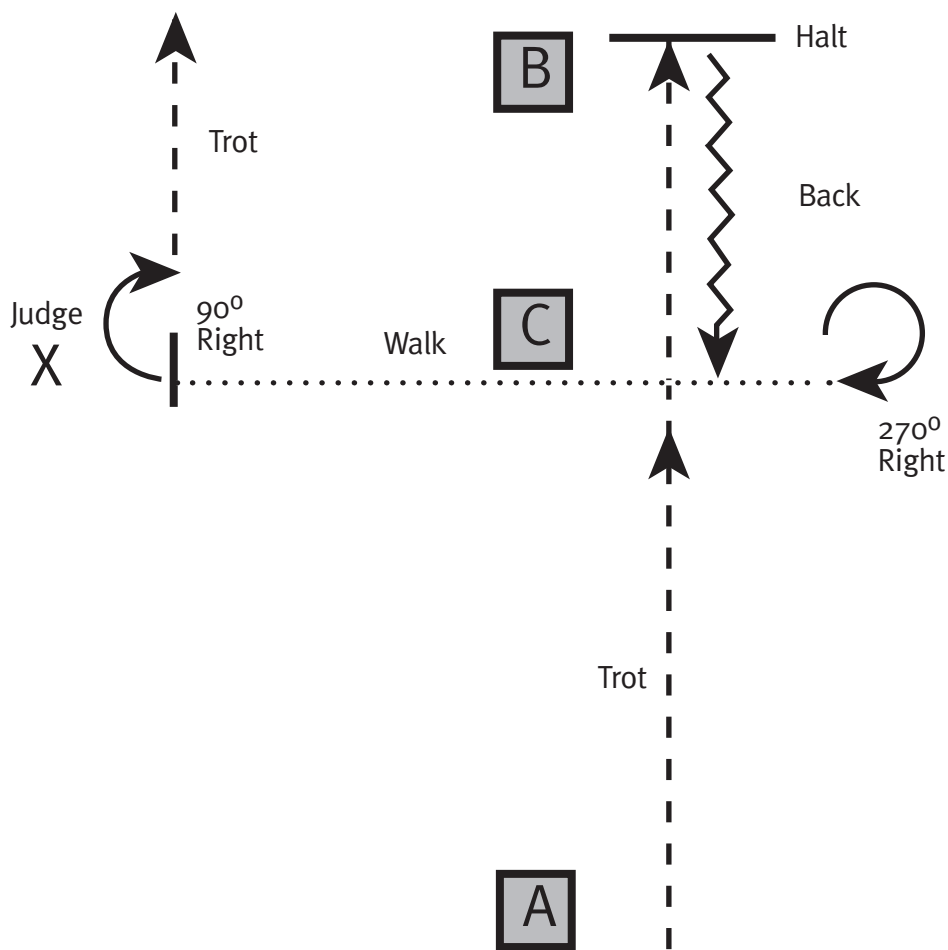


- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of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

PATTERN R • 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 to marker B. Stop.

Back to marker C and perform a 270-degree turn.

Walk to judge. Stop. Set up for inspection.

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

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

PATTERN U • LEVEL 2

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

Be ready at marker A.

When acknowledged trot to marker B.

Stop.

Pivot 360-degrees.

Trot to marker C. Stop.

Pivot 180-degrees.

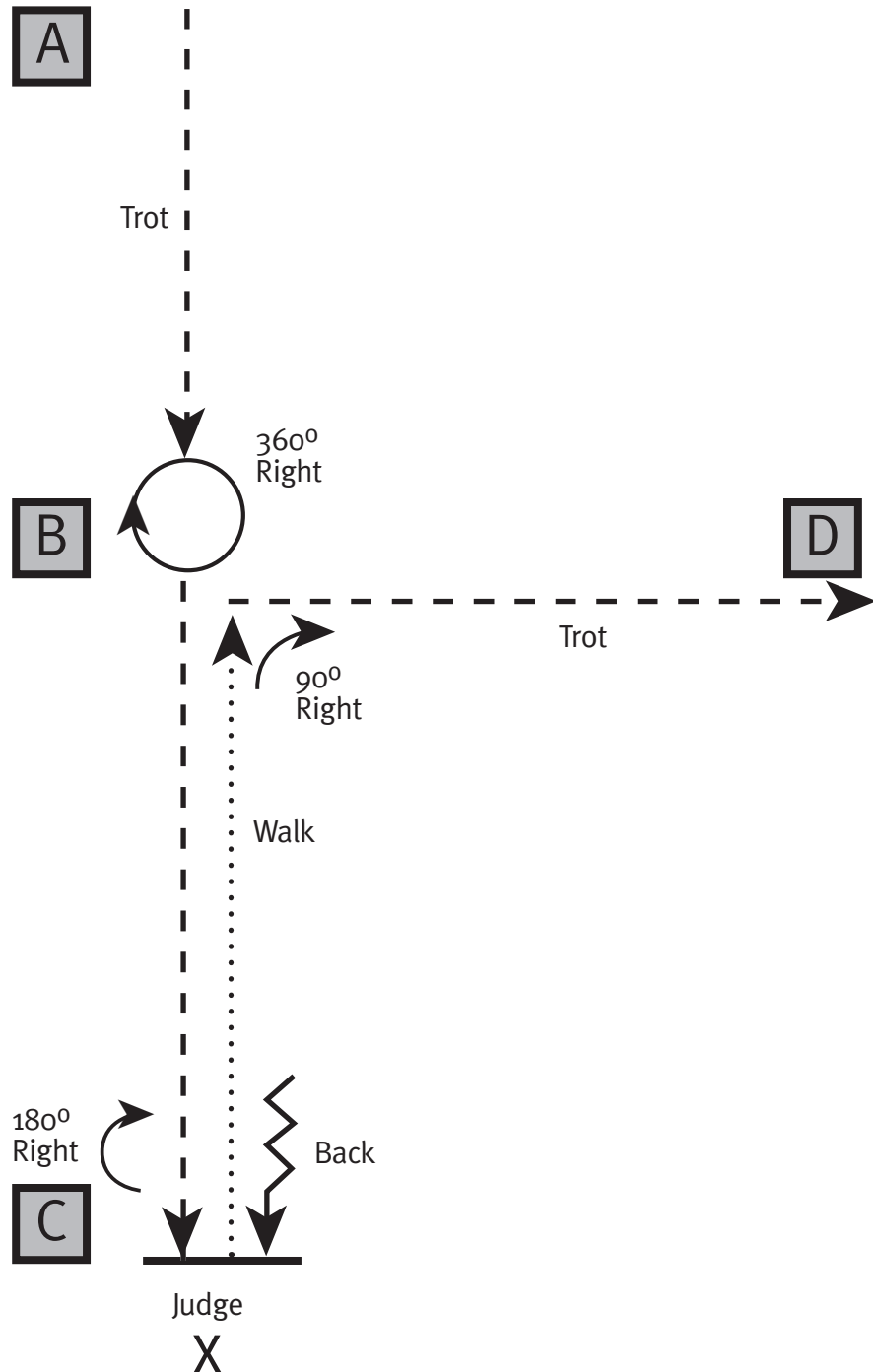
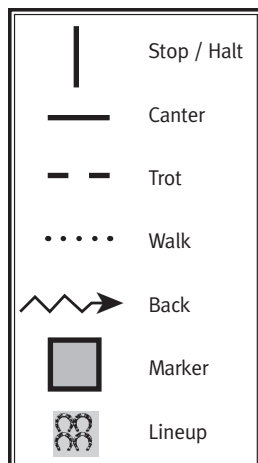
Back to judge. Stop and set up for inspection.

Walk to marker B. Stop.

Turn 90-degrees.

Trot to marker D.

Return to the lineup at the trot or exit as instructed 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

PATTERN H • LEVEL 1

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

Be ready at marker A.

Back four steps at marker A.

Perform a 180-degree turn.

