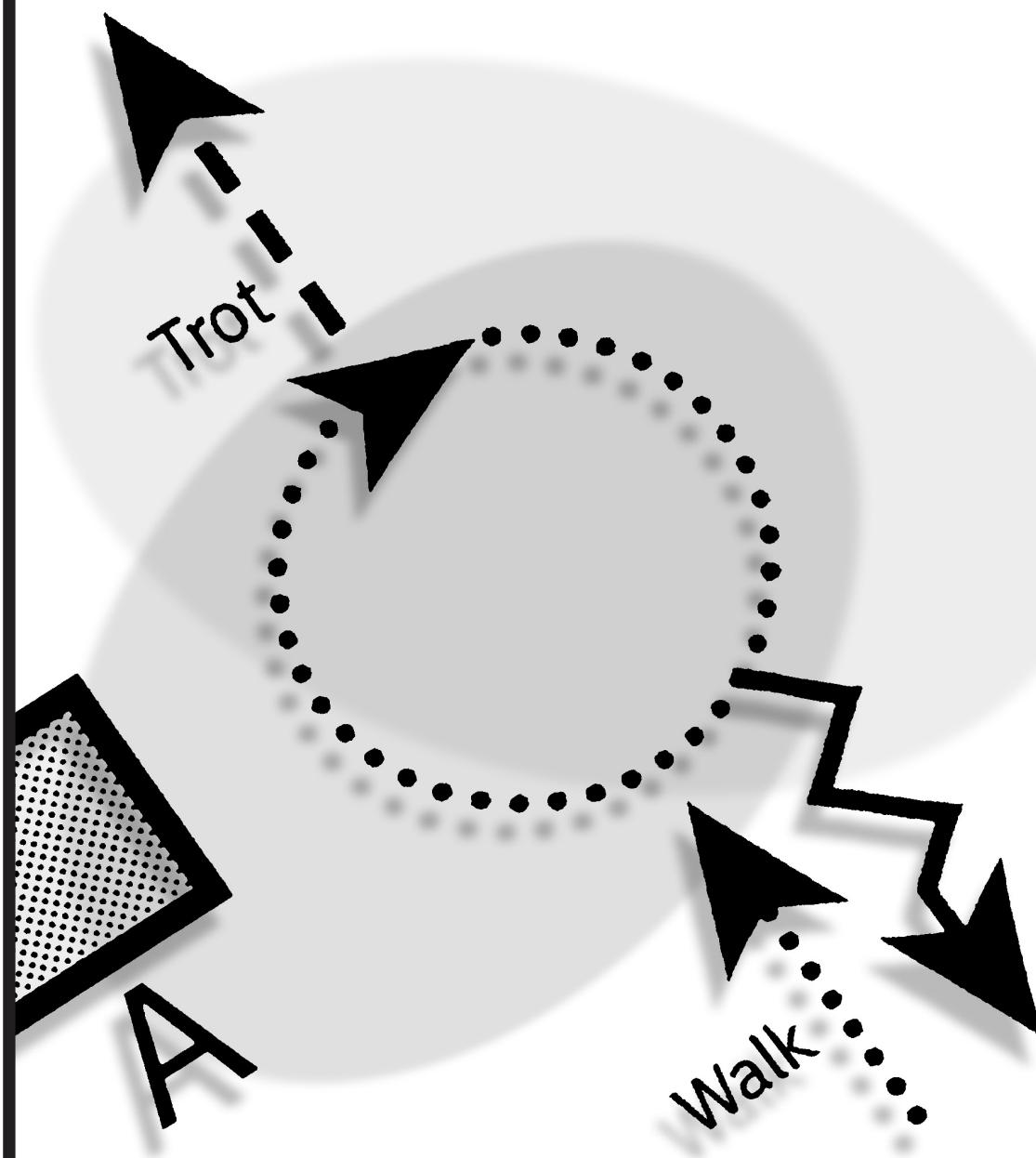


# Showmanship

# 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](mailto: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).

***Created and approved (BOD 1/91) Amended and approved (BOD 11/95)***  
***Revised 04/25***

***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***

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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.

# Do's & Don'ts

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 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
10. Western Horsemanship is 50-percent rail, 50-percent pattern
  - Reining Seat is 100-percent pattern
  - Showmanship is 100-percent pattern
11. 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
12. No cones or markers are to be used in pattern work for Saddle Seat classes.
13. The arena gate must be closed during railwork and patterns.
14. Patterns are not permitted in walk/trot or walk/jog Equitation.
15. All Hunter Seat Equitation Not to Jump patterns must exit and enter the arena at a walk.
16. Reward good horsemanship and showmanship.
17. 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**/

# 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

*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.**

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. 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

# Showmanship

## CLASS DESCRIPTION

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 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

Refer to Current  
USEF / EC Rules

# Showmanship

## CLASS DESCRIPTION

### Refer to Current USEF / EC Rules

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.

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

- The Arabian Show Halter may be used with any of the described attire guidelines.

Refer to Current  
USEF / EC Rules

# Showmanship

## ATTIRE OF HANDLER / TACK OF HORSE

### Clarifications



#### 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

- Long sleeved shirt, long pants, shoes or boots.
- **Optional:** Hat, gloves, vest, sweater or jacket, tie
- Western hat, long sleeved shirt or tunic, long pants, Western boots
- **Optional:** Western jacket, vest, belt, tie, gloves
- 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
- 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
- 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 — appropriate to the discipline in which you are showing.

**Arabian Show Halter —** Throatlatch is mandatory

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

**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

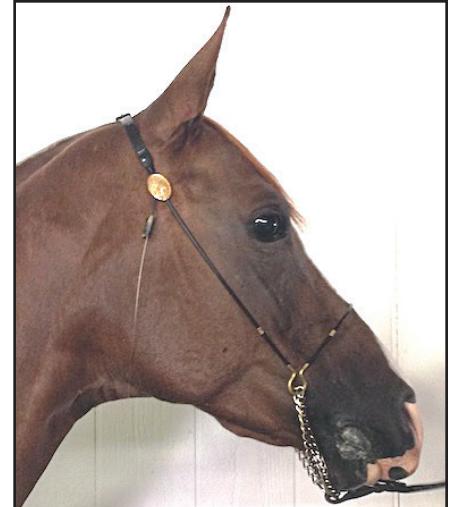


Fig. 2



# 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

- Long sleeved shirt, long pants, shoes or boots.
- **Optional:** Hat, gloves, vest, sweater or jacket, tie
- 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
- 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 — 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:

**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

#### 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. Lead strap cannot be attached to only one side of the bit
2. 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

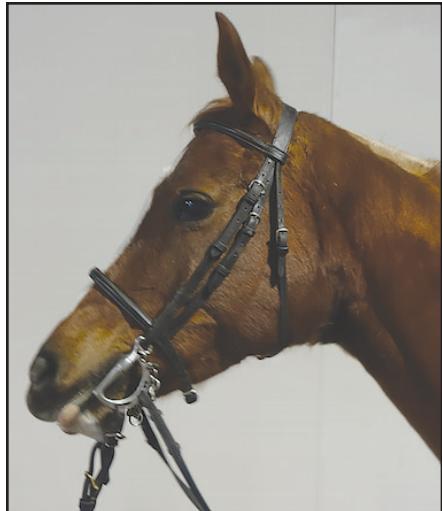


Fig. 4



**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 to & 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

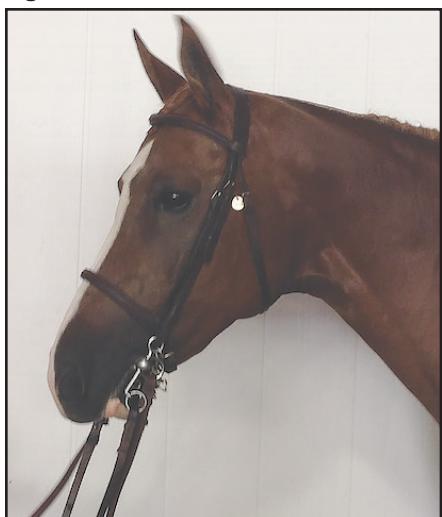
#### Leading by the Reins:

Fig. 1: Horse led by the reins.

#### Equipment Eliminations:

1. Lead straps cannot be used — with or without a chain

Fig. 1



# 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 to & 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 your 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. Lead straps cannot be used — with or without a chain

### Clarifications

Fig. 1



# Showmanship

## ATTIRE OF HANDLER / TACK OF HORSE

### Clarifications

Fig. 1

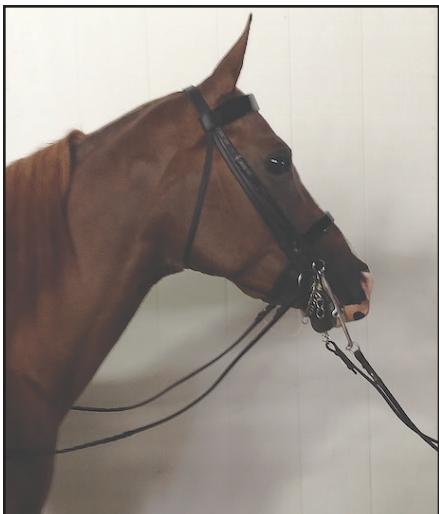


Fig. 2



### 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. Lead straps cannot be used — with or without a chain

Fig. 3



# 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

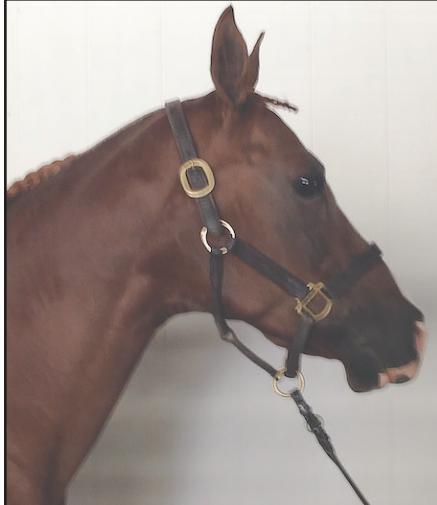
**Braiding** — Horse may be braided

#### 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. Lead strap cannot be attached to only one side of the bit
2. Chain cannot run through the bit

### Clarifications

Fig. 1

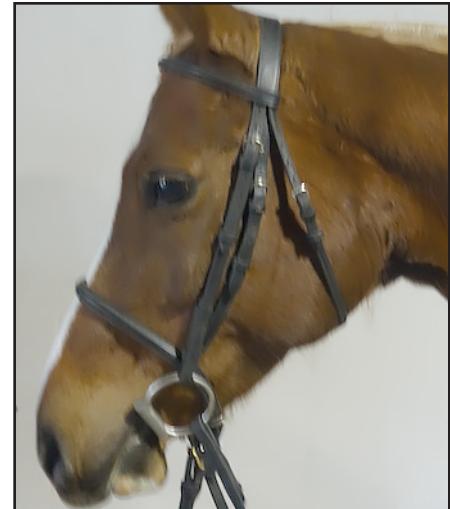


Fig. 2



# 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. 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 to:**

**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

- 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 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.)

STYLE & TACK

LEAD STRAP/REINS

ELIMINATION

# Showmanship

## ATTIRE OF HANDLER / TACK OF HORSE

<b><u>Arabian Halter Style:</u></b> <b>Arabian Show Halter—</b> <i>Whip no longer than 6' including lash or appendage</i>	Throatlatch is mandatory. Lead strap may only be 4a or 4b	
<b><u>Arabian Halter Style:</u></b> Leather stable halter	Lead strap may only be 1, 4a, 4b	
<b><u>Western Style—</u></b> 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.
<b><u>English Hunter Style—</u></b> Plain Leather Halter; <i>Whip or crop not to exceed 30"</i>	Lead strap may only be 1, 4a, 4b	
<b><u>English Hunter Style—</u></b> Hunt Bridle; Snaffle Bit; <i>Whip or crop not to exceed 30"</i>	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.
<b><u>English Hunter Style—</u></b> Kimberwick Bit; <i>Whip or crop not to exceed 30"</i>	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.

Refer to Current  
USEF / EC Rules

# Showmanship

## ATTIRE OF HANDLER / TACK OF HORSE

Refer to Current  
USEF / EC Rules

<b>English Hunter Style – Pelham;</b> <i>Whip or crop not to exceed 30”</i>	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.
<b>English Saddle Seat Style – Double Bridle</b>	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. Horse may not be led by the curb rein. Horse may not be presented in a Pelham. No connectors allowed.
<b>English – Dressage or Show Hack Style;</b> Dressage snaffle; <i>Whip not to exceed 47.2”</i>	Noseband/cavesson must be intact and closed. Horse must be led by the reins.	Chain cannot be used with the lead strap. Drop or flash cavessons are not allowed. No connectors allowed.
<b>ENGLISH – Dressage or Show Hack Style;</b> Double Bridle; <i>Whip not to exceed 47.2”</i>	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 lead straps or connectors allowed.

# Showmanship

## TIPS FOR JUDGES

English Dressage or Show Hack Style— Leather Stable Halter; <i>Whip not to exceed 47.2"</i>	Lead strap may only be 1, 4a, 4b	
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### 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

Indicate on your pattern which procedure you are using.

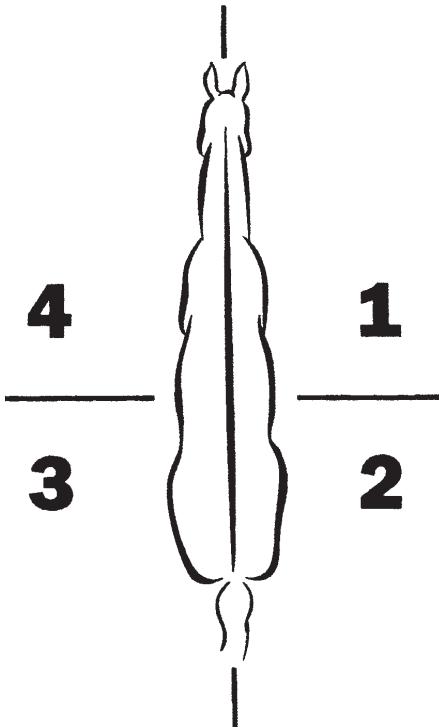
***In the Ring —***  
***Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ring-master.***

***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 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 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

# Showmanship

## MANEUVERS

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.

### **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  
BE INCLUDED IN  
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

### 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, 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 preform 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**.

# Showmanship

## GUIDELINES

### **-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 preformed and minor penalties may have incurred. Cadence and quality may have been compromised. Over all turn out of horse/handler is below average.

### **-2 VERY POOR:**

The horse and handler noticeably fail to negotiates 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 turn out 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.



# SHOWMANSHIP SCORESHEET

PATTERN

NO. \_\_\_\_\_

EVENT \_\_\_\_\_ DATE \_\_\_\_\_

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/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 cavessons, 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**

Maneuver Description											F & E		
Entry #	Maneuver	1	2	3	4	5	6	7	8	0 to +5	Penalties	SCORE	
	Penalty												
	Score												
	Sub Total												
	Penalty												
	Score												
	Sub Total												
	Penalty												
	Score												
	Sub Total												
	Penalty												
	Score												
	Sub Total												



# 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	Maneuver Description								F & E	Penalties	<b>SCORE</b>
		1	2	3	4	5	6	7	8			
	Penalty											
	Score											
	Sub Total											
	Penalty											
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# Showmanship

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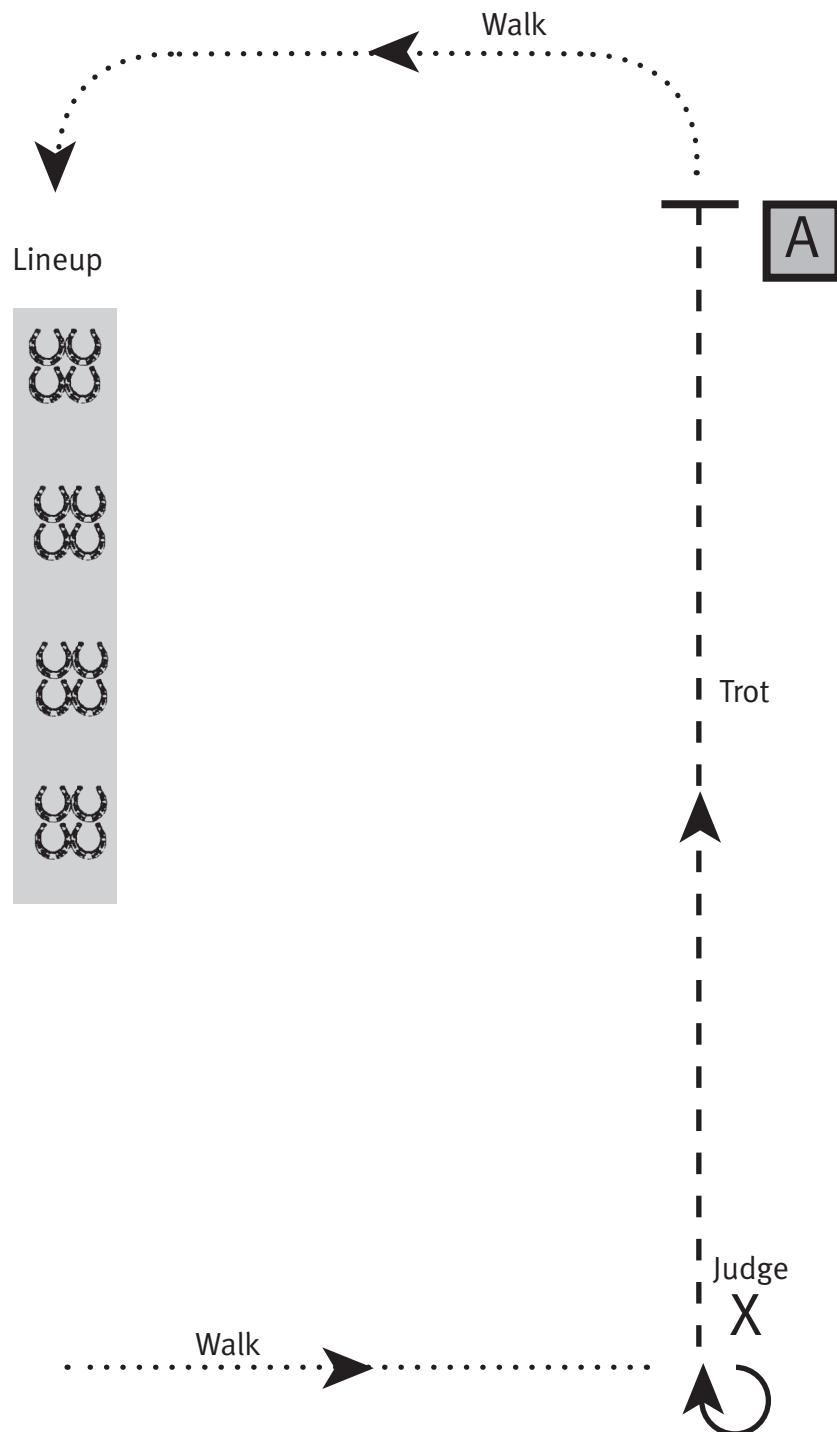
## Level 1 Patterns

# Showmanship

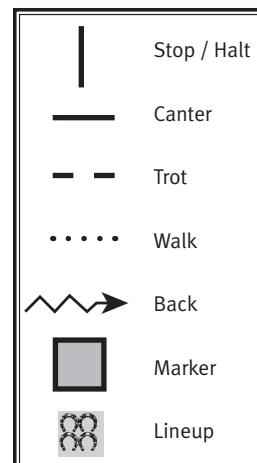
## LEVEL 1 • PATTERN A

*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.



1. Walk to judge, halt
2. Set up for inspection
3. Presentation of horse
4. When excused, execute a 270-degree turn
5. Trot a straight line as drawn
6. Stop at marker A
7. Walk back to lineup or either at a walk as directed by ringmaster



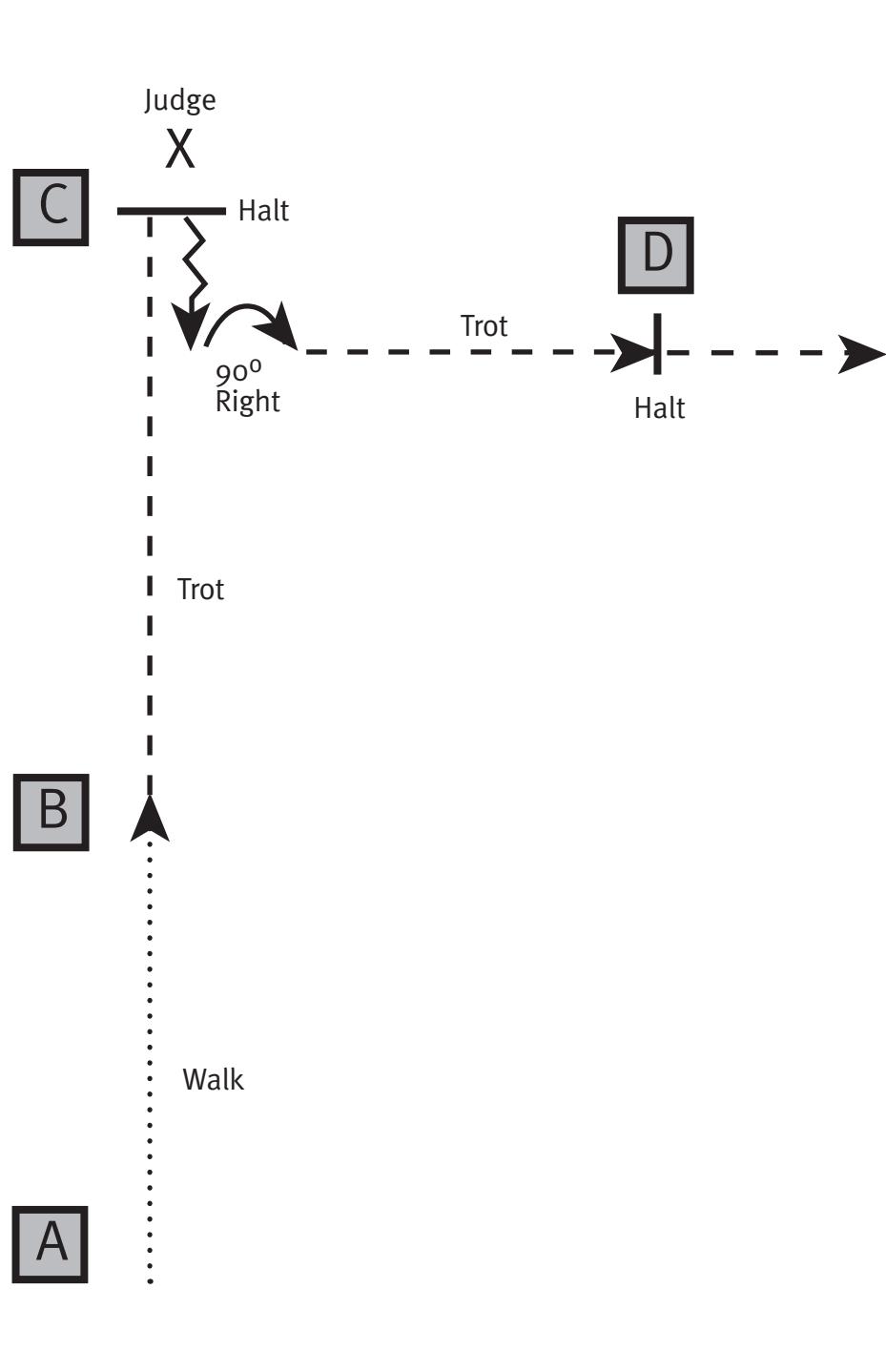
# Showmanship

## LEVEL 1 • PATTERN B

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

1. Be ready at marker A. Walk from marker A to marker B
2. Trot from marker B to marker C
3. Stop at C. Set up for inspection
4. Presentation of horse
5. When dismissed, back 4 steps
6. Execute a 90-degree turn
7. Trot to marker D and halt
8. Trot to new lineup or exit arena as directed

- 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.

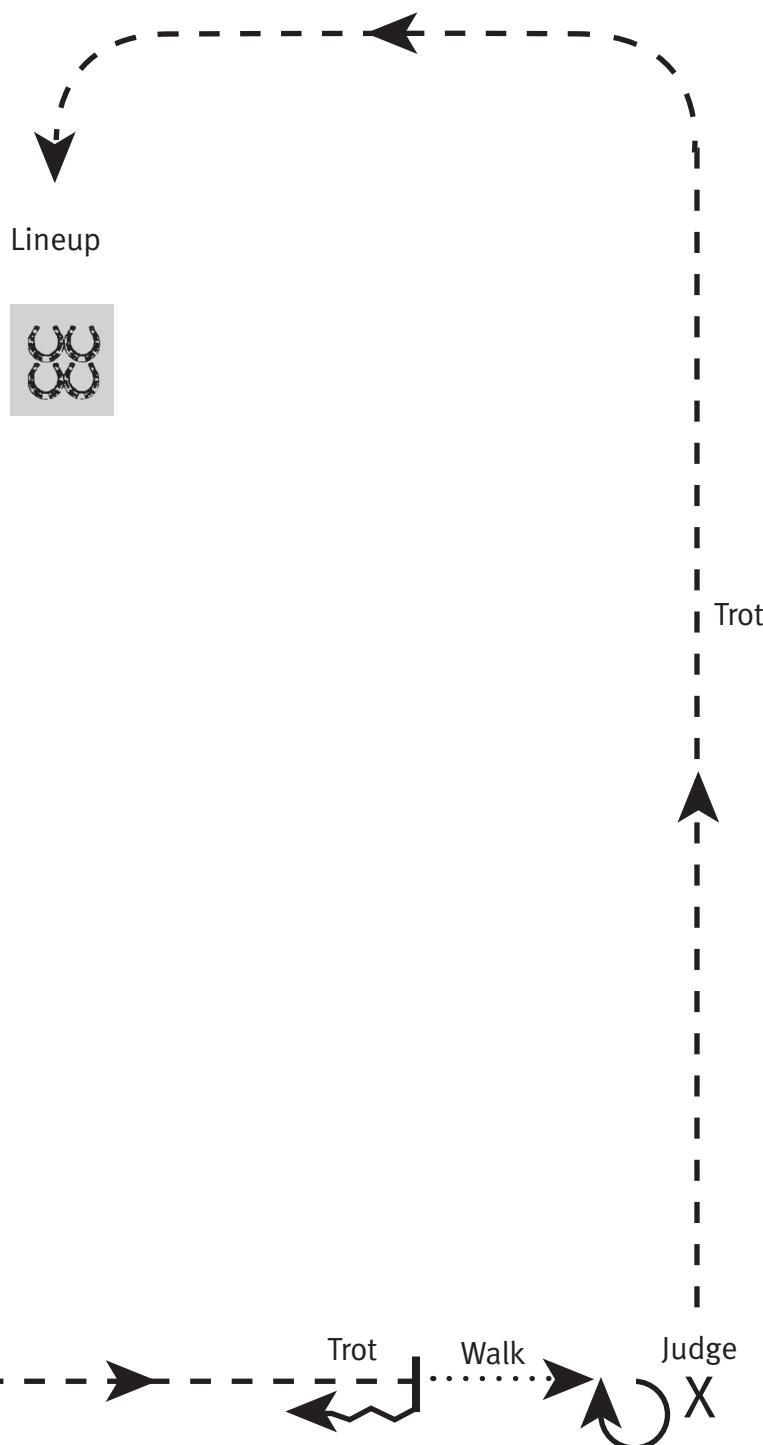


# Showmanship

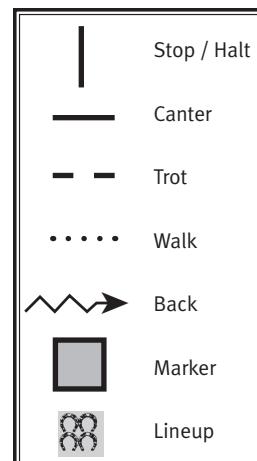
## LEVEL 1 • PATTERN C

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

- 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.



1. Trot 3/4 of the way to judge, halt
2. Back four steps
3. Walk to judge and set up for inspection
4. Presentation of horse
5. When excused execute a 270-degree turn
6. Trot a straight away from judge
7. Return to lineup at a trot or exit arena as directed



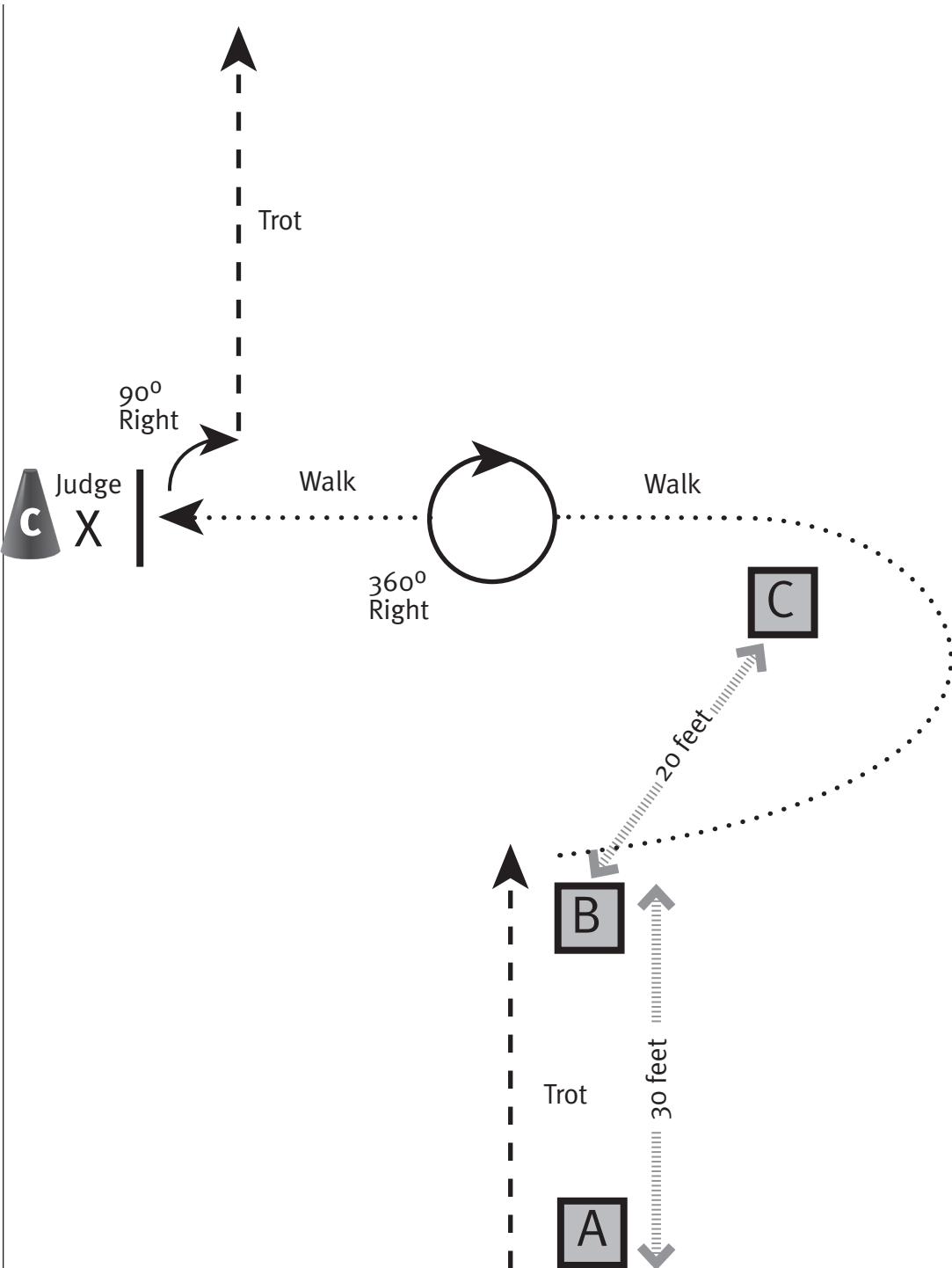
# Showmanship

## LEVEL 1 • PATTERN D

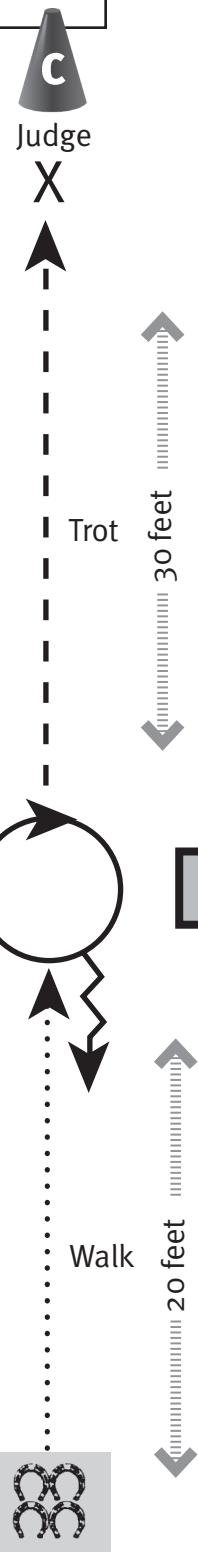
*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*

1. Be ready at marker A, trot to marker B
2. Walk from marker B, around marker C and walk 1/2 way to judge
3. Halt, execute a 360-degree turn
4. Walk to judge and set up for inspection
5. Presentation of horse
6. When dismissed, execute a 90-degree turn
7. Trot away to lineup or exit arena as directed

- 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.



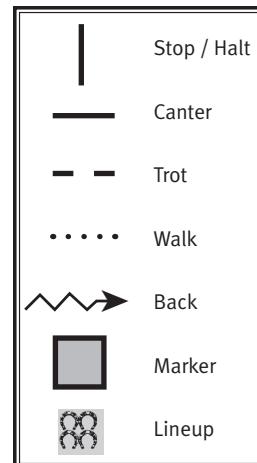
# Showmanship

## 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

1. Walk to marker A, halt
2. Execute a 360-degree turn
3. Back four steps
4. Trot to judge and halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed return to lineup at trot or exit as directed



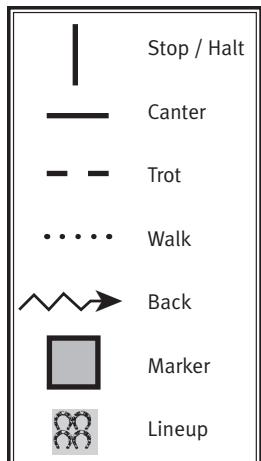
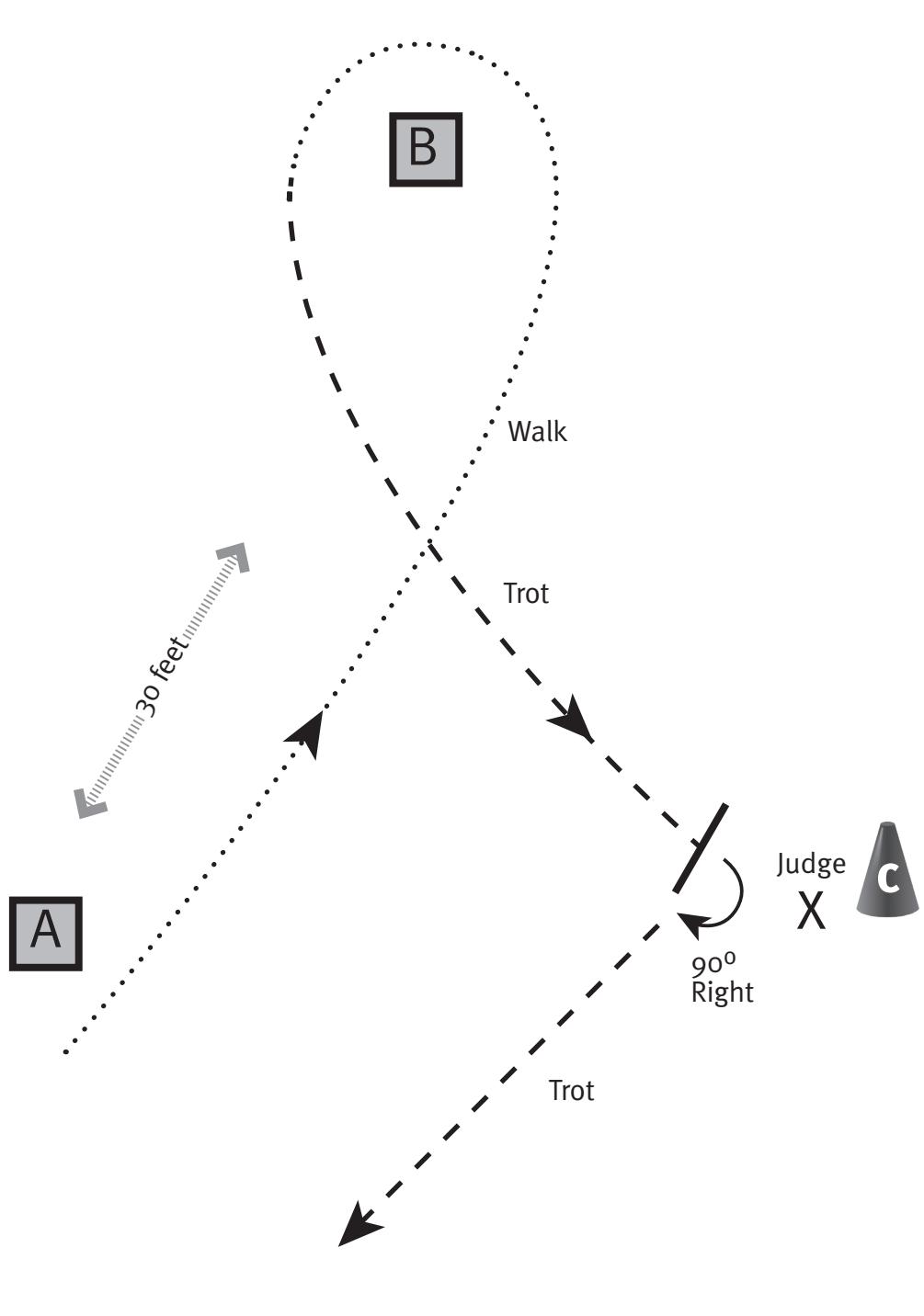
# Showmanship

## LEVEL 1 • PATTERN F

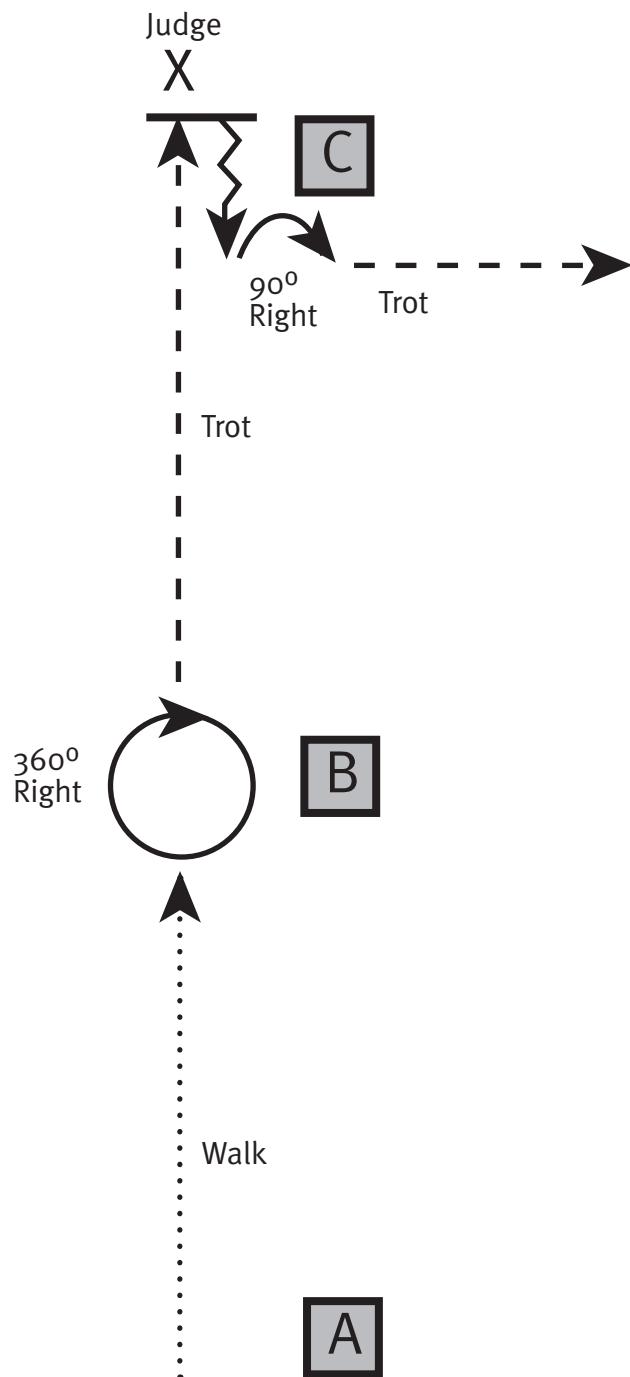
*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*

1. Be ready at marker A. Walk from marker A around marker B
2. Trot from marker B to judge, halt
3. Set up for inspection
4. Presentation of horse
5. When dismissed, turn approximately 90-degrees
6. Return to lineup at a trot or exit at the direction of your 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.

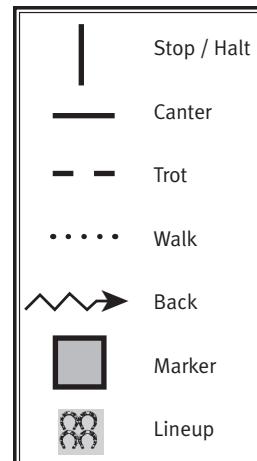


# Showmanship

## LEVEL 1 • PATTERN G

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

1. Be ready at marker A. Walk to marker B and halt
2. Execute a 360-degree turn to the right, halt
3. Trot to marker C, halt
4. Set up for inspection
5. Presentation of horse
6. When dismissed back four steps
7. Perform a 90-degree turn
8. Trot to lineup or exit as directed



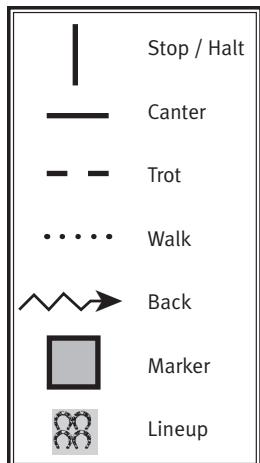
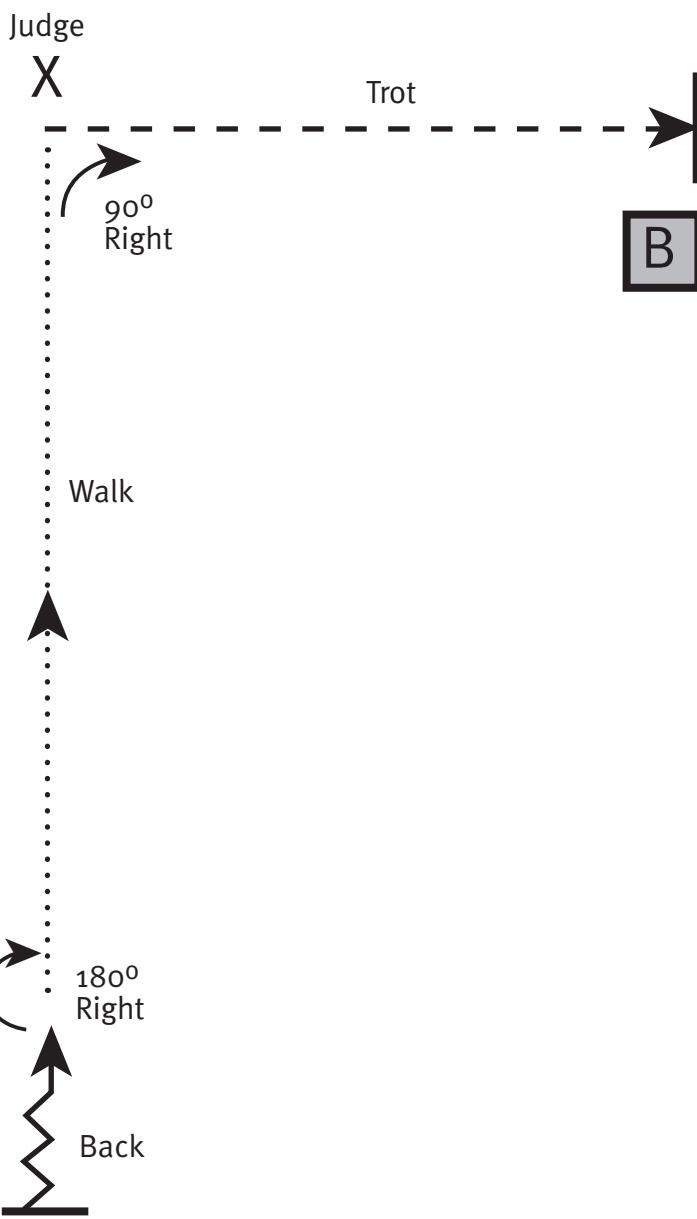
# Showmanship

## LEVEL 1 • PATTERN H

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

1. Be ready at marker A. Back four steps
2. Perform a 180-degree turn
3. Walk to judge and halt
4. Set up for inspection
5. Presentation of horse
6. When dismissed perform a 90-degree turn
7. Trot to marker B and halt
8. Return to lineup at a trot or exit arena as directed

- 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.

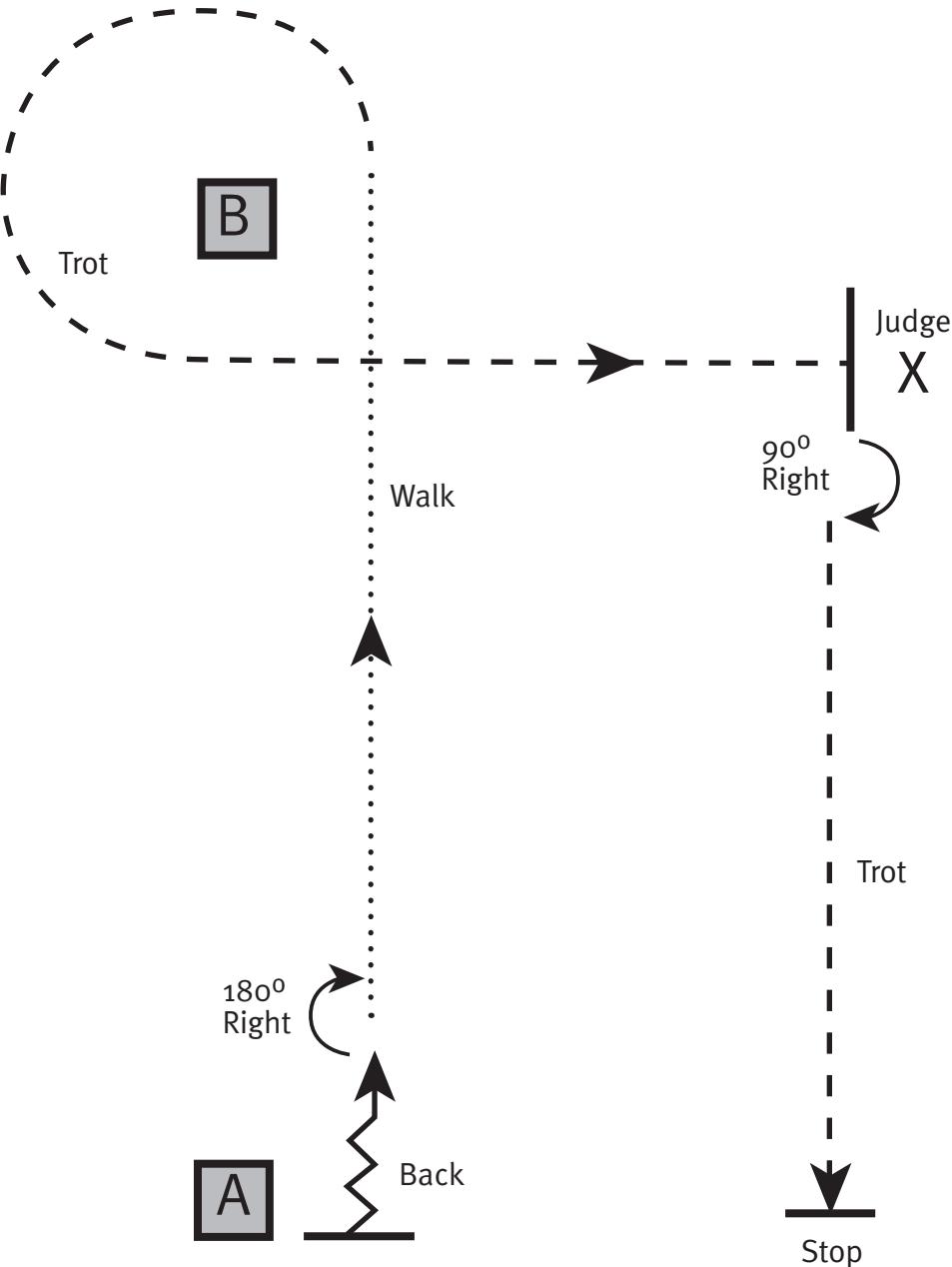


# Showmanship

## LEVEL 1 • PATTERN J

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

- 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.



1. Be ready at marker A. Back four steps

2. Perform a 180-degree turn

3. Walk to marker B

4. At marker B trot around marker to judge, halt

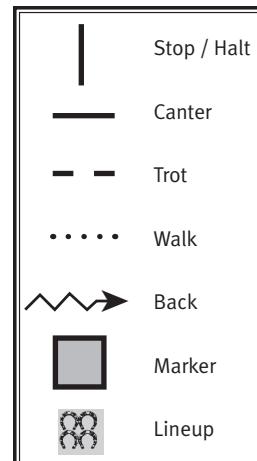
5. Set up for inspection

6. Presentation of horse

7. When dismissed perform a 90-degree turn

8. Trot until even with marker A and halt

Return to lineup at a trot or exit arena as directed

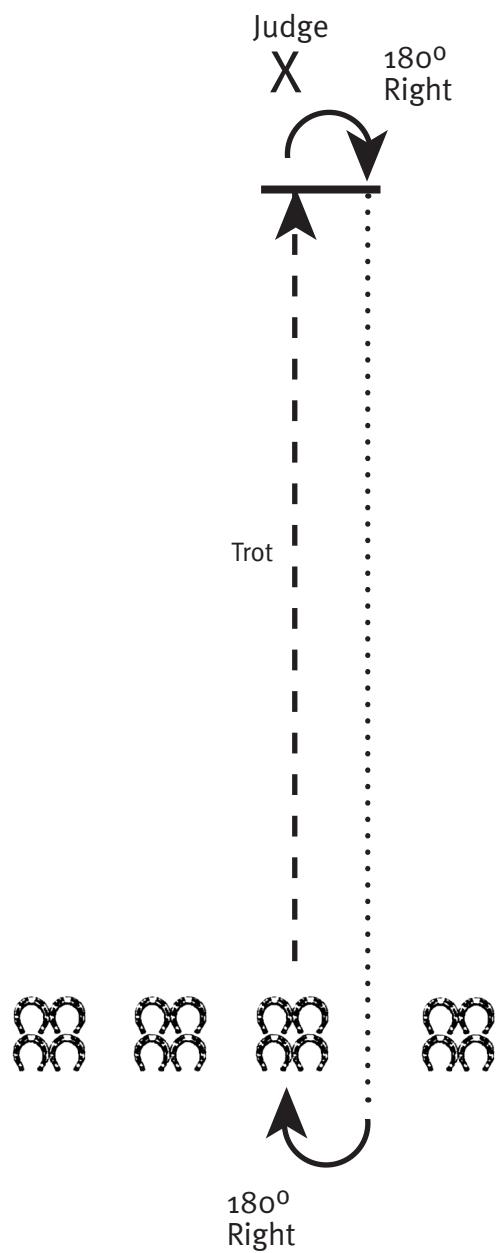


# Showmanship

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## 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.



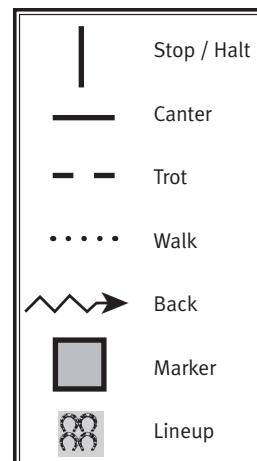
# Showmanship

## 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 judge/ringmaster, side by side and out from the rail

1. Trot to judge
2. Halt
3. Set up for inspection
4. Presentation of horse
5. When excused, execute a 180-degree turn on the haunches
6. Walk back through lineup as drawn, halt
7. Execute a 180-degree turn on the haunches
8. Walk back to lineup and set up



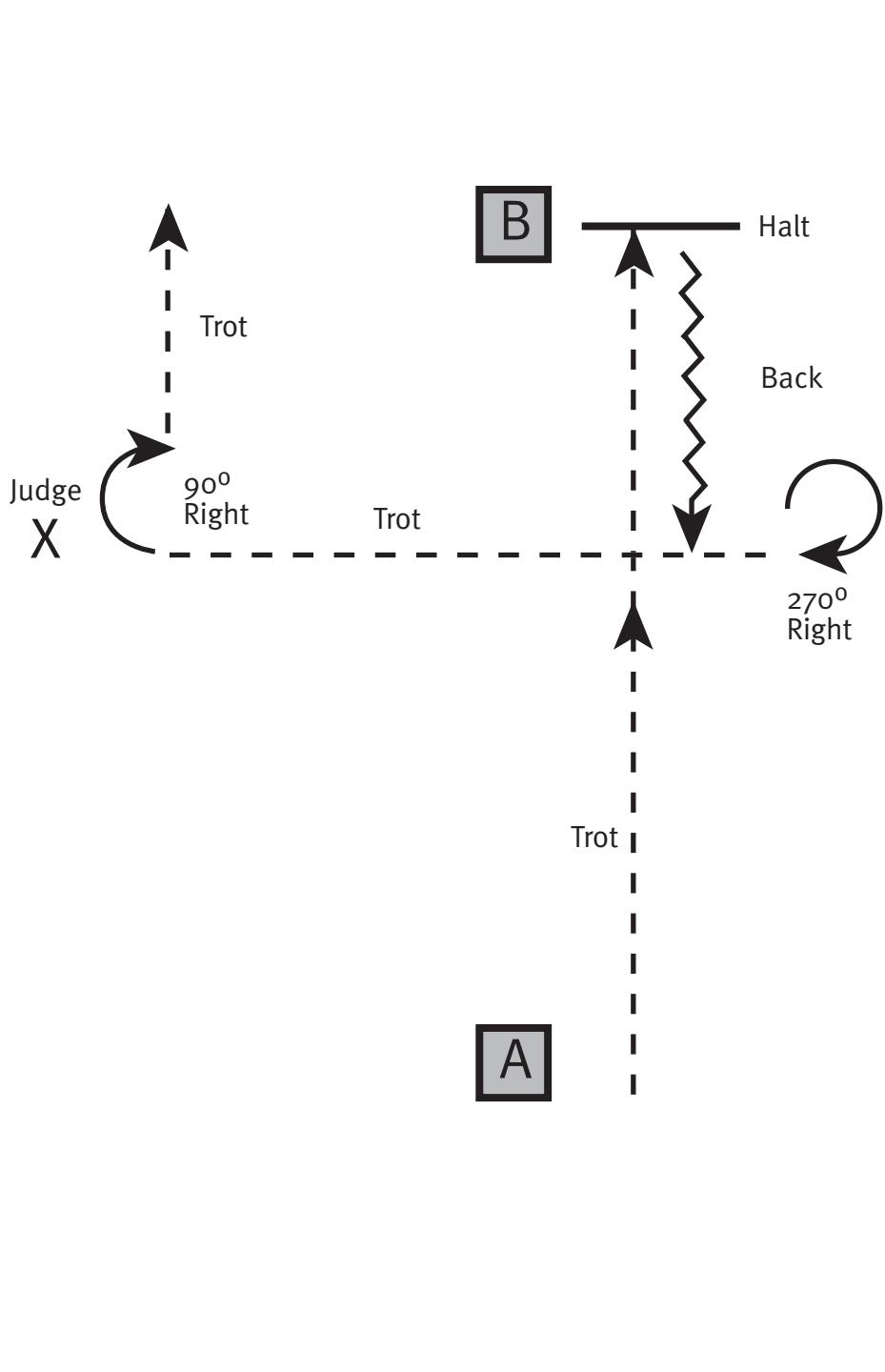
# Showmanship

## LEVEL 2 • PATTERN L

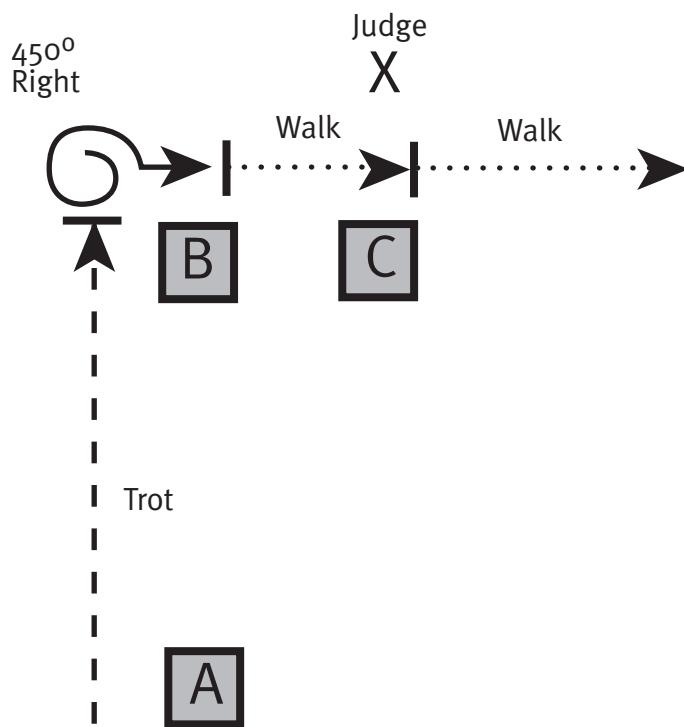
*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*

1. Be ready at marker A. Trot from marker A to marker B, halt
2. Back 1/2 way to marker A, halt
3. Execute a 270-degree turn
4. Trot to judge, halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed perform a 90-degree turn
8. Trot away and return to lineup at a trot or exit arena as directed

- 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.

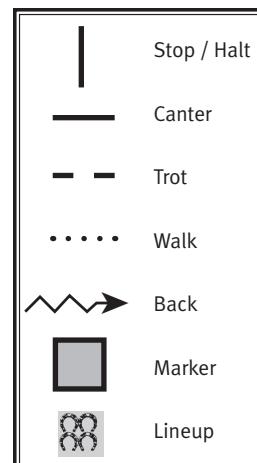


# Showmanship

## LEVEL 2 • PATTERN M

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

1. Be ready at marker A. Trot past marker B, halt
2. Execute a 450-degree haunch turn
3. Walk to marker C, halt
4. Set up for inspection
5. Presentation of horse
6. When dismissed walk into lineup or exit arena as directed



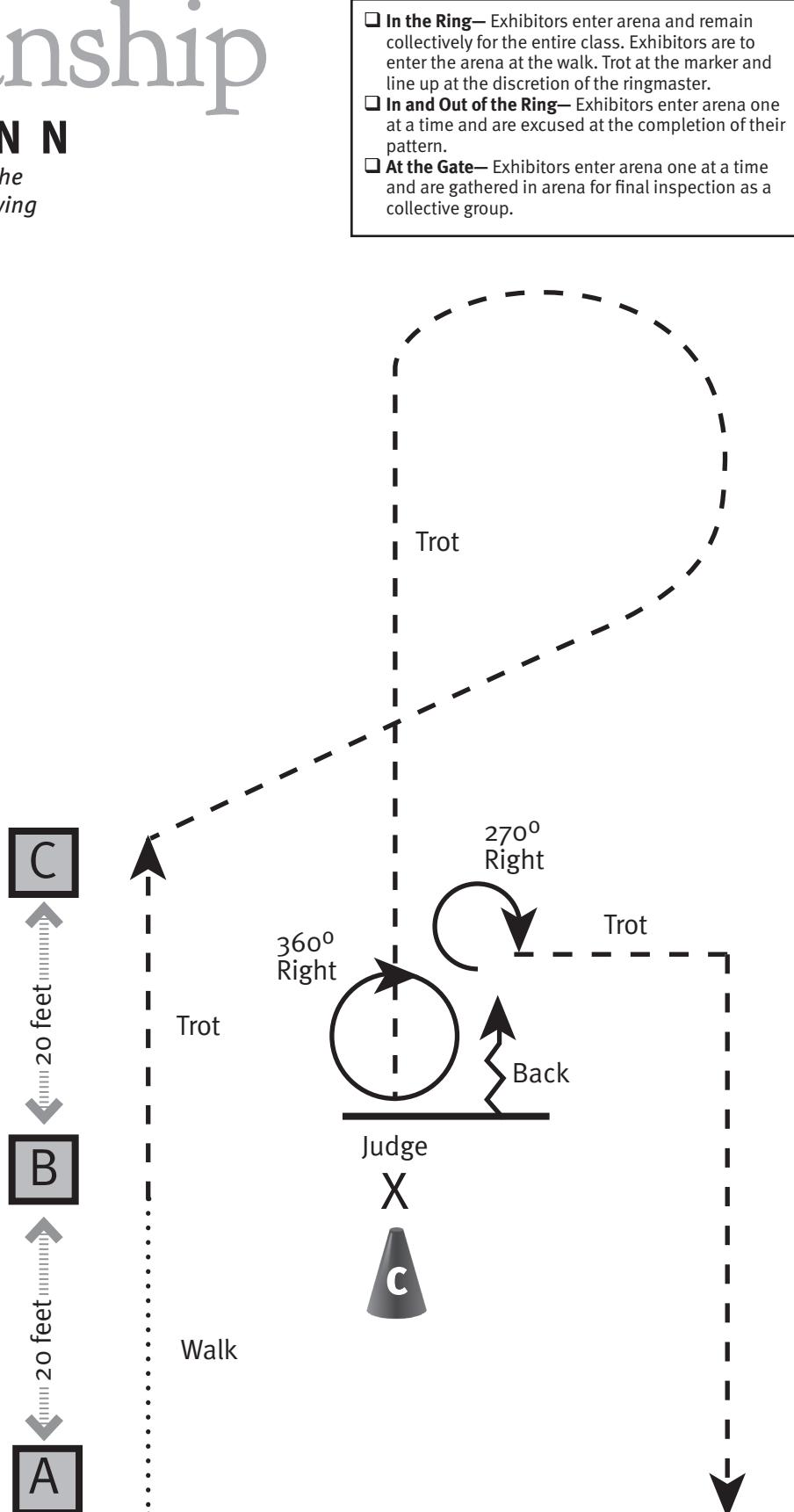
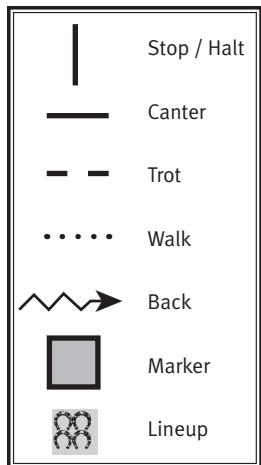
# Showmanship

## LEVEL 2 • PATTERN N

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

1. Be ready at marker A. Walk from marker A to marker B
2. Trot from marker B to marker C
3. At marker C, trot a serpentine/circle as drawn to judge, halt
4. Execute a 360-degree turn
5. Set up for inspection
6. Presentation of horse
7. When excused back one horse length
8. Execute a 270-degree turn and trot away as drawn

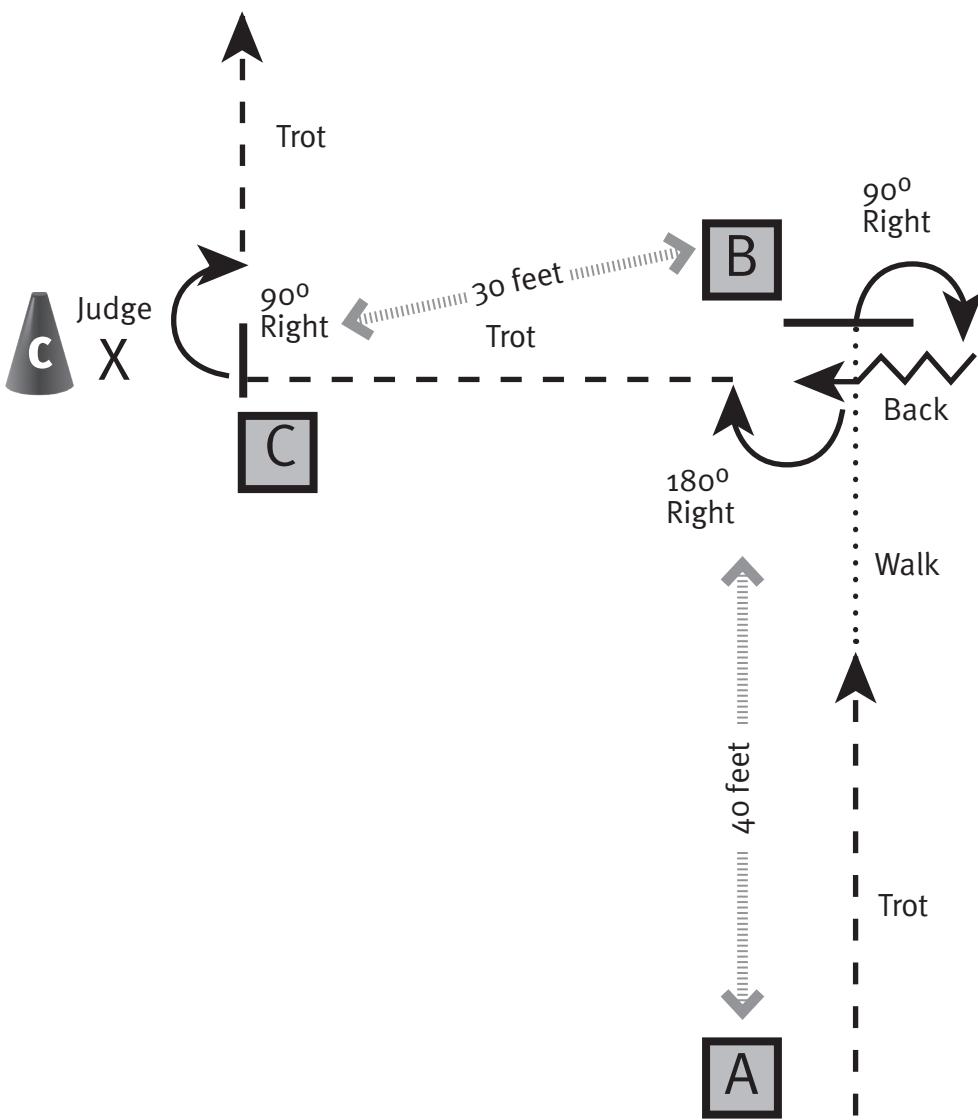
Return to lineup at a trot or exit arena as directed



# Showmanship

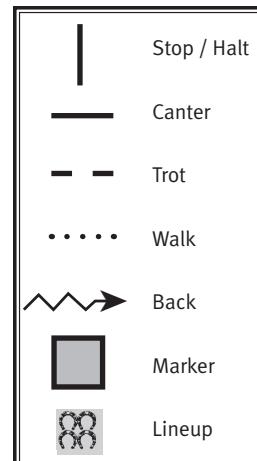
## LEVEL 2 • PATTERN P

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



1. Be ready at marker A. Trot from marker A halfway to marker B, break to a walk and walk to marker B
2. Stop and execute a 90-degree turn
3. Back four steps
4. Execute a 180-degree turn
5. Trot to marker C and halt
6. Set up for inspection
7. Presentation of horse
8. When dismissed, execute a 90-degree turn and trot

Return to lineup at a trot or exit arena as directed

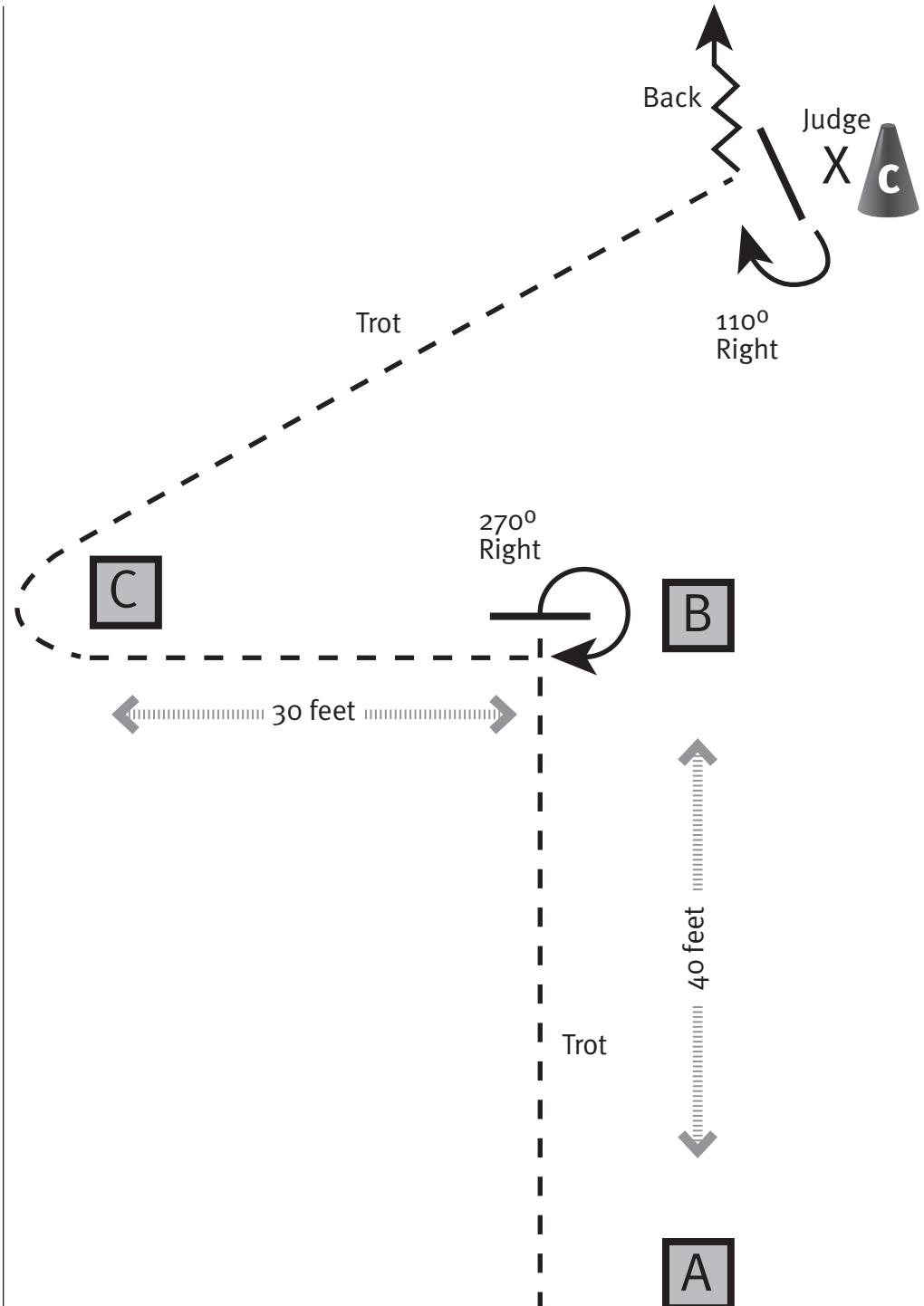
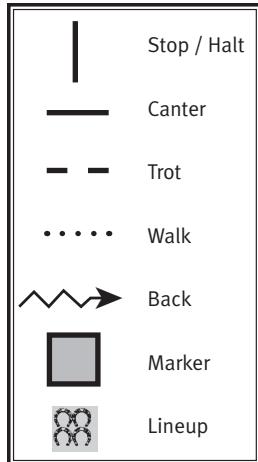


# Showmanship

## LEVEL 2 • PATTERN Q

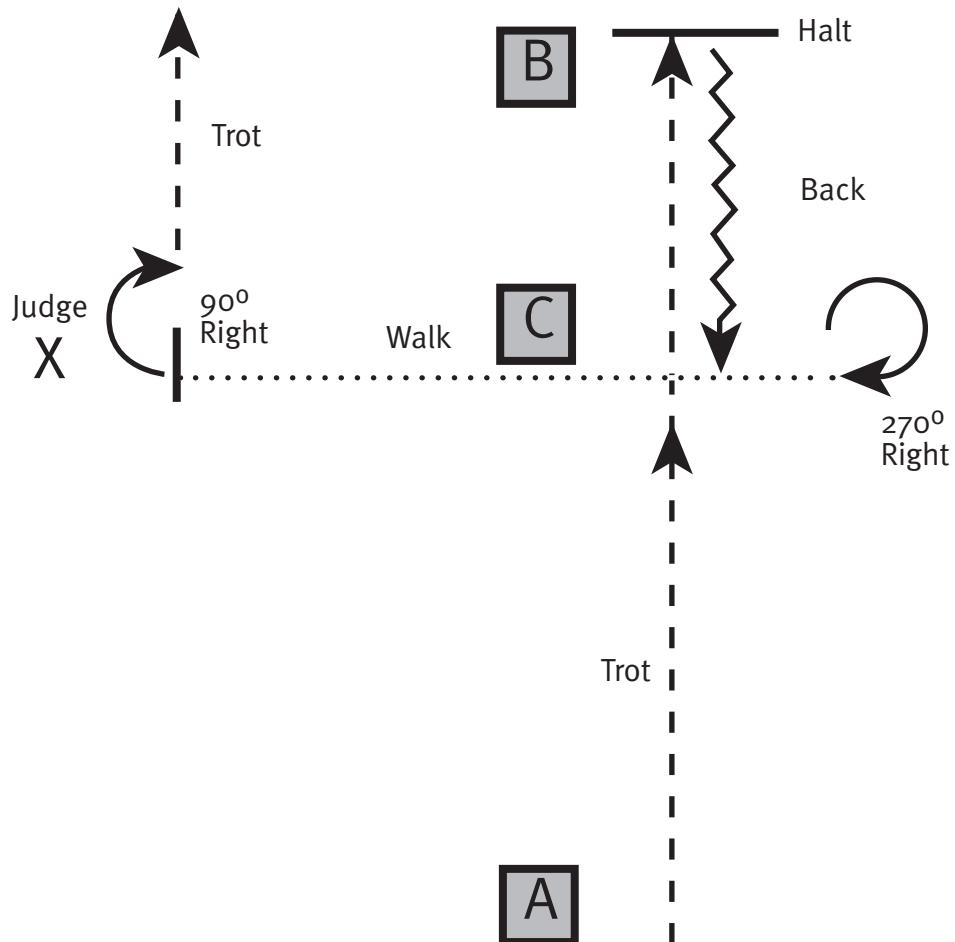
*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*

1. Trot from marker A to marker B, as directed
  2. Execute a 270-degree turn
  3. Trot from marker B, around marker C to judge, halt
  4. Set up for inspection
  5. Presentation of horse
  6. When dismissed, execute a 110-degree turn
  7. Back six steps
  8. Trot to line up or exit arena as directed



- 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.

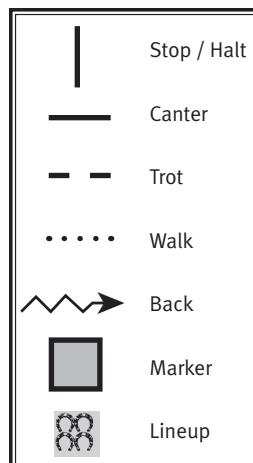


# Showmanship

## LEVEL 2 • PATTERN R

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

1. Be ready at marker A. Trot to marker B, halt
  2. Back to marker C
  3. Execute a 270-degree turn
  4. Walk to judge and halt
  5. Set up for inspection
  6. Presentation of horse
  7. When dismissed, execute a 90-degree turn
  8. Trot into lineup or exit arena as directed

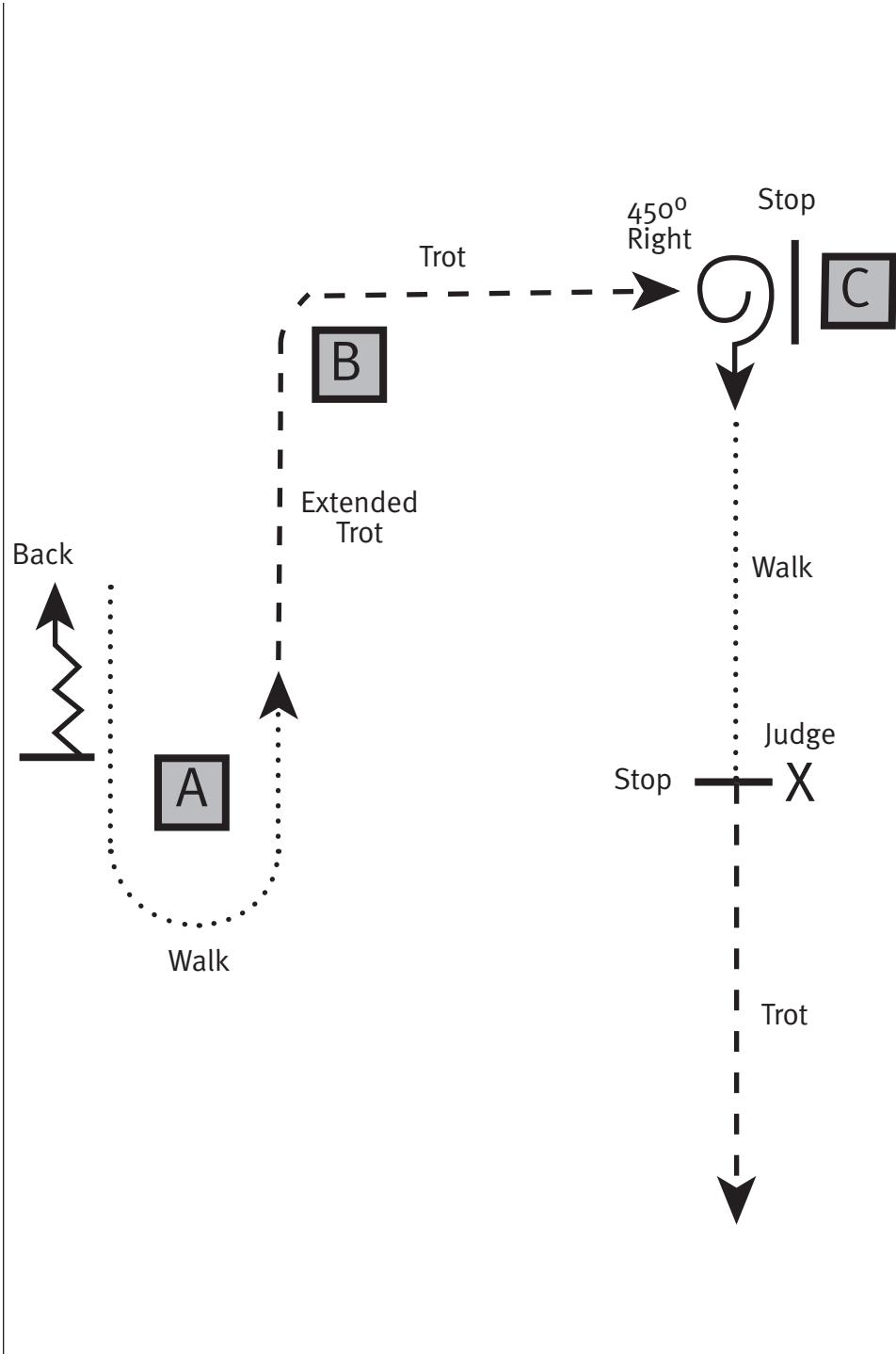
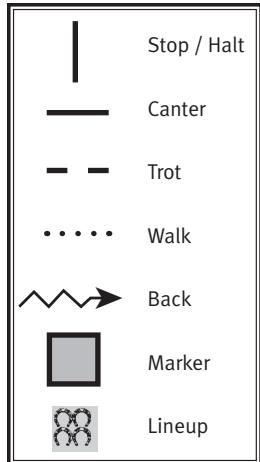


# Showmanship

## LEVEL 2 • PATTERN S

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

1. Be ready at marker A. Back five steps
2. Walk half a circle around marker A
3. Extended trot to marker B
4. Return to trot and trot to marker C, halt
5. Execute a 450-degree turn
6. Walk to judge and set up for inspection
7. Presentation of horse
8. When excused trot away and return to lineup or exit arena as directed

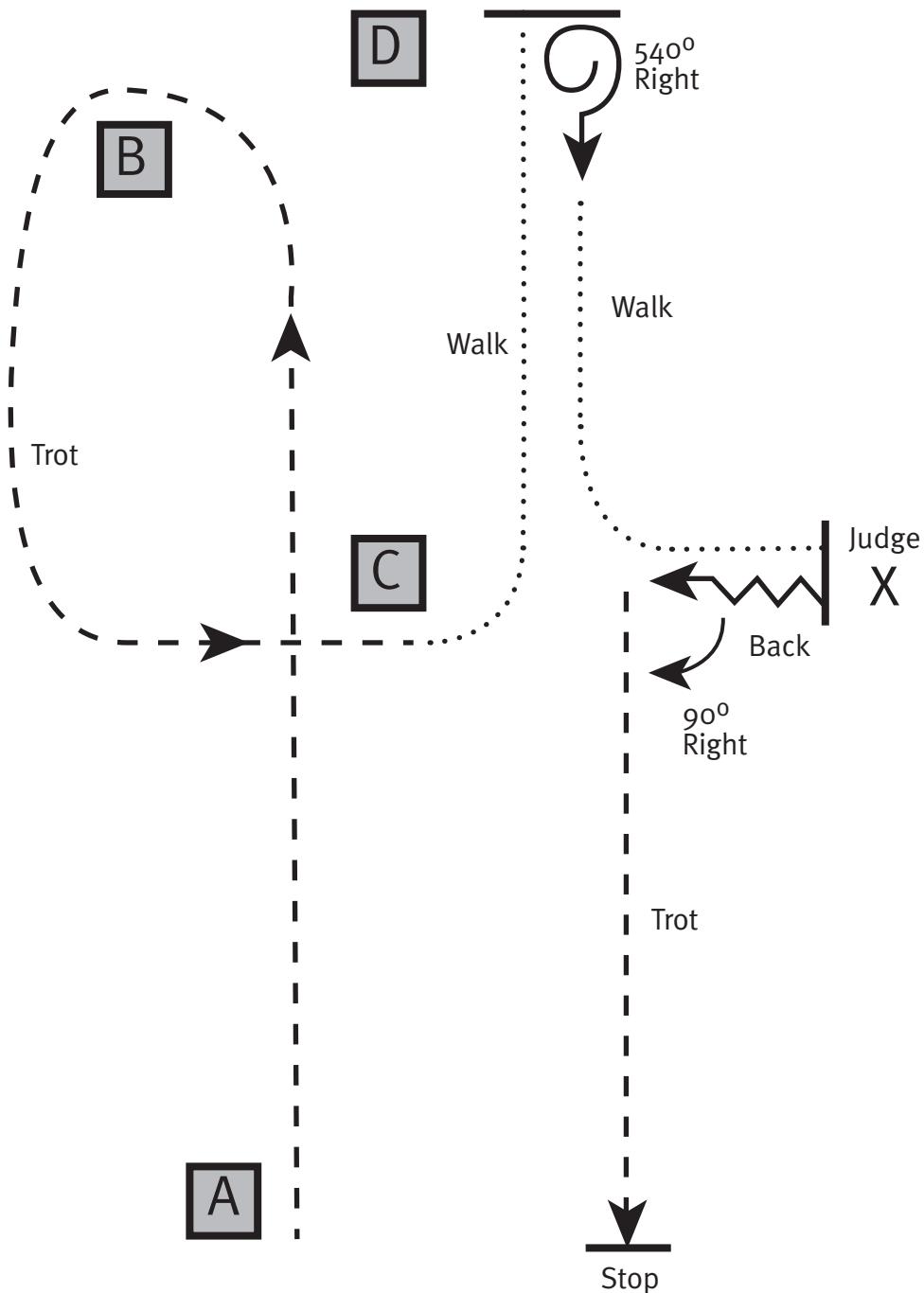


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

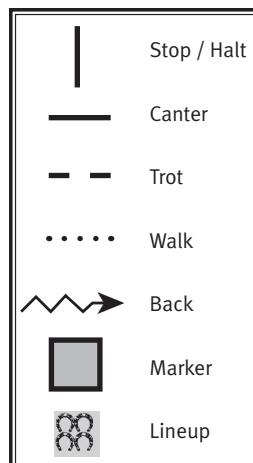
## LEVEL 2 • PATTERN T

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



1. Be ready at marker A. Trot around marker B to marker C
  2. Walk to marker D, halt
  3. Execute a 540-degree turn
  4. Walk to judge halt, set up for inspection
  5. Presentation of horse
  6. When excused, back 4 steps
  7. Execute a 90-degree turn
  8. Trot until even with marker A, halt

Return to lineup at a trot or exit arena as directed

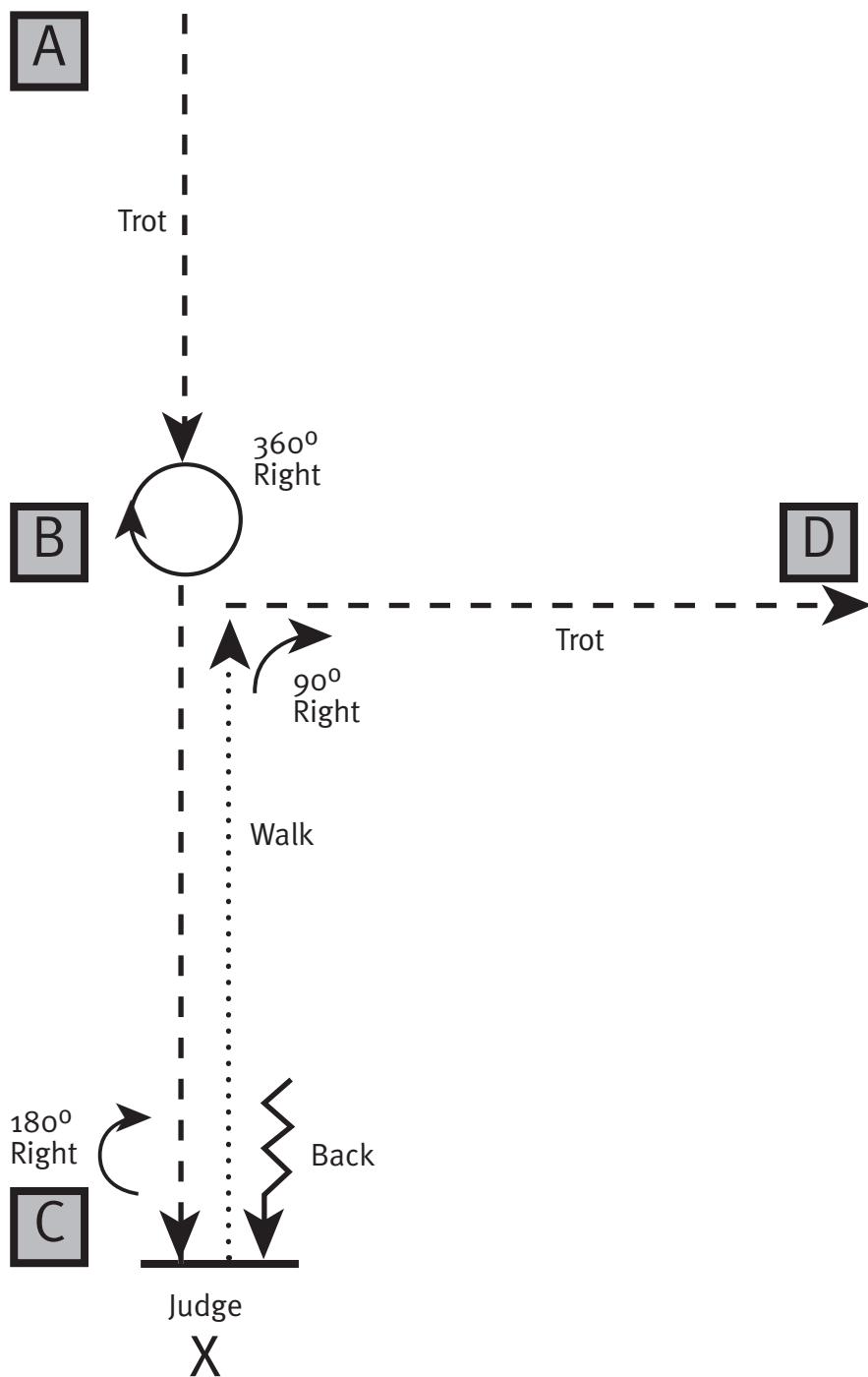
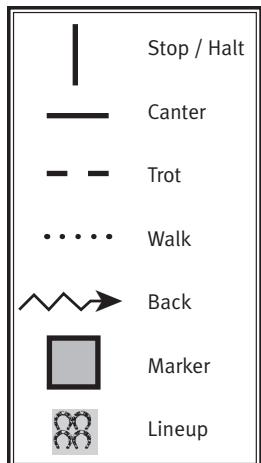


# Showmanship

## LEVEL 2 • PATTERN U

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

1. Be ready at marker A. Trot to marker B, halt
2. Execute a 360-degree turn
3. Trot to marker C, halt
4. Execute a 180-degree turn
5. Back to judge and set up for inspection
6. Presentation of horse
7. Walk away from judge, execute a 90-degree turn
8. Trot to marker D, and continue trotting back to lineup or exit arena at a trot

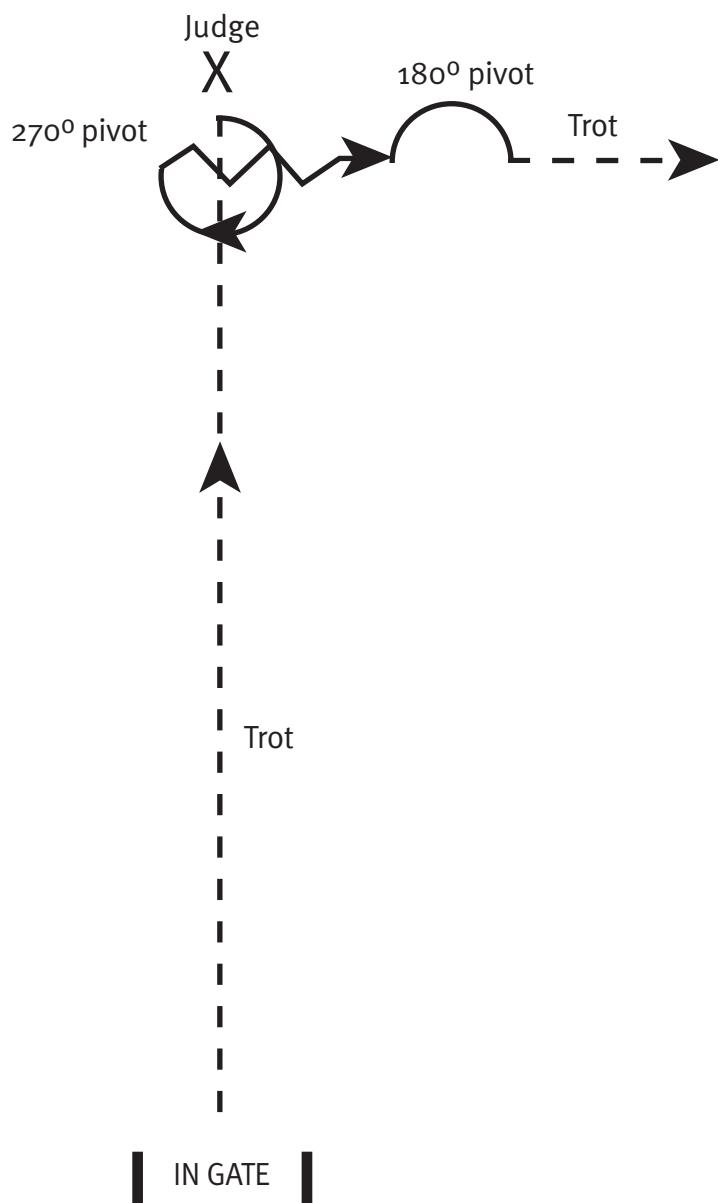


**In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.

**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.

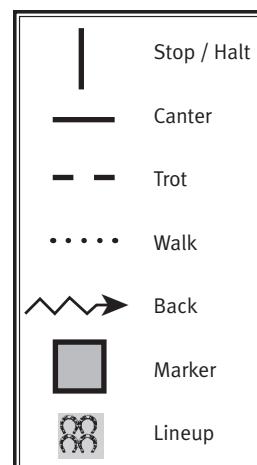


# Showmanship

## LEVEL 2 • PATTERN V

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

1. Trot to judge
2. Halt
3. Execute a 270-degree turn
4. Set up for inspection
5. Presentation of horse
6. When dismissed, back four steps
7. Execute a 180-degree turn
8. Trot away into lineup or exit arena as directed



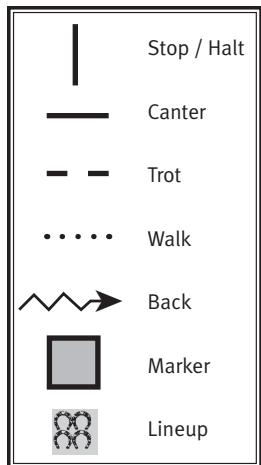
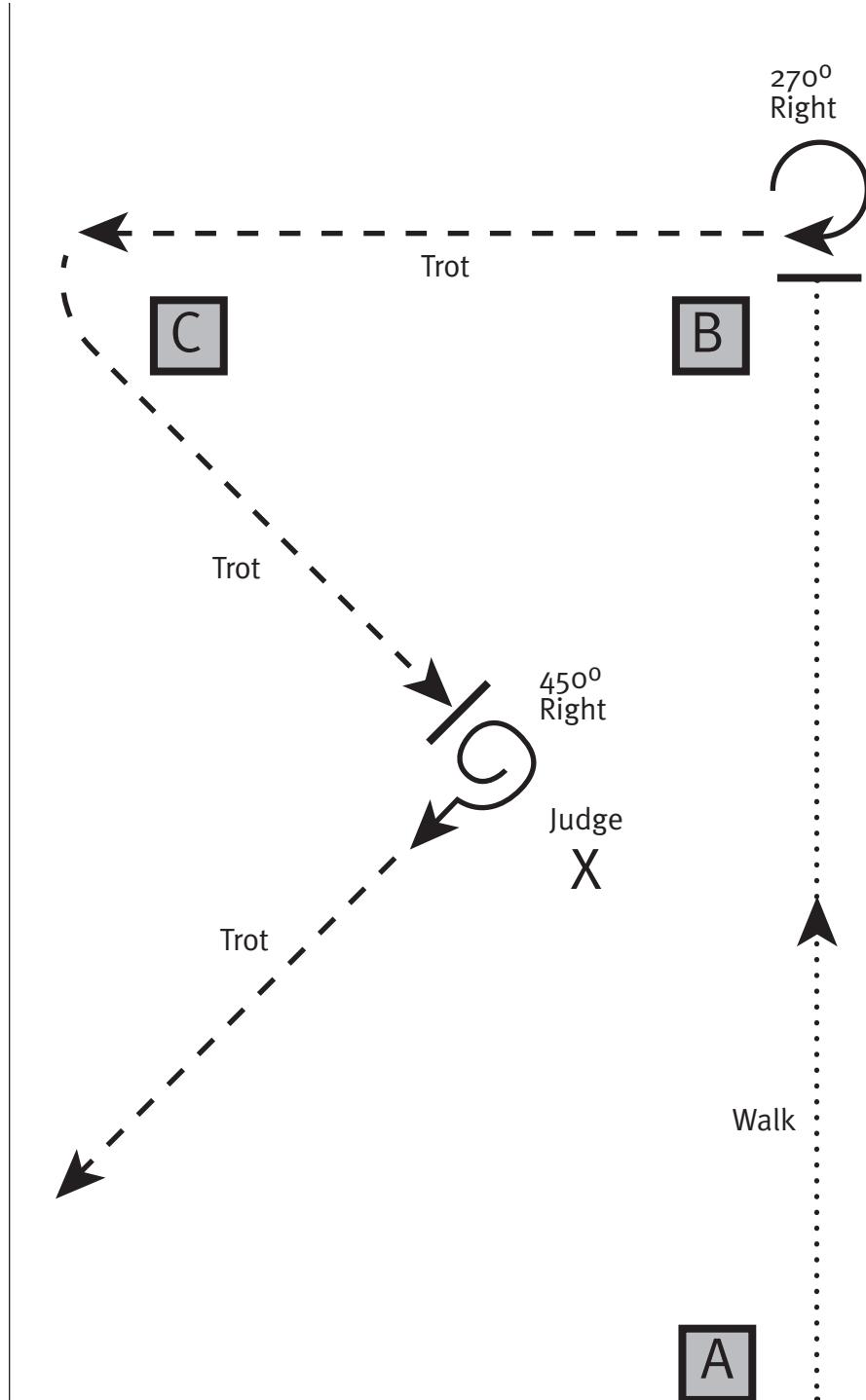
# Showmanship

## LEVEL 2 • PATTERN W

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

1. Be ready at marker A. Walk from marker A past marker B and halt
2. Execute 270-degree turn
3. Trot around marker C to judge, halt
4. Set up for inspection
5. Presentation of horse
6. Turn approximately 450-degrees, as shown
7. Trot away and return to lineup at a trot or exit arena as directed

- 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.

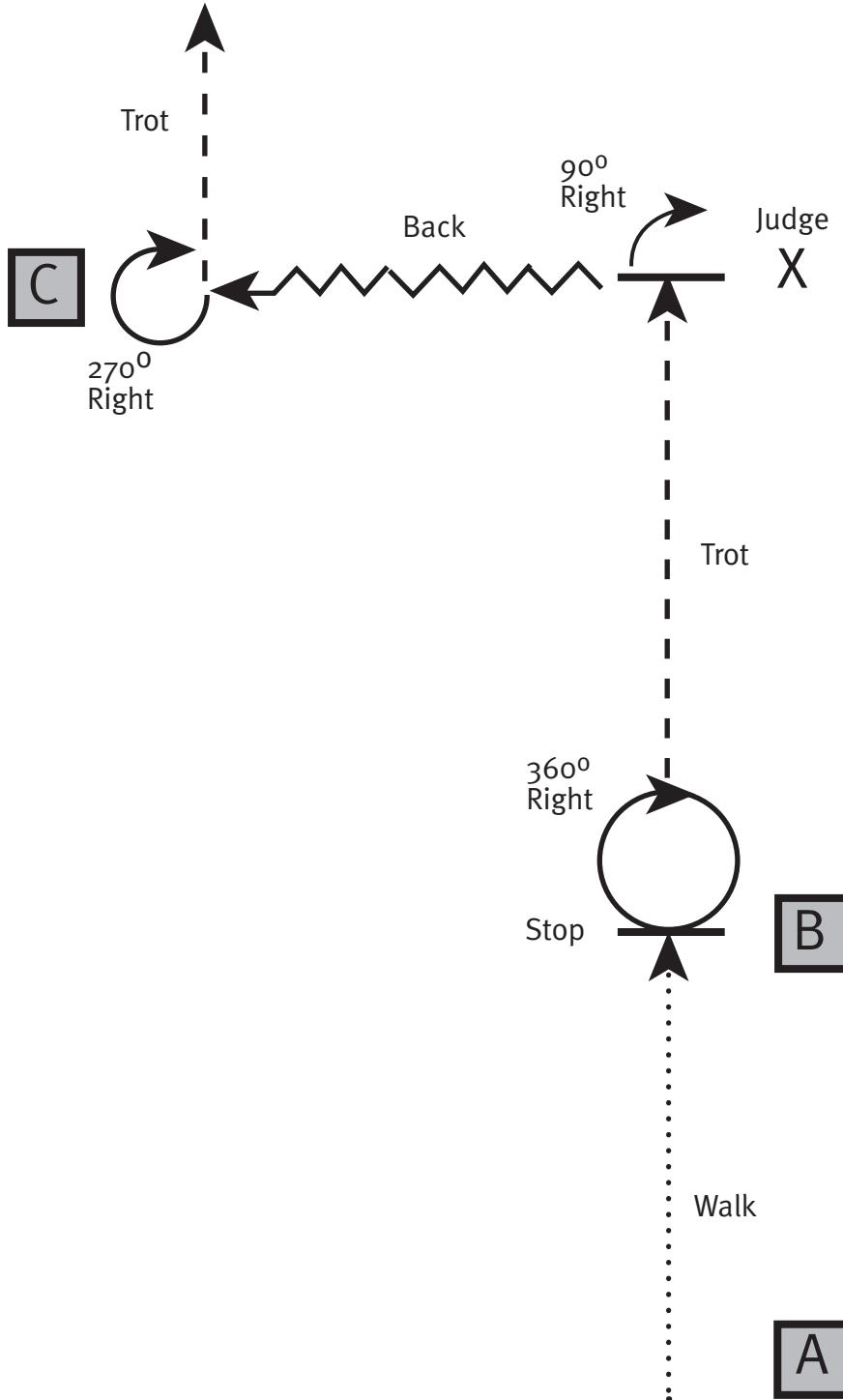


# Showmanship

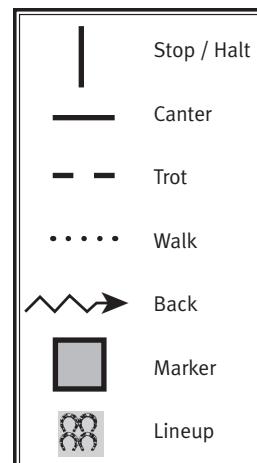
## LEVEL 2 • PATTERN X

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

- 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.



1. Be ready at marker A. Walk from marker A to marker B, halt
2. Perform a 360-degree turn
3. Trot until hip is even with judge
4. Halt and perform a 90-degree turn
5. Set up for inspection
6. Presentation of horse
7. When dismissed, back to marker C
8. Perform a 270-degree turn and trot to lineup or exit arena as directed



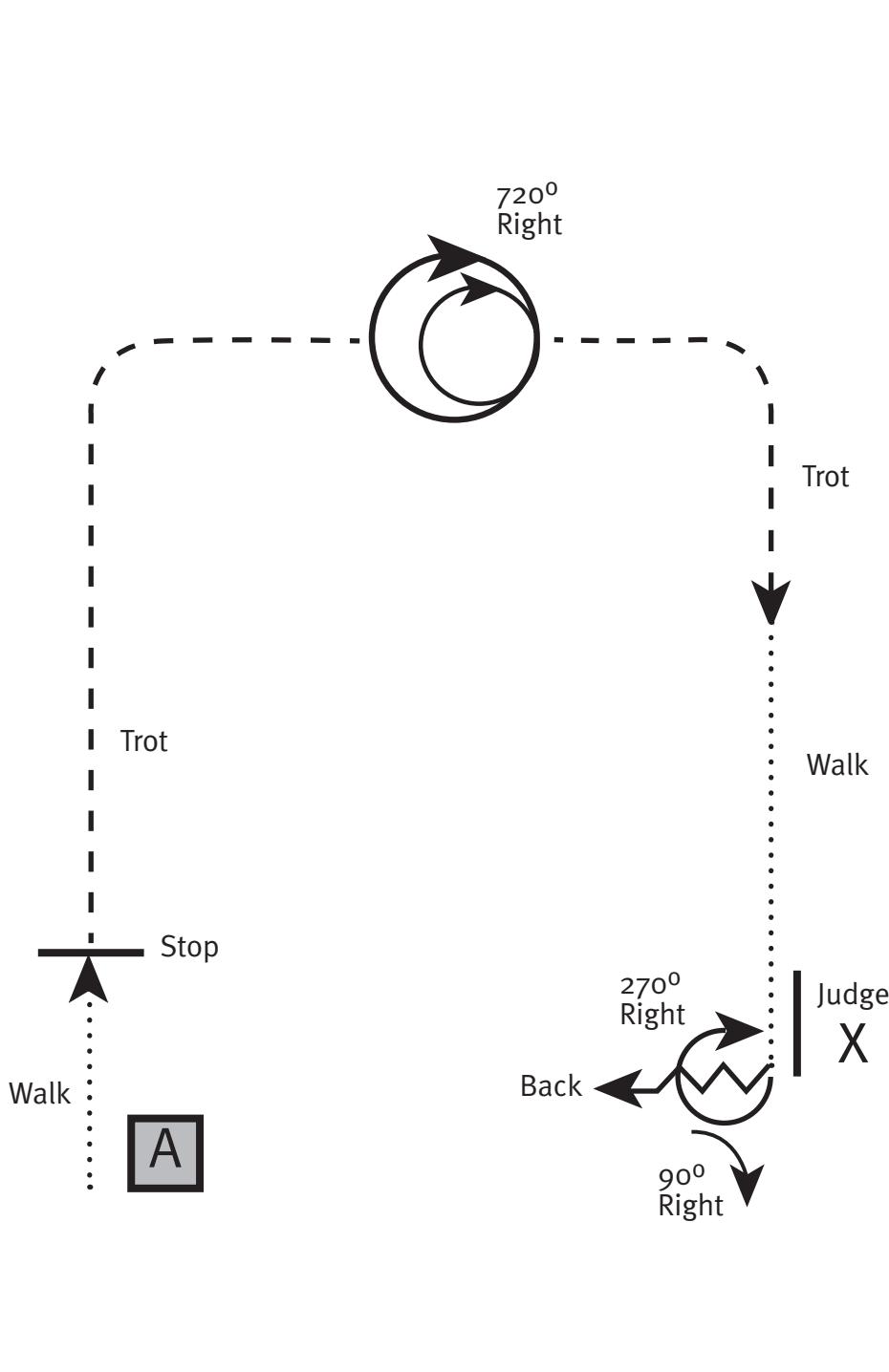
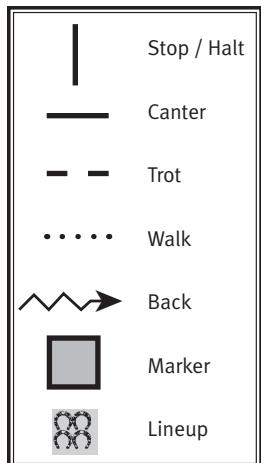
# Showmanship

## LEVEL 2 • PATTERN Y

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

1. Be ready at marker A. Walk until even with judge, halt and set up horse for brief inspection
2. Pick up trot, trot corner and halt
3. Perform a 720-degree turn
4. Trot corner, walk and then stop with hip even with judge
5. Execute a 270-degree turn
6. Set up for inspection
7. Presentation of horse
8. When dismissed, back five steps, perform a 90-degree turn

Return to lineup at a trot or exit arena as directed.

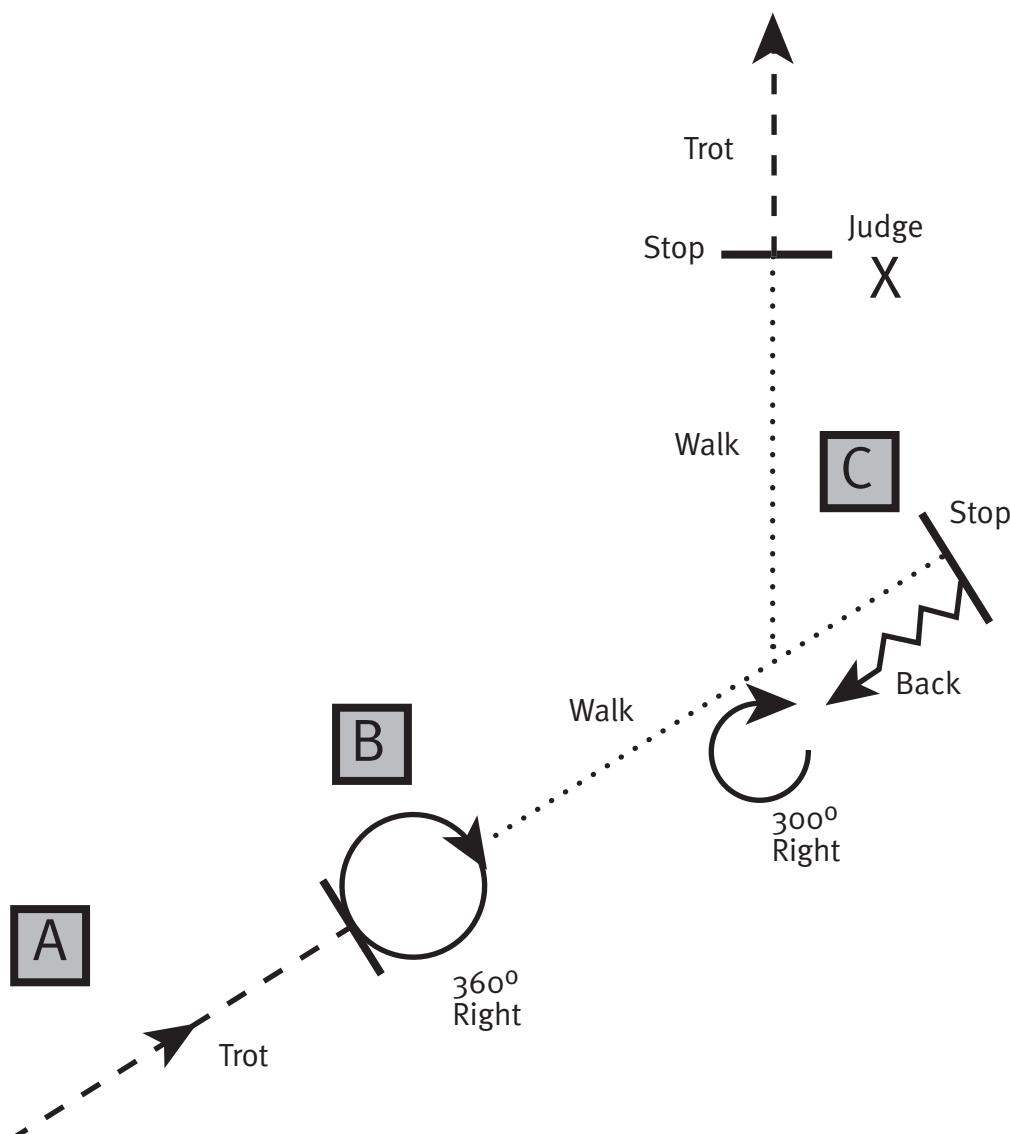


- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of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

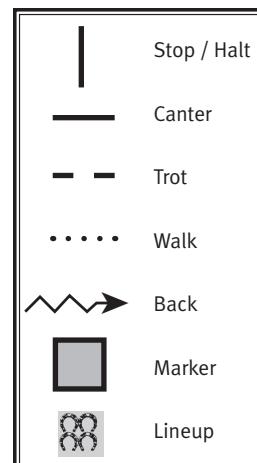
# Showmanship

## LEVEL 2 • PATTERN Z

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



1. Be ready at marker A. Trot from marker A to marker B, halt
2. Execute a 360-degree turn
3. Walk to marker C, halt. Back five steps
4. Execute approximately a 300-degree turn
5. Walk until horse's shoulder is even with judge, halt
6. Set up for inspection
7. Presentation of horse
8. Trot to lineup or exit arena as directed



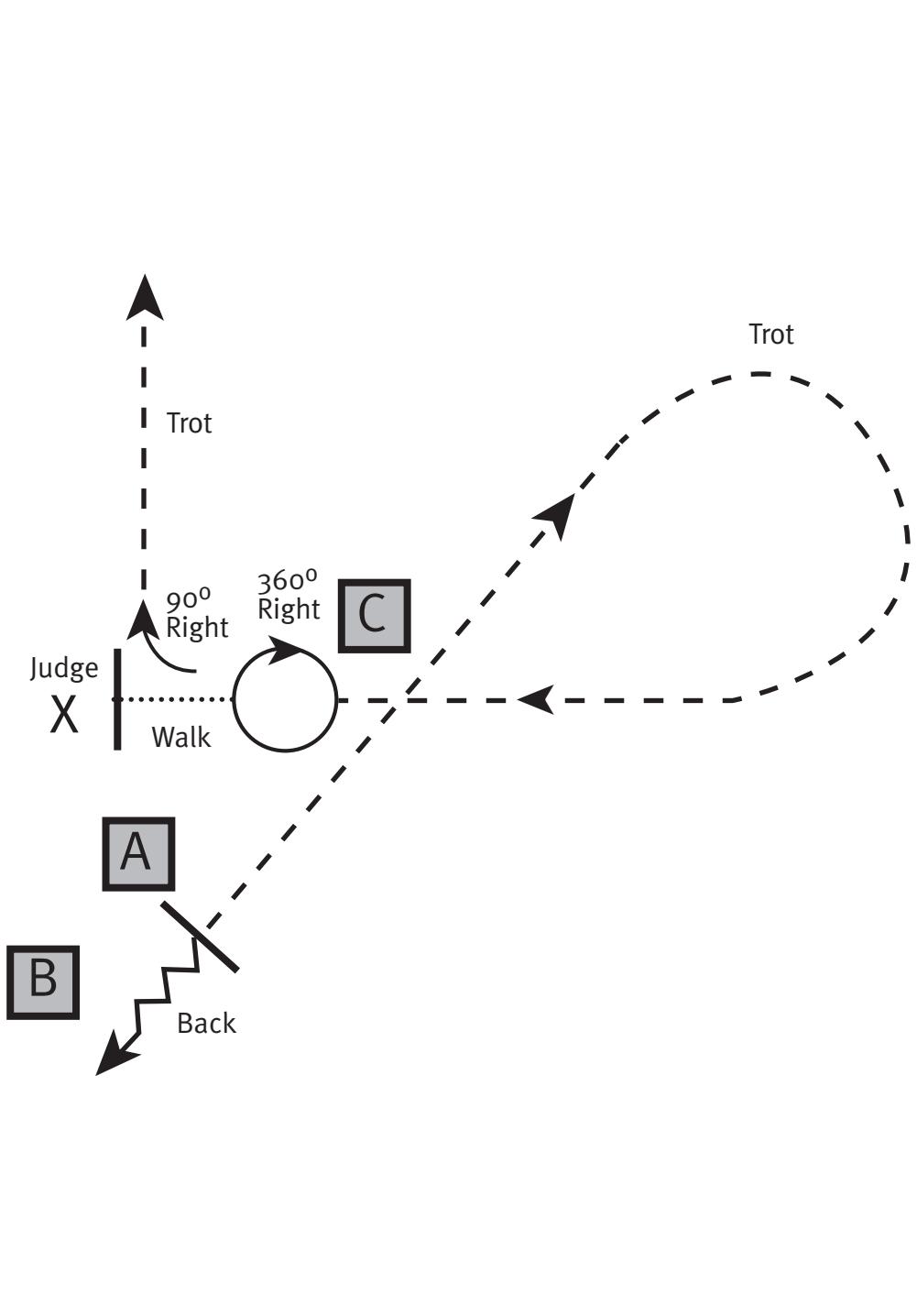
# Showmanship

## LEVEL 2 • PATTERN AA

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

1. Be ready marker A. Back to marker B
2. Trot past marker C and trot a loop back to marker C
3. Halt, execute a 360-degree turn
4. Walk to judge, halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed execute a 90-degree turn and return to lineup at a trot or exit arena as directed

- 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.

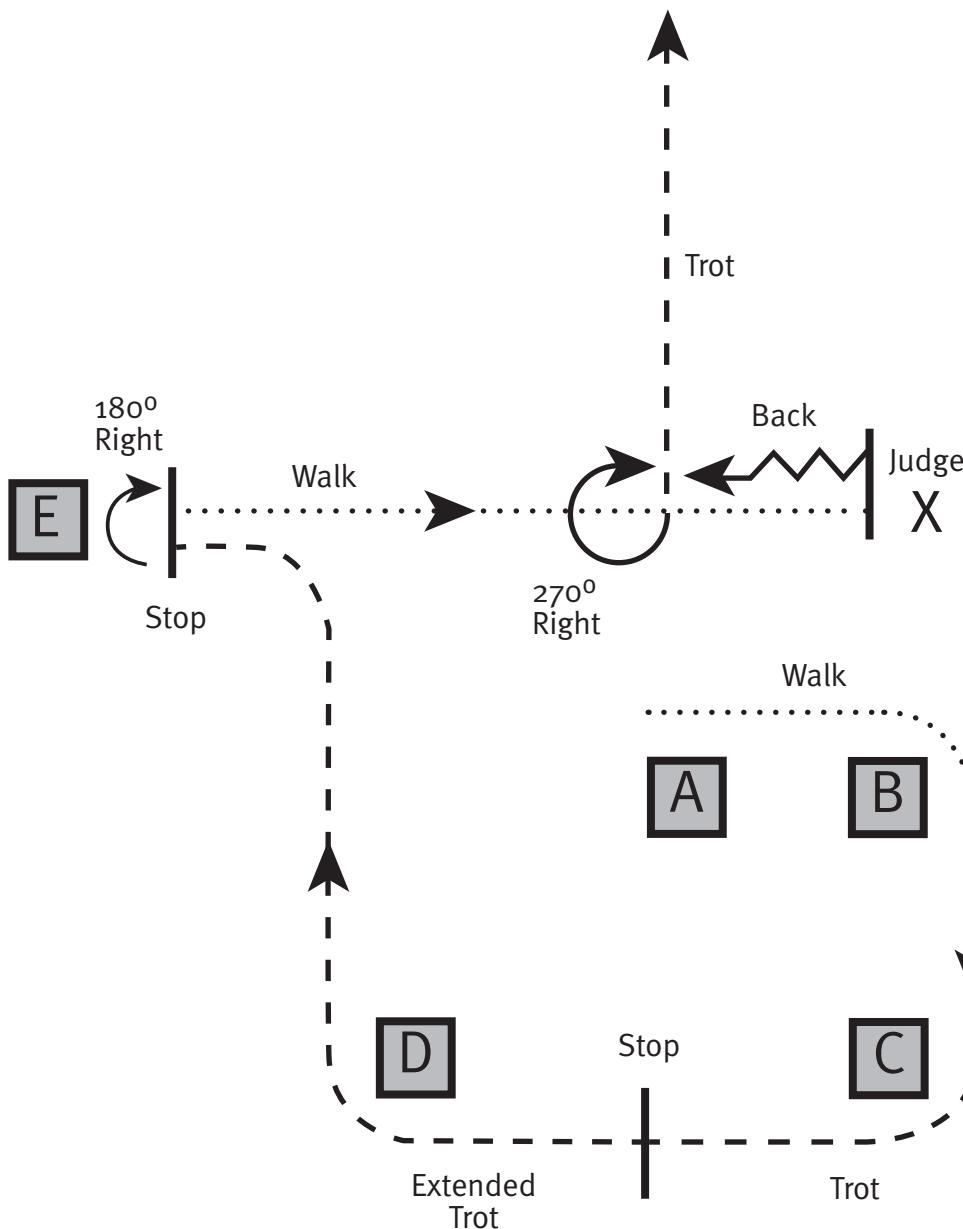


- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of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

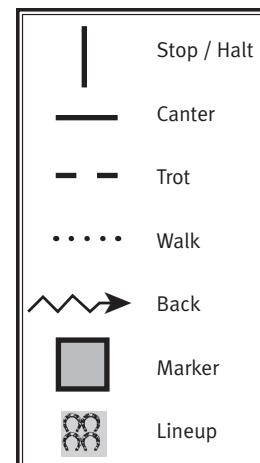
# Showmanship

## LEVEL 2 • PATTERN BB

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



1. Be ready at marker A. Walk around marker B, pick up a trot to marker C and halt
2. Extended trot around marker D to marker E, as drawn, halt
3. Execute a 180-degree turn
4. Walk to judge, set up for inspection
5. Presentation of horse
6. When dismissed back one horse length
7. Execute a 270-degree turn
8. Trot away as drawn and return to lineup at a trot or exit arena as directed



# Showmanship

## LEVEL 2 • PATTERN CC

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

1. Be ready at marker A. Trot around marker B and continue to marker C

2. Walk to marker D and halt

3. Execute a 540-degree turn

4. Walk to judge and set up for inspection

5. Presentation of horse

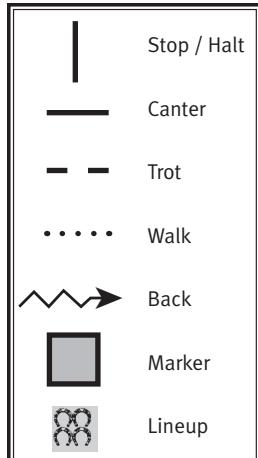
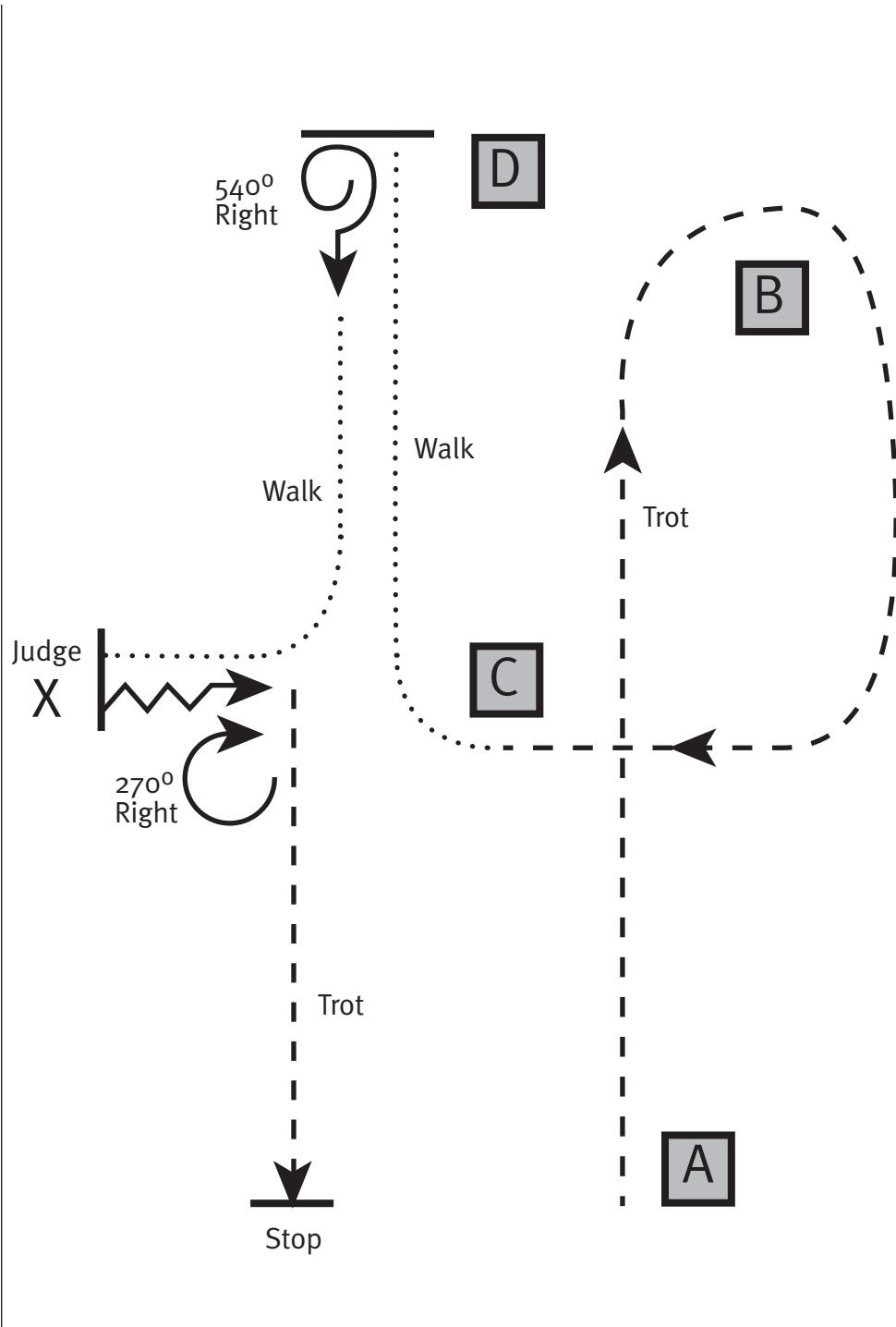
6. When dismissed, back four steps

7. Execute a 270-degree turn

8. Trot until even with marker A and halt

Return to lineup at a trot or exit arena as directed

- 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.

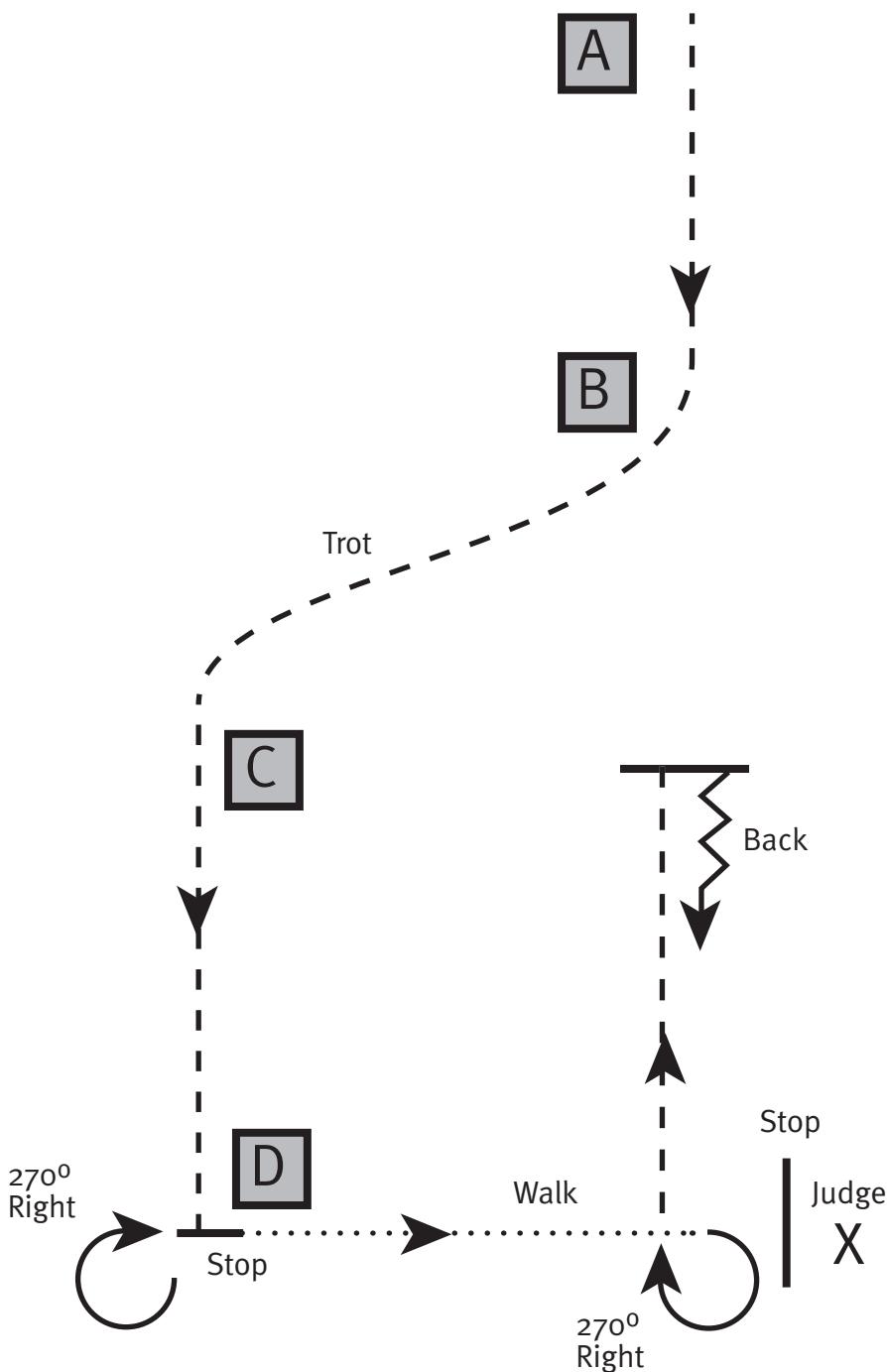


- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of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

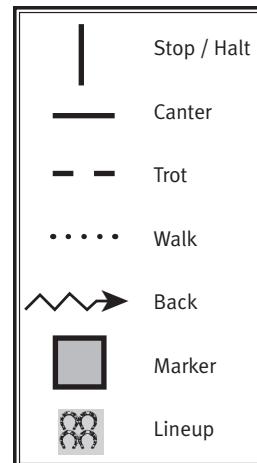
# Showmanship

## LEVEL 2 • PATTERN DD

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



1. Be ready at marker A. Trot around markers B & C, just past marker D, halt
2. Execute a 270-degree turn
3. Walk to judge and set up for inspection
4. Presentation of horse
5. When dismissed, execute a 270-degree turn
6. Trot until even with marker C and halt
7. Back five steps
8. Return to lineup at a trot or exit arena at a trot



# Showmanship

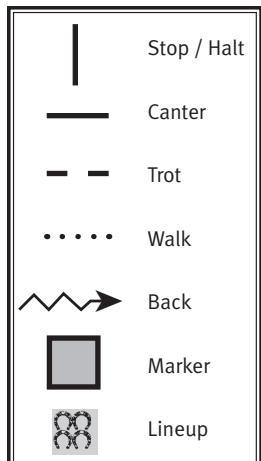
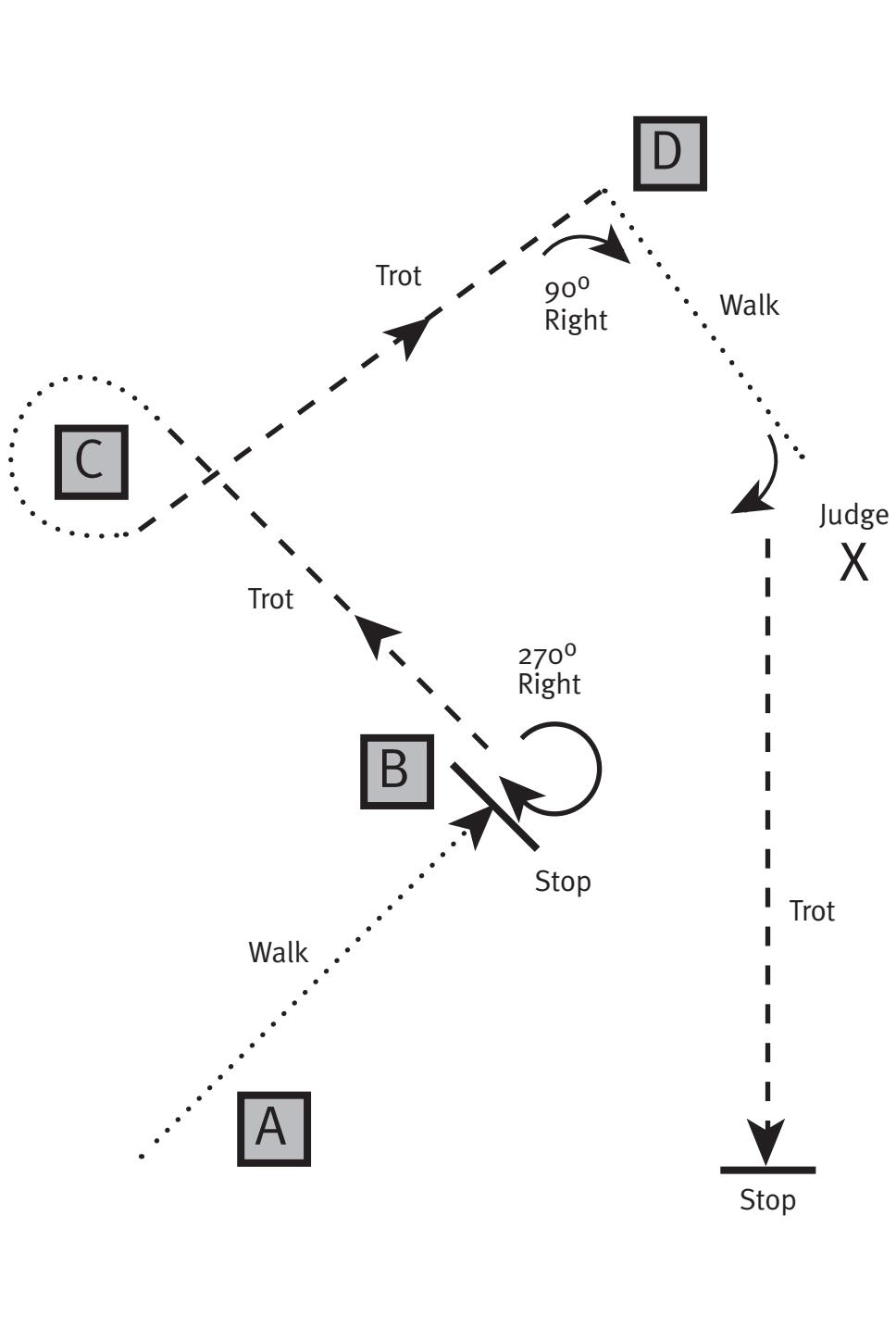
## LEVEL 2 • PATTERN EE

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

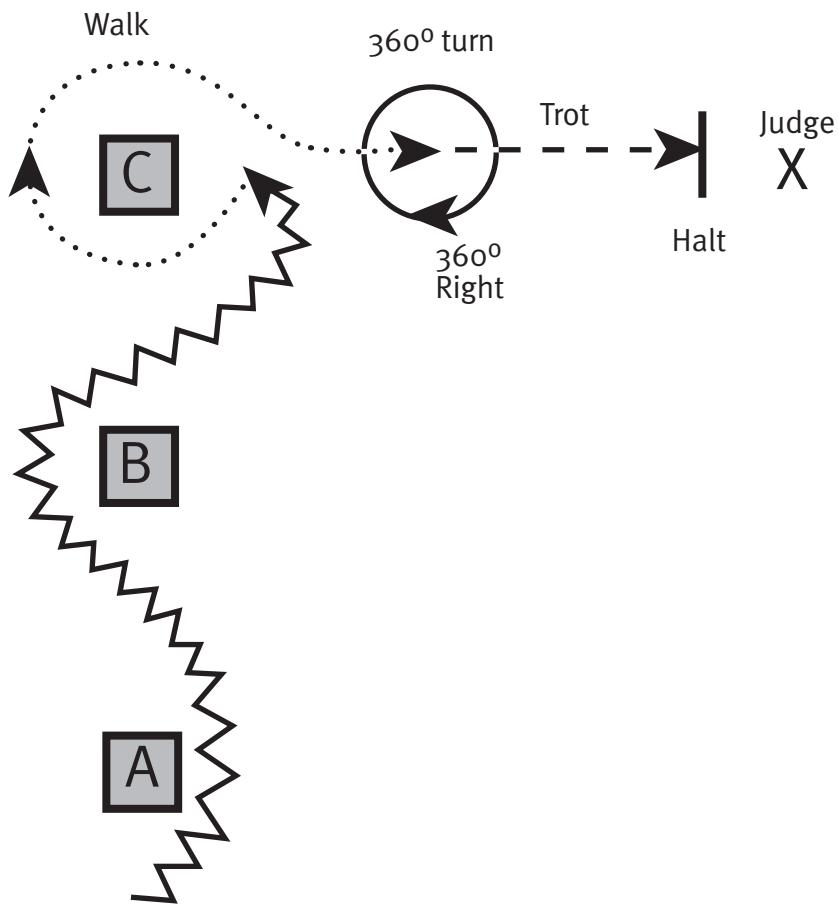
1. Be ready marker A. Walk just past marker B and halt
2. Execute a 270-degree turn
3. Trot to marker C and then walk around marker C
4. Trot to marker D and halt
5. Execute a 90-degree turn, and walk to judge
6. Set up for inspection
7. Presentation of horse
8. When dismissed, turn until clear of judge. Trot until even with marker A and halt

Return to lineup at a trot or exit arena as directed

- 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.



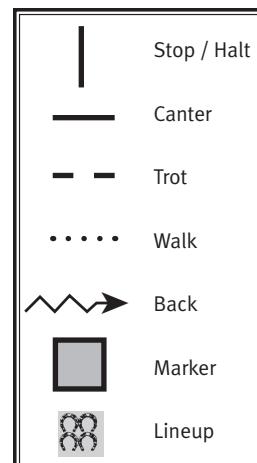
# Showmanship

## LEVEL 2/3 • 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.**

1. Be ready at marker A. Back a serpentine through markers A, B and C
2. Walk around marker C and halt
3. Execute a 360-degree turn
4. Trot to judge and halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed return to lineup at a trot or exit arena as directed



# Showmanship

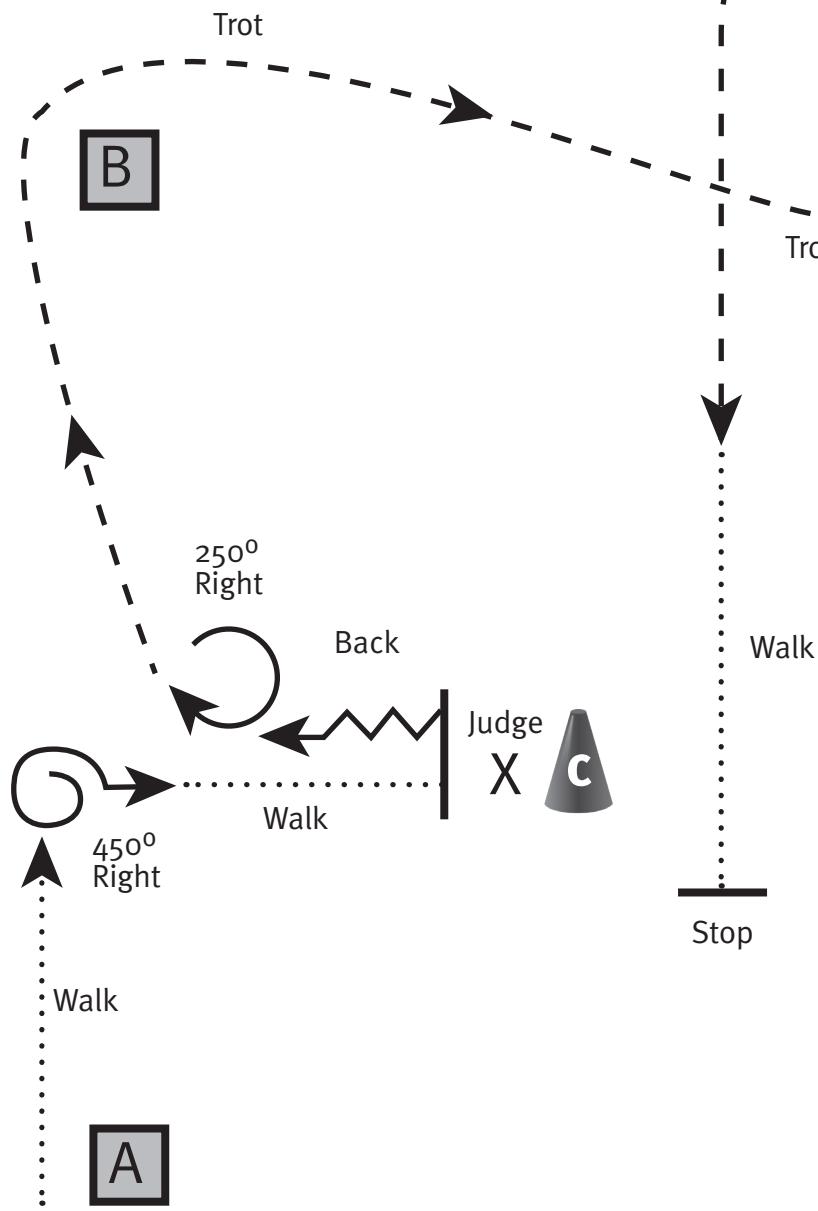
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## Level 3 Patterns

# Showmanship

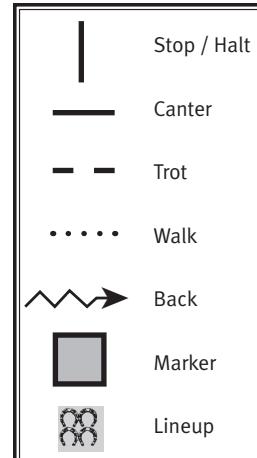
## LEVEL 3 • PATTERN GG

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



1. Be ready at marker A. Walk until even with judge, halt
2. Execute a 450-degree turn
3. Walk to judge, halt and set up for inspection
4. Presentation of horse
5. When dismissed, back four steps
6. Execute approximately a 250-degree turn
7. Trot around markers B & C towards marker D
8. Break to a walk before marker D, walk to D and halt

Return to the lineup at a trot or exit arena as directed

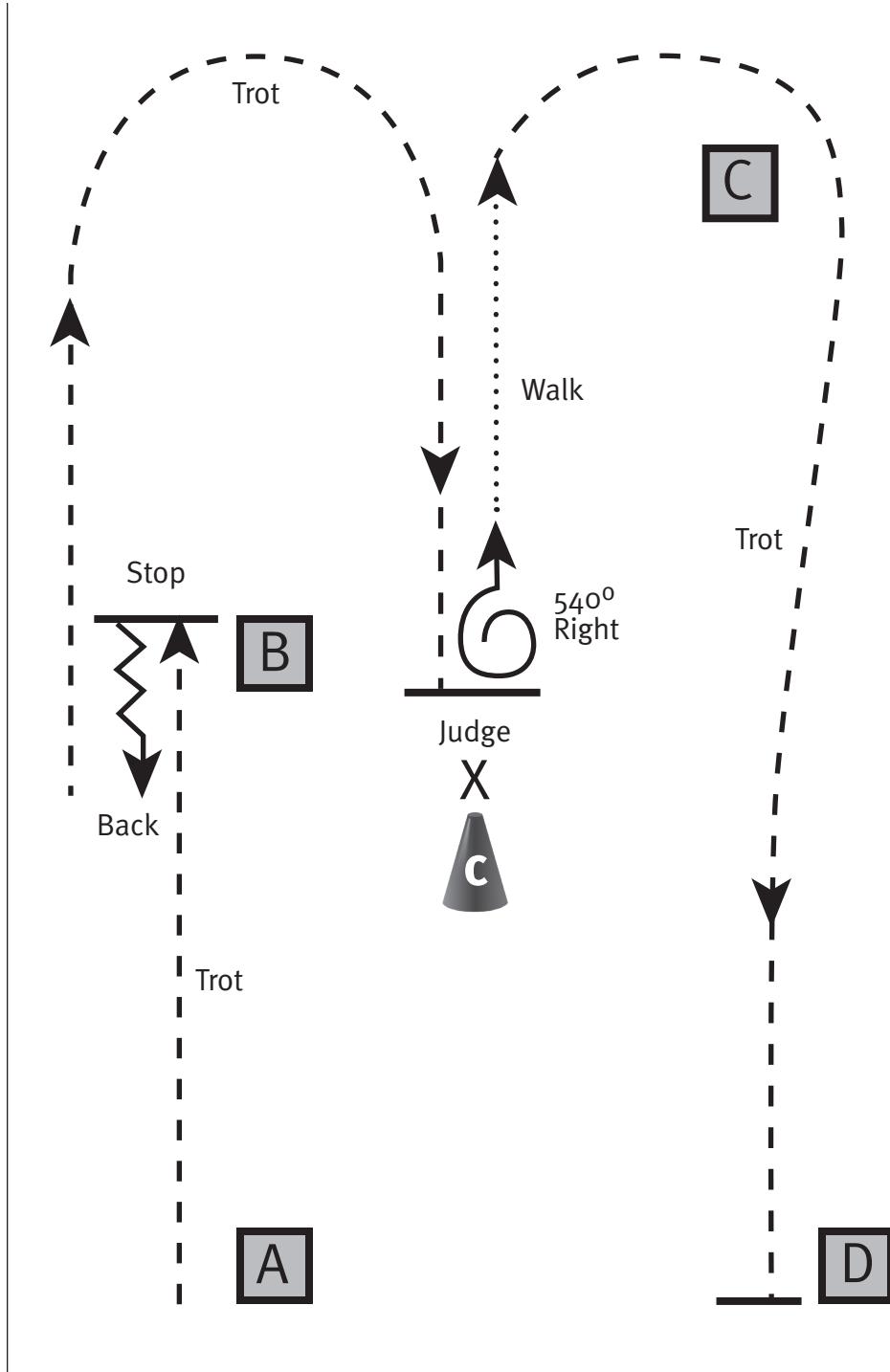
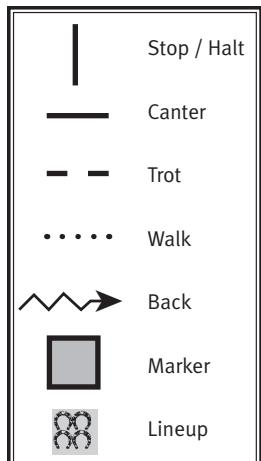


# Showmanship

## LEVEL 3 • PATTERN HH

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

1. Be ready at marker A. Trot to marker B, halt
  2. Back four steps
  3. Trot a curve around marker B to judge, halt
  4. Set up for inspection
  5. Presentation of horse
  6. When dismissed, execute a 540-degree turn
  7. Walk until even with marker C
  8. Trot around marker C to marker D, halt
- Return to lineup at a trot or exit arena as directed.

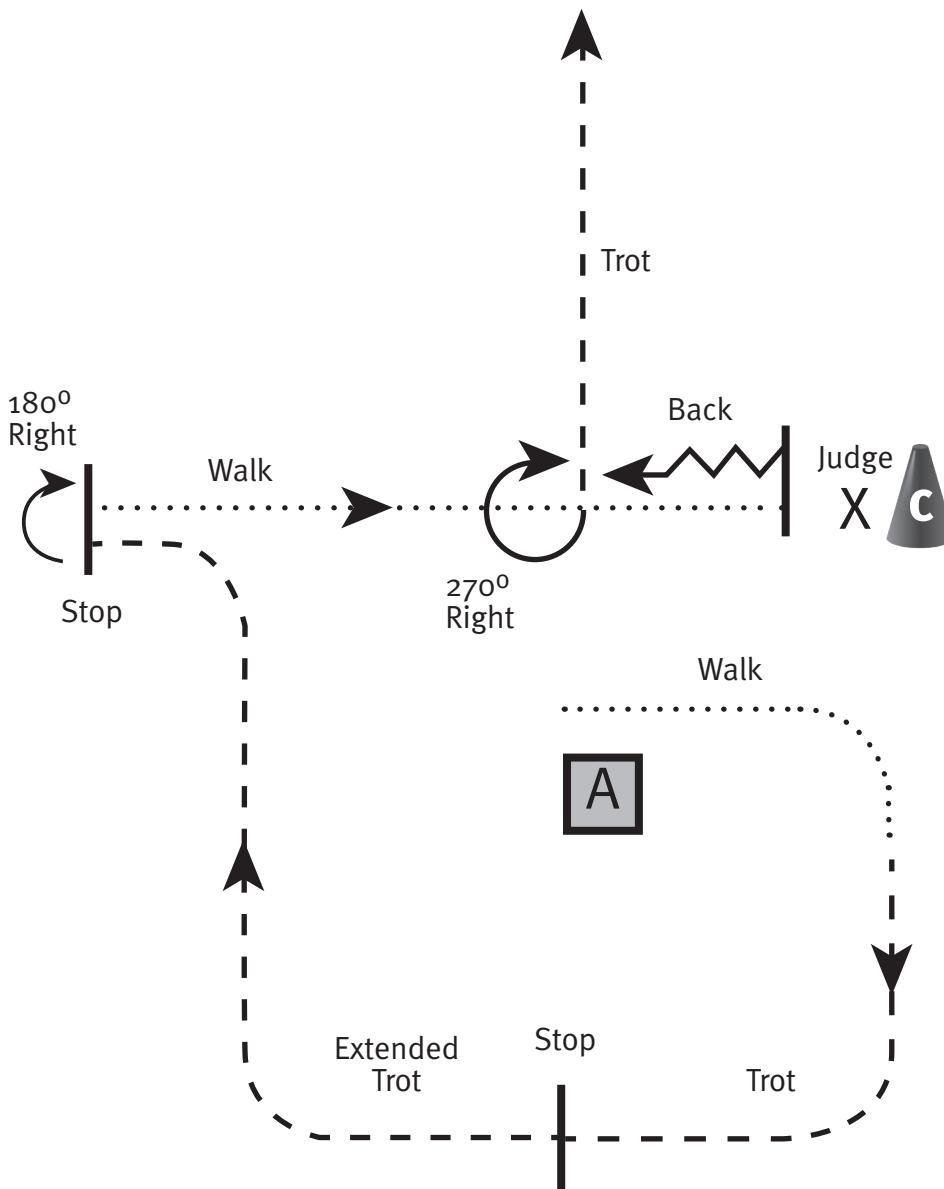


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

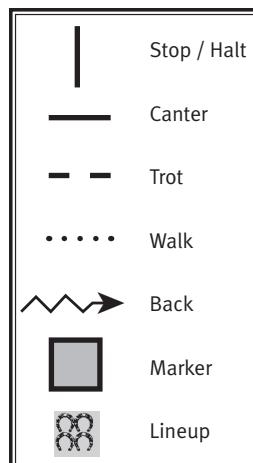
## LEVEL 3 • PATTERN JJ

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



1. Be ready at marker A. Walk out and around corner, pick up trot until even with marker A and halt
  2. Extended trot around corner to left, halt
  3. Execute a 180-degree turn
  4. Walk to judge, halt and set up for inspection
  5. Presentation of horse
  6. When dismissed back one horse length
  7. Execute a 270-degree turn
  8. Trot straightaway as drawn

Return to lineup at a trot or exit arena as directed



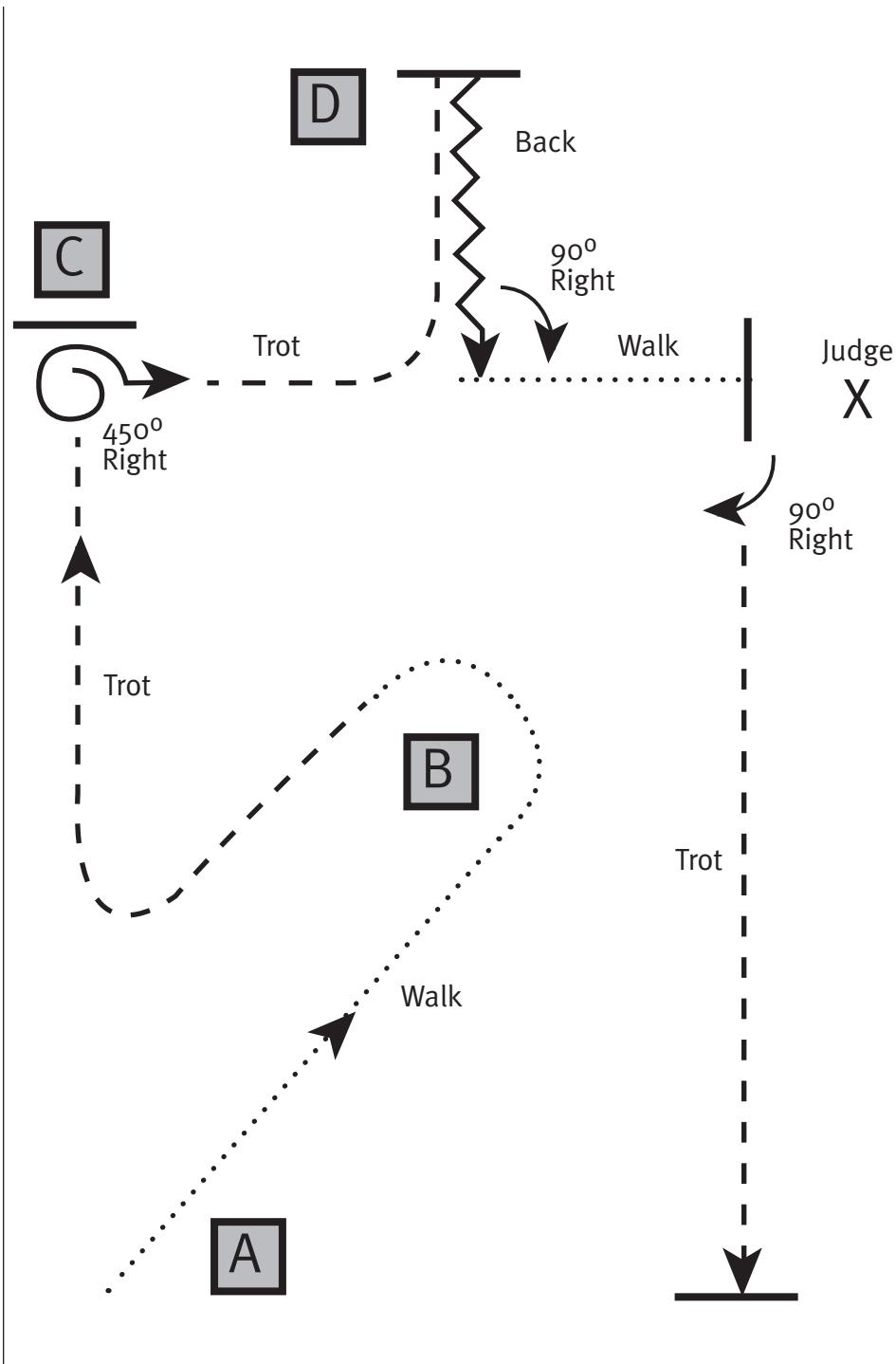
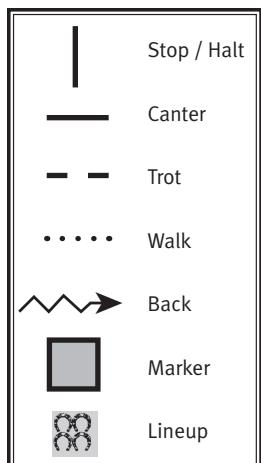
# Showmanship

