



1. Walk from A to B.
2. Trot from B to C.
3. Stop at C and perform a 180 degree turn.
4. Back to Judge, set up for inspection.
5. When dismissed perform a 90 degree turn and trot straight away from Judge.

Walk	-----
Trot	-----
Back	← ↔ ↔
Marker	(B)
Judge	(J)