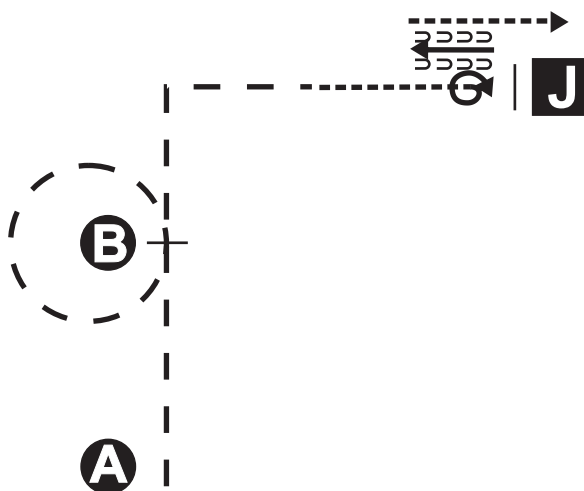


SHOWMANSHIP PATTERN # 11

INSTRUCTIONS FOR PATTERN #11

Be ready at A.

1. Trot from A to B.
2. Trot a circle around B.
3. At B, stop and hesitate.
4. Trot halfway to judge.
5. Walk halfway to judge.
6. Perform 360 degree turn and set up.
7. When dismissed back as shown.
8. Exit at a walk.



KEY

Walk = - - - - -

Trot = - - - - -

Back = ← ≡ ≡ ≡ ≡ ≡

Marker = Ⓟ

Judge = Ⓜ