



Hunter/Jumping Seat

LEVEL 1 • PATTERN Q

Walk to the starting point.

Canter left lead and cut across arena.

Change lead (simple change) in center of arena and continue cantering on right lead diagonally across arena. Continue around end of arena.

Cut across center of arena and perform a lead change (simple change).

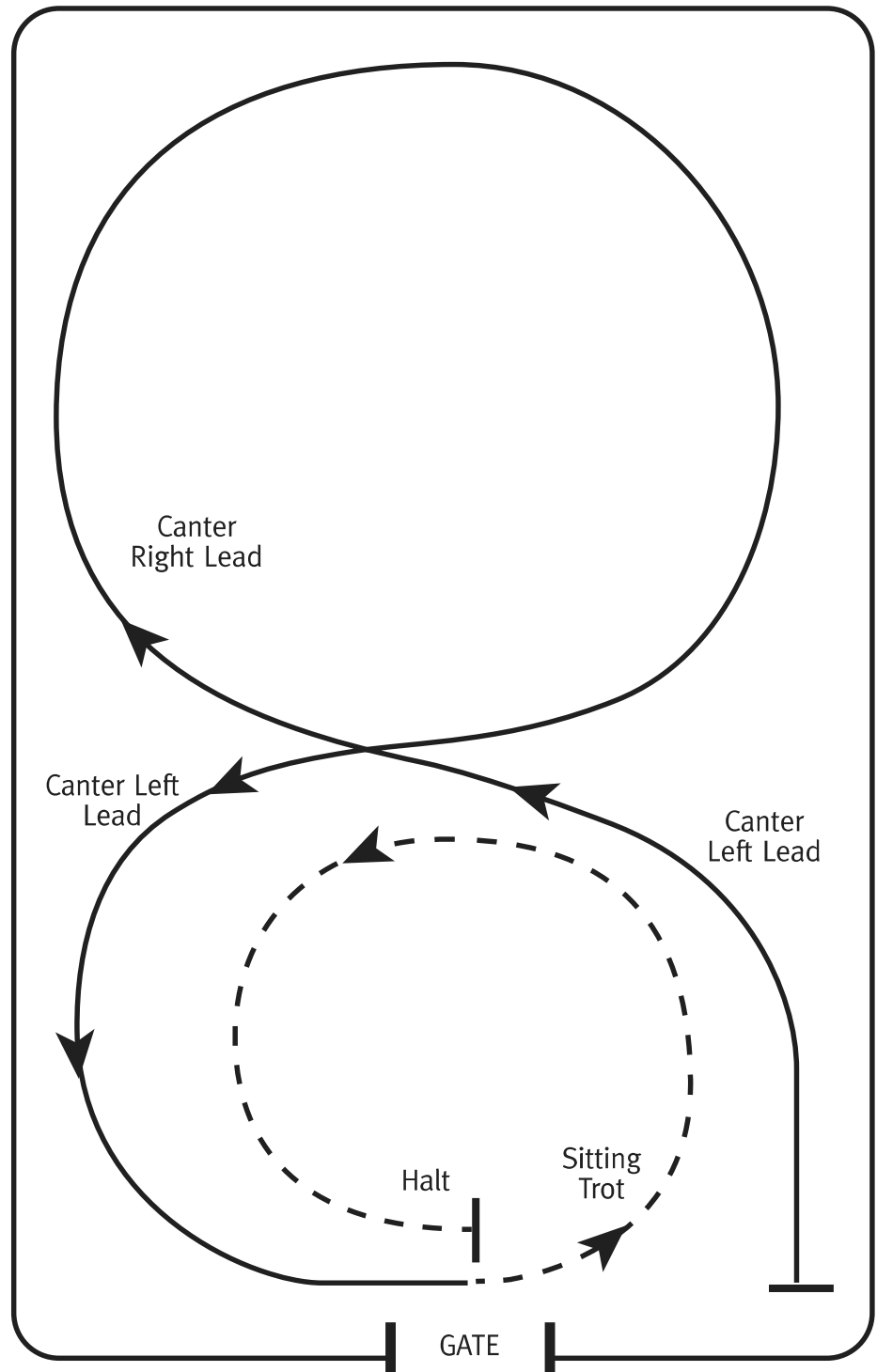
Continue around arena to gate end.

Transition to sitting trot and trot a circle.

Halt.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup



This pattern is appropriate for all ages.

If used at a Regional or National Show, pattern may not be run from the lineup.