

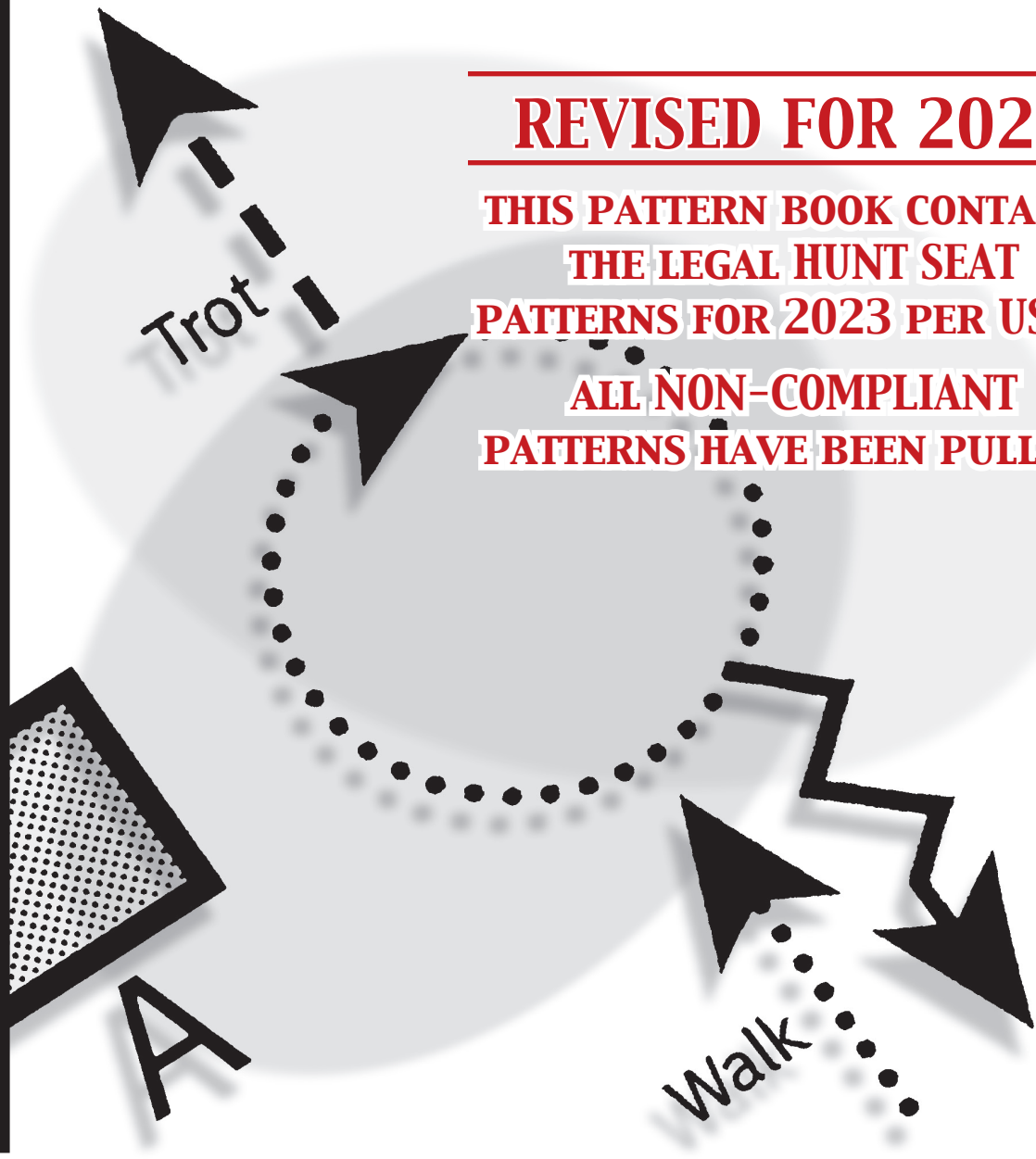
HUNTER/JUMPING SEAT

AHA
EQUITATION
MANUAL

REVISED FOR 2023

**THIS PATTERN BOOK CONTAINS
THE LEGAL HUNT SEAT
PATTERNS FOR 2023 PER USEF.**

**ALL NON-COMPLIANT
PATTERNS HAVE BEEN PULLED.**



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2023 EDITION

Thank You

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Guidelines

AHA EQUITATION MANUAL

This information has been compiled and endorsed by the AHA Equitation Committee in an effort to clarify many of the ambiguities that are currently present in the rules pertaining to the equitation divisions. It is not intended to be the final word on the subject, for any controversial statements with regard to equitation will almost certainly be met with disagreement. There may also be some areas that need addressing but were inadvertently omitted. Hopefully the benefits obtained by the use of this information will far outweigh any of its shortcomings. Items covered directly in either the *US Equestrian (USEF)* or the *Equestrian Canada (EC) Rule Books*, or the *Arabian Horse Association (AHA) Handbook* are not covered herein except for purposes of clarification.

Exhibitors should always know the rules of the pertinent association(s) and the classes in which they are competing. In the Arabian division, this means that the current *USEF/EC Rule Books* prevail, except where specifically modified by the current *AHA Handbook*. Copies of all rulebooks should be carried to horse shows, for easy reference. Any questions not readily answerable by consulting these rulebooks should be referred to this manual.

Exhibitors should be aware the written directions of the pattern take precedence over the drawing. The drawings are a guide. In addition, the patterns are written to call for either correct/incorrect diagonals and leads or right/left diagonals and leads. In the patterns written utilizing right/left diagonals and leads, the word "right" has no inference as to whether the diagonal/lead is correct.

Other questions should be addressed in writing and emailed to info@ArabianHorses.org or mailed to the Arabian Horse Association, 6030 Greenwood Plaza Blvd, Suite 100, Greenwood Village, Colorado 80111 — Attention Judges & Stewards Commissioner. Canadian Shows are governed by the current Equestrian Canada rules. These can be obtained by writing or calling Equestrian Canada, 308 Legget Dr., Ste 100, Ottawa, ON K2K 1Y6, (613-287-1515).

*Created and approved (BOD 1/91) Amended and approved (BOD 11/95)
Revised 06/13*

USEF rules require posting of patterns one hour prior to the class; however, the Equitation Committee recommends that copies of patterns be posted 24 hours in advance of the class and that copies of patterns be made available to all exhibitors. Regional and National Class patterns must be posted 24 hours in advance of the scheduled class.

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Do's and Don'ts

Applies to Saddle Seat, Western Seat, Reining Seat, Western Horsemanship and Hunter Seat Classes

Be courteous at all times to fellow exhibitors, ring personnel, office workers, judges and the like. Sportsmanship is paramount in the field of equitation. Congratulate the winners. Your time will come some day and you would want the same courtesy extended to you. Also, be helpful to your fellow exhibitors. Point out, in a tactful manner, that their jod strap is undone or that their horse has slobbered on their chaps, etc.

Subtle verbal communication between rider and horse is encouraged in equitation classes; however, this communication should not be so loud as to be distracting to other exhibitors or ring personnel. A notable exception to this is when a rider is specifically addressing another rider, such as calling "rail." However, excessive yelling of "rail, rail" is very distracting and undignified and should be discouraged. The only time "rail" is appropriate is when another rider is cutting in dangerously close and collision is imminent. It is inappropriate for a rider to come up behind a rider already on the rail and force them off the rail. Riders should always be positioned so that they can go around those ahead of them on the inside (not the rail side), and should be penalized at the judge's discretion for not doing so.

Leave room in the lineup for the nervous horse or rider. In addition to being courteous and safety conscious, this will lessen the effect the other horse might have on your mount.

Show disciplined control of your mount, but never abuse it if it makes a mistake, either in the ring or after leaving the ring. The show arena and grounds are not proper places to "teach the horse a lesson." Emotions run high and a lot is at stake. Because of this, most mistakes are due to rider error for which the horse should not be punished.

Do not wear anything or put anything on the horse or rider that jiggles, flaps, or waves. This includes loose hair or hair ribbons, flapping ties or fringe and unpinned numbers. All of these are very distracting to the judge, especially not being able to read a rider's number. If a rider trims their number card, care should be taken to not reduce the size so that the judge can still easily read the number. Pinning numbers both top and bottom as well as from inside the shirt or jacket will make a smoother picture.

An exhibitor may wear protective headgear (ASTM/SEI or BSI/BS EN) and/or a protective safety vest, specifically designed for use in equestrian sport in any division or class without penalty from the judge. The federation recommends that the vest meet or surpass the current ASTM or BSI/BS EN standard or be certified by the Safety Equipment Institute.

Judges should appraise the ability and level of proficiency of the riders at the show before posting patterns. This can be accomplished by asking a member of show

Do's and Don'ts

management. If they don't know the answer, they can easily find out by asking the steward to talk to the exhibitors. Both exhibitors and judges alike benefit from this little bit of advance planning. Those who want a challenge are given one, while those whose ability is not as advanced are given a test which they can perform, and the judge's decision is made simpler by this consistency. Judges should be prepared with more than one pattern for any given class so as to compensate for differences in the ability of the riders, ring sizes, weather conditions and the like. Judges should also be aware that in Reining Seat equitation, the 13 and Under riders are expected to be able to perform the same tests as the 14-18 riders — one of the current NRHA patterns.

Riders should enter the arena ready to show, displaying confidence and presence. Show that you are a rider and not just a passenger. Poise and consistency, even under adverse conditions, are necessary. Perfect the performance of your horse(s) to best reflect your equitation abilities. A ground-covering smooth walk should not be so strong that its lateral movement creates too much body motion in the rider. A smooth, cadenced jog or trot will be much more attractive than a bone-jarring concussive gait. Likewise, a smooth flowing canter or lope will enhance a rider's skill rather than the four-beat gait that shakes or vibrates the rider.

An exhibitor with a disability (other than hearing) will be provided reasonable accommodation upon submission of a written certification from a treating medical professional's office certifying the disability and identifying the accommodation necessary for the exhibitor to compete safely. The medical certification must be provided to the competition Steward within a reasonable time prior to competing, who shall then attach a copy to the Steward report.

Guidelines

TIPS FOR JUDGES

Refer to Current USEF/EC Rules

1. Get your patterns to show management so that they can be reviewed by the steward and posted at the proper time.
 - a. AHA Medal Classes — At least one hour prior to an AHA medal class.
 - b. Regional & National Equitation Classes — At least 24 hours prior to the first section of the eliminations.
 - c. National Shows — Subsequent patterns are to be available immediately following the last working section of each phase.
 - d. It is helpful to show management and exhibitors to receive patterns prior to the show so they may be copied for exhibitors and posted in a timely fashion.
2. Know the size of your arena, if you have a center ring box and where the entrance and exit gates are located before drawing your patterns.
3. Know which tests are allowed for each age group.
4. Make sure you are familiar with the AHA Equitation Manual and bring it to the show.
5. Review the Equitation section of the *USEF* or *EC Rulebook*, both in the General Equitation by seat and the Arabian Equitation Sections as well as the *AHA Handbook*. Bring Rulebooks, either electronic or hard copy, to the show.
6. Know the depth of the competition when choosing a pattern so that all riders can accomplish the pattern and the best riders will do it the best.
7. If the class is large, do not keep the riders in the lineup. It is **mandatory** at Regionals and Nationals to not have the lineup remain in the arena during patterns. This includes Saddle Seat, Hunter Seat not to jump, and Western Horsemanship classes.
8. Know your pattern and visualize it in the arena to know how it will play. Be aware of the position of the lineup compared to your pattern.
9. Prepare your card to reflect the proper percentages of rail/pattern work and be comfortable with the scoring system.
 - Saddleseat Equitation is 50 percent rail, 50 percent pattern
 - UPHA is 60 percent rail, 40 percent workout
 - Hunter/Jumper Seat equitation — not to jump — is 50 percent rail, 50 percent pattern
 - Western Horsemanship is 50 percent rail, 50 percent pattern
 - Reining Seat is 100 percent pattern
 - Showmanship is 100 percent pattern
10. Know if off-pattern is elimination or severe fault
 - Saddleseat Equitation **is not** elimination
 - UPHA **is not** elimination
 - Hunter/Jumper Seat equitation — not to jump — **is not** elimination

Guidelines

TIPS FOR JUDGES

- Western Horsemanship **is not** elimination
 - Reining Seat **is** elimination
 - Showmanship **is not** elimination
11. No cones or markers are to be used in pattern work for Saddle Seat classes.
 12. The arena gate must be closed during railwork and patterns.
 13. Patterns are not permitted in walk/trot or walk/jog Equitation.
 14. All Hunter Seat Equitation Not to Jump patterns must exit and enter the arena at a walk.
 15. Reward good horsemanship and showmanship.
 16. Judges are not to confer individually with exhibitors, questions and answers are to be repeated and announced over the PA system.

Show Committees Need to be Aware: In AHA Medal Classes in which the required minimum number of entries is achieved, the fact that a contestant is excused from the arena once judging has commenced, or goes off pattern during the pattern portion of the class, will not nullify an AHA Medal Class win if the remaining number of exhibitors is less than the minimum requirement. In AHA Medal classes, points are accumulated so rail work and patterns are required, regardless of the number of exhibitors.

Medal winners may ride in any medal class throughout the year. Once a rider wins an AHA medal in a certain discipline, they will be allowed to show again in a medal class of the same discipline. All medal classes must be held for one or more exhibitors.

For walk/trot, walk/jog equitation information, review corresponding equitation seat in this manual and current *USEF/EC Rule Books*, Arabian Division.

Refer to Current USEF/EC Rules

Hunter/Jumping Seat

POSITION OF RIDER

Refer to Current USEF/EC Rules

1. The Hunter Seat equitation rider should present a polished workmanlike appearance. Seat and hands must be light and supple conveying complete control should any emergency arise. Toes should be at an angle best suited to the rider's conformation but not exaggerated. Heels should be down with the calf of the leg in contact with the horse and slightly behind the girth with the iron on the ball of the foot. The knees must not be pinched in tight with the calves and heels pushed away from the horse's sides.
2. The rider's body can be divided into four principal parts:
 - a. The leg from the knee down
 - b. The thigh and seat
 - c. The upper body and head
 - d. The arms and hands

A rider is considered balanced when his/her leg, seat, upper body, hands and arms coordinate correctly and are in equilibrium.
3. Establishing the rider's position is the foundation. Beginning with the leg, the ball of the rider's foot should be placed in the middle of the stirrup and the heel pushed down and in, just behind the girth. Establish contact with the horse with the calf of the leg and inner knee bone. Do not grip with the knee. Too much pressure on the knee acts like a pivot and causes the lower leg to swing which will cause the upper body to fall forward or backward. The toes should not be in front of the knee, nor should the lower leg be allowed to slip back so that the heel is behind the position of the back of the rider's pelvis. In its correct position, the leg serves to support the body and stays just behind the girth where the leg serves to support the body and act as an aid to influence the horse. The leg also acts as an anchor for the entire body. The importance of leg position cannot be over stressed, since everything the legs do reflects in the rest of the body.
4. Moving upward to the seat and thighs. The thighs should lie flat with contact distributed evenly between the calf, inner knee bone and thigh. The seat itself is placed in the forward or lowest part of the saddle close to the pommel. The base of support is considered strong and secure when thighs and the weight of the seat, through flexibility and feeling, remain in complete harmony with the horse's movements at all times.
5. The rider's upper body is dependent upon the base of support and leg. The trunk of the body should be carried erect with the shoulders relaxed and the chest opened, taking care not to be stiff, hollow or sway-backed, nor to hunch or round the shoulders. A slight arch should support the upper back, but do not arch the lower back as this will bring the seat out of the saddle. With the rider looking straight ahead, their line of vision should be parallel to the ground, eyes and head should anticipate the line of movement. Do not allow the head to jut forward out in front of the body or look down to the side.
6. Hands and arms: Elasticity is the best description here, since rigid arms and hands will be negatively reflected elsewhere as well. The hands should be placed above and slightly in front of the withers, two or three inches apart with the thumbs just inside the vertical, keeping a straight line from the horse's mouth to the elbow. Wrists should be straight, as bent or twisted wrists cause unnatural arm and elbow

Hunter/Jumping Seat

POSITION OF RIDER

displacement, which in turn causes stiffness and a forced, irregular body position. The knuckles should be about thirty degrees inside the vertical. The fingers should be closed around the reins. A useful hand is one strong enough for control, yet relaxed enough to allow freedom and a straight position of forearm, hand and wrist.

7. Maintaining center of balance: In order to maintain balance, the rider must coordinate their center of gravity with that of the horse. The rider's center of gravity must be directly over the horse's center of gravity to instill forward drive or restraint. For real smoothness, fluidity and invisible control, one must stay with the motion of the horse; rider and horse relating to each other. In principal, the faster a horse moves the farther forward its center of gravity shifts. The rider must then lean forward in proportion to the speed of the horse. It is this action, sometimes called "closing the hip angle" or "upper body angulation" which enables the rider to be with the motion of the horse at all times. Understanding these angles is a must to smoothness, poise and control when riding.

When the horse is standing, the center of gravity is directly in the middle and the rider sits perfectly straight. Because of the slow speed of walking and backing, the alterations in the center of gravity and the hip angulation are very slight. Sitting to the trot creates just a delicate shift forward, just a couple of degrees in front of the vertical, as does the canter. During all sitting gaits the rider should show an elegant self-carriage, yet be supple and secure in the saddle. The posting position is inclined forward with rhythm and balance and the seat brushes the saddle lightly.

The hand gallop and jumping position is referred to as the "two-point" position. The two-point contact lifts the rider's weight off the horse's back and puts it down into their legs, somewhat lightening the burden on the horse's back. For the sake of smoothness and agility this position is used in galloping, jumping, hunting, cross-country, and of course while showing a hunter.

The hand gallop is not a required gait in Hunter Seat Equitation Not to Jump, but may be used as a test either collectively or in a pattern.

As the rider begins to jump, they will assume the two-point position as they push the horse to the gallop, immediately establishing the set pace that is to be maintained throughout the entire course. As the rider approaches the first fence, they must be on a direct line to the center of the jump, eyes looking forward, legs in position and hands in control. When the horse leaves the ground on takeoff the thrust will close the hip angulation in a smooth, fluid motion and the riders hands will follow the horse's head forward, releasing, to allow it freedom in the air. As the horse lands, the rider's angulation increasing to the galloping position will be resumed and their eyes will continue to look forward to the next jump. Remember, an equitation rider should show accuracy to and over the jumps, smoothness over and throughout the course and must always be in total command, with horse between their hands and legs showing absolute balance and control. The rider will use either a sitting and/or two-point position as they negotiate the course.

Exhibitors are reminded to always refer to current USEF/EC Rule Books for specific rules regarding Hunter Seat position and suitability. Exhibitors are reminded to refer to the current *AHA Handbook* for procedures.

Refer to Current USEF/EC Rules

Hunter/Jumping Seat

POSITION OF RIDER

Fig. 1

Hunter Seat rider — correct position at the halt. Riders head, shoulder, hip and heel in a straight perpendicular line, balanced and secure.

Fig. 2

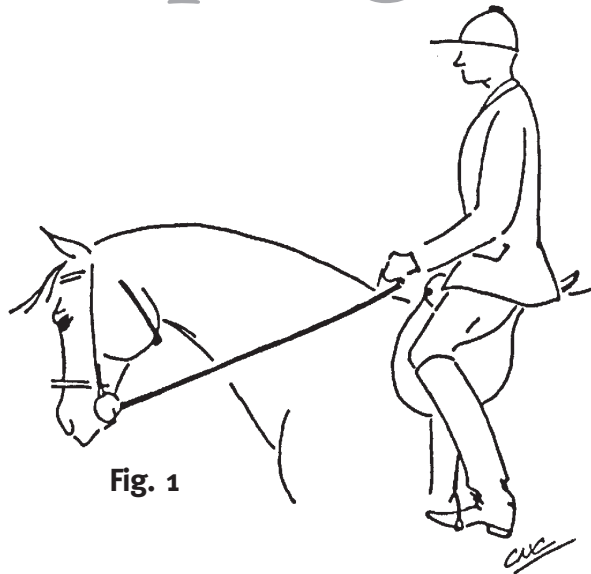
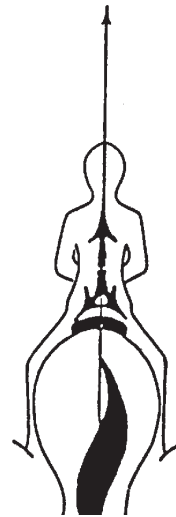
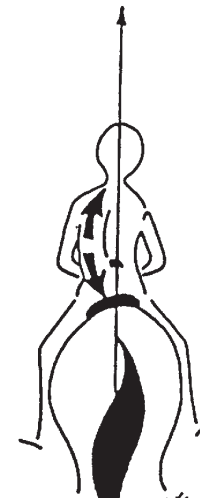
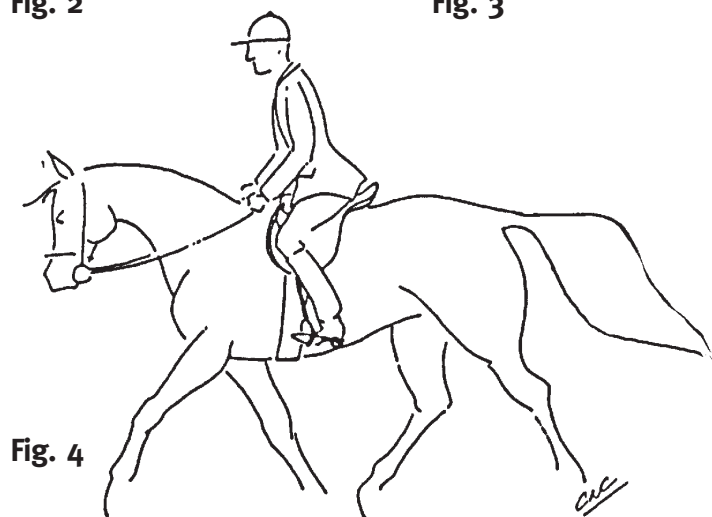
Correct position — rider in center of saddle with rider's and horse's spines in alignment.

Fig. 3

Rider leaning off-center — crooked back, out of balance with horse.

Fig. 4

Rider is inclined forward, in motion with horse for posting trot and hand gallop. The rider's heel is still positioned directly under the hip ensuring balance over the center of gravity.

**Fig. 1****Fig. 2****Fig. 3****Fig. 4**

Drawings courtesy of Craig Christiansen

Hunter/Jumping Seat

ATTIRE OF RIDER/TACK OF HORSE

Exhibitors and judges should bear in mind that at all times entries are being judged on ability rather than personal attire.

1. **Protective headgear.** All riders must wear protective headgear. See GR801.2.
While competing in a class, if a rider's chin strap becomes unfastened, the rider may stop, refasten the chin strap and continue his/her performance without penalty or elimination. A judge may, but is not required, to stop a rider and ask them to refasten a chin strap which has become unfastened, again without penalty to the rider. Headgear must be free from non-traditional adornment.
2. **Attire.** Riders are required to wear conservatively colored coats (black, blue, green, grey or brown) which are free from adornment which in the judge's opinion is overly distracting. Shirts must have a choker, similar collar or tie. Breeches may be buff, canary, tan, rust or white.
3. **Spurs,** crops or bats are optional but if used must be a conservative color.
4. **Inappropriate attire.** When management permits Hunter/Jumping Seat Equitation riders to ride without jackets, riders must wear traditional, short, or long-sleeved riding shirts with chokers or ties. Polo shirts and full chaps are not permitted except in unjudged warm-up classes. Management or Judge may eliminate an exhibitor who is inappropriately attired.
5. **Tack.**
 - a. In Hunter Seat Equitation, snaffles, pelhams and full bridles, all with cavesson nose bands, are required. Judges may penalize, but may not eliminate, a horse or pony that competes in a snaffle, pelham or full bridle that is unconventional. Judges must eliminate a horse or pony that competes in an illegal bit or a noseband other than a cavesson. Illegal bits include, but are not limited to, two rings, three rings, gags (other than the hunter gag), et cetera. Illegal nosebands include, but are not limited to, drop, flash and figure eight nosebands.
 - b. In Jumping Seat equitation, snaffles, pelhams, full bridles, gags, two ring or three ring bits are required. Judges may penalize, but may not eliminate, a horse or pony that competes in an snaffle, pelham, or full bridle that is unconventional. Judges must eliminate a horse or pony that competes in an illegal bit or noseband. Legal nosebands include leather cavesson, flash and figure eight. Illegal nosebands include but are not limited to drop nosebands.
 - c. Boots and conservative colored bandages are permitted. Type of saddle is optional. Martingales are permitted in classes over obstacles and in the jumping phase of

**Refer to Current
USEF/EC Rules**

Hunter/Jumping Seat

ATTIRE OF RIDER/TACK OF HORSE

Refer to Current USEF/EC Rules

classes requiring both jumping and flat work. Changing of bits between phases is permissible.

6. **Stirrups** must be silver in color or non-colored stainless steel. Riders entering the ring with stirrups that do not conform will be eliminated. (*Exception: quick release safety stirrups and stirrups with jointed branches are permitted when the remaining area of the stirrup branch is silver in color or non-colored stainless steel and does not unduly obscure the judge's view of the rider's foot in the stirrup*).
7. **Electronic Communication Devices.**
 - a. No mounted exhibitor may wear or carry an electronic communication device (i.e., cellular telephone, pager, walkie talkie, etc.) while in the competition ring. The penalty for wearing or carrying a forbidden device if observed by the judge may be elimination from the class during which the device was worn or carried.
 - b. Electronic communication devices used for purposes of coaching, etc., between competitors and individuals outside the ring shall be prohibited in all classes.
 - c. Exhibitors who have a chronic condition may apply for a Presidential Modification exempting them from the provisions of this rule in accordance with GR152. Riders may not use these devices in over fences classes.
 - d. An exhibitor who has a chronic condition and has previously been granted at least one annual presidential modification related to the condition, may submit an application for approval of a special three-year presidential modification related to the same condition. The application must be accompanied by sufficient supporting documentation that the condition is unlikely to improve during the three-year period.
8. A rider will be eliminated for competing with a tail wrap.

Hunter/Jumping Seat

CLASS ROUTINE/PATTERNS & TESTS

1. In classes not required to jump, contestants shall enter the ring and shall proceed at least once around the ring at each gait (walk, sitting trot, trot, canter), and on command reverse and repeat each gait. Riders may be asked to work collectively on the rail without their stirrups. In the U.S., exhibitors to be shown at the walk, posting trot, sitting trot and canter both ways in the ring. A lengthening or shortening of stride may be called for at any gait. In Canada, the sitting trot must be called for both directions of the ring. The reverse should be executed by turning either toward the rail or away from the rail. Light contact with the horse's mouth is required. Entries shall line up on command and all riders may be asked to execute any appropriate test included in the class requirements. Any outside assistance may be penalized at the judge's discretion.
2. In equitation classes over obstacles, the performance begins when the horse enters the ring. Except for refusals, jumping faults of the horse are not to be considered unless it is the result of the rider's ability. Major faults to be penalized are refusals, loss of stirrups, loss of reins, or trotting while on course when not part of a test. Each contestant may circle once if desired before approaching the first jump. The rider shall then proceed around the course keeping an even pace throughout. Three cumulative refusals or fall of horse or rider WILL ELIMINATE A RIDER. If a refusal occurs in a double or triple combination, the rider shall re-jump all elements of the combination. Any or all riders may be asked to perform at a walk, trot and canter or to execute any appropriate test included in the class requirements.
3. AHA Hunter Seat Medal over obstacles classes are open to juniors who have not yet reached their 19th birthday prior to December 1st. Contestants to show over a course of not fewer than eight obstacles with fences the heights of 2' 9" to 3' and AHA modified hunter seat over obstacles medal class 2' 3". To be shown over a course of not fewer than eight obstacles of 2' 3". A contestant who wins first place shall receive a silver medal but is not eliminated from further competition in the AHA Medal class. Please refer to the AHA Handbook for further qualifications. Two or more tests of the top four contestants are required from the current USEF/EC Rule Books. Only one rider per horse is allowed, and to fill a class, 3 competitors with proper appointments must compete. Any of these tests may be required in a regular equitation class. For a complete list of the tests to be used in all age groups, please refer to the current USEF/EC Rule Books.
4. Exhibitors are reminded to always refer to current USEF/EC Rule Books for specific rules regarding Hunter Seat patterns and tests. Exhibitors are reminded to refer to the current *AHA Handbook* for procedures.

Refer to Current USEF/EC Rules

Hunter/Jumping Seat TESTS

Refer to Current USEF/EC Rules

- Only tests 1-6, 20 are allowed for 13 & Under Hunter Seat Not to Jump.
- Tests 1-6, 10-11, 13-15 and 17-20 are allowed for 14-18, 18 & Under and 19 & Over Test 16 may only be called for at an AHA National competition.

Hunter Seat Tests From Which Judges Must Choose

Tests may be performed either collectively or individually but no other tests may be used. Instructions must be publicly announced. A judge may ask riders to re-jump an abbreviated or shortened form of the original course. NOTE: In Hunter/Jumping Seat Equitation classes, any exhibitor who does not participate in the testing is placed last of those competitors called back to test. Should more than one exhibitor fail to return for testing they will be placed at the judge's discretion. If exhibitors are called back collectively to test, they must remain in the ring until all exhibitors have completed the test. Equitation tests must not have exhibitors trotting or cantering through in gate or out gate; any exhibitor choosing to trot or canter through the in-gate or out-gate must be eliminated (see EQ108). Obstacles jumped in an equitation test must have been included in the original course. Jumps must be jumped in the original direction unless otherwise specified.

1. Work collectively or individually at a walk, rising/posting trot, and/or sitting trot, and/or canter.
2. Downward Transition Test:
 - a) Walk (4-5 steps)
 - b) Halt (4-6 seconds)
 - c) Halt and Back for (3-5 steps). When riders working collectively are asked to halt and then back, they should walk forward a few steps and halt again after backing and then proceed with any further instructions from the judge.
3. Question(s) regarding basic horsemanship, tack or equipment and/or conformation. The judge may ask question(s) that are appropriate for the level of expected skill of any given class or specifications.
4. Working either collectively, or individually, riders may demonstrate the lengthening or collection of strides on the flat at the walk, sitting or posting/rising trot and/or canter.
5. Figure Eight at the trot, demonstrating change of diagonals. In any Figure Eight movement, the rider should start at a center point at the halt. To finish the movement the rider is to return to the halt at same position as the point of commencement.
6. Figure Eight at the canter on the correct lead. In this movement, the rider will begin at the halt and demonstrate a simple change of lead. This is a change whereby the

Hunter/Jumping Seat TESTS

horses is brought back into the walk or trot (either is acceptable unless the judges specifies) and then restarted into a canter on the opposite lead. in the center of the figure, then will proceed to the second circle on the opposite lead. The rider will halt in the center at the same point of commencement to finish the figure.

7. Jump a shortened course. The riders must jump all obstacles in the same direction of the original course unless the judge clearly states that a jump be attempted in the opposite direction of the original course. If the judge requests that a jump be used in the opposite direction it must be a vertical and the ground lines must be correct. (See EQ 102.11)
8. Jump low obstacles at a trot as well as a canter. The maximum height of trot jump is determined as 6" lower than class requirements and is not to exceed 3' for horses and 2' for ponies. Oxers may be used as a trot jump in classes listed at 3'6" or higher.
9. Demonstrate a half-1 turn or a half-turn in the reverse. In all cases where a figure is requested between 2 jumps that requires a change of direction, the rider will not be charged for crossing their path nor will this count as a refusal between the obstacles.
10. Change leads on a line demonstrating simple or flying changes. The simple change is whereby the horses is brought back into the walk or trot (either is acceptable unless the judges specifies) and then restarted into a canter on the opposite lead. The flying change is performed in one stride with the front and hind legs changing at the same moment. The change of the leading front and hind leg takes place during the moment of suspension.
11. Figure Eight at the canter demonstrating flying changes of leads. Like all Figure Eight movements, the rider is to first halt at a center point. The flying change is performed in one stride with the front and hindlegs changing at the same moment. The change of the leading front and hind leg takes place during the moment of suspension.
12. Collection of strides between 2 fences. It is recommended that a line chosen for this test be not less than 70'. © USEF 2023 EQ - 20
 - a) For safety purposes, judges may only ask for additional strides to be added and must not ask rider to leave out a stride.
13. Work collectively or individually at the walk, posting/rising trot and/or canter without irons. In any case where riders are asked to perform without irons they must be allowed to walk or halt and be afforded the opportunity to cross their irons if they wish.
14. Execute serpentine at a trot and/or canter on the correct leads. If trotting, the rider is to demonstrate the changes of diagonals at the center points of the figure, if

Refer to Current USEF/EC Rules

Hunter/Jumping Seat

TESTS

Refer to Current USEF/EC Rules

- cantering, the rider should demonstrate the simple or flying changes of lead in the center of the figure. This is a change whereby the horse is brought back into the walk or trot (either is acceptable unless the judges specifies) and then restarted into a canter on the opposite lead.
15. Canter on the counter lead on the flat. For the purposes of Hunt Seat Equitation on the flat, a counter canter is defined as a balanced canter on the outside lead. If working collectively, no more than 12 riders may counter canter at one time. Riders must complete one full revolution around the arena in each direction.
16. A canter on the counter lead may be used on the approach to a jump. For the purposes of Hunt Seat Equitation over fences, the counter canter is rider-invented gymnastic exercise designed to improve balance and suppleness. When utilizing this test, rider may be asked to:
1. Approach a single jump on a counter lead. This test requires riders make at least ONE turn or bend of a course of not less than 90° and not more than 120° on the counter lead.
 2. Demonstrate a counter canter between 2 jumps on the course. For this test, the rider upon landing off the first jump can choose from the following acceptable options:
 - a) If the rider lands firstly on the inside lead, he/she may demonstrate a simple or flying change of lead before cantering through the first 90°-120° turn and continue to hold the counter lead to the next jump. Either the simple or flying change is acceptable.
 - b) If the rider lands firstly on the outside lead, he/she may continue to hold the outside lead to the next required obstacle.
 - c) A judge can not require a rider to land on the counter lead.
17. Demonstrate a turn on the forehand done through the halt.
18. Demonstrate a turn on the haunches done from the walk.
19. Demonstrate Shoulder-in, Shoulder-out, Haunches-in, Haunches-out, Half pass or Leg Yield in both directions at either the walk or the sitting trot.
20. Hand Gallop. A hand gallop may be used either when riders are working collectively or individually on the flat and it may also be used on the approach to a jump. The rider must be in a half-seat when executing the hand gallop. A hand gallop may not be requested into or out of a related distance line.

Hunter/Jumping Seat TESTS

21. Ride without stirrups over fences. The riders must be allowed to remove the irons from the saddle or cross them if they wish.
22. Ride of approximately one minute. Riders must advise the judge(s) beforehand what ride he/she plans to demonstrate.
23. Change horses. (*Note: this is the equivalent of two tests.*) Riders will only change horses for Championship classes. Riders will not be asked to ride a different horse unless he/she has ridden the course on his/her own horse first.
 - a) When a swap of horses is requested, the rider must be given a minimum of 90 seconds to do a brief flat and jump no more than two (2) schooling jumps.
 - b) Riders may be requested to jump a previous course or a portion of the previous course. Tests 1 – 22 shall not be included even if included in the former course. (*BOD 6/20/22 Effective 12/1/22*)

**Refer to Current
USEF/EC Rules**

Hunter/Jumping Seat

JUDGING HUNTER SEAT EQUITATION

Refer to Current USEF/EC Rules

1. In an equitation class, minor faults or errors in the horse's performance should not be considered unless they are the fault of the rider. Much consideration should be given to the body aids used and the influence they have on the horse. General showmanship, ring position and ring etiquette should also be considered in an equitation class. In an equitation over fences class, riders should be penalized heavily for allowing the horse to refuse a jump, lose a stirrup or rein or allow the horse to trot on course when not part of a test. Riders must also be penalized for falling forward ahead of the center of gravity, allowing the leg to swing backward out of position or falling backward behind the center of gravity, especially on takeoff at a jump. Ducking to the side over a jump or looking down should also be penalized, as should the loss of consistency or timing on the approach to a jump. Three refusals anywhere on the course is elimination as is a fall of the horse or rider.
2. It is the responsibility of each judge to each exhibitor to have specific reasons in support of the opinion they have rendered in over fence classes. Keep accurate records of everything each exhibitor does during the entire performance. This will enable total recall in evaluating the round and assigning it a score. Score sheets may be posted at the judges' discretion.
3. After recording each exhibitor's fence-by-fence performance, taking into consideration rider's position, rider's influence on the horse's performance and overall appearance, the judge should give a numerical score. A score in the 90's would be an A score, an exhibitor who "has everything" and performed accordingly, an excellent round. A score in the 80's would be a good round or B score. A score in the 70's is a fair round; a score in the 60's is a poor round and 50's or below are very poor or "failing" rounds.
4. Knocking down marker or cone while working on the wrong side of marker or cone is a severe fault.

For classes not to jump, the rail work is to be held first and followed by the pattern. IT IS MANDATORY THAT THE RIDERS BE EXCUSED FROM THE ARENA BEFORE THE INDIVIDUAL PATTERN WORK BEGINS AT REGIONALS AND NATIONALS. For both AHA Hunter Seat Medal classes, please refer to the *AHA Handbook*. For tests, which the judge may choose, see the *USEF/EC Rule Books*. Change of horses (*currently listed as Test #16*) may be used at an AHA National competition.

Off course in over fences classes is cause for elimination. Off pattern in the Hunter Seat Not to Jump classes may be penalized, but is not cause for elimination. Hunter Seat Not to Jump classes are to be judged 50-percent on the rail work and 50-percent on the pattern. (AR 247.3.c.1)

Hunter/Jumping Seat

TABLE OF SCORING—OVER FENCES

TABLE OF CREDITS TO BE GIVEN TO HUNTER SEAT EQUITATION RIDERS OVER FENCES

- Good Normal Fence (correct takeoff spot at jumps)
- Good Position (rider maintaining correct position throughout course and over jumps)
- Rider Making a Move to Prevent a Problem
- Good Entrance
- Good Exit
- Even Pace Throughout Course
- Good Eye (good timing or approaches to jumps)
- Good Control
- Straight Approaches to Jumps

NUMERICAL SCORING

90's — Excellent (to receive a 90 or above score the round must have everything plus a little extra and was performed accordingly)

80's — Good (above average performance, a very good, solid round with no mistakes)

70's — Fair (an average performance)

60's — Poor (below average performance)

50's — Very Poor (bad performance, bad fences, major faults)

PREDETERMINED SCORES

(for major faults)

Trotting on course (when a trot is not called for)	60 or lower
Very poor trip	55 or lower
Dangerous fence	55 or lower
Adding a stride in an in-and out- or combination	55 or lower
Loss of stirrup	55 or lower
Loss of reins	55 or lower
1 Refusal	45 or lower
2 Refusals	35 or lower
3 Refusals	Elimination

Refer to Current
USEF/EC Rules

Hunter/Jumping Seat

TABLE OF FAULTS — OVER FENCES

Refer to Current USEF/EC Rules

Below is a table of faults, credits, and predetermined scores as recommended by the USEF Hunter Seat Equitation Committee for judging Hunter Seat Equitation:

TABLE OF FAULTS IN HUNTER SEAT, EQUITATION — OVER FENCES

The severity of the fault dictates the severity of the penalty. The greater or more dangerous the fault, the greater the Penalty.

- Long Fence (taking off too far away from the jump)
- Close Fence (taking off too close to the jump)
- Chip or Chipping in (adding a short or half stride just before jump)
- Left Stride Out (not enough strides between jumping)
- Jumping to Right Corner
- Jumping to Left Corner
- Rail Down (rider fault due to rider being off balance or behind motion)
- Pace Uneven (too fast or too slow or erratic)
- Rider Ahead (ahead of center of gravity)
- Rider Behind (behind center of gravity)
- Rider Left on Take-Off (Rider out of position falling back)
- Lost Stirrup
- Lost Rein
- Wrong lead
- Cross Canter
- Switching leads in front of fence or between fences
- Rider Posts Canter
- Trot on Course
- Bad Eye (poor timing or approach to jump)
- Refusal (three refusals is elimination)
- Did not trot fence (when part of course or test)
- Fall of horse or rider (elimination)
- Rider leans or ducks to the side or breaks hard over fence
- Rider's seat and thigh slide in saddle
- Rider's lop sided
- Rough Hack
- Horse bucked or kicked
- Use of stick
- Rider stiff or loose
- Overchecking or overriding by rider
- Weaving or bad approach to fence

Hunter/Jumping Seat

EQUITATION NOT TO JUMP

	GOOD	MINOR FAULT	MAJOR FAULT	ELIMINATION
SEAT	Flexible and in harmony with horse Secure	Off center Sway back Round back	Stiff and ineffective Ahead or behind motion of horse	
HANDS	Properly positioned light quiet, efficient, sympathetic	Unsteady too high or too low	Reins too long Overusing hands	
LEGS	Secure legs around horse with even calf contact	Foot ahead or behind seat Improper stirrup length Foot placement at irons	Loose legs Heel above toe Leg not around horse	
CONTROL	Maintaining horse in good form at constant gaits Maintain control in adverse conditions	Inconsistent speeds Inconsistent form	Breaking gaits Loss of control Missing lead	Total loss of control
OVERALL	Suitable Well-fitted clothes Clean equipment	Saddle not fitting rider Ill-fitting outfit Dirty clothes, boots or equip.	Saddle not appropriate to class Non-conforming attire	Inappropriate attire
GENERAL	Workmanlike appearance Consistency of form	Ill-fitting equipment Poor suitability of horse to rider	Excessive voice commands Major delay in execution of transitions	Fall of horse or rider Excessive schooling of horse

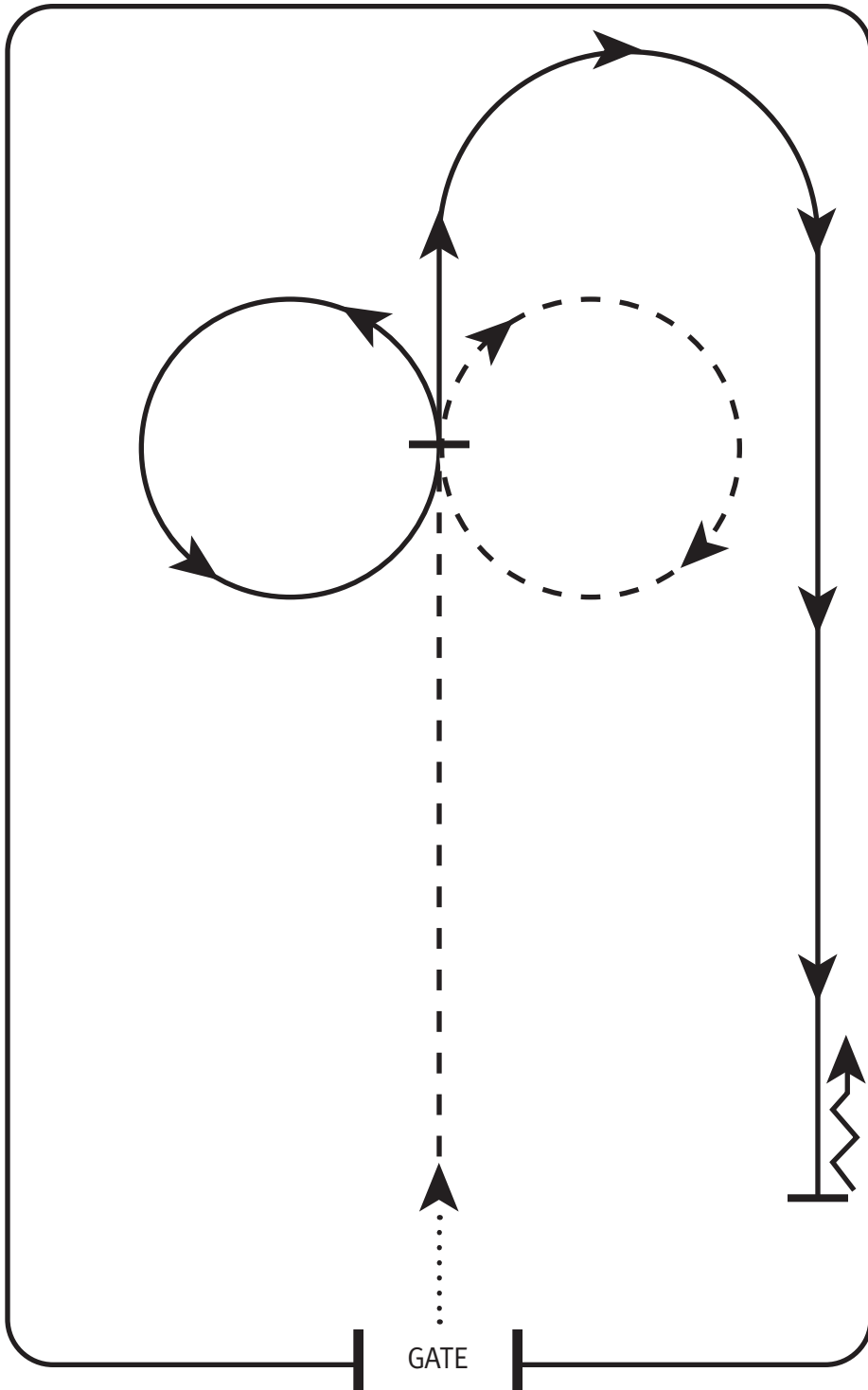
HUNTER/ JUMPING SEAT

Level 1

The following patterns are appropriate
for ALL ages

Hunter/Jumping Seat

LEVEL 1 • PATTERN A











Walk to the starting point.

Trot down the center of the arena on the left diagonal. Continue into a circle to the right at the trot.

Transition to the canter and demonstrate a circle to the left. Halt.

Canter on the right lead around the top of the arena and down the straightaway. Halt. Back five steps.

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.

Hunter/Jumping Seat

LEVEL 1 • PATTERN D

Walk to the starting point.









Hand gallop down rail on the correct lead.

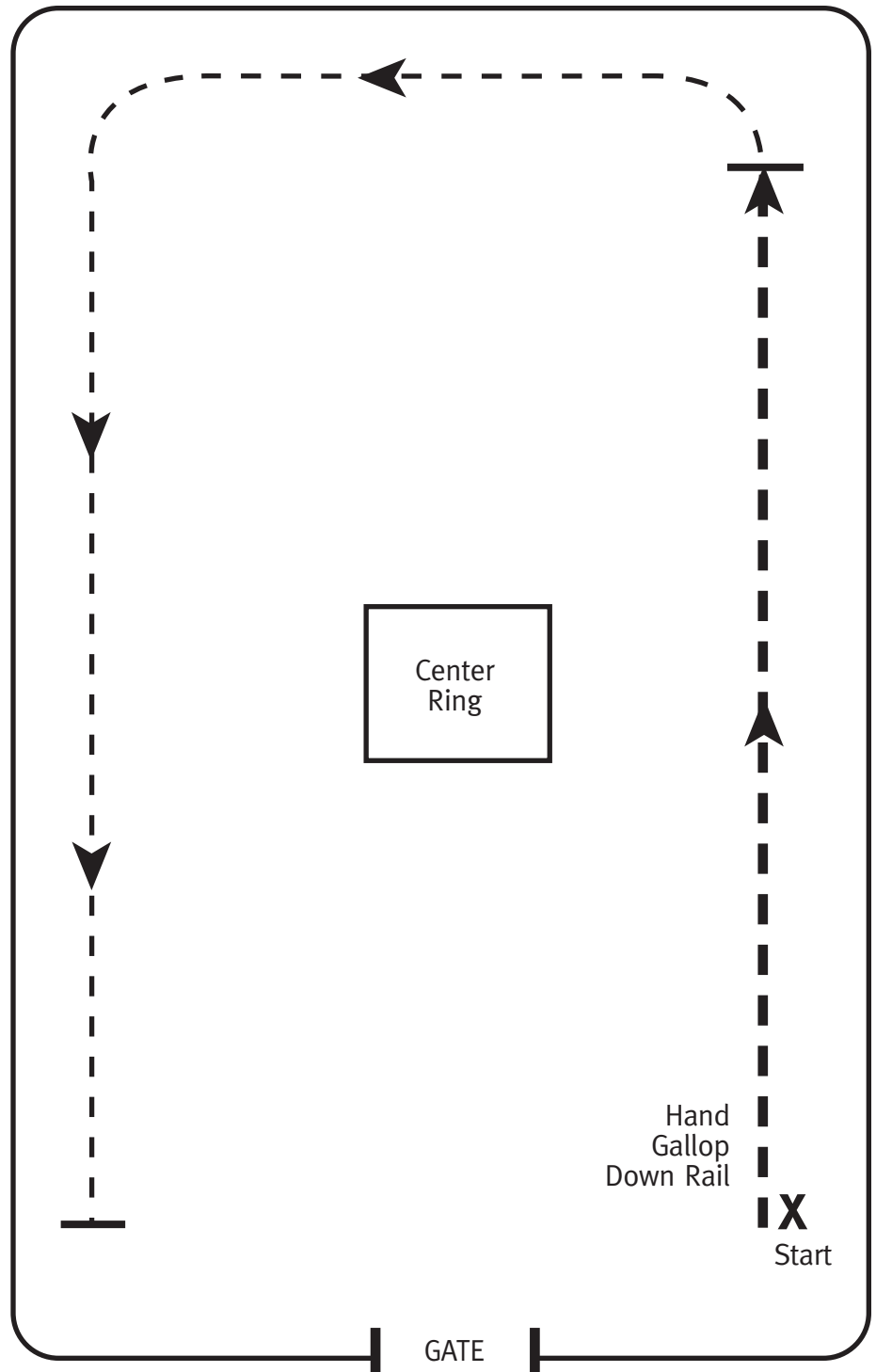
Halt at end.

Trot around end of ring beginning on the correct diagonal and execute two changes of diagonal to the gate end.

Halt.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

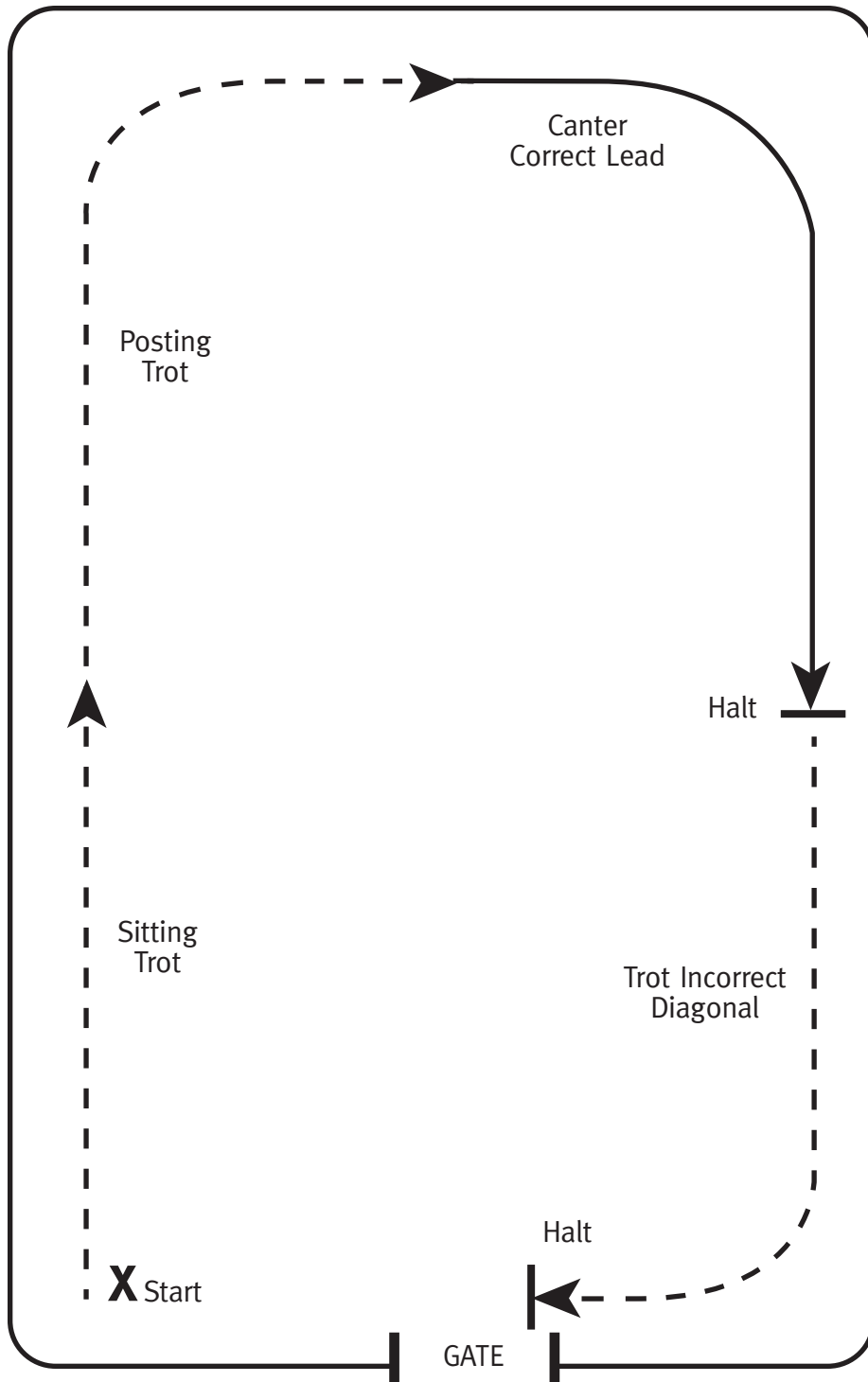


This pattern is appropriate for all ages.

If used at a Regional or National Show, pattern may not be run from the lineup.

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.*

Hunter/Jumping Seat

LEVEL 1 • PATTERN F









Walk to the starting point.

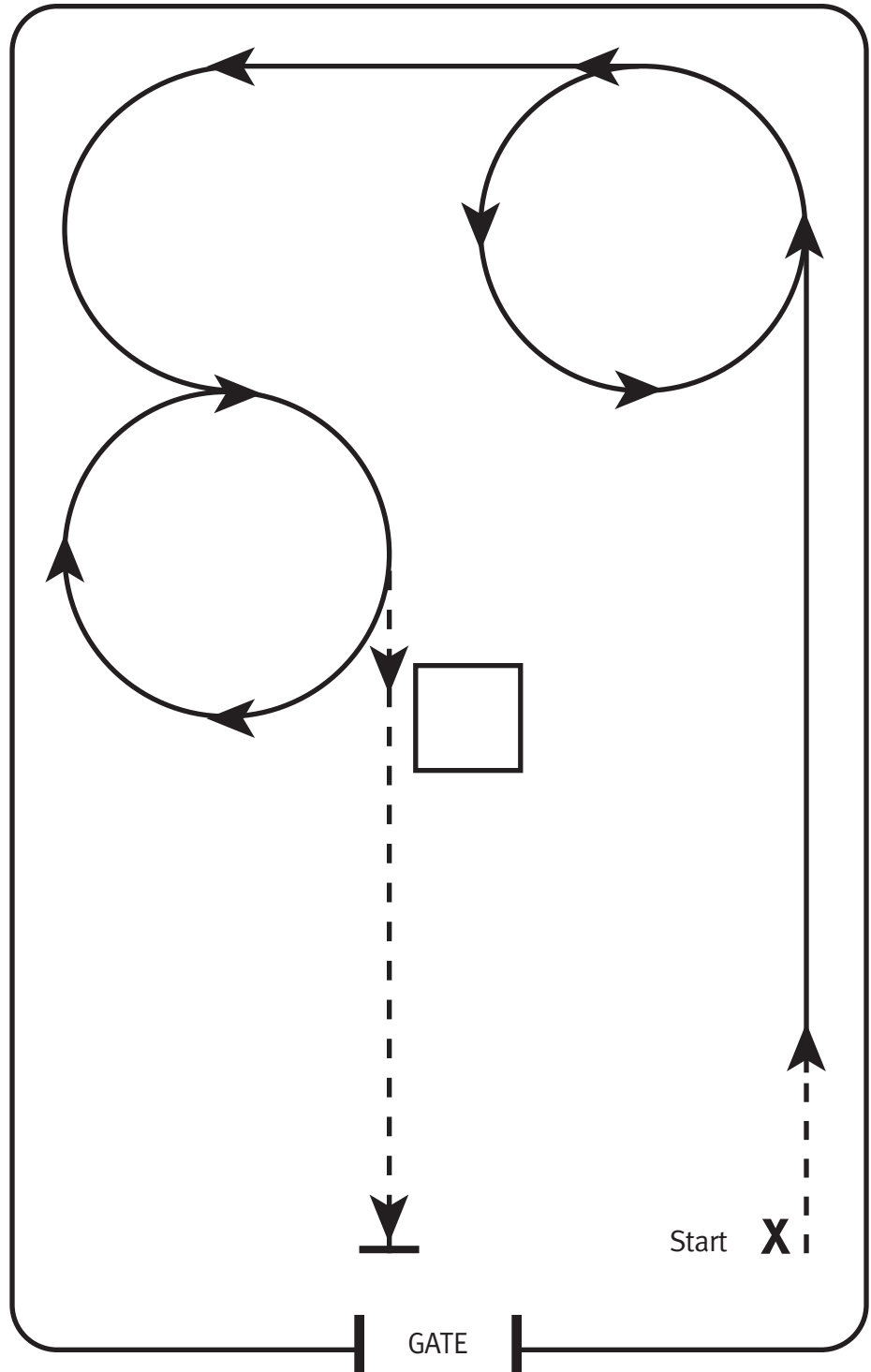
At the beginning of the straightaway pick up the sitting trot.

Transition to the canter on the correct lead. At the 3/4 mark of the straightaway execute a canter circle to the left. Continue around the top of the arena and make a half circle to the left. Demonstrate a simple change of lead and canter a circle to the right.

Transition to the trot on the left diagonal. 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.

Hunter/Jumping Seat

LEVEL 1 • PATTERN H









Walk to the starting point.

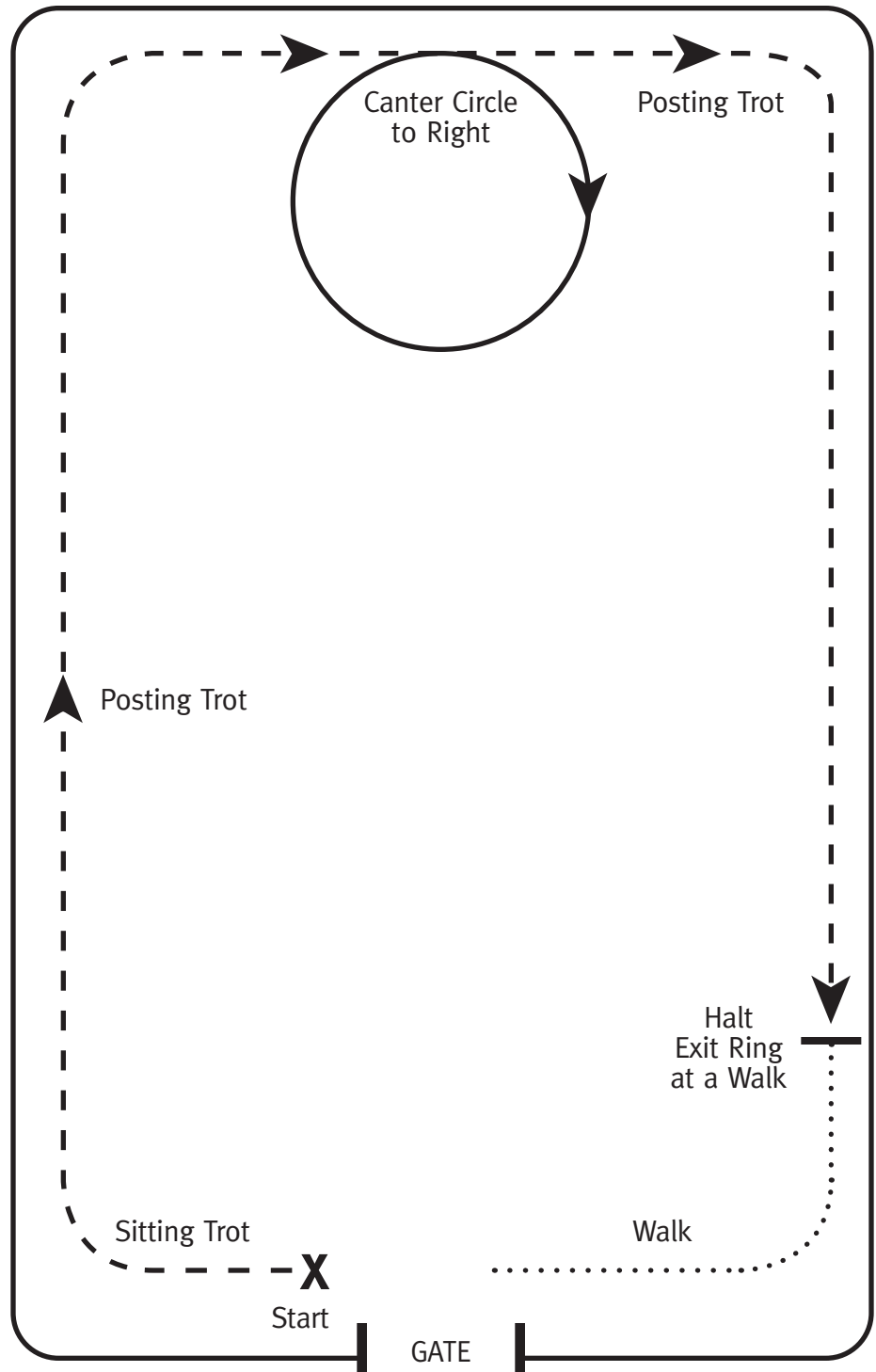
Pick up a sitting trot through turn and down the rail. At the half way point move into the posting trot on the correct diagonal. Continue to the center of the end of the arena.

