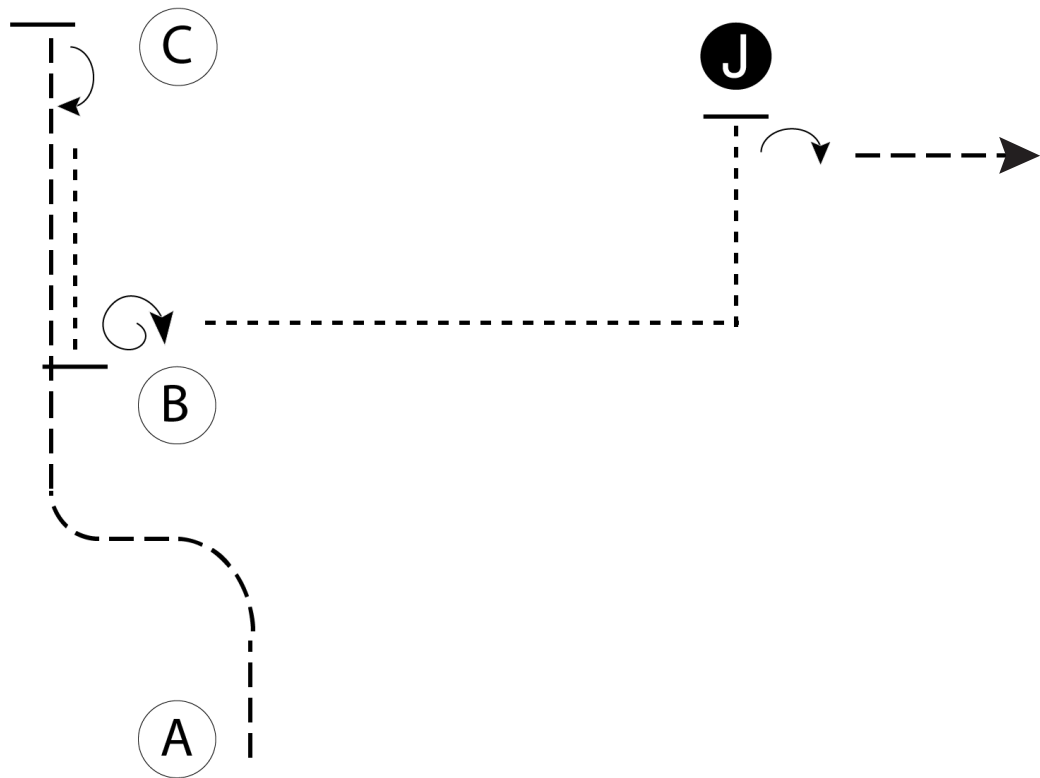


2025 MIHA High School Districts Meet 1


Western Fitting and Showing

Show Date: Various



Be ready at A.

1. Trot from A until even with C and stop.
2. Perform a 180 degree turn.
3. Walk with forward motion until just before B, then stop.
4. Perform a 270 degree turn.
5. Walk a square corner to Judge.
6. Set Up.
7. Inspection.
8. When dismissed, perform a 90 degree turn and trot away.

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

Pattern Provided by:

MIHA Pattern Committee

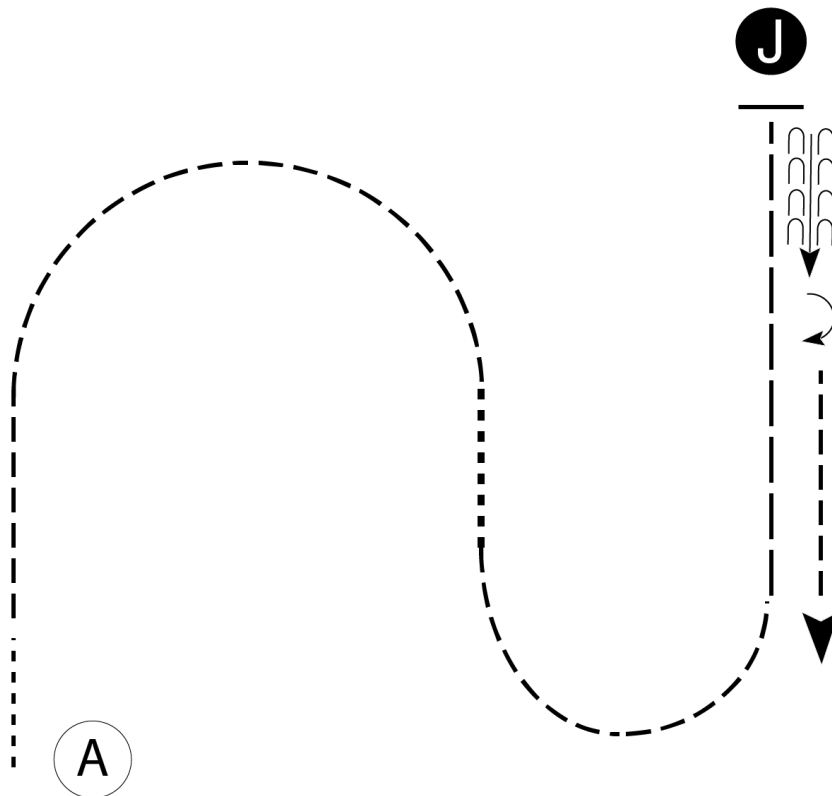
[S/1-121]

