

EQUITATION WORKBOOK

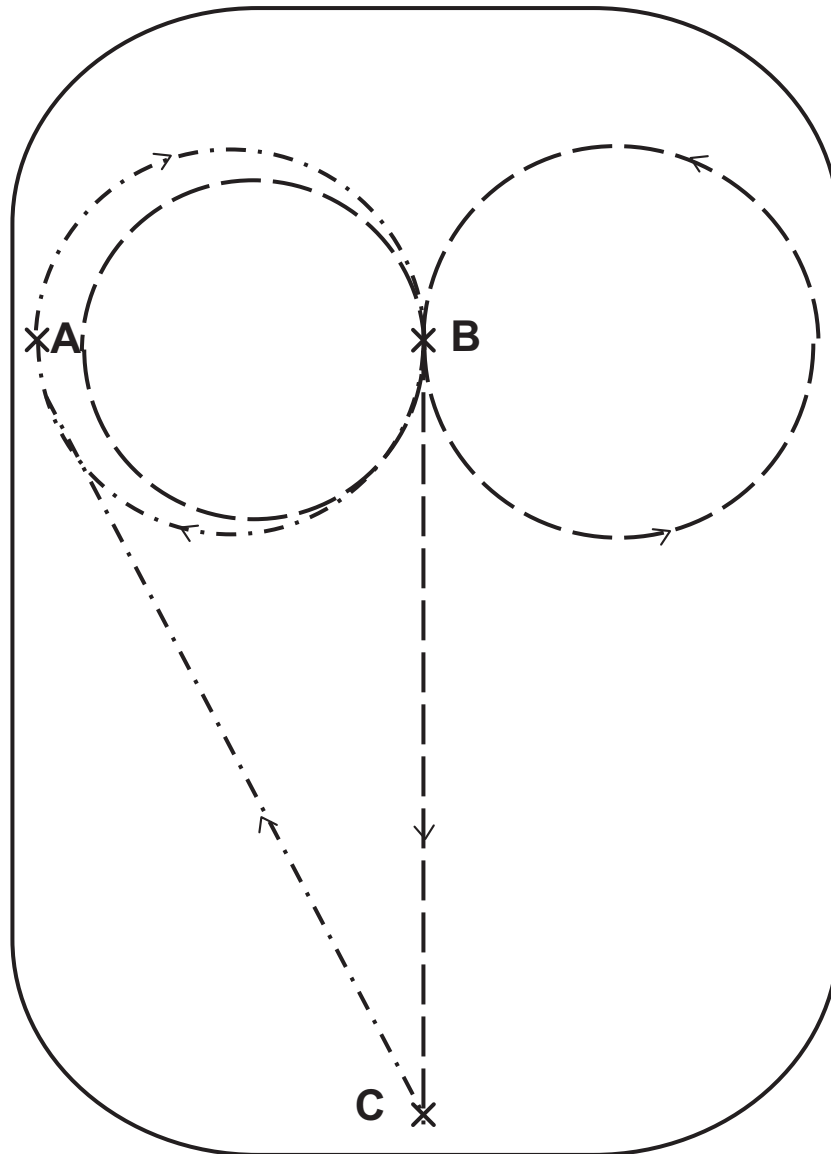
*Individual Three-gaited
& Five-gaited Tests*

THREE-GAITED TESTS

Level 1

THREE-GAITED TEST

Nr. 1

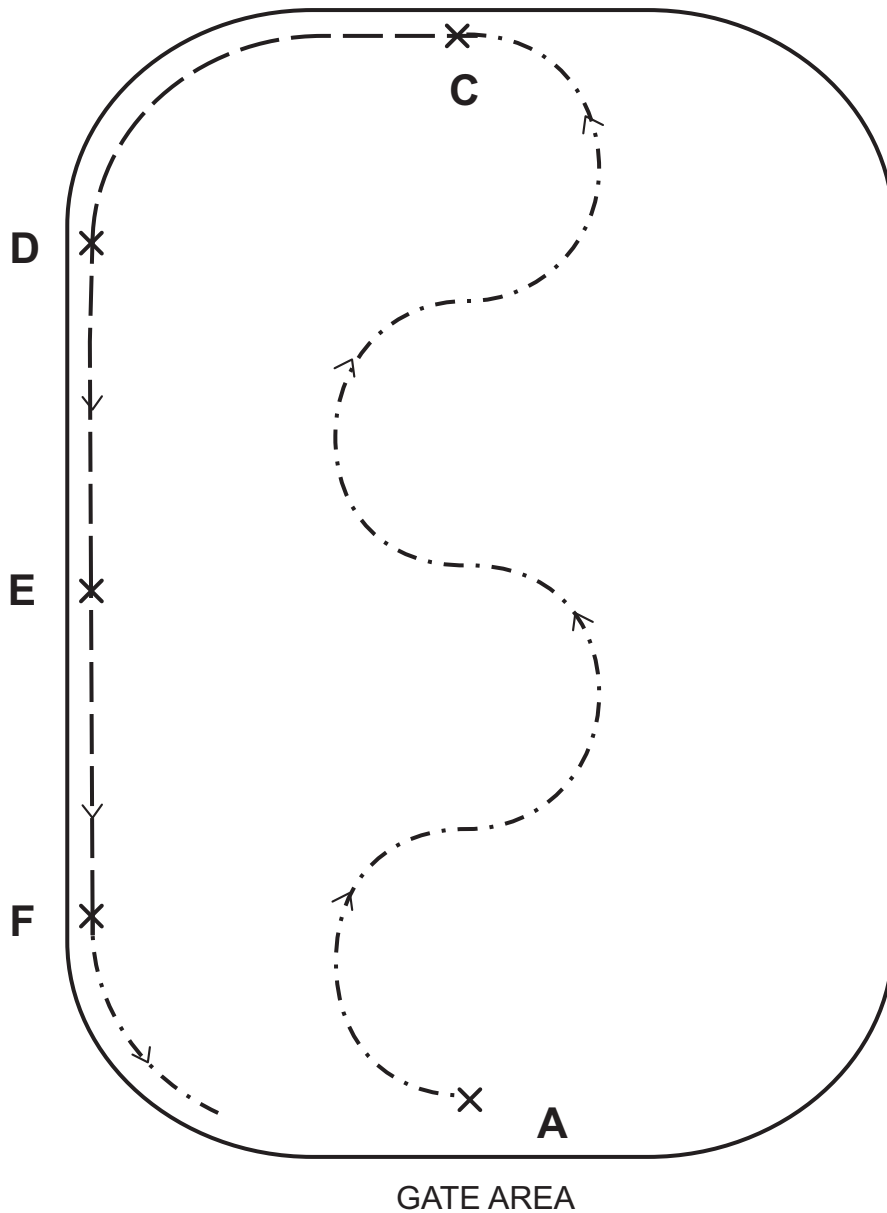


GATE AREA

1.	Walk into the arena to C. Stop. Position horse.	100	
2.	Trot on right lead to A, change to left lead at A.	100	
3.	Trot one and a half circle to the right to B.	100	
4.	Stop and canter circle to the left.	100	
5.	Stop. Canter a circle to the right	100	
6.	Continue canter in a straight line to C.	100	
7.	Stop. Exit arena at a trot.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

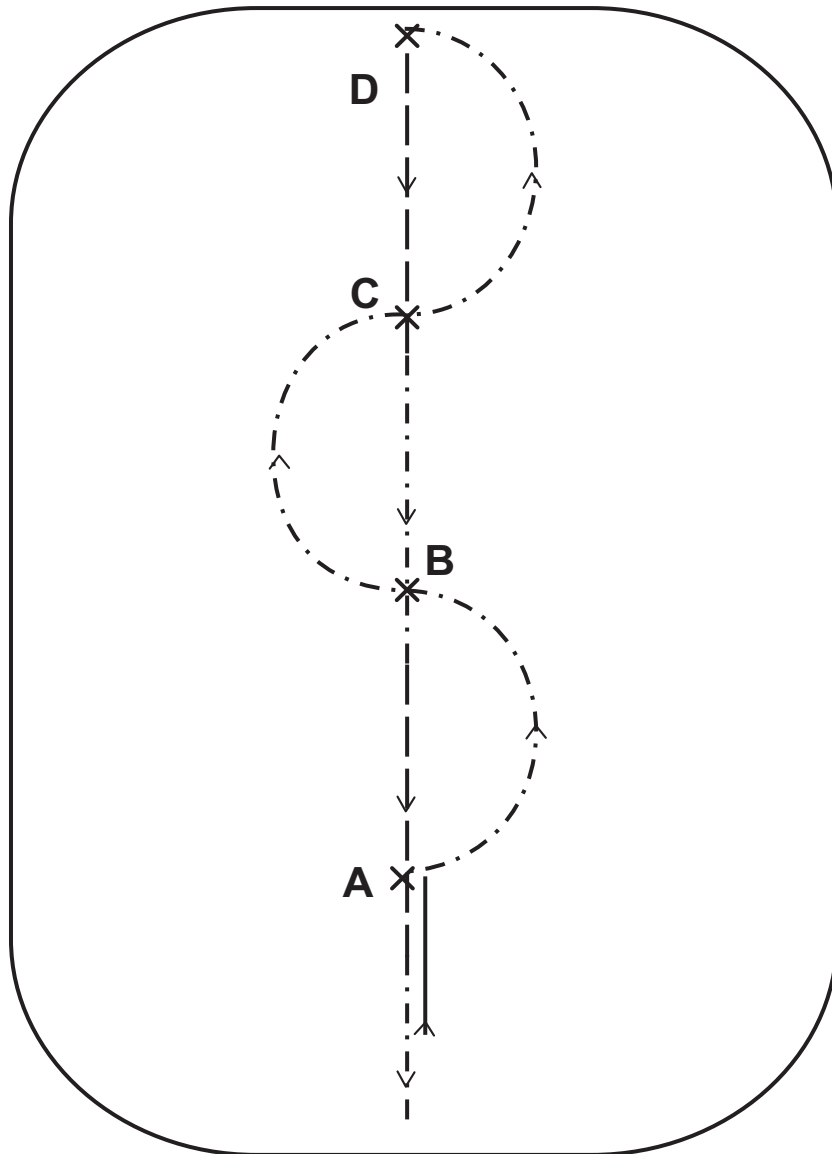
Nr. 2



1.	Enter the ring at a trot and proceed to A. Execute a large four loop serpentine up the centreline. Trot the first loop on the left diagonal.	100	
2.	Trot the second loop on the right diagonal.	100	
3.	Trot the third loop on the left diagonal.	100	
4.	Trot the fourth loop on the right diagonal and proceed to C. Stop.	100	
5.	Canter on the left lead around the turn to the start of the straightaway (D). Stop.	100	
6.	Canter on the right lead to the halfway point of the straightaway (E). Stop.	100	
7.	Canter on the left lead to the end of the straightaway (F). Stop. Exit at a trot via the shortest route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

Nr. 3

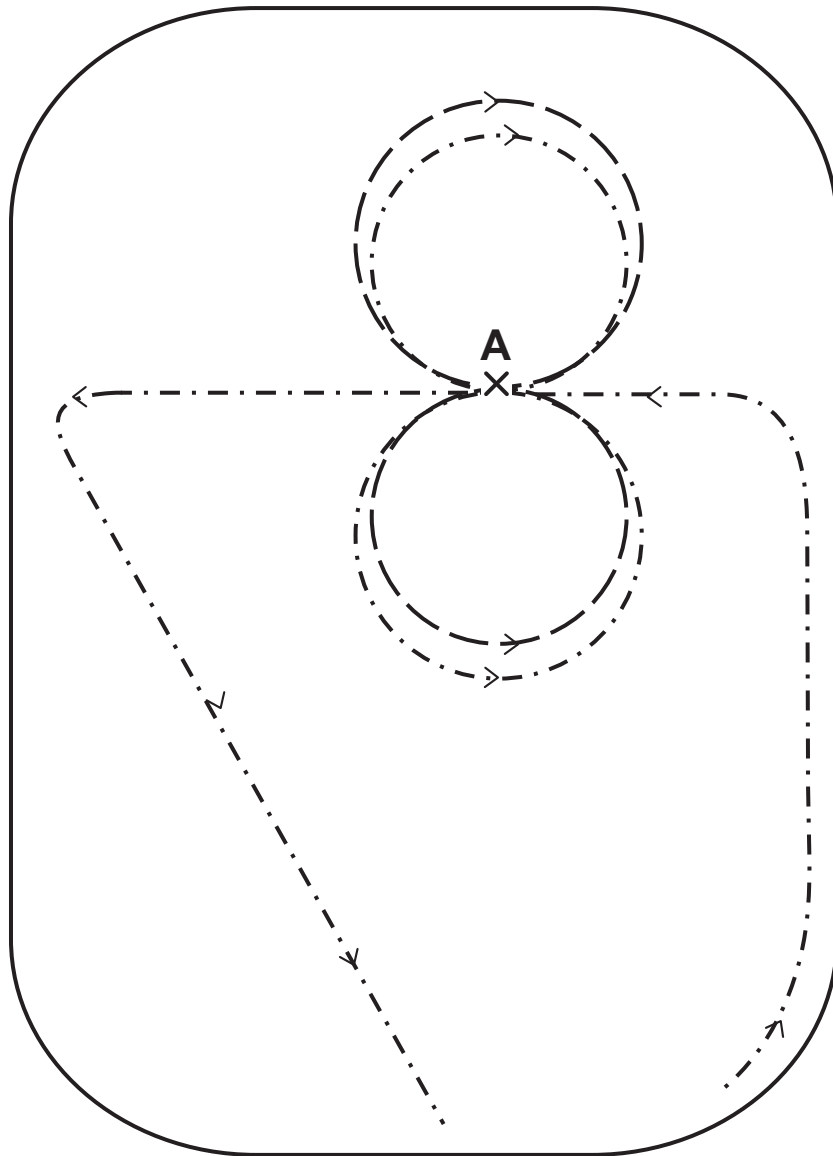


GATE AREA

1.	Walk into the arena, $\frac{1}{4}$ down the middle. Position your horse and trot a three loop serpentine from A to D. First loop on the right diagonal.	100	
2.	Second loop on the left diagonal & third loop on the right diagonal.	100	
3.	Stop at D and turn 90° to the left.	100	
4.	Canter a straight line from D to C on right lead. Stop.	100	
5.	Trot a straight line from C to B on left lead. Stop.	100	
6.	Canter a straight line from B to A on left lead.	100	
7.	Stop. Exit the arena at a trot via shortest route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

Nr. 4

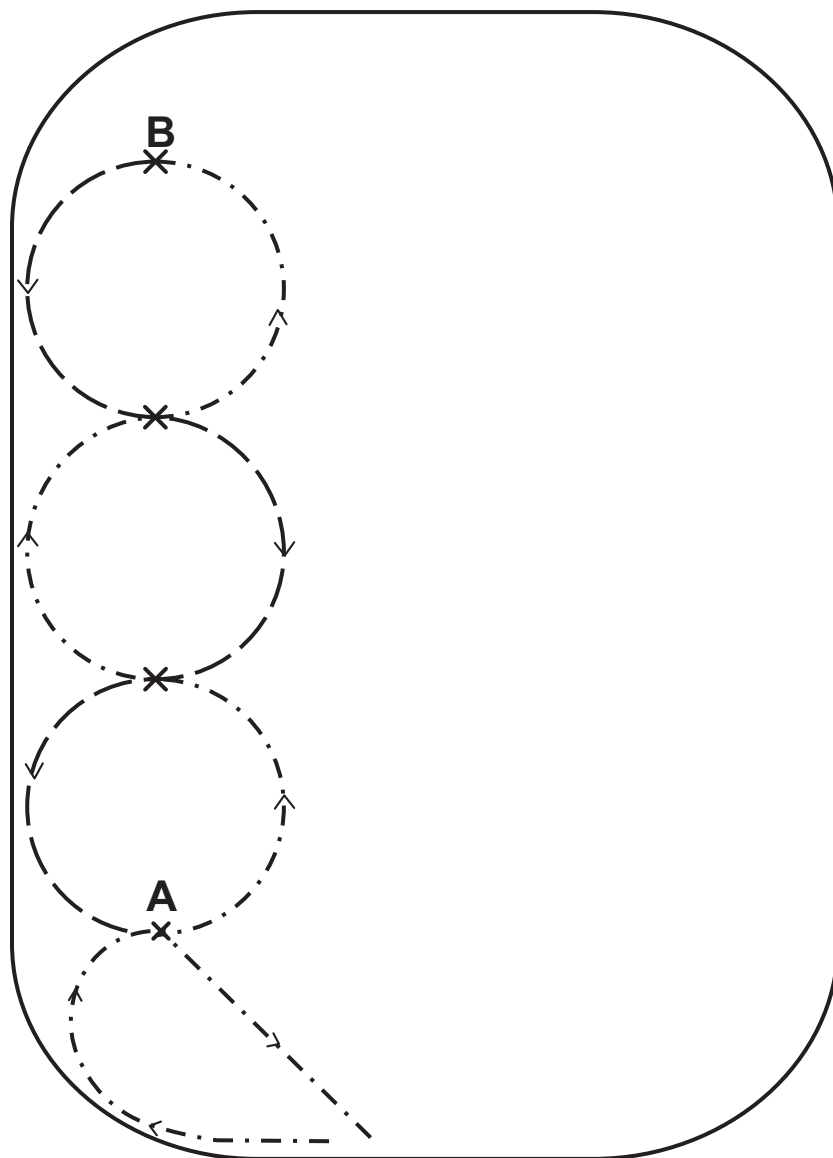


GATE AREA

1.	Enter the arena at a trot 2/3 up the straightaway. Trot to A. Stop.	100	
2.	Canter a circle to the right. Stop.	100	
3.	Trot a circle to the left. Stop.	100	
4.	Canter a circle to the left. Stop.	100	
5.	Trot a circle to the right.	100	
6.	Continue trotting to the rail on the left diagonal.	100	
7.	At the rail, continue trotting to the exit, showing one diagonal change.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

Nr. 5

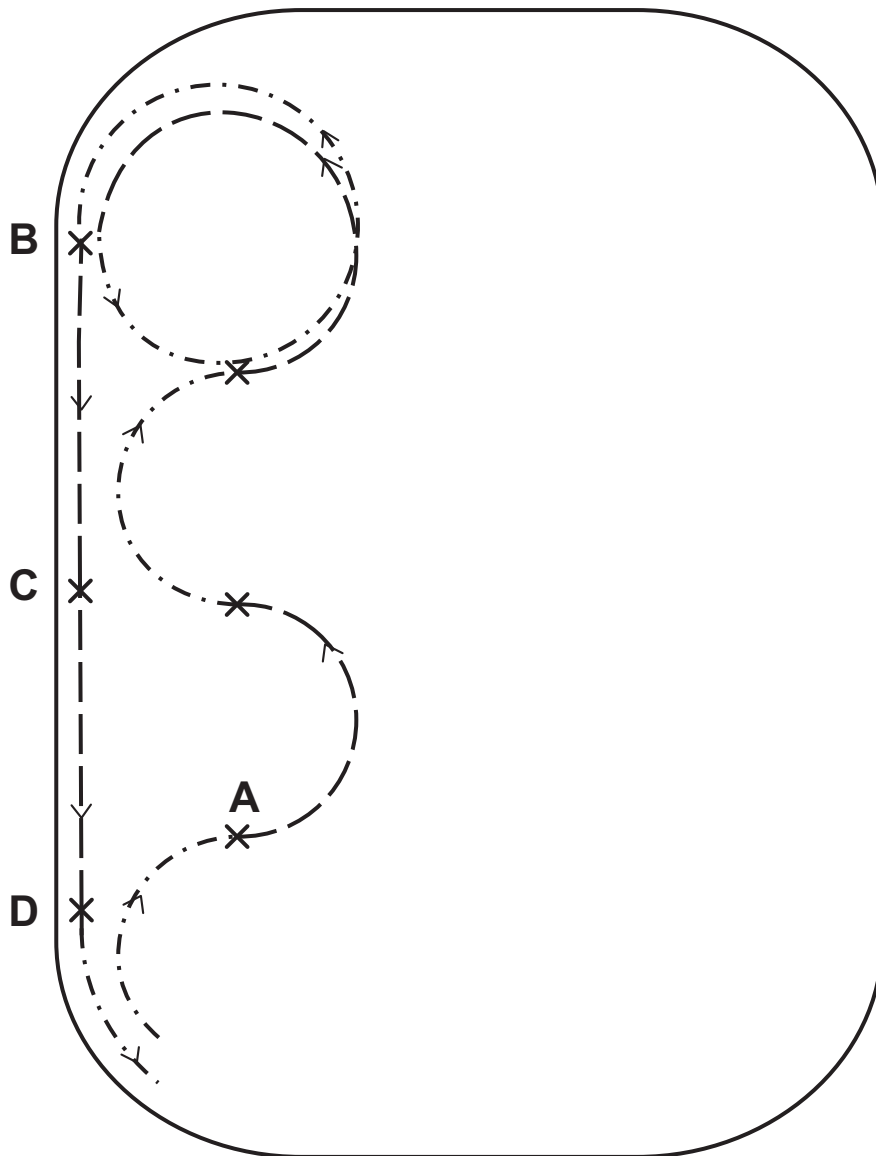


GATE AREA

1.	Enter the arena at a trot to the left on the left diagonal. Proceed in a clockwise direction to A. Execute a three loop serpentine along the rail. Trot the first loop on the right diagonal.	100	
2.	Trot the second loop on the left diagonal.	100	
3.	Trot the third loop on the right diagonal. Stop at B.	100	
4.	Execute a three loop serpentine back down the rail at the canter. Canter the first loop on the left lead. Stop.	100	
5.	Canter the second loop on the right lead. Stop.	100	
6.	Canter the third loop on the left lead. Stop.	100	
7.	Exit at a trot via the shortest route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

Nr. 6



GATE AREA

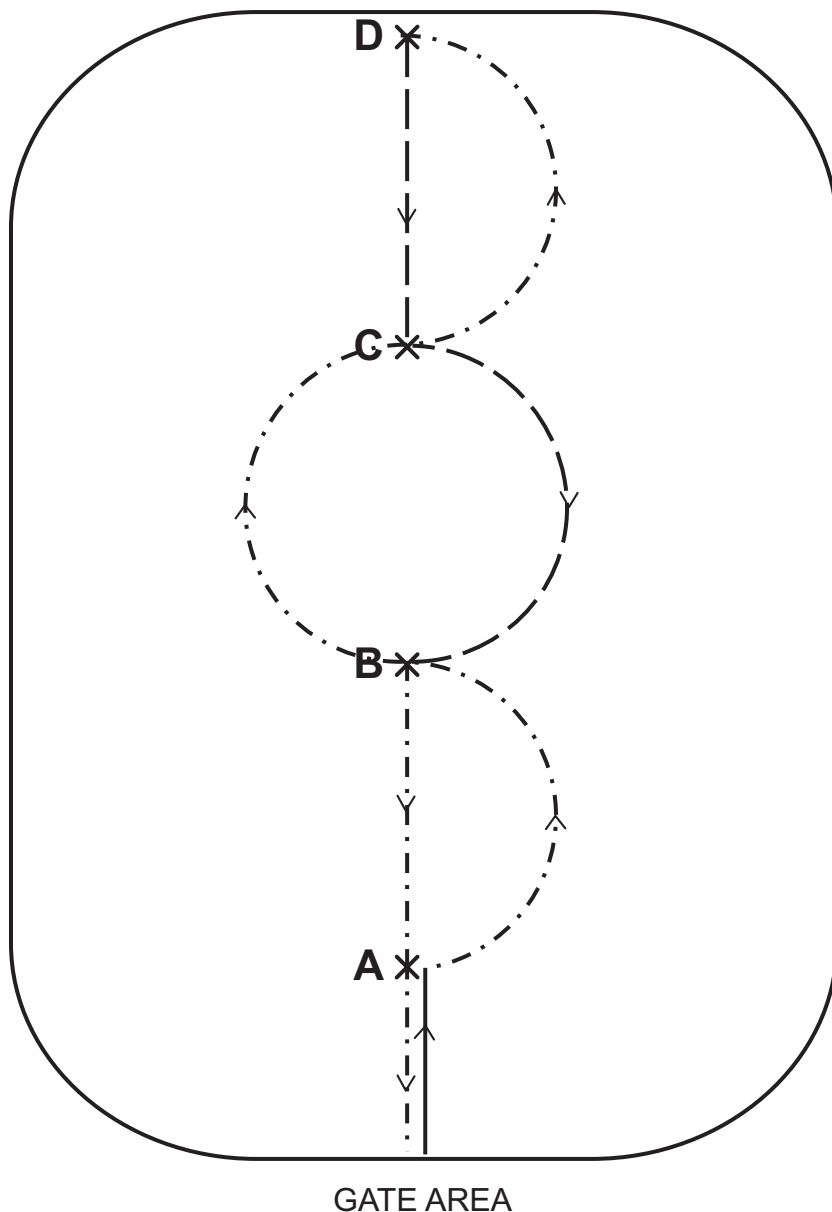
1.	At a trot proceed to A on the left diagonal. Stop.	100	
2.	Execute a three loop serpentine against the rail. Canter the first loop on the left lead. Stop.	100	
3.	Trot the second loop on the left diagonal. Stop.	100	
4.	Canter the third loop on the left lead and continue to the start of the straightaway at B. Stop	100	
5.	Trot a circle to the left on the right diagonal. Stop.	100	
6.	Canter on the right lead to the halfway point of the straightaway at C. Stop.	100	
7.	Canter on the left lead to D. Stop. Exit at a trot via the shortest route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TESTS

Level 2

THREE-GAITED TEST

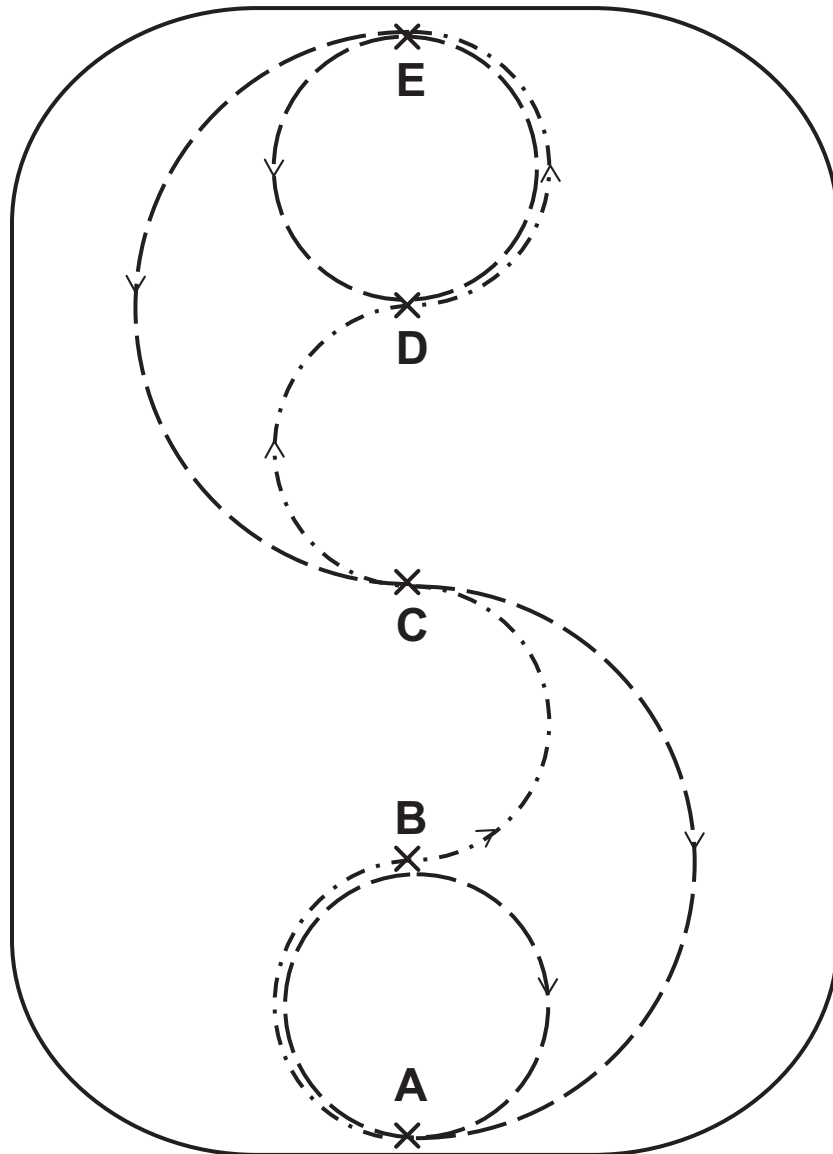
Nr. 7



1.	Enter the arena at a walk and proceed to $\frac{1}{4}$ down straight. Stop. Turn 90° to the right & trot a three loop serpentine. First loop on the right diagonal.	100	
2.	Second loop on the left diagonal.	100	
3.	Third loop on the right diagonal.	100	
4.	Stop at D. Turn 90° to the left & canter a straight line from D to C on left lead.	100	
5.	Stop at C. Turn 90° to the left & canter a half circle on the right lead to B.	100	
6.	Stop at B. Turn 90° to the left and trot a straight line to A, showing two diagonal changes.	100	
7.	Exit from A at a trot via the shortest route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

Nr. 8

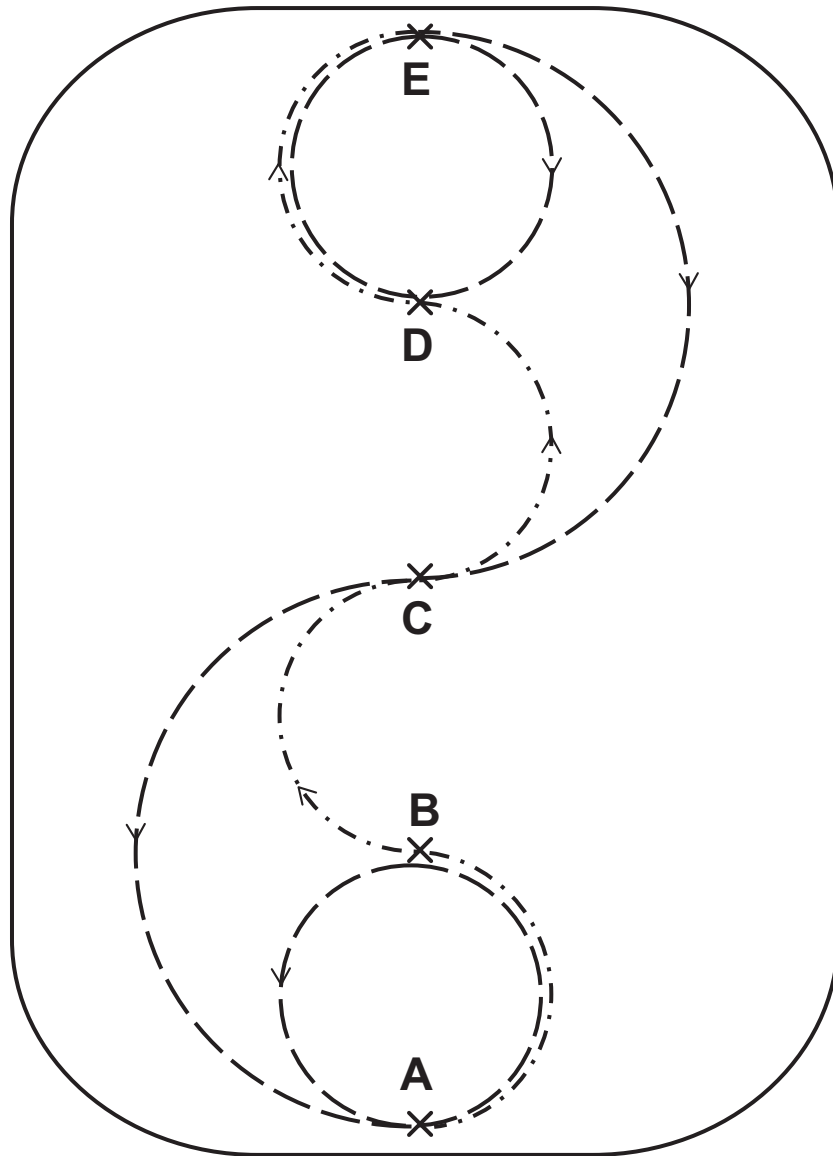


GATE AREA

1.	Enter the arena at a walk and proceed to A. Stop. Execute a four loop serpentine at the trot. First loop on the left diagonal.	100	
2.	Trot second loop on the right diagonal. Trot third loop on the left diagonal.	100	
3.	Trot fourth loop on the right diagonal. Stop.	100	
4.	Canter a circle to the left & continue the canter into a large half circle to C. Stop.	100	
5.	Canter a large half circle on the right lead to A & continue the canter into a smaller circle to the right. Stop.	100	
6.	Turn 90° to the left. Exit the arena at the trot via shortest route.	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
		900	
TOTAL			

THREE-GAITED TEST

Nr. 9

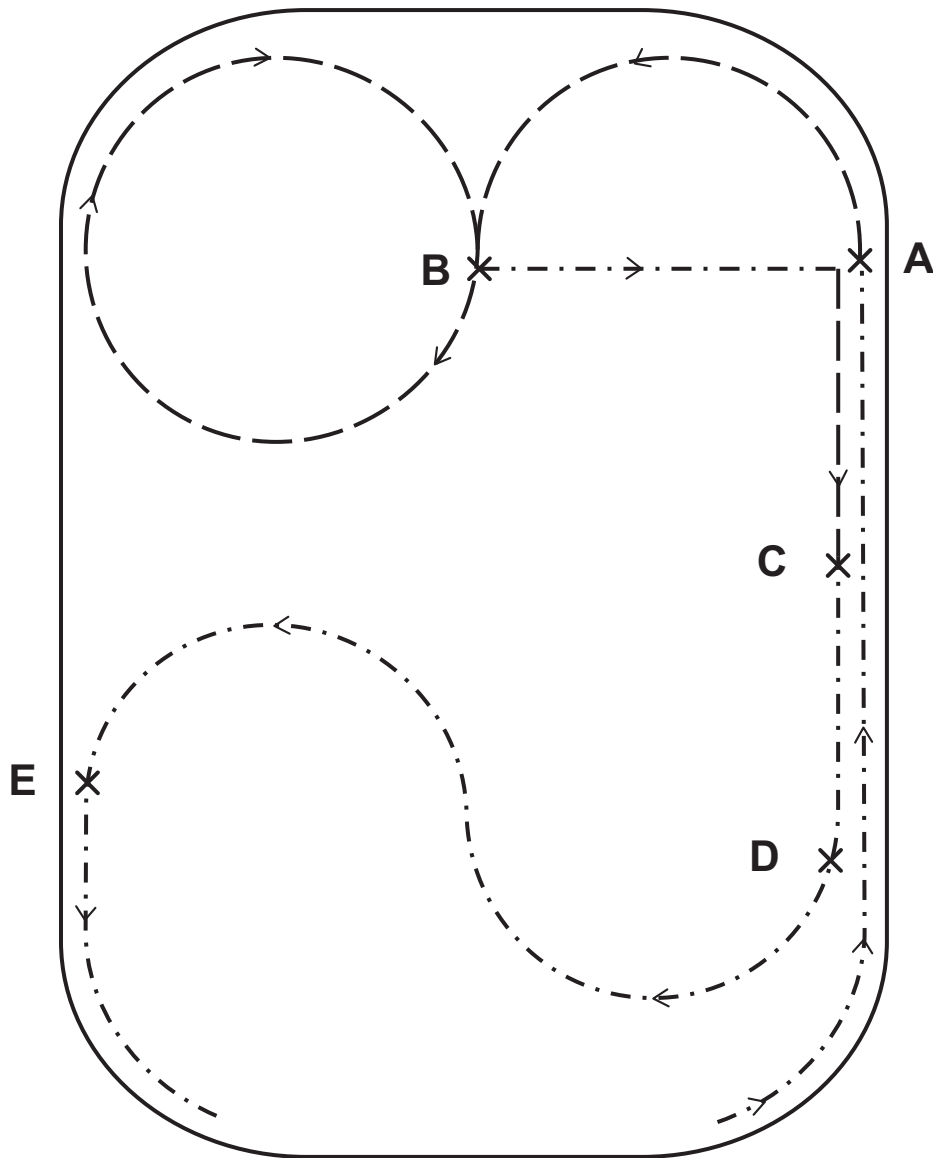


GATE AREA

1.	Enter the arena at a walk and proceed to A. Stop. Position your horse. Execute a four loop serpentine at the trot. First loop on the right diagonal. Second loop on the left diagonal.	100	
2.	Third loop on the right diagonal and the fourth loop on the left diagonal. Stop.	100	
3.	Canter a circle to the right.	100	
4.	Continue the canter into a large half circle to C. Stop.	100	
5.	Canter a large half circle on the left lead to A.	100	
6.	Continue the canter into a smaller circle to the left. Stop.	100	
7.	Turn 90° to the right. Exit the arena at the trot on the left diagonal.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

Nr. 10

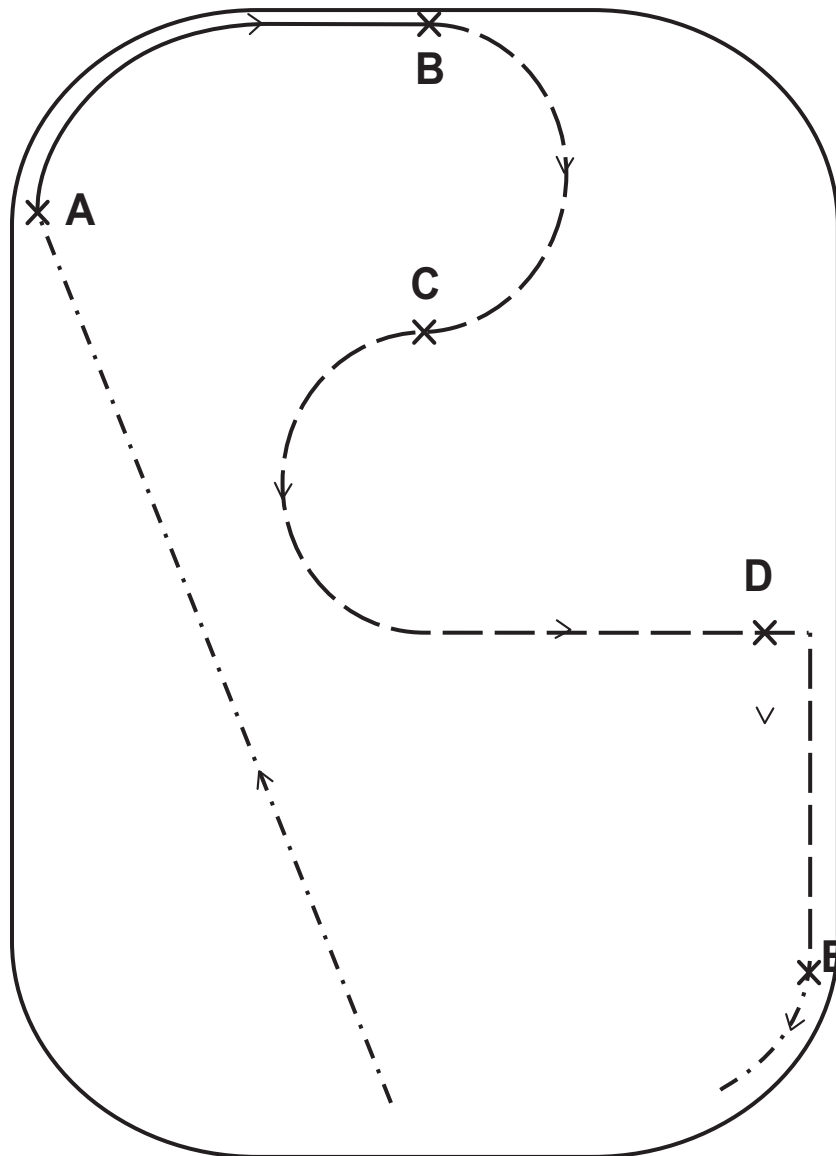


GATE AREA

1.	Enter the arena at a trot to A,(end of straightaway), showing two diagonal changes. Stop.	100	
2.	Canter a half circle to the left. Stop at B.	100	
3.	Canter a circle to the right. Stop at B.	100	
4.	Turn 90° to the left and trot on the right diagonal to A. Stop.	100	
5.	Turn 90° to the right and canter on the left lead to C. Stop.	100	
6.	Trot to D on the right diagonal. Continue trotting from D. Execute a two loop		
	serpentine. First loop on the left diagonal.	100	
7.	Second loop on the right diagonal. From E exit the arena at a trot.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

Nr. 11

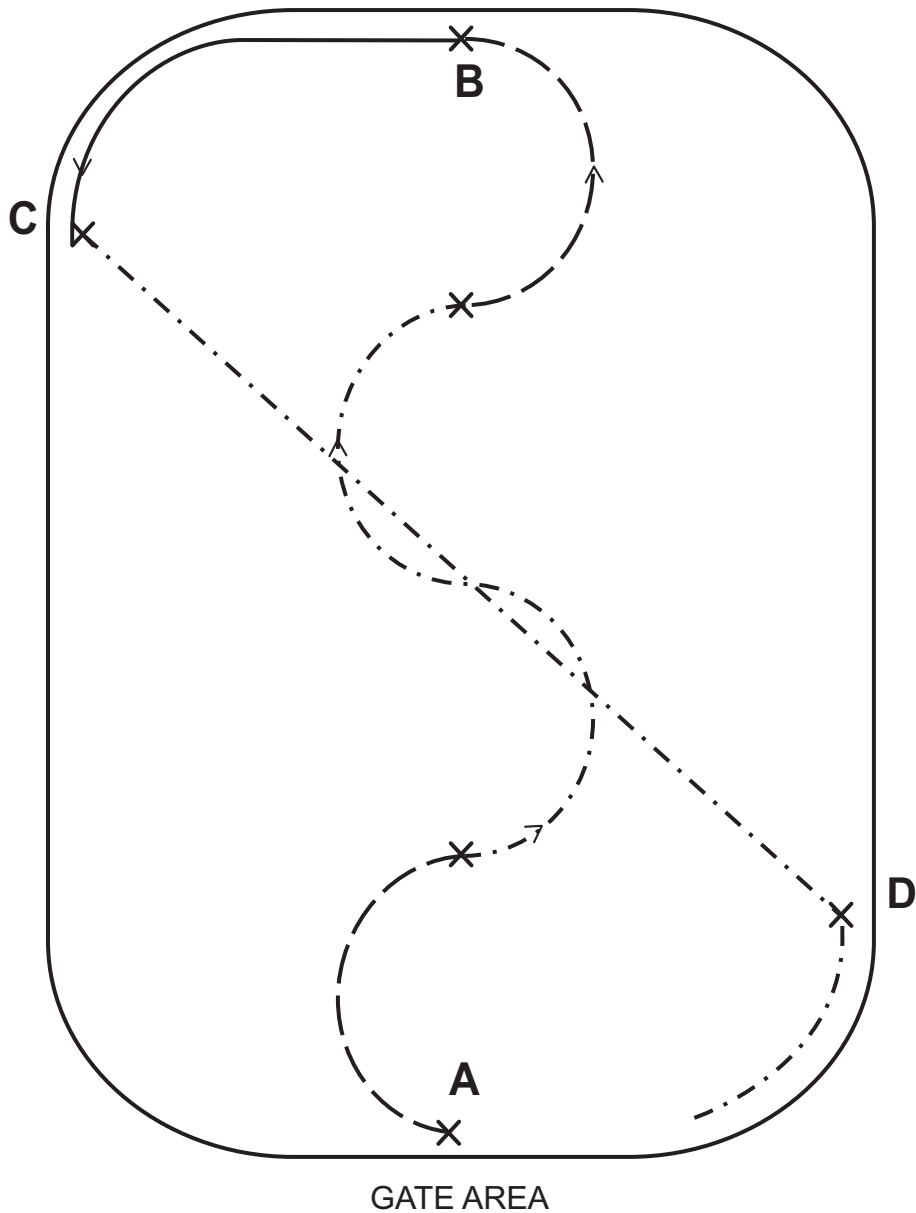


GATE AREA

1.	Enter the arena at a trot on a straight line to A, showing one diagonal change.	100	
2.	At A continue to walk and walk to point B. Stop.	100	
3.	Canter a half circle to C. Stop	100	
4.	At C, canter a half circle and continue with a canter to D. (Mid of straight)	100	
5.	Stop at D. Turn 90° to the right.	100	
6.	Canter on the left lead to E. Stop.	100	
7.	Exit at a trot via the shortest route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

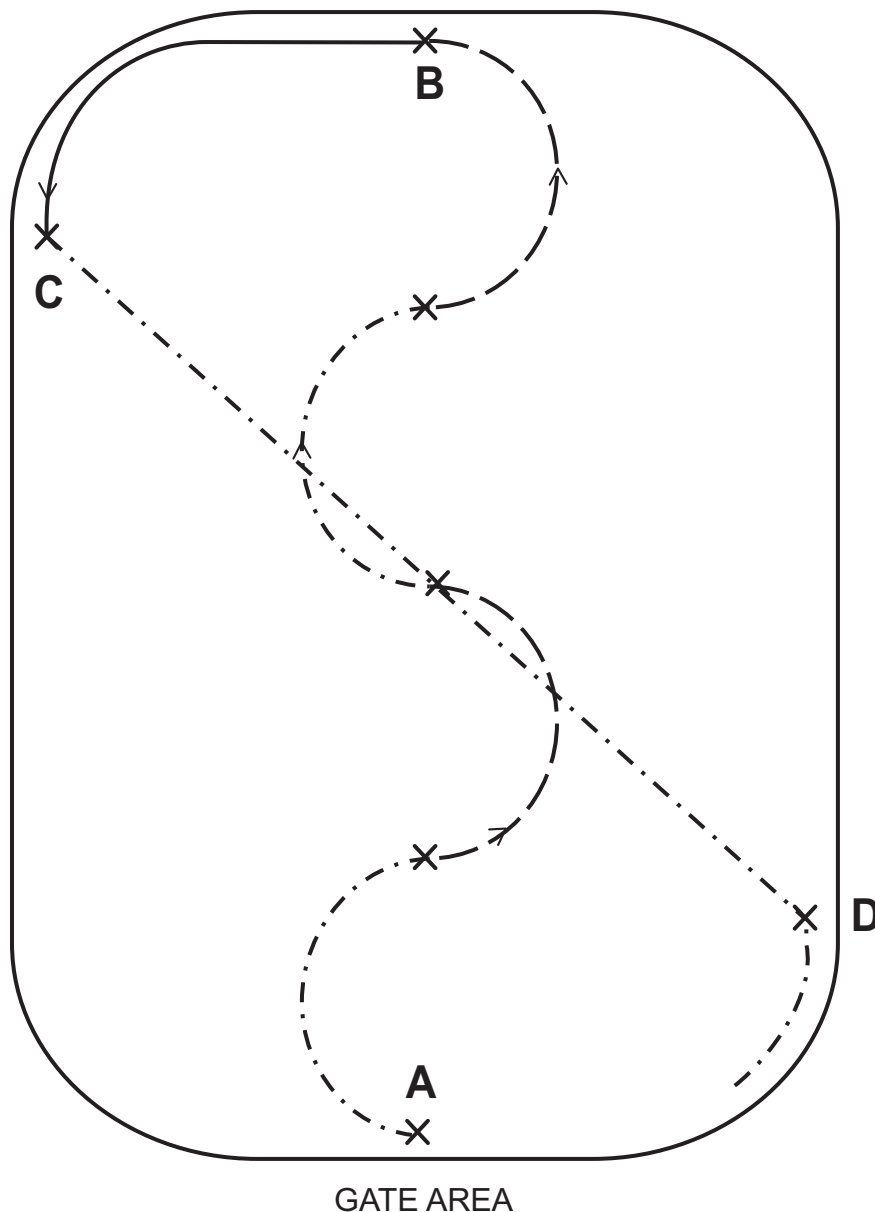
Nr. 12



1.	Enter the arena at a trot and proceed to A. Stop	100	
2.	Execute a large four loop serpentine up the centerline. Canter the first loop to the right. Stop.	100	
3.	Trot the second loop on the right diagonal.	100	
4.	Continue to trot the third loop on the left diagonal. Stop.	100	
5.	Canter the fourth loop to the left to B. Stop.	100	
6.	Walk around the turn to C. Stop. Turn to the left and face D - end of opposite straight.	100	
7.	Pick up a trot on a diagonal of choice and trot to D. At D continue to trot to the exit.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

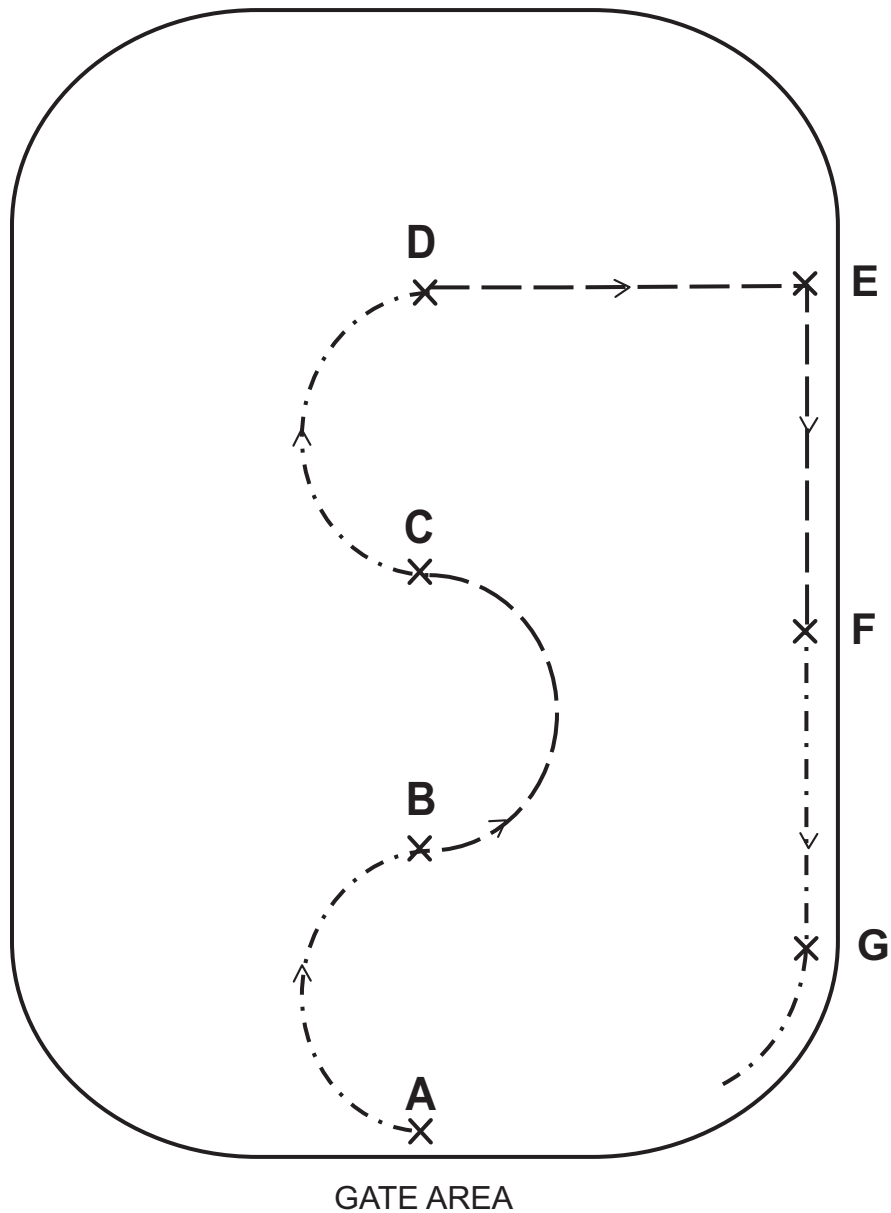
Nr. 13



1.	Enter the arena at a trot and proceed to A. Execute a large four loop serpentine up the centerline. Trot the first loop on the left diagonal. Stop	100	
2.	Canter the second loop on the left lead. Stop.	100	
3.	Trot the third loop on the left diagonal. Stop.	100	
4.	Canter the fourth loop on the left lead and continue to B. Stop.	100	
5.	Walk around the turn to C. Stop. Turn to the left and face D.	100	
6.	Pick up a trot on the left diagonal to centre point.	100	
7.	At centre point change to the right diagonal and trot to D. At D continue to trot to the exit.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

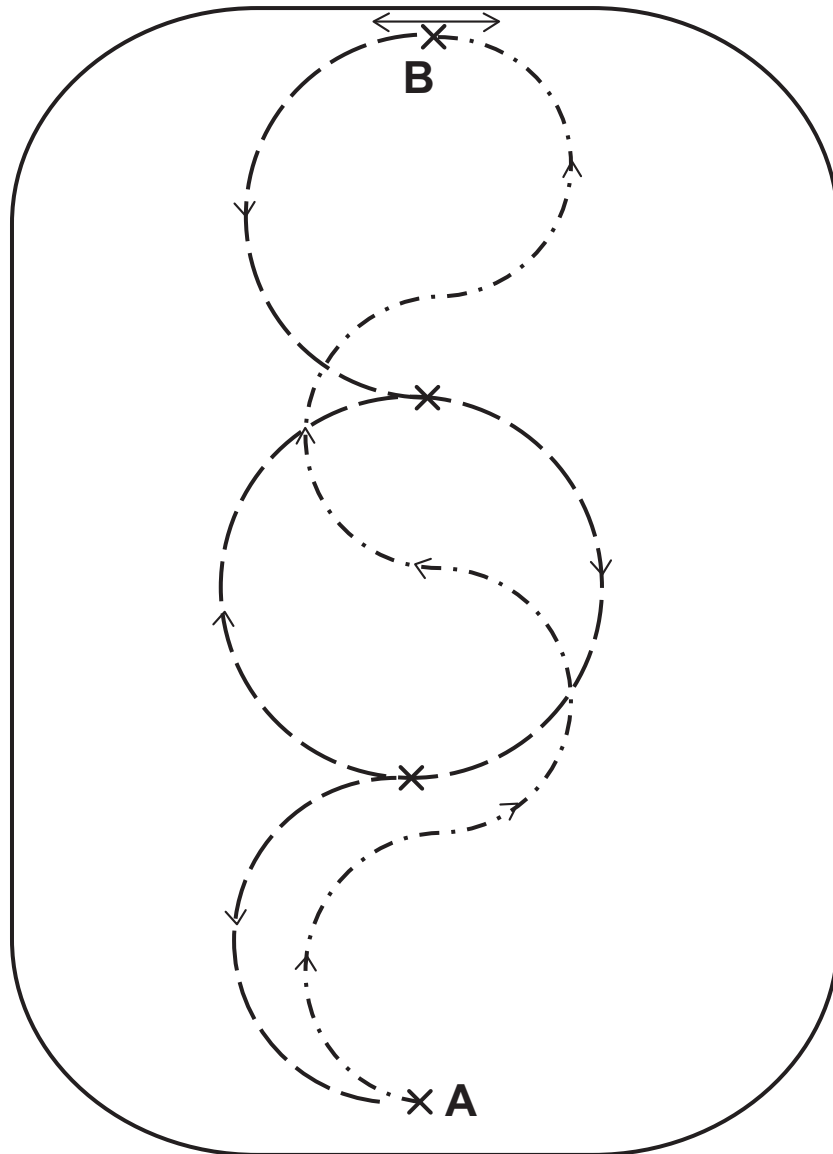
Nr. 14



1.	Enter the arena at a trot. Proceed to A. Stop. Execute a three loop serpentine to D ($\frac{3}{4}$ up the centerline).	100	
2.	Trot the first loop on the left diagonal to B. Stop.	100	
3.	Canter the second loop to the left. Stop.	100	
4.	Trot the third loop on the left diagonal to D. Stop.	100	
5.	Canter on the right lead to E. Stop. Turn 90° to the right.	100	
6.	Canter on left lead to F. Stop.	100	
7.	At F pick up a trot, starting on the correct diagonal, and trot to the end of the straightaway showing one diagonal change. Continue trotting to the exit.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

Nr. 15

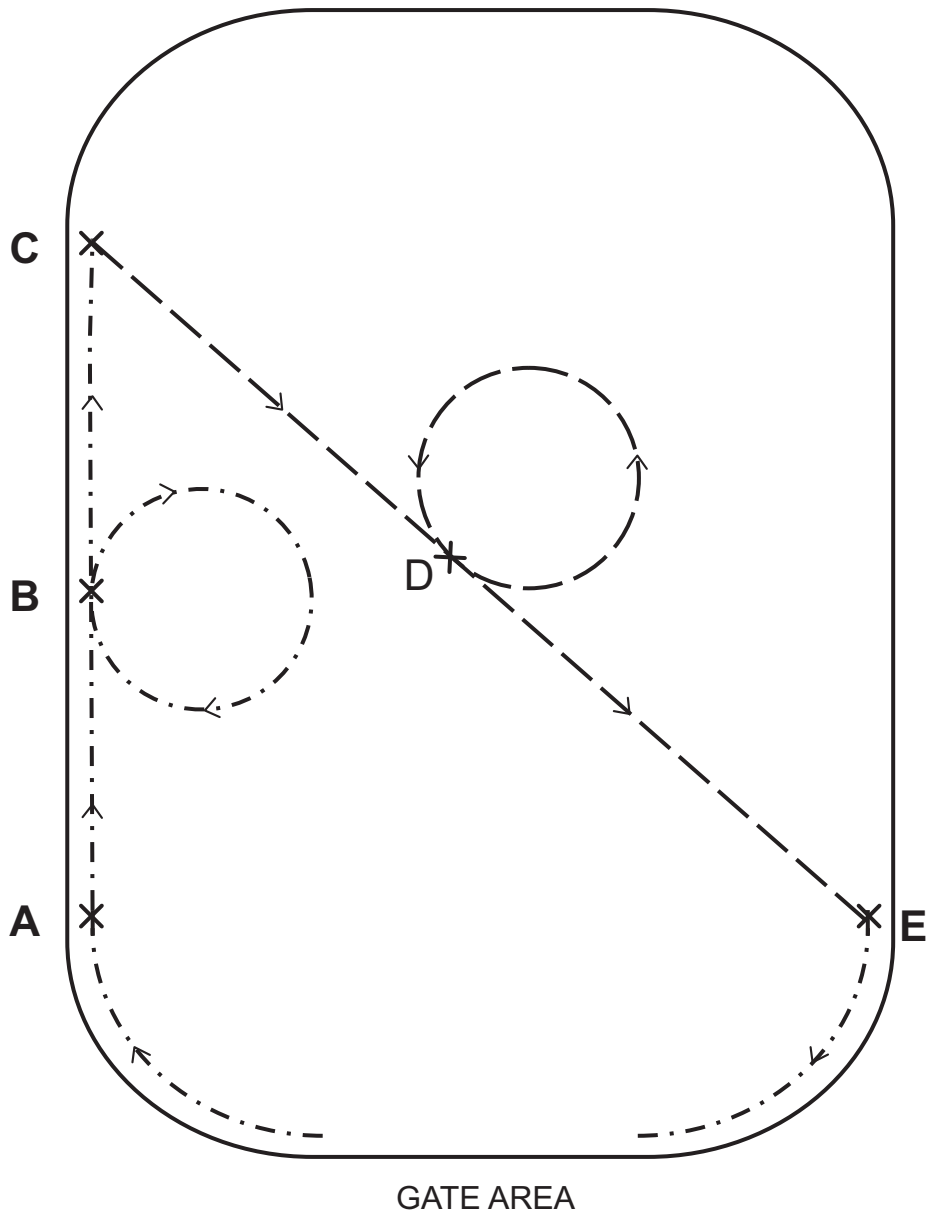


GATE AREA

1.	Walk into the arena to A. Stop. Execute a large four loop serpentine at a trot up the centerline to B. Trot the first loop on the left diagonal.	100	
2.	Trot the second loop on the right diagonal.	100	
3.	Trot the third loop on the left diagonal.	100	
4.	Trot the fourth loop on the right diagonal and continue to B. Stop.	100	
5.	Back up four steps. Walk forward four steps. Stop. Canter a half circle to the left. Stop.	100	
6.	Canter one and a half circle to the right. Stop.	100	
7.	Canter a half circle to the left lead to A. Stop. Exit at a trot via the shortest route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

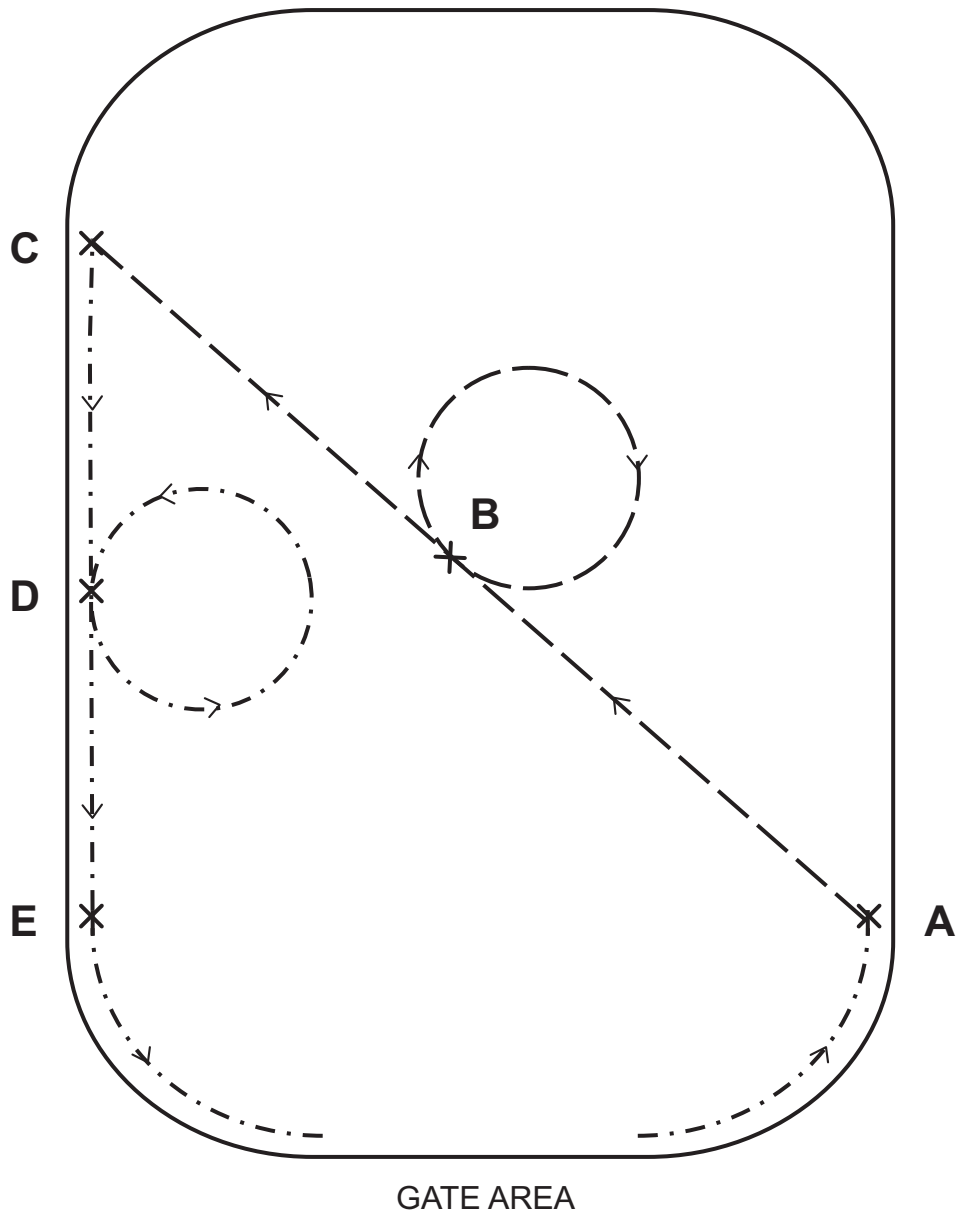
Nr. 16



1.	Enter the ring at a trot to the left on the left diagonal and proceed to A. Stop.	100	
2.	Pick up a trot on the left diagonal to B and continue to trot a circle to the right.	100	
3.	At B change to the right diagonal and continue trotting to C.	100	
4.	Stop at C. Turn to the right and face E.	100	
5.	Canter on the right lead to D. Stop.	100	
6.	Canter a circle to the left on the left lead & continue cantering to E.	100	
7.	Stop at E. Exit the ring at a trot on the left diagonal.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

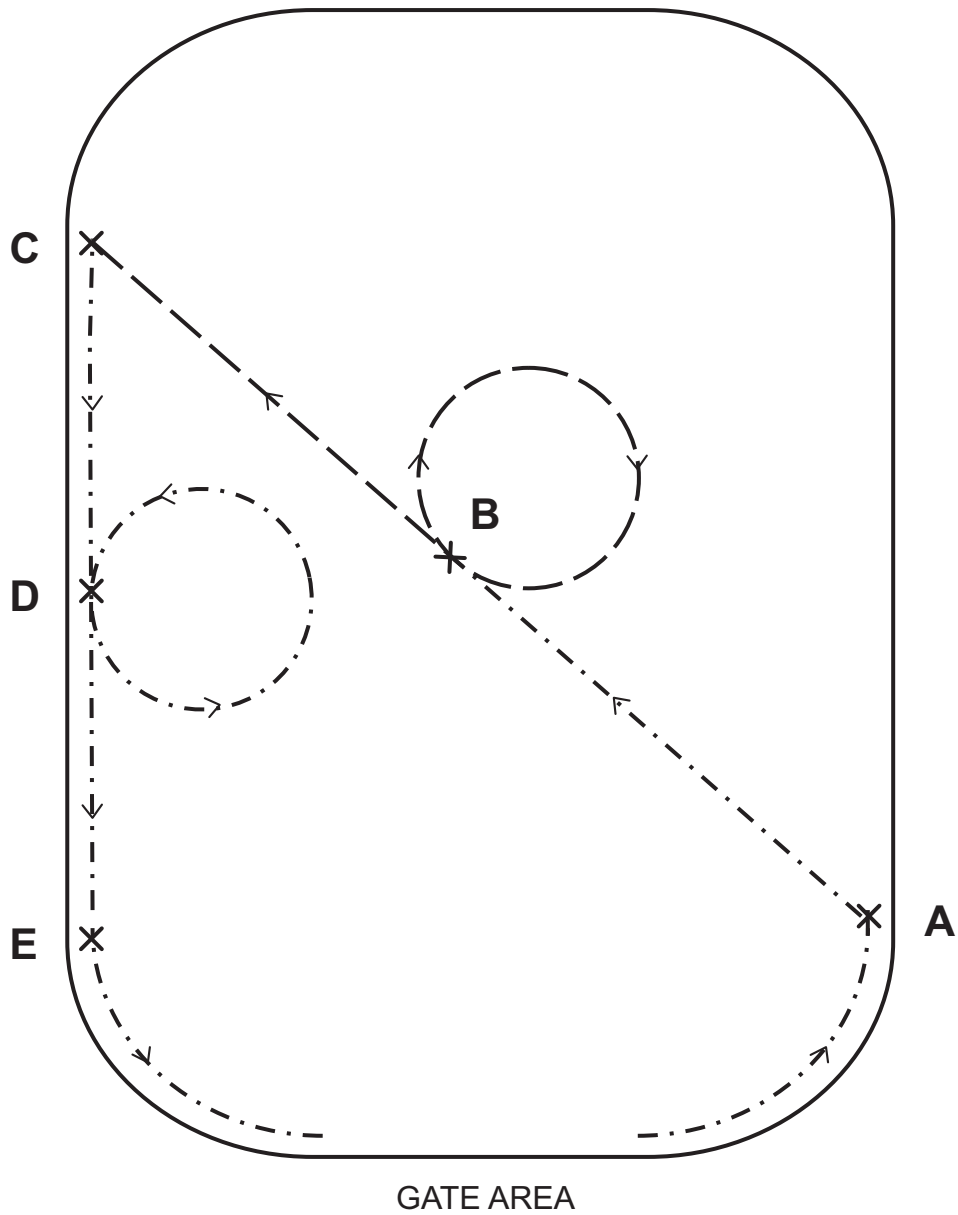
Nr. 17



1.	Enter the ring at a trot to the right on the right diagonal and proceed to A. Stop.	100	
2.	Position your horse to face C. Canter on the left lead. Stop at B.	100	
3.	Canter a circle to the right and continue cantering to C.	100	
4.	Stop at C. Turn left to face E.	100	
5.	Pick up a trot on the left diagonal. Trot to the halfway point of the straightaway (D).	100	
6.	At D change to the right diagonal and trot a circle to the left. Stop.	100	
7.	Canter to the end of the straightaway (E) on the left lead. Stop. Exit the ring at a trot.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
	TOTAL	900	

THREE-GAITED TEST

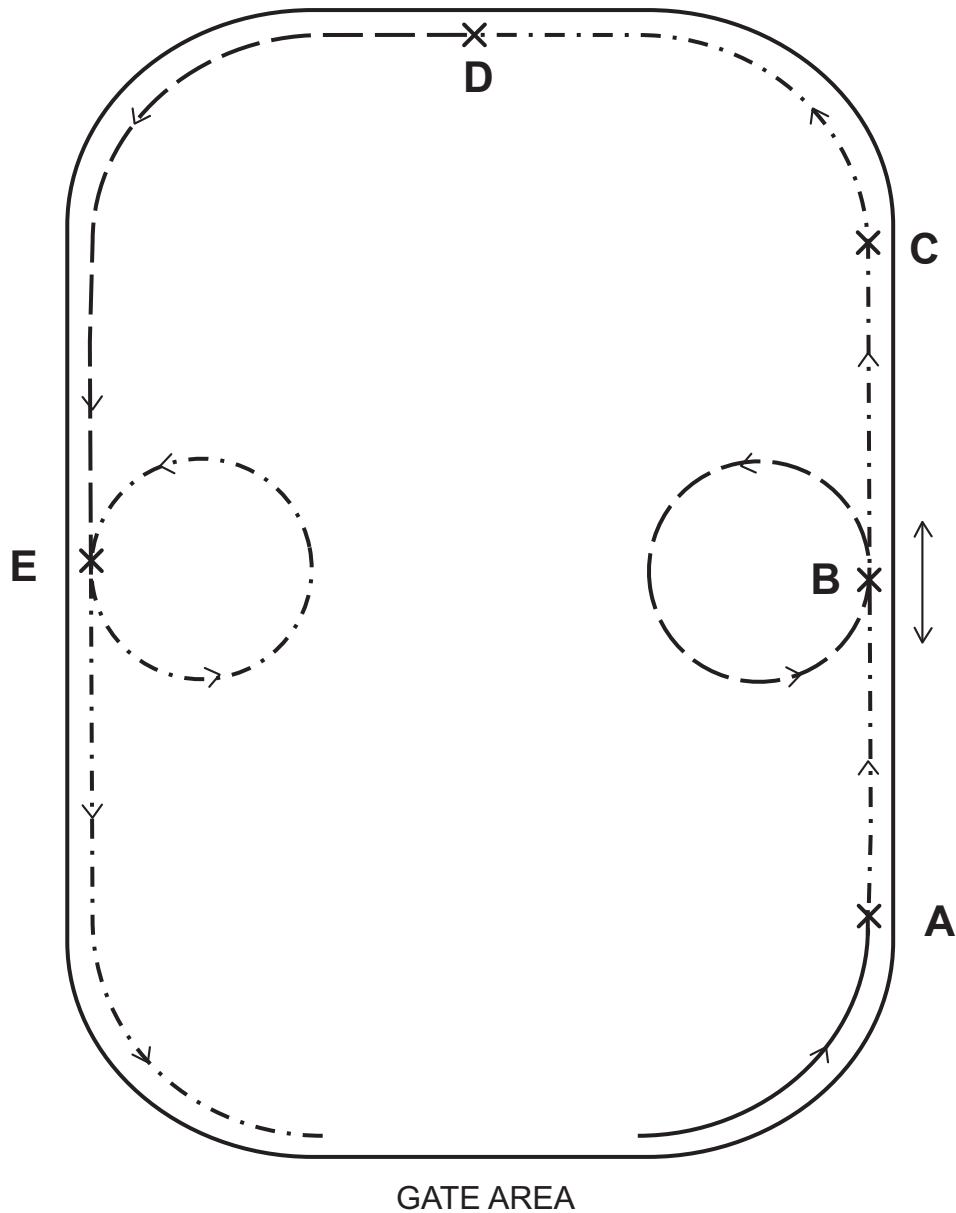
Nr. 18



1.	Enter the ring at a trot to the right on the right diagonal and proceed to A.	100	
2.	From A continue trotting to B. Stop at B.	100	
3.	Canter a circle to the right. Stop.	100	
4.	Canter a straight line on the left lead to C. Stop.	100	
5.	Turn left and trot on the left diagonal to D.	100	
6.	At D change to the right diagonal and trot a circle to the left.	100	
7.	Continue trotting on the right diagonal against the rail to E. Exit via the shortest route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

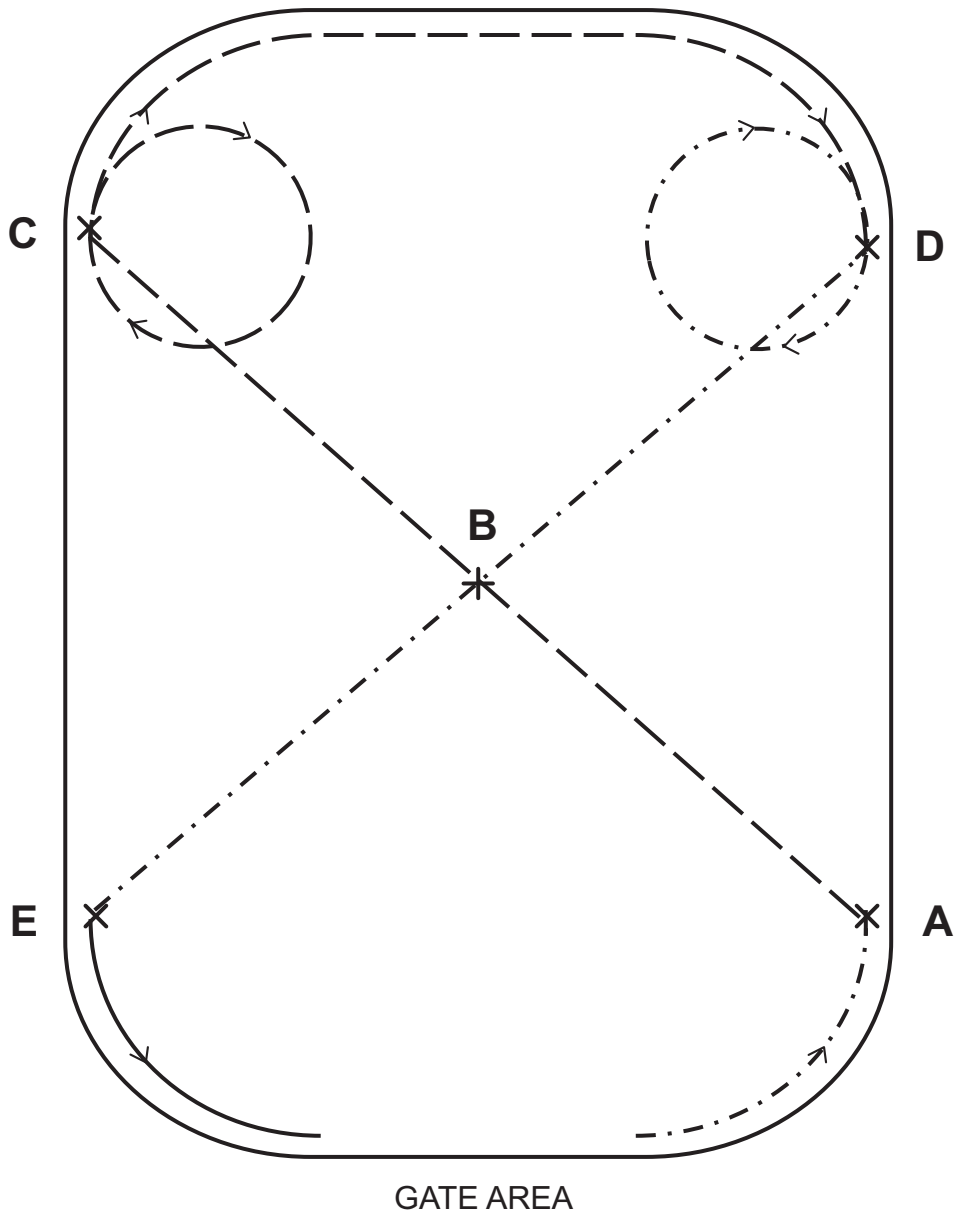
Nr. 19



1.	Enter at a walk to A. At A pick up a trot on the right diagonal to B. Stop.	100	
2.	Back up three steps. Walk forward three steps. Stop.	100	
3.	Canter a circle to the left. Stop.	100	
4.	Pick up a trot on the left diagonal and continue to C. At C change to the right diagonal and continue trotting to D. Stop.	100	
5.	Canter on the left lead around the turn to E. Stop.	100	
6.	Trot a circle to the left on the right diagonal.	100	
7.	Continue trotting along the straightaway and exit via the shortest route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

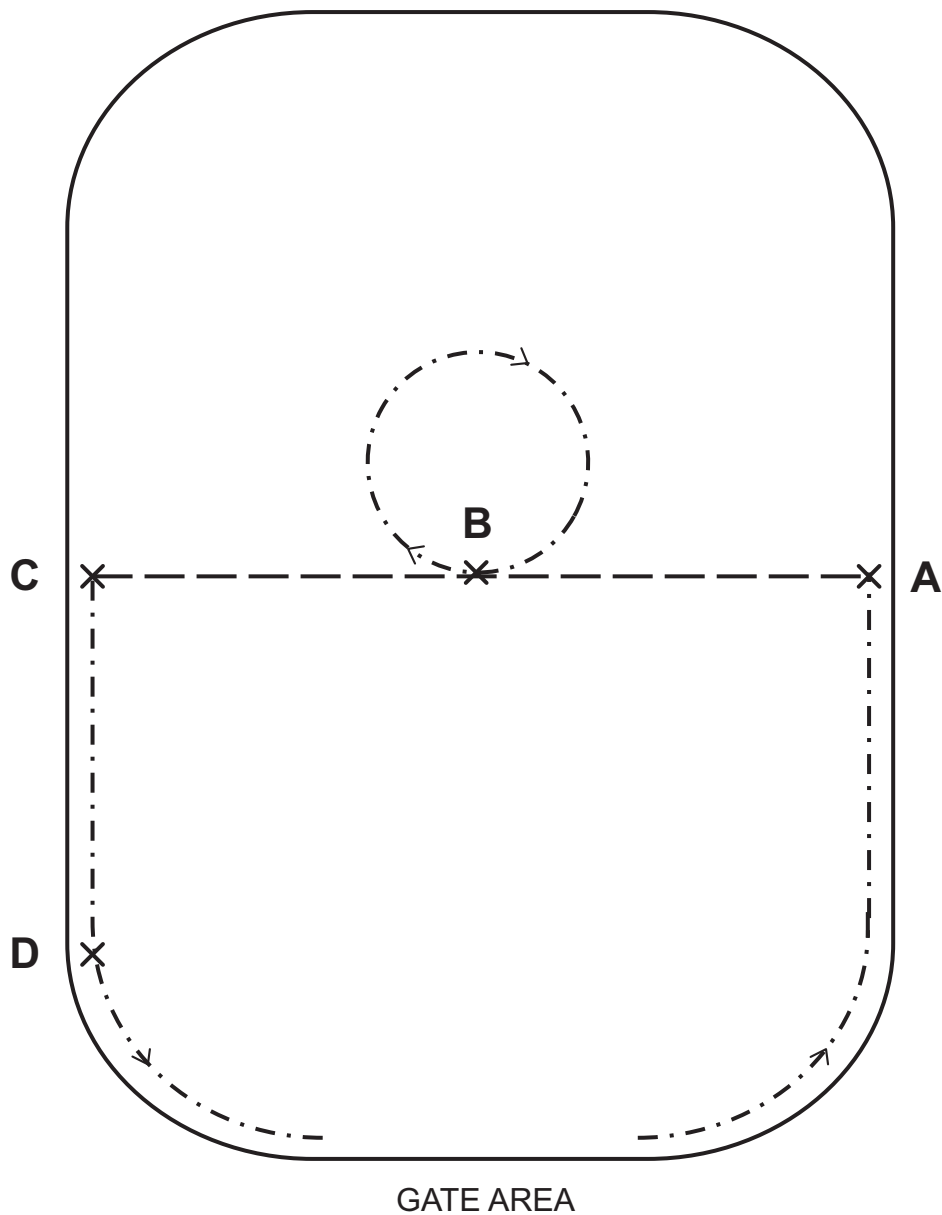
Nr. 20



1.	Enter at a trot on the right diagonal to A. Stop.	100	
2.	Position your horse to face C. Canter on the left lead to B. Stop.	100	
3.	Canter on the right lead to C.	100	
4.	Canter a circle to the right and continue cantering to D.	100	
5.	At D make a direct transition to a trot on the left diagonal. Trot directly into a circle and continue at a trot to the center of the ring (B).	100	
6.	At B change to the right diagonal and trot to E.	100	
7.	Stop at E. Exit at a walk.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

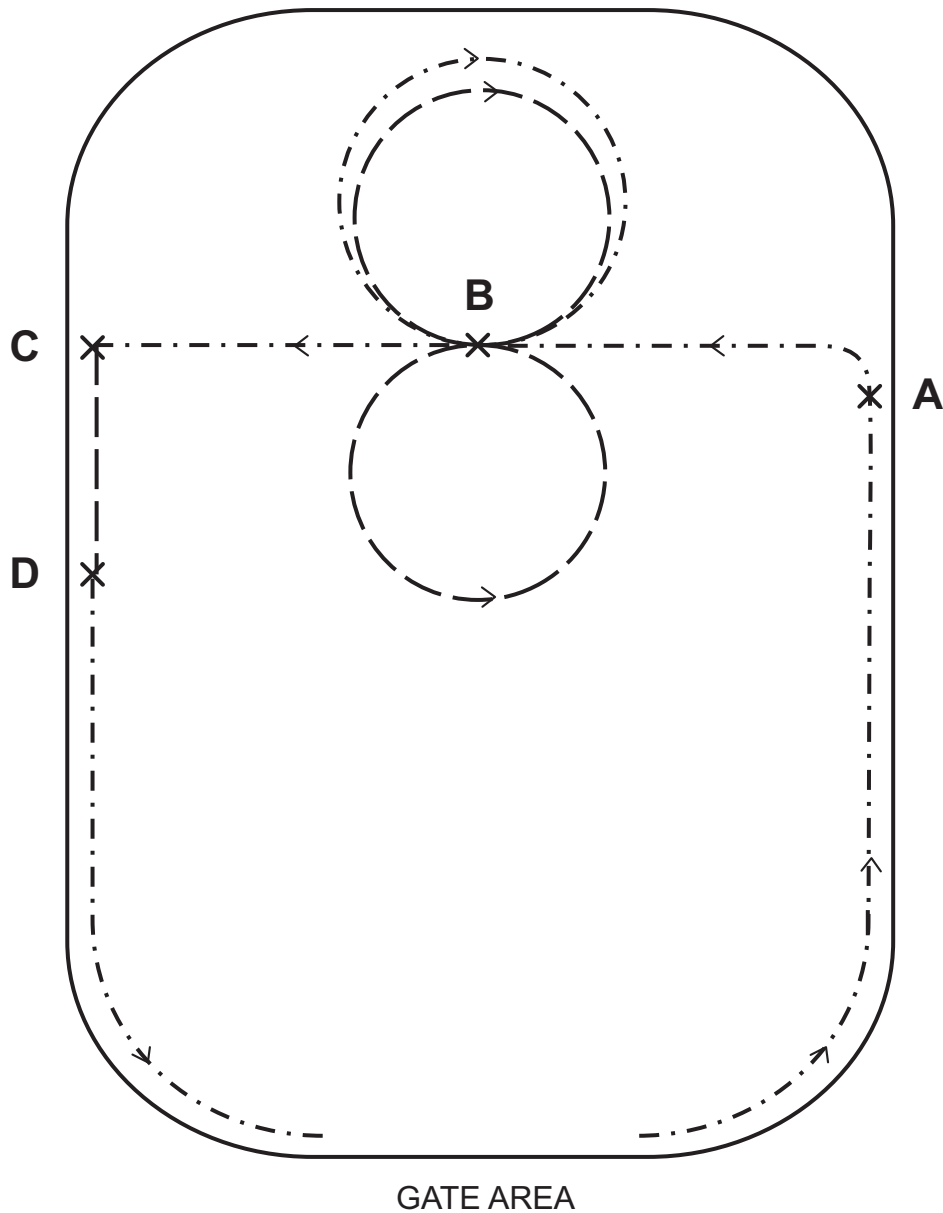
Nr. 21



1.	Enter at a trot on the right diagonal and proceed to halfway point of straightaway (A). Stop.	100	
2.	Turn 90° to the left to face C.	100	
3.	Canter on the left lead in a straight line to B. Stop.	100	
4.	Trot a circle to the right. Stop.	100	
5.	Canter on the right lead in a straight line to C. Stop.	100	
6.	Turn 90° to the left.	100	
7.	Trot on the left diagonal to D, changing diagonals at D. Exit at a trot.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

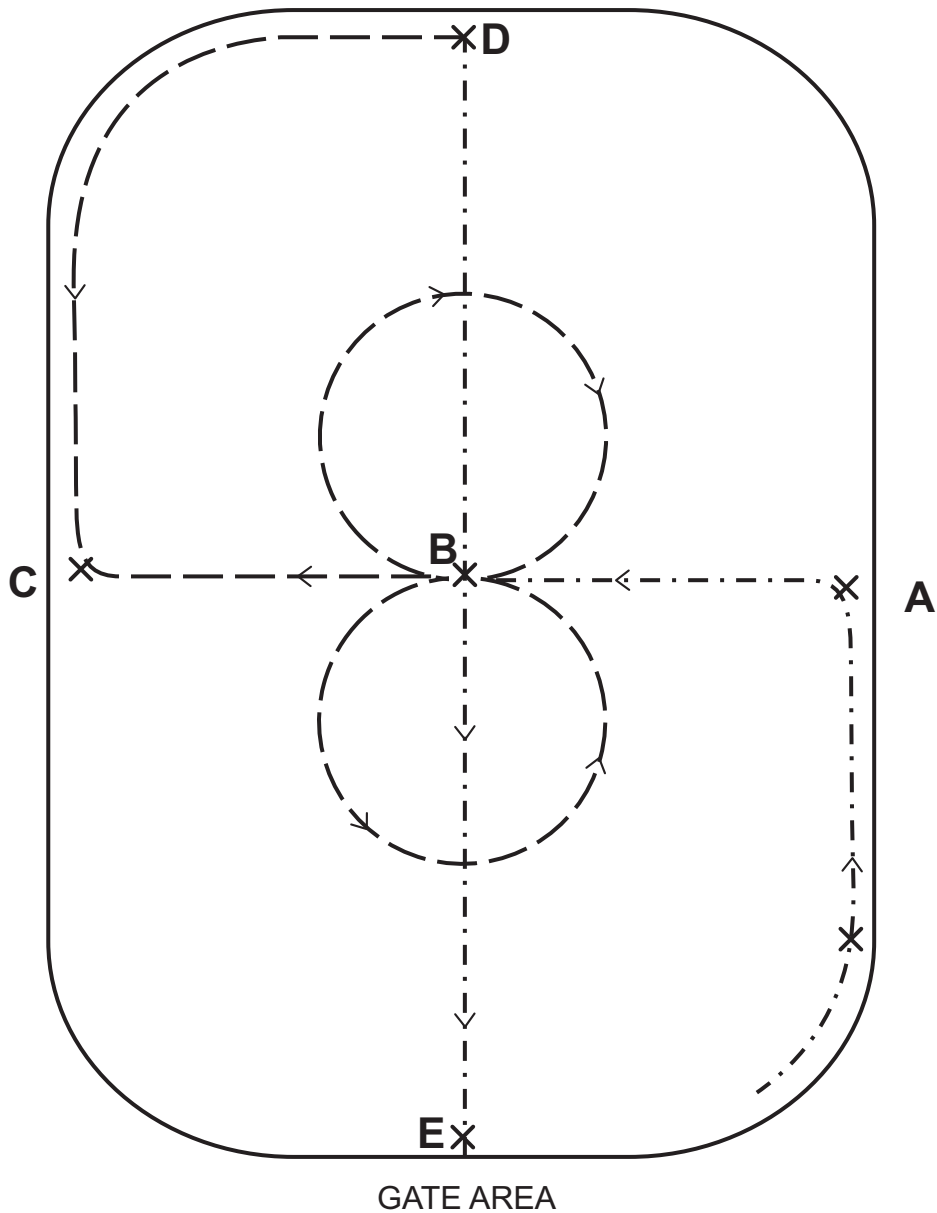
Nr. 22



1.	Enter to the right at a trot on the right diagonal 2/3 up the straightaway (A). Continue to B. Stop.	100	
2.	Canter a circle to the left. Stop.	100	
3.	Trot a circle to the right. Stop.	100	
4.	Canter a circle to the right. Stop.	100	
5.	Trot a straight line to the rail at C on the diagonal of your choice. Stop. Turn 90° left.	100	
6.	Canter on the right lead to the middle of the straightaway (D). Stop.	100	
7.	Exit at a trot, starting on the right diagonal and showing two diagonal changes.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

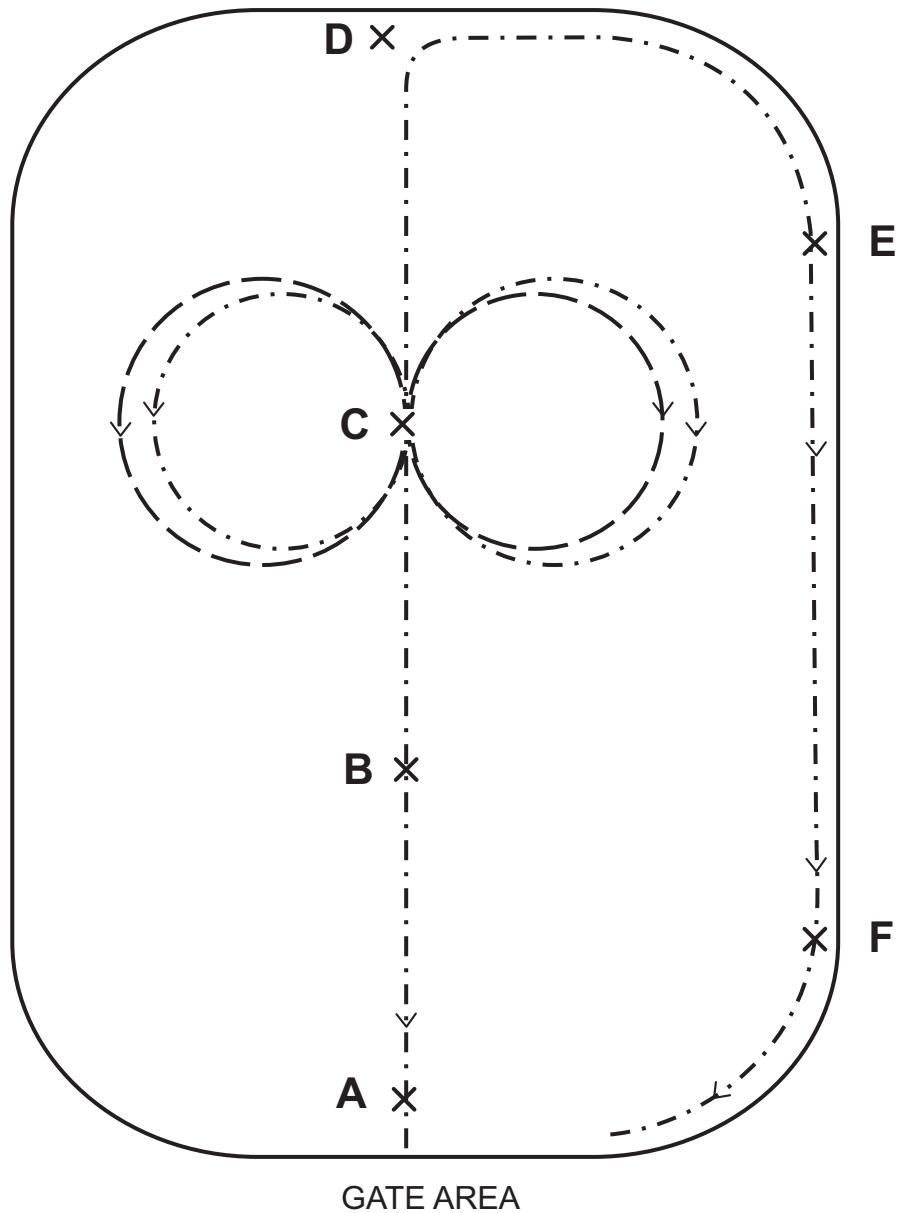
Nr. 23



1.	Enter the ring at a trot to the right on the right diagonal. Trot to A and make a curve to the left, continue the trot to B. Stop.	100	
2.	Execute a figure eight at the canter. Canter the first circle to the left. Stop.	100	
3.	Canter the second circle to the right.	100	
4.	Without stopping continue to canter to C, making a curve to the right and cantering around the turn to D.	100	
5.	Stop at D. Turn 90° to the right and face B.	100	
6.	Trot on the left diagonal to B.	100	
7.	At B, change to the right diagonal and continue trotting a straight line to E. Stop. Exit at a trot.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

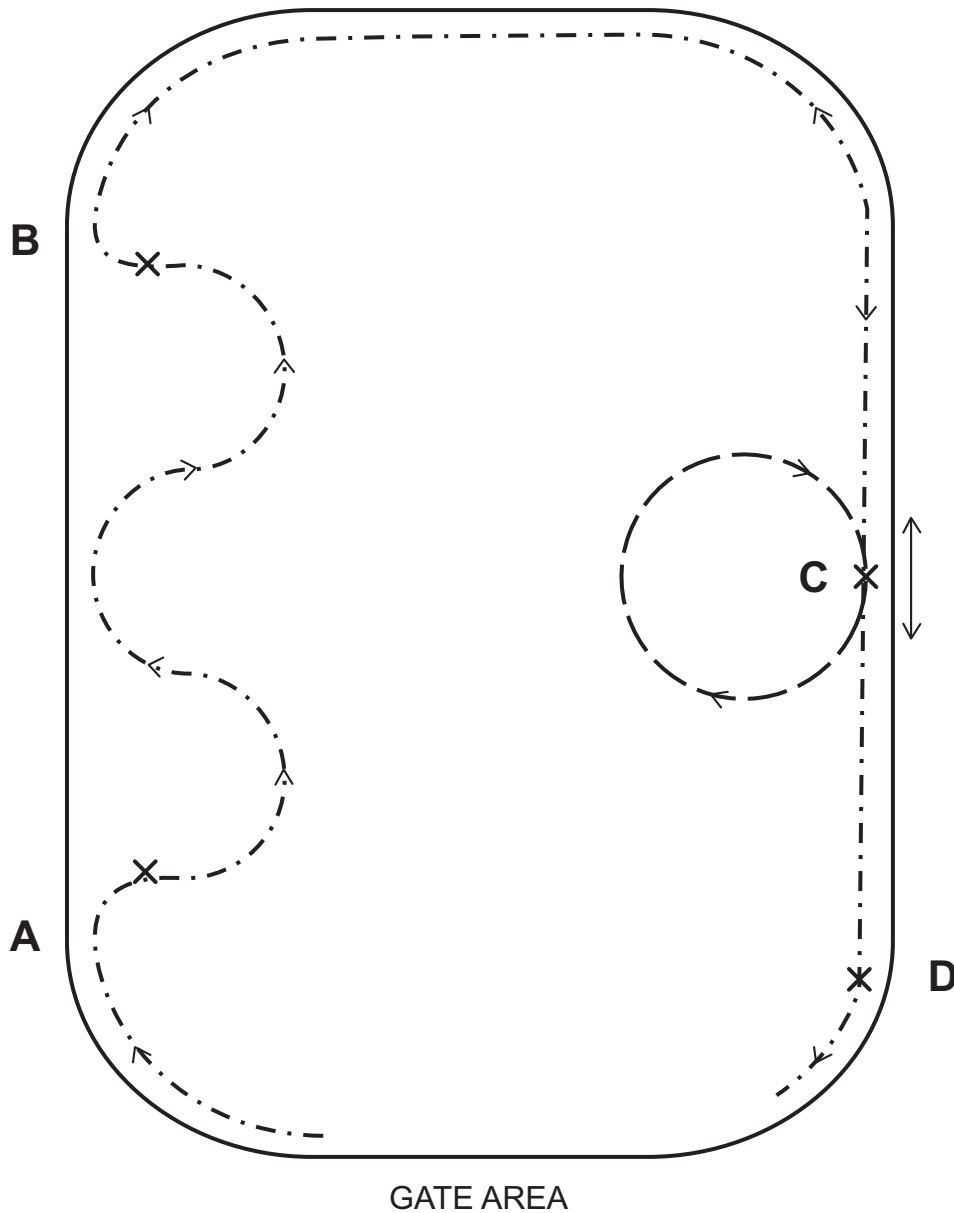
Nr. 24



1.	Enter the ring at a trot and proceed to A. Continue trotting on the left diagonal to B. (1/3)	100	
2.	At B change to the right diagonal and continue to trot 2/3 up the straightaway (C).	100	
3.	Execute two figures of eight. Trot the first circle to the left. Stop.	100	
4.	Canter the second circle to the right. Stop.	100	
5.	Canter the third circle to the left. Stop.	100	
6.	Trot the fourth circle to the right.	100	
7.	Continue trotting to D and curve to the right. Show three diagonal changes from E to F. Exit via shortest route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

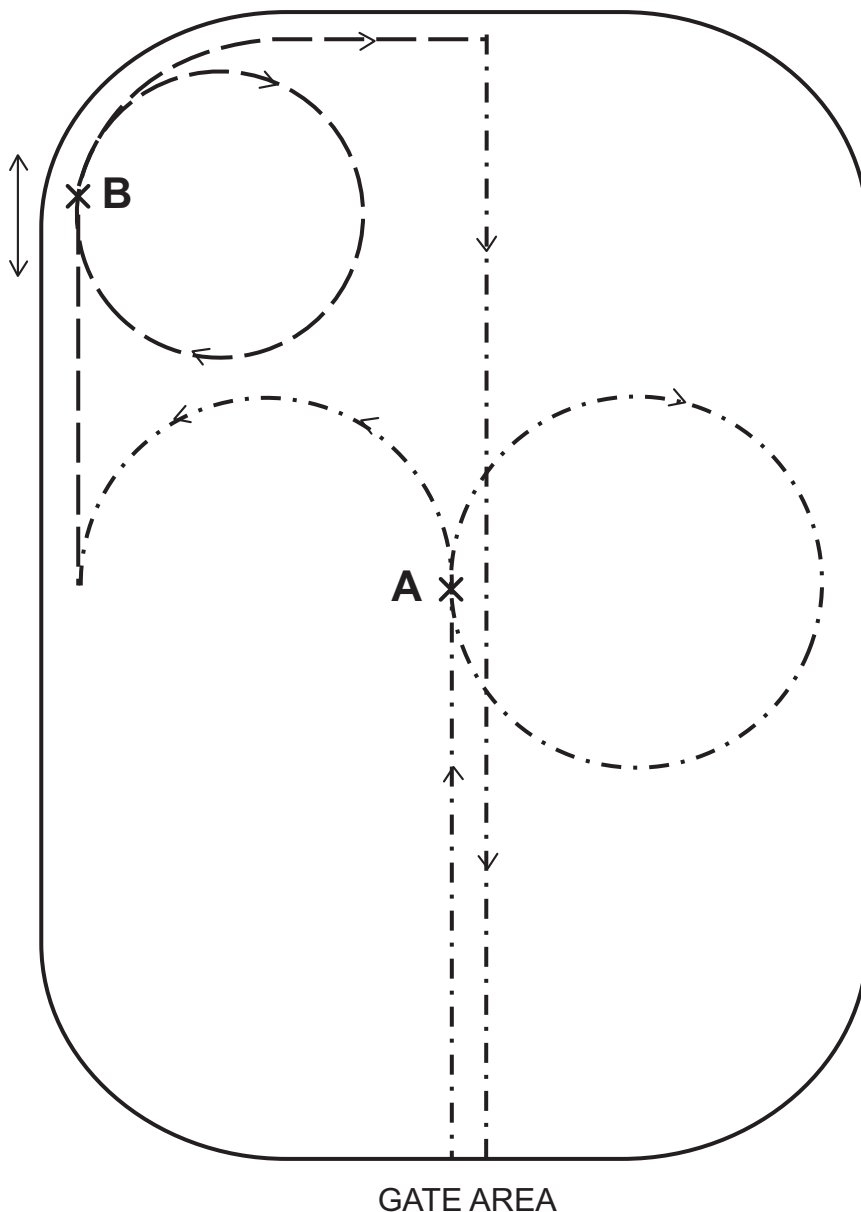
Nr. 25



1.	Enter the ring at a trot to the left. Execute a three loop serpentine from A to B along the straightaway. Trot the first loop on the right diagonal.	100	
2.	Trot the second loop on the left diagonal.	100	
3.	Trot the third loop on the right diagonal.	100	
4.	Continue trotting around the turn and on to the halfway point C of the straightaway. Stop.	100	
5.	Canter a circle to the right. Stop.	100	
6.	Back a few steps and walk forward the same number of steps. Stop.	100	
7.	Drop your stirrup irons and trot to the end of the straightaway (D) on the right diagonal. Stop. Reclaim stirrups and exit at a trot.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

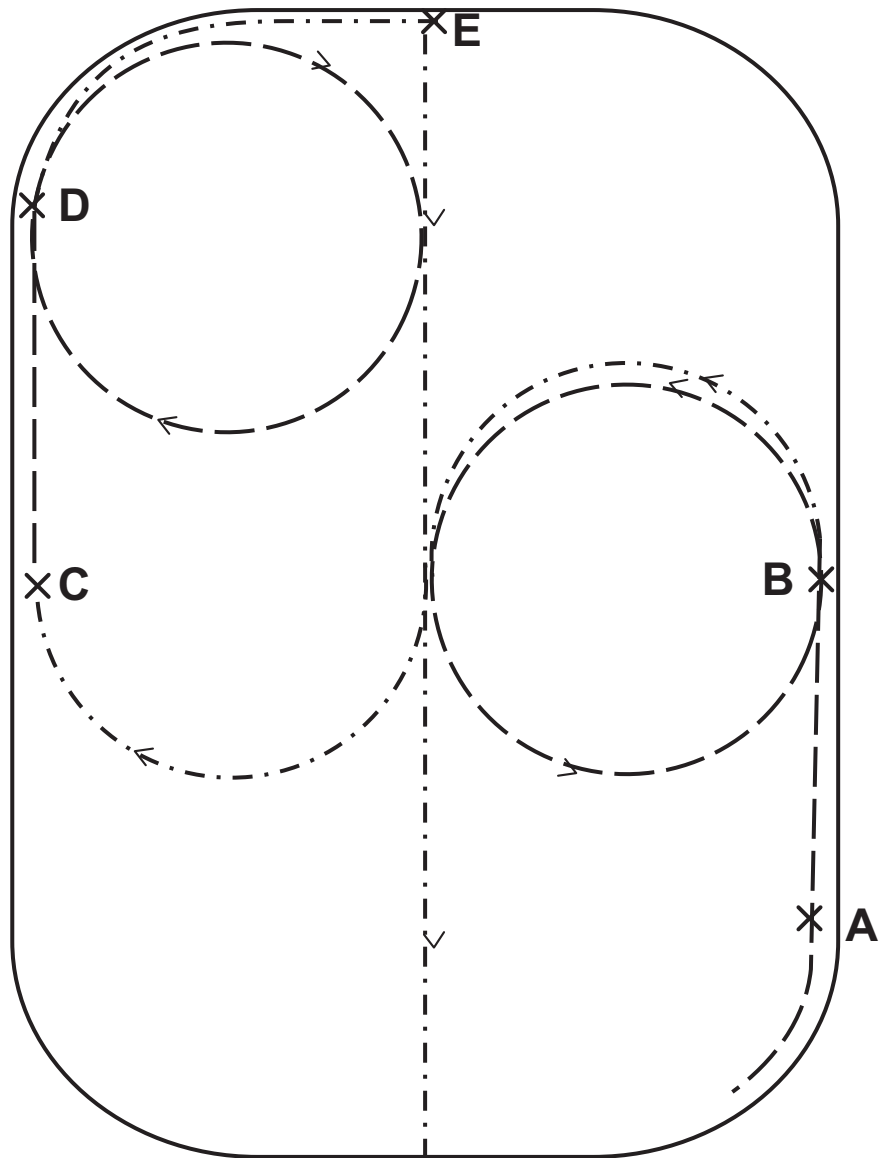
Nr. 26



1.	Enter the arena at a trot on the centreline on the left diagonal to A.	100	
2.	Without stopping, trot a circle to the right.	100	
3.	Continue trotting a half circle to the left. Stop on the rail. Turn around.	100	
4.	Canter to the end of the straight on the right lead to B.	100	
5.	Continue cantering a circle to the right. Stop.	100	
6.	Back four steps.	100	
7.	Trot on the left diagonal, continue halfway around the turn and trot on a straight line to the out gate showing two diagonal changes.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

Nr. 27

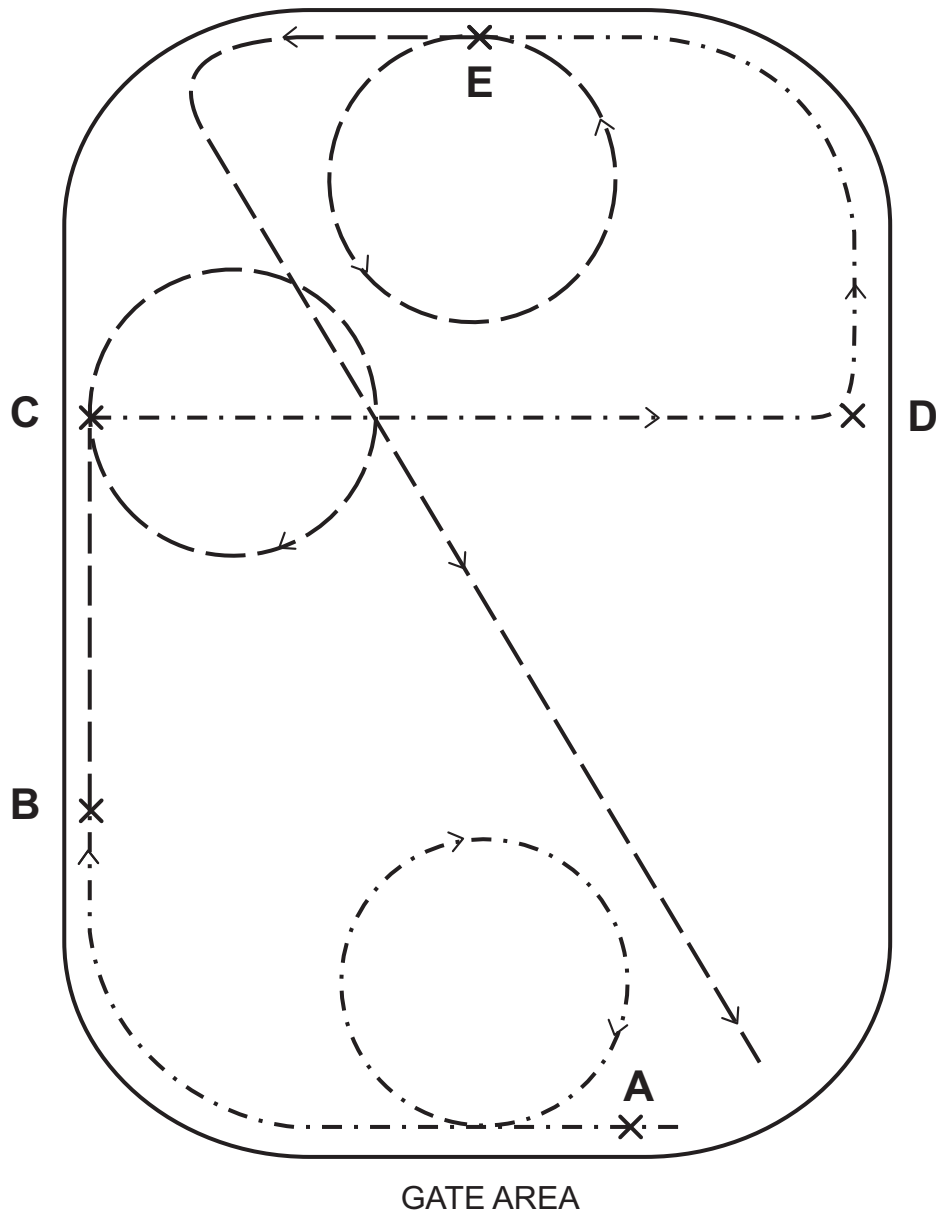


GATE AREA

1.	Walk into the arena to A on the right. Stop. Canter halfway down the rail on the left lead to B.	100	
2.	Continue cantering a circle to the left. Stop.	100	
3.	Trot a two loop serpentine across the ring from B to C. Stop.	100	
4.	Canter to the end of the straight, D, on the right lead.	100	
5.	Continue cantering a circle to the right. Stop at D.	100	
6.	Walk to the middle of the turn, E. Pivot to the right.	100	
7.	Trot on a straight line down the middle of the ring, starting on the left diagonal and showing one diagonal change. Exit arena..	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

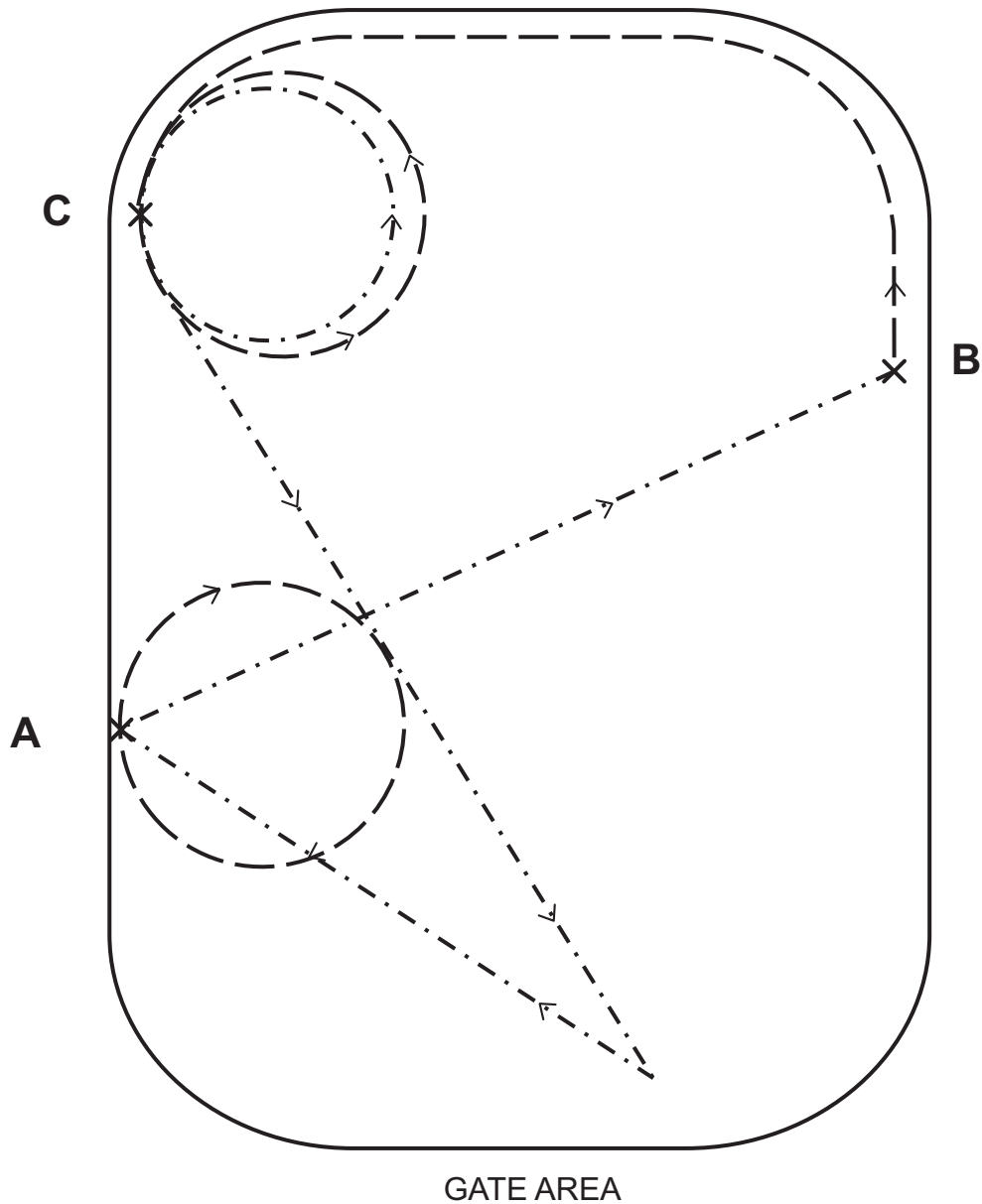
Nr. 28



1.	Walk into the ring and turn to the left at A. Trot on the left diagonal to the middle of the turn and continue trotting a circle to the right.	100	
2.	Continue trotting to a point 1/3 down the rail, B. Stop.	100	
3.	Canter on the right lead to a point 2/3 down the rail, C.	100	
4.	Continue cantering a circle to the right. Stop.	100	
5.	Turn to the right. Trot across the ring on the right diagonal. At the rail, D, turn left and trot to the midpoint of the turn, E.	100	
6.	Continue trotting a circle to the left.	100	
7.	Trot out of the circle and on a direct line to the exit.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

Nr. 29



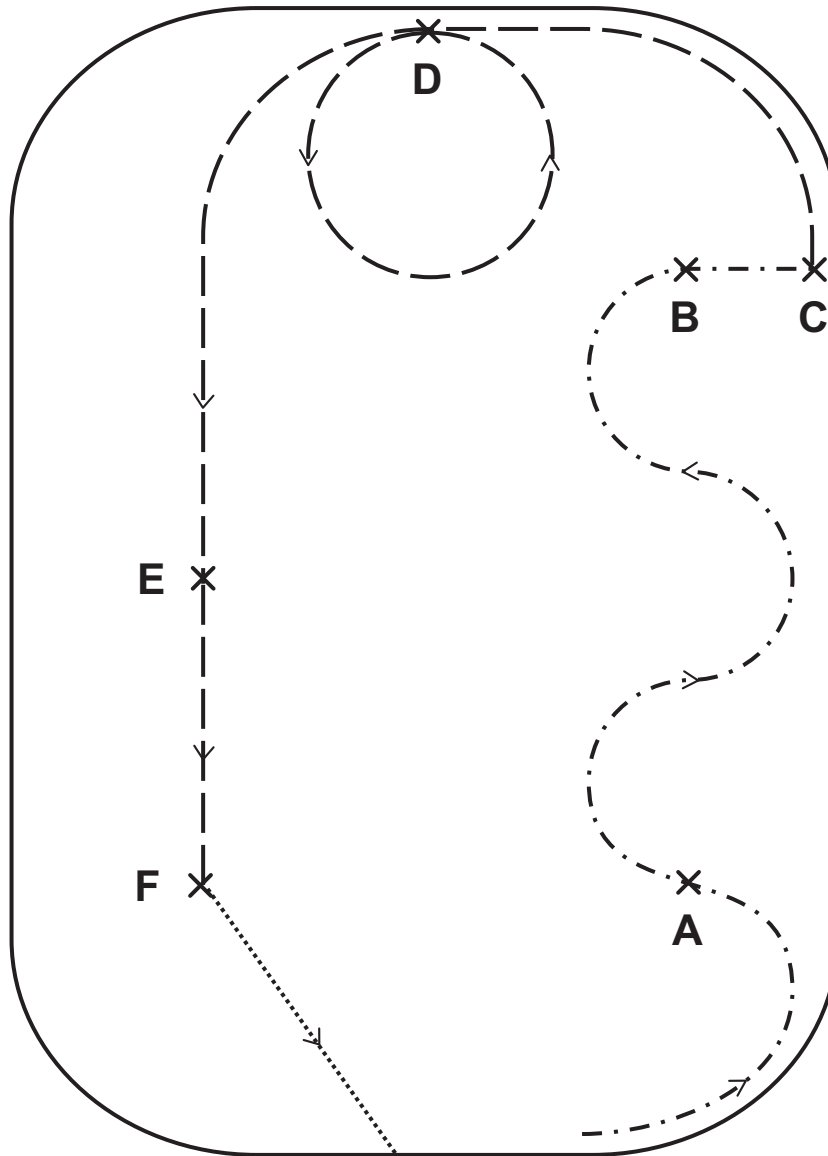
1.	Trot into the ring on the left diagonal directly to a point 1/3 down the left rail, A.	100	
2.	Continue trotting a circle to the right.	100	
3.	Trot directly to a point 2/3 down the opposite rail, B. Stop.	100	
4.	Canter down the rail and around the end to the beginning of the straightaway, C.	100	
5.	Continue cantering a circle to the left. Stop.	100	
6.	Trot the same circle.	100	
7.	Continue trotting on a diagonal line directly out of the ring showing one diagonal change.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TESTS

Level 3

THREE-GAITED TEST

Nr. 30

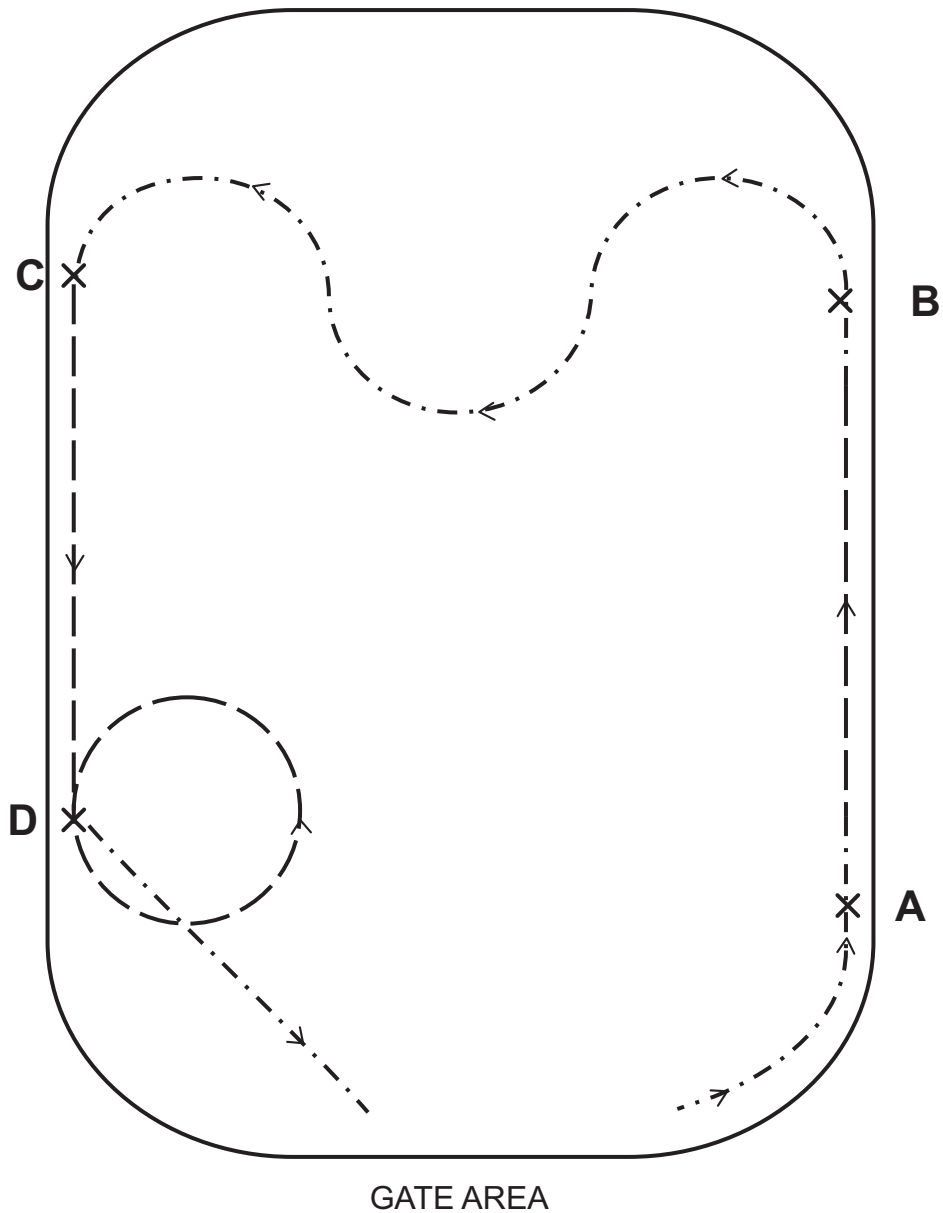


GATE AREA

1.	Trot into the ring. Execute a three loop serpentine from A. First loop on the left diagonal.	100	
2.	Trot the second loop on the right diagonal. Trot the third loop on the left diagonal.	100	
4.	At B, continue trotting to rail and stop at C. Turn left.	100	
5.	Canter on left lead to D.	100	
6.	Continue cantering a circle left. Continue cantering to E. Stop.	100	
8.	Canter a straight line to F on right lead.	100	
9.	Stop. Trot on the right diagonal and exit via the shortest route.	100	
10.	Over-all impression.	100	
11.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

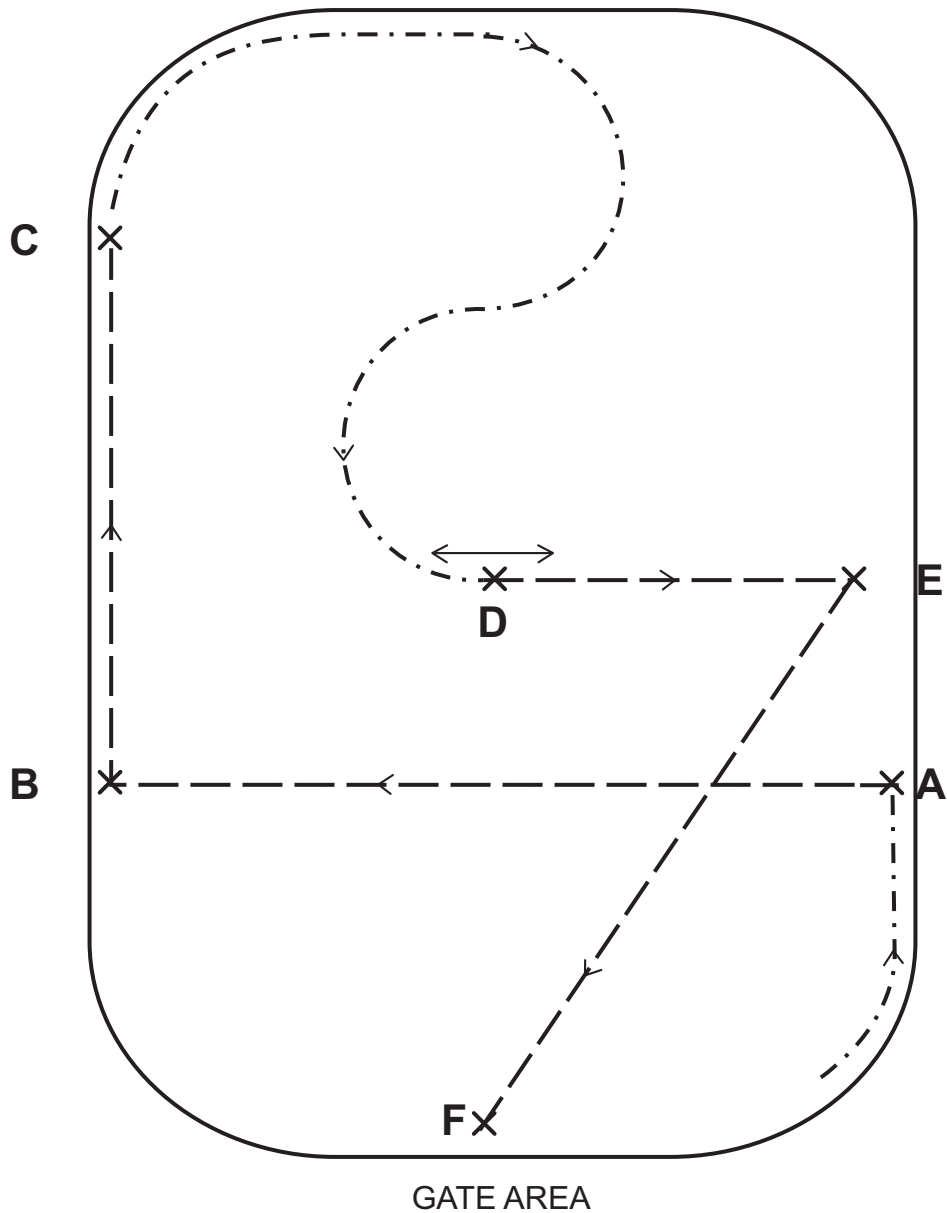
Nr. 31



1.	Trot into the ring and proceed to A. Stop.	100	
2.	Canter on the right lead to B. Stop.	100	
3.	Execute a three loop serpentine. Trot first loop on the right diagonal.	100	
4.	Trot the second loop on the left diagonal.	100	
5.	Trot the third loop on the right diagonal.	100	
6.	Stop. Canter a straight line on the left lead to D. Continue cantering a circle to the left.	100	
7.	Stop. Exit at a trot via shorters route showing one diagonal change.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

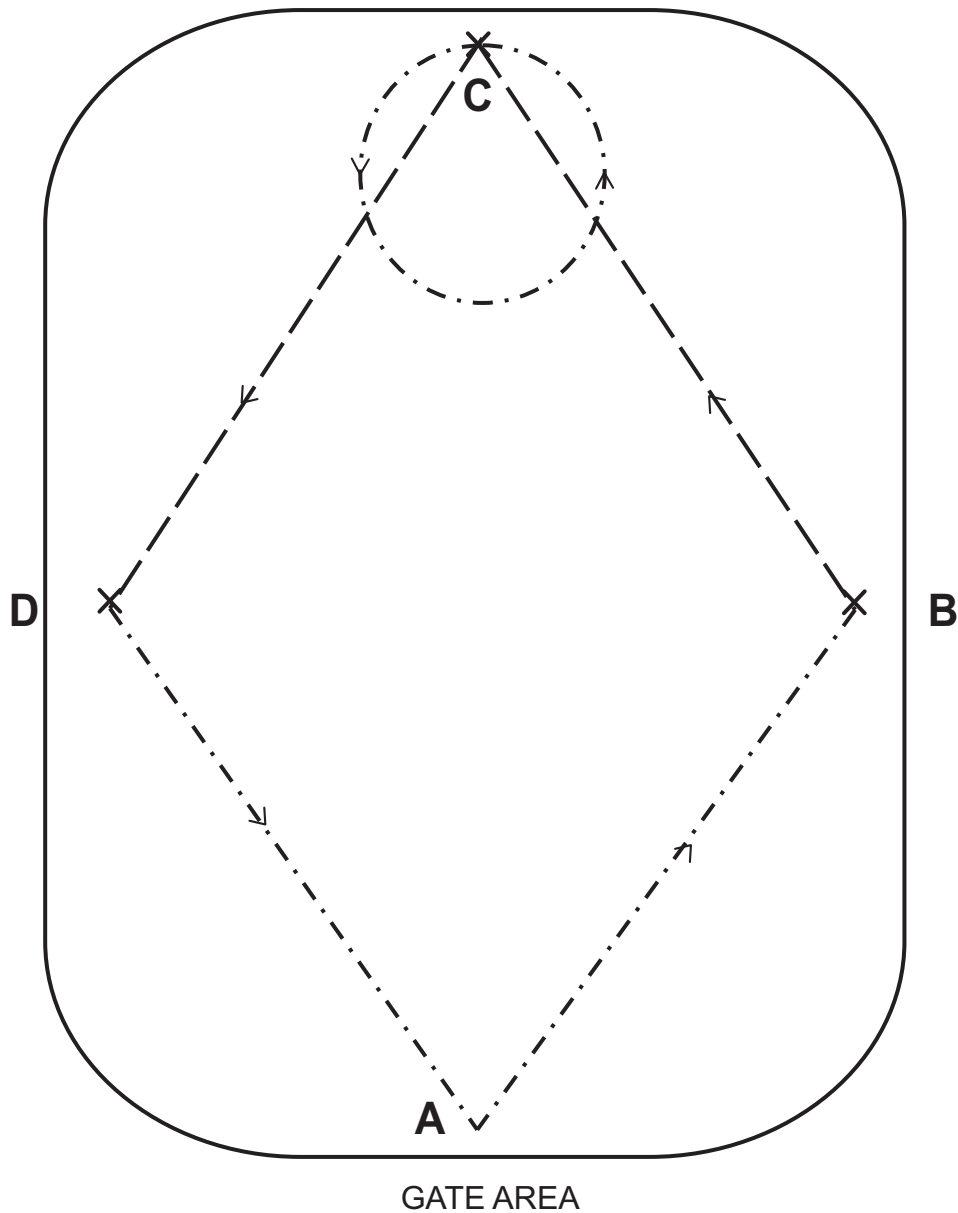
Nr. 32



1.	Enter the ring at a trot and proceed to A. Stop 1/3 down straightaway.	100	
2.	Turn to the left and canter on the right lead to B. Stop.	100	
3.	Turn to the right and canter on the left lead to C.	100	
4.	At C, from the canter go directly into a trot. Continue trotting to the midpoint of the turn. Execute a two loop serpentine to D. Stop.	100	
5.	Take three steps back. Go three steps forward. Stop.	100	
6.	Canter to E on the right lead. Stop. Position your horse.	100	
7.	Canter to F on the left lead. Stop. Exit at a trot via shorter's route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

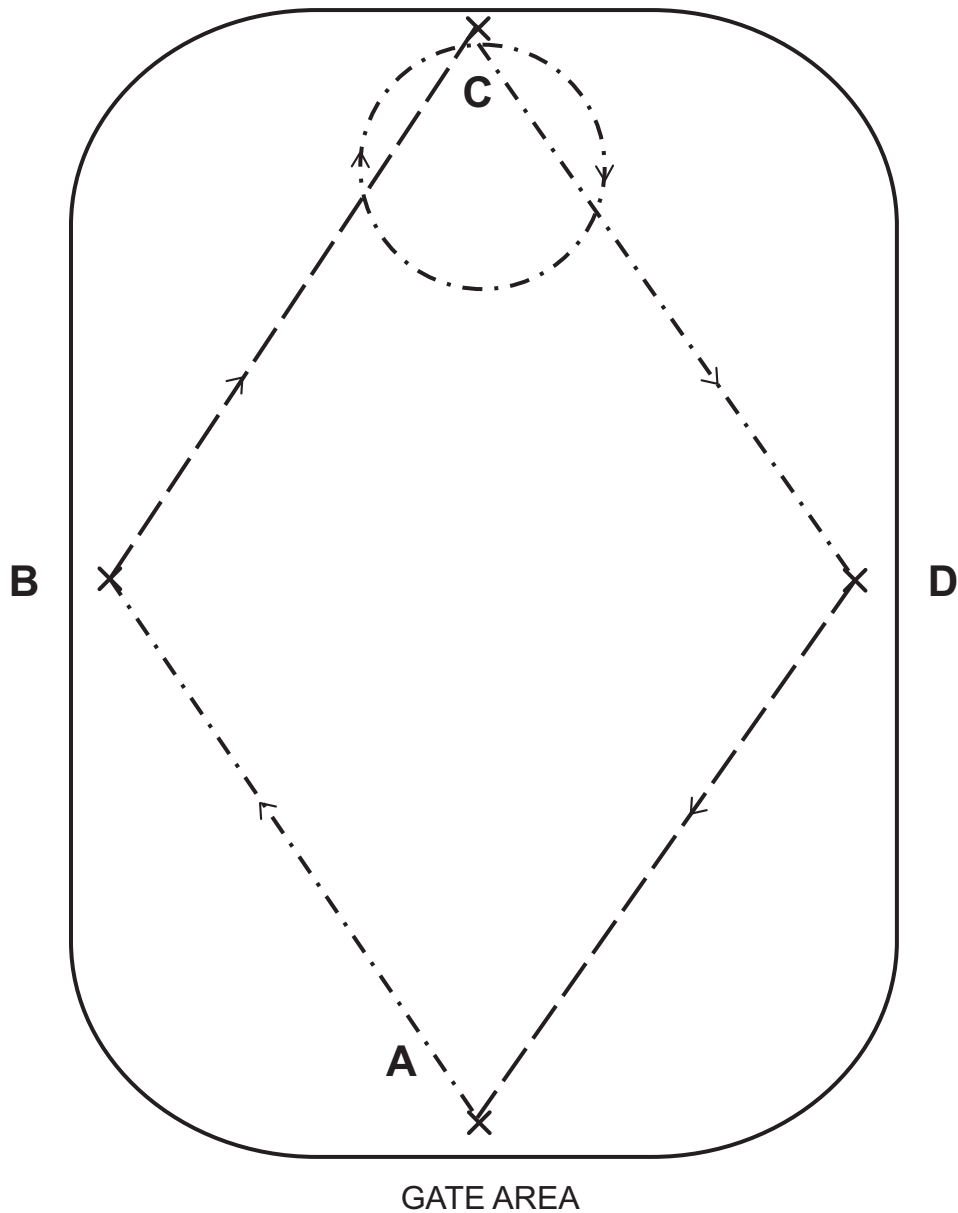
Nr. 33



1.	Enter the ring at a walk and proceed to the midway point of the first turn, A. Stop, Position your horse to face the halfway point of the straightaway to your right, B. Pick up a trot on the left diagonal to B.	100	
2.	Stop at B. Position your horse to face the midway point of the turn, C.	100	
3.	Canter on the left lead to C. Stop.	100	
4.	Position horse. Trot a circle to the left. Stop.	100	
5.	Position your horse to face the halfway point of the straightaway, D. Canter on the right lead to D.	100	
6.	Stop at D. Position your horse to face the midway point of the turn, A.	100	
7.	Drop your stirrup irons. Trot without stirrup irons on the right diagonal to A. Stop. Reclaim stirrup irons and exit at a trot via the shortest route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

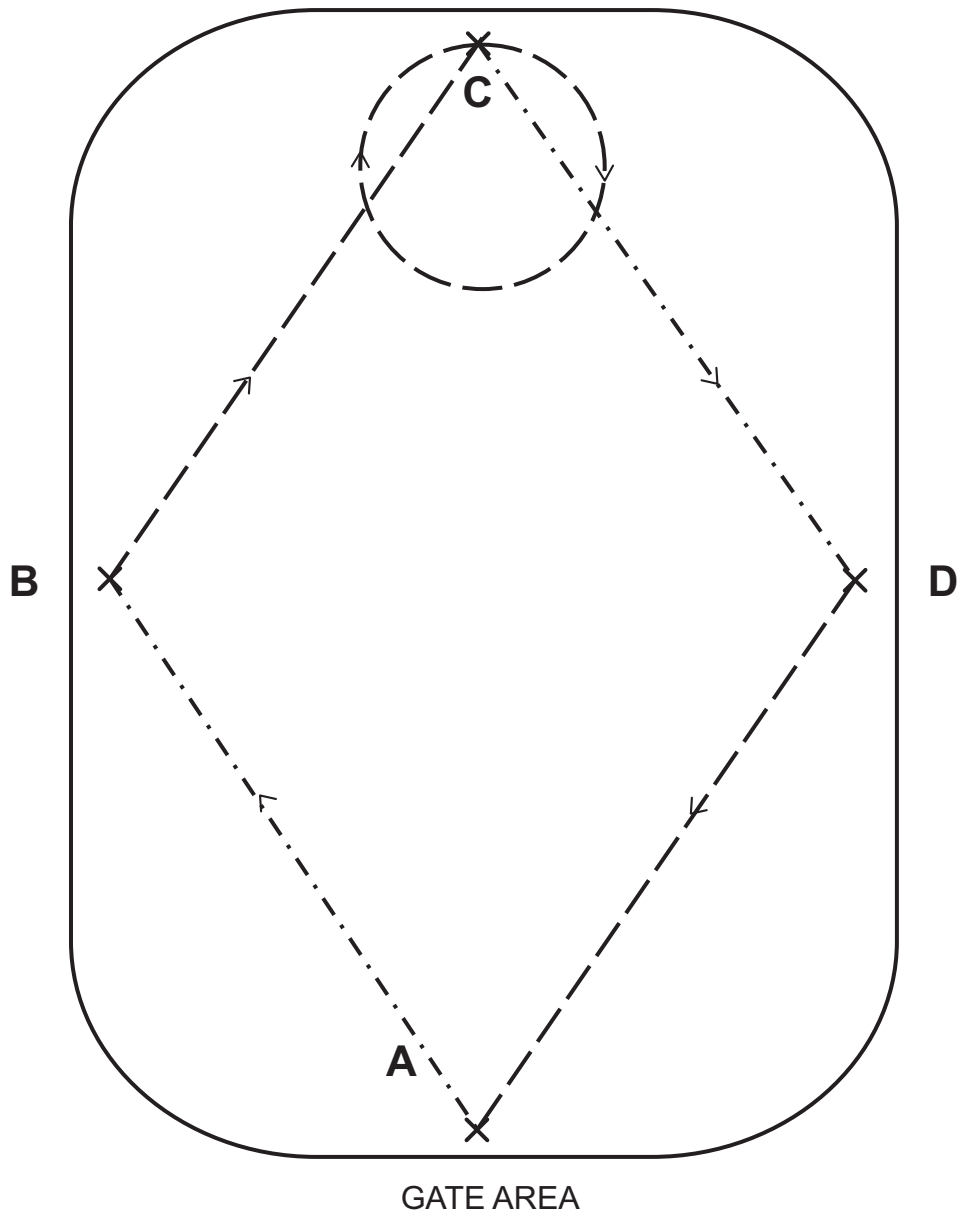
Nr. 34



1.	Enter the ring at a walk and proceed to the midway point of the first turn, A. Stop. Position your horse to face the halfway point of the straightaway to your left, B. Pick up a trot on the right diagonal to B.	100	
2.	Stop at B. Position your horse to face the midway point of the turn, C.	100	
3.	Canter on the right lead to C. Stop.	100	
4.	Position horse. Trot a circle to the right.	100	
5.	At C change to the right diagonal and continue trotting to the halfway point of the straightaway, D.	100	
6.	Stop at D. Position your horse to face the midway point of the turn, A.	100	
7.	Canter on the left lead to A. Stop. Exit at a trot via the shortest route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

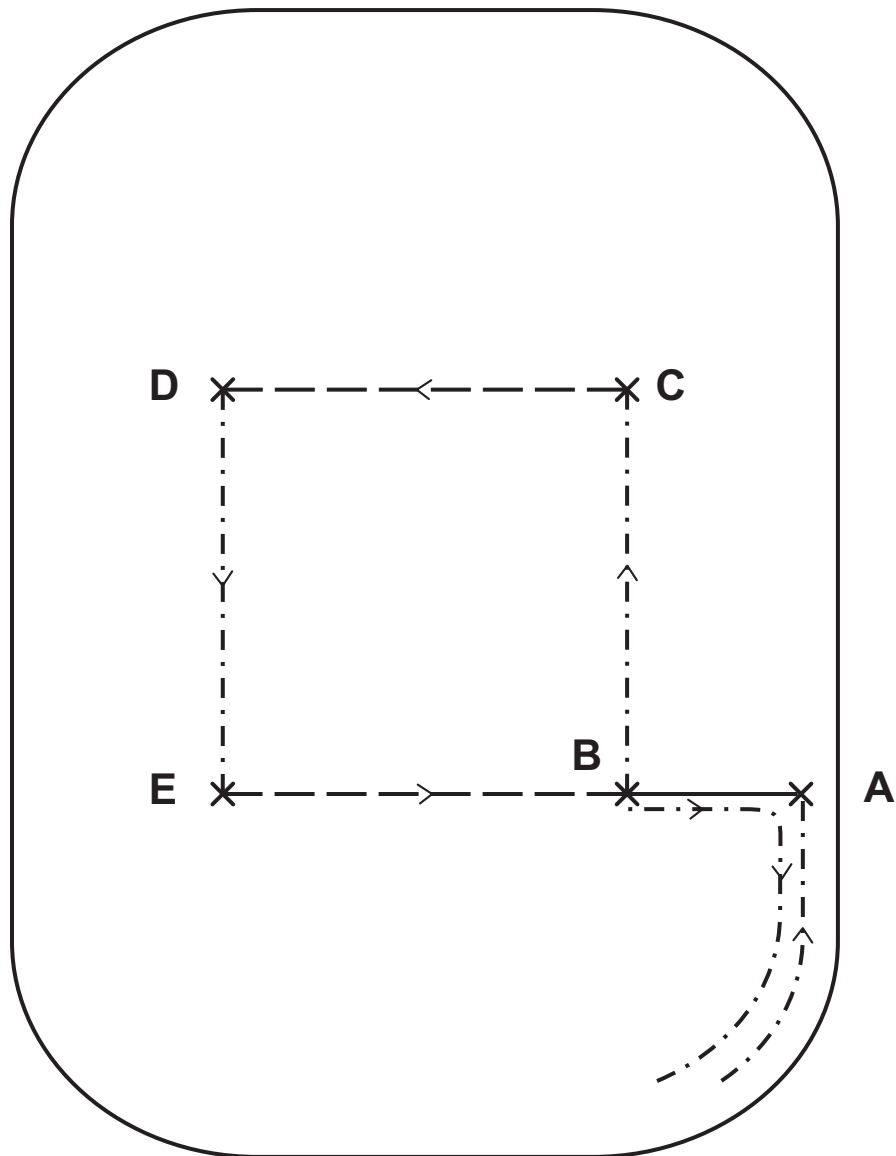
Nr. 35



1.	Enter the ring at a walk and proceed to the midway point of the first turn, A. Stop, Position your horse to face the halfway point of the straightaway to your left, B. Pick up a trot on the left diagonal to B.	100	
2.	Stop at B. Position your horse to face the midway point of the turn, C.	100	
3.	Canter on the left lead to C. Stop.	100	
4.	Position horse. Canter a circle to the right. Stop.	100	
5.	Position your horse to face the halfway point of the straightaway, D. Trot on the right diagonal to D.	100	
6.	Stop at D. Position your horse to face the midway point of the turn, A.	100	
7.	Canter on the right lead to A. Stop. Exit at a trot via the shortest route	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

Nr. 37

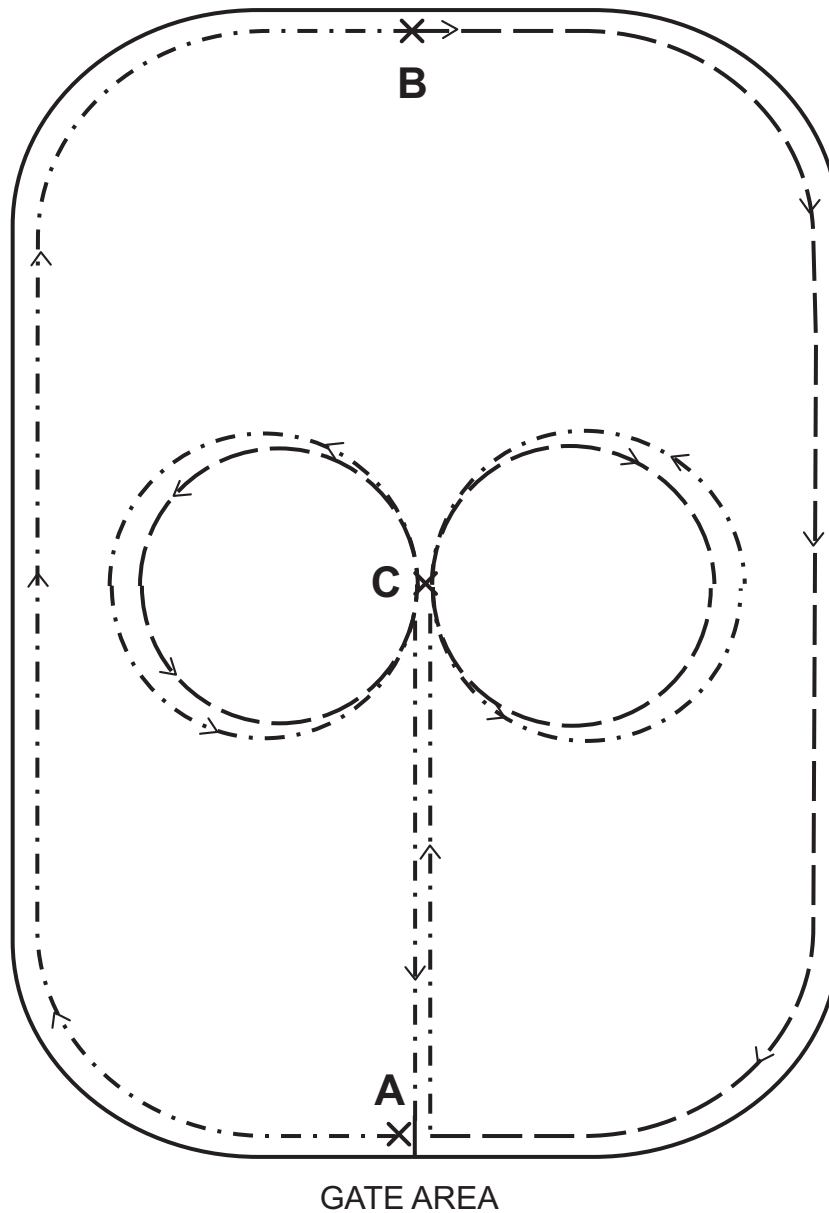


GATE AREA

1.	Enter at a trot to the right on the right diagonal. Trot 1/3 up the straightaway, A. Stop.	100	
2.	Turn left 90° and walk to B. Stop.	100	
3.	Turn right 90° and trot a straight line on the left diagonal to C. Stop.	100	
4.	Turn left 90° and canter a straight line on the left lead to D. Stop.	100	
5.	Turn left 90° and trot a straight line on the right diagonal to E. Stop.	100	
6.	Turn left 90° and canter a straight line on the right lead to B. Stop.	100	
7.	Trot on the right diagonal to A. Change to the left diagonal, turn right and continue back down the straightaway. Exit via the shortest route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

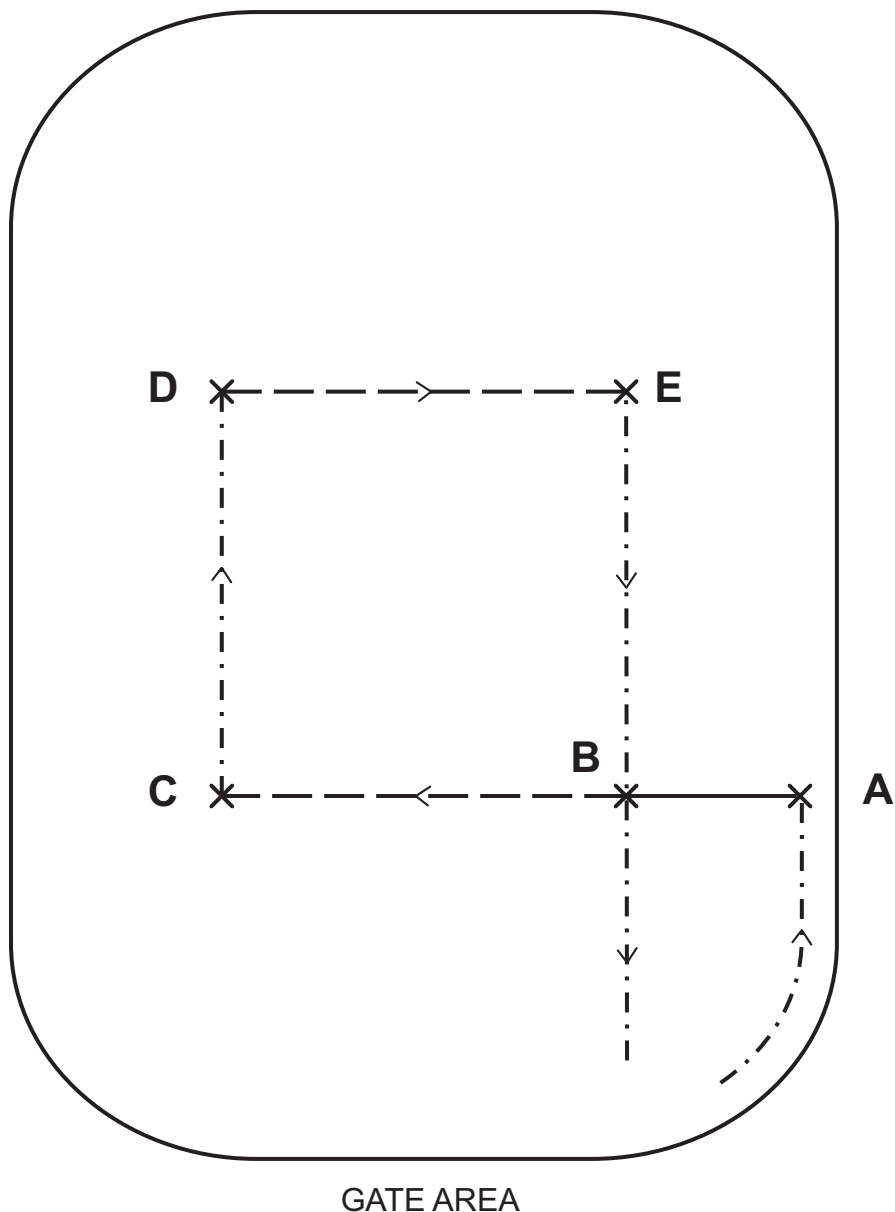
Nr. 38



1.	Enter at a walk to A. At A pick up a trot on the left diagonal and trot to the midway point of the opposite turn, B, showing two diagonal changes. Stop.	100	
2.	Canter on the right lead along the rail to A. Stop. Pivot horse to face C.	100	
3.	Trot on the right diagonal to C. Stop.	100	
4.	Execute a figure eight at the canter. Canter the first circle to the right. Stop.	100	
5.	Canter the second circle to the left. Stop.	100	
6.	Trot a figure eight. Trot the first circle to the right. Trot the second circle to the left. Stop.	100	
7.	Turn to face point A. Trot on the left diagonal to A. Stop. Exit ring at a walk.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

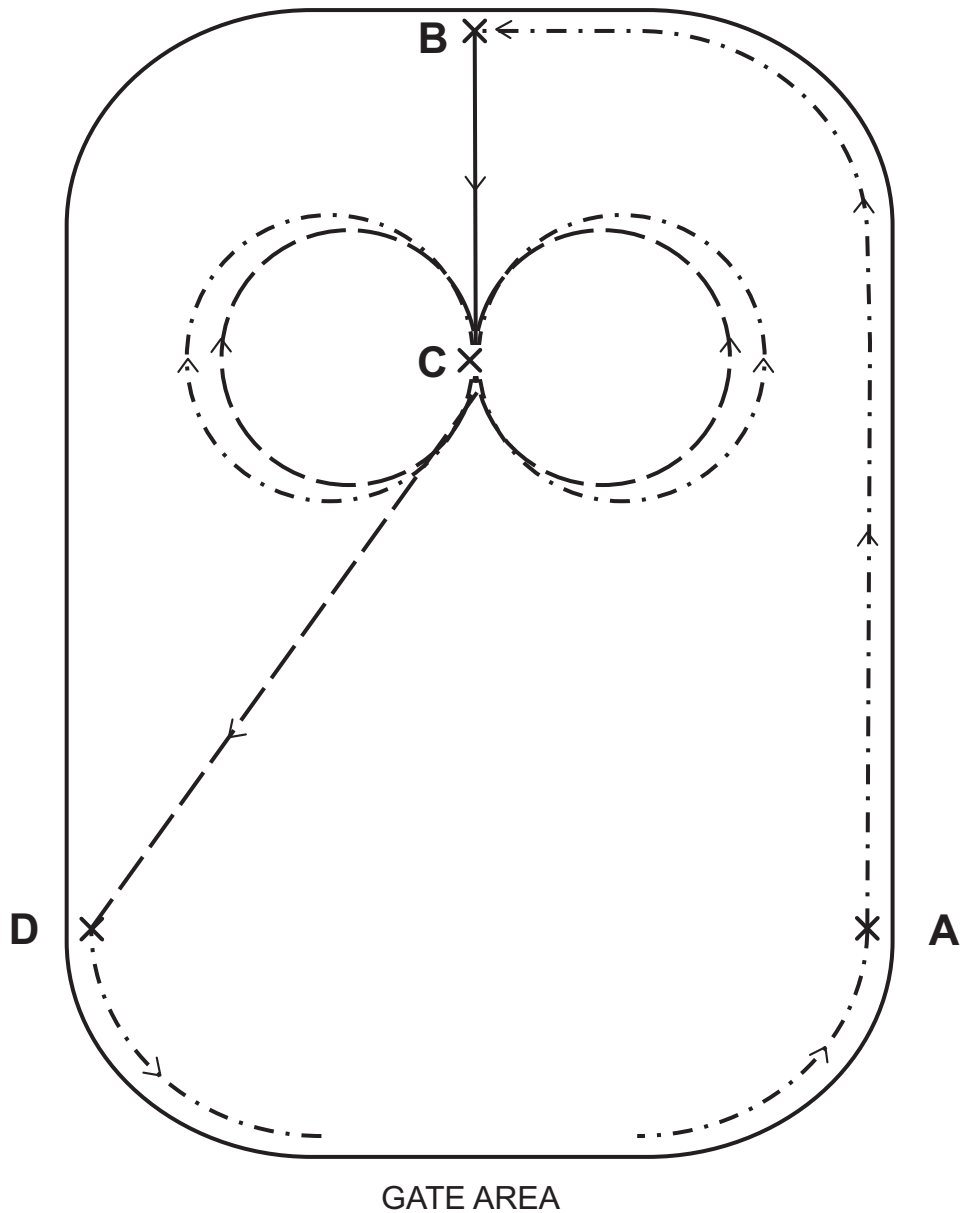
Nr. 36



1.	Enter at a trot to the right on the right diagonal. Trot 1/3 up the straightaway (A). Stop.	100	
2.	Turn left 90° and walk to B. Stop.	100	
3.	Canter a straight line on the right lead to C. Stop.	100	
4.	Turn right 90° and trot a straight line on the left diagonal to D. Stop.	100	
5.	Turn right 90° and canter a straight line on the left lead to E. Stop.	100	
6.	Turn right 90° and trot a straight line on the right diagonal to B.	100	
7.	At B change to the left diagonal and continue trotting a straight line. Exit via the shortest route.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

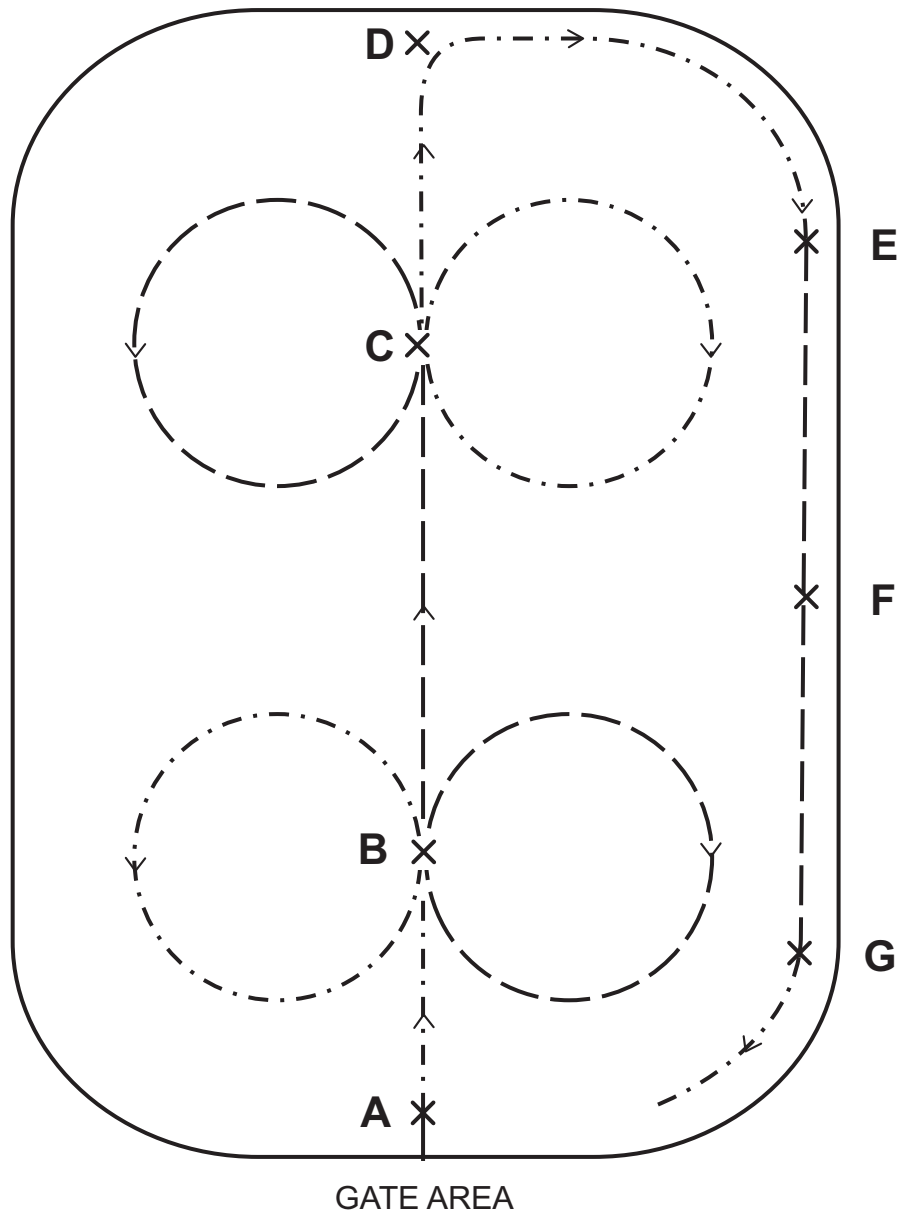
Nr. 39



1.	Enter the ring at a trot. From A trot up the straightaway and around the turn to B, showing four diagonal changes. Stop.	100	
2.	Pivot the horse and walk 1/3 way up the centre line to C. Stop.	100	
3.	Execute a figure eight at the canter. Canter the first circle to the left. Stop.	100	
4.	Canter the second circle to the right. Stop.	100	
5.	Execute a figure eight at the trot. Trot the first circle to the left.	100	
6.	Trot the second circle to the right. Stop.	100	
7.	Position the horse to face the end of the straightaway, D. Canter a straight line on the left lead to D. Stop. Exit at a trot.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

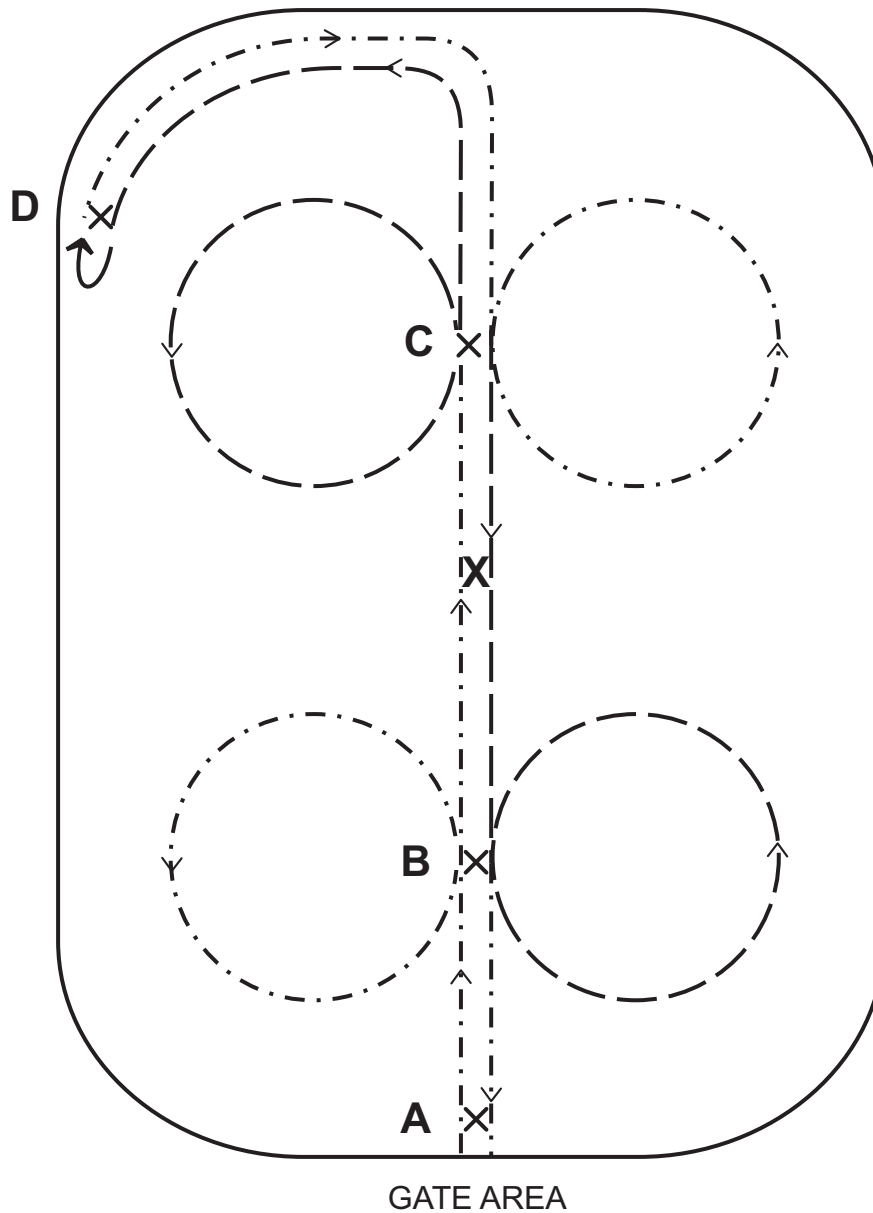
Nr. 40



1.	Enter at a walk to A. At A, position your horse. Trot 1/3 way up the centre line on the right diagonal to B.	100	
2.	At B, continue trotting a circle to the left. Stop at B.	100	
3.	Canter a circle to the right and continue cantering 2/3 way up the centre line to C. Stop.	100	
4.	Canter a circle to the left. Stop.	100	
5.	Trot a circle to the right and continue up the centre to the midway point of the turn, D. At D curve to the right against the rail and continue around the turn to the start of the straightaway, E. Stop.	100	
6.	Canter on the right lead to the halfway point of the straightaway, F. Stop	100	
7.	Canter on the left lead to the end of the straightaway, G. Stop. Exit at a trot.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

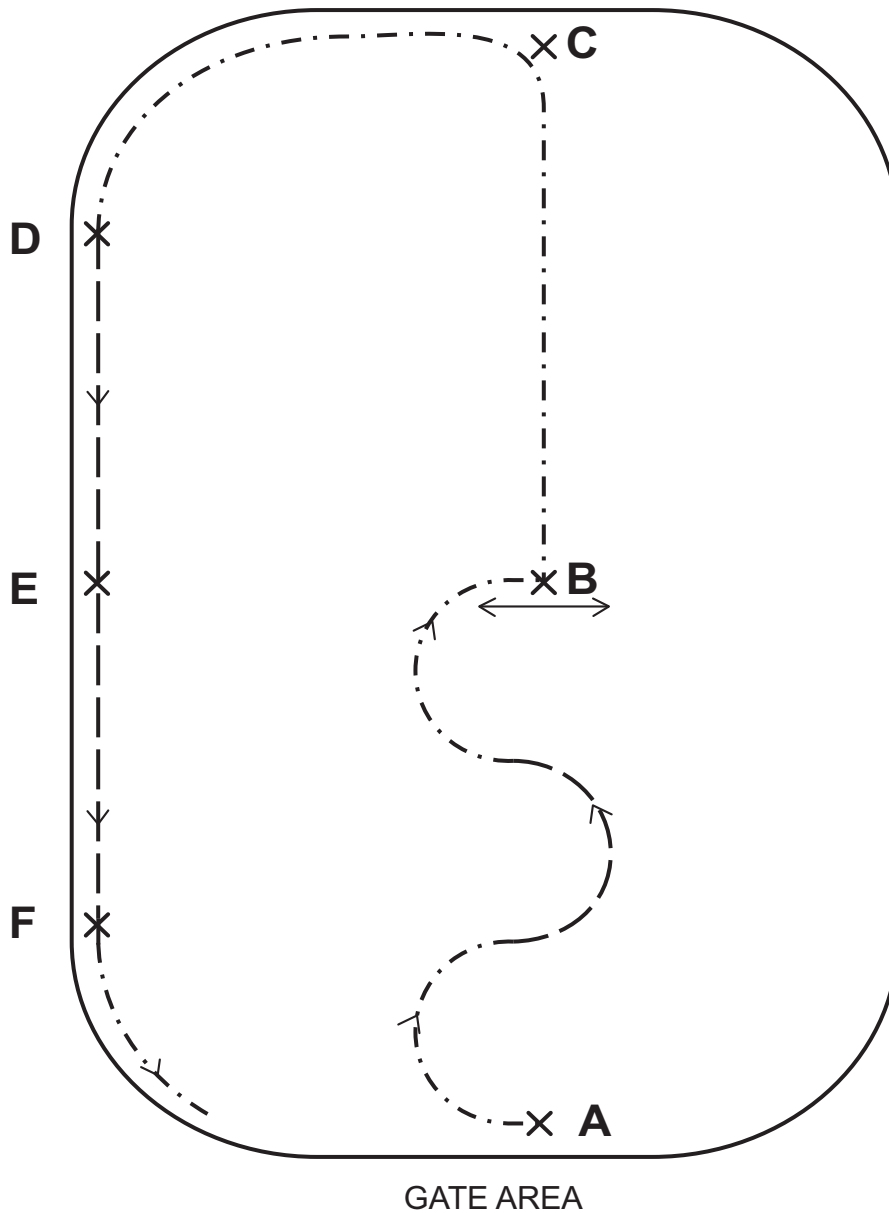
Nr. 41



1.	Enter the ring at a trot and proceed to A. At A curve to the right and trot on the right diagonal 1/3 way up the centre line. B. At B trot directly into a circle to the left.	100	
2.	Change to the left diagonal and continue to trot 2/3 way up the centre line. C. Stop.	100	
3.	Canter a circle to the left and continue the canter up the centre line and around the turn to the left, D. Stop.	100	
4.	Turn around and trot around the turn on the left diagonal and back down the centre line to C, 1/3 of the way back down the centre line. Change diagonals to the right diagonal.	100	
5.	Trot directly into a circle to the left, and continue at a trot to the halfway point, X. Stop.	100	
6.	Canter on the left lead 2/3 of the way back down the centre line, B. At B continue to canter directly into a circle to the left.	100	
7.	Returning to B, make a direct transition to the trot and continue down the centre line and exit the ring.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

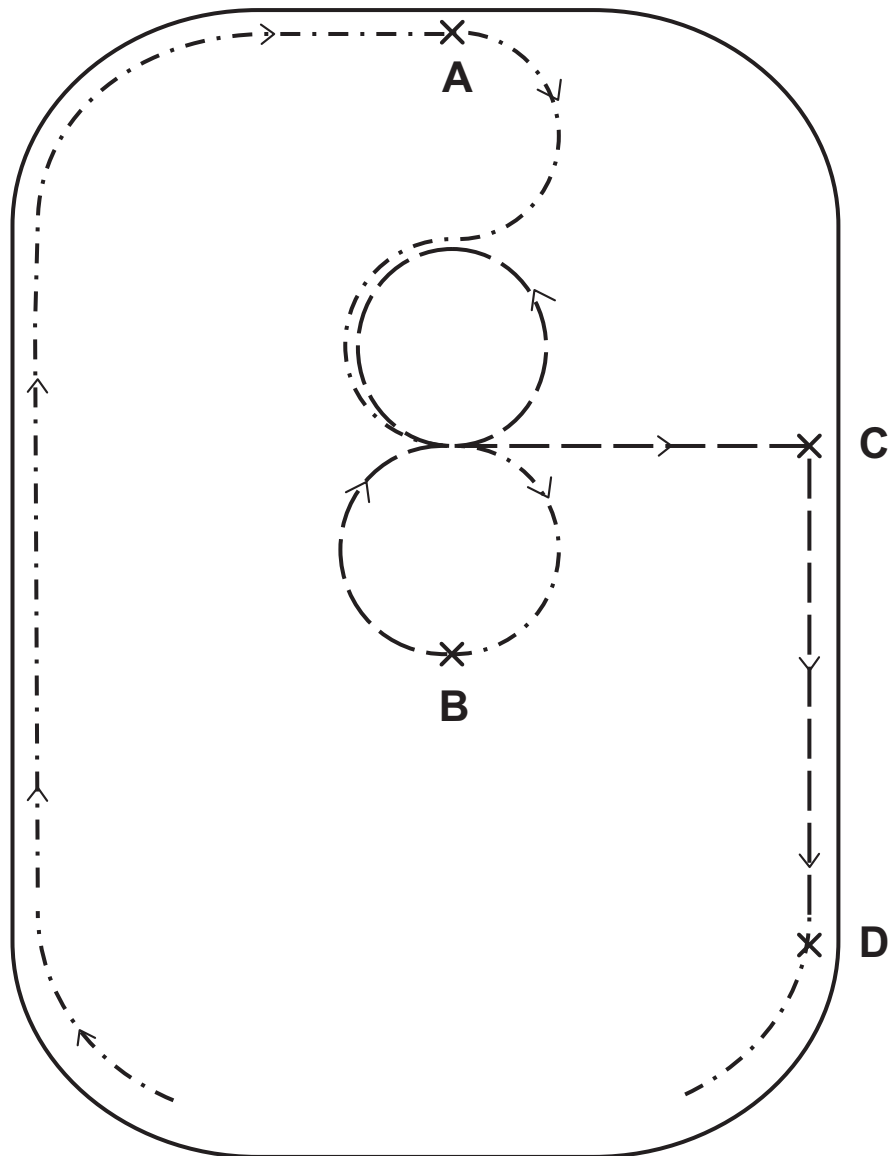
Nr. 42



1.	Enter the ring at a trot and proceed to point A. Execute a three loop serpentine down the centre of the ring to the halfway point, B. Trot the first loop on the left diagonal. Stop.	100	
2.	Canter the second loop to the left. Stop.	100	
3.	Trot the third loop on the left diagonal. Stop.	100	
4.	At B, back four steps. Walk forward four steps. Stop.	100	
5.	Turn left to face the midway point of the turn, C. Trot on the left diagonal. At C, change to the right diagonal and make a turn to the left. Continue around the turn in an anti-clockwise direction to the start of the straightaway, D. Stop.	100	
6.	Canter on the left lead to the halfway point of the straightaway, E. Stop.	100	
7.	Canter on the right lead to the end of the straightaway, F. Stop. Exit at a trot.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

Nr. 43

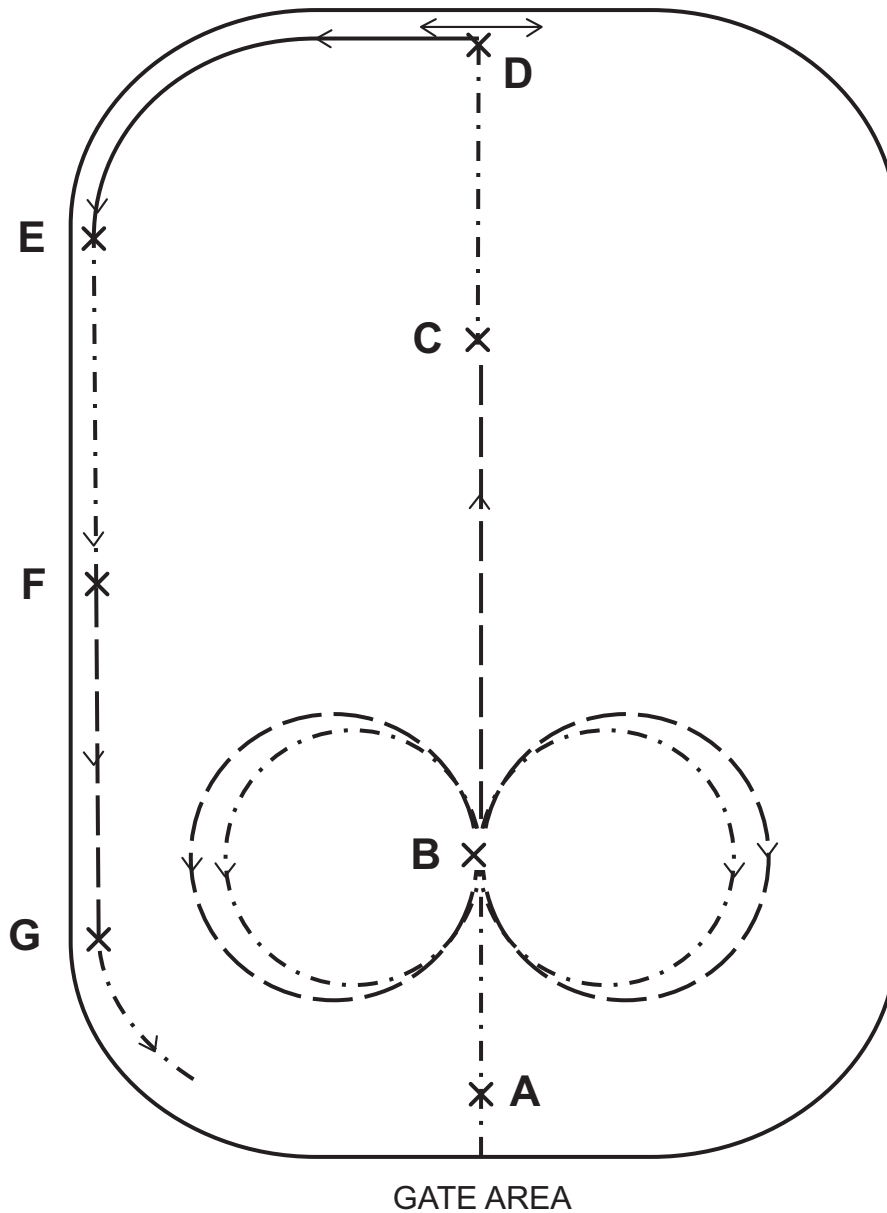


GATE AREA

1.	Enter the ring at a trot on the left diagonal and continue in a clockwise direction against the rail to the midway point of the opposite turn, A. Showing four diagonal changes.	100	
2.	Continue at a trot and execute a three loop serpentine down the centre of the ring to the halfway point, B. Trot the first loop on the left diagonal. Trot the second loop on the right diagonal.	100	
3.	Trot the third loop on the left diagonal. Stop at B.	100	
4.	Canter a half circle to the right. Stop.	100	
5.	Canter a full circle to the left. Stop.	100	
6.	Canter a straight line on the right lead to C. Stop. Turn 90° to the right.	100	
7.	Canter on the left lead to D. Stop. Exit at a trot.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

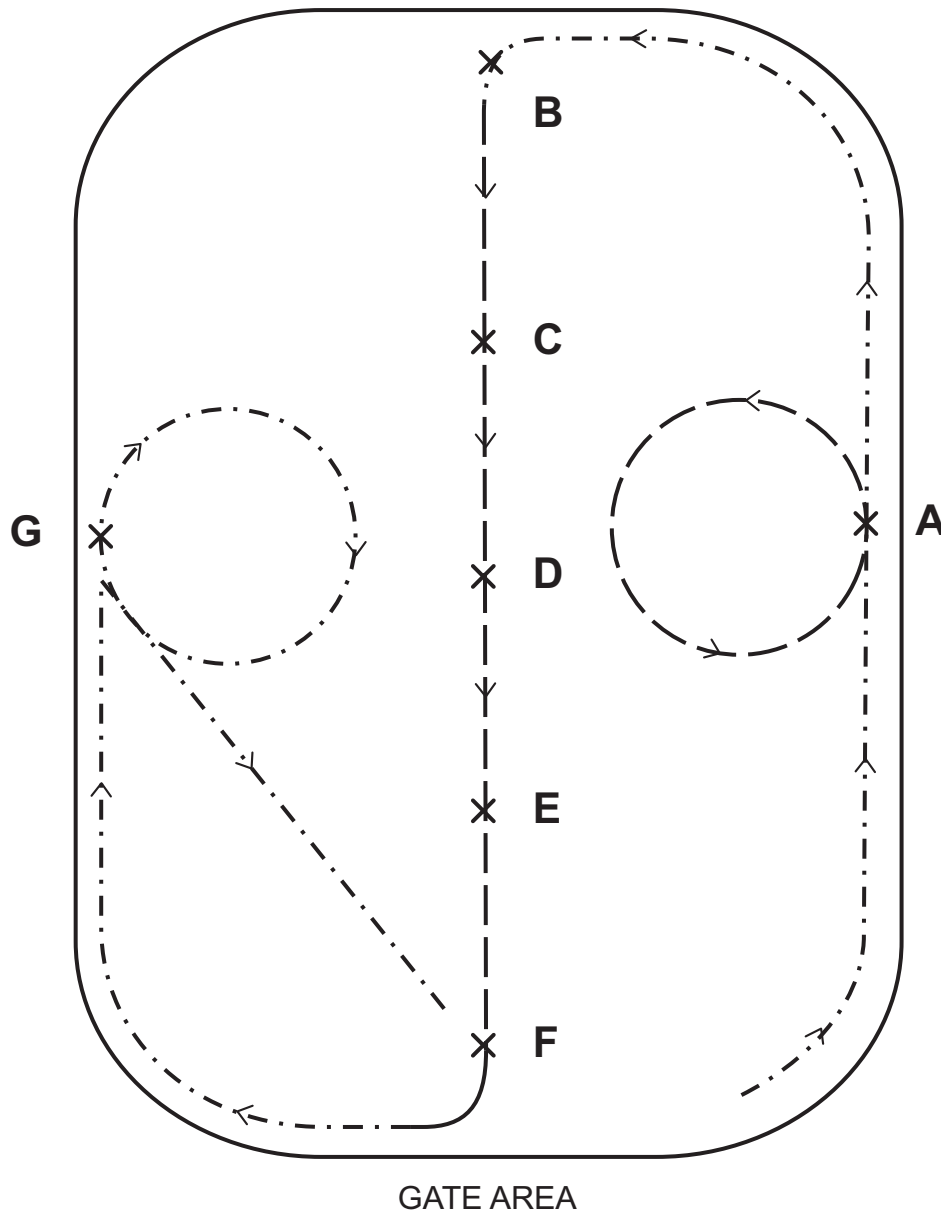
Nr. 44



1.	Enter the ring at a trot on the left diagonal and proceed to A. Continue trotting down the centre line to 1/3 way point, B. Change to the right diagonal and continue at a trot directly into a circle to the left. Stop.	100	
2.	Canter a circle to the left. Stop. Trot a circle to the right. Stop.	100	
3.	Canter a circle to the right. Continue cantering down the centre line to the 2/3 way point, C.	100	
4.	Make a direct change to the trot. Trot to the midway point of the turn, D, showing a straight line, on the diagonal of your choice. Stop. Turn left.	100	
5.	Back three steps and walk forward. Continue walking around the turn in an anti-clockwise direction to the start of the straightaway, E.	100	
6.	Pick up a trot on the left diagonal and trot to the halfway point of the straightaway, F. Stop.	100	
7.	Canter on the right lead to the end of the straightaway, G. Stop. Exit at a trot.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

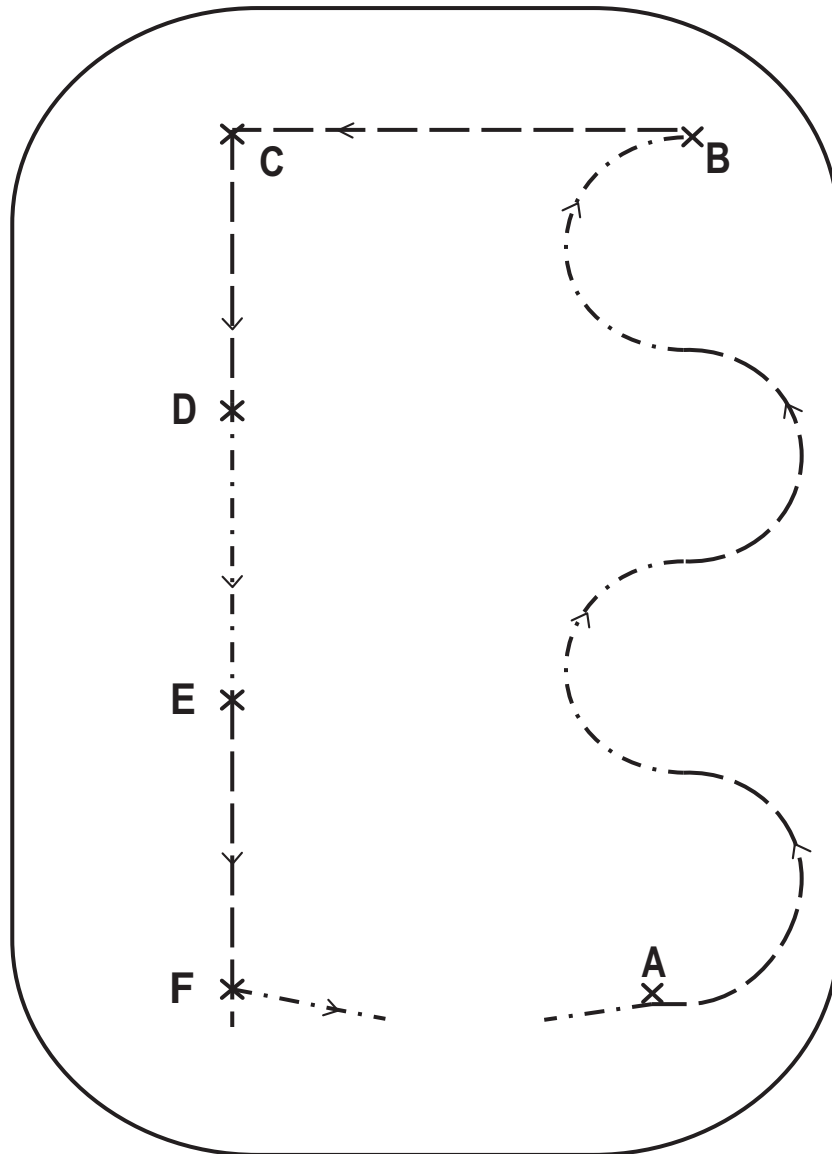
Nr. 45



1.	Enter the ring at a trot on the right diagonal and proceed along the rail to the right. Stop at the halfway point of the straightaway, A.	100	
2.	Canter a circle to the left. Stop.	100	
3.	Trot on the left diagonal, changing to the right diagonal before the turn. Continue to the start of the centre line, B. Stop. Pivot.	100	
4.	Canter on the left lead $\frac{1}{4}$ way down the centre line, C. Stop. Canter on the left lead $\frac{1}{4}$ way down the centre line, D. Stop.	100	
5.	Canter on the right lead $\frac{1}{4}$ way down the centre line, E. Stop. Canter on the right lead $\frac{1}{4}$ way down the centre line, F. Stop at the start of the track.	100	
6.	Walk in a straight line towards the rail. Turn right and trot on the correct diagonal to the halfway point of the straightaway, G.	100	
7.	Trot directly into a circle to the right. Stop. Turn around and exit at a trot via the shortest route — diagonal of your choice.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TESTS

Nr. 46

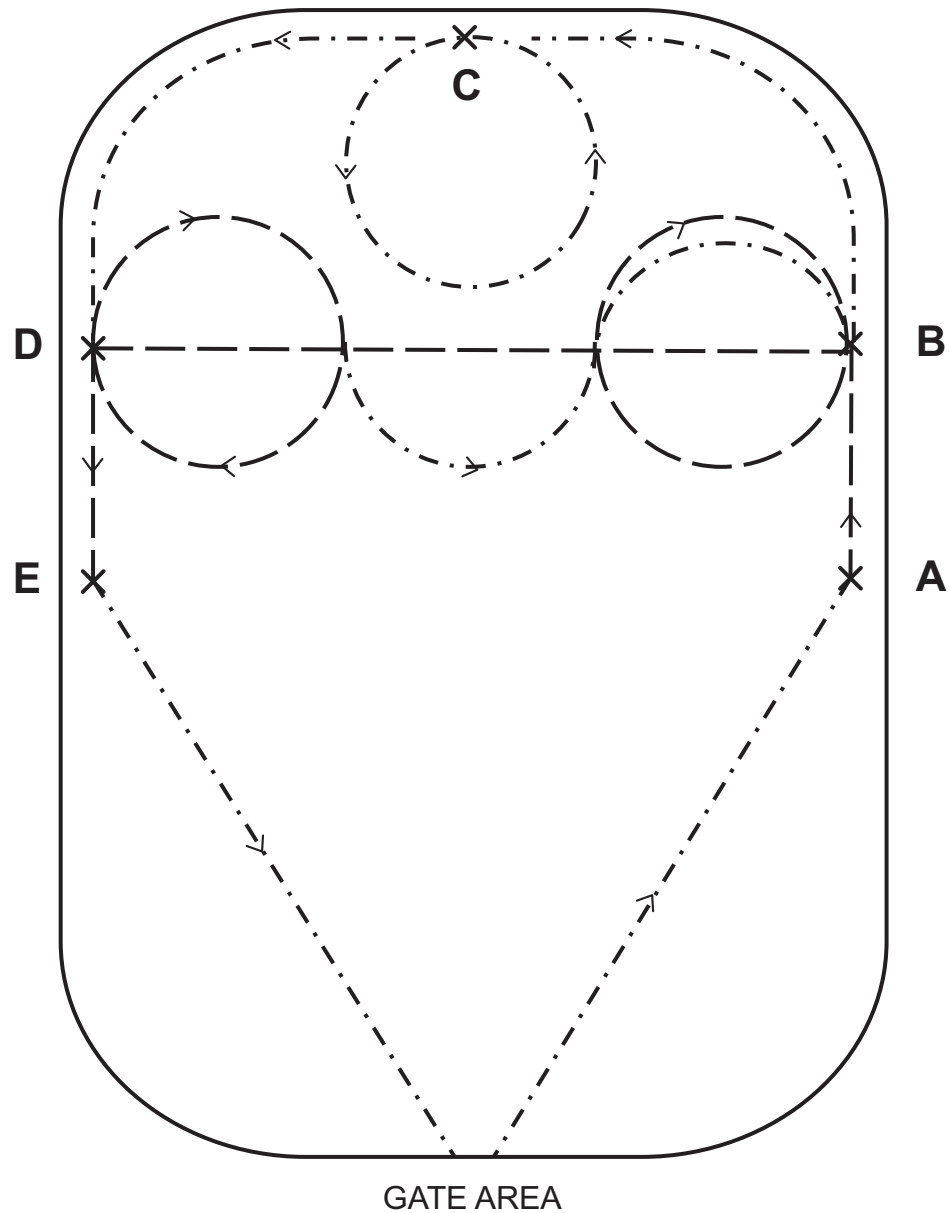


GATE AREA

1.	Enter the ring to the right and execute a four loop serpentine from A to B. Canter the first loop to the left. Stop.	100	
2.	Trot the second loop on the left diagonal & trot the third loop on the right diagonal. Stop.	100	
3.	Canter the fourth loop to the right. Stop.	100	
4.	Reverse and trot a straight line on the right diagonal across the end of the ring, stopping at C.	100	
5.	Turn to your left and hold a straight line off the rail. Canter the first 1/3 of the line on the right lead, to D. Stop.	100	
6.	Trot the second 1/3 on the left diagonal, E. Stop.	100	
7.	Canter the final 1/3 on the left lead, E. Stop. Exit the ring on a trot.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TESTS

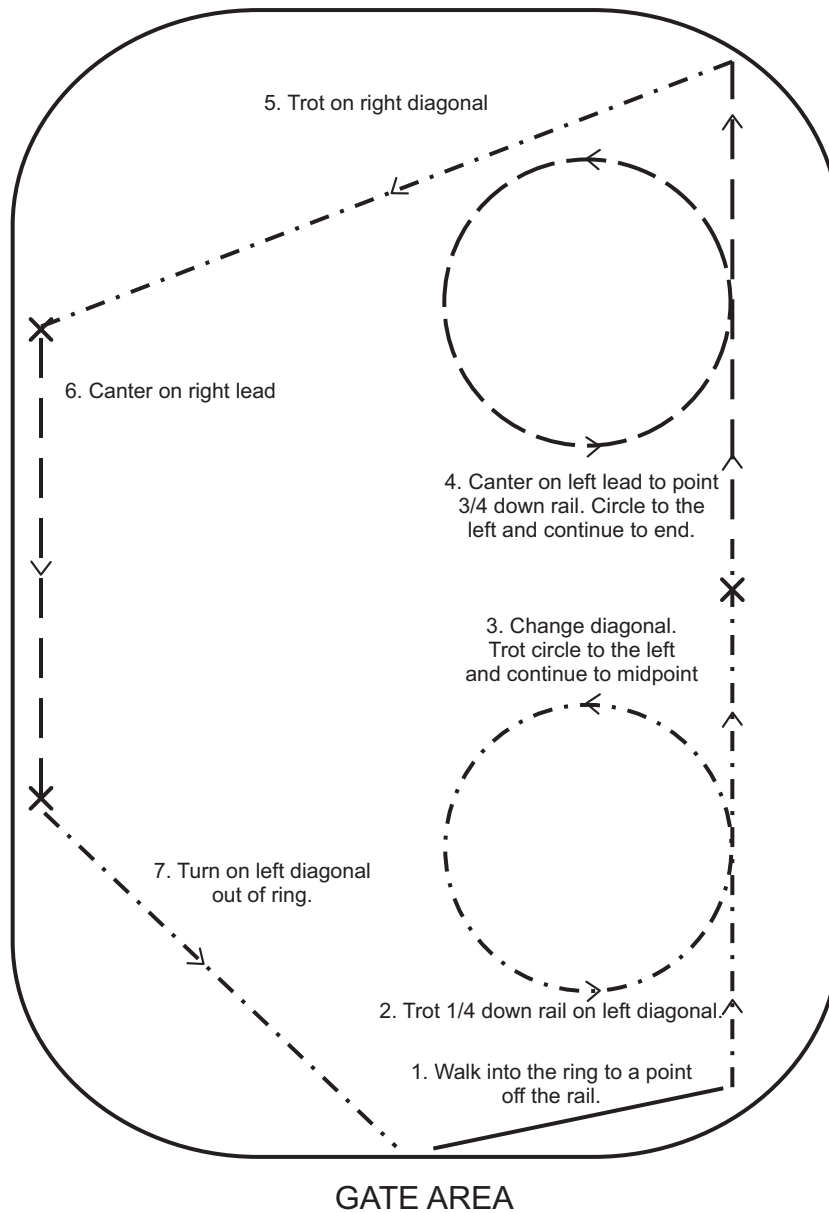
Nr. 47



1.	Enter the ring at a trot and proceed on a diagonal line to centre point of straightaway, A, showing one diagonal change, beginning on the right diagonal. Stop.	100	
2.	Canter on the rail to the $\frac{3}{4}$ point of the straightaway, B, and continue to canter a circle to the left. Stop.	100	
3.	Trot around the turn to C and continue to trot a circle to the left. Continue around the turn to the $\frac{1}{4}$ point of the opposite straightaway. Stop.	100	
4.	Reverse. Canter one and a half circle to the right. Stop.	100	
5.	From that point, trot a two loop serpentine to the opposite straightaway. Stop.	100	
6.	Pivot to right and trot a straight line across the ring, showing one diagonal change and beginning on the left diagonal. Stop.	100	
7.	Pivot left and trot to the midpoint of the straightaway on the right diagonal. Trot from E on a diagonal line out of the ring on diagonal of your choice.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		900	

THREE-GAITED TEST

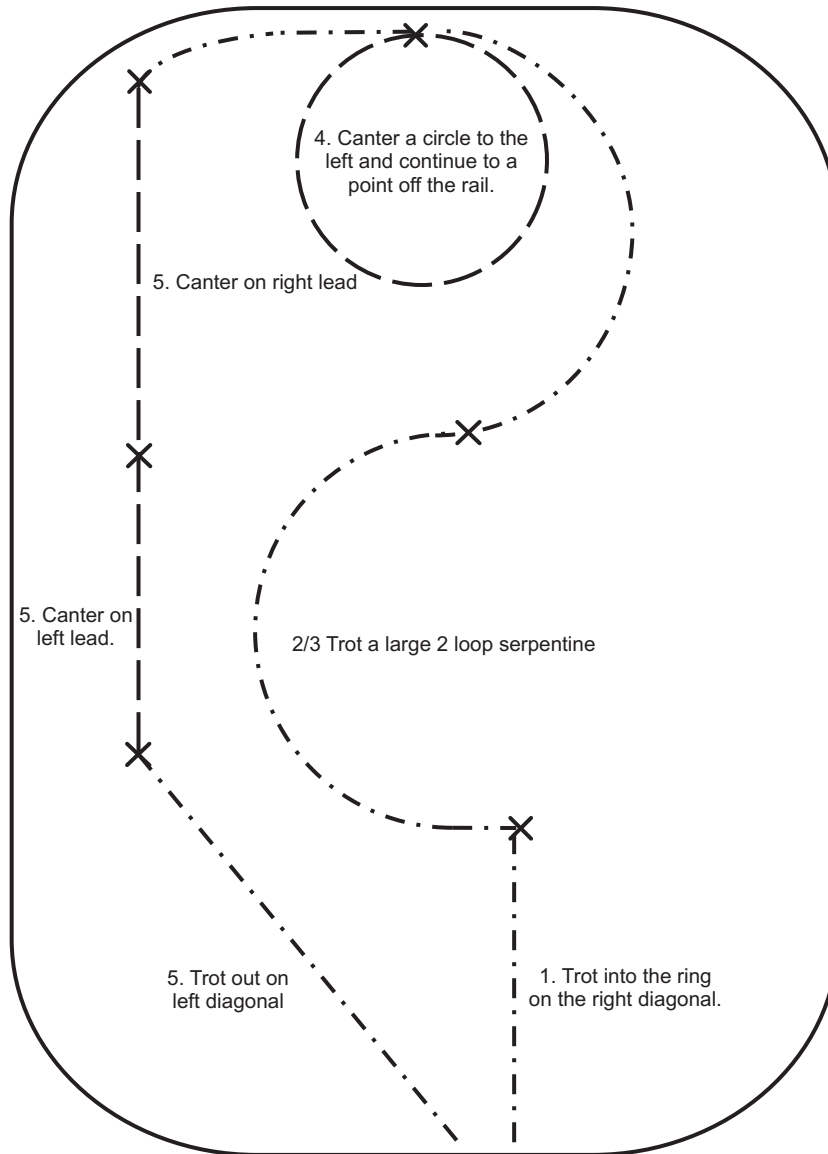
Nr. 48



1.	Walk into the ring to the right and continue to point off the rail.	100	
2.	Trot on the left diagonal to a point $\frac{1}{4}$ down the rail.	100	
3.	Change diagonal and continue trotting a circle to the left. Continue to the midpoint of the rail. Stop.	100	
4.	Canter on the left lead to a point $\frac{3}{4}$ down rail. Continue to canter a circle to the left and continue to the end of the straight. Stop.	100	
5.	Turn left. On the right diagonal trot a straight line to a point $\frac{1}{3}$ down the rail.	100	
6.	Turn left. Canter on the right lead to a point $\frac{2}{3}$ down rail. Stop.	100	
7.	Turn left and trot a straight line out of the ring on the left diagonal.	100	
8.	General horsemanship.	100	
9.	Overall picture	100	
TOTAL		900	

THREE-GAITED TESTS

Nr. 47



GATE AREA

1.	Trot a straight line into the ring on the right diagonal to a point 1/3 into the ring. Stop.	100	
2.	Turn left. Trot the first loop of a large serpentine around the judge's stand	100	
3.	Trot the second loop of a large serpentine. Stop.	100	
4.	Canter a circle to the left continue cantering to a point off the rail. Stop	100	
5.	On a line off the rail, canter the first 1/3 on the right lead. Stop.	100	
6.	. Canter the second 1/3 on the left lead. Stop.	100	
7.	Turn and trot out of the ring on the left diagonal.	100	
8.	General horsemanship.	100	
9.	Overall picture.	100	
TOTAL		900	