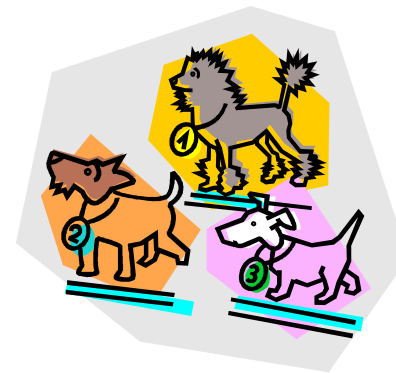
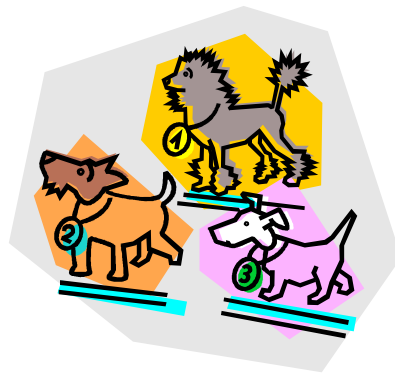
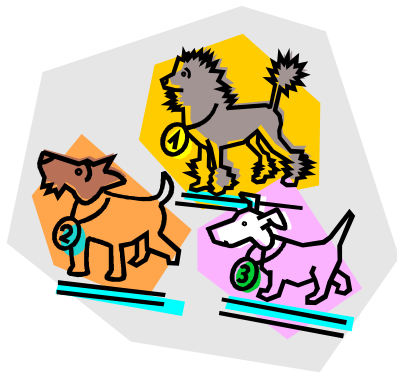




Pivot Right

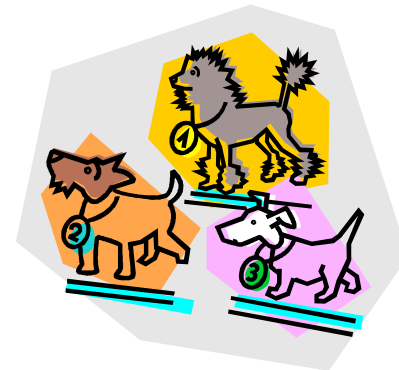
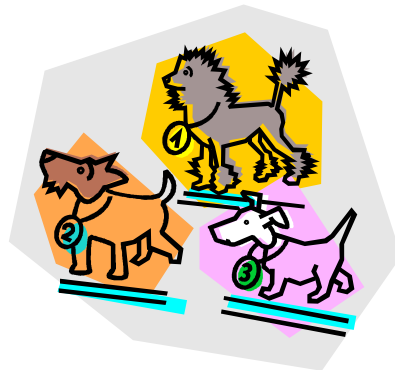
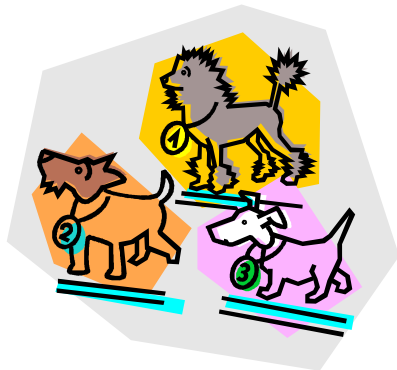
90°





Pivot Left

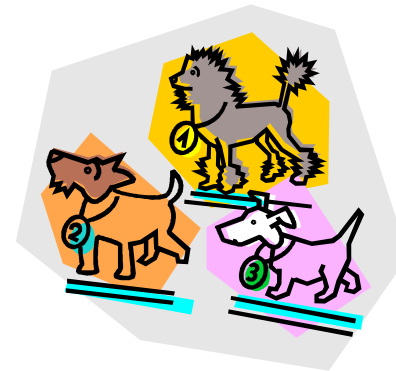
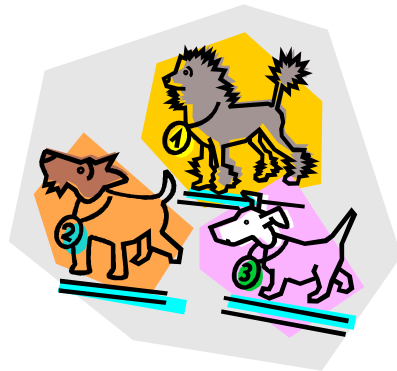
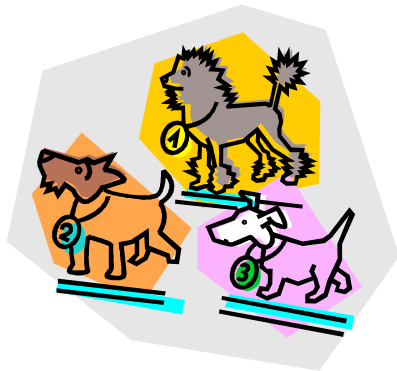
90°





Pivot Right

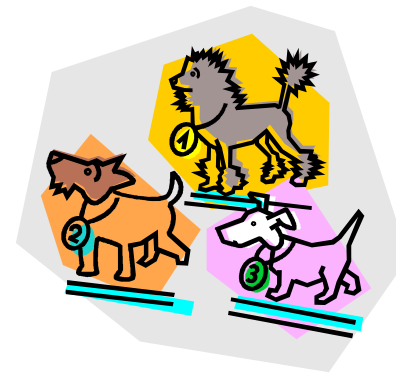
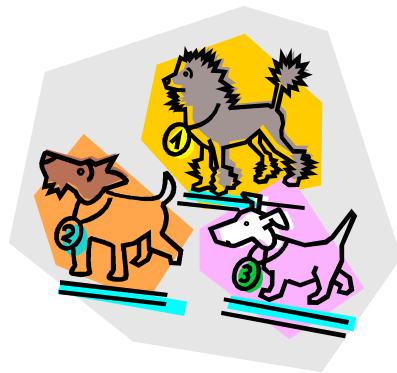
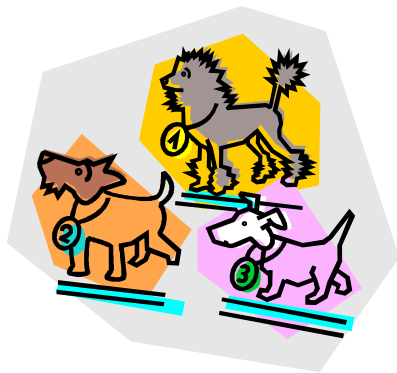
180°





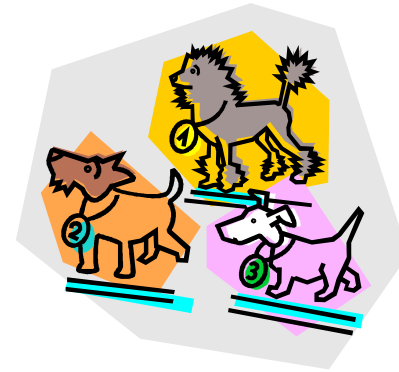
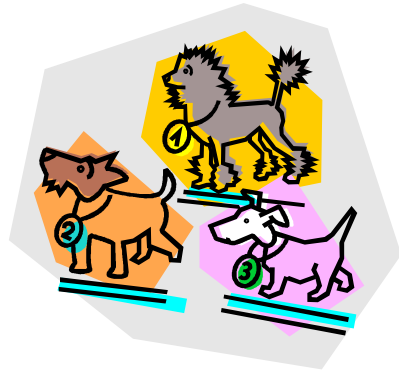
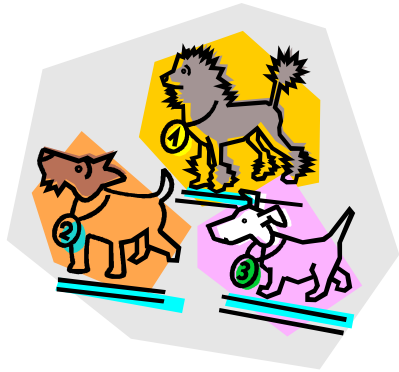
Pivot Left

180°

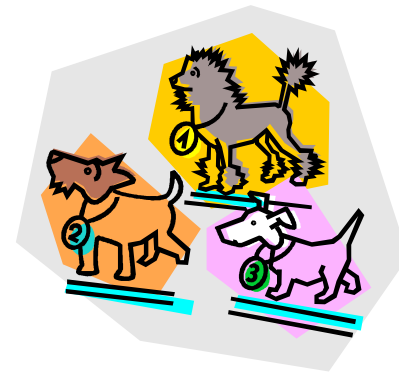
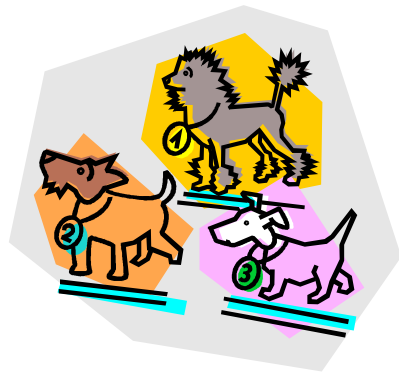
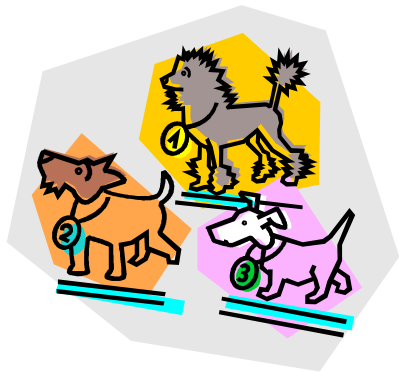


Stop (Stand).

