

Hunter/Jumping Seat

LEVEL 1 • PATTERN N

Walk to the starting point.









Pick up the trot and trot a circle to the right and continue trotting.

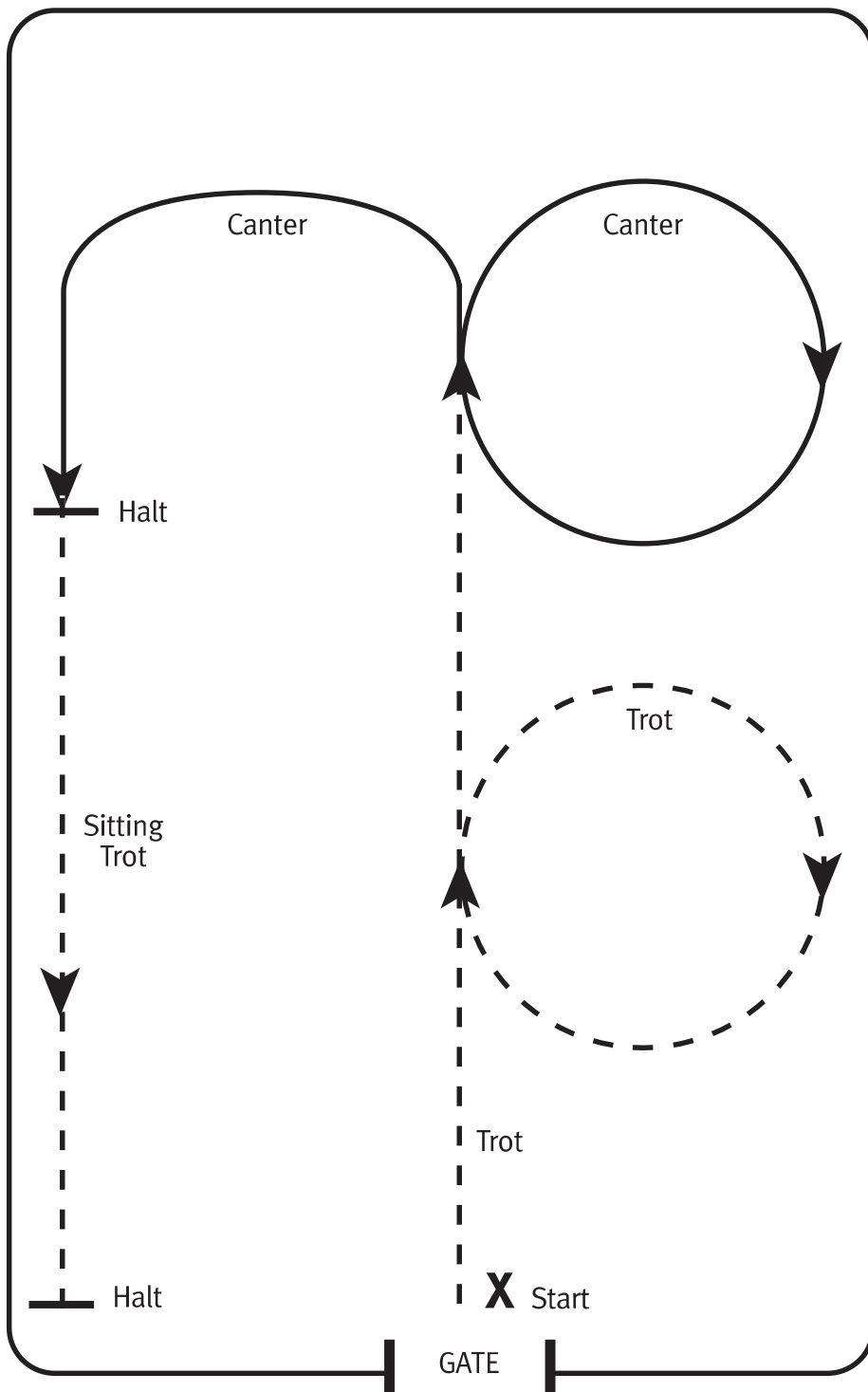
Canter a circle to the right. At the conclusion of the circle, perform a simple change of lead.

Canter a half circle to the left. Halt.

Sitting trot to the end of the 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.