

# Bronze Senior Showmanship

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

## KEY

Walk	•••••
Jog/Trot	- - - - -
Back	~~~~~
Turn	↻
Cone	▲

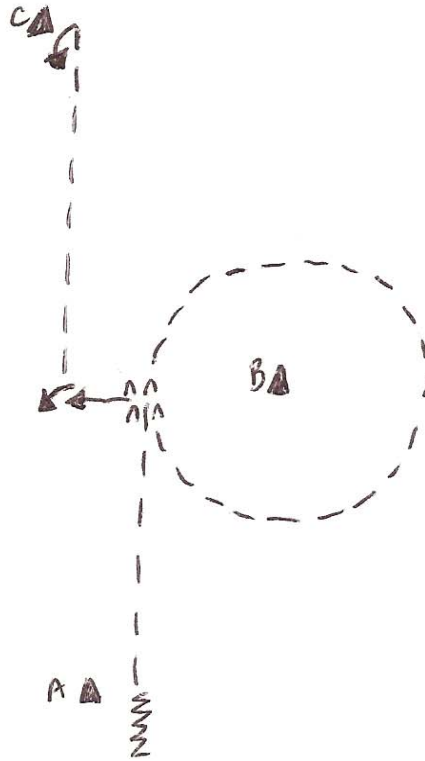


# Silver Senior Showmanship

1. Start at cone A, when acknowledged; move to off-side
2. Back six steps, close, transition to jog/trot
3. Jog/trot circle around cone B, stop, set up for inspection and quartering system
4. Side-pass to the left five steps
5. Perform a 360 haunch turn to the left, return to near-side
6. Jog/trot to cone C, perform a 180 degree forehand turn to the left
7. When dismissed, walk to the end of the line.

## KEY

Walk	oooo
Jog/Trot	-----
Back	~~~~~
Turn	↻
Cone	▲
Side pass	↔



# Gold Senior Showmanship

1. Start at cone A, when acknowledged; jog/trot halfway to cone B
2. Perform a figure eight
3. Extended jog/trot to cone B
4. Set-up for inspection and quartering system
5. When dismissed, side-pass to the left five steps, side-pass to the right five steps
6. Perform a 540 right haunch turn, jog/trot half-way to cone A, stop, back six steps
7. Walk to cone A, 180 degree left forehand turn
8. When dismissed, walk to the end of the line.

## KEY

Walk	.....
Jog/Trot	- - - -
Back	~~~~~
Turn	↗
Cone	▲
Side pass	↔



## Platinum Senior 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 11 inch page, including a key, and labeled cones. The pattern WILL BE PERFORMED AT "LIBERTY" (no halter and lead or no lead.) 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 & off-side turn
2. 360 or more degree haunch turn & 180 or more degree forehand turn
3. One or more circles
4. Back six or more steps
5. Side-pass one way
6. Appearance of Exhibitor, Equine, & Equipment
7. Fluidity of Pattern/ Transitions between elements
8. Quartering System