

Classes 15-18

APPENDIX

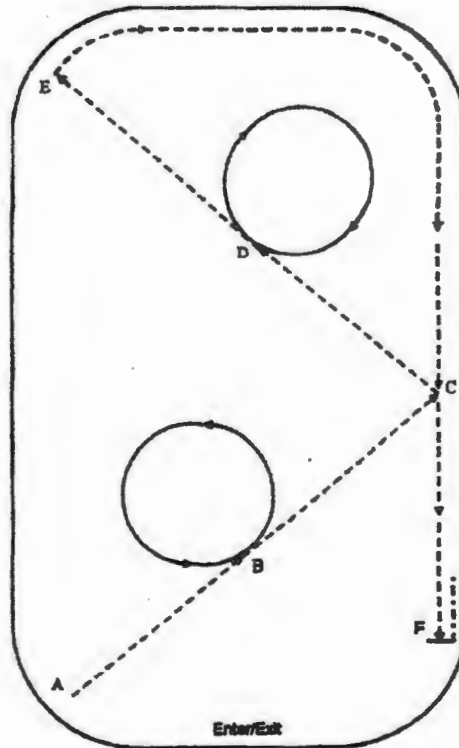
Back #: 258

High School Saddle Seat Pattern #4

KDM

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	8
2	Canter a circle to the left on the left lead. Halt.	10	8
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	9
4	Canter a circle to the right on the right lead. Halt.	10	9
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	9
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	9
7	Pick up your irons. Back. Walk to exit.	10	8
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	9
Total		100	89



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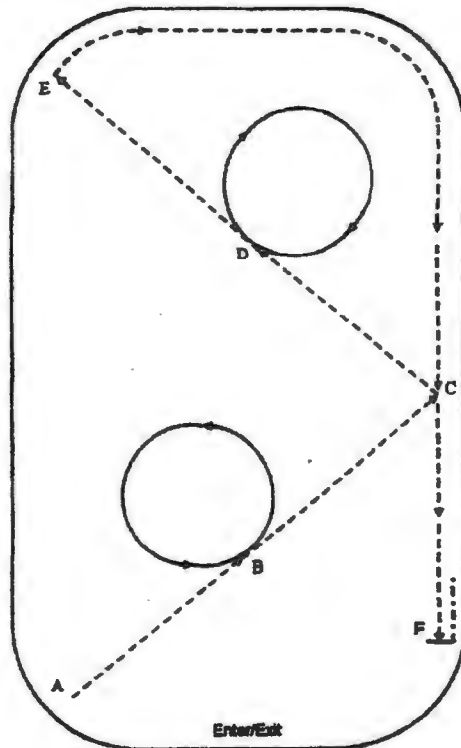
Back #: 195

High School Saddle Seat Pattern #4

KON

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	9
2	Canter a circle to the left on the left lead. Halt.	10	9
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	8
4	Canter a circle to the right on the right lead. Halt.	10	9
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	8
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	8
7	Pick up your irons. Back. Walk to exit.	10	9
8	Rider's position.	10	9
9	Riders effective use of aids.	10	9
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.	10	9
Total		100	87



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Back #: CEB

WON

15

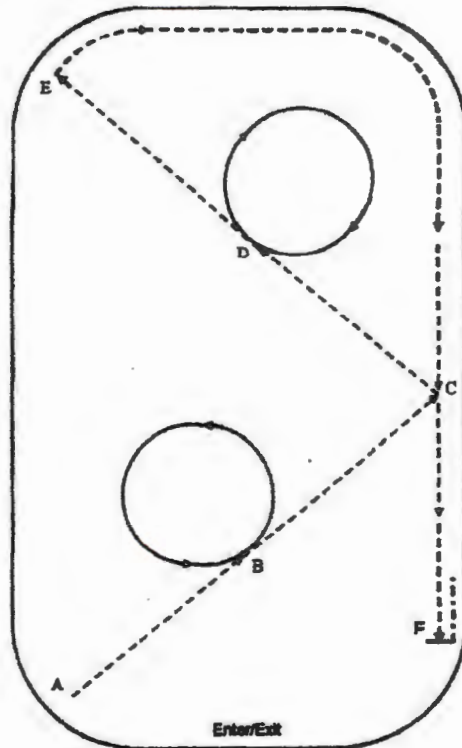
High School Saddle Seat Pattern #4

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	9
2	Canter a circle to the left on the left lead. Halt.	10	7
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	8
4	Canter a circle to the right on the right lead. Halt.	10	7
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	9
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	8
7	Pick up your irons. Back. Walk to exit.	10	9
8	Rider's position.	10	9
9	Riders effective use of aids.	10	9
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.)	10	9
Total		100	84



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Back #: 721

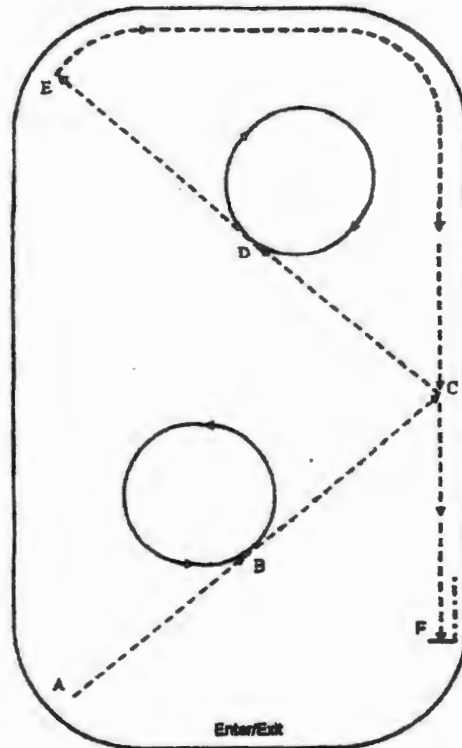
High School Saddle Seat Pattern #4

KDN

15

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	8
2	Canter a circle to the left on the left lead. Halt.	10	8
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	8
4	Canter a circle to the right on the right lead. Halt.	10	8
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	8
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	8
7	Pick up your irons. Back. Walk to exit.	10	8
8	Rider's position.	10	8
9	Riders effective use of aids.	10	8
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.	10	9
Total		100	82



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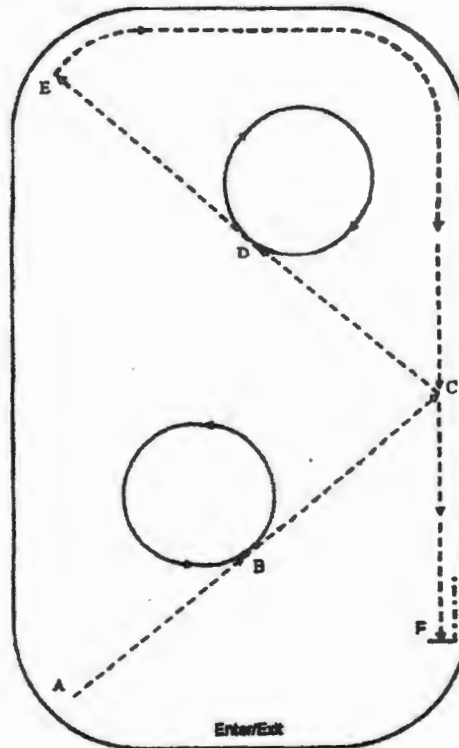
APPENDIX

Back #: 724

High School Saddle Seat Pattern #4

Each item to be scored from 0-10 points. 100
 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	9
2	Canter a circle to the left on the left lead. Halt.	10	9
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	8
4	Canter a circle to the right on the right lead. Halt.	10	8
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	8
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	6
7	Pick up your irons. Back. Walk to exit.	10	8
8	Rider's position.	10	8
9	Riders effective use of aids.	10	8
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.	10	8
Total		100	81



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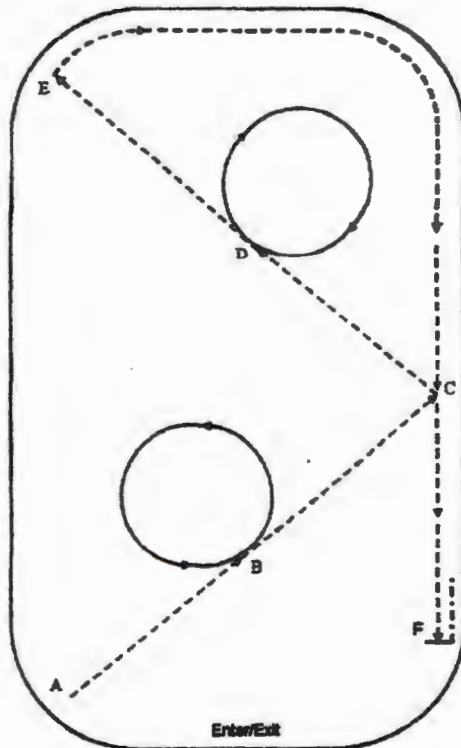
Back #: 205

High School Saddle Seat Pattern #4

KON

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	7
2	Canter a circle to the left on the left lead. Halt.	10	6
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	7
4	Canter a circle to the right on the right lead. Halt.	10	5
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	6
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	6
7	Pick up your irons. Back. Walk to exit.	10	6
8	Rider's position.	10	7
9	Riders effective use of aids.	10	7
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.	10	7
Total		100	57



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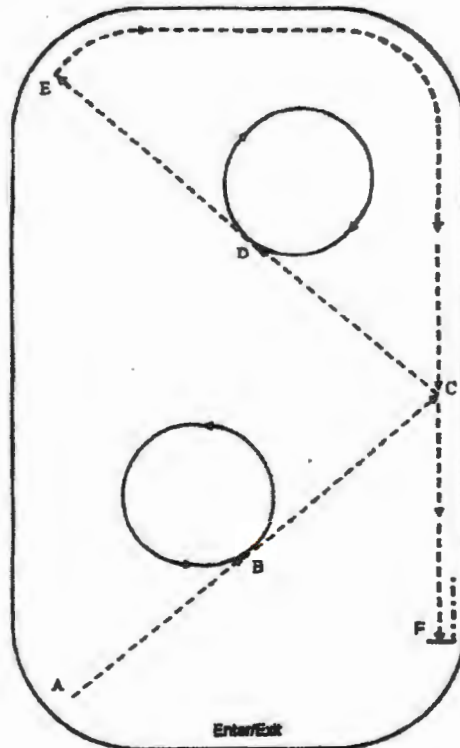
Back #: 803

High School Saddle Seat Pattern #4

100
16

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	9
2	Canter a circle to the left on the left lead. Halt.	10	9
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	9
4	Canter a circle to the right on the right lead. Halt.	10	9
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	8
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	8
7	Pick up your irons. Back. Walk to exit.	10	8
8	Rider's position.	10	9
9	Riders effective use of aids.	10	9
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.)	10	9
Total		100	



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Back #:

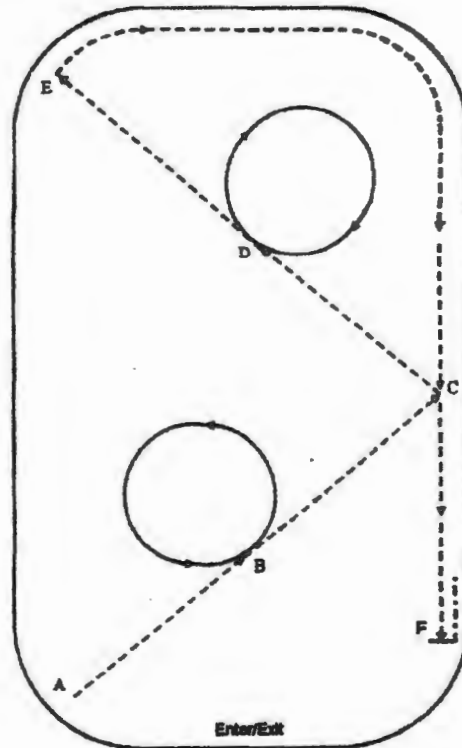
789

High School
Saddle Seat Pattern #4

Class 17

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	10
2	Canter a circle to the left on the left lead. Halt.	10	8
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	9
4	Canter a circle to the right on the right lead. Halt.	10	9
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	8
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	10
7	Pick up your irons. Back. Walk to exit.	10	10
8	Rider's position.	10	10
9	Riders effective use of aids.	10	10
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.)	10	10
Total		100	94



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Back #:

2009

High School
Saddle Seat Pattern #4

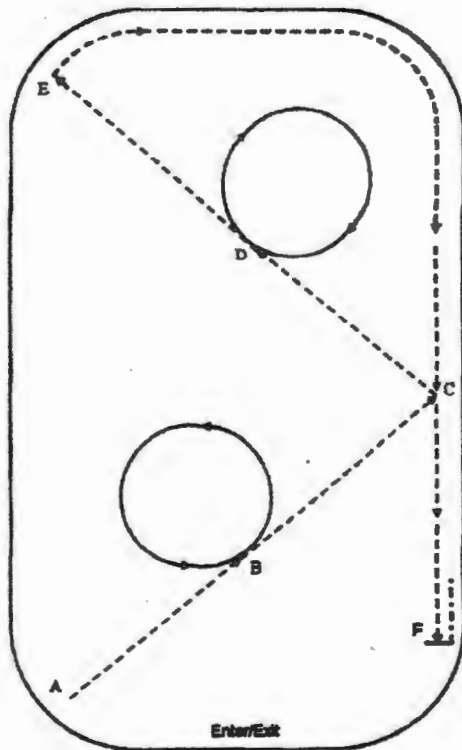
Class 17

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	9
2	Canter a circle to the left on the left lead. Halt.	10	10
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	7
4	Canter a circle to the right on the right lead. Halt.	10	10
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	8
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	9
7	Pick up your irons. Back. Walk to exit.	10	10
8	Rider's position.	10	10
9	Riders effective use of aids.	10	10
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.)	10	10
Total		100	93



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Back #:

424

High School

Saddle Seat Pattern #4

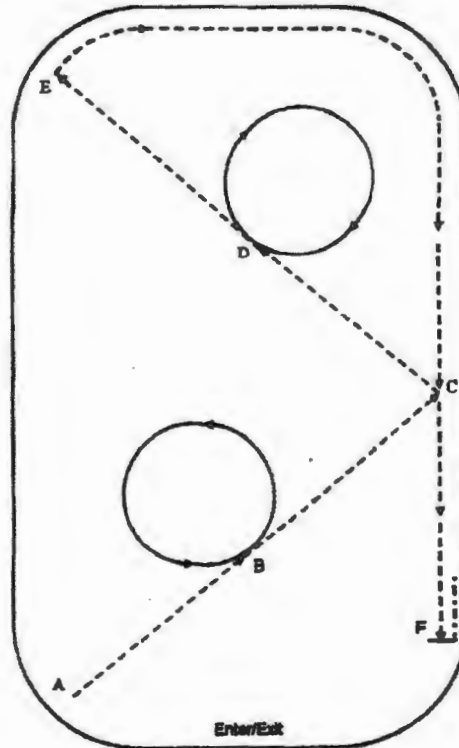
Class 17

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	9
2	Canter a circle to the left on the left lead. Halt.	10	9
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	8
4	Canter a circle to the right on the right lead. Halt.	10	9
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	8
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	9
7	Pick up your irons. Back. Walk to exit.	10	8
8	Rider's position.	10	10
9	Riders effective use of aids.	10	10
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.	10	10
Total		100	90



