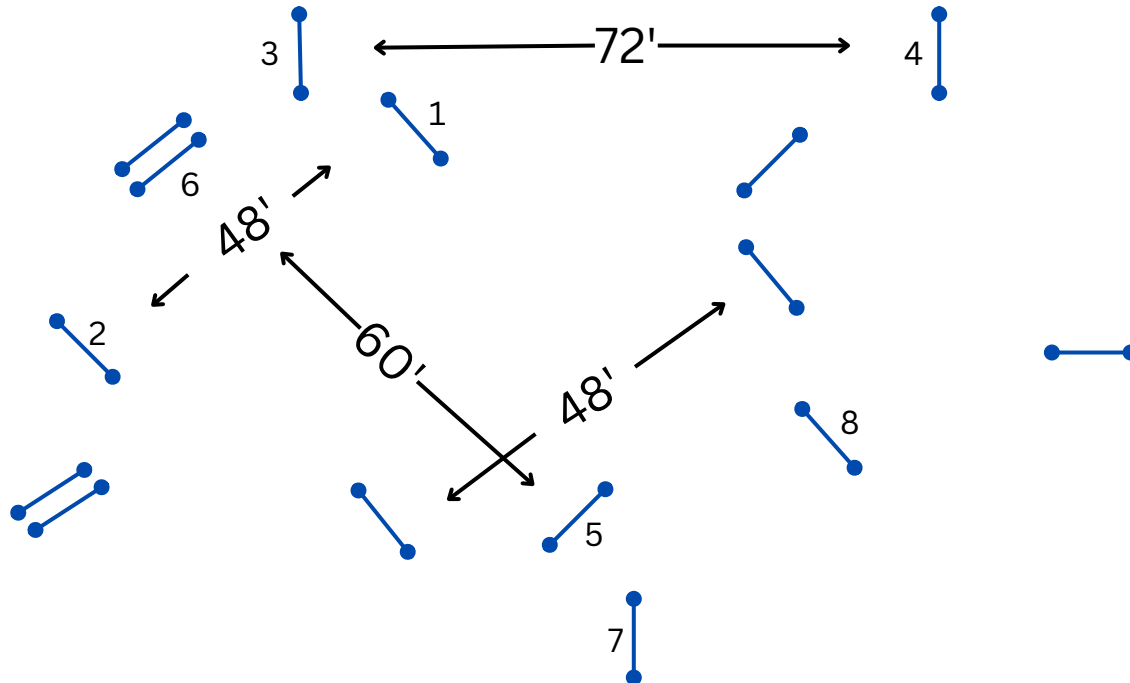


FIRST HUNTER

Classes: 10, 19, 13, 16

JB



Exit

RS

Enter

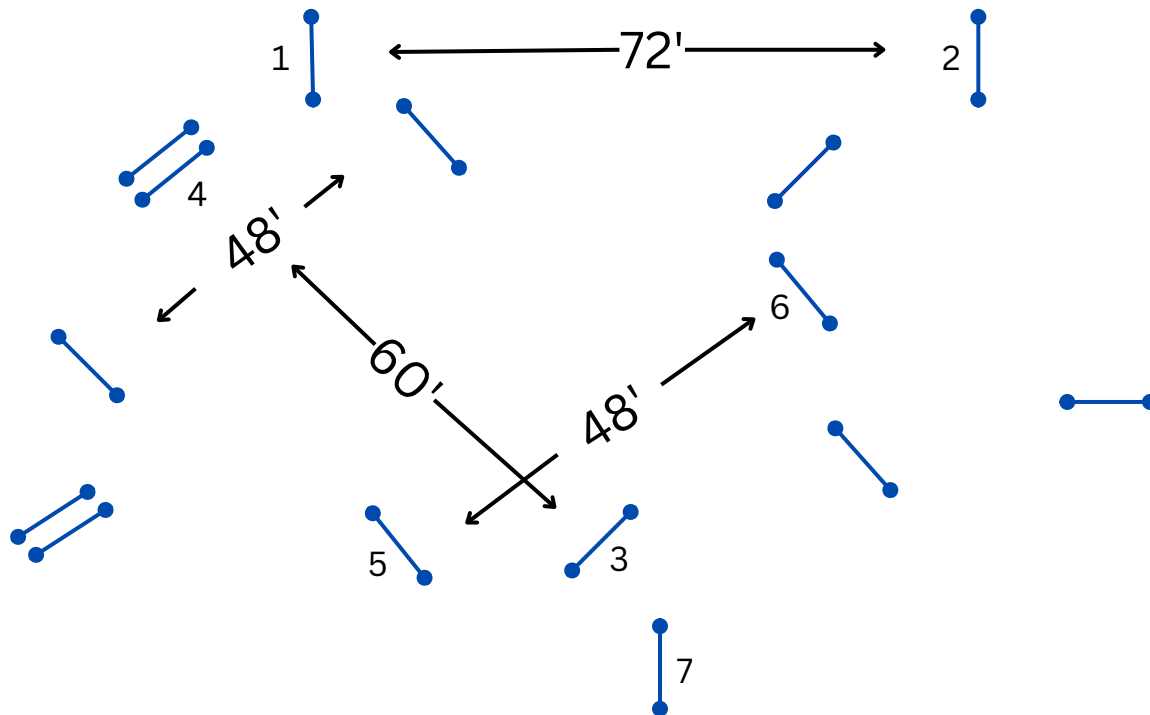
SECOND HUNTER

Classes: 11, 20, 14, 17

& WARM UP

Class: WU1

JB



Exit

RS

