

**2025 EABA
Hunt Seat
Equitation
Pattern Book**

Hunt Seat Equitation

Class Description

Hunt seat equitation is a discipline that evaluates a rider's ability to perform maneuvers on horseback. It's based on traditional hunter riding style.

Attire and Equipment

Jacket

- A short jacket in muted colors like brown, green, gray, navy blue, or black
- Tweed, small check, or herringbone patterns are allowed
- Avoid coats with lots of contrast stitching or bling

Breeches

- Buff, canary, tan, rust, or white
- Tan is the most popular color
- Breeches should be clean and well-fitted

Shirt

- A neutral-colored show shirt with a choker, muted color necktie, or a stock tie
- White shirts are common
- Shirts must have a white collar and white cuffs

Boots

- Tall field or dress boots in black or brown
- Younger riders may wear brown or black jodhpur boots

Helmet

- An approved riding helmet that meets or exceeds current ASTM/SEI standards for equestrian use
- The helmet must be worn and adjusted securely

Gloves

- Traditional, in a neutral color or brown

Rider's Position

Position

- Sit up straight but relaxed
- Keep your eyes up and look straight ahead
- Position your hands slightly in front of your horse's withers
- Keep your elbows pressed against your body
- Keep your hands closed with your thumbs facing up

Two-point position

- Lift your weight off the horse's back and put it down into your heels and stirrups
- Close your hip angle
- Lift your buttocks out of the saddle
- Keep your head and shoulders up

Riding

- At the walk, trot, and canter, your body should be slightly in front of the vertical
- Push your heels down so your legs don't move backward and forward at the canter
- When working over fences, look ahead towards the next fence

Tips

- If you're new to the two-point position, bridge your reins and grab onto the mane
- Use a shaped saddle pad

Procedures:

Maneuvers in the pattern:

- Walking, trotting, and cantering in both directions
- Changing diagonals at the trot
- Turning on the forehand and hindquarters
- Backing up
- Figure-eight patterns
- Possible lead changes depending on the class level

Judging criteria:

- **Correct position:** Proper hand placement, leg position, and overall balance
- **Effective aids:** Subtle and coordinated use of hands, legs, and weight to guide the horse

- **Rhythm and responsiveness:** Maintaining a consistent pace and reacting smoothly to the rider's cues.
- **Smooth transitions:** Clean changes between gaits
- **Overall presentation:** A confident and composed demeanor in the ring

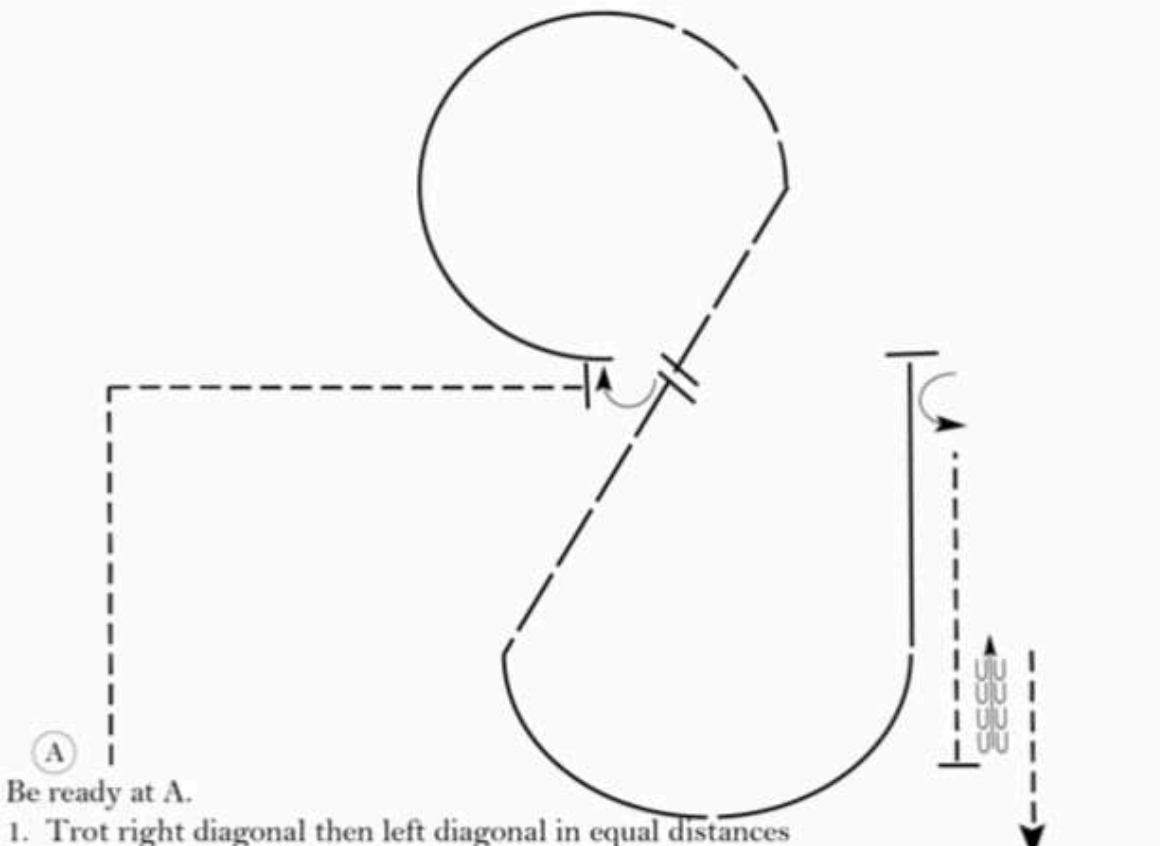
Important considerations:

- **Horse suitability:** The horse should be well-trained and suitable for the level of the class.
- **Pattern complexity:** The pattern will vary based on the rider's level, with more advanced classes including more intricate maneuvers.
- **Judge's interpretation:** Different judges may place slightly different emphasis on various aspects of the rider's position and performance

Disqualifications:

- Major faults leading to disqualification:
 - Falling from the horse
 - Going significantly off course
 - Three or more refusals at a jump
 - Severe horse disobedience like rearing or bucking
 - Excessive use of the whip or spurs
 - Improper use of the reins, causing harsh or excessive pressure
 - Loss of stirrup
- **Factors considered by judges:**
 - Rider's position and balance
 - Horse's responsiveness and movement
 - Correct lead changes and gaits
 - Following the course pattern accurately
 - Appropriate use of aids

June 21st



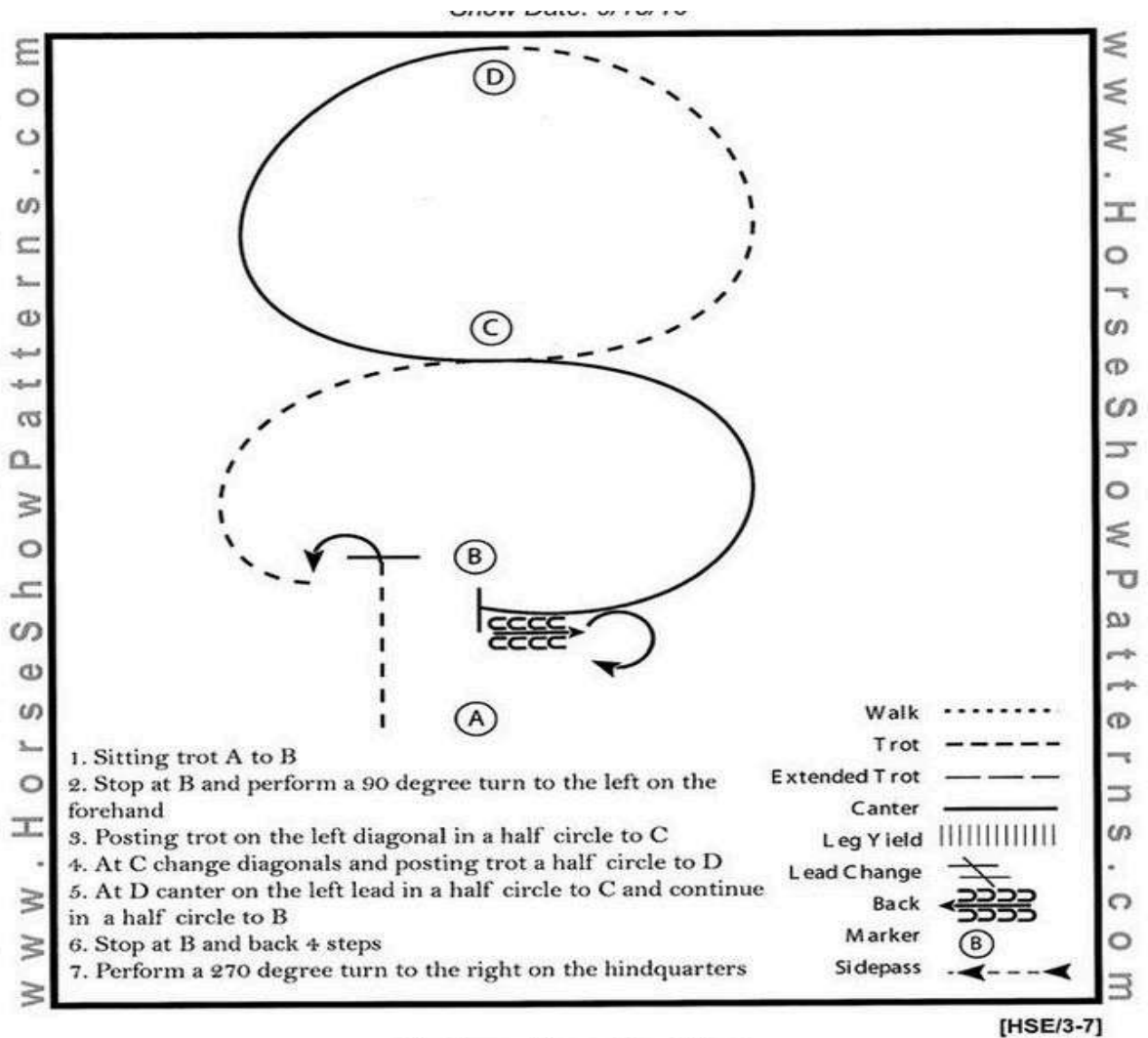
The diagram illustrates a dressage pattern. It begins with a circle, followed by a half-circle, and then a straight line. A dashed line indicates the path of the horse. A point 'A' is marked on the straight line. A legend on the right side of the diagram defines the symbols used for different gaits and movements.

Be ready at A.

1. Trot right diagonal then left diagonal in equal distances before turning right and continuing to center.
2. Halt and perform a 180 degree forehand turn to the right.
3. Canter on the right lead in 1/2 circle.
4. Hand gallop 1/4 circle and continue in a diagonal line across the center of the pattern and change leads (simple or flying) in the middle.
5. Collect the canter for 1/2 circle and continue in a straight line.
6. Halt and perform a 180 degree turn to the left over the haunches.
7. Left diagonal trot until even with A. Halt and back approximately one horse length.
8. Pattern is complete. Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←
Hand Gallop	—————

June 28th



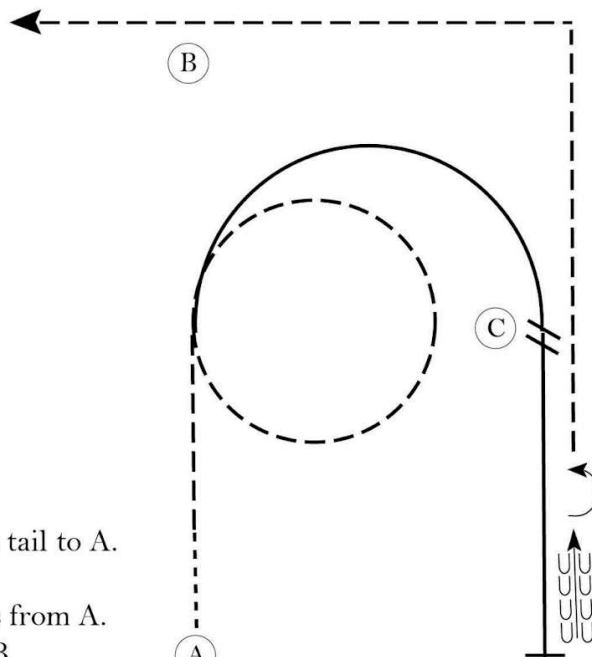
Pattern 1

Be ready with your horse's tail to A.

1. Walk two horse lengths from A.
2. Sitting trot halfway to B.
3. Rising trot circle to the right in the left diagonal.
4. Canter a half circle to C in the right lead.
5. Perform a simple lead change at C.
6. Canter until even with A in the left lead.
7. Stop when even with A and back approximately one horse length.
8. Perform a 1/2 turn on the forehand to the left.
9. Rising trot on the right diagonal until even with B. Trot around the corner toward B.
10. Continue to trot past B.

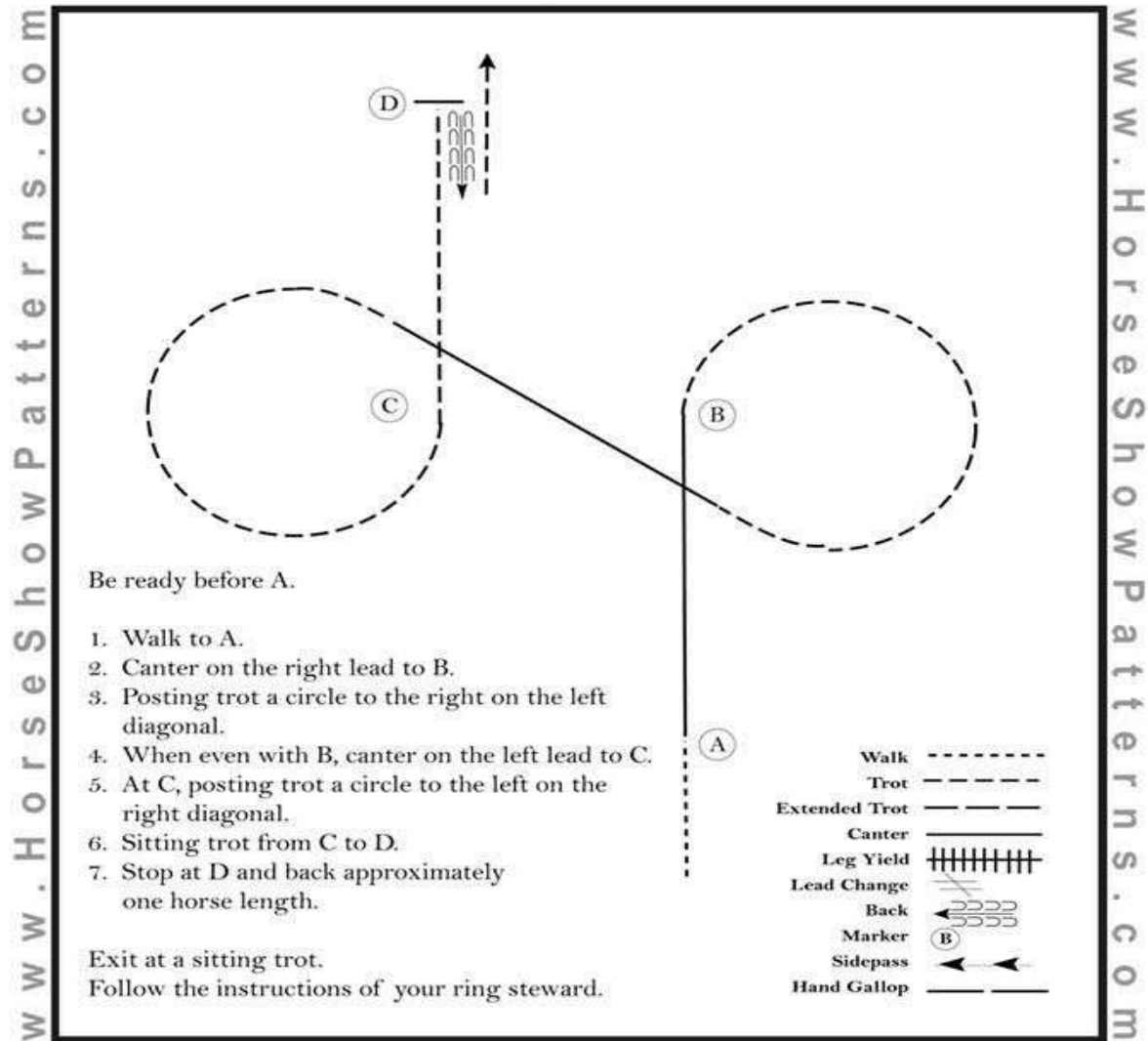
Pattern is over once you have passed B at the trot.

Follow the directions of your ring steward.



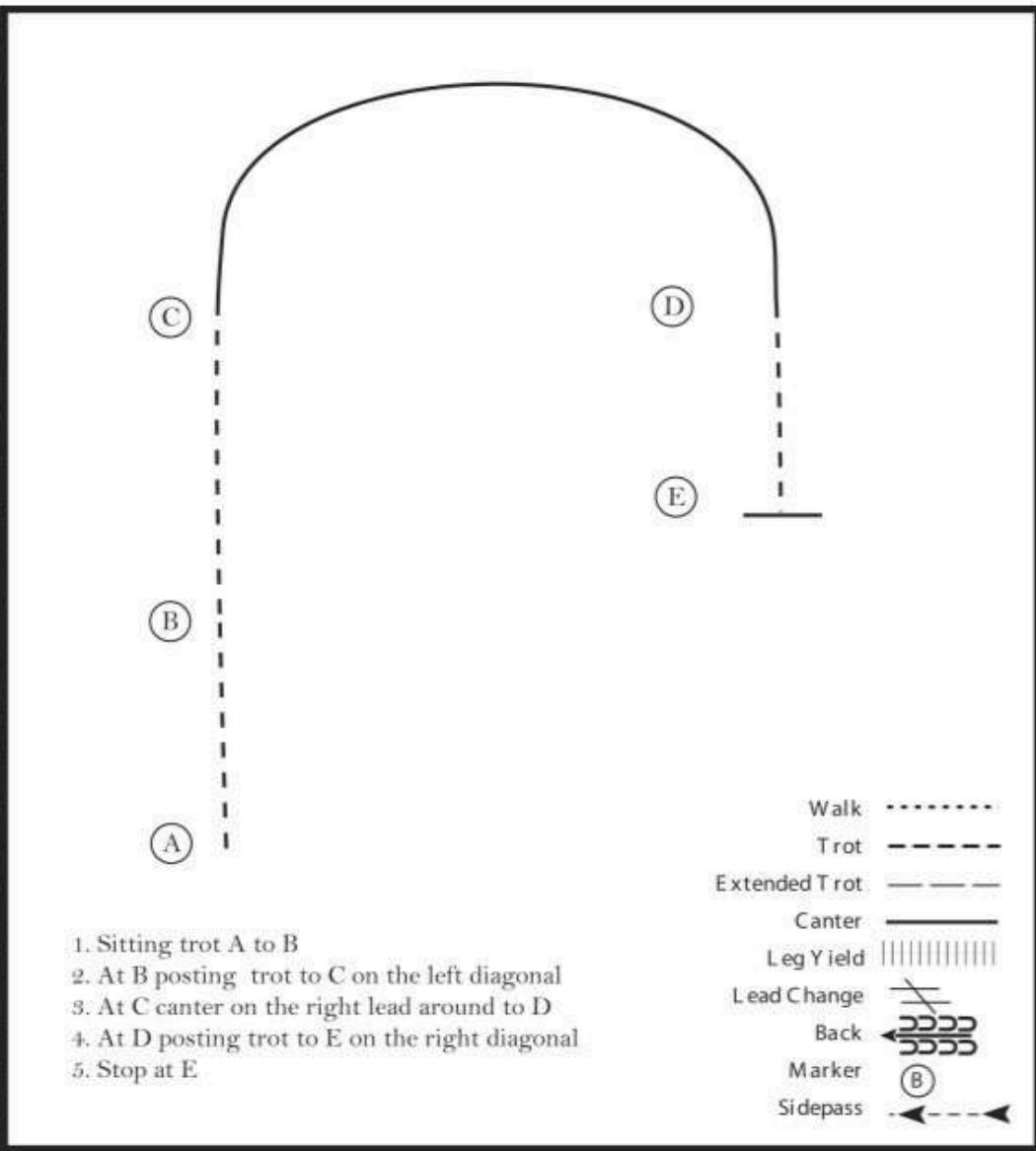
Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Lead Change	-----
Back	←-----
Marker	(B)
Hand Gallop	-----

