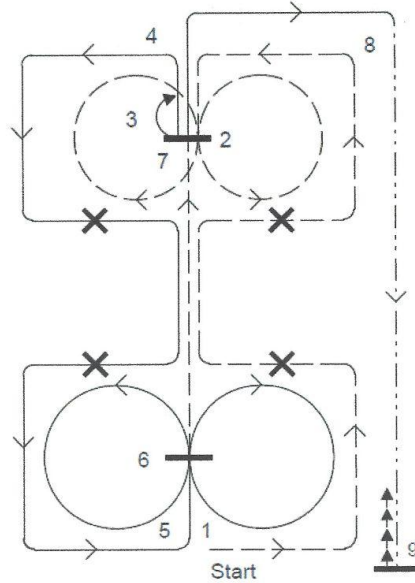


HUNT SEAT FLAT

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. *- PPF*
4. Pick up canter and canter a serpentine with two flying lead changes. *1) stop Δ 2) sample*
5. Turn up center and canter a figure eight with one simple change of lead. *Handy pony +*
6. Stop. Drop irons and trot up center of arena. *T X*
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.



Rider # 358

Comments: more fwd

Point: YES

NO *H. Lyko*

Judges Signature: _____

323

5) Canter around end of arena. Serpentine Showing 2 Plying Changes

7) walk a Square Corner

8) 270° left haunch trot 1/2 way to start

4) Canter fig. 8 With 2 simple lead changes

3) Trot out of figure 8. Pick up Canter

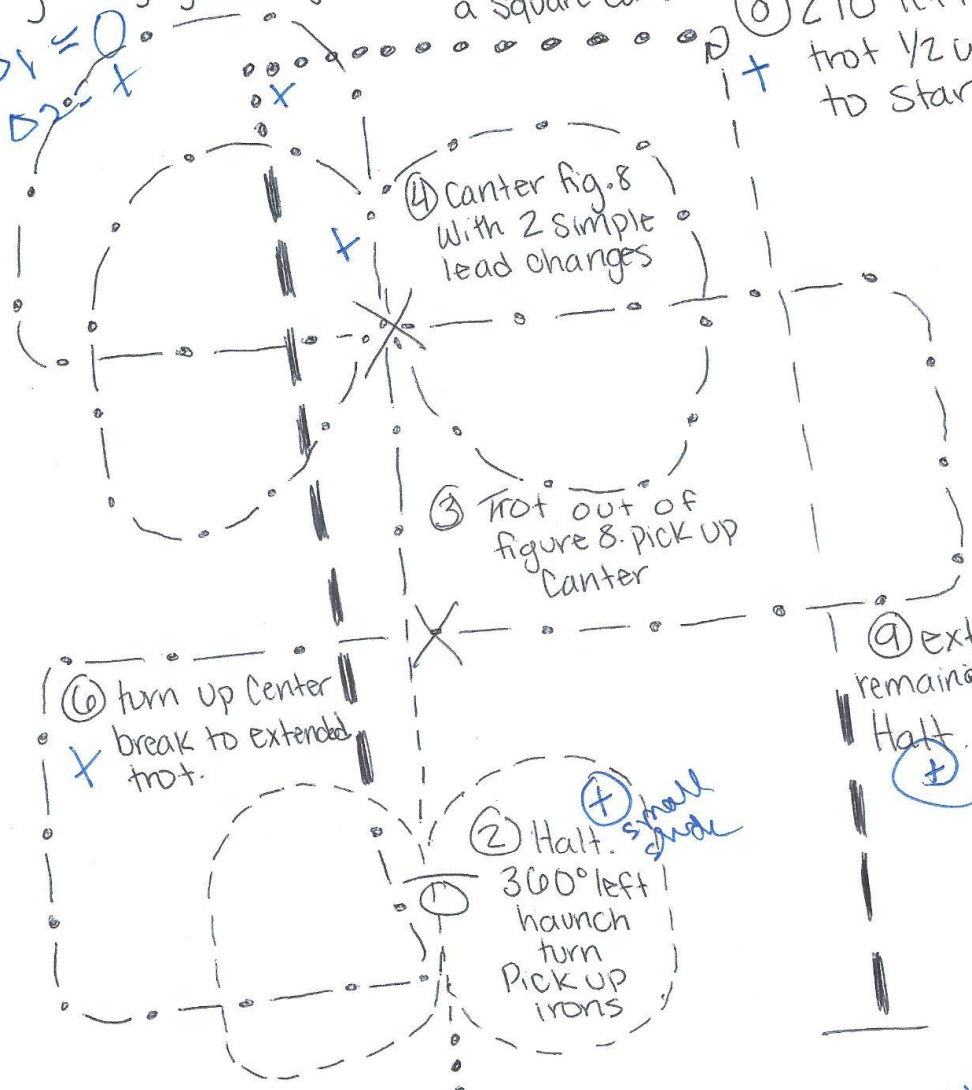
6) turn up Center break to extended trot.

9) extend ^{trot} remaining 1/2. Halt.

2) Halt. ^{small stride} 300° left haunch turn Pick up irons

1) Drop irons. walk to center of figure 8. Begin trot figure 8 ^{Brake}

01 = 0
02 = +



OK BX

Gold medal score sheet

HS

Rider # 323

Comments: see notes

Medal: YES NO

Judges Signature: K. Gyles

English Huntseat Equitation - Intermediates

High Blue = 100% - 92% (Enters Medal Program) Blue = 92% - 85% Red = 84% - 70% White = 70% -

#	Comments	Danish	Score	Placing
-217	try not to look down for diagonals.	B		1
218				
-207	no droopy reins. ✓	R		5
208				
-214	broke @ canter. Work for quieter legs. avoid droopy reins. lost stirrup.	W		7
-225	nice job trying to maintain horse's focus.	R		6
-231 231	work for deeper heels. Quiet legs Broke @ canter.	B		3
-235	need to pull legs back.	R		4
-212	proper position.	B		2
224	make sure hair doesn't cover #. No trot. No canter.	W		8