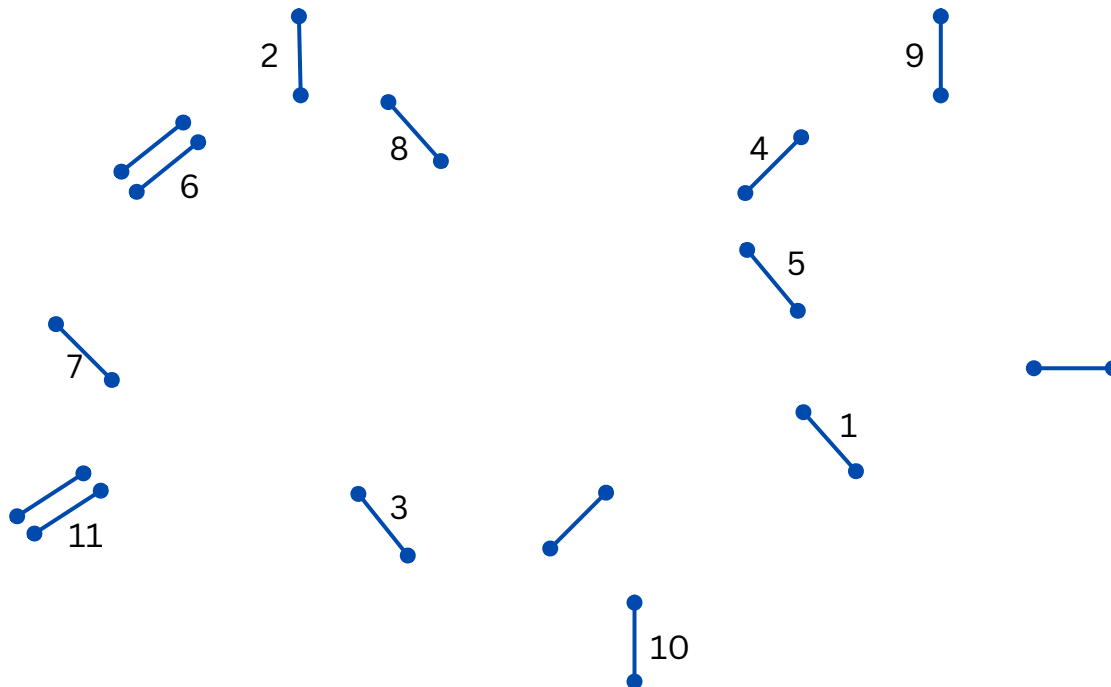
Enter

JUMPERS (Clean / Jump Off)

Classes: 7, 5, 3

Jump Off - 2, 4, 5, 6

JB



Exit

RS

Enter

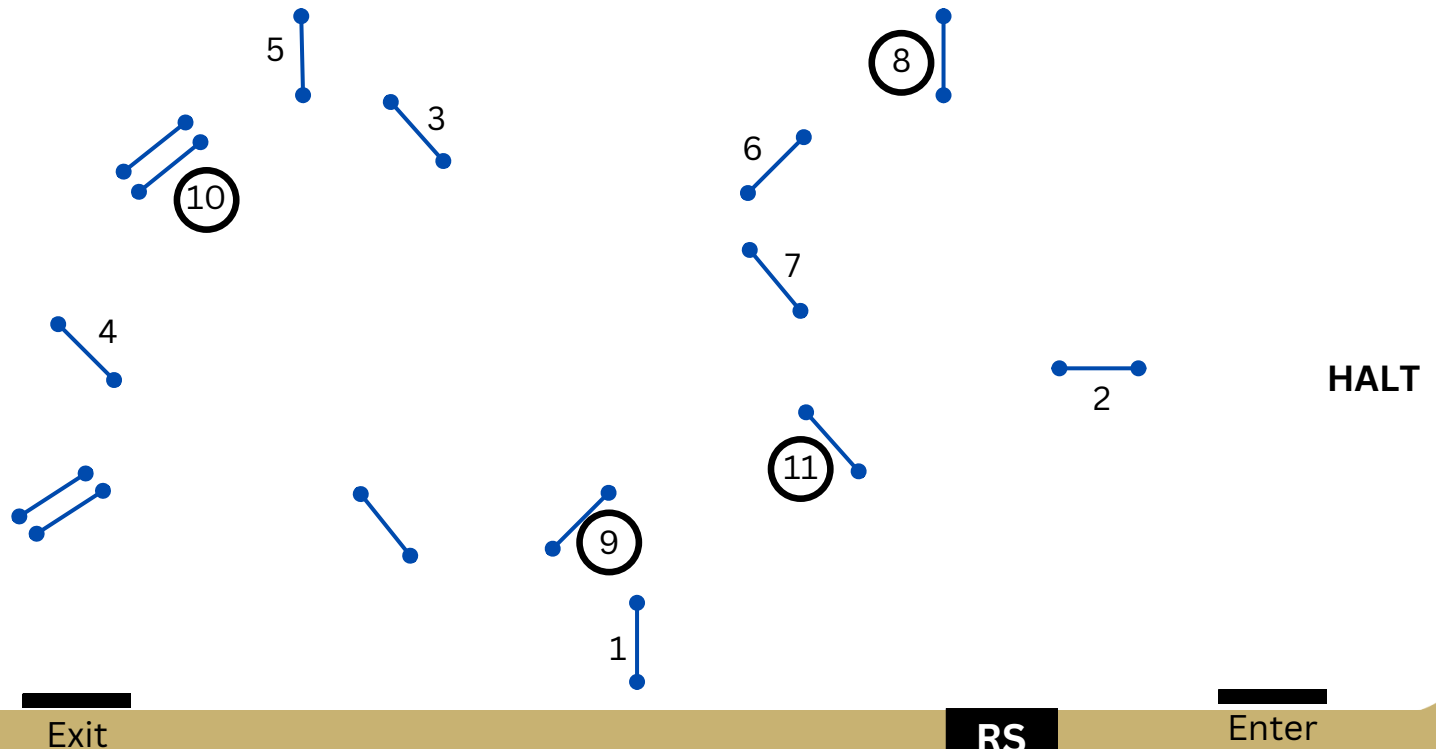
JUMPERS (Power / Speed) Classes: 8, 6, 4

& Circled numbers are Speed portion.

CDF HANDY HUNTER CLASSIC Class: HH

Handy Hunter: HALT after Fence 6, by Fence 2. Then proceed to Fence 7 at a Canter.
Do NOT run speed portion.

JB



CDF MEDAL CHALLENGE Class: OM

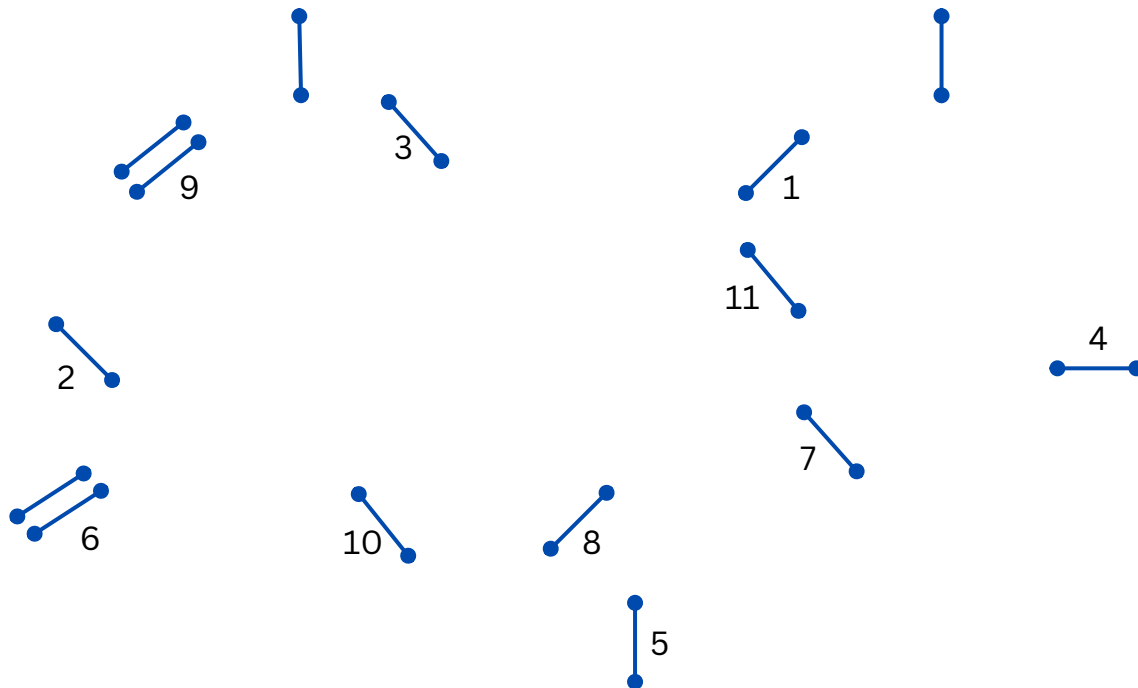
Enter at a Sitting Trot to Canter lead. Trot Fence 4.

&

CDF EQ. JUMPER CHALLENGE Class: JC

Enter at a Sitting Trot to Canter lead.

JB



Exit

RS

Enter

W/T PLEASURE HUNTER HACK X-RAILS Class: HX

Trot Rail 1 and 2, then HALT at cone and Back 4 steps.

&

W/T/C PLEAS. HUNTER HACK VERTICALS Class: HV

Canter Fence 1 and 2, then HALT at cone and Back 4 steps.

JB