Pattern 2



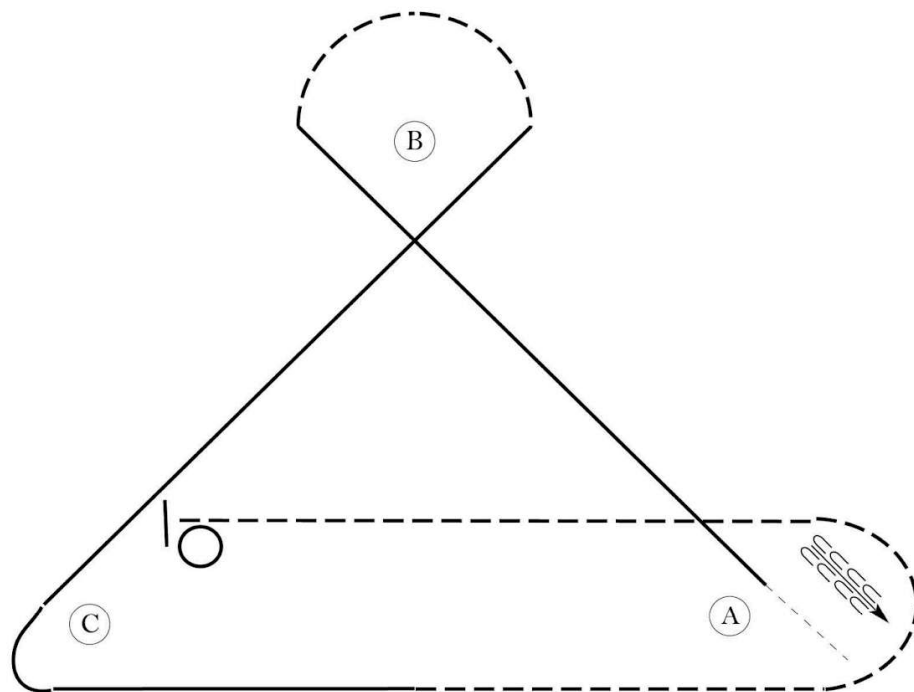
Pattern 3

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Pattern 4

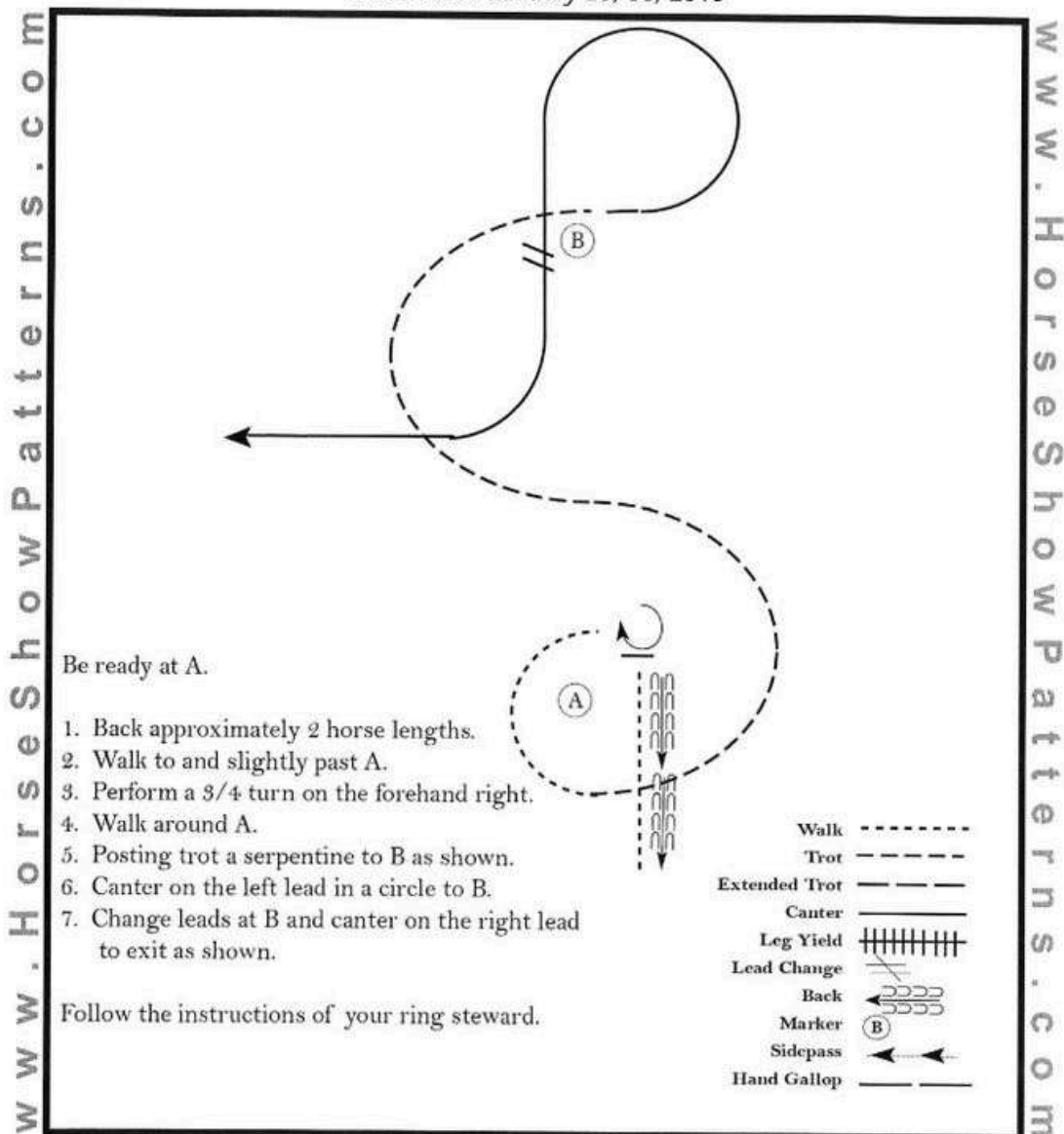


Be ready at A.

