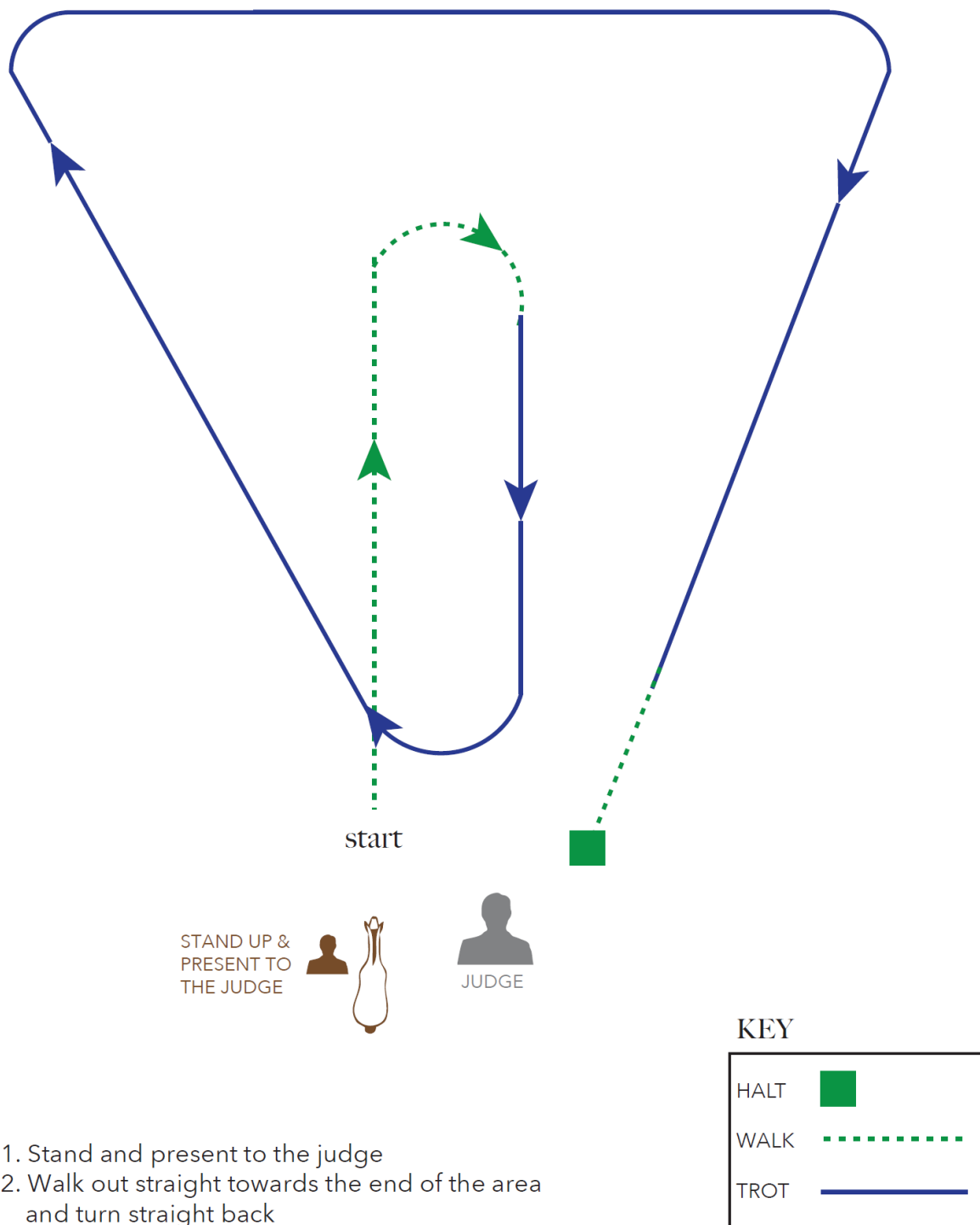




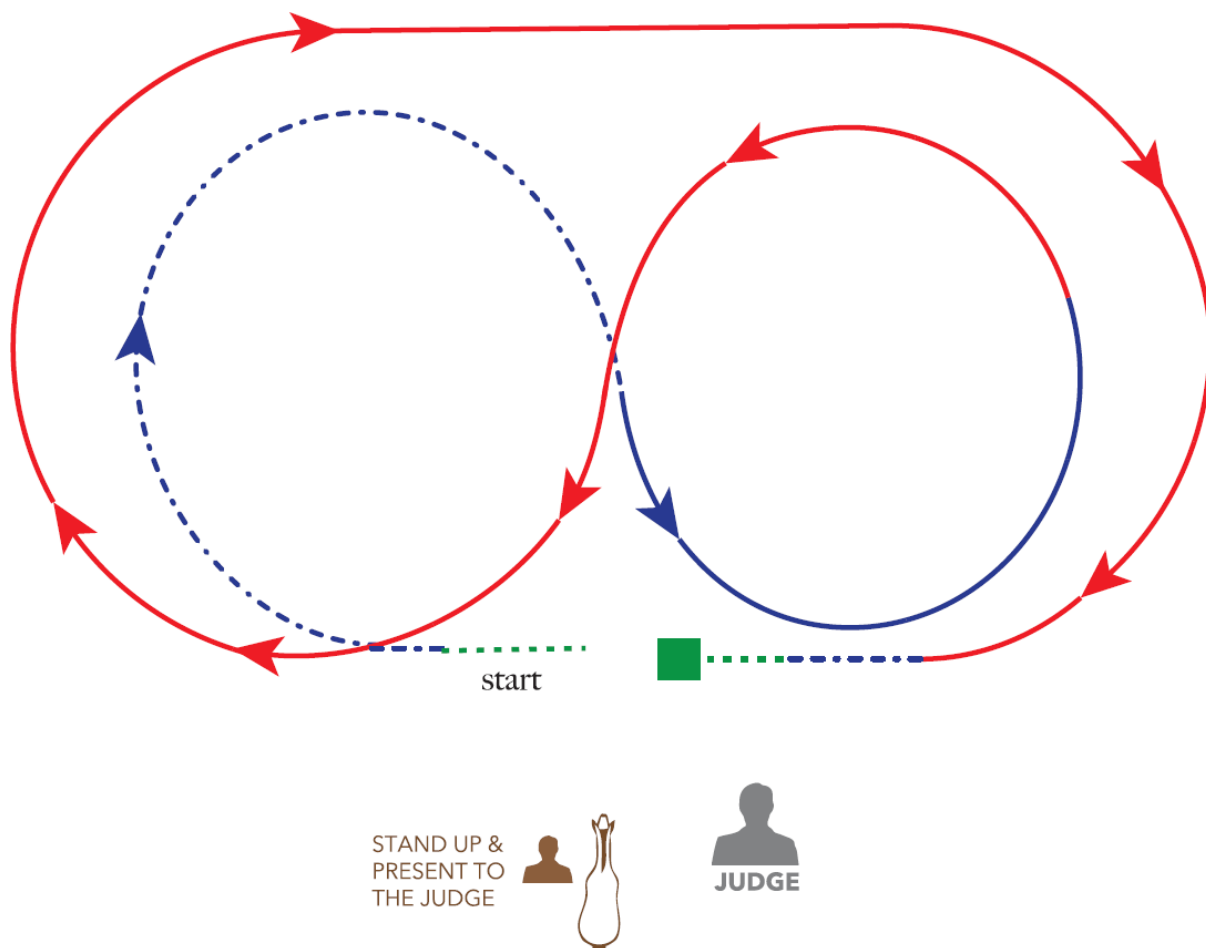
## ALL SHOW HORSE/SHOW HUNTER/WORKING HUNTER CLASSES- LED PHASE



1. Stand and present to the judge
2. Walk out straight towards the end of the area and turn straight back
3. Trot straight back towards judge
4. Veer past judge
5. Strong trot along top
6. Trot back towards judge
7. Walk and then halt in front of the judge



## ALL SHOW HORSE/SHOW HUNTER/WORKING HUNTER CLASSES- RIDER PHASE



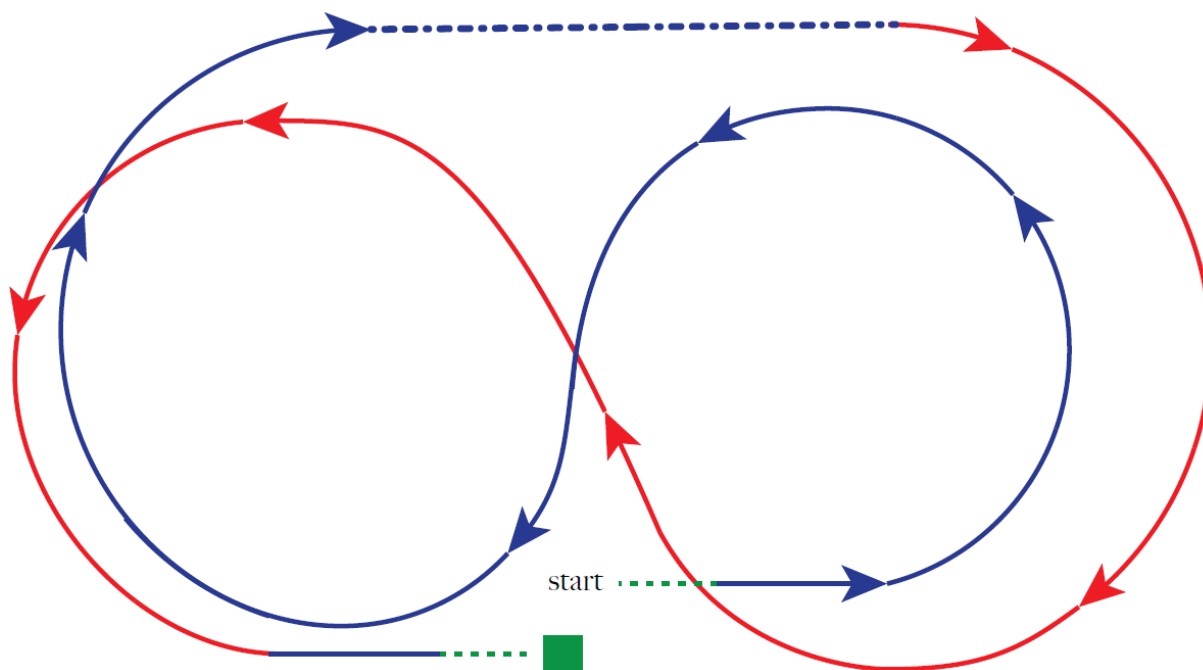
1. Stand and present to judge
2. Walk out, sit trot right ½ circle
3. Change direction through centre
4. Rising trot left ½ circle
5. Pick up left canter
6. Change canter lead and direction through centre
7. Canter right whole circle
8. Transition to trot, walk
9. Halt at judge

### KEY

HALT	
WALK	
RISING TROT	
SITTING TROT	
CANTER	



## ALL SHOW HORSE CLASSES- RIDDEN PHASE



STAND UP &  
PRESENT TO  
THE JUDGE



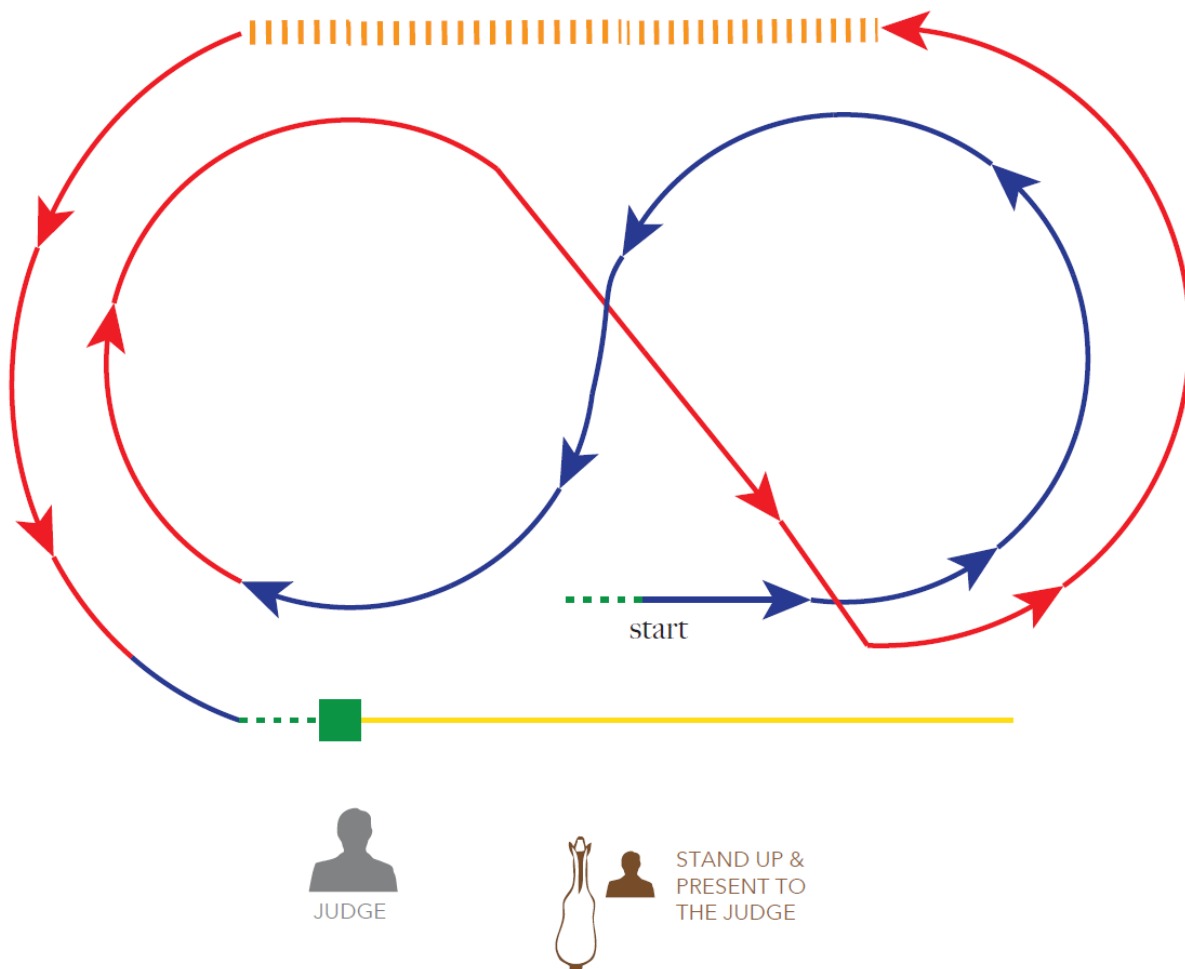
1. Stand and present to judge
2. Walk out, circle left ½ circle in rising trot
3. Change direction through centre
4. Right circle in rising trot
5. Lengthen trot along side, then into canter at corner
6. Canter ½ circle
7. Simple change through centre
8. Canter ½ circle left
9. Return to trot
10. Walk and halt at judge

### KEY

HALT	
WALK	
TROT	
LENGTHEN TROT	
CANTER	



## ALL SHOW HUNTER CLASSES- RIDDEN PHASE



1. Stand and present to judge
2. Walk out, circle left ½ circle in rising trot
3. Change direction through centre
4. Track right
5. Pick up right rein canter ½ circle
6. Simple change through centre
7. Pick up left rein canter
8. Along long side hand gallop
9. Return to working canter
10. Transition through trot, walk, halt
11. Leave the arena walking on a loose rein

### KEY

HALT	
WALK	
TROT	
CANTER	
HAND GALLOP	
WALK ON LOOSE REIN	



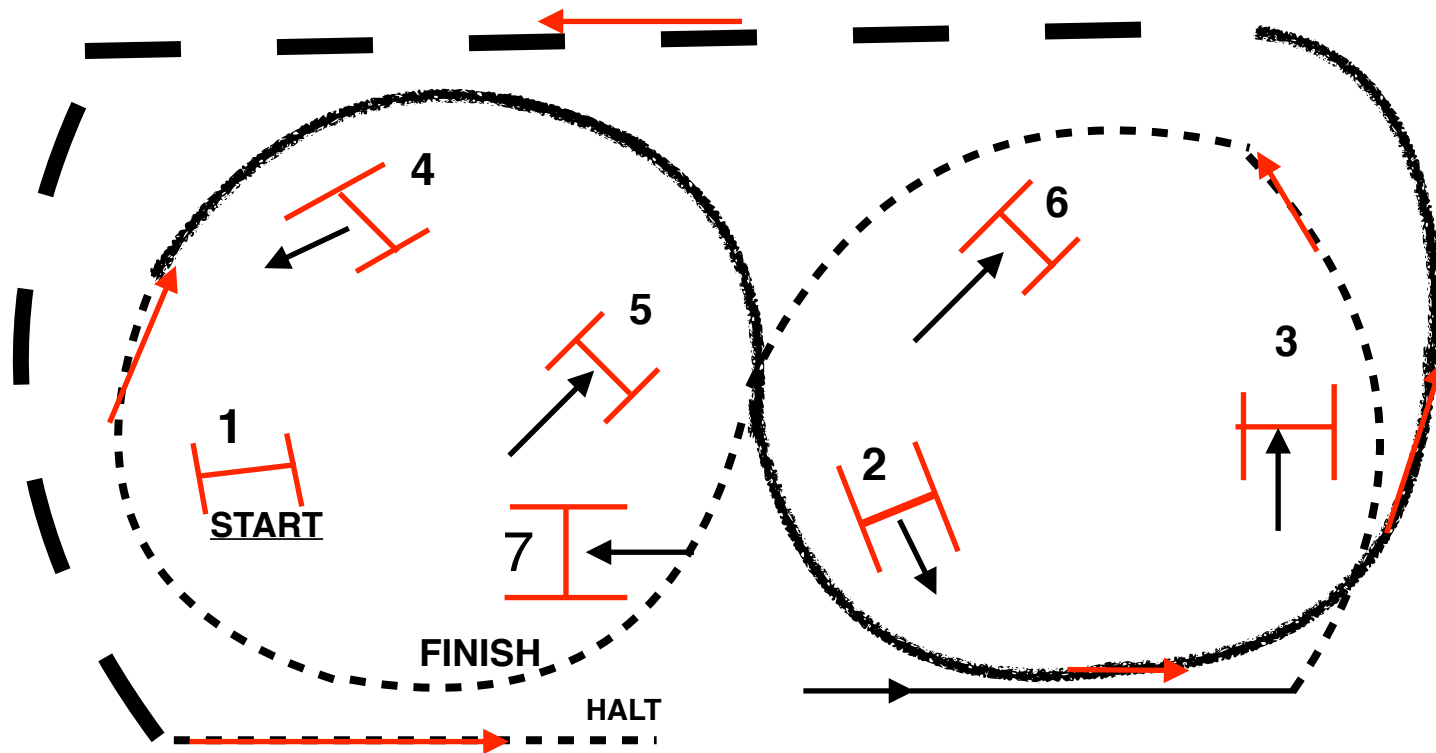
INTER SCHOOL  
WESTERN AUSTRALIA



SADDLES PLUS

*the saddle specialists*

## 2019 Interschool Equestrian Festival



- Enter walkout
- Trot half circle left
- Trot half circle right
- Canter half circle right simple change
- Canter half circle left
- Hand Gallop along long side transition down to canter , trot, walk and Halt.
- Leave arena on a long / loose rein