

**SECTION XIV**  
**SHOWMANSHIP**  
**RULES & PATTERNS**

**2016 RULEBOOK**

of the  
**American Shetland Pony Club**  
**American Miniature Horse Registry**  
**American Show Pony Registry**  
**National Sport Performance Pony Registry**



## SECTION XIV

### Showmanship Division Rules

#### 1.1 Modern/ASPR Showmanship

- A. Exhibitors are to enter the ring at the trot, single file on the rail and then line-up at center ring. Exhibitor is to show his/her pony to the presiding (call) judge only. Pony is to be posed, parked out but not excessively stretched. Pony should have ears up and be alert. As the judge walks around the pony, the exhibitor is to move right and left around the pony's head to allow the judge a clear view of the animal. At the Ringmaster's or Judge's direction, the exhibitor is to move the pony to the rail at a flat walk, in a straight line.
1. Exhibitor to work pony in both directions on the rail, at a collected show trot, then return to line-up and set up the pony as before.
  2. Emphasis to be placed on presentation of pony, responsiveness of handler to pony, constant attention to pony, with adjustment to position of handler to give the Judge a clear view of entry. Showing to continue until the Judge's card is turned in.
  3. Handler may carry a short whip and may have a tailer who may carry a whip. Tailer to be another youth or adult. Tailer to retire to the end gate following the rail work as with other Modern Youth Halter classes.
  4. Required attire: slacks, white short or long-sleeved shirt, tie and gloves. Boys are required to wear hats. Vests or jackets are encouraged but are optional.
  5. Only mares or geldings 1 year or older are to be shown in showmanship and are to be shown in a bridle or show halter.

6. There are to be no patterns or pivots as required in other divisions. There is no penalty for touching the animal as needed for optimum showing.
7. Judging is to be 10% on attire, 40% on line-up and 50% on rail work considering both the pony's AND handler's performance.

## 1.2 Classic/AMHR/NSPPR Showmanship

- A. Open Showmanship: Open to Classic and Foundation stallions, mares or geldings. Entry to be made in the name of the exhibitor.
  1. Showmanship classes will be judged on the following point system. In Showmanship classes, exhibitors are to show to presiding (call) Judge only. Only the handler is judged. The pony is merely a prop to show the showmanship ability of the handler. Management must choose and post the showmanship patterns.
  2. Appearance of exhibitor:
    - a. 10 points – clothes and person neat and clean. Suitable clothes: hats, boots, long sleeve shirts and gloves are required.
  3. Appearance of pony:
    - a. 40 points – conformation not to be a factor
      - (1) 15 Points – conditioning
      - (2) 15 points – grooming of
      - (3) 5 points – trimming
      - (4) 5 points – tack
  4. Showing pony in ring: 50 points. The judge will use one of the following approved ring patterns in judging this class. Judge will discuss the selected pattern with contestants prior to class. The selected pattern must be posted two hours before the start of the class. (Please see appendix for showmanship patterns).

a. Leading: 15 points

Enter ring leading animal at an alert walk in a counter-clockwise direction. Walk on animal's left side, holding lead shank in right hand near halter. The remaining portion of the lead is held neatly and safely in left hand. Animal should lead readily at a walk. After Judge has lined up the class in front of spectators, he or she will call on each exhibitor individually to move his or her pony individually. When moving pony, be sure that the judge gets a clear, unobstructed view of the pony's action. Allow the pony sufficient lead to move freely the required distance, stop, and turn to the right around the horse. Exhibitor should perform the showmanship pattern as directed by the Judge or ring Steward.

b. Posing: 15 points

When posing your pony, stand toward the front facing the pony, but always in a position where you can keep your eye on the Judge. Pose your pony with his feet squarely under him. Do most of your showing with the lead strap. Never touch or kick the pony's leg into position. Do not crowd the exhibitor next to you when in a side-by-side position. Do not crowd exhibitor in front when lined up head to tail. When Judge is observing other animals, let yours stand if posed reasonably well. Be natural. Over showing, undue fussing, and maneuvering are objectionable.

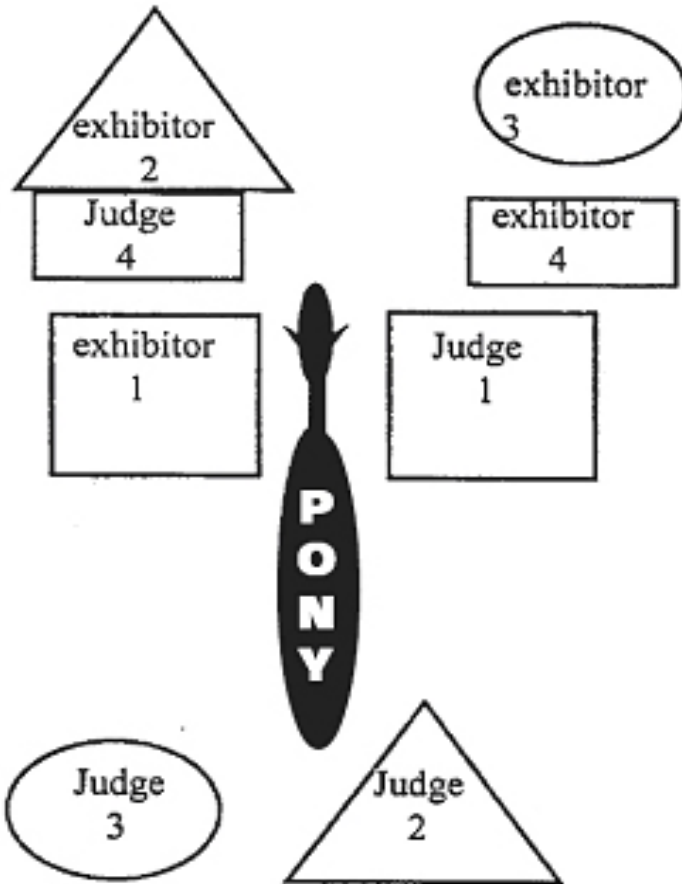
c. Poise, alertness, and merits: 20 points

Keep alert and be aware of the position of the Judge at all times. Do not be distracted by persons or things outside the ring. Show the animal at all times. Be courteous and sportsmanlike at all times. Recognize and respond quickly to correct faults of your pony. Respond quickly to requests from judges and officials. Keep showing until the entire class has been placed and excused from the ring. A Judge may ask an exhibitor questions (Example: exhibitor number, pony's age, body parts of pony, etc.) At his/her discretion a Judge may ask an exhibitor for an additional test after completion of the set pattern.

- B. Youth Showmanship: Exhibitor is to show his/her pony to the presiding (call) Judge only. Youth to be 17 years of age or younger. Class may be divided by age of exhibitor, if total number warrants. Entries limited to mares and geldings only. Judged the same as Open Showmanship.
- C. Amateur Showmanship: Exhibitor is to show his/her pony to the presiding (call) Judge only. Judged the same as Open Showmanship with an amateur as the handler. Exhibitor must be 18 years old or older.
- D. The half system will be used in exhibiting your horse.
  - 1. Exhibitor must lead on the pony's left side positioned between the eye and the mid-point of the neck, holding the lead shank in the right hand near the halter with the tail of the lead loosely coiled in the left hand. This is known as the leading position. The excess lead should never be tightly coiled, rolled or folded.
- E. Patterns for Showmanship may be selected from the Patterns below.

## ASPC/AMHR SHOWMANSHIP PATTERNS

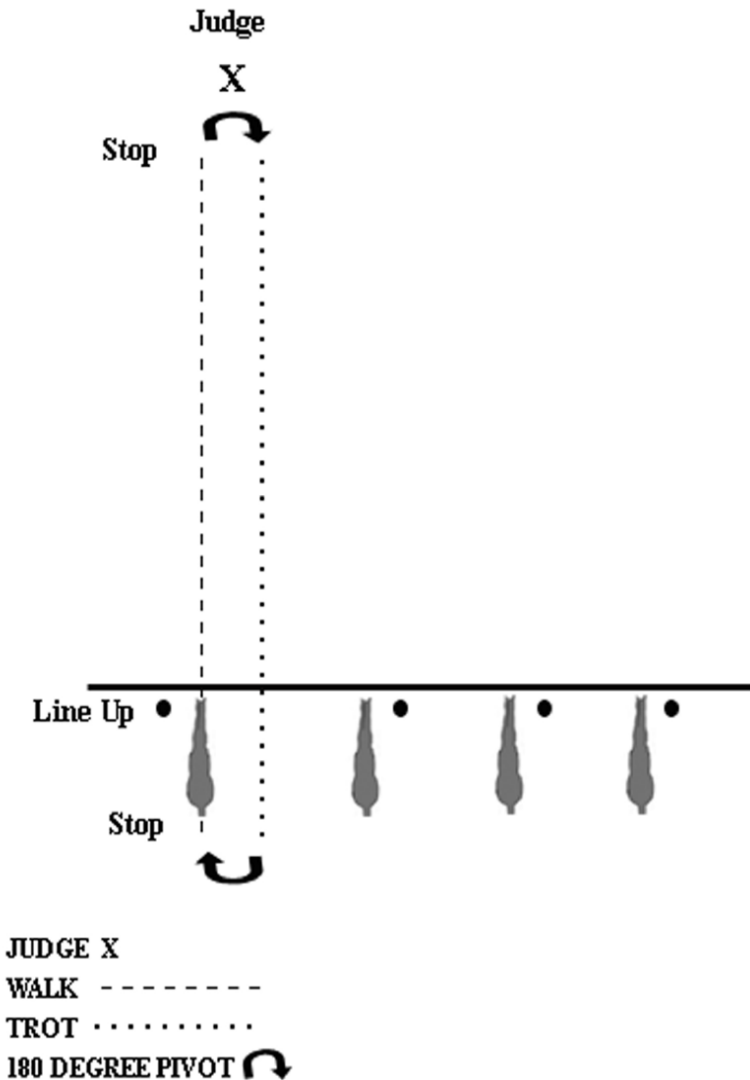
The half system will be used in exhibiting your pony or horse.



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

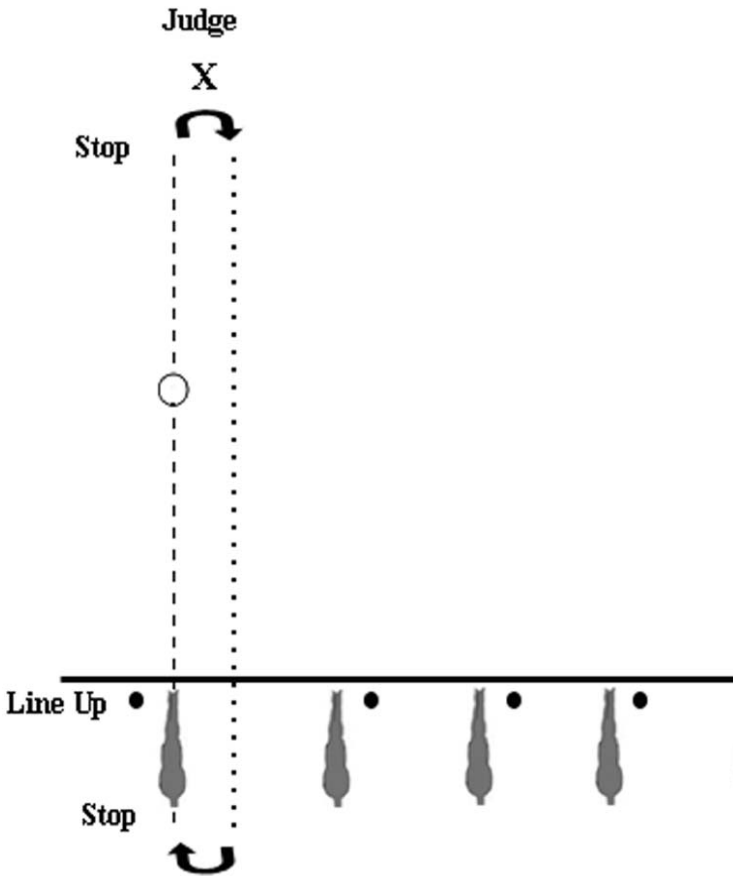
## Pattern #1

Walk to the Judge in a straight line. Stop and set up your pony/horse. Upon acknowledgement from the Judge, do a 180 degree turn. All turns are to the right. Trot in a straight line, past the line-up, then stop. Do a 180 degree turn. Walk the pony/horse forward to the exact spot in the line-up (where you were when you started the pattern) and set your pony/horse up.



## Pattern #2

Walk toward the Judge in a straight line. Stop  $\frac{1}{2}$  way between the line-up and the Judge, and do a 360 degree pivot, and stop. All pivots are to be to the right. Continue at a walk (in a straight line) toward the Judge. Stop and set up your pony/horse. Upon acknowledgement from the Judge, do a 180 degree pivot. Trot in a straight line, past the line-up and stop. Do a 180 degree turn. Walk pony/horse forward to the exact spot in the line-up (where you were when you started the pattern) and set up pony/horse.

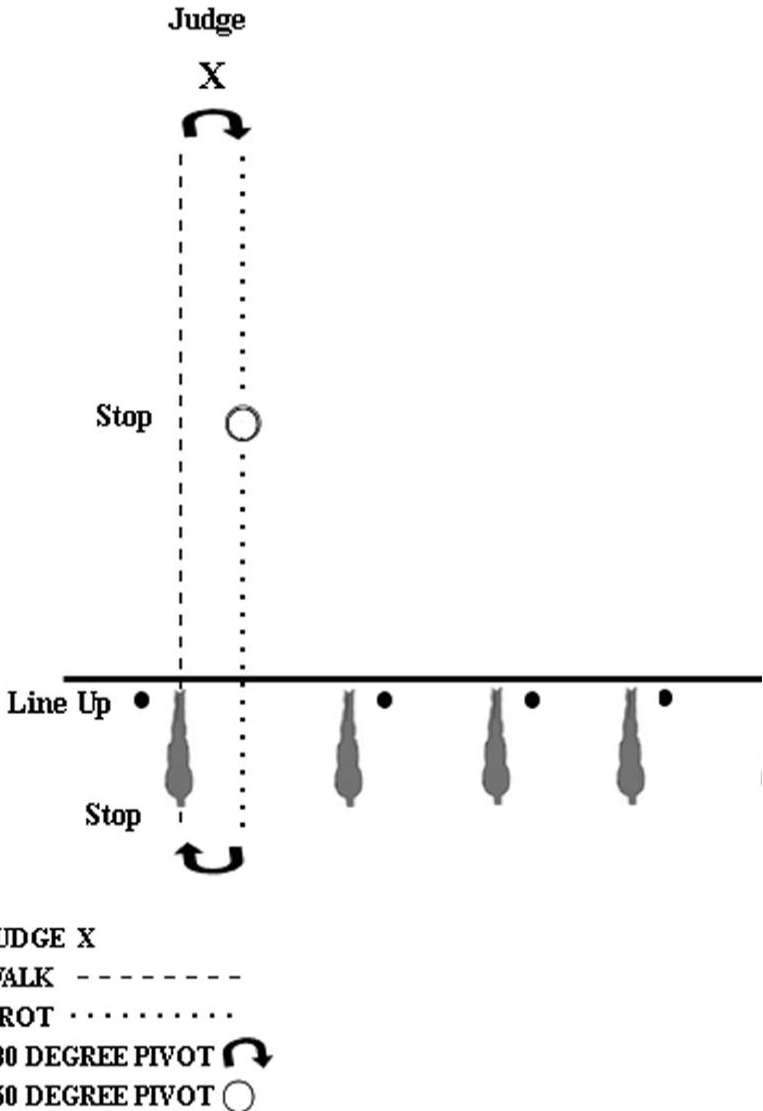


JUDGE X  
 WALK - - - - -  
 TROT . . . . .  
 180 DEGREE PIVOT ↻  
 360 DEGREE PIVOT ○



### Pattern #3

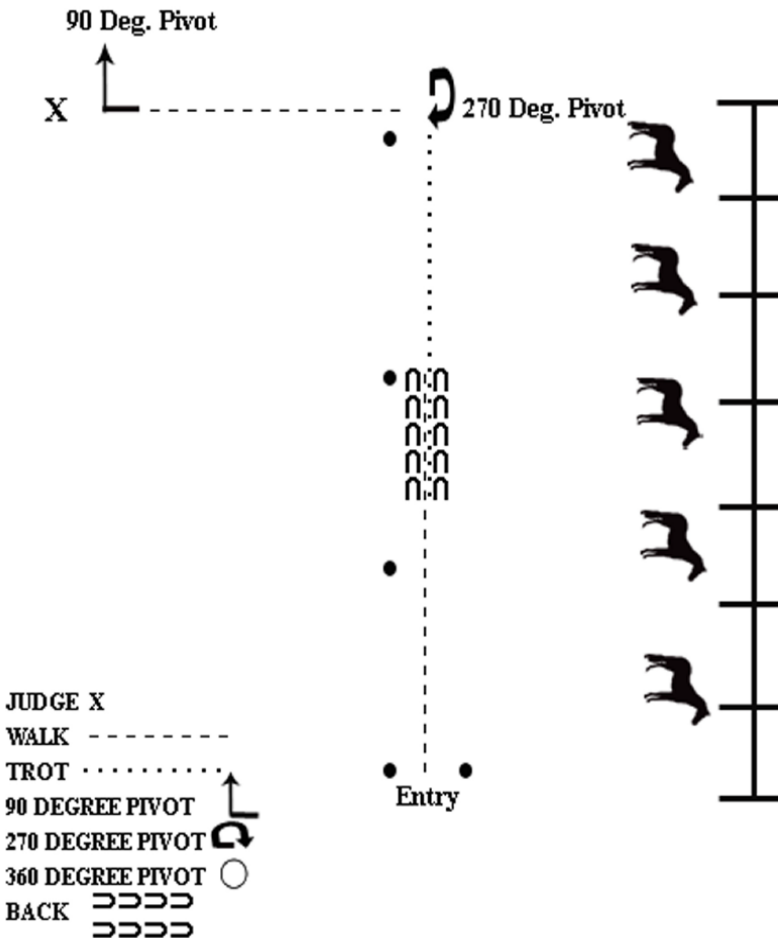
Walk (in a straight line) to the Judge. Stop and set up your pony/horse. Upon acknowledgement from the Judge, do a 180 degree pivot. All turns are to be to the right. Trot (in a straight line) toward the line-up. Stop ½ way between the Judge and the line-up and do a 360 degree pivot and stop. Continue at a trot in a straight line, past the line-up, and stop. Do a 180 degree pivot. Walk pony/horse forward to the exact spot in the line-up (where you were when you started the pattern) and set up pony/horse.



## Pattern #4 Intermediate Pattern

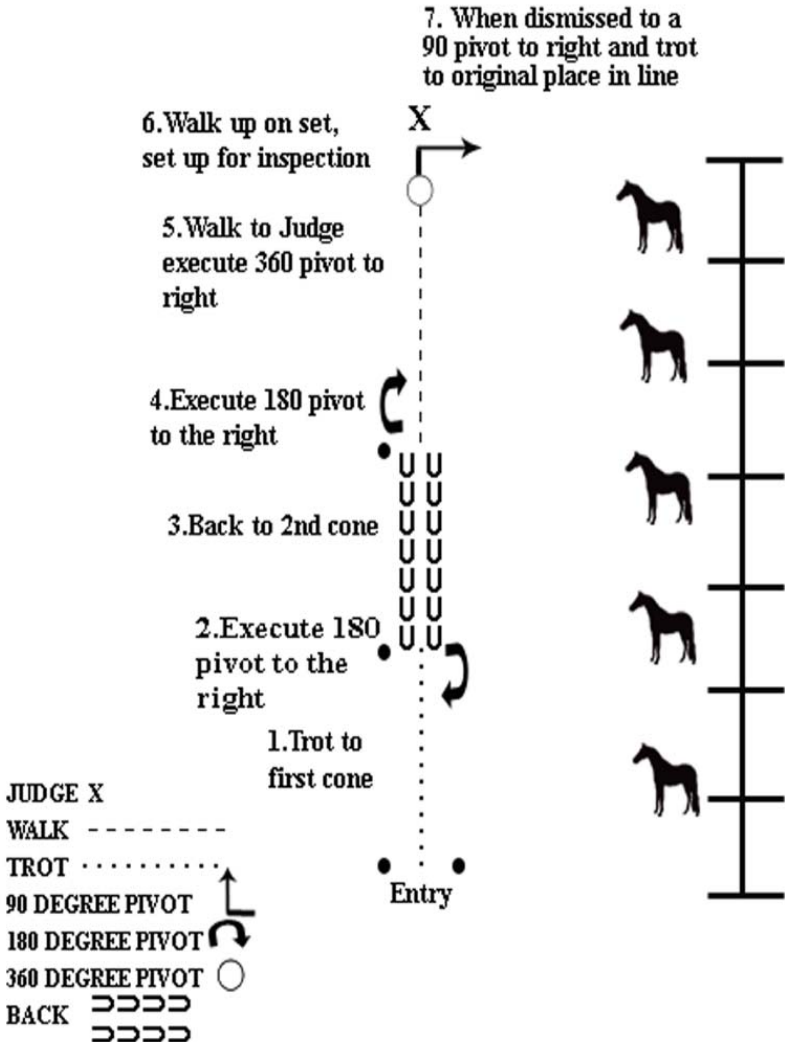
Enter the ring clockwise at a walk and line up head to tail as directed by the Judge or Ring Steward. When the pattern is completed, exhibitor trots to the end of the head to tail line-up. After all ponies/horses have completed the pattern, the Judge may walk through the head to tail line-up for final 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 the pattern. Stop at the first cone, set pony/horse, acknowledge judge, then walk to the second cone, stop, back the pony/horse 5 steps, stop, trot to the third cone. Stop, execute a 270 degree pivot, walk to judge, and set up. When dismissed, execute a 90 degree pivot, trot to the end of the head-to-tail line.



## 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. Execute a 180 degree pivot to the right, back the pony/horse to cone #2. Execute a 180 degree pivot to the right. Walk to the Judge and execute a 360 degree pivot right, walk up one step and set pony/horse for inspection. When dismissed, execute a 90 degree pivot to right, trot to original place in line-up, going behind horses in the line.



## 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/horse 4 steps, walk to and around cone 3; set up pony/horse facing the Judge. Execute a 360 degree pivot. At completion of pivot, trot to Judge, halt, set up for inspection. At completion of inspection, back the pony/horse 5 steps, execute a 90 degree pivot to the right, exit at a trot to original place in line, going behind other exhibitors.

