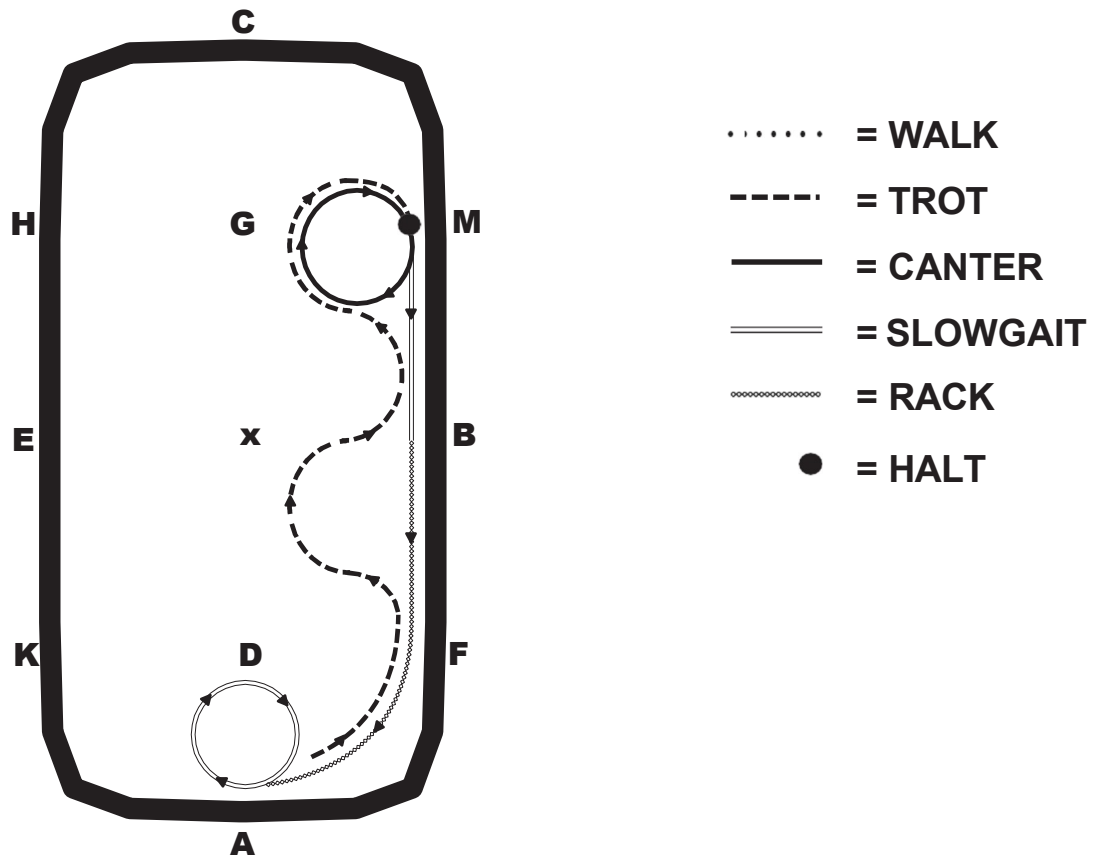


NEW TEST SERIES: FIVE GAITED TEST NO. 1



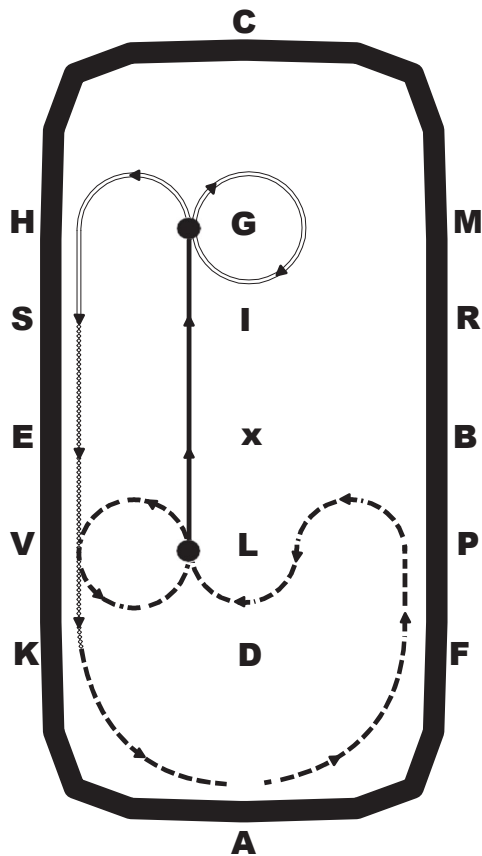
	Enter the arena and proceed to point A.	
1	From A proceed at a trot in a counter clockwise direction to F.	10
2	* From F execute a three loop serpentine along the rail, with the end point at M. Trot the first loop on the left diagonal.	10
3	Trot the second loop on the right diagonal.	10
4	Trot the third loop on the left diagonal and continue to M.	10
5	HALT	10
6	Canter a circle to the right with a maximum diameter of 16 meters.	10
7	HALT	10
8	Slowgait on the rail to B.	10
9	Rack on the rail around the turn to point A.	10
10	At A transition to a slowgait.	10
11	Execute a circle to the right with a maximum diameter of 20 meters. Test ends.	10
12	Exit the arena via the shortest route.	-
13	Horsemanship.	10
14	Over-all impression.	10
	TOTAL	130

***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.

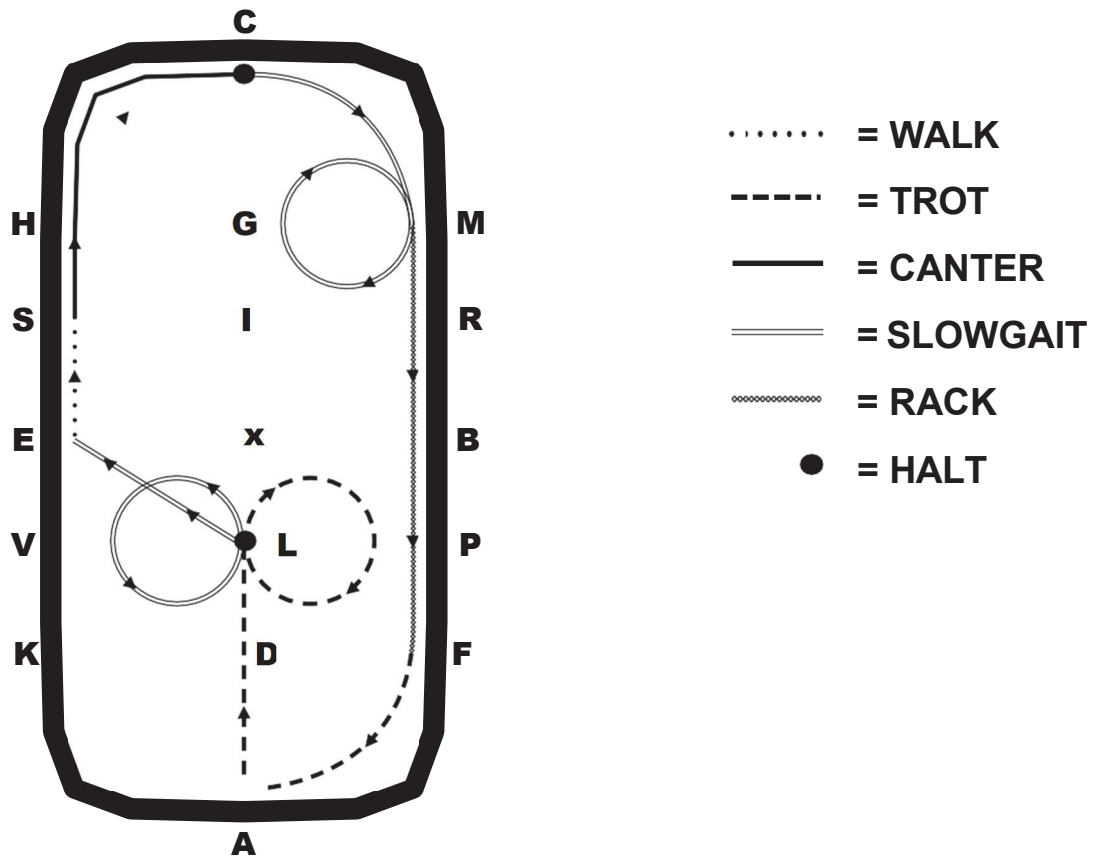
NEW TEST SERIES: FIVE GAITED TEST NO. 2



- = WALK
- . - . = TROT
- = CANTER
- ===== SLOWGAIT
- RACK
- = HALT

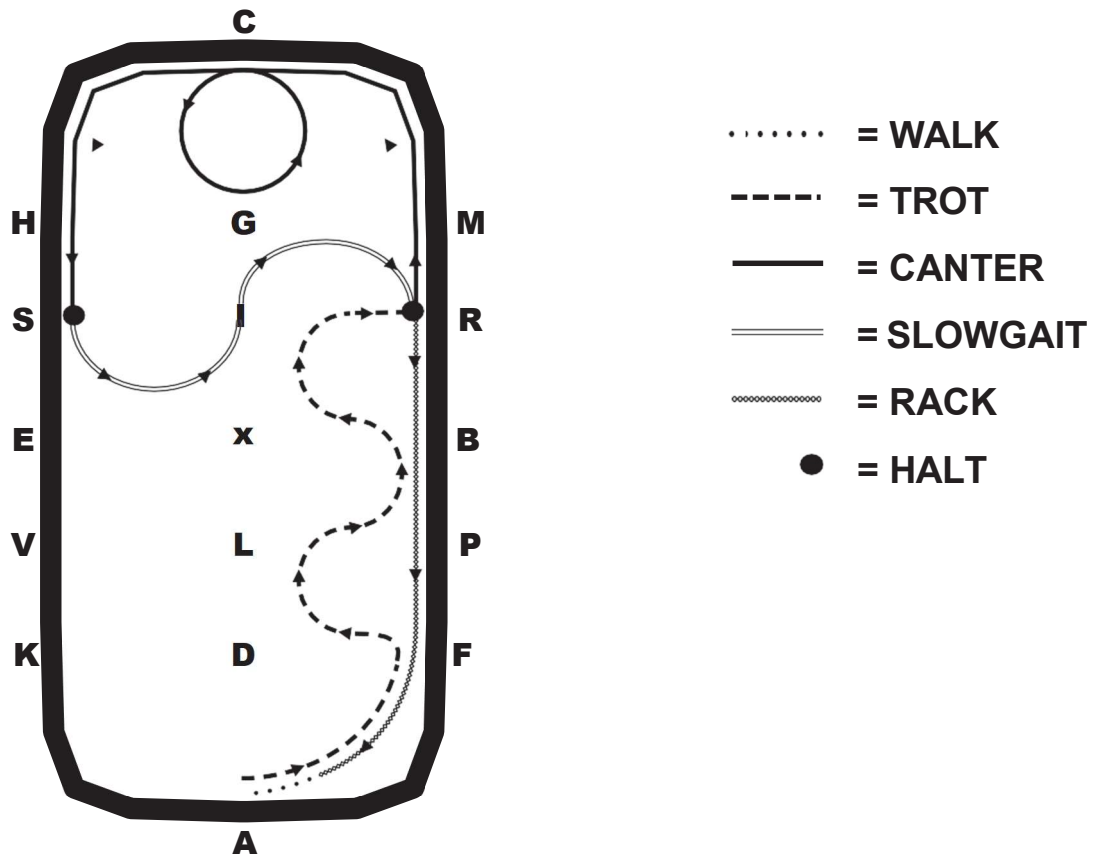
	Enter the arena and proceed to point A.	
1	From A proceed at a trot in a counter clockwise direction to P.	10
2	Execute a two loop serpentine from P to LV. Trot the first loop on the right diagonal.	10
3	Trot the second loop on the left diagonal.	10
4	Continue trotting a circle to the left via V and back to the quarter line VL.	10
5	HALT	10
6	Canter a straight line on the left lead down the quarter line to HG.	10
7	HALT	10
8	Slowgait a circle to the right with the diameter relevant to the available space.	10
9	Continue to slowgait a half circle to the left to S. The diameter must match that of the first circle to the right.	10
10	Rack on the rail to K.	10
11	Transition directly into a trot 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	130

NEW TEST SERIES: FIVE GAITED TEST NO. 3



	Enter the arena and proceed to point A.	
1	From A Trot down the centre line to L.	10
2	Continue trotting a circle to the right with a maximum diameter of 16 meters.	10
3	HALT	10
4	Slowgait a circle to the left with a maximum diameter of 16 meters.	10
5	Continue slowgaiting a diagonal line to E.	10
6	Transition to a walk.	10
7	Walk to S.	10
8	Canter on the rail on the right lead to C.	10
9	HALT	10
10	Slowgait around the turn to M.	10
11	At M Slowgait a circle to the right with a maximum diameter of 16 meters.	10
12	Rack against the rail to F.	10
13	Transition directly into a trot and proceed 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: FIVE GAITED TEST NO. 4



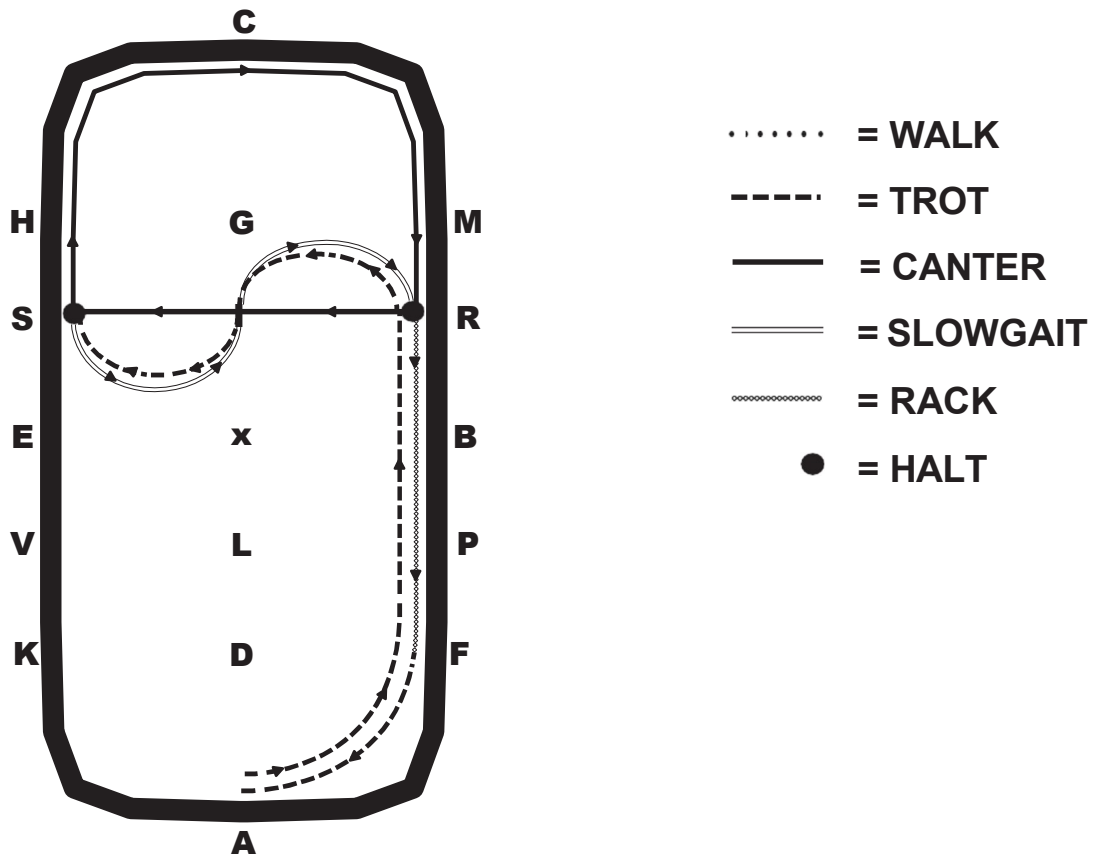
	Enter the arena and proceed to point A.	
1	* From A proceed in a counter clockwise direction at a trot and execute a three loop serpentine down the straightaway with the end point at R. First loop on the left diagonal.	10
2	Second loop on the right diagonal.	10
3	Third loop on the left diagonal continue trotting to the rail, R.	10
4	HALT	10
5	Pivot left.	10
6	Canter on the left lead on the rail around the turn to C.	10
7	Canter a circle to the left with a maximum diameter of 16 meters.	10
8	Continue cantering on the rail around the turn to S.	10
9	HALT	10
10	Slowgait a two loop serpentine across the ring to R. First loop to the left.	10
11	Second loop to the right.	10
12	Rack on the rail to point A.	10
13	Transition to a walk. 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, with the added extra paces, should end at point R.

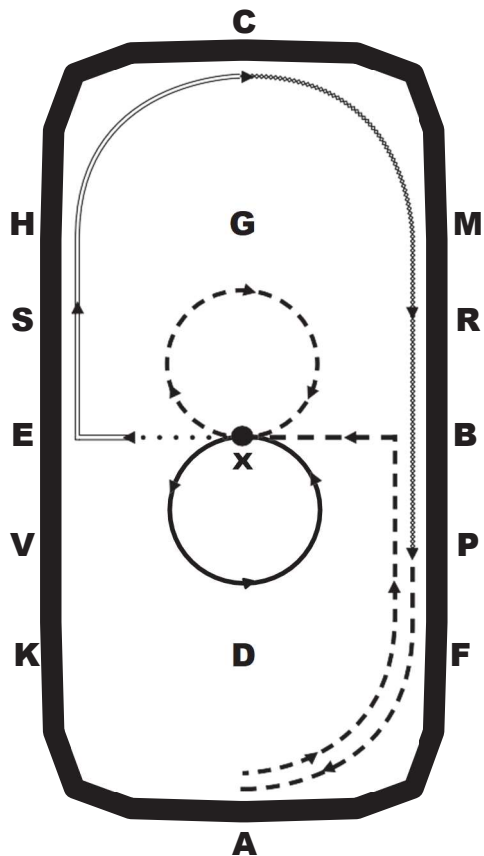
Therefore, the rider should plan the start of the first loop accordingly.

NEW TEST SERIES: FIVE GAITED TEST NO. 5



	Enter the arena and proceed to point A.	
1	From A proceed in a counter clockwise direction down the straightaway at a trot, showing two diagonal changes, to R.	10
2	Trot a two loop serpentine from R to S. First loop to the left on the right diagonal.	10
3	Second loop to the right on the left diagonal, S.	10
4	HALT	10
5	Canter around the turn to R.	10
6	HALT	10
7	Pivot right.	10
8	Canter a straight line on the left lead to S.	10
9	HALT	10
10	Pivot left.	10
11	Slowgait a two loop serpentine from S to R. First loop to the left.	10
12	Second loop to the right.	10
13	Rack against the rail to F.	10
14	Transition directly into a trot and proceed 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

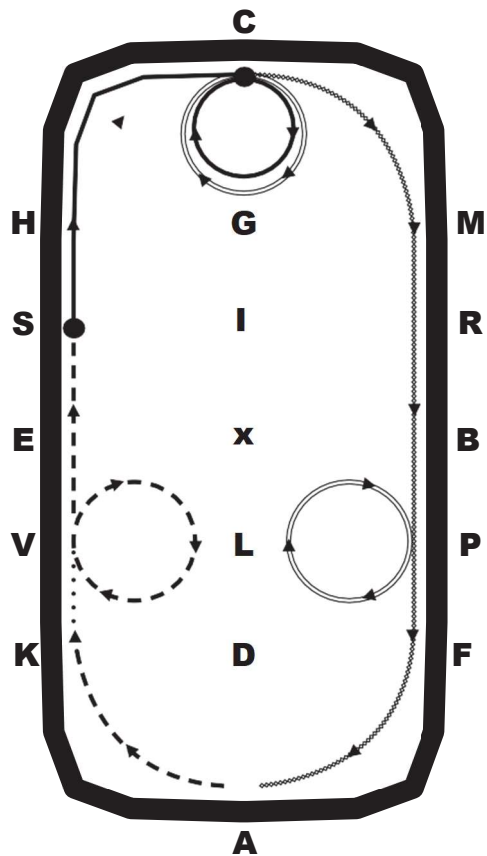
NEW TEST SERIES: FIVE GAITED TEST NO. 6



- = WALK
- = TROT
- = CANTER
- ===== SLOWGAIT
- = RACK
- = HALT

	Enter the arena and proceed to point A.	
1	From A proceed in a counter clockwise direction at a trot on the right diagonal to B.	10
2	At B turn left and proceed to X.	10
3	At X Trot directly into a circle to the right with a maximum diameter of 16 meters.	10
4	HALT	10
5	Canter a circle to the left with a maximum diameter of 16 meters.	10
6	Transition to a walk for 5 paces.	10
7	Slowgait a straight line to E and turn right.	10
8	Continue slowgaiting around the turn to C.	10
9	Rack against the rail around the turn and down the straightaway to P.	10
10	Transition directly into a trot.	10
11	Trot on the rail and 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	130

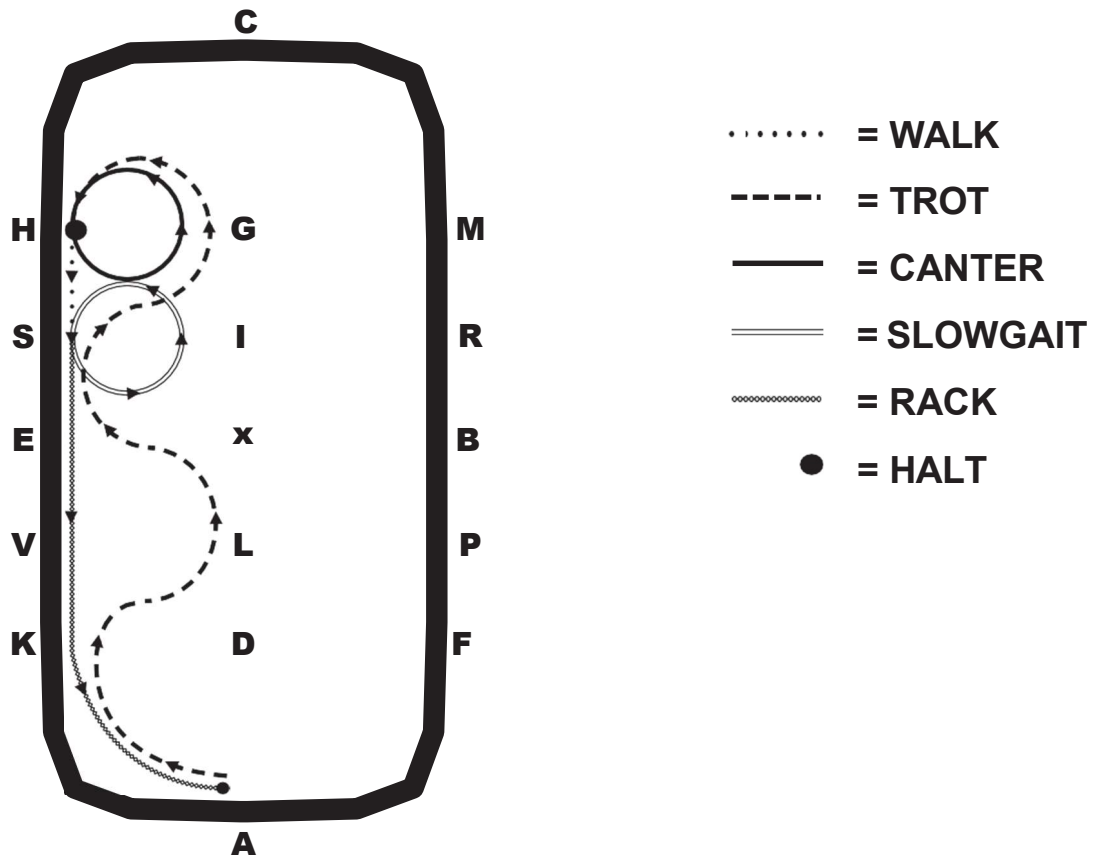
NEW TEST SERIES: FIVE GAITED TEST NO. 7



- = WALK
- = TROT
- = CANTER
- ===== = SLOWGAIT
- ~~~~~ = RACK
- = HALT

	Enter the arena and proceed to point A.	
1	From A proceed in a clockwise direction around the turn at a trot to K.	10
2	At K transition to a walk and proceed to V.	10
3	At V pick up a trot and go directly into a circle to the right on the left diagonal.	10
4	Change diagonal and trot on the rail to S on the right diagonal.	10
5	HALT	10
6	Canter around the turn to C.	10
7	Continue cantering a circle to the right.	10
8	HALT	10
9	Slowgait a circle to the right.	10
10	Rack out of the circle, down the straightaway against the rail to P.	10
11	At P transition to a slowgait.	10
12	Execute a circle to the right at a slowgait.	10
13	Rack out of the circle around the turn to point A. Test ends.	10
14	Exit the arena via the shortest route.	-
15	Horsemanship.	10
16	Over-all impression.	10
	TOTAL	150

NEW TEST SERIES: FIVE GAITED TEST NO. 8



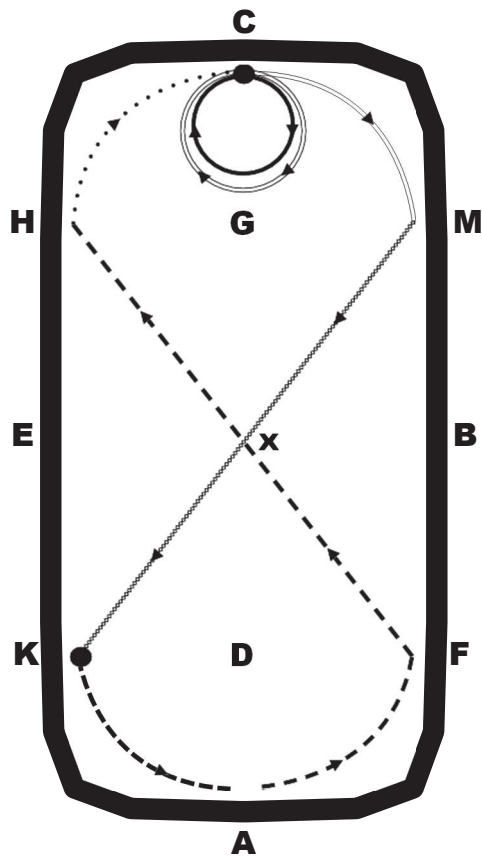
	Enter the arena and proceed to point A.	
1	*From K Execute a three loop serpentine along the rail, with the end point at H. Trot the first loop on the right diagonal.	10
2	Trot the second loop on the left diagonal.	10
3	Trot the third loop on the right diagonal and continue to, H.	10
4	HALT	10
5	Canter a circle to the left with a maximum diameter of 16 meters.	10
6	Transition to a walk and proceed to S.	10
7	At S slowgait a circle to the left with a maximum diameter of 16 meters.	10
8	Rack on the rail around the turn to point A.	10
9	HALT. Test ends.	10
10	Exit the arena via the shortest route.	-
11	Horsemanship.	10
12	Over-all impression.	10
	TOTAL	110

***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.

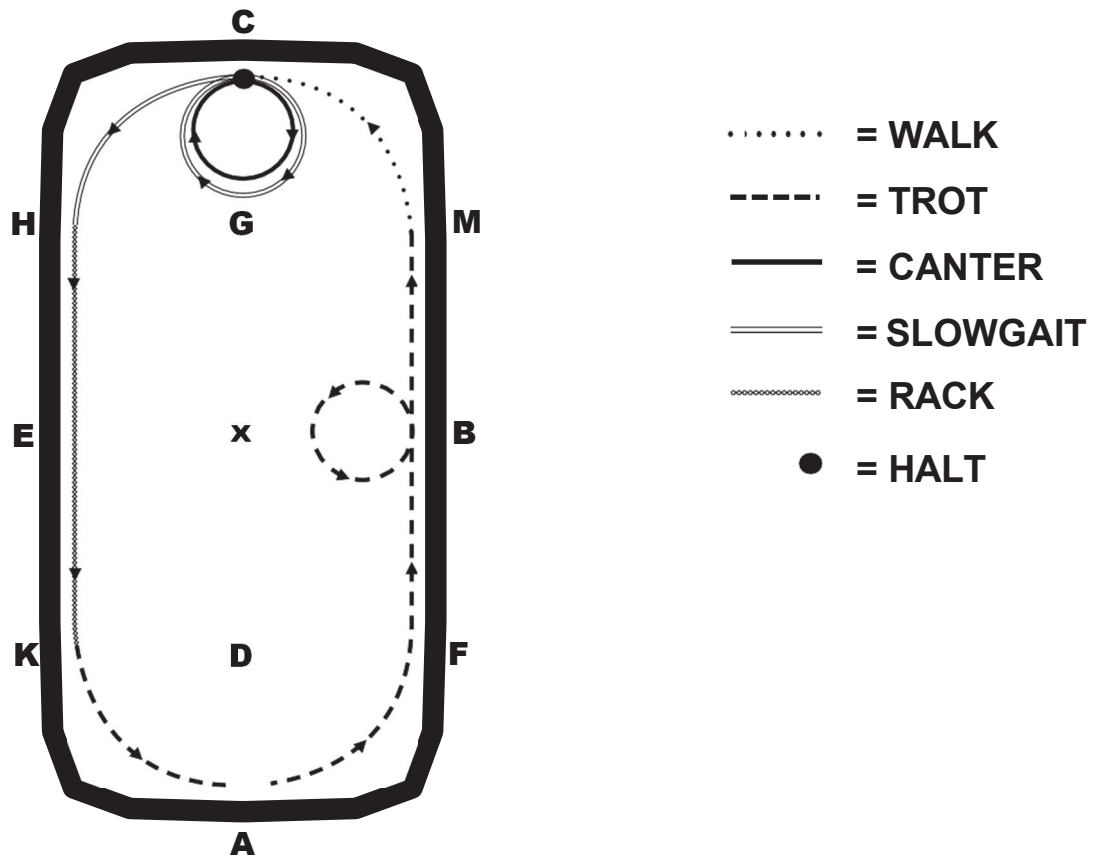
NEW TEST SERIES: FIVE GAITED TEST NO. 9



- = WALK
- = TROT
- = CANTER
- ===== SLOWGAIT
- = RACK
- = HALT

	Enter the arena and proceed to point A.	
1	From A proceed in a counter clockwise direction at a trot on the right diagonal.	10
2	At F turn left and continue trotting on the diagonal line to H showing one diagonal change at X.	10
3	Transition down to a walk.	10
4	Walk around the turn to C.	10
5	Canter a circle to the right with a maximum diameter of 16 meters.	10
6	HALT	10
7	Slowgait a circle to the right with a maximum diameter of 16 meters.	10
8	Continue at a slowgait around the turn to M and turn right.	10
9	Rack on the diagonal line to K.	10
10	HALT	10
11	Pick up a trot on the right diagonal and trot around the turn to point A. Test ends.	10
12	Exit the arena via the shortest route.	-
13	Horsemanship.	10
14	Over-all impression.	10
	TOTAL	130

NEW TEST SERIES: FIVE GAITED TEST NO. 10



	Enter the arena and proceed to point A.	
1	From A proceed at a trot on the correct diagonal down the rail in a counter clockwise direction to B.	10
2	At B trot a circle to the left with a maximum diameter of 12 meters.	10
3	At point B change to the left diagonal and proceed at a trot against the rail to M.	10
4	Transition to a walk.	10
5	Walk to C.	10
6	Canter a circle to the left with a maximum diameter of 12 meters.	10
7	HALT	10
8	Slowgait a circle to the left with a maximum diameter of 16 meters.	10
9	Continue slowgaiting on the rail and around the turn to H.	10
10	At H rack and proceed on the rail to K.	10
11	Transition directly into a trot on the right diagonal.	10
12	Trot 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