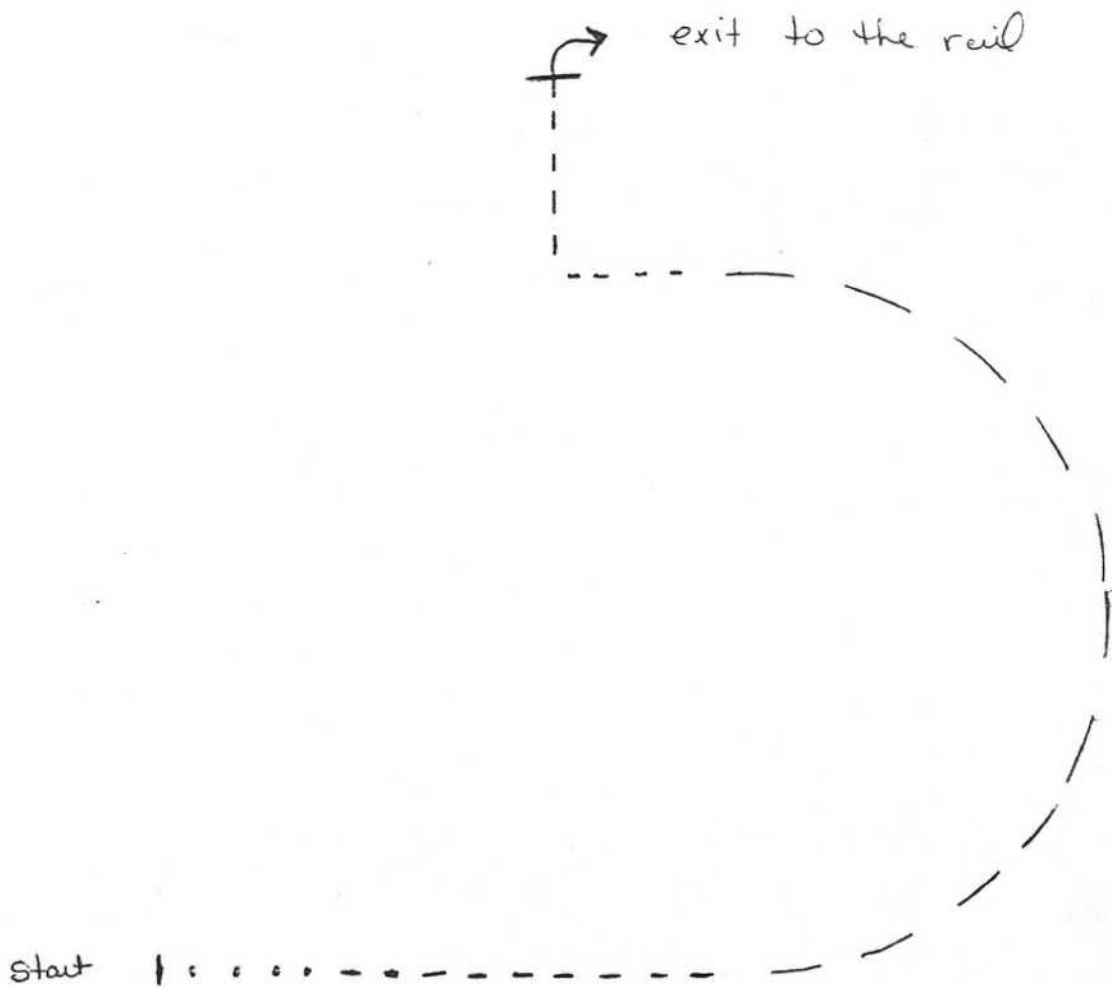


Walk / Jog      Horsemanship  
/sun



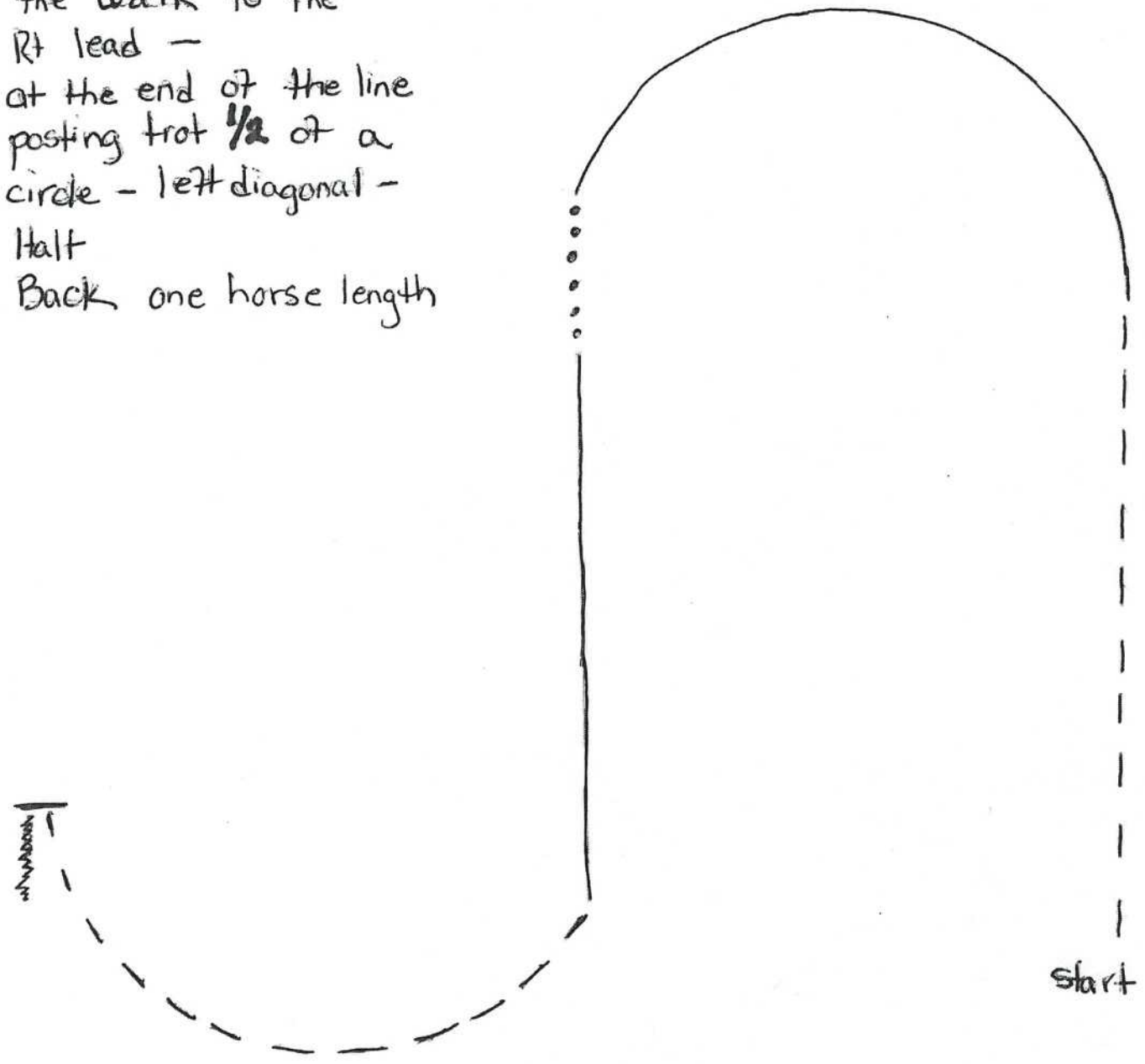
start at the walk - approx. 1 horse length  
transition to the Jog - around the  $\frac{1}{2}$   
circle - extend the Jog  
at the completion of the  $\frac{1}{2}$  circle,  
collect the Jog and corner Rt. - continue at the  
Jog - Halt - perform  $\frac{1}{4}$  turn Rt (on the haunches)  
- Pattern is complete -

Level I Hunter Seat Eq.

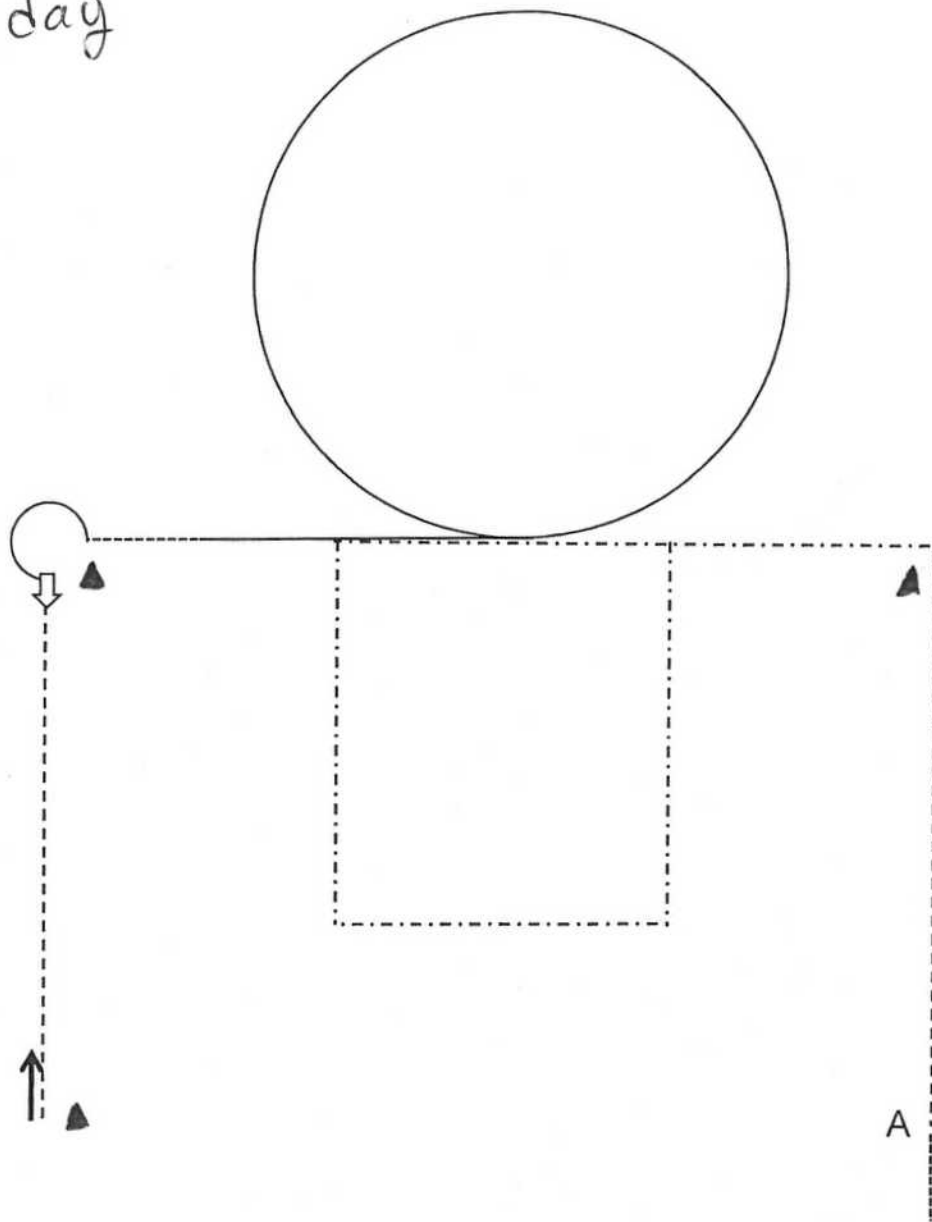
1000

Sunday

Start at the posting trot  
 Rt diagonal  
 left lead  $\frac{1}{2}$  circle  
 transition thru  
 the walk to the  
 Rt lead -  
 at the end of the line  
 posting trot  $\frac{1}{2}$  of a  
 circle - left diagonal -  
 Halt  
 Back one horse length

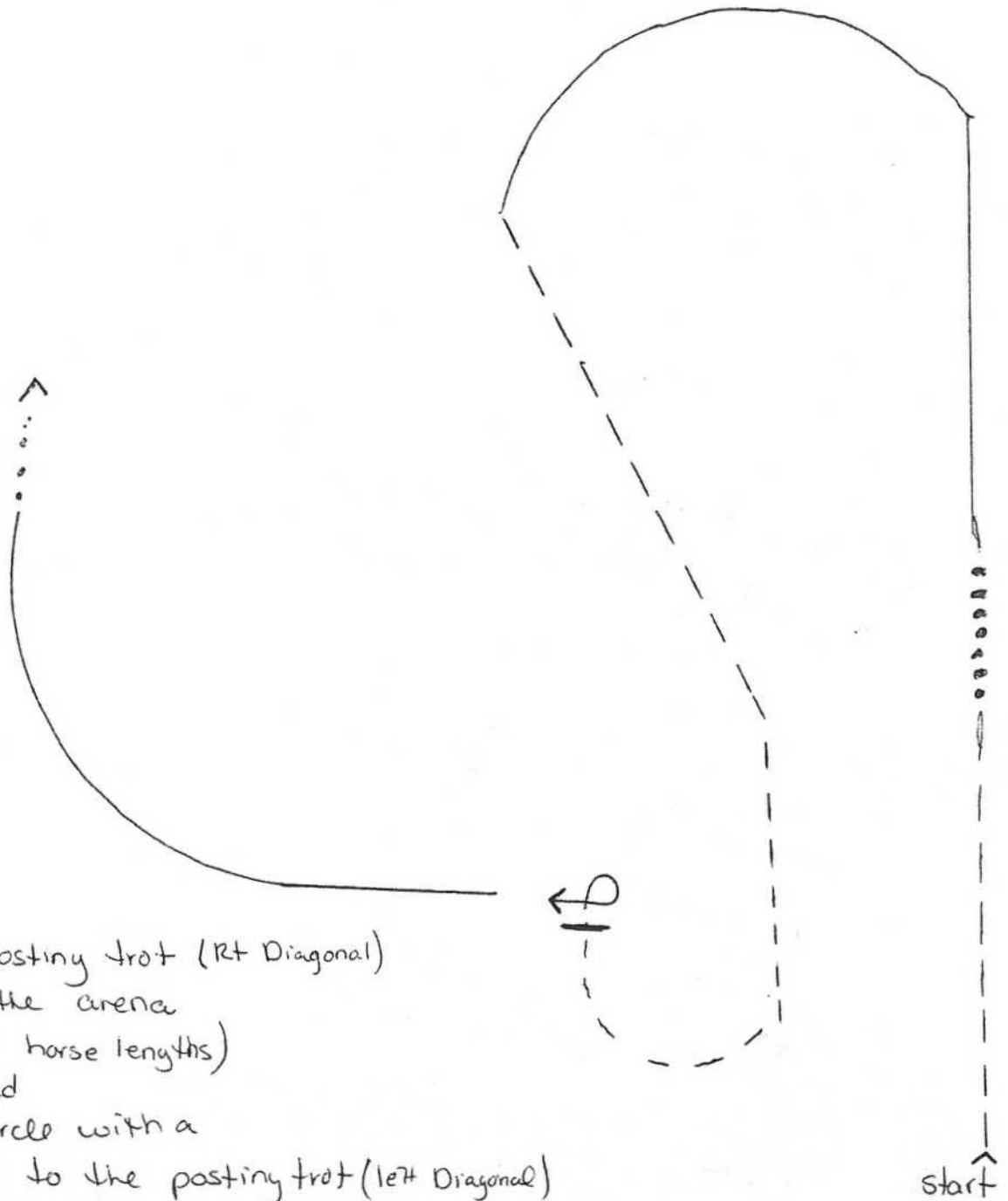


# Horsemanship Sunday



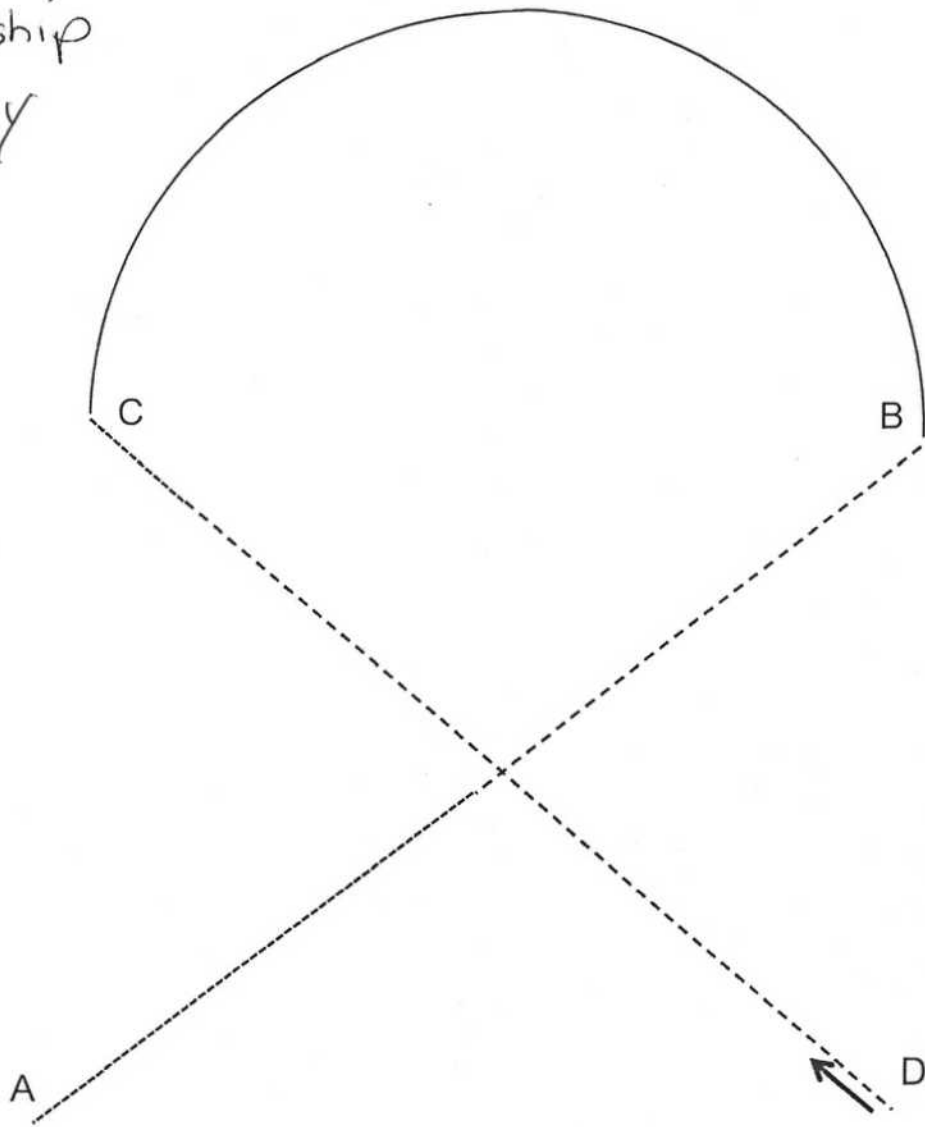
1. Walk to A
2. Pick up jog and jog a square corner
3. Extend the trot to center and in a square
4. Right lead lope circle
5. Two strides past close of circle, break to walk
6. Stop, 270 degree turn to the right
7. Jog until even with A, stop and back

Hunter Seat Eq.  
Sunday



Start at the posting trot (Rt Diagonal)  
approx. 1/2 down the arena  
walk - (about 2 horse lengths)  
canter left lead  
close the 1/2 circle with a  
down transition to the posting trot (left Diagonal)  
demonstrate the 2 lines into a tight bend  
\* as drawn \*  
Halt  
execute a Forehand turn to the Rt  
canter Rt lead 1/4 circle  
down transition to the walk - exit to the rail -

Level 1  
Horsemanship  
Sunday

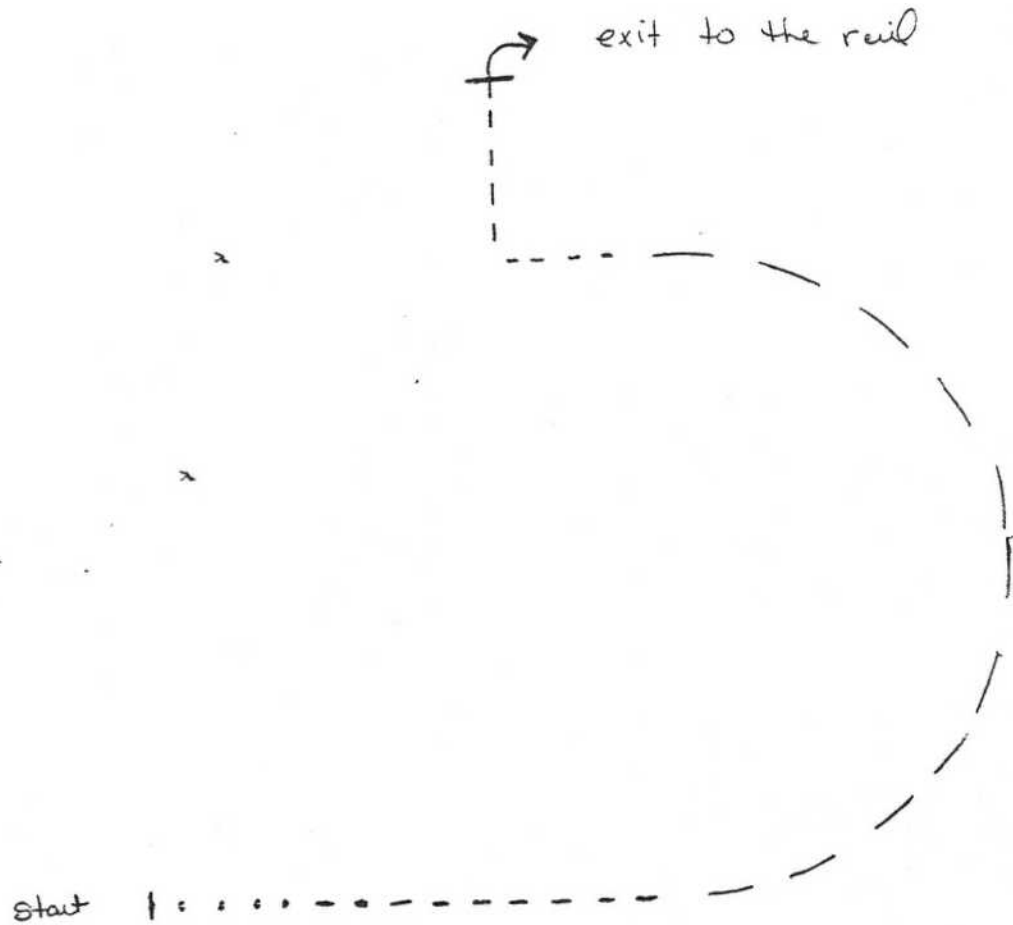


1. Walk halfway from A to B
2. Jog and continue to B
3. At B, lope left lead to C in a half circle
4. At C, break to walk and walk two horse lengths
5. Jog to D, stop and back.
6. Return to line up

Walk/Trot Eq.

Sunday

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Start at the walk  
transition into an extended trot  
as you close the  $\frac{1}{2}$  circle,  
return to the regular posting  
trot - change diagonals and  
corner Rt -

continue on the left diagonal  
approx. 2-3 horse lengths

Halt - pattern is complete —

QW ☺