

Paced & Mannered Saddle Hunter Horse, Riding Horse, Park Hack & Hack



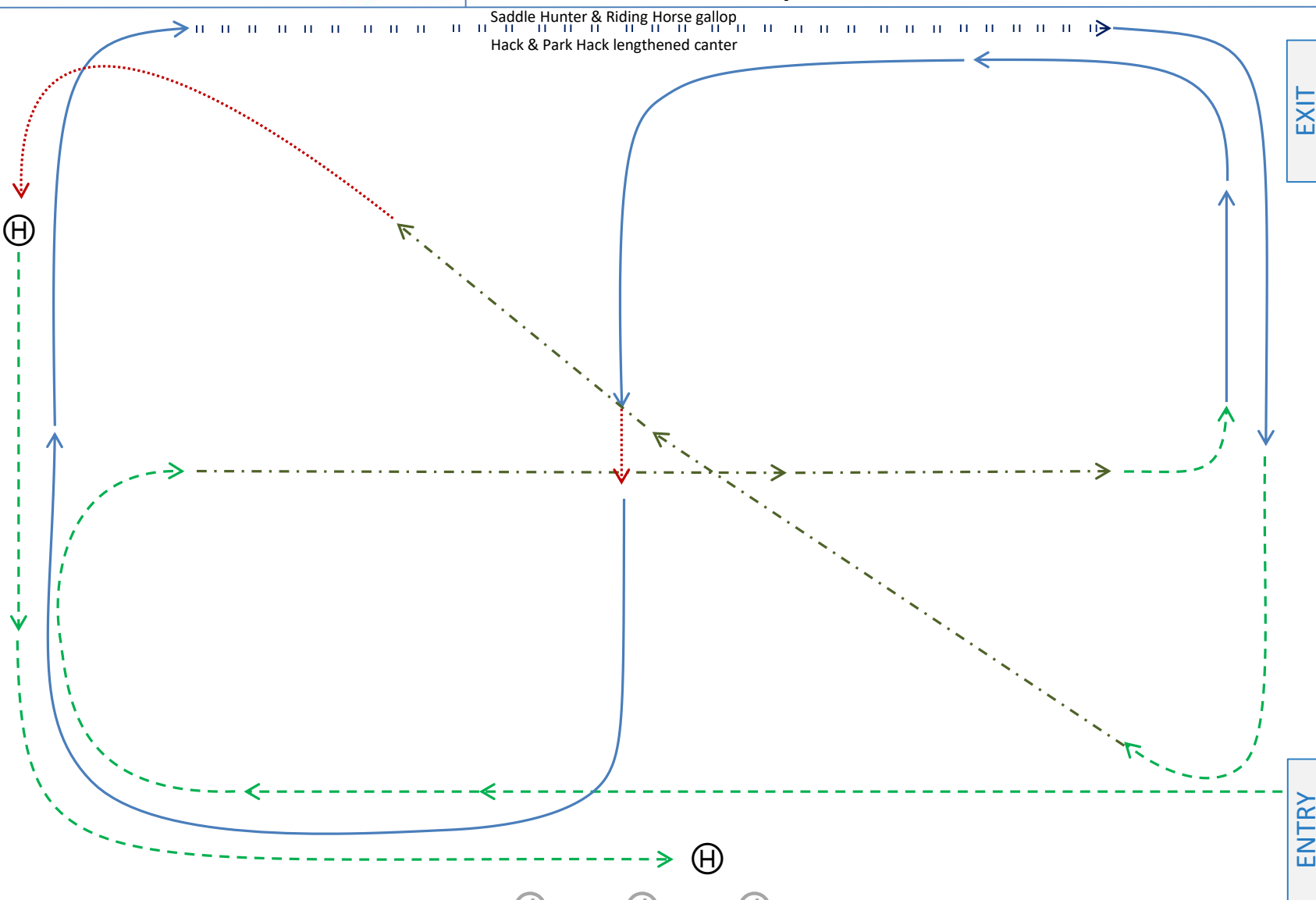
2017

Workout

1. Enter at trot, past Judges
2. At end, turn right, then turn right across centre
3. Lengthened trot across arena to end. Working trot left
4. Canter to top, turn left, then turn left down centre
5. Change through walk – walk 4 x strides
6. At Judges, canter right
7. Hunters & Riding Horses gallop; Hack and Park Hack lengthened canter long side of arena, then working canter right
8. Trot at centre. At entry corner, turn right. Lengthened trot across diagonal
9. Past centre, walk 8-10 strides to top corner and turn left. Halt 4 x seconds
10. Trot around to Judges. Halt
11. Leave arena at trot

Legend

- ⊕ Halt
- ⋯ Walk
- - - Trot
- - - Lengthened Trot
- Canter
- || || || || Gallop/Lengthened Canter



Saddle Hunter & Riding Horse gallop
Hack & Park Hack lengthened canter

⊕ JUDGE ⊕ JUDGE ⊕ JUDGE

TENTS

ENTRY

EXIT