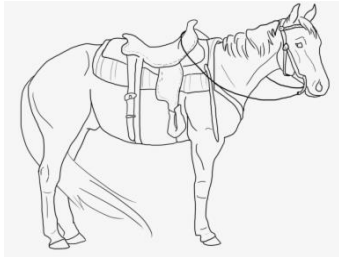
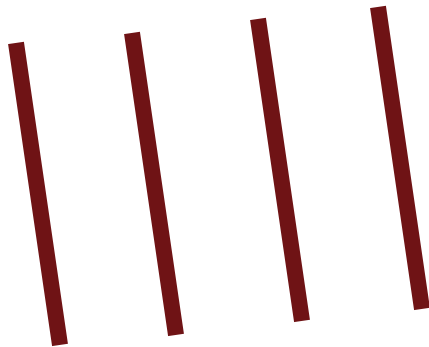


TWO POINT GAME

DIRECTIONS: Let's pretend we are going to ride Captain through the obstacle course below. Going from start to finish, draw a solid line where you will sit deep in the saddle (—————). Draw a dashed line where you would ride Captain in two-point(-----).



1. Captain is saddled and ready to go! Let's start by weaving through the cones!



2. Next, we will ask Captain to walk over ground poles.



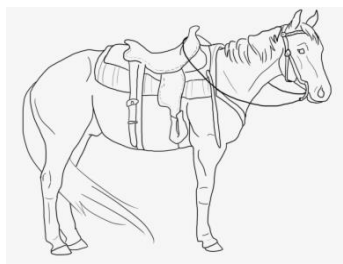
3. The third obstacle we will ask Captain to go through is to make a circle around a barrel.



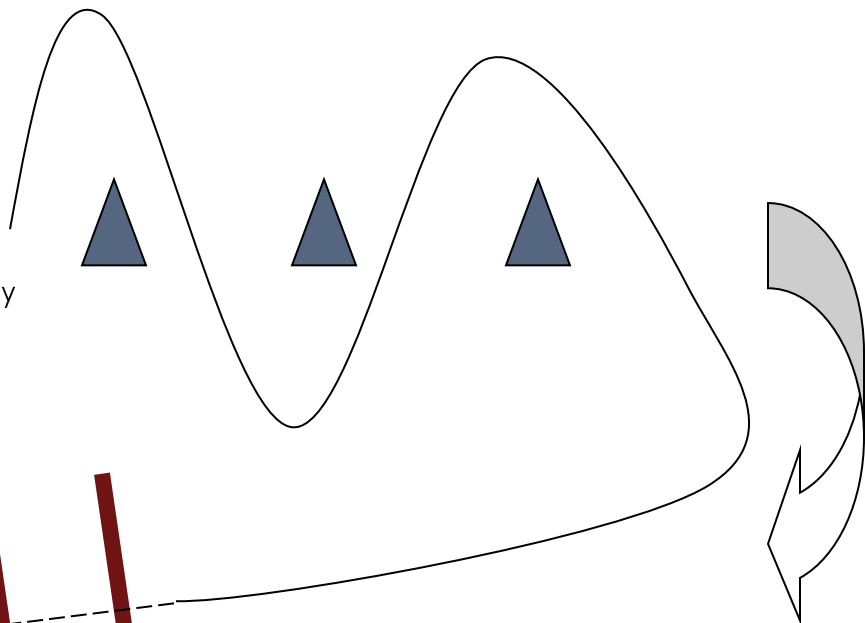
4. For the last obstacle, we will ask Captain to step over a log.



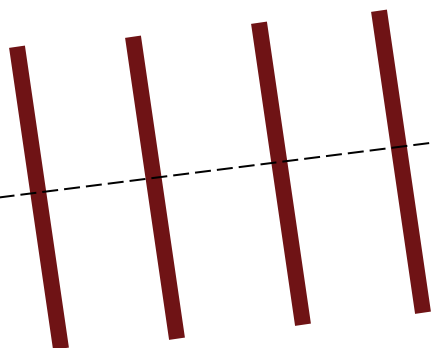
TWO POINT GAME ANSWER KEY



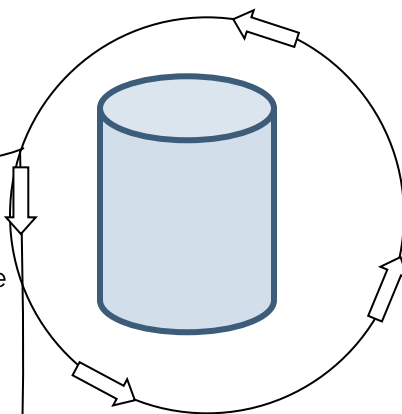
1. Captain is saddled and ready to go! Let's start by weaving through the cones!



2. Next, we will ask Captain to walk over ground poles.



3. The third obstacle we will ask Captain to go through is to make a circle around a barrel.



4. For the last obstacle, we will ask Captain to step over a log.

