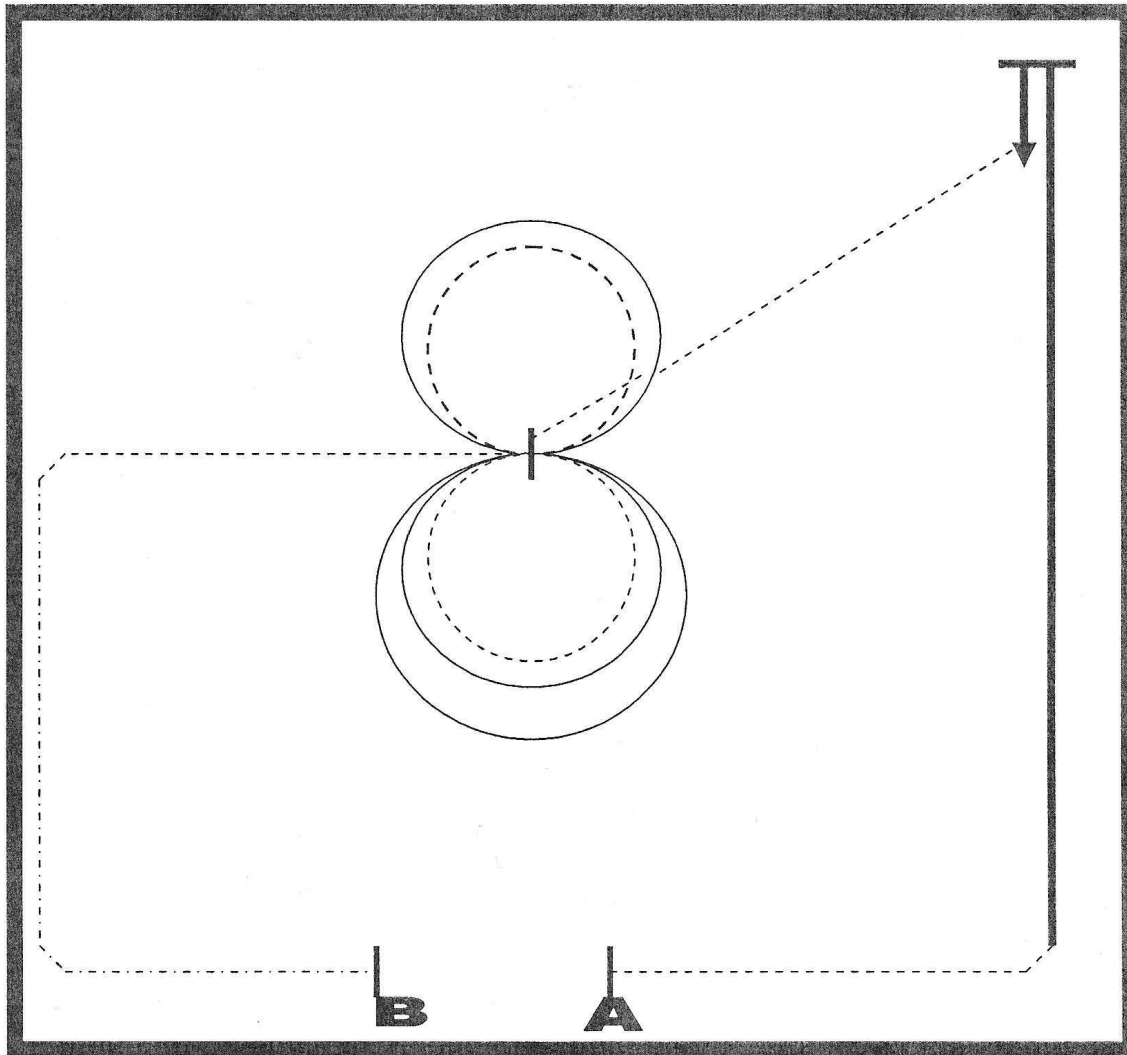