Back up 3 Steps.

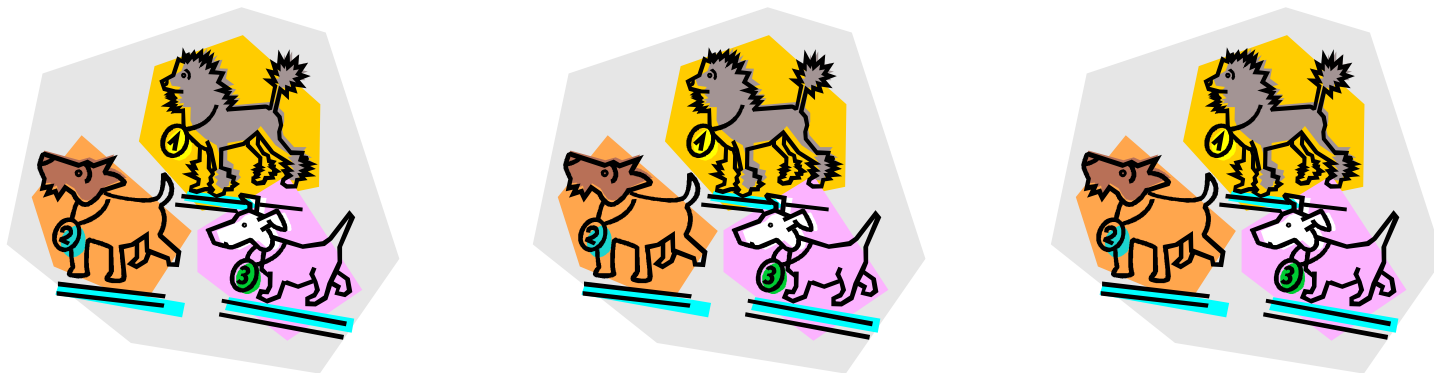


Stop. Leave Dog (5-10 steps). Face Dog. Recall. Finish.

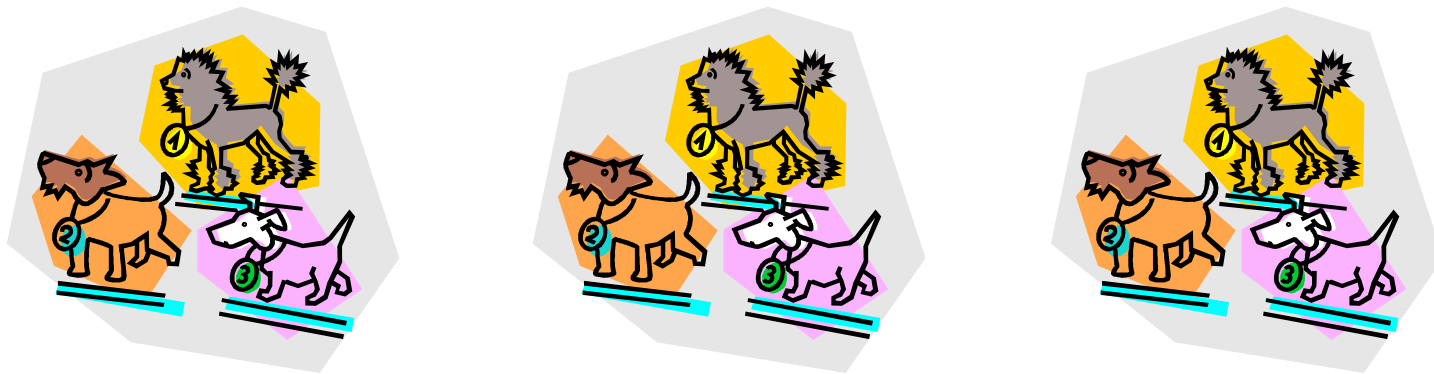


Serpentine

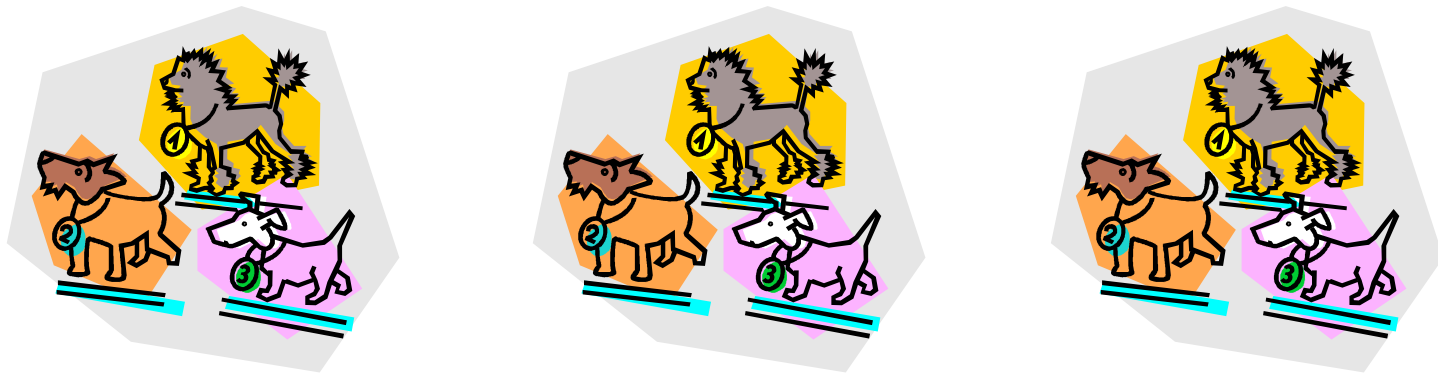
Switch (3 Cones)



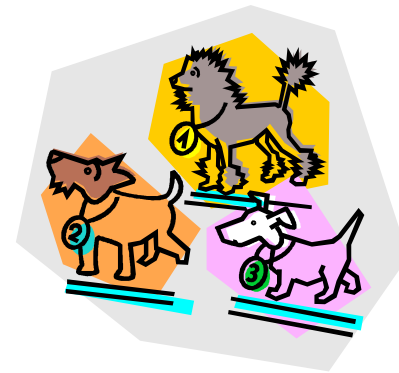
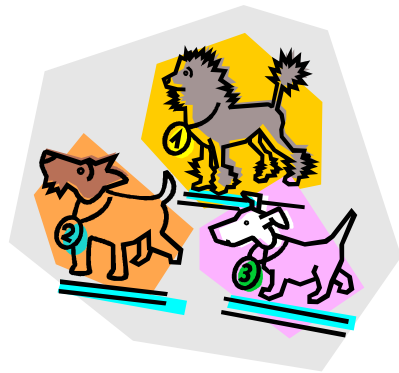
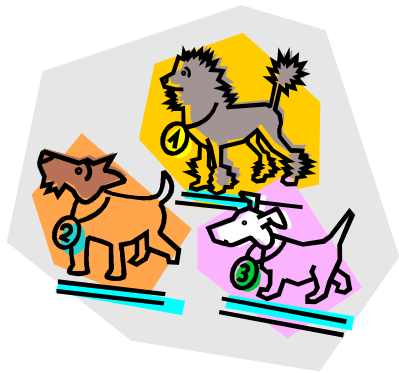
Stop. Dog Circles Handler.



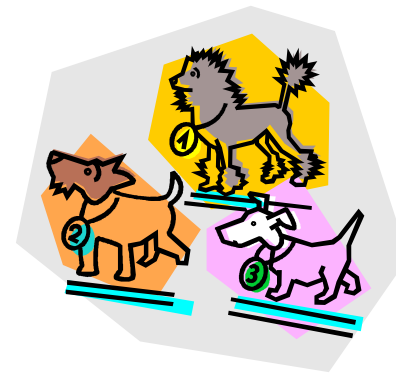
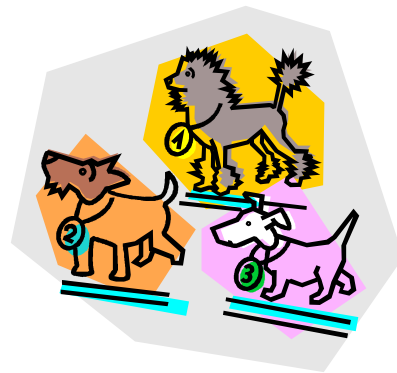
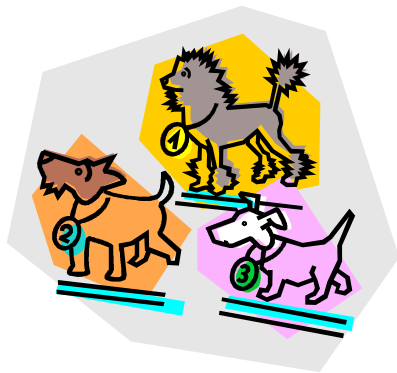
Dog Circles Handler While Moving.



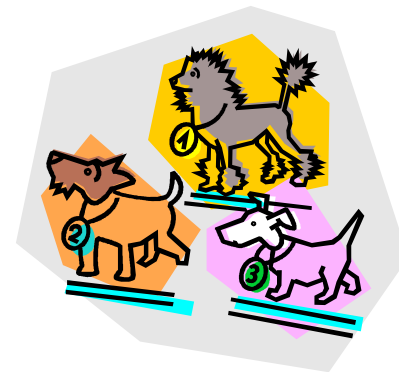
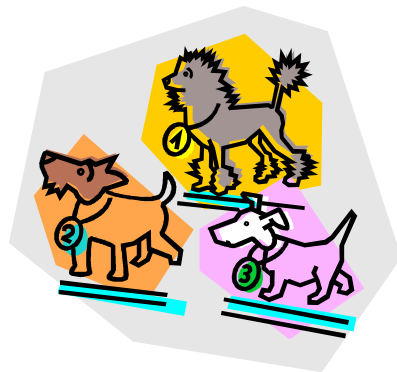
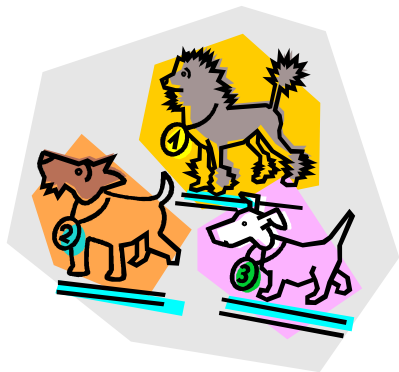
Stop. Figure 8 Leg Weave.



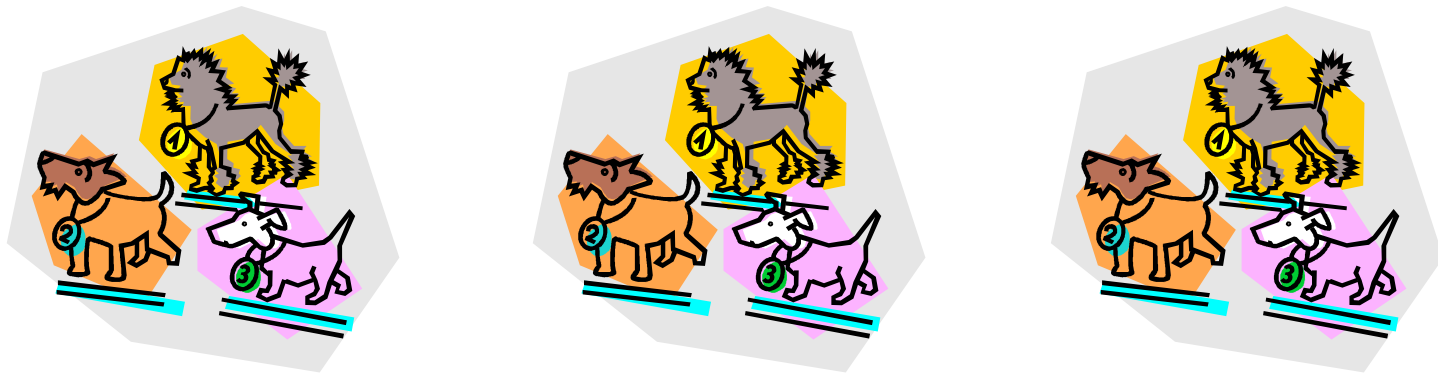
**Stop. Single
Weave to Front.
Finish (Circle).
Wait.**



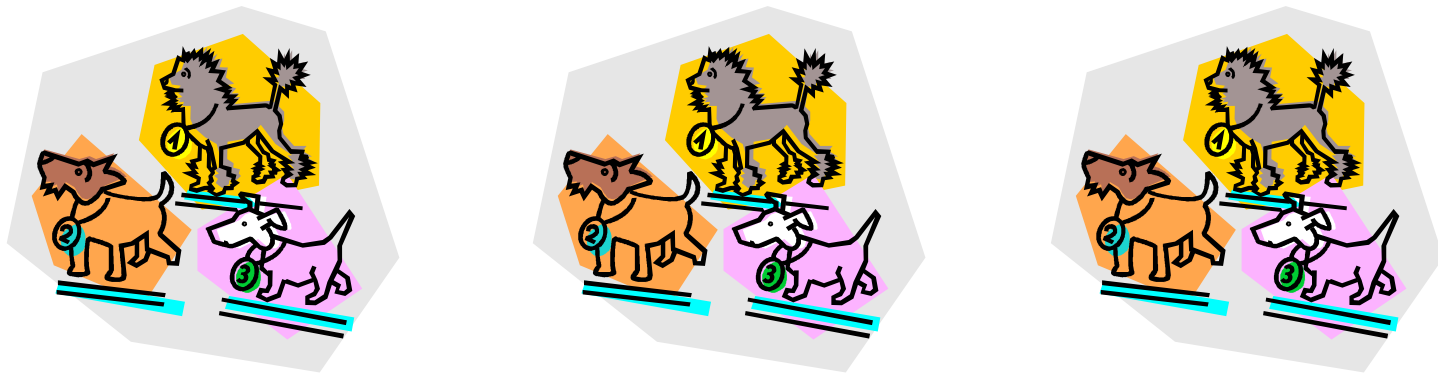
Stop. Single Weave to Front. Finish (Loop). Wait.



