

2025

**GRAND NATIONAL &
WORLD CHAMPIONSHIP
MORGAN HORSE SHOW®**

SHOWMANSHIP

Class 12

GN Fitting & Showmanship Adult Finals

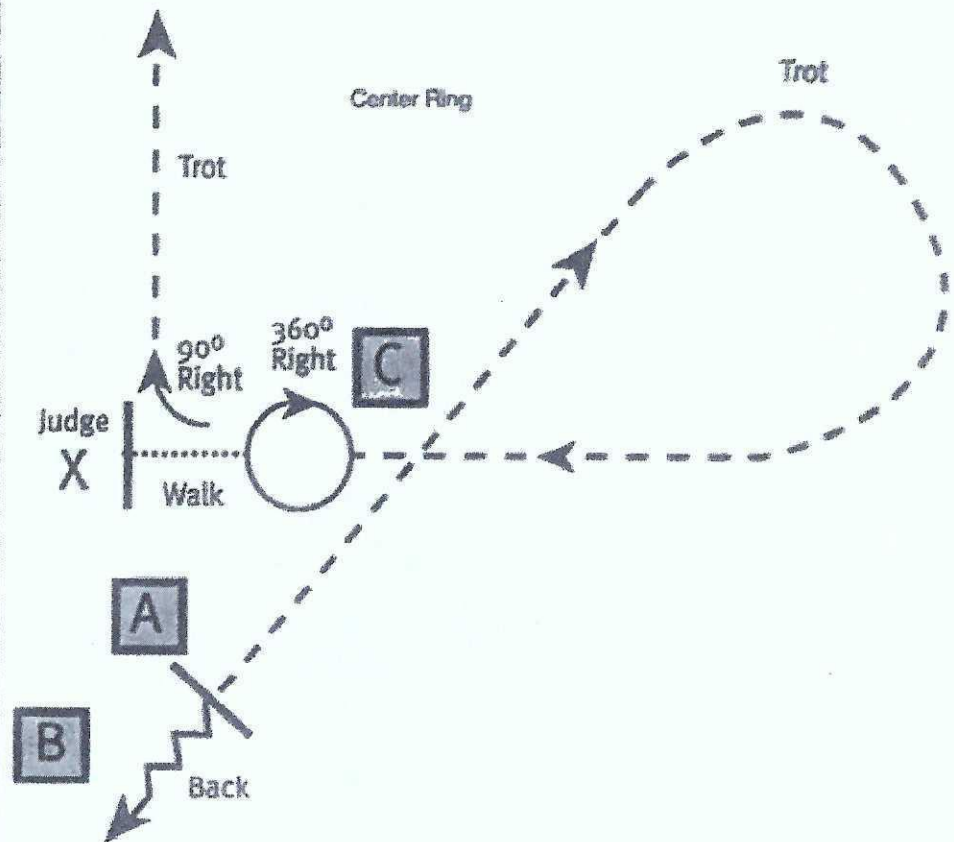
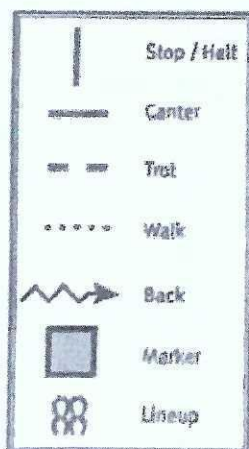
Showmanship

