

# Showmanship

## LEVEL 1 • PATTERN B

*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.

Trot from marker B to marker C.

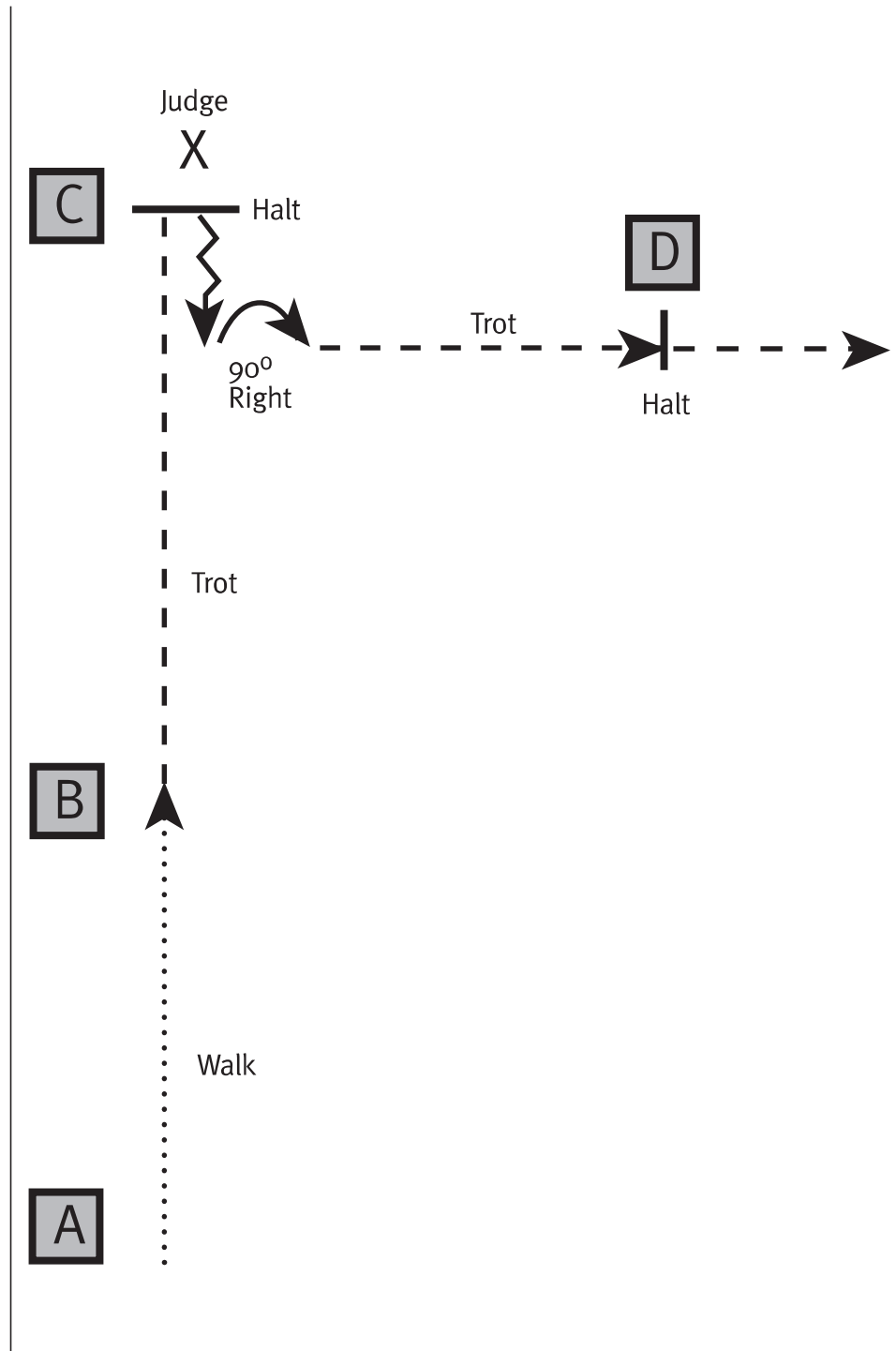
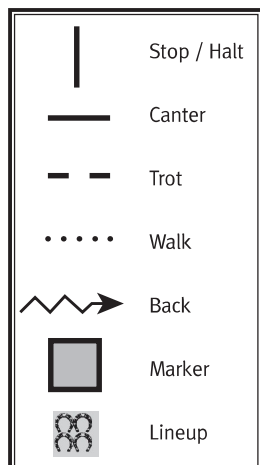
Stop at marker C and set up for inspection.

When dismissed, back four steps.

Execute a 90-degree turn and trot to marker D as drawn. Stop.

Hesitate for several seconds and then trot to new lineup as directed by the ringmaster or exit as directed 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.

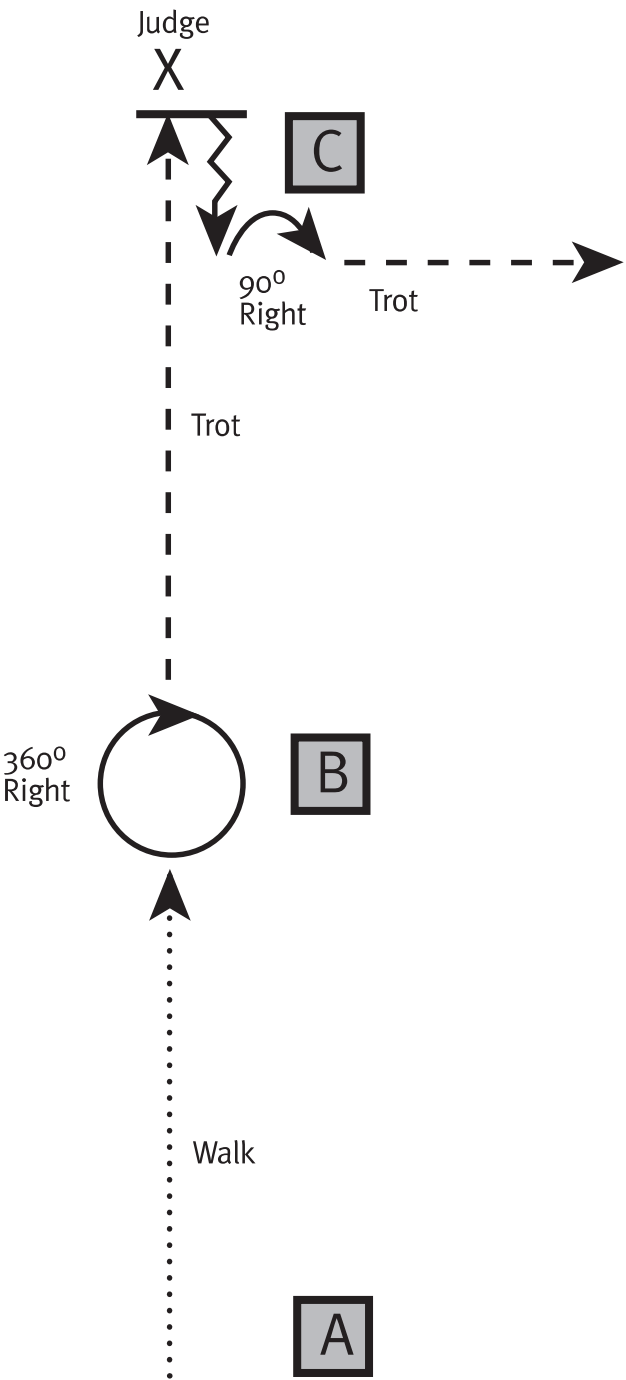


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

## LEVEL 1 • PATTERN G

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



Be ready at marker A.

Walk to marker B. Stop.

Perform a 360-degree haunch turn to the right. Stop.

Trot to marker C. Stop.

Set up for inspection.

After dismissal, back four steps.

Perform a 90-degree turn to the right and trot to lineup or exit as directed by the ringmaster.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup