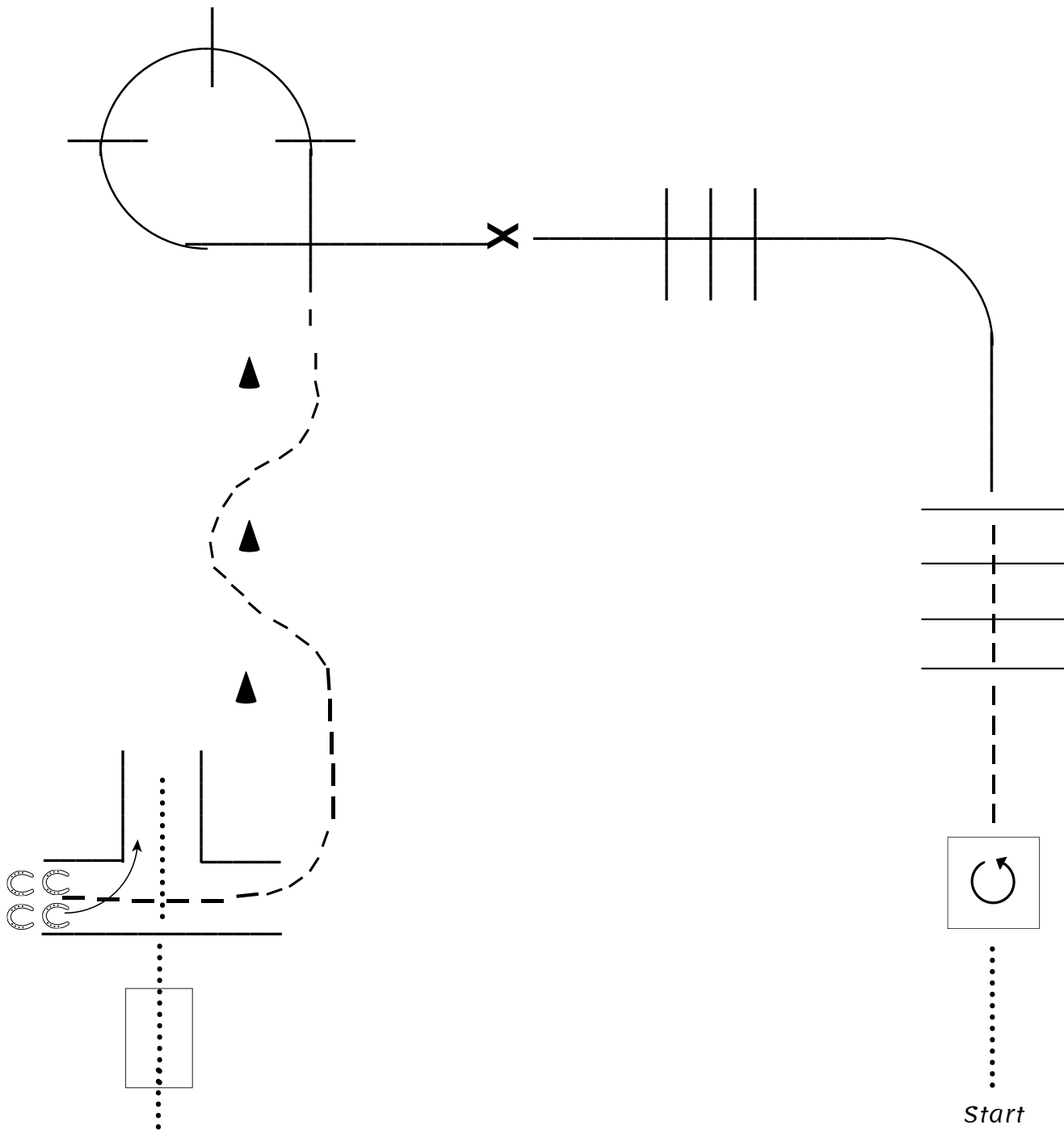


The diagram illustrates a 2D environment for a robot navigation task. Key features include:

- Obstacles:** A large circular obstacle at the top left, three triangular obstacles in a vertical corridor, and a rectangular obstacle at the bottom left.
- Path and Markers:** A dashed line indicates a path or boundary. A horizontal line with an 'X' marker and a vertical line with three tick marks are also present.
- Robot and Start:** A robot is positioned at the bottom left, and a 'Start' label is at the bottom right, connected by a dotted line to a square containing a circular arrow.

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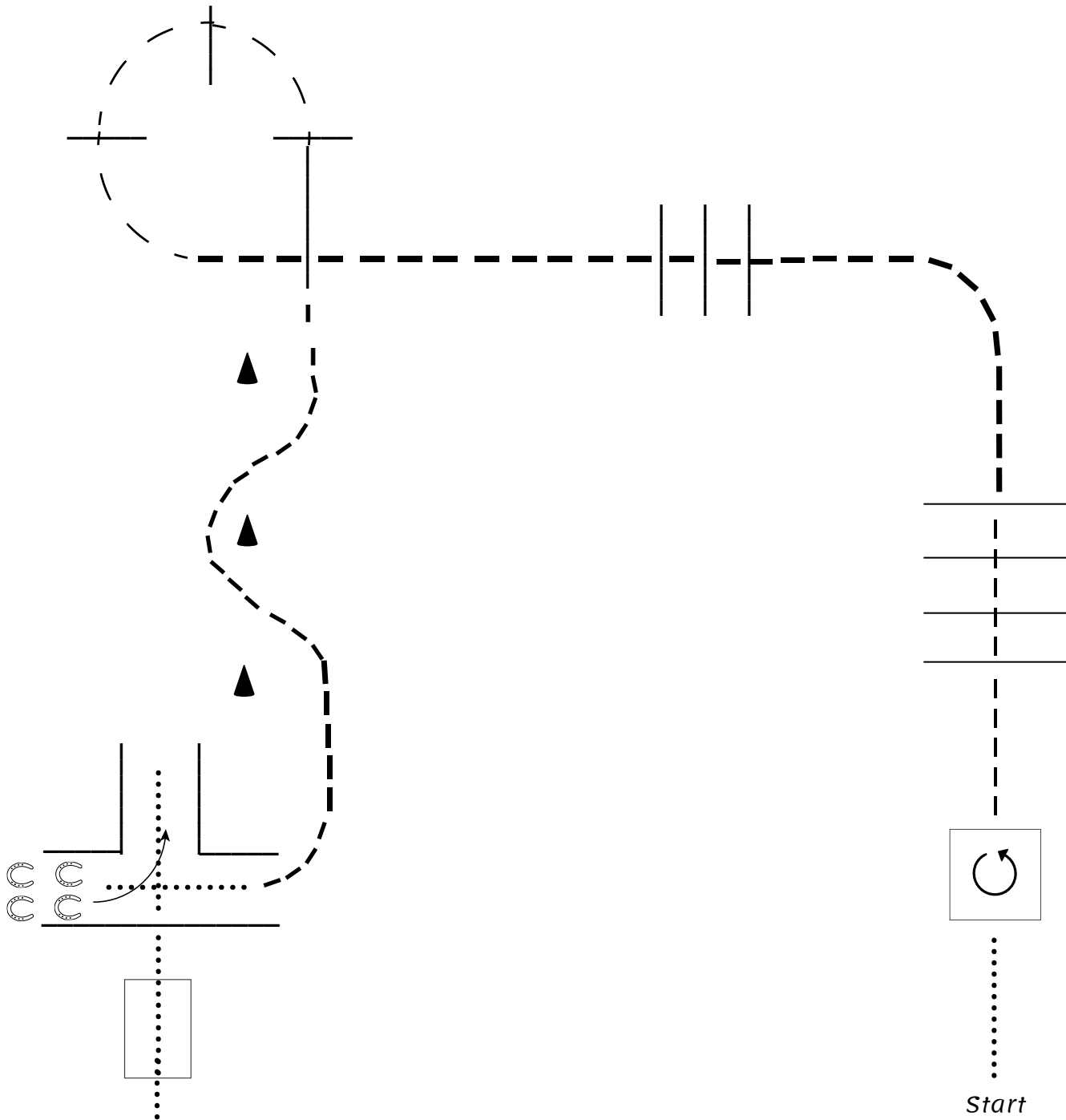
TRAIL - WALK, TROT, LOPE



1. Walk into box
2. 360 left, walk out
3. Trot poles
4. Left lead lope poles
5. Change leads (simple or flying)
6. Right lead poles
7. Jog serpentine and into chute
8. Back L
9. Walk over pole and bridge

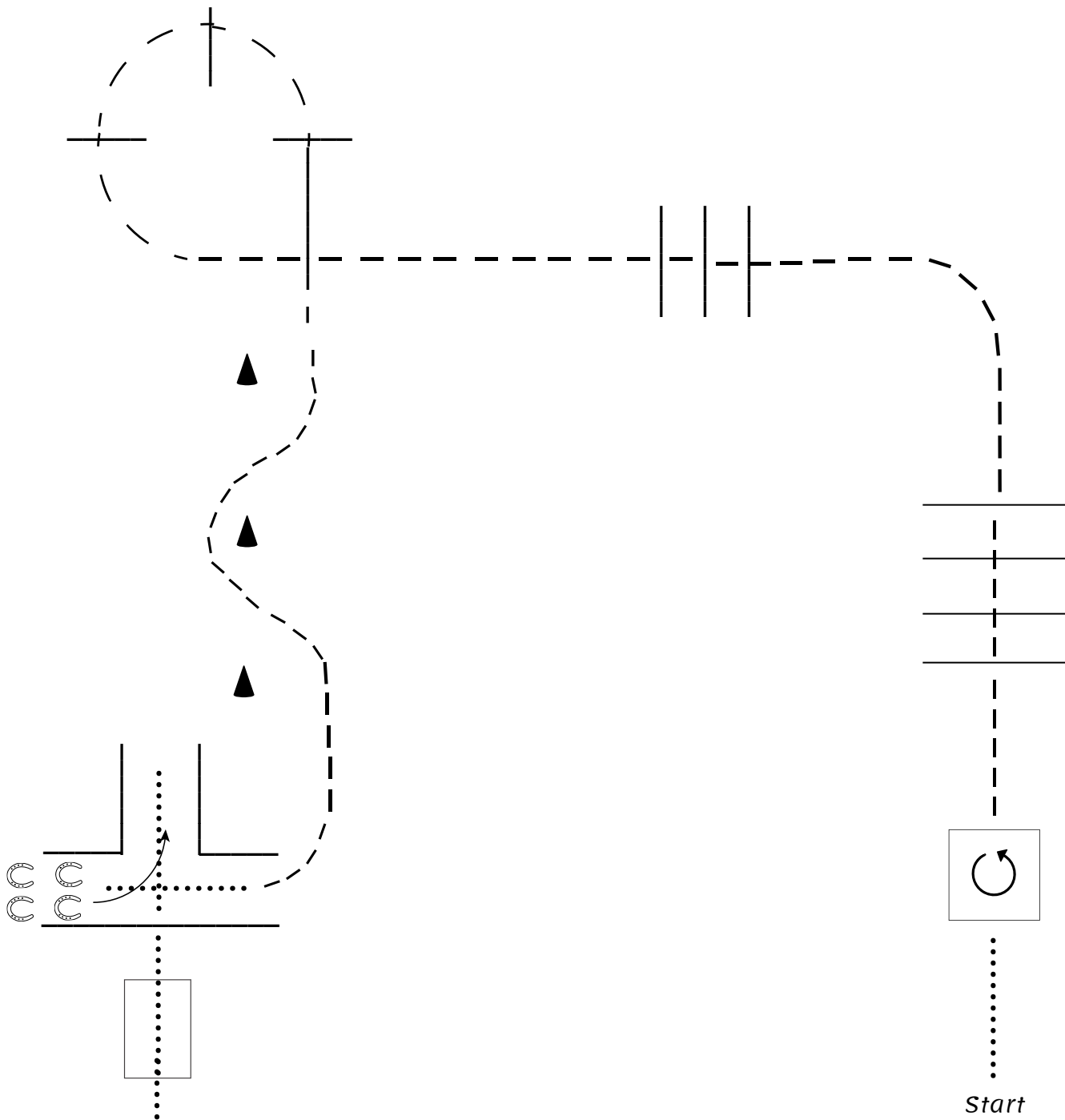
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RANCH TRAIL - WALK/TROT



1. Walk into box
2. 360 left, walk out
3. Trot poles
4. Extended trot poles
5. Trot poles
6. Extended trot serpentine
7. Walk into chute
8. Back L
9. Walk over pole and bridge

TRAIL - WALK/TROT



1. Walk into box
2. 360 left, walk out
3. Jog poles
4. Jog poles
5. Trot poles
6. Jog serpentine
7. Walk into chute
8. Back L
9. Walk over pole and bridge