

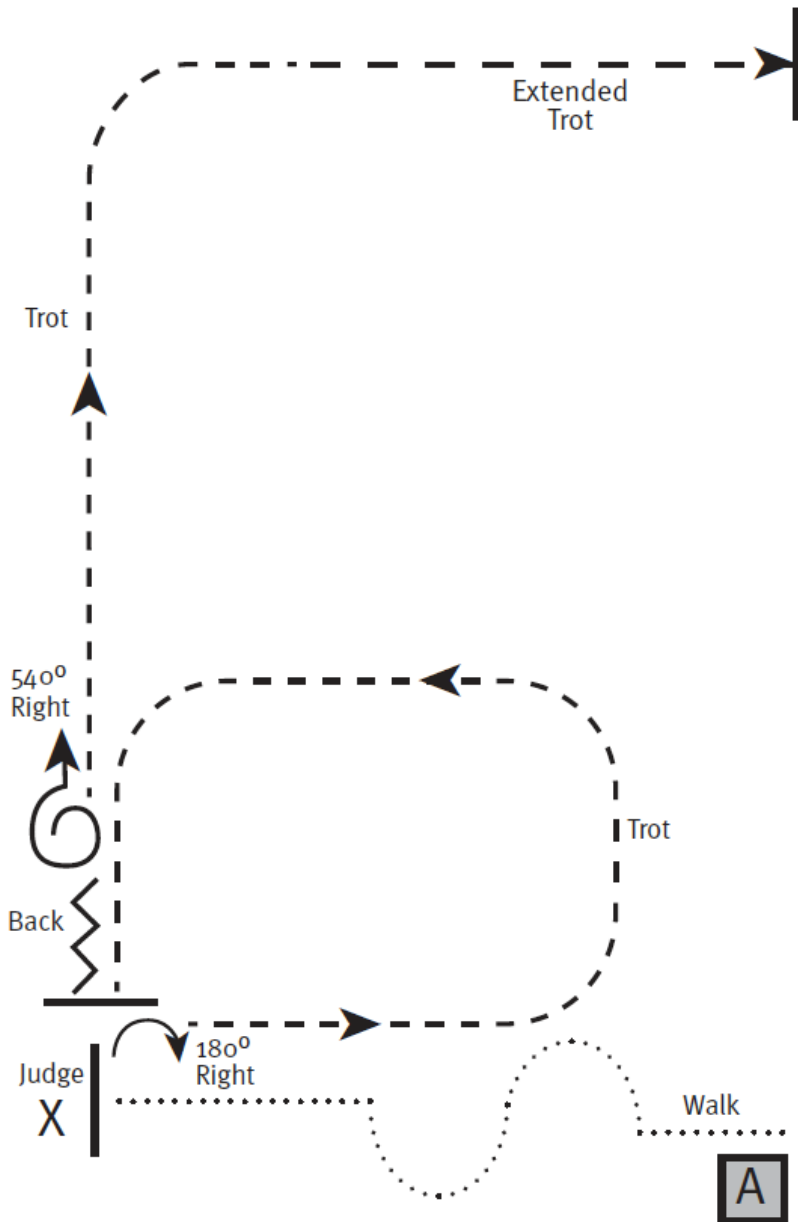
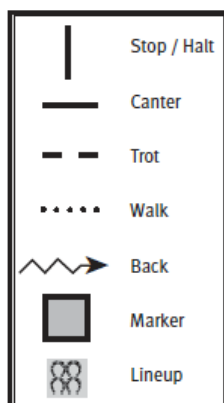
In and out of Ring

LEVEL 3 • PATTERN MM

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

1. Be ready at marker A. Walk to judge as drawn, halt
2. Set up for inspection
3. Presentation of horse
4. Execute a 180-degree turn
5. Trot a square, then halt and back
6. Execute a 540-degree turn
7. Trot a straight line
8. Extended trot, halt

Return to the lineup at the trot or exit arena as directed



- ☐ **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.