






2020

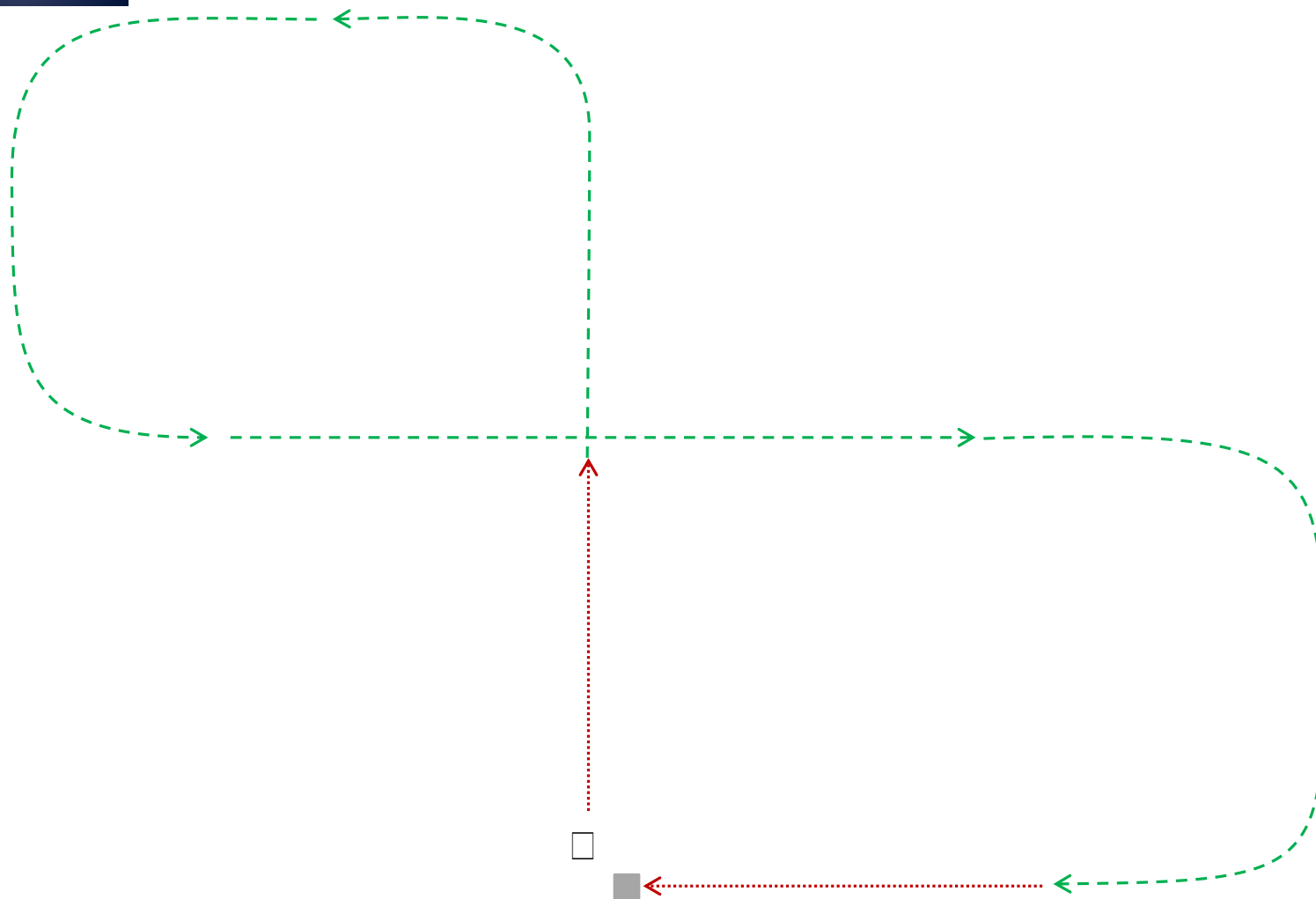
**Workout**

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

Arena Two



ENTRY

JUDGE JUDGE

TENT

EXIT

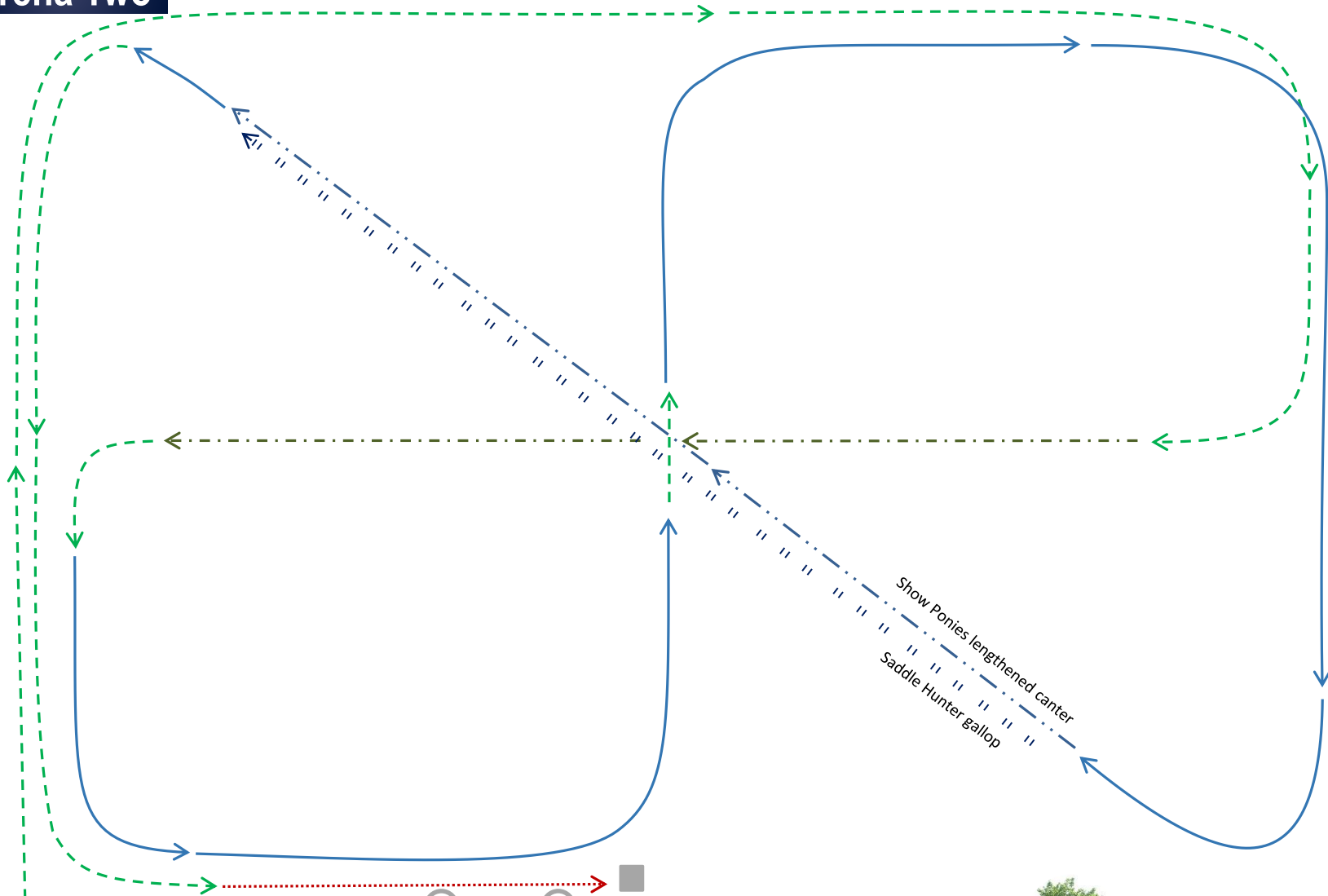


**Arena Two**

**2020**

**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 / Gallop 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
  - || || || || Gallop

ENTRY

JUDGE JUDGE

TENT



EXIT




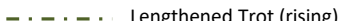





**Arena Two**

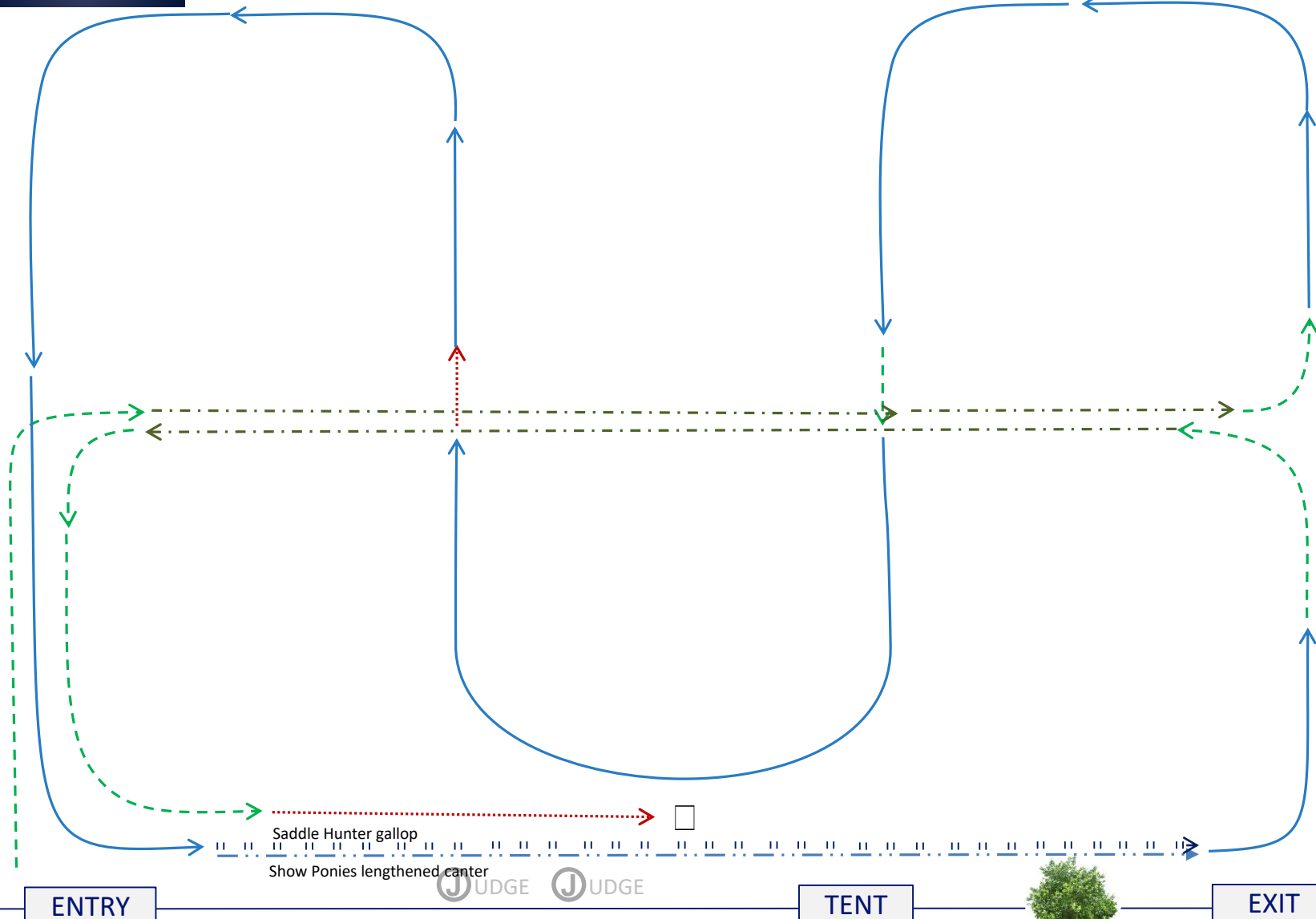
**2020**

**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 (rising)
-  Lengthened Trot (rising)
-  Sitting Trot
-  Sitting Lengthened Trot
-  Canter
-  Lengthened Canter
-  Gallop






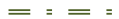




2020

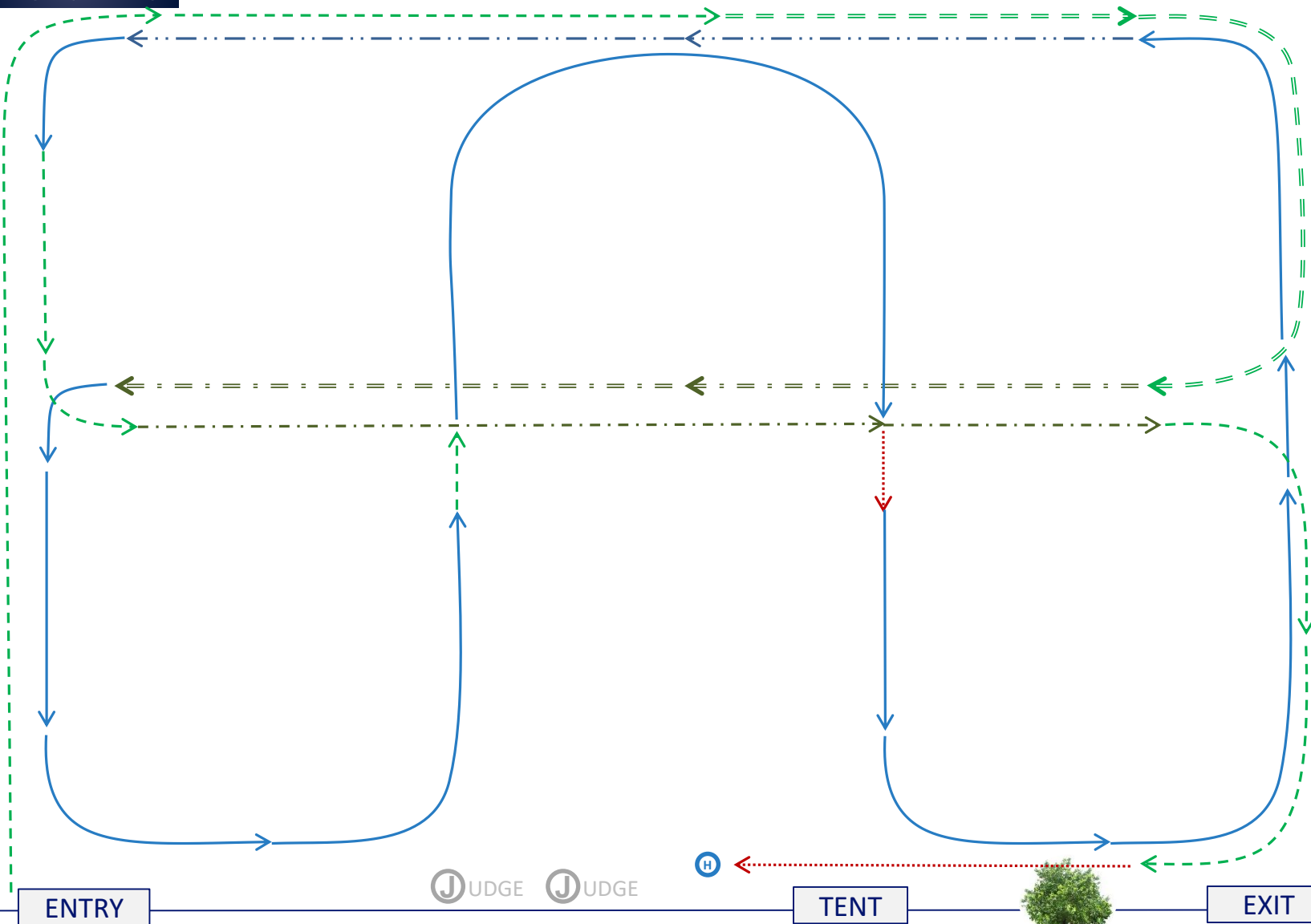
Workout

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, working trot, 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

Arena Two



ENTRY

JUDGE

JUDGE

H

TENT

EXIT





Arena Two

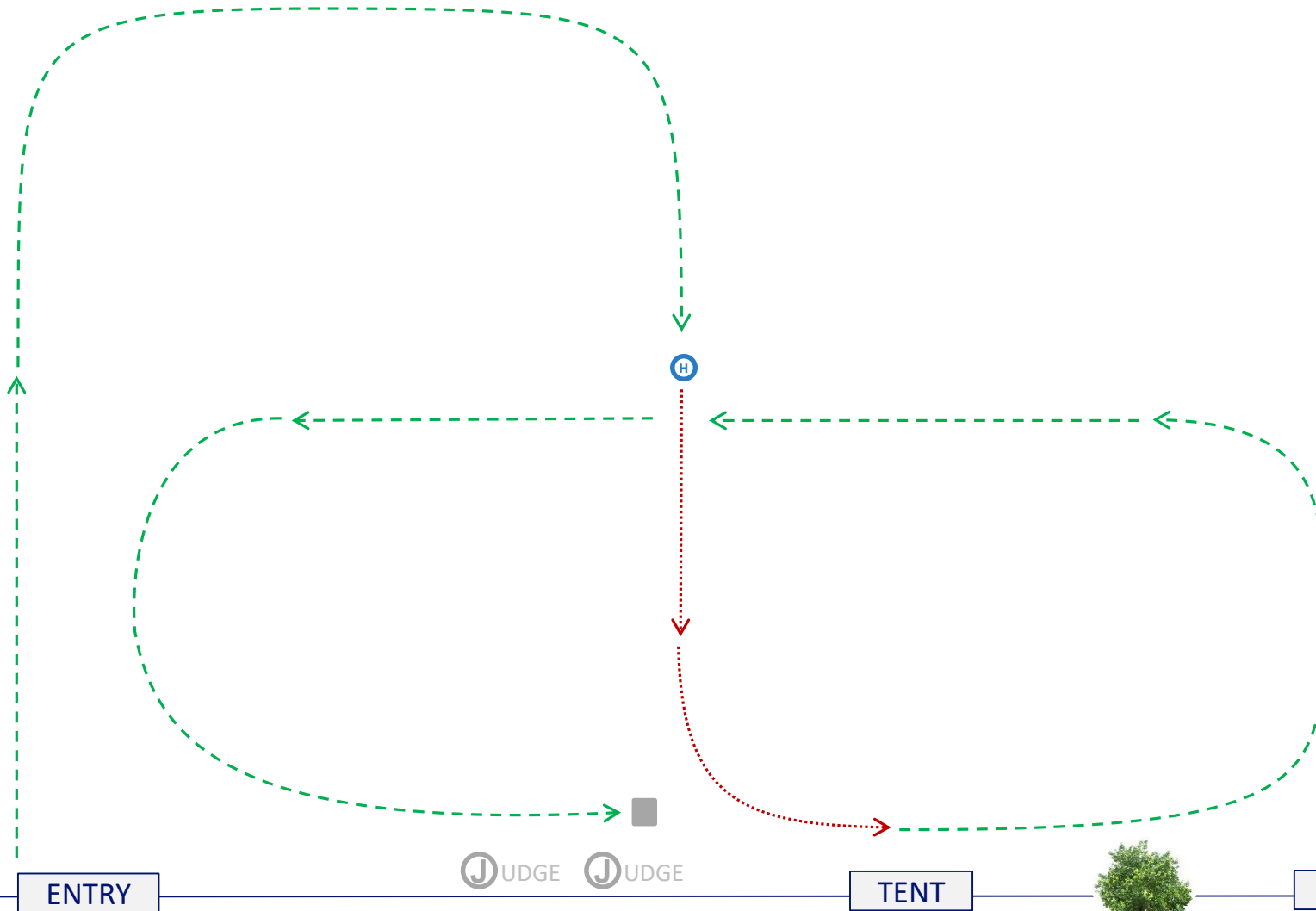
2020

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. After turn, trot. 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



ENTRY

JUDGE JUDGE

TENT






EXIT

2020

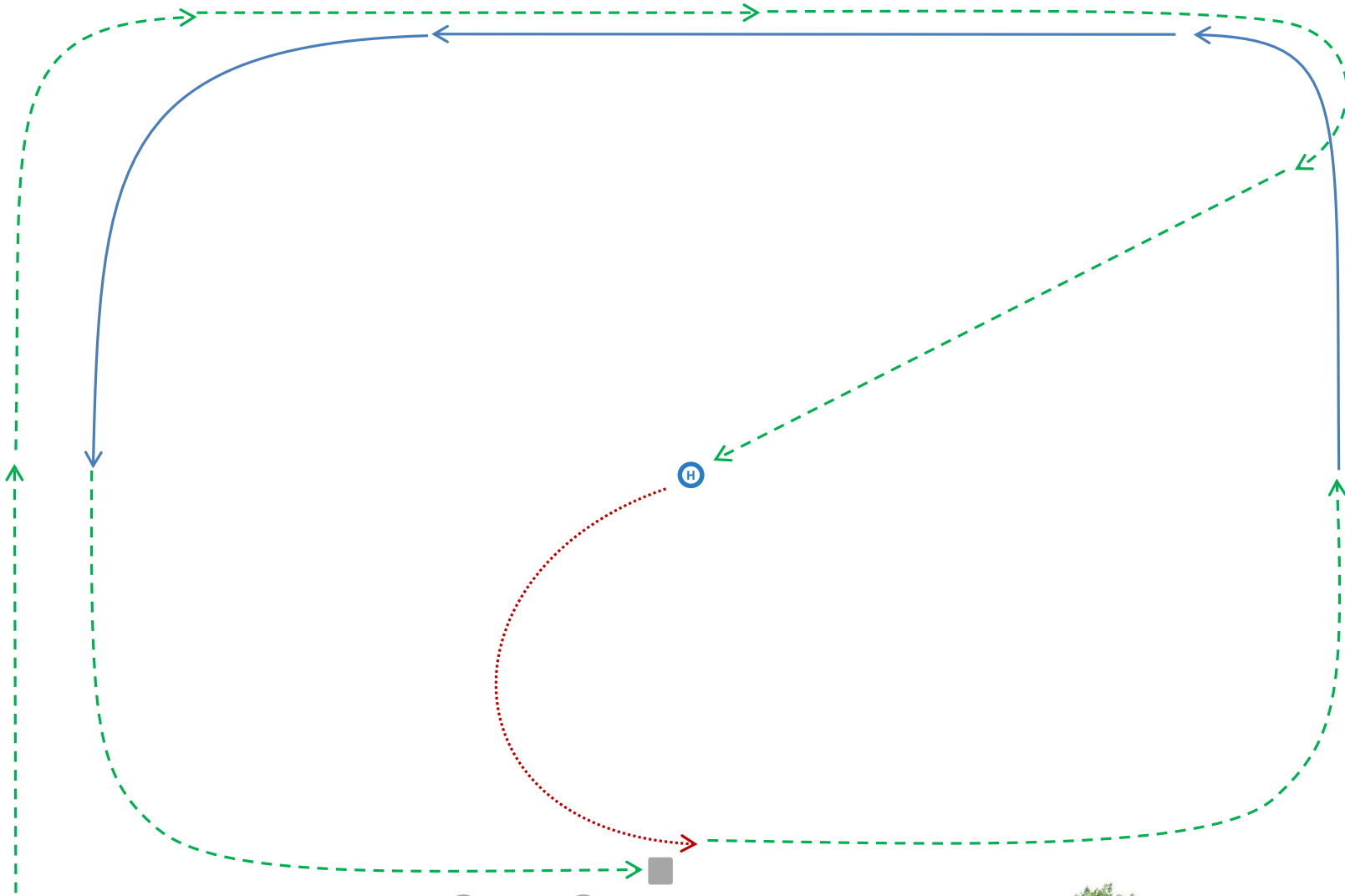
Workout

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

Arena Two



ENTRY

JUDGES

TENT

EXIT

2020

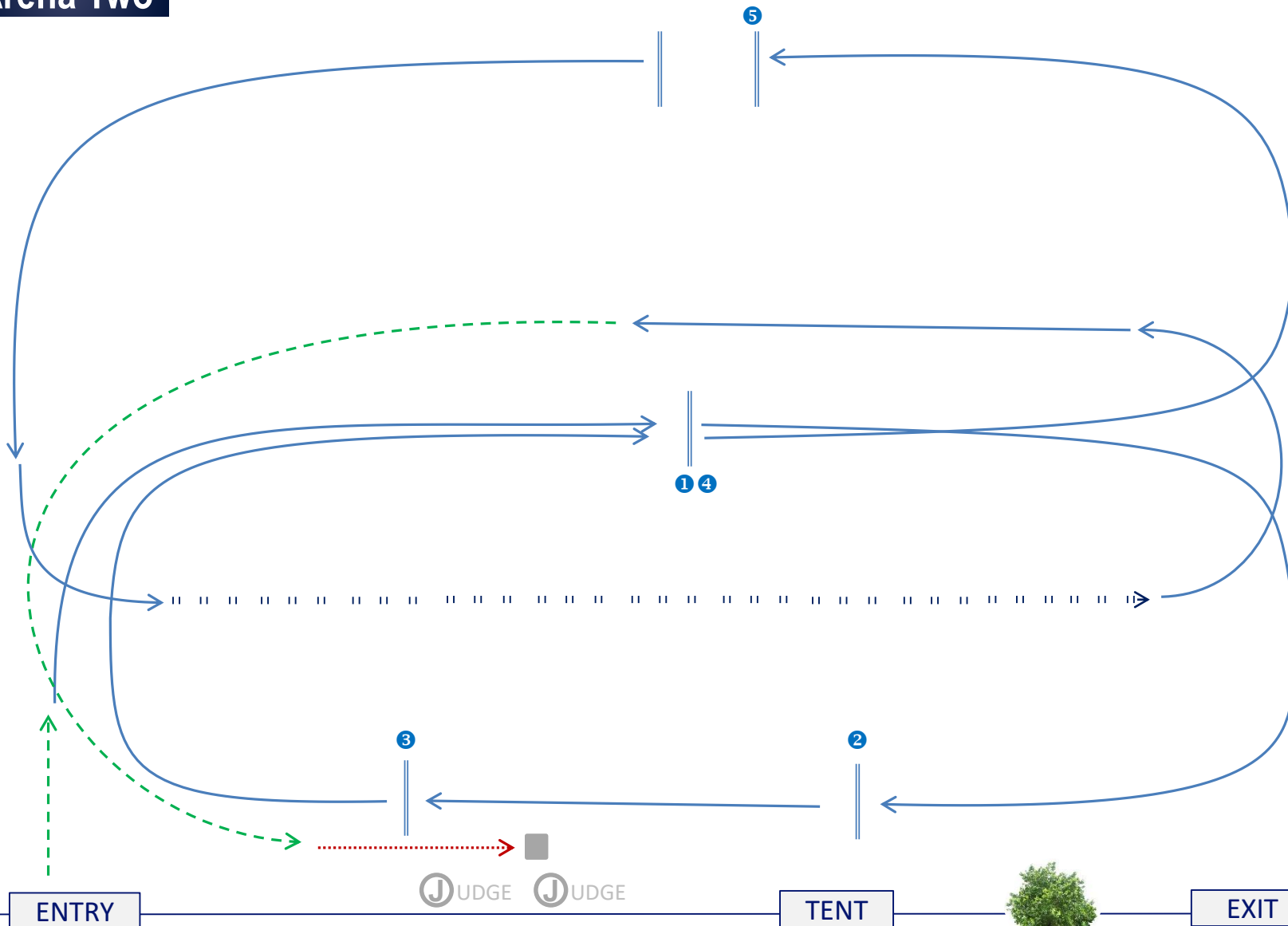
Workout

1. Enter at Trot. Canter right and jump ①. At end, canter right
2. Jump obstacles ② and ③, canter right. Turn across centre
3. Jump ④, then at end canter left
4. Jump ⑤ (double) then at end canter left down arena
5. Turn left and gallop across arena between obstacles ① and ②
6. At end, turn left, trot at centre. Half circle left
7. Walk 8 to 10 strides, halt and present to Judges
8. Leave arena at trot

Legend

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

Arena Two



ENTRY

JUDGE JUDGE

TENT

EXIT

Arena Two

2020

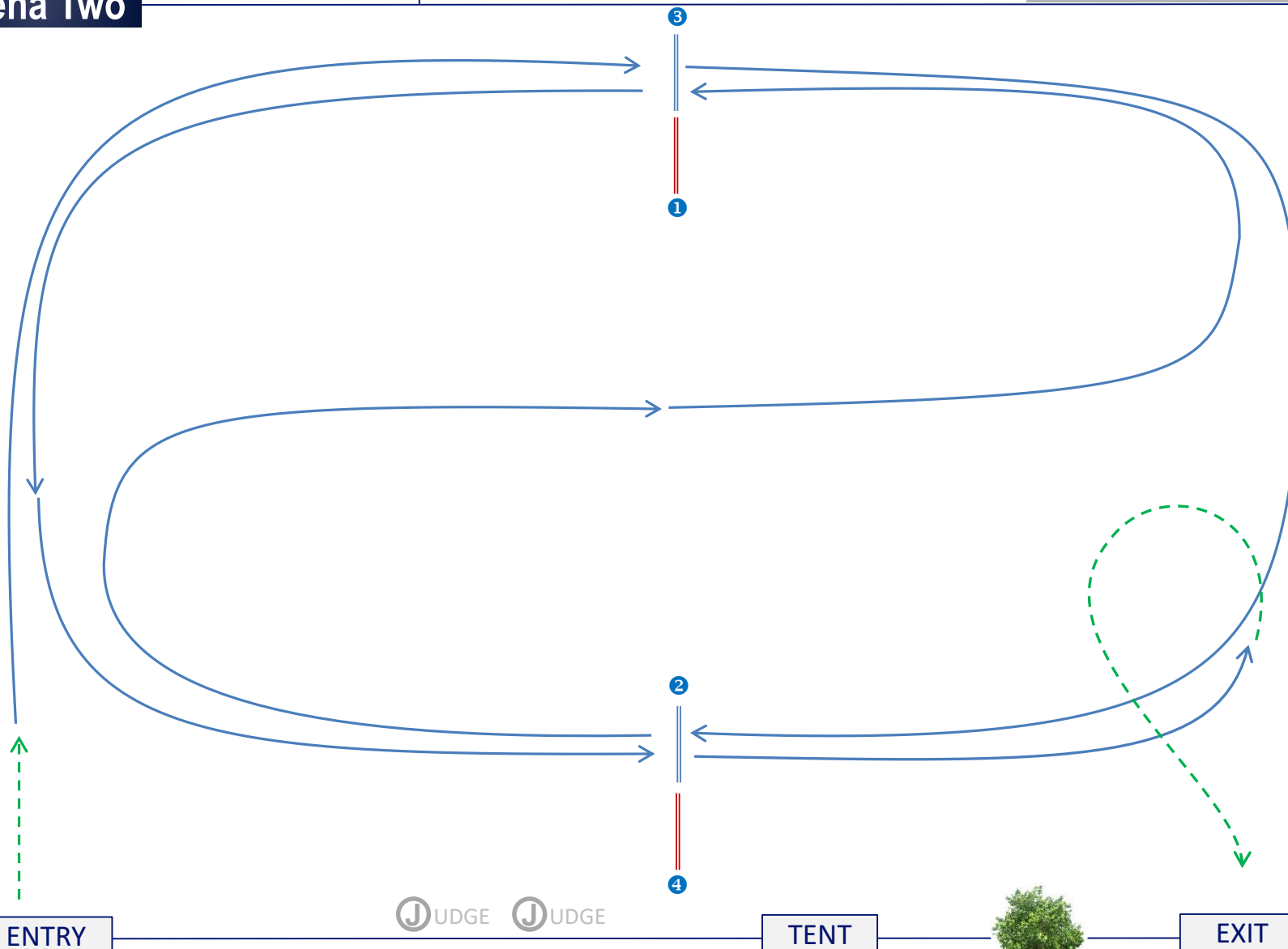
Workout

1. Enter at Trot. Canter up arena on right rein. Jump wire ① at top
2. Canter down arena, turn right, jump wire ②
3. Canter right. Canter change of own choice at centre, canter to end and turn left. Jump wire ③ on left rein
4. Canter down arena, jump wire ④. Trot small circle left, then leave arena

NB: Horses to jump **Blue** wire jumps. Ponies to jump **Red** wire jumps

Legend

- - - Trot
- Canter



ENTRY

JUDGE JUDGE

TENT

EXIT