

2023 US Nationals

1509 Showmanship 19 - 49 AATH

SF/F Section

The In and Out of Ring procedure will be used

A H A

Showmanship

LEVEL 3 • PATTERN MM

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

Be ready at marker A, walk to judge as shown.

Stop and set up.

Inspection.

Execute 180-degree turn and trot.

Stop and back.

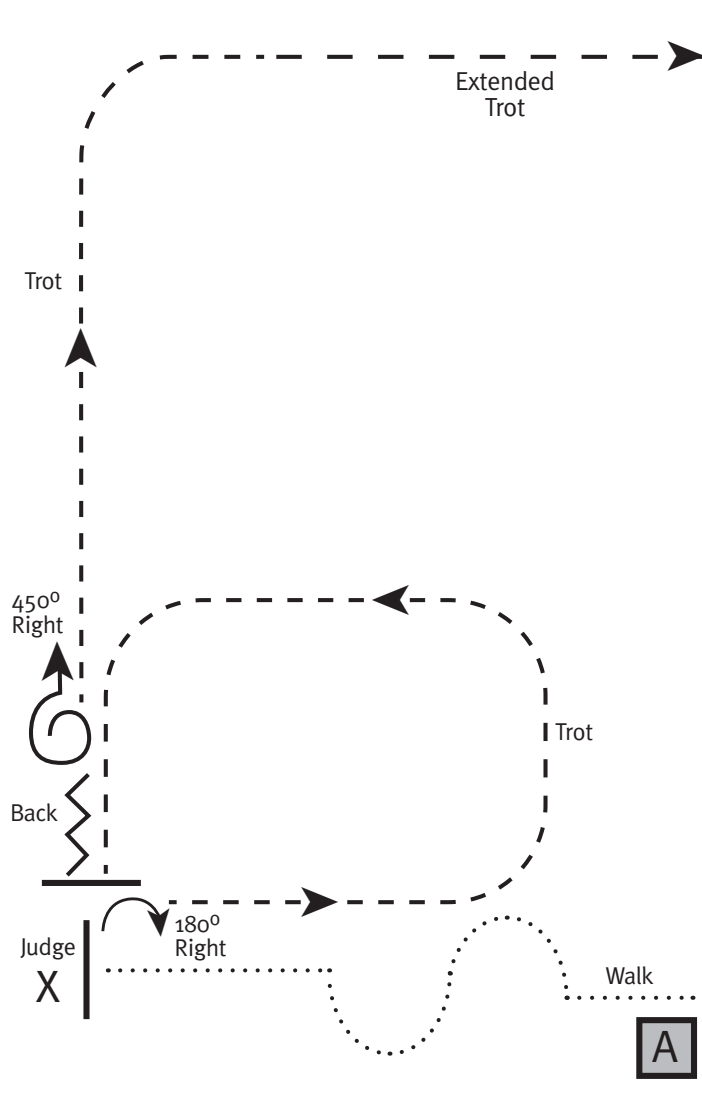
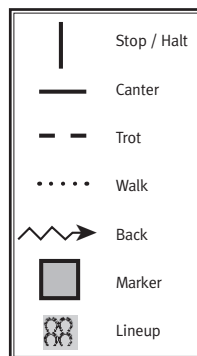
Execute a 45-degree turn to the right.

Trot.

Extended trot, stop.

Return to the lineup at the trot or exit as directed by the ringmaster.

- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.



2023 US Nationals

1510 Showmanship 50 & Over AATH

SF/F Section

The In and Out of Ring procedure will be used

A H A

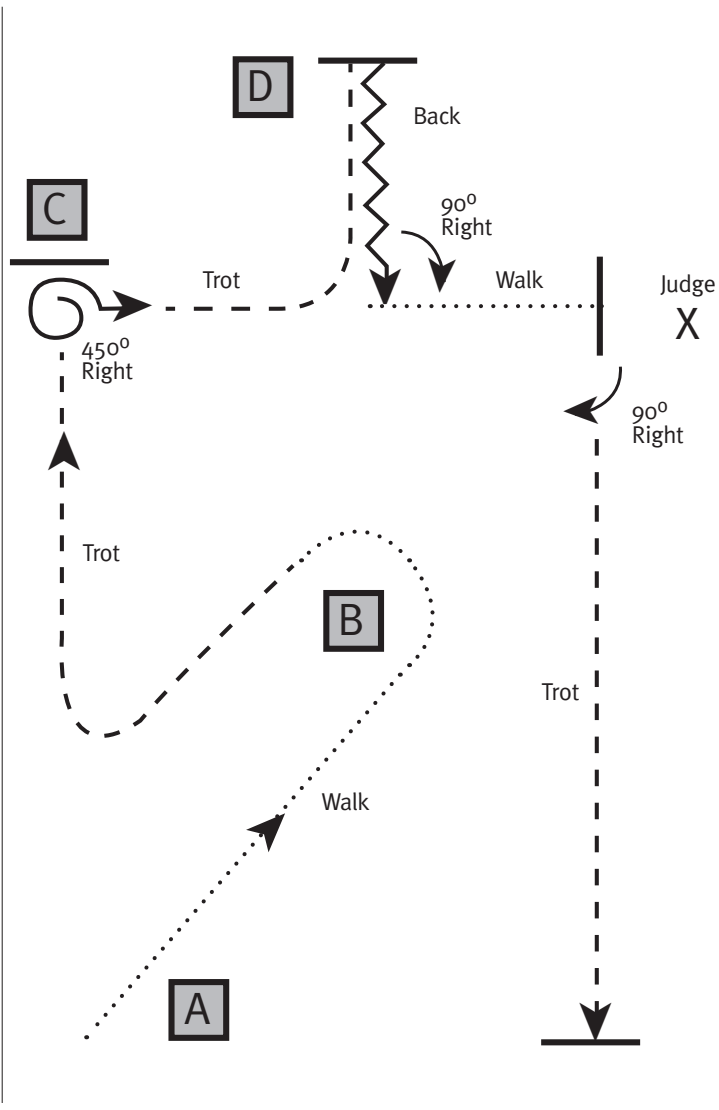
Showmanship

LEVEL 3 • PATTERN KK

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

- Be ready at marker A.
- Walk to and around marker B.
- Trot curve directly to marker C.
- Stop, execute 450-degree turn.
- Trot curve directly to marker D.
- Stop. Back until even with Judge.
- Execute 90-degree turn. Walk to Judge.
- Stop and set up for inspection.
- When dismissed, execute a 90-degree turn.
- Trot away as drawn. Stop when even with marker A.
- Return to the lineup at the trot or exit as directed by the ringmaster.



	Stop / Halt
—	Canter
- - -	Trot
.....	Walk
~>	Back
■	Marker
⊞	Lineup