

**START**

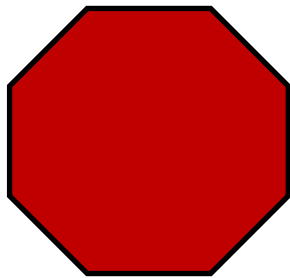
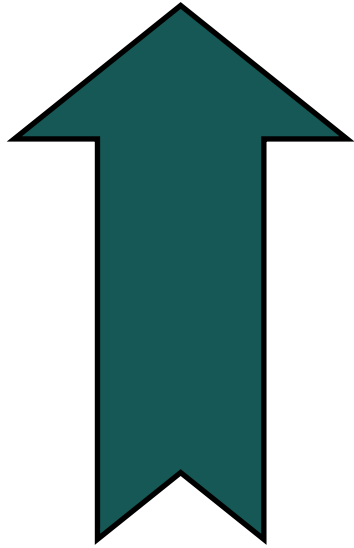
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**Heeling and  
Conduct**

F: N A E M

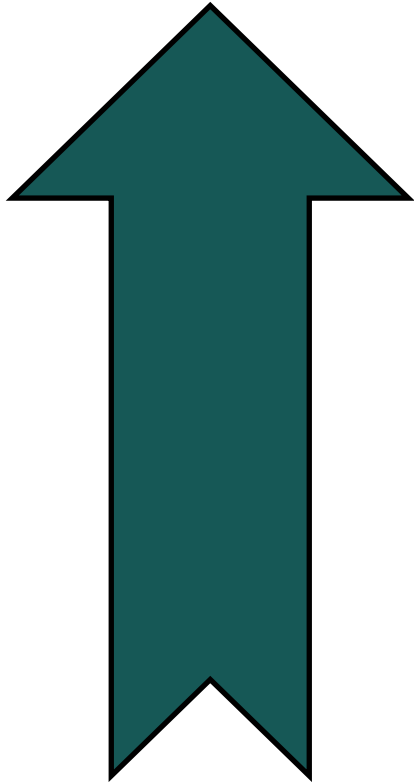


**FINISH**

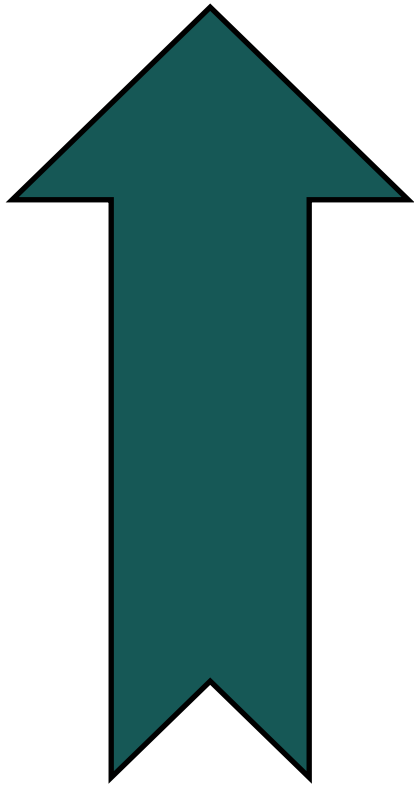


**HALT**

**Fast**

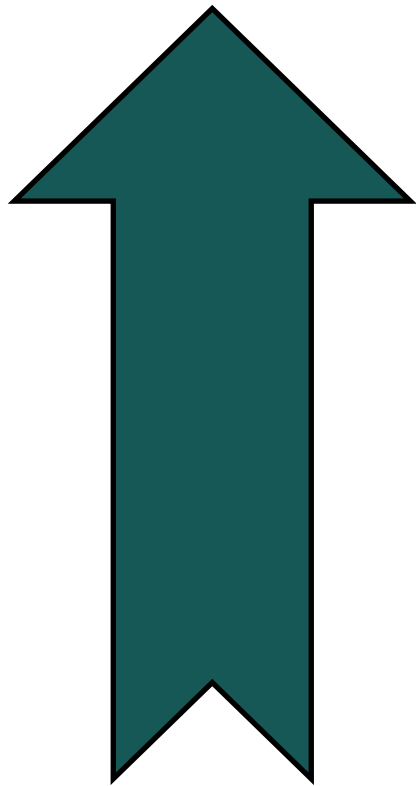


**Fast  
Pace**

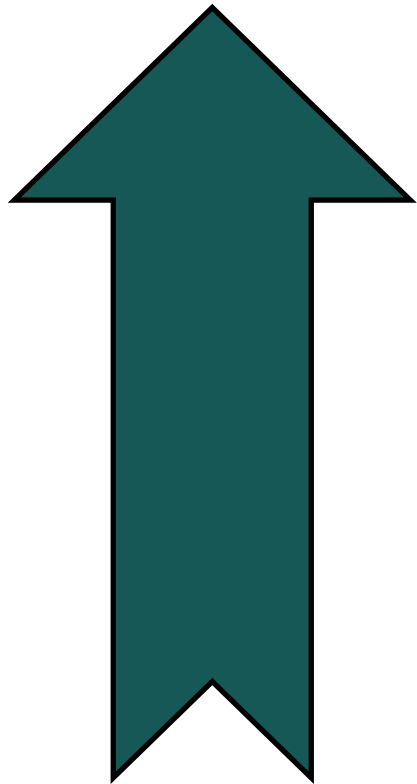


**Slow**

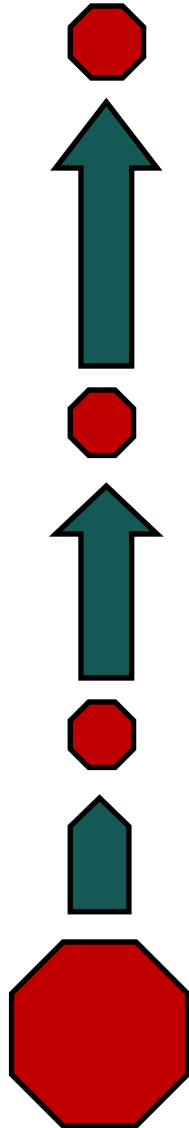
**Pace**



**Normal  
Pace**



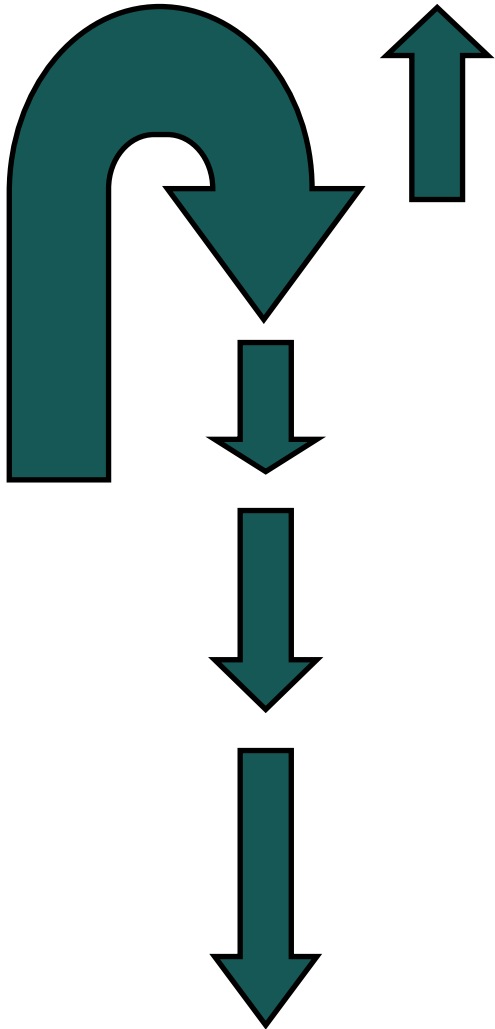
**Normal  
Pace**



**HALT**

**1 - 2 - 3**





**Call Dog Front**

**1 - 2 - 3**

**Backwards**



**360°**

**Circle**

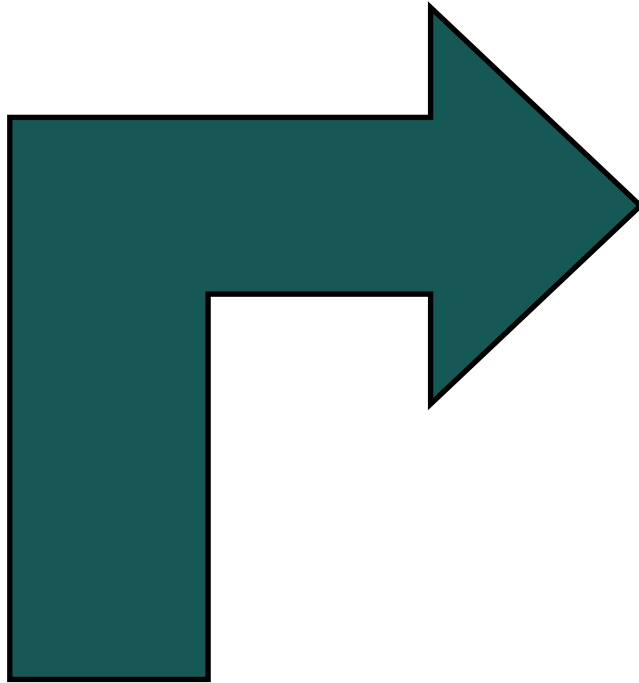
**Right**



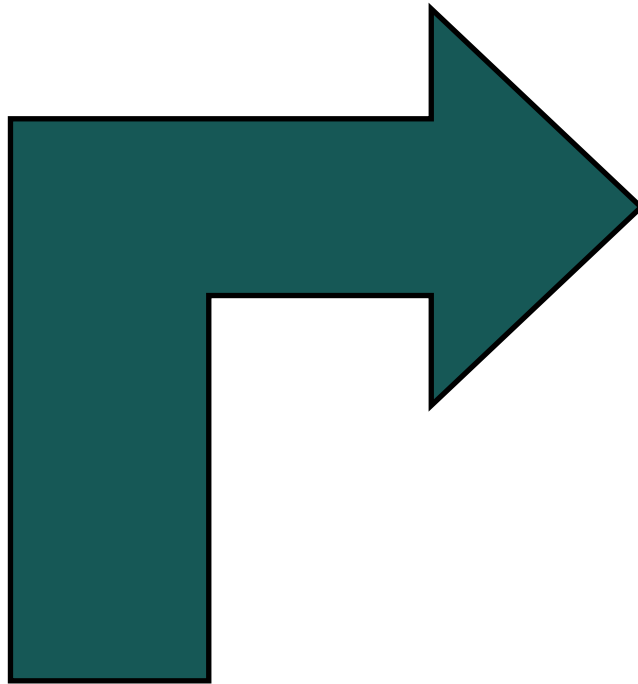
**360°**

**Circle**

**Left**



**Right  
Turn**



**Right  
Turn**



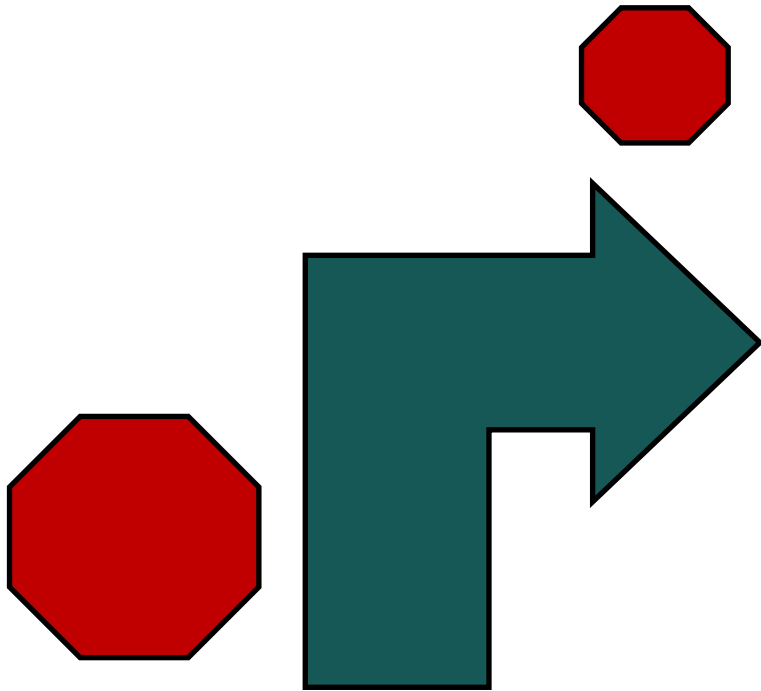
**270°**

**Left**



**270°**

**Left**

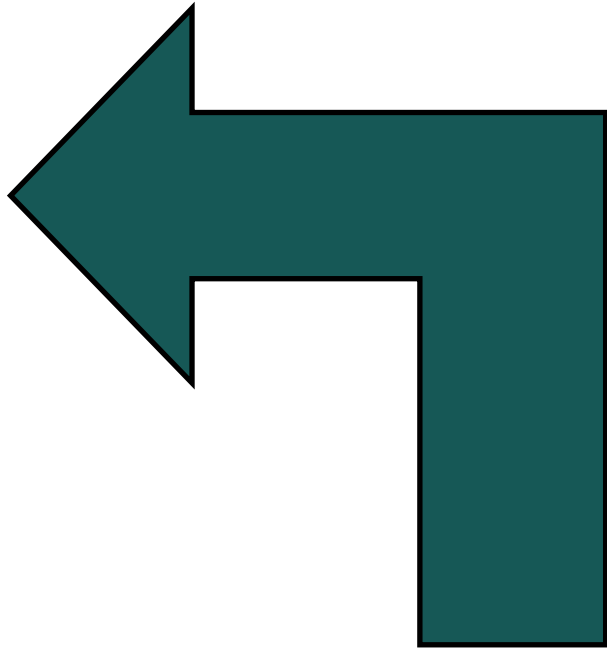


90°

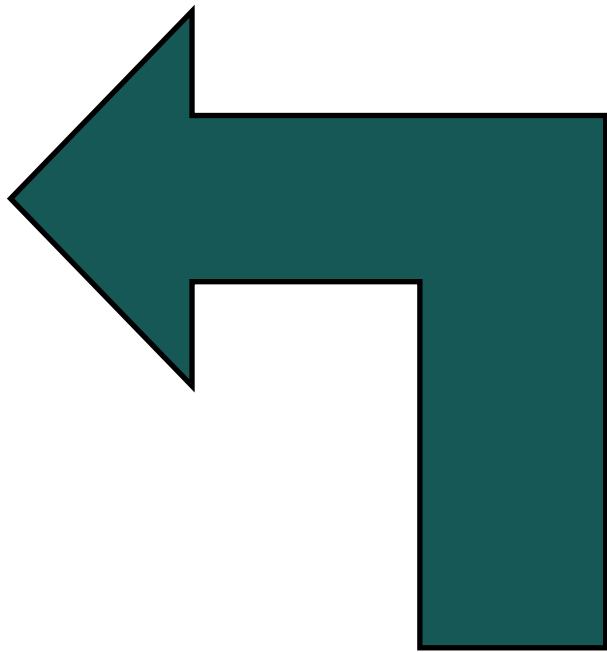
Pivot

Right

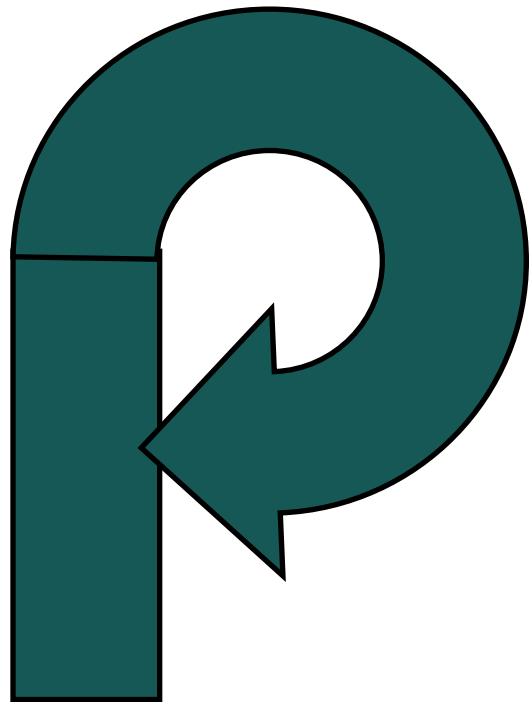




**Left  
Turn**

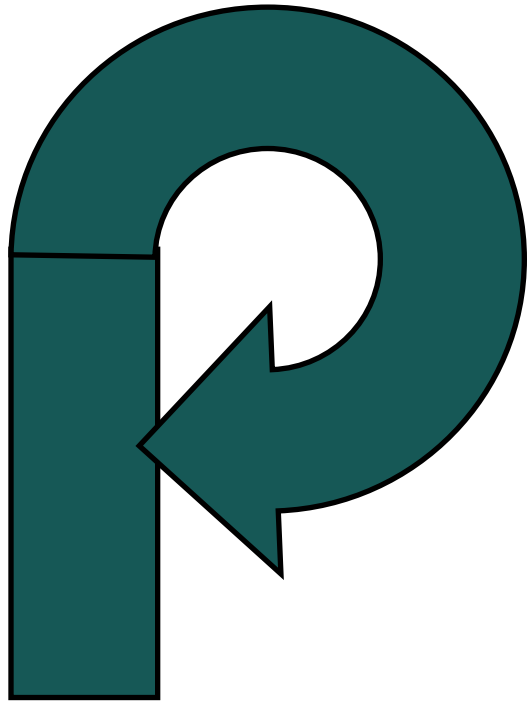


**Left  
Turn**

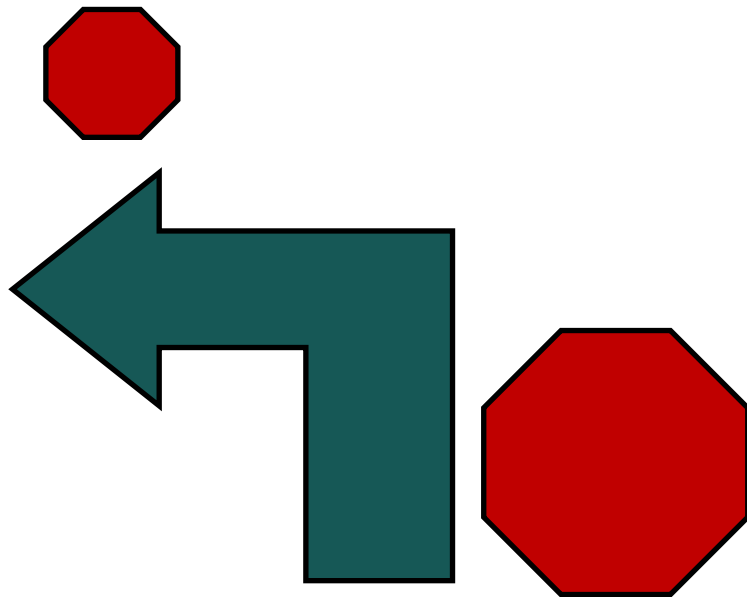


**270°**

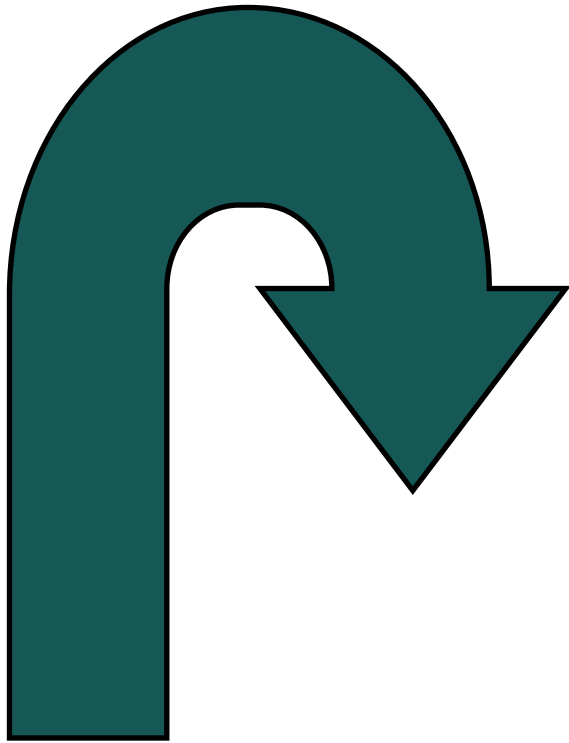
**Right**



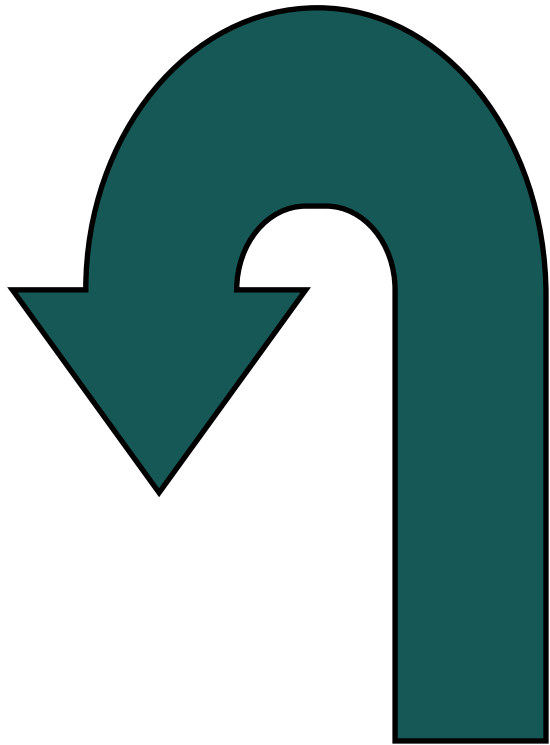
**270°**  
**Right**



90°  
Pivot  
Left

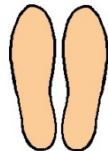
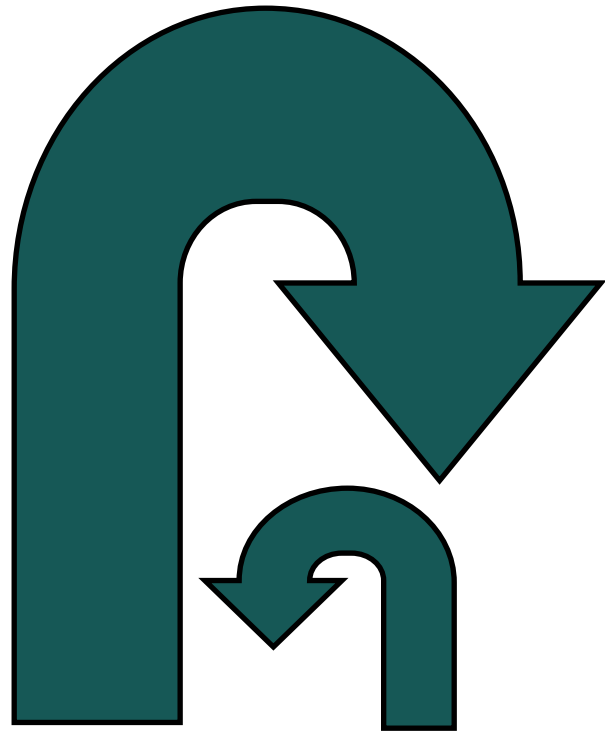


# About Turn



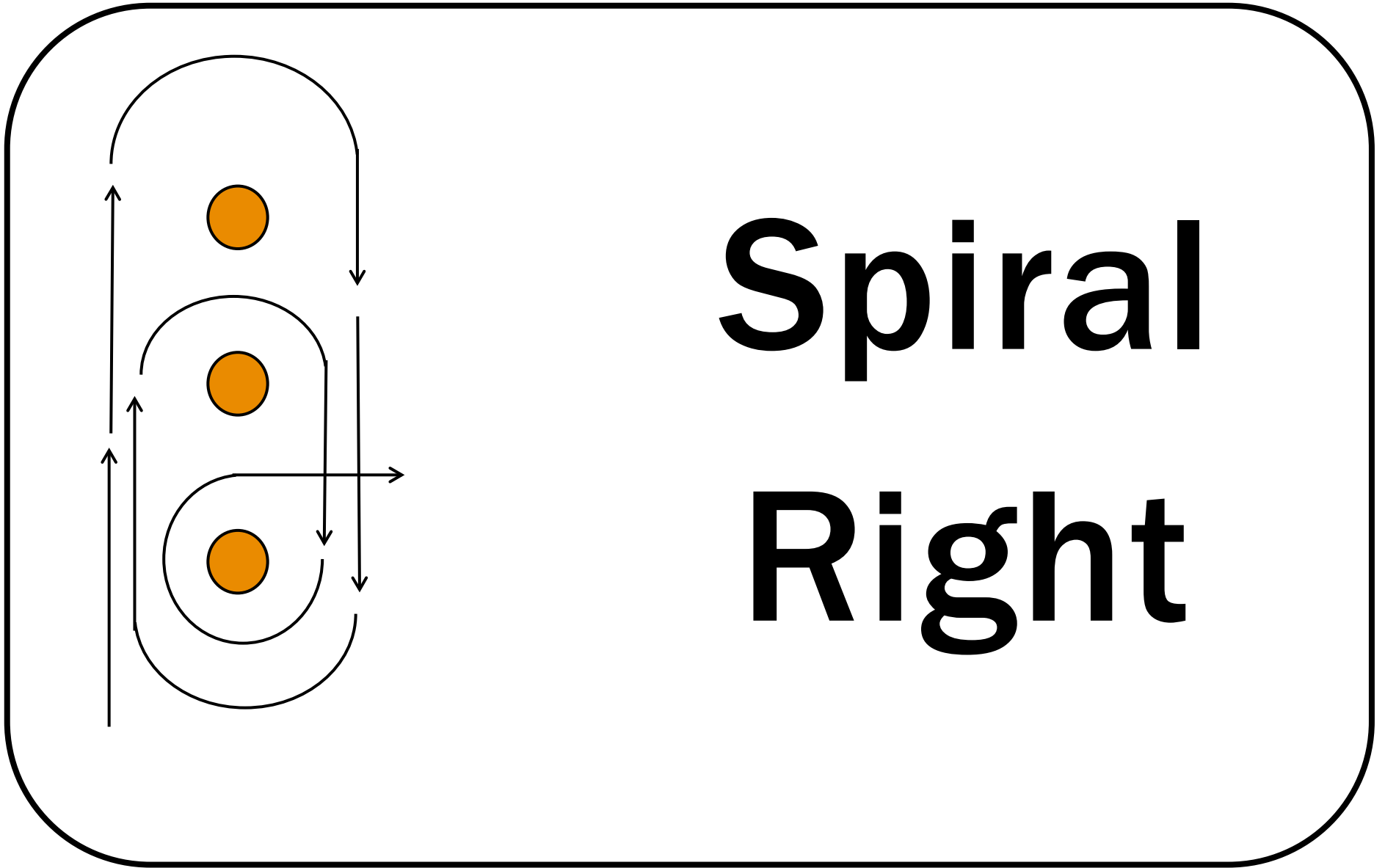
U

Turn



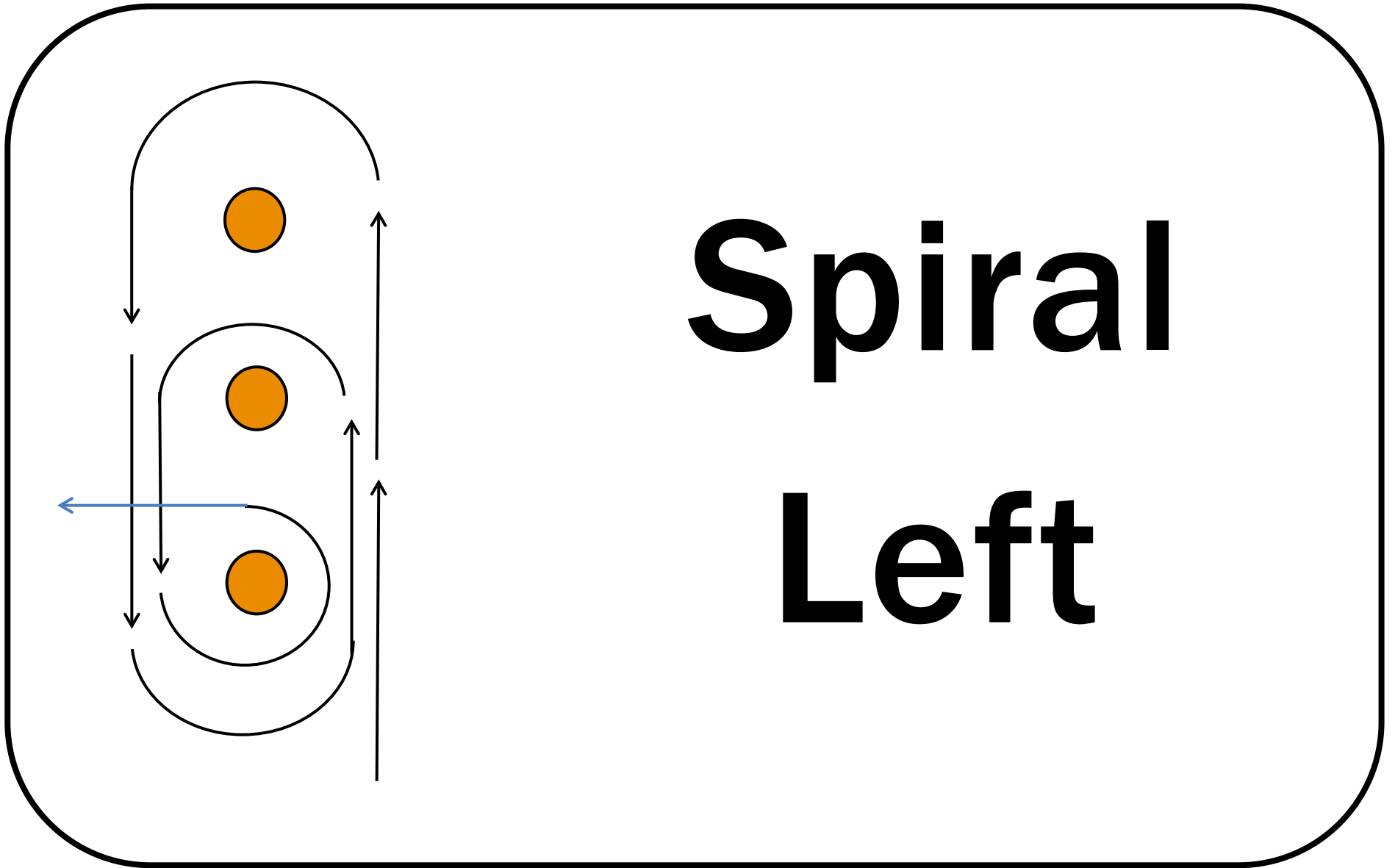
**Left  
About  
Turn**





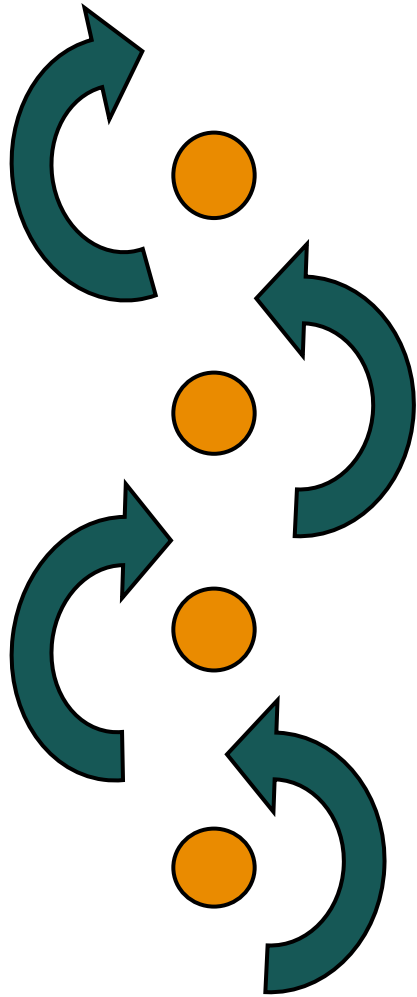
**Spiral**

**Right**

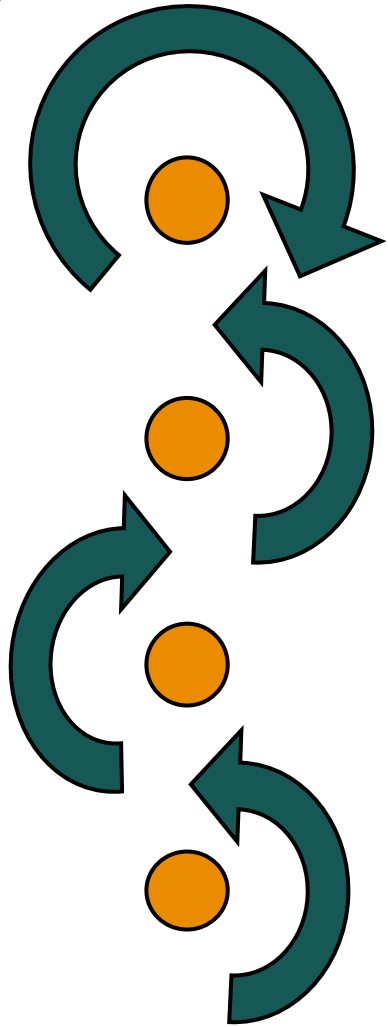


# Spiral

# Left



**Serpentine  
Cones  
One Way**



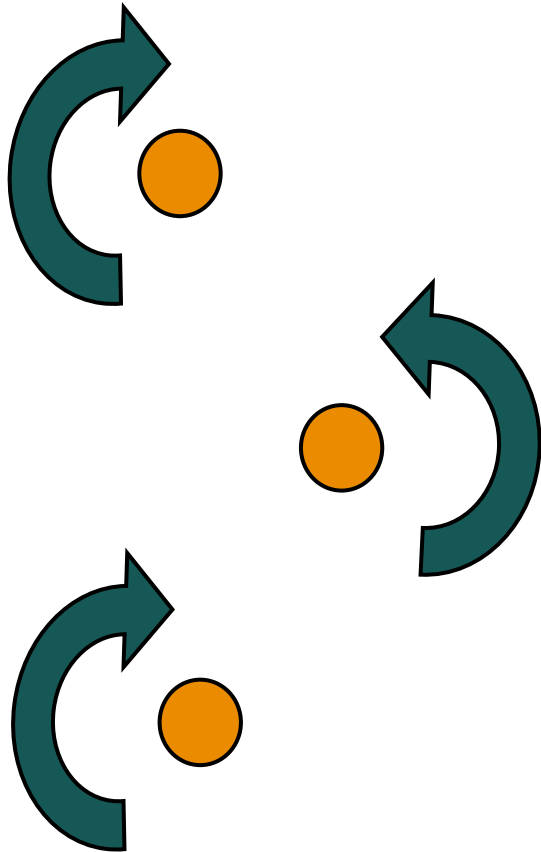
**Serpentine  
Cones  
Down &  
Back**

# Sit Stay

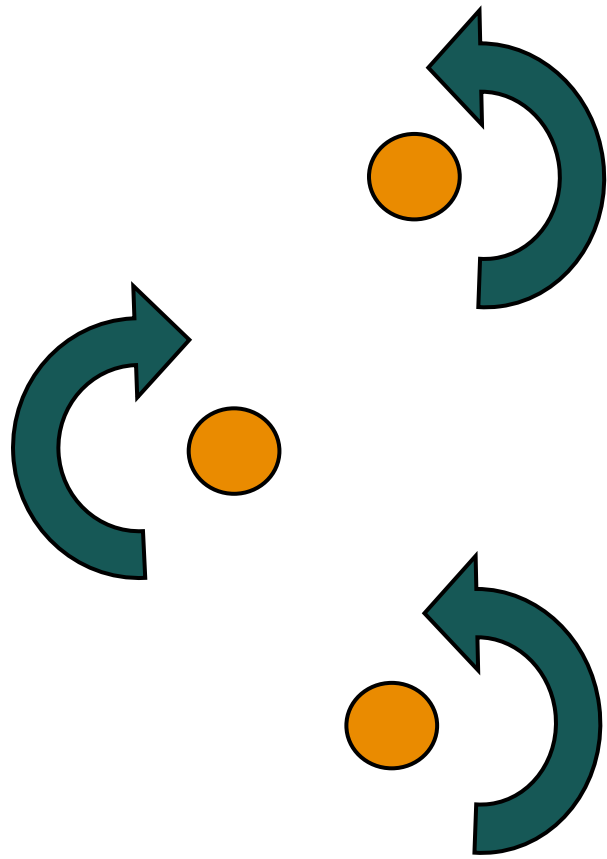


# Down Stay



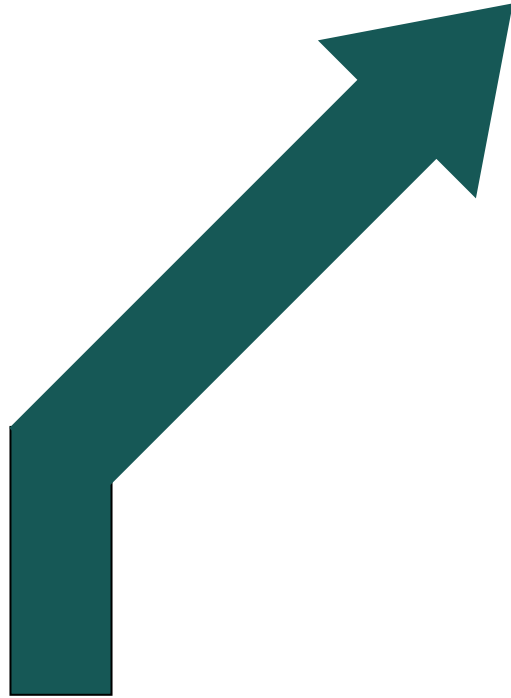


**Offset  
Serpentine  
Right**



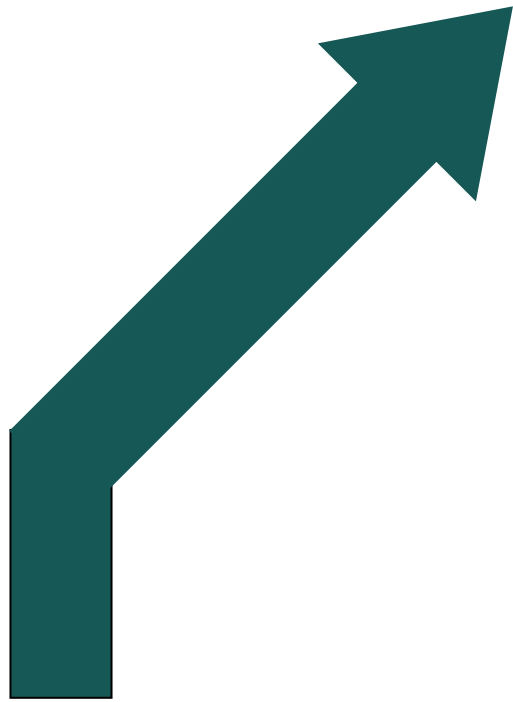
**Offset  
Serpentine  
Left**





**45°**

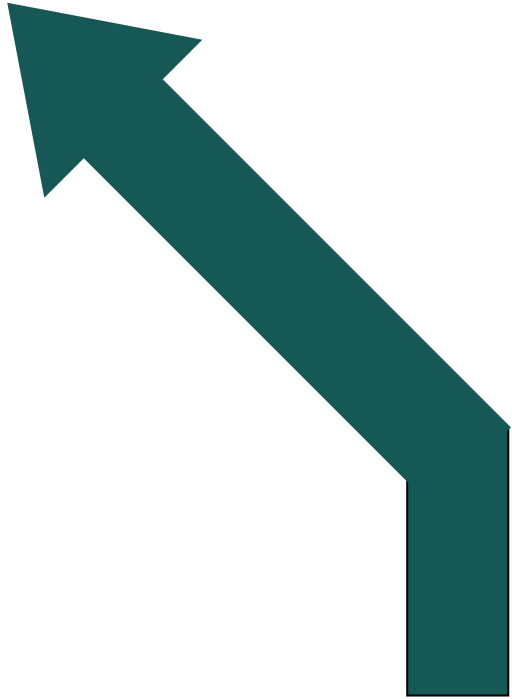
**Diagonal  
Right**



**45°**

**Diagonal**

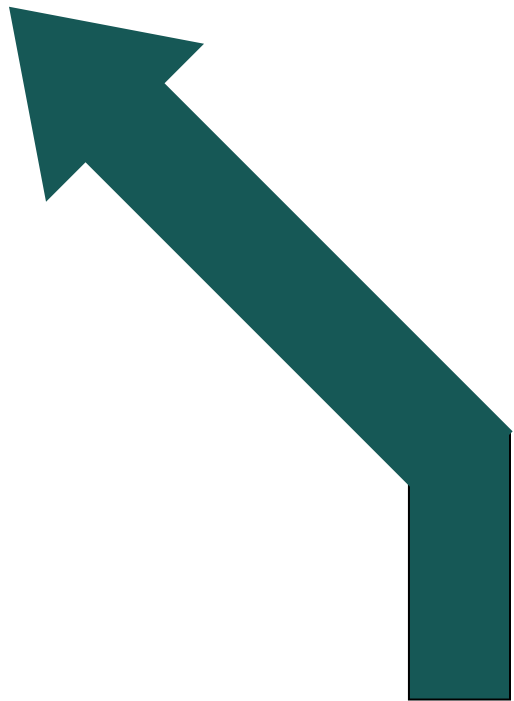
**Right**



**45°**

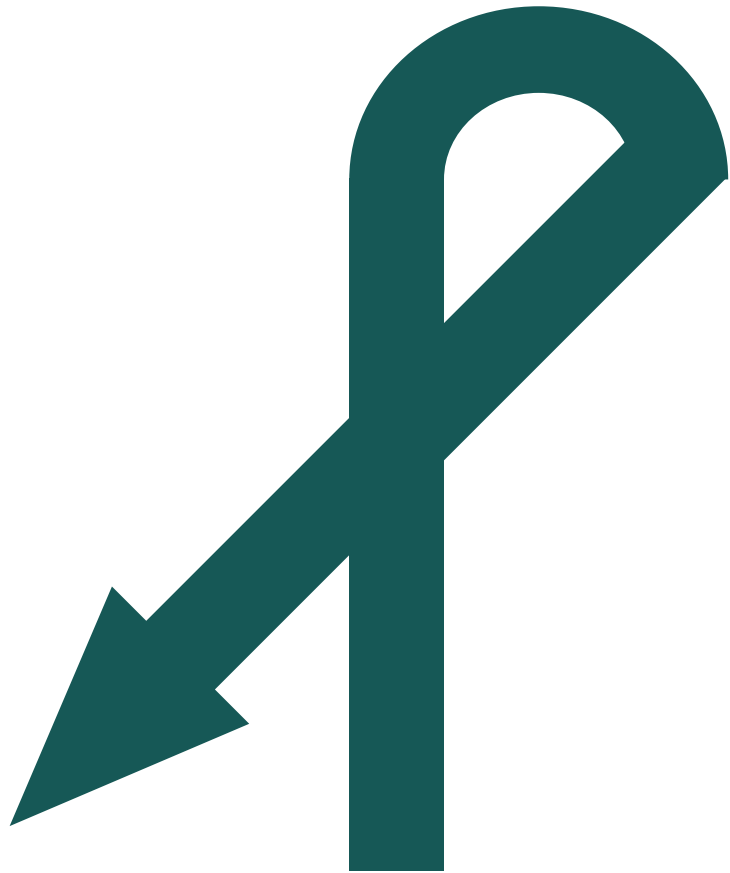
**Diagonal**

**Left**



**45°**

**Diagonal  
Left**



**225°**

**Loop**

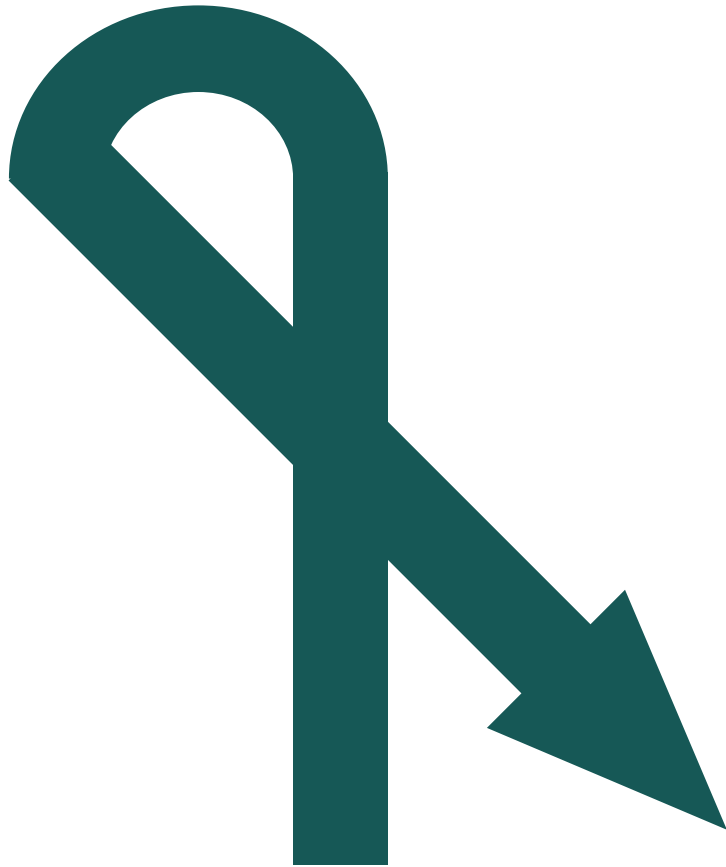
**Right**



**225°**

**Loop**

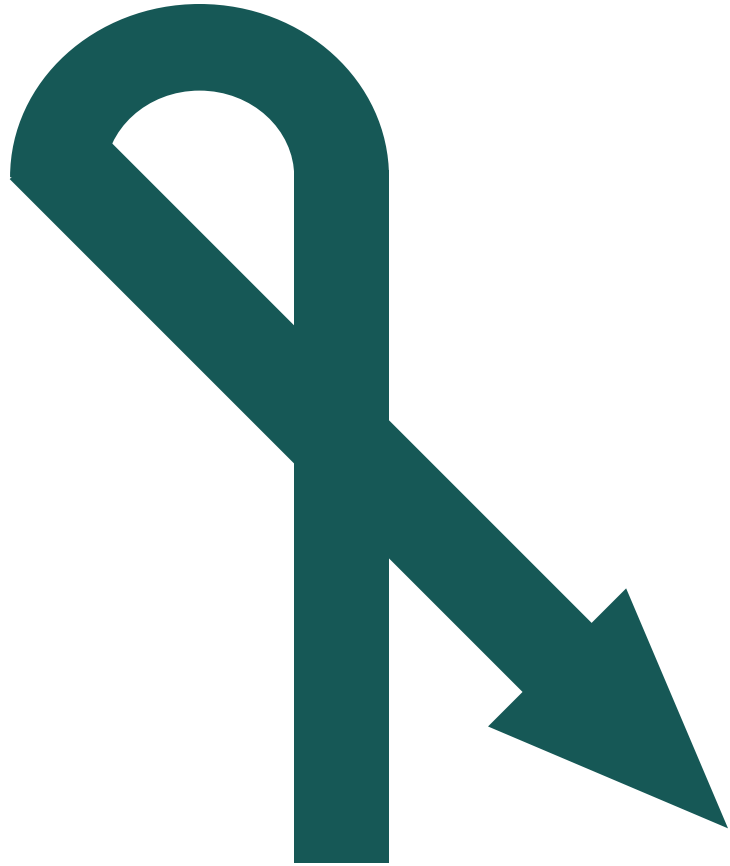
**Right**



**225°**

**Loop**

**Left**

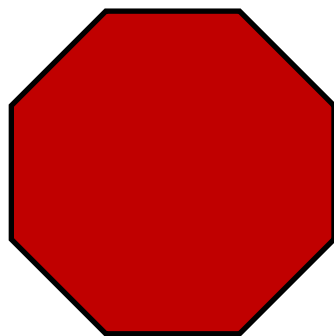


**225°**

**Loop**

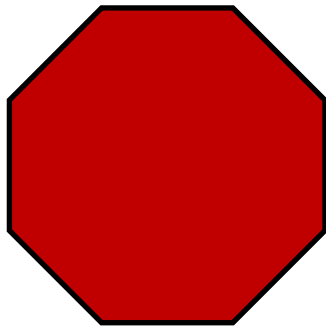
**Left**





**HALT**

**Down**



**HALT**

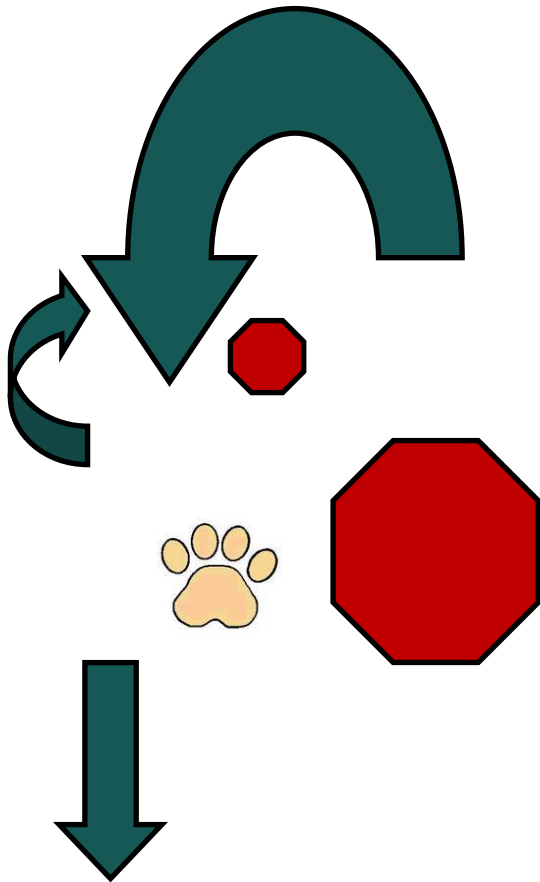
**Stand**

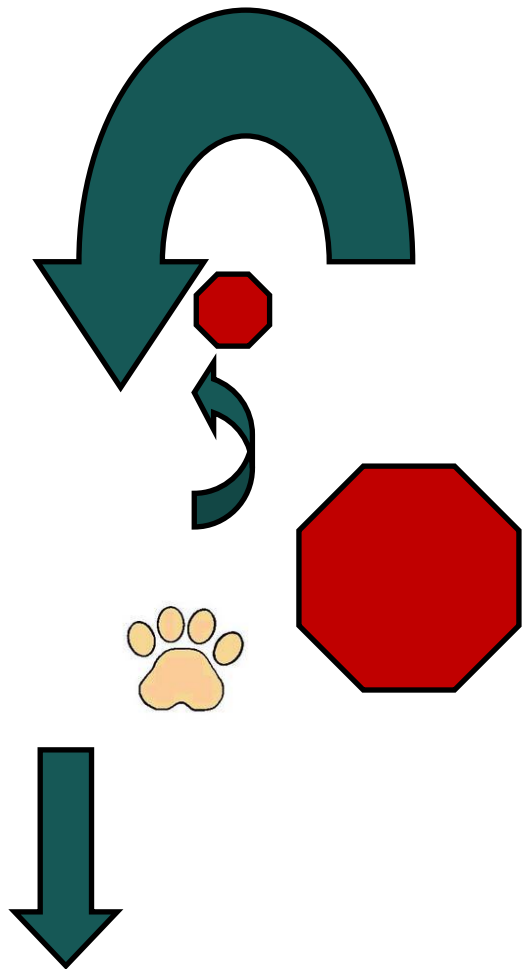
**HALT**

**Front Dog**

**Finish Right,**

**HALT**



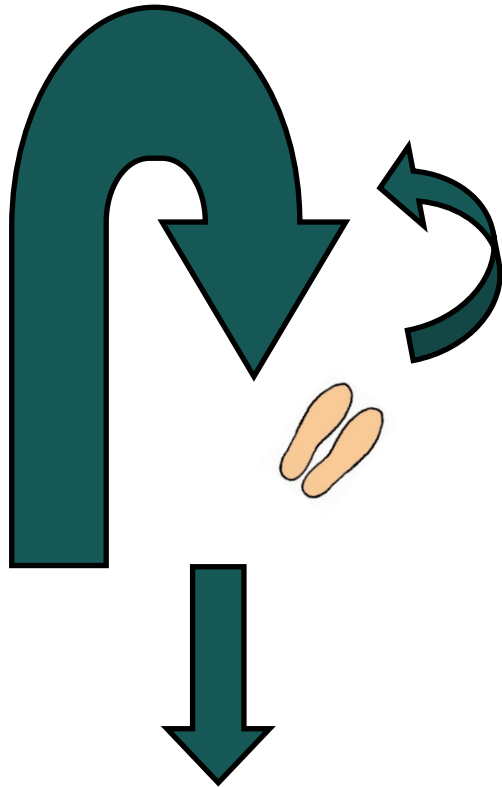


**HALT**

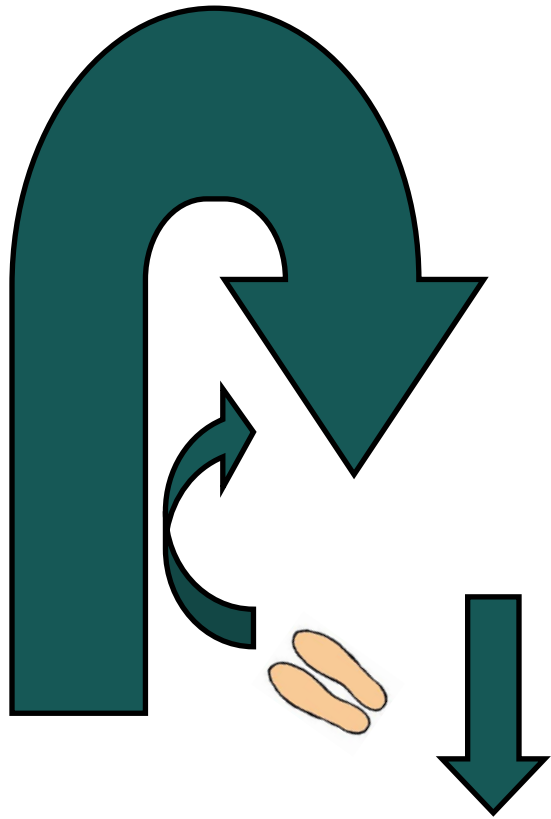
**Front Dog**

**Finish Left,**

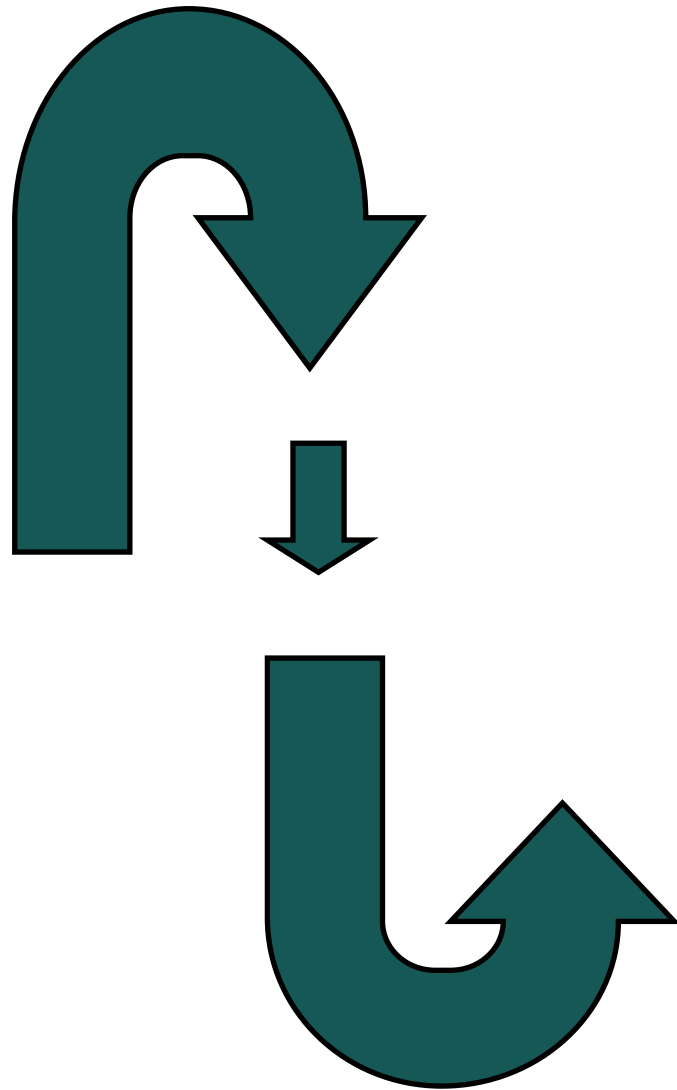
**HALT**



**Call Dog Front**  
**Return Right**



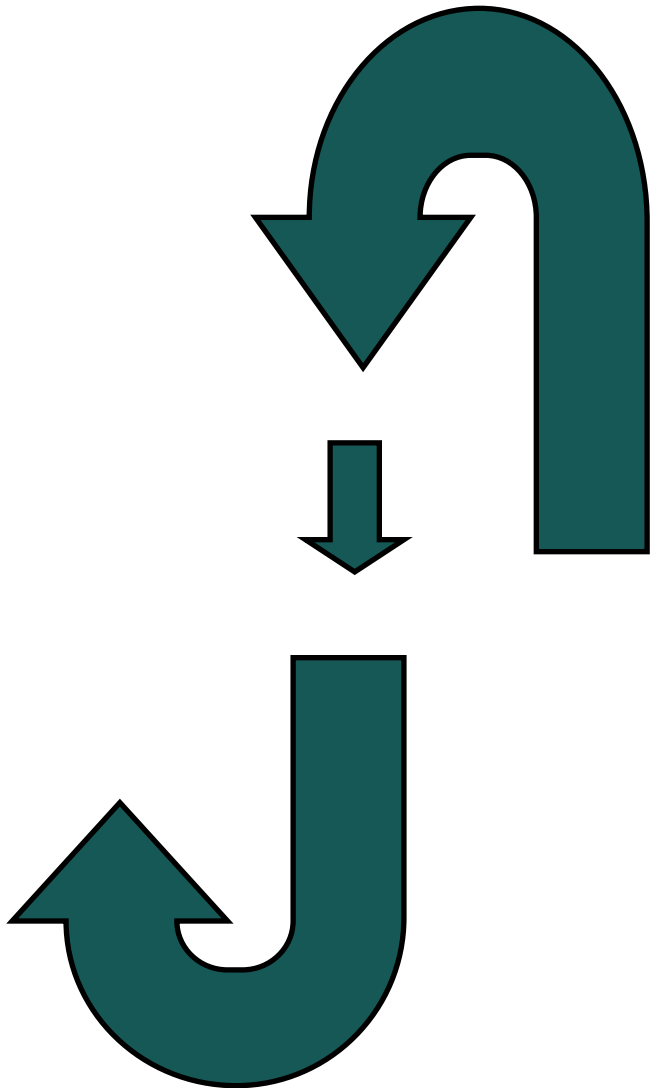
**Call Dog Front**  
**Return Left**



**About**

**Turn**

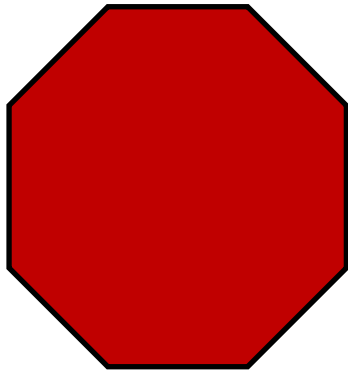
**U Turn**



**U Turn  
About  
Turn**



