

Be ready at marker A.

Trot from marker A to marker B.

Stop at marker B and back halfway to marker A.

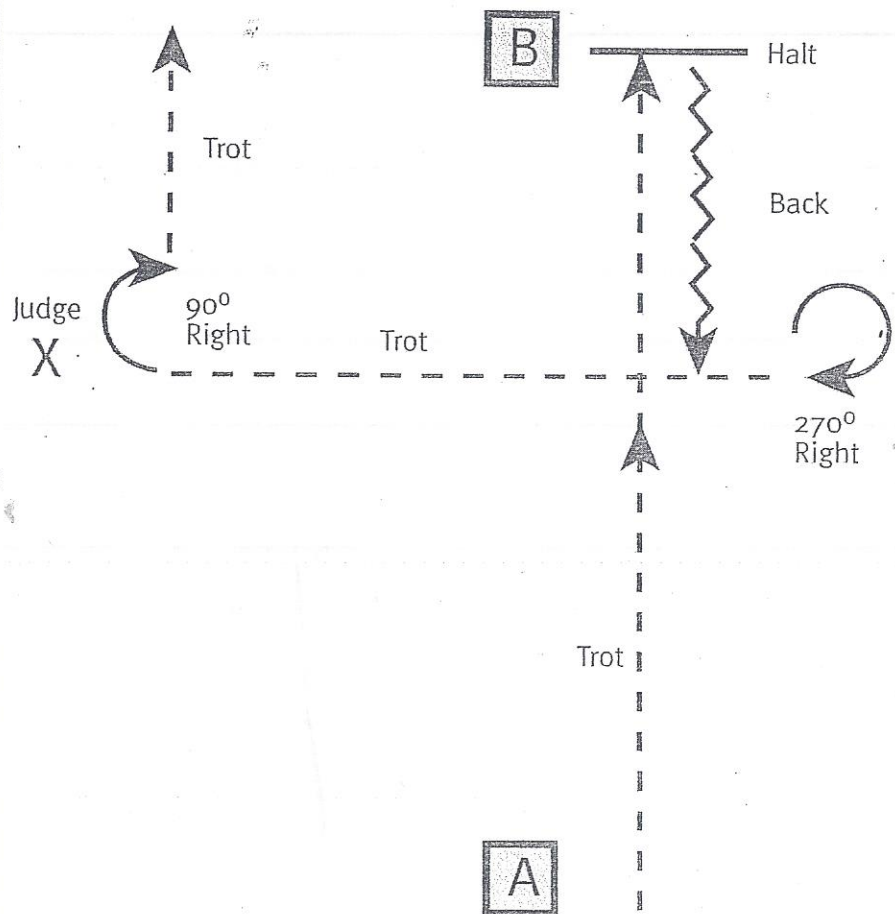
Stop and perform a 270-degree turn.

Trot to judge.

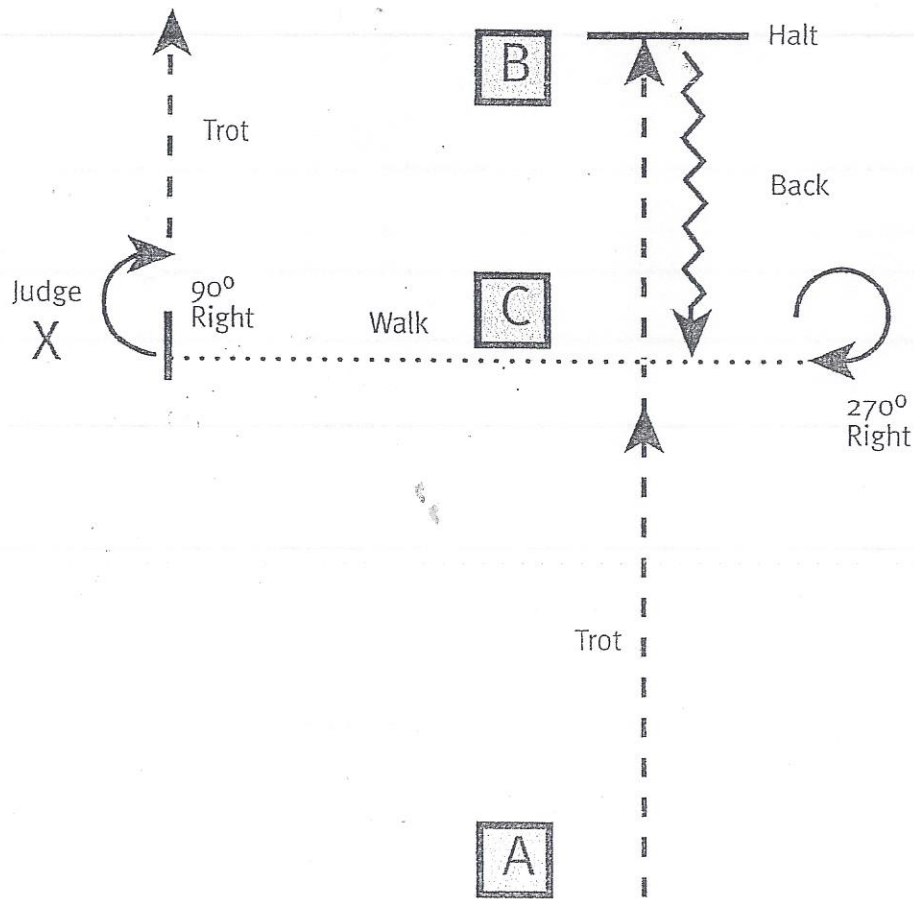
Stop. Set up for inspection.

When dismissed perform a 90-degree turn and trot away as drawn.

Return to the lineup at the trot as directed by the ringmaster or exit at the trot.



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup



Be ready at marker A.

Trot to marker B. Stop.

Back to marker C and perform a 270-degree turn.

Walk to judge. Stop. Set up for inspection.

When dismissed, perform a 90-degree turn and trot to the lineup as directed by the ringmaster or exit at the trot.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Be ready at marker A.

Walk from marker A to marker B.

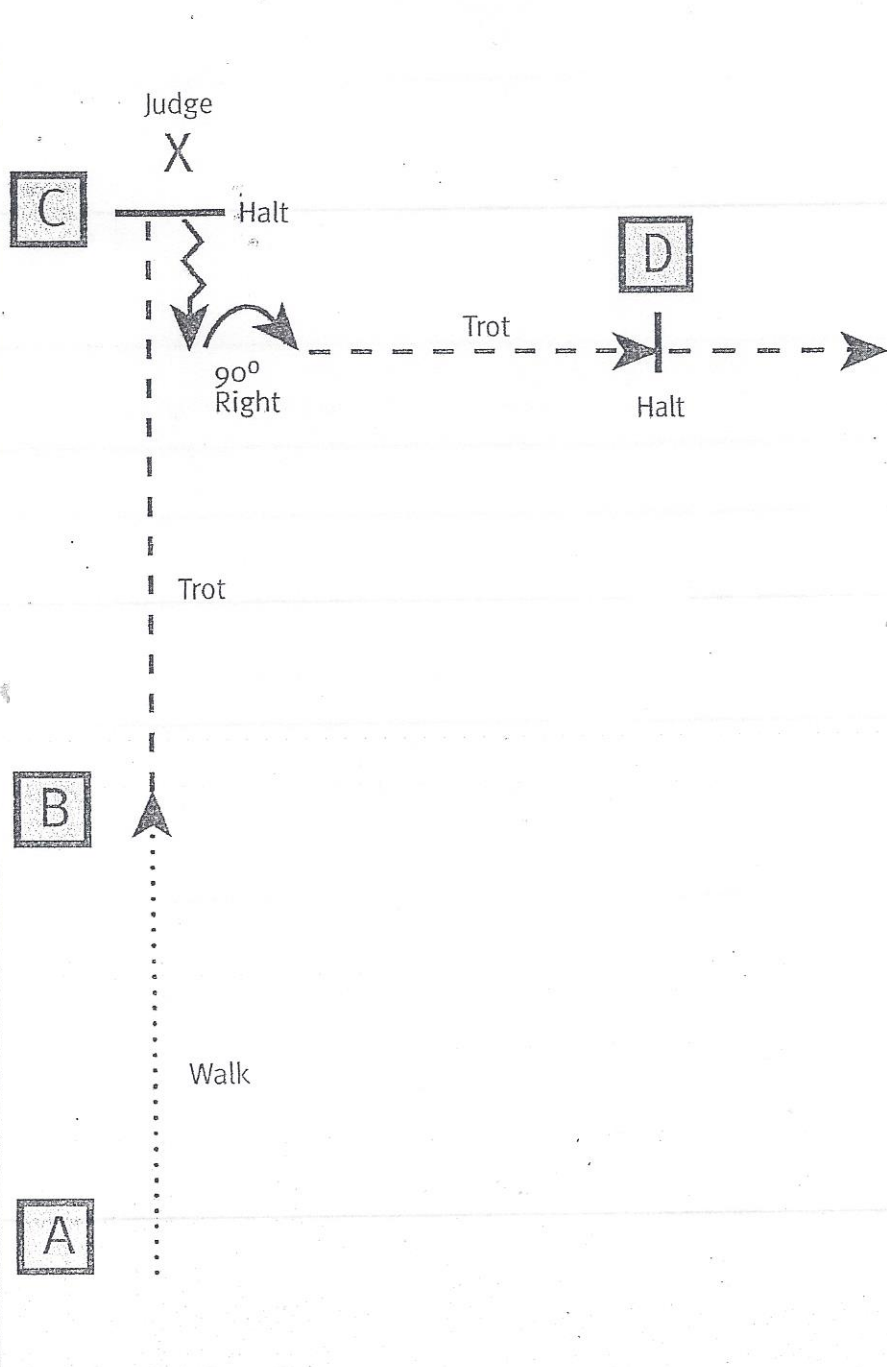
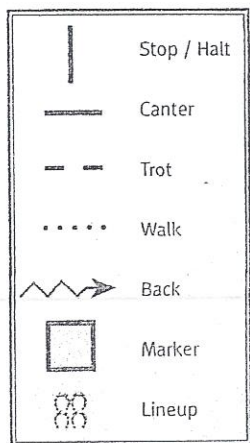
Trot from marker B to marker C.

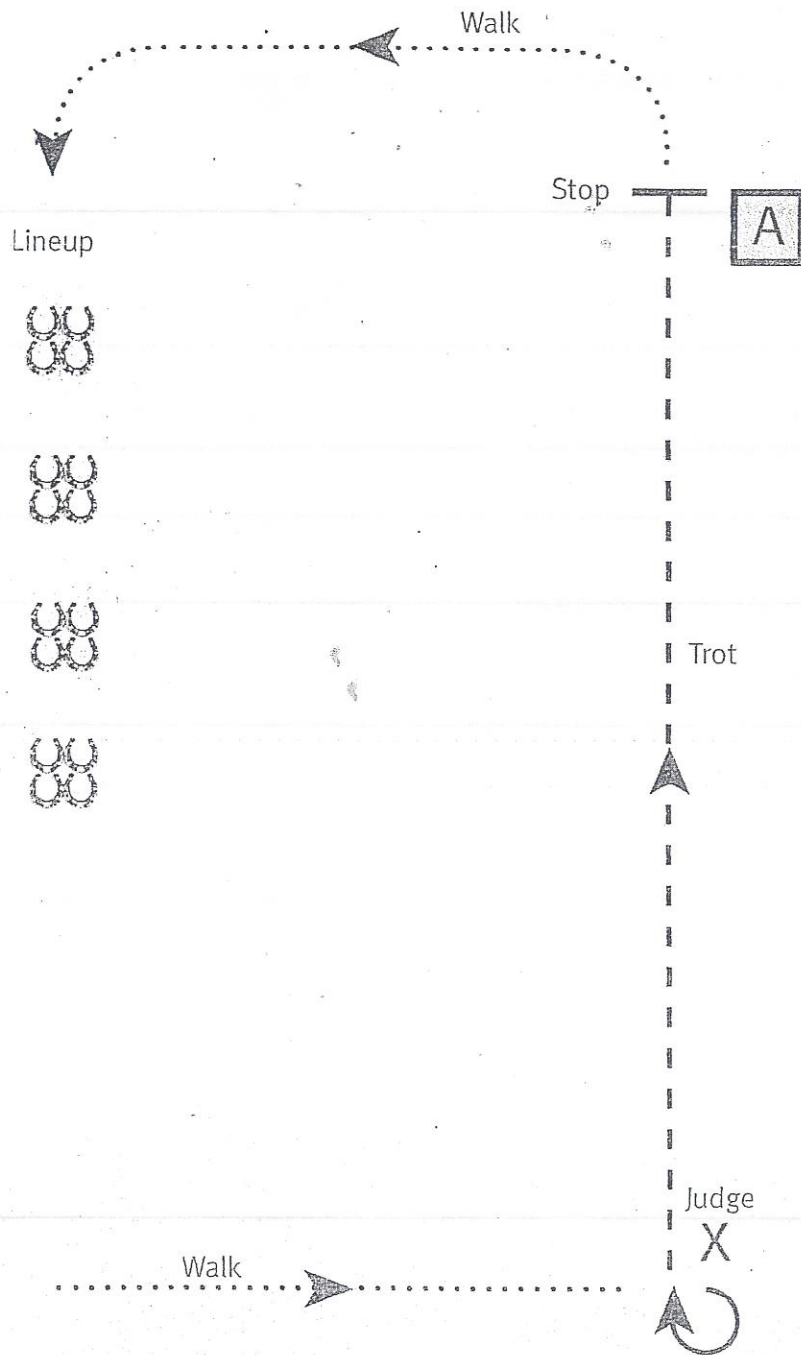
Stop at marker C and set up for inspection.

When dismissed, back four steps.

Perform 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 at the trot.





Walk to the judge and set up.

When excused, make a 3/4 turn.

Trot a straight line as drawn in the pattern and stop beside marker A.

Stop.

Walk back to lineup at the direction of the ringmaster or exit at the walk.

