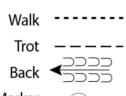


Be ready at A.

- 1. Walk two horse lengths and stop.
- 2. Turn 270 degrees.
- 3. Back one horse length.
- 4. Trot the Judge and stop.
- 5. Set up.
- 6. Inspection.
- 7. After inspection, turn 180 degrees.
- 8. Trot until even with A and stop. Pattern is complete. Exit at the walk or trot.



Marker



Judge

