

# Huntseat Equitation - Novice WIT

High Blue = 100% - 92% Blue = 91% - 85% Red = 84% - 70% White = 69% -

#	Comments	Score	Danish	Placing
55	Work on diagonals Heels down Quite hands Nice body position	86	B	1

pk



# Huntseat Equitation - Intermediates

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

#	Comments	Score	Danish	Placing
<del>Chest</del> 215	Legs More fluid	86	B	3
<del>224</del>		-	-	-
<del>Bk/W</del> 225	Relax	85	B-	4
<del>Chest</del> <del>white pad</del> 206	Nice ride	90	B	1
<del>Pain</del> 212	Bend elbows Sit (canter) w/L	70	R	<del>7</del> 7
<del>Bay</del> 268	Tight in knee	88	B	2
<del>Grey</del> 244	Hands w/L	71	R-	6
<del>Buck</del> 241	leg back sit deeper in canter	74	R	5
<del>chest</del> <del>al</del> 256	Kicked No canter horse being naughty	69	W	8





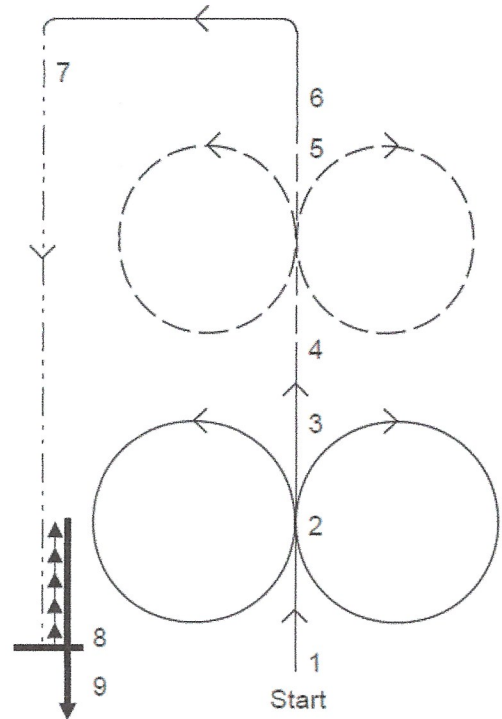
HUNT SEAT FLAT

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.



Rider # 206

Comments: \_\_\_\_\_

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Medal: YES

NO

Judges Signature: PLK

HUNT SEAT FLAT

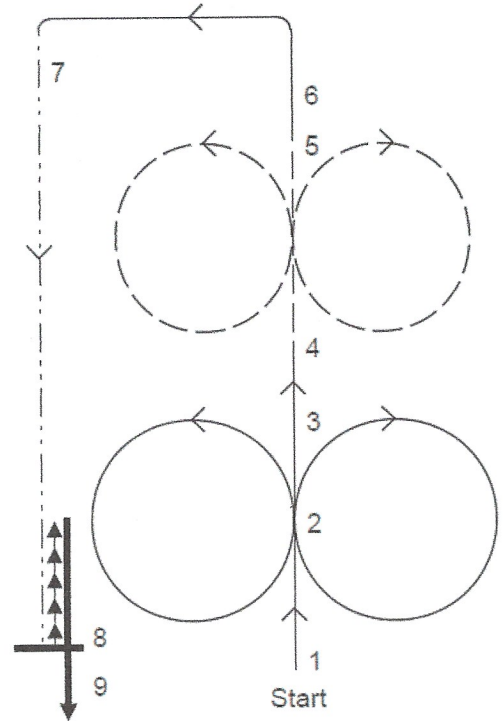
BRONZE MEDAL

PATTERN # 1

Start pattern at rail

LL

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 # 215

Comments: \_\_\_\_\_

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Medal: YES

NO

Judges Signature: PK

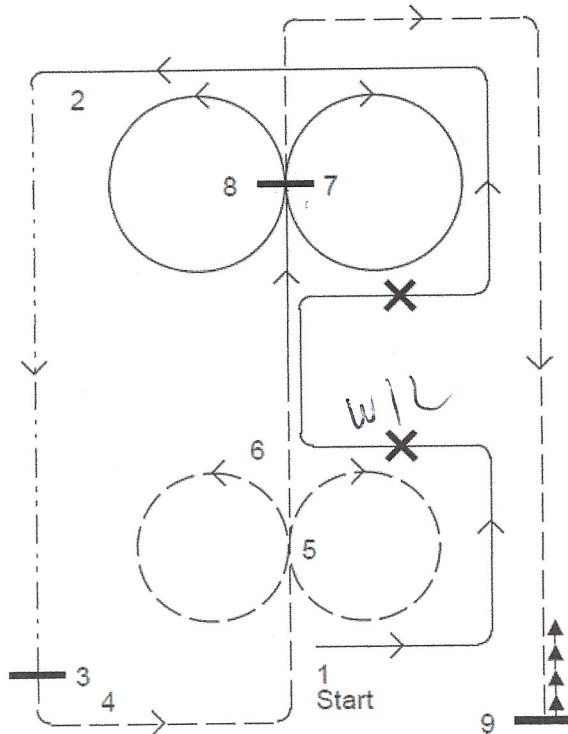
HUNT SEAT FLAT

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. *w/d*
9. Stop. Pick up stirrups and back four steps. Return to line



