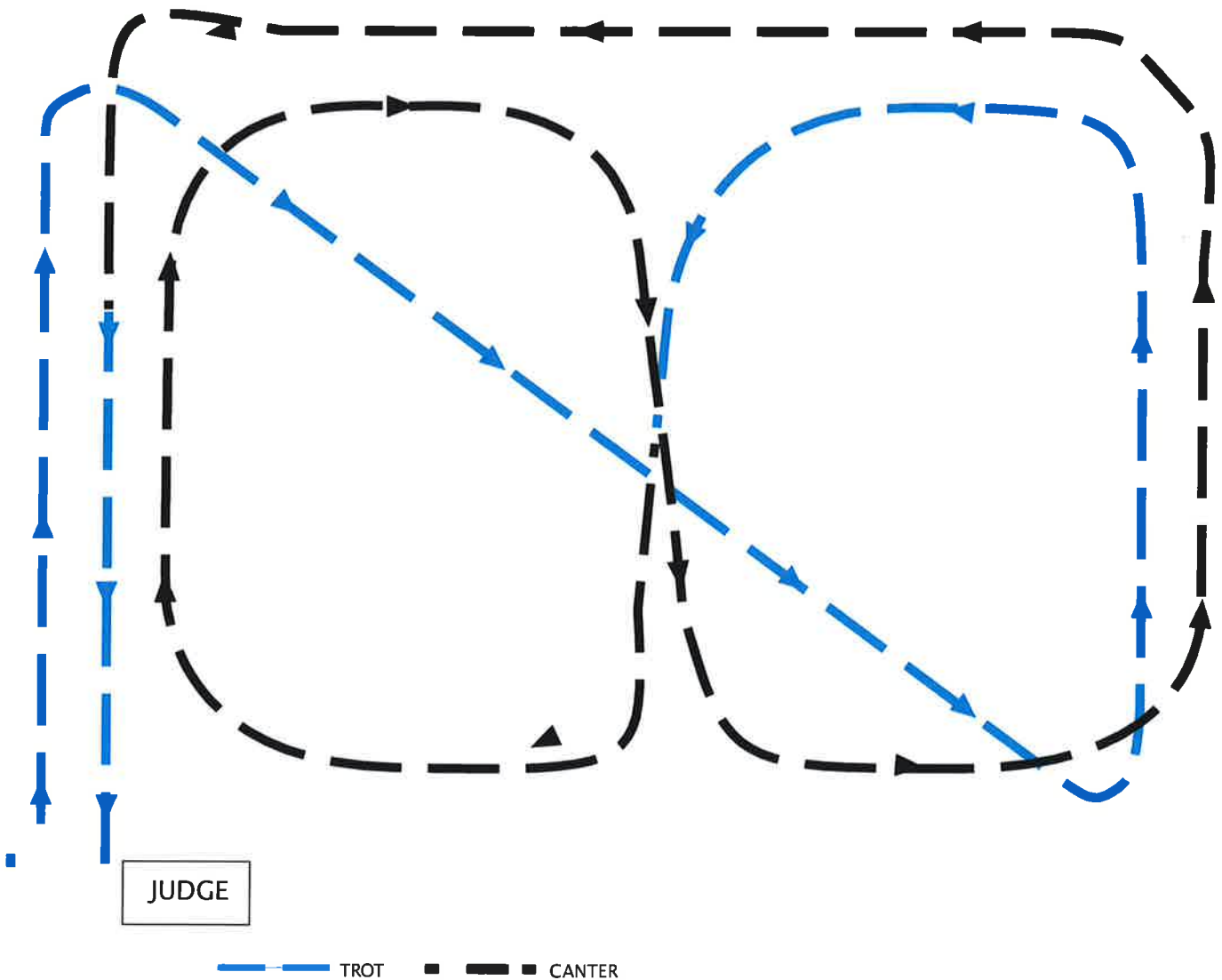


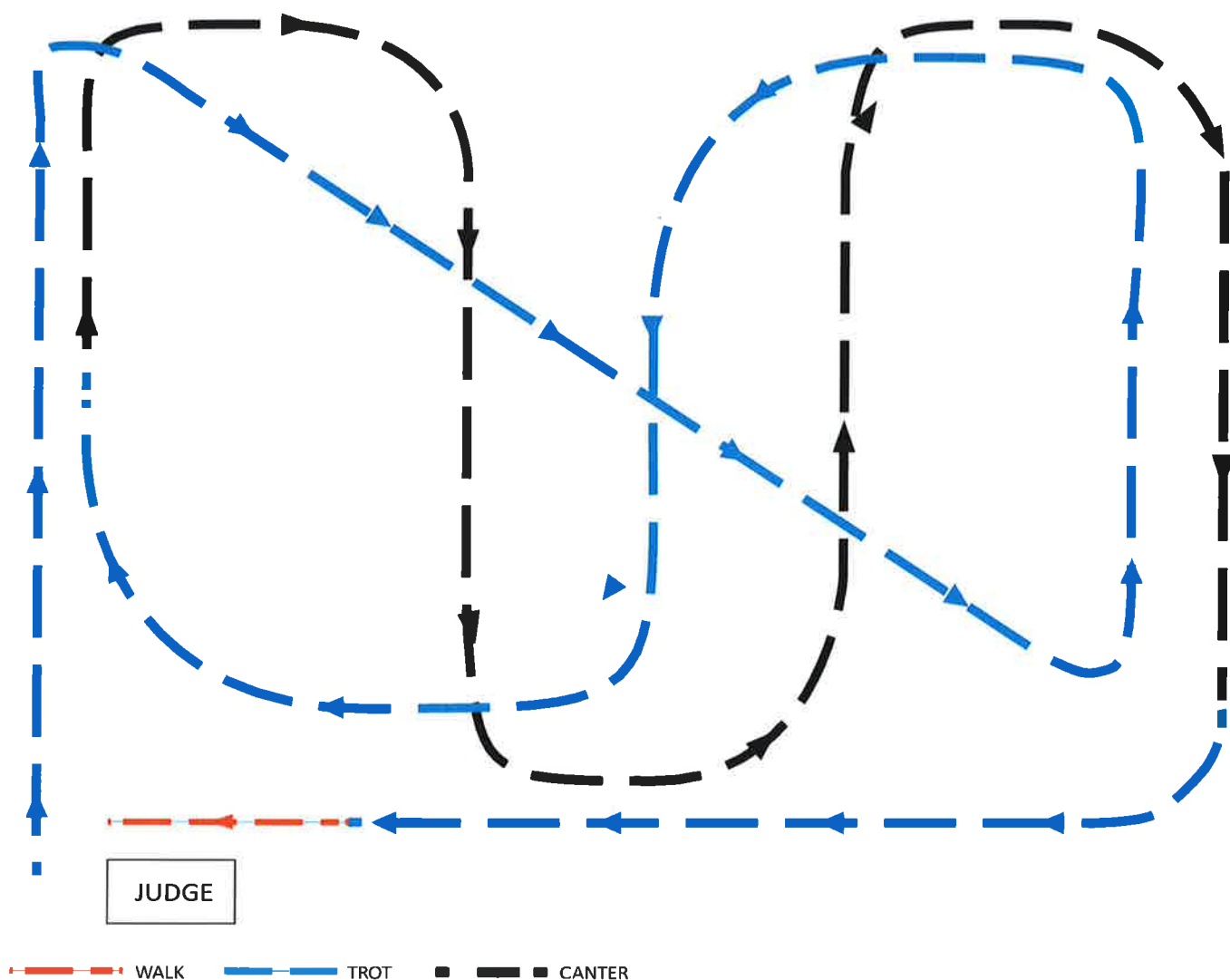
PRIMARY RIDER – ALL CLASSES

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.

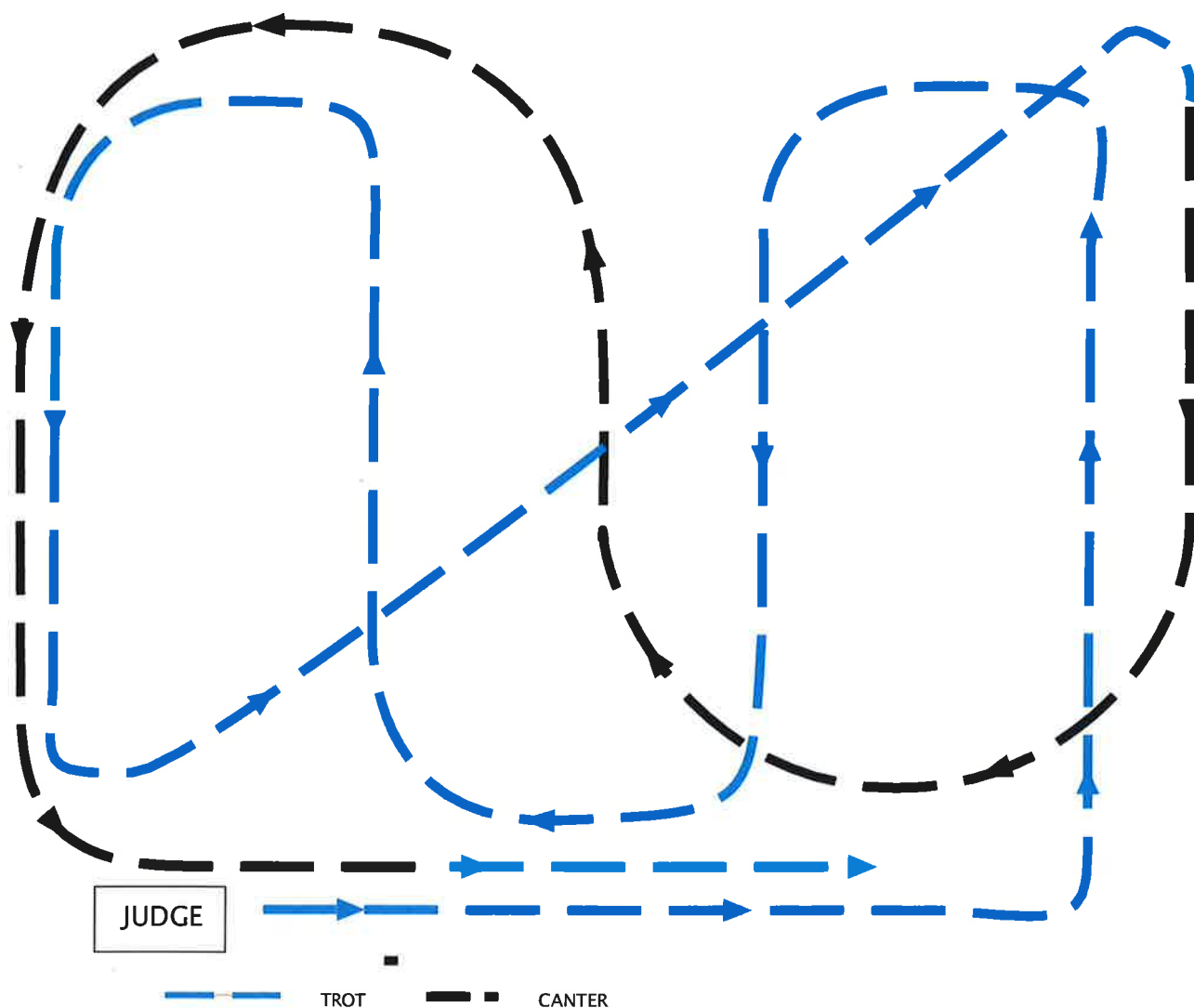


SECONDARY RIDER – ALL CLASSES

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.

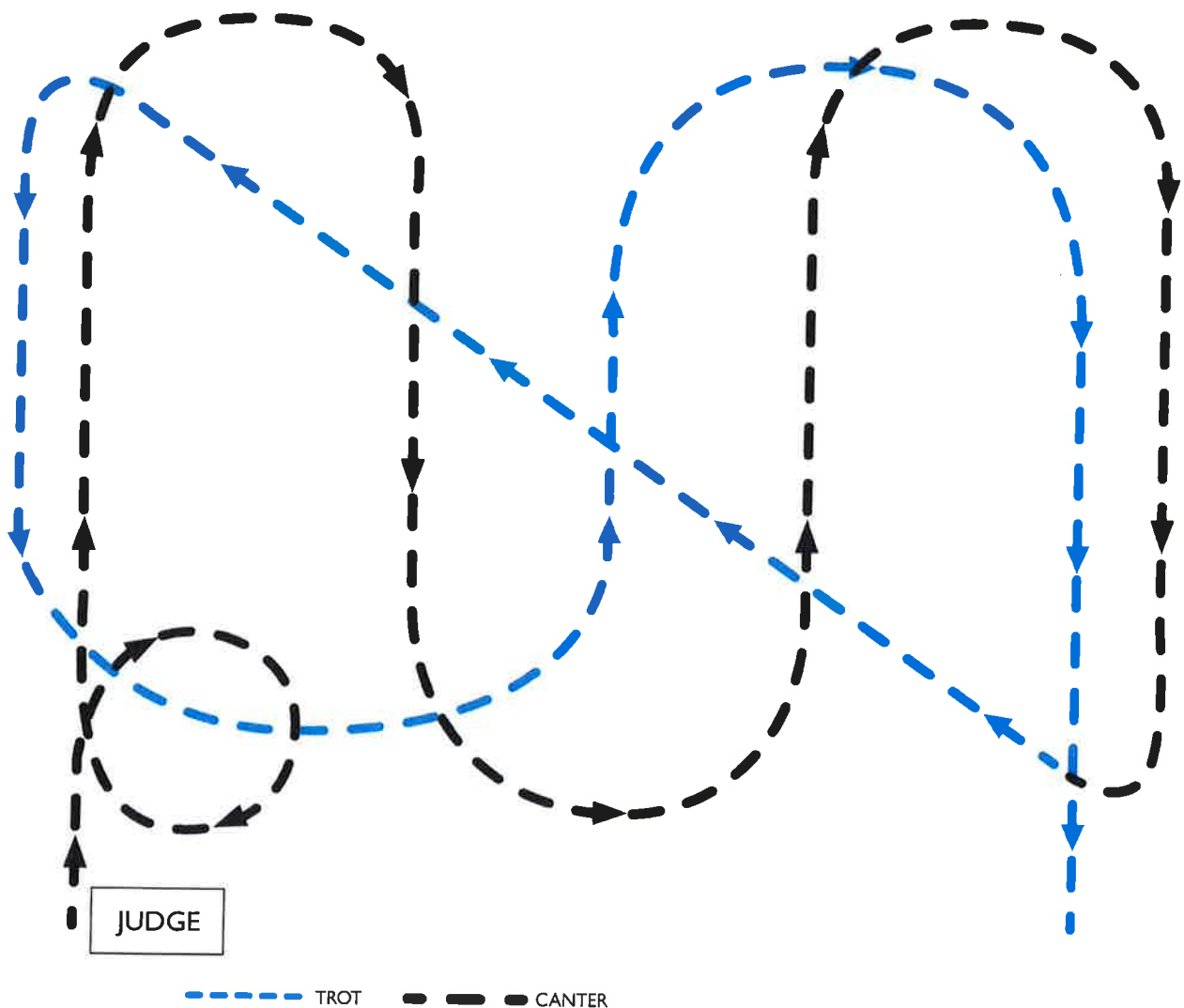


1. Competitor to present to the judge.
2. 3 loop serpentine in trot.
3. Lengthen trot diagonal.
4. Canter right half circle.
5. Simple change.
6. Canter left half circle.
7. Continue straight.
8. Exit in trot.



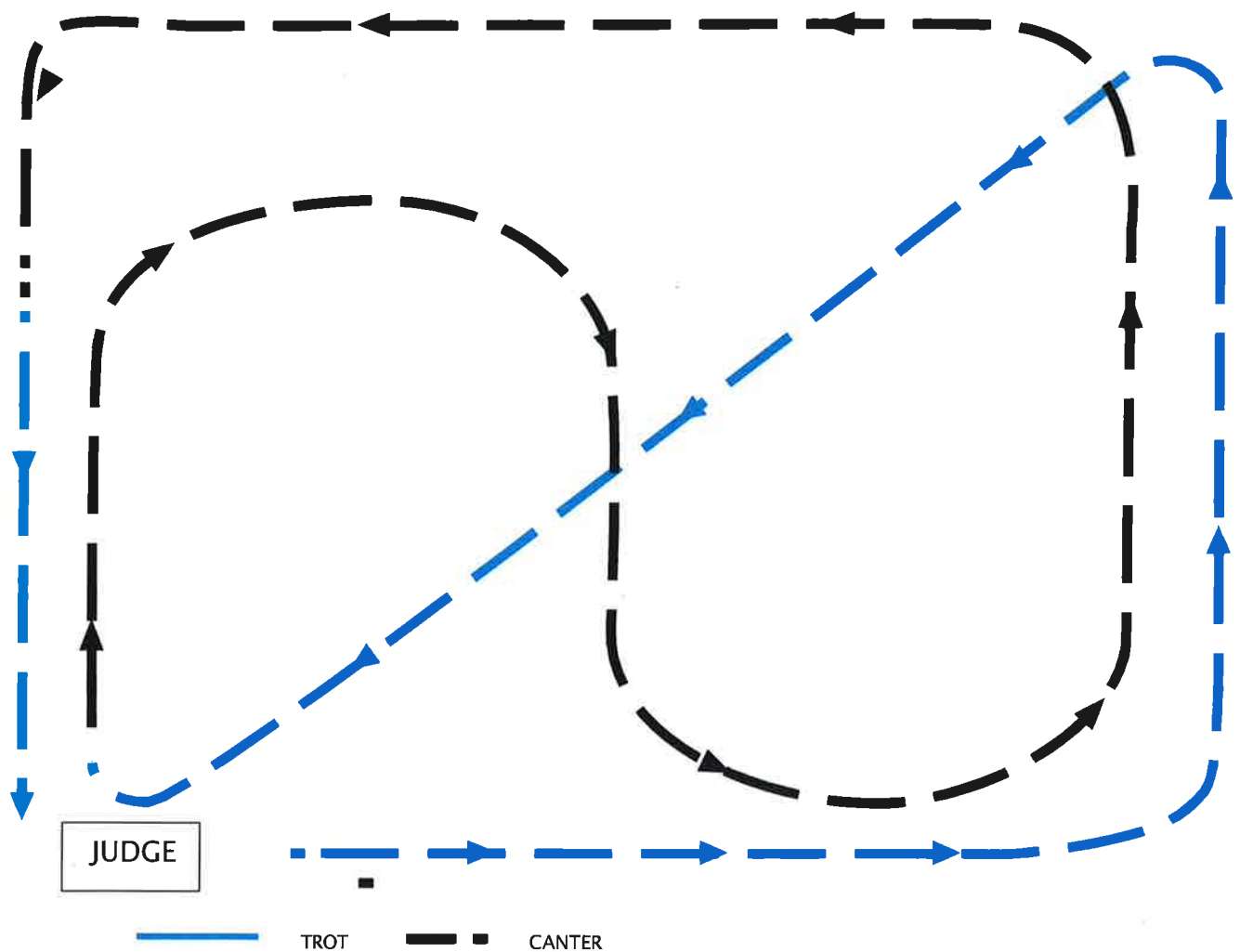
SECONDARY SHOW HORSE

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.

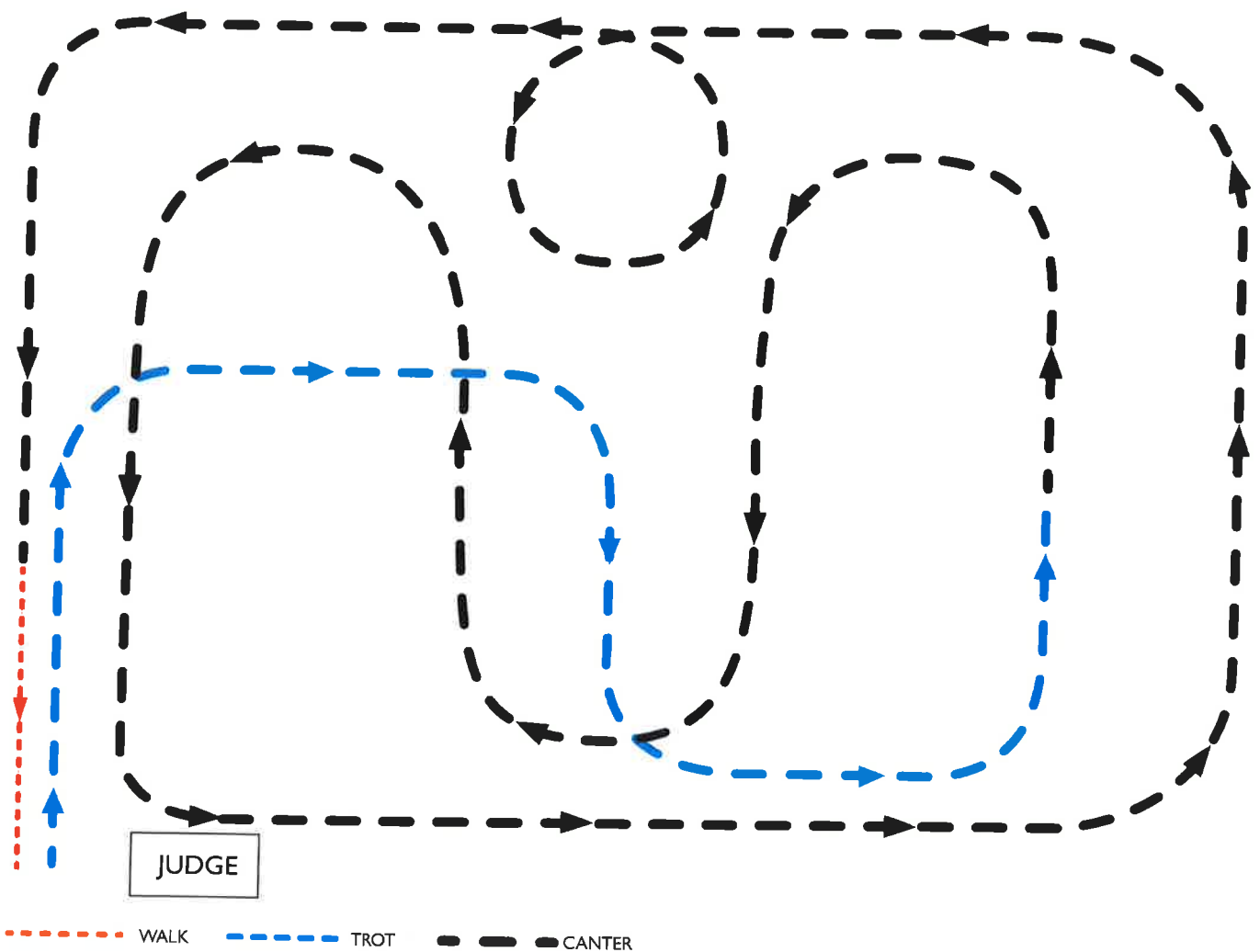


PRIMARY SHOW /WORKING HUNTER

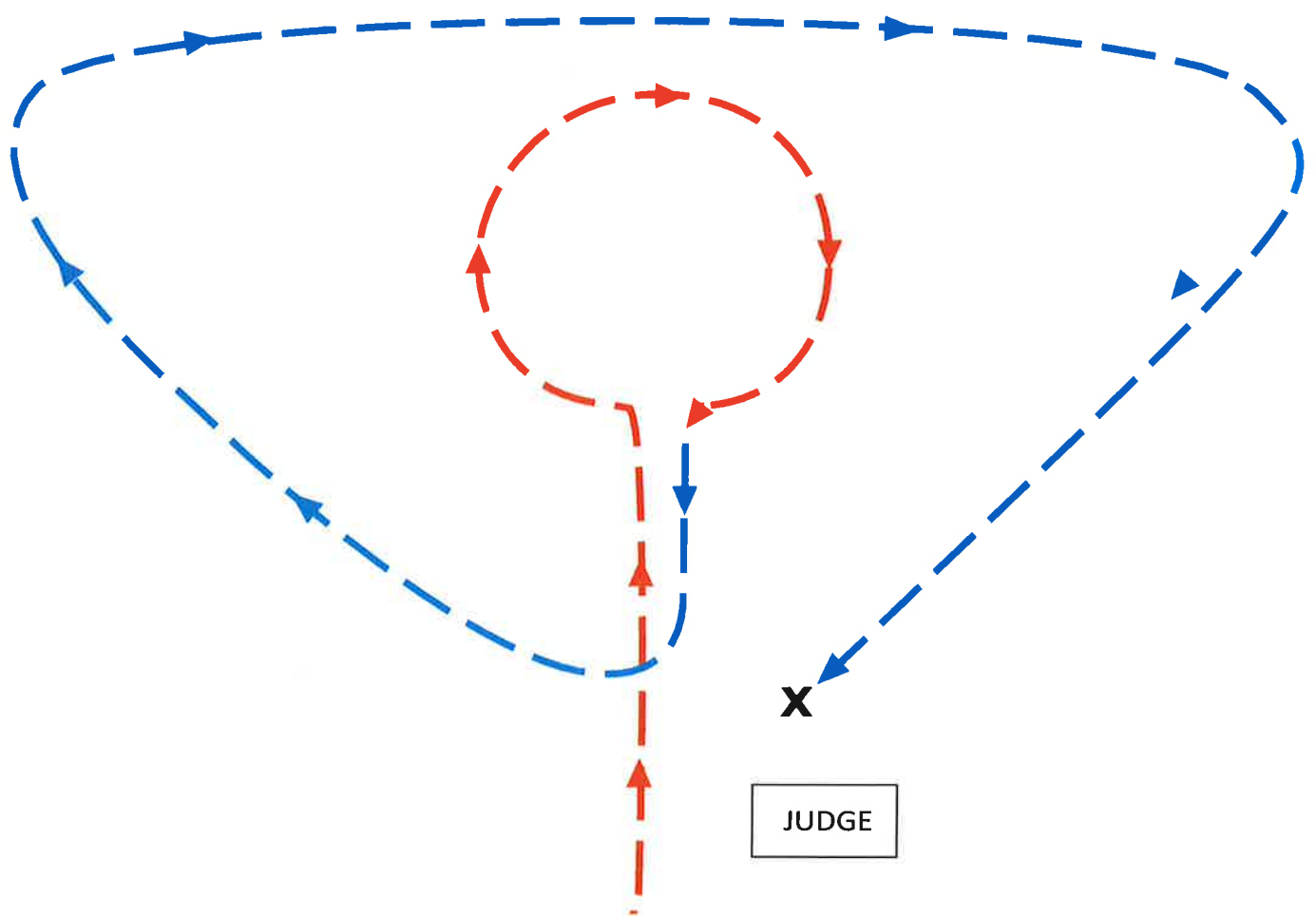
1. Competitor to present to the judge.
2. Trot straight.
3. Lengthen trot diagonal.
4. Canter right half circle.
5. Simple change canter left half circle.
6. Lengthen canter along top side.
7. Working canter then exit in trot.



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.



1. Competitor to present to the judge.
2. Walk out approx. 15 metres.
3. Circle approx. 20 m right, trot straight towards judge.
4. Veer right past judge.
5. Strong trot along top.
6. Trot return to judge.
7. Halt.



 WALK  TROT  HALT