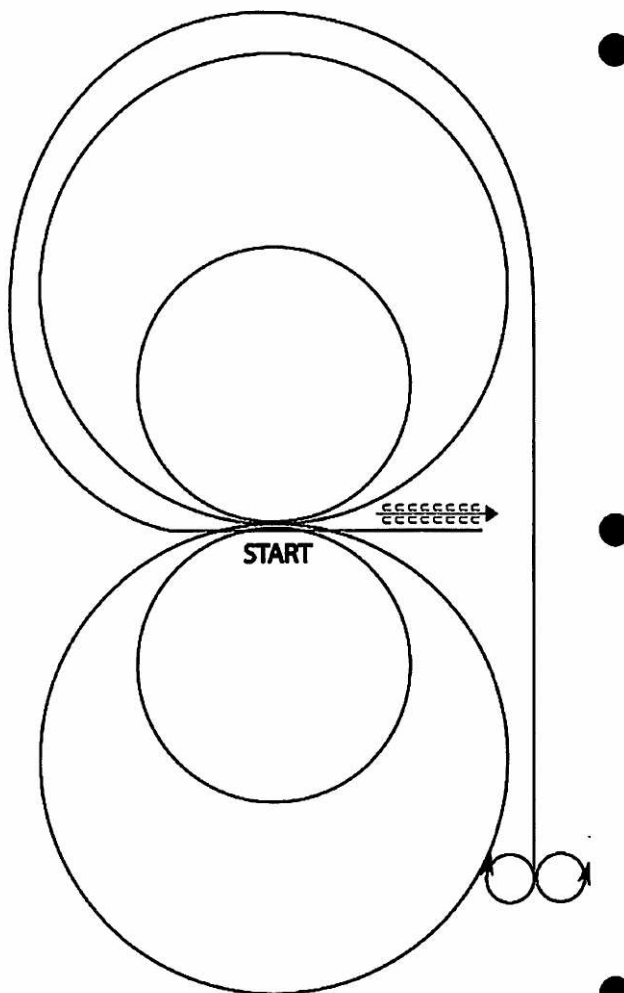


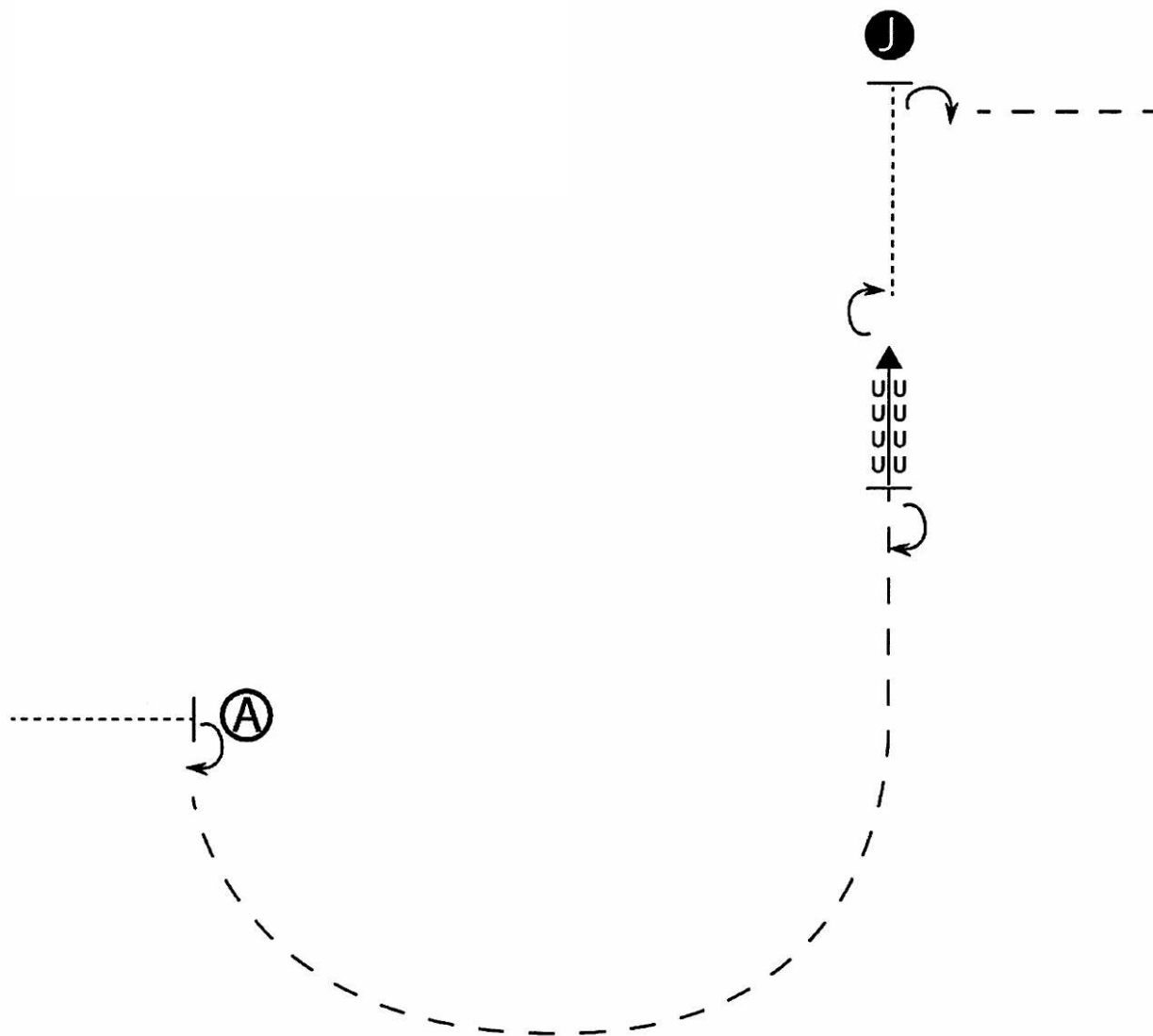
Trot in. Start in center of arena.

