

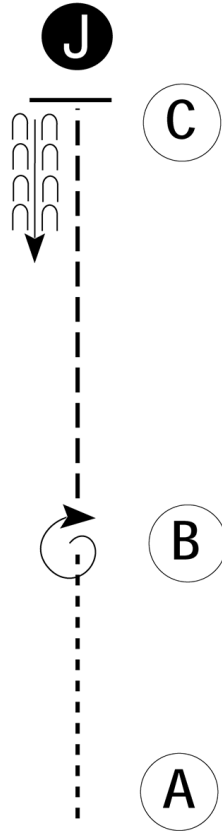
# 2022 MIHA SR Meet 3

## Western Showmanship

Show Date: Various

w w w . H o r s e S h o w P a t t e r n s . c o m

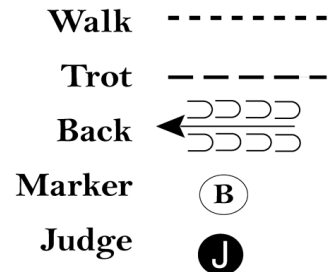
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Be ready at A.

1. Walk to B.
2. Perform a 360 degree turn at B.
3. Trot to C.
4. Stop and set up for inspection.
5. When dismissed, back approximately one horse length.

Follow the instructions of your ring steward.



[S/2-41]

Pattern Provided by:  
*Pattern Committee*

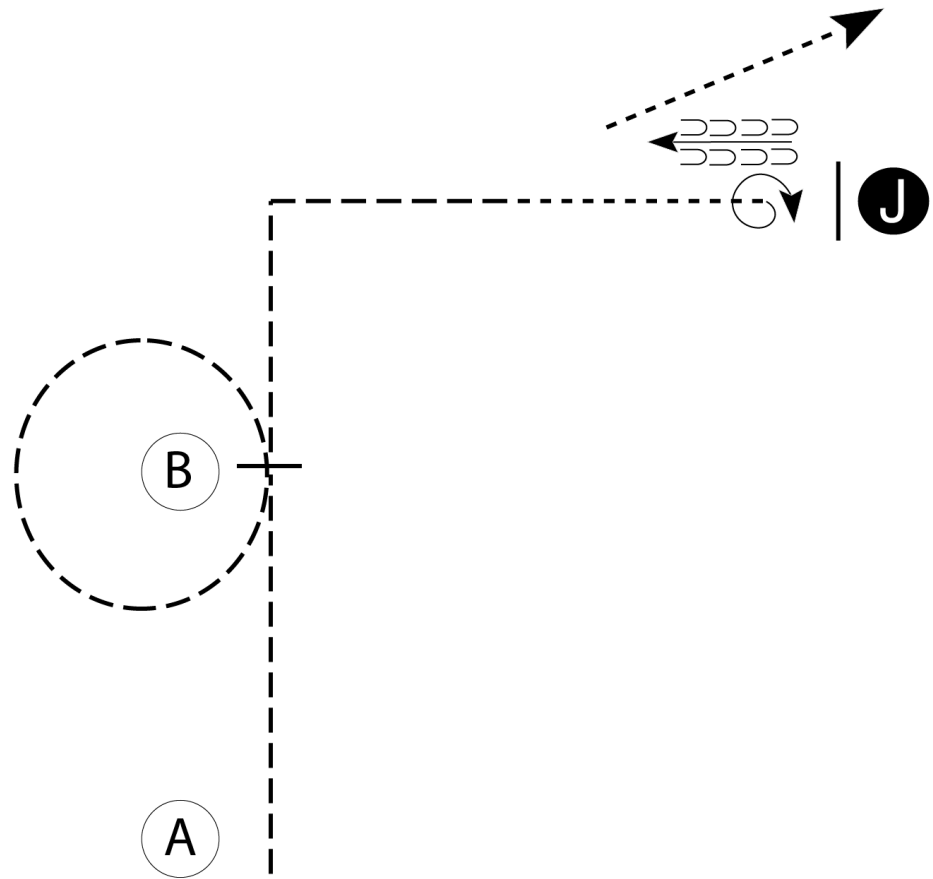
# 2022 MIHA SR Meet 3

## Huntseat Showmanship

Show Date: Various

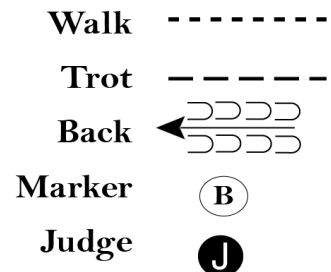
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w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Trot from A to B.
2. Trot a circle around B.
3. At B, stop, set up, and hesitate.
4. Trot halfway to the Judge as shown.
5. Walk halfway to Judge.
6. Perform a 360 degree turn and set up for inspection.
7. When dismissed, back approximately one horse length.
8. Exit at a walk as shown.



[S/2-92]

Pattern Provided by:  
*Pattern Committee*

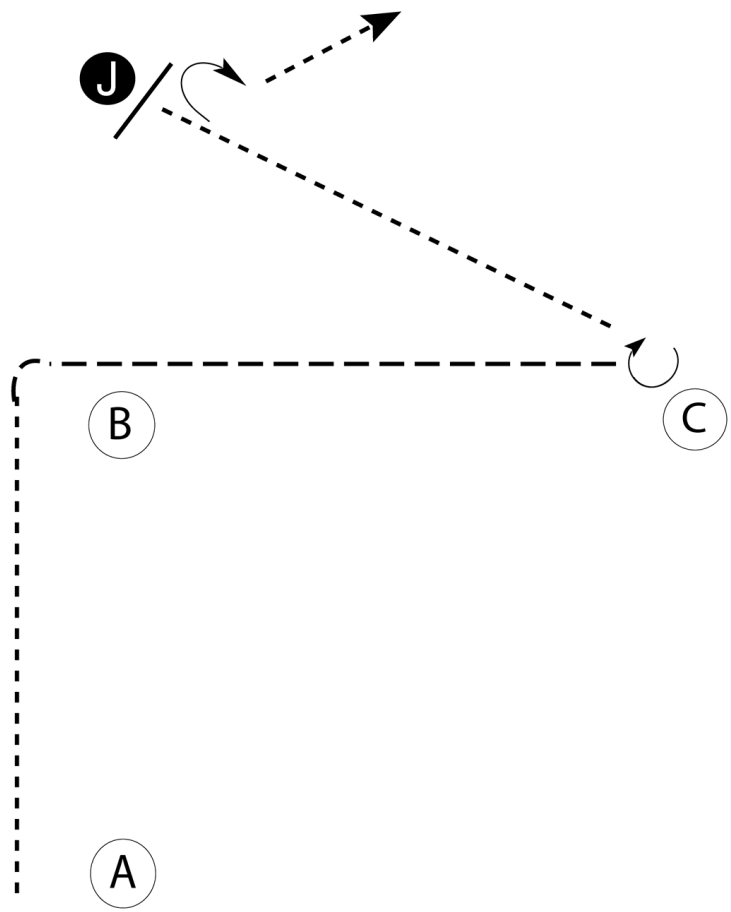
# 2022 MIHA SR Meet 3

## Saddleseat Showmanship

Show Date: Various

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Walk to B.
2. Trot to C.
3. Stop at C.
4. 5/8 turn at C.
5. Walk to judge and set up for inspection.
6. When dismissed 1/4 turn and walk off.

- Walk     - - - - -
- Trot     - - - - -
- Back     ←
- Marker     ( B )
- Judge     ( J )

[S/1-20]

Pattern Provided by:  
*Pattern Committee*

# 2022 MIHA SR Meet 3

## Huntseat Equitation

Show Date: Various

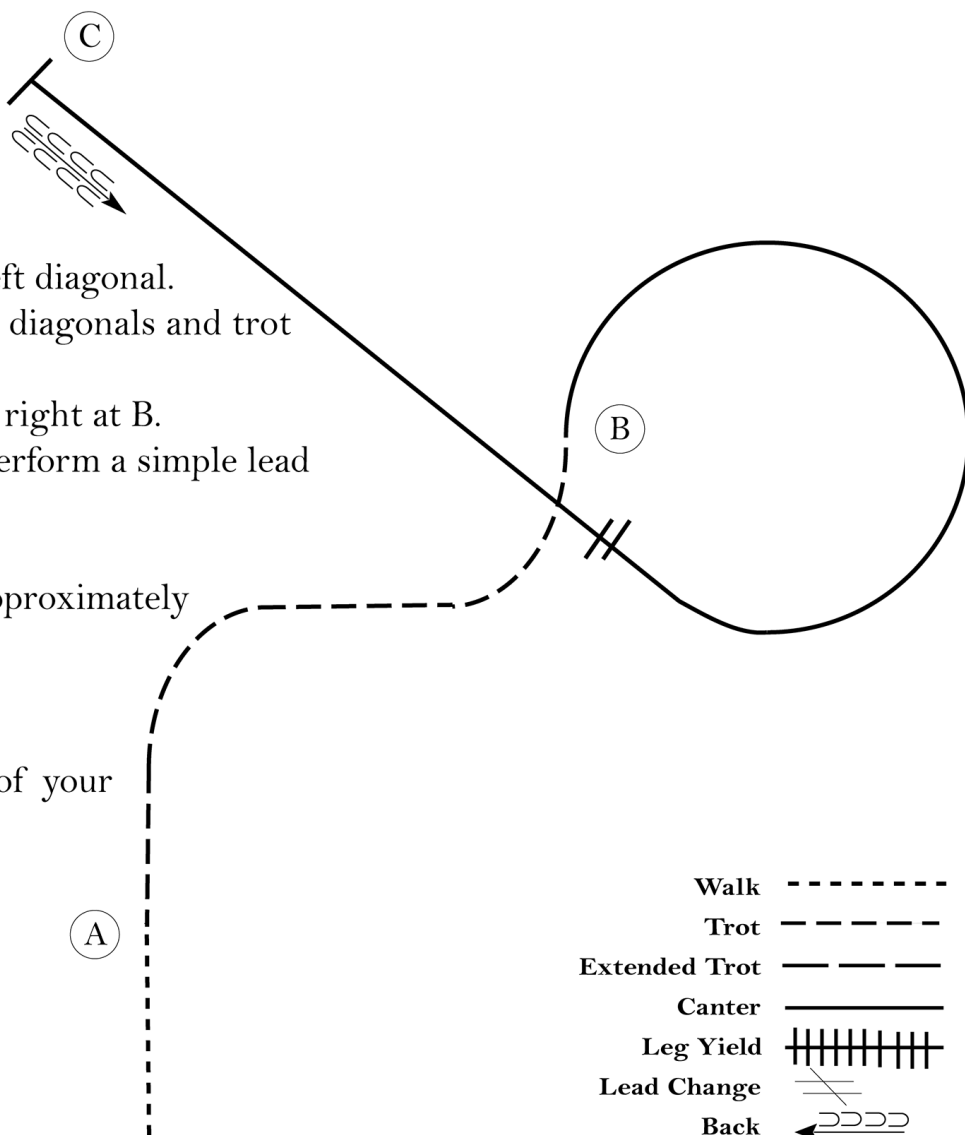
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w w w . H o r s e S h o w P a t t e r n s . c o m

Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal.
3. Halfway to B, change diagonals and trot to B.
4. Canter a circle to the right at B.
5. When even with B, perform a simple lead change.
6. Canter to C.
7. Stop at C and back approximately one horse length.

Exit at a trot.  
Follow the instructions of your ring steward.



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

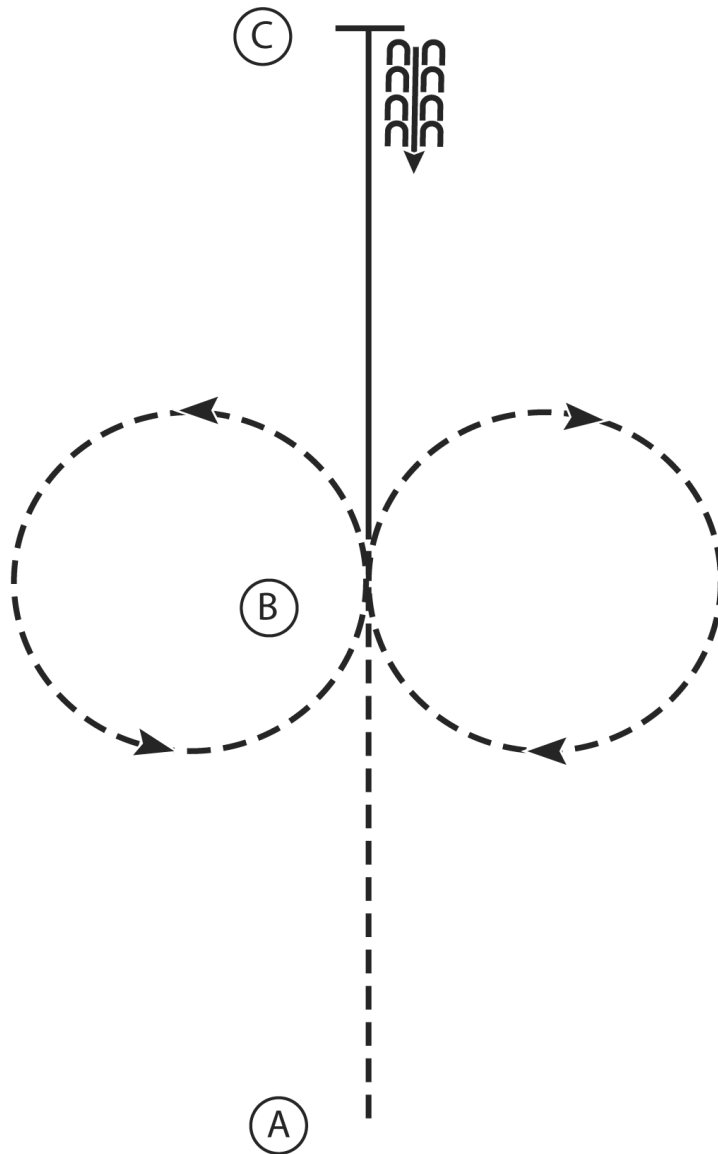
[HSE/2-40]

Pattern Provided by:  
*Pattern Committee*

# 2022 MIHA SR Meet 3

## Huntseat Bareback

Show Date: Various



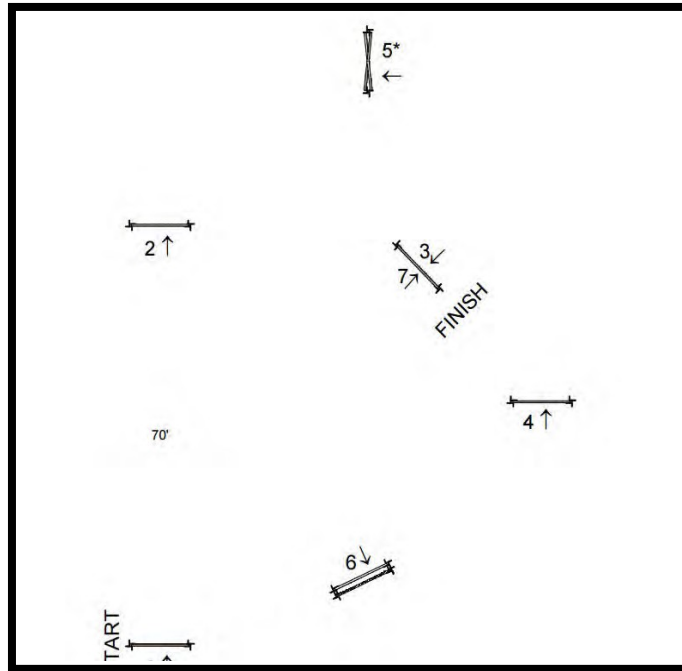
1. Sitting trot A to B
2. At B posting trot circle to the right
3. At B posting trot circle to the left
4. At B canter on the left lead to C
5. At C stop and back 4 steps

Walk	.....
Trot	- - - - -
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	↘
Back	← C C C C
Marker	(B)
Sidepass	← - - - - →

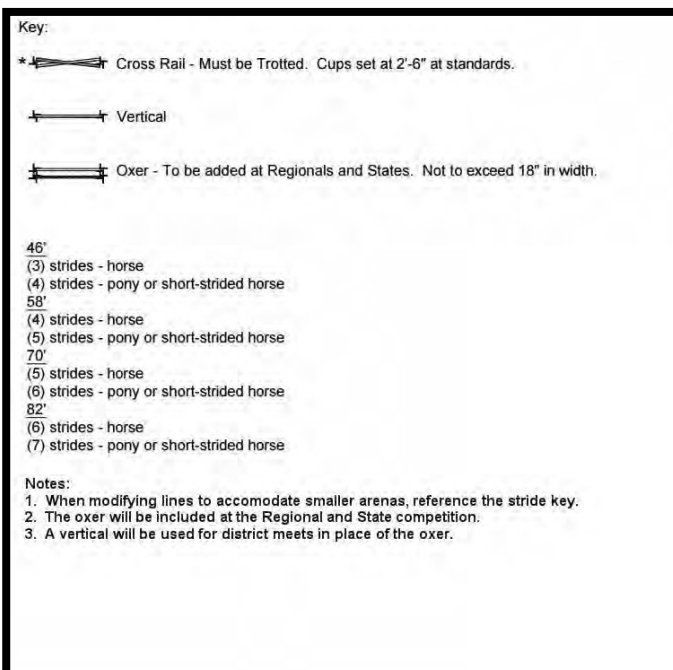
[HSE/1-6]

Pattern Provided by:  
*Pattern Committee*

## Pattern # 2



## Equitation Over Fences Jump Key



## APPENDIX

Back #: \_\_\_\_\_

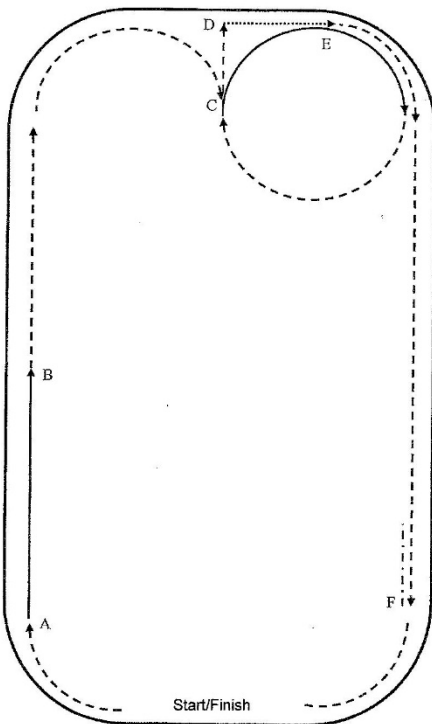
### High School Saddle Seat Pattern #2

**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	From the start point, trot or second gait to point A. Halt. Canter on the left lead to point B.	10	
2	Drop down to a trot or second gait to point C as shown. Halt.	10	
3	Pivot 180 degrees and canter 1/2 circle on the right lead. Halt.	10	
4	Trot or second gait the second 1/2 circle and point D. Halt.	10	
5	Pivot right, drop your irons and walk to point E.	10	
6	Trot or second gait down your right rail to point F. Halt. Pick up your irons.	10	
7	Back 4 steps and trot or second gait to the finish point.	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	
<b>Total</b>		<b>100</b>	



Exhibitors may walk or trot their horses to the center of the arena. Horses must walk or stop before starting the pattern. Begin at the center of the arena facing the left wall or fence.

1. Complete one spin to the right. Hesitate.
2. Complete one spin to the left. Hesitate.
- 3.
4. Beginning on the left lead, complete two circles to the left, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
5. Complete two circles to the right, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
6. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate that you have completed the pattern.

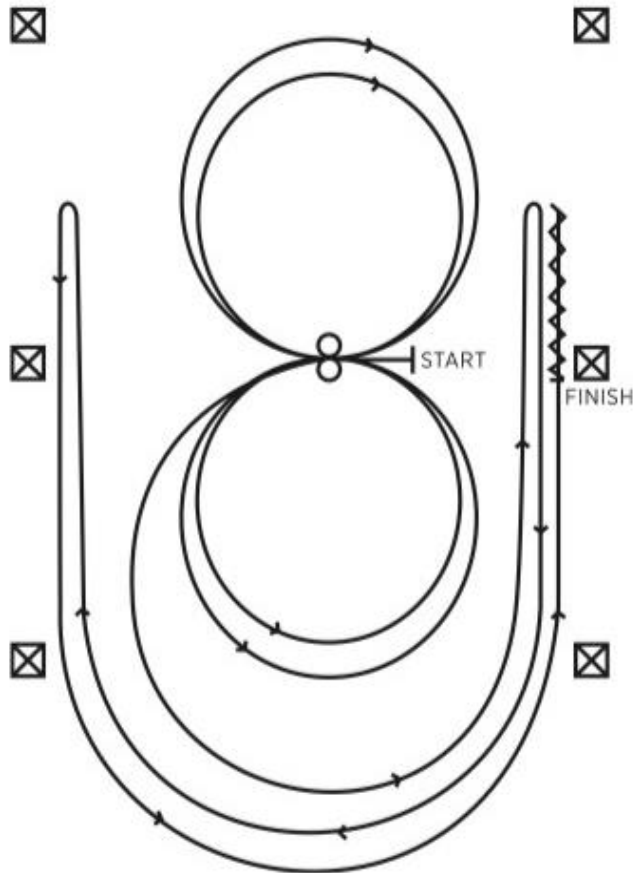
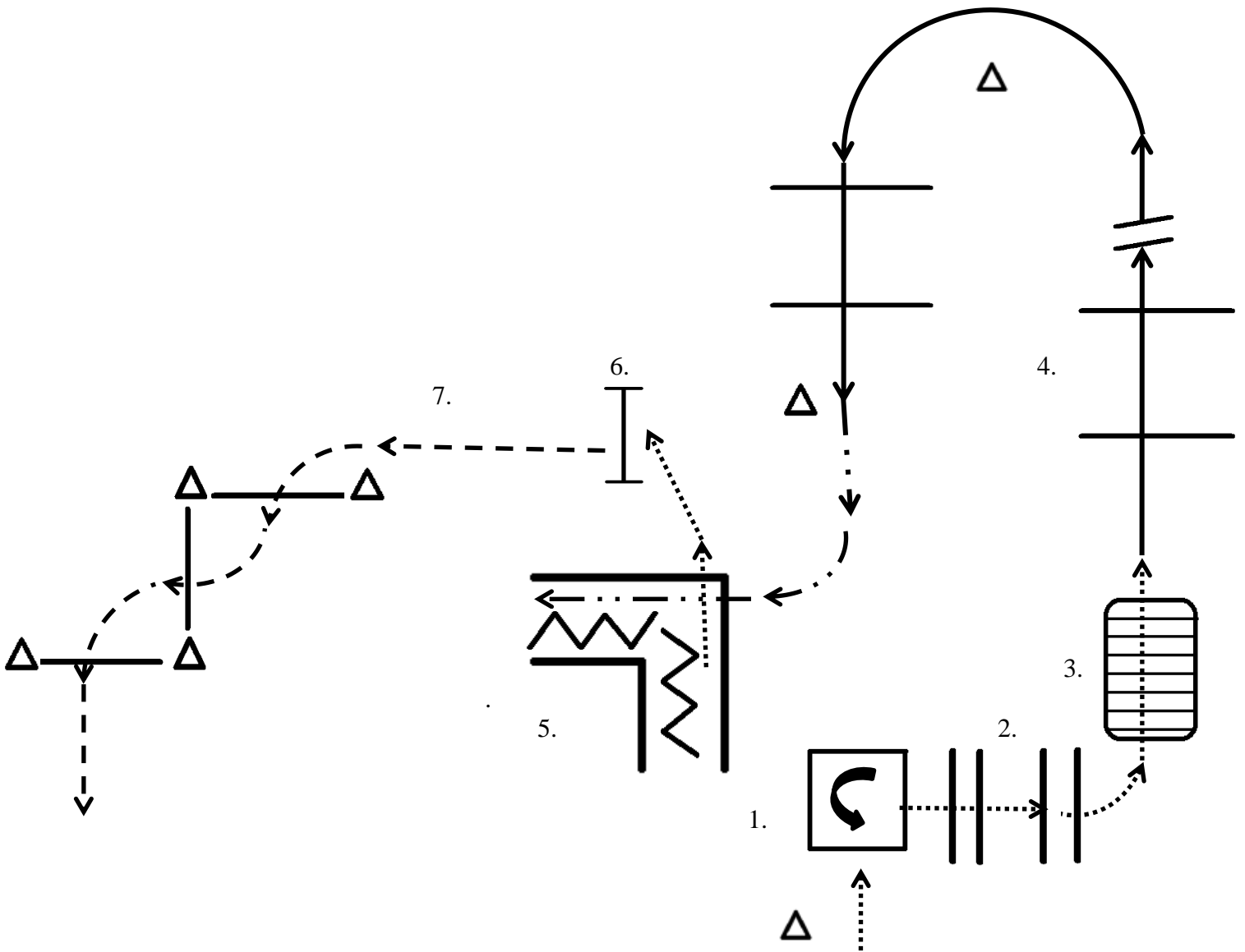


Figure 19. Reining pattern 2.



# MIHA 2022 Trail #3



## Be Ready at Cone

1. Walk into Box, Turn 270° Left
2. Walk over Poles
3. Walk over Bridge
4. Lope Right Lead over Poles, Change Lead, Lope Left Lead Over Poles
5. Extended Trot into Chute, Halt, Back L
6. Walk to Gate, work with Left Hand, Step over Pole in gate
7. Jog Poles

## Legend

Walk	.....
Trot	- - - - -
Extended Trot	- . - . - .
Canter	—————

\*Pattern is subject to changes depending on weather and footing conditions, including line of travel between obstacles!

*Pattern By: Marlana Barkow*