



TROT = .....  
 CANTER = - - - - -

F.S.  
 Judge

### WORKING HACK / HUNTER – WORK OUT

- Trot out
- Canter a circle inside the jumps on the left rein.
- Jump No. 1 and No 2 on the left rein
- Change rein through the centre of the circle
- Jump No. 3 and No. 4 on the right rein
- Canter a circle inside the jumps on the right rein.
- Trot back to judge
- Halt. Salute.