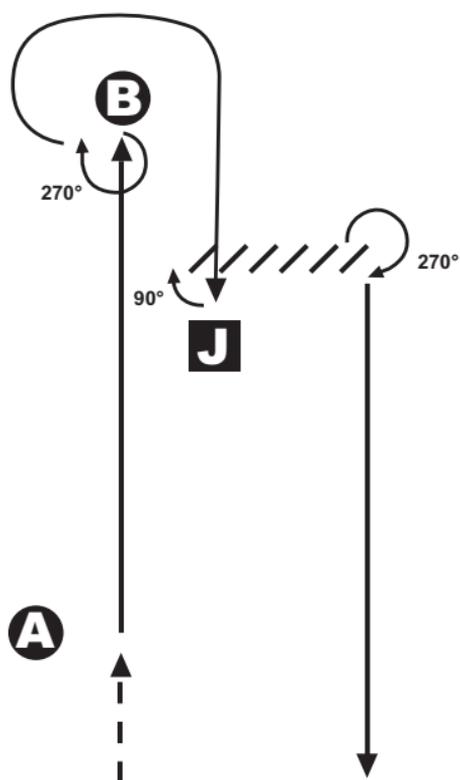


## INSTRUCTIONS FOR PATTERN #9

1. Begin before A. Walk to A.
2. At A, begin trot and continue to B.
3. At B, stop. Execute a 270 degree turn.
4. Trot around B to Judge. Stop. Set up for inspection.
5. When excused execute a 90 degree turn. Back.
6. Execute a 270 degree turn and trot away.
7. Exit at a trot.

Follow the instructions of your ring steward.



KEY	
-----	WALK
————	TROT
//////	BACK
<b>J</b>	JUDGE
<b>A</b>	MARKERS