

St. Clair County 4H Miniature Horse Rule Book

Updated 2018

Taken from AMHR and Michigan State 4H Rule Book

Showmanship

A. In Showmanship classes, exhibitors are to show to the presiding Judge only. Below are points on which showmanship classes are to be judged. Only the handler is judged. The horse is merely a prop to show the showmanship ability of the handler. Management must choose and post the showmanship patterns.

B. Appearance of exhibitor:

1. 10 points – clothes and person neat and clean. Suitable clothes: hats, boots, long sleeve shirts and gloves are required.

C. Appearance of horse:

1. 40 points – conformation not to be a factor.

a. 15 Points – conditioning b. 15 points – grooming of horse c. 5 points – trimming d. 5 points – tack

D. Showing horse in ring: 50 points. The Judge will use one of the following three ring patterns in judging this class. Judge will discuss the selected pattern with contestants prior to class. The selected pattern must be posted two hours before the start of the class.

1. Leading: 15 points

Enter ring leading animal at an alert walk in a counter-clockwise direction. Walk on animal's left side, holding lead shank in right hand near halter. The remaining portion of the lead is held neatly and safely in left hand. Animal should lead readily at a walk. After Judge has lined up the class in front of spectators, he or she will call on each exhibitor individually to move his or her horse individually. When moving horse, be sure that the Judge gets a clear, unobstructed view of the horse's action. Allow the horse sufficient lead to move freely the required distance, stop, and turn to the right around the horse. Exhibitor should perform the showmanship pattern as directed by the Judge or Ring Steward.

2. Posing: 15 points

When posing your horse, stand toward the front facing the horse, but always in a position where you can keep your eye on the Judge. Pose your miniature with his feet squarely under him. Do most of your showing with the lead strap. Never touch or kick the horse's leg into position. Do not crowd the exhibitor next to you when in a side-by-side position, or in front of or behind you when lined up head to tail. When Judge is observing other animals, let yours stand if posed reasonably well. Be natural. Over showing, undue fussing, and maneuvering are objectionable.

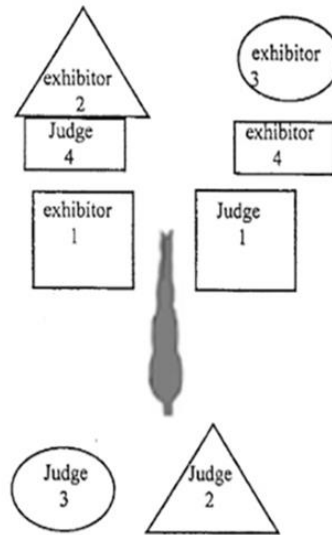
3. Poise, alertness, and merits: 20 points

Keep alert and be aware of the position of the Judge at all times. Do not be distracted by persons or things outside the ring. Show the animal at all times. Be courteous and sportsmanlike at all times. Recognize quickly and correct faults of your horse. Respond quickly to requests from Judges and

officials. Keep showing until the entire class has been placed and excused from the ring. A Judge may ask an exhibitor questions (Example: exhibitor number, horse's age, body parts of horse, etc.) At his/her discretion a Judge may ask an exhibitor for an additional test after completion of one of the set patterns.

E. The half system will be used in exhibiting your horse.

Half System to be used in exhibiting your pony or horse.



Exhibitor must be on the opposite half of the pony/horse from the judge. When Judge is in position 1 then exhibitor should be in position 1, when Judge is in position 2 then exhibitor should be in position 2, etc.

F. Patterns for Showmanship may be selected from the Appendix of the Rulebook.

Horse shall be shown with full mane and tail (no full roach). Mane and tail length shall be left to the decision and discretion of the exhibitor. Thinning, pulling, shortening, etc., of a mane and tail is permissible.

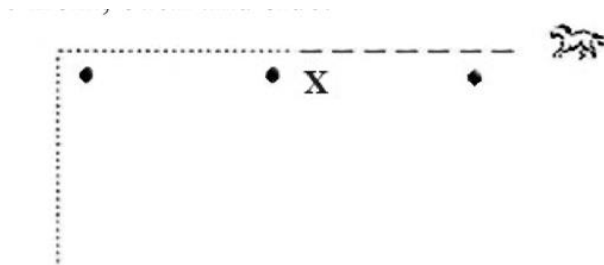
The Miniature Horse is to be shown to its best advantage. It is preferred that the horse stand square. The Judge at his or her discretion may ask to have the horse stand square, which means all four feet are flat on the ground and at least one front and one rear cannon bone perpendicular to the ground.

Horses may be clipped or shown in full coat.

Horses may be shown with or without polished hooves.

Halter

A. Horses to be shown in halter at a walk and trot. Judge to ask for horse to walk past them and trot away; horse to turn 90 degrees making an "L" and continue to trot into line up. This allows the judge to view the movement from the front, back and side.



X Judge

Walk - - - - -

Trot

B. The Miniature Horse is to be shown to its best advantage. It is preferred that the horse stand square. The Judge at his or her discretion may ask to have the horse stand square, which means all four feet are flat on the ground and at least one front and one rear cannon bone perpendicular to the ground.

C. Horses may be clipped or shown in full coat.

D. Horses may be shown with or without polished hooves.

E. Horses must be serviceably sound, in good condition, and well-groomed. Transmissible weakness and unsoundness to be penalized.

Obstacle Halter/Driving

Exhibitor's Dress for In Hand Obstacle, Hunter, Driving, and Driving obstacle:

It is the tradition of the show ring that handlers and drivers be correctly attired for their classes. Horse and handler must look their best. No farm, individual or horses names may be displayed on exhibitor. Dress for the youth exhibitor should be appropriate for purpose. Dress should be safe, neat, and clean for the Rider, Driver, or Exhibitor. Boots are required. No T-shirts, shorts, skirts above the knee, or strapless tops allowed.

A. General Rules:

1. The obstacle course must be posted at the Show Office not less than two hours prior to the class.
2. Horses must be at least one year old for halter obstacle and three years old for obstacle driving.
3. An exhibitor may not show before a Judge in classes where he/she (the exhibitor) has designed the course in that class.

4. Horse can only be shown by one exhibitor per class.
 5. All obstacles must be numbered on the course in order of sequence.
- B. Classes will be judged 100% on the manner of horse's performance through the course.
- C. There is a sixty second time limit to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle. Refusals of three (3) obstacles shall be cause for disqualification.
- D. Cantering is penalized in obstacle driving.
- E. Obstacle requirements:
1. Must be a minimum of 5 and maximum of 8 obstacles.
 2. Tires and stair steps are prohibited.
 3. Jumps are prohibited.
 4. Round pipes or rails are prohibited for ground rails in the in-hand classes unless they are secured. Flat or square rails can be used.

In shows where more than one obstacle class is offered, at least three of the obstacles must be different or the manner of performance through obstacles must be varied for the class.

Edible treats to encourage an animal to perform one of the obstacles are not allowed.

All obstacles should be safe for exhibitors as well as for horses.

I. The following will result in elimination from the class and no points, ribbons or awards will be presented.

Off course – defined as:

- a. Taking an obstacle from the wrong side.
 - b. Negotiating an obstacle from the wrong direction.
 - c. Skipping an obstacle unless directed by judge.
 - d. Negotiating in the wrong sequence.
2. Attendants interfering with the performance of the individual or equine. .
 3. Miniature horse leaving the obstacle course.
 4. No physically moving or coercing the horse by touching. It is to be the judge's discretion to disqualify.

Hunter Jumping

A. General Rules

1. The courses for hunter classes must be posted at least two hours prior to the scheduled time of the class.

2. Course diagrams must show, with arrows, the direction each obstacle must be taken, and markers or a line must indicate the start and finish of the course.

3. All jumps in hunter courses must be numbered on the course in order of sequence.

4. The minimum age for a horse to enter the hunter class is 3 years old.

5. The person showing a hunter cannot jump the course with the horse.

6. Hunters may show with braided manes and tails in the manner of their larger counterparts.

7. Judge(s) and Steward shall walk Hunter course with designer and exhibitors prior to start of class. 8. All jumps used in performance classes must be collapsible.

1. Hunters are to be judged on:

a. Style, manners, and way of going.

b. Preference given to those horses that cover the course at an even pace, with free flowing strides, such as a brisk trot or canter, must maintain same gait throughout the entire course.

c. Circling once upon entering the ring and once upon leaving the ring is permissible.

d. Charging fences or not maintaining the same gait throughout the entire class should be penalized.

e. Finalists to be trotted past the Judge(s) for soundness check. Any unsound horse will be eliminated.

f. Horses shall not be required to re-jump the course.

2. Jumps:

a. There will be a minimum of four fences and a maximum of six fences.

b. The fences can range in height from twelve to twenty-four inches (in the jump-off this will change to a minimum of twelve to a maximum of thirty inches).

c. Jumps should be of attractive design but constructed of a material so as not to cause danger to the horse.

d. All jumps must be at least five feet in width, no wider than six feet, with a minimum of twenty feet between jumps, with the exceptions of an in and out.

e. All jumps must have a ground pole.

f. Jump standards may not be higher than 40".

g. No wings or additions are allowed outside the jump standards.

h. All jumps in hunter courses must be numbered on the course in order of sequence.

i. An In and Out Jump is considered one obstacle and scored as such. Refusal of one element of an In and Out Jump requires the retaking of both elements. The distance between the two jumps of an In and Out Jump should be 10-12 feet. An In and Out Jump should never be the first jump in the course.

j. Fences – Obstacles should simulate those found in hunting, such as natural post and rail, brush, stone wall, white board gate, hedge, oxer, etc.

Causes for elimination in Hunter classes:

- a. Three (3) refusals
- b. Off Course
- c. Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal or when following a course design).
- d. Fall of horse or exhibitor
- e. Jumping of obstacle by exhibitor
- f. Carrying a whip
- g. An unsound horse

Major faults to be scored:

- a. Knockdowns
- b. Touches
- c. Refusals
- d. Bucking or Kicking
- e. Spooking or shying
- f. Wringing of tail
- g. Showing an obstacle to horse
- h. Not maintaining an even pace

Driving

Driving Safety - The following are considered best practice guidelines for Safety and will serve as rules for shows and ASPC/AMHR/ASPR sanctioned events.

A. All persons involved in driving – drivers, grooms, competition officials, spectators, etc., should place safety first.

1. Horses should never be left unattended while hitched to a vehicle.
2. A driver should never allow passengers to enter a vehicle until driver is seated with reins in hand and driver must never dismount while passengers are in the vehicle.

3. Header- Must be 16 years or older. Enter the ring when the line-up is called, May assist in setting up the animal, Stands two paces back from the horses head and will remain there, except in emergency, until the Judge's card(s) are turned in, The header should not step back to allow judge in between horse and header, Headers are Required in all youth driving classes, and All headers should be appropriately attired.

4. For safety reasons any unruly pony/horse, unsafe vehicle, unsafe equipment or unsafe hitching of horse(s) may be excused from the ring by the judge, ring master, or Steward. An exhibitor cannot protest this action.

5. All rules of the road should be observed unless officials direct otherwise.

6. Excessively large classes may be divided by management or Judge, as conditions warrant.

7. All driving horses shall show on the rail at all times except while passing. The Judge is to take this into consideration while judging and horses shown off the rail shall be penalized.

8. Exhibitor numbers may be worn on the back of the exhibitor or attached to the back and/or sides of the cart in an easily visible position for all driving divisions, except Roadster which the number must be worn on the back of the exhibitor.

9. It is permissible for a driver to talk to a horse in a subdued tone of voice, although a driver should strive to control the horse's movement with a minimum of vocal aids. Talking loud, whistling, or shouting at a horse is not acceptable.

10. No entry may leave the ring after judging has begun without the permission of the Judge or ring steward.

11. During the class, minor adjustments to harness may be made upon permission from the Judge. A groom may assist with the adjustment without penalty (a time out). See Current USEF Rule Book, General Rule (GR)833.

a. The time out shall be clocked and the adjustment or repair is not to exceed 5 minutes.

b. Only one time out per class per entry is allowed and must not exceed the 5 minutes allowed.

c. After the class has begun no groom may enter the ring without permission of the Judge.

12. If the class or ring size justifies the Judge may ask the horses to reverse on the diagonal for safety reasons. The Judge may ask for a reverse on the diagonal at a walk or collected trot.

13. Any exhibitor may wear protective headgear (Certified ASTM/SEI Equine Helmet) in any division or class without penalty from the judge(s)

Driving Division – General Rules- All Three types of driving will be Shown together See below to find what your horse is best suited for: Pleasure, Country Pleasure, or Western Country Pleasure.

A. Guidance: The driving division was founded for the purpose of developing and furthering the art and sport of driving for pleasure. A complete knowledge of and compliance with the rules are essential.

B. The only person to handle the reins, under penalty of elimination, is the driver. No change of driver is permitted during any class.

C. In Youth Driving, an attendant 16 years of age or older is allowed in the vehicle with the youth, but not required. The youth shall be in full control of the horse without assistance.

D. Dress Code: Headers, Drivers and their passengers should be dressed appropriately. Dress in the show ring is to complement the overall appearance of the unit, not take away from the appearance.

1. Hats may or may not be worn by gentlemen, except when in formal attire.

2. Formal wear should not be worn before 5 p.m. unless stake classes are held in an afternoon performance session.

3. No strapless dresses in any driving class.

4. No sandals or open toed shoes to be worn by driver or header.

5. No T-shirts or shorts.

6. No farm, individual, or animal names may be displayed.

E. Horses must be serviceably sound.

F. All driving horses must show with full manes and tails

G. Driving whips, if used, must be of suitable style, and the tip of the lash must not reach past the shoulder of the horse.

J. Safety:

1. All driving horses must be at least 3 years old.

2. Cavessons or nosebands may or may not be used in the Driving Division.

K. General Rules for Pleasure, Country Pleasure and Western Country Pleasure Classes

1. Boots, wraps, etc. of any description are prohibited.

2. Driving whips, if used, must be of suitable style, and the tip of the lash must not reach past the shoulder of the horse.

3. All pleasure driving vehicles must be of the two wheel type and have a basket.

a. Bike tires or wooden wheels are permissible.

b. Undue noise created by a vehicle will be a reason to excuse the entry from the ring.

4. Harness in the pleasure, country pleasure, and western country pleasure division must be:

a. Of the light type with breast collars.

b. No full hames allowed.

c. Blinders are required. (1) Round or square blinders are permissible.

d. Side or over-checks are required.

e. Check must be hooked.

f. Breeching is optional

g. No other appliances may be used on a driving horse other than the harness. (Example: no fly nets on the ears, face, or body).

5. Bits in the pleasure driving division shall be of the snaffle type. No Liverpool bits, curb chains or curb straps are allowed.

6. Martingales and Check Bits are optional.

7. Headers - Must be 16 years or older and enter the ring when the line-up is called. May assist in setting up the animal. Stands two paces back from the horse's head and will remain there, except in emergency, until the Judge's card(s) are turned in. The header should not step back to allow judge in between horse and header. Required in all youth driving classes. All youth exhibitors, in any non-youth driving class must have a header. All headers should be appropriately attired. In Versatility Classes a "groom" is a header.

