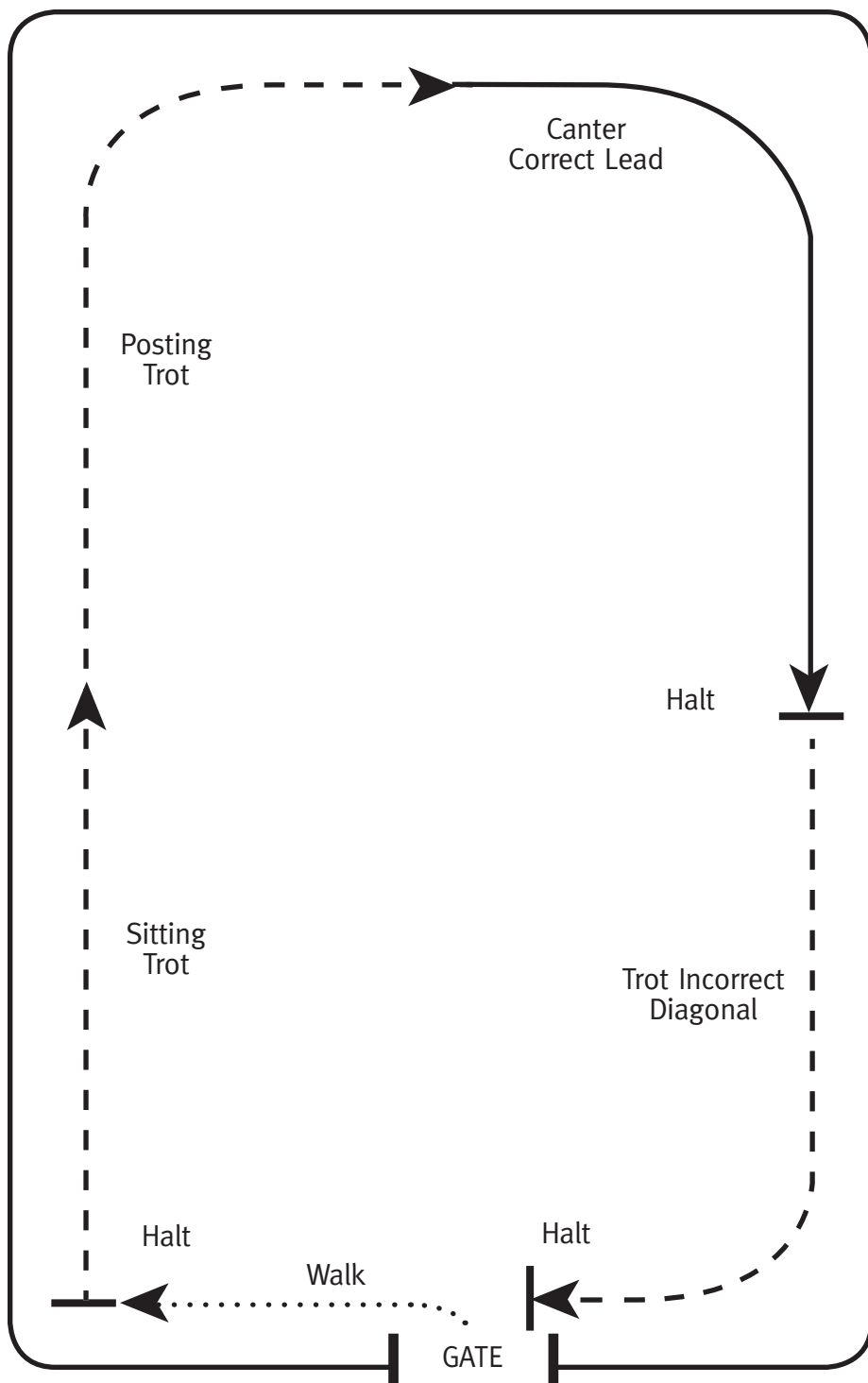


Hunter/Jumping Seat

LEVEL 1 • PATTERN E • EQUITATION – Tests 1,5



Enter arena at a walk. Halt.

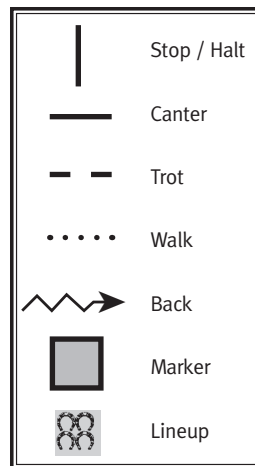
Pick up a sitting trot.

Change to posting trot, correct diagonal.

Canter correct lead. Halt.

Trot on the incorrect diagonal to gate.

Halt. Exit at a walk or return to the lineup.



This pattern may only be used for:

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

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

Hunter/Jumping Seat

LEVEL 1 • PATTERN F • Tests 1,5

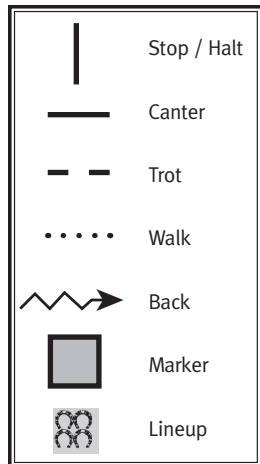
Enter the arena at a walk and turn to the right.

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

Transition to the canter on the left 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.

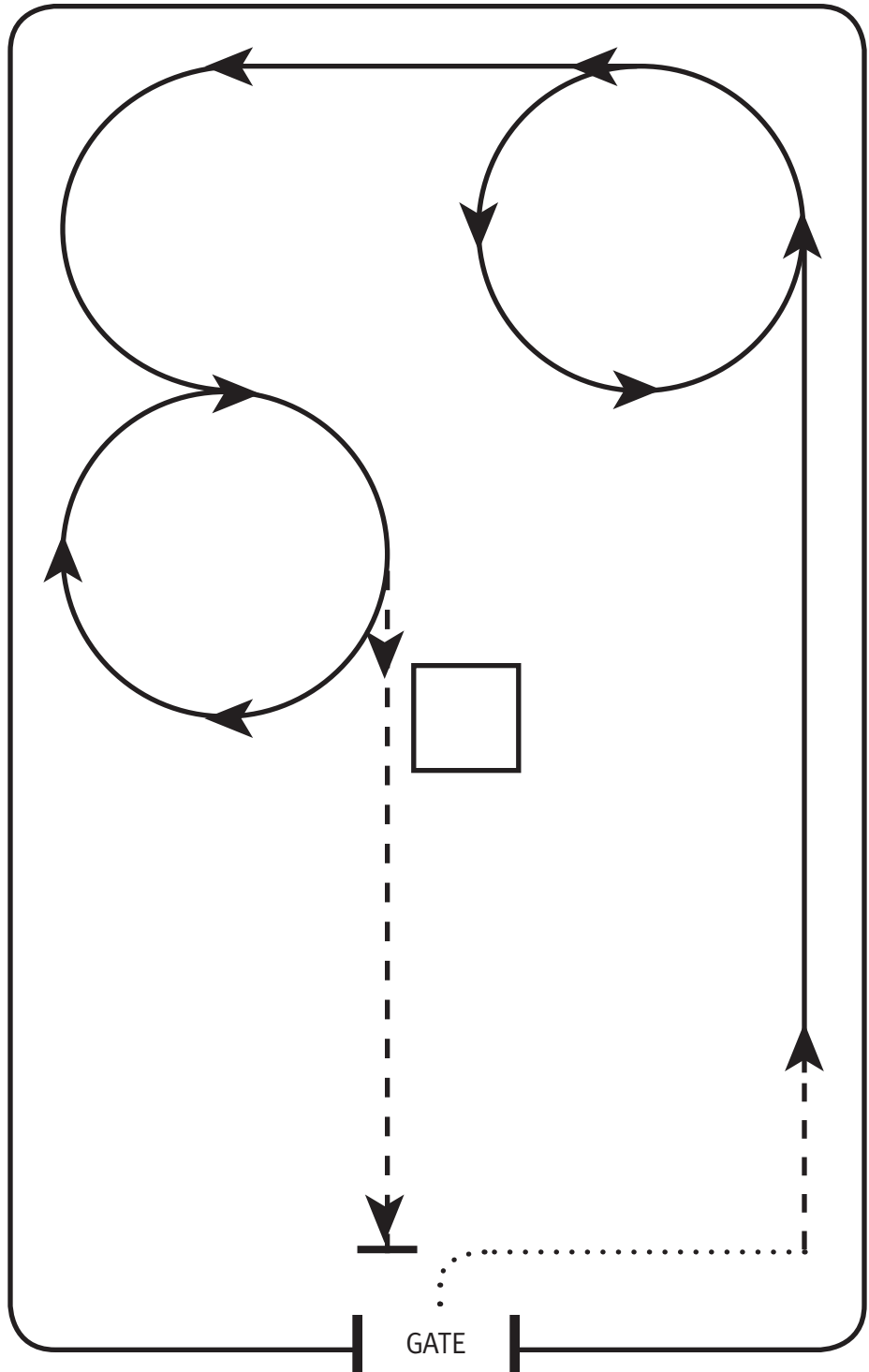
Return to the lineup or exit the arena at the walk.



This pattern may only be used for:

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

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



Hunter/Jumping Seat

LEVEL 1 • PATTERN K • Tests 1,2,5

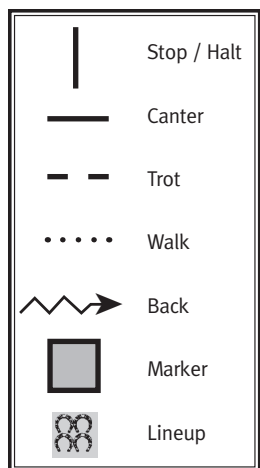
Trot down the left rail at a sitting trot.

Without stopping, execute a figure eight — two half circles at the posting trot. Close up figure eight by executing two half circles at the canter showing a simple lead change.

Continue cantering around the end of the arena.

Show a hand gallop down the side of the arena. Halt.

Return to lineup or exit at a walk.



This pattern may only be used for:

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

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

