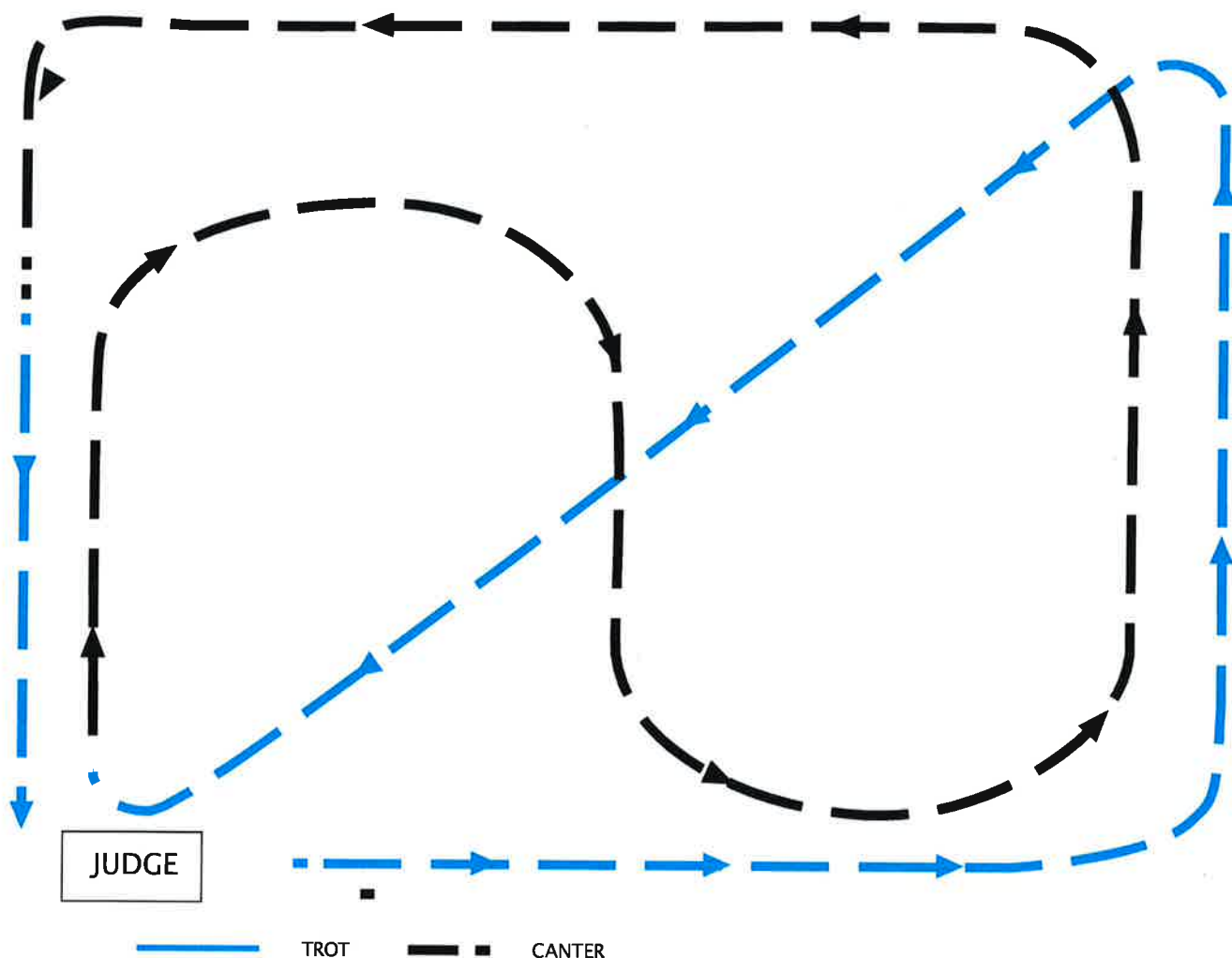


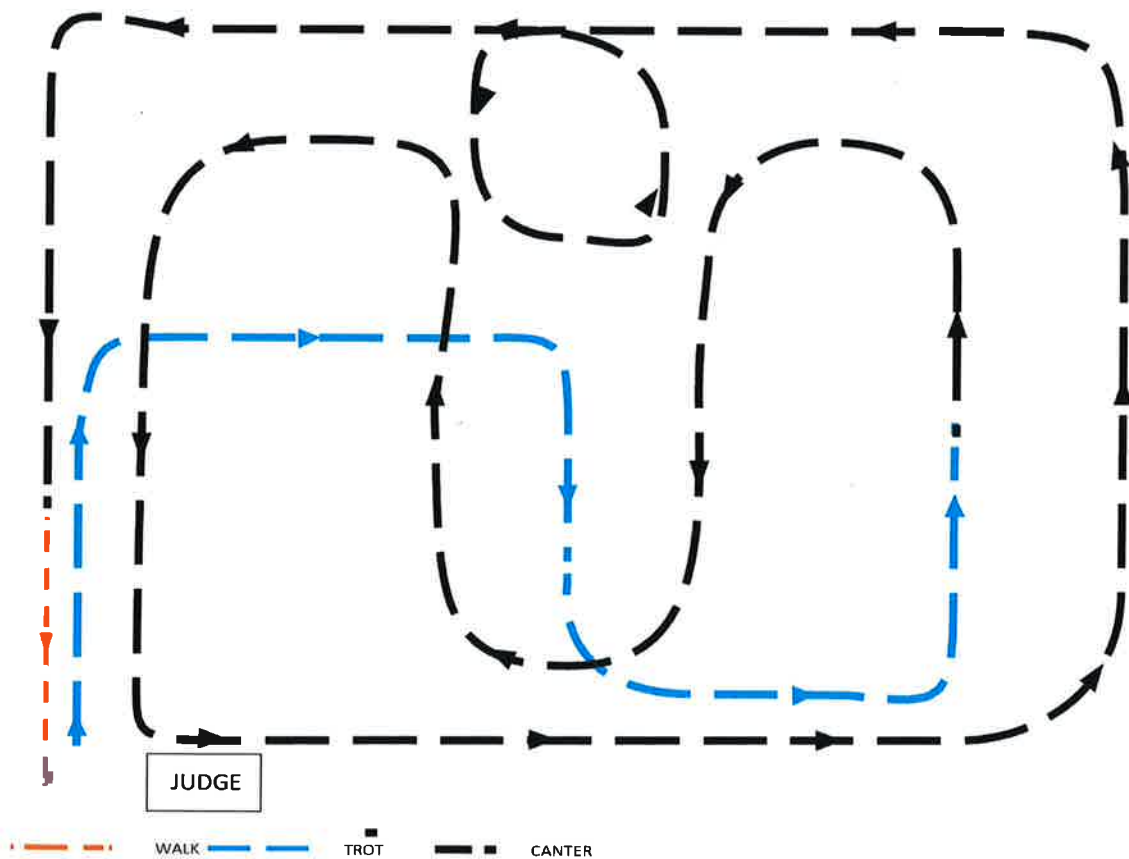
## PRIMARY SHOW HUNTER RIDDEN

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.

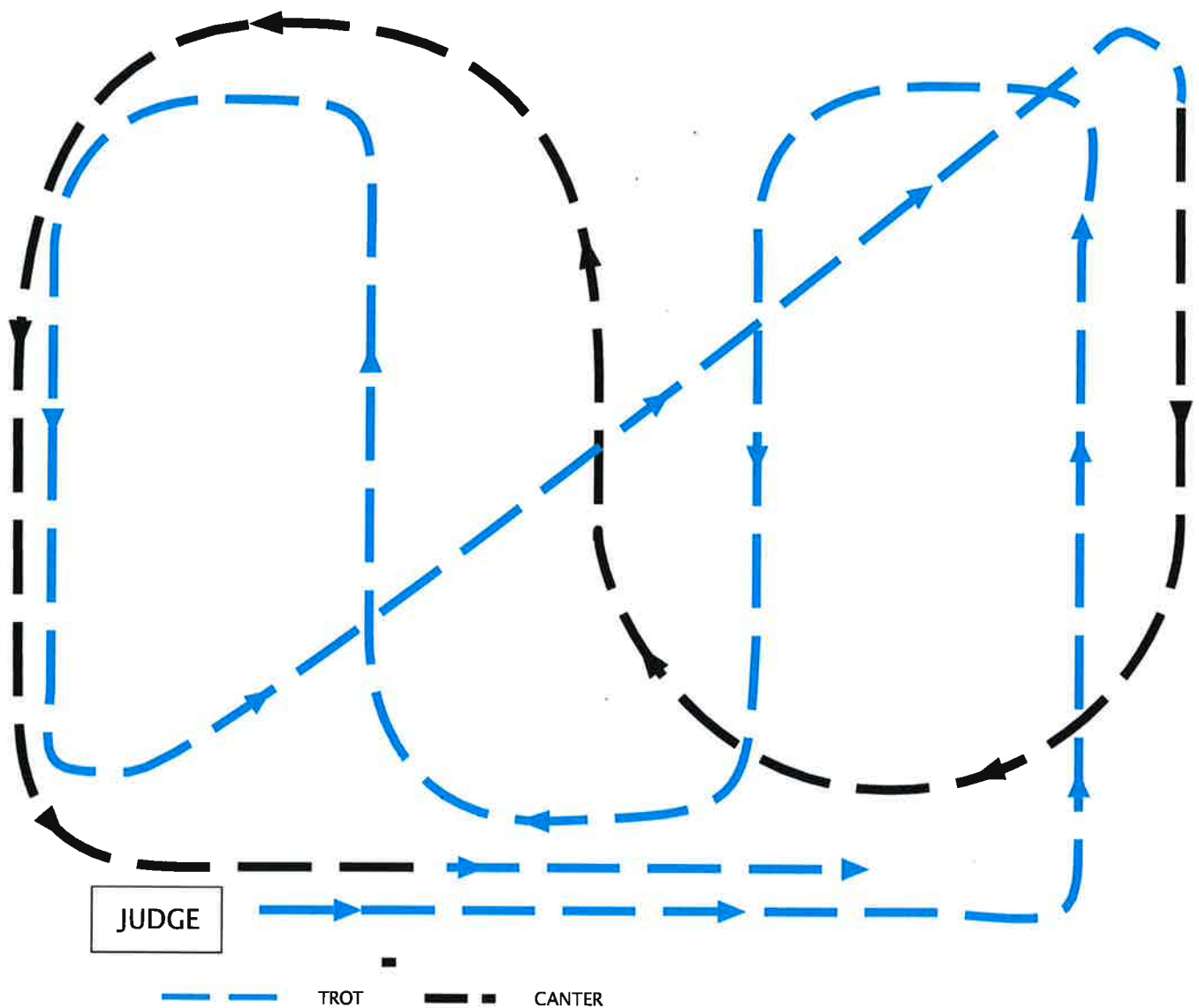


## SECONDARY SHOW HUNTER RIDDEN

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. Hand Gallop for 2 sides
5. Working Canter 20 metre circle
6. Back to trot.
7. Exit in walk.

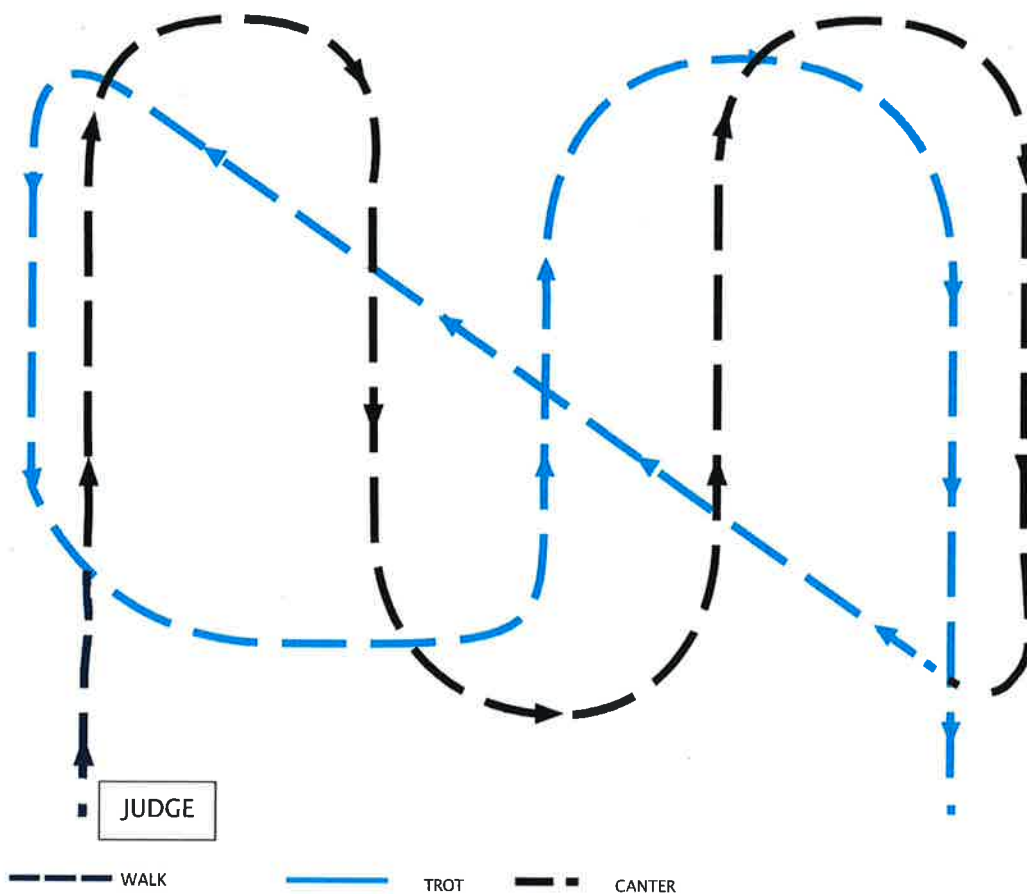


1. Competitor to present to the judge.
2. 3 loop serpentine in trot.
3. Lengthen trot diagonal.
4. Canter right half circle.
5. Simple change.
6. Canter left half circle.
7. Continue straight.
8. Exit in trot.



## SECONDARY SHOW HORSE RIDDEN

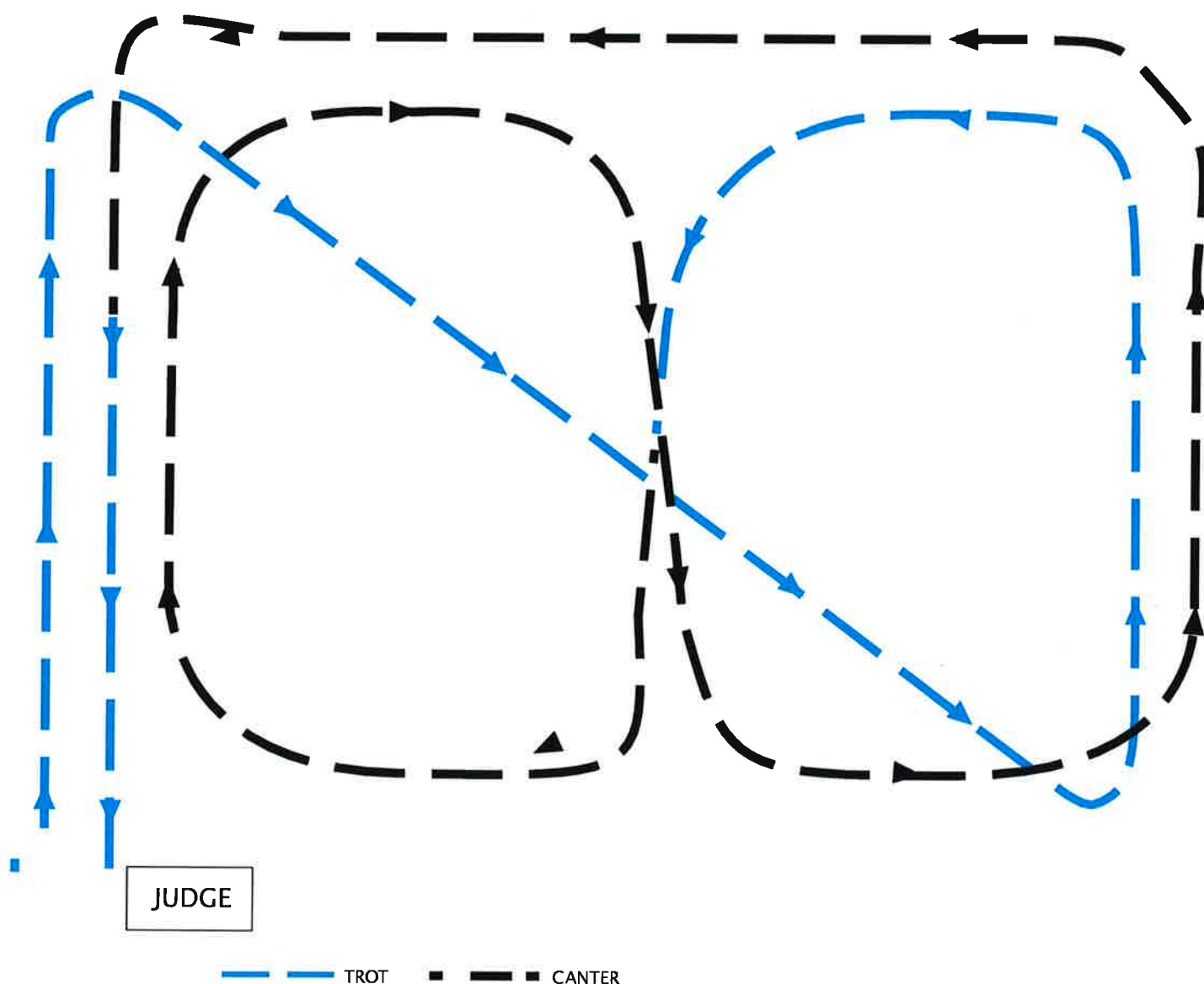
1. Competitor to present to the judge.
2. Walk 5 paces and pick up canter right
3. 3 loop serpentine with simple changes.
4. Lengthen trot on the diagonal.
5. Trot half circle left.
6. Trot half circle right.
7. Exit in trot.



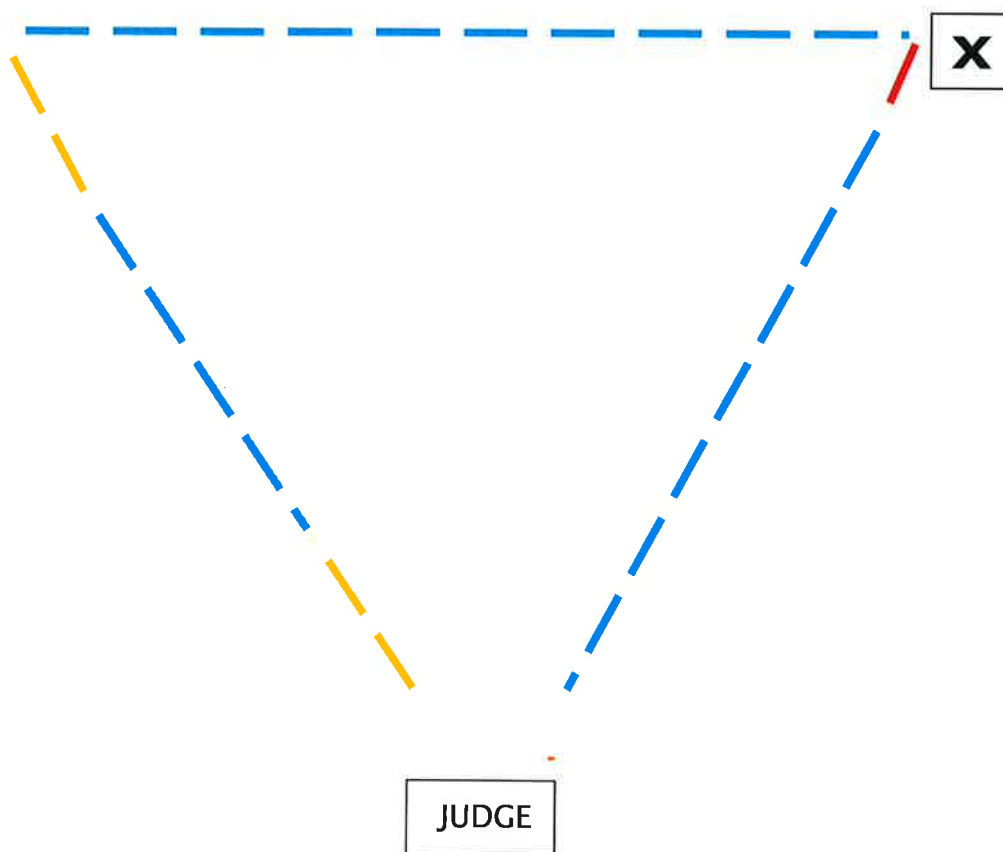


## PRIMARY RIDER – ALL CLASSES

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.



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.



WALK 

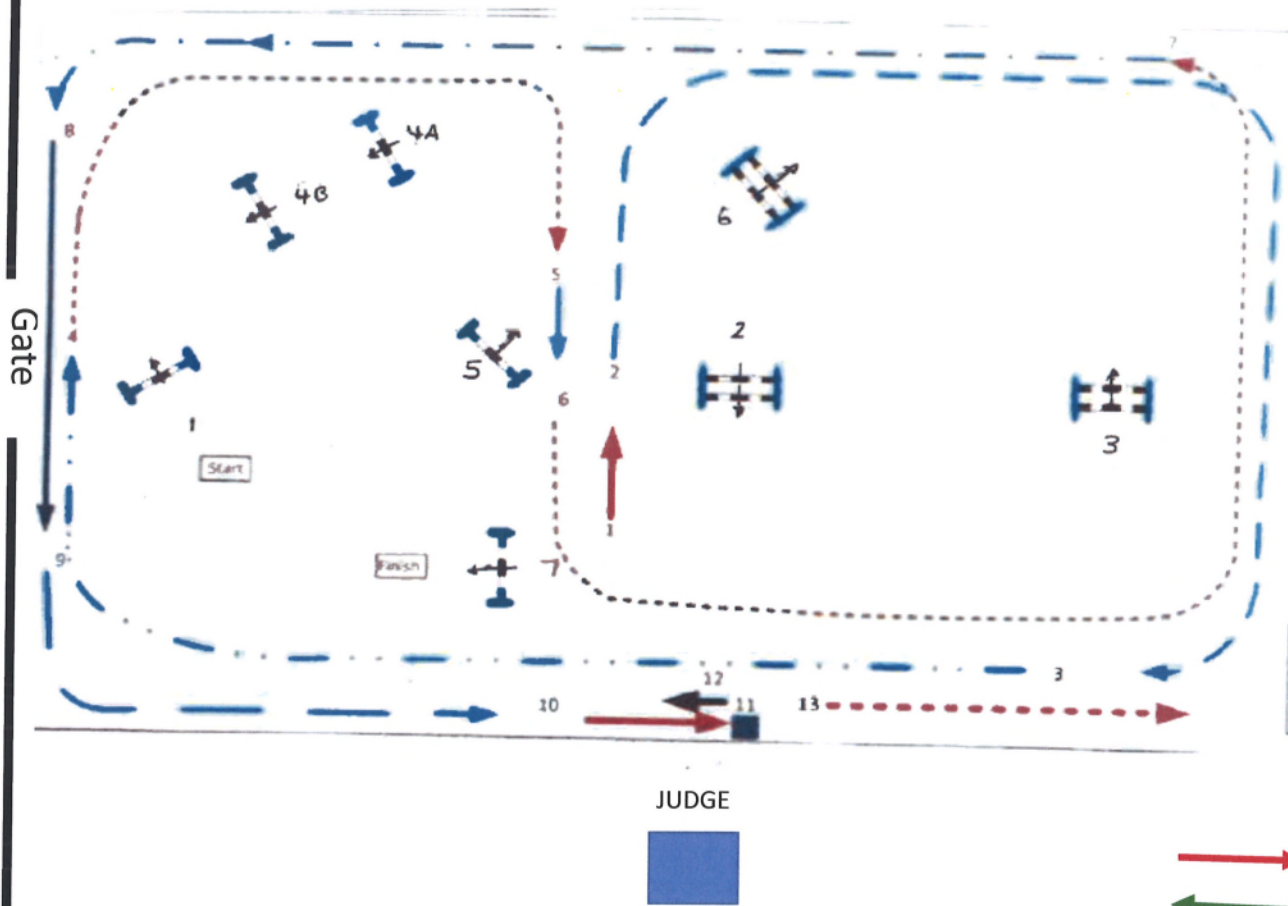


TROT

 HALT

## SHOW HORSE ARENA 3 CONFIGURATION

### ALL WORKING HUNTER RIDDEN CLASSES



### WORKING HUNTER WORK OUT – JUMP COURSE

#### FIRST THEN DO RIDDEN WORKOUT

1. Walk Out →
2. Trot right half circle →
3. Show strong trot along long side →
4. Commence working canter right →
5. Change rein through centre at trot →
6. Proceed canter left →
7. Controlled gallop along long side →
8. Canter →
9. Trot/Walk to Judge and halt →
10. Rein back 4 steps – exit on loose rein walk →

Gate  
MARSHALL

FINAL PRACTICE AREA  
Max 4 riders

NO PARENTS/ SPECTATORS IN THIS AREA

MARSHALL