

Junior Pattern –

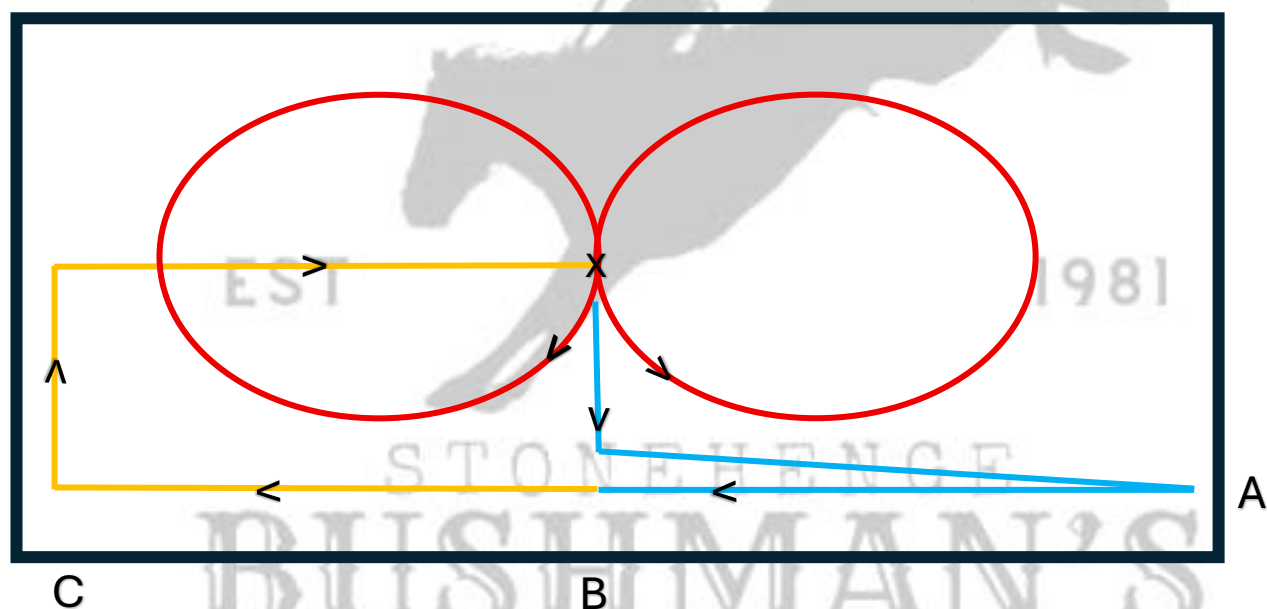
Two Junior Patterns are available:

- **Pattern 1** – 80 points
- **Pattern 2** – 100 points

Junior riders may choose which pattern they wish to ride, with **one overall Junior placing**.

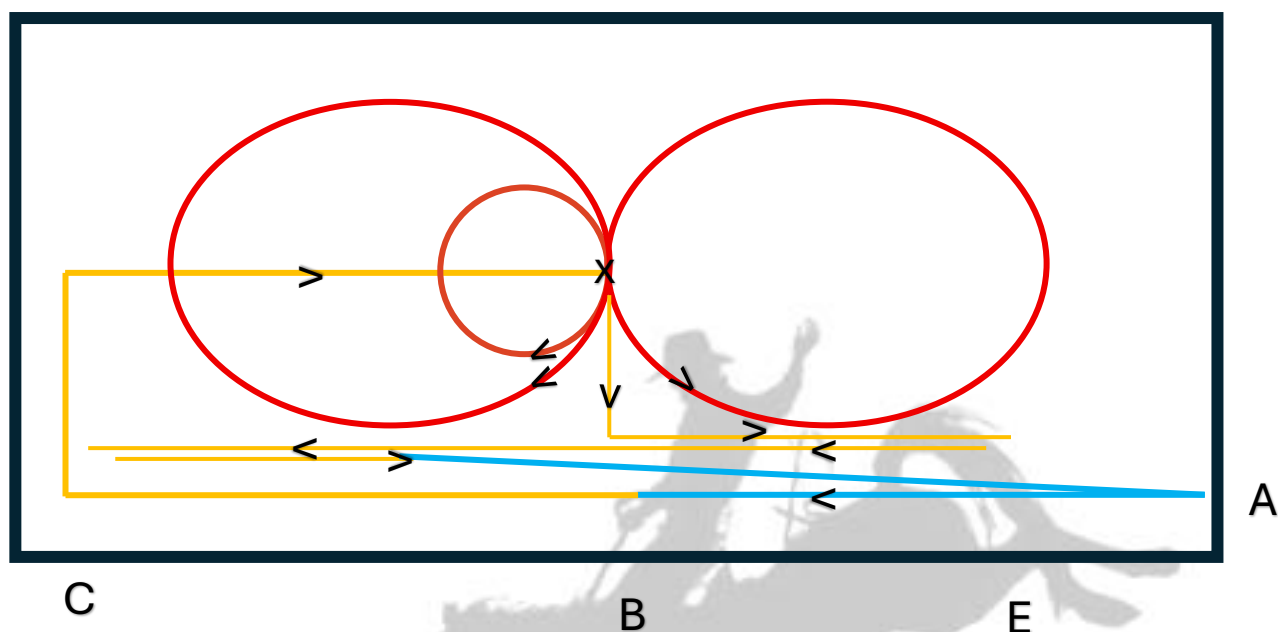
Providing two patterns allows riders to compete at a level suited to their experience. Pattern 1 is designed for those developing their skills, while Pattern 2 offers a more advanced challenge. **This ensures every junior has the opportunity to ride a pattern that is both achievable and rewarding while continuing to challenge themselves. Our aim is for all riders to find results encouraging and reflective of their personal progress and achievements.**

Junior Pattern #1



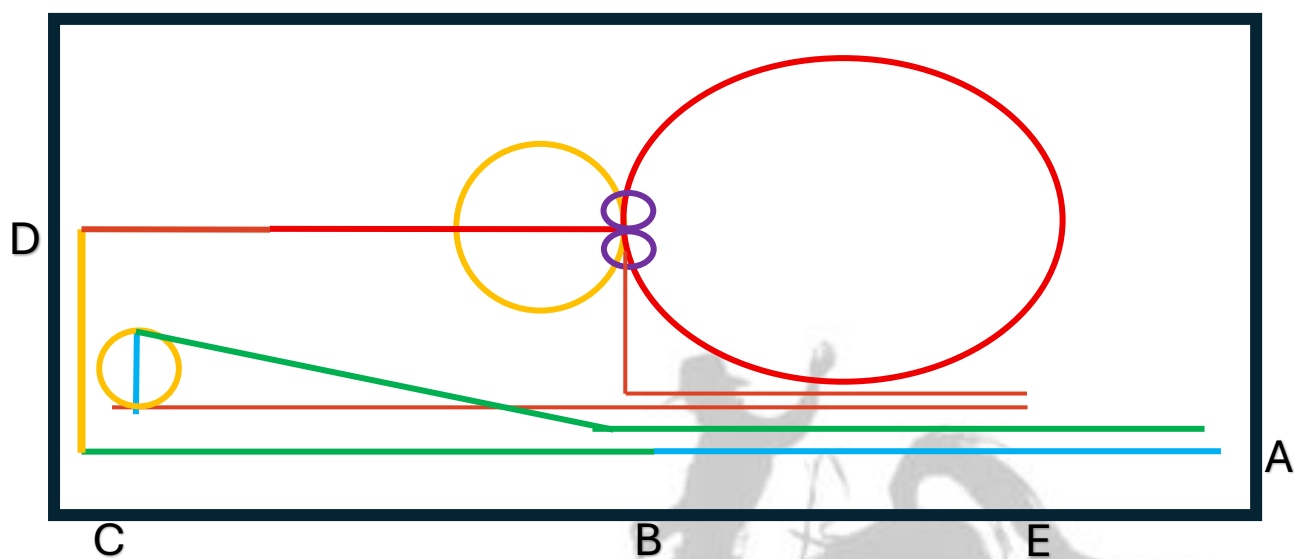
1	At A, walk to B on loose rein	/5
2	At B, stop & advise Judge of horse & rider combination & chosen pattern	
3	From B, trot to C. Proceed to D and turn down the centre line.	/10
4	Trot down the centre line	/10
5	Stop at X	/5
6	Turn to the right to face B	
7	Canter circle, to the right	/10
8	At X simple change to the left and canter a circle to the left.	/10
9	At X. Stop	/10
10	Rein back 2 metres. Acknowledged Judge and leave arena on loose rein.	/10
11	Presentation. Flow. Control.	/10
		/80

Junior Pattern #2



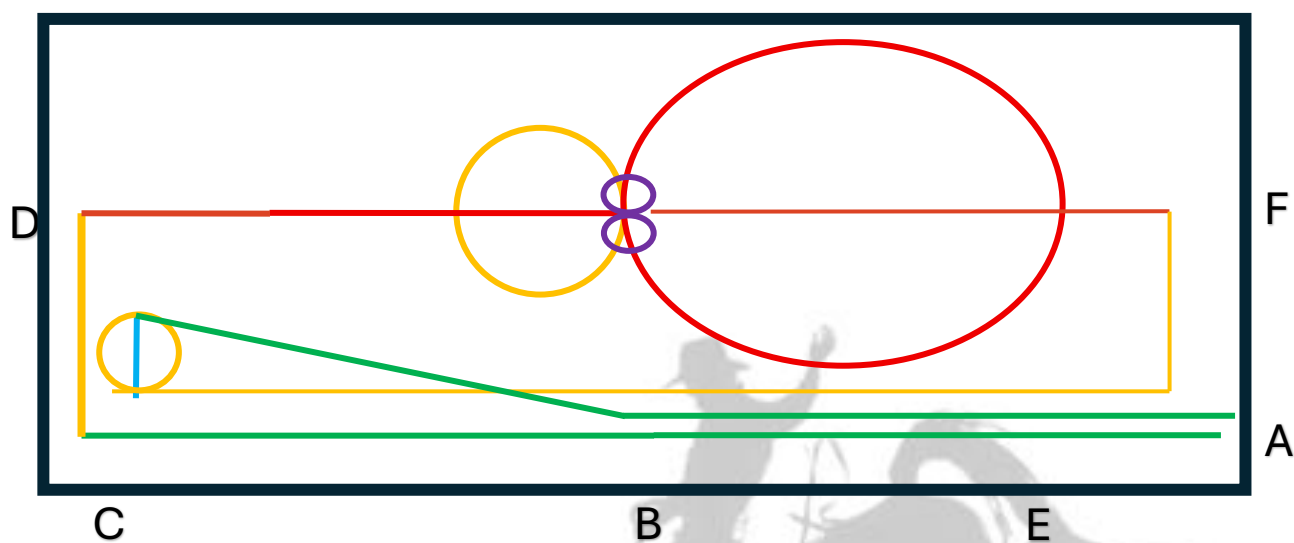
1	At A, walk to B on loose rein	/10
2	At B, stop & advise Judge of horse & rider combination & chosen pattern.	
3	From B, trot to C with light rein contact. Perform a sharp turn to proceed to D and perform a sharp turn down the centre line.	/10
4	Trot down the centre line	/5
5	Stop at X	/5
6	Turn to the right to face the judge	/10
7	Canter small slow circle, with collection, to the right.	/10
8	Continue into a fast larger circle to the right.	/5
9	At X simple change to the left and canter a fast large circle to the left.	/10
10	At X, continue through the centre to E. At E, stop and rollback.	/10
11	Canter to C, stop and rollback	/10
12	Canter and stop between C & B. Settle. Acknowledged Judge and leave arena on loose rein.	/10
13	Presentation. Flow. Control.	/5
		/100

Juvenile & Rookie Pattern



1	At A, brisk walk to B on loose rein.	/10
2	At B, stop & advise Judge of horse & rider combination	
3	From B, Trot on loose rein to sharp turn at C. Slow canter to D and sharp turn down the centre line.	/10
4	Increase speed down the centre line to stop at X	/10
5	1 spin to the left	/5
6	1 ¼ spin to the right	/5
7	Canter small slow circle to the right, with collection. At X simple change to the left and canter a fast large circle	/10
8	At X, continue through the centre to E. At E, stop and rollback.	/10
9	Canter to C, Canter a small circle to the right, maintaining rhythm	/10
10	Close the circle. Stop. Walk directly across the circle on loose rein.	/10
11	Leave arena, at a trot on loose rein. Acknowledge Judge	/10
12	Presentation. Flow. Control.	/10
		/100

Novice & Open Pattern



1	At A, trot to B on loose rein.	/8
2	At B, stop & advise Judge of horse & rider combination	/2
3	From B, Trot on loose rein to sharp turn at C. Slow canter to D and sharp turn down the centre line.	/10
4	Increase speed down the centre line to stop at X	/10
5	1 spin to the left	/5
6	1 ¼ spin to the right	/5
7	Canter small slow circle to the right, with collection. At X flying change to the left and canter a fast large circle	/10
8	At X, without reducing speed, cross the circle to F. At F stop without using the fence.	/10
9	Slow, collected canter to C, Canter a small circle to the right, maintaining rhythm	/10
10	Close the circle. Stop. Walk directly across the circle on loose rein.	/10
11	Leave arena, at a trot on loose rein. Acknowledge Judge	/10
12	Presentation. Flow. Control.	/10
		/100

STONEHENGE BUSHMAN'S CARNIVAL



1	Walk to gate, open, pass through and close	10
2	Walk through 'C' rails. Trot over rails.	10
3	Canter to bridge. Stop	10
4	Walk over bridge	10
5	Canter and stop in square.	10
6	Walk to drum, carry object to second drum	10
7	Walk to A dismount, lead horse to Judge	10
8	Overall appearance and impression	10