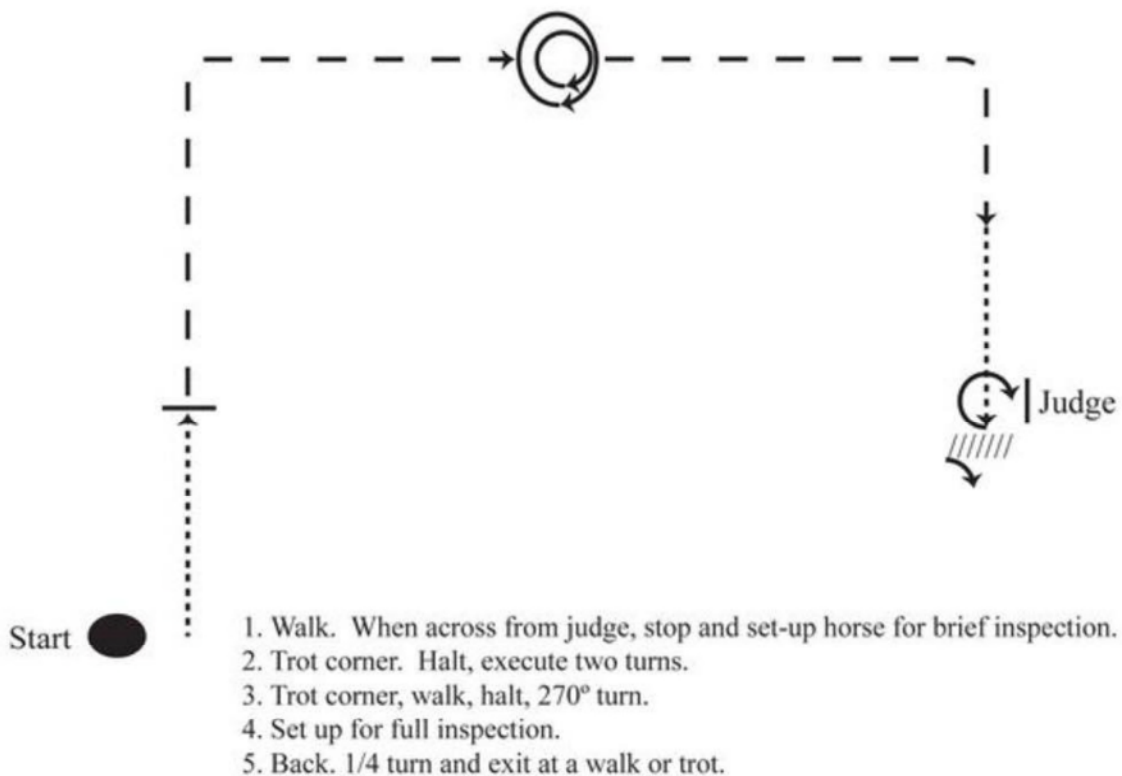


# PATTERNS FOR HALTER and SHOWMANSHIP

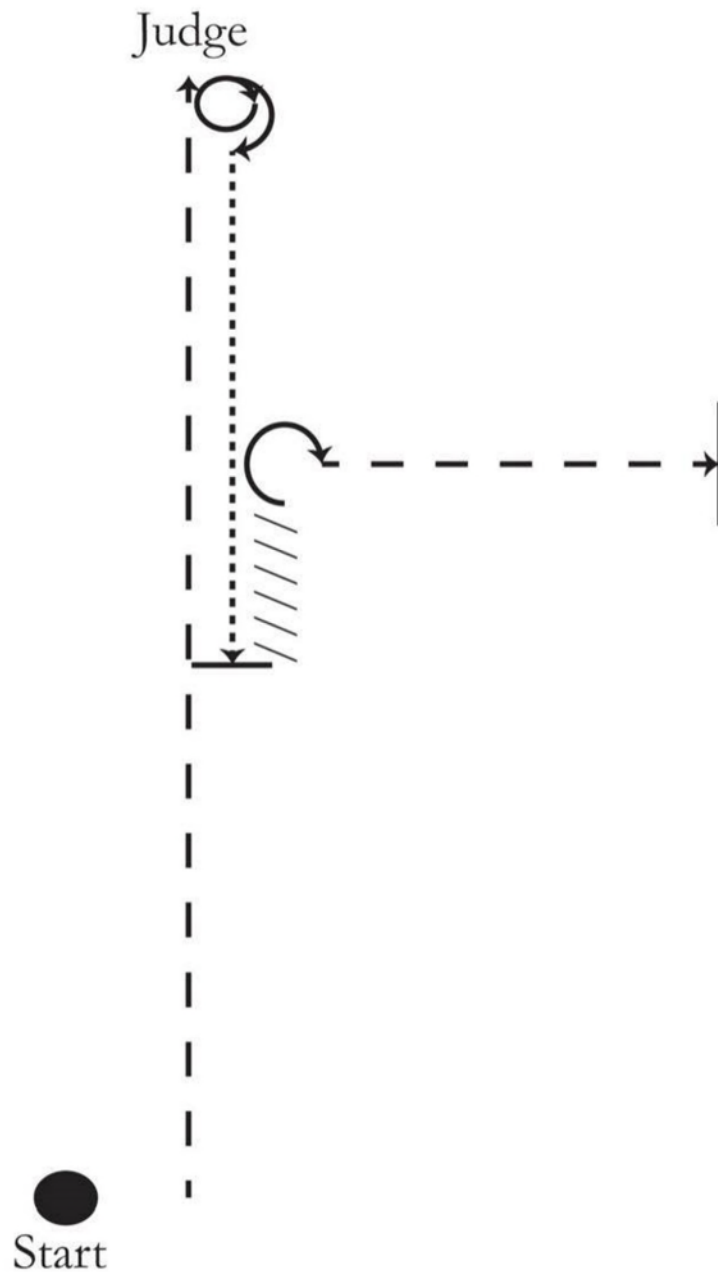
## HALTER- YOUTH



**NOTE:** The drawn description of this pattern is only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.

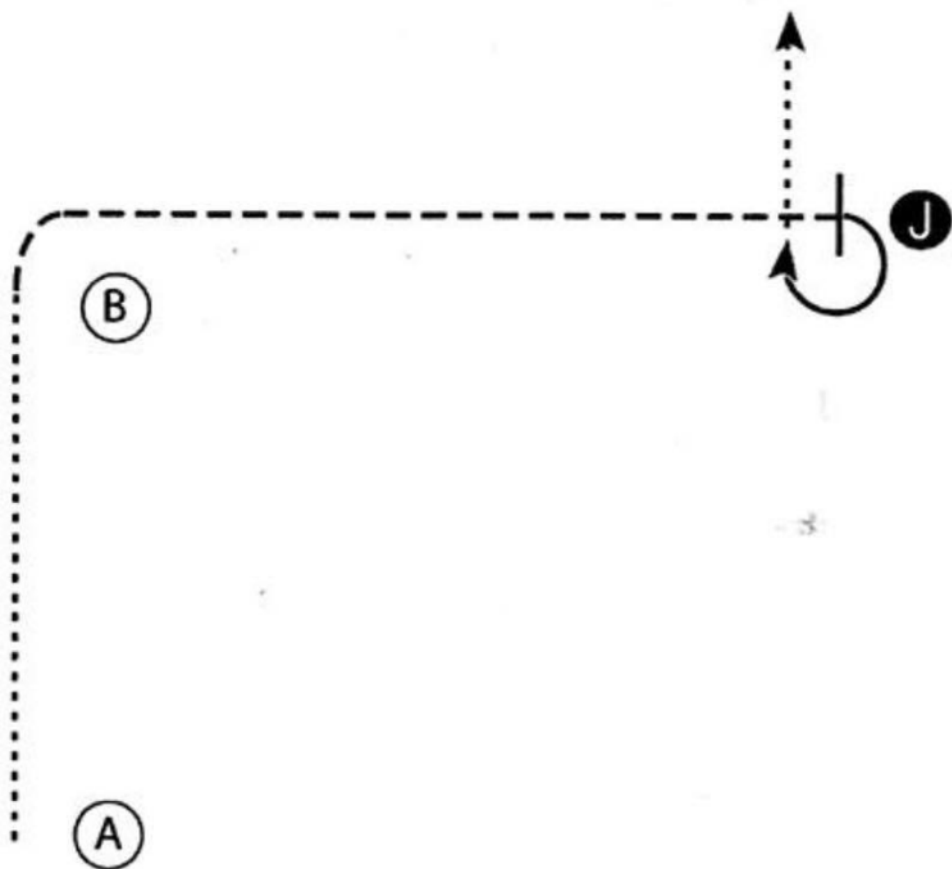
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## HALTER- ADULT

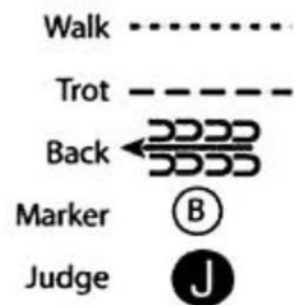


1. Trot to Judge.
  2. Set up for full inspection.
  3. After inspection, execute 1 1/2 turns and walk 1/2 of line.
  4. Stop, back two horse lengths.
  5. 3/4 turn and trot.
  6. Halt and set-up, when set up is complete, exit at a walk or jog.
-

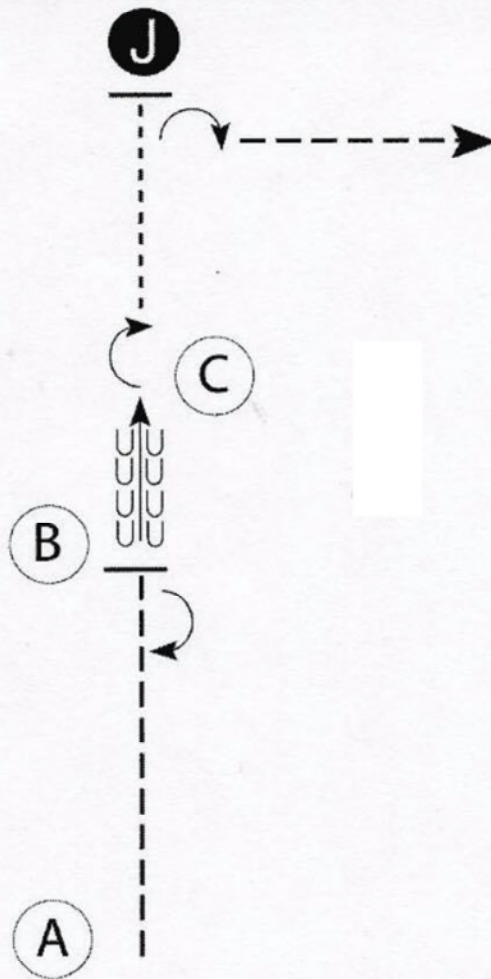
# SHOWMANSHIP - YOUTH



1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.



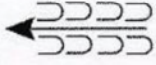
# SHOWMANSHIP- ADULT



Be ready at A.

1. Trot from A to B.
2. Stop at B and pivot 180 degrees.
3. Back to C.
4. Turn 180 degrees and walk to judge.
5. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and trot away.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← 
Marker	ⓑ
Judge	ⓐ