

# SIMPLE SHOWMANSHIP MANEUVERS

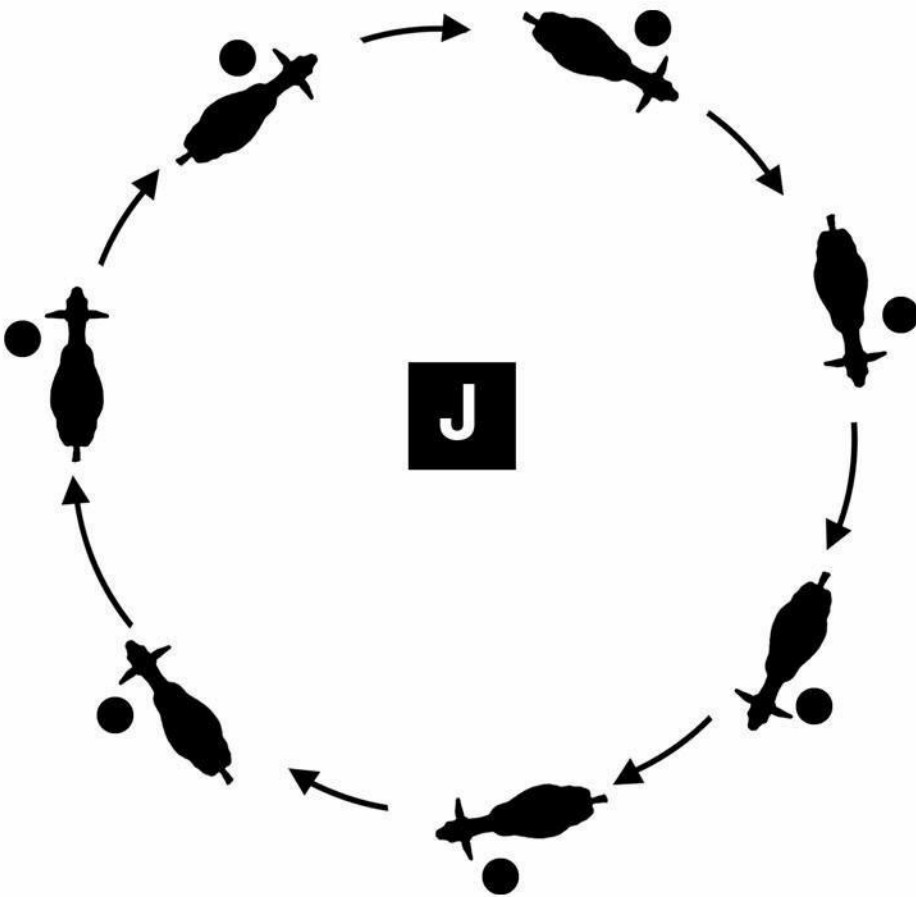
JUDGE



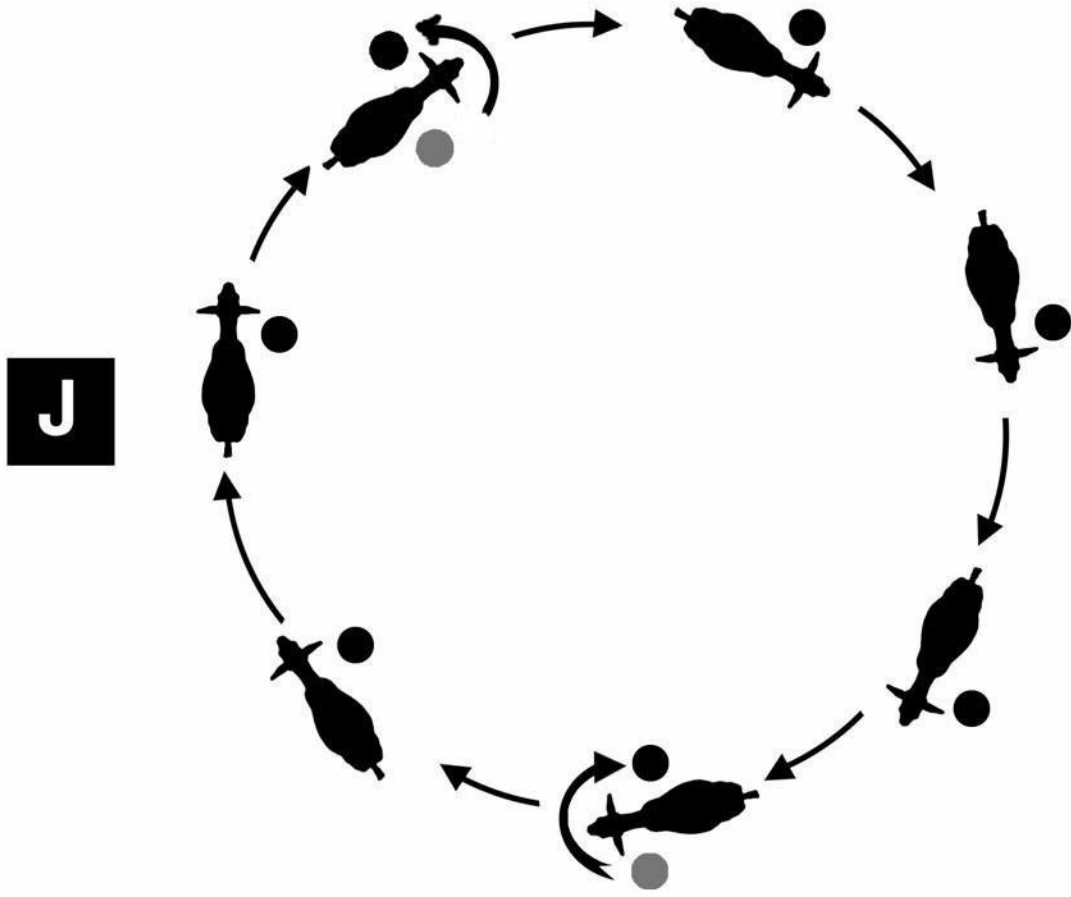
GOAT



EXHIBITOR

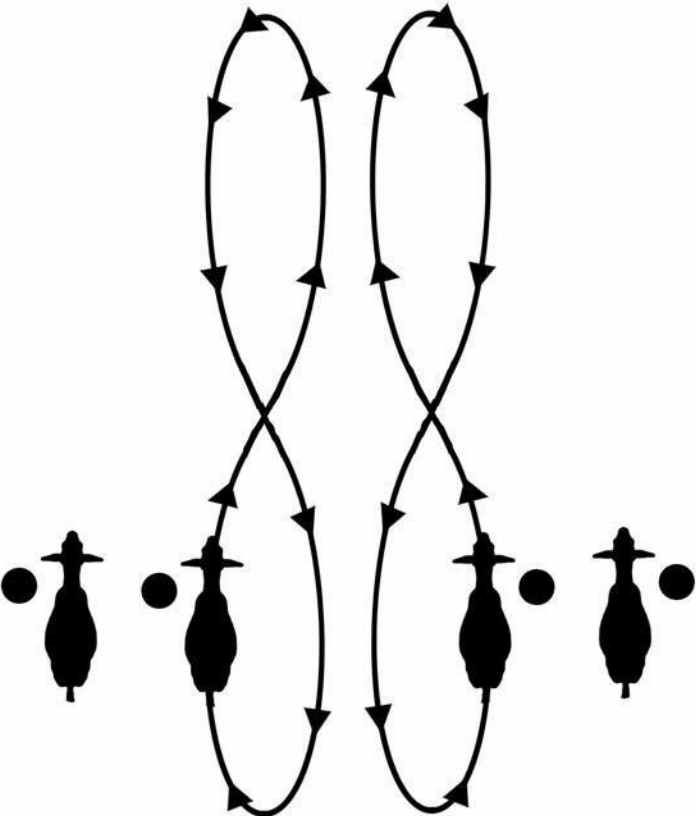


With the judge in the center of the circle, the exhibitor should remain on the outside of the circle.

