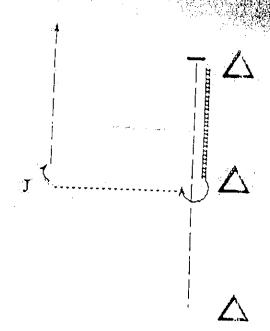
C/W (
showmanship

- 1. Trot to 3rd marker
 2. Stop & back to 2nd marker
 3. 270° turn
 4. Walk to Judge
 5. Setup for inspection
 6. 90° turn Trot to line up



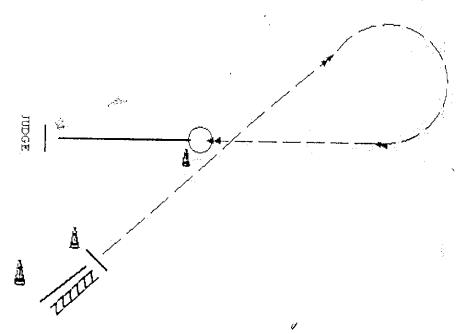
:: SHOWMANSHIP ::

Class: 5, 11, 12, 1 Show Date: Judge: c◊ × 1.50 в◊ Start at cone A Walk to cone B Trot from cone B around cone C to the Judge Stop and set up for inspection JUDGE Pivot 90° and walk to the line-up when dismissed WALK TROT BACK STOP TURN

Jackpot #

Showmanship

- *Pattern begins with exhibitor set up at 2nd cone
- *Back to 1st cone
- *Trot forward past 3rd cone, execute a loop back to 3rd cone
- *Stop, do a 3600 turn, walk to judge
- *Stop, set up for inspection
- *When excused, turn right and line up at the direction of the ring steward



- 1. Walk to judge, stop and set up for inspection
- 2. Turn 90 degrees to right and exit arena

