

Hunter/Jumping Seat

LEVEL 1 • PATTERN F









Walk to the starting point.

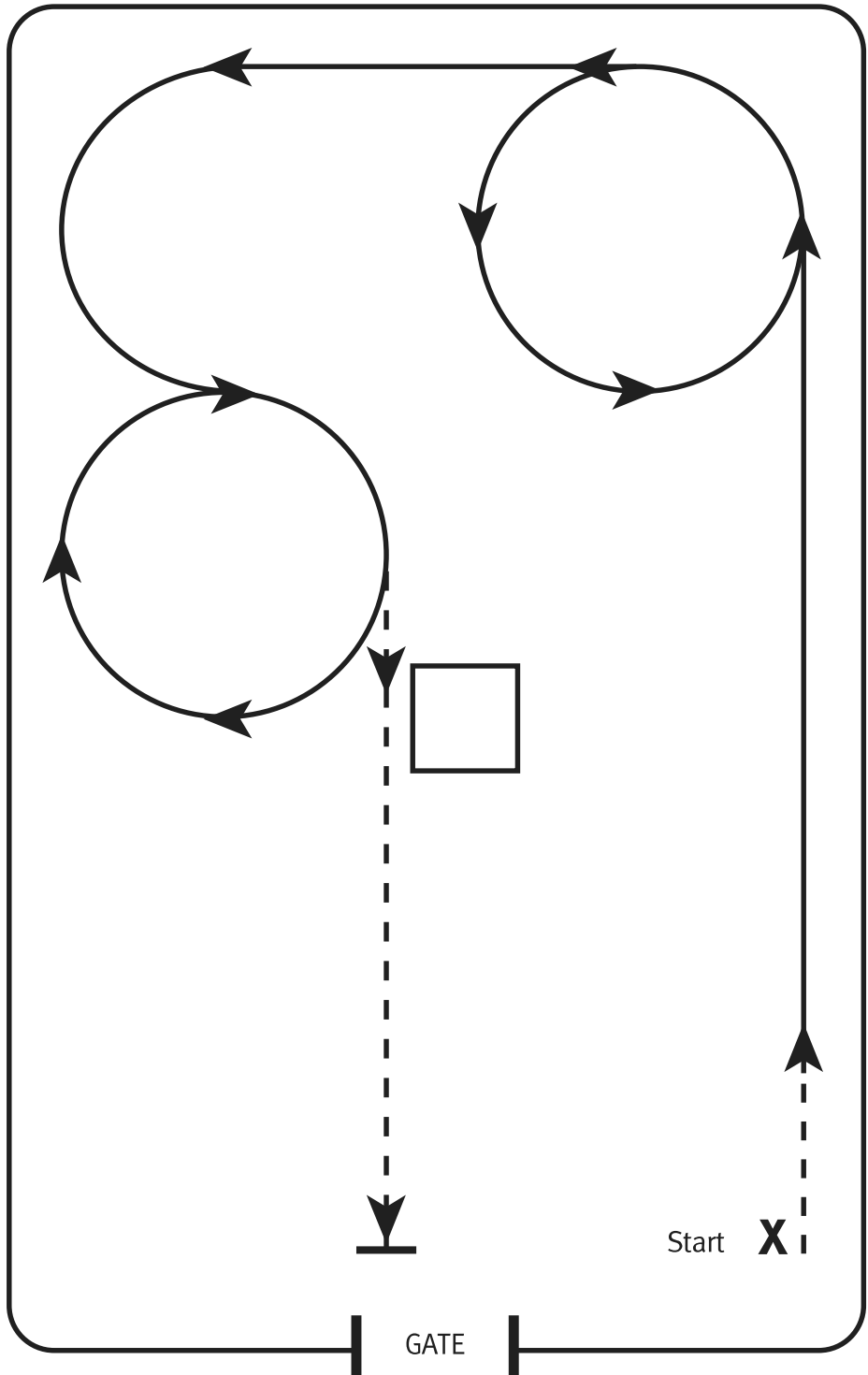
At the beginning of the straightaway pick up the sitting trot.

Transition to the canter on the correct lead. At the $\frac{3}{4}$ mark of the straightaway execute a canter circle to the left. Continue around the top of the arena and make a half circle to the left. Demonstrate a simple change of lead and canter a circle to the right.

Transition to the trot on the left diagonal. 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.