Delaware 4-H Horse Advisory Committee

PATTERN BOOK
SHOWMANSHIP PATTERNS
Ages 8-10
1. Jog/Trot from A to Judge.
2. Stop & Set up for Inspection.
3. When Dismissed, Perform 180° Turn.
4. Walk to B, Stop & Wait for Ring Steward.
1. Walk to A.
2. Jog/Trot Around A to Judge.
4. Walk away, per Ring Steward.
1. Jog/Trot from A to B.
2. Walk from B around C to Judge.
4. Walk away per Ring Steward.
1. Walk A to B.
2. Jog/Trot B to C.
3. Stop at C & Set Up for Inspection.
4. Perform 90° Turn when Dismissed.
5. Walk to D, follow Ring Steward.
1. Walk A to B.
2. Stop & Set Up for Inspection.
3. When Dismissed, Jog/Trot away.
SHOWMANSHIP PATTERNS
Ages 11-13
1. Jog/Trot from A to B.
2. Stop Halfway to C & Perform 180° Turn.
3. Then Back to C.
4. Perform 180° Turn, Walk to Judge & Set Up for Inspection.
5. When Dismissed, Jog/Trot Straightway from Judge & Return to Lineup.
1. Jog/Trot from A, Around B, to C.
3. Walk to Judge, Stop & Set Up for Inspection.
4. When Dismissed, Perform 90° Turn.
5. Walk Straightway from Judge to Lineup.
1. Jog/Trot from A to B.
2. Stop at B & Perform 180° Pivot.
3. Back to C.
4. Turn 180° & Walk to Judge, Stop & Set Up for Inspection.
5. When Dismissed, Jog/Trot Away, Follow Ring Steward.
1. Jog/Trot from A to C.
2. Stop at C.
3. Back to B.
4. Perform 270° Turn.
5. Walk to Judge & Set Up for Inspection.
1. Start at A, Jog/Trot Halfway to B.
2. Stop & Set Up for Inspection.
4. Walk to Lineup.
SHOWMANSHIP PATTERNS
Ages 14-19
1. Jog/Trot from A to B.
2. Stop & Perform 360° Turn.
3. Back to Judge, Perform 180° Turn, & Set Up for Inspection.
4. When Dismissed, Follow Ring Steward.
1. Walk from A to B.
2. Jog/Trot from B to Judge.
4. When Dismissed, Perform 270° Turn & Walk Straightway from Judge to Lineup.
1. Walk A to B.
2. Jog/Trot B to C.
3. Perform 360° Pivot.
4. Walk to Judge, Stop & Set Up for Inspection.
5. When Dismissed, Back Five (5) Steps, then Walk to Lineup.
1. Walk to B. (Judge)

2. Stop & Setup for Inspection.

3. When Dismissed, Perform 360° Turn to the Right.

1. Start at A, Jog/Trot to B.
2. Perform a 360 Turn.
3. Walk to Judge.
5. Set Up for Inspection.
TRAIL CLASS OBSTACLES
MAY INCLUDE BUT NOT LIMITED TO:

- Sidepass
- Bridge
- Cavalletti / Logs
- Open / Close Gate
- Mailbox
- Backing Thru
- Box
- Cones
- Logs