

High School Saddle Seat Pattern #3

Each item to be scored from 0-10 points.

Total possible is 100 points.

(All trot work will be performed at the rising trot on the correct diagonal unless specified.)

| # | Movement | Points | Score |
|--------------|--|------------|-------|
| 1 | Trot or second gait from the start point to a point 1/3 of the way up the straightaway (A). | 10 | |
| 2 | Stop and reposition your horse. Canter a straight line on the right lead to the center of the turn at the opposite end of the ring (B). | 10 | |
| 3 | Reposition your horse and execute a 1/2 circle to the left at the trot or second gait. | 10 | |
| 4 | Continue the trot or second gait into a 1/2 circle to the right (C). | 10 | |
| 5 | Stop at D. Executive a 1/2 circle at the canter on the right lead. | 10 | |
| 6 | Stop (C). Canter another 1/2 circle on the left lead to B. Reposition your horse to face E. | 10 | |
| 7 | Drop your irons and trot or second gait in a straight line to E. Halt and pick up your irons. Continue to the finish point at the trot or second gait. | 10 | |
| 8 | Rider's position. | 10 | |
| 9 | Riders effective use of aids. | 10 | |
| 10 | Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc. | 10 | |
| Total | | 100 | |

