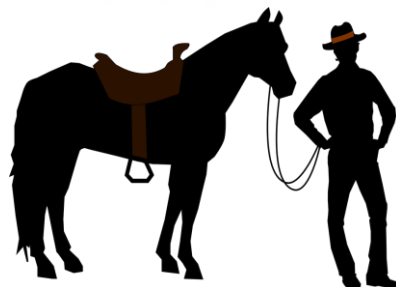
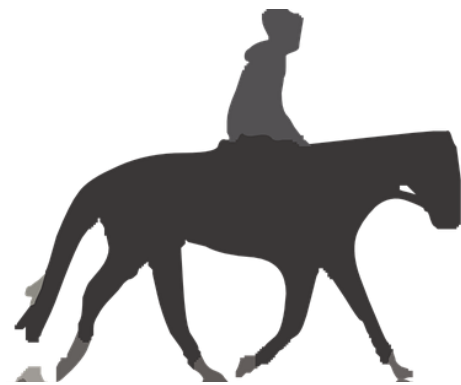




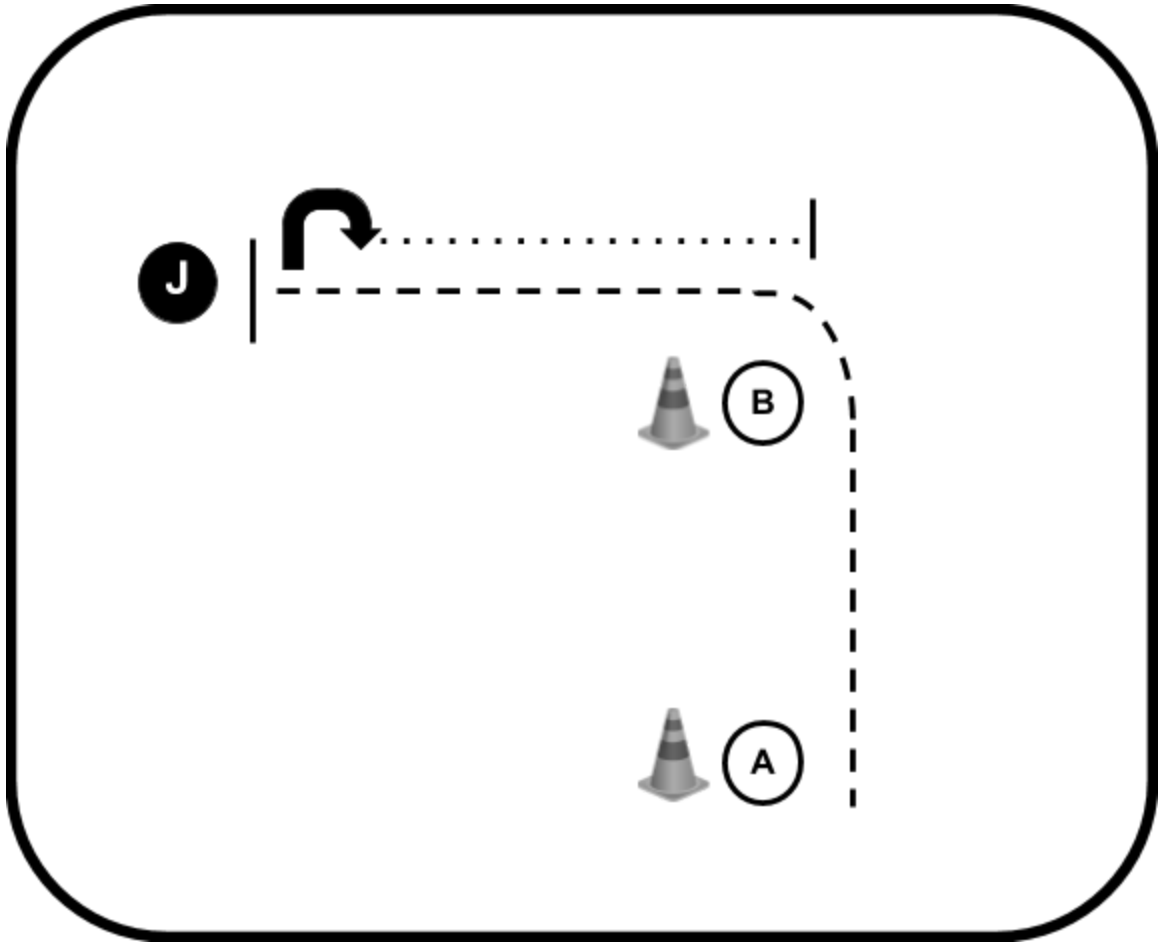
# Delaware 4-H Horse Advisory Committee



# PATTERN BOOK

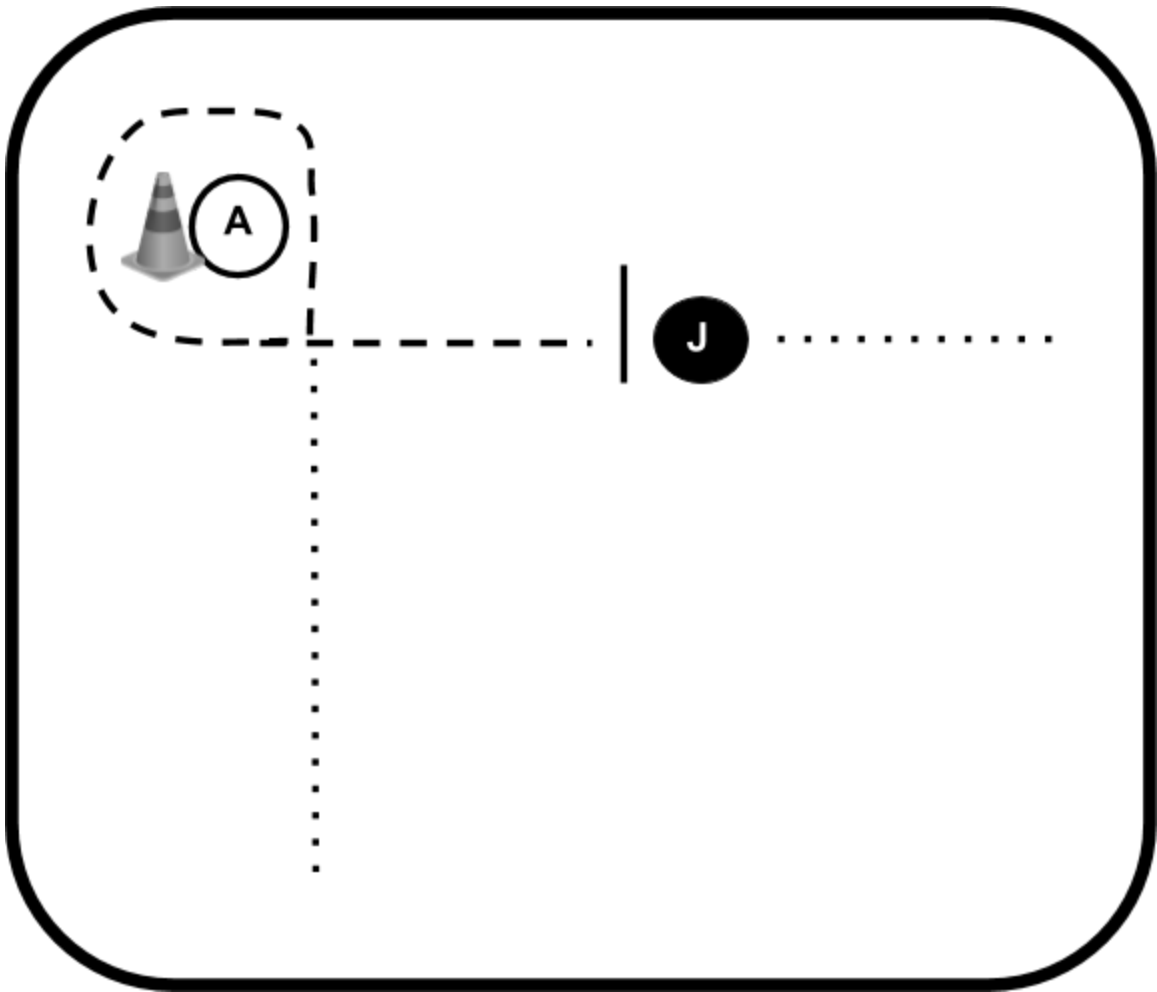


**SHOWMANSHIP  
PATTERNS  
Ages 8-10**

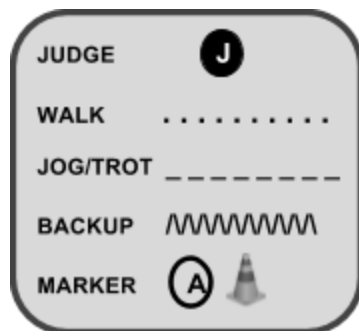


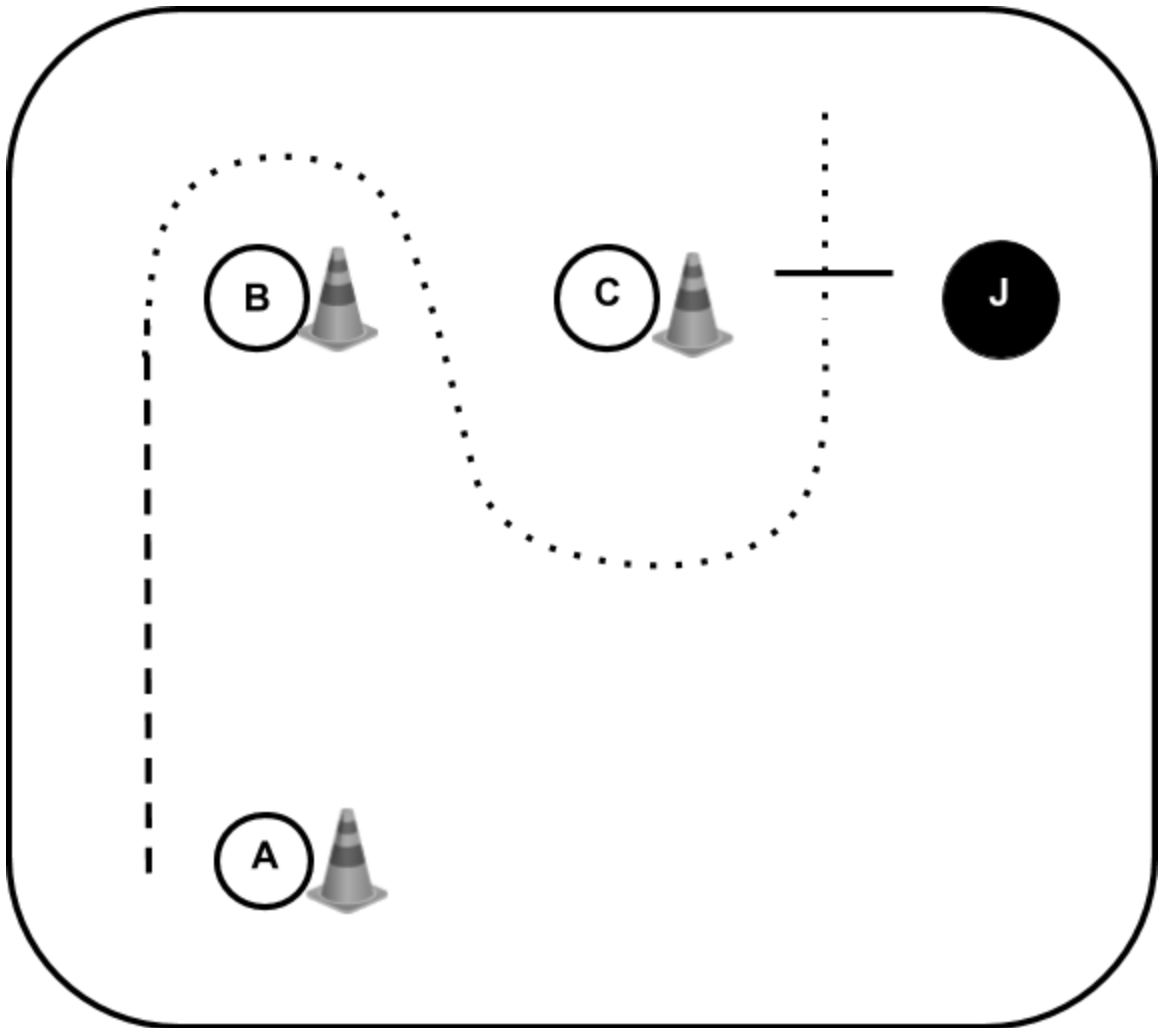
