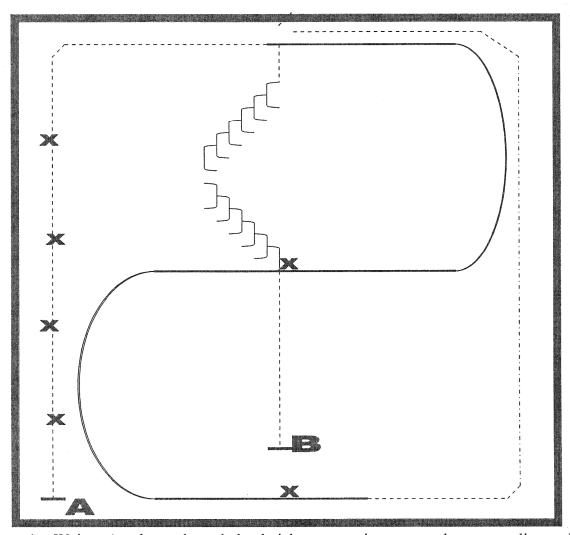
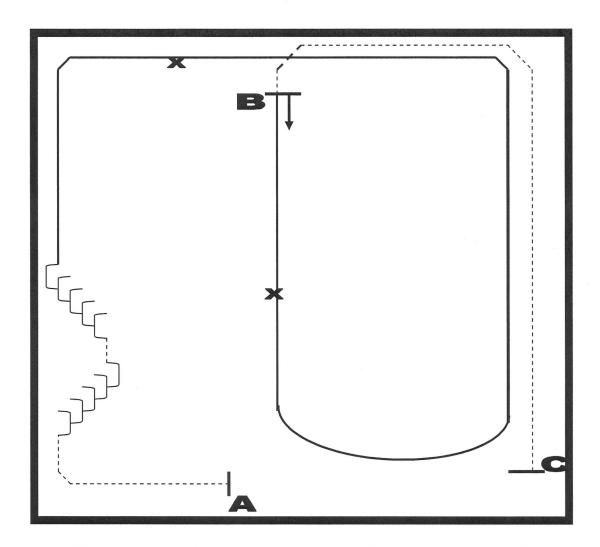
## Senior Hunt Seat Gold Pattern #1



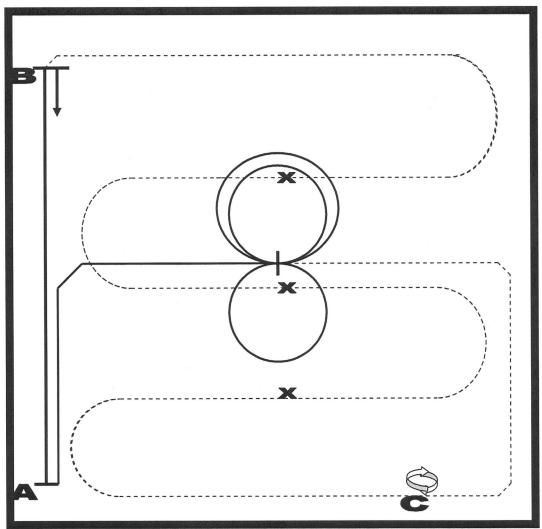
- 1. Wait at A, when acknowledged pick-up a posting trot on the correct diagonal.
- 2. Change diagonals 4 times every four (4) strides down rail; continue posting trot around arena to centerline.
- 3. At centerline pick-up a canter on correct lead and continue around to center of arena. Execute a flying lead change. Continue around arena and execute another flying lead change.
- 4. At cone B, break down to a posting trot and continue around corner. Move into an extended trot along rail, and at corner slow to a posting trot.
- 5. Continue posting trot to centerline and then begin a two-track to the right six (6) crossover, after completing, move directly into a two-track to the left six (6) crossover, coming back to centerline.
- 6. Continue posting trot to cone B. Halt.
- 7. Stand 6 seconds and wait to be dismissed by judge.

## Senior Hunt Seat Gold Pattern #2



- 1. Wait at A, when acknowledged pick-up a posting trot on the correct diagonal.
- 2. Just after corner two-track off wall five ((5) crossover steps, after completing two-track five (5) crossovers back on the rail.
- 3. After completing two-tracks pick-up counter canter (left lead), around corner demonstrate a flying lead change.
- 4. At corner move into a hand gallop down the length of the rail, collect canter at corner.
- 5. Canter down middle of arena and demonstrate a flying lead change.
- 6. Halt at B. Back 9 steps and drop irons.
- 7. Pick-up a posting trot right track down the length of the arena.
- 8. Halt at C. Pick-up your irons and wait to be excused by judge.

## Senior Hunt Seat Gold Pattern #3



- 1. Wait at A,
- 2. When acknowledged pick-up a canter, hand gallop down the rail to cone B.
- 3. Halt. Back four (4) steps and drop your irons.
- 4. Post the trot in a serpentine with three diagonal changes.
- 5. Halt at cone C. Pick-up irons. Execute a 360-degree right forehand turn.
- 6. Pick-up a posting trot to the wall, track left. Continue trot to center of arena. Halt.
- 7. Canter one figure-8 starting to the right, showing two flying lead changes. Continue out of figure-8 to wall and continue to cone A.
- 8. Halt, and wait to be excused by judge.