

CLASS # 9

CLASS # 10

CLASS # ~~11~~

3



2



1



Judge

1. Start at 1st marker
2. Trot to the 3rd marker
3. Back to the 2nd marker
4. Execute a 90 degree turn and walk to the judge
5. Set up for inspection
6. When excused walk out of the arena

Enter at the _____ gate
Exit at the _____ gate