Canter in a circle to the right at the correct lead. Upon completing the circle transition to the posting trot.

At the end of the straightaway 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.

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.

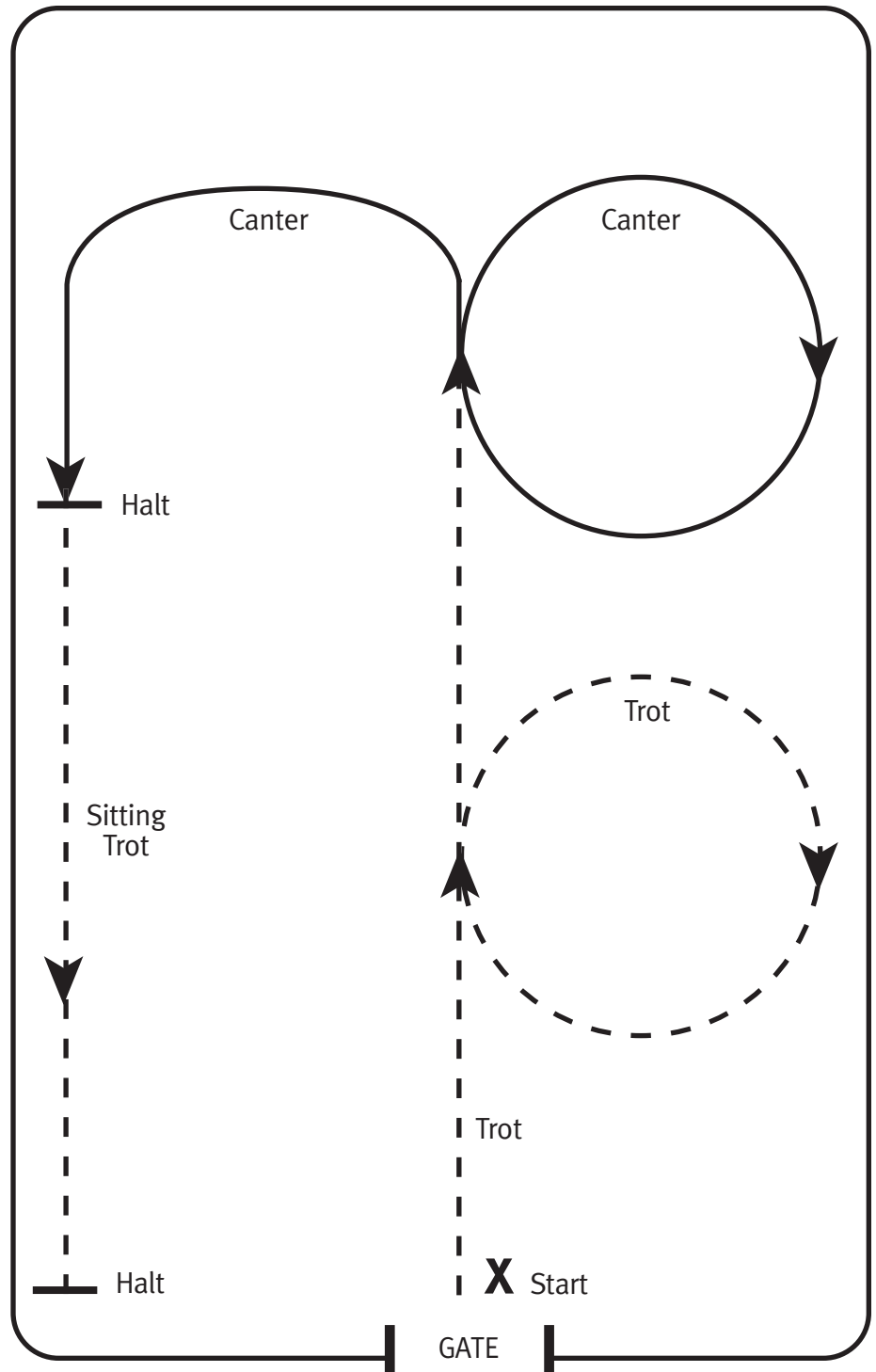
Canter a circle to the right. At the conclusion of the circle, perform a simple change of lead.

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

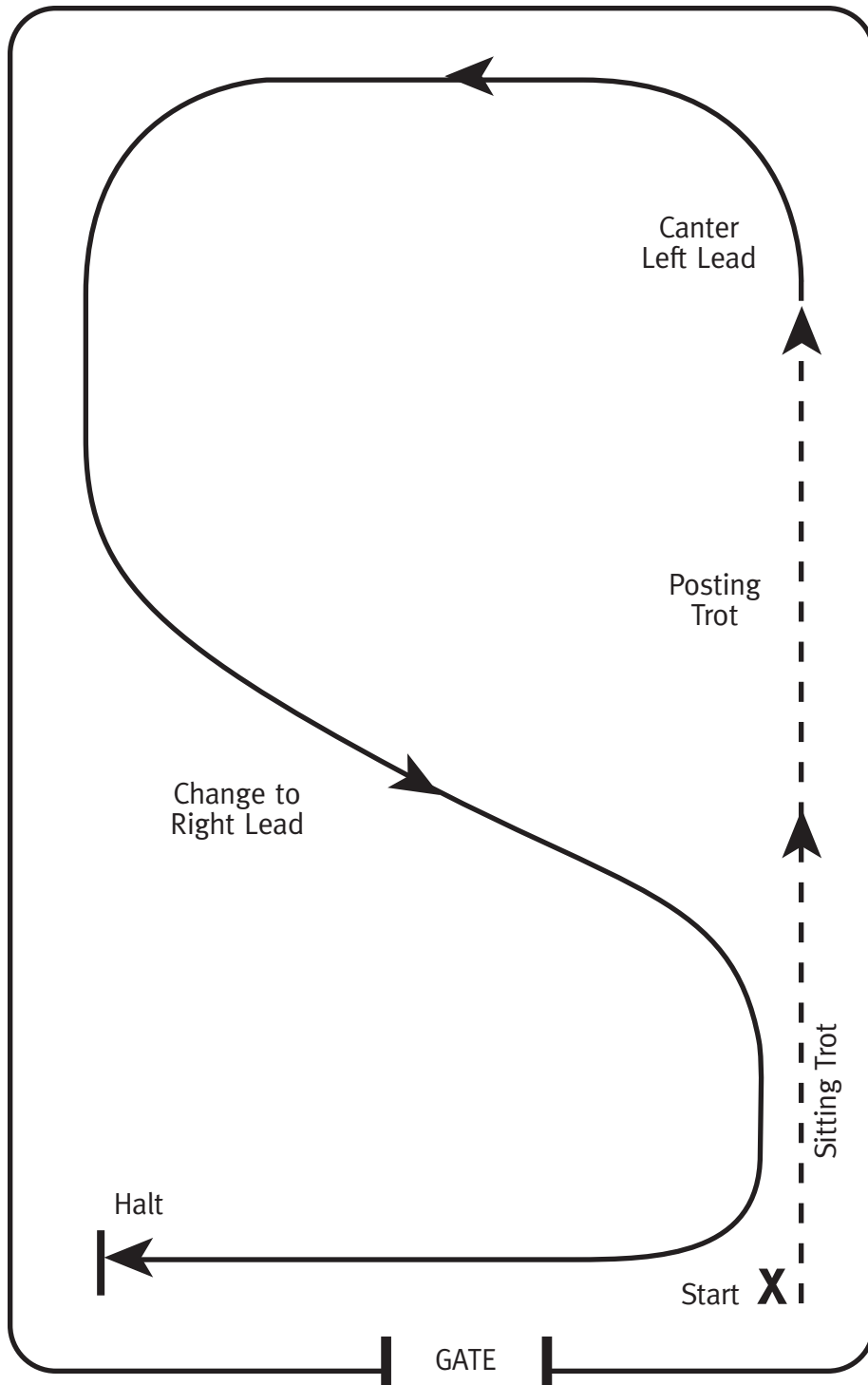


This pattern is appropriate for all ages.

If used at a Regional or National Show, pattern may not be run from the lineup.

Hunter/Jumping Seat

LEVEL 1 • PATTERN P



- Walk to the starting point.
- Pick up sitting trot.
- Continue at posting trot on the correct diagonal.
- Pick up canter, correct lead.
- Cut diagonally across arena and change lead (simple change).
- Continue around end of 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.*

Hunter/Jumping Seat

LEVEL 1 • PATTERN Q

Walk to the starting point.

Canter left lead and cut across arena.

Change lead (simple change) in center of arena and continue cantering on right lead diagonally across arena. Continue around end of arena.









Cut across center of arena and perform a lead change (simple change).

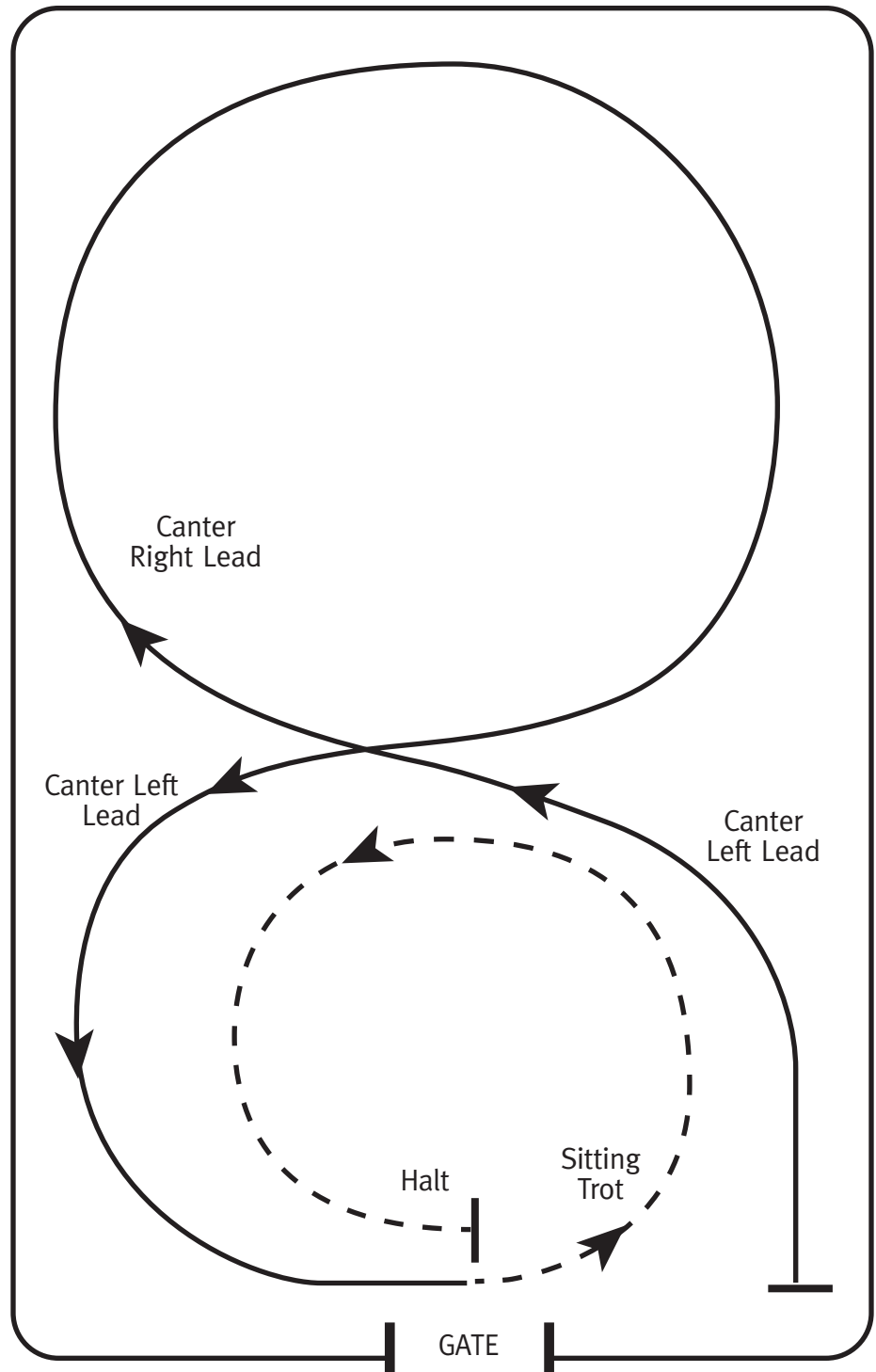
Continue around arena to gate end.

Transition to sitting trot and trot a circle.

Halt.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

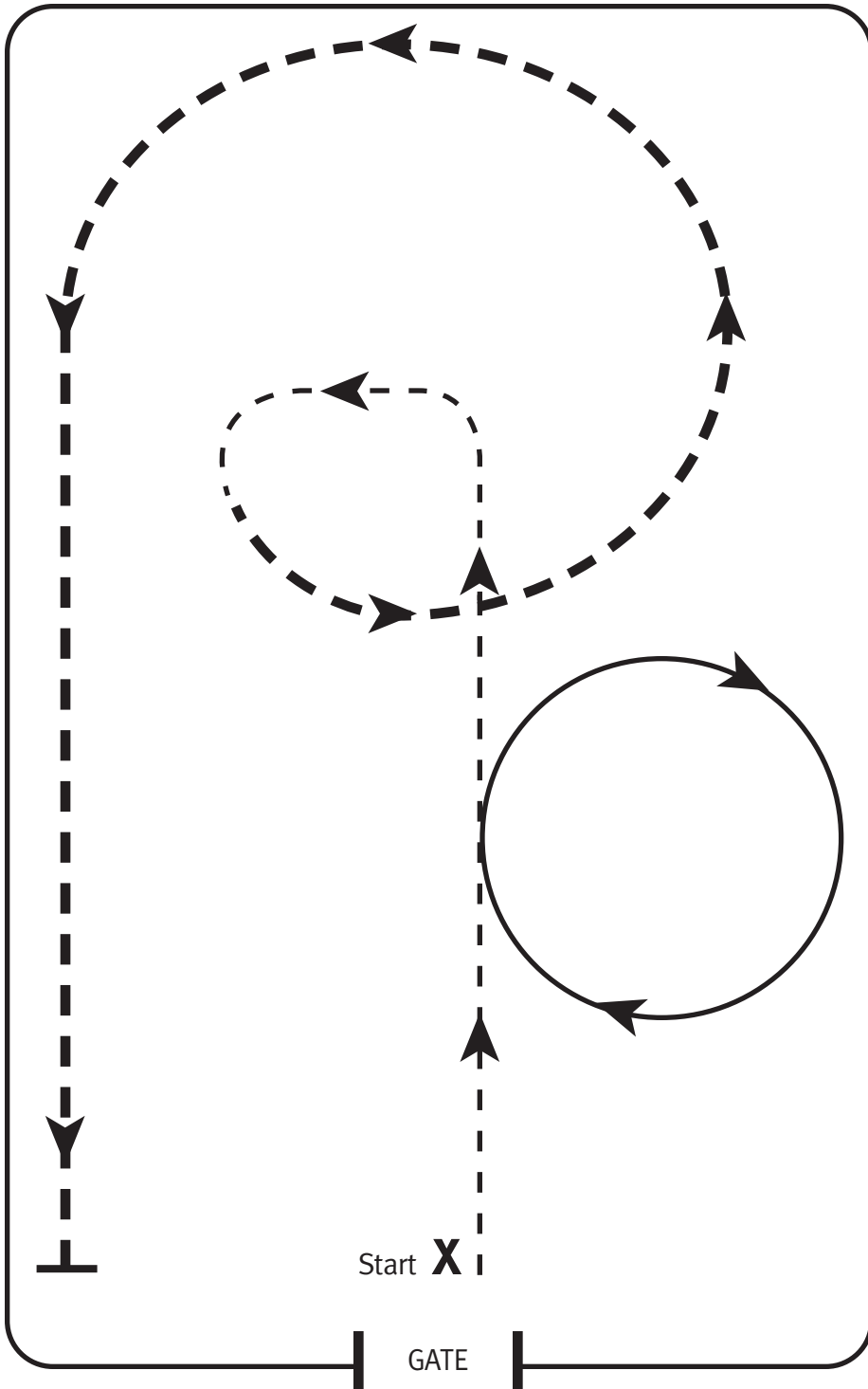


This pattern is appropriate for all ages.

If used at a Regional or National Show, pattern may not be run from the lineup.

Hunter/Jumping Seat

LEVEL 1 • PATTERN S



Walk to the starting point.

Pick up the posting trot on the left diagonal.

Canter a circle to the right on the correct/right lead.

Posting trot on the right diagonal. Turn left after center point.

Hand Gallop on the left lead and continue down the rail.

Halt.

Return to lineup or exit at a walk.

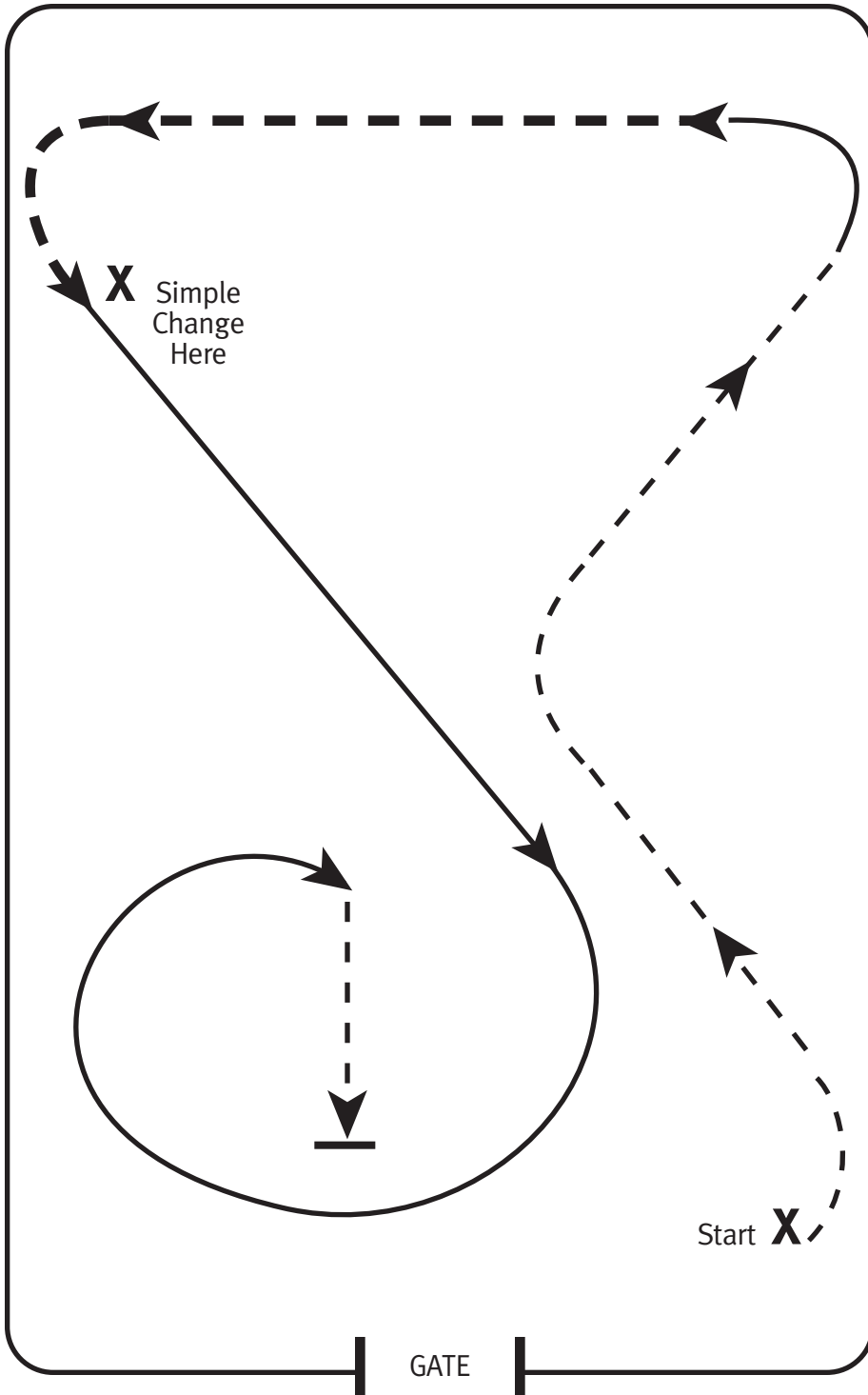
	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

This pattern is appropriate for all ages.

If used at a Regional or National Show, pattern may not be run from the lineup.

Hunter/Jumping Seat

LEVEL 1 • PATTERN Y



Walk to the starting point.

Demonstrate a posting trot on the correct diagonals bending through the curves.

Transition to the canter at the top of the arena. Half way along the top of the arena move gradually into the hand gallop.

Demonstrate a simple change of lead after completing the corner. Canter the diagonal line and continue to canter a circle to the right.

Transition to the sitting trot towards end of 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.

Hunter/Jumping Seat

LEVEL 1 • PATTERN Z

Walk to the starting point.

Pick up the posting trot on the right diagonal for 1/2 of the line. Posting trot on the left diagonal around the end.

Transition to a walk without losing forward motion.









Move into a canter on the right lead. At the center point demonstrate a simple change of lead. Canter on the left lead. At the start of the straightaway move into the hand gallop.

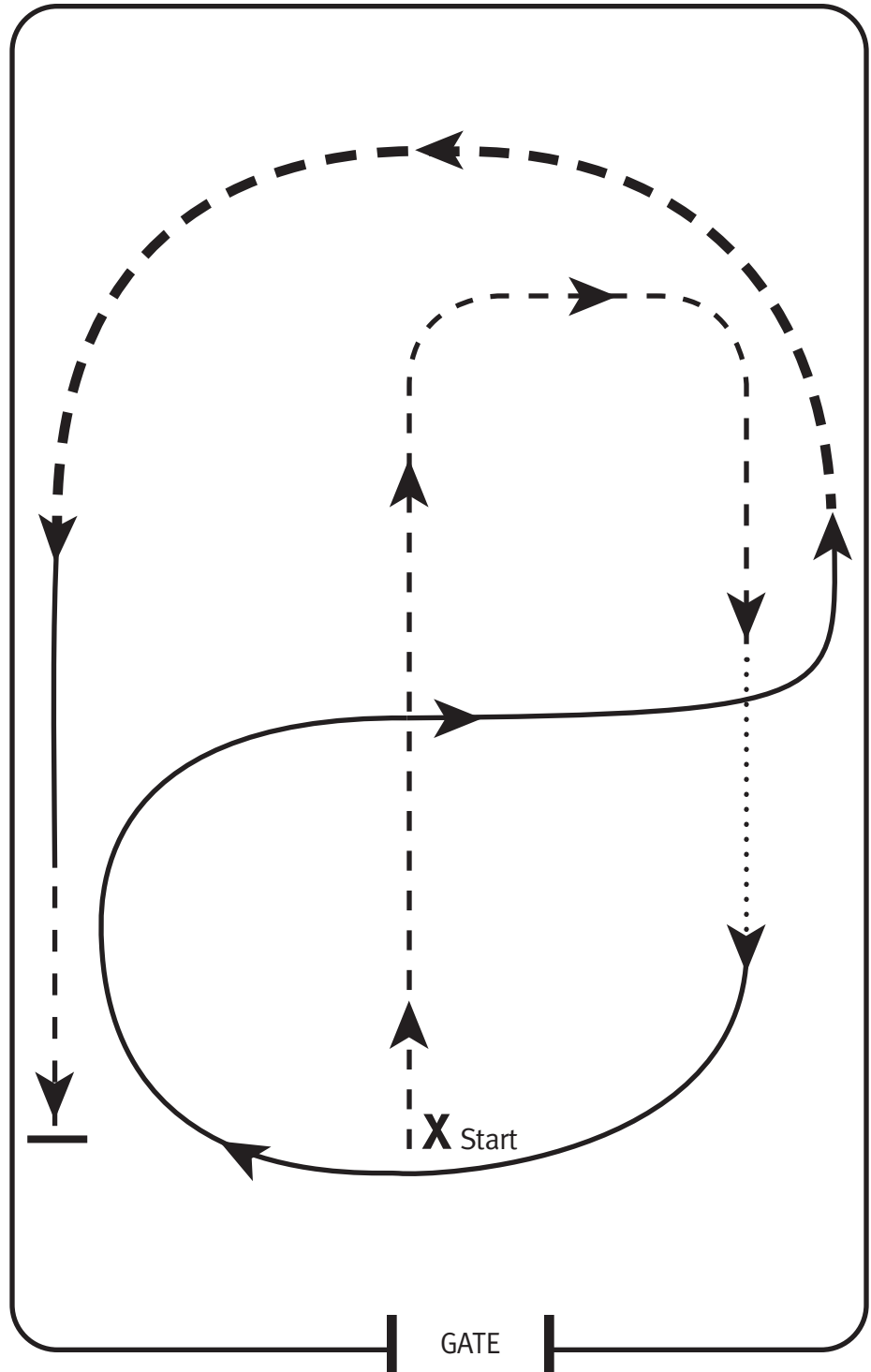
Halfway down the straightaway return to the canter.

At the 3/4 point of the straightaway move into the sitting trot.

Halt at the end of the straightaway.

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.

HUNTER/ JUMPING SEAT

Level 1

The following patterns may only be used for:

- 14-18
- 18 & Under
- 19 & Over

These patterns may NOT be used for:

- 13 & Under
- 14 & Under

Hunter/Jumping Seat









LEVEL 1 • PATTERN MM

Walk to the starting point.

Demonstrate a hand gallop on the correct lead going down the rail. At the corner transition to the canter.

On the left side of the arena demonstrate a three loop serpentine with the first two loops at the posting trot and the third loop at the sitting trot. Halt.

Return to the lineup or exit the arena at the walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

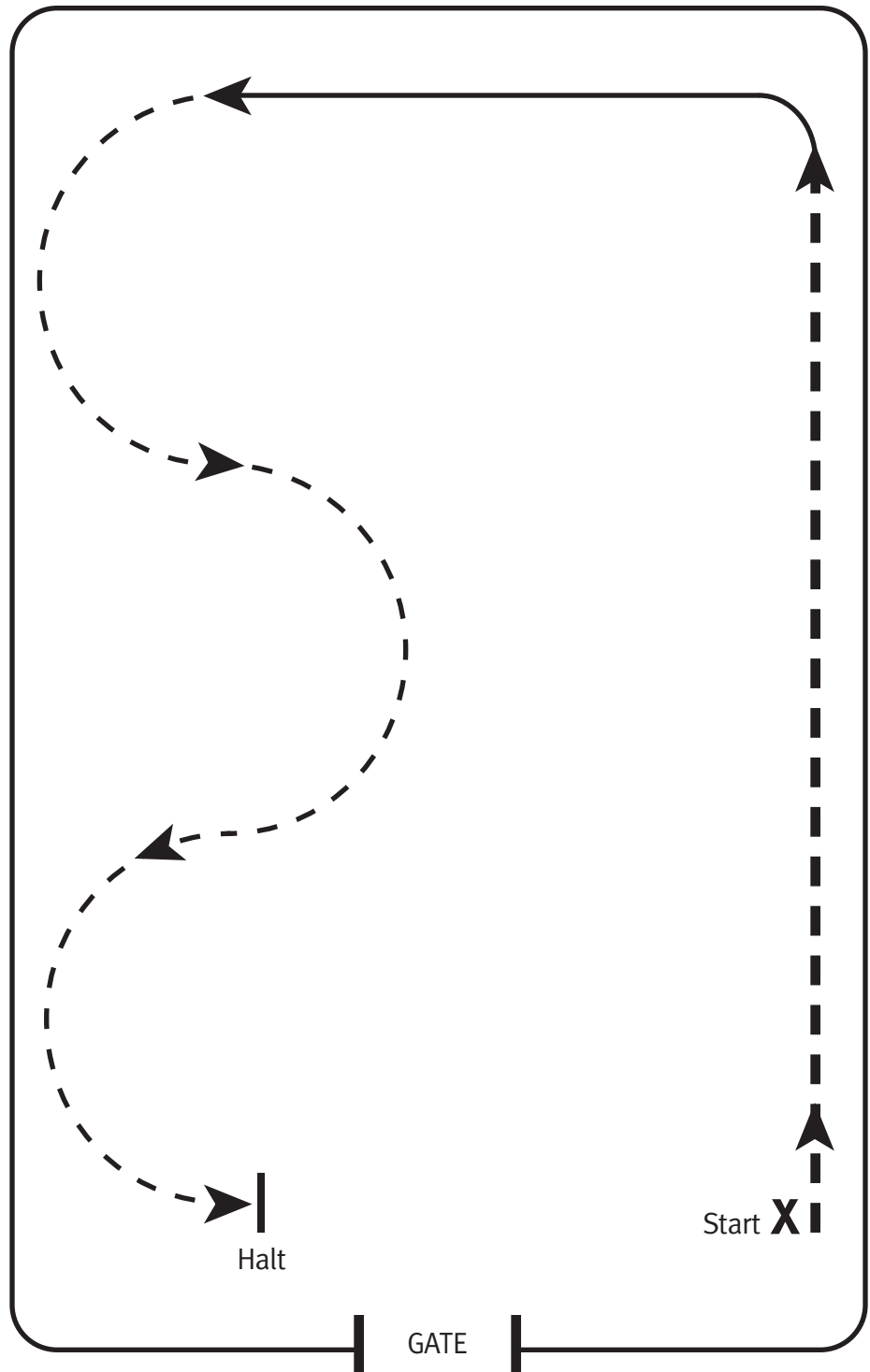
This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

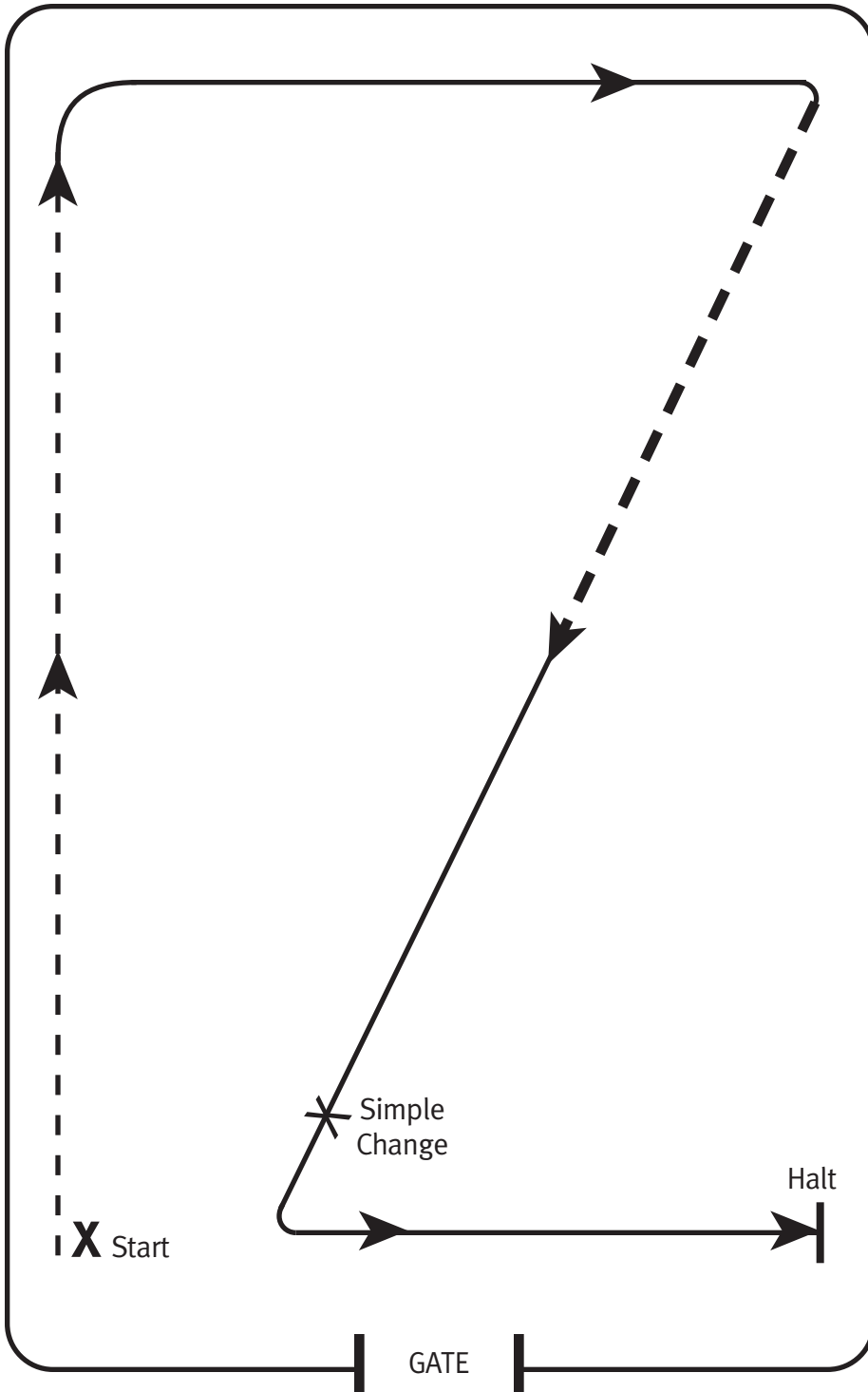
- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.



Hunter/Jumping Seat

LEVEL 1 • PATTERN PP



Walk to the starting point.

Trot down the rail on the left diagonal to the midpoint of the rail. Transition to the sitting trot.

At the corner transition to the canter on the right correct lead. At the next corner transition to the hand gallop and continue across the diagonal line. At the midpoint of the diagonal line return to the canter. At the next corner demonstrate a simple change of lead and continue 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 may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.

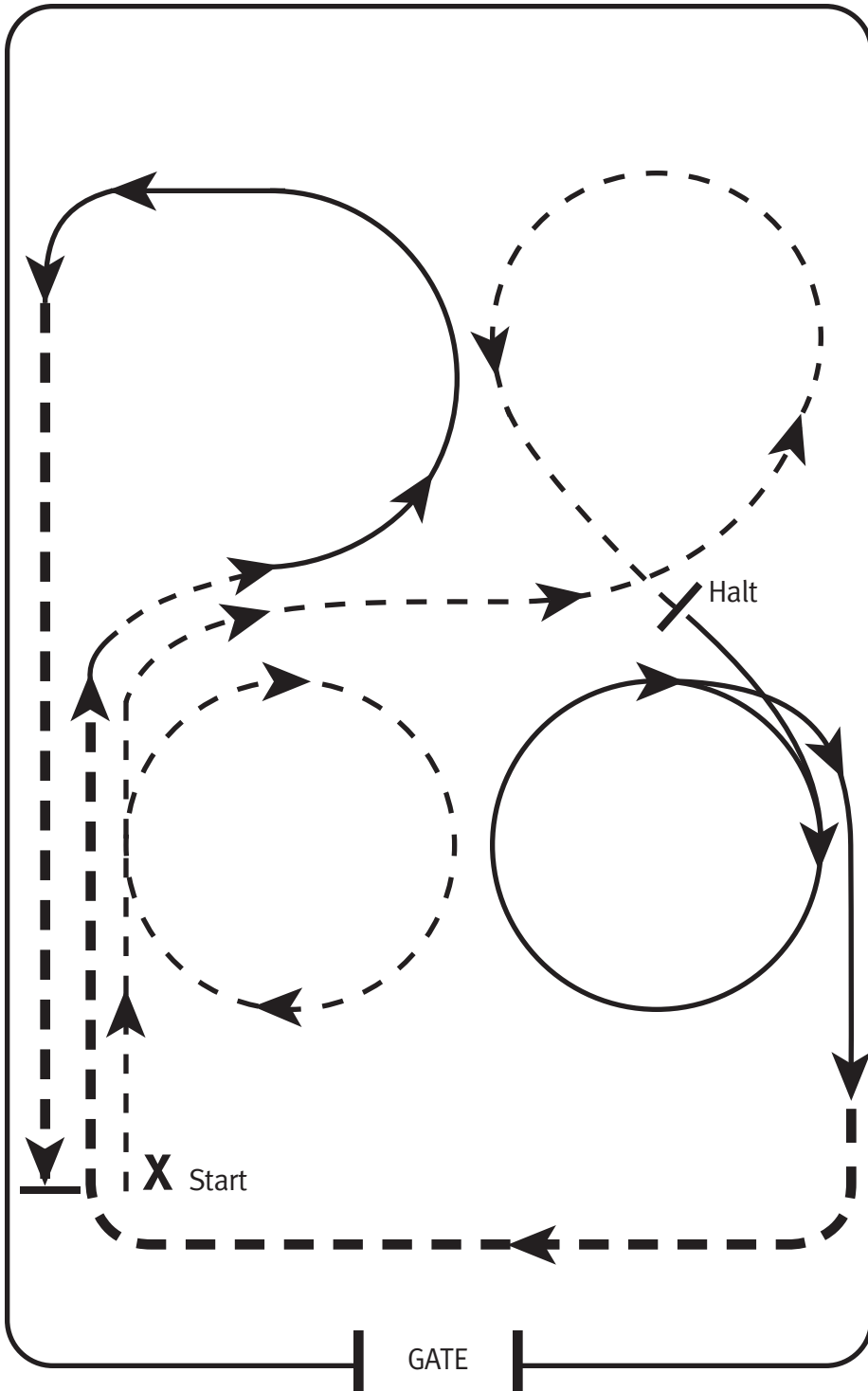
HUNTER/ JUMPING SEAT

Level 2

The following patterns are appropriate
for ALL ages

Hunter/Jumping Seat

LEVEL 2 • PATTERN X



Walk to the starting point.

Posting trot in a circle to the right and continue across the arena into a circle to the left. Halt.

Demonstrate a circle to the right at the canter on the correct lead. Transition to the hand gallop upon reaching the rail and move into a hand gallop around the end of the arena.

Transition to the sitting trot while moving off the rail.

Pick up a canter on the left lead and make the turn moving toward the center of the arena.

Canter on the left lead to the beginning of the straightaway.

At the beginning of the straightaway transition to the hand gallop. Halt at the end of the straightaway.

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.

Hunter/Jumping Seat

LEVEL 2 • PATTERN AA

Walk to the starting point.

Walk forward and turn right.









Canter on the left lead a half circle to the center of the pattern.

Transition to sitting trot for a half circle.

Move into the hand gallop on the right lead on a larger half circle.

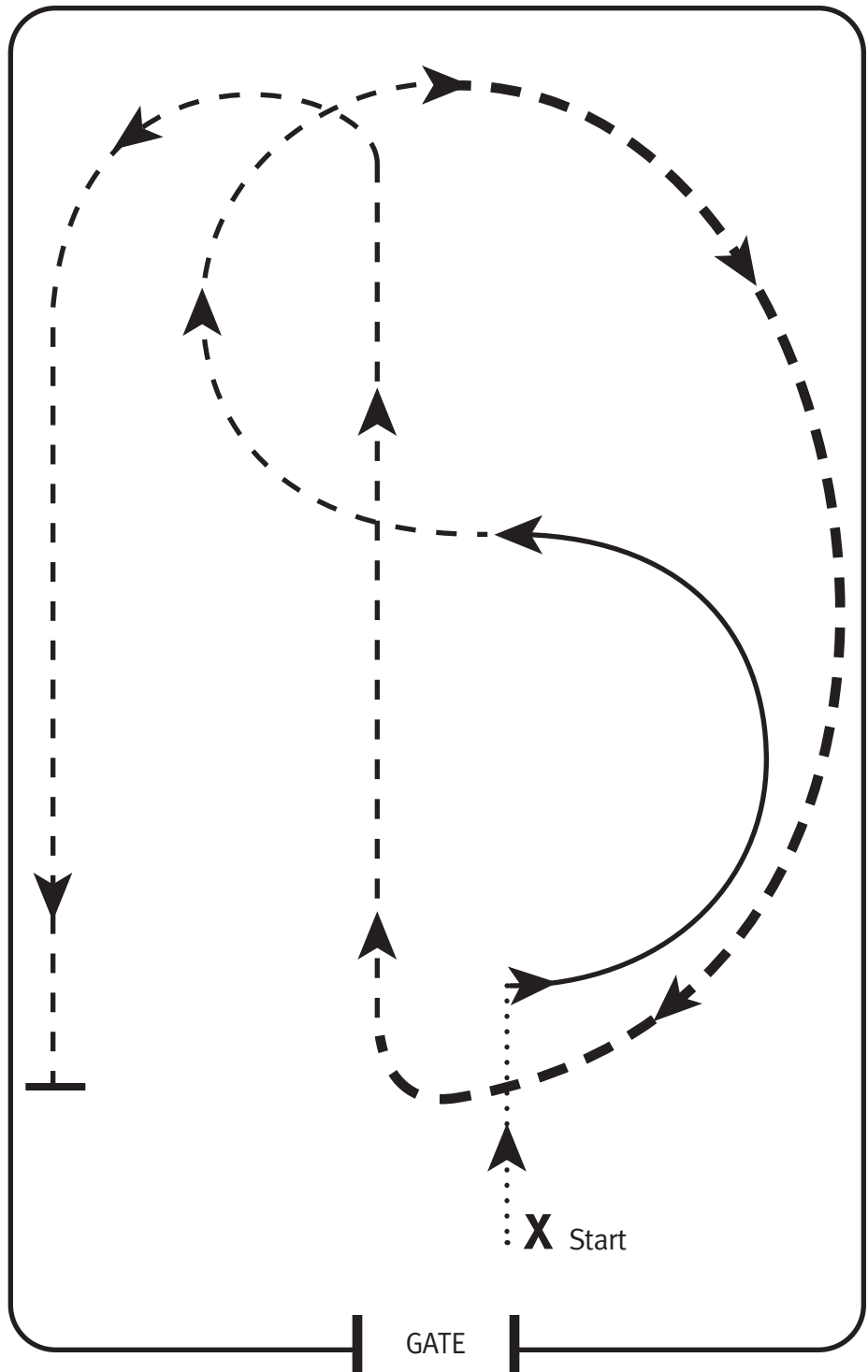
Transition to the posting trot on the left diagonal in a straight line. Change diagonals at the turn. Return down the arena in a straight line. Halt.

