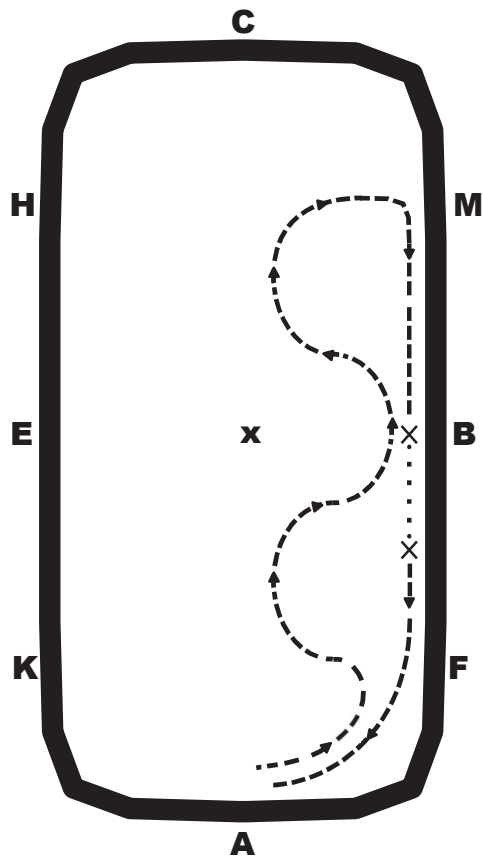


NTS WALK & TROT: TEST NO. 1



- = HALT
- = WALK
- = TROT
- × = TRANSITION

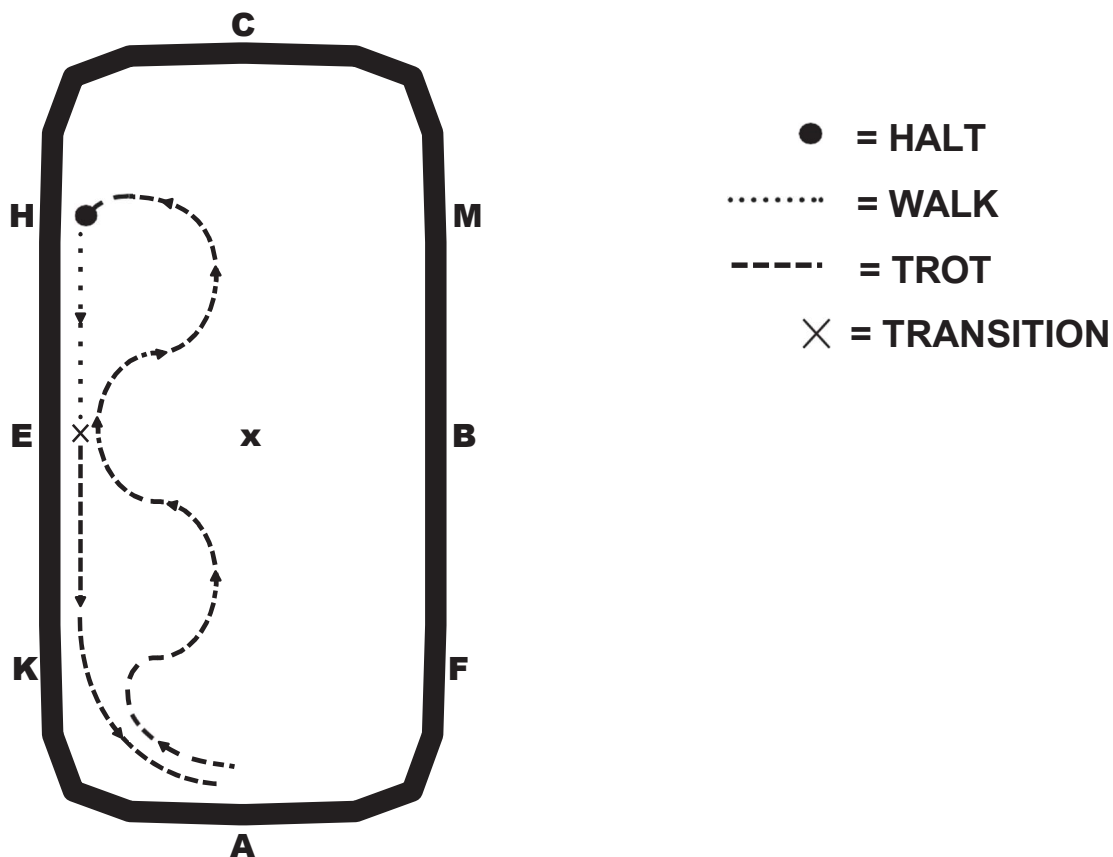
1	Enter the arena and proceed to point A.	
2	From A proceed in a counter clockwise direction at a trot on the right diagonal to F.	10
3	* From F execute a three loop serpentine along the rail, with the end point at M. Trot the first loop on the left diagonal.	10
4	Trot the second loop on the right diagonal.	10
5	Trot the third loop on the left diagonal and continue to M.	10
6	Change diagonals to the right diagonal and proceed to B.	10
7	Transition to a walk and walk 5 paces.	10
8	Pick up a trot on the right diagonal and proceed to F.	10
9	Change diagonals to the left diagonal and proceed around the turn to point A. Test ends.	10
10	Exit the arena at a trot via the shortest route.	-
11	Horsemanship.	10
12	Over-all impression.	10
	TOTAL	100

***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.

NTS WALK & TROT: TEST NO. 2



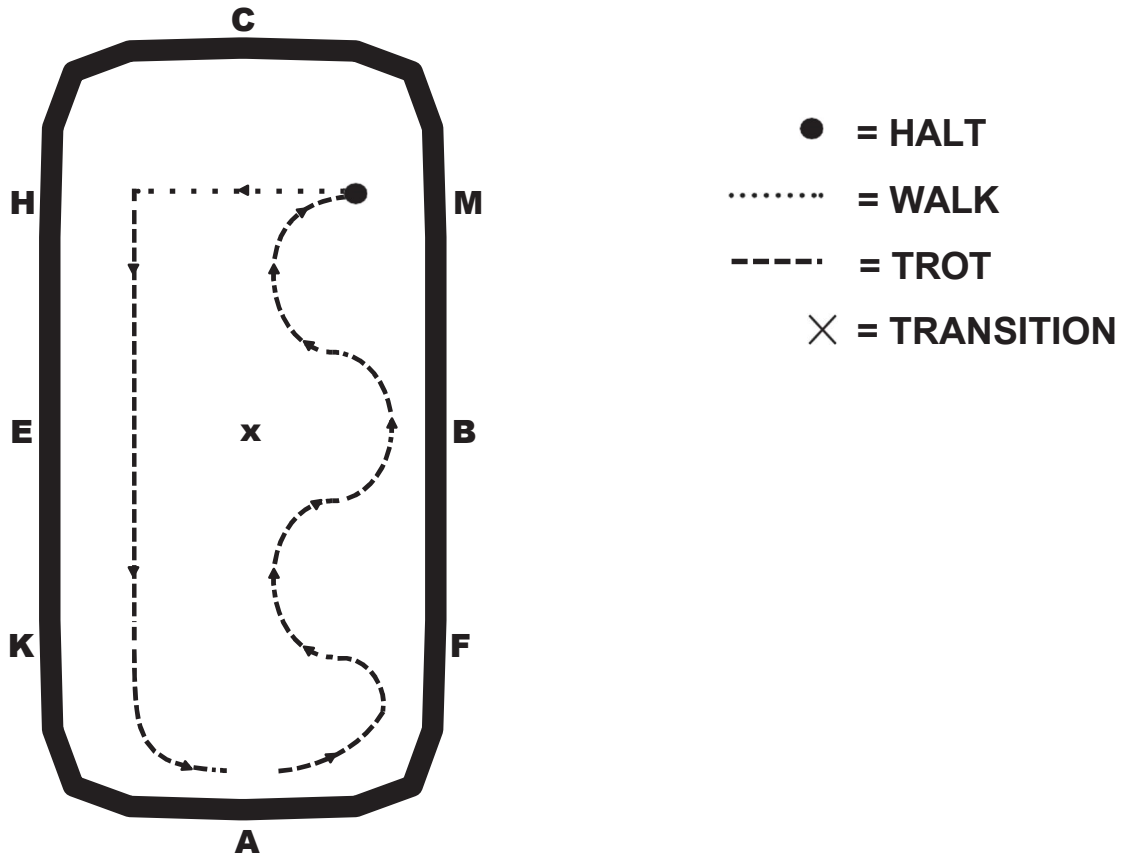
1	Enter the arena and proceed to point A.	
2	From A proceed in a clockwise direction at a trot on the left diagonal to K.	10
3	* From K execute a three loop serpentine along the rail, with the end point at H. Trot the first loop on the right diagonal.	10
4	Trot the second loop on the left diagonal.	10
5	Trot the third loop on the right diagonal and continue to H.	10
6	HALT	10
7	Walk to E.	10
8	At E pick up a trot on the left diagonal and proceed to K.	10
9	At K change diagonals to the right diagonal and proceed to A. Test ends.	10
10	Exit the arena at a trot via the shortest route.	-
11	Horsemanship.	10
12	Over-all impression.	10
	TOTAL	100

***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.

NTS WALK & TROT: TEST NO. 3



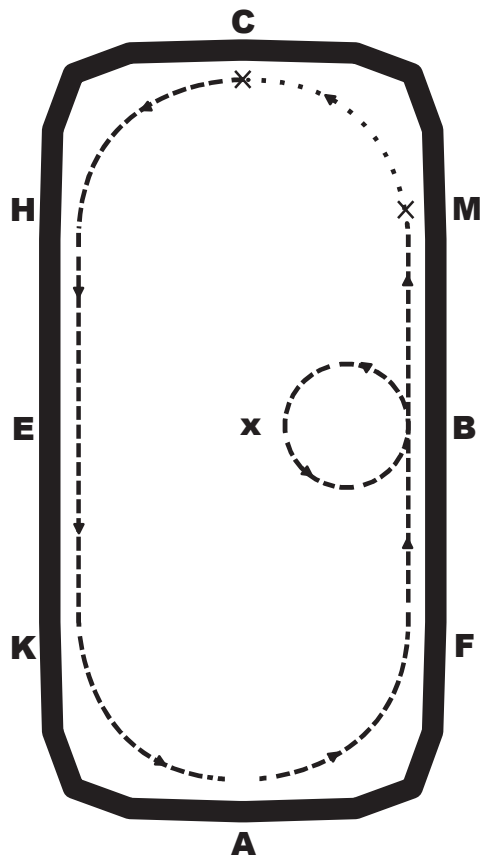
1	Enter the arena and proceed to point A.	
2	From A proceed in a counter clockwise direction at a trot on the left diagonal to F.	10
3	* From F Execute a three loop serpentine along the rail, with the end point at GM. Trot the first loop on the left diagonal.	10
4	Trot the second loop on the right diagonal.	10
5	Trot the third loop on the left diagonal and continue to H.	10
6	HALT	10
7	Change direction to face H.	10
8	Walk in a straight line to GH on the quarter line.	10
9	Pivot right.	10
10	Trot down the quarter line on the left diagonal to K.	10
11	At K change to the right diagonal and proceed 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	120

***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.

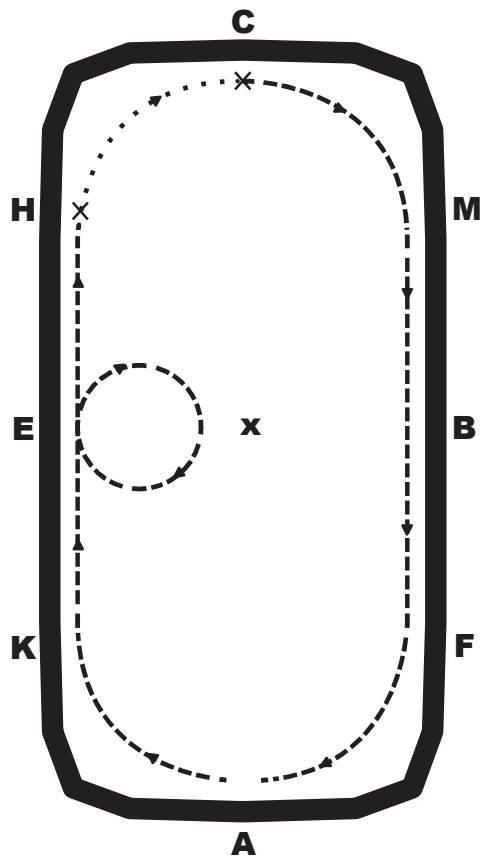
NTS WALK & TROT: TEST NO. 4



- = HALT
- = WALK
- = TROT
- × = TRANSITION

1	Enter the arena and proceed to point A.	
2	From A proceed in a counter clockwise direction at a trot on the right diagonal to B.	10
3	Execute a circle to the left with a maximum diameter of 20 meters.	10
4	Trot to M.	10
5	Transition to a walk.	10
6	Walk to C.	10
7	Pick up a trot on the right diagonal and proceed to H.	10
8	At H change to the left diagonal and proceed to K.	10
9	At K change to the right diagonal and proceed to A. Test ends.	10
10	Exit the arena at a trot via the shortest route.	-
11	Horsemanship.	10
12	Over-all impression.	10
	TOTAL	100

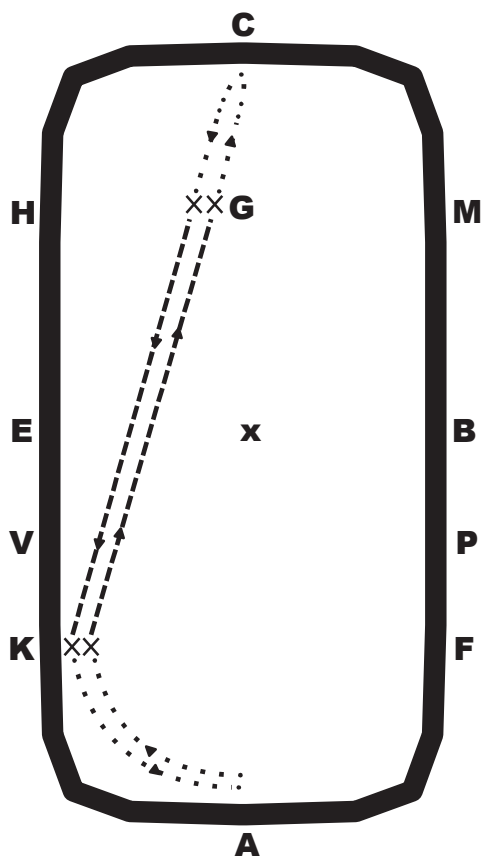
NTS WALK & TROT: TEST NO. 5



● = HALT
 = WALK
 - - - - - = TROT
 X = TRANSITION

1	Enter the arena and proceed to point A.	
2	From A proceed in a clockwise direction at a trot on the left diagonal to E.	10
3	Execute a circle to the right with a maximum diameter of 20 meters.	10
4	Trot to H.	10
5	Transition to a walk.	10
6	Walk to C.	10
7	Pick up a trot on the left diagonal and proceed to M.	10
8	At M change to the right diagonal and proceed to F.	10
9	At F change to the left diagonal and proceed to A. Test ends.	10
10	Exit the arena at a trot via the shortest route.	-
11	Horsemanship.	10
12	Over-all impression.	10
	TOTAL	100

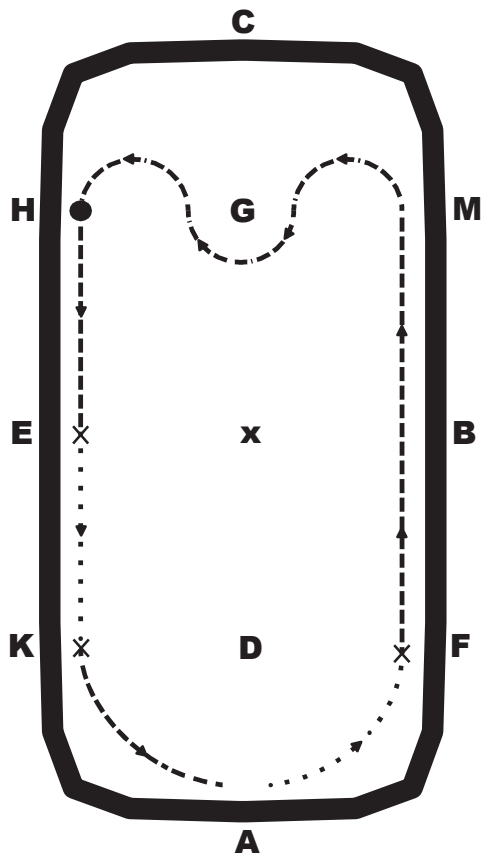
NTS WALK & TROT: TEST NO. 6



- = HALT
- = WALK
- = TROT
- × = TRANSITION

1	Enter the arena and proceed to point A.	
2	From A proceed in a clockwise direction at a walk around the turn to K.	10
3	At K trot a diagonal line towards C on the left diagonal.	10
4	Parallel to G transition to a walk.	10
5	Walk to C.	10
6	Change direction.	10
7	Walk on a diagonal line towards K.	10
8	Parallel to G, pick up a trot on the right diagonal.	10
9	Trot on the diagonal line to K.	10
10	At K transition to a walk.	10
11	Walk around the turn and proceed 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	120

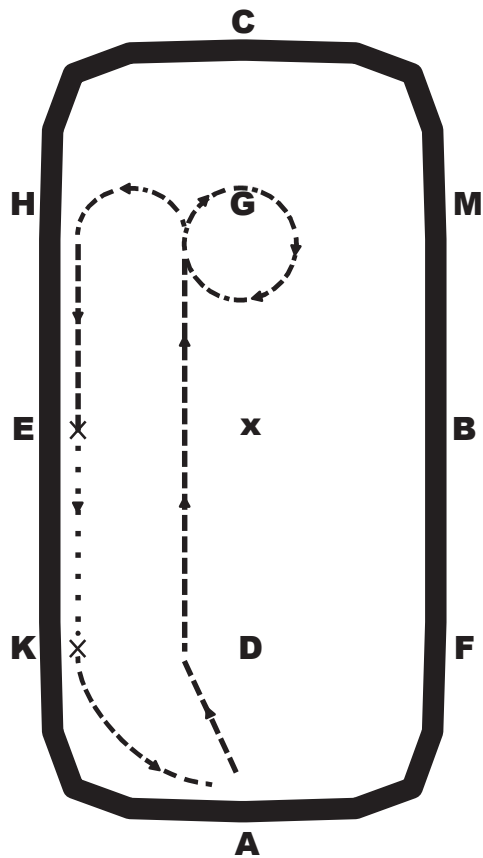
NTS WALK & TROT: TEST NO. 7



- = HALT
- = WALK
- = TROT
- × = TRANSITION

1	Enter the arena and proceed to point A.	
2	From A proceed in a counter clockwise direction at a walk and walk around the turn to F.	10
3	At F trot on the rail to M on the right diagonal.	10
4	At M execute a three loop serpentine to H.	10
5	HALT	10
6	Trot on the rail to E on the left diagonal.	10
7	Transition to a walk.	10
8	Walk on the rail to K.	10
9	Trot around the turn on the right diagonal and proceed to point A. Test ends.	10
10	Exit the arena at a trot via the shortest route.	-
11	Horsemanship.	10
12	Over-all impression.	10
	TOTAL	100

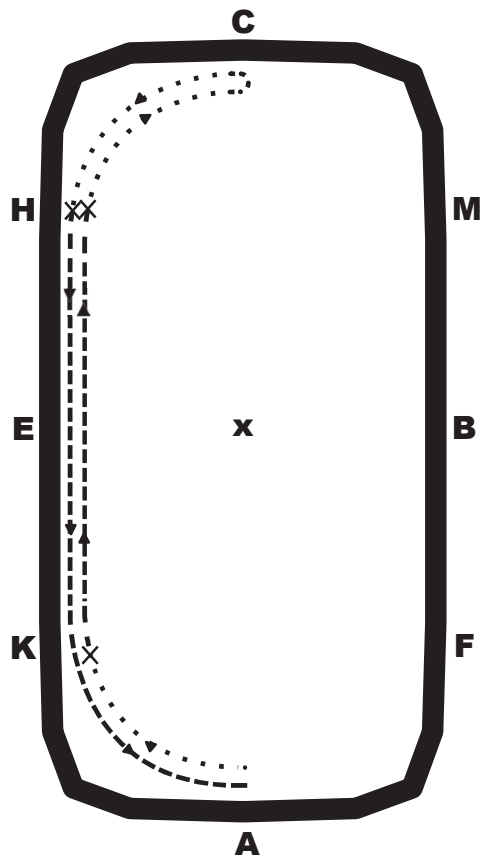
NTS WALK & TROT: TEST NO. 8



- = HALT
- = WALK
- = TROT
- × = TRANSITION

1	Enter the arena and proceed to point A.	
2	From A proceed in a clockwise direction at a trot and trot a straight line to DK on the quarter line on the right diagonal.	10
3	At DK change to the left diagonal and trot up the quarter line to GH.	10
4	Execute a circle to the right.	10
5	At DH trot a half circle to the left to H.	10
6	Change diagonal to the left diagonal and proceed to E.	10
7	Transition to a walk.	10
8	Walk on the rail to K.	10
9	Trot around the turn on the right diagonal and proceed to point A. Test ends.	10
10	Exit the arena at a trot via the shortest route.	-
11	Horsemanship.	10
12	Over-all impression.	10
	TOTAL	100

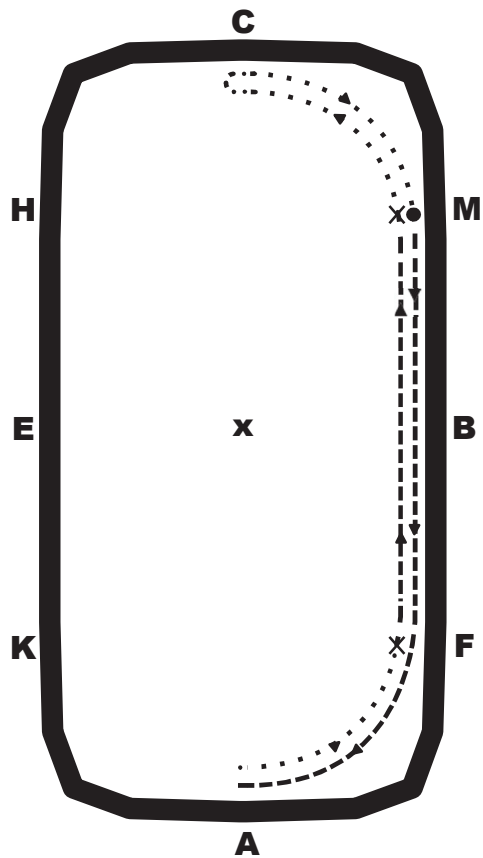
NTS WALK & TROT: TEST NO. 9



- = HALT
- = WALK
- = TROT
- × = TRANSITION

1	Enter the arena and proceed to point A.	
2	From A proceed in a clockwise direction at a walk and proceed to K.	10
3	At K trot on the rail towards H on the left diagonal.	10
4	At H transition to a walk.	10
5	Walk around the turn to C.	10
6	Change direction.	10
7	Walk around the turn to H.	10
8	Trot on the rail to E on the left diagonal.	10
9	Change to the right diagonal and proceed around the turn to point A. Test ends.	10
10	Exit the arena at a trot via the shortest route.	-
11	Horsemanship.	10
12	Over-all impression.	10
	TOTAL	100

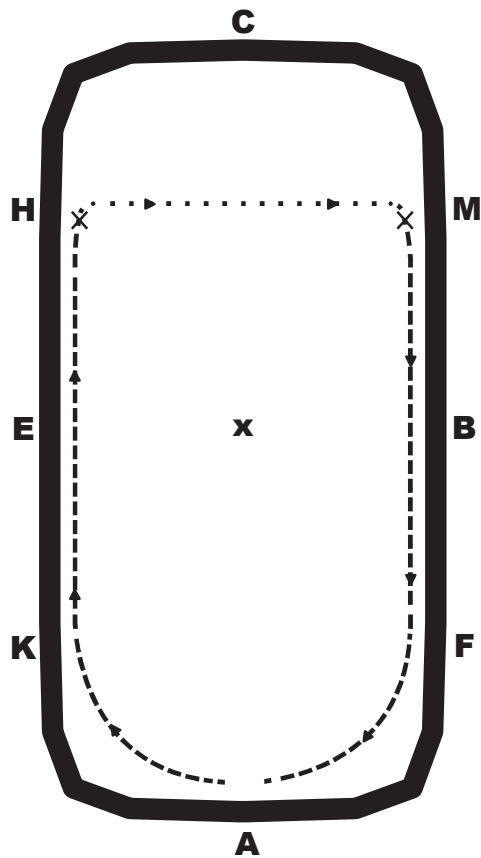
NTS WALK & TROT: TEST NO. 10



- = HALT
- = WALK
- = TROT
- × = TRANSITION

1	Enter the arena and proceed to point A.	
2	From A proceed in a counter clockwise direction at a walk and proceed to F.	10
3	At F trot on the rail towards M on the left diagonal.	10
4	At M transition to a walk.	10
5	Walk around the turn to C.	10
6	Change direction.	10
7	Walk around the turn to M.	10
8	HALT	
9	Trot on the rail to B on the right diagonal.	10
10	Change to the left diagonal and proceed around the turn to point A. Test ends.	10
11	Exit the arena at a trot via the shortest route.	-
12	Horsemanship.	10
13	Over-all impression.	10
	TOTAL	110

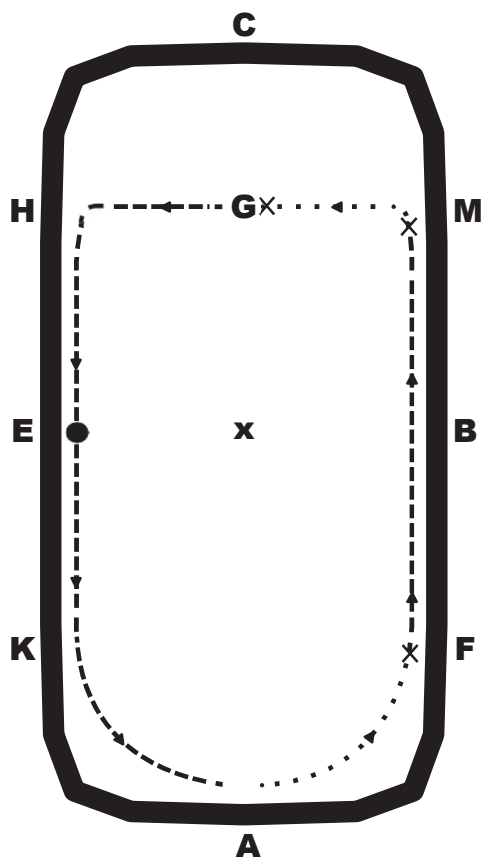
NTS WALK & TROT: TEST NO. 11



● = HALT
 = WALK
 ----- = TROT
 X = TRANSITION

1	Enter the arena and proceed to point A.	
2	From A proceed in a clockwise direction at a trot around the turn on the left diagonal to E.	10
3	At E change diagonals to the right diagonal and proceed to H.	10
4	Just before H transition to a walk.	10
5	Turn right and walk in a straight line to M.	10
6	Turn right and trot on the rail on the left diagonal towards F.	10
7	At B change diagonals to the right diagonal and proceed to F.	10
8	Change diagonals to the left diagonal and proceed to point A. Test ends.	10
9	Exit the arena at a trot via the shortest route.	-
10	Horsemanship.	10
11	Over-all impression.	10
	TOTAL	90

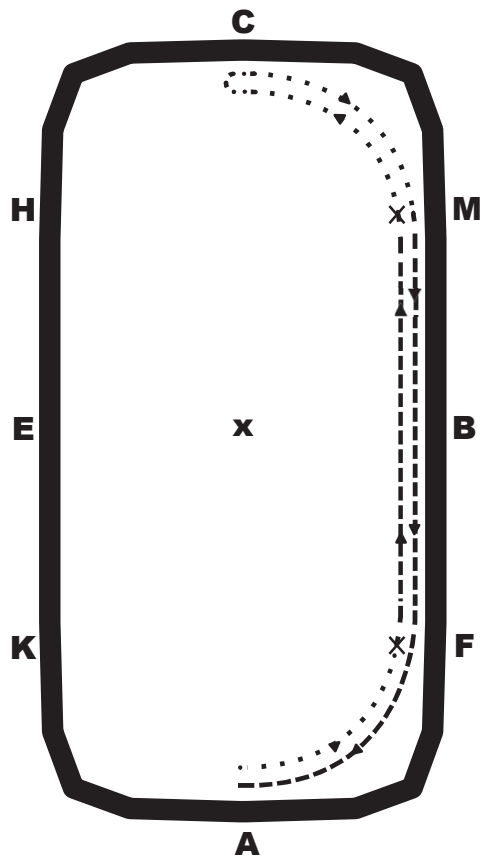
NTS WALK & TROT: TEST NO. 12



● = HALT
 = WALK
 ----- = TROT
 X = TRANSITION

1	Enter the arena and proceed to point A.	
2	From A proceed in a counter clockwise direction at a walk around the turn to F.	10
3	Trot on the rail on the right diagonal to B.	10
4	Change diagonals to the left diagonal and proceed to M.	10
5	Just before M transition to a walk.	10
6	Turn left and walk in a straight line to G.	10
7	Trot a straight line on the right diagonal to H.	10
8	Turn right and trot on the rail on the right diagonal to E.	10
9	HALT	10
10	Trot on the rail on the left diagonal to K.	10
11	Change diagonals to the right diagonal and proceed 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	120

NTS WALK & TROT: TEST NO. 13



- = HALT
- = WALK
- = TROT
- × = TRANSITION

1	Enter the arena and proceed to point A.	
2	From A proceed in a counter clockwise direction at a walk and proceed to F.	10
3	At F trot on the rail towards M on the left diagonal.	10
4	At M transition to a walk.	10
5	Walk around the turn to C.	10
6	Change direction.	10
7	Walk around the turn to M.	10
8	Trot on the rail to B on the right diagonal.	10
9	Change to the left diagonal and proceed around the turn to point A. Test ends.	10
10	Exit the arena at a trot via the shortest route.	-
11	Horsemanship.	10
12	Over-all impression.	10
	TOTAL	100