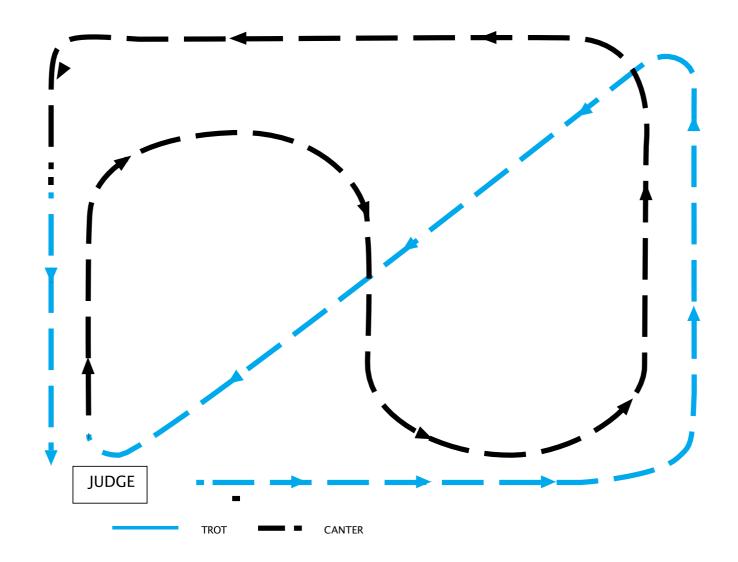




PRIMARY SHOW HUNTER RIDDEN

- 1. Competitor to present to the judge.
- 2. Trot straight.
- 3. Strong trot diagonal.
- 4. Canter right half circle.
- 5. Simple change canter left half circle.
- 6. Lengthen canter along top side.
- 7. Working canter then exit in trot.

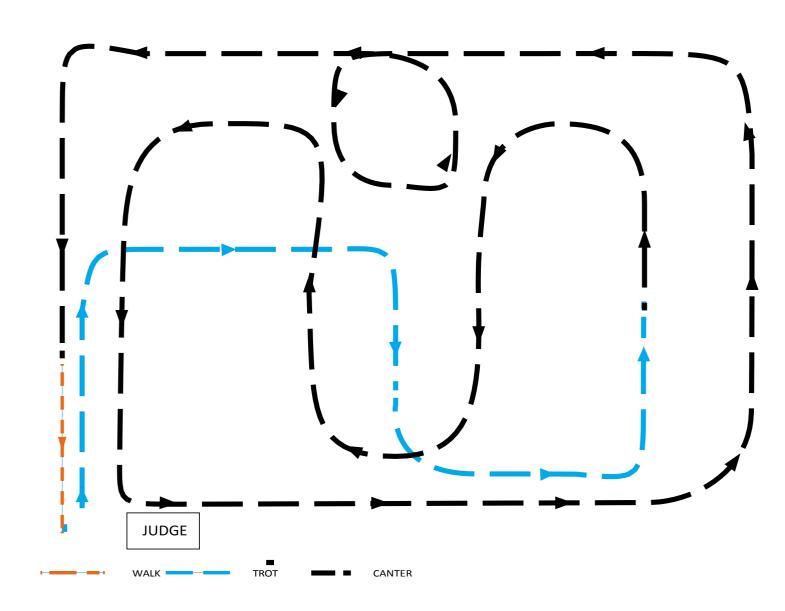




SECONDARY SHOW HUNTER RIDDEN



- 1. Competitor to present to the judge.
- 2. Trot half circle right, trot half circle left.
- 3. Serpentine canter 3 loop with simple changes.
- 4. Lengthen canter for 2 sides
- 5. 20 metre circle one handed.
- 6. Back to trot.
- 7. Exit in walk.

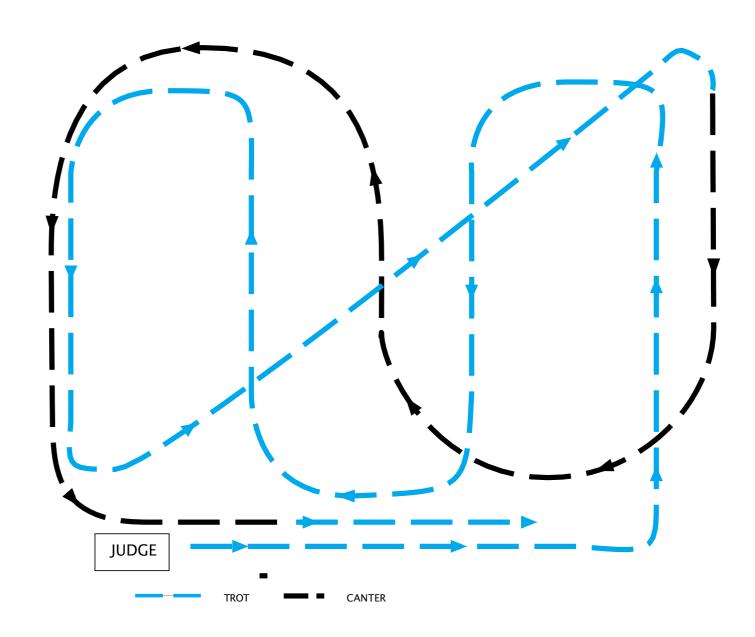




PRIMARY SHOW HORSE RIDDEN



- 1. Competitor to present to the judge.
- 2. 3 loop serpentine in trot.
- 3. Lengthen trot diagonal.
- 4. Canter right half circle.
- 5. Simple change.
- 6. Canter left half circle.
- 7. Continue straight.
- 8. Exit in trot.

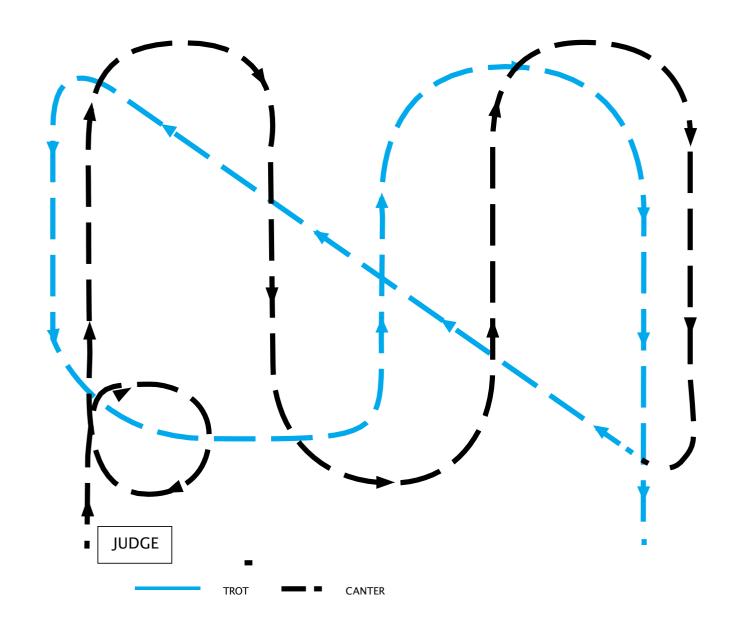




SECONDARY SHOW HORSE RIDDEN



- 1. Competitor to present to the judge.
- 2. Circle to establish canter right.
- 3. 3 loop serpentine with simple changes.
- 4. Lengthen trot on the diagonal.
- 5. Trot half circle left.
- 6. Trot half circle right.
- 7. Exit in trot.

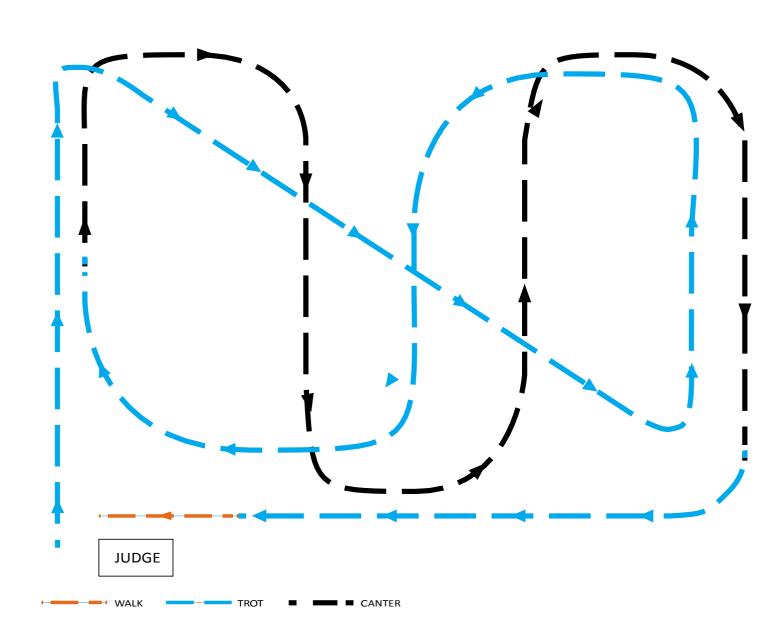




SECONDARY RIDER – ALL CLASSES



- 1. Competitor to present to the judge.
- 2. Lengthen diagonal sitting/rising trot.
- 3. Half circle left sitting trot.
- 4. Half circle right sitting trot.
- 5. Canter 3 loop serpentine with simple changes.
- 6. Rising trot on long side.
- 7. Exit in walk.

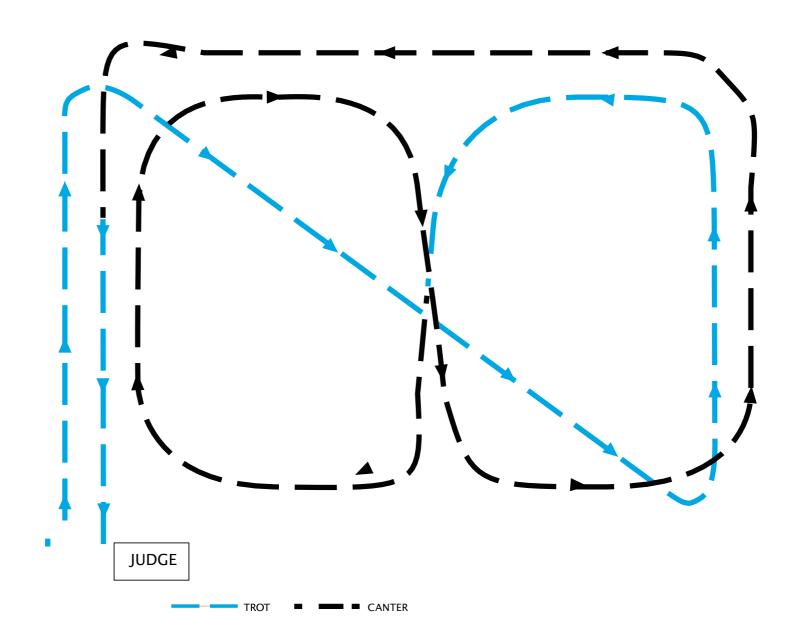




PRIMARY RIDER – ALL CLASSES



- 1. Competitor to present to the judge.
- 2. Enter sitting trot.
- 3. Diagonal lengthen trot rising.
- 4. Half circle to the left, sitting trot.
- 5. Canter full circle right.
- 6. Simple change half circle left.
- 7. Lengthen canter along top.
- 8. Working canter.
- 9. Exit in trot.





WALK -

ALL LED CLASSES – PRIMARY AND SECONDARY



- 1. Competitor to present to the judge.
- 2. Walk out approx.8 paces
- 3. Trot straight away from Judge
- 4. Turn right and strong trot along top.
- 5. Halt and present horse to Judge.
- 6. Trot back to the Judge.

