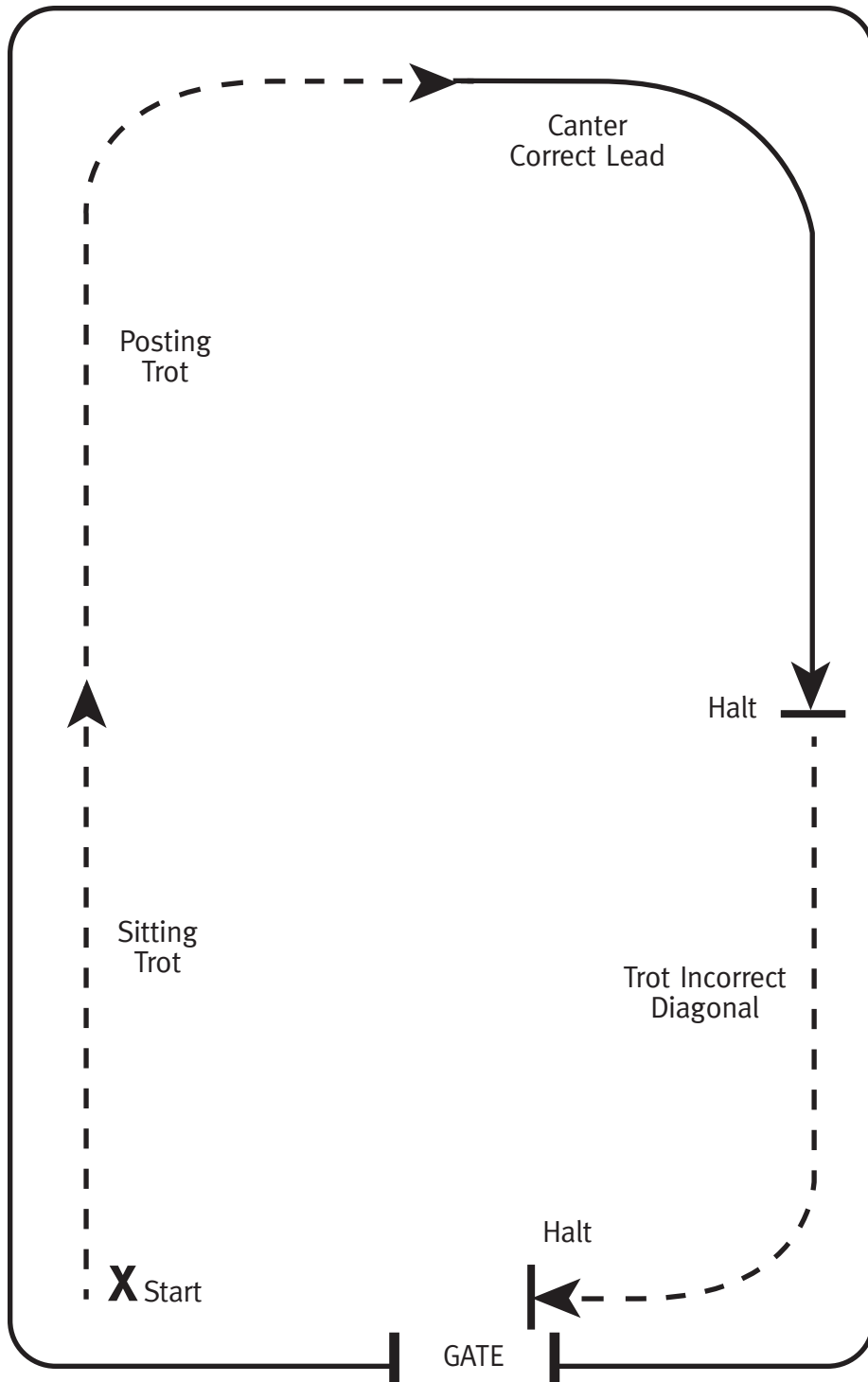










# Hunter/Jumping Seat

## 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.*