1. Jog/Trot from A to Judge.
2. Stop & Set up for Inspection.
3. When Dismissed, Perform 180° Turn.
4. Walk to B, Stop & Wait for Ring Steward.

JUDGE	
WALK	.....
JOG/TROT	-----
BACKUP	~~~~~
MARKER	



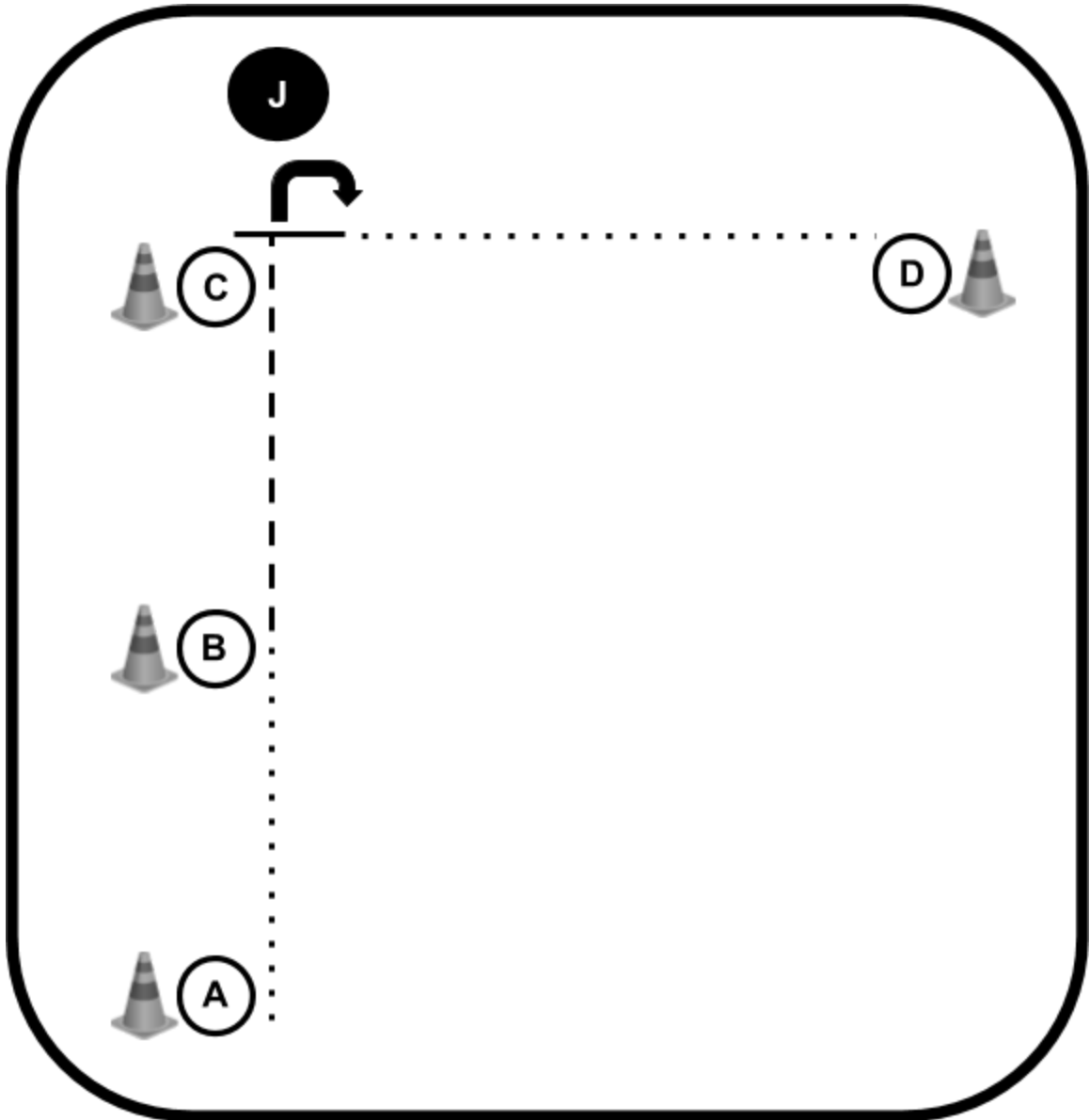
1. Walk to A.
2. Jog/Trot Around A to Judge.
3. Stop & Set Up for Inspection.
4. Walk away, per Ring Steward.



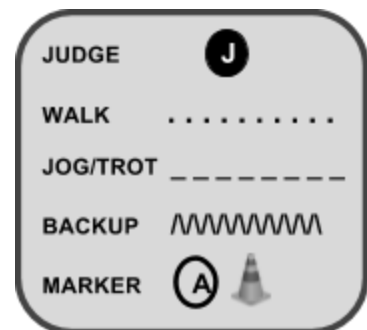


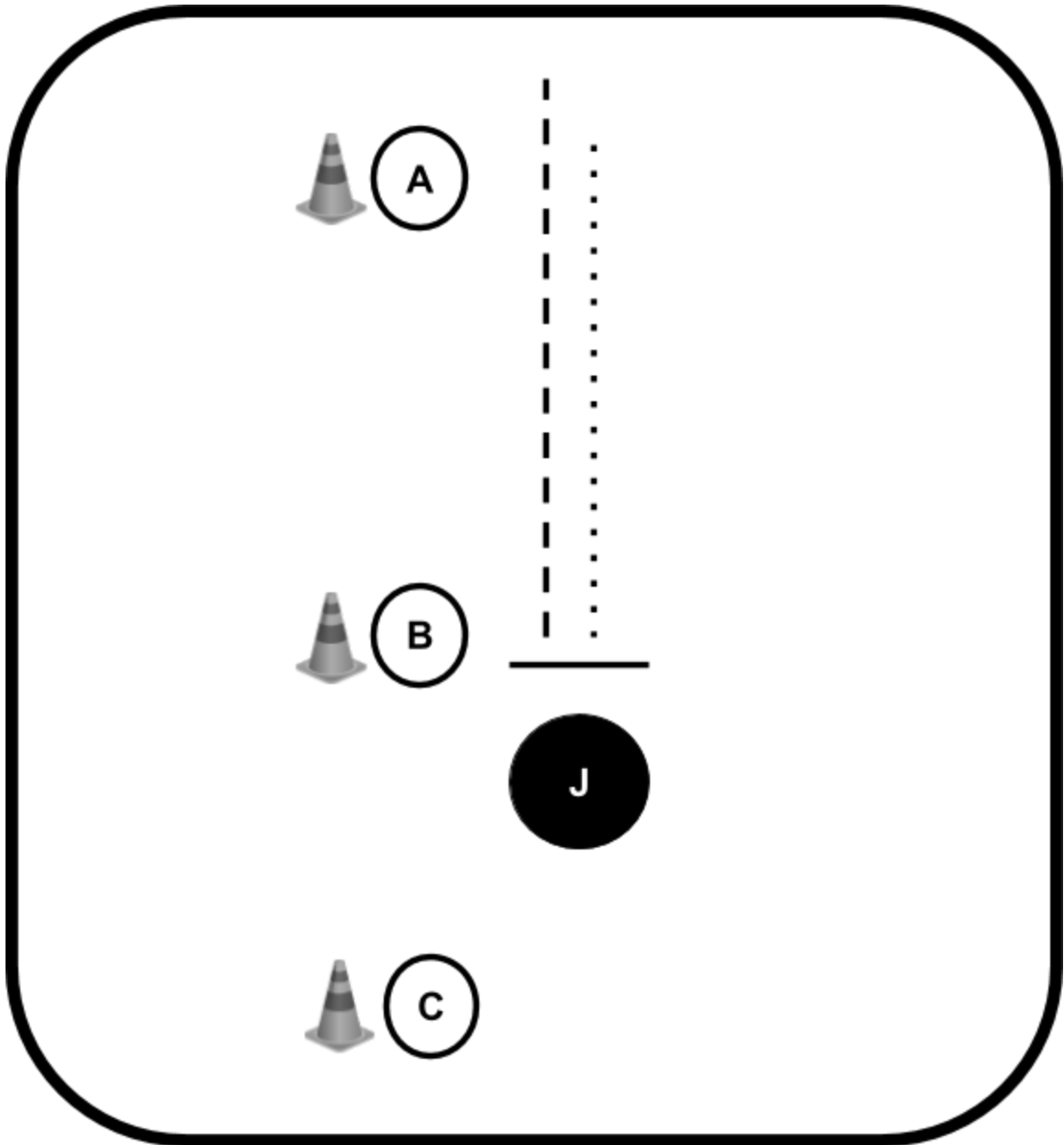
1. Jog/Trot from A to B.
2. Walk from B around C to Judge.
3. Stop & Set Up for Inspection.
4. Walk away per Ring Steward.

JUDGE	
WALK	.....
JOG/TROT	-----
BACKUP	~~~~~
MARKER	

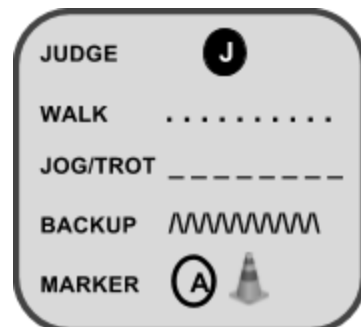


1. Walk A to B.
2. Jog/Trot B to C.
3. Stop at C & Set Up for Inspection.
4. Perform 90° Turn when Dismissed.
5. Walk to D, follow Ring Steward.



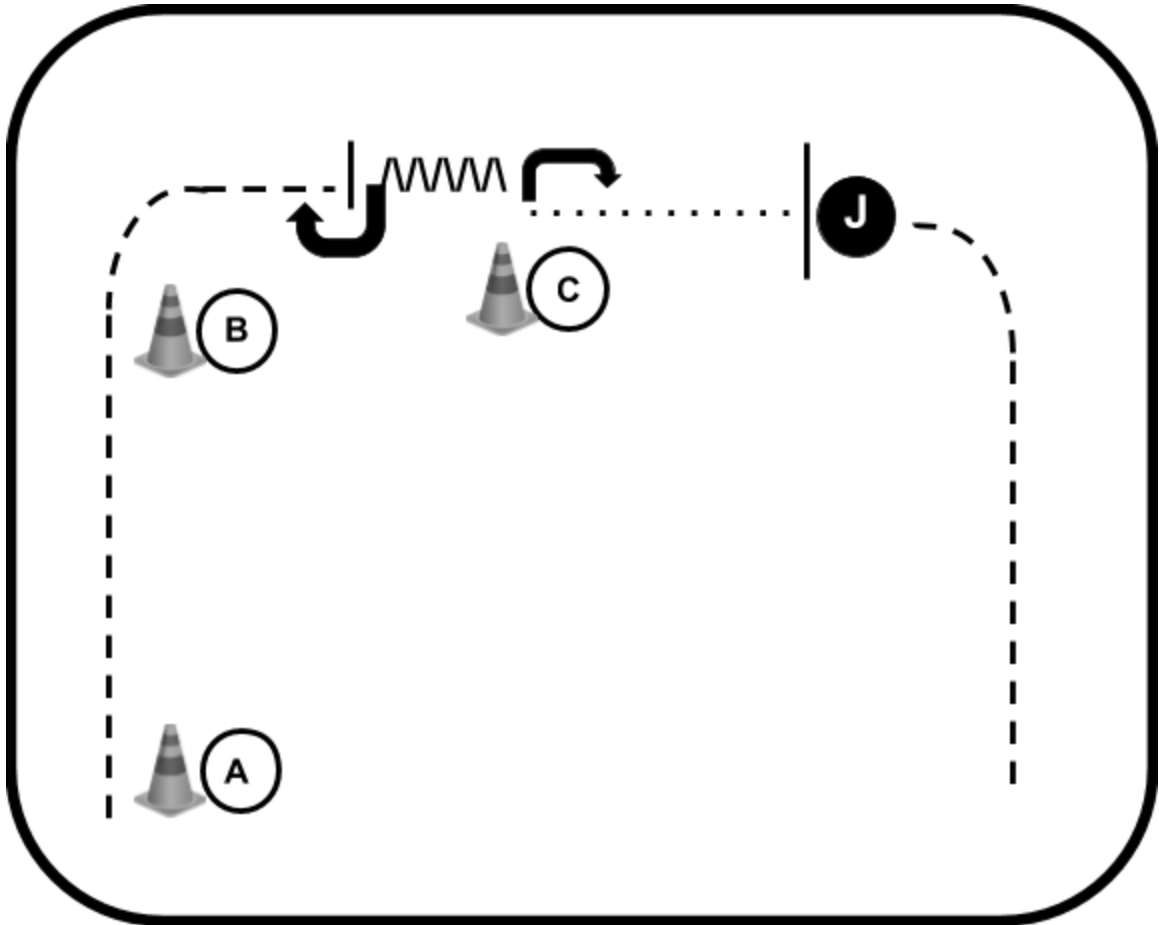


1. Walk A to B.
2. Stop & Set Up for Inspection.
3. When Dismissed, Jog/Trot away.

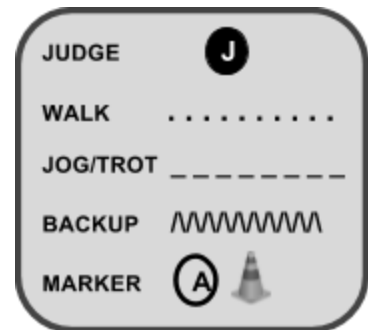


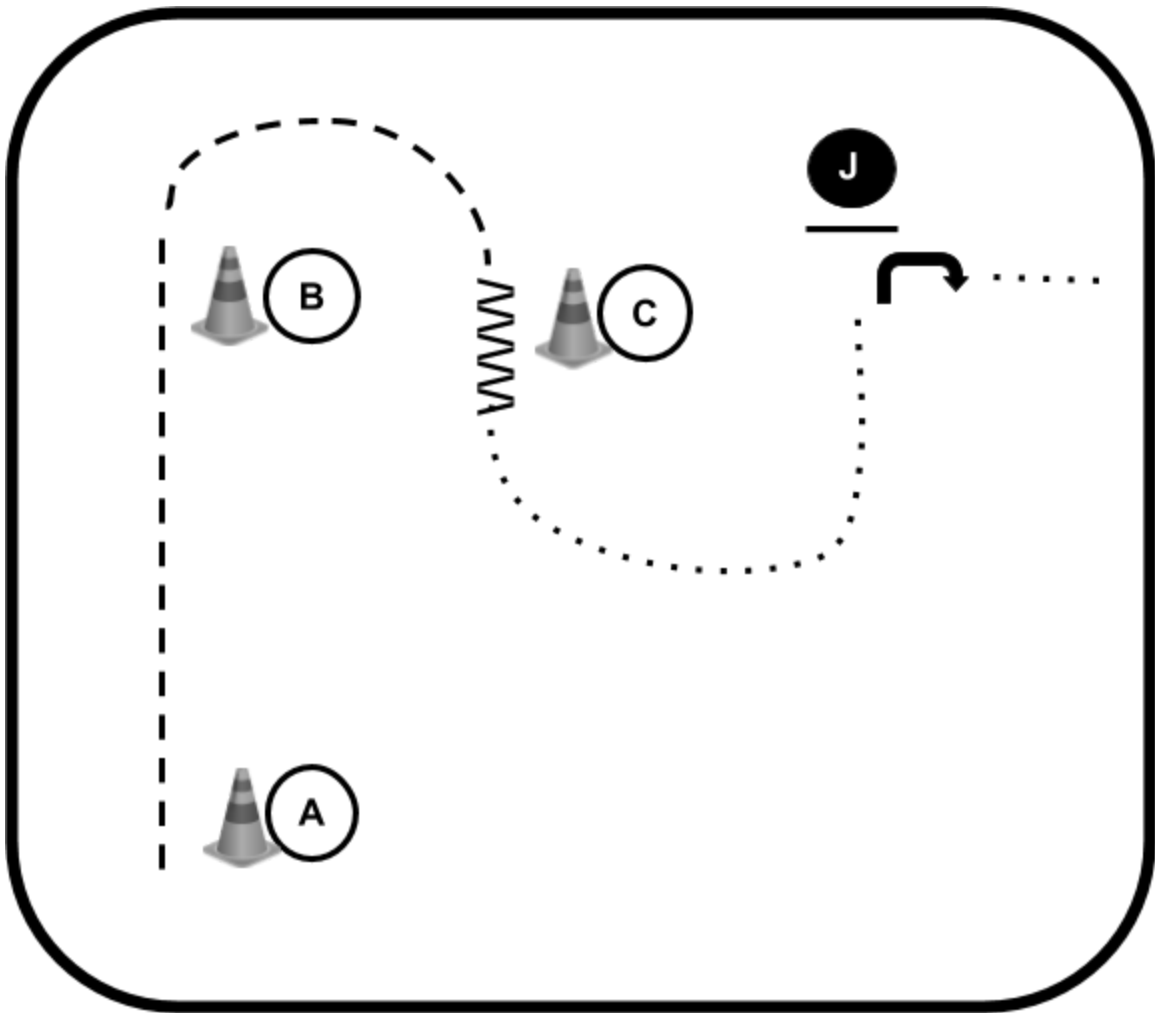
**SHOWMANSHIP  
PATTERNS  
Ages 11-13**



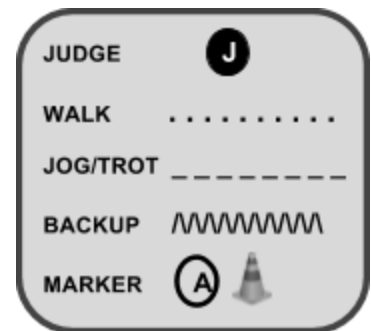


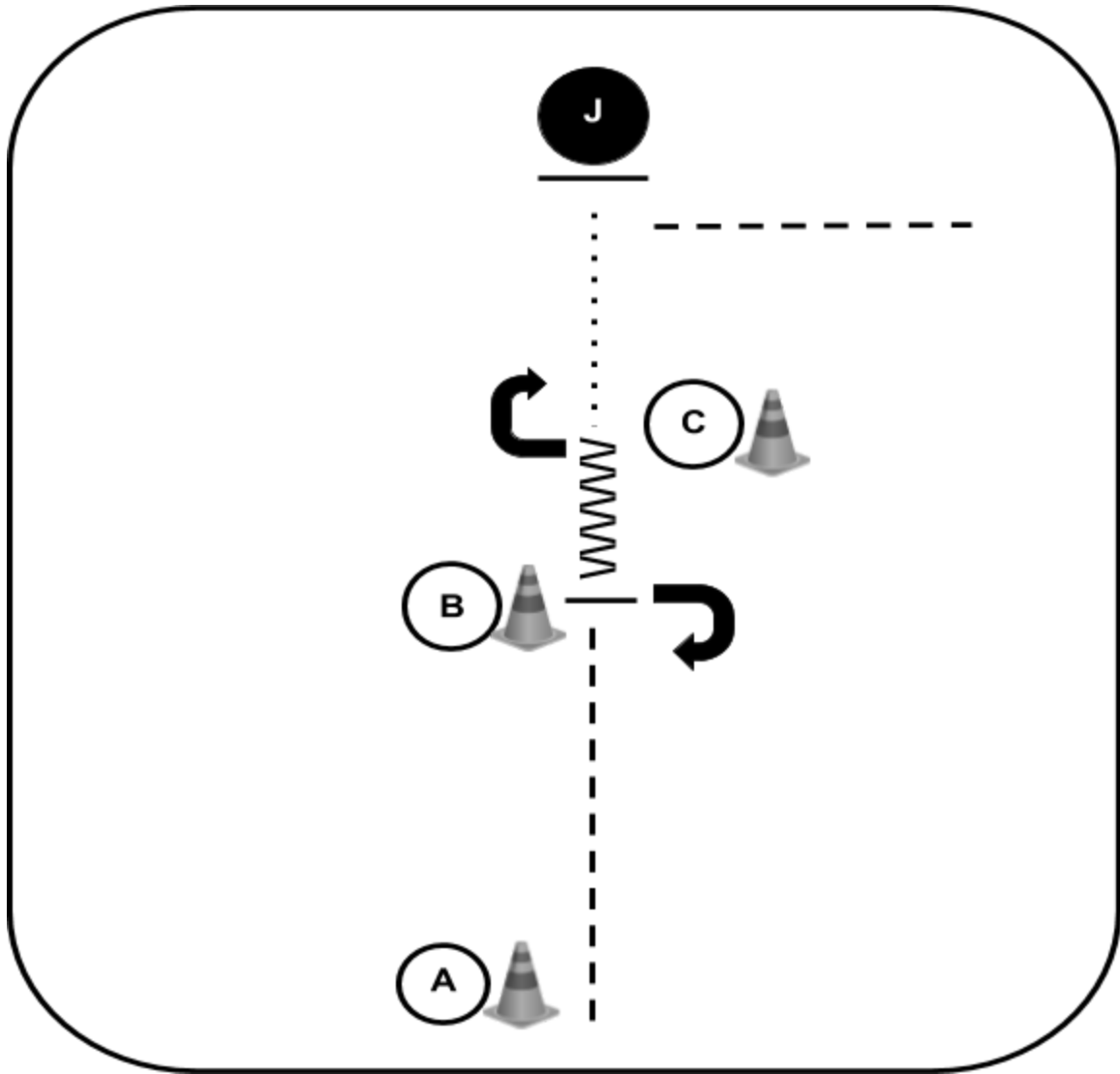
1. Jog/Trot from A to B.
2. Stop Halfway to C & Perform 180° Turn.
3. Then Back to C.
4. Perform 180° Turn, Walk to Judge & Set Up for Inspection.
5. When Dismissed, Jog/Trot Straightway from Judge & Return to Lineup.





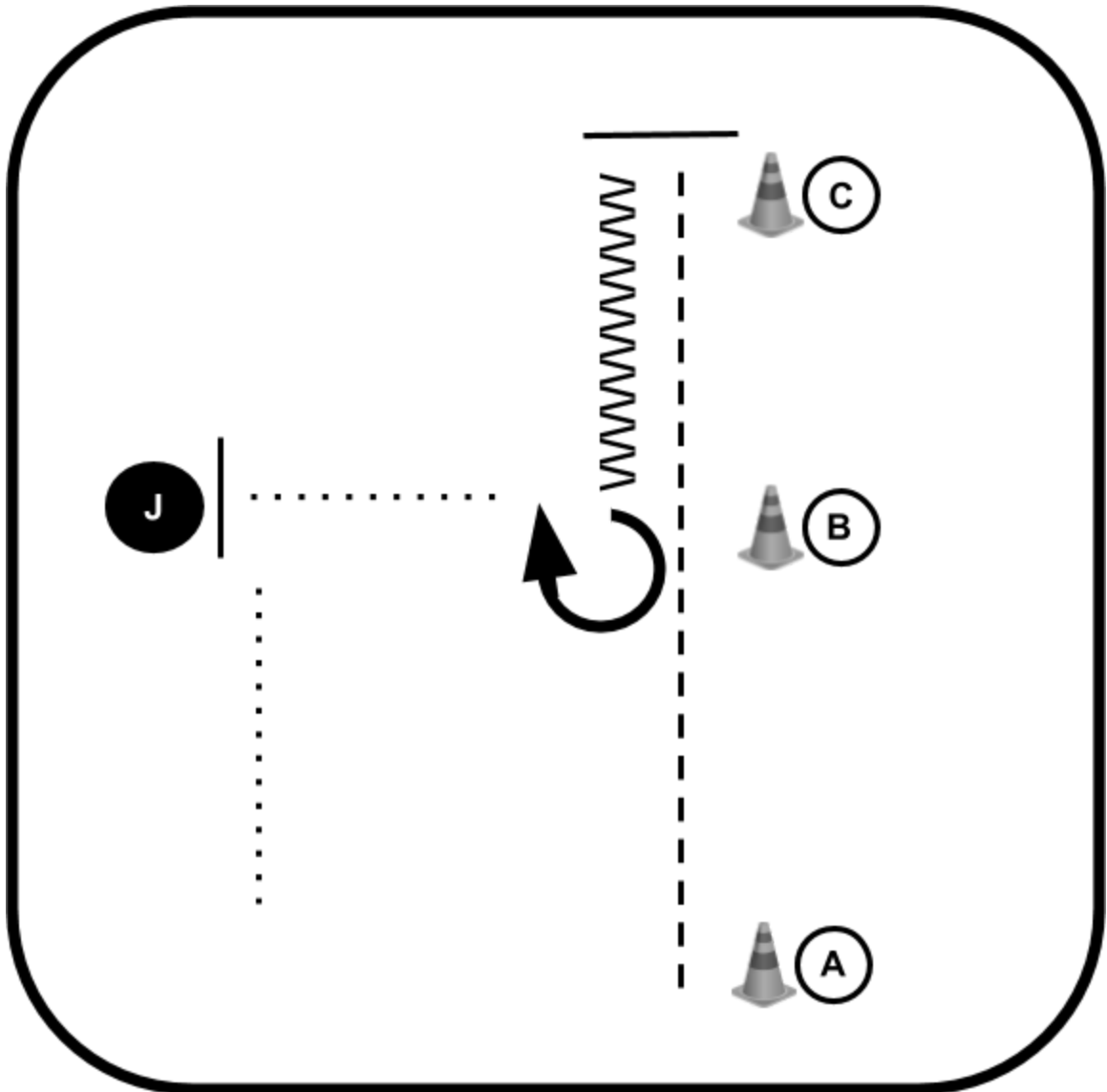
1. Jog/Trot from A, Around B, to C.
2. Stop & Back Five [5] Steps.
3. Walk to Judge, Stop & Set Up for Inspection.
4. When Dismissed, Perform 90° Turn.
5. Walk Straightway from Judge to Lineup.





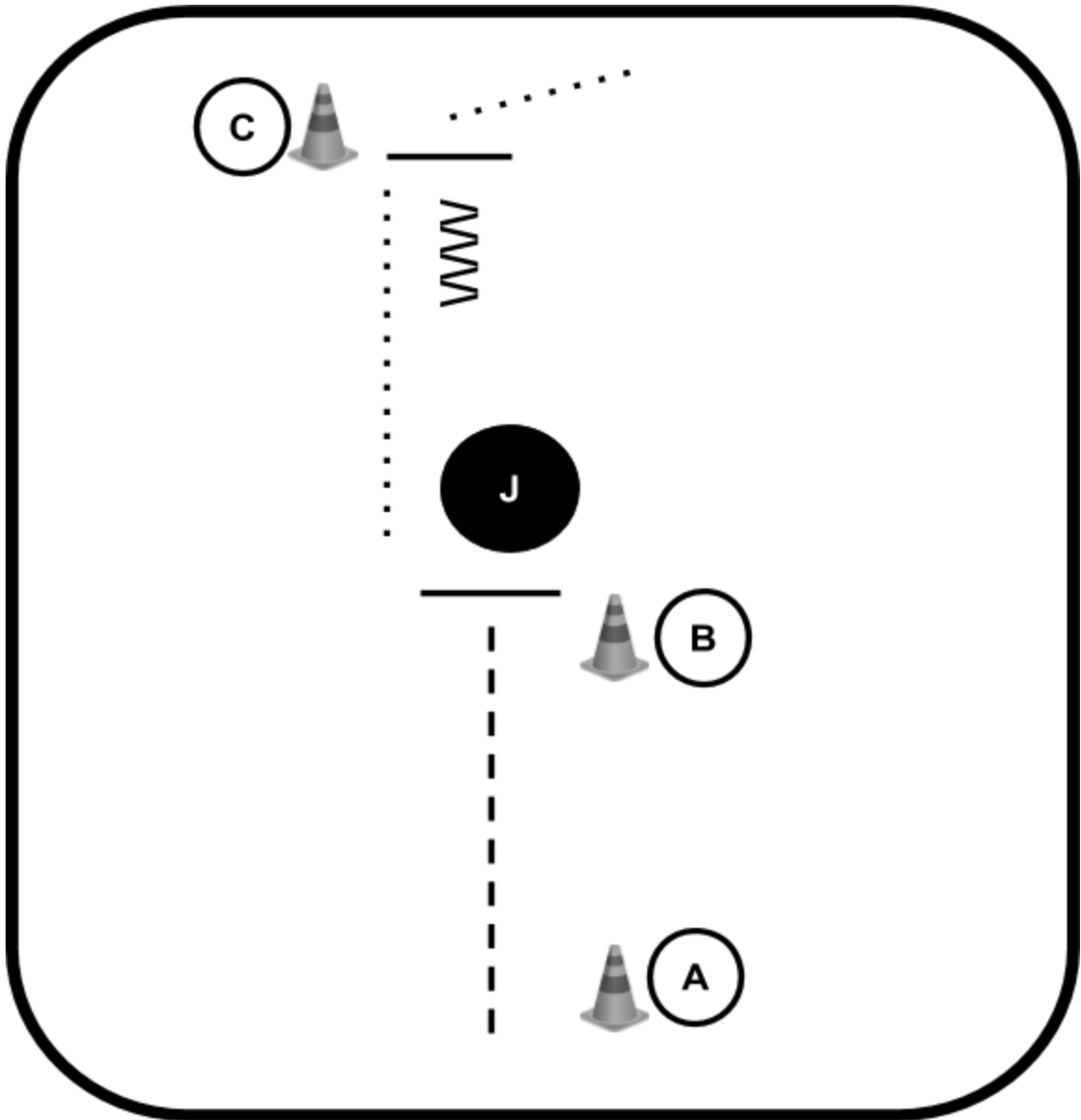
1. Jog/Trot from A to B.
2. Stop at B & Perform 180° Pivot.
3. Back to C.
4. Turn 180° & Walk to Judge, Stop & Set Up for Inspection.
5. When Dismissed, Jog/Trot Away, Follow Ring Steward.

JUDGE	J
WALK	.....
JOG/TROT	-----
BACKUP	~~~~~
MARKER	(A)



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.
6. When Dismissed, Walk to Lineup.

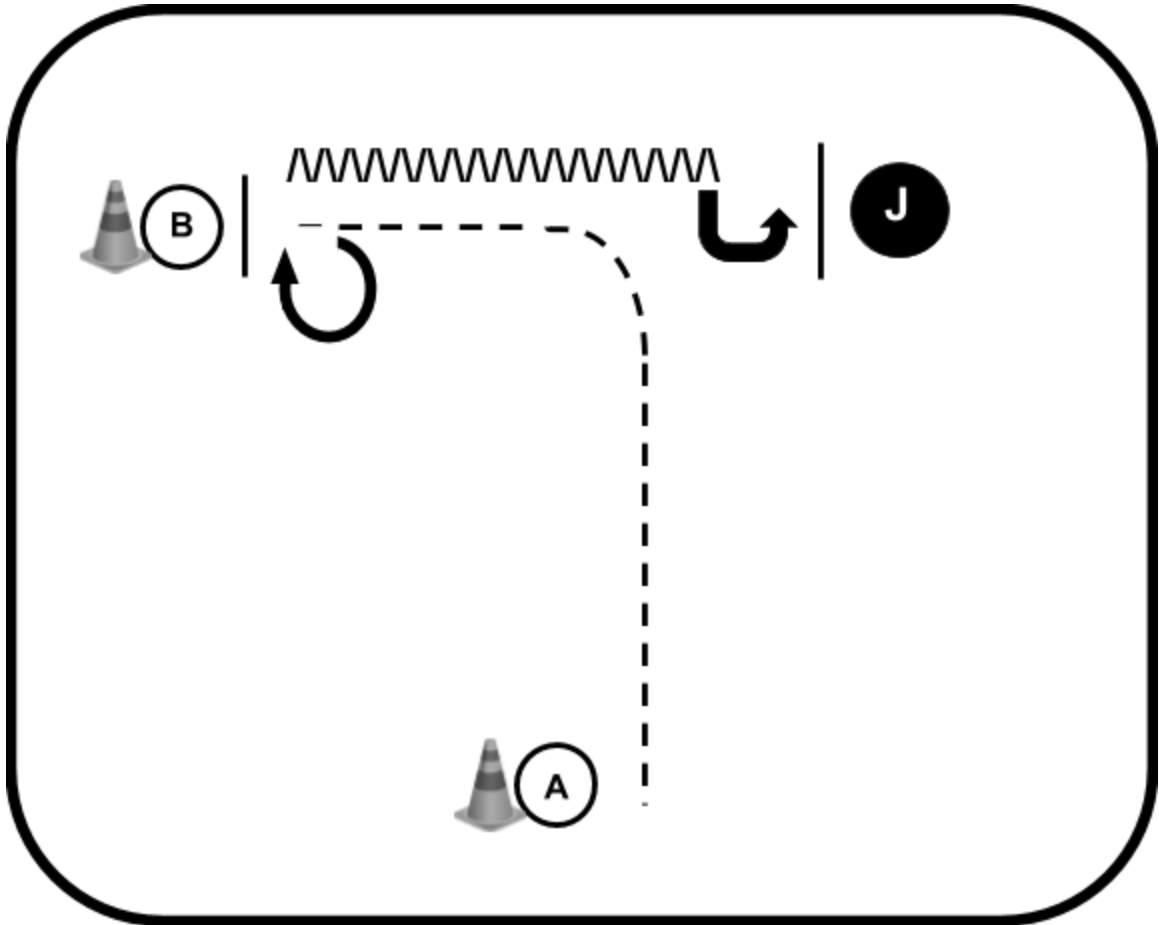
JUDGE	<b>J</b>
WALK	.....
JOG/TROT	-----
BACKUP	~~~~~
MARKER	<b>A</b>




1. Start at A, Jog/Trot Halfway to B.
2. Stop & Set Up for Inspection.
3. When Dismissed, Walk to C, Stop & Back Four (4) Steps.
4. Walk to Lineup.

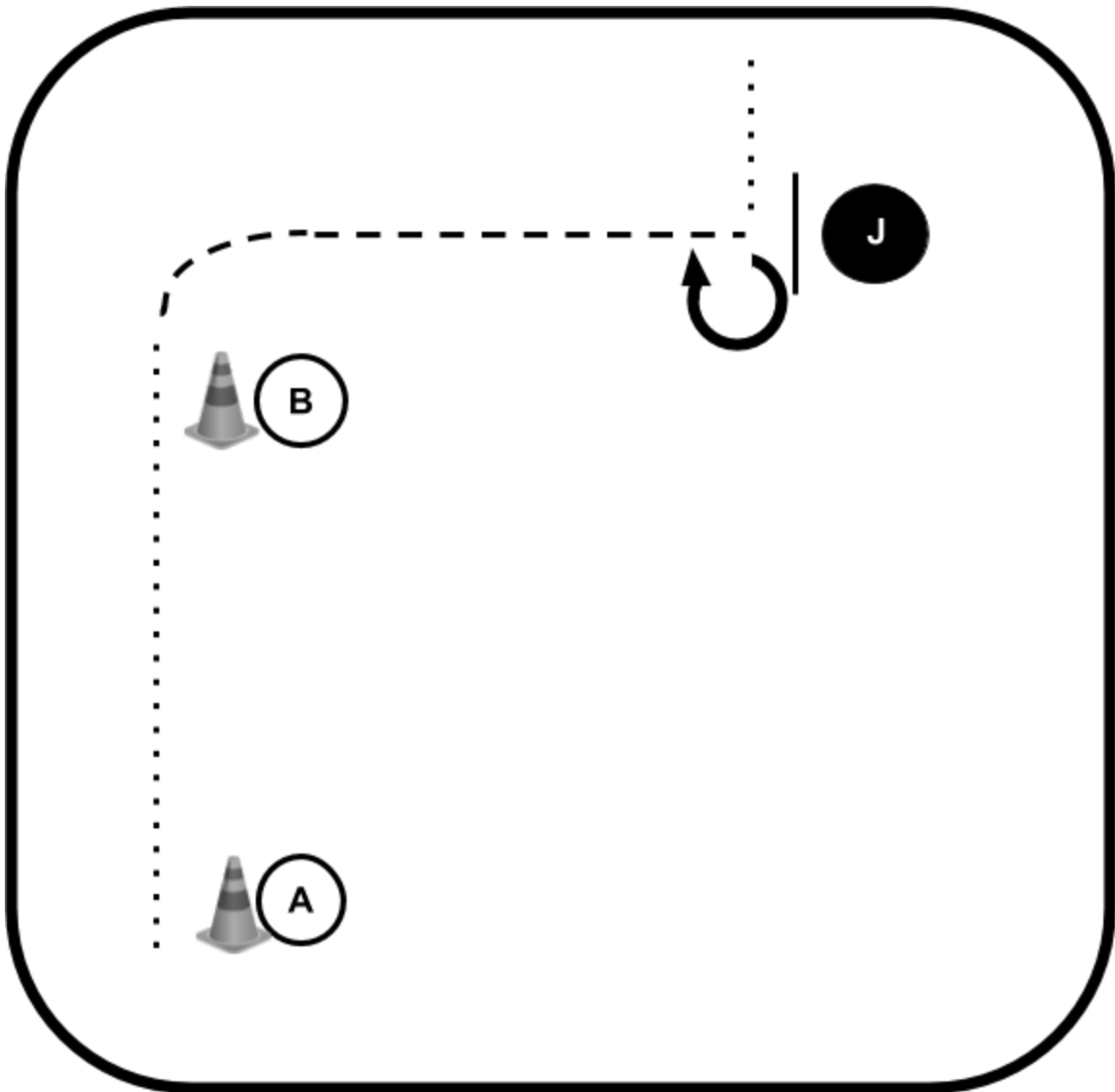
JUDGE	<b>J</b>
WALK	.....
JOG/TROT	-----
BACKUP	\\\\\\\\\\\\\\\\
MARKER	<b>A</b>

