

Hunter Order of Go

- 1) Hunter in Hand – 3 years and under
- 2) Hunter in Hand – Broodmares
- 3) Hunter in Hand – Open

~ Level 1 Hunter not to start before 9:00am. Ring will be dragged and reset immediately following in hand classes ~

- 4) Level 1 Hunter Over Fences
- 5) Level 1 Hunter Over Fences
- 7) Level 2 Hunter Over Fences
- 8) Level 2 Hunter Over Fences
- 10) Level Equitation Over Fences
- 11) Level Equitation Over Fences
- 13) Level 3 Hunter Over Fences
- 14) Level 3 Hunter Over Fences

~ 10 Minute Jump Breakdown/Drag ~

- 6) Level 1 Hunter on the Flat
- 9) Level 2 Hunter on the Flat
- 12) Level Equitation on the Flat
- 15) Level 3 Hunter on the Flat
- 16) Hack Open Hunter Under Saddle
- 17) Hack Open Hunter Hack
- 18) Hack Open Equitation on the Flat
- 19) Hack Open Pleasure on the Flat
- 40) Leadline

~ 15 Minute Schooling Break for Walk Trot Riders ONLY

- 20) Green Rider Walk/Trot Hunter on the Flat
- 21) Green Rider Walk/Trot Equitation on the Flat
- 22) Green Rider Walk/Trot Pleasure on the Flat
- 23) Green Rider Walk/Trot Hunter over Ground Poles
- 24) Green rider Walk/Trot Equitation over Ground Poles

~ 10 Minute Drag and Jump Setup ~

~ 30 Minute Cross-Rail ONLY Schooling Break ~

- 25) Cross Rails Hunter Over Fences
- 26) Cross Rails Hunter Over Fences
- 27) Cross Rails Equitation Over Fences
- 30) Green Horse Cross Rails Hunter Over Fences
- 31) Green Horse Cross Rails Hunter Over Fences
- 32) Green Horse Cross Rails Equitation Over Fences
- 28) Cross Rails Hunter on the Flat
- 29) Cross Rails Equitation on the Flat
- 33) Green Horse Cross Rails Hunter on the Flat
- 34) 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 ~

- 37) Baby Green Hunter Over Fences
- 38) Baby Green Hunter Over Fences
- 39) Baby Green Equitation Over Fences