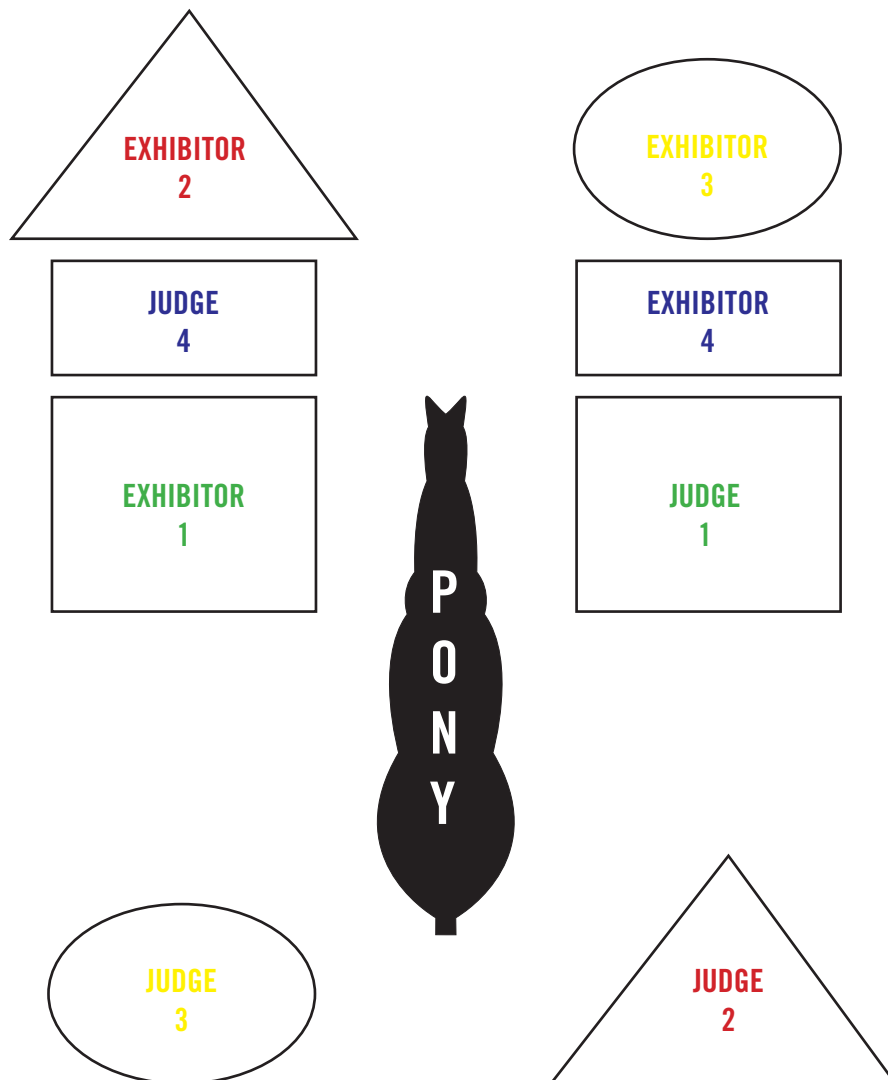


# SHETLAND SHOWMANSHIP PATTERNS

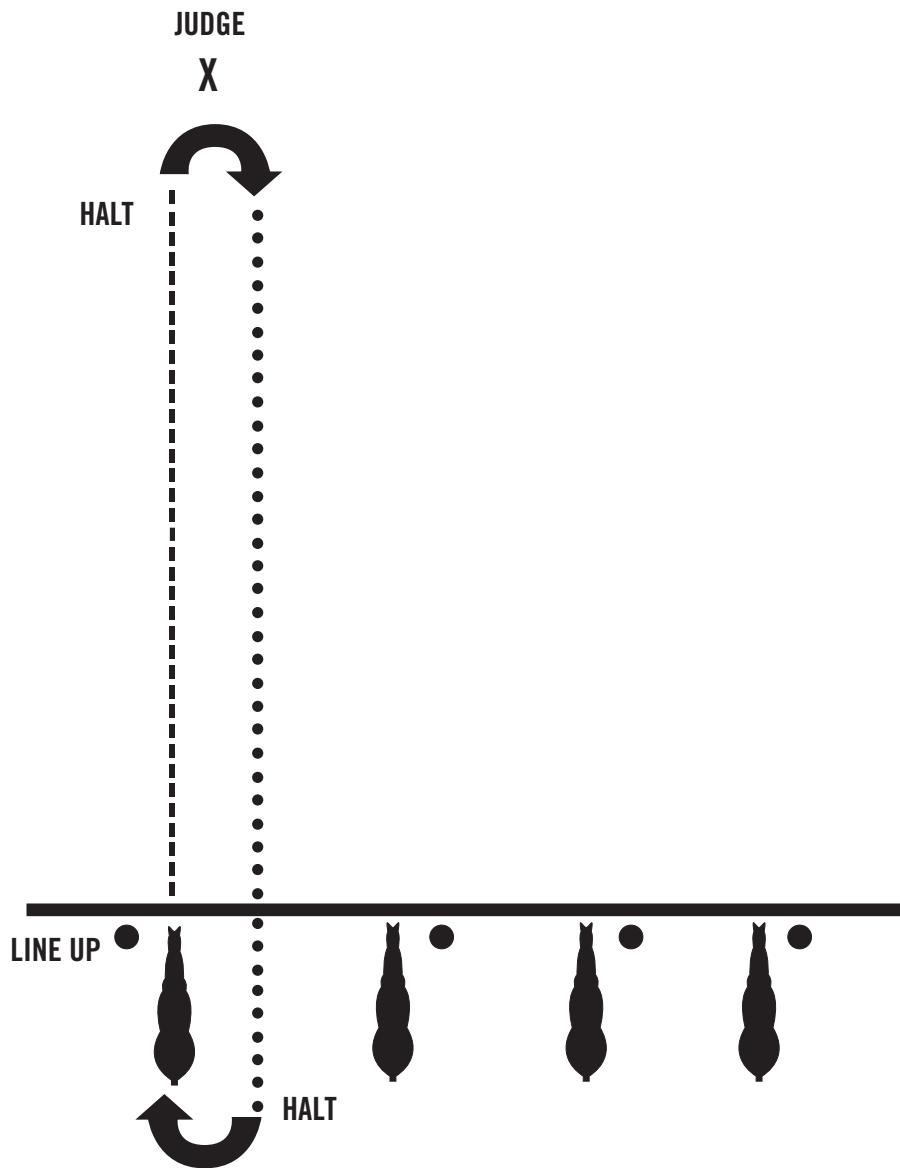
The opposite half system, which is explained below will be used in all Shetland Showmanship Classes. *Effective 4.1.2013*



Exhibitor must be on the opposite half of the pony from the judge. When Judge is in position 1, exhibitor should be in position 1; when Judge is in position 2, exhibitor should be in position 2; etc.

## Pattern #1

Walk to the Judge in a straight line. Halt and set up your pony. Upon acknowledgement from the Judge, complete a 180-degree-turn. Trot in a straight line, past the line-up, then halt. Complete a 180-degree-turn. Walk pony forward to starting point. Set up your pony.



