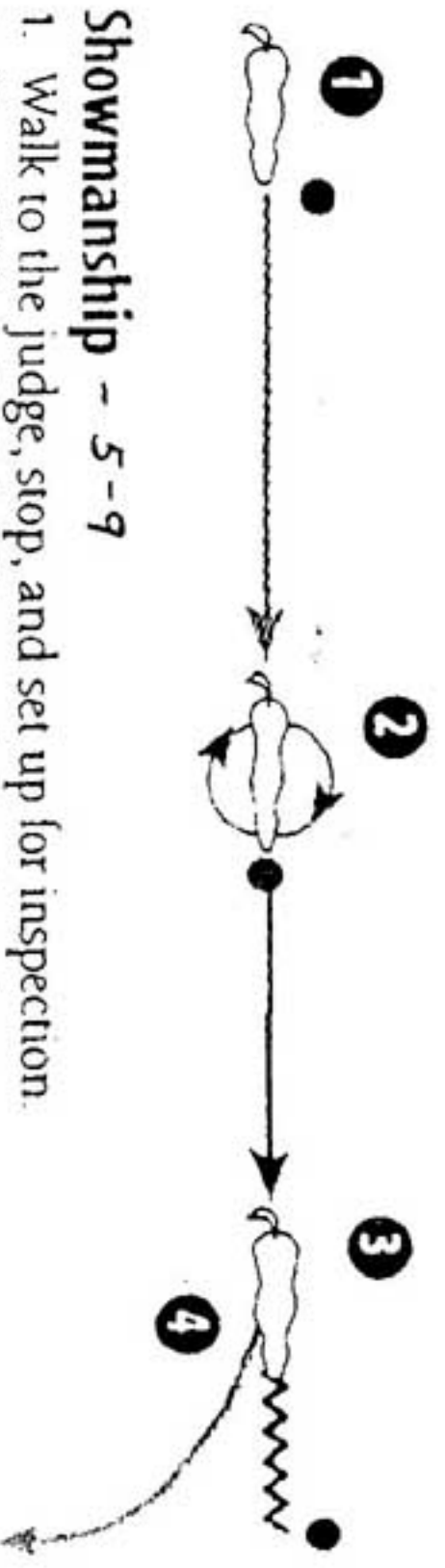


Key	
Trot	——
Walk	- - - -
Backup	~~~~~
Marker	●
Judge	●



Showmanship - 5-9

1. Walk to the judge, stop, and set up for inspection.
2. Turn 360° to the right. Trot to the next marker.
3. Halt and back 5 steps.
4. Walk off to find a place on the rail.