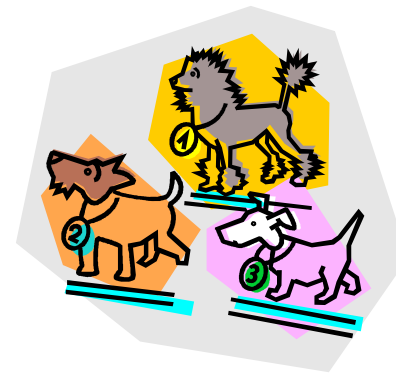
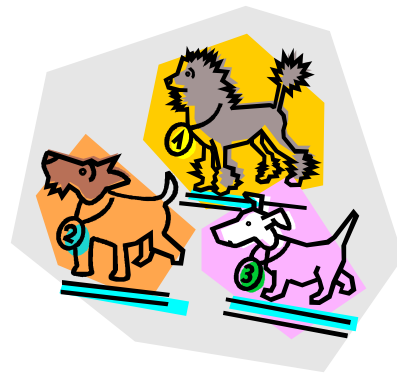
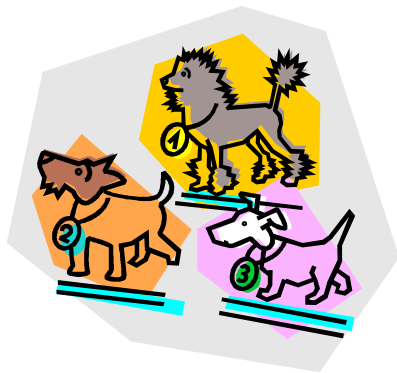
Stop. Toss. Dog Retrieves. Leave Object.



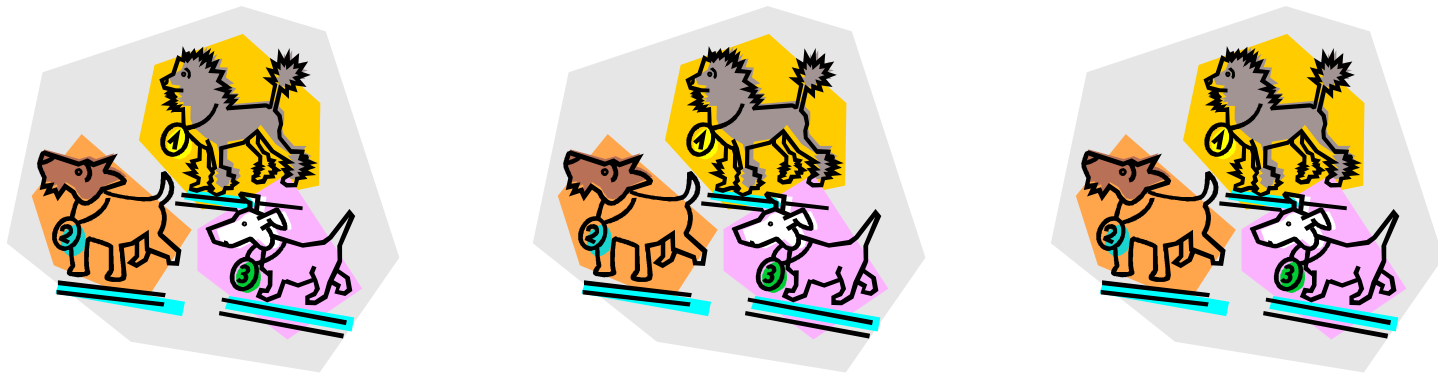
Triple About Turn (Dog Outside)



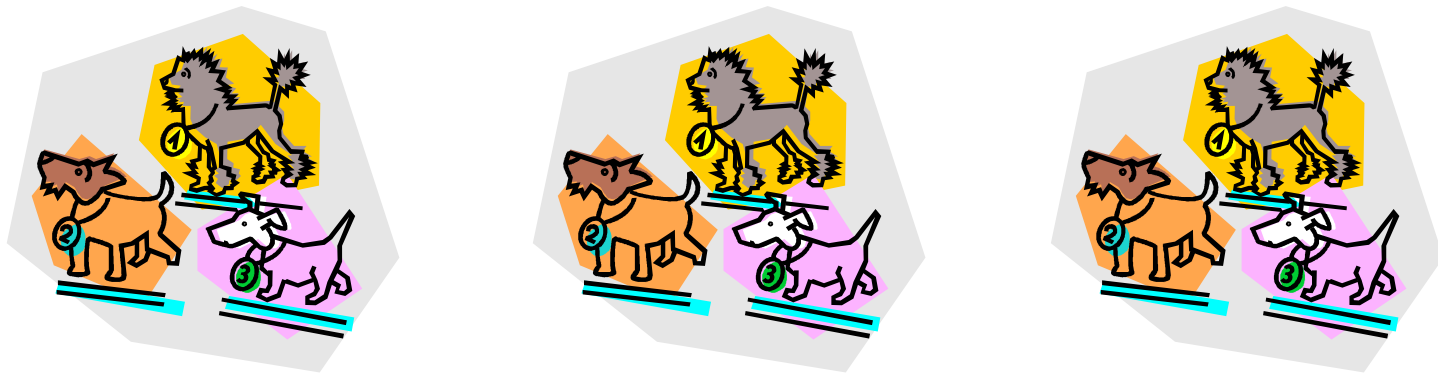
Triple About Turn (Dog Inside)



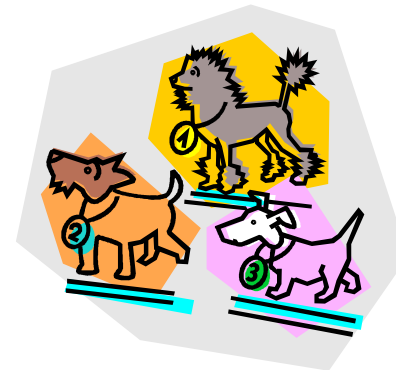
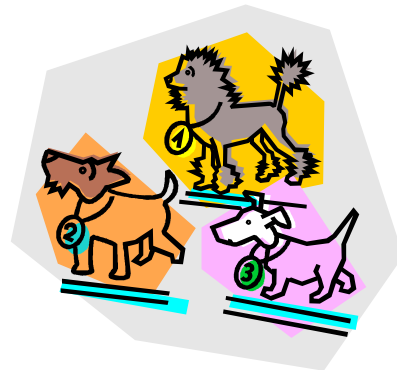
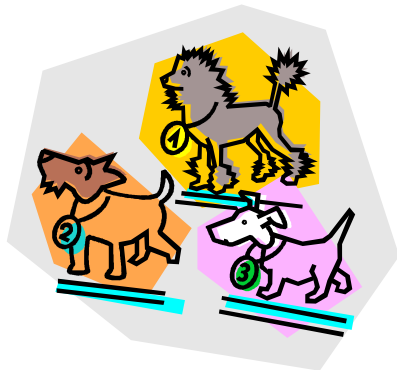
Stop. Leave Dog. Call Dog Over Jump.



Stop. Send Dog Over Jump. Dog Waits.

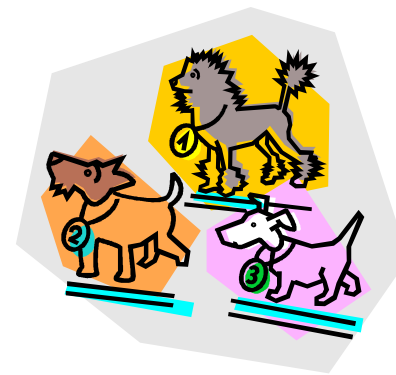
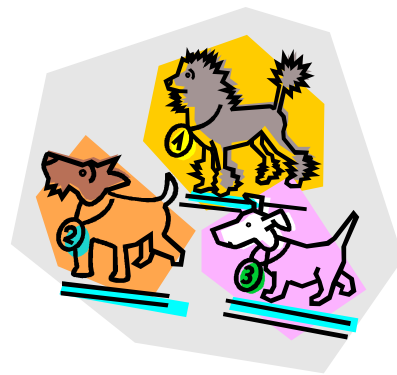
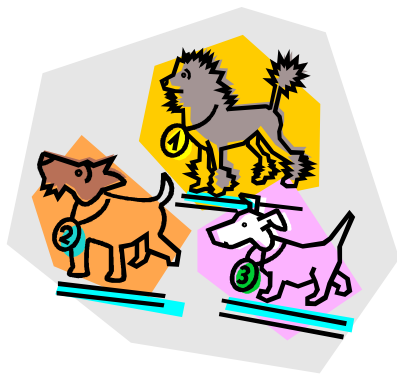


