




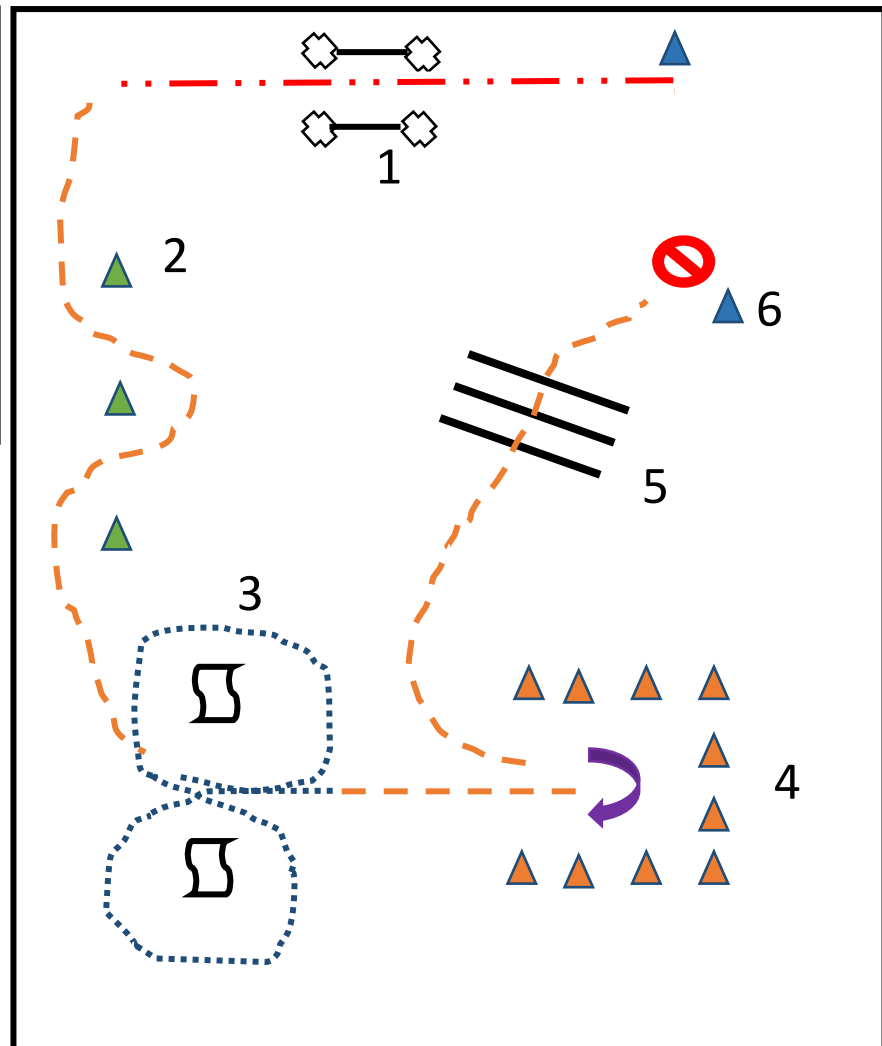


4. OPEN WALK/TROT/CANTER OBSTACLES

KEY	
WALK	
TROT	
CANTER	
TURN	
HALT	



1. Start at cone and canter between raised poles
2. Trot around cones
3. Walk a figure eight around blocks
4. Trot into cone U and perform a 180 degree turn
5. Trot to and over ground poles
6. Halt at cone to finish pattern