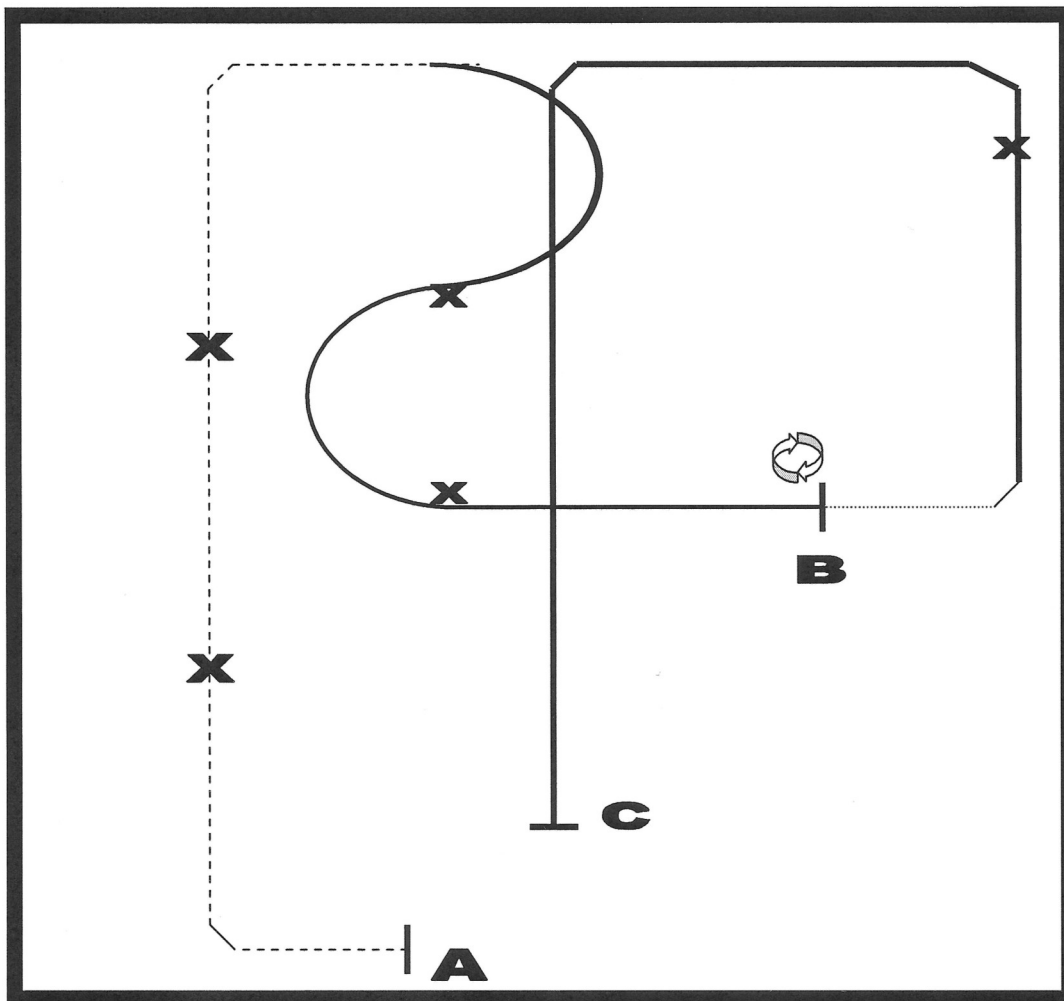


Intermediate Hunt Seat Gold Pattern #1



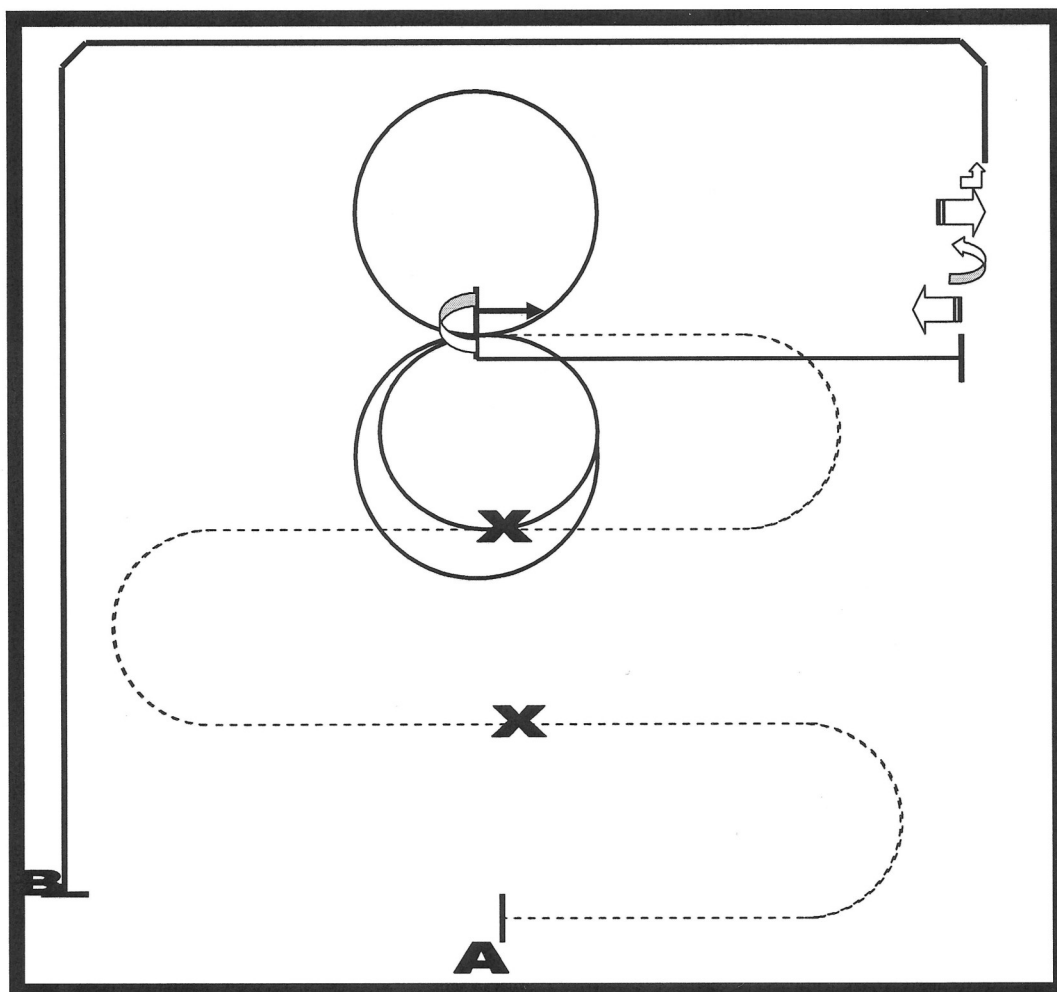
1. Wait at A, proceed at a sitting trot left track to the corner.
2. At corner begin canter on correct lead, immediately lengthen to a hand gallop along the rail.
3. Stop before the next corner; execute a 180-degree left haunch turn and back five (5) steps.
4. Do a posting trot to the middle of the arena, Halt.
5. Do right forehand turn so you face wall squarely.
6. Trot one figure 8 with diagonal changes; halt.
7. Canter figure-8 starting to the left; with flying lead changes, halt.
8. Posting trot to rail, turn left, and extend trot to cone B.
9. Halt at cone and stand for 8 seconds.
10. Wait to be excused by judge.

Intermediate Hunt Seat Gold Pattern #2



1. Wait at cone A. When acknowledged, begin a posting trot on the right track.
2. Trot down the quarter line showing two changes of diagonal.
3. At wall, break to a sitting trot and continue around corner to centerline.
4. At centerline, canter and execute a two (2) loop serpentine, demonstrating two flying lead changes on centerline; halt at cone B.
5. Stand for 6 seconds.
6. Perform a 360-degree right forehand turn.
7. Walk to rail; at rail turn left and immediately pick-up counter canter. Before corner demonstrate flying lead change.
8. After change move into a hand gallop around corner and down centerline to cone C.
9. Halt; and wait to be excused by judge.

Intermediate Hunt Seat Gold Pattern #3



1. Wait at cone A. When acknowledged pick-up a posting trot, showing correct diagonal.
2. Trot a serpentine showing two diagonal changes.
3. Halt; back 7 steps.
4. Canter a figure-8 starting to the left, demonstrating two flying lead changes.
5. Halt; execute a 180-degree right forehand turn.
6. Canter forward, stopping 15 feet from the wall.
7. Sidepass 8 steps to the left (four crossovers); execute a 180-degree right forehand turn then sidepass 8 steps (four crossover) to the right.
8. Perform a 90-degree right haunch turn
9. Pick-up a canter and immediately move into a hand gallop. Continue around corner of arena reduce gait to canter and continue to cone B.
10. Halt at B. Wait to be excused by judge.