

Arena One

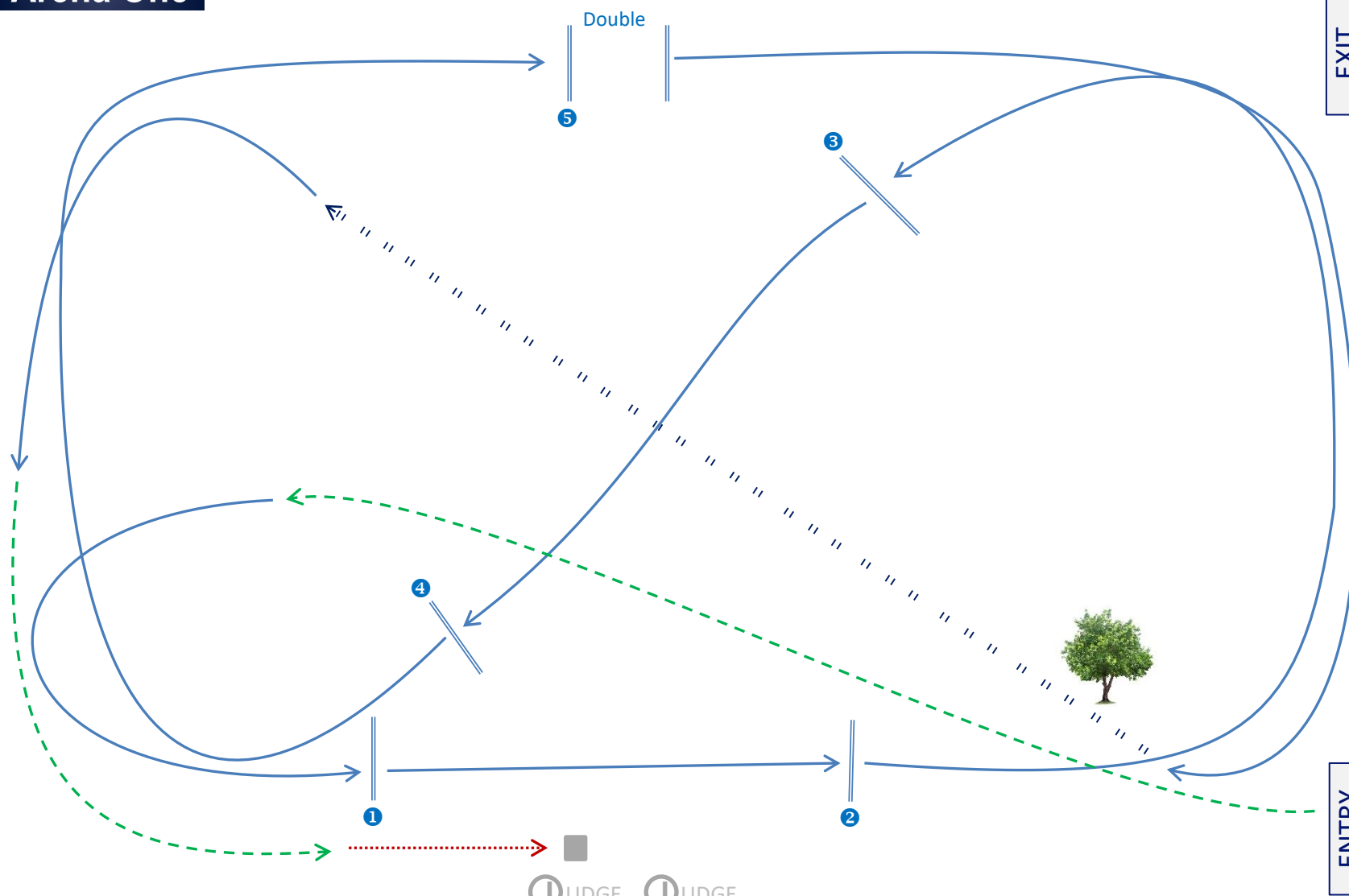
2021

Workout

1. Enter at Trot, between tree and jump 2
2. Canter left, jump 1 & 2
3. Canter left behind tree, jump 3 & 4. Canter right
4. Jump 5 - brush double. Canter right down arena to entry corner, turn right then gallop across the diagonal
5. At top corner, working canter left down arena, trot left towards judges
6. Walk at least 6 strides then halt and present to judges
7. Leave arena at trot

Legend

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



TENTS

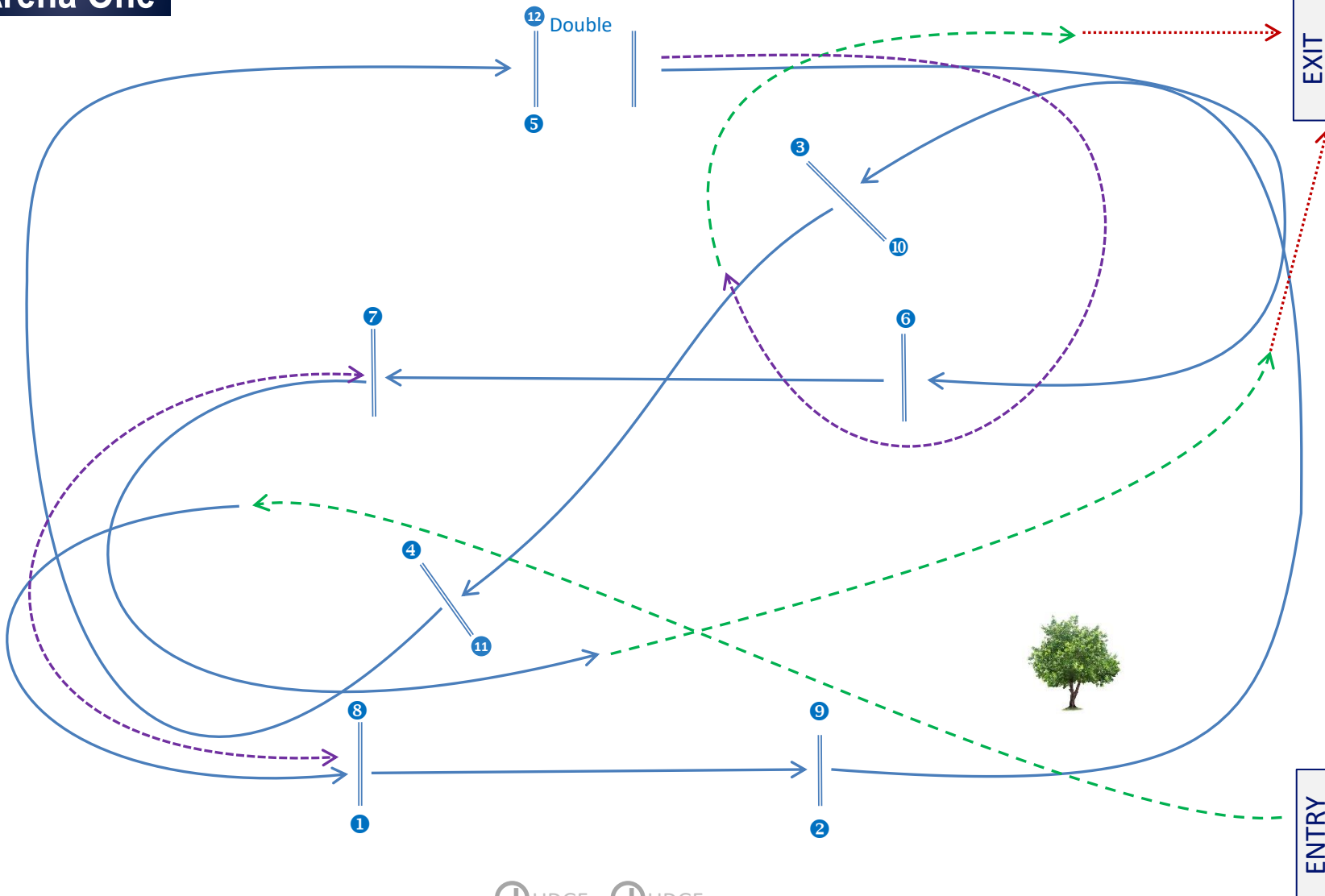
JUDGE JUDGE

ENTRY

EXIT

Arena One

2021



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

JUDGE JUDGE

TENTS



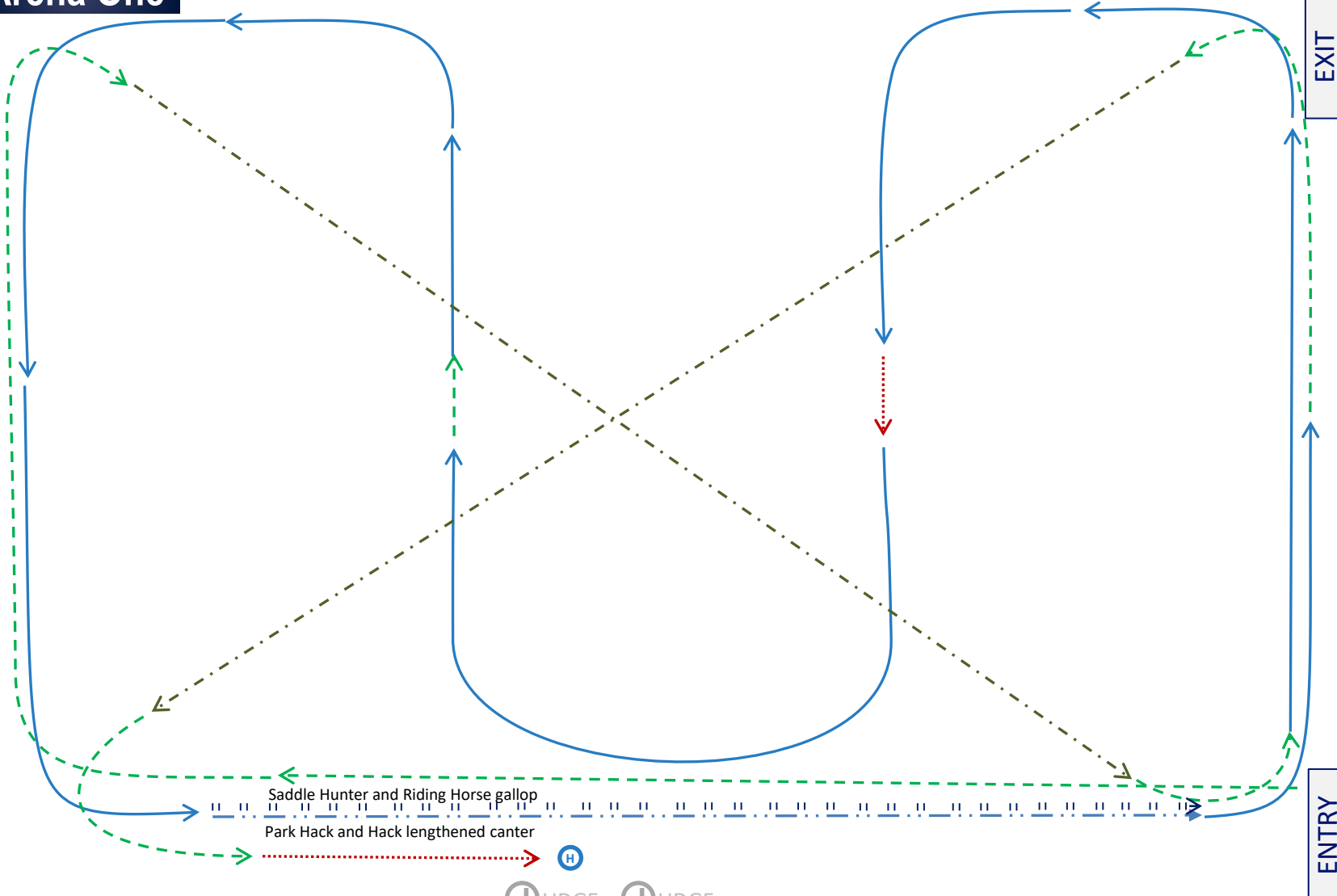


**Arena One**








**2021**

**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
5. At top, turn left. Lengthened trot across diagonal. Working trot at corner, left
6. Walk 8-10 strides to Judges. Halt 4 x seconds
7. Leave arena at trot



**Legend**

-  Halt
-  Walk
-  Trot
-  Lengthened Trot
-  Canter
-  Lengthened Canter
-  Gallop

**TENTS**

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**Arena One**

**2021**

Saddle Hunter, Riding Horse & Thoroughbred Class gallop  
Park Hack and Hack 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
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 middle turn left towards Judges, walk.
11. Walk 8-10 strides to Judges. Halt and present
12. Leave arena at trot

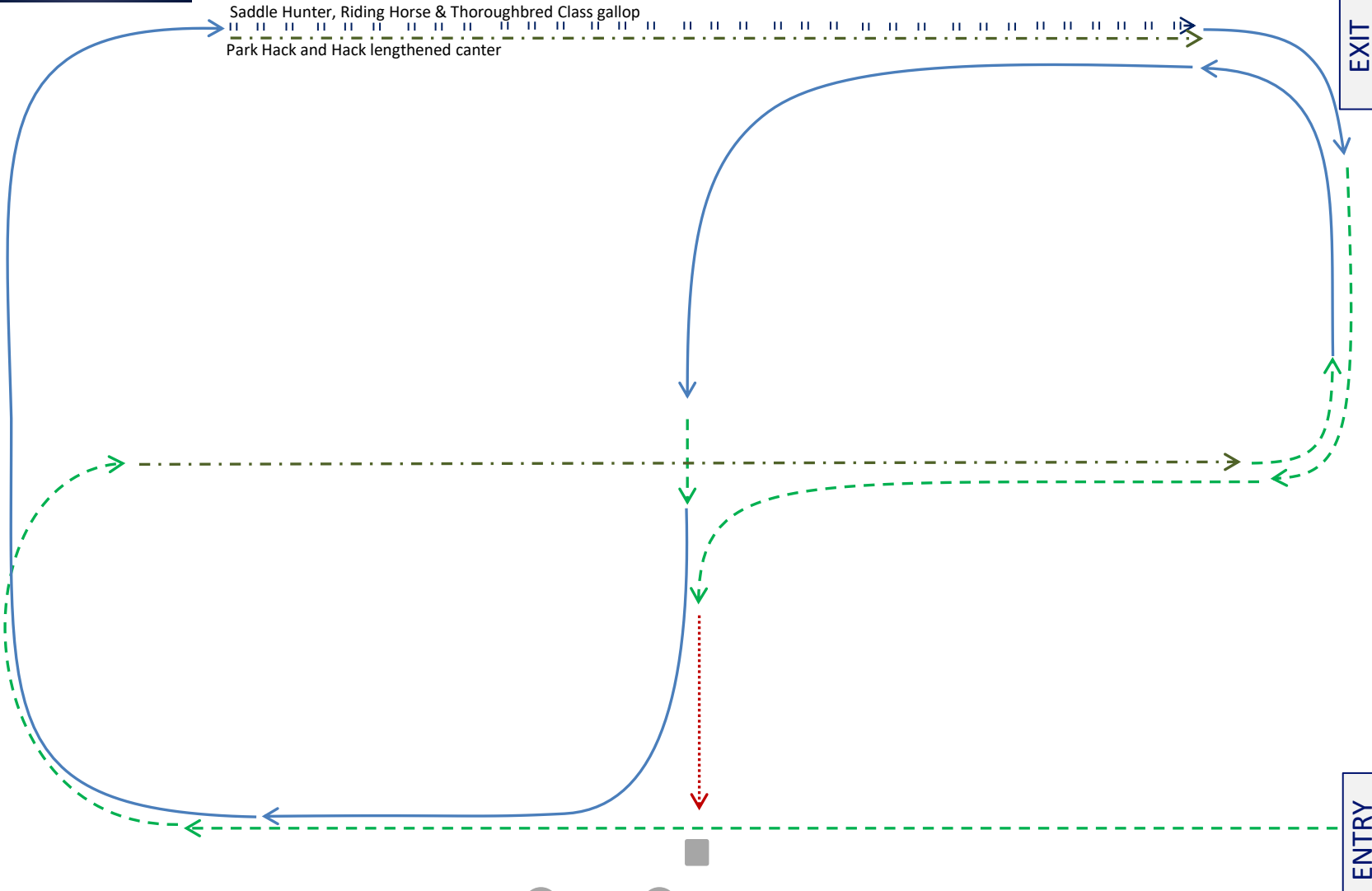
**Legend**

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

ENTRY

JUDGE JUDGE

TENTS



**Arena One**

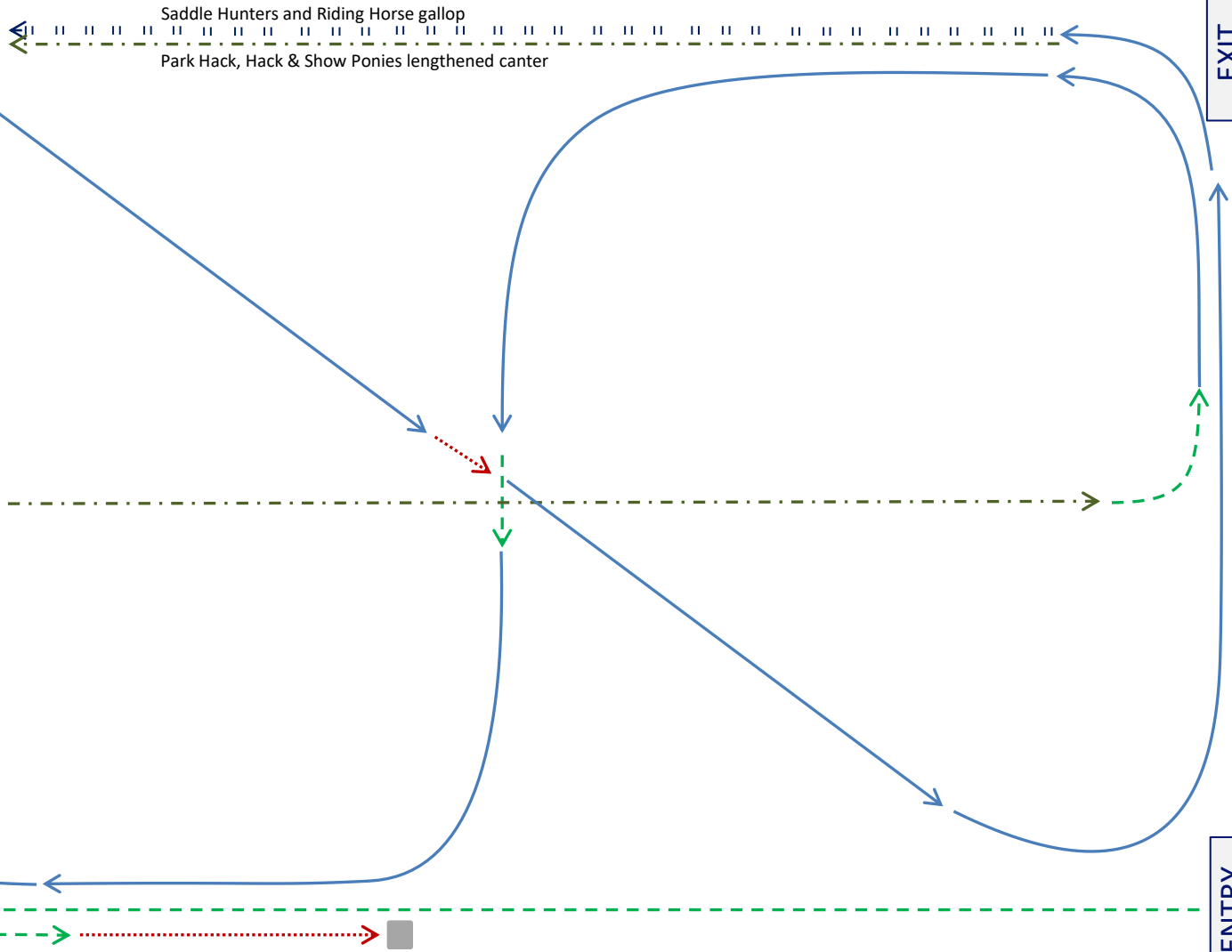
**2021**

**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 & Present
- ..... Walk
- - - - Trot
- . - . Lengthened Trot
- Canter
- . . - Lengthened Canter
- || || || || Gallop



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

TENTS