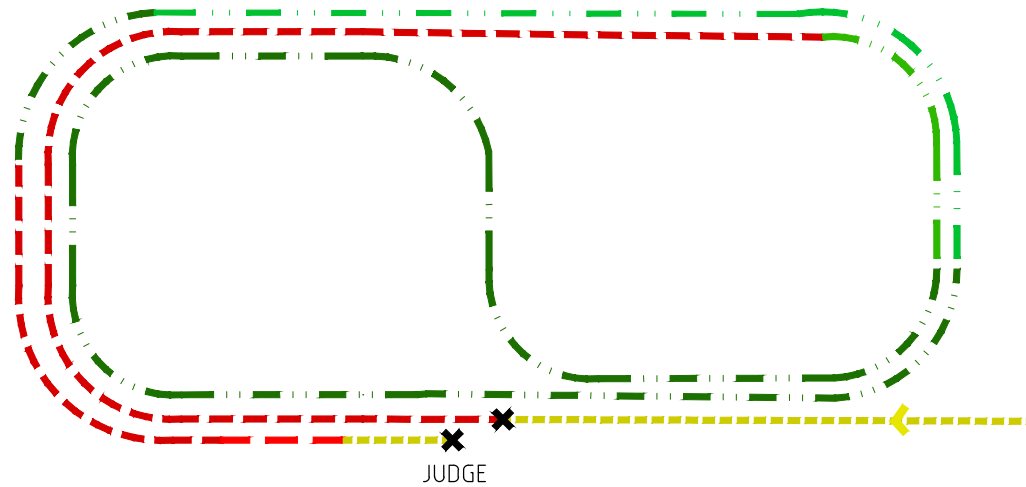








INTERMEDIATE & SECONDARY RIDDEN - SHOW HUNTER

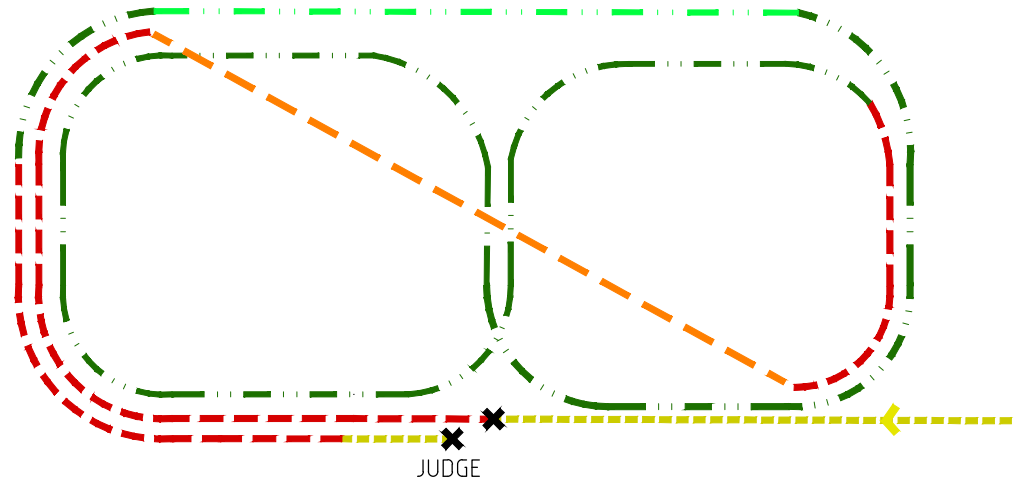


LEGEND







	WALK
	TROT
	CANTER
	HAND GALLOP
	HALT
	SIMPLE CHANGE

1. HALT SIDE ON & PRESENT TO JUDGE.
2. PROCEED TROT $\frac{1}{2}$ CIRCLE RIGHT & TROT ALONG BACK OF ARENA.
3. PICKING UP RIGHT CANTER IN CORNER.
4. SIMPLE CHANGE OF LEAD & CANTER LEFT CIRCLE.
5. HAND GALLOP ALONG BACK OF ARENA.
6. DOWNWARDS TRANSITION THROUGH TROT & WALK TO HALT.
7. LEAVE ARENA AT THE WALK ON LOOSE REIN.

INTERMEDIATE & SECONDARY RIDDEN - SHOW HORSE

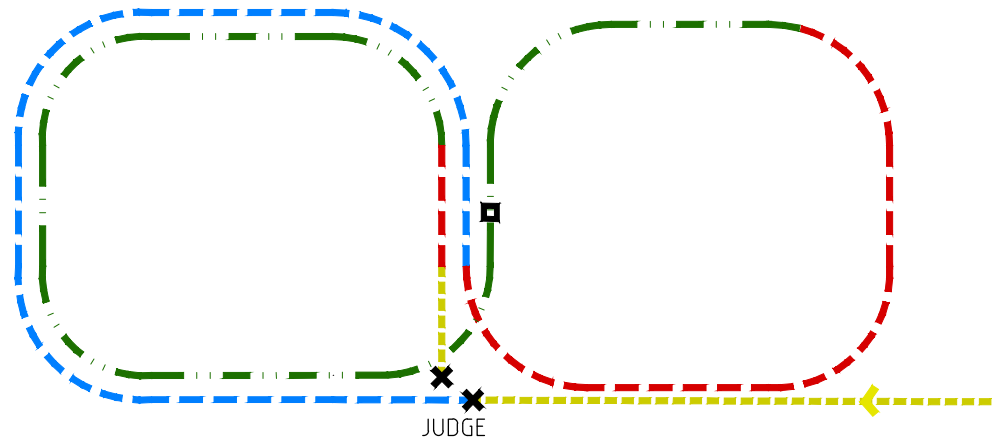


LEGEND







-  WALK
-  TROT
-  LENGTHEN TROT
-  CANTER
-  LENGTHEN CANTER
-  HALT

1. HALT SIDE ON & PRESENT TO JUDGE.
2. PROCEED TROT $\frac{1}{2}$ CIRCLE RIGHT.
3. LENGTHEN TROT ACROSS DIAGONAL.
4. TROT $\frac{1}{4}$ CIRCLE LEFT PICKING UP LEFT CANTER IN CORNER.
5. CHANGE OF LEAD & CANTER CIRCLE RIGHT.
6. CHANGE OF LEAD & CANTER CIRCLE LEFT.
7. LENGTHEN CANTER ALONG THE BACK OF ARENA.
8. DOWNWARDS TRANSITION THROUGH CANTER, TROT & WALK TO HALT.
9. LEAVE ARENA AT THE WALK ON LOOSE REIN.

INTERMEDIATE & SECONDARY RIDER



LEGEND

	WALK
	SITTING TROT
	RISING TROT
	CANTER
	HALT
	SIMPLE CHANGE

1. HALT SIDE ON & PRESENT TO JUDGE.
2. PROCEED SITTING TROT CIRCLE RIGHT.
3. RISING TROT $\frac{3}{4}$ CIRCLE LEFT PICKING UP LEFT CANTER IN CORNER.
4. SIMPLE CHANGE OF LEAD & CANTER CIRCLE RIGHT.
5. DOWNWARDS TRANSITION THROUGH TROT & WALK TO HALT.
6. LEAVE ARENA AT THE WALK ON LOOSE REIN.