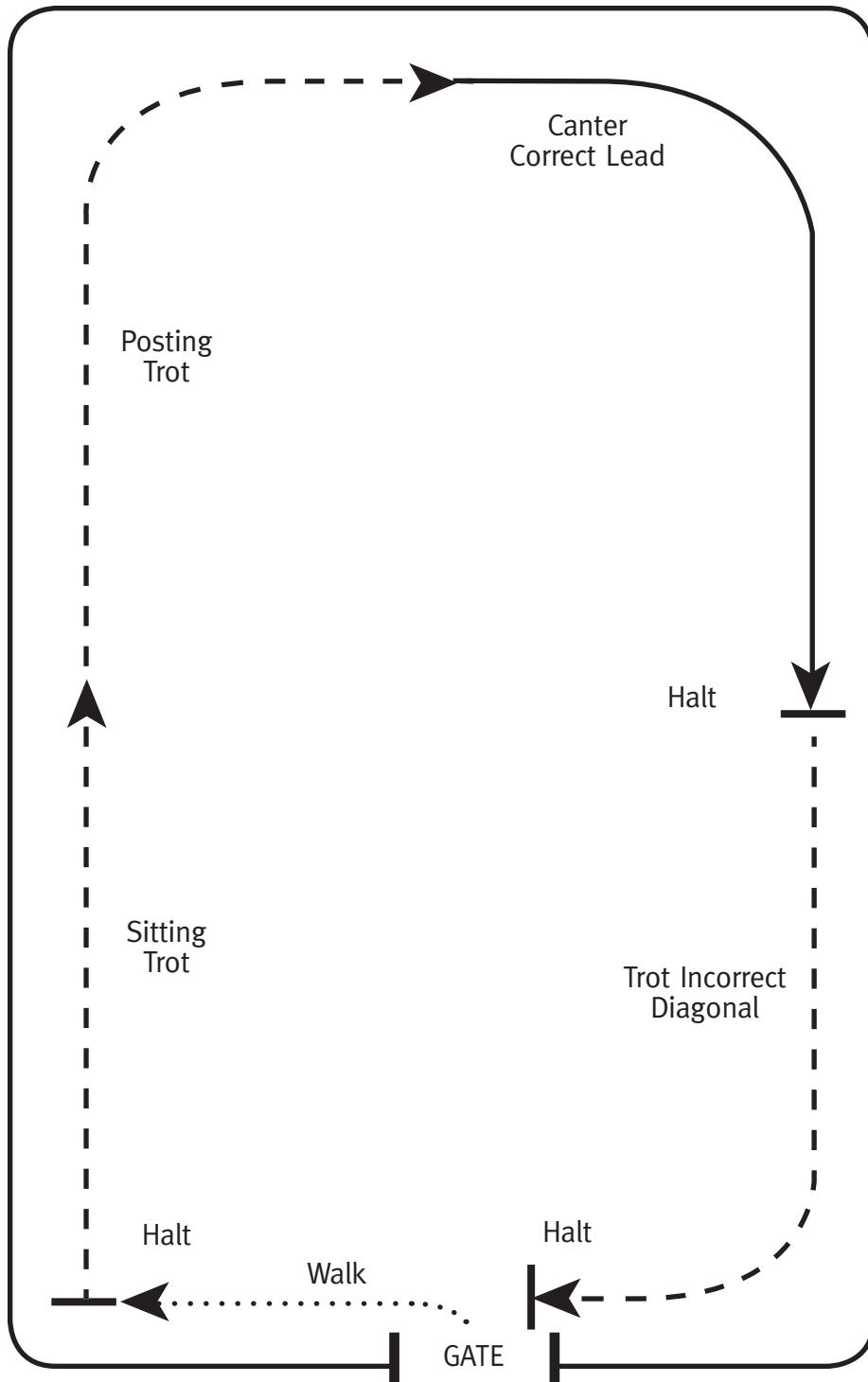


# Hunter/Jumping Seat

## LEVEL 1 • PATTERN E • EQUITATION – Tests 1,5



- Enter arena at a walk. Halt.
- Pick up a sitting trot.
- Change to posting trot, correct diagonal.
- Canter correct lead. Halt.
- Trot on the incorrect diagonal to gate.
- Halt. Exit at a walk

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup