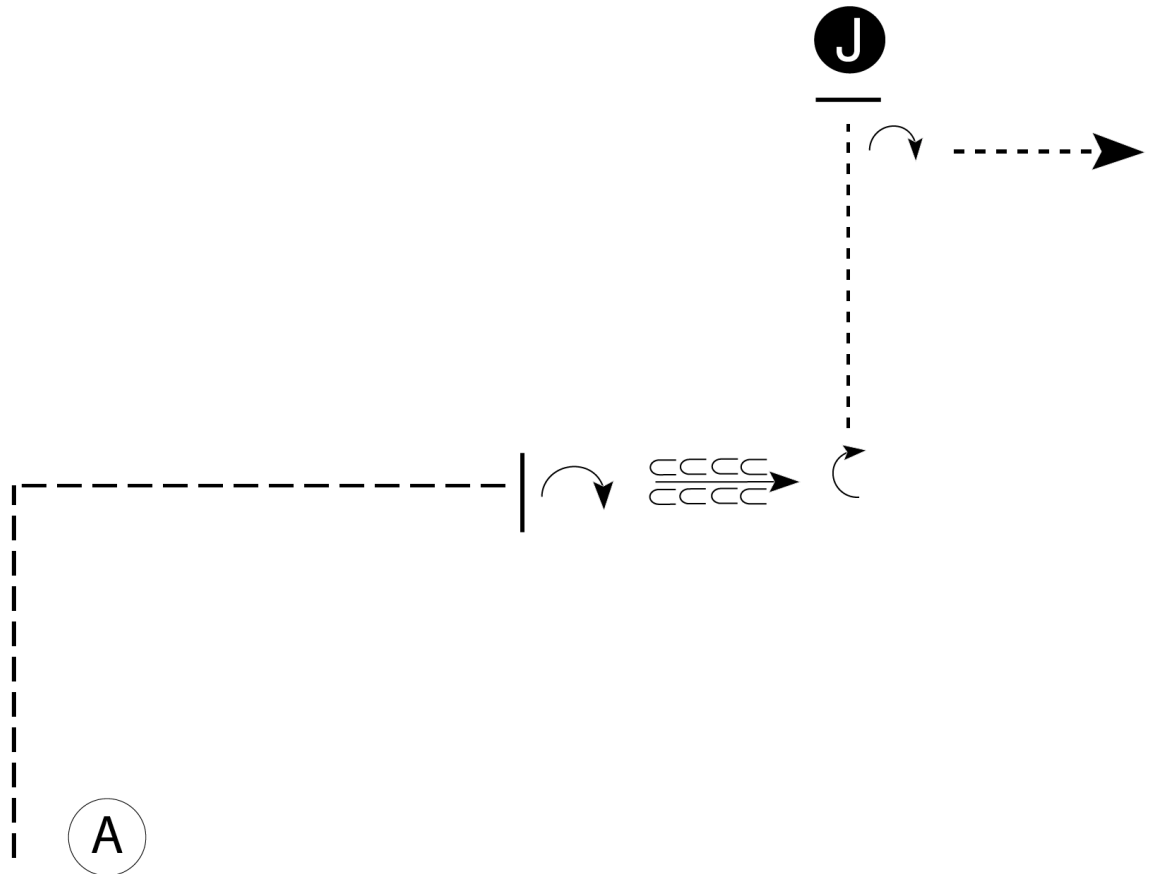


2025 MIHA High School Districts Meet 3

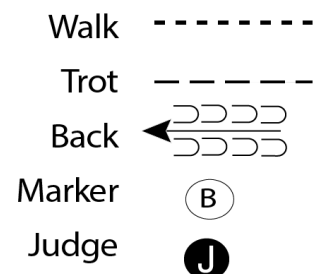
Western Fitting and Showing

Show Date: Various



Be ready at A.

1. When acknowledged, trot a square corner to center of pattern.
2. Stop and perform a 180 degree turn.
3. Back approximately one horse length.
4. Perform a 90 degree turn.
5. Walk to Judge.
6. Stop and set up.
7. Inspection.
8. Perform a 90 degree turn and walk off.



[S/WT-126]

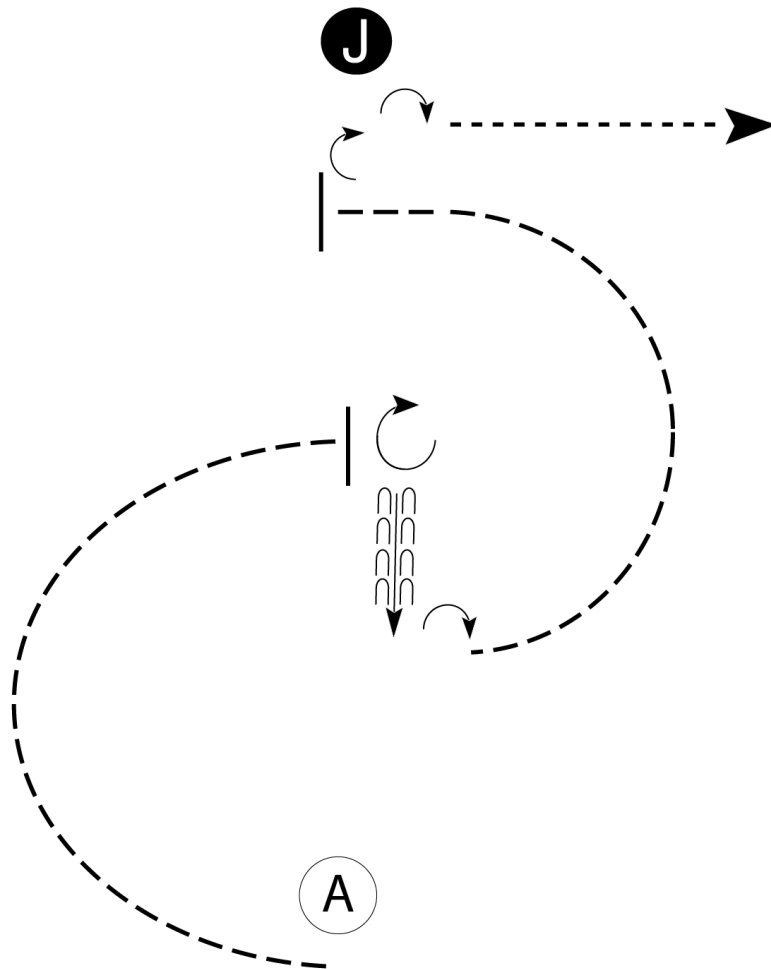
Pattern Provided by:

MIHA Pattern Committee

2025 MIHA High School Districts Meet 3

Hunt Seat Fitting and Showing

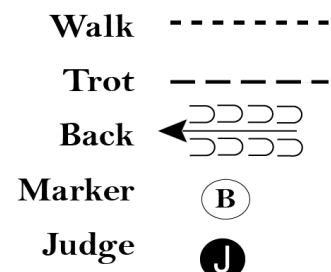
Show Date: Various



Be ready at A.

1. Trot a half circle to center of pattern.
2. Stop and perform a $3/4$ turn.
3. Back one horse length.
4. Perform a $1/4$ turn.
5. Trot a half circle.
6. Perform a $1/4$ turn and set up for inspection.
7. When dismissed, perform a $1/4$ turn.
8. Walk to exit.

Follow the instructions of your ring steward.



[S/1-86]

Pattern Provided by:

MIHA Pattern Committee

2025 MIHA High School Districts Meet 3

Saddle Seat Fitting and Showing

Show Date: Various

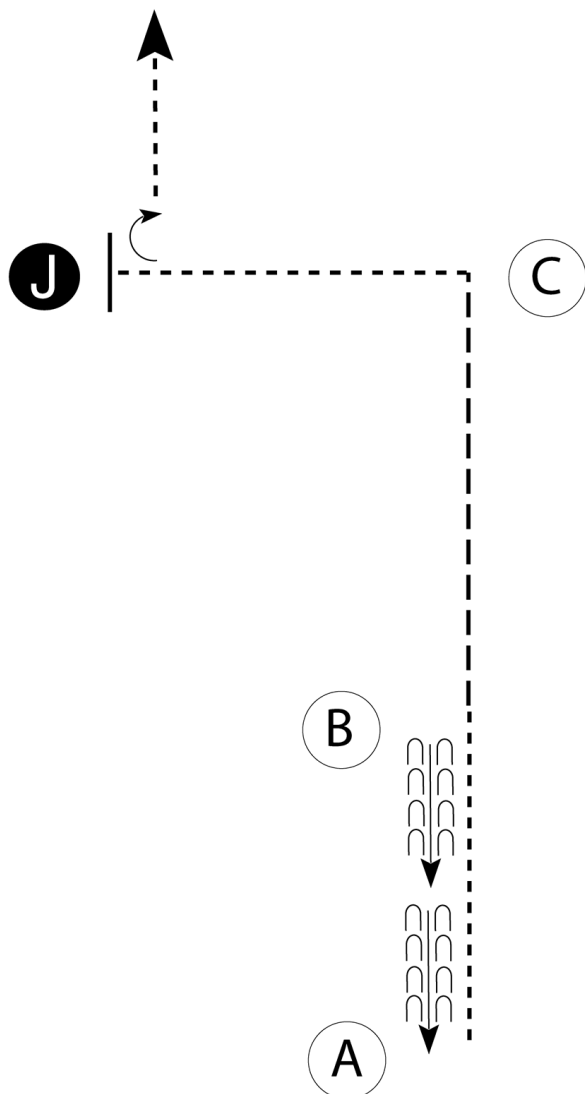
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Be ready at B.

1. When acknowledged, back to A.
2. Walk to B.
3. Trot until even with C.
4. Break to a walk and walk to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn.
7. Walk straight away from judge.

Follow the instructions of your ring steward.



| | |
|--------|-----------|
| Walk | ----- |
| Trot | - - - - - |
| Back | ← ⊃ ⊃ ⊃ ⊃ |
| Marker | ⊙ B |
| Judge | ● J |

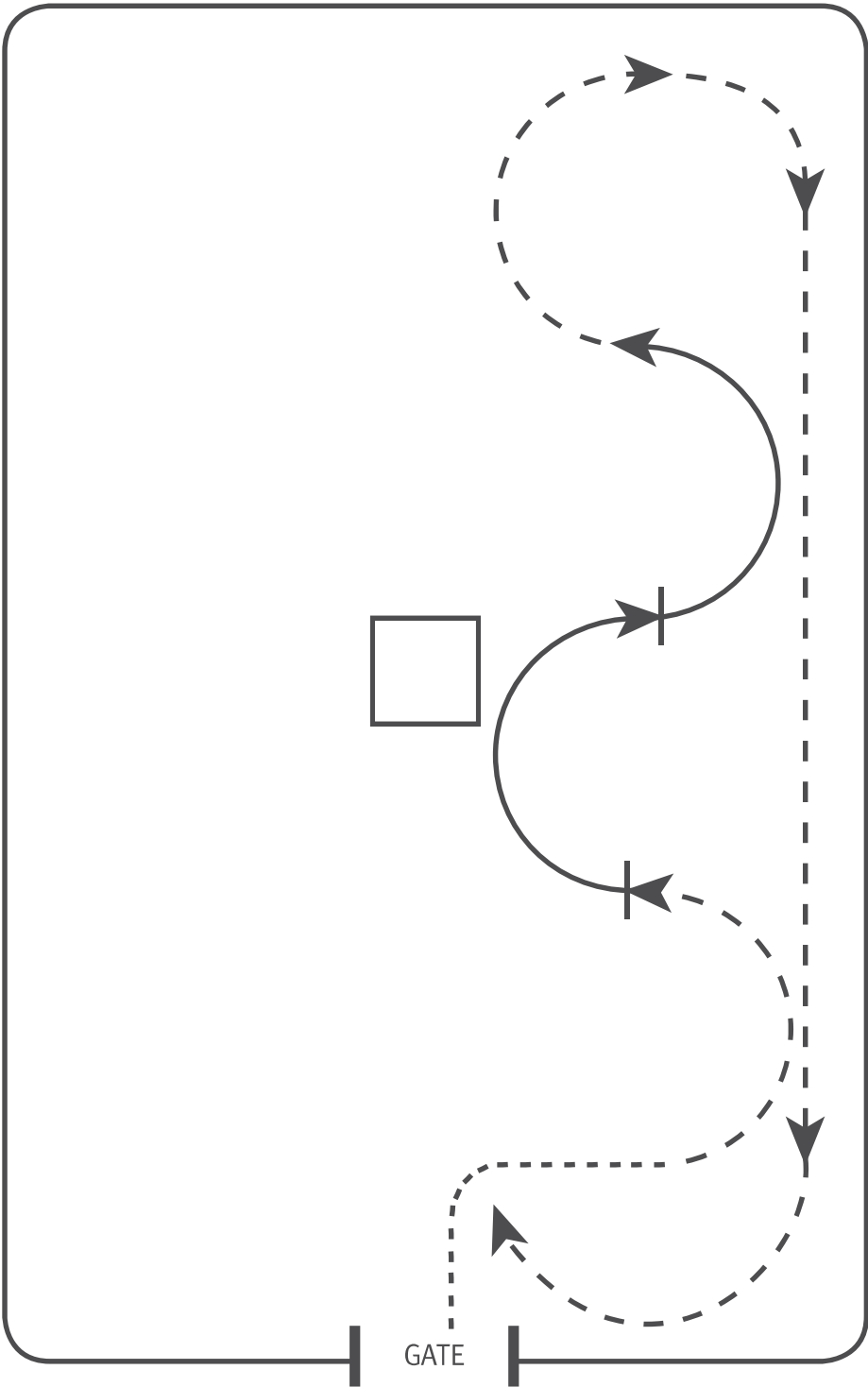
[S/1-65]

Pattern Provided by:

MIHA Pattern Committee

Saddle Seat

LEVEL 1 • PATTERN M • Tests 3,7,11



Enter the ring at a walk and turn to the right.

Execute an alternating serpentine. Perform the first loop at a trot on the right diagonal. Halt.

Perform the second loop at a canter on the right lead. Halt.

Perform the third loop at a canter on the left lead.

Perform the last loop at a trot on the left diagonal and continue at the trot down the straightaway to exit.

| | |
|--|-------------|
| | Stop / Halt |
| | Canter |
| | Trot |
| | Walk |
| | Back |
| | Marker |
| | Lineup |

This pattern may only be used for:

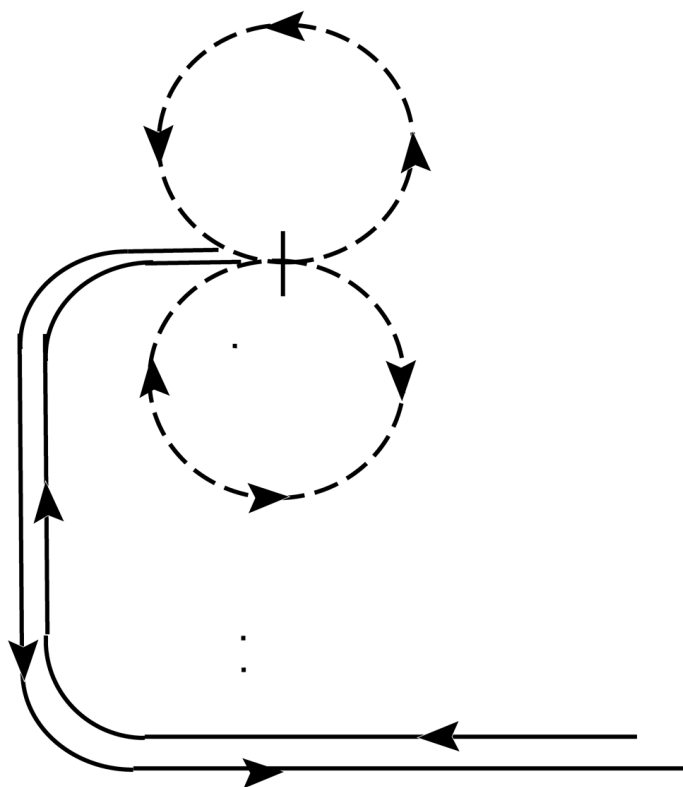
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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

2025 MIHA High School Districts Meet 3

Saddle Seat Bareback

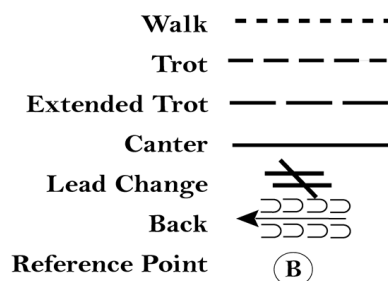
Show Date: Various



Begin at the mid-point of the in gate end of arena

1. Canter to the left, around the curve and to the mid-point of the straightaway.
2. Without halting, make a turn to the right, and continue 1/4 of the way across the arena. Stop briefly.
3. Trot a figure eight, the first circle clockwise and the second circle counter clockwise. Stop briefly.
4. Reverse and canter on the left lead to the rail. Turn left and continue to the end of the straightaway, around the curve and to the midpoint of the straightaway.

The workout has been completed - Thank You.



[SSE/9]

Mod

Pattern Provided by:

MIHA Pattern Committee

High School

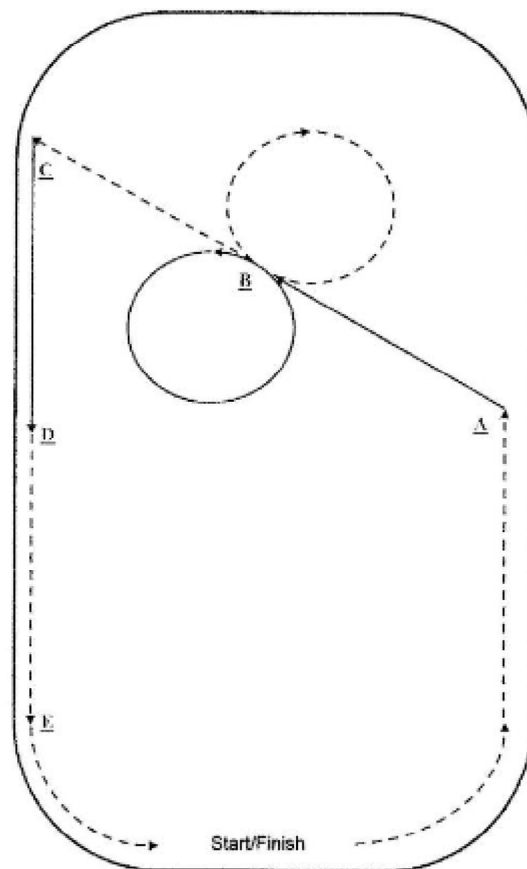
Saddle Seat Pattern #1

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.)

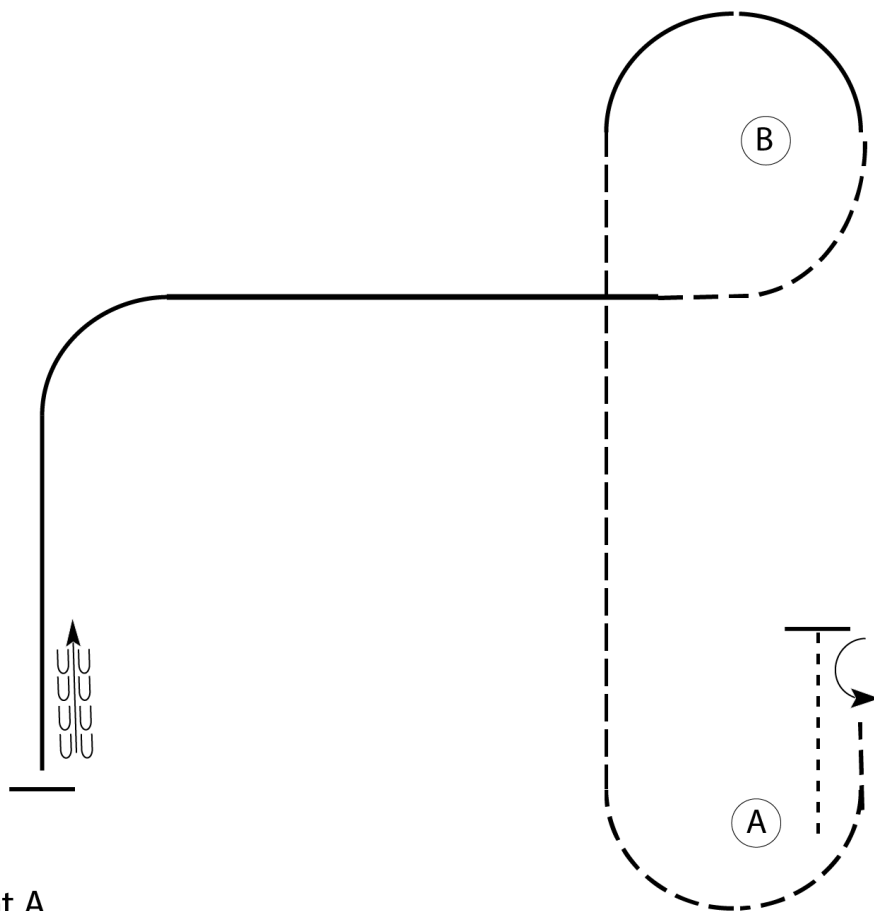
| # | Movement | Points | Score |
|--------------|--|------------|-------|
| 1 | From the start point, trot or second gait to point A. Halt. | 10 | |
| 2 | Pivot to face point B. Canter on the left lead to point B and continue cantering a circle to your left. Halt. | 10 | |
| 3 | Perform a circle to 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 3

Hunt Seat Equitation

Show Date: Various



Be ready at A.

1. Walk 2 horse lengths.
2. Perform a 180 degree turn on the forehand left.
3. Sitting trot to and around A.
4. Posting trot on the right diagonal until even with B.
5. Canter right lead around B.
6. Posting trot on the left diagonal around 1 corner.
7. Canter left lead around 1 corner and until even with A.
8. Stop and back 5 steps. Pattern is complete.

