

Horsemaster Hunt Seat Disciplined Pattern

1. Enter the arena on the rail counter clockwise at a walk.
2. Pick up the sitting trot. Continue down the rail until even with the center marker.
3. At the center marker turn left to the center of the arena.
4. At the center of the arena halt, and drop irons. Trot a figure 8.
5. Canter a figure 8.
6. Halt. Pick up irons, and perform a 450 degree turn to the right on the haunches.
7. Canter straight to the far rail and track left through the corner. Continue cantering in a diagonal line across the arena to the opposite corner, performing a lead change in the center.
8. Continue through the corner tracking to the right, cantering a diagonal line across the arena to the opposite corner performing a lead change in the center.
9. Continue through the corner tracking left. Transition into a hand gallop after the corner down the rail.
10. Halt at the end marker. Back 5 steps. Perform a 180 degree turn on the forehand to the left.
11. Trot straight down the rail in a two point position, and turn right at the corner.
12. At the center point of the far rail, move to an extended posting trot to the exit. Exit at a walk.

LEGEND

Walk
 Sitting Trot - . - . - . - . - .
 Posting Trot - - - - -
 Extended Trot - - - - -
 Canter _____
 Back: **DDDD**

GATES: Pattern drawn according to Ring B gates.
 *Judge should be seated on left rail.

