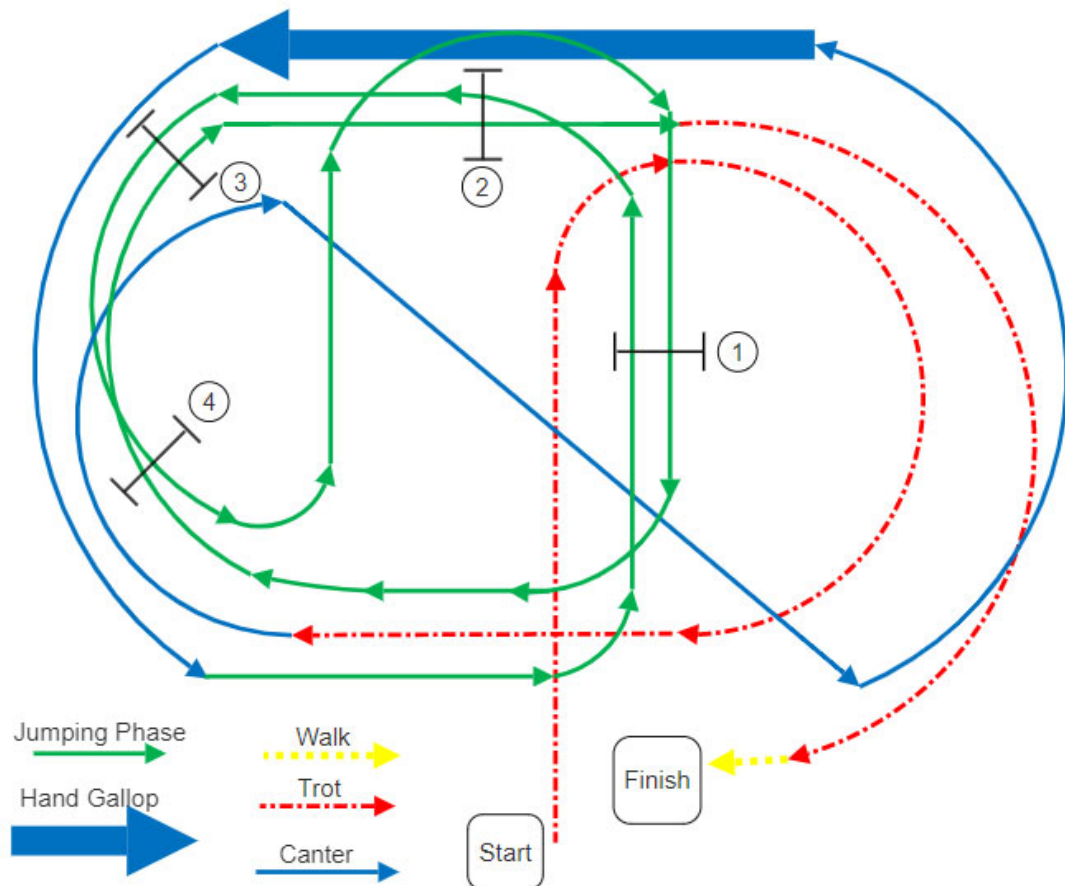


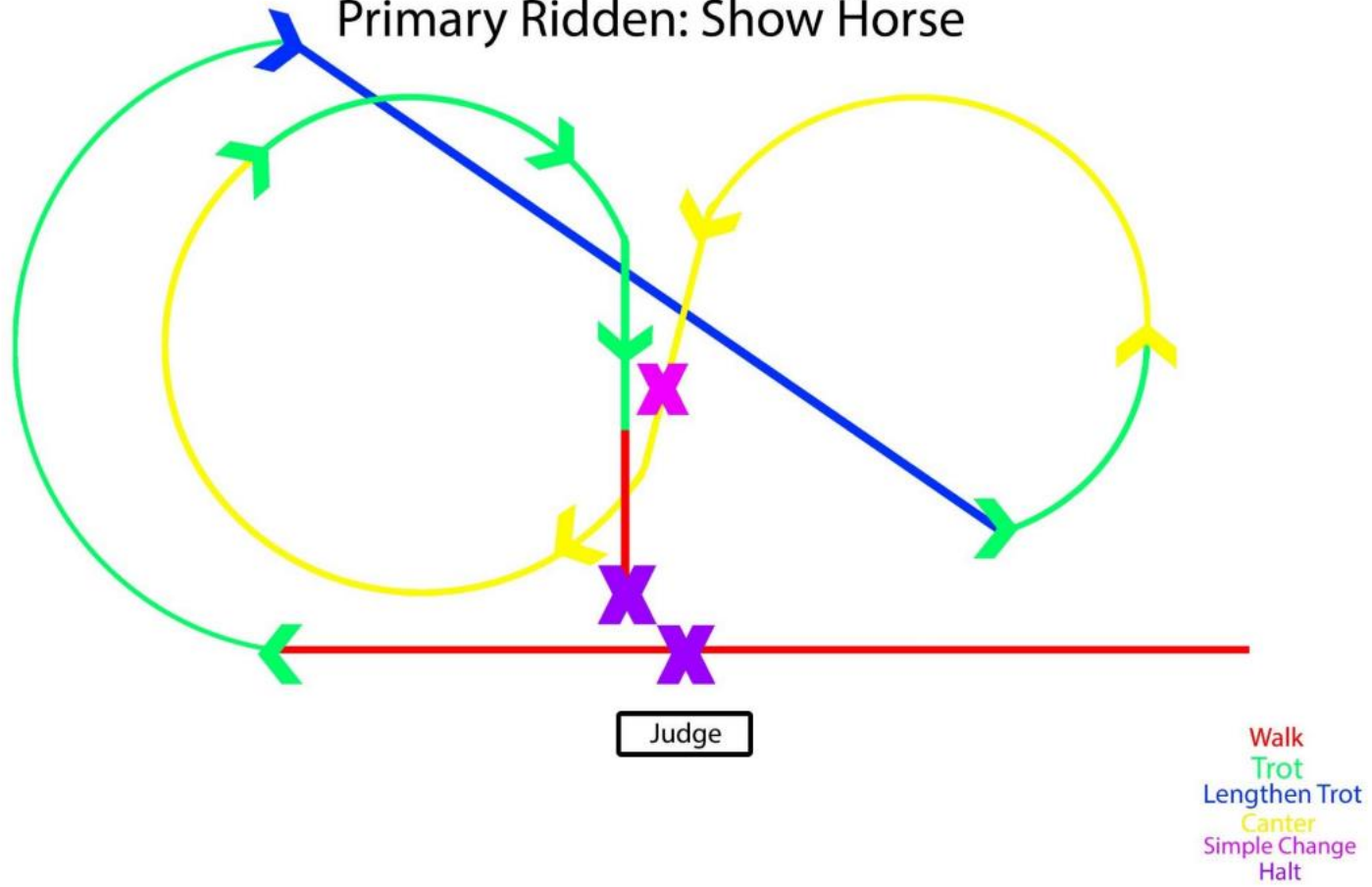
WORKING HUNTER CLASS

PRIMARY AND SECONDARY

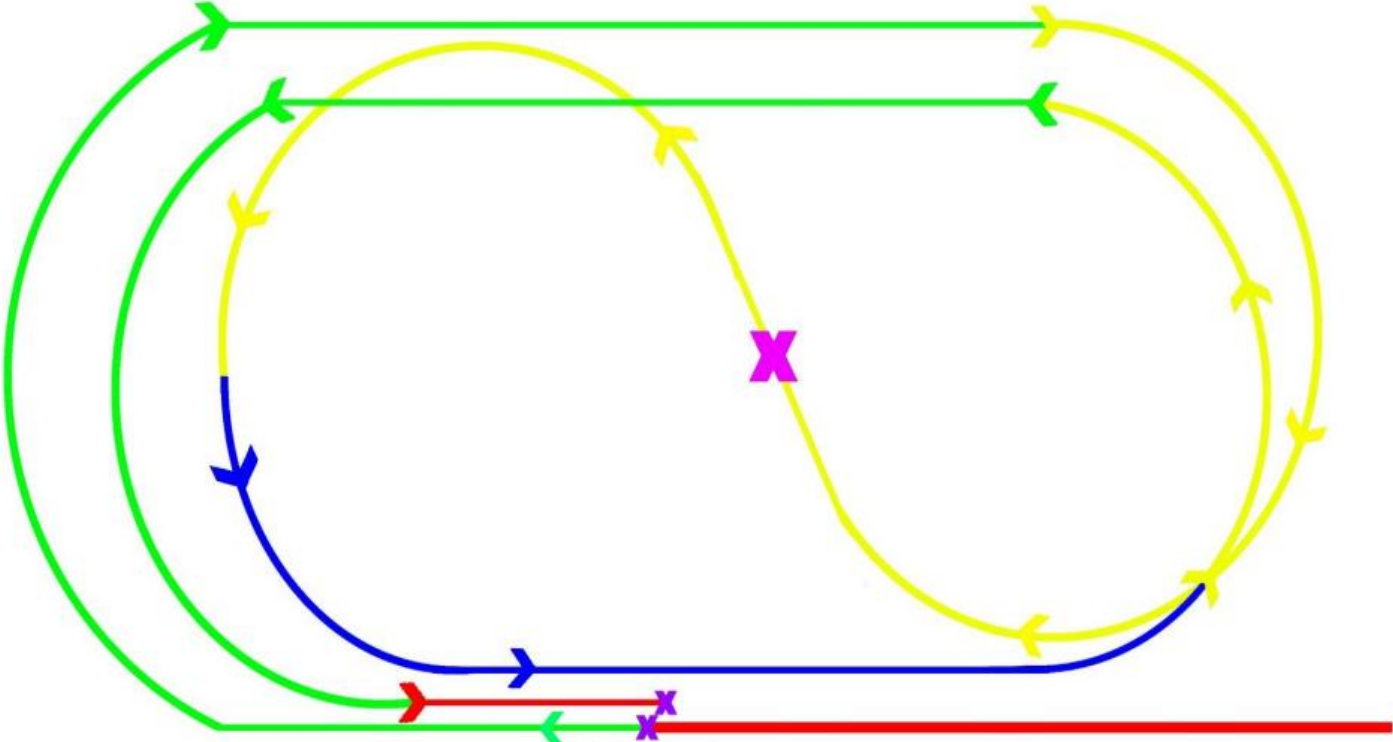


1. Present to judge
2. Walk out to centre line, trot out half circle to the right
3. Continue to trot along bottom long side, at far end pick up right canter lead
4. Canter $\frac{1}{2}$ circle towards judge (with a lead change of your choice), canter on left lead
5. At far long side show a controlled hand gallop, returning back to working canter
6. Continue cantering on the left lead back around to the judge where you will continue without stopping into your jumping phase. This may be completed at either a trot or canter.
7. Turn up centre line and commence jumping phase over jumps 1, 2, 3 and 4
8. At completion of jump 4 show a controlled loop around jump 2 to align up with jump 1 to commence the jumping phase in the reverse order 1, 4, 3 and 2.
9. At completion of jump 2 return to trot and circle back around toward the judge.
10. On return towards the judge, walk and loosen reins, halt.

Primary Ridden: Show Horse



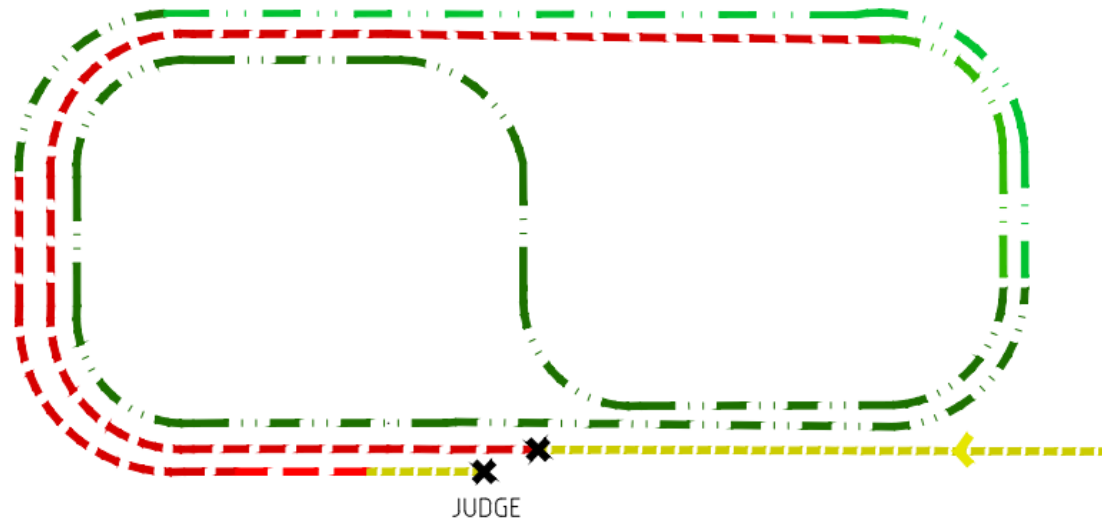
Primary Ridden: Hunter









Judge

- Walk
- Trot
- Canter
- Hand Gallop
- Simple Change
- Halt

INTERMEDIATE & SECONDARY RIDDEN - SHOW HUNTER

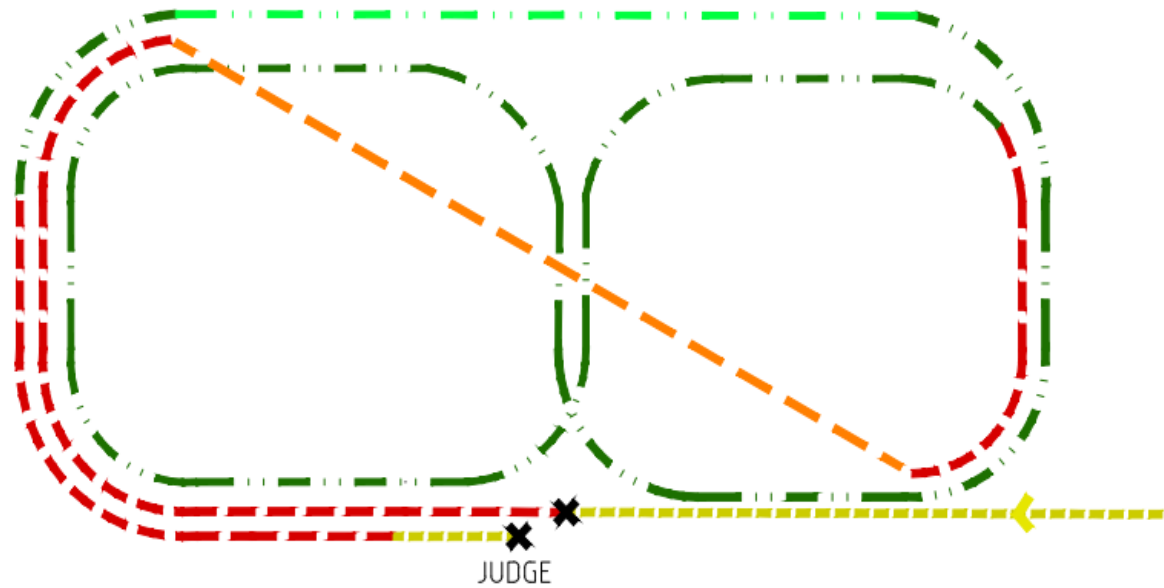


LEGEND

	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
- X 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.