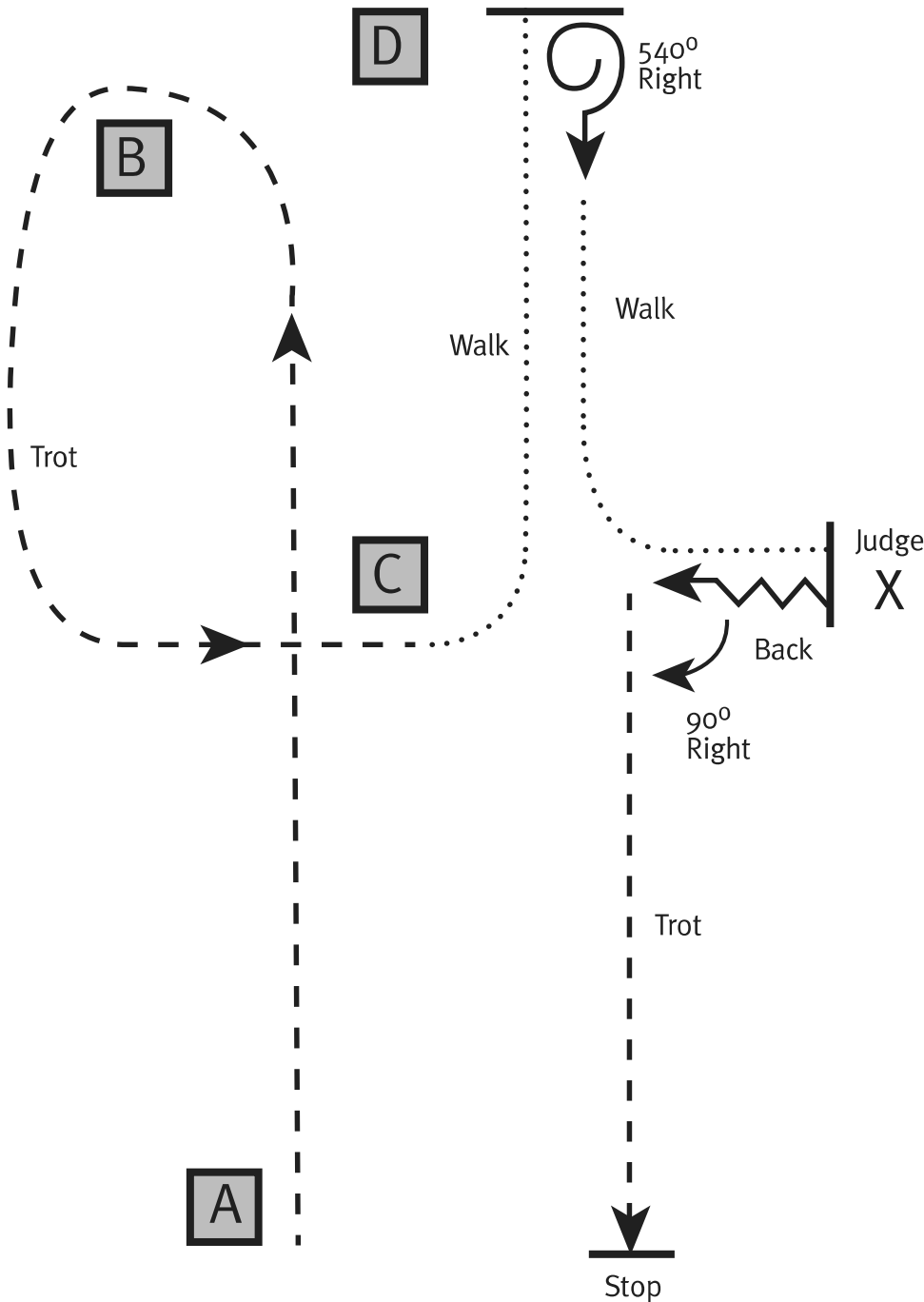


- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of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

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



- Be ready at marker A.
- Trot around marker B and to marker C.
- Walk curve directly to marker D.
- Stop and execute 540-degree turn.
- Walk curve to the judge.
- Stop and set up for inspection.
- When dismissed, back four steps, execute 90-degree turn.
- Trot away as drawn until even with marker A.
- Stop.
- Return to lineup at trot or exit as instructed by the ringmaster.

	Stop / Halt
—	Canter
- -	Trot
.....	Walk
↖↗↖↗	Back
■	Marker
⊗	Lineup