

Showmanship Maneuvers - page 1

Maneuver	Horse	Exhibitor	Practice
Walk & Stop	The horse should step off into a walk when the handler steps forward and should stop when the handler stops and faces the horse. Straight lines are important.	The handler should be consistent and always stand facing their horse when they are stopped so when they turn to walk forward the horse will follow. Lead your horse directly to the Judge so they can see how your horse travels. Do not walk yourself to the Judge. Your shoulder should be at your horse's throatlatch when walking.	Pick out an object in front of and behind you, practice walking a straight line, taking your horse directly to the object or person and then reverse and go back to the object behind you. Increase the difficulty and walk in circular and odd shape patterns to encourage your horse to following your shoulder. Practice stopping your horse throughout this exercise.
Trot	The horse should step off into a trot when the handler steps forward and should stop when the handler stops and faces the horse. Straight lines are important.	The same consistency in body position applies as discussed above for the walk. When trotting, do not look back at your horse, look forward. If you look back at your horse, your horse will want to stop or only walk. You must jog in order for your horse to trot beside you. Your shoulder should be at your horse's throatlatch when trotting. Try not to lean too far forward when you jog.	Pick out an object in front of and behind you, practice trotting a straight line, taking your horse directly to the object or person and then reverse and go back to the object behind you. Increase the difficulty and trot in circular and odd shape patterns to encourage your horse to following your shoulder. Practice stopping your horse throughout this exercise.
Pivot	When turning your horse 90 degrees or more, you must push your horse away from you when leading on the horse's left side. Horses should keep their bodies straight as they cross their left front leg over the right front leg while keeping their hindquarters stationary and pivoting on their right hind foot.	A pivot is a forward momentum movement and you may need to step your horse forward half a step before signaling with the lead shank and walking into your horse's throatlatch to move them into the pivot. Do not push your horse back as this will cause your horse to back out of the pivot and loose their pivot foot.	This maneuver may take more practice and helping your horse learn to pivot may require taking your lead shank in your left hand and applying pressure to the horse's shoulder to encourage them to cross over properly in the front. You may also use a wall or fence to help stabilize the horses hindquarters and practice pivots.

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Maneuver	Horse	Exhibitor	Practice
Pull Turn	To demonstrate a more advanced pivot you may be asked to pull your horse toward you while maintaining the horse's straight body alignment as they pivot on their hindquarters. This is generally done for 90 degree turns. The horse's front right foot should cross over the horse's left front foot while keeping their hindquarters planted in one location.	The handler must pull the horse's head toward them as they back up to enable the horse to turn towards them in the pull turn. Like the pivot, the handler must make a large enough circle to enable the horse to plant their hindquarters to maintain a pivot foot.	Practicing the pull turn may require additional help from someone on the opposite side of the horse to encourage the horse's right shoulder toward you as was done for the pivot. You can start teaching your horse what you want by walking a square and making distinctive corners where you pull your horse's head toward you then gradually make it smaller and smaller until your horse is planting their hindquarters for the pull turn.
Back	A horse should back a straight line ranging from a few steps up to three horse lengths to perform potential patterns. Horses should not turn their head's toward the handler, but rather keep straight body alignment as they back. Backing fast is not necessary, however does show control and an increase in difficulty and skill to the Judge when preformed correctly.	The handler should begin by walking toward the horse while applying pressure to the lead shank encouraging the horse to back. The handler should never be standing in front of the horse's head, but should stay to the side of the horse's head. It is dangerous to stand directly in front your horse.	Backing straight can be achieved by only backing your horse until they start to back crooked. Once the horse is no longer backing straight, stop them and walk them forward and start again. Do not emphasize a bad maneuver by repeating the mistake. Reward the horse for small correct maneuvers and then build to longer more correct backs. This same building theory goes for all maneuvers.
Square	When presenting your horse to the Judge your horse should stand square on all four feet. The front feet and back feet should be parallel to and at the same approximate width from one another. The horse will need considerable practice for the square to become automatic.	The handler should stand to the side of the horse with their feet pointing toward their horse's feet with a slight bend at the waist towards their horse's head. Square the hind feet first by lowering your hand and moving the lead strap forward and backward in small, light motions. Once the hindquarters are set, do the same for the front feet except this time raise your hand slightly before moving the front feet.	An hour a day makes the set up stay. Practice, practice, practice. Being consistent in the way you ask your horse to square will help your horse be more confident and teach them to square faster and more accurately. If your horse is not paying attention to you as you ask them to square, back them up, get their attention, and walk forward to the spot you were previously and ask the horse to square again.


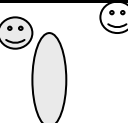
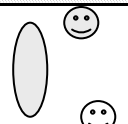
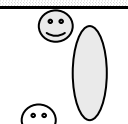
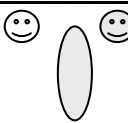
Showing to the Judge - Quarter Method

A showmanship class may begin one of two ways: 1) all exhibitors walk into the arena one after another and move to the left forming a circle around the judge until they are asked to line up side by side before performing a pattern, 2) or they may enter the arena individually and perform the pattern first then line up side by side or head to tail.

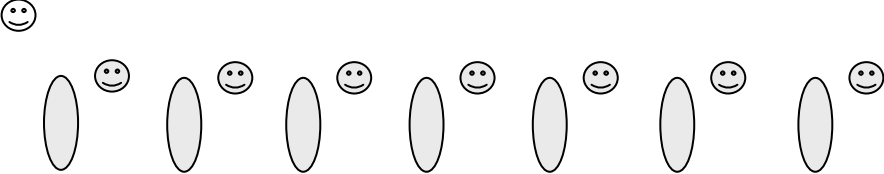
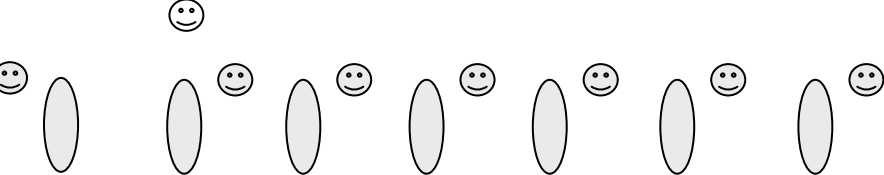
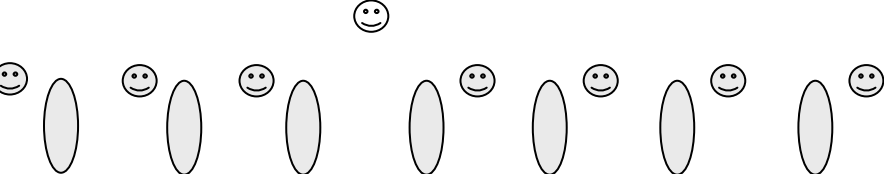
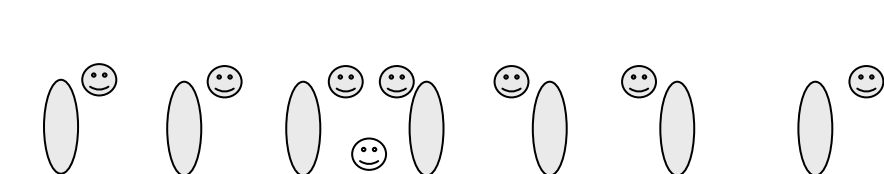
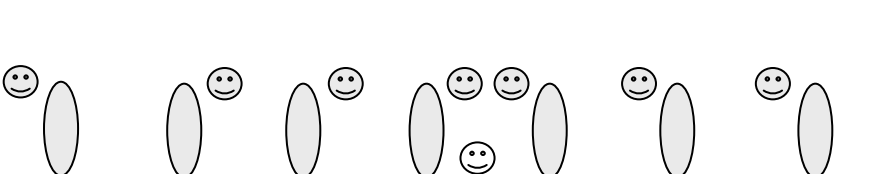
Inspection:

When the handler stops and squares their horse in a pattern or line up they are expected to show their horse to the Judge and know how to properly move from one side of the horse's head to the other in relation to where the Judge is standing. This is done using the Quarter Method.

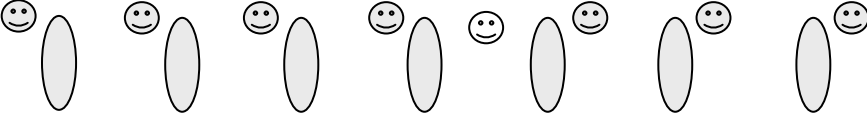

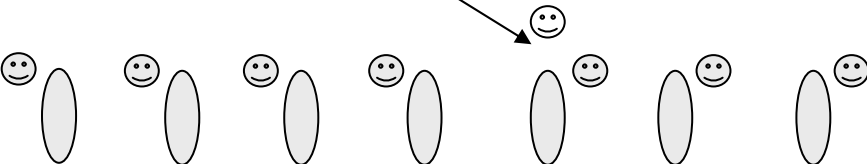

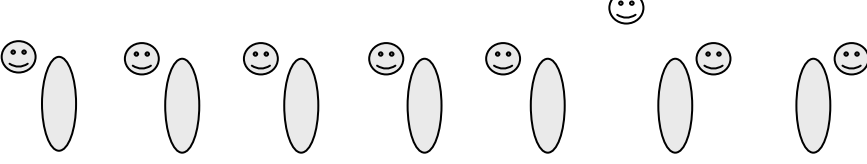

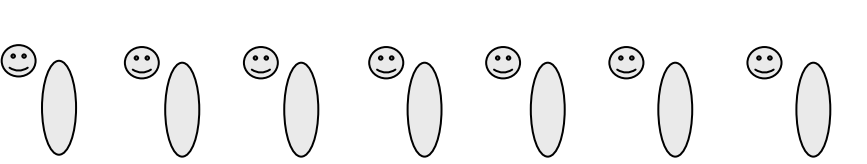

Quarter Method:

	<p>Divide the horse into four boxes where one line starts in front of the horse's head and extends down the backbone through the tail and behind the horse. Extend a second line from the left side of the horse's withers over the horse's withers and to the right side of the horse's withers. Otherwise stated, think of an imaginary cross that bisects at the horse's withers. This creates four distinct imaginary boxes around the horse.</p>
	<p>The exhibitor should always be in the box next to the Judge. So, if the Judge is in the front box on the right side of the horse's head then the handler should be on the left side of the horse's head.</p>
	<p>If the Judge moves back one box and is in the box to the right of the horse's hip then the handler needs to move to the off side or right side of the horse's head so the horse does not obstruct the handler's view of the Judge.</p>
	<p>When the Judge crosses the horse's hindquarters to the horse's left hip then the handler must return to the left side of the horse's head to once again be able to see the Judge and be in the box next to the Judge.</p>
	<p>When the Judge walks from the left hip past the withers the handler must move to the opposite side of the horse's head to avoid standing in the box with the Judge and prevent their body from obstructing the view the Judge has of the horse.</p>

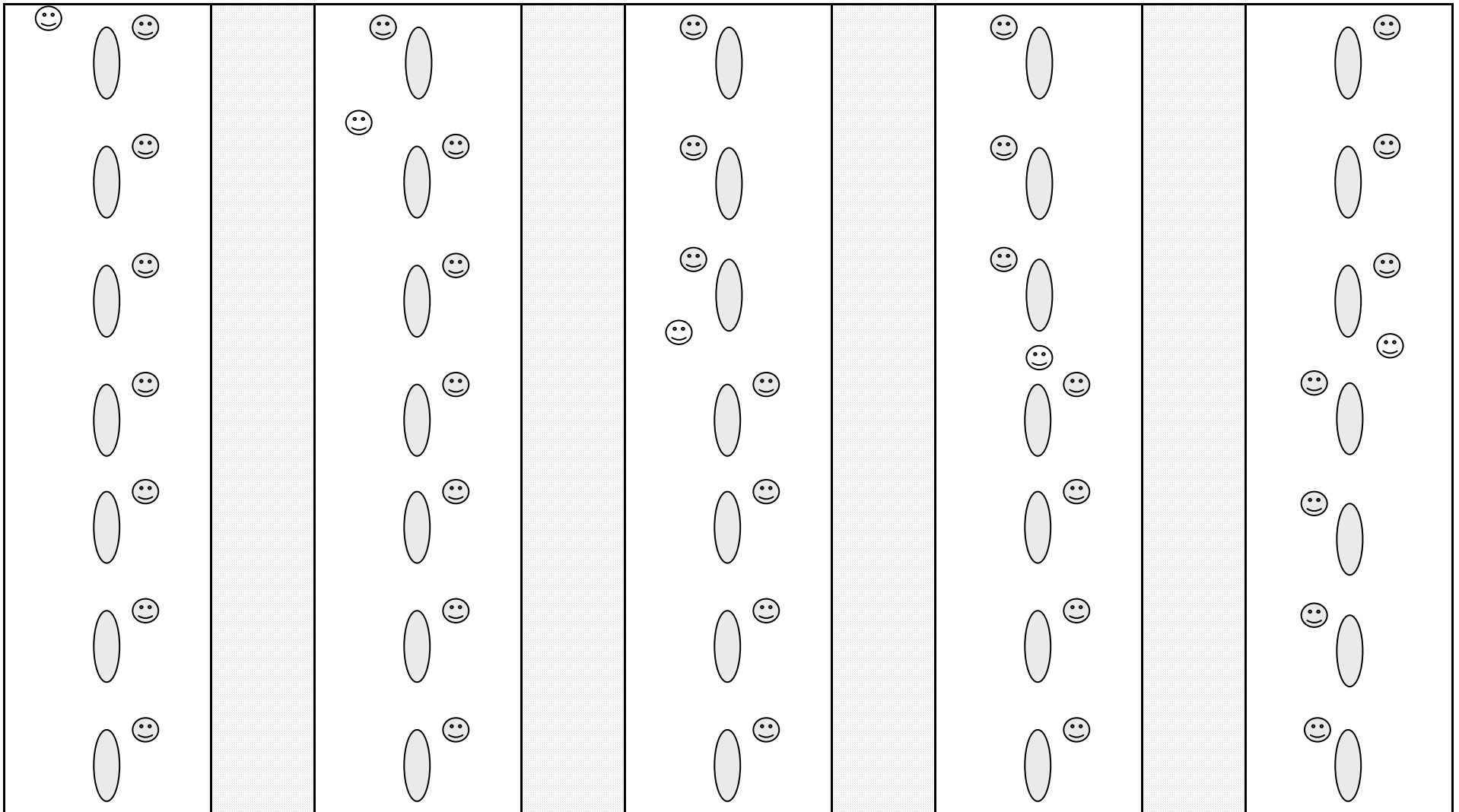
Showing to the Judge in the Line Up - page 1

<p>When working the line up always stay in the box next to the Judge when they are inspecting your horse and two horses in either direction from you and your horse.</p>		
<p>As the Judge moves away from you extend the imaginary Quarter System line two horses from you in either direction.</p>		
<p>Exhibitors to the left of the Judge have crossed over once the Judge passed their horse and then they held their ground because the Judge has not crossed any horse's withers.</p>		<p>Exhibitors to the right of the Judge have not moved because the Judge has not yet crossed in front of their horse or any horse's withers.</p>
<p>As the Judge crosses the horse's withers each exhibitor must move in relation to the Judge to position themselves in the box next to the Judge. Working two horses away.</p>		<p>Notice this exhibitor has not moved because they are three horses away from the Judge.</p>
<p>Notice this exhibitor has moved back to the leading side of the horse because the Judge is more than 2 horses away from them.</p>		<p>As the Judge crosses behind the exhibitor in the center, that handler crosses to the other side to be in the box next to the Judge.</p>

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		<p>Once the Judge crosses the horse's withers exhibitors cross back over to get out of the Judge's box.</p>
		
<p>Notice how this exhibitor has not yet moved because the Judge stopped directly in front of the horse and has not committed to stepping in the handler's box.</p>		<p>This would also apply if a Judge stopped directly behind an exhibitor. Handlers should not move until the Judge commits to entering the next box.</p>
		
<p>Once the Judge moves out from in front of the your horse you can then move to the proper side.</p>		
		
		<p>Always keep your eye on the Judge at all times and remember to check and make sure your horse is set up at all times.</p>
		
<p>When showing your horse to the Judge be sure to check your horse's feet to ensure they are still standing square. It is always a good idea to let the Judge see you check your horse's feet to let them know you are paying attention to your horse. Never touch your horse anywhere on their body unless the Judge flips the mane, adjusts the halter or rubs your horse in front of the withers. If this happens you should flip the mane or adjust the halter back into place or even smooth the hair coat, however if the Judge touches your horse behind the withers you should not fix any disruption to the hair coat or tail. Practice mouthing your horse in case the Judge asks to see your horse's bite (teeth). Know your back number and be prepared to answer questions the Judge may have about your horse or horse's in general.</p>		

Showing to the Judge in the Head to Tail Line Up



Unlike the side by side line up, head to tail line up requires that all handlers move all the time in relation to the Judge as they inspect the line up. As the Judge crosses the center line or the line that bisects the withers, all exhibitors should move as though that Judge were walking around their horse by extending the imaginary lines of each quarter. Be sure to check and make sure your horse is still set up square.

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Exhibitor's Name: _____

Date: _____

Horse's Name: _____

Maneuver	Horse	Exhibitor	Practice
Walk & Stop			
Trot			
Pivot			

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Exhibitor's Name: _____

Date: _____

Horse's Name: _____

Maneuver	Horse	Exhibitor	Practice
Pull Turn			
Back			
Square			