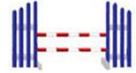


FCI Exercises

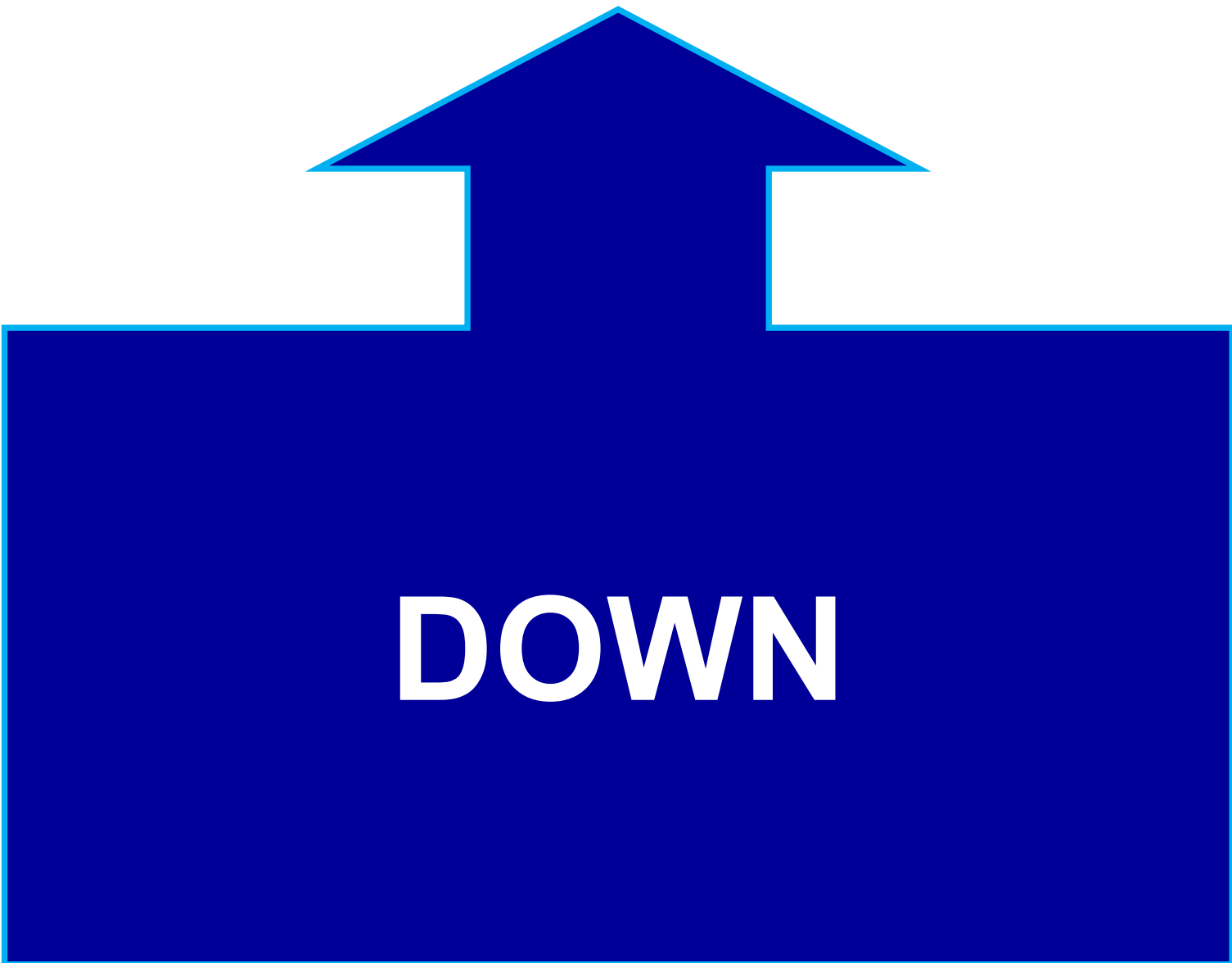


1 POINT	DOWN	DOWN	WALK AROUND	DOWN WALK AROUND	ABOUT TURN RIGHT	ABOUT TURN LEFT	LOOP RIGHT	LOOP LEFT	270° RIGHT	270° LEFT
360° RIGHT	360° LEFT	TURN AROUND DOG BEHIND	90° RIGHT TURN	90° LEFT TURN	SLOW PACE	RUN	NORMAL PACE	SPIRAL RIGHT	SPIRAL LEFT	SINGLE SLALOM
DOUBLE SLALOM	2 POINTS	2 x TURN AROUND DOG BEHIND	DOUBLE 180° TURN RIGHT THEN LEFT	DOUBLE 180° TURN LEFT THEN RIGHT	DOWN SIT	STAND	STAND SIT	STAND DOWN	STAND WALK AROUND	CALL FRONT RIGHT TO LEFT
CALL FRONT LEFT TO LEFT	1 STEP FORWARD TURN RIGHT 1 STEP	1 STEP FORWARD TURN LEFT 1 STEP	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
DISTRACTIONS	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	STAND STAND 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	STAND WALK FORWARD
SEND OVER TWO JUMPS	TURN AROUND RECALL	TURN AROUND CALL FRONT RIGHT TO LEFT	TURN AROUND CALL FRONT LEFT TO LEFT	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	MOVING SIT WALK AROUND	RECALL OVER JUMP	TURN AROUND RECALL OVER JUMP	TURN AROUND BACK AWAY DOWN RECALL	START	FINISH				

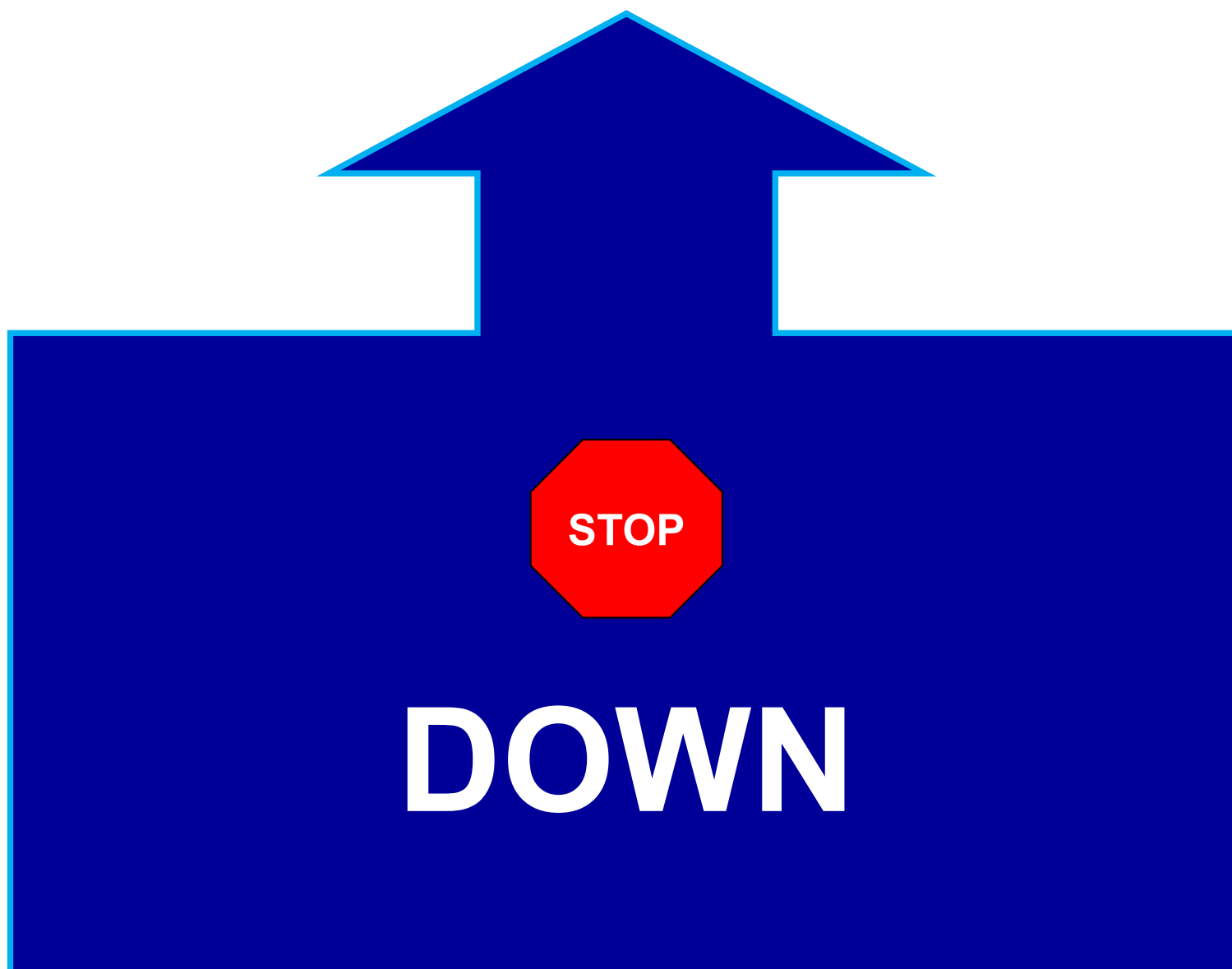
START

FINISH

1 POINT



DOWN

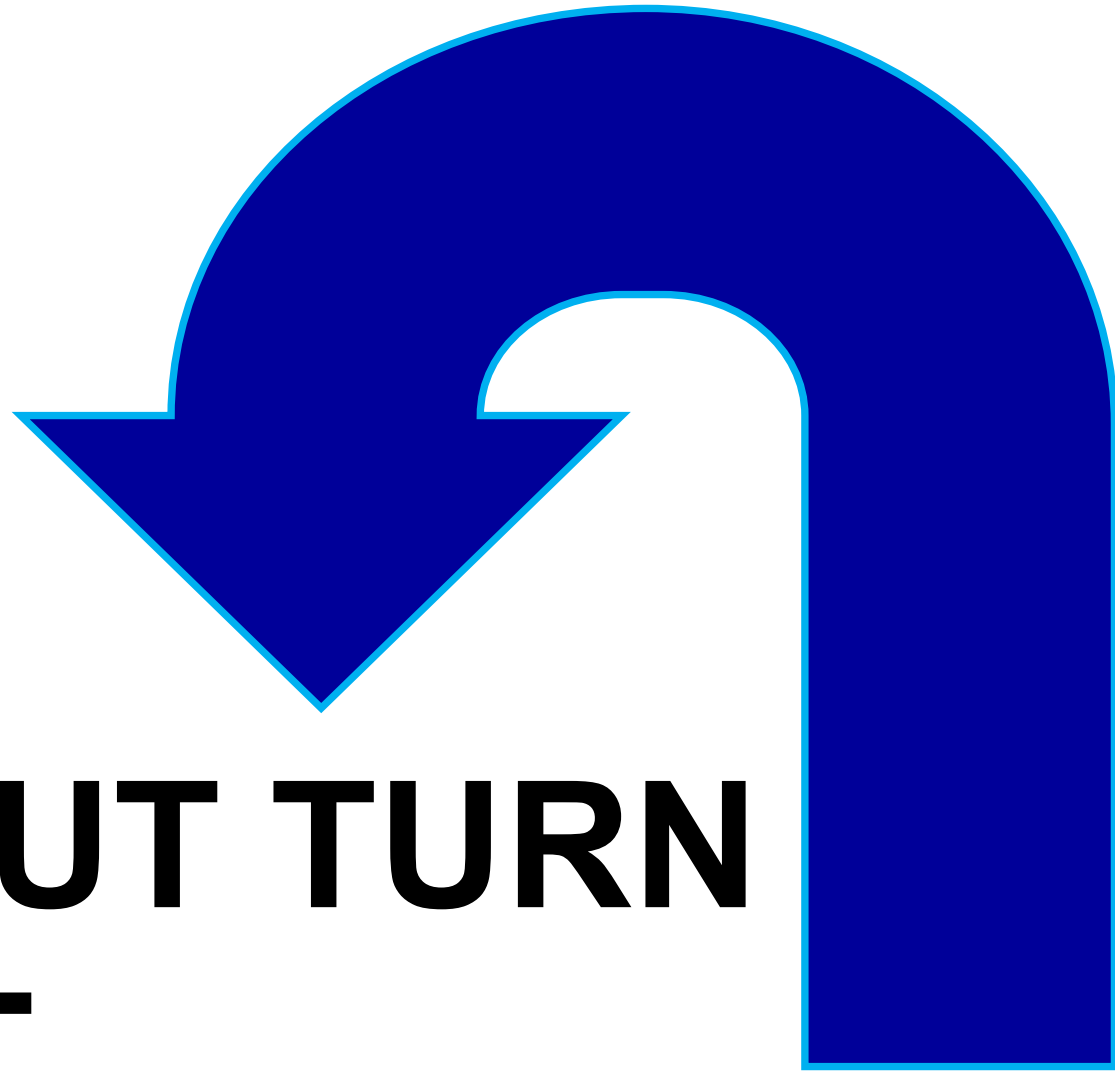








**ABOUT TURN
RIGHT**



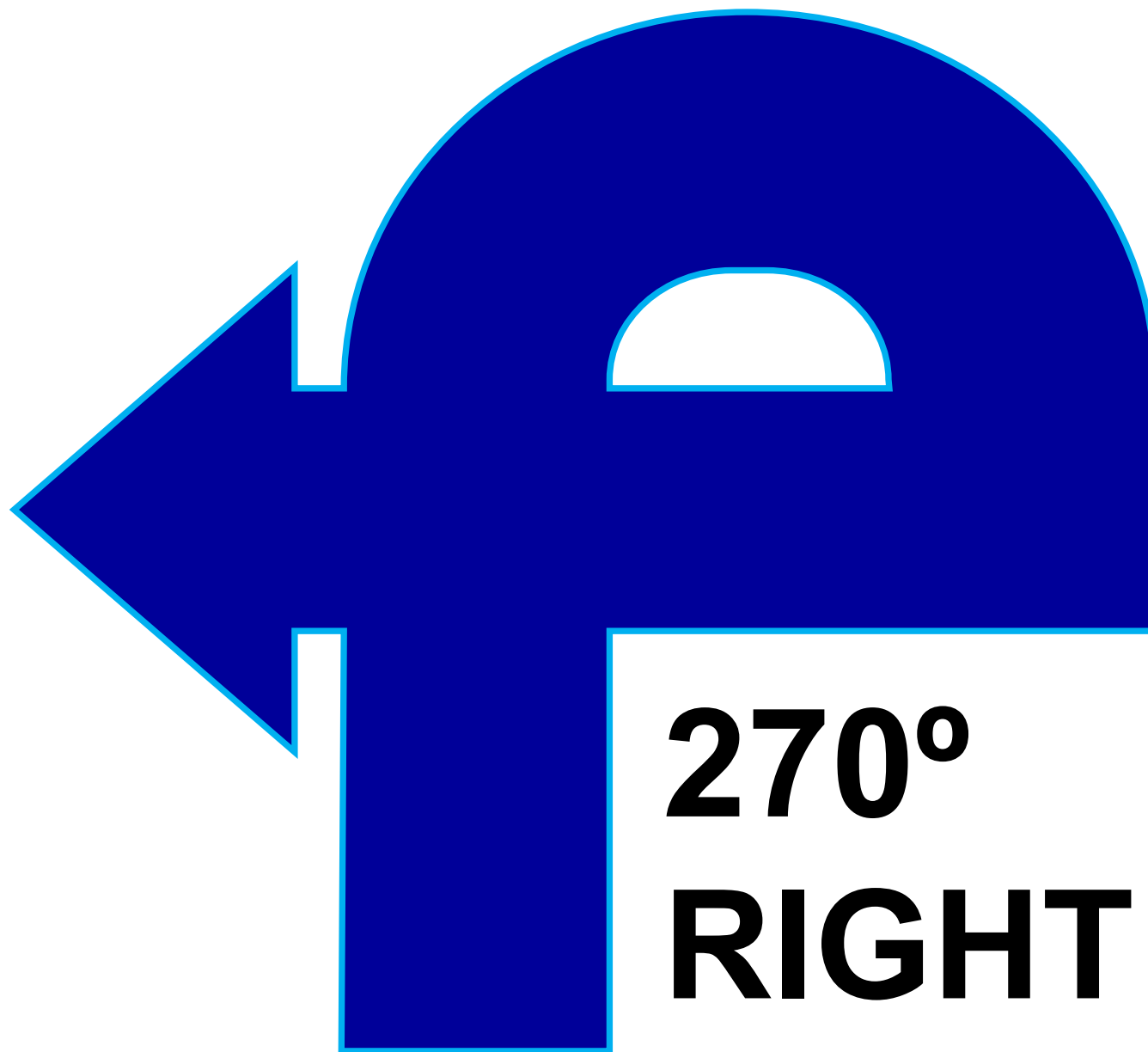
**ABOUT TURN
LEFT**

LOOP RIGHT

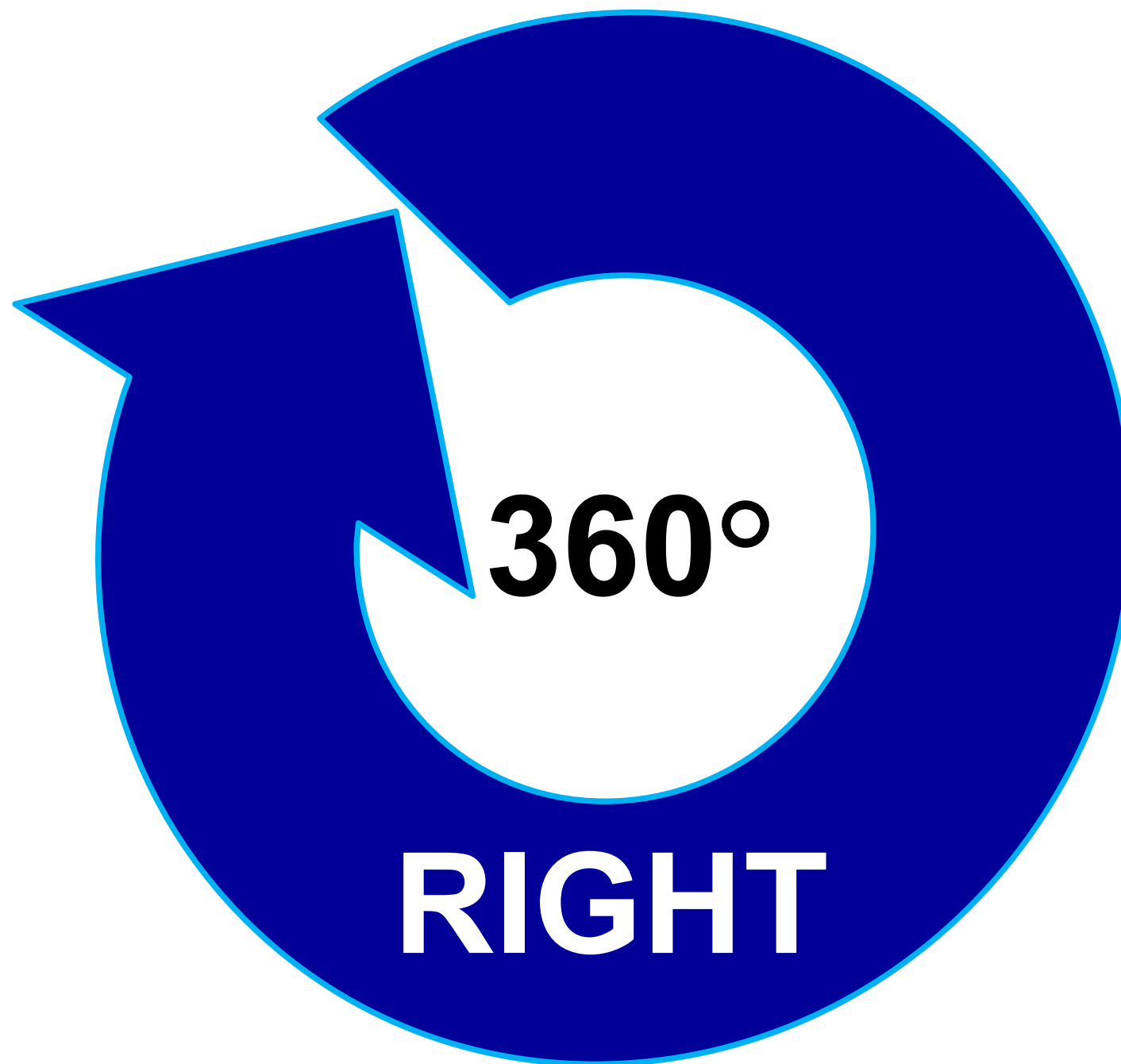


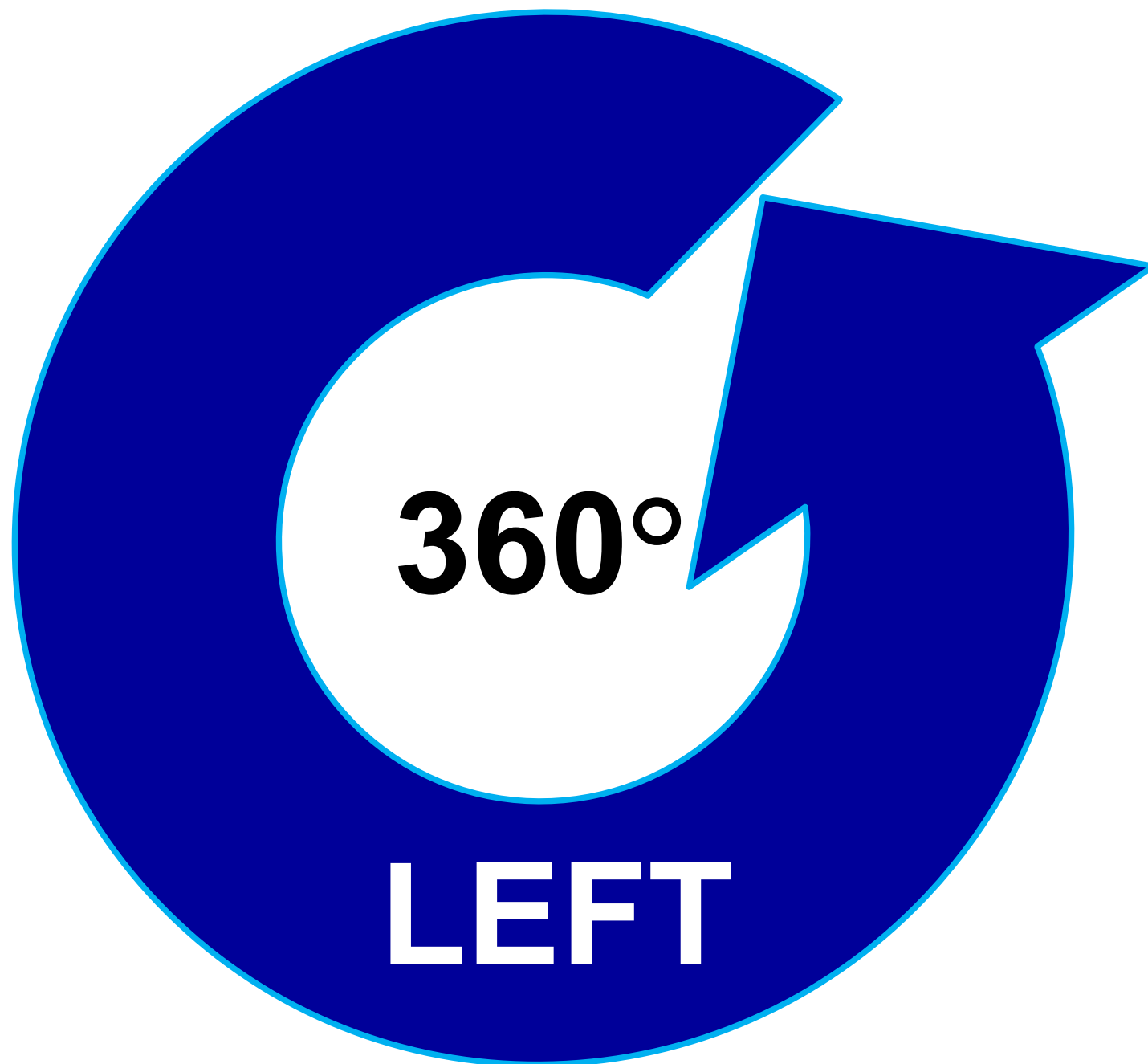
**LOOP
LEFT**



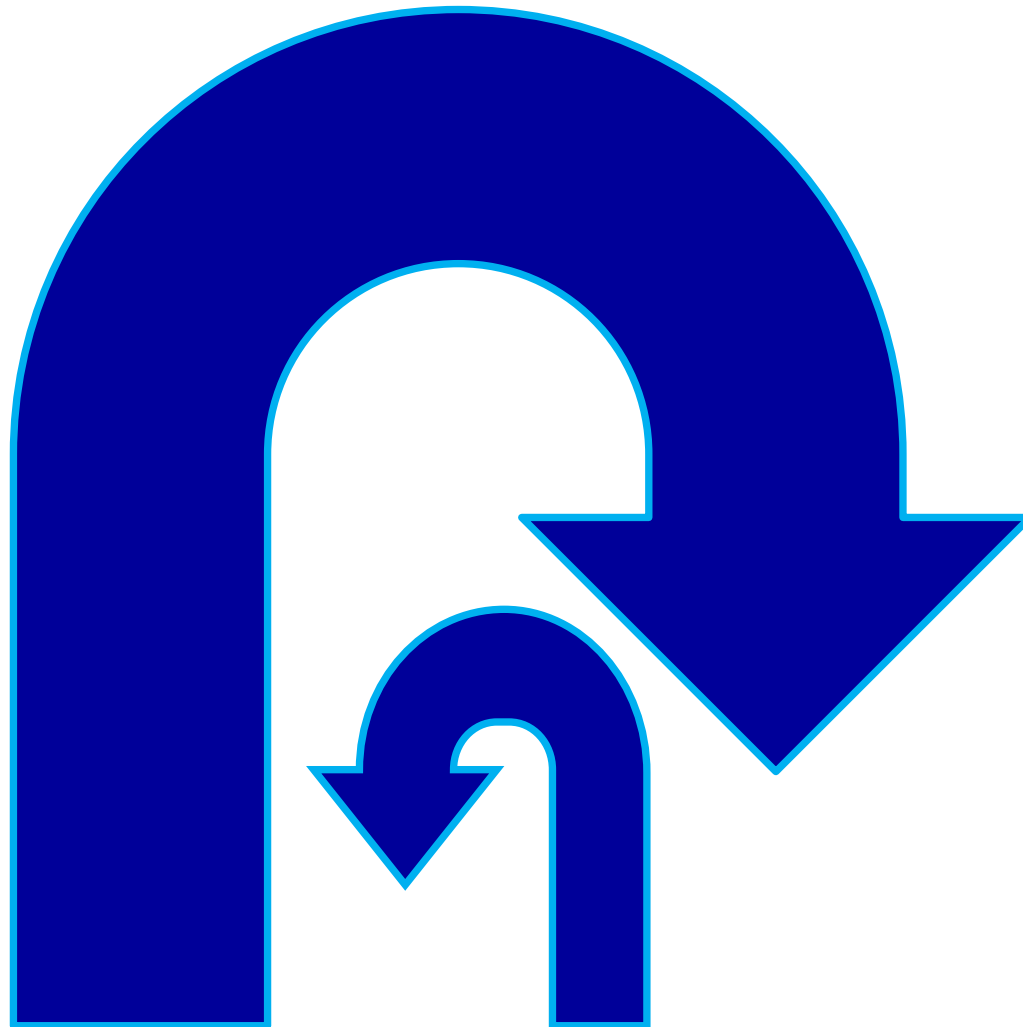




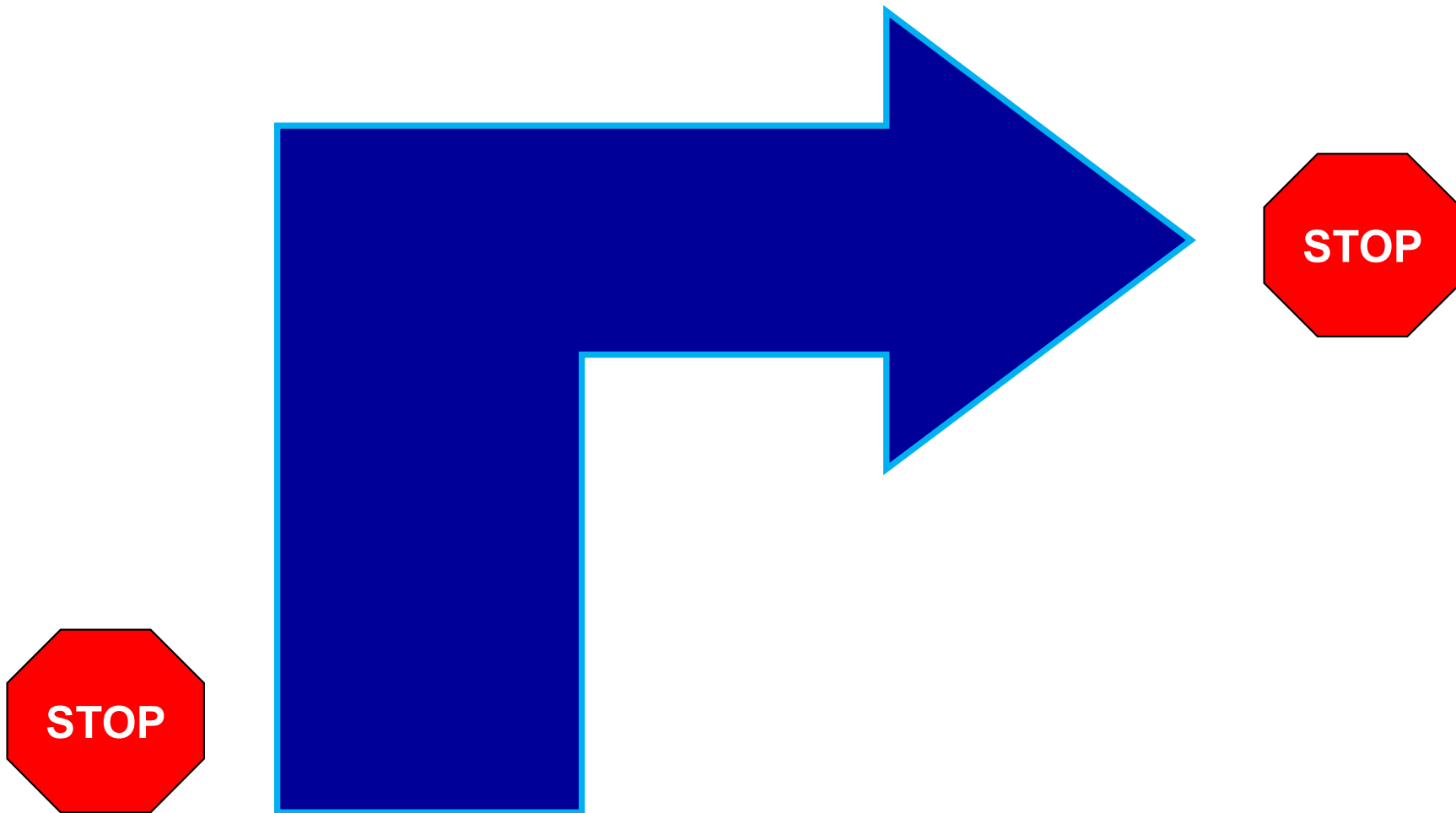




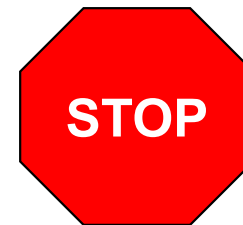
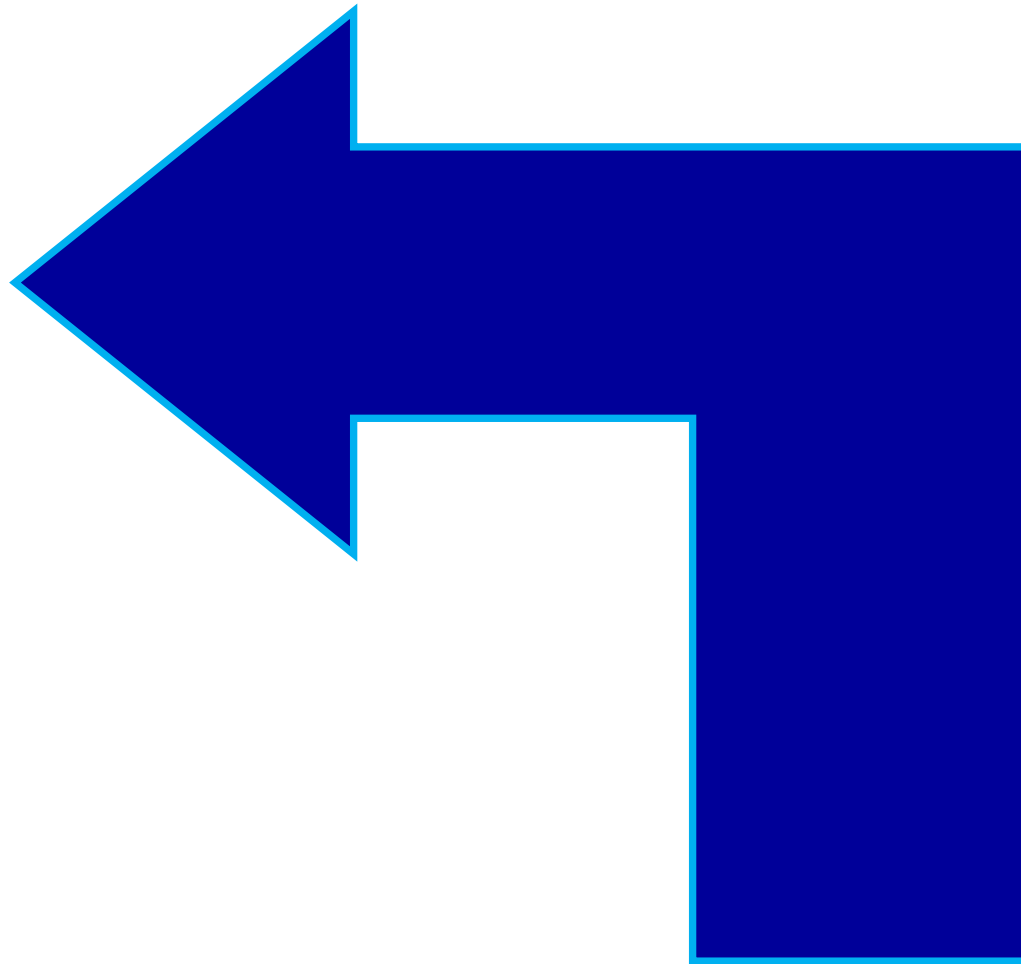
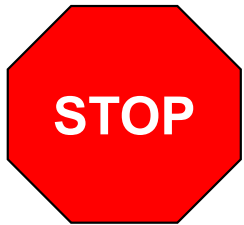
TURN AROUND DOG BEHIND



90° RIGHT TURN



90° LEFT TURN





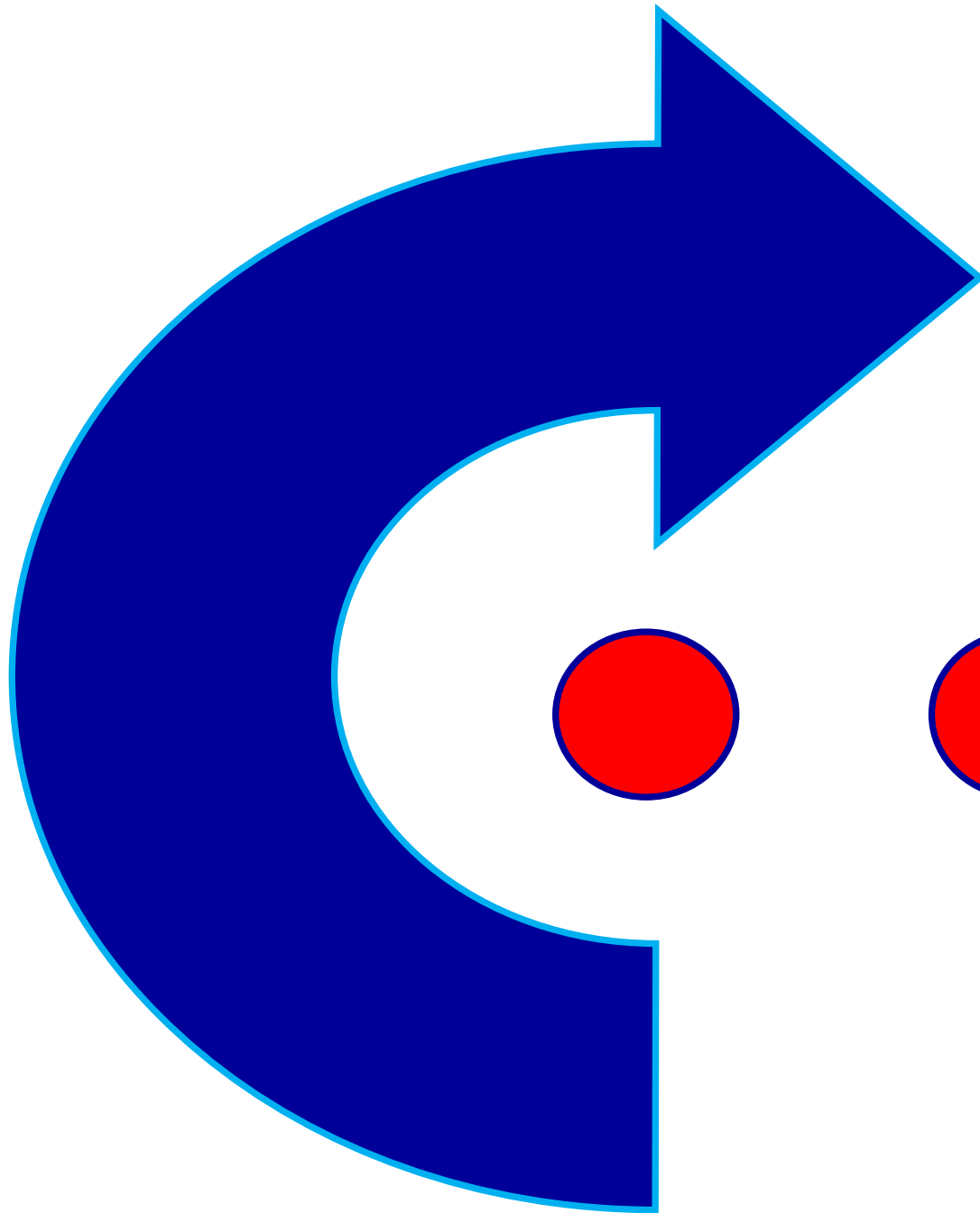
SLOW PACE



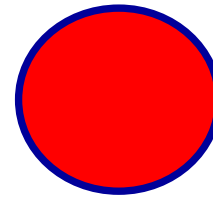
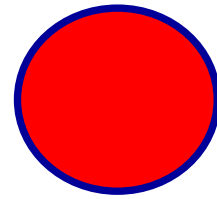
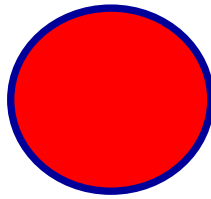
RUN



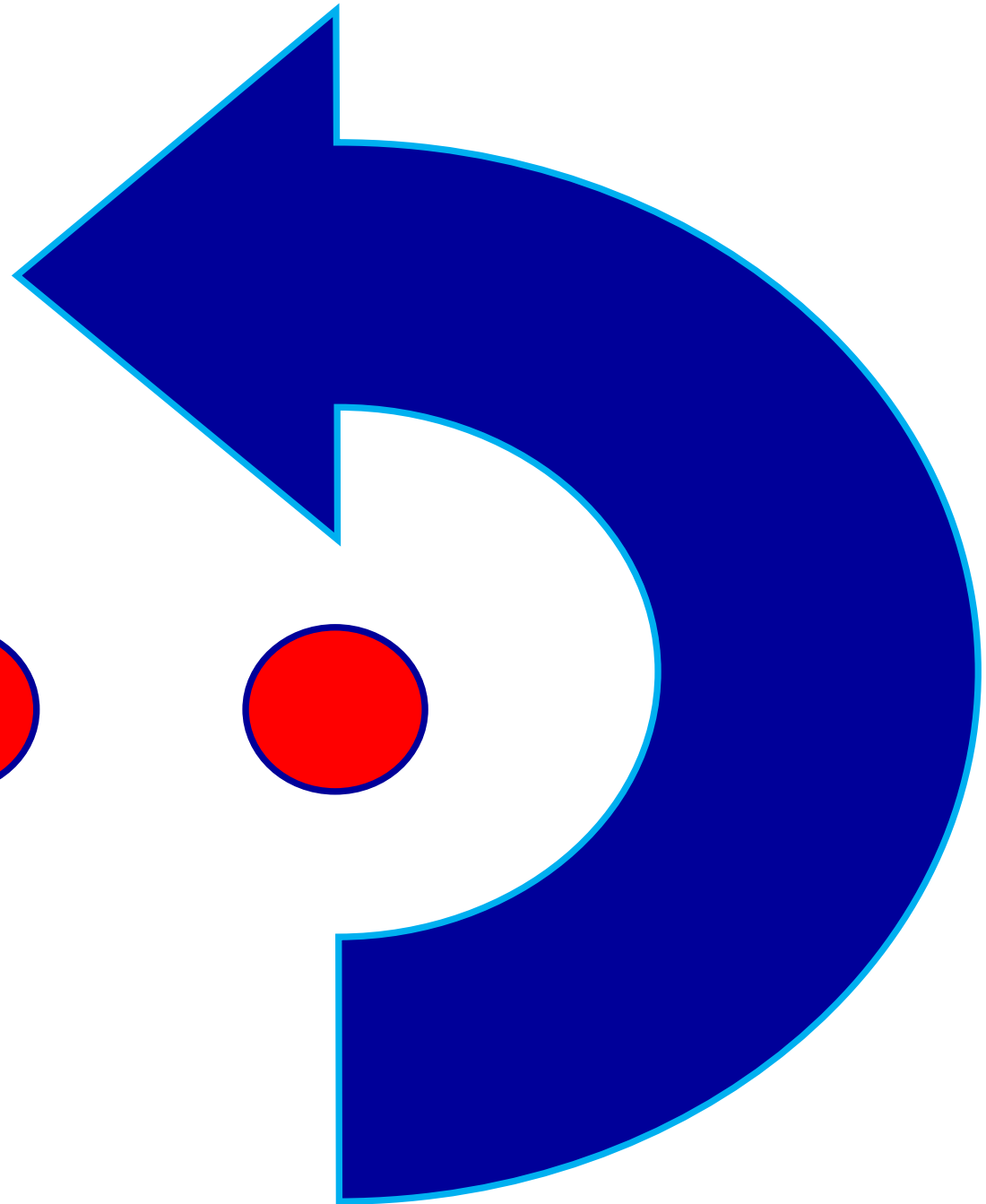
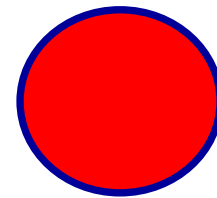
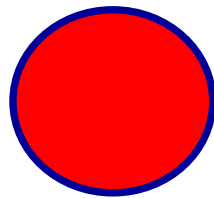
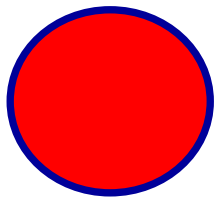
**NORMAL
PACE**



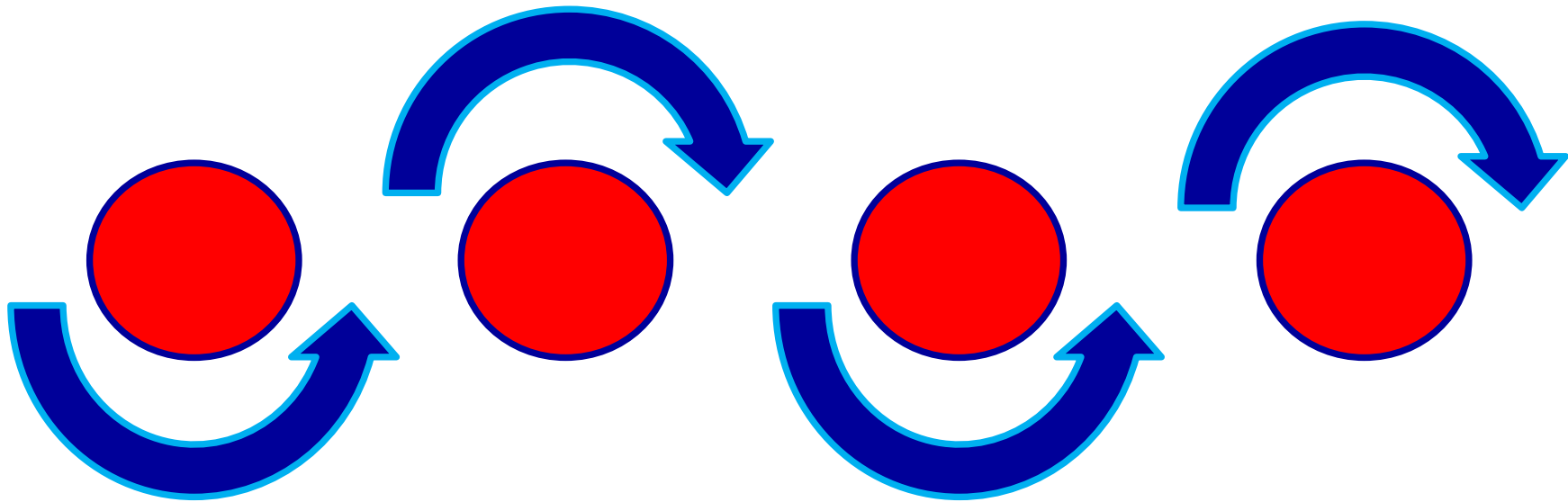
SPIRAL RIGHT



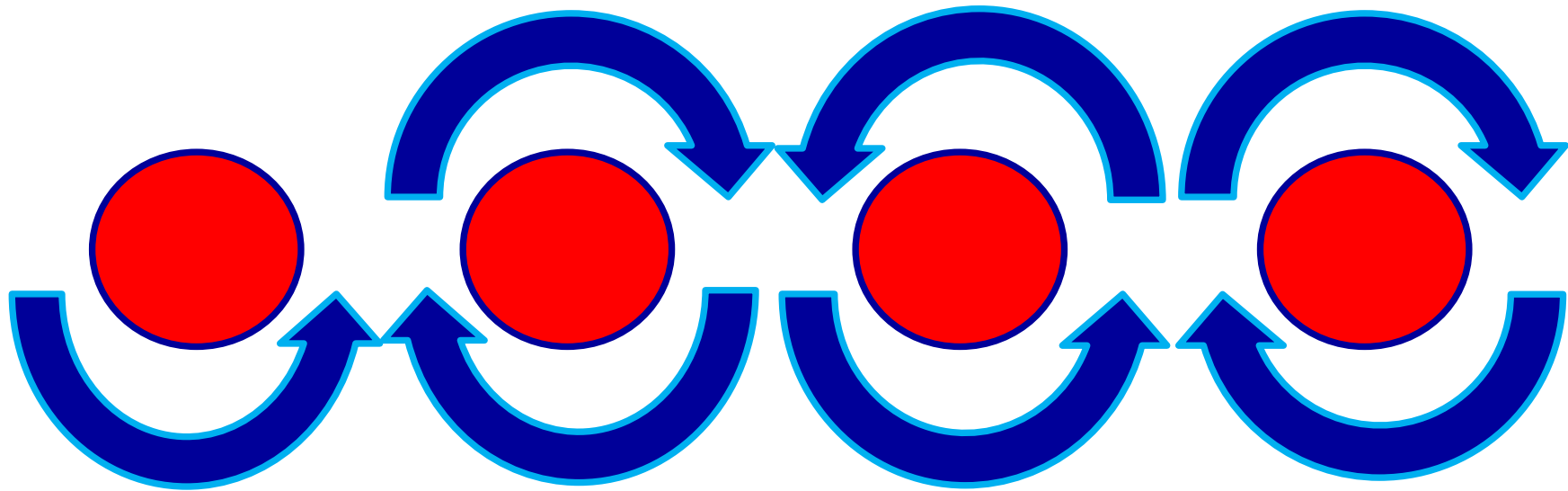
SPIRAL LEFT



SINGLE SLALOM

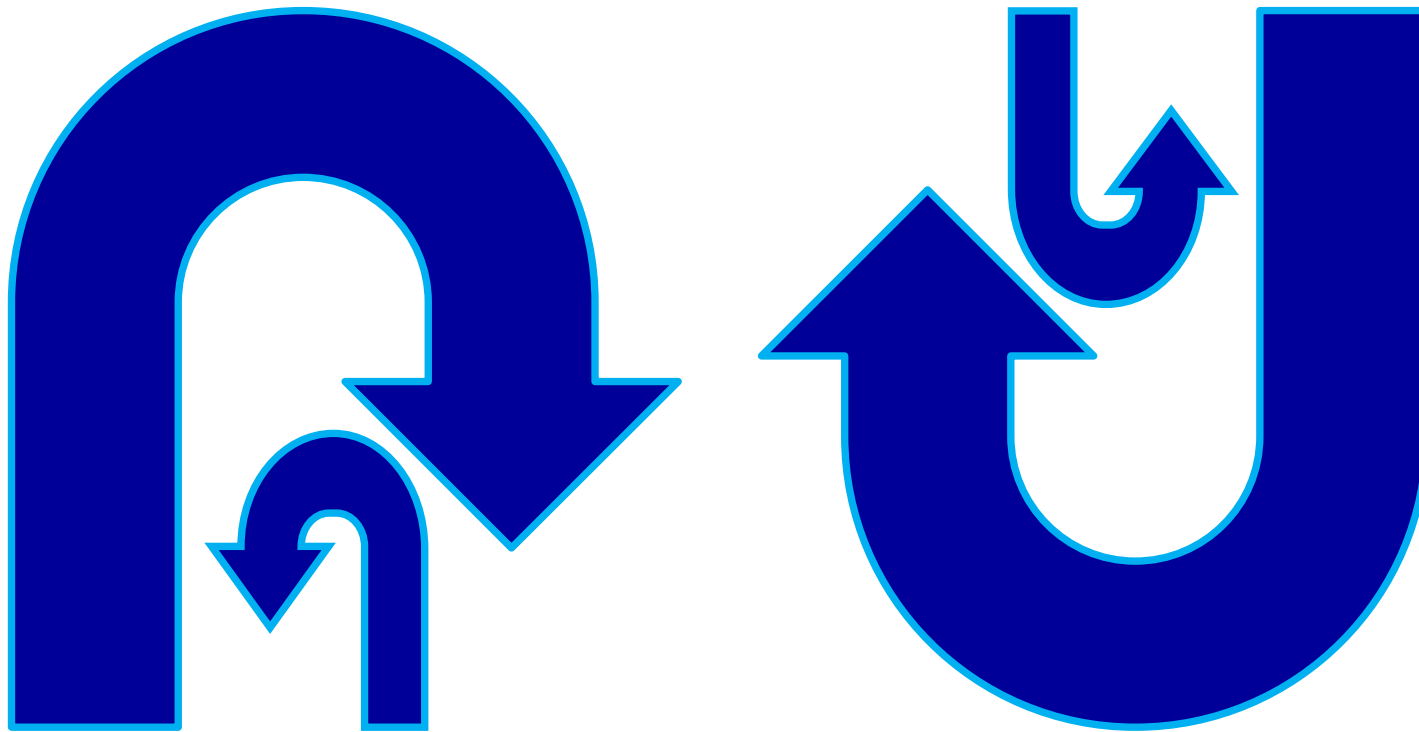


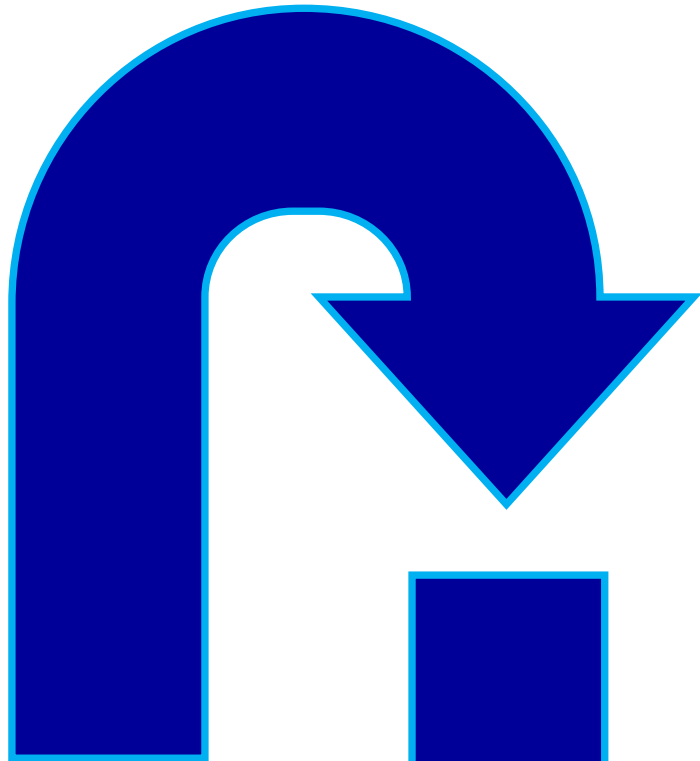
DOUBLE SLALOM



2 POINTS

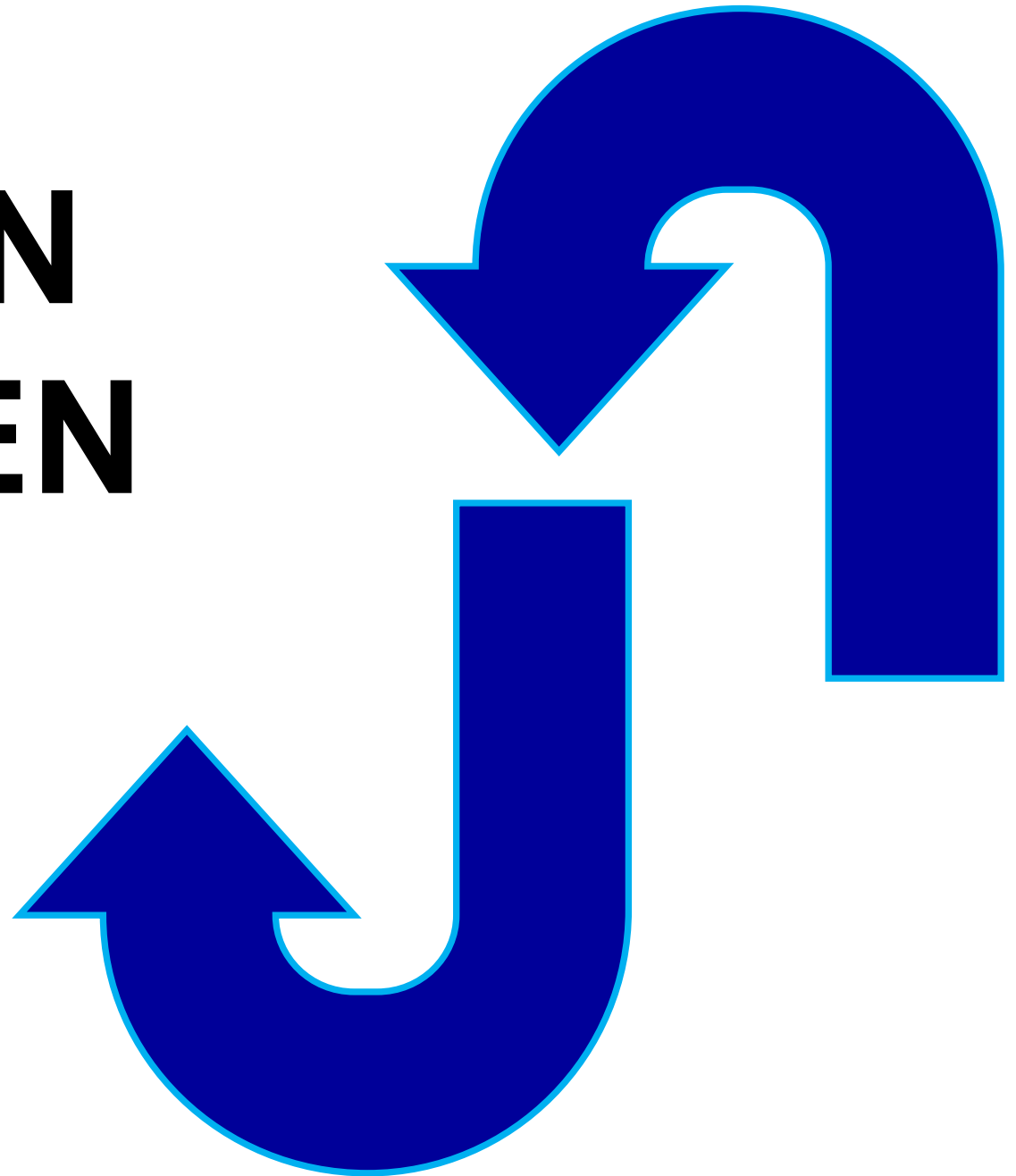
2 x TURN AROUND DOG BEHIND

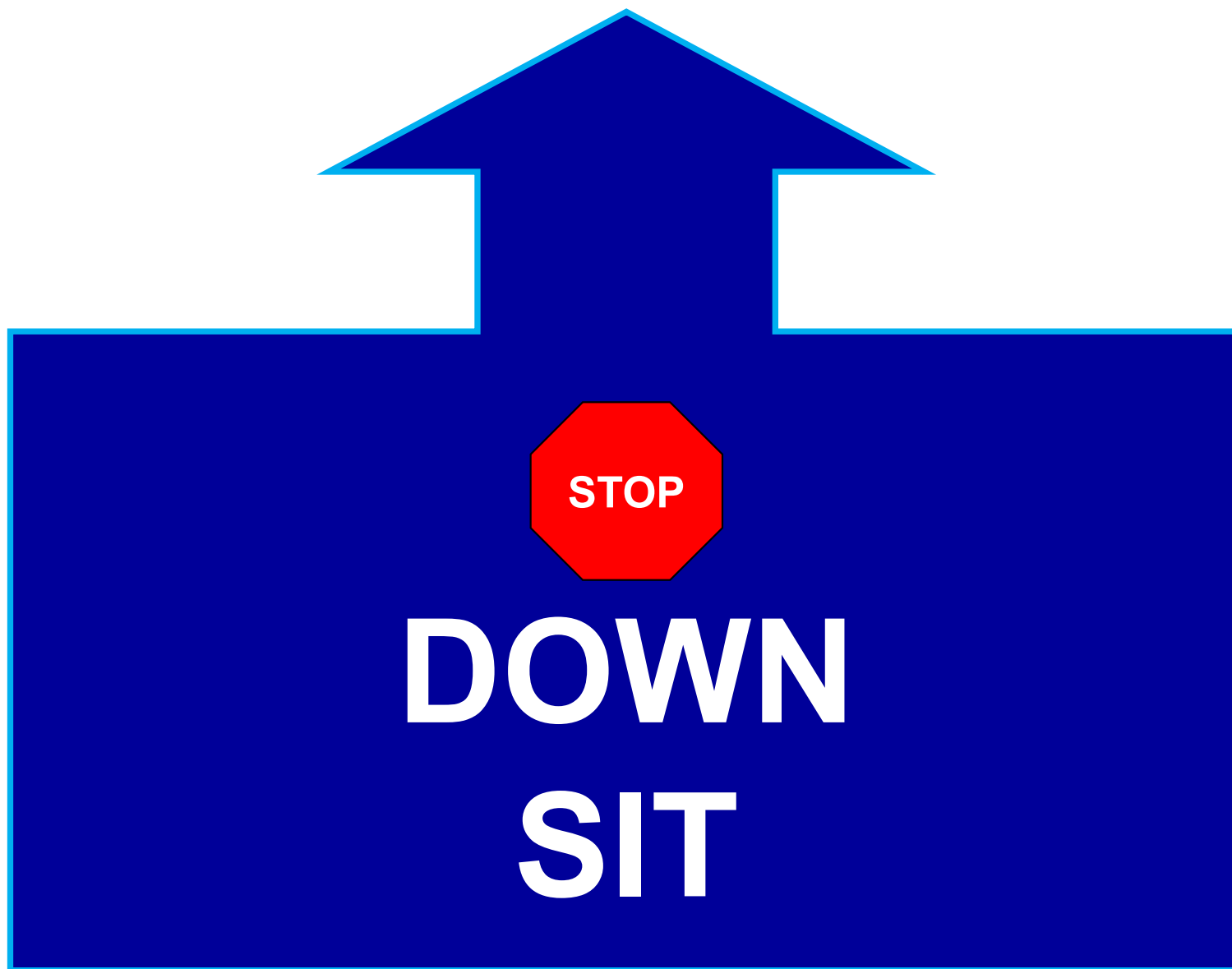


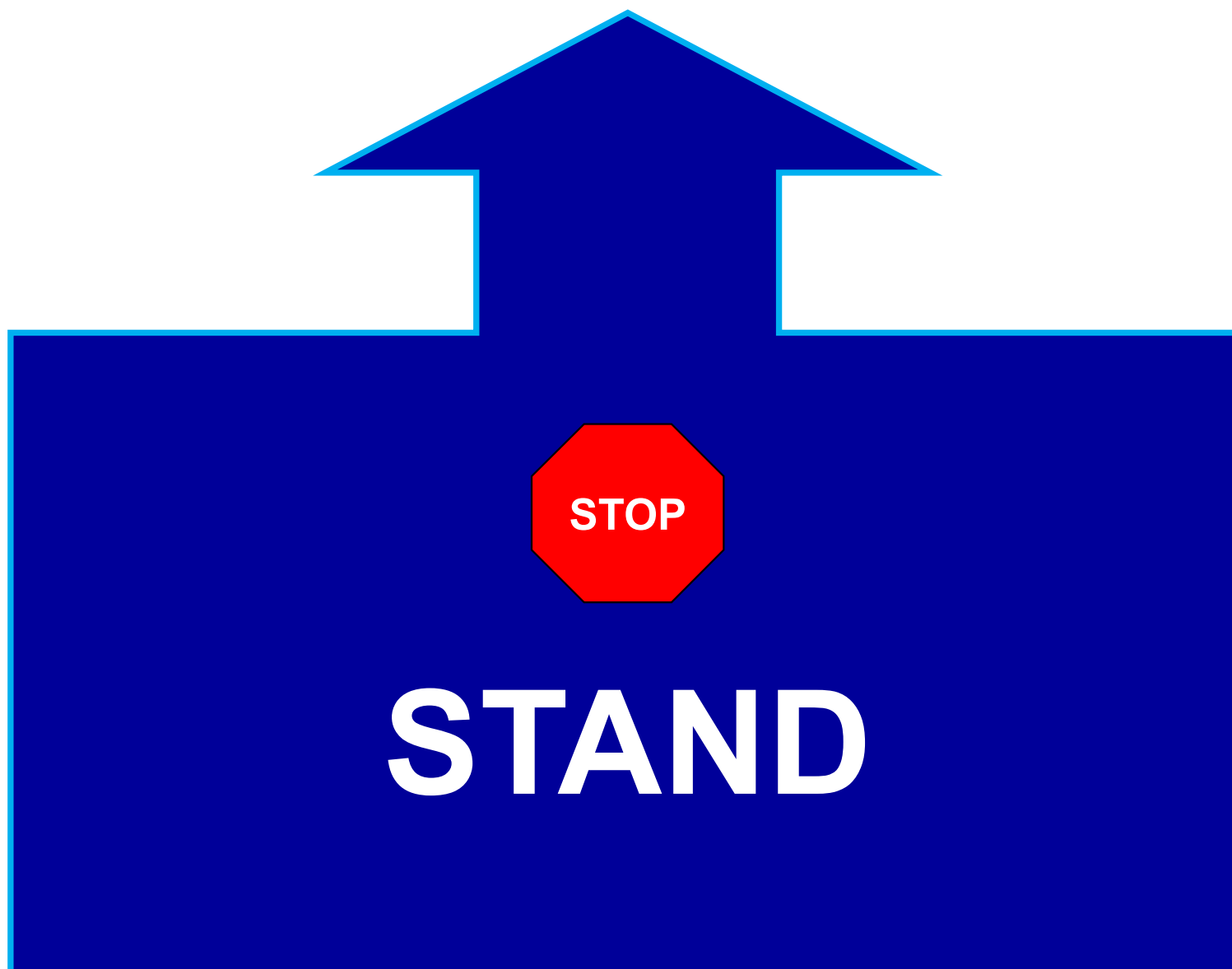


**DOUBLE
180° TURN
RIGHT THEN
LEFT**

**DOUBLE
180° TURN
LEFT THEN
RIGHT**



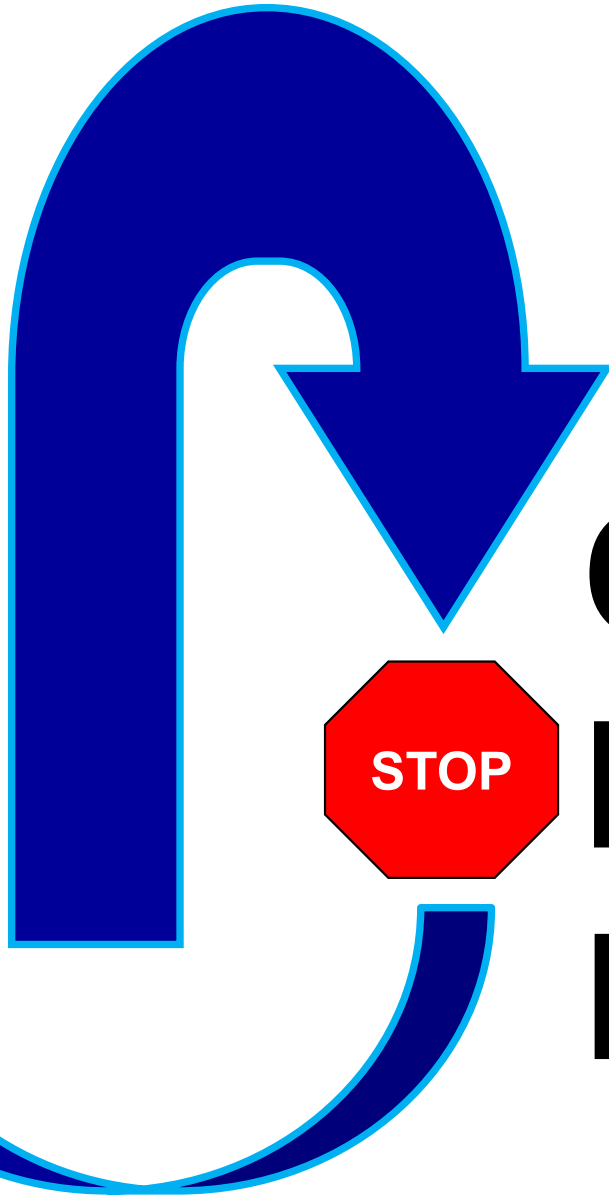
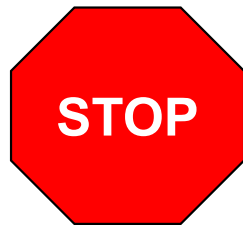
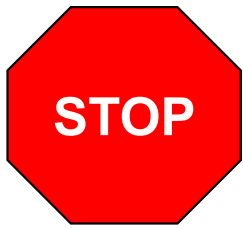




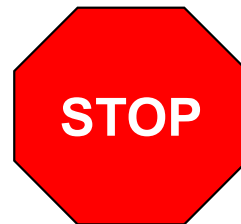
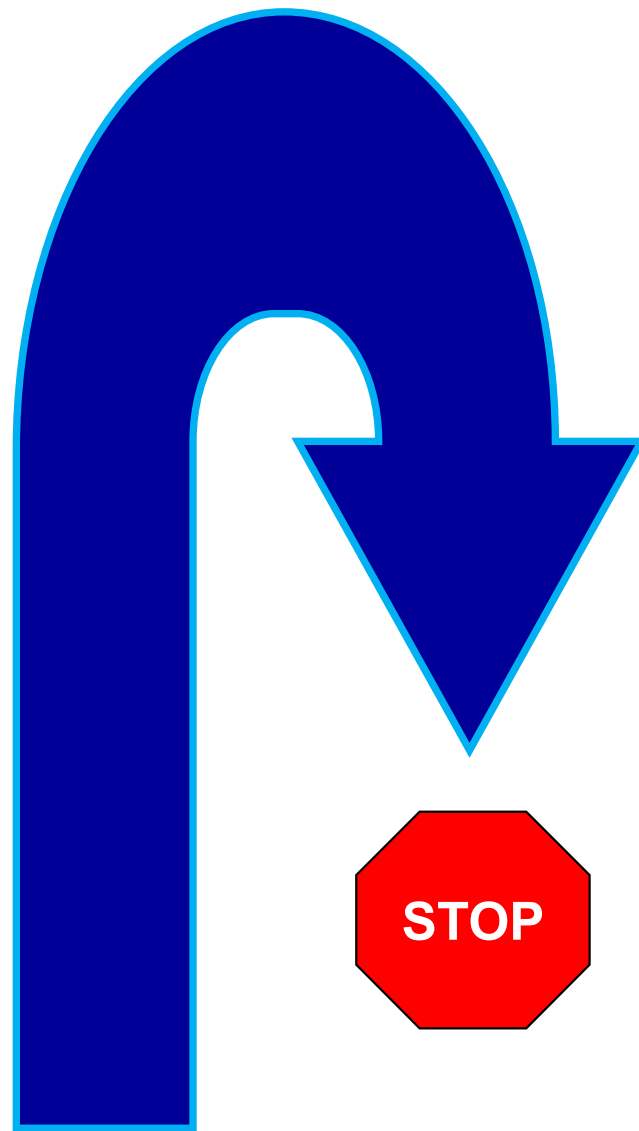






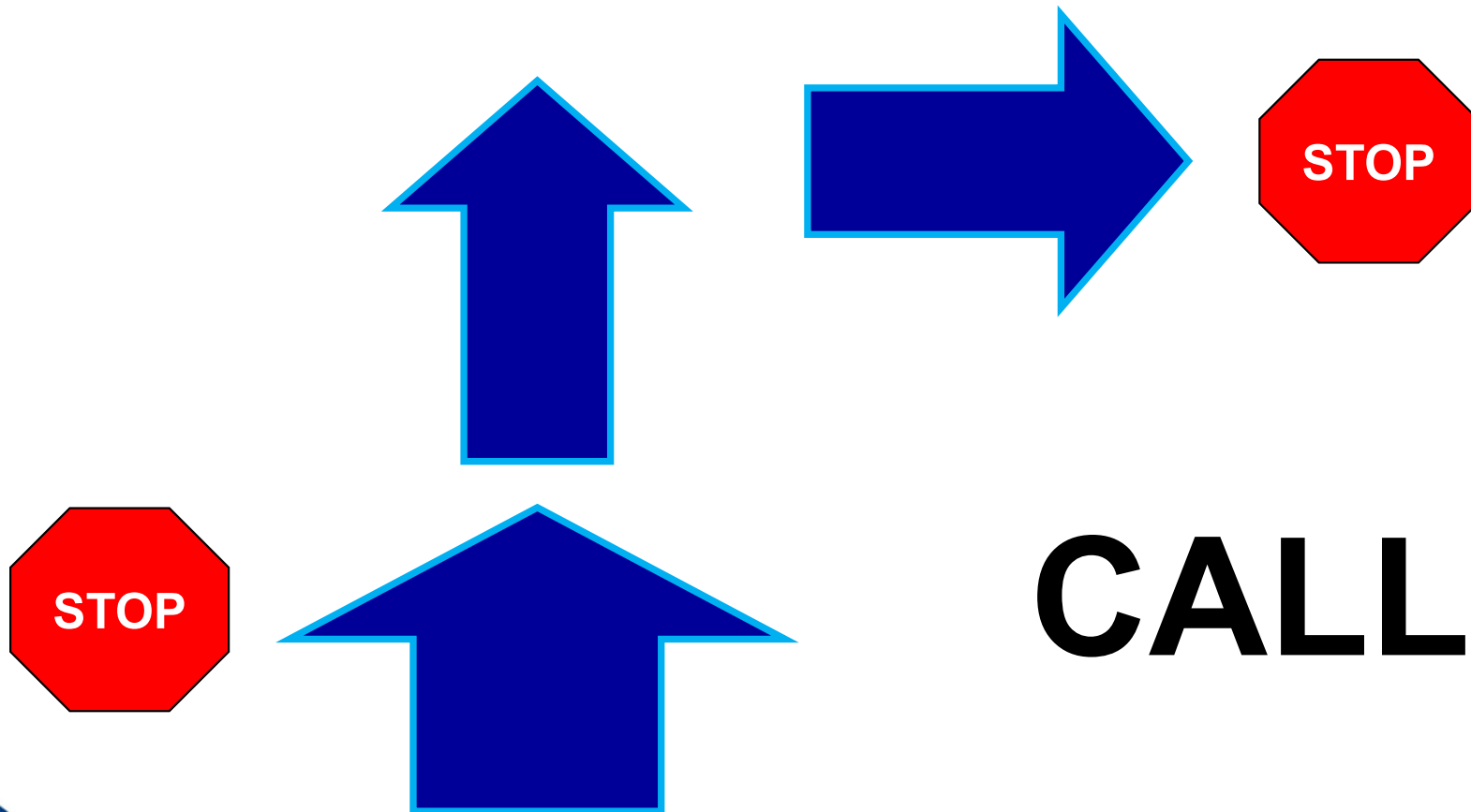


**CALL FRONT
RIGHT TO
LEFT**



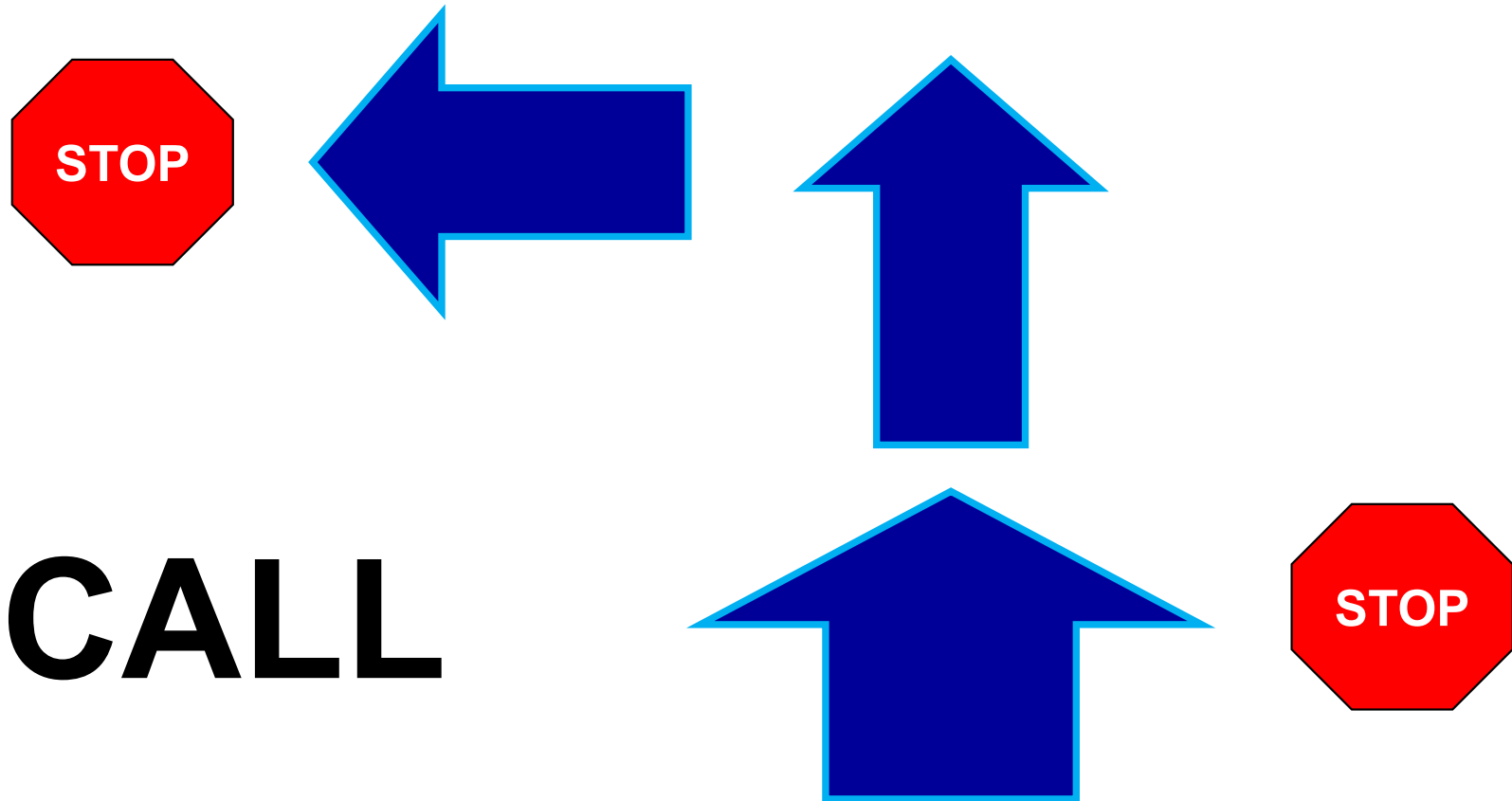
**CALL FRONT
LEFT TO LEFT**

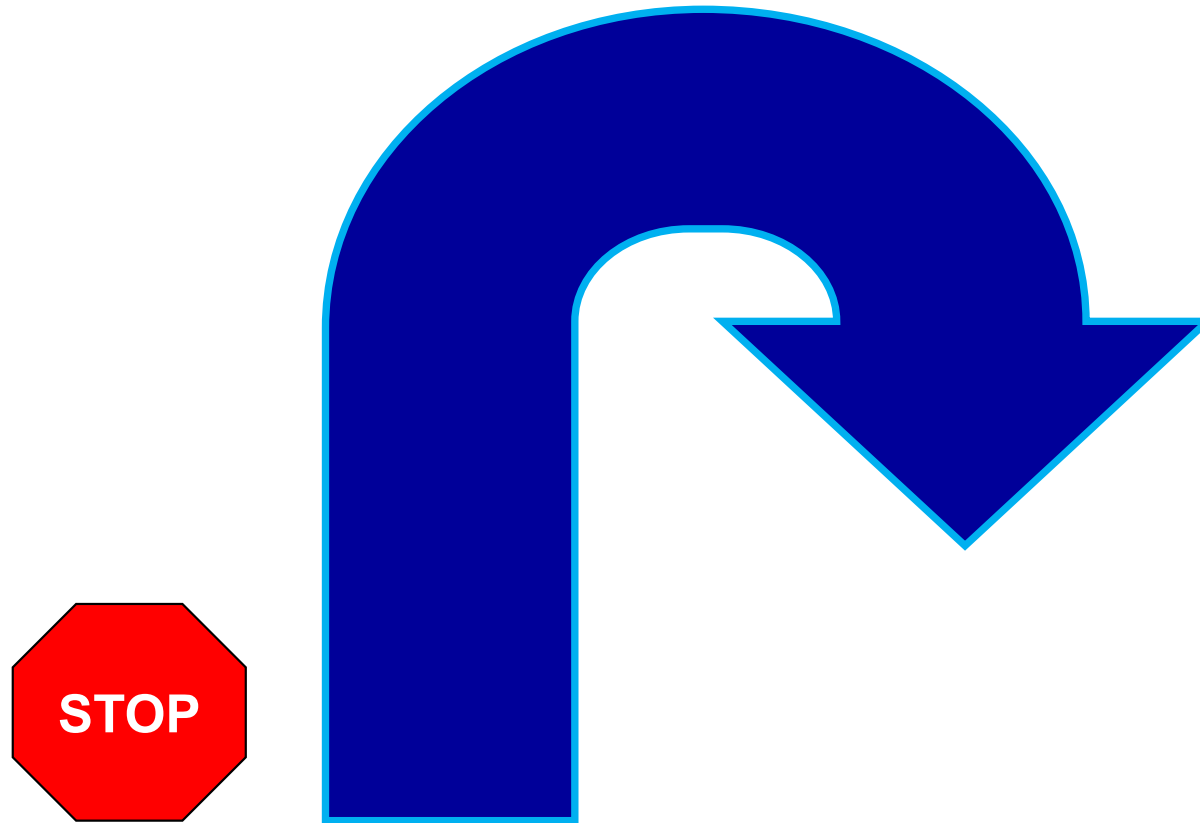
1 STEP FORWARD TURN RIGHT 1 STEP



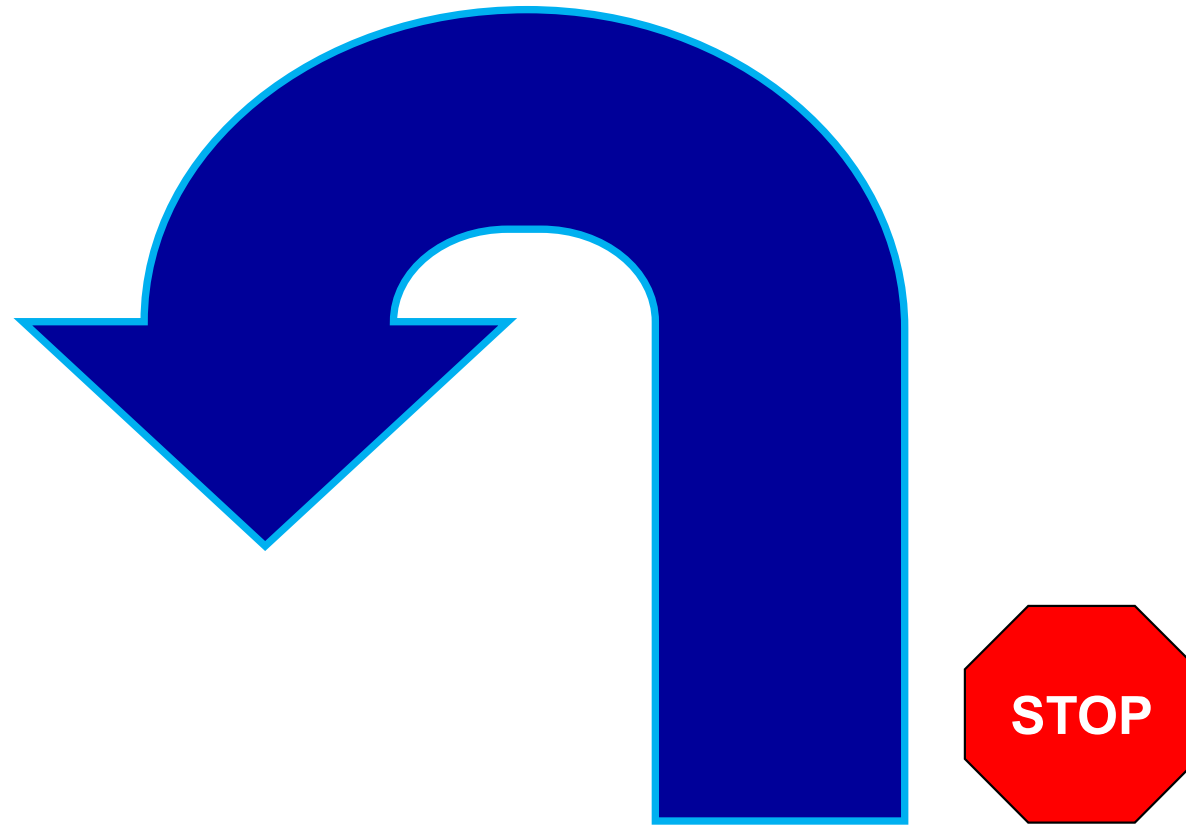
CALL

1 STEP FORWARD TURN LEFT 1 STEP

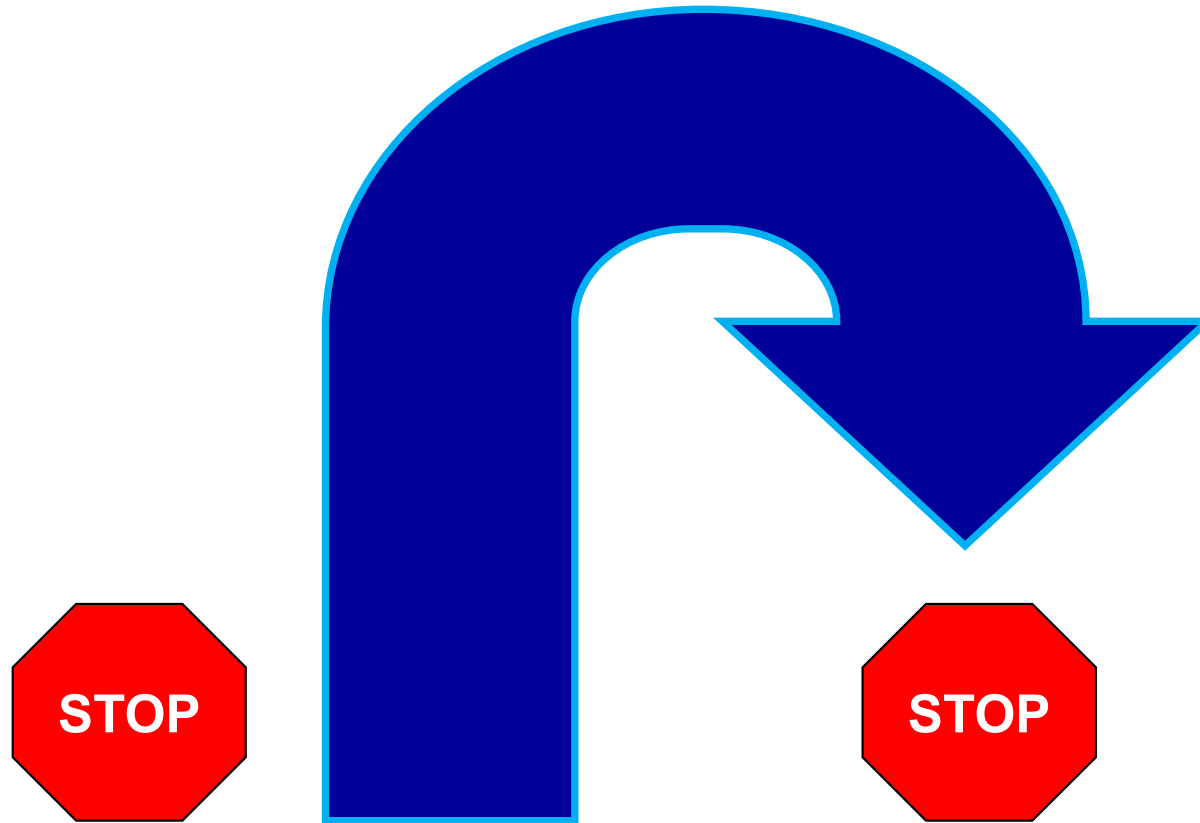




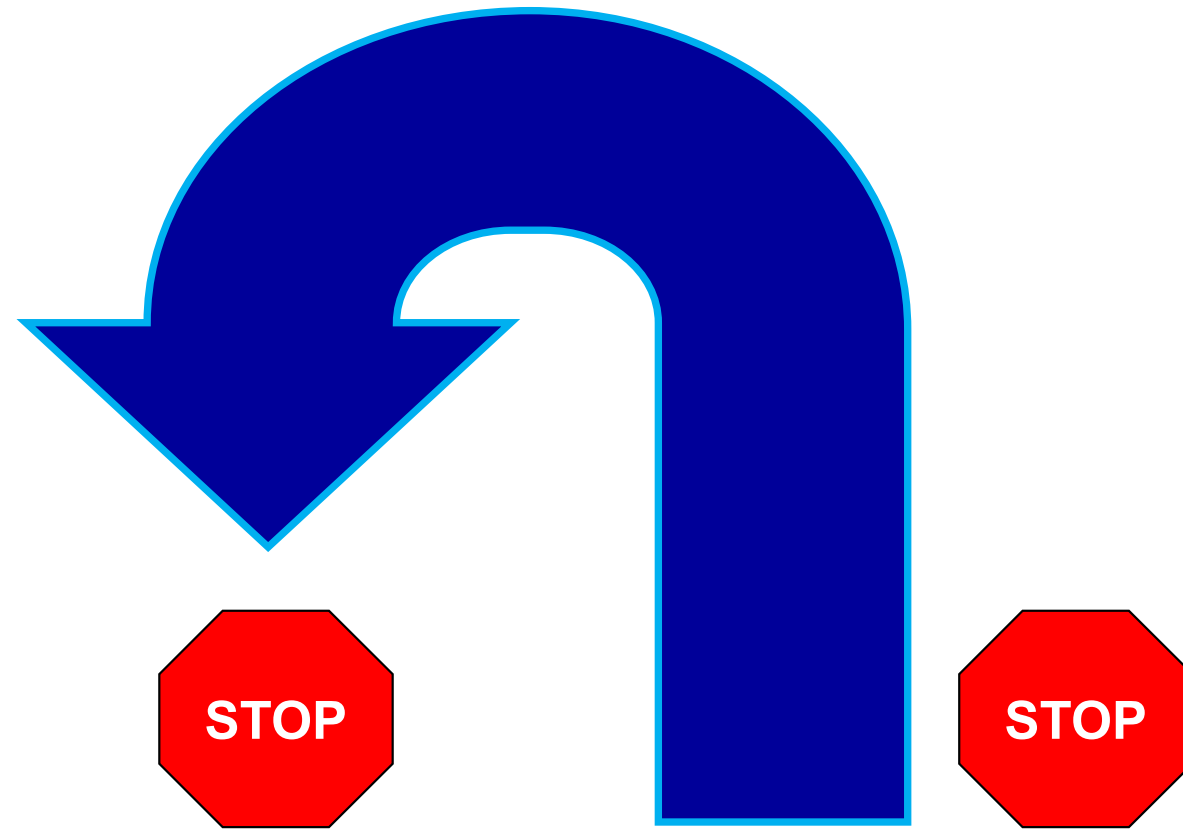
**180° RIGHT TURN
FORWARD**



**180° LEFT TURN
FORWARD**

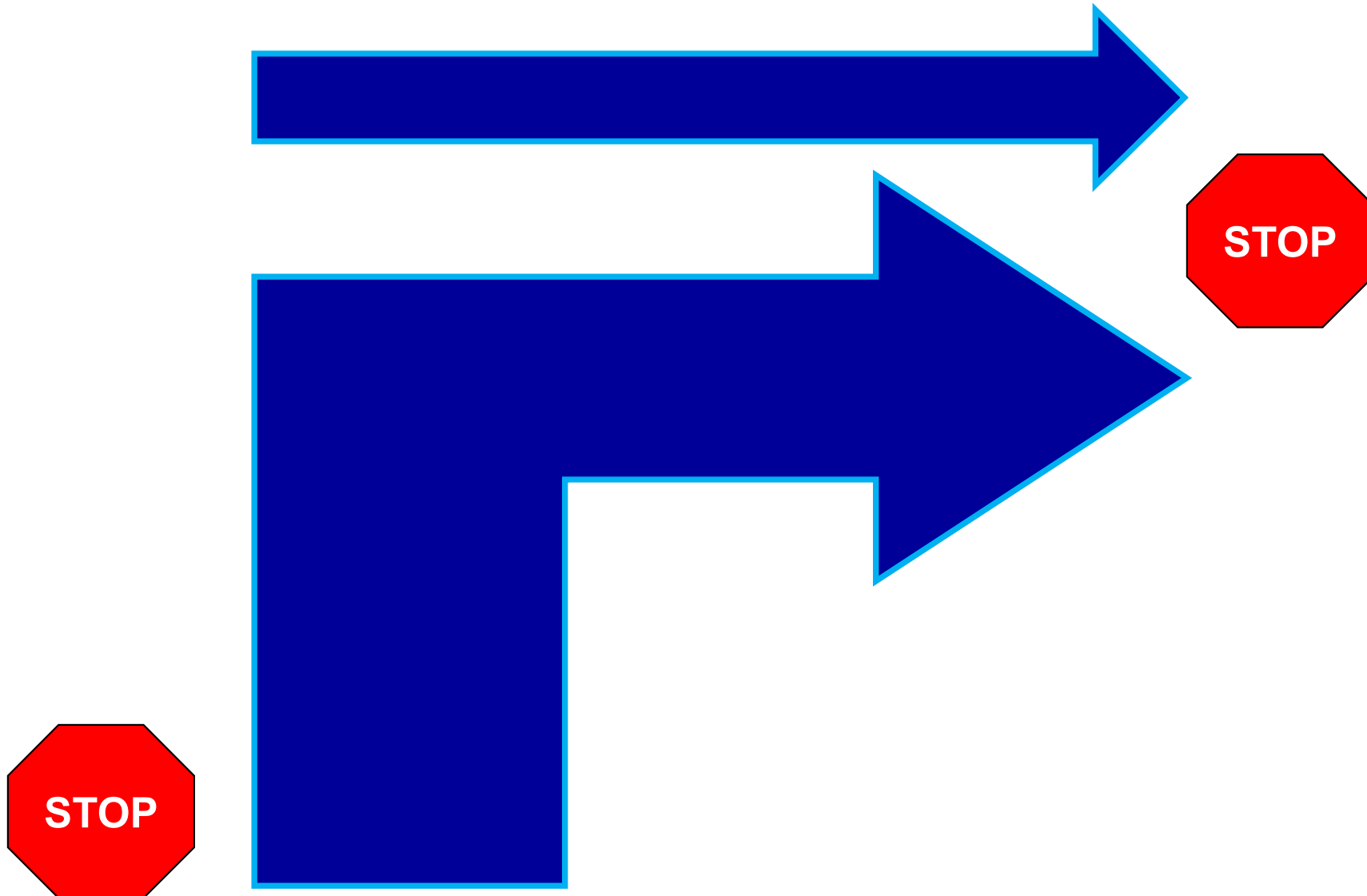


180° RIGHT TURN

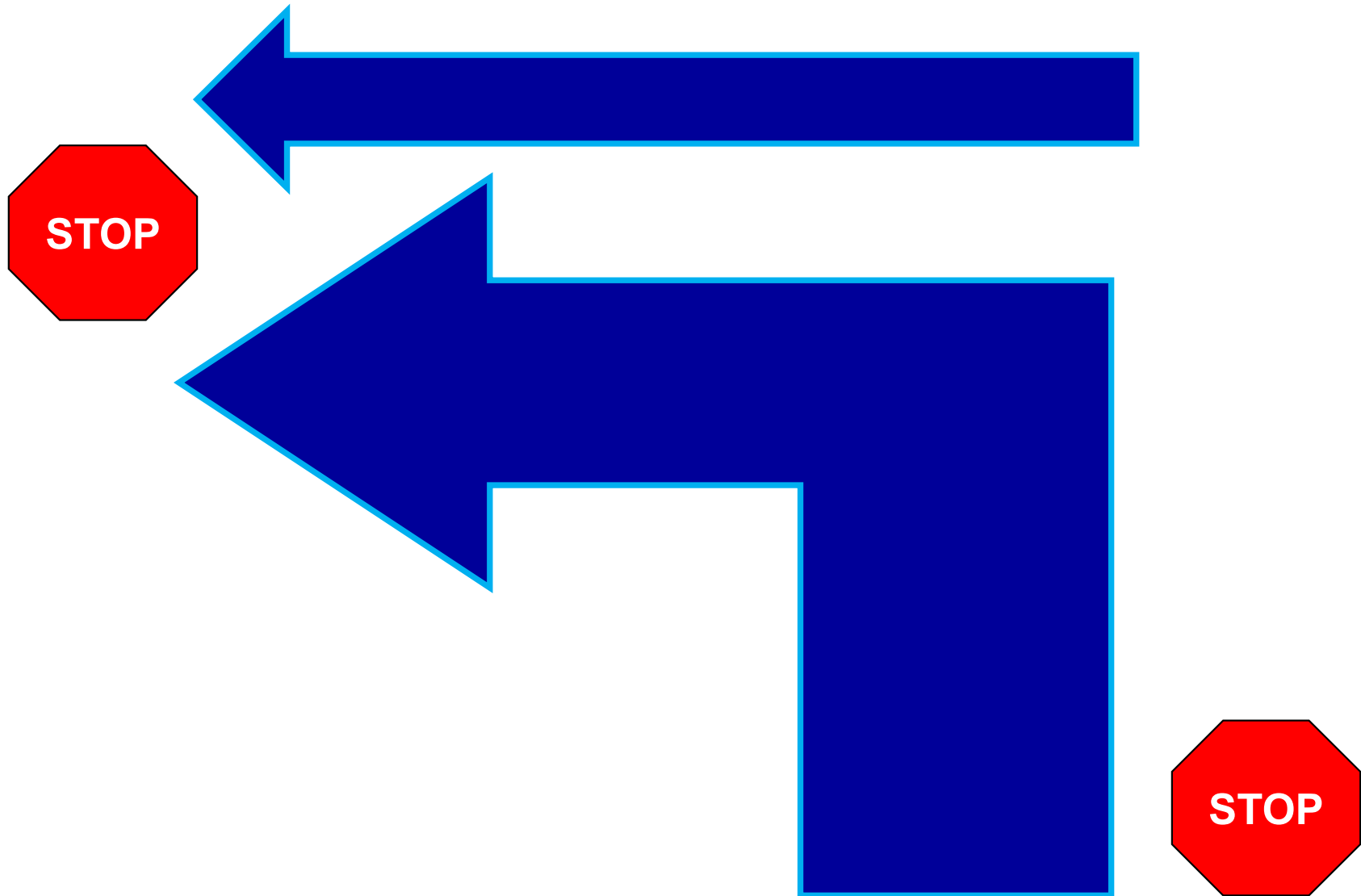


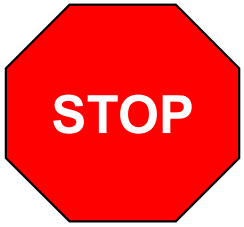
180° LEFT TURN

TURN RIGHT 1 STEP



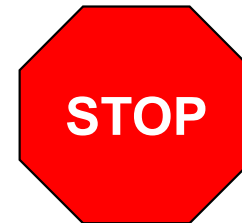
TURN LEFT 1 STEP



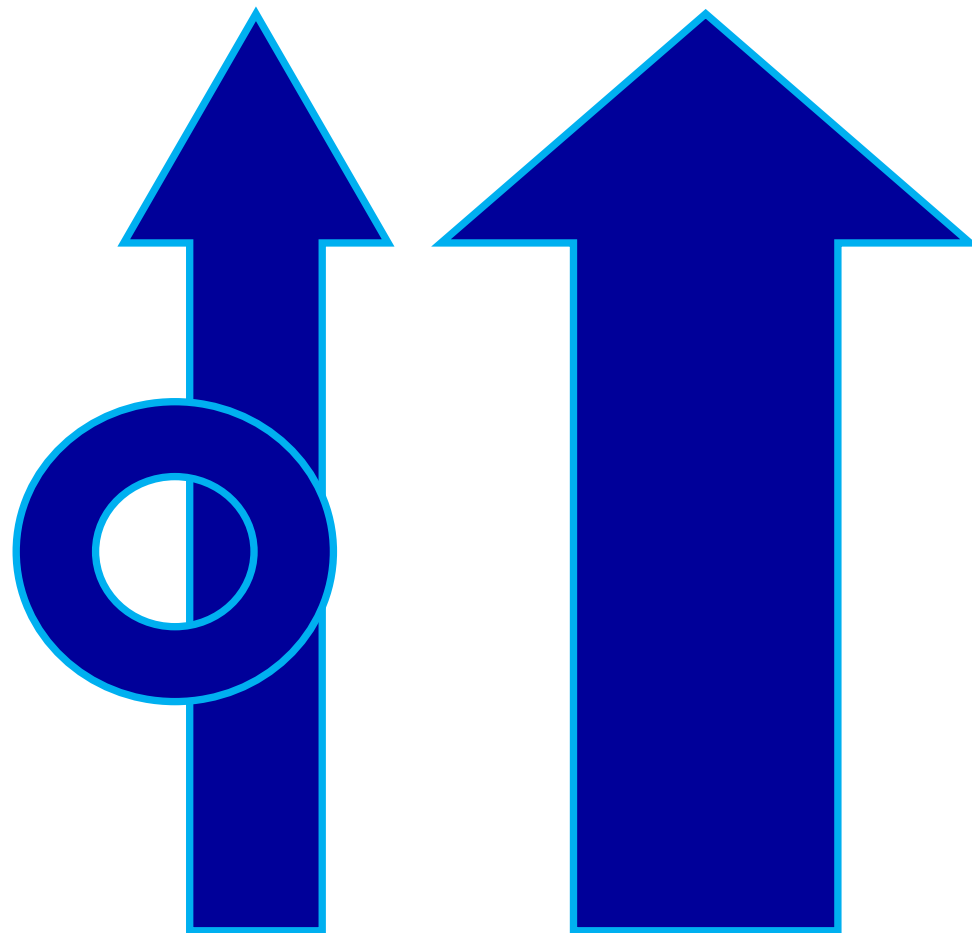


1 STEP STAND

2 STEPS

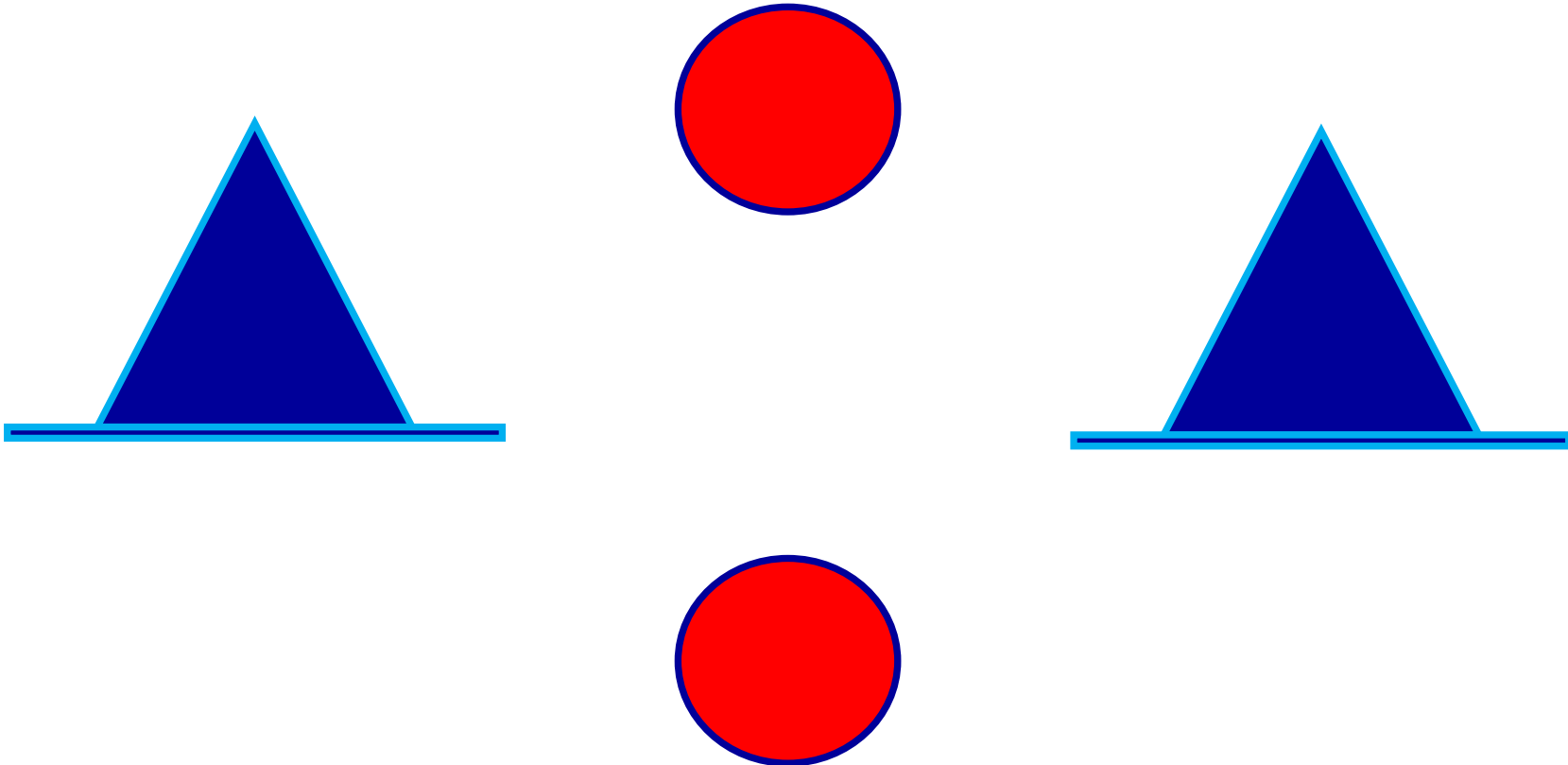


3 STEPS DOWN

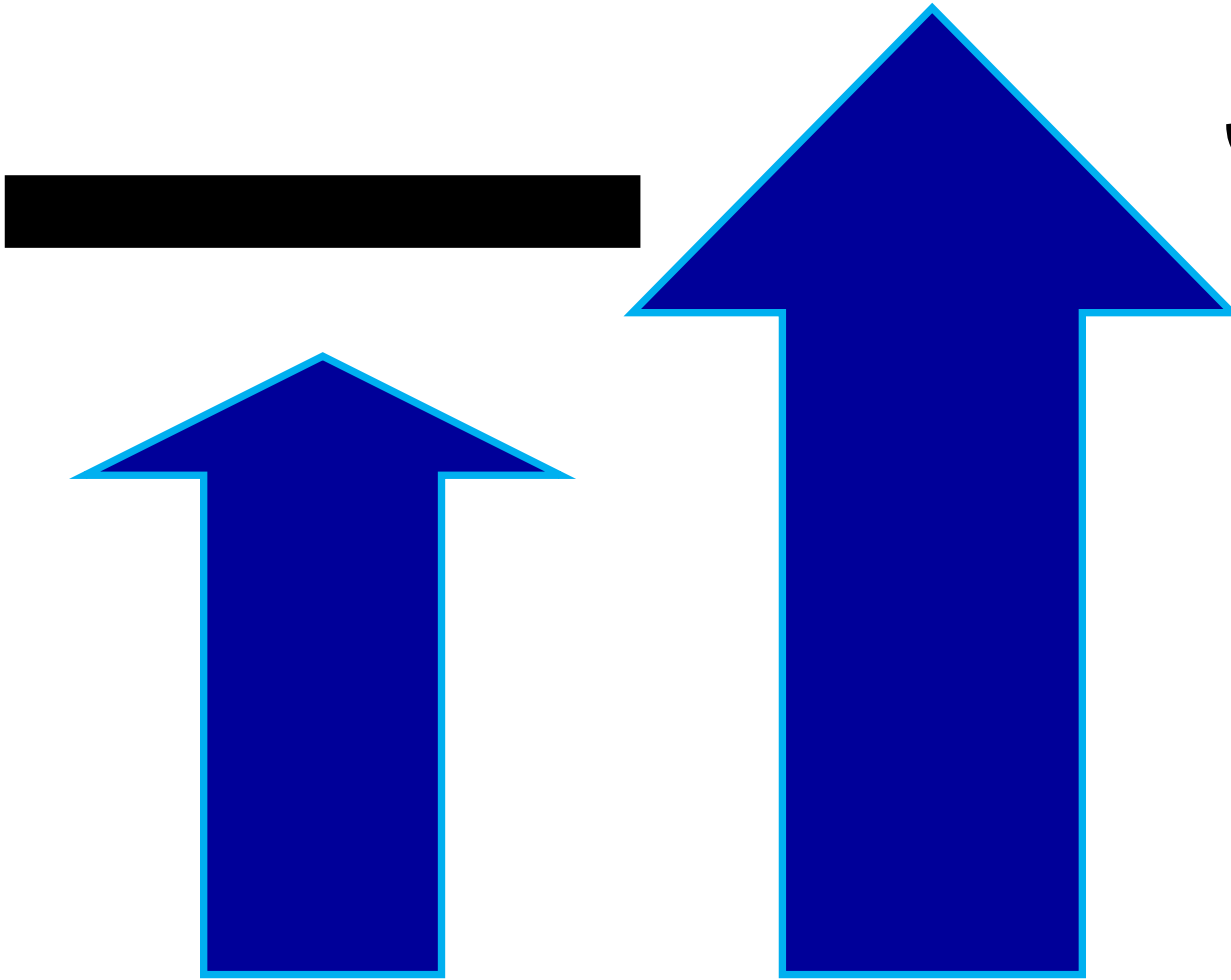


SPIN

DISTRACTIONS

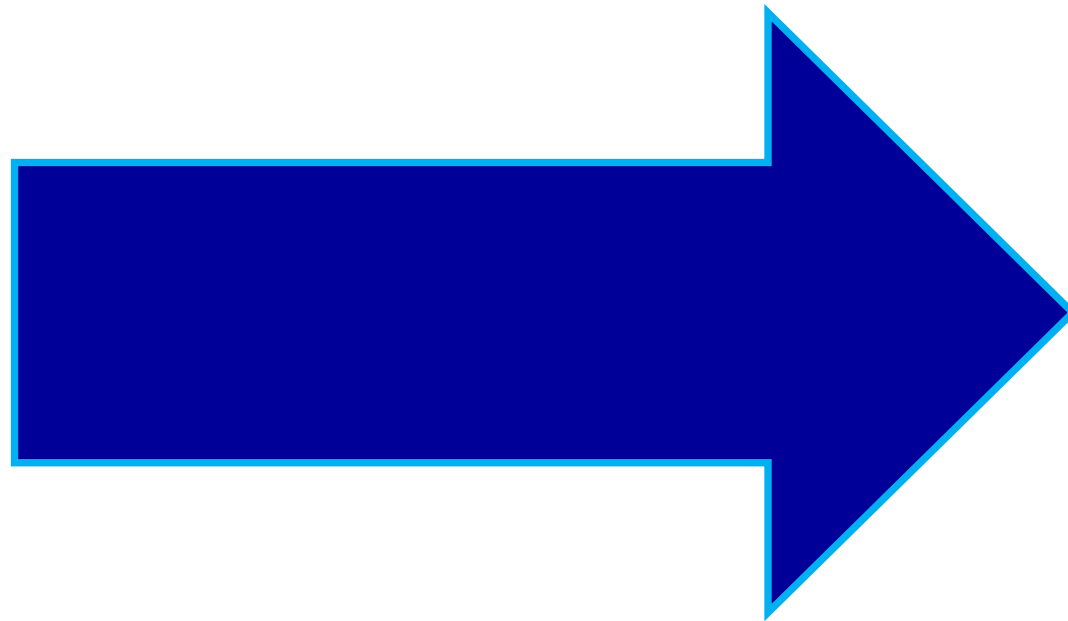


SEND OVER JUMP

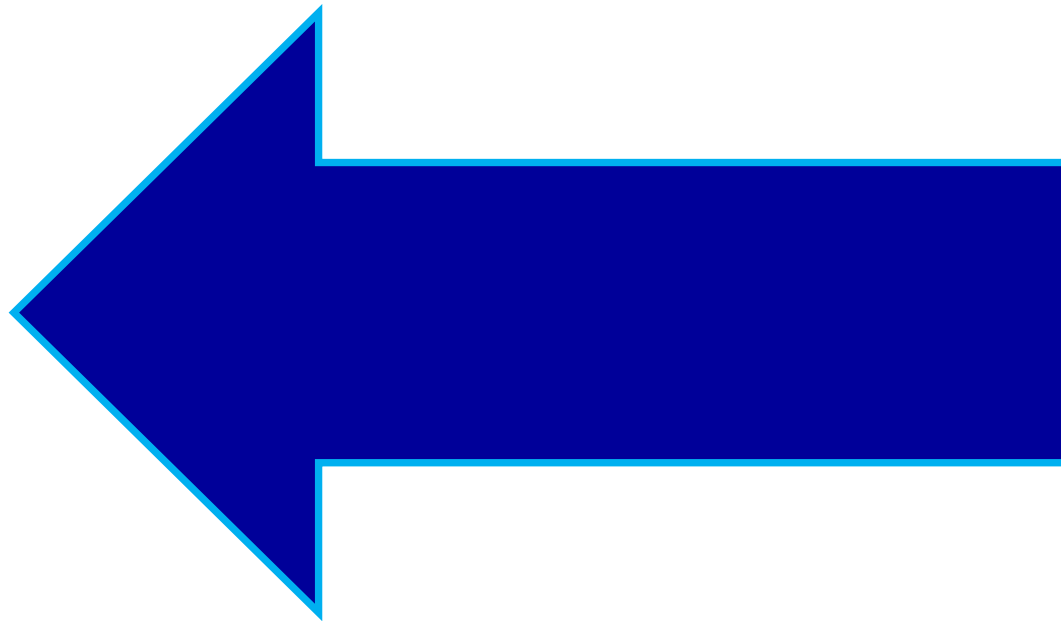


3 POINTS

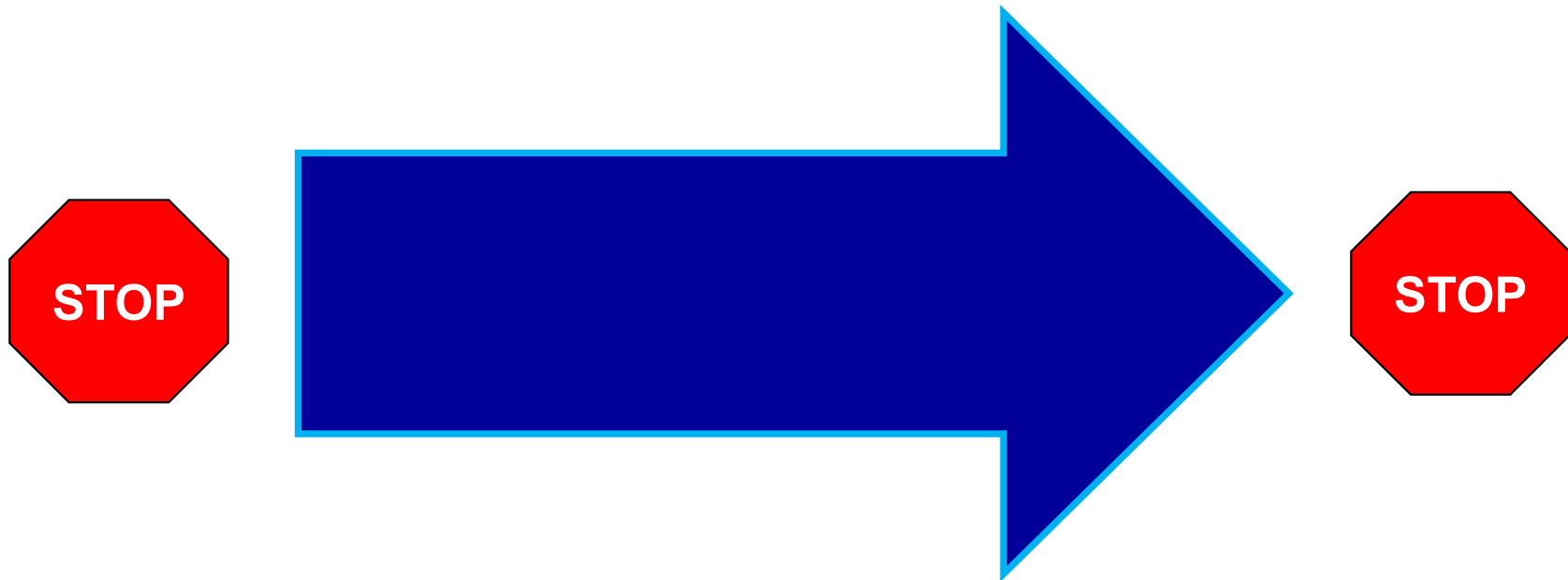
SIDE STEP RIGHT



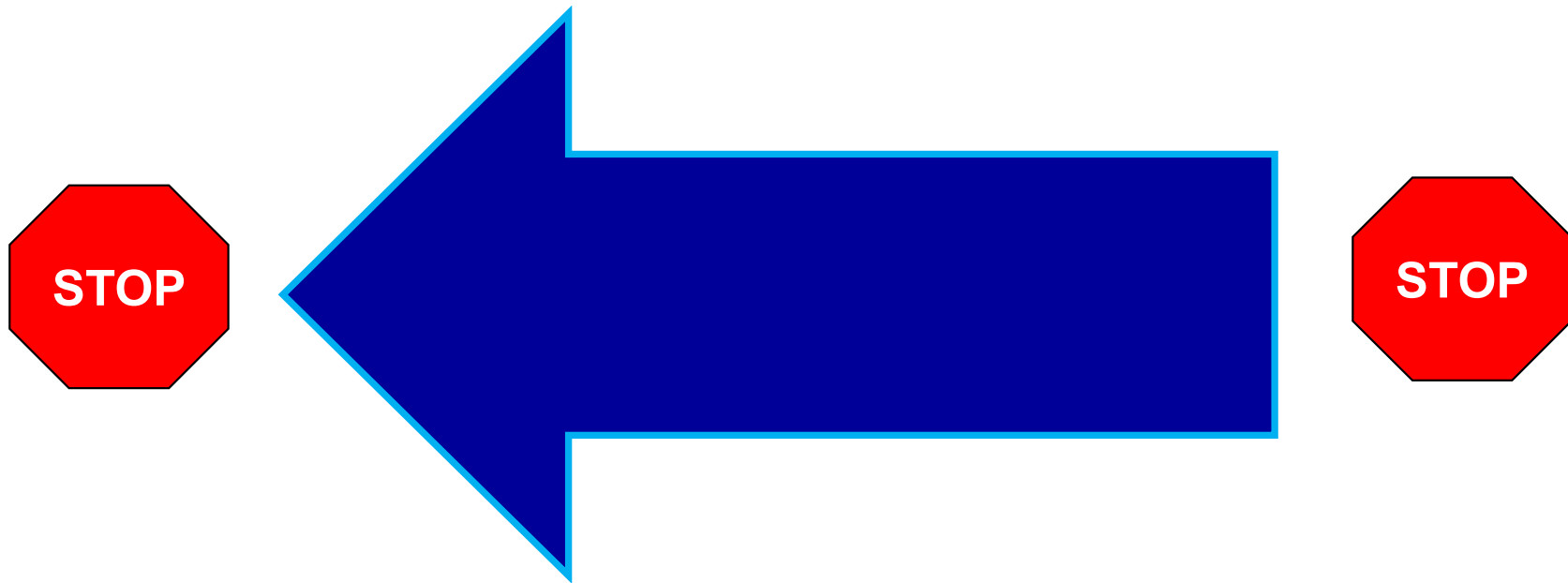
SIDE STEP LEFT

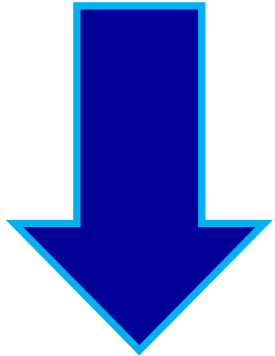
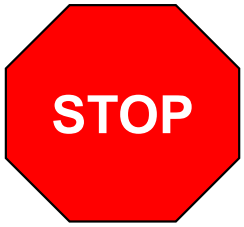


SIDE STEP RIGHT

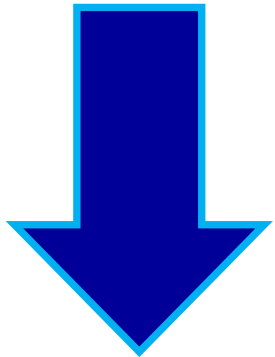


SIDE STEP LEFT

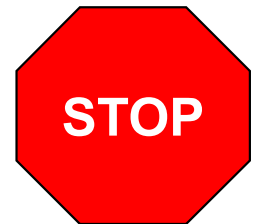


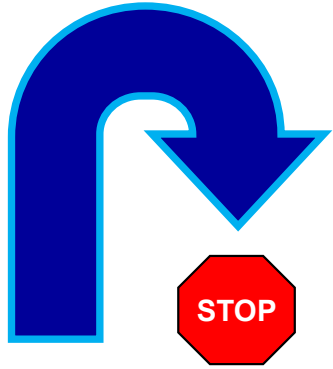


1 STEP BACK



2 STEPS BACK

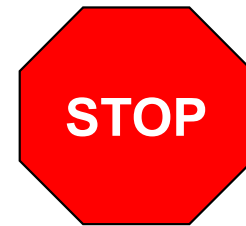




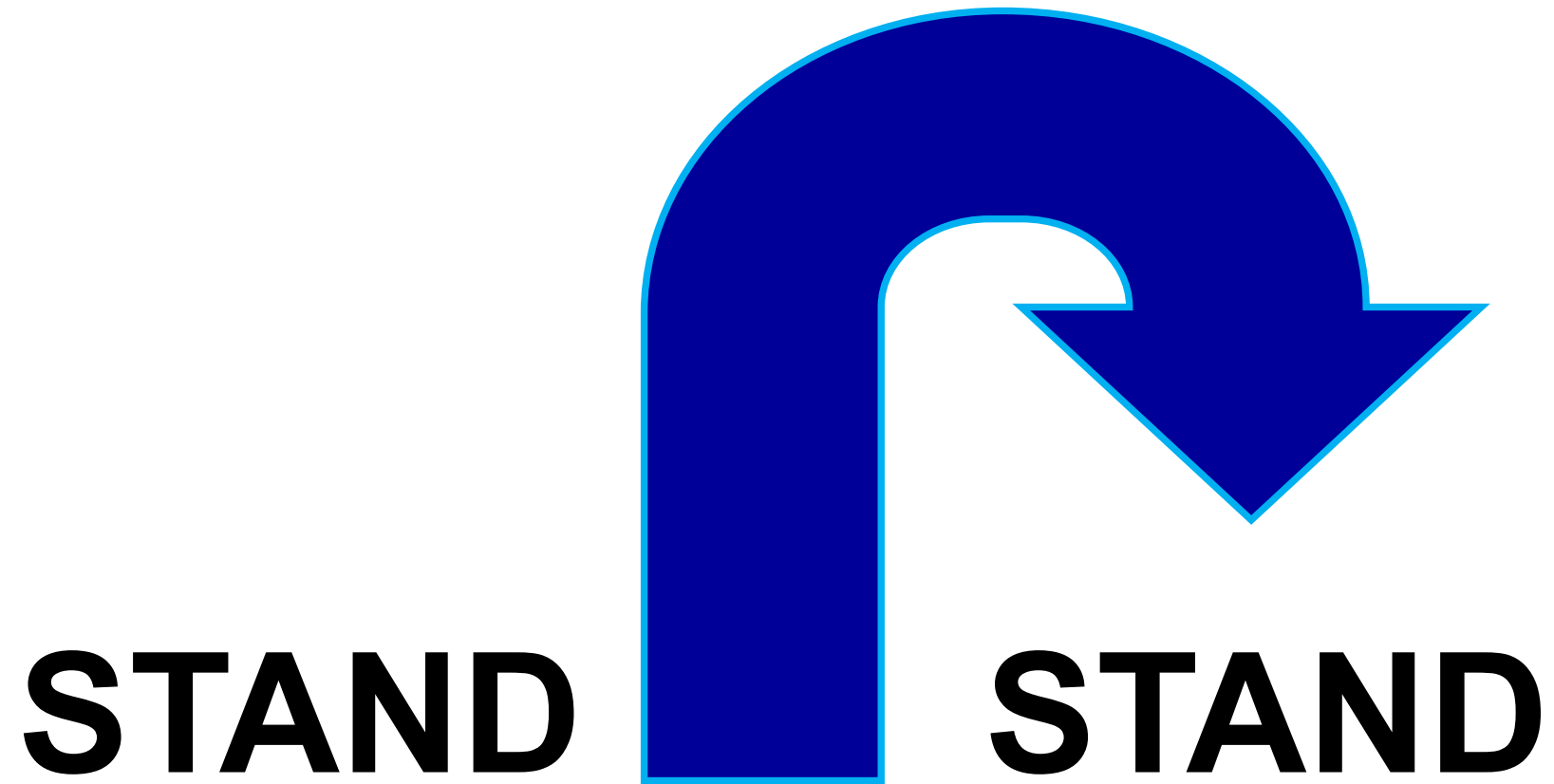
CALL FRONT

1 STEP BACK STAND

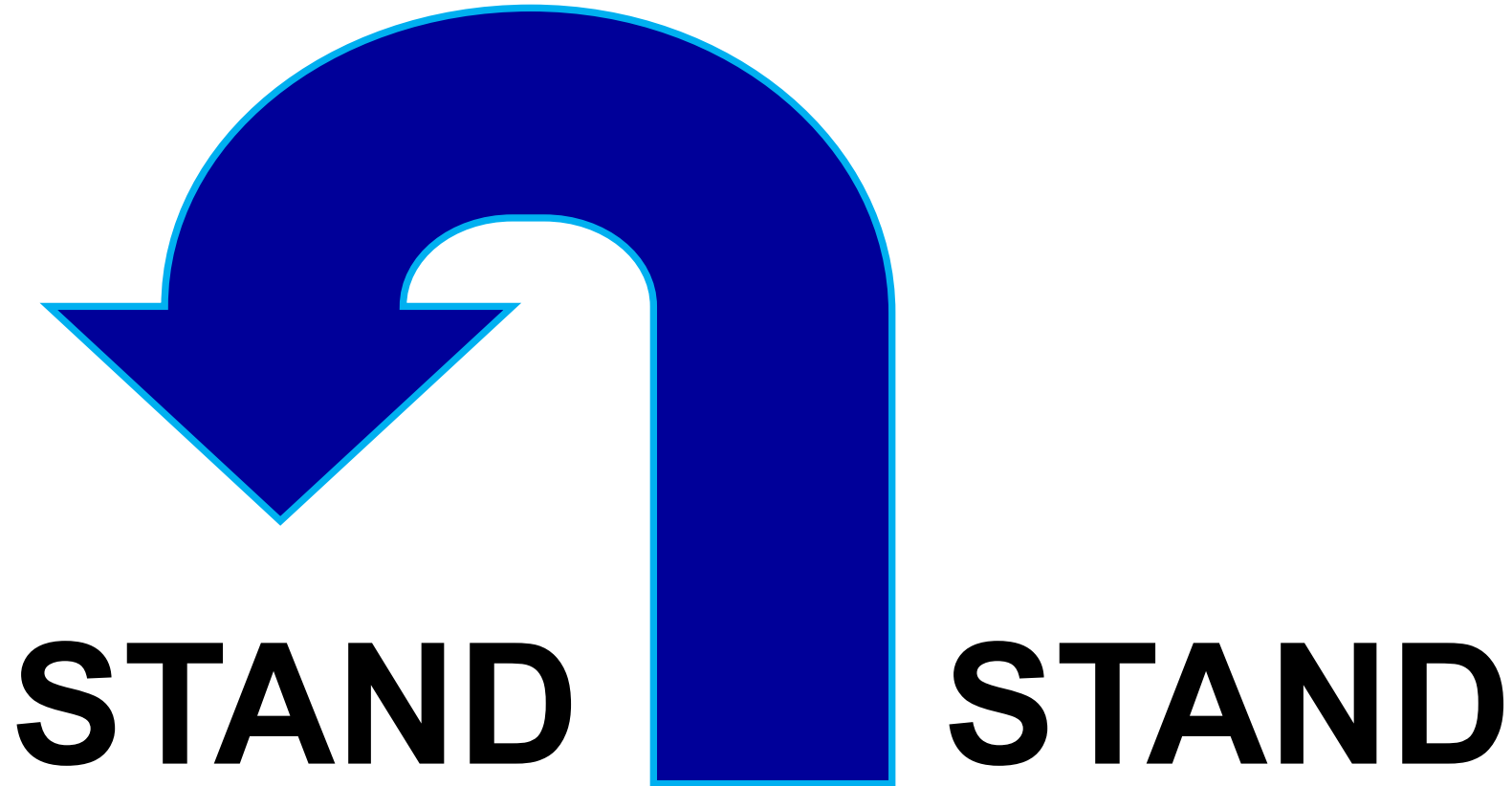
2 STEPS BACK



3 STEPS BACK DOWN

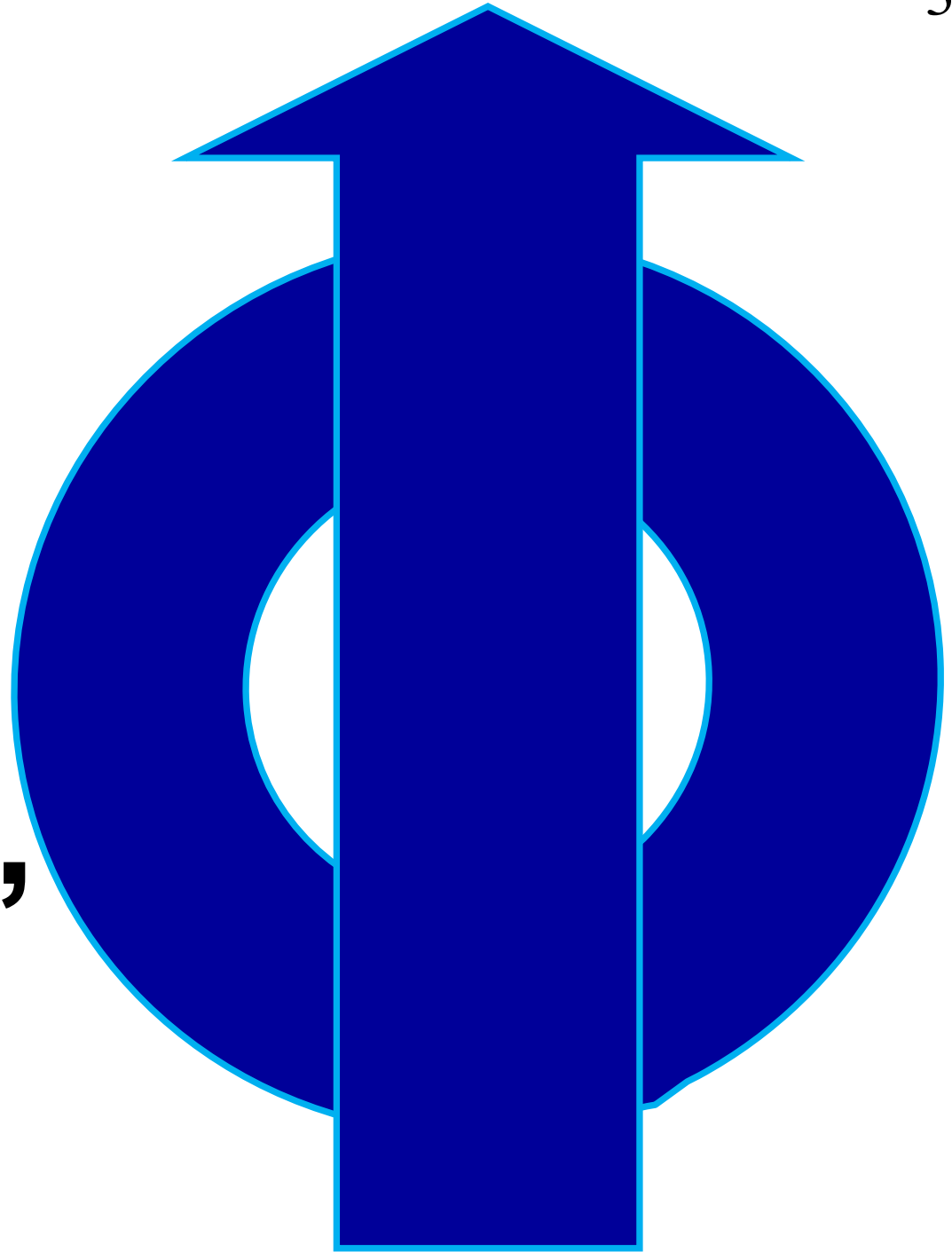


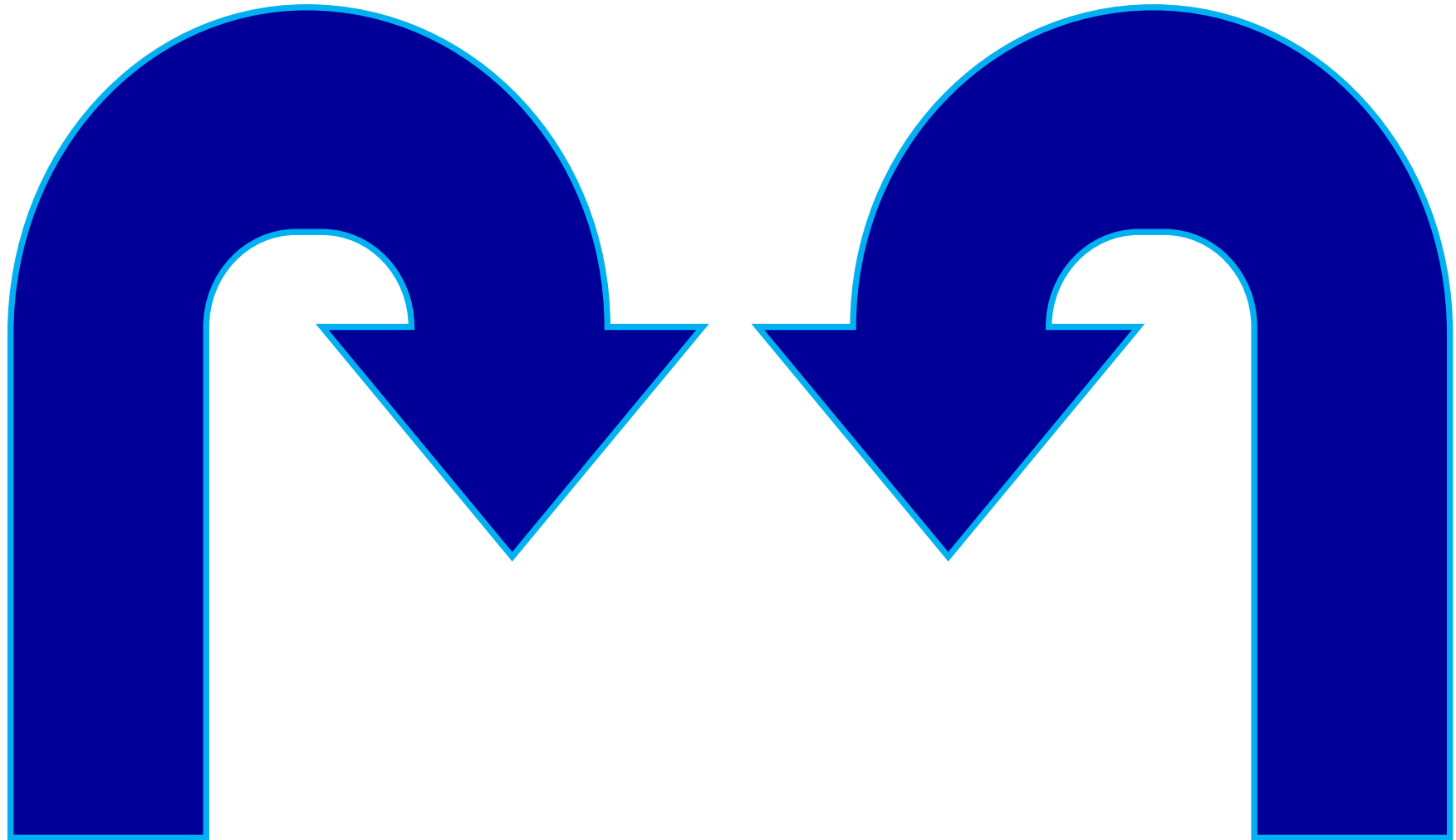
180° RIGHT TURN



180° LEFT TURN

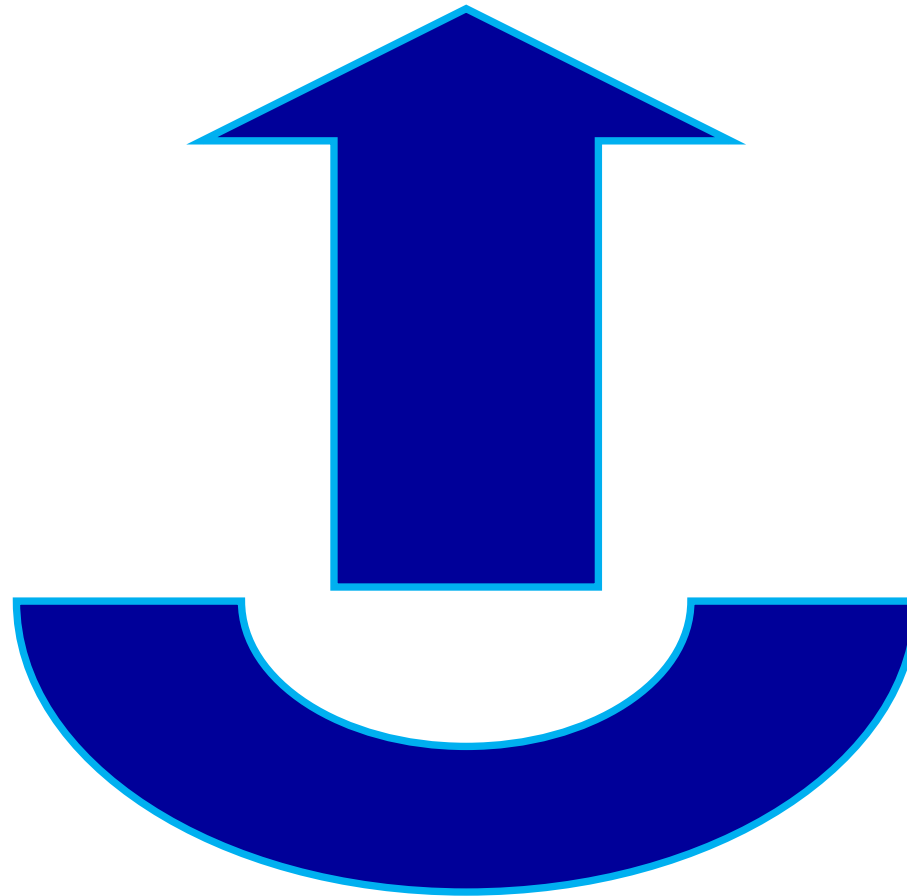
**STAND,
CIRCLE
AROUND
HANDLER,
STAND**



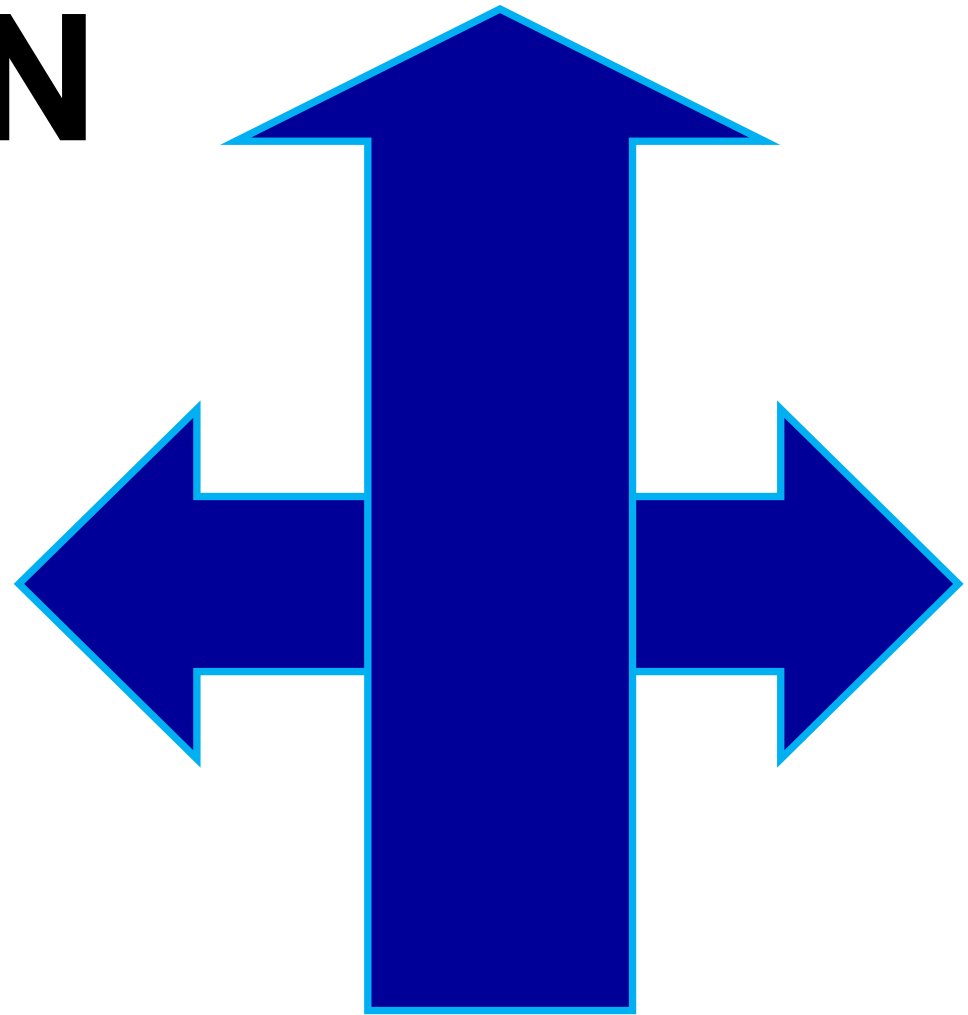


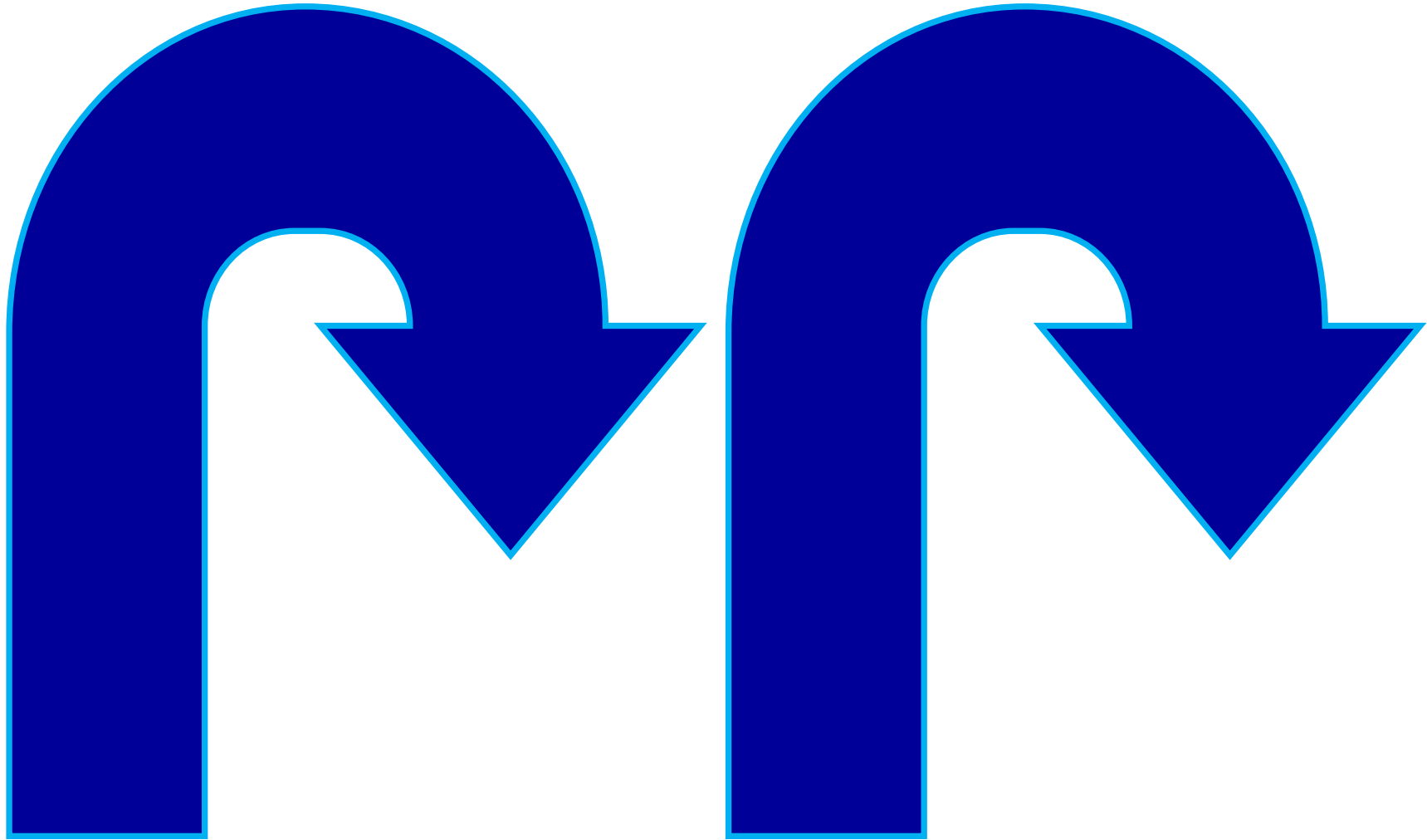
TURN TOWARD

SIDE SHIFT BEHIND

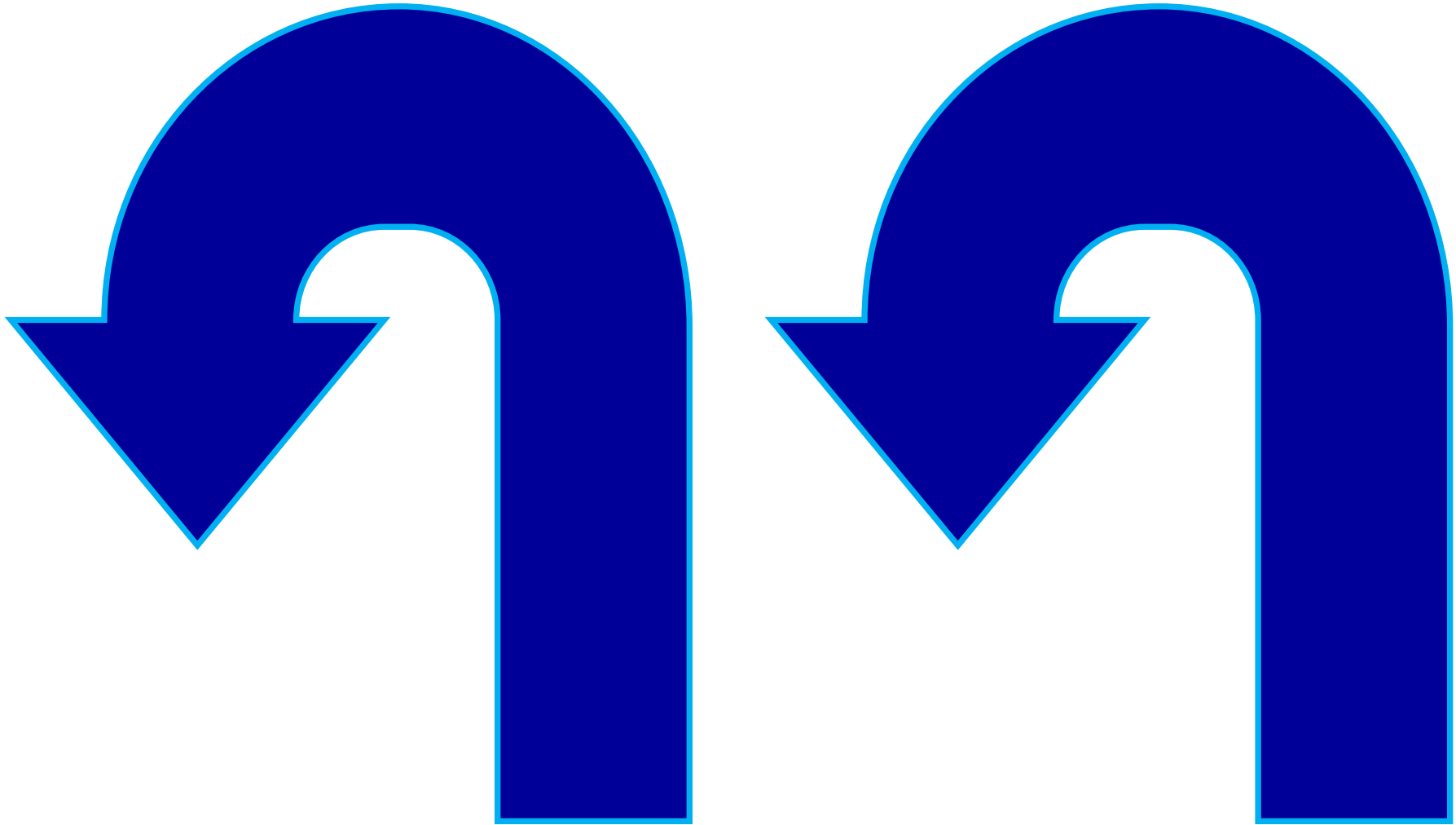


SIDE SHIFT BETWEEN LEGS



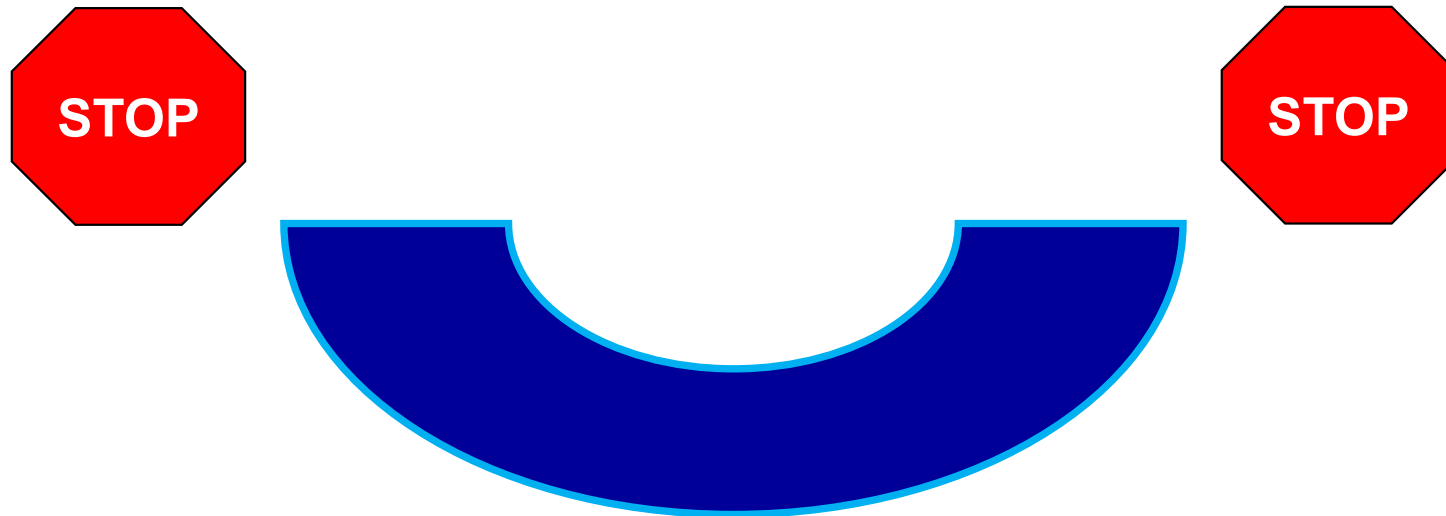


**BOTH ABOUT TURN
RIGHT**

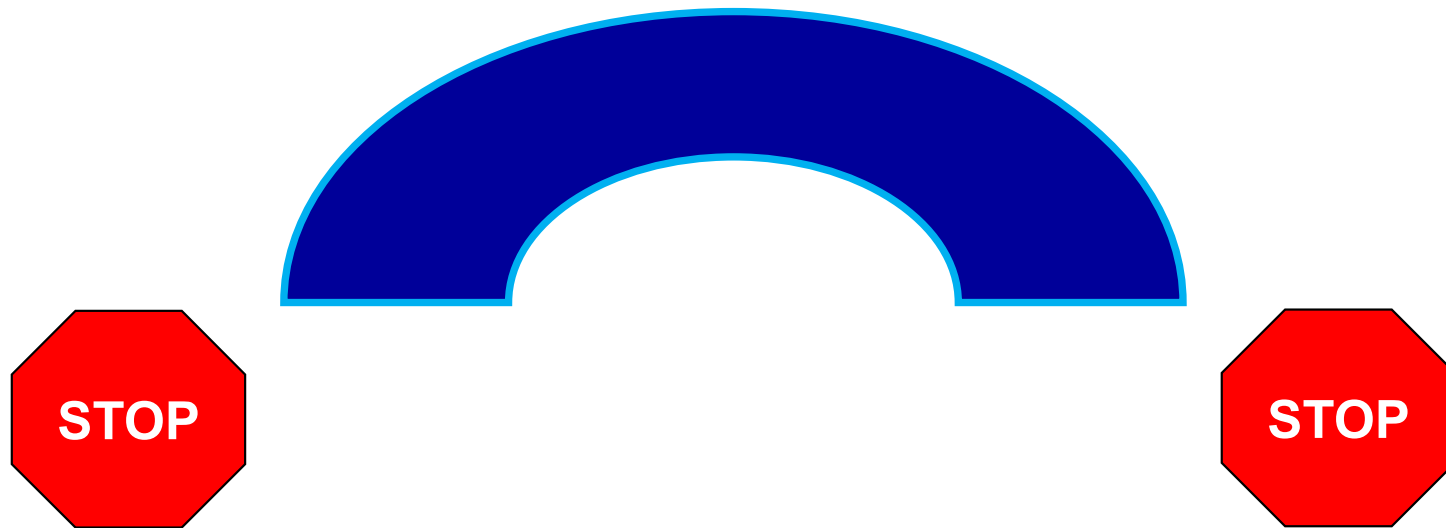


**BOTH ABOUT TURN
LEFT**

SIDE SHIFT BEHIND



SIDE SHIFT IN FRONT



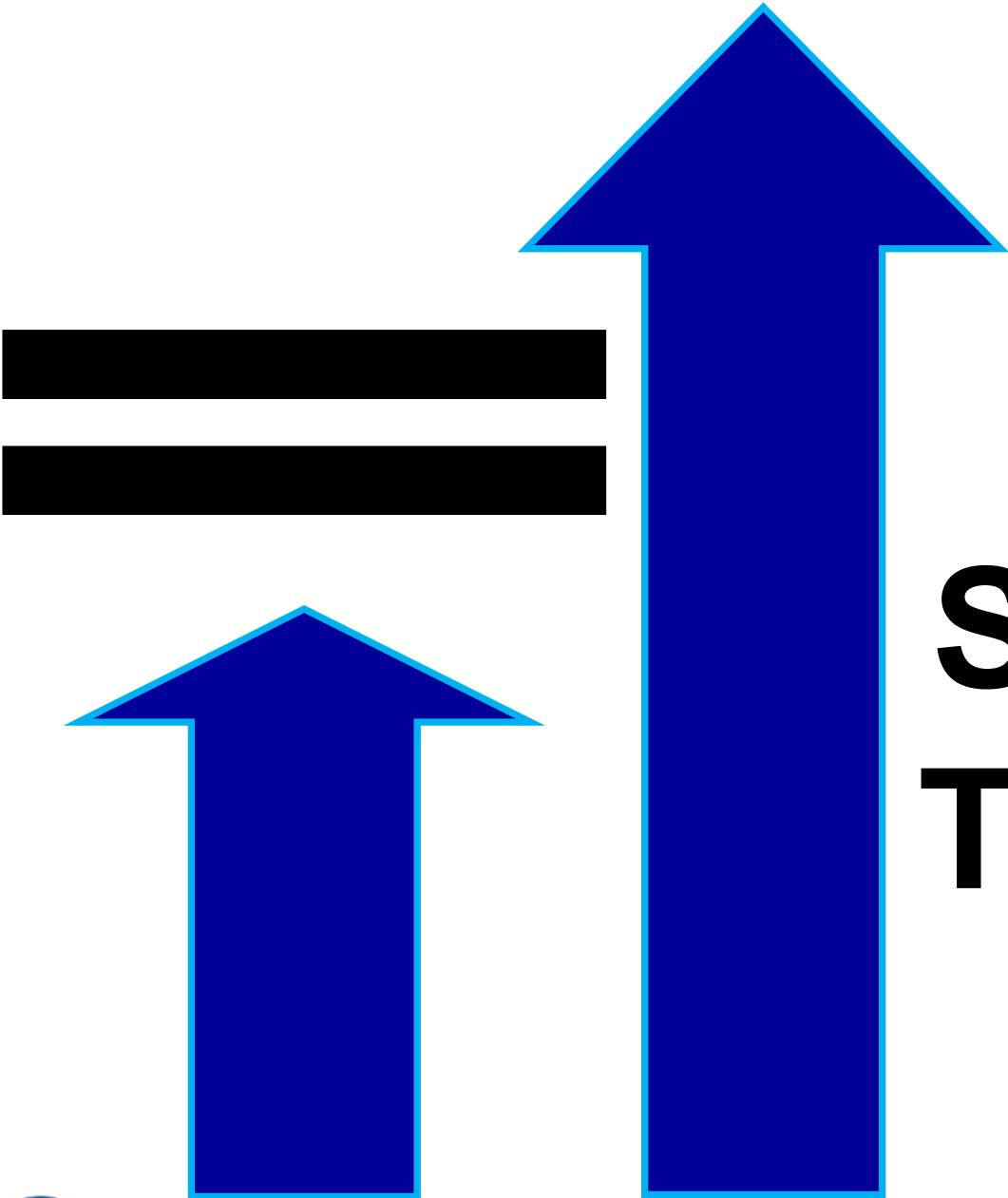


**MOVING STAND
WALK AROUND**



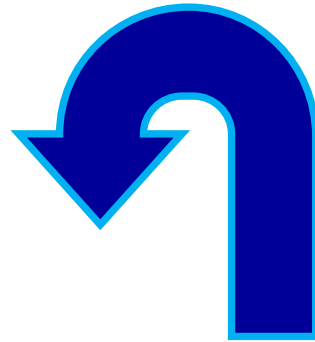
**MOVING DOWN
WALK AROUND**



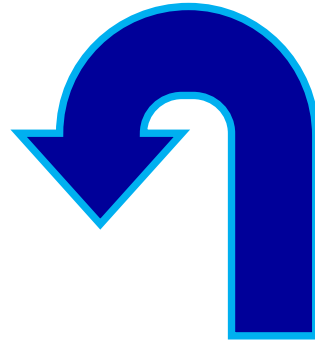


The diagram illustrates a dog's jump sequence. It features two blue arrows pointing upwards. The first arrow is shorter and positioned to the left of the second, taller arrow. To the left of the first arrow are two horizontal black bars, representing the jump's height. The text 'SEND OVER TWO JUMPS' is written in large, bold, black capital letters to the right of the arrows.

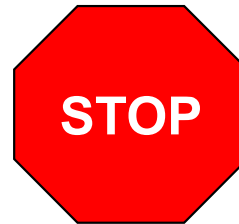
**SEND OVER
TWO JUMPS**



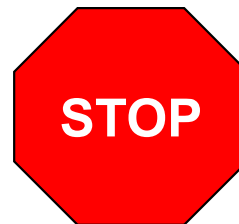
TURN AROUND RECALL

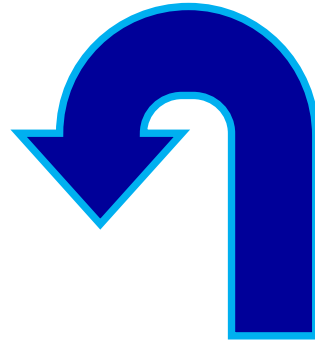


**TURN AROUND
RECALL FRONT**

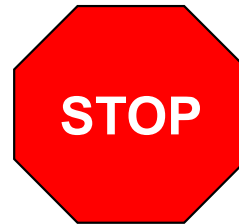


RIGHT TO LEFT

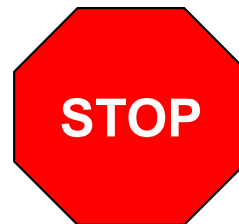




**TURN AROUND
RECALL FRONT**

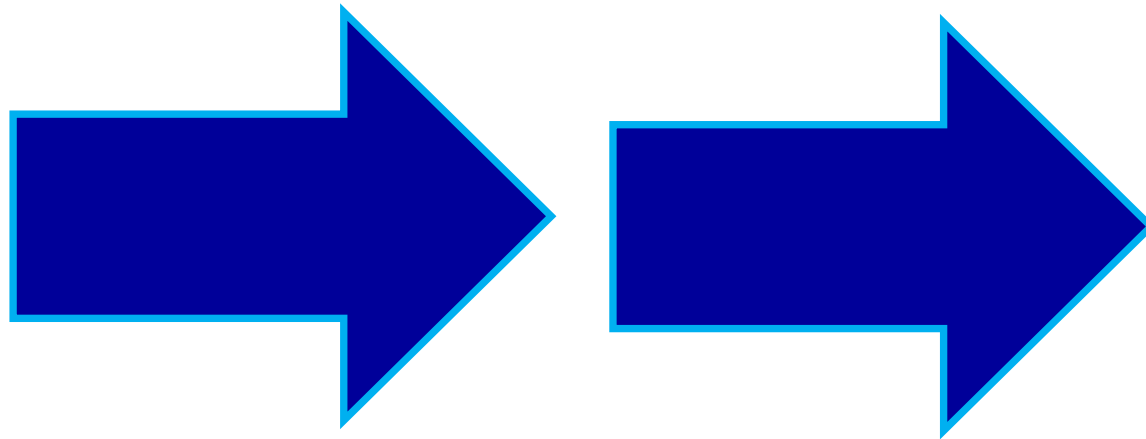


LEFT TO LEFT

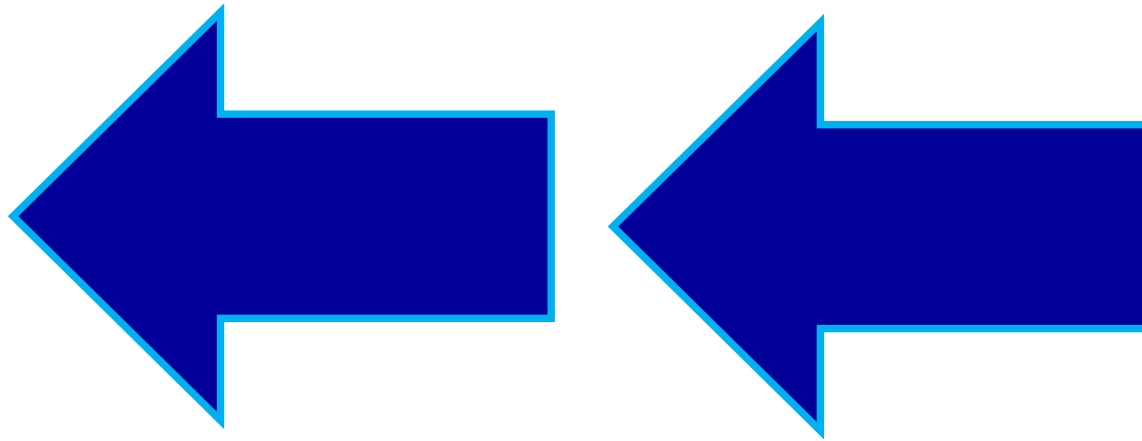


4 POINTS

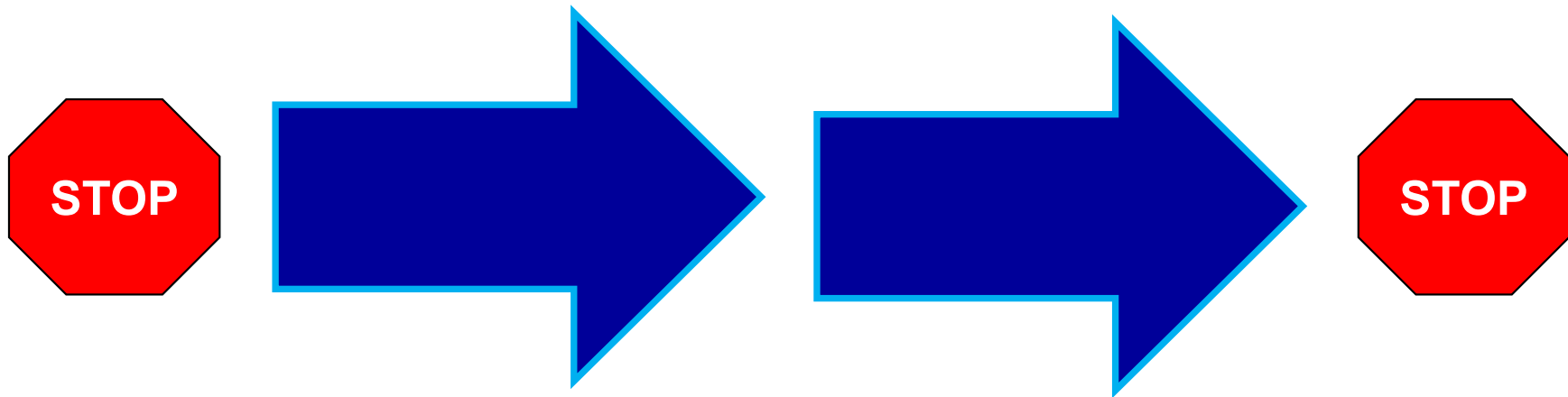
2 SIDE STEPS RIGHT



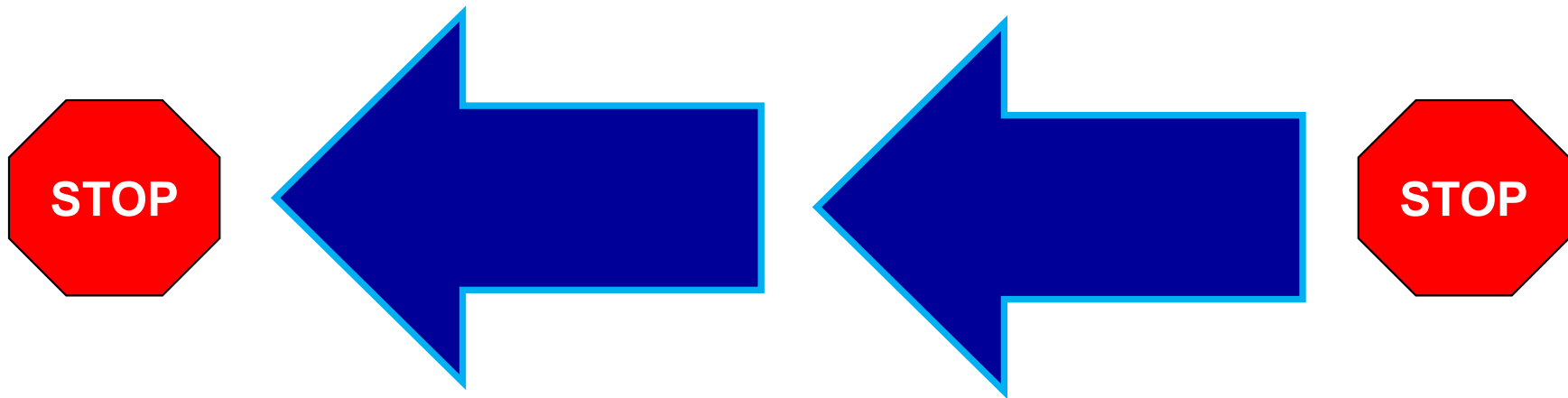
2 SIDE STEPS LEFT

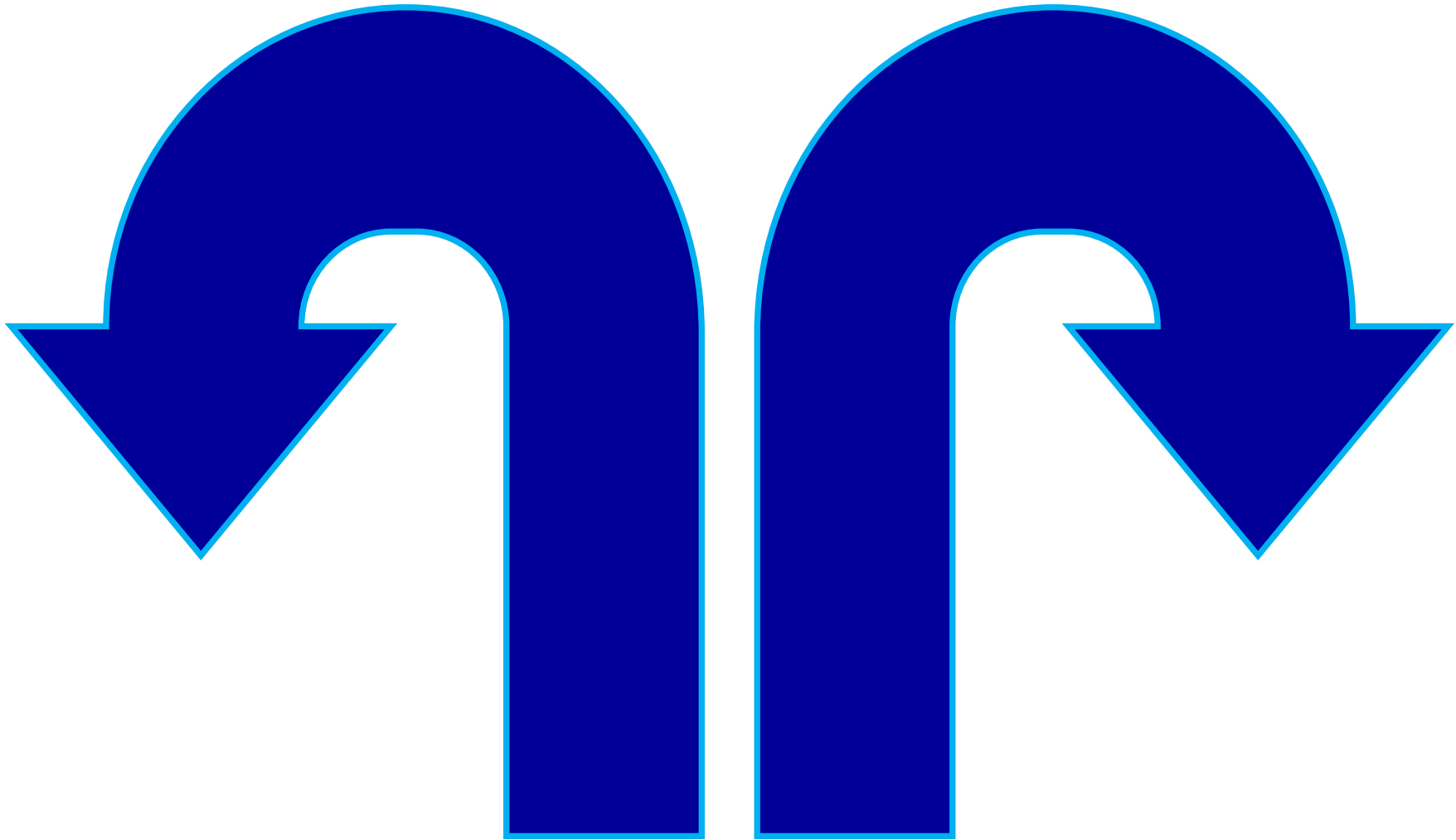


2 SIDE STEPS RIGHT



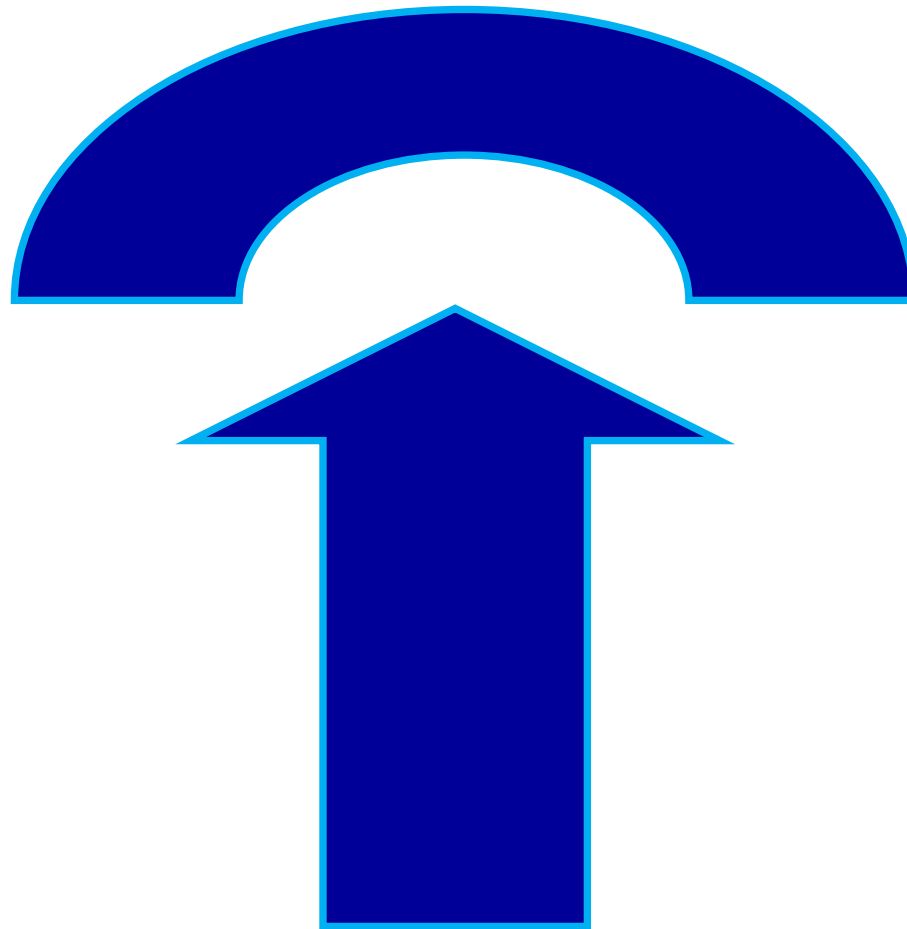
2 SIDE STEPS LEFT



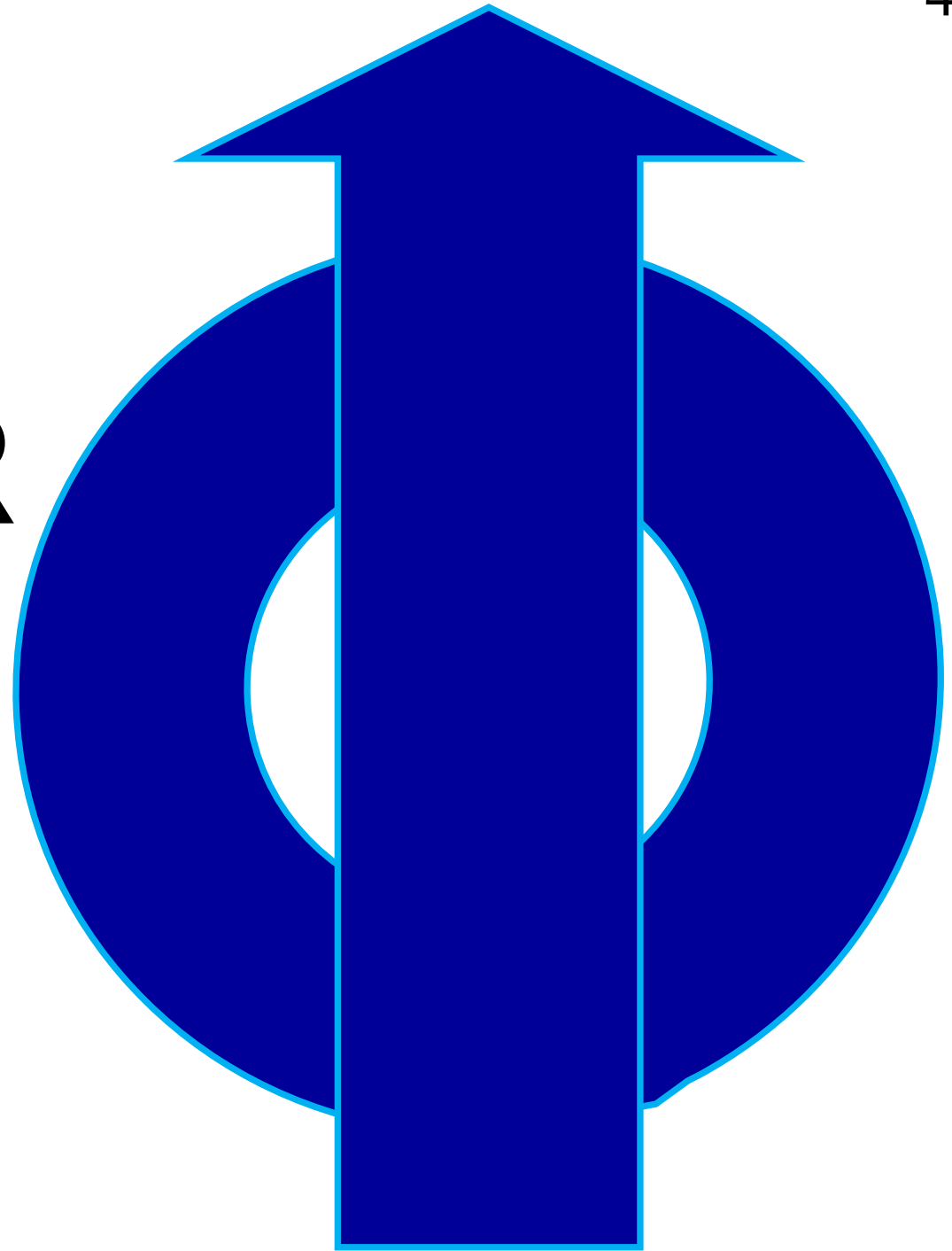


TURN APART

SIDE SHIFT IN FRONT



CIRCLE AROUND HANDLER

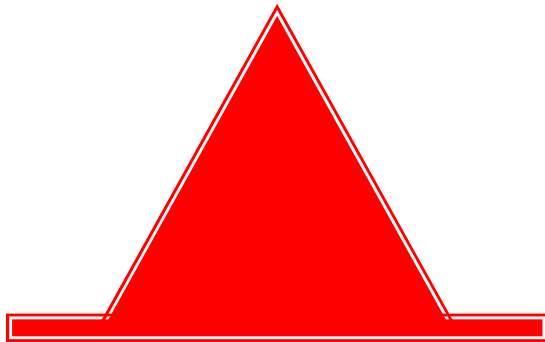
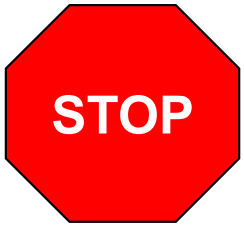




**MOVING SIT
WALK FORWARD**

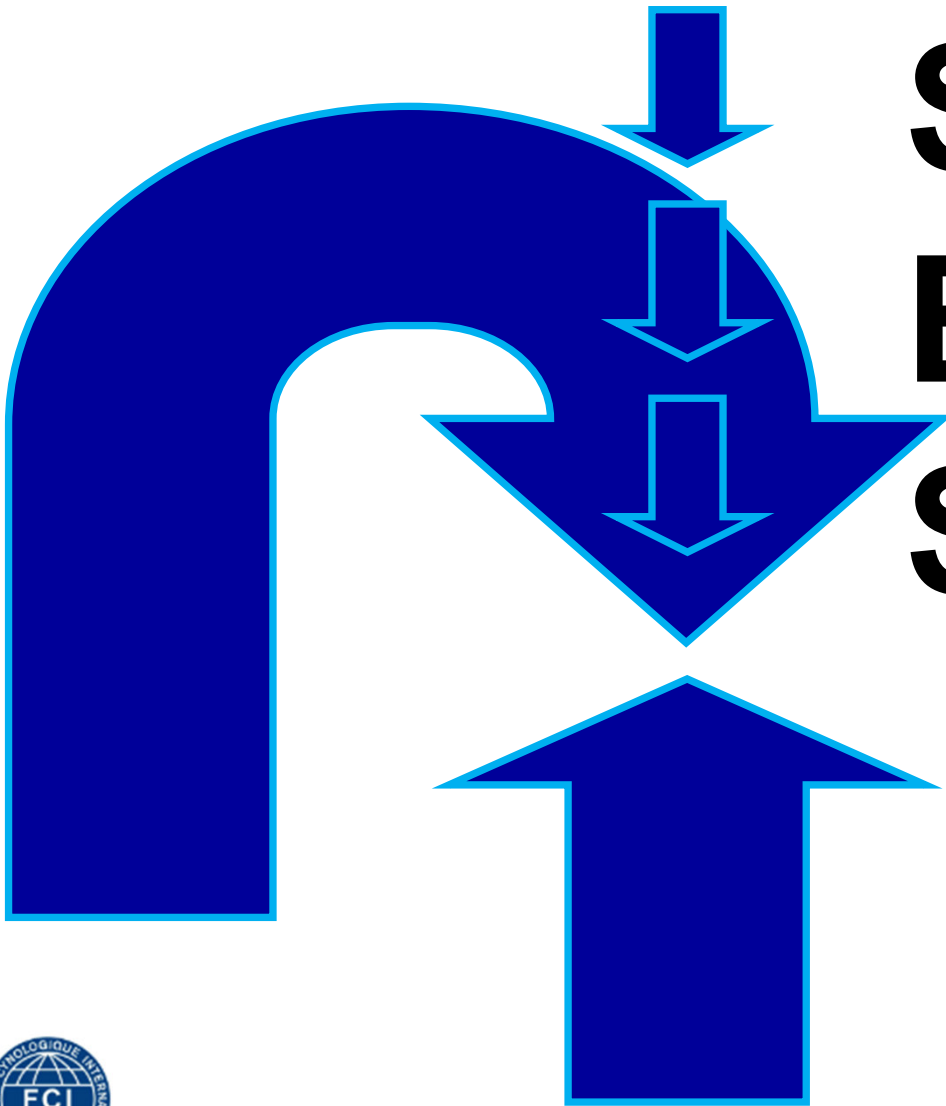


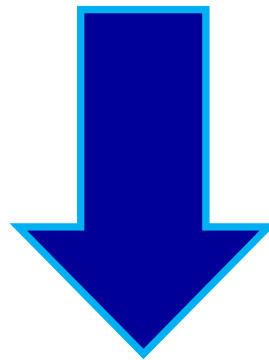
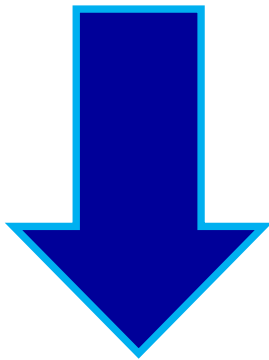
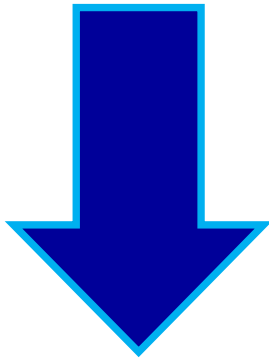
**MOVING DOWN
WALK FORWARD**



**SEND AWAY
STAND**

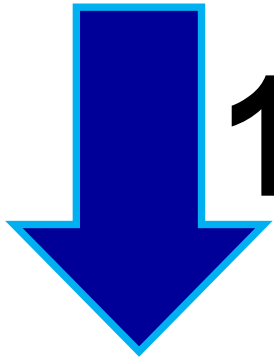
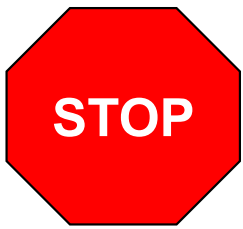
**CALL FRONT
STAND
BACK AWAY
STAND**





BACKWARDS

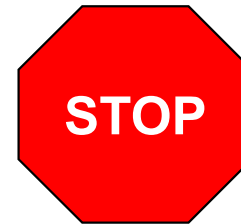
3 STEPS



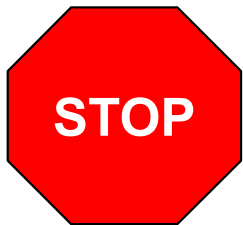
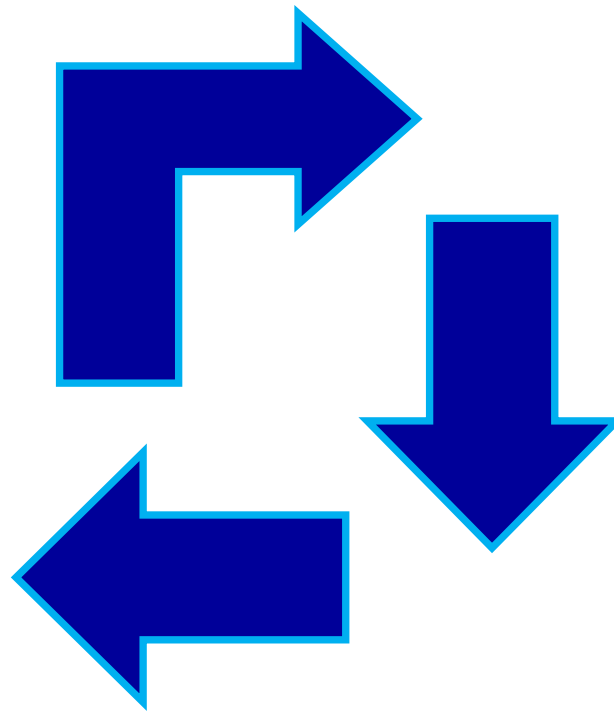
1 STEP BACK STAND



2 STEPS BACK

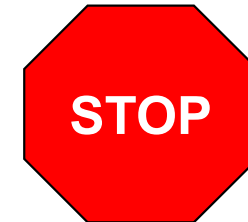


3 STEPS BACK DOWN

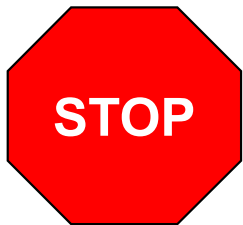
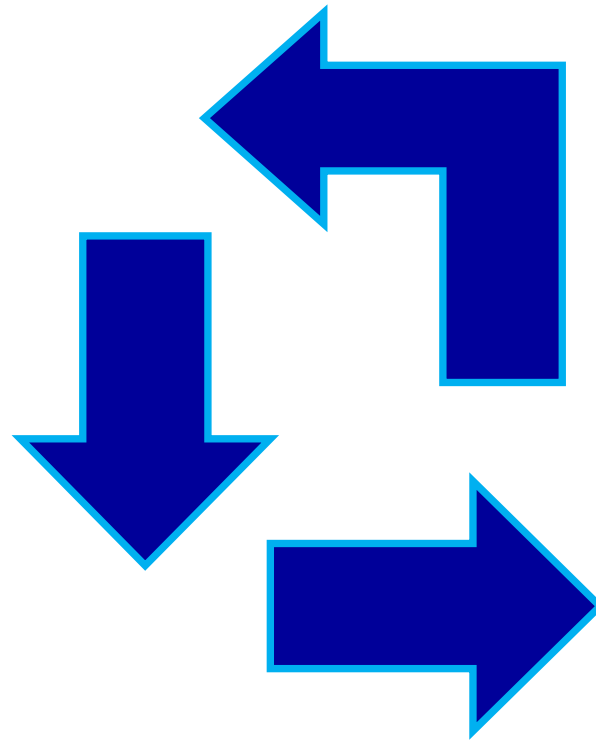


90° TURN RIGHT STAND

90° TURN RIGHT

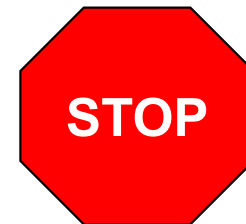


90° TURN RIGHT DOWN



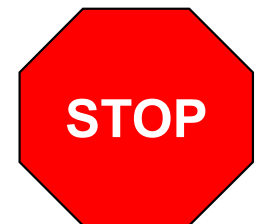
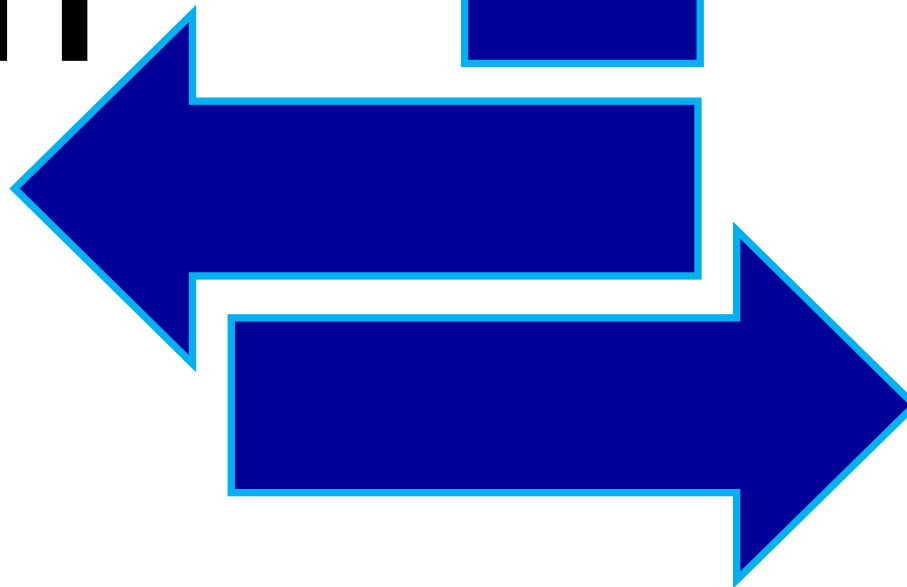
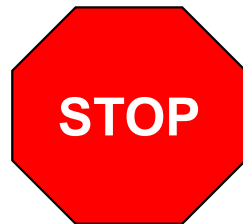
90° TURN LEFT STAND

90° TURN LEFT

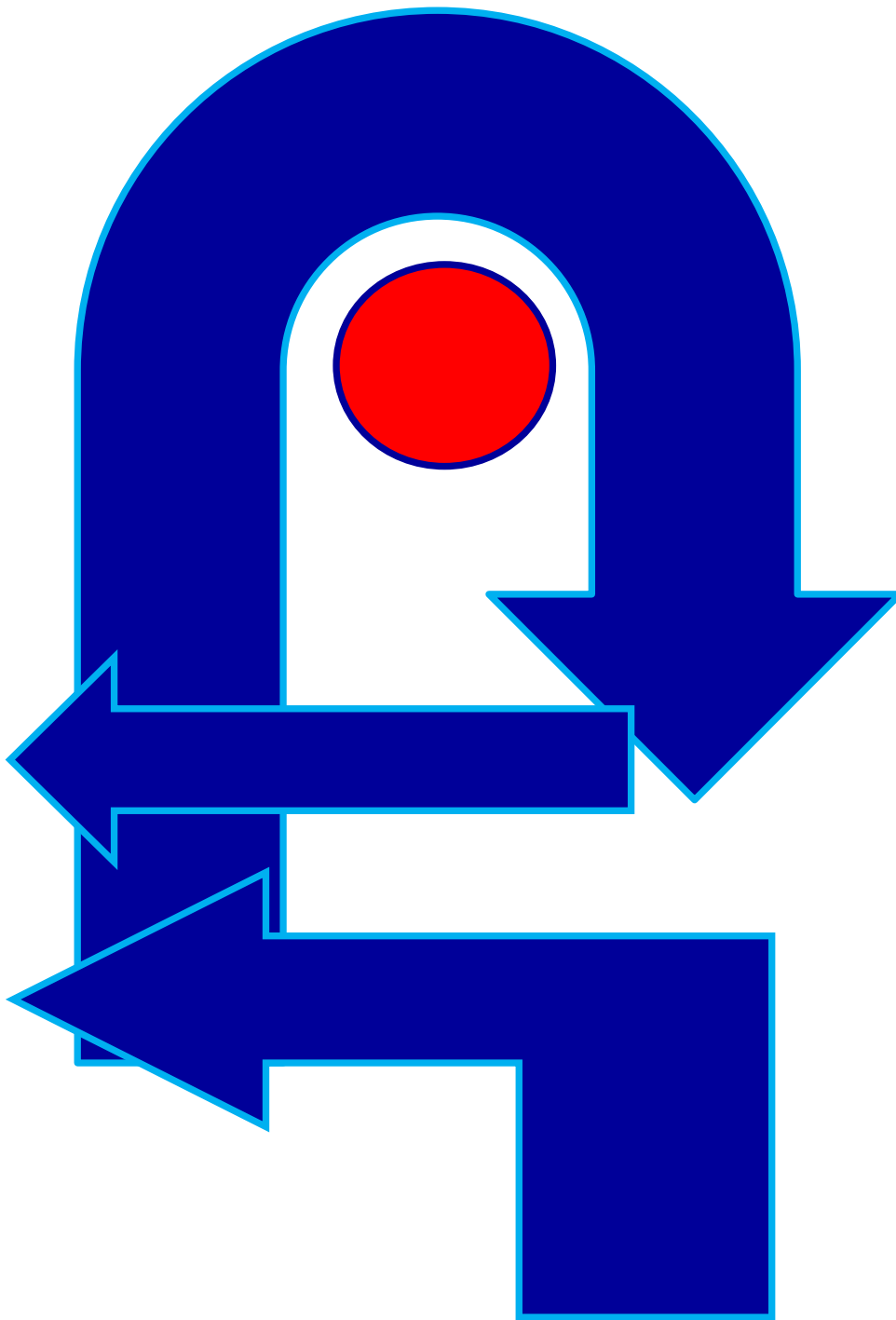


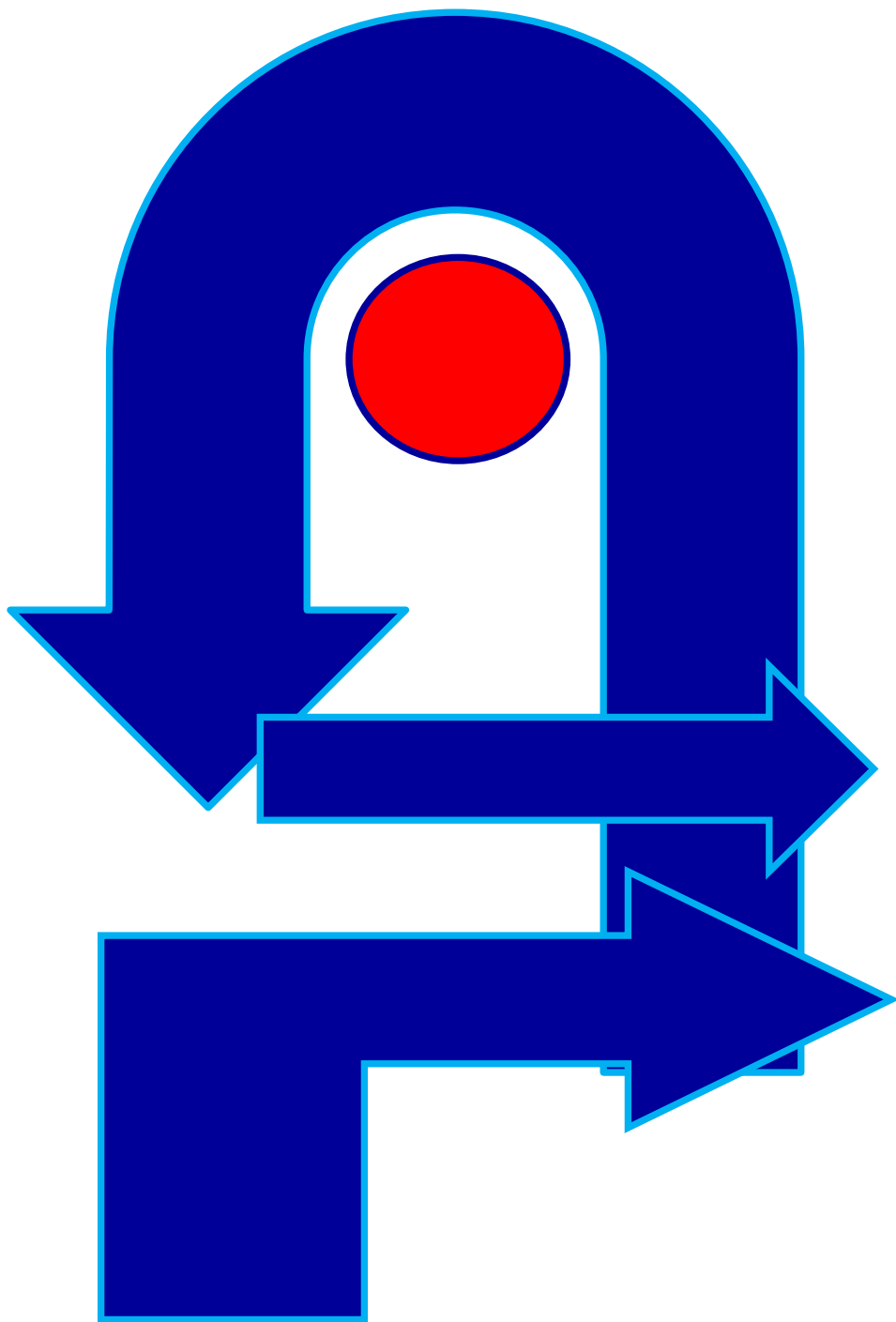
90° TURN LEFT DOWN

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



**90° TURN
LEFT
AROUND
CONE**

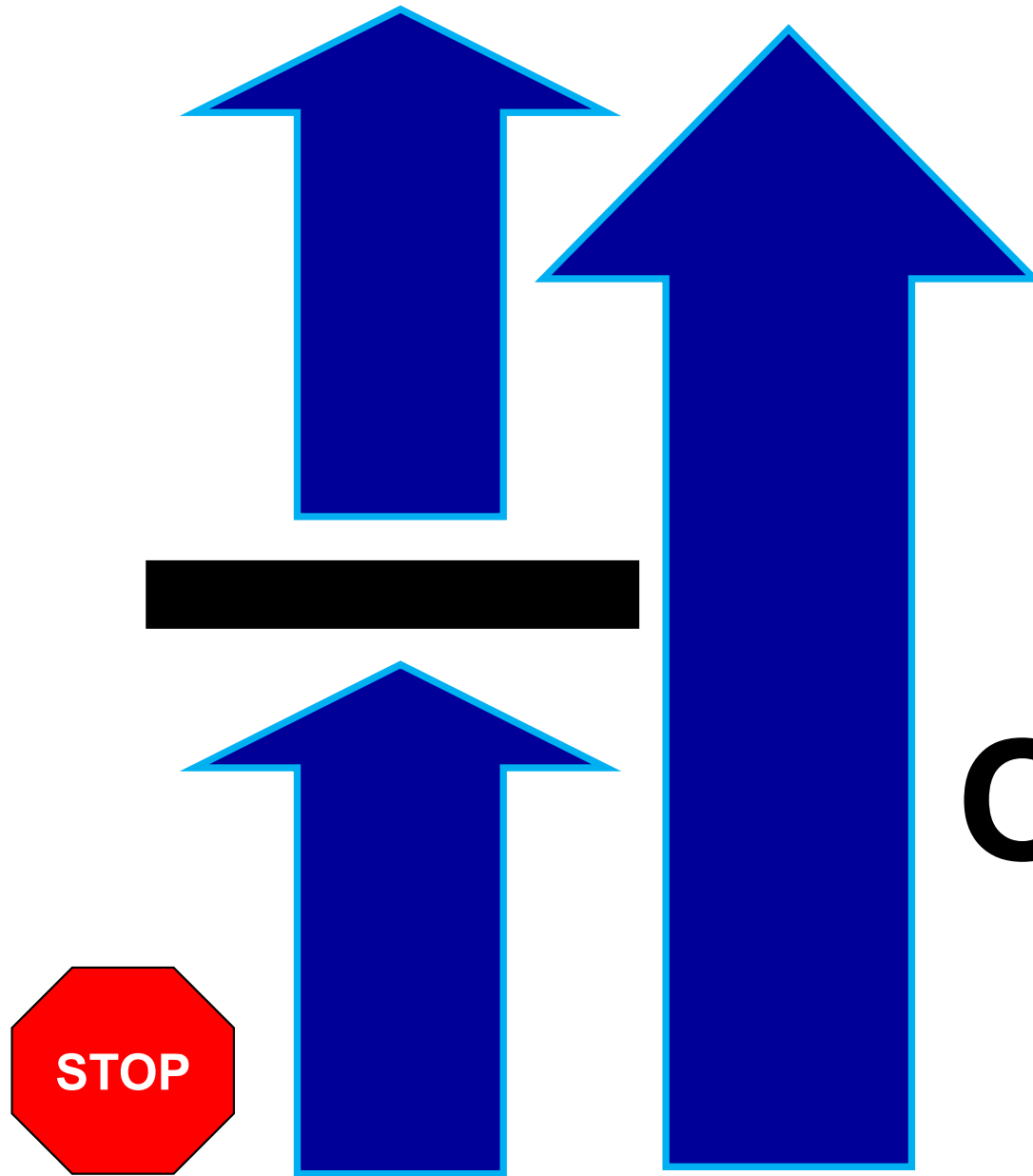




**90° TURN
RIGHT
AROUND
CONE**

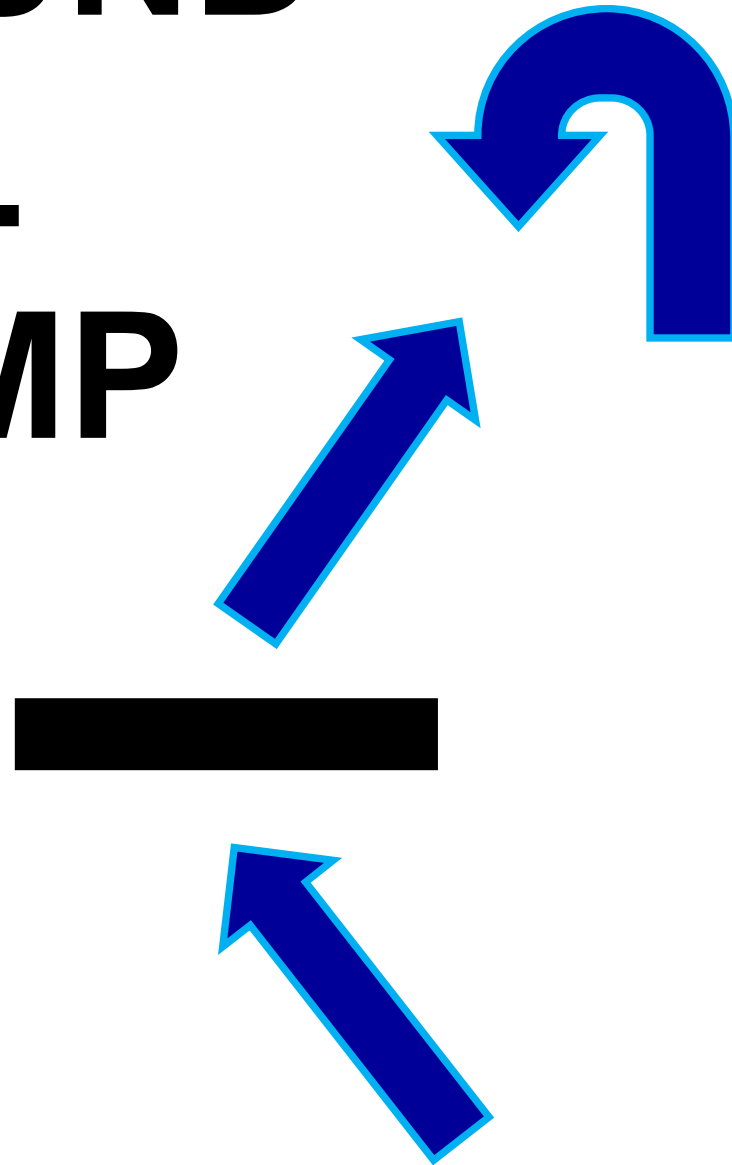


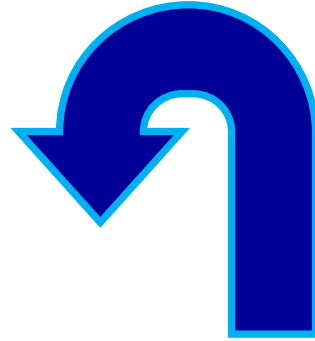
MOVING SIT WALK AROUND



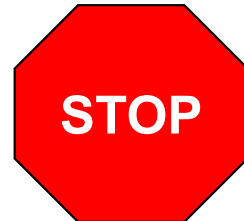
**RECALL
OVER JUMP**

TURN AROUND RECALL OVER JUMP





**TURN AROUND
BACK AWAY**



**DOWN
RECALL**