

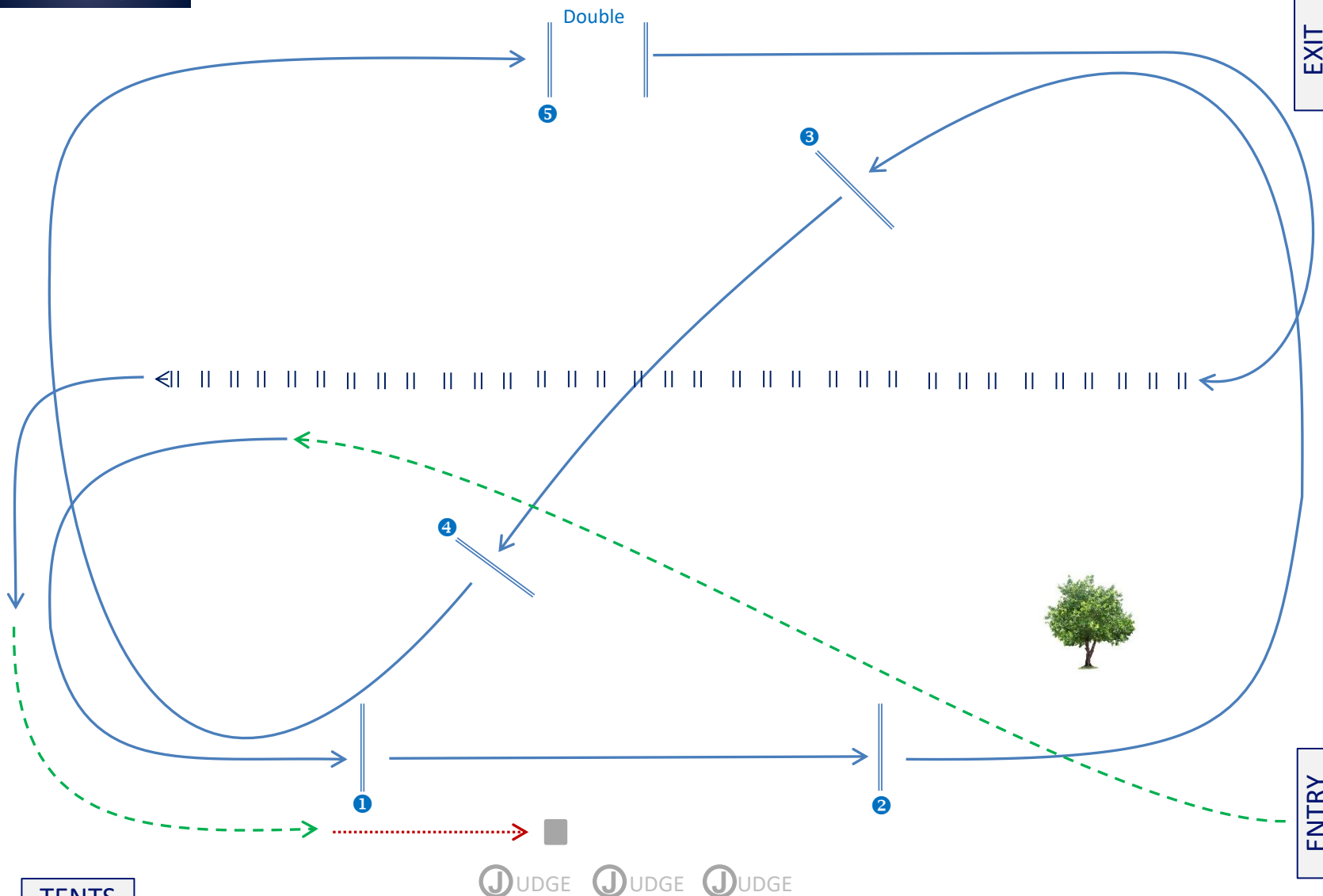
Workout

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 to middle of arena, turn right then gallop across the centre
5. At end, working canter, turn left down arena. Before corner, 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

Arena One



TENTS

JUDGE JUDGE JUDGE

Hunter Jumping Horse Hunter Jumping Pony 138-148 cm

2025

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)

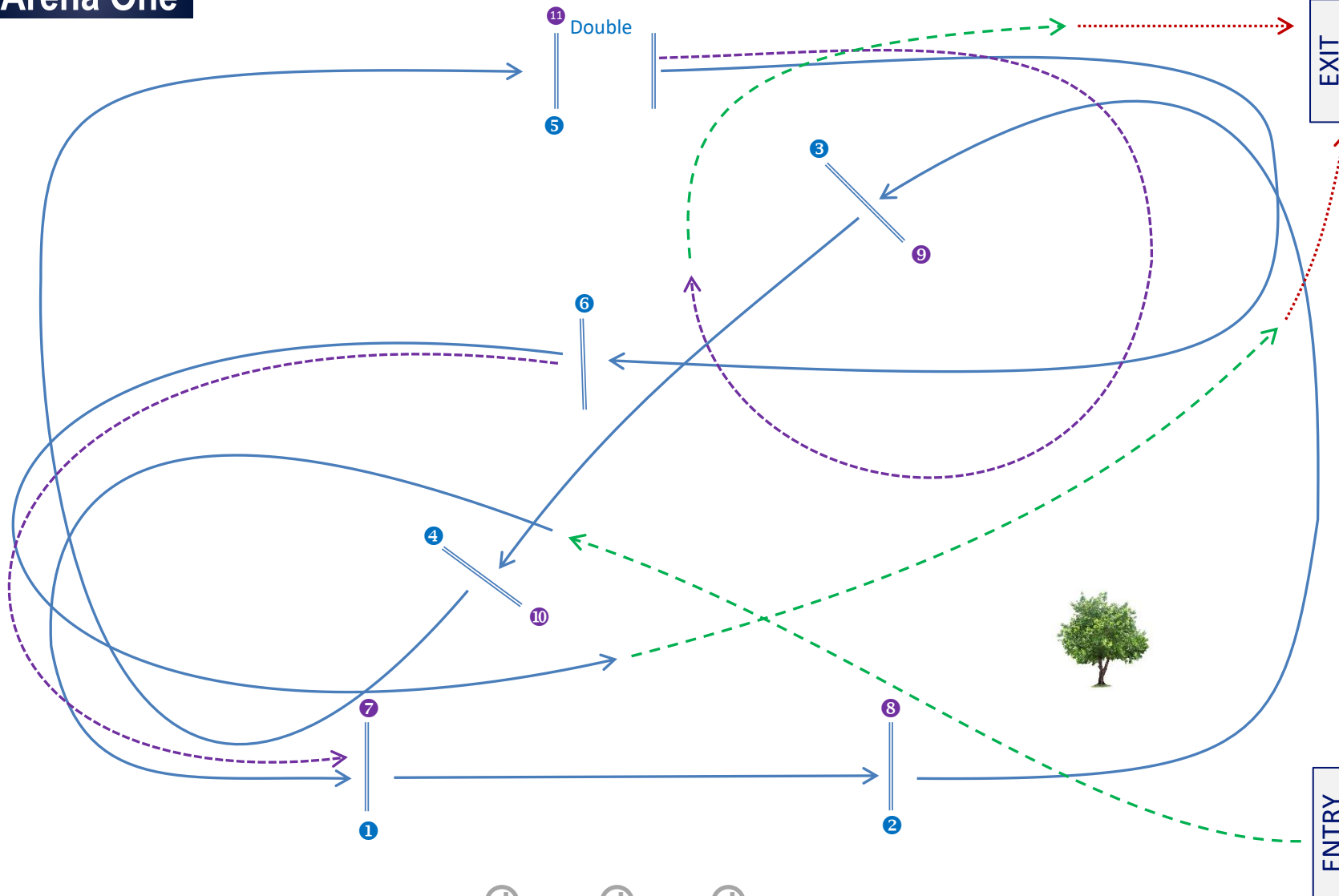
Title classes (304 & 306):

- 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

Arena One



JUDGE JUDGE JUDGE

TENTS

Park Hack, Hack, Riding Horse & Saddle Hunter Horses Saddle Hunter Pony & Show Pony Titles

2025

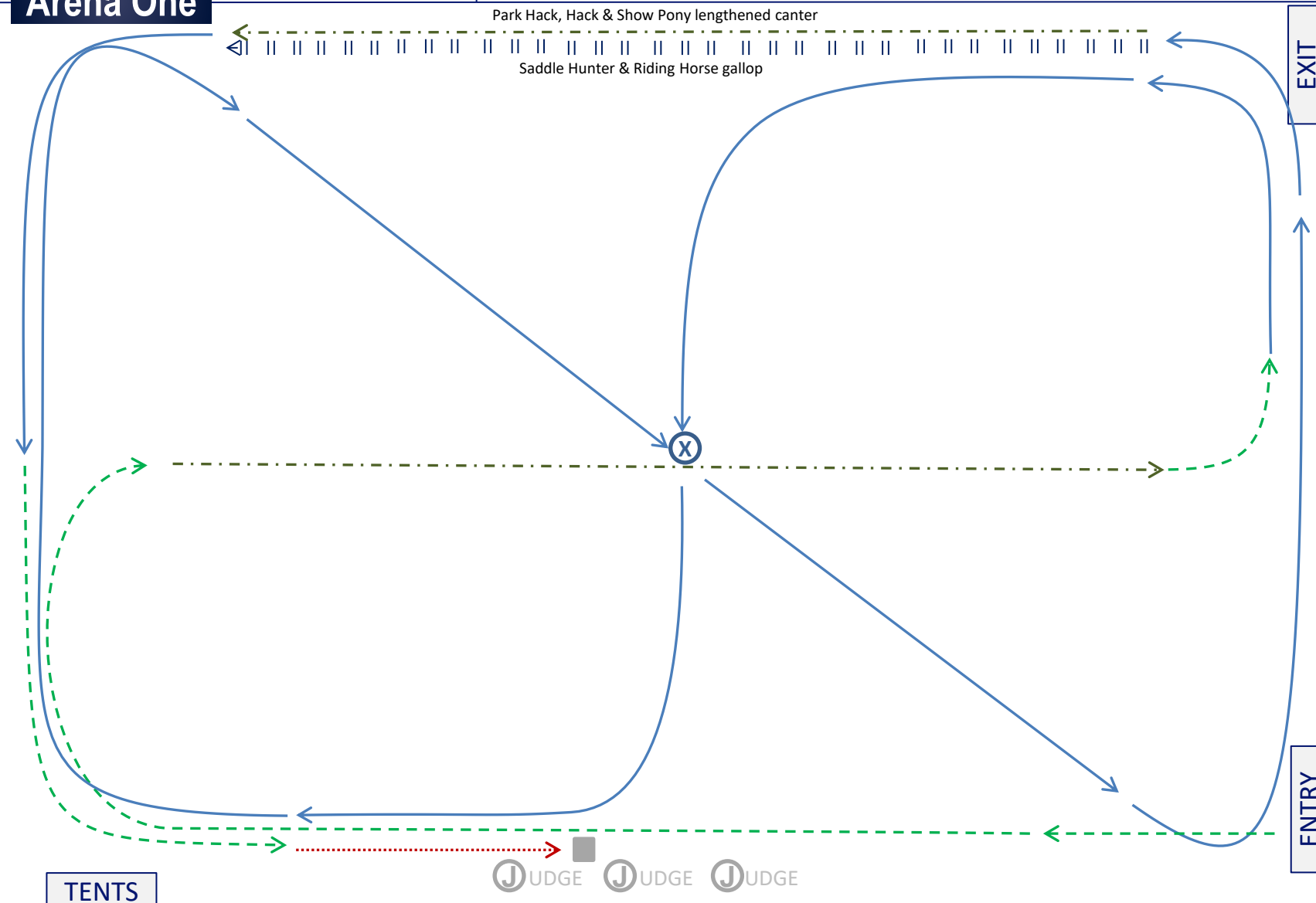
Workout

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



2025

Workout

1. Stand In Line
2. Halt in front of Judges
3. Walk straight up centre of arena. Before 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

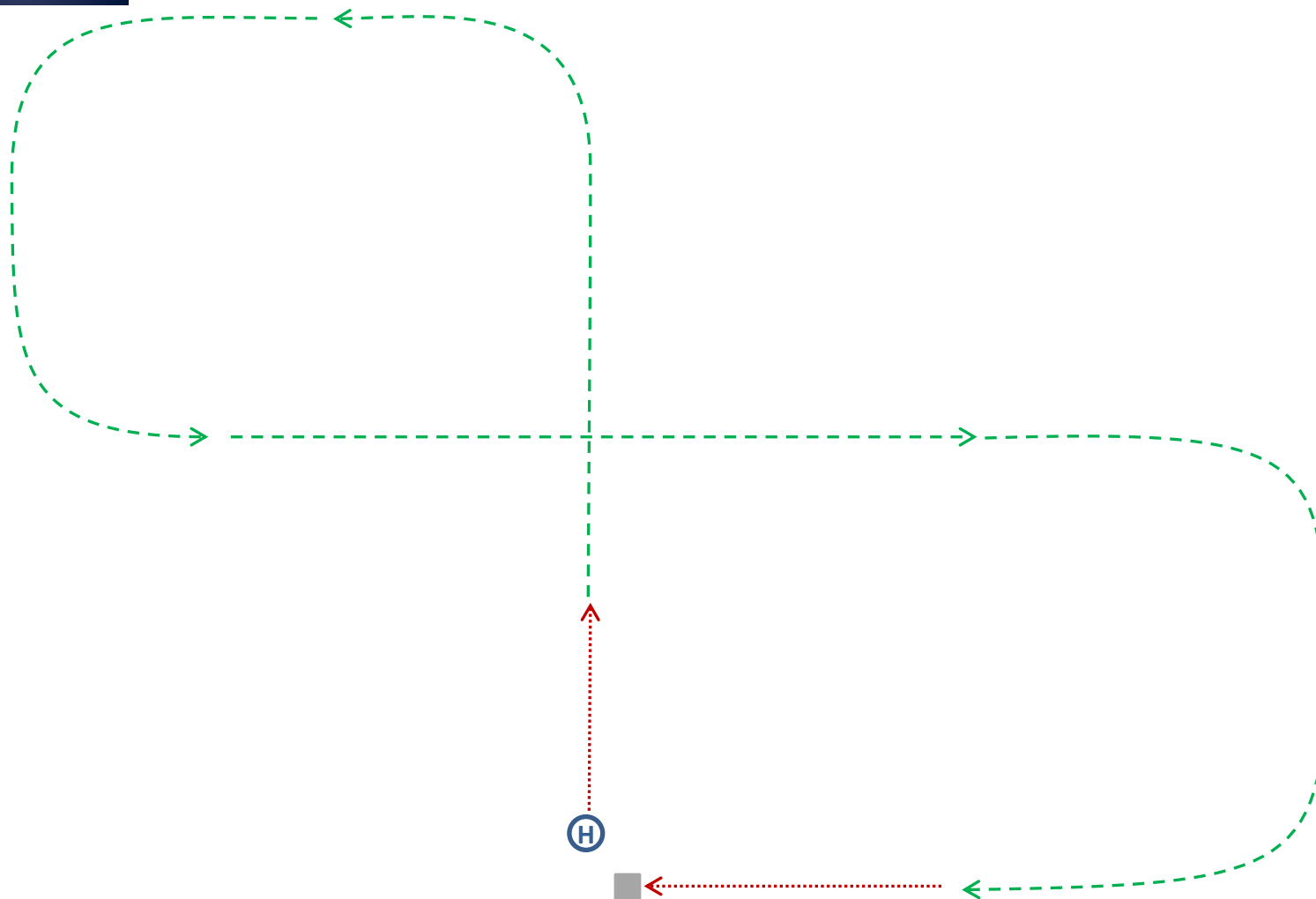
EXIT

ENTRY

Arena One

TENTS

JUDGE JUDGE JUDGE



Gee Whizz Memorial

Senior Rider, Young Rider 17-20 yrs
Junior Rider 15-16 yrs & 12-14 yrs

2025

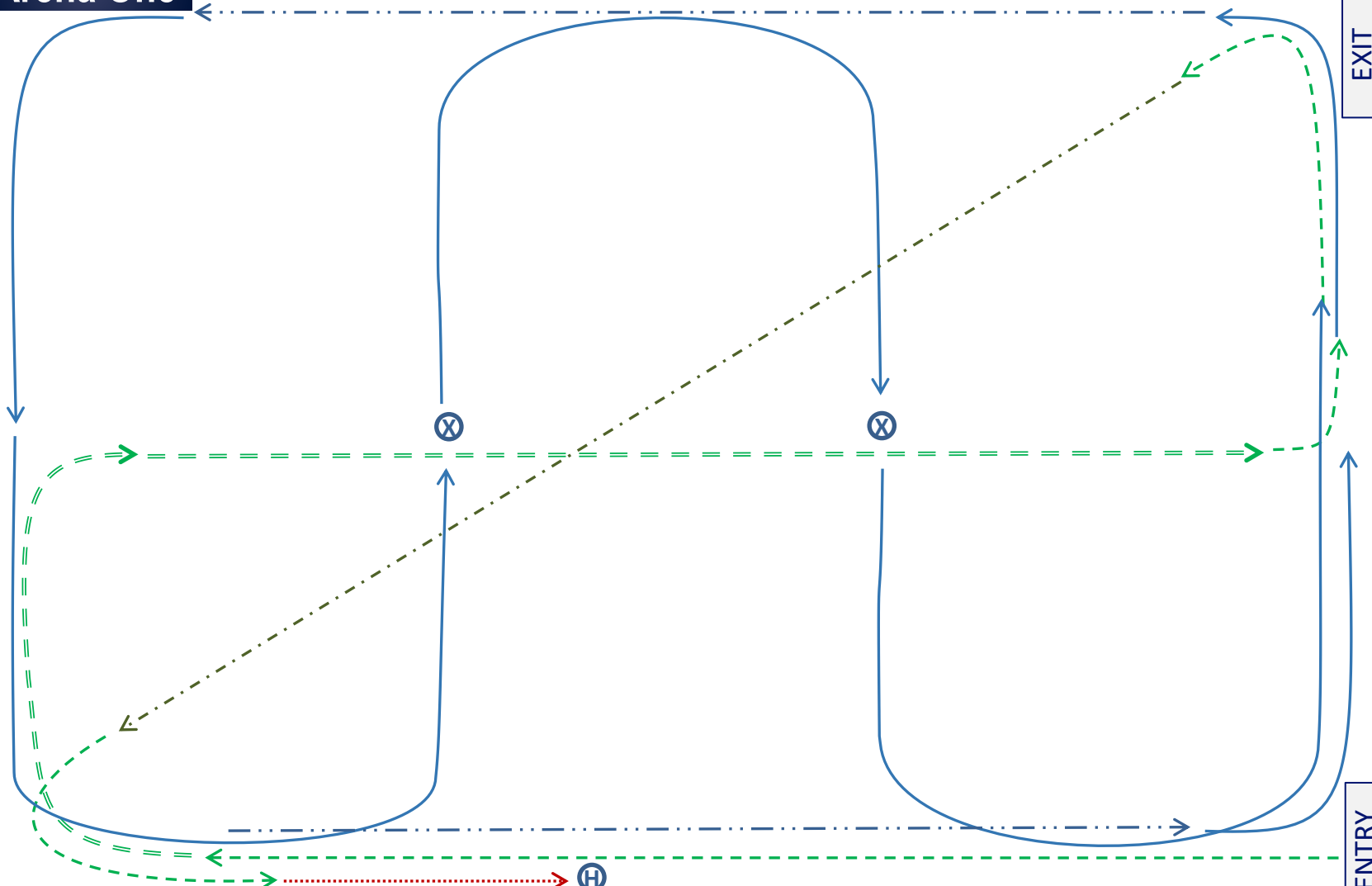
Workout

1. Enter at trot past Judges
2. Before corner, sitting trot
3. Continue sitting trot, turn right across middle of arena. Rising trot before end, turn left, Canter
4. At top of arena turn left, lengthened canter across top of arena. Canter before end, turn left
5. Canter 3 x loop serpentine, change X method optional
6. Before top corner trot, turn left. Lengthened rising trot across diagonal. Working trot at corner, turn left
7. Trot 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

Arena One



JUDGES

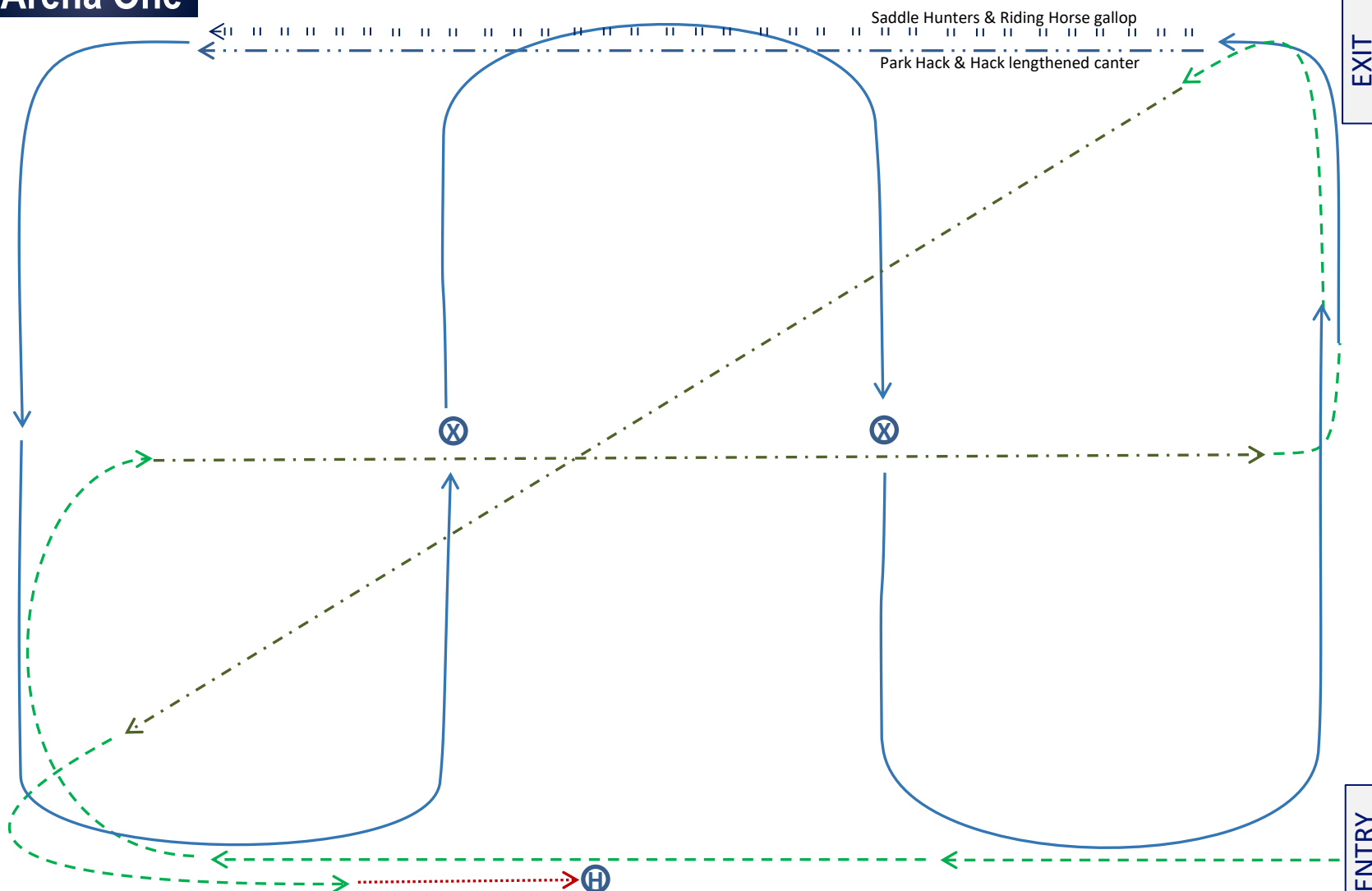
TENTS

Paced & Mannered Saddle Hunter Horse and Saddle Hunter Ponies

Paced & Mannered Riding Horse, Park Hack & Hack

2025

Arena One



Workout

1. Enter at trot, past Judges
2. Turn right, at centre turn right again. Lengthened trot across arena. Trot left, canter
3. At top of arena turn left, lengthened canter / gallop across top of arena. Canter before end, turn left
4. Canter 3 x loop serpentine, change X method optional
5. Before top corner trot, turn left. Lengthened trot across diagonal. Working trot at corner, left
6. Walk 8-10 strides to Judges. Halt 4 x seconds
7. Leave arena at trot

Legend

- (H) Halt
- Walk
- Trot
- . - Lengthened Trot
- Canter
- Lengthened Canter
- || || || || Gallop

TENTS

JUDGE JUDGE JUDGE

ENTRY

EXIT

Suitability for Dressage, Suitability for Showing

2025

Workout

1. Enter arena at trot, past judges to end, turn right
2. Trot around arena. At centre top, turn right towards judges, at judges, turn left
3. At corner, canter. Canter around arena. At centre top, turn left towards judges
4. Change lead (method optional) in middle, continue down arena to judges and turn right
5. Canter around arena to top
6. Lengthen canter or gallop along top of arena
7. Canter left in corner, then trot
8. At middle of arena, turn right and lengthen trot across arena to end. Trot before end, turn left to bottom of arena
9. After corner, walk 8-10 strides. Halt & present to Judges
10. Leave arena at trot

Legend

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

Arena One

Saddle Hunter & Riding Horse gallop

Park Hack, Hack lengthened canter

EXIT

ENTRY

TENTS

JUDGE JUDGE JUDGE