SHETLAND
SHOWMANSHIP PATTERNS

The opposite half system, which is explained below will be used in all Shetland Showmanship Classes. Effective 4.1.2013

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

Walk to the Judge in a straight line. Halt and set up your pony. Upon acknowledgement from the Judge, complete a 180-degree-turn. **All pivots/turns are to the right.** Trot in a straight line, past the line-up, then halt. Complete a 180-degree-turn. Walk pony forward to starting point. Set up your pony.
Pattern #2

Walk toward the Judge in a straight line. Halt halfway between the line-up and the Judge, complete a 360-degree-pivot, and halt. **All pivots/turns are to the right.** Continue at a walk (in a straight line) toward the Judge. Halt and set up your pony. Upon acknowledgement from the Judge, complete a 180-degree-pivot. Trot in a straight line, past the line-up, halt. Complete a 180-degree-turn. Walk pony forward to starting point and set up pony.
Pattern #3

Walk (in a straight line) to the Judge. Halt and set up your pony. Upon acknowledgement from the Judge, complete a 180-degree-pivot. **All pivots/turns are to the right.** Trot (in a straight line) toward the line. Halt halfway between the Judge and the line-up; complete a 360-degree-pivot; and halt. Continue at a trot in a straight line, past the line-up, and halt. Complete a 180-degree-pivot. Walk pony forward to starting point and set up pony.
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 have completed the pattern, the Judge may walk the 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 pattern by walking to Cone #1, halt. Set up pony and acknowledge judge. Walk (in a straight line) to Cone #2, halt. Back pony five steps, halt, and then trot to Cone #3 and halt. Execute a 270 degree pivot (to the right), walk to judge, and set up pony. When dismissed, execute a 90 degree pivot (to the right) and trot to the end of the line-up.
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. Complete a 180-degree-pivot (to the right) and back the pony to cone #2. Complete a 180-degree-pivot (to the right). Walk to the Judge and complete a 360-degree-pivot (right), walk up one step and set pony for inspection. When dismissed, complete a 90-degree-pivot (to right), trot to original place in line-up, going behind ponies 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 4 steps. Walk to and around cone 3; set up pony facing the Judge. Complete a 360-degree-pivot (to the right). At completion of pivot, trot to Judge, halt; set up for inspection. At completion of inspection, back the pony 5 steps, complete a 90-degree-pivot (to the right); exit at a trot to original place in line, going behind other exhibitors.