

7/29/2020

STATE

Date: _____

District: _____

CLASS: SHOWMANSHIP - PATTERN #4

HIGH SCHOOL: _____

ATHLETE #: _____

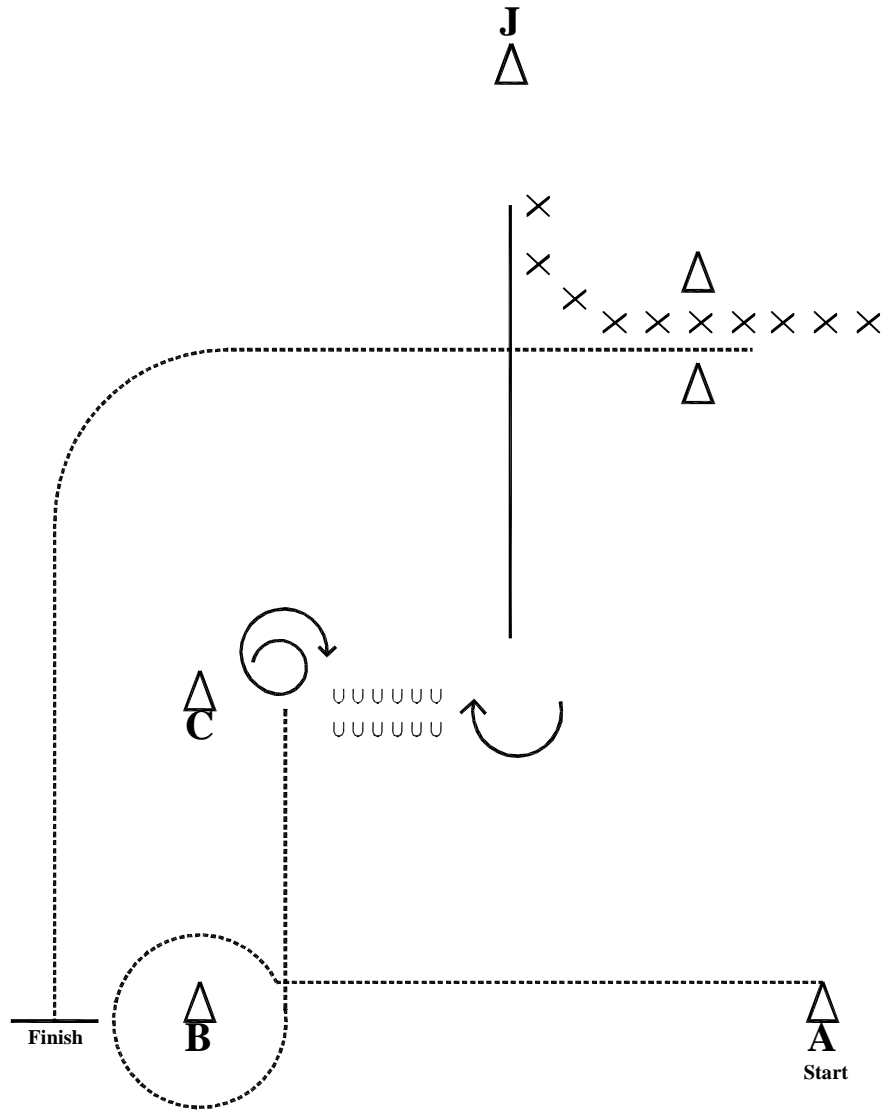
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at cone 'A' facing cone B. When acknowledged, trot off side towards cone 'B'		
2.	Circle cone 'B' twice to left and trot to cone 'C', halt		
3.	540° right forehand turn		
4.	Sidepass to the left until even with judge		
5.	180° right forehand turn.		
6.	Change sides, walk to judge, set up for inspection		
7.	Back around cone and completely through cones		
8.	Trot through cones until even with cone 'B'		
9.	Halt and set up		
10.	Overall Showmanship		

Judge's Signature: _____

Expectations:

- We are looking for the athlete to create a presence that convinces the judge and audience that their horse is the best, and that they have successfully completed every element of the pattern.
- Eye contact with the judge, crisp body communication, and facial expression are important.
- Changes of sides should allow the willingness of the horse to yield to the athlete under any condition.
- Condition of coat, feet, mane, and tail does count in this class. Handler and horse should be neat, clean and well groomed.
- Horse should display no resistance - lead rope and halter should be properly adjusted and appear to not be necessary in the horse's performance.
- Handler should not touch the horse to cue for movements. Athletes touching their horse should not expect a zero for that maneuver, but will be marked down.
- Correct hand positioning should be used to cue for each maneuver, including standing at cone to start. Right haunch turn should be performed with handler's right hand at top of lead. Left haunch turn should be performed with the handler's left hand at top of the lead.
- Athletes may or may not change hands to back, sidepass, or do a forehand turn. Either is equally acceptable.

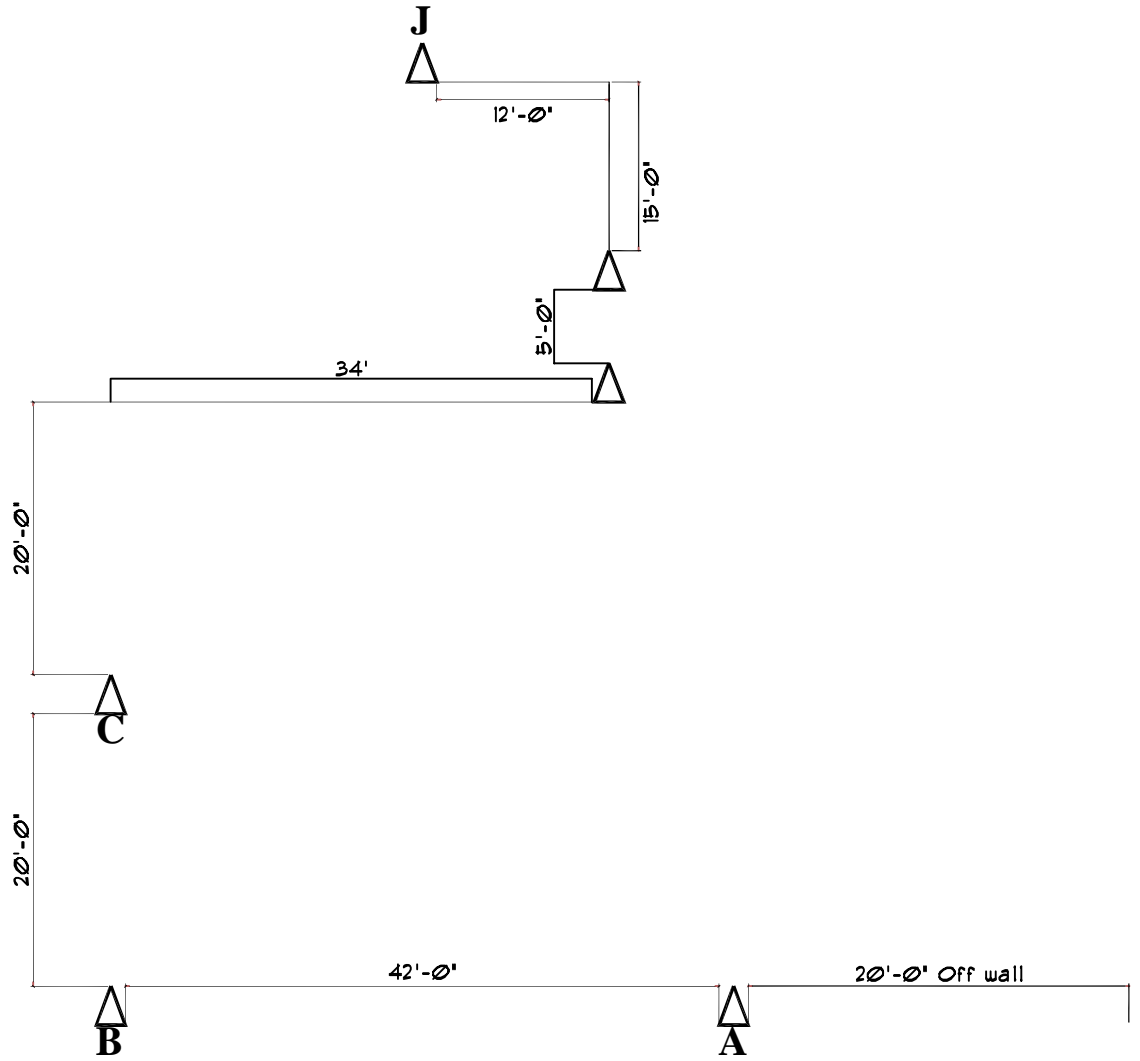
#4.16.20.24



Note: Start cone is 20' off of side wall.

**OHSET
STATE
Pattern #4
Showmanship**
#4.16.20.24 Revised 2-19-2024

Legend :	
Walk	—————
Jog / Trot	-----
Back	XXXXXXXX
Sidepass	UUUUUU
Start Cone	Δ



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