

2026 US Nationals

3460 Showmanship Select AATH

SF/F Section

The In and Out of Ring procedure will be used

A H A

Showmanship

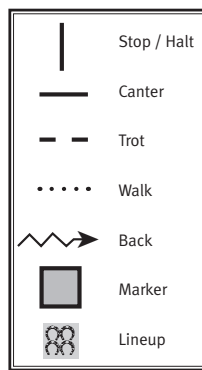
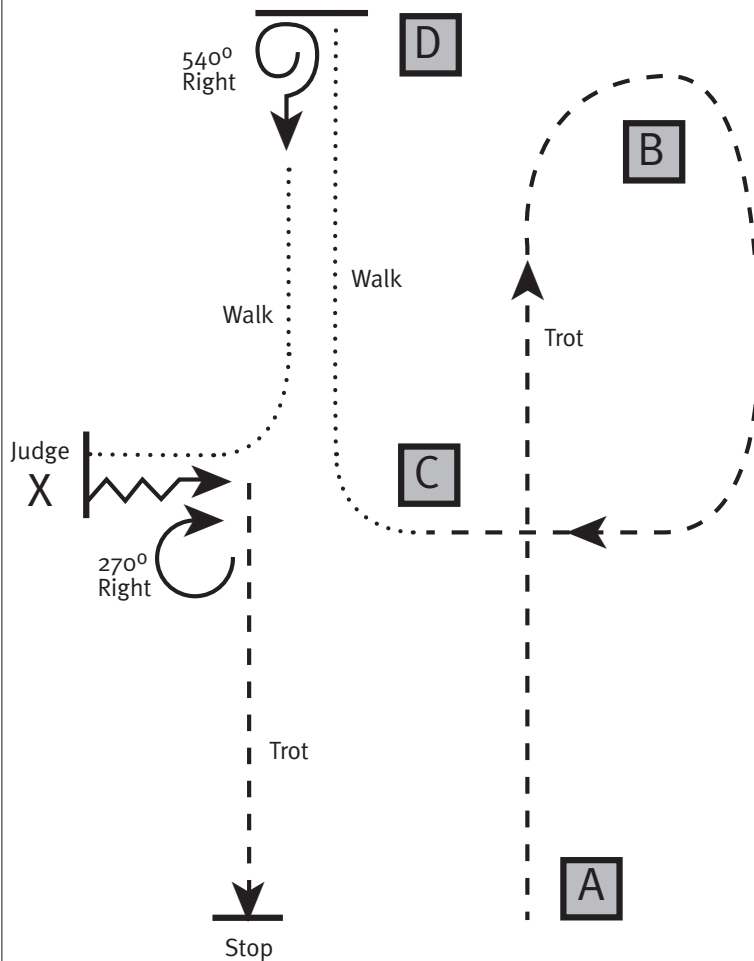
LEVEL 2 • PATTERN CC

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

1. Be ready at marker A. Trot around marker B and continue to marker C
2. Walk to marker D and halt
3. Execute a 540-degree turn
4. Walk to judge and set up for inspection
5. Presentation of horse
6. When dismissed, back four steps
7. Execute a 270-degree turn
8. Trot until even with marker A and halt

Return to lineup at a trot or exit arena as directed

- ☐ **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.



2026 US Nationals

1372 Showmanship AATH

SF/F Section

The In and Out of Ring procedure will be used

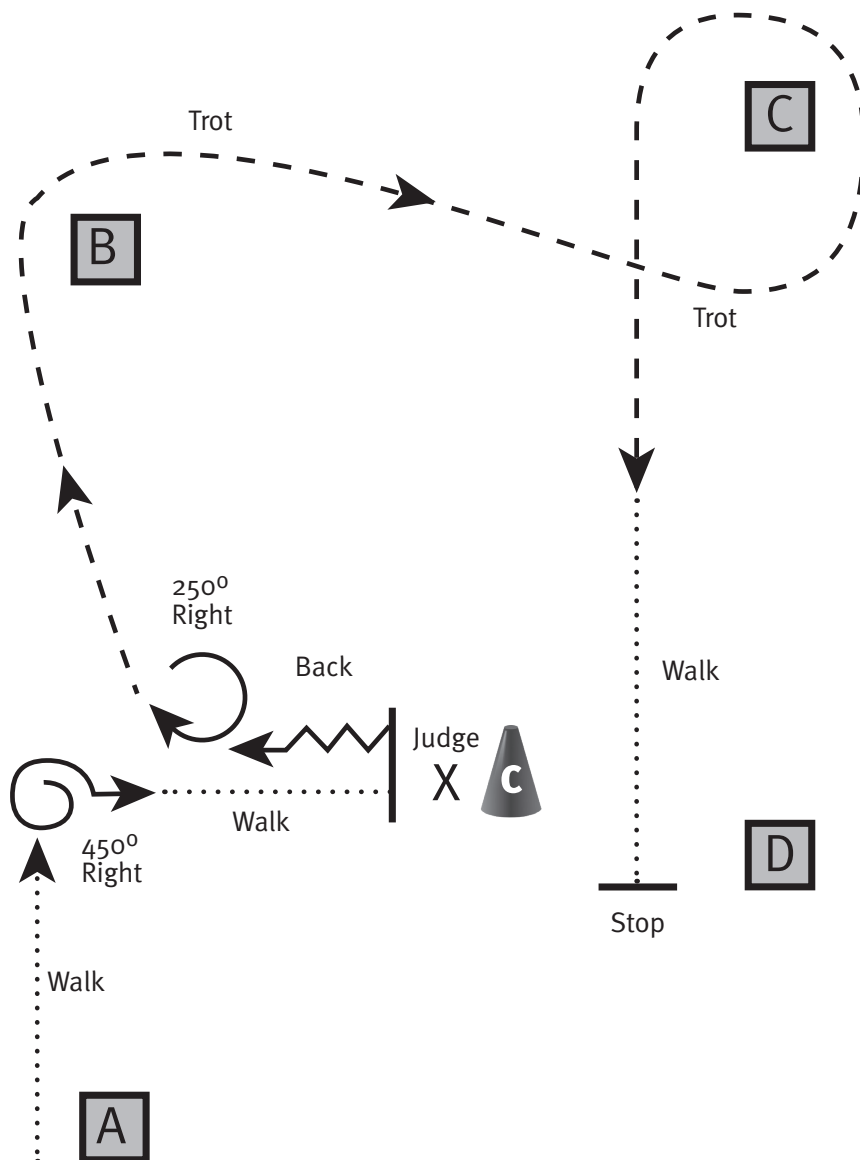
A H A

- ❑ **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.

Showmanship

LEVEL 3 • PATTERN GG

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



1. Be ready at marker A. Walk until even with judge, halt
 2. Execute a 450-degree turn
 3. Walk to judge, halt and set up for inspection
 4. Presentation of horse
 5. When dismissed, back four steps
 6. Execute approximately a 250-degree turn
 7. Trot around markers B & C towards marker D
 8. Break to a walk before marker D, walk to D and halt
- Return to the lineup at a trot or exit arena as directed

