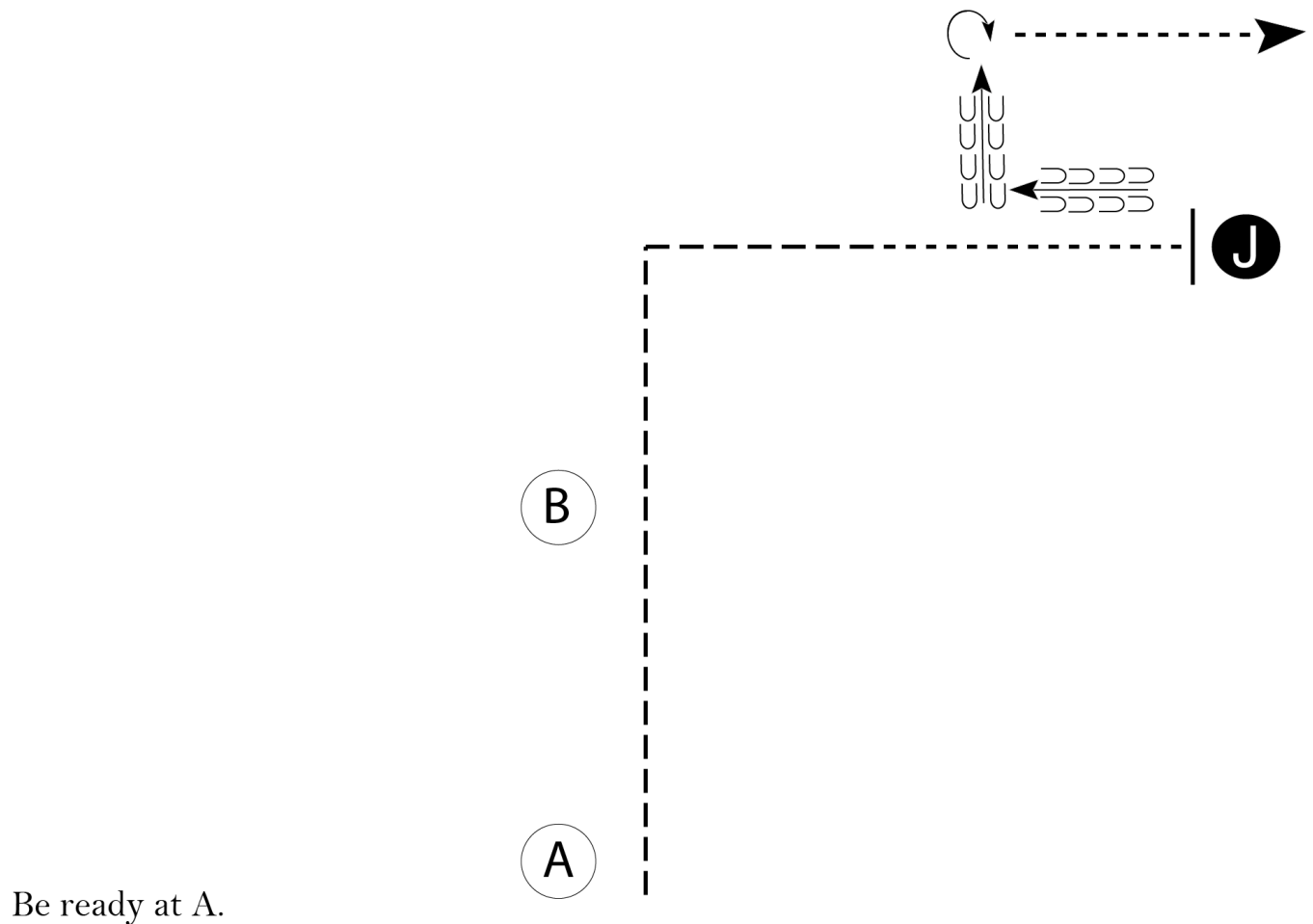


2026 MIHA High School District Meet 3

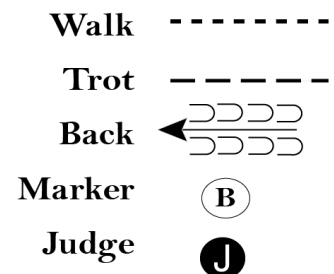
Western Fitting and Showing

Show Date: Various



Be ready at A.

1. Trot from A past B and trot a square corner toward Judge.
2. Trot halfway to the Judge as shown.
3. Walk halfway to Judge and set up for inspection.
4. When dismissed, back an "L" as shown.
5. Perform a 270 degree turn and exit at a walk.



[S/1-106]

Pattern Provided by:

MIHA Pattern Committee

Show Date: Various

A diagram showing a vehicle approaching a T-junction from the right. The vehicle is represented by a circle with a 'J' inside. It is moving left, indicated by three horizontal arrows. At the junction, it turns 90 degrees left, indicated by a curved arrow. The new path is shown by a vertical dashed line with an arrow pointing upwards.

B

A

- Walk** - - - - -

Trot **— — — —**

Back 

Marker **B**

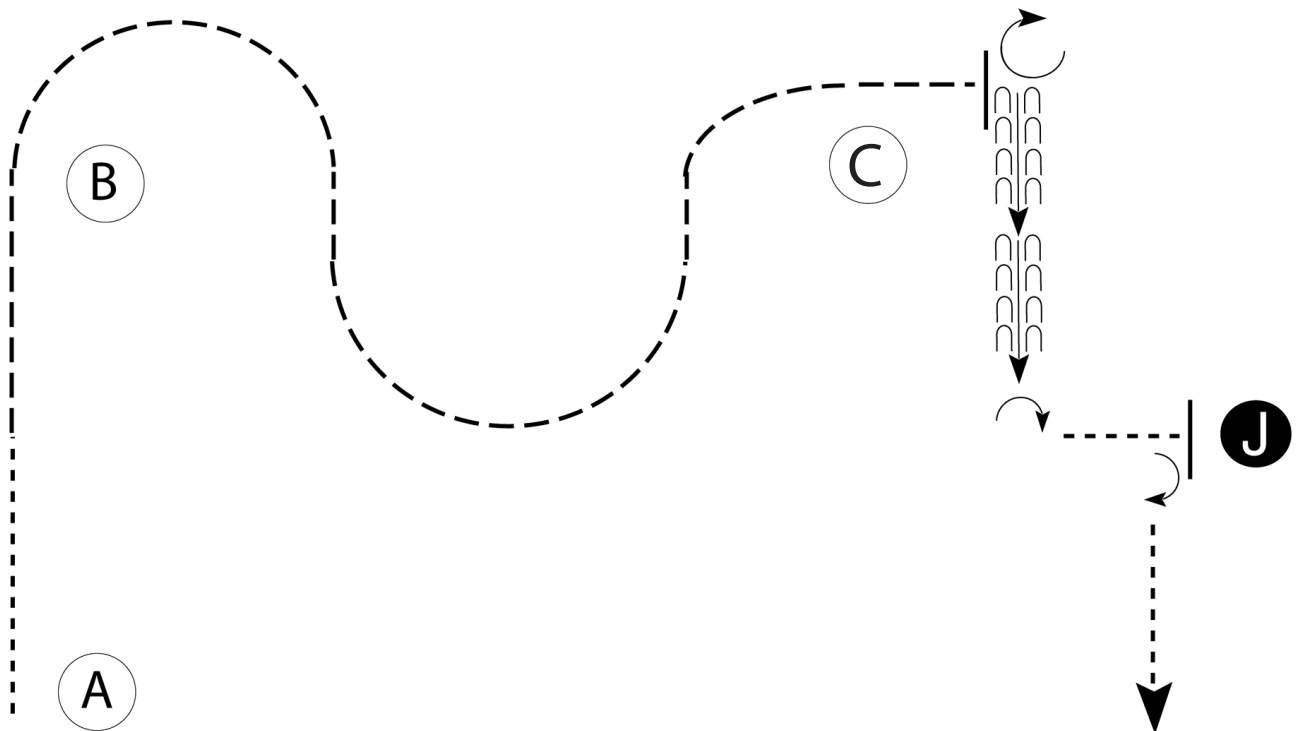
Judge 

MIHA Pattern Committee

2026 MIHA High School District Meet 3

Hunt Seat Fitting and Showing

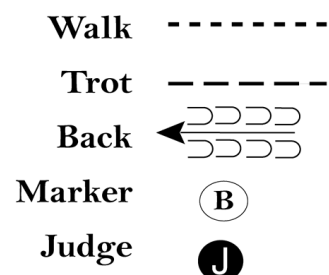
Show Date: Various



Be ready at A.

1. Walk from A halfway to B.
2. Trot around marker B and past C as shown.
3. Stop. Perform a 270 degree turn.
4. Back until horse's hip is even with the judge.
5. Perform a 90 degree turn and walk to the judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 1/4 turn and walk away.

Follow the instructions of your ring steward.



Pattern Provided by:

MIHA Pattern Committee

[S/1-74]

MOD

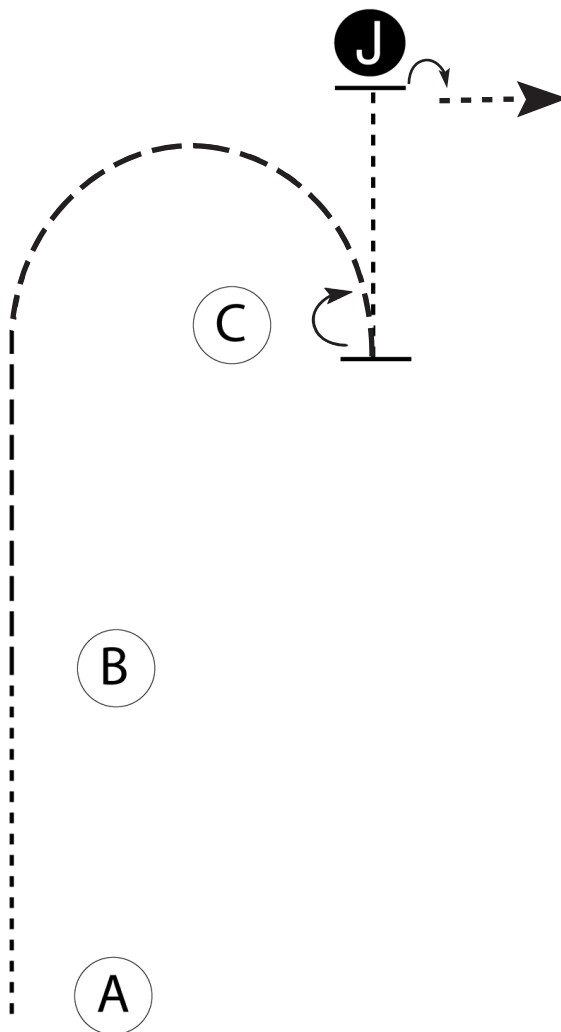
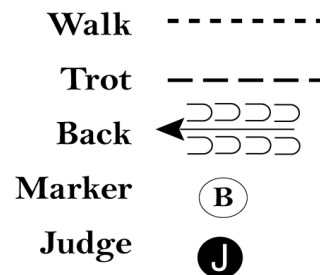
2026 MIHA High School District Meet 3

Saddle Seat Fitting and Showing

Show Date: Various

Be ready at A.

1. Walk A to B.
2. Trot from B until even with C.
3. Stop when even with C.
4. Turn 180 degrees.
5. Walk to judge.
6. Stop and set up for inspection.
7. When excused, turn 90 degrees and walk away.



[S/1-40]
MOD

Pattern Provided by:

MIHA Pattern Committee

Saddle Seat Equitation

LEVEL 1 • PATTERN N • Tests 3,12

