

English Hunt Seat Equitation - Junior

High Blue = 92% - 100% (medals program qualification) Blue = 91% - 85% Red = 84% - 70% White = 69%-

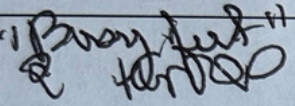
#	Comments	Score	Danish	Placing
105	Try not to post so high Try to keep upper body quiet	90	HB	1
116	Excellent position wrong diag Znd dhr.	85	B	2

Dark Blue
Blue

used
and this
without

English Hunt Seat Equitation - Senior & Adult

High Blue = 92% - 100% (medals program qualification) Blue = 91% - 85% Red = 84% - 70% White = 69% -

#	Comments	Score	Danish	Placing
317	Proper position Quiet ride	93	HB	1
335	"Bony feet"  Keep hands even	88	B	2
22 (Adult)				

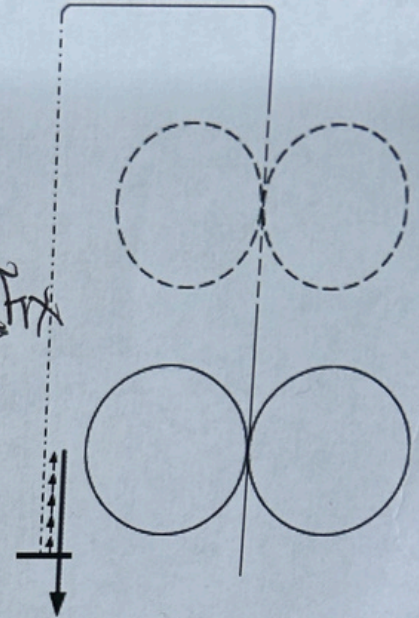
HUNT SEAT FLAT

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.



with lead quickly fix

Rider # 116

Comments: Well laid out w/ smooth ~~to~~ transitions
small error was fixed quickly

Medal Awarded: YES NO

Judge's Signature: _____

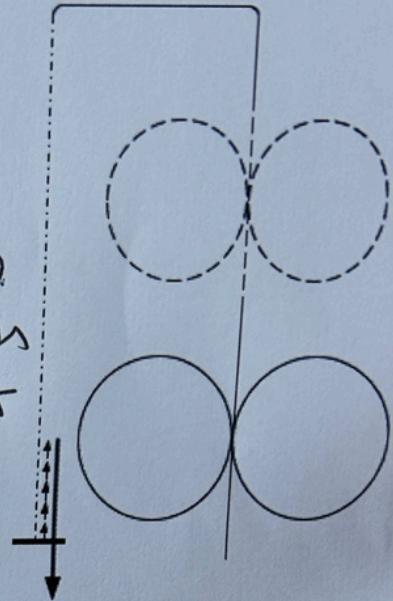
HUNT SEAT FLAT

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. *SMOOTH CIRCLES whenever*
3. Continue cantering up center of arena.
4. Transition to a trot; demonstrate one figure eight at the trot showing change of diagonal. *w/ smoother & trans*
5. Continue trotting out of figure eight.
6. Transition to a canter, at end of arena; turn left. *w/ smoother & trans*
7. Increase speed of canter to a hand gallop. *w/ quieter heart*
8. Pull up and halt (4-6 seconds) then back five steps.
9. Return to line at the walk.



Rider # 215

Comments: leaning too far fwd.
work to make pattern smoother as you
move from element to element

Medal Awarded: YES NO

[Handwritten Signature]
 Judge's Signature: _____

HUNT SEAT FLAT

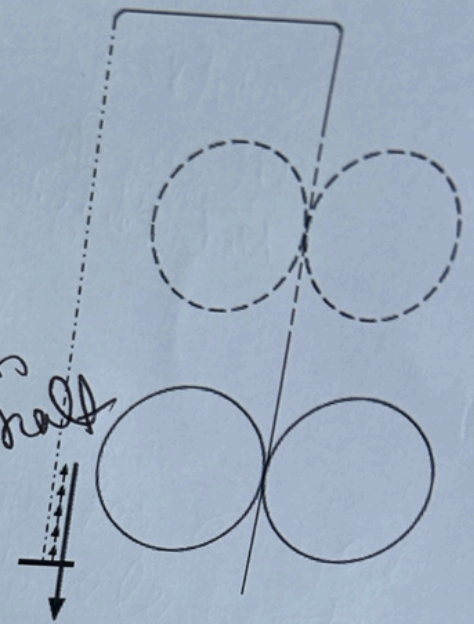
BRONZE MEDAL

PATTERN # 1

Start pattern at rail

0
7
④
0

1. Canter from line on right lead. "messy"
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. broke
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. Try not to lean back for halt
8. Pull up and halt (4-6 seconds) then back five steps.
9. Return to line at the walk.



Rider # 235

Comments: work for smoother ↑ & ↓ transitions
Try not to lean back or brace for halt
after hand gallop

Medal Awarded: YES NO

Judge's Signature: X. Migho

HUNT SEAT FLAT

SILVER MEDAL

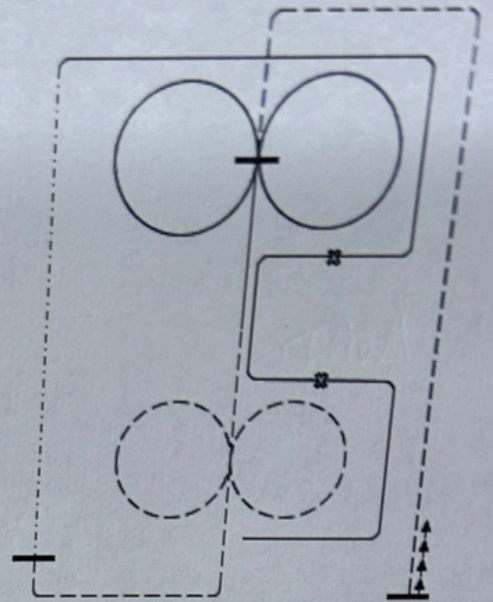
PATTERN # 1

Start pattern at rail

2nd Δ 1st

- 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. *sm Δ*
- + 8. Stop. Drop stirrups. Pick up trot and track right.
- + 9. Stop. Pick up stirrups and back four steps. Return to line

abit abrupt



Rider # 105

Comments: _____

Medal Awarded: YES NO

[Signature]

Judge's Signature:

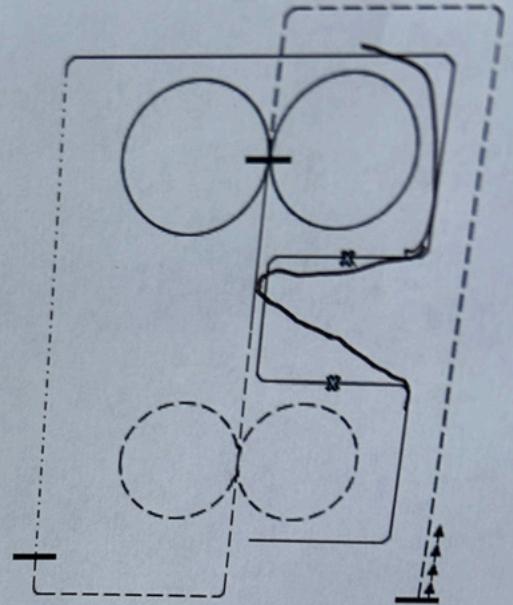
HUNT SEAT FLAT

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) *bel back*
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.



Rider # 335

Comments: *of smoother serpentine*
nice job w/challenging horse

Medal Awarded: YES NO

A. Hughes

Judge's Signature

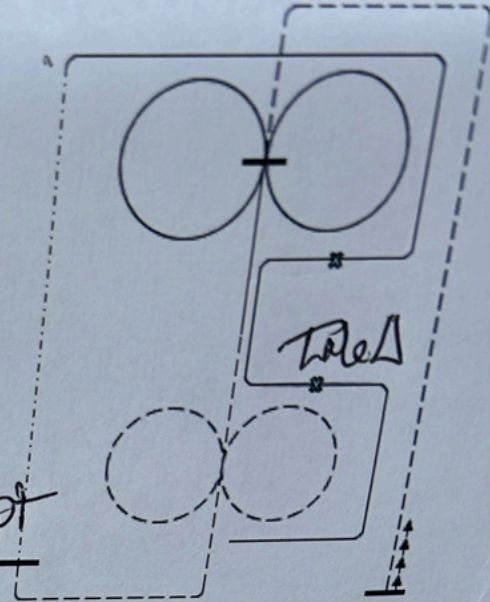
HUNT SEAT FLAT

SILVER MEDAL

PATTERN # 1

Start pattern at rail

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



Rider # 317

Comments: _____

Medal Awarded: YES NO

Judge's Signature: *K. Myler*