

**Working Hunter, Horse and Pony**



**2018**

EXIT

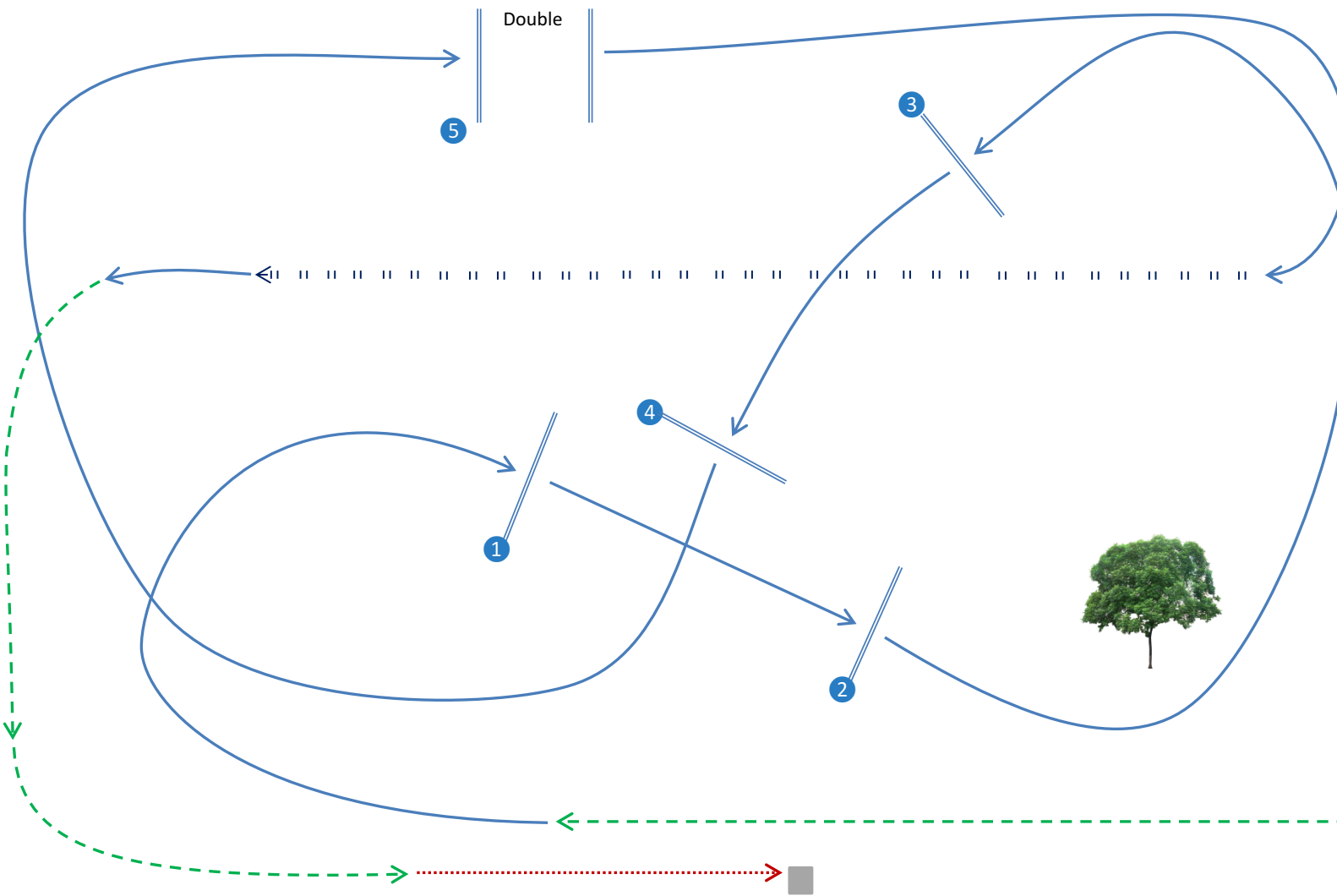
**Workout**

1. Enter at Trot, past judges
2. Canter right, jump 1 & 2
3. Canter left behind tree, jump 3 & 4. Canter right
4. Jump brush double. At end of arena canter right half circle
5. Gallop length of arena
6. Working canter, Trot left
7. Walk then halt and present to judges
8. Leave arena at trot

**Legend**

- Halt & Present
- ..... Walk
- - - - Trot
- Canter
- || || || || Gallop

ENTRY



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Led Horse

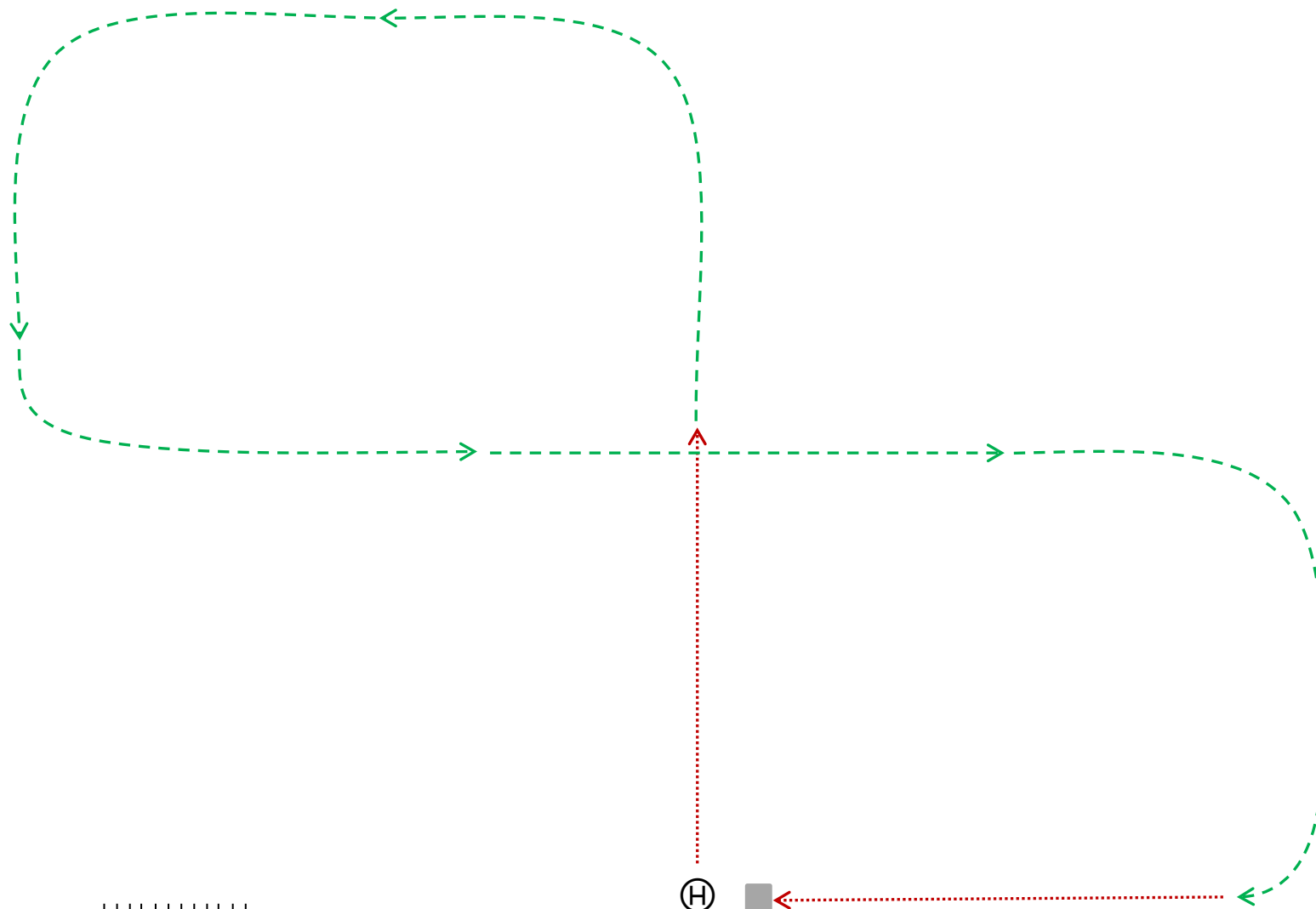


2018

EXIT

Workout

1. Stand In Line
2. Halt in front of Judges
3. Walk straight up centre of arena. At the middle trot and continue straight
4. At the top, turn left, trot to end
5. Turn left, then turn left again at centre
6. Trot across arena to end
7. Turn right, then turn right again
8. Walk to judges. Halt & Present
9. Return to Line Up



ENTRY

Legend

- ⊕ Halt only
- Halt & Present
- ⋯ Walk
- - - Trot
- ||||| Horse Line Up

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**Paced & Mannered Saddle Hunter Horse,  
Riding Horse, Park Hack and Hack**



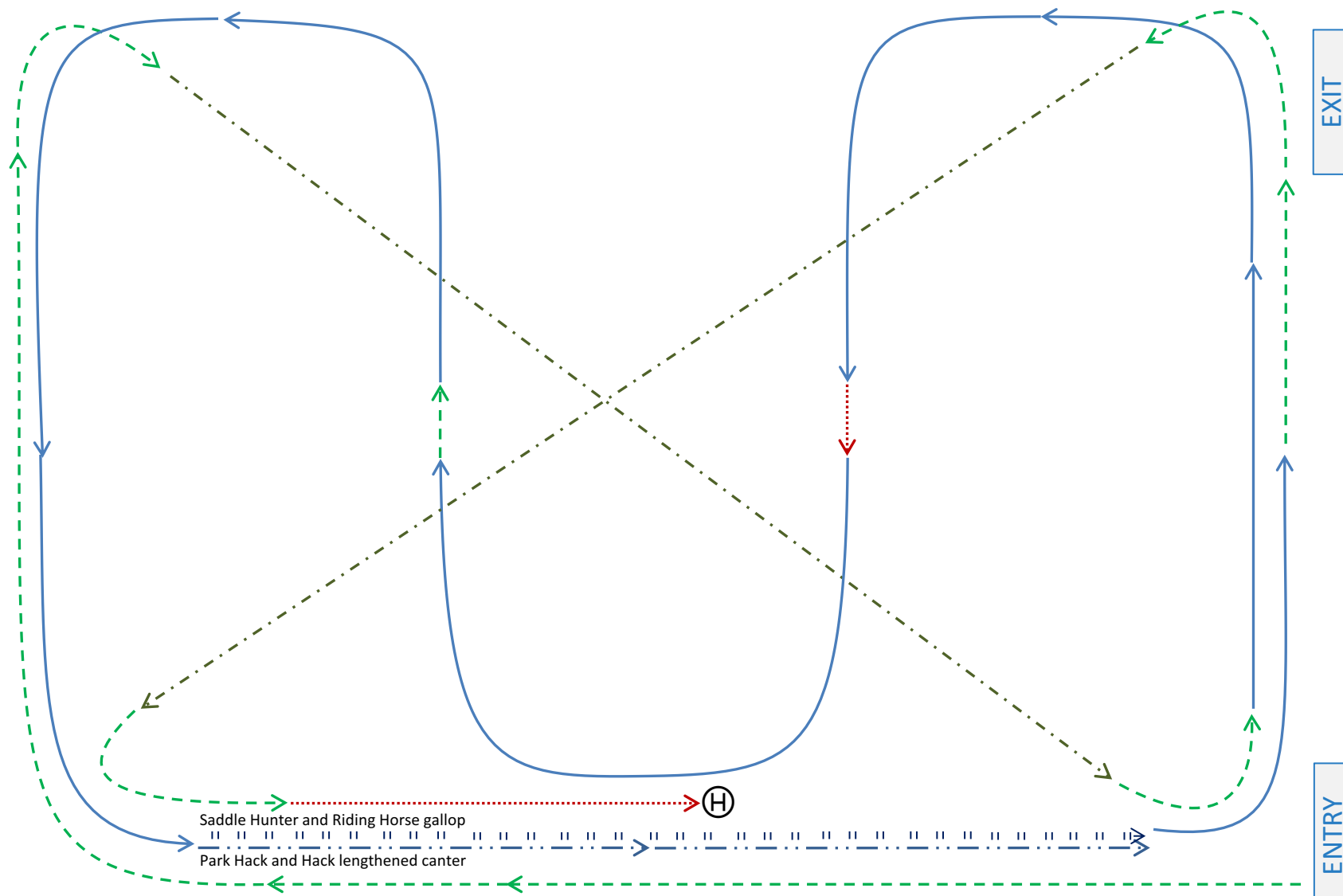
**2018**

**Workout**

1. Enter at trot, past Judges
2. Turn right, trot to top, turn right. Lengthened trot across diagonal. Trot left, canter
3. Canter 3 x loop serpentine  
Walk change first loop, trot change on second loop
4. Continue canter to bottom of arena, turn left.  
Saddle Hunter and Riding Horse gallop; Park Hack and Hack lengthened canter past Judges to end. Working canter left, trot at centre. At top, turn left
5. Lengthened trot across diagonal. Working trot at corner, left
6. Walk 8-10 strides.  
Halt 4 x seconds
7. Leave arena at trot

**Legend**

- ⊕ Halt
- ⋯ Walk
- - - Trot
- · - · Lengthened Trot
- Canter
- · - · Lengthened Canter
- || || || || Gallop



Saddle Hunter and Riding Horse gallop  
Park Hack and Hack lengthened canter

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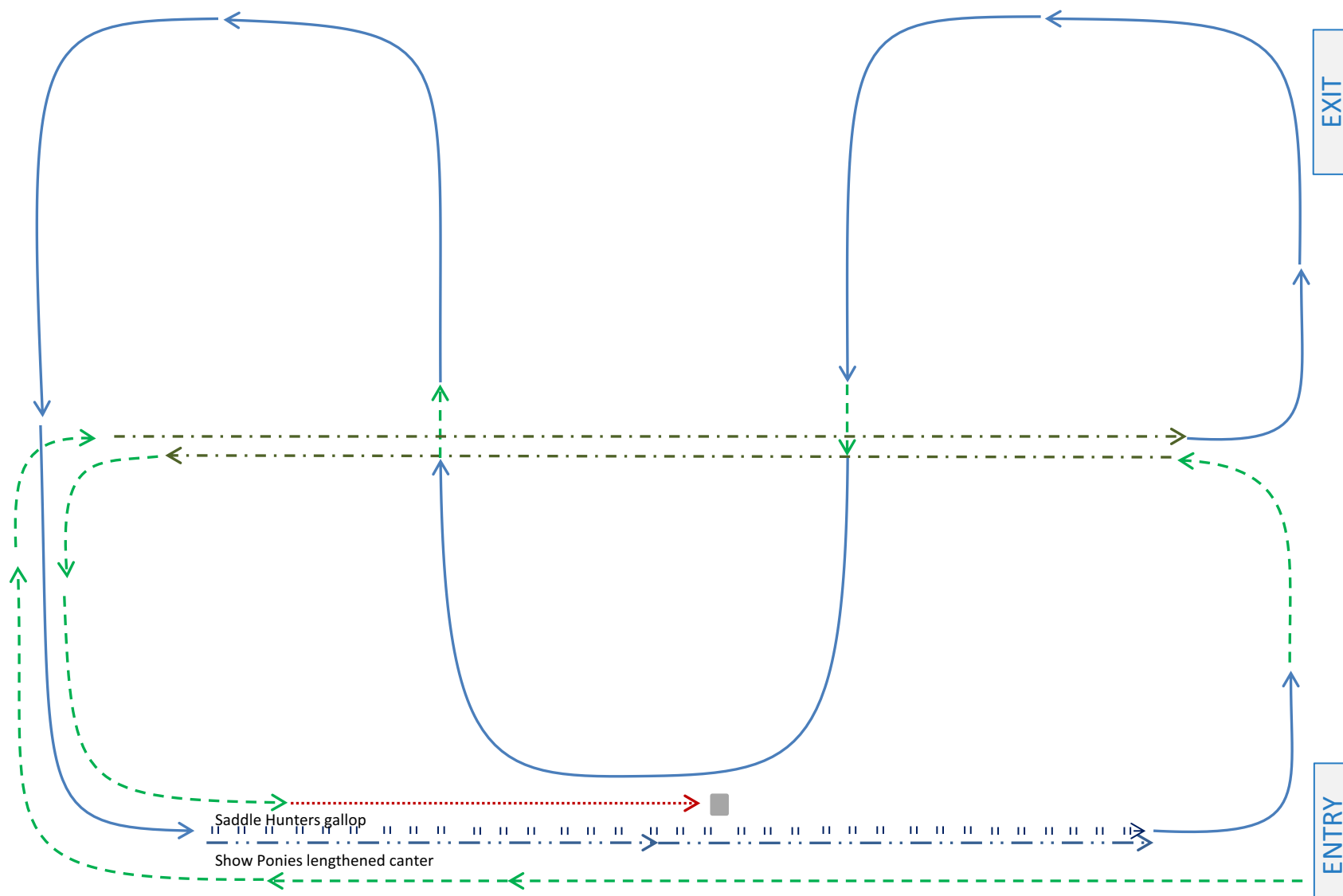
ENTRY

EXIT

## Saddle Hunter Ponies & Show Ponies



### 2018



### Workout

1. Enter at trot, turn right
2. Lengthened trot across arena to end. Canter left
3. Canter 3 x loop serpentine. Trot change both loops
4. Continue canter to bottom of arena, turn left
5. Saddle Hunters gallop; Show Ponies lengthened canter past Judges to end. Working canter left, then trot
6. At centre, turn left. Lengthened trot across arena. Turn left
7. Trot to bottom of arena, turn left
8. Walk 8-10 strides to Judges. Halt and present
9. Leave arena at trot

### Legend

- Halt & Present
- Walk
- Trot
- Lengthened Trot
- Canter
- Lengthened Canter Show Ponies
- Gallop Saddle Hunters

TENTS

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**Gee Whizz, Senior Rider and Youth Rider**



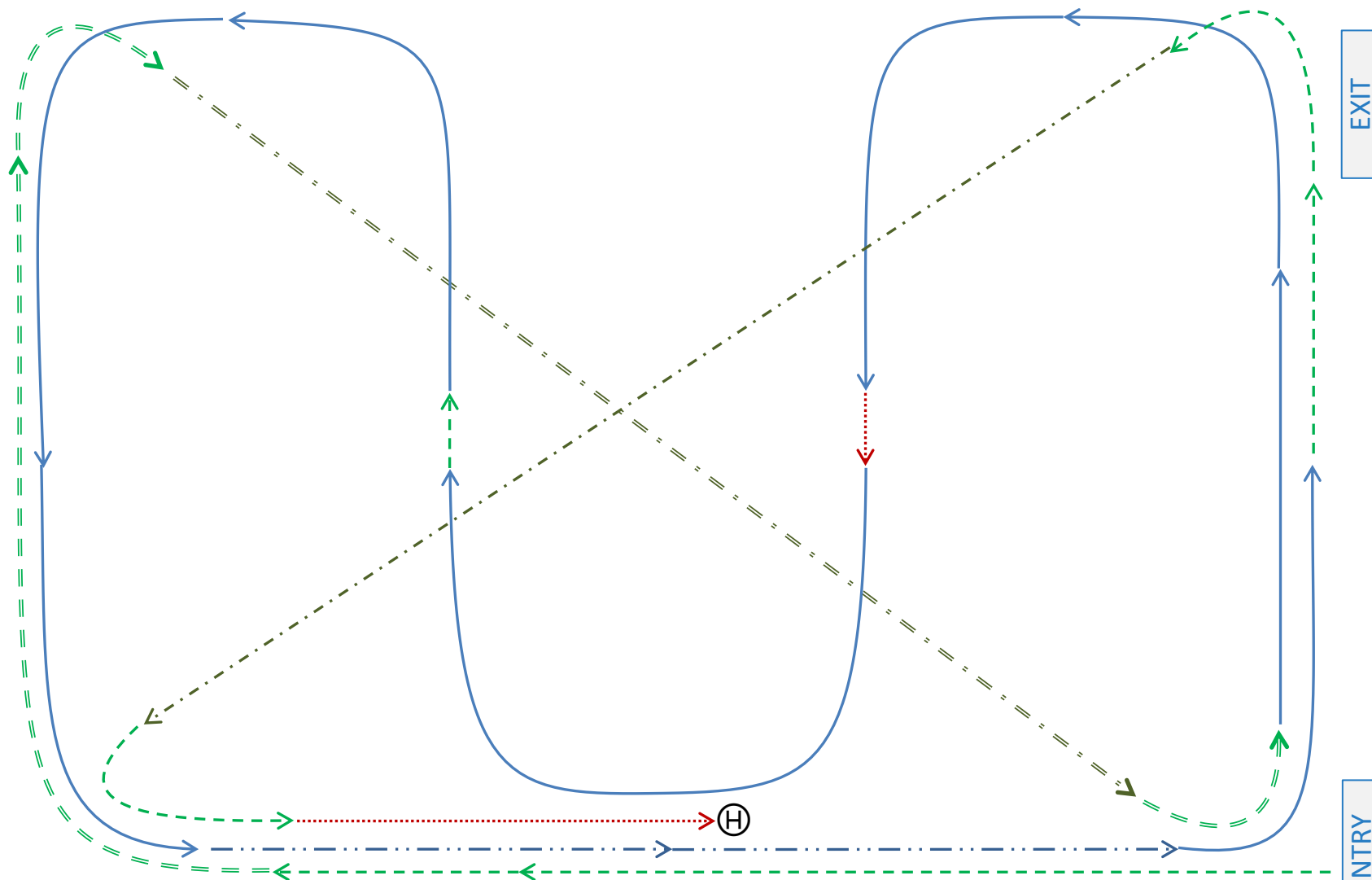
**2018**

**Workout**

1. Enter at trot, past Judges
2. Before corner, sitting trot
3. Sitting trot to top, turn right. Lengthened sitting trot across diagonal. Sitting trot left, canter
4. Canter 3 x loop serpentine  
Walk change first loop, trot change on second loop
5. Continue canter to bottom of arena, turn left. Lengthened canter past Judges to end. Working canter left, rising trot at centre. At top, turn left
6. Lengthened rising trot across diagonal. Working trot at corner, left
7. Walk 8-10 strides.  
Halt 4 x seconds
8. Leave arena at trot

**Legend**

- ⊕ Halt
- ..... Walk
- - - - Trot (rising)
- . - . Lengthened Trot (rising)
- = = = = Sitting Trot
- = : = : Sitting Lengthened Trot
- Canter
- . . . Lengthened Canter



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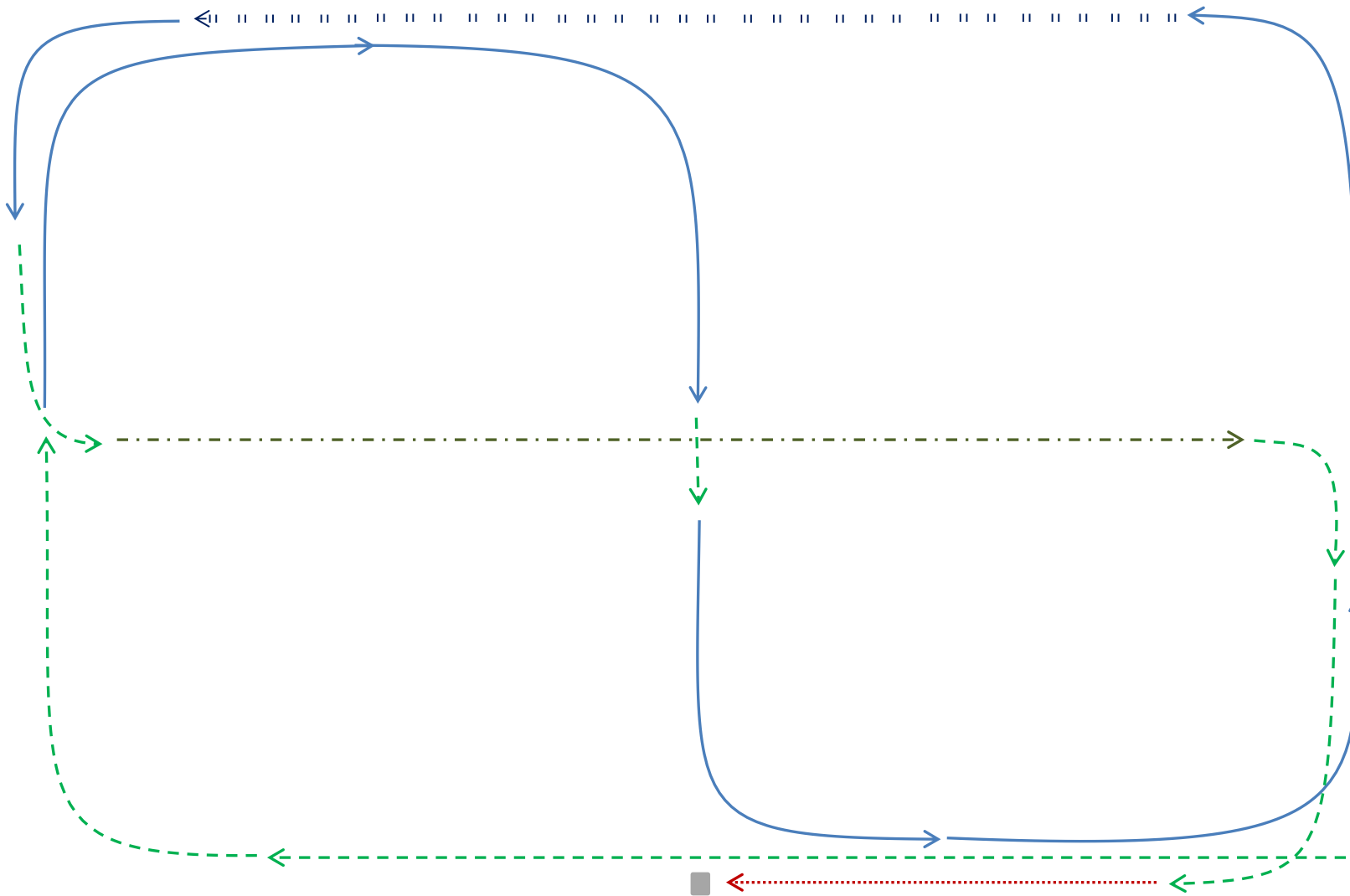
EXIT

ENTRY

**Rising Star Riding Horse & Saddle Hunter,  
Livamol Thoroughbred Class**



**2018**



EXIT

ENTRY

**Workout**

1. Enter at trot, past Judges, turn right
2. At centre, canter
3. At top of arena, turn right to centre, turn right again down arena
4. Change through trot
5. At Judges, turn left, then left again
6. Canter around arena to top and turn left
7. Gallop long side of arena, then working canter. Turn left, then trot
8. At centre, lengthened trot across arena, working trot at end. Turn right
9. Turn right, then walk
10. Halt and present to Judges
11. Leave arena at trot

**Legend**

- Halt & Present
- Walk
- Trot
- Lengthened Trot
- Canter
- Gallop

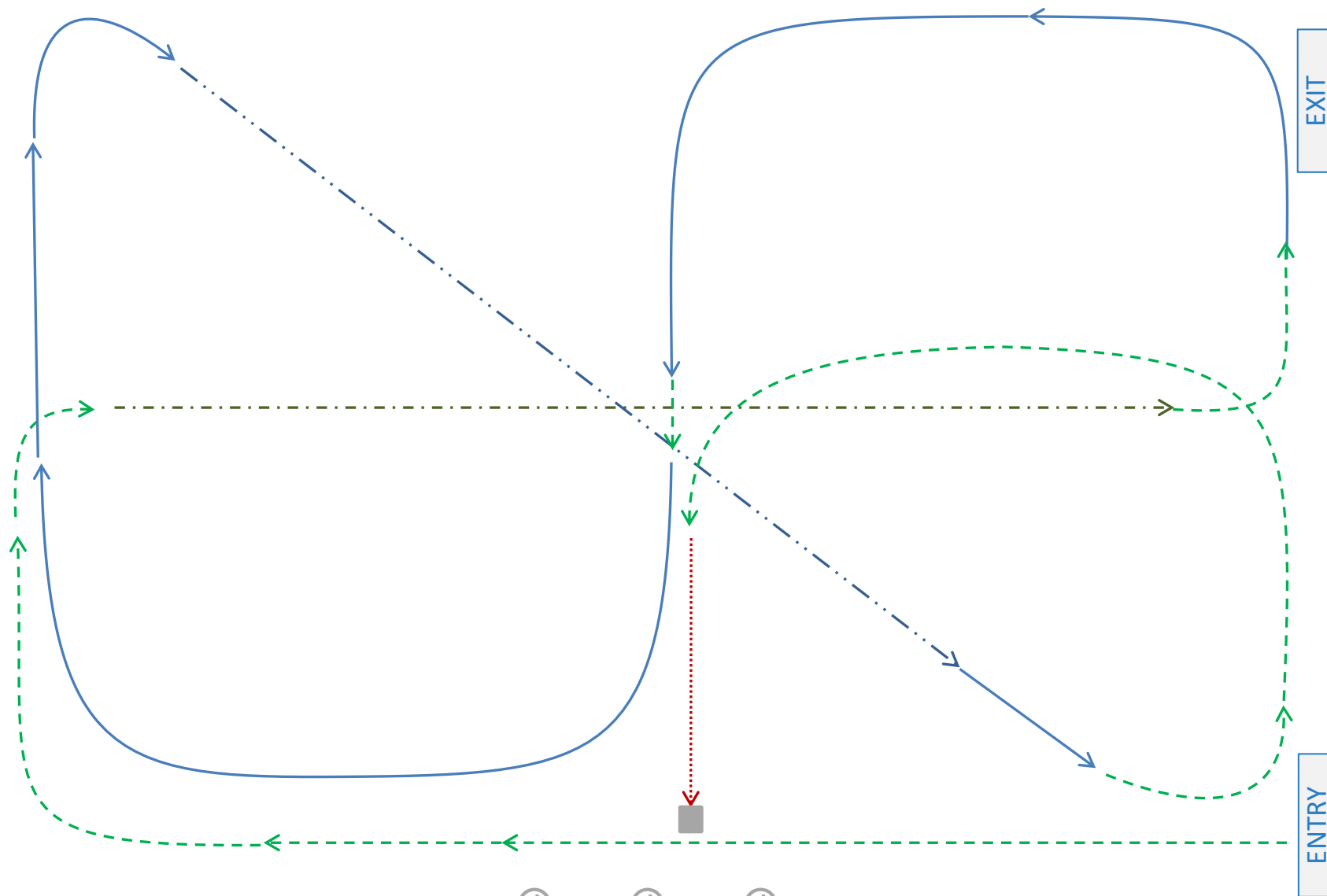
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**Rising Star Park Hack and Hack**



**2018**



**Workout**

1. Enter at trot, past Judges
2. At end, turn right, then turn right at centre
3. Lengthened trot across arena to end. Working trot left
4. Canter to top, turn left, then turn left down centre
5. Change through trot
6. Canter to Judges, turn right. Continue around arena
7. At top turn right and lengthened canter across diagonal
8. Working canter, trot left at end
9. Half circle left through centre of arena
10. Walk 8-10 strides to Judges. Halt and present
11. Leave arena at trot

**Legend**

- Halt and Present
- Walk
- Trot
- Lengthened Trot
- Canter
- Lengthened Canter

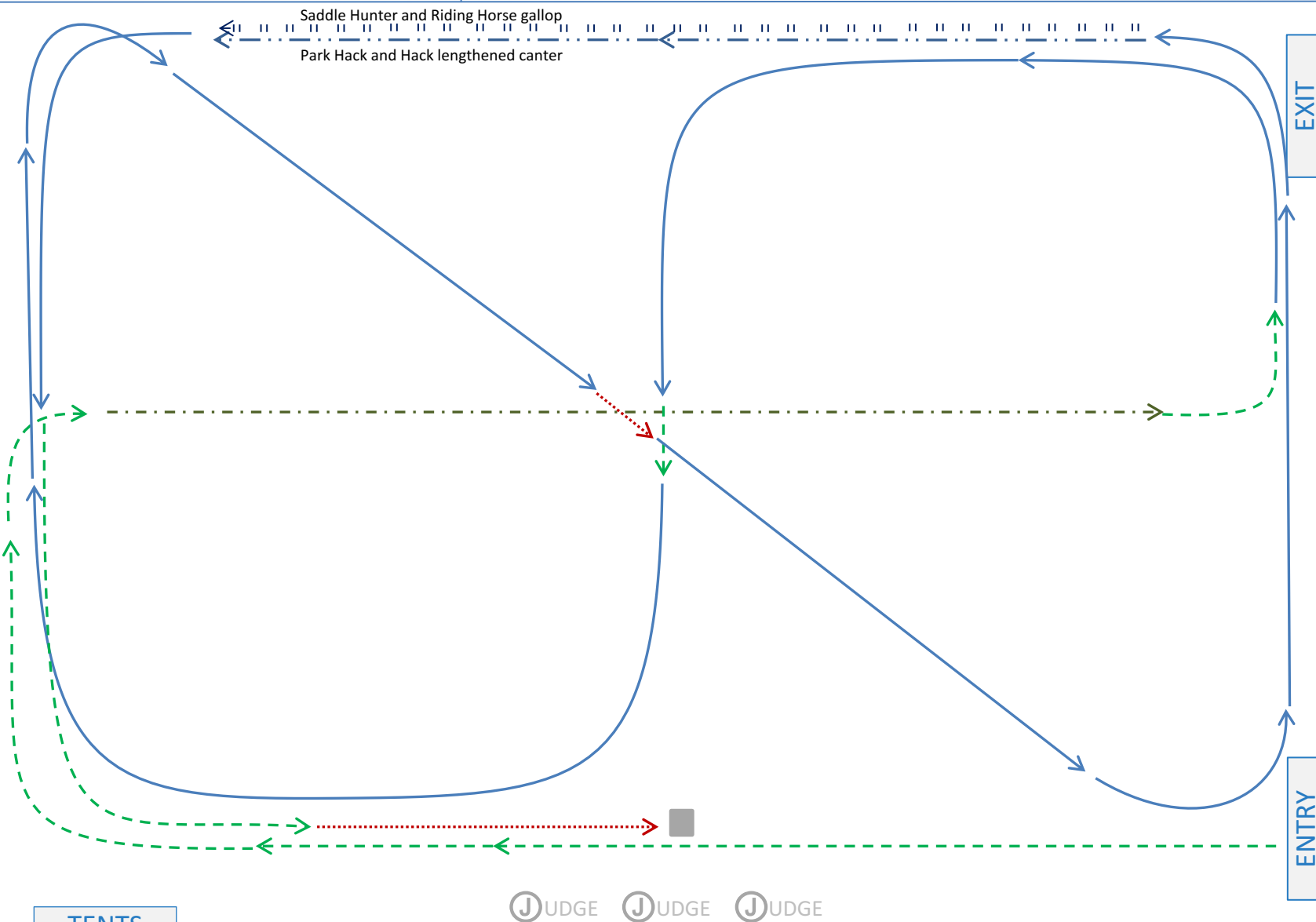
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**Park Hack, Hack, Riding Horses  
& Saddle Hunters**



**2018**



**Workout**

1. Enter at trot, past Judges
2. At end, turn right, then turn right at centre
3. Lengthened trot across arena to end. Working trot left, canter
4. Canter to top, turn left, then turn left down centre
5. Change through trot
6. Canter to Judges, turn right. Continue around arena
7. At top turn right across diagonal. Change through 4 x walk strides at centre
8. At corner, canter left to top
9. Turn left. Lengthened canter / gallop down long side. Working canter at end
10. Turn left. Trot at centre to bottom of arena, turn left.
11. Walk 8-10 strides to Judges. Halt and present
12. Leave arena at trot

**Legend**

- Halt and Present
- Walk
- Trot
- Lengthened Trot
- Canter
- Lengthened Canter
- Gallop

TENTS

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Led Pony

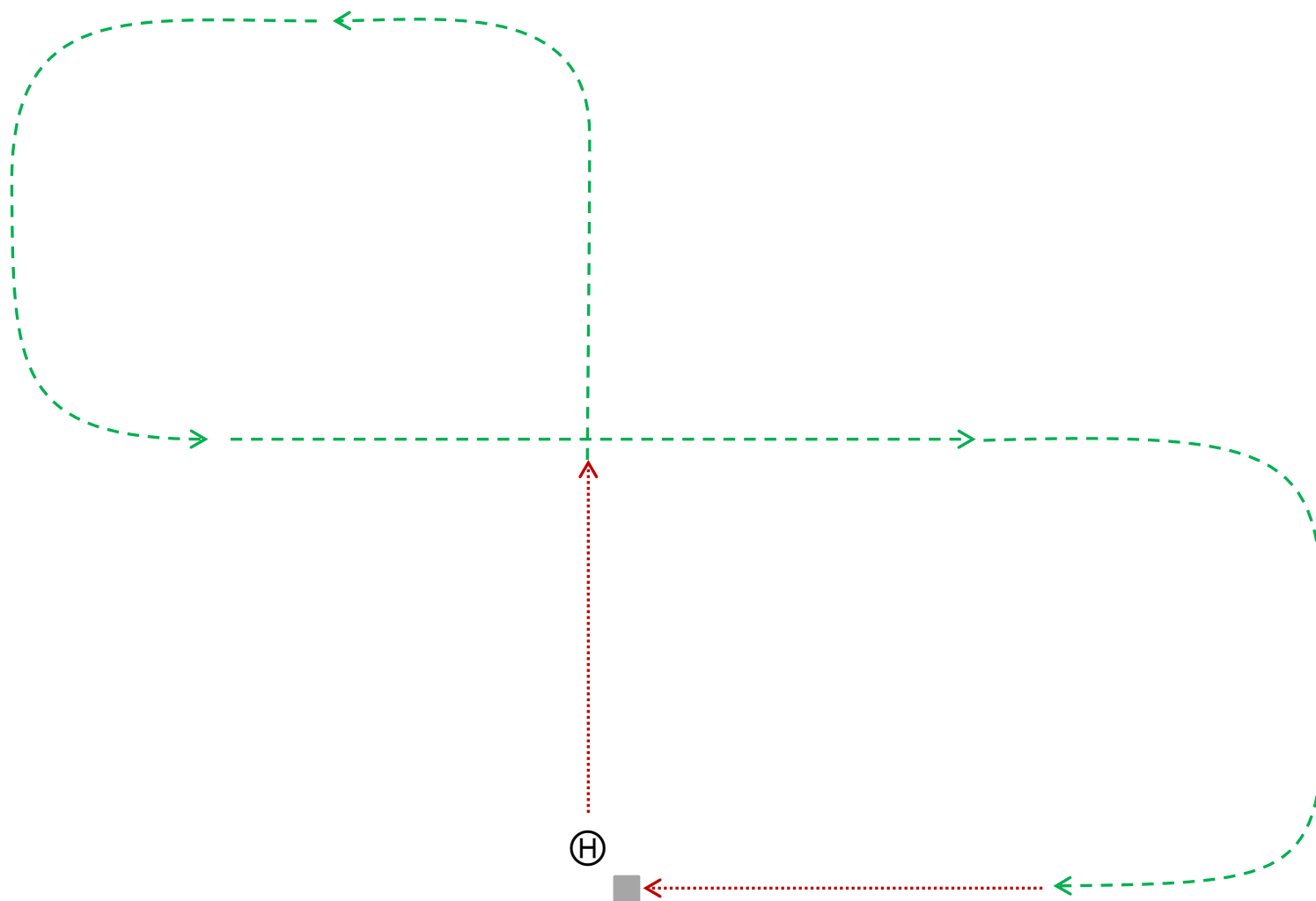
2018

Workout

1. Stand In Line
2. Halt in front of Judges
3. Walk straight up centre of arena. At the middle trot and continue straight
4. At the top, turn left, trot to end
5. Turn left, then turn left again at centre
6. Trot across arena to end
7. Turn right, then turn right again
8. Walk to judges. Halt & Present
9. Return to Line Up

Legend

- ⊕ Halt only
- Halt & Present
- ⋯ Walk
- - - Trot
- ||||| Horse Line Up



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**Rising Star Show Pony**

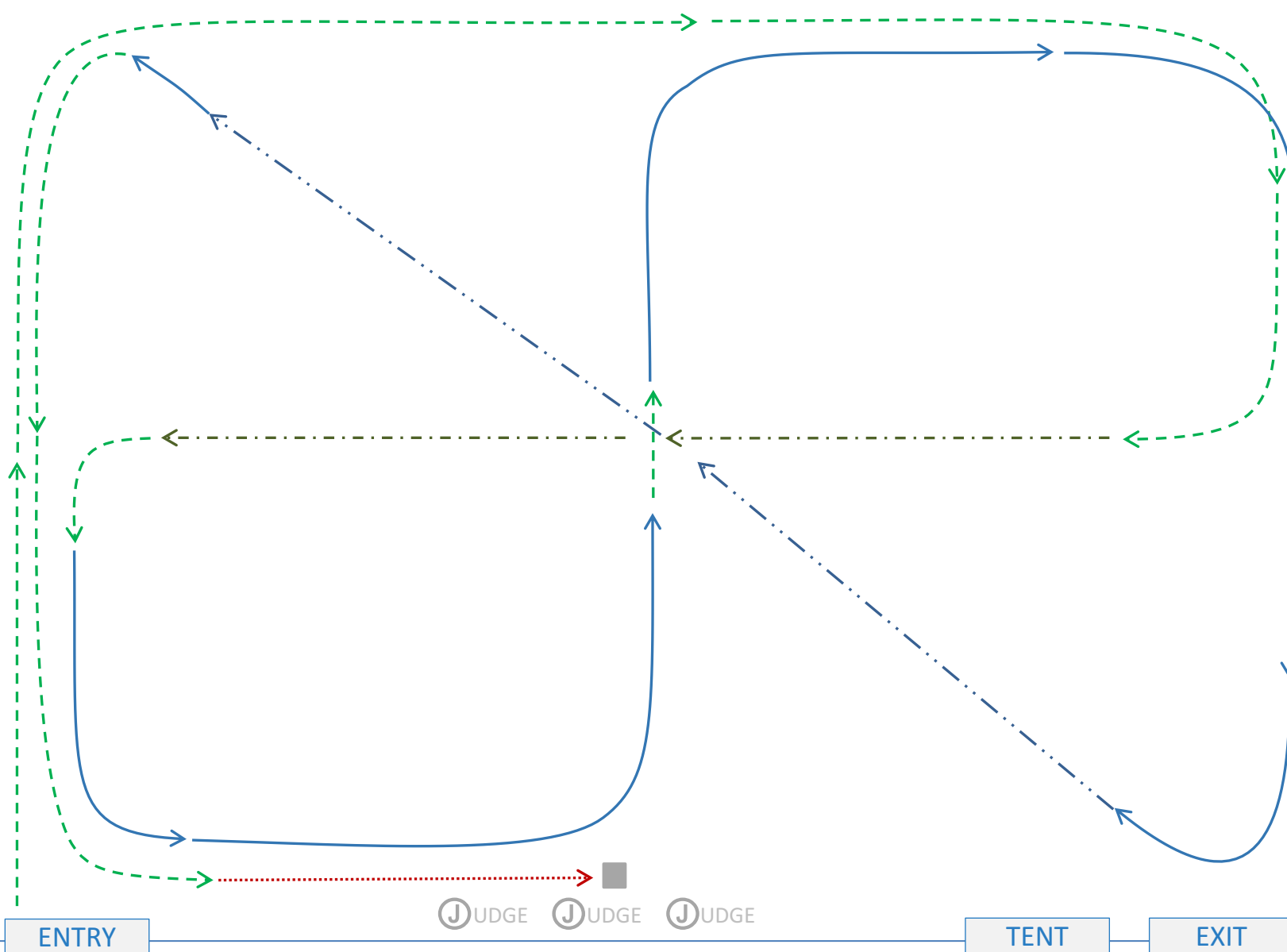
**2018**

**Workout**

1. Enter arena at trot
2. At top, turn right, trot to end, turn right
3. At centre, turn right. Lengthened trot across arena. Working trot, turn left, Canter
4. At centre, turn left up arena
5. Change through trot. Canter right at top
6. Canter around arena to exit corner, turn right
7. Lengthened canter across diagonal. Working canter
8. Trot left from corner
9. At corner turn left. Walk 8-10 strides to Judges. Halt & Present
10. Leave arena at trot

**Legend**

- Halt & Present
- ⋯ Walk
- - - Trot
- · - · - Lengthened Trot
- Canter
- · · - · Lengthened Canter



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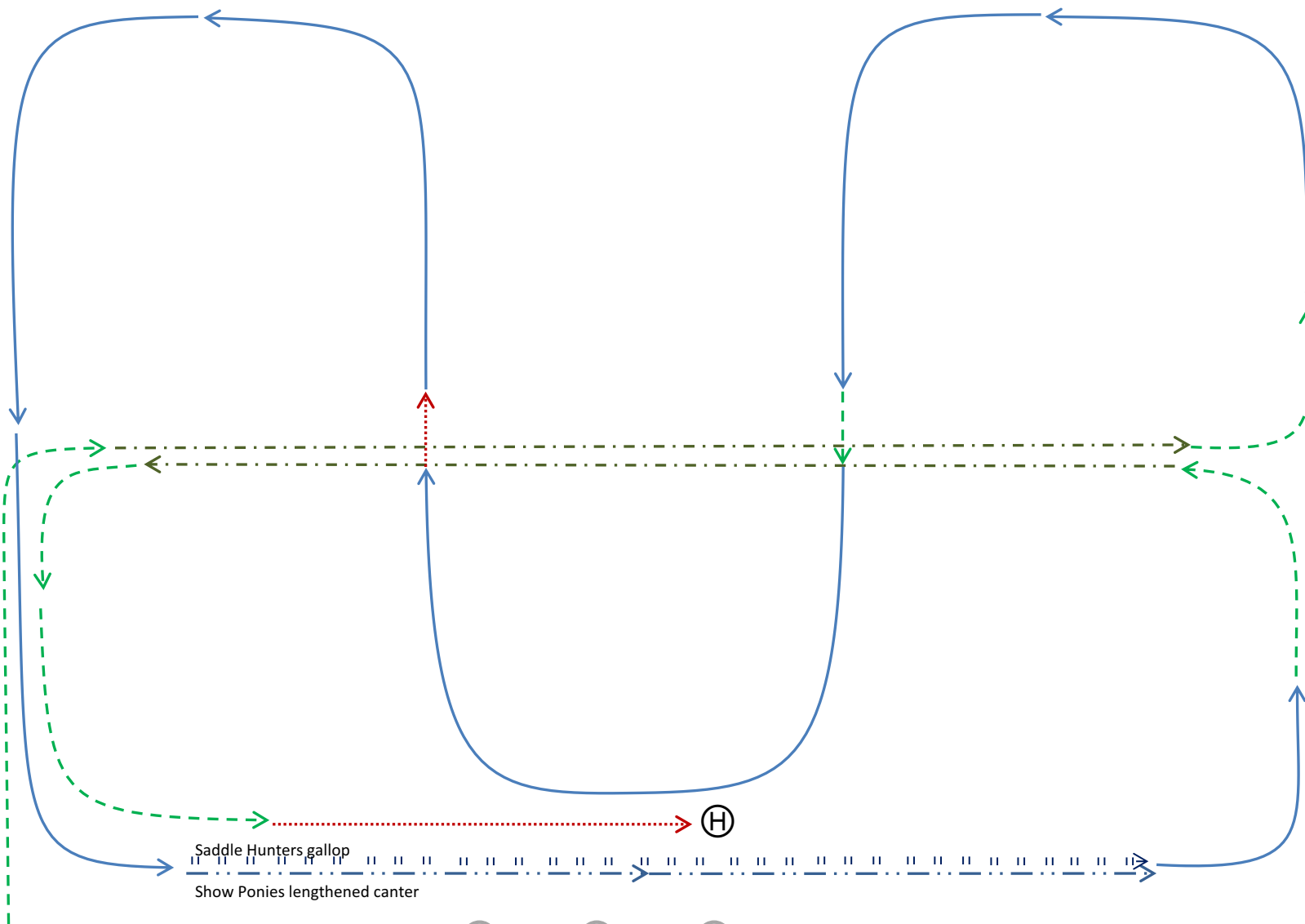
EXIT

### Workout

1. Enter arena at trot. At centre turn right
2. Lengthened trot across arena. Working trot left, canter
3. Canter 3 x loop serpentine. First change through trot, second change through walk
4. Turn left at bottom of arena. Lengthened canter/gallop past Judges. Working canter left then trot
5. Turn left at centre, lengthened trot across arena
6. Working trot left at end
7. Trot left, then walk
8. Walk 8-10 strides to Judges. Halt 4 x seconds
9. Leave arena at trot

### Legend

- ⊕ Halt
- ..... Walk
- - - - Trot
- . - . Lengthened Trot
- Canter
- . . . Lengthened Canter Show Ponies
- " " " " Gallop Saddle Hunters



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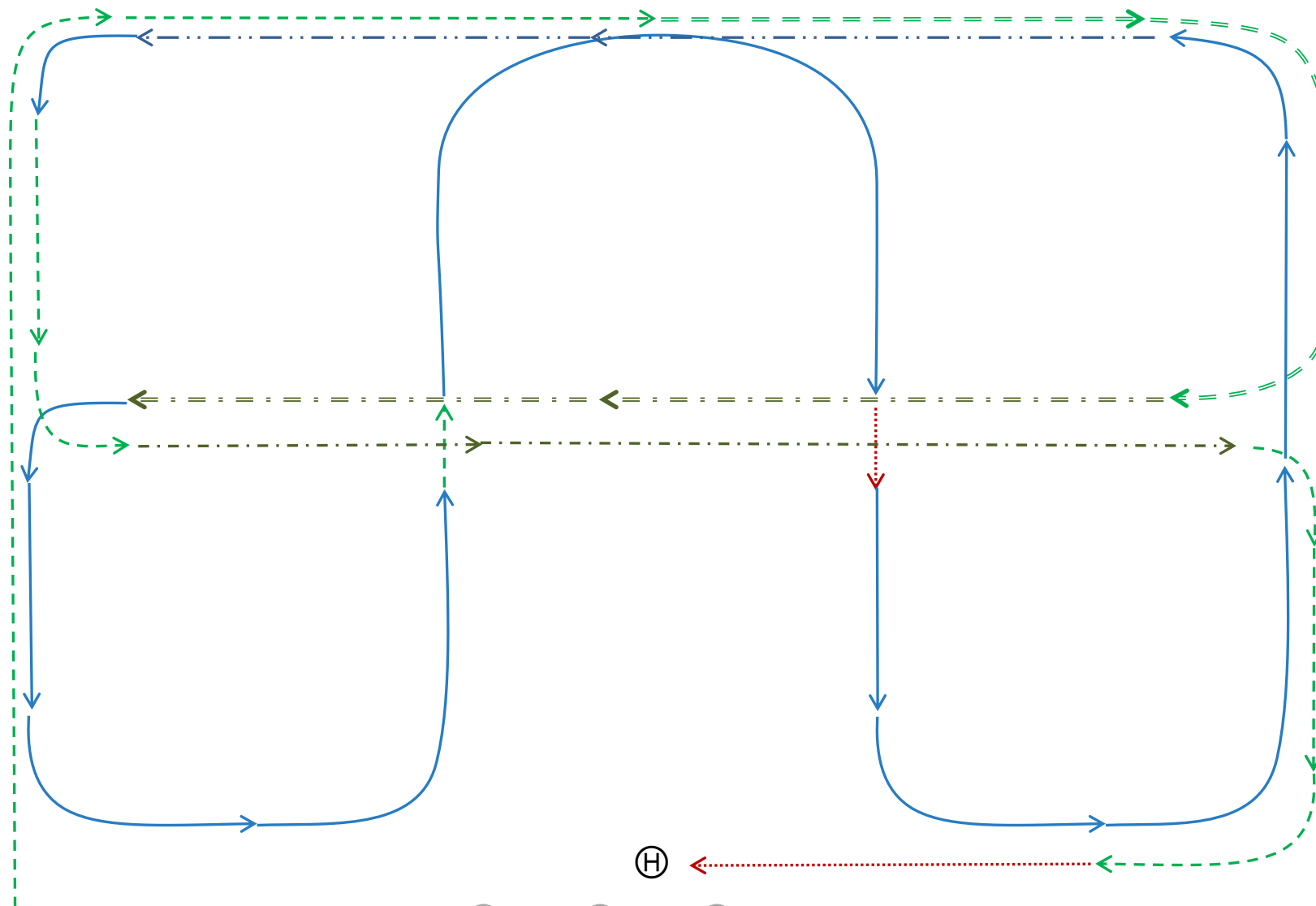
EXIT

**Workout**

1. Enter at trot to end, turn right
2. At centre, sitting trot
3. At centre, turn right. Lengthened sitting trot across arena. Canter left
4. Canter 3 x loop serpentine  
Trot change first loop, walk change second loop
5. Continue canter to top of arena, turn left. Lengthened canter to end. Working canter left, then trot
6. At centre, turn left. Lengthened rising trot across arena. Turn right
7. Trot to bottom of arena, turn right. Walk
8. Walk 8-10 strides to centre. Halt 4 x seconds
9. Leave arena at trot

**Legend**

- ⊕ Halt
- ..... Walk
- - - - Trot (rising)
- . . . Lengthened Trot (rising)
- = = = Sitting Trot
- = : = Sitting Lengthened Trot
- Canter
- . . . Lengthened Canter



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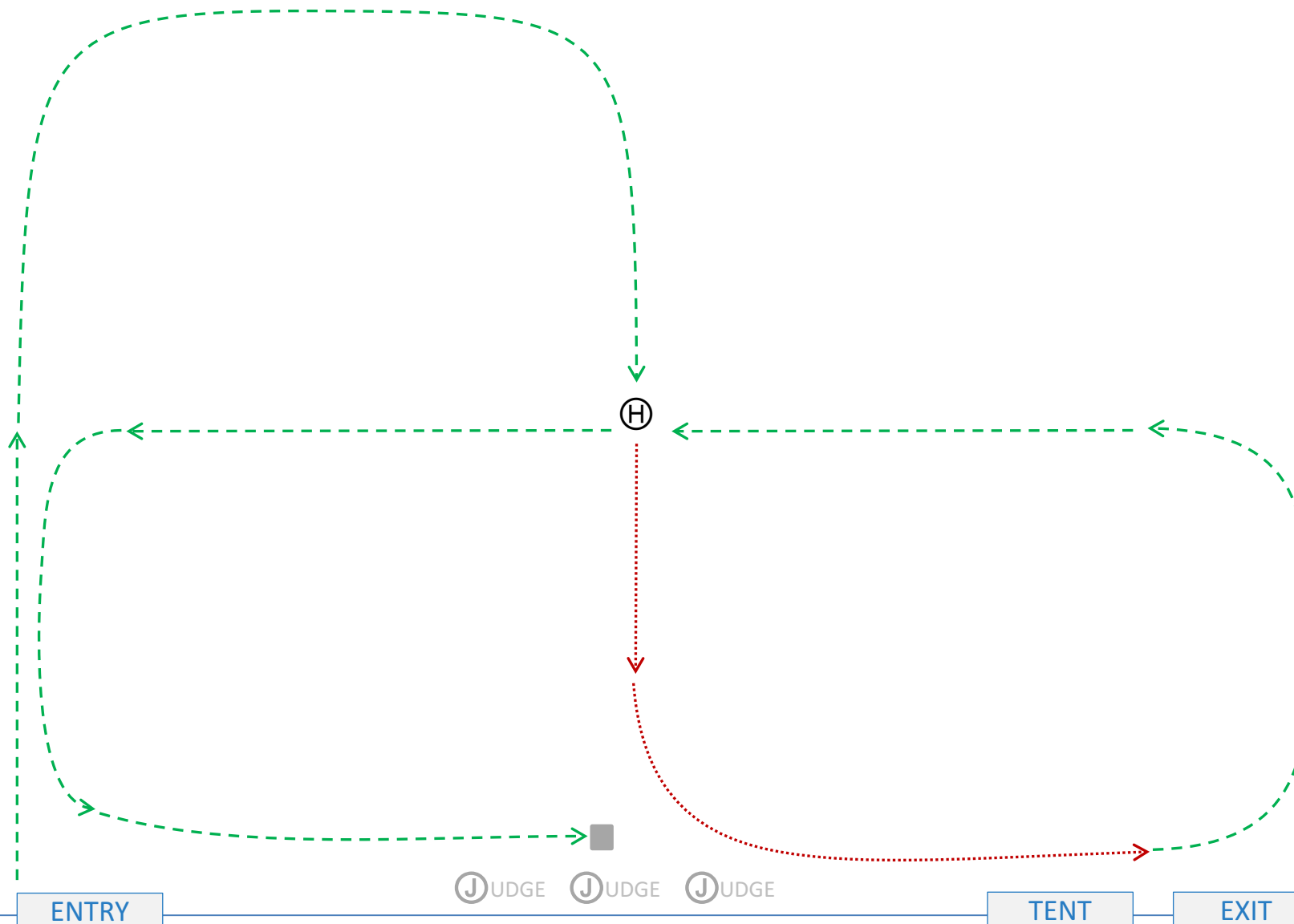
EXIT

Workout

1. Enter at trot. At top of arena turn right
2. At centre of long side, turn right towards Judges
3. At centre, Halt 4 x seconds
4. Walk towards judges. Turn left
5. At corner, trot left
6. At centre, turn left across arena to end
7. Turn left, then left towards judges
8. Halt and Present to judges
9. Leave arena at trot

Legend

- ⊕ Halt
- Halt & Present
- ⋯ Walk
- - - Trot

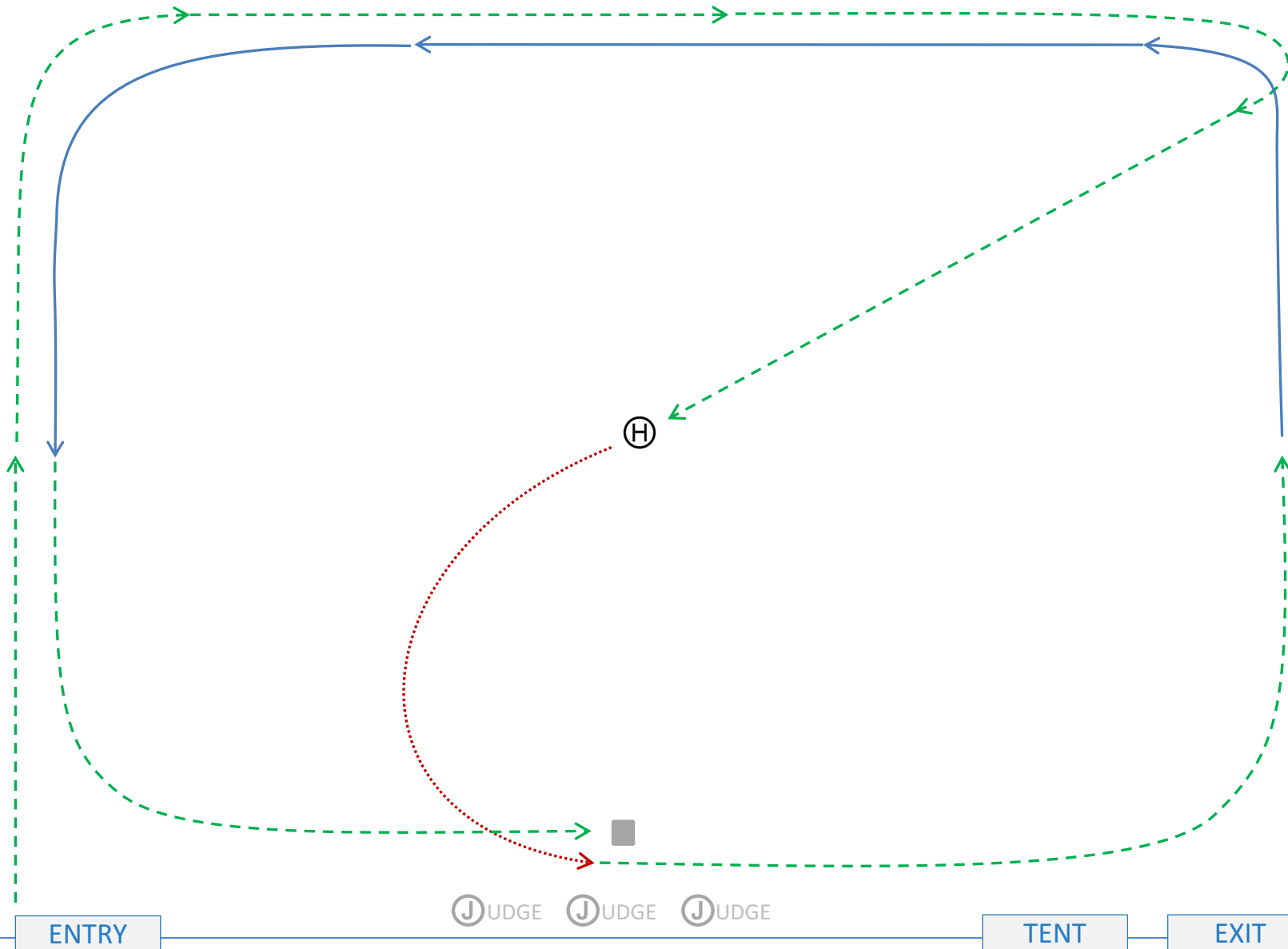


**Workout**

1. Enter at Trot. At top of arena turn right
2. At the end of arena, turn right across diagonal
3. At centre Halt 4 x seconds
4. Walk a half circle left. At Judges, trot
5. Turn left. At centre, canter
6. Canter around arena
7. At centre, trot
8. Turn left and trot to Judges
9. Halt and present to Judges
10. Leave arena at trot

**Legend**

- ⊕ Halt
- Halt & Present
- ⋯ Walk
- - - Trot
- Canter



**Rising Star Saddle Hunter Pony**



**2018**

**Workout**

1. Enter at Trot. At top of arena turn right
2. Canter. At centre, turn right
3. Change through trot
4. At Judges, turn left then left to top of arena
5. Gallop across top of arena, working canter left
6. Trot, turn left at centre.
7. At end, working trot right
8. At bottom, turn right. Walk 8-10 strides
9. Halt and present to Judges
10. Leave arena at trot

**Legend**

- Halt & Present
- ..... Walk
- - - - Trot
- . - . Lengthened Trot
- Canter
- || || || || Gallop

