1. Wait at A.
2. When acknowledged proceed to at a walk on the right track.
3. At B, Halt. Back 5 steps.
4. Pick-up a sitting trot and trot around corner.
5. At C, pick-up posting trot showing correct diagonal. Halt at D.
6. Reverse at the walk. Pick-up canter and showing correct lead and return down rail to C.
7. Halt. Address judge and wait to be excused.
Intermediate Hunt Seat Bronze Pattern #2

1. Wait at A.
2. When acknowledged pick-up a sitting trot and trot halfway down arena.
3. Pick-up a posting trot and trot 1 figure 8, starting to the right, showing 1 diagonal change.
5. Canter 1 figure-8, (starting to the right) showing 1 simple lead change. Halt.
6. Pick-up a posting trot and trot to far wall on left track, showing correct diagonal. Trot down wall to B.
7. Halt. Address judge and wait to be excused.
1. Wait at A.
2. When acknowledged proceed at a sitting trot down the rail halfway. Halt.
3. Pick-up a canter showing correct lead and canter to center of figure-8. Halt
4. Execute a 90-degree right haunch turn.
5. Canter a figure-8, starting to the left, showing a simple lead change. Halt.
6. Back 5 steps and close.
7. Pick-up a posting trot and trot to wall showing correct diagonal.
8. Continue down rail showing 3 diagonal changes.
9. Halt at B. Address judge and wait to be excused.
1. Wait at A.
2. When acknowledged pick-up a sitting trot, and trot down the rail to the end of the ring stopping in enter of center of figure-8.
3. Trot 1 figure-8 at a sitting trot.
4. Pick-up a posting trot and trot one figure-8 starting to the right showing one diagonal change.
5. Halt. Back 5 steps and close.
6. Turn a right 180-degree forehand turn.
7. Pick-up a canter showing correct lead and canter to rail.
8. After corner of rail hand gallop.
9. Halt. Address judge and wait to be excused.
Intermediate Hunt Seat Silver Pattern #2

1. Wait at A.
2. When acknowledged, pick-up a sitting trot and trot half way down arena.
3. Pick-up a posting trot and do 1 figure-8 starting to the left, showing diagonal change. Halt.
4. Back 6 steps and close.
5. Canter one figure-8 1 figure-8, to the left, showing a simple lead change. Halt.
6. Pick-up a posting trot left diagonal, halfway to B, change diagonal.
7. Halt at B.
8. Address judge and wait to be excused.
1. Wait at A,
2. When acknowledged pick-up a posting trot on the correct diagonal.
3. Trot a serpentine to the end of the arena showing three diagonal changes.
5. Canter down center of arena showing 1 simple lead change,
6. Halt. Perform a 90-degree left forehand turn.
7. Execute 1 circle at the sitting trot.
8. Halt. Address judge, and wait to be excused.
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. Trot one figure 8 with diagonal changes; halt.
6. Canter figure-8 starting to the left; with flying lead changes, halt.
7. Posting trot to rail, turn left, and extend trot to cone B.
8. Halt at cone and stand for 8 seconds.
9. Wait to be excused by judge.
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.
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.