

## High School Saddle Seat Pattern #4

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	Begin your pattern at point A. Sit trot or second gait from A to B. Halt.	10	
2	Canter a circle to the left on the left lead. Halt.	10	
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	
4	Canter a circle to the right on the right lead. Halt.	10	
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	
7	Pick up your irons. Back. Walk to exit.	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	
<b>Total</b>		<b>100</b>	