**SHOWMANSHIP  
PATTERNS  
Ages 14-19**

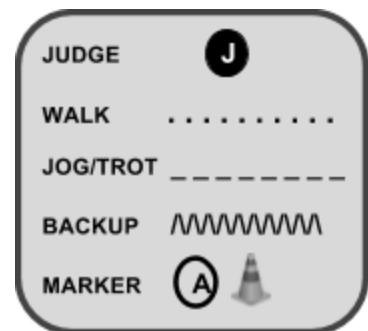


1. Jog/Trot from A to B.
2. Stop & Perform 360° Turn.
3. Back to Judge, Perform 180° Turn, & Set Up for Inspection.
4. When Dismissed, Follow Ring Steward.

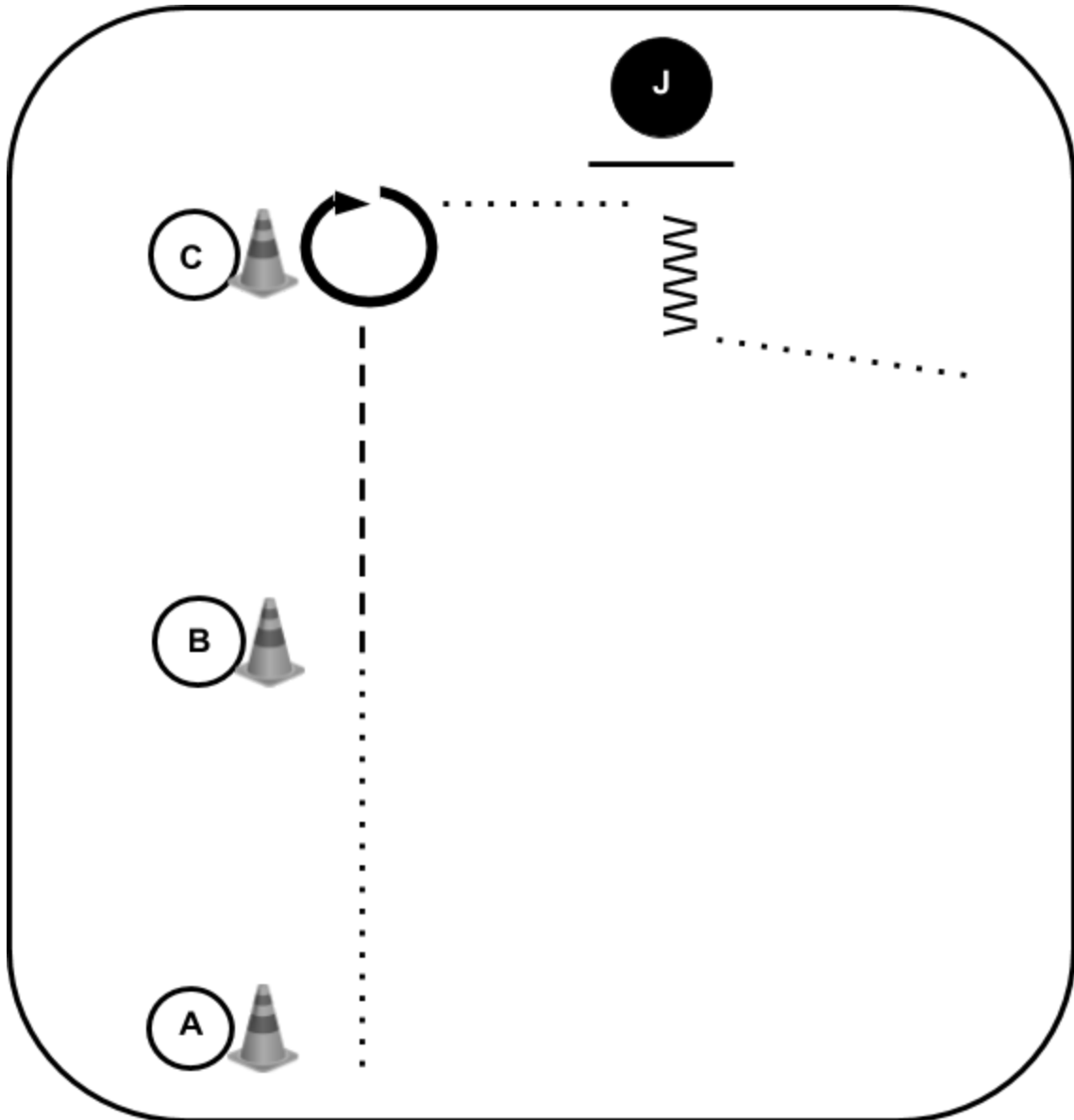
JUDGE	J
WALK	.....
JOG/TROT	-----
BACKUP	~~~~~
MARKER	A 



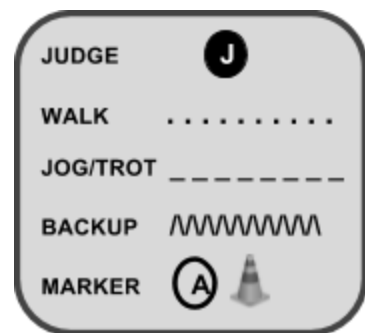
1. Walk from A to B.
2. Jog/Trot from B to Judge.
3. Stop & Set Up for Inspection.
4. When Dismissed, Perform 270° Turn & Walk Straightway from Judge to Lineup.

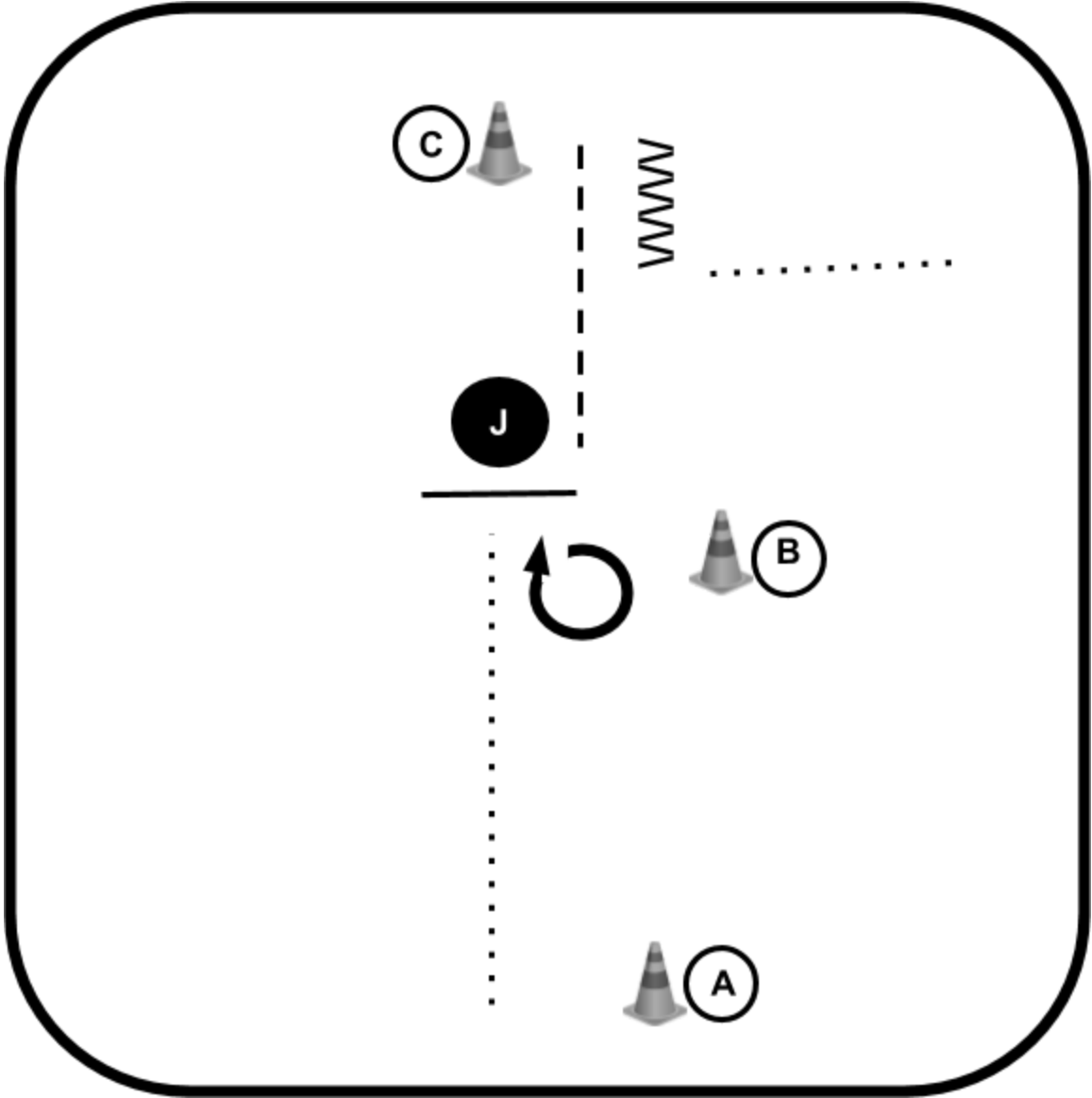






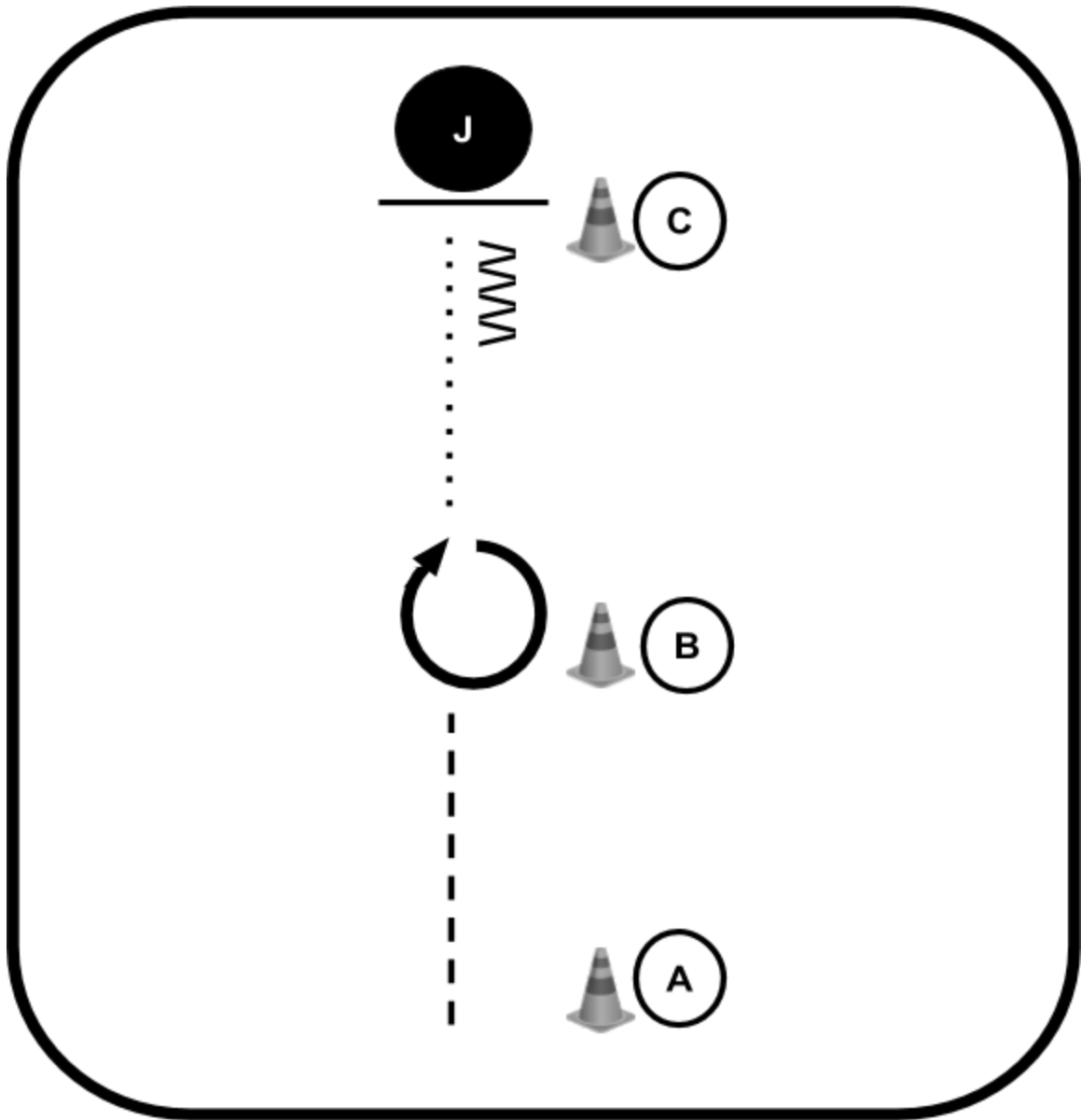
1. Walk A to B.
2. Jog/Trot B to C.
3. Perform 360° Pivot.
4. Walk to Judge, Stop & Set Up for Inspection.
5. When Dismissed, Back Five (5) Steps, then Walk to Lineup.





1. Walk to B. (Judge)
2. Stop & Setup for Inspection.
3. When Dismissed, Perform 360° Turn to the Right.
4. Trot to C, Back Five (5) Steps, Walk to Lineup.

JUDGE	
WALK	.....
JOG/TROT	-----
BACKUP	~~~~~
MARKER	



1. Start at A, Jog/Trot to B.
2. Perform a 360 Turn.
3. Walk to Judge.
4. Stop & Back Four (4) Steps.
5. Set Up for Inspection.

JUDGE	J
WALK	.....
JOG/TROT	-----
BACKUP	\\\\\\\\\\\\\\\\
MARKER	A

**TRAIL CLASS OBSTACLES  
MAY INCLUDE BUT NOT LIMITED  
TO:**

Sidepass \_\_\_\_\_

Bridge



Cavalletti / Logs // // // // //

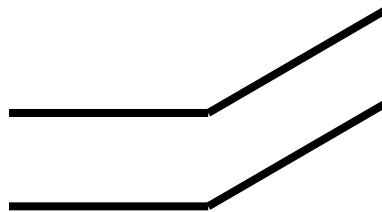
Open / Close Gate



Mailbox



Backing Thru



Logs

Box



Cones

