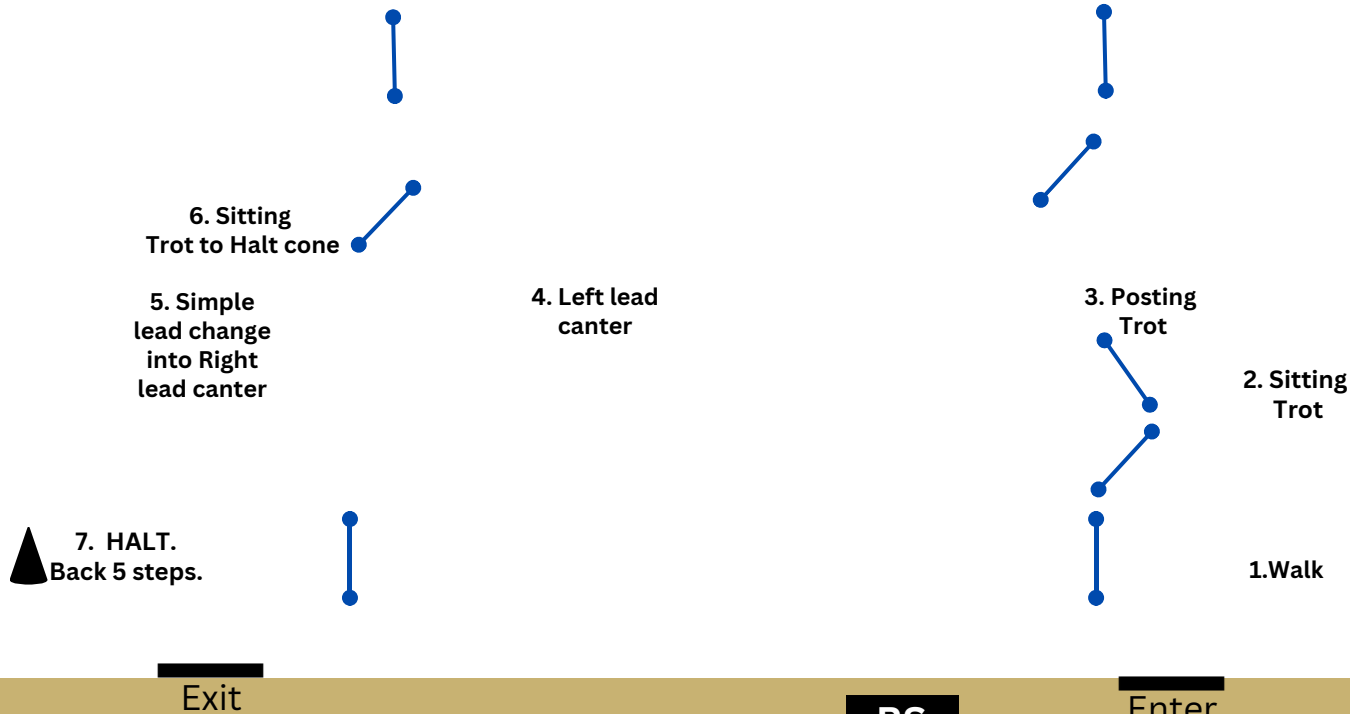


W/T/C PLEASURE EQUITATION PATTERN

Class: 22

INSTRUCTIONS: Enter arena and walk to where sitting trot starts. Pick up a posting trot, track left up the center of the arena. Where marked, pick up left canter lead and bend left at the rail. Complete a 20 meter circle. Then do simple lead change to right canter lead. After completing your 20 meter circle to the right, track left back to the rail. Halt at cone near exit. Back up 5 steps. Exit arena at a walk and on a loose rein.

JB



Main Ring

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W/T/C PLEASURE HUNTER HACK 18" VERT.

Class: 23

INSTRUCTIONS: Jump fences 1 and 2, then HALT at cone and back 3 steps.
Then walk out on loose rein.

JB

1



2



HALT.
Back 3 steps.

Exit

RS

Enter

Main Ring

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FIRST HUNTER

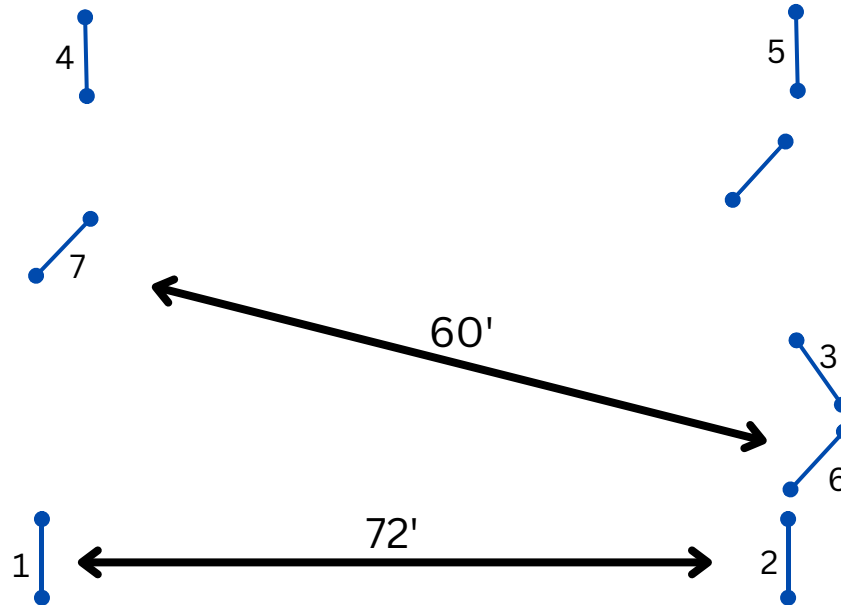
Classes: 10, 13, 16

&

WARM UP

Class: WU1

JB



Exit

RS

Enter

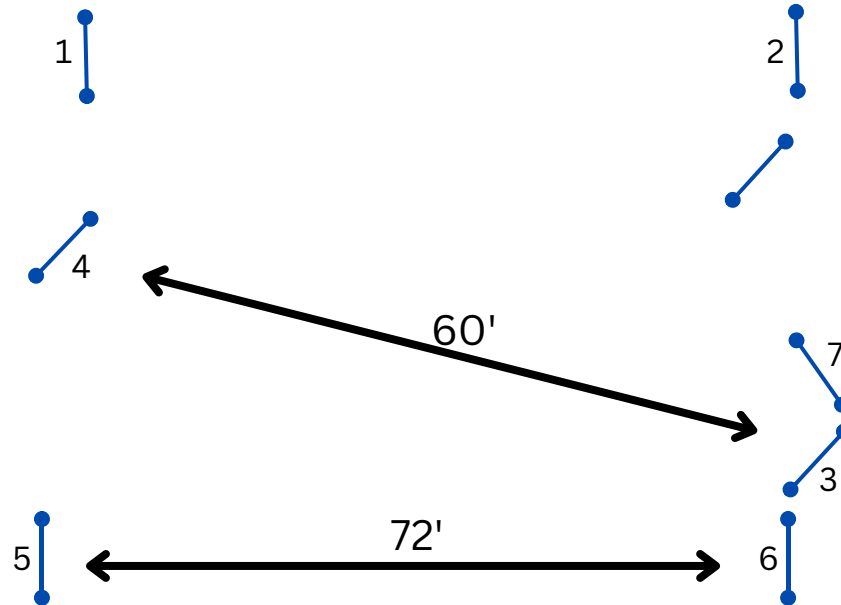
Main Ring

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SECOND HUNTER

Classes: 11, 14, 17

JB



Exit

RS

Enter

Main Ring

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FIRST EQUITATION

Classes: 49, 19

JB

5

1

4

Exit

6

3

2

7

Enter

RS

Main Ring

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SECOND EQUITATION

Class: 50

JB

2

6

5

1

1

3

7

4

Exit

RS

Enter

Main Ring

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JUMPERS (Clean / Jump Off)

Classes: 7, 5, 1, 3

Jump Off - 3, 8, 5, 6

JB

1

7

6

3

2

5

8

4

Exit

RS

Enter

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JUMPERS

(Power / Speed)

Classes: 8, 6, 2, 4

Circled numbers are Speed portion.

JB



Exit

RS

Enter

Main Ring

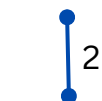
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CDF EQ. JUMPER CHALLENGE

Class: JC

INSTRUCTIONS: Halt after fence 3. Back up 3 steps.
Continue at counter canter to fence 4.

JB



Exit

RS

Enter

Main Ring

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