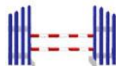
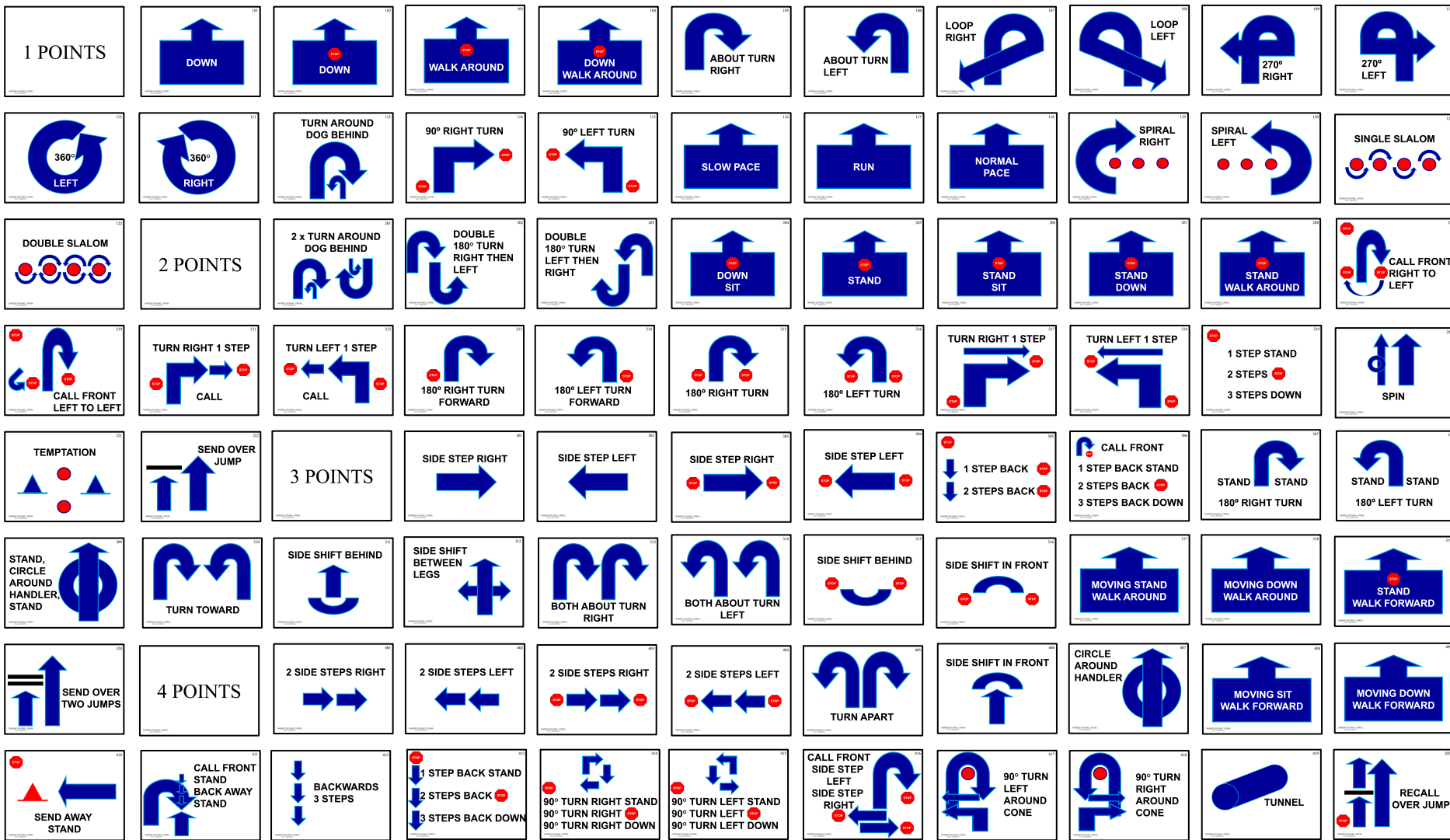


