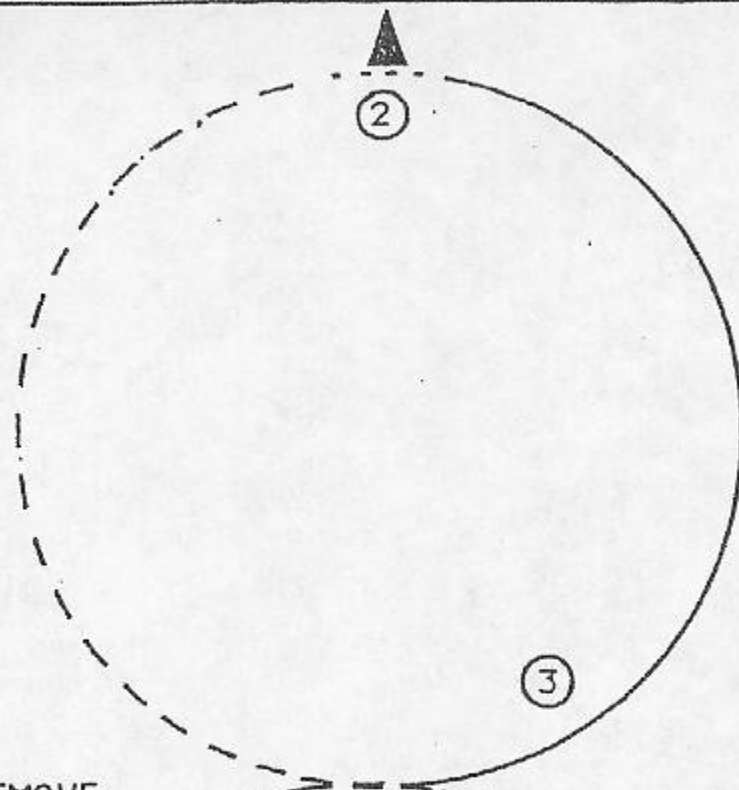
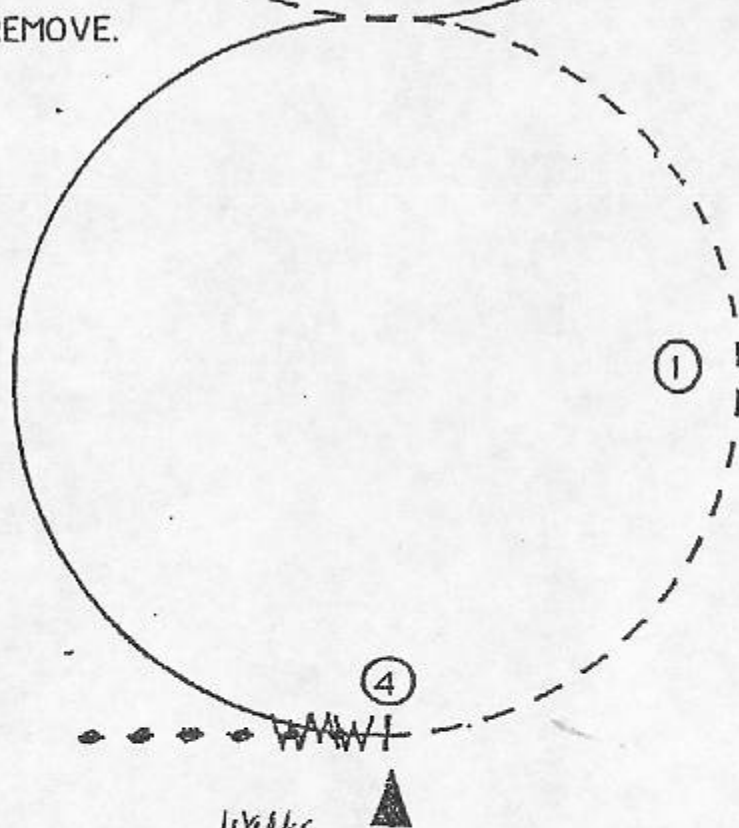


HUNT SEAT EQUITATION PATTERN

A.I.I.



PLEASE DO NOT REMOVE.



(Note: Please be ready to trot on course when judge nods.)

▲ = MARKER

1. Pattern begins as contestant ~~starts~~ ^{Walks} inside marker. Trot serpentine changing diagonals as appropriate.
2. Transition down trot to walk (3-4 steps) then up to canter inside marker.
3. Canter serpentine with simple lead change (3-4 steps at trot).
4. Stop. Back 1 horselength. End of pattern. Take directions from ring steward.