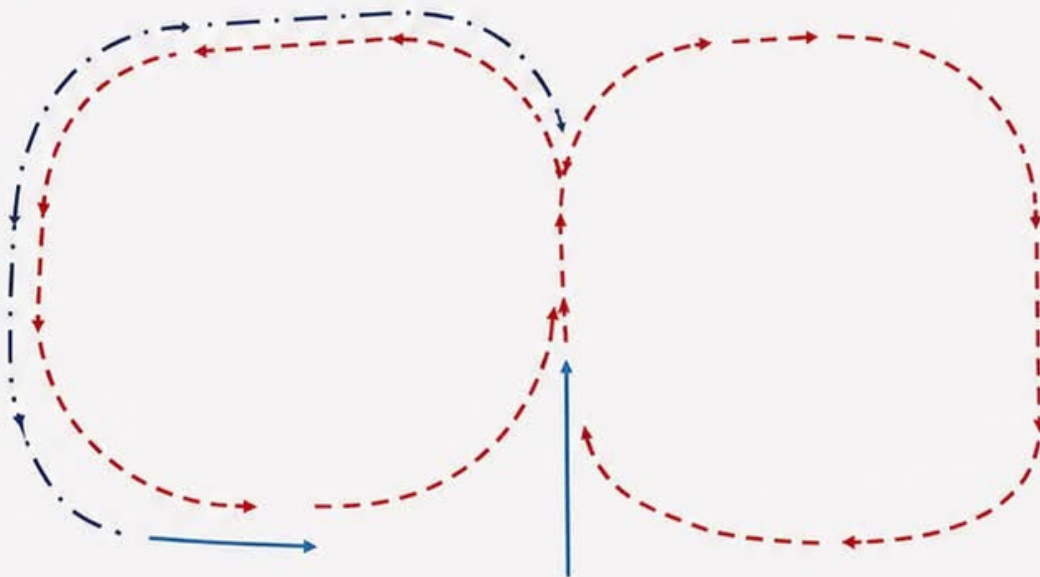




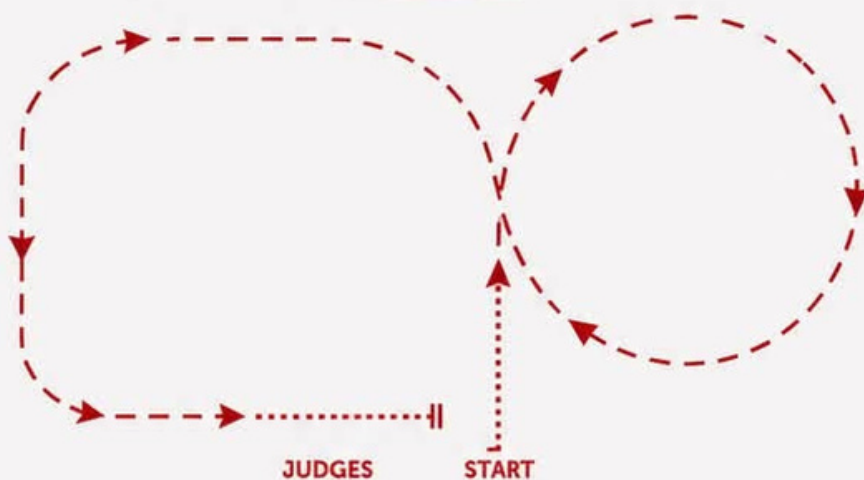
OPEN/HUNTER FIRST RIDDEN



Stand up and present to Judges. Walk away from the judges down the centre line. Trot a circle to the left. Change direction and trot a circle to the right. Canter half a circle to the left then back to trot. Towards the judges walk and then halt.

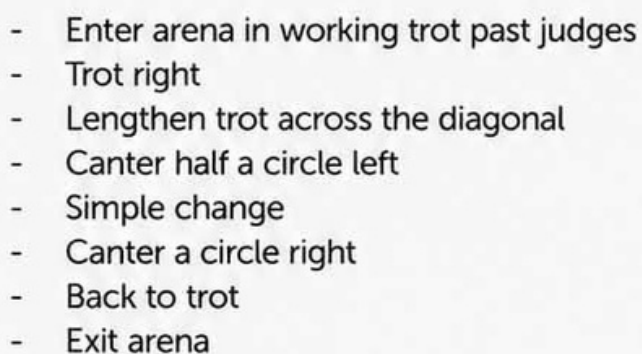


OPEN/HUNTER LEAD REIN



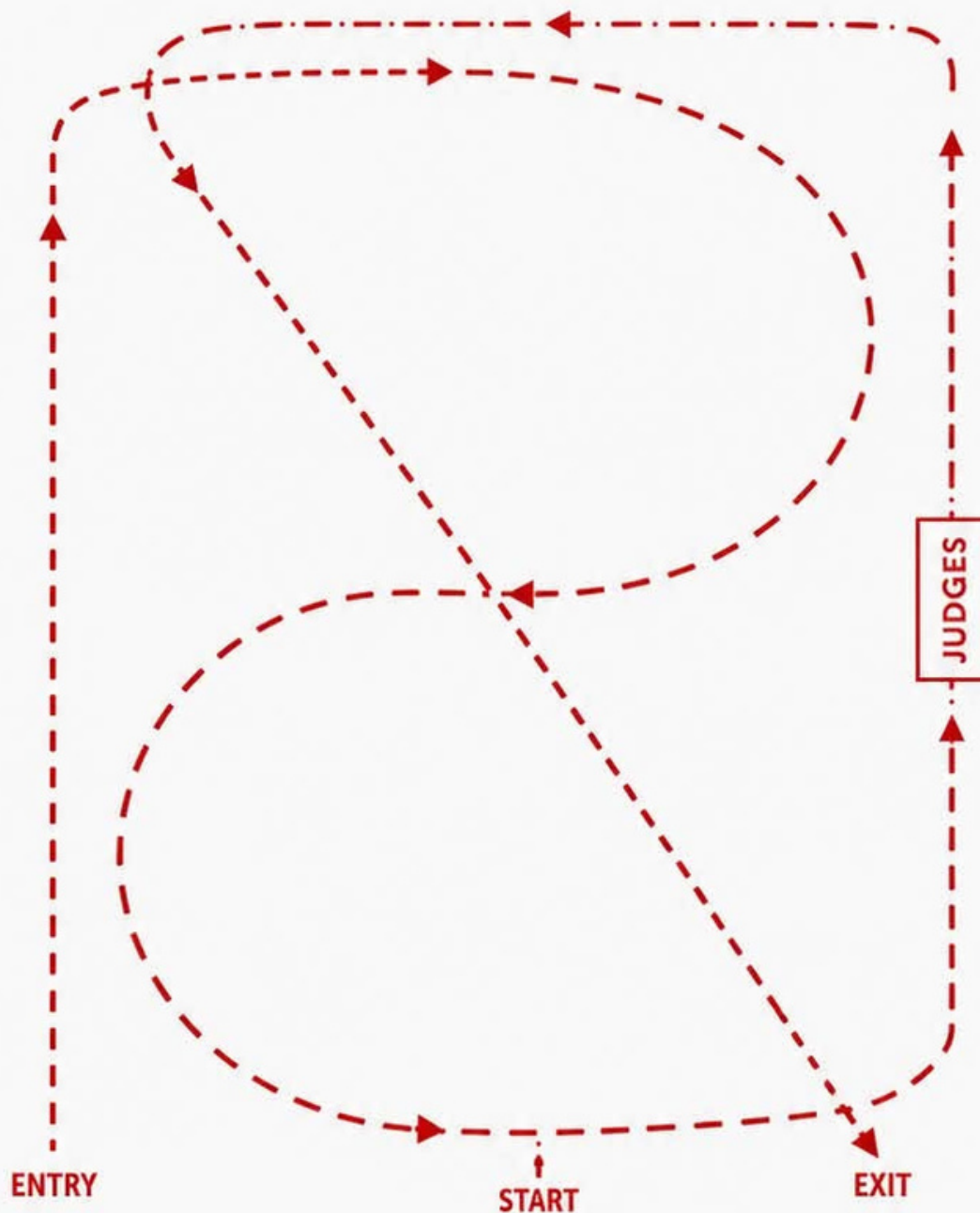
Exhibitors will be lined up with their backs to the judges' tents. After presenting to the judges they will walk away and trot a full circle to the right, changing rein at the trot through the centre on to a larger half circle then follow the arena fence to the judges, walking the last 20m. Halt and return to your place in the line.





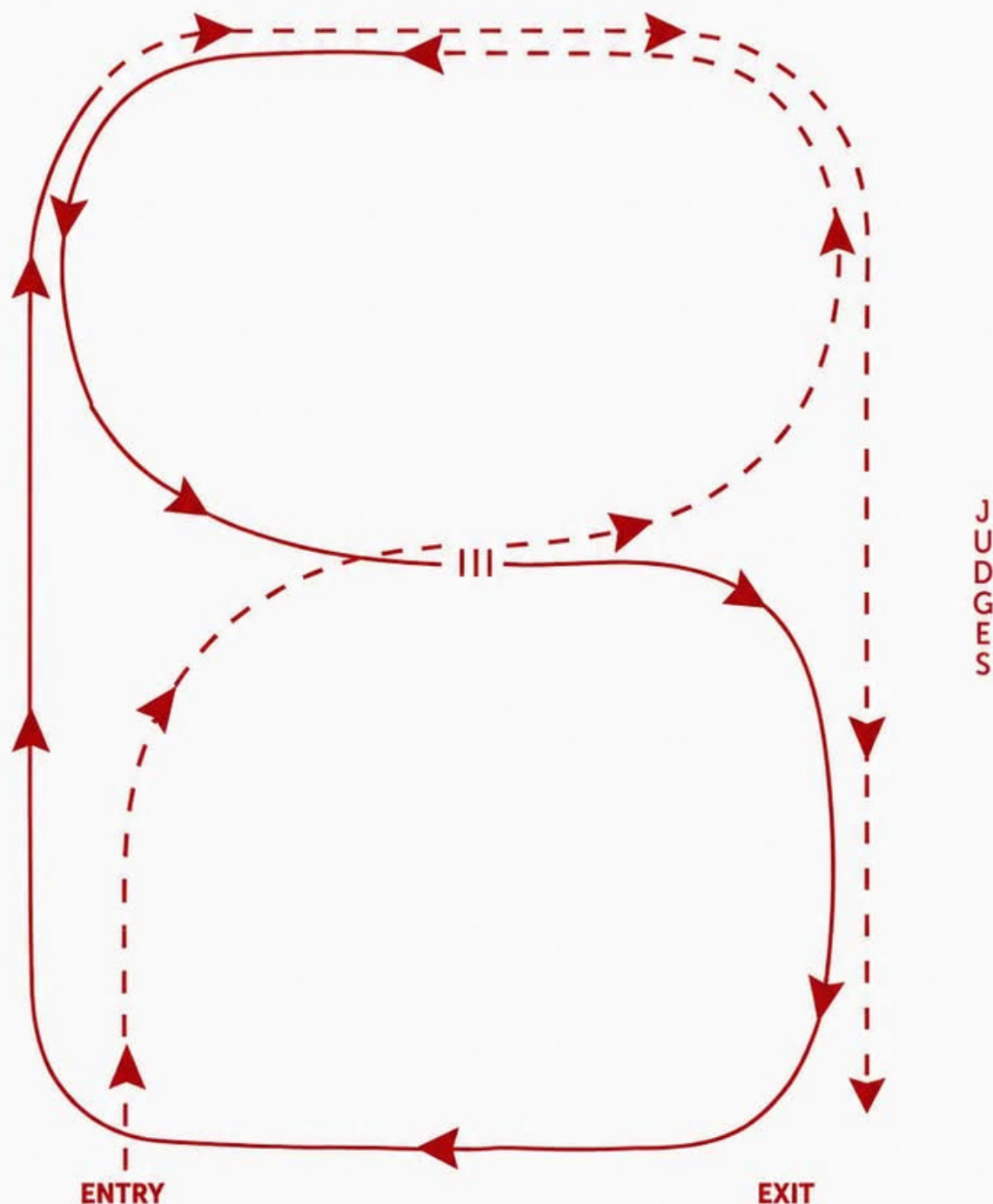


NEWCOMER/THOROUGHbred HUNTER



- Enter arena in working trot past judges
- Trot right and pick up canter
- Canter half a circle right
- Simple change
- Canter half circle left
- Gallop down the long side
- Back to canter and trot
- Working trot across the diagonal
- Exit arena

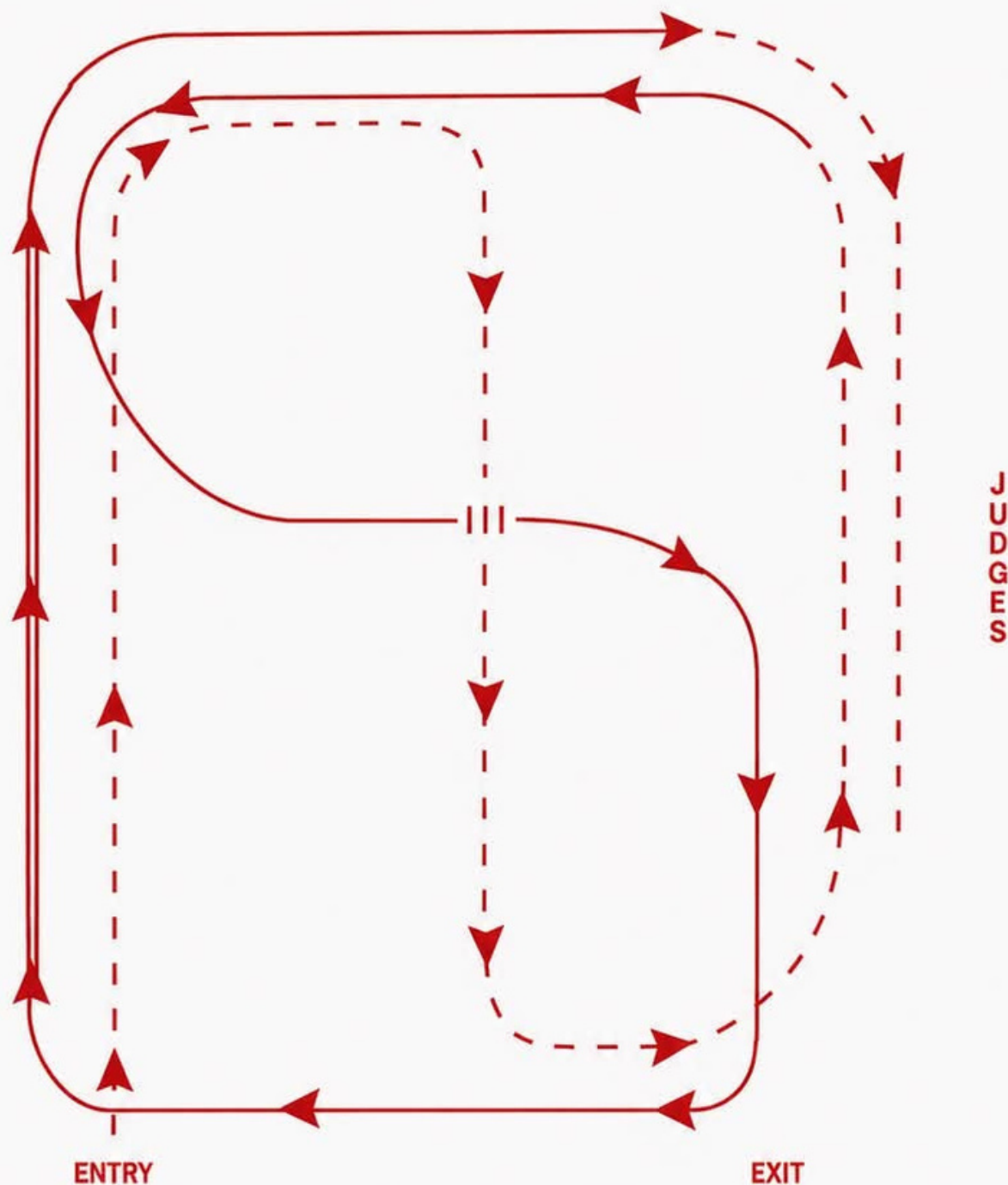
RIDER UNDER 12 YEARS



Enter at sitting trot and turn through centre towards judges. Rising trot left half circle. At midpoint of short side canter and canter half circle left. Simple change of rein through the centre towards judges. Canter half circle right then canter down long side. At corner trot and then on the longside return to judges. Exit at trot.



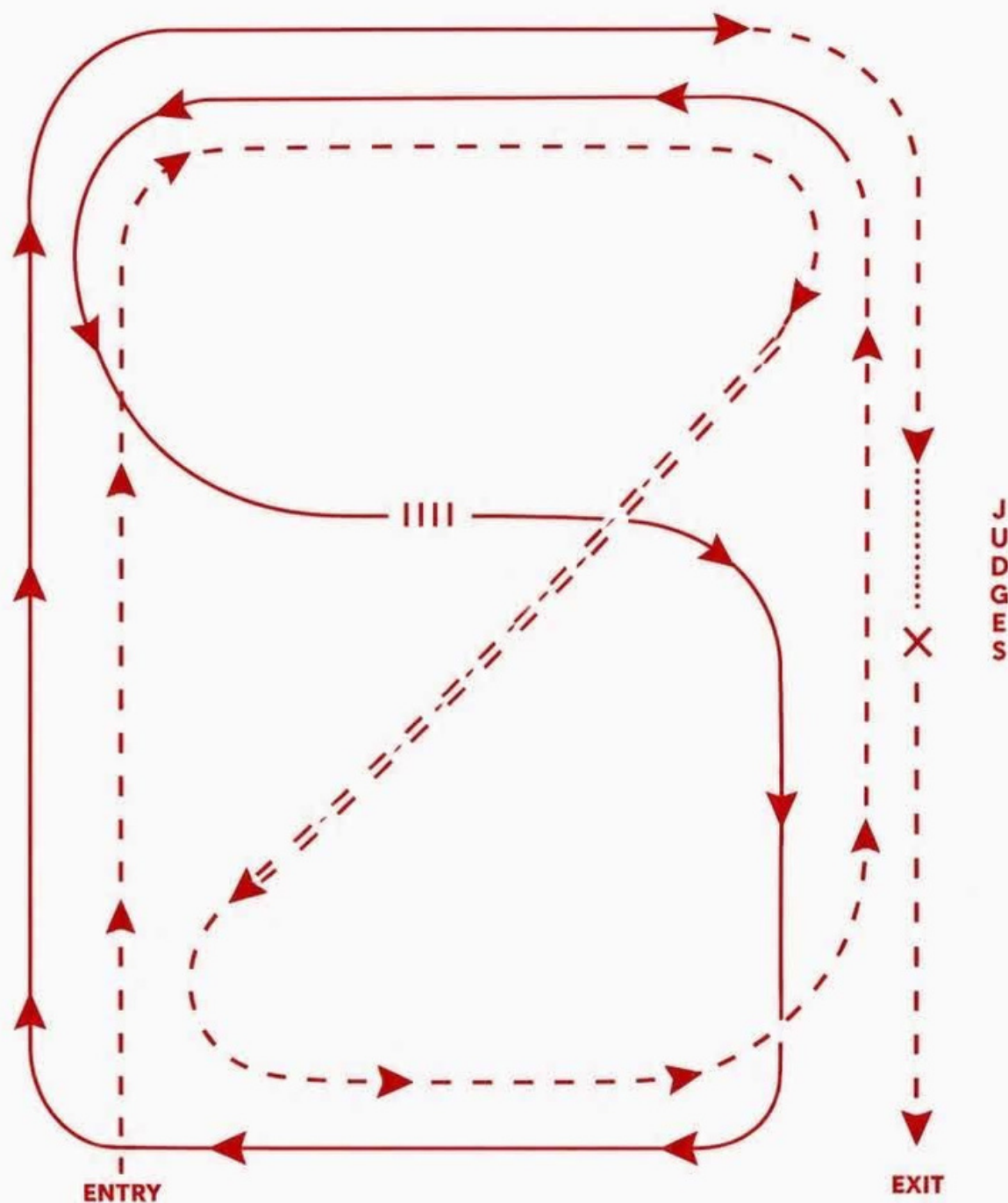
RIDER 12 YEARS AND OVER



Enter rising trot on right rein, down long side then sitting trot at corner, turn down centre line, lengthened trot, then track left and continue sitting trot past judges. At corner canter left, canter half circle, simple change toward judges, canter right then lengthen canter on the long side. Canter around short side then return to the judges through trot and exit at trot.

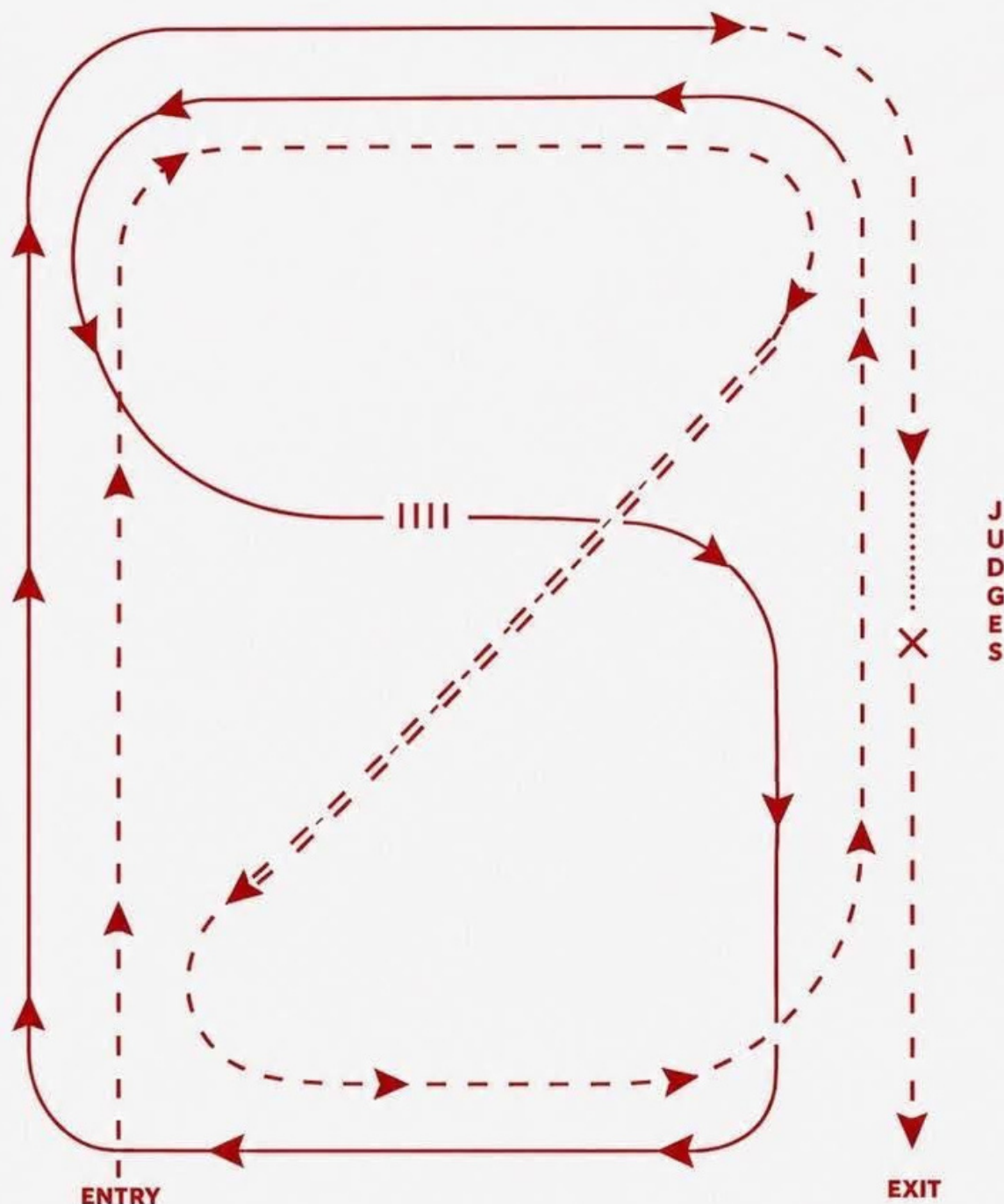


OPEN HACKS



Enter at trot on right rein, down long side then change rein across diagonal showing lengthened strides. On left rein trot around and down longside past judges. At corner canter left. Canter two loops, with a simple change through the centre towards judges. Lengthen canter down the long side, canter around short side and return to judges through trot then walk. Walk past all judges. Exit at trot.

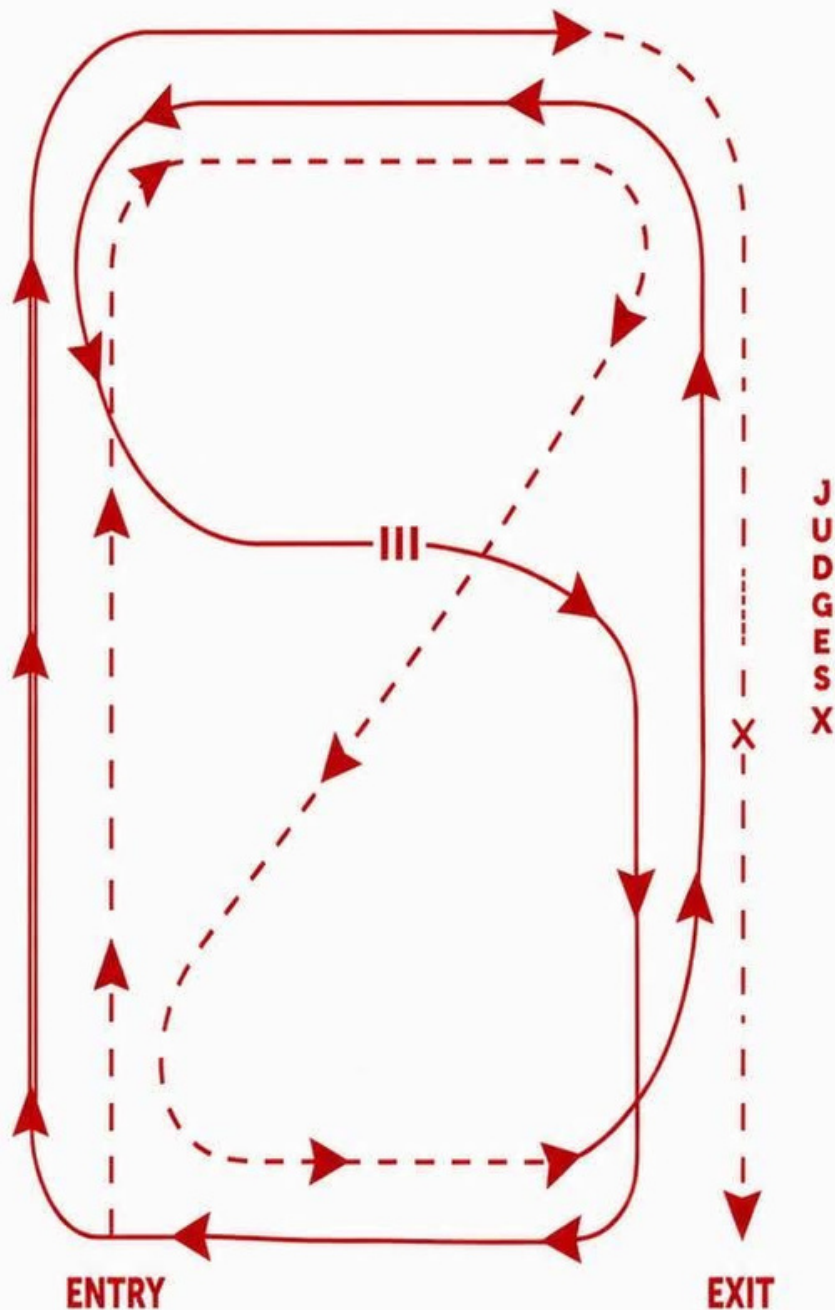
CHILD'S HACK



Enter at trot on right rein, down long side then change rein across diagonal showing lengthened strides. On left rein trot around and down longside past judges. At corner canter left. Canter two loops, with a simple change through the centre towards judges. Lengthen canter down the long side, canter around short side and return to judges through trot then walk. Walk past all judges. Exit at trot.



CHILD'S HUNTER



Enter at trot on right rein, down long side and around, change rein across the diagonal and track left through short side.

At corner canter on left lead. Canter down long side past judges then canter two loops with a simple change towards judges.

Canter right then increase to gallop down long side. Canter through short side. Trot at corner then return to walk.

Walk past all judges. Exit at trot.