## LEVEL 3 • PATTERN KK

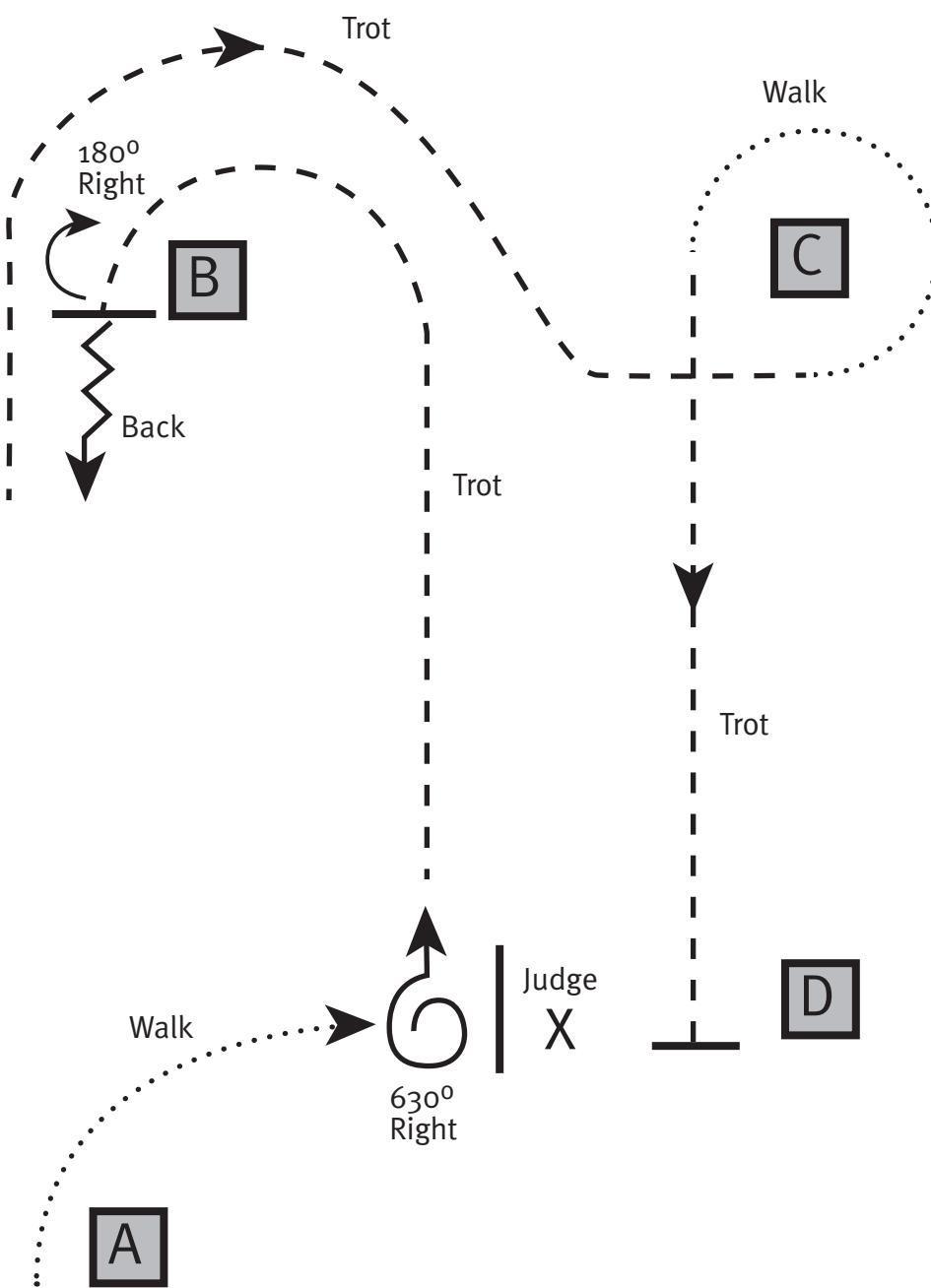
*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*

1. Be ready at marker A. Walk to and around marker B. Trot to marker C and halt
2. Execute a 450-degree turn
3. Trot to marker D, halt
4. Back until even with judge
5. Execute a 90-degree turn and walk to judge, halt
6. Set up for inspection
7. Presentation of horse
8. When dismissed, execute a 90-degree turn, trot until even with marker A and halt

Return to lineup at the trot or exit arena as directed



- 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.



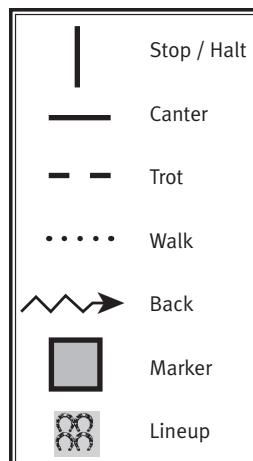
# Showmanship

## LEVEL 3 • PATTERN LL

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

1. Be ready at marker A. Walk to judge, halt and set up for inspection
  2. Presentation of horse
  3. When dismissed execute a 630-degree turn
  4. Trot to marker B and halt
  5. Execute a 180-degree turn
  6. Back four steps
  7. Trot around marker B to marker C, walk around marker C
  8. Trot to marker D and halt

Return to lineup at the trot or exit as directed



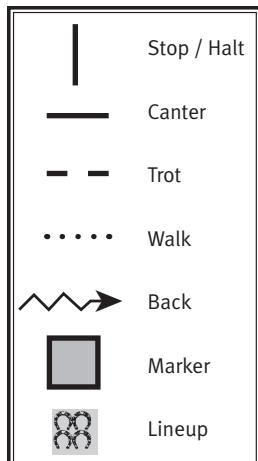
# Showmanship

## LEVEL 3 • PATTERN MM

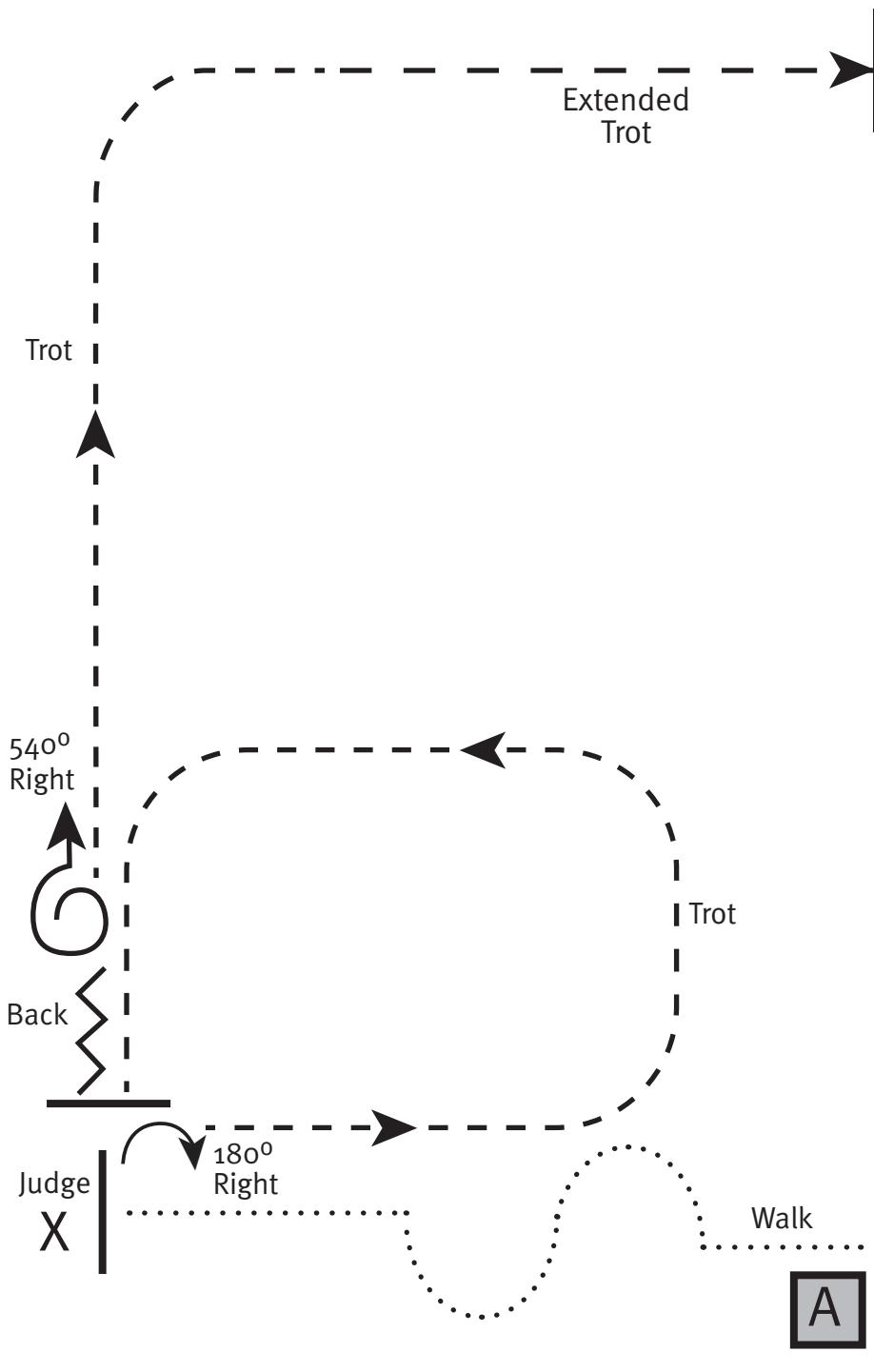
*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*

1. Be ready at marker A. Walk to judge as drawn, halt
  2. Set up for inspection
  3. Presentation of horse
  4. Execute a 180-degree turn
  5. Trot a square, then halt and back
  6. Execute a 540-degree turn
  7. Trot a straight line
  8. Extended trot, halt

Return to the lineup at the trot or exit arena as directed



- 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.

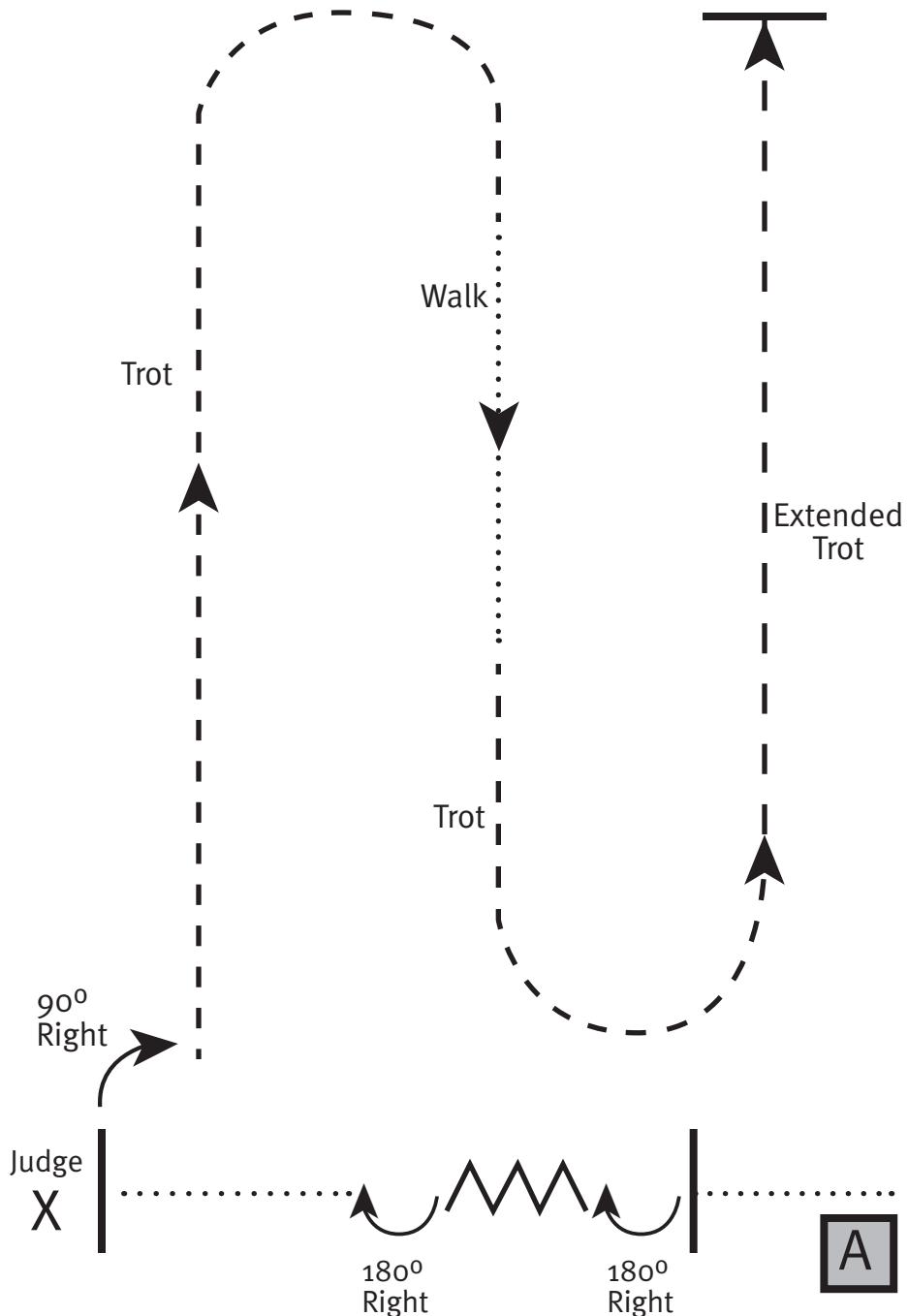


# Showmanship

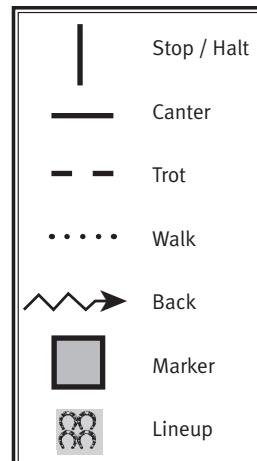
## LEVEL 3 • PATTERN NN

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

- 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.



1. Be ready at marker A. Walk, stop and execute a 180-degree turn
2. Back, execute a 180-degree turn
3. Walk, stop and set up for inspection
4. Presentation of horse
5. When dismissed, execute a 90-degree turn
6. Trot, walk, trot, as drawn
7. Extended trot, halt
8. Return to lineup at the trot or exit as directed

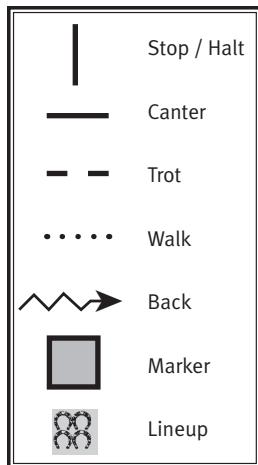
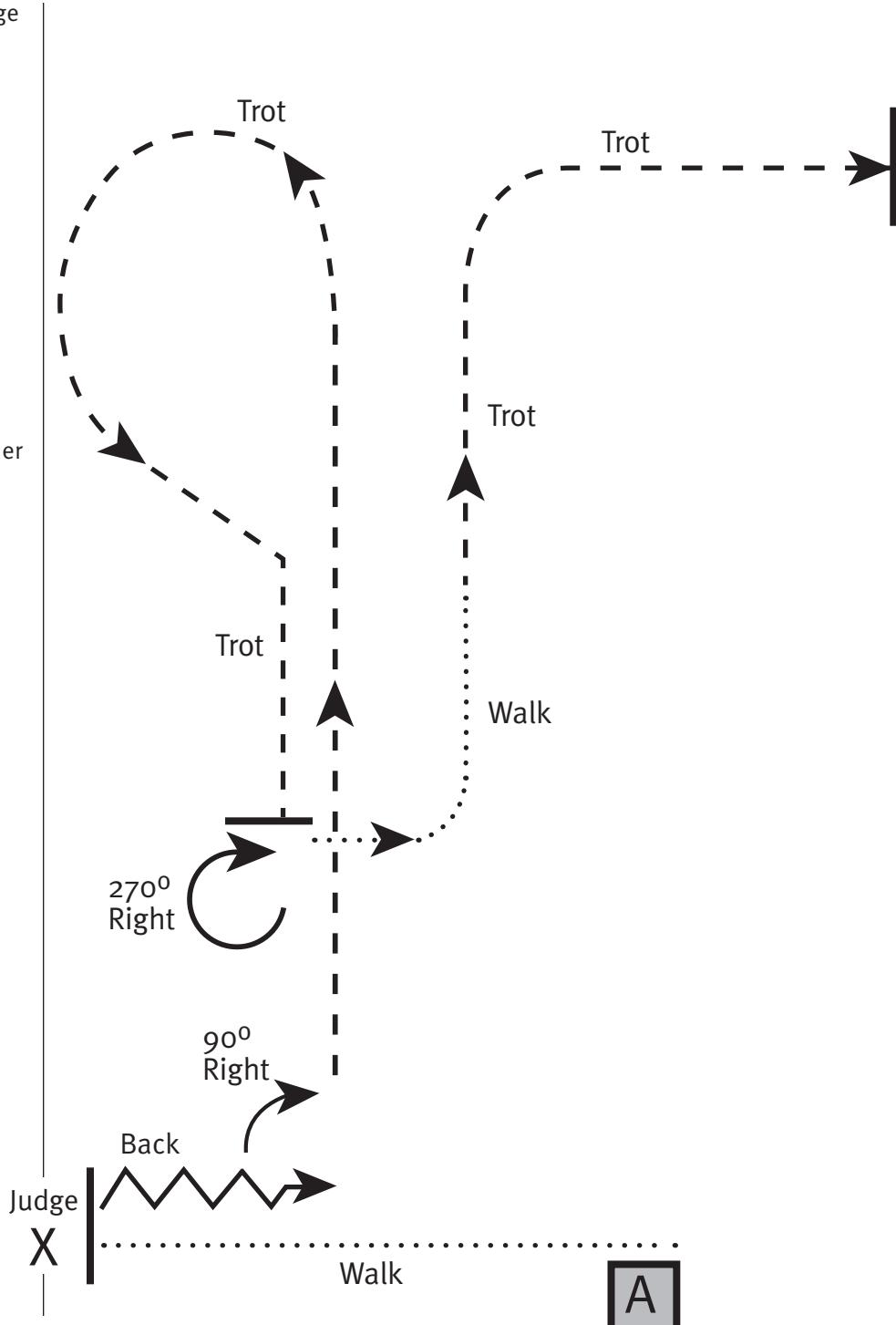


# Showmanship

## LEVEL 3 • PATTERN OO

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

1. Be ready at marker A. Walk to judge and set up for inspection
  2. Presentation of horse
  3. Back one horse length
  4. Execute a 90-degree turn
  5. Trot and halt
  6. Execute a 270-degree turn
  7. Walk, trot and halt, as drawn
  8. Return to lineup at the trot or either as directed

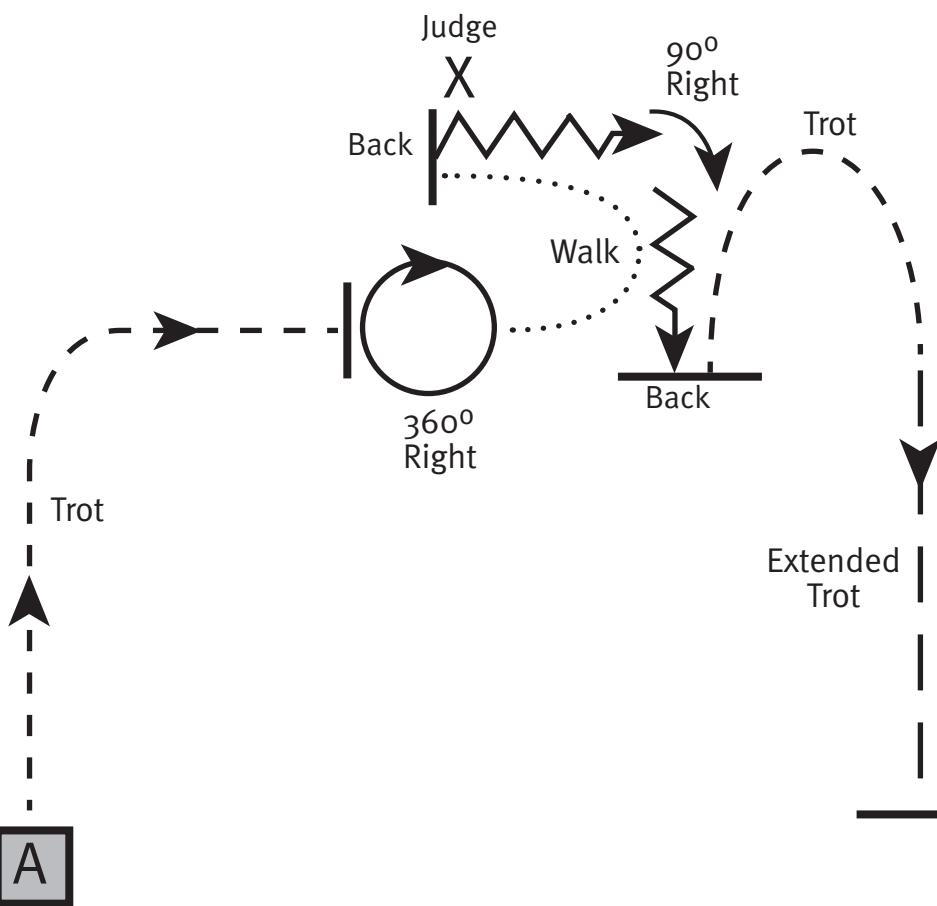


# Showmanship

## LEVEL 3 • PATTERN PP

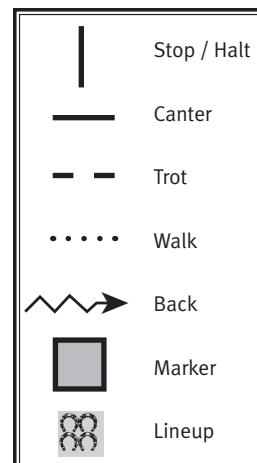
*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*

- 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.



1. Be ready at marker A. Trot as drawn and halt
2. Execute a 360-degree turn
3. Walk, stop when horse's hip is even with judge
4. Set up for inspection
5. Presentation of horse
6. When dismissed, back, execute a 90-degree turn
7. Back and then trot as drawn
8. Extended trot to gate and halt

Return to line up or exit arena as directed



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