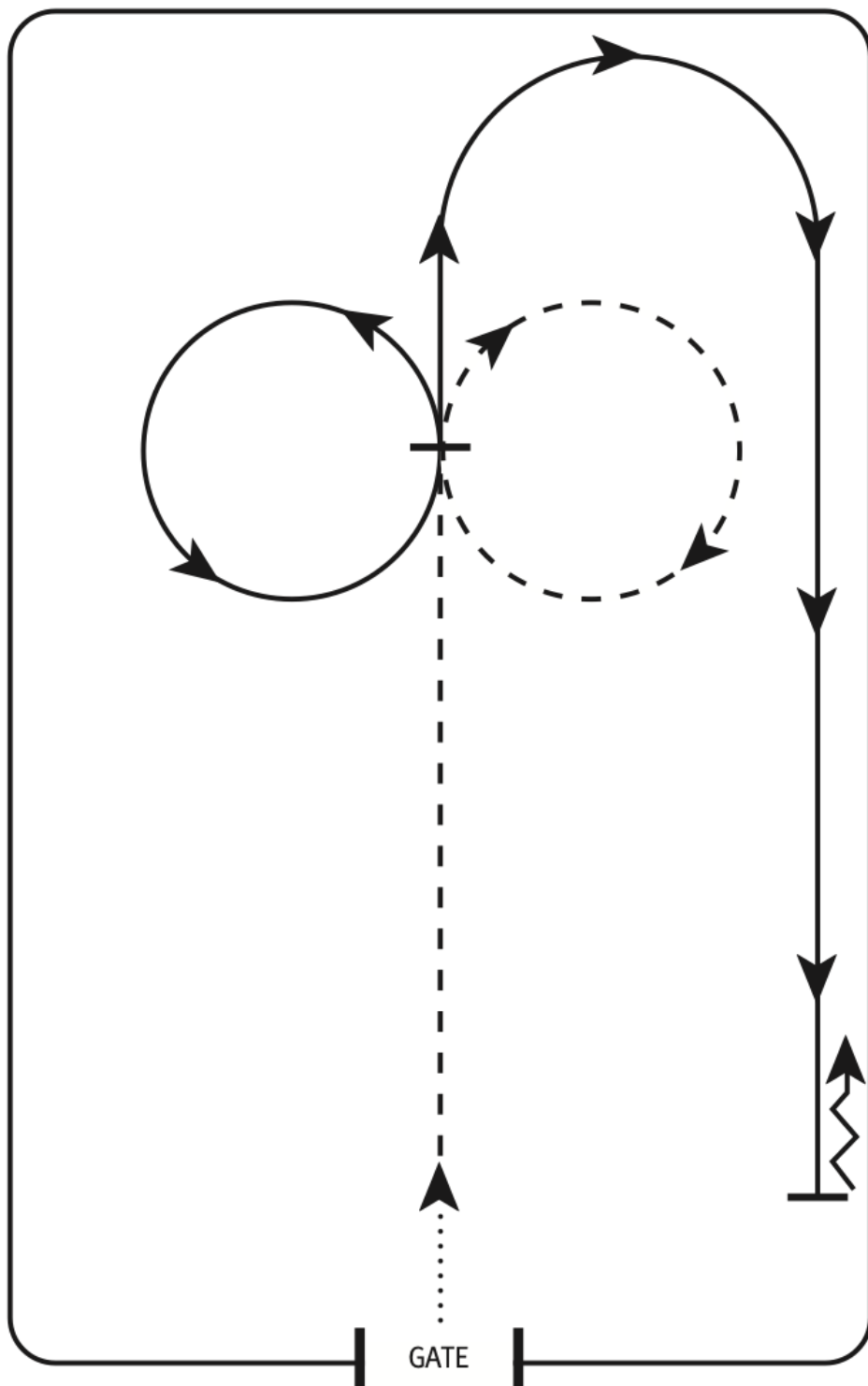


Hunter/Jumping Seat

LEVEL 1 • PATTERN A



Walk to the starting point.

Trot down the center of the arena on the left diagonal. Continue into a circle to the right at the trot.

Transition to the canter and demonstrate a circle to the left. Halt.

Canter on the right lead around the top of the arena and down the straightaway. Halt. Back five steps.

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.