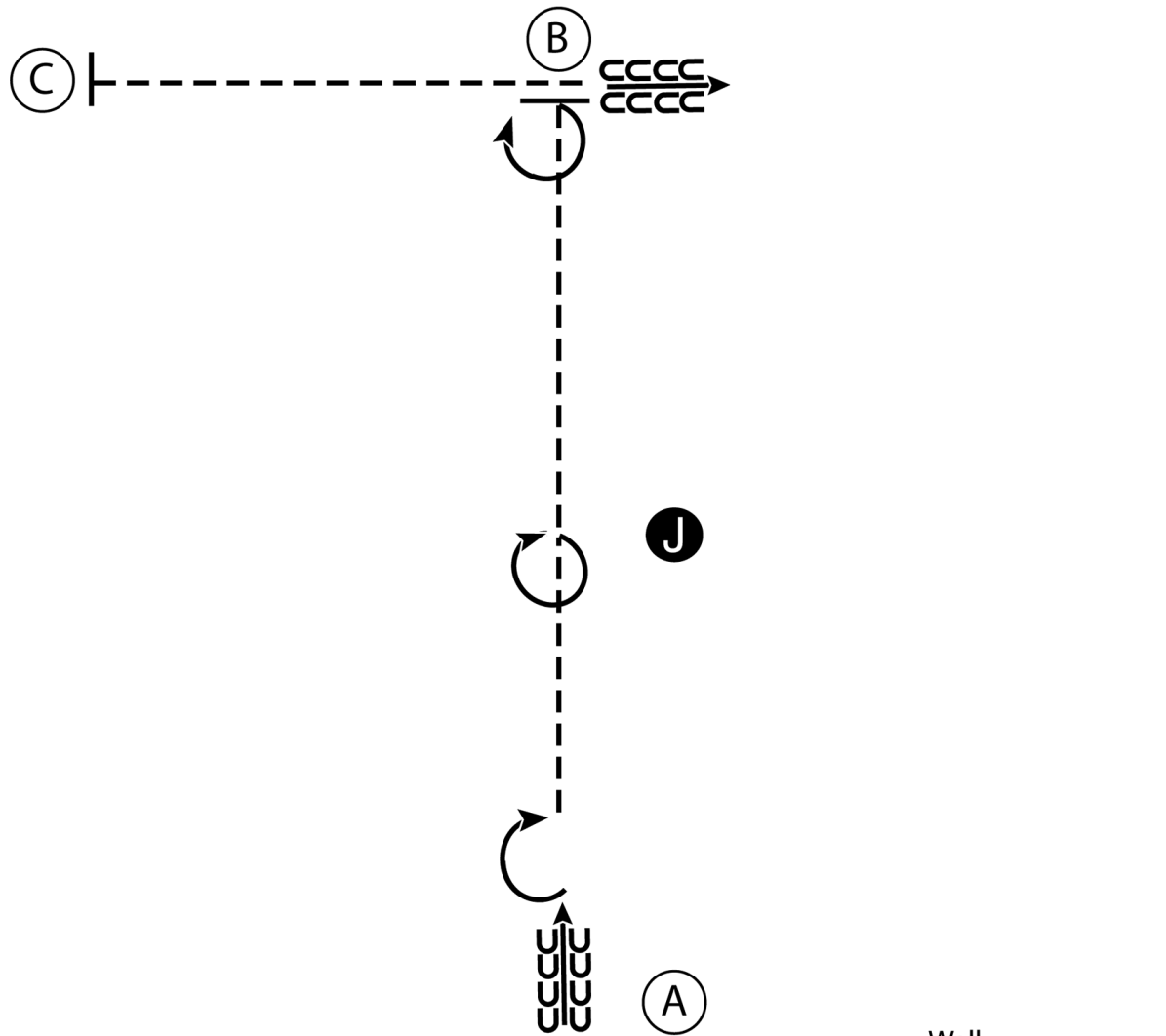


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1. Begin facing away from the Judge. Back four steps.
2. Perform a 180 degree turn.
3. Trot to the Judge. Perform a 360 degree turn, stop and set up for inspection.
4. When dismissed trot to B.
5. Perform a 270 degree turn.
6. Back four steps and trot to C.
7. Stop and wait for instructions from the ring steward.

Diagram illustrating a sequence of movements:

- Walk: Represented by a dashed line.
- Trot: Represented by a dashed line.
- Back: Represented by a solid line with arrows pointing left.
- Marker: Represented by a circle containing the letter 'B'.
- Judge: Represented by a solid black circle containing the letter 'J'.

**[S/3-12]**

**Pattern Provided by:**  
*SCPHA*