Huntseat Equitation - Novice $\omega \top$

	High Blue = 100% - 92% Blue = 91% - 85% Red = 84% - 70% White = 69%-			
#	Comments	Score	Danish	Placing
55	Work on diagonals Quite hands Heels down him body position	. 86	B	ĵ.
			, ,	
			,	

Huntseat Equitation - Juniors

High Blue = 100% - 92% (Enters Medal Program) Blue = 91% - 85% Red = 84% - 70% White = 69%-

#	High Blue = 100% - 92% (Enters Medal Program) Blue = 91% - 85% Re Comments	Scoro	l	Placing
	Use sent to walk don't leanback	88	B	2
105				
116	Quiller leg Less shoulder movement	85	B	1
	A.Y			

Huntseat Equitation - Intermediates

High Blue = 100% - 92% (Enters Medal Program) Blue = 91% - 85% Red = 84% - 70% White = 69%-Score Danish Placing # **Comments** Legs More Flind Chest 86 215 BILLIW Relax 225 hesterad Nice ride 206 90 Bends elbows Sit (canter) WIL 70 212 Tight in knee 268 88 Grey Hands W/L 11 244 Leg back. Sit Odeeper in conter Buck 7.4 241 - Banc Kicked No canter the torse being naughty

Huntseat Equitation - Seniors

High Blue = 100% - 92% (Enters Medal Program) Blue = 91% - 85% Red = 84% - 70% White = 69%-

	High Blue = 100% - 92% (Enters Medal Program) Blue = 91% - 85% R	Cacac	Danish	Dlacing
#	Comments	Score	Danish	Placing
343				
Don	5 houlders		3	4
335			J	
ુજ ^ત 364			B	
364			2	
BIK			B	3
305				
ARRI			R	Z
329				

HUNT SEAT FLAT

BRONZE MEDAL

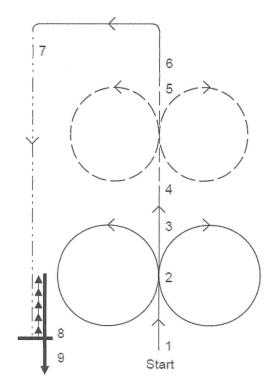
PATTERN #1

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.

206

- 8. Pull up and halt (4-6 seconds) then back five steps.
- 9. Return to line at the walk.



Rider #_	200			
Commen	ts:		,	
para está contrativamento por la acidade en La cua persona servicio de la contrativa de la				
Consequence of the second consequence of the				
Medal:	YES	(NO)		
Judges S	ignature:	PIT		

HUNT SEAT FLAT

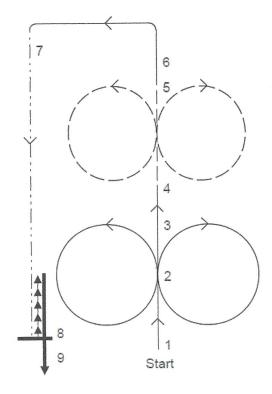
BRONZE MEDAL

PATTERN #1

Start pattern at rail

LU.

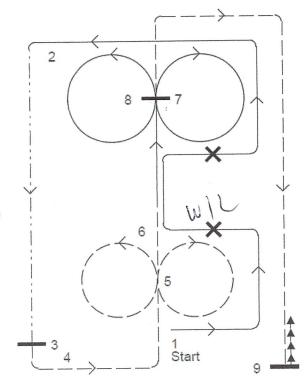
- 1. Canter from line on right lead.
- 2. Demonstrate a figure eight with one simple change of lead.
- 3. Continue cantering up center of arena.
- Transition to a trot; demonstrate one figure eight at the trot showing change of diagonal.
- 5. Continue trotting out of figure eight.
- 6. Transition to 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.



Rider#_	215	and the state of t		
Commen	ts:			
Egypticus de la companya de la compa				
				anne en voca de la companie de la c
Management of the second secon		,		Makeur Market Section (Market Section)
Medal:	YES	(NO)		
Judges S	Signature:	PJK		

Start pattern at rail

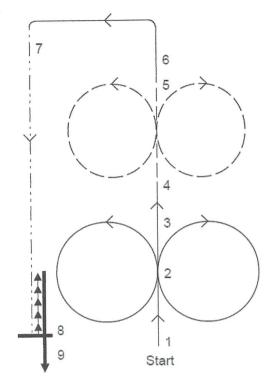
- 1. Canter a serpentine with two simple lead changes.
- Continue canter around end of arena and increase speed to hand gallop.
- 3. Pull up and halt (4-6 seconds)
- 4. Pick up trot and trot down center of arena.
- 5. Trot a figure eight with one change of diagonal.
- 6. Trot out of eight. Half way up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



Rider #	225			
Comment	s:			
Registry field register research games and de adjubblic reference and decad an	12000			
				Name and Park
				au De Common
Medal:	YES	NO		
Judges S	ignature:	PLK		

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.

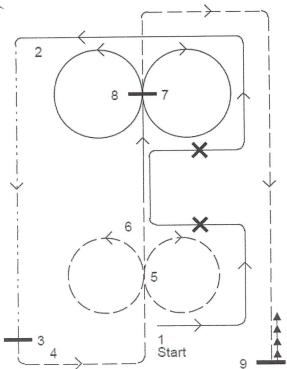


Rider #355		
Comments:		
		Observation of the Control of the Co
Medal: (YES)	NO	
Judges Signature:	PH	

SILVER MEDAL

Start pattern at rail

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

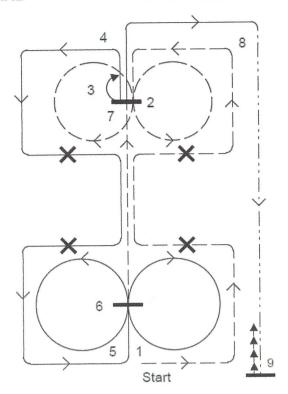


Rider #364
Comments: Nia vidir
Medal: YES NO
Judges Signature:

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.
- 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.



Rider #329	
Comments:	
Amounted to discuss of the state of the stat	
Point: YES	NO
Judges Signatur	re: