

Hunter Order of Go

Schooling in the main arena to end at 8:30am

Level 1 Hunter not to start before 9:00am

- 1) Level 1 Hunter Over Fences – 2'3"
- 2) Level 1 Hunter Over Fences – 2'3"
- 4) Level 2 Hunter Over Fences – 2'6"
- 5) Level 2 Hunter Over Fences – 2'6"
- 7) Level Equitation Over Fences – 2'6"
- 8) Level Equitation Over Fences – 2'6"
- 10) Level 3 Hunter Over Fences – 2'9"
- 11) Level 3 Hunter Over Fences – 2'9"

~ 15 Minute Jump Breakdown/Drag ~

- 3) Level 1 Hunter on the Flat
- 6) Level 2 Hunter on the Flat
- 9) Level Equitation on the Flat
- 12) Level 3 Hunter on the Flat
- 13) Hack Open Hunter Under Saddle
- 14) Hack Open Hunter Hack
- 15) Hack Open Equitation on the Flat
- 16) Hack Open Pleasure on the Flat
- 37) Leadline

15 Minute Schooling Break for Walk Trot Riders ONLY

- 17) Green Rider Walk/Trot Hunter on the Flat
- 18) Green Rider Walk/Trot Equitation on the Flat
- 19) Green Rider Walk/Trot Pleasure on the Flat
- 20) Green Rider Walk/Trot Hunter over Ground Poles
- 21) Green rider Walk/Trot Equitation over Ground Poles

10 Minute Drag and Jump Setup

30 Minute Cross-Rail ONLY Schooling Break

- 22) Cross Rails Hunter Over Fences
- 23) Cross Rails Hunter Over Fences
- 24) Cross Rails Equitation Over Fences
- 27) Green Horse Cross Rails Hunter Over Fences
- 28) Green Horse Cross Rails Hunter Over Fences
- 29) Green Horse Cross Rails Equitation Over Fences
- 25) Cross Rails Hunter on the Flat
- 26) Cross Rails Equitation on the Flat
- 30) Green Horse Cross Rails Hunter on the Flat
- 31) Green Horse Cross Rails Equitation on the Flat
- 35) Baby Green Hunter on the Flat
- 36) Baby Green Equitation on the Flat

~ 20 Minute Schooling Break ~

- 32) Baby Green Hunter Over Fences - 2'
- 33) Baby Green Hunter Over Fences – 2'
- 34) Baby Green Equitation Over Fences – 2'