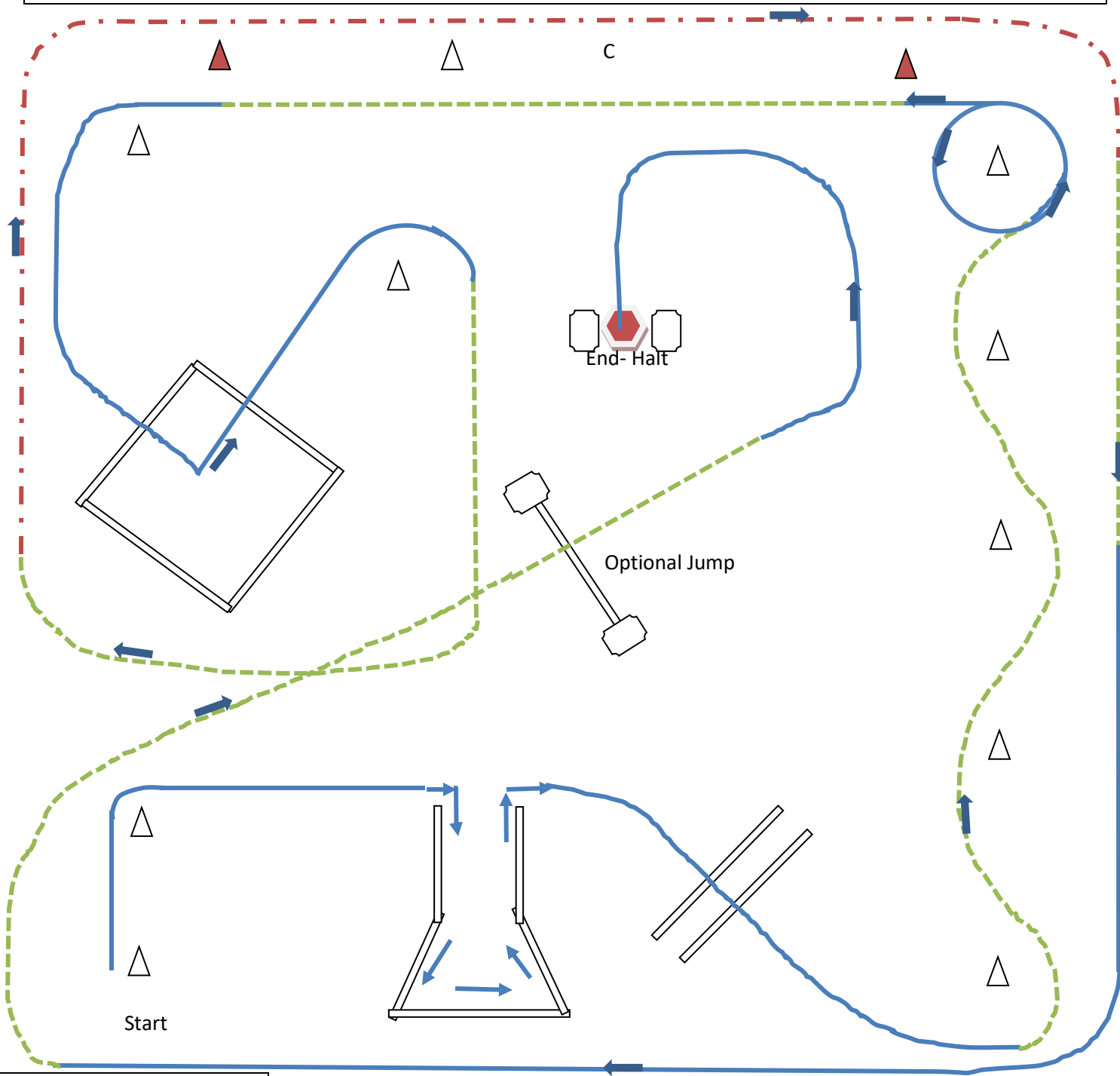


Class 18 Advanced Walk-Trot Obstacles- Rider will have a spotter in the ring who will remain in the center of the ring. Any assistance from the spotter will be penalized.



Walk —————

Trot ██████████

Canter ■■■|■■|■■|■■|■■|■■

Block

Stop

Cone

Ground Pole

- Enter starting on the left side of cone, walk to next cone, turn right. Enter and exit keyhole, turn right walk over two ground poles, walk towards corner cone.
- Turn left, trot weave cones come back to a walk, walk full circle left around corner cone. Pick up the trot, trot towards next corner cone, come back down to a walk before corner cone.
- Left at corner cone, walk towards box, enter box, halt in the center for 3 seconds. Exit box left. Turn right around cone, pick up trot, then canter.
- Transition down to trot, then return to walk. Right turn at corner, walk to next corner, pick up trot. Trot over optional jump, return to walk.
- Halt between blocks.