

12/9/2018

Date: _____

District: _____

CLASS: SHOWMANSHIP - PATTERN #3

HIGH SCHOOL: _____

ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Begin at cone, when acknowledged, offside walk 1/4 way to judge		
2.	Halt, 270° left haunch turn		
3.	Trot serpentine loop to the left		
4.	Halt in line with judge		
5.	Move to near side, 270° right haunch turn		
6.	Back two lengths		
7.	Trot ahead and serpentine to the right		
8.	Transition to walk as you turn toward the judge		
9.	Halt at judge and set up for inspection		
10.	When excused, sidepass left six crossovers		
11.	Move to near side, 180° left forehand turn		
12.	Extended trot until even with cone		
13.	Halt and present. Wait to be excused		
14.	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 and crisp body movements is important.
- Changing of sides should demonstrate 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.
- Athletes may or may not change hands to back. Either is equally acceptable.