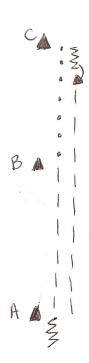
Bronze Junior/Intermediate Showmanship

- 1. Start at cone A, when acknowledged; back six steps, jog/trot to cone B
- 2. At cone B transition to walk, walk to cone C
- 3. At cone C, set up for inspection and quartering system
- 4. When dismissed, back two steps, perform a 180 degree haunch turn to the right, jog/trot to cone A
- 5. When dismissed walk to end of line

Walk
Jog/Trot
Back
Turn
Cone



^{*} Yakima County 4-H Equine Medals Program *

Silver Junior/Intermediate Showmanship

- 1. Start at cone A, when acknowledged; side-pass to the right six steps, back four steps & close
- 2. Jog/trot serpentine cones to cone C, stop, set up for inspection and quartering system
- 3. When dismissed, perform a 180 degree right haunch turn
- 4. Jog/trot back toward line, stop parallel to cone A
- 5. When dismissed, walk to the end of the line





Gold Junior/Intermediate Showmanship

- 1. Start at cone A, when acknowledged; back three steps, jog/trot up and around cone B
- 2. Stop, perform a 360 degree right haunch turn
- 3. Side-pass to the right five steps, set up for inspection and quartering system
- 4. When dismissed, back six steps, side-pass to the left five steps
- 5. Perform a 180 degree forehand turn to the right
- 6. When dismissed, walk to the end of the line

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^{*} Yakima County 4-H Equine Medals Program *

Platinum Junior/Intermediate Showmanship

This medal pattern will be made by the member and sent in with their entry. Pattern must be age appropriate, show creativity, and flow from maneuver to maneuver. The pattern will be neatly drawn, with typed or nicely written directions on a full 8.5 X 11inch page, including a key, and labeled cones. The pattern will be approved by the judge who will turn pattern into show management by end of the show.

Required Elements:

- 1. Leading from the off-side & an off-side turn
- 2. 360 or more degree haunch turn &180 or more degree forehand turn
- 3. Side-pass 5 or more steps
- 4. One circle
- 5. Back 5 or more steps
- 6. Appearance of Exhibitor, Equine, & Equipment
- 7. Fluidity of Pattern
- 8. Quartering System