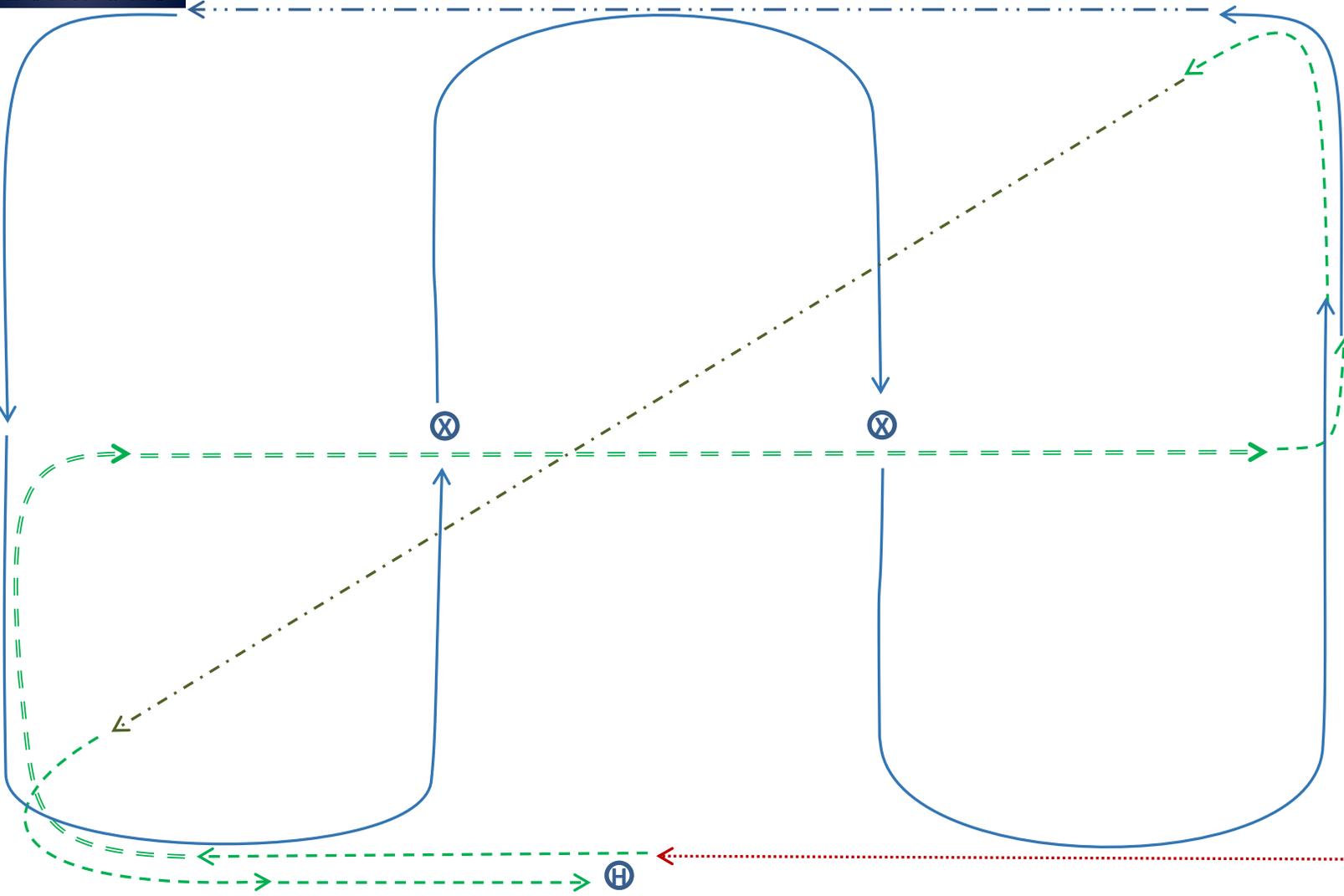


Saddle Horse Equitation Turnout

Senior Rider over 21, Senior Rider 17-20



Arena One



EXIT

ENTRY

Workout

1. Enter at walk, trot at Judge
2. Before corner, sitting trot
3. Continue sitting trot, turn right across middle of arena. Rising trot before end, turn left, Canter
4. At top of arena turn left, lengthened canter across top of arena. Canter before end, turn left
5. Canter 3 x loop serpentine, change X method optional
6. Before top corner trot, turn left. Lengthened rising trot across diagonal. Working trot at corner, turn left
7. Trot to Judge. Halt 4 x seconds
8. Leave arena at trot

Legend

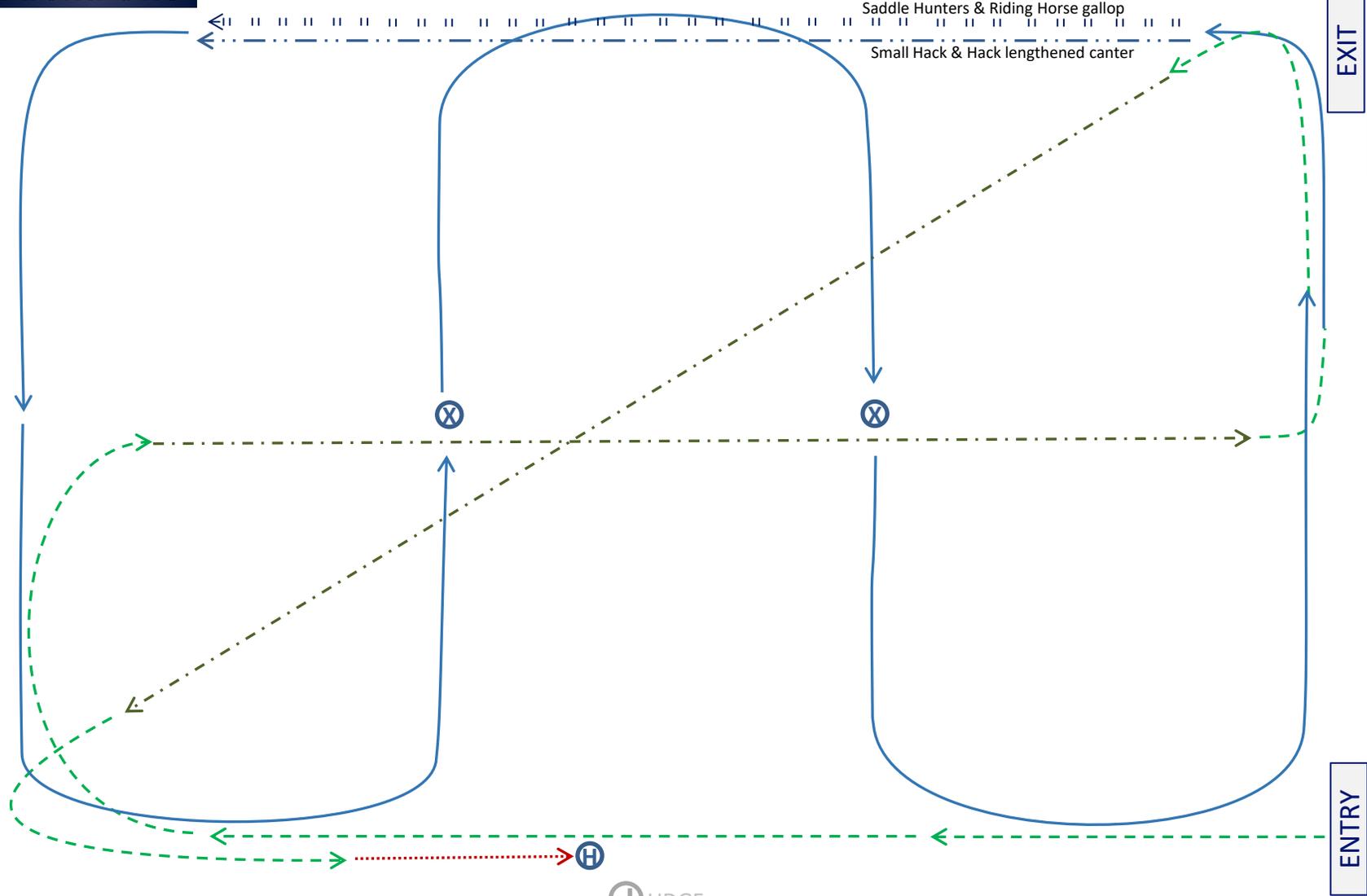
-  Halt
-  Walk
-  Trot (rising)
-  Lengthened Trot (rising)
-  Sitting Trot
-  Canter
-  Lengthened Canter

JUDGE

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



Arena One



Saddle Hunters & Riding Horse gallop
Small Hack & Hack lengthened canter

EXIT

ENTRY

JUDGE

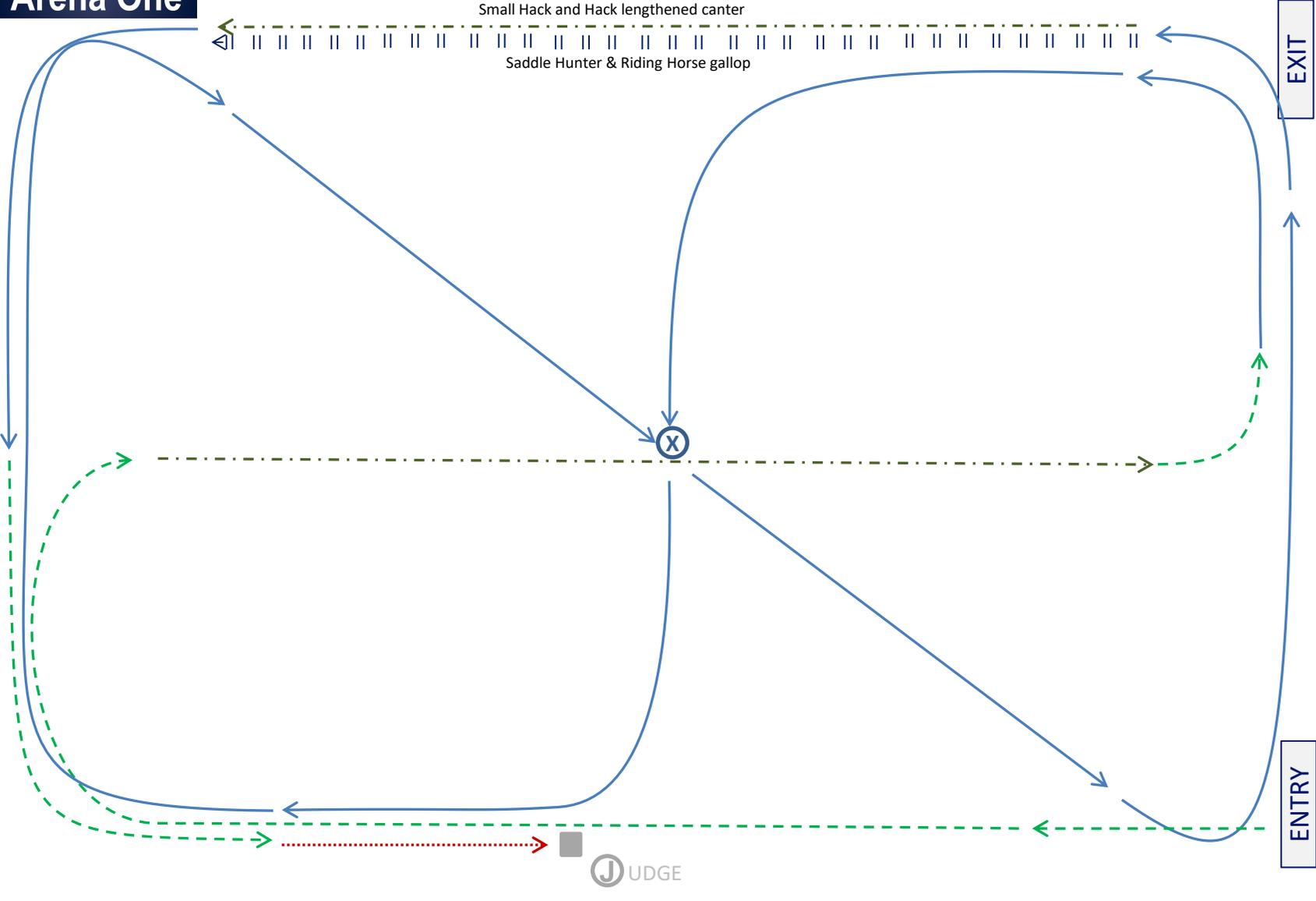
- Workout**
1. Enter at trot, past Judge
 2. Turn right, at centre turn right again. Lengthened trot across arena. Trot left, canter
 3. At top of arena turn left, lengthened canter / gallop across top of arena. Canter before end, turn left
 4. Canter 3 x loop serpentine, change X method optional
 5. Before top corner trot, turn left. Lengthened trot across diagonal. Working trot at corner, left
 6. Walk 8-10 strides to Judge. Halt 4 x seconds
 7. Leave arena at trot

- Legend**
-  Halt
 -  Walk
 -  Trot
 -  Lengthened Trot
 -  Canter
 -  Lengthened Canter
 -  Gallop

Champion Small Hack, Hack Riding Horse & Saddle Hunter Horse Titles



Arena One



Workout

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

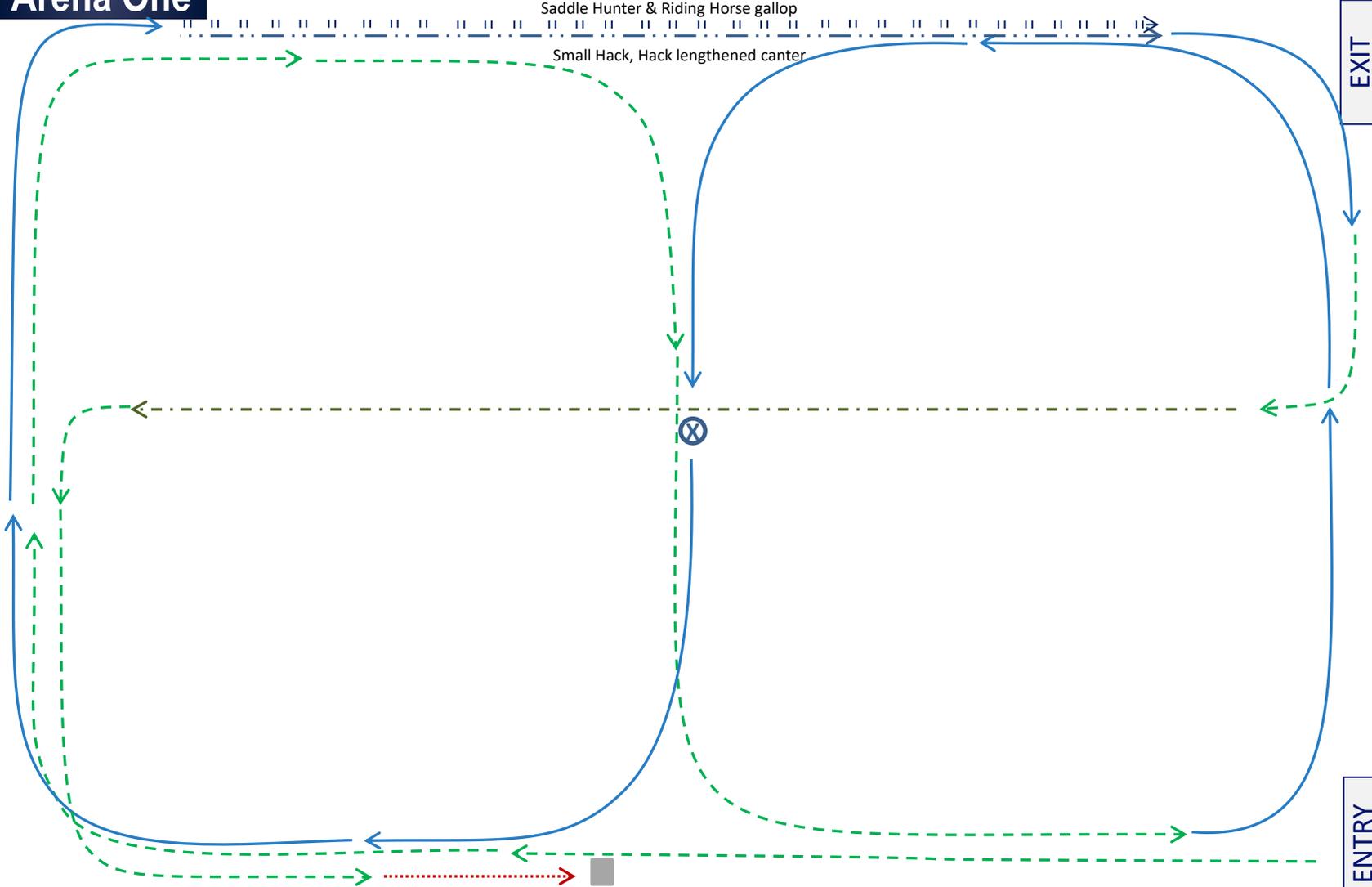
Legend

- Halt & Present
- Walk
- - - - Trot
- . - . Lengthened Trot
- Canter
- . . . Lengthened Canter
- " " " " Gallop

Newcomer Small Hack & Hack Newcomer Saddle Hunter Horse Newcomer Riding Horse



Arena One



Saddle Hunter & Riding Horse gallop

Small Hack, Hack lengthened canter

EXIT

ENTRY

JUDGE

Workout

1. Enter arena at trot, past judge to end, turn right
2. Trot around arena. At centre top, turn right towards judge, at judge, turn left
3. At corner, canter. Canter around arena. At centre top, turn left towards judge
4. Change lead (method optional) in middle, continue down arena to judge and turn right
5. Canter around arena to top
6. Lengthen canter or gallop along top of arena
7. Canter right in corner, then trot
8. At middle of arena, turn right and lengthen trot across arena to end. Trot before end, turn left to bottom of arena
9. After corner, walk 8-10 strides. Halt & present to judge
10. Leave arena at trot

Legend

- Halt & Present
- Walk
- - - - Trot
- . - . Lengthened Trot
- Canter
- . . . Lengthened Canter
- " " " " Gallop