

# Steeple Chase

In this exercise, write a program that allows Karel to run a "Steeple Chase" (like a hurdles race, but with arbitrarily large hurdles) where:

- Karel starts at corner (1, 1) facing East
- The steeple chase is guaranteed to be 9 avenues long.
- There can be arbitrarily many hurdles that can be of arbitrary size, located between any two avenues in the world.
- Karel should "jump" each hurdle one at a time.

For example, if you were to execute the **SteepleChase** program, you would see something like the following before-and-after diagram:

