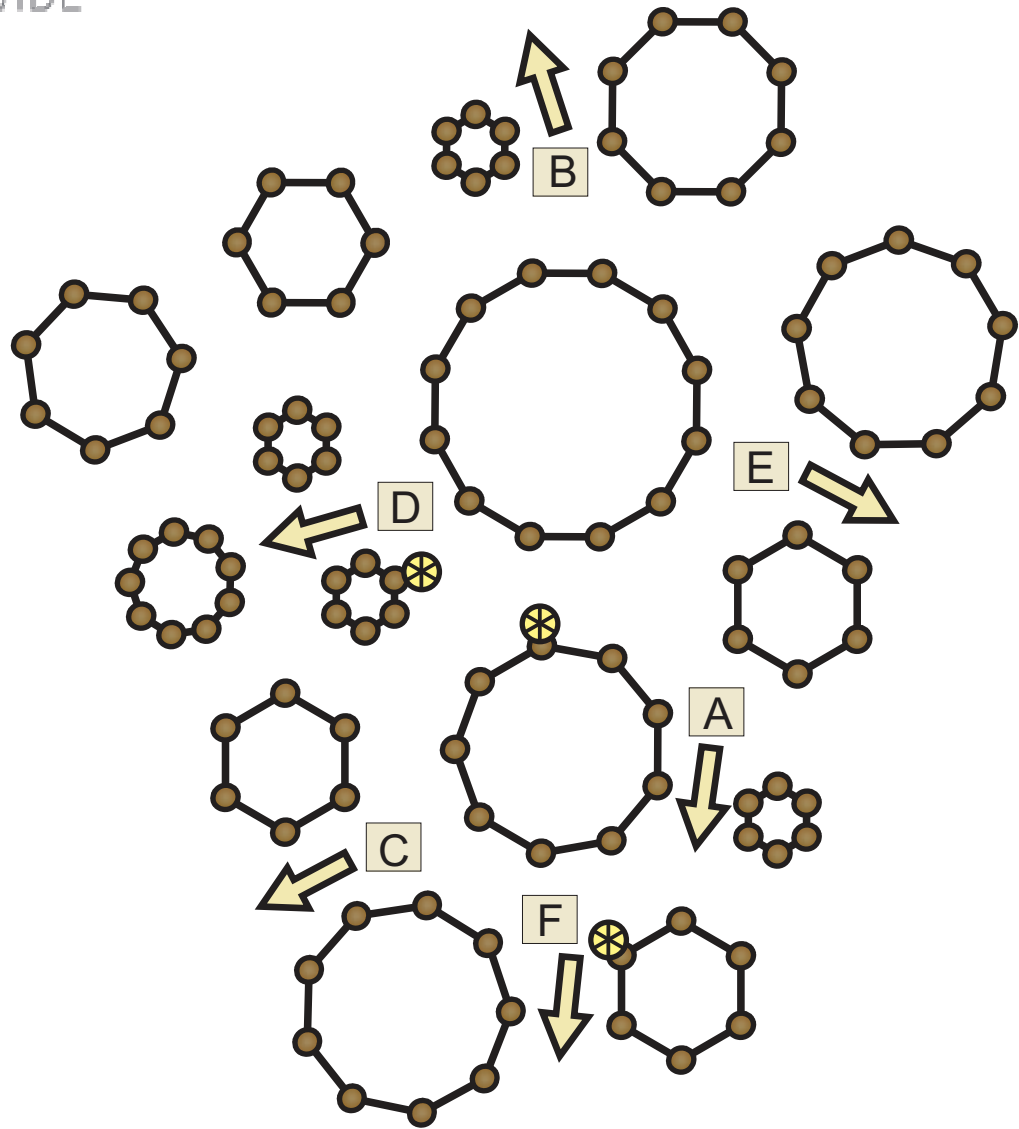
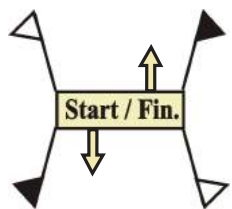


# Hindernis 1.

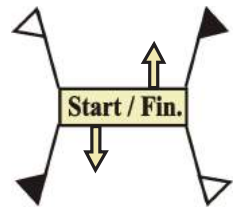
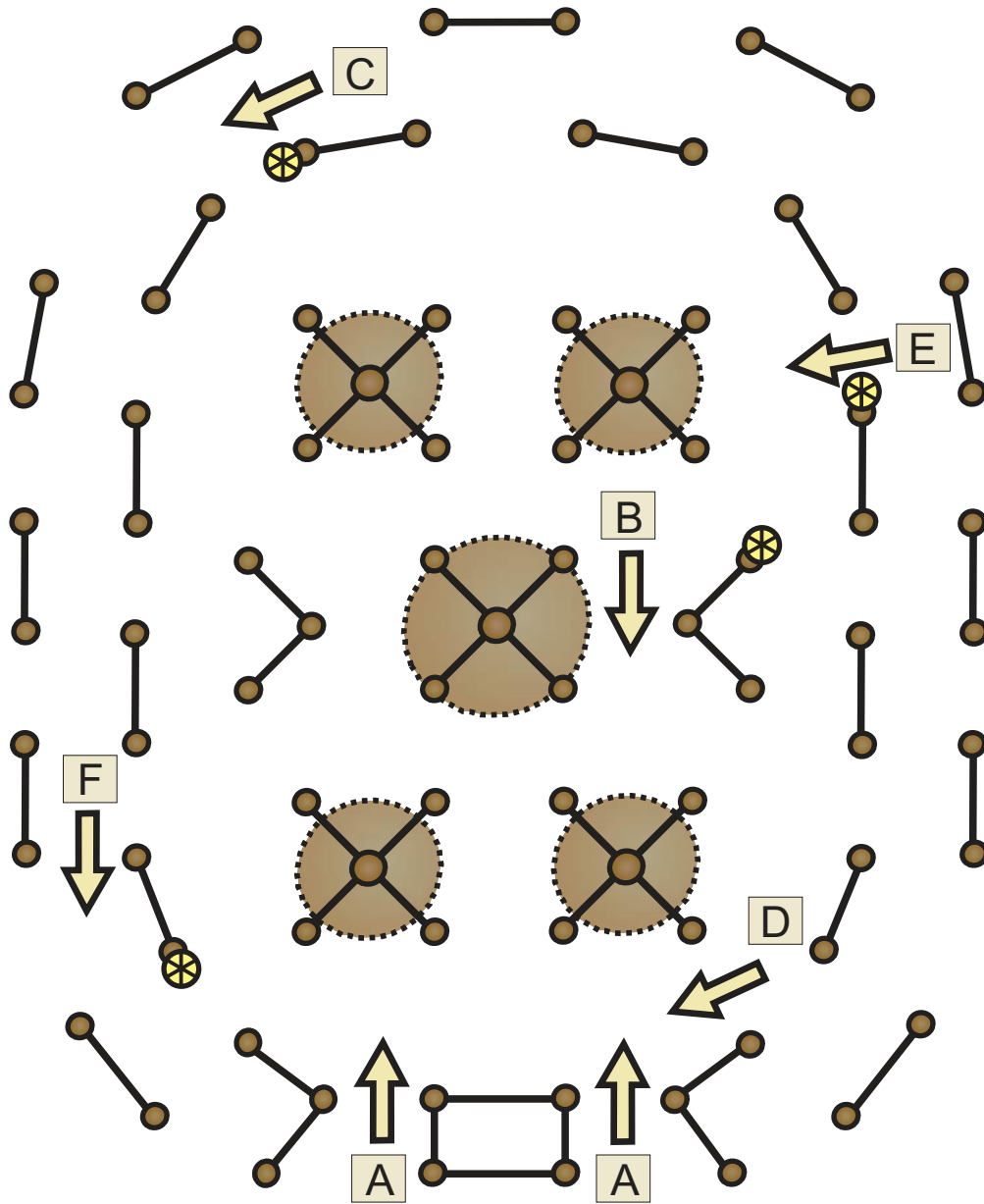


WE/PROVIDE



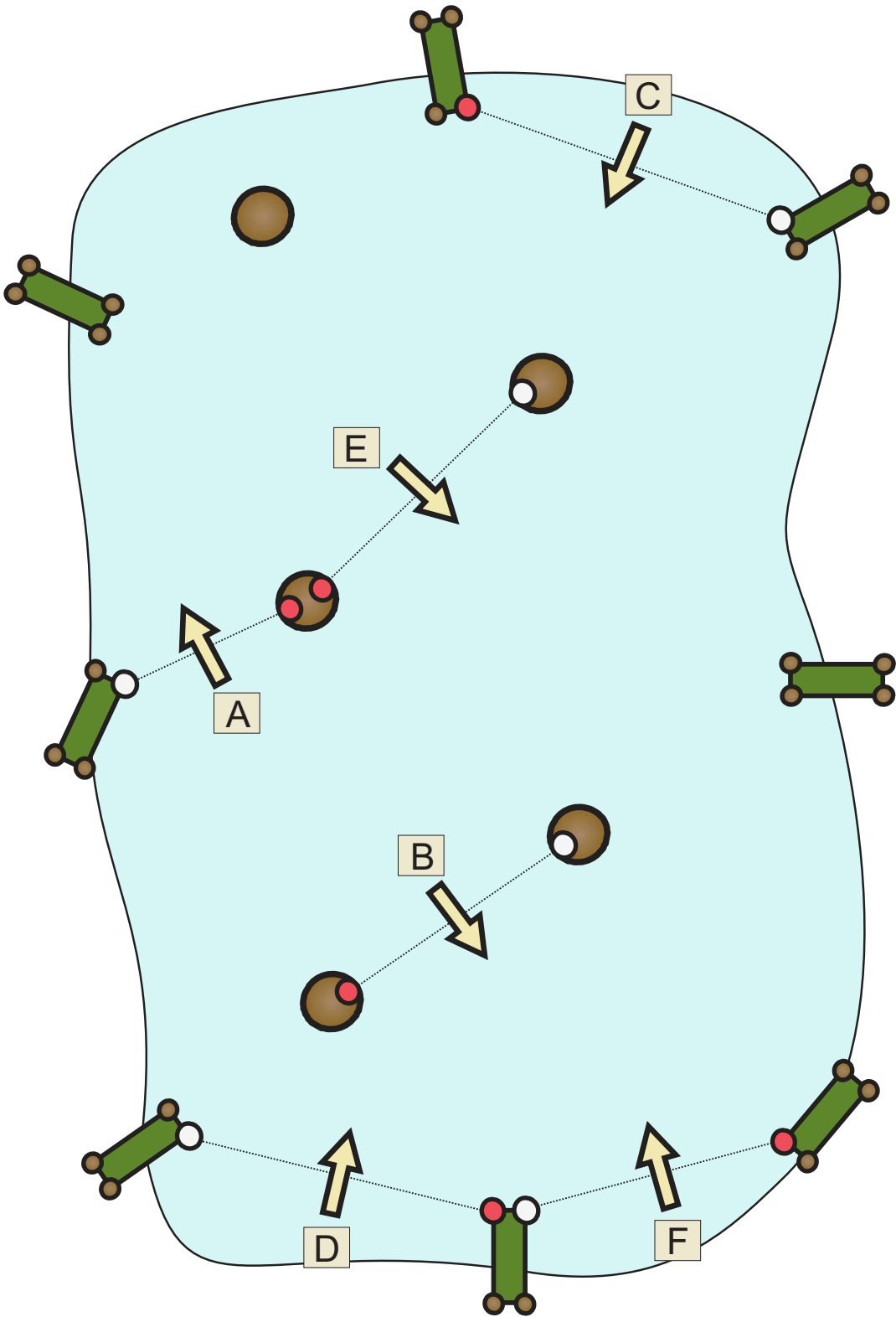
⊗ = Afrijdbaar element (3x)

# Hindernis 2.

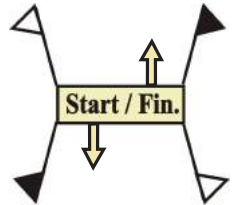
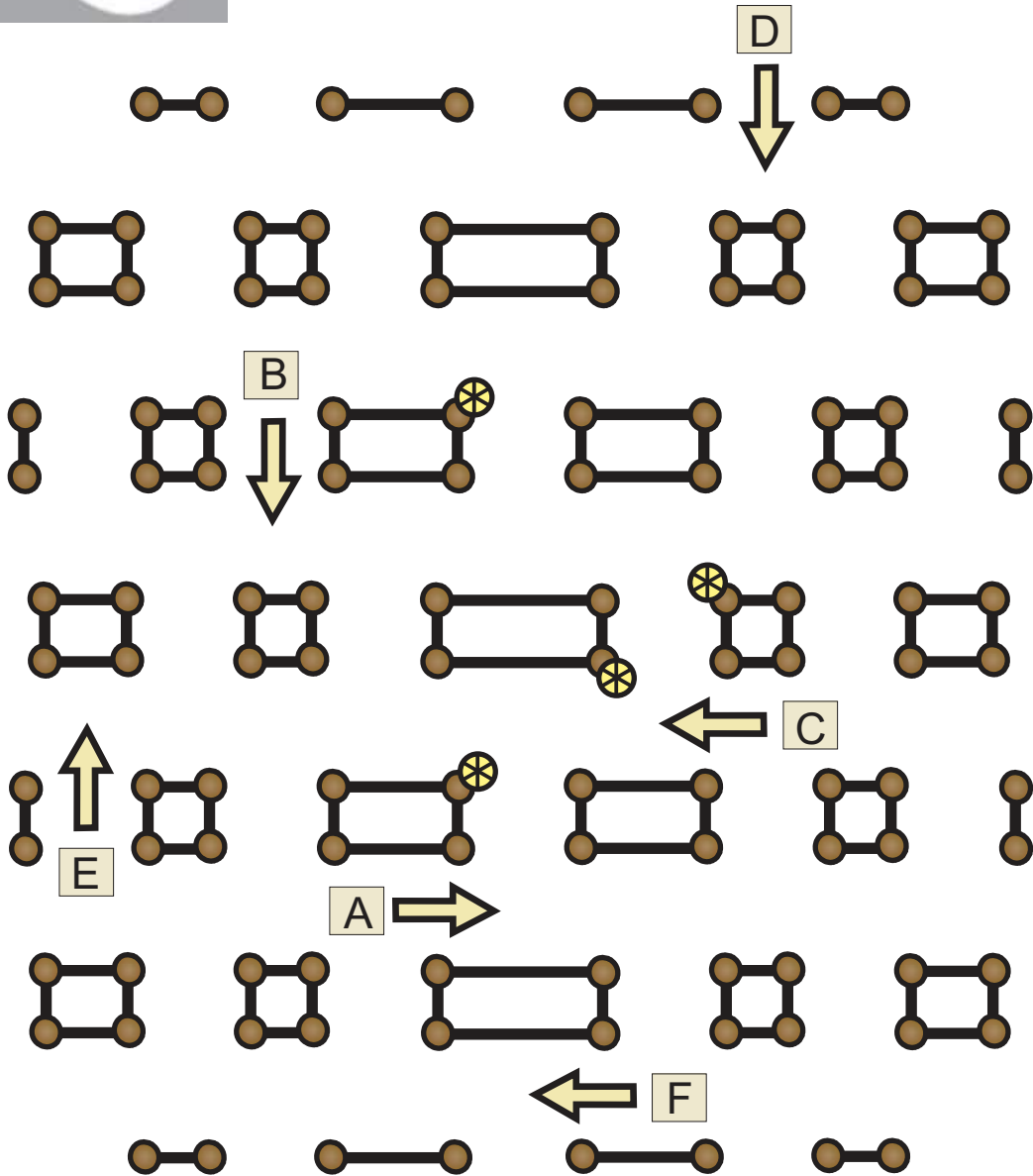


⊗ = Afrijdbaar element (4x)

# Hindernis 3.



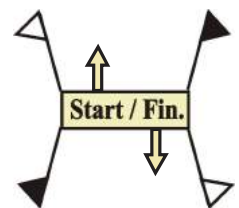
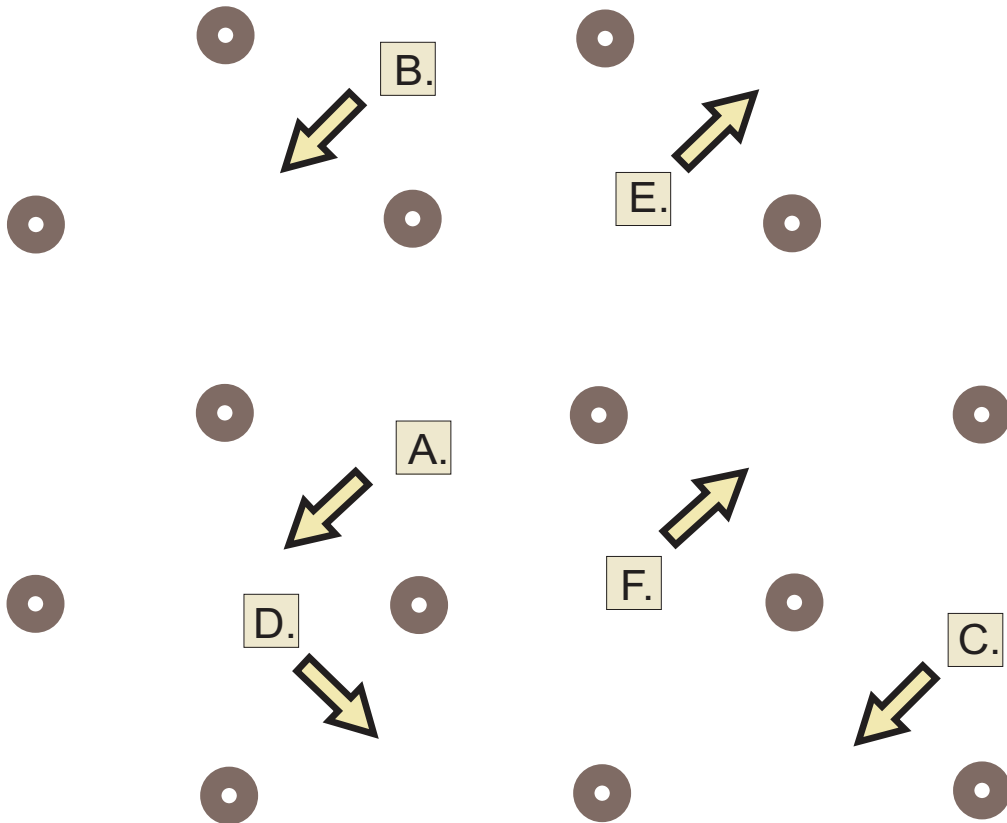
# Hindernis 4. (Alleen voor Pony klasse Z)



⊗ = Afrijdbaar element (4x)



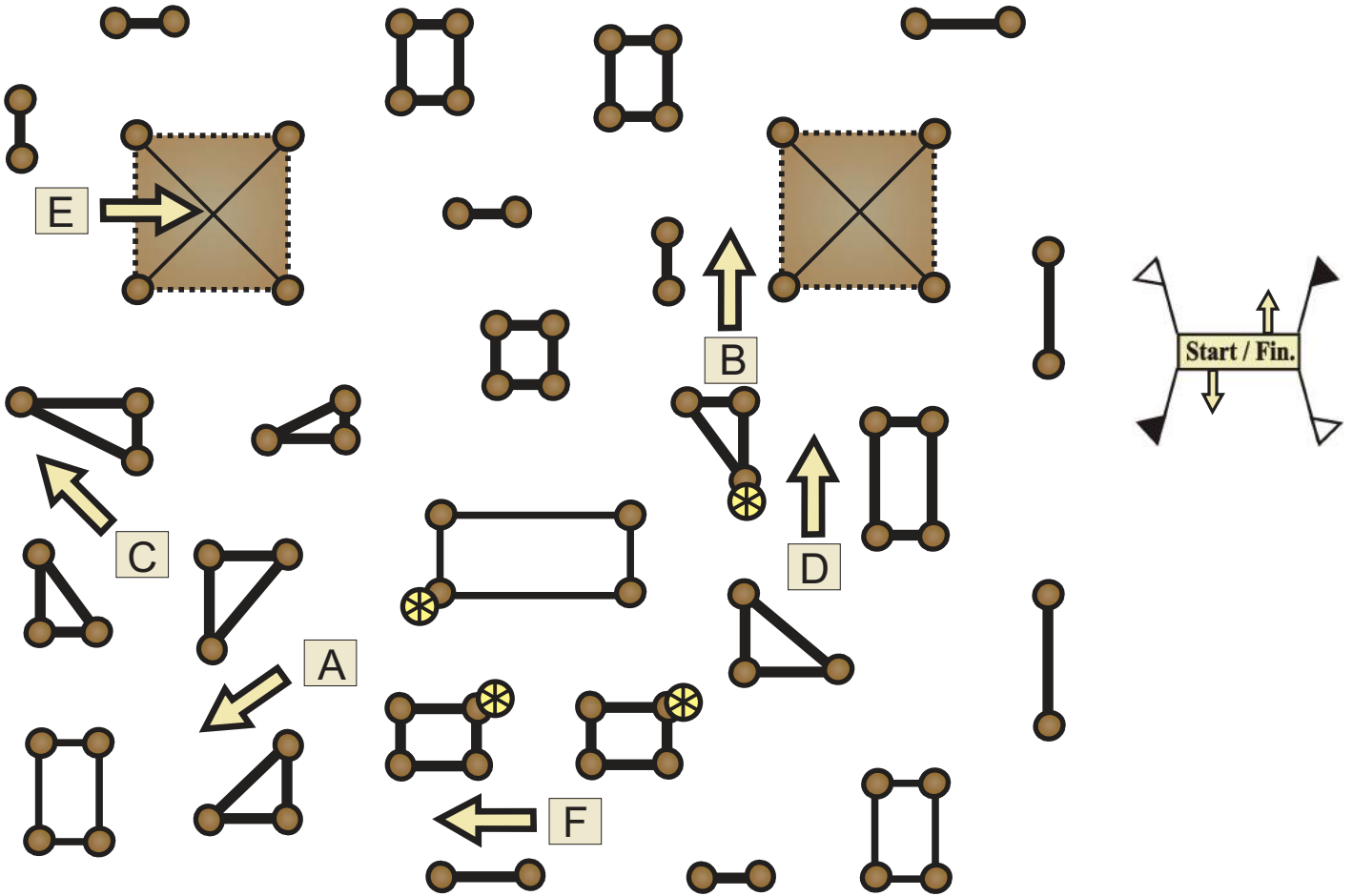
**Hindernis 5. (Niet voor klasse L)**



# Hindernis 6.



ADQIT  
SYSTEM SUPPLIER



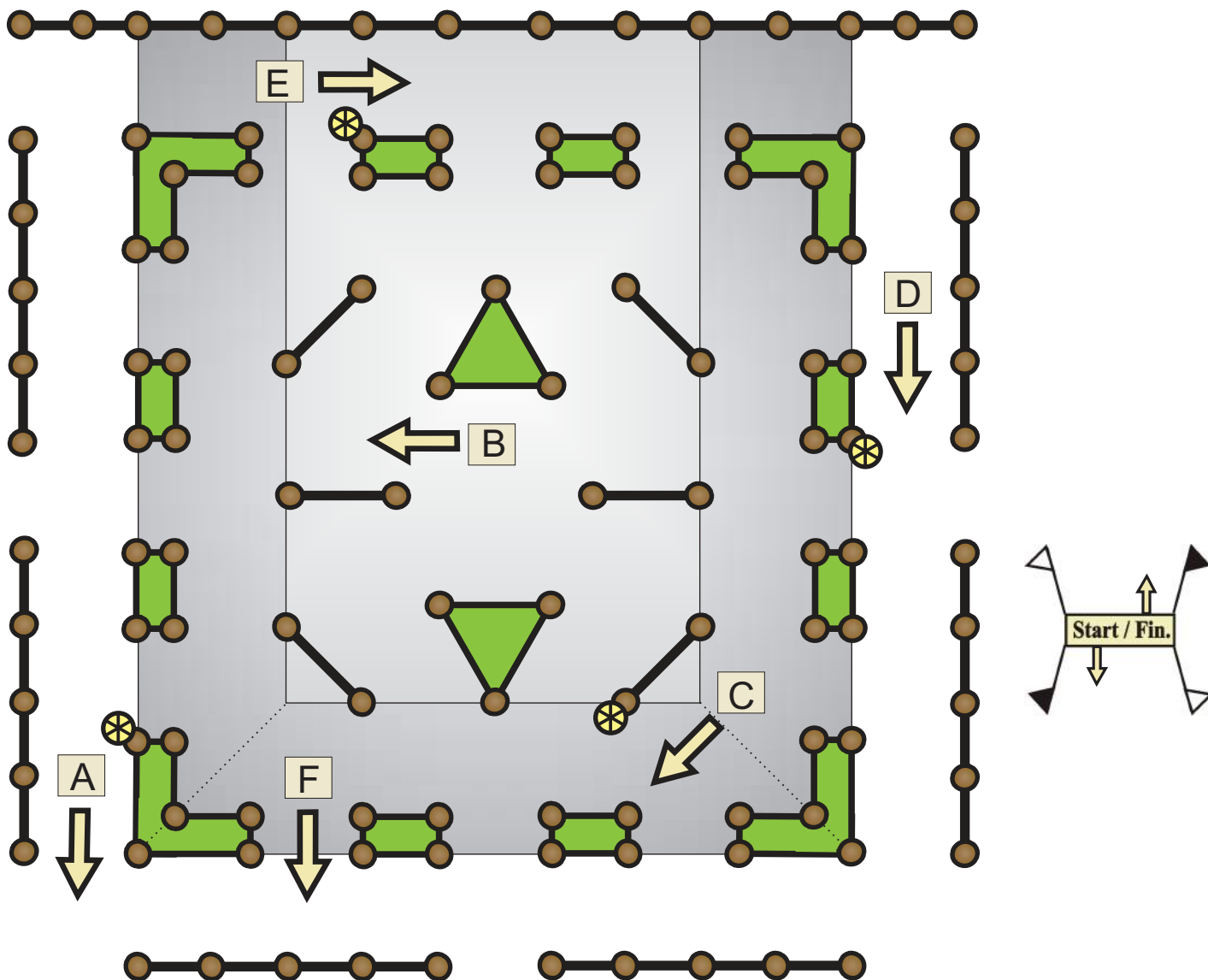
⊗ = Afrijdbaar element (4x)

# Hindernis 7. (Niet voor klasse L)

gemeente

# HORST A/D MAAS

GO FOR GOLD  
*haal het beste uit jezelf*



 = Afrijdbaar element (4x)