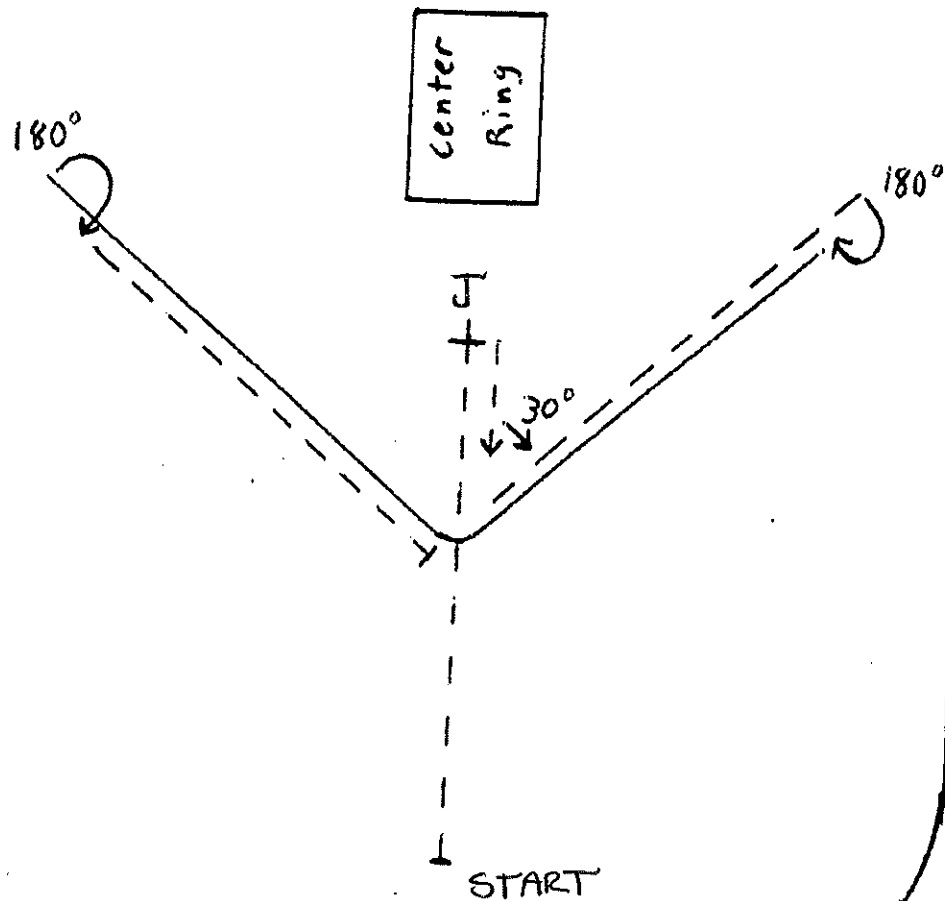
Begin pattern by walking to the Judge and presenting horse for inspection.
Back horse three steps, 30 degree turn and walk toward a point near the rail
across from center ring.

Turn 180 degrees and flat walk.

