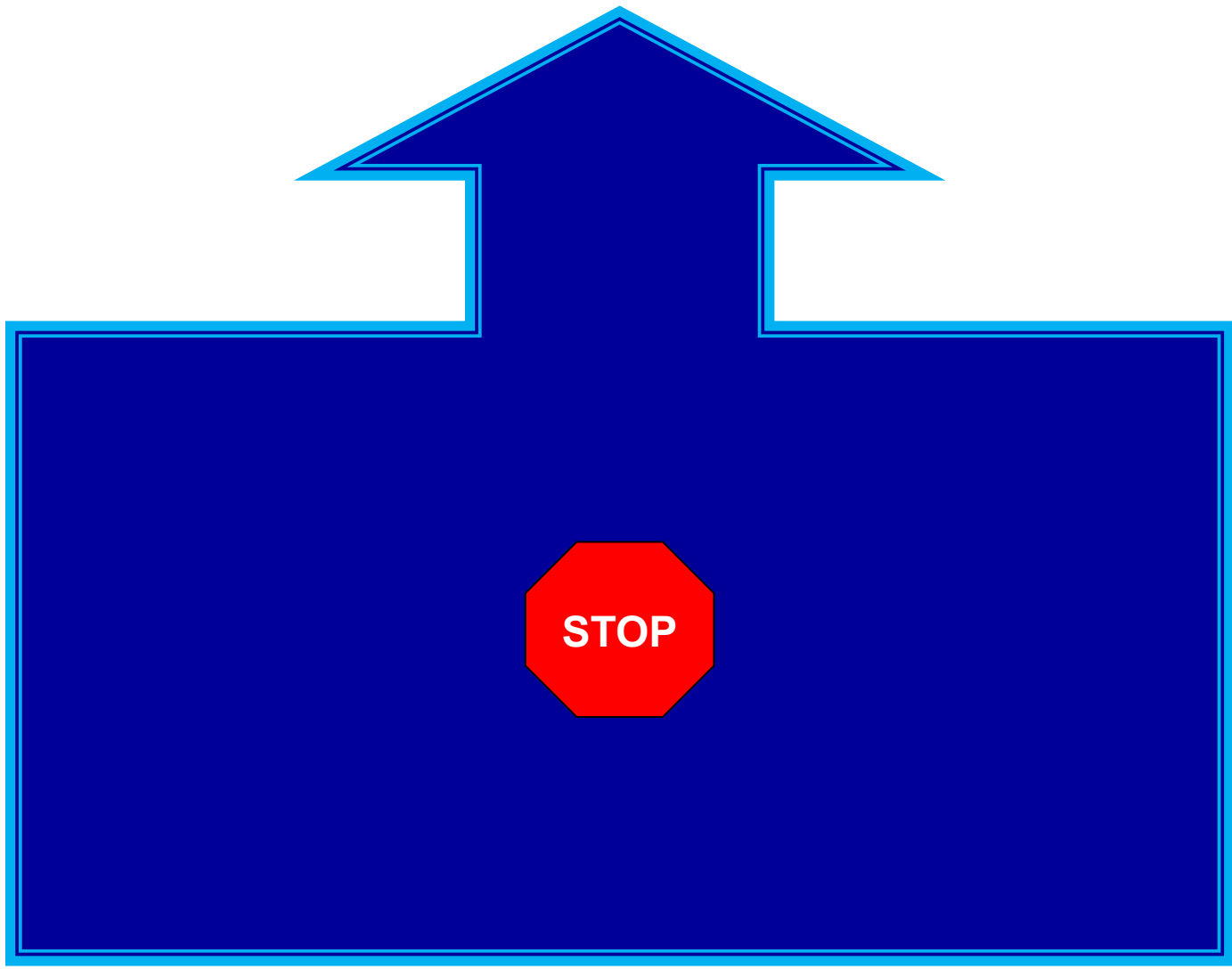
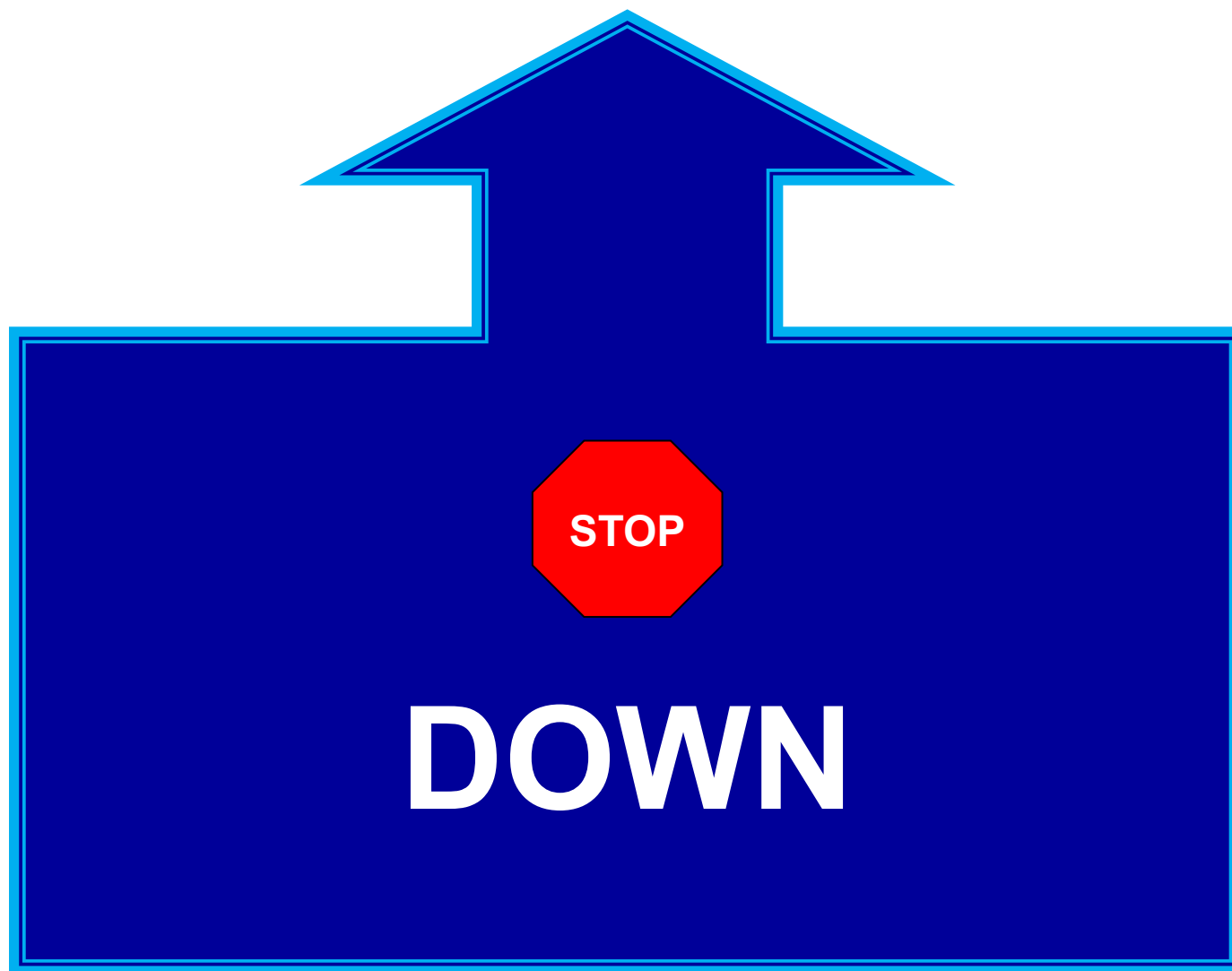


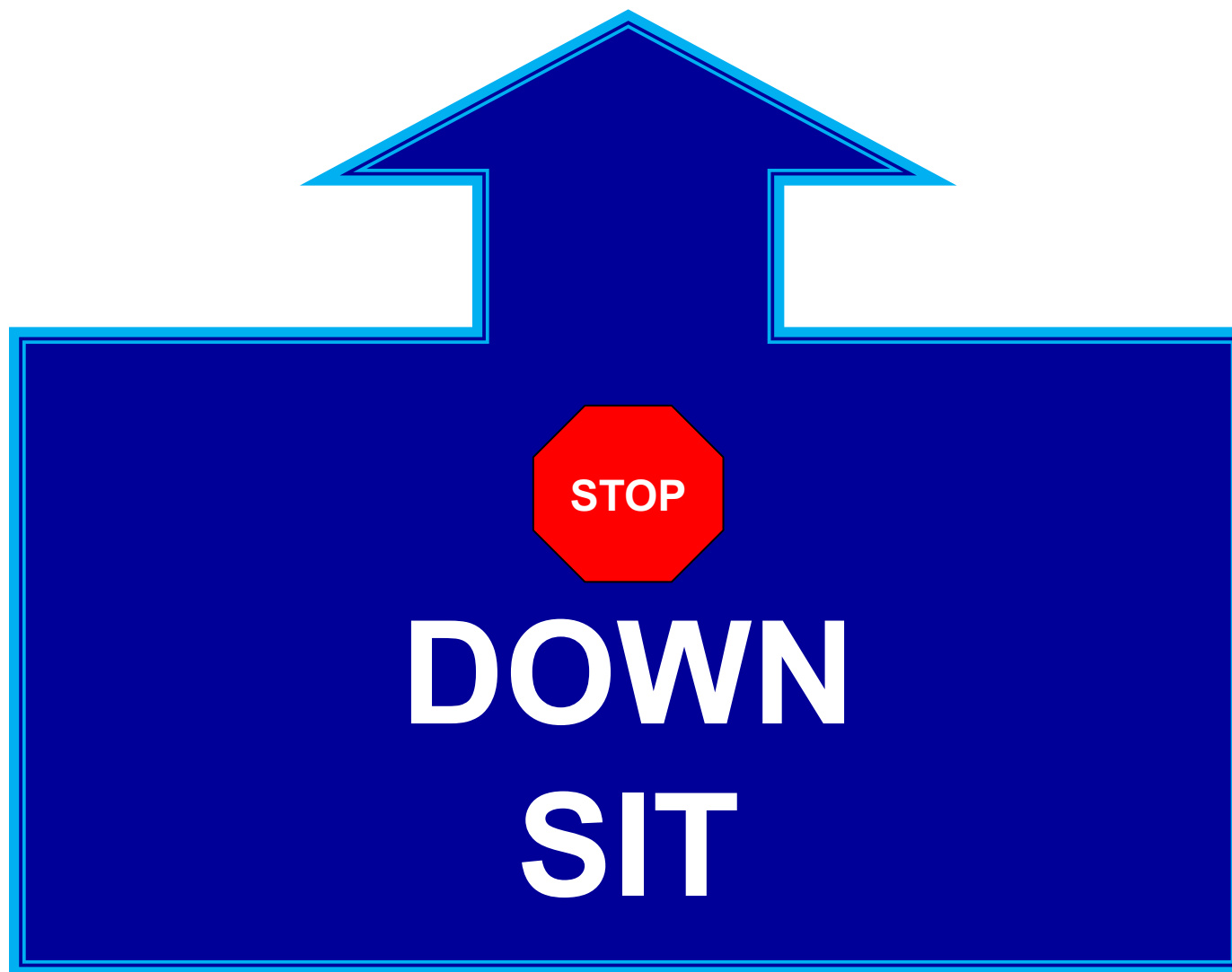


START







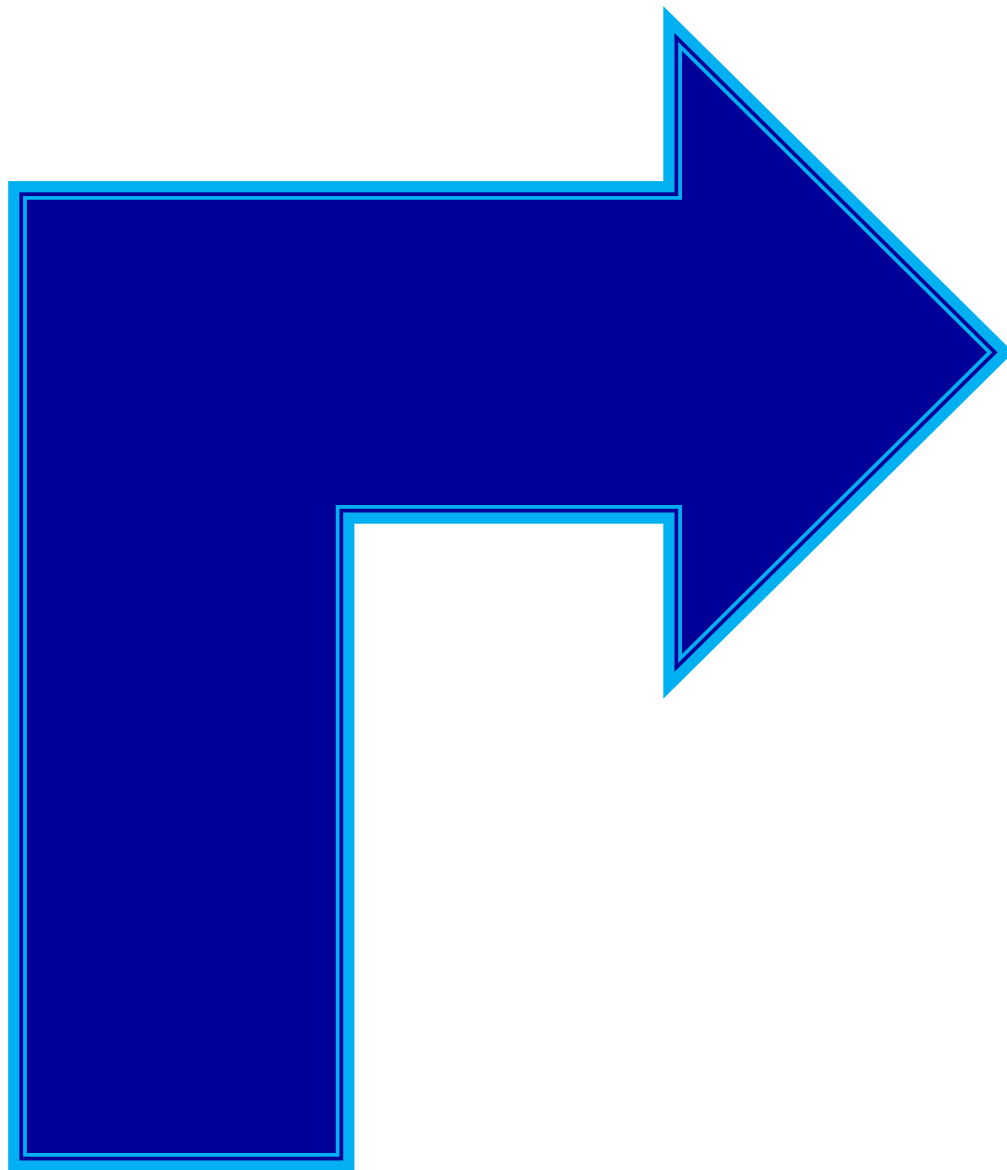


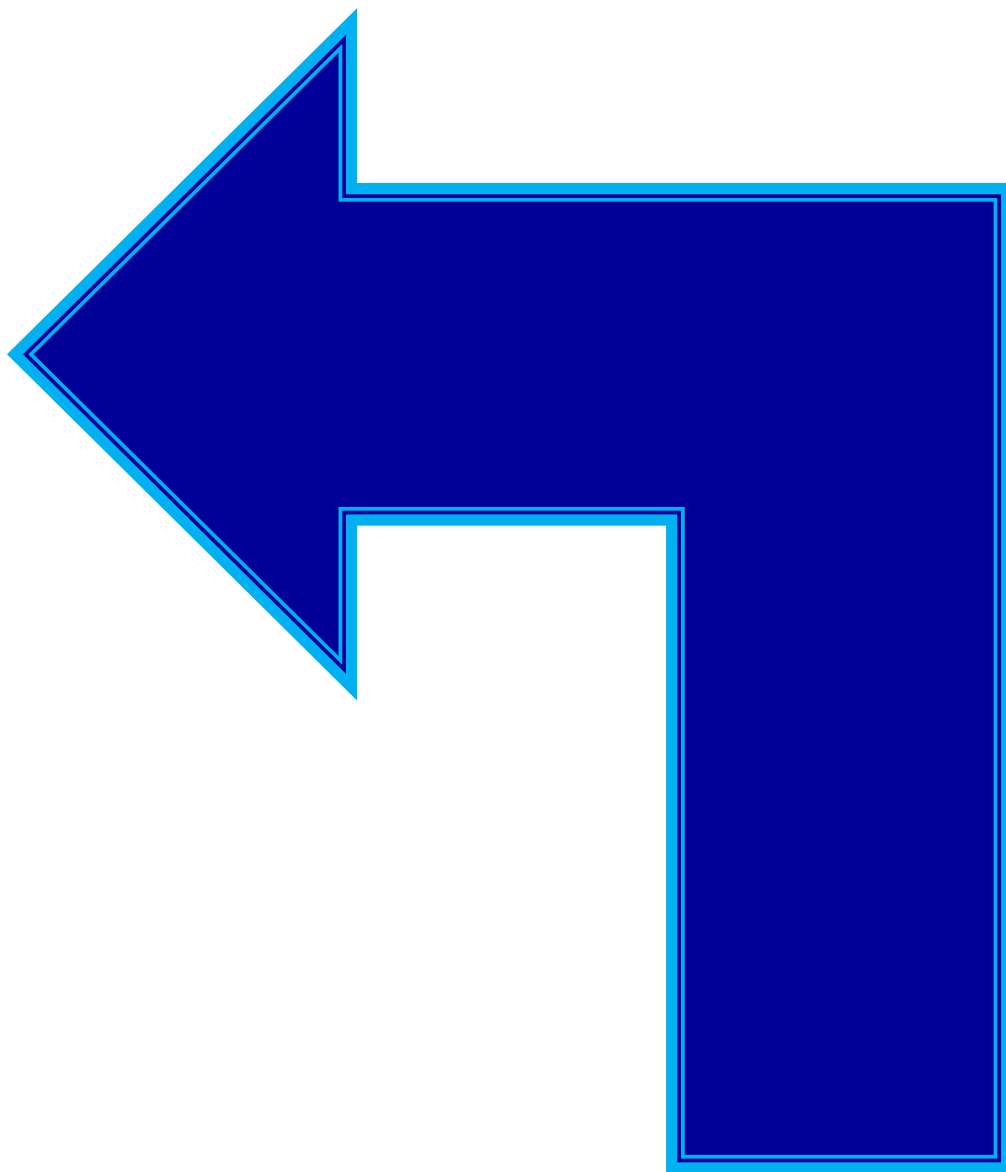




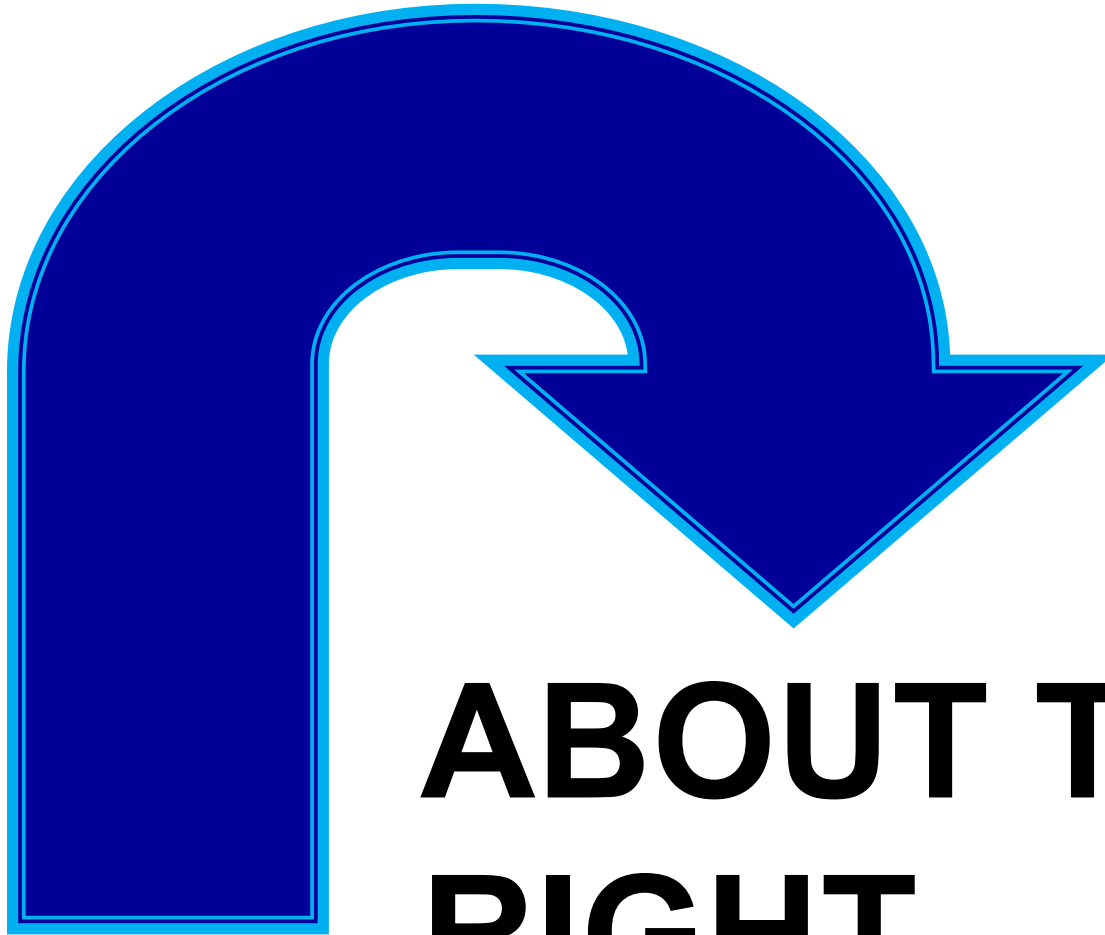


# RIGHT TURN

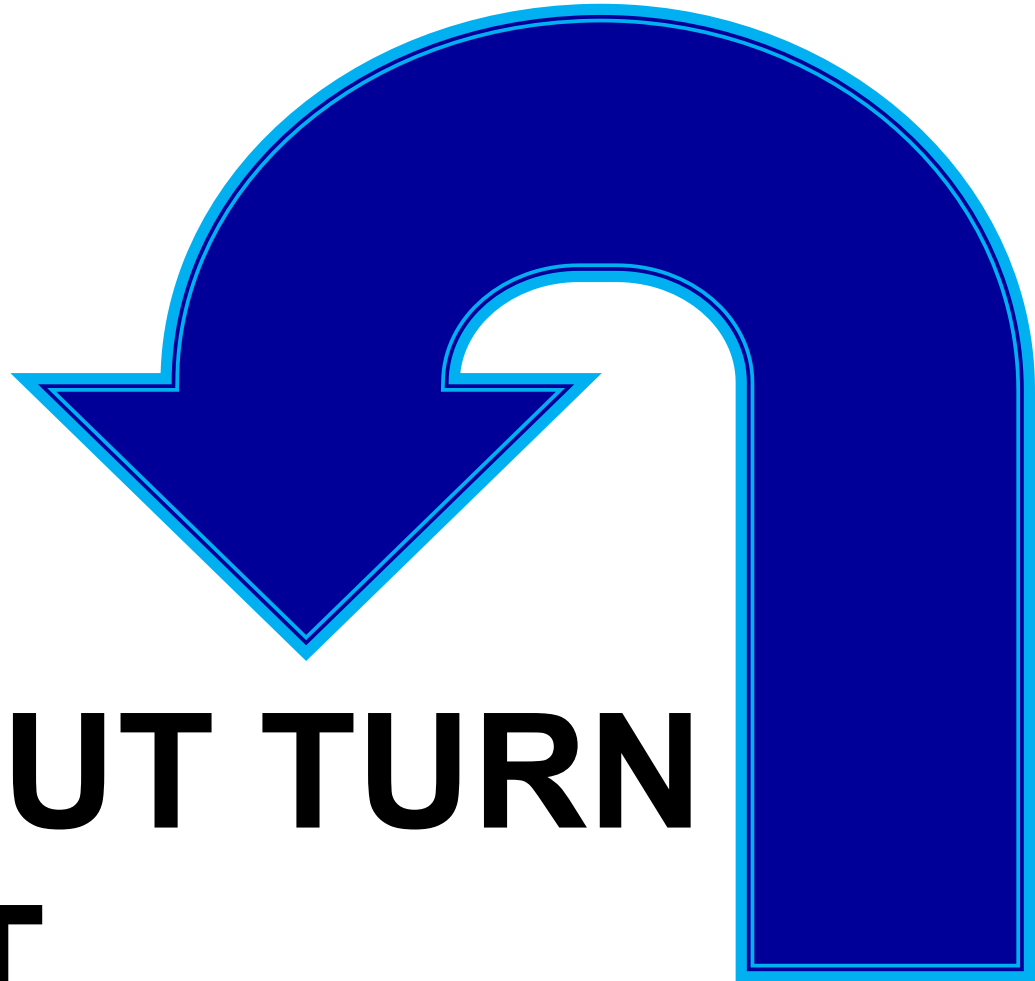




**LEFT  
TURN**



# ABOUT TURN RIGHT



# ABOUT TURN LEFT

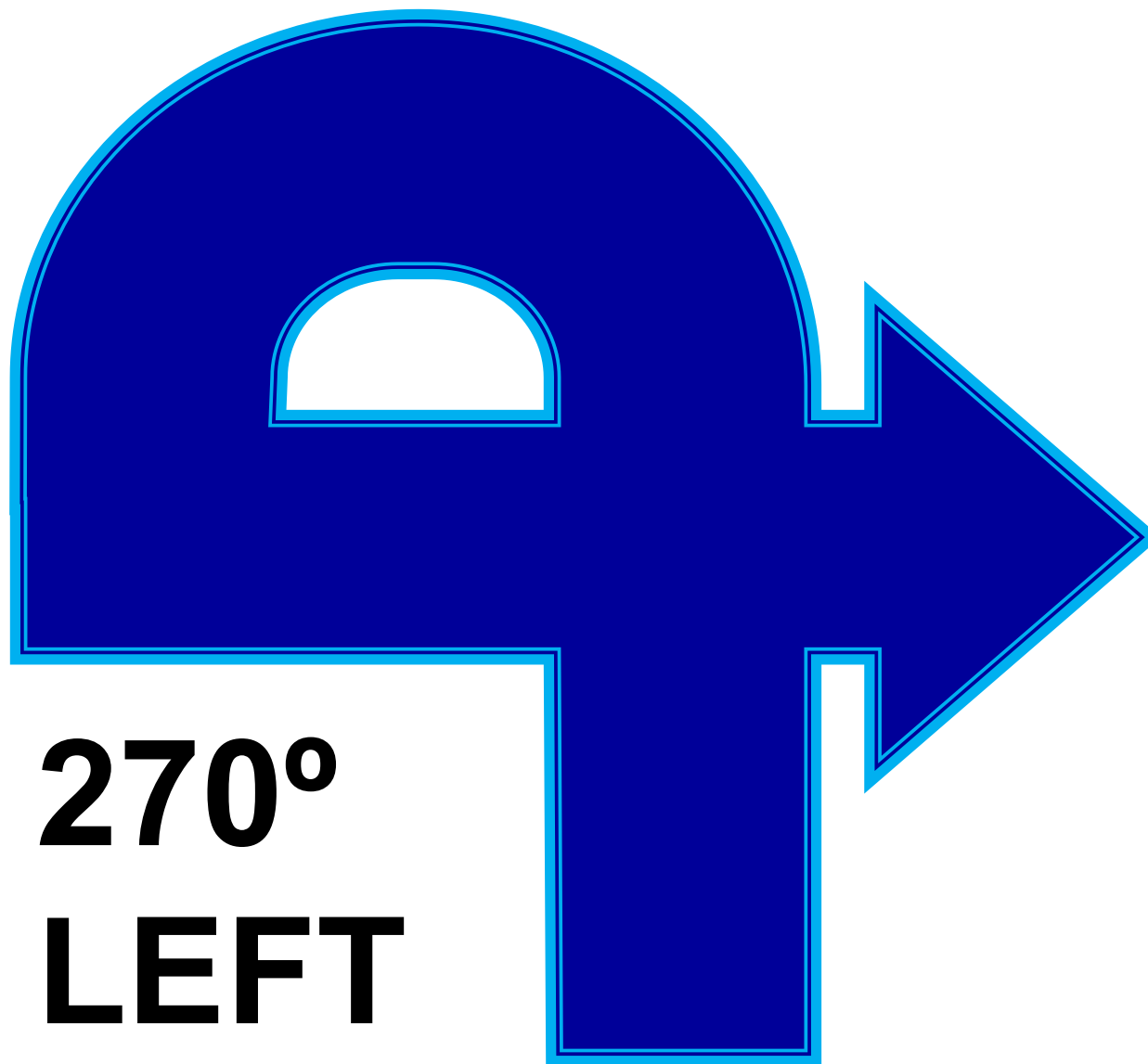
# LOOP RIGHT



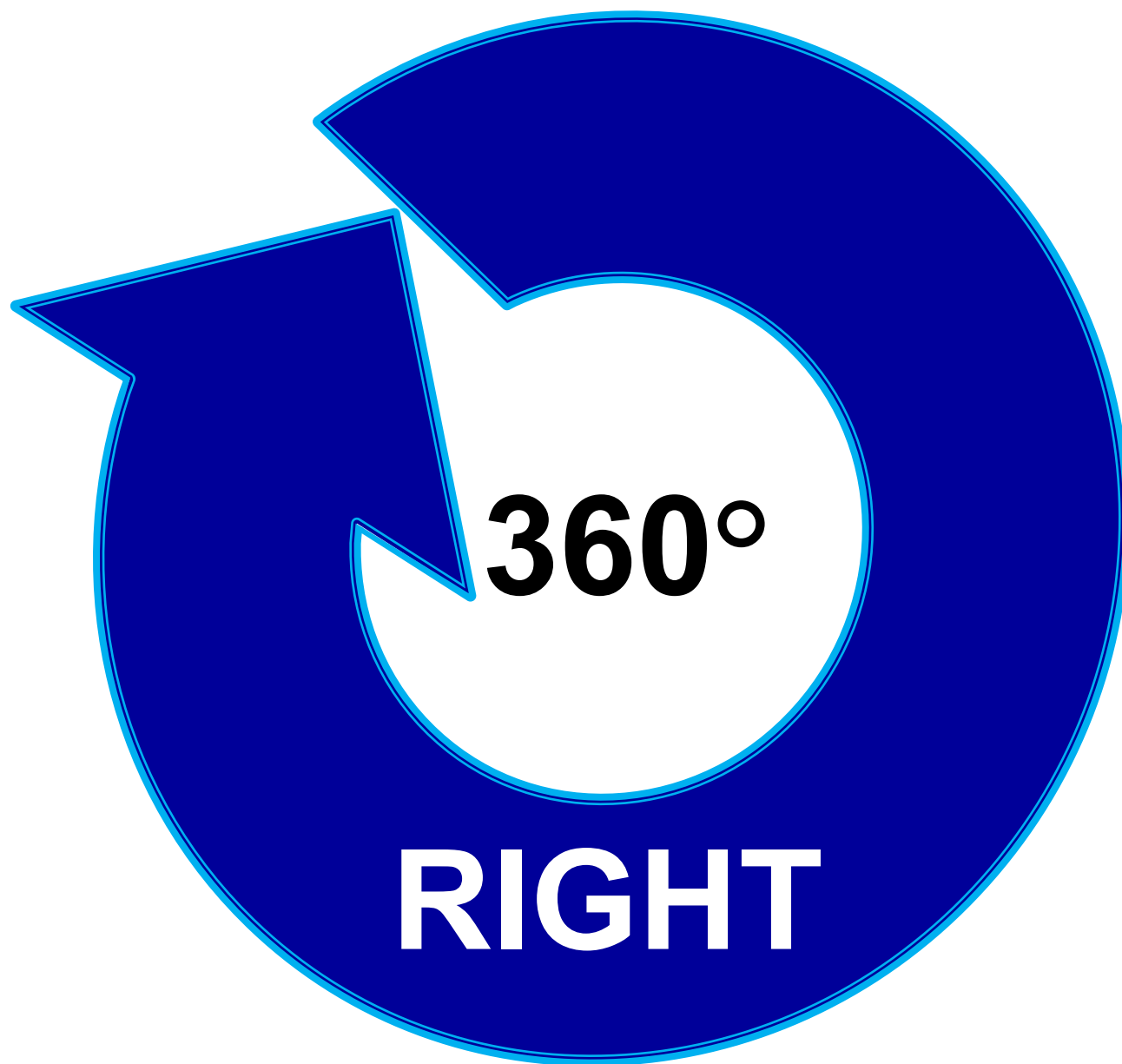
# LOOP LEFT

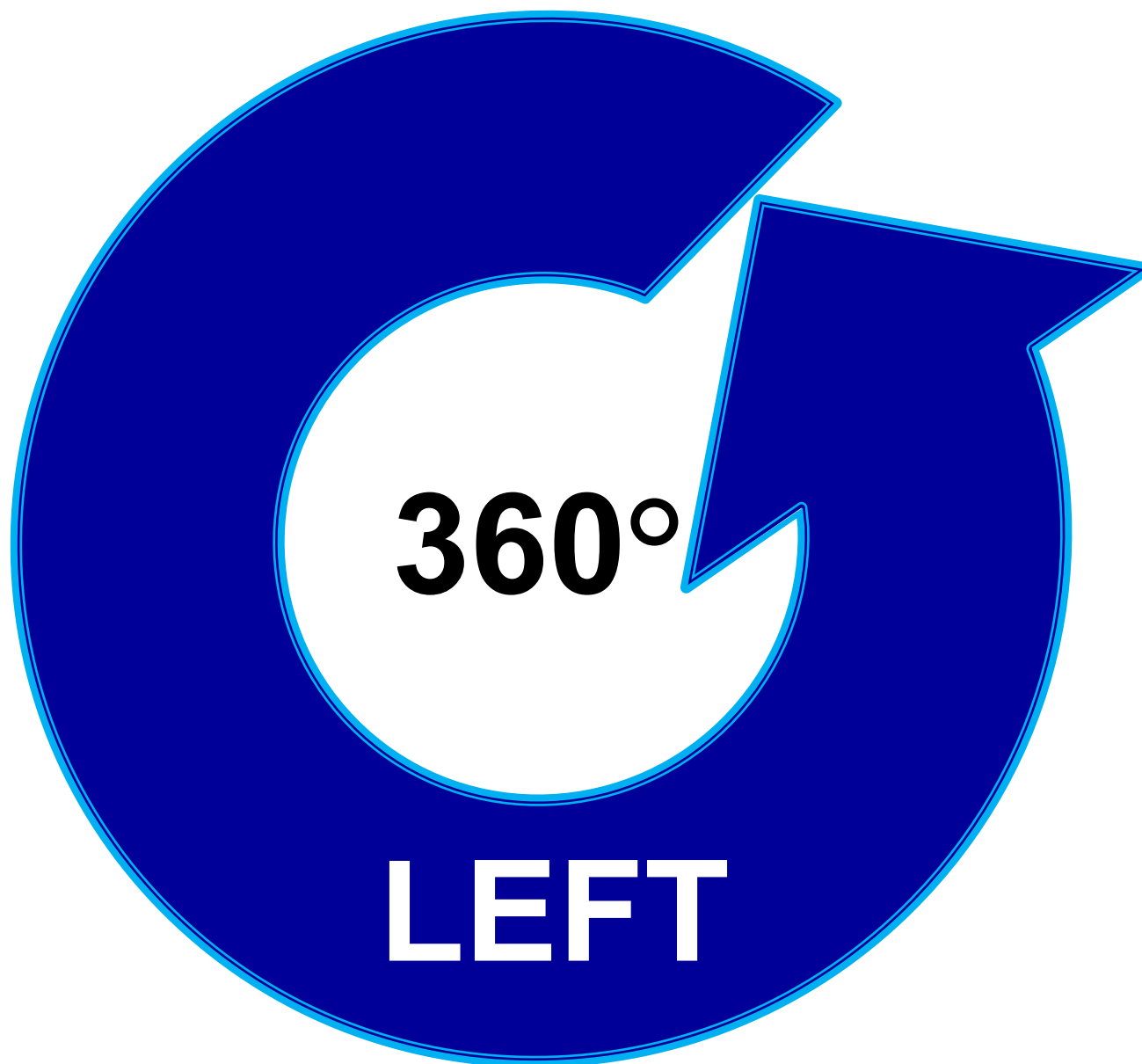




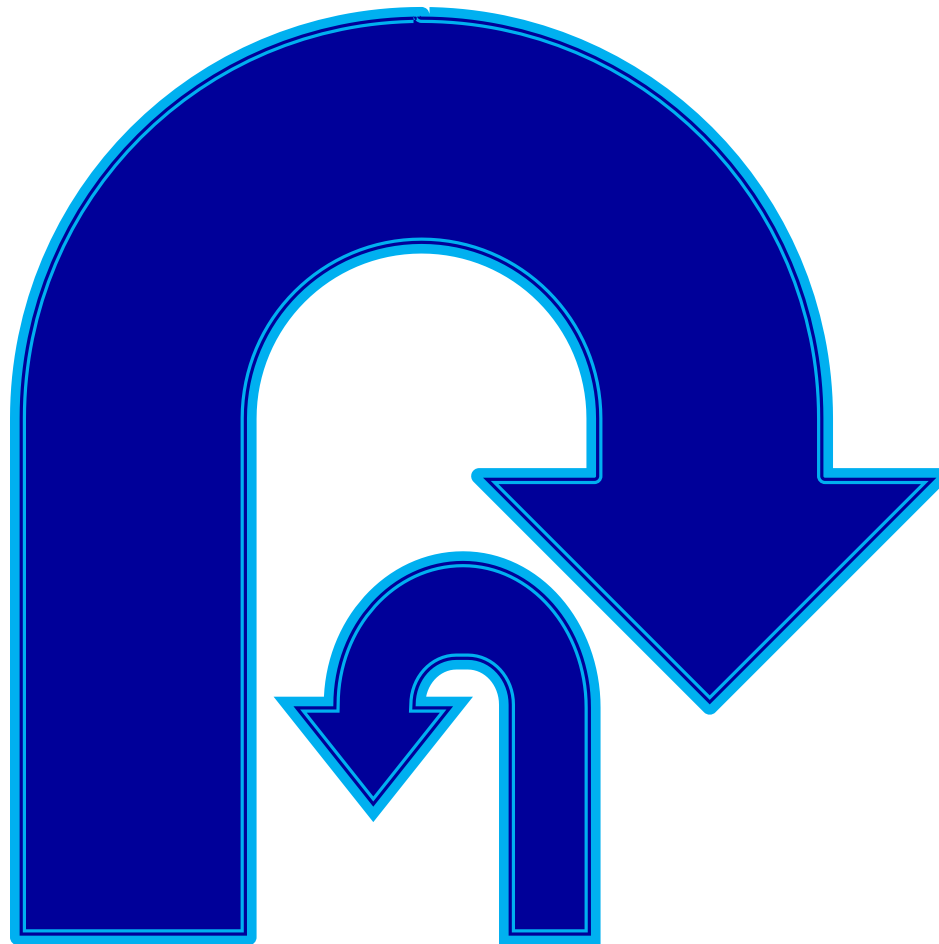


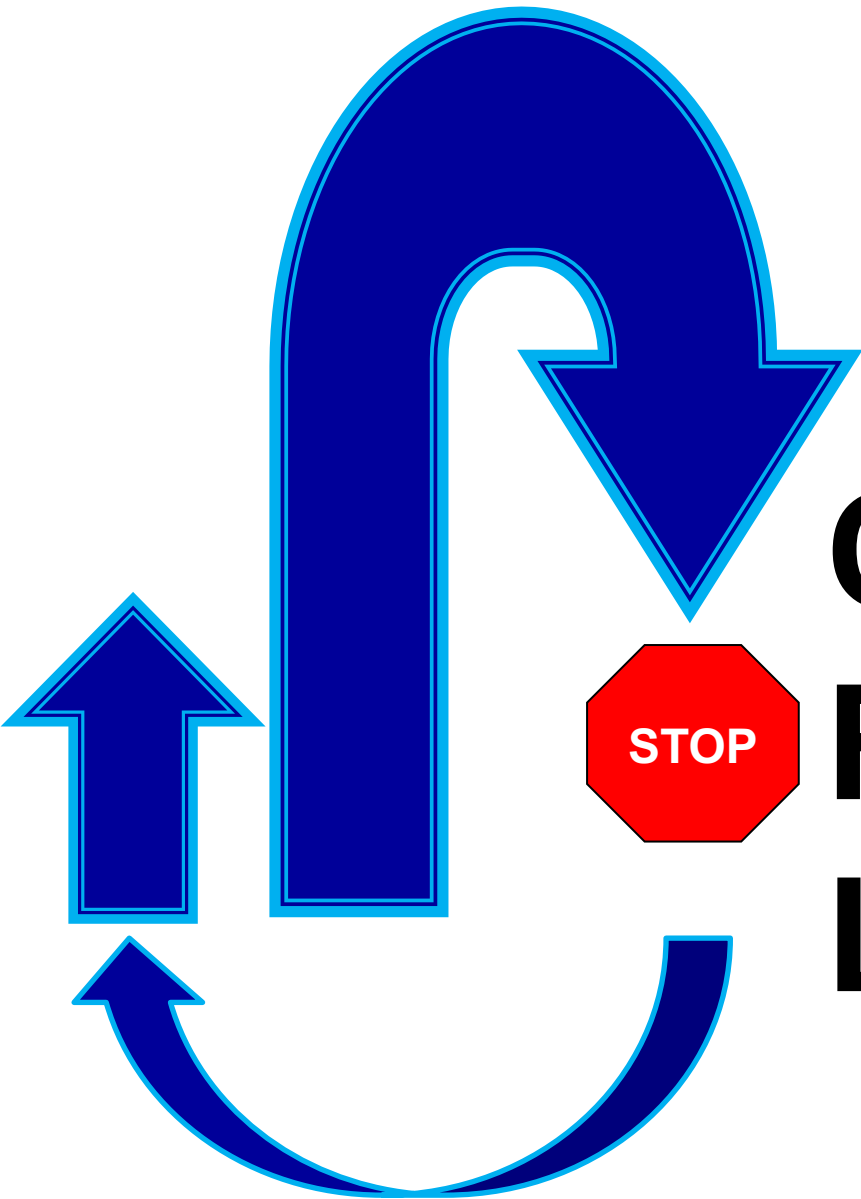




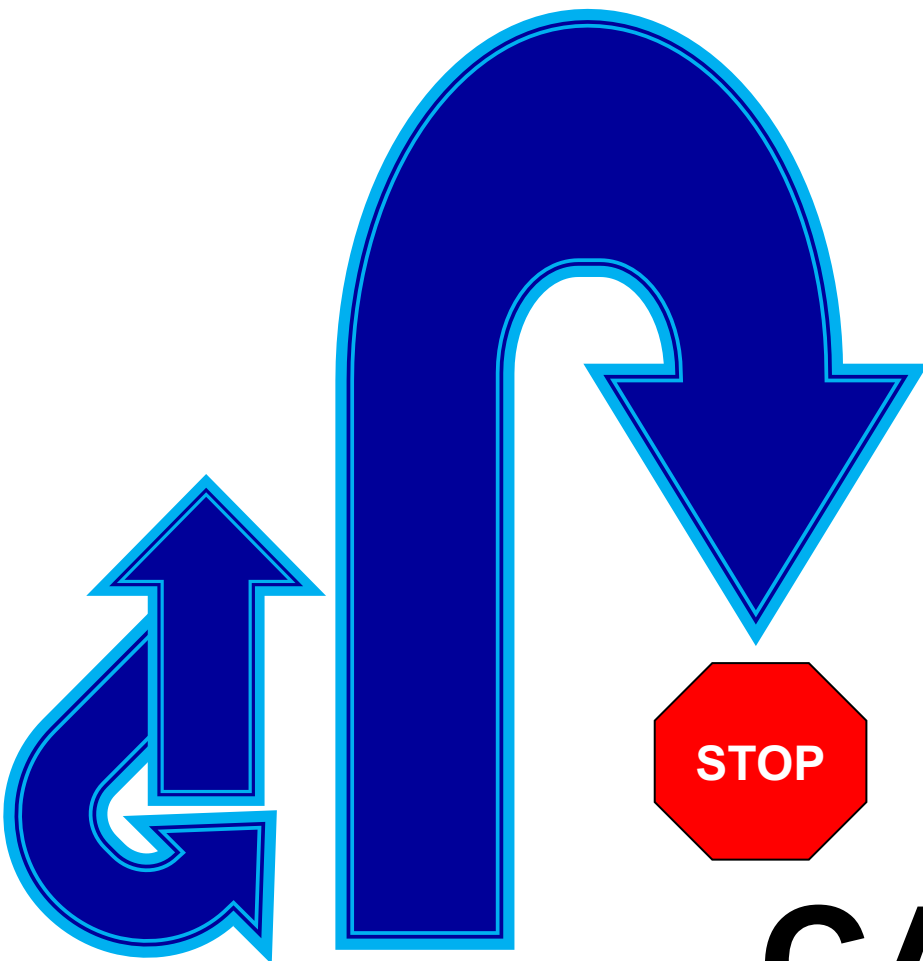


# TURN AROUND DOG BEHIND

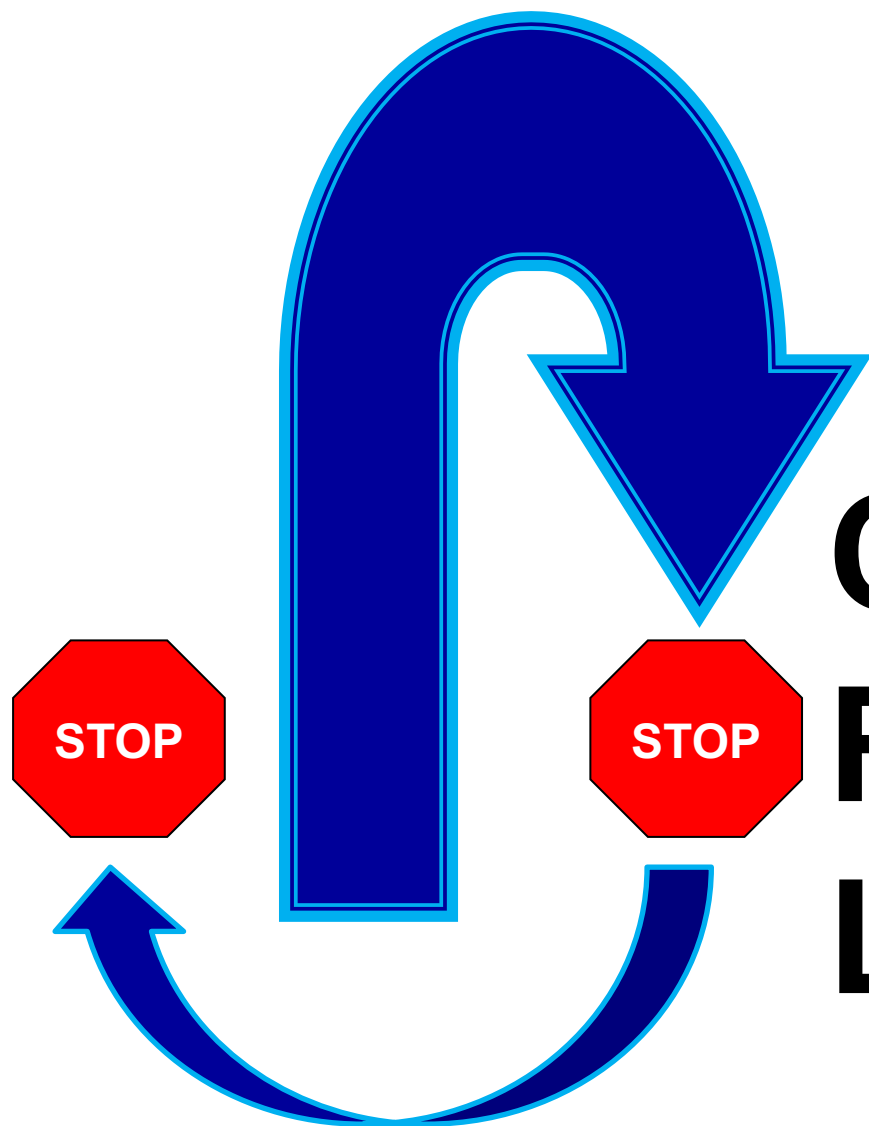




**CALL FRONT  
RIGHT TO  
LEFT**



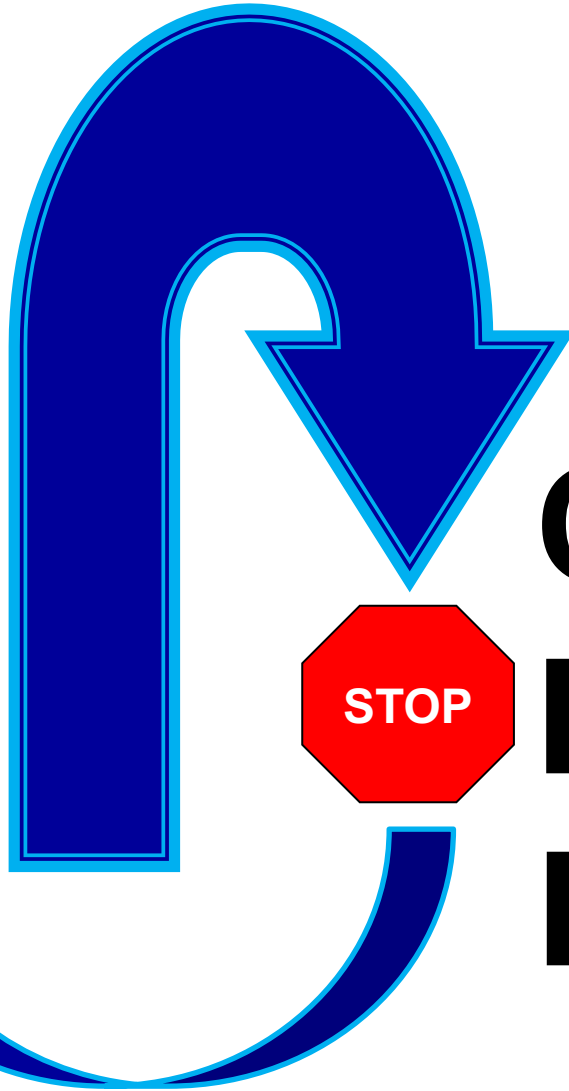
**CALL FRONT  
LEFT TO LEFT**



**CALL FRONT  
RIGHT TO  
LEFT**

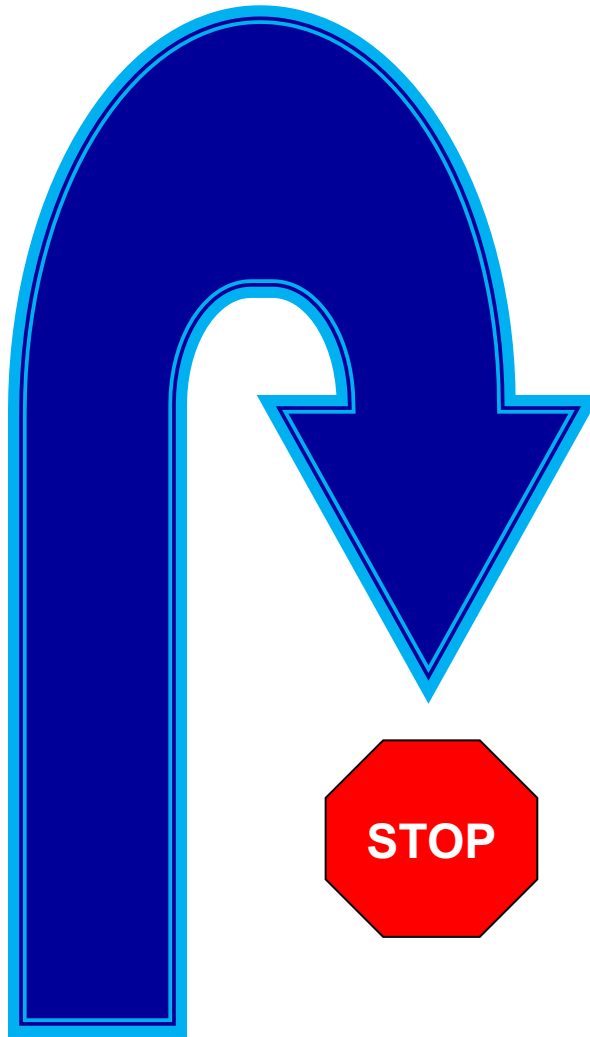


**CALL FRONT  
LEFT TO LEFT**



**CALL FRONT  
RIGHT TO  
LEFT**

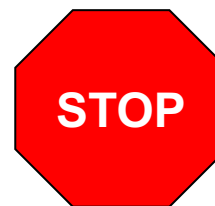




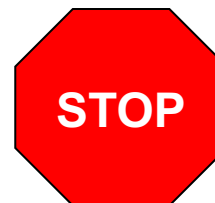
**CALL FRONT  
LEFT TO LEFT**



**1 STEP**



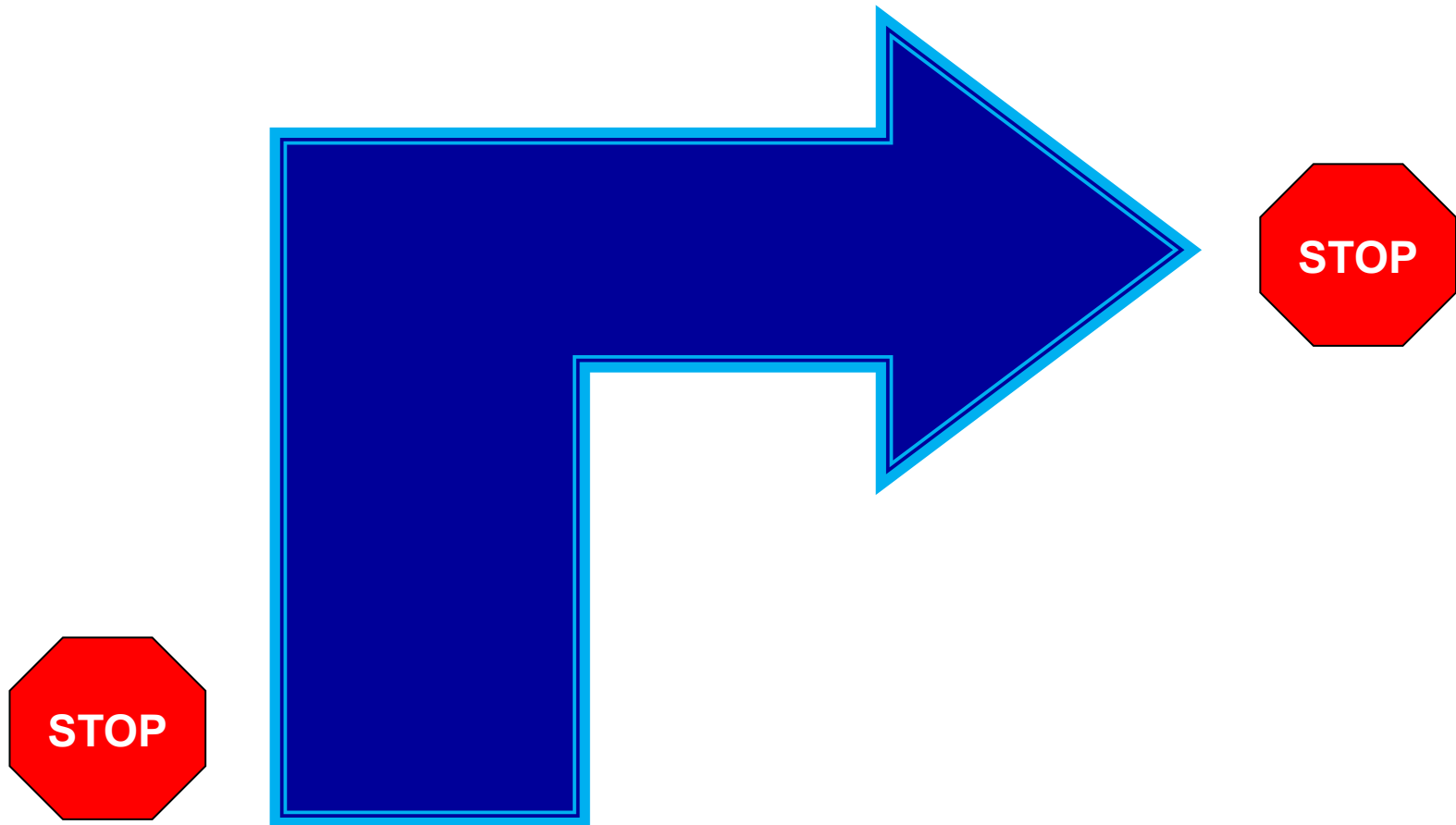
**2 STEPS**



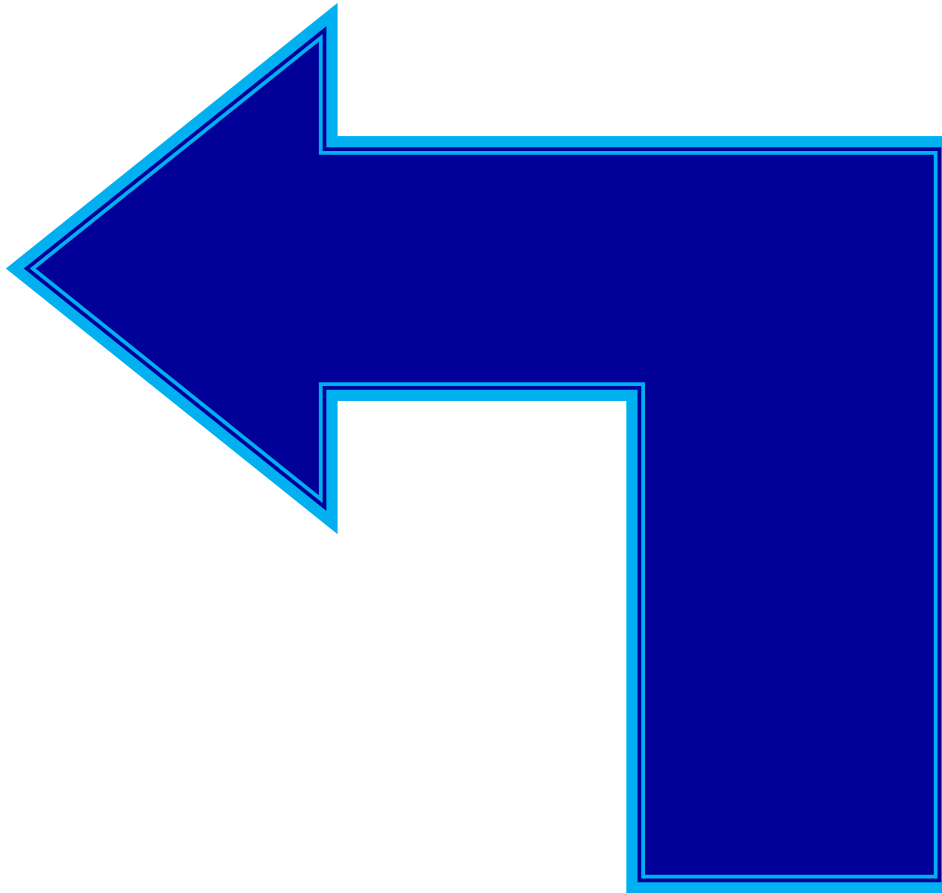
**3 STEPS**



# 90° RIGHT TURN

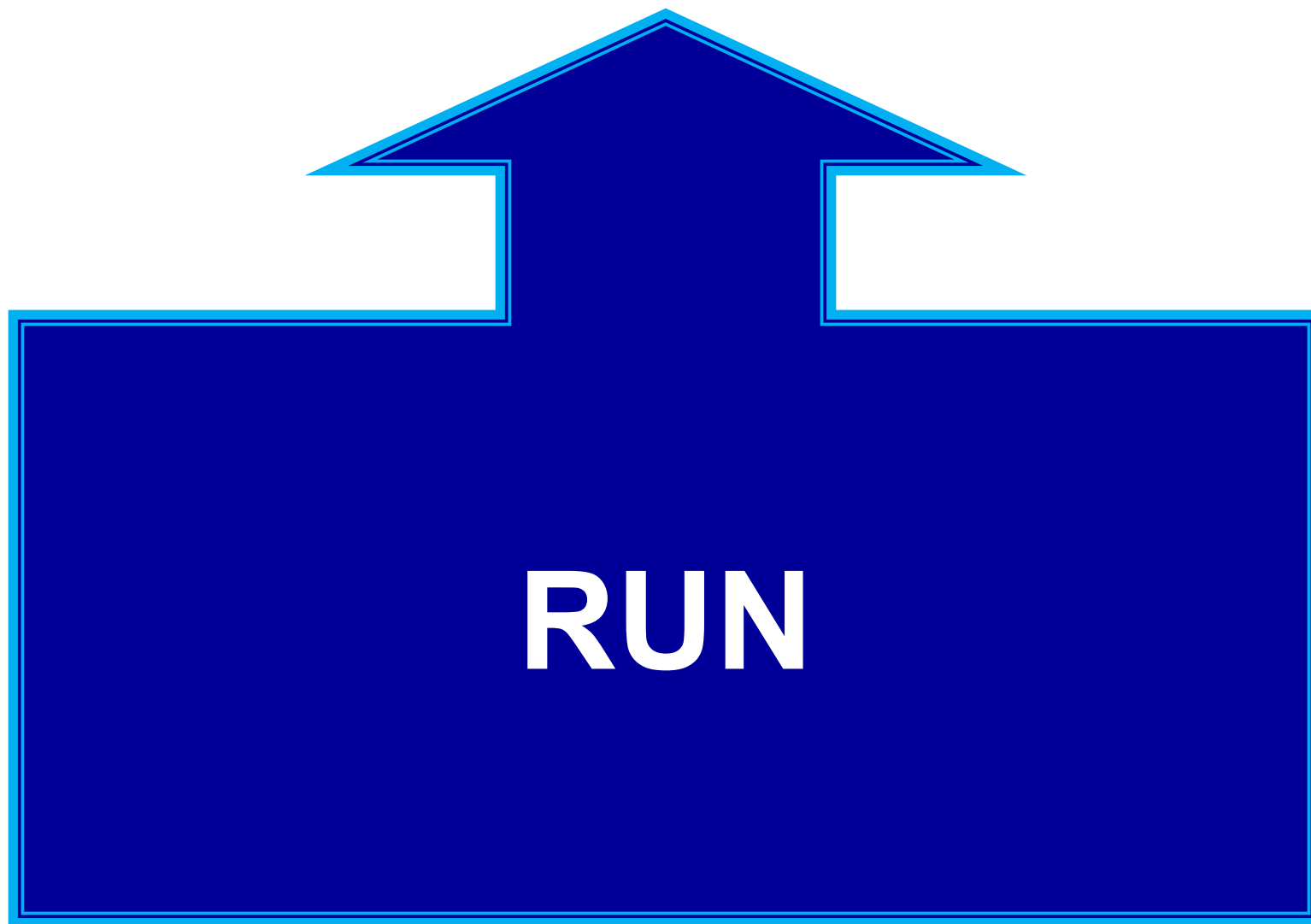


# 90° LEFT TURN

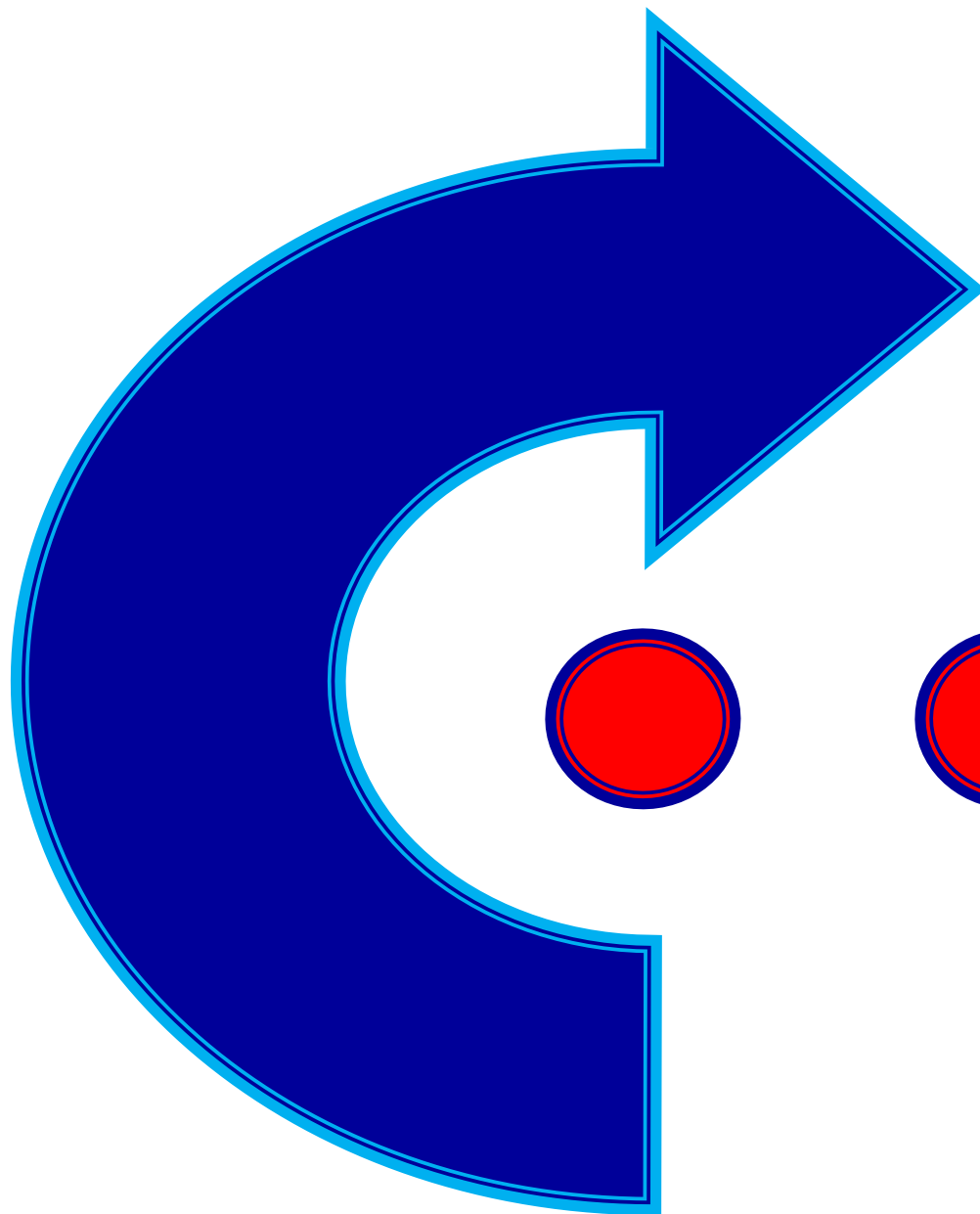




**SLOW PACE**



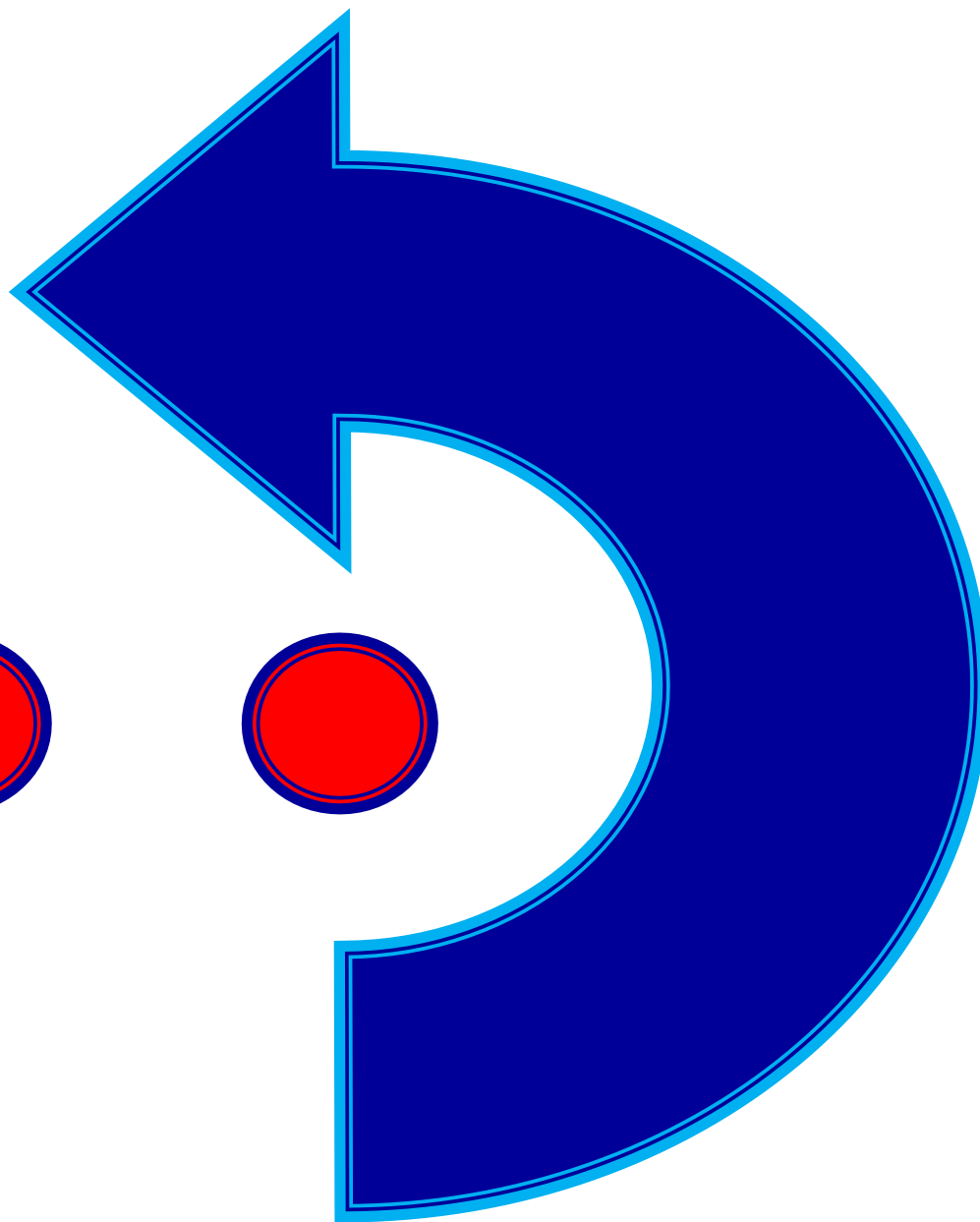
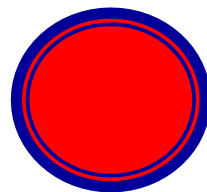
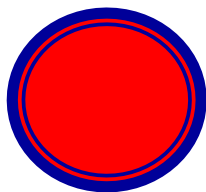
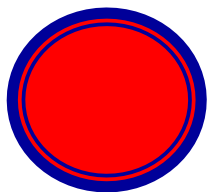