1. Back at least 10 ft.
2. Starting on the right lead, perform two circles - the first small and slow and the second large and fast.
3. Perform a simple or flying change at the center.
4. Perform two circles to the left - the first large and fast and the second small and slow.
5. Perform a simple or flying lead change at the center.
6. Continue around to the right and run down past the center marker. Perform a sliding stop.
7. Hesitate, then perform one spin to the right followed by one spin to the left.

Hesitate to show completion of pattern.

JUDGE

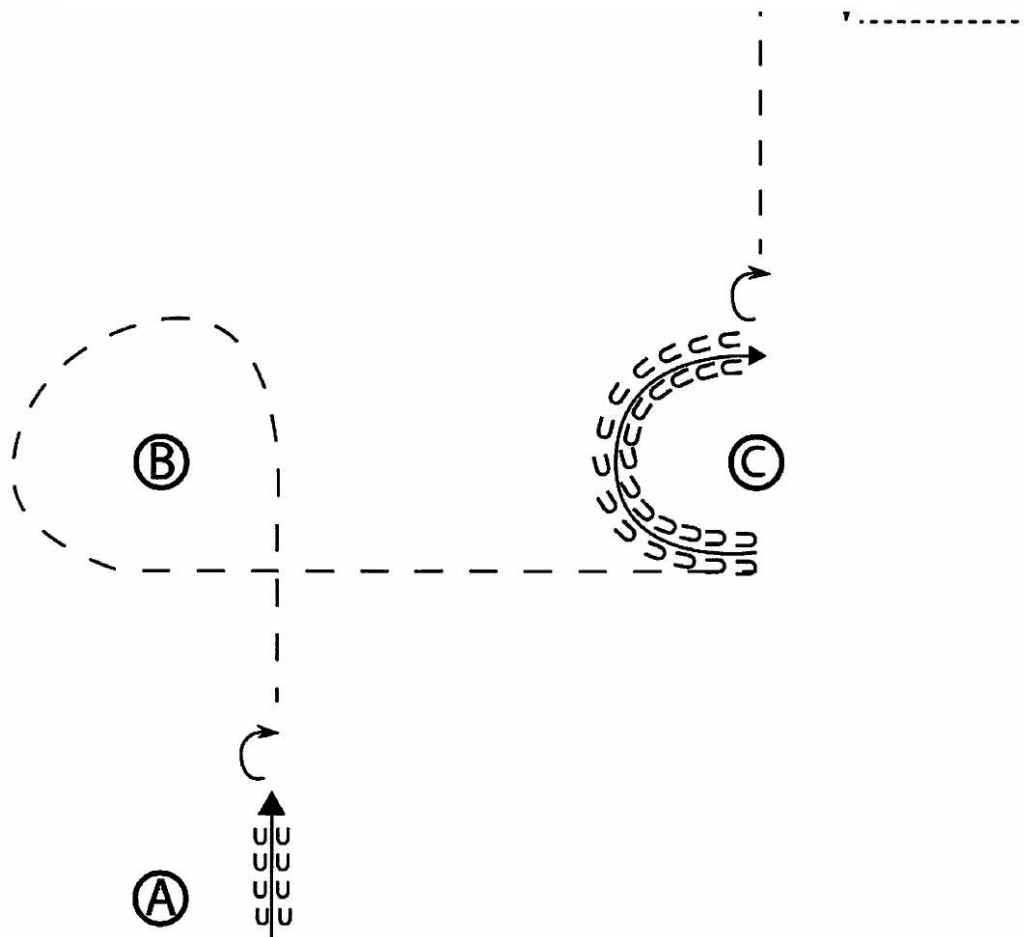




Begin before A.

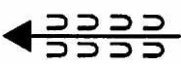
1. Walk to A.
2. Halt and turn 90 degrees.
3. Trot an arc towards Judge.
4. Halfway to Judge, halt and turn 180 degrees.
5. Back 4 steps and turn 180 degrees.
6. Walk to Judge, halt and set up for inspection.
7. When dismissed, turn 90 degrees and trot away.

WALK	
TROT	- - - - -
BACK	← 3 3 3 3 3
JUDGE	J
MARKER	A

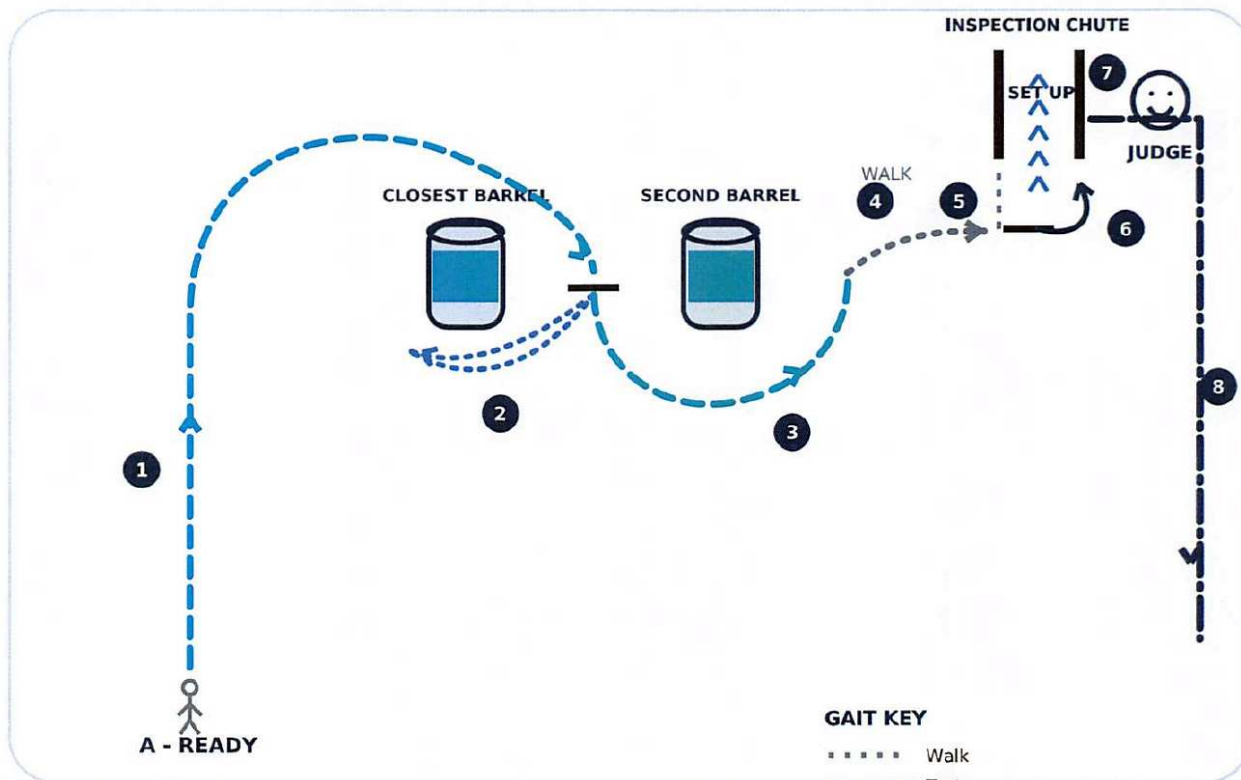


Begin at A.

1. Back four steps.
2. Turn 180 degrees.
3. Trot around B and halt at C.
4. Back around C.
5. Turn 90 degrees.
6. Trot to judge and halt.
7. Set up for inspection.
8. When dismissed, turn 90 degrees and walk away.

WALK	-----
TROT	- - - - -
BACK	← 
JUDGE	
MARKER	

PATTERN DIAGRAM



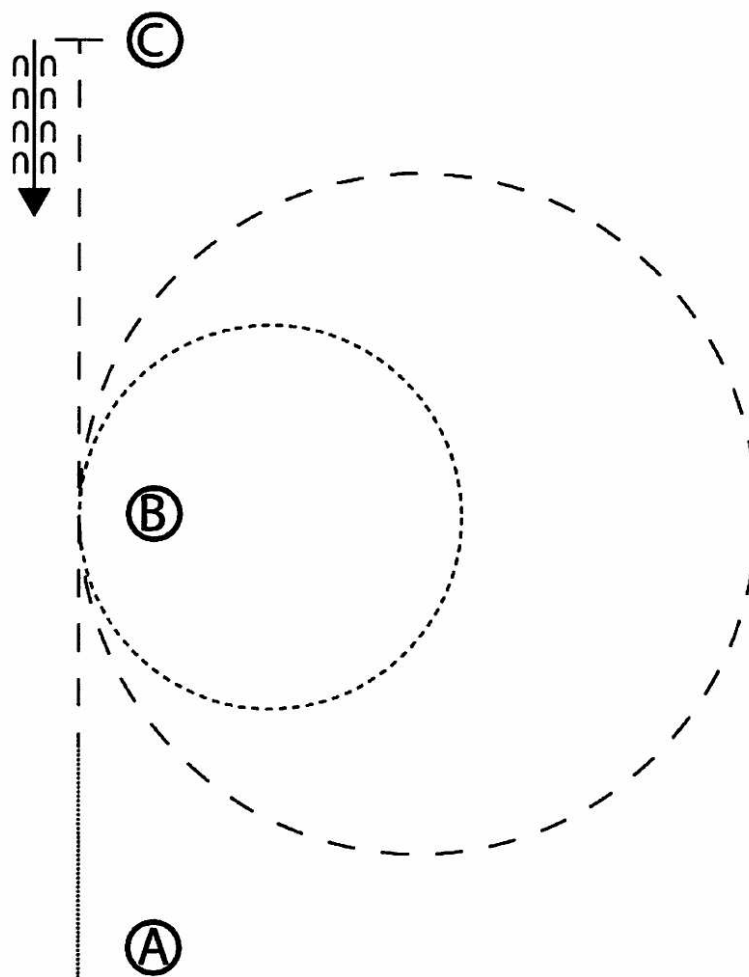
PATTERN DIRECTIONS

Be ready at A for the judge:

1. Trot and loop around the closest barrel until halfway between the barrels; halt.
2. Step away from the horse to the end of the lead on the right side of the barrel, then rejoin the horse. The horse remains stationary.
3. Trot a half-circle around the second barrel.
4. Upon completing the half-circle, break down to the walk.
5. Continue at the walk, veer right, and walk toward the judge.
6. Halt with the horse's head in line with the farthest pole and complete a 90-degree pivot on the haunches.
7. Back into the chute until centered with the judge; stop between the logs and set up for inspection.
8. When dismissed, switch to the off-side of the horse and extended trot away.

Pattern is complete once the horse passes A. Exit the gate at a walk.

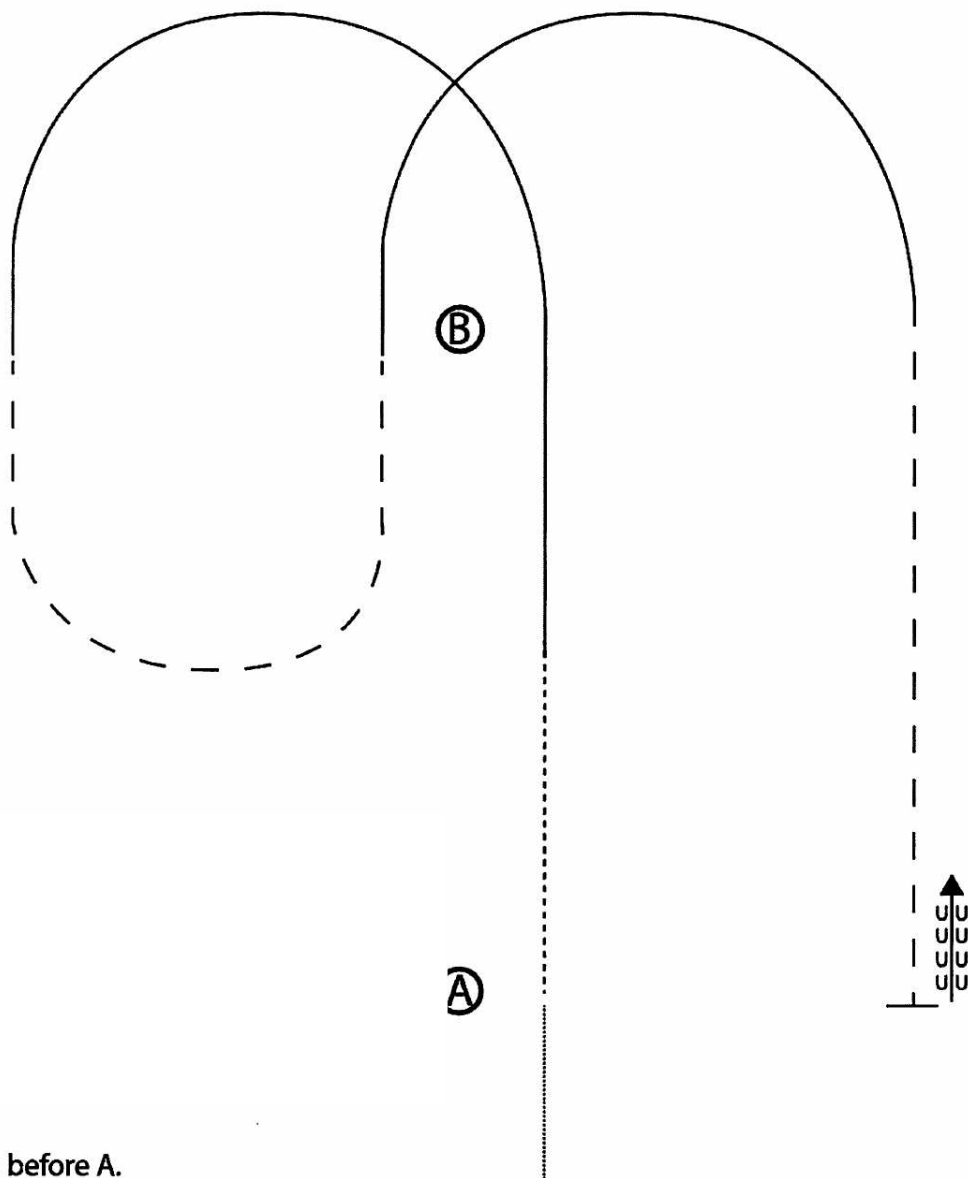
Use the arena space to best exhibit the horse. Diagram is a general depiction of the pattern.



