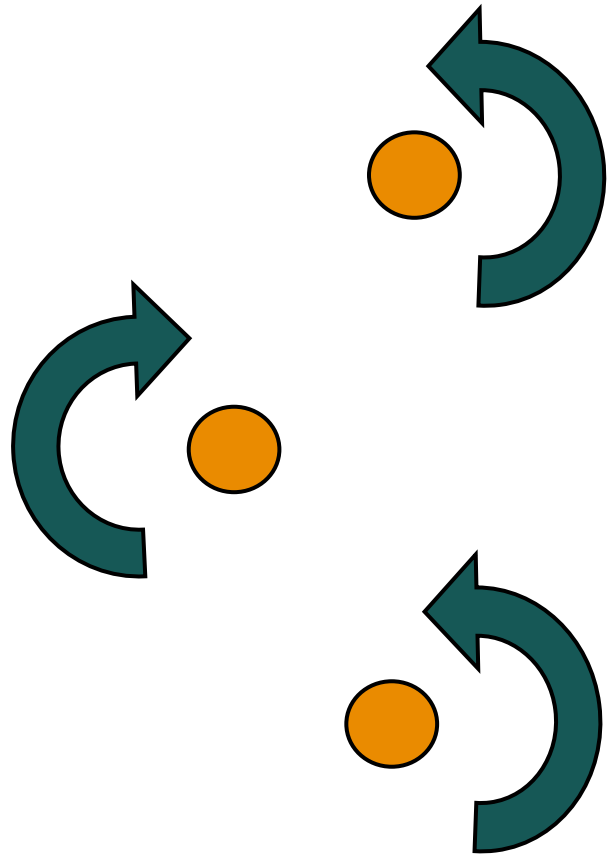
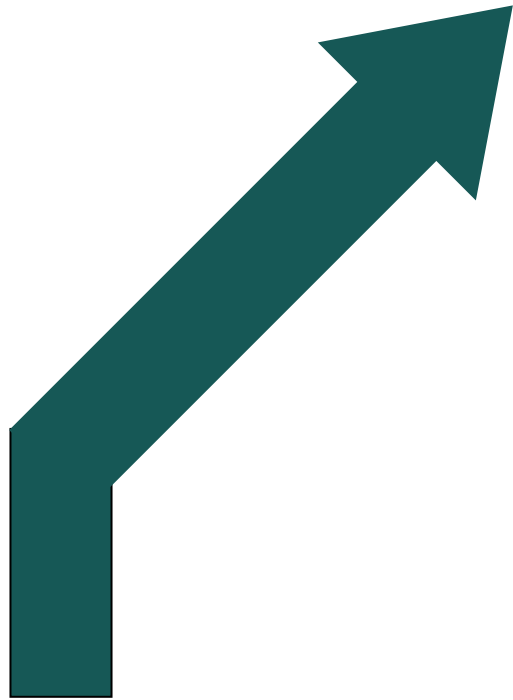


**Offset
Serpentine
Right**



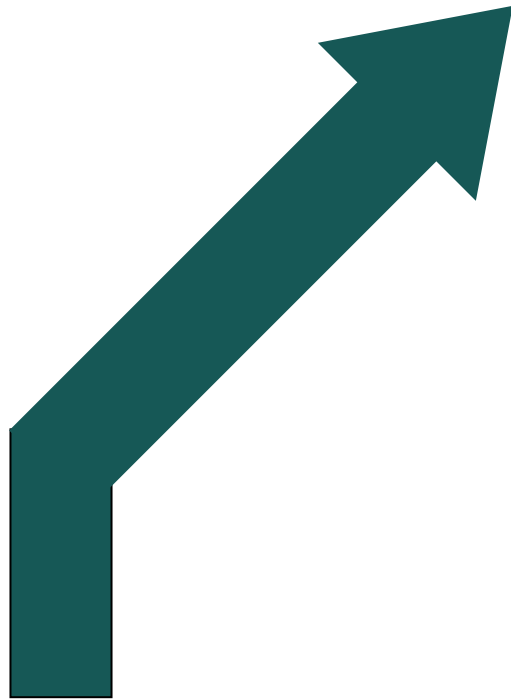
**Offset
Serpentine
Left**



45°

Diagonal

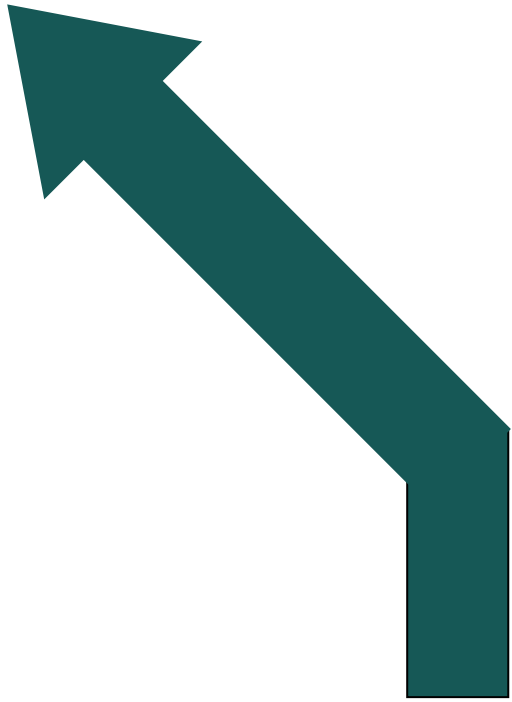
Right



45°

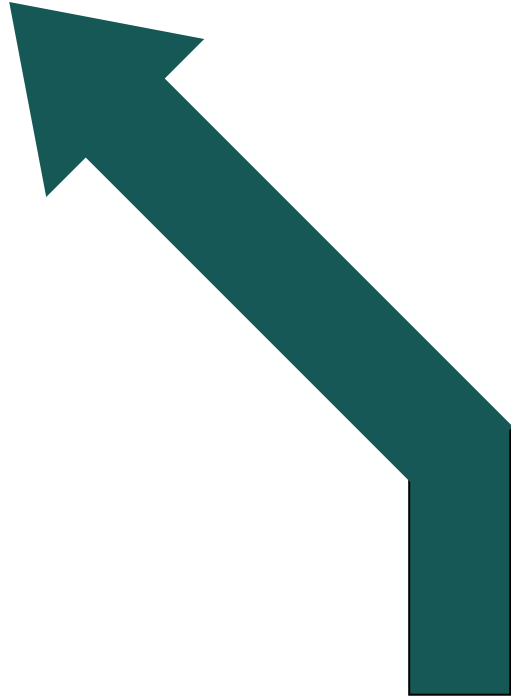
Diagonal

Right



45°

**Diagonal
Left**



45°

Diagonal

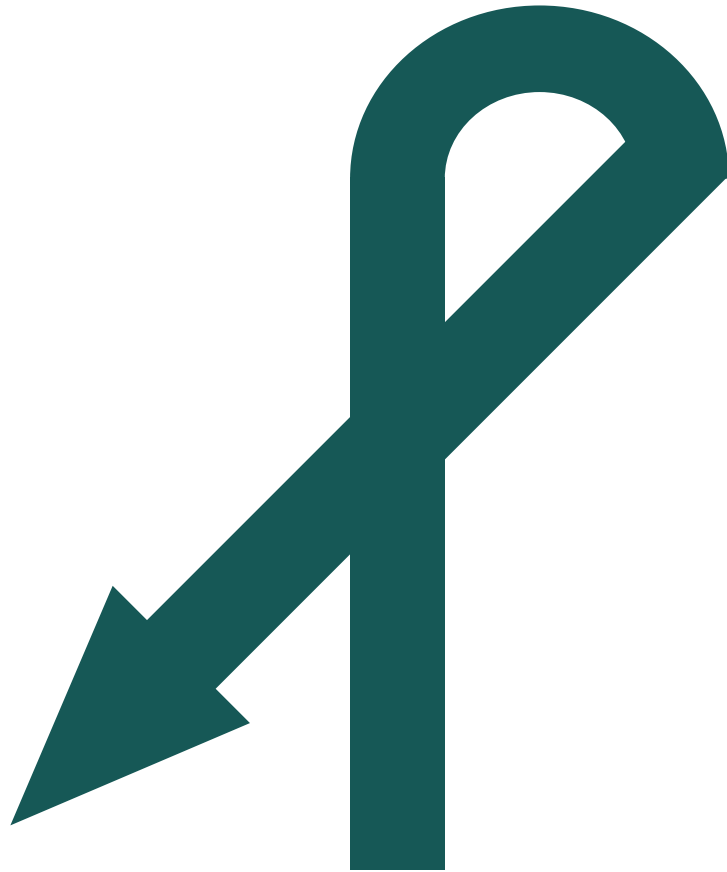
Left



225°

Loop

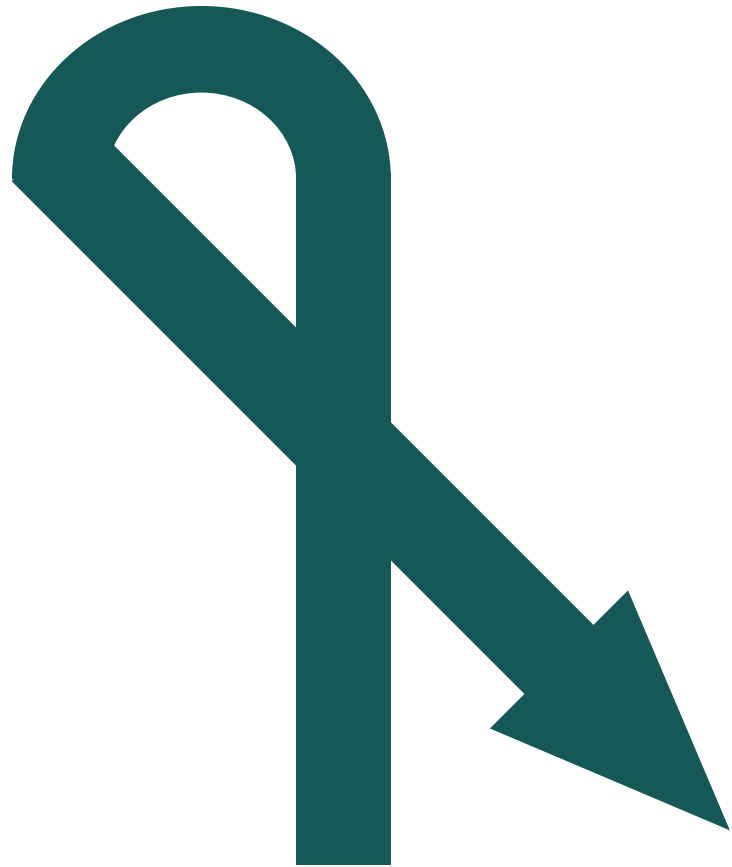
Right



225°

Loop

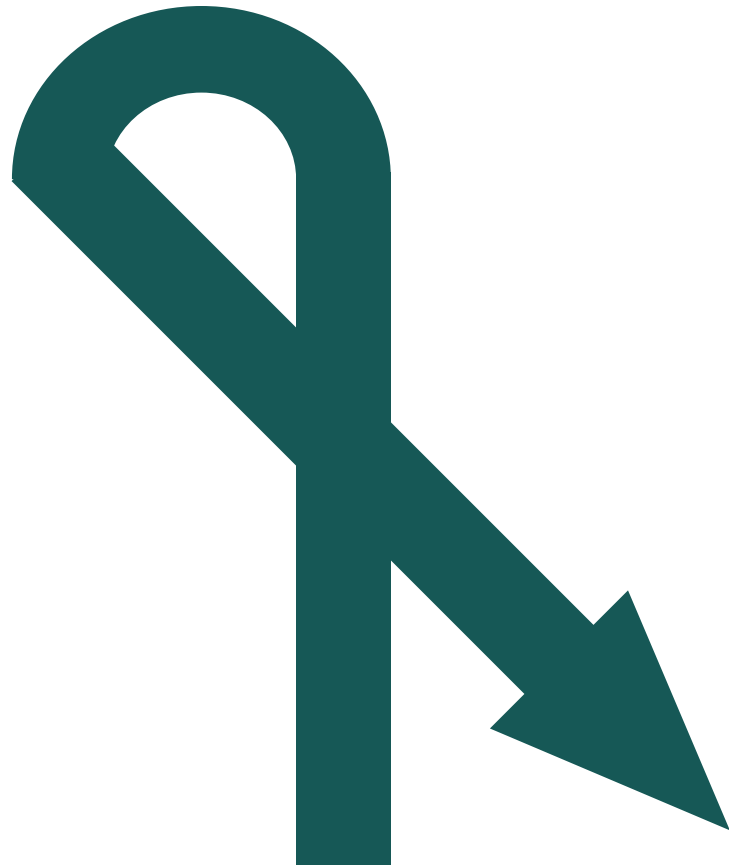
Right



225°

Loop

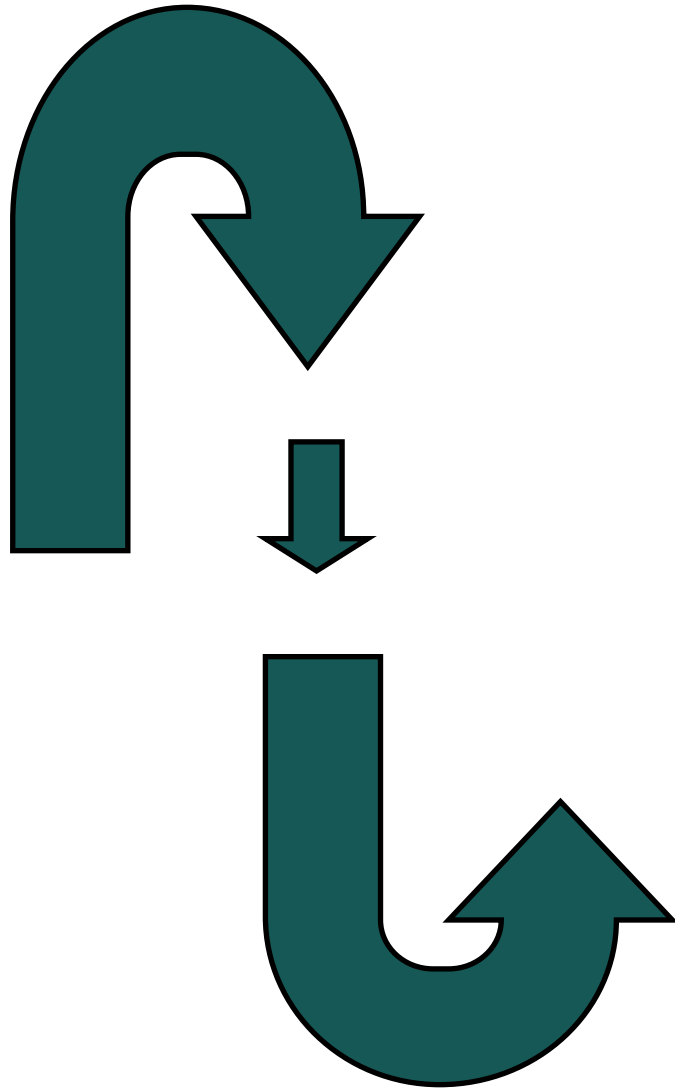
Left



225°

Loop

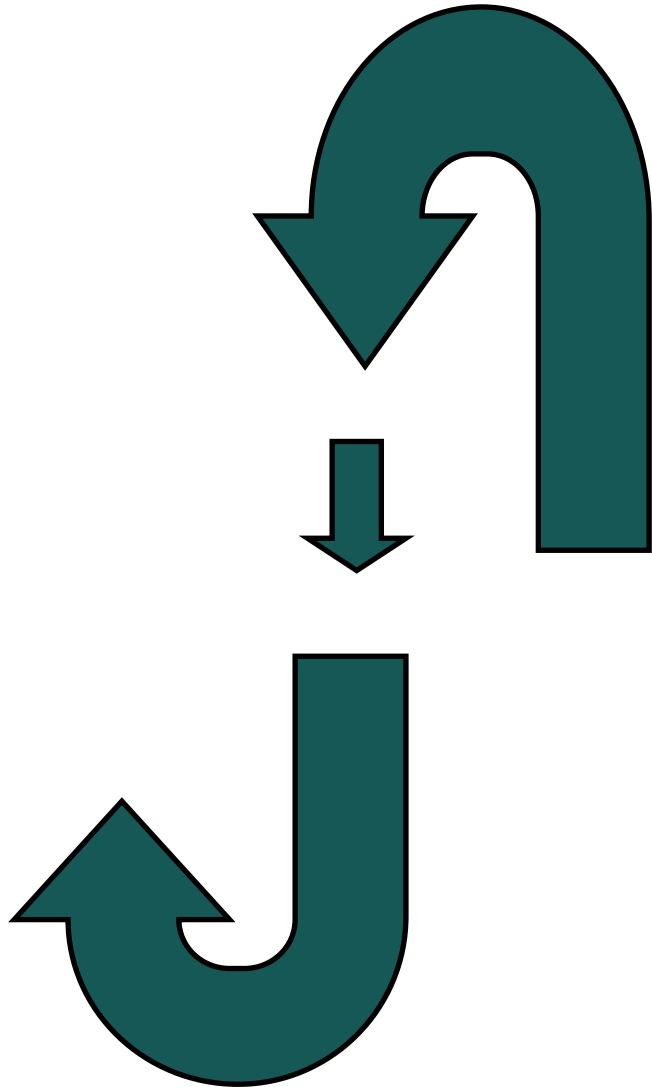
Left



About

Turn

U Turn

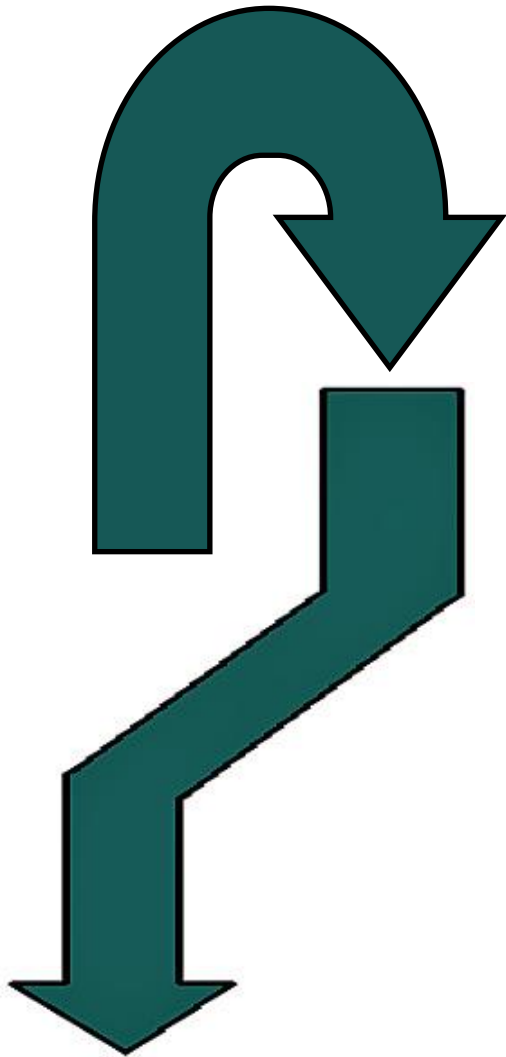


**U Turn
About
Turn**

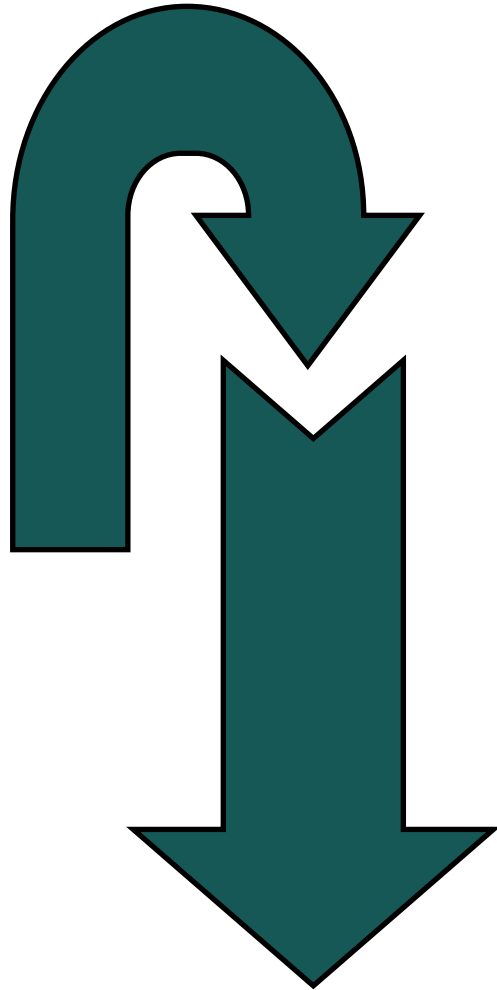


—

Stand



**About
Turn
Side Step
Right**



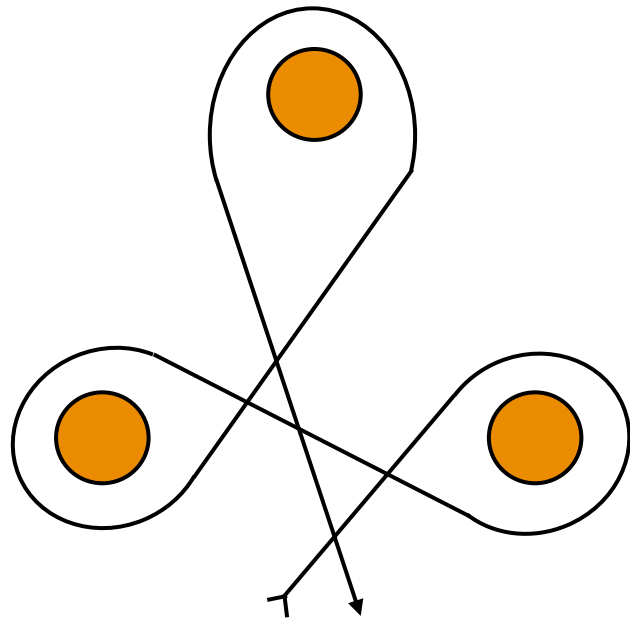
**About
Turn
Fast**



U

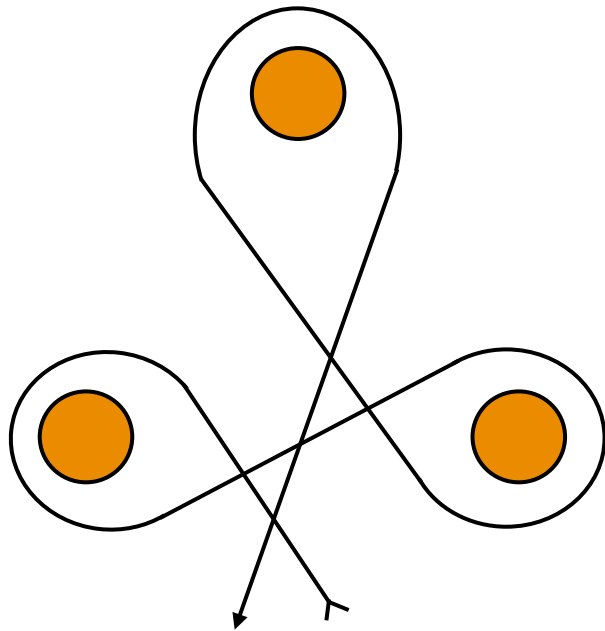
Turn

Fast



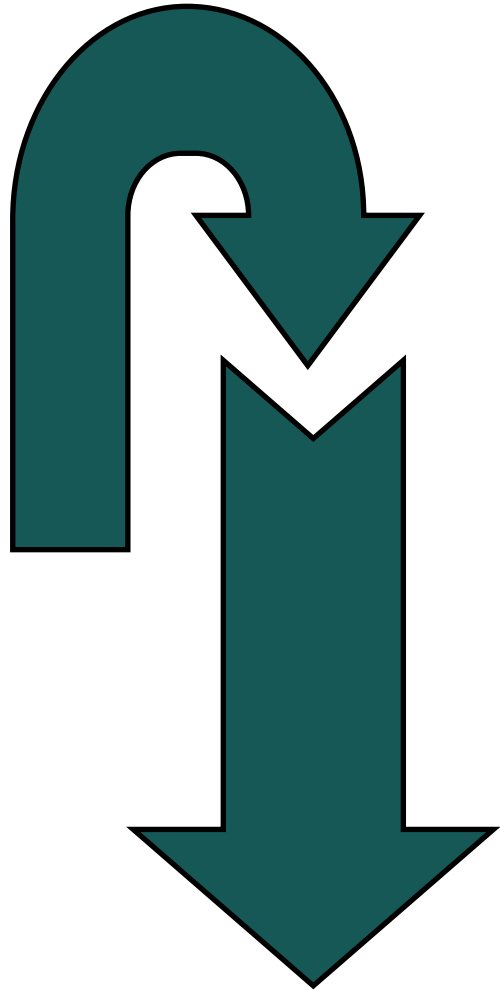
Cloverleaf

Right



Cloverleaf

Left

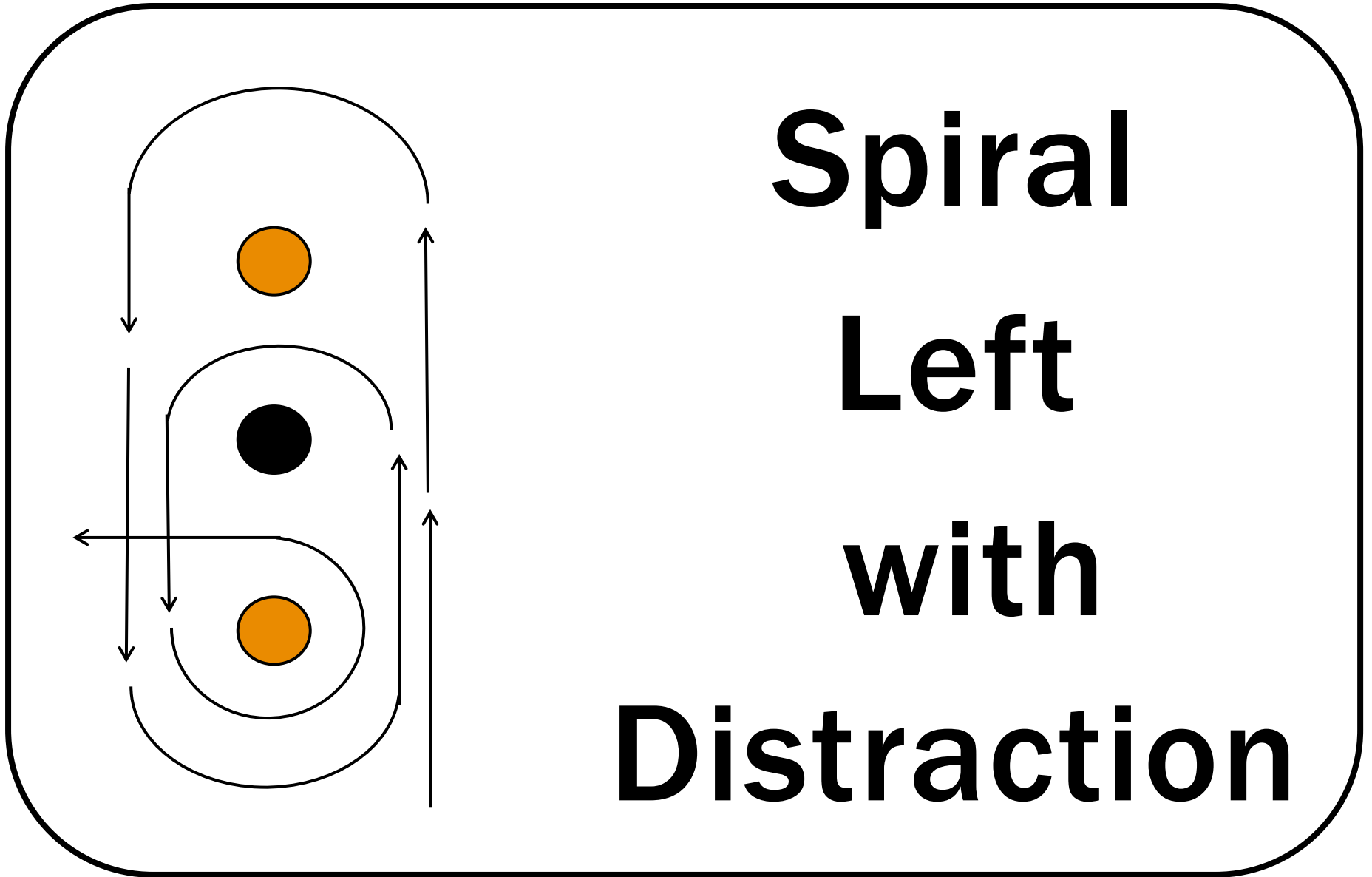


**About
Turn
Slow**



U

Turn
Slow

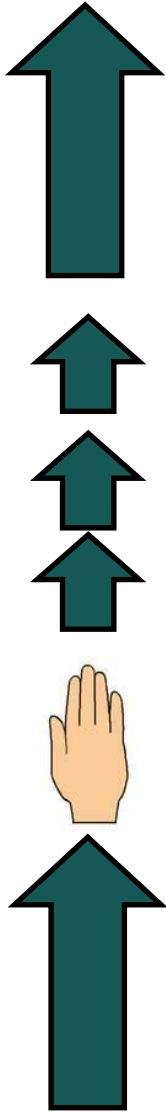


Spiral

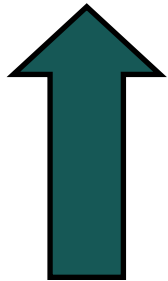
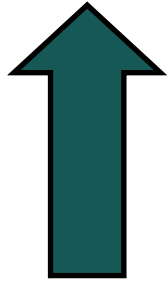
Left

with

Distraction



Moving Down
Walk 3 Steps
Call to Heel



Moving Stand

Walk 3 Steps

Call to Heel

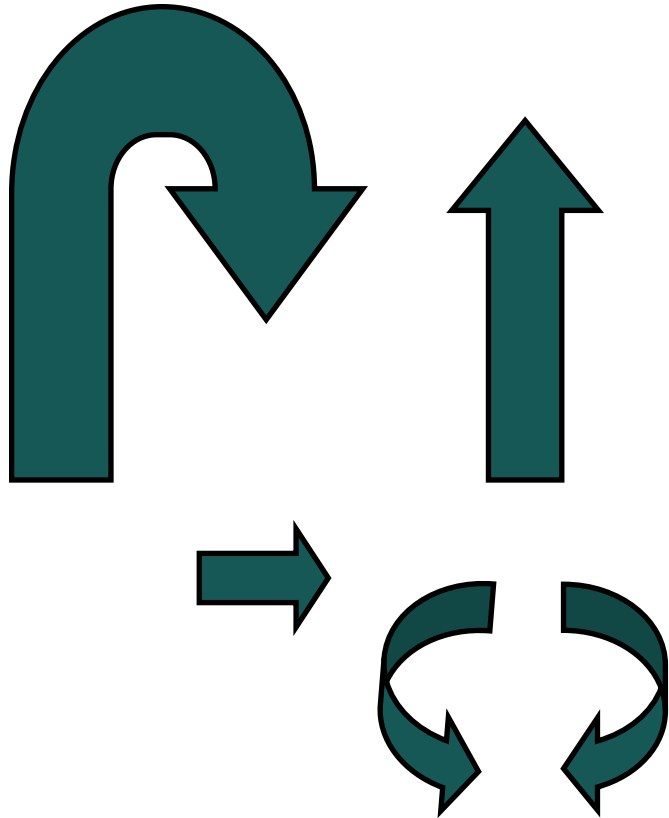
Call Front

1 Side Step

Right

Finish

Forward



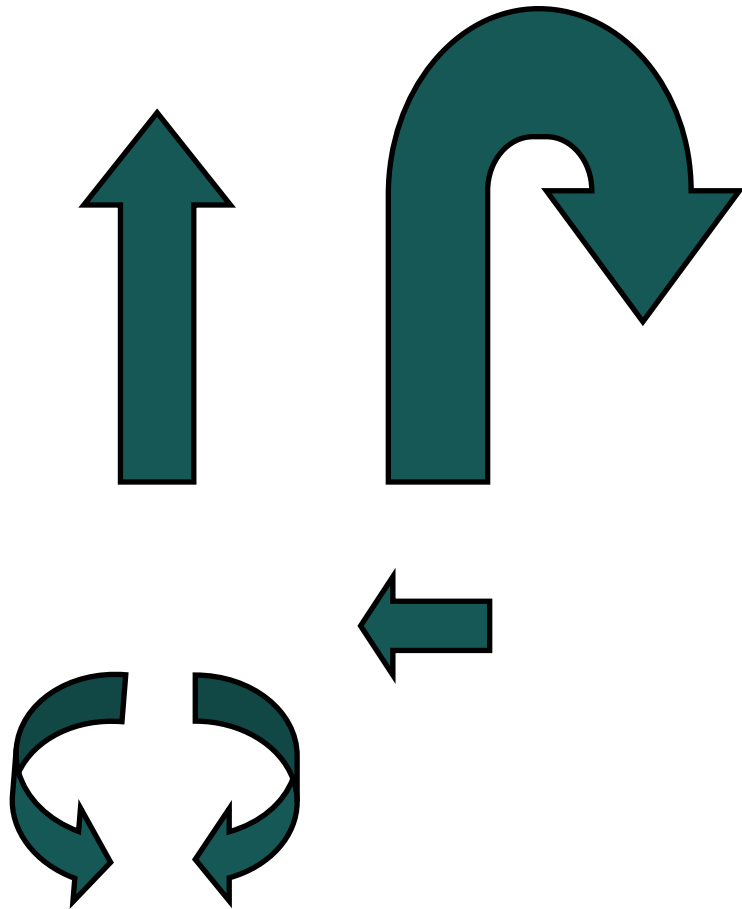
Call Front

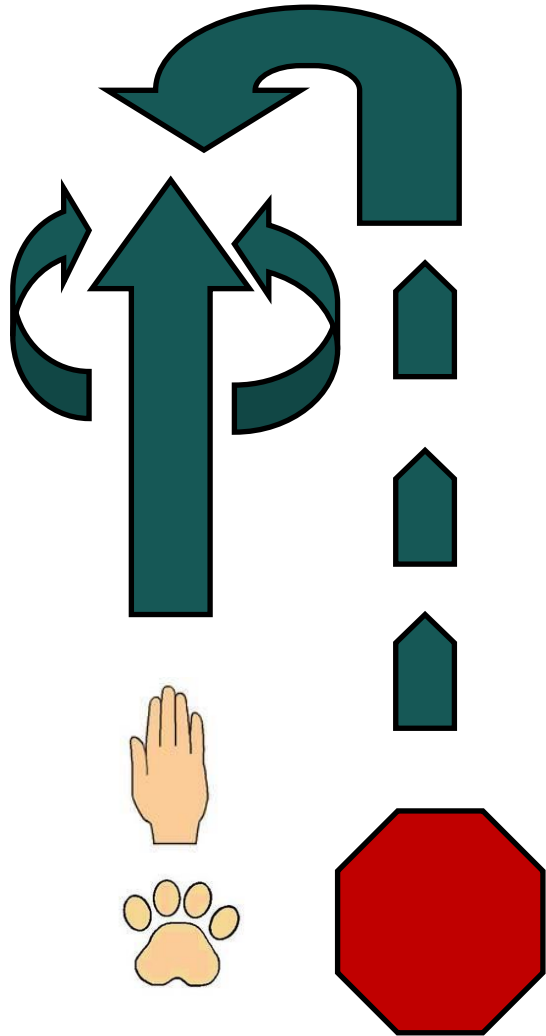
1 Side Step

Left

Finish

Forward





HALT

Down

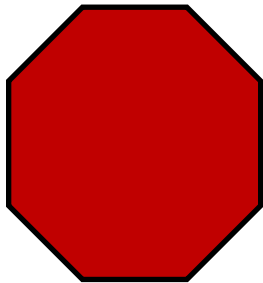