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.



HUNTER/ JUMPING SEAT

Level 2

The following patterns may only be used for:

- 14-18
- 18 & Under
- 19 & Over

These patterns may NOT be used for:

- 13 & Under
- 14 & Under

Hunter/Jumping Seat

LEVEL 2 • PATTERN BB

Walk to the starting point.









Execute a four loop serpentine:
first loop at the sitting trot, second at
a canter, third at a canter and fourth
at the posting trot. Correct leads and
diagonals, simple or flying lead changes.

Halt and back four steps.

Sitting trot down the rail.

Halt.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

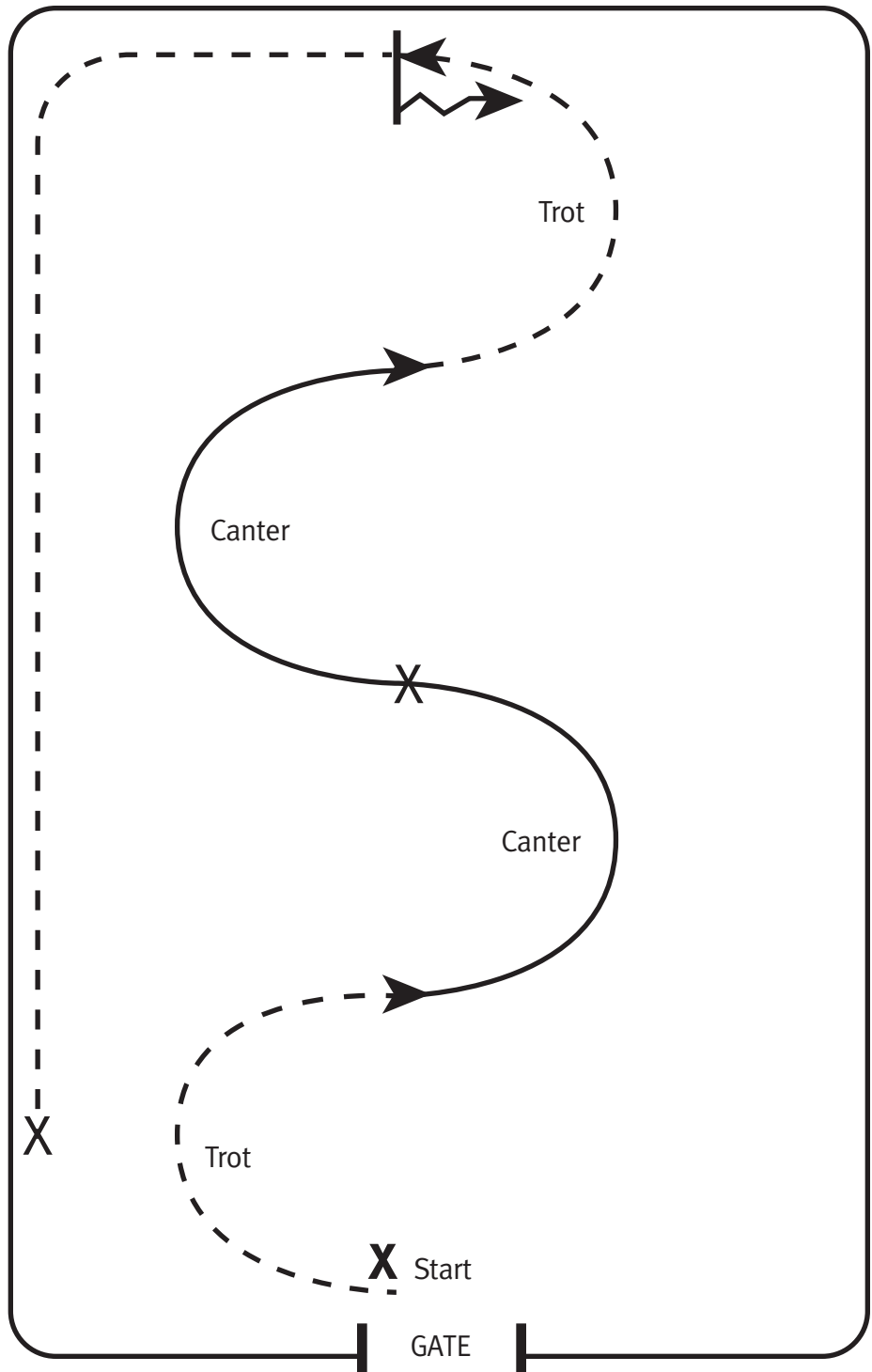
This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

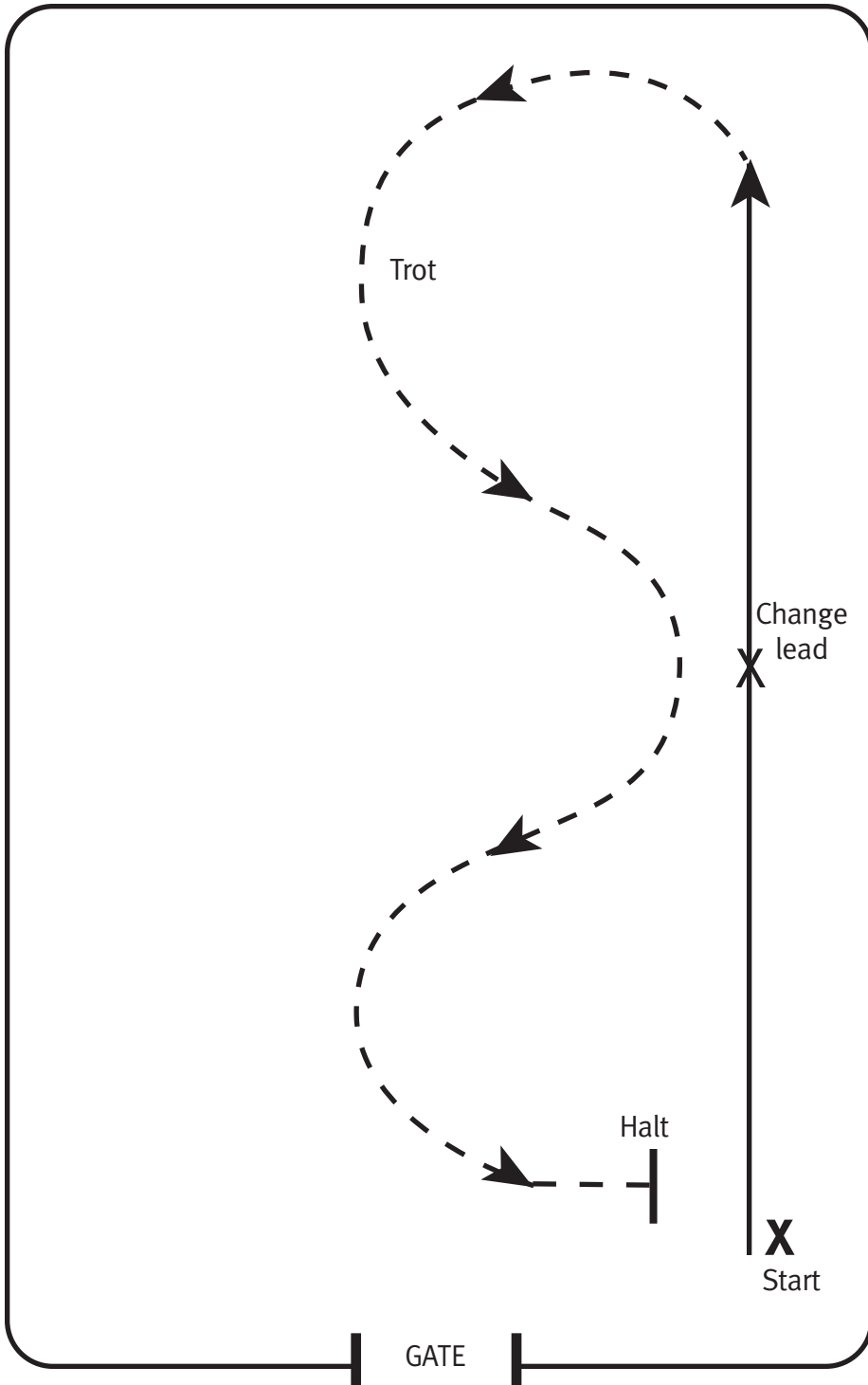
- 13 & Under
- 14 & Under

*If used at a Regional or National Show,
pattern may not be run from the lineup.*



Hunter/Jumping Seat

LEVEL 2 • PATTERN CC



Walk to the starting point.

Counter canter.

Halfway down the line, change (simple or flying) to the correct lead.

At end of line, trot a three-loop serpentine.

Halt.

Turn on the forehand to the right.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.

Hunter/Jumping Seat

LEVEL 2 • PATTERN DD

Walk to the starting point.









Trot a three-loop serpentine.

Halt. Drop stirrups and canter on the correct lead around the end of the arena and down the straight away.

Halt and back approx. ten feet.

Pick up stirrups.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

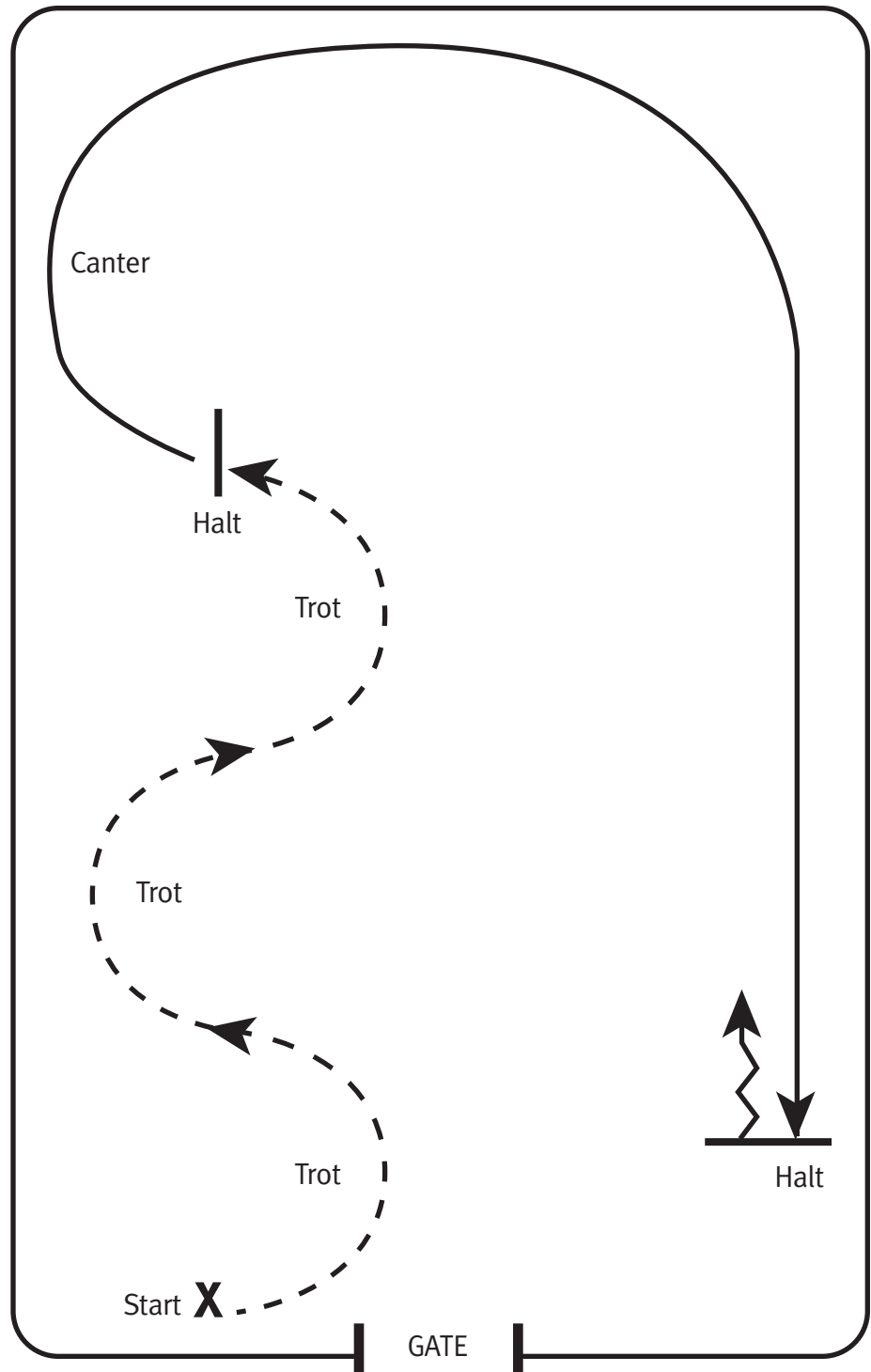
This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

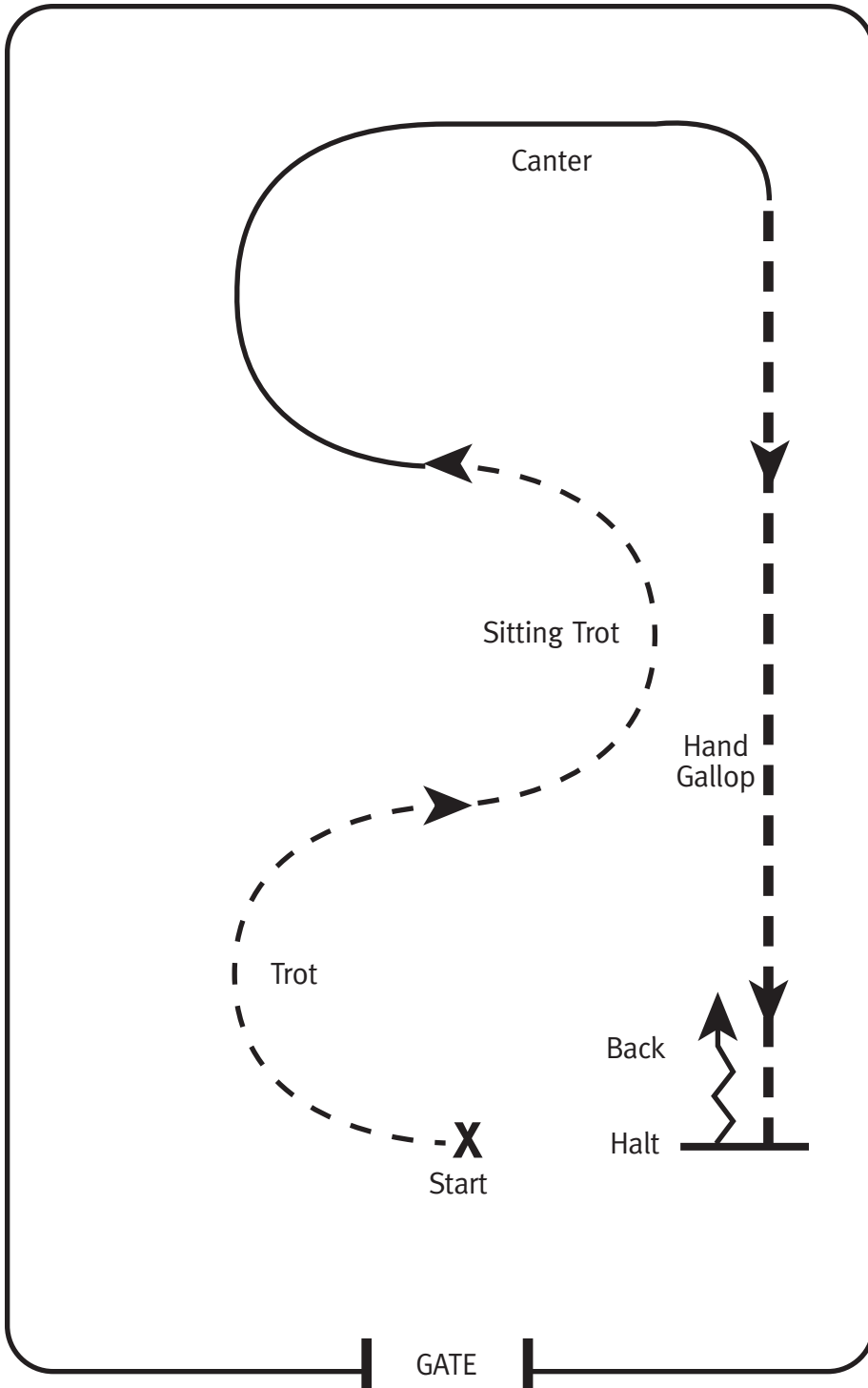
- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.



Hunter/Jumping Seat

LEVEL 2 • PATTERN HH



Walk to the starting point.

Execute a three loop serpentine: first loop at the posting trot, second loop at a sitting trot, third loop at the canter.

Continue cantering around corner.

Proceed to the hand gallop. Halt.

Back four steps.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.

Hunter/Jumping Seat

LEVEL 2 • PATTERN KK

Walk to the starting point.

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

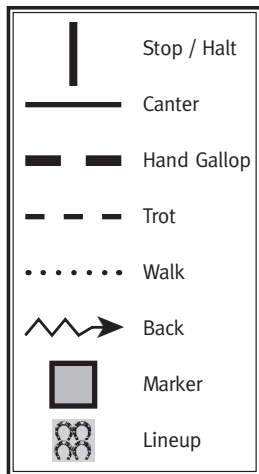
Canter a circle to the right. At the conclusion of the circle, perform a simple change of lead.

Canter a half circle to the left. Halt and drop stirrups.

Sitting trot to the end of the arena. Halt.

Pick up stirrups.

Return to lineup or exit at a walk.



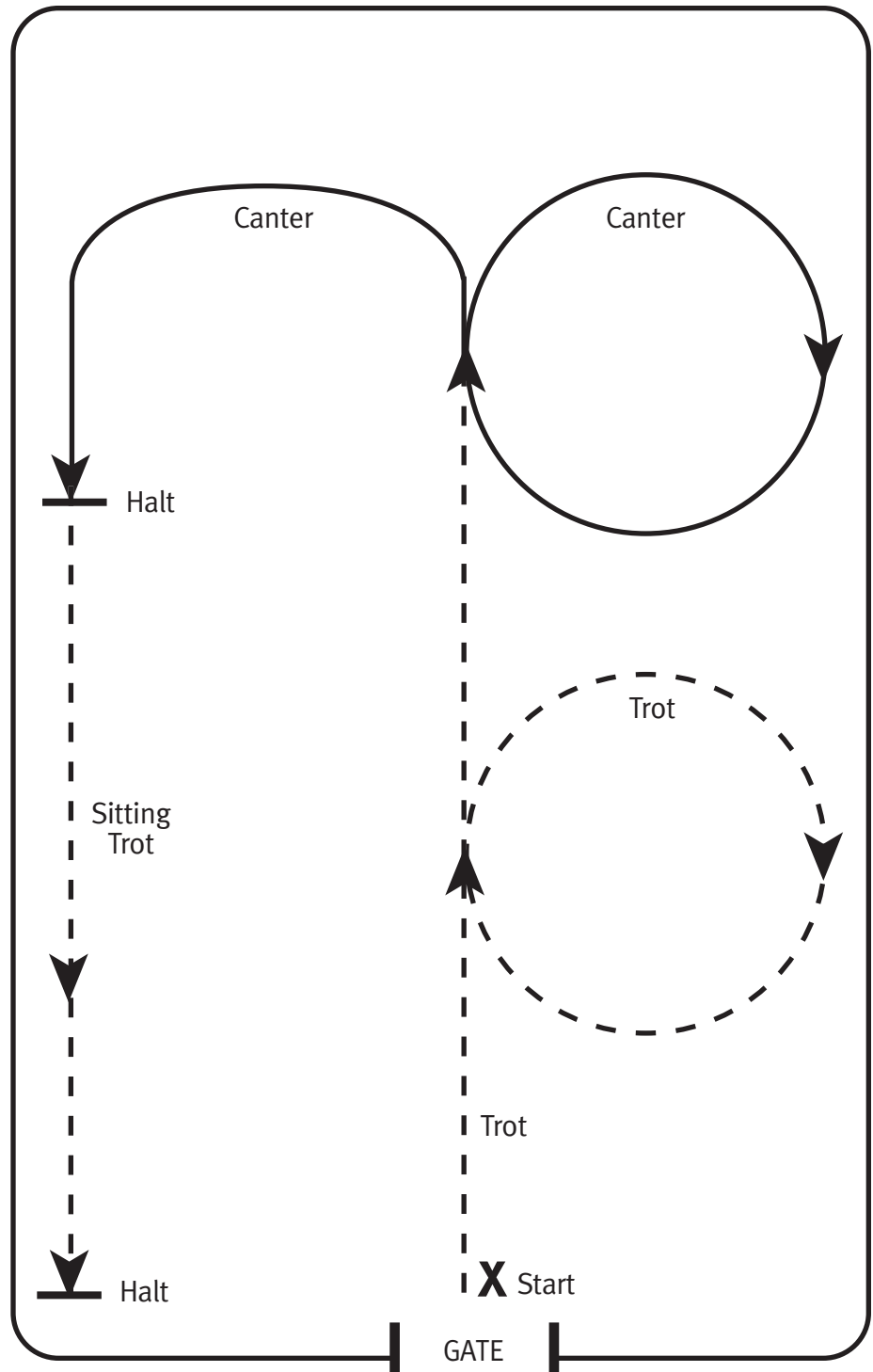
This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

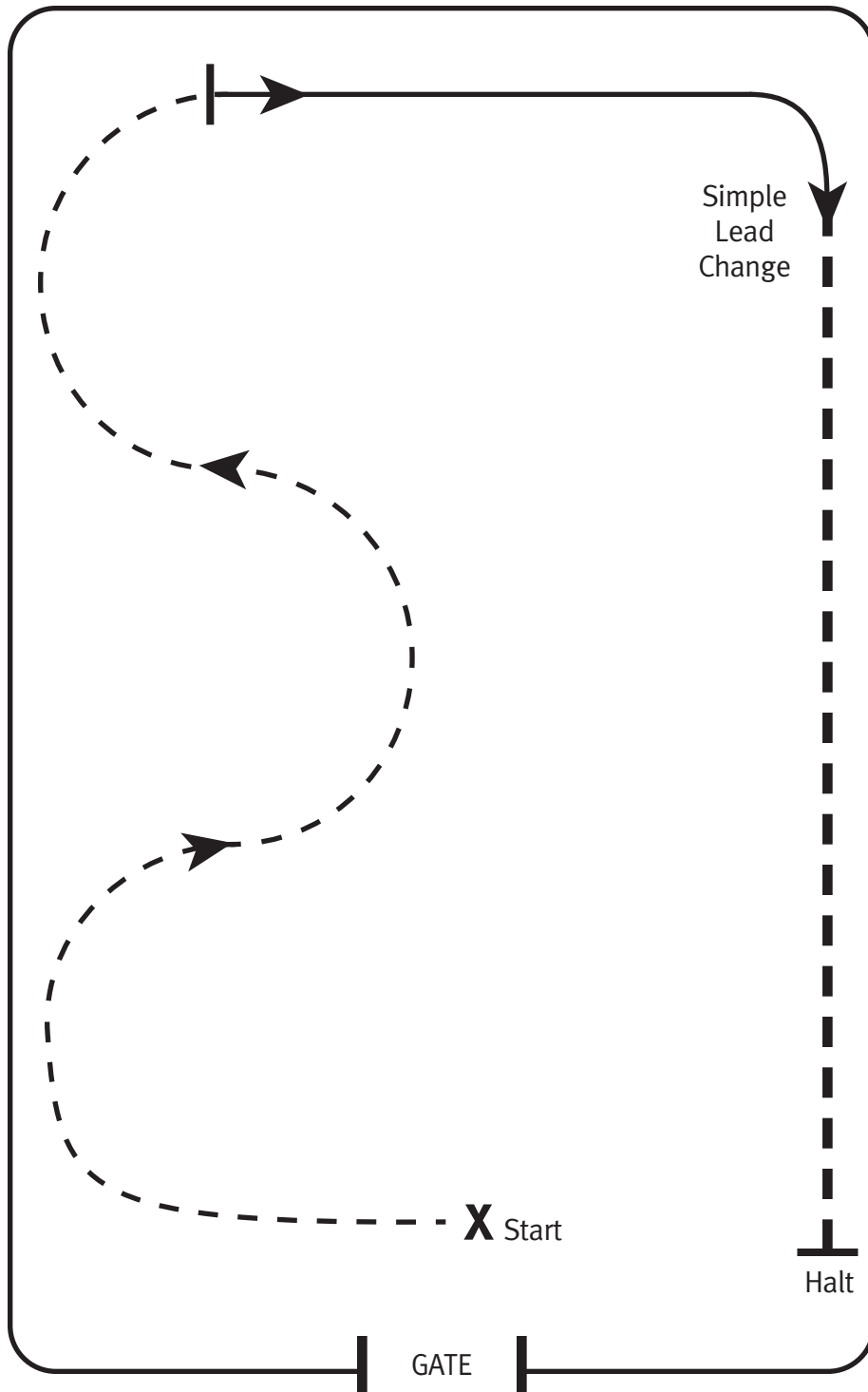
- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.



Hunter/Jumping Seat

LEVEL 2 • PATTERN NN



Walk to the starting point.

Demonstrate a three loop serpentine with the first loop at the sitting trot and the second and third at the posting trot. Halt.

Pick up a counter canter across the end of the arena. Demonstrate a simple lead change in the corner. Transition to the hand gallop down the rail on the correct lead. Halt.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

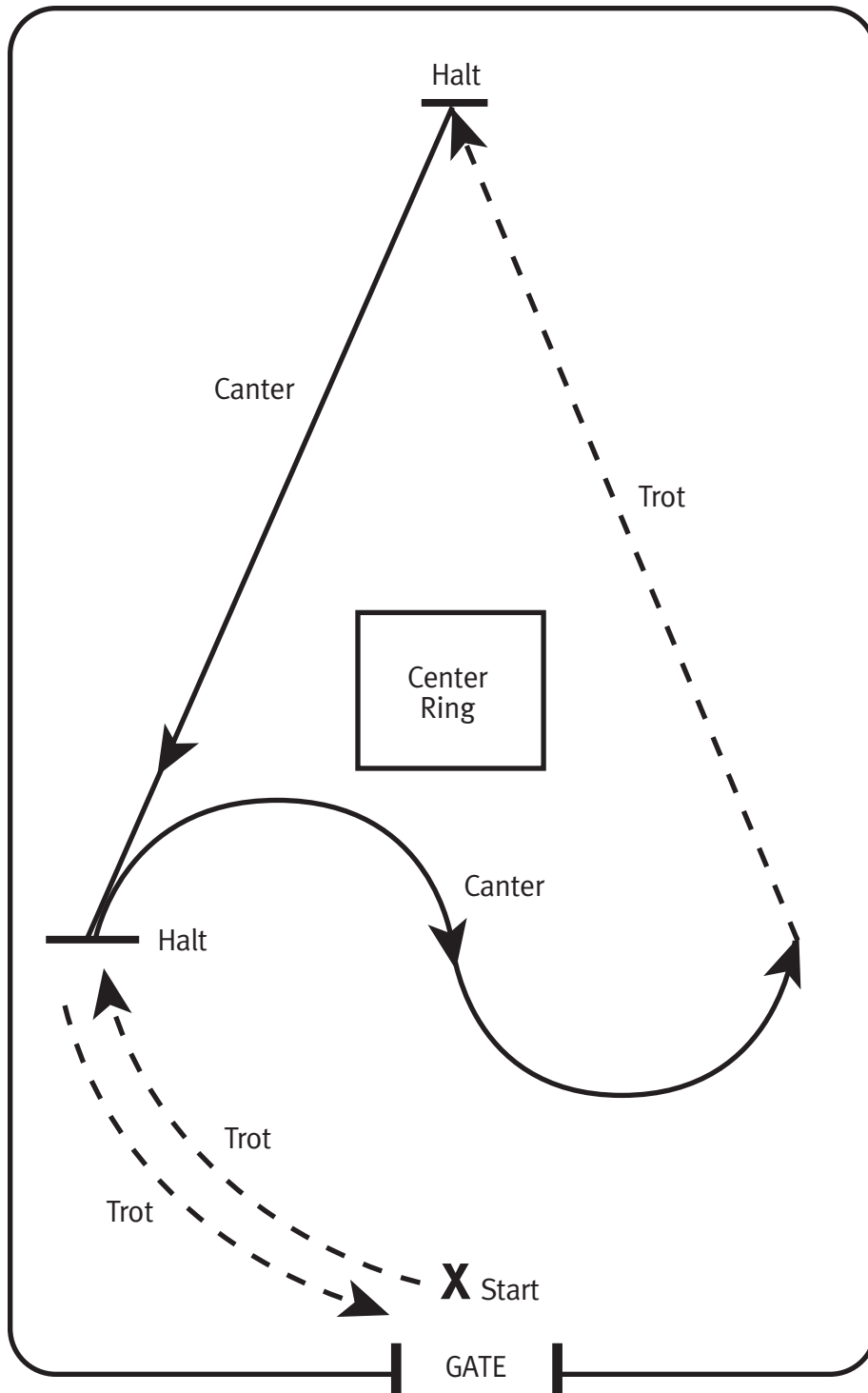
*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.

Hunter/Jumping Seat

LEVEL 2 • PATTERN UU



Walk to the starting point.

Perform posting trot down left side to quarter point.

Halt.

Canter two-loop serpentine across width of arena showing a simple change of lead.

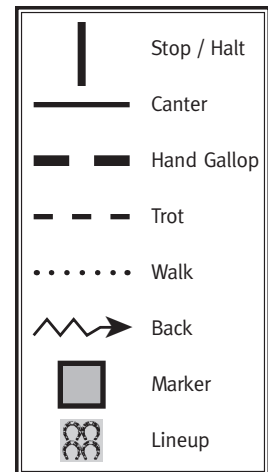
Transition into posting trot to midpoint at far end of arena showing two changes of diagonal beginning on the correct diagonal.

Halt.

Turn on forehand left and counter canter to quarter point on left side of arena. Transition to posting trot to the gate.

Halt.

Return to lineup or exit at a walk.



This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.

HUNTER/ JUMPING SEAT

Level 3

The following patterns may only be used for:

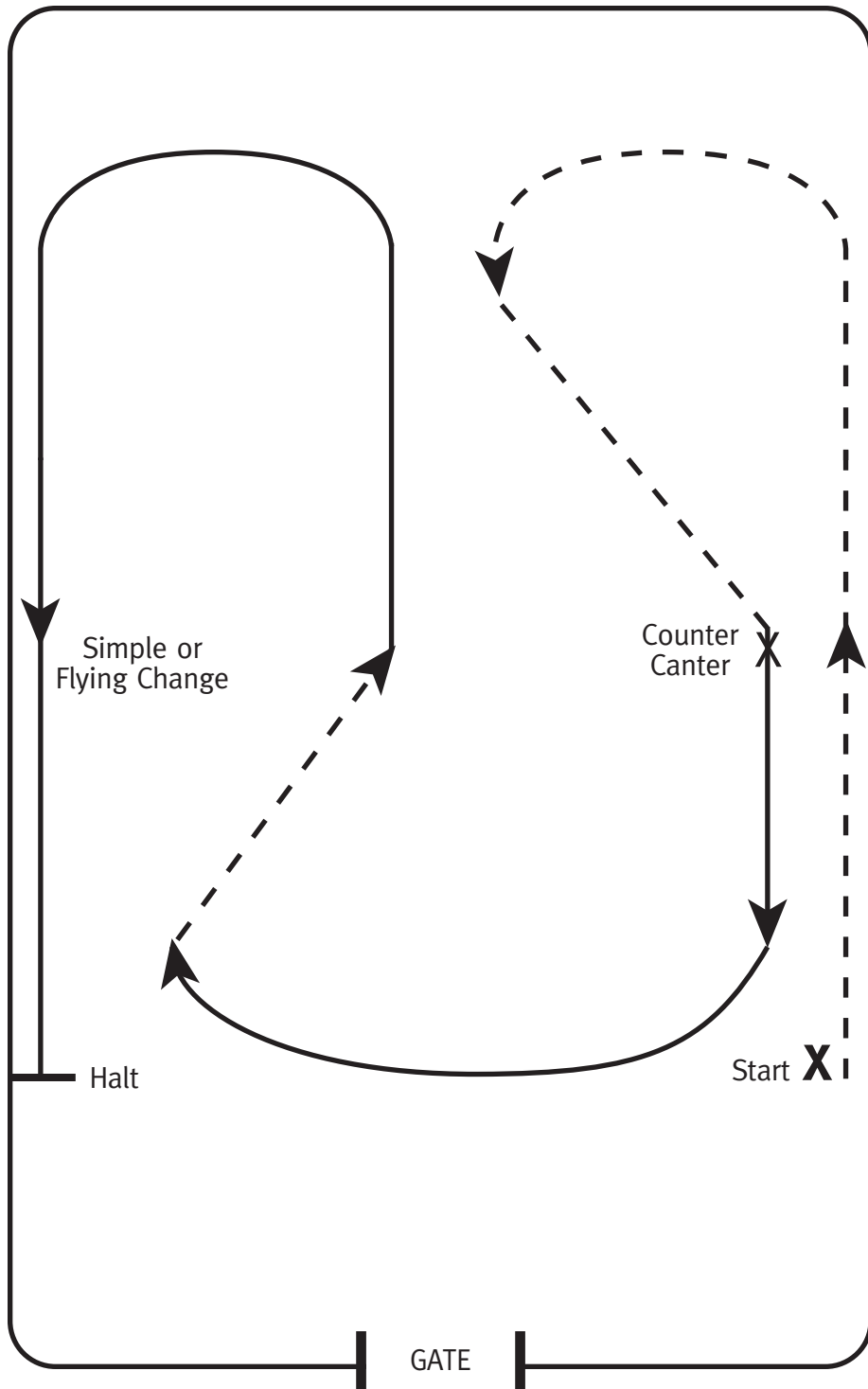
- 14-18
- 18 & Under
- 19 & Over

These patterns may NOT be used for:

- 13 & Under
- 14 & Under

Hunter/Jumping Seat

LEVEL 3 • PATTERN EE



Walk to the starting point.

Posting trot down the rail beginning on incorrect diagonal and demonstrate one change of diagonal.

After the curve, transition to the sitting trot.

Counter canter the straight line and turn.

Sitting trot on the diagonal line.

Counter canter the straight line, around the turn and half way down the rail. Demonstrate a simple or flying change of lead. Continue to canter to the end of the rail. Halt.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.

Hunter/Jumping Seat

LEVEL 3 • PATTERN JJ

Walk to the starting point.

Drop stirrups.









Trot a two-loop serpentine. Halt.

Pick up stirrups.

Pick up the counter canter.

At end of arena, change leads (simple or flying) and proceed into a hand gallop around far end of arena and down straightaway.

Halt. Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

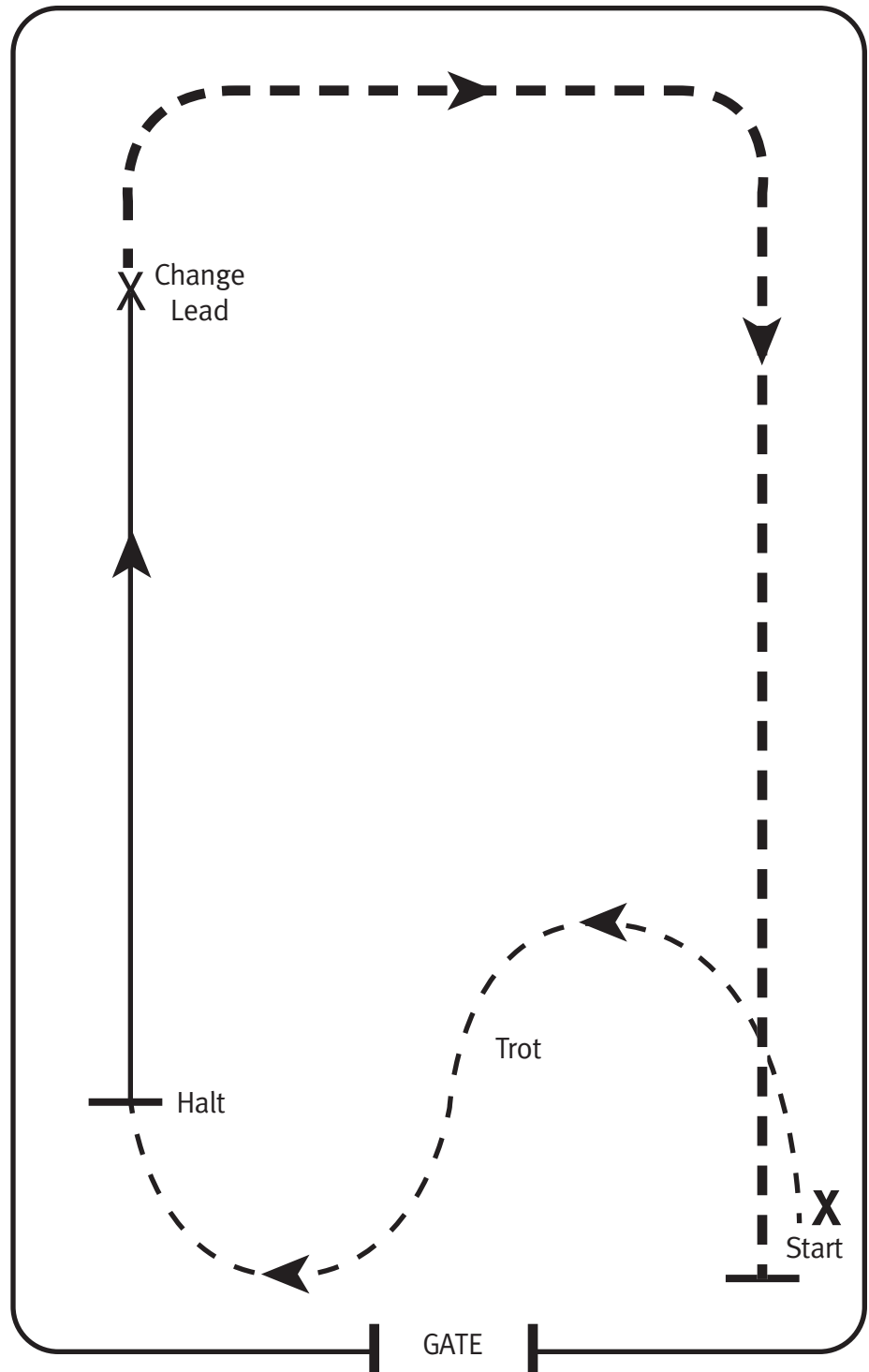
This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

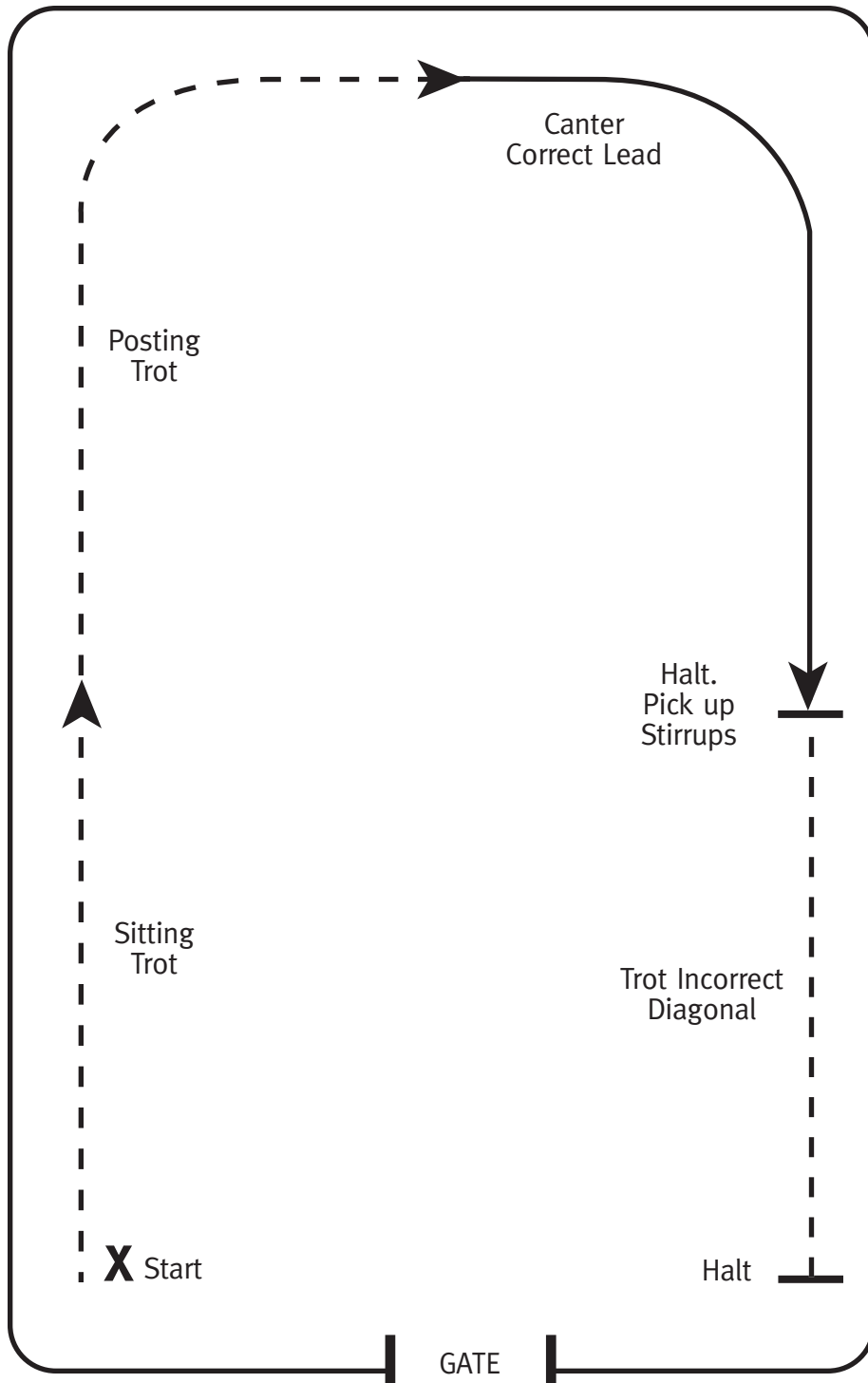
- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.

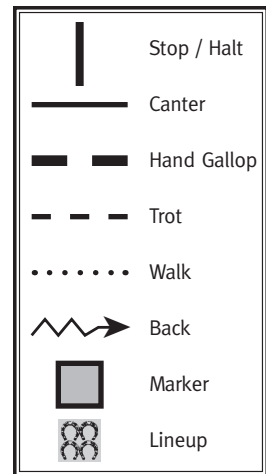


Hunter/Jumping Seat

LEVEL 3 • PATTERN LL



- Walk to the starting point.
- Drop stirrups.
- Pick up a sitting trot.
- Change to posting trot, correct diagonal.
- Canter correct lead.
- Halt. Pick up stirrups.
- Trot on the incorrect diagonal.
- Halt.
- Return to lineup or exit at a walk.



This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.

Hunter/Jumping Seat

LEVEL 3 • PATTERN RR

Walk to the starting point A.

Drop irons and sitting trot to B.

Pick up posting trot on right diagonal and trot to C.

Halt. Pick up irons.









Turn to the right on the forehand.

Canter a left circle on the correct lead.
Halt.

Turn on forehand to the left and canter a right circle on the correct lead and halt.

Turn on forehand to the right.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

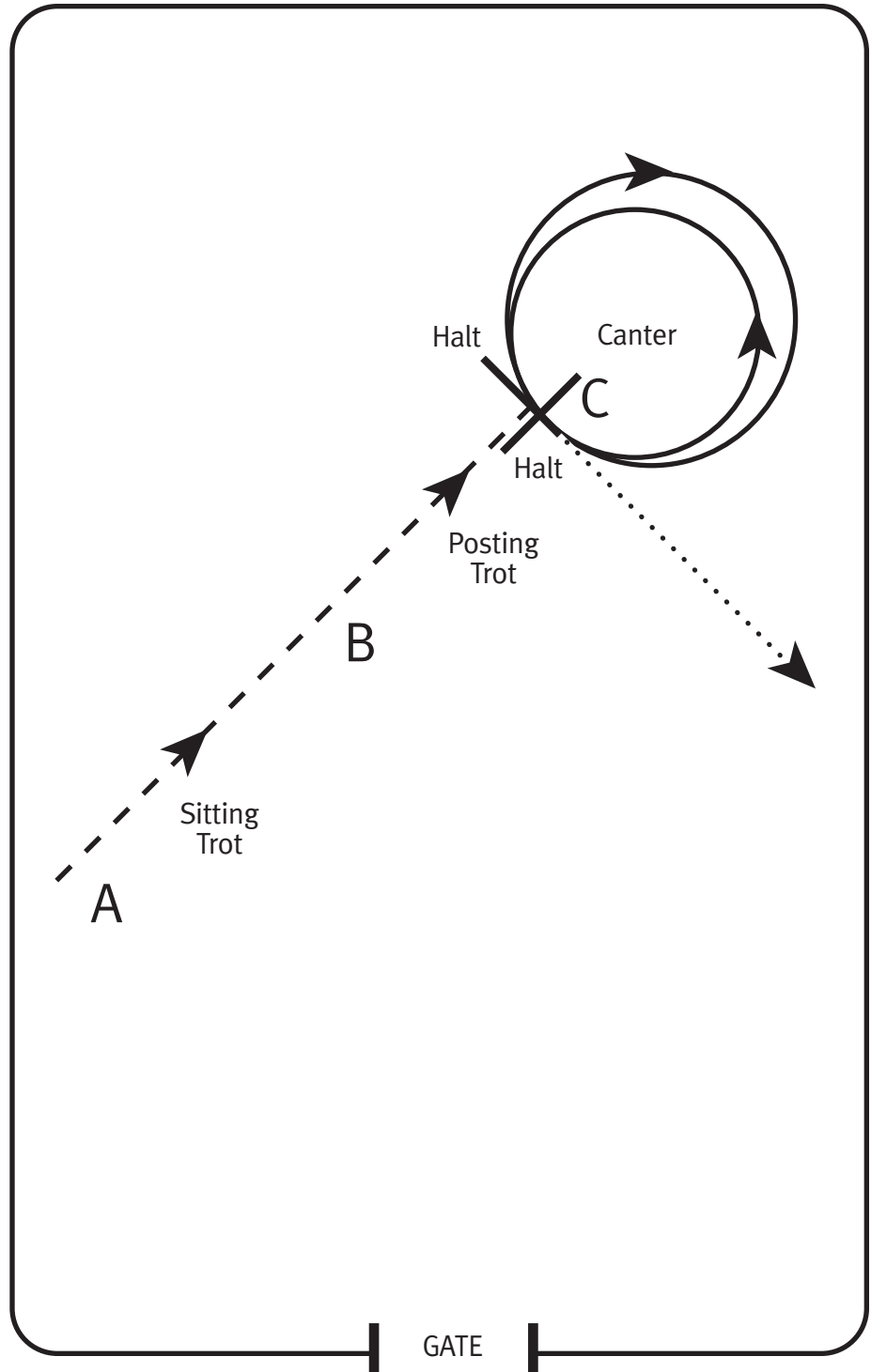
This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

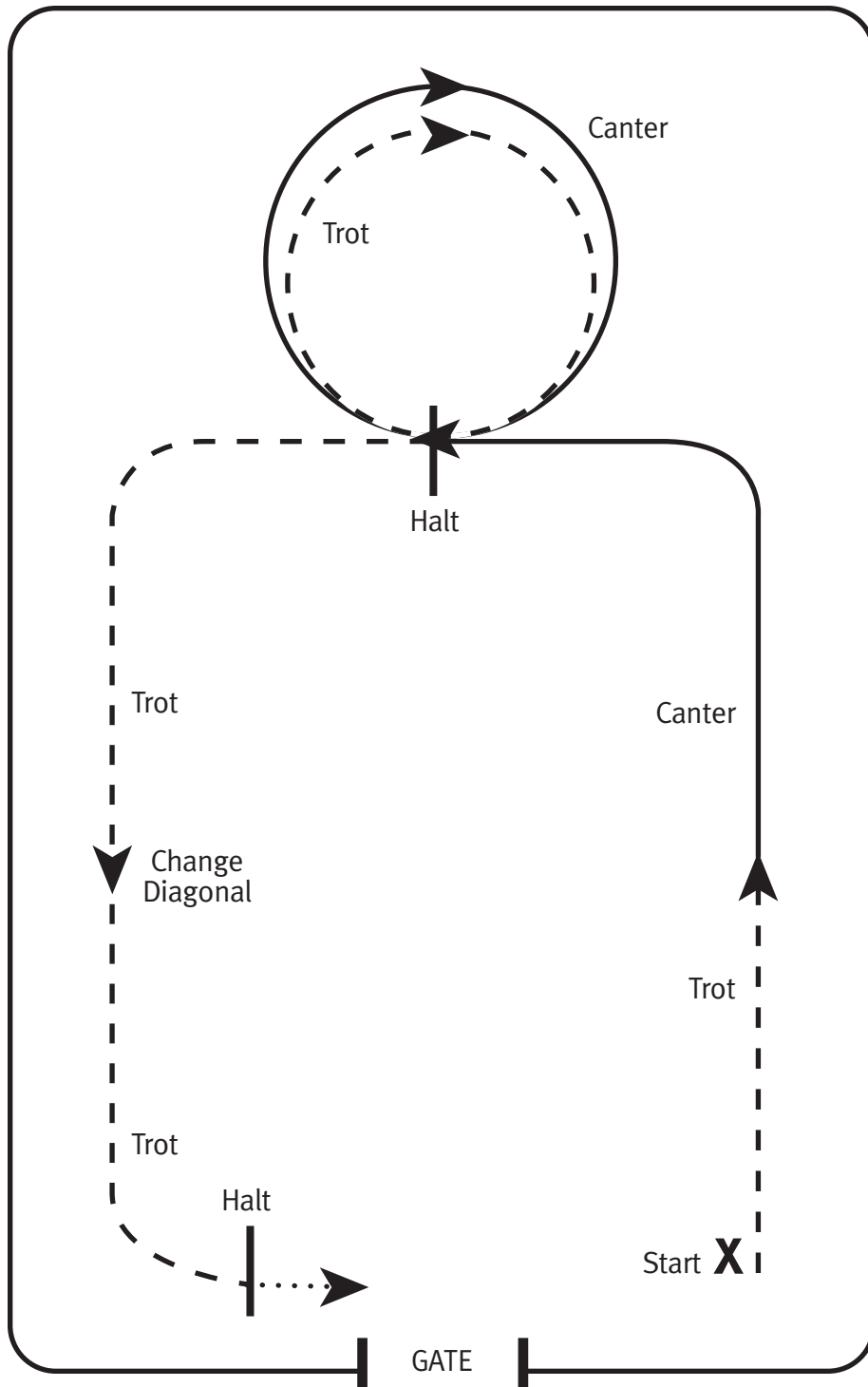
- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.



Hunter/Jumping Seat

LEVEL 3 • PATTERN SS



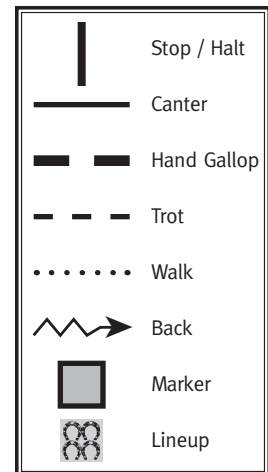
Walk to the starting point.

Drop stirrups and pick up the trot on the correct diagonal.

Approximately one third down the rail, pick up the canter on the correct lead and proceed to the middle of the arena. Halt. Pick up stirrups.

Canter one circle to the right on the correct lead. Transition to a trot and trot a circle to the right on the correct diagonal. Continue trotting, change diagonals at the end of the second circle and continue down the rail demonstrating an additional change in diagonal. Halt.

Return to lineup or exit at a walk.



This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

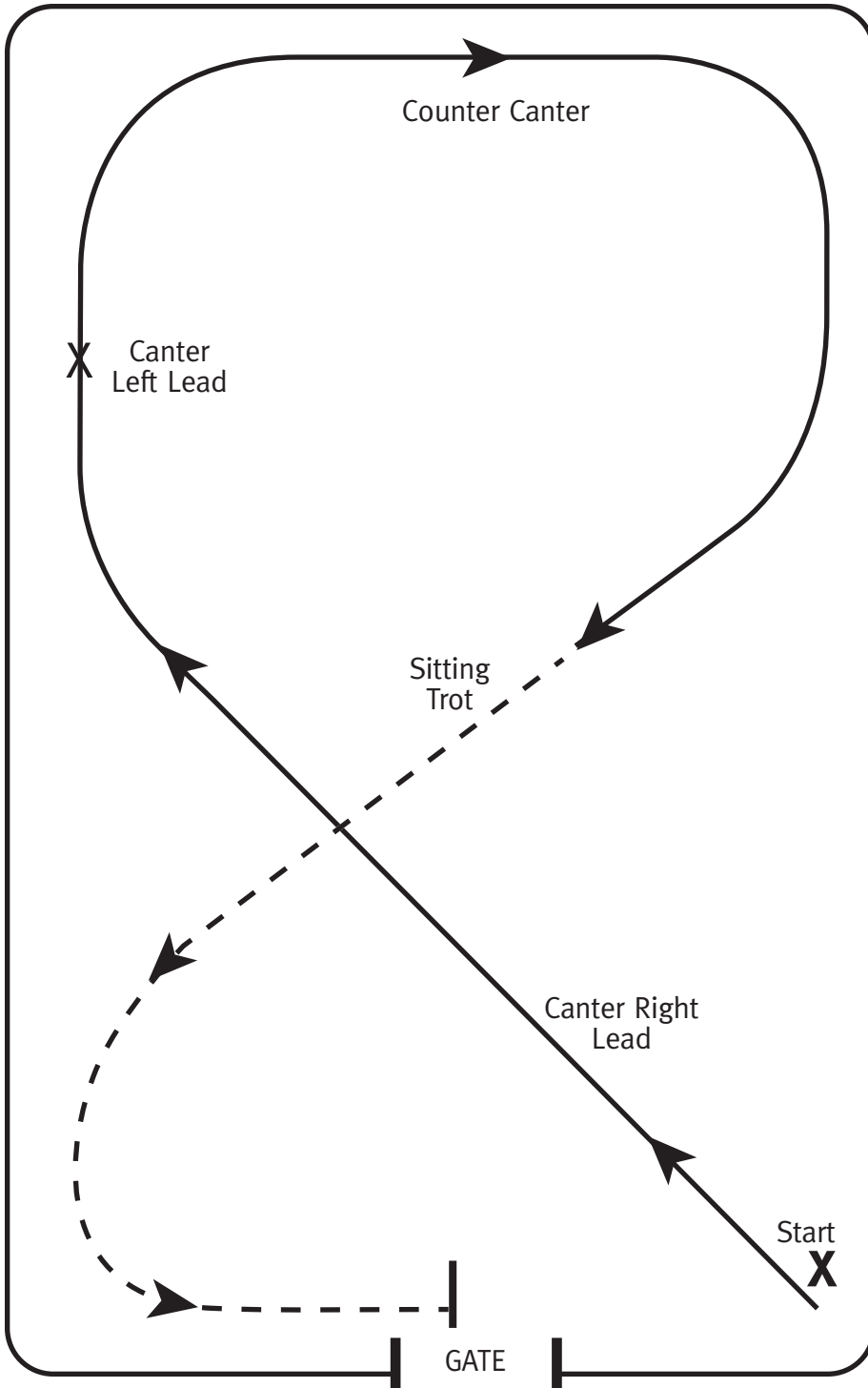
*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.

Hunter/Jumping Seat

LEVEL 3 • PATTERN VV



Walk to the starting point.

Canter right lead diagonally across arena.

Change to left lead and continue to counter canter around end of arena.

Continue diagonally across arena, transition to sitting trot and return to gate end of arena.

Halt.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.

Hunter/Jumping Seat

LEVEL 3 • PATTERN XX

Walk to the starting point.

Demonstrate a sitting trot and proceed 1/3 of the way down the rail. Pick up a posting trot on the right/correct diagonal. Halt.

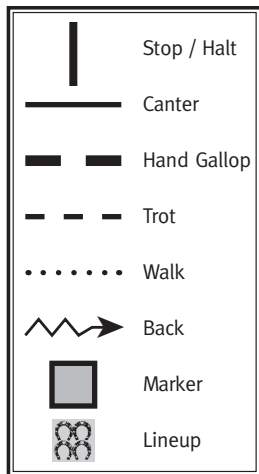
Canter a serpentine starting on the left lead demonstrate a simple or flying change of lead.

Transition to the sitting trot and perform a half circle. Halt. Turn to the left.

Canter a circle on the left lead and continue to the rail. Halt. Turn to the right.

Drop stirrups. Trot to the gate on the left diagonal. Halt and pick up stirrups.

Return to lineup or exit at a walk.



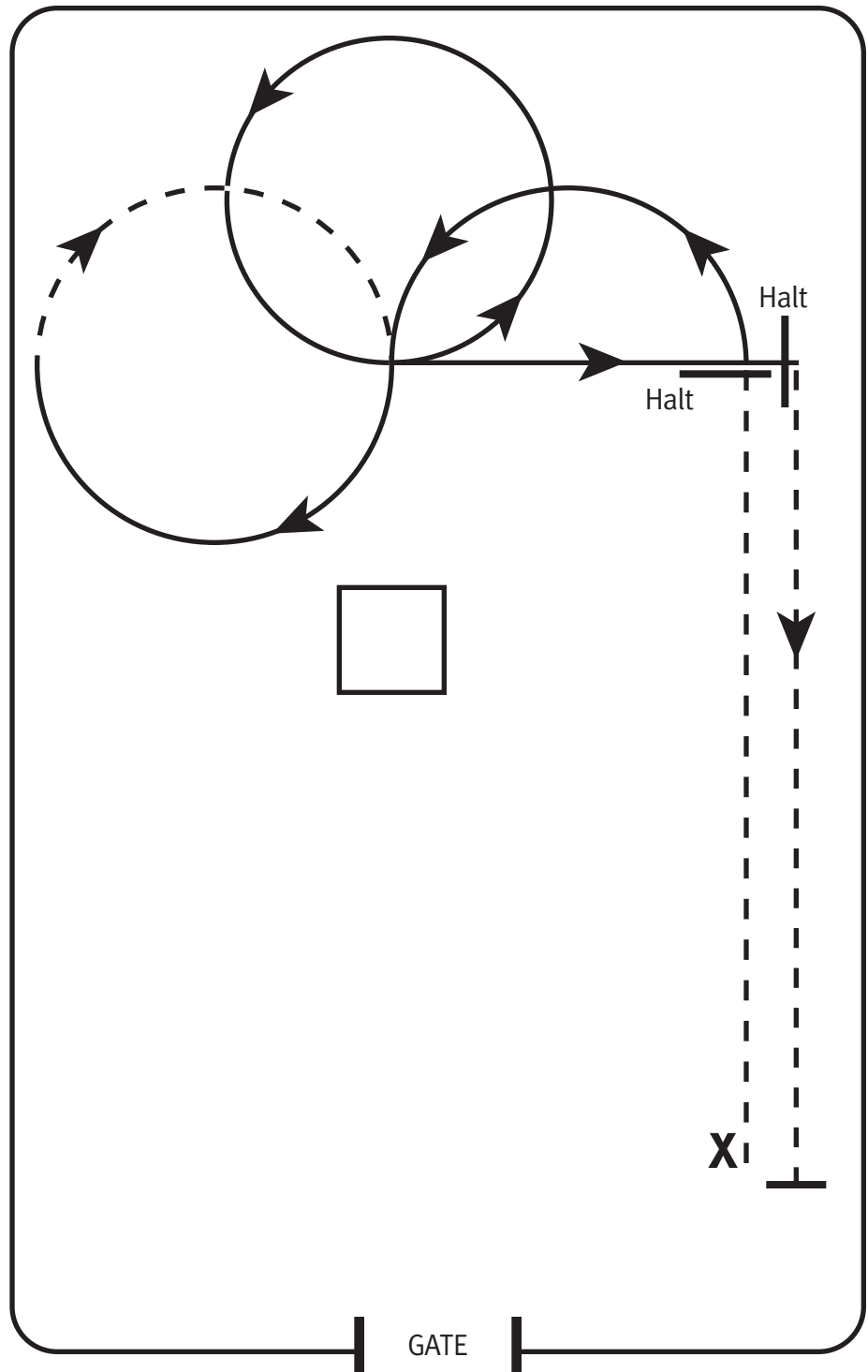
This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.



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