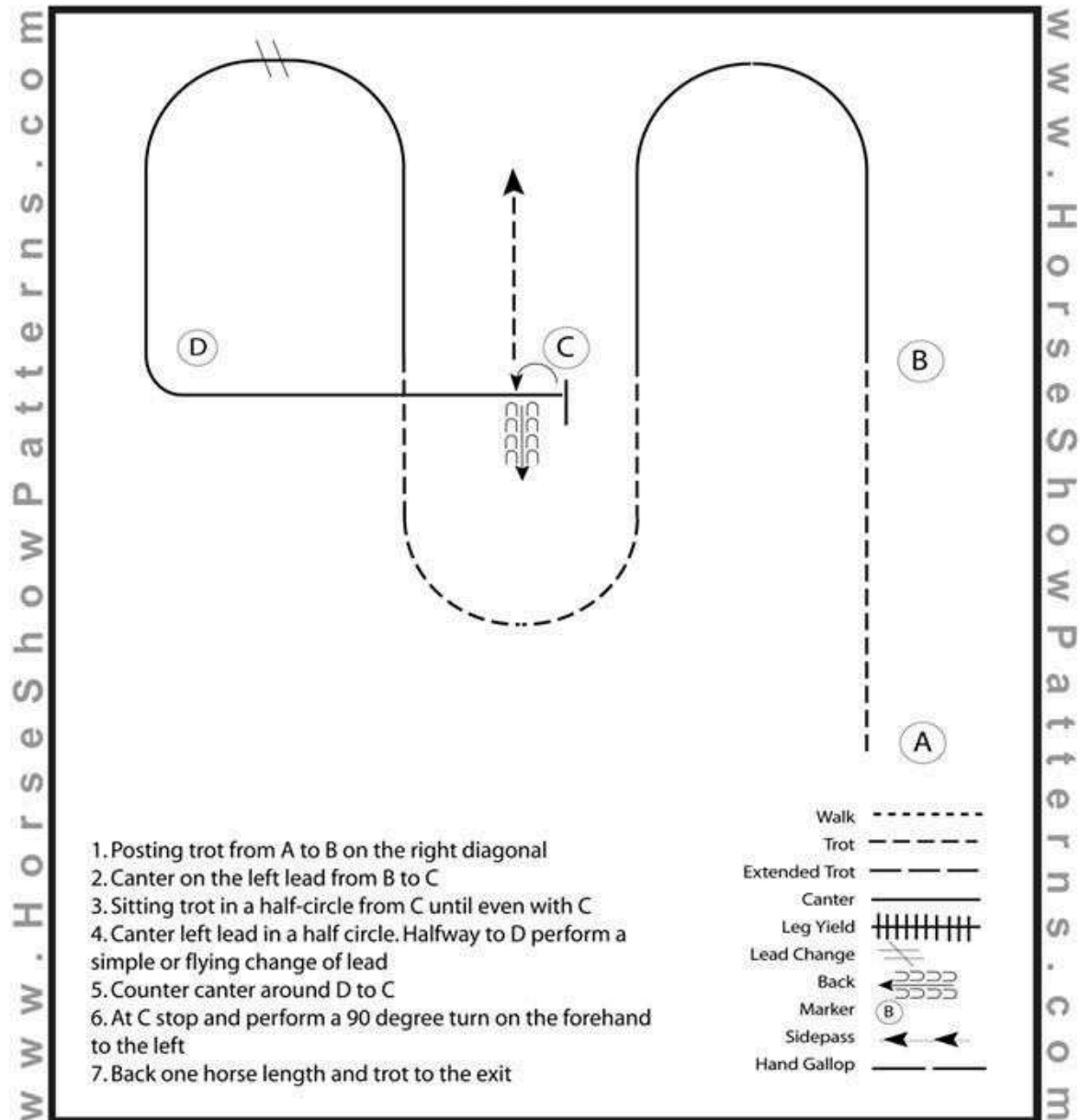
1. Back approximately two horse lengths then walk to A.
2. Canter on the right lead to B.
3. At B, posting trot around B in the left diagonal.
4. At B, canter on the left lead to and around C and continue towards A.
5. Halfway to A, posting trot on the right diagonal to and around A and continue towards C.
6. Halfway to C, sit the trot.
7. Stop at C.
8. Perform a 360 degree pivot on the forehand (either direction).

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↗ ↘
Back	←←←←
Marker	(B)
Sidepass	←→
Hand Gallop	-----

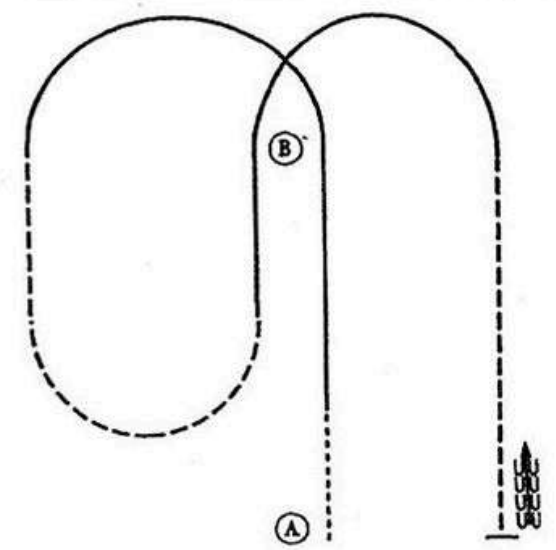
Pattern 5



Pattern 6



Pattern 7



The diagram illustrates the path for Pattern 7. A horse starts at point A at the bottom right. It walks two horse lengths to point B, which is located in the upper middle of the diagram. From point B, the horse canter on the left lead to the left, then continues to canter a half circle until it is even with point B. It then trots on the right diagonal until halfway between A and B, continues to trot a half circle until halfway between A and B, canter on the right lead to B, and then canter a half circle until even with B. Finally, it trots on the left diagonal until even with A, stops, and backs approximately one horse length.

Be ready at A.

1. Walk two horse lengths from A.
2. Canter on the left lead to B. Continue to canter a half circle until even with B.
3. Trot on the right diagonal until halfway between A and B. Continue to trot a half circle until halfway between A and B.
4. Canter on the right lead to B and then canter a half circle until even with B.
5. Trot on the left diagonal until even with A.
6. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Log Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	⊙
Sidepass	← ← ← ← ←
Hand Gallop	=====

Pattern 8

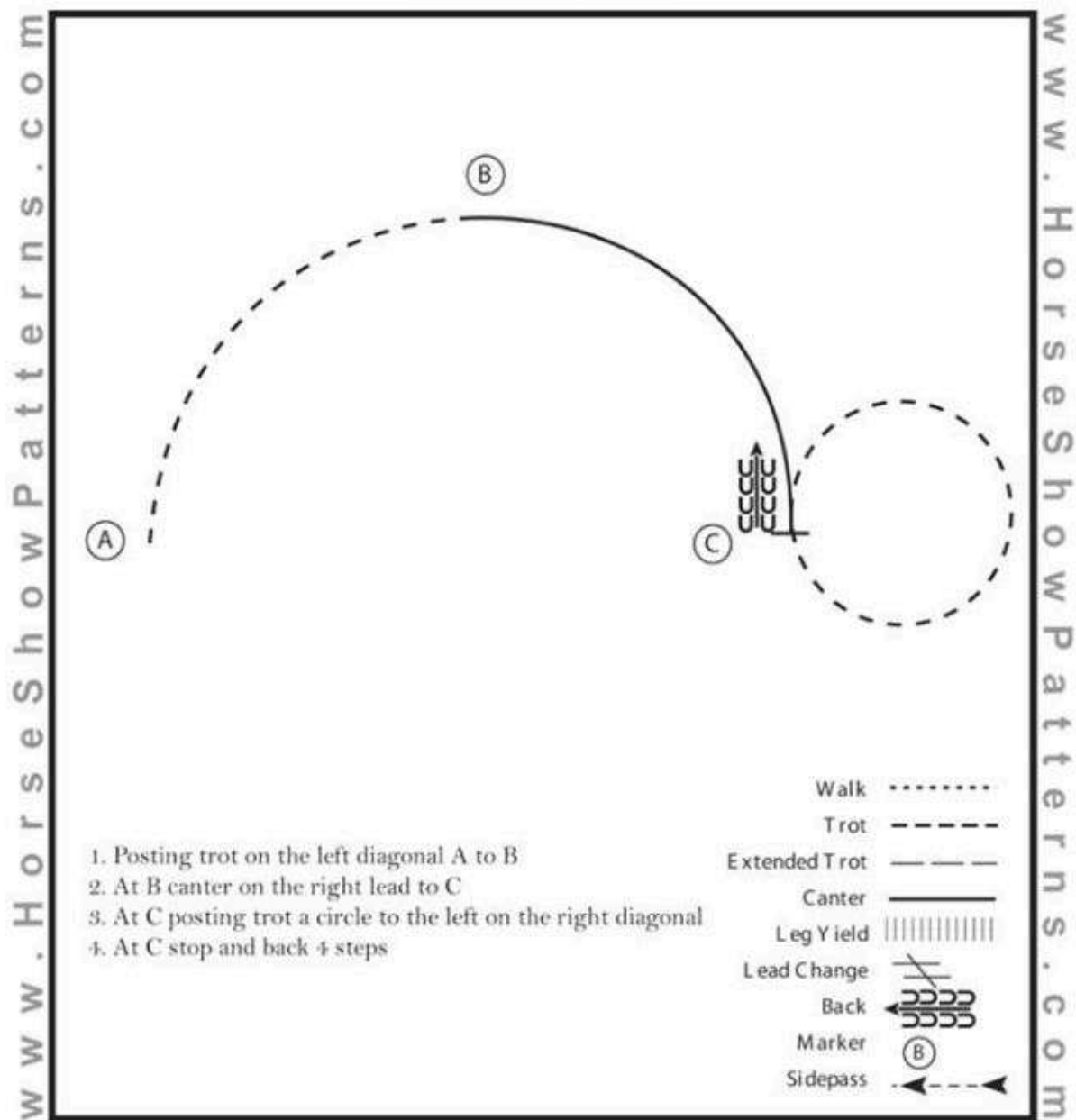
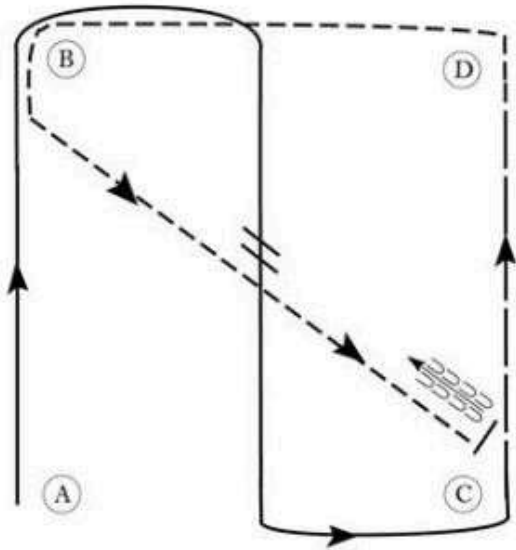


FIGURE 41

Pattern 9

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Be ready at A.

1. Canter on the right lead to and around B.
2. Halfway between B and C, change leads.
3. Canter on left lead to and around C.
4. Hand gallop from C to D.
5. At D, perform a posting trot on the right diagonal.
6. At B, two point at the trot until halfway to C.
7. Sitting trot to C.
8. Stop and back one horse length at C.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	(B)
Sidepass	→→→→→
Hand Gallop	=====

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