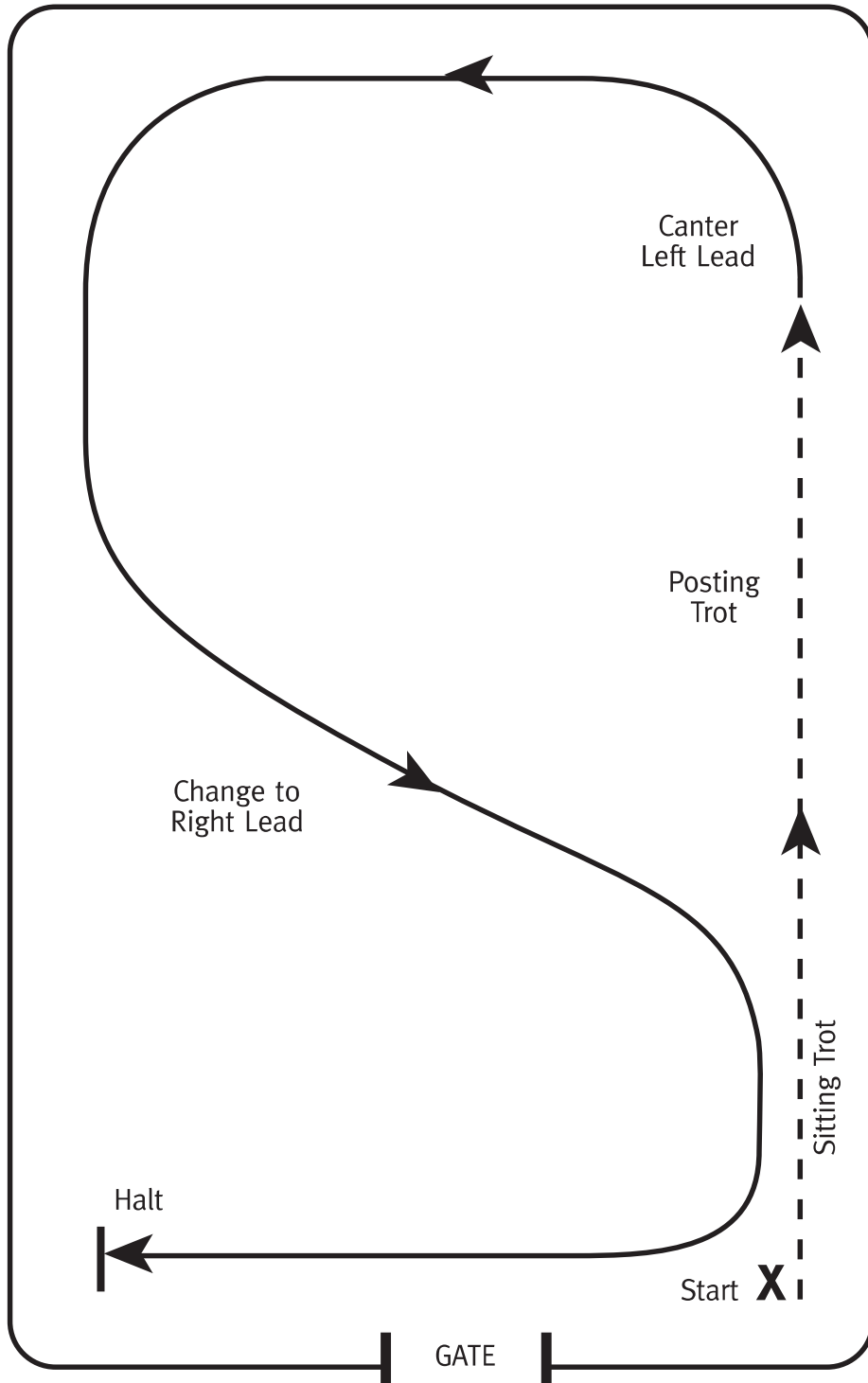


Hunter/Jumping Seat

LEVEL 1 • PATTERN P



Walk to the starting point.

Pick up sitting trot.

Continue at posting trot on the correct diagonal.

Pick up canter, correct lead.

Cut diagonally across arena and change lead (simple change).

Continue around end of arena.

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 U

Walk to the starting point.

