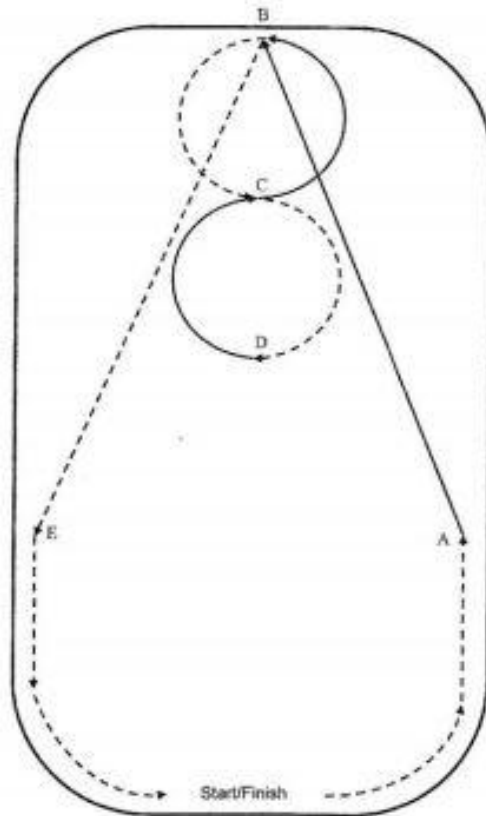


Saddle Seat Pattern #3



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. Execute 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	