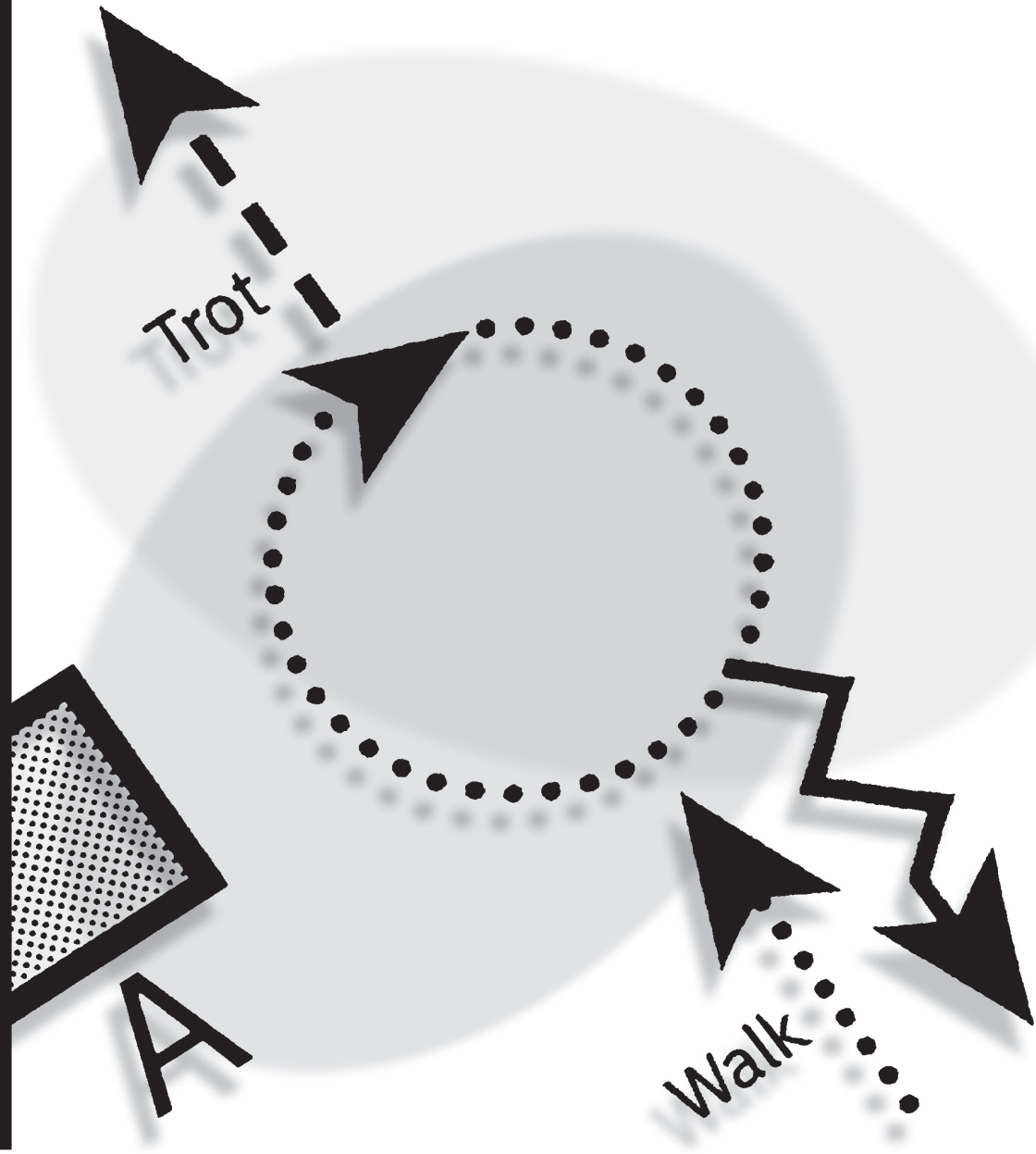


SHOWMANSHIP

AHA EQUITATION MANUAL



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Thank You

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Guidelines

AHA EQUITATION MANUAL

This information has been compiled and endorsed by the AHA Equitation Committee in an effort to clarify many of the ambiguities that are currently present in the rules pertaining to the equitation divisions. It is not intended to be the final word on the subject, for any controversial statements with regard to equitation will almost certainly be met with disagreement. There may also be some areas that need addressing but were inadvertently omitted. Hopefully the benefits obtained by the use of this information will far outweigh any of its shortcomings. Items covered directly in either the *US Equestrian (USEF)* or the *Equestrian Canada (EC) Rule Books*, or the *Arabian Horse Association (AHA) Handbook* are not covered herein except for purposes of clarification.

Exhibitors should always know the rules of the pertinent association(s) and the classes in which they are competing. In the Arabian division, this means that the current *USEF/EC Rule Books* prevail, except where specifically modified by the current *AHA Handbook*. Copies of all rulebooks should be carried to horse shows, for easy reference. Any questions not readily answerable by consulting these rulebooks should be referred to this manual.

Exhibitors should be aware the written directions of the pattern take precedence over the drawing. The drawings are a guide. In addition, the patterns are written to call for either correct/incorrect diagonals and leads or right/left diagonals and leads. In the patterns written utilizing right/left diagonals and leads, the word "right" has no inference as to whether the diagonal/lead is correct.

Other questions should be addressed in writing and emailed to info@ArabianHorses.org or mailed to the Arabian Horse Association, 6030 Greenwood Plaza Blvd., Suite 100, Greenwood Village, Colorado 80111 — Attention Judges & Stewards Commissioner. Canadian Shows are governed by the current Equestrian Canada rules. These can be obtained by writing or calling Equestrian Canada, 308 Legget Dr., Ste 100, Ottawa ON K2K 1Y6 (613-287-1515).

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USEF rules require posting of patterns one hour prior to the class; however, the Equitation Committee recommends that copies of patterns be posted 24 hours in advance of the class and that copies of patterns be made available to all exhibitors. Regional and National Class patterns must be posted 24 hours in advance of the scheduled class.

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Do's & Don'ts

Applies to Saddle Seat, Western Seat, Reining Seat, Western Horsemanship and Hunter Seat Classes

Be courteous at all times to fellow exhibitors, ring personnel, office workers, judges and the like. Sportsmanship is paramount in the field of equitation. Congratulate the winners. Your time will come some day and you would want the same courtesy extended to you. Also, be helpful to your fellow exhibitors. Point out, in a tactful manner, that their jod strap is undone or that their horse has slobbered on their chaps, etc.

Subtle verbal communication between rider and horse is encouraged in equitation classes; however, this communication should not be so loud as to be distracting to other exhibitors or ring personnel. A notable exception to this is when a rider is specifically addressing another rider, such as calling "rail." However, excessive yelling of "rail, rail" is very distracting and undignified and should be discouraged. The only time "rail" is appropriate is when another rider is cutting in dangerously close and collision is imminent. It is inappropriate for a rider to come up behind a rider already on the rail and force them off the rail. Riders should always be positioned so that they can go around those ahead of them on the inside (not the rail side), and should be penalized at the judge's discretion for not doing so.

Leave room in the lineup for the nervous horse or rider. In addition to being courteous and safety conscious, this will lessen the effect the other horse might have on your mount.

Show disciplined control of your mount, but never abuse it if it makes a mistake, either in the ring or after leaving the ring. The show arena and grounds are not proper places to "teach the horse a lesson." Emotions run high and a lot is at stake. Because of this, most mistakes are due to rider error for which the horse should not be punished.

Do not wear anything or put anything on the horse or rider that jiggles, flaps, or waves. This includes loose hair or hair ribbons, flapping ties or fringe and unpinned numbers. All of these are very distracting to the judge, especially not being able to read a rider's number. If a rider trims their number card, care should be taken to not reduce the size so that the judge can still easily read the number. Pinning numbers both top and bottom as well as from inside the shirt or jacket will make a smoother picture.

An exhibitor may wear protective headgear (ASTM/SEI or BSI/BS EN) and/or a protective safety vest, specifically designed for use in equestrian sport in any division or class without penalty from the judge. The federation recommends that the vest meet or surpass the current ASTM or BSI/BS EN standard or be certified by the Safety Equipment Institute.

Judges should appraise the ability and level of proficiency of the riders at the show before posting patterns. This can be accomplished by asking a member of show management. If

Do's & Don'ts

they don't know the answer, they can easily find out by asking the steward to talk to the exhibitors. Both exhibitors and judges alike benefit from this little bit of advance planning. Those who want a challenge are given one, while those whose ability is not as advanced are given a test which they can perform, and the judge's decision is made simpler by this consistency. Judges should be prepared with more than one pattern for any given class so as to compensate for differences in the ability of the riders, ring sizes, weather conditions and the like. Judges should also be aware that in Reining Seat equitation, the 13 and Under riders are expected to be able to perform the same tests as the 14-18 riders — one of the current NRHA patterns.

Riders should enter the arena ready to show, displaying confidence and presence. Show that you are a rider and not just a passenger. Poise and consistency, even under adverse conditions, are necessary. Perfect the performance of your horse(s) to best reflect your equitation abilities. A ground-covering smooth walk should not be so strong that its lateral movement creates too much body motion in the rider. A smooth, cadenced jog or trot will be much more attractive than a bone-jarring concussive gait. Likewise, a smooth flowing canter or lope will enhance a rider's skill rather than the four-beat gait that shakes or vibrates the rider.

An exhibitor with a disability (other than hearing) will be provided reasonable accommodation upon submission of a written certification from a treating medical professional's office certifying the disability and identifying the accommodation necessary for the exhibitor to compete safely. The medical certification must be provided to the competition Steward within a reasonable time prior to competing, who shall then attach a copy to the Steward report.

Guidelines

TIPS FOR JUDGES

1. Get your patterns to show management so that they can be reviewed by the USEF steward and posted at the proper time.
 - a. AHA Medal Classes — At least one hour prior to an AHA medal class.
 - b. Regional & National Equitation Classes — At least 24 hours prior to the first section of the eliminations.
 - c. National Shows — Subsequent patterns are to be available immediately following the last working section of each phase.
 - d. It is helpful to show management and exhibitors to receive patterns prior to the show so they may be copied for exhibitors and posted in a timely fashion.
2. Know the size of your arena, if you have a center ring box and where the entrance and exit gates are located before drawing your patterns.
3. Know which tests are allowed for each age group.
4. Make sure you are familiar with the AHA Equitation Manual and bring it to the show.
5. Review the Equitation section of the *USEF* or *EC Rulebook*, both in the General Equitation by seat and the Arabian Equitation Sections as well as the *AHA Handbook*. Bring Rulebooks, either electronic or hard copy, to the show.
6. Know the depth of the competition when choosing a pattern so that all riders can accomplish the pattern and the best riders will do it the best.
7. If the class is large, do not keep the riders in the lineup. It is **mandatory** at Regionals and Nationals to not have the lineup remain in the arena during patterns. This includes Saddle Seat, Hunter Seat not to jump, and Western Horsemanship classes.
8. Know your pattern and visualize it in the arena to know how it will play. Be aware of the position of the lineup, center ring, and location of your in and out gates, compared to your pattern.
9. Prepare your card to reflect the proper percentages of rail/pattern work and be comfortable with the scoring system.
 - Saddleseat Equitation is 50 percent rail, 50 percent pattern
 - UPHA is 60 percent rail, 40 percent workout
 - Hunter/Jumper Seat equitation — not to jump — is 50 percent rail, 50 percent pattern
 - Western Horsemanship is 50 percent rail, 50 percent pattern
 - Reining Seat is 100 percent pattern
 - Showmanship is 100 percent pattern
10. Know if off-pattern is elimination or severe fault
 - Saddleseat Equitation **is not** elimination
 - UPHA **is not** elimination
 - Hunter/Jumper Seat equitation — not to jump — **is not** elimination
 - Western Horsemanship **is not** elimination
 - Reining Seat **is** elimination
 - Showmanship **is not** elimination
11. No cones or markers are to be used in pattern work for Saddle Seat classes.
12. The arena gate must be closed during railwork and patterns.
13. Patterns are not permitted in walk/trot or walk/jog Equitation.
14. All Hunter Seat Equitation Not to Jump patterns must exit and enter the arena at a walk.
15. Reward good horsemanship and showmanship.
16. Judges are not to confer individually with exhibitors, questions and answers are to be repeated and announced over the PA system.

Show Committees Need to be Aware: In AHA Medal Classes in which the required minimum number of entries is achieved, the fact that a contestant is excused from the arena once judging has commenced, or goes off pattern during the pattern portion of the class, will not nullify an AHA Medal Class win if the remaining number of exhibitors is less than the minimum requirement. In AHA Medal classes, points are accumulated so rail work and patterns are required, regardless of the number of exhibitors.

Medal winners may ride in any medal class throughout the year. Once a rider wins an AHA medal in a certain discipline, they will be allowed to show again in a medal class of the same discipline. All medal classes must be held for one or more exhibitors.

For walk/trot, walk/jog equitation information, review corresponding equitation seat in this manual and current *USEF/EC Rule Books*, Arabian Division.

Showmanship

CLASS DESCRIPTION

Class Description

Good Showmanship is developed through the knowledge and understanding of the horse and the ability of the handler to present the team in a confident manner. Showmanship involves the handling of the horse, learning the horse's conformation, learning how to position and present the horse at its best, and understanding the disposition of the horse. Showmanship teaches the handler poise and self-carriage. A good Showmanship handler shows alertness and a confident attitude, always presenting the horse in a positive manner, and paying attention to every detail. The handler is always aware of their surroundings, the horse, the judge and the other exhibitors.

The showmanship class is not a halter class and should not be judged as such. The conformation of the horse is not to be judged, since the horse is considered a means of displaying the abilities of the showman. Horses are to be presented in the appointments (tack and attire) suitable for that horse's style. The class is designed to evaluate the exhibitor's ability to execute, in concert with their horse, a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence, all while maintaining a balanced, functional and fundamentally correct body position.

Style of presentation should be decided upon by two primary considerations. First, the type of horse, its movement and way of going determine if it is best to go western, hunter, saddle seat, dressage or show hack style. Safety is paramount when considering the type of lead and method of attachment or utilization of the reins to lead. Consideration of the size of the horse and height of the handler is important to a safe and successful presentation.

How you are judged—two elements of consideration— Showmanship and Presentation and their respective criteria

Showmanship — This includes leading, showing, and poise/alertness/attitude as elements.

Presentation — This includes condition of the horse, grooming of the horse and appointments — tack and attire

Showmanship: Leading

- The exhibitor must lead on the horse's left side holding the lead in the right hand a reasonable length, with safety in mind. The right hand must remain on the lead at all times (not on the chain). It is not appropriate to switch hands while completing the maneuvers (except set-up). If exhibitor has changed hands during the set up maneuver, they are to put the lead back in the right hand for all other maneuvers.

Arabians are shown in many disciplines and we offer showmanship exhibitors something no other breed does: freedom of expression for the type and style of their choice. We do not need to limit style or expression, we need to reward excellence!

Patterns are classified by level 1, 2 or 3 with 3 being the most difficult. The level chosen by the judge must take into account the ages of the exhibitors, the environmental conditions and the experience level of the exhibitors/competition. Judges will assess exhibitor capabilities and choose patterns accordingly.

Many patterns do not display the lineup, allowing judges to bring exhibitors into the arena individually or as an entire class to perform the pattern from the lineup. This allows for variance in arena configuration and gate locations.

Showmanship

CLASS DESCRIPTION

The quarter system is the method the exhibitor utilizes when moving around the horse. It is not a reference to quarter horse style of presentation.

Smaller exhibitors may need to use a longer hold on the lead strap. Hold the excess lead strap in your left hand, either in a round coil or a figure eight, as long as it is being handled safely by the exhibitor. Both options are acceptable and exhibitors will not be penalized for either method used. The figure eight should not be taped as this compromises safety. When leading, the exhibitor should be positioned between the eye and the mid-point of the horse's neck, referred to as the leading position.

- Leading, backing, turning and initiating the set-up should be performed from the left side of the horse. At no time should the exhibitor ever stand directly in front of the horse. The exhibitor should not touch the horse with their hands or feet, or visibly cue the horse by pointing their feet at the horse during the set-up
- The horse should be led in a straight or curved line, as indicated in the pattern, and track briskly and freely at the prescribed gait as instructed. The horse's head and neck should be straight and in line with the body.
- Both arms should be bent at the elbow with the elbows held close to the exhibitor's side and the forearms held in a natural position. Height of the arms may vary depending on the size of the horse and exhibitor, but the arms should never be held straight out with the elbows locked.
- When demonstrating the trot, the handler should run as naturally as possible. The handlers should demonstrate a natural frame and gait.

Showmanship: Showing

- The exhibitor should perform the work accurately, precisely, smoothly, and with a reasonable amount of speed. Increasing speed of the work increases the degree of difficulty; however, accuracy and precision should not be sacrificed for speed. The horse should lead, stop, back, turn and set up willingly, briskly and readily with minimal visible or audible cueing. A severe disobedience will not result in a disqualification but should be penalized severely, and the exhibitor should not place above an exhibitor that completes the pattern correctly. Excessive schooling or training, willful abuse, loss of control of the horse by the exhibitor shall be cause for disqualification.
- **The presentation/set up...**The horse may be set up with a split stance or square. Either option is allowed and acceptable. Exhibitors will not be penalized for either set up style. Exhibitor should stand toward the front, off the horse's shoulder, facing the horse. If at any time the horse is out of position, the exhibitor should work to position the horse correctly.
- **After the horse is set up for inspection...**As the judge/designated walker moves around the horse, handlers should position themselves so as to avoid obstructing the judge's or designated walker's view of the horse. The handler is to show using the **Quarter System**, where the exhibitor is always in the quadrant next to the judge/designated. The horse should be shown quietly and effectively at all times. Handlers

Showmanship

CLASS DESCRIPTION

must not just show themselves. The exhibitor should maintain a position that is safe for themselves and the judge/designated. The position of the exhibitor should not obstruct the judge's view of the horse and should allow the exhibitor to maintain awareness of the judge's position at all times. The exhibitor should not crowd other exhibitors when setting up side- by-side or head-to-tail. When moving around the horse, the exhibitor should change sides in front of the horse with minimal steps (three to four) and should assume the same position on the right side of the horse that they had on the left side.

- The position of the exhibitor when executing a **turn to the right** is the same as the leading position except that the exhibitor should turn and face toward the horse's head and have the horse move away from them to the right.
- **Pull turns** (pulling horse toward you to left) to the left should be 90-degrees or less.
- **Push turns/Pivot** (pushing the horse away from you) On turns of greater than 90-degrees, the turn consists of the horse pivoting on a hind leg while stepping across and in front of the right front leg with the left front leg.
- When executing a **back**, the exhibitor should turn from the leading position to face toward the rear of the horse with the right hand extended in front of the exhibitor's chest still maintaining slight bend in the elbow and walk forward. The ideal position is for the exhibitor's left shoulder to be in alignment with the horse's left front leg.
- The horse should back up readily with the head, neck and body aligned in a straight or curved line as instructed by the pattern.
- The **stop** should be straight, prompt, smooth and responsive with the horse's body remaining straight.
- **Crowding** should be penalized, as it is dangerous. The handler should maintain eight to ten feet from the horse in front of them in a head to tail line. When lined up side by side, there needs to be sufficient room between entries. If someone is at risk — they are too close.

Showmanship: Poise/Alertness/Attitude

- Exhibitors should be poised, confident, courteous and genuinely sportsmanlike at all times, quickly recognizing and correcting faults in the positioning of the horse. The exhibitor should continue showing the horse until the class has been placed or they have been excused, unless otherwise instructed by the judge. The exhibitor should appear business- like, stand and move in a straight, natural and upright manner, and avoid excessive, unnatural or animated body positions.
- Handler should show the horse to its best advantage for its style of presentation throughout the class.
- Handlers should be focused on the class and not be distracted by people/other things inside or outside the arena.

Refer to Current USEF/EC Rules

Showmanship

CLASS DESCRIPTION

Refer to Current
USEF/EC Rules

Presentation

- The horse's body condition and overall fitness should be assessed.
- The horse should be alert and healthy.
- The hair coat should be clean, well- brushed and in good condition. The mane, tail, forelock and wither tuft may not contain ornaments (ribbons, bows, etc.), but braiding as defined in the appointments chart is allowed. The length of mane and tail may vary, as long as they are neat, clean and free of tangles. The bridle path, eyebrows, and long hair on the head and legs may be clipped.
- Grooming oils should not be overdone
- Hooves should be properly trimmed and if shod, the shoes should fit correctly and clinches should be neat. Hooves must be clean and may be painted clear or black hoof dressings, or shown naturally.

Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

Presentation: Appointments

Tack Optional: Whip/Crop	Attire Guidelines (Protective headgear may be worn without penalty)
Arabian Halter Style: <ul style="list-style-type: none"> • Arabian Show Halter or leather stable halter 	<ul style="list-style-type: none"> • Long sleeved shirt, long pants, shoes or boots • Optional: hat, gloves, vest, sweater or jacket, tie
Western Style: <ul style="list-style-type: none"> • Western plain leather or western show type halter with silver (silver not to count over clean plain leather halter). • Or – Arabian Show Halter 	<ul style="list-style-type: none"> • Western hat, long sleeved shirt or tunic, long pants, western boots • Optional: Western jacket, vest, belt, tie, gloves
English, Hunter Style: <ul style="list-style-type: none"> • Plain leather halter or hunt bridle (additional leather lead may be added when using a hunt bridle and is attached to the bit or to the cavesson (noseband)) • Horses may be braided. If braided, the above tack is required • Or – Arabian Show Halter (not braided) 	<ul style="list-style-type: none"> • Hunt cap or Helmet with harness, hunt coat, breeches, hunt boots, hunt style shirt with collar, shirt and tie. Or • Hunt cap or Helmet with harness, hunt coat, jodhpurs, jodhpur knee straps (garters), paddock boots, hunt style shirt with collar, shirt and tie. Usually worn by handlers 10 & under • Or long sleeved shirt, long pants, shoes or boots • Optional: gloves, jacket, tie
English, Saddle Seat Style: <ul style="list-style-type: none"> • Double bridle • Or – Arabian Show Halter 	<ul style="list-style-type: none"> • Long sleeved shirt, long pants, vest, tie, paddock or jodhpur boots • Optional: Derby or soft hat, saddle suit, gloves • Formal attire may be worn when appropriate. It is usual to wear such attire after 6 p.m. or in championship classes
English Dressage or Show Hack Style: <ul style="list-style-type: none"> • Dressage or Show Hack bridle or plain leather halter. • Horses may be braided. If braided, the above tack is required. • Or – Arabian Show Halter (not braided) 	<ul style="list-style-type: none"> • Helmet or top hat, dressage coat or shadbelly, dark conservative color, shirt with collar or stock tie, light or white breeches, boots • Optional: gloves

Refer to Current
USEF/EC Rules

Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

Clarifications



Modified Cavesson – Is a noseband with no closed straps. It CANNOT be used with any type of bridle in Showmanship.

BRAIDING CLARIFIED

If you use an Arabian Show Halter your horse may NOT be braided no matter what type of attire you wear!

If you want to braid your horse you must put on the horse one of the following types of tack

1. Plain leather stable halter
2. Hunt Bridle (snaffle, kimberwick, Pelham or full bridle)
3. Dressage Bridle (snaffle, Pelham or full bridle)
4. Show Hack Bridle (Snaffle or full bridle) and you must wear the corresponding attire from this list

And you must wear:

Hunter Clothes

- Hunt cap or helmet with harness, hunt coat, breeches, hunt boots, hunt style shirt with collar, shirt and tie, or
- Hunt cap or helmet with harness, hunt coat jodhpurs, jodhpur knee straps (garters), paddock boots, hunt style shirt with collar, shirt and tie. Usually worn by handlers 10 & Under, or
- Long sleeved shirt, long pants, shoes or boots
- *Optional:* Gloves, jacket, tie

Dressage Clothes

- Helmet or top hat, dressage coat or shadbelly dark conservative color, shirt with collar or stock tie, light or white breeches, boots
- *Optional:* Gloves

Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

ARABIAN HALTER STYLE – ARABIAN SHOW HALTER

What is traditional & recommended

Attire of Handler — Protective headgear may be worn without penalty

- | |
|--|
| <ul style="list-style-type: none"> • Long sleeved shirt, long pants, shoes or boots. • <i>Optional:</i> Hat, gloves, vest, sweater or jacket, tie |
| <ul style="list-style-type: none"> • Western hat, long sleeved shirt or tunic, long pants, Western boots • <i>Optional:</i> Western jacket, vest, belt, tie, gloves |
| <ul style="list-style-type: none"> • Hunt cap or helmet with harness, hunt coat, breeches, hunt boots, hunt style shirt with collar, shirt and tie, or • Hunt cap or helmet with harness, hunt coat jodhpurs, jodhpur knee straps (garters), paddock boots, hunt style shirt with collar, shirt and tie. Usually worn by handlers 10 & Under, or • Long sleeved shirt, long pants, shoes or boots • <i>Optional:</i> Gloves, jacket, tie |
| <ul style="list-style-type: none"> • Long sleeved shirt, long pants, vest, tie, paddock or jodhpur boots • <i>Optional:</i> Derby or soft hat, saddle suit, gloves. • Formal attire may be worn when appropriate. It is usual to wear such attire after 6 p.m. or in championship classes |
| <ul style="list-style-type: none"> • Helmet or top hat, dressage coat or shadbelly dark conservative color, shirt with collar or stock tie, light or white breeches, boots • <i>Optional:</i> Gloves |

Tack for Horse — *Optional:* Whip/crop — appropriate to the discipline in which you are showing.

Arabian Show Halter — Throatlatch is mandatory

Braiding — Horse is **not** to be braided

Lead Strap Methods of Attachment:

Leather lead strap may only be attached two ways:

Fig. 1: Leather lead strap with chain that has a ring on each end with the length of chain varying depending on presentation style. Captured chain (chain with a ring on each end running through the sides of the halter and the rings and the center of the chain under the chin are all connected below to the lead).

Fig. 2: Leather lead strap with chain that has a ring on each end with the length of chain varying depending on presentation style. Non-captured chain (chain with a ring on each end running through the sides of the halter and the rings are connected below to the lead).

Clarifications

Fig. 1

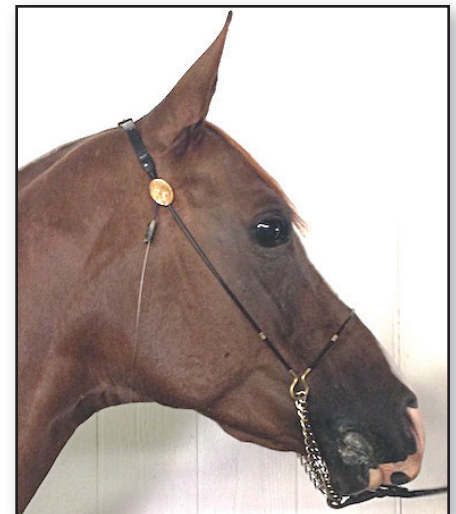


Fig. 2



Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

Clarifications

Fig. 1



Fig. 2



ARABIAN HALTER STYLE – LEATHER STABLE HALTER

What is traditional & recommended

Attire of Handler — Protective headgear may be worn without penalty

- | |
|--|
| <ul style="list-style-type: none"> • Long sleeved shirt, long pants, shoes or boots. • <i>Optional:</i> Hat, gloves, vest, sweater or jacket, tie |
| <ul style="list-style-type: none"> • Hunt cap or helmet with harness, hunt coat, breeches, hunt boots, hunt style shirt with collar, shirt and tie, or • Hunt cap or helmet with harness, hunt coat jodhpurs, jodhpur knee straps (garters), paddock boots, hunt style shirt with collar, shirt and tie. Usually worn by handlers 10 & Under, or • Long sleeved shirt, long pants, shoes or boots • <i>Optional:</i> Gloves, jacket, tie |
| <ul style="list-style-type: none"> • Helmet or top hat, dressage coat or shadbelly dark conservative color, shirt with collar or stock tie, light or white breeches, boots • <i>Optional:</i> Gloves |

Tack for Horse — *Optional:* Whip/crop — appropriate for the discipline in which you are showing
Leather stable halter

Braiding — If the handler is dressed in the first option above the horse is not braided. If the handler is wearing Hunter clothes or Show Hack/Dressage clothes the horse may be braided.

Lead Strap Methods of Attachment:

Leather lead strap may only be attached five ways:

Fig. 1: Leather lead attached in bottom center ring of leather stable halter. There is no chain.

Fig. 2: Leather lead strap with chain that has a ring on each end with the length of chain varying depending on presentation style. Captured chain (chain with a ring on each end running through the sides of the halter and the rings and the center of the chain under the chin are all connected below to the lead).

Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

ARABIAN HALTER STYLE – LEATHER STABLE HALTER

What is traditional & recommended

Fig. 3: Leather lead strap with chain that has a ring on each end with the length of chain varying depending on presentation style. Noncaptured chain (chain with a ring on each end running through the sides of the halter and the rings are connected below to the lead).

Fig. 4: Leather lead with a chain, or other suitable soft material that provides a release, manufactured to it and a snap on one end. Length may vary depending on presentation style. This chain may be utilized two ways:

Fig. 4a: Chain under chin — Chain will run through the left side ring of the halter under the chin of horse through the right side ring of the halter and up to the right cheek ring on halter. Snap connects on right cheek ring on halter facing out. Ideally with only 6-8" of chain coming out of the left cheek ring.

Fig. 4b: Chain double up — Chain runs through either method described in 4a above, but because the length of chain is too long it may be run through the right cheek ring on the halter and run back down to the right side ring and attached to the right side ring with the snap facing out. This method will work, but it is preferable to not Double Up the Chain (a shorter chain is a safer presentation).

Fig. 3



Fig. 4



Clarifications

Fig. 4a



Fig. 4b



Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

Clarifications

Fig. 1



Fig. 2



ENGLISH/HUNTER STYLE – PLAIN LEATHER HALTER

What is traditional & recommended

Attire of Handler — Protective headgear may be worn without penalty

- Hunt cap or helmet with harness, hunt coat, breeches, hunt boots, hunt style shirt with collar, shirt and tie, or
- Hunt cap or helmet with harness, hunt coat jodhpurs, jodhpur knee straps (garters), paddock boots, hunt style shirt with collar, shirt and tie. Usually worn by handlers 10 & Under, or
- Long sleeved shirt, long pants, shoes or boots
- *Optional:* Gloves, jacket, tie

Tack for Horse — *Optional:* Whip/crop — recommended for this discipline is less than 30"
Plain leather halter

Braiding — Horse may be braided

Lead Strap Methods of Attachment:

Leather lead strap may only be attached five ways:

Fig. 1: Leather lead attached in bottom center ring of leather stable halter. There is no chain.

Fig. 2: Leather lead strap with chain that has a ring on each end with the length of chain varying depending on presentation style. Captured chain (chain with a ring on each end running through the sides of the halter and the rings and the center of the chain under the chin are all connected below to the lead).

Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

ENGLISH/HUNTER STYLE – PLAIN LEATHER HALTER

What is traditional & recommended

Fig. 3: Leather lead strap with chain that has a ring on each end with the length of chain varying depending on presentation style. Non-captured chain (chain with a ring on each end running through the sides of the halter and the rings are connected below to the lead).

Fig. 4: Leather lead with a chain, or other suitable soft material that provides a release, manufactured to it and a snap on one end. Length may vary depending on presentation style. This chain may be utilized two ways:

Fig. 4a: Chain under chin — Chain will run through the left side ring of the halter under the chin of horse through the right side ring of the halter and up to the right cheek ring on halter. Snap connects on right cheek ring on halter facing out. Ideally with only 6-8" of chain coming out of the left cheek ring.

Fig. 4b: Chain double up — Chain runs through either method described in 4a above, but because the length of chain is too long it may be run through the right cheek ring on the halter and run back down to the right side ring and attached to the right side ring with the snap facing out. This method will work, but it is preferable to not Double Up the Chain (a shorter chain is a safer presentation).

Fig. 3



Fig. 4



Clarifications

Fig. 4a



Fig. 4b



Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

Clarifications

Horse led by the reins:

Fig. 1



Fig. 1a



ENGLISH/HUNTER STYLE – BRIDLE – SNAFFLE OR KIMBERWICK

What is traditional & recommended

Attire of Handler — Protective headgear may be worn without penalty

- Hunt cap or helmet with harness, hunt coat, breeches, hunt boots, hunt style shirt with collar, shirt and tie, or
- Hunt cap or helmet with harness, hunt coat jodhpurs, jodhpur knee straps (garters), paddock boots, hunt style shirt with collar, shirt and tie. Usually worn by handlers 10 & Under, or
- Long sleeved shirt, long pants, shoes or boots
- *Optional:* Gloves, jacket, tie

Tack for Horse — *Optional:* Whip/crop — recommended for this discipline is less than 30"

Hunt bridle (additional leather lead may be added when using a hunt bridle and is attached to the bit or to the cavesson /noseband)

Bridle — Snaffle or Kimberwick

Braiding — Horse may be braided

Lead strap methods of attachment or leading by reins:

Figs. 1 & 1a: Horse may be led by a lead strap or by the reins. Reins may be attached to the mane or removed from the snaffle or kimberwick. Cavesson/noseband must be intact and closed.

Equipment Eliminations:

1. Modified Cavesson is not allowed
2. Lead strap cannot be attached to only one side of the bit
3. Chain cannot run through the bit

Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

ENGLISH/HUNTER STYLE – BRIDLE – SNAFFLE OR KIMBERWICK

What is traditional & recommended

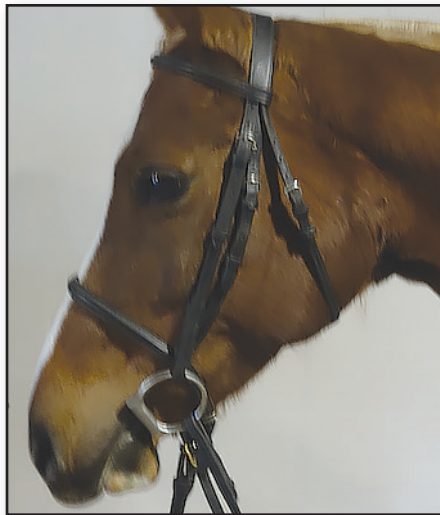
Fig. 2



Fig. 3



Fig. 4



Leather lead strap may only be attached four ways:

Fig. 2: Leather lead with connector attached to the snaffle. Connector is a leather piece with buckles on each side. There is no chain.

Fig. 3: Leather lead with connector attached to the kimberwick. Rein is attached to top slot and connector is in bottom slot with the lead attached to the connector.

Figs. 4 & 4a: Leather lead directly attached to complete and closed cavesson/noseband (e.g., put lead on noseband directly).

Fig. 5: Leather lead with chain with a closed cavesson/noseband.

Clarifications

Fig. 4a



Fig. 5



Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

Clarifications

ENGLISH/HUNTER STYLE – PELHAM

What is traditional & recommended

Attire of Handler — Protective headgear may be worn without penalty

- Hunt cap or helmet with harness, hunt coat, breeches, hunt boots, hunt style shirt with collar, shirt and tie, or
- Hunt cap or helmet with harness, hunt coat jodhpurs, jodhpur knee straps (garters), paddock boots, hunt style shirt with collar, shirt and tie. Usually worn by handlers 10 & Under, or
- Long sleeved shirt, long pants, shoes or boots
- *Optional:* Gloves, jacket, tie

Tack for Horse — *Optional:* Whip/crop — recommended for this discipline is less than 30"

Leather lead may be added when using a hunt bridle and is attached to the bit or to the cavesson (noseband)

Bridle with Pelham Bit — Most traditional is to have the snaffle rein attached to the mane and lead the horse with the lower rein. Reins may be attached to the mane or removed from the Pelham. Cavesson/noseband must be intact and closed.

Braiding — Horse may be braided

Leading by the Reins:

Fig. 1: Horse led by the reins.

Fig. 1



Equipment Eliminations:

1. No modified Cavesson
2. Lead straps cannot be used — with or without a chain

Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

ENGLISH/HUNTER STYLE – FULL BRIDLE

What is traditional & recommended

Attire of Handler — Protective headgear may be worn without penalty

- Hunt cap or helmet with harness, hunt coat, breeches, hunt boots, hunt style shirt with collar, shirt and tie, or
- Hunt cap or helmet with harness, hunt coat jodhpurs, jodhpur knee straps (garters), paddock boots, hunt style shirt with collar, shirt and tie. Usually worn by handlers 10 & Under, or
- Long sleeved shirt, long pants, shoes or boots
- *Optional:* Gloves, jacket, tie

Tack for Horse — *Optional:* Whip/crop — recommended for this discipline is less than 30”

Hunt bridle (additional leather lead may be added when using a hunt bridle and is attached to the bit or to the cavesson (noseband))

Hunter Bridle — Full bridle — reins may be attached to the mane or removed from the full bridle. Cavesson/noseband must be intact and closed. Horse may only be led by the reins. If you are leading by one set of reins it should be by the curb rein.

Braiding — Horse may be braided

Leading with the Reins:

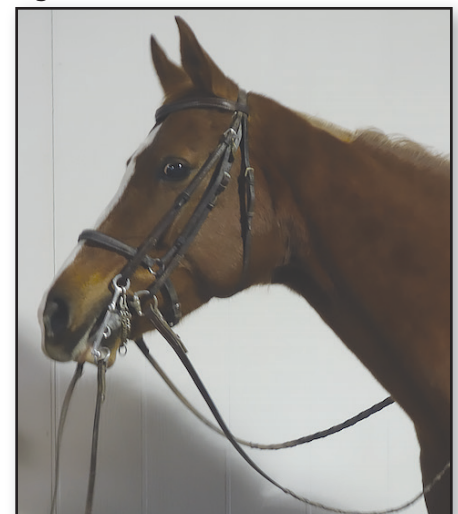
Fig. 1: Horse led by the reins — led by all the reins.

Equipment Eliminations:

1. Modified Cavesson is not allowed
2. Lead straps cannot be used — with or without a chain

Clarifications

Fig. 1



Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

Clarifications

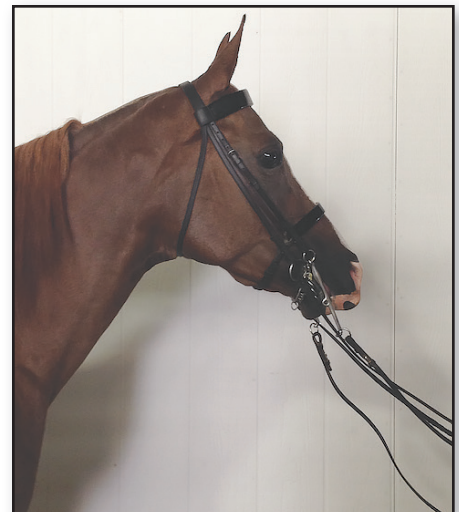
Fig. 1



Fig. 2



Fig. 3



ENGLISH/SADDLE SEAT STYLE – DOUBLE BRIDLE

What is traditional & recommended

Attire of Handler — Protective headgear may be worn without penalty

- Long sleeved shirt, long pants, vest, tie, paddock or jodhpur boots
- *Optional:* Derby or soft hat, saddle suit, gloves
- Formal attire may be worn when appropriate. It is usual to wear such attire after 6 p.m. or in championship classes

Tack for Horse — *Optional:* Whip/crop

Saddle Seat Style Double bridle

Double bridle (snaffle and curb) — Horse may be led by the curb rein with the snaffle rein either removed or over the horse's neck or the horse may be led by all the reins

Braiding — Horse is not braided

Leading with the Reins:

Fig. 1: Horse led by curb rein with snaffle rein over the horse's neck.

Fig. 2: Horse led by curb rein with snaffle rein removed.

Fig. 3: Horse led by all the reins.

Equipment Eliminations:

1. Modified Cavesson is not allowed
2. Lead straps cannot be used — with or without a chain

Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

ENGLISH/DRESSAGE OR SHOW HACK STYLE – PLAIN LEATHER HALTER

What is traditional & recommended

Attire of Handler — Protective headgear may be worn without penalty

- Helmet or top hat, dressage coat or shadbelly dark conservative color, shirt with collar or stock tie, light or white breeches, boots
- *Optional:* Gloves

Tack for Horse — *Optional:* Whip/crop — recommended for this discipline is not to exceed 47.2”

Plain leather halter

Braiding — Horse may be braided

Lead Strap Methods of Attachment:

Leather lead strap may only be attached five ways:

Fig. 1: Leather lead attached in bottom center ring of leather stable halter. There is no chain.

Fig. 1

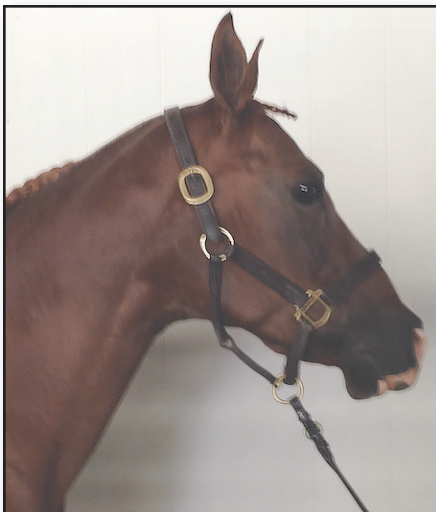


Fig. 2: Leather lead strap with chain that has a ring on each end with the length of chain varying depending on presentation style. Captured chain (chain with a ring on each end running through the sides of the halter and the rings and the center of the chain under the chin are all connected below to the lead).

Fig. 3: Leather lead strap with chain that has a ring on each end with the length of chain varying depending on presentation style. Non-captured chain (chain with a ring on each end running through the sides of the halter and the rings are connected below to the lead).

Clarifications

Fig. 2



Fig. 3



Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

Clarifications

Fig. 4



ENGLISH/DRESSAGE OR SHOW HACK STYLE – PLAIN LEATHER HALTER

What is traditional & recommended

Fig. 4: Leather lead with a chain, or other suitable soft material that provides a release, manufactured to it and a snap on one end. Length may vary depending on presentation style. This chain may be utilized two ways:

Fig. 4a: Chain under chin — Chain will run through the left side ring of the halter under the chin of horse through the right side ring of the halter and up to the right cheek ring on halter. Snap connects on right cheek ring on halter facing out. Ideally with only 6-8" of chain coming out of the left cheek ring.

Fig. 4b: Chain double up — Chain runs through either method described in 4a above, but because the length of chain is too long it may be run through the right cheek ring on the halter and run back down to the right side ring and attached to the right side ring with the snap facing out. This method will work, but it is preferable to not double up the chain (a shorter chain is a safer presentation).

Fig. 4a



Fig. 4b



Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

ENGLISH DRESSAGE OR SHOW HACK STYLE – SNAFFLE BIT

What is traditional & recommended

Attire of Handler — Protective headgear may be worn without penalty

- Helmet or top hat, dressage coat or shadbelly dark conservative color, shirt with collar or stock tie, light or white breeches, boots
- *Optional:* Gloves

Tack for Horse — *Optional:* Whip/crop — recommended for this discipline is not to exceed 47.2"

Dressage or Show Hack bridle

Bridle — Snaffle — Horse may be led by a lead strap or by the reins. Reins may be attached to the mane or removed from the snaffle. Cavesson/noseband must be intact and closed.

Braiding — Horse may be braided

Lead Strap Method of Attachment or Leading by the Reins:

Figs. 1 & 2

Equipment Eliminations:

1. Modified Cavesson is not allowed
2. Lead strap cannot be attached to only one side of the bit
3. Chain cannot run through the bit

Clarifications

Fig. 1

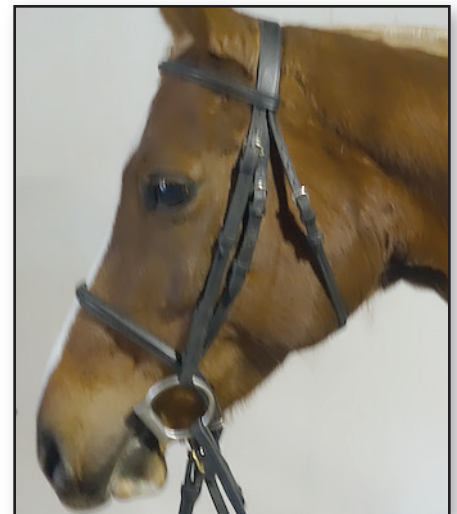
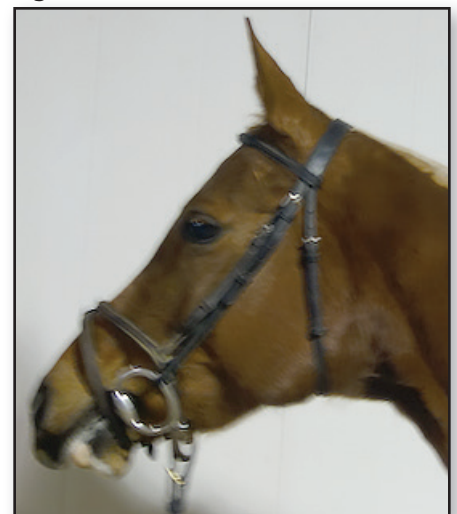


Fig. 2



Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

Clarifications

ENGLISH DRESSAGE OR SHOW HACK STYLE – DOUBLE BRIDLE

What is traditional & recommended

Attire of Handler — Protective headgear may be worn without penalty

- Helmet or top hat, dressage coat or shadbelly dark conservative color, shirt with collar or stock tie, light or white breeches, boots
- *Optional:* Gloves

Tack for Horse — Optional: Whip/crop - recommended for this discipline is not to exceed 47.2"

Dressage or Show Hack bridle

Bridle — Double bridle (snaffle and curb) – Horse may be led by the curb rein and the snaffle rein must be attached to the braid or the horse may be led by all the reins

Braiding — Horse may be braided

Leading by the Reins:

Fig. 1

Fig. 1



Equipment Eliminations:

1. Modified Cavesson is not allowed
2. Lead straps cannot be used — with or without a chain

Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

Clarifications

Fig. 1



Fig. 2



Equipment Eliminations:

1. Lead strap/chain cannot run through the horse's mouth or over the nose
2. Horse may not be shown in a bridle
3. Horse may not be shown in a hackamore or bosal

WESTERN STYLE

What is traditional & recommended

Attire of Handler — Protective headgear may be worn without penalty

- Western hat, long sleeved shirt or tunic, long pants, Western boots
- *Optional:* Western jacket, vest, belt, tie, gloves

Tack for Horse — *Optional:* Whip/crop

Western plain leather or Western show type halter with silver (silver not to count over clean plain leather halter)

Braiding — Horse is not braided

Lead Strap Methods of Attachment:

Leather lead strap may only be attached three ways:

Fig. 1: Leather lead attached in bottom center ring of Western leather stable halter. There is no chain.

Fig. 2: Leather lead with a chain, or other suitable soft material that provides a release, manufactured to it and a snap on one end. Length may vary depending on presentation style. This chain may be utilized two ways:

Fig. 2a: Chain under chin — Chain will run through the left side ring of the halter under the chin of horse through the right side ring of the halter and up to the right cheek ring on halter. Snap connects on right cheek ring on halter facing out. Ideally with only 6-8" of chain coming out of the left cheek ring.

Fig. 2b: Chain double up — Chain runs through either method described in 2a above, but because the length of chain is too long it may be run through the right cheek ring on the halter and run back down to the right side ring and attached to the right side ring with the snap facing out. This method will work, but it is preferable to not Double Up the Chain (a shorter chain is a safer presentation).

Fig. 2a



Fig. 2b



Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

Refer to Current USEF/EC Rules

- The Arabian Show Halter may be used with any of the above described attire guidelines.
- Handler's attire should be neat and clean. It should be suitable and appropriate to the style/type of horse being shown. The handler's number should be worn on the back and pinned down.
- Tack should fit properly and be neat, clean and in good repair. Unconventional tack may be penalized at the judge's discretion.
- Style of presentation should be decided upon by two primary considerations. First, the type of horse, its movement and way of going will determine if it is best to go western, hunter, saddle seat, dressage or show hack style. Once that is determined, then safety is paramount when considering the type of lead and method of attachment or utilization of the reins to lead. These various definitions are listed below.
Consideration of the size of the horse and height of the handler is important to a safe and successful presentation.

Types and Definitions of Leads and Methods of Attachment

1. Leather lead — attached in bottom center ring of leather stable halter. There is no chain
2. Leather lead with connector. Connector is a leather piece with buckles on each side. There is no chain. Can be attached to the bit in several of the presentation styles
3. Leather lead directly attached to complete and closed noseband/cavesson. Chain may be used with closed noseband/cavesson. Chain is never to be run through any bit.
4. Leather lead with chain that has a ring on each end- length of chain varies depending on presentation style
 - 4a. Non- captured chain — chain with a ring on each end is run through the sides of the halter and the rings are connected below to the lead
 - 4b. Captured chain — chain with a ring on each end is run through the sides of the halter and the rings and the center of the chain under the chin are all connected below to the lead
5. Leather lead with a chain, or other suitable soft material that provides a release, manufactured to it and a snap on one end. Length may vary depending on presentation style.
 - 5a. Chain under chin — Chain will run through the left side ring of the halter under the chin of horse through the right side ring of the halter and up to the right cheek ring on halter. Snap connects on right cheek ring on halter facing out. Ideally with only six to eight inches of chain coming out of the left cheek ring.
 - 5b. Chain Double Up — Chain runs through either method described in 5a or 5b above. Because the length of chain is too long it may be run through the right cheek ring on the halter and run back down to the right side ring and attached to

Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

the right side ring with the snap facing out. This method will work, but it is preferable to not Double Up the Chain. (A shorter chain is a safer presentation.)

**Refer to Current
USEF/EC Rules**

STYLE & TACK	LEAD STRAP/REINS	ELIMINATION
Arabian Halter Style; Arabian Show Halter— Whip no longer than 6' including lash or appendage	Throatlatch is mandatory. Lead strap may only be 4a or 4b	
Arabian Halter Style; Leather stable halter	Lead strap may only be 1, 4a, 4b	
Western Style— Plain leather halter or western show type halter with silver	Lead strap may only be 1, 5a, 5b	Chain may not run through horse's mouth or over nose. Horse may not be shown in bridle. Horse may not be shown in a hackamore or bosal.
English Hunter Style— Plain Leather Halter; Whip or crop not to exceed 30"	Lead strap may only be 1, 4a, 4b	No modified cavesson.
English Hunter Style— Hunt Bridle; Snaffle Bit; Whip or crop not to exceed 30"	Noseband/cavesson must be intact and closed. Lead strap may only be 2 or 3. Reins can be attached to the mane or removed from the snaffle. Horse may be led by the reins.	Lead strap cannot be attached to the left or right side of snaffle directly. Chain cannot be used with the lead strap. No modified cavesson.
English Hunter Style— Kimberwick Bit; Whip or crop not to exceed 30"	Noseband/cavesson must be intact and closed. Lead strap may only be 2 or 3. Reins can be attached to the mane or removed from the Kimberwick. Horse may be led by the reins.	Lead strap cannot be attached to the left or right side of the kimberwick directly. Chain cannot be used with the lead strap. No modified cavesson.

Showmanship

ATTIRE OF HANDLER / TACK OF HORSE

Refer to Current USEF/EC Rules

English Hunter Style— Pelham; Whip or crop not to exceed 30”	Noseband/cavesson must be intact and closed. Lead strap may only be 2 or 3. The connector is to be attached to the top ring of the Pelham with the reins attached to the mane or the reins removed from the pelham. Horse may be led by all the reins.	Lead strap cannot be attached directly to the Pelham. Chain cannot be used with the lead strap. No modified cavesson.
English Saddle Seat Style —Double Bridle	Noseband/cavesson must be intact and closed. Horse may be led by the snaffle rein with the curb rein over the horse’s neck or the horse may be led by all reins.	Lead straps cannot be used. Chain cannot be used with the lead strap. No modified cavesson. Horse may not be led by the curb rein. Horse may not be presented in a Pelham. No connectors allowed.
English—Dressage or Show Hack Style; Dressage snaffle; Whip not to exceed 47.2”	Noseband/cavesson must be intact and closed. Horse must be led by the reins.	Chain cannot be used with the lead strap. No modified cavesson. Drop or flash cavessons are not allowed. No connectors allowed.
English—Dressage or Show Hack Style; Double Bridle; Whip not to exceed 47.2”	Noseband/cavesson must be intact and closed. Horse may be led by the snaffle rein and the curb rein must be over the neck attached to the braid or the horse may be led by all reins.	Chain cannot be used with the lead strap. No modified cavesson. No lead straps or connectors allowed.
English Dressage or Show Hack Style— Leather Stable Halter; Whip not to exceed 47.2”	Lead strap may only be 1, 4a, 4b	

Showmanship

TIPS FOR JUDGES

Tips to Judging Showmanship

- Know your arena size, center ring and gate location as you select patterns to ensure they can be executed correctly and safely (consider the number of exhibitors in each class)
- Talk to management before the show regarding the depth of skills of showmanship exhibitors
- Be respectful of the exhibitors
- Be sure you have indicated on the pattern if you'd like the exhibitors to "set up" at the gate prior to entry
- Choose a pattern and manage your class that will not exhaust your exhibitors, particularly in warmer climates with large lengthy classes.
- Patterns at Regionals and Nationals must be posted 24 hours prior to the first section of the class.
- In classes with multiple judges, indicate on your pattern where the call judge will be standing — and then be in that spot.
- In classes with multiple judges, only the call judge, or designated ring steward, is to walk the inspection.
- Exhibitors are to show to the call judge or designated ring steward only. Other judges are to remain still.
- Know your material before setting up for the class
- If you want to ask a question, ask the same question of every exhibitor. This is not recommended for multiple judge teams, as the other judges are not in proximity to hear the answer. If you ask an anatomy question, ask the exhibitor to describe the location on the horse rather than pointing as it gives the potential answer away to the remaining exhibitors.
- Ensure proper cone/marker placement prior to the first exhibitor executing the pattern.
- It is appropriate to meet with exhibitors at the gate prior to the class to answer any questions. Be aware of horse safety — ask for only the handlers to convene. Do your best to have clear directions in your pattern and if asked a question, answer it in a clear manner.
- Expect the horses to be shown in the style of what that horse does for a living. The horse's movement will dictate what type of appointments he and the handler should be dressed in.
- Demonstrate consistency of your location as judge for each exhibitor's execution of the pattern.
- When doing your inspection have a consistent path and rhythm around each exhibitor paying attention to not hesitate or stop on a quarter line.
- Judges may sit and elect to have the ring steward perform the inspection. Make sure your ring steward has a consistent path and rhythm around each exhibitor. Inform your exhibitors if they are only to "show to the ring steward" for the set-up portion of

Indicate on your pattern which procedure you are using.

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 —

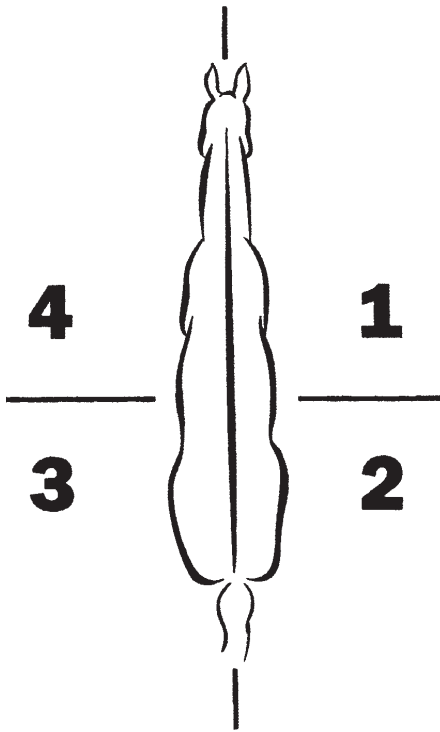
Exhibitors enter arena one at a time and are excused at the completion of their pattern.

At the Gate —

Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

Showmanship

MANEUVERS



PLEASE NOTE:
ART IS PENDING FOR
DIAGRAMS OF
"THE BACK" AND WILL
BE INCLUDED IN
A FUTURE REVISION.

the class or if they are to show to the ring steward throughout the entire class. Make sure your ring steward is educated on exactly what you want them to do.

- When inspecting the horse, walk around each exhibitor with consistent speed and pauses at the same location of each entry. When stepping around the horse go to your left first for the inspection. Handlers will not move into their next quarter until you break the line of your next quarter.
- Due to various safety and health concerns, judges are not to touch the horses during the class including during the inspection.
- Arabians are shown in many disciplines and we offer showmanship exhibitors something no other breed does: freedom of expression for the type and style of their choice. We do not need to limit style or expression, we need to reward excellence.

FURTHER EXPLANATION OF PROPER EXECUTION OF SHOWMANSHIP MANEUVERS

The Presentation/Set-up

The horse may be set up with a split stance or square. Either option is allowed and acceptable. Exhibitors will not be penalized for either set up style. There are typically three times to set your horse up during the class. First- to start your pattern, second- during the actual presentation to the judge, third- during the line up. Always be aware of the proper quarter regardless of how far the judge is away from you.

Diagram of the 'Quarter' system

The quarter system is a very effective method in which to show your horse and ensure safety. The horse is divided into four parts. There is the imaginary line down the center of its back and another across the withers. When the judge is in quarter 4 the handler is in quarter 1, when the judge is in quarter 3 the handler is in quarter 4, when the judge is in quarter 2 the handler is in quarter 1 and when the judge is in quarter 1 the handler is in quarter 4. The handler stays out of the way of the judge and still maintains control of the situation. When you cross over, move naturally. Your goal is to be smooth and efficient in crossing to the other side of your horse. Think of the horse as a clock, with 12 o'clock at his nose. When you set up your horse for inspection, you'll be at the 11 o'clock position. To move to the 1 o'clock position, you have to move around the edge of the clock and around your horse's nose. It takes most people three steps to move to the other side, and a fourth step to close their feet together. Start with your outside leg for your first step. It helps you take a step forward around your horse's nose. When you've reached 1 o'clock, close your feet and stand with your toes pointed in the general direction of the horse's opposite shoulder. Optimum crossovers should be completed in 4 steps.

Showmanship

MANEUVERS

The Back

In a showmanship class, keeping a straight or curved line, depending on the directions in the pattern and an effortless look when backing is ideal. Exhibitors must ensure they position themselves in the correct position and never stand directly in front of their horse. Diagrams 1 and 2 illustrate correct position from which to ask for a back-up from the ground. The exhibitor is standing to the left of the horse's head, their right hand on the lead, which makes soft contact with the horse's face. Diagram 2 shows how far away the exhibitor's body is from the horse, the direction the exhibitor's toes face, and the contact they have on the lead when they ask him to back. In diagram 3 they both step off for the maneuver at the same time, with the horse stepping back with his left foot while the exhibitor steps forward with their right.

The Walk and Trot and Body Position

The exhibitor must lead on the horse's left side holding the lead shank in the right hand a reasonable length, with safety in mind, from the halter on the lead strap. The right hand must remain on the lead at all times (not on the chain). It is not appropriate to switch hands while completing the maneuvers (except set-up maneuver). Smaller exhibitors may need to use a longer hold on the lead strap. Hold the excess lead strap in your left hand, either in a round coil or a figure eight, as long as it is being handled safely by the exhibitor. When leading, the exhibitor should be positioned between the eye and the mid-point of the horse's neck, referred to as the leading position. Both arms should be bent at the elbow with the elbows held close to the exhibitor's side and the forearms held in a natural position. Height of the arms may vary depending on the size of the horse and exhibitor, but the arms should never be held straight out with the elbows locked. Image 1 and 2 show this position. The same position should be held during the trot. Some flexibility can be given to the left arm when trotting a circle as shown in diagram 3. The trot/run should be flowing not over animated. Exhibitors should not exhibit unnatural gaits such as high knees, squat, prance, or duck run or anything that looks stiff and animatronic. See diagram 5 as an example. At the walk or trot arms should not be extended in front of the body locked as shown in diagram 4.

The Turn or Pivot

A proper right turn is on the haunches, with a hind foot remaining planted throughout the turn.

The position of the exhibitor when executing a turn to the right is the same as the leading position except that the exhibitor should turn and face toward the horse's head and have the horse move away from them to the right.

PLEASE NOTE:
ART IS PENDING
FOR DIAGRAMS
ON THIS PAGE AND WILL
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A FUTURE REVISION.

Showmanship

CREDITS

Refer to Current USEF/EC Rules

Showmanship Credits

Handlers should show complete control over their horse and must perform the maneuvers of the class promptly and correctly. A pivot executed correctly should be credited as it shows control. A pivot or turn around on the haunches should be just that. The haunches are stationary and the forehand moves around in a neat, very controlled motion. The pivot should never wander.

Handlers that show poise and alertness without being stiff, artificial or rigid are credited. Hands should have a purpose showing control. Handlers are credited for showing their horses in a safe and correct manner. If showing with a whip all movements should be precise.

Questions on relevant subjects such as: parts of the horse, judging requirements of breeding classes, basic horse care or proper attire may be asked.

Credit handlers that stay attentive to the horse and to the judge, always aware of the judge's position in the ring with respect to their own position and the horse's position and with regard to others in the ring.

Showing a horse is an art and should be considered as such by the showman and judge alike. It is judged strictly on the exhibitor's ability to prepare and present the horse. The conformation of the horse is not to be judged. The horse is to be shown properly to the style of horse that it is.

Credit handlers that walk or trot the horse directly in a deliberate line straight or curved as directed in the pattern. When trotting away from the judge, the handler should do so in a straight line, with the horse in line and moving directly away from the judge. Handlers may glance back over their right shoulder, with purpose, to confirm a straight and direct line away from the judge. The handler should correct the line if not trotting away straight. Once your pattern is complete it is not necessary to look back and nod at the judge.

Credit handlers who perform the entire class with a consistent pace and rhythm that is complementary to the handler's gait and the horse's movement.

Showmanship Faults

Any motion or action jeopardizing the safety of anyone in the ring is a major fault. Loss of control or not following judge's directions is a fault. Not performing the pattern precisely and accurately is a fault. Executing the pattern in a sloppy, haphazard fashion,

Showmanship

FAULTS

not tracking correctly to or away from the judge, pivots or turns that wander are penalized. Any loss of control of the horse is penalized. This includes horses that spook and run past the handler or circle the handler, horses that do not stand still while being shown, horses that trot too fast for the handler or horses that do not trot at all.

Over-showing of oneself and not being aware or not paying attention to the horse and the horse's actions is penalized. Handlers who are too stiff, rigid and artificial and carry themselves in an unnatural position are penalized. Looking back continuously while walking or trotting away from the judge is antiquated and not necessary. Lack of paying attention to the position of the judge will be penalized. Handlers that move abruptly or unnecessarily for show rather than effective showing will be penalized. Handlers should not demonstrate an unnatural gait of running (squat run, duck run, prance run). Gratuitous moves can be detrimental to a pattern.

Poor use of the whip or fumbling with whip should be penalized. If a whip is used, the handler should be able to use it effectively and correctly. The whip must not be used as a prop, to intimidate the horse or to encourage a maneuver. The whip should be down unless in the presentation/set up portion of the class, then the whip is to be up. Utilizing a whip effectively can raise the degree of difficulty; however, if not demonstrated effectively, it can be cumbersome and a detriment to the presentation.

Exhibitors are reminded to always refer to current USEF/EC Rule Books for specific rules. Exhibitors are reminded to refer to the current AHA Handbook for procedures.

Refer to Current USEF/EC Rules

Showmanship

GUIDELINES

All horses enter the arena with a score of 70. With each maneuver, the judge with use of a scribe, will assign a score as well as deduct any penalties that may occur. A running total of maneuver scores and penalties will be kept. At the end of the pattern, the judge will give an overall form and effectiveness score, from 0 to +5. Each obstacle will be scored as follows: +3 to -3, Half increments may be used.

- +3 EXCELLENT:** The horse and handler perform the maneuver in complete cadence and harmony with each other while demonstrating the highest degree of difficulty and precision. The horse's coat is clean, in good flesh and excellent condition. The handler is extremely proficient in their performance, clean and dressed appropriately for the style they represent. The horse and handler's performance throughout the maneuver are VISUALLY IMPRESSIVE.
- +2 VERY GOOD:** The horse and handler perform the maneuver in cadence and harmony with each other while demonstrating an increased degree of difficulty. The horse's coat is clean, in good flesh and in very good condition. The handler is very proficient in their performance and presentation, clean and dressed appropriately for the style they represent. The horse and handler's performance throughout the maneuver are VISUALLY ATTRACTIVE.
- +1 GOOD:** The horse and handler perform the maneuver in correct form with some degree of style. The horse's coat is clean in good flesh and in good condition. The handler is proficient in their performance, clean and dressed appropriately for the style they represent. This horse and handler display some quality, but lack the degree of difficulty performed by the very good or excellent pairs. The horse and handler's performance throughout the maneuver are VISUALLY PLEASING.
- 0 AVERAGE:** For the most part, horse and handler perform the required maneuvers in correct form, with minimal style with little to no degree of difficulty exhibited. The horse and handler's performance are good but displays by slight errors in form. The horse and handler's performance throughout the maneuver leave a visually NEUTRAL IMPRESSION.
- 1 POOR:** The horse and handler fail in some way to negotiate the maneuver in correct form and style. There is a noticeable void in some of the qualities of the maneuvers performed and minor penalties may have incurred. Cadence and quality may have been compromised. Overall turn out of horse/handler is below average.

Showmanship

GUIDELINES

- 2 VERY POOR:** The horse and handler noticeably fail to negotiate an element of the pattern in correct form with no style. Several minor penalties and/or a major penalty may have occurred. Safety may have been compromised. The horse and handler exhibit a noticeable lack of cadence and quality. The overall turnout of horse and/or handler turnout is not clean or in good condition.
- 3 EXTREMELY POOR:** The horse and handler negotiate the maneuver in unacceptable form with no style. The maneuver performed is careless. Multiple minor or major penalties have been incurred. Severe penalties have incurred. There is an extreme lack of cadence between the horse and handler. The turnout of the horse and handler are extremely poor but lack the elimination factor.

If at the end of the class there are ties on your score card, first use the F & E score. If ties still remain, use the total number of penalties to break ties. It is recommended that you use a ladder to help place class as it progresses.



AHA

SHOWMANSHIP SCORESHEET

PATTERN _____

EVENT _____ DATE _____

NO. _____

CLASS _____ JUDGE _____

1 POINT PENALTIES

- Break of gait at walk or trot 2 strides or less
- Over/under turn up to 1/8 of turn
- Ticking or hitting cone/marker
- Sliding/lifting pivot foot
- Lifting pivot foot and replacing in same place
- Lifting foot and replacing it in same place in presentation

3 POINT PENALTIES

- Break of gait at walk or trot more than 2 strides
- Splitting cone/marker
- Stepping out of set up during presentation
- Steps out of/moving pivot foot during pivot or turn
- Over/under turn 1/8 to 1/4 of turn

5 POINT PENALTIES

- Exhibitor not in required position during inspection
- Touching the horse
- Standing directly in front of horse
- Loss of lead shank or 2 hands on lead shank
- Completely stepping out of/moves hindquarter significantly during a pivot/turn
- Severe disobedience to include, but not limited to: biting, pawing, or continuously circling exhibitor
- Goes off pattern/wrong side of cone/ never perform specified gait
- Fall of horse or handler
- Knock over cone/marker

10 POINT PENALTY (T)

- Unnatural Arabian Tail Carriage (AHA 105.2)

MANDATORY ELIMINATIONS

- Horse escapes from exhibitor
- Inhumane treatment and undue stress (AR 105.6)
- Excessive schooling or training
- Loss of control or severe disobedience that endangers other exhibitors (bolting, lunging, kicking out, etc.)
- Whip marks
- Illegal equipment (chain through horses' mouth, over nose, through bit; modified cavassons, western bridle or bosal, reins only attached to one side of bridle)

Maneuver Score: -3 Extremely Poor / -2 Very Poor / -1 Poor / 0 Correct / +1 Good / +2 Very Good / +3 Excellent
 Final Score of 0 to +5 for overall form & effectiveness at completion of run / Base Score of 70

Entry #	Maneuver Description	Maneuver Score								F & E	Penalties	SCORE
		1	2	3	4	5	6	7	8			
	Penalty											
	Score											
	Sub Total											
	Penalty											
	Score											
	Sub Total											
	Penalty											
	Score											
	Sub Total											
	Penalty											
	Score											
	Sub Total											



AHA

SHOWMANSHIP SCORESHEET

PATTERN _____

EVENT _____ DATE _____

NO. _____

CLASS _____ JUDGE _____

Maneuver Score: -3 Extremely Poor / -2 Very Poor / -1 Poor / 0 Correct / +1 Good / +2 Very Good / +3 Excellent
 Final Score of 0 to +5 for overall form & effectiveness at completion of run / Base Score of 70

Entry #	Maneuver Description	/ / / / / / / / /								F & E	Penalties	SCORE
		1	2	3	4	5	6	7	8			
	Penalty											
	Score											
	Sub Total											
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SHOWMANSHIP

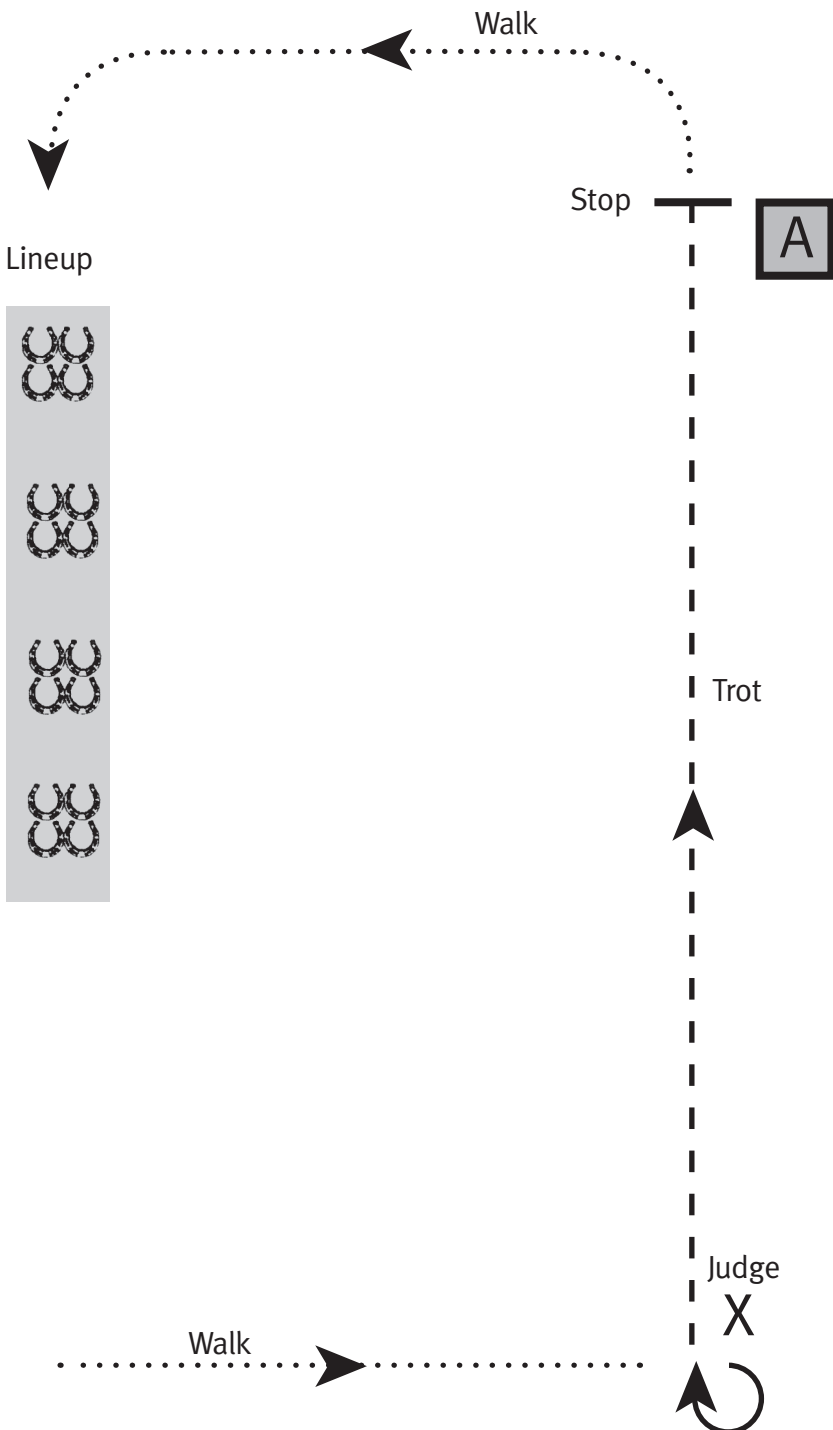
Level 1 Patterns

- ❑ **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

LEVEL 1 • PATTERN A

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



Walk to the judge and set up for inspection.

When excused, execute a 270-degree turn.

Trot a straight line as drawn in the pattern and stop at marker A.

Walk back to lineup at the direction of the ringmaster or exit at the walk.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

LEVEL 1 • PATTERN B

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.

Walk from marker A to marker B.

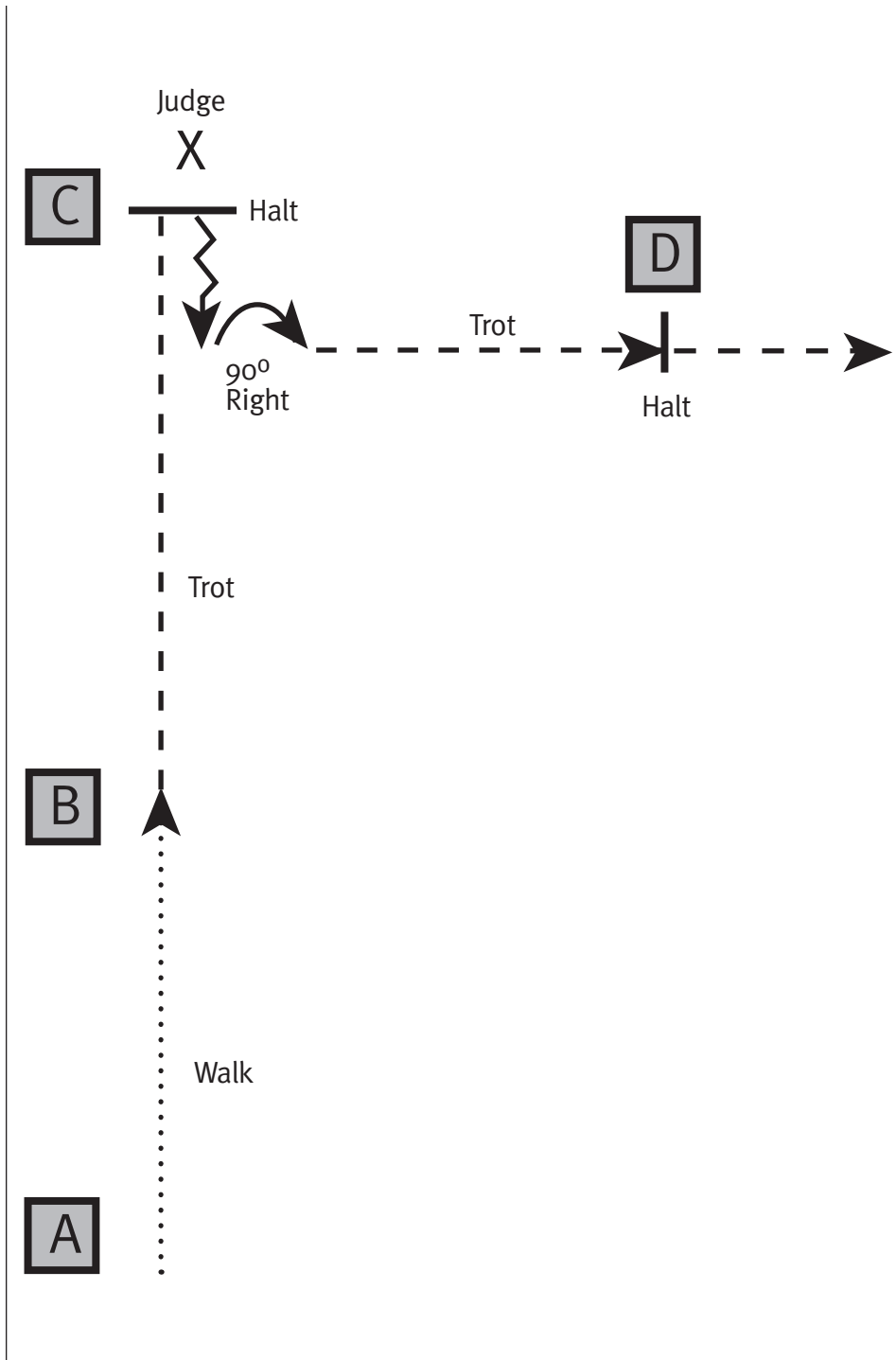
Trot from marker B to marker C.

Stop at marker C and set up for inspection.

When dismissed, back four steps.

Execute a 90-degree turn and trot to marker D as drawn. Stop.

Hesitate for several seconds and then trot to new lineup as directed by the ringmaster or exit as directed by the ringmaster.



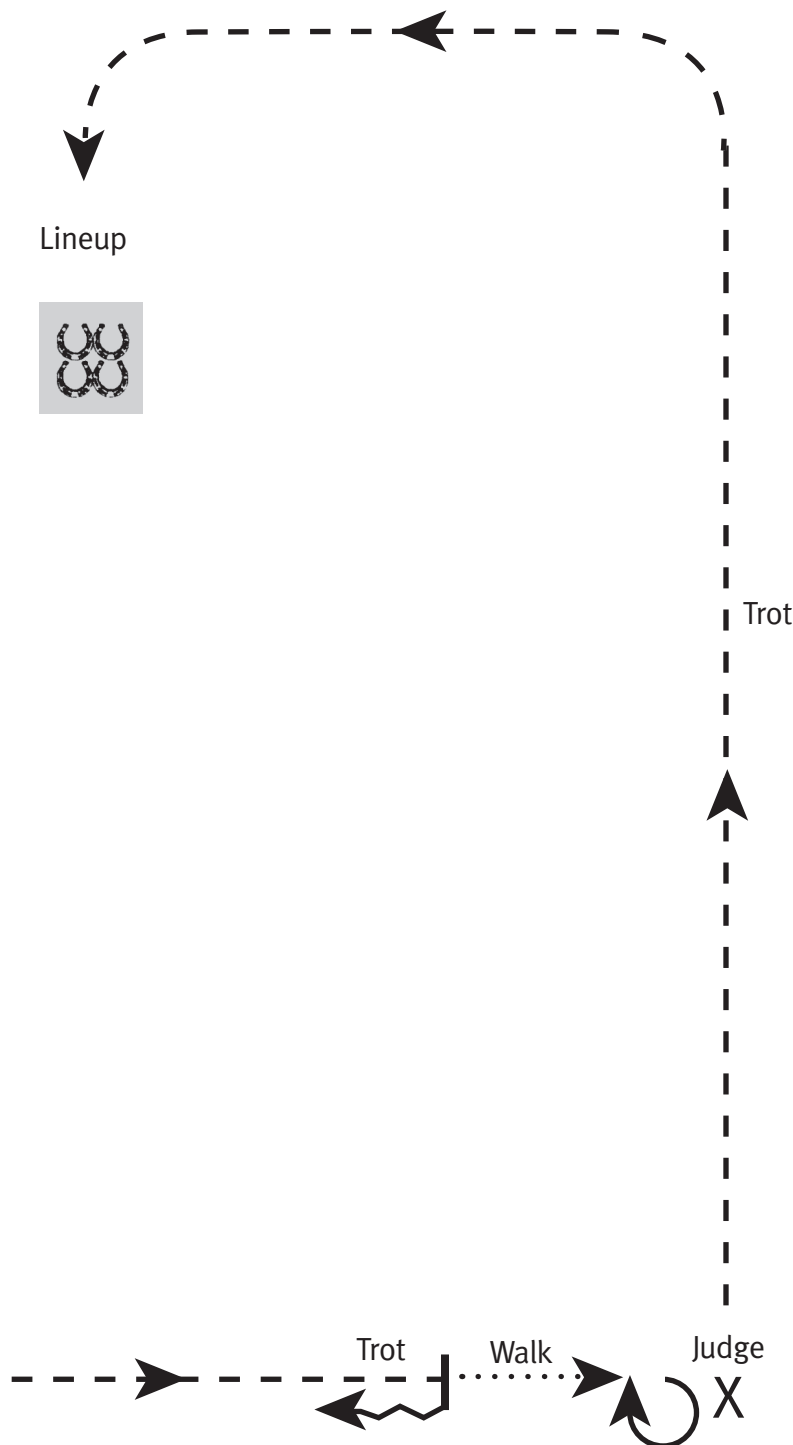
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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

LEVEL 1 • PATTERN C

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



Trot 3/4 way to the judge.

Stop and back four steps.

Walk to the judge and set up for inspection.

When excused, execute a 270-degree turn to the right and trot straight away from the judge.

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

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

LEVEL 1 • PATTERN D

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

Be ready at marker A.

Trot to marker B.

Walk from marker B and around marker C as shown.

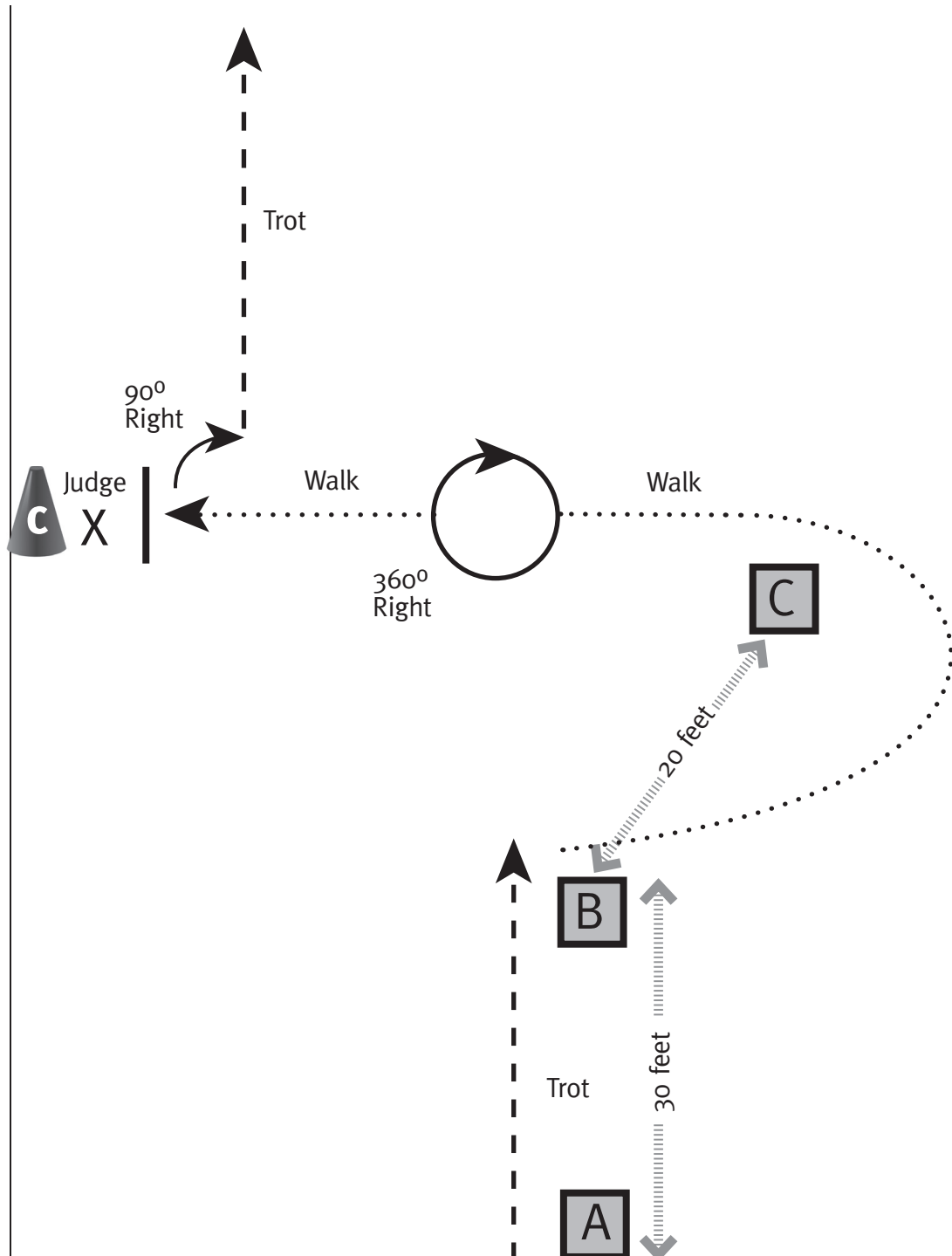
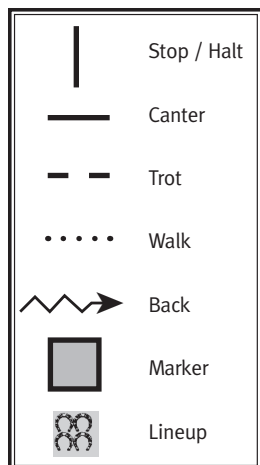
Half-way between marker C and the judge, stop and execute a 360-degree turn.

Walk to judge and set up for inspection.

When dismissed, execute a 90-degree turn and trot away.

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

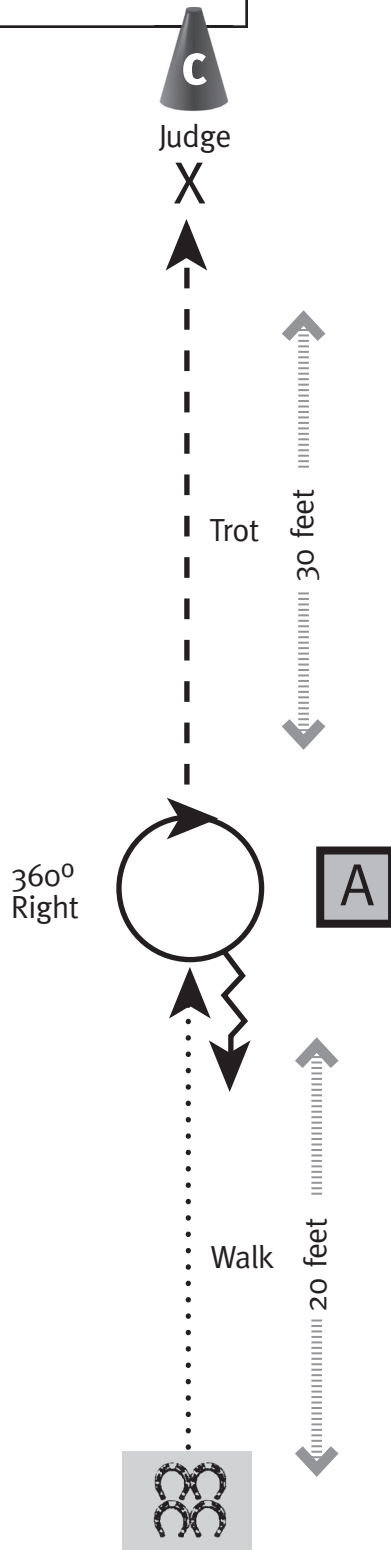


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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

LEVEL 1 • PATTERN E

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



Line up at direction of ringmaster — can be head to tail or side by side.

Walk to marker A.

At marker A, execute a 360-degree turn.

Back four steps.

Trot to judge.

Stop. Set up for inspection.

When dismissed return to lineup at the trot or exit as directed by the ringmaster.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

LEVEL 1 • PATTERN F

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.

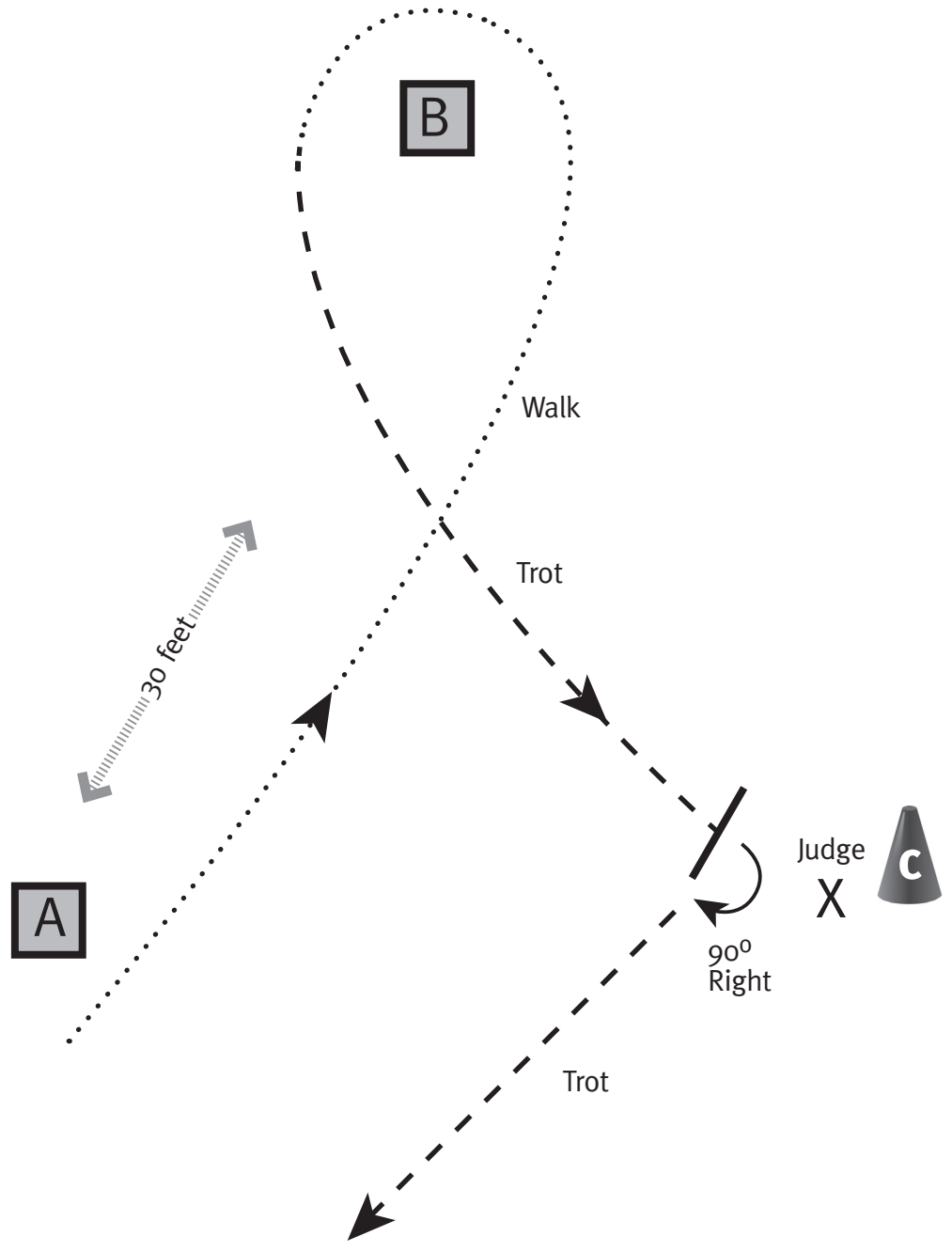
Walk from marker A to around marker B.

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.



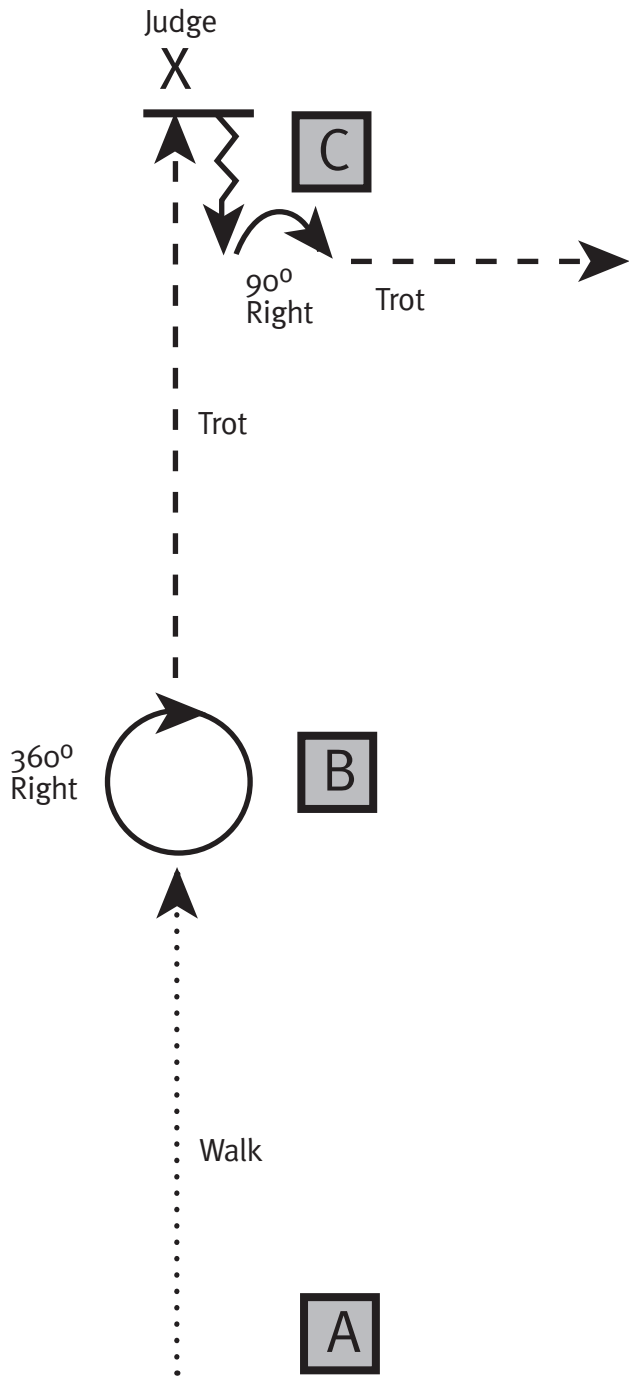
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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

LEVEL 1 • PATTERN G

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



Be ready at marker A.

Walk to marker B. Stop.

Perform a 360-degree haunch turn to the right. Stop.

Trot to marker C. Stop.

Set up for inspection.

After dismissal, back four steps.

Perform a 90-degree turn to the right and trot to lineup or exit as directed by the ringmaster.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

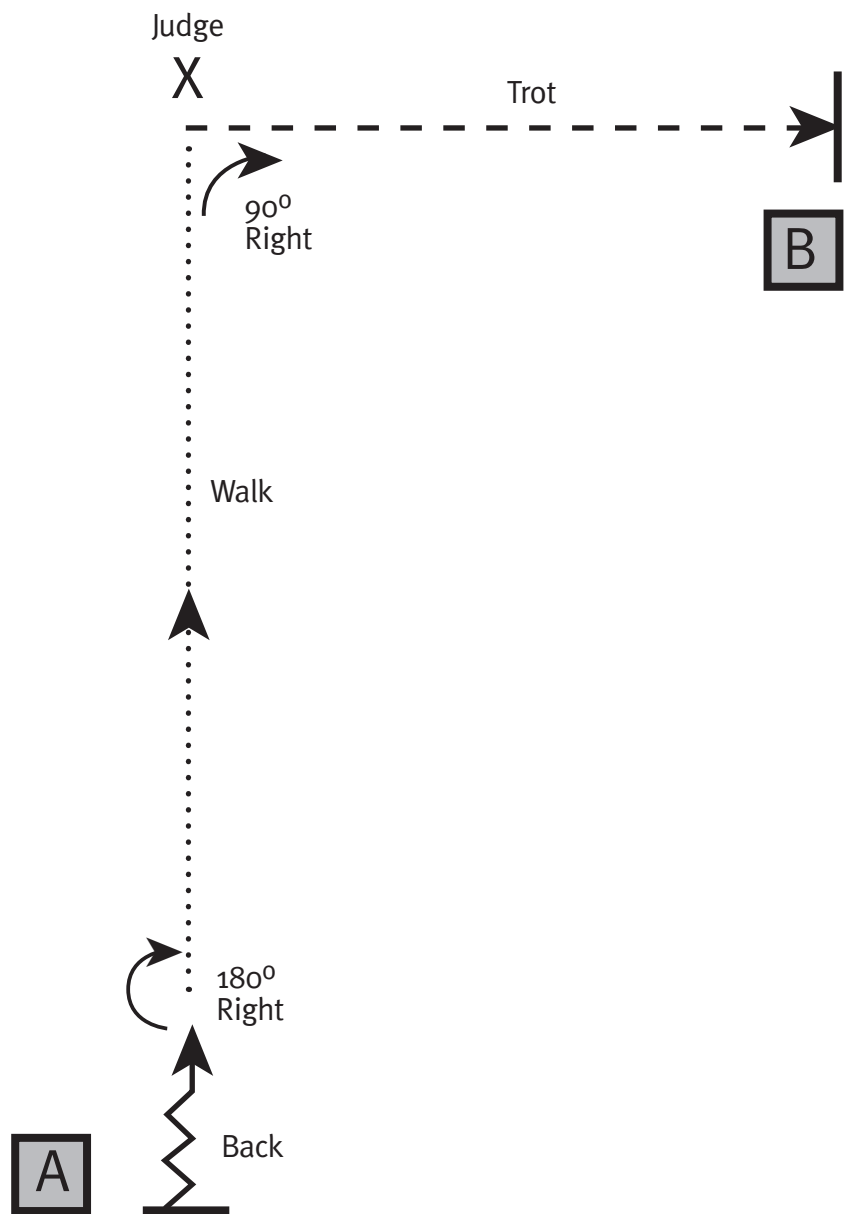
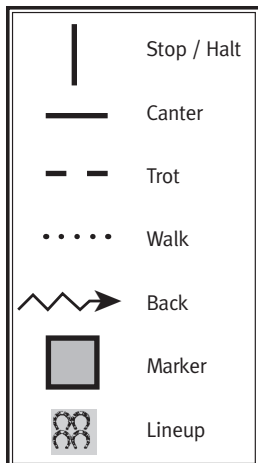
Showmanship

LEVEL 1 • PATTERN H

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.
- Back four steps at marker A.
- Perform a 180-degree turn.
- Walk to the judge and set up for inspection.
- When dismissed perform a 90-degree turn and trot to marker B.
- Stop at marker B.
- Return to lineup at the trot or exit as directed by the ringmaster.

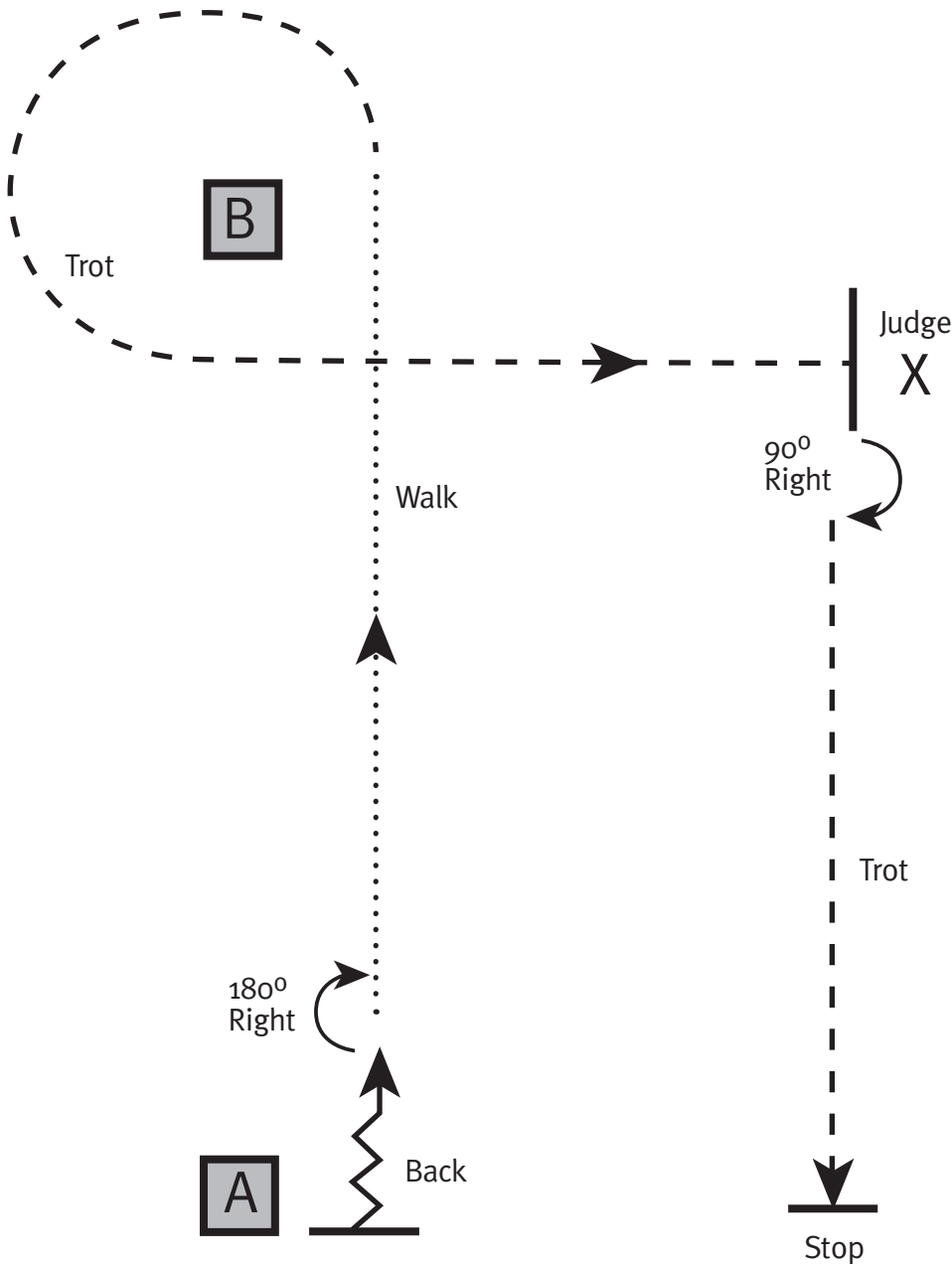


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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

LEVEL 1 • PATTERN J

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 back four steps.

Perform a 180-degree turn.

Walk to marker B.

At marker B trot around B and to the judge, set up for inspection.

When dismissed perform a 90-degree turn and trot away as drawn until even with marker A. Stop.

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

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

SHOWMANSHIP

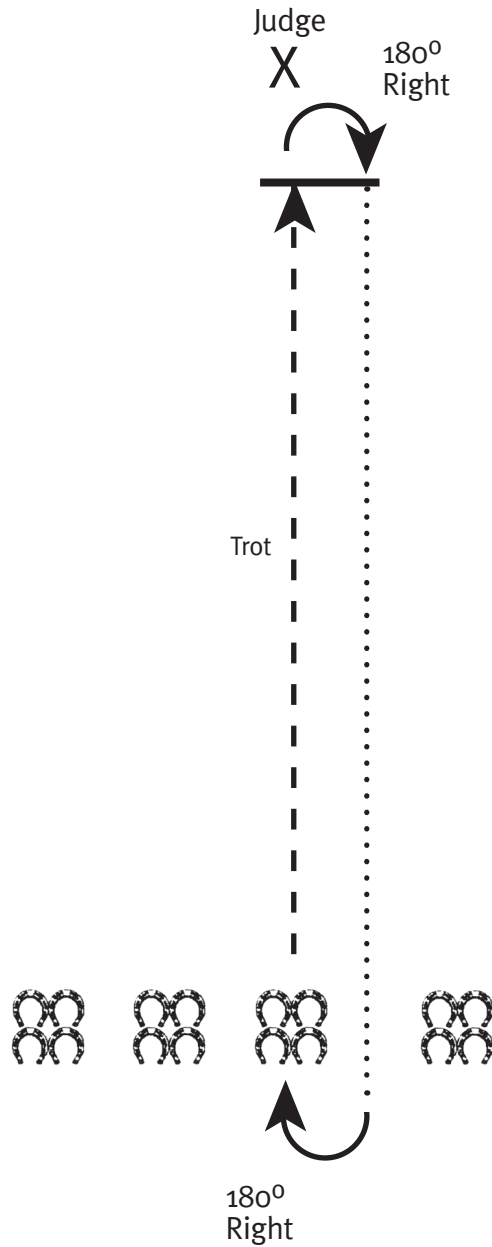
Level 2 Patterns

- ❑ **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

LEVEL 2 • PATTERN K

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



Line up at the direction of the ringmaster side by side and out from the rail.

Trot straight to the judge.

Stop and set up for inspection.

When directed, execute a 180-degree turn on the haunches to the right.

Walk back through the line as drawn.

Stop.

Execute a 180-degree turn on the haunches to the right and return to the line.

Set up.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

LEVEL 2 • PATTERN L

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

Be ready at marker A.

Trot from marker A to marker B.

Stop at marker B and back halfway to marker A.

Stop and perform a 270-degree turn.

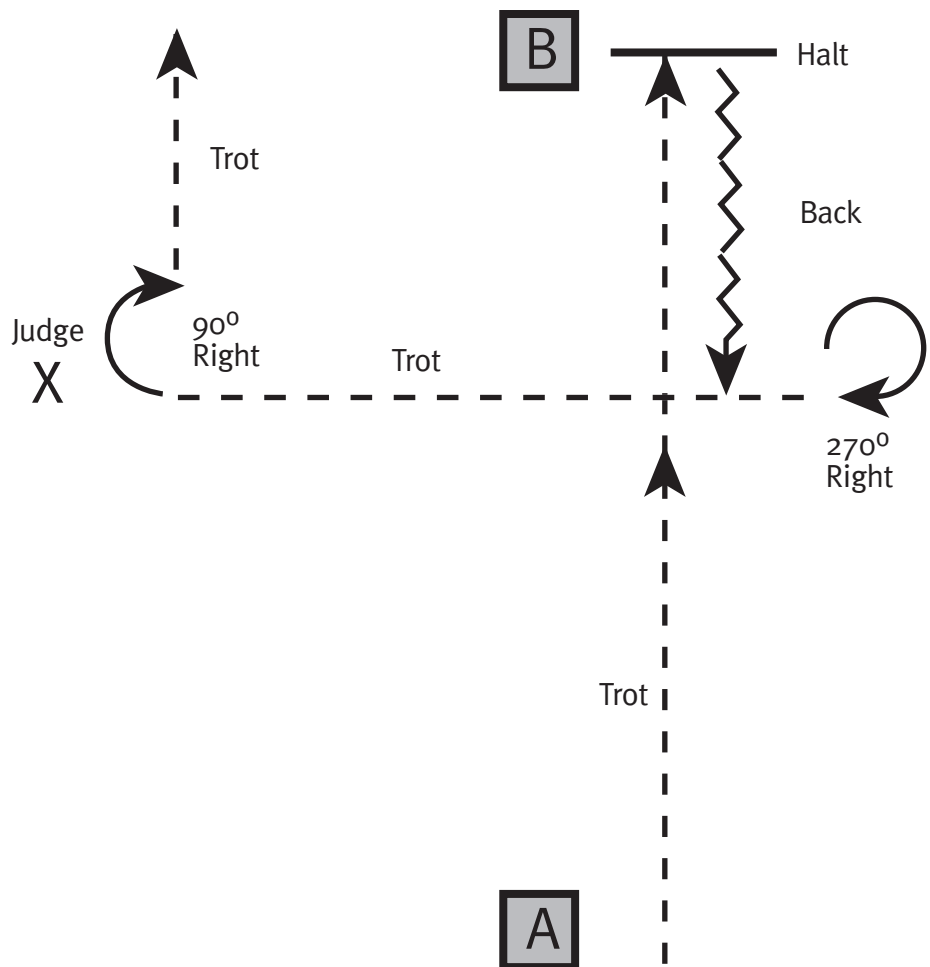
Trot to judge.

Stop. Set up for inspection.

When dismissed perform a 90-degree turn and trot away as drawn.

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



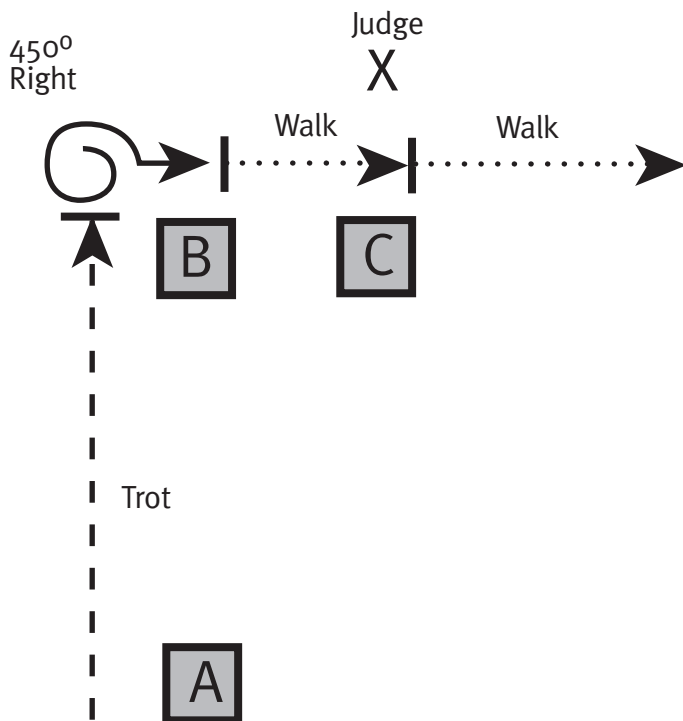
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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

LEVEL 2 • PATTERN M

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



Be ready at marker A.

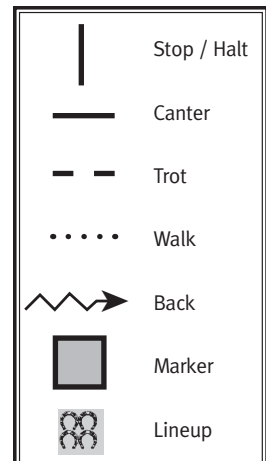
Trot just past marker B. Stop.

Execute a 450-degree haunch turn to the right. Stop.

Walk to marker C. Stop.

Set up for inspection.

After dismissal, walk into lineup.



Showmanship

LEVEL 2 • PATTERN N

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

Begin at marker A. Walk from marker A to marker B.

At marker B, pick up the trot from marker B to marker C.

At marker C, trot the serpentine/circle as drawn to the judge.

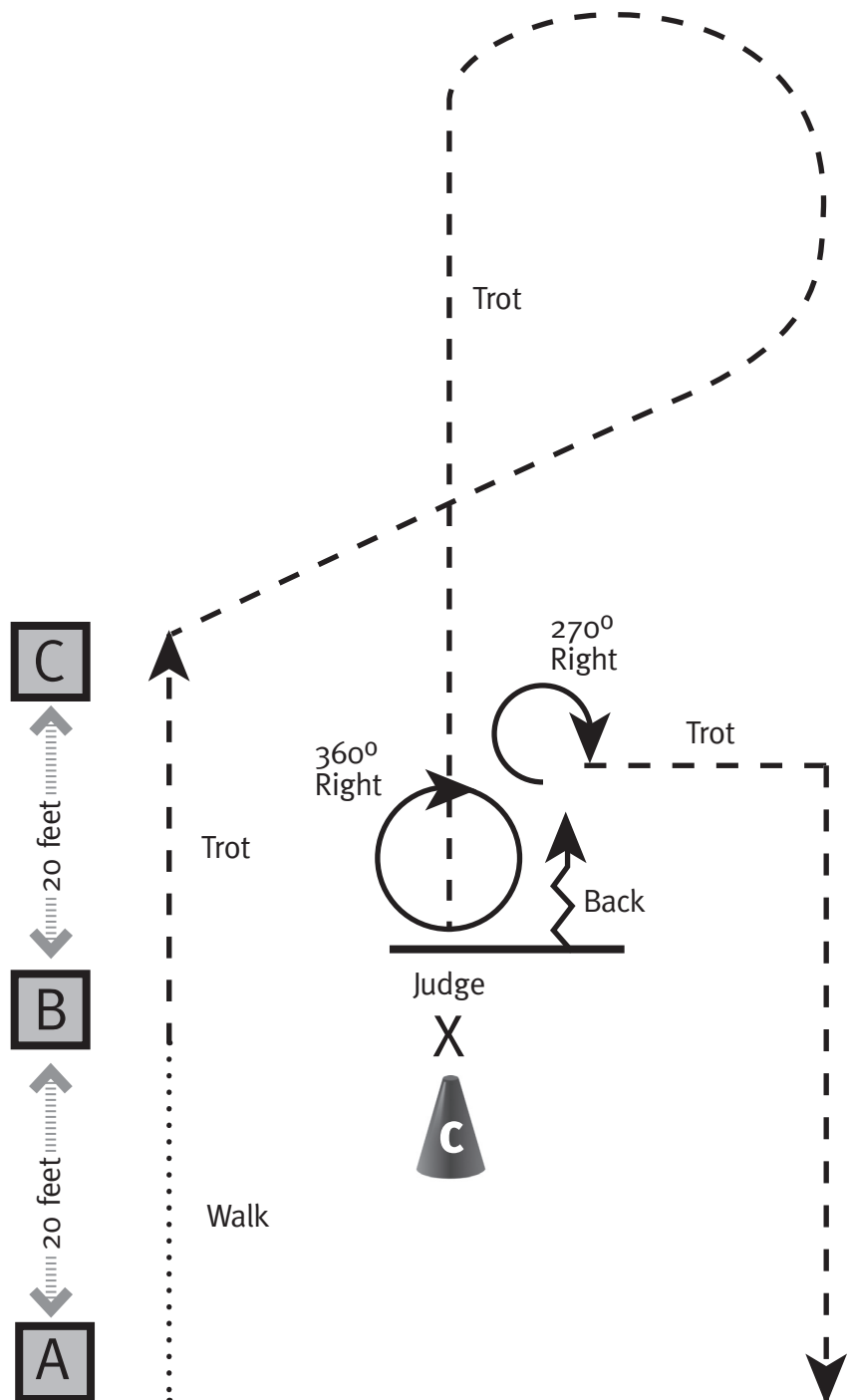
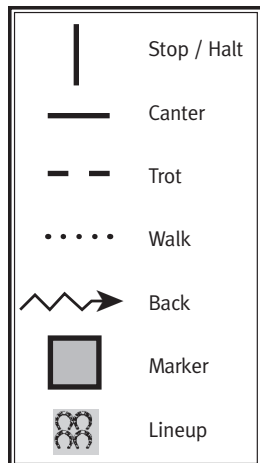
At the Judge, stop. Perform a 360-degree turn. Set up for inspection.

When excused, back one horse length.

Execute a 270-degree turn. Trot away as drawn.

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

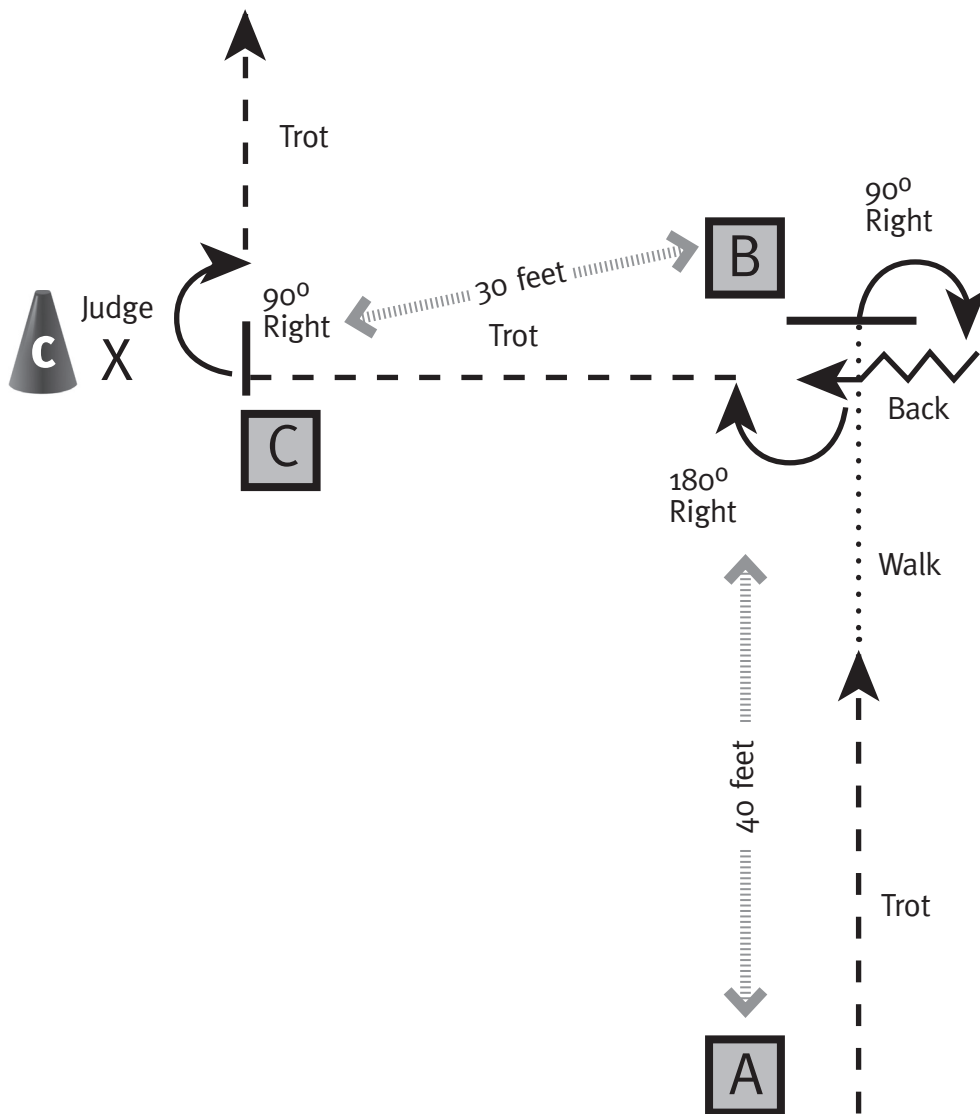


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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

LEVEL 2 • PATTERN P

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



Be ready at marker A.

Trot from marker A halfway to marker B.

Break to walk and walk to marker B.

Stop and perform a 90-degree turn.

Back four steps and perform a 180-degree turn.

Trot to marker C. Stop. Set up for inspection.

When dismissed, perform a 90-degree turn and return to lineup at the trot or exit as directed by the ringmaster.

	Stop / Halt
—	Canter
- - -	Trot
.....	Walk
~>	Back
■	Marker
⊗	Lineup

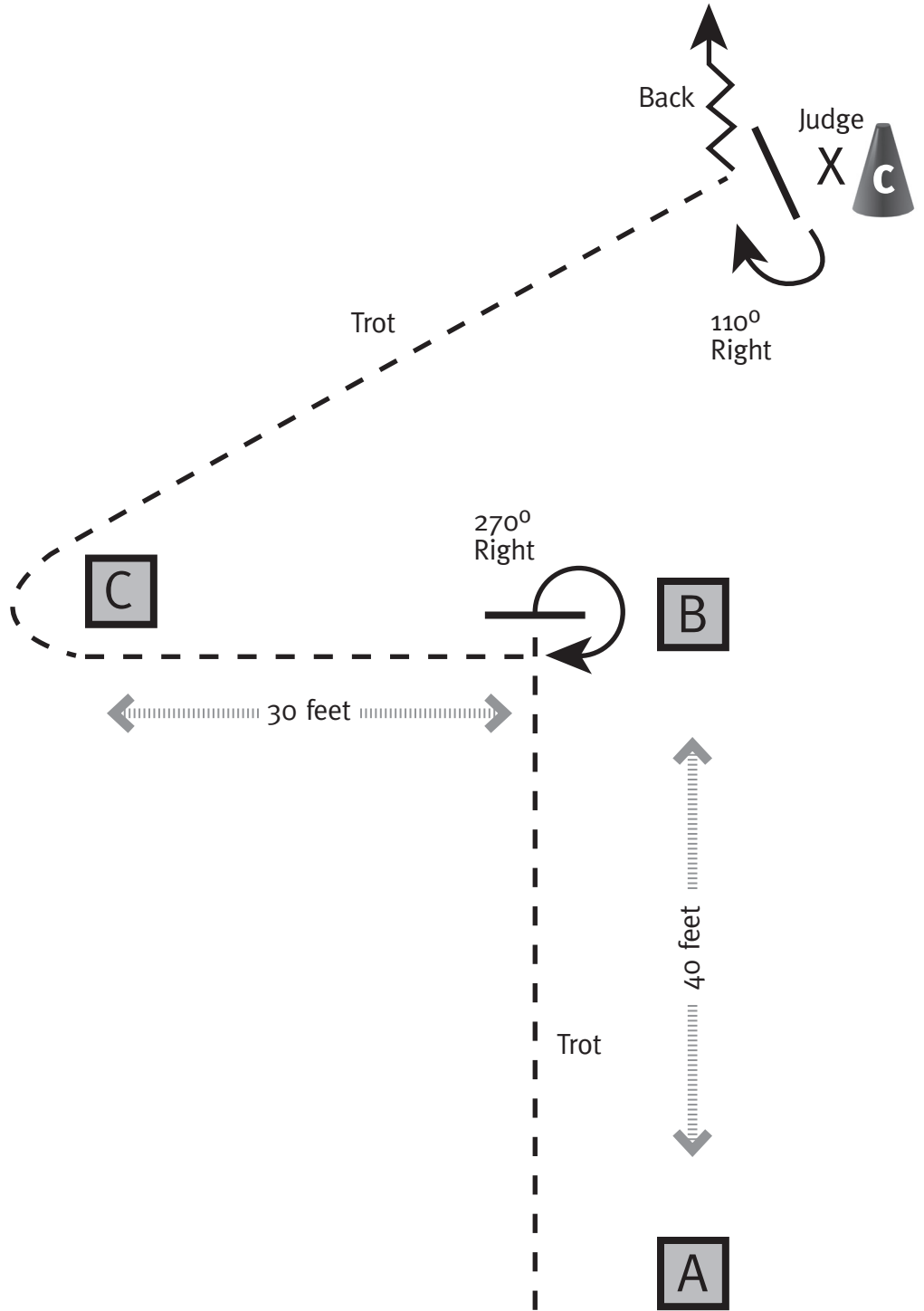
Showmanship

LEVEL 2 • PATTERN Q

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.

- Trot from marker A to marker B.
- Stop and perform a 270-degree turn.
- Trot from marker B, around marker C, to the Judge.
- Stop and set up for inspection.
- When dismissed, perform a 110-degree turn.
- Back six steps.
- Return to lineup at the trot or exit as directed by the ringmaster.



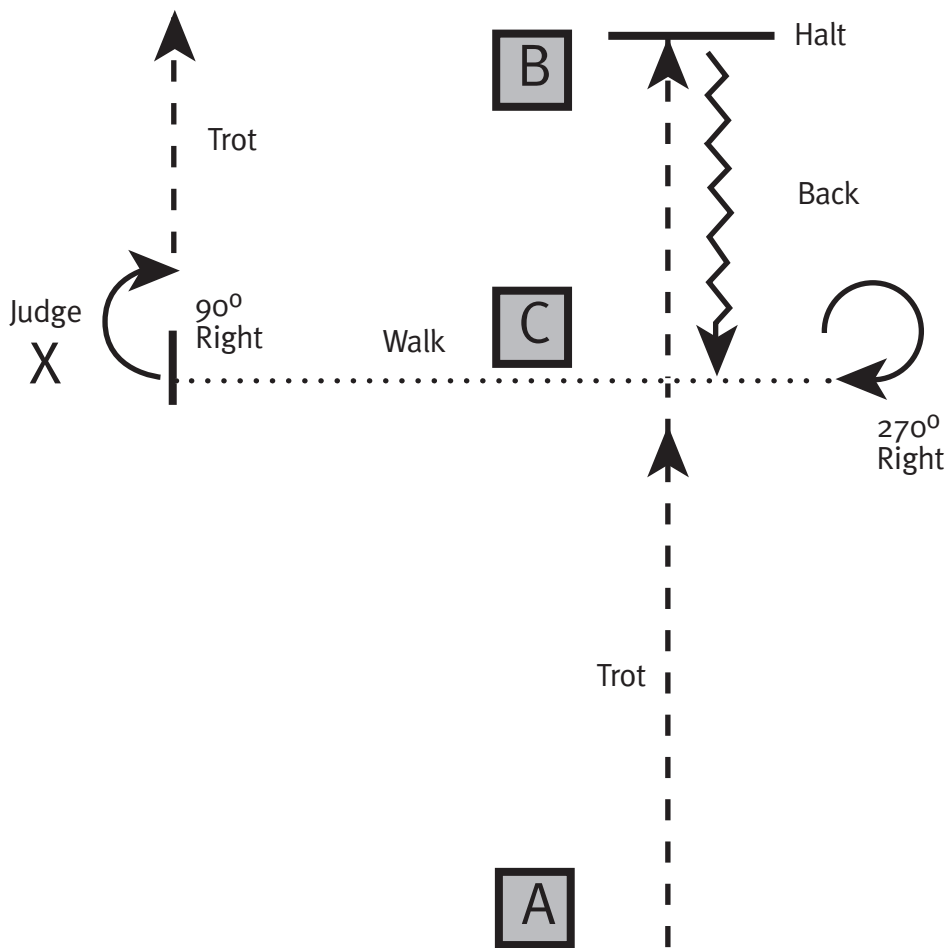
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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

LEVEL 2 • PATTERN R

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



Be ready at marker A.

Trot to marker B. Stop.

Back to marker C and perform a 270-degree turn.

Walk to judge. Stop. Set up for inspection.

When dismissed, perform a 90-degree turn and return to lineup at the trot or exit as directed by the ringmaster.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

LEVEL 2 • PATTERN S

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

Be ready at marker A.

Start at marker A and back five steps.

Walk half circle around marker A.

Trot and lengthen stride at the trot to and around marker B.

Return to trot directly to marker C.

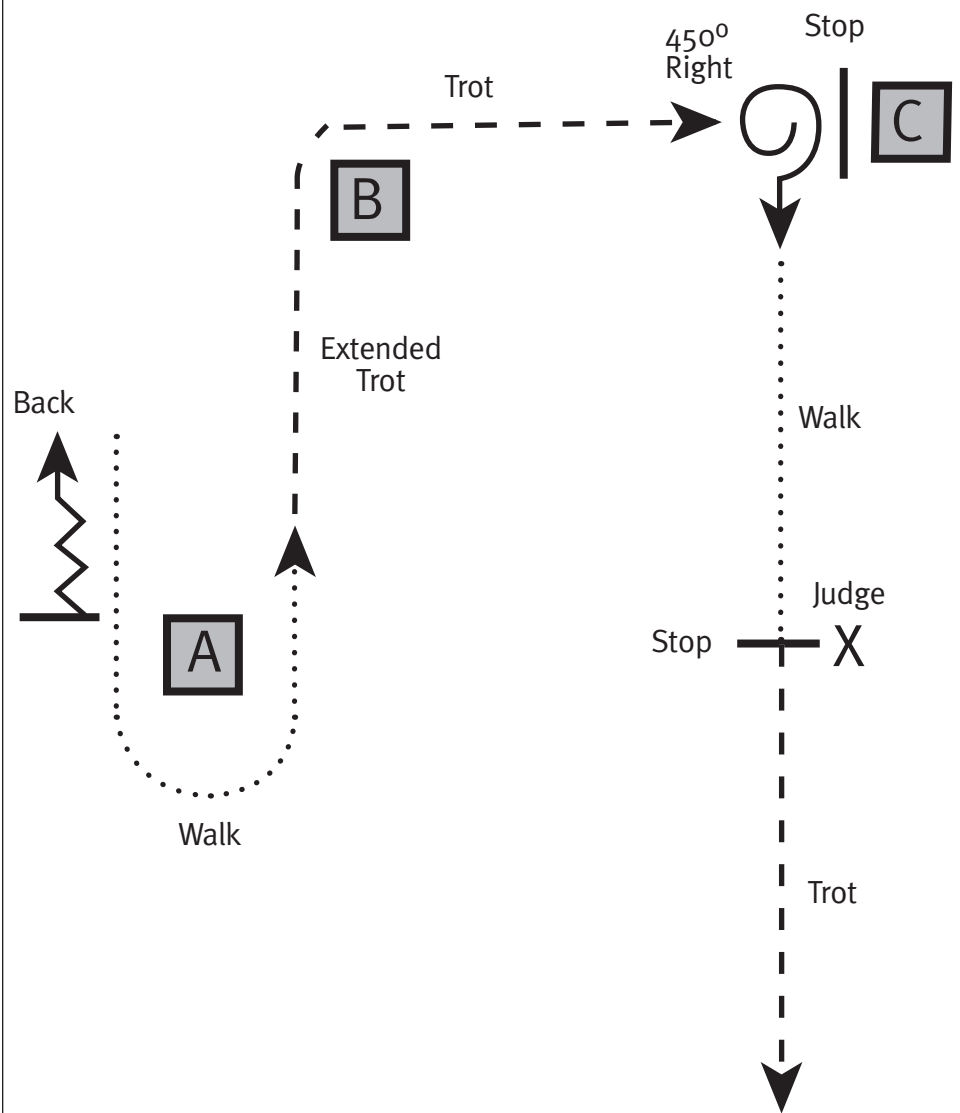
Stop with hips lined up with Judge.

Perform a 450-degree turn and walk to Judge and set up for inspection.

Trot straight away from the judge when excused.

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



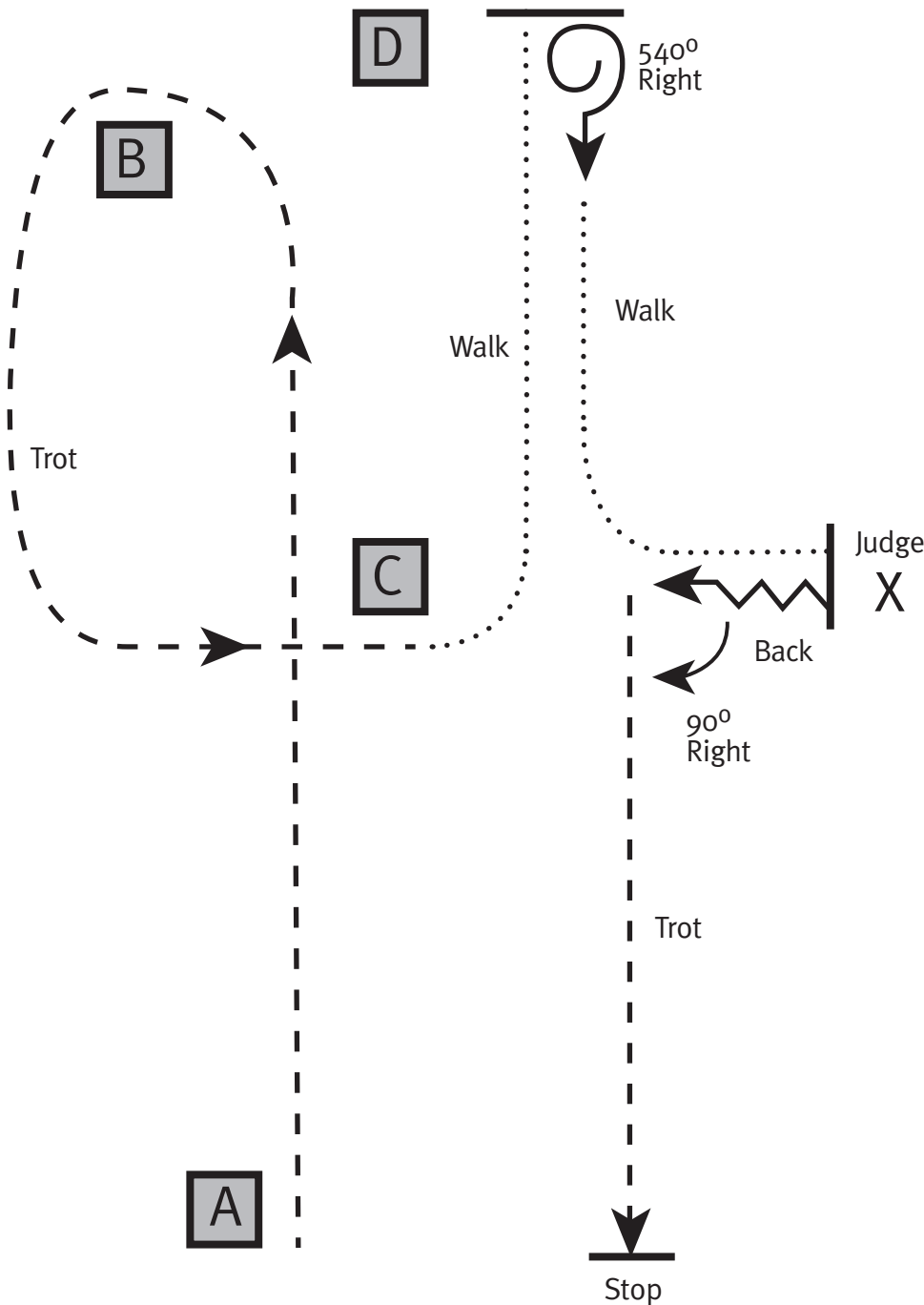
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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

LEVEL 2 • PATTERN T

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



Be ready at marker A.

Trot around marker B and to marker C.

Walk curve directly to marker D.

Stop and execute 540-degree turn.

Walk curve to the judge.

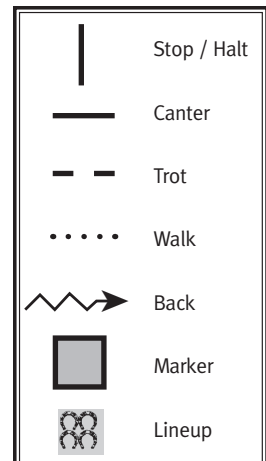
Stop and set up for inspection.

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

Trot away as drawn until even with marker A.

Stop.

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



Showmanship

LEVEL 2 • PATTERN U

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.

When acknowledged trot to marker B.

Stop.

Execute a 360-degree turn.

Trot to marker C. Stop.

Execute a 180-degree turn.