Pleasure Driving

A. Class Conditions

1. Ring Procedure: Pleasure driving horses are to enter the ring counter-clockwise (to the right) at a pleasure trot. To be shown both ways of the arena at a walk, pleasure trot, and extended trot. To stand quietly and to rein back. To be judged 60% on performance, manners and way of going; 30% on the condition, fit and appropriateness of harness and vehicle; and 10% on neatness, appropriateness of attire, and overall impression. Excessive speed will be penalized.

a. Walk: A free, regular and forward moving four beat gait. The horse should walk energetically, but calmly, with even and determined pace.

b. Pleasure Trot: The horse should maintain forward impulsion while showing submission to the bit. The trot is slower and more collected, but the horse should indicate willingness to be driven on the bit while maintaining a steady cadence.

c. Extended Trot: This is a clear, but not excessive, increase in gait and length of stride. The horse goes forward freely, engaging the hind legs with good hock action, on a taut but light rein, the position balanced and unconstrained.

2. Braids, matching the stable colors, one in the foretop and one immediately back of the bridle path as seen on the larger pleasure driving horses are optional.

Country Pleasure Driving

A. Class Conditions

1. Ring Procedure: Country Pleasure Driving horses are to enter the ring counterclockwise (to the right) at a country pleasure trot. To be shown both ways of the arena at a walk, country pleasure trot and an

extended trot. To stand quietly and to rein back. To be judged 60% on performance, manners and way of going, 30% on the condition, fit and appropriateness of harness and vehicle, and 10% on neatness, appropriateness of attire and overall impression. Over checks and side checks should be slightly loose, not snug. The head set should appear natural for the horse. Excessive knee action and speed to be penalized.

a. Walk: A free, regular and forward moving four beat gait. The horse should walk energetically, but calmly, with an even and determined gait.

b. Country Pleasure Trot: A balanced, easy moving, relaxed two beat gait demonstrating forward movement.

c. Extended Trot: A clear increase in gait and length of stride. The horse should move freely on a taut, but light rein, while maintaining a balanced gait and forward movement. Excessive knee action and speed shall be penalized.

Western Country Pleasure Driving

A. Class Conditions

1. Ring Procedure: Western Country Pleasure driving horses shall enter the ring counterclockwise (to the right) at a Country Pleasure Trot. To be shown both ways of the arena at a walk, country pleasure trot and extended trot. To stand quietly and rein back. To be judged 60% on the horse's performance, manners and way of going, and suitability for assuring a pleasurable drive, 30% on condition, fit and appropriateness of harness and vehicle, and 10% on neatness, appropriateness of attire and overall impression. Over checks and side checks should be slightly loose, not snug. Excessive knee action and speed to be penalized.

a. Walk: A free regular and forward moving four beat gait. The horse should walk freely and calmly, with an even determined gait.

b. Western Country Pleasure Trot: A balanced, easy going, relaxed two beat gait demonstrating forward movement with a flat knee and little hock flexion.

c. Extended Trot: A clear increase in gait and length of stride. Excessive knee or hock action and speed to be severely penalized. The horse should move freely on a taut, but light rein, while maintaining a balanced gait and forward movement with low strides and little flexion of knees and hocks.

2. A Western Country Pleasure Driving horse should carry himself in a natural, balanced position with a relaxed head and neck. The horse will be free moving with straight, low strides that have little flexion of the knees and hocks.

3. The horse shall be severely penalized if his poll is more than 3" above the level of the withers or below the withers; the crest of the neck is bowed or arched; is behind the vertical or over flexed; is excessively nosed out; exhibits excessive knee action and speed; or shows lack of control by the exhibitor

4. All gaits to be performed in a smooth, relaxed, balanced manner. Consistently showing too far off the rail and excessive noisemaking by exhibitors during the class shall be penalized according to severity. Each horse shall be required to back readily and straight and stand quietly.

5. Western Country Pleasure Driving Attire: Ladies should wear jackets and blouses with slacks or skirts or dresses of

the Western type. No bare shoulders. Hats are optional but should be of the Western type if worn. Gentlemen should wear Western attire with or without a Western hat.

Versatility Class

- A. The horse will be shown as a driving horse, in halter, and as a hunter, in that order.
- B. Grooms/headers allowed in at end of driving.
- C. For purposes of safety the cart must be removed from the horse before the horse is unbridled.
- D. Before un-tack and grooming it shall be announced that horses are to remain in the same order for the rest of the class as they go on the rail, both for Halter and Hunter portions.
- E. At the end of the two minute un-tack grooming period, grooms shall leave the arena with the carts and all tack.
- F. Exhibitors are to follow the direction of the Ringmaster and line up for inspection at halter.
- G. After halter inspections are completed, exhibitors are to follow the Ringmaster and proceed to the hunter course.
- H. The hunter requirements for judging are the same as specified under the AMHR "Hunter" Rules.
- I. There shall be a minimum of 2 (two) but not more than 4 (four) fences.
- J. When all have completed the hunter course, they must trot for soundness before the Judges.
- K. Horses do not leave the arena between divisions.
- L. All three divisions to count equally.
- M. Horses must complete all three divisions, without disqualification, to be eligible for a ribbon.

GENERAL GYMKHANA RULES

1. All gymkhana events will be timed.
2. Horsemanship and sportsmanship will be stressed.
3. Judges' decisions will be final.

4. Any unsportsmanlike behavior (such as arguing, yelling, hooting at the judge or show management) by contestants, volunteer leaders or family members – in or out of the arena – will result in disqualification.

5. Horses must be under control at all times.

Disqualifications – Any of the following infractions will disqualify an entry.

- Running through the chute or gate to enter the arena.
- Failure to begin the course within 1 minute after the ready signal is given.
- A stop or willful refusal to move forward.
- Loss of course, which includes negotiating obstacles in other than the specified order or in the wrong direction. This includes circling, backing or reversing the direction of movement. • Horse behaving in an unruly manner or out of control.
- Any kind of cruelty to the horse whether or not specifically mentioned in these rules, will disqualify the competitor.
- Striking or beating the horse in any manner whatsoever forward of the cinch after entering the arena. Touching the horse will not be considered striking or beating the horse.
- Fall of horse or exhibitor while in the arena.

Timing Procedure – Electric timers are preferred over stopwatches. If an electric timer is used, at least one official should take the time using a stopwatch in case the electric timer fails. If an electric timer is not available, three stopwatches will be used. The median time of the three readings will be the official time. (The median time is the time indicated by two of the three stopwatches if two agree. If no two watches agree, the median time is the time indicated by the watch which indicated neither the fastest nor the slowest time.) All stopwatches must be calibrated to at least one-tenth of a second.

- The start/finish timing line must be a minimum of 10 feet from the end of the arena.
- The timing line must be visibly marked in the arena.
- Contestants are allowed running starts.

CLOVERLEAF BARREL RACE Barrels should be the size of a 55-gallon drum, with no sharp edges. Each barrel should be painted so that it can be easily distinguished from the background. Protective devices around steel barrel tops are required. The size of the pattern (see fig. 22) should be 35 feet between barrels 1 and 2, 40 feet between barrels 2 and 3, 40 feet between barrels 1 and 3, and 25 feet from the timer to the first barrel. The course must be measured exactly. If the course is too large for the available space, then each measurement of the pattern should be reduced 5 feet from the fence. If the course specified in this rule book is too big for the available space, the distance from barrel 3 to the finish line need not be reduced 15 feet at a time, as long as there is enough room for the horse to stop safely. Exhibitors have the option of running course A or B. Course A – The entry must cross the timing line, circle barrel 1 clockwise, circle barrel 2 counterclockwise, circle barrel 3 counterclockwise and run

between barrels 2 and 3 to cross the timing line. Course B – The entry must cross the timing line, circle barrel 2 counterclockwise, circle barrel 1 clockwise, circle barrel 3 clockwise and run between barrels 2 and 3 to cross the timing line. A 5-second penalty will be assessed for each barrel knocked down.

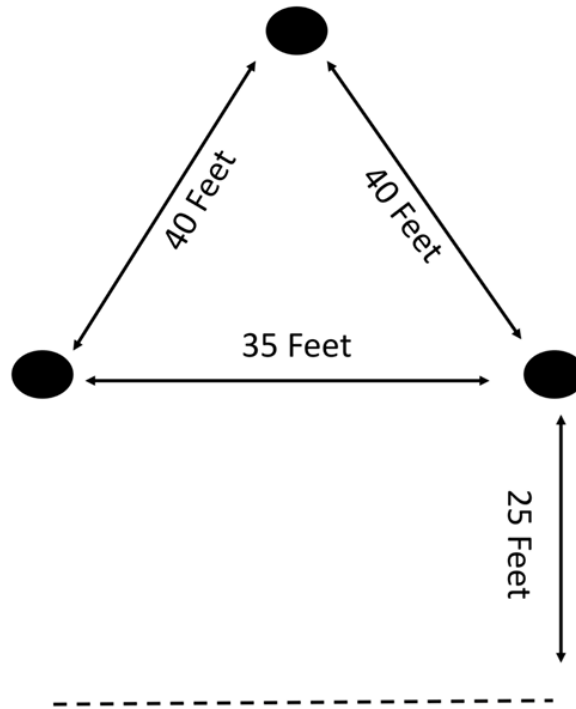


Figure 22. Cloverleaf barrel race (pattern A and B)

POLE BENDING The pole bending pattern (see fig. 25) is run around six poles. The poles are placed in a straight line 10 feet apart, going away from the starting line. The first pole is to be 10 feet from the starting line. Poles are 6 feet high and set on top of the ground, with bases 10 inches to 14 inches in diameter. Contestants may start on either side of the line of poles. They will cross the starting line, move in an approximately straight line to pole 6 (the farthest pole), make a 180-degree turn around pole 6, pass between pole 6 and pole 5, bend through the poles to pole 1, circle pole 1, bend through the poles to pole 6, make a 180-degree turn around pole 6, and cross the starting line by moving along the poles on the side opposite that on which they first approached pole 6. A 5-second penalty will be assessed for each pole knocked down.

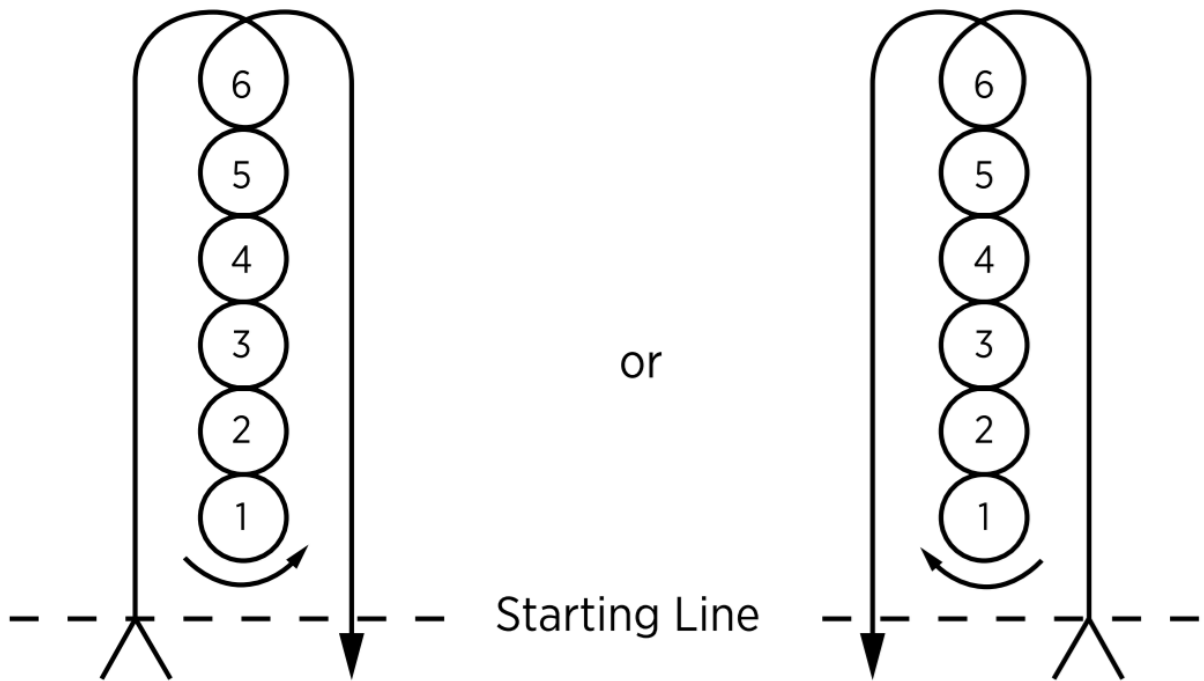


Figure 25. Pole bending course.

Liberty

A. General: Liberty is demonstrating the natural beauty of the horse. Horses are to be judged on style, grace, animation, gaits, presence to music, and ease of catching. The liberty animal is expected to perform at both a canter and a trot. **Exhibitor is to provide the music on a CD to the Miniature Horse Superintendent in the Miniature Horse Barn between 8-8:30pm Sunday after check in. Music is to be 4h appropriate (no foul language or inappropriate content).**

B. Horses will be judged beginning when the halter is removed by the exhibitor (the individual wearing the number) and until caught and haltered by the exhibitor. Time of liberty shall be 1½ minutes; time to catch shall be 2 minutes.

C. It is the Steward's responsibility to time Liberty classes and to be in possession of a timer. The Steward should be in the same location as the judge(s) to adjudicate the class. Timing will begin when the halter is removed, not when the music starts, and the show announcer will announce TIME when the 1½ minutes performance has ended to signal the exhibitor that they can begin the catch. Continue to time the catch. When the 2 minute catch time has elapsed, the show announcer will announce TIME to signal the end of the catch if the animal has not been caught. If the catch is not completed in the 2 minute allotted time frame, the exhibitor is disqualified.

D. Only the exhibitor can touch the animal during the catch. The pony/horse must be caught and haltered by the exhibitor only within 2 minutes or be disqualified. The assistant may not touch the

pony/horse at any time. There will be “No Baiting” (no use of hay, grain, clickers, etc.) of Liberty ponies/horses during the catch or it will be disqualified.

E. Music is required.

F. No deliberate interference with the pony/horse from outside the ring. Announcement is to be made prior to the class to specify that no outside assistance is allowed.

G. All ponies/horses entered in the Liberty class must be at least one year old.

H. Exhibitor and assistant should wear appropriate, tasteful attire. A safe costume or theme outfit is allowed for the exhibitor and assistant only. Pony/Horse will not be allowed to wear anything once the halter has been removed: no costume, ribbons or glitter.

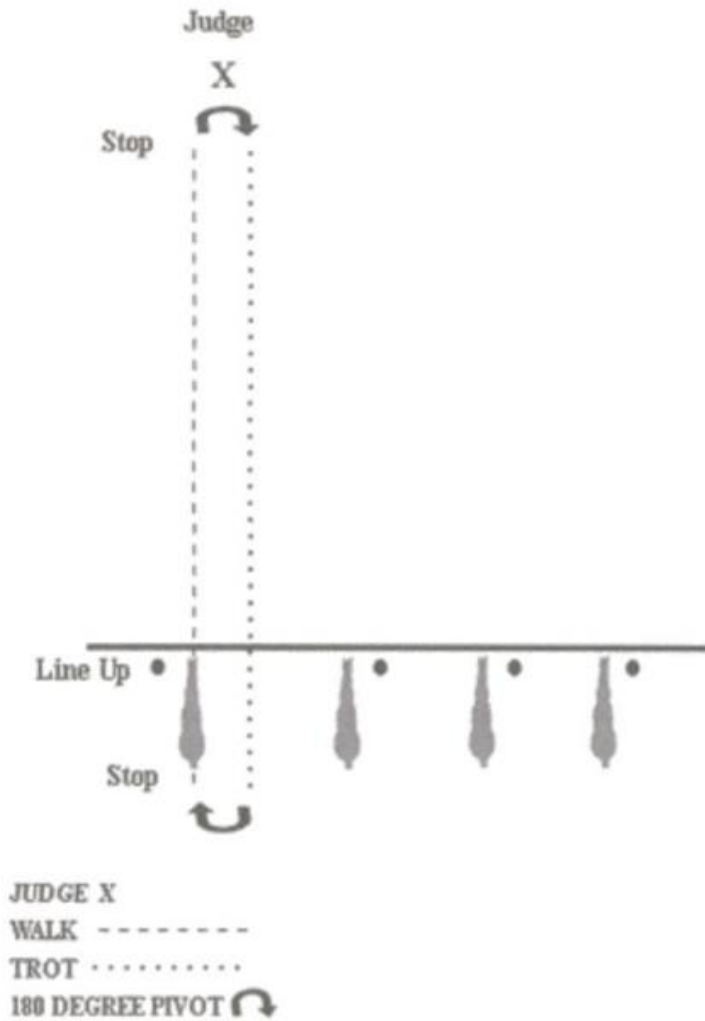
I. If a pony/horse should fall during its performance, the entry is disqualified.