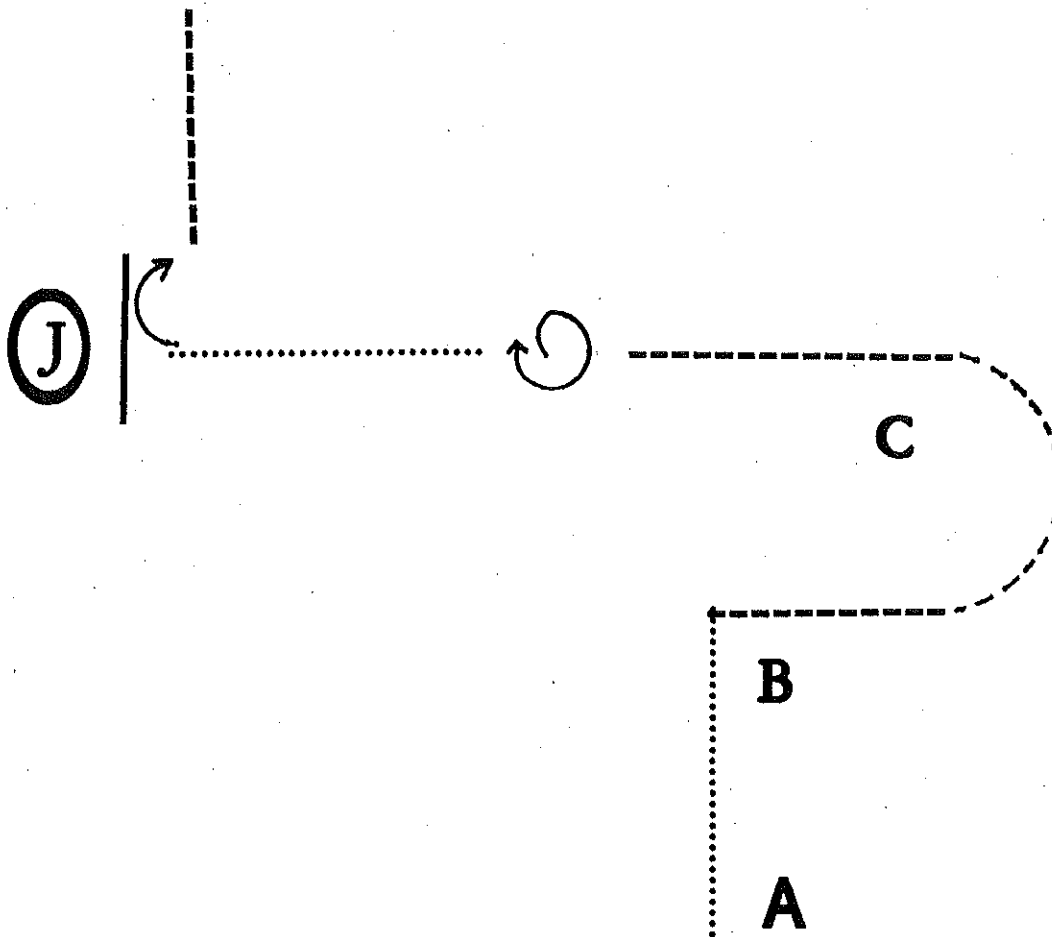
At center line turn 45 degrees to a point near the rail across from center ring.

Turn 180 degrees and walk to center line and halt.

When dismissed, line up at the far end of the arena facing center ring.



Showmanship Adult



Be ready at A

1. Walk to B
2. Flat walk or slow gait from B around C
3. Halfway between C and Judge, stop and do a 360 degree turn
4. Walk to judge and set up for inspection
5. When dismissed, do a 90 degree turn and flat walk to exit

Walk

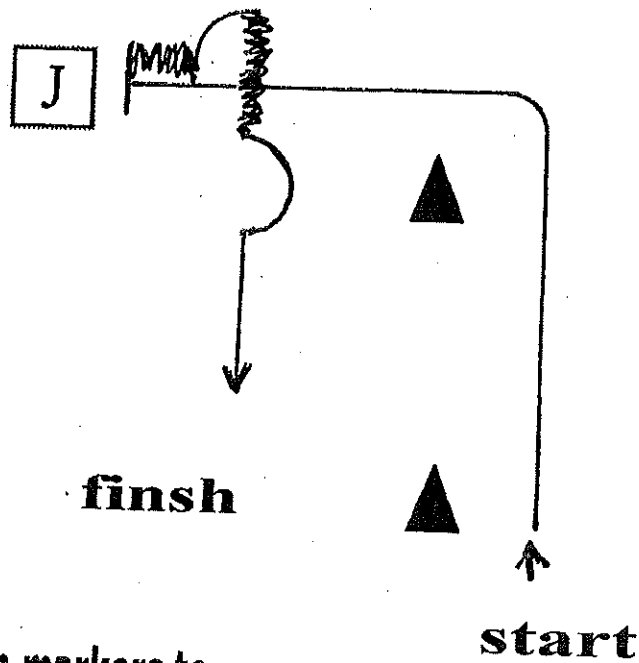
Flat Walk or Slow Gait -----

Running Walk or Fast Gait - - - - -

Canter or Lope _____

Back ← →

Showmanship at Halter Adult



1. Slow gait from markers to Judge, stop for inspection
2. When inspection is complete back and do a 270 degree turn
3. Exit at a slow gait

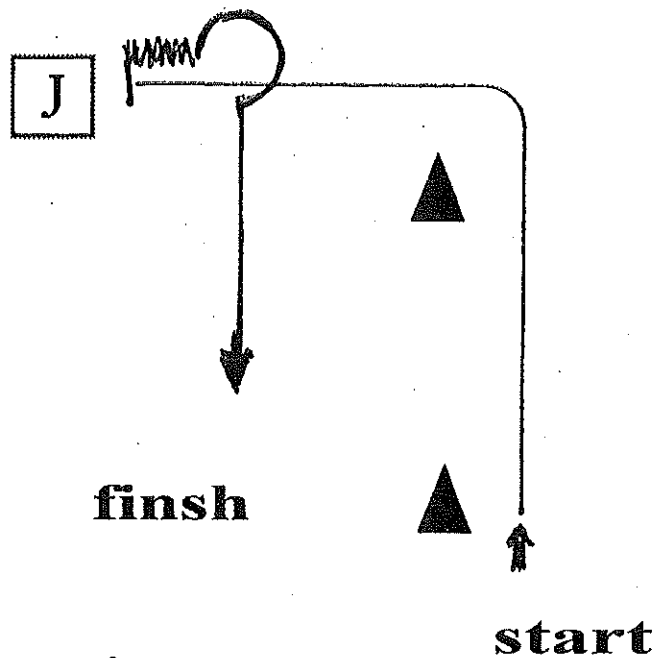
~~~~~ back  
— slow gait

**NWHA**

**10** yrs

# Showmanship at Halter

17 & Under



1. Slow gait from markers to Judge, stop for inspection
2. When inspection is complete back and do a 270 degree turn
3. Exit at a slow gait

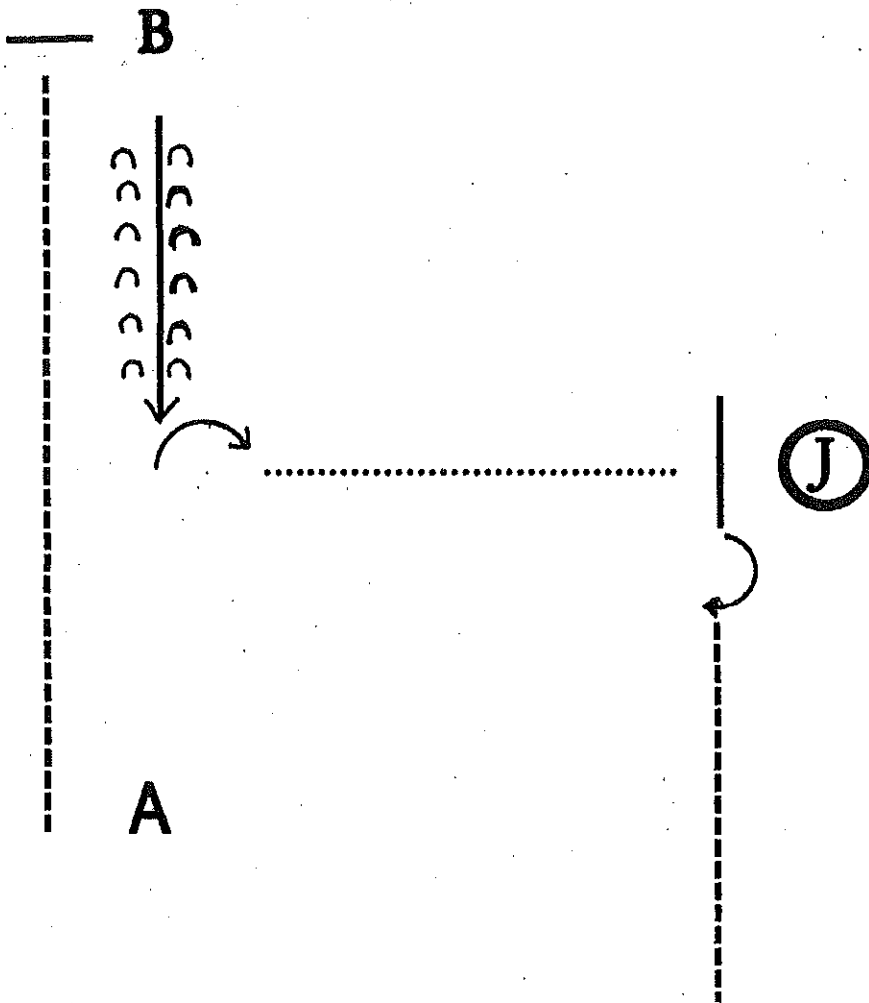
back

slow gait

NWHA

10 yrs

# Showmanship 17 & under



Be ready at A

1. Flat walk or slow gait from A to B, stop
2. Back until even with judge
3. Perform a 90 degree turn, walk to judge
4. Stop , set up for inspection
5. When dismissed, perform a 90 degree turn
6. Flat walk or slow gait to exit

|                              |       |
|------------------------------|-------|
| Walk                         | ..... |
| Flat Walk or<br>Slow Gait    | ----- |
| Running Walk or<br>Fast Gait | ..... |
| Canter or Lope               | _____ |
| Back                         |       |