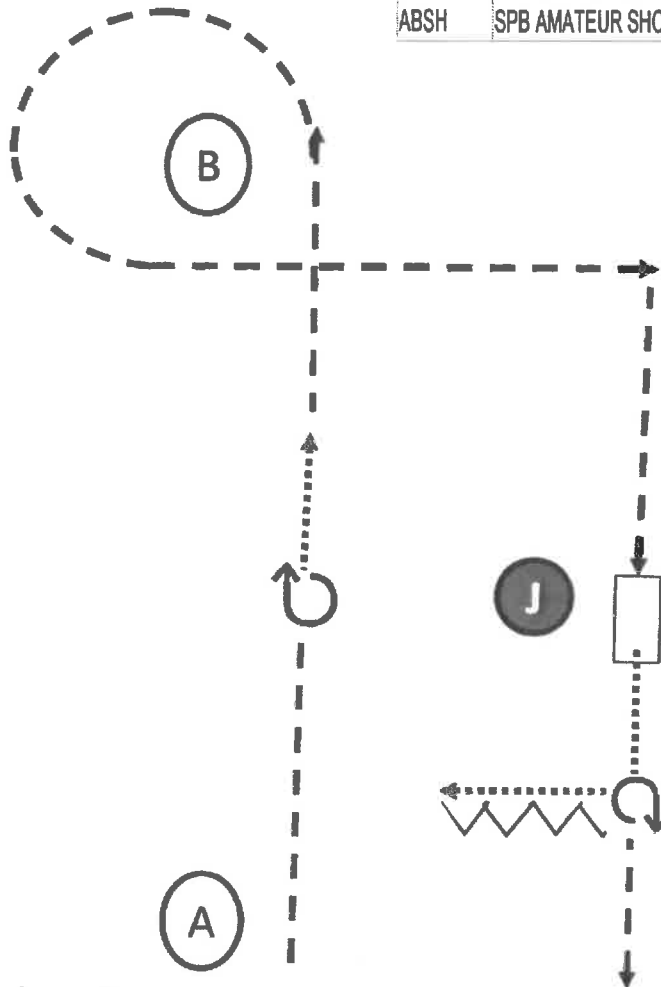


Showmanship Amateur Youth





PHCI /APHA





	YOUTH SHOWMANSHIP 18 & UNDER ALL PAINT REGISTRIES
YSH1	YOUTH SHOWMANSHIP 18 & UNDER
XSH1	SPB YOUTH SHOWMANSHIP 18 & UNDER
	AMATEUR SHOMANSHIP AT HALTER ALL AGES ALL PAINT REGISTRIES
ASH1	AMATEUR SHOMANSHIP AT HALTER ALL AGES
ABSH	SPB AMATEUR SHOWMANSHIP AT HALTER ALL AGES



Be ready at A

1. Jog from A and stop halfway between A and B
2. Perform a 360° turn to the right
3. Walk three strides
4. Jog around B as shown
5. Stop with the horse's hip even with judge – set up
6. Inspection
7. When dismissed, walk a corner
8. Stop and back up
9. Perform a 270° turn to the right
10. Jog away

 Lope / Galop
 Jog
 Walk / Pas
 Marker -/cône

 Extended Lope / Galop allongé
 Extended Jog / Trot
 Turn / pivot
 Backup / reculer

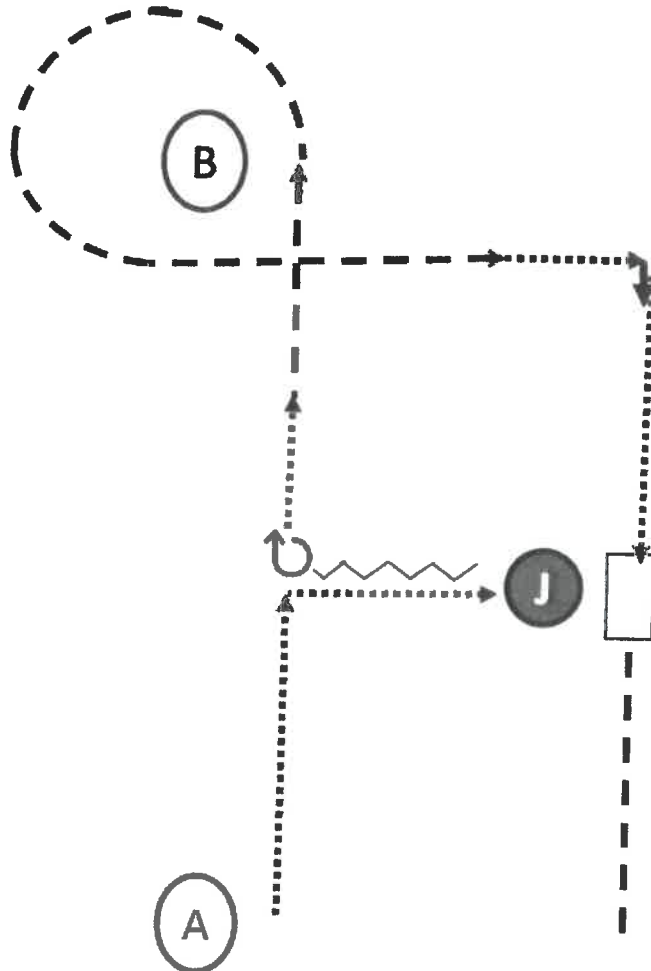
Showmanship

Novice Amateur

Novice Youth




PHCI / APHA





PHCI NOVICE SHOWMANSHIP (not approved)



Be ready at A

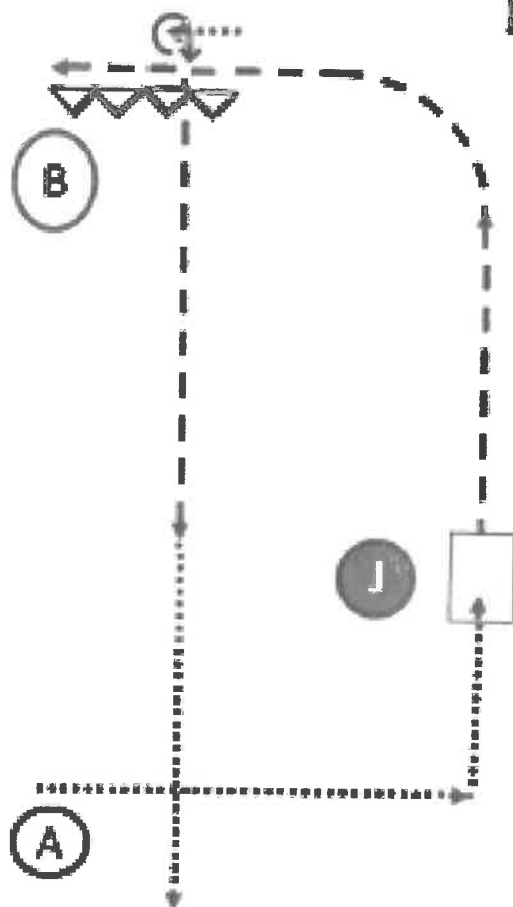
1. Walk from A turn square to judge
2. At judge stop and backup
3. Perform a 270°(3/4) turn to the right
4. Walk at least 2 strides
5. Jog around B as shown
6. Walk – stop- perform a 90° turn (1/4) and walk
7. Stop with the horse's hip even with judge – set up
8. Inspection
9. When dismissed, jog to exit

 Lope / Galop
 Jog
 Walk / Pas
 Marker –/cône

 Extended Lope / Galop allongé
 Extended Jog / Trot
 Turn / pivot
 Backup / reculer

Showmanship

Rookie Amateur
Rookie Youth



1. Be ready at A
2. Walk to judge turning square
3. Stop with the horse's hip even with judge – set up
4. Jog to B as shown
5. Stop
6. Back up and walk
7. Stop and perform a 270° turn (¾)
8. Jog
9. At judge walk to exit

—————> Lope / Galop
- - - - -> Jog
.....> Walk / Pas
● Marker –/cône

— · · —> Extended Lope / Galop allongé
- - - - -> Extended Jog / Trot
⊙ Turn / pivot
▲▲▲ Backup / reculer