Be ready at A.

1. Walk halfway to B.
2. Posting trot to B.
3. At B, make a large circle.
4. Back at B, sit the trot and make a small circle.
5. Post the trot from B to C.
6. Stop and back 3-4 steps.

WALK	
POST TROT	- - - -
SIT TROT	
BACK	← 3 3 3 3
MARKER	Ⓐ

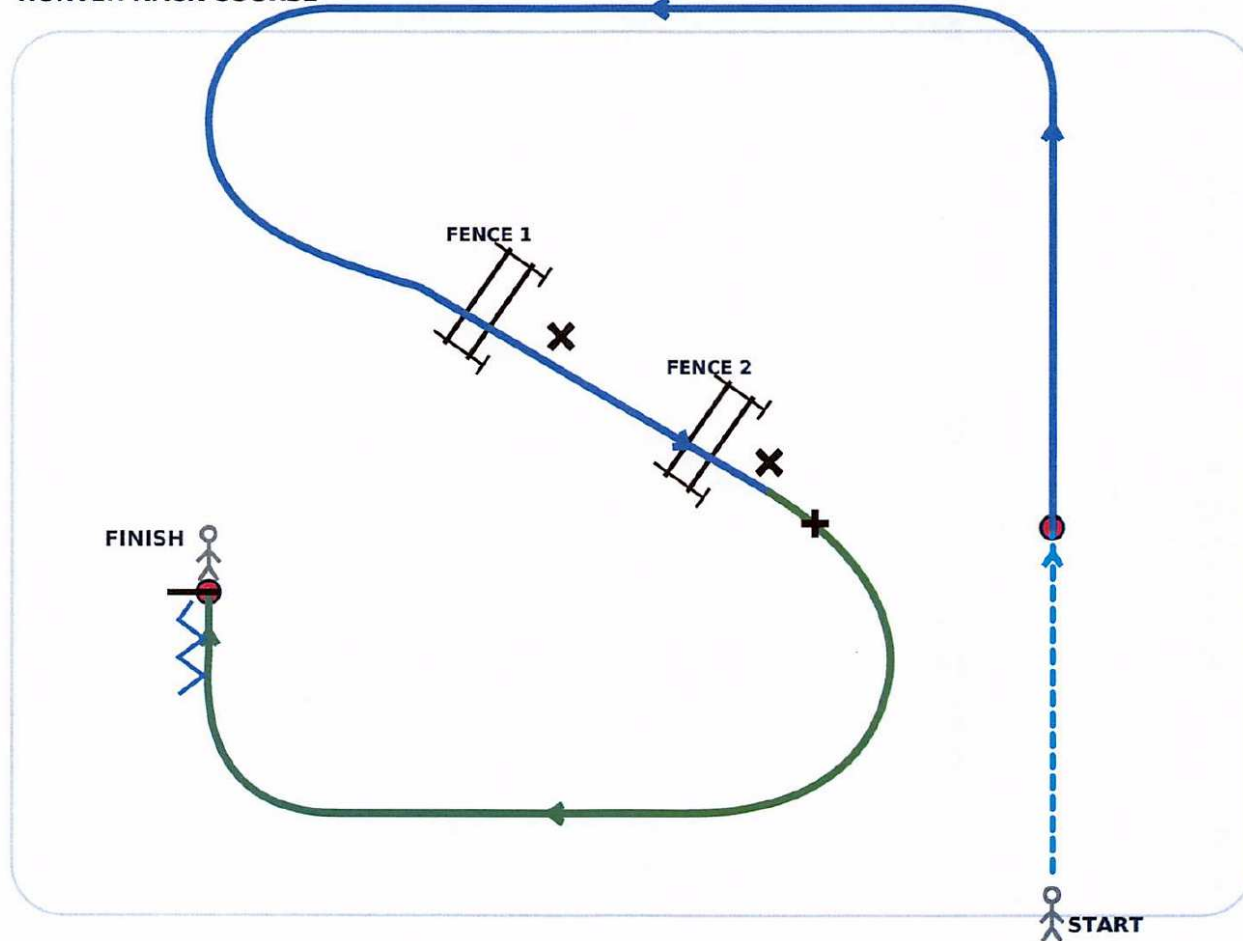


Begin before A.

1. Walk to A.
2. Sitting trot halfway to B.
3. Left lead canter past B and continue in half circle.
4. When even with B, transition to posting trot right diagonal.
5. Trot half circle to B.
6. At B, right lead canter in half circle.
7. When even with B, transition to posting trot left diagonal.
8. When even with A, halt and back one horse length.

WALK	
POST TROT	- - - -
SIT TROT	
CANTER	————
BACK	← 3 3 3 3
MARKER	Ⓐ

HUNTER HACK COURSE



PATTERN DIRECTIONS

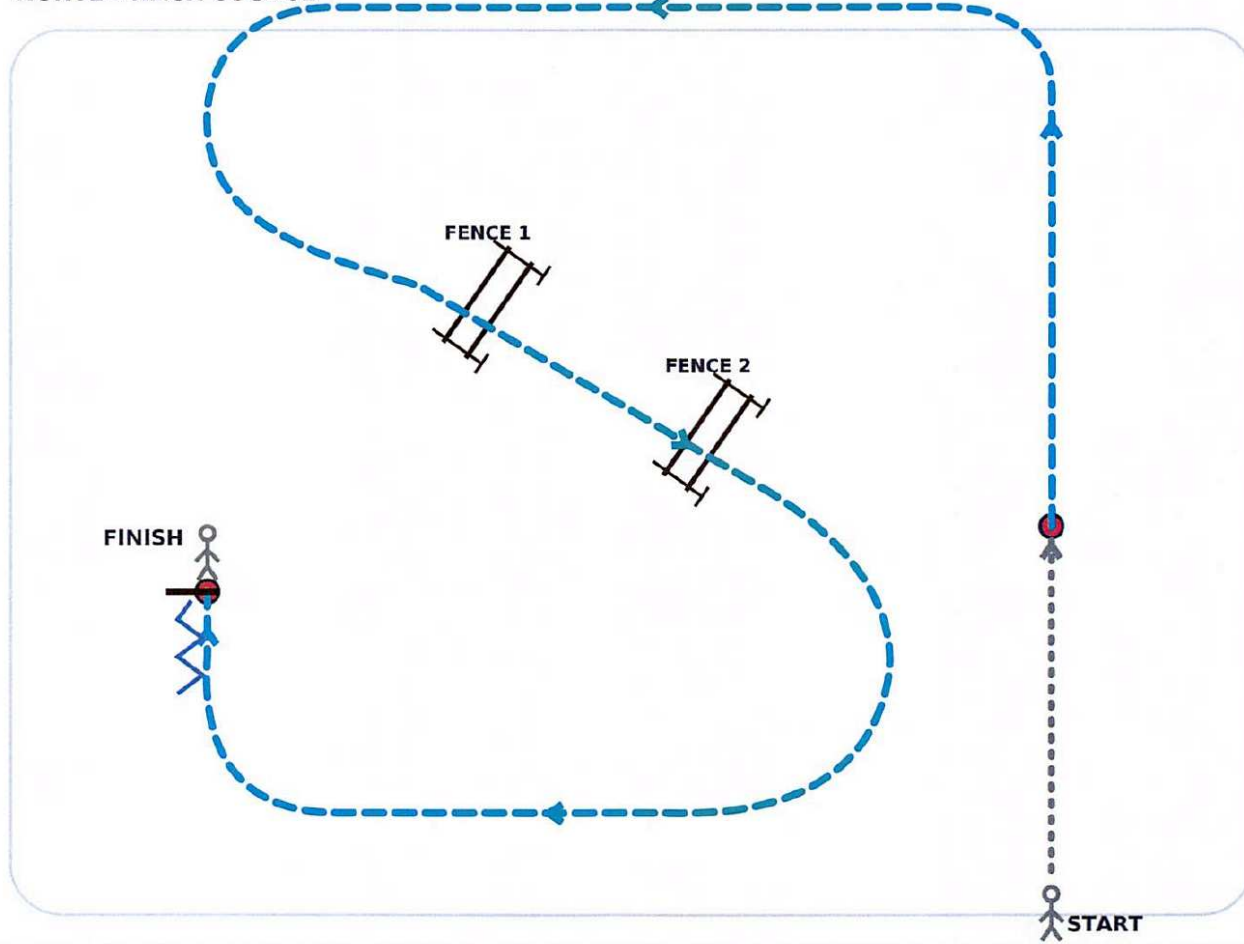
1. Trot to the first marker.
2. At the marker, pick up the left-lead canter.
3. Cross the first jump; make a flying or simple lead change if desired.
4. Canter four strides, then cross the second jump.
5. Change leads if needed and canter on the right lead to the second marker.
6. Stop at the marker, settle for 5 to 10 seconds, then back up.

COURSE KEY

- Walk
- - - - Trot
- Left-lead canter
- Right-lead canter
- Marker
- Stop

Fence heights and distances set by show management. Pattern not drawn to scale.

HUNTER HACK COURSE



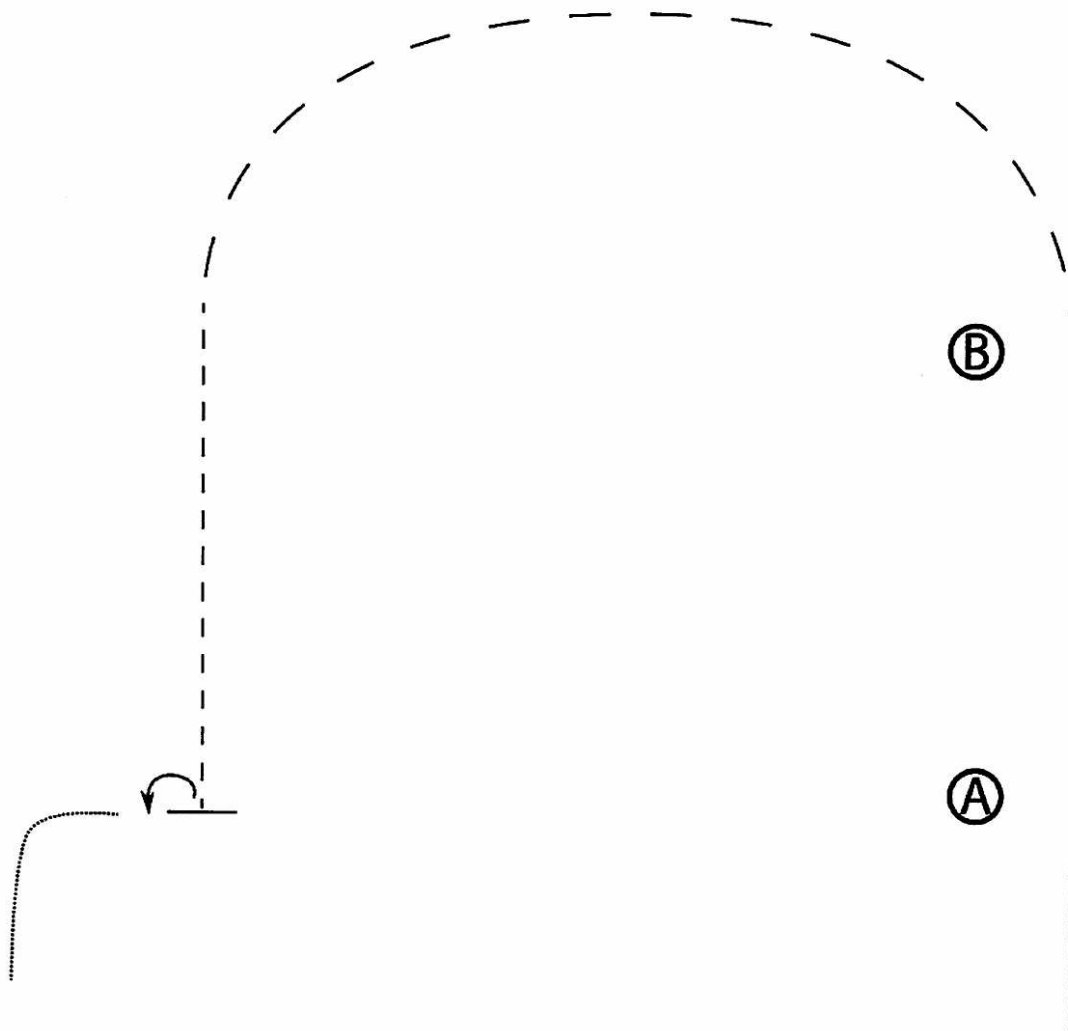
PATTERN DIRECTIONS

1. Walk to the first marker.
2. At the marker, pick up the trot.
3. Trot over the first jump and continue on the indicated course line.
4. Continue at the trot and cross the second jump.
5. Follow the course at the trot to the second marker.
6. Stop at the marker, settle for 5 to 10 seconds, then back up.

COURSE KEY

- Walk
- Trot
- Marker
- Stop

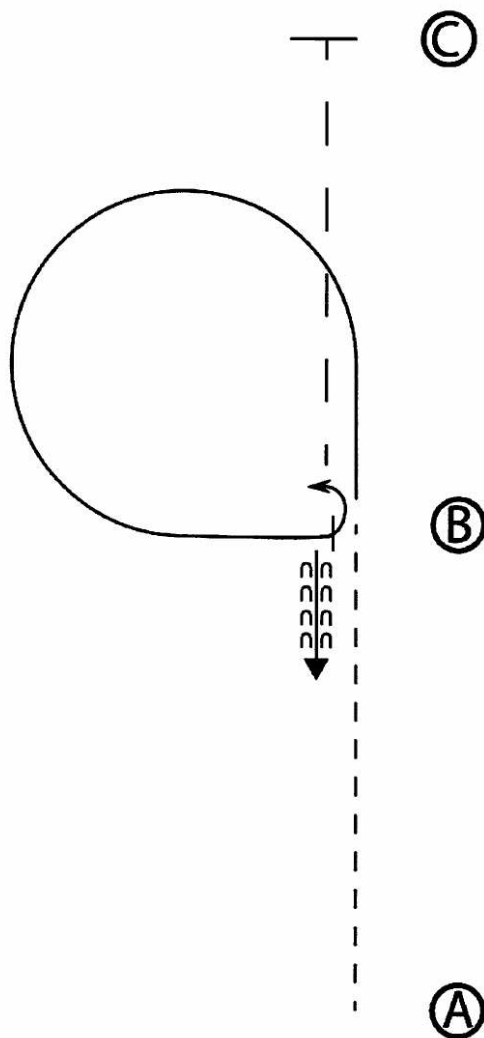
Fence heights and distances set by show management. Pattern not drawn to scale.



Begin before A.

1. Walk to A.
2. Jog to B.
3. At B, extend the jog in a half circle.
4. When even with B, return to jog.
5. When even with A, halt.
6. Turn 90 degrees to the right and exit at walk.

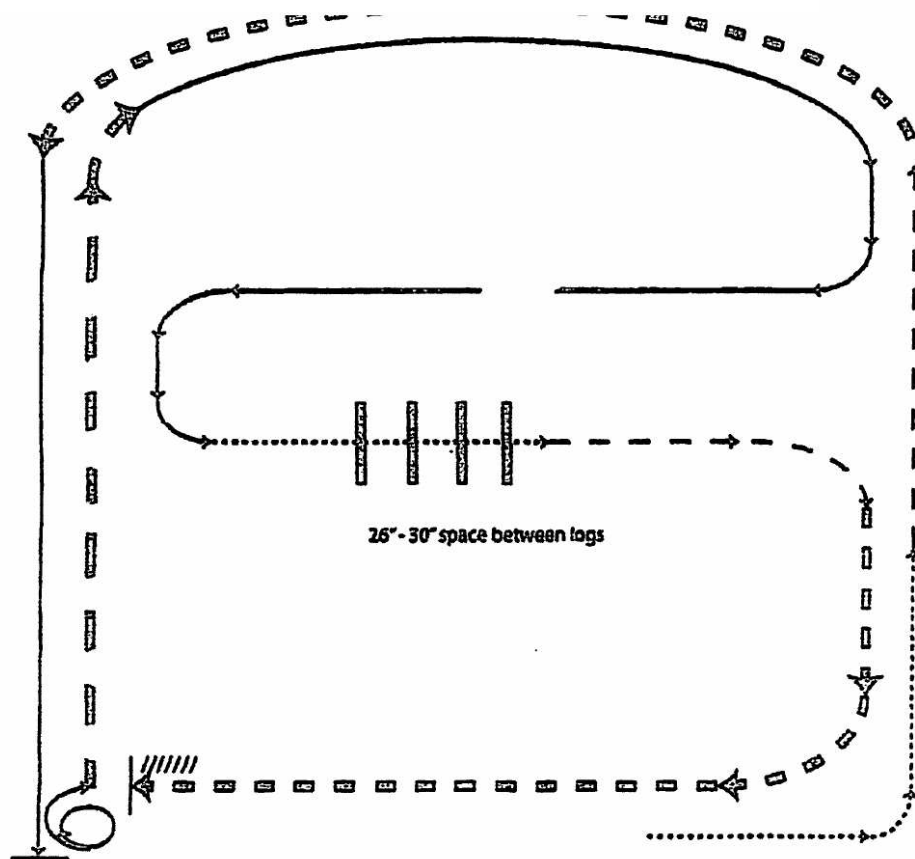
WALK	
JOG	- - - - -
EXTEND JOG	- — -
BACK	← 
MARKER	



Begin at A.

1. Jog from A to B.
2. At B, lope left lead.
3. Circle left and halt facing B.
4. Turn 90 degrees and back one horse length.
5. Extend the jog to C.
6. Halt at C.

WALK	
JOG	- - - - -
EXTEND JOG	- - -
LOPE	—————
BACK	← 3 3 3 3
MARKER	Ⓐ



1. Walk
2. Trot
3. Extend the trot
4. Trot
5. Stop, 1/2 turn right
6. Extend the trot
7. Trot
8. Walk
9. Walk over logs
10. Trot
11. Extend the trot
12. Stop and back



PATTERN #3

- Ordinary Walk- 30 feet
- Lope- 150 feet
- Extended Trot- 240 feet
- Trot- 120 feet
- Stop; reverse (either direction)
- Trot- 90 feet
- Lope- 150 feet
- Extended Lope- 200 feet
- Extended Walk- 75 feet
- Stop and Back

Walk Trot Pattern #7

- Normal Walk – 100 feet
- Extended Walk – 150 feet
- Trot – 100 feet
- Extended Trot – 150 feet
- Stop; reverse (either direction)
- Trot – 100 feet
- Extended Trot – 200 feet
- Stop and Back

