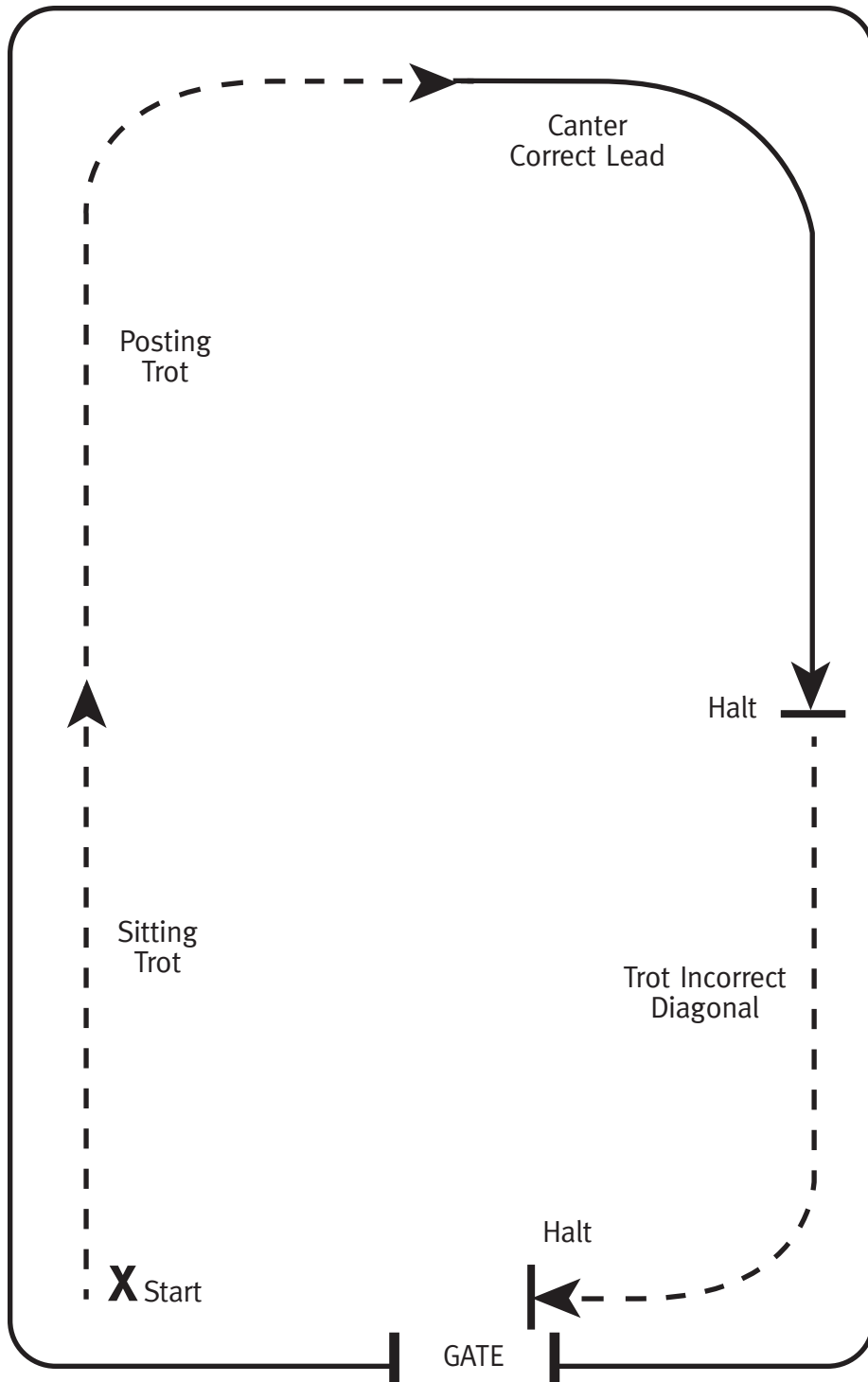


Hunter/Jumping Seat

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.

	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.*