Mod

2025 MIHA High School Districts Meet 1

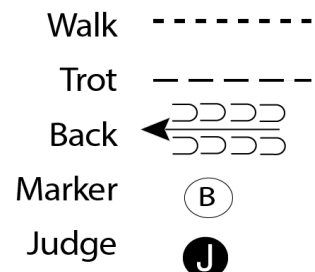
Hunt Seat Fitting and Showing

Show Date: Various



Be ready at A.

1. Walk FORWARD two horse lengths then trot.
2. Trot half circle.
3. Walk FORWARD one horse length.
4. Trot in a half circle.
5. Extended trot to Judge and stop.
6. Set up.
7. Inspection.
8. When dismissed, back approximately two horse lengths.
9. Perform a 180 degree turn and trot to exit.



[S/1-122]

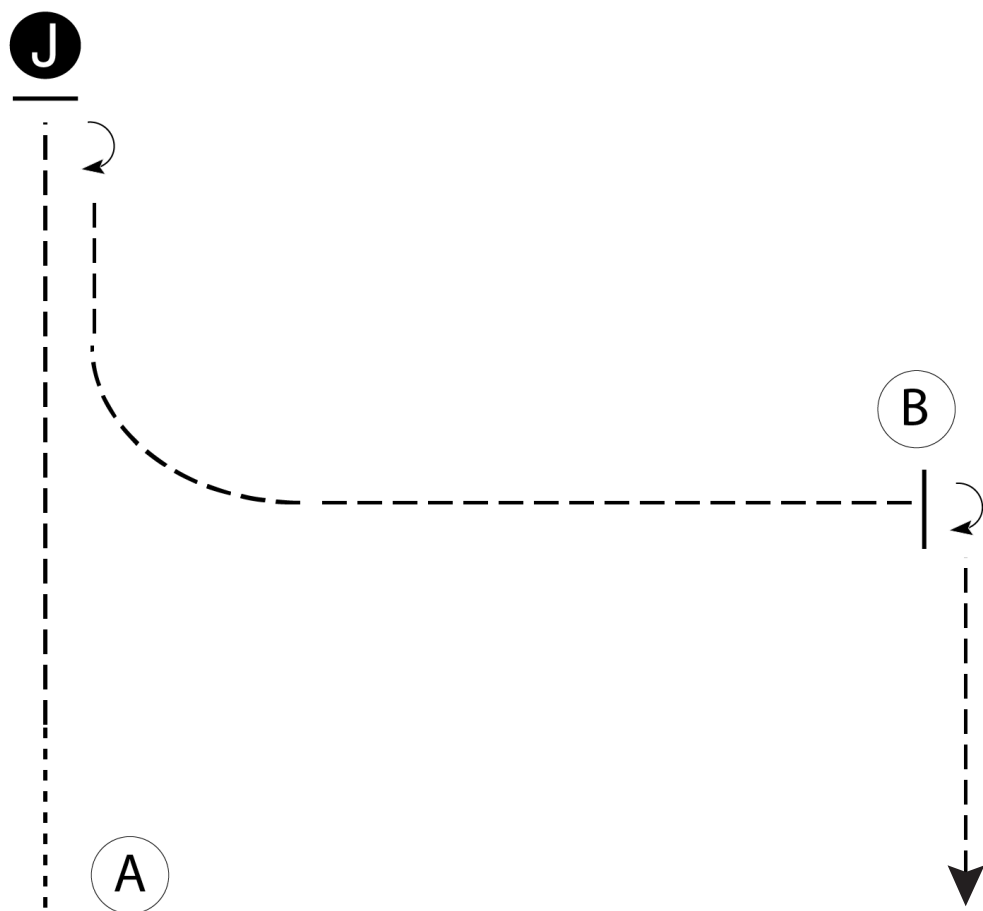
Pattern Provided by:

MIHA Pattern Committee

2025 MIHA High School Districts Meet 1

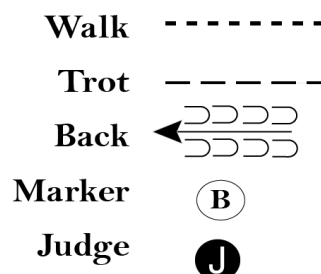
Saddle Seat Fitting and Showing

Show Date: Various



Be ready at A.

1. Walk two horse lengths then trot to the Judge, and stop.
2. Set up for inspection.
3. Perform a 180 degree turn.
4. Trot an arc to B and stop with your horse's shoulder at B.
5. Perform a 90 degree turn, trot away.
Pattern is complete once you pass A.



Pattern Provided by:

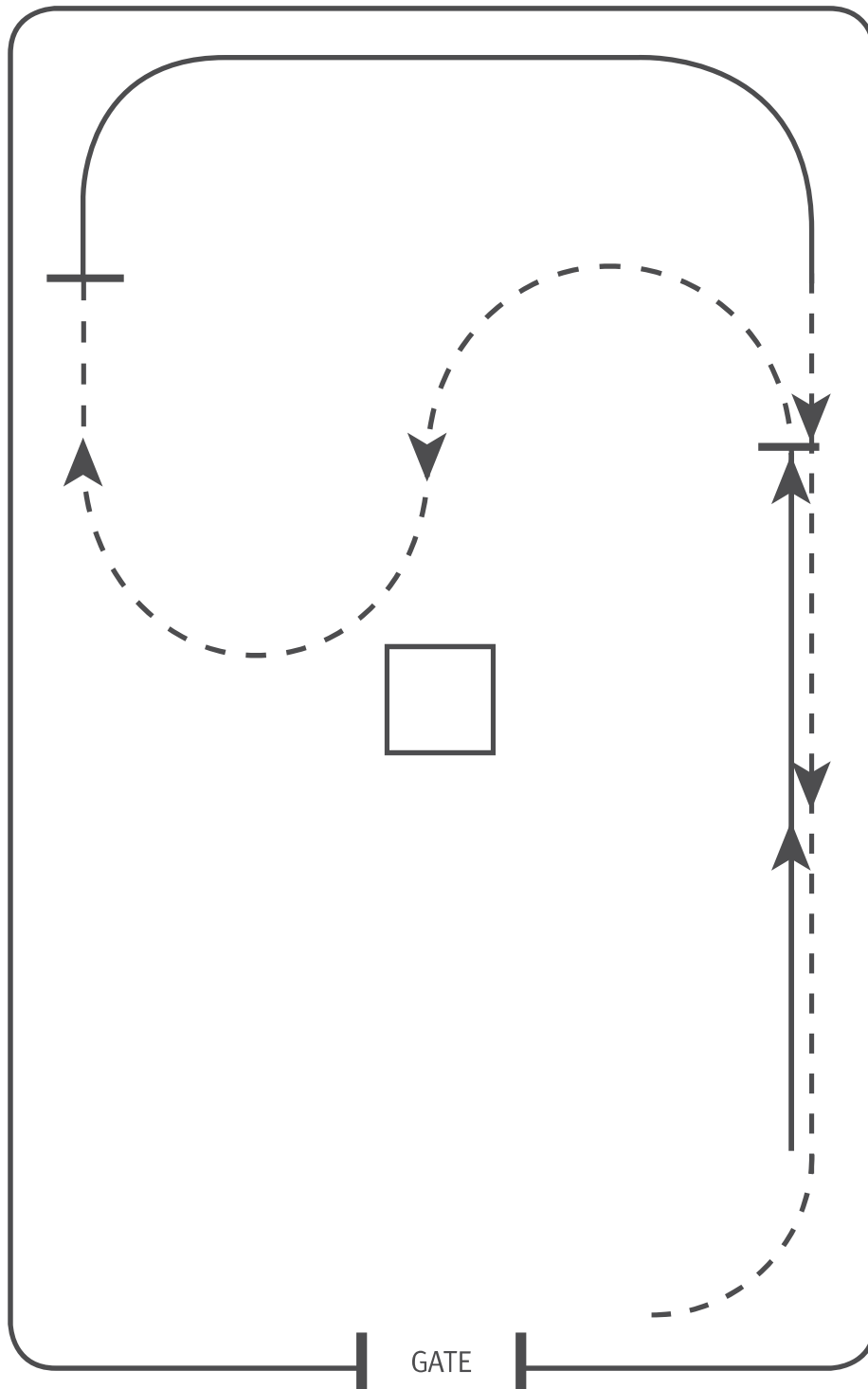
MIHA Pattern Committee

[S/1-97]

Mod

Saddle Seat Bareback

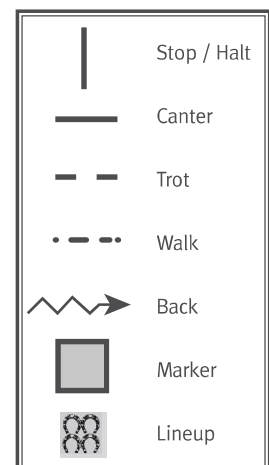
LEVEL 1 • PATTERN CC • Tests 3,6,7,13



On the straightaway to the right, canter on the left lead $\frac{2}{3}$ of the way down the rail. Halt.

Trot a two loop serpentine across the width of the ring and halt. Canter right lead around end of arena.

Trot the straightaway on the left diagonal to exit.



This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

- 13 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.

High School

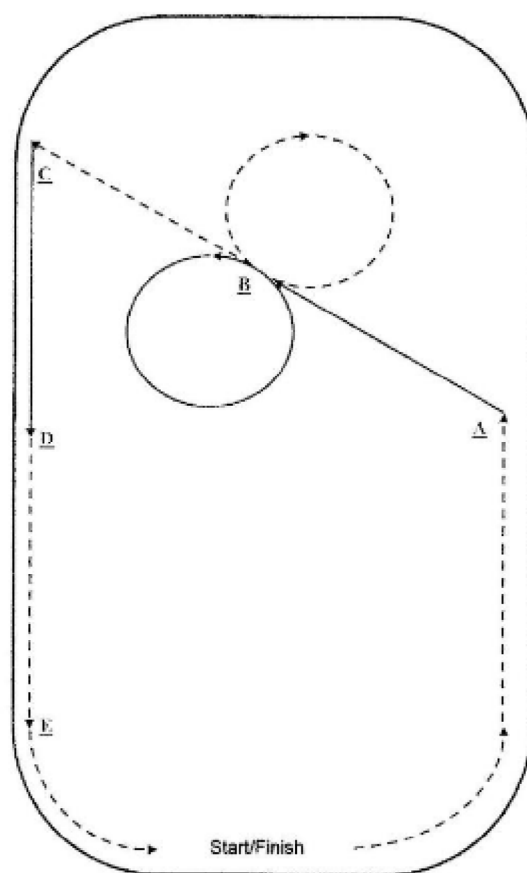
Saddle Seat Pattern #1

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.)

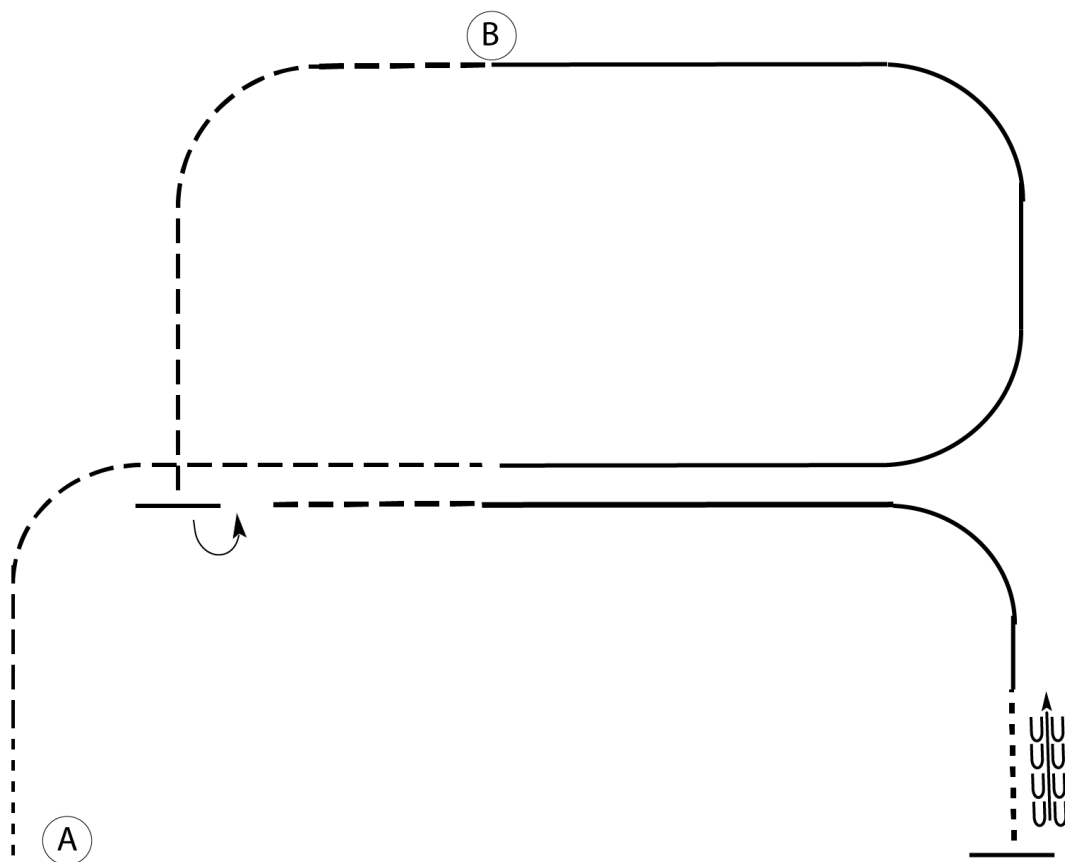
#	Movement	Points	Score
1	From the start point, trot or second gait to point A. Halt.	10	
2	Pivot to face point B. Canter on the left lead to point B and continue cantering a circle to your left. Halt.	10	
3	Perform a circle to your right at the trot or second gait and continue to point C. Halt.	10	
4	Pivot to face point D. Drop your irons.	10	
5	Canter on the right lead to point D. Halt.	10	
6	Trot or second gait to point E. Halt. Pick up your irons.	10	
7	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	
Total		100	



2025 MIHA High School Districts Meet 1

Hunt Seat Equitation

Show Date: Various



Be ready at A.

1. Forward walk for approximately 2 strides.
2. Trot on the left diagonal to center of pattern.
3. Canter on the left lead to B.
4. Trot on the right diagonal until halfway to A.
5. Stop and perform a 90 degree turn on the forehand to the left to change direction.
6. Sitting trot for 2-3 strides.
7. Canter on the right lead around corner.
8. Forward walk until even with A.
9. Stop and back.

Pattern is complete.

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

[HSE/1-115]

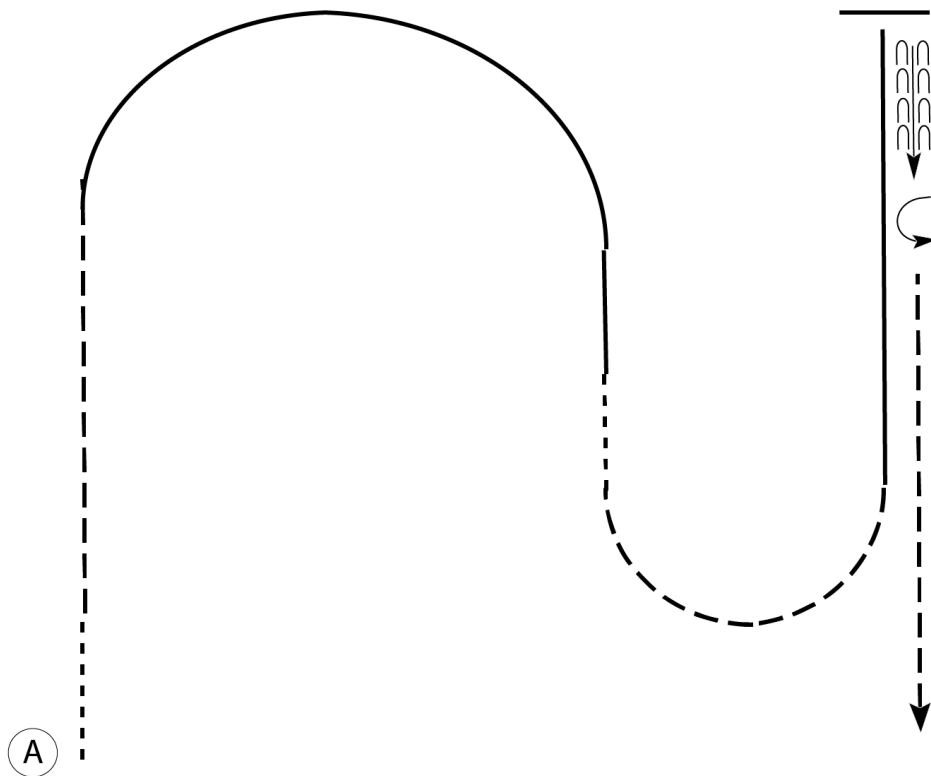
Pattern Provided by:

MIHA Pattern Committee

2025 MIHA High School Districts Meet 1

Hunt Seat Bareback

Show Date: Various



Be ready at A.

1. Walk FORWARD two horse lengths then sitting trot.
2. Right lead canter .
3. Walk FORWARD two horse lengths then trot right diagonal.
4. Left lead canter.
5. Halt and back 5 steps.
6. 180 degree turn on the forehand left and sitting trot to exit. Pattern is complete.

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

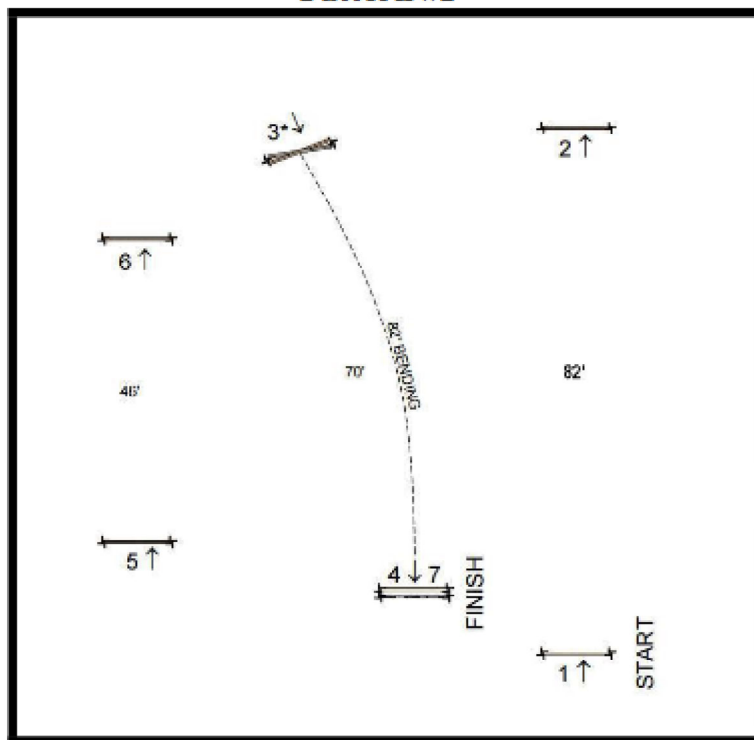
[HSE/1-116]

Pattern Provided by:

MIHA Pattern Committee

High School
Equitation Over Fences

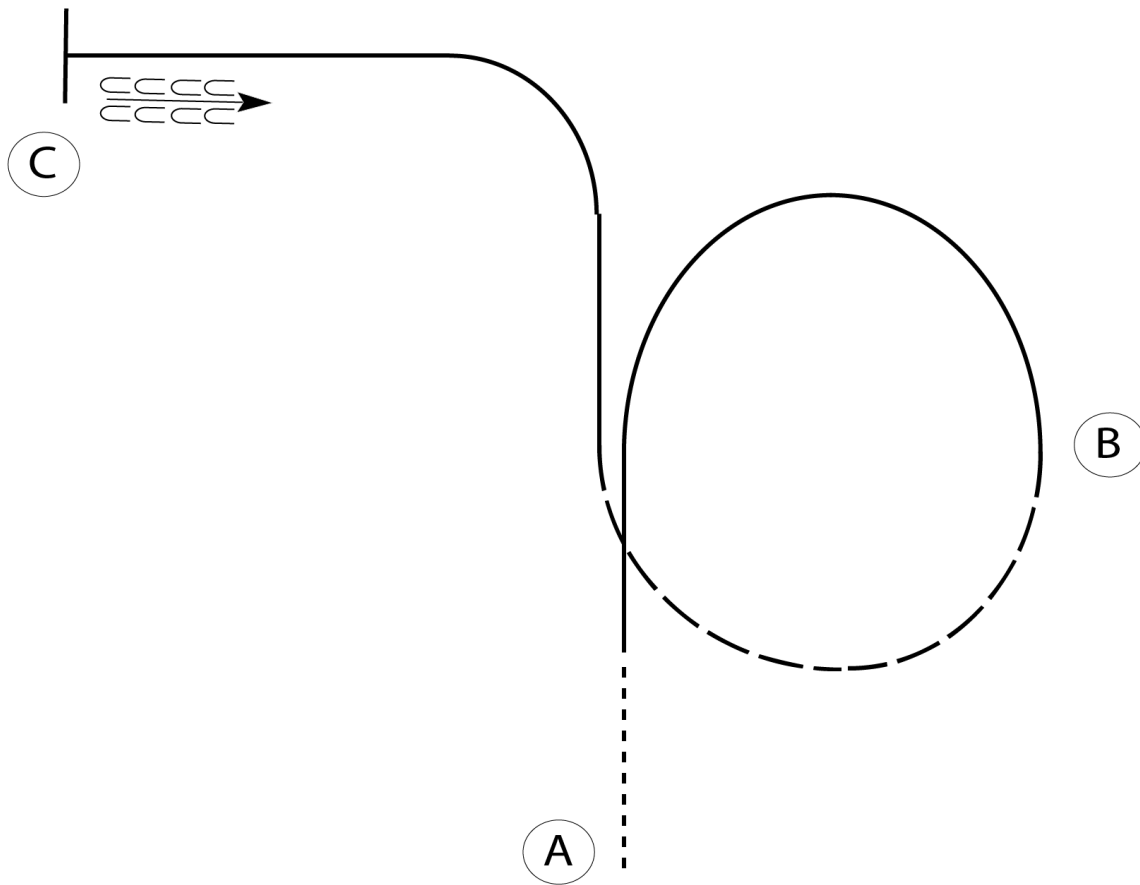
Pattern #1



2025 MIHA High School Districts Meet 1

Western Horsemanship

Show Date: Various



Be ready at A. Not being ready at A is considered LATE.

1. Walk FORWARD approximately 2 horse lengths from A.
2. Lope right lead until even with B.
3. Continue the lope in a half circle until even with B.
4. Extended jog to close the circle.
5. Left lead lope in an arc to C.
6. Stop and Back approximately 5 steps.
Pattern is complete.

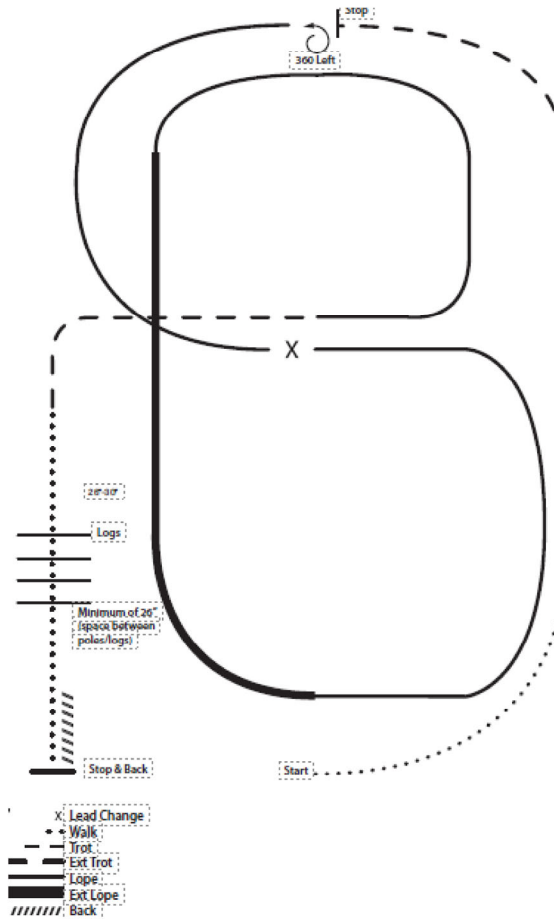
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

[WH/1-121]

Pattern Provided by:

MIHA Pattern Committee

High School Ranch Riding Pattern #1



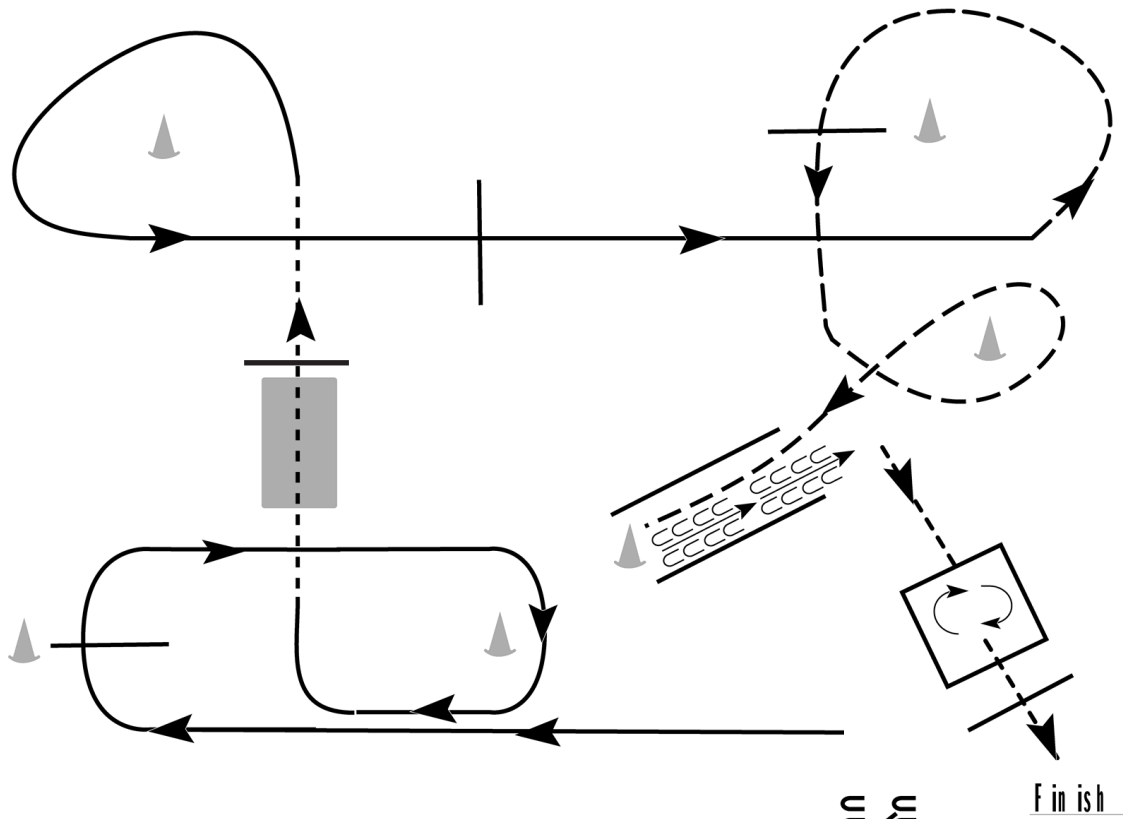
1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

2025 MIHA High School Districts Meet 1 Trail

Show Date: Various

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1. Jog thru box and between cones.
2. Walk over poles to gate.
3. Work gate with left hand.
4. Lope on the right lead over pole and around cone as shown.
5. Walk over bridge and pole.
6. Lope on the left lead around cone and over pole as shown, then jog over pole, around cone, and into chute.
7. Back thru chute and walk into box.
8. Turn 360 degrees to the right in box and walk out over pole to finish.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	
Back	←←←←
Marker	(B)
Sidepass	←-----→

Equipment list:
21 poles
8 cones
bridge
gate

Pattern Provided by:

MIHA Pattern Committee

[T/1-24]

Mod

Speed & Action