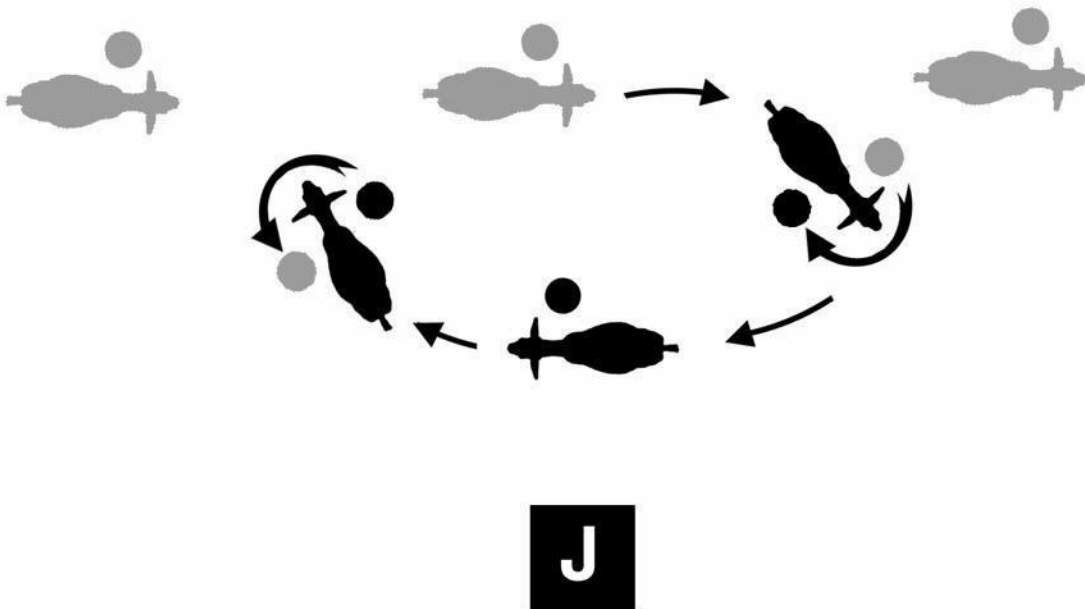


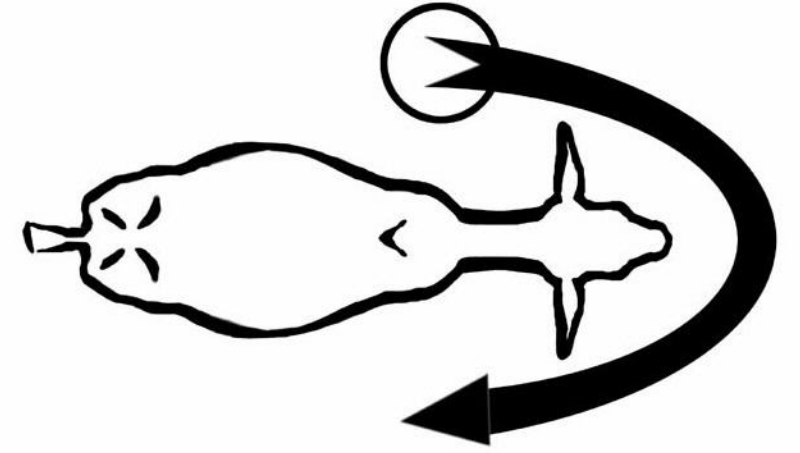
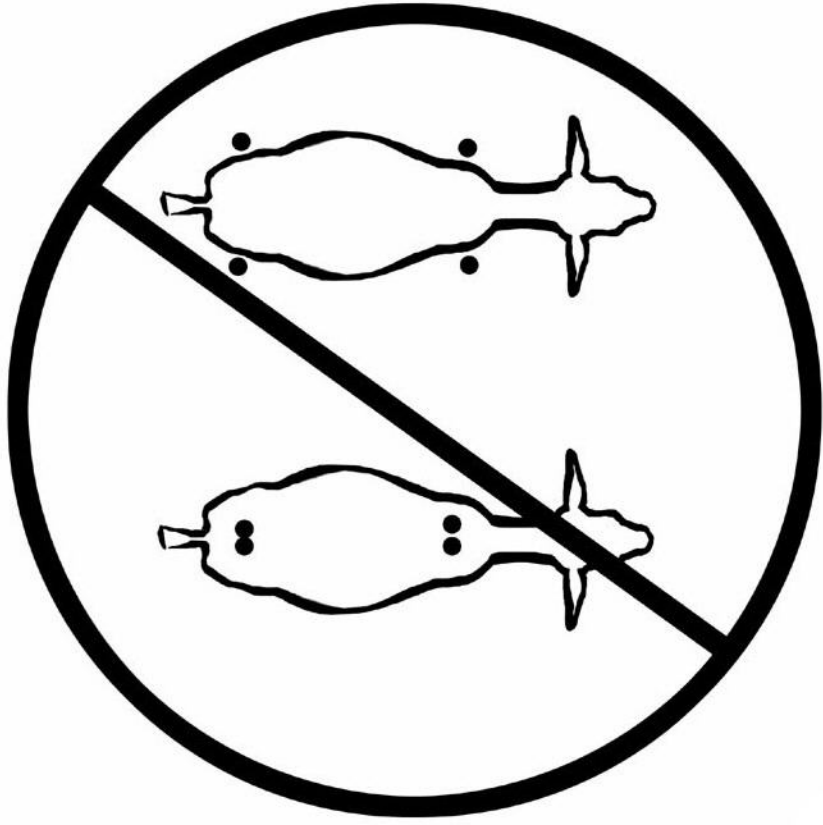
With the judge on the outside of the circle, the exhibitor should keep the animal between themselves and the judge, which requires rolling turns as they approach and advance away from the judge.

Walking in pairs

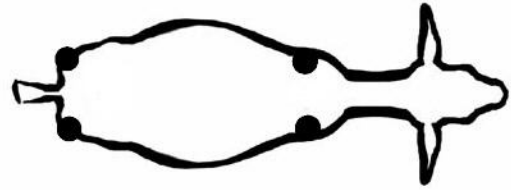


Changing position





**Roll turns are always made at the head of the animal.**



**The legs should be set correctly, placed neither too far apart nor too close together.**

**The exhibitor should move to allow the judge the best unencumbered view of the animal.**