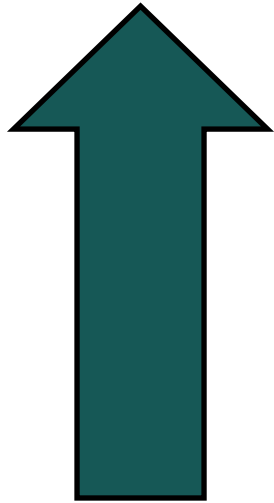
Walk 3 Steps

Face Dog

Call Front

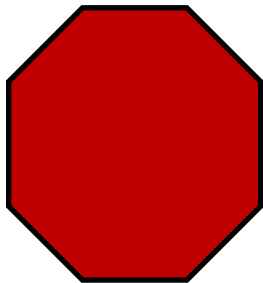
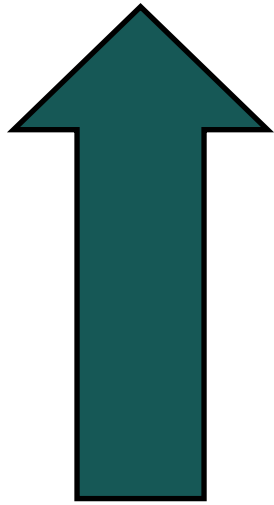
Finish

HALT



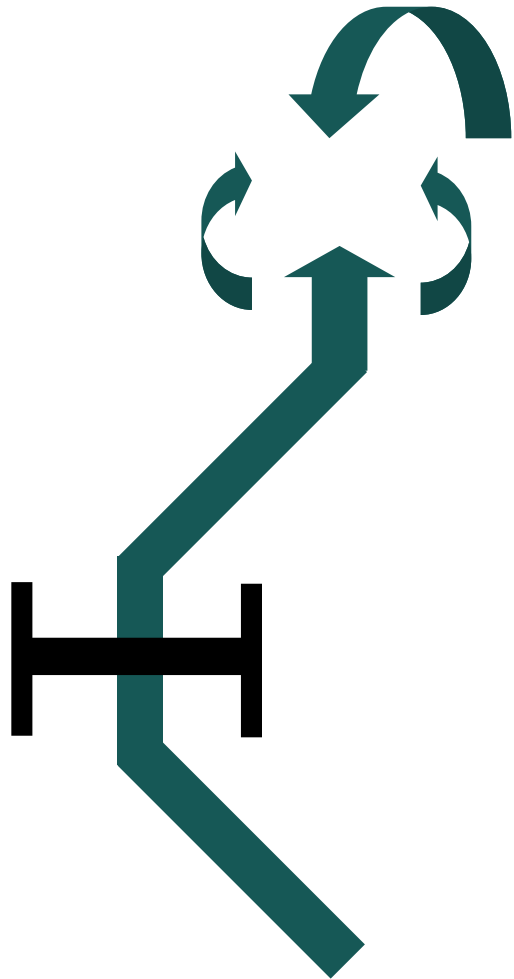
Halt

Leave Dog



Halt

Leave Dog



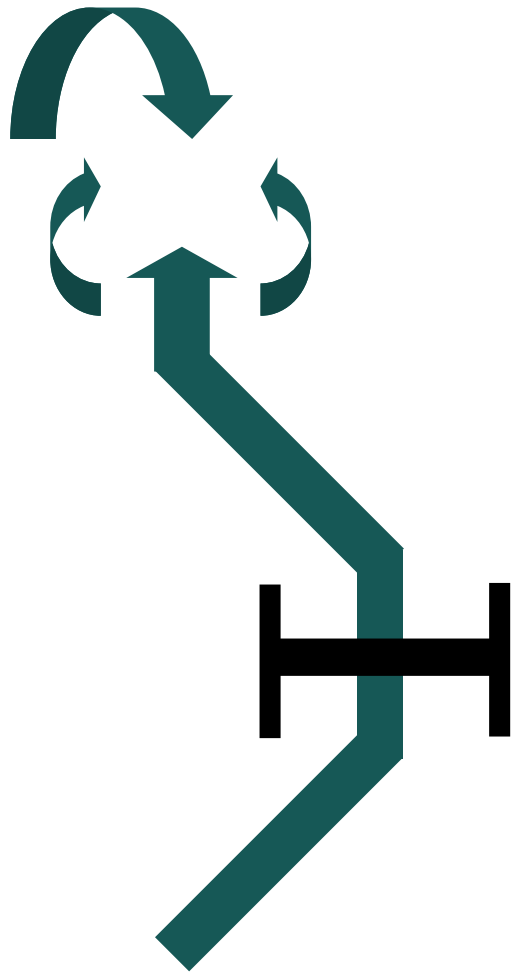
Offset Recall

Right

Over Jump

Finish

Halt



Offset Recall

Left

Over Jump

Finish

Halt