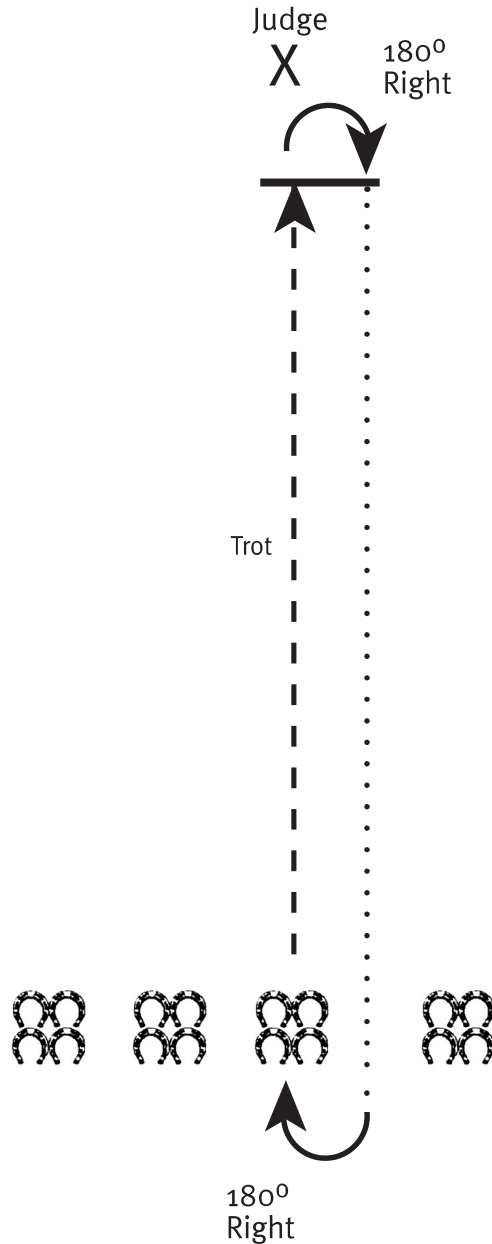


- ☒ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

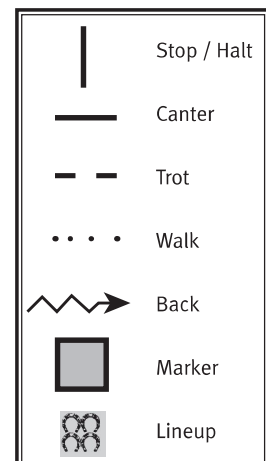
LEVEL 2 • PATTERN K

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



Line up at the direction of the judge/ ringmaster, side by side and out from the rail

1. Trot to judge
2. Halt
3. Set up for inspection
4. Presentation of horse
5. When excused, execute a 180-degree turn on the haunches
6. Walk back through lineup as drawn, halt
7. Execute a 180-degree turn on the haunches
8. Walk back to lineup and set up

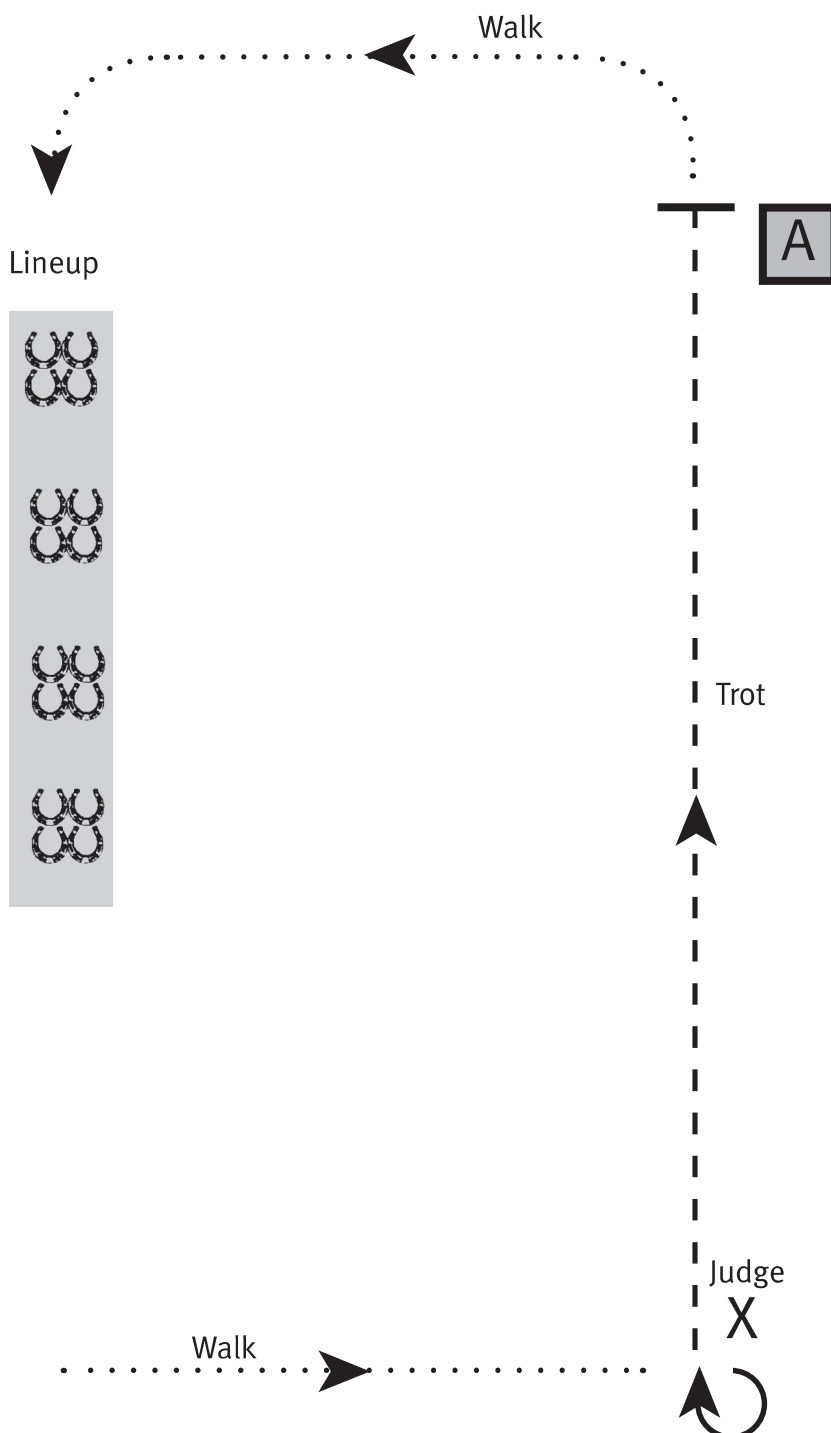


- ☒ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

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



1. Walk to judge, halt
2. Set up for inspection
3. Presentation of horse
4. When excused, execute a 270-degree turn
5. Trot a straight line as drawn
6. Stop at marker A
7. Walk back to lineup or either at a walk as directed by ringmaster

