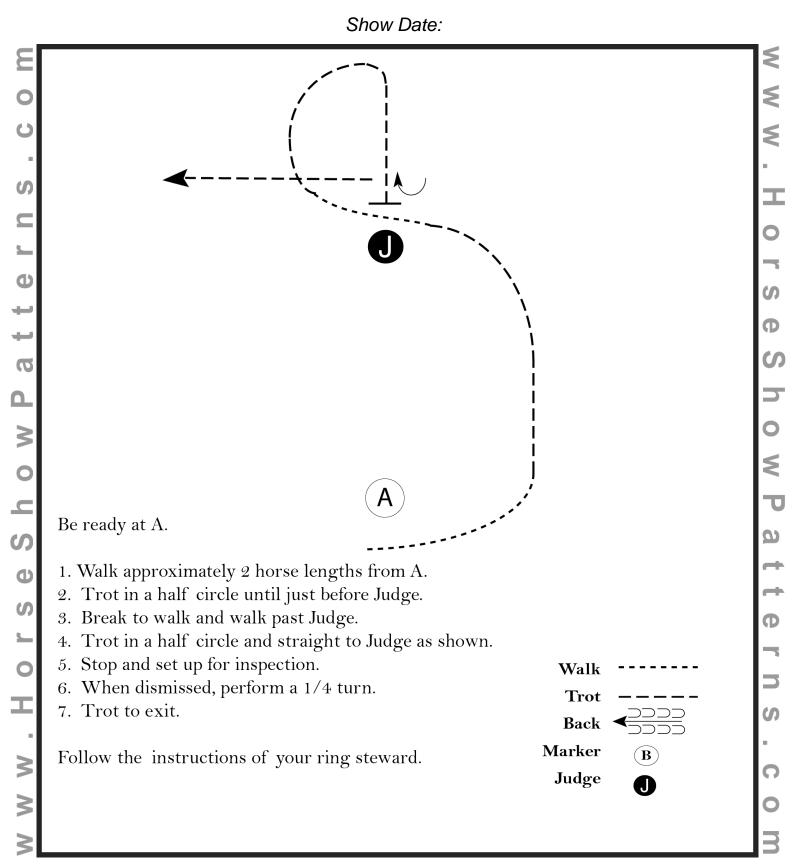
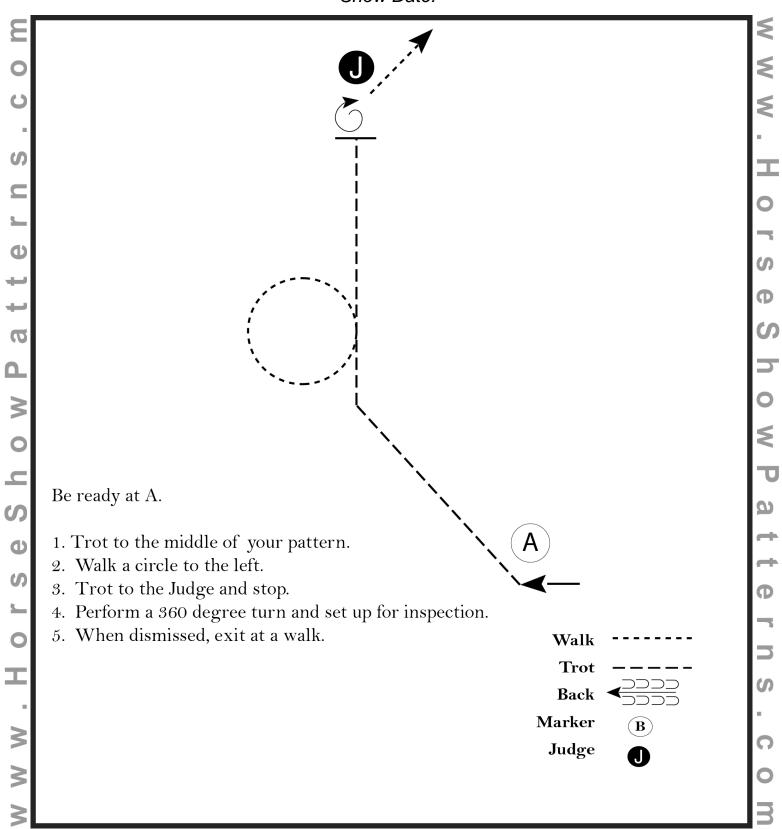
### Western Fitting and Showing



[S/1-43]

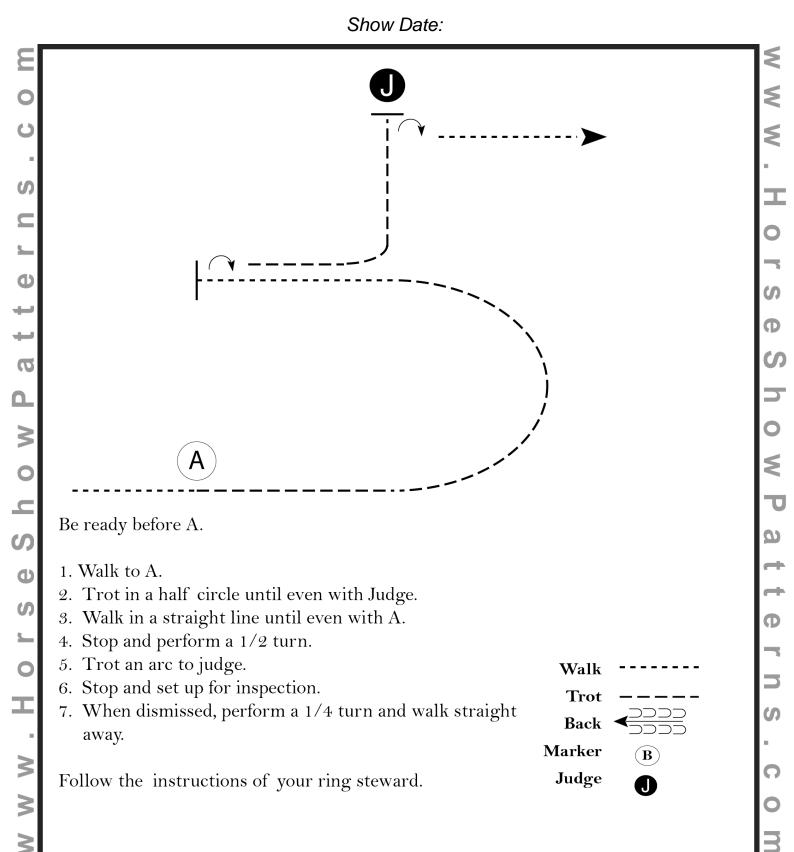
## **Hunt Seat Fitting and Showing**

Show Date:



[S/1-107]

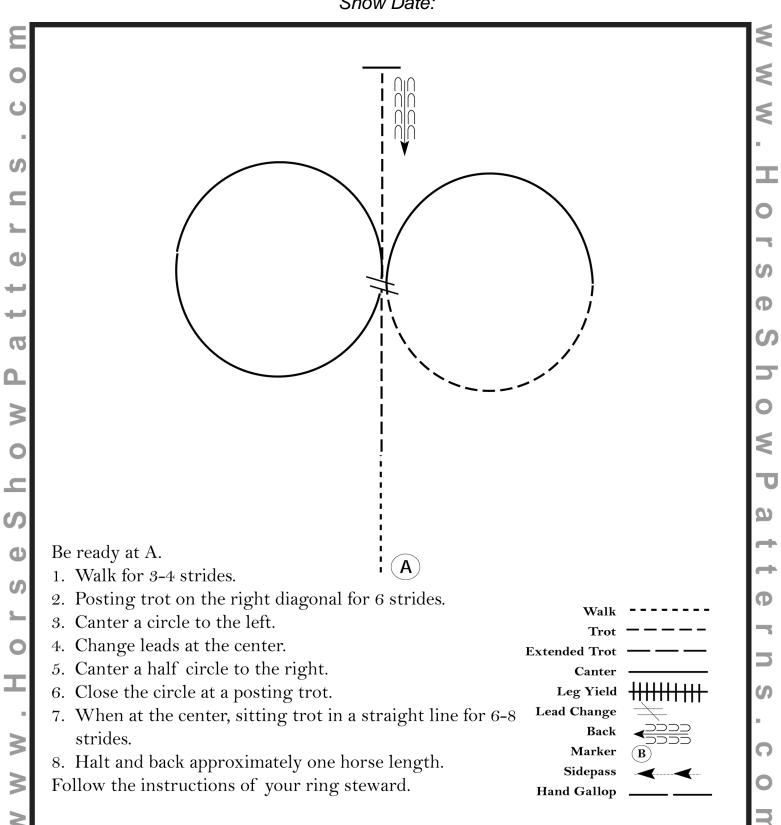
### Saddleseat Fitting and Showing



[S/1-83]

### **Hunt Seat Equitation**

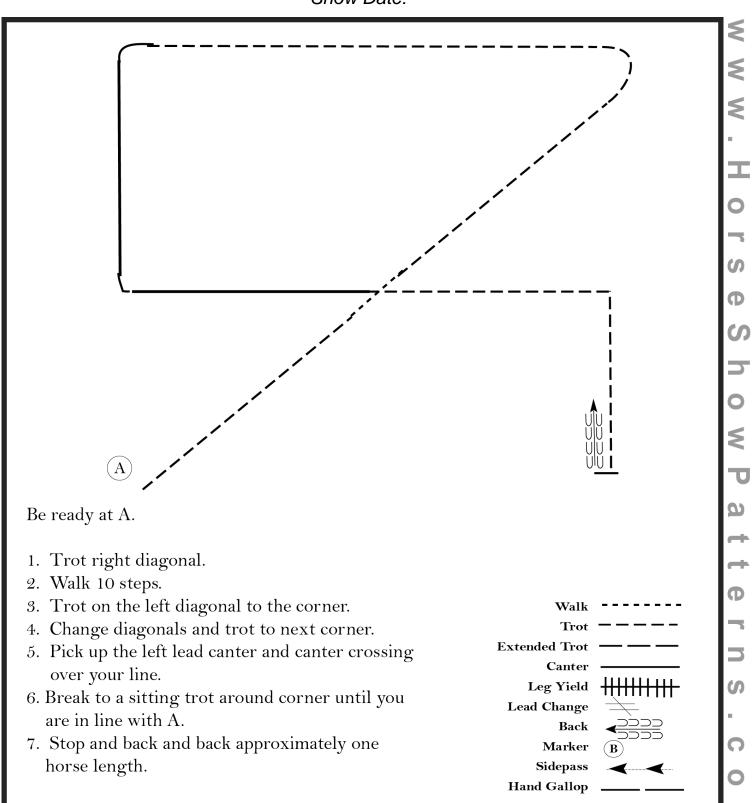
Show Date:



[HSE/2-63]

### **Hunt Seat Bareback**

Show Date:

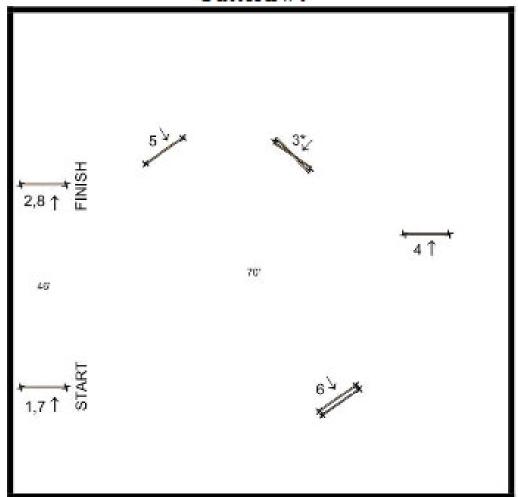


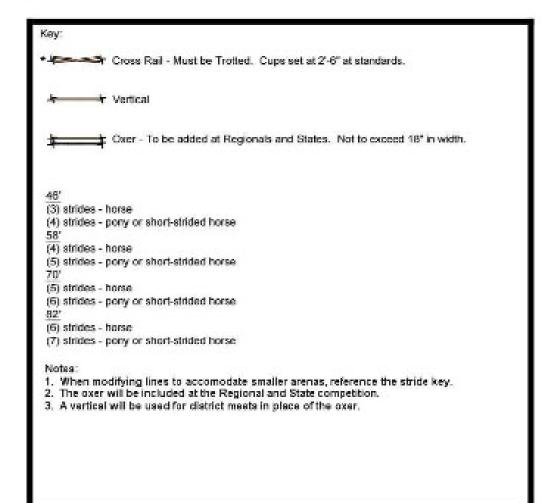
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[HSE/1-106]

### Pattern #4

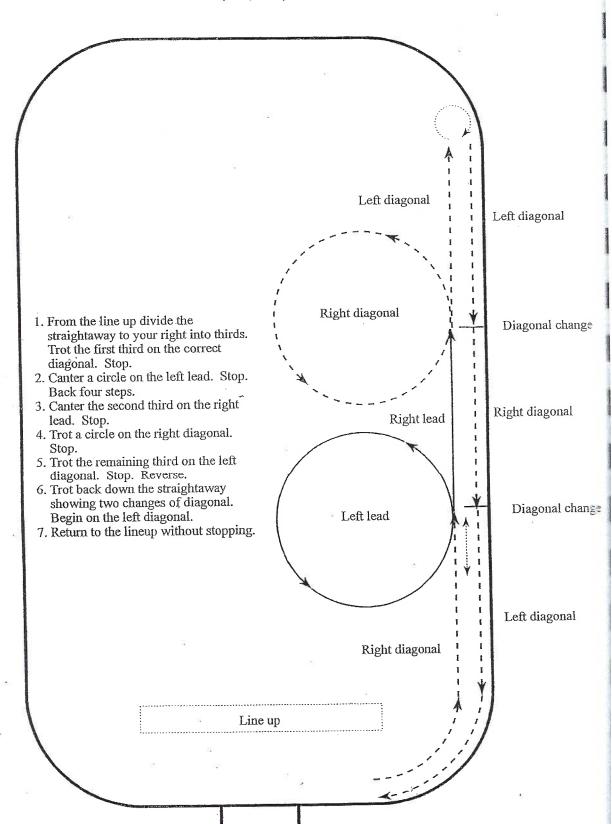




MIHA Sensor Meet 3-2024

Class Saddle Seat Equitation Class Class # Session

(Date, Time)



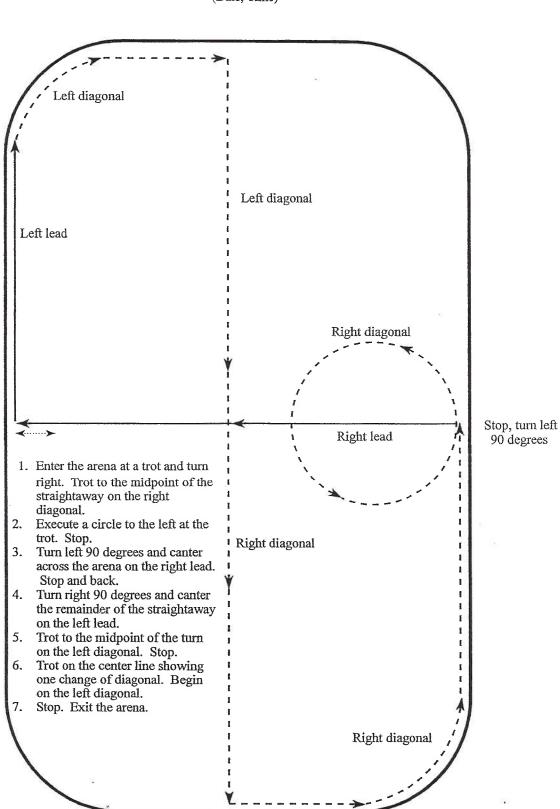
MIHA Senior Meet 3-2024 Class Saddle Seat Bore back Class#

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Stop, turn right

90 degrees

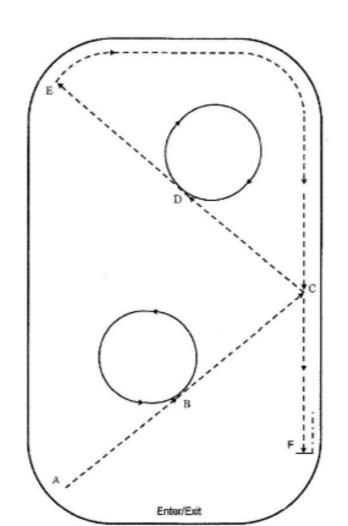
(Date, Time)



## High School Saddle Seat Pattern #4

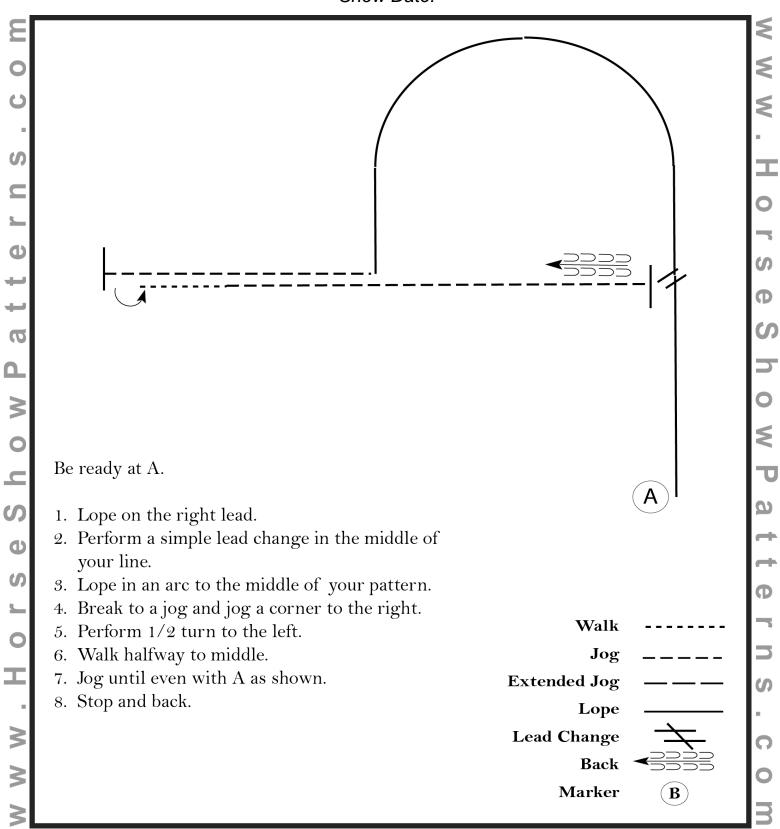
# Each item to be scored from 0-10 points. Total possible is 100 points. (All trot work will be performed at the rising trot on the correct diagonal unless specified.)

#	Movement	Points	Score
1	Begin your pattern at point A. Sit trot or second gait from A to B. Halt.	10	
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	



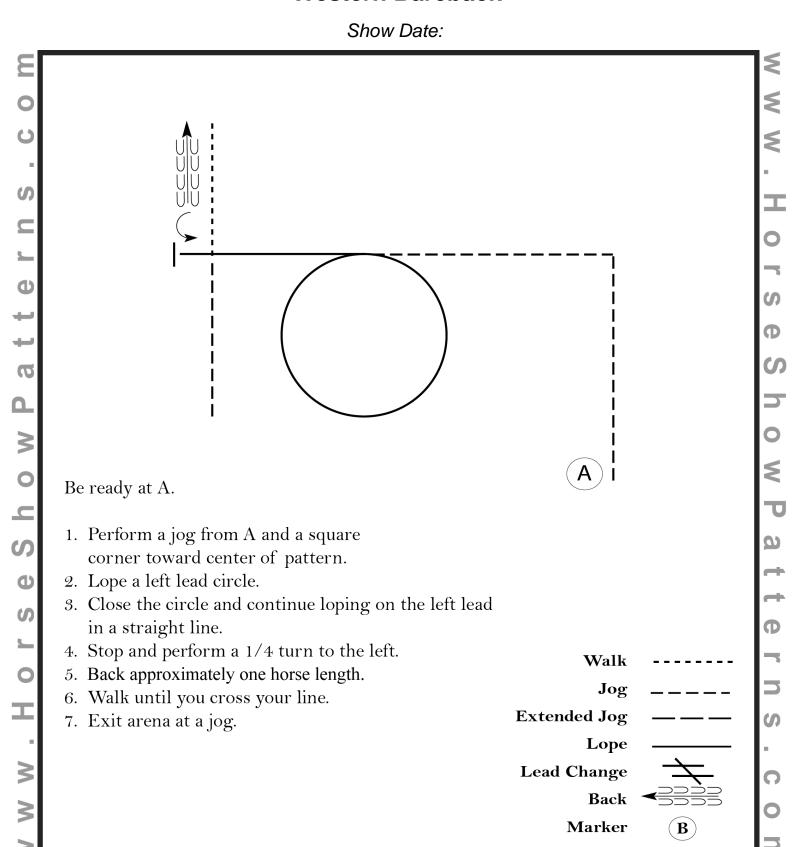
### **Western Horsemanship**

Show Date:



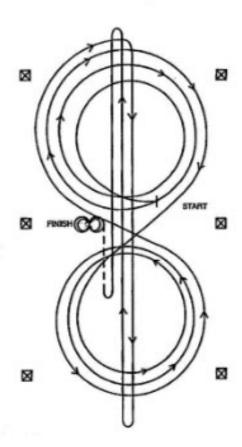
[WH/1-112]

### **Western Bareback**



[WH/1-104]

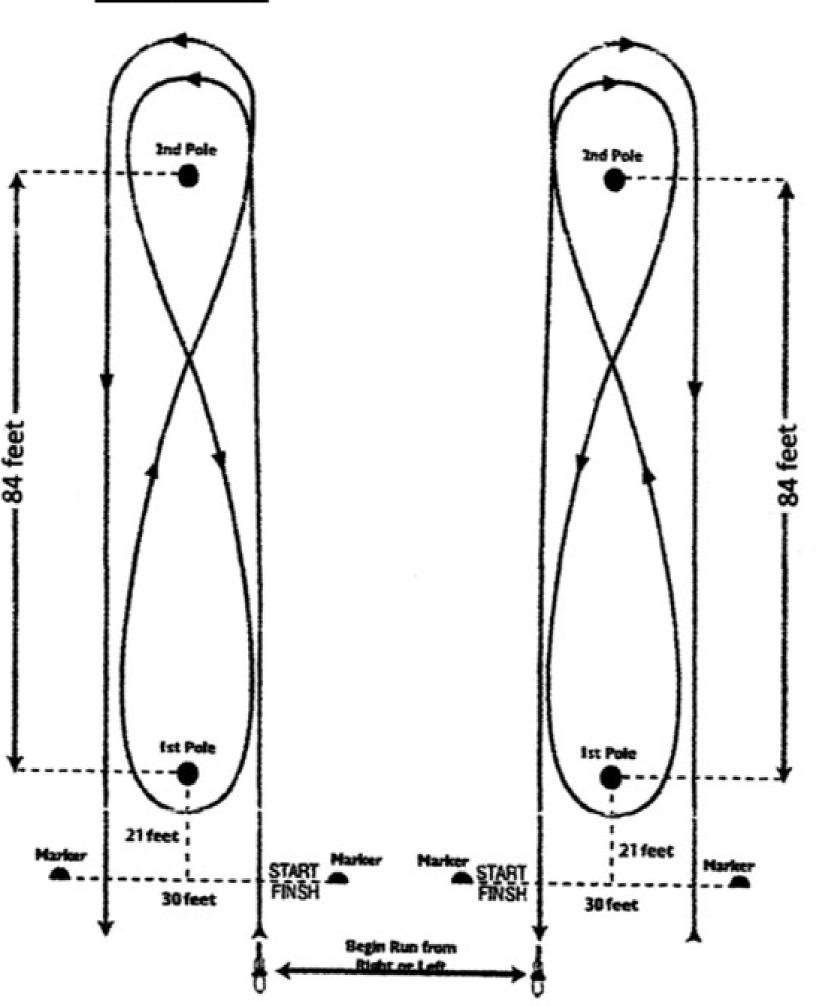
## High School Western Reining Pattern #4



Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

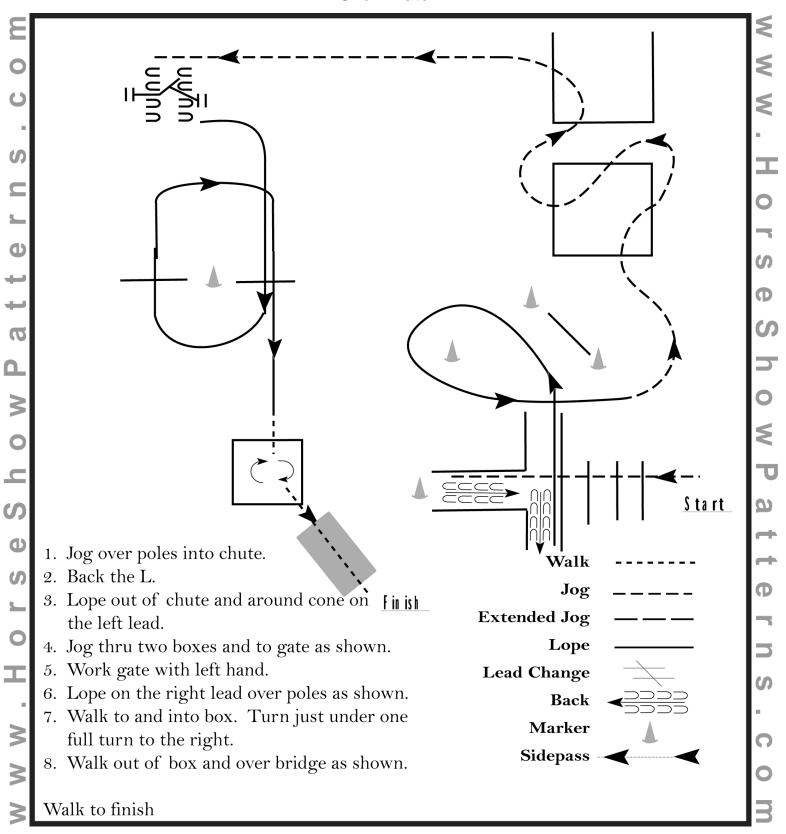
- Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
- Complete three circles to the left: the first small and slow; the next two circles large and fast. Change leads at the center of the arena.
- Continue around previous circle to the right.
   At top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback no hesitation.
- Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no besitation.
- Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate
- 6. Complete two spins to the right. Hesitate
- Complete two spins to the left. Hesitate to demonstrate the completion of the pattern.

## 4. Stake Race



### **Trail**

Show Date:



[T/2-38]