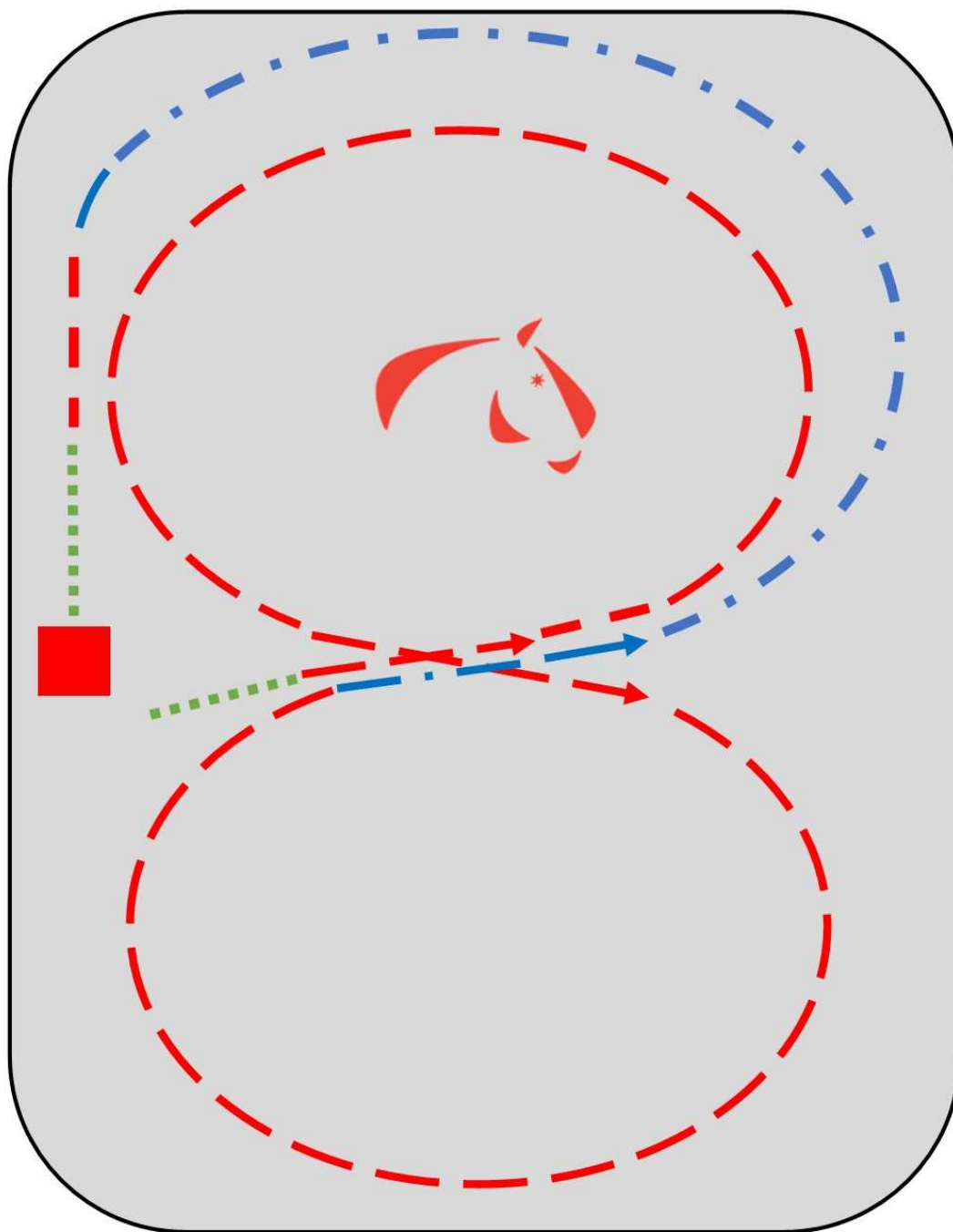




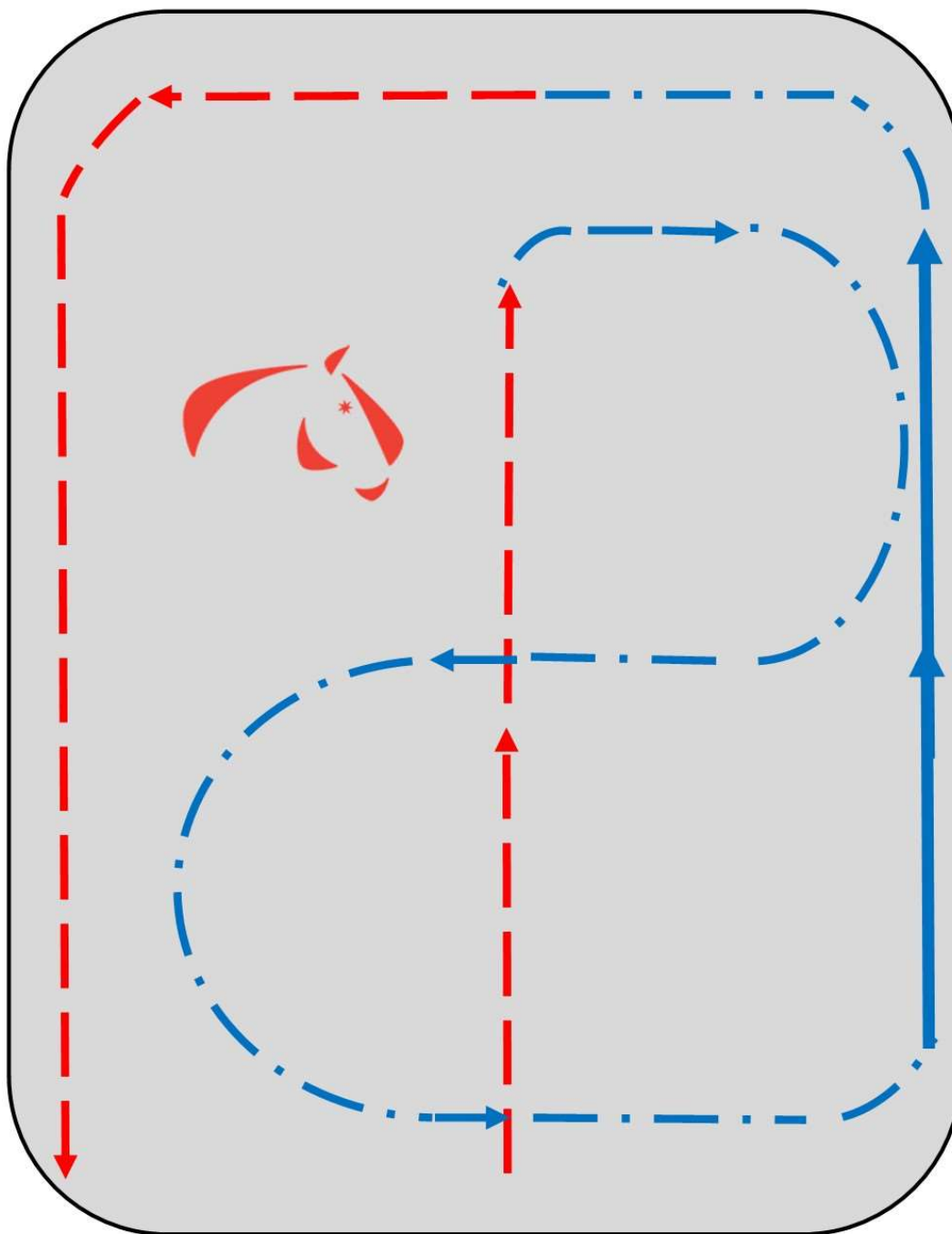
SHOW HORSE  
QUEENSLAND

## First Ridden Show and Show Hunter Ponies



**Walk** straight out and pick up the **trot**. **Trot** a full circle to the left and change rein through the centre. **Trot** a full circle to the right and change rein through the centre. Pick up **canter** on the left rein and **canter** half a circle to the left. Come back to the **trot**, **walk** and halt in front of the judge.

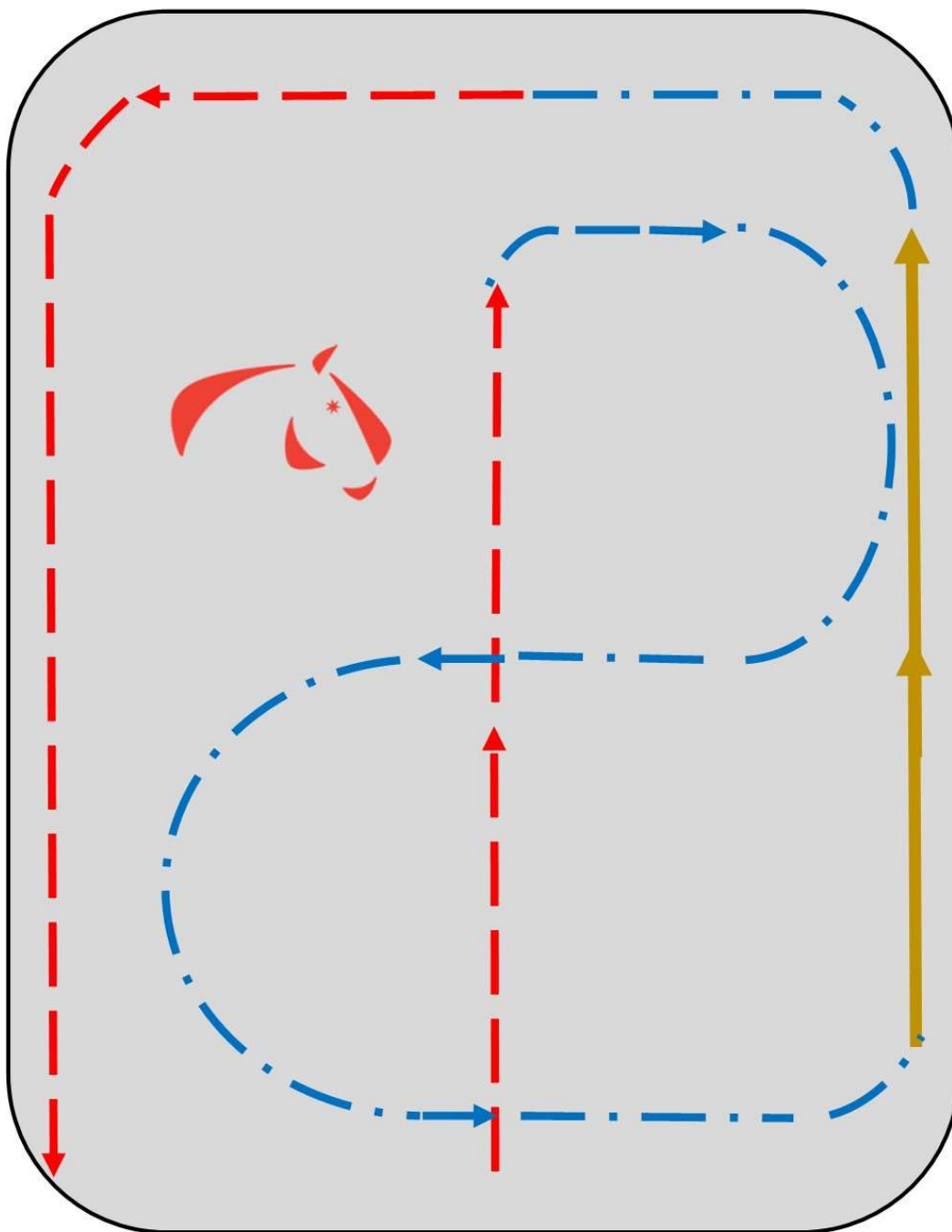
## Childs Show Horse Workout - Pony, Galloway & Hack



- — — Trot
- . - . Canter
- Lengthen  
Canter

**Trot** in down centre line, transition to **canter** on the right rein and track right half a circle. Simple change of rein through the centre and track left half a circle **lengthen canter** along the long side. Transition to **canter** then **trot** along the short side and **trot** out.

## Childs Show Hunter Workout - Pony, Galloway & Hack



 Trot  
 Canter  
 Gallop

**Trot** in down centre line, transition to **canter** on the right rein and track right half a circle. Simple change of rein through the centre and track left half a circle **gallop** along the long side. Transition to **canter** then **trot** along the short side and **trot** out.

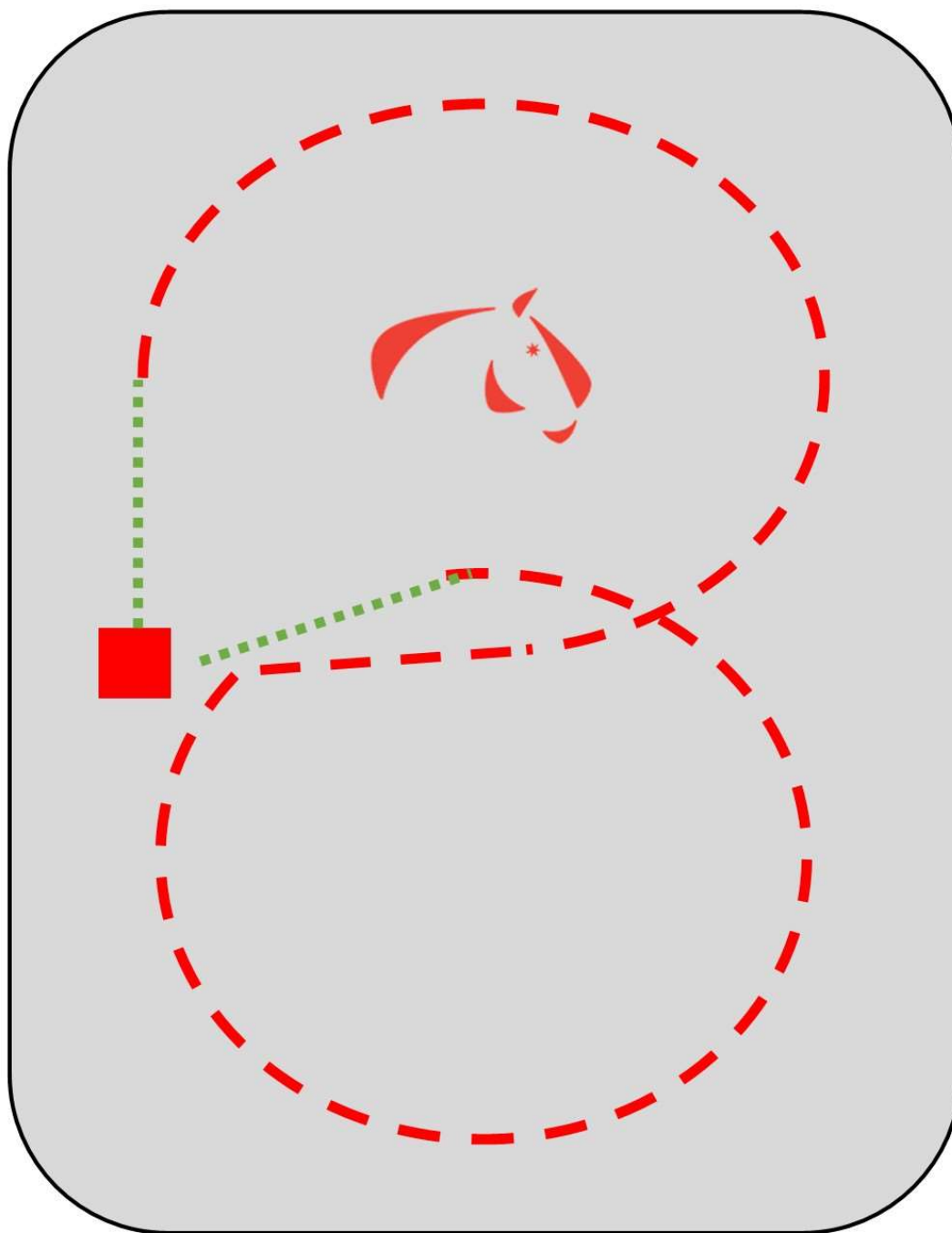
A diagram of a square arena with rounded corners. A red robot is positioned in the upper-middle area, facing right. Two paths are shown: a blue dash-dot line and a red dashed line. The blue path starts at the bottom-left corner, moves right, then up, then right again, ending with an arrow pointing right. The red path starts at the bottom-left corner, moves right, then up, then right again, ending with an arrow pointing right. The paths are roughly parallel, with the red path being slightly further from the corners than the blue path.

**Trot** in and change towards the judge, **trot** a half circle to the left and pick up **canter** on the short side. Simple change towards the judge half circle to the right. **Canter** all the way around and **trot** out.



SHOW HORSE  
QUEENSLAND

## Leading Rein Show and Show Hunter Pony

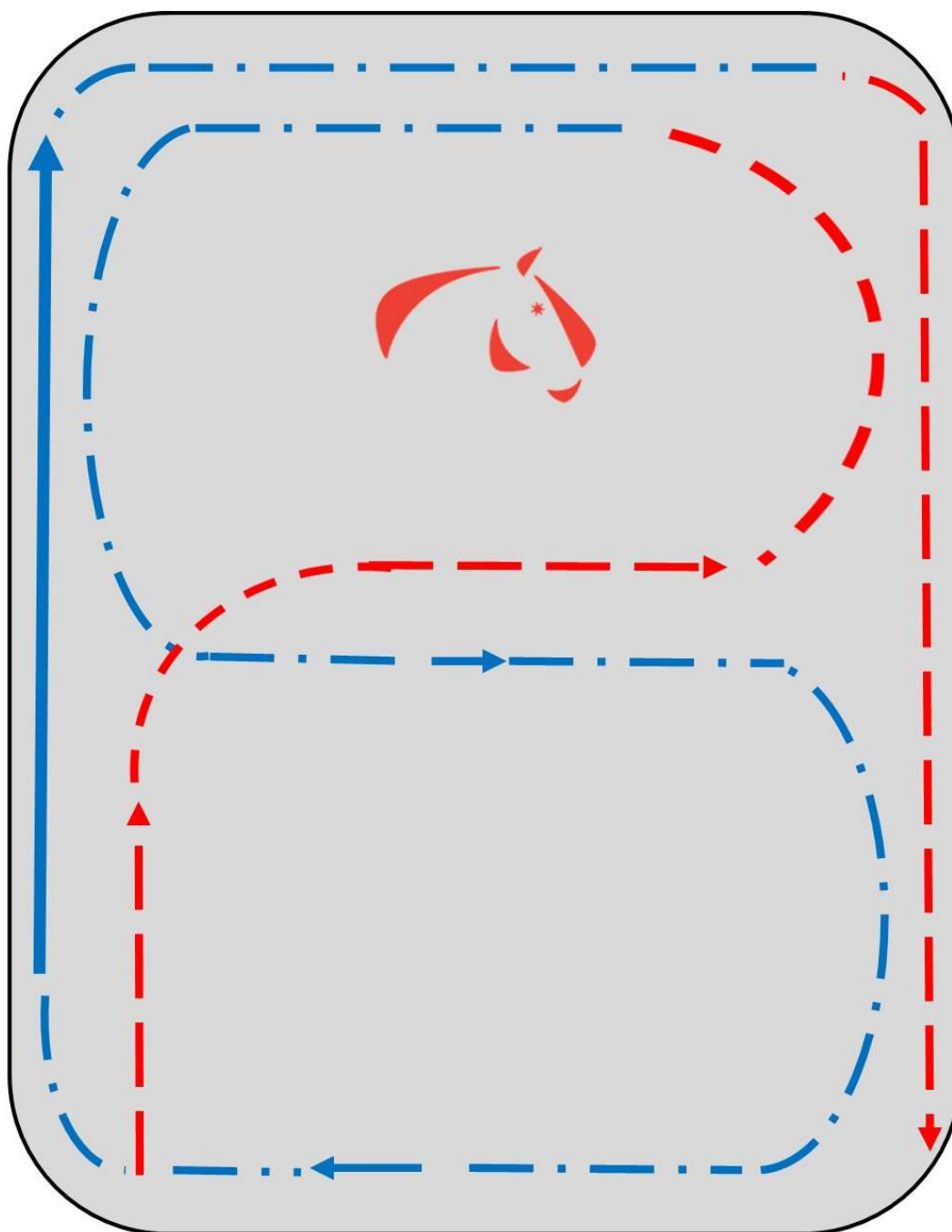





-  Walk
-  Trot
-  Halt

**Walk** straight out and pick up the **trot**. **Trot** a circle to the right and change rein through the centre. **Trot** half a circle to the left, **walk** and halt in front of the judge



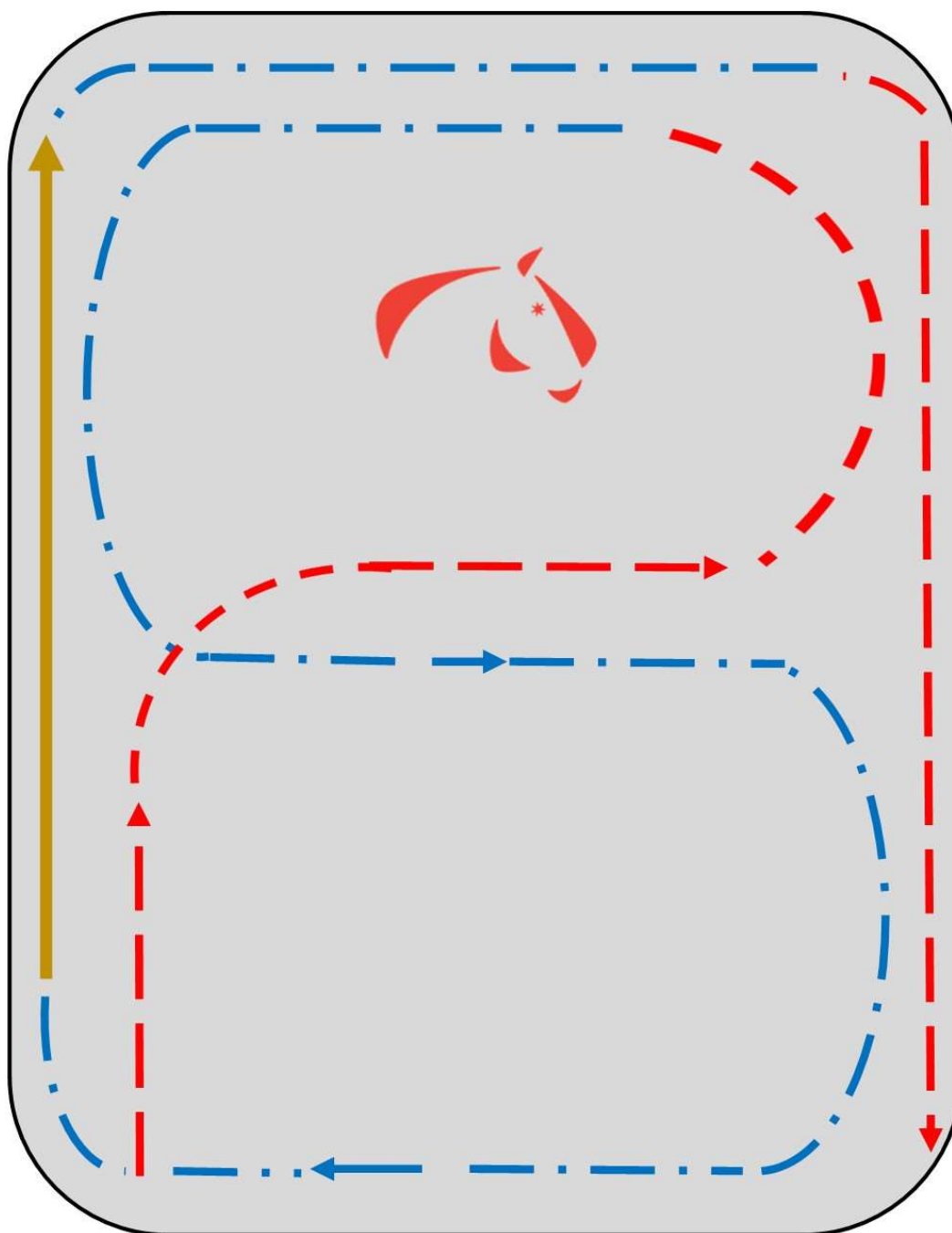
## Intermediate Show Pony, Galloway & Hack



-  Trot
-  Canter
-  Lengthen canter

**Trot** in and change towards the judge, **trot** a half circle to the left and pick up **canter** on the short side. Simple change towards the judge half circle to the right. **Lengthen Canter** down the long side, back to working **canter** down the short side and **trot** out.

## Intermediate Show Hunter Pony, Galloway & Hack



- · — · Trot
- · - · Canter
- Gallop

**Trot** in and change towards the judge, **trot** a half circle to the left and pick up **canter** on the short side. Simple change towards the judge half circle to the right. **Gallop** down the long side, back to working **canter** down the short side and **trot** out.