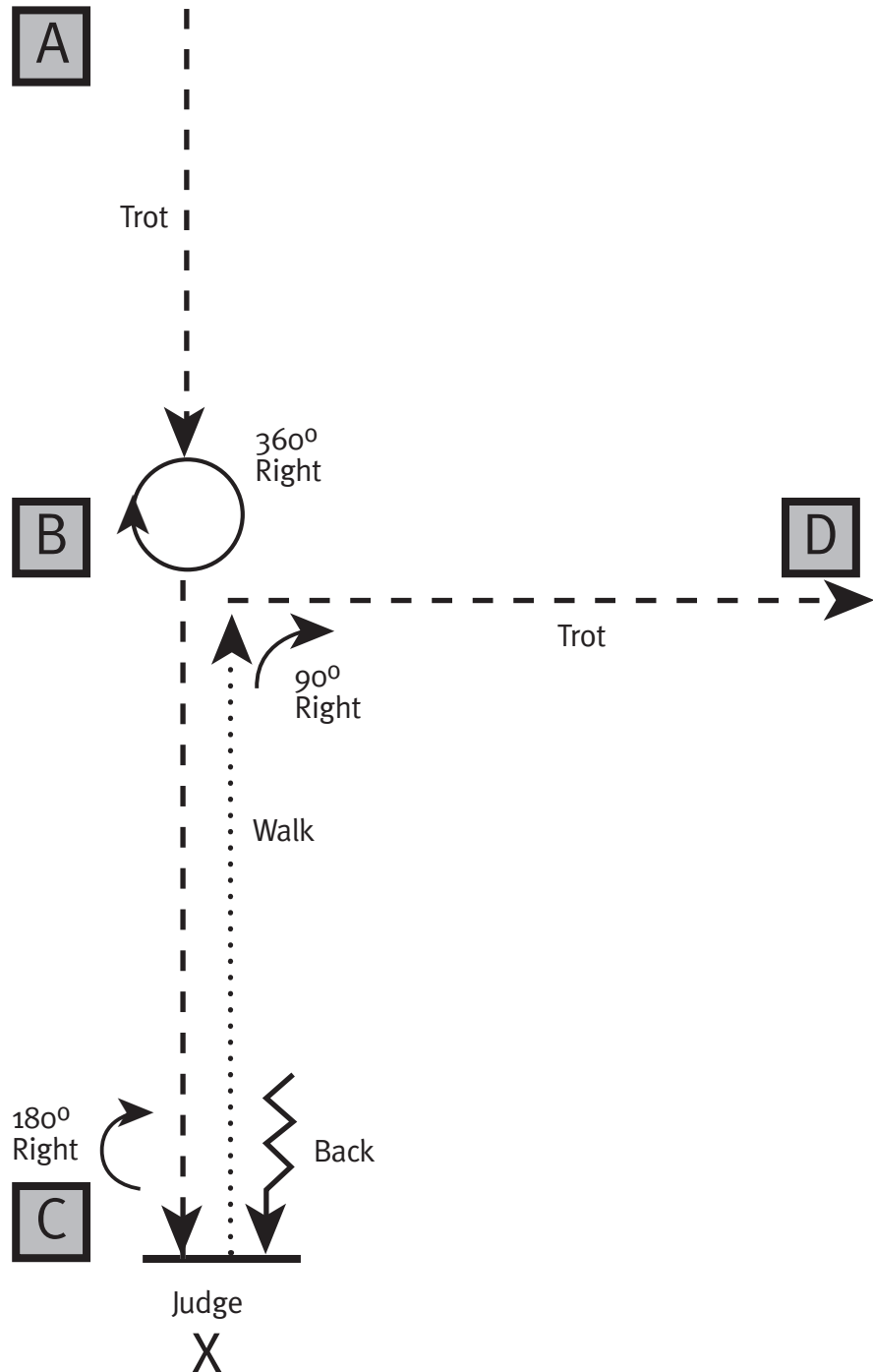
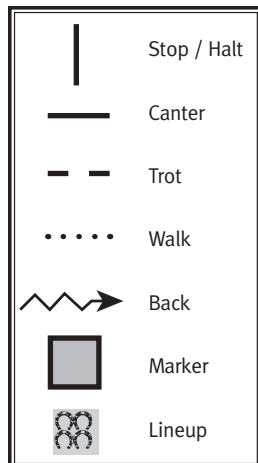
Back to judge. Stop and set up for inspection.

Walk to marker B. Stop.

Execute a 90-degree turn.

Trot to marker D.

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

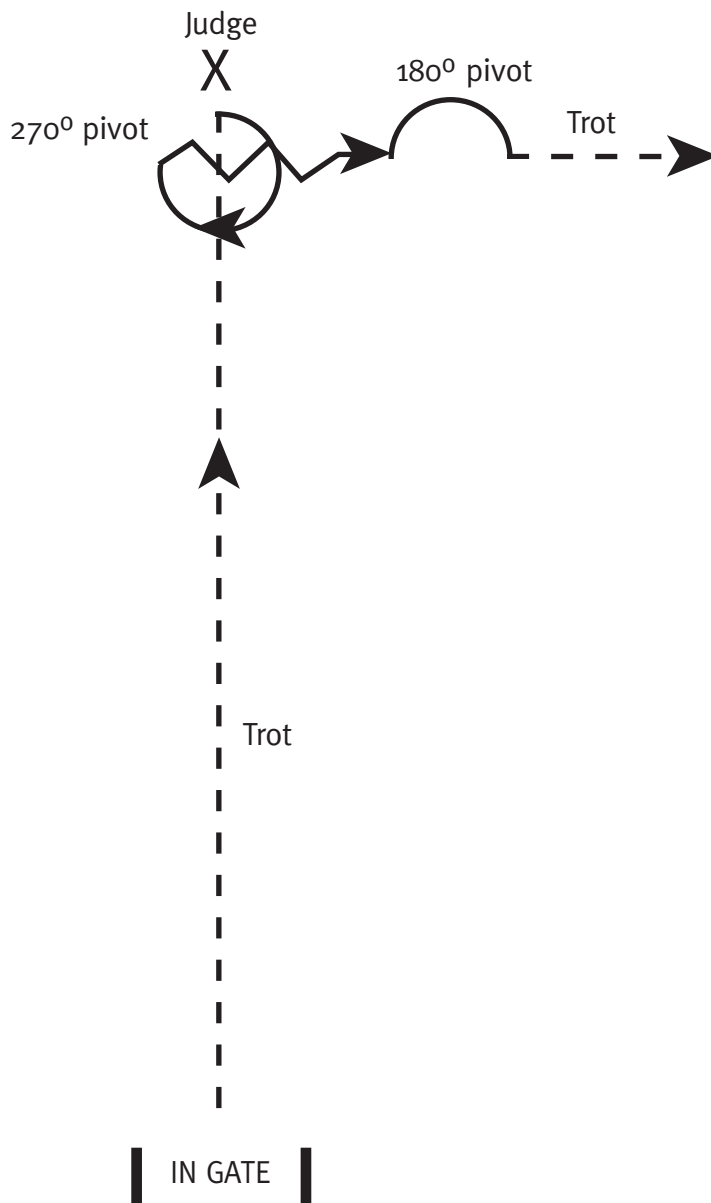


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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

LEVEL 2 • PATTERN V

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



Trot to judge.

Stop. Execute 270-degree turn and set up for inspection.

After inspection and when dismissed, back four steps.

Execute a 180-degree turn and return to lineup at the trot or exit as directed by the ringmaster.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

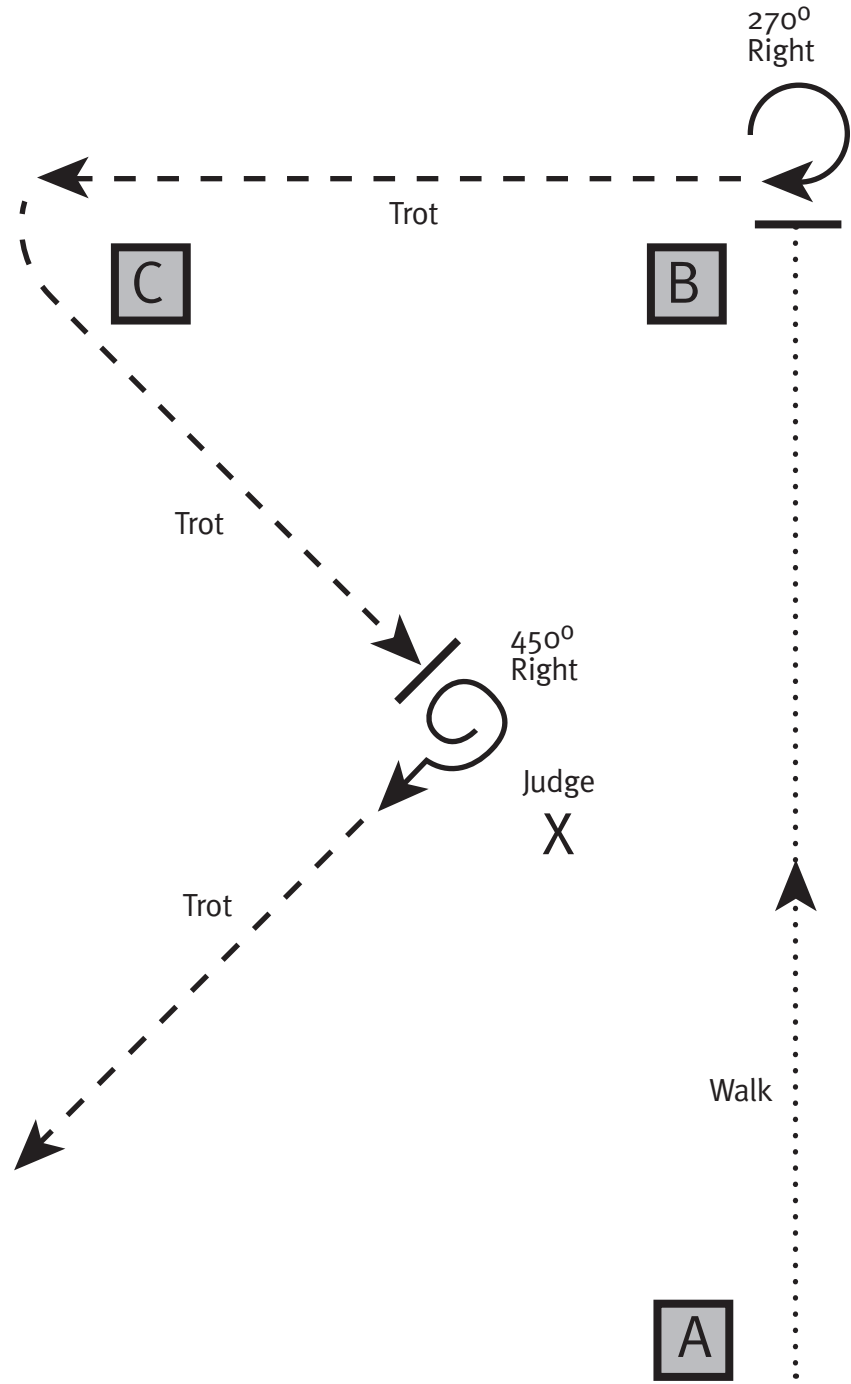
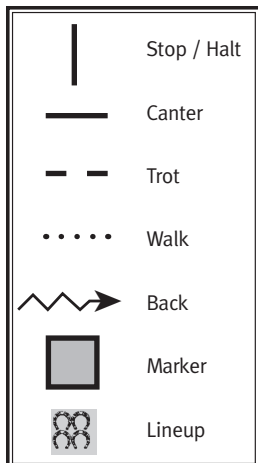
Showmanship

LEVEL 2 • PATTERN W

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

- Be ready at marker A.
- Walk to and past marker B.
- Execute a 270-degree turn.
- Trot to and around marker C to judge.
- Stop at judge and set up for inspection.
- Turn approximately 450-degrees as shown.
- Return to lineup at the trot or exit as directed by 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.

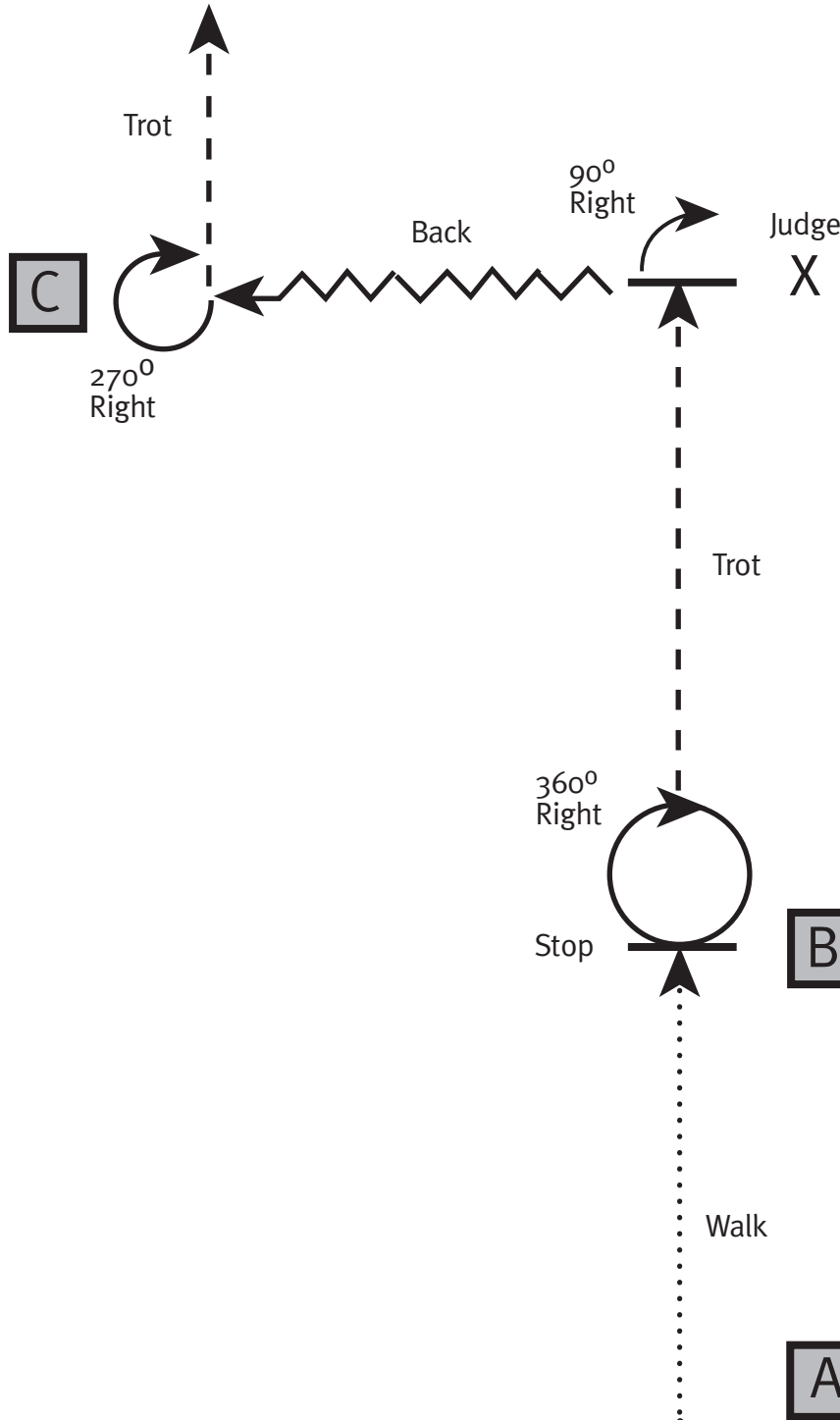


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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

LEVEL 2 • PATTERN X

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 marker B.

Stop at marker B and perform a 360-degree turn.

Trot until hip is even with Judge.

Stop and perform a 90-degree turn, set up for inspection.

When dismissed, back to marker C.

Perform a 270-degree turn and trot away as drawn.

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

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

LEVEL 2 • PATTERN Y

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

Be ready at marker A.

Walk. When across from the judge, stop and set up horse for brief inspection.

Trot, trot corner and halt. Perform a 720-degree turn.

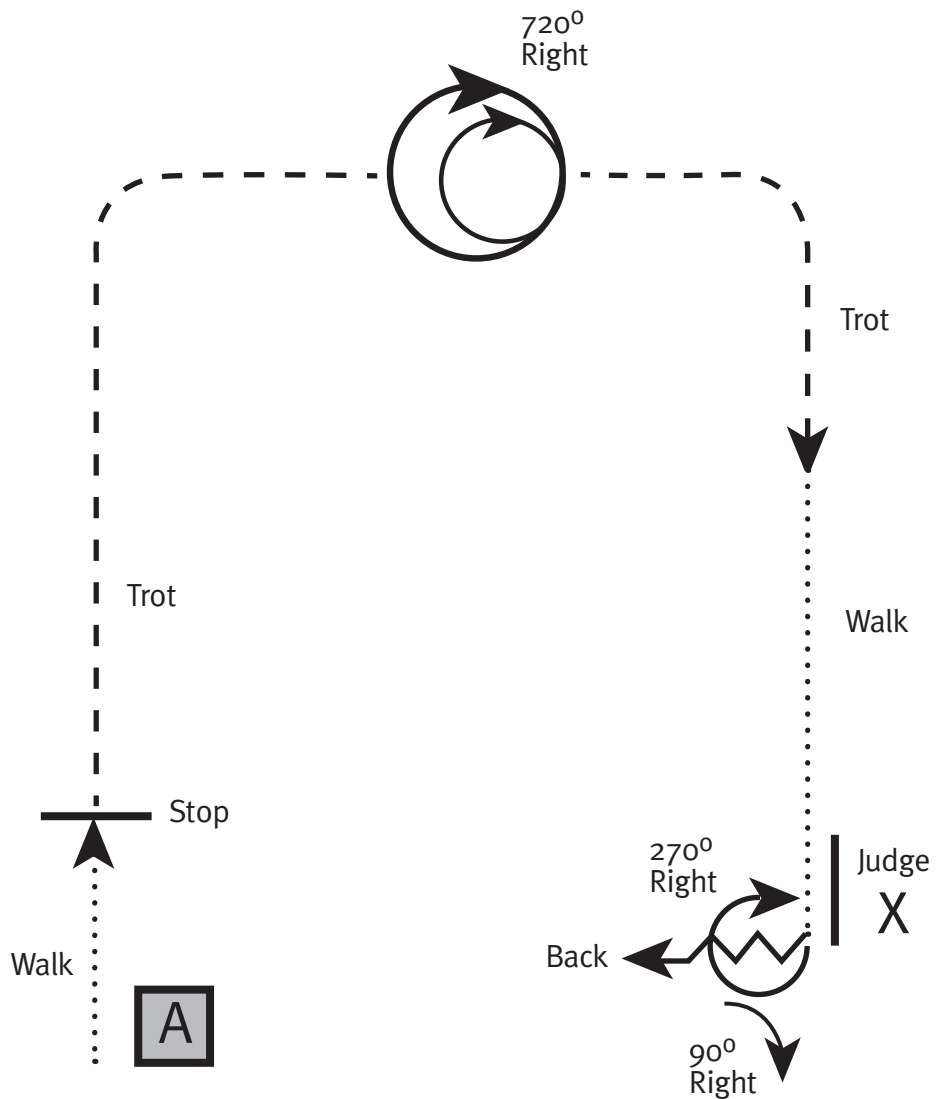
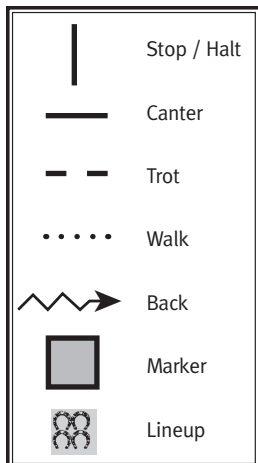
Trot corner. Walk. Stop with hip even with judge. Perform a 270-degree turn.

Set up for full inspection.

Back approximately five steps and perform a 90-degree turn.

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

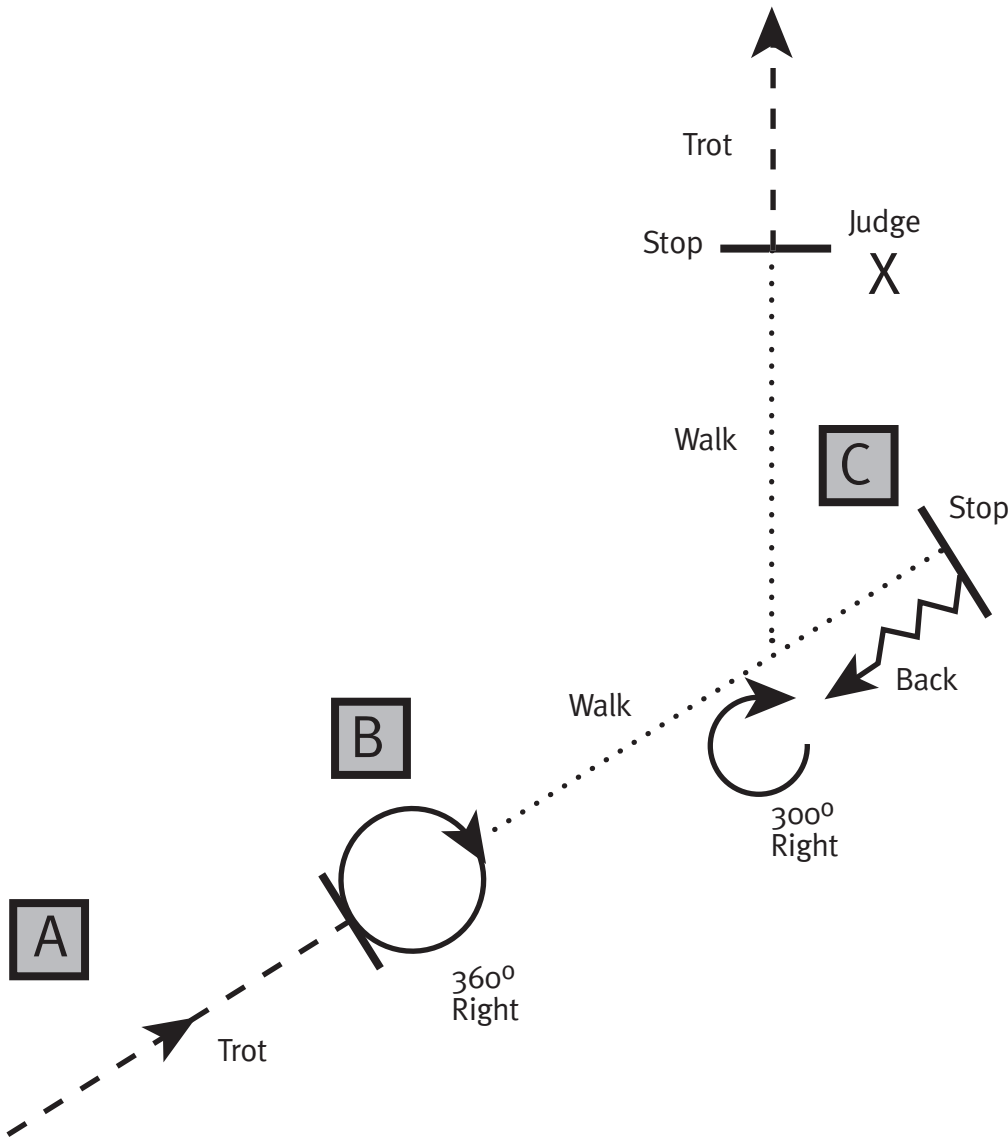


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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

LEVEL 2 • PATTERN Z

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



Be ready at marker A.

Trot from marker A to marker B.

Stop and execute a 360-degree turn.

Walk to marker C. Stop and back five steps.

Execute approximately a 300-degree turn.

Walk until horse's shoulder is even with the judge. Stop and set up for inspection.

When dismissed, trot straight away as drawn.

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

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

LEVEL 2 • PATTERN AA

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

Be ready at marker A.

Back to marker B.

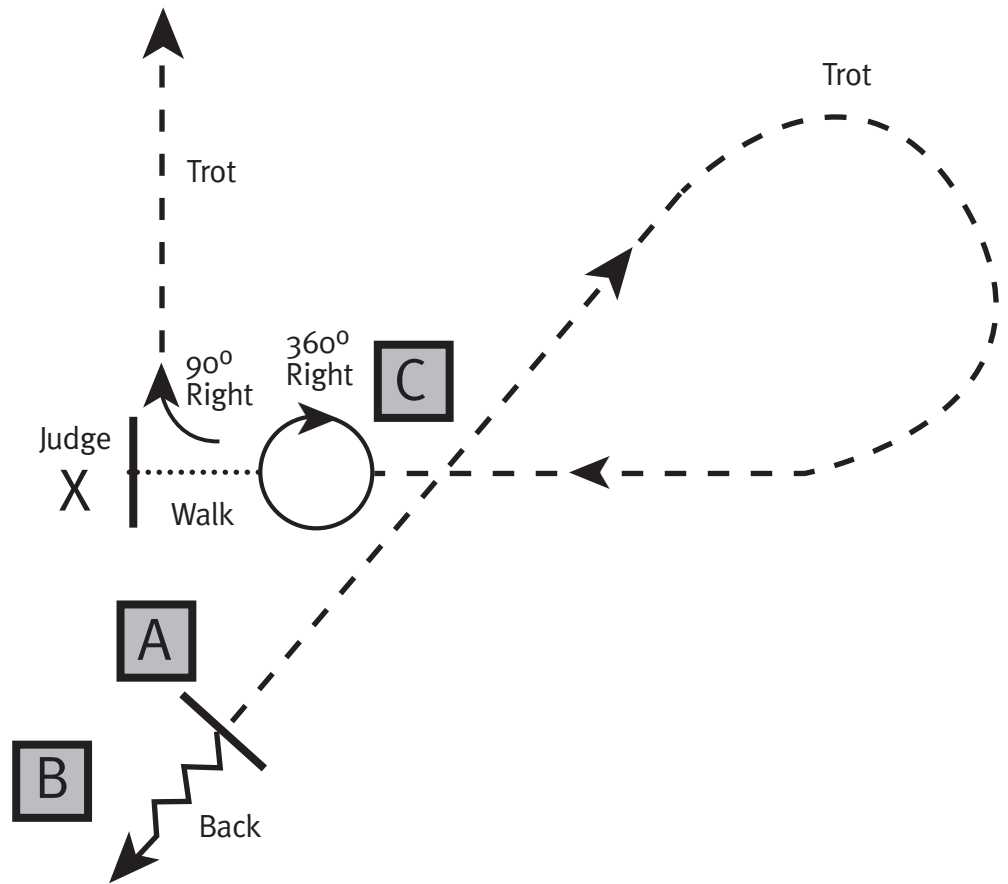
Trot forward past marker C, execute loop back to marker C.

Stop, execute a 360-degree turn, and walk to judge.

Stop, set up for inspection.

When excused, execute a 90-degree turn and return to lineup at the trot or exit as directed by 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.



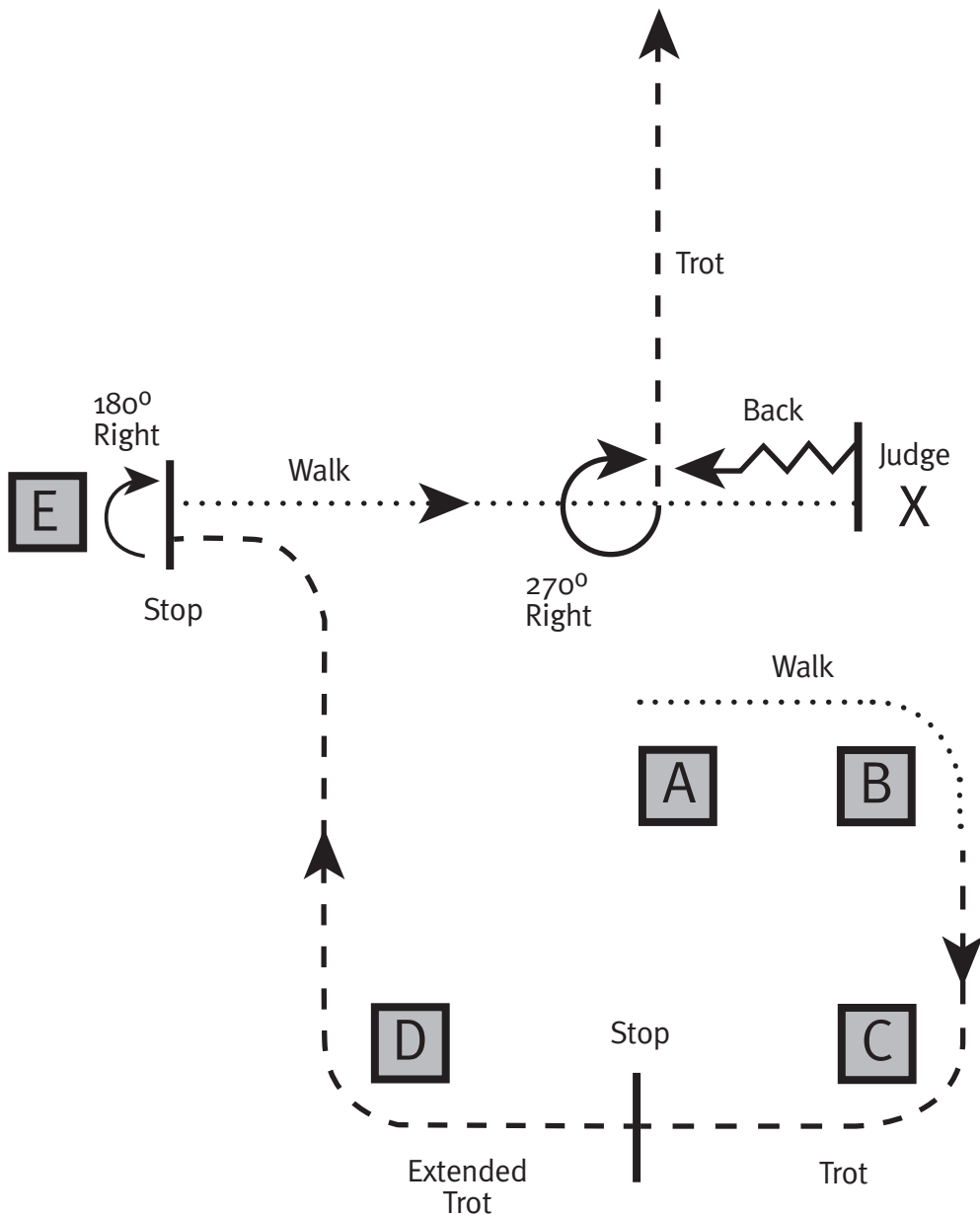
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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

LEVEL 2 • PATTERN BB

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 marker B.

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

Pick up an extended trot around marker D around the corner and on line with marker E.

Stop. Execute a 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 lineup at the trot or exit as directed by the ringmaster.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

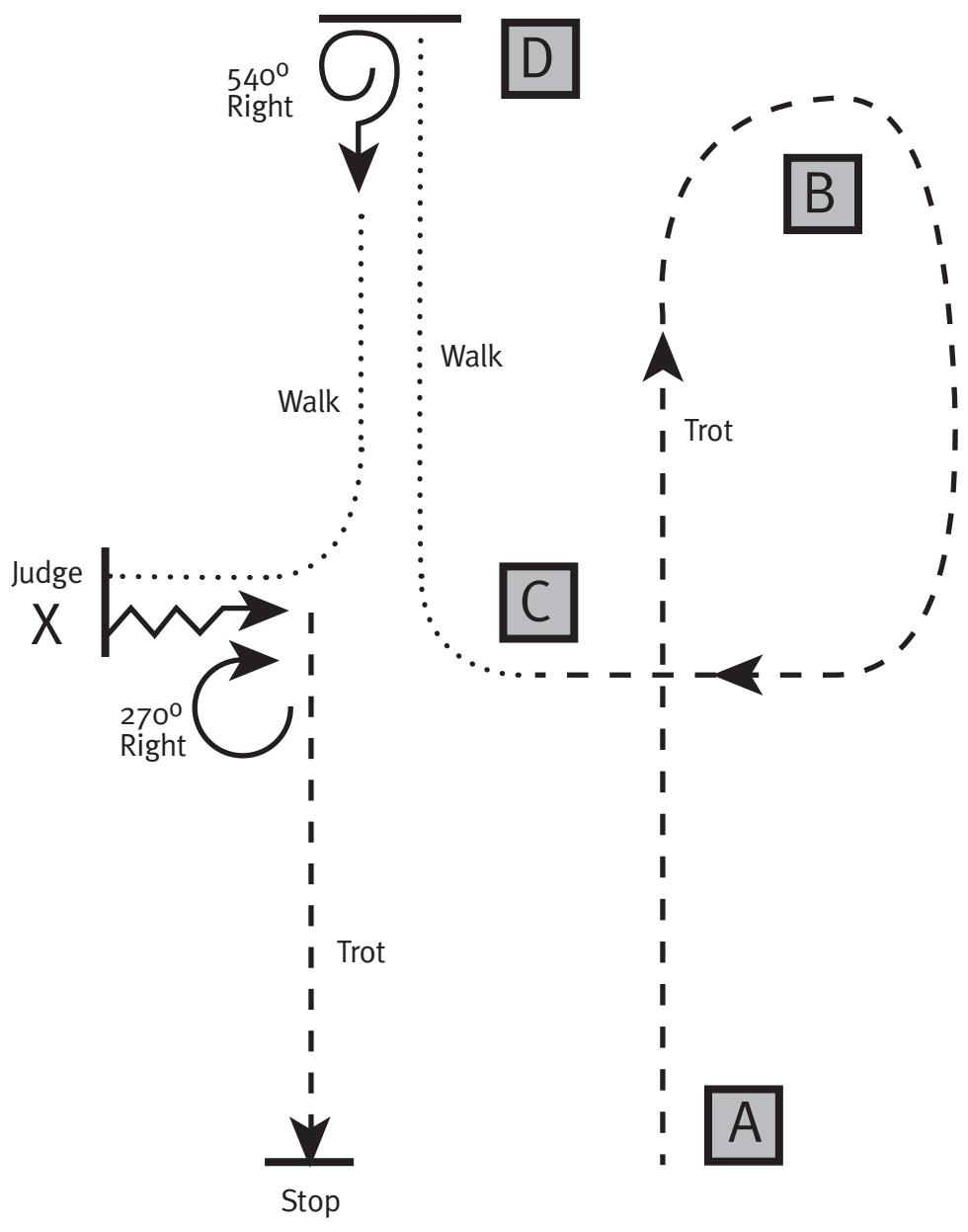
Showmanship

LEVEL 2 • PATTERN CC

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 270-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.



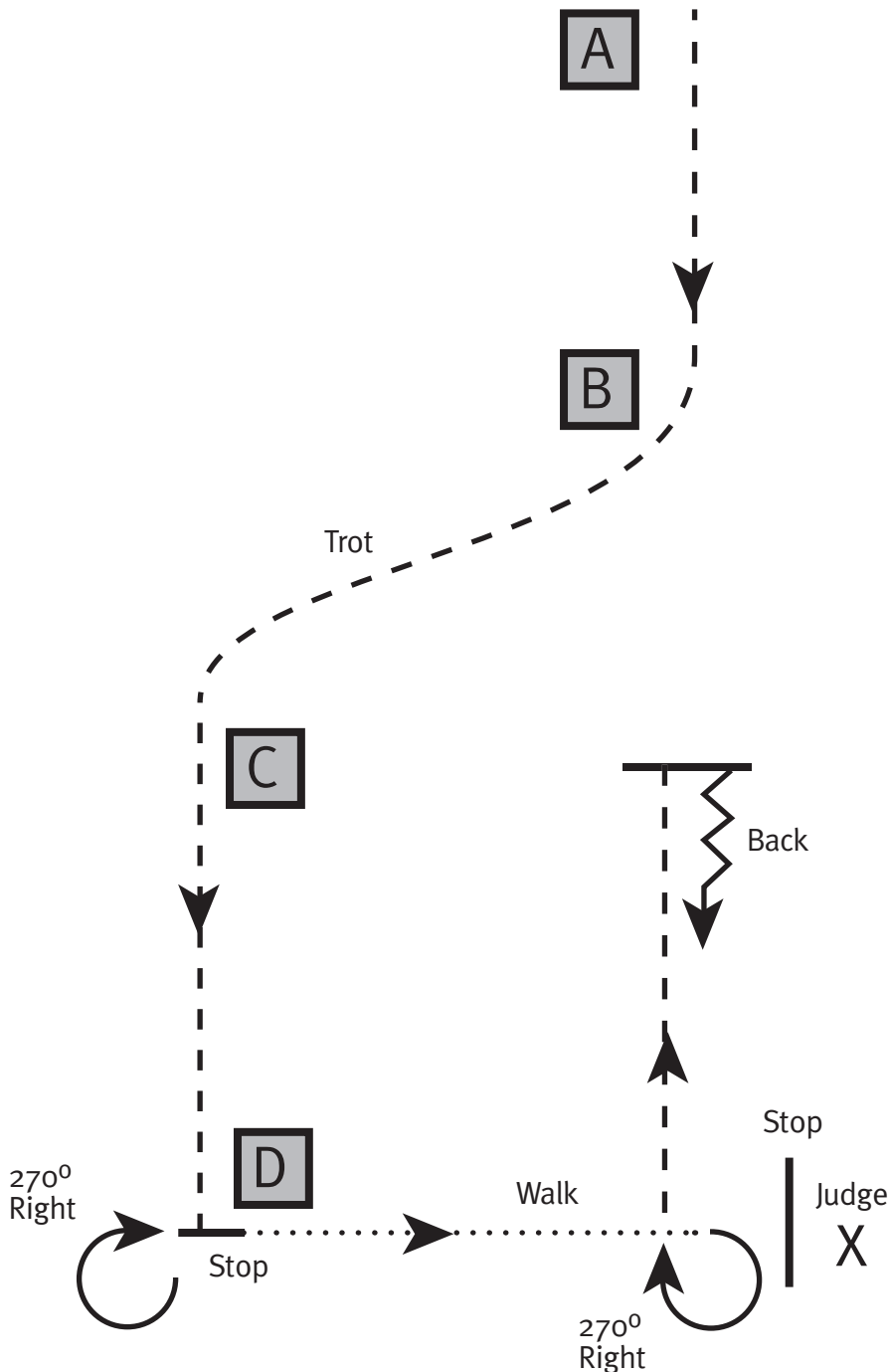
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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

LEVEL 2 • PATTERN DD

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



Be ready at marker A.

Trot around marker B and marker C to just past marker D and stop.

Pivot 270-degrees and walk to judge. Set up for inspection.

When dismissed, execute a 270-degree turn and trot half the distance to marker B as drawn. Stop.

Back five steps.

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

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

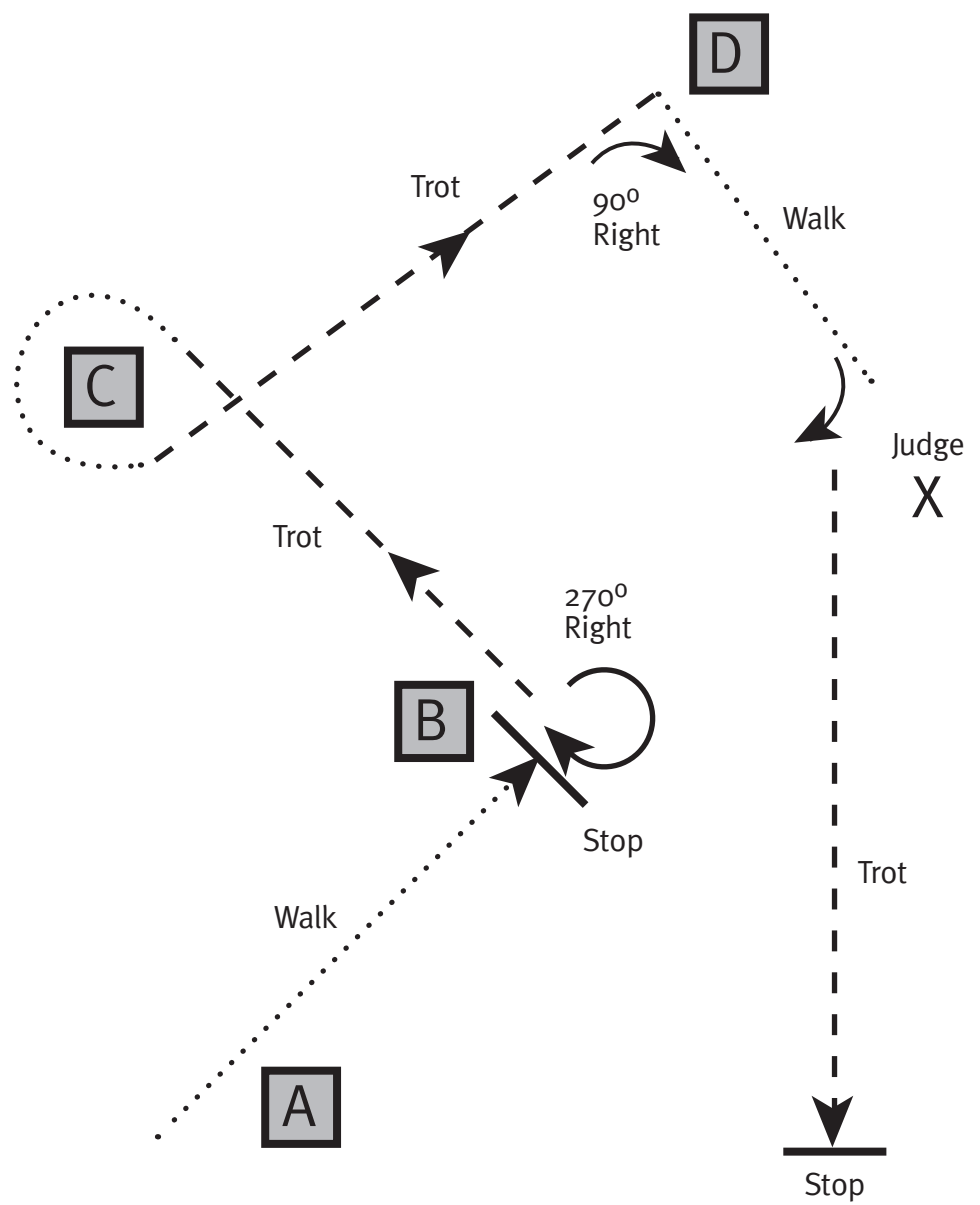
Showmanship

LEVEL 2 • PATTERN EE

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.
- Walk just past marker B.
- Stop and execute a 270-degree turn.
- Trot to marker C.
- Walk around marker C.
- Trot to marker D.
- Stop, execute a 90-degree turn.
- Walk to the Judge.
- Stop and set up for inspection.
- When dismissed, turn until clear of the Judge and trot away as drawn.
- Stop when even with marker A.
- Return to lineup at the trot or exit as directed by the ringmaster.



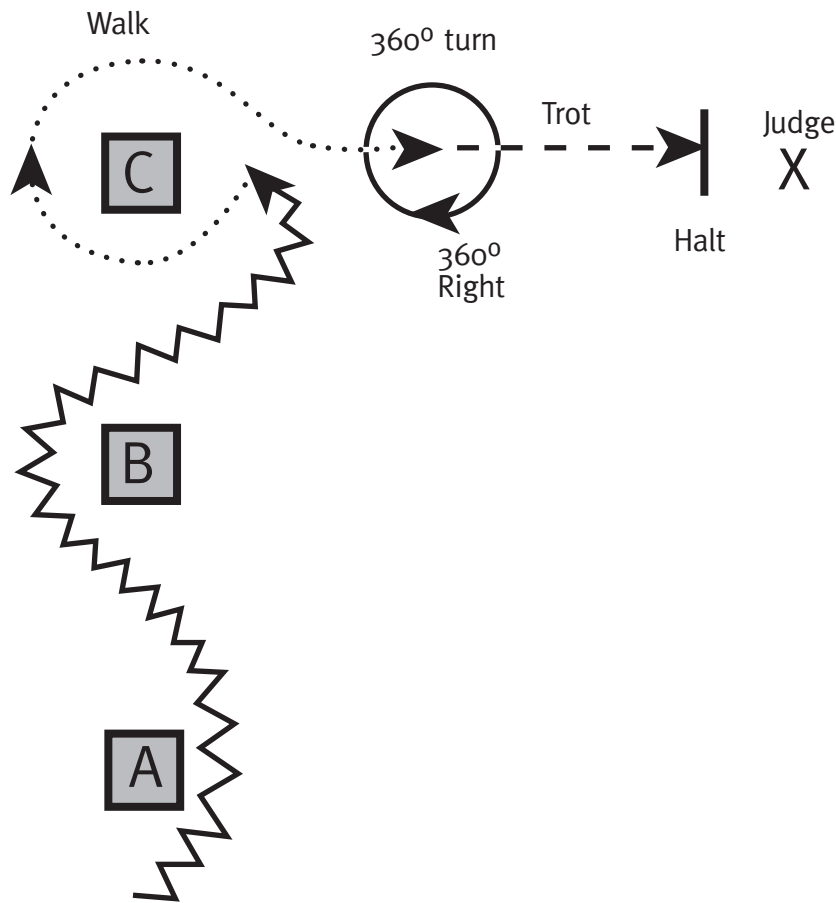
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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

LEVEL 2/3 • PATTERN FF

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



Level 2 or 3 depending on marker distance/degree of difficulty.

Be ready at marker A.

Back a serpentine through markers A, B and C.

Walk a circle around marker C until you are in position in line with the judge.

Execute a 360-degree turn.

Continue and trot straight to the judge.

Stop and set up for inspection.

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

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

SHOWMANSHIP

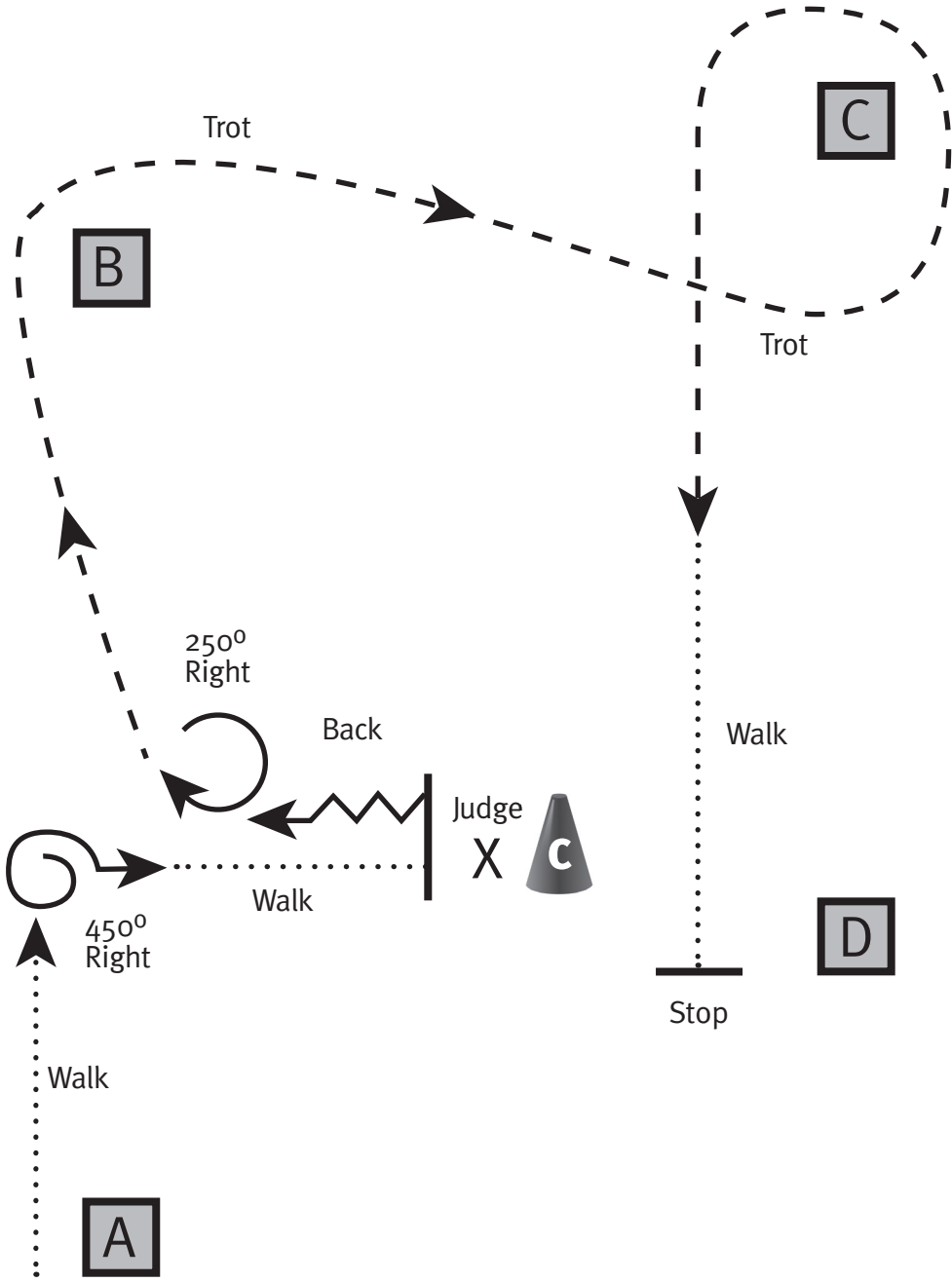
Level 3 Patterns

- ❑ **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

LEVEL 3 • PATTERN GG

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



- Be ready at marker A.
- Walk until even with Judge.
- Stop, execute a 450-degree turn.
- Walk to Judge.
- Stop, set up for inspection.
- When dismissed, back four steps, execute approximately a 250-degree turn.
- Trot around marker B and marker C and toward marker D.
- Break to walk before marker D. Stop at marker D.
- Return to lineup at the trot or exit as directed by the ringmaster.

	Stop / Halt
—	Canter
- - -	Trot
· · · · ·	Walk
↖ ↗ ↘ ↙	Back
■	Marker
⊞	Lineup

Showmanship

LEVEL 3 • PATTERN HH

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.

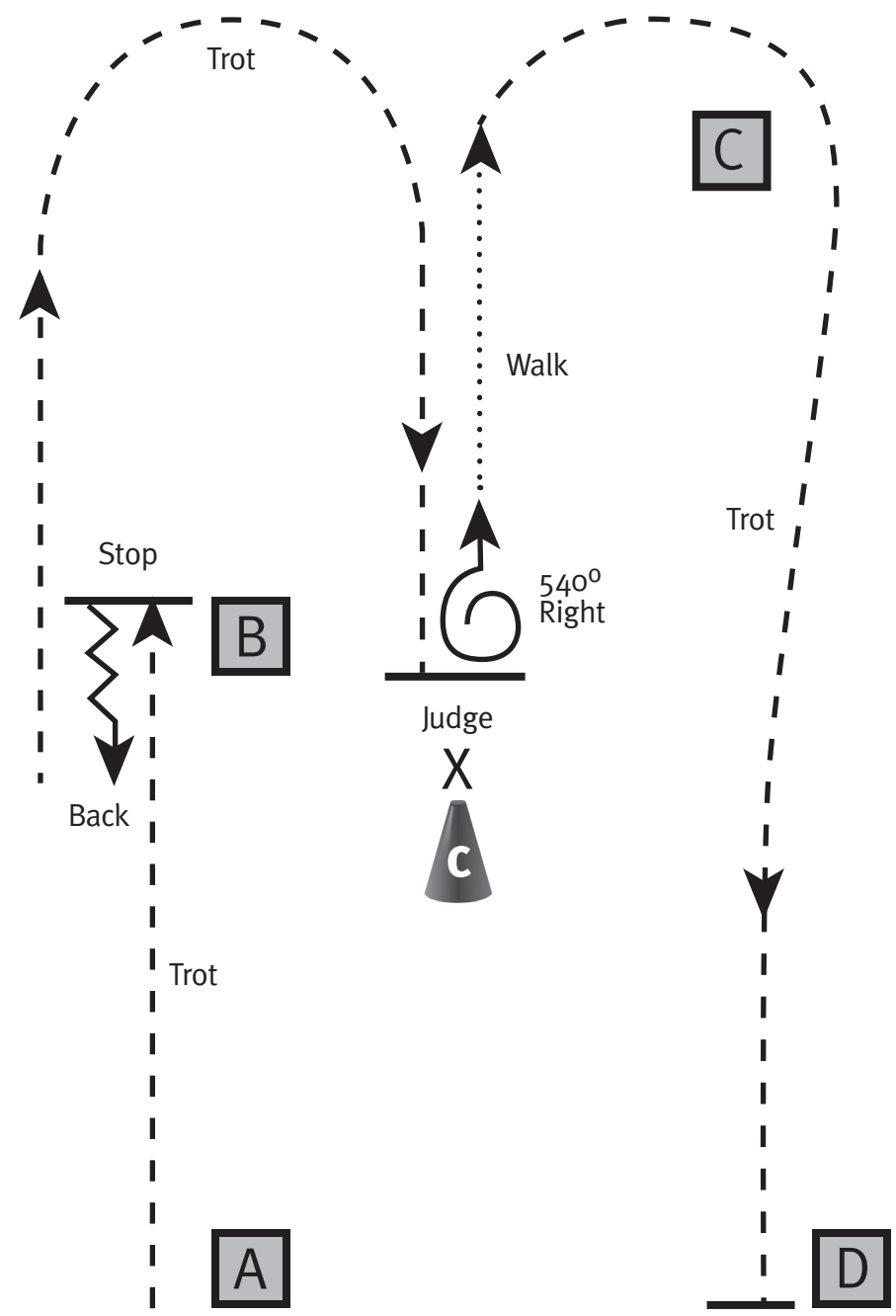
Stop, set up for inspection.

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.



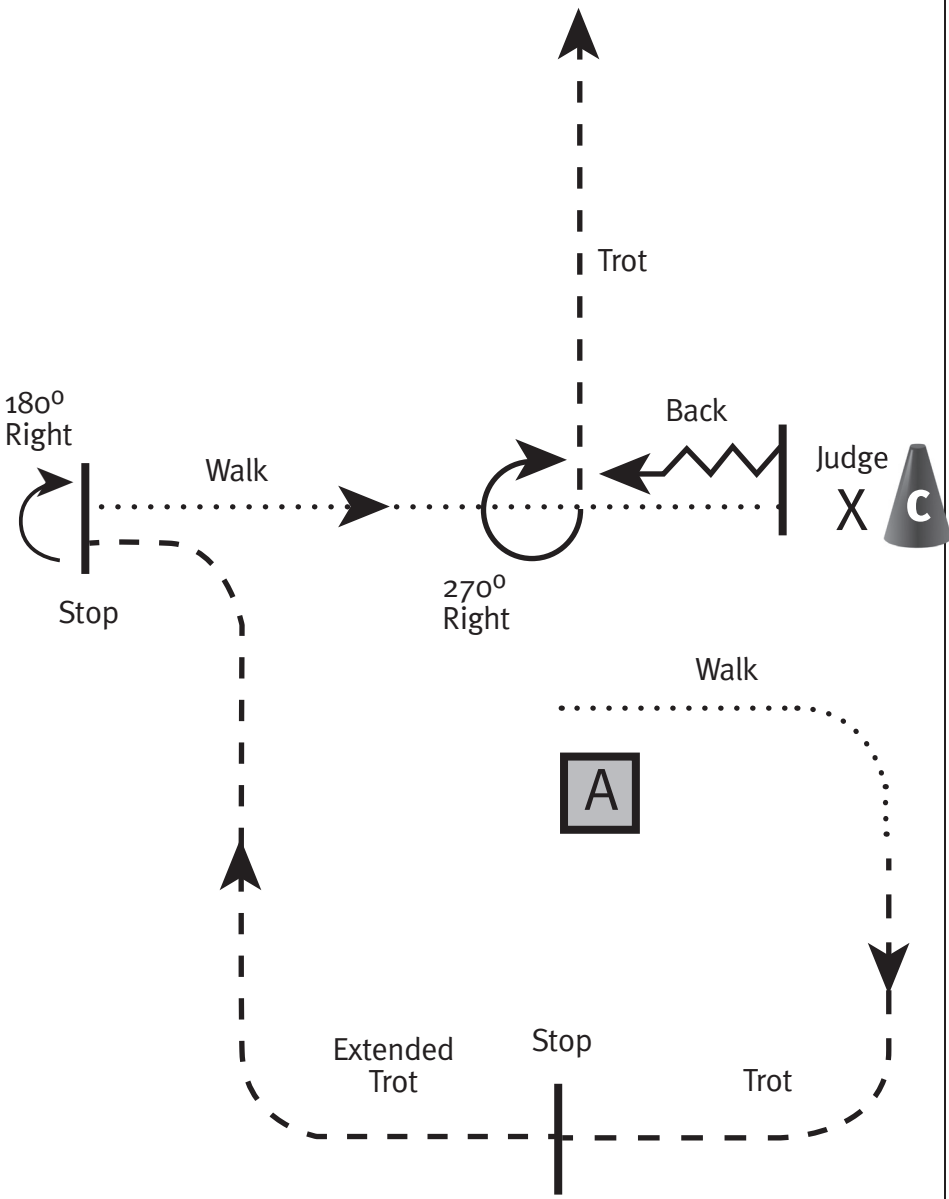
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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

LEVEL 3 • PATTERN JJ

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. Execute a 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 lineup at the trot or exit as directed by the ringmaster.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

LEVEL 3 • PATTERN KK

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.

Walk to and around marker B.

Trot curve directly to marker C.

Stop, execute a 450-degree turn.

Trot curve directly to marker D.

Stop. Back until even with Judge.

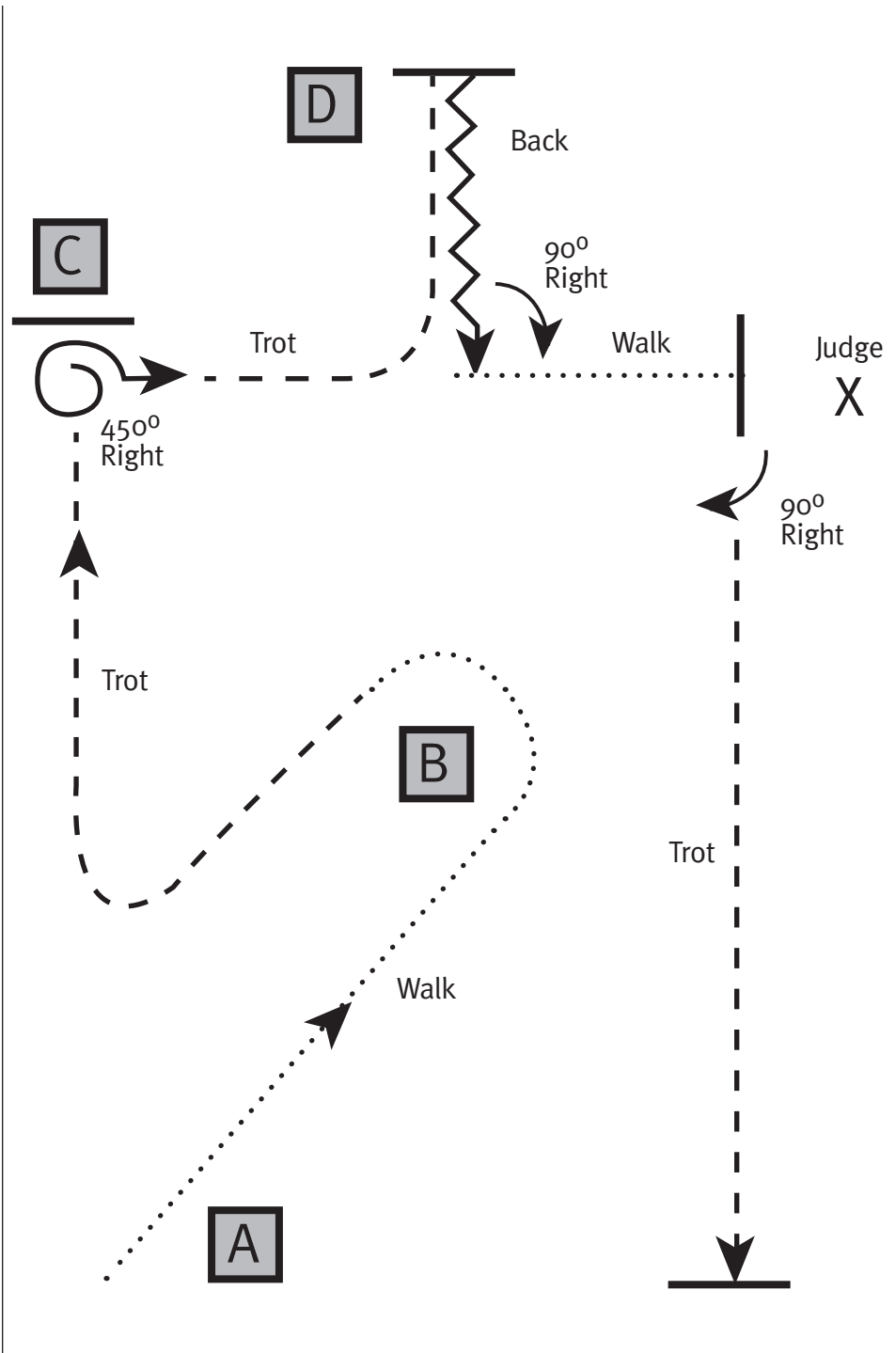
Execute a 90-degree turn. Walk to Judge.

Stop and set up for inspection.

When dismissed, execute a 90-degree turn.

Trot away as drawn. Stop when even with marker A.

Return to the lineup at the trot or exit as directed 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

LEVEL 3 • PATTERN LL

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

Be ready at marker A.

Walk to Judge as shown.

Stop and set up for inspection.

When dismissed, execute a 630-degree turn and trot to marker B.

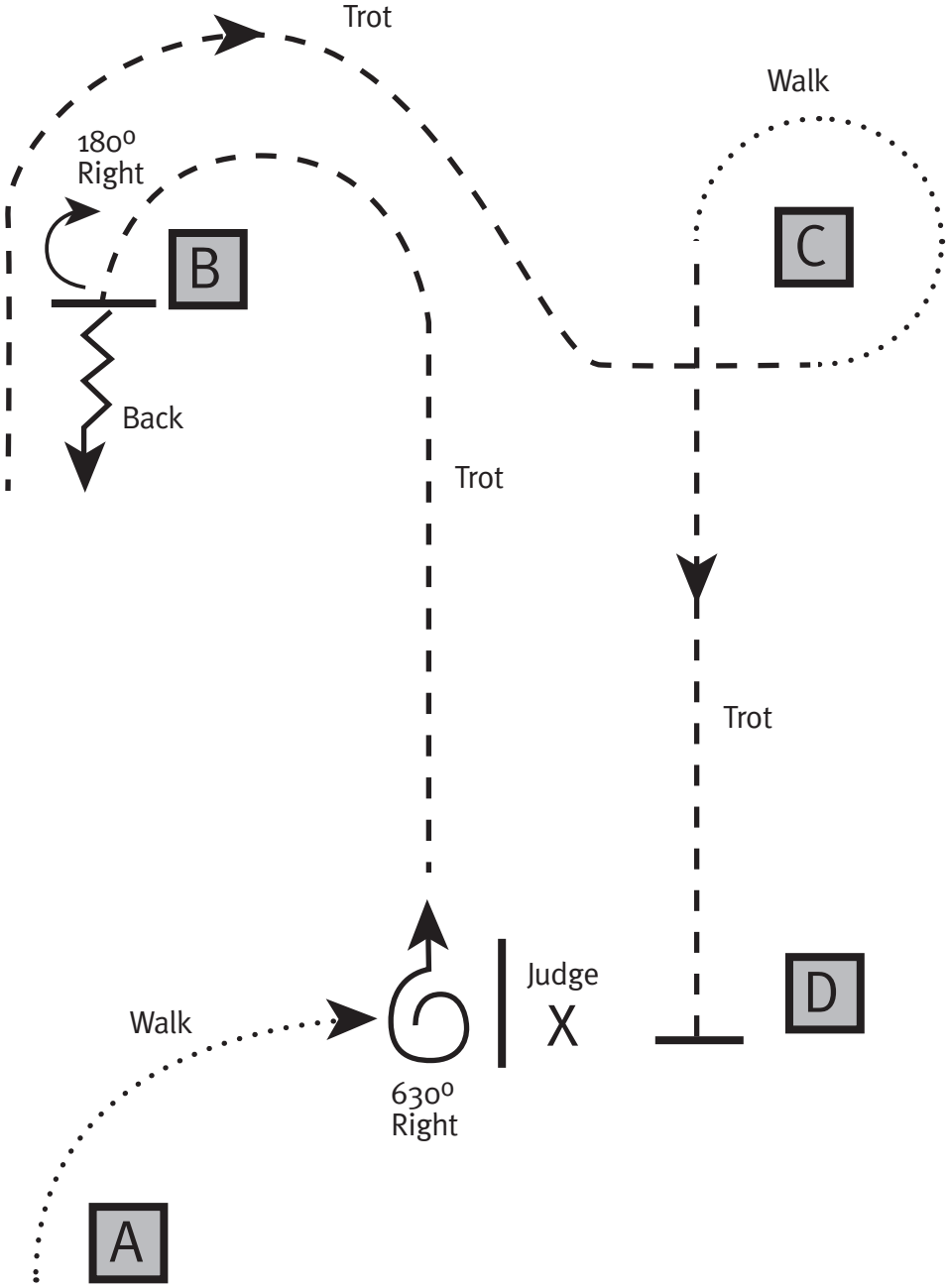
Stop, execute a 180-degree turn, back four steps.

Trot around marker B and to marker C.

Walk around marker C.

Trot to marker D. Stop.

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



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

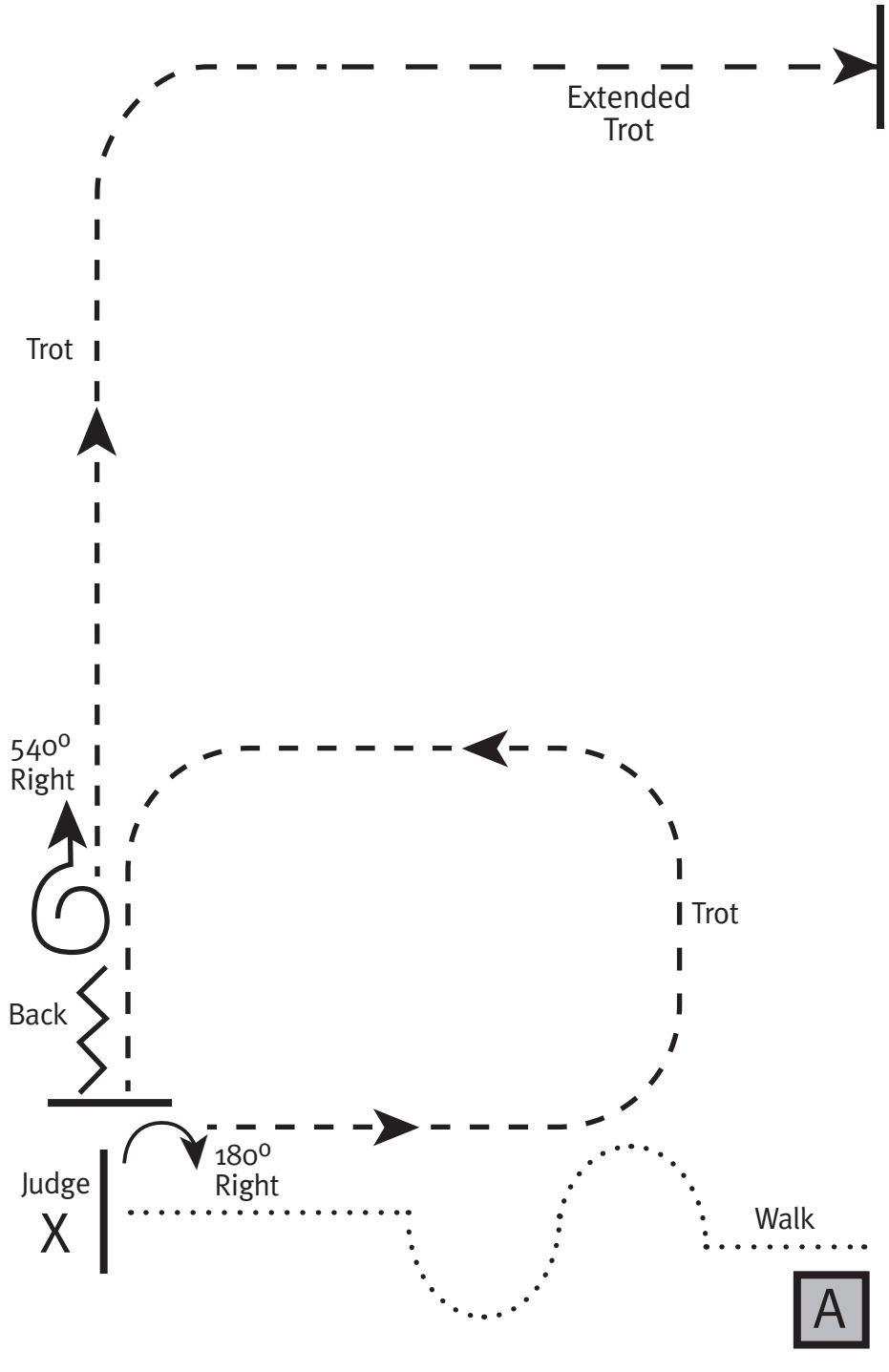
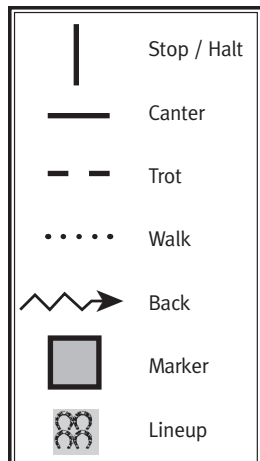
Showmanship

LEVEL 3 • PATTERN MM

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, walk to judge as shown.
Stop and set up.
Inspection.
Execute a 180-degree turn and trot.
Stop and back.
Execute a 540-degree turn to the right.
Trot.
Extended trot, stop.
Return to the lineup at the trot or exit as directed by the ringmaster.

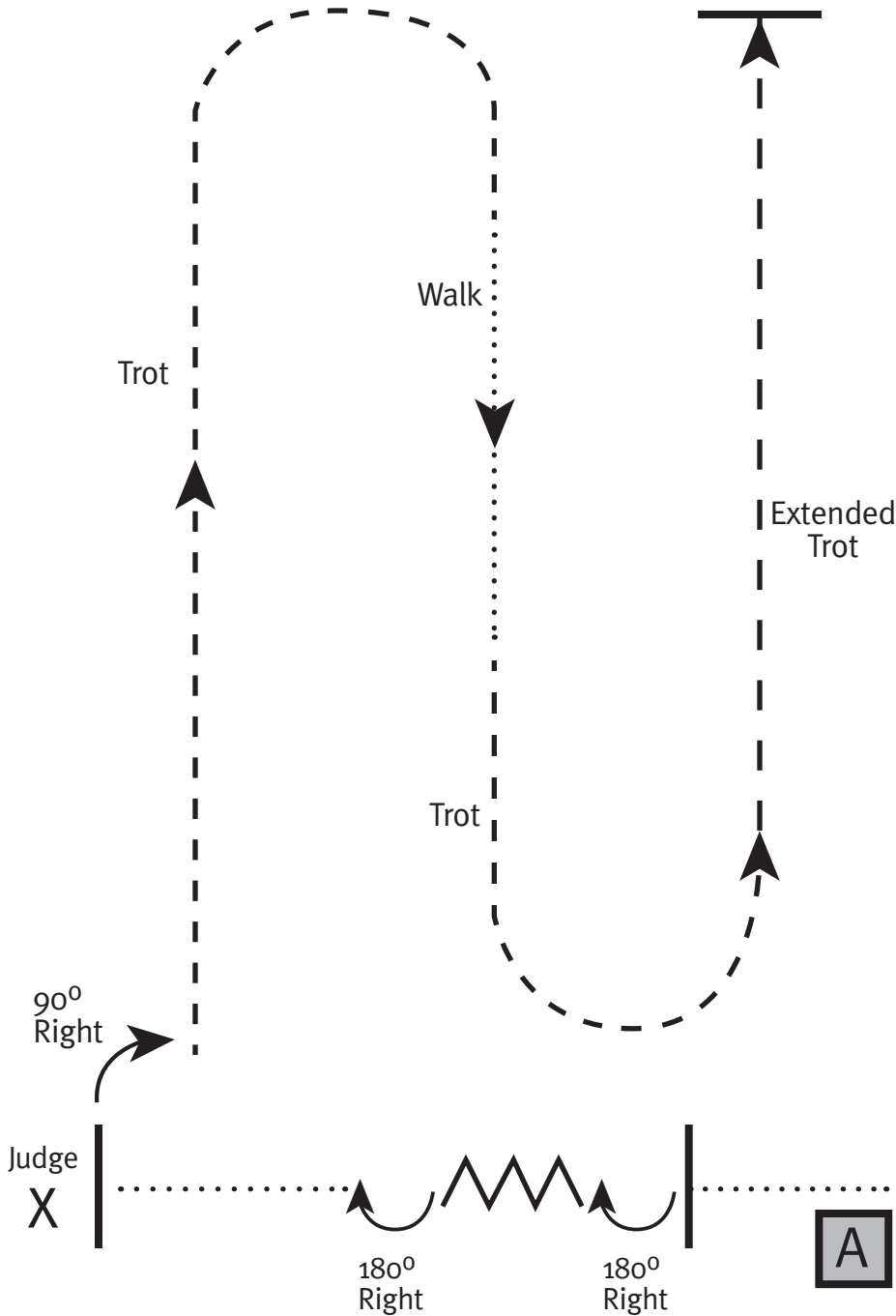


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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

LEVEL 3 • PATTERN NN

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



Be ready at marker A, walk.

Stop, execute a 180-degree turn.

Back, execute a 180-degree turn.

Walk, stop and set up.

Inspection.

When dismissed, execute a 90-degree turn.

Trot, walk, trot.

Extended trot. Stop.

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

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

LEVEL 3 • PATTERN 00

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, walk to judge.

Stop and set up.

Inspection.

Back one horse length.

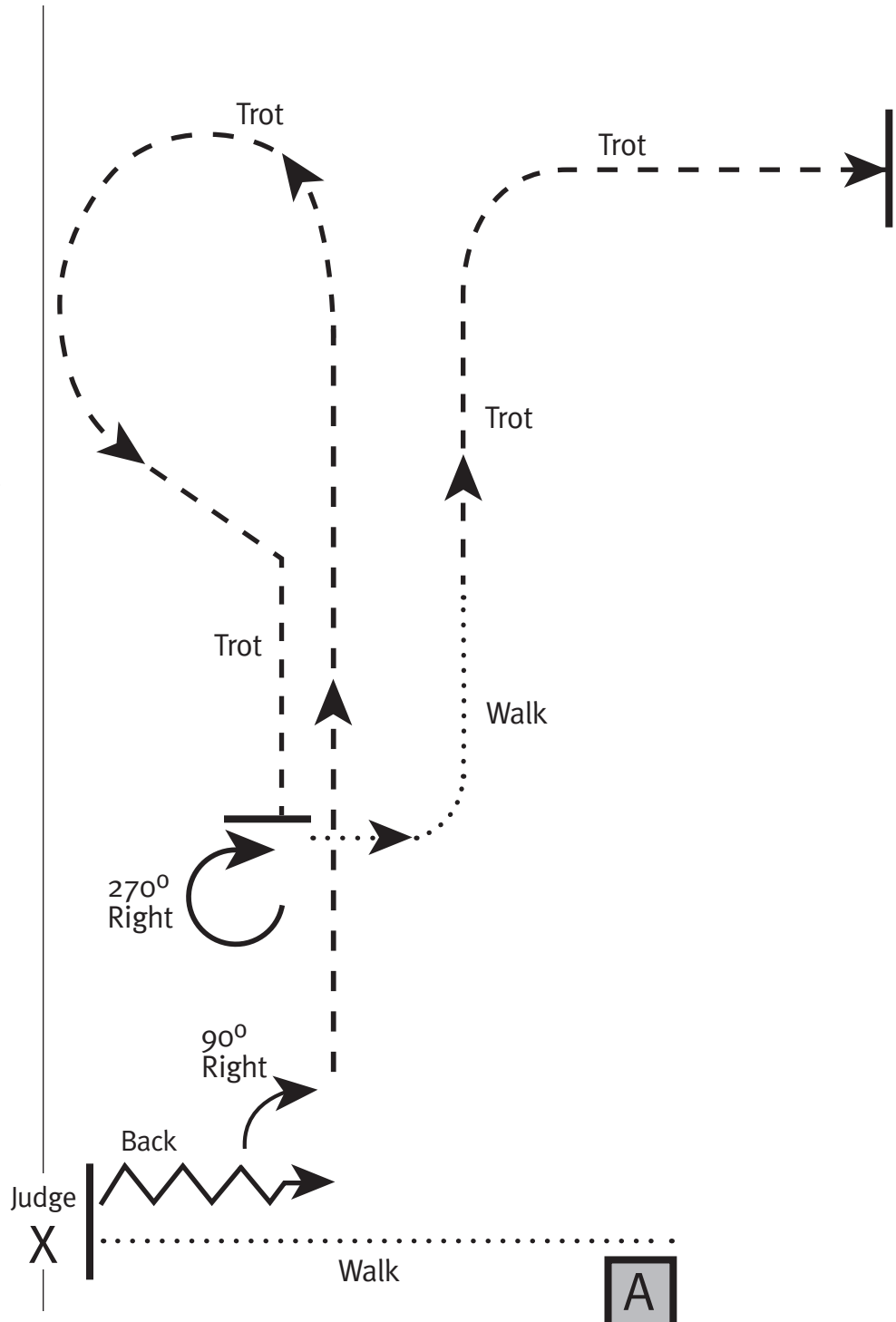
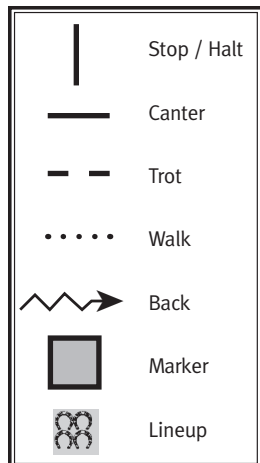
Execute a 90-degree turn.

Trot, stop.

Execute a 270-degree turn.

Walk, trot and stop as drawn.

Return to lineup at the trot or exit as instructed by 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

LEVEL 3 • PATTERN PP

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

Be ready at marker A.

Trot as shown.

Stop, execute a 360-degree turn to the right.

Walk, stop when horse's hip is even with Judge.

Set up.

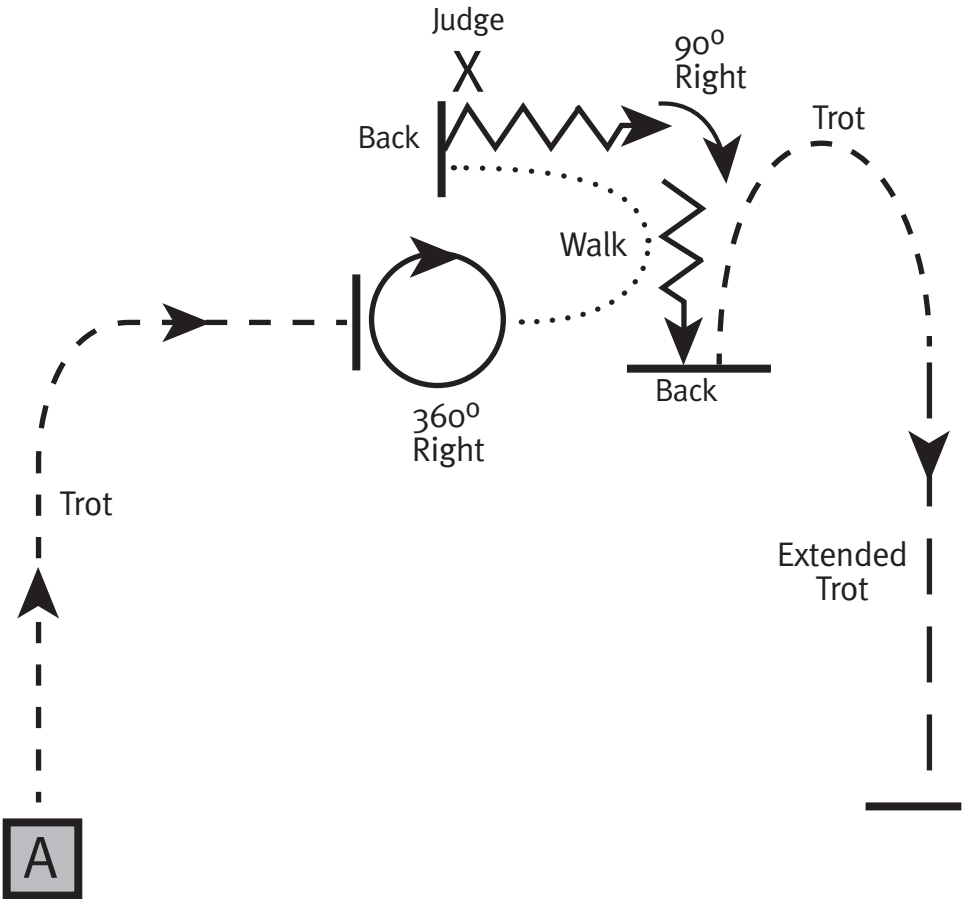
Inspection.








When dismissed, back, execute a 90-degree turn to the right, back.

Trot.

Extended trot to gate, halt.

Return to line up or exit arena as directed by ringmaster.



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

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