LEVEL 2 • PATTERN AA

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

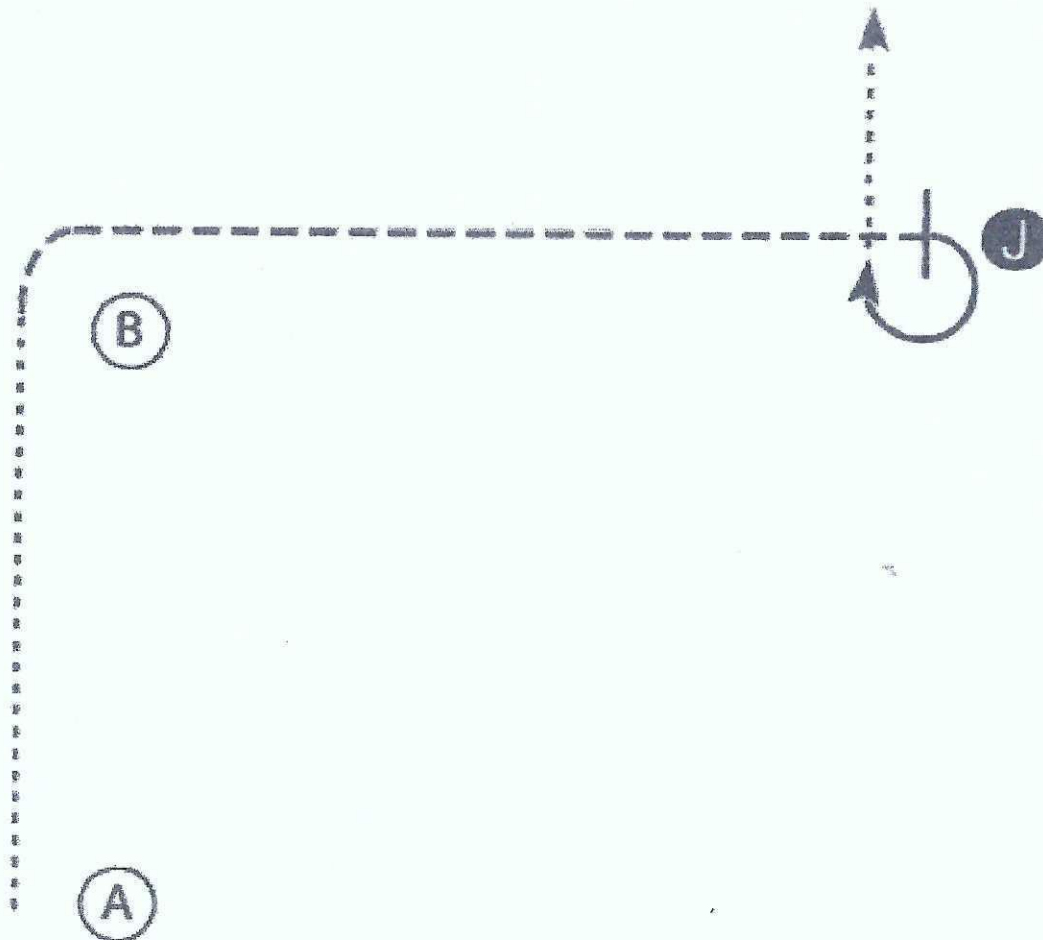
1. Be ready marker A. Back to marker B
2. Trot past marker C and trot a loop back to marker C
3. Halt, execute a 360-degree turn
4. Walk to judge, halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed execute a 90-degree turn and return to lineup at a trot or exit arena as directed

- ☐ In the Ring— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ In and Out of the Ring— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ☐ At the Gate— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.



Class 13

GN Showmanship 9 & Under



1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.