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

[HSE/1-118]

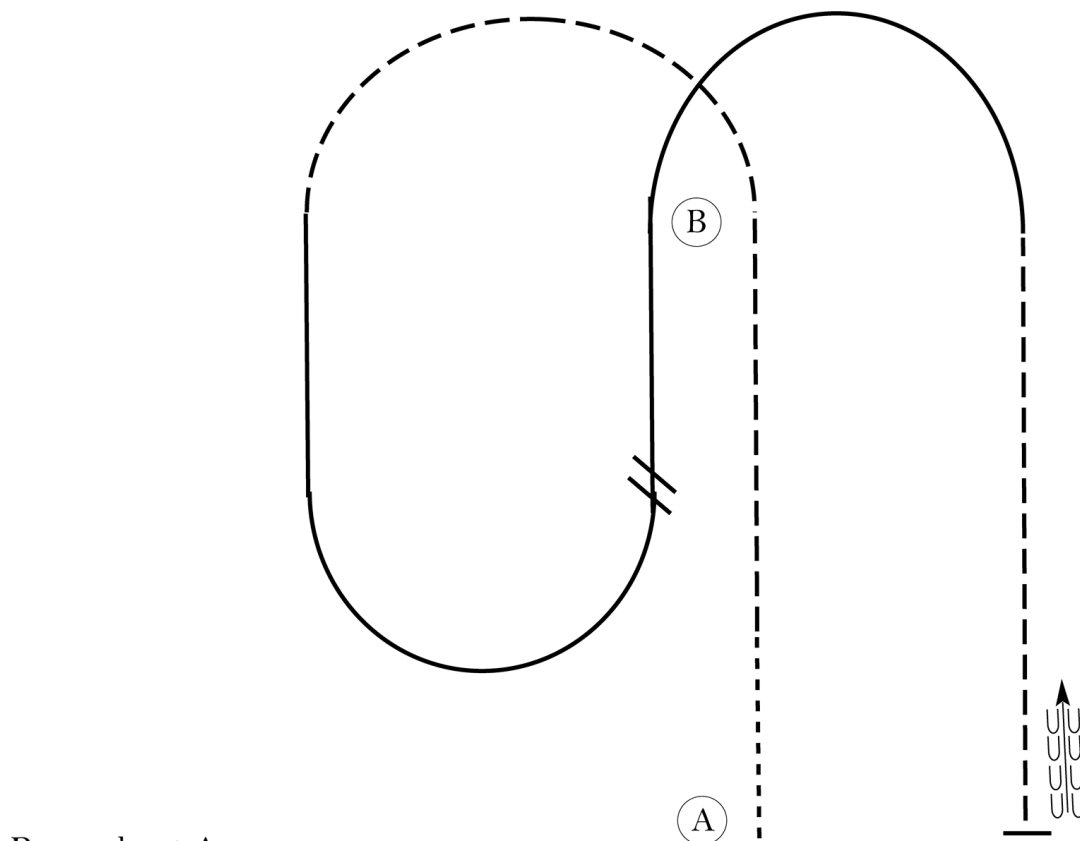
Pattern Provided by:

MIHA Pattern Committee

2025 MIHA High School Districts Meet 3

Hunt Seat Bareback

Show Date: Various



Be ready at A.

1. Walk two horse lengths from A.
2. Sitting trot to B.
3. Posting trot a half circle on the right diagonal until even with B.
4. Canter a straight line and then a half circle on the left lead until halfway between A and B.
5. Perform a simple lead change.
6. Canter on the right lead to B and then in a half circle until even with B.
7. Posting trot on the left diagonal until even with A.
8. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

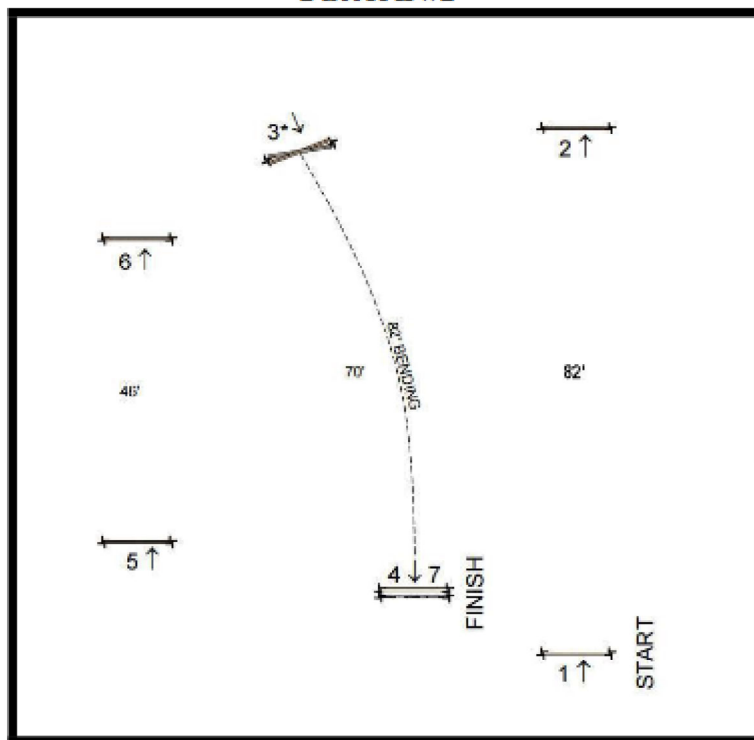
[HSE/1-58]

Pattern Provided by:

MIHA Pattern Committee

High School *Equitation Over Fences*

Pattern #1



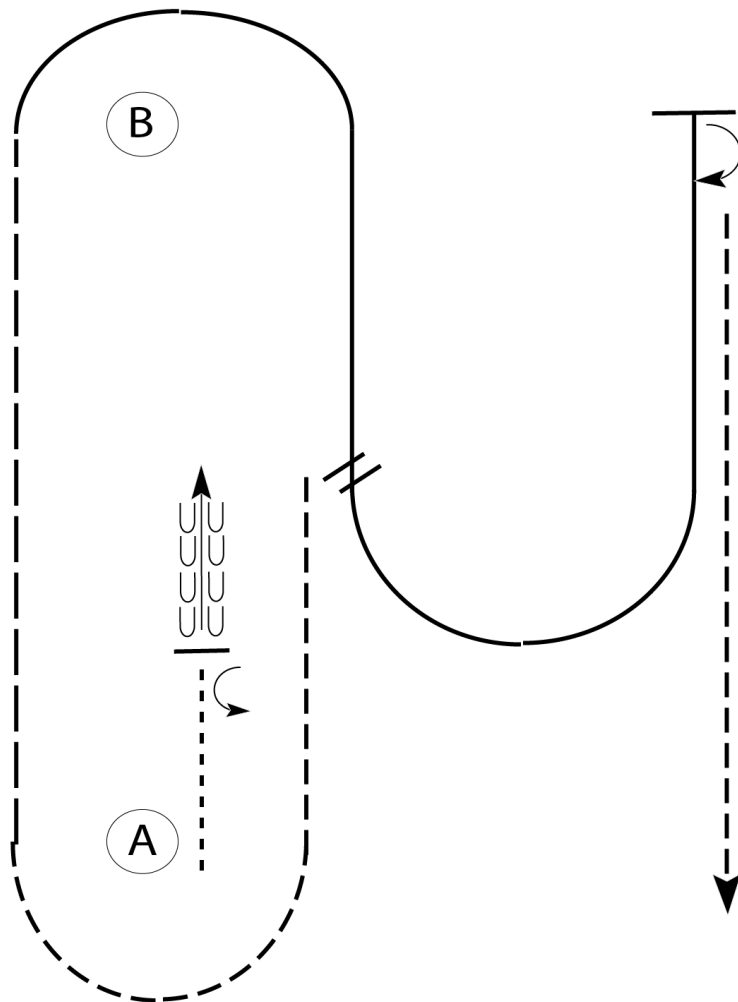
2025 MIHA High School Districts Meet 3

Western Horsemanship

Show Date: Various

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Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

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

[WH/1-118]

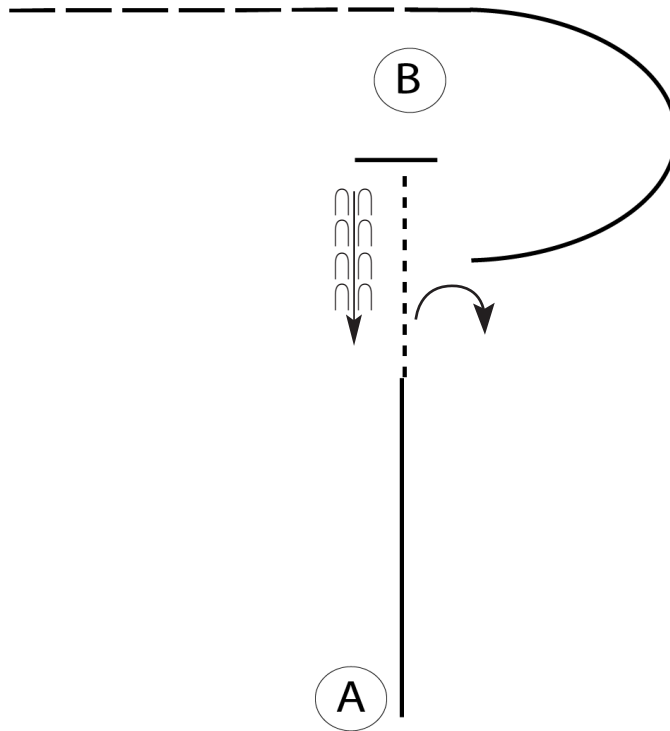
Pattern Provided by:

MIHA Pattern Committee

2025 MIHA High School Districts Meet 3

Western Bareback

Show Date: Various



Be ready at A.

1. Lope right lead 3/4 the way to B.
2. Walk with FORWARD motion to B (crawling will be a minus maneuver) . Stop and back four steps.
3. Perform a 90 degree turn right.
4. Lope left lead in a half circle to the top of B.
5. Extended jog at least 6 strides. Pattern is complete.

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

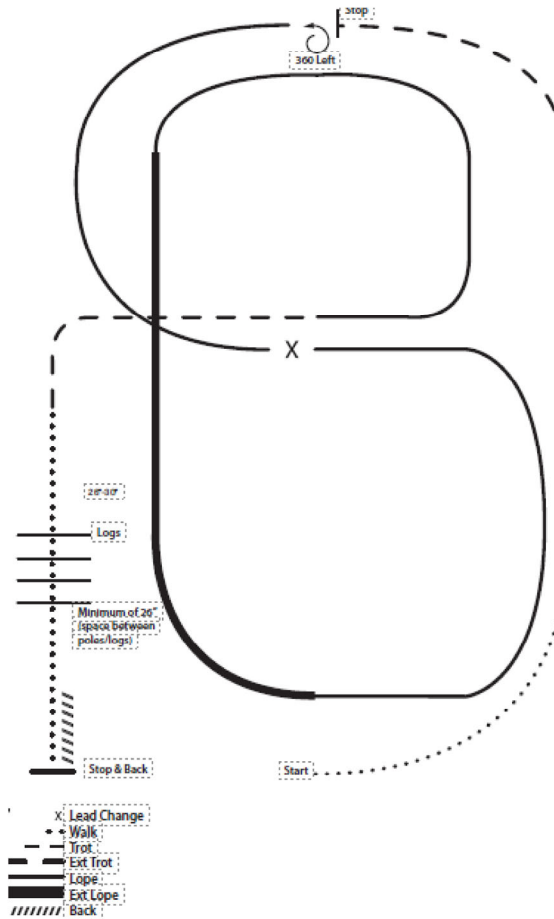
[WH/1-119]

Mod

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

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The diagram illustrates a Western riding pattern drill. It begins at a 'Start' point with a solid line leading into a circle around a cone. From the circle, a solid line leads to a box containing a 'Leg Yield' pattern (eight vertical lines). A dashed line leads from the box to a 'Jog' pattern (dashed line) and then to a 'Walk' pattern (dotted line). The 'Walk' pattern leads to a 'Lead Change' pattern (two diagonal lines). From the 'Lead Change', a solid line leads to a 'Back' pattern (three sets of three curved lines). The 'Back' pattern leads to a 'Marker' (a circle with the letter 'B'). From the 'Marker', a dashed line leads to a 'Sidepass' pattern (dashed line with arrows at both ends). The 'Sidepass' pattern leads to a 'Finish' point. A legend on the right side of the diagram defines the line styles and symbols used:

- Walk: Dotted line
- Jog: Dashed line
- Extended Jog: Long dashed line
- Lope: Solid line
- Leg Yield: Eight vertical lines
- Lead Change: Two diagonal lines
- Back: Three sets of three curved lines
- Marker: Circle with the letter 'B'
- Sidepass: Dashed line with arrows at both ends

1. Lope on left lead and around the cone and into chute.

2. Back through chute as shown.

3. Walk out of chute and jog into box, 360 right.

4. Walk out of box then jog poles.

5. Lope over poles on left lead to gate.

6. Right hand gate.

7. Walk to and into box as shown.

8. Sidepass left around corner of box as shown. Walk away.

- Equipment list:
21-23 poles
4 cones
1 gate

Pattern Provided by:
MIHA Pattern Committee

[T/1-10]
Mod

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Mod

Speed & Action