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Back #: 897

High School

Saddle Seat Pattern #4

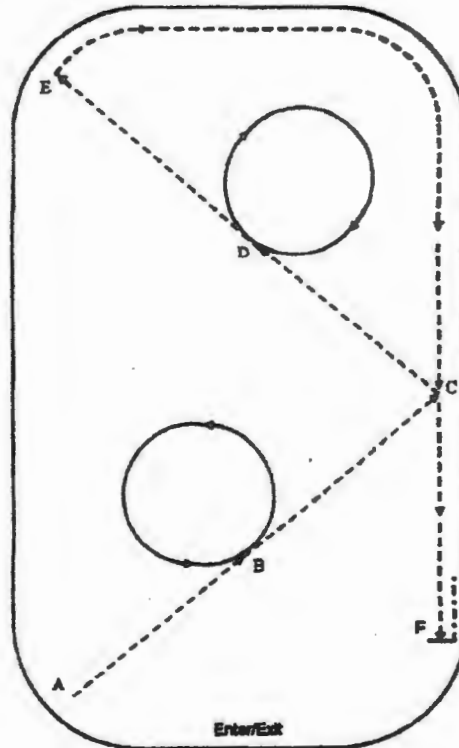
Class 17

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	8
2	Canter a circle to the left on the left lead. Halt.	10	7
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	8
4	Canter a circle to the right on the right lead. Halt.	10	8
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	8
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	8
7	Pick up your irons. Back. Walk to exit.	10	10
8	Rider's position.	10	9
9	Riders effective use of aids.	10	9
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.)	10	9
Total		100	84



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Back #:

342

High School
Saddle Seat Pattern #4

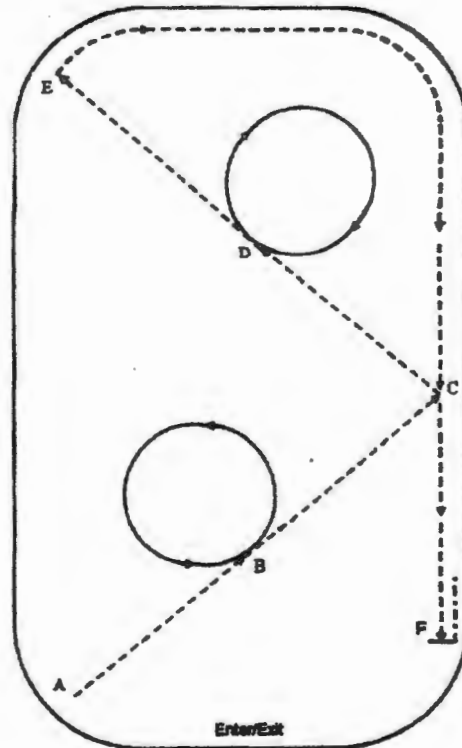
Class 17

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	9
2	Canter a circle to the left on the left lead. Halt.	10	8
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	8
4	Canter a circle to the right on the right lead. Halt.	10	5
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	10
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	7
7	Pick up your irons. Back. Walk to exit.	10	10
8	Rider's position.	10	9
9	Riders effective use of aids.	10	9
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.)	10	9
Total		100	83



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Back #: **727**

High School Saddle Seat Pattern #4

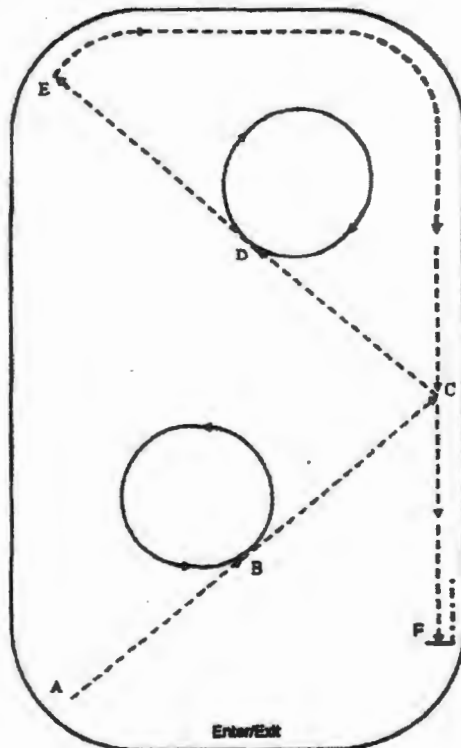
Class 17

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	7
2	Canter a circle to the left on the left lead. Halt.	10	5
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	8
4	Canter a circle to the right on the right lead. Halt.	10	9
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	8
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	8
7	Pick up your irons. Back. Walk to exit.	10	8
8	Rider's position.	10	8
9	Riders effective use of aids.	10	8
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.	10	8
Total		100	77



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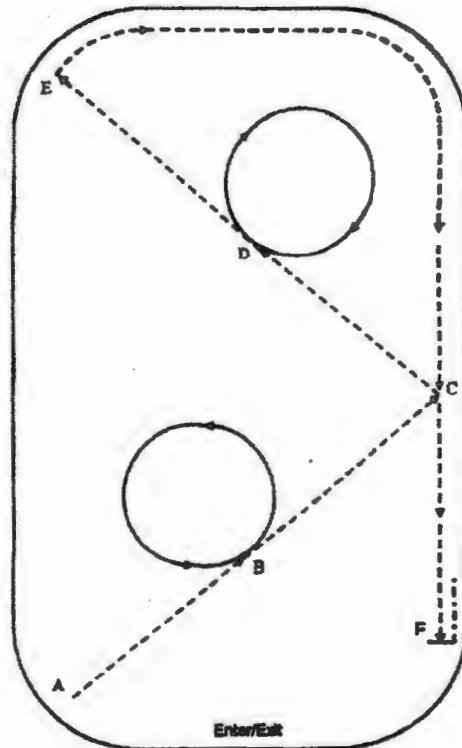
Back #: _____

712 High School
Saddle Seat Pattern #4

Class 17

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	7
2	Canter a circle to the left on the left lead. Halt.	10	6
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	7
4	Canter a circle to the right on the right lead. Halt.	10	5
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	7
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	7
7	Pick up your irons. Back. Walk to exit.	10	7
8	Rider's position.	10	8
9	Riders effective use of aids.	10	7
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.)	10	8
Total		100	69



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Back #:

706

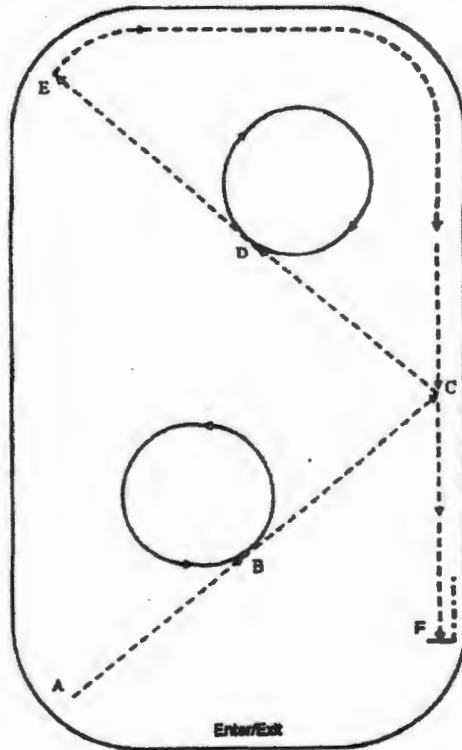
High School
Saddle Seat Pattern #4

Class 17

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	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	
Total		100	

100



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Back #: _____

Two High School
Saddle Seat Pattern #4

Class 18

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	8
2	Canter a circle to the left on the left lead. Halt.	10	8
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	9
4	Canter a circle to the right on the right lead. Halt.	10	8
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	7
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	7
7	Pick up your irons. Back. Walk to exit.	10	7
8	Rider's position.	10	8
9	Riders effective use of aids.	10	8
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.)	10	8
Total		100	78

