

A H A

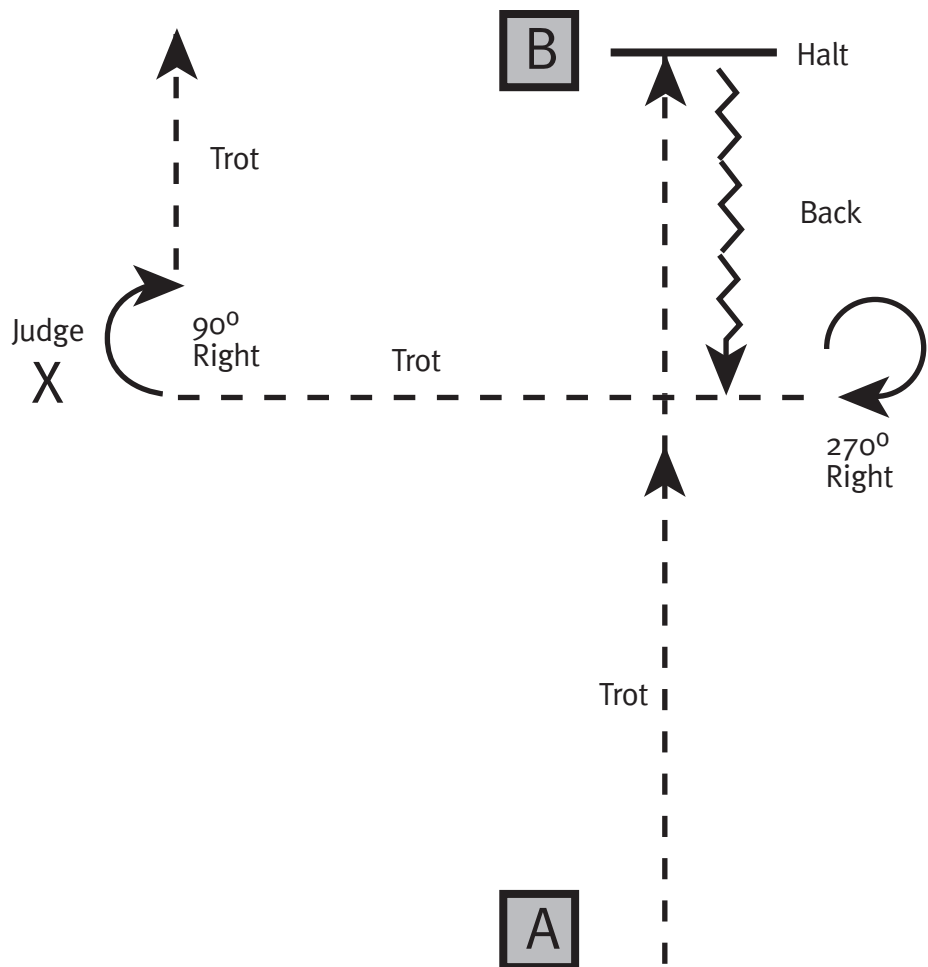
Showmanship

PATTERN L • LEVEL 2

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

- Be ready at marker A.
- Trot from marker A to marker B.
- Stop at marker B and back halfway to marker A.
- Stop and perform a 270-degree turn.
- Trot to judge.
- Stop. Set up for inspection.
- When dismissed perform a 90-degree turn and trot away as drawn.
- Return to the lineup at the trot as directed by the ringmaster or exit at the trot.

- 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