

Arena One

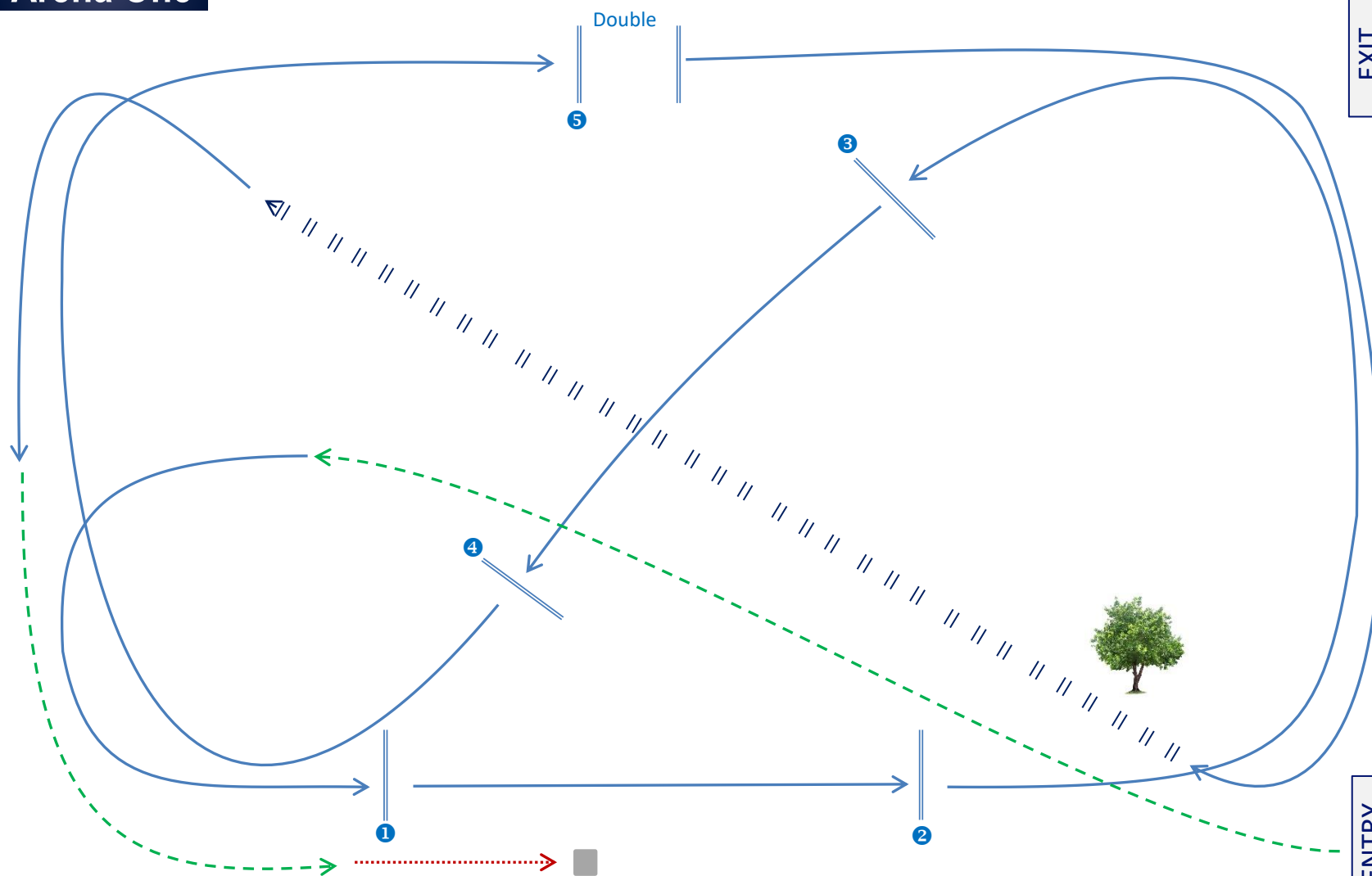
2023

Workout

1. Enter at trot between tree and jump 2
2. Canter left, jump 1 & 2
3. Canter left behind tree, jump 3 & 4. Canter right
4. Jump 5 - brush double. Canter right down arena to entry corner, turn right then gallop across the diagonal
5. At top corner, working canter left down arena. At centre, trot. Turn left towards Judges
6. Walk at least 6 strides then halt and present to Judges
7. Leave arena at trot

Legend

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



TENTS

JUDGE JUDGE

ENTRY

EXIT

Arena One

2023

Hunter Jumping Course

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

Lead-up classes:

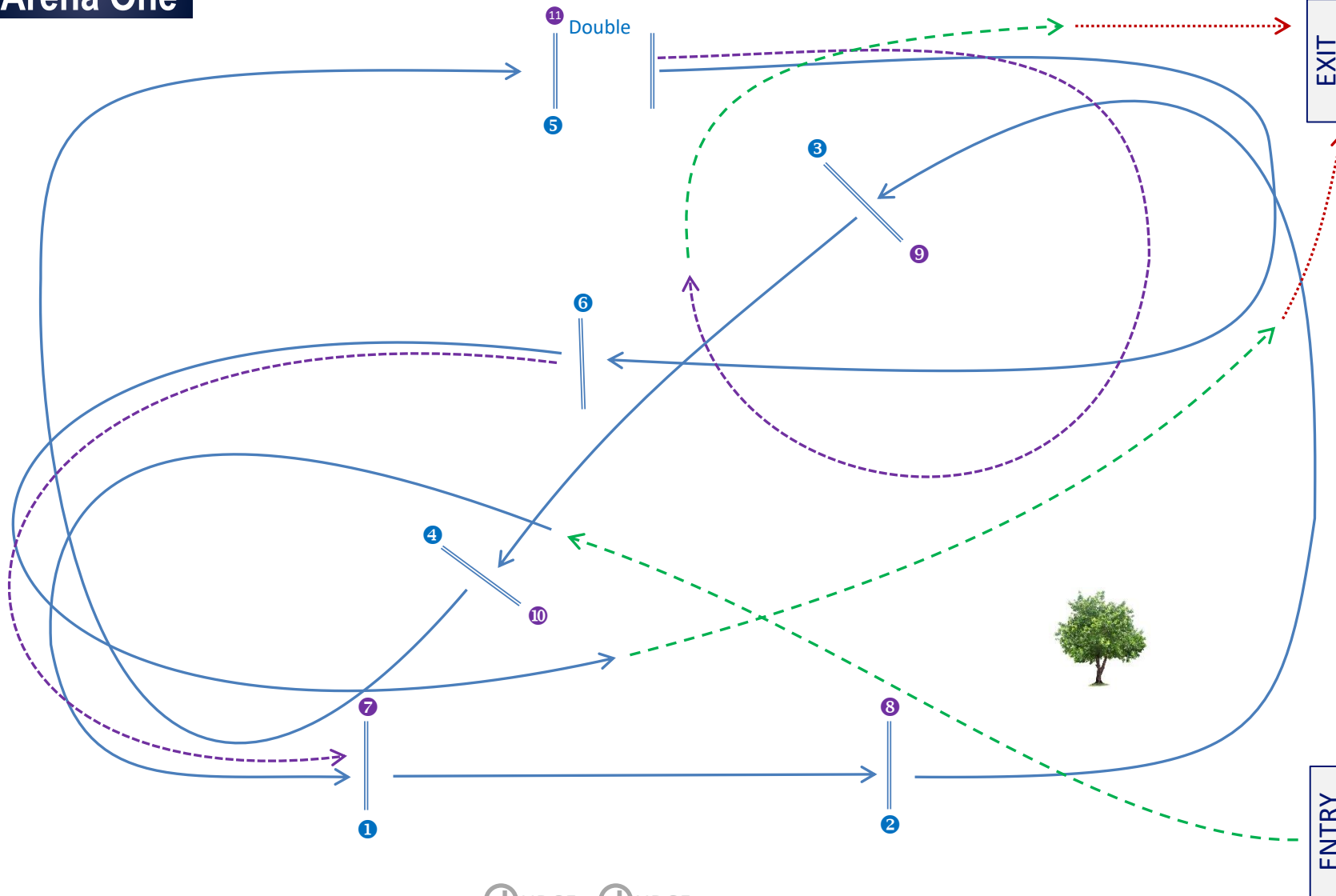
- Jump obstacles 1 to 6
- Finish with trot at Judges, then leave the arena at walk on a loose rein (as shown)

Title classes (304 & 307):

- Jump obstacles 1 to 11
- Finish with small circle on the right rein, trot before completing circle
- Leave arena at walk on a loose rein (as shown)

Legend

- Halt & Present
- Walk
- Trot
- Canter
- Title class



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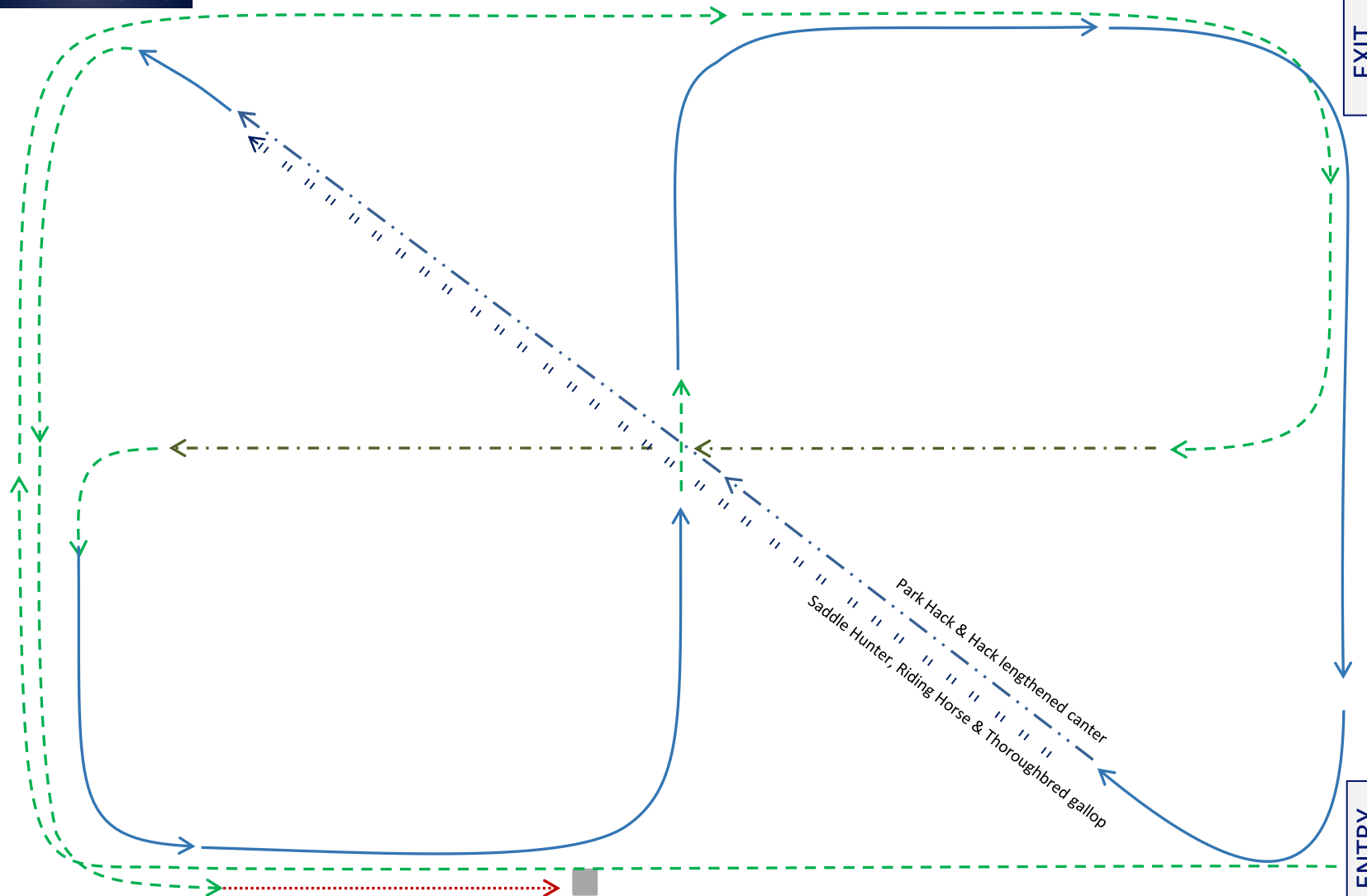
Workout

1. Enter arena at trot past judges to end. Turn right
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

Arena One



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Arena One

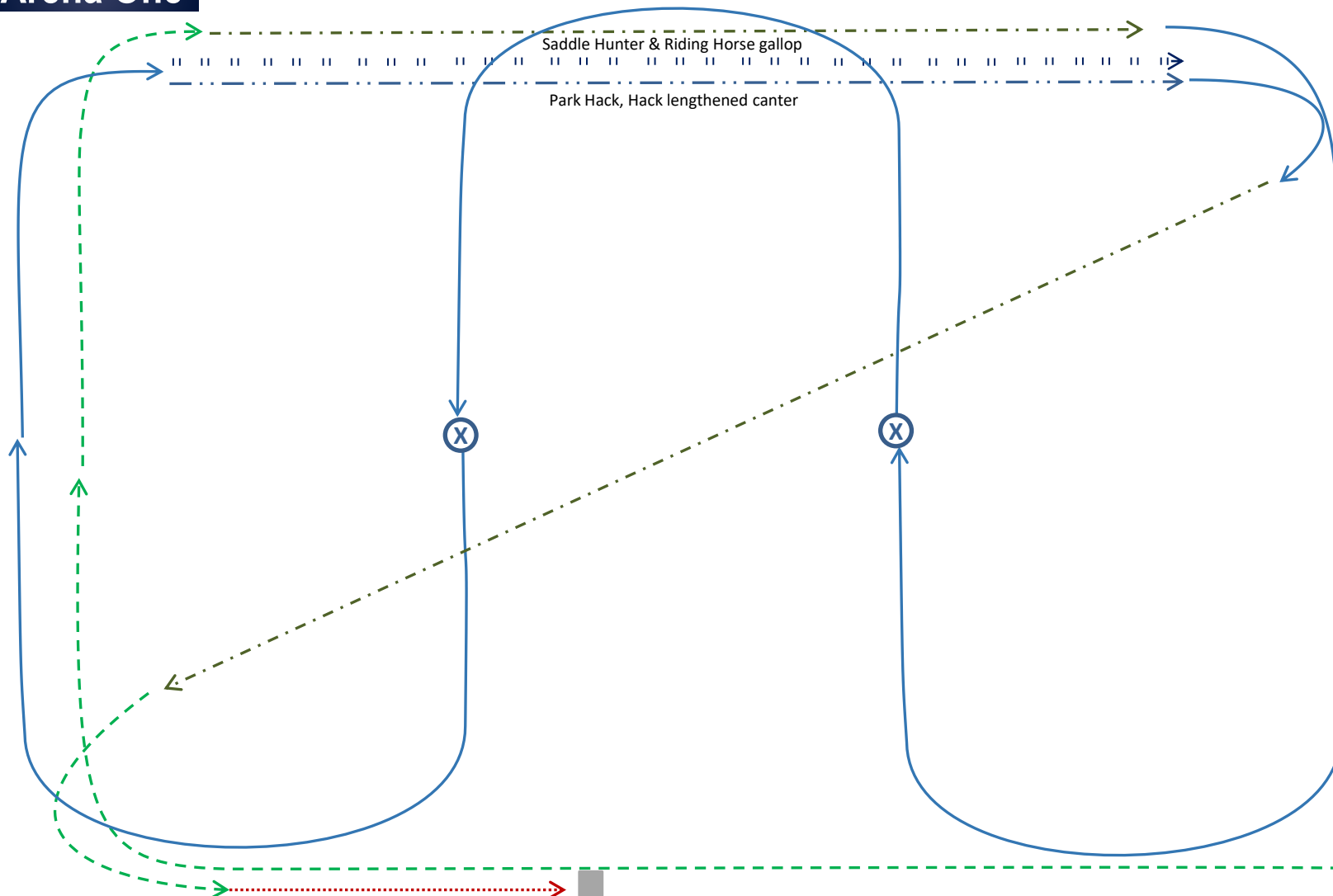
2023

Workout

1. Enter arena at trot, past judges to end. Turn right
2. At top, turn right, lengthened trot across arena to end. Canter right
3. Canter 3 x loop serpentine, changes X method optional
4. At top, canter right. Saddle Hunter & Riding Horse gallop / Hack & Park Hack lengthened canter across arena, canter right
5. Lengthened trot across diagonal, working trot left at corner
6. Walk 8-10 strides to Judges. Halt & Present
7. Leave arena at trot

Legend

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



Saddle Hunter & Riding Horse gallop

Park Hack, Hack lengthened canter

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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

- (H) Halt only
■ Halt & Present
... Walk
- - - Trot
||||| Horse Line Up

ENTRY

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Gee Whizz Memorial Senior Rider & Youth Rider



Arena One

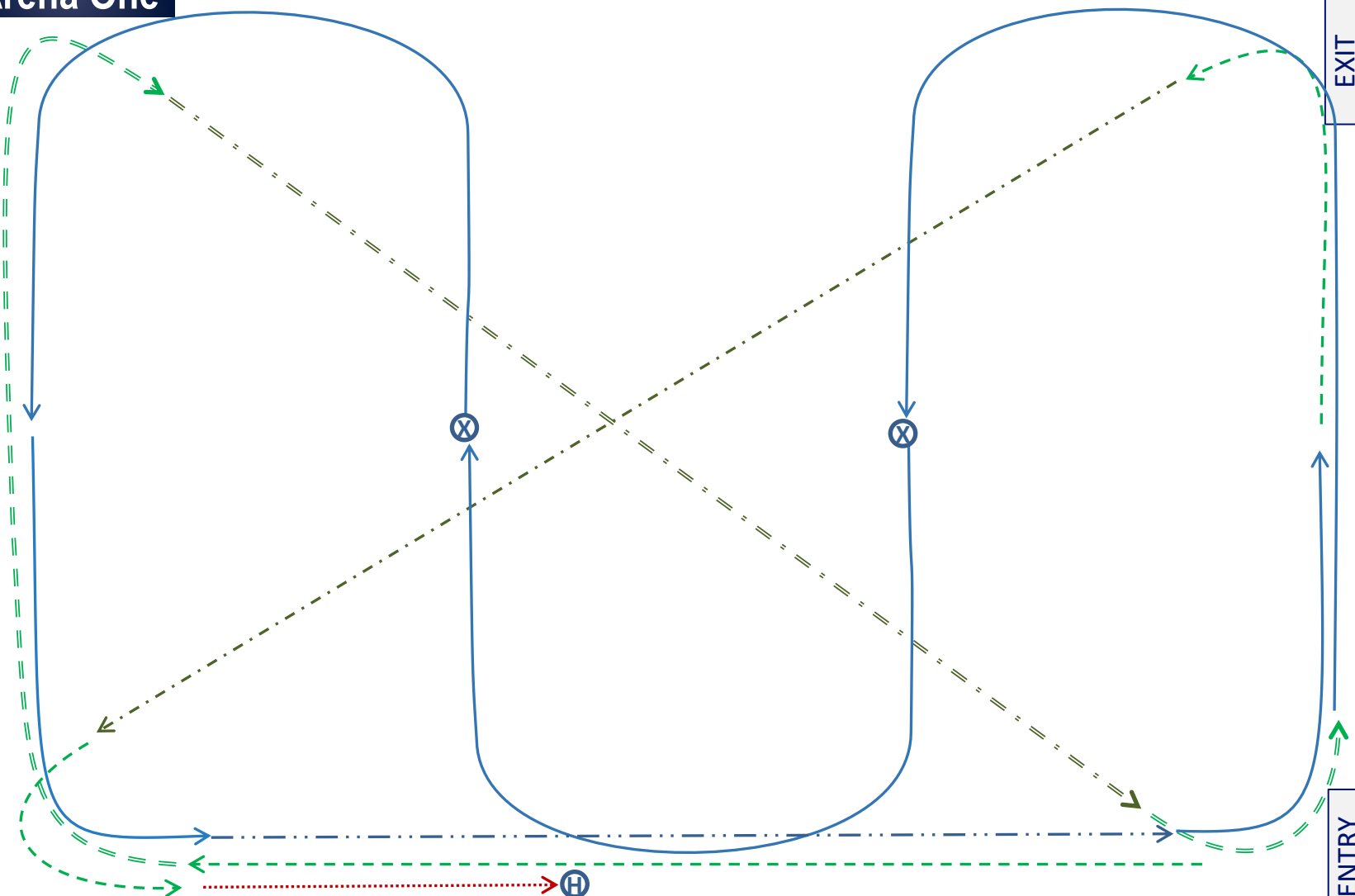
2023

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, change X method optional
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 to Judges. 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
- || || || || Gallop



JUDGE JUDGE

TENTS

2023

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 half circle right to centre. Change lead X, method optional
5. Canter to Judges, turn right. Continue around arena. At top turn right across diagonal. Change lead X, method optional
6. At corner, canter left to top. Turn left. Lengthened canter / gallop down long side. Working canter at end
7. Turn left. Trot at centre to bottom of arena, turn left
8. Walk 8-10 strides
9. Halt and present to Judges
10. Leave arena at trot

Legend

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

Arena One

Park Hack, Hack & Show Pony lengthened canter

Saddle Hunter & Riding Horse gallop

EXIT

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JUDGE JUDGE

