NEW TEST SERIES: THREE GAITED TEST NO. 1

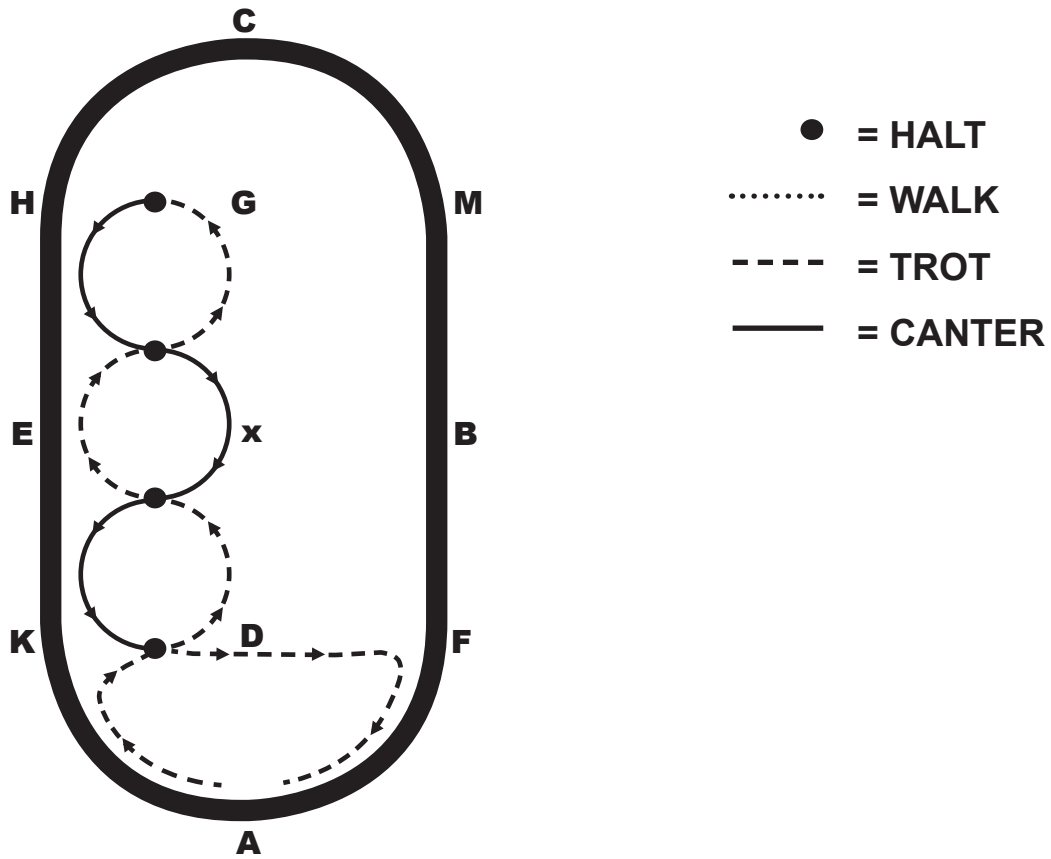|	= HALT
....	= WALK
----	= TROT
——	= CANTER

	Enter the arena and proceed to point A.	
1	From A proceed at a trot in a clockwise direction around the tum to K.	10
2	* From K execute a three loop serpentine along the rail, with the end point at H. Trot the first loop on the right diagonal.	10
3	Trot the second loop on the left diagonal.	10
4	**HALT**	10
5	Canter the third loop on the left lead and continue to the start of the straightaway, H.	10
6	**HALT**	10
7	Trot a circle to the left with a maximum diameter of 16 meters.	10
8	At H change diagonals and continue trotting against the rail to E.	10
9	**HALT**	10
10	Canter on the right lead to the end of the straightaway, K.	10
11	**HALT**	10
	Pick up a trot on the right diagonal and trot around the turn to point A. Test ends.	10
12	Exit the arena at a trot via the shortest route.	-
13	Horsemanship.	10
14	Over-all impression.	10
	TOTAL	**140**

*NOTE: The exact starting point of the three loop serpentine will depend on the size of the specific arena.

The loop ratios will have to fit into the space available. The serpentine, with the added extra paces, should end at point H.

Therefore, the rider should plan the start of the first loop accordingly.

NEW TEST SERIES: THREE GAITED TEST NO. 2

● = HALT

········· = WALK

- - - - = TROT

——— = CANTER

	Enter the arena and proceed to point A.	
1	From A proceed at a trot in a clockwise direction around the tum to K.	10
2	* From K execute a three loop serpentine along the rail, with the end point at GH. Trot the first loop on the right diagonal.	10
3	Trot the second loop on the left diagonal.	10
4	Trot the third loop on the right diagonal.	10
5	**HALT** on the quarter line at GH.	10
6	*Execute a three loop serpentine back down the rail at the canter. The serpentine must end at the same point the first serpentine commenced. Canter the first loop on the left lead.	10
7	**HALT**	10
8	Canter the second loop on the right lead.	10
9	**HALT**	10
10	Canter the third loop on the left lead.	10
11	**HALT** on the same quarter line point where the first serpentine commenced.	10
12	Trot a straight line on the right diagonal to F.	10
13	Turn right and trot around the turn to point A. **Test ends.**	10
14	Exit the arena at a trot via the shortest route.	-
15	Horsemanship.	10
16	Over-all impression.	10
	TOTAL	**150**

*NOTE: The exact starting point of the three loop serpentine will depend on the size of the specific arena.

The loop ratios will have to fit into the space available. The serpentine should end at point GH.

Therefore, the rider should plan the start of the first loop accordingly.

NEW TEST SERIES: THREE GAITED TEST NO. 3
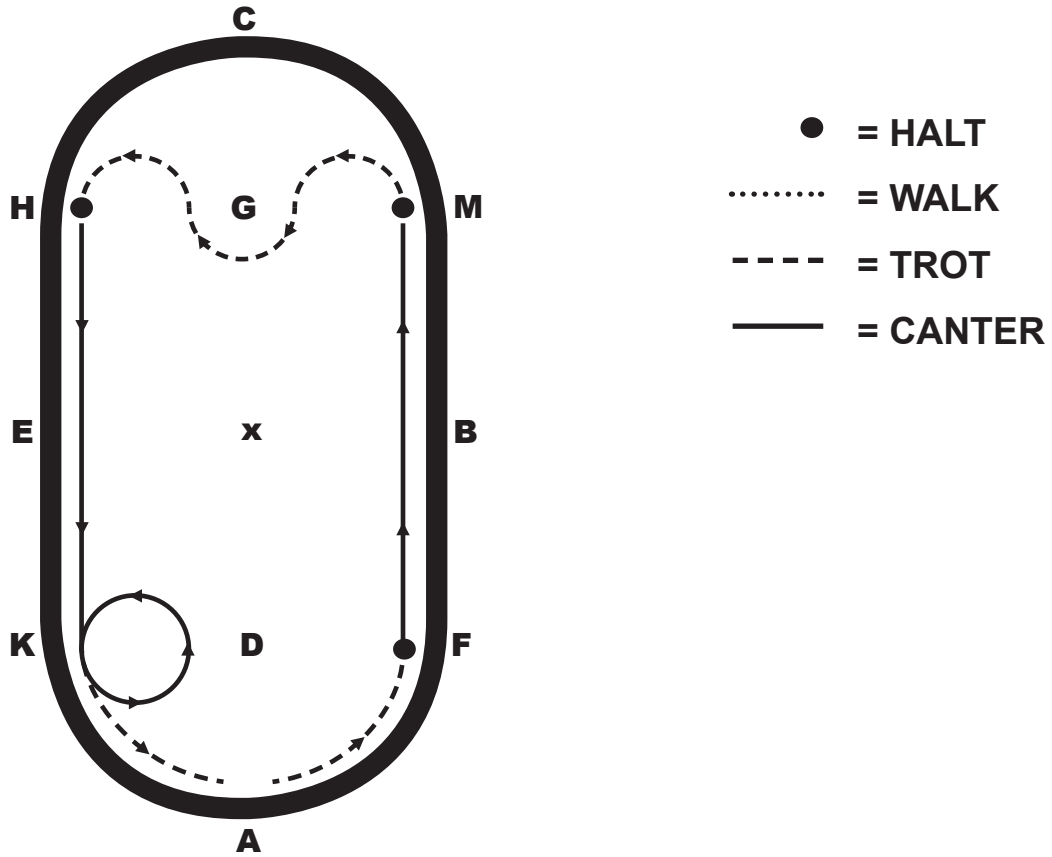
● = HALT

········· = WALK

- - - - = TROT

——— = CANTER

	Enter the arena and proceed to point A.	
1	From A proceed at a trot in a counter clockwise direction to F.	10
2	**HALT**	10
3	Canter on the right lead on the rail to the end of the straightaway, M.	10
4	**HALT**	10
5	Execute a three loop serpentine to H. Trot the first loop on the right diagonal.	10
6	Trot the second loop on the left diagonal.	10
7	Trot the third loop on the right diagonal.	10
8	**HALT**	10
9	Canter on the rail on the left lead to the end of the straightaway, K.	10
10	Continue cantering a circle to the left with a maximum diameter of 16 meters.	10
11	At K transition down from a canter to a trot.	10
12	Trot on the right diagonal around the turn to point A. **Test ends.**	10
13	Exit the arena at a trot via the shortest route.	-
14	Horsemanship.	10
15	Over-all impression.	10
	TOTAL	**140**

NEW TEST SERIES: THREE GAITED TEST NO. 4
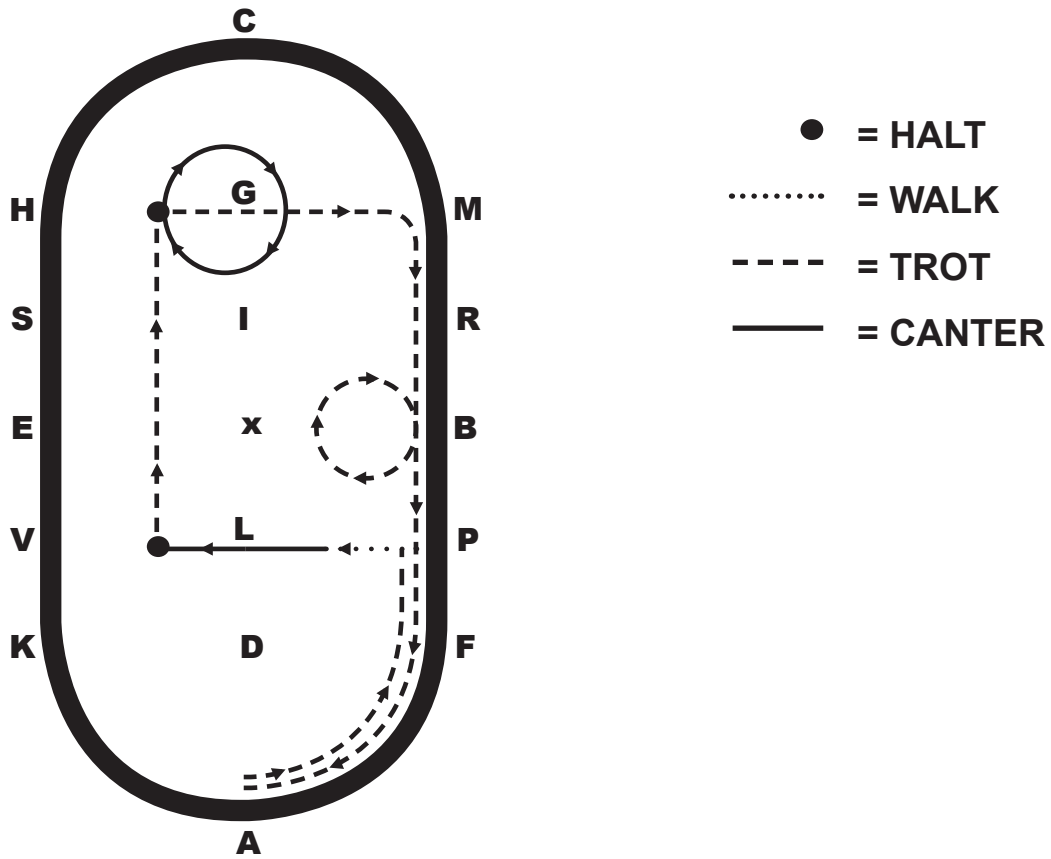
	= HALT
··········	= WALK
- - - -	= TROT
———	= CANTER

	Enter the arena and proceed to point A.	
1	From A proceed at a trot in a counter clockwise direction around the turn towards P.	10
2	Just before P transition to a walk and turn left towards L.	10
3	Walk to the quarter line PL.	10
4	Canter a straight line on the right lead to the quarter line LV.	10
5	**HALT**	10
6	Pivot right.	10
7	Trot a straight line down the quarter line on the left diagonal to HG.	10
8	**HALT**	10
9	Canter a circle to the right with a diameter no larger than 16 meters.	10
10	**HALT**	10
11	Pivot right.	10
12	Trot a straight line to M.	10
13	Turn right and continue trotting against the rail to B.	10
14	At B trot a circle to the right with a maximum diameter of 12 meters.	10
15	Continue trotting against the rail to point A showing 2 diagonal changes. **Test ends.**	10
16	Exit the arena at a trot via the shortest route.	-
17	Horsemanship.	10
18	Over-all impression.	10
	TOTAL	**170**

NEW TEST SERIES: THREE GAITED TEST NO. 5

● = HALT

.... = WALK
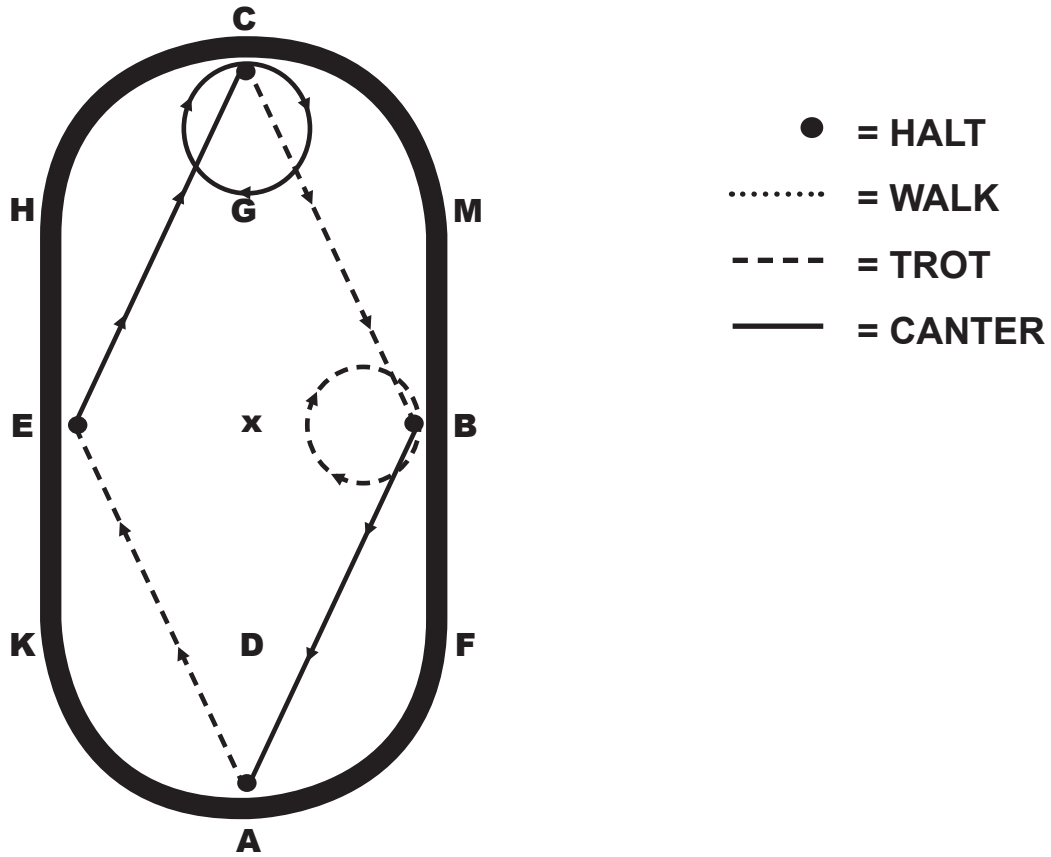
---- = TROT

—— = CANTER

	Enter the arena and proceed to point A facing toward point E.	
1	Pick up a trot on the left diagonal to E.	10
2	**HALT**	10
3	Pivot to position your horse to face point C.	10
4	Canter on the left lead to C.	10
5	**HALT**	10
6	Pivot to position your horse to be parallel to the rail.	10
7	Canter a circle to the right with a maximum diameter of 16 meters.	10
8	**HALT**	10
9	Pivot to position your horse to face B.	10
10	Trot on the right diagonal to B.	10
11	Continue trotting and execute a circle to the right with a maximum diameter of 12 meters.	10
12	**HALT**	10
13	Pivot to position your horse to face point A.	10
14	Canter on the right lead to A.	10
15	**HALT. Test ends.**	10
16	Exit the arena at a trot via the shortest route.	-
17	Horsemanship.	10
18	Over-all impression.	10
	TOTAL	**170**

NEW TEST SERIES: THREE GAITED TEST NO. 6
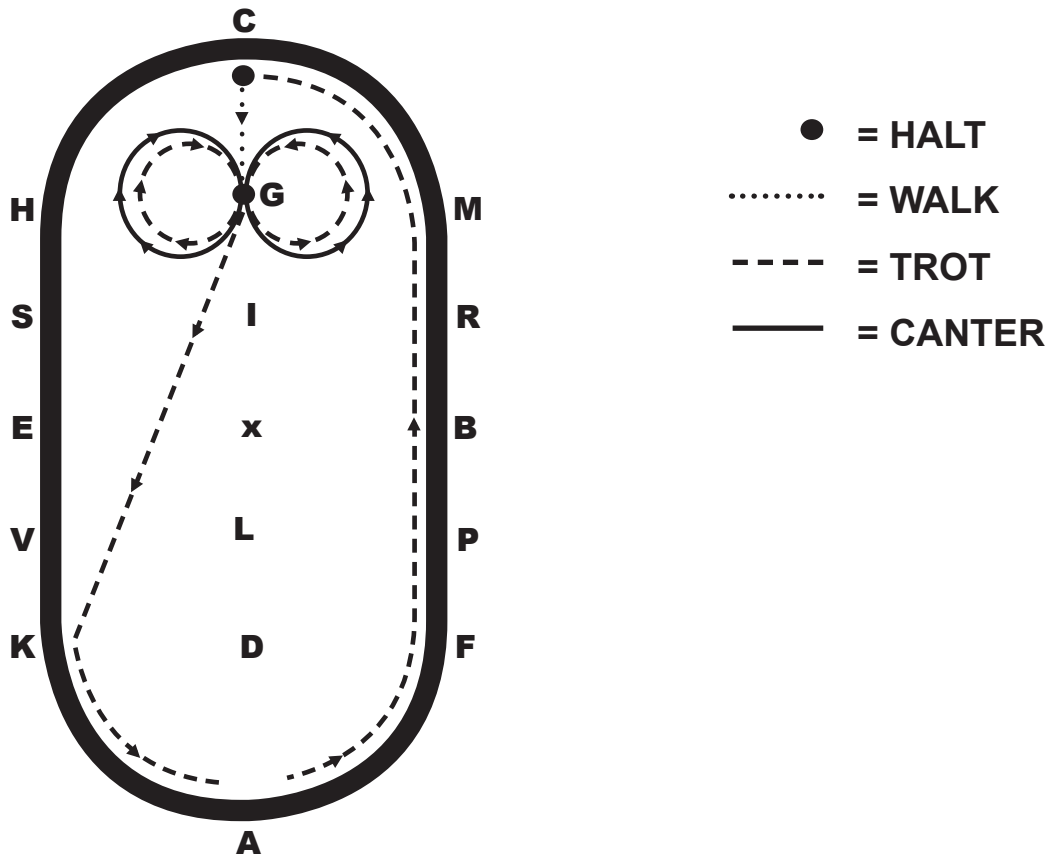
|	= HALT
··········	= WALK
‑ ‑ ‑ ‑	= TROT
————	= CANTER

	Enter the arena and proceed to point A.	
1	From A proceed at a trot in a counter clockwise direction against the rail to C showing four diagonal changes.	10
2	**HALT**	10
3	Pivot left.	10
4	Walk down the centre line to G.	10
5	**HALT**	10
6	Execute a figure eight at the canter with the diameter no larger than 16 meters. Canter first circle to the left.	10
7	**HALT**	10
8	Canter the second circle to the right.	10
9	**HALT**	10
10	Execute a figure eight at the trot with the diameter no larger than 12 meters. Trot the first circle to the left.	10
11	Trot the second circle to the right.	10
12	Continue trotting a diagonal line to K, continue around the turn to point to A. **Test ends.**	10
13	Exit the arena at a trot via the shortest route.	-
14	Horsemanship.	10
15	Over-all impression.	10
	TOTAL	**140**

NEW TEST SERIES: THREE GAITED TEST NO. 7
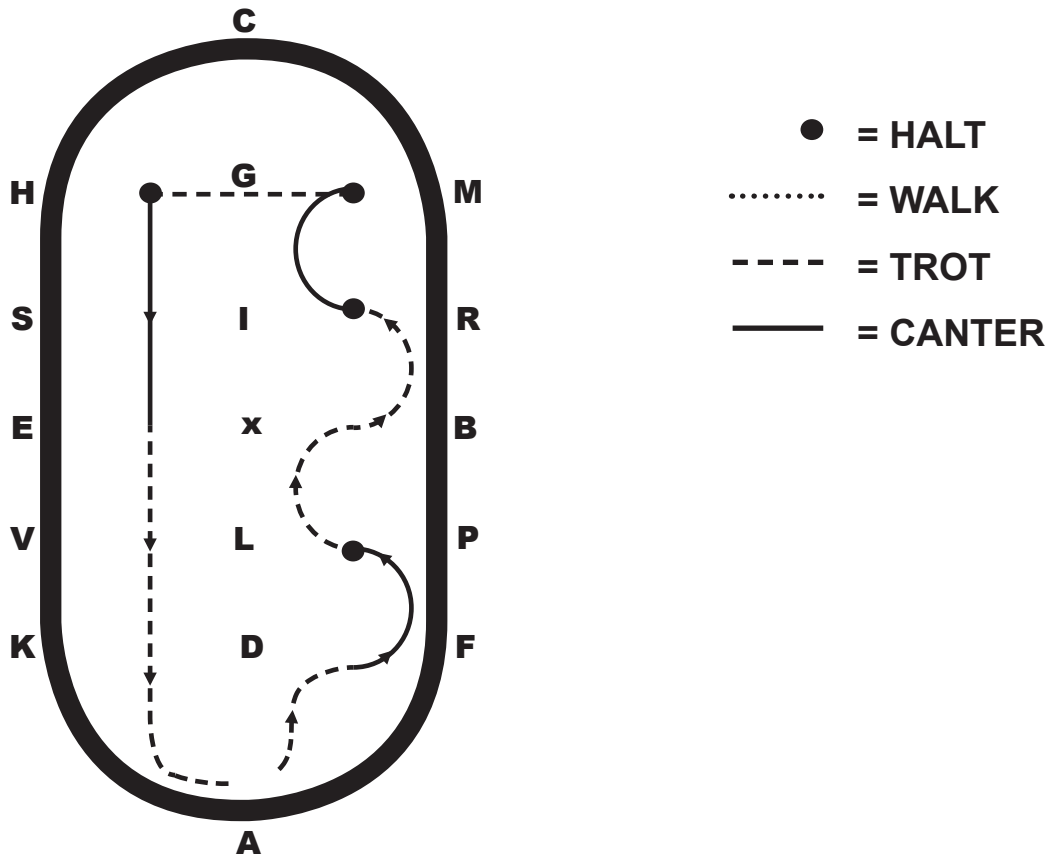
● = HALT

········· = WALK

---- = TROT

—— = CANTER

	Enter the arena and proceed to point A.	
1	From A proceed at a trot in a counter clockwise direction and execute a four loop serpentine down the straightaway from DF to GM. Canter the first loop to the left.	10
2	**HALT**	10
3	Trot the second loop on the left diagonal.	10
4	Trot the third loop on the right diagonal.	10
5	**HALT**	10
6	Canter the fourth loop to the right.	10
7	**HALT**	10
8	Change direction.	10
9	Trot a straight line on the right diagonal to GH.	10
10	**HALT**	10
11	Pivot left.	10
12	Canter a straight line on the quarter line on the right lead to EX.	10
13	Transition down from a canter to a trot.	10
14	Trot a straight line on the quarter line back to the rail showing two diagonal changes and proceed in a counter clockwise direction to point A. **Test ends.**	10
15	Exit the arena at a trot via the shortest route.	-
16	Horsemanship.	10
17	Over-all impression.	10
	TOTAL	**160**

NEW TEST SERIES: THREE GAITED TEST NO. 8
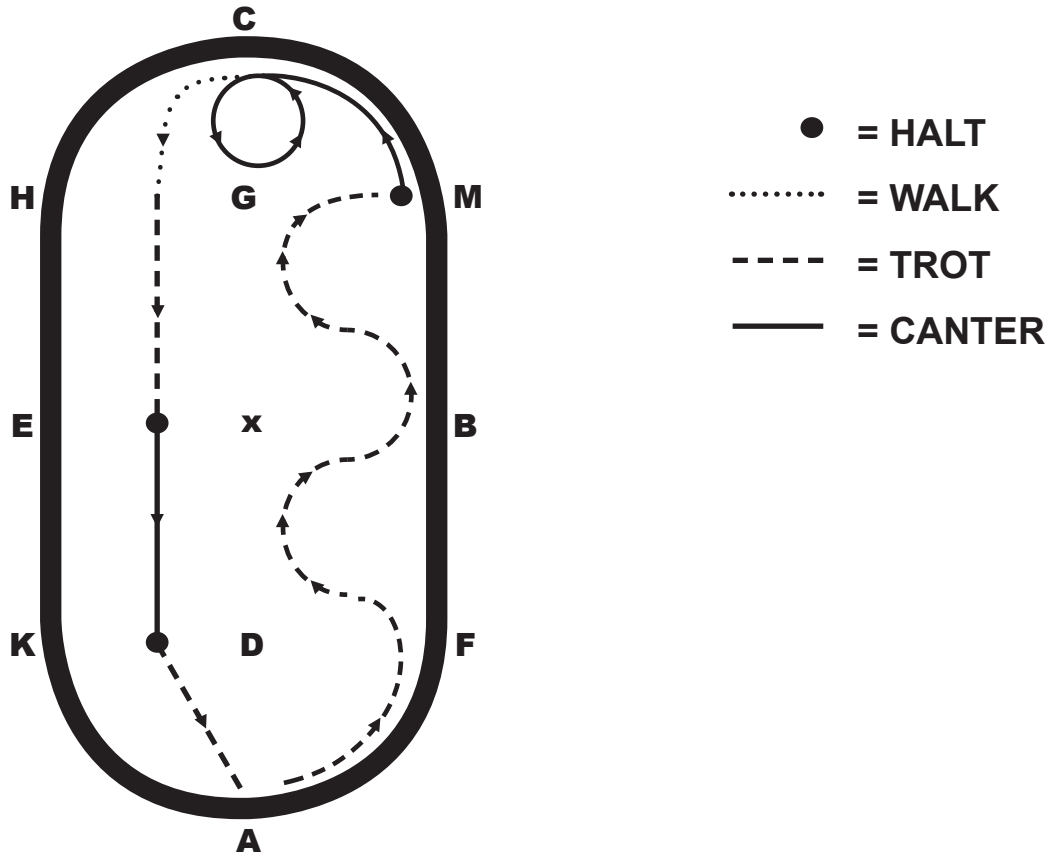
|		
	Enter the arena and proceed to point A.	
1	* Proceed in a counter clockwise direction and execute a three loop serpentine down the straightaway to end at point M. Trot the first loop on the left diagonal.	10
2	Trot the second loop on the right diagonal.	10
3	Trot the third loop on the left diagonal, at GM continue trotting to M.	10
4	**HALT**	10
5	Pivot left and	10
6	Canter on the left lead to C.	10
7	Continue cantering a circle to the left with a maximum diameter of 16 meters.	10
8	At C transition to a walk.	10
9	Walk down the quarter line to GH.	10
10	From GH pick up a trot and continue down the quarter line to XE showing one diagonal change.	10
11	**HALT**	10
12	Canter a straight line down the quarter line to DK on the right lead.	10
13	**HALT**	10
14	Trot a diagonal line to point A on the right diagonal. **Test ends.**	10
15	Exit the arena at a trot via the shortest route.	-
16	Horsemanship.	10
17	Over-all impression.	10
	TOTAL	**160**

*NOTE: The exact starting point of the three loop serpentine will depend on the size of the specific arena.

The loop ratios will have to fit into the space available. The serpentine, with the added extra paces, should end at point M.

Therefore, the rider should plan the start of the first loop accordingly.
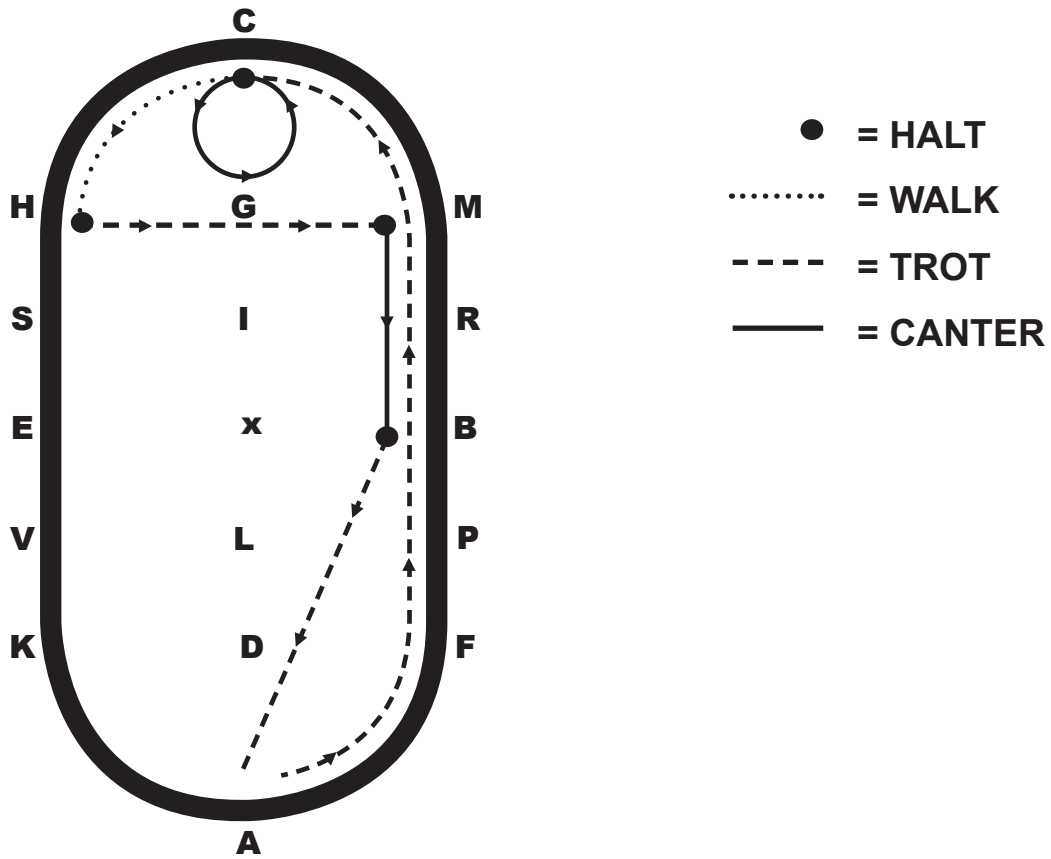
NEW TEST SERIES: THREE GAITED TEST NO. 9

● = HALT
.... = WALK
---- = TROT
—— = CANTER
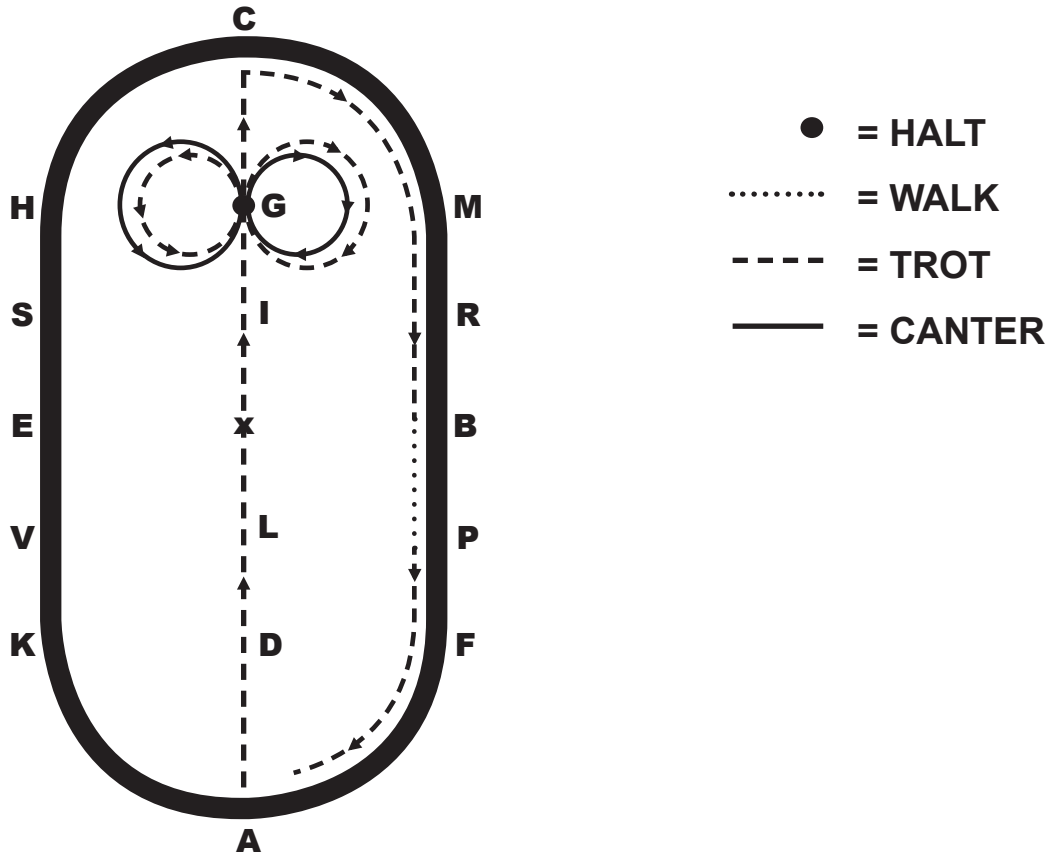
	Enter the arena and proceed to point A.	
1	From A proceed up the centre line at a trot on the left diagonal.	10
2	At L change to the right diagonal and continue trotting to G.	10
3	At G execute two figures of eight circles with a maximum diameter of 16 meters. Trot the first circle to the left.	10
4	**HALT**	10
5	Canter the second circle to the right.	10
6	**HALT**	10
7	Canter the third circle to the left.	10
8	**HALT**	10
9	Trot the fourth circle to the right.	10
10	Continue trotting a straight line on the centre line to C and turn right.	10
11	Show three diagonal changes to B.	10
12	At B walk against the rail to P.	10
13	Pick up a trot and trot around the turn to point A. **Test ends.**	10
14	Exit the arena at a trot via the shortest route.	-
15	Horsemanship.	10
16	Over-all impression.	10
	TOTAL	**150**

NEW TEST SERIES: THREE GAITED TEST NO. 10

● = HALT

········· = WALK

- - - - = TROT

———— = CANTER

	Enter the arena and proceed to point A.	
1	From A proceed at a trot on the right diagonal on the rail in a counter clockwise direction towards M showing one diagonal change.	10
2	At M change to the right diagonal and proceed at a trot around the turn to C.	10
3	**HALT**	10
4	Canter a circle to the left with a maximum diameter of 12 meters.	10
5	**HALT**	10
6	Proceed at a walk on the rail to H.	10
7	**HALT**	10
8	Pivot left to face M.	10
9	Trot on the left diagonal in a straight line to M.	10
10	**HALT**	10
11	Pivot right.	10
12	Proceed at a canter on the right lead on the rail to B.	10
13	**HALT**	10
14	Proceed at a trot on the right diagonal toward point A. At a point parallel to point F as the rider enters the turn, change diagonal and proceed at a trot on the left diagonal to point A. **Test ends.**	10
15	Exit the arena at a trot via the shortest route.	-
16	Horsemanship.	10
17	Over-all impression.	10
	TOTAL	**160**