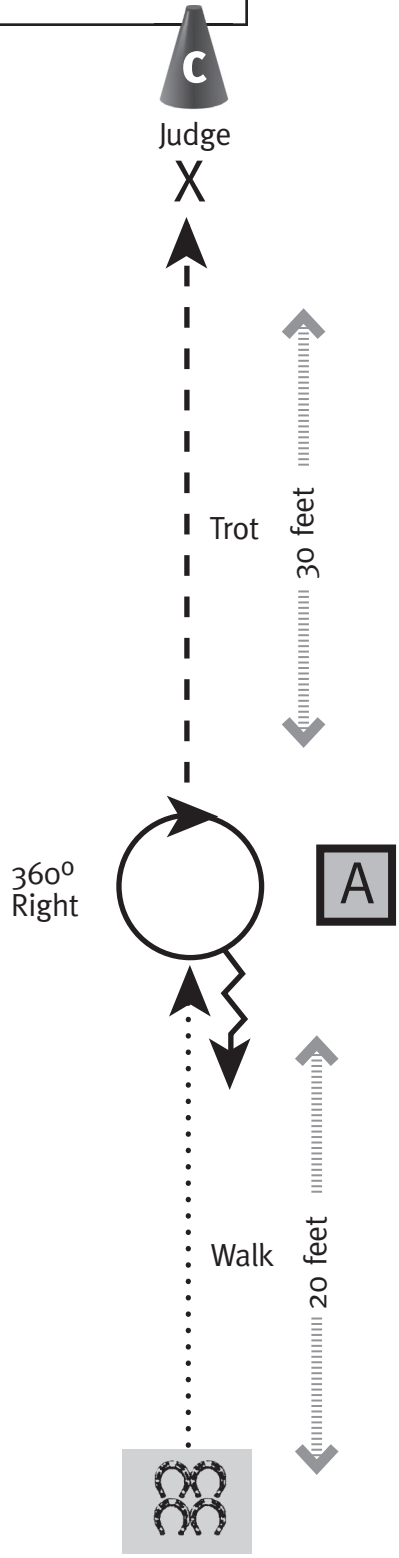


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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.

Showmanship

LEVEL 1 • PATTERN E

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



Line up at direction of ringmaster — can be head to tail or side by side.

Walk to marker A.

At marker A, execute a 360-degree turn.

Back four steps.

Trot to judge.

Stop. Set up for inspection.

When dismissed return to lineup at the trot or exit as directed by the ringmaster.

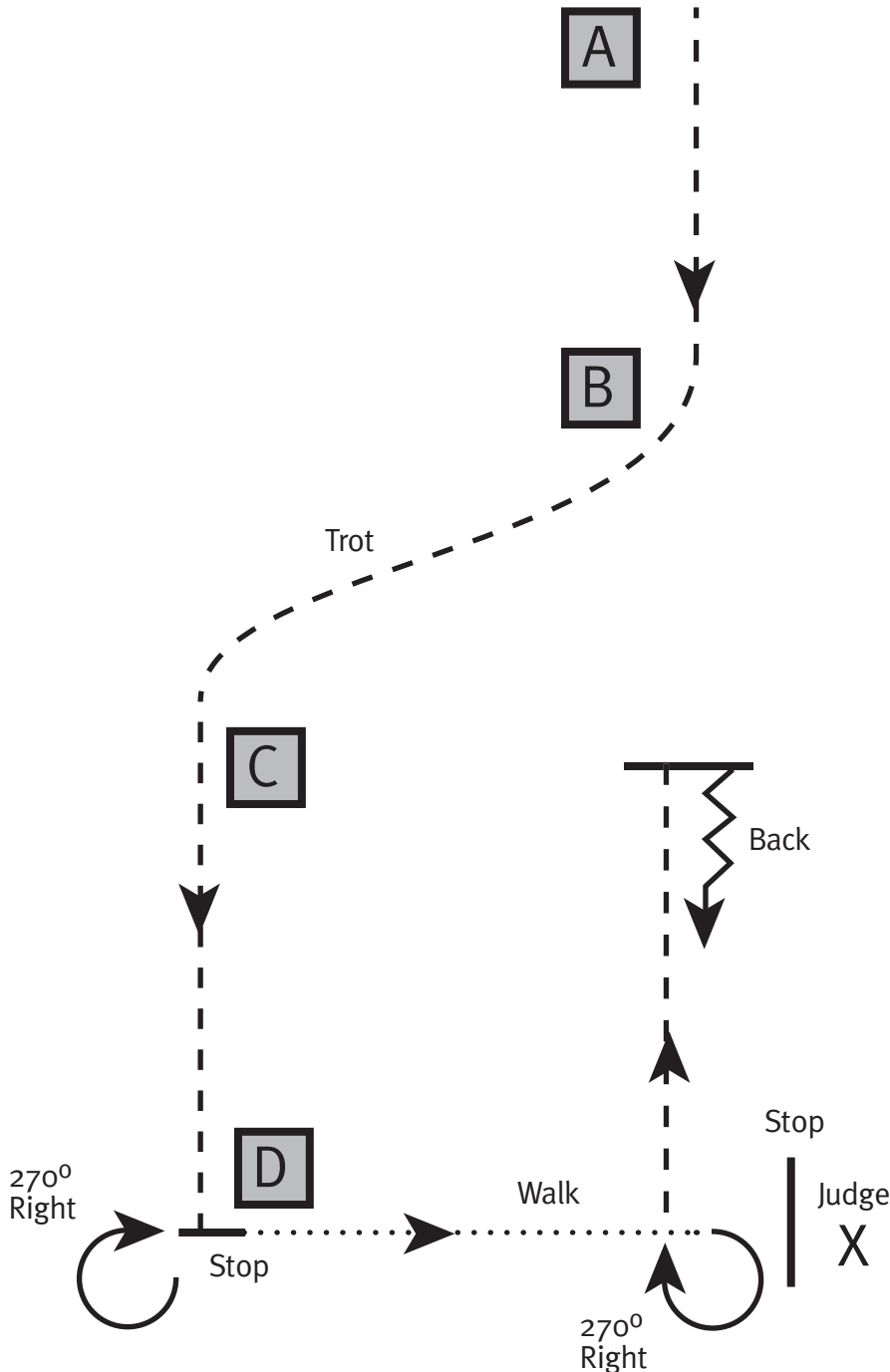
	Stop / Halt
—	Canter
- - -	Trot
.....	Walk
↖ ↗ ↘ ↙	Back
■	Marker
⊞	Lineup

- ❑ **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.

Showmanship

LEVEL 2 • PATTERN DD

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



Be ready at marker A.

Trot around marker B and marker C to just past marker D and stop.

Pivot 270-degrees and walk to judge. Set up for inspection.

When dismissed, execute a 270-degree turn and trot half the distance to marker B as drawn. Stop.

Back five steps.

Return to lineup at the trot or exit at the direction of the ringmaster.

	Stop / Halt
—	Canter
- - -	Trot
.....	Walk
↖ ↗ ↘ ↙	Back
■	Marker
⊞	Lineup