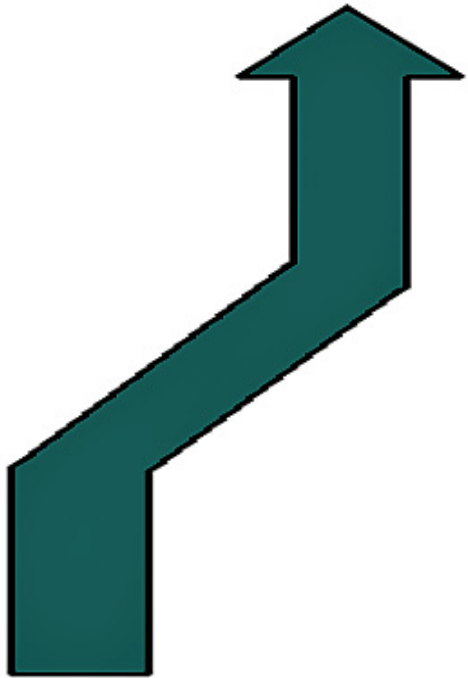
120: N (S)



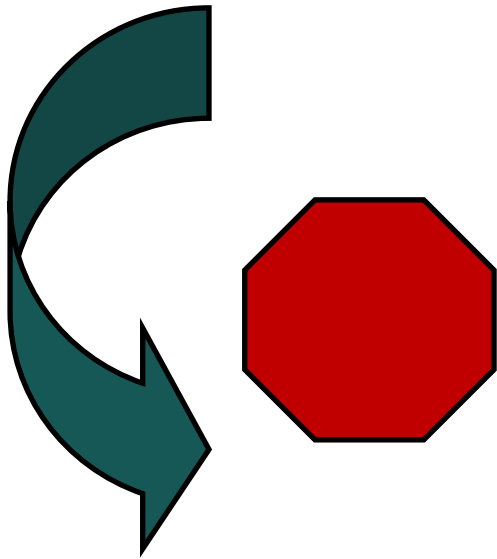
**HALT**



**Down**



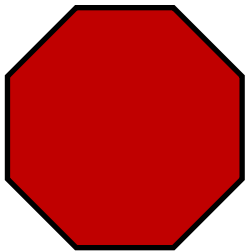
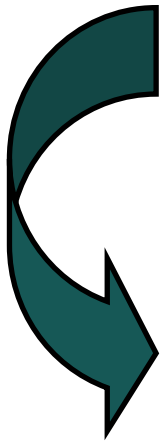
**Moving  
Side Step  
Right**



**HALT**

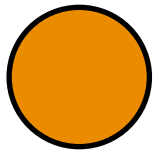
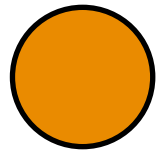
**Walk Around**

**Dog**



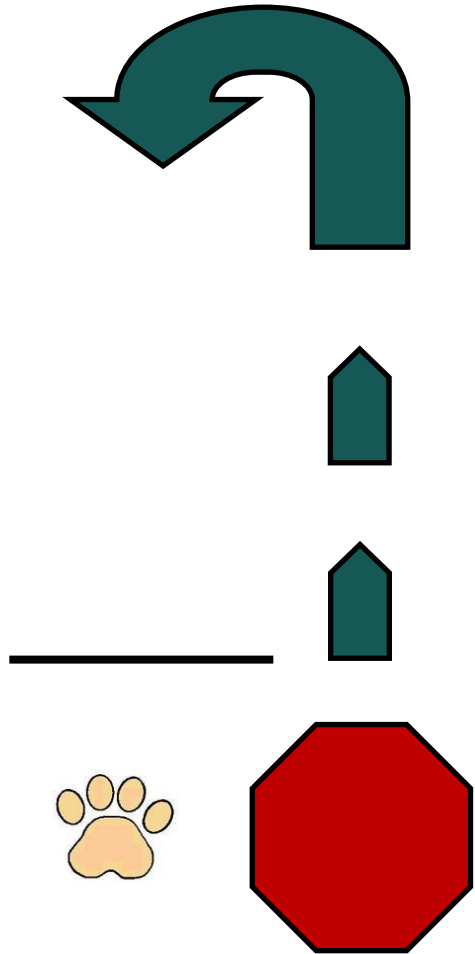
**HALT**  
**Down**

**Walk Around**  
**Dog**

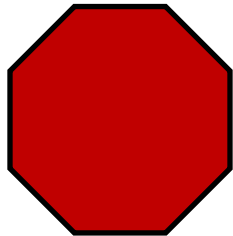
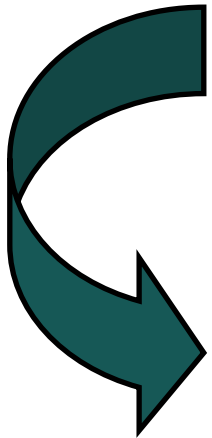


**Off set**

**Figure 8**



**HALT**  
**Stand**  
**Walk 3 Steps**  
**Face Dog**  
**Return**



**HALT**  
**Stand**  
**Walk Around**  
**Dog**



**HALT**

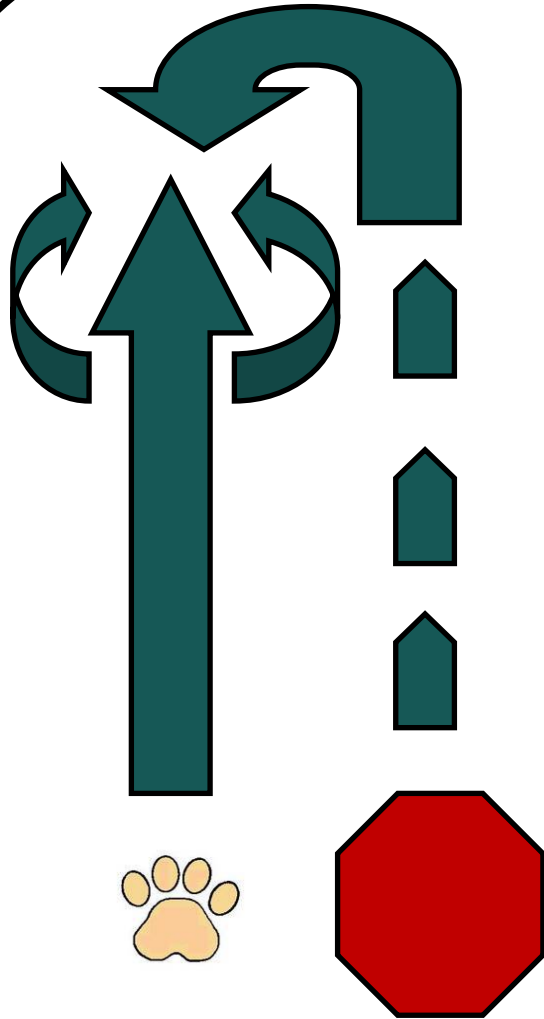
**Walk 3 Steps**

**Face Dog**

**Call Front**

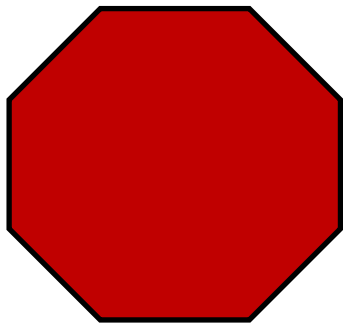
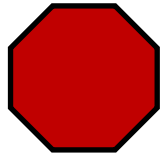
**Finish**

**HALT**



—

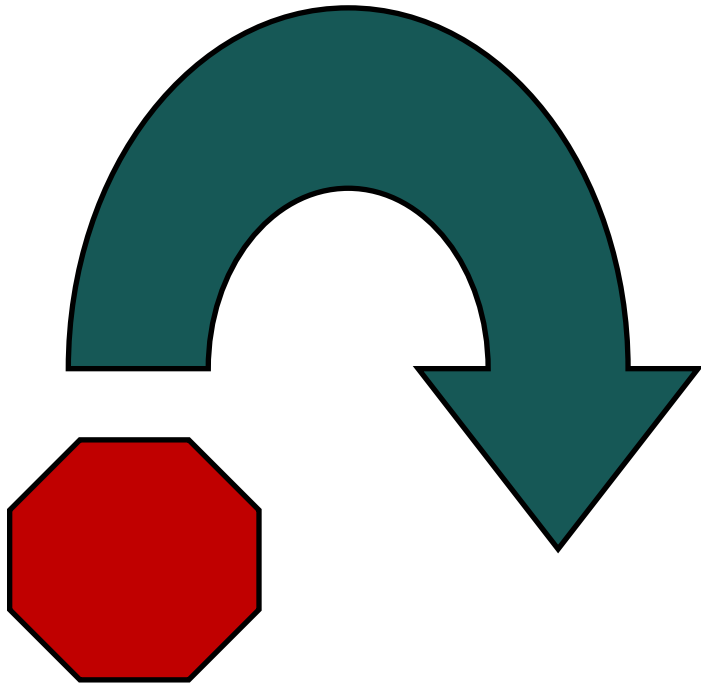
**Stand**



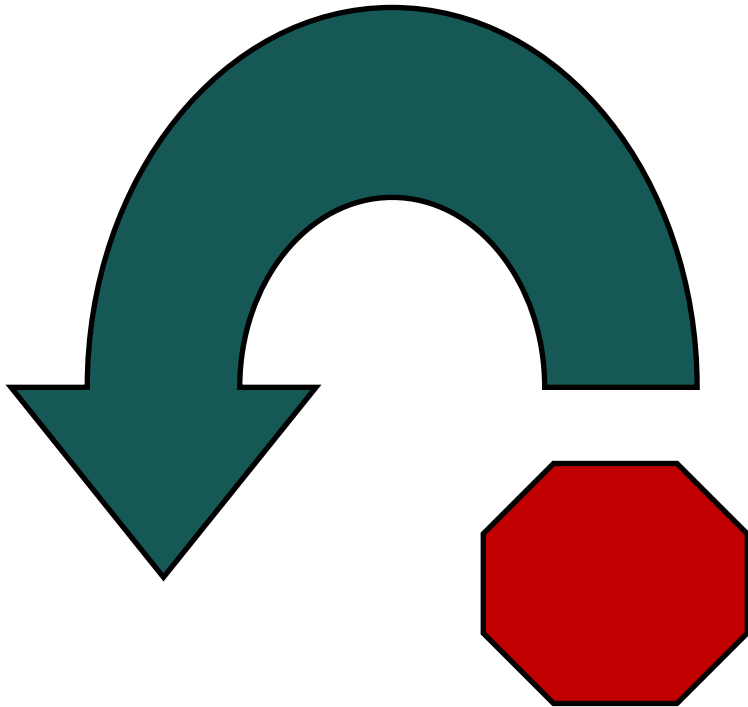
**HALT**

**Down**

**Sit**



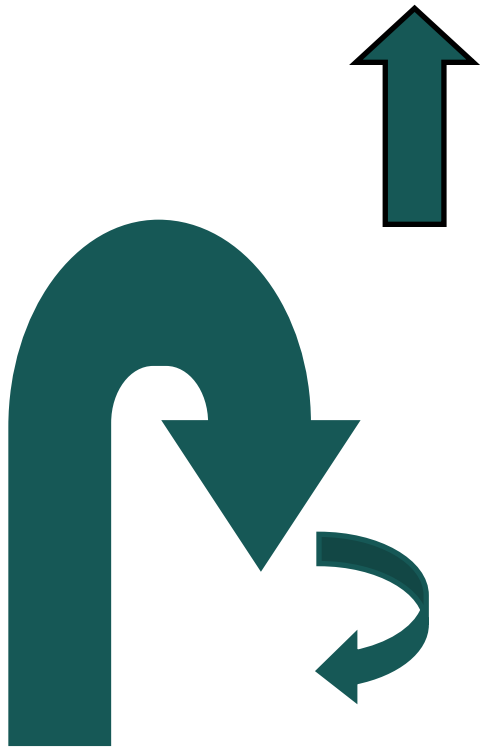
**HALT**  
**About**  
**Turn**



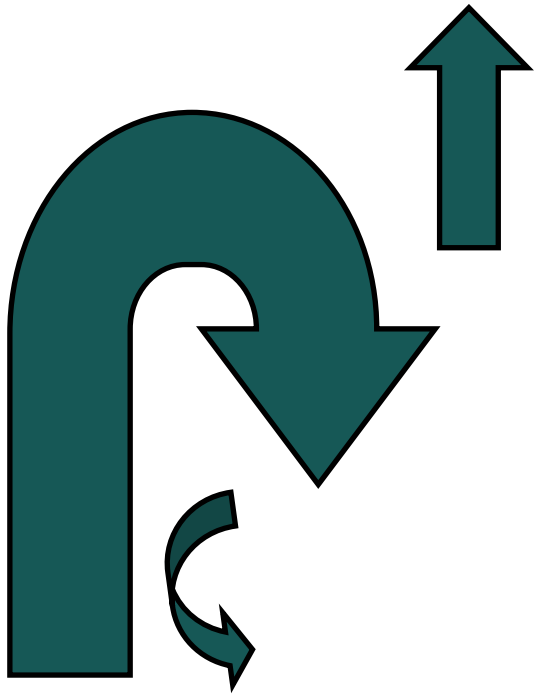
**HALT**

**U**

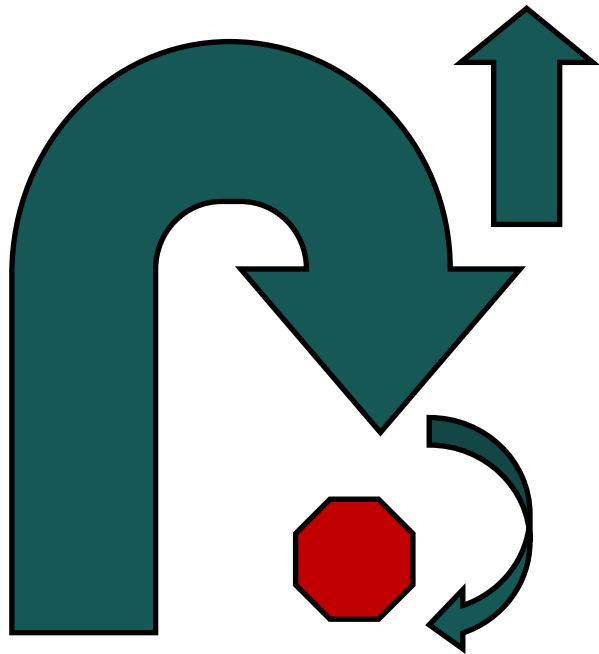
**Turn**



**Call Dog Front  
Finish Right,  
Forward**



**Call Dog Front**  
**Finish Left**  
**Forward**

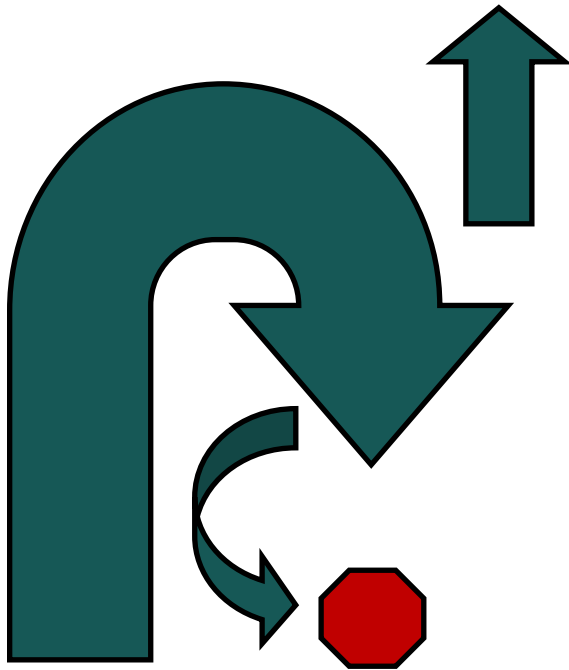


**Call Dog Front**

**Finish Right,**

**HALT**

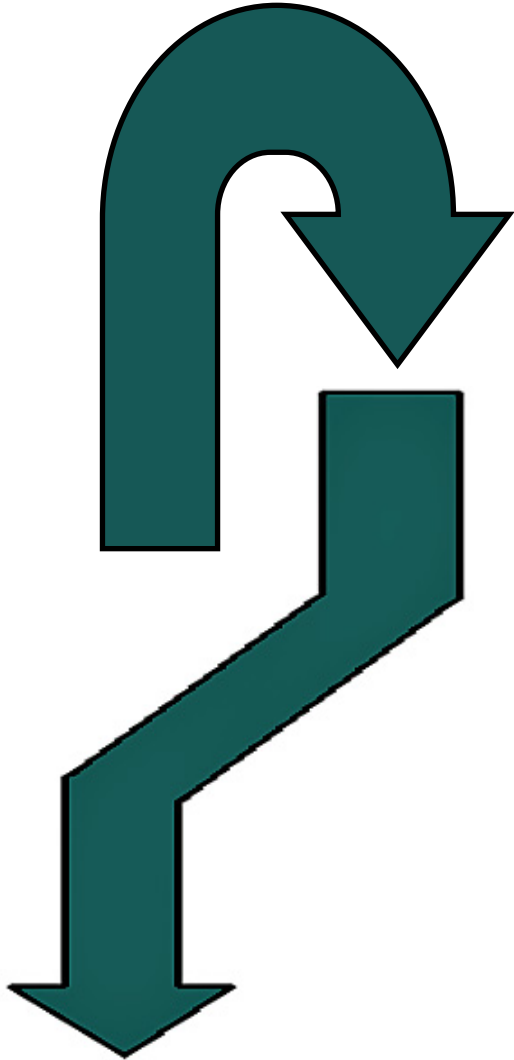




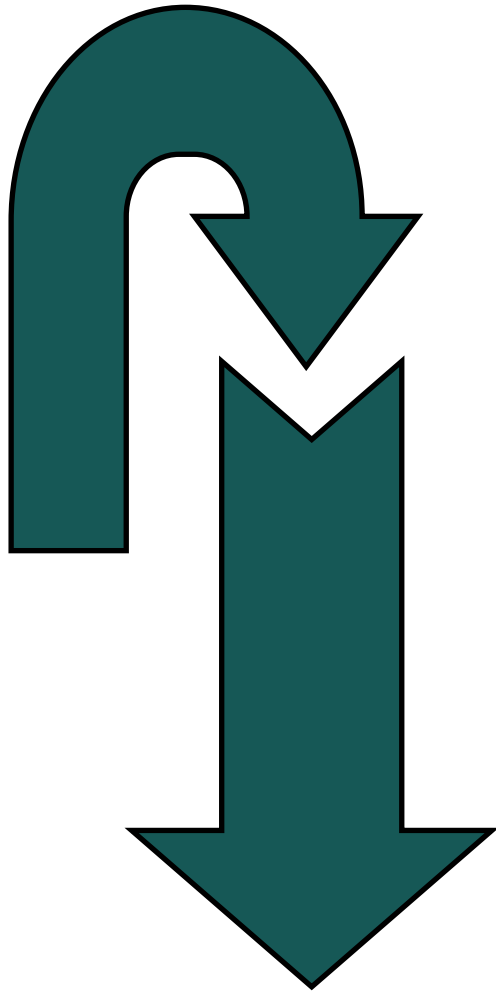
**Call Dog Front**

**Finish Left,**

**HALT**



**About  
Turn  
Side Step  
Right**



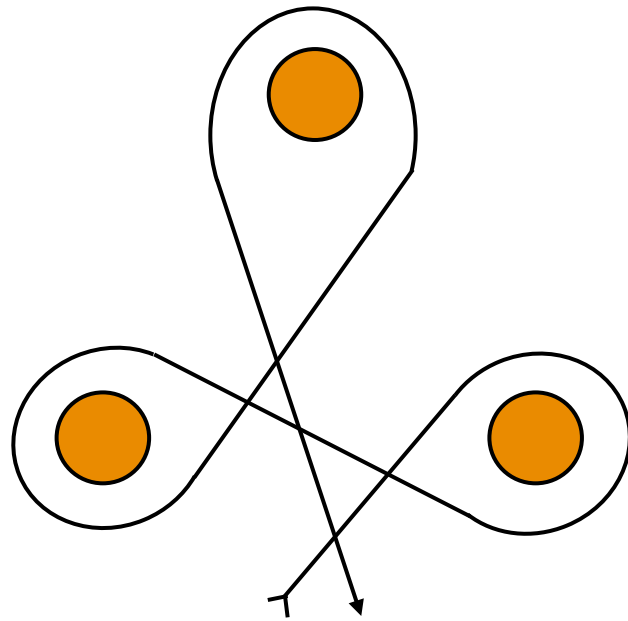
**About  
Turn  
Fast**



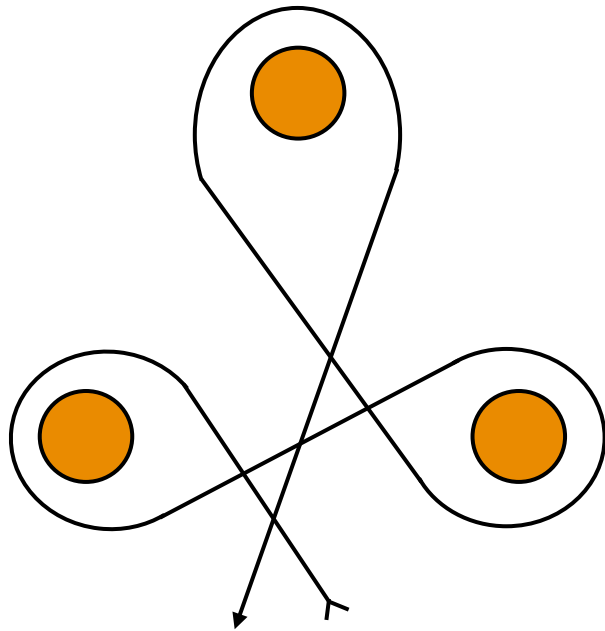
**U**

**Turn**

**Fast**

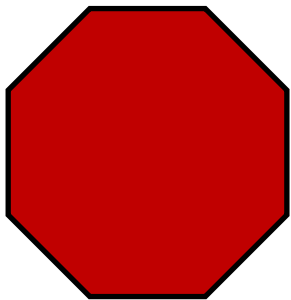
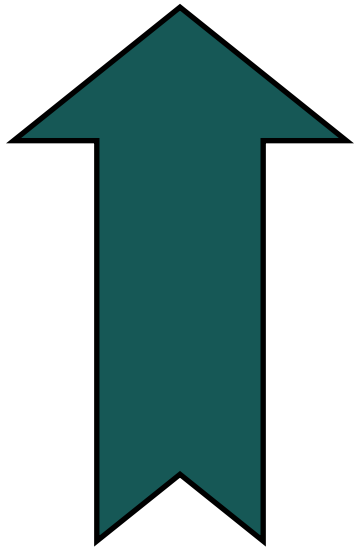


**Cloverleaf**  
**Right**



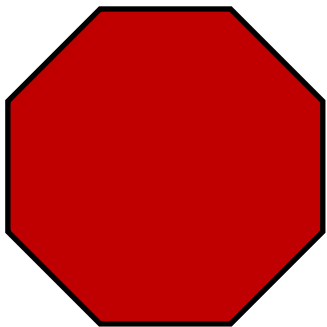
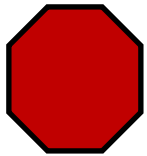
# Cloverleaf

# Left



**HALT**

**Slow**

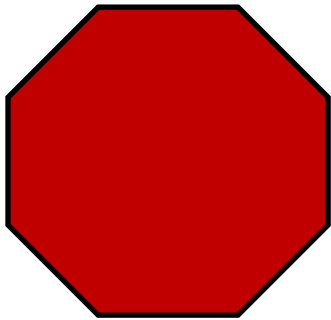


**HALT**

**Stand**

**Sit**

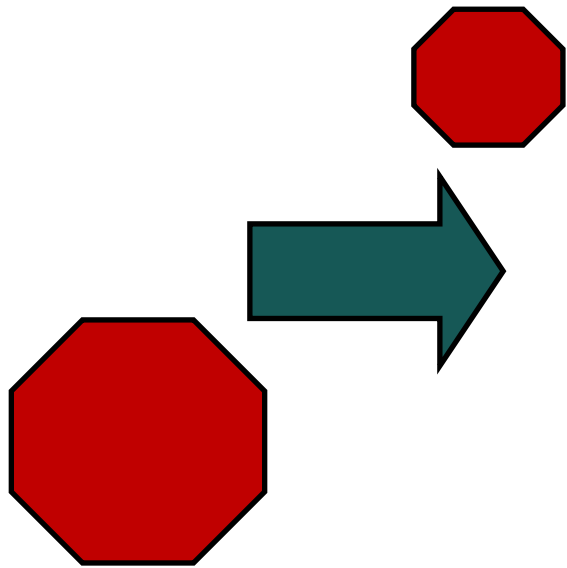




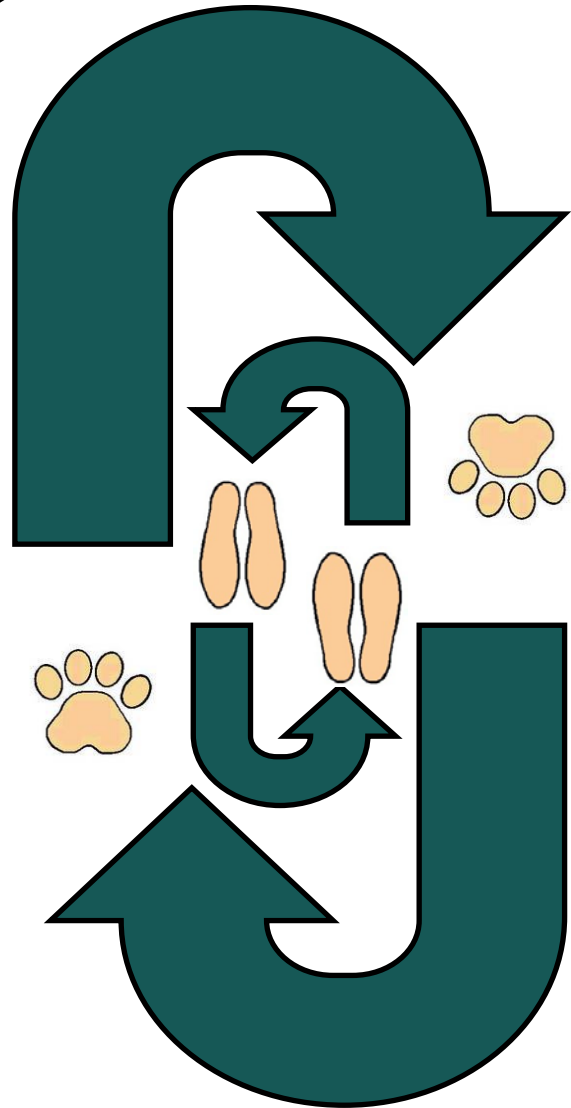
**HALT**

**Stand**

**Down**

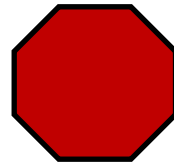
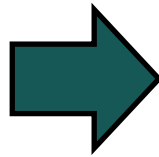
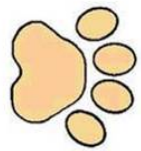


**HALT**  
**Side Step**  
**Right**  
**HALT**



**Double  
Left  
About**

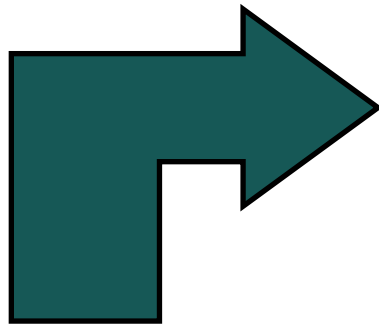
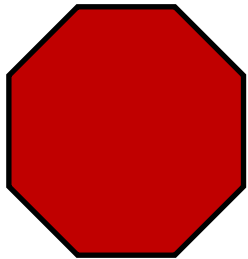
**HALT**



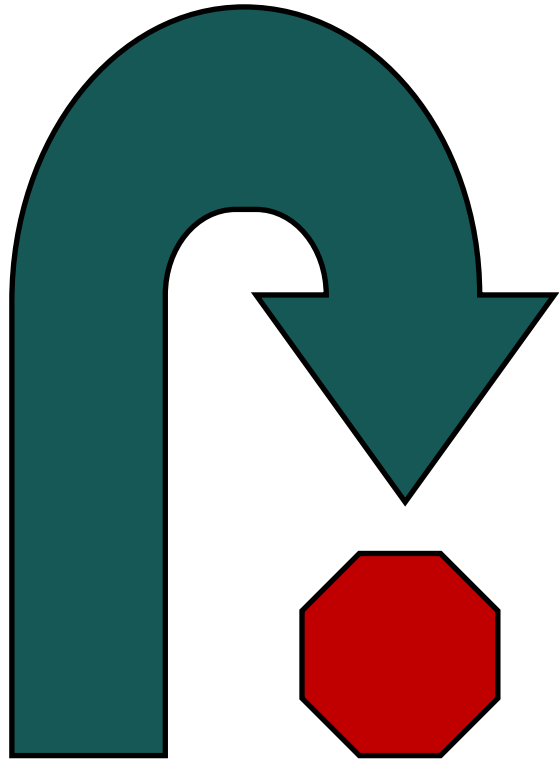
**Turn Right**

**One Step**

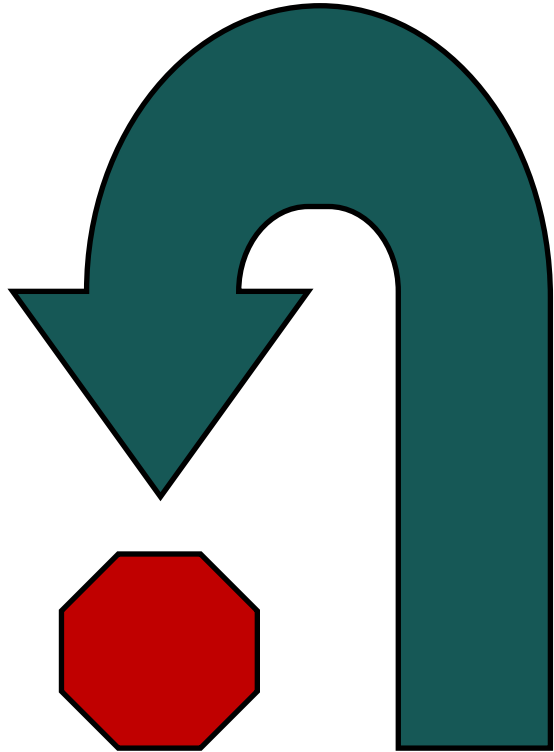
**Call to Heel**



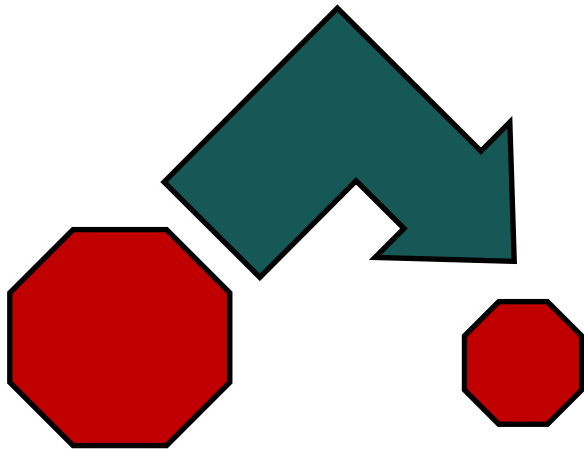
**HALT**



**About  
Turn  
HALT**



**U**  
**Turn**  
**HALT**

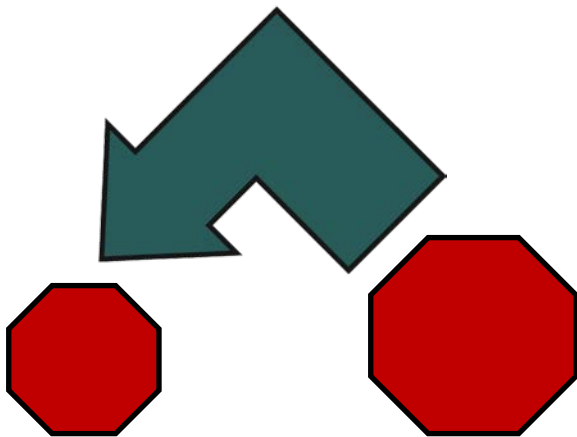


**HALT**

**180°**

**Pivot Right**

**HALT**



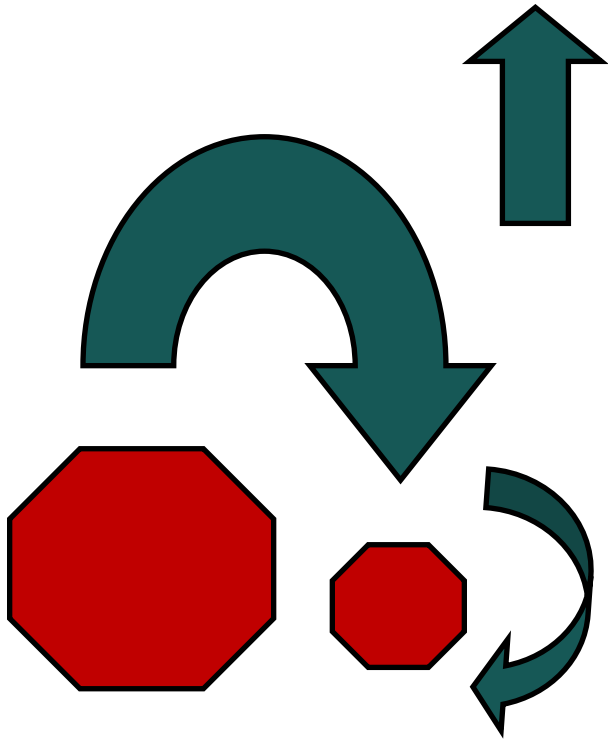
**HALT**

**180°**

**Pivot Left**

**HALT**



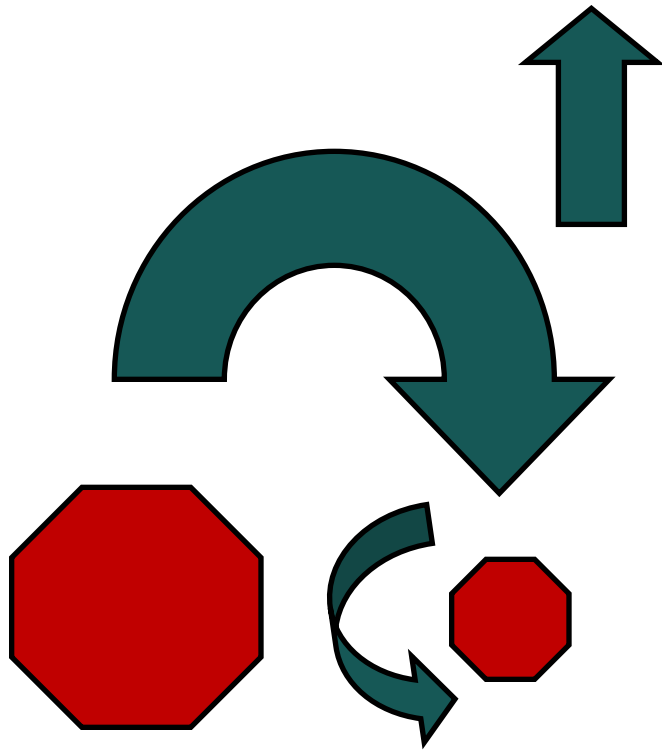


**HALT**

**Call Front**

**Finish Right**

**HALT**

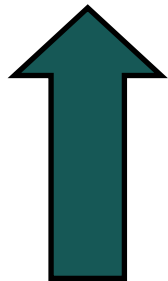
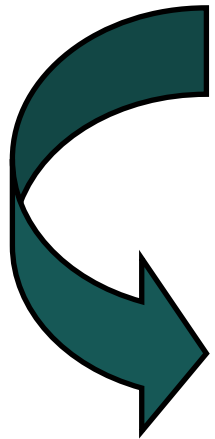


**HALT**

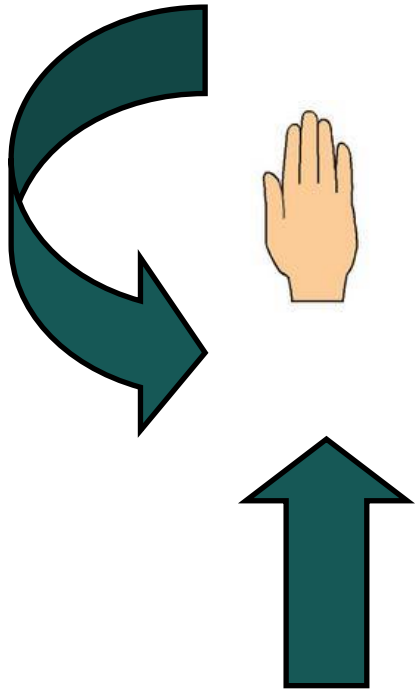
**Call Front**

**Finish Left**

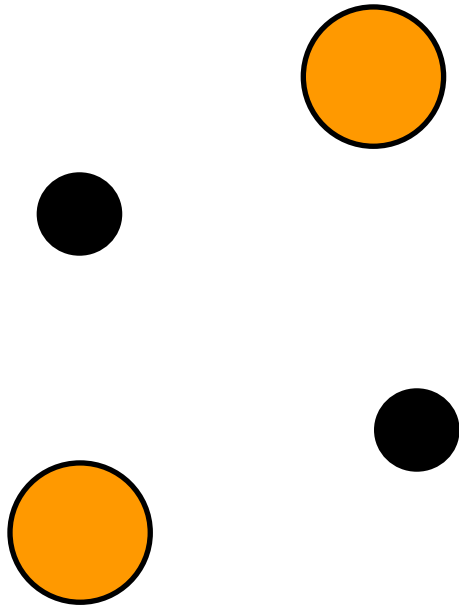
**HALT**



**Moving Stand**  
**Walk Around**  
**Dog**



**Moving Down  
Walk Around  
Dog**

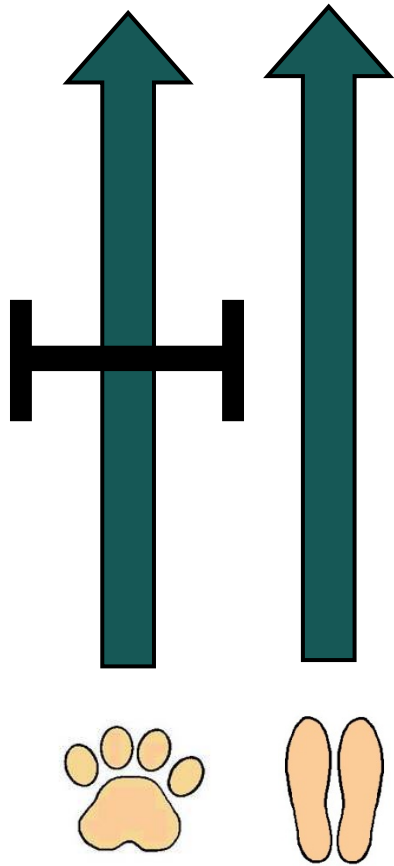


**Off set  
Figure 8  
with  
Distractions**

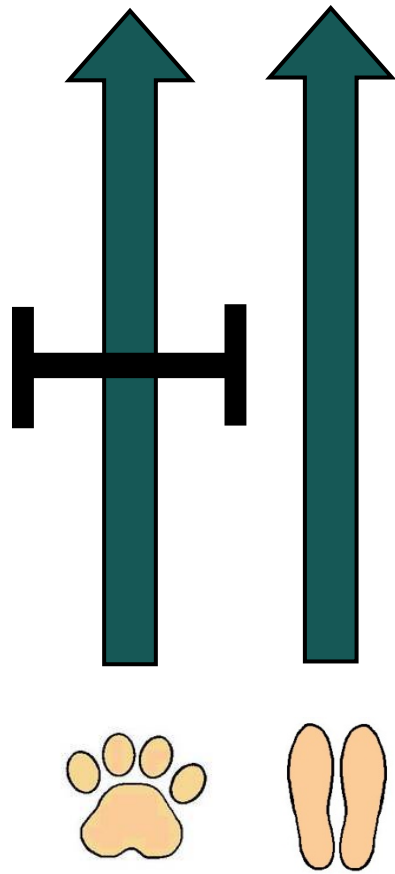


**Back**

**3 Steps**

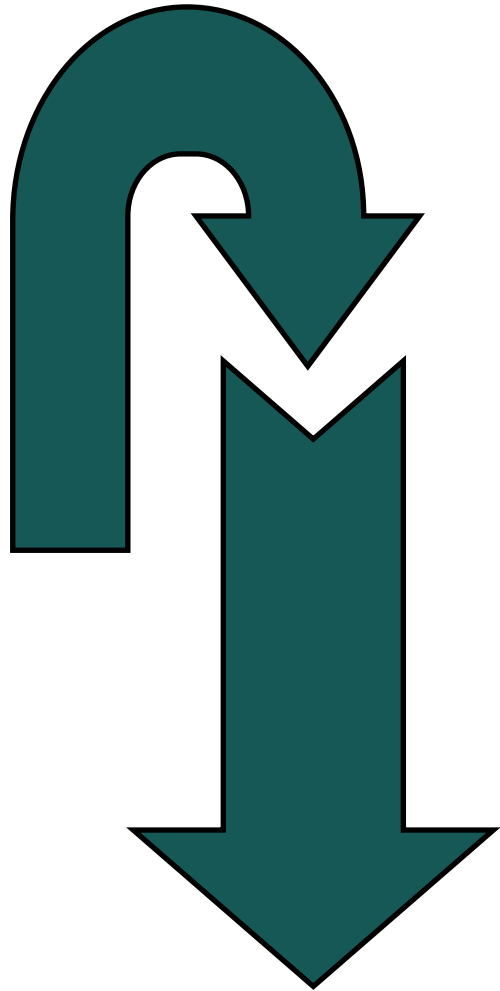


**Send**  
**Over**  
**Jump**



**Send**  
**Over**  
**Jump**



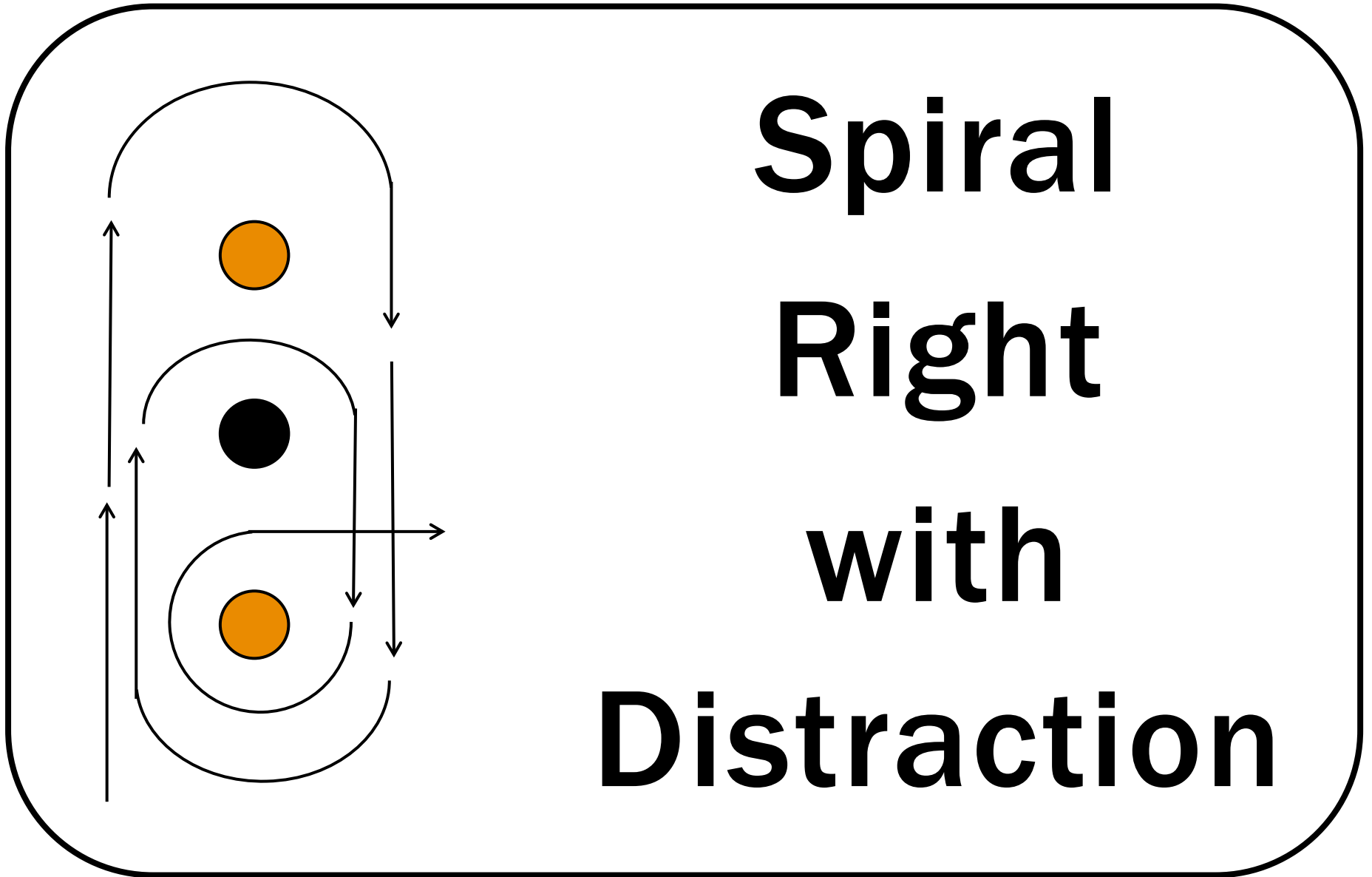


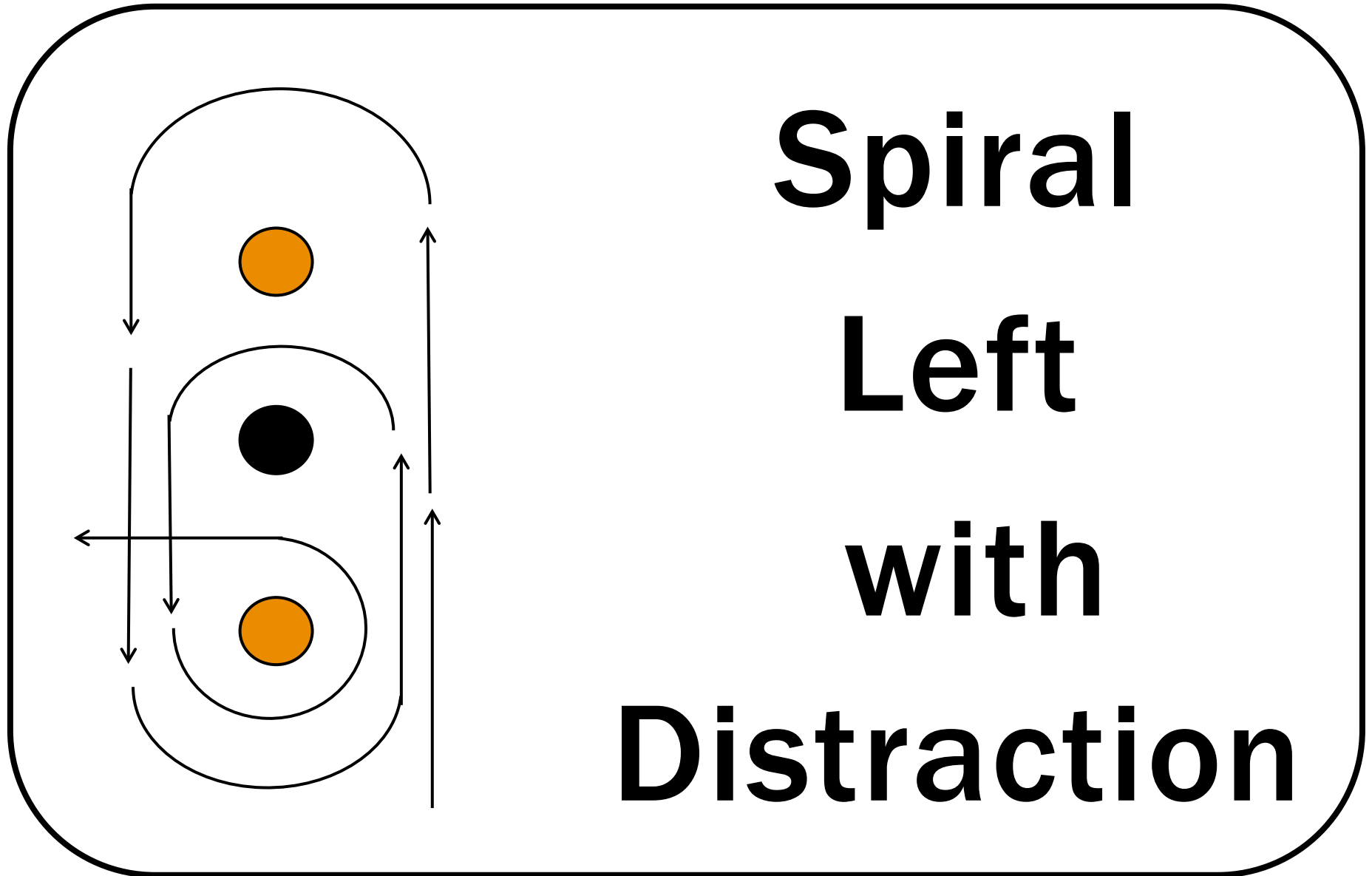
**About  
Turn  
Slow**



U

**Turn**  
**Slow**



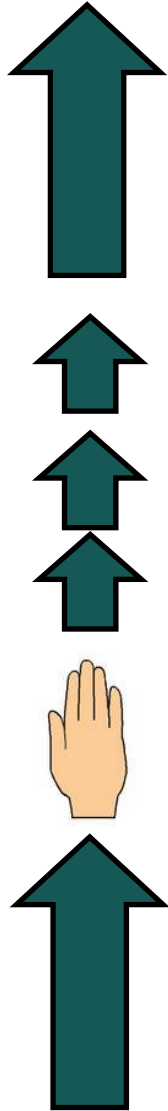


**Spiral**

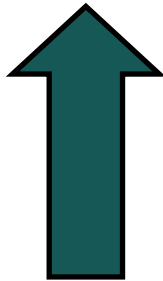
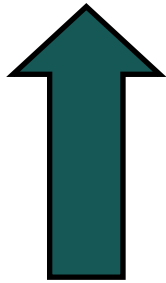
**Left**

**with**

**Distraction**



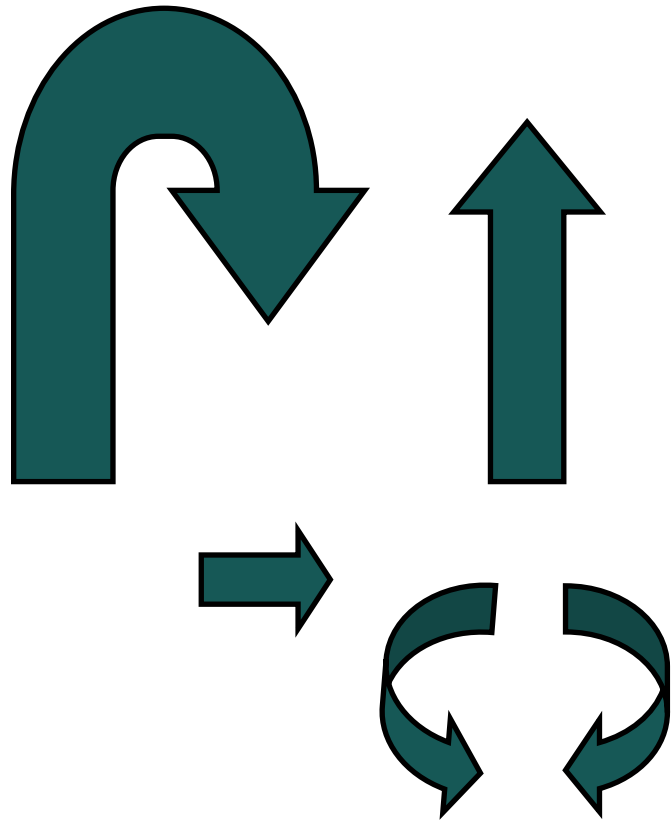
**Moving Down**  
**Walk 3 Steps**  
**Call to Heel**



**Moving Stand**

**Walk 3 Steps**

**Call to Heel**



**Call Front**

**1 Side Step**

**Right**

**Finish**

**Forward**

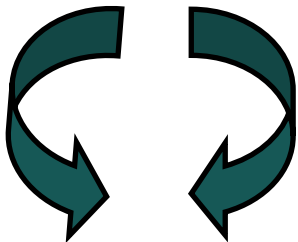
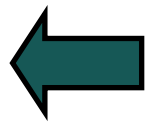
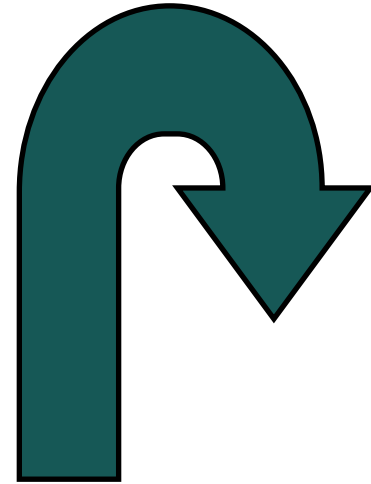
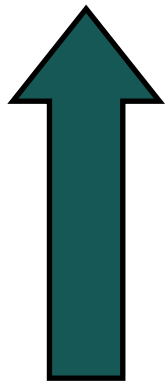
**Call Front**

**1 Side Step**

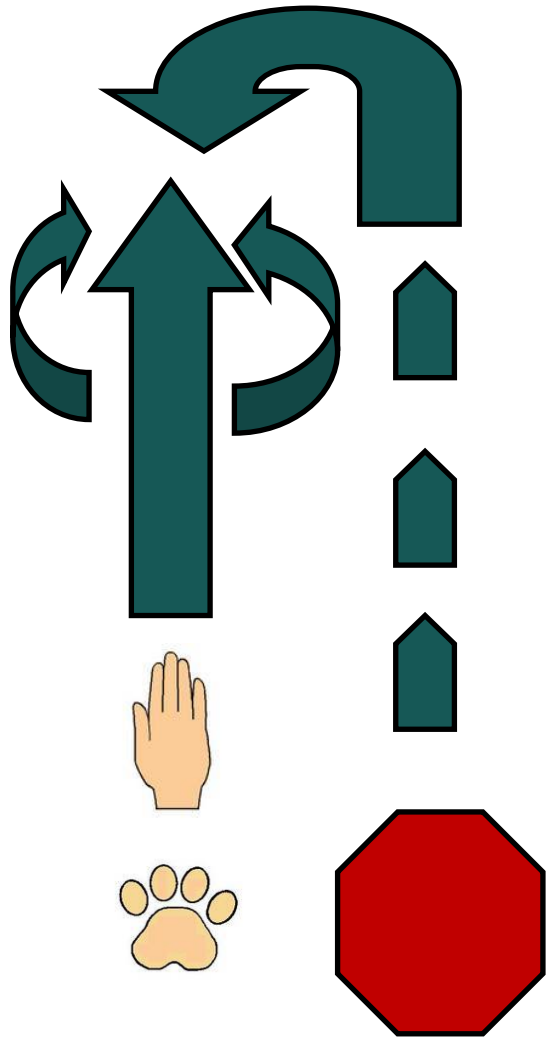
**Left**

**Finish**

**Forward**







**HALT**

**Down**

**Walk 3 Steps**

**Face Dog**

**Call Front**

**Finish**

**HALT**



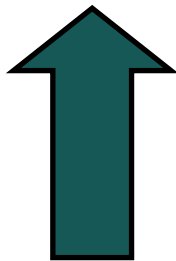
**Moving Stand**

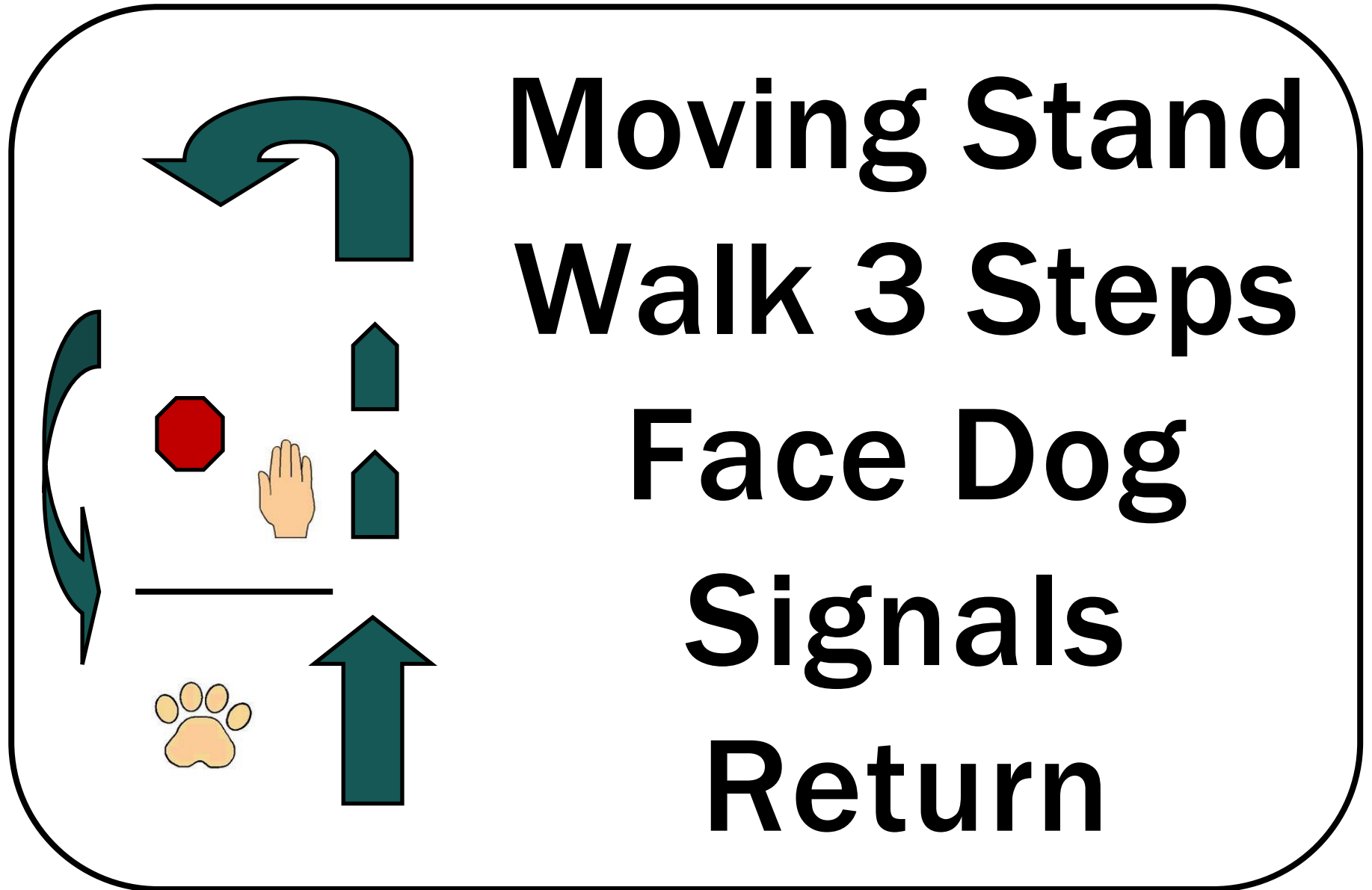
**Walk 3 Steps**

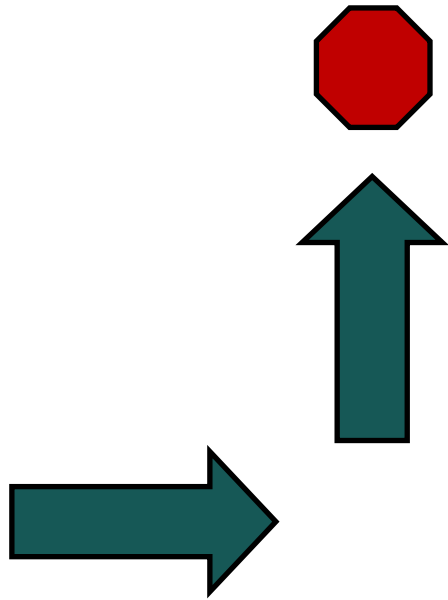
**Face Dog**

**Down**

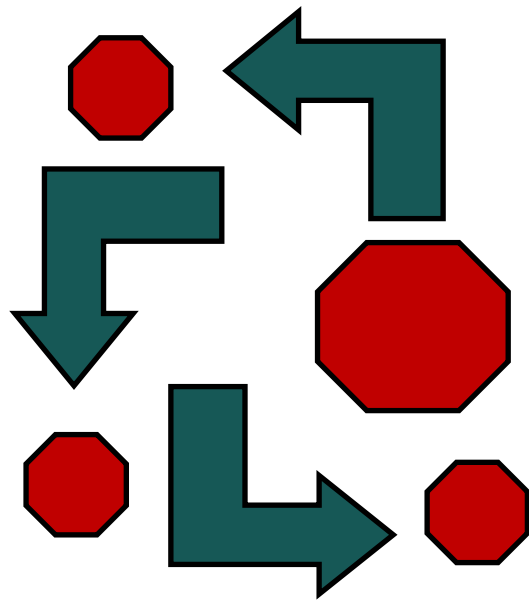
**Return**



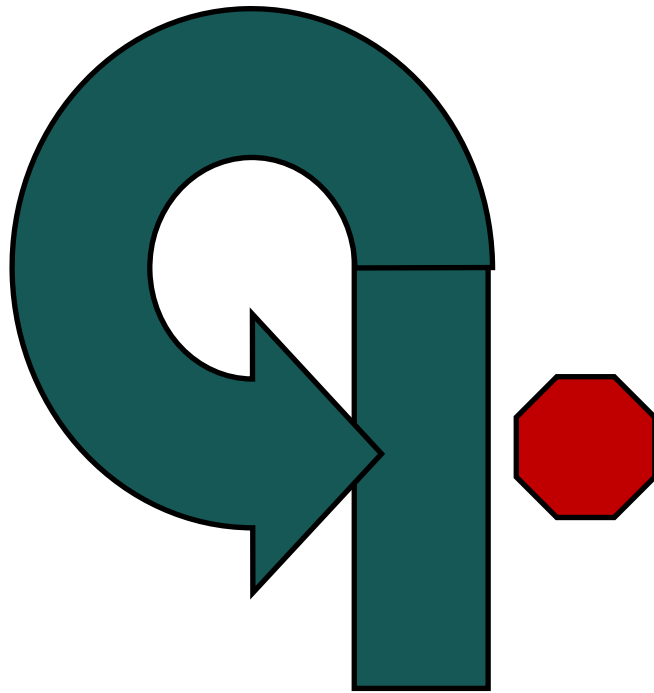




**Side Step**  
**Forward Step**  
**HALT**



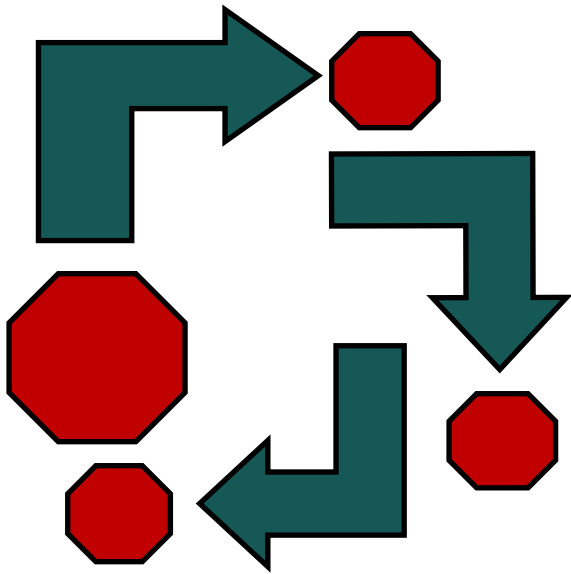
**HALT**  
**Pivot Left**  
**HALT**  
**X 3**



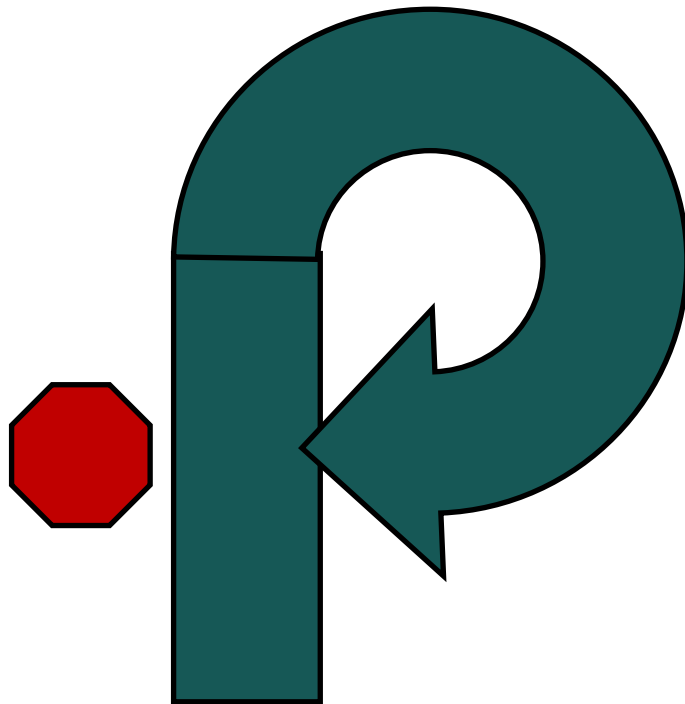
**270°**

**Left**

**Halt**

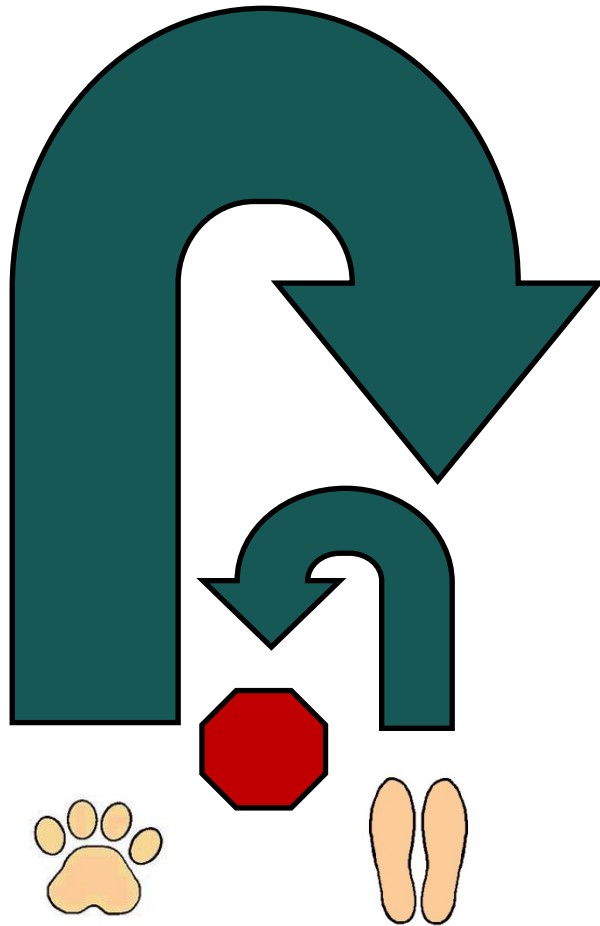


**HALT**  
**Pivot Right**  
**HALT**  
**X 3**

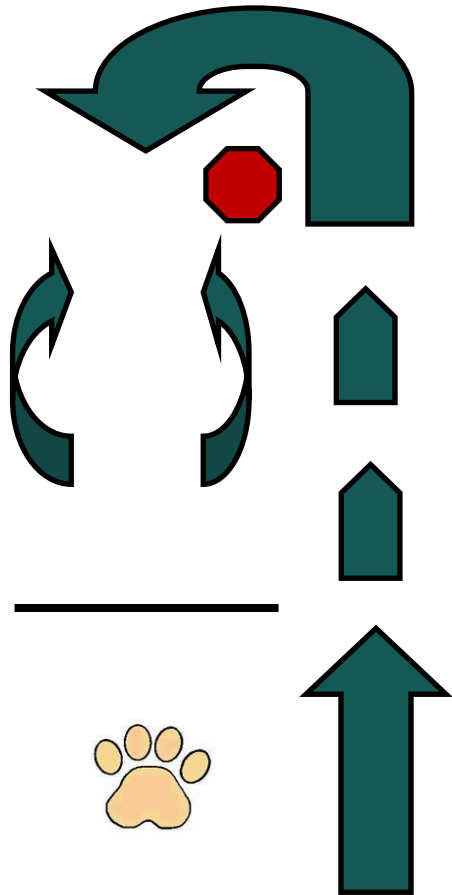


**270°**  
**Right**  
**Halt**

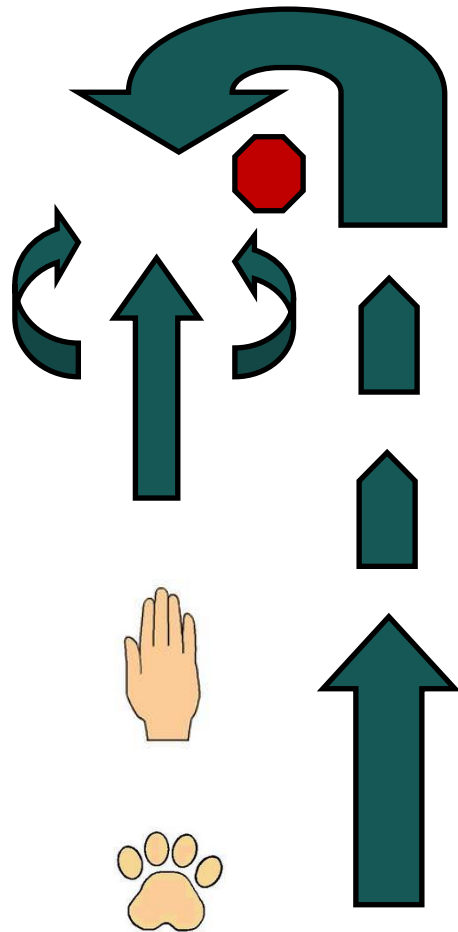




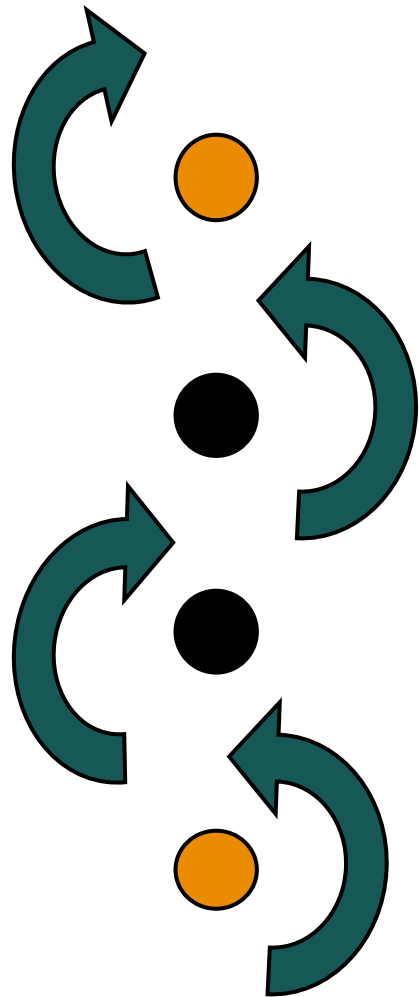
**Left  
About  
HALT**



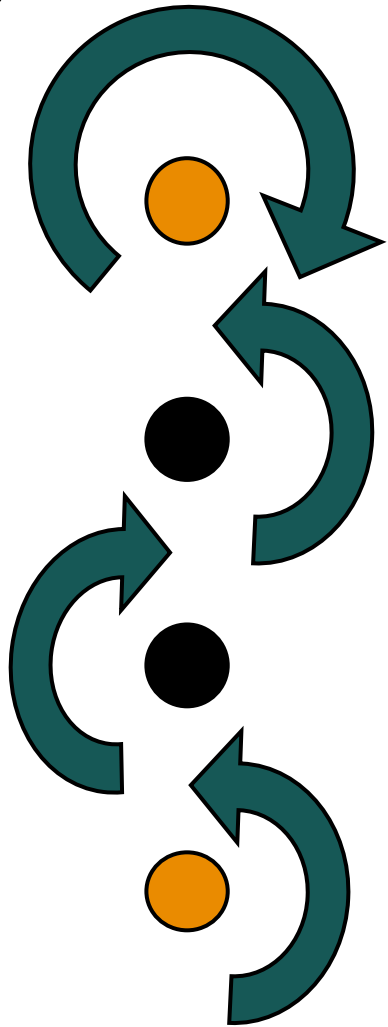
**Moving Stand**  
**Walk 3 Steps**  
**Face Dog**  
**Call to Heel**



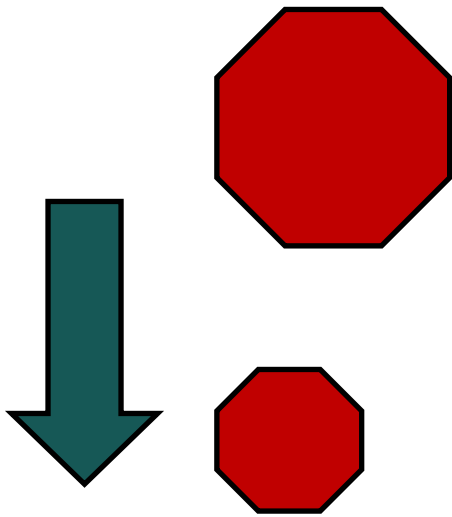
**Moving Down**  
**Walk 3 Steps**  
**Face Dog**  
**Call to Front**  
**Finish, HALT**



**Serpentine  
One Way  
With  
Distractions**



# Serpentine Down & Back with Distractions

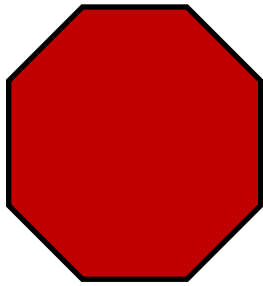
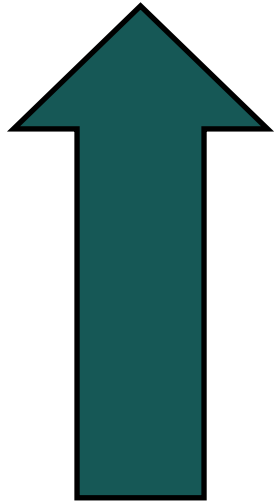


**HALT**

**Back**

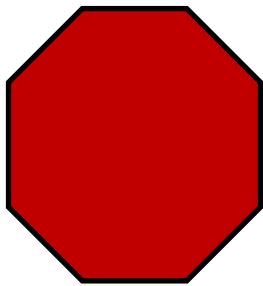
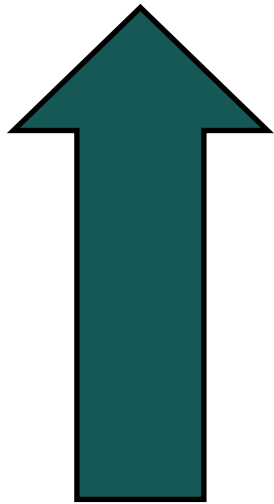
**1 Step**

**HALT**



**Halt**

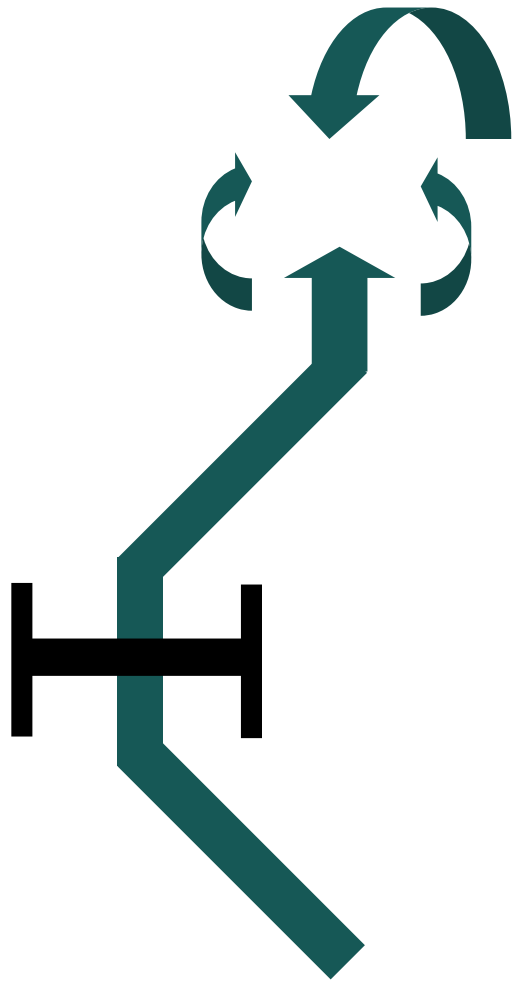
**Leave Dog**



**Halt**

**Leave Dog**





**Offset Recall**

**Right**

**Over Jump**

**Finish**

**Halt**

**Offset Recall**

**Left**

**Over Jump**

**Finish**

**Halt**

