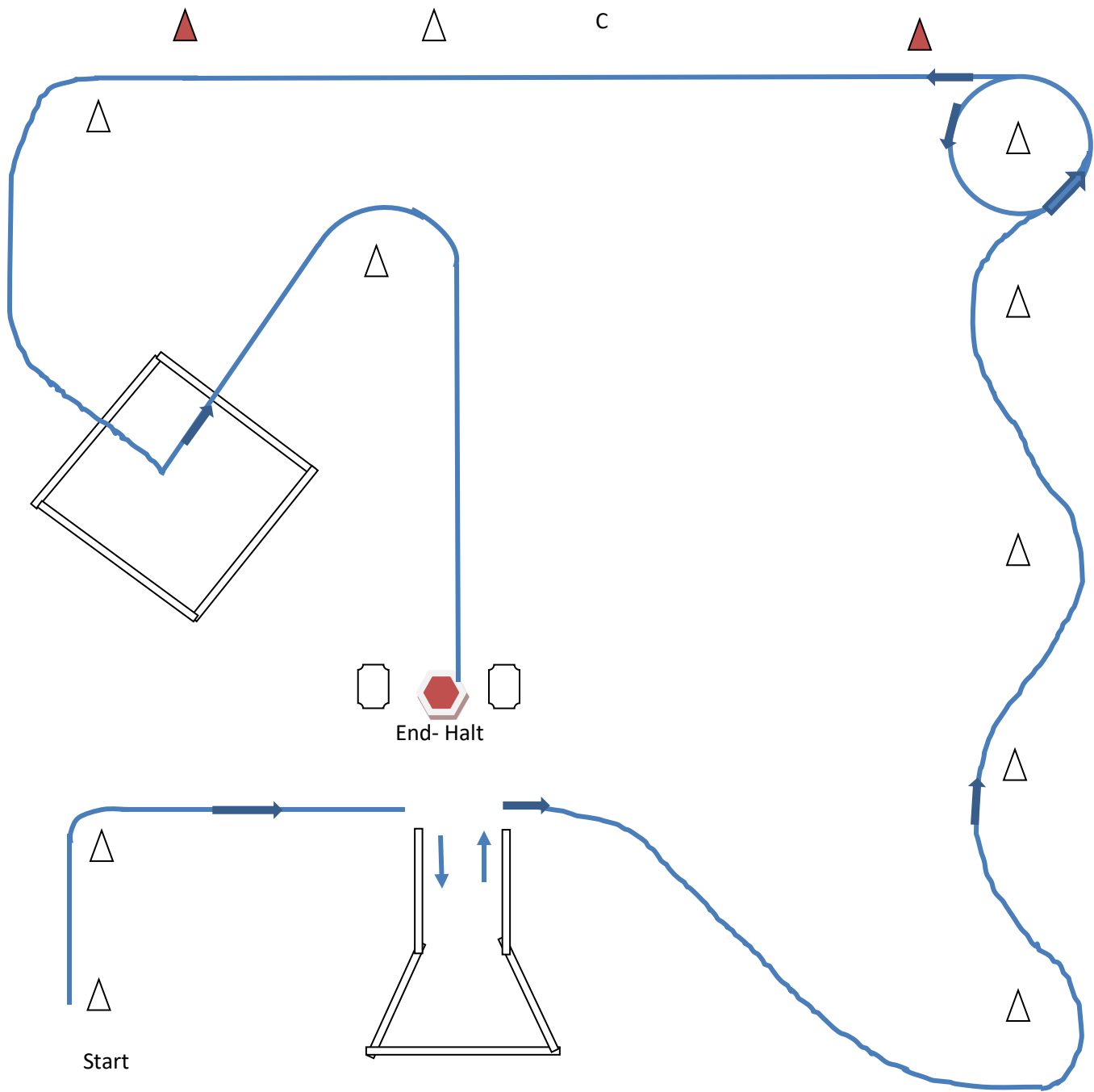


**Class 26- In-Hand Walk Only Obstacles- Rider will be on lead at all times and may have one or two side-walkers.**



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 towards corner cone.
- Turn left, weave cones, full circle left around corner cone. Walk to next corner cone. Left at corner cone, walk towards box, enter box, halt in the center for 3 seconds. Exit box left.
- Walk towards cone, turn right around cone and walk towards blocks (end).
- Halt between blocks.