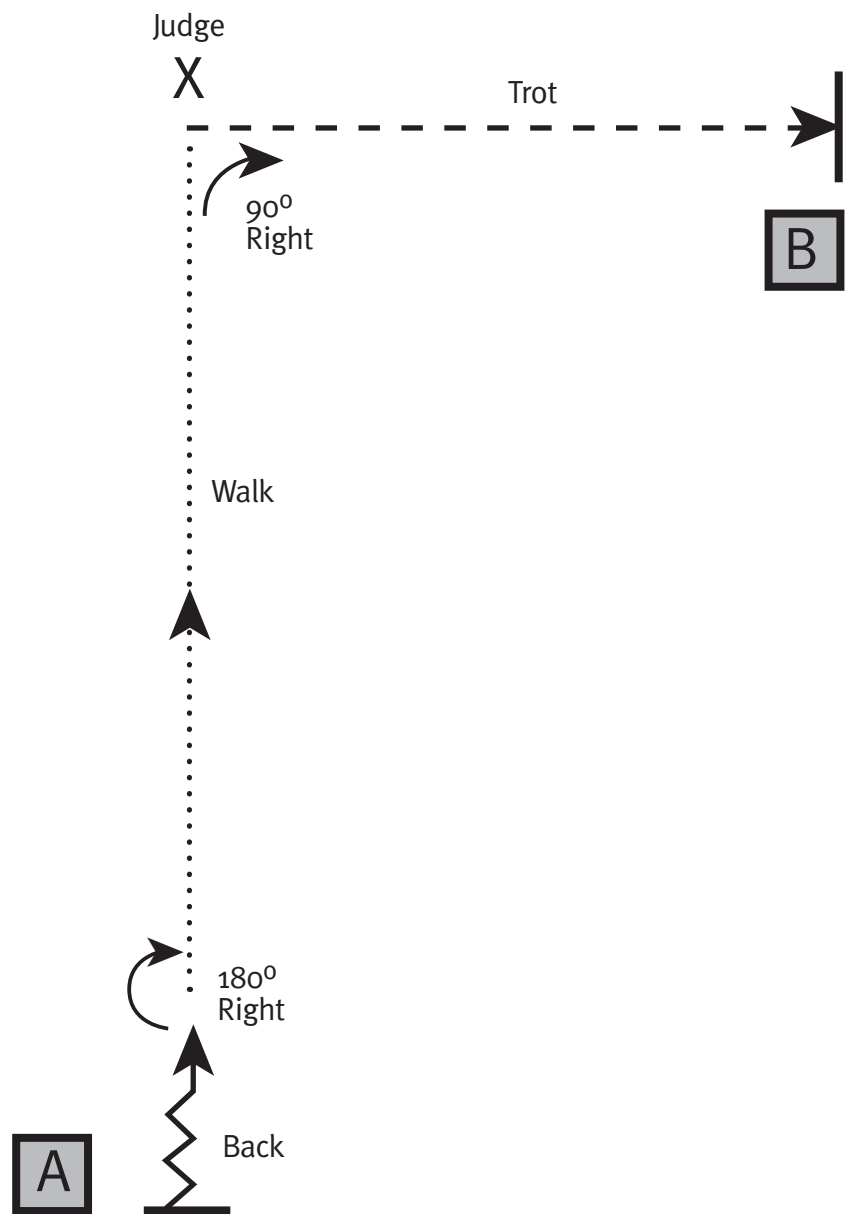
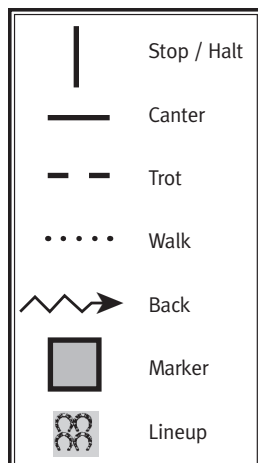
Walk to the judge and set up for inspection.

When dismissed perform a 90-degree turn and trot to marker B.

Stop at marker B.

Return to lineup 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.

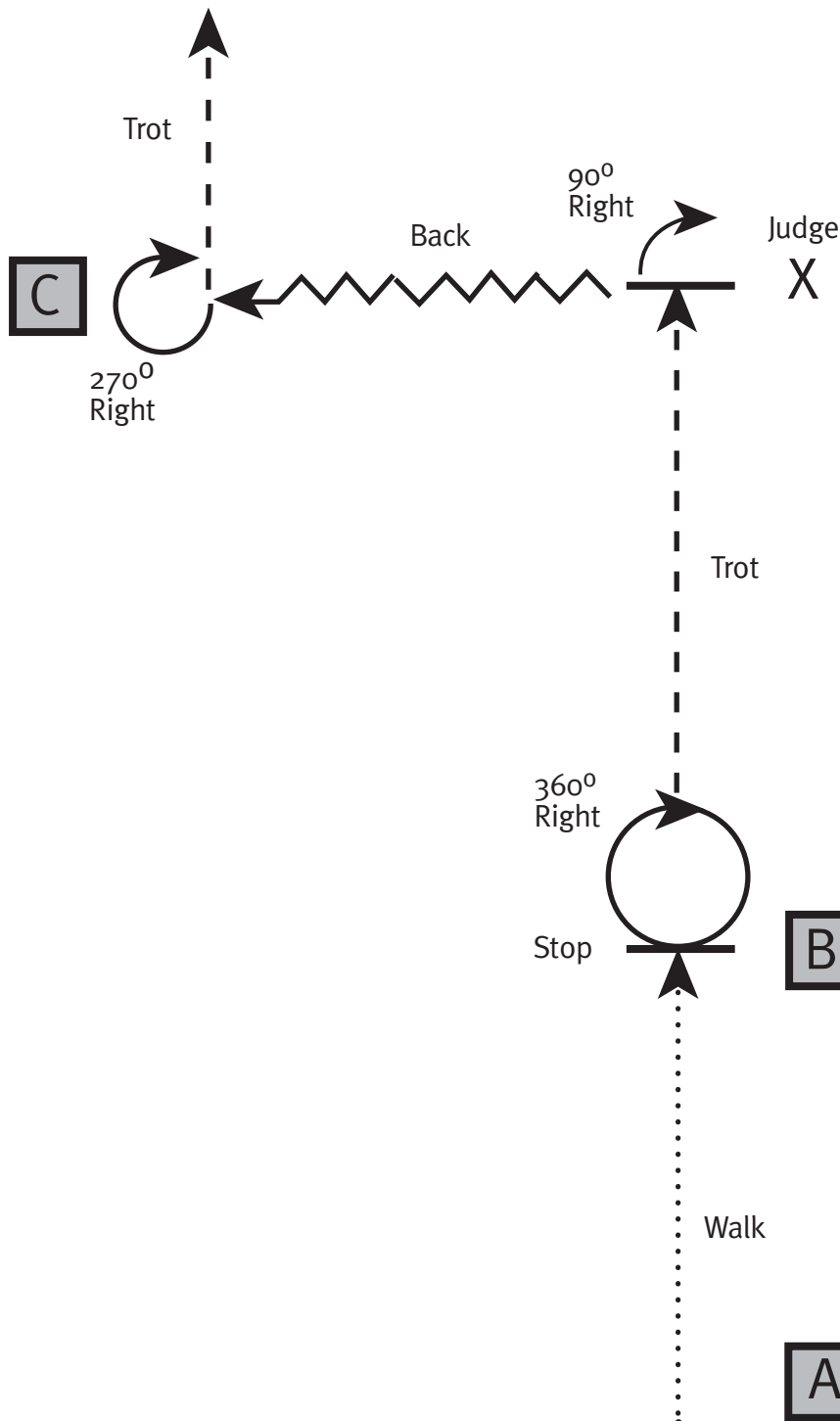


- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of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

PATTERN X • LEVEL 2

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



Be ready at marker A.

Walk from marker A to marker B.

Stop at marker B and perform a 360-degree turn.

Trot until even with Judge.

Stop and perform a 90-degree turn; set up for inspection.

When dismissed, back to marker C.

Perform a 270-degree turn and trot away as drawn.

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

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup