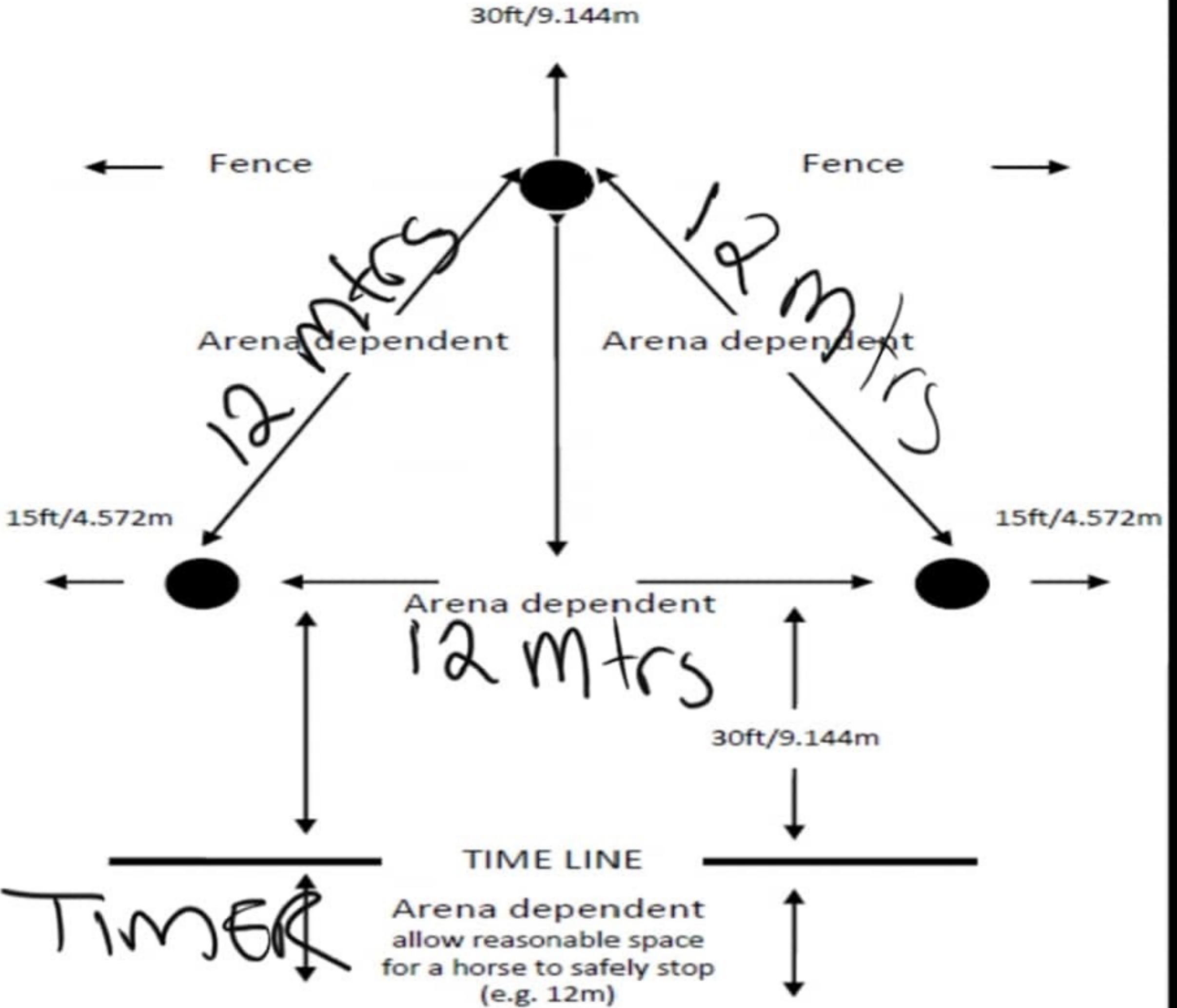
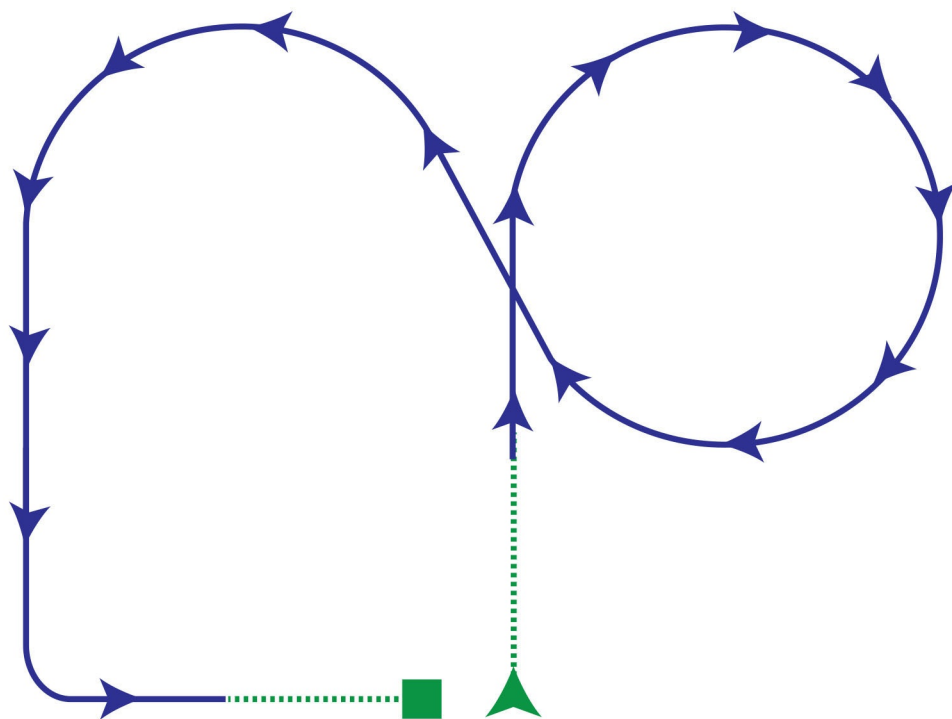


BARRELL RACE



1. Stand and present to the judge.
2. Walk out straight out then trot a full circle to the right.
3. Come through the center, change the rein, half circle to the left.
4. Continue trotting down the long side.
5. Turn the corner then half way begin to walk.
6. Walk and halt in front of the judge.



STAND UP &
PRESENT TO
THE JUDGE



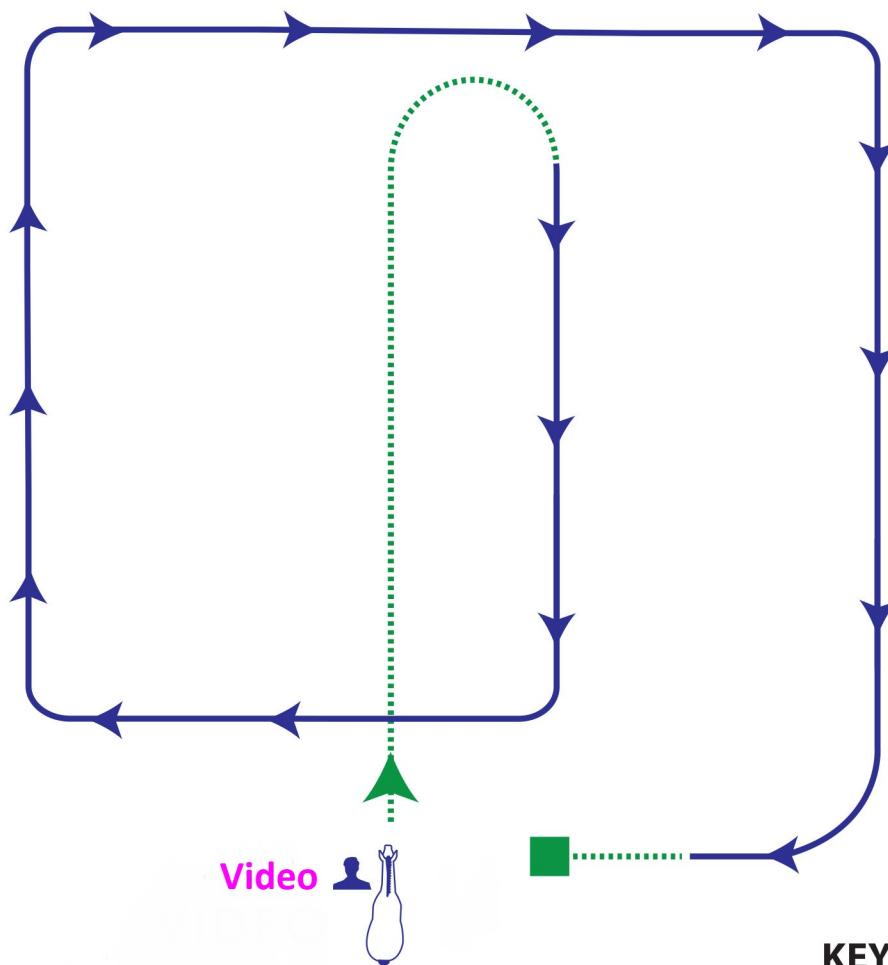
VIDEO

KEY

HALT	
WALK	
TROT	

1. Stand and present to the judge.
2. Walk out straight towards the end of the arena and turn straight back.
3. Trot straight back towards the judge.
4. Trot around right then strong trot across the back of the arena.
5. Trot back towards the judge.
6. Walk then halt in front of the judge.

Gisborne Pony Club
Online Show



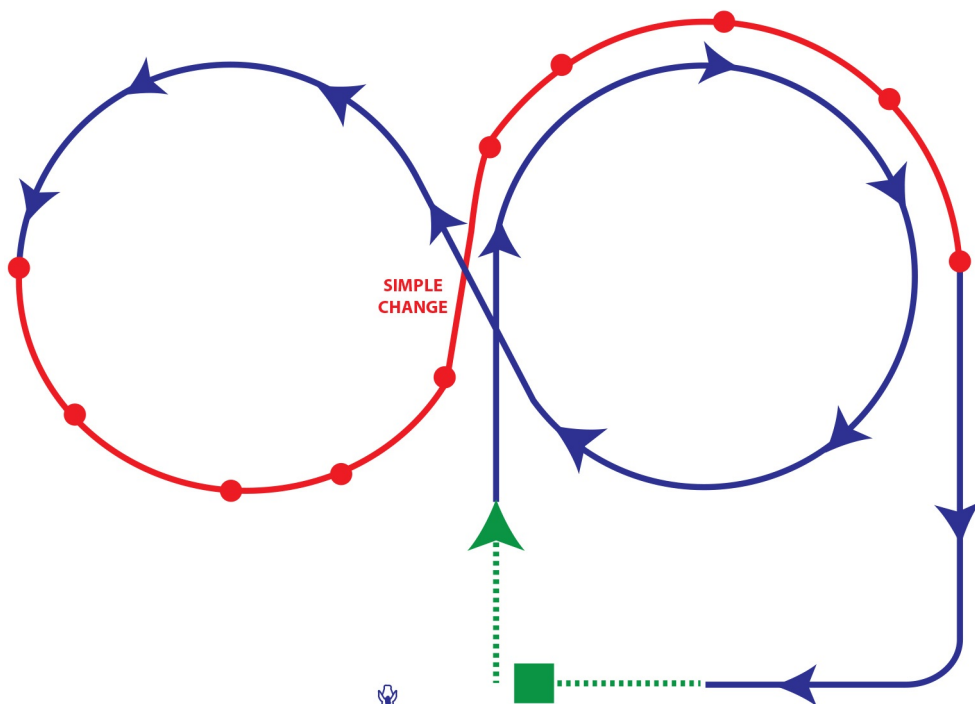
Handler Class

KEY

HALT	
WALK	
TROT	

Gisborne Pony Club Online Horse Show

1. Stand and present to the judge.
2. Walk straight out.
3. Rising trot circle to the right.
4. Come through the center, change the rein, half circle to the left.
5. Canter on the left rein coming through the center with a simple change of leg.
6. Canter a half circle to the right.
7. Back to rising trot.
8. Walk and halt in front of the judge.



STAND UP &
PRESENT TO
THE JUDGE



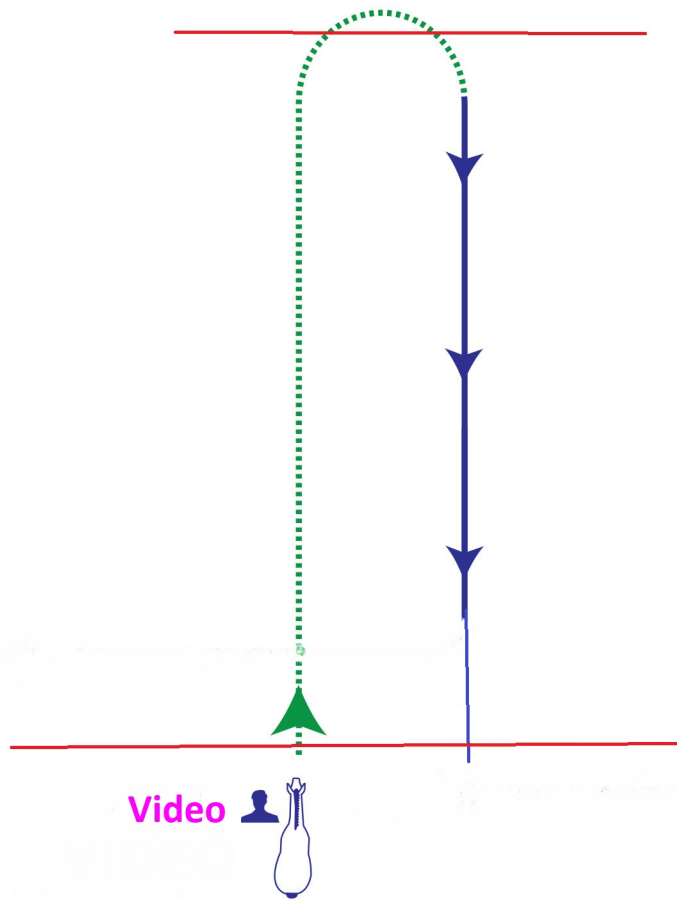
VIDEO

KEY

HALT	
WALK	
TROT	
CANTER	

Junior Rider Workout

1. Stand at start line/markers and start timer when crossing over line
2. Ride up 40m to the top line/marker and ride past and dismount
3. Lead your pony/horse as fast as you can to finish line
4. When cross line stop timer

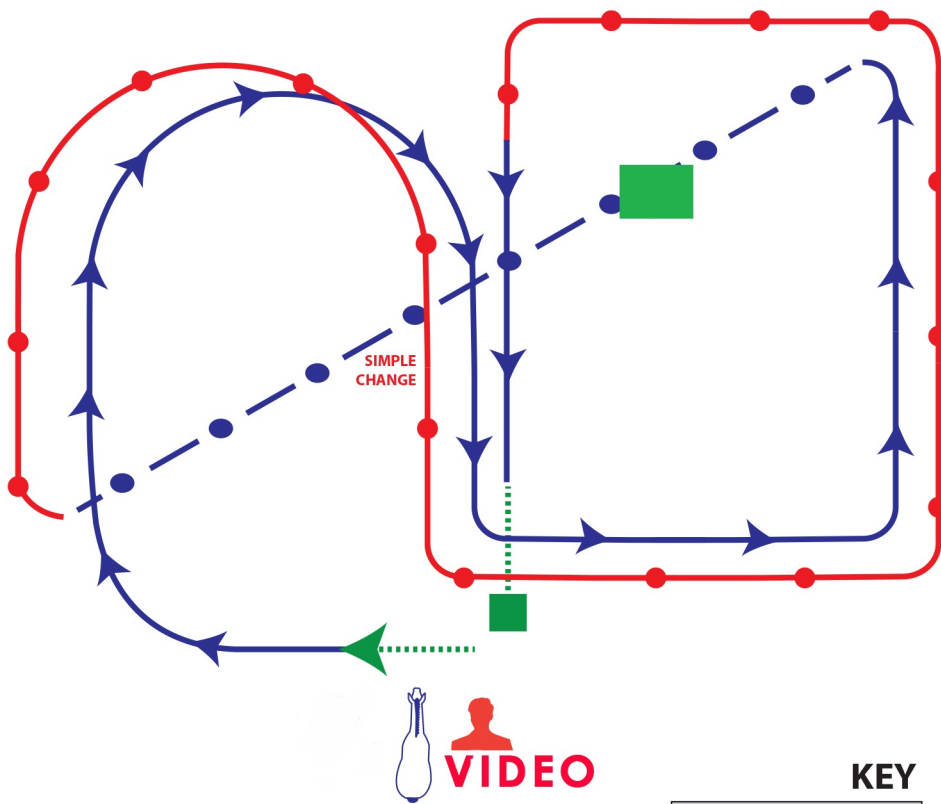


Led Race

KEY

Dismount	■
Ride	→
Leading	→

1. Stand and present to the judge.
2. Walk out left.
3. Rising trot half circle to the right.
4. Trot through the center change the rein, half circle to the left.
5. Come back to a walk halt. Jump off and get back on continue in a walk to trot
6. In the corner canter right a half circle.
7. Simple change of leg in the center canter right around the arena.
8. Canter into the center and come back to a rising trot.
9. Walk and halt in front of the judge.



PC Mount

KEY

HALT	■
WALK	⋯→
TROT	→
EXTENDED TROT	-●-●-●-
CANTER	—●



Enter at Rising Trot down the centreline
Track Right then Lengthen Trot down the long side of the arena (Sitting Optional). Sit trot Half Circle to right.
Canter a circle to the left, then simple change and canter half a circle to the right. Lengthen Canter Down the long side. Come back to working canter at the corner and exit at trot down the centreline (Sitting Optional)

