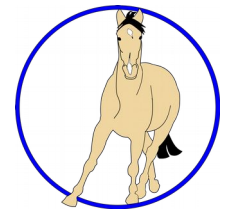
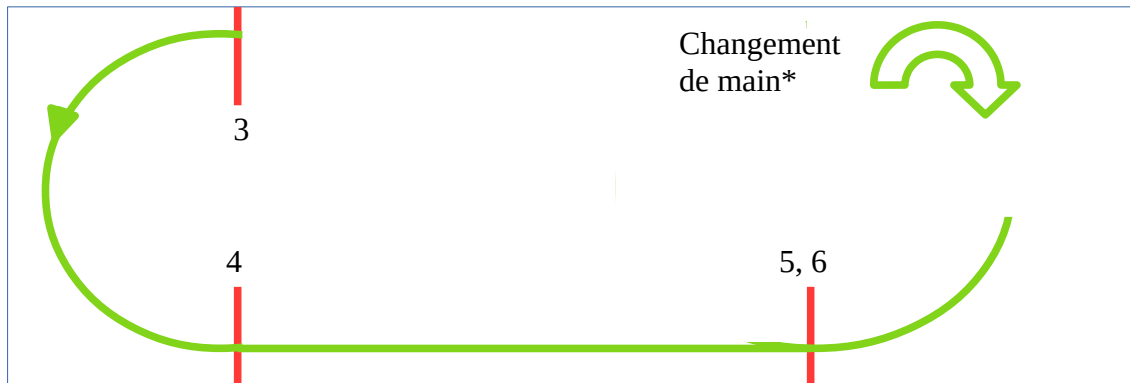
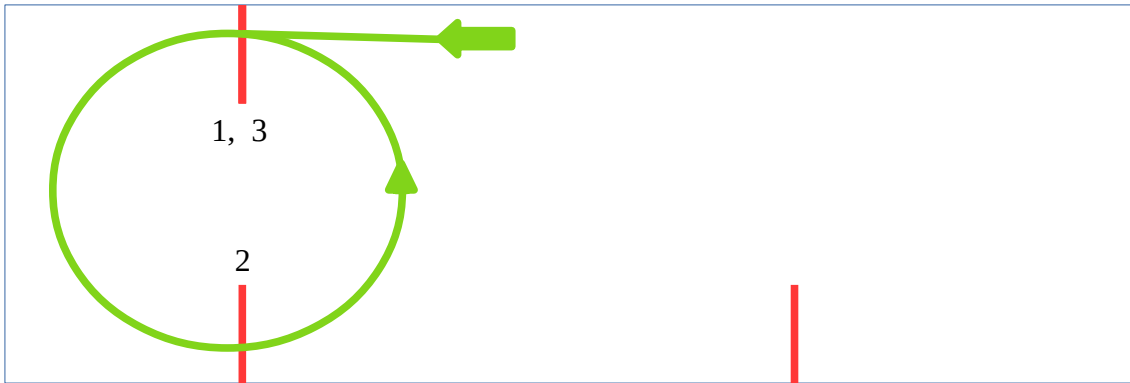


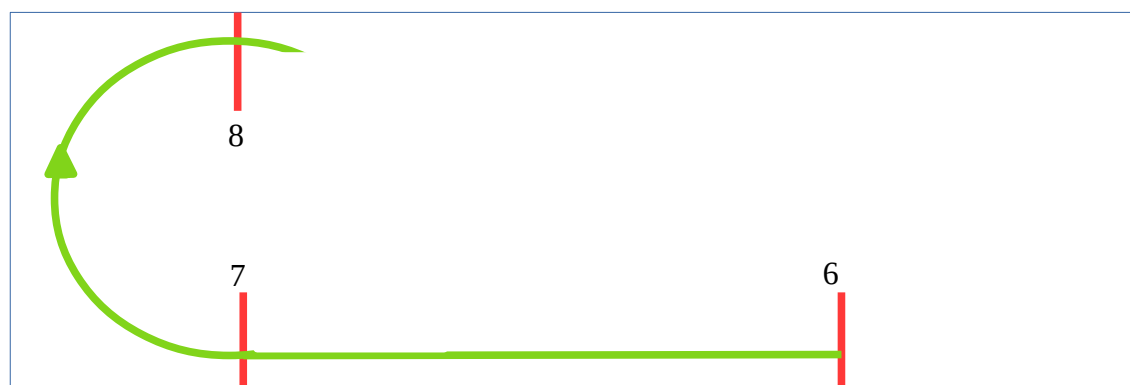
Parcours d'obstacles en longe



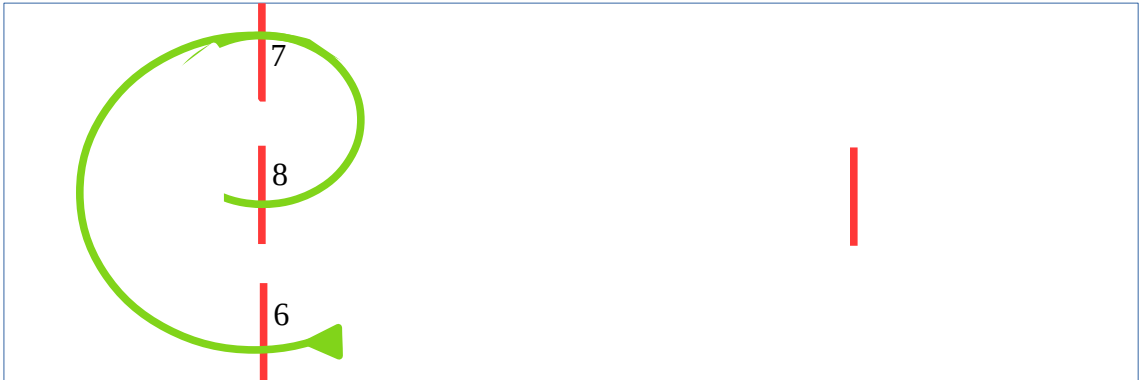
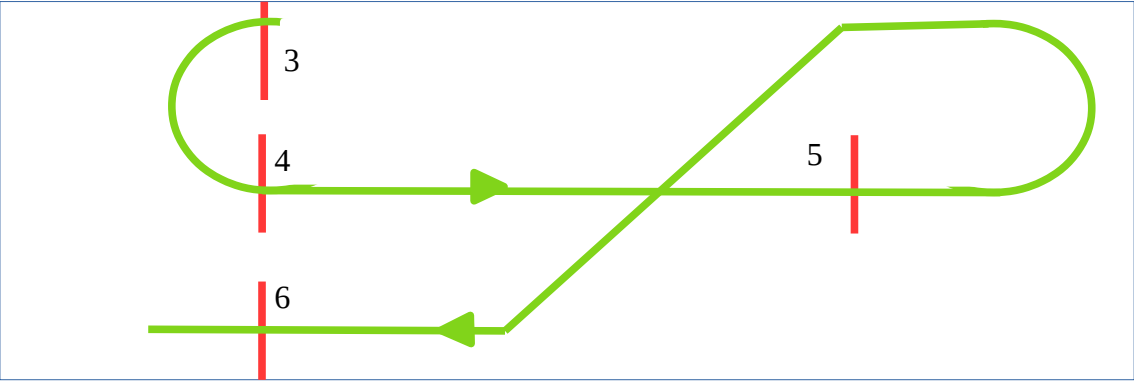
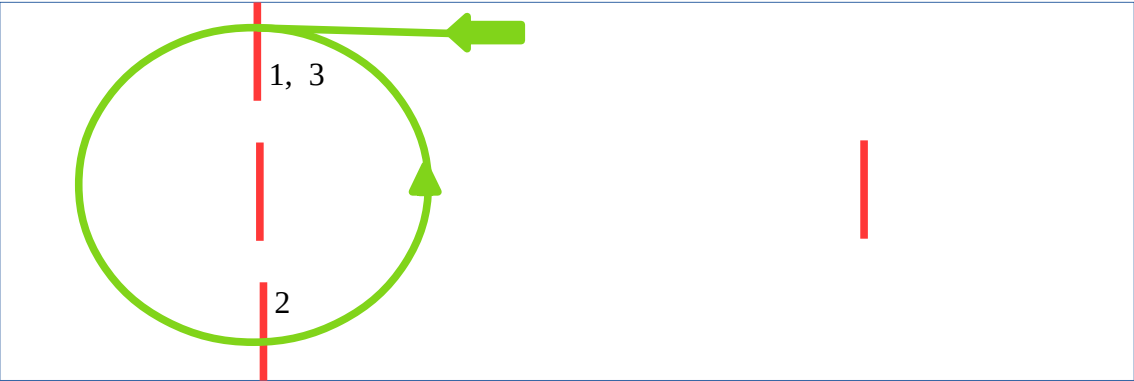
Parcours 1



* changement libre, avec transition d'allure ou pas



Parcours 2



Parcours 3

