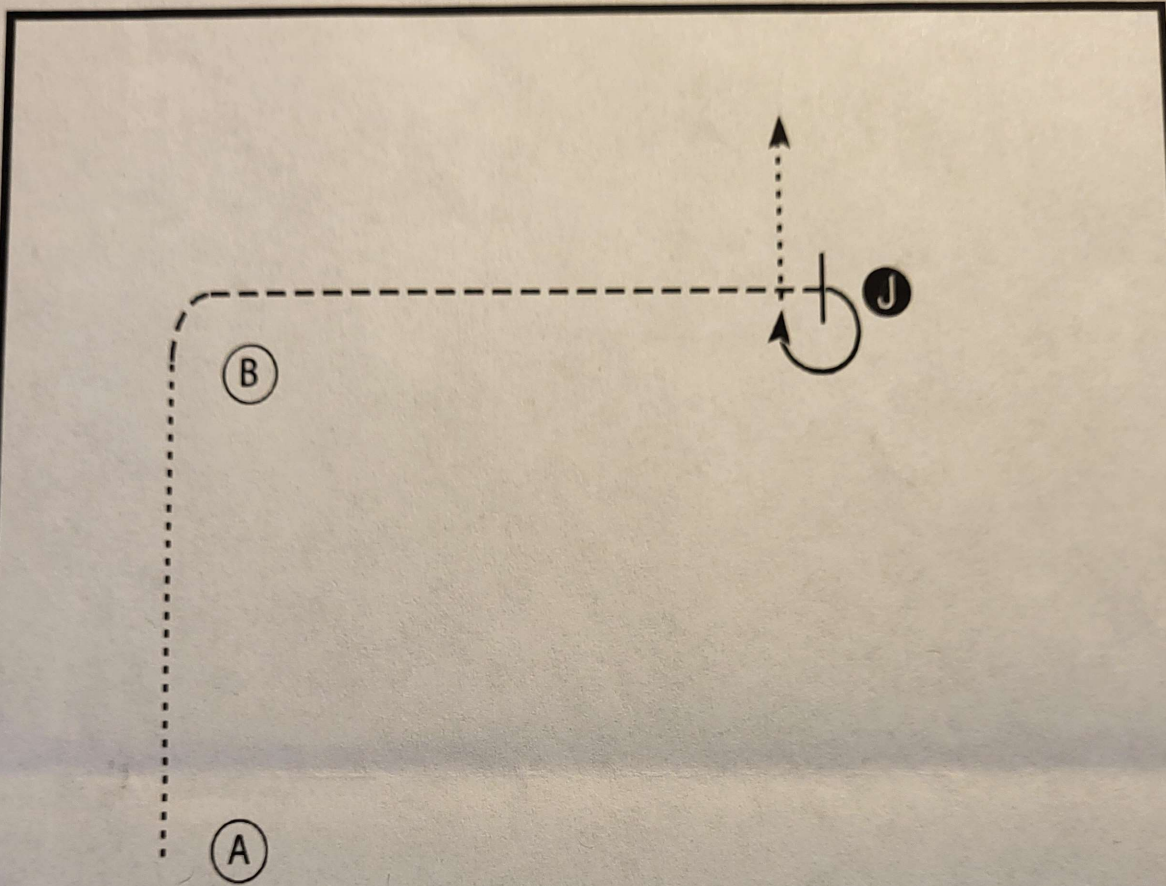


Showmanship



1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.

Walk - - - - -

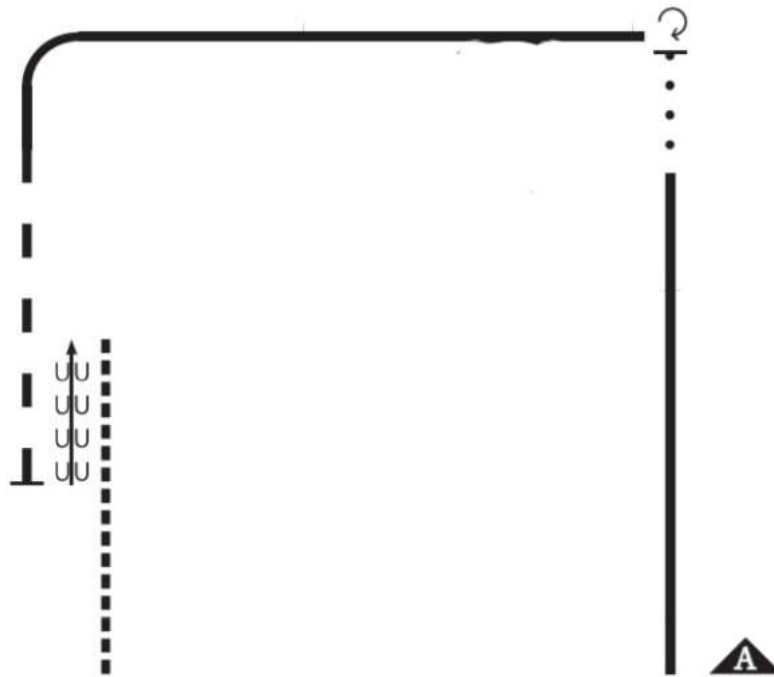
Trot - - - - -

Back ←

Marker (B)

Judge (J)

HORSEMANSHIP



1. Lope right lead.
2. Walk 4-5 steps.
3. Stop. Perform a 270° turn right.
4. Lope left lead
5. Continue lope left lead.
6. Extended jog.
7. Stop and back.
8. Jog to exit.

