

Hunter/Jumping Seat

LEVEL 1 • PATTERN H

Walk to the starting point.

Pick up a sitting trot through turn and down the rail. At the half way point move into the posting trot on the correct diagonal. Continue to the center of the end of the arena.

Canter in a circle to the right at the correct lead. Upon completing the circle transition to the posting trot.

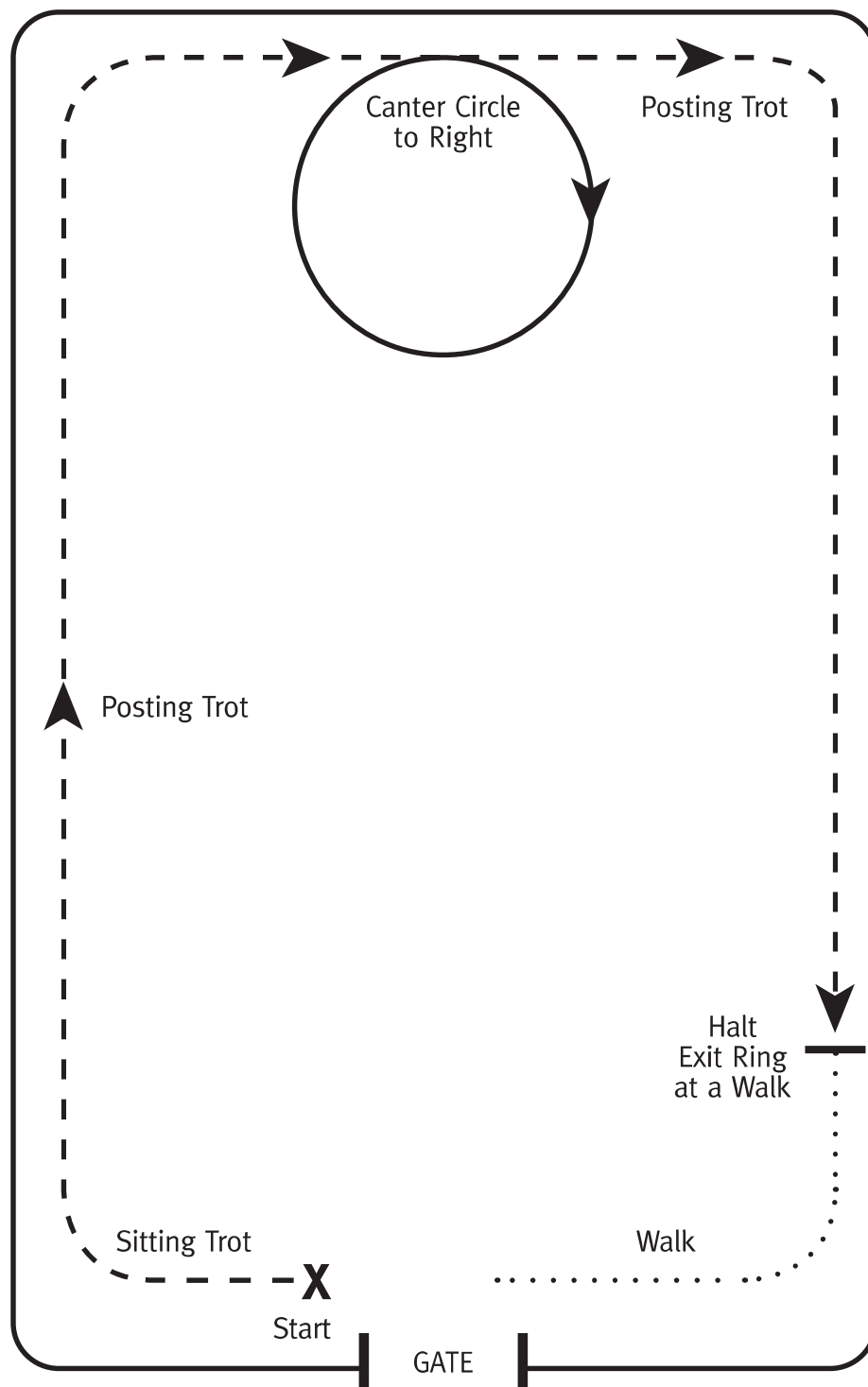
At the end of the straightaway halt.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

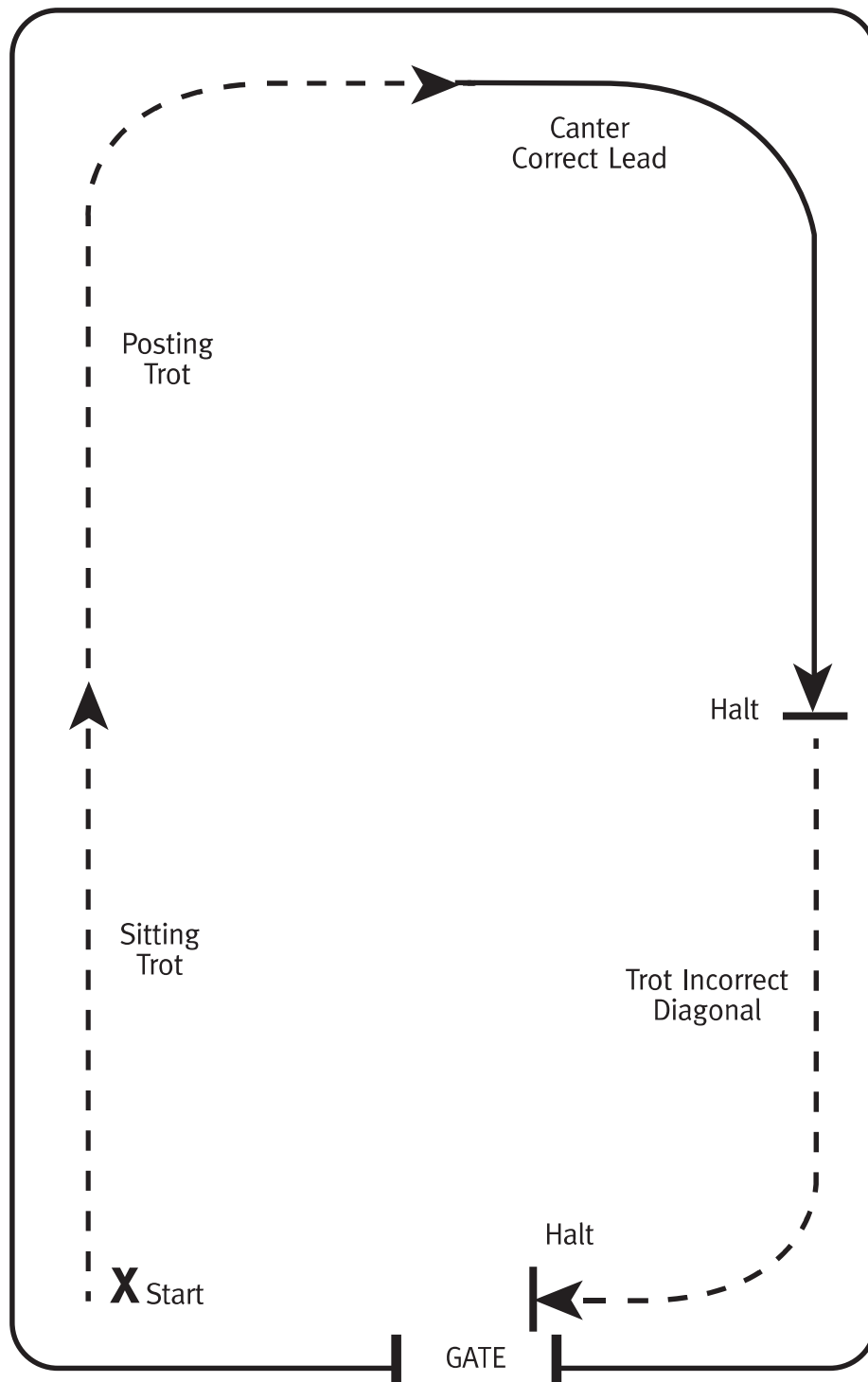
This pattern is appropriate for all ages.

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



Hunter/Jumping Seat

LEVEL 1 • PATTERN E



Walk to the starting point.

Pick up a sitting trot.

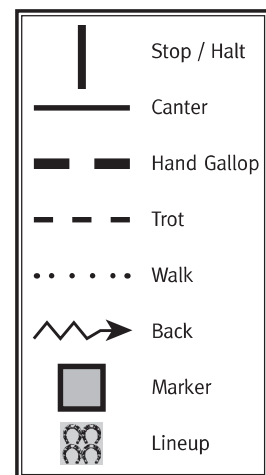
Change to posting trot, correct diagonal.

Canter correct lead. Halt.

Trot on the incorrect diagonal to gate.

Halt.

Return to lineup or exit at a walk.



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