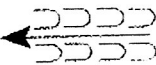


Be ready at A.

1. When acknowledged, back 5 steps.
2. Pivot 180 degrees.
3. Trot to and around B and continue to C.
4. Stop at C and turn 270 degrees.
5. Walk to judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and trot away.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← 
Marker	⊙ B
Judge	● J

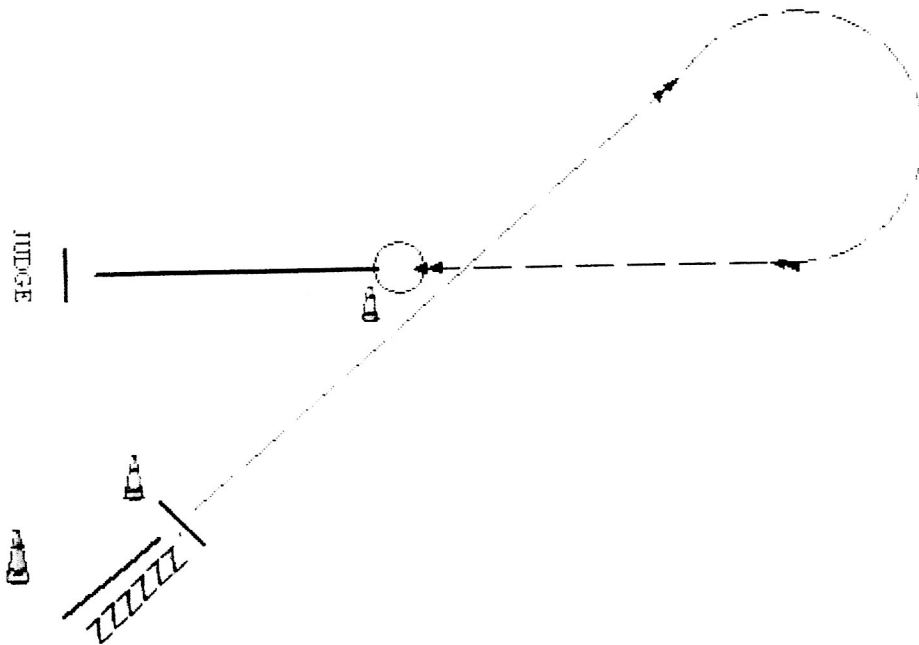
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Class 4 Jackpot Showmanship

Showmanship

- *Pattern begins with exhibitor set up at 2nd cone
- *Back to 1st cone *-(once judge acknowledges)*
- *Trot forward past 3rd cone, execute a loop back to 3rd cone
- *Stop, do a 360o turn, walk to judge
- *Stop, set up for inspection
- *When excused, turn right and line up at the direction of the ring steward



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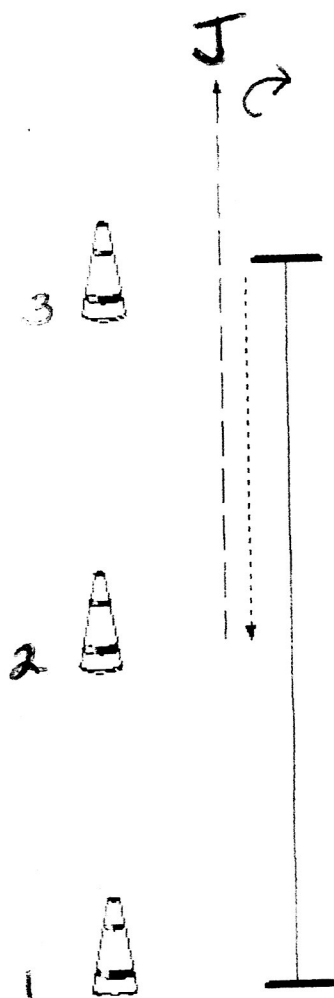
Laura Kien

Classes 5-9

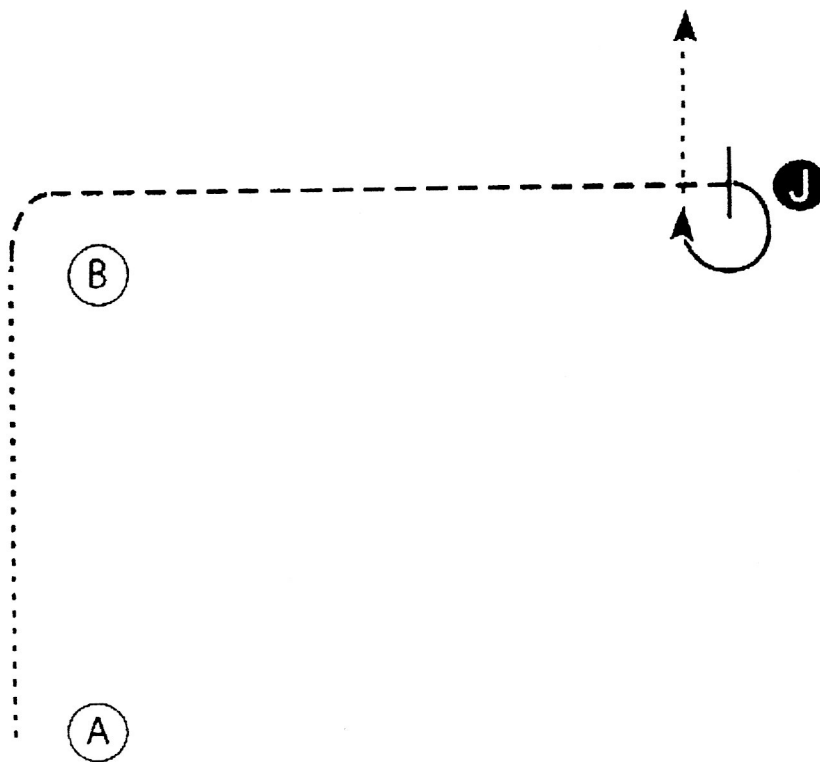
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Classes 10,11



- Start at cone 1
- Walk from cone 1 to cone 3
- Stop at cone 3, back to cone 2
- Walk from cone 2 to judge for inspection
- When dismissed turn 90 degrees, walk away



1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.

Walk
 Trot - - - - -
 Back ← 
 Marker (B)
 Judge (J)

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Classes 12,13