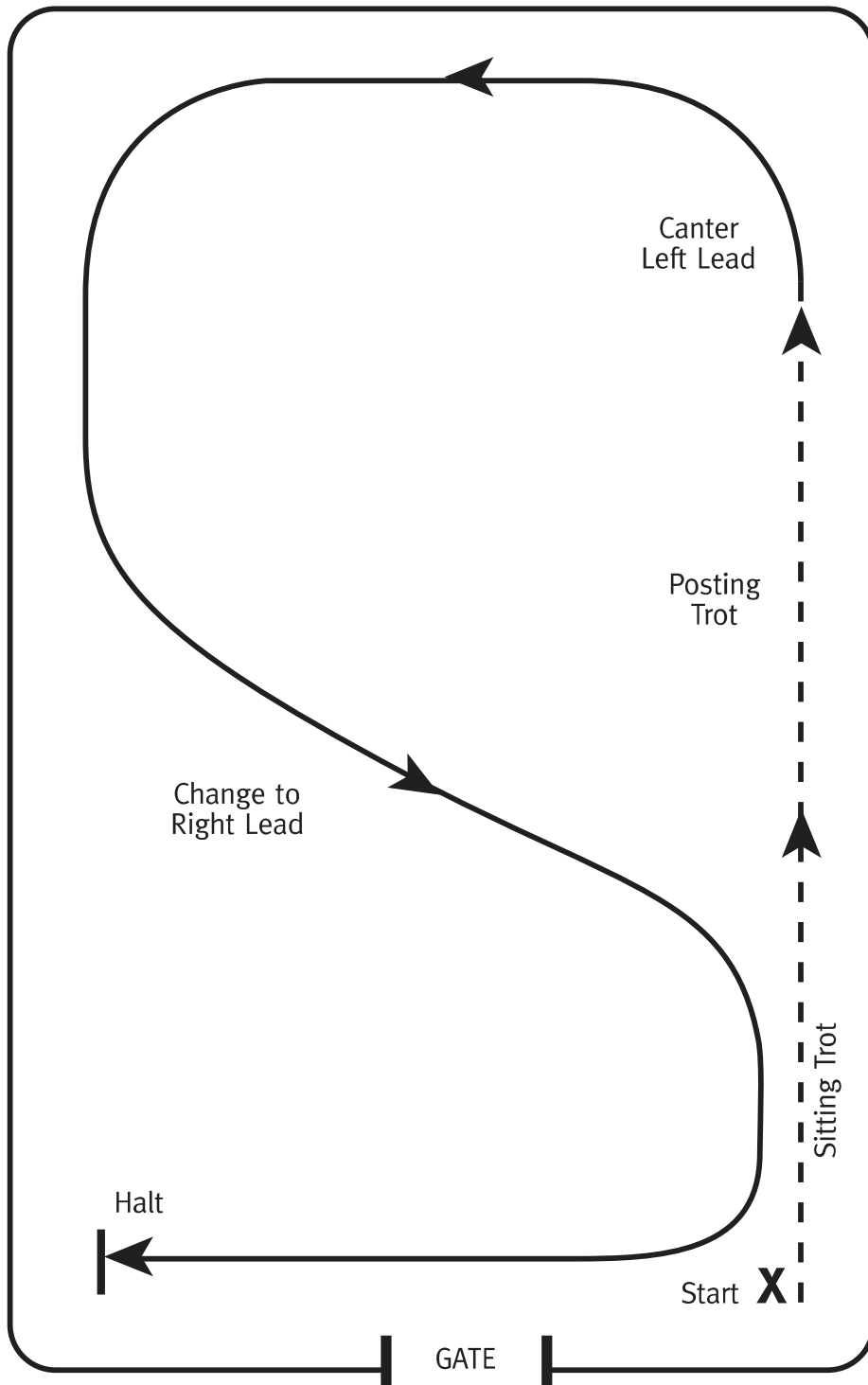


Hunter/Jumping Seat

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.