J. Entry will be disqualified if pony/horse leaves the ring during competition or catch time.

Appendix: Showmanship Patterns

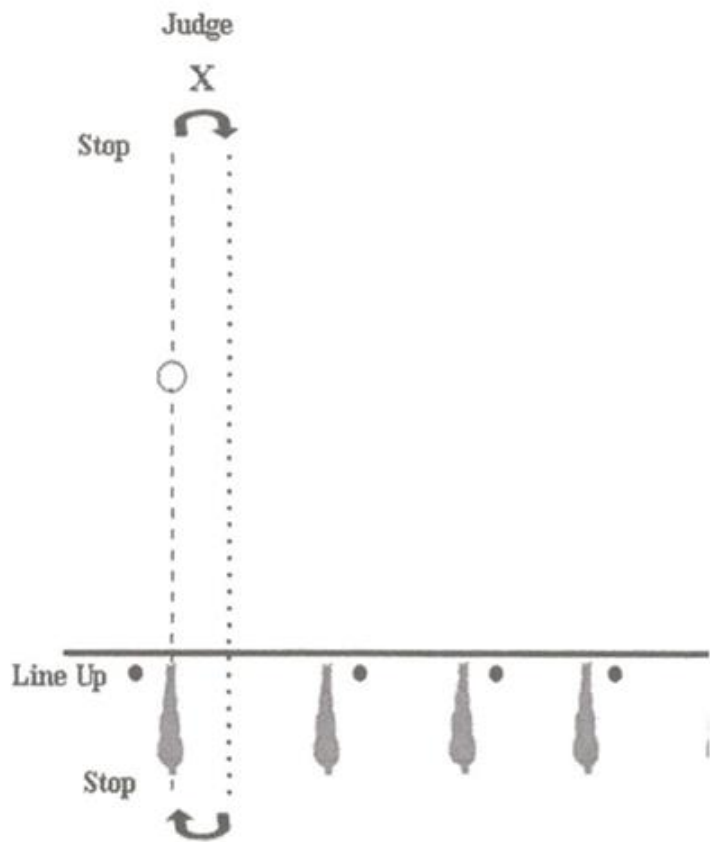
Pattern #1

Walk to the Judge in a straight line. Stop and set up your pony/horse. Upon acknowledgement from the Judge, do a 180 degree turn. All turns are to the right. Trot in a straight line, past the line-up, then stop. Do a 180 degree turn. Walk the pony/horse forward to the exact spot in the line-up (where you were when you started the pattern) and set your pony/horse up.



Pattern #2

Walk toward the Judge in a straight line. Stop $\frac{1}{2}$ way between the line-up and the Judge, and do a 360 degree pivot, and stop. Continue at a walk (in a straight line) toward the Judge. Stop and set up your pony/horse. Upon acknowledgement from the Judge, do a 180 degree pivot. Trot in a straight line, past the line-up and stop. Do a 180 degree turn. Walk pony/horse forward to the exact spot in the line-up (where you were when you started the pattern) and set up pony/horse.



JUDGE X

WALK - - - - -

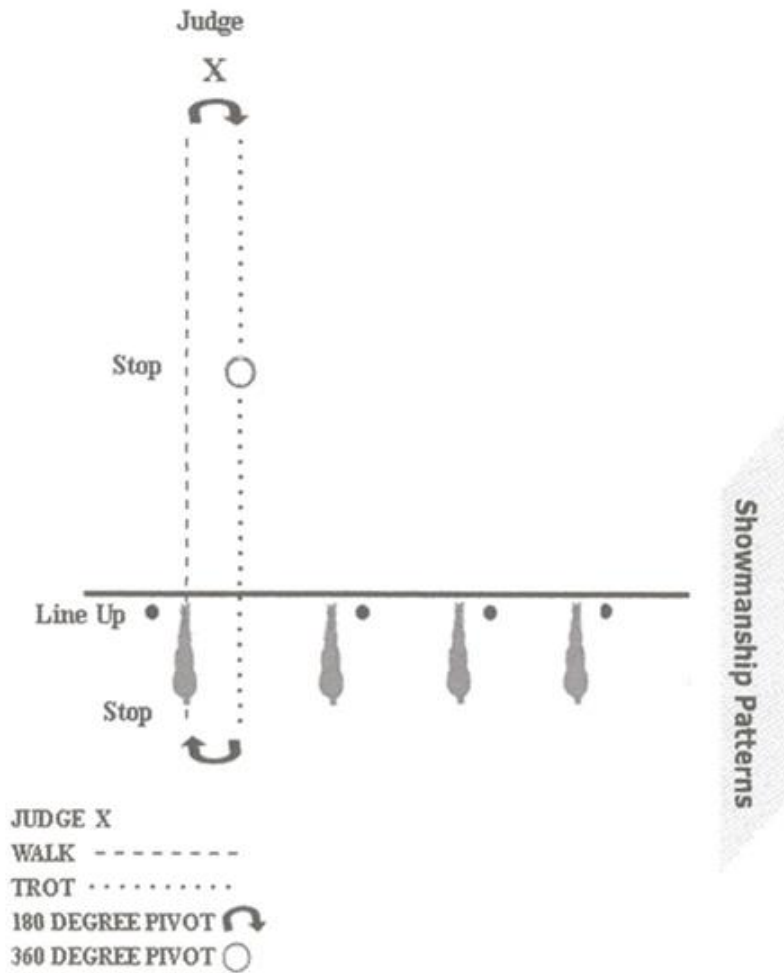
TROT

180 DEGREE PIVOT ↻

360 DEGREE PIVOT ○

Pattern #3

Walk (in a straight line) to the Judge. Stop and set up your pony/horse. Upon acknowledgement from the Judge, do a 180 degree pivot. All turns are to be to the right. Trot (in a straight line) toward the line-up. Stop $\frac{1}{2}$ way between the Judge and the line-up and do a 360 degree pivot and stop. Continue at a trot in a straight line, past the line-up, and stop. Do a 180 degree pivot. Walk pony/horse forward to the exact spot in the line-up (where you were when you started the pattern) and set up pony/horse.

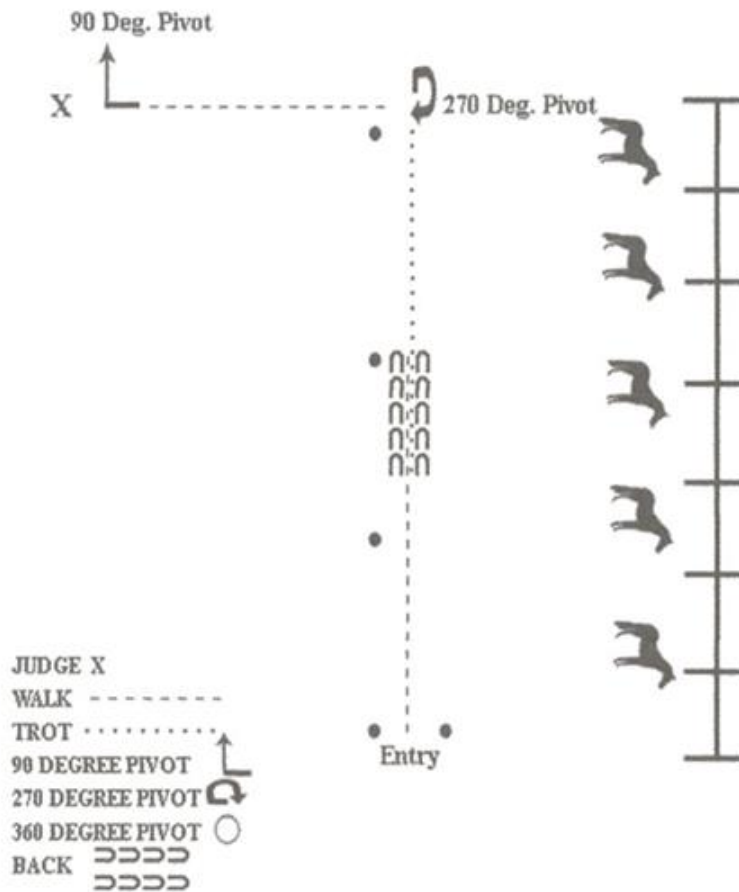


Pattern #4 Intermediate Pattern

Enter the ring clockwise at a walk and line up head to tail as directed by the Judge or Ring Steward. When the pattern is completed, exhibitor trots to the end of the head to tail line-up. After all ponies/horses have completed the pattern, the Judge may walk through the head to tail line-up for final inspection. When the person on course is finishing, the next showman should be set and ready to begin the pattern. Cones should be on the handlers left side. Pattern as follows:

Begin the pattern. Stop at the first cone, set pony/horse, acknowledge judge, then walk to the second cone, stop, back the pony/horse 5 steps, stop, trot to the third cone. Stop, execute a 270 degree pivot, walk to judge, and set up. When dismissed, execute a 90 degree pivot, trot to the end of the head-to-tail line.

Showmanship Patterns



Pattern #5 Advanced Pattern

Enter the ring counter clockwise at a walk and line up facing the center of the ring in a straight line as directed by the Judge or Ring Steward. Begin pattern by trotting to cone #1. Execute a 180 degree pivot to the right, back the pony/horse to cone #2. Execute a 180 degree pivot to the right. Walk to the Judge and execute a 360 degree pivot right, walk up one step and set pony/horse for inspection. When dismissed, execute a 90 degree pivot to right, trot to original place in line-up, going behind horses in the line.

