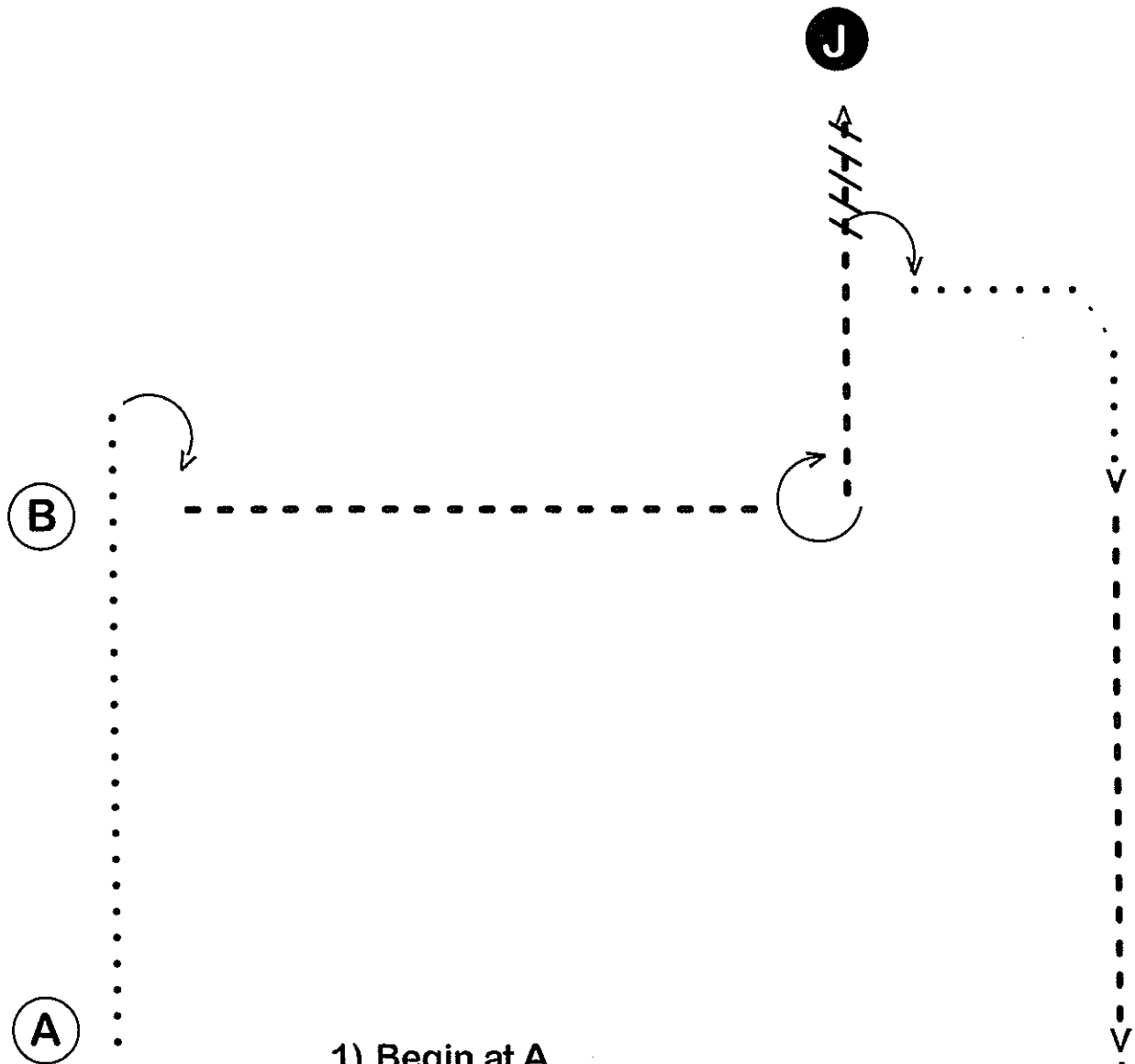




- Walk
- Trot
- Extended Trot
- //////// Back
- Ⓐ Marker
- ⓙ Judge

- 1) Begin at A.
- 2) Walk from A to and slightly past B. Stop.
- 3) Execute a 90 degree turn.
- 4) Jog from B until even with the Judge.
- 5) Stop. Execute a 270 degree turn.
- 6) Jog to the Judge. Stop and set up for inspection.
- 7) When excused, back. Then execute a 90 degree turn. Walk forward and turn a corner to the right.
- 8) When even with B, pick up the jog from B to A.
- 9) At A, break down to a walk and exit the arena at a walk.