

Date: _____ District: _____

CLASS: HUNT SEAT EQUITATION - PATTERN #6

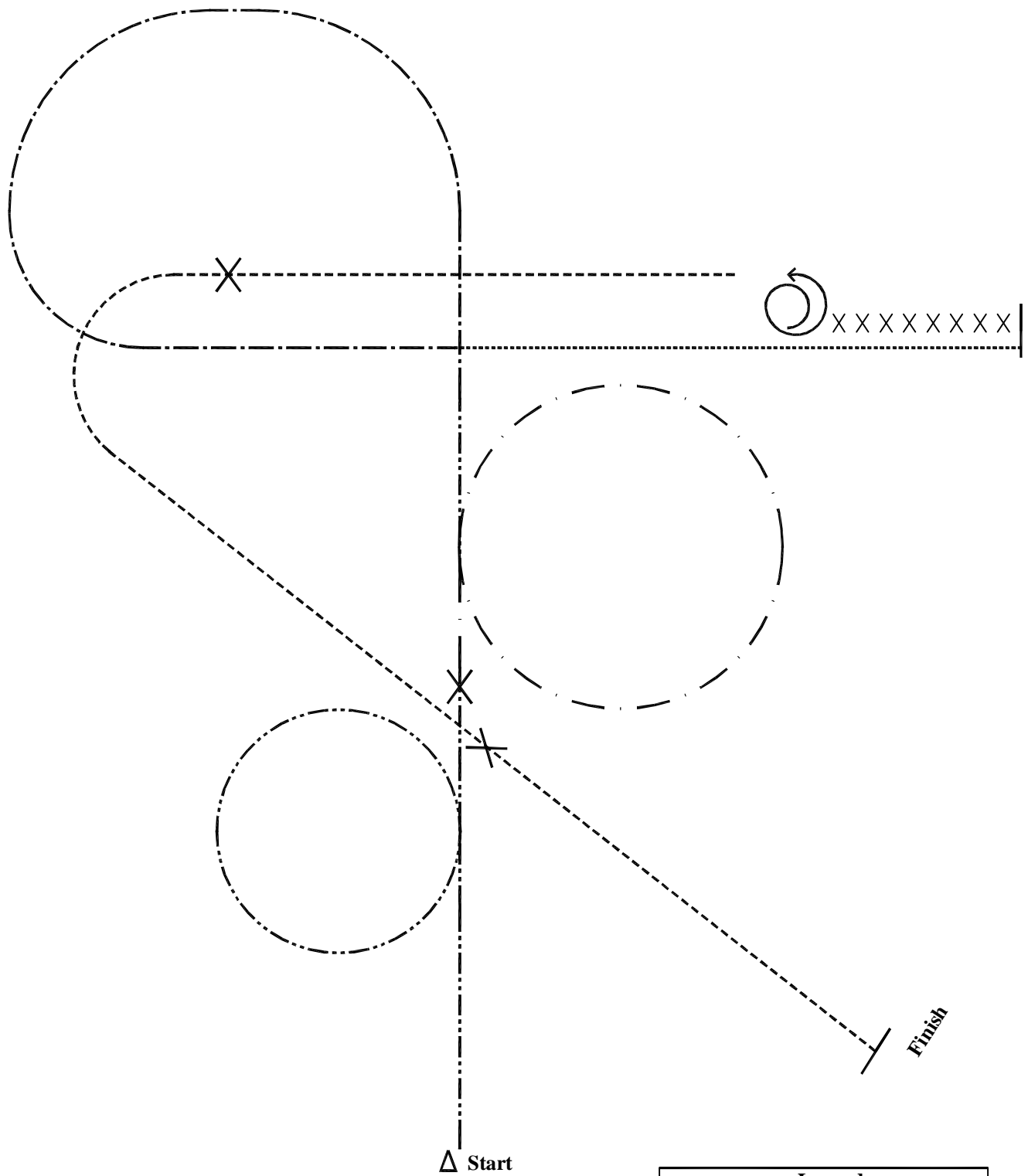
HIGH SCHOOL: _____ ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Starting at cone, canter left lead, 1/4 way circle left		
2.	After circle, change lead on straight away		
3.	Lengthen stride to hand gallop and circle right		
4.	After circle collect to canter		
5.	Break to extended trot and follow as diagramed		
6.	At center line break to sitting trot		
7.	Halt before wall. Back two lengths		
8.	540° left forehand turn		
9.	Posting trot left diagonal		
10.	Before turn change diagonal and drop irons, turn onto diagonal line		
11.	At center change diagonal. Halt even with cone		
12.	Rider Equitation-Seat, hands, legs.		
13.	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, leg contact with horse's barrel, and impulsion 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
STATE**
PATTERN #6
Hunt Seat Equitation
#6.19 Revised 4-20-19

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