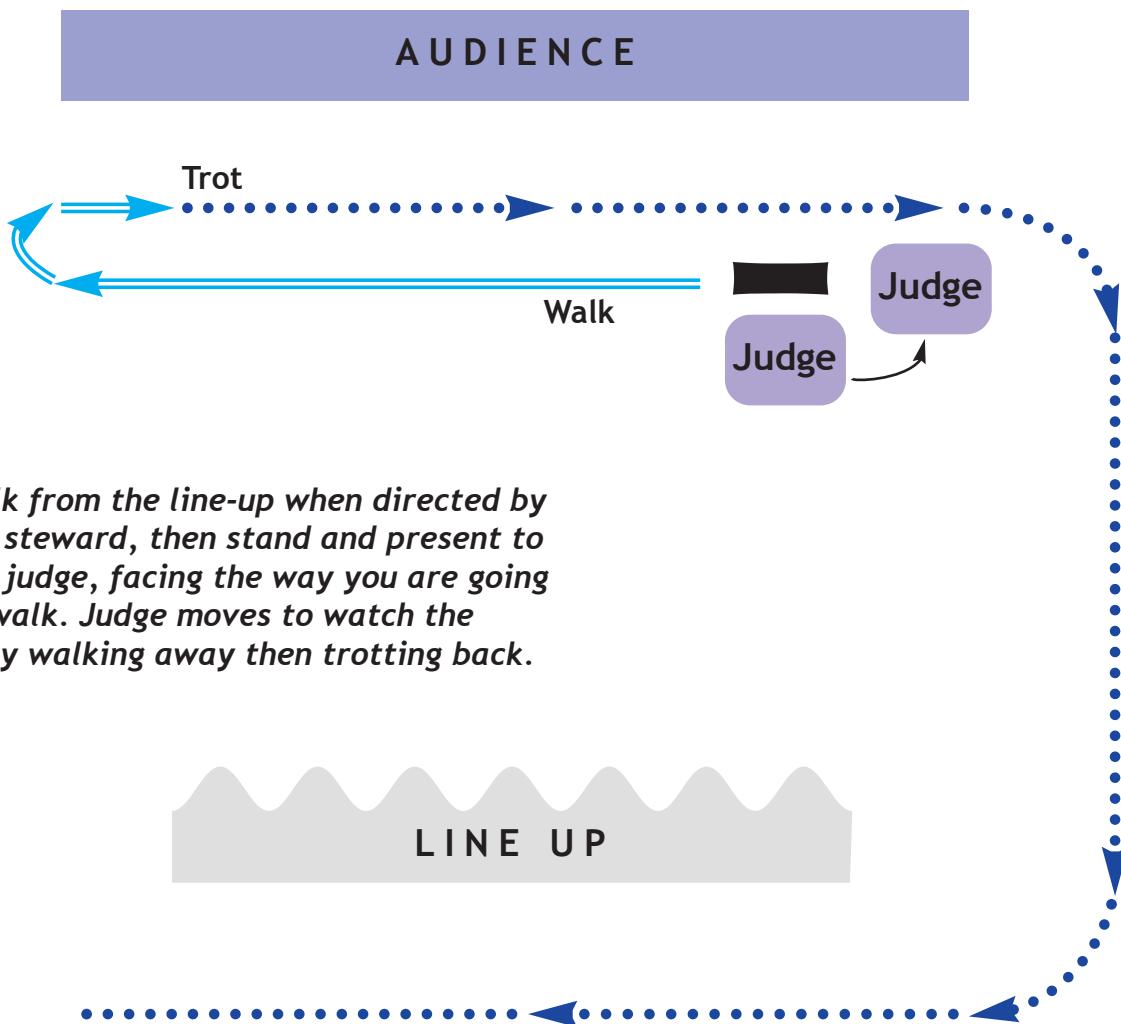




# LED Workout

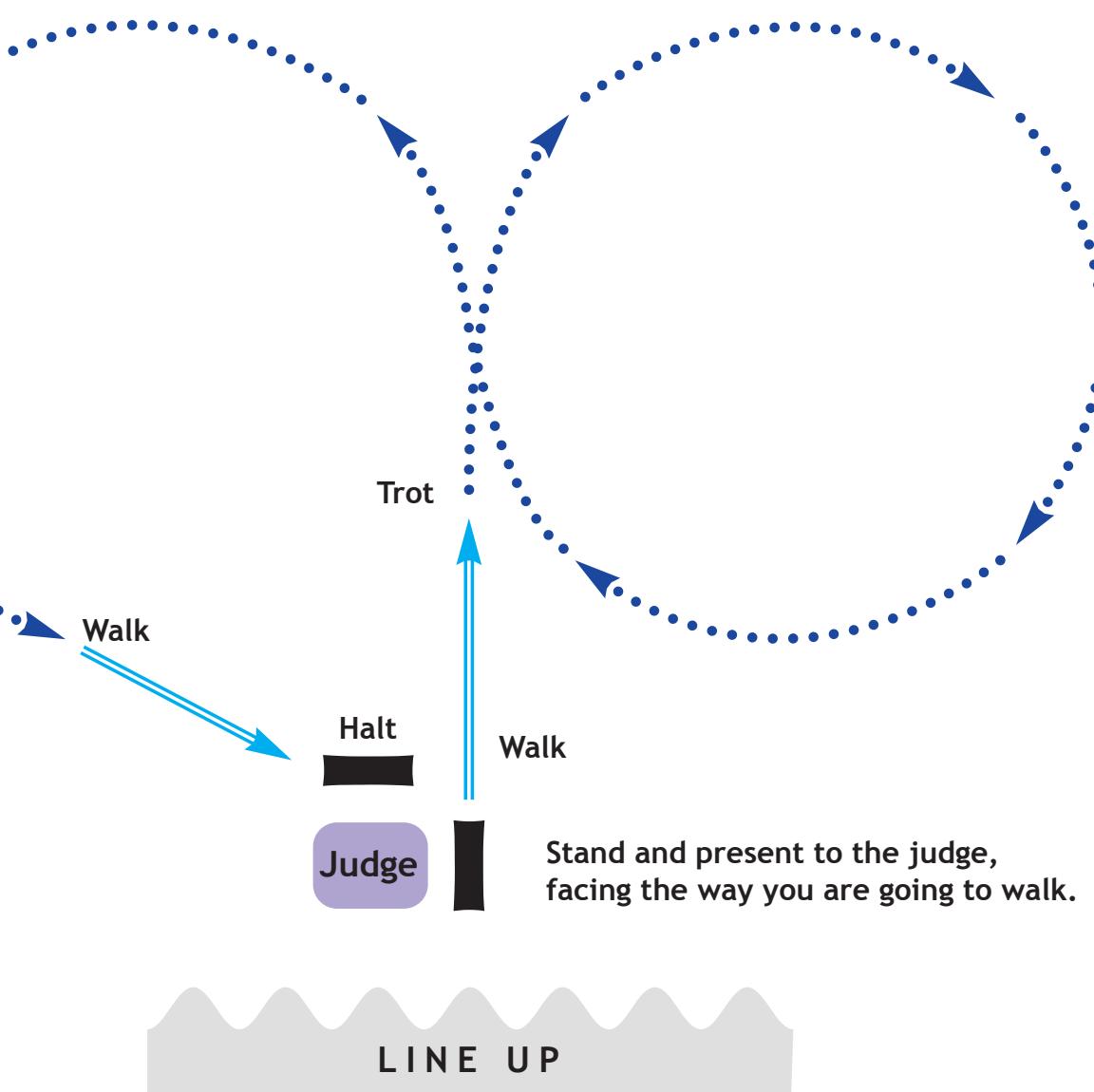
NB: Ponies should be judged at the walk and trot on the circle prior to completing the workout shown below.



KEY	
Present to judge	
Walk	
Trot	
Lengthen Trot	
Canter	
Lengthen Canter	
Hand Gallop	
Change of Leg	



# LEADING REIN Workout



## KEY

## Present to judge

Walk 

## Trot

## Lengthen Trot

## Canter

## Lengthen Center

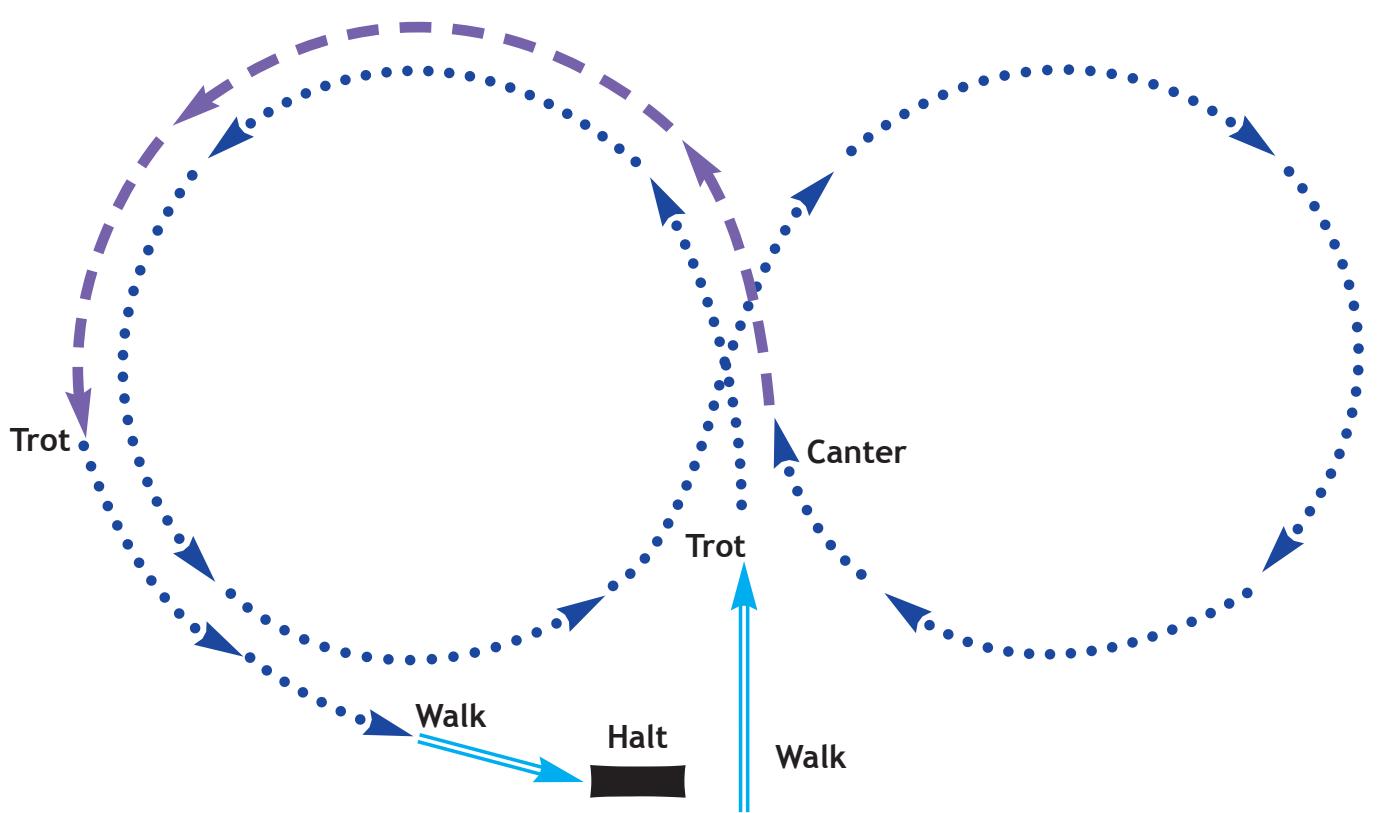
## Hand Gallop

## Change of Leg



# FIRST RIDDEN Workout

**NB: First Ridden Ponies are not asked to canter when on the circle prior to individual workout.**



## KEY

## Present to judge



## Walk



## Trot



## Length



## Capita



Carter



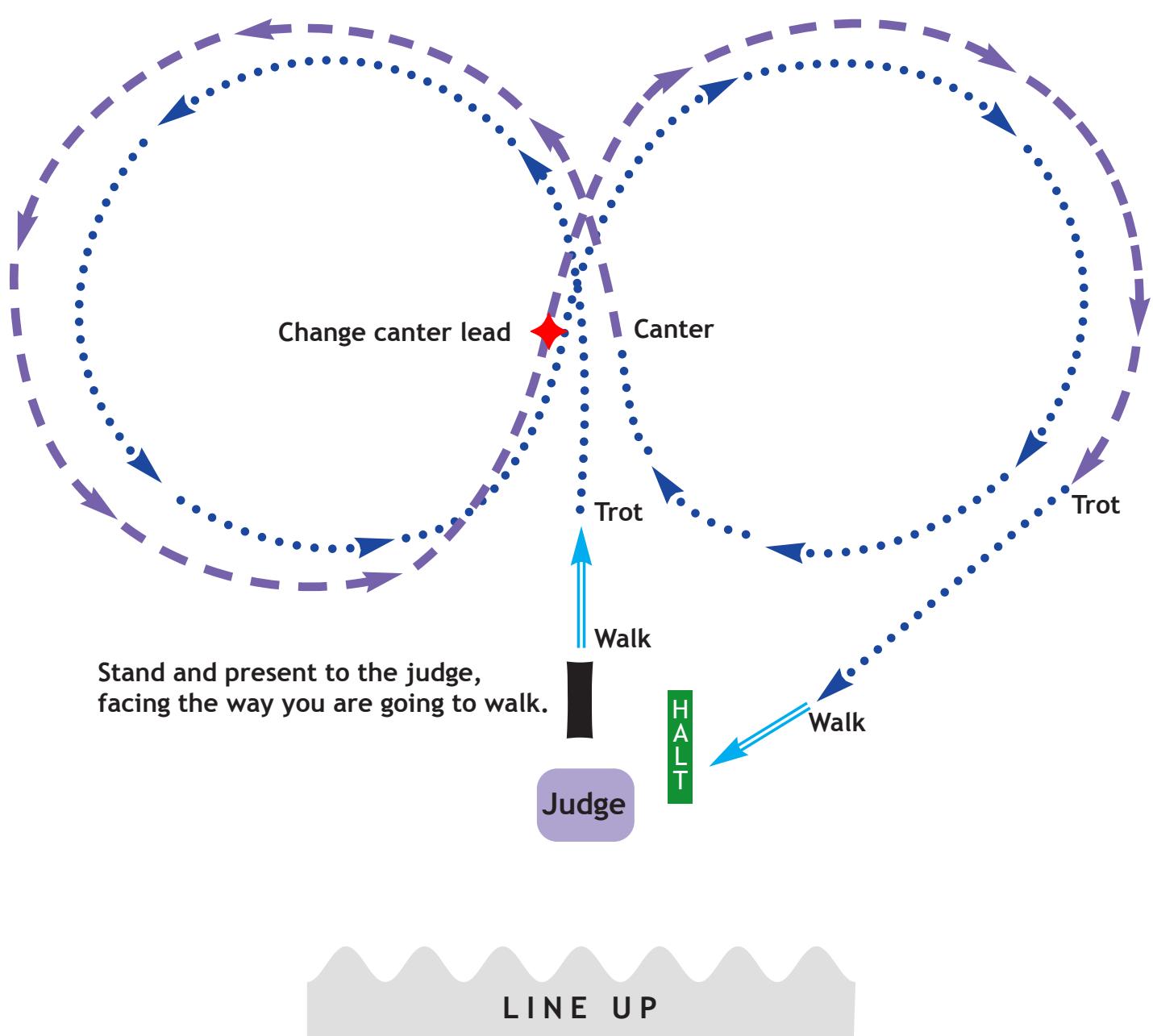
### Lengthen C



## Hand Gallop



# CHILD'S PONY Workout

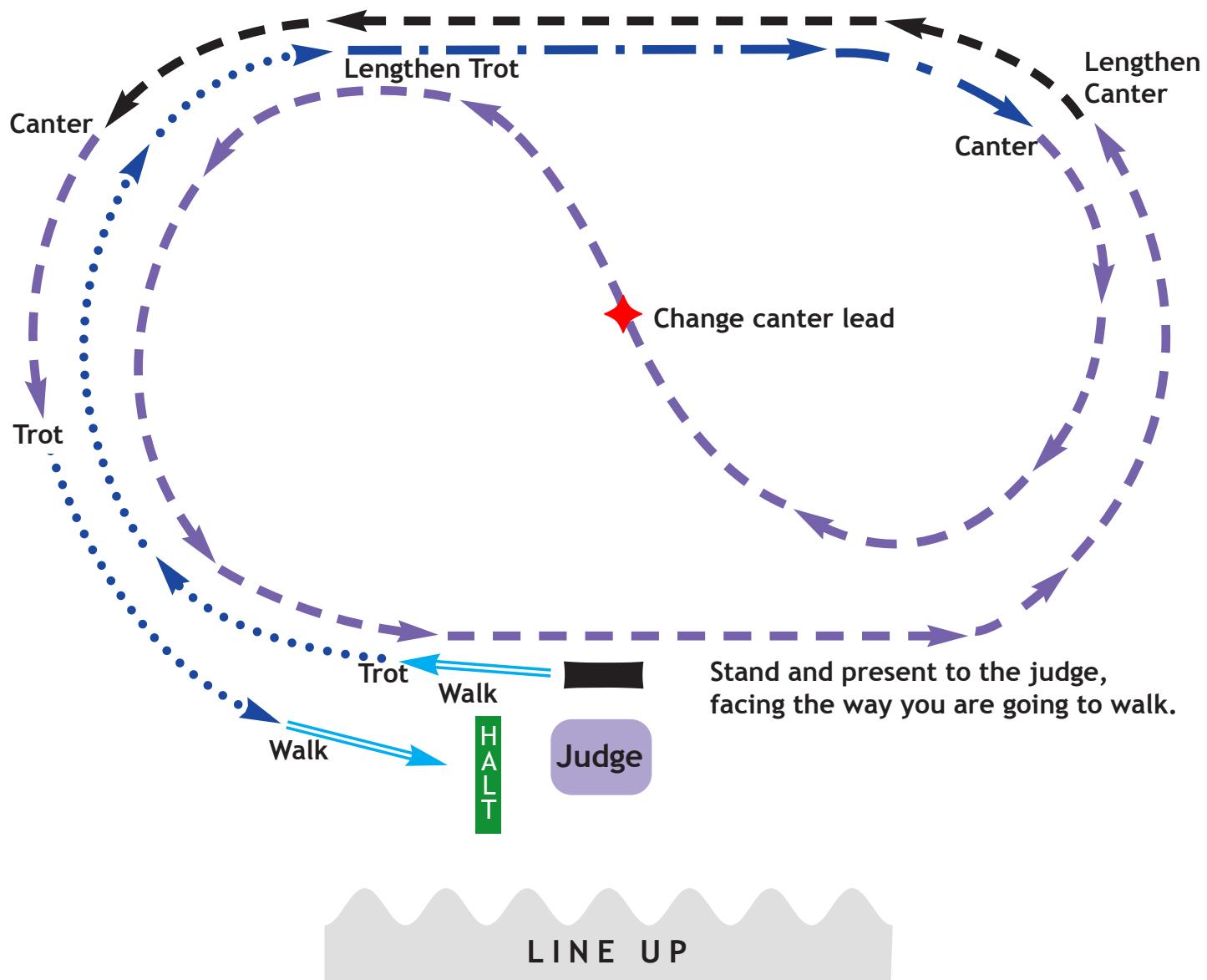


## KEY

The diagram illustrates the sequence of horse gaits. It starts with a black rectangle labeled "Present to judge". Below it, a blue double-headed arrow labeled "Walk" indicates a continuous gait. A blue dotted line labeled "Trot" shows a continuous gait. A blue line with a dashed segment labeled "Lengthen Trot" shows a continuous gait. A purple dashed line labeled "Canter" shows a continuous gait. A black dashed line labeled "Lengthen Canter" shows a continuous gait. A red dashed line labeled "Hand Gallop" shows a continuous gait. Finally, a red star labeled "Change of Leg" indicates a specific point in the sequence.



# RIDDEN Workout

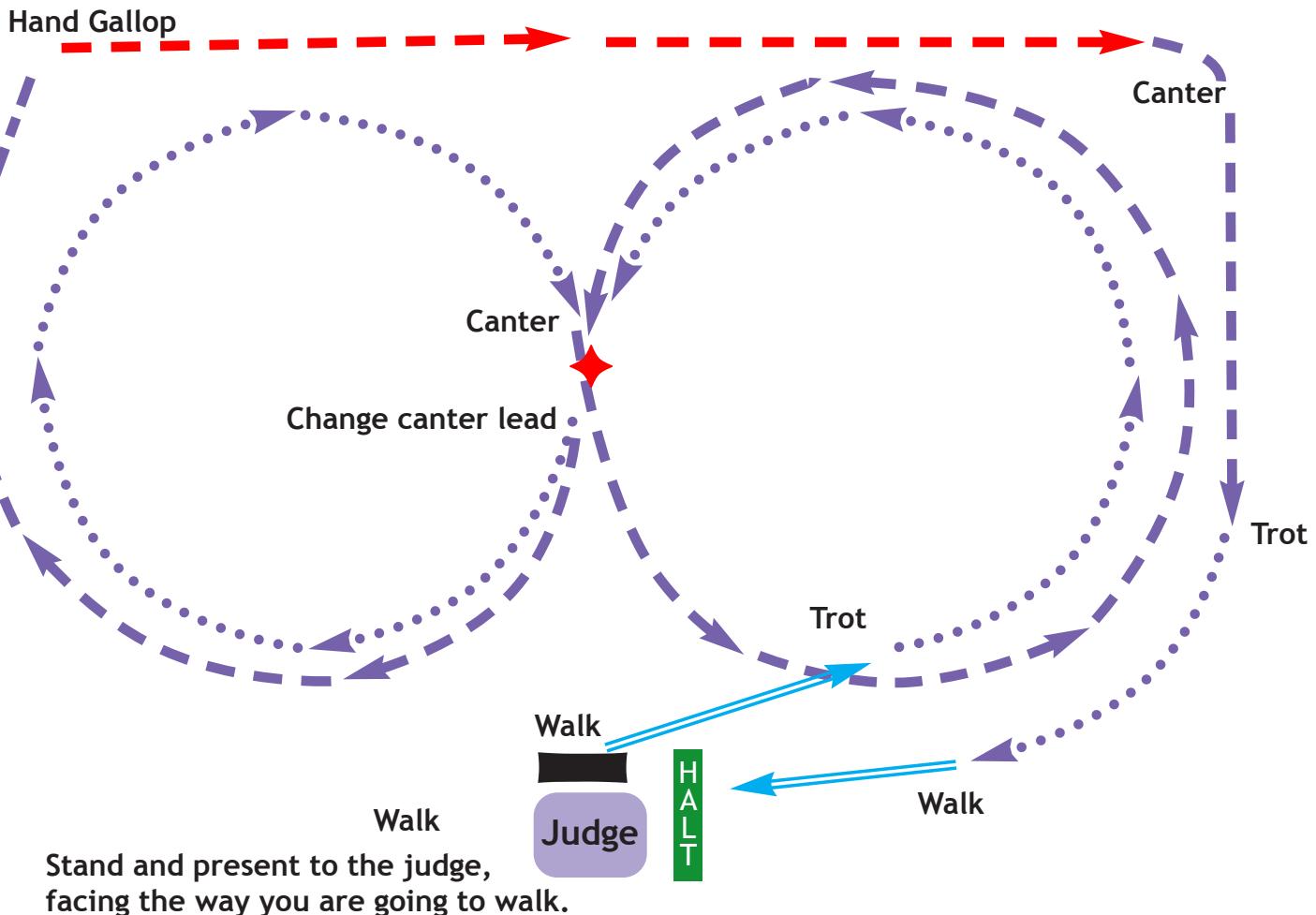


## KEY

- Present to judge
- Walk
- Trot
- Lengthen Trot
- Canter
- Lengthen Canter
- Hand Gallop
- Change of Leg



# RIDDEN HUNTER

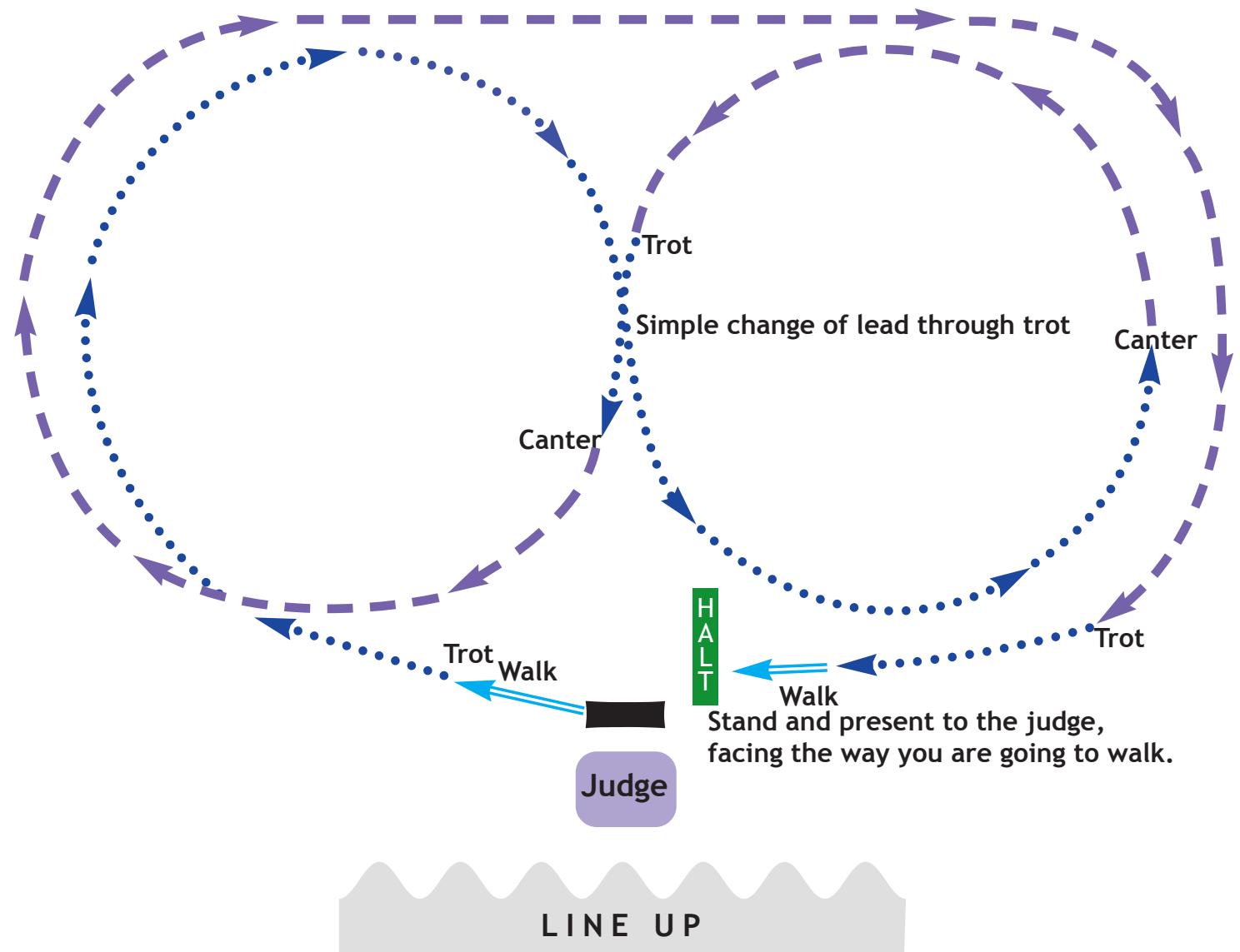


## KEY

- Present to judge
- Walk
- Trot
- Lengthen Trot
- Canter
- Lengthen Canter
- Hand Gallop
- Change of Leg



# NEWCOMER Workout

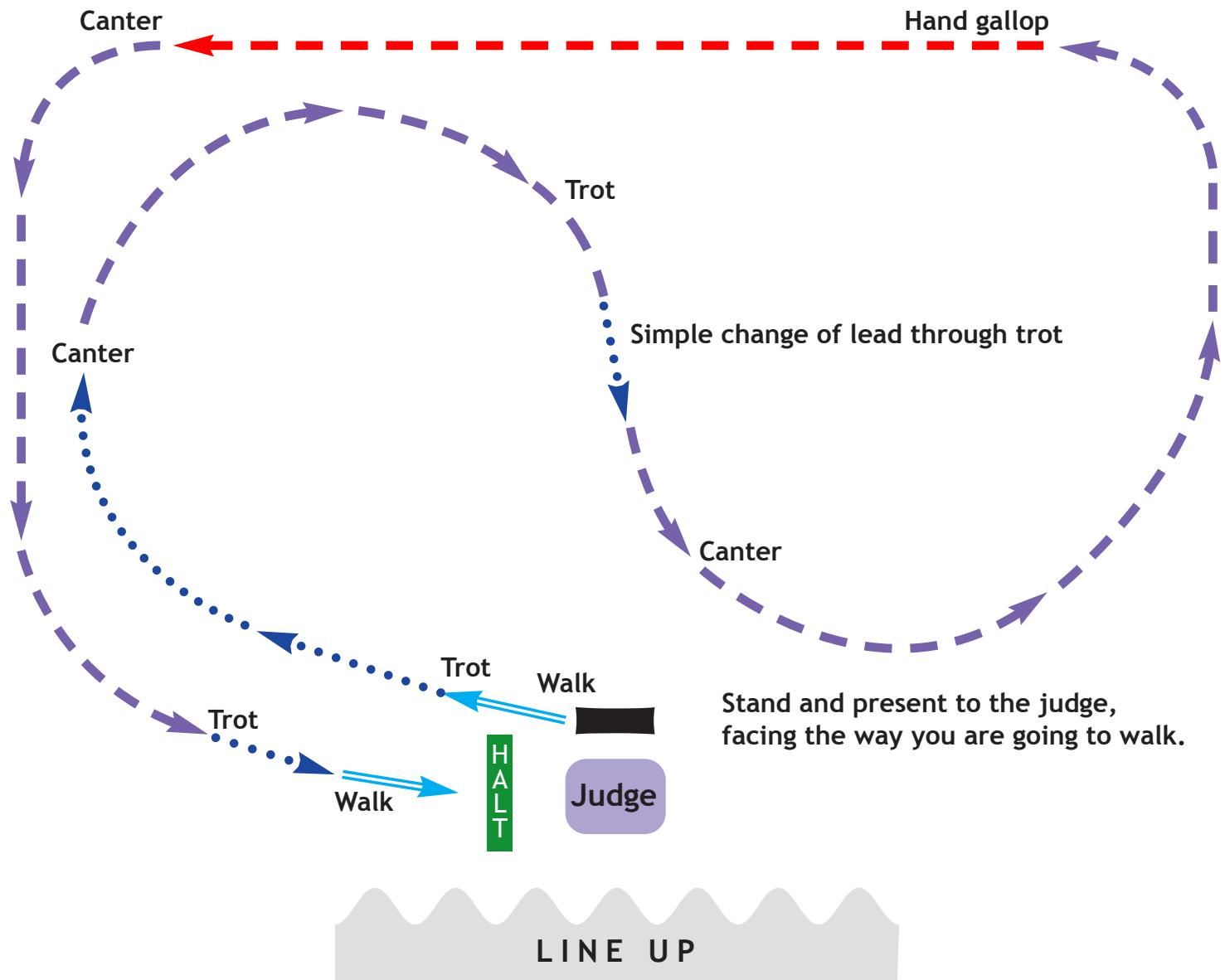


## KEY

- Present to judge
- Walk
- Trot
- Lengthen Trot
- Canter
- Lengthen Canter
- Hand Gallop
- Change of Leg



# NOVICE WORKING HUNTER FLAT Workout

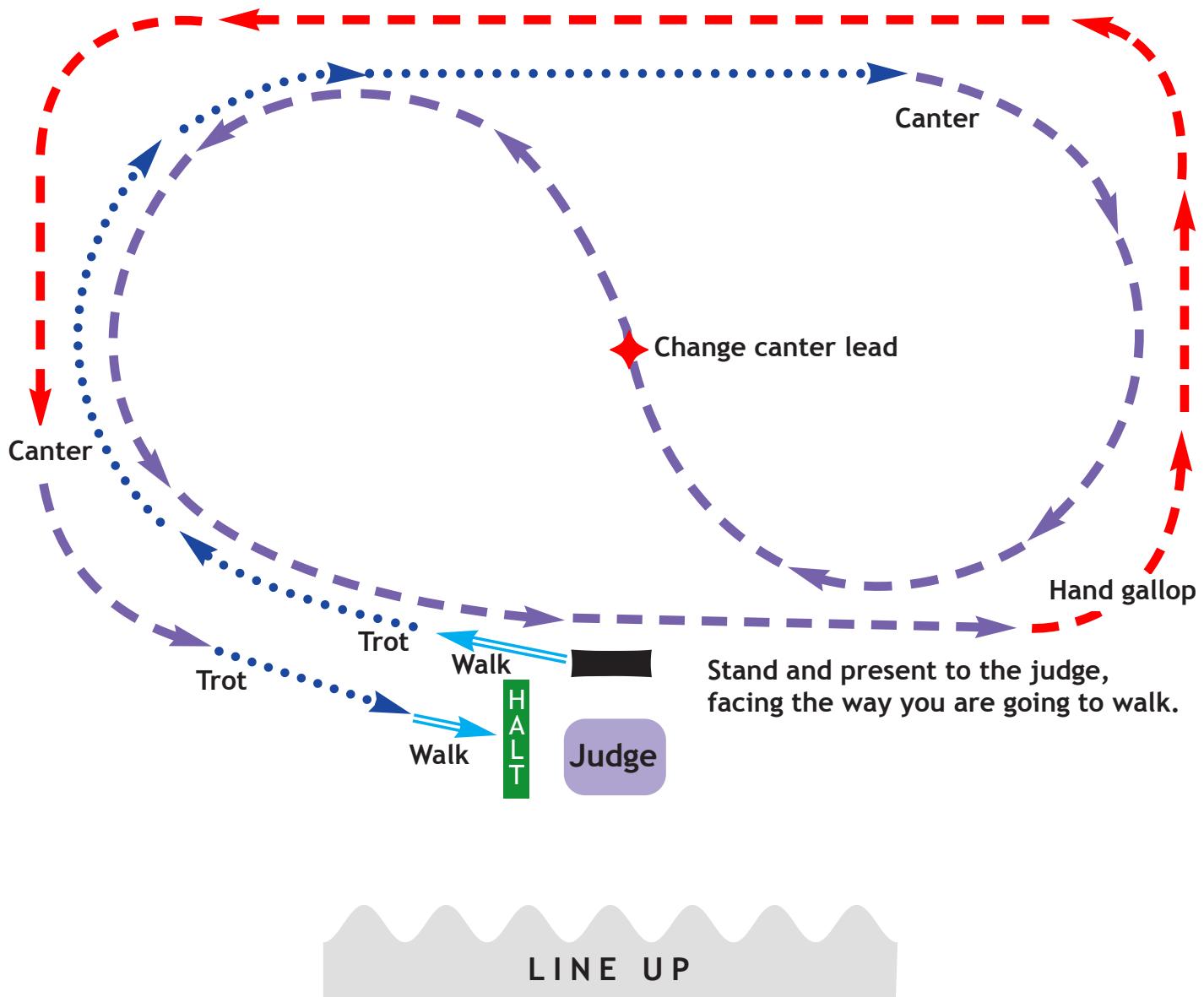


## KEY

- Present to judge
- Walk
- Trot
- Lengthen Trot
- Canter
- Lengthen Canter
- Hand Gallop
- Change of Leg



# WORKING HUNTER FLAT Workout



## KEY

- Present to judge
- Walk
- Trot
- Lengthen Trot
- Canter
- Lengthen Canter
- Hand Gallop
- Change of Leg