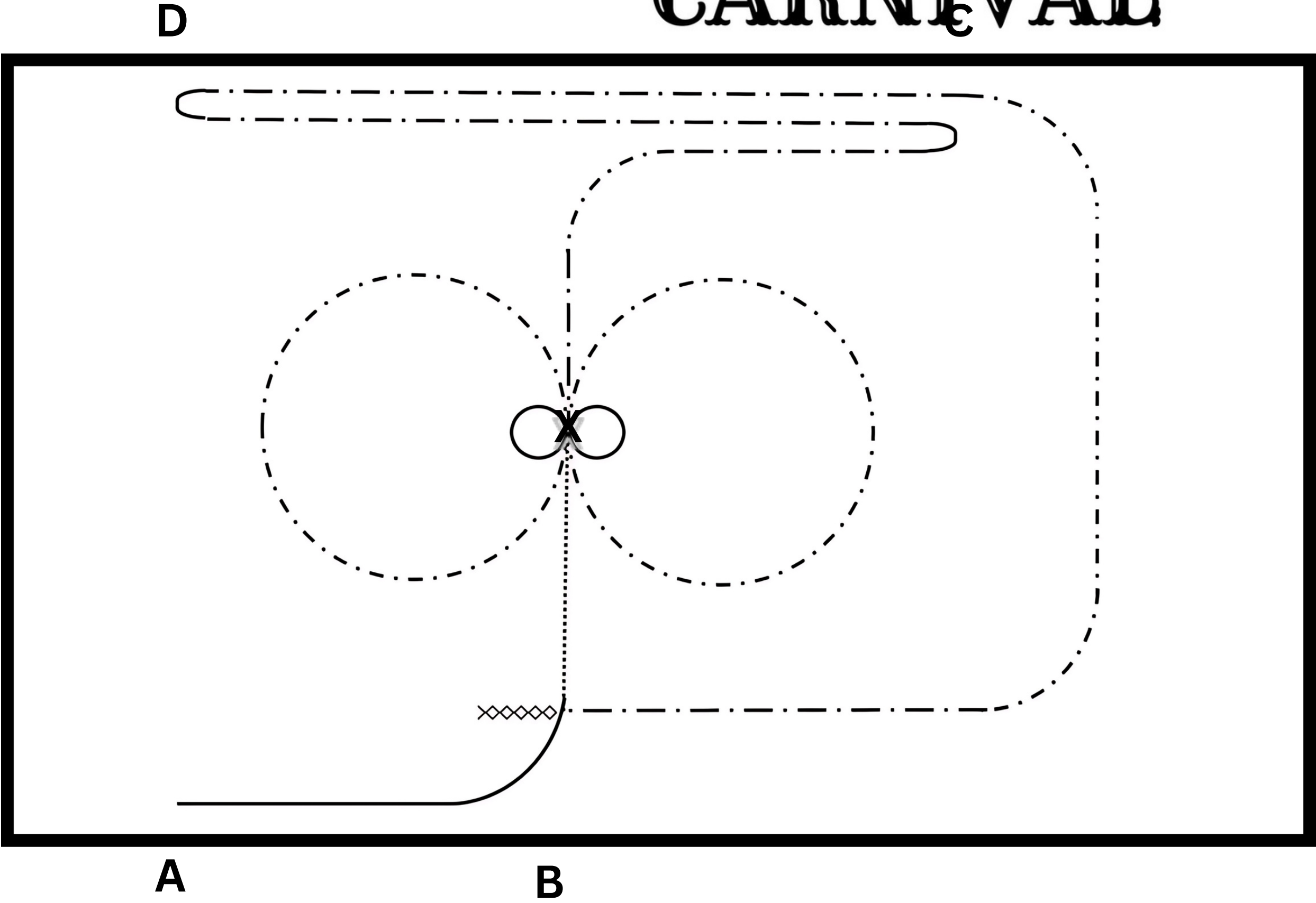
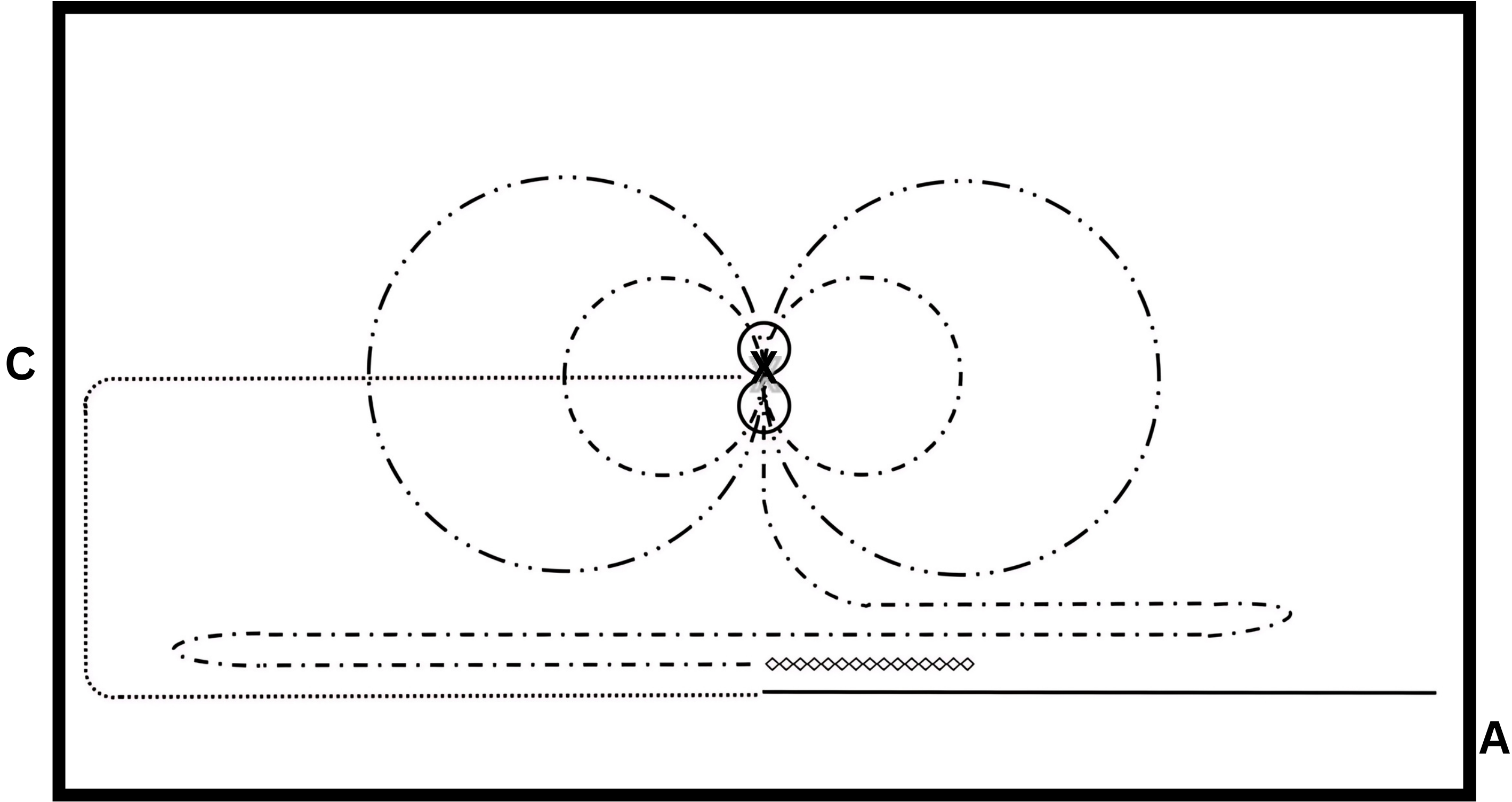




1	Acknowledge Judge at A. Walk to B. Trot to X (centre). Stop	10
2	360 degree spin to the right	10
3	360 degree spin to the left	10
4	From X, canter a large circle to the right on the correct lead	10
5	At X, do a simple change and canter a larger circle to the left on the correct lead	10
6	At X, do a simple change and canter to C on the right lead, Stop	10
7	Do a rollback to the left and canter to D on the left lead, Stop	10
8	Do a rollback to the right and canter on the right lead all the way past B	10
9	Stop, settle your horse, back your horse to the centre line. Stop	10
10	Turn and face the judge, and leave the arena on a loose rein	10
11	Overall appearance and impression	10

OPEN & NOVICE
2025

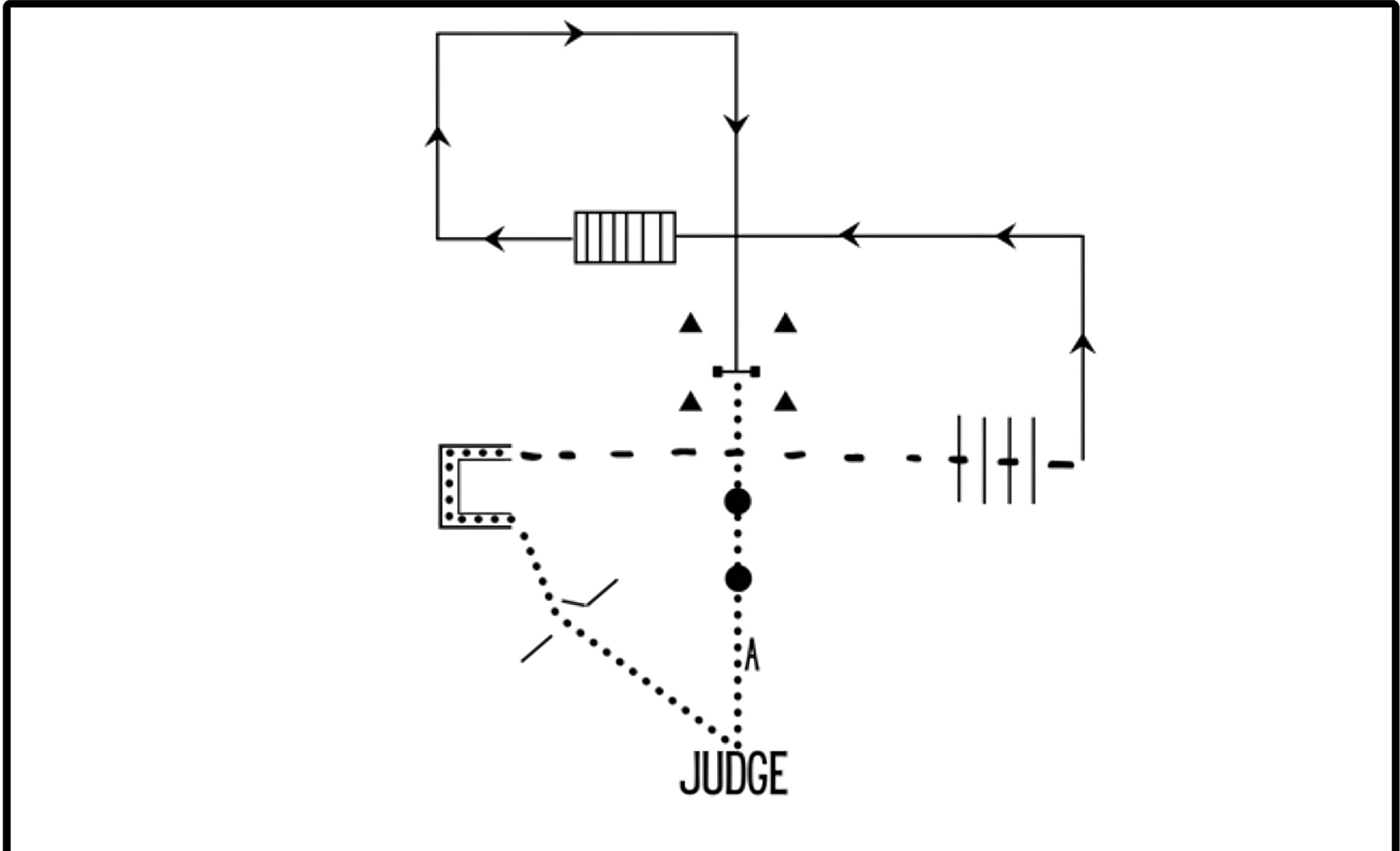
STONEHENGE
BUSHMAN'S
CARNIVAL



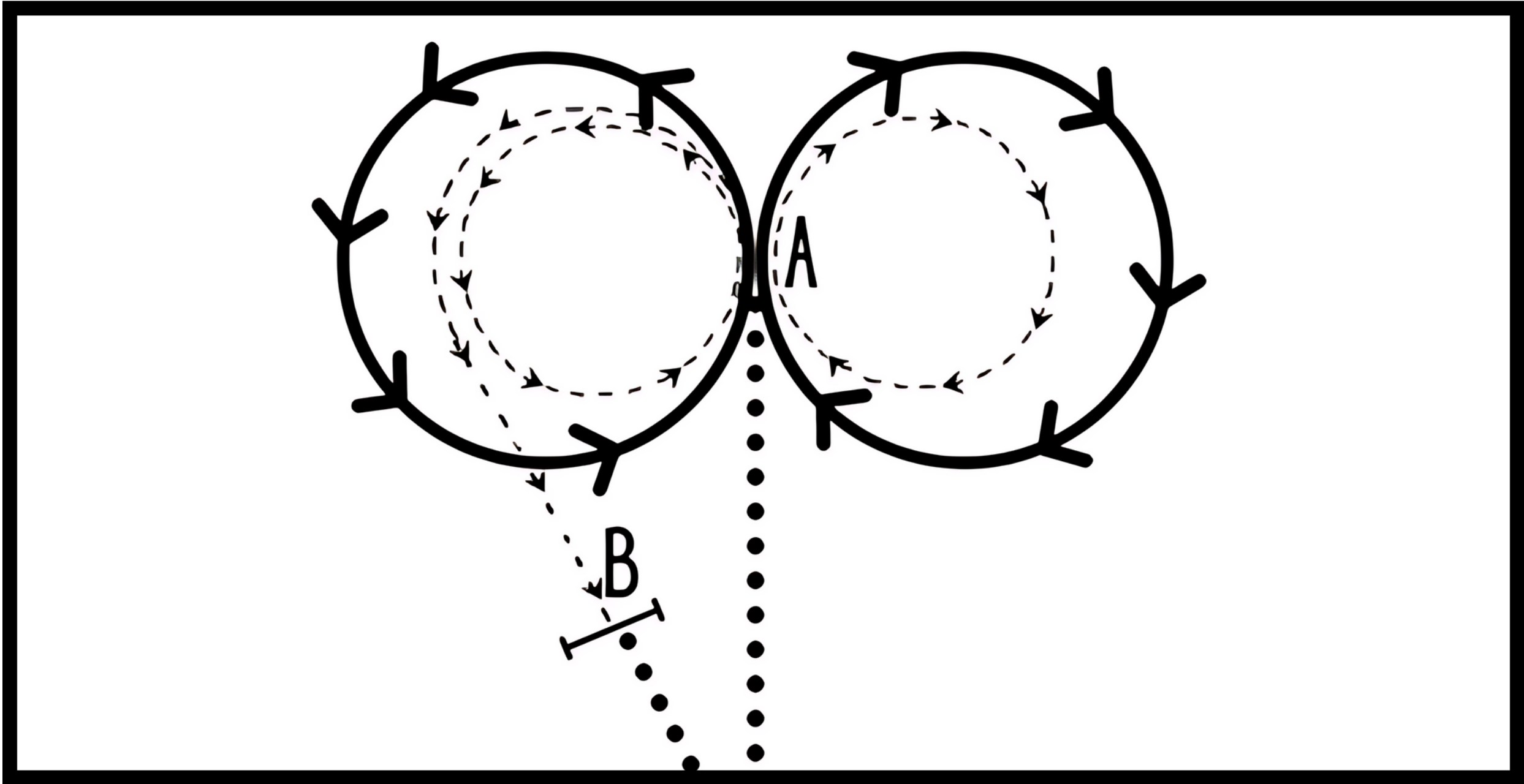
	E	B	D	
1	At A, stand and crack whip 3 times. Then walk to B on loose rein			10
2	At B trot with a degree of collection to C turning down centre line to X stop			10
3	1 spins to the left			10
4	1 and 1/4 spin to the right			10
5	Canter small slow circle to the right through X Canter large fast circle to the right			10
6	At X Flying Change			10
7	Canter large fast circle to the left. Canter Slow small circle to the left and continue through centre to D			10
8	Stop at D & without hesitation rollback to the right			10
9	Canter to E stop and rollback to the left			10
10	Canter past B, stop, settle and back up to B. Acknowledge Judge and leave arena on loose rein			10
11	Overall appearance and impression			10

OBSTACLE COURSE
2025

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



JUDGE

1	Walk to A	10
2	Trot circle left	10
3	Canter circle left	10
4	Stop at A	10
5	Trot circle right	10
6	Canter circle right	10
7	Stop at A	10
8	Trot circle left to B and stop	10
9	Walk to Judge	10
10	Overall appearance and impression	10