

12/17/2017

Date: \_\_\_\_\_

District: \_\_\_\_\_

**CLASS: HUNT SEAT EQUITATION - PATTERN #1**

HIGH SCHOOL: \_\_\_\_\_

ATHLETE #: \_\_\_\_\_

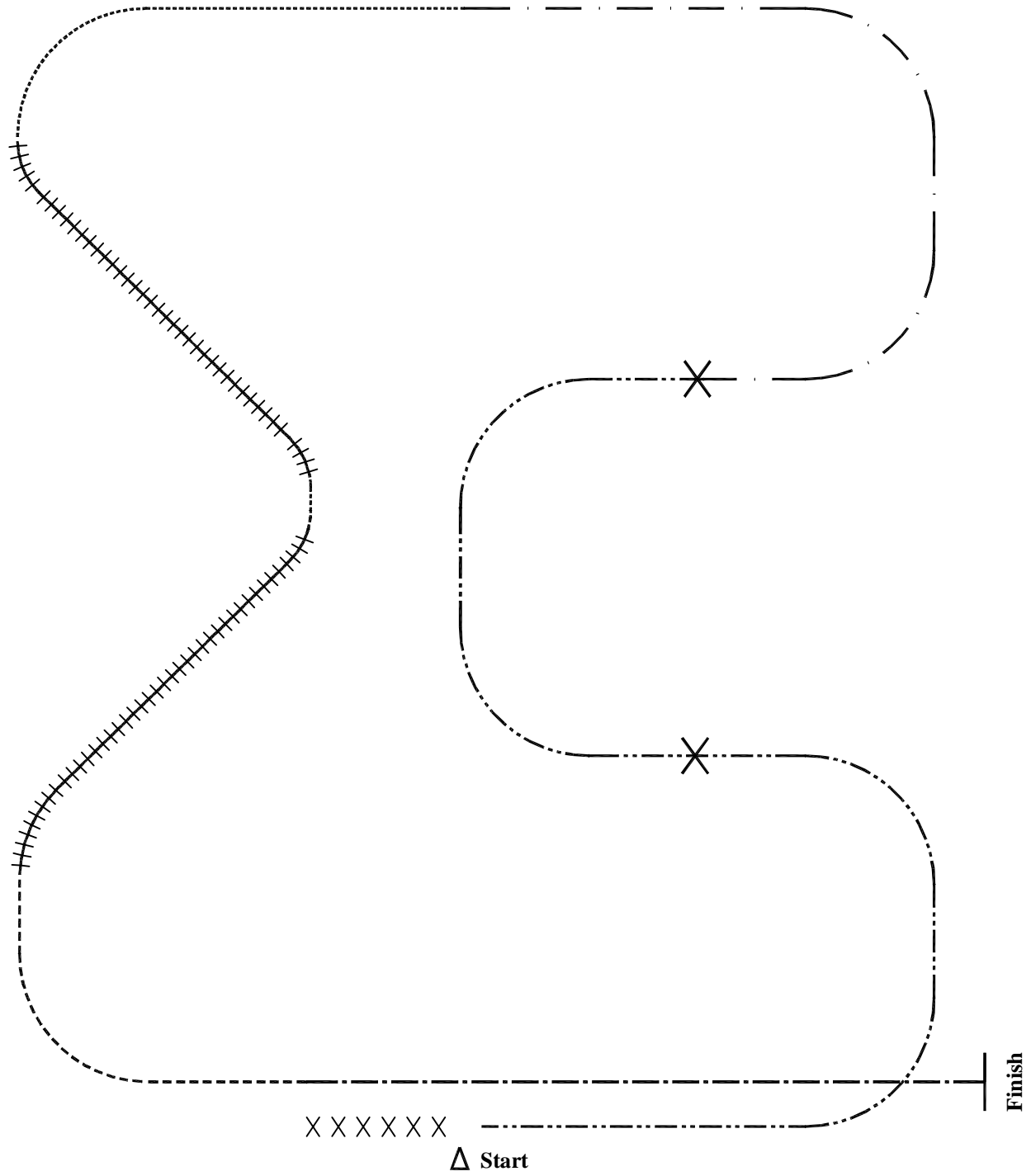
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Starting at cone, back six steps or so, don't close		
2.	Canter left lead and begin serpentine		
3.	Change leads		
4.	Canter right lead on serpentine		
5.	Change leads		
6.	Hand gallop left lead to finish serpentine and ½ way across short wall, collect		
7.	Sitting trot remainder of short wall, turn corner and begin down long wall		
8.	Two track left		
9.	Position and two track right		
10.	Pick up posting trot; continue at posting trot around corner, then extend the trot, halt		
11.	Rider Equitation-Seat, hands, legs.		
12.	Overall Horsemanship		

Judge's Signature: \_\_\_\_\_

**Expectations:**

- Light contact from hands to bit through reins is expected at all times. Elbows should be in a straight line formed from elbow through hands to bit. Hands form an "A" while keeping wrists straight.
- Consistent cadence, rhythm, and impulsion are expected throughout.
- Should be ridden as a flat class in preparation for over fences. Rider should maintain chin up, heels down, and leg contact with horse's barrel at all times.
- Little fingers may be either inside or outside of reins.
- Eyes should be kept up, looking toward next maneuver.
- Iron should remain on ball of foot throughout pattern (Except when asked to drop irons).
- At walk & trot, there should be a near straight line from the shoulder to the hip, to the heel.
- At canter and hand gallop, shoulders should be a couple of degrees in front of the vertical.
- Right diagonal means side to post on, not correct diagonal

Flying change - 0 - 10 points; Simple change - 0 - 8 points; Interrupted change - 0 points



**OHSET**  
**PATTERN #1**  
**Hunt Seat Equitation**

#1.10.18      Revised 12-17-17

Legend :	
Walk	—————
Sitting Trot	.....
Posting Trot	-----
Extended Trot	-----
Canter	-----
Hand Gallop	— . —
Two Track	+++++
Back	XXXXXX
Start Cone	△