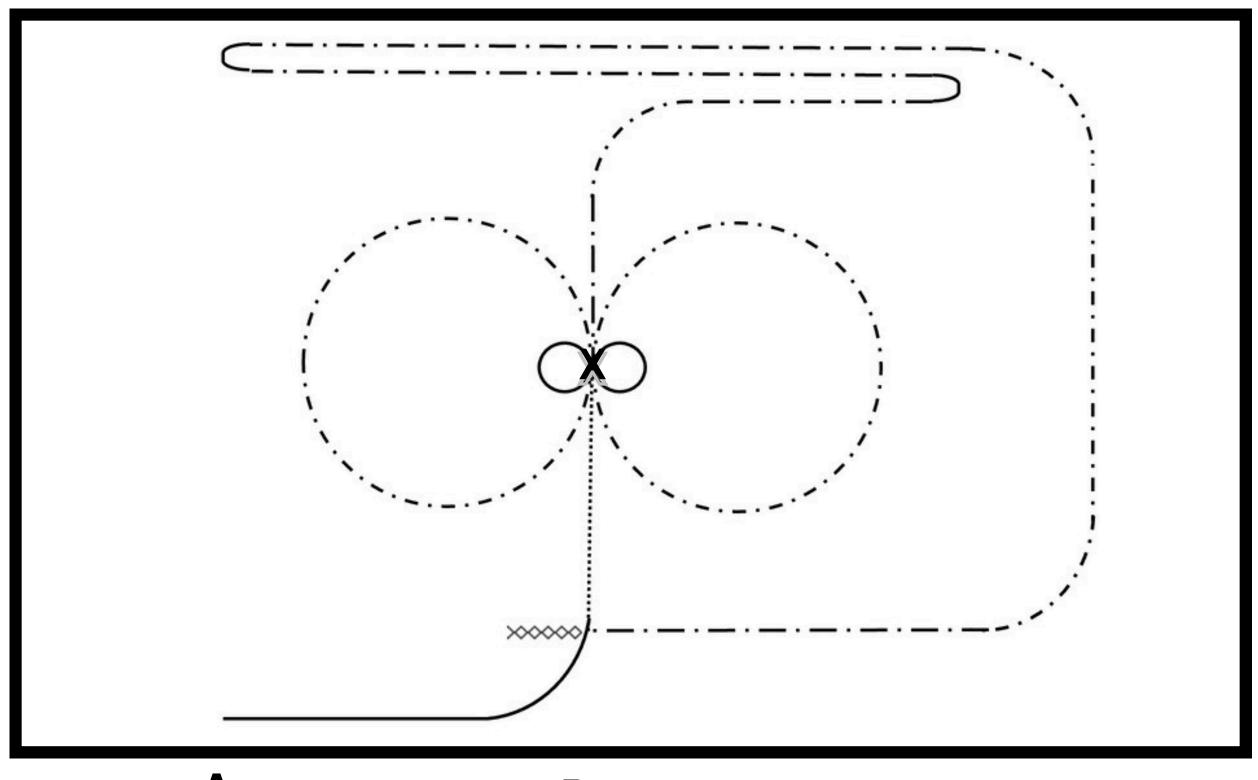
#### JUVENILE & ROOKIE 2024

BUSHIMAN'S CARNIVAL

D



A	В	
Acknowledge Jud (centre). Stop	lge at A. Walk to B. Trot to	X
360 degree spin t	o the right	
360 degree spir	ı to the left	
From X, canter a	a large circle to the right	t on the correct lead
At X, do a simple correct lead	e change and canter a la	arger circle to the left on the
At X, do a simple	e change and canter to	C on the right lead, Stop
Do a rollback to	the left and canter to D	on the left lead, Stop
Do a rollback to	the right and canter on	the right lead all the way past B
Stop, settle you	r horse, back your horse	e to the centre line. Stop
Turn and face the rein	ne judge, and leave the	arena on a loose

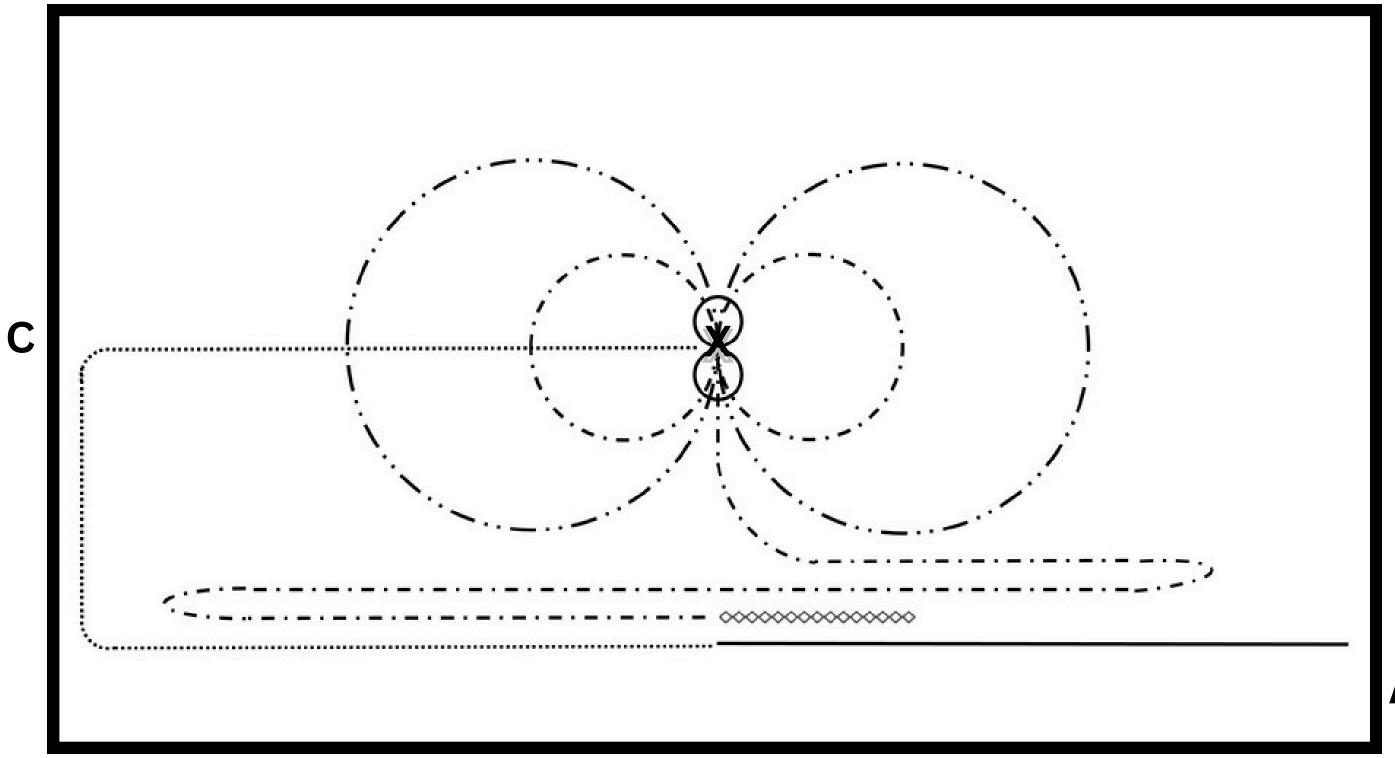
10

Overall appearance and impression

11

#### OPEN & NOVICE 2024

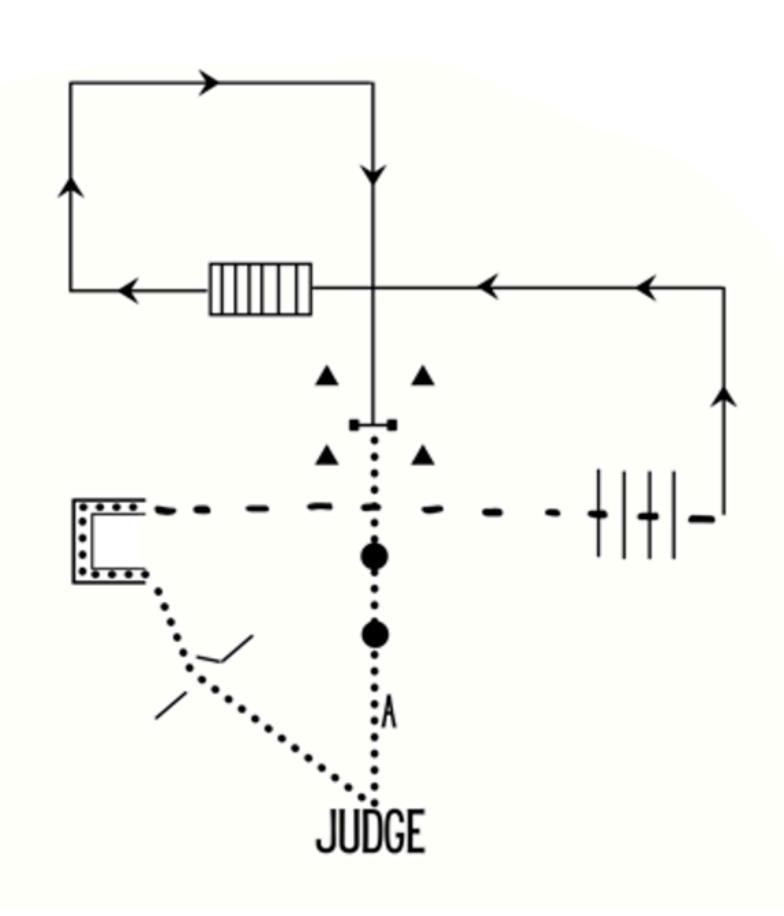
### BUSHMAN'S CARNIVAL



	В	D
At A, stand and crac	ck whip 3 times. Then walk to	B on loose rein
At B trot with a degre	ee of collection to C turning d	own centre line to X stop
1 spins to the left		
1 and 1/4 spin to the	e right	
Canter small slow ci	ircle to the right through X C	anter large fast circle to
At X Flying Change		
Canter large fast cir	cle to the left. Canter Slow s gh centre to D	small circle to the left
Stop at D & without	hesitation rollback to the rig	ght
Canter to E stop and	d rollback to the left	
Canter past B, stop, arena on loose rein	, settle and back up to B. Ack	knowledge Judge and lea
Overall appearance	and impression	

#### **OBSTACLE COURSE** 2024

# BUSHMAN'S CARNIVAL

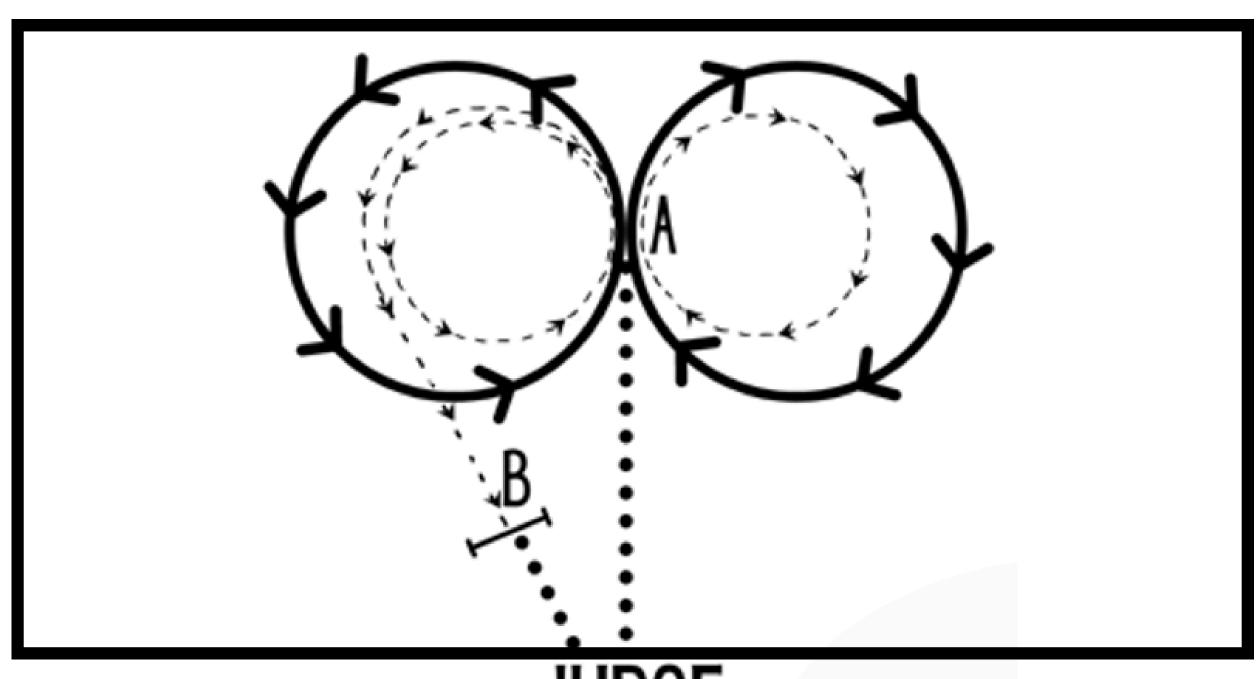


Walk to gate, open, pass through and close	
Walk through 'C' rails. Trot over rails.	
Canter to bridge. Stop	
Walk over bridge	
Canter and stop in square.	
Walk to drum, carry object to second drum	
Walk to A dismount, leaqd horse to Judge	
Overall appearance and impression	

10

#### JUNIOR PATTERN 2024

# BUSHMAN'S CARNIVAL



JUDGE

Trot circle left	
Canter circle left	
Stop at A	
Trot circle right	
Canter circle right	
Stop at A	
Trot circle left to B and stop	
Walk to Judge	