

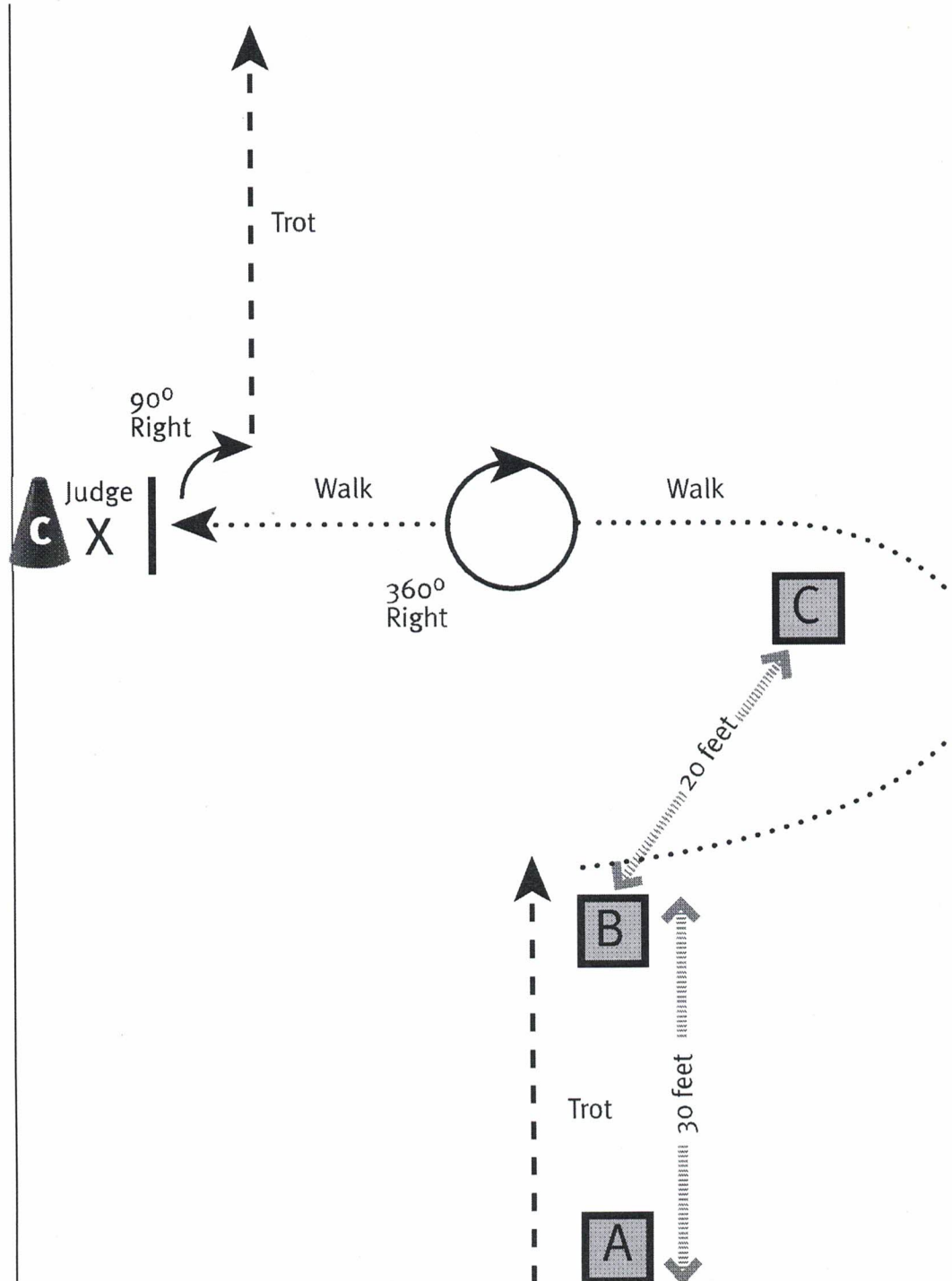
Showmanship

LEVEL 1 • PATTERN D

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

1. Be ready at marker A, trot to marker B
2. Walk from marker B, around marker C and walk 1/2 way to judge
3. Halt, execute a 360-degree turn
4. Walk to judge and set up for inspection
5. Presentation of horse
6. When dismissed, execute a 90-degree turn
7. Trot away to 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.



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup