



NEW ZEALAND NATIONAL  
HORSE & PONY  
SHOW ASSOCIATION (INC)

# Ring One – Horse Working Hunters & Hunter Jumping

## Workout

### Working Hunters

- \* Jump fences 1, 2, 3, 4
- \* Gallop up middle
- \* Halt & present at Judge

### Eye Opener and Novice Hunters

- \* Jump fences 1, 2, 3, 4, 5, 6ab

### Open Hunters

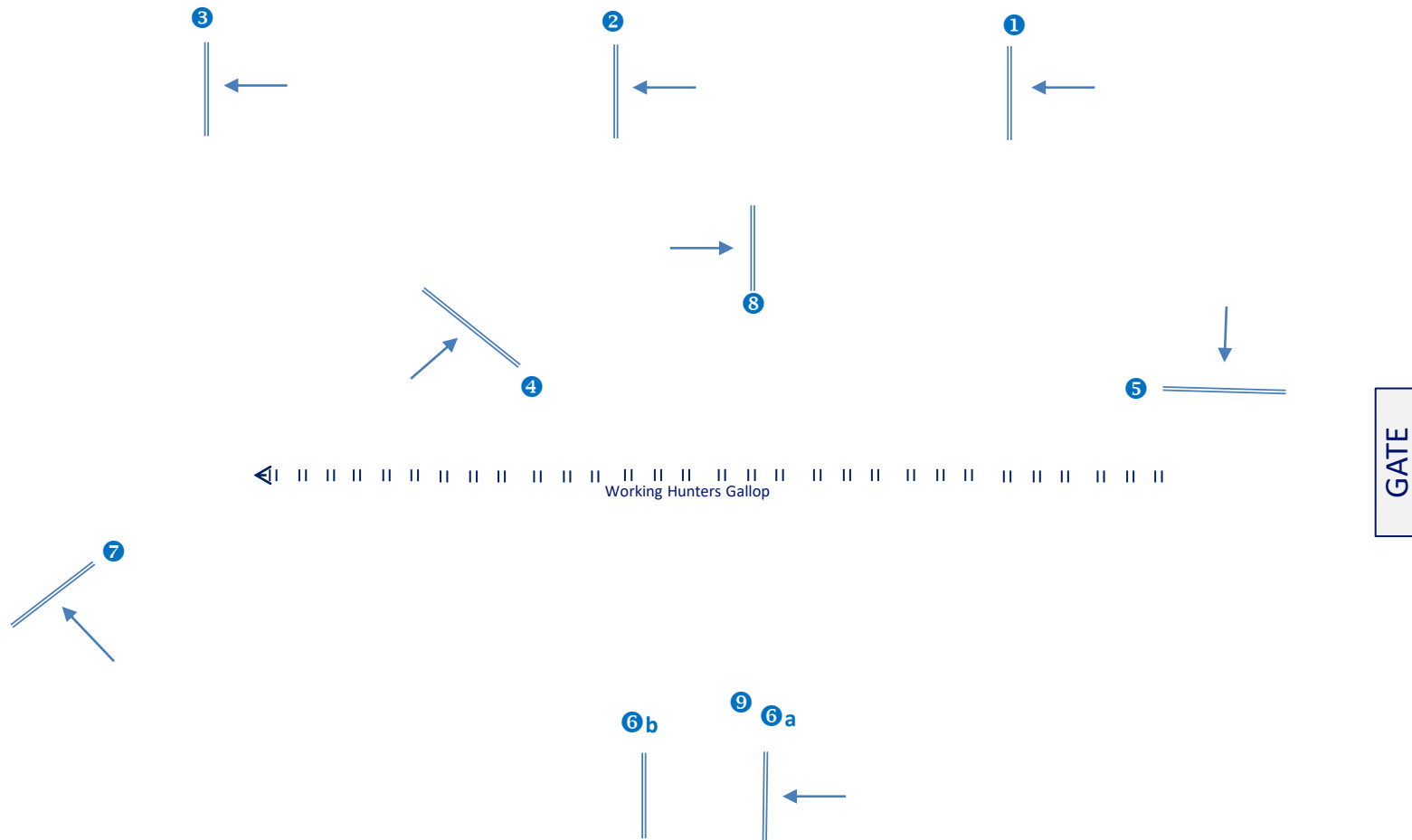
- \* Jump fences 1, 2, 3, 4, 5, 6ab, 7, 8, 9

## Legend

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

JUDGE

(Halt & Present - Working Hunters Only)





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# Ring Two – Pony Working Hunters & Hunter Jumping

**J**UDGE

■ (Halt & Present - Working Hunters Only)

## Workout

### Working Hunters

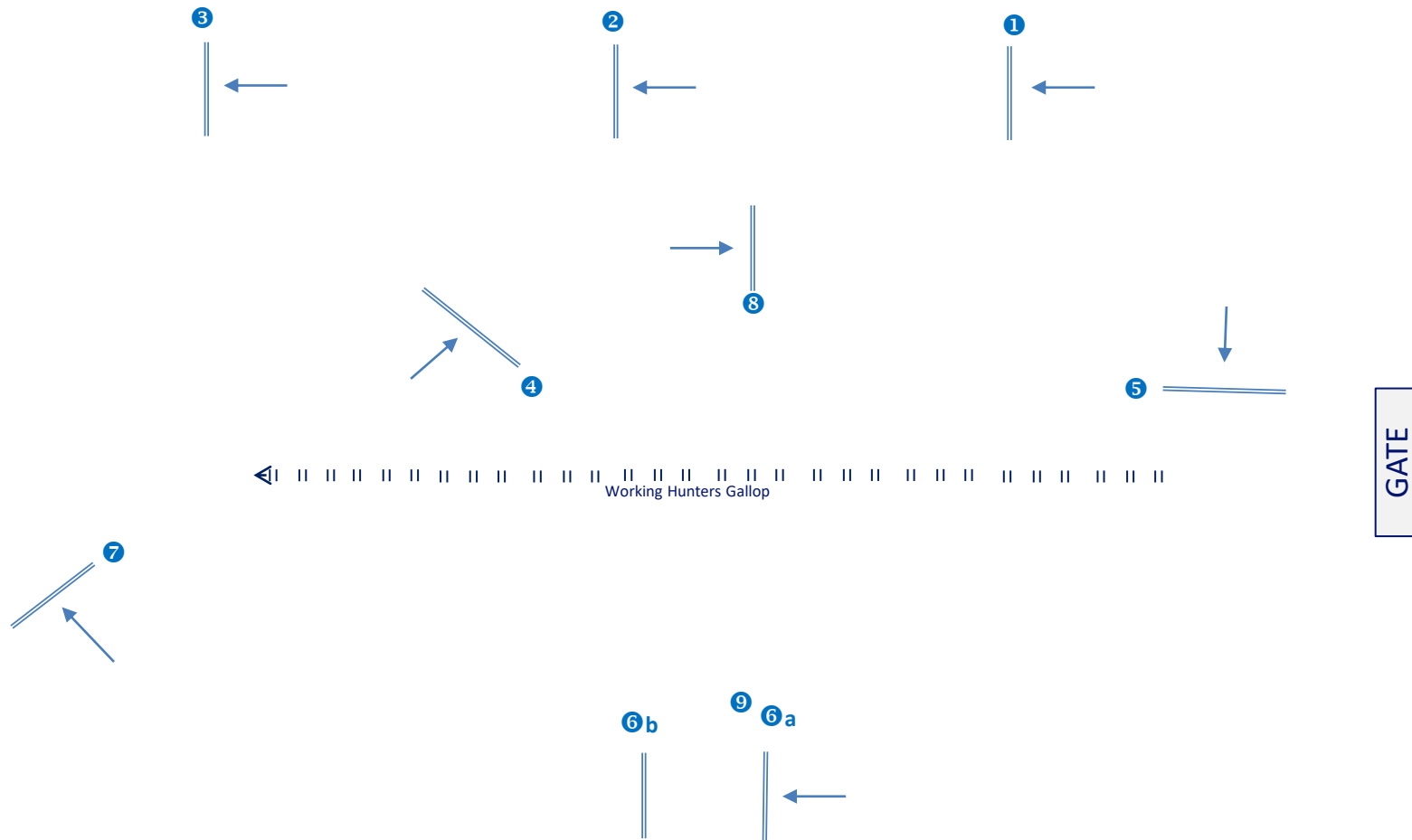
- \* Jump fences 1, 2, 3, 4
- \* Gallop up middle
- \* Halt & present at Judge

### Eye Opener and Novice Hunters

- \* Jump fences 1, 2, 3, 4, 5, 6ab

### Open Hunters

- \* Jump fences 1, 2, 3, 4, 5, 6ab, 7, 8, 9



## Legend

- Halt & Present
- ..... Walk
- - - - Trot
- — — — Canter
- || || || || Gallop



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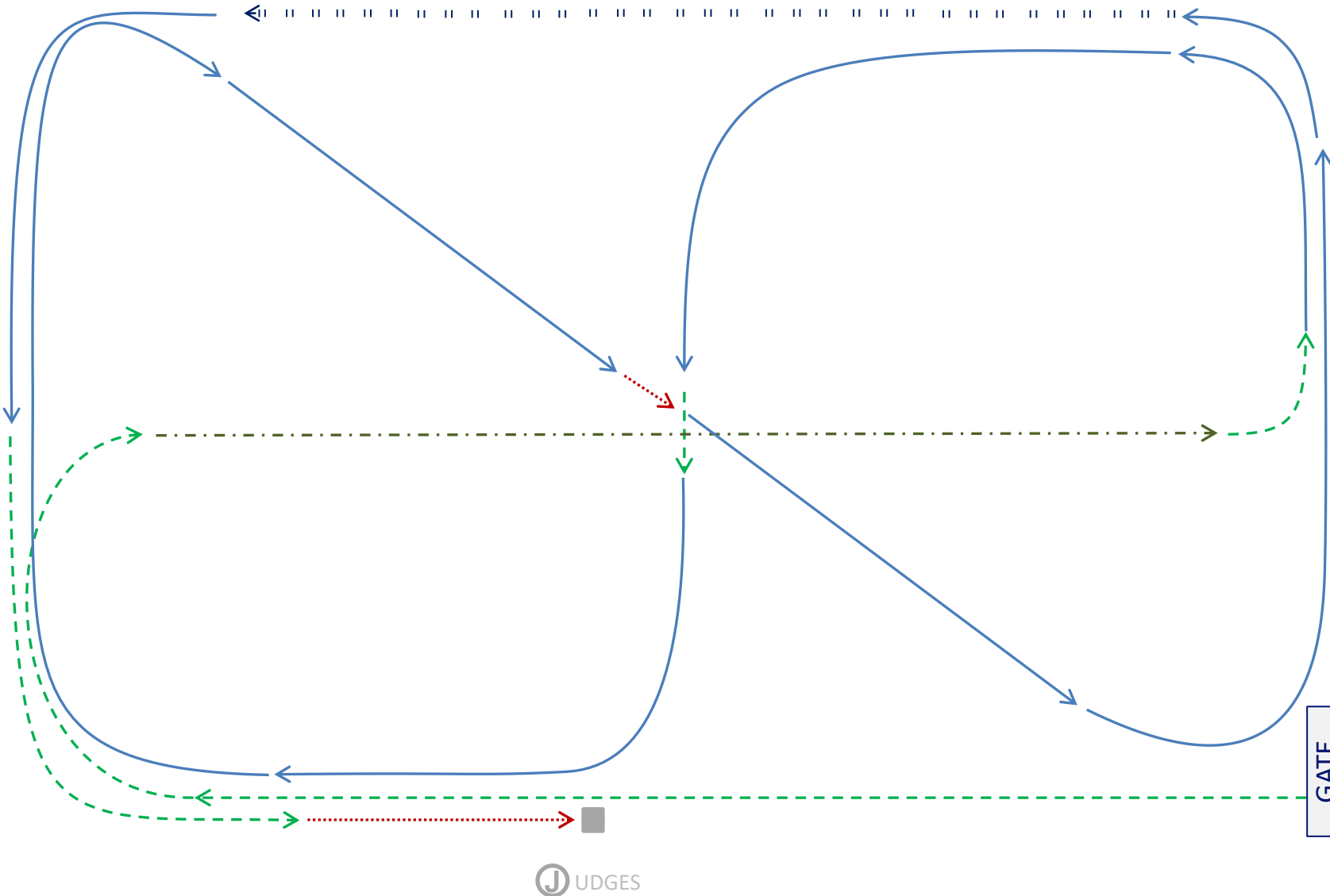
# Livamol Thoroughbred Class

## 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. 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





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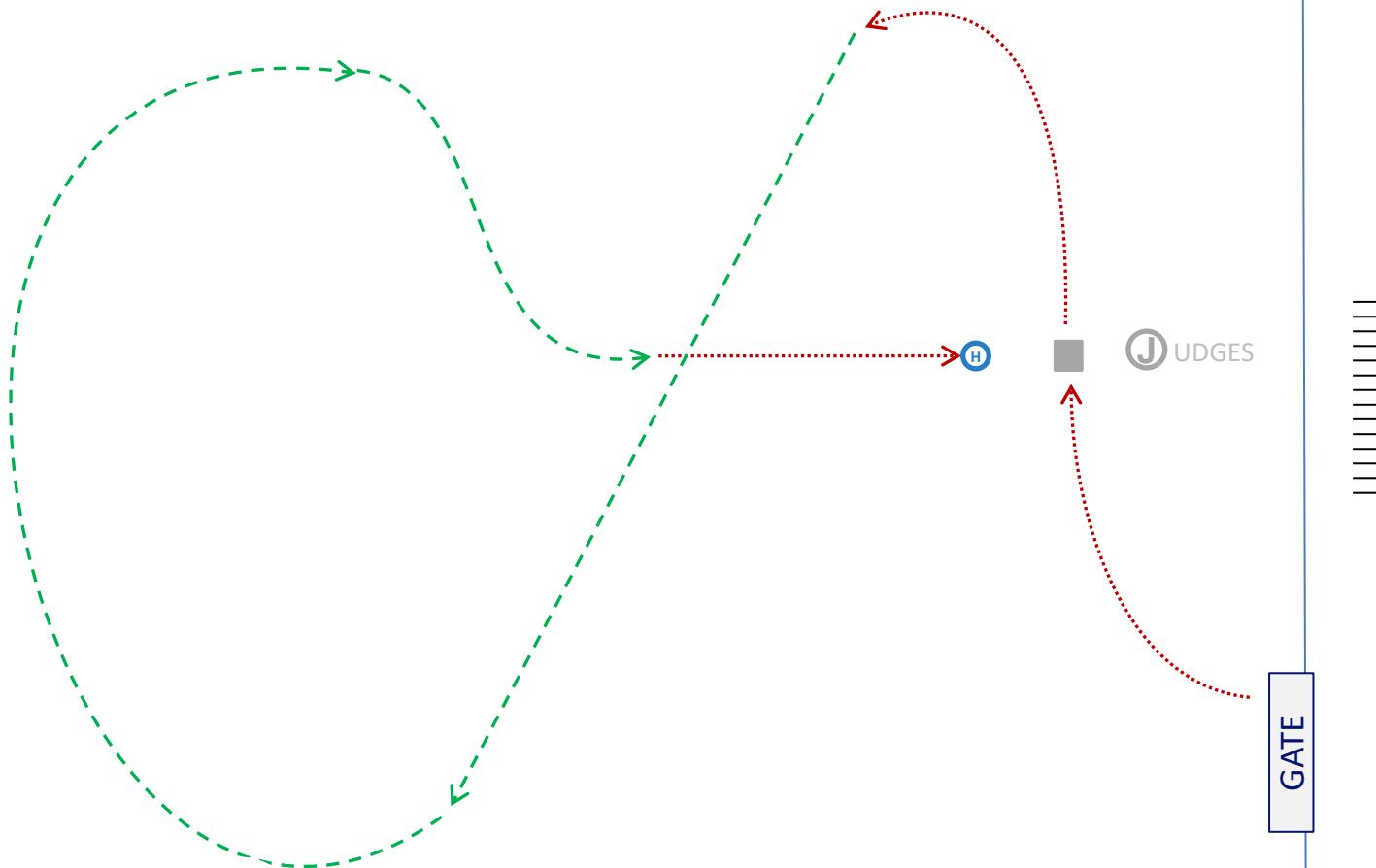
# Supreme Champion Led Exhibit

## Workout

1. Enter at walk
2. Halt & present in front of Judges
3. Walk straight to side of arena, turn left and trot
4. Trot across the diagonal to the opposite side
5. Make a large half circle right to the other side of the arena
6. Trot right across the diagonal to the centre, walk
7. Walk to judges. Halt
8. Leave arena at walk and return to line up

## Legend

-  Halt only
-  Halt & Present
-  Walk
-  Trot
-  Horse Line Up










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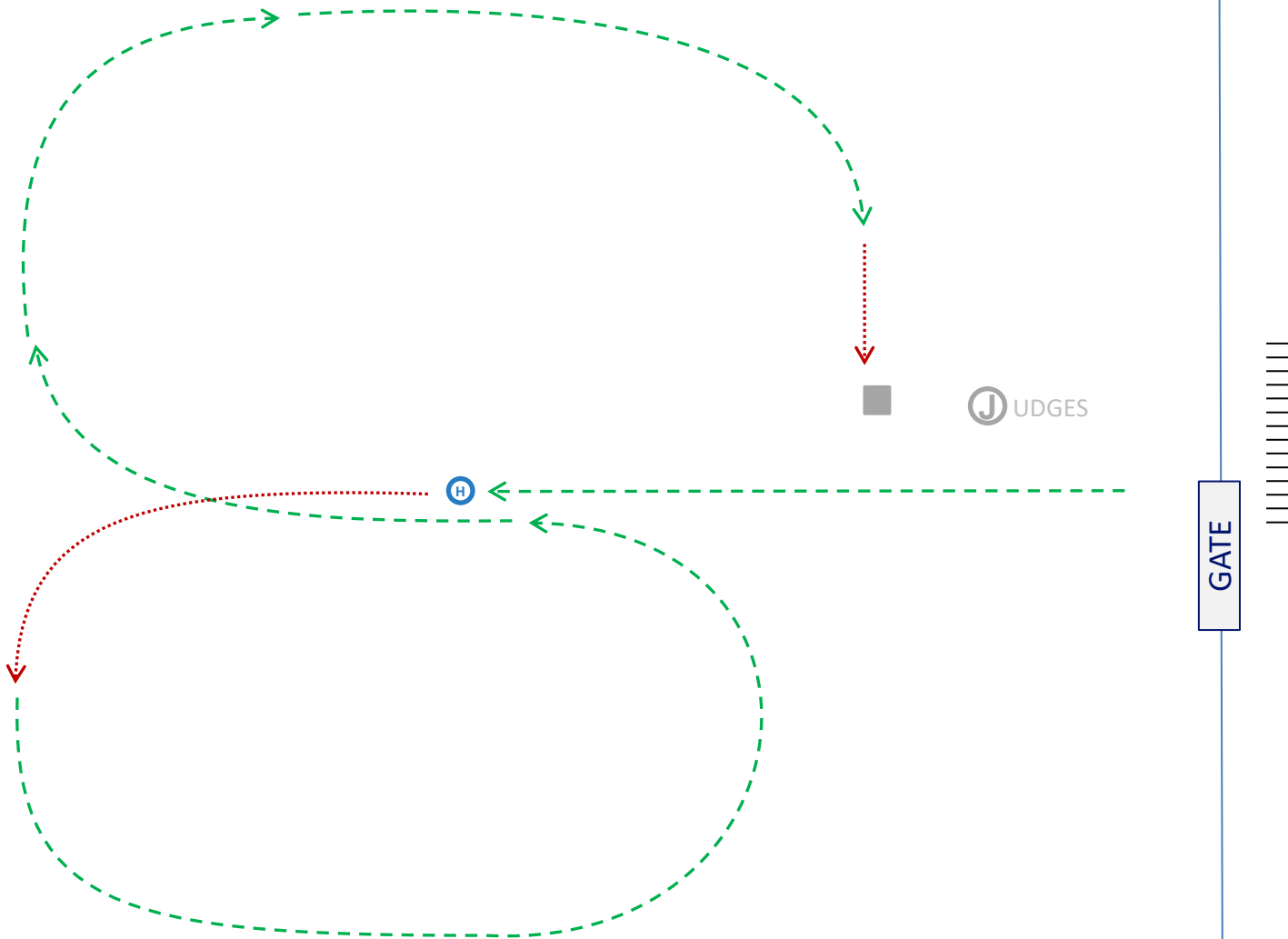
### Workout

1. Trot past Judges up the middle of arena. At the centre Halt 4 x seconds. Proceed at walk
2. Towards top of arena turn left. Before the corner trot, turn left
3. Before the Judges, turn left then turn left up middle
4. Towards top of arena turn right. Trot right around towards Judges
5. Before the Judges, walk (leaving space for at least 8-10 strides)
6. Halt and Present to Judges
7. Leave arena at trot

### Legend

-  Halt only
-  Halt & Present
-  Walk
-  Trot
-  Line up

# Lead Rein Pony, Unity and Title Class










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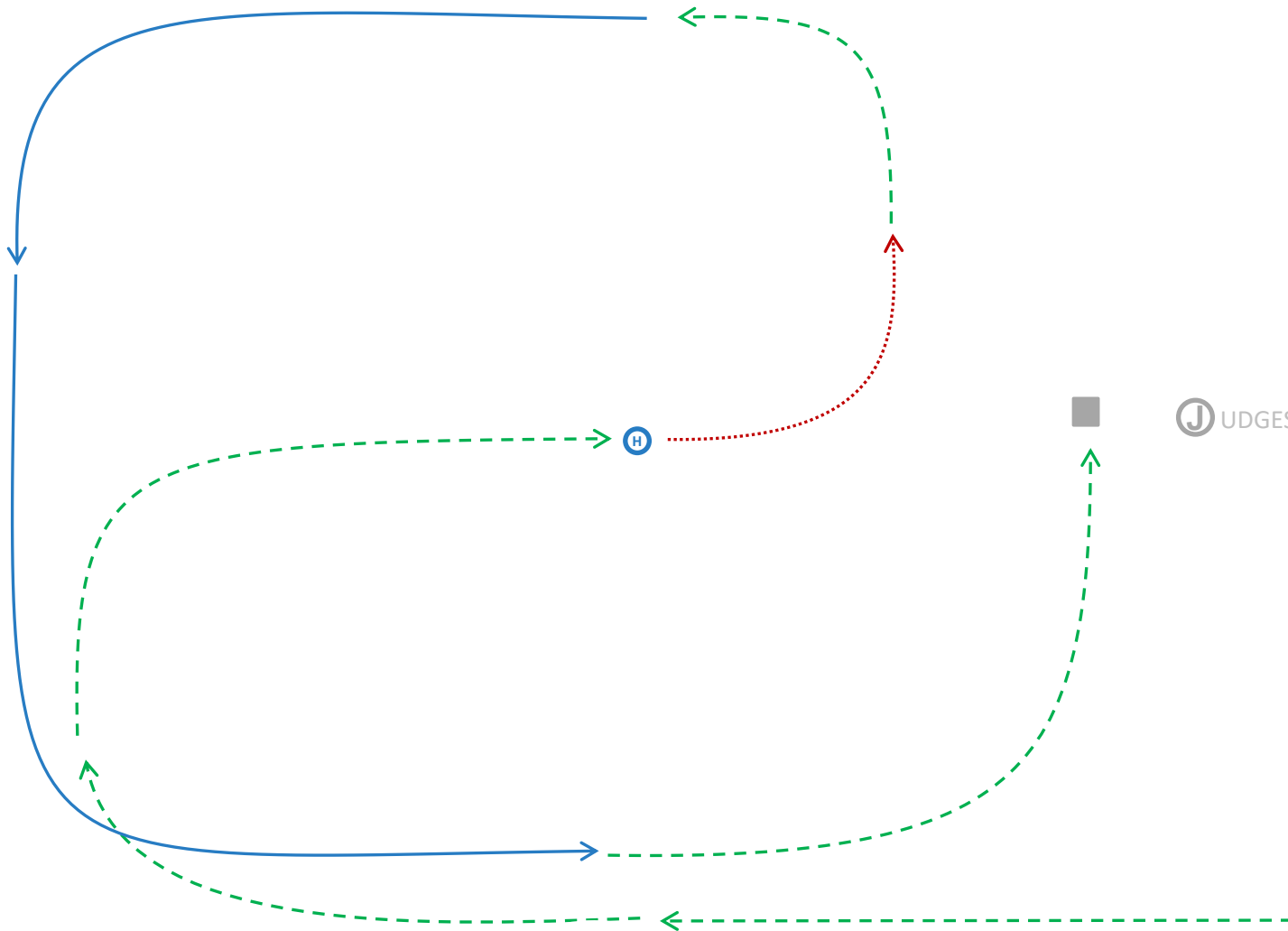
# First Ridden Pony, Unity and Title Class

## Workout

1. Enter at Trot. At top of arena turn right
2. At the middle of arena, turn right down the centre
3. At centre Halt 4 x seconds
4. Walk 4-8 strides, turn left. Walk 8-10 strides, trot
5. Turn left. At centre, Canter
6. Canter around arena
7. At centre, trot
8. Turn left and trot to Judges
9. Halt and present to Judges
10. Leave arena at trot

## Legend

-  Halt only
-  Halt & Present
-  Walk
-  Trot
-  Canter





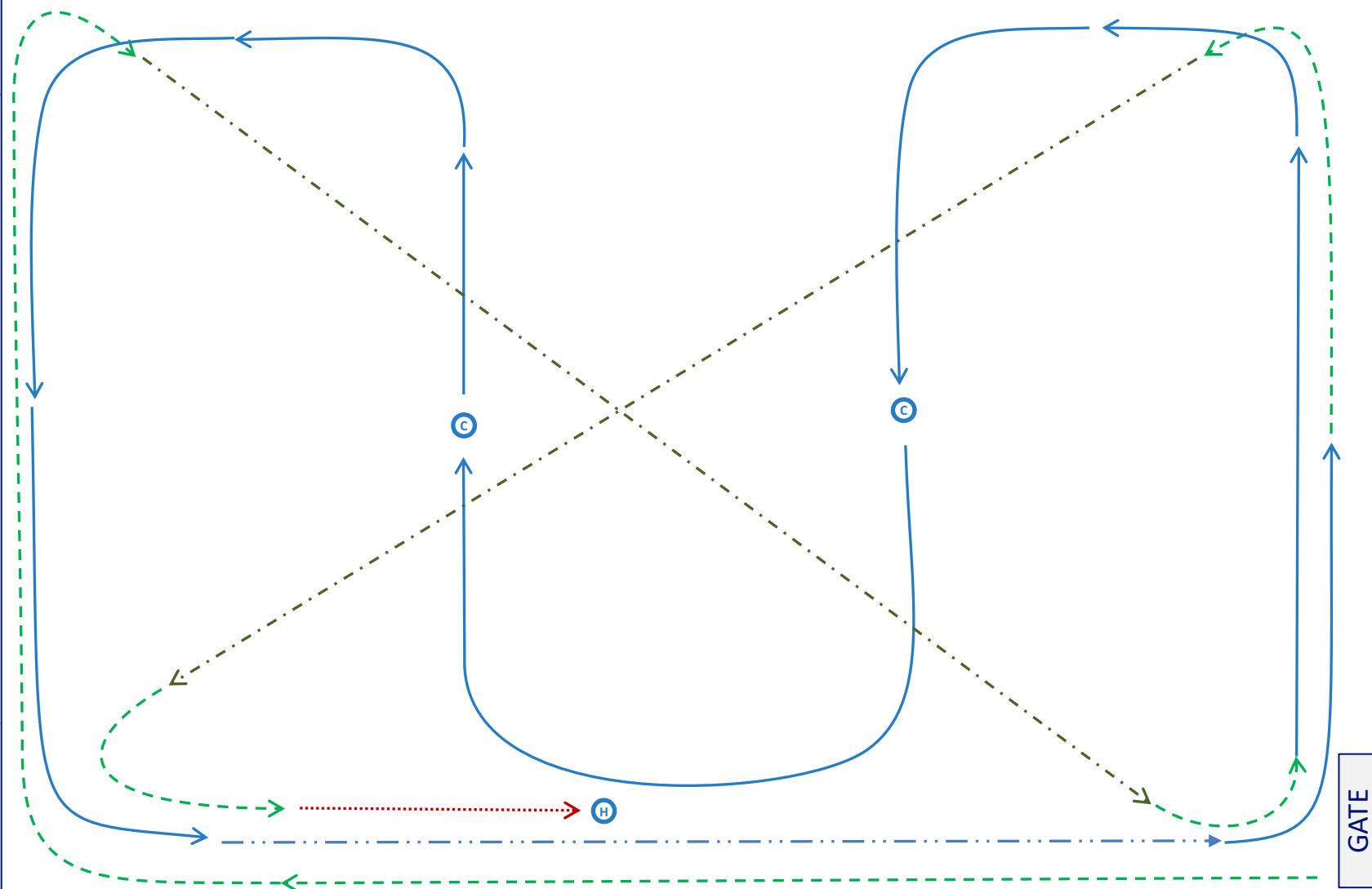
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### Workout

1. Enter at trot, past Judges
2. Trot around arena to top, turn right. Lengthened trot across diagonal
3. Trot left, canter
4. Canter 3 x loop serpentine changing canter lead for each loop. The method of change is your choice
5. Continue canter to bottom of arena, turn left. Lengthened canter past Judges to end. Working canter left
6. Trot at centre. At top, turn left. Lengthened trot across diagonal. Working trot at corner, left
7. Walk 8-10 strides.  
Halt 4 x seconds
8. Leave arena at trot

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

# Glentullock Memorial Pentathlon and Eastdale Diva Memorial











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### Workout

1. Enter at Walk. At halfway trot and turn right at the end. Trot across the far end, and trot right
2. Lengthened trot along the top side of the arena to end, then working trot right
3. At the end of the arena, trot right and change diagonal across centre (in figure 8 shape)
4. At far corner, Canter
5. Canter figure 8 changing canter lead in centre, canter right
6. Before corner Trot
7. Half way down the arena Walk
8. Before exit gate Halt 4 x seconds
9. Leave arena at trot

### Legend

-  Halt
-  Walk
-  Trot
-  Lengthened Trot
-  Canter
-  Horse Line Up

## Standardbred Livamol Series Class

