



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.

Walk	-----
Trot	- - - - -
Back	←
Marker	(B)
Judge	(J)