

EQUITATION WORKBOOK

Individual Development Tests

Junior Medal Class

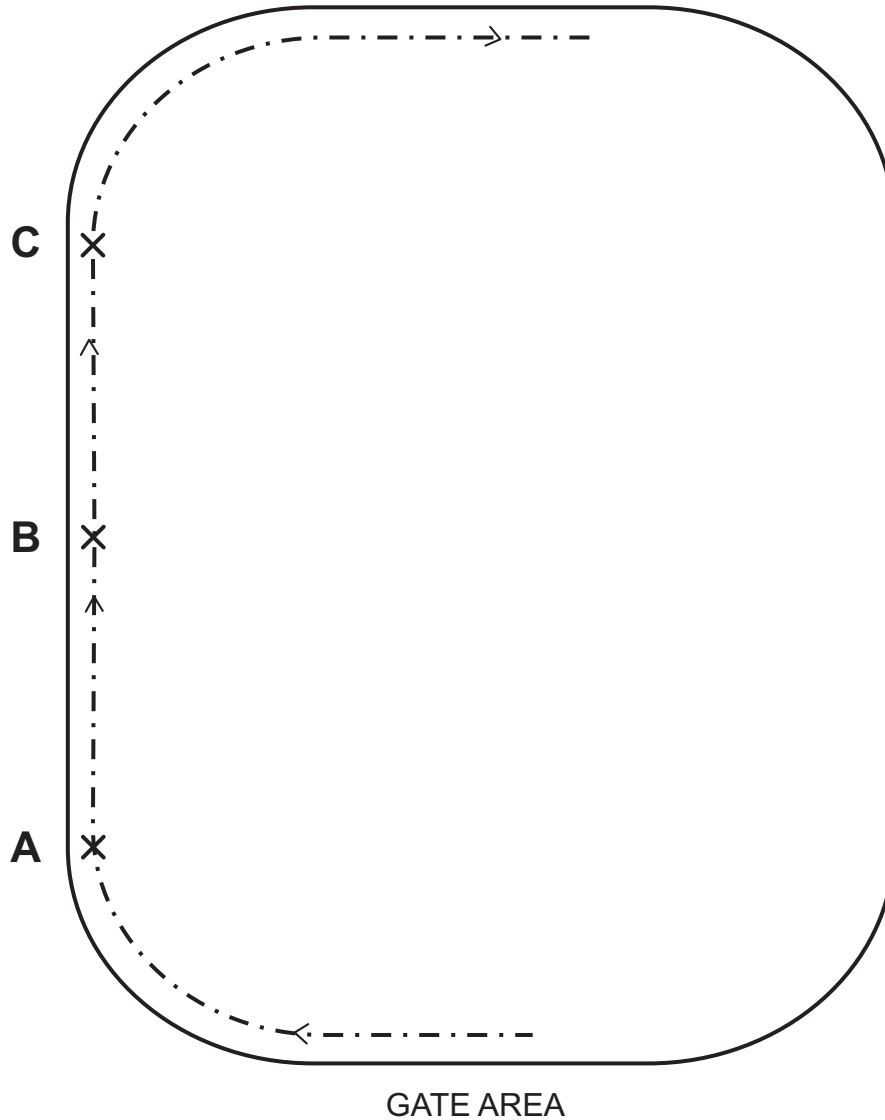
PARTICIPATION RULES

1. The rider must be a paid up member of the Northern Saddle Horse Union or the relevant provincial union.
2. Riders 12 years and under may participate.
3. Two gaits walk and trot will be performed.
4. Horses to be shown in a full double.
5. Riders under 8 are allowed to show with a snaffle bridle with a martingale or german martingale.
6. Whips are optional.
7. Riders may not wear spurs.
8. Rail work will be completed both ways of the ring, as for a normal class.
9. Riders will line up, leave the arena and be called individually for the workout (test).
10. An attendant will be permitted in the ring to head the horse in the line up.
11. The rider will be judged on horsemanship and equitation ability.
12. Workouts will be selected from the specially designed tests.
13. Winners must be prepared to be photographed for media release.
14. Rail work: A walk will be called for on the turnaround, before the second trot.

WALK & TROT PATTERNS

Riders 12 years & under

Test A

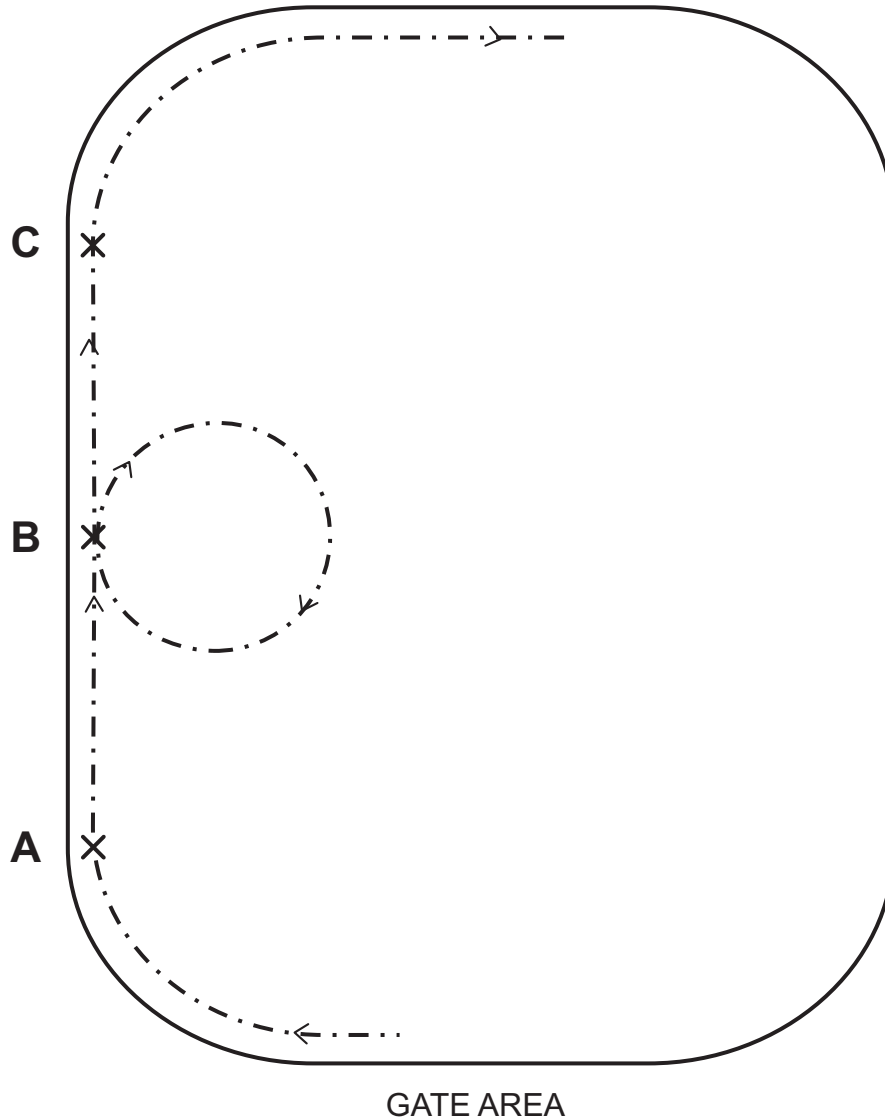


1.	Enter the arena at a trot and proceed to A.	100	
2.	Continue at a trot on the correct diagonal to B.	100	
3.	At B change to the incorrect diagonal.	100	
4.	Continue trotting to C.	100	
5.	At C change back to the correct diagonal and leave the arena.	100	
6.	Overall impression.	100	
7.	Horsemanship.	100	
TOTAL		700	

