

**N, A, X-#1**

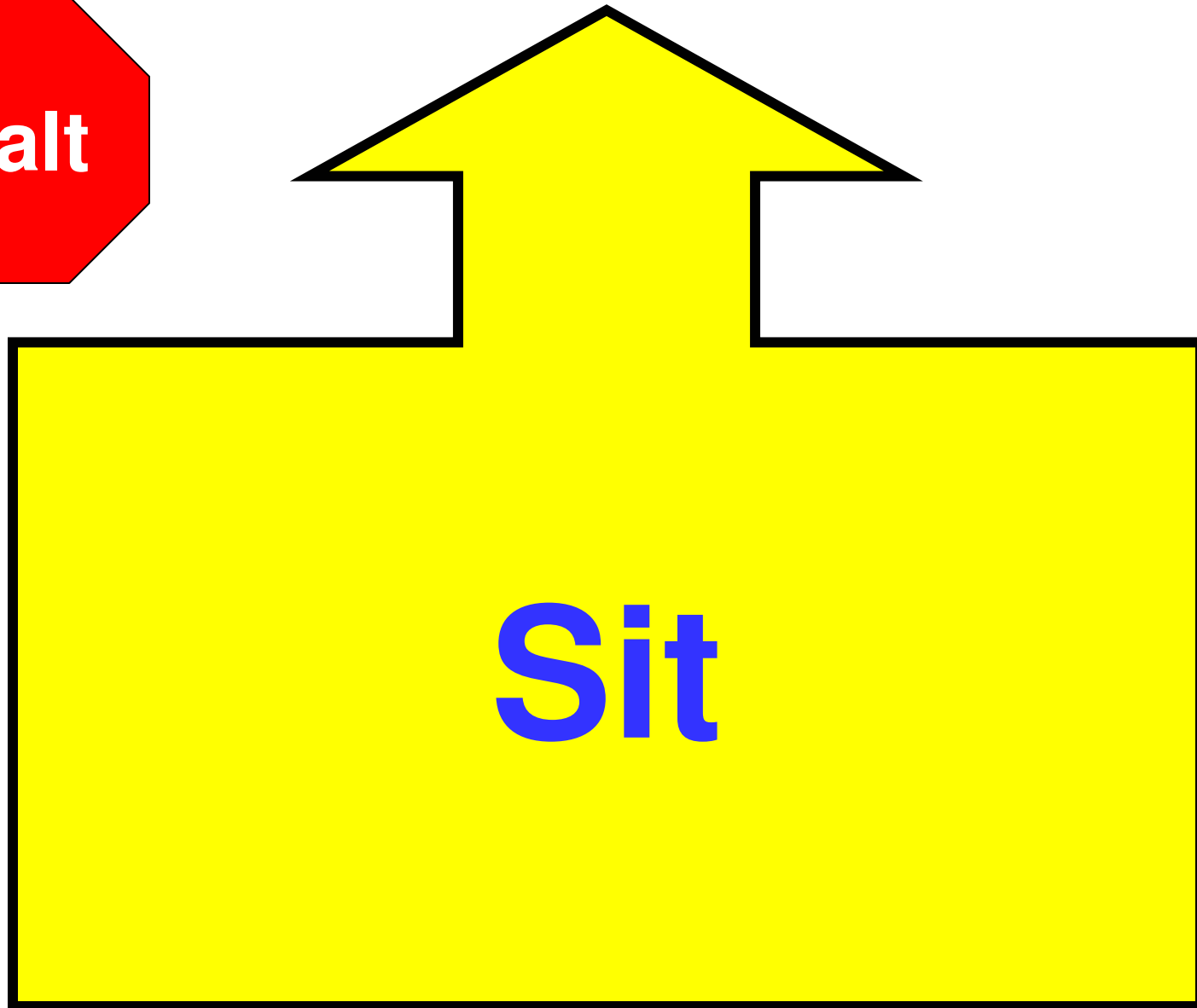


**Start**

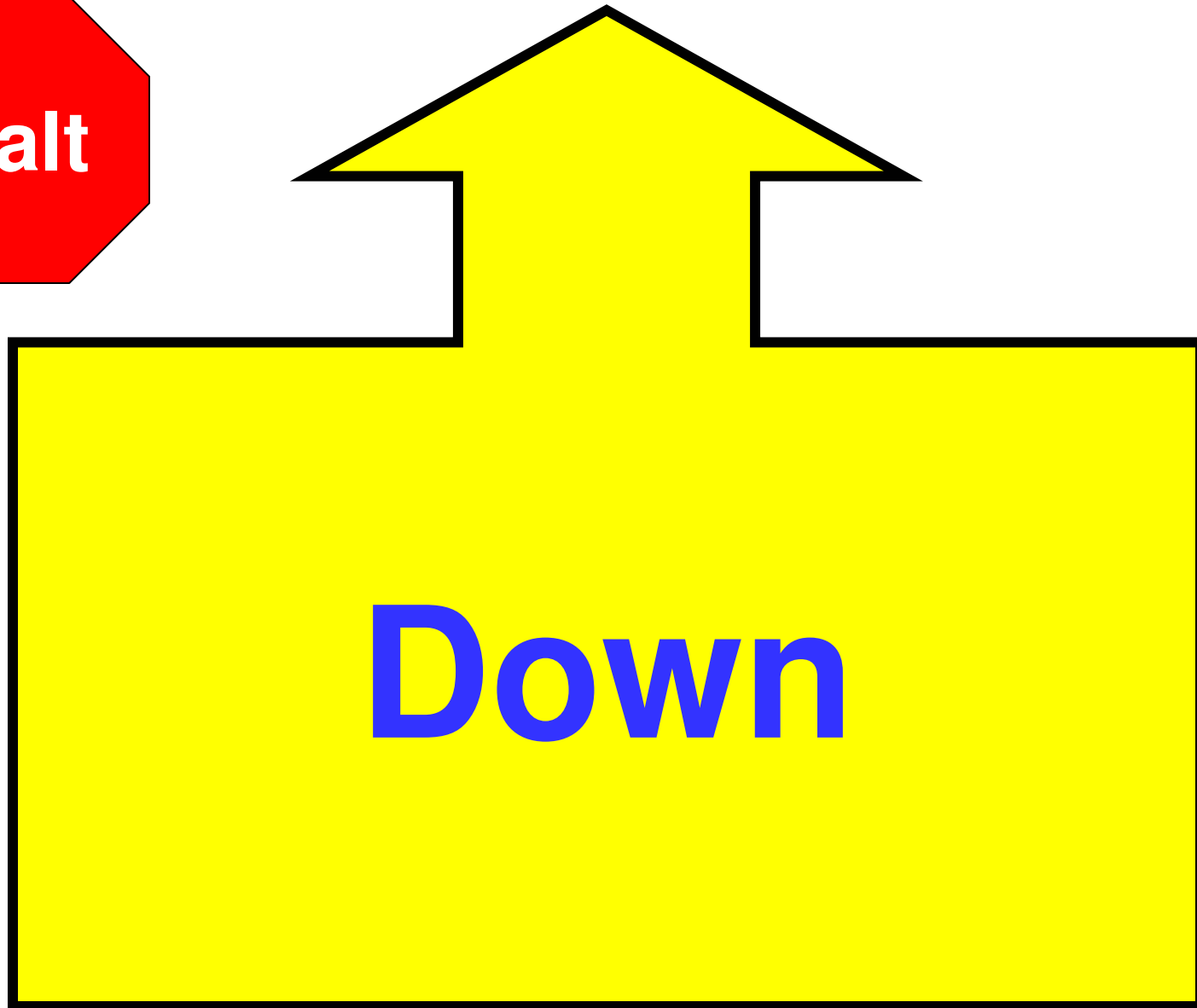
**N, A, X-#2**



**N, A, X-#3**

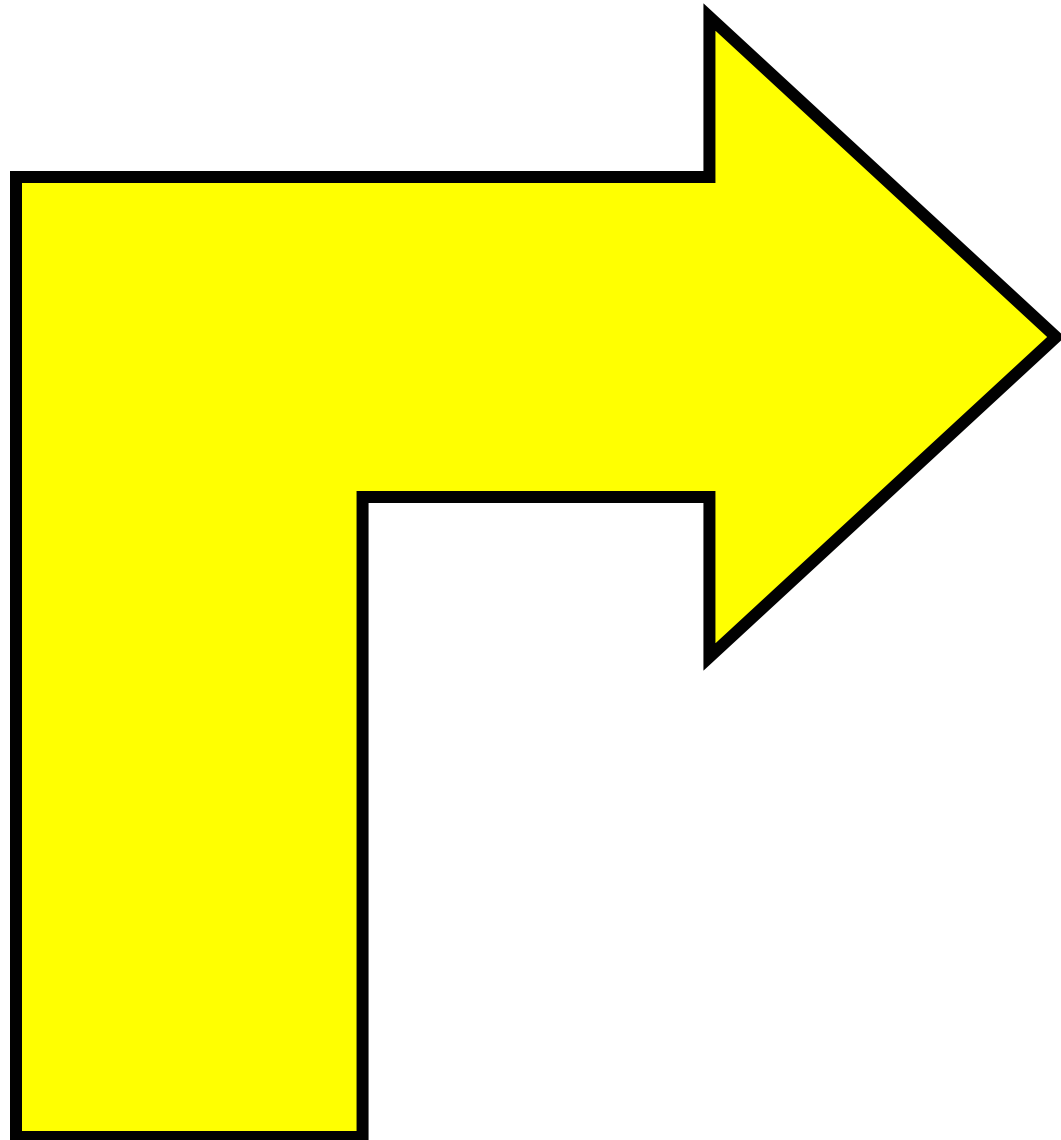


**N, A, X-#4**



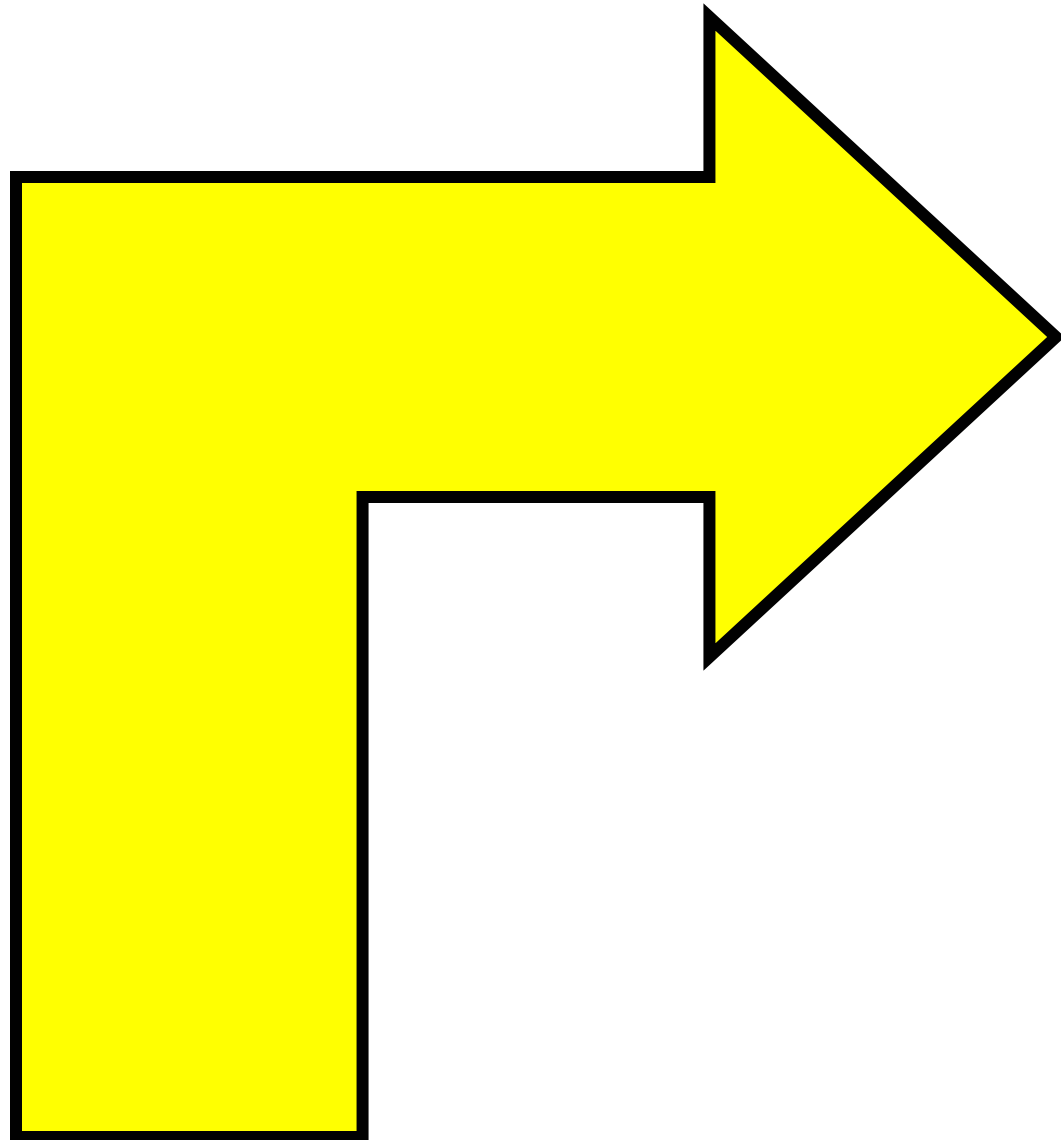
**N, A, X-#5**

**Right  
Turn**



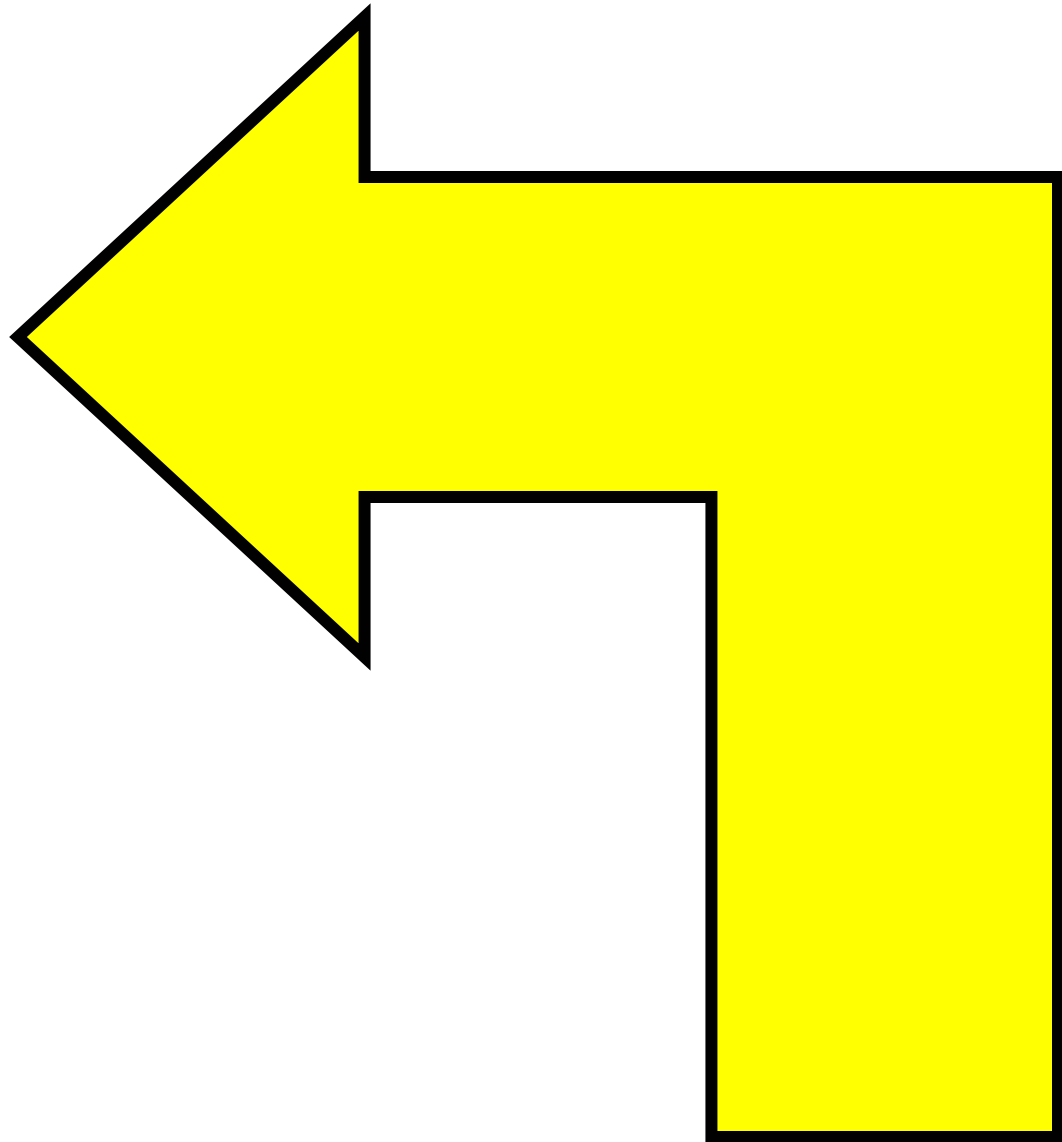
**N, A, X-#5**

**Right  
Turn**



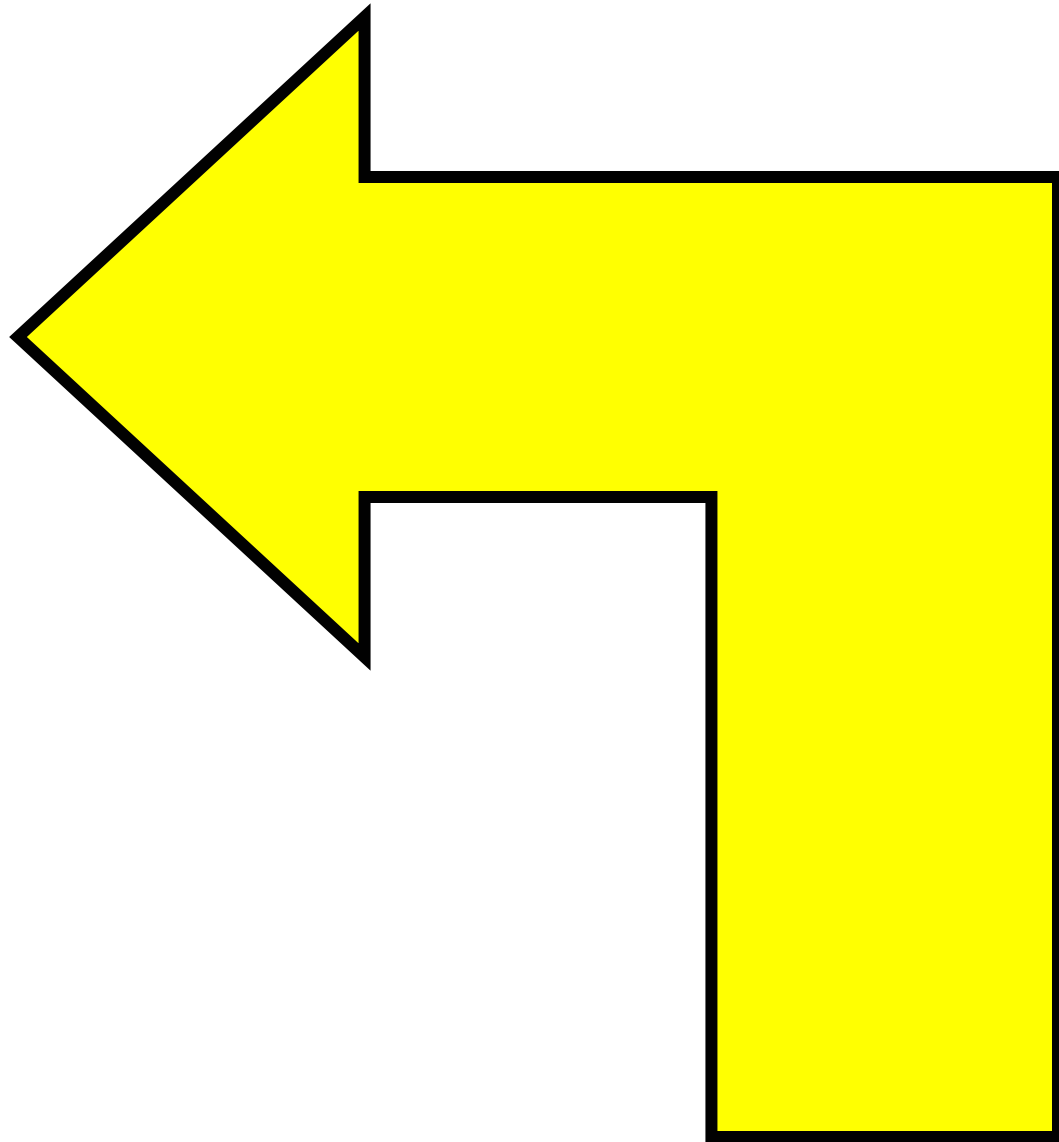
**N, A, X-#6**

**Left  
Turn**



**N, A, X-#6**

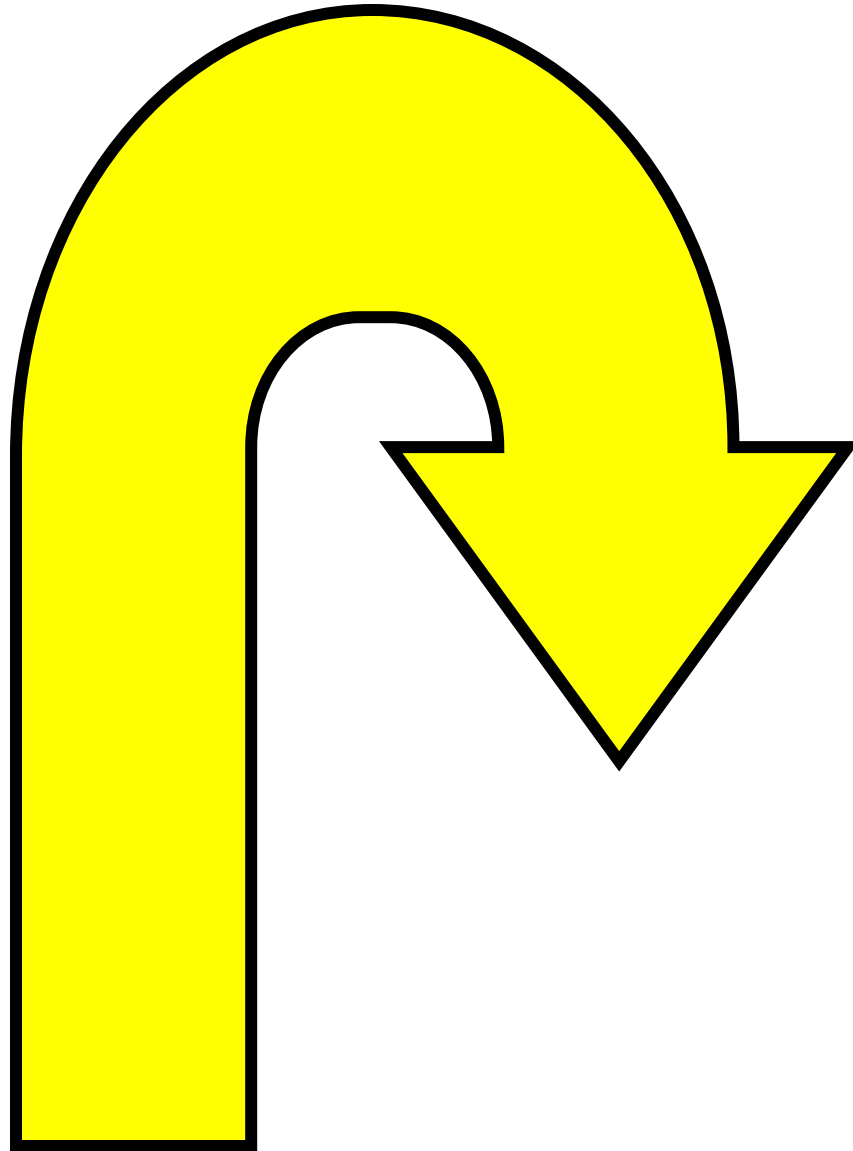
**Left  
Turn**





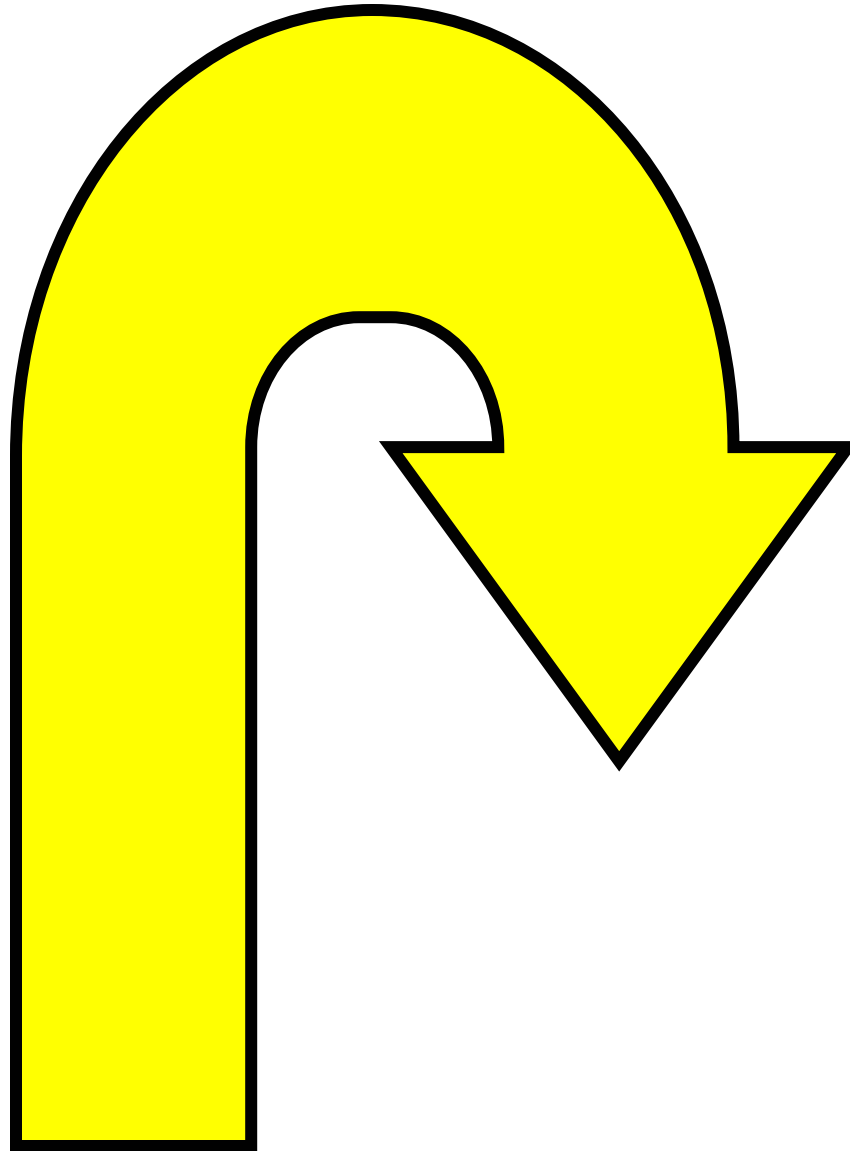
**N, A, X-#7**

**About  
Turn  
Right**

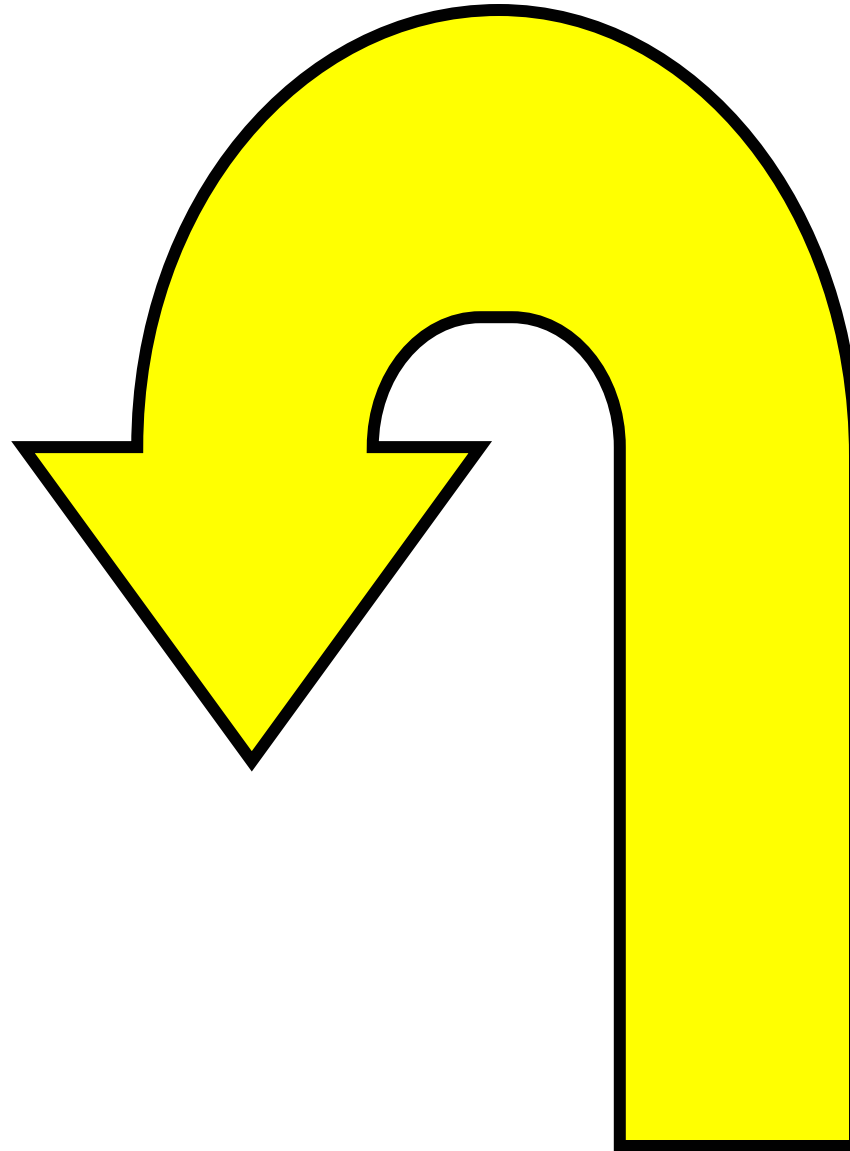


**N, A, X-#7**

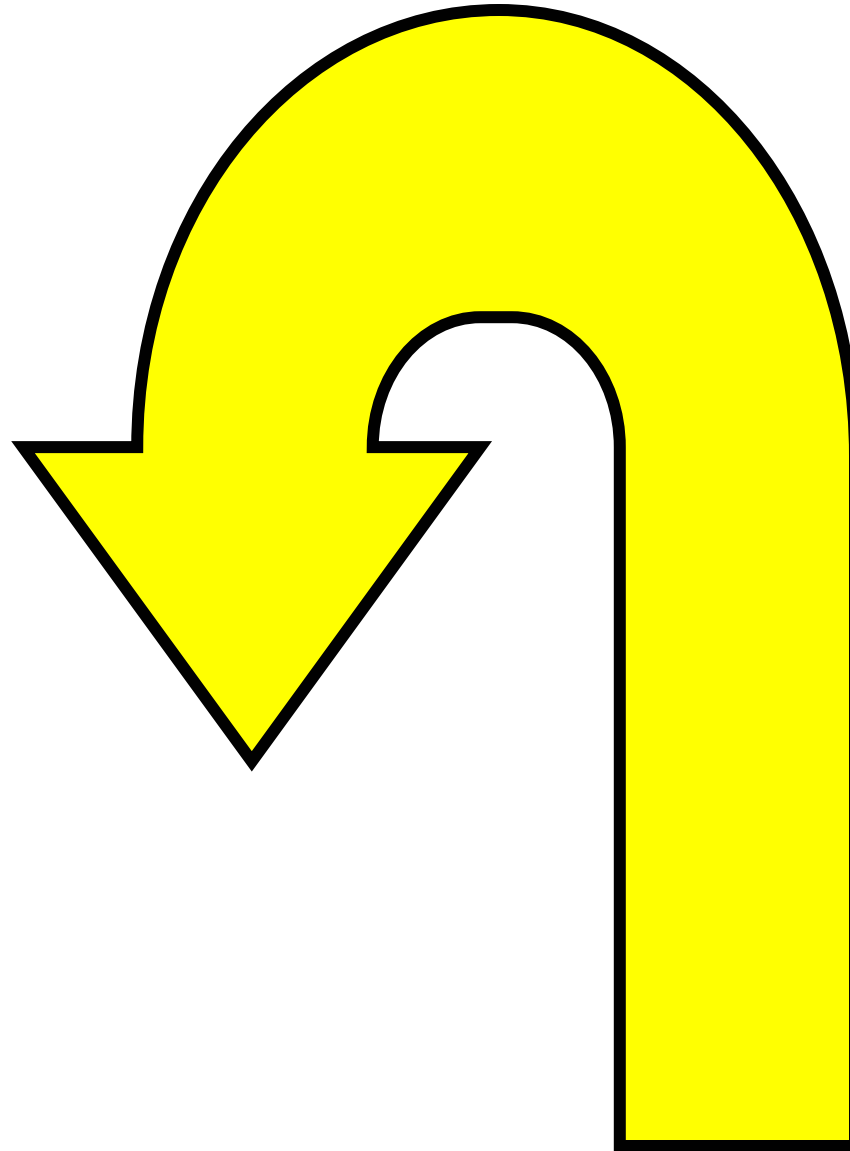
**About  
Turn  
Right**



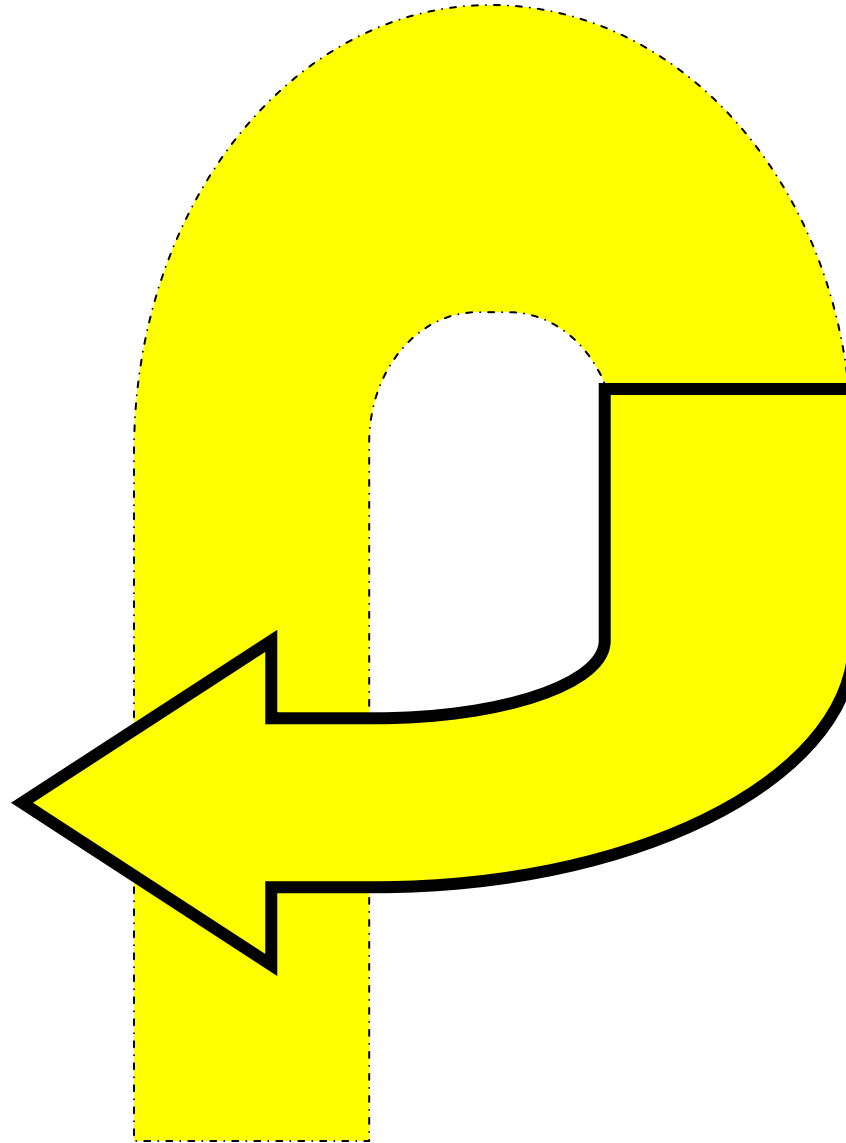
**About  
“U”  
Turn**



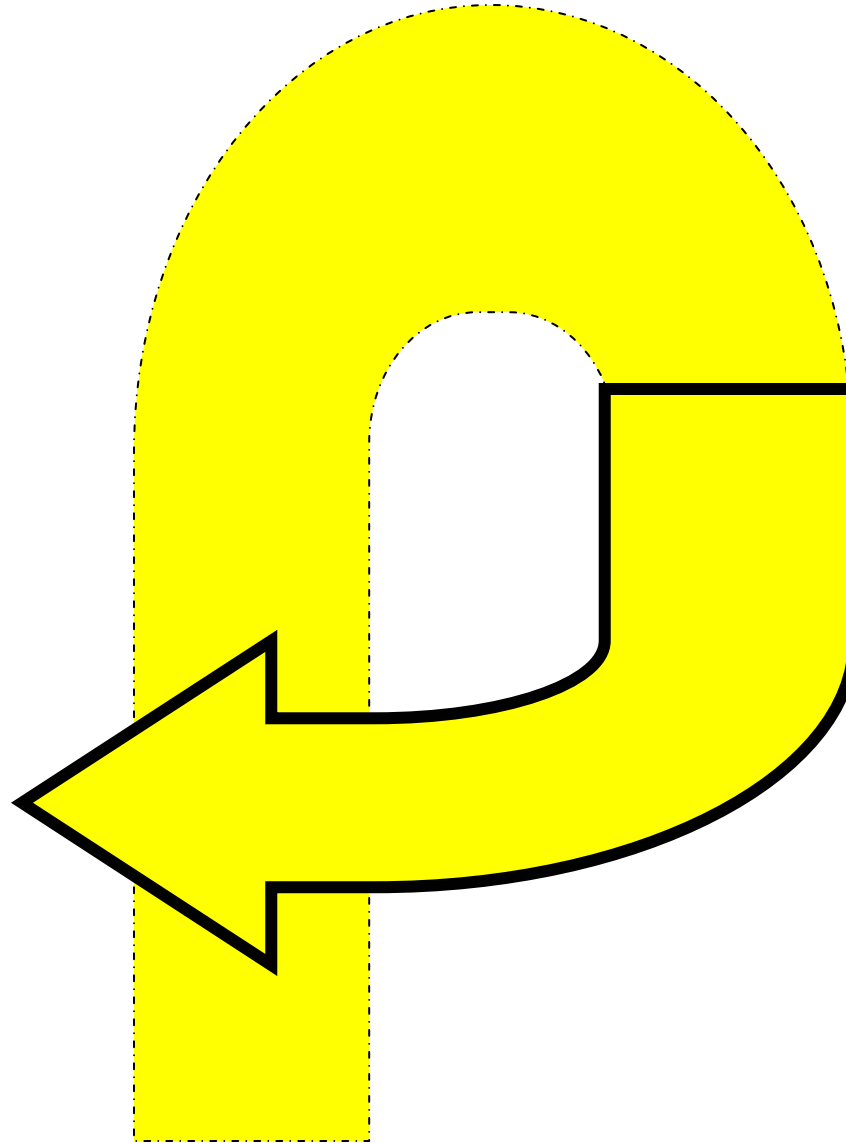
**About  
“U”  
Turn**



**270°**  
**Right**

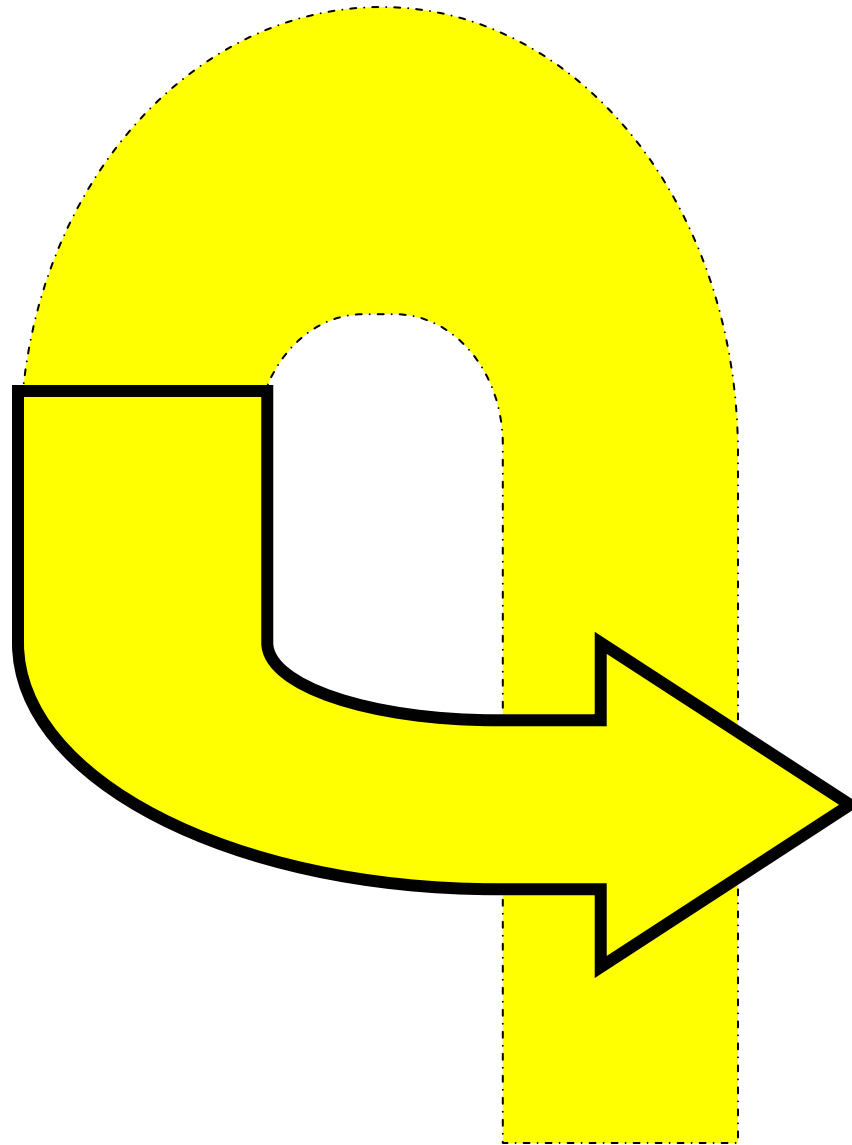


**270°  
Right**



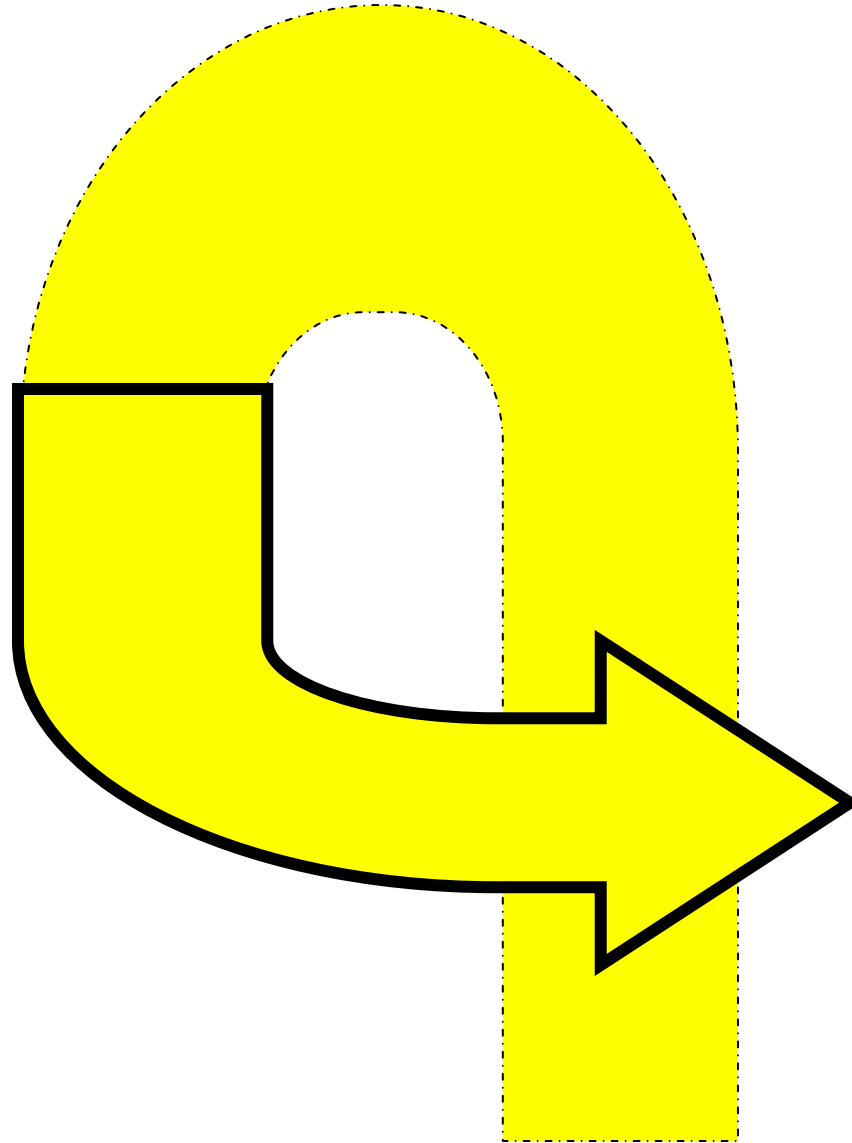
**N, A, X-#10**

**270°  
Left**



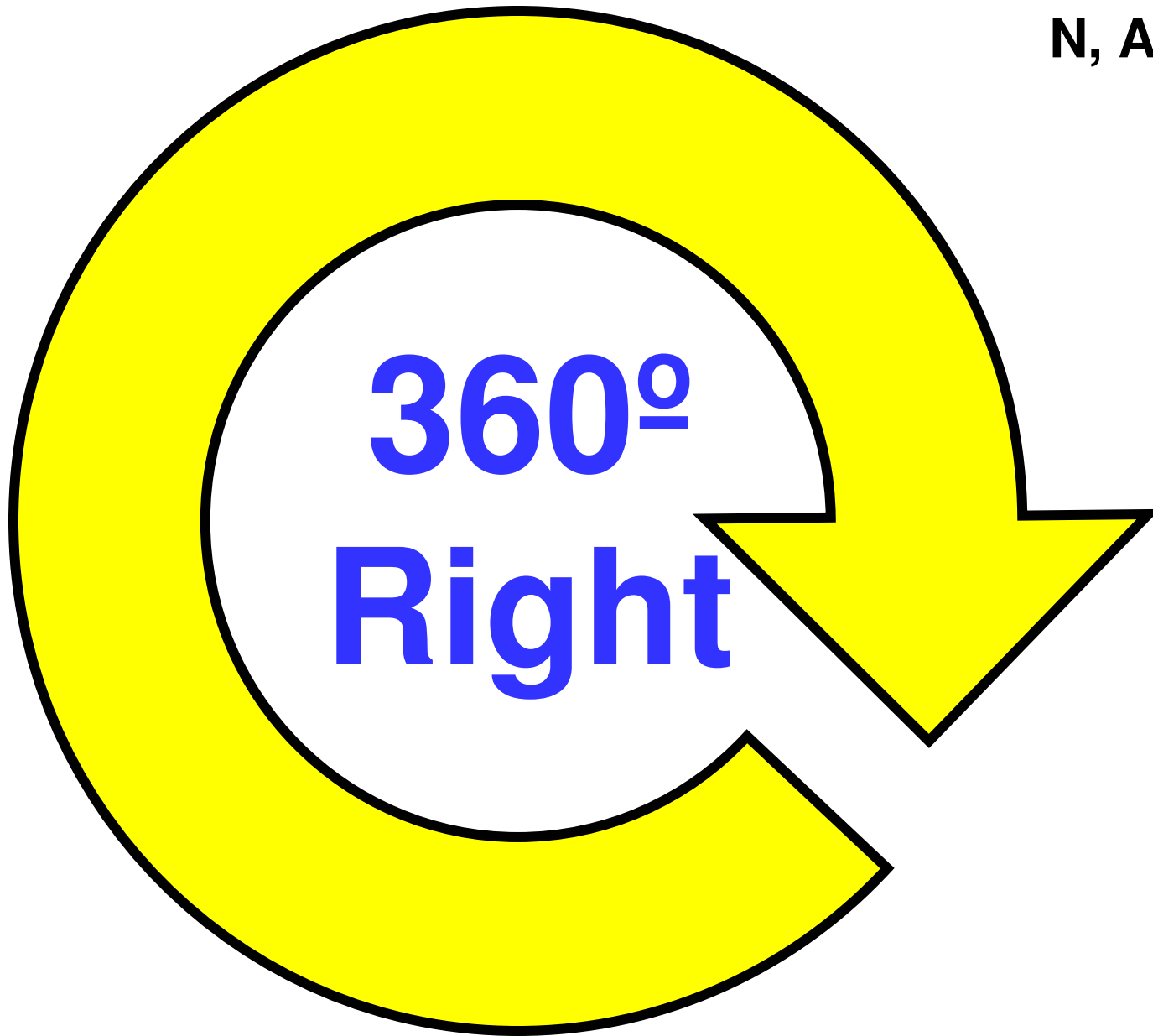
**N, A, X-#10**

**270°  
Left**



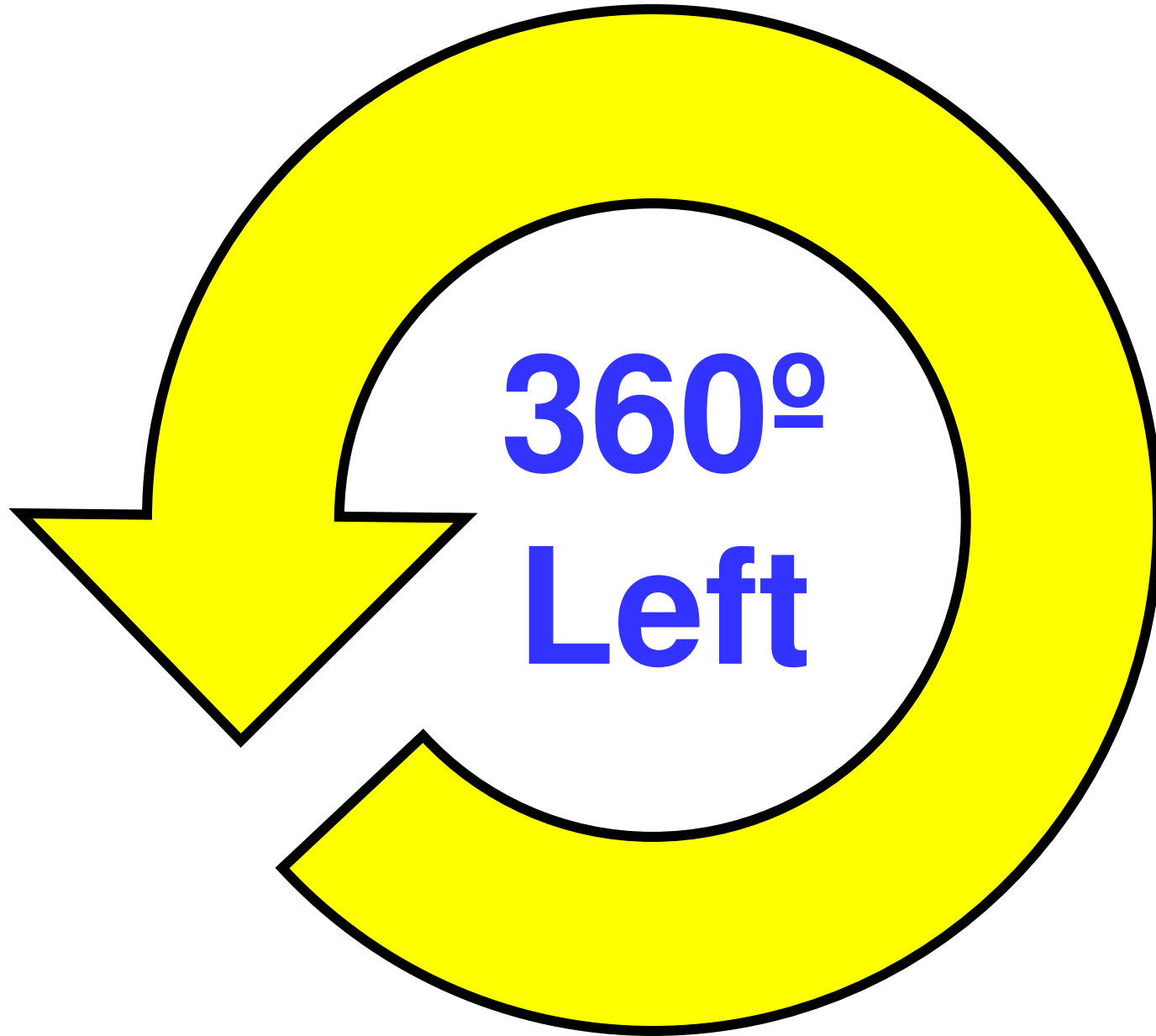


**N, A, X-#11**



**360°  
Right**

**N, A, X-#12**



**N, A, X-#13**



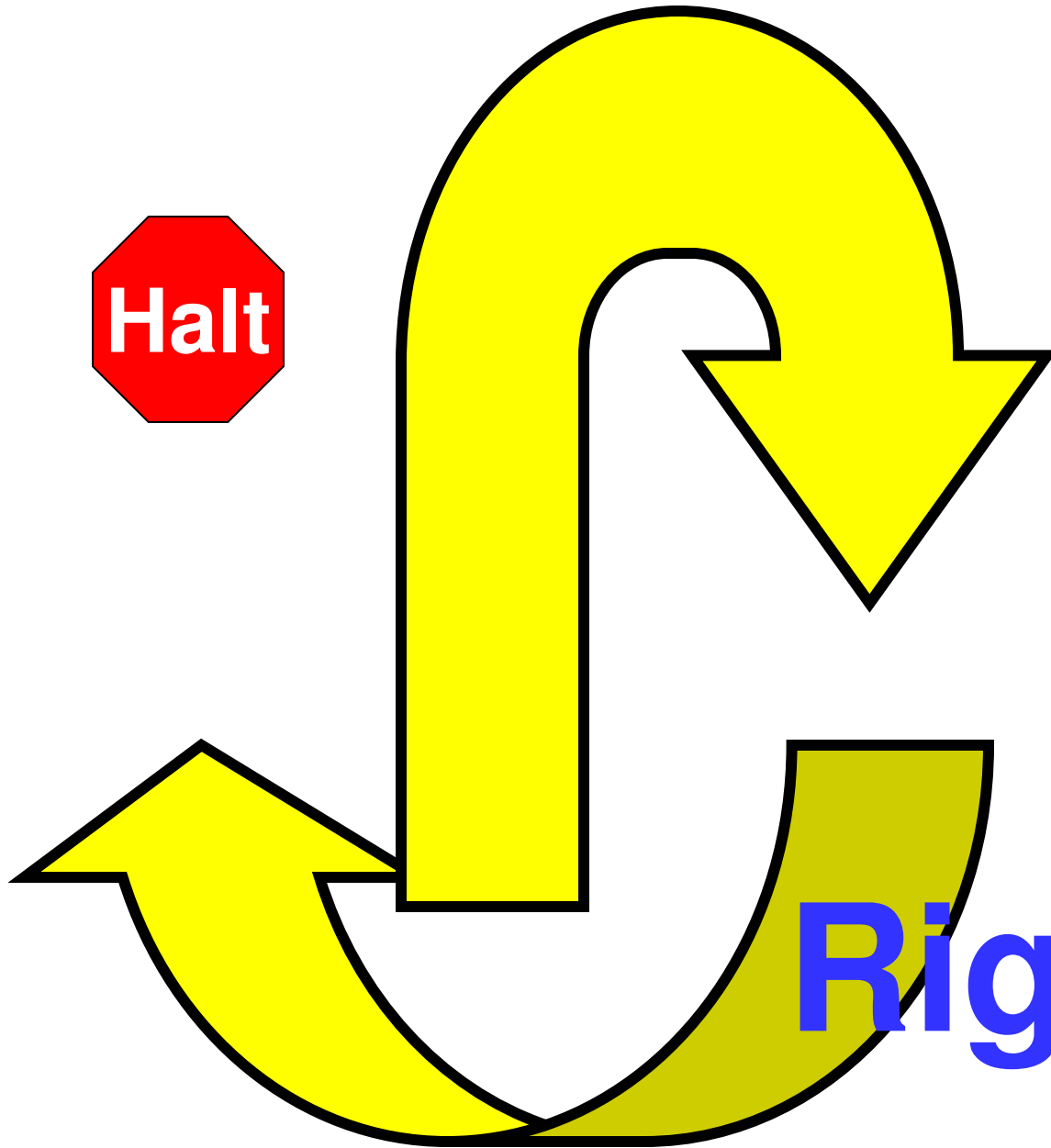
**Call  
Front  
Finish Right  
Forward**

**N, A, X-#14**

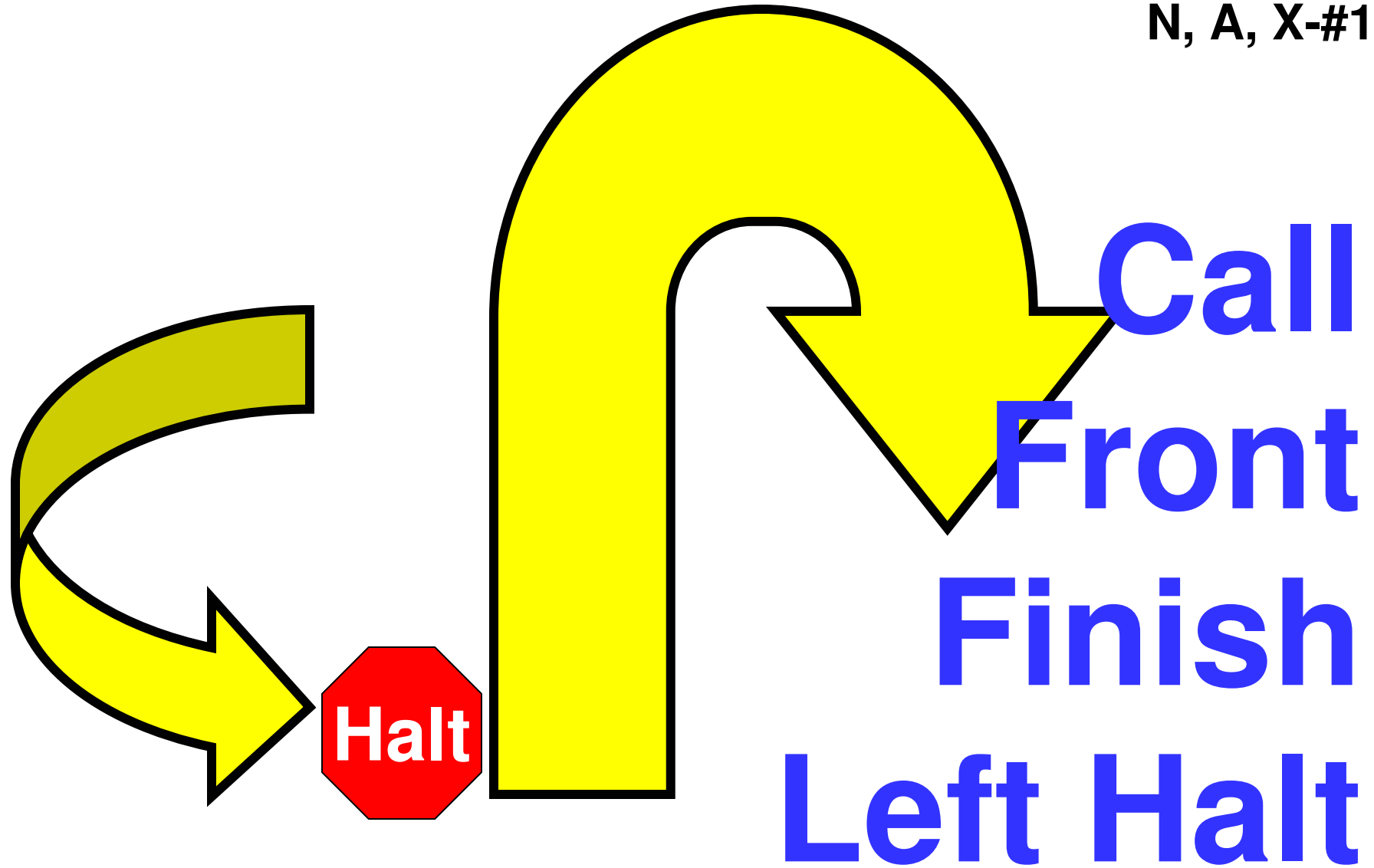


**Call**  
**Front**  
**Finish Left**  
**Forward**

N, A, X-#15



**Call**  
**Front**  
**Finish**  
**Right Halt**



**N, A, X-#17**



**N, A, X-#17**





**N, A, X-#18**



**N, A, X-#18**



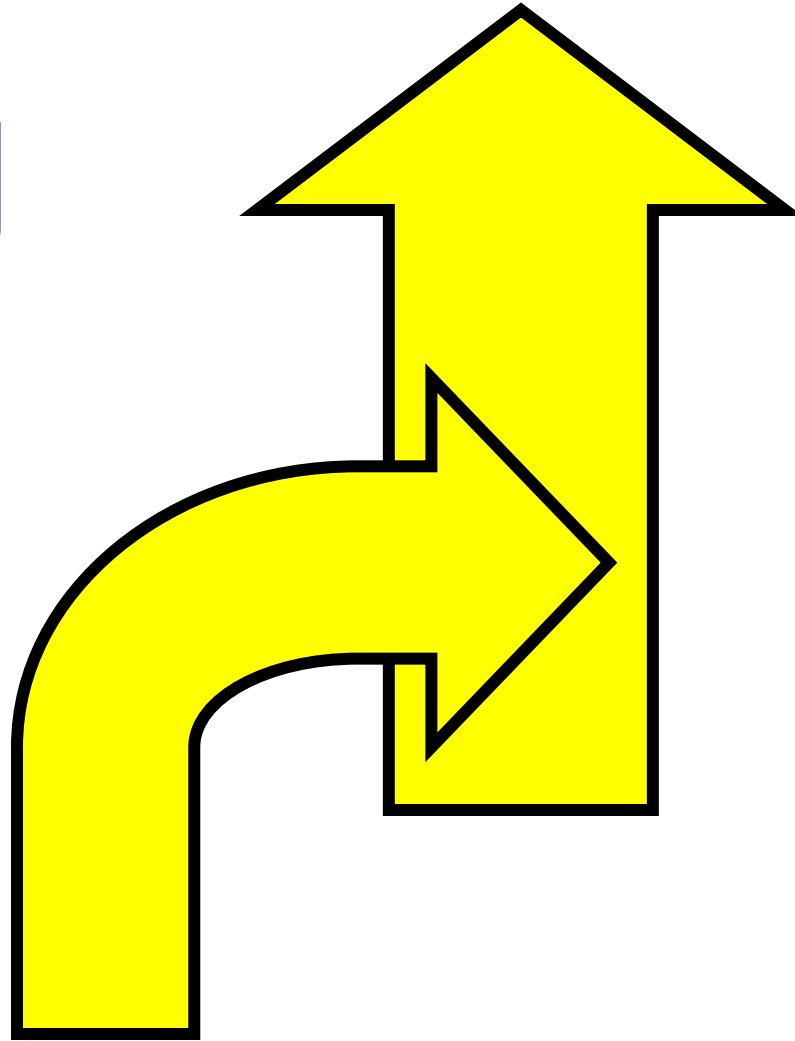
**N, A, X-#19**

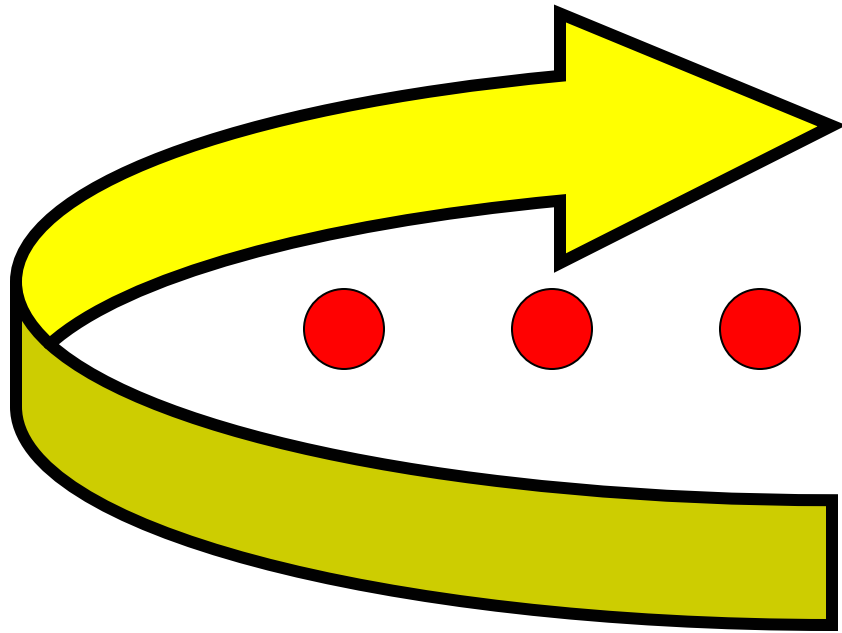


**N, A, X-#19**



**Moving  
Side  
Step  
Right**

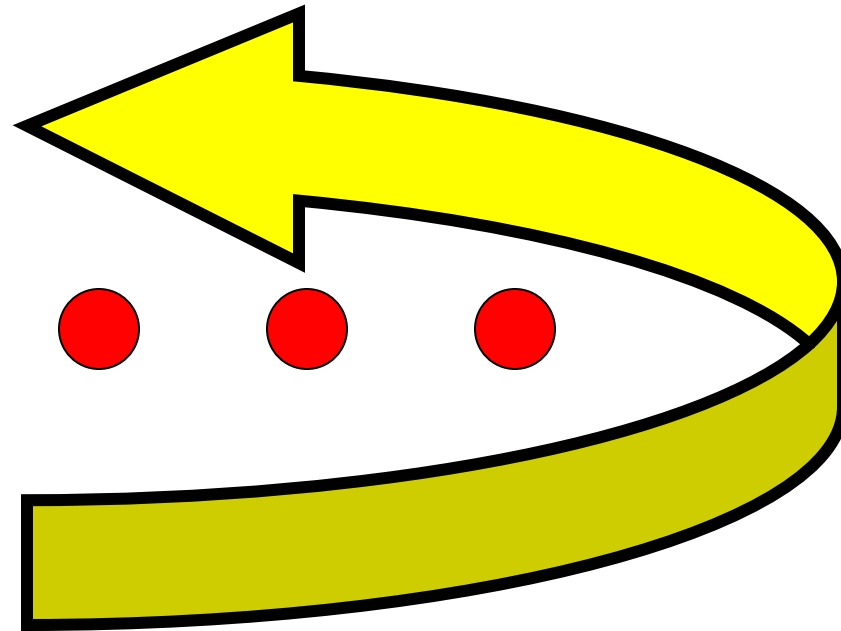




**Spiral  
Right**

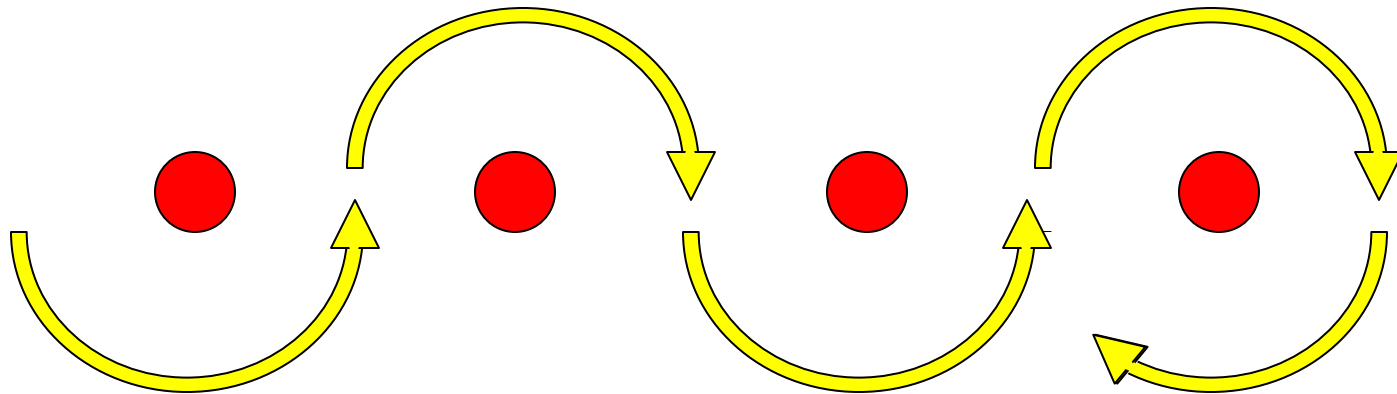
**Dog Outside**

**Spiral  
Left**



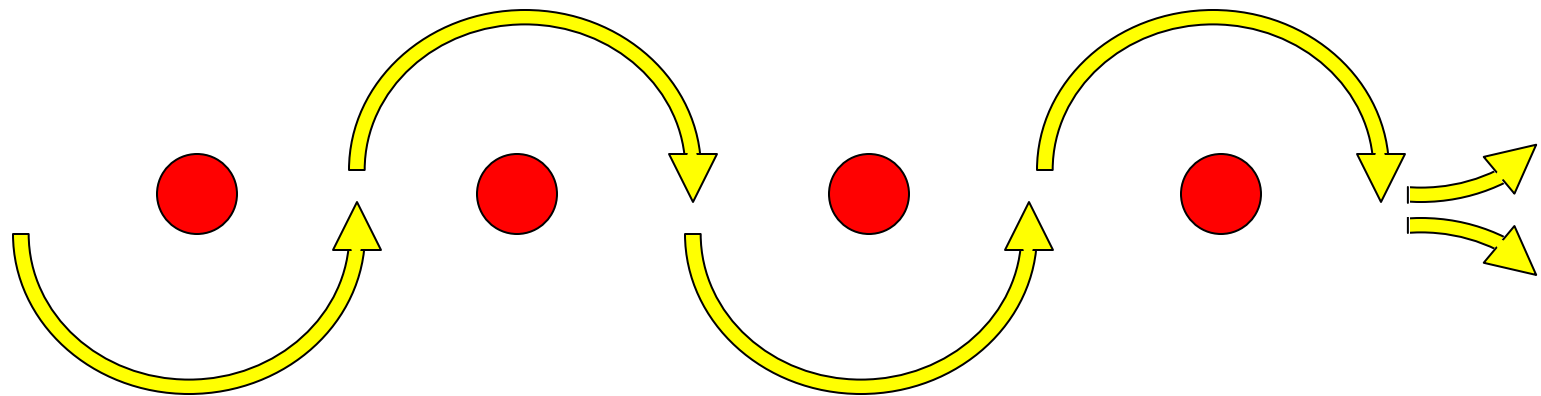
**Dog Inside**

# Straight Figure 8 Weave Twice





# Serpentine Weave Once





**1 Step**

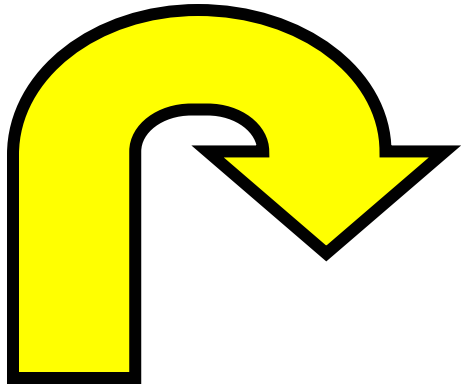


**2 Steps**



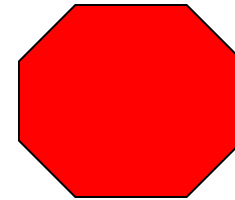
**3 Steps**



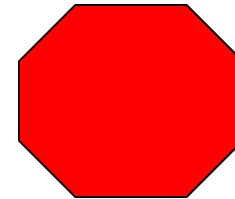


# Call Front

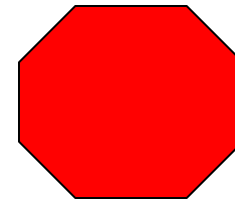
**1 Step Back**



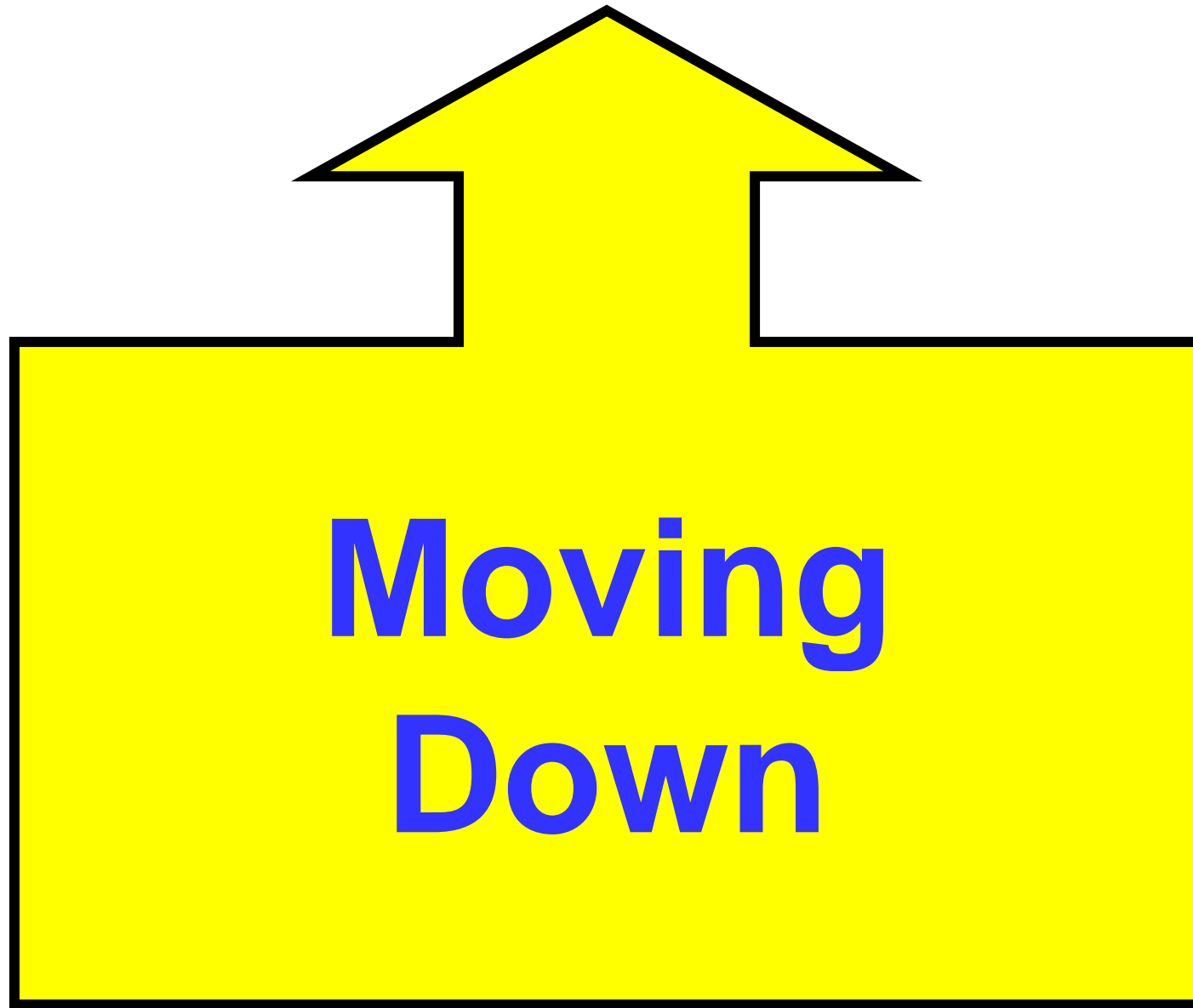
**2 Steps Back**



**3 Steps Back**



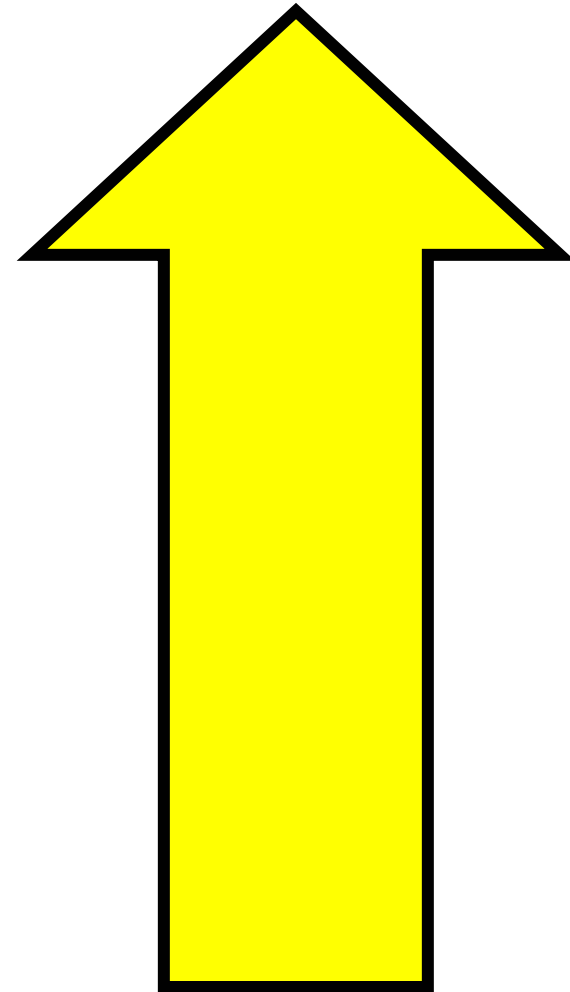
**N, A, X-#27**



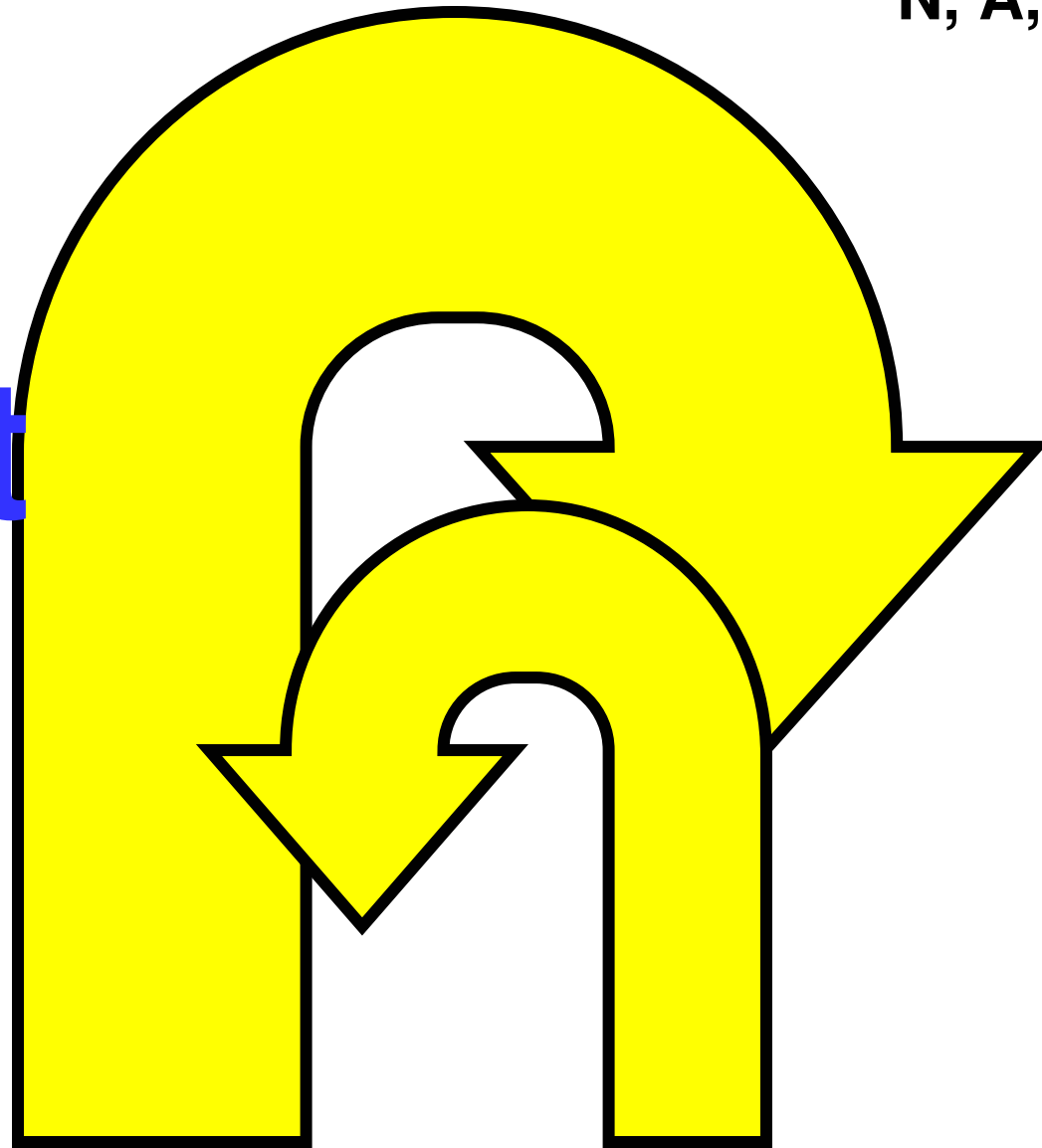
**Moving  
Down**



**Fast  
Forward  
From Sit**



**Left  
About  
Turn**



**Dog**

**Handler**

**N, A, X-#30**



**N, A, X-#31**





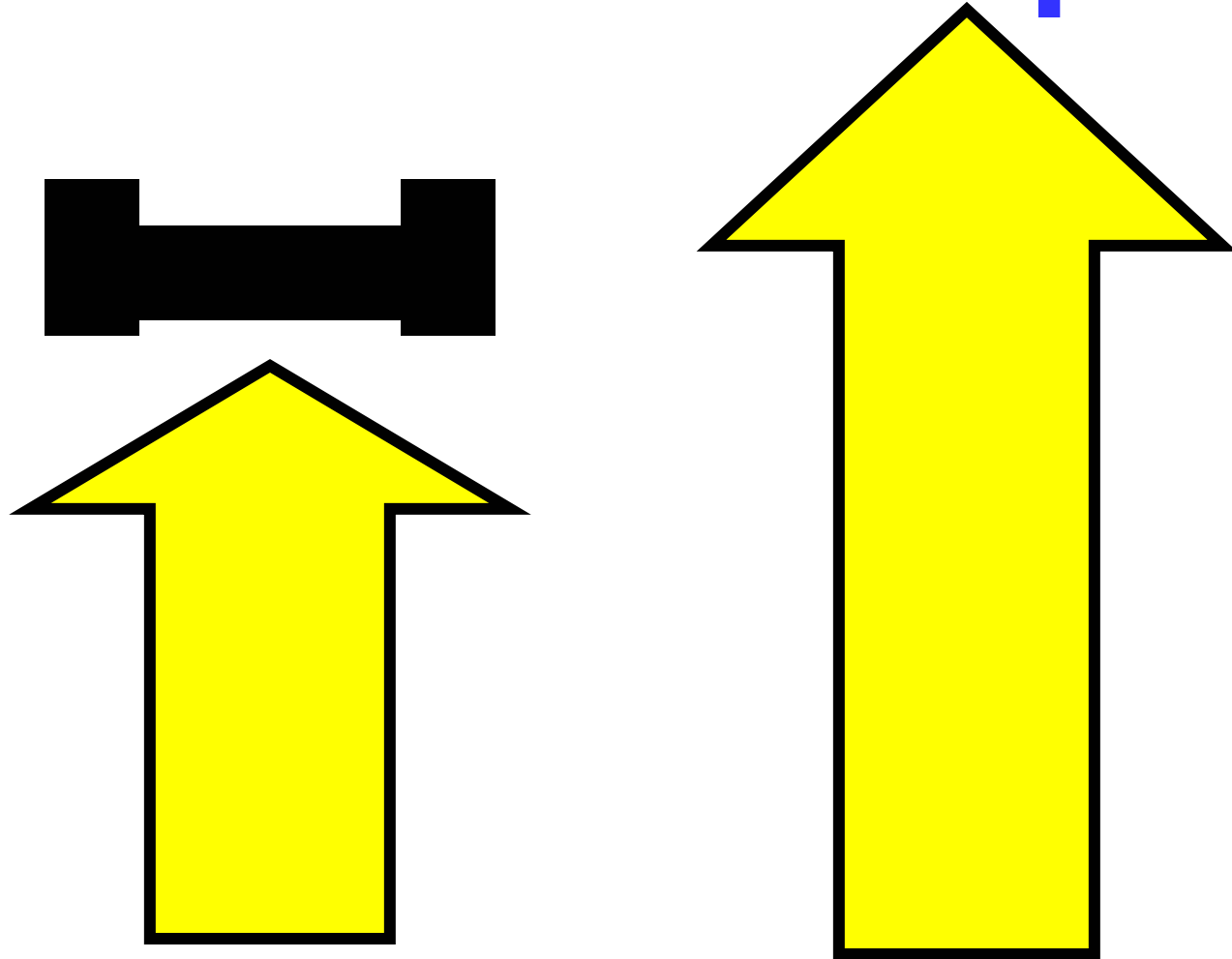


**About  
Turn Right  
Forward**



A, X-#34

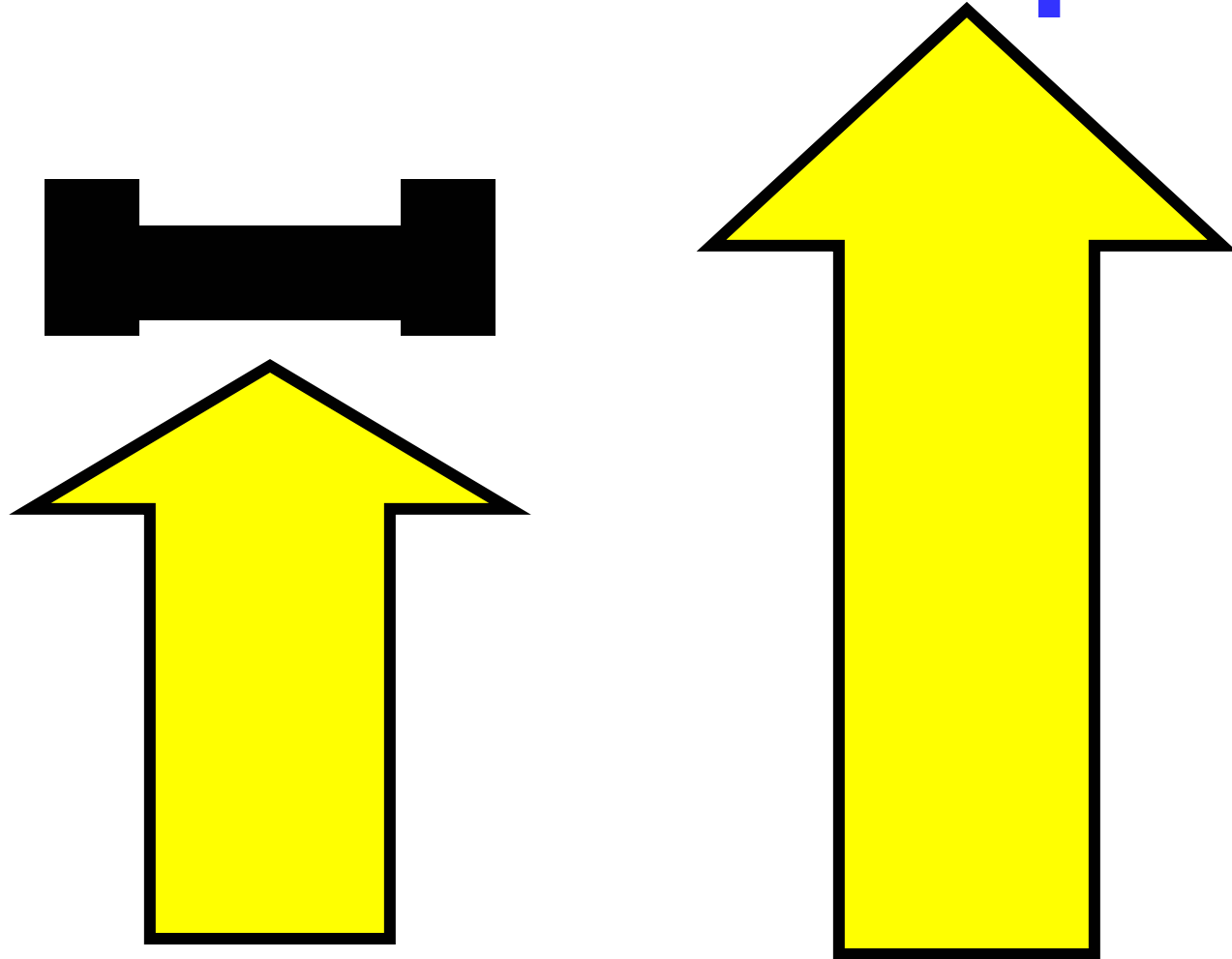
# Send Over Jump



Handler Passes By

A, X-#34

# Send Over Jump



Handler Passes By



# Pivot Right – 3 Steps



– Call  
to Heel

5 žL ' ' \*

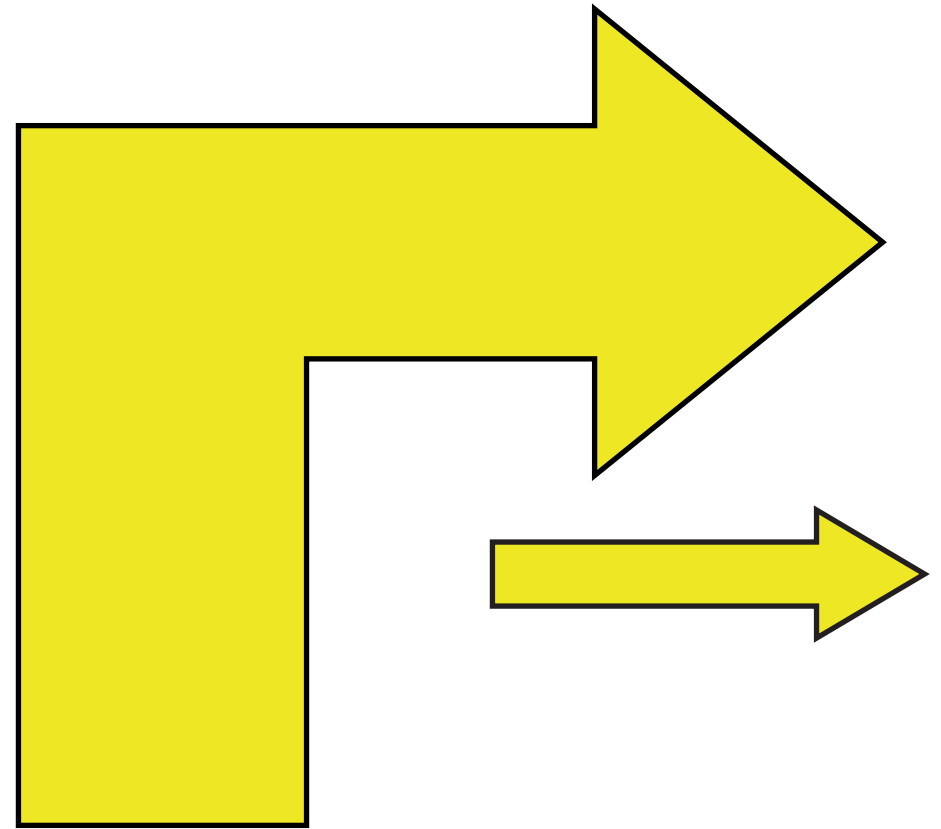


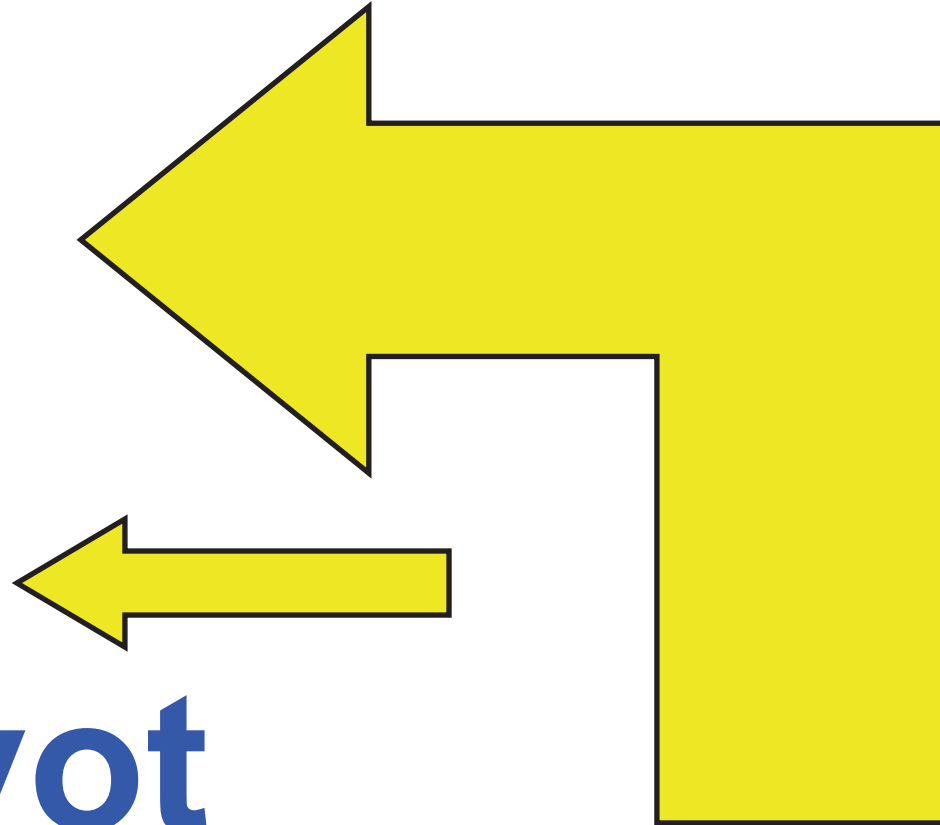
**Moving Stand  
Walk Around  
Dog**

**A, X #37**



**Halt –  
90° Pivot  
Right –  
Forward**



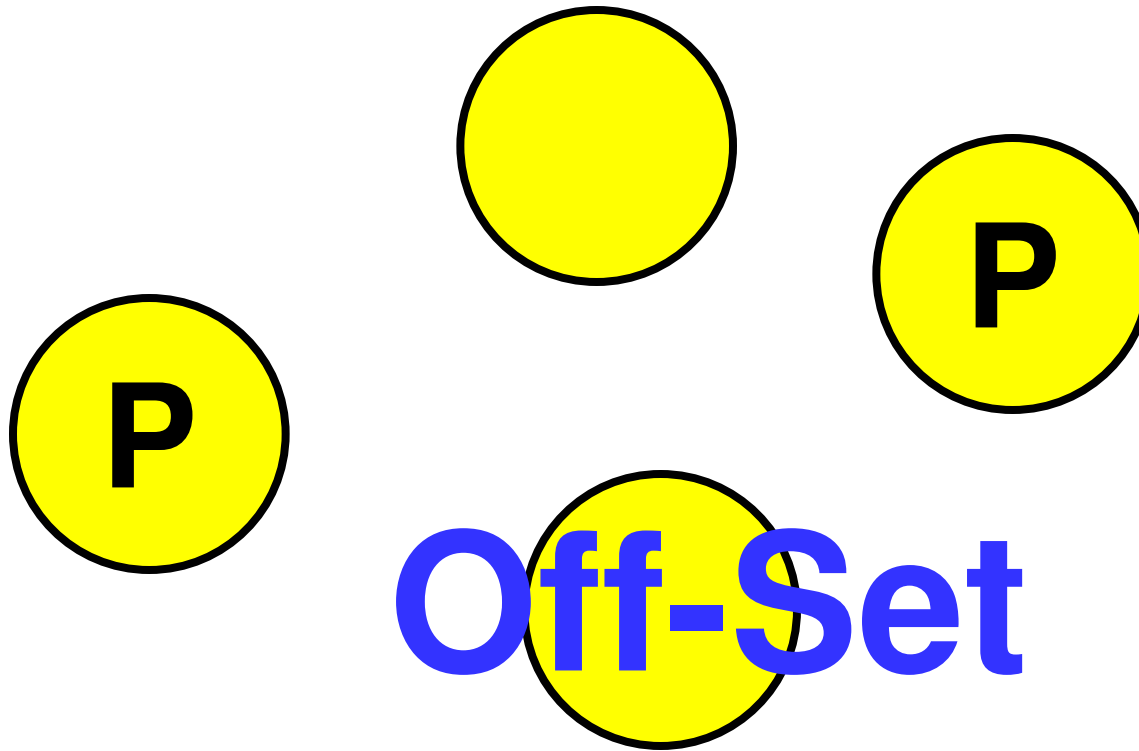


**Halt –**

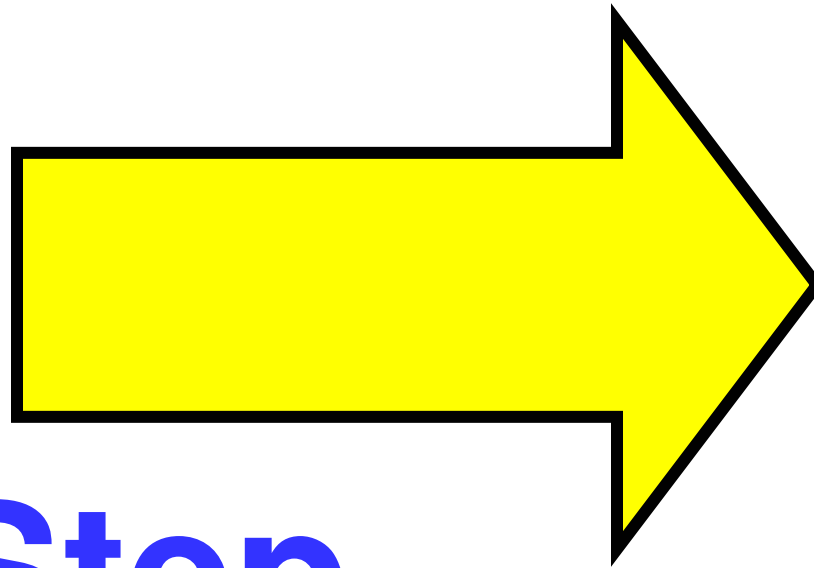
**90° Pivot**

**Left – Forward**





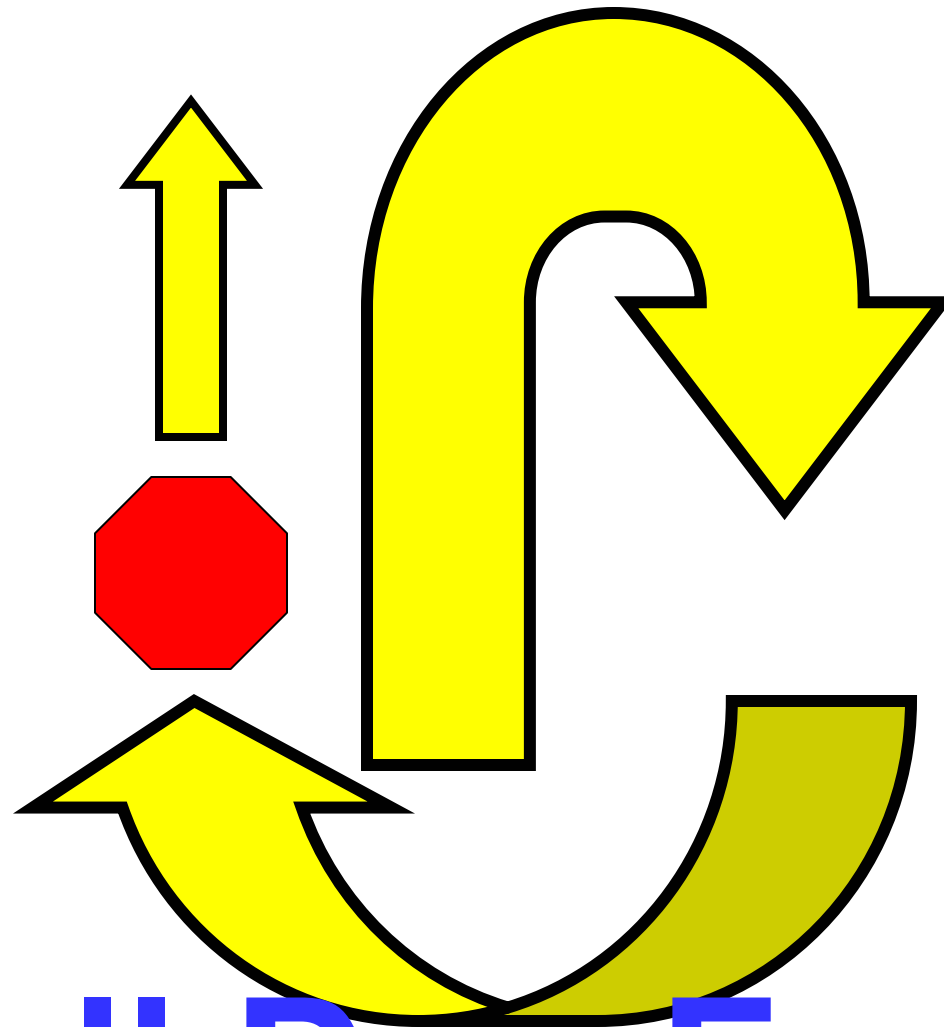
**Off-Set**  
**Figure 8**



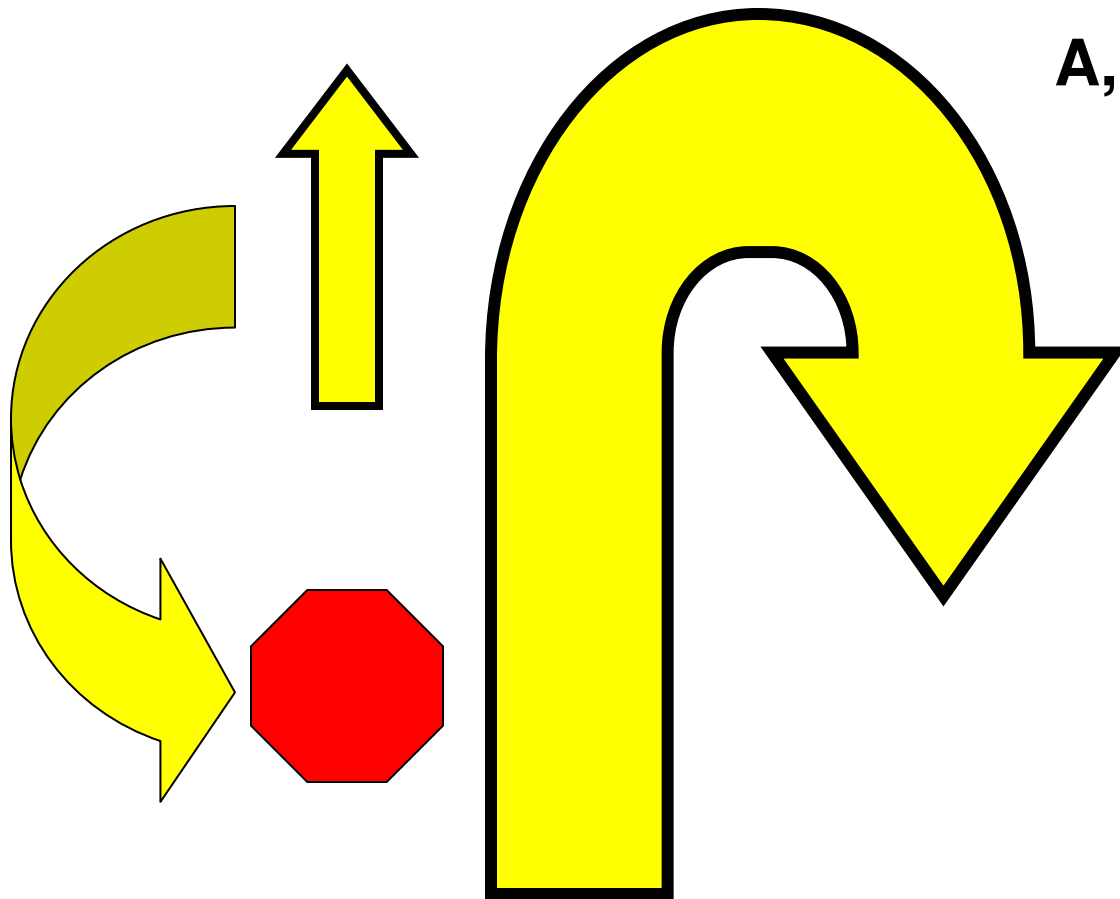
**Side Step  
Right**



A, X-#41



**Call Dog Front**  
**Finish Right**

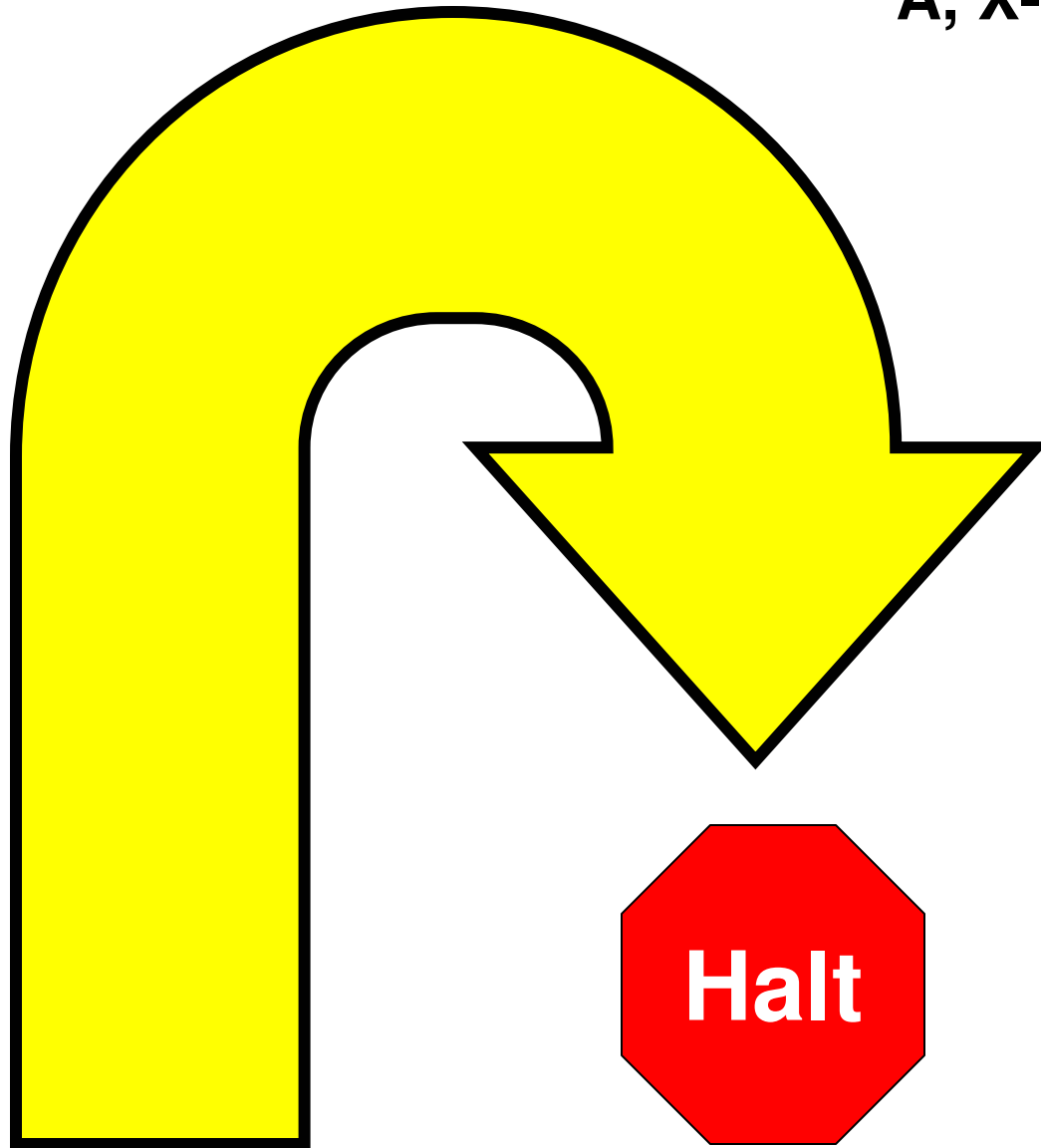


A, X-#42

**Call Dog Front  
Finish Left**



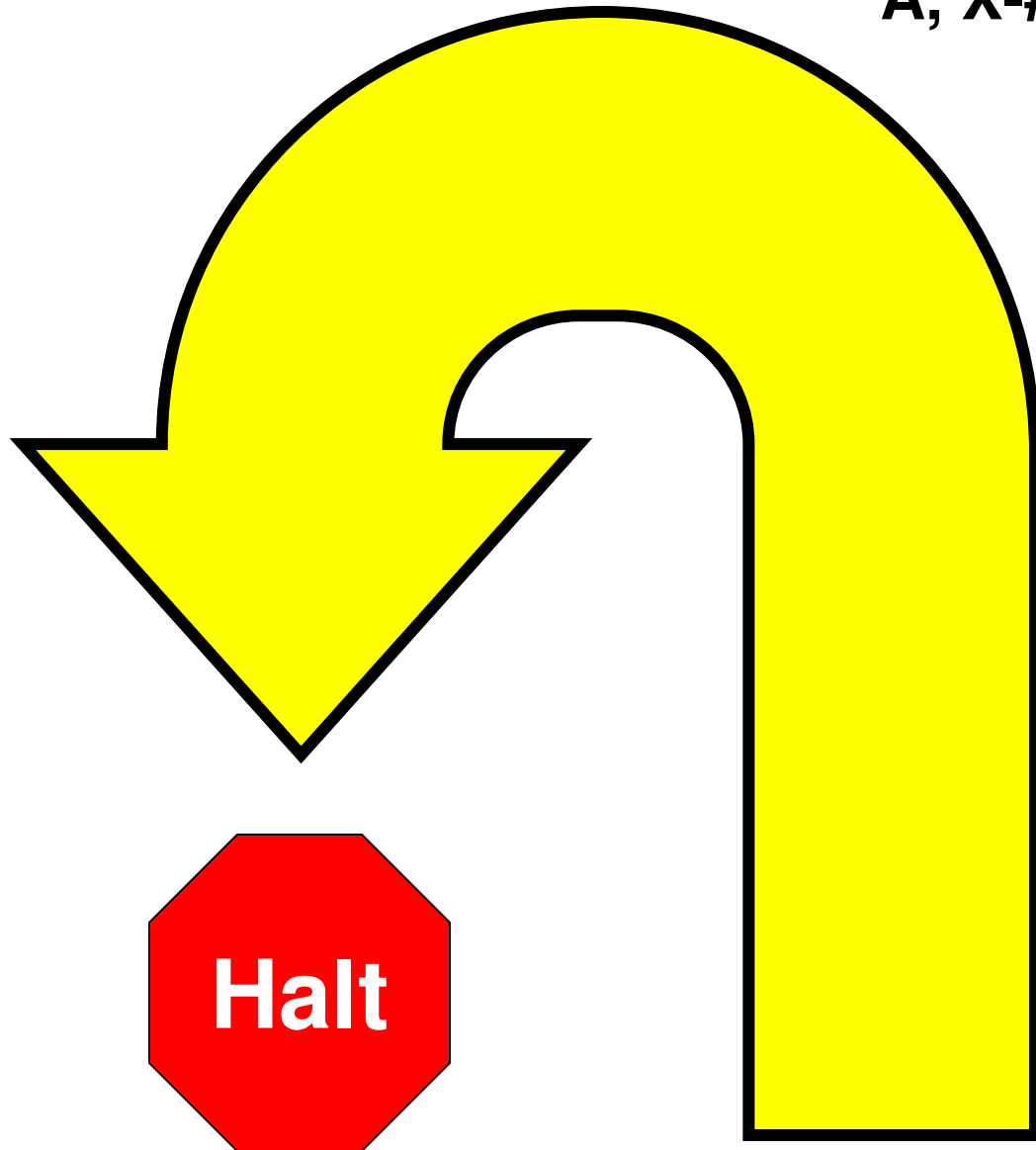
**180°  
Pivot  
Right**



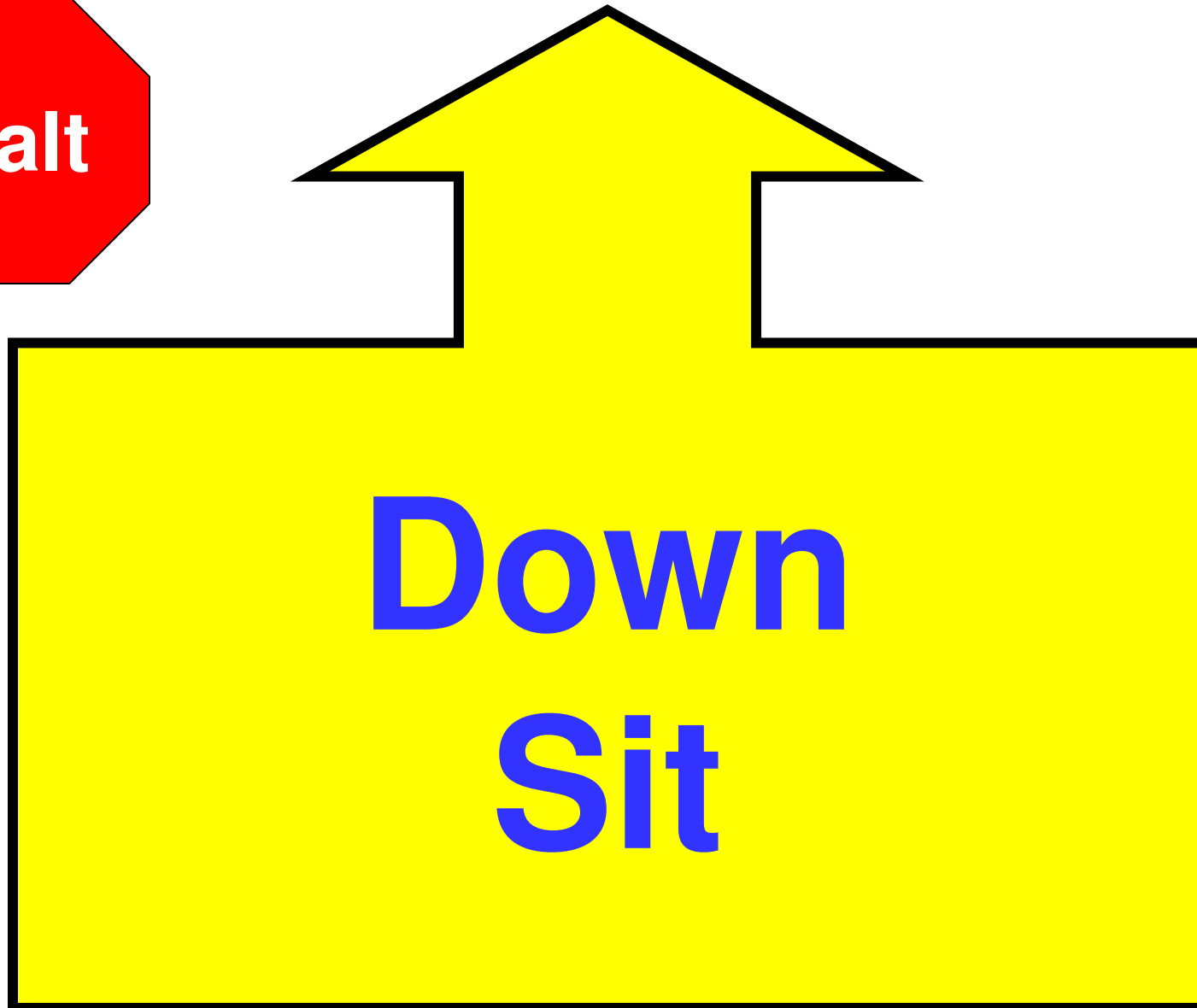
A, X-#44



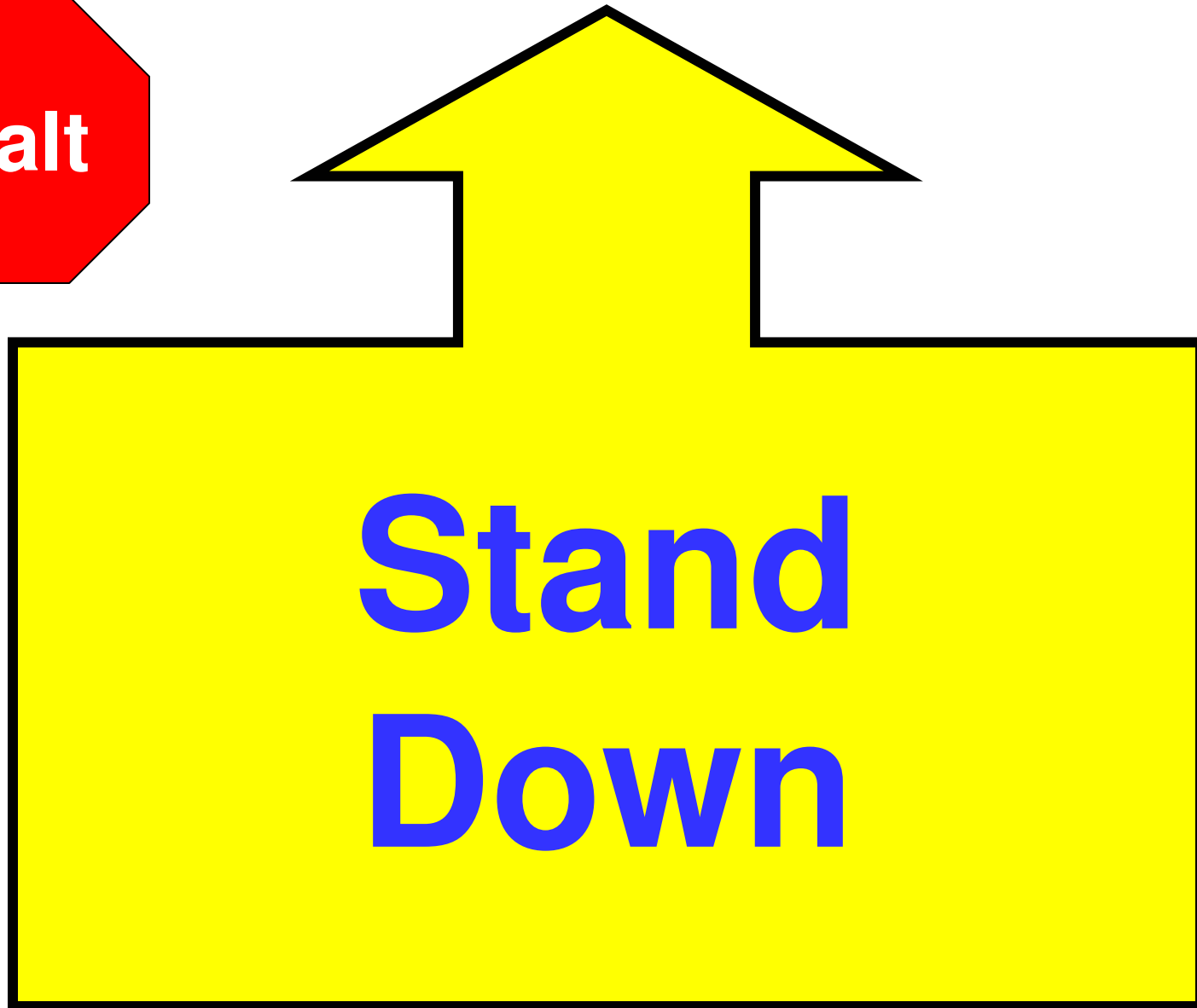
**180°  
Pivot  
Left**



A, X-#45

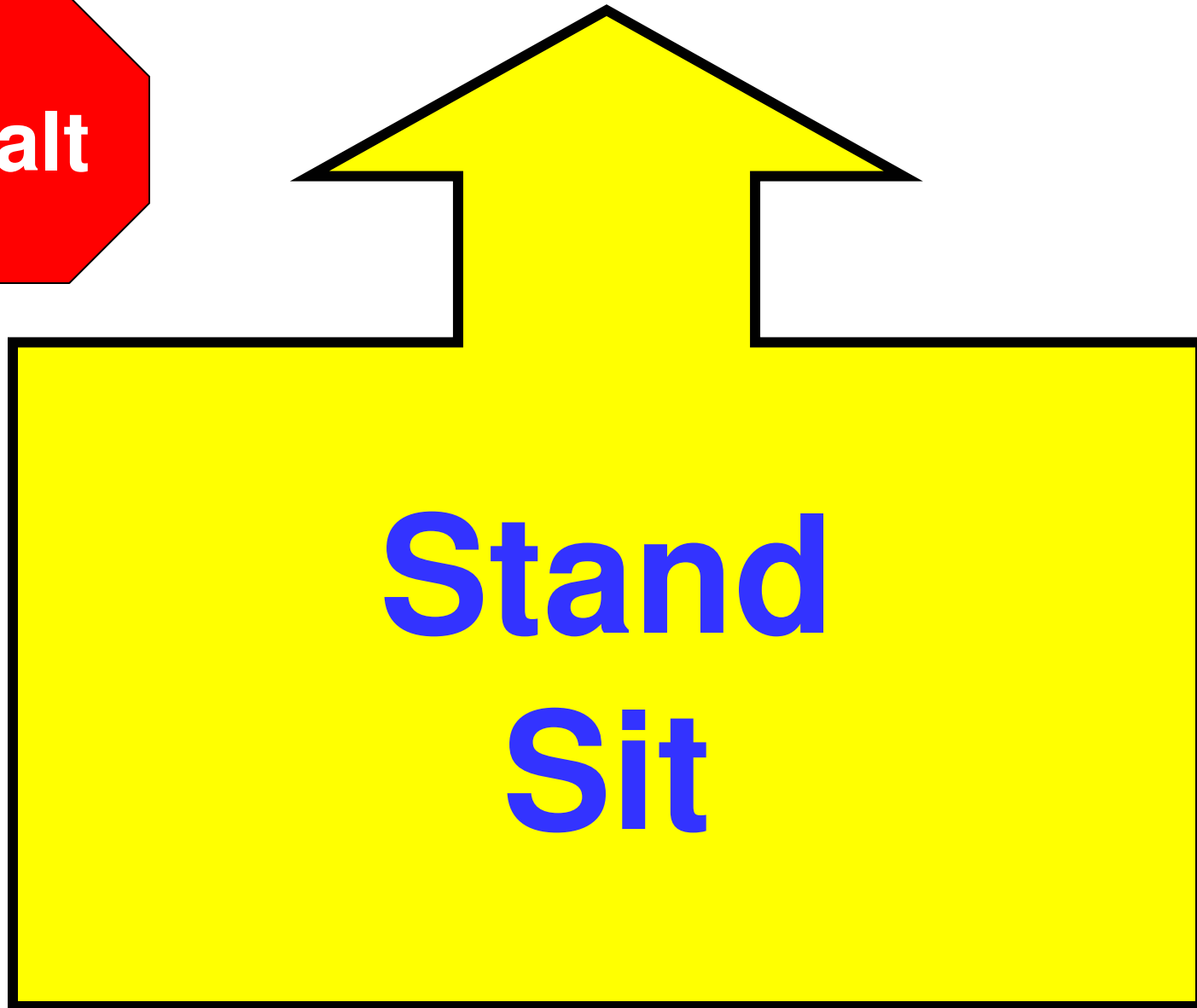


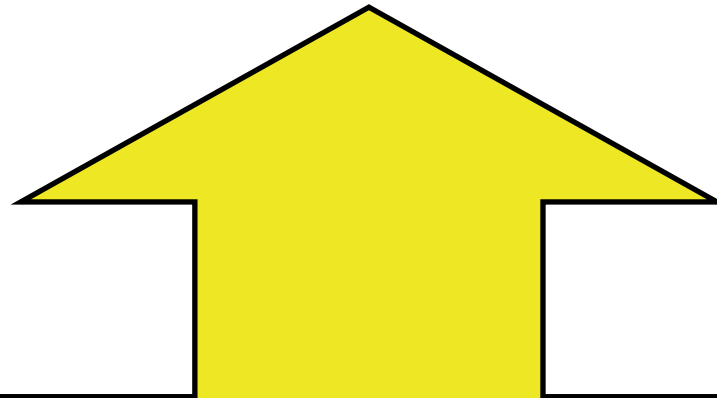
X-#46





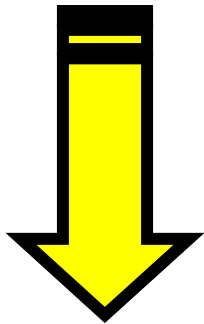
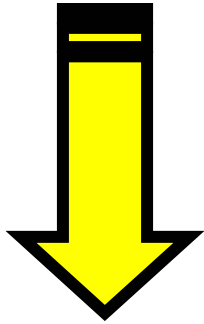
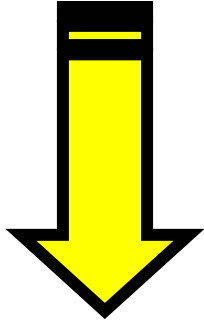
**X-#47**





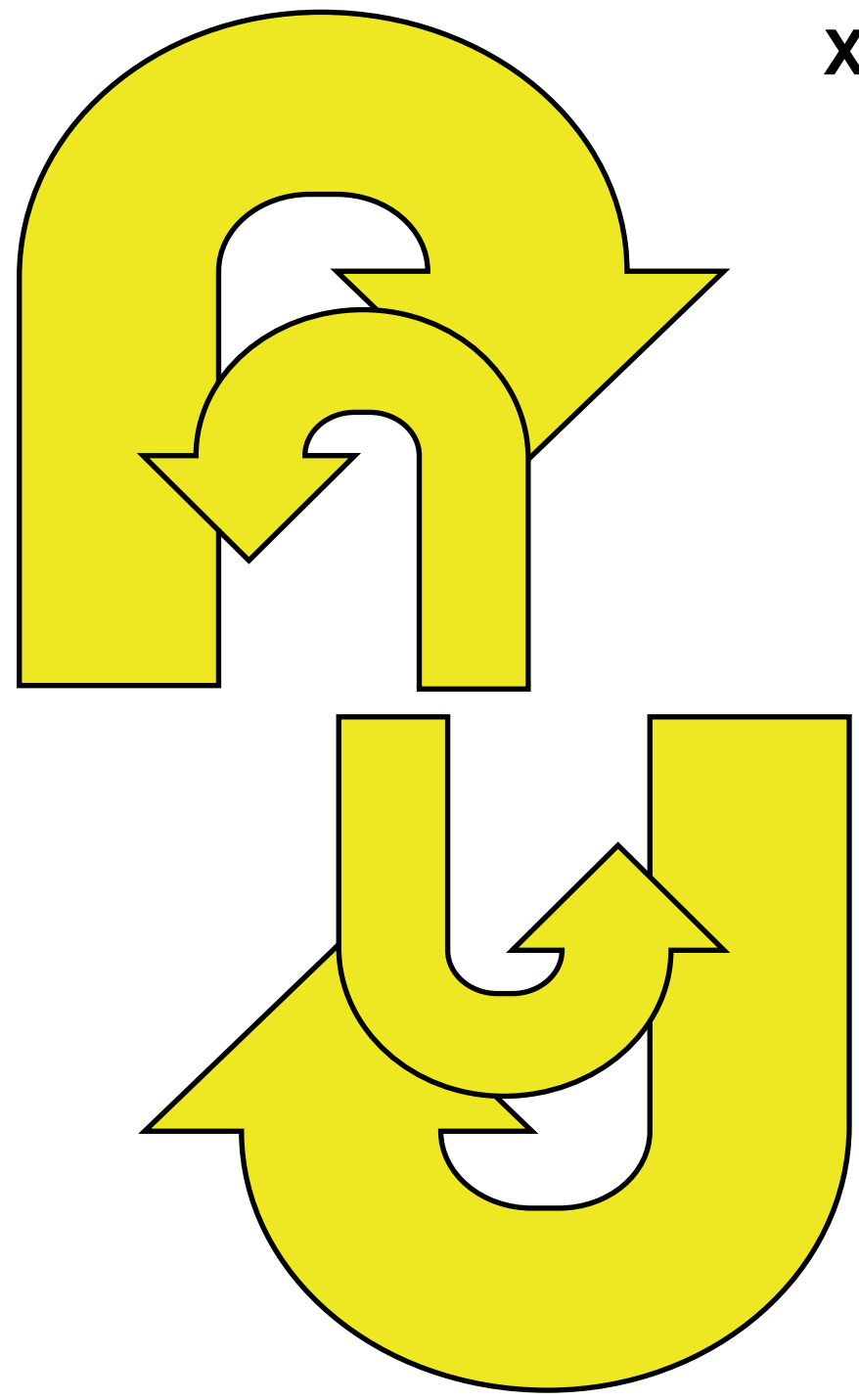
**Halt – Stand –  
Walk Around  
Dog**

X-#49

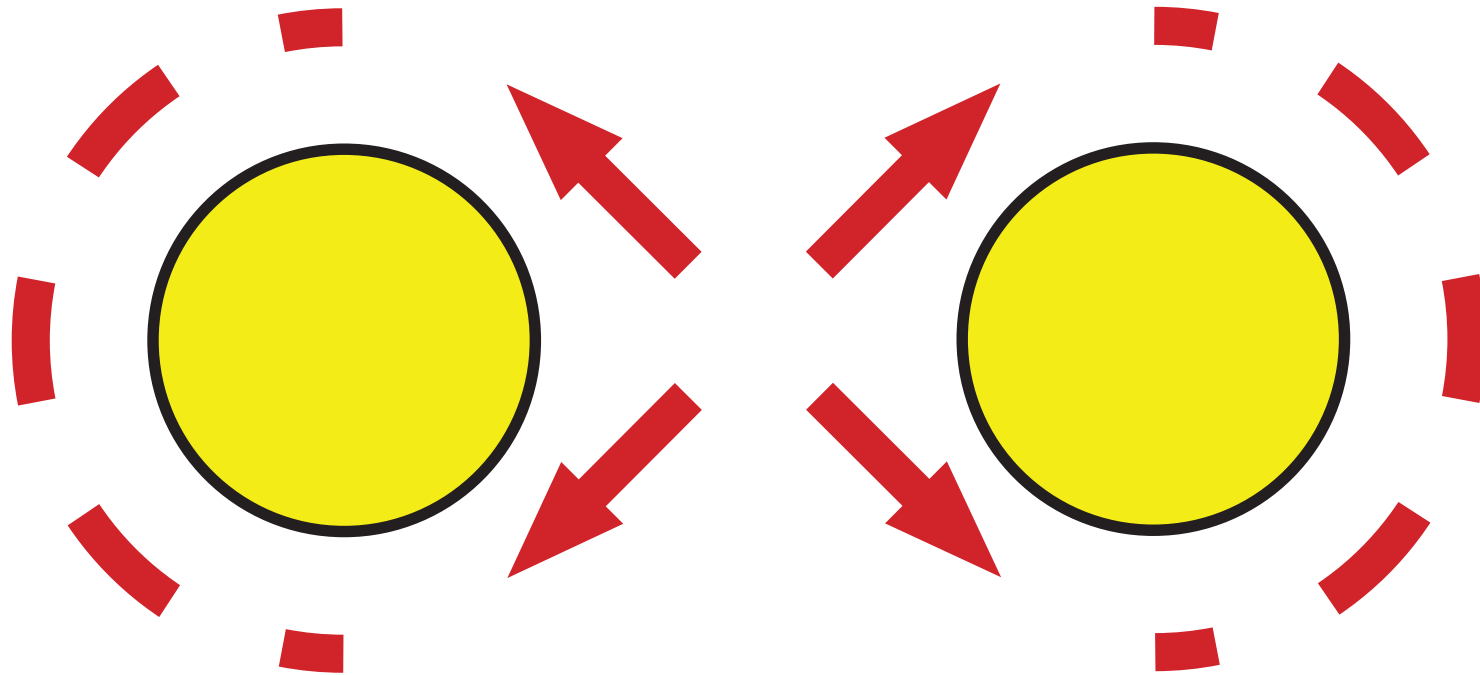


**Back Up 3  
Steps Dog  
Stays in  
Position**

Double  
Left  
About  
Turn



# Figure of 8





**Circle Right**  
**Dog Outside**

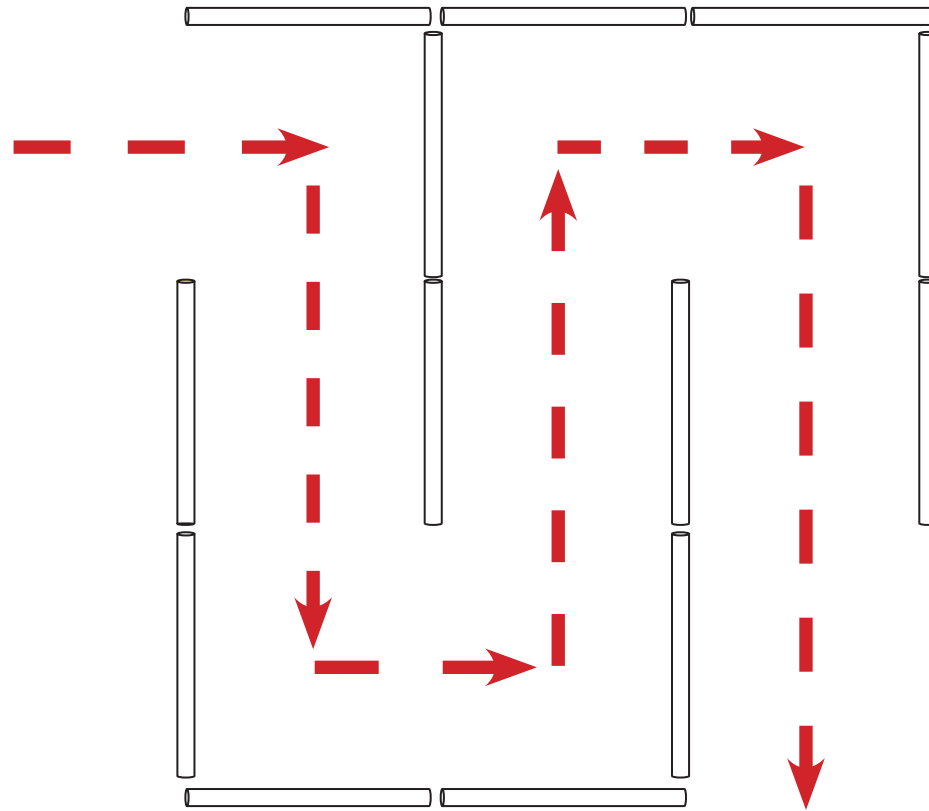




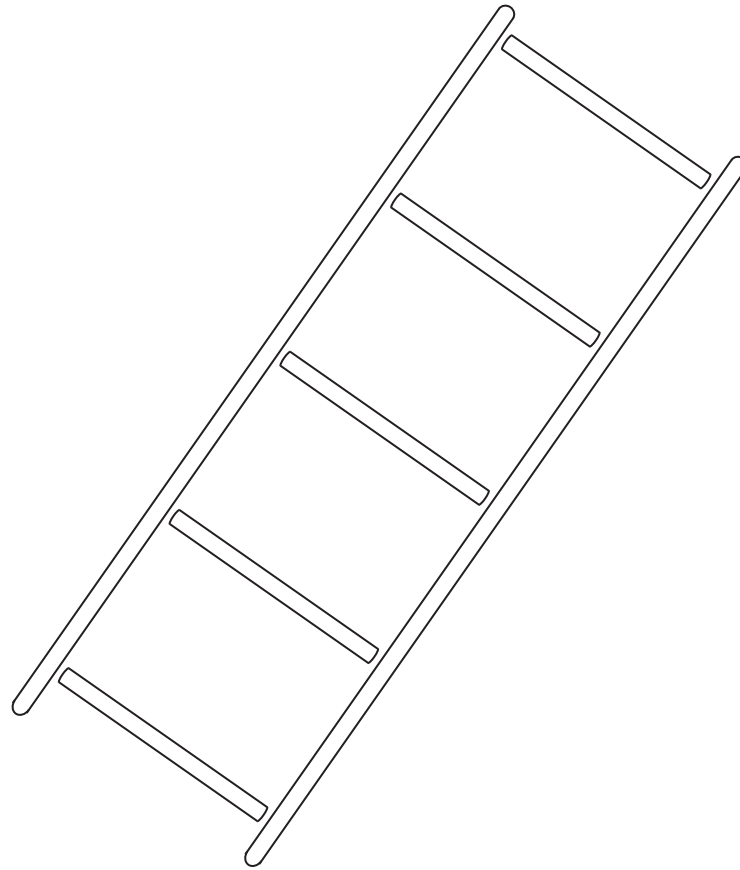




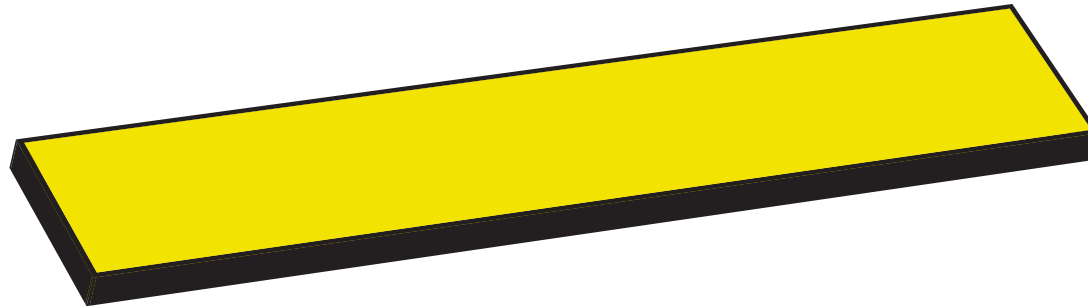
# Labyrinth



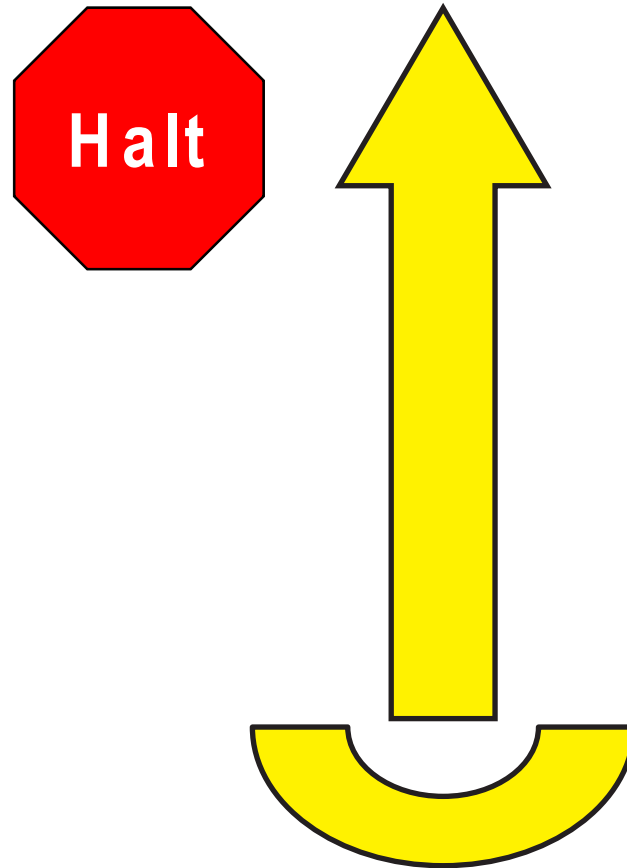
# 5-Rung Ladder



# Plank

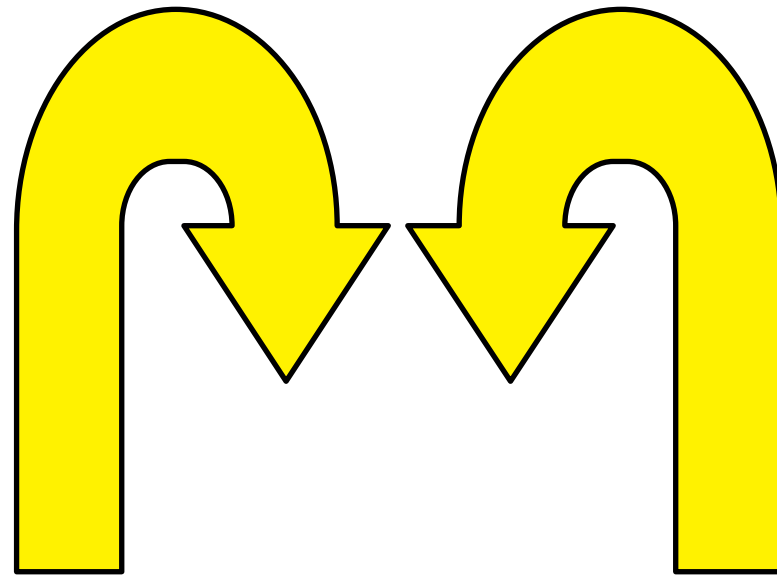


# Halt – Cross Behind



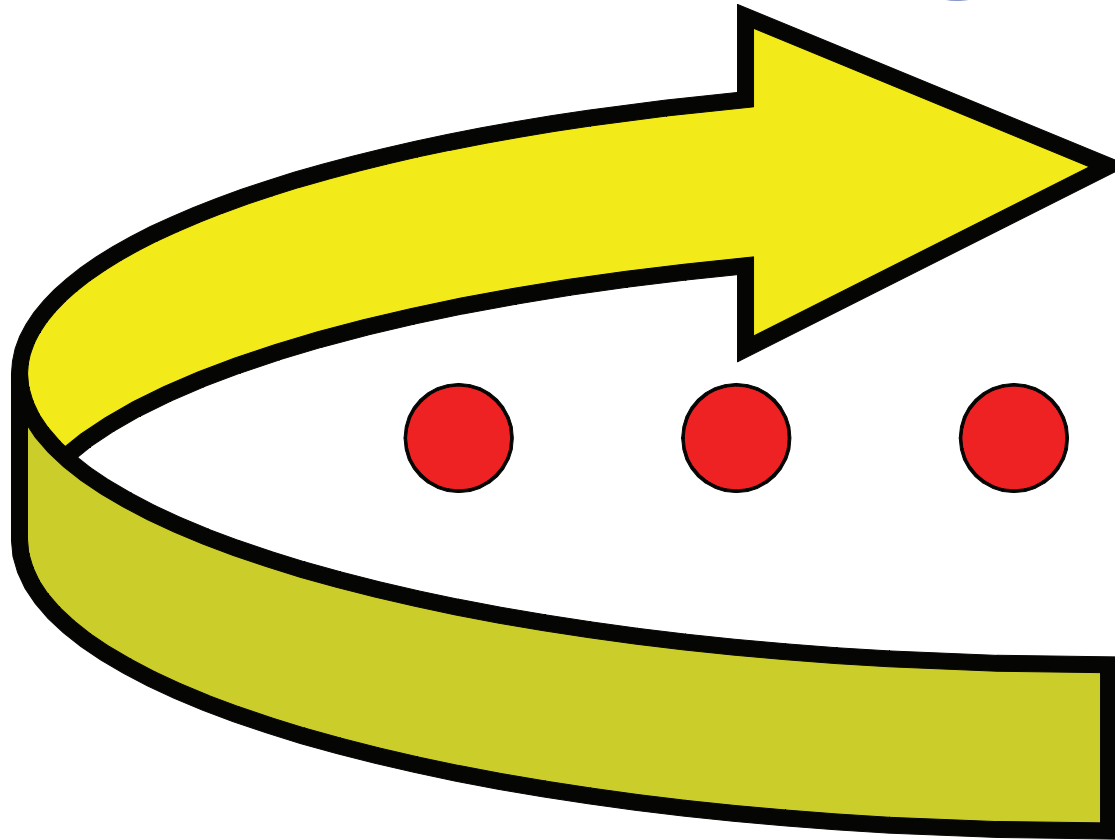
# Change Sides

# Turn In



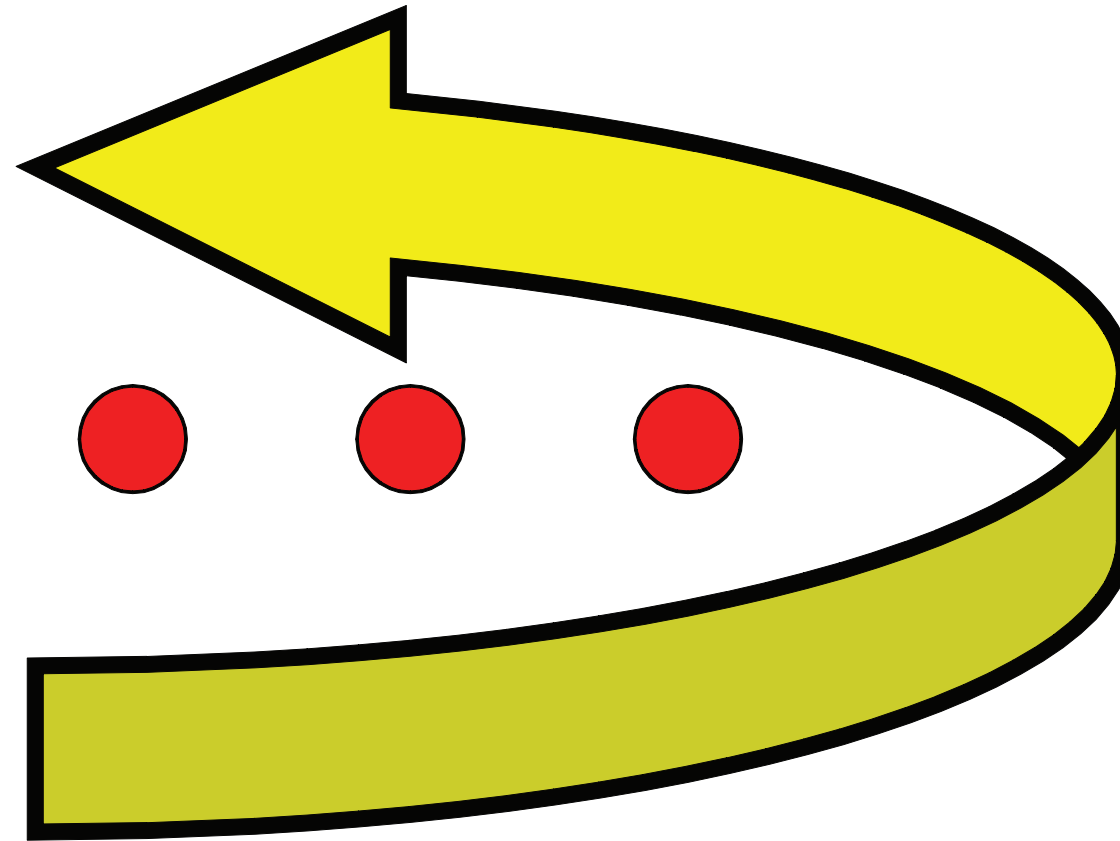
# Change Sides

# Spiral Right



# Dog Inside

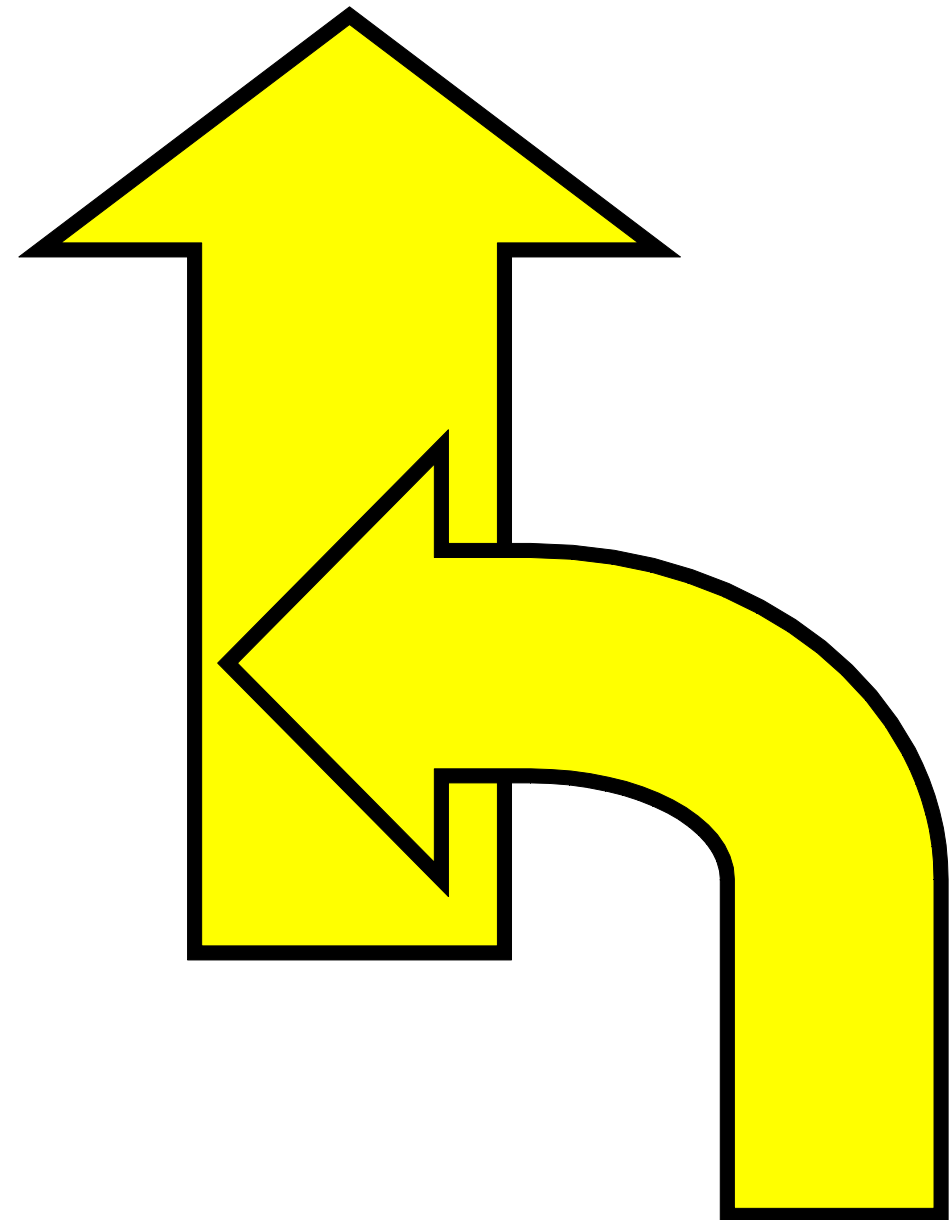
# Spiral Left



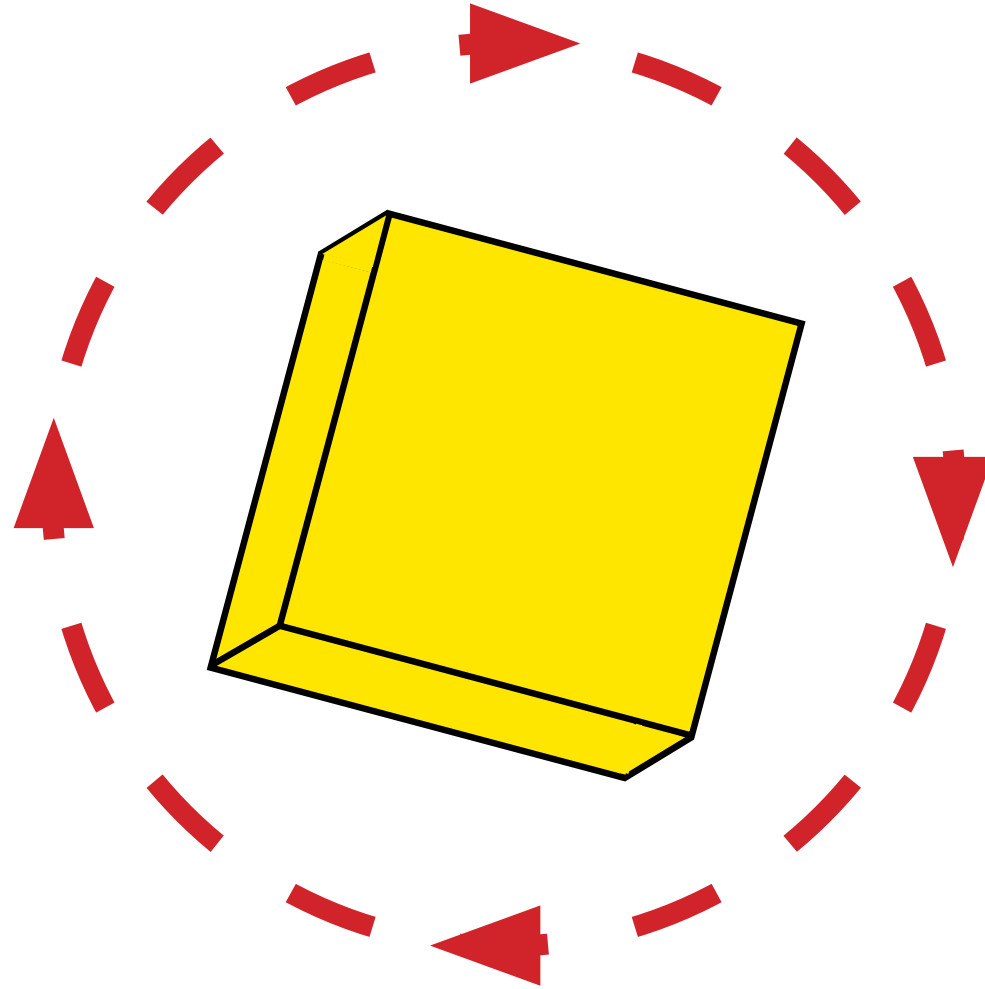
# Dog Outside



# Moving Side-Step Left

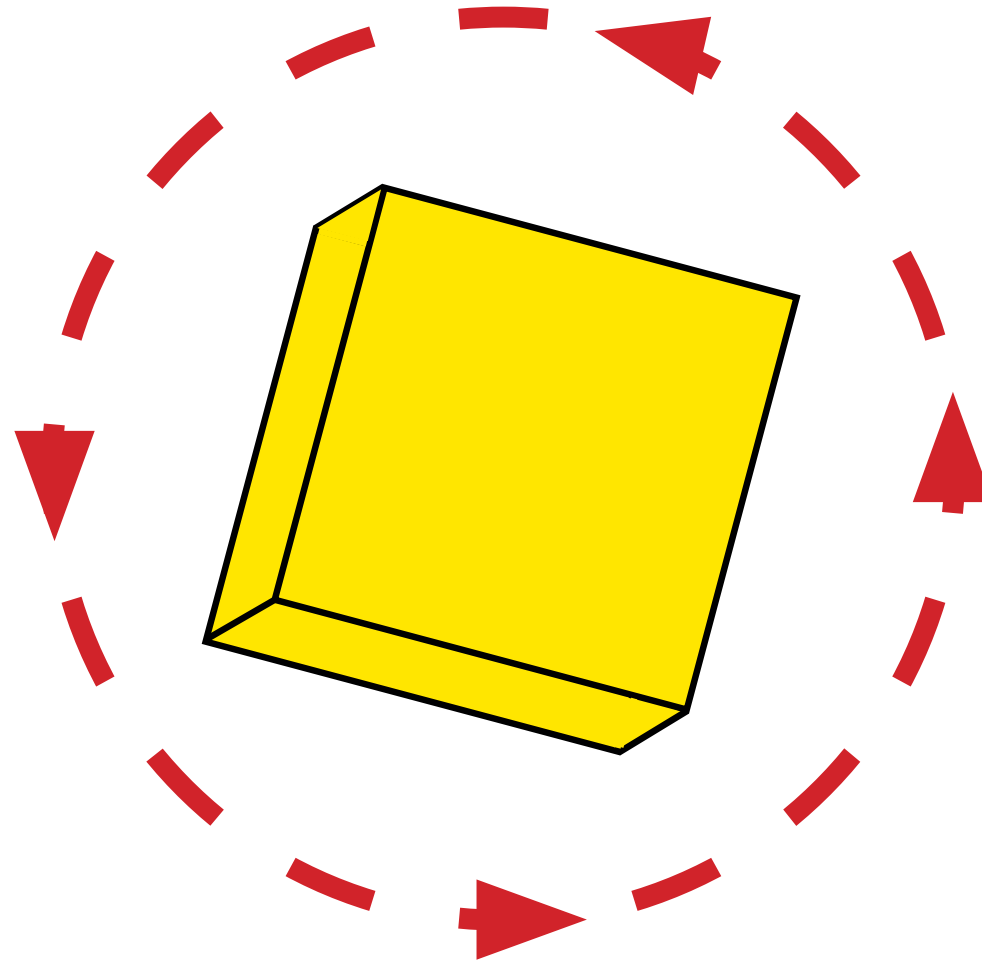


# Raised 360° Clockwise Pivot



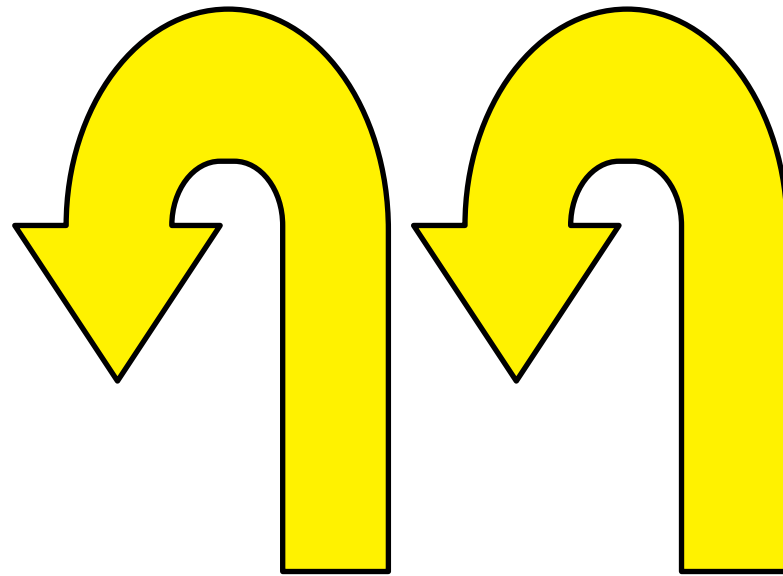
**Change Sides**

# Raised 360° Anti-Clockwise Pivot



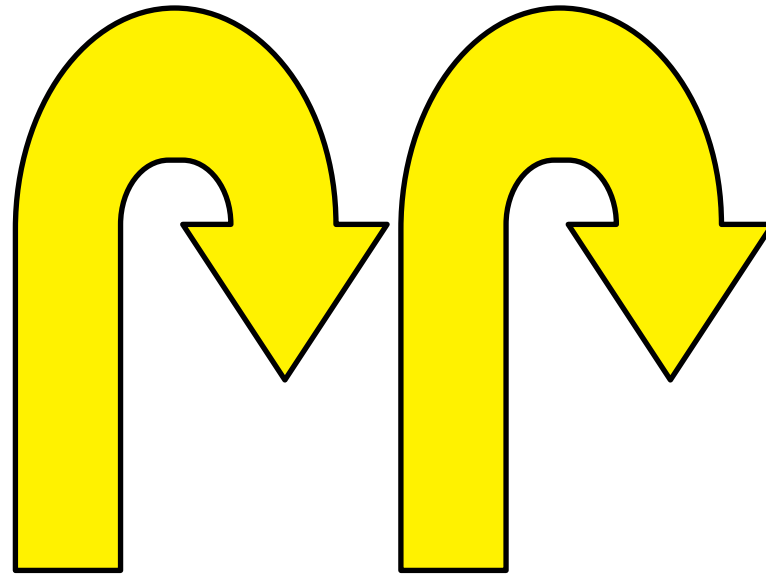
**Change Sides**

# Side by Side Left



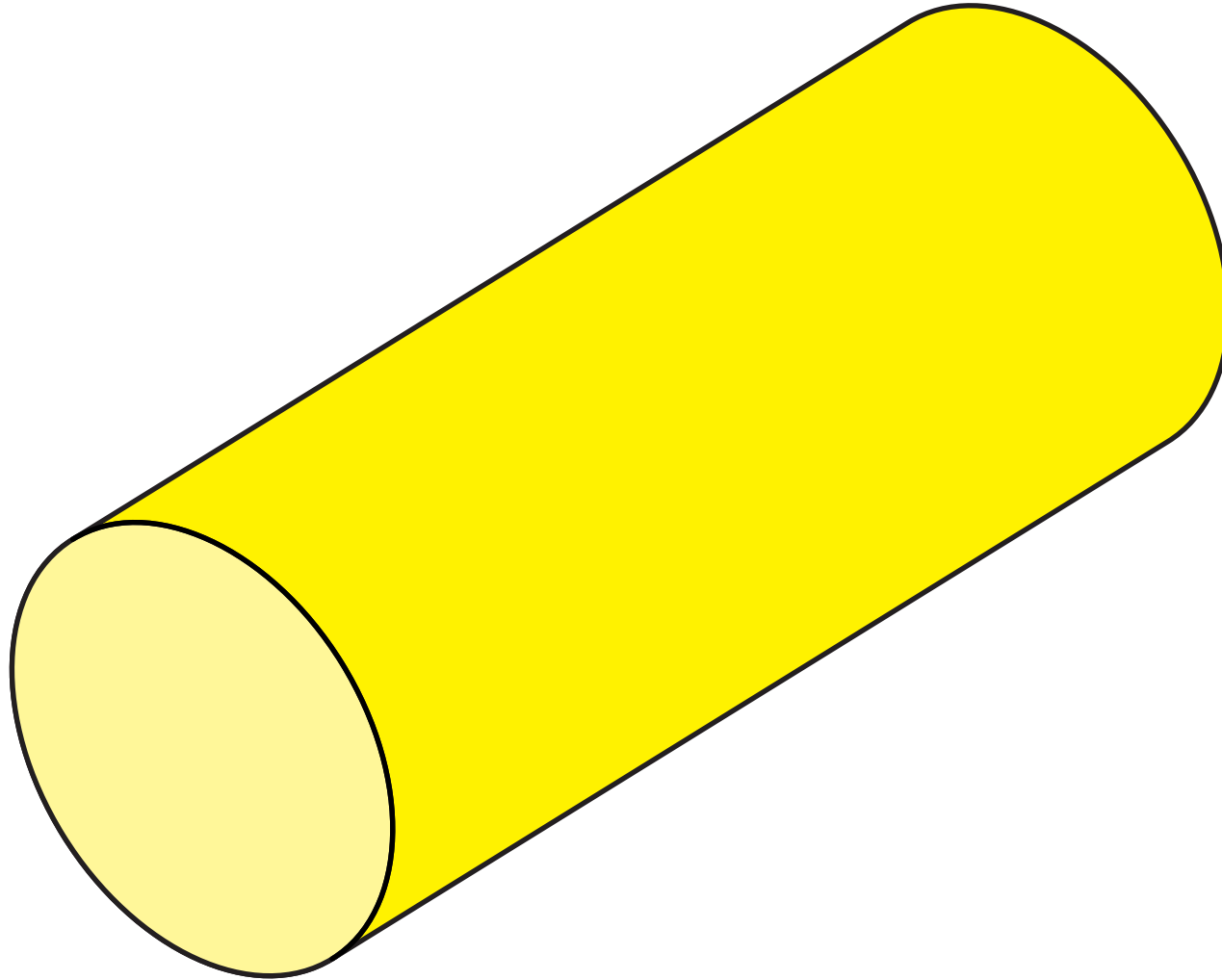
# Change Sides

# Side by Side Right

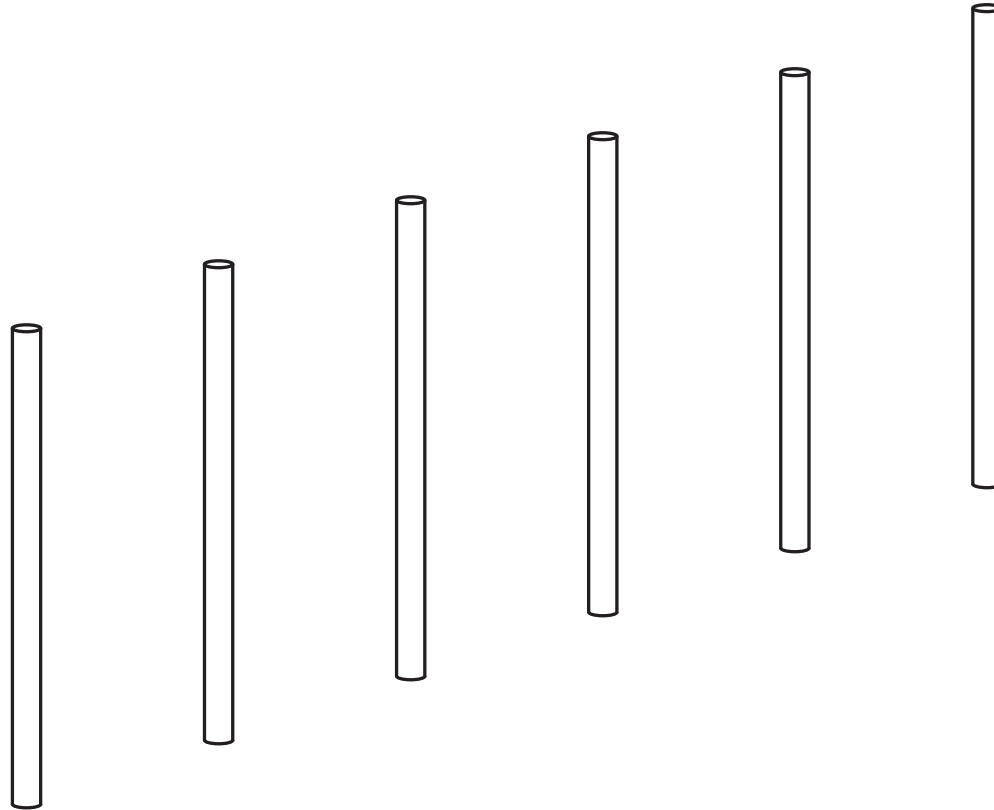


# Change Sides

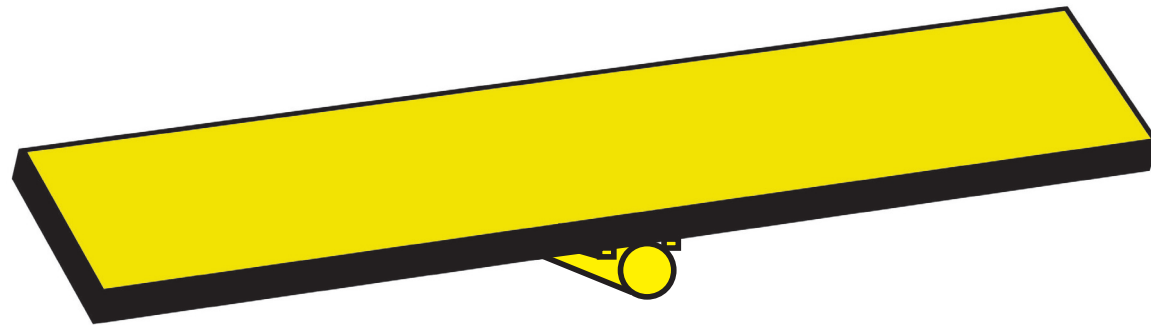
# Tunnel



# Weave Poles



# Teeter-Totter

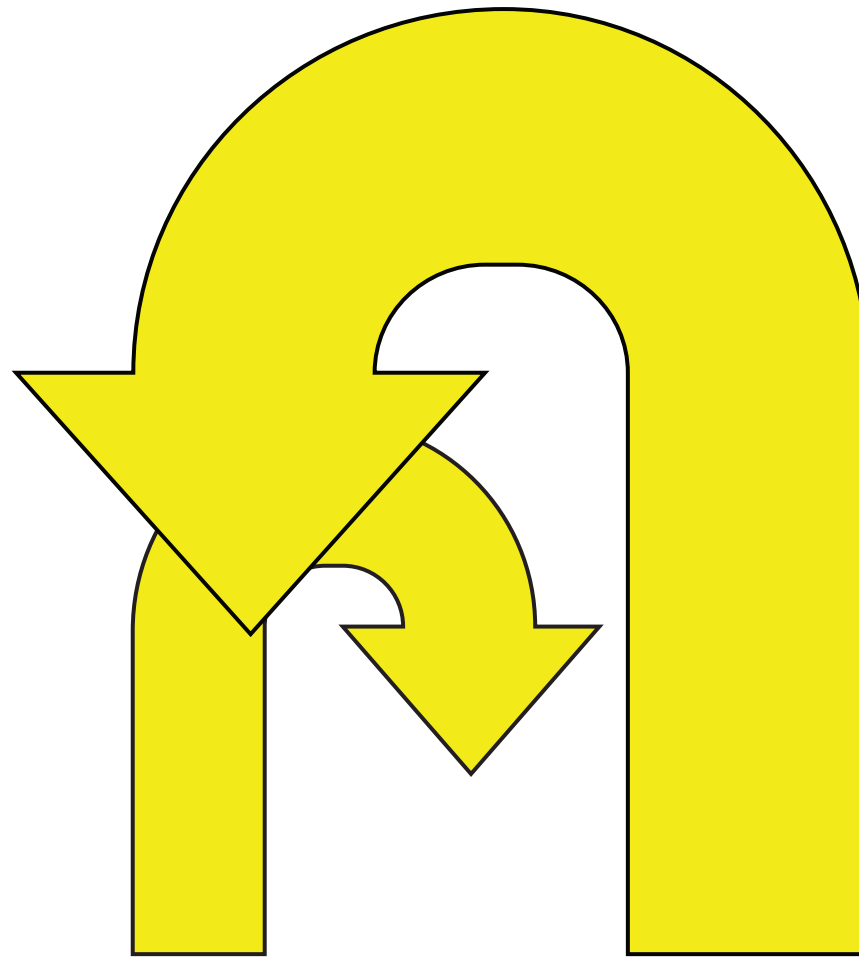




# Single Go Round



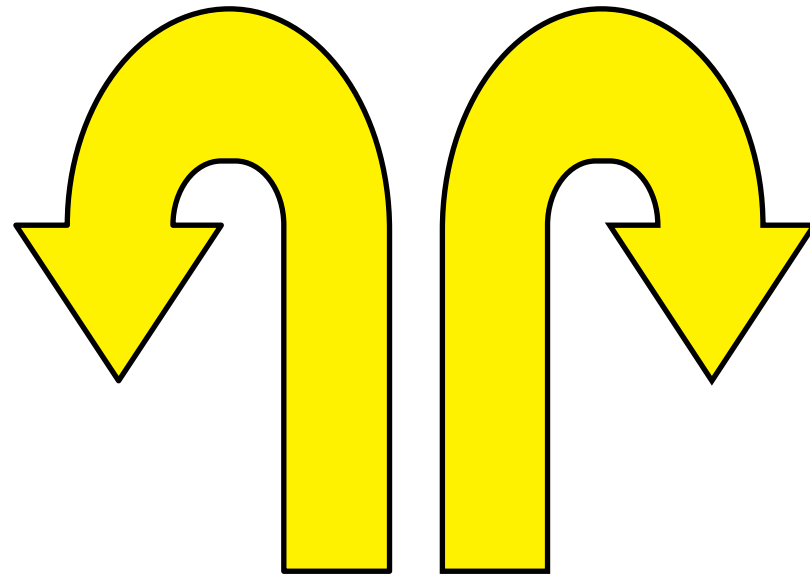
# Right About Turn



Handler

Dog

# Turn Away



# Change Sides

# Double Go Round

