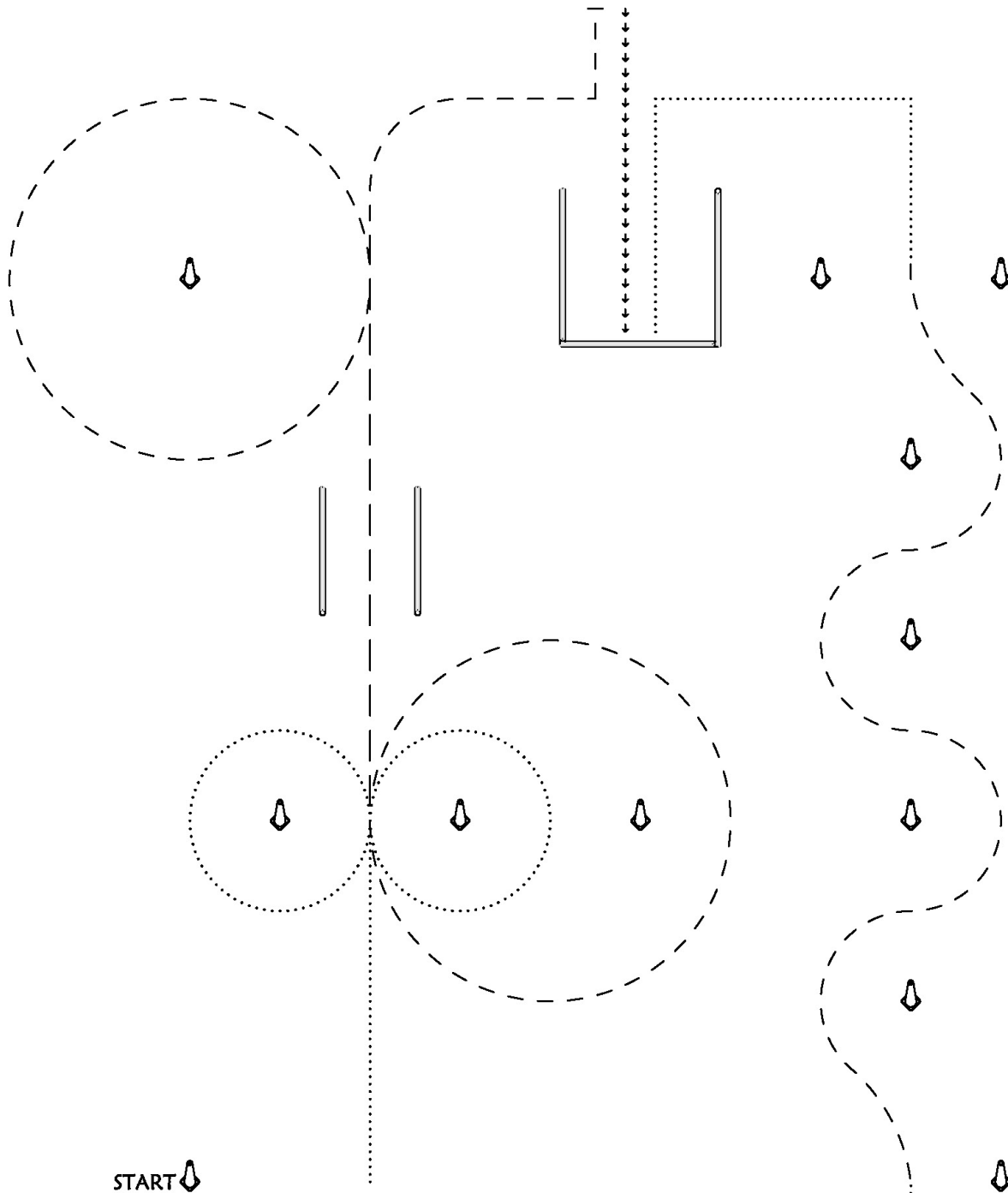


# :: REINSMANSHIP ::

Class: \_\_\_\_\_

Show Date: \_\_\_\_\_

Judge: \_\_\_\_\_



**START** 🐾

- Walk to the start cone, stop
- When judge signals to begin, walk between the first two cones
- Walk a figure 8 right around the cones
- Trot a circle right around two cones
- Extend trot between the poles
- Trot a circle left around the cone
- Trot to the box
- Stop, back into the box
- Walk out of the box, turn right, turn right past the cone
- Pick of the trot between the cones, serpentine the next 4 cones
- Walk to exit

.....	WALK
-----	TROT
—————	EXTENDED TROT
←←←←←	BACK
├	STOP
⤵	TURN