Trot left diagonal from A.









Canter on the correct lead from B to C.
Continue to canter a right circle.

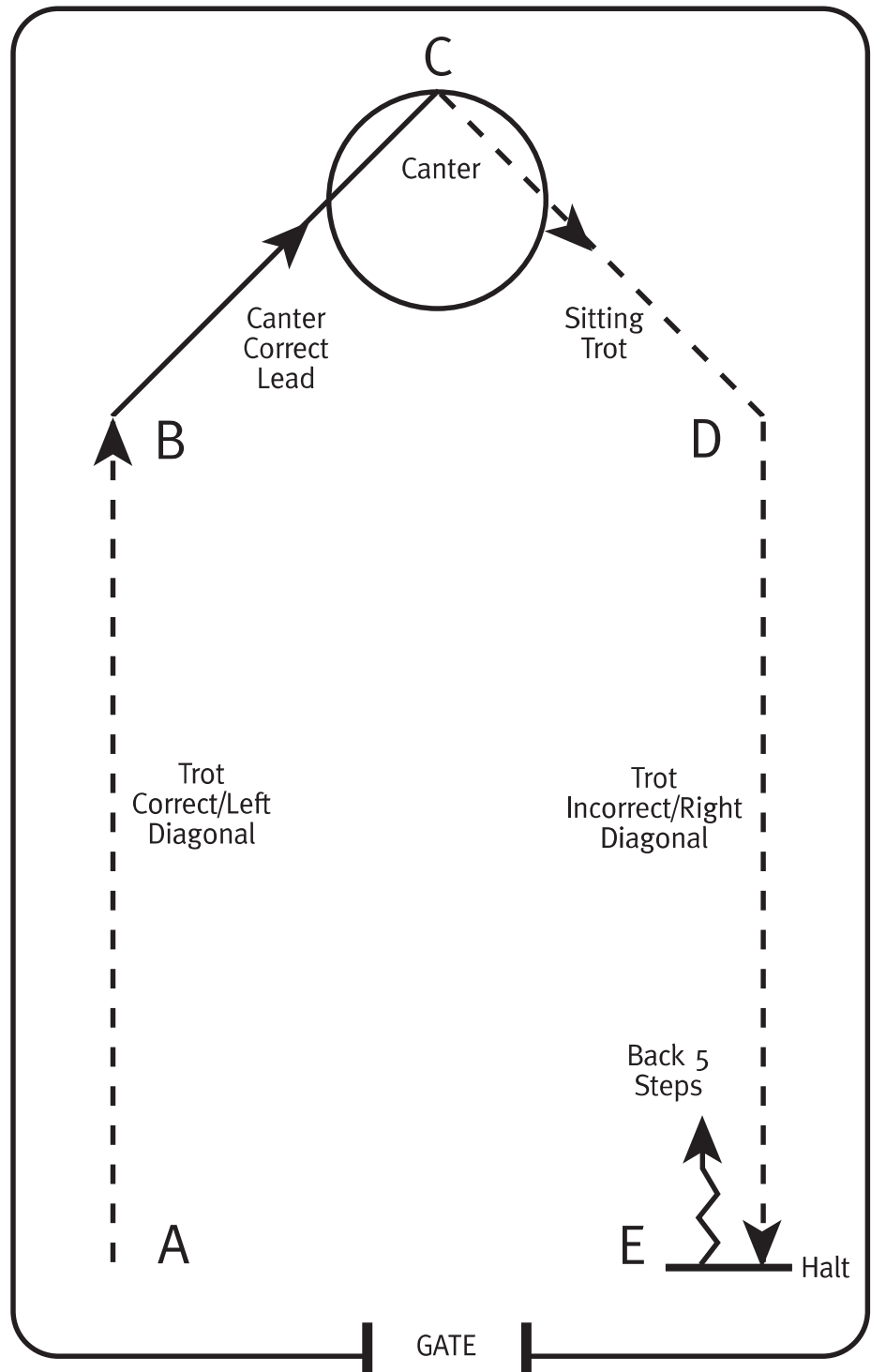
Transition to a sitting trot & continue to D.

At D posting trot on the incorrect diagonal to E.