JUDGE X

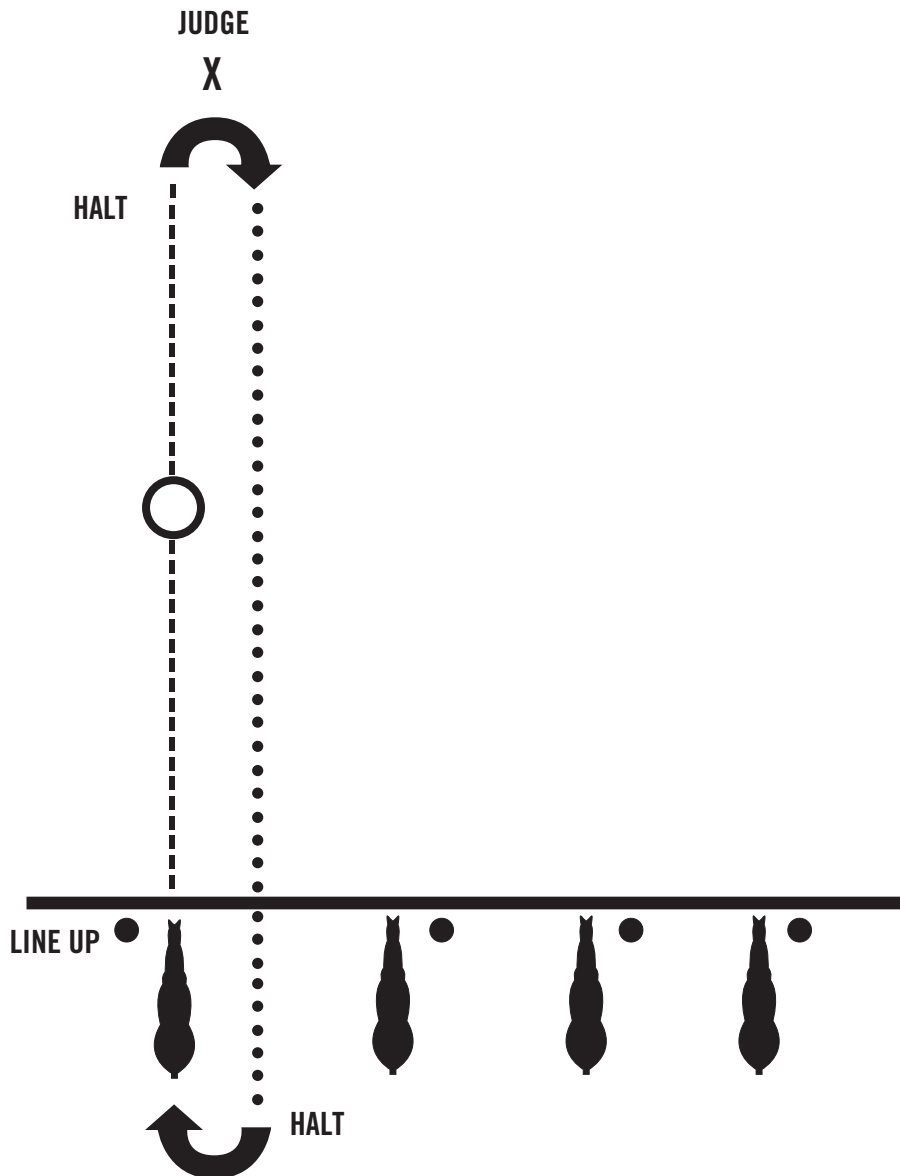
WALK -----

TROT .....•••••

180-DEGREE-PIVOT ↻

## Pattern #2

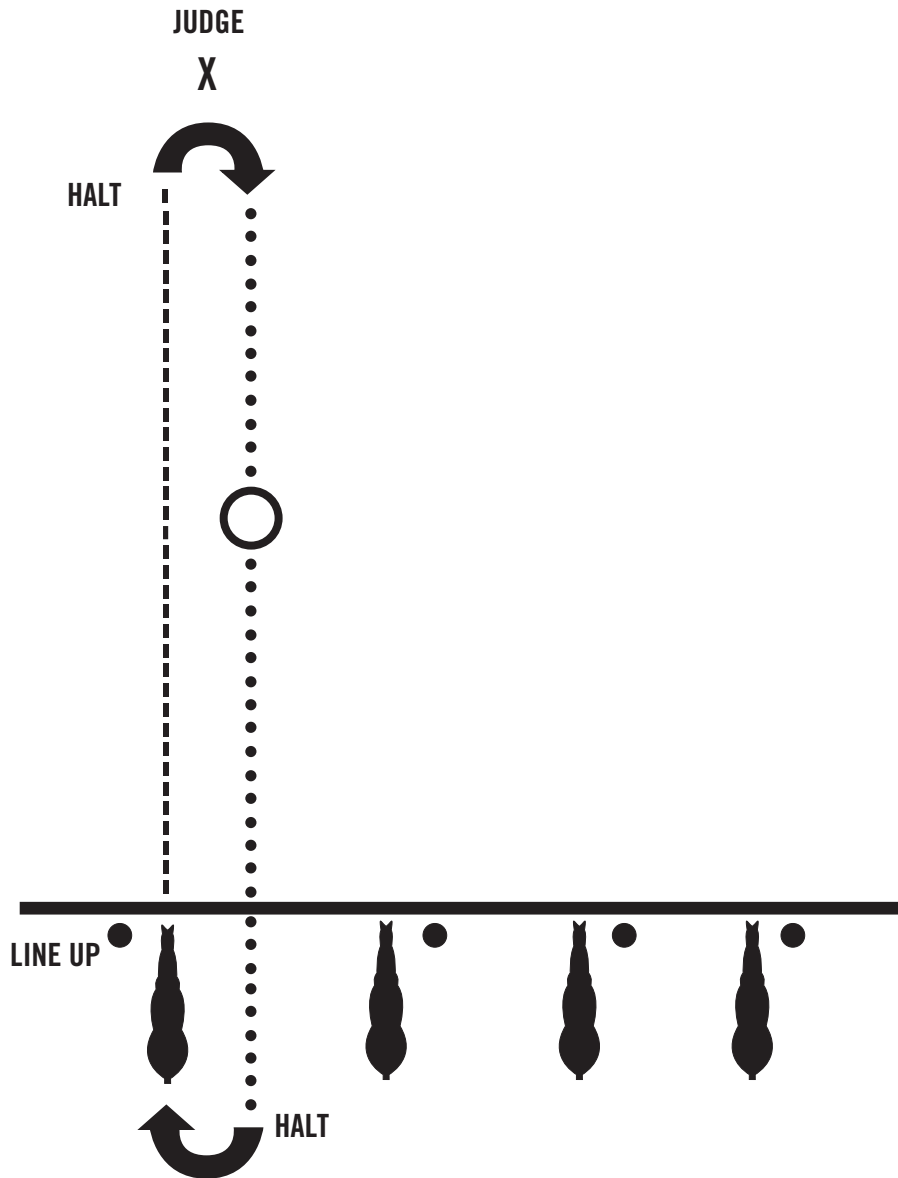
Walk toward the Judge in a straight line. Halt halfway between the line-up and the Judge, complete a 360-degree-pivot, and halt. **All pivots/turns are to the right.** Continue at a walk (in a straight line) toward the Judge. Halt and set up your pony. Upon acknowledgement from the Judge, complete a 180-degree-pivot. Trot in a straight line, past the line-up, halt. Complete a 180-degree-turn. Walk pony forward to starting point and set up pony.



- JUDGE X
- WALK -----
- TROT .....
- 180-DEGREE-PIVOT ↻
- 360-DEGREE-PIVOT ○

### Pattern #3

Walk (in a straight line) to the Judge. Halt and set up your pony. Upon acknowledgement from the Judge, complete a 180-degree-pivot. **All pivots/turns are to the right.** Trot (in a straight line) toward the line. Halt halfway between the Judge and the line-up; complete a 360-degree-pivot; and halt. Continue at a trot in a straight line, past the line-up, and halt. Complete a 180-degree-pivot. Walk pony forward to starting point and set up pony.



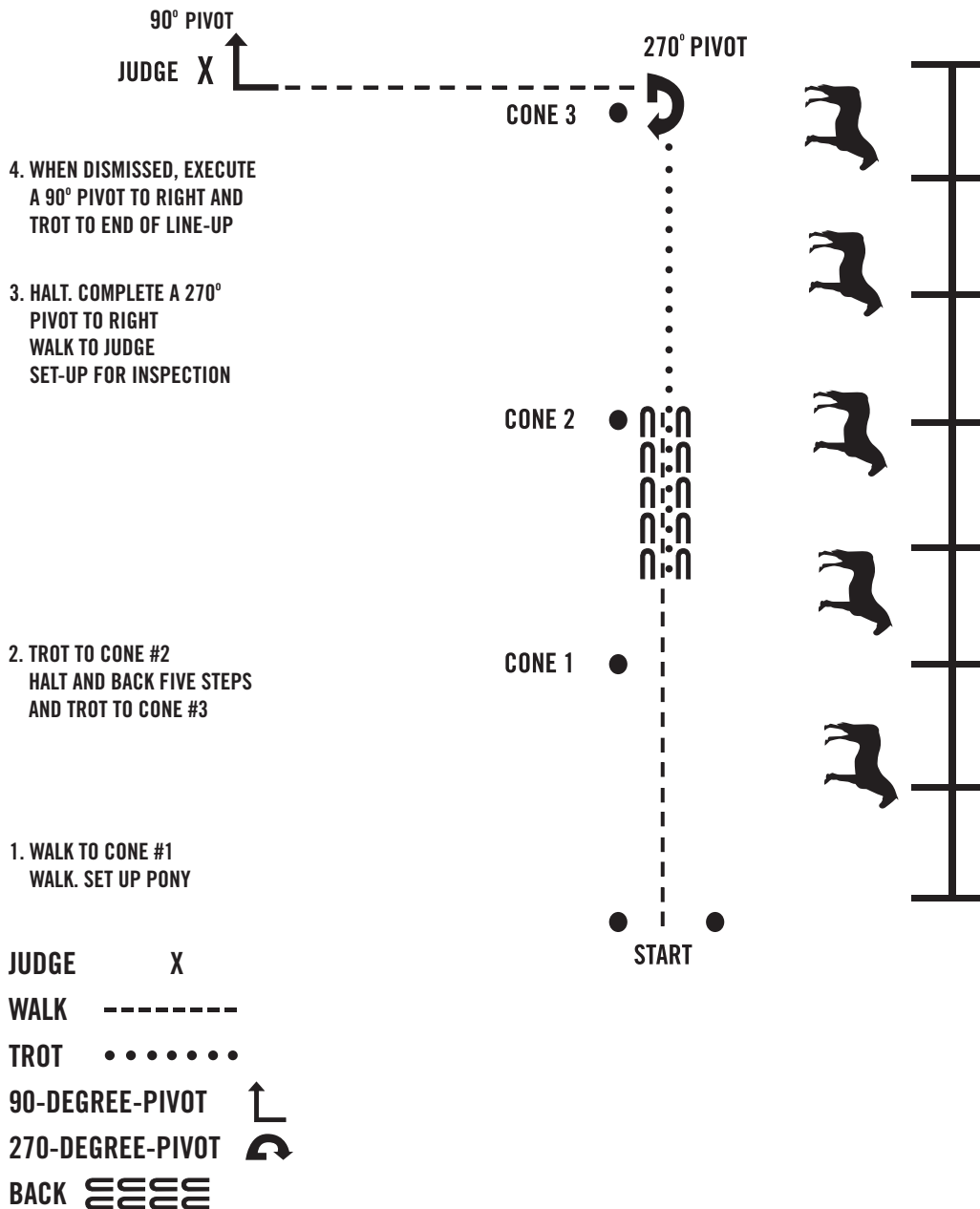
- JUDGE X
- WALK -----
- TROT .....
- 180-DEGREE-PIVOT ↻
- 360-DEGREE-PIVOT ○

## Pattern #4 (Intermediate Pattern)

Enter the ring clockwise at a walk and line up head-to-tail as directed by the Judge or Ring Steward. When the pattern is completed, exhibitor trots to the end of the head-to-tail line up. After all ponies have completed the pattern, the Judge may walk the line-up for final inspection. When the person on course is finishing, the next showman should be set and ready to begin the pattern. Cones should be on the handlers left side.

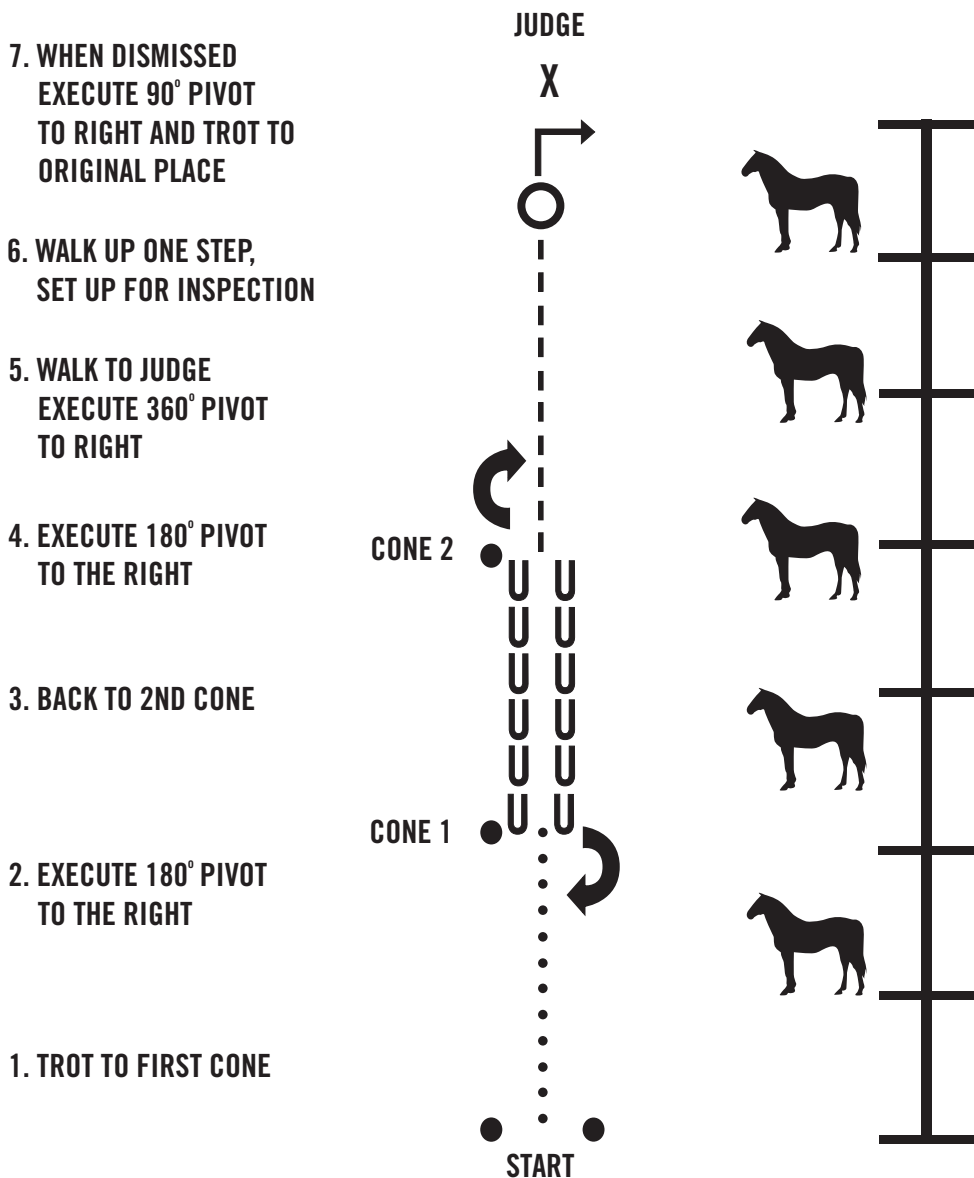
### Pattern as follows:

Begin pattern by walking to Cone #1, halt. Set up pony and acknowledge judge. Walk (in a straight line) to Cone #2, halt. Back pony five steps, halt, and then trot to Cone #3 and halt. Execute a 270 degree pivot (to the right), walk to judge, and set up pony. When dismissed, execute a 90 degree pivot (to the right) and trot to the end of the line-up.



## Pattern #5 (Advanced Pattern)

Enter the ring counter clockwise at a walk and line up facing the center of the ring in a straight line as directed by the Judge or Ring Steward. Begin pattern by trotting to cone #1. Complete a 180-degree-pivot (to the right) and back the pony to cone #2. Complete a 180-degree-pivot (to the right). Walk to the Judge and complete a 360-degree-pivot (right), walk up one step and set pony for inspection. When dismissed, complete a 90-degree-pivot (to right), trot to original place in line-up, going behind ponies in the line.



- JUDGE X
- WALK -----
- TROT .....
- 90-DEGREE-PIVOT ↗
- 180-DEGREE-PIVOT ↻
- 360-DEGREE-PIVOT ○
- BACK ≡≡≡≡

## Pattern #6 (Optional Advanced Pattern)

Enter the ring counter clockwise, line up facing the center of the arena in a straight line as directed by the Judge or Ring Steward. Begin pattern by walking to the first cone. Trot to the second cone, halt, back the pony 4 steps. Walk to and around cone 3; set up pony facing the Judge. Complete a 360-degree-pivot (to the right). At completion of pivot, trot to Judge, halt; set up for inspection. At completion of inspection, back the pony 5 steps, complete a 90-degree-pivot (to the right); exit at a trot to original place in line, going behind other exhibitors.

### 7. EXIT AT TROT

### 6. AFTER INSPECTION, BACK 5 STEPS, DO A 90° PIVOT TO THE RIGHT

### 5. TROT TO JUDGE, HALT, SET UP FOR INSPECTION

### 4. DO A 360° PIVOT TO THE RIGHT

### 3. WALK TO AND AROUND 3RD CONE AND SET UP PONY/HORSE

### 2. TROT TO 2ND CONE, HALT, BACK 4 STEPS

### 1. WALK TO FIRST CONE

JUDGE X

WALK - - - - -

TROT •••••

90-DEGREE-PIVOT ↗

360-DEGREE-PIVOT ○

BACK ≡≡≡≡

