

Trail Pattern Level C

Updated 7/5/2023

- Walk into the arena, halt at start cone and wait for judge.
- Walk over Obstacle 1 (ground poles).
- Walk to and over Obstacle 2 (ground poles).
- Walk through Obstacle 3 (gate) and walk to Obstacle 4 (cones).
- Weave through Obstacle 4 (cones) starting on the left.
- Walk over Obstacle 5 (ground poles).
- Walk into Obstacle 6 (chute). Back out of Obstacle 6 and walk to Obstacle 7 (box).
- Walk into Obstacle 7 (box). Perform a 360 degree turn.
- Walk out of Obstacle 7, to the start cone, halt and wait for dismissal.

