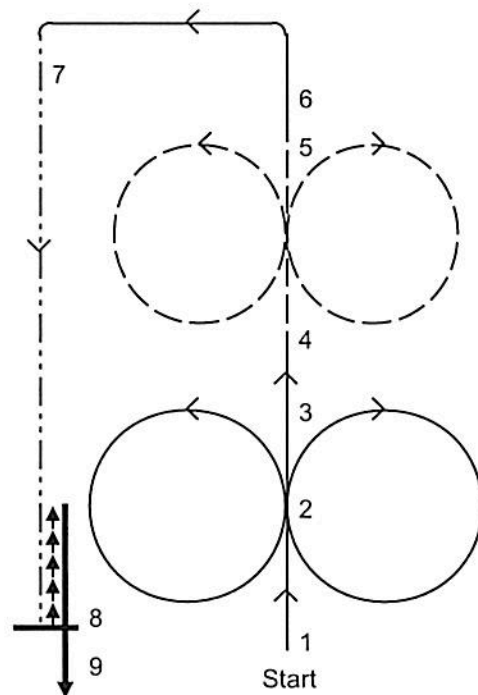


HUNT SEAT FLAT**BRONZE MEDAL****PATTERN # 1**

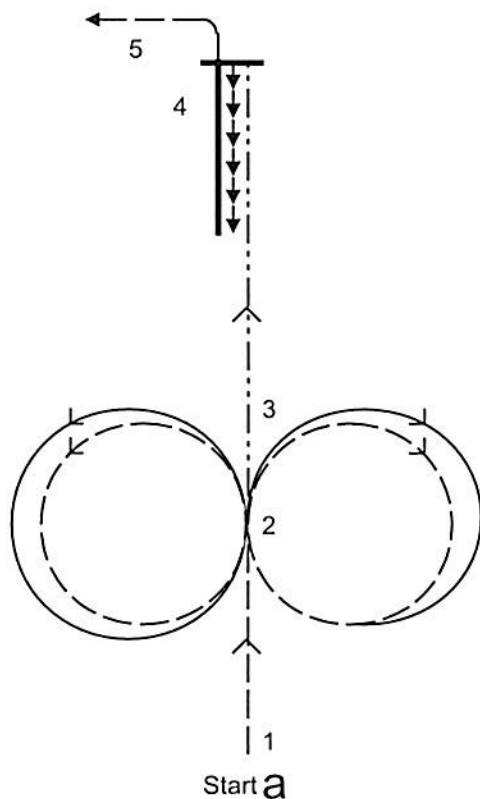
Start pattern at rail

1. Canter from line on right lead.
2. Demonstrate a figure eight with one simple change of lead.
3. Continue cantering up center of arena.
4. Transition to a trot; demonstrate one figure eight at the trot showing change of diagonal.
5. Continue trotting out of figure eight.
6. Transition to a canter, at end of arena; turn left.
7. Increase speed of canter to a hand gallop.
8. Pull up and halt (4-6 seconds) then back five steps.
9. Return to line at the walk.

**HUNT SEAT FLAT****BRONZE MEDAL****PATTERN # 2**

Start pattern at center of rail.

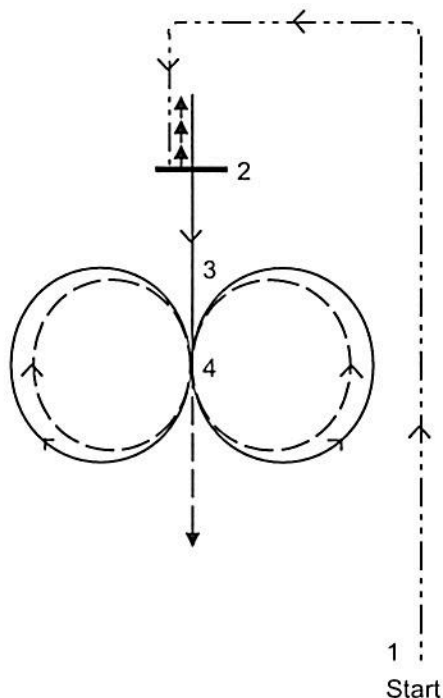
1. Trot a figure eight showing one diagonal change.
2. Canter a figure eight demonstrating one simple change of lead.
3. Hand gallop up center and halt (4-6 seconds).
4. Back six steps then step forward.
5. Return to line at the trot.



HUNT SEAT FLAT**BRONZE MEDAL****PATTERN # 3**

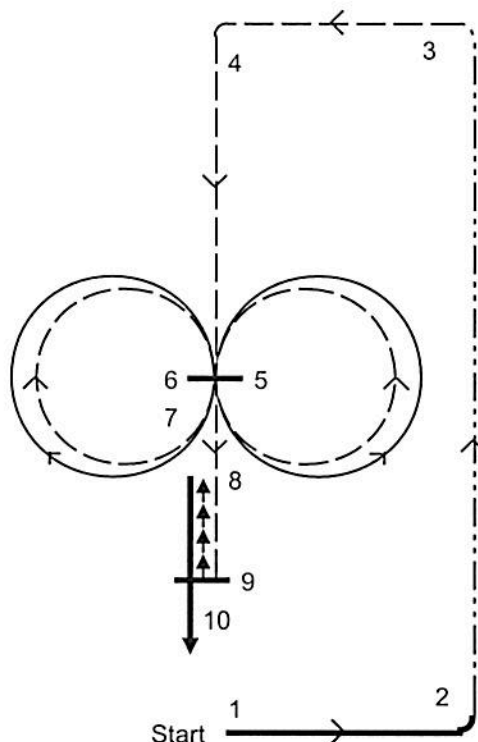
Start pattern at the rail

1. Hand gallop down the rail, around the end of the arena, and turn down center.
2. 1/4 ways down the center, halt (4-6 seconds) and back three steps.
3. Pick up left lead and canter a figure eight demonstrating one simple change of lead.
4. Trot a figure eight with one change of diagonal.
5. Trot out of figure eight and return to line.

**HUNT SEAT FLAT****BRONZE MEDAL****PATTERN # 4**

Start pattern at center rail.

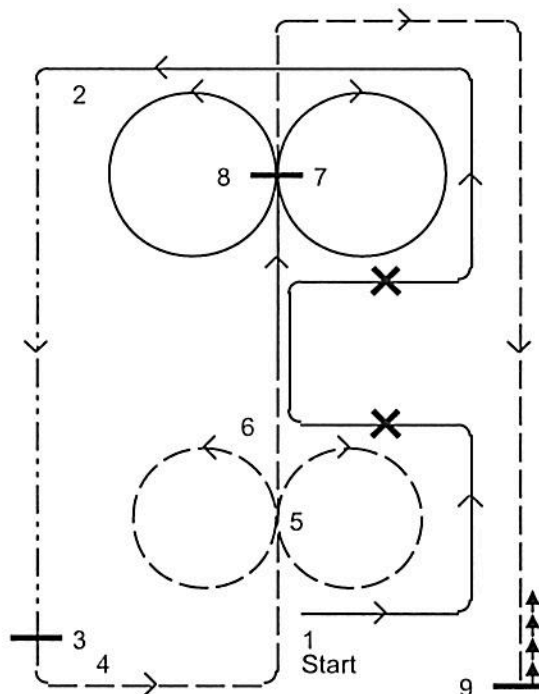
1. Walk from line and turn right to the rail.
2. Transition to canter and increase speed to hand gallop.
3. Turn left and transition to trot.
4. At mid rail, turn left and continue trotting to center of eight.
5. Halt (4-6 seconds).
6. Trot a figure eight showing one diagonal change. Halt.
7. Canter a figure eight showing one simple change of lead.
8. Trot out of figure eight.
9. Halt. Back four steps then step forward. Halt
10. Return to line at the walk.



HUNT SEAT FLAT**SILVER MEDAL****PATTERN # 1**

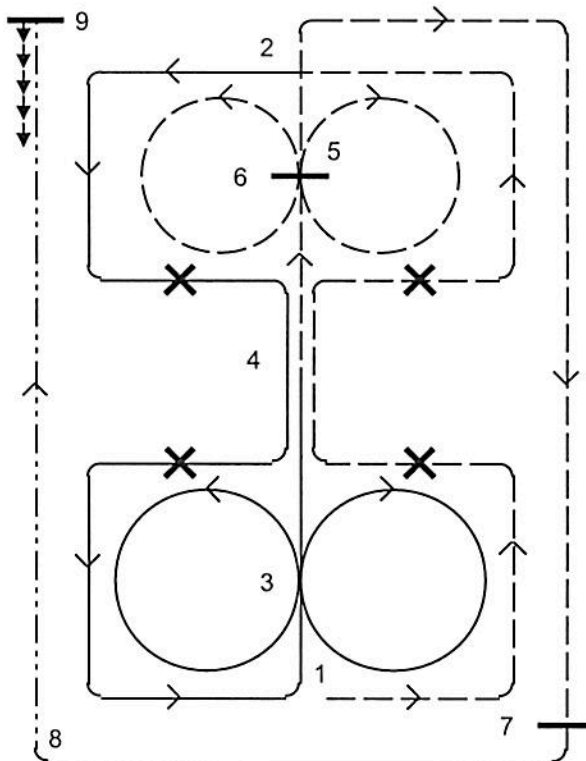
Start pattern at rail

1. Canter a serpentine with two simple lead changes.
2. Continue canter around end of arena and increase speed to hand gallop.
3. Pull up and halt (4-6 seconds)
4. Pick up trot and trot down center of arena.
5. Trot a figure eight with one change of diagonal.
6. Trot out of eight. Half way up center, pick up a canter on the right lead.
7. Canter a figure eight with one simple or flying change of lead.
8. Stop. Drop stirrups. Pick up trot and track right.
9. Stop. Pick up stirrups and back four steps. Return to line

**HUNT SEAT FLAT****SILVER MEDAL****PATTERN # 2**

Start pattern at center rail

1. Trot a serpentine with two diagonal changes.
2. Pick up canter and execute a serpentine with two simple lead changes.
3. Turn up center of arena and perform a figure eight with a simple or flying lead change.
4. Half way up the arena transition to a trot.
5. Trot a figure eight with one diagonal change.
6. Stop. Drop stirrups. Pick up a trot and track right.
7. Stop. Pick up stirrups and canter.
8. Increase speed to a hand gallop.
9. Pull up and halt (4-6 seconds). Back five steps. Return to line



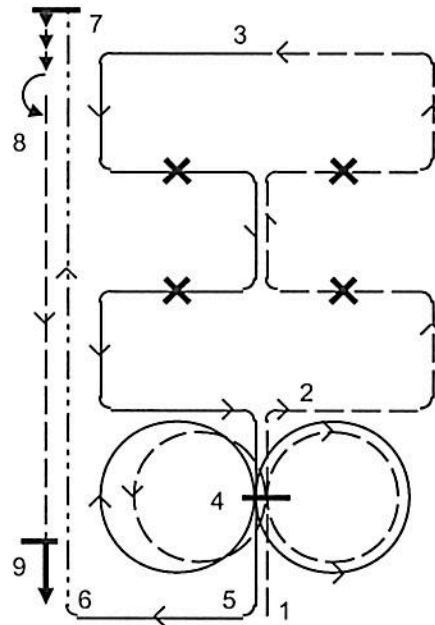
HUNT SEAT FLAT

SILVER MEDAL

PATTERN # 3

Start pattern at center rail

1. Trot a figure eight showing one change of diagonal. Halt.
2. Trot a serpentine with two diagonal changes.
3. Canter a serpentine with two simple lead changes,
4. Canter a figure eight with one simple or flying lead change.
5. Continue out of eight and turn right.
6. At corner increase speed to a hand gallop.
7. Pull up and halt (4-6 seconds). Back three steps.
8. Execute a 180-degree turn on the forehand to the left. Drop stirrups and pick up a trot.
9. Stop. Pick up stirrups. Return to line at the walk.

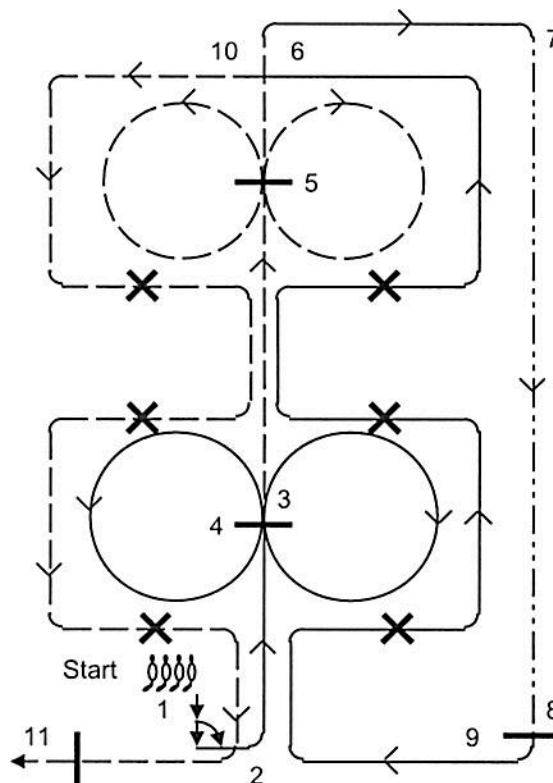


HUNT SEAT FLAT

SILVER MEDAL

PATTERN # 4

1. Back out of line then execute a 90-degree turn on the forehand.
2. Pick up canter and turn up center of arena
3. Canter a figure eight with one simple or flying lead change.
4. Stop. Drop stirrups and pick up trot on either diagonal.
5. Stop. Pick up stirrups and trot a figure eight with one diagonal change.
6. Trot about 20 feet out of figure eight and pick up canter on right lead. Continue around corner.
7. Increase speed to hand gallop down rail,
8. Pull up and halt (4-6 seconds)
9. Canter a four loop serpentine with three simple lead changes.
10. Transition to trot and trot a four loop serpentine with three diagonal changes
11. Stop. Return to line at a trot.



HUNT SEAT FLAT GOLD MEDAL REQUIREMENTS

For Hunt Seat Flat, each contestant shall perform a demonstration pattern of not less than three minutes or more than four minutes. Pattern must include at least one item from each of the first five sets listed below. Tests may be performed in any order and may be repeated. Contestants must prepare and provide at least two copies of the pattern he/she plans to demonstrate in writing, to be turned in for approval to the show office at time of registration. The pattern should be the member's original design. It should not be the same pattern as any pattern included in the Rules/Medals publications or posted before or at the show. Medals coordinator or his/her designee shall verify that all elements are included. The judge may ask for additional tests.

SET 1

- ☐ Halt (4-6 seconds).
- ☐ Back up to eight steps.
- ☐ Hand gallop and halt.

SET 2

- ☐ Figure eight(s) at a trot, demonstrating change of diagonals.
- ☐ Serpentine at a trot, demonstrating change of diagonals.
- ☐ Trot down center of arena or down rail demonstrating change of diagonals.

SET 3

- ☐ Figure eight(s) at a canter demonstrating simple changes of lead.
- ☐ Serpentine at a canter demonstrating simple changes of lead.
- ☐ Canter down center of arena demonstrating simple lead change.

SET 4

- ☐ Figure eight(s) at a canter demonstrating flying changes of lead.
- ☐ Serpentine at a canter demonstrating flying changes of lead.
- ☐ Canter down center of arena demonstrating flying lead change.

SET 5

- ☐ Execute half turns on the haunches.
- ☐ Execute half turns on the forehand.
- ☐ Canter on counter lead.

OPTIONAL

- ☐ Ride without stirrups or drop and pick-up stirrups.

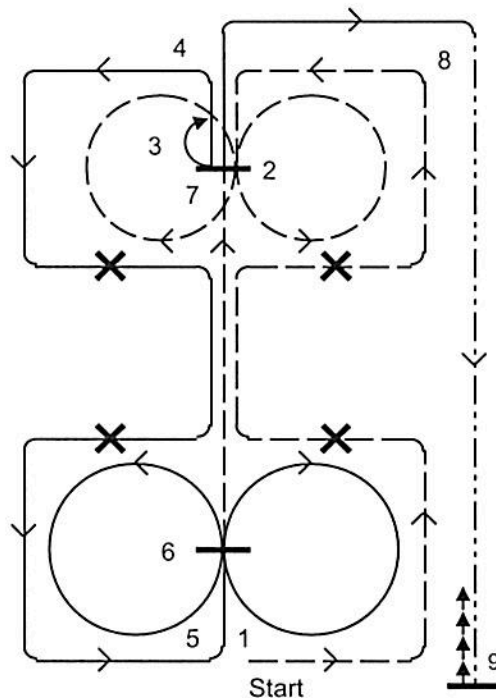
Notes:

HUNT SEAT FLAT

SUPREME AWARD

PATTERN # 1

1. Trot a serpentine with two diagonal changes.
2. Trot a figure eight with one diagonal change.
3. Stop. Do a 180-degree turn.
4. Pick up canter and canter a serpentine with two flying lead changes.
5. Turn up center and canter a figure eight with one simple change of lead.
6. Stop. Drop irons and trot up center of arena.
7. Stop. Pick up irons and canter on right lead (track).
8. Increase speed to hand gallop.
9. Pull and halt (4-6 seconds) and back four steps return to line.



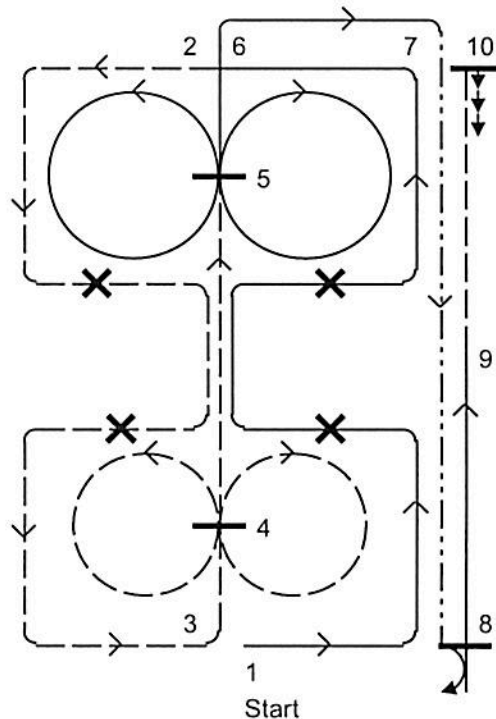
HUNT SEAT FLAT

SUPREME AWARD

PATTERN # 2

Start at center rail.

1. Canter a serpentine with two flying lead changes.
2. Trot a serpentine with two diagonal changes.
3. Turn up center and trot a figure eight with one diagonal change.
4. Stop. Drop stirrups and trot down center.
5. Stop. Pick up stirrups and canter a figure eight with one simple change.
6. Continue out of figure eight and track right.
7. Increase speed to hand gallop.
8. Pull up and halt (4-6 seconds). Execute a forehand turn to the left.
9. Pick up right lead and at halfway point transition to sitting trot.
10. Pull up and halt (4-6 seconds). Then back three steps.



HUNT SEAT FLAT

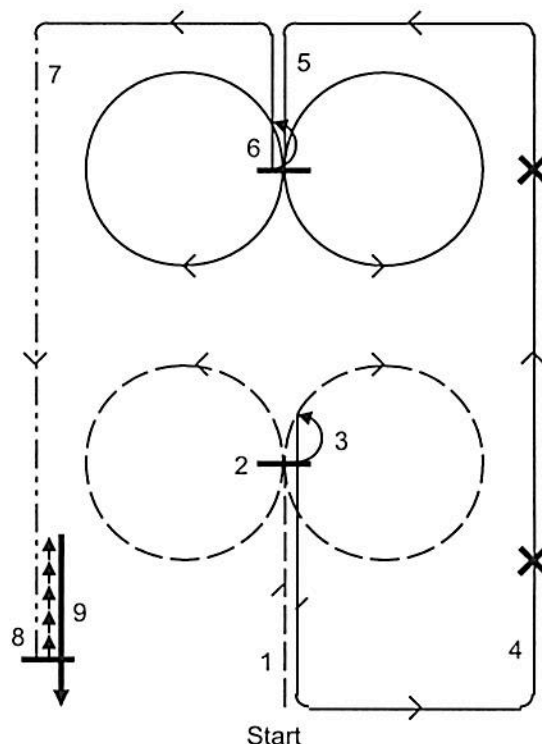
SUPREME AWARD

PATTERN # 3

Start pattern at center of arena.

1. Trot up center at the sitting trot.
2. Stop. Drop irons and trot a figure eight with one diagonal change.
3. Stop. Pick up irons. Execute a 180-degree forehand turn to the right and pick up canter on left lead and track left.
4. Execute two lead changes down the rail.
5. Turn down center of arena and canter a figure eight with one flying lead change.
6. Stop. Execute a 180-degree turn on the haunches to the left and pick up canter on left lead and track left.
7. Increase speed to hand gallop.
8. Pull up and halt
9. Back five steps.

Return to line at the walk.



HUNT SEAT FLAT

SUPREME AWARD

PATTERN #4

1. Enter working trot, at 1 extend the trot down the rail.
2. Pick up canter, canter serpentine with two flying lead changes.
3. Hand gallop down the rail. Working canter before corner.
4. Drop to trot and trot serpentine with two diagonal changes.
5. Extend the trot across the arena.
6. Pick up canter and canter around end of arena and into center.
7. Demonstrate one figure 8 with two flying lead changes.
8. Trot to end and halt.
9. Back one horse length.

