

# Showmanship

## LEVEL 2 • PATTERN AA

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

Be ready at marker A.

Back to marker B.

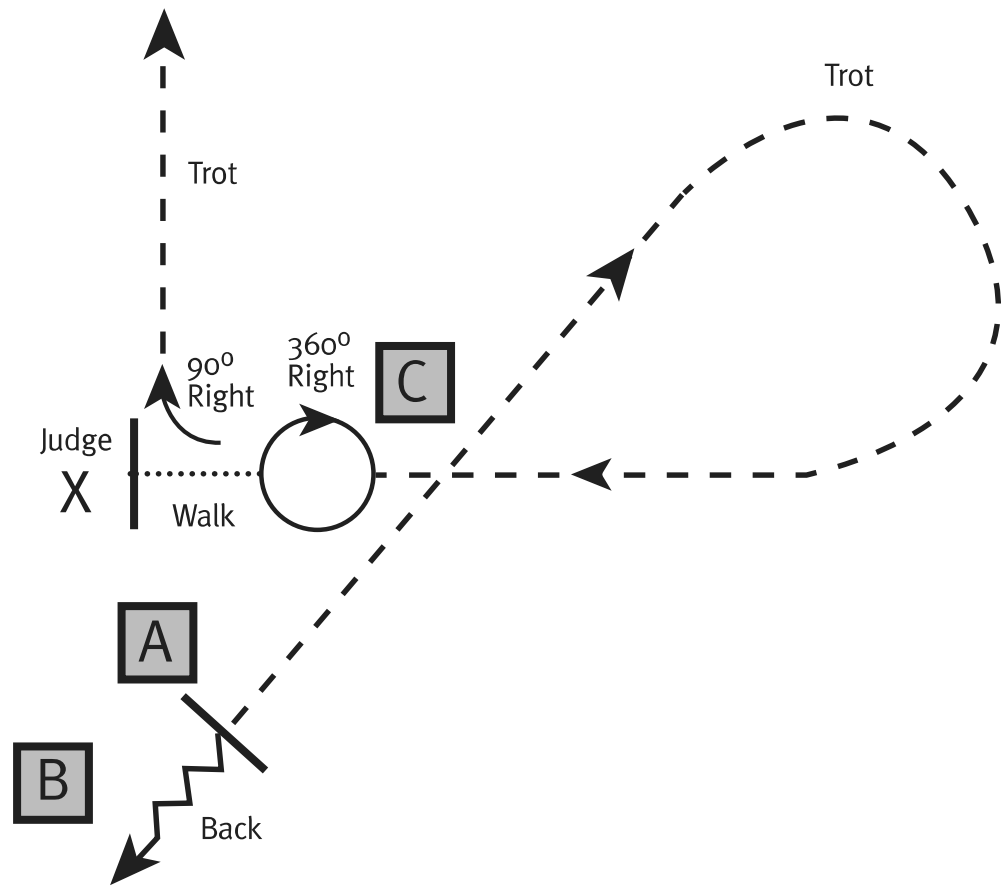
Trot forward past marker C, execute loop back to marker C.

Stop, execute a 360-degree turn, and walk to judge.

Stop, set up for inspection.

When excused, execute a 90-degree turn and return to lineup at the trot 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.



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup