

2025

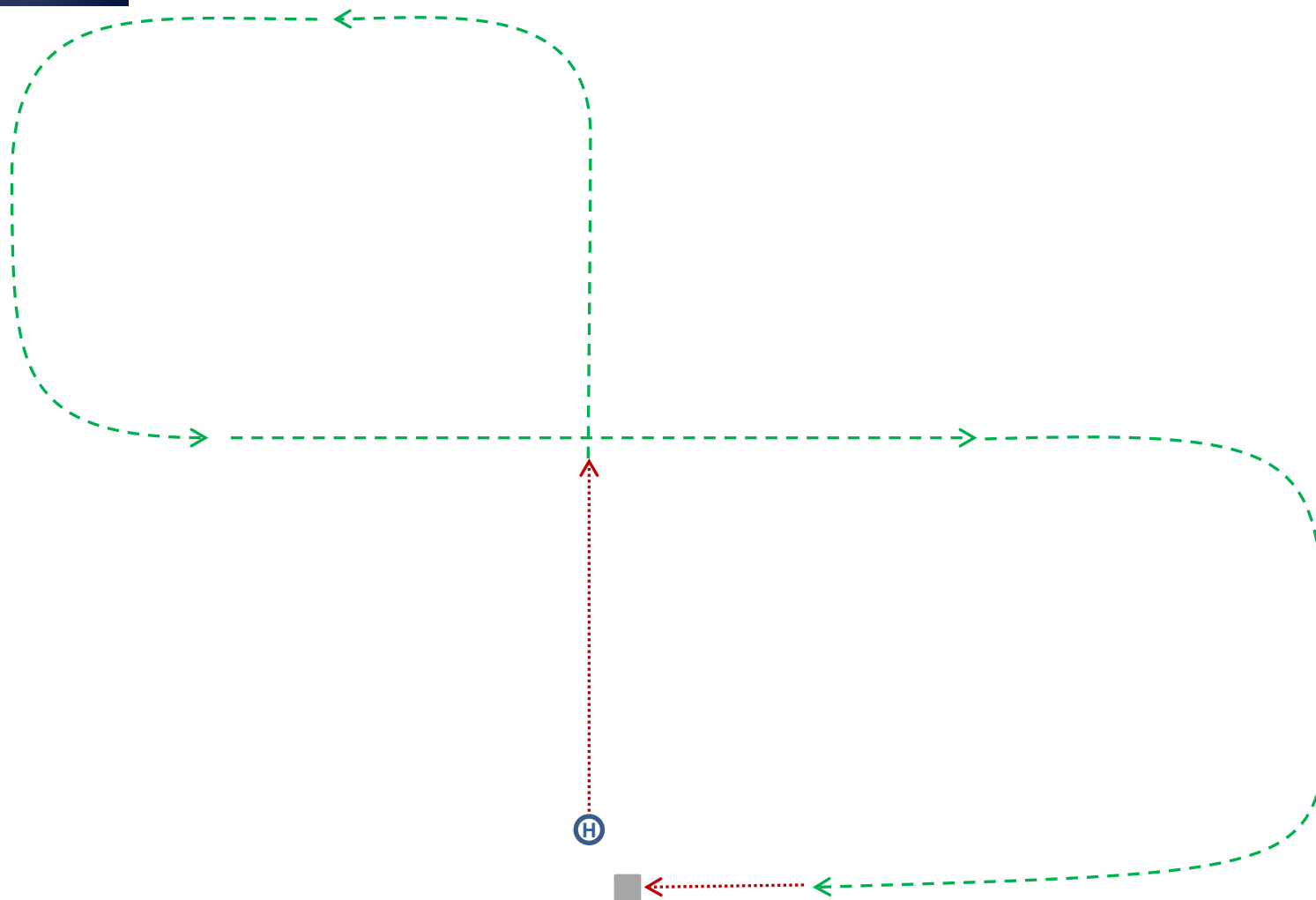
Workout

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

Arena Two



ENTRY

JUDGE

JUDGE

JUDGE

TENT

EXIT

Rising Star Show Pony and Saddle Hunter Pony



2025

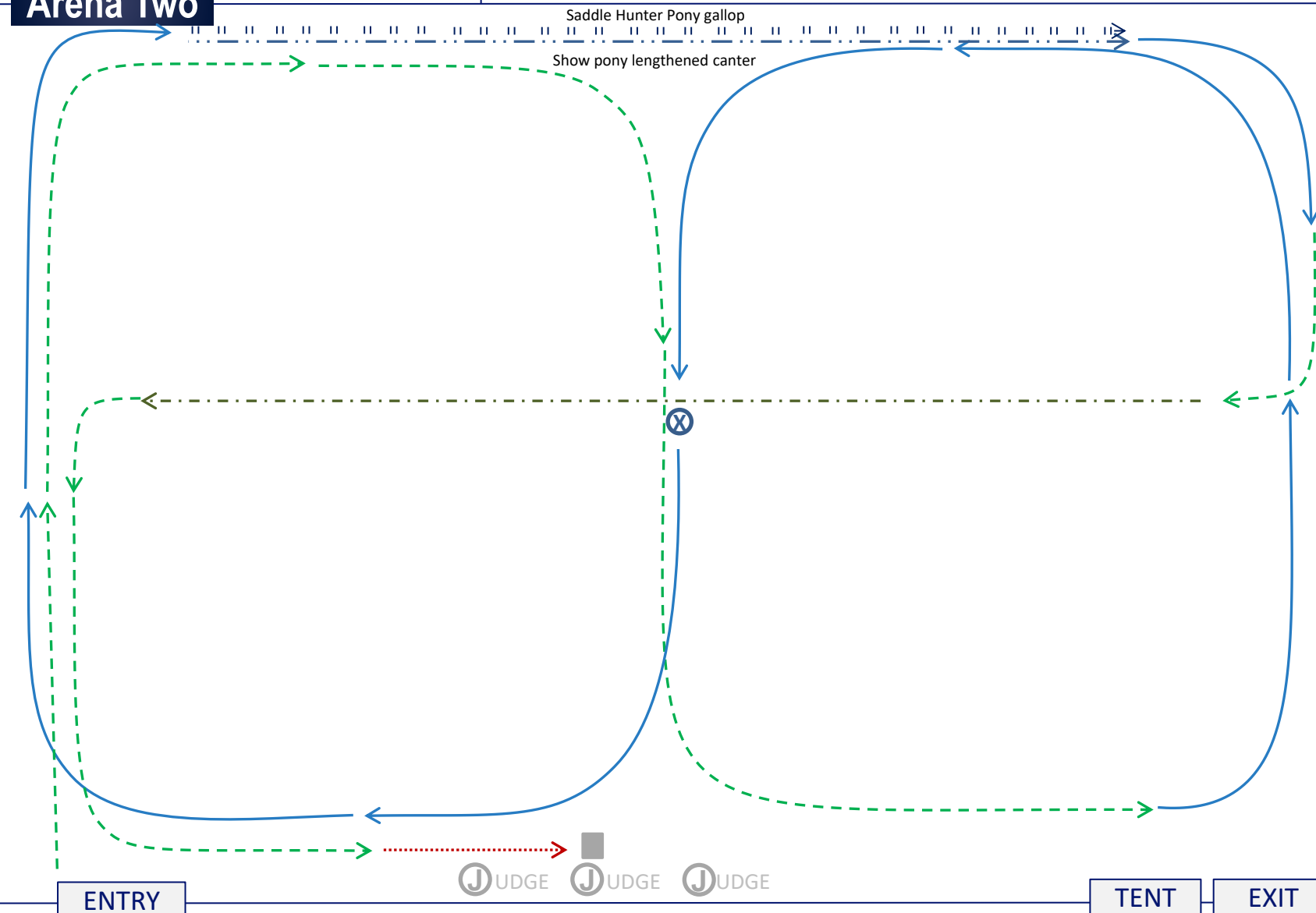
Workout

1. Enter arena at trot. At top of arena, turn right
2. 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 Two



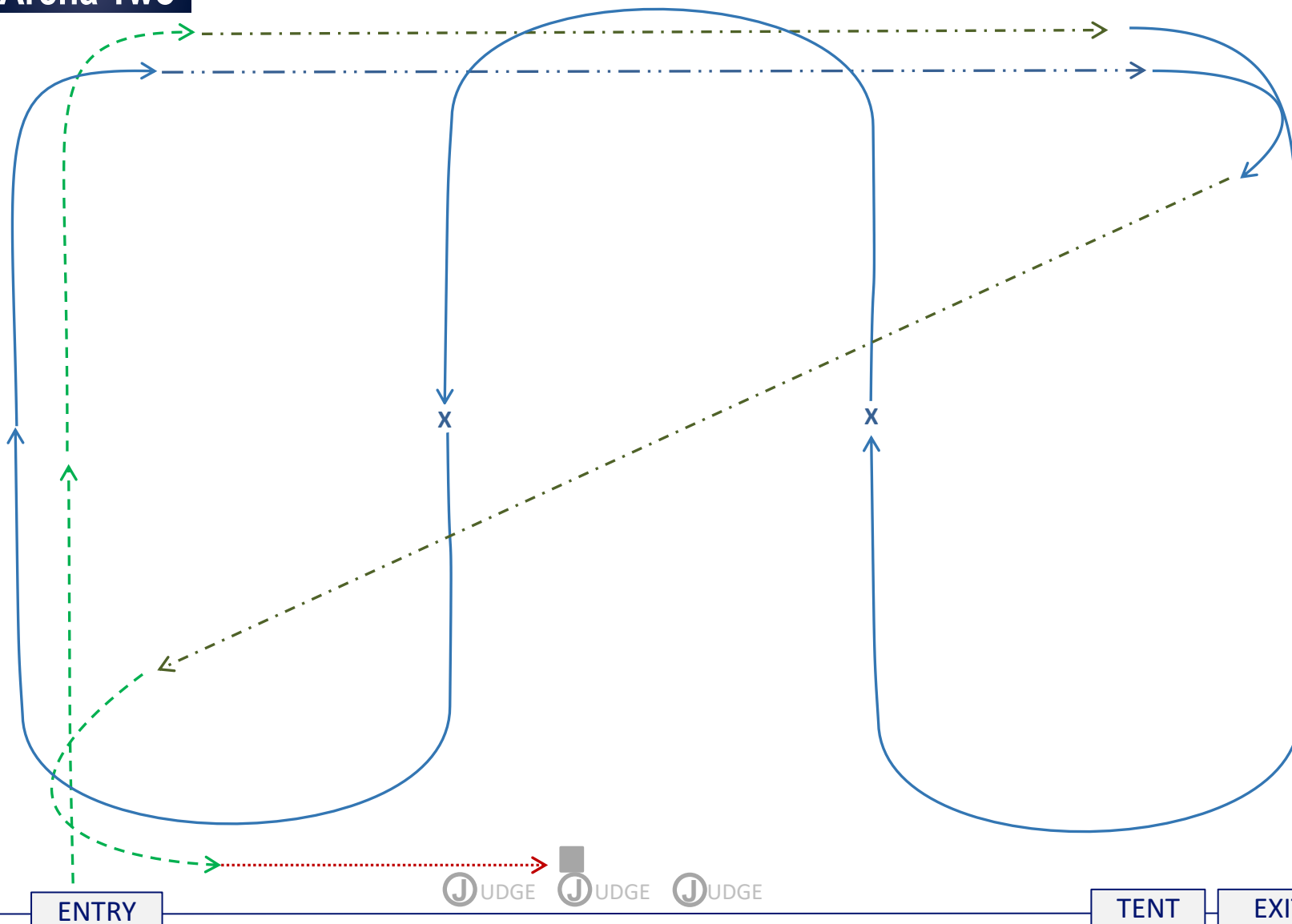
2025

Workout

1. Enter arena at trot. At top, turn right
2. Lengthened trot across arena. Canter right
3. Canter 3 x loop serpentine, changes **X** method optional
4. At top, canter right. 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

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



Wonder Memorial Junior Rider 11 & under and Debutante Rider

2025

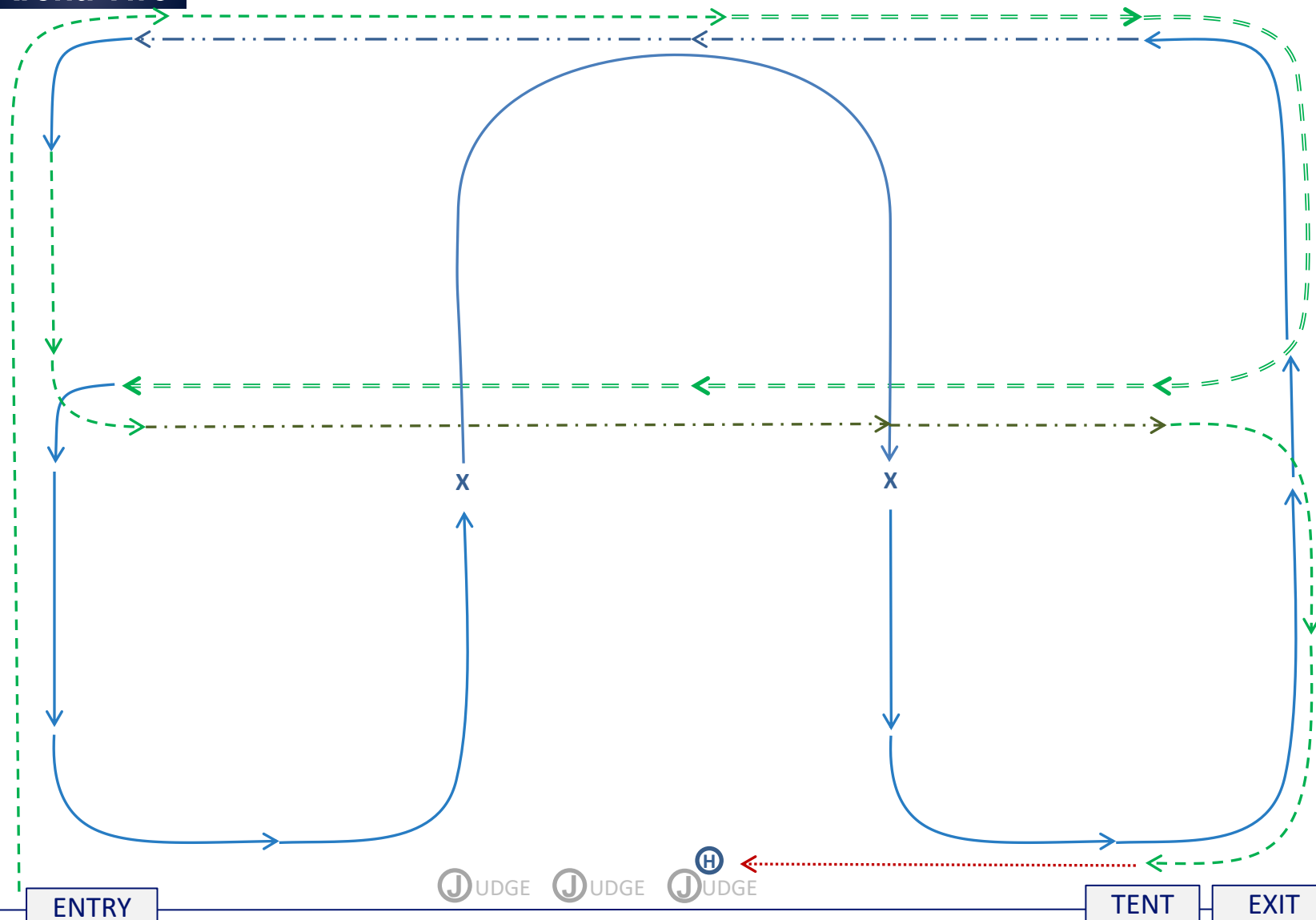
Workout

1. Enter at trot to end, turn right
2. At centre, sitting trot to end, turn right
3. At centre, turn right. Sitting trot across arena, canter left
4. Canter 3 x loop serpentine, change X method optional
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 to end, working trot, turn right
7. Trot to bottom of arena, turn right.
8. Walk 8-10 strides to centre. Halt 4 x seconds
9. Leave arena at trot

Legend

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

Arena Two



ENTRY

(J) U D G E

(J) U D G E

(H) U D G E

TENT

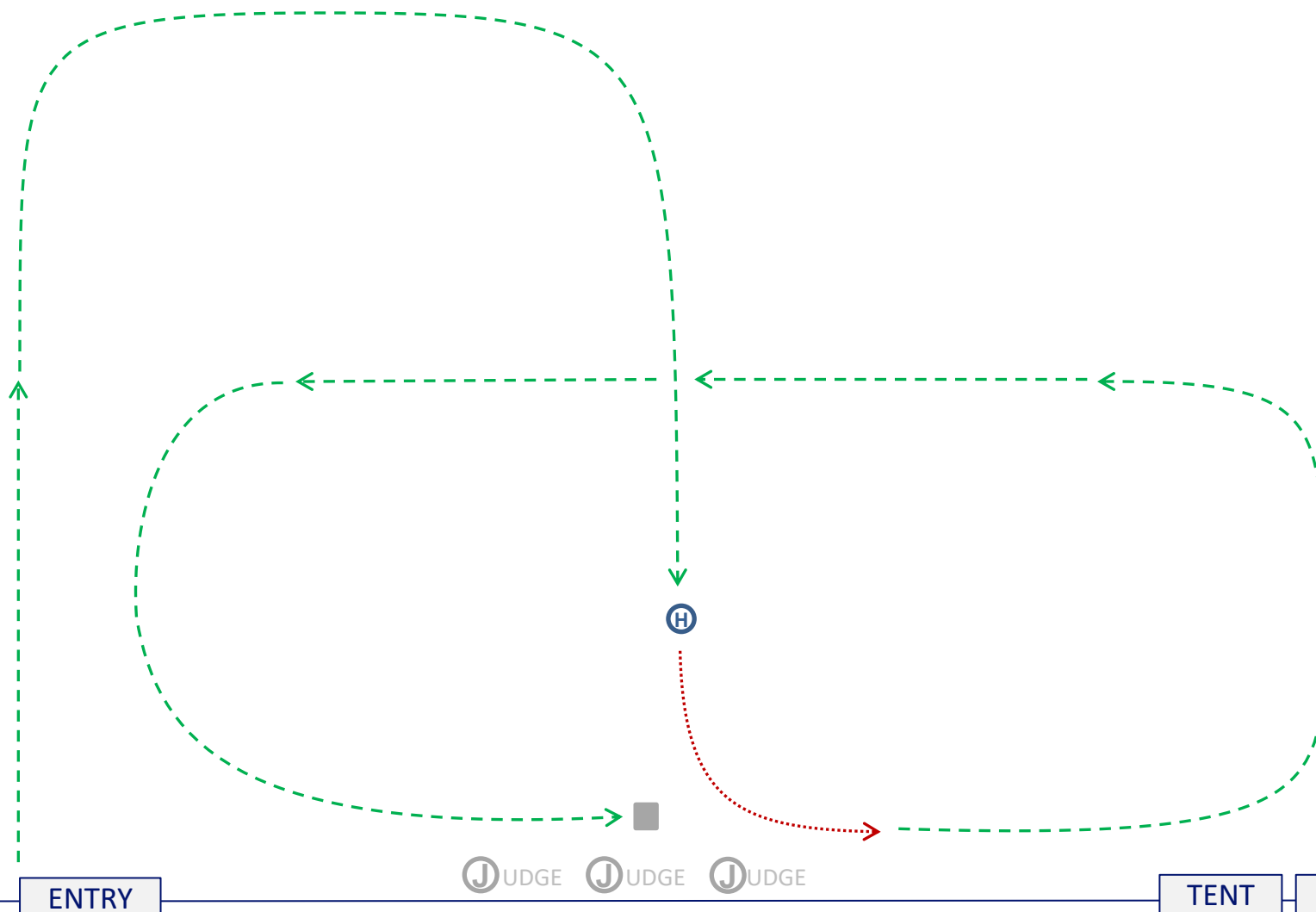
EXIT

Workout

1. Enter at trot. At top of arena turn right
2. At centre of long side, turn right towards Judges
3. Half way between centre and judges, Halt 4 x seconds
4. Walk towards judges. Turn left
5. Before corner trot, turn 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



2025

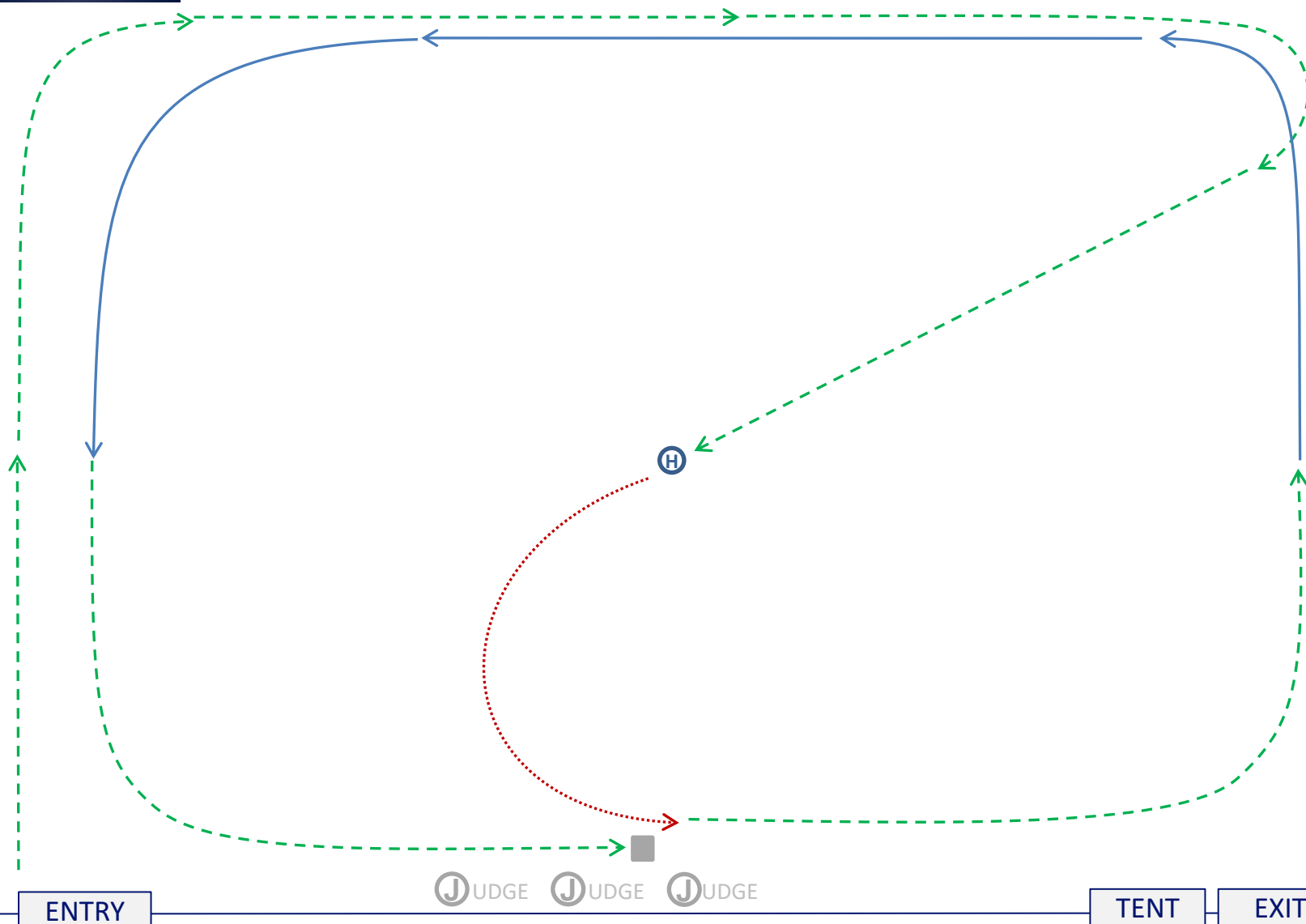
Workout

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



Hunter Jumping Pony 138 cm and under

2025

Hunter Jumping Course

1. Enter at Trot. Canter right without circling

Lead-up class:

2. Jump obstacles 1 to 7
3. Canter, then trot.
4. Leave arena at walk on a loose rein

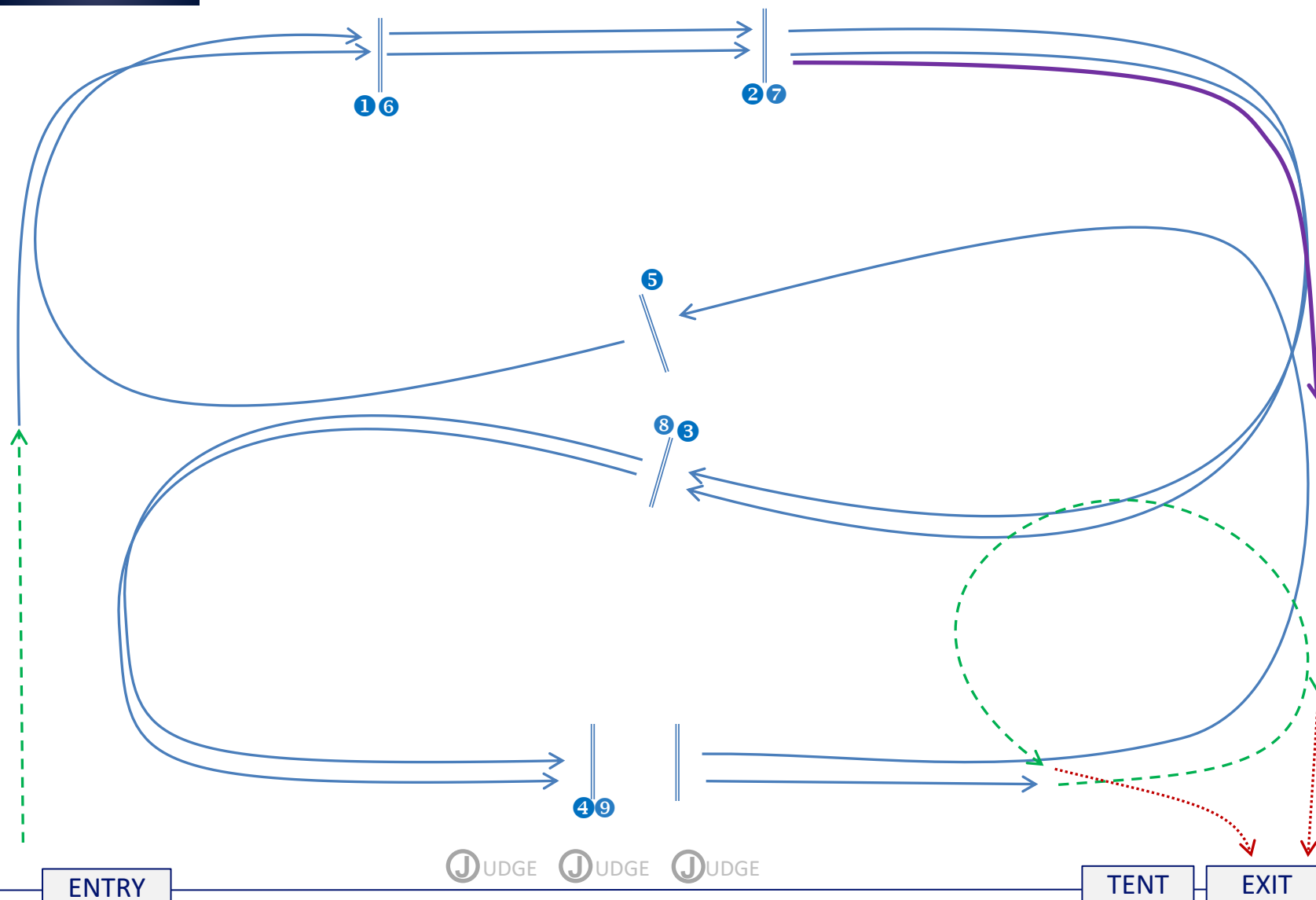
Title class:

2. Jump obstacles 1 to 9
3. Trot, finish with a small circle on the left rein
4. Leave arena at walk on a loose rein

Legend

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

Arena Two



Arena Two

2025

Workout

1. Enter at Trot. Canter right and jump obstacles ① to ④
2. Canter left back up arena
3. Turn left and gallop across arena to end, working canter
4. Turn left
5. Before end, trot, turn left
6. Before Judges walk, 8-10 strides
7. At Judges halt & present
8. Leave arena at trot

Legend

- Halt & Present
-

Walk
- Trot
- Canter
- || || || ||

Gallop

