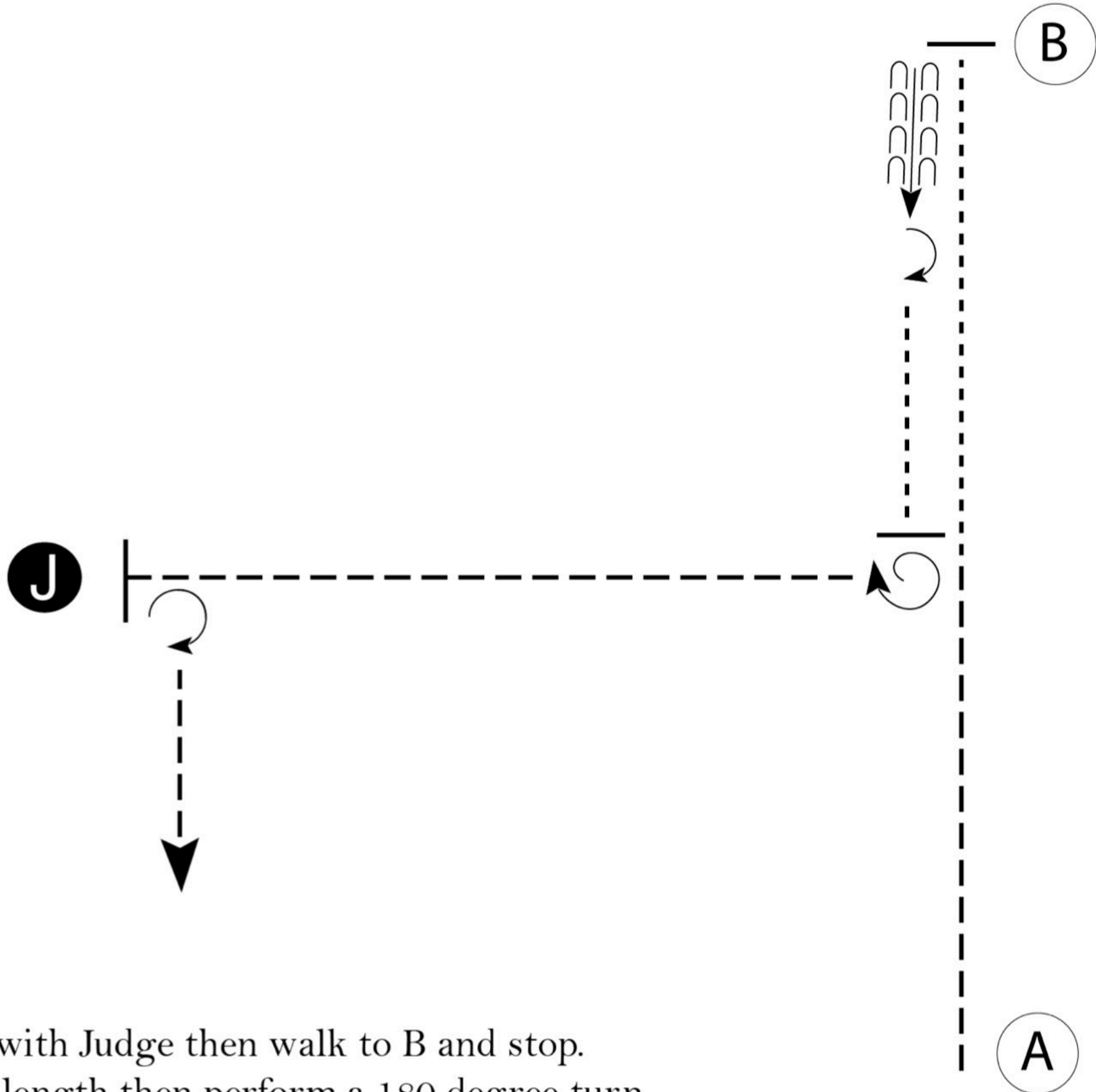


Showmanship (Youth, Amateur, Select)

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Be ready at A.

- 1. Trot until even with Judge then walk to B and stop.
- 2. Back one horse length then perform a 180 degree turn.
- 3. Walk until your horse's hip is even with Judge.
- 4. Perform a 1 1/4 turn.
- 5. Trot to Judge.
- 6. Set up.
- 7. Inspection. When dismissed, perform a 270 degree turn and trot to exit.

Walk
Trot
Back
Marker
Judge

<=====
(B)
(J)

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- Diagram illustrating the layout of a dressage arena with the following elements:
- Walk**: Represented by a dashed line.
 - Trot**: Represented by a solid line.
 - Back**: Represented by a solid line with a left-pointing arrow and three pairs of curved lines indicating the direction of movement.
 - Marker**: Represented by a circle containing the letter **B**.
 - Judge**: Represented by a solid black circle containing the letter **J**.

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