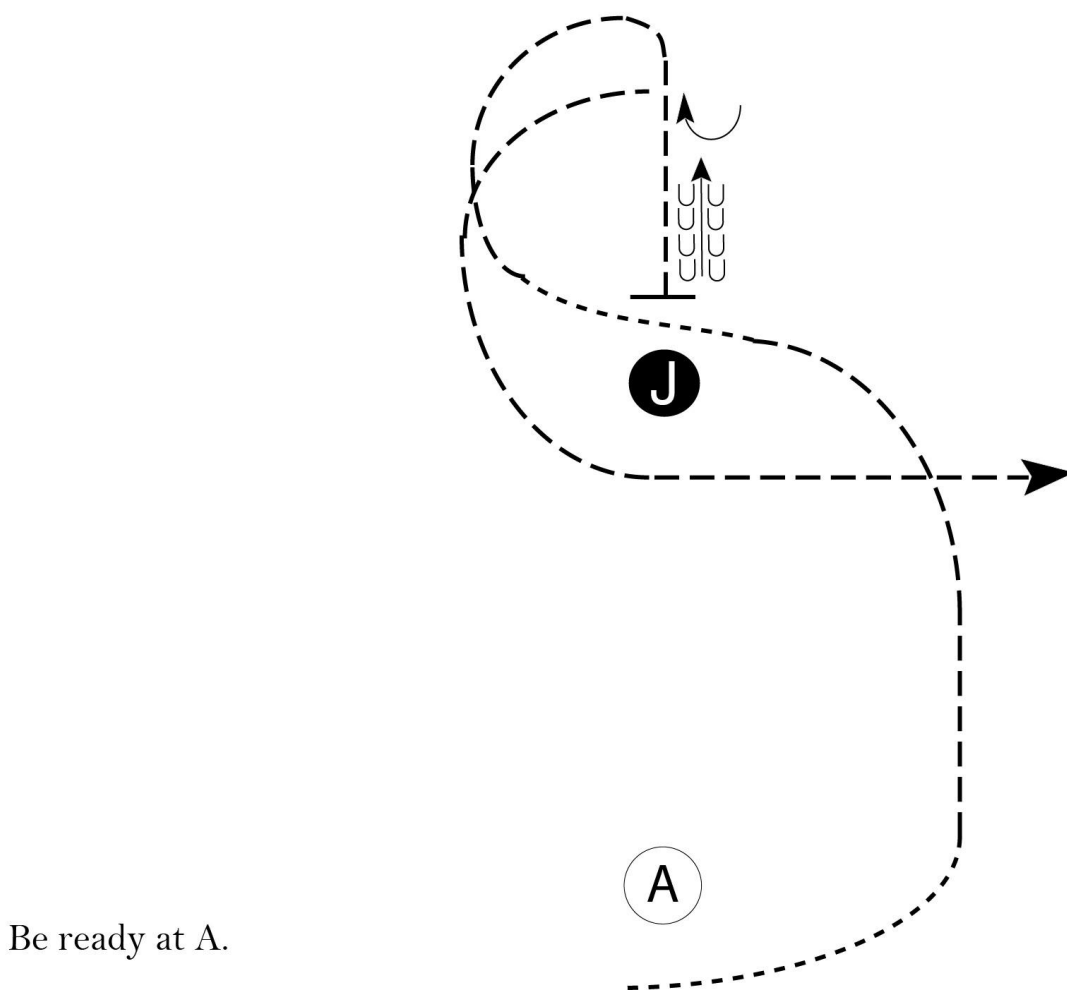


ISHSA Spring Double Point Show

ISHSA SHOWMANSHIP (11 & Under, 13 & Under, Miniature)

Show Date: 04-07-2019



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot in a half circle until just before Judge.
3. Break to walk and walk past Judge.
4. Trot in a half circle and straight to Judge as shown.
5. Stop and set up for inspection.
6. When dismissed, back approximately one horse length.
7. Perform a 1/4 turn.
8. Trot in a half circle and to exit.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ⊃ ⊃ ⊃ ⊃
Marker	⊙ B
Judge	● J

[S/2-43]

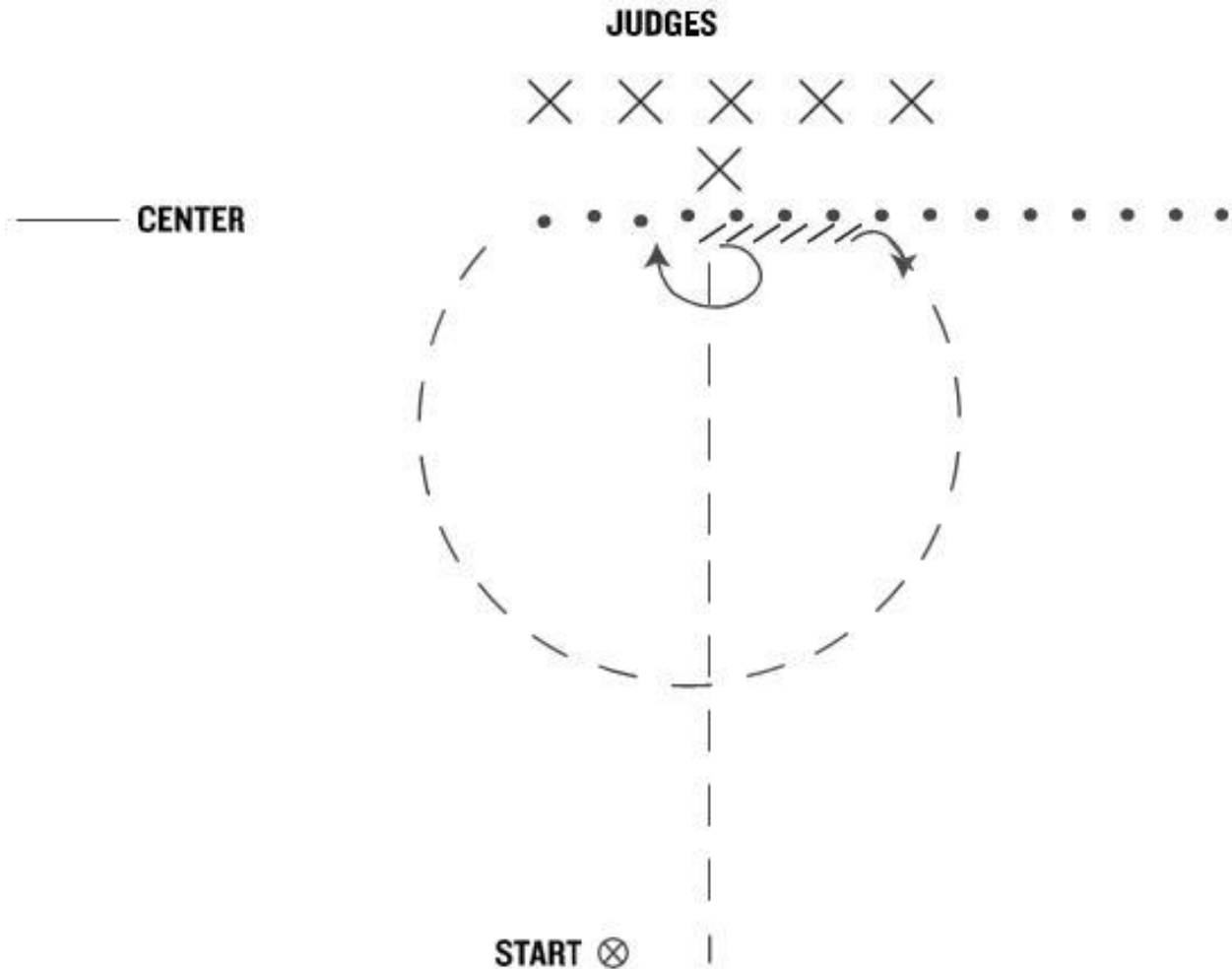
Pattern Provided by:

The Judges

ISHSA Spring Double Point Show

ISHSA SHOWMANSHIP (14 to 18, 19 to 49)

Show Date: 04-06-2019

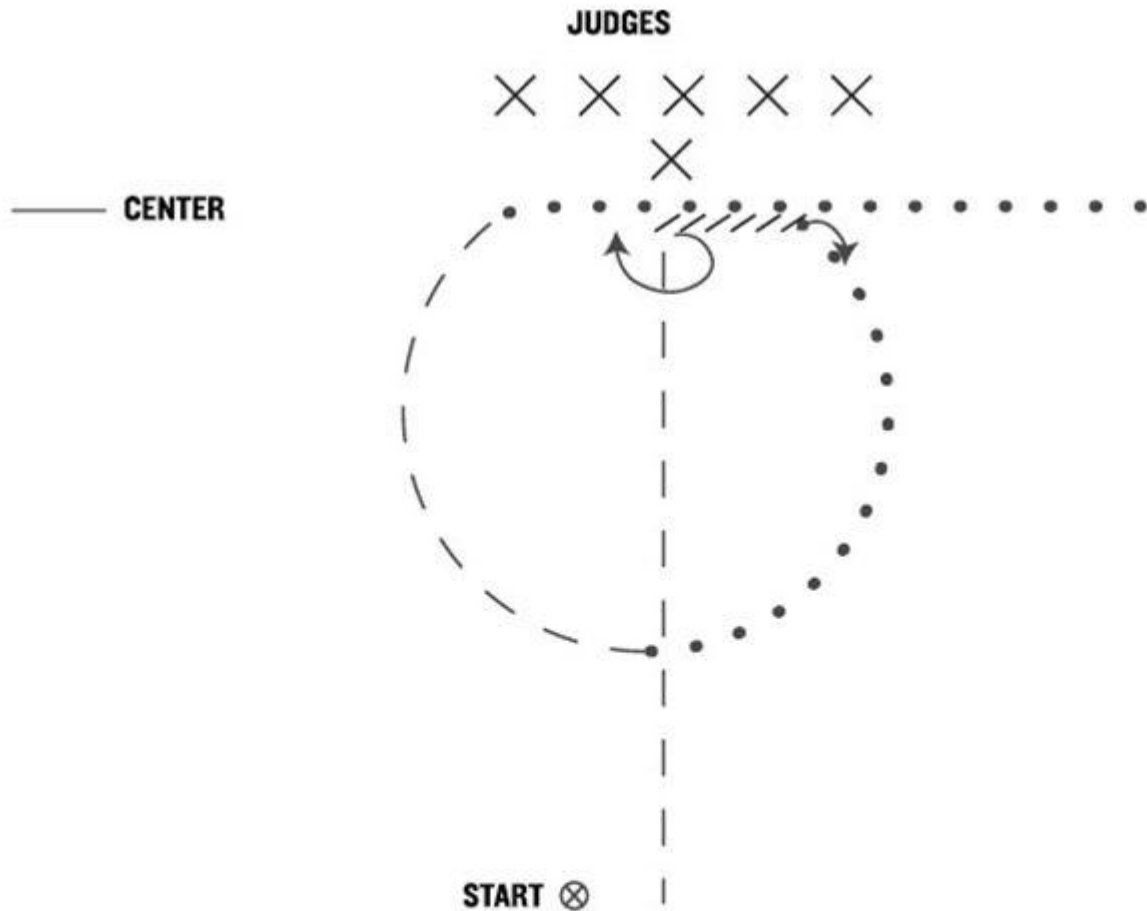


1. Be ready on the lead side at the start cone, trot to the judge.
2. Stop, $\frac{3}{4}$ turn
3. Set up for inspection.
4. Inspection.
5. When dismissed, back approximately 2 horse lengths
6. 180 degree turn
7. Trot circle
8. Before the judge, break to a walk and walk to exit

ISHSA Spring Double Point Show

ISHSA SHOWMANSHIP (50 and Over)

Show Date: 04-06-2019



1. Be ready on the lead side at the start cone, trot to the judge.
2. Stop, $\frac{3}{4}$ turn
3. Set up for inspection.
4. Inspection.
5. When dismissed, back approximately two horse lengths
6. 180 degree turn
7. Walk $\frac{1}{2}$ circle, trot $\frac{1}{2}$ circle
8. Before the judge, break to a walk and walk to exit

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

ISHSA Spring Double Point Show

ISHSA SHOWMANSHIP (Shankless Showmanship)


Show Date: 04-06-2019

Be ready at A.

1. Trot to the middle of your pattern.
2. Walk a circle to the left.
3. Continue to trot towards the Judge.
4. Make a corner as you approach the Judge and trot at least two horse lengths past the Judge.
5. Back until even with the Judge.
6. Perform 1 1/4 turn and set up for inspection.
7. When dismissed, exit at a walk.

Walk - - - - -

Trot - - - - -

Back ← 

Marker (B)

Judge (J)

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