Rider # 225

Comments: \_\_\_\_\_

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Medal: YES

NO

Judges Signature: *[Signature]*

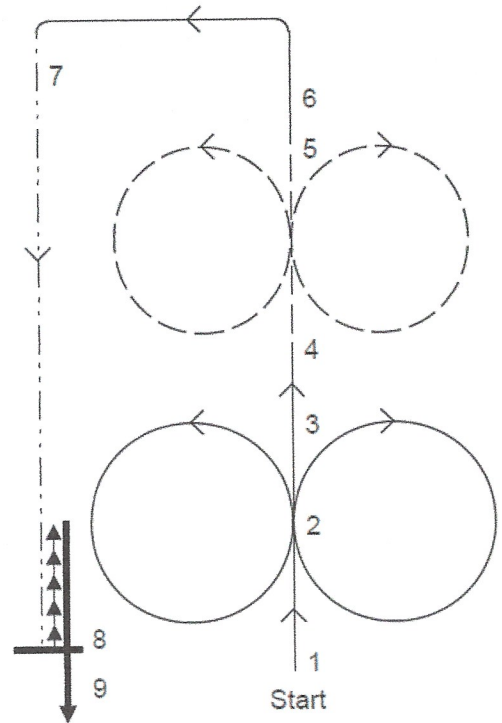
HUNT SEAT FLAT

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.



Rider # 335

Comments: \_\_\_\_\_  
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Medal: YES NO

Judges Signature: PH



HUNT SEAT FLAT

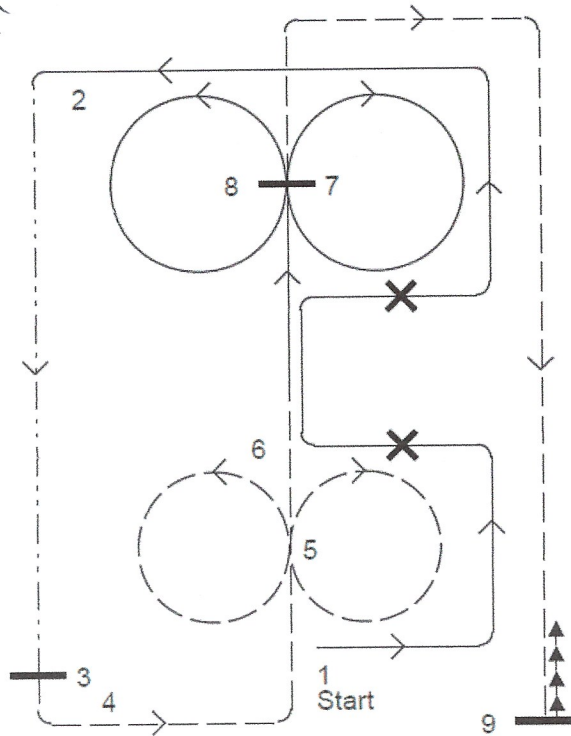
SILVER MEDAL

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

*slow to change*



Rider # 364

Comments: Nice rider

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Medal:  YES  NO

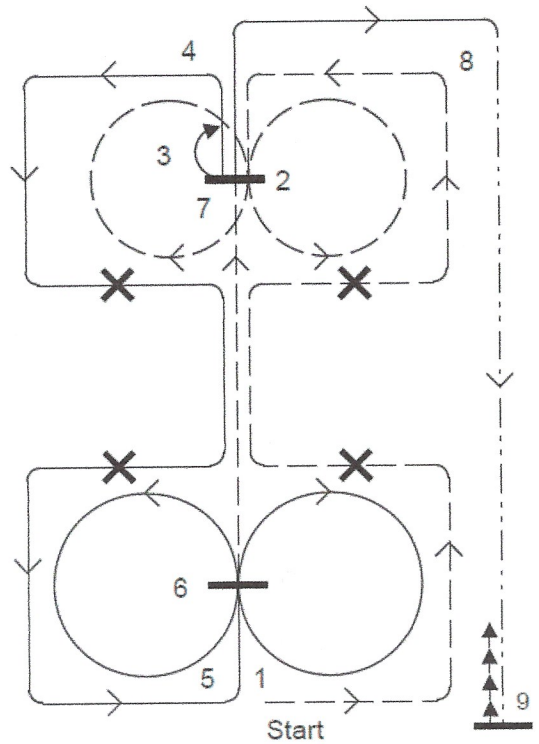
Judges Signature: RLK

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. *strongly*
9. Pull and halt (4-6 seconds) and back four steps return to line.



Rider # 329

Comments: \_\_\_\_\_  
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Point: YES  NO

Judges Signature: PK