# NORDIC SIGNS

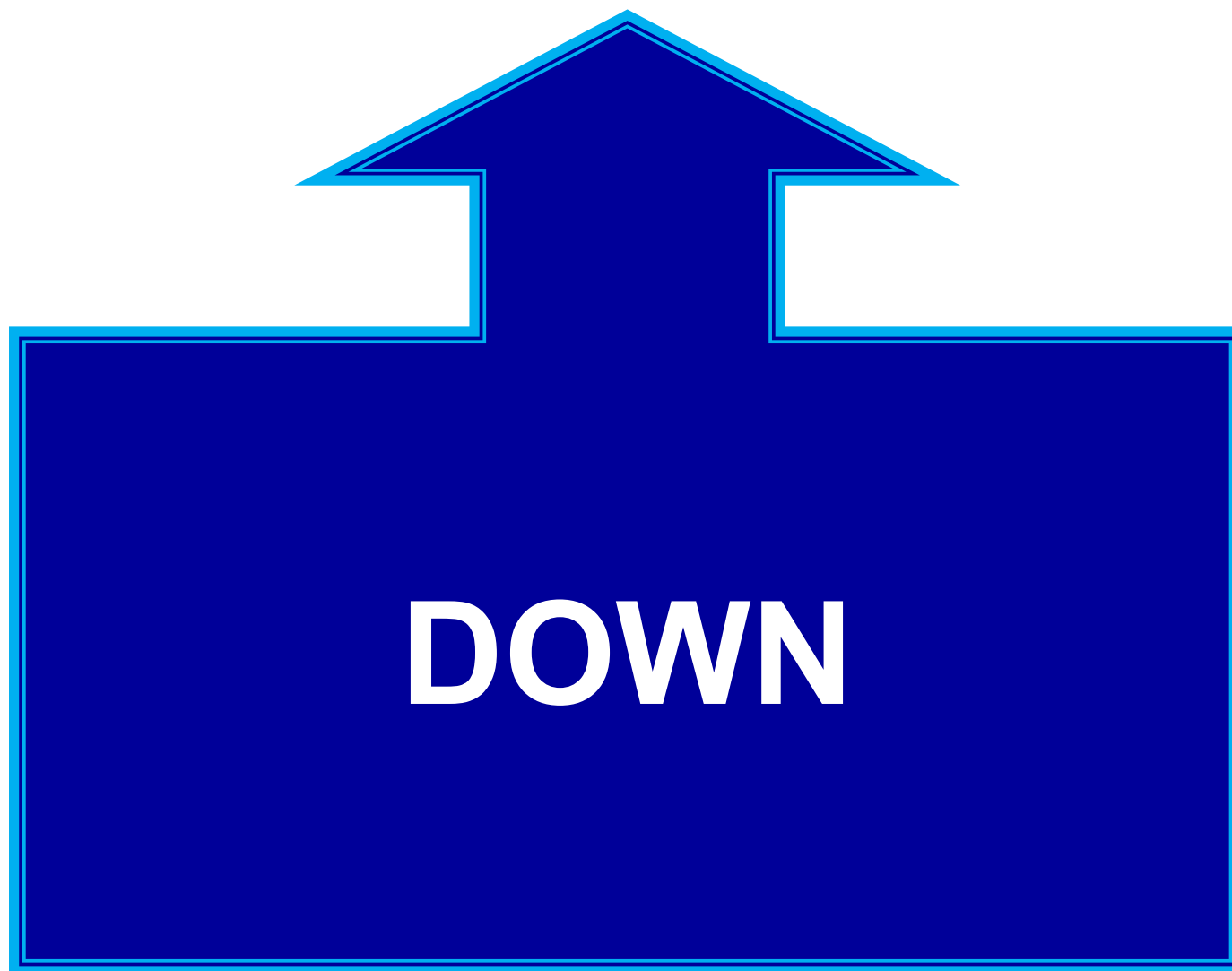


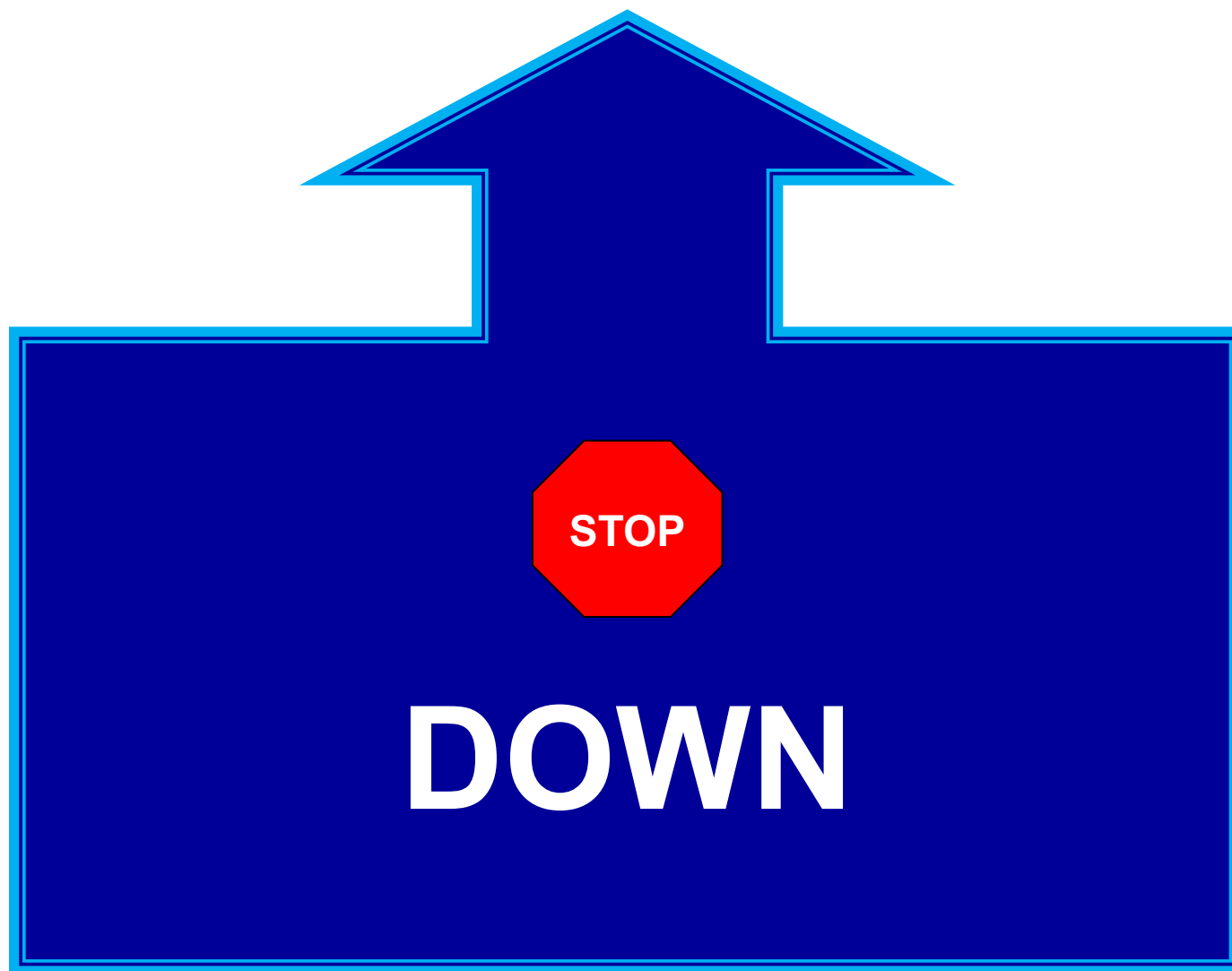


START



1 POINTS

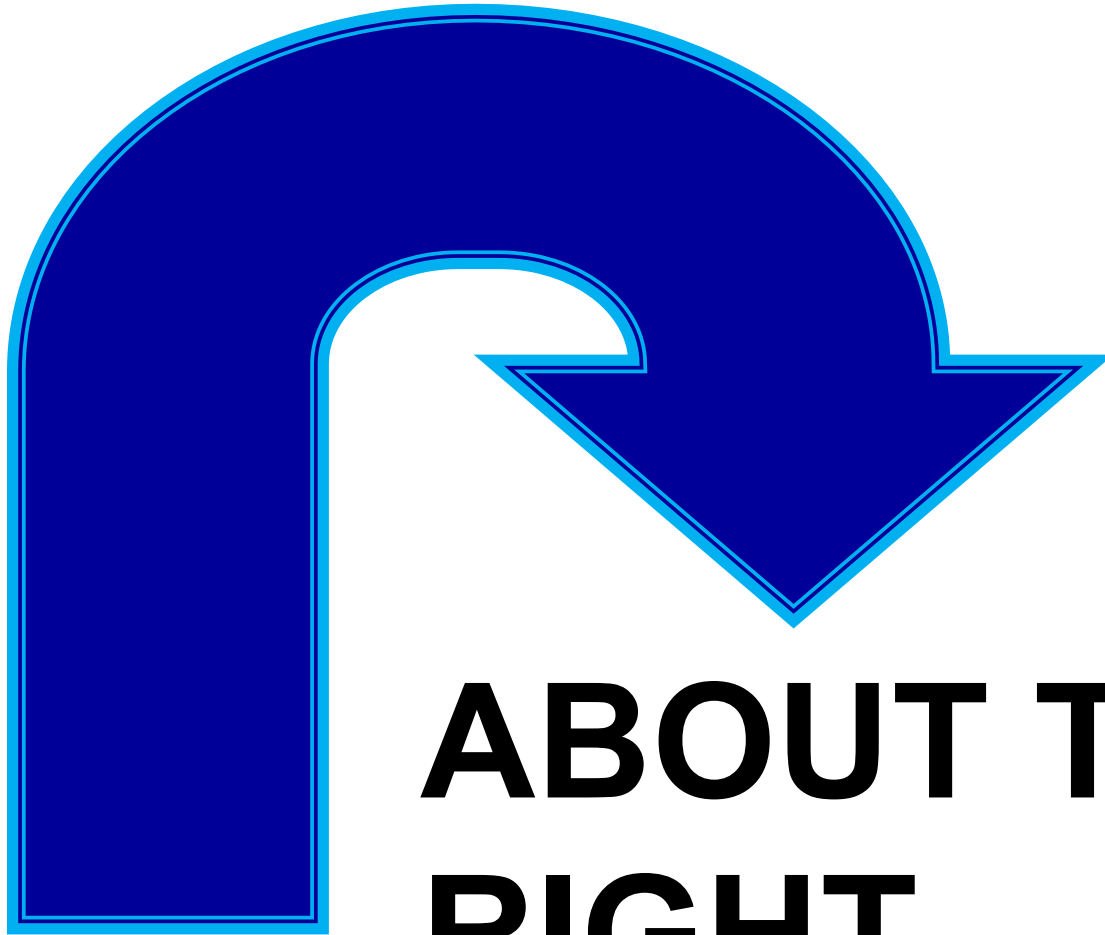




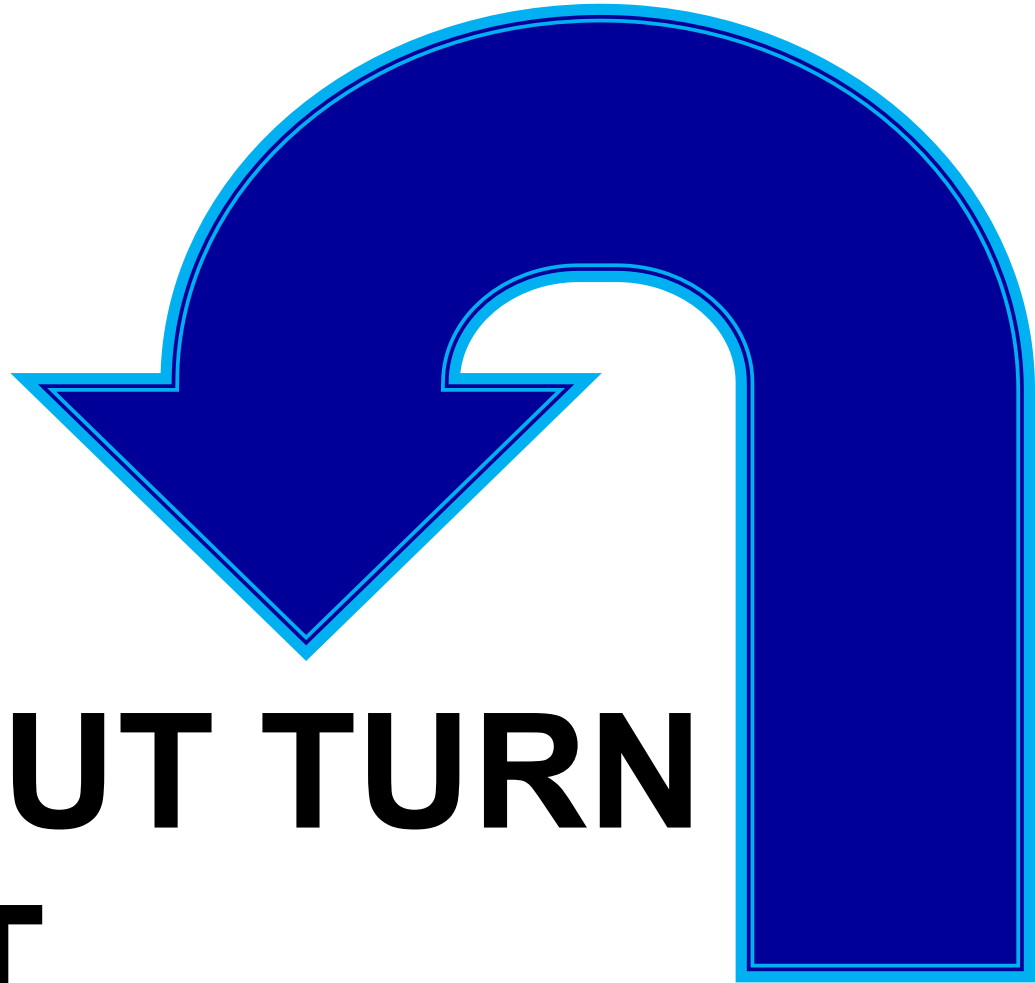








# ABOUT TURN RIGHT



# ABOUT TURN LEFT

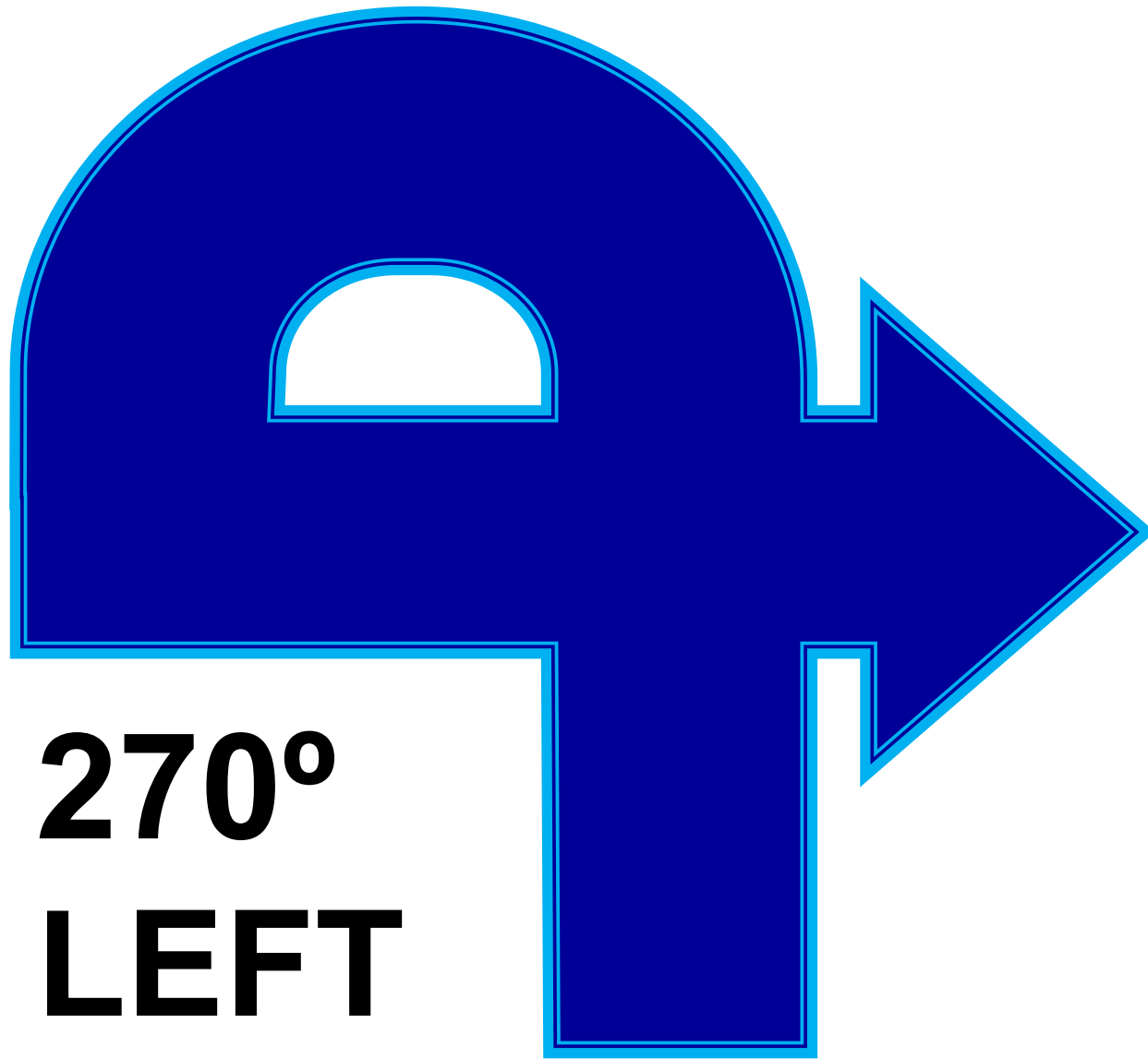
# LOOP RIGHT

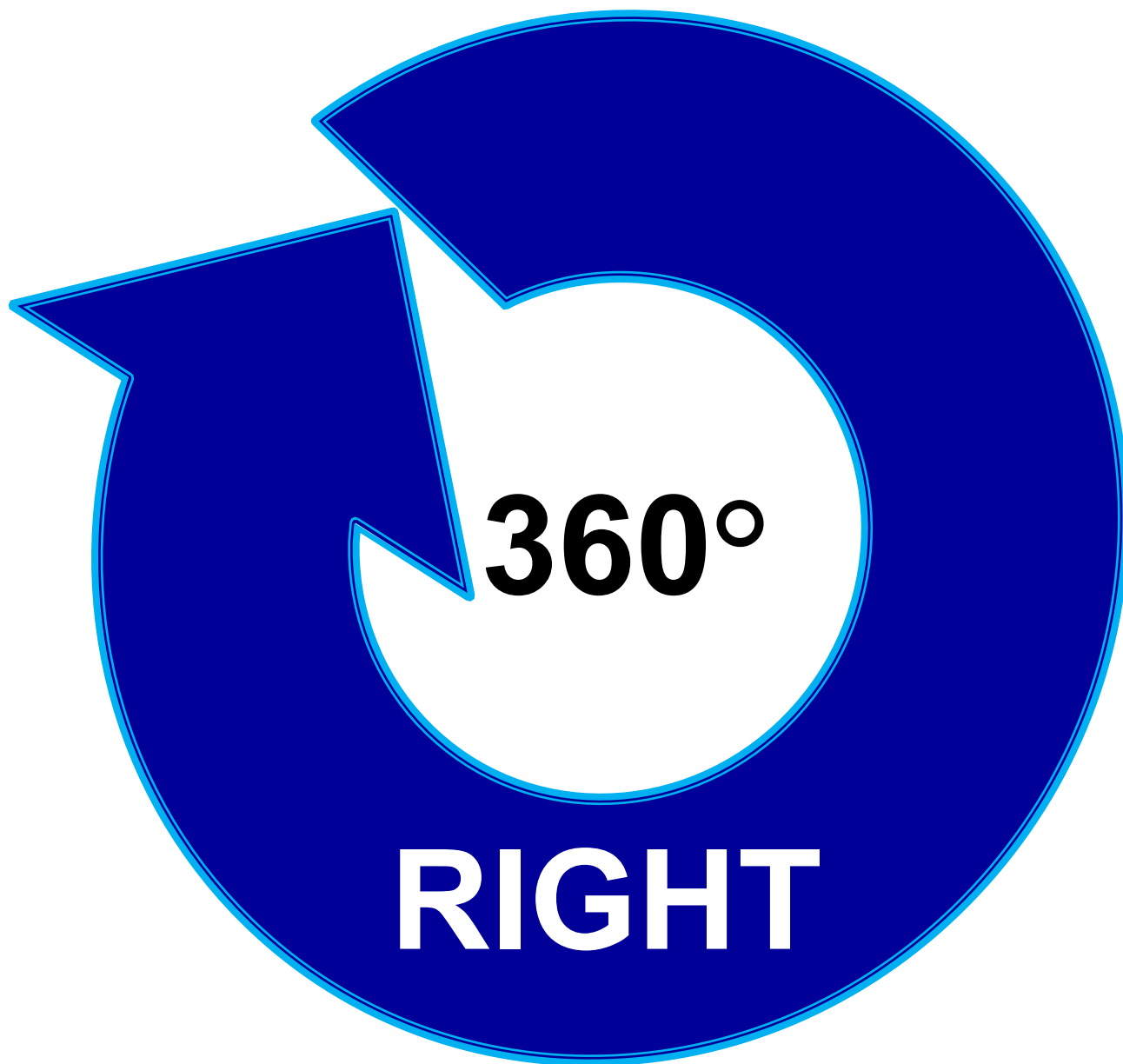


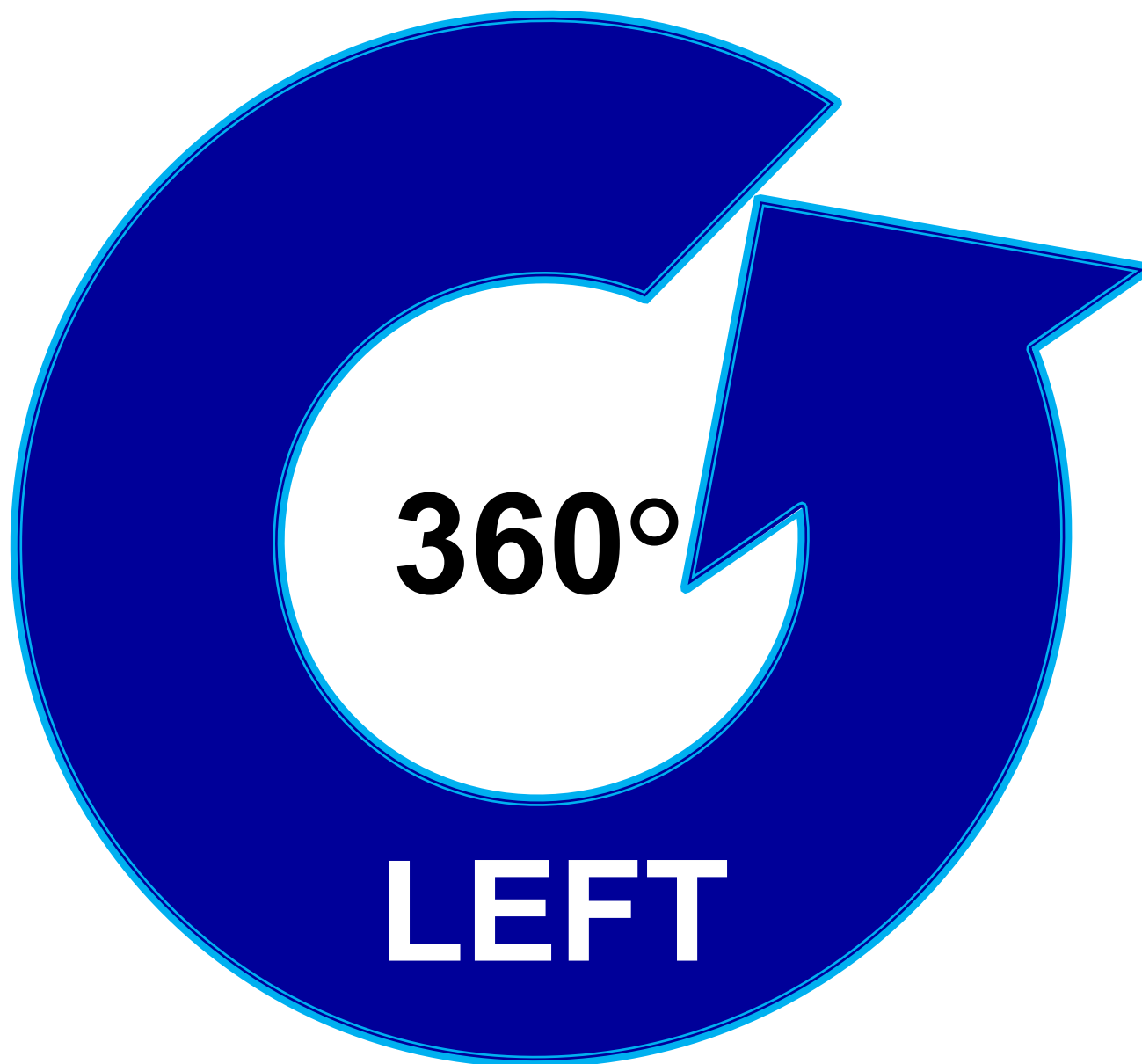
# LOOP LEFT





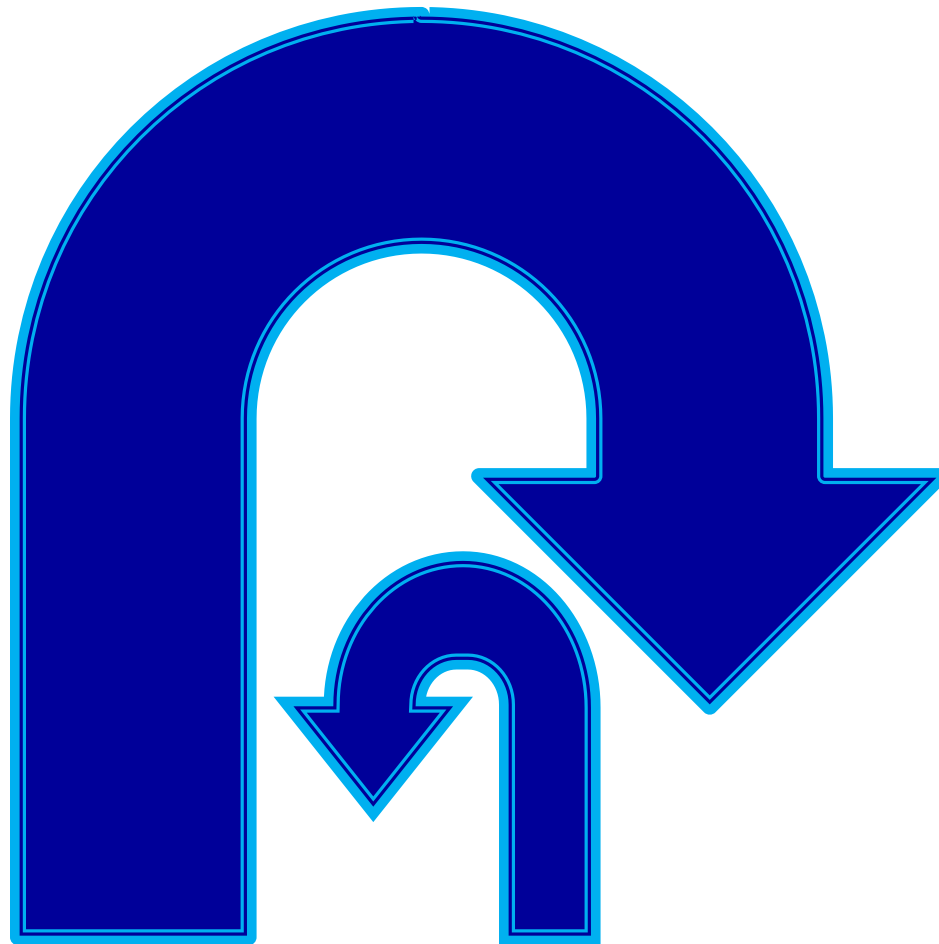




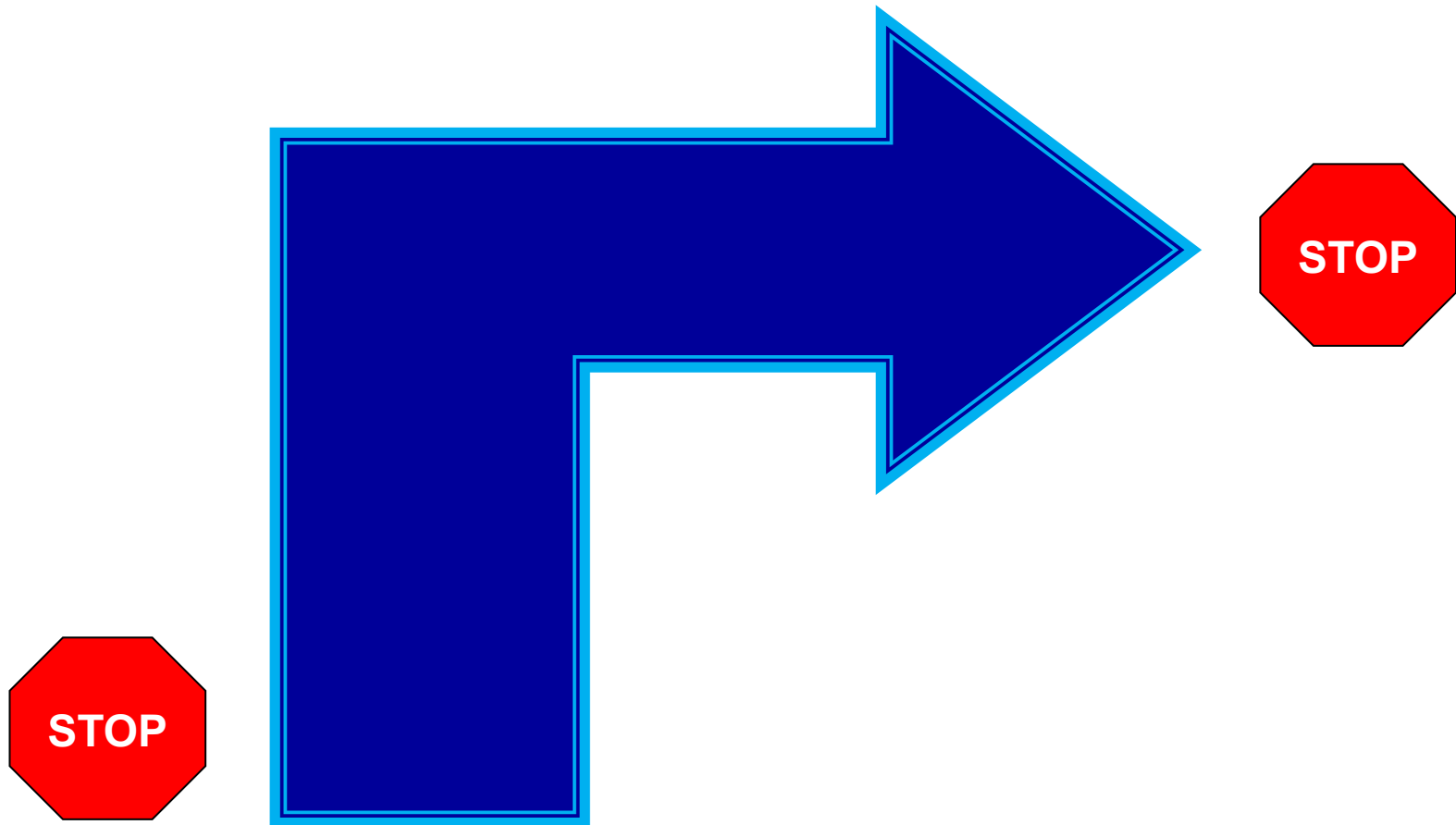




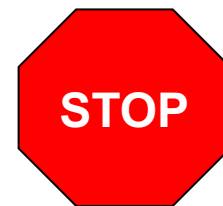
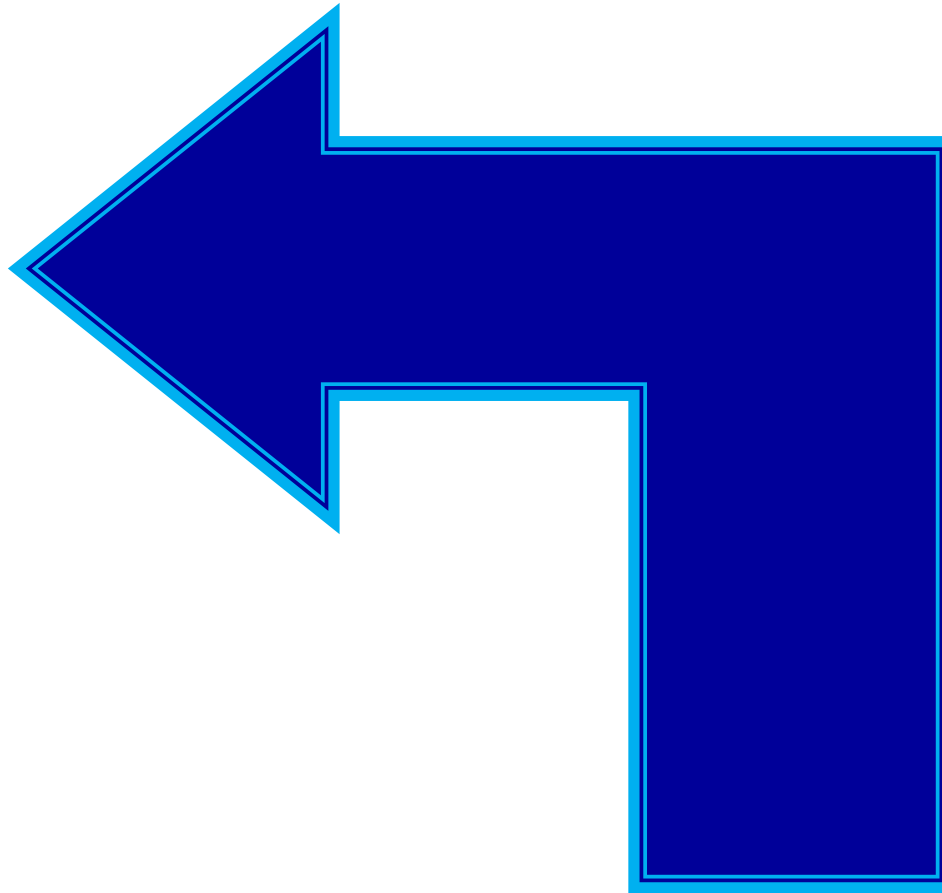
# TURN AROUND DOG BEHIND



# 90° RIGHT TURN

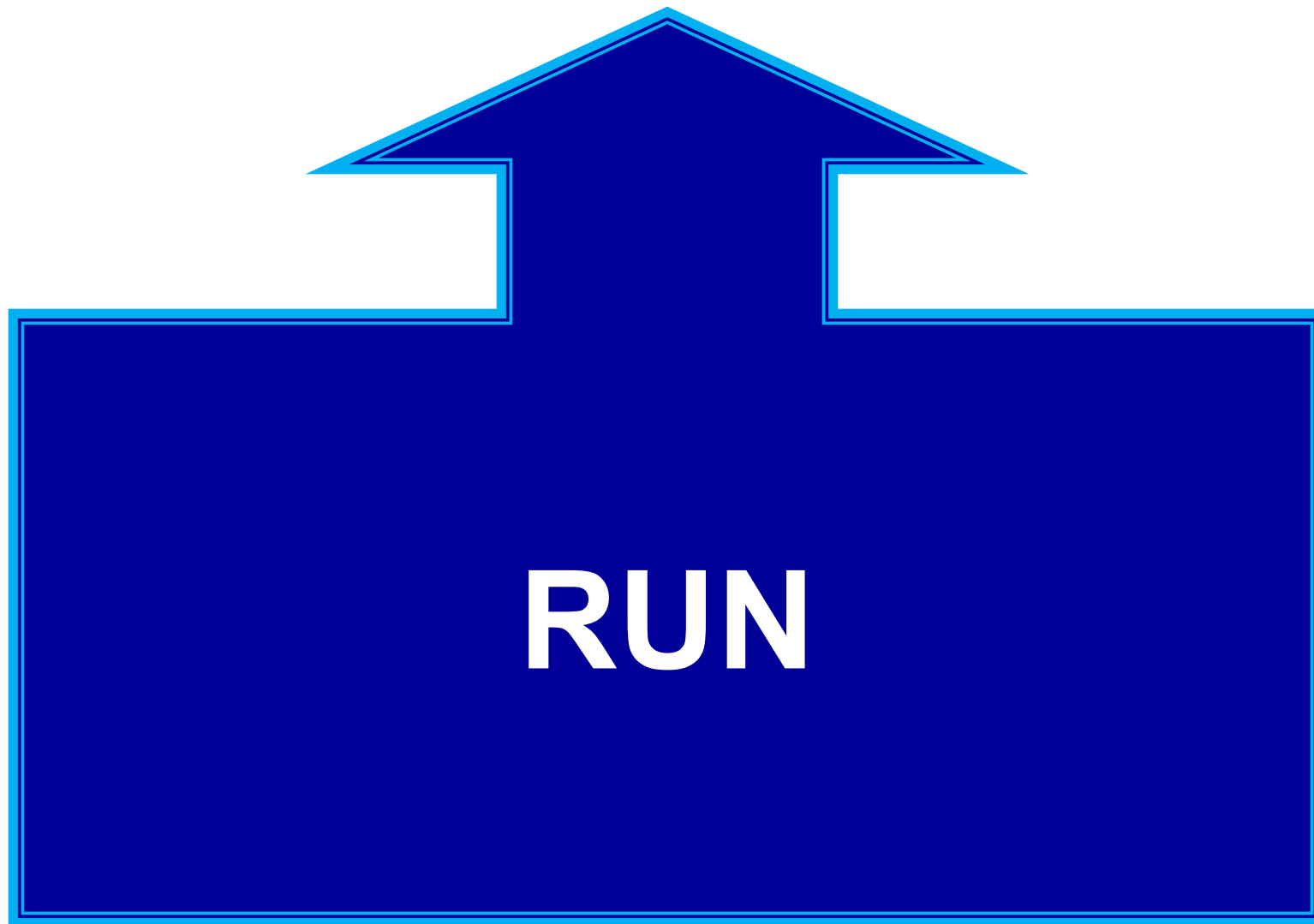


# 90° LEFT TURN

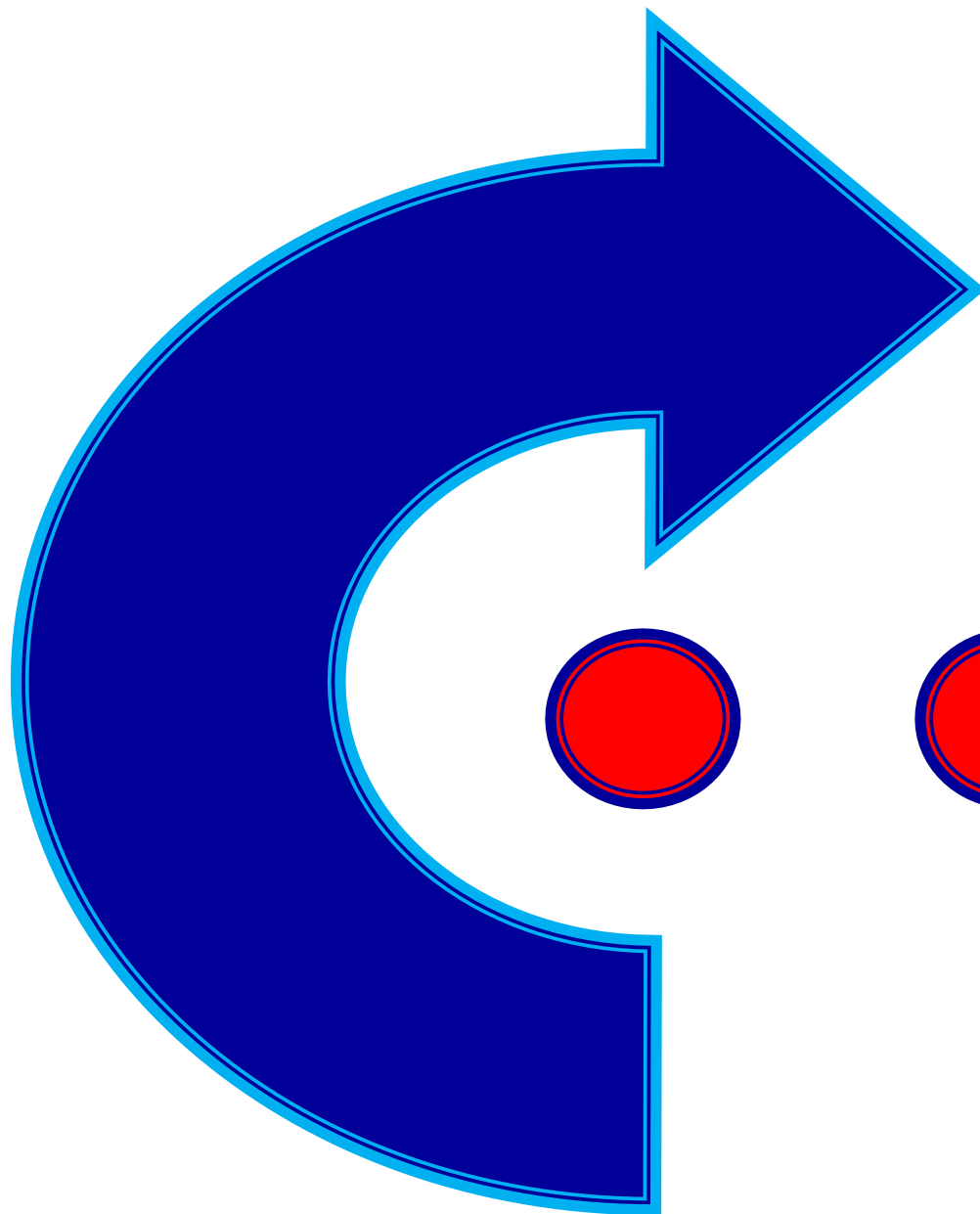




**SLOW PACE**

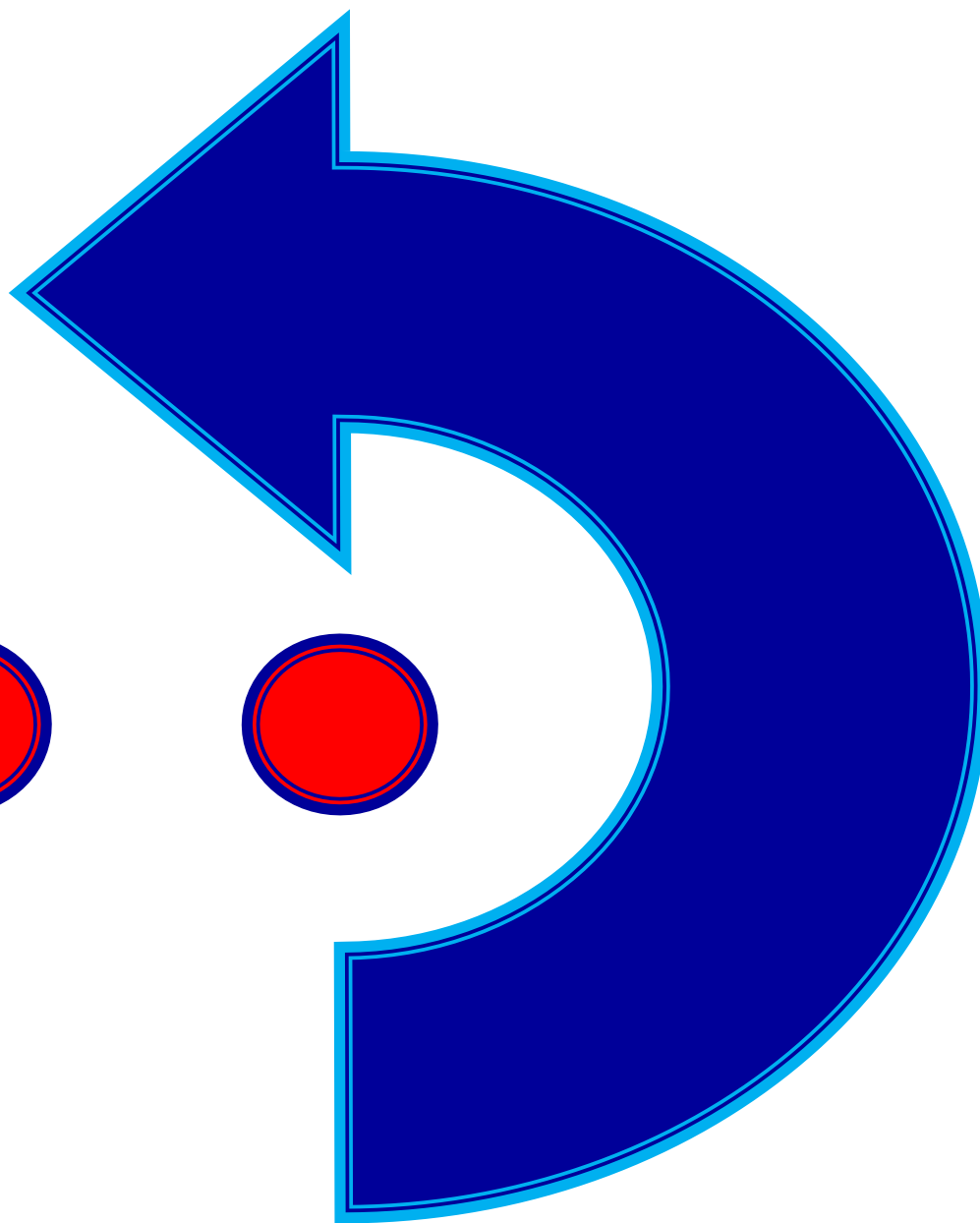
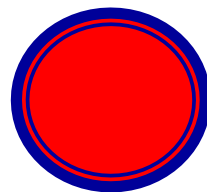
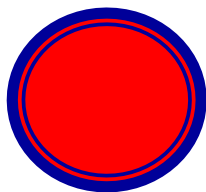
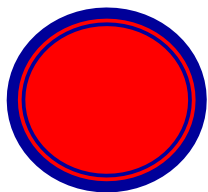






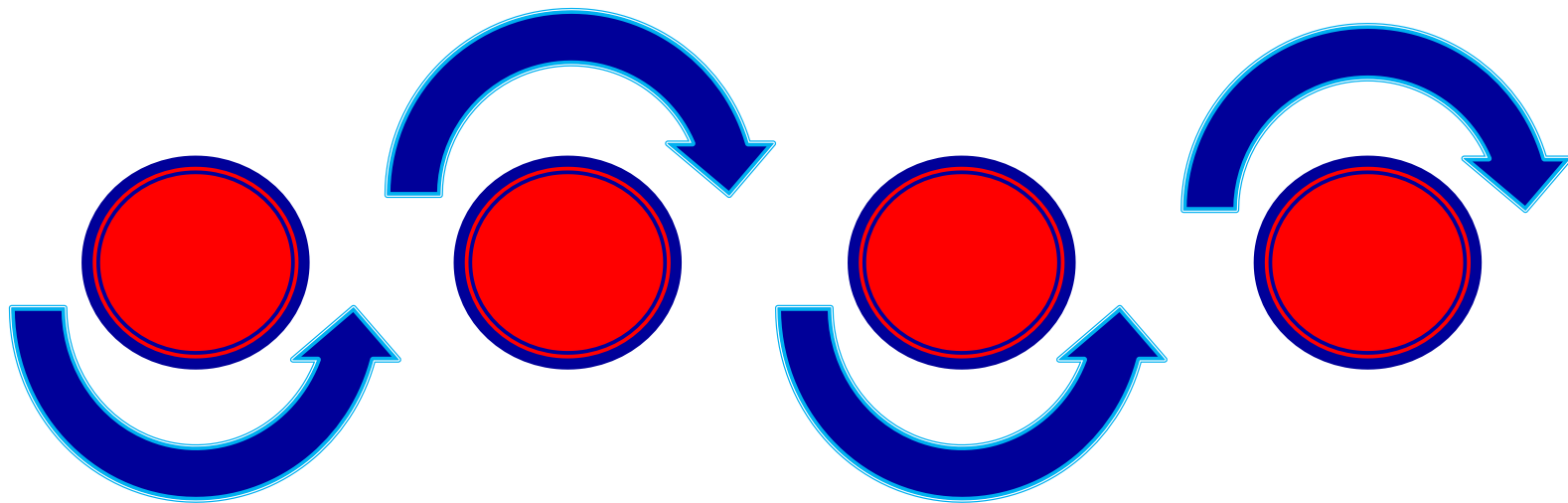
# SPIRAL RIGHT

# SPIRAL LEFT

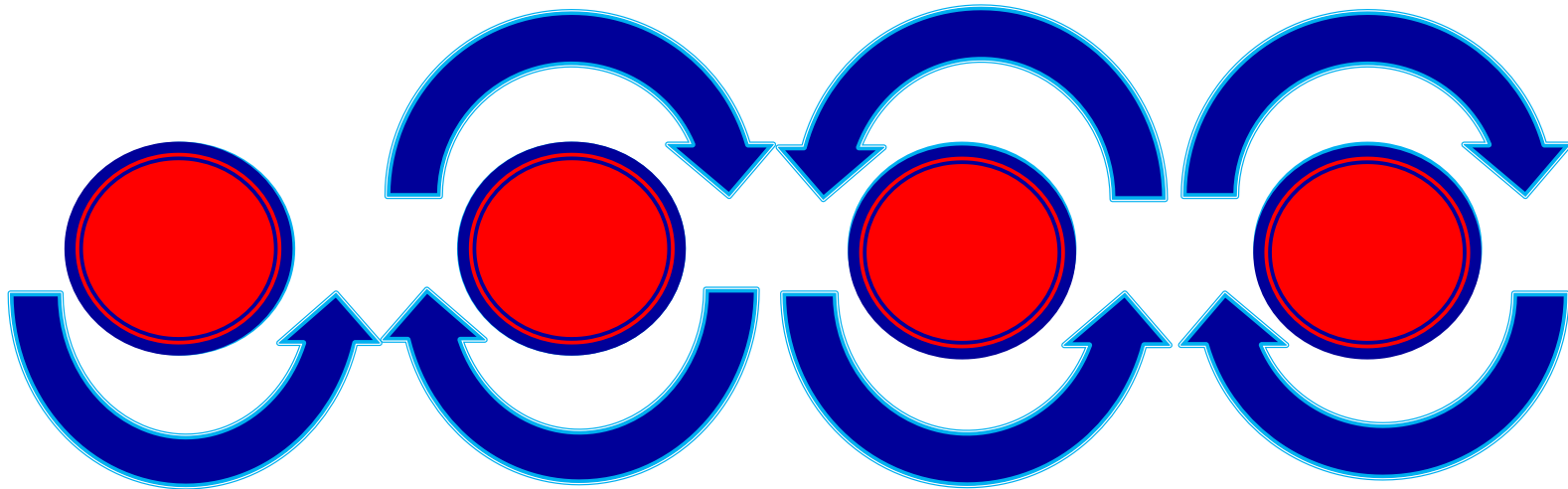




# SINGLE SLALOM

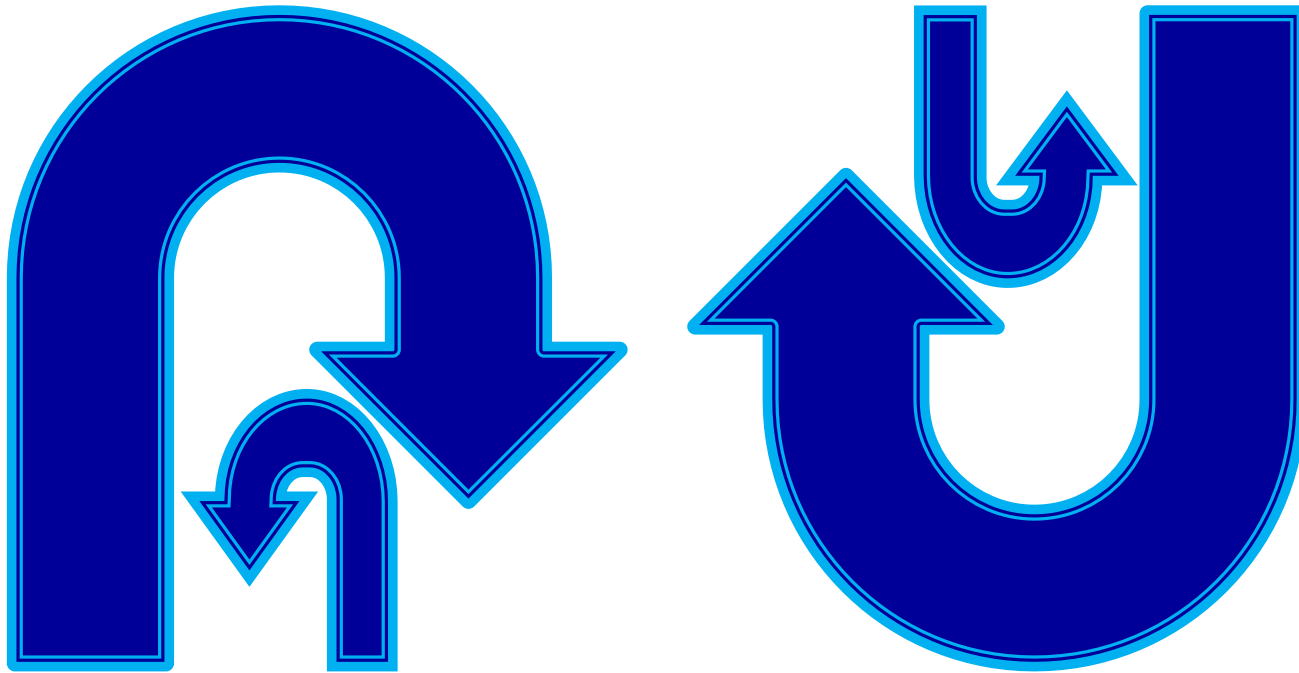


# DOUBLE SLALOM



2 POINTS

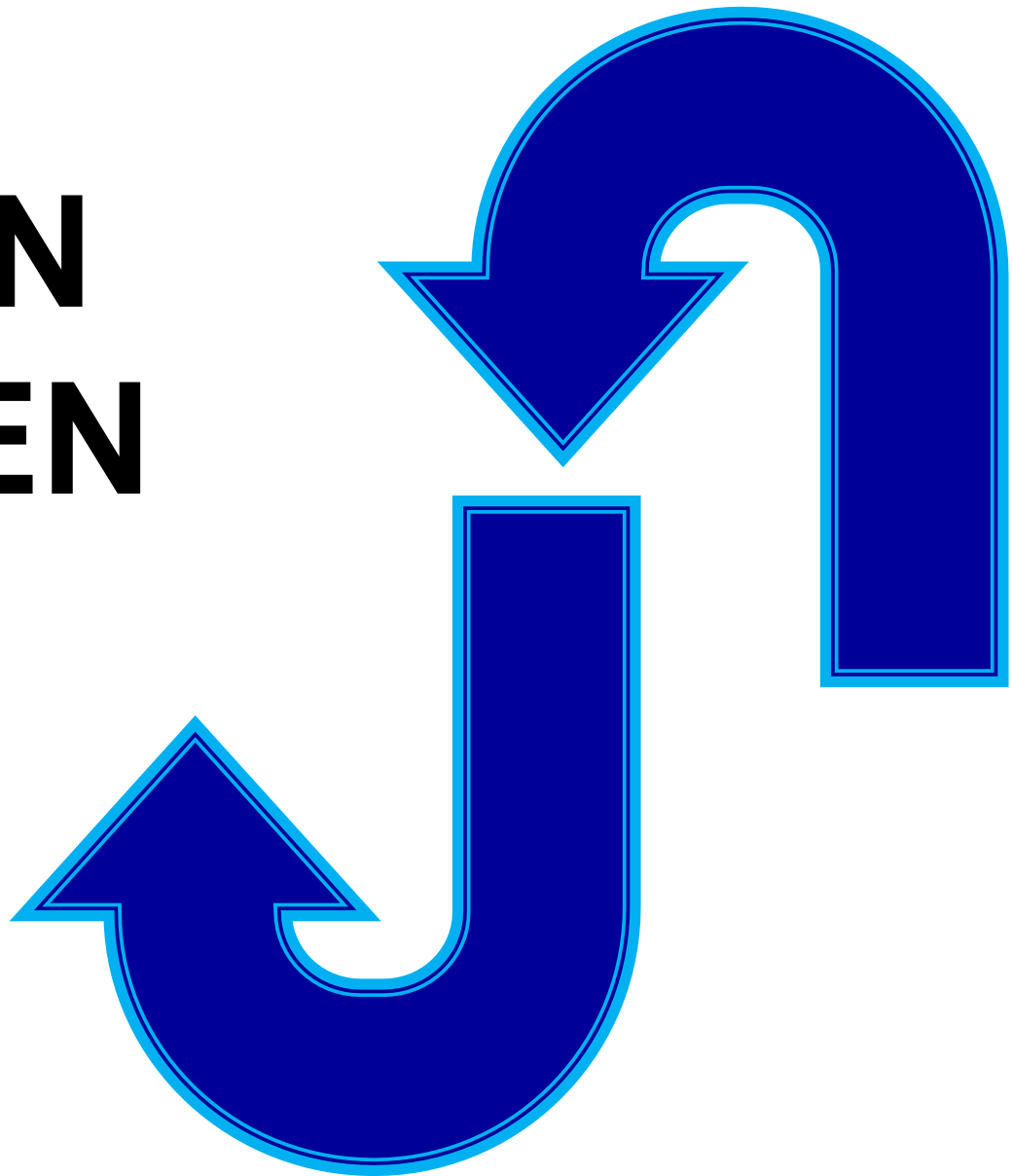
# 2 x TURN AROUND DOG BEHIND

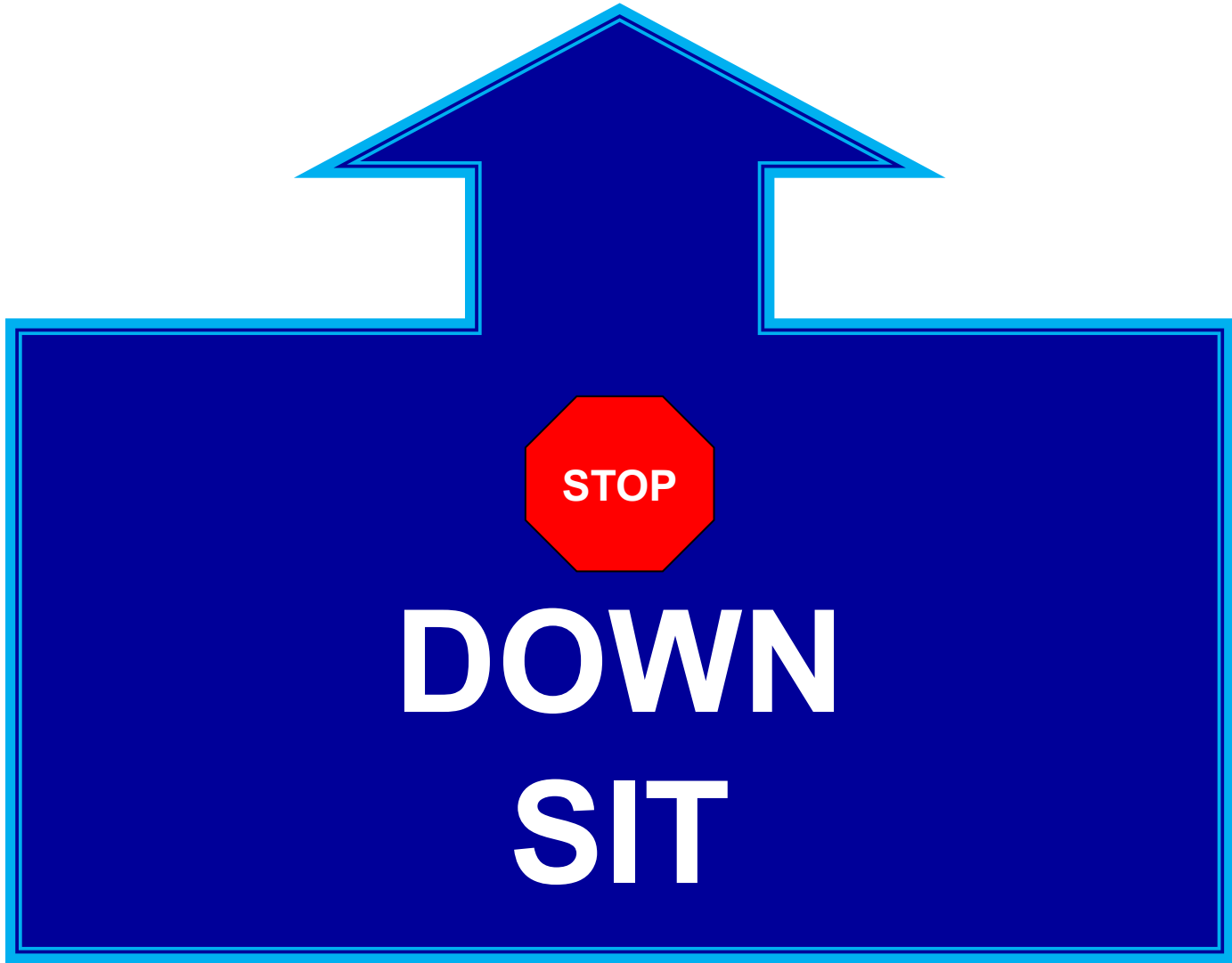


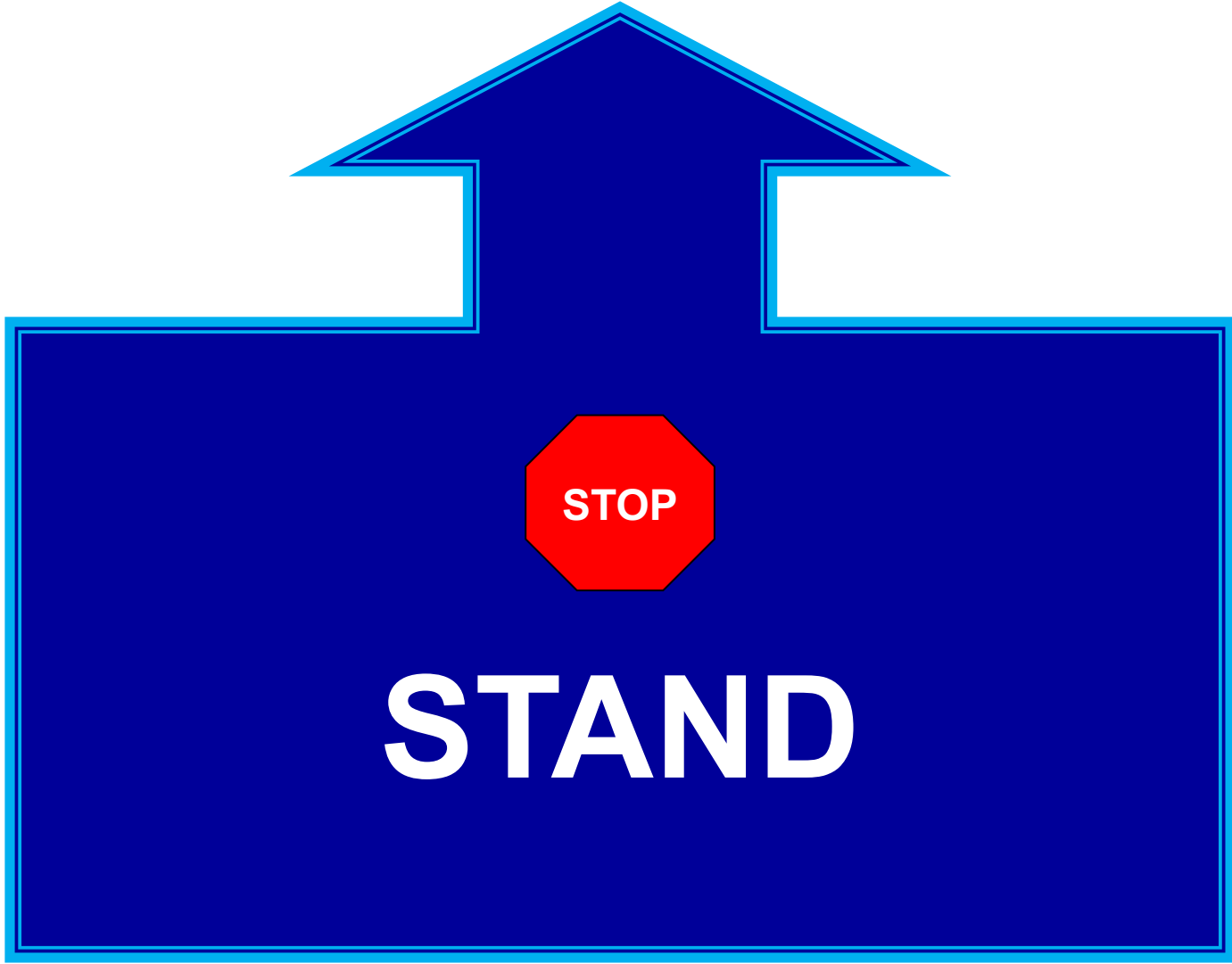
**DOUBLE  
180° TURN  
RIGHT THEN  
LEFT**



**DOUBLE  
180° TURN  
LEFT THEN  
RIGHT**





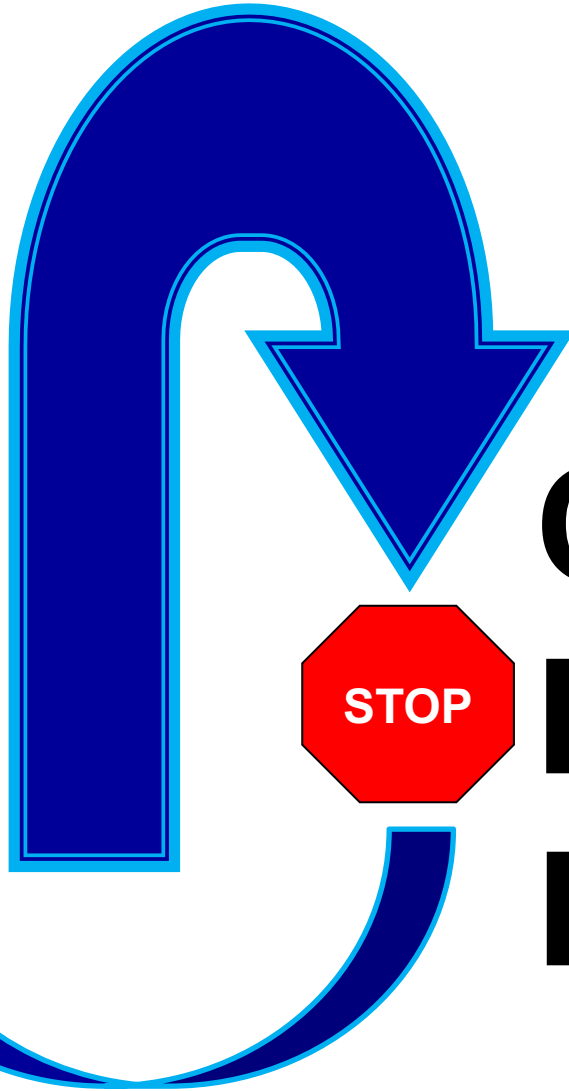




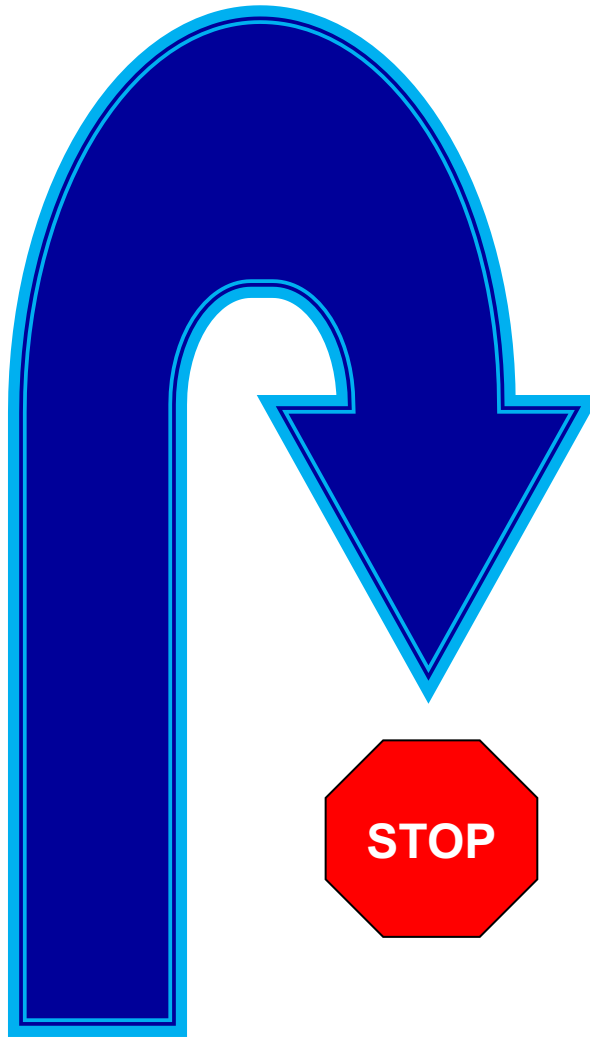






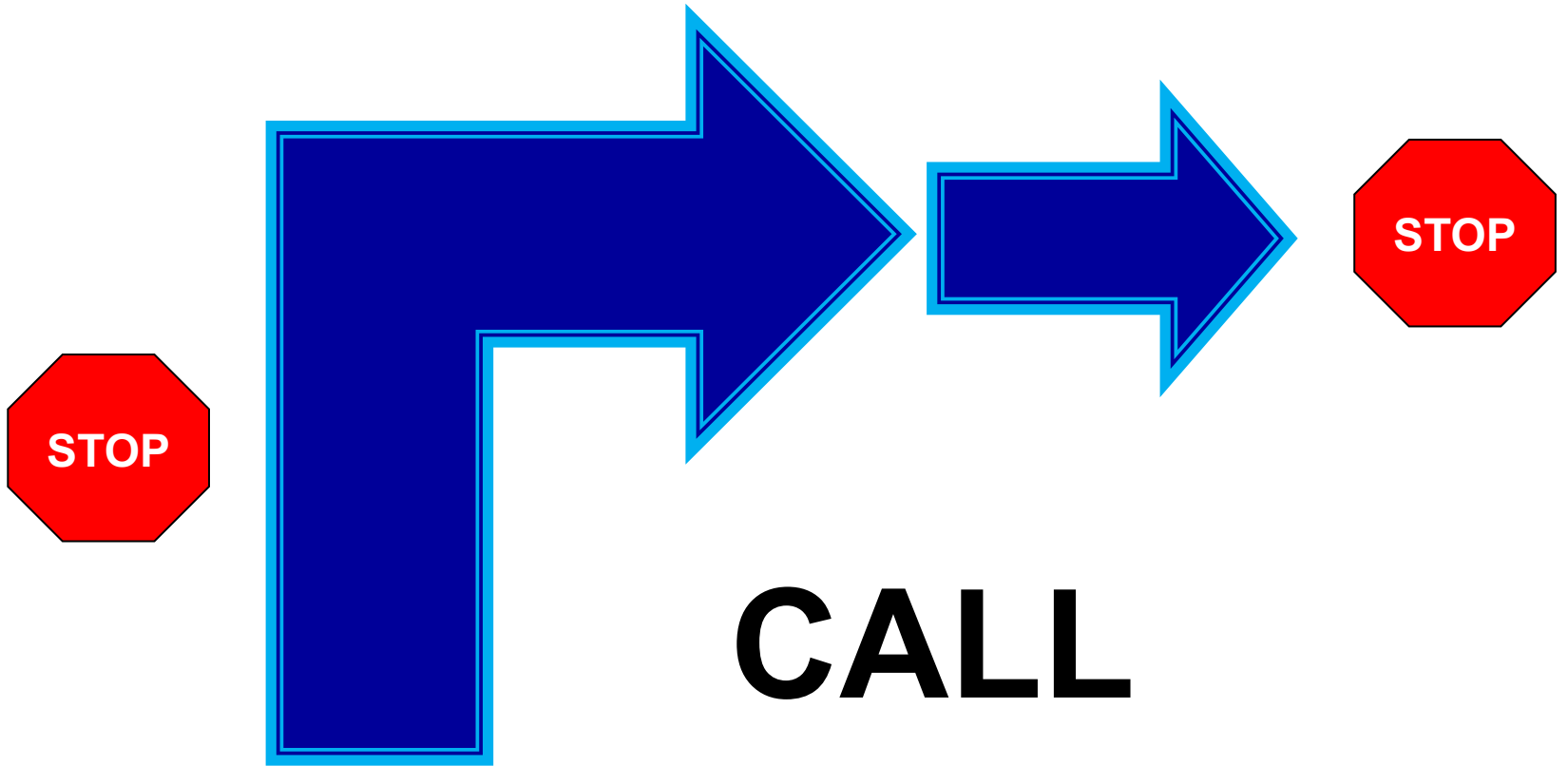


**CALL FRONT  
RIGHT TO  
LEFT**

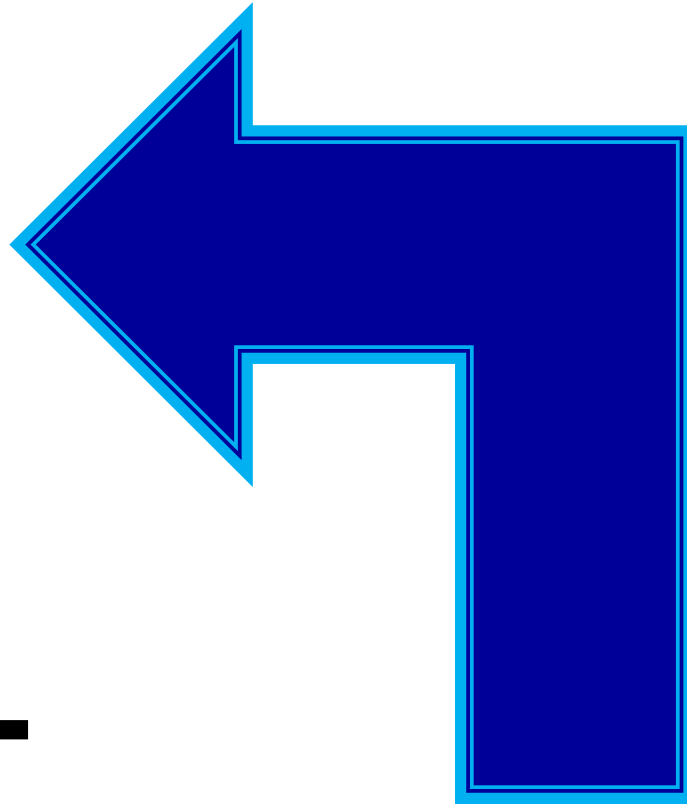
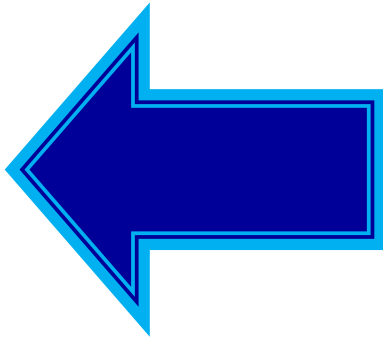


**CALL FRONT  
LEFT TO LEFT**

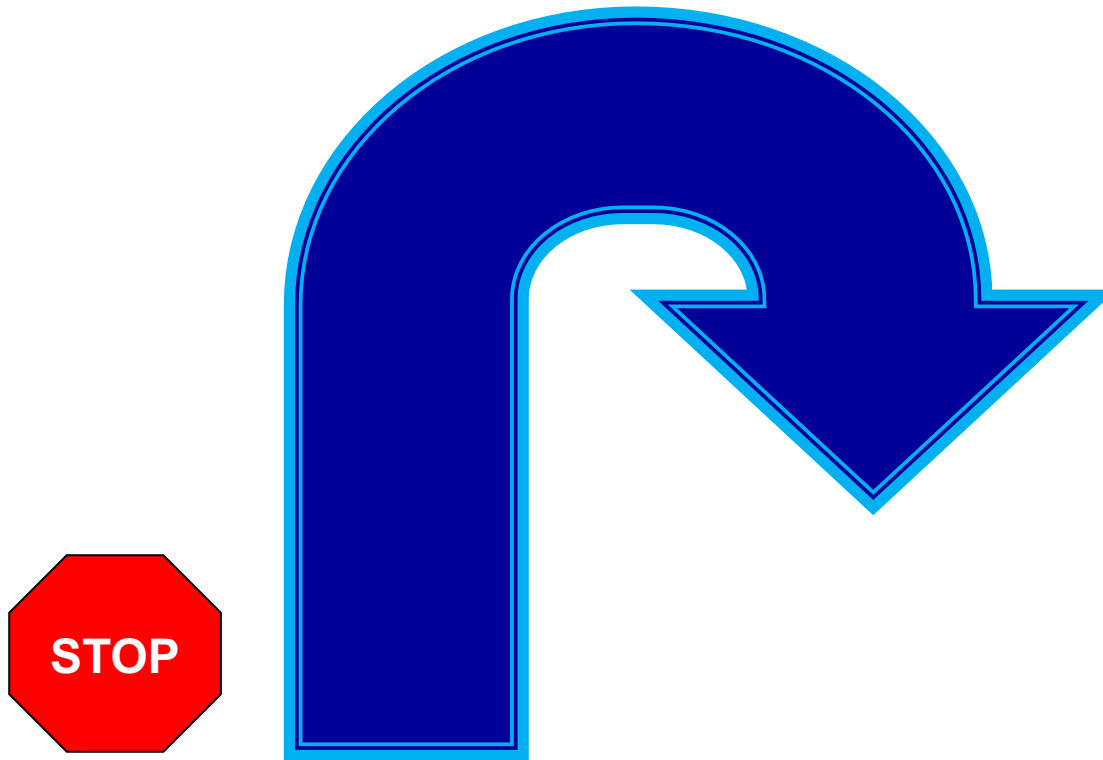
# TURN RIGHT 1 STEP



# TURN LEFT 1 STEP

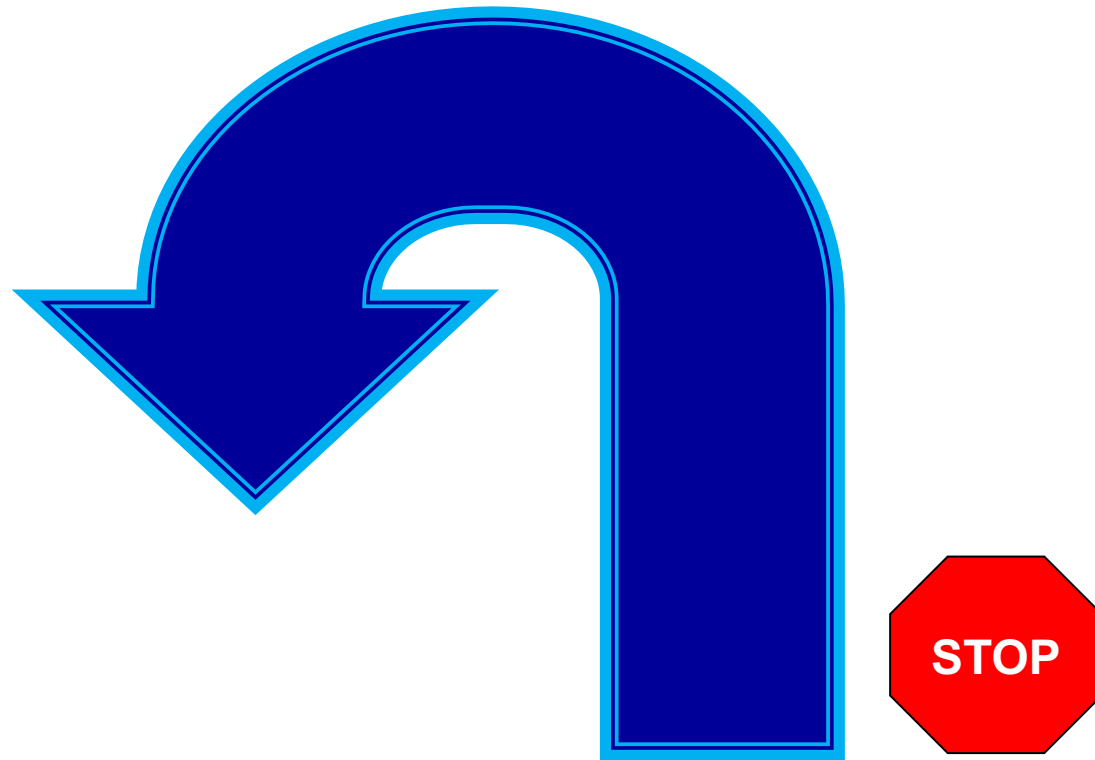


# CALL

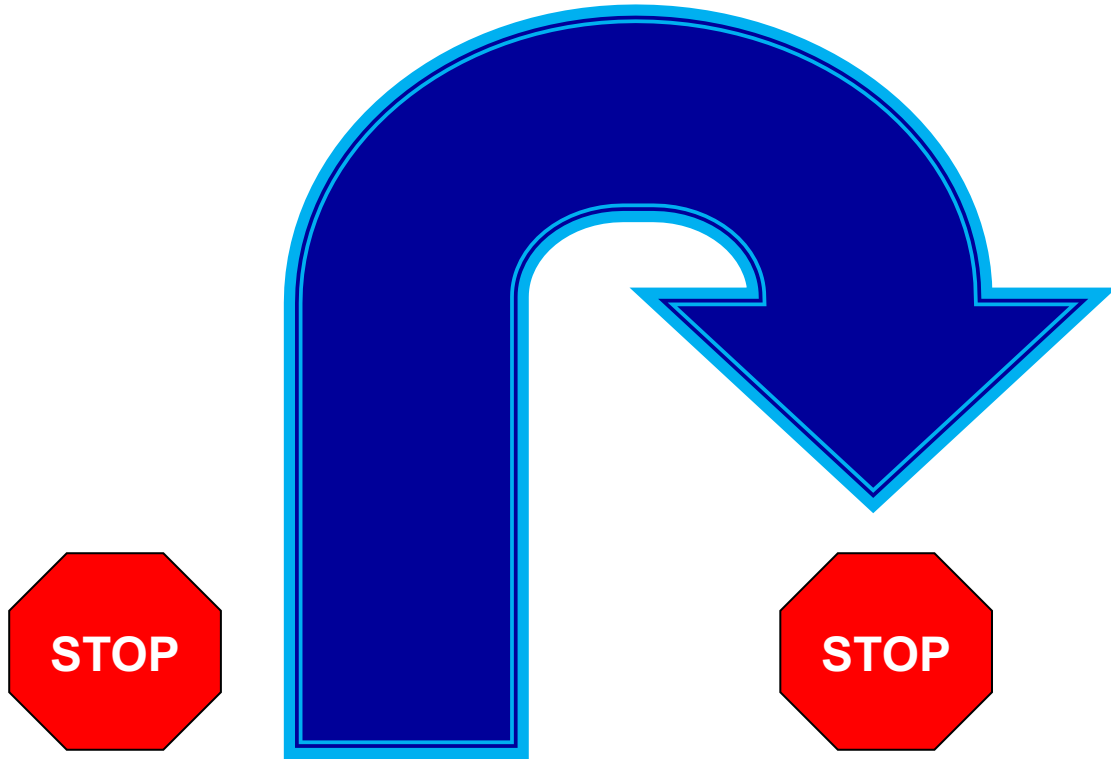


# 180° RIGHT TURN FORWARD

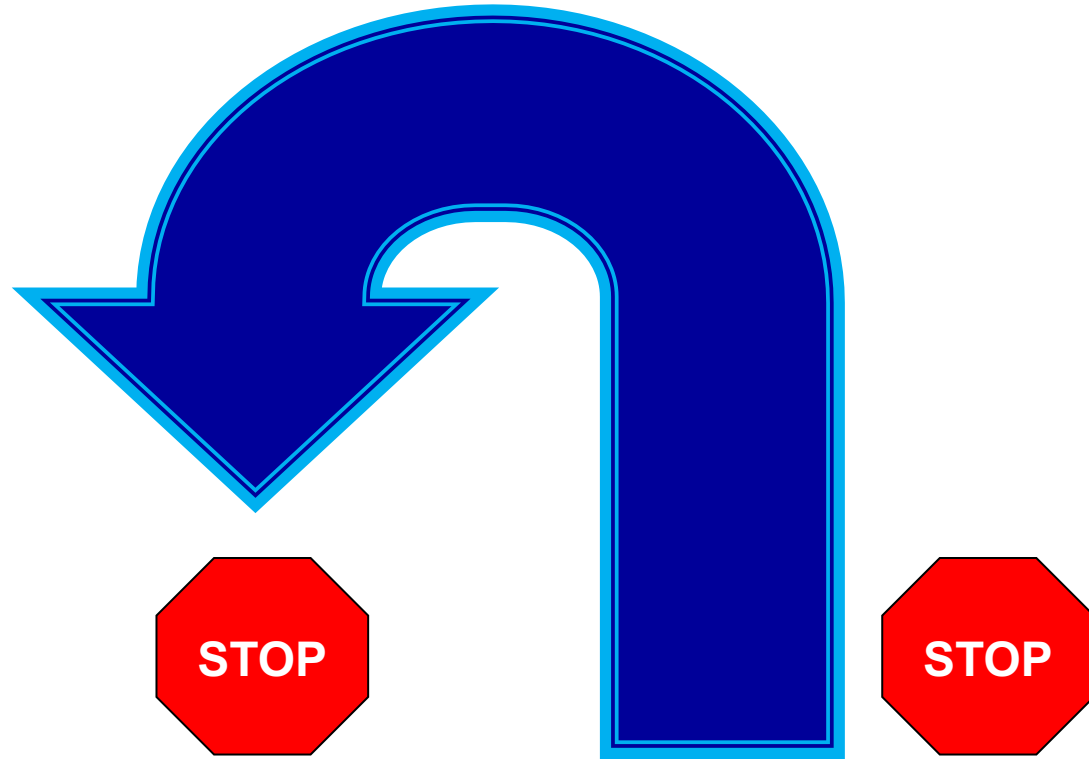




**180° LEFT TURN  
FORWARD**

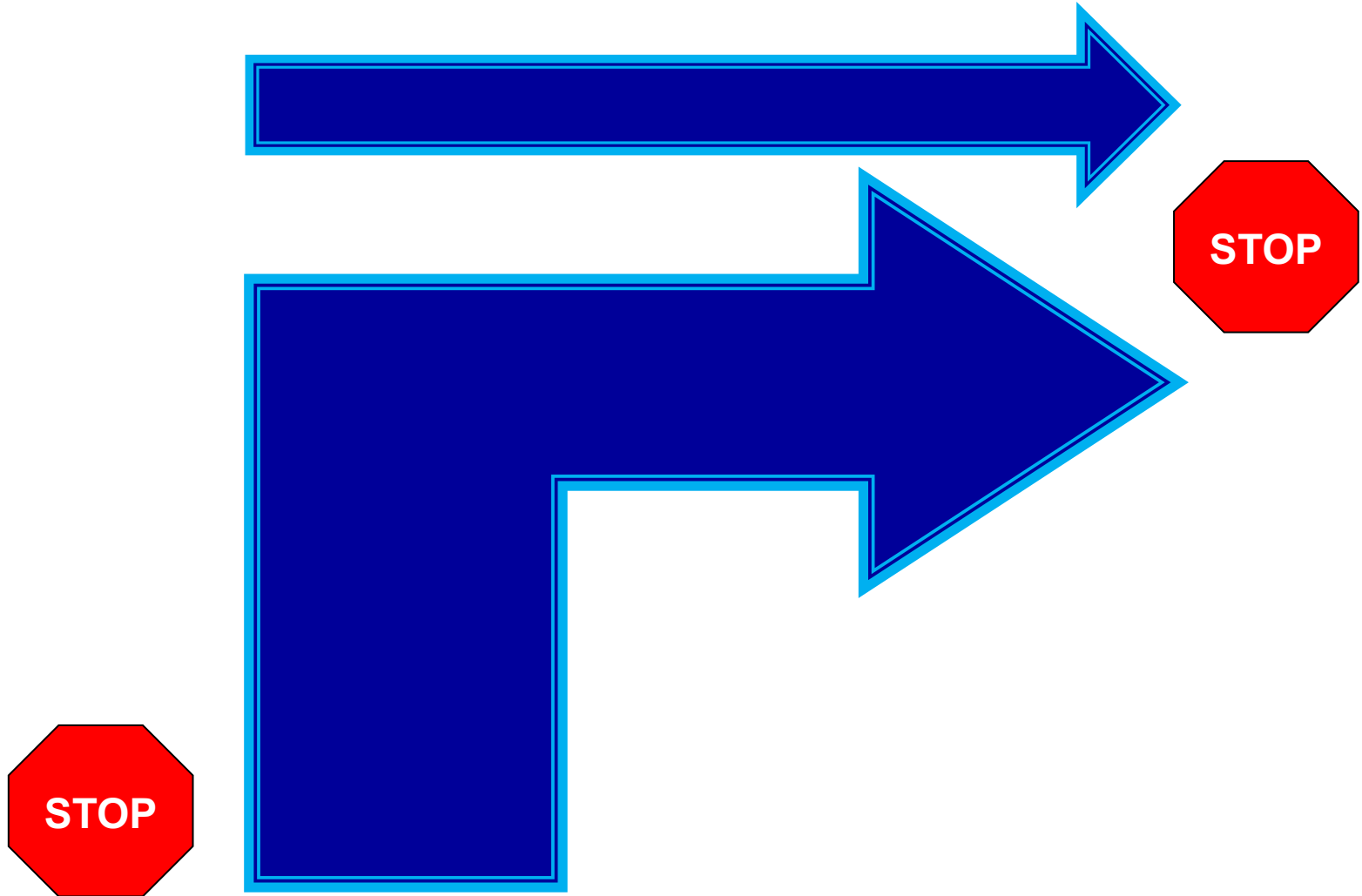


# 180° RIGHT TURN

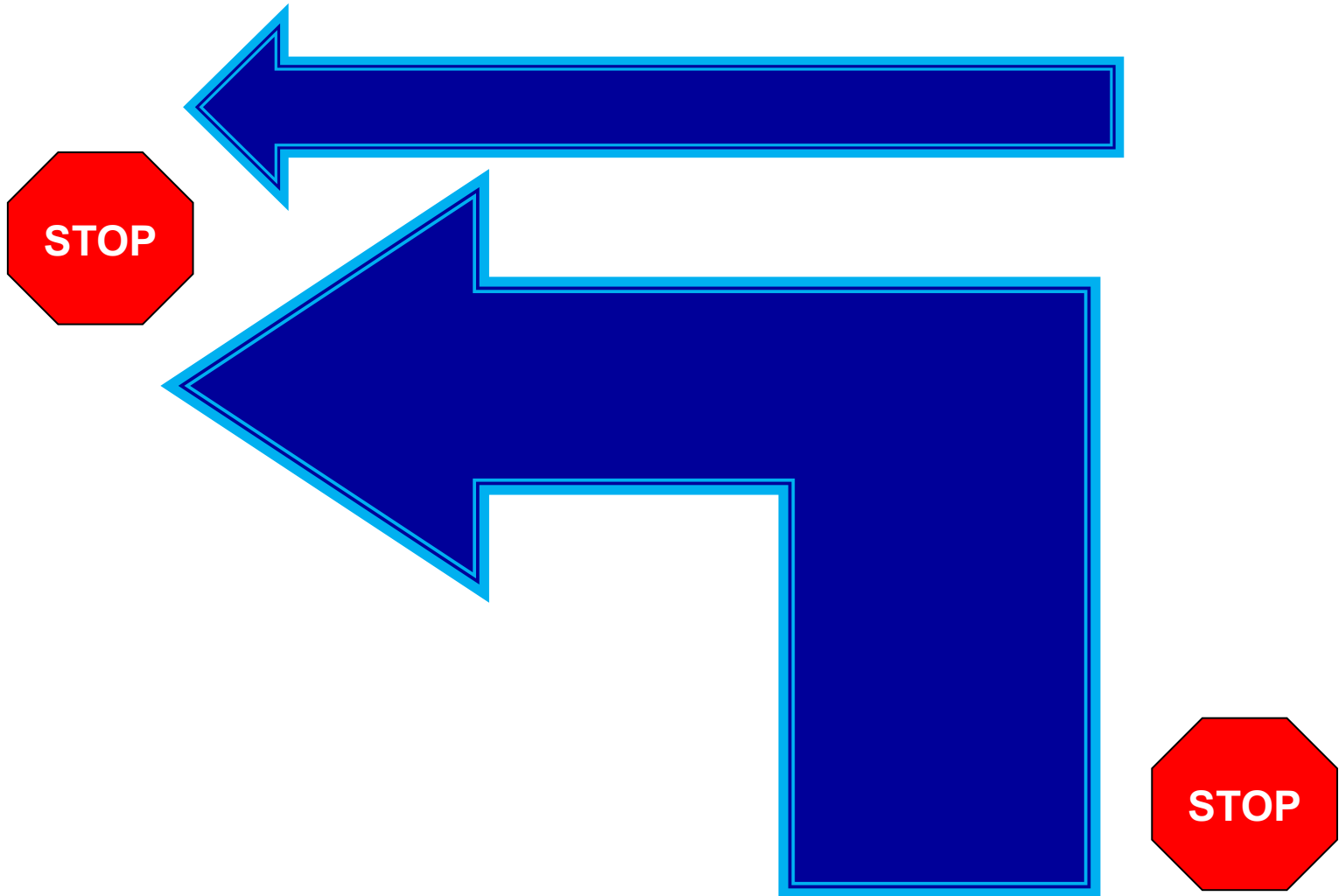


# 180° LEFT TURN

# TURN RIGHT 1 STEP



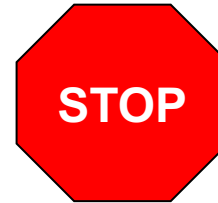
# TURN LEFT 1 STEP



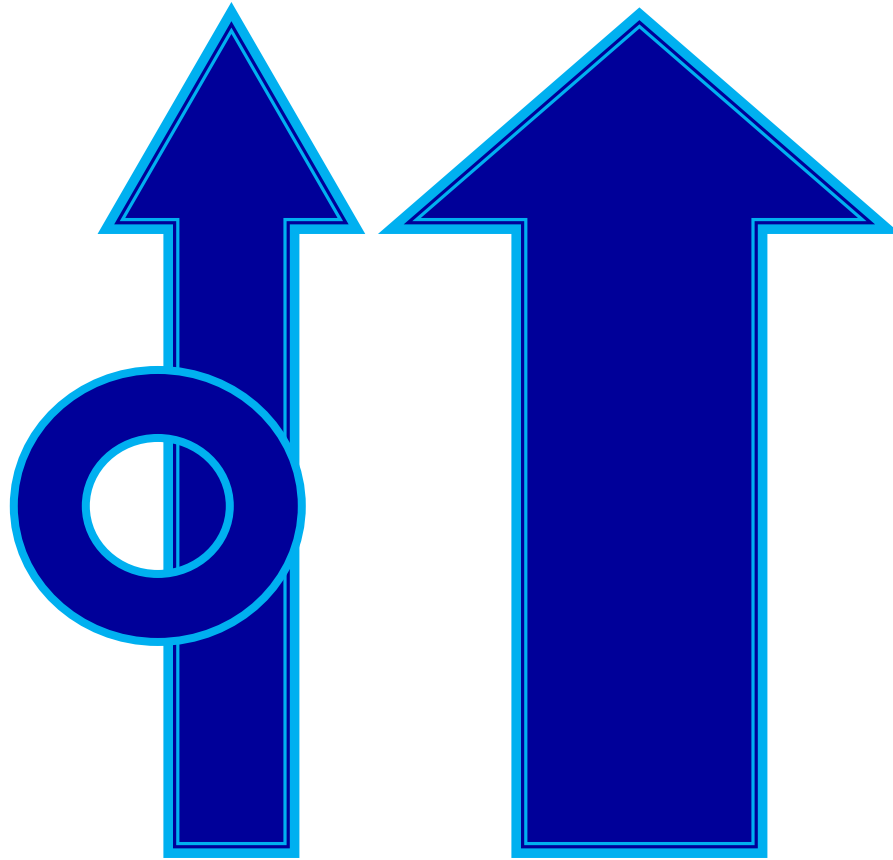


**1 STEP STAND**

**2 STEPS**

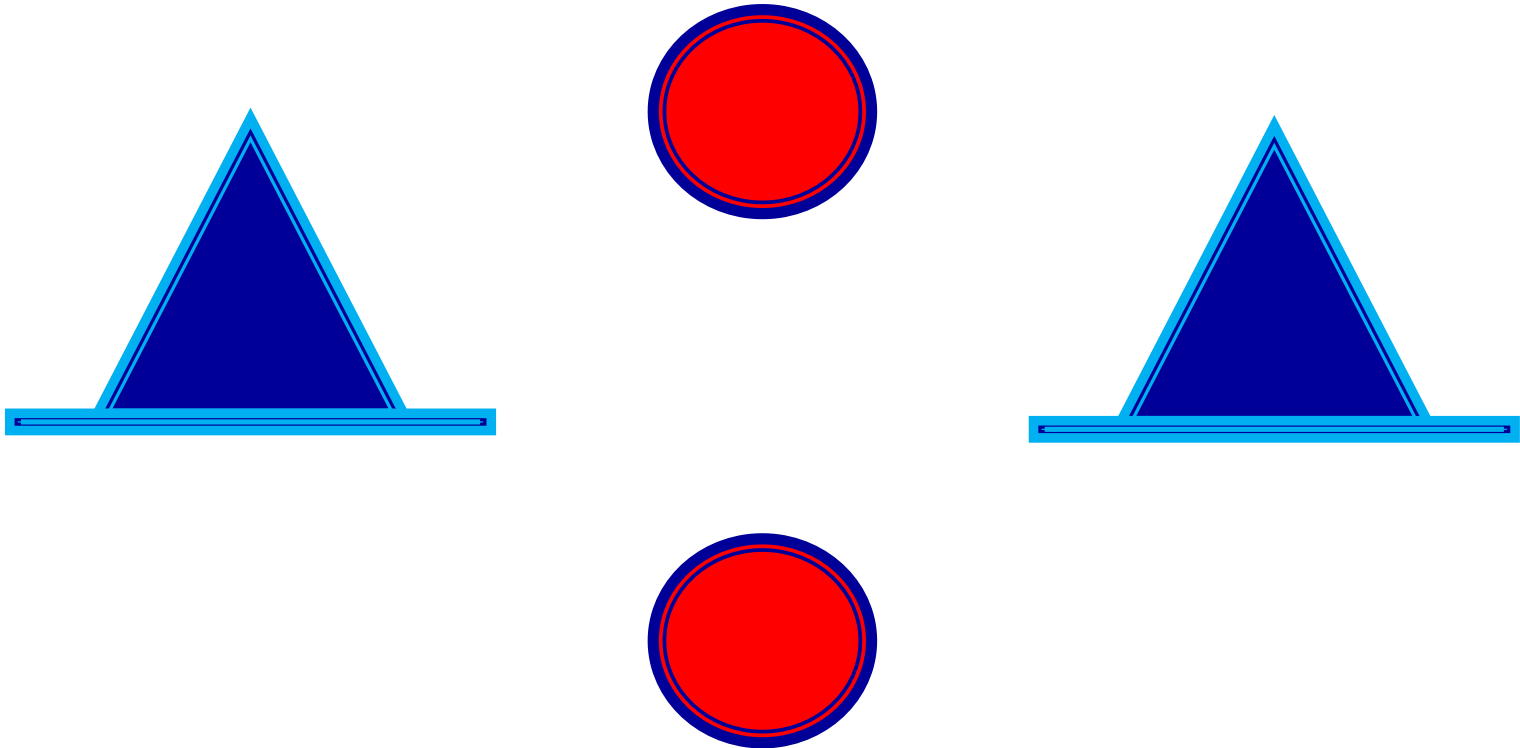


**3 STEPS DOWN**



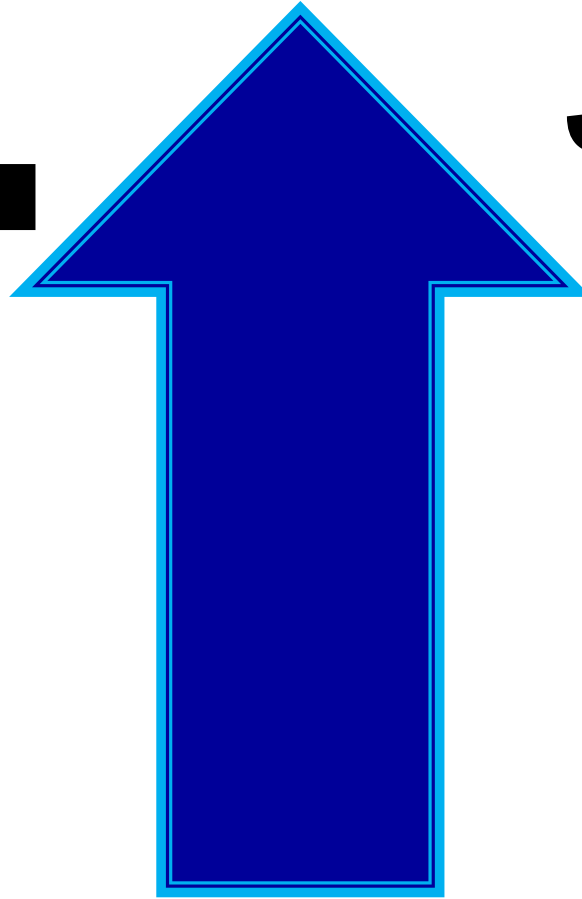
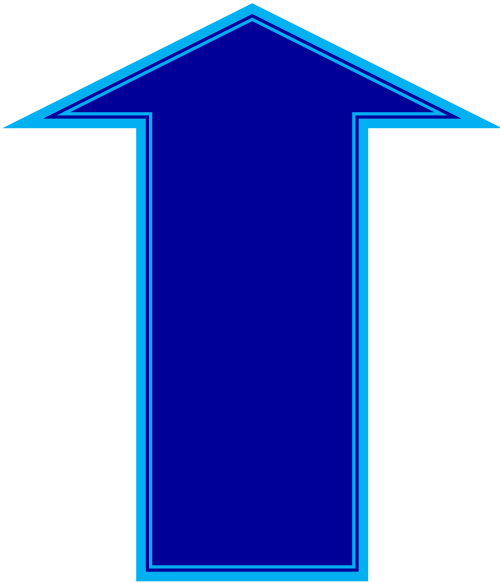
**SPIN**

# TEMPTATION



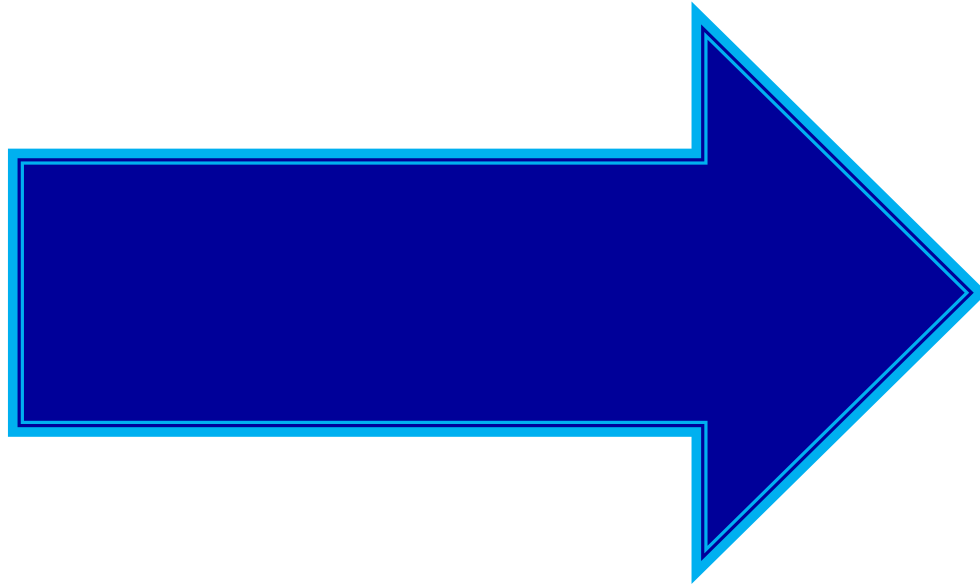


# SEND OVER JUMP

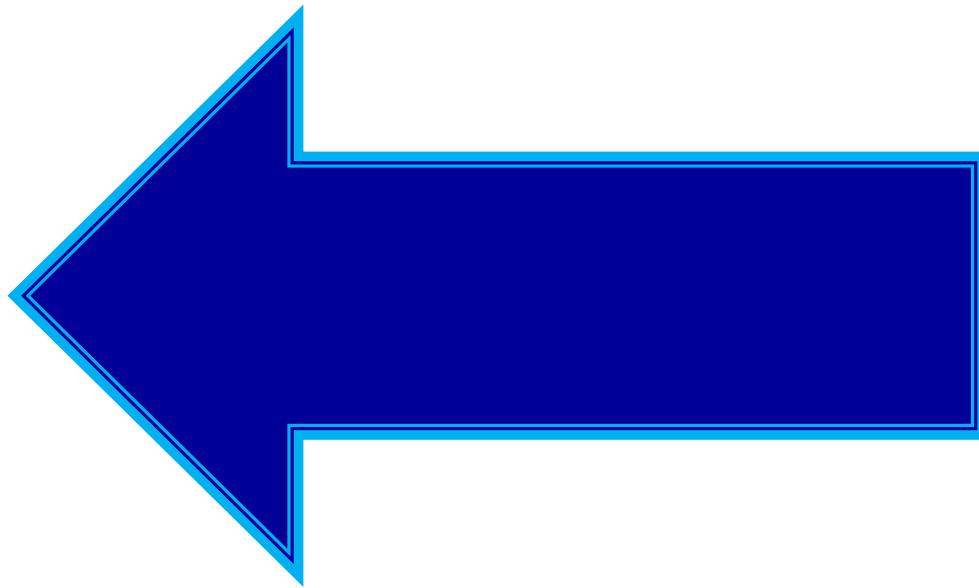


# 3 POINTS

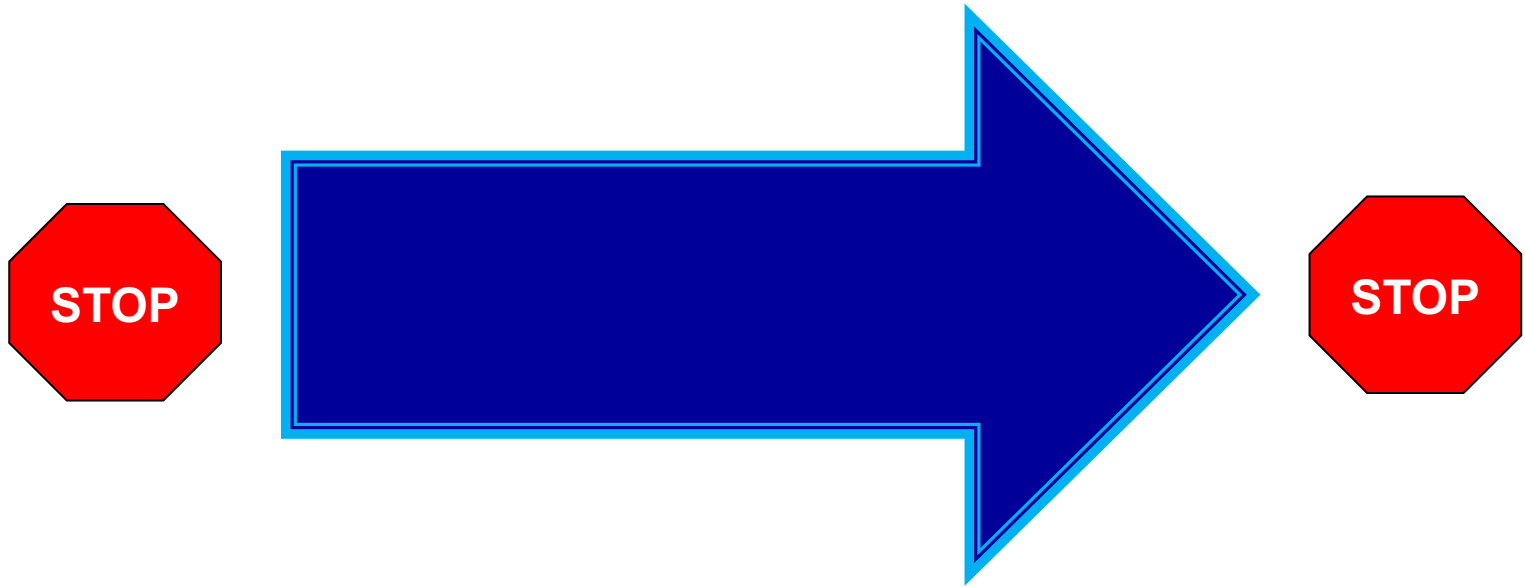
# SIDE STEP RIGHT



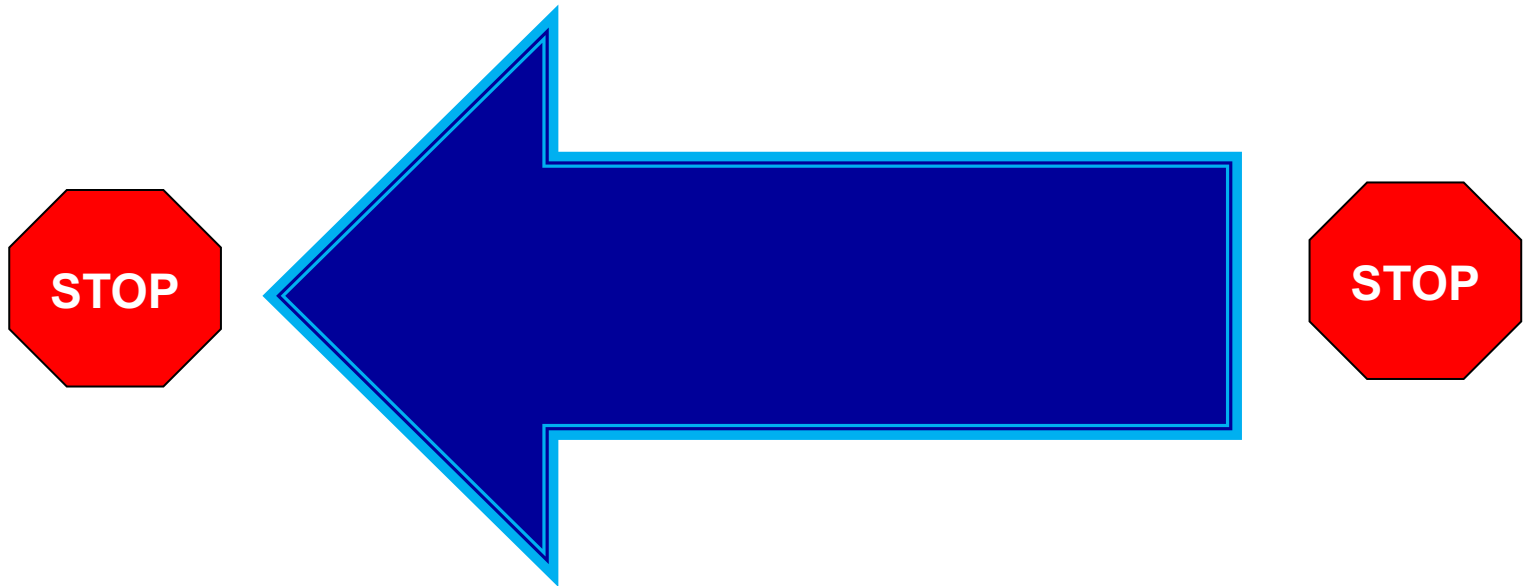
# SIDE STEP LEFT

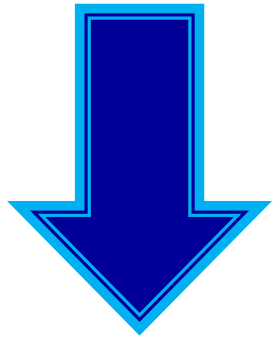


# SIDE STEP RIGHT

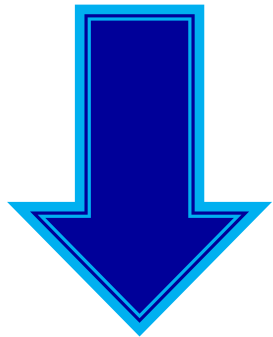


# SIDE STEP LEFT



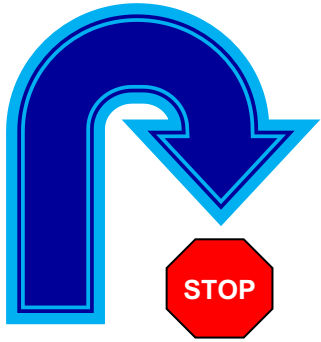


**1 STEP BACK**



**2 STEPS BACK**

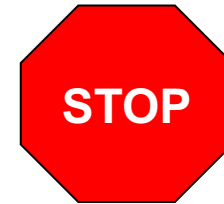




# CALL FRONT

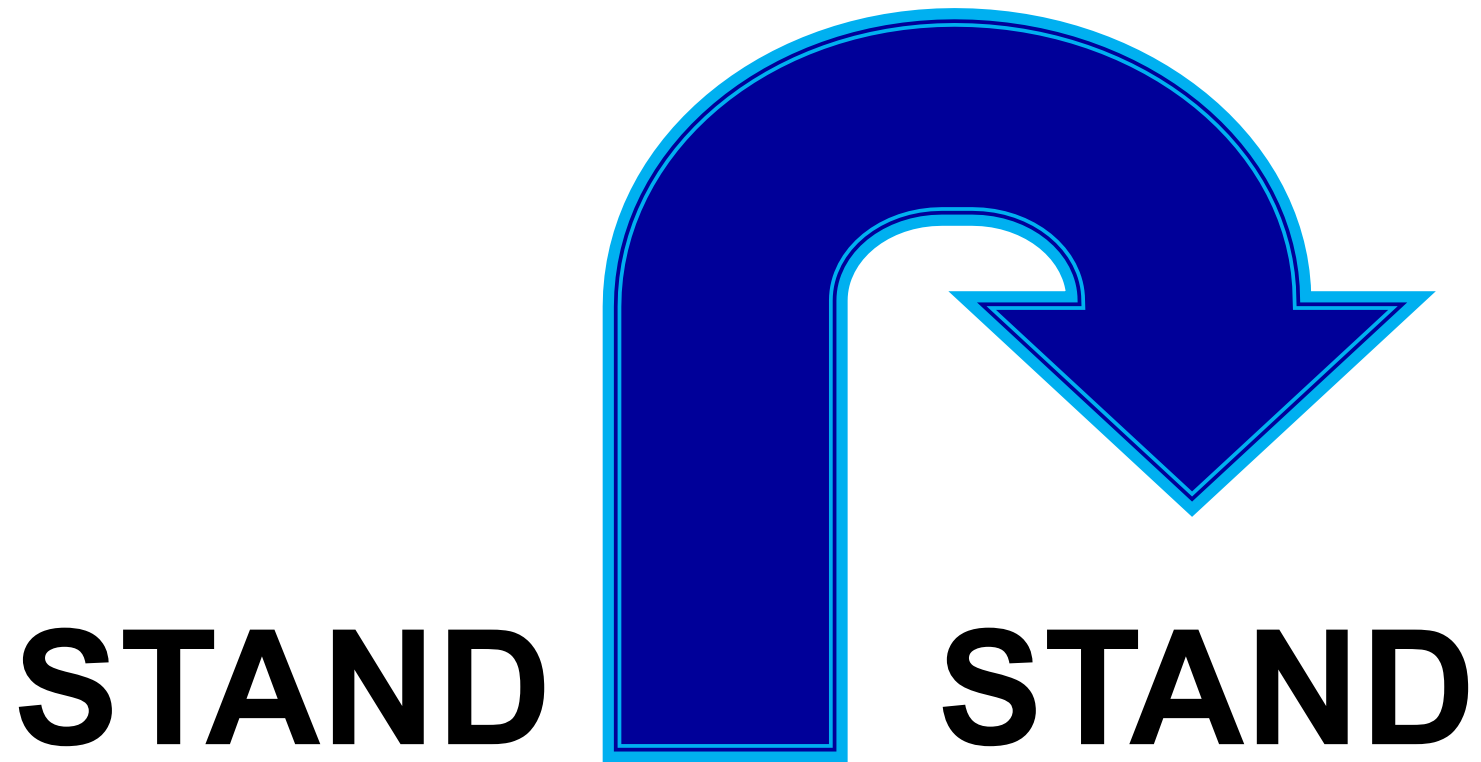
**1 STEP BACK STAND**

**2 STEPS BACK**



**3 STEPS BACK DOWN**





**180° RIGHT TURN**

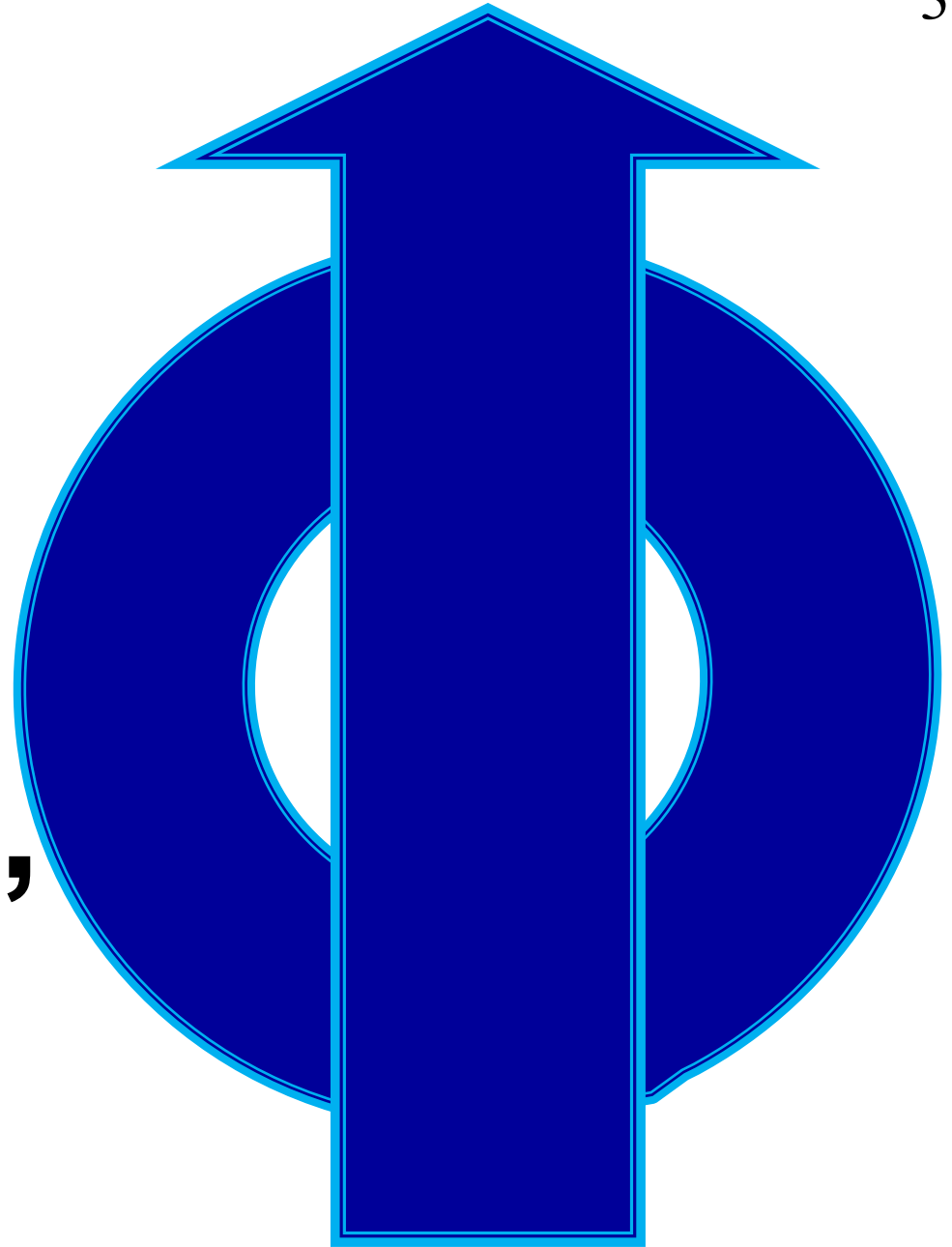


**STAND**

**STAND**

**180° LEFT TURN**

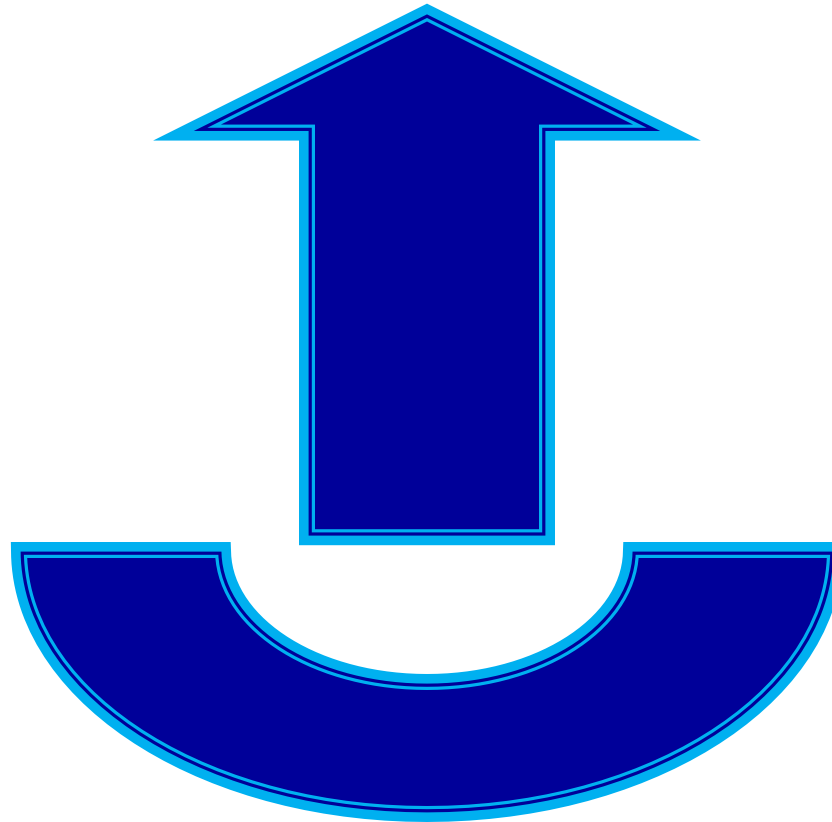
**STAND,  
CIRCLE  
AROUND  
HANDLER,  
STAND**



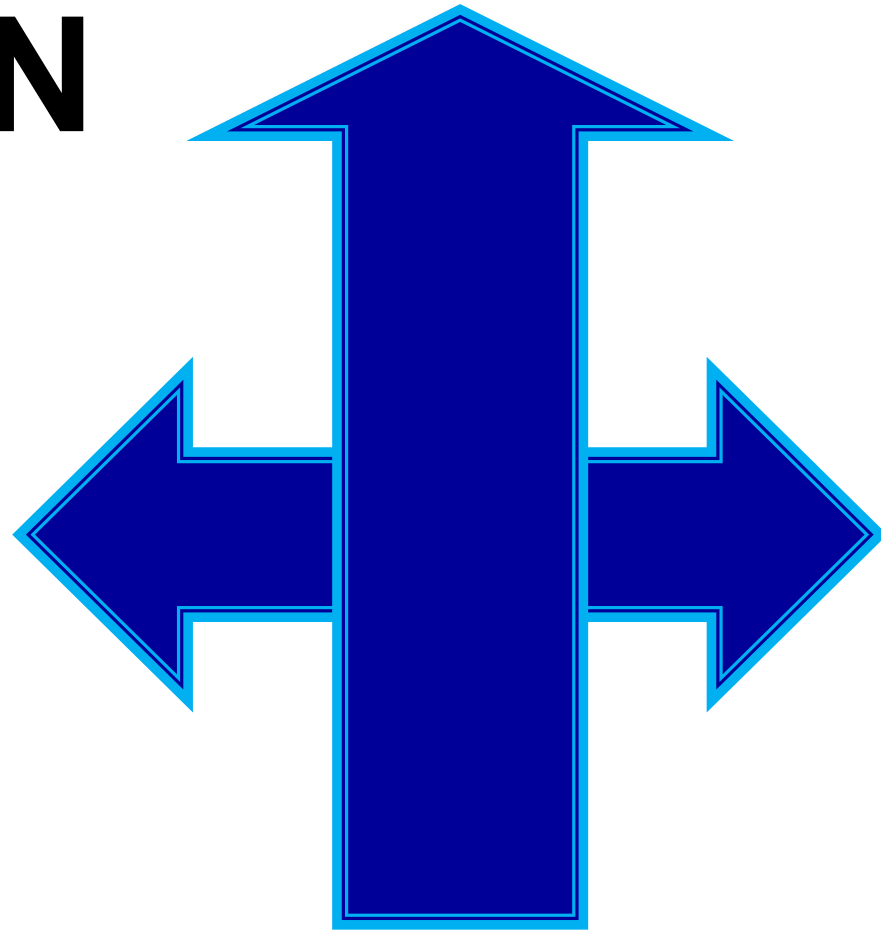


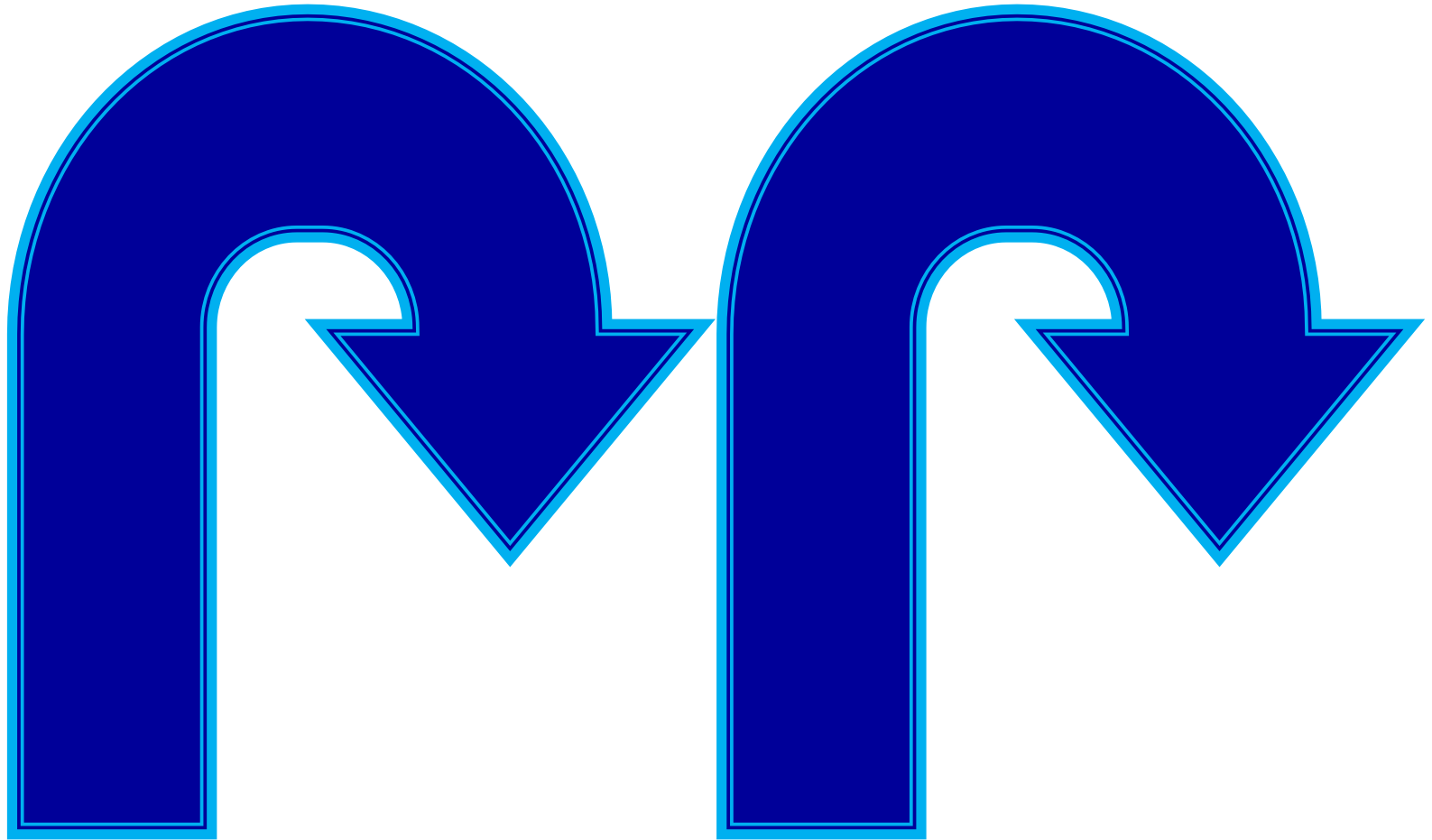
**TURN TOWARD**

# SIDE SHIFT BEHIND

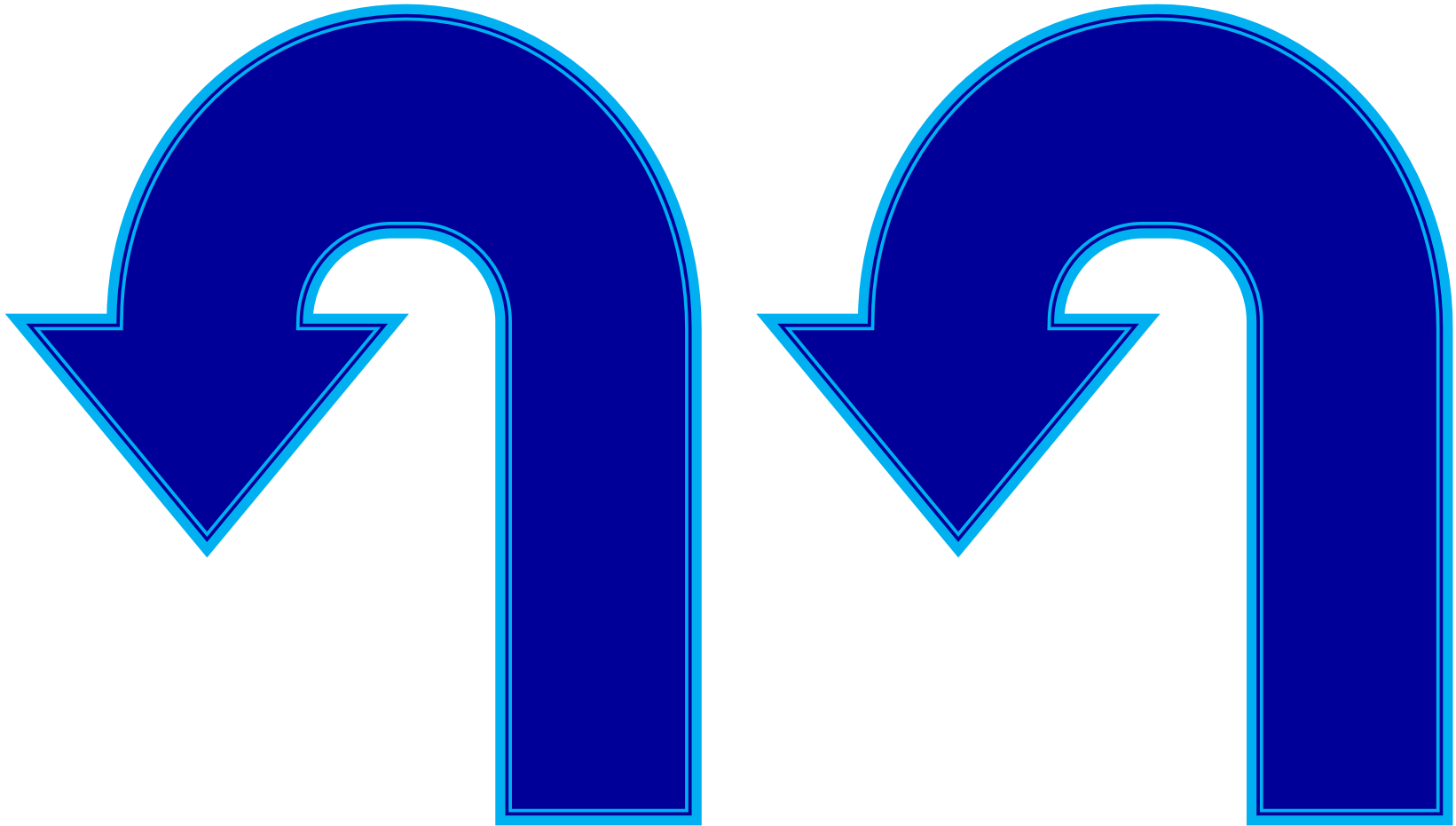


# SIDE SHIFT BETWEEN LEGS





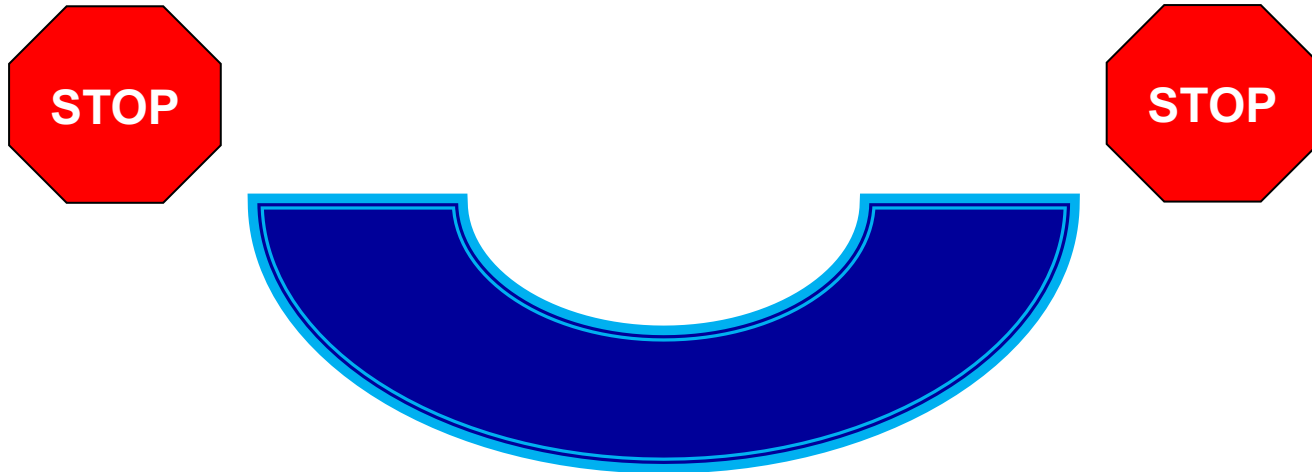
**BOTH ABOUT TURN  
RIGHT**



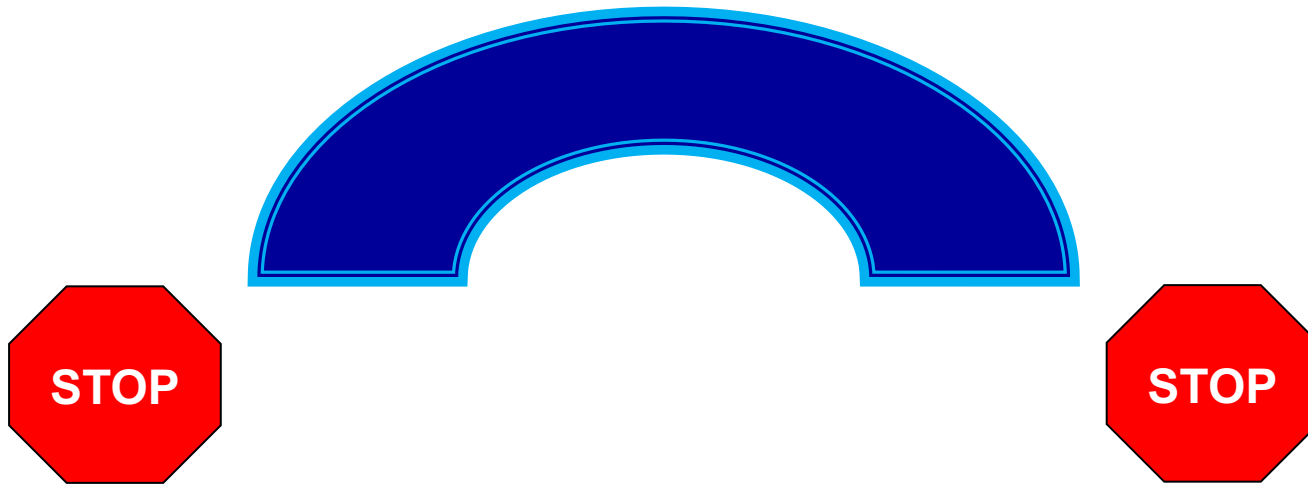
**BOTH ABOUT TURN  
LEFT**



# SIDE SHIFT BEHIND



# SIDE SHIFT IN FRONT



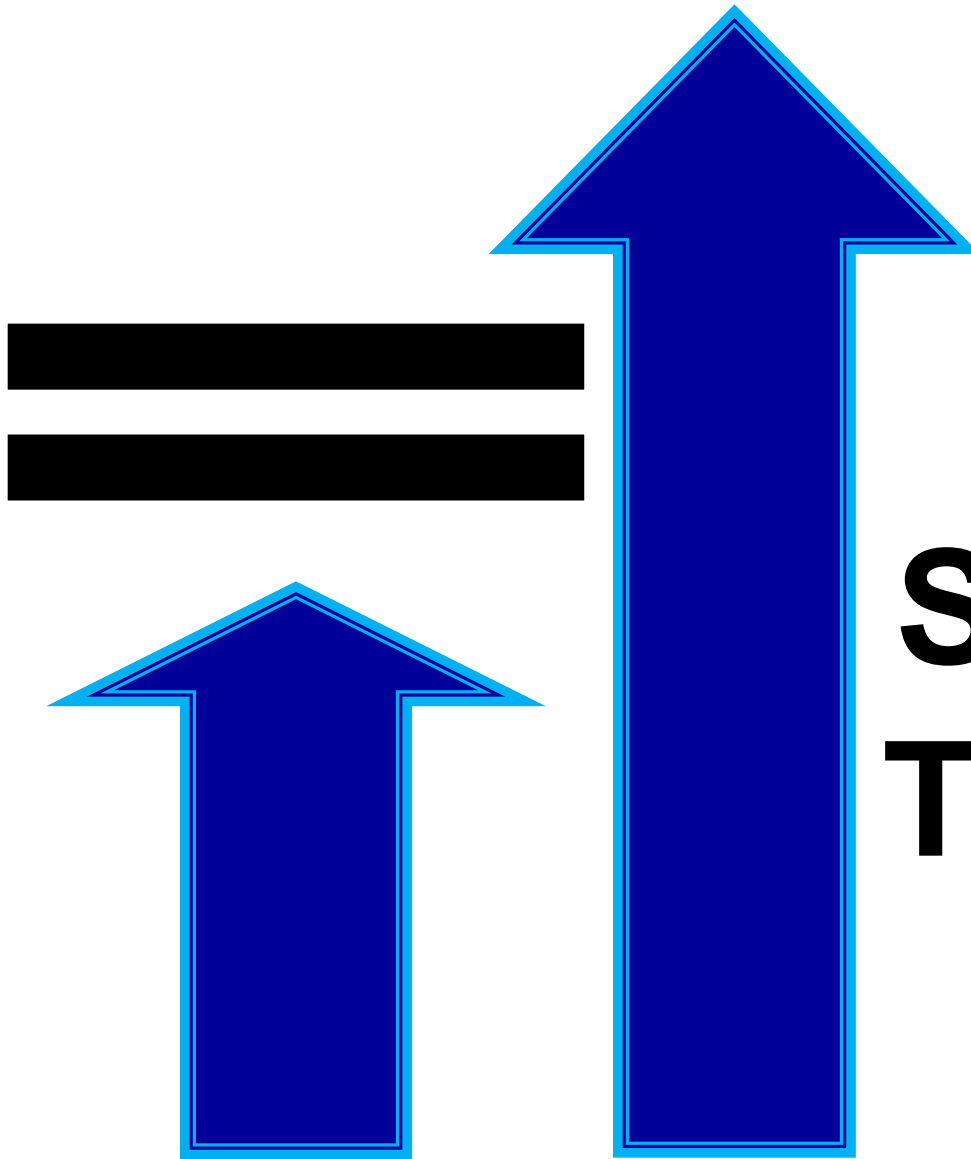


**MOVING STAND  
WALK AROUND**



**MOVING DOWN  
WALK AROUND**

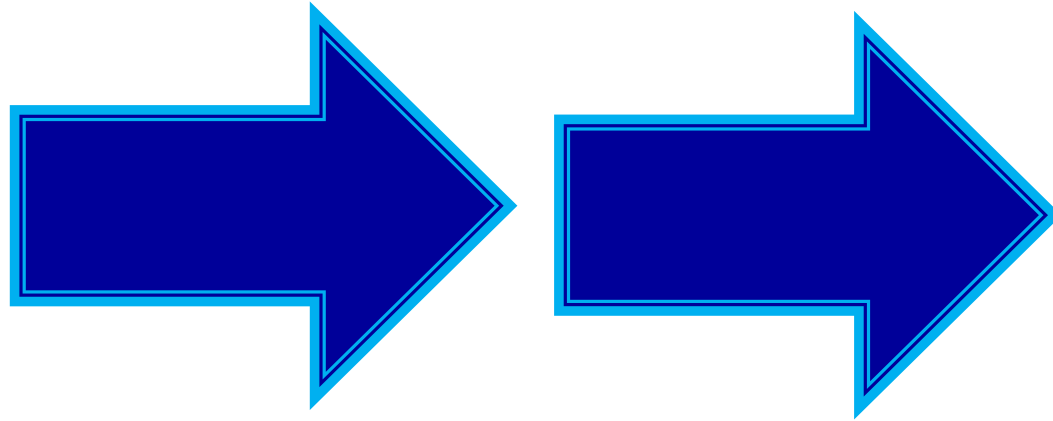




**SEND OVER  
TWO JUMPS**

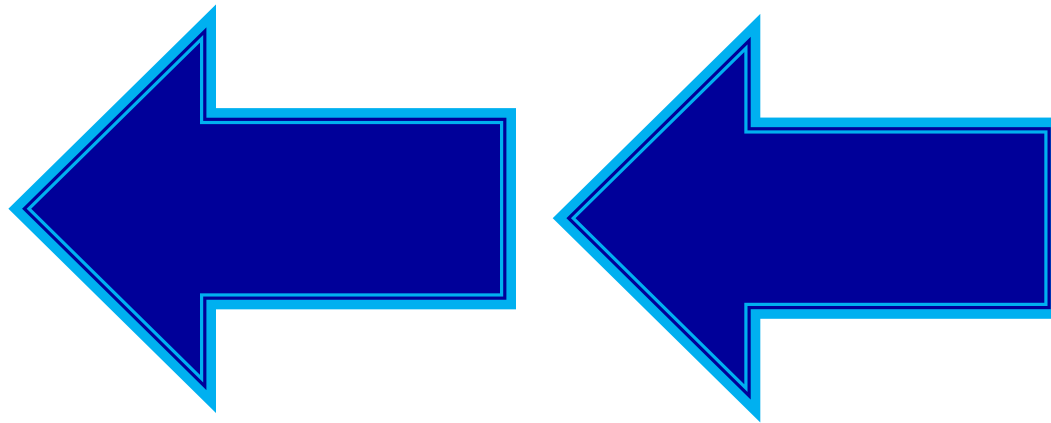
# 4 POINTS

# 2 SIDE STEPS RIGHT

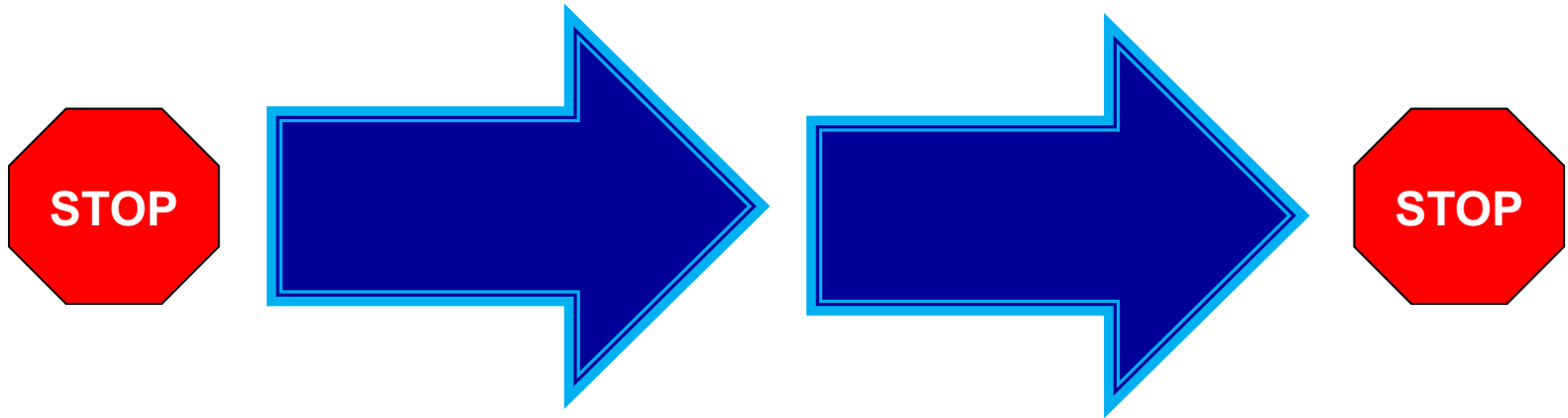




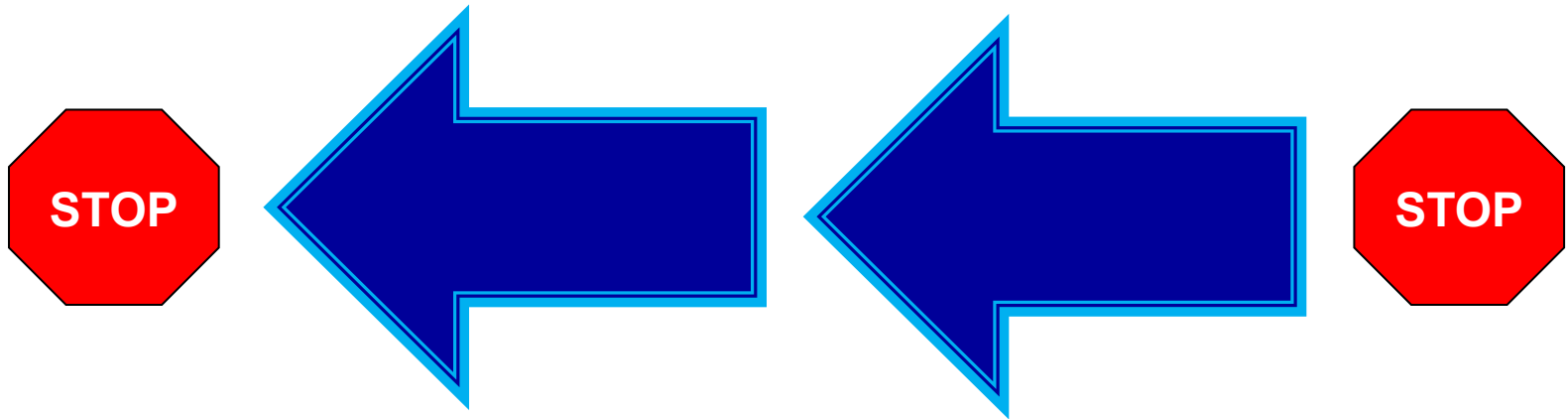
# 2 SIDE STEPS LEFT

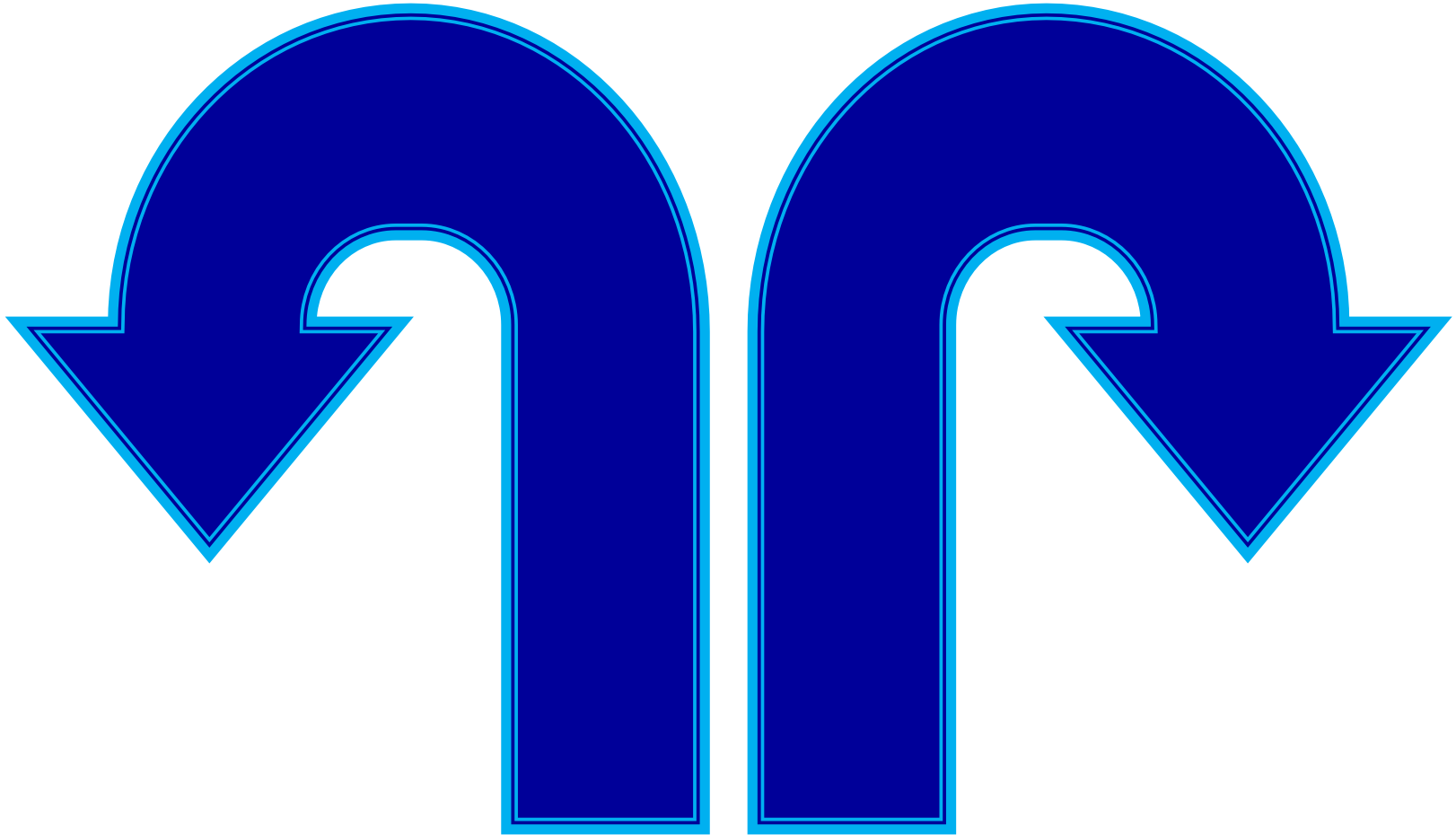


# 2 SIDE STEPS RIGHT



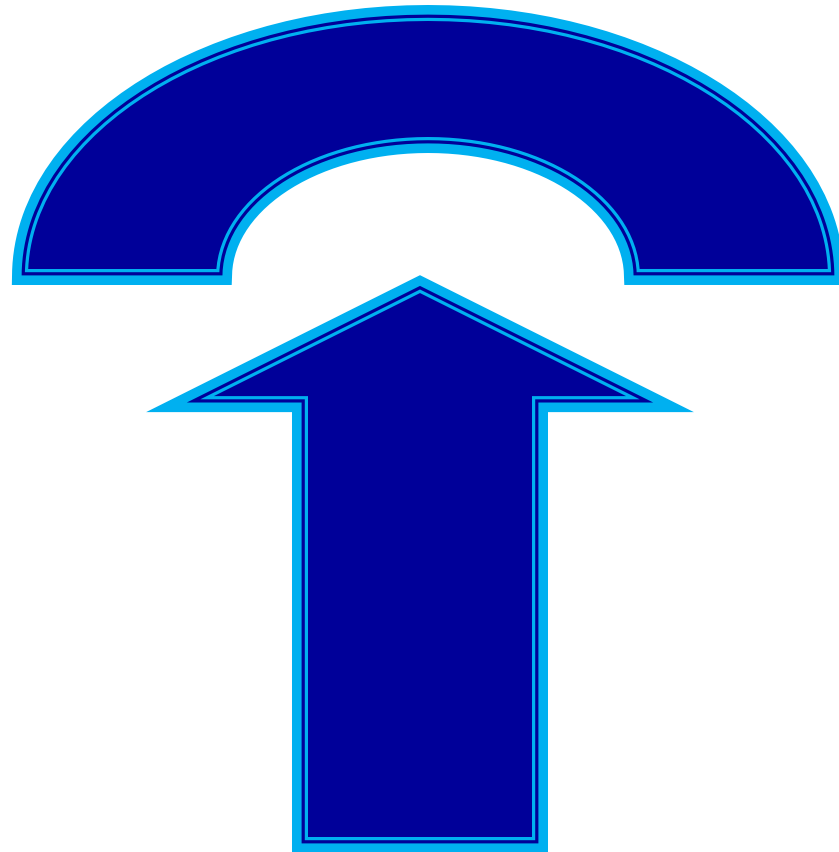
# 2 SIDE STEPS LEFT



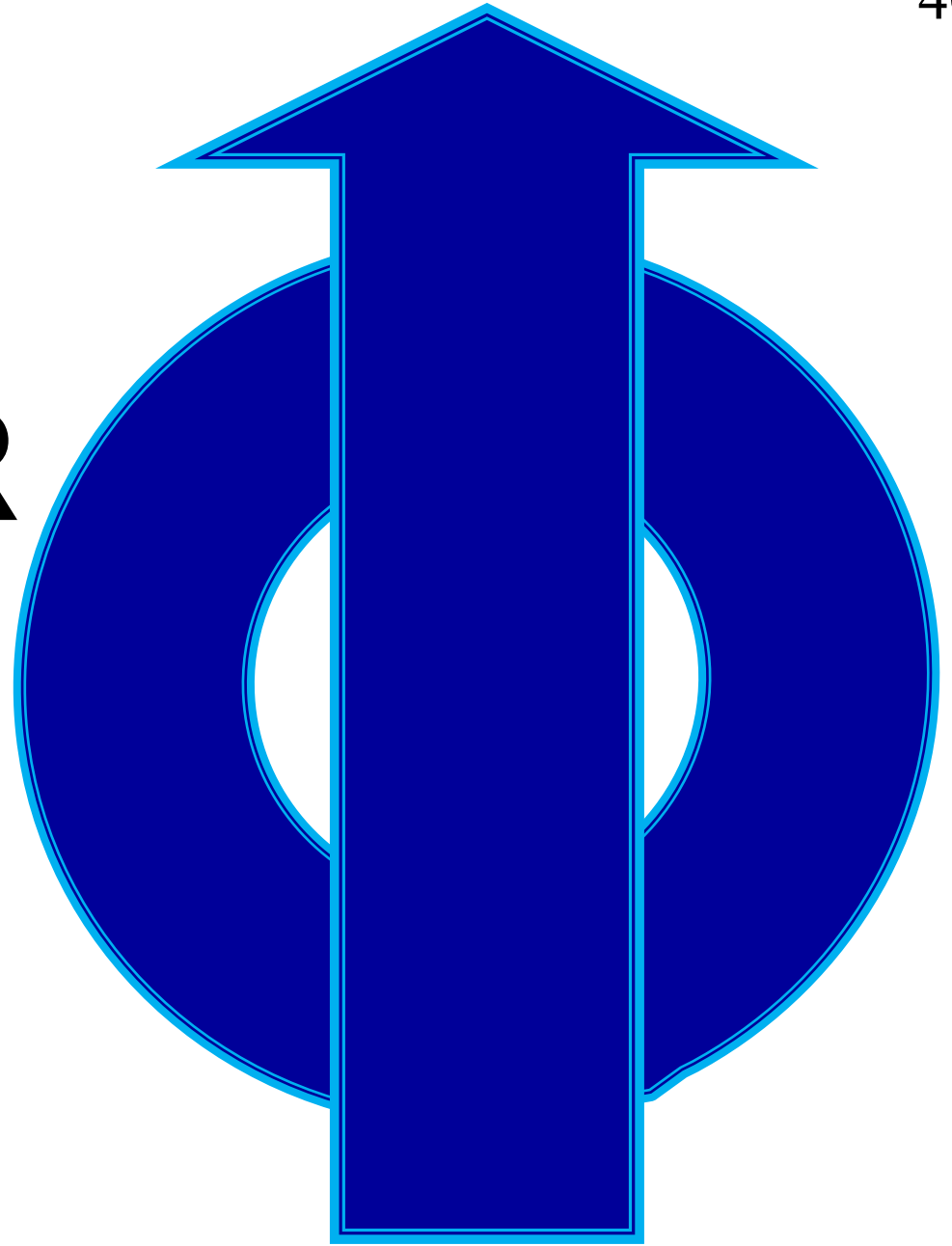


# TURN APART

# SIDE SHIFT IN FRONT



# CIRCLE AROUND HANDLER



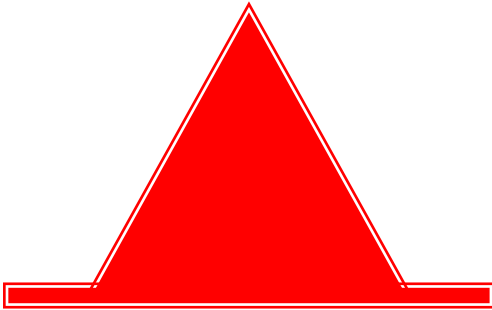


**MOVING SIT**  
**WALK FORWARD**



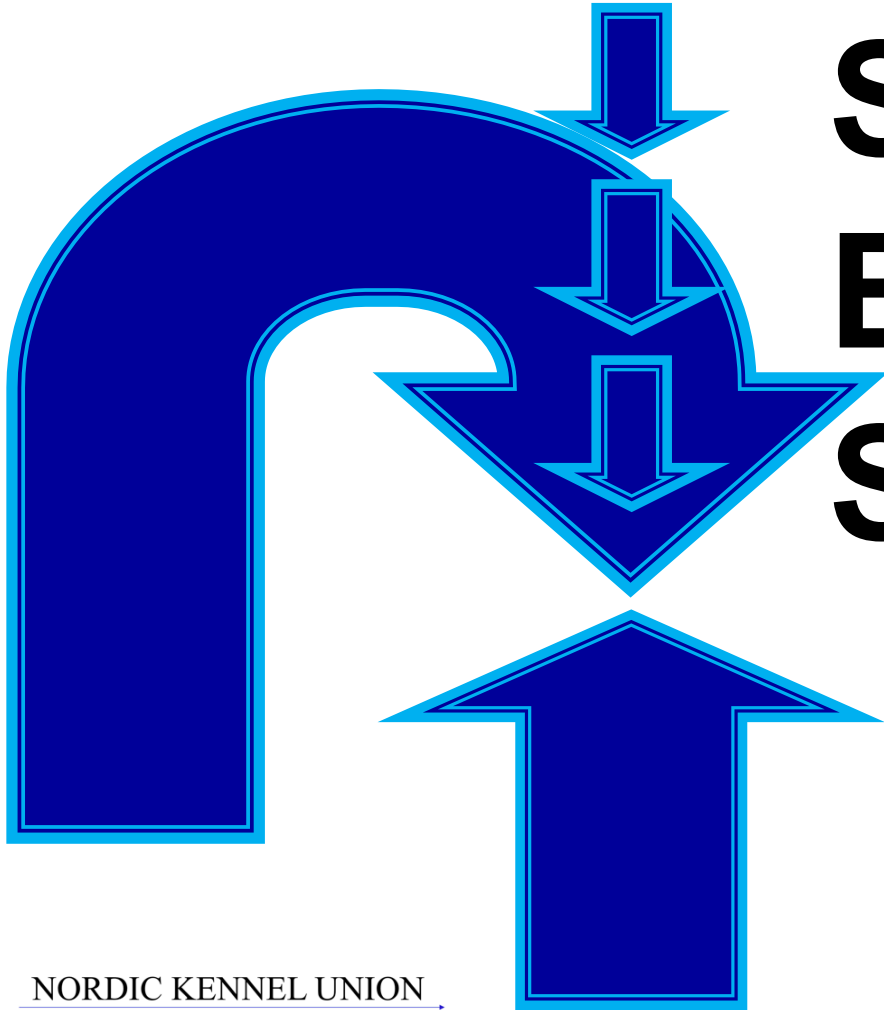
**MOVING DOWN  
WALK FORWARD**

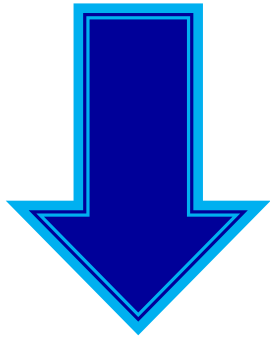
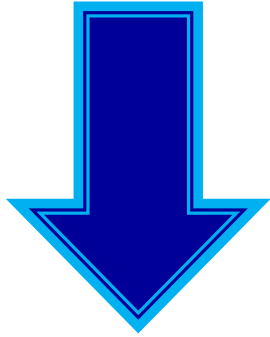




**SEND AWAY  
STAND**

**CALL FRONT  
STAND  
BACK AWAY  
STAND**





# **BACKWARDS**

## **3 STEPS**



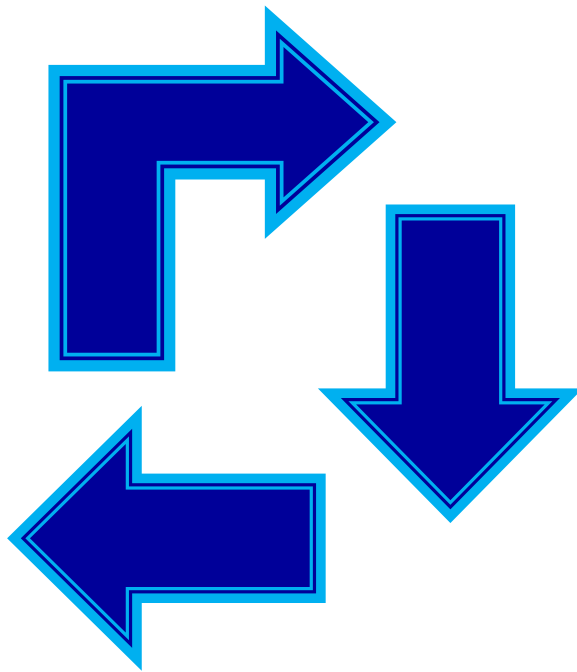
**1 STEP BACK STAND**



**2 STEPS BACK** 



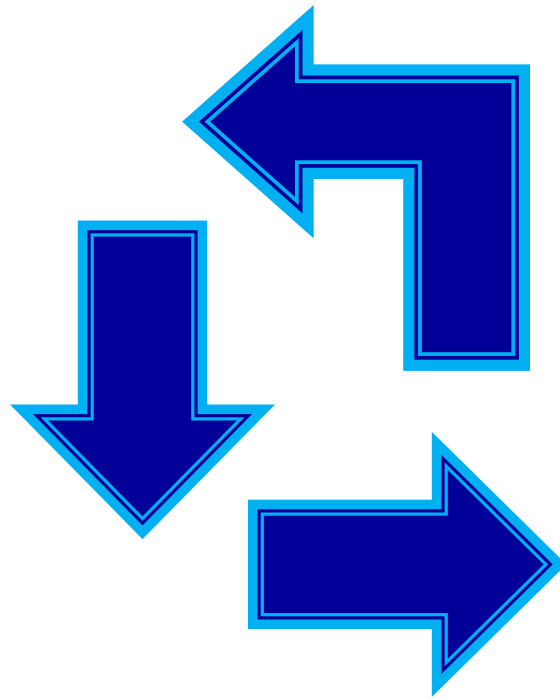
**3 STEPS BACK DOWN**



**90° TURN RIGHT STAND**

**90° TURN RIGHT** 

**90° TURN RIGHT DOWN**

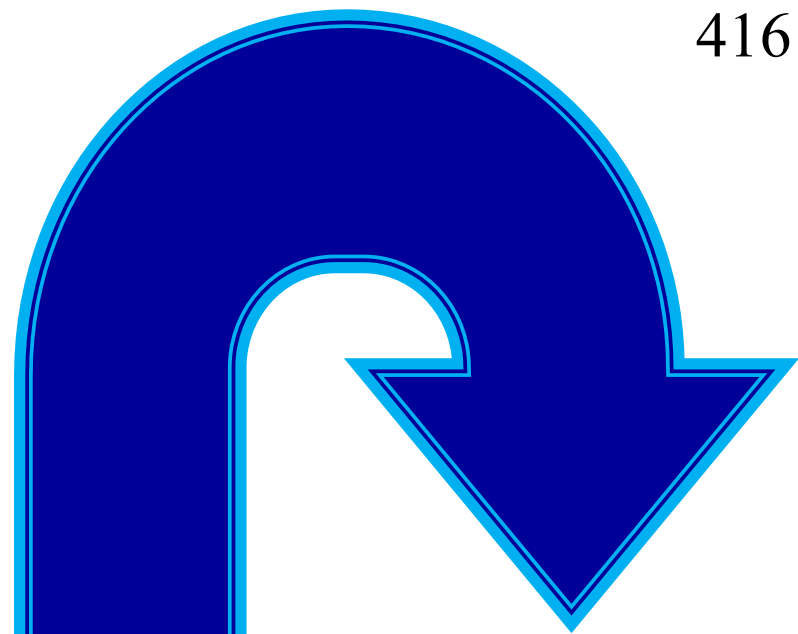
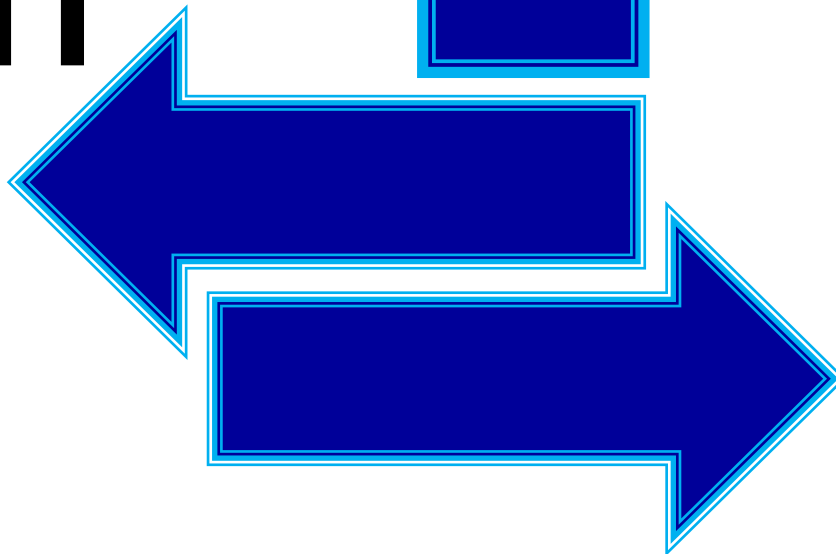
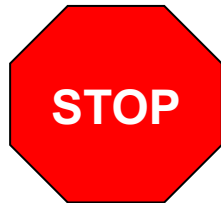


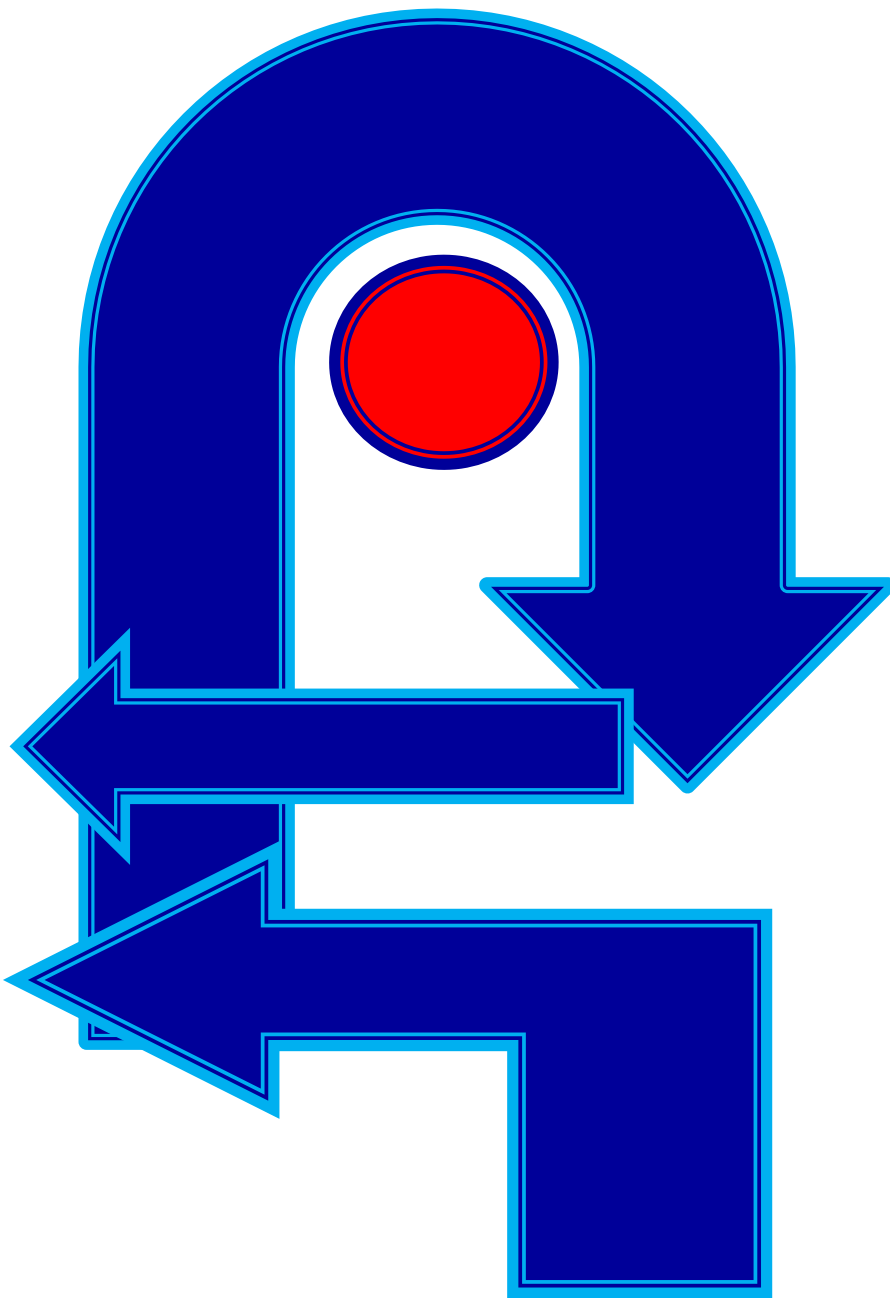
**90° TURN LEFT STAND**

**90° TURN LEFT** 

**90° TURN LEFT DOWN**

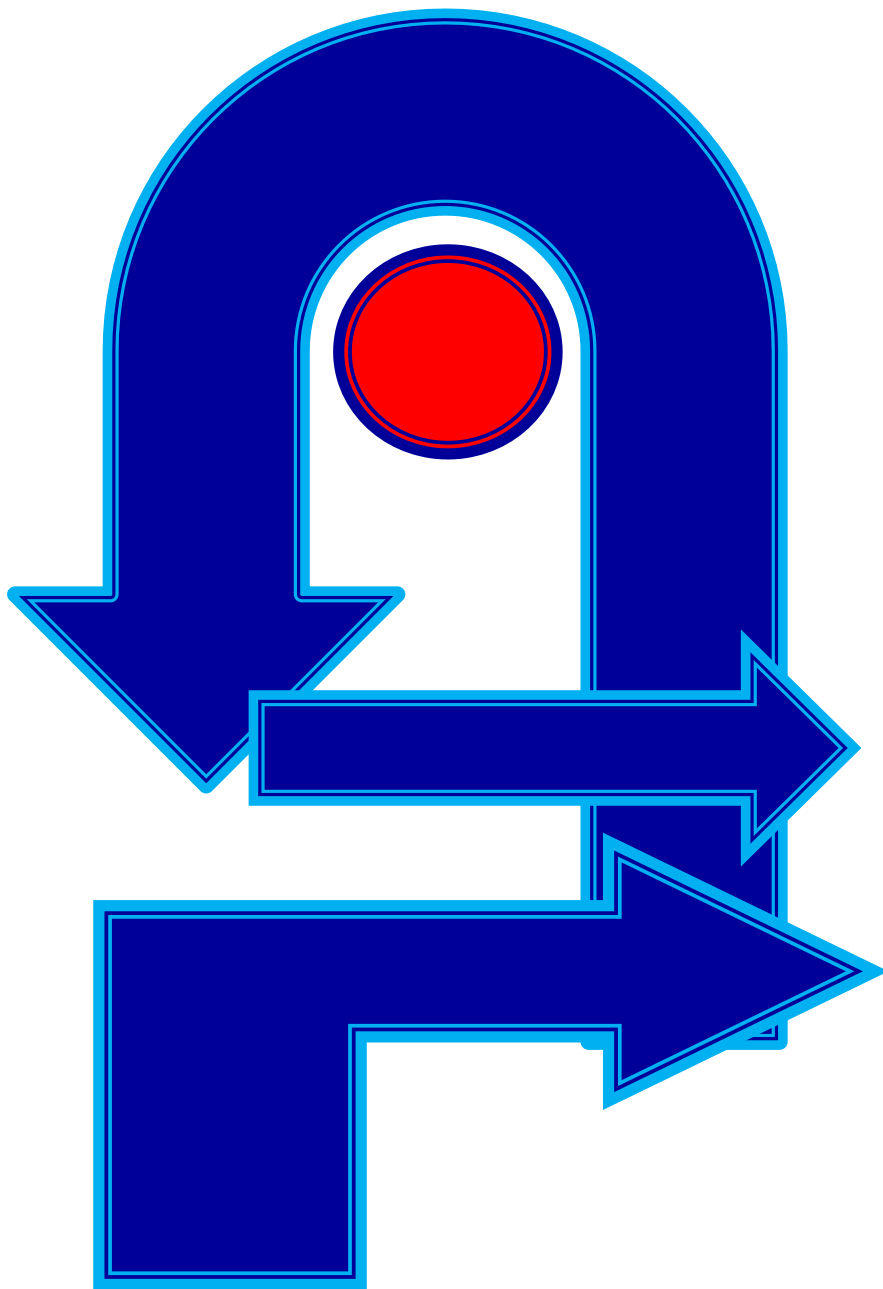
**CALL FRONT  
SIDE STEP  
LEFT  
SIDE STEP  
RIGHT**



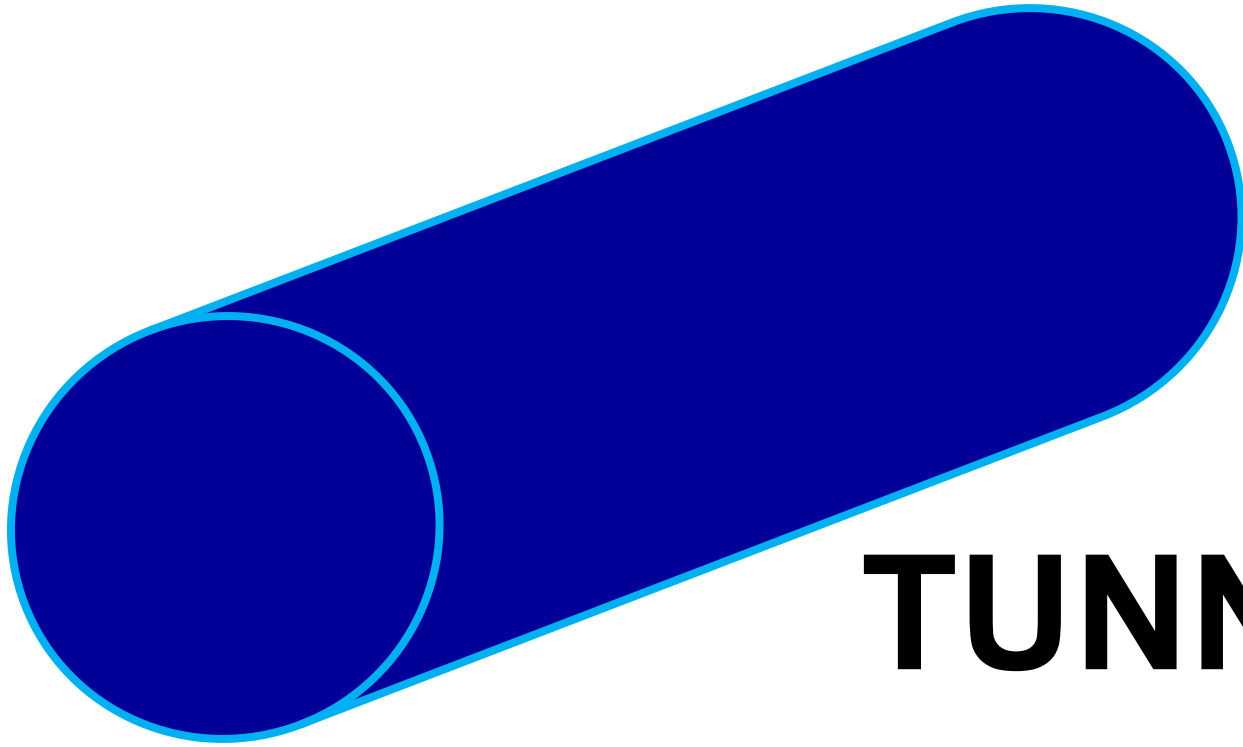


**90° TURN  
LEFT  
AROUND  
CONE**

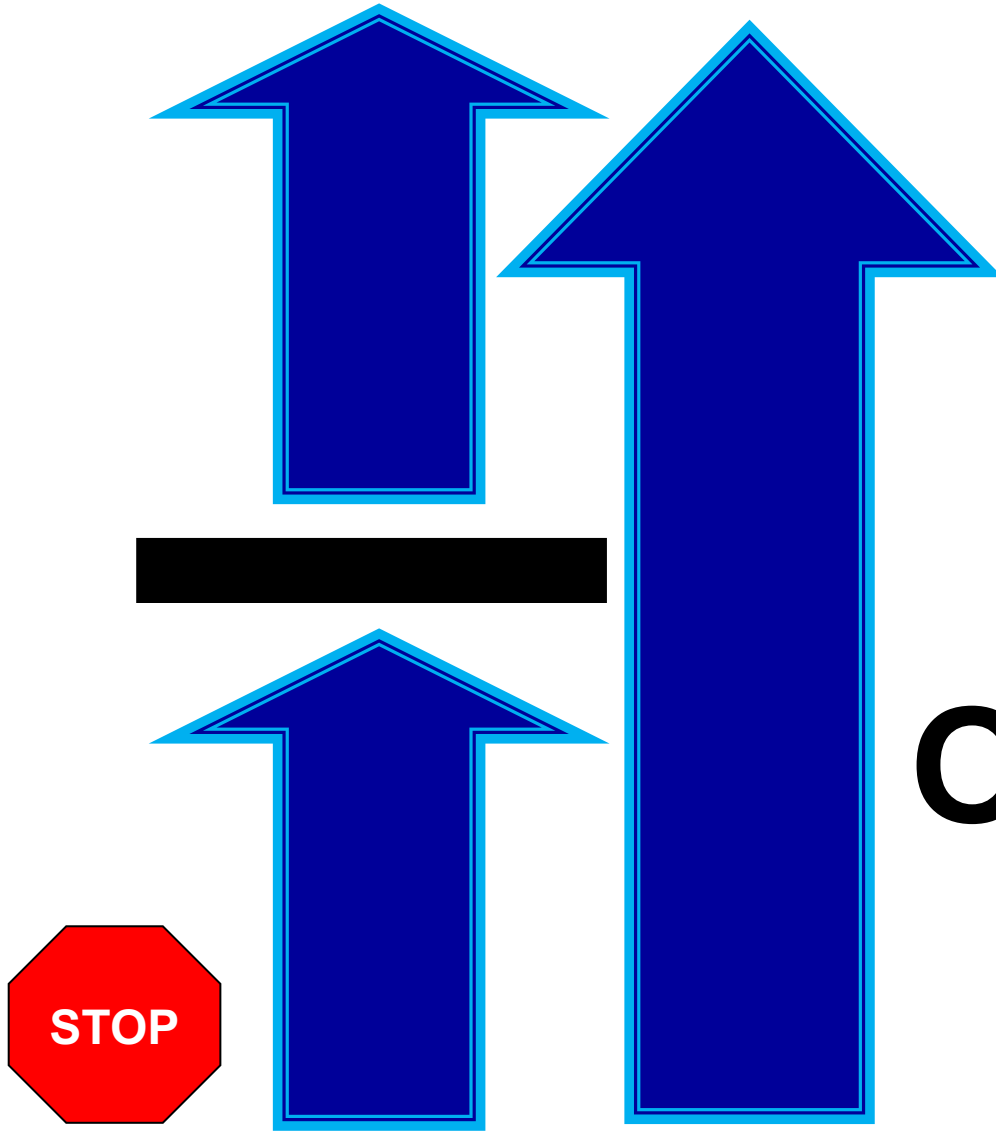




**90° TURN  
RIGHT  
AROUND  
CONE**



**TUNNEL**



# RECALL OVER JUMP