

CLASS # 105

4 H JUNIOR SHOWMANSHIP

- 1 START at 1ST cone
- 2 GAIT to 2nd cone
- 3 STOP and back 4 steps
- 4 WALK to 3rd cone and set up for inspection
- 5 Go to line-up

CLASS # 106

SHOWMANSHIP AT HALTER 11& UNDER

- 1 START at 1ST cone
- 2 WALK to 2nd cone
- 3 STOP and back 4 steps
- 4 WALK to 3rd cone and set up for inspection
- 5 Go to line-up

**CLASS 107 INTERNATIONAL
SHOWMANSHIP JUNIOR & SENIOR 4 H**

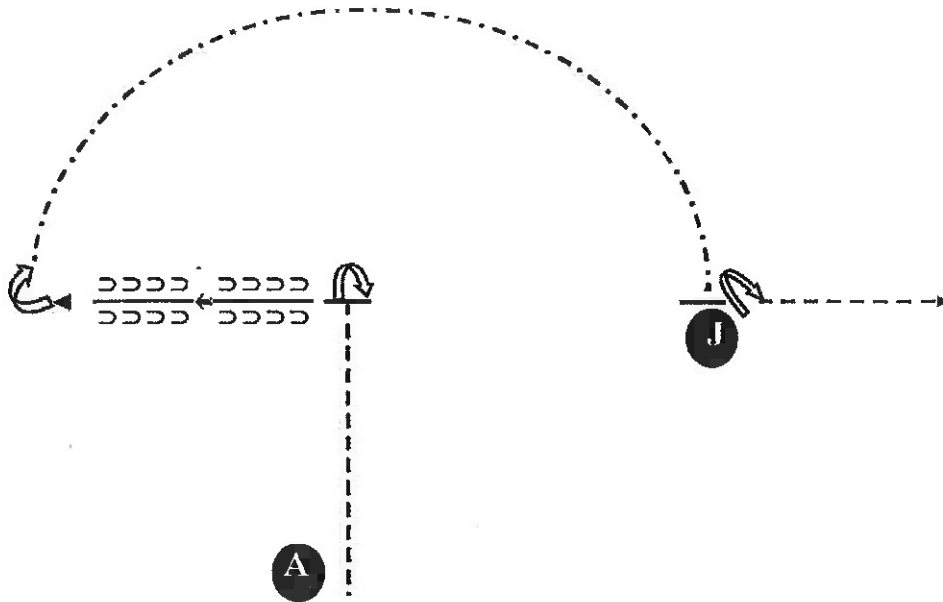
- 1 START AT 1st CONE**
- 2 WALK TO & PAST 2nd CONE**
- 3 EXECUTIE A 270o TURN**
- 4 RUNNING WALK TO & AROUND 3rd CONE and
to the JUDGE**
- 5 STOP & SET UP FOR INSPECTION**
- 6 TURN APPROXIMATELY 360o and EXIT AT
A WALK**

Class 3. Pattern Notes #108 + 110

- First of all, it's important to just look through and READ THE PATTERN...not to begin memorizing it, but to note all the maneuvers and markers. In this pattern, note there is only one cone. So you will have to be aware of your spots and spacing. With only one cone and the judge, you will be able to demonstrate your own idea of pattern execution, and some personal style as well.
- In this pattern, it will be important to start strong from the beginning by exhibiting purpose in all maneuvers. In addition, the pattern allows the judge to see how well you execute all your maneuvers, especially your turns. If you don't close your 90 degree turn completely or square you will be leaving a sloppy impression to the judge with an incomplete turn and a crooked beginning to your backing maneuver. The overall presentation will lack precision and correctness.
- A horse length...how well do you know your horse? How long is your horse? This is something you should know about your Showmanship partner. Basically, two horse lengths would be between eight to ten of your own steps, depending on your horse. There is really no right or wrong here, just know your horse and what the pattern asks, not too much and not too little.
- Finish your backing sequence completely and let your horse settle before beginning your turn to reduce the risk of him stepping out of the 270 turn. Set yourself and your horse up for success in the transitions. Finishing your turn completely will not only give you an attractive profile for the judge but will set you up in an ideal position for the next maneuver, running walking a half circle to the judge.
- Don't anticipate getting to the judge in a hurry, I will still be there when you get there. If you get into a rush to the judge, you will most likely end up cutting your half circle and it is going to look like a teardrop instead of a half circle. Take your time and make it symmetrical, because it is drawn symmetrical, and a half circle is symmetrical.
- And now...the set-up. Just relax, so often exhibitors rush their set up. Have some faith in your horse as your Showmanship partner. Move confidently up to the judge, stop, hesitate, and then set your horse up. Showmanship is not a timed event! Make sure you don't get into such a rush that you forget what the class was designed for...to show...show your horse, show your style, and show your execution of the pattern.
- When you are dismissed from your set-up, start and finish your 270 degree turn and make sure you finish your pattern as strong as you started it!
- Good luck...and show me what you've got!

Your Judge

CLASS 108 SHOWMANSHIP AT HALTER ADULT AMATEUR



Be ready at A.

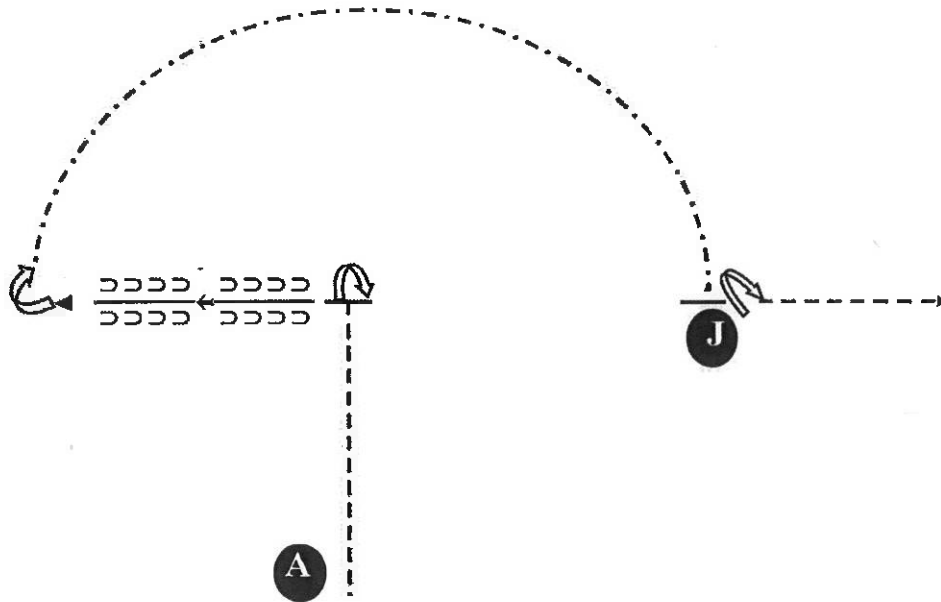
1. When acknowledged, walk until horse's hip is even with Judge
2. Perform a 90 degree turn.
3. Back approximately two horse lengths.
4. Stop and perform a 270 degree turn.
5. Running Walk in a half circle to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 270 degree turn and exit at a walk.
8. Lineup at Ringmaster

Walk -----

Running Walk -

Back ← $\begin{array}{c} \text{>>>>} \\ \text{>>>>} \end{array}$

CLASS 110, SHOWMANSHIP at Halter 12-17 YEAR OLD



Be ready at A.

1. When acknowledged, walk until horse's hip is even with Judge
2. Perform a 90 degree turn.
3. Back approximately two horse lengths.
4. Stop and perform a 270 degree turn.
5. Running Walk in a half circle to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 270 degree turn and exit at a walk.
8. Lineup at Ringmaster

Walk -----

Running Walk - - - - -

Back ← $\frac{\text{kkkk}}{\text{kkkk}}$

CLASS # 112 EQUITATION 11 and UNDER

DURING THE LINE UP

- 1. YOU WILL BE ASKED TO ADDRESS YOUR REINS**
- 2. AFTER YOU ADDRESS YOUR REINS YOU WILL BACK CLEAR OF THE LINE UP**
- 3. RETURN TO LINE UP**

CLASS # 115, EQUITATION YOUTH 12- 17

EACH EXHIBITOR WILL BE ASKED TO INDIVIDUALLY WORK THE FOLLOWING PATTERN AT THE JUDGE'S REQUEST

- 1. FROM THE LINE UP===== RUNNING WALK TO THE OPPOSITE END OF THE ARENA THEN**
- 2. PERFORM A FIGURE 8 AT A RUNNING WALK**
- 3. WHEN YOU HAVE COMPLETED THE FIGURE 8
===== STOP IN THE CENTER OF THE FIGURE
8 THEN**
- 4. ADDRESS YOUR REINS BACK 6 STEPS FLAT WALK TO THE LINE UP**

CLASS #119 4 H EQUITATION

AT THE DIRECTION OF THE JUDGE

- 1 ADDRESS YOUR REINS**
- 2 BACK CLEAR OF THE LINE UP**
- 3 RETURN TO LINE UP**

CLASS # 117 EQUITATION CANTER ENGLISH OPEN

After inspection in the line up Numbers will be called

**WHEN YOUR NUMBER IS CALLED GO TO
THE RAIL ON THE OPPOSITE SIDE OF THE
ARENA**

1. Starting at the cone Canter to the
2nd CONE
2. STOP pick up the off lead and canter to
the 3rd cone
3. STOP FLAT WALK TO LINE UP

**CLASS # 120 STOCK SEAT EQUITATION
YOUTH 17 & Under**

BACK CLEAR OF THE LINE UP

PERFORM A 360° TURN (rider chooses which
direction to turn)

RETURN TO LINE UP

**CLASS # 121 STOCK SEAT EQUITATION
CANTER**

When your number is called:

RUNNING WALK TO OPPOSITE END OF
ARENA

PERFORM A FIGURE 8 AT THE LOPE

FLAT WALK TO LINE UP