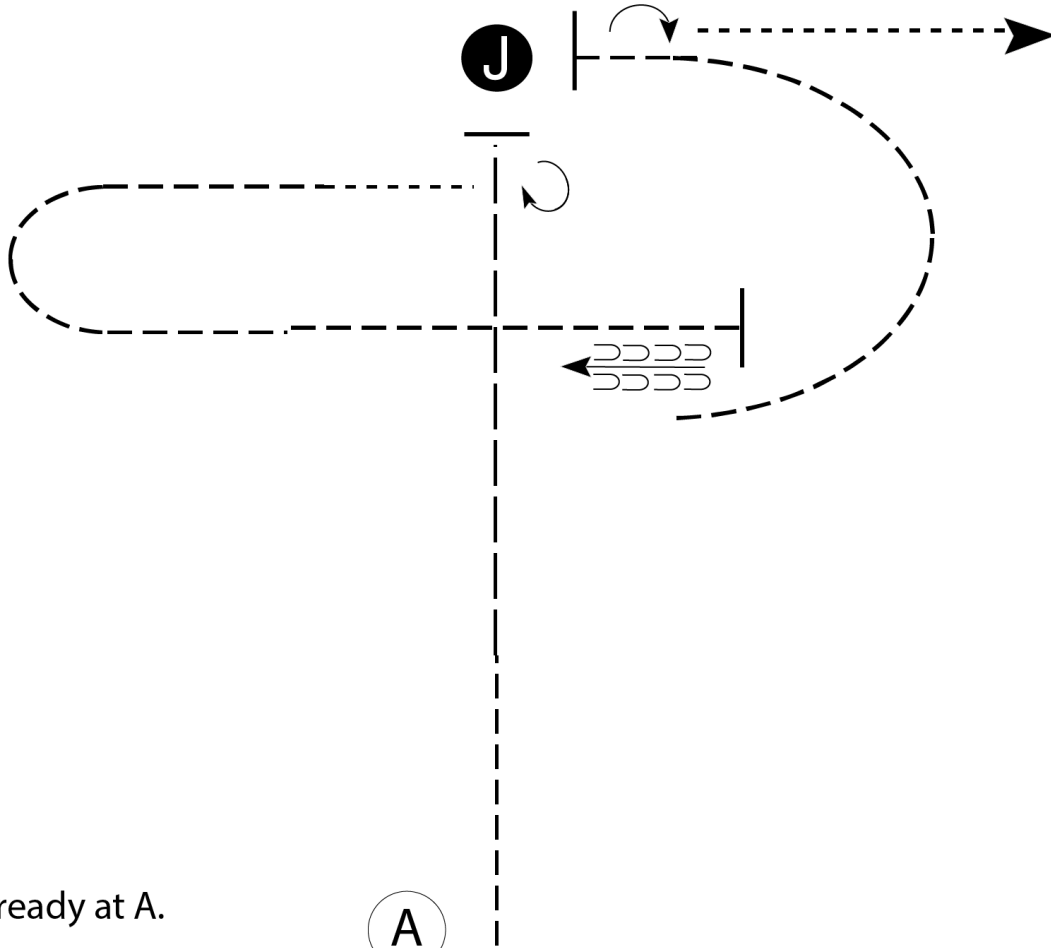


ALL BREED WALK TROT SHOWMANSHIP CLASS #902



Be ready at A.

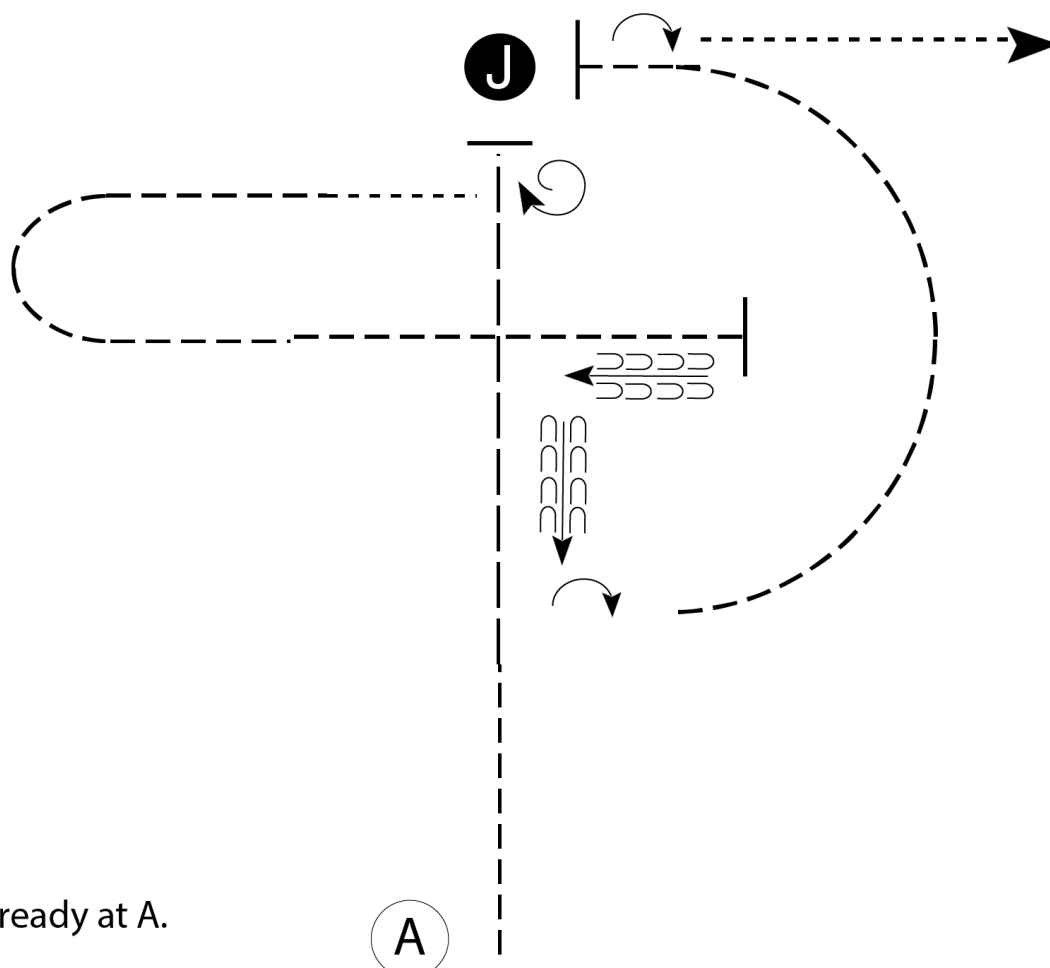
A

1. Trot a 1/3 of line and build to an extended trot to the Judge.
2. Stop and perform a 3/4 turn.
3. Walk then trot in a tight half circle and in a straight line across your original line.
4. Stop and back approximately one horse length.
5. Trot in a half circle to Judge.
6. Stop and set up.
7. Inspection.
8. When dismissed, perform a 180 degree turn and walk away.

- Walk - - - - -
- Trot - - - - -
- Back ←
- Marker (B)
- Judge (J)

2026 APHA ZONE 2

ALL BREED YOUTH & AMATEUR SHOWMANSHIP CLASSES #903 & 904



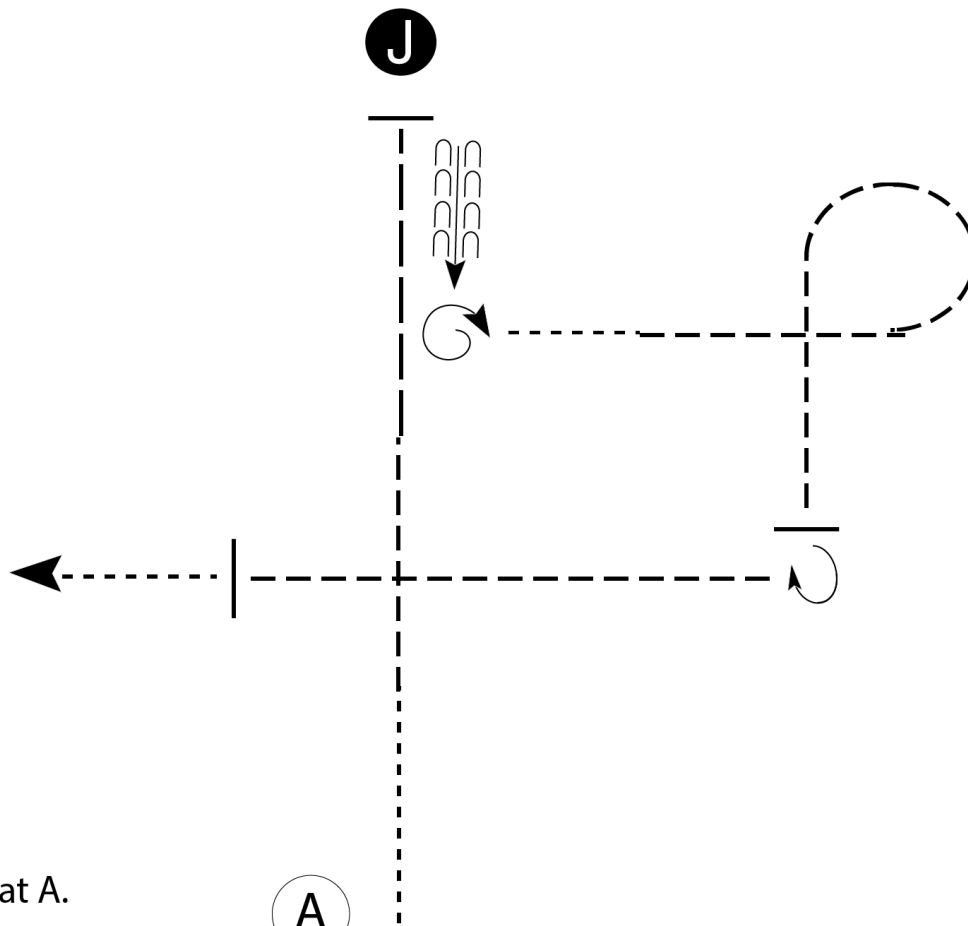
Be ready at A.

1. Trot a 1/3 of line and build to an extended trot to the Judge.
2. Stop and perform a 1 3/4 turn.
3. Walk then trot in a tight half circle and in a straight line across your original line.
4. Stop and back in an "L" shape as shown then perform a 90 degree turn.
5. Trot in a half circle to Judge.
6. Stop and set up.
7. Inspection.
8. When dismissed, perform a 180 degree turn and walk away.

Walk	-----
Trot	- - - - -
Back	← -----
Marker	ⓑ
Judge	ⓐ

2026 APHA ZONE 2

AMATEUR & MASTERS SHOWMANSHIP



Be ready at A.

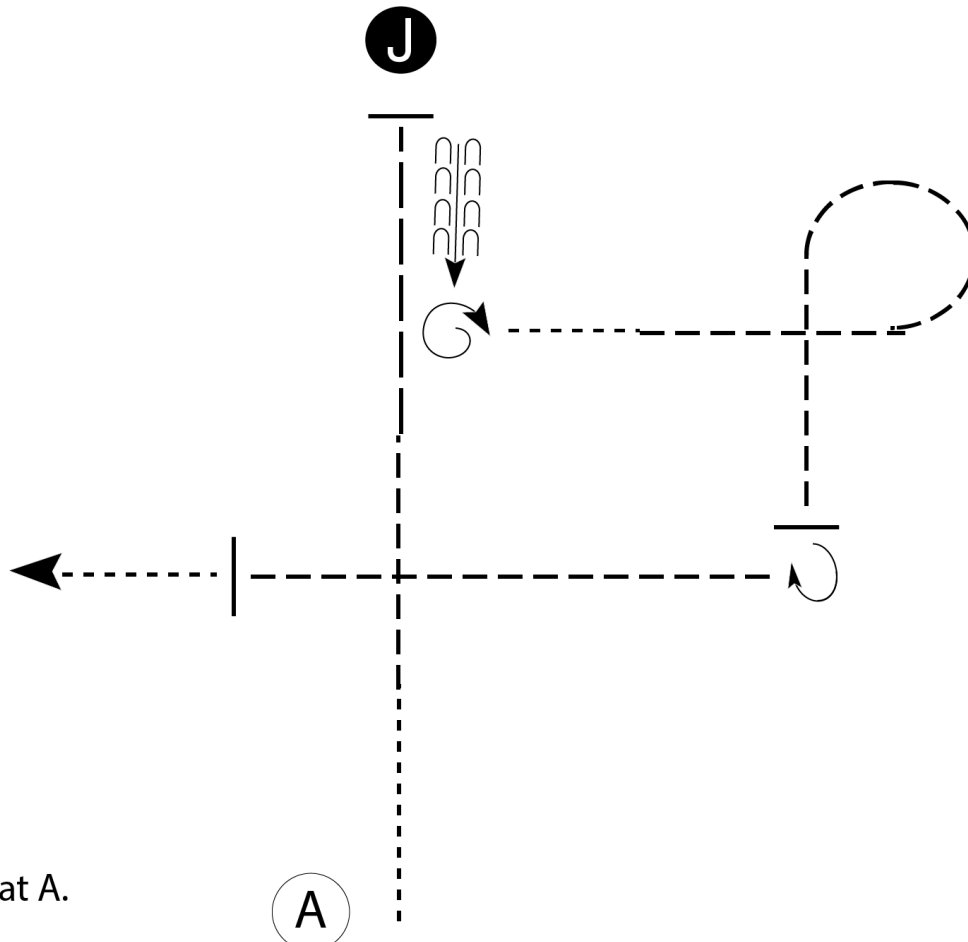
1. Walk 1/3 of line, trot a 1/3 and build to an extended trot to the Judge.
2. Stop and set up.
3. Inspection.
4. When dismissed, back approximately a horse length.
5. Perform a 1 1/4 turn.
6. Walk, then trot straight and trot a tight 3/4 circle.
7. Stop and perform a 1/4 turn.
8. Trot a straight line until you cross your original line and stop.
9. Briefly set up and present horse (do not cross sides). Walk to exit.

Walk	-----
Trot	- - - - -
Back	← 3 3 3 3 3 3 3 3
Marker	ⓑ
Judge	ⓐ

2026 APHA ZONE 2

Showmanship

Youth 13 & Under and Youth 18 & Under



Be ready at A.

1. Walk 1/3 of line, trot a 1/3 and build to an extended trot to the Judge.
2. Stop and set up.
3. Inspection.
4. When dismissed, back approximately a horse length.
5. Perform a 1 1/4 turn.
6. Walk, then trot straight and trot a tight 3/4 circle.
7. Stop and perform a 1/4 turn.
8. Trot a straight line until you cross your original line and stop.
9. Briefly set up and present horse (do not cross sides). Walk to exit.

Walk	-----
Trot	- - - - -
Back	←
Marker	ⓐ
Judge	ⓐ