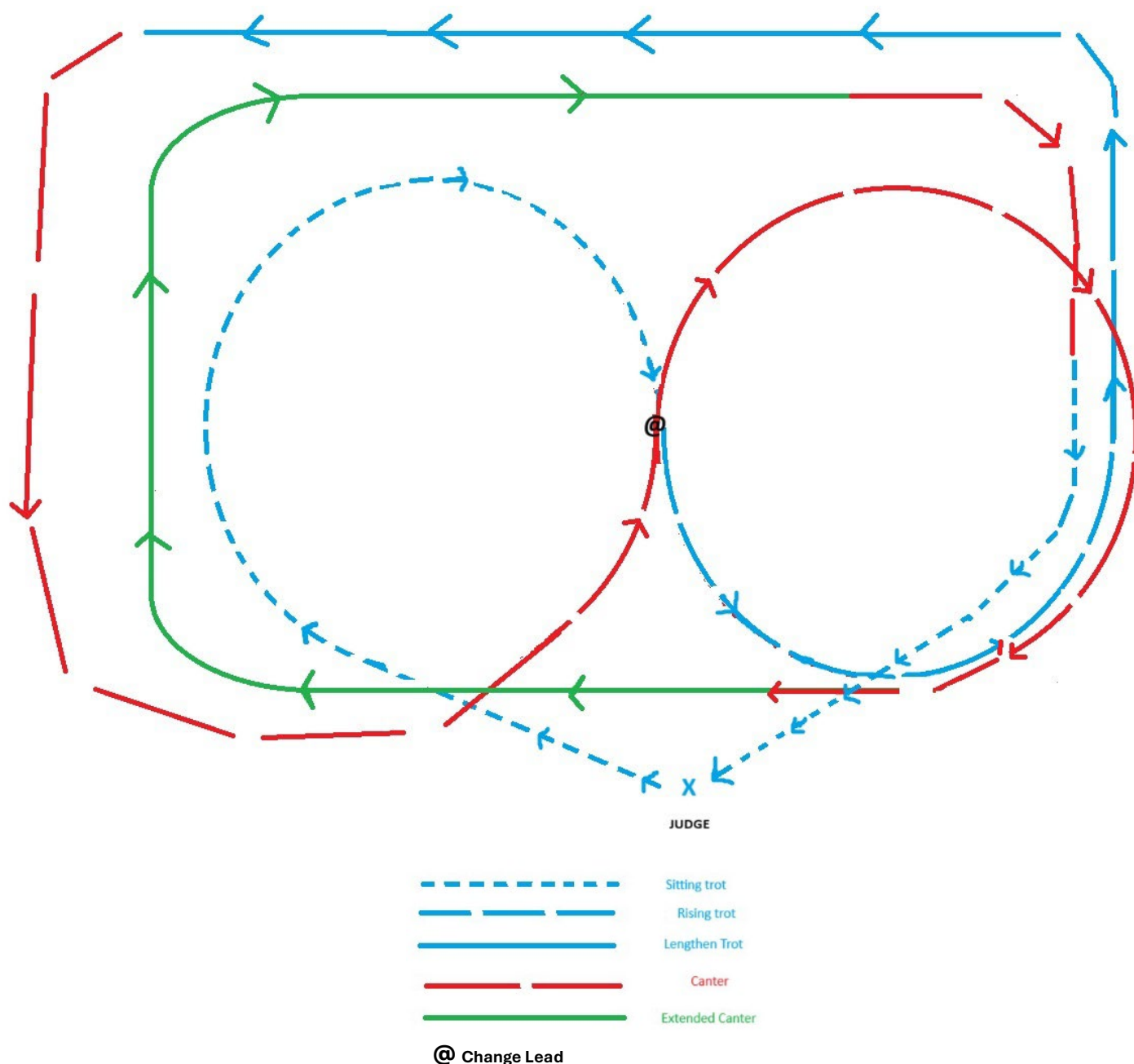


LEVEL ADV /1 / 2 RIDER CLASS

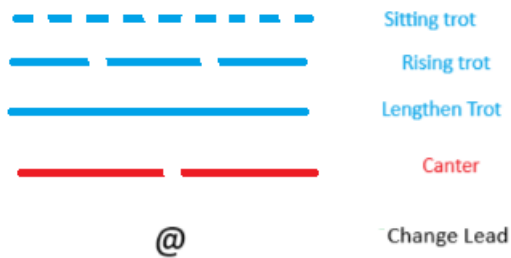
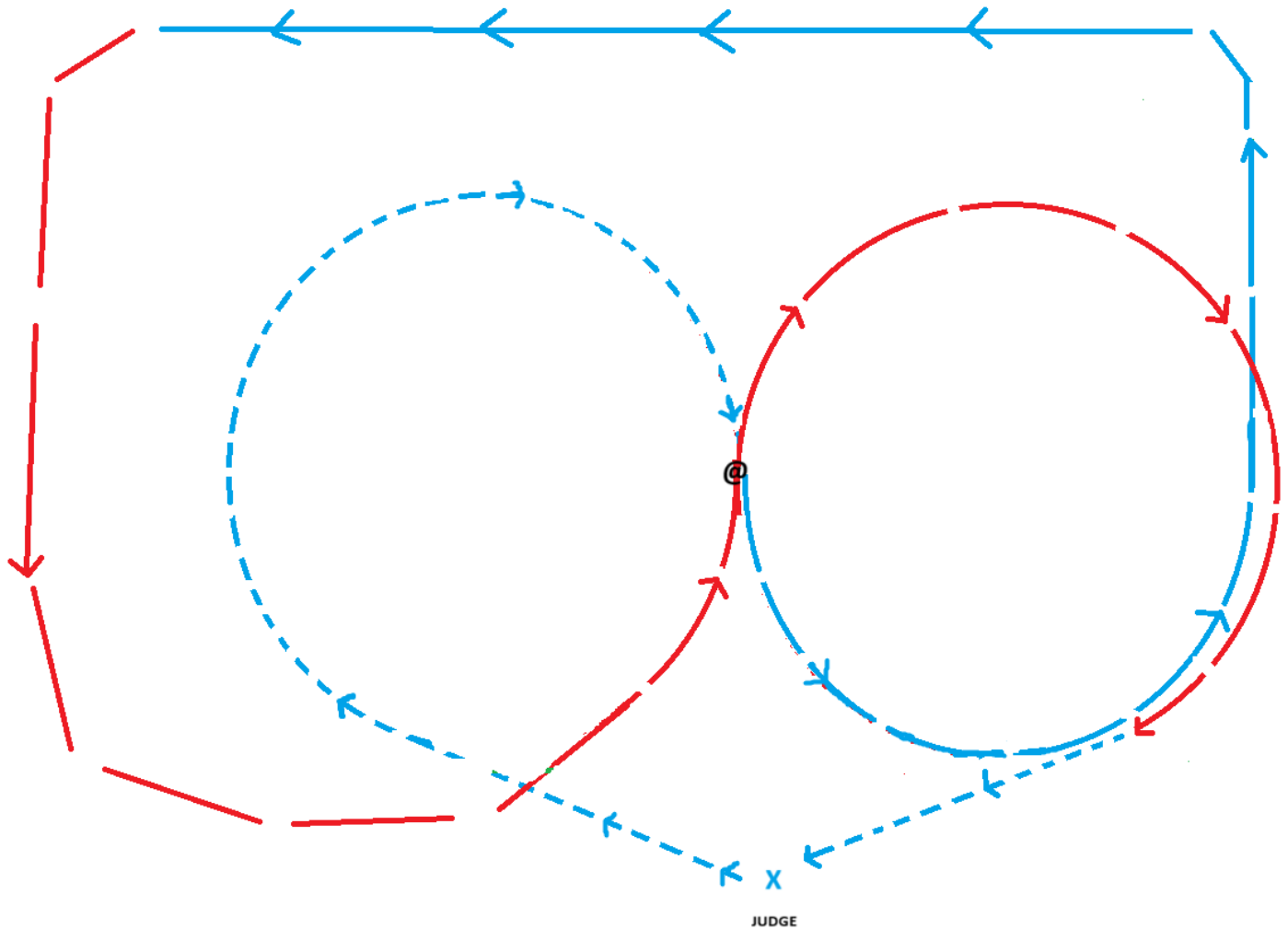
Levels 1/ADV could rise trot out and sit second half of the circle, to sit lengthened strides in trot across top of arena. You may ask for simple change through walk but above must be dependent on combination's level (eg ADV as a L3 combination). L2 to trot through change of lead and rise trot back, instead of sitting, with combination level taken into account (eg L4 as an L2 Rider)

1. Sitting trot to left for half circle.
2. Upon crossing centre, do a right half circle rising trot
3. Continue to top of arena
4. Lengthened trot rising or sitting across top of arena
5. Track right & pick up left canter lead on the straight line
6. Canter half circle left
7. Change of lead (walk, trot, depending on level) canter 1/2 circle right
8. Show a stronger canter starting when passing judge for 1/2 arena
9. Keep cantering full arena
10. Working canter and back to sitting trot back towards judge (depending on level)
11. Halt In front of Judge



LEVEL 3 RIDER CLASS

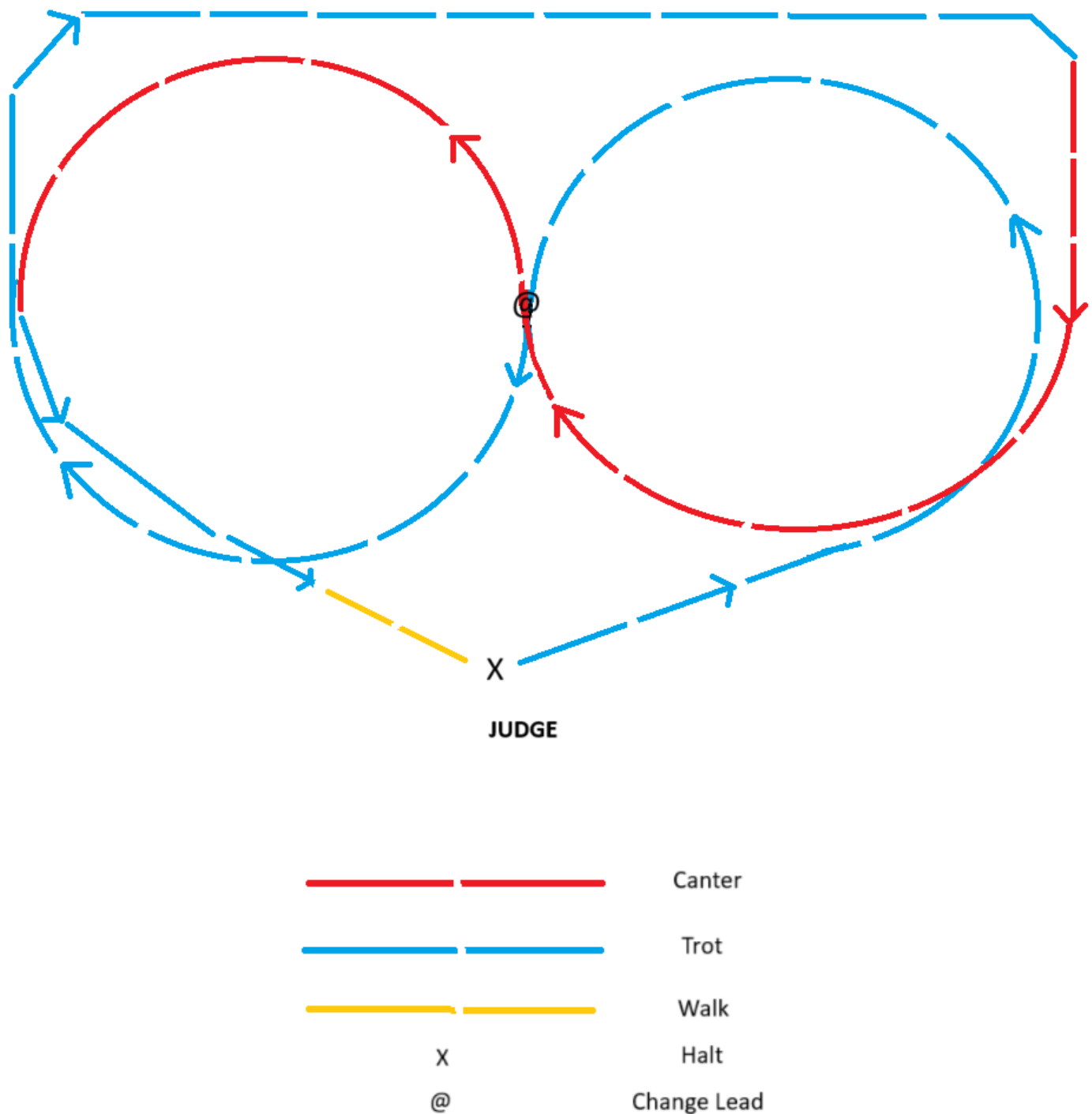
1. Sitting trot to left for half circle
2. Change rein through centre to right rising trot 1/2 circle
3. Continue to the top of arena
4. Moderate lengthened strides across top of arena
5. Canter depart in corner on left lead for half circle to left
6. Change of lead through trot in centre and canter to right half circle
7. Back to sitting trot
8. Halt in front of judge



LEVEL 4/5 RIDER CLASS

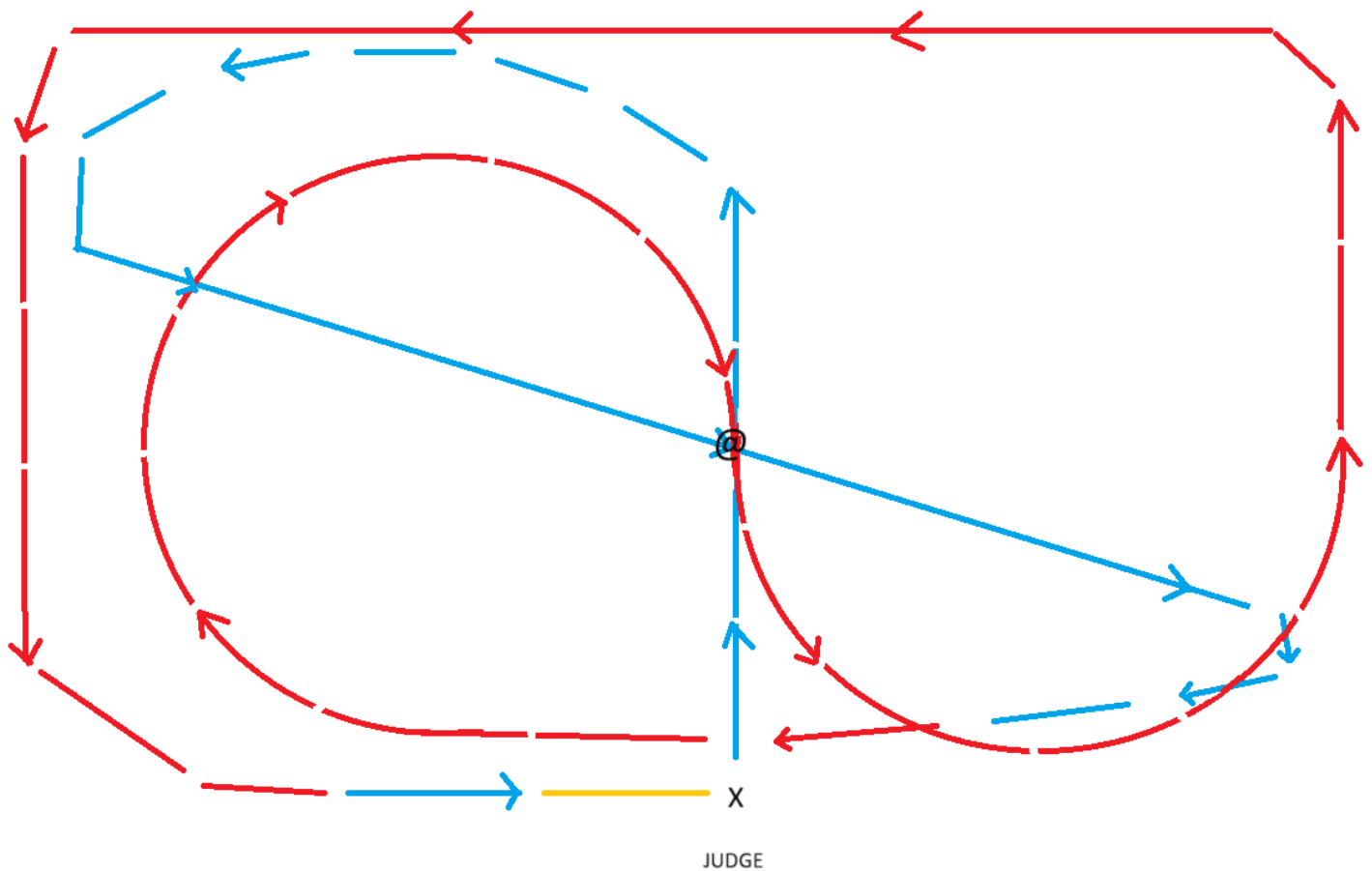
1. Depart right rising trot
2. Track left 1/2 circle rising trot
3. Change rein through centre
4. Track right 1/2 circle rising trot
5. Continue across top of arena rising trot
6. Canter depart to right 1/2 circle right to centre (away from judge)
7. Change of lead to left 1/2 circle
8. Back through the paces to halt in front of judge

Can vary for L5 to do one 1/2 circle in canter if they have been seen to canter on other rein during class



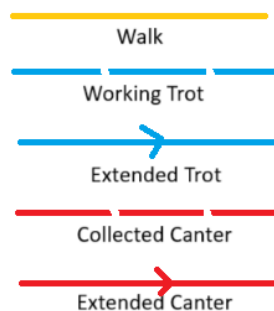
RIDDEN MOUNT CLASS L ADV/1

1. Working trot out straight ahead through centre away from judge Track left
2. Medium trot across diagonal line Track right
3. Canter lead upon crossing in front of judge right lead, continue to top of arena
4. Canter loop to right
5. Simple change of lead to left , canter loop to left
6. lengthened canter across top of arena
7. Upon approaching judge collect canter, through paces to halt in front of judge



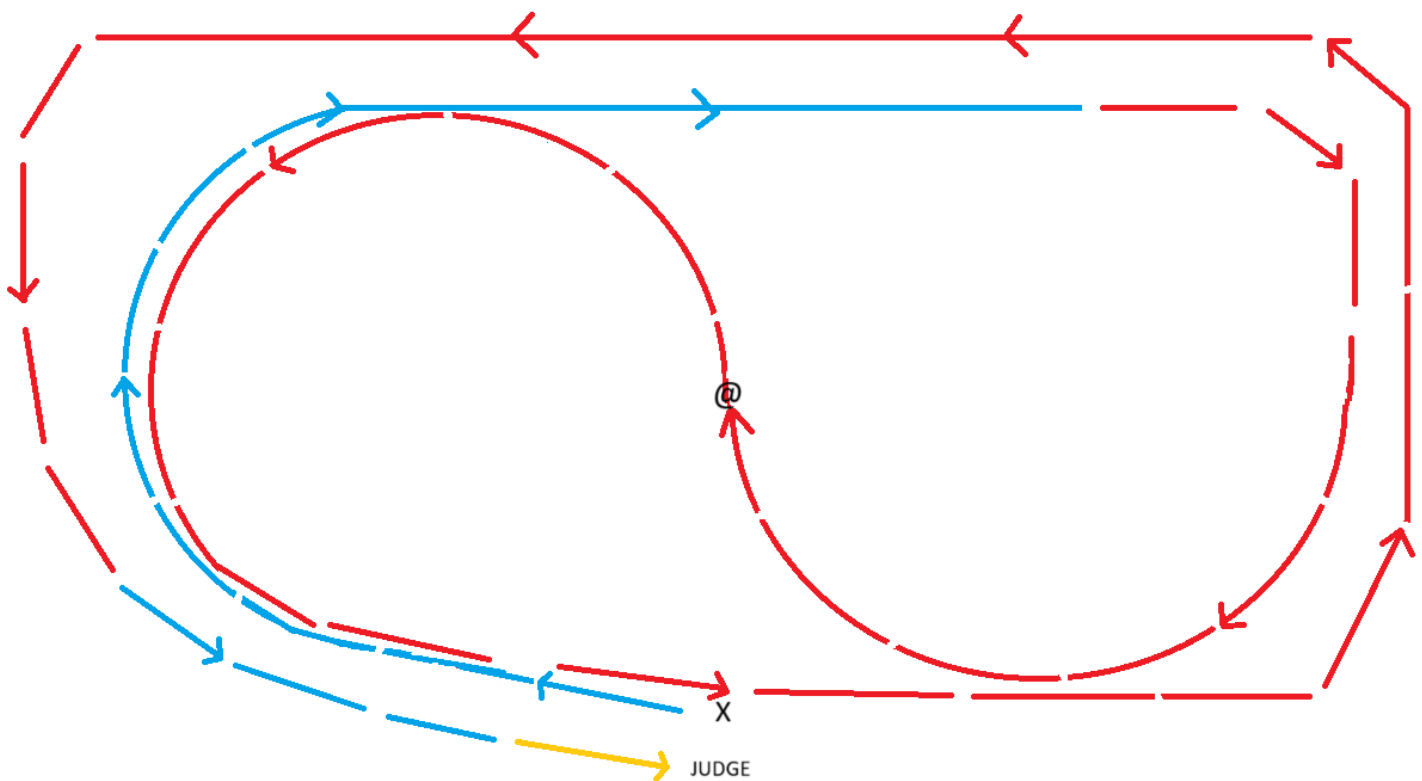
X Halt

@ Simple Change



RIDDEN MOUNT CLASS LEVEL 2

1. Trot out to left
2. Track right and lengthen strides across top of arena
3. Pick up canter depart on straight right lead
4. Canter 1/2 circle to right
5. Upon crossing centre change of lead through trot
6. Canter 1/2 circle to left
7. Canter full arena
8. Show some lengthened strides in canter across top of arena
9. Turn towards judge at working canter back through the paces to halt in front of judge



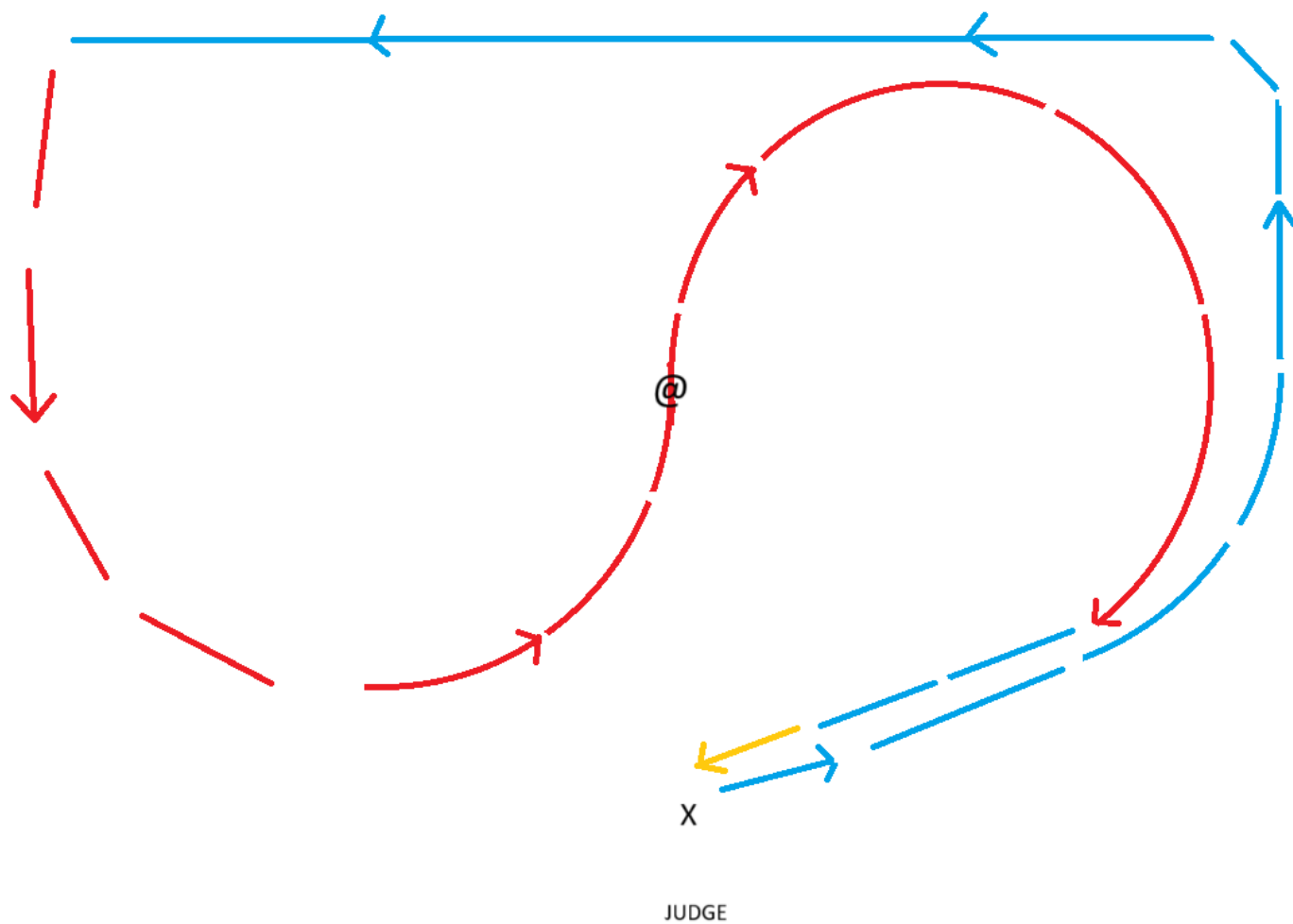
X Halt

@ Change via Trot



RIDDEN MOUNT LEVEL 3

1. Trot out away from judge to right
2. Track left show some moderate lengthened strides across top of arena
3. Canter depart left lead in corner
4. Canter 1/2 circle left
5. Upon crossing centre line change of lead through trot to right canter lead
6. Canter 1/2 circle right
7. Upon approaching judge back through the paces to halt in front of judge



X Halt

@ Change lead via Trot

Walk

Working Trot

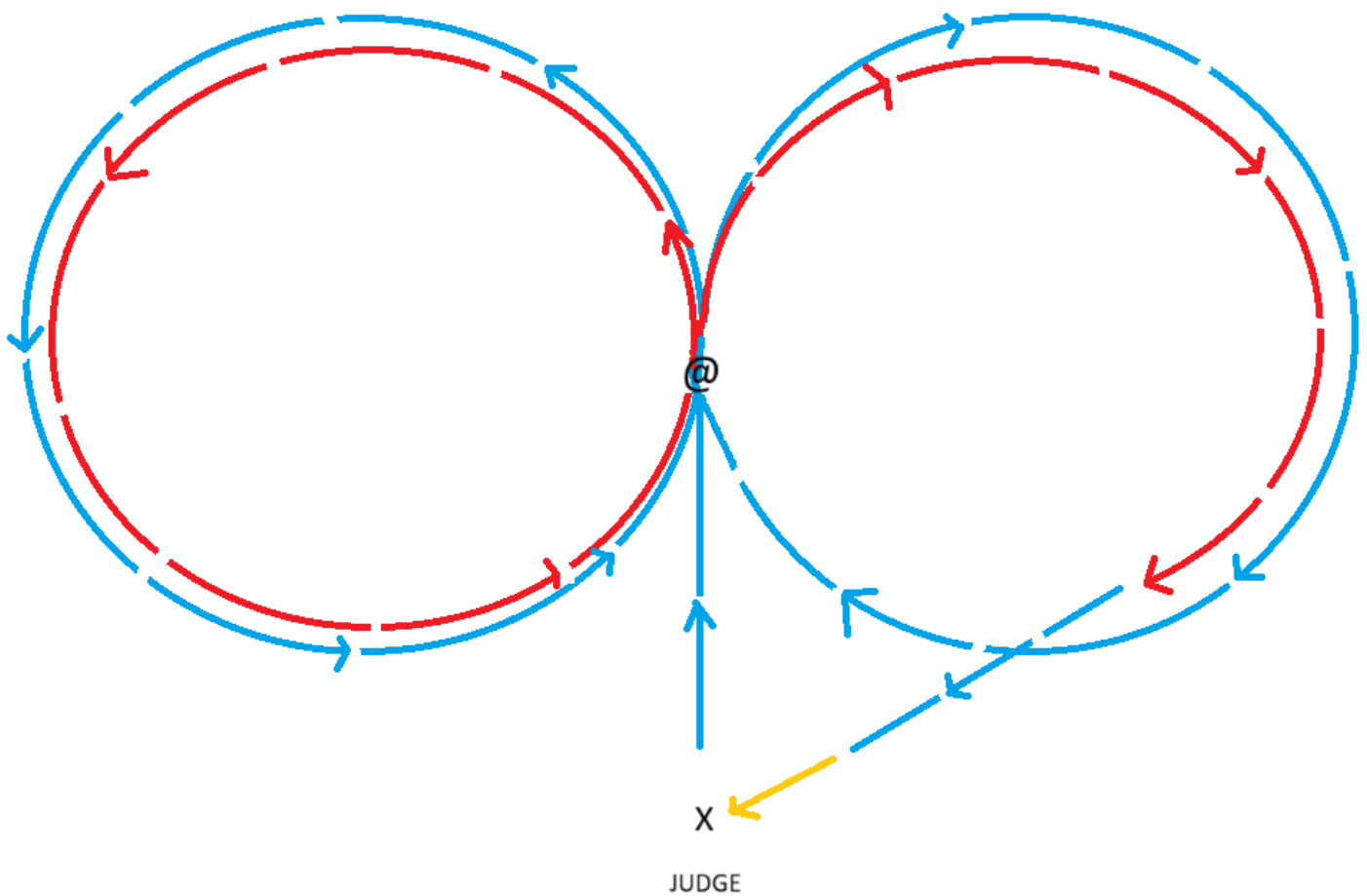
Extended Trot

Canter

RIDDEN MOUNT CLASS LEVELS 4/5

1. Trot through centre away from judge
2. Track left and circle left in trot
3. Upon crossing centre line circle right in trot
4. Return to centre and canter left circle
5. Return to centre and canter right circle
6. Upon approaching judge, trot and walk to halt in front of judge

This can be varied to canter 1 half circle if you have seen them canter on 1 or both reins on the circle during the class especially Level 5



X Halt

@ Change Lead Via Trot



Walk



Trot



Canter