Retrieve Over Single Jump



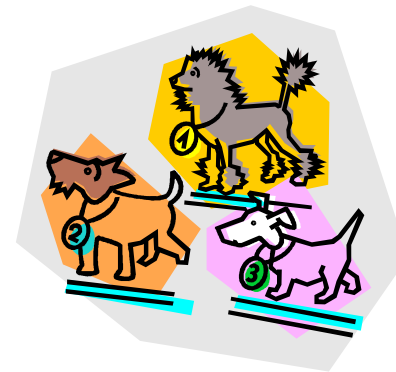
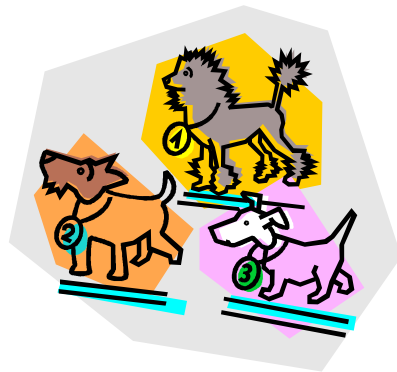
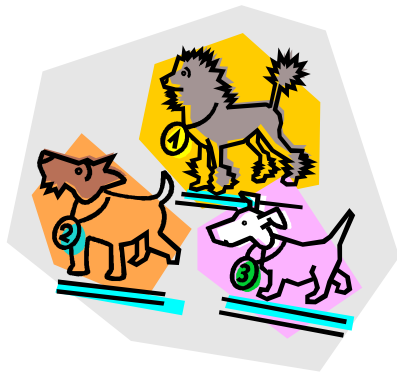
Cone Loops (3)

Dog Outside.



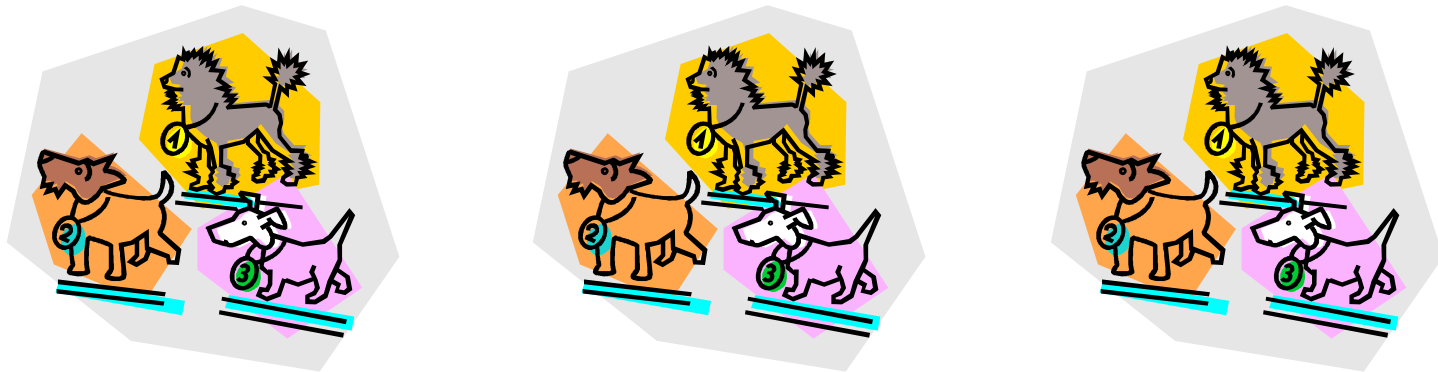
Cone Loops

(3) Dog Inside.

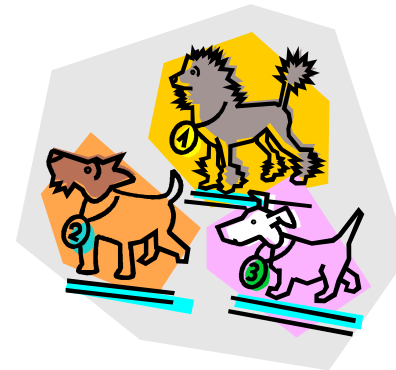
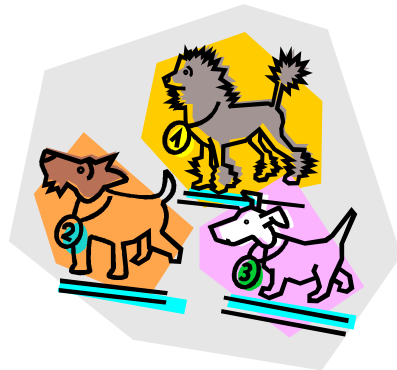
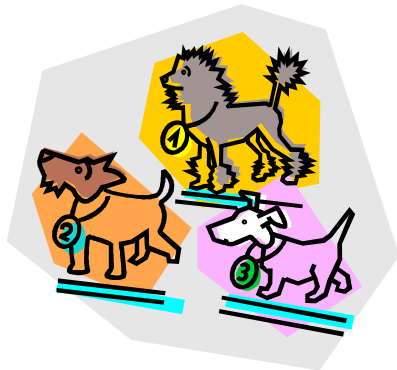


Cone Loops

(6) Alternating



Long Call Front (6 to 10+ Steps)



Transition

Figure 8