WALK & TROT PATTERNS

Riders 12 years & under

Test B

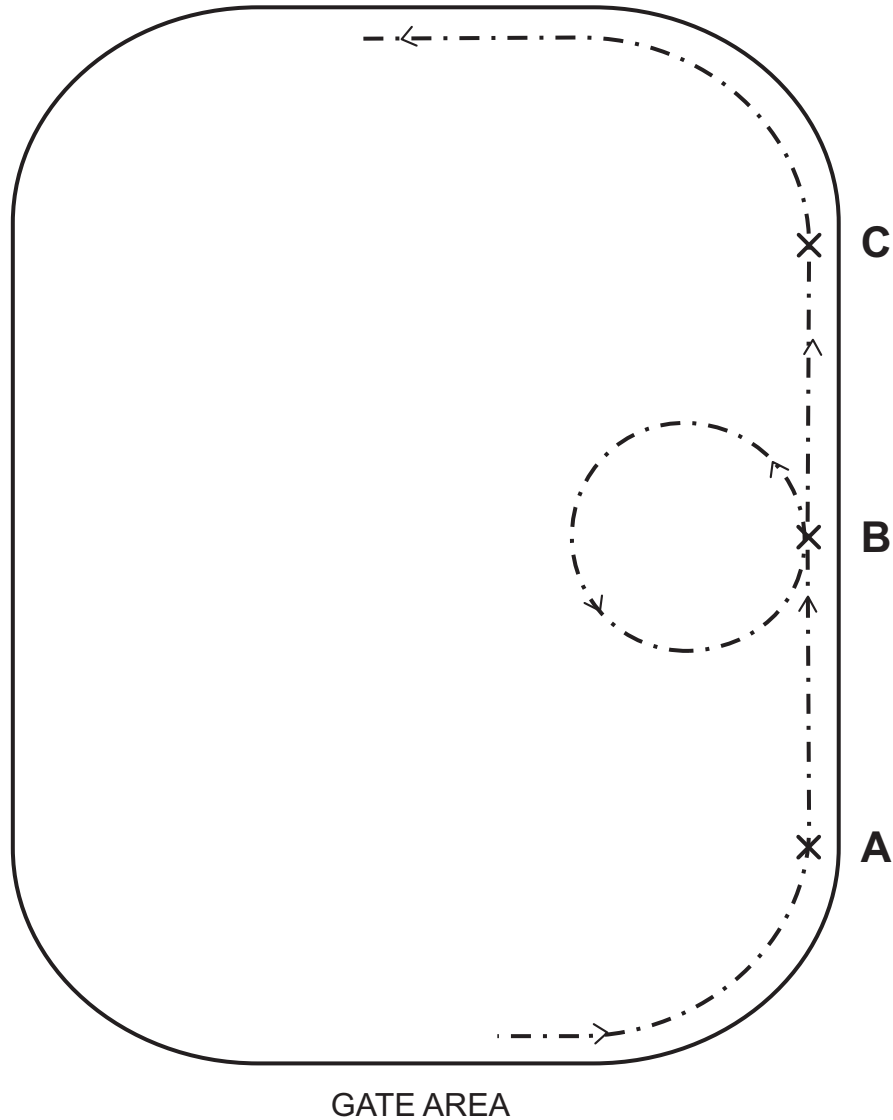


1.	Enter the arena at a trot and proceed to A.	100	
2.	Continue at a trot on the correct diagonal to B.	100	
3.	At B trot a circle to the right.	100	
4.	Continue trotting against the rail on the correct diagonal to C.	100	
5.	Continue around the turn and leave the arena.	100	
6.	Over-all impression.	100	
7.	Horsemanship.	100	
TOTAL		700	

WALK & TROT PATTERNS

Riders 12 years & under

Test C

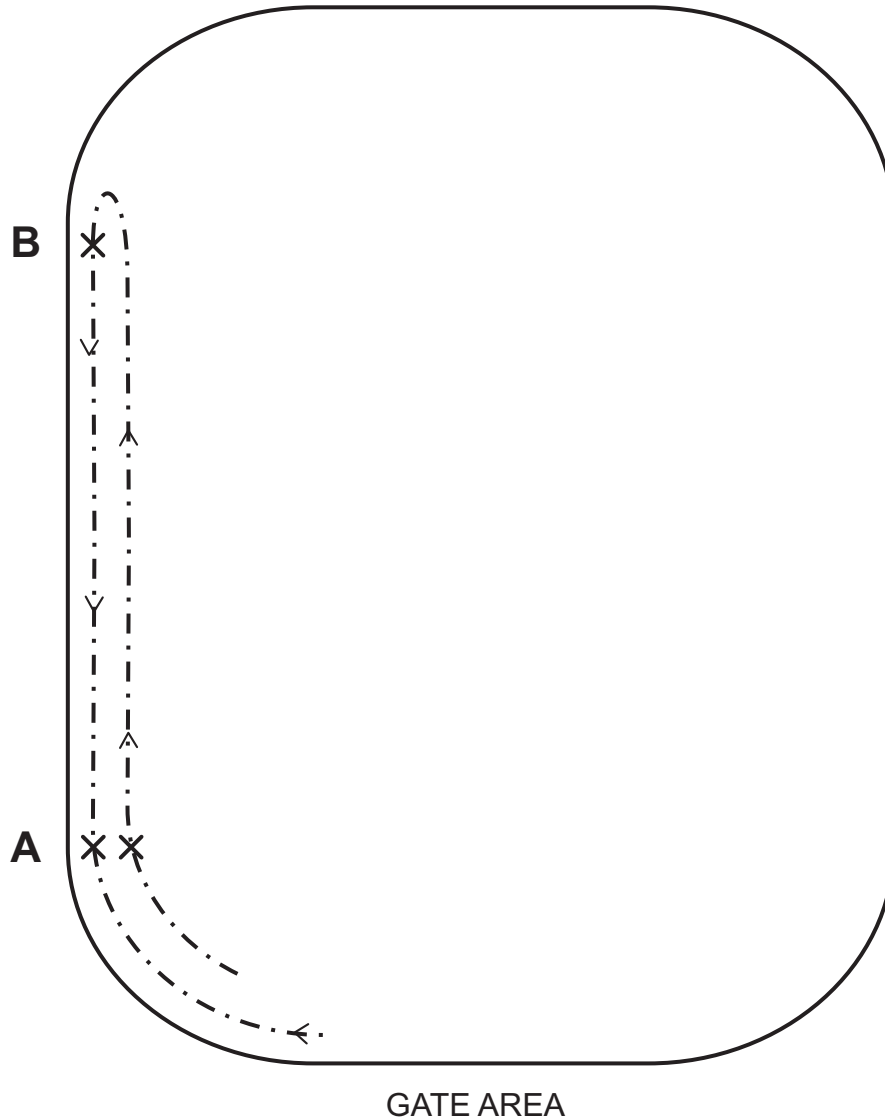


1.	Enter the arena at a trot and proceed to A.	100	
2.	Continue at a trot on the correct diagonal to B.	100	
3.	At B trot a circle to the left.	100	
4.	Continue trotting against the rail on the correct diagonal to C.	100	
5.	Continue around the turn and leave the arena.	100	
6.	Over-all impression.	100	
7.	Horsemanship.	100	
TOTAL		700	

WALK & TROT PATTERNS

Riders 12 years & under

Test D

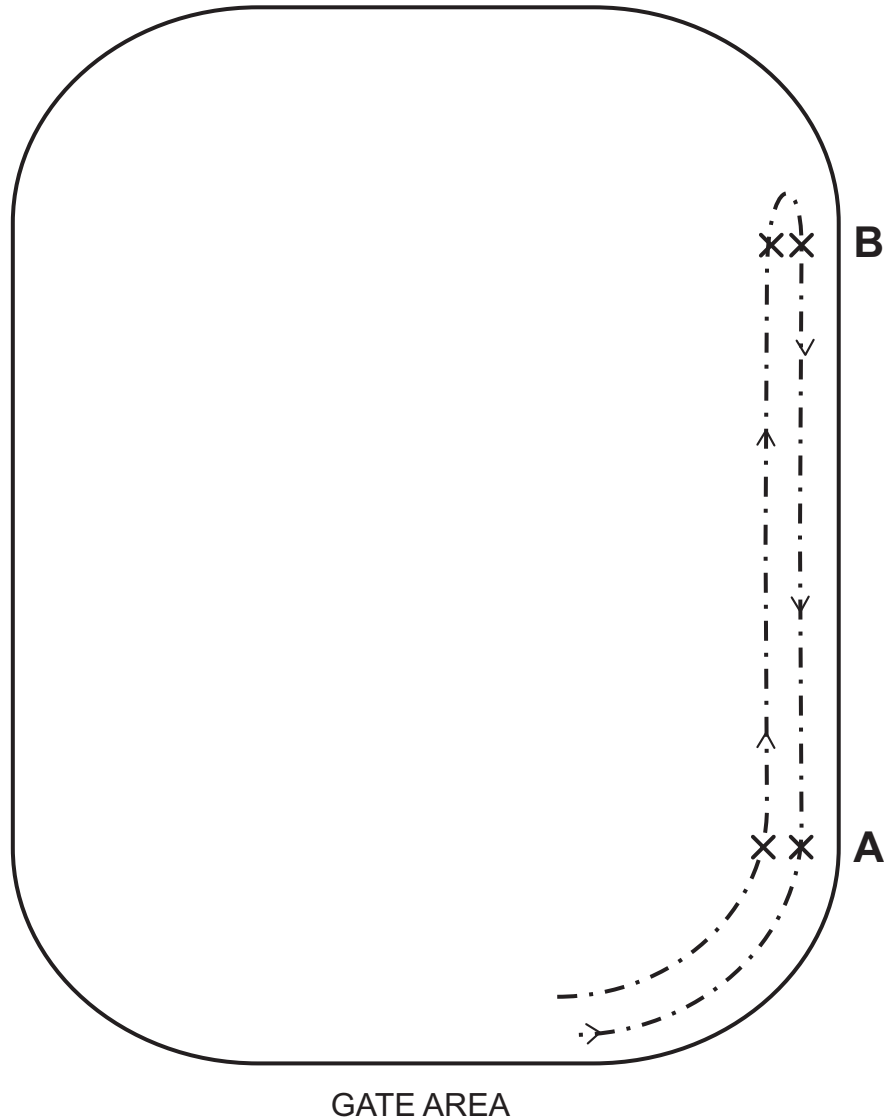


1.	Enter the arena at a trot and proceed to A.	100	
2.	Continue at a trot on the correct diagonal to B.	100	
3.	Stop at B. Turn around.	100	
4.	Trot against the rail on the correct diagonal back to A.	100	
5.	Continue around the turn and leave the arena.	100	
6.	Over-all impression.	100	
7.	Horsemanship.	100	
TOTAL		700	

WALK & TROT PATTERNS

Riders 12 years & under

Test E

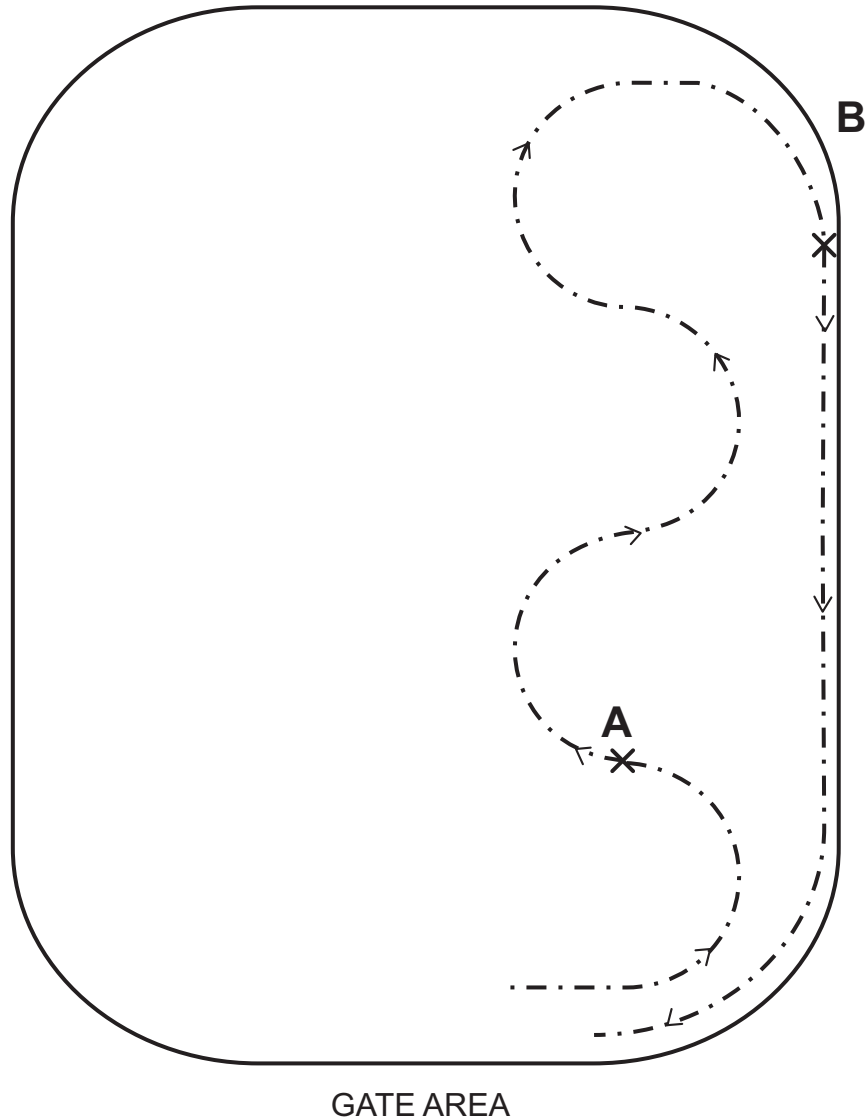


1.	Enter the arena at a trot and proceed to A.	100	
2.	Continue at a trot on the correct diagonal to B.	100	
3.	Stop at B. Turn around.	100	
4.	Trot against the rail on the correct diagonal back to A.	100	
5.	Continue around the turn and leave the arena.	100	
6.	Over-all impression.	100	
7.	Horsemanship.	100	
TOTAL		700	

WALK & TROT PATTERNS

Riders 12 years & under

Test F

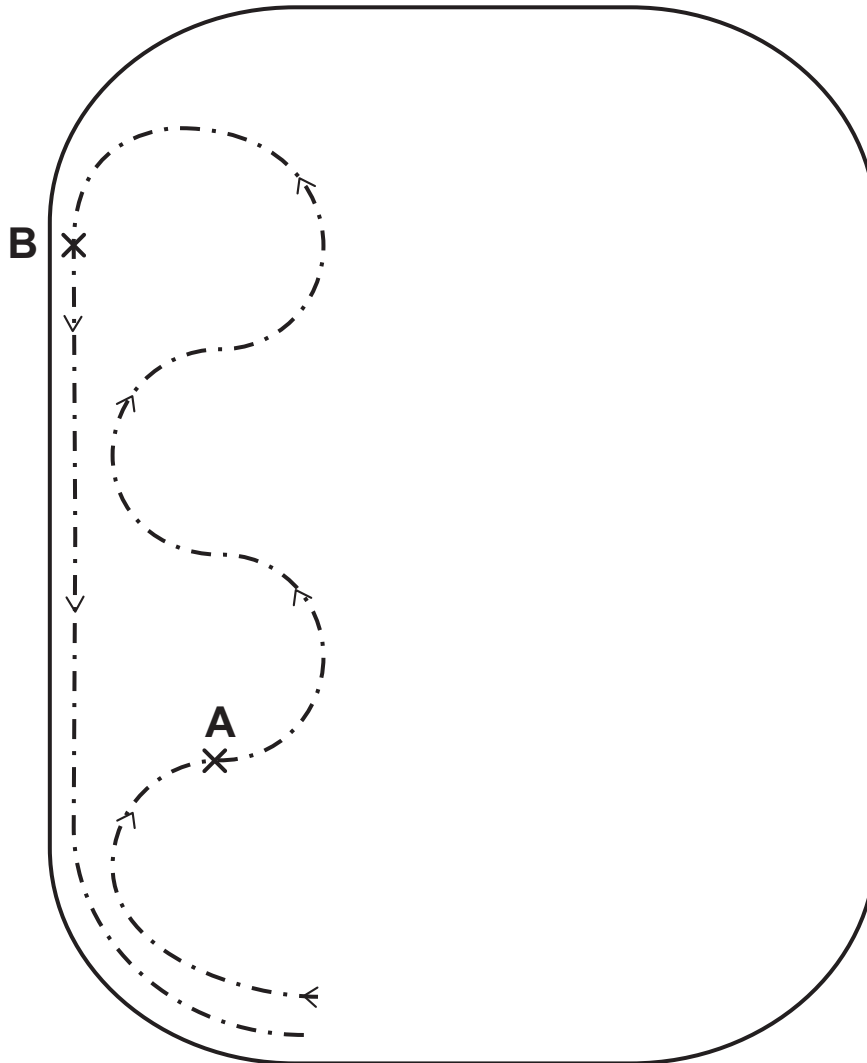


1.	Enter the arena at a trot and proceed to A.	100	
2.	Execute a three loop serpentine to point B. First loop on the left diagonal.	100	
3.	Second loop on the right diagonal.	100	
4.	Third loop on the left diagonal.	100	
5.	Continue down the line on the left diagonal at a show trot.	100	
6.	Continue around the turn and leave the arena.	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
TOTAL		800	

WALK & TROT PATTERNS

Riders 12 years & under

Test G



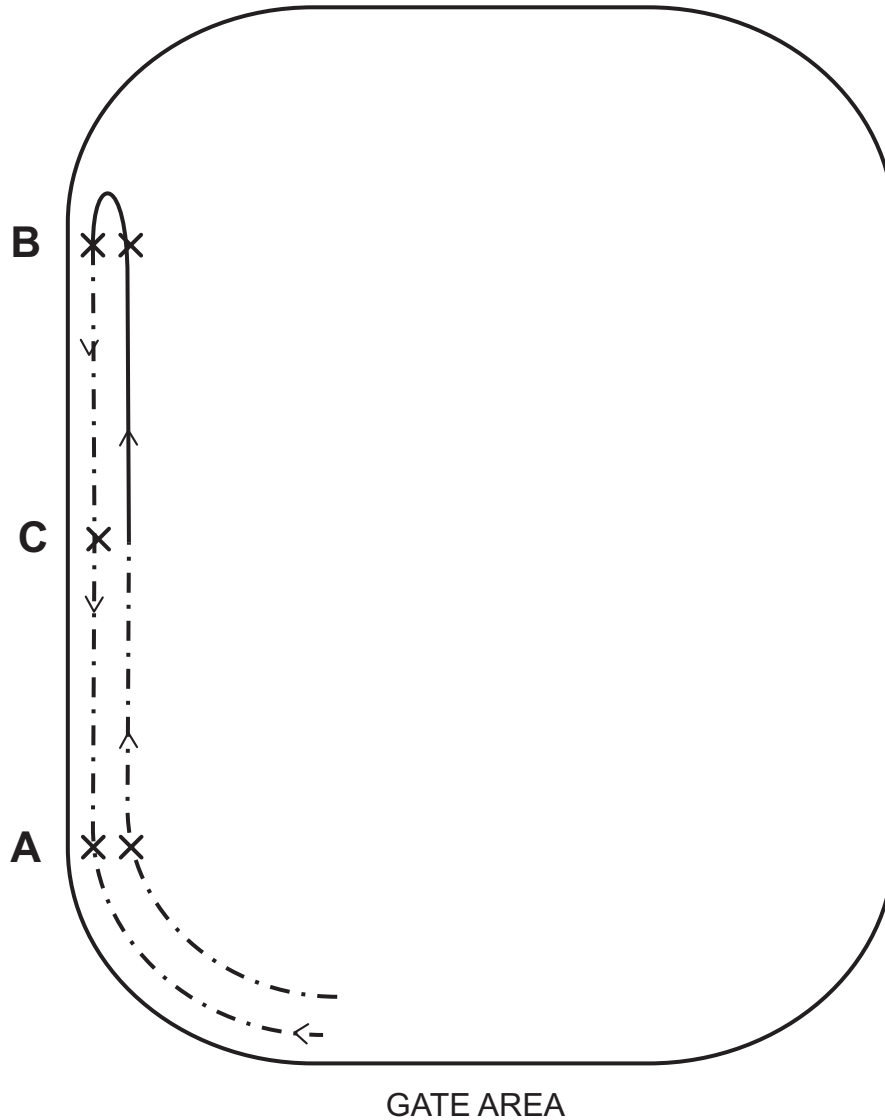
GATE AREA

1.	Enter the arena at a trot and proceed to A.	100	
2.	Execute a three loop serpentine to point B. First loop on the right diagonal.	100	
3.	Second loop on the left diagonal.	100	
4.	Third loop on the right diagonal.	100	
5.	At B continue down the line on the right diagonal at a show trot.	100	
6.	Continue around the turn and leave the arena.	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
TOTAL		800	

WALK & TROT PATTERNS

Riders 12 years & under

Test H

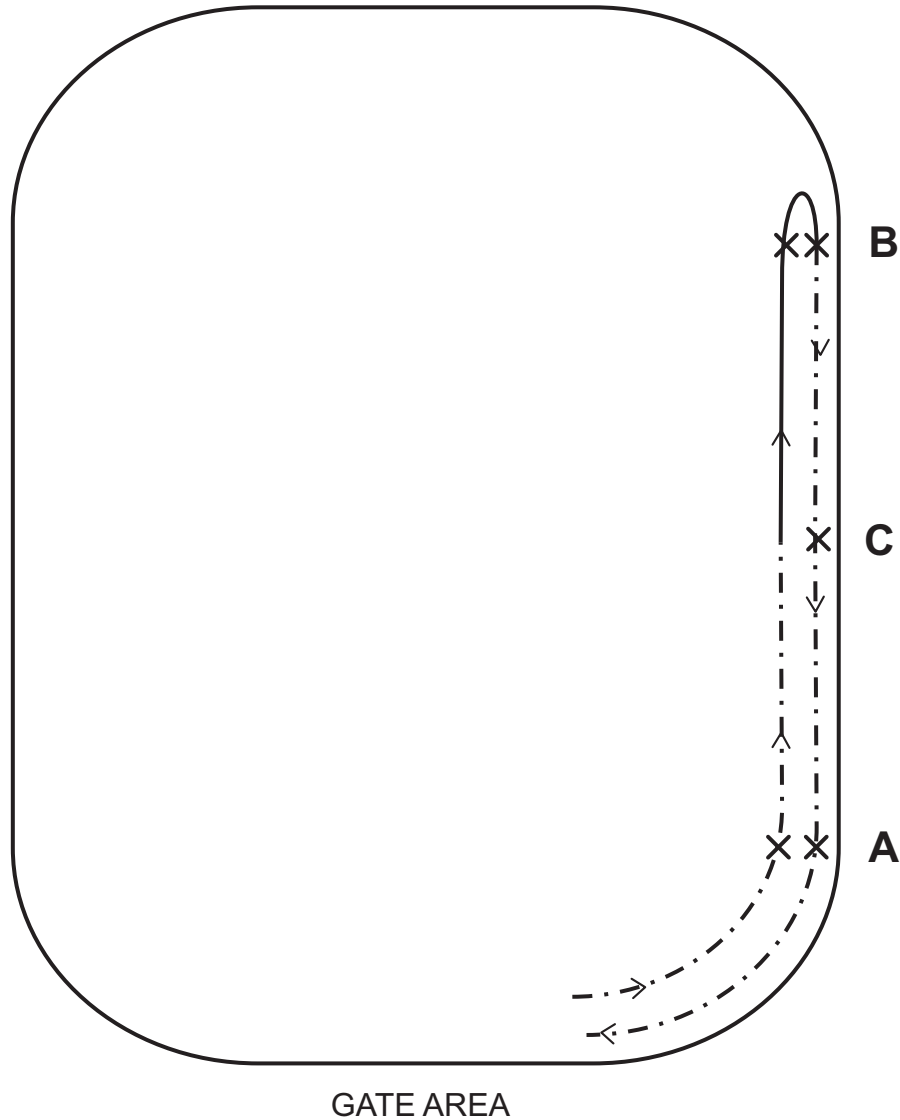


1.	Enter the arena at a trot and proceed to A.	100	
2.	Continue at a trot on the left diagonal to B.	100	
3.	Stop at B.	100	
4.	Turn around.	100	
5.	Walk against the rail to C.	100	
6.	At C pick up a trot on the correct diagonal to A and leave the arena.	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
TOTAL		800	

WALK & TROT PATTERNS

Riders 12 years & under

Test I

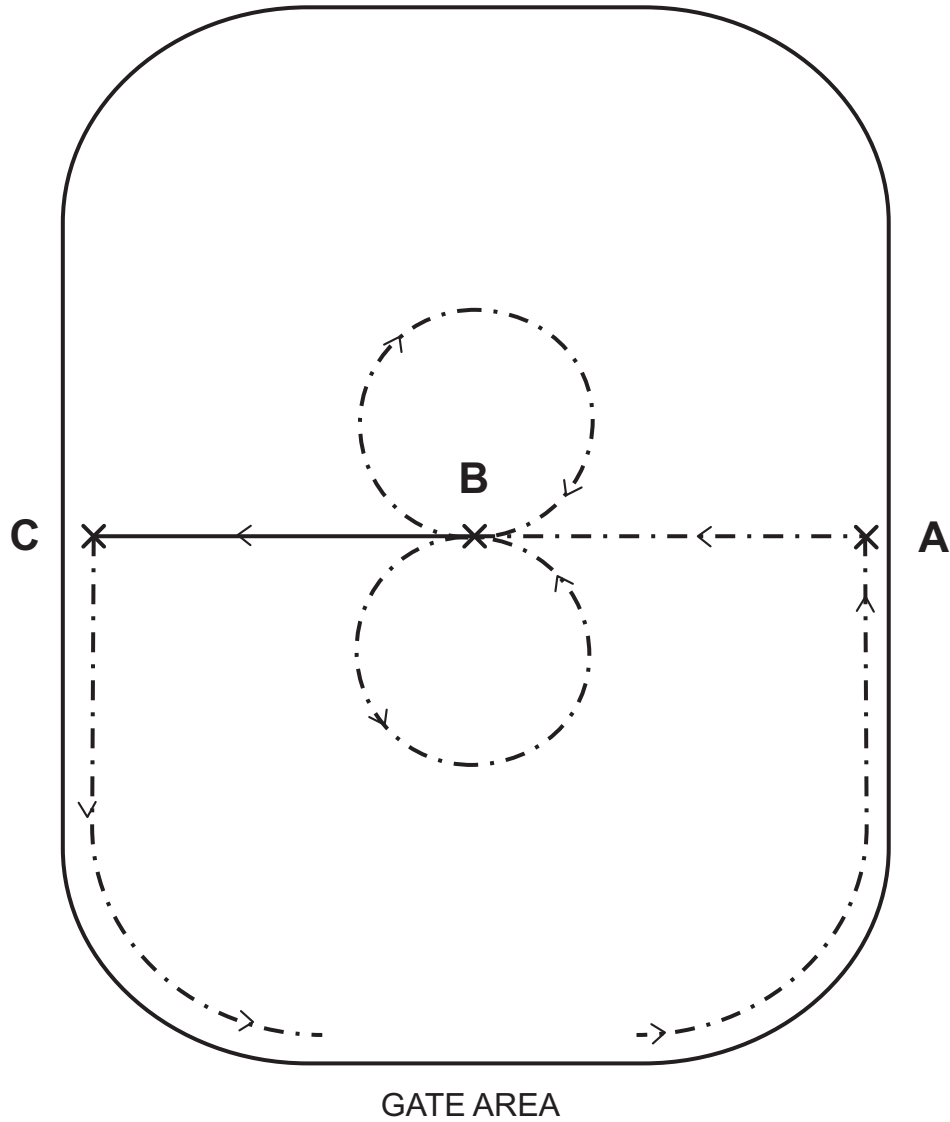


1.	Enter the arena at a trot and proceed to A.	100	
2.	Continue at a trot on the correct diagonal to B.	100	
3.	Stop at B.	100	
4.	Turn around.	100	
5.	Walk against the rail to C.	100	
6.	At C pick up a trot on the correct diagonal and continue to A and leave the arena.	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
TOTAL		800	

WALK & TROT PATTERNS

Riders 12 years & under

Test J

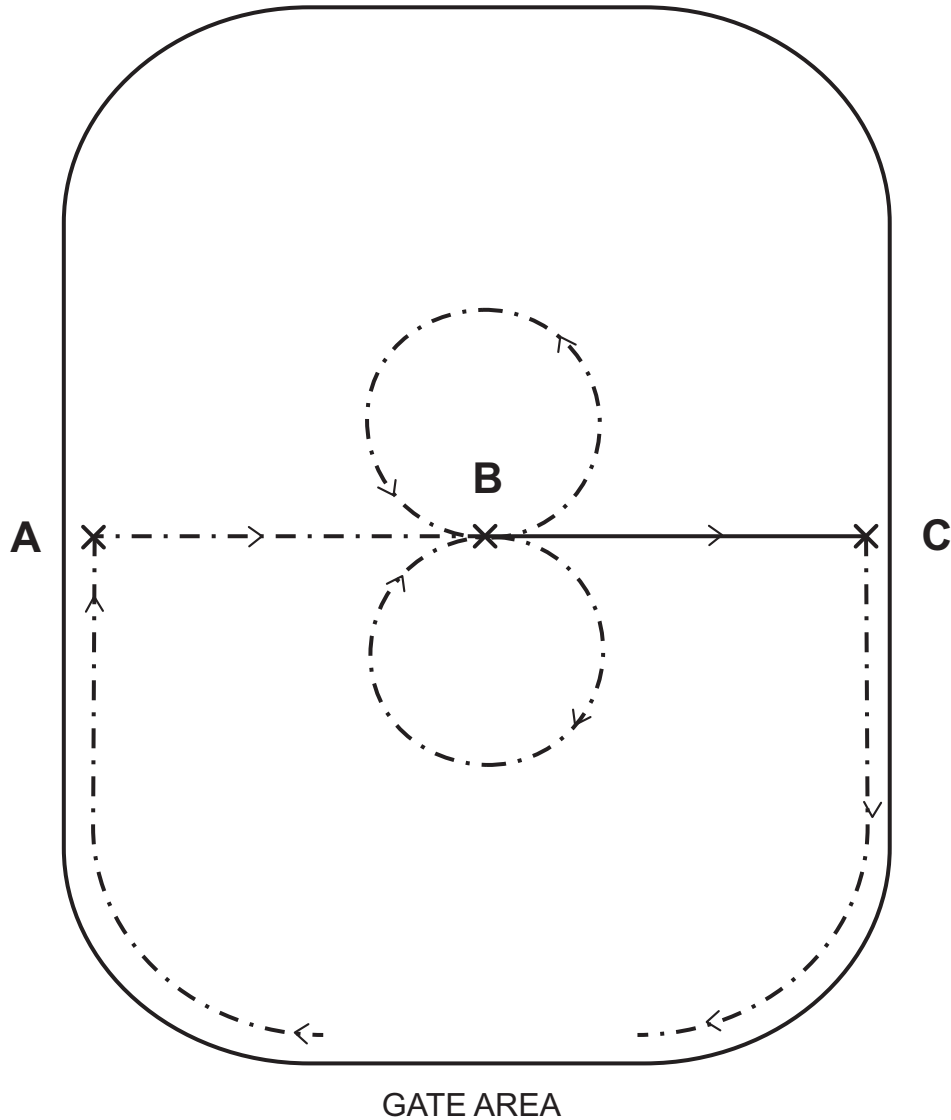


1.	Enter the arena at a trot and proceed on the correct diagonal to A. Continue trotting and turn left to the centre point B.	100	
2.	Without stopping, execute a figure 8. First circle to the left.	100	
3.	Second circle to the right.	100	
4.	Stop for three counts at B.	100	
5.	Walk to C.	100	
6.	Turn left and return with a show trot against the rail, on the correct diagonal, leave arena	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
TOTAL		800	

WALK & TROT PATTERNS

Riders 12 years & under

Test K

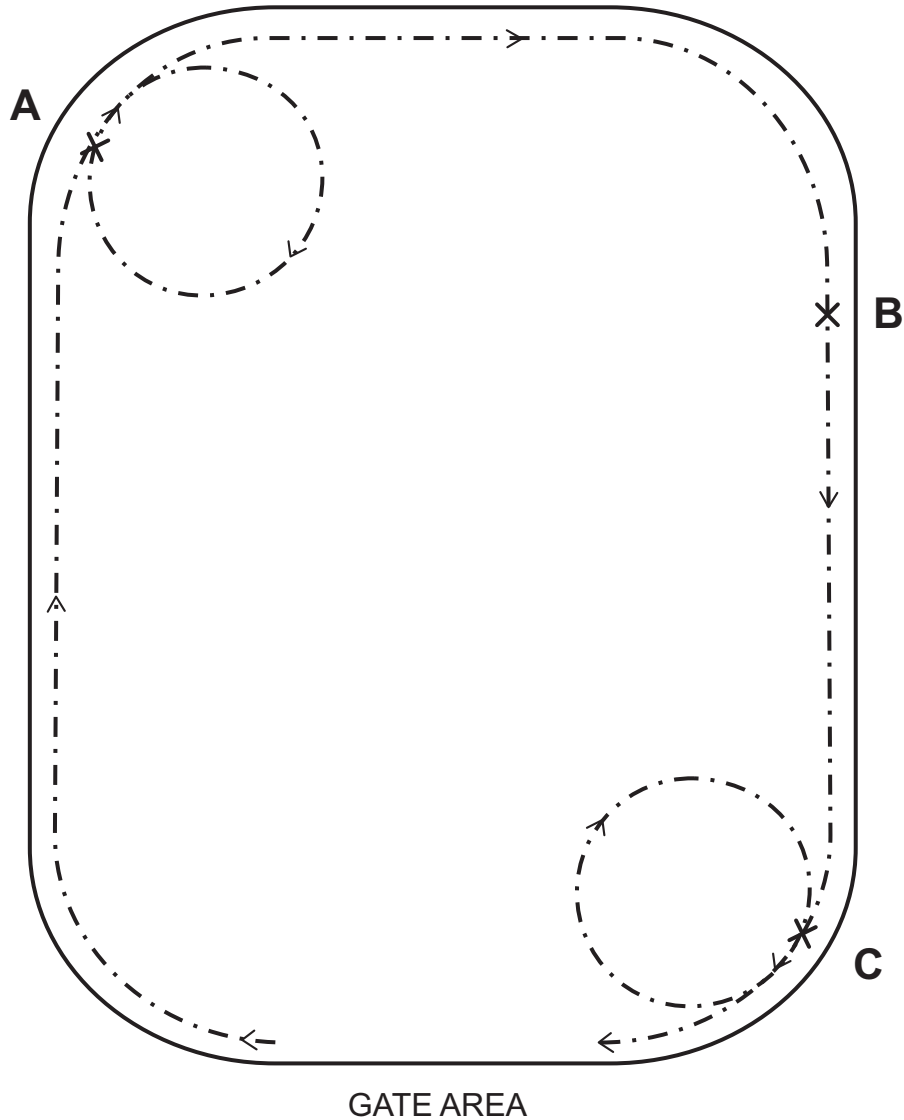


1.	Enter the arena at a trot and proceed on the correct diagonal to A. Continue trotting and turn right to the centre point B.	100	
2.	Without stopping, execute a figure 8. First circle to the right.	100	
3.	Second circle to the left.	100	
4.	Stop for three counts at B.	100	
5.	Walk to C.	100	
6.	Turn right and return with a show trot against the rail, on the correct diagonal, leave arena.	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
TOTAL		800	

WALK & TROT PATTERNS

Riders 12 years & under

Test L

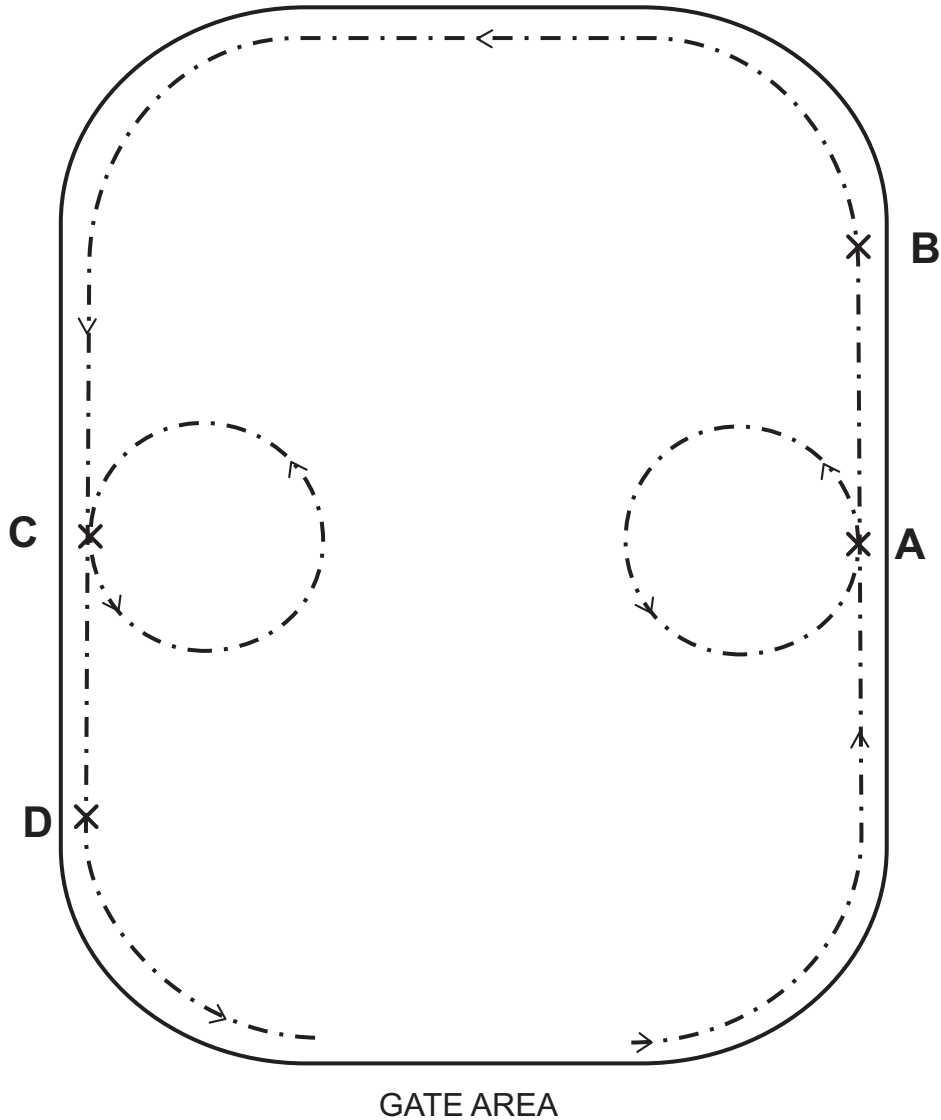


1.	Enter the arena at a trot and trot to A on the correct diagonal.	100	
2.	At A trot a circle to the right.	100	
3.	Continue trotting to B.	100	
4.	At B change diagonal & continue to trot to C on incorrect diagonal.	100	
5.	At C change diagonal again.	100	
6.	At C trot a circle to the right and leave the arena.	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
TOTAL		800	

WALK & TROT PATTERNS

Riders 12 years & under

Test M

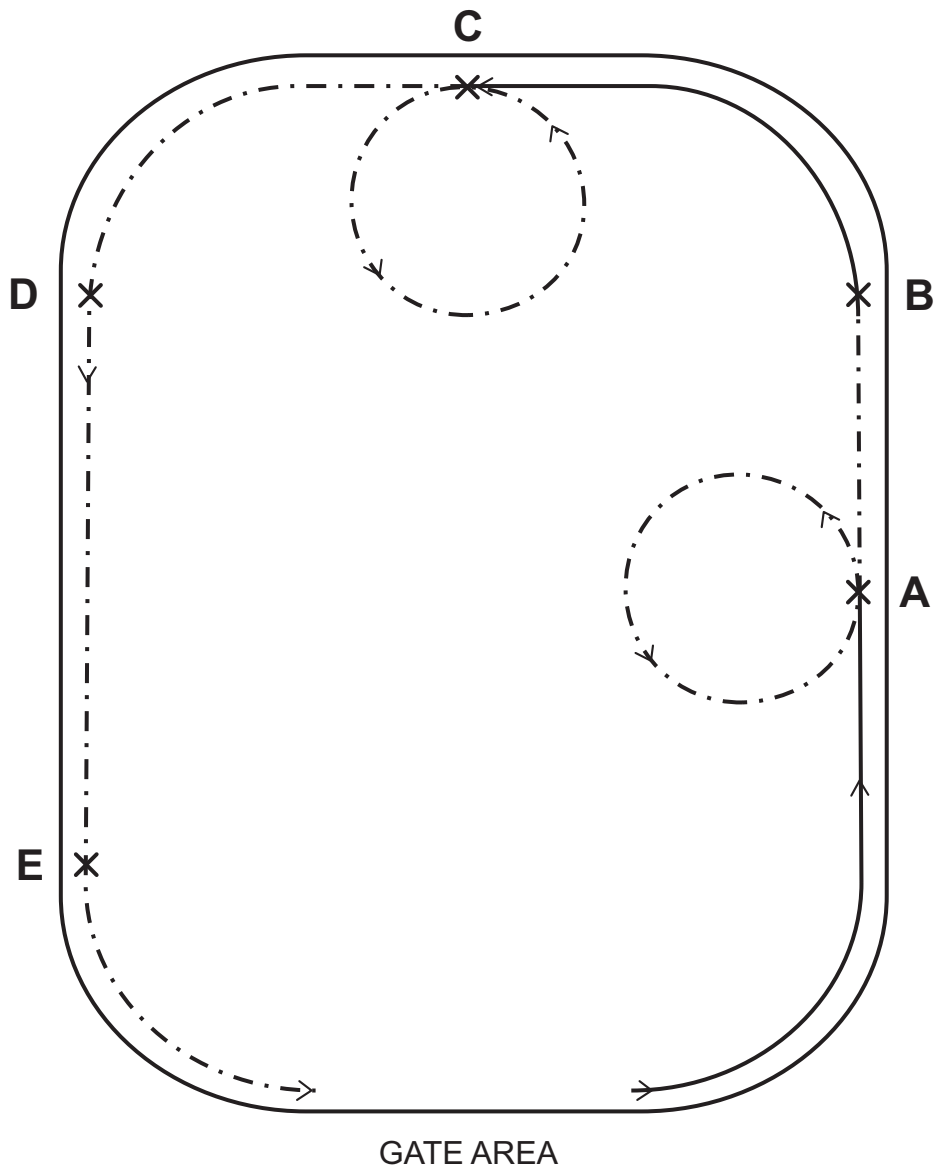


1.	Enter the arena at a trot and trot to A on correct diagonal.	100	
2.	At A trot a circle to the left and change to the incorrect diagonal.	100	
3.	Continue trotting to B and at B change back to the correct diagonal & continue trotting to C.	100	
4.	At C trot a circle to the left.	100	
5.	At C change to the incorrect diagonal and continue trotting to D.	100	
6.	At D change to the correct diagonal and return to line-up.	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
TOTAL		800	

WALK & TROT PATTERNS

Riders 12 years & under

Test N

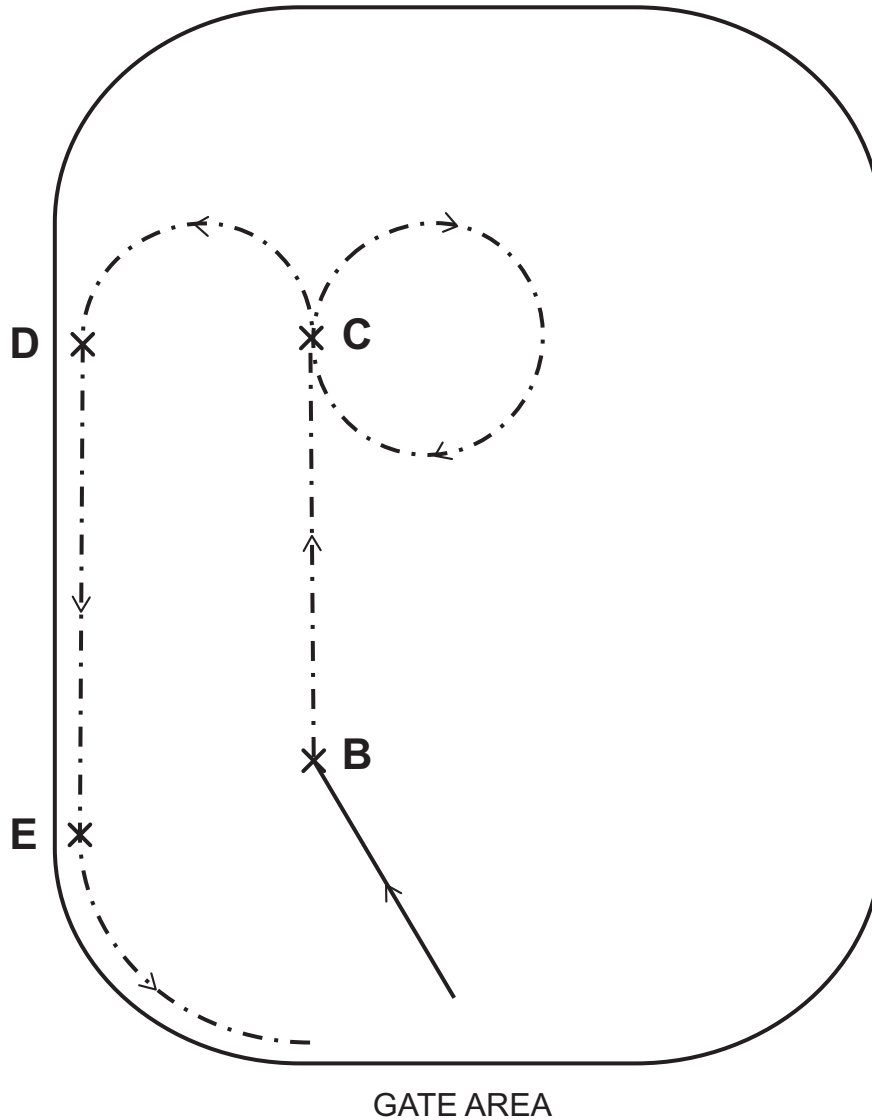


1.	Enter the arena at a walk to A. Stop.	100	
2.	At A trot a circle to the left.	100	
3.	Continue trotting to B. Stop.	100	
4.	Walk to C. Stop.	100	
5.	Trot a circle to the left & continue to trot on the rail towards D.	100	
6.	At D change to the incorrect diagonal & trot to E. At E change to the correct diagonal and leave the arena.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		800	

WALK & TROT PATTERNS

Riders 12 years & under

Test 0

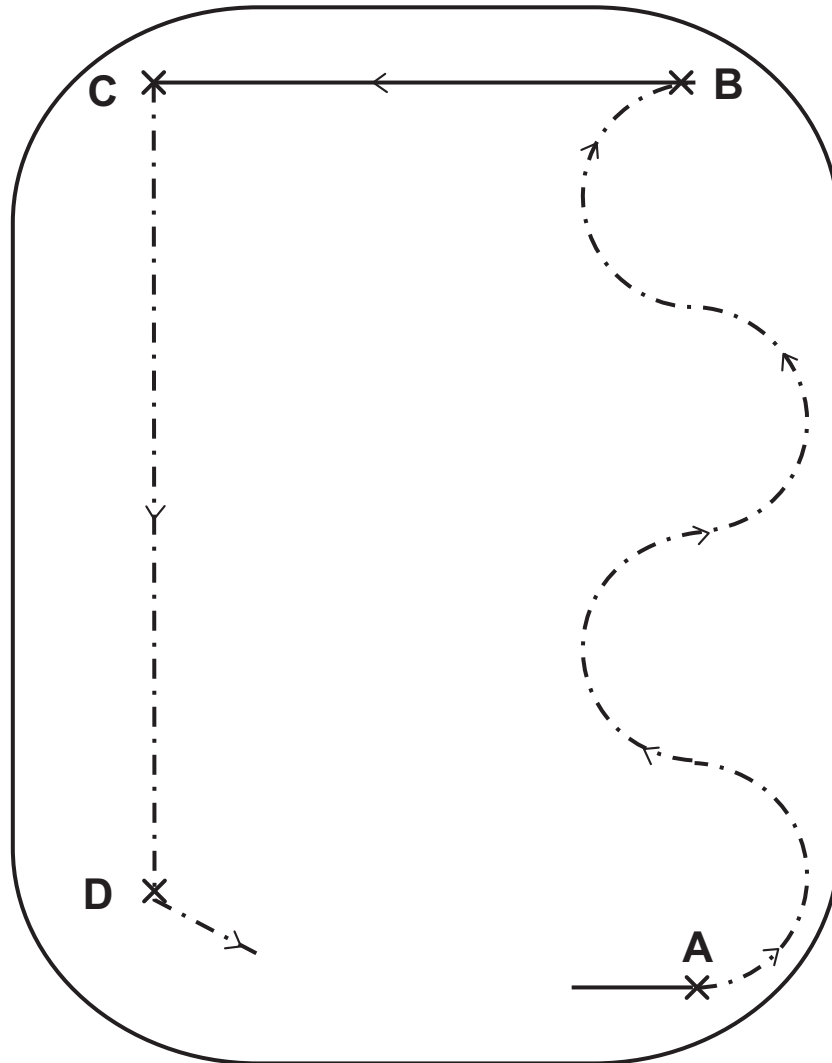


1.	Enter the arena at a walk to B. Stop.	100	
2.	Trot in a straight line to C on the left diagonal.	100	
3.	At C trot a circle to the right.	100	
4.	At C change diagonal & trot a half circle to the left.	100	
5.	At D change to the left diagonal & continue trotting to E.	100	
6.	At E change to the right diagonal and leave the arena.	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
TOTAL		800	

WALK & TROT PATTERNS

Riders 12 years & under

Test P



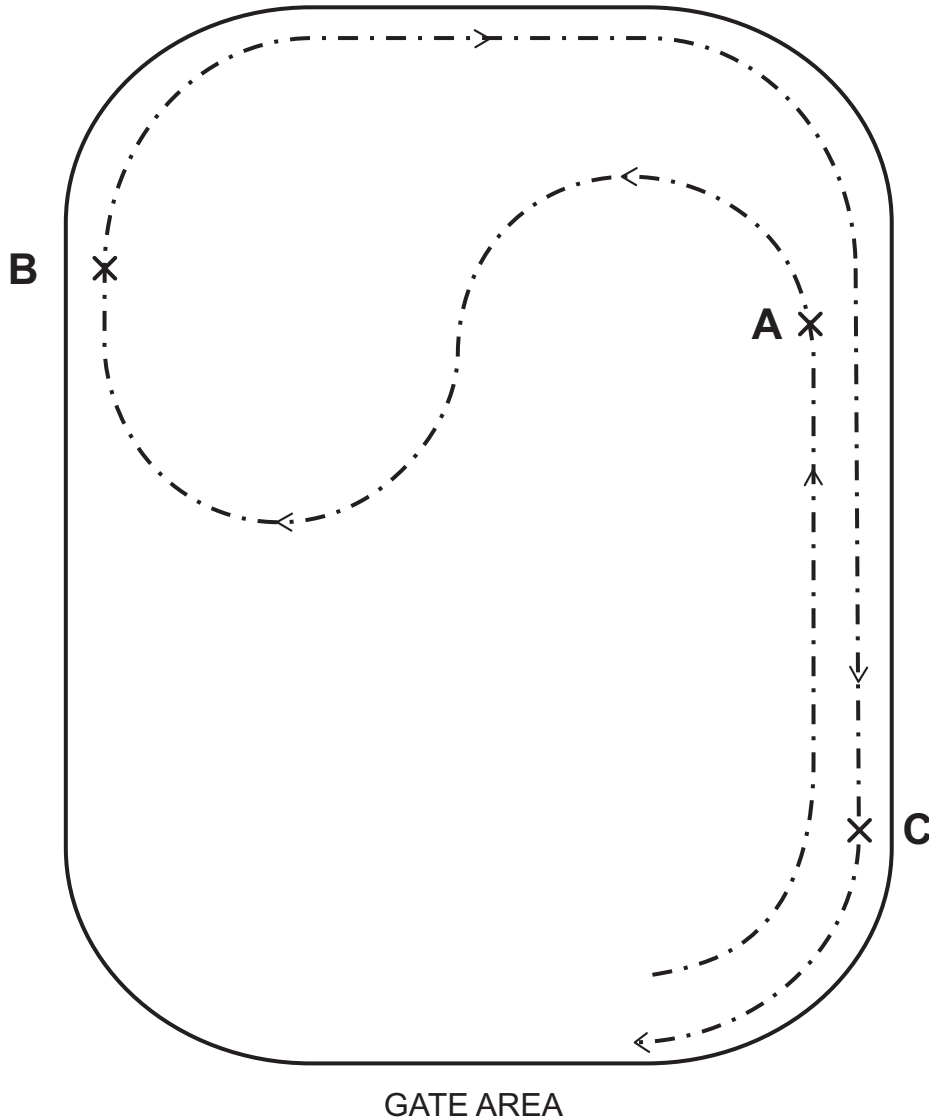
GATE AREA

1.	Enter the arena at a walk to A. Stop.	100	
2.	At A trot a four loop serpentine to B. First loop on the right diagonal & second loop on the left diagonal.	100	
3.	Third loop on the right diagonal & fourth loop on the left diagonal.	100	
4.	At B stop. Turn around facing C.	100	
5.	Walk to C. Stop & turn 90° to the left, facing D.	100	
6.	Start trotting to D on the left diagonal. Stop at D and leave the arena.	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
	TOTAL	800	

WALK & TROT PATTERNS

Riders 12 years & under

Test Q

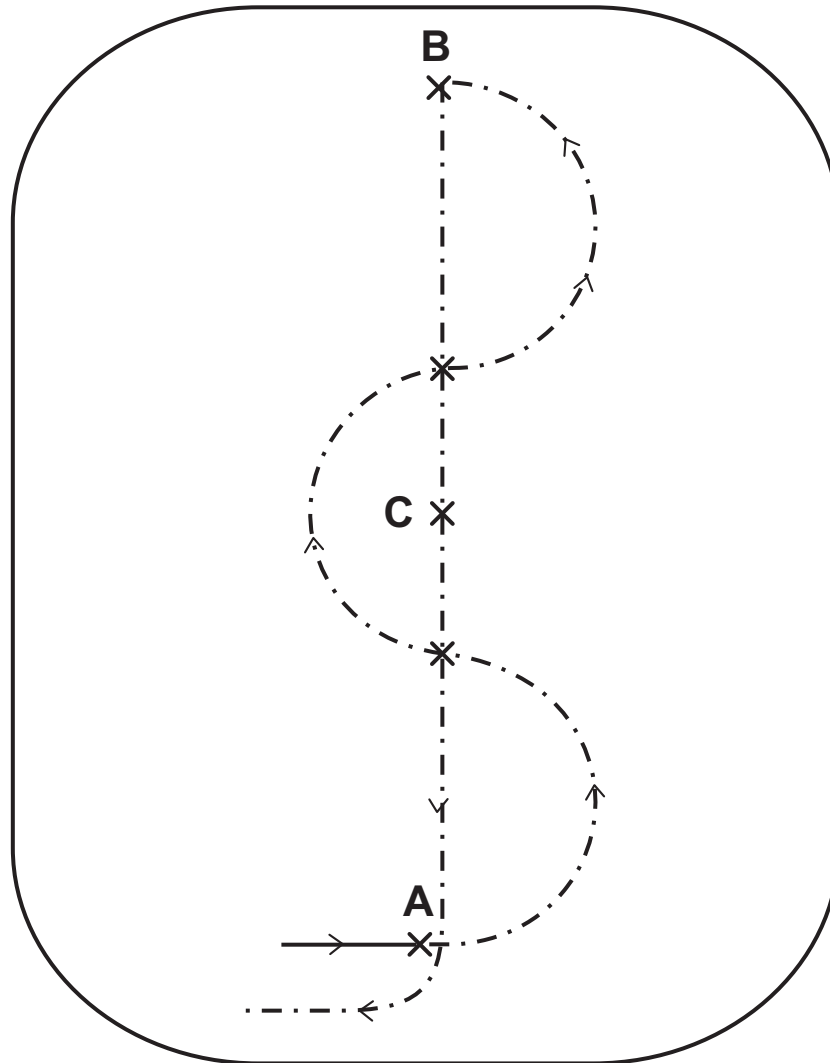


1.	Enter the arena at a trot on the right diagonal to A.	100	
2.	At A continue trotting a two loop serpentine to B. First loop on the right diagonal, second loop on the left diagonal.	100	
3.	At B continue trotting against the rail to A.	100	
4.	At A change to the right diagonal.	100	
5.	Continue trotting to C.	100	
6.	At C change to the left diagonal and leave the arena.	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
TOTAL		800	

WALK & TROT PATTERNS

Riders 12 years & under

Test R



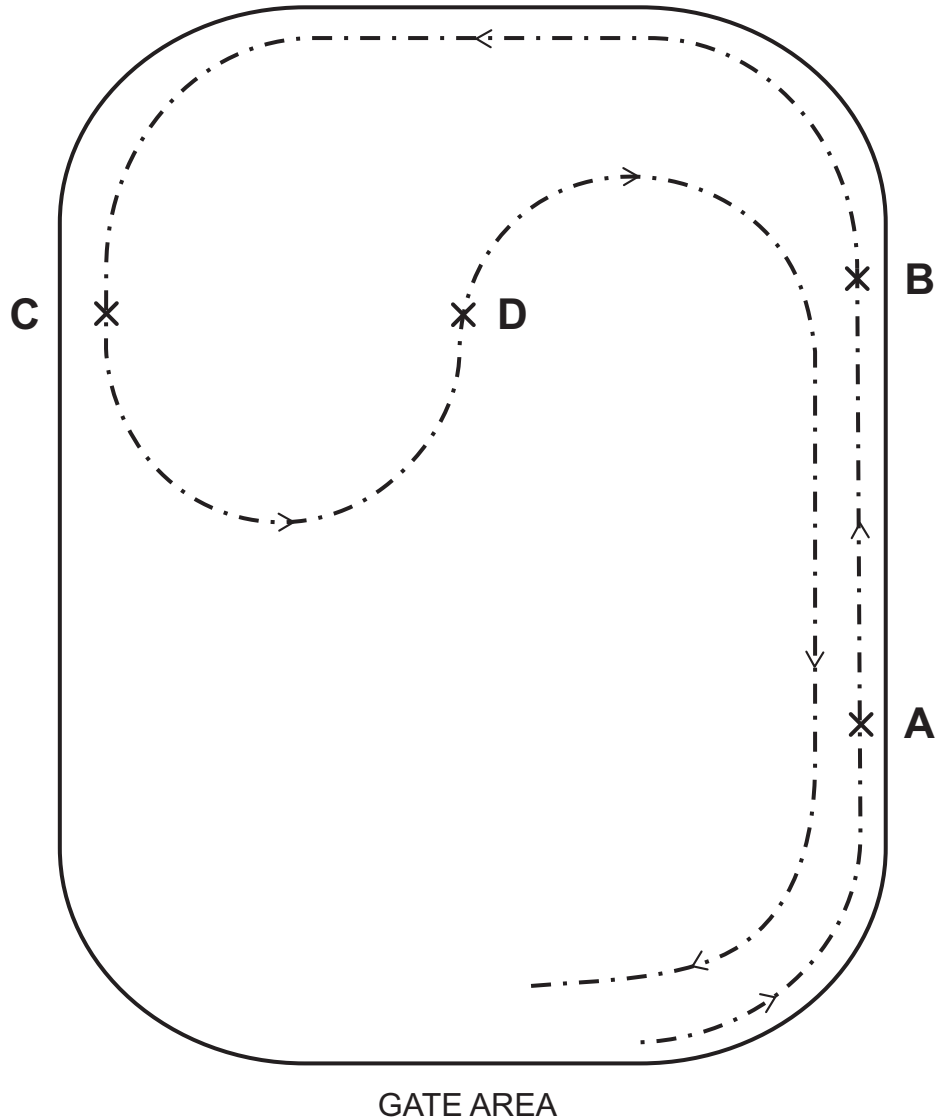
GATE AREA

1.	Enter the arena at a walk to A. Stop. Position your horse.	100	
2.	At A start trotting a three loop serpentine, first loop on right diagonal.	100	
3.	Second loop on the left diagonal.	100	
4.	Third loop on the right diagonal. Stop.	100	
5.	At B turn 90° left & start trotting on the right diagonal in a straight line.	100	
6.	At C change to the left diagonal to A and leave the arena.	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
TOTAL		800	

WALK & TROT PATTERNS

Riders 12 years & under

Test S

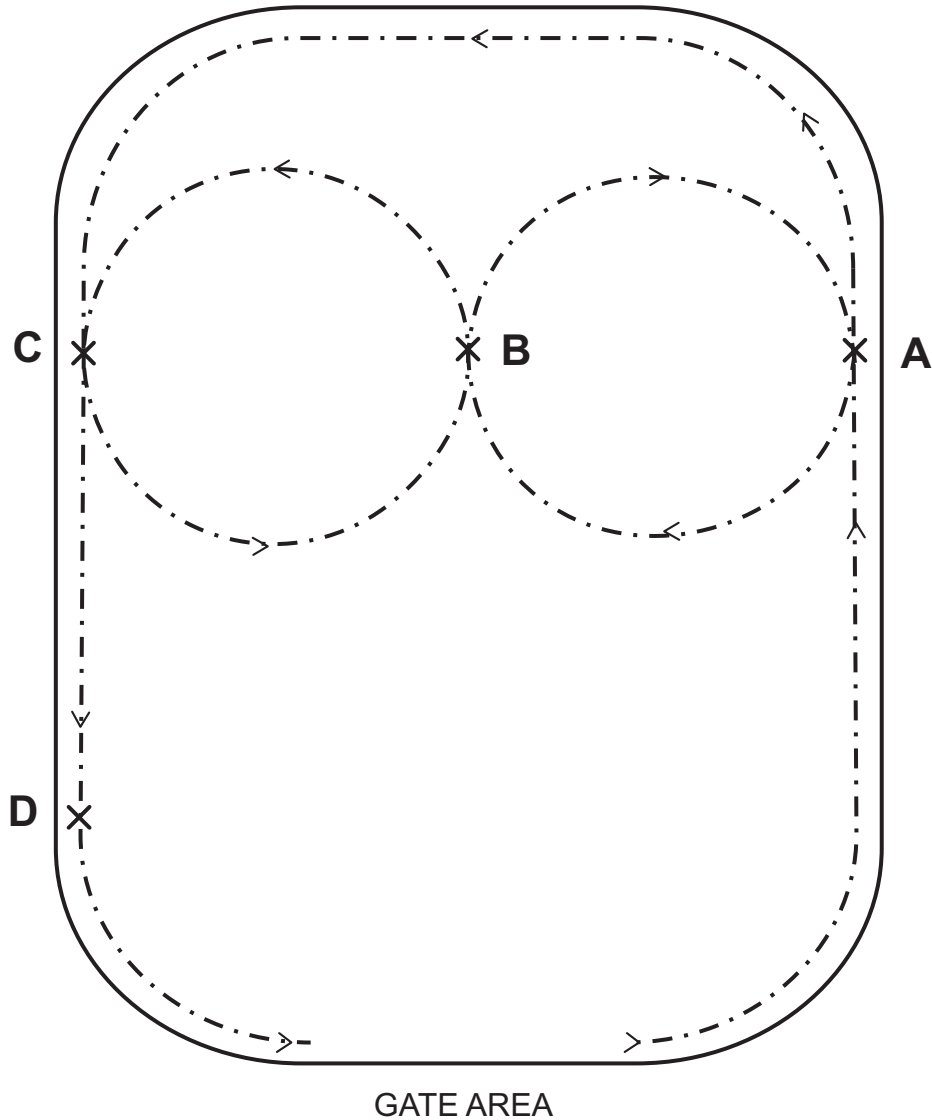


1.	Enter the arena and trot to A.	100	
2.	At A change to the left diagonal & continue trotting to B.	100	
4.	At B change to the right diagonal and continue trotting to C.	100	
5.	At C continue trotting to D in a half circle.	100	
6.	At D change diagonal and continue trotting to B in a half circle.	100	
7.	At B continue trotting against the rail to A and leave the arena.	100	
8.	Over-all impression.	100	
9.	Horsemanship.	100	
TOTAL		800	

WALK & TROT PATTERNS

Riders 12 years & under

Test T

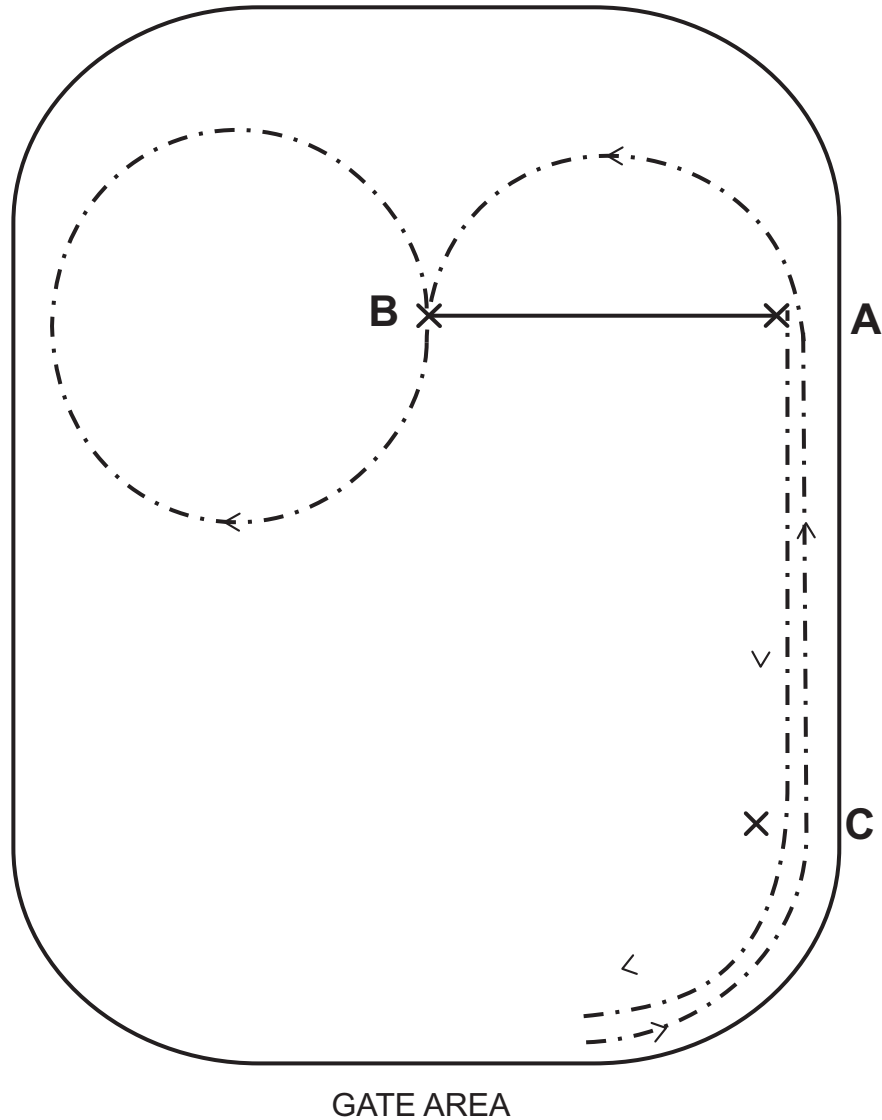


1.	Enter the arena and trot against the rail to A on the correct diagonal.	100	
2.	At A trot a figure 8, starting with a half circle to the left.	100	
3.	At B change diagonal & continue trotting a circle past C, back to B.	100	
4.	At B change diagonal & continue trotting to A.	100	
5.	At A continue trotting to D against the rail.	100	
6.	Stop at D. Pick up a trot and leave the arena.	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
TOTAL		800	

WALK & TROT PATTERNS

Riders 12 years & under

Test U



1.	Enter the arena and trot to A on correct diagonal.	100	
2.	At A trot a half circle to the left.	100	
3.	Continue trotting a circle to the right, back to B.	100	
4.	At B stop, turn 90° left, facing A.	100	
5.	Walk in a straight line towards A, stop at A and turn 90° right.	100	
6.	Pick up a trot against the rail on the incorrect diagonal, at C change back to correct diagonal and leave the arena.	100	
7.	Over-all impression.	100	
8.	Horsemanship.	100	
TOTAL		800	