Halt and back five steps.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

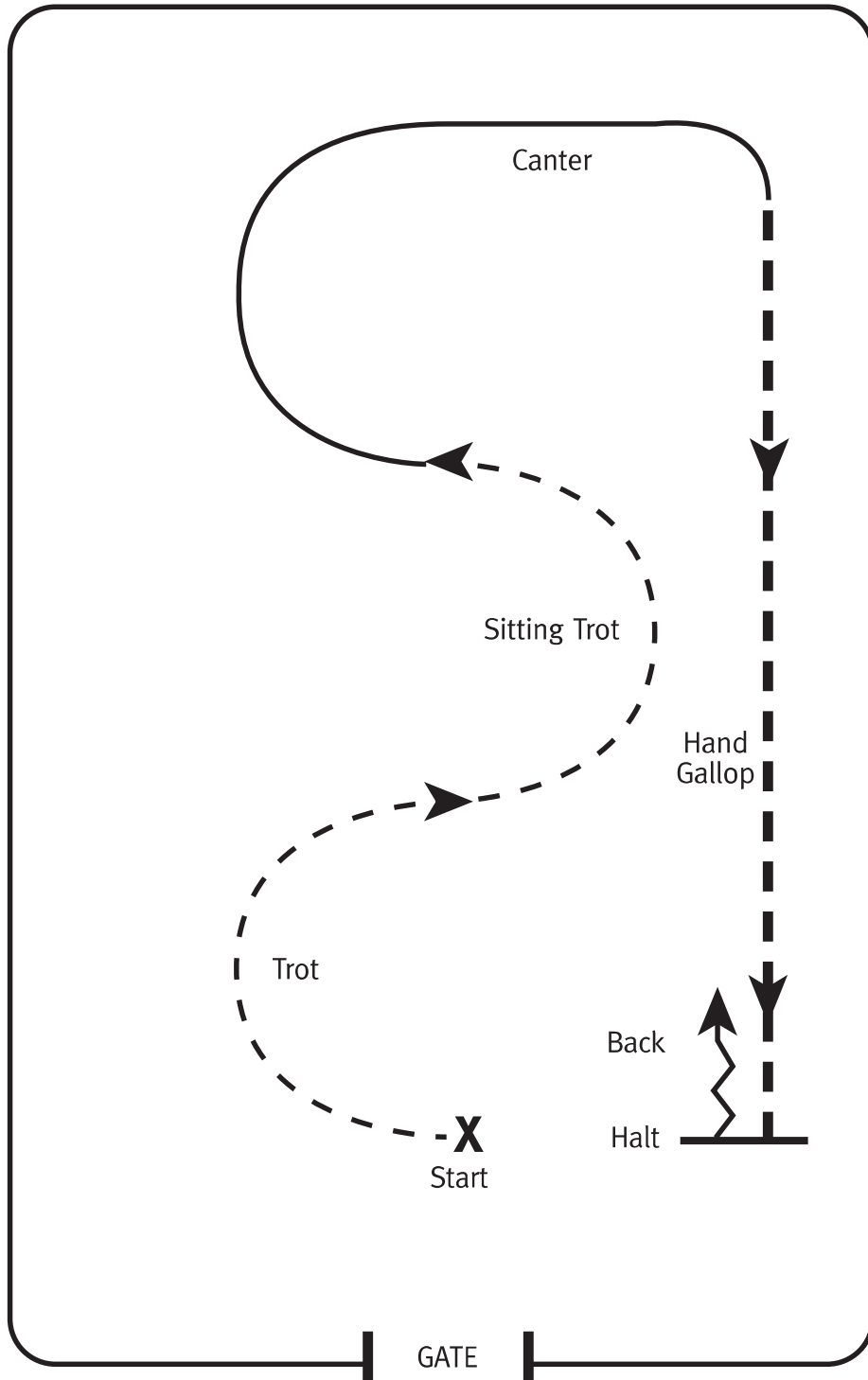


This pattern is appropriate for all ages.

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

Hunter/Jumping Seat

LEVEL 2 • PATTERN HH



Walk to the starting point.

Execute a three loop serpentine: first loop at the posting trot, second loop at a sitting trot, third loop at the canter.

Continue cantering around corner.

Proceed to the hand gallop. Halt.

Back four steps.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

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