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

Class 14

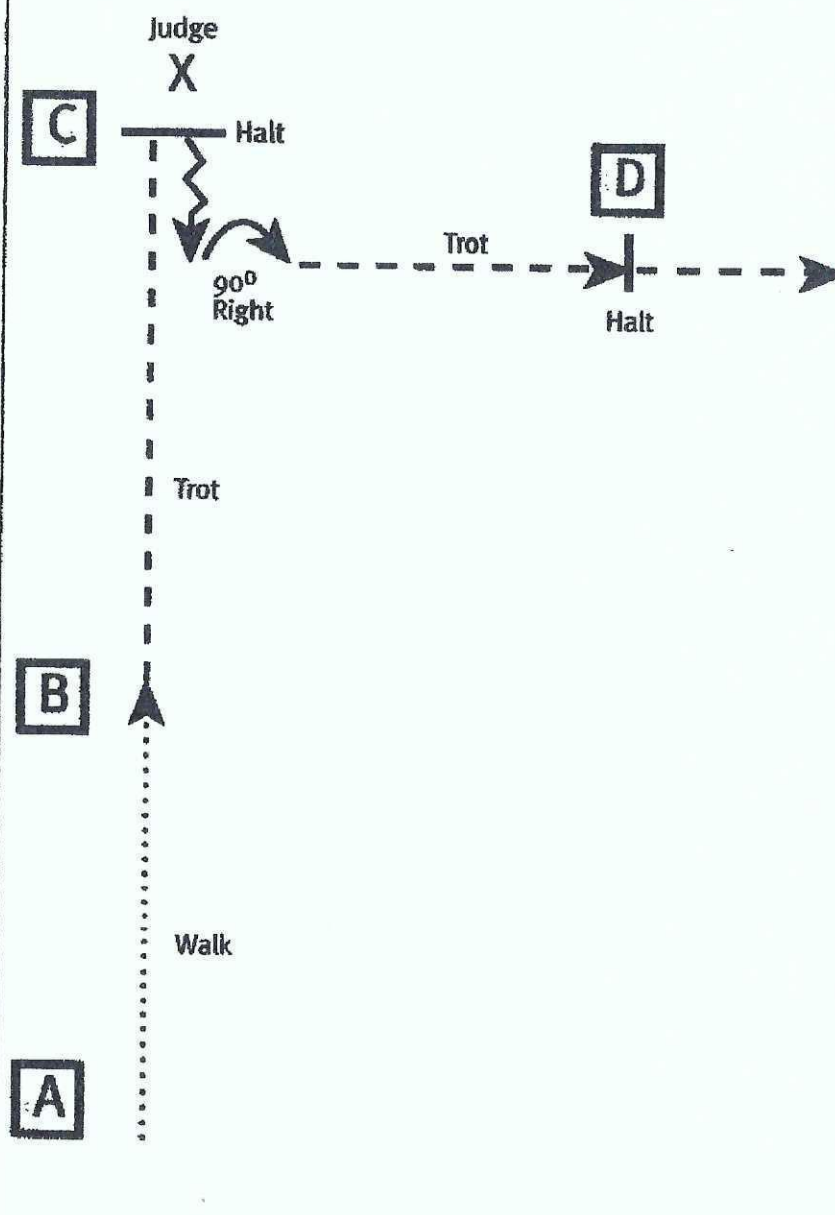
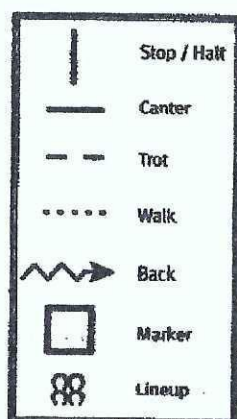
GN Fitting & Showmanship 10-13

Showmanship

LEVEL 1 • PATTERN B

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

1. Be ready at marker A. Walk from marker A to marker B
2. Trot from marker B to marker C
3. Stop at C. Set up for inspection
4. Presentation of horse
5. When dismissed, back 4 steps
6. Execute a 90-degree turn
7. Trot to marker D and halt
8. Trot to new lineup or exit arena as directed



- ☐ **In the Ring**—Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**—Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ☐ **At the Gate**—Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

Class 15
GN Fitting & Showmanship 14-17

Showmanship

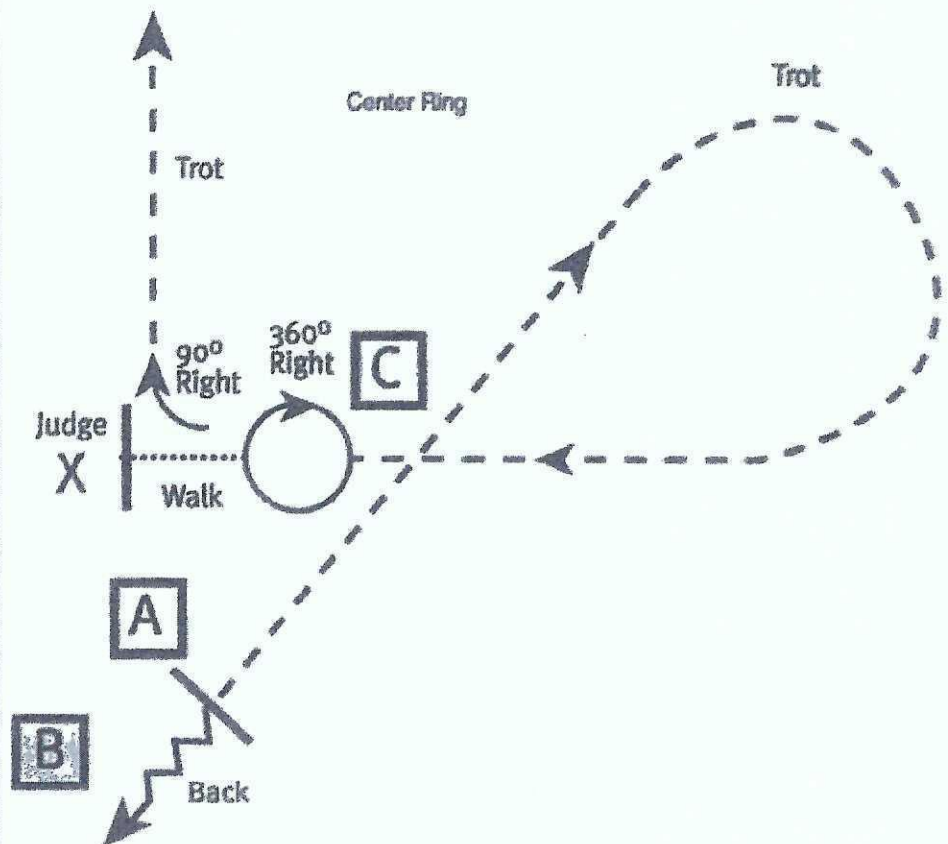
LEVEL 2 • PATTERN AA

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

1. Be ready marker A. Back to marker B
2. Trot past marker C and trot a loop back to marker C
3. Halt, execute a 360-degree turn
4. Walk to judge, halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed execute a 90-degree turn and return to lineup at a trot or exit arena as directed

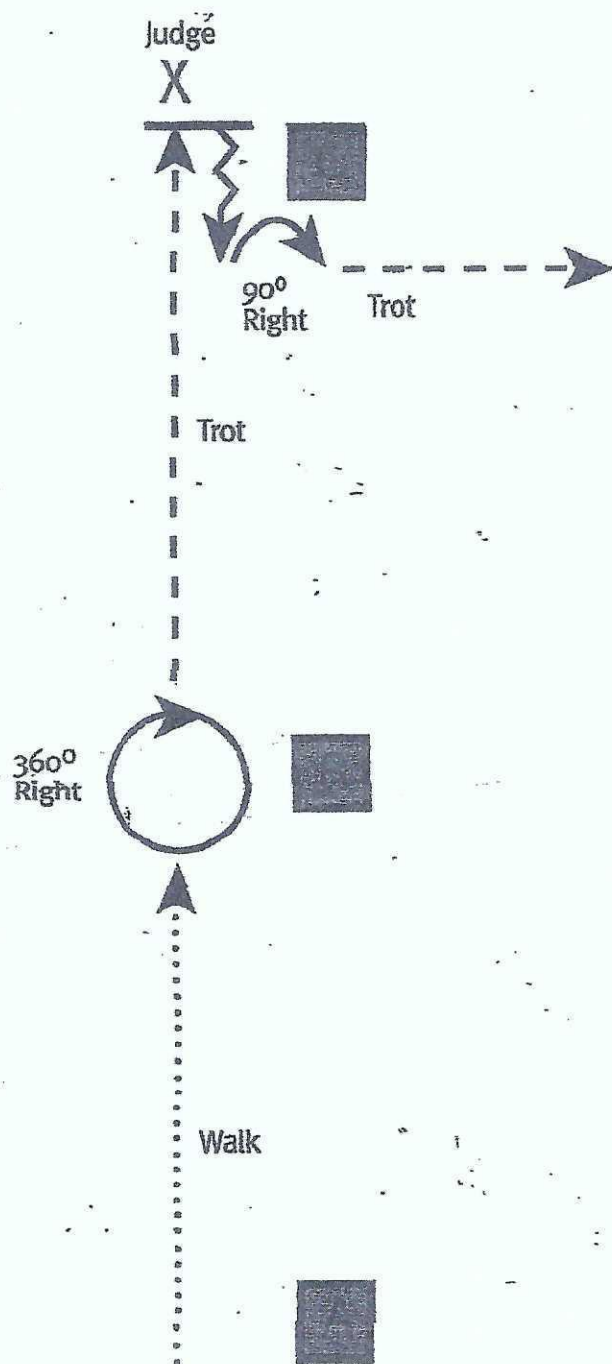
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ☐ In the Ring—Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ In and Out of the Ring—Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ☐ At the Gate—Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.



Class 351

WC Fitting & Showmanship 13 & Under



Be ready at marker A.

Walk to marker B. Stop.

Perform a 360-degree (1) haunch turn to the right. Stop.

Trot to marker C. Stop.

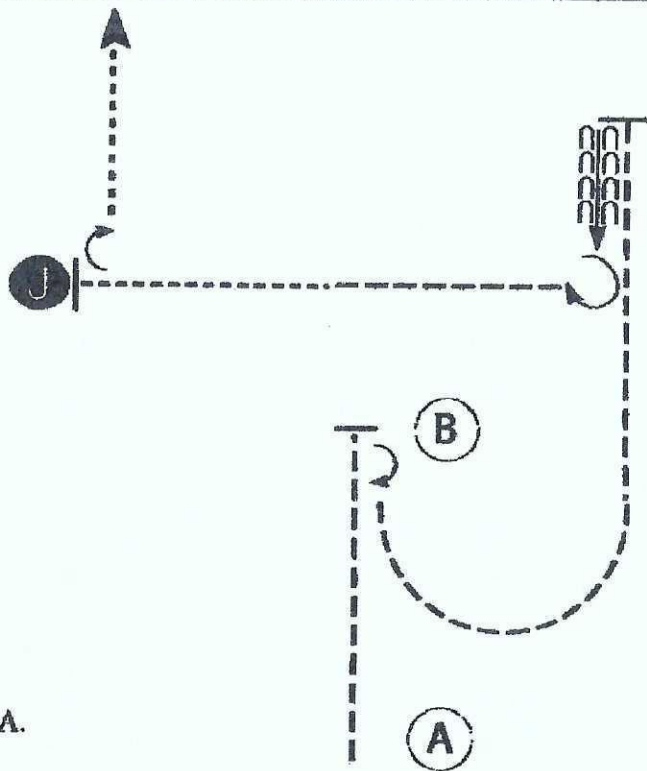
Set up for inspection.

After dismissal, back four steps.

Perform a 90-degree turn to the right and trot into the completion line as directed by the ringmaster or exit at the trot.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Class 352 – WC Fitting & Showmanship 14-17



Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until past Judge.
4. Back until your horse's hip is even with Judge.
5. Perform a 270 degree turn.
6. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
7. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

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