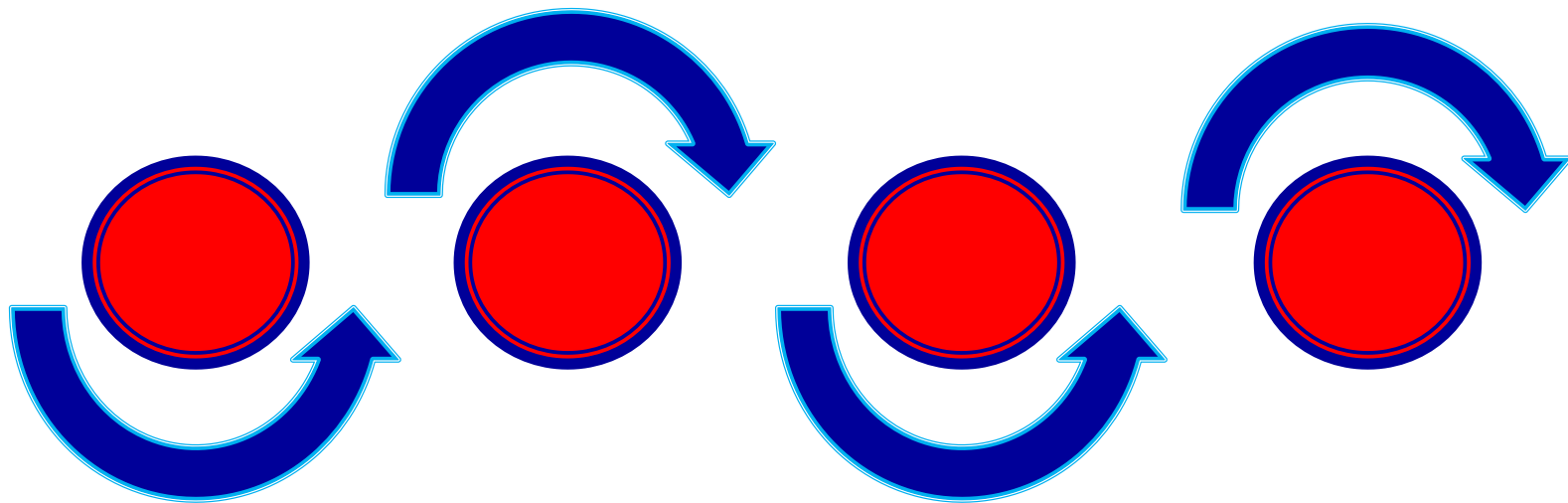
# SPIRAL RIGHT



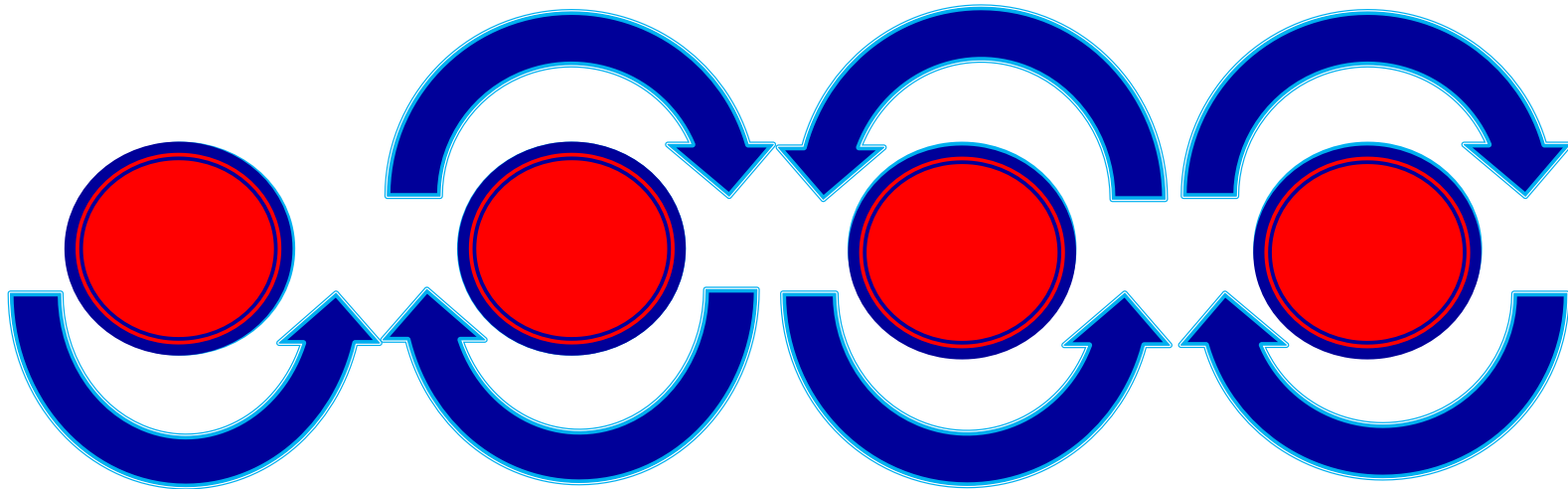
# SPIRAL LEFT



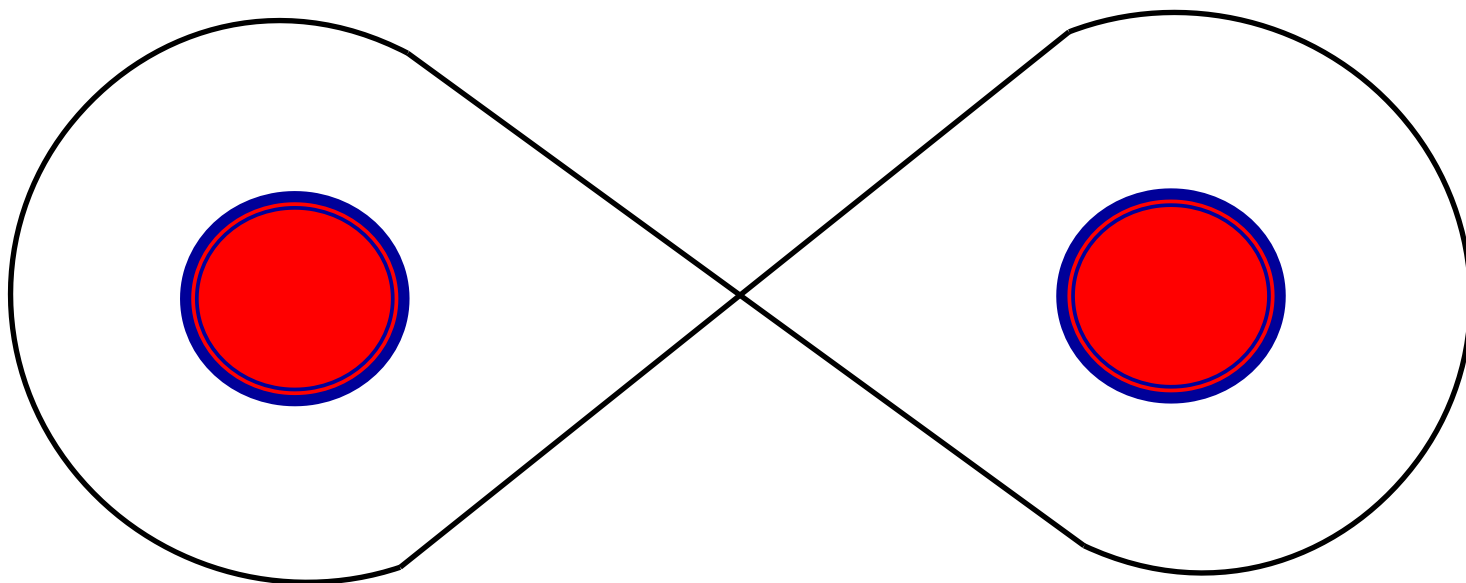
# SINGLE SLALOM



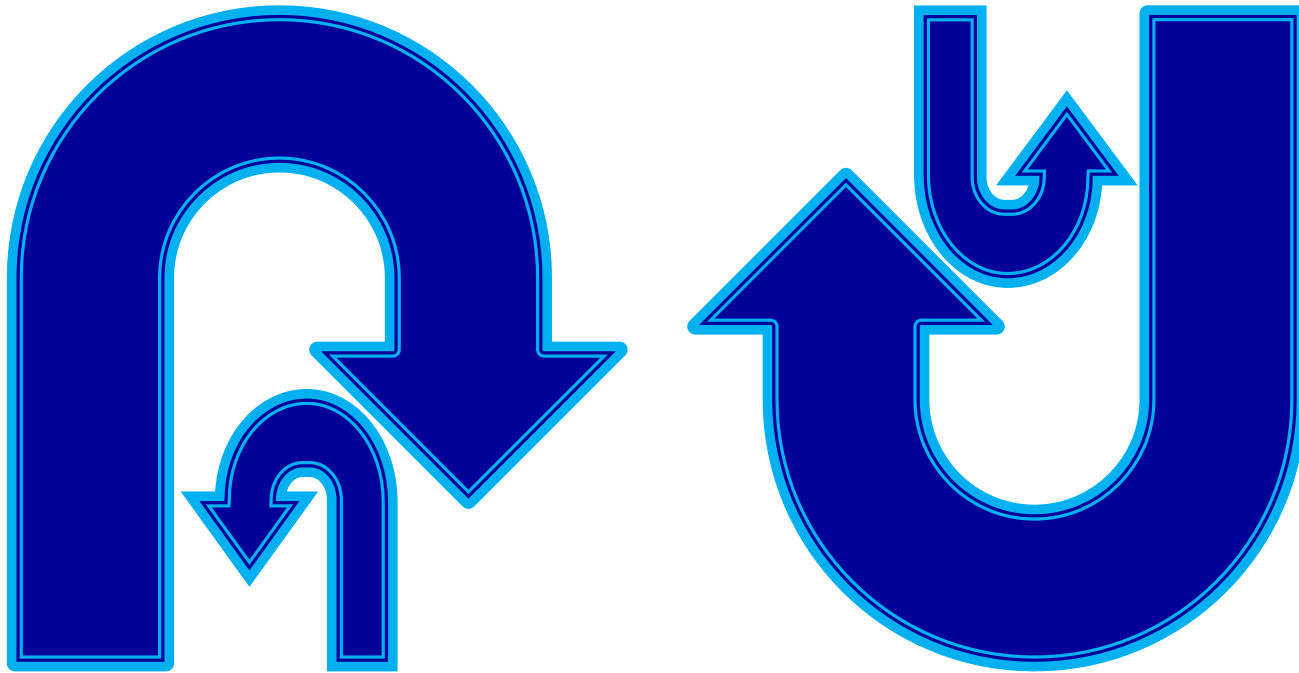
# DOUBLE SLALOM

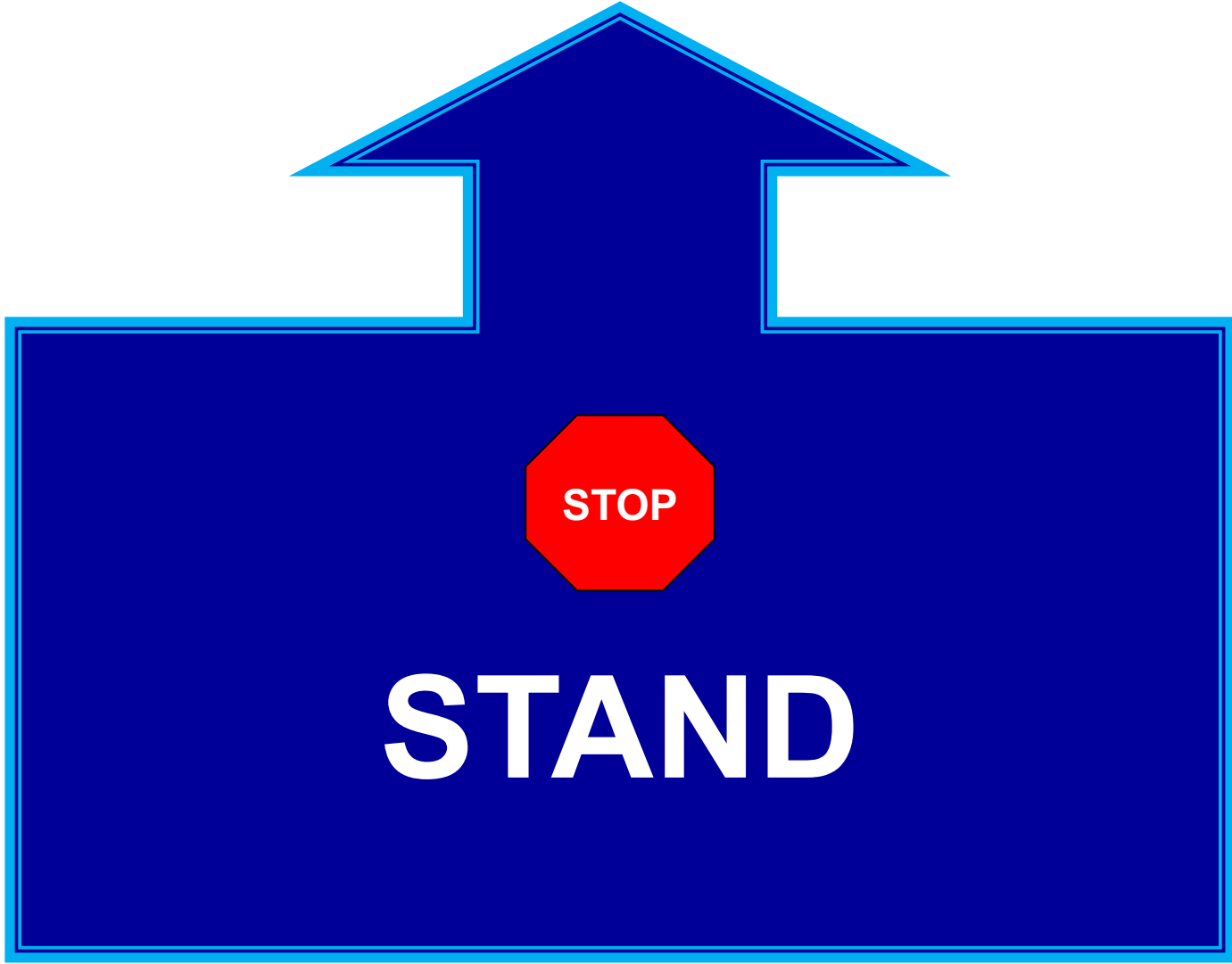


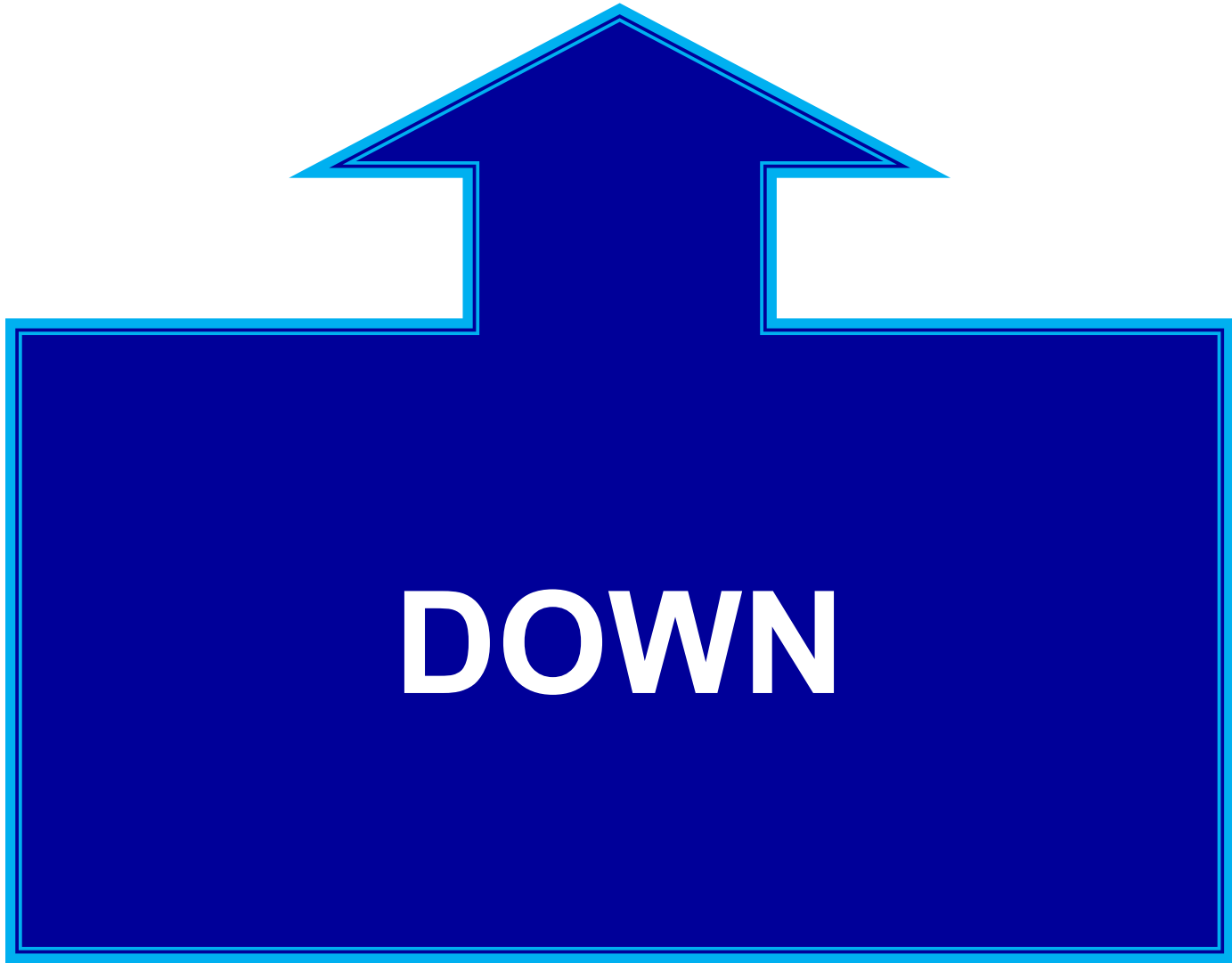
# FIGURE 8



# 2 x TURN AROUND DOG BEHIND



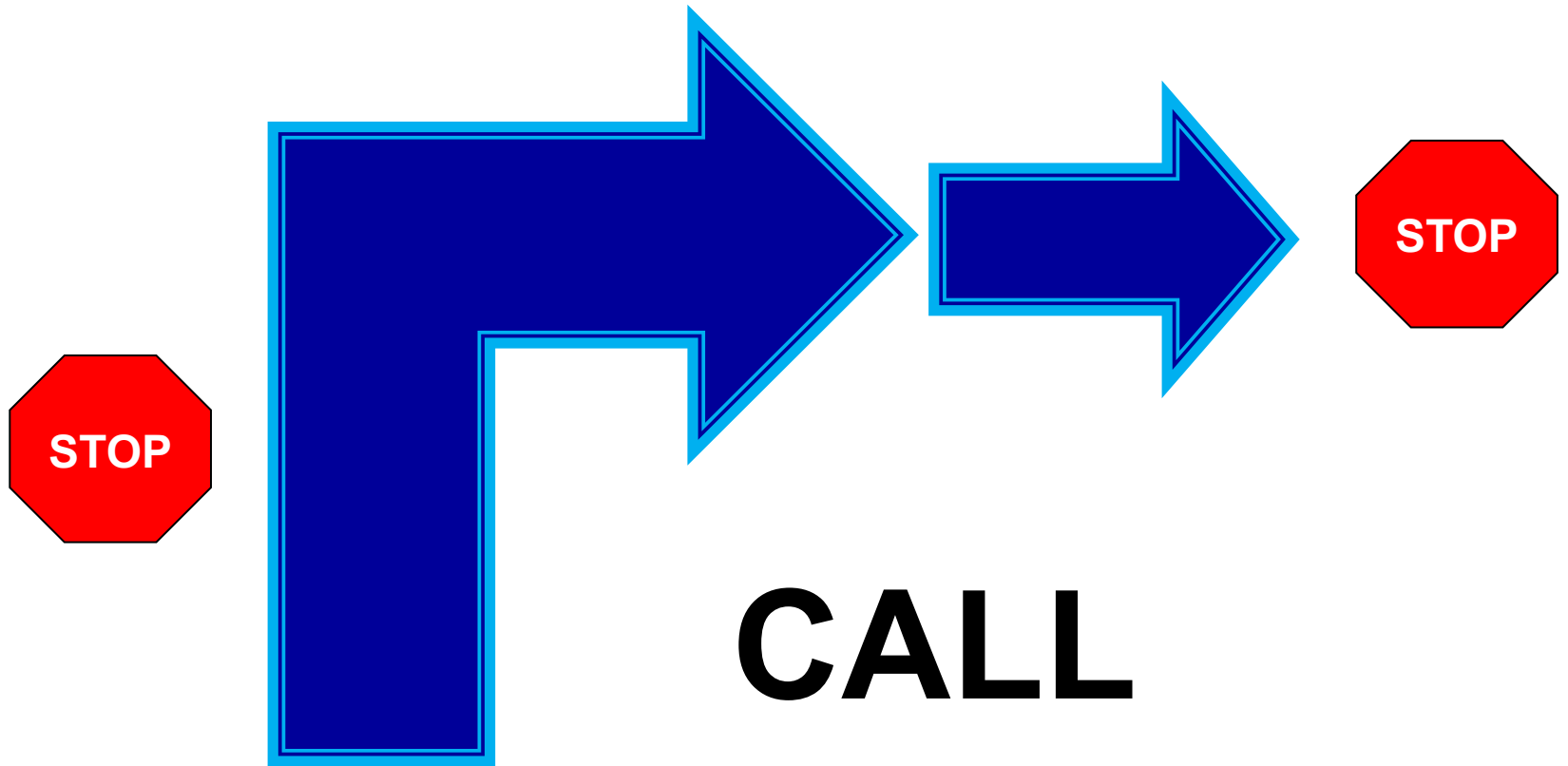




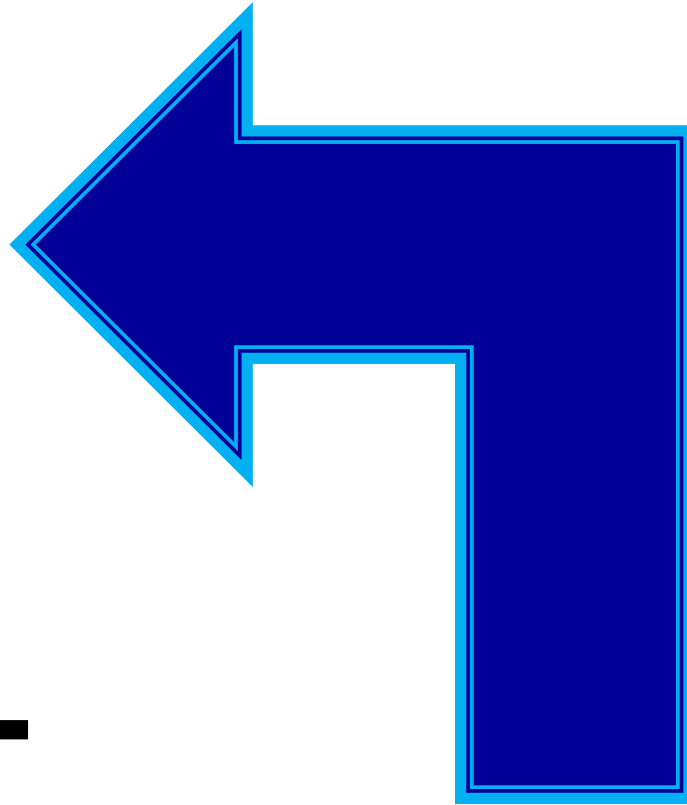
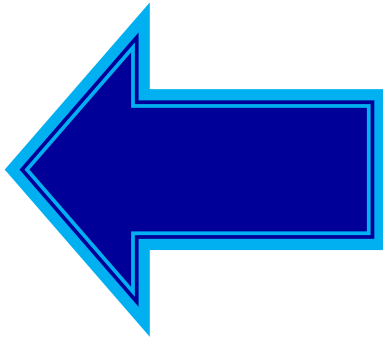




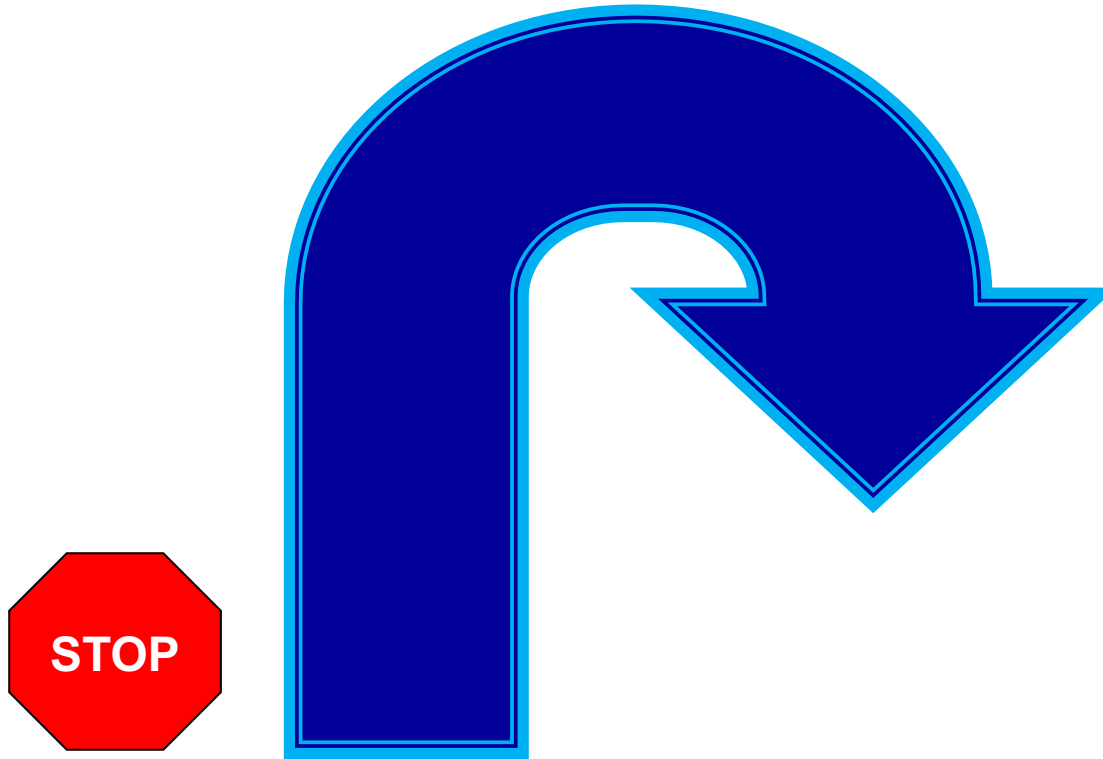
# TURN RIGHT 1 STEP



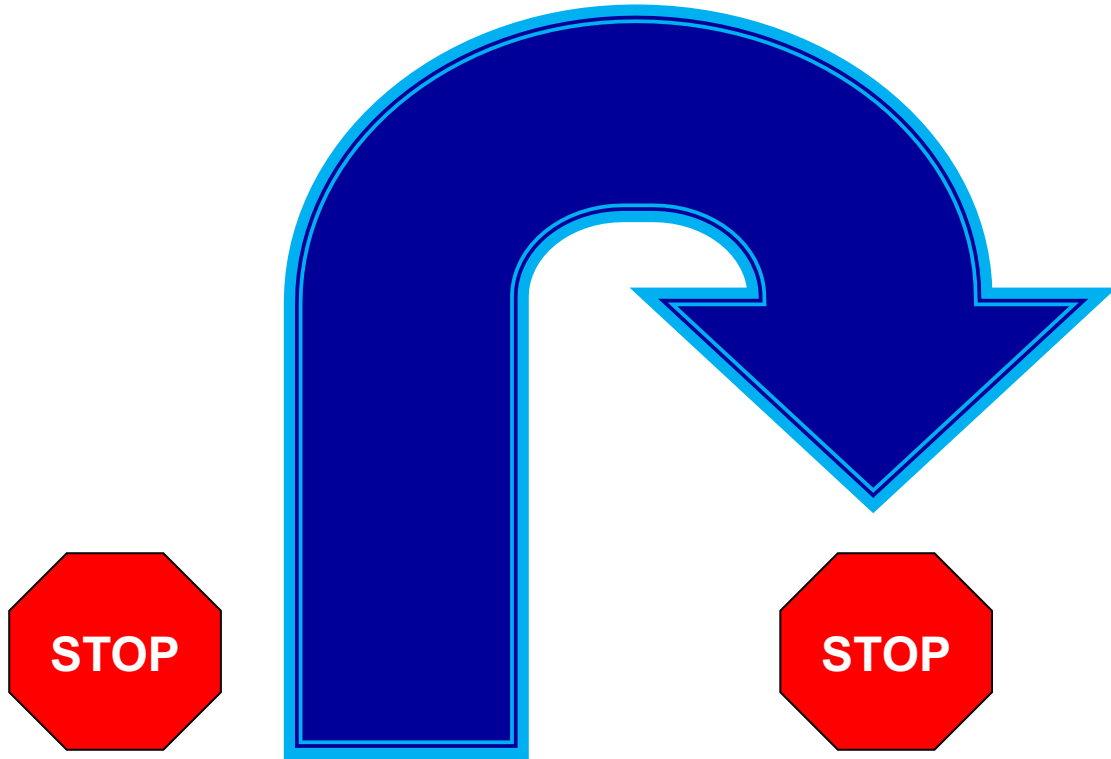
# TURN LEFT 1 STEP



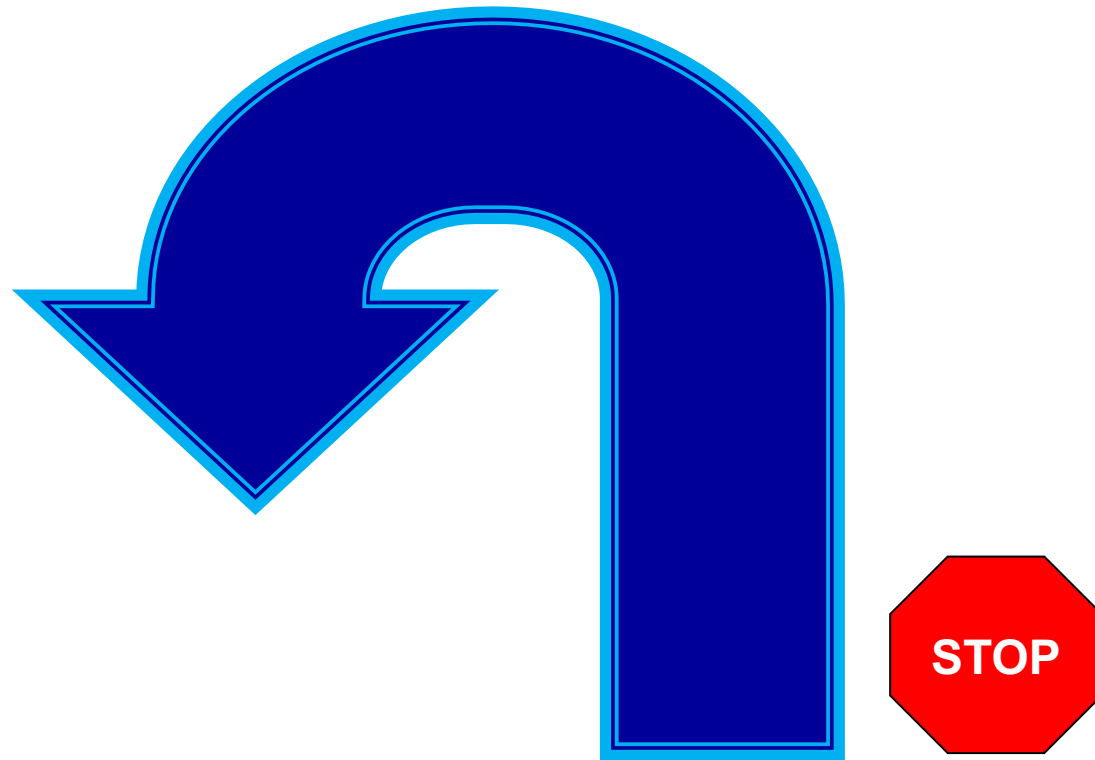
# CALL



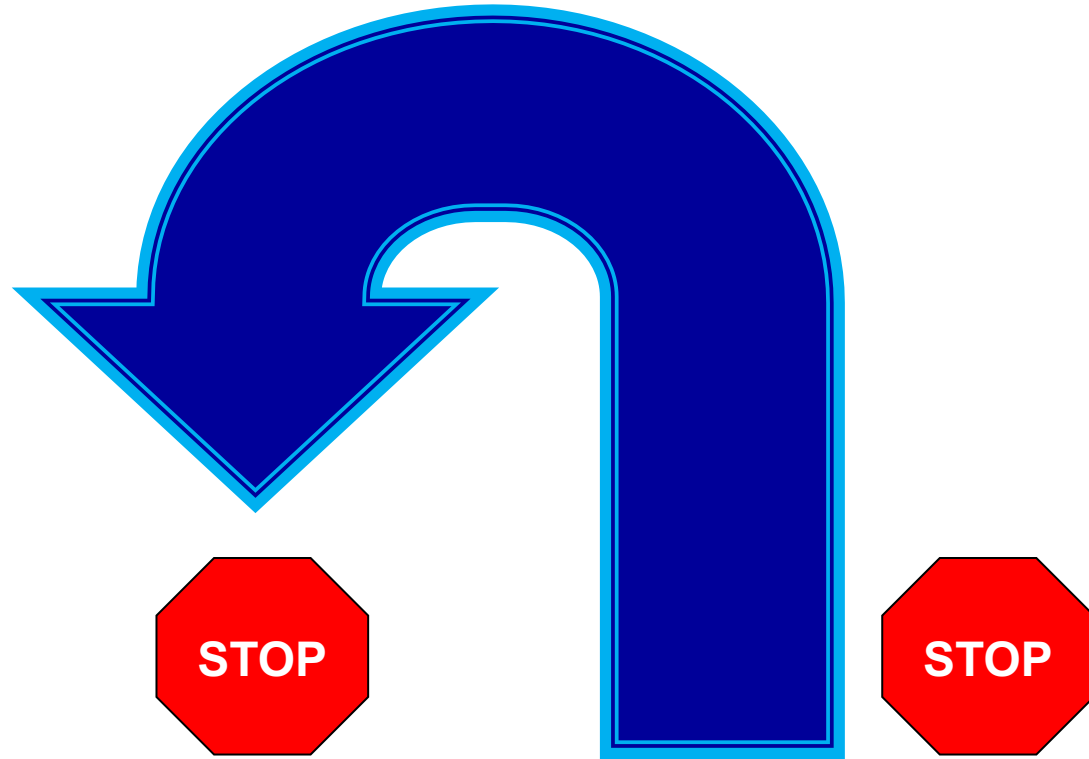
# 180° RIGHT TURN FORWARD



# 180° RIGHT TURN

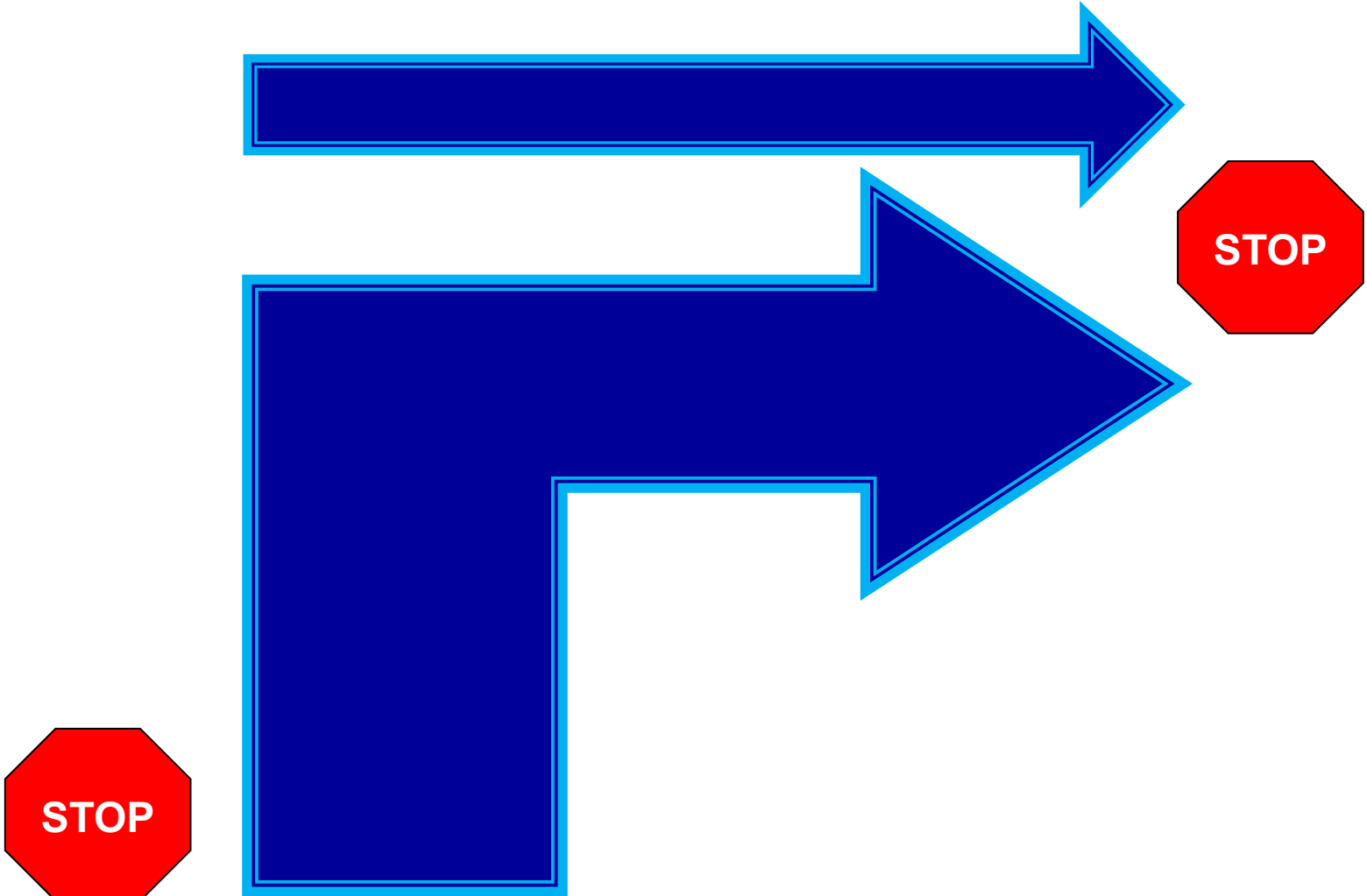


# 180° LEFT TURN FORWARD

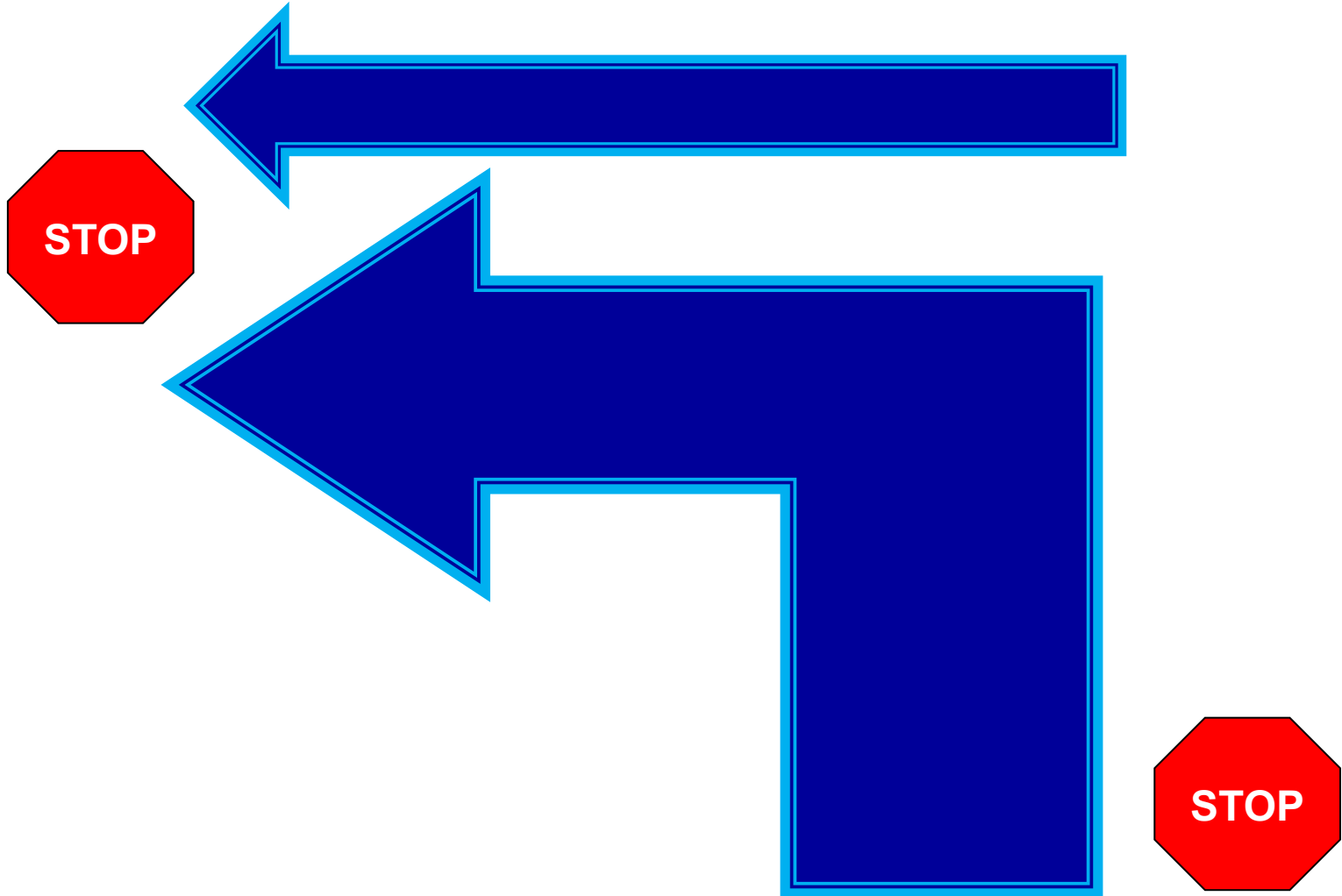


# 180° LEFT TURN

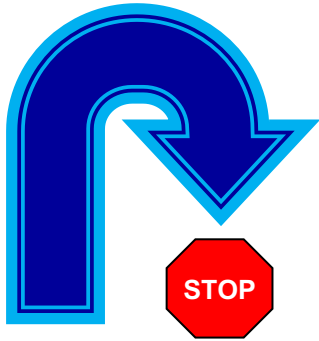
# TURN RIGHT 1 STEP



# TURN LEFT 1 STEP







# CALL FRONT

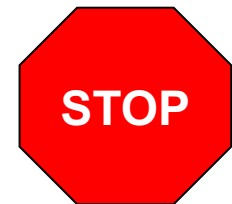
**1 STEP BACK**



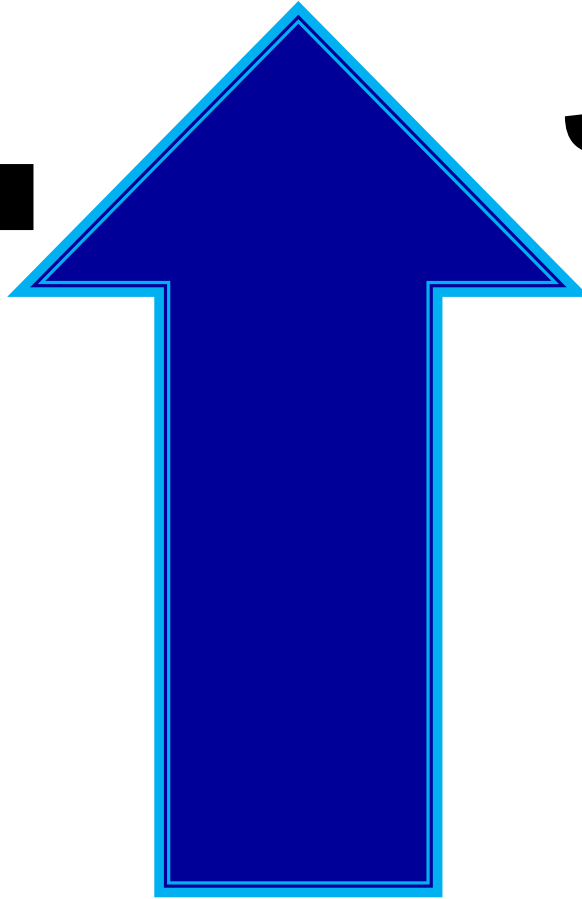
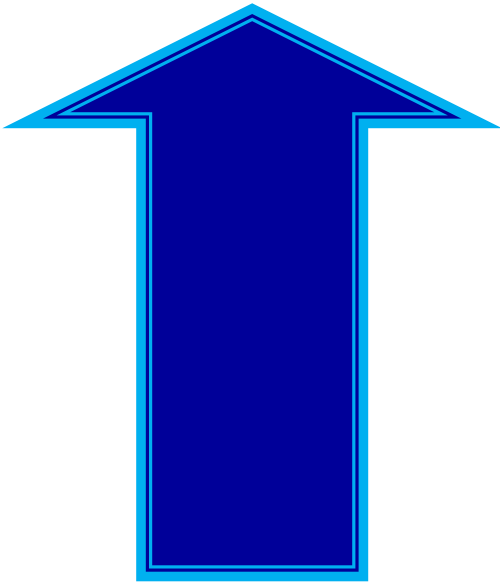
**2 STEPS BACK**



**3 STEPS BACK**



# SEND OVER JUMP

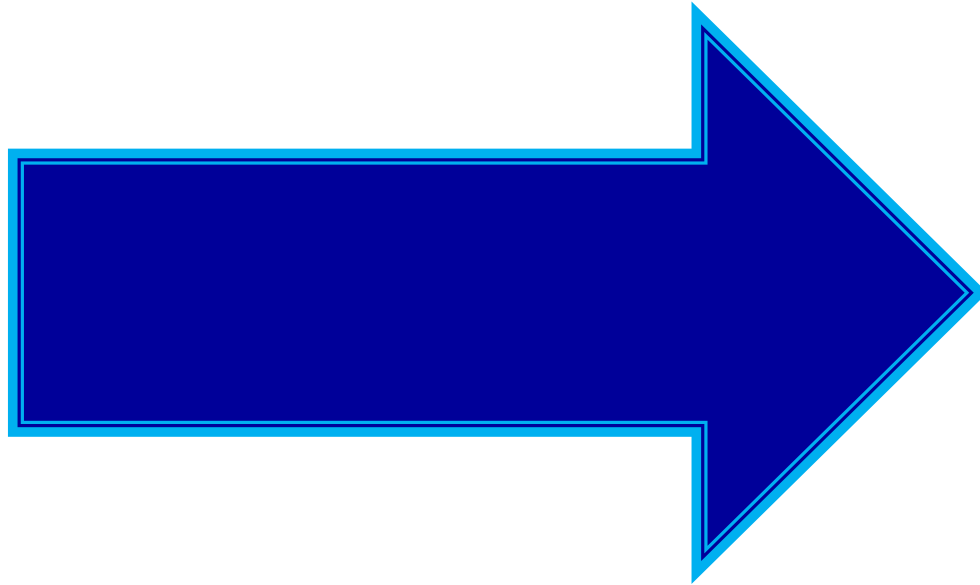




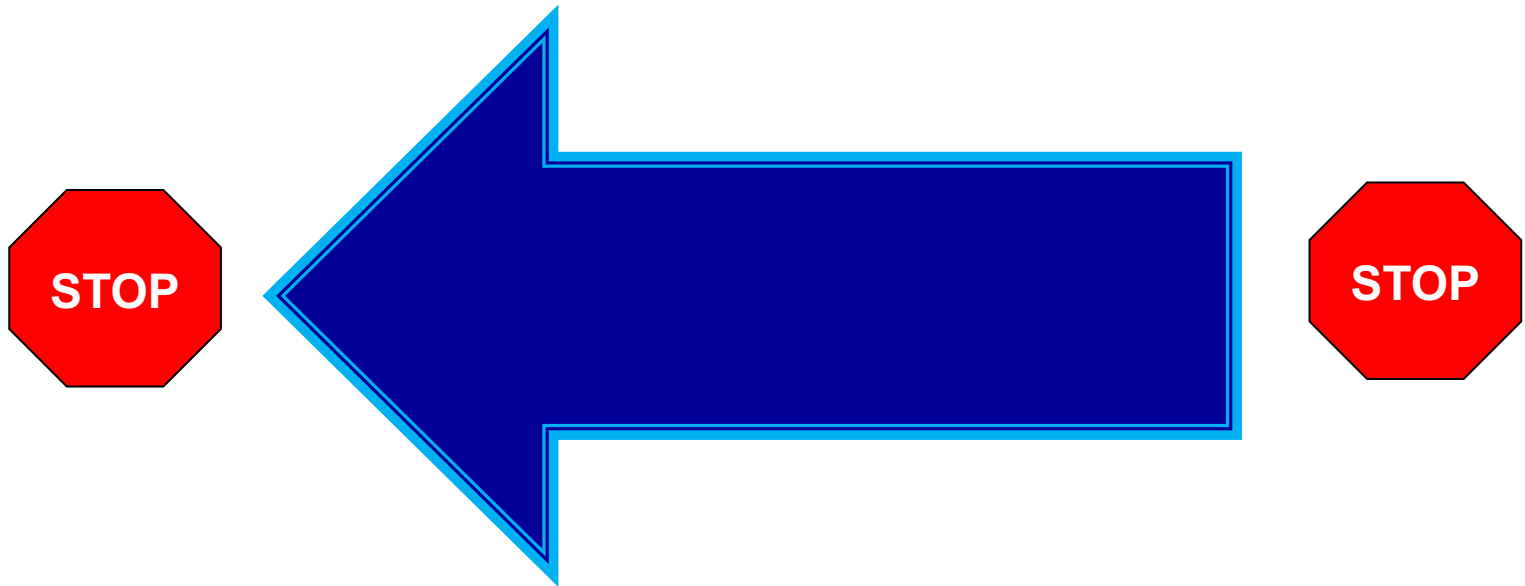




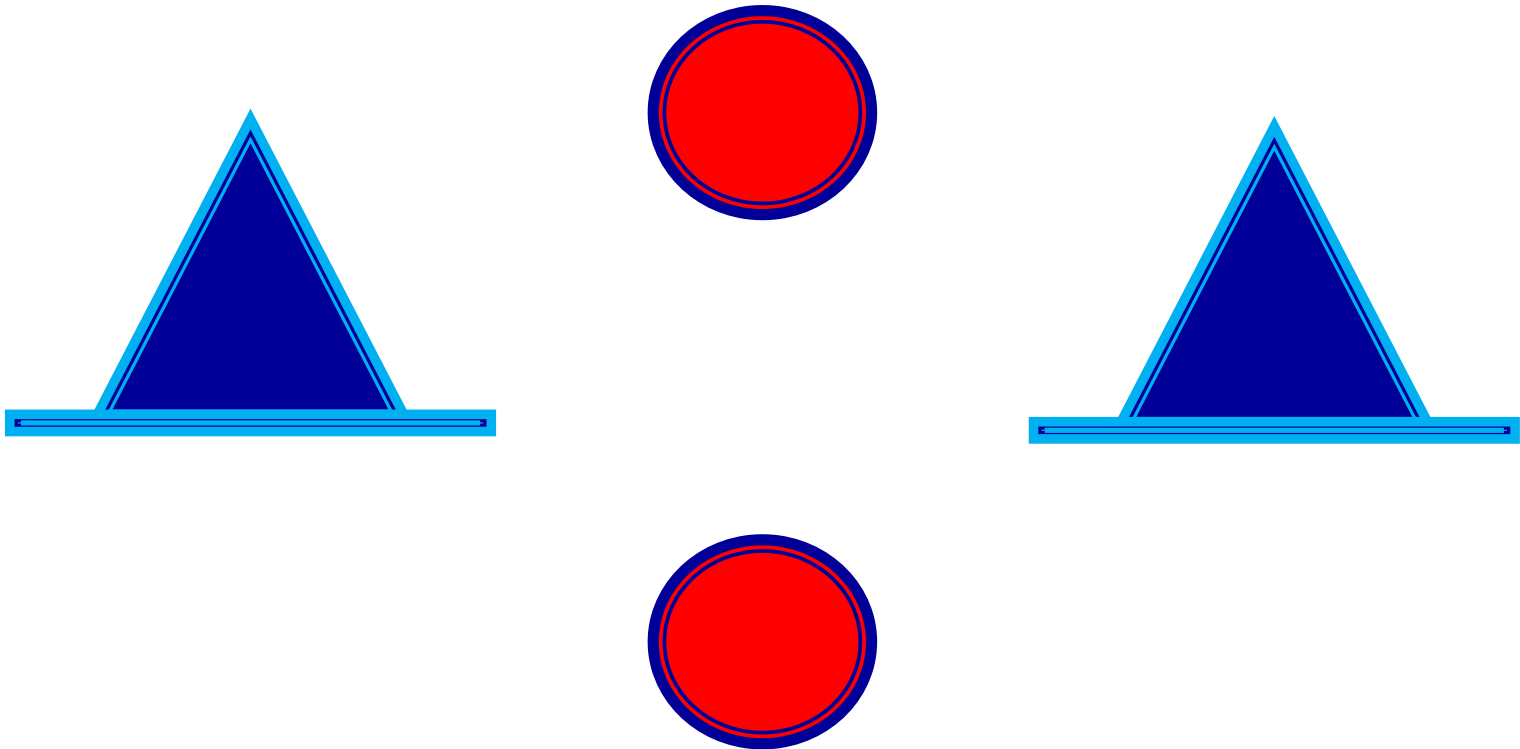
# SIDE STEP RIGHT



# SIDE STEP LEFT



# TEMPTATION

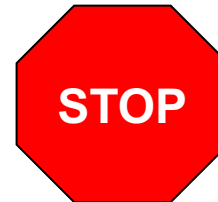




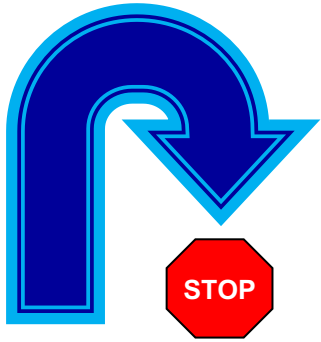


**1 STEP STAND**

**2 STEPS**



**3 STEPS DOWN**

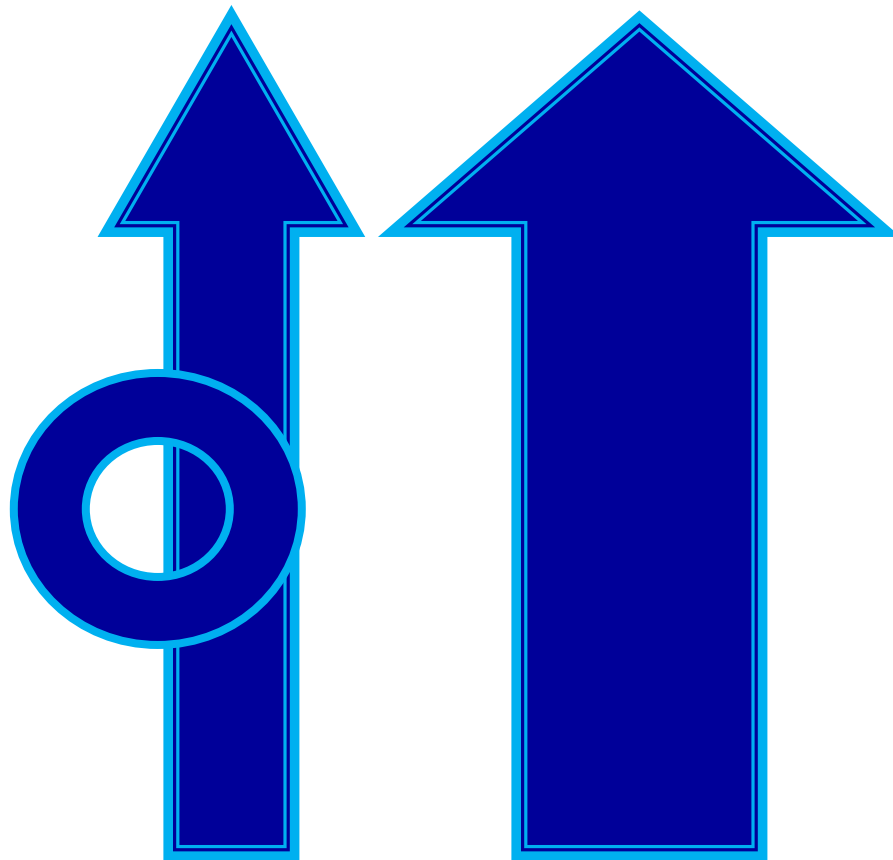


# CALL FRONT

**1 STEP BACK STAND**

**2 STEPS BACK** 

**3 STEPS BACK DOWN**

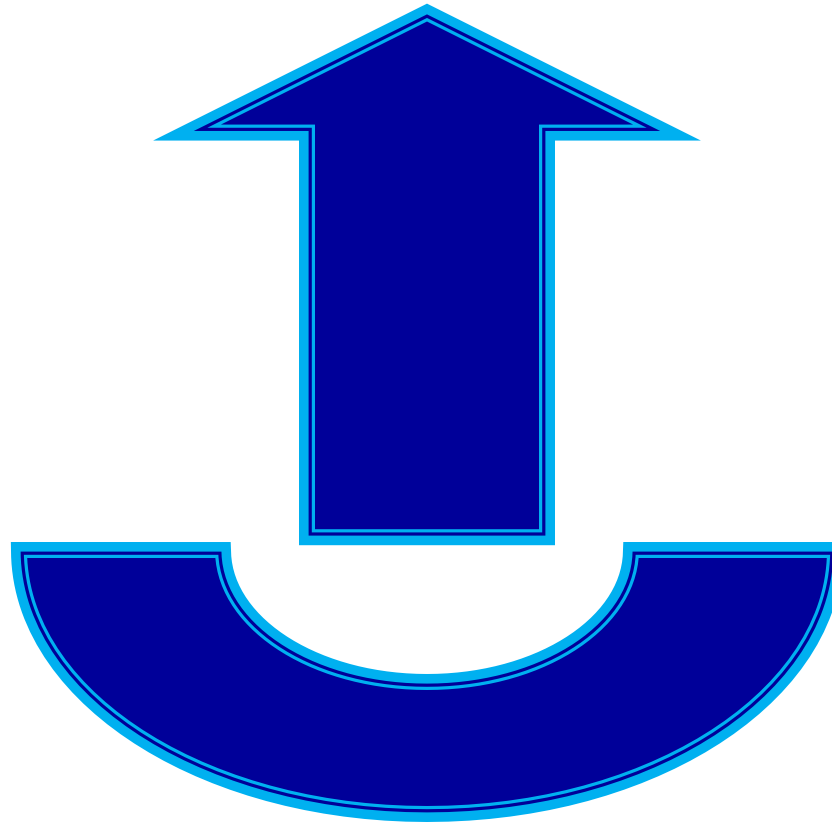


**SPIN**

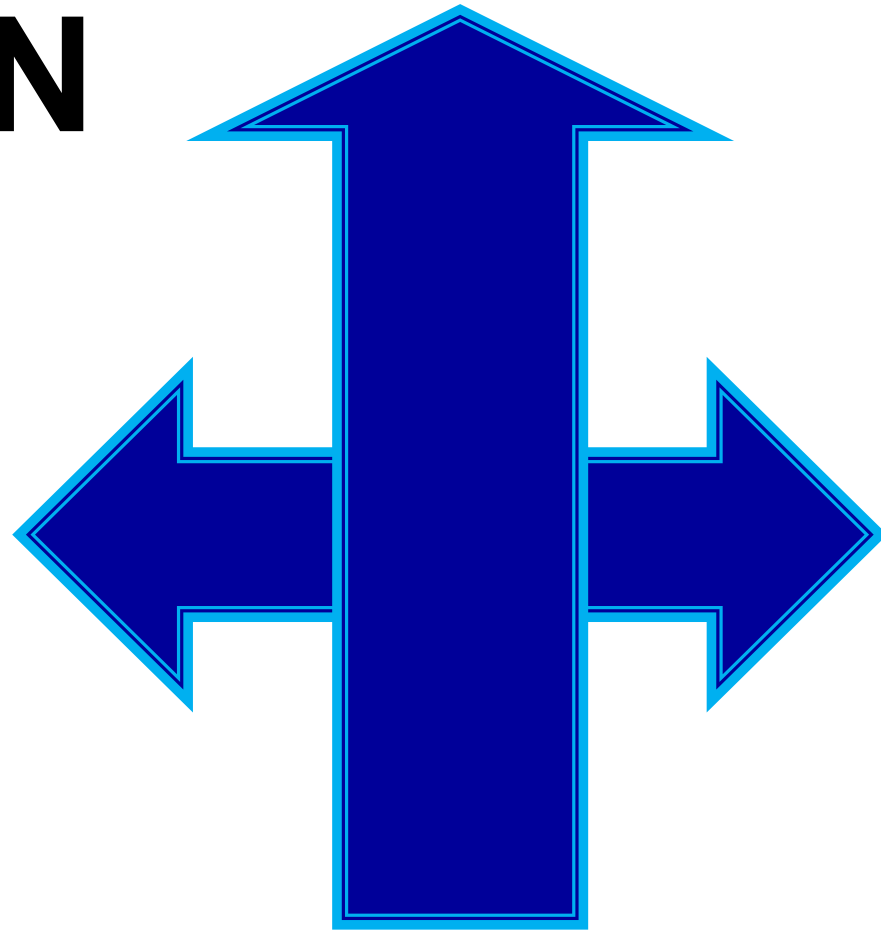


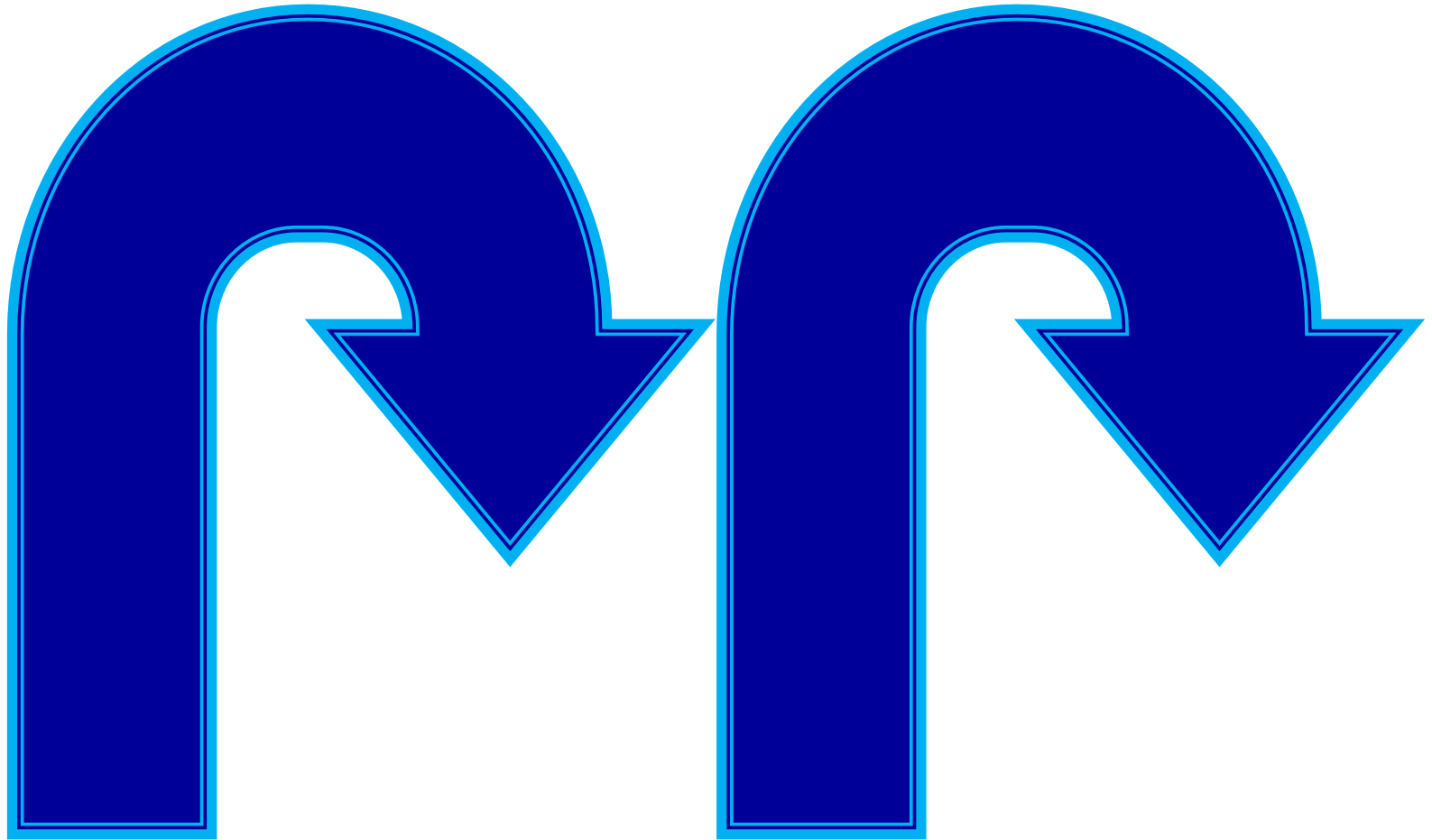
**TURN TOWARD**

# SIDE SHIFT BEHIND

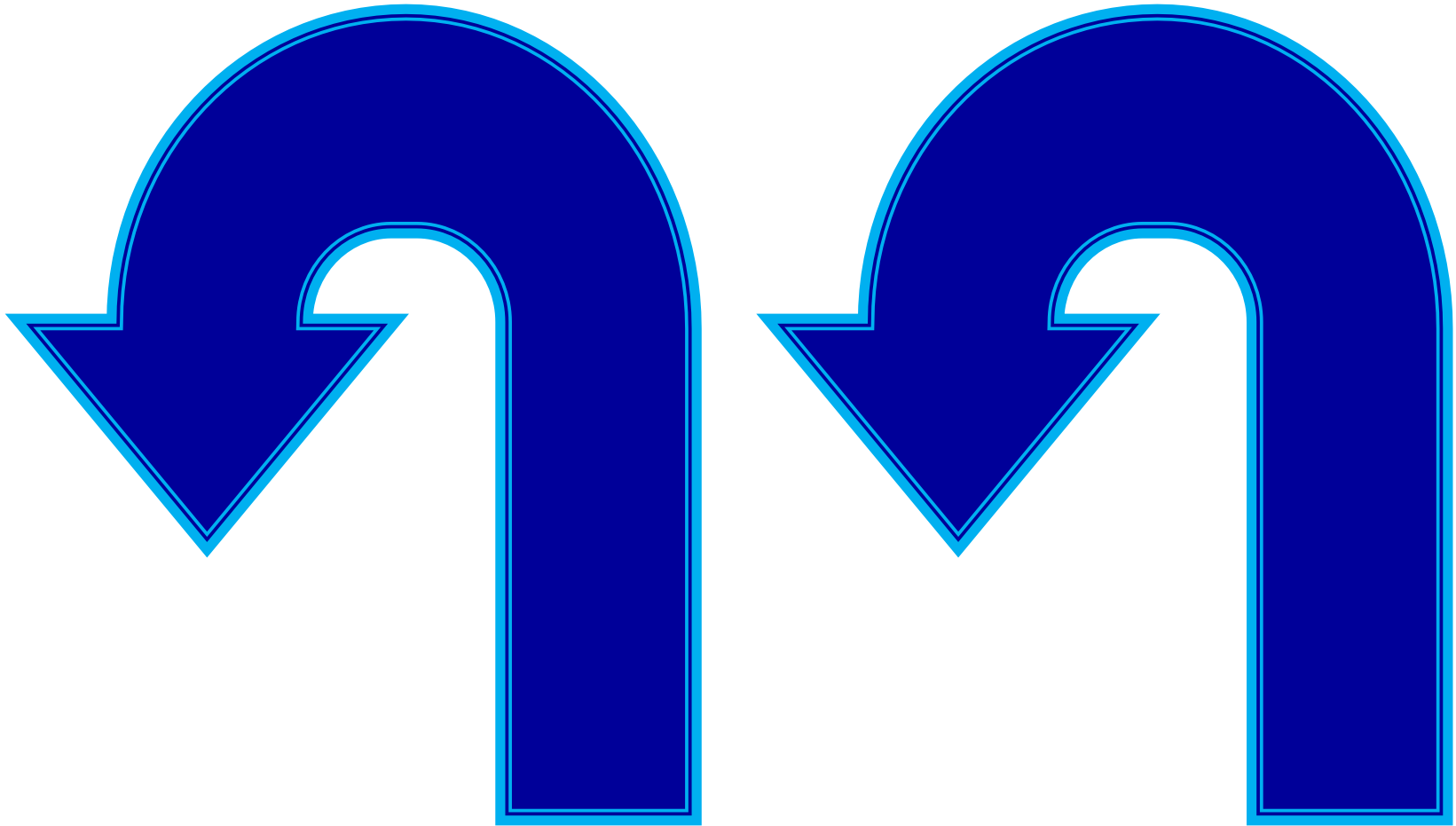


# SIDE SHIFT BETWEEN LEGS





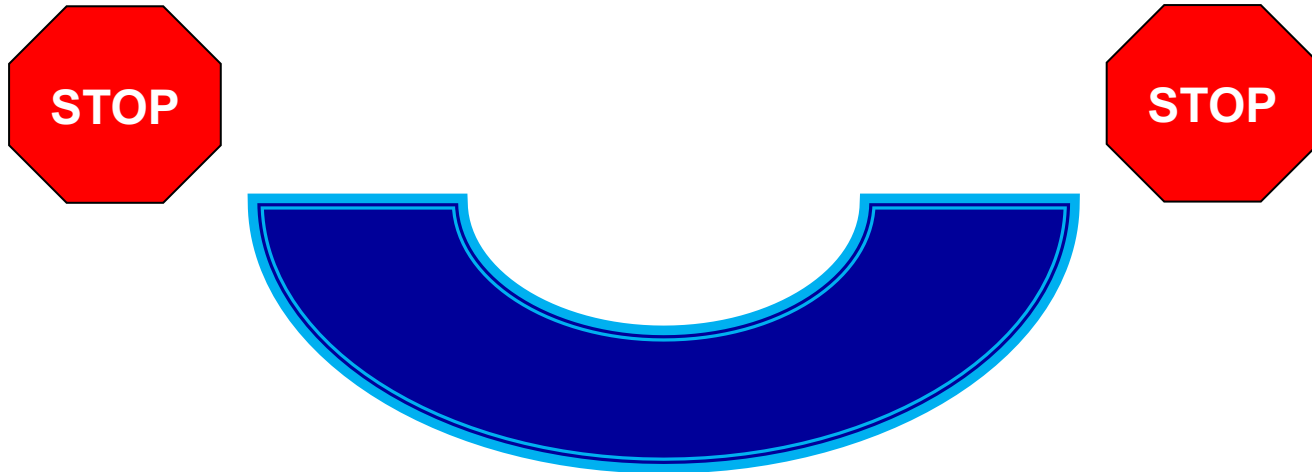
**BOTH ABOUT TURN  
RIGHT**



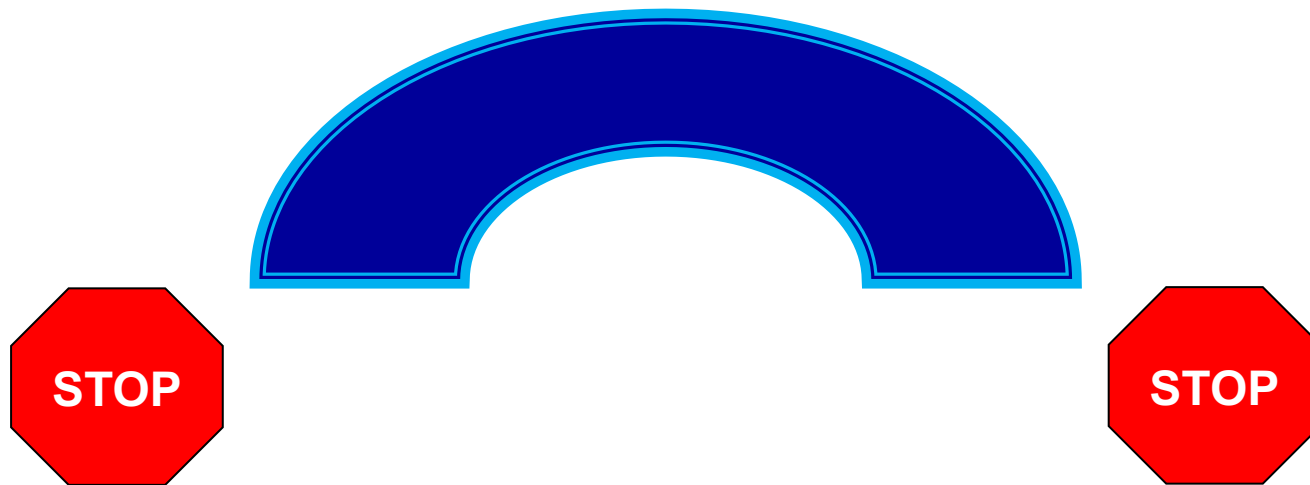
**BOTH ABOUT TURN  
LEFT**



# SIDE SHIFT BEHIND



# SIDE SHIFT IN FRONT





**MOVING STAND  
WALK AROUND**



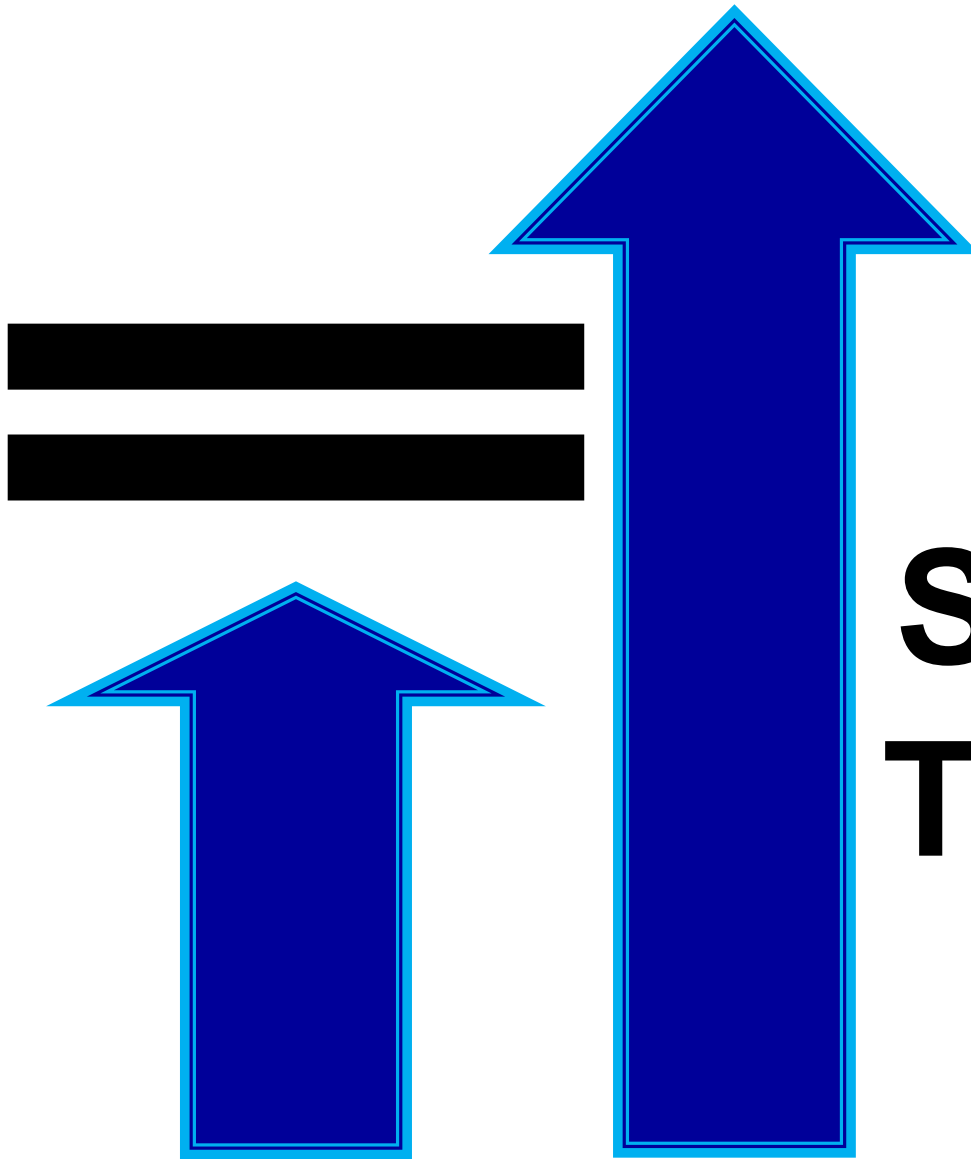
**MOVING DOWN  
WALK AROUND**



**MOVING DOWN  
WALK FORWARD**

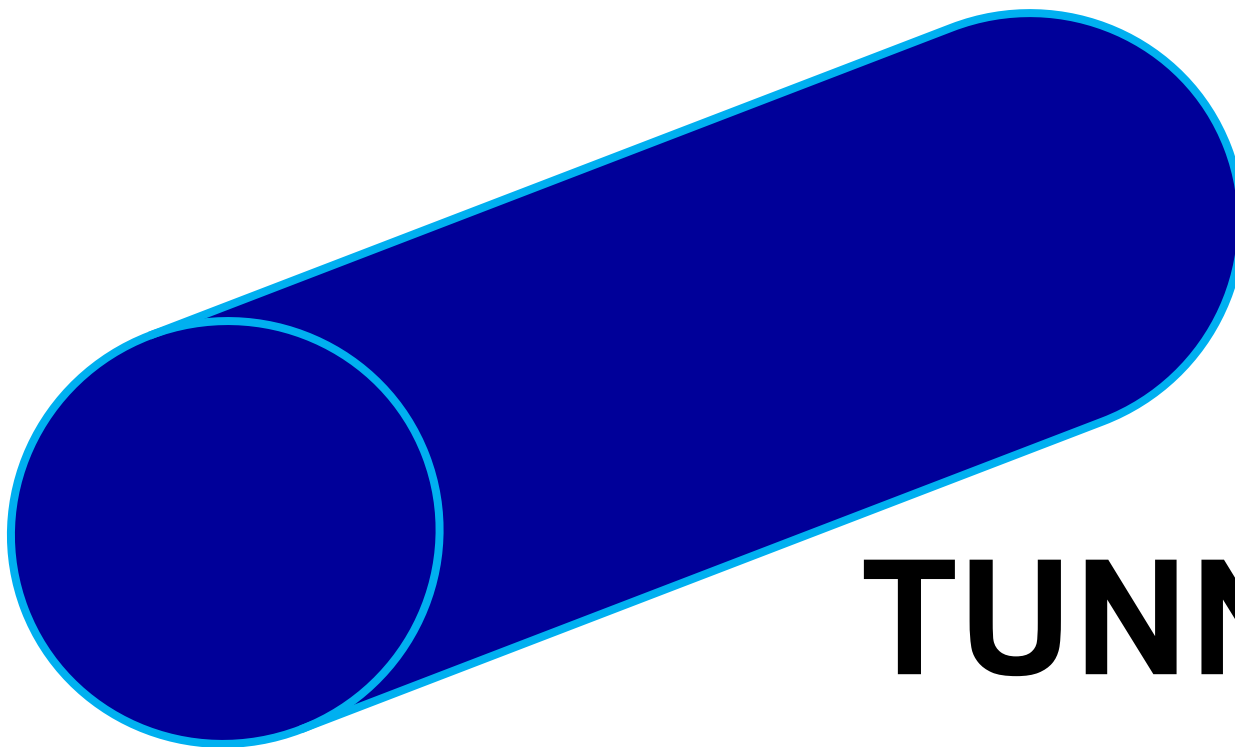






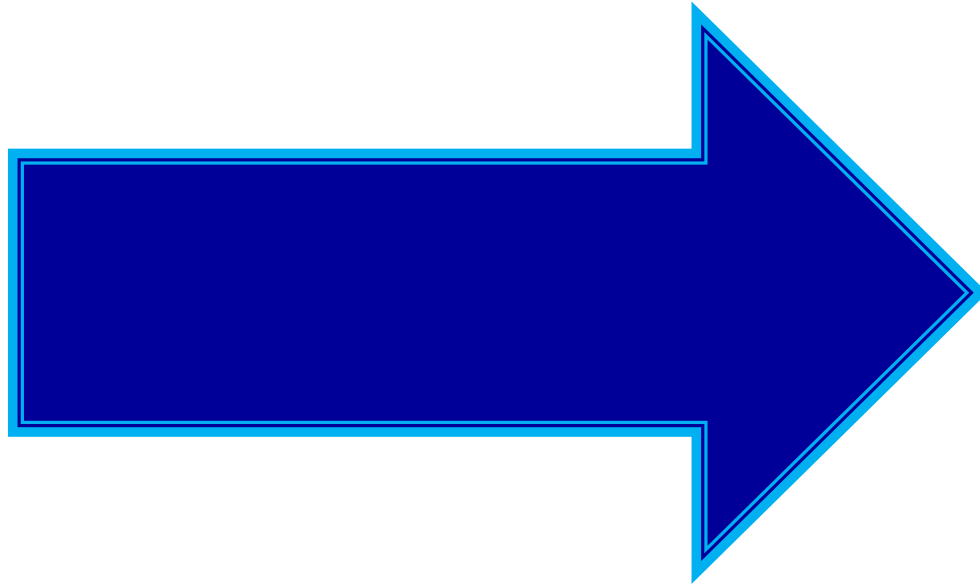
**SEND OVER  
TWO JUMPS**



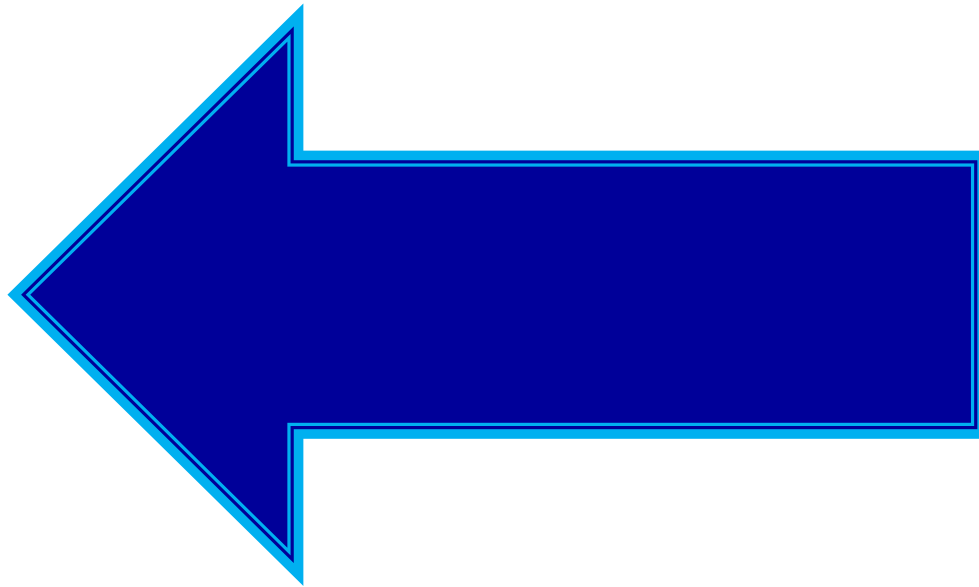


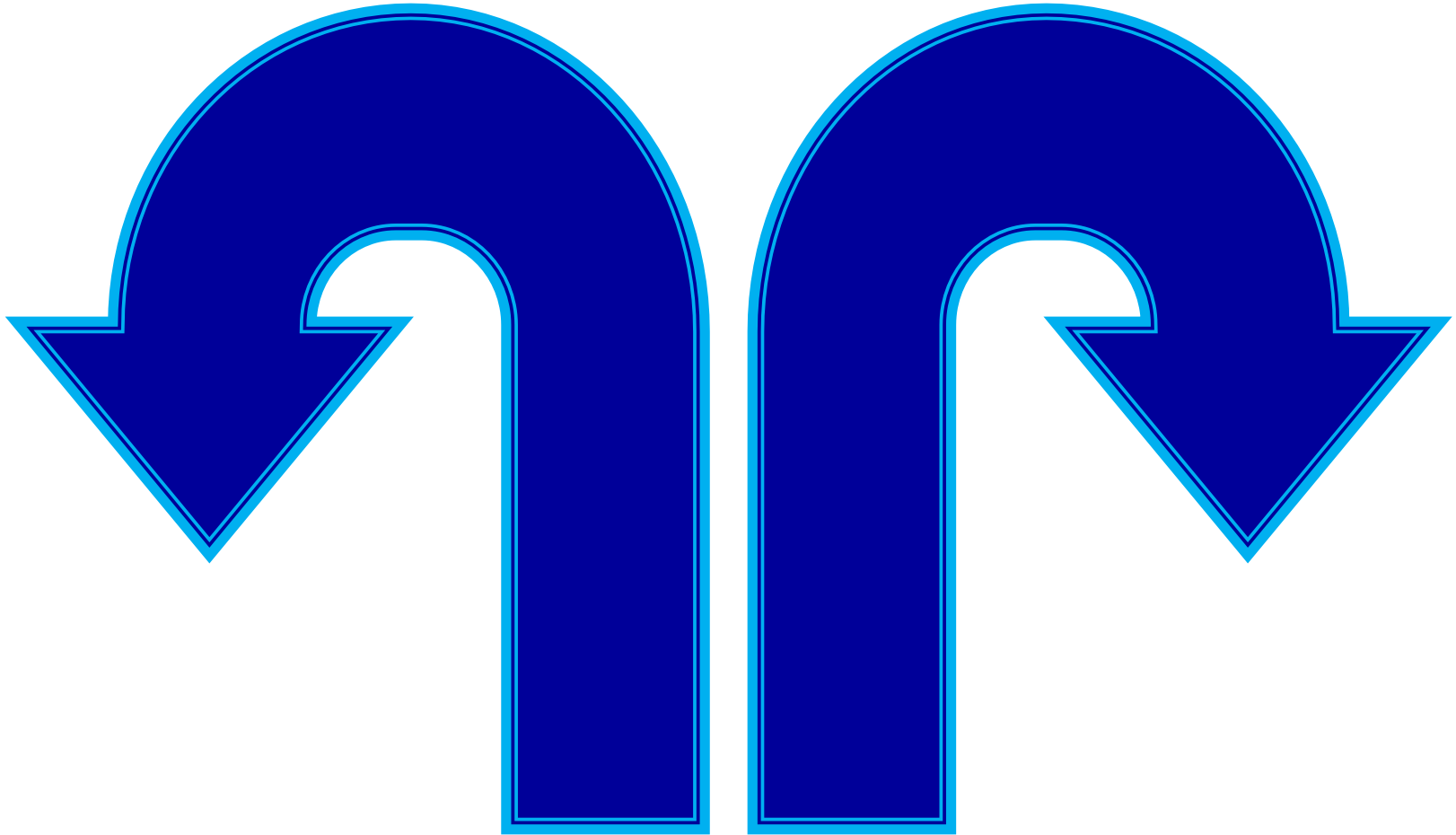
# TUNNEL

# SIDE STEP RIGHT



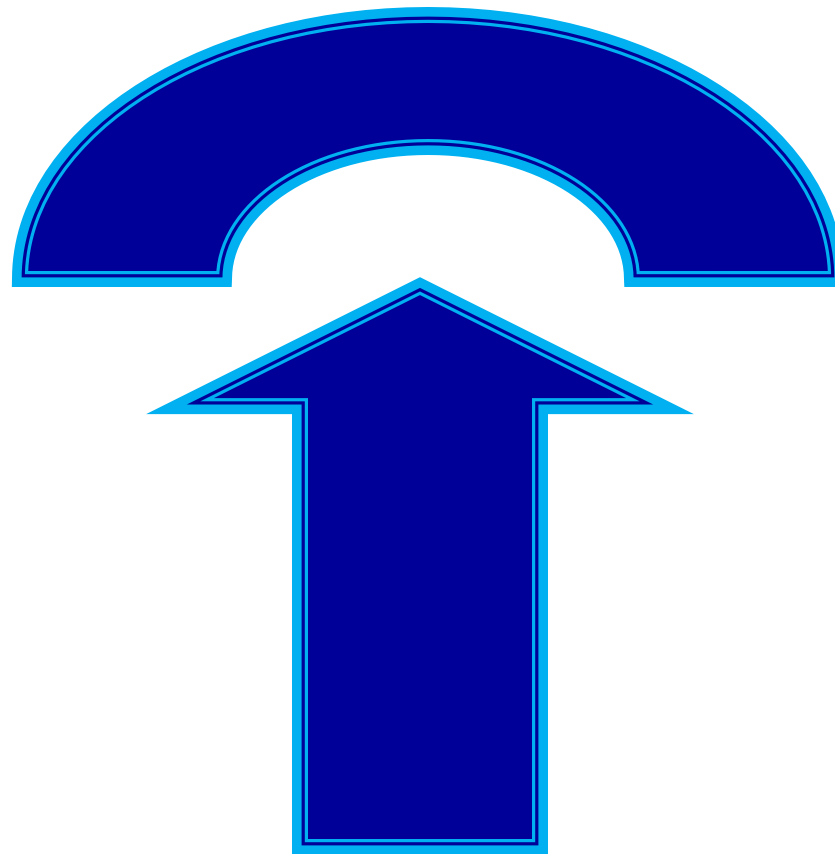
# SIDE STEP LEFT



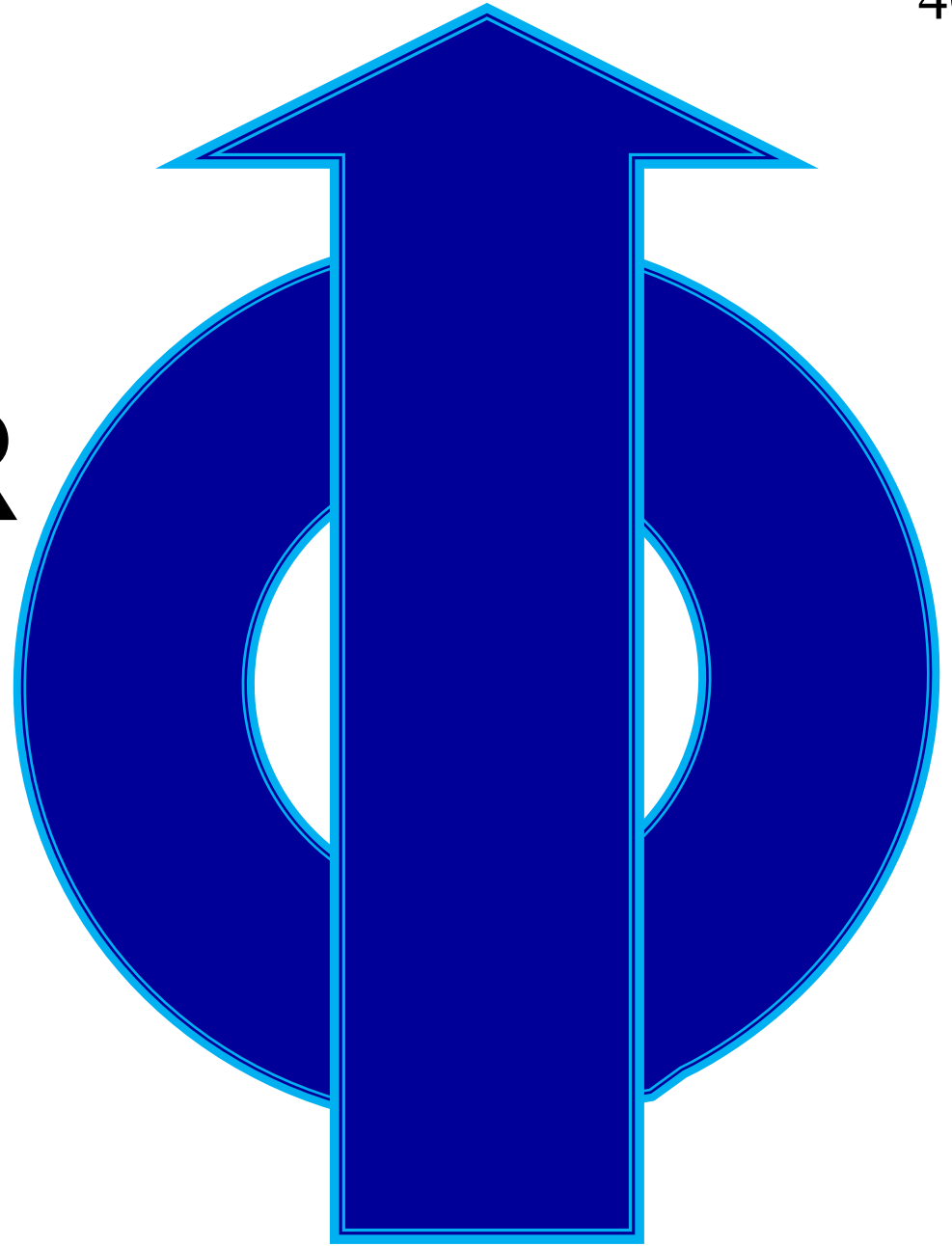


# TURN APART

# SIDE SHIFT IN FRONT

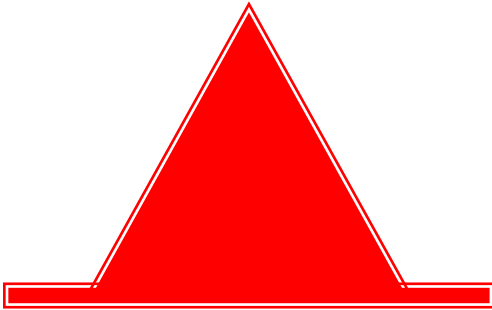


# CIRCLE AROUND HANDLER





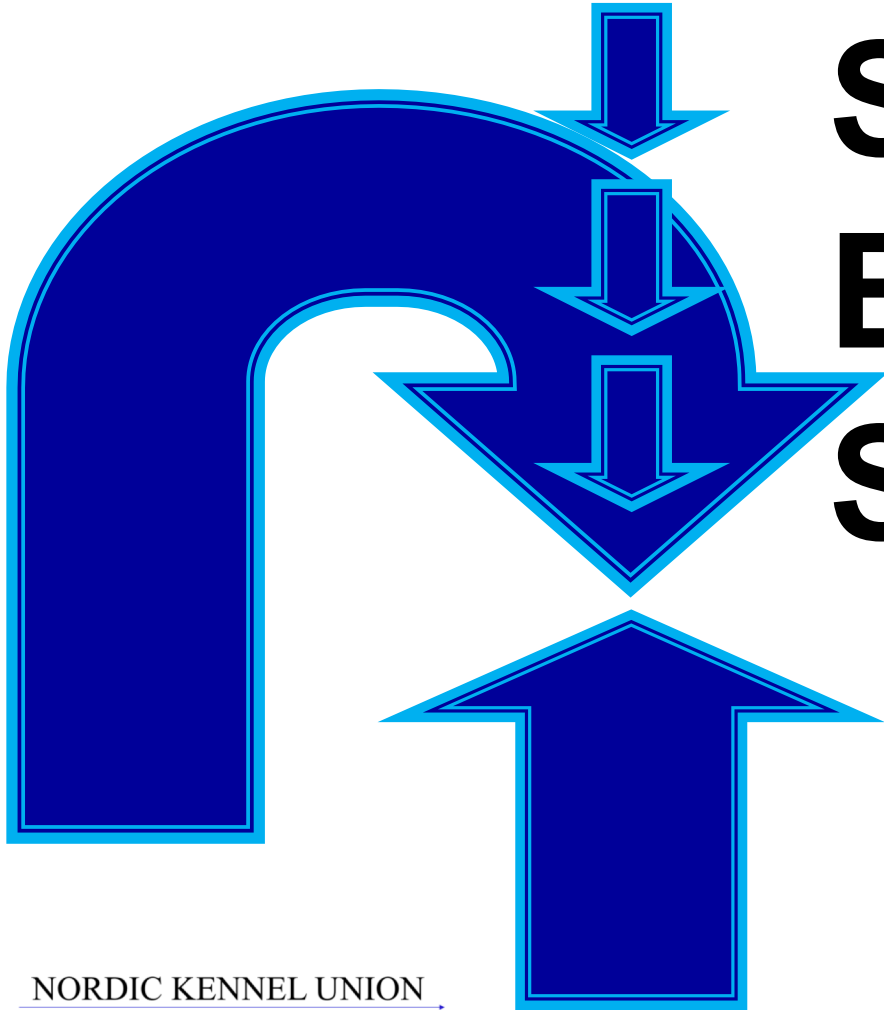
**MOVING SIT**  
**WALK FORWARD**

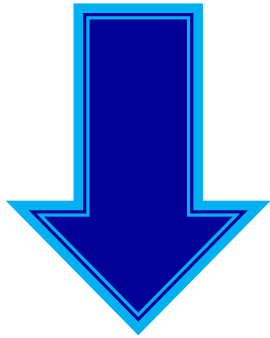


**SEND AWAY  
STAND**



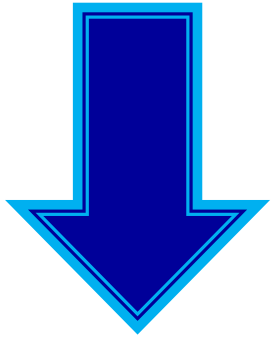
**CALL FRONT  
STAND  
BACK AWAY  
STAND**



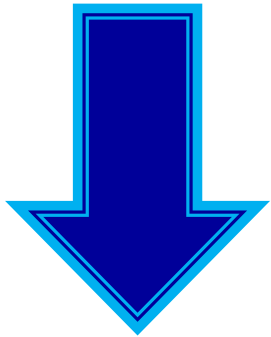


# **BACKWARDS**

## **3 STEPS**

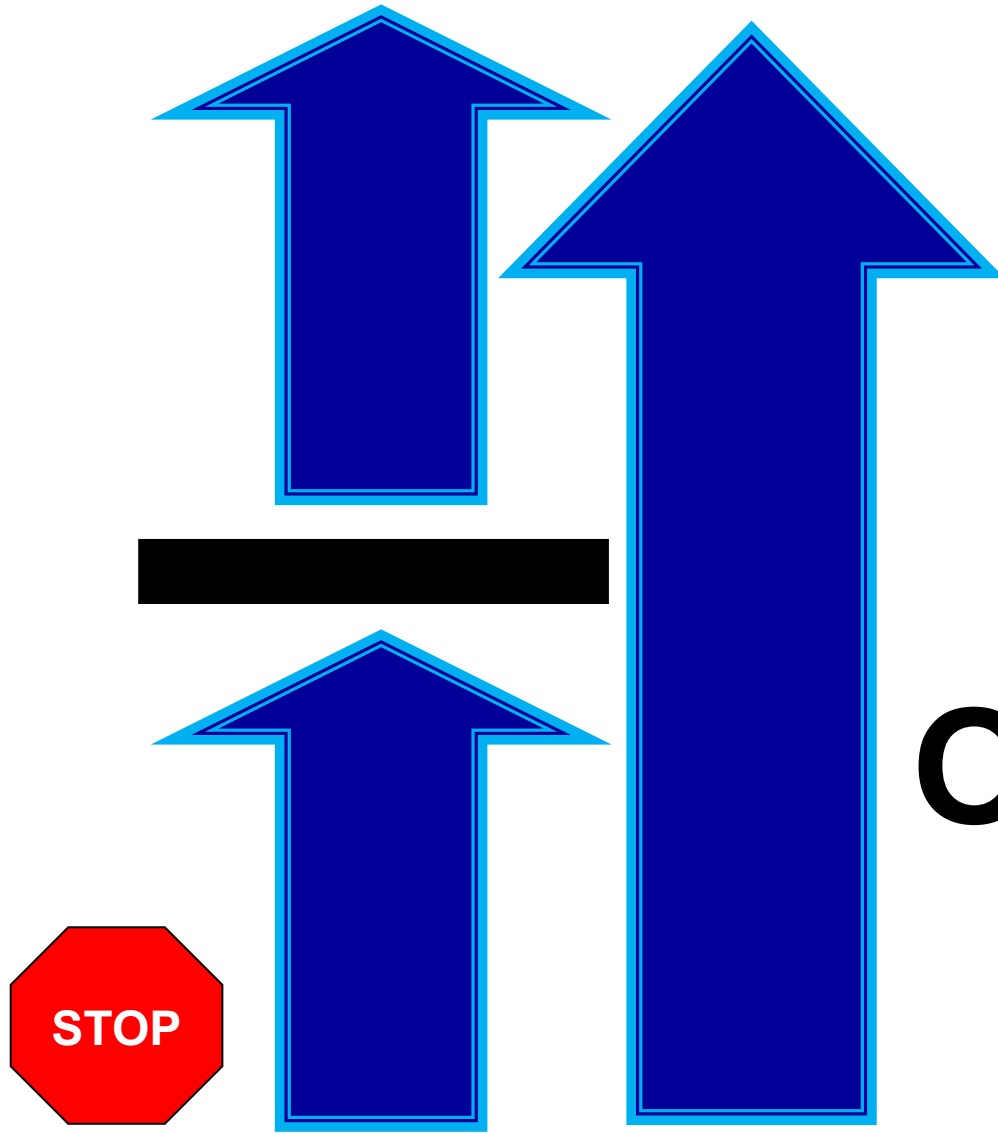


**1 STEP BACK**



**2 STEPS BACK**





# RECALL OVER JUMP