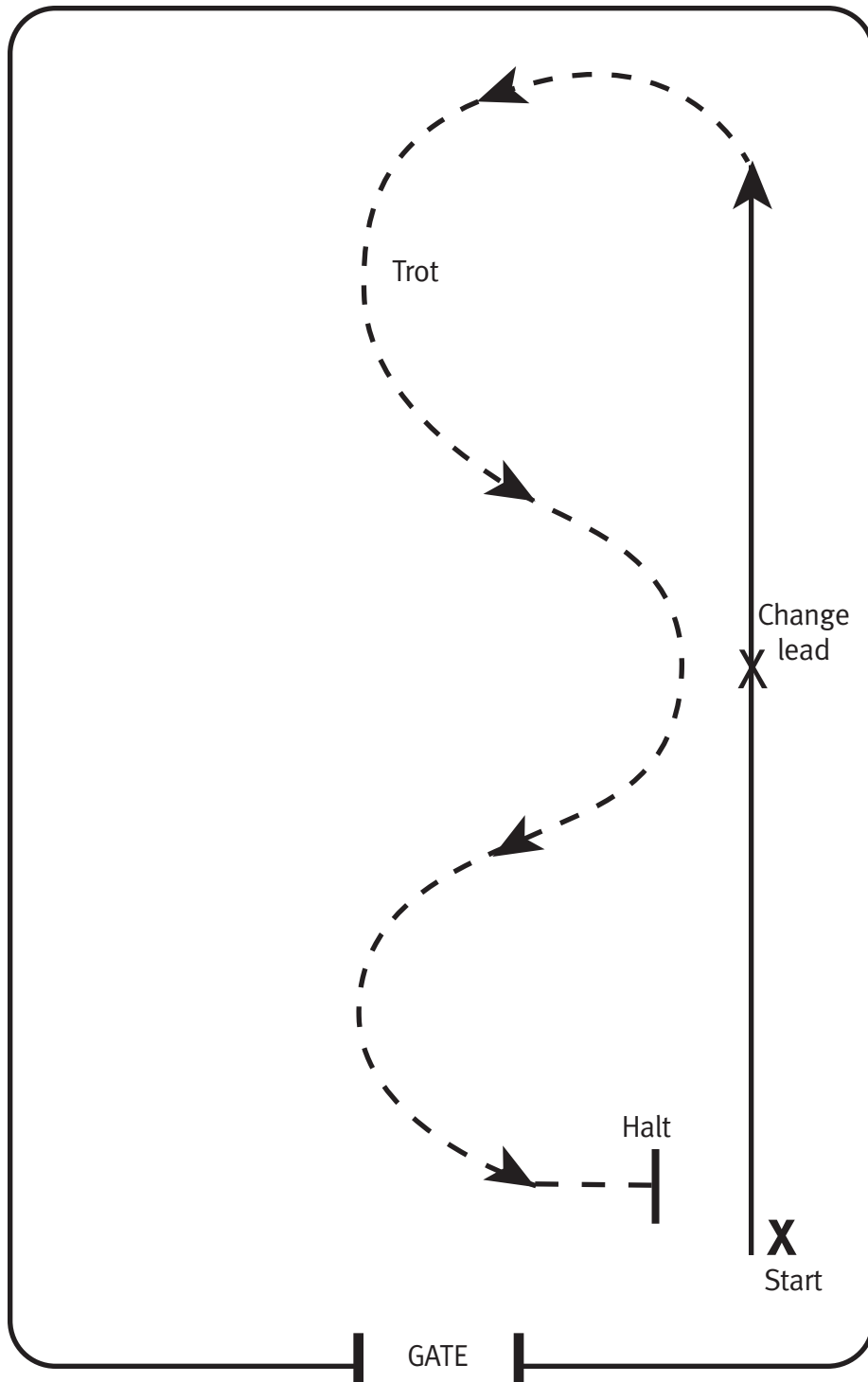


Hunter/Jumping Seat

LEVEL 2 • PATTERN CC



Walk to the starting point.

Counter canter.

Halfway down the line, change (simple or flying) to the correct lead.

At end of line, trot a three-loop serpentine.

Halt.

Turn on the forehand to the right.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.