

Arena One

2019

EXIT

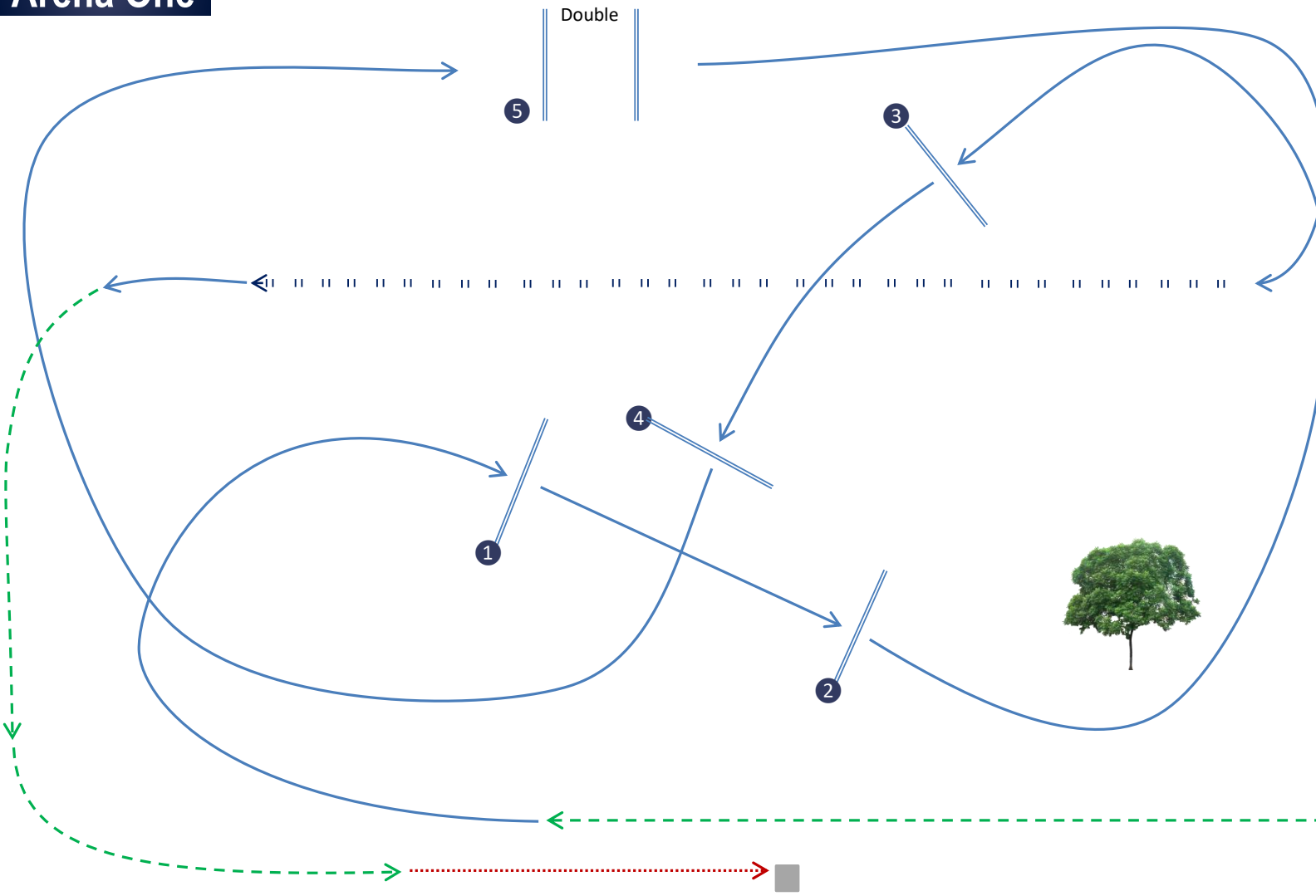
Workout

1. Enter at Trot, past judges
2. Canter right, jump 1 & 2
3. Canter left behind tree, jump 3 & 4. Canter right
4. Jump brush double. At end of arena canter right half circle
5. Gallop length of arena
6. Working canter, Trot left
7. Walk then halt and present to judges
8. Leave arena at trot

Legend

- Halt & Present
- ⋯ Walk
- - - Trot
- Canter
- || || || || Gallop

ENTRY



TENTS

JUDGE JUDGE JUDGE

Arena One

2019

Hunter Jumping Course

- All classes enter at trot between fence 2 and 4, canter left and start without circling (as shown)

Lead-up classes:

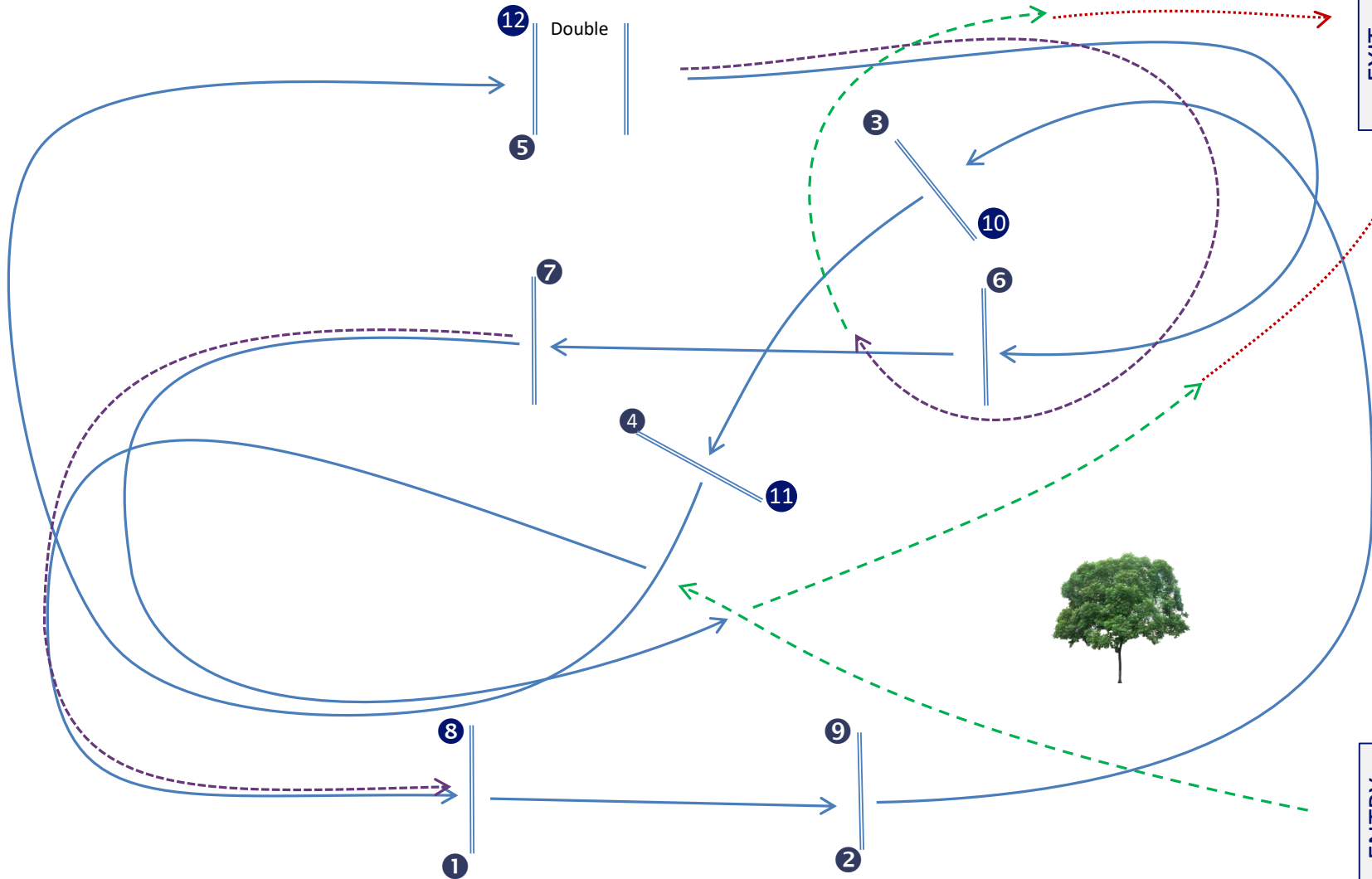
- Jump obstacles 1 to 7
- Finish with trot at Judges, then leave the arena at walk on a loose rein (as shown)

Title classes (306 & 309):

- Jump obstacles 1 to 12
- Finish with small circle on the right rein, trot before completing circle
- Leave arena at walk on a loose rein (as shown)

Legend

- Walk
- - - - Trot
- Canter
- - - - Title class



TENTS

JUDGE JUDGE JUDGE

Arena One

2019

EXIT

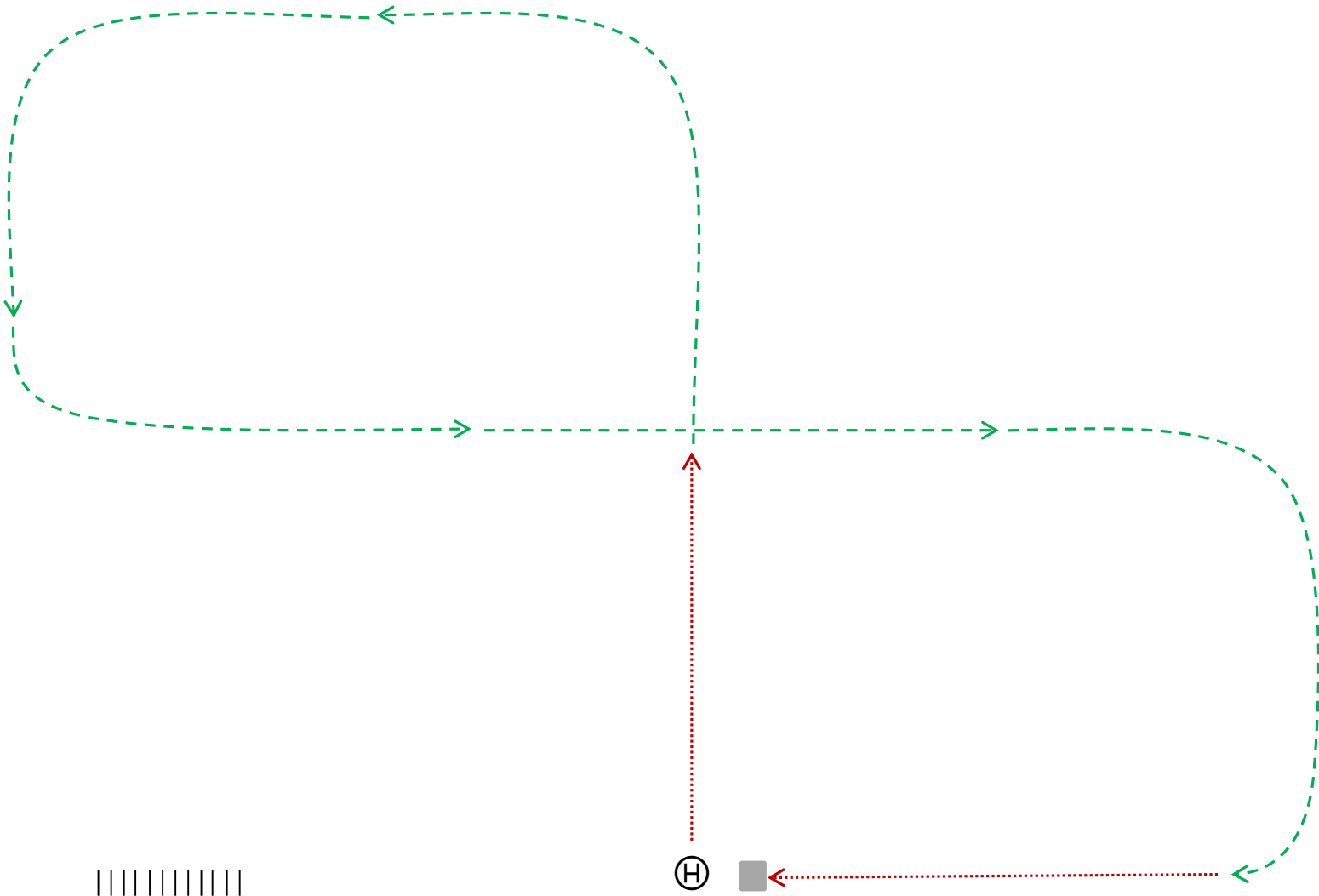
Workout

1. Stand In Line
2. Halt in front of Judges
3. Walk straight up centre of arena. At the middle trot and continue straight
4. At the top, turn left, trot to end
5. Turn left, then turn left again at centre
6. Trot across arena to end
7. Turn right, then turn right again
8. Walk to judges. Halt & Present
9. Return to Line Up

Legend

- ⊕ Halt only
- Halt & Present
- ⋯ Walk
- - - Trot
- ||||| Horse Line Up

ENTRY



TENTS

J U D G E   J U D G E   J U D G E

**Arena One**

**2019**

EXIT

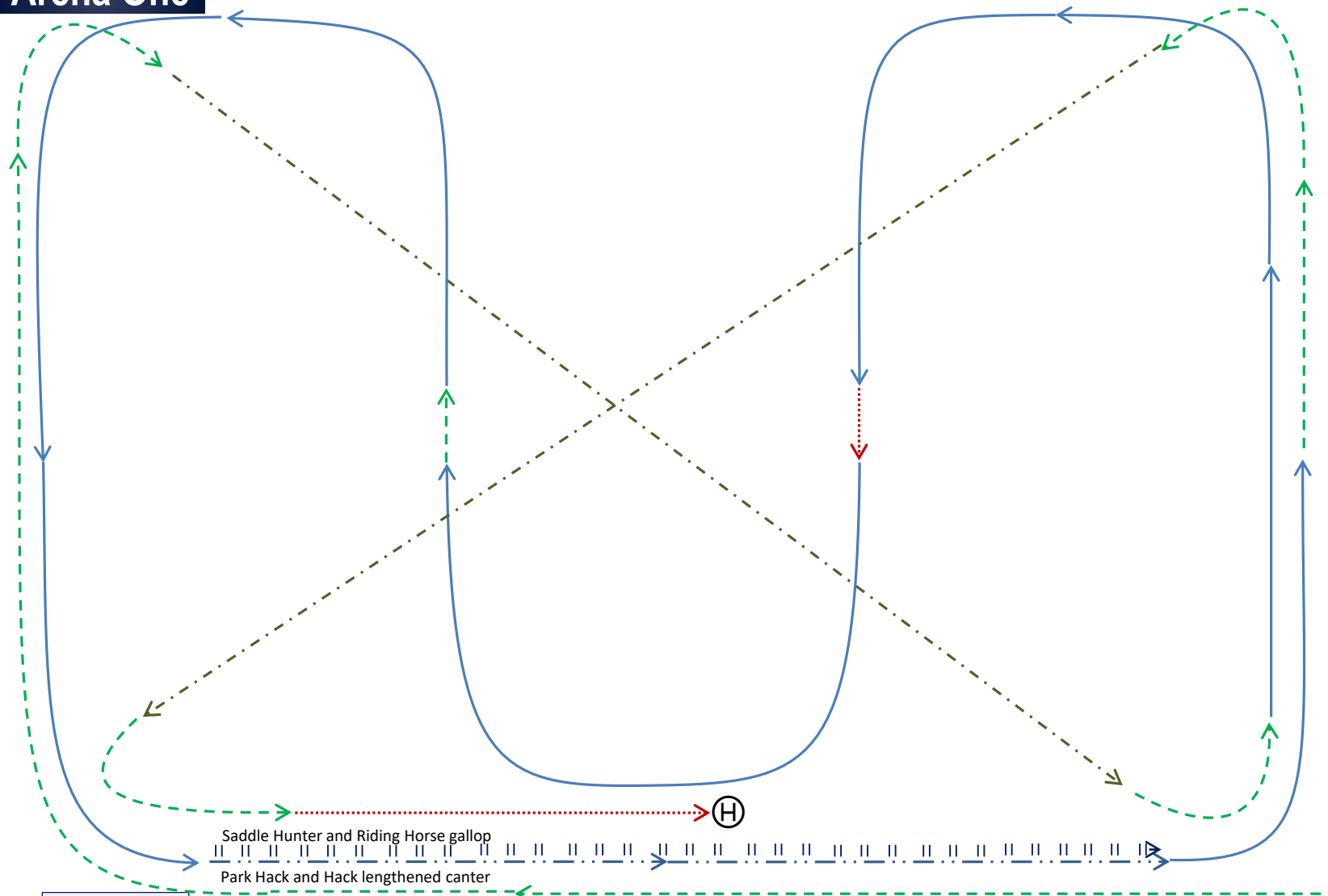
**Workout**

1. Enter at trot, past Judges
2. Turn right, trot to top, turn right. Lengthened trot across diagonal. Trot left, canter
3. Canter 3 x loop serpentine. Walk change first loop, trot change second loop
4. Continue canter to bottom of arena, turn left. Saddle Hunter and Riding Horse gallop; Park Hack and Hack lengthened canter past judges to end. Working canter left, trot at centre. At top, turn left
5. Lengthened trot across diagonal. Working trot at corner, left
6. Walk 8-10 strides.  
Halt 4 x seconds
7. Leave arena at trot

**Legend**

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

ENTRY



Saddle Hunter and Riding Horse gallop

Park Hack and Hack lengthened canter

TENTS

JUDGE JUDGE JUDGE

**2019**

**Arena One**

EXIT

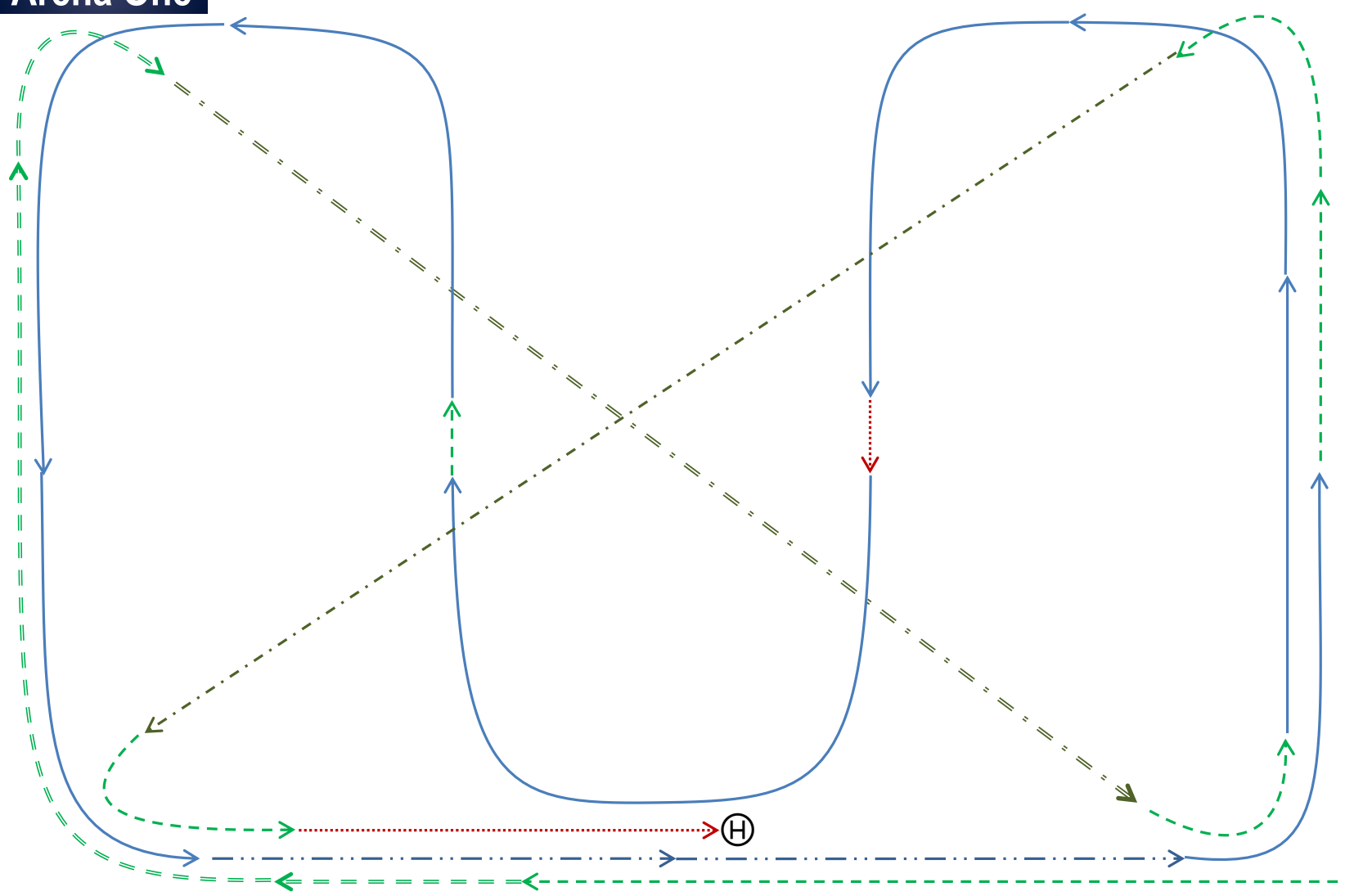
**Workout**

1. Enter at trot, past Judges
2. Before corner, sitting trot
3. Sitting trot to top, turn right. Lengthened sitting across diagonal. Sitting trot left, canter
4. Canter 3 x loop serpentine  
Walk change first loop, trot change second loop
5. Continue canter to bottom of arena, turn left. Lengthened canter past Judges to end. Working canter left, rising trot at centre. At top, turn left
6. Lengthened rising trot across diagonal. Working trot at corner, left
7. Walk 8-10 strides.  
Halt 4 x seconds
8. Leave arena at trot

**Legend**

- ⊕ Halt
- ⋯ Walk
- - - Trot
- = = = Sitting Trot
- . - . Lengthened Trot
- = . = . Lengthened Sitting Trot
- Canter
- . . - . Lengthened Canter

ENTRY



**TENTS**

Ⓝ JUDGE Ⓝ JUDGE Ⓝ JUDGE



# Rising Star Park Hack and Hack Rising Star Riding Horse & Saddle Hunter, Livamol Thoroughbred Class



**Arena One**

Saddle Hunter, Riding Horse & Thoroughbred Class gallop  
Park Hack and Hack lengthened canter

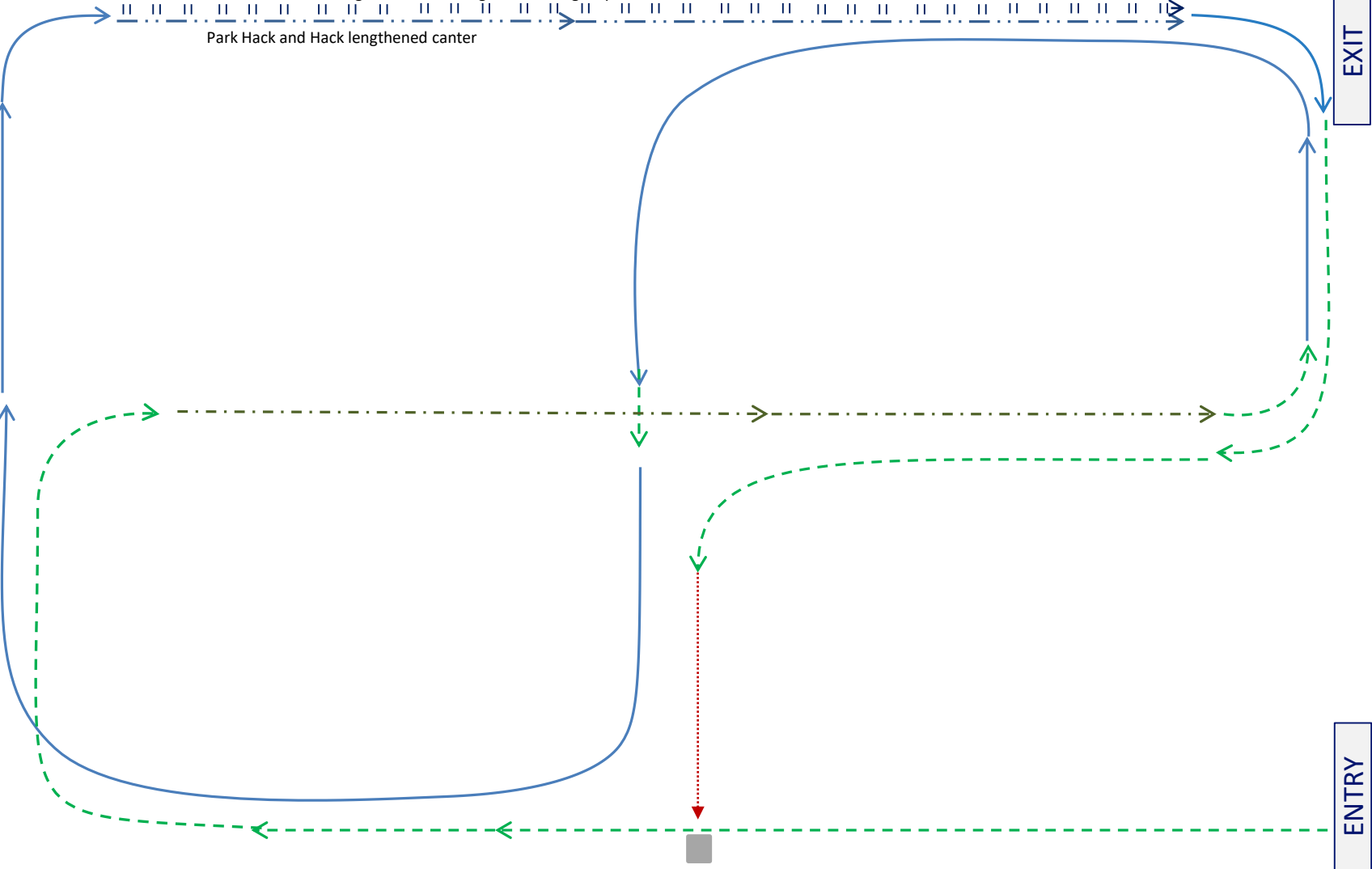
**2019**

### Workout

1. Enter at trot, past Judges
2. At end, turn right, then turn right at 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 trot
6. Canter to Judges, turn right. Continue around arena
7. At top turn right and lengthened canter / gallop across top of arena to end
8. Working canter right, trot
9. At centre turn right across arena
10. At the middle turn left towards Judges, walk.
11. Walk 8-10 strides to Judges. Halt and present
12. Leave arena at trot

### Legend

- Halt and present
- ..... Walk
- - - - Trot
- . - . Lengthened Trot
- Canter
- . - . Lengthened Canter
- || || || || Gallop



**TENTS**

JUDGE JUDGE JUDGE

**ENTRY**

**EXIT**

**Arena One**

Saddle Hunters and Riding Horse gallop  
Park Hack, Hack & Show Ponies lengthened canter

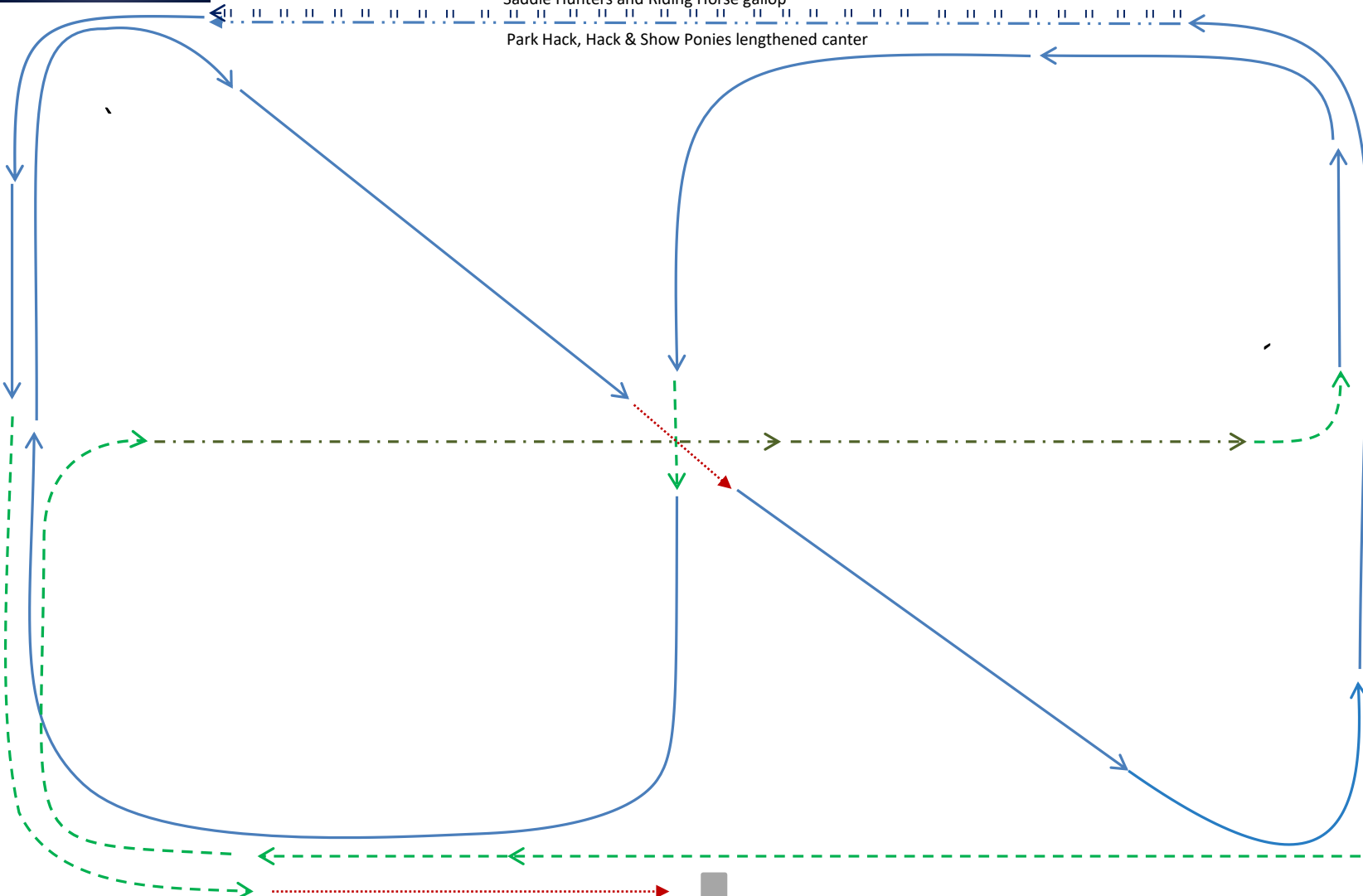
EXIT

**Workout**

1. Enter at trot, past Judges
2. At end, turn right, then turn right at centre
3. Lengthened trot across arena to end. Working trot left, canter
4. Canter to top, turn left, then turn left down centre
5. Change through trot
6. Canter to Judges, turn right. Continue around arena
7. At top turn right across diagonal. Change through 4 x walk strides at centre
8. At corner, canter left to top
9. Turn left. Lengthened canter / gallop down long side. Working canter at end
10. Turn left. Trot at centre to bottom of arena, turn left.
11. Walk 8-10 strides to Judges. Halt and present
12. Leave arena at trot

**Legend**

- Halt and present
- Walk
- Trot
- Lengthened Trot
- Canter
- Lengthened Canter
- Gallop



TENTS

JUDGE JUDGE JUDGE

ENTRY