

Arena One

2019

EXIT

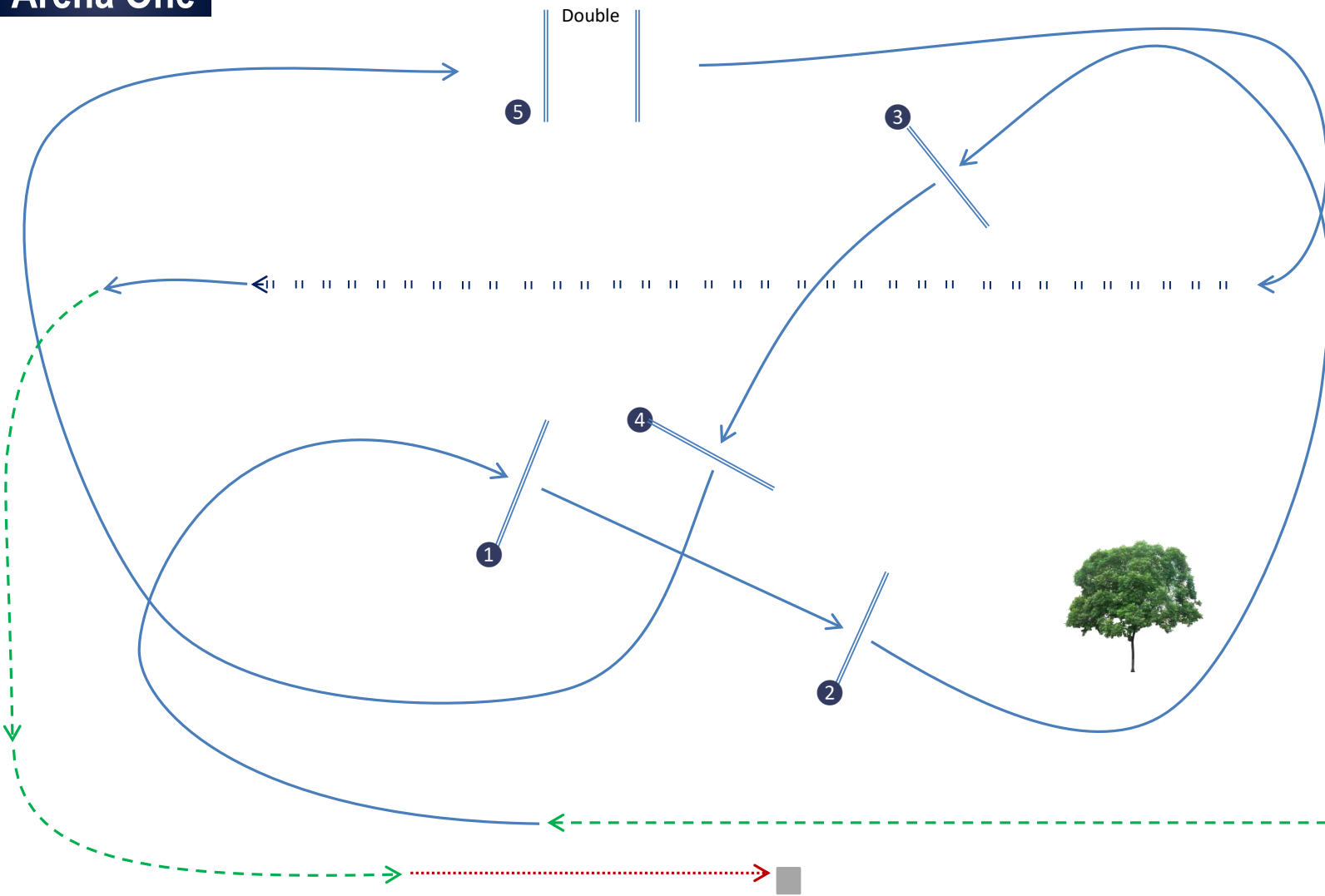
Workout

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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2019

Hunter Jumping Course

- All classes enter at trot between fence 2 and 4, canter left and start without circling (as shown)

Lead-up classes:

- Jump obstacles 1 to 7
- Finish with trot at Judges, then leave the arena at walk on a loose rein (as shown)

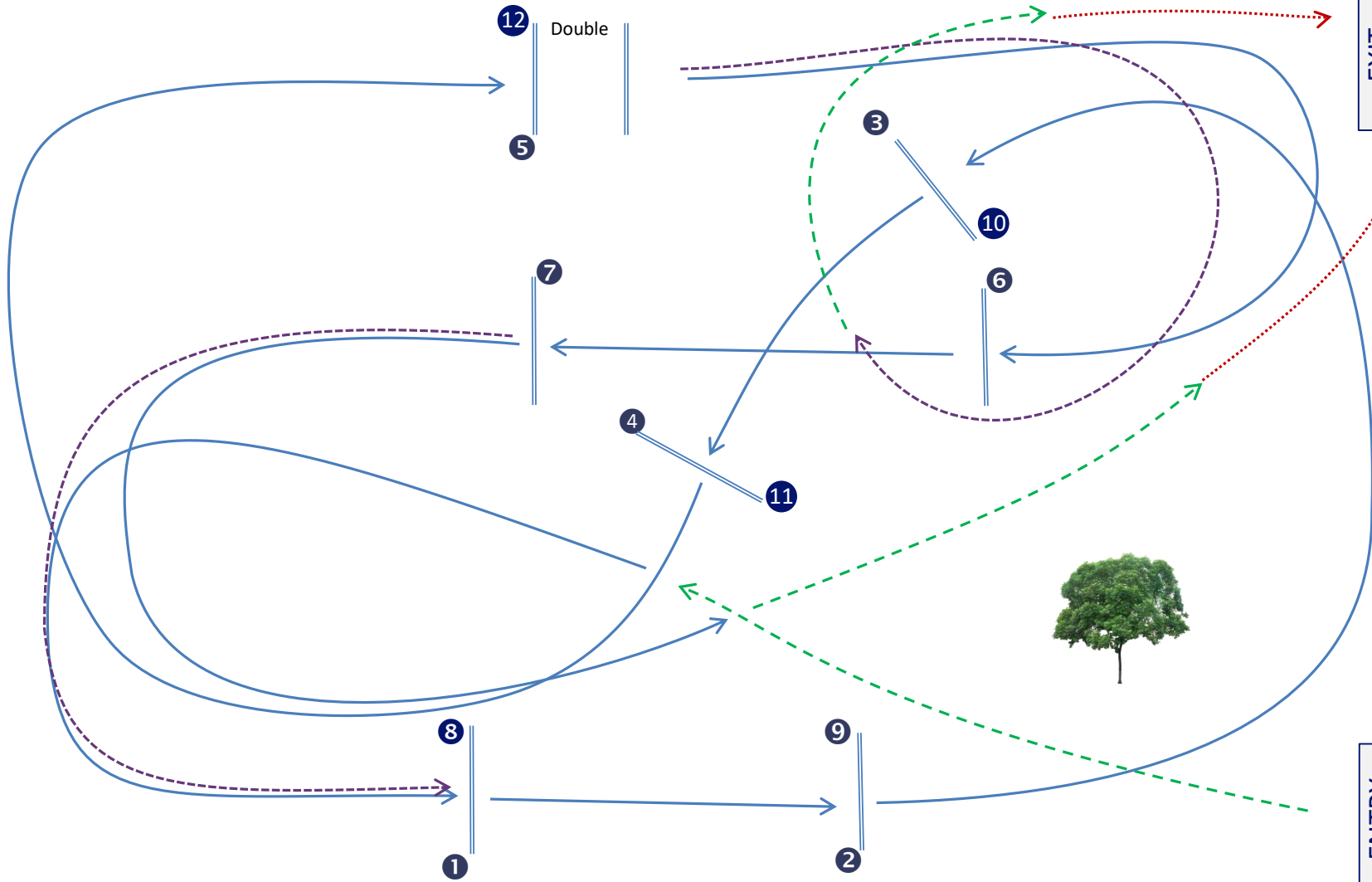
Title classes (306 & 309):

- Jump obstacles 1 to 12
- Finish with small circle on the right rein, trot before completing circle
- Leave arena at walk on a loose rein (as shown)

Legend

- Walk
- - - - Trot
- Canter
- - - - Title class

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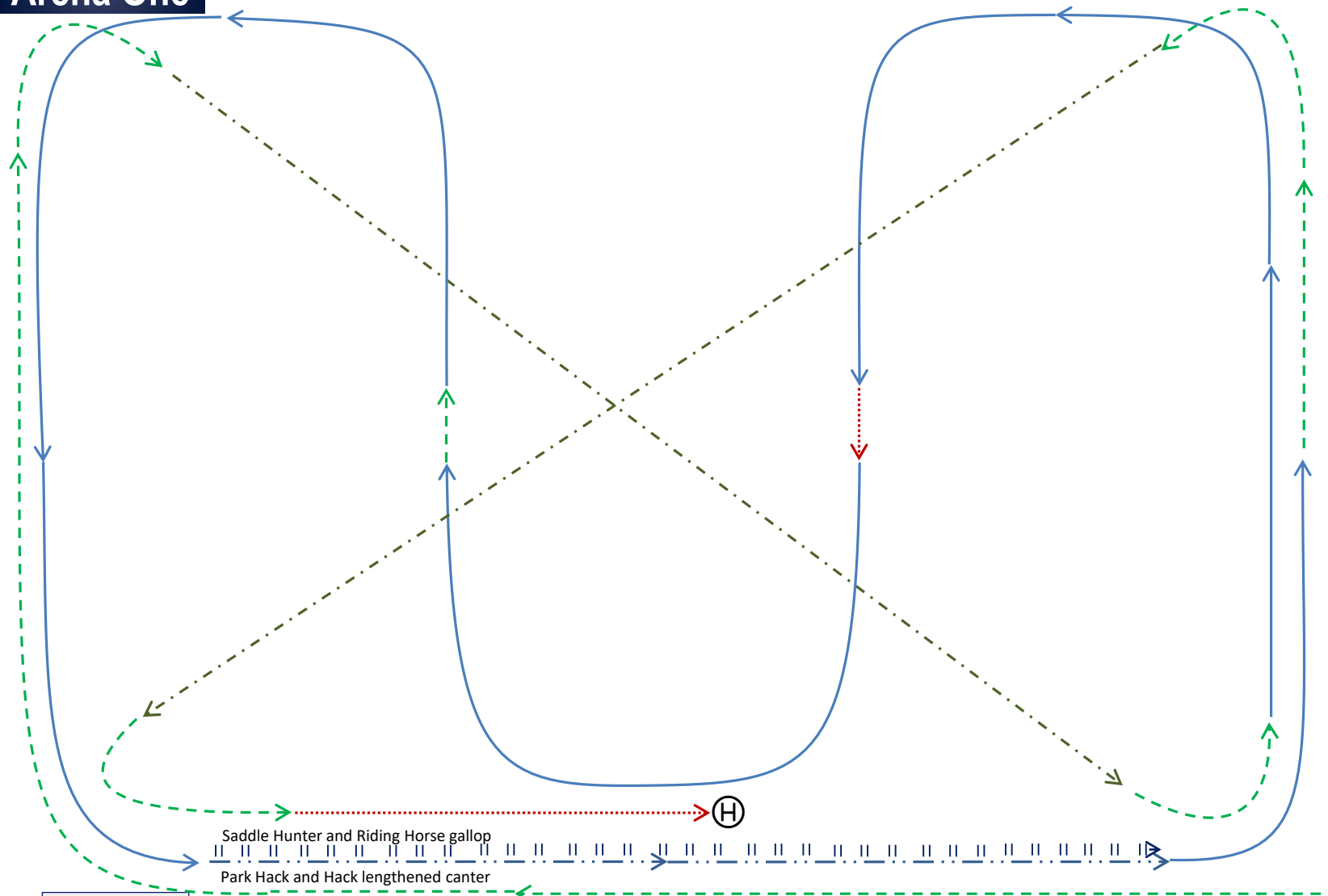
Workout

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 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

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Saddle Hunter and Riding Horse gallop

Park Hack and Hack lengthened canter



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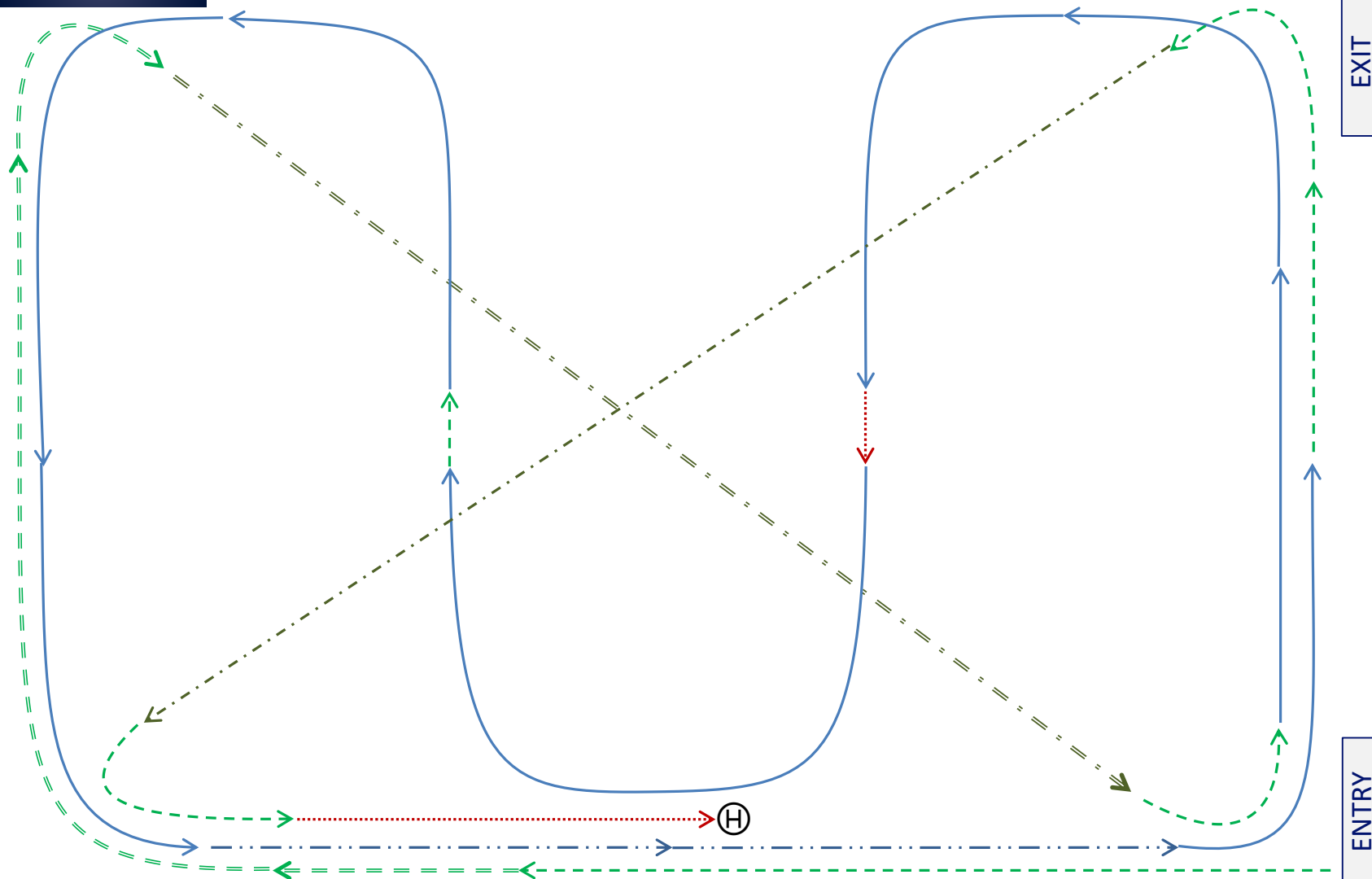
Workout

1. Enter at trot, past Judges
2. Before corner, sitting trot
3. Sitting trot to top, turn right. Lengthened sitting across diagonal. Sitting trot left, canter
4. Canter 3 x loop serpentine
Walk change first loop, trot change 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
- = = = Sitting Trot
- . - . Lengthened Trot
- = . = . Lengthened Sitting Trot
- Canter
- . . - . Lengthened Canter

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