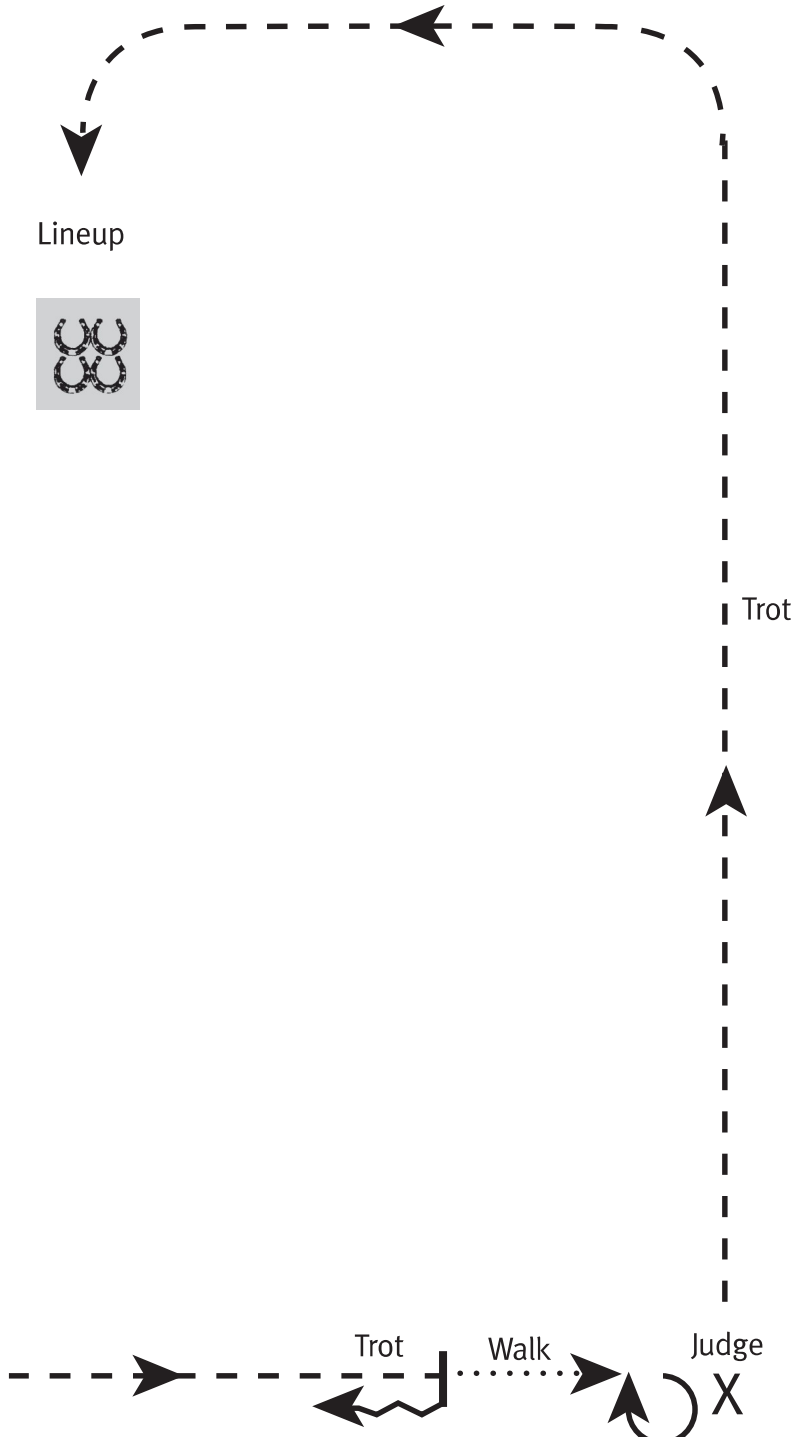


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

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



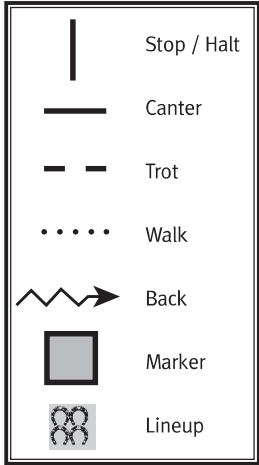
Trot 3/4 way to the judge.

Stop and back four steps.

Walk to the judge and set up for inspection.

When excused, execute a 270-degree turn to the right and trot straight away from the judge.

Return to lineup at the trot or exit as directed by the ringmaster.

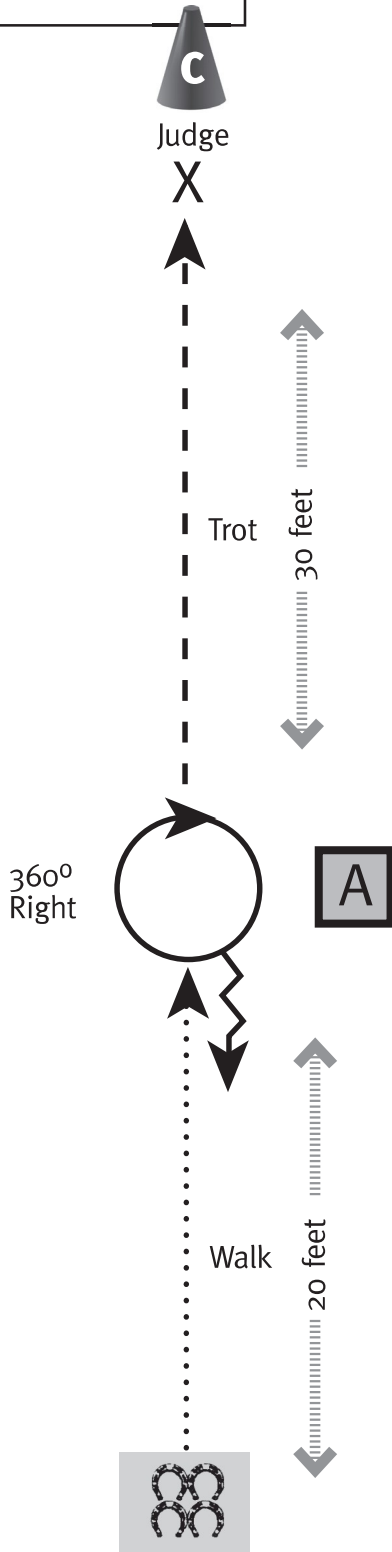


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

Showmanship

LEVEL 2 • PATTERN S

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

Be ready at marker A.

Start at marker A and back five steps.

Walk half circle around marker A.

Trot and lengthen stride at the trot to and around marker B.

Return to trot directly to marker C.

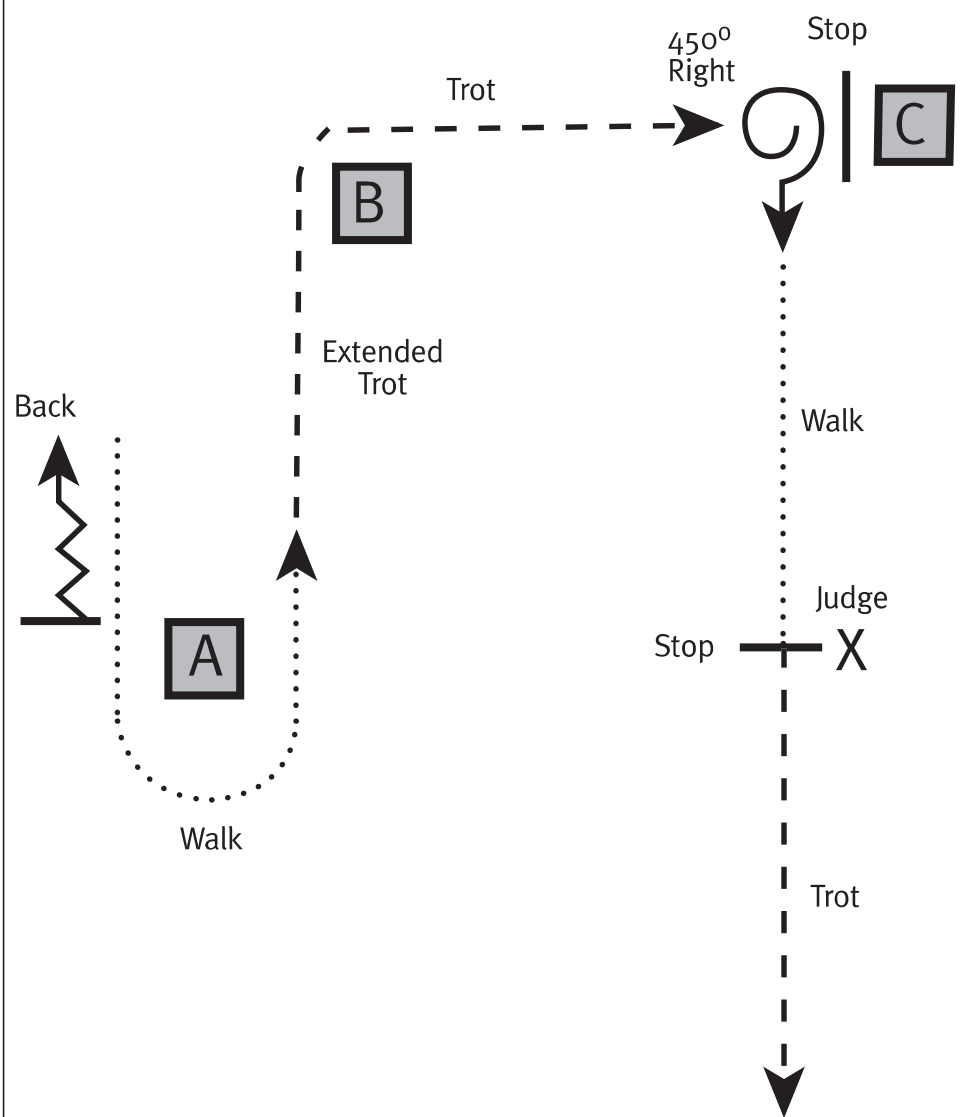
Stop with hips lined up with Judge.

Perform a 450-degree turn and walk to Judge and set up for inspection.

Trot straight away from the judge when excused.

Return to lineup at the trot or exit as directed by the ringmaster.

- 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.



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

LEVEL 2 • PATTERN AA

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

Be ready at marker A.

Back to marker B.

Trot forward past marker C, execute loop back to marker C.

Stop, execute a 360-degree turn, and walk to judge.

Stop, set up for inspection.

When excused, execute a 90-degree turn and return to lineup at the trot or exit as directed by the ringmaster.

- 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.

