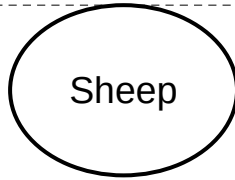


Let out

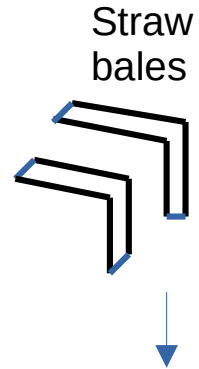
*This is just an example  
of the course*

Handler  
in gate

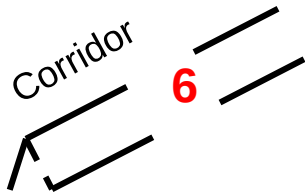


**Handler**

Pick up  
sheep and  
go to **1**



Straw  
bales

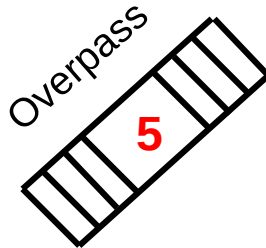


Corridor

**6**

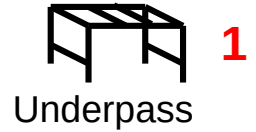


Split marker



Overpass

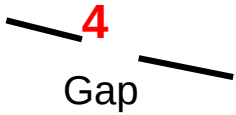
**5**



Underpass

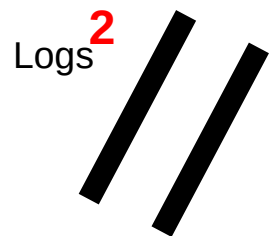
**1**

Put  
away



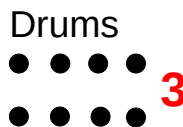
**4**

Gap



Logs

**2**



Drums

**3**

Water  
trough

