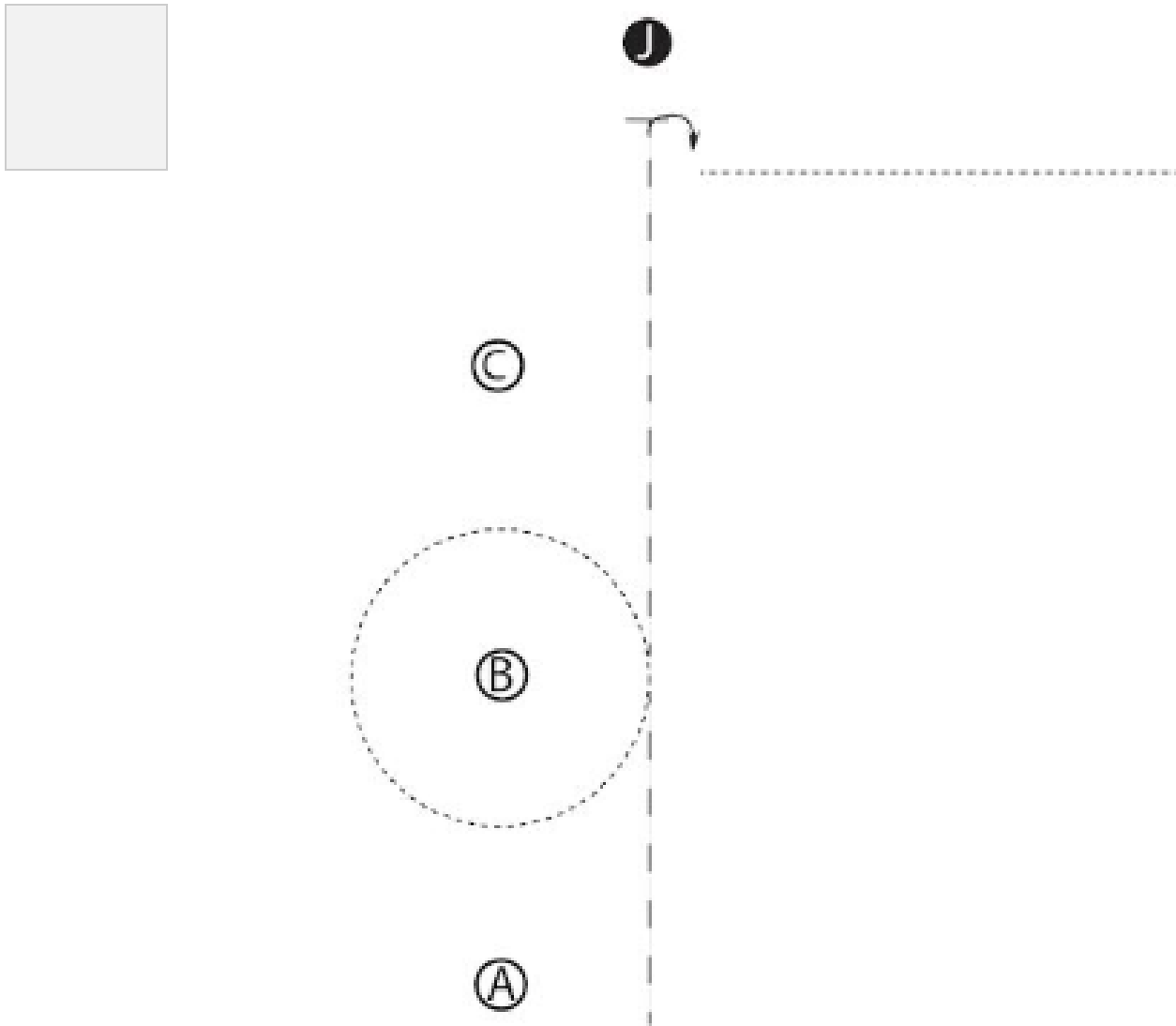


Division: Level 2 Youth Showmanship



Be ready at A.

1. Trot from A to B.
2. At B, break to a walk.
3. Make a circle at B, keeping the marker as the center point of your circle.
4. Trot from B to Judge.
5. Halt and set up for inspection.
6. When dismissed, turn 90 degrees and walk away.

WALK
TROT
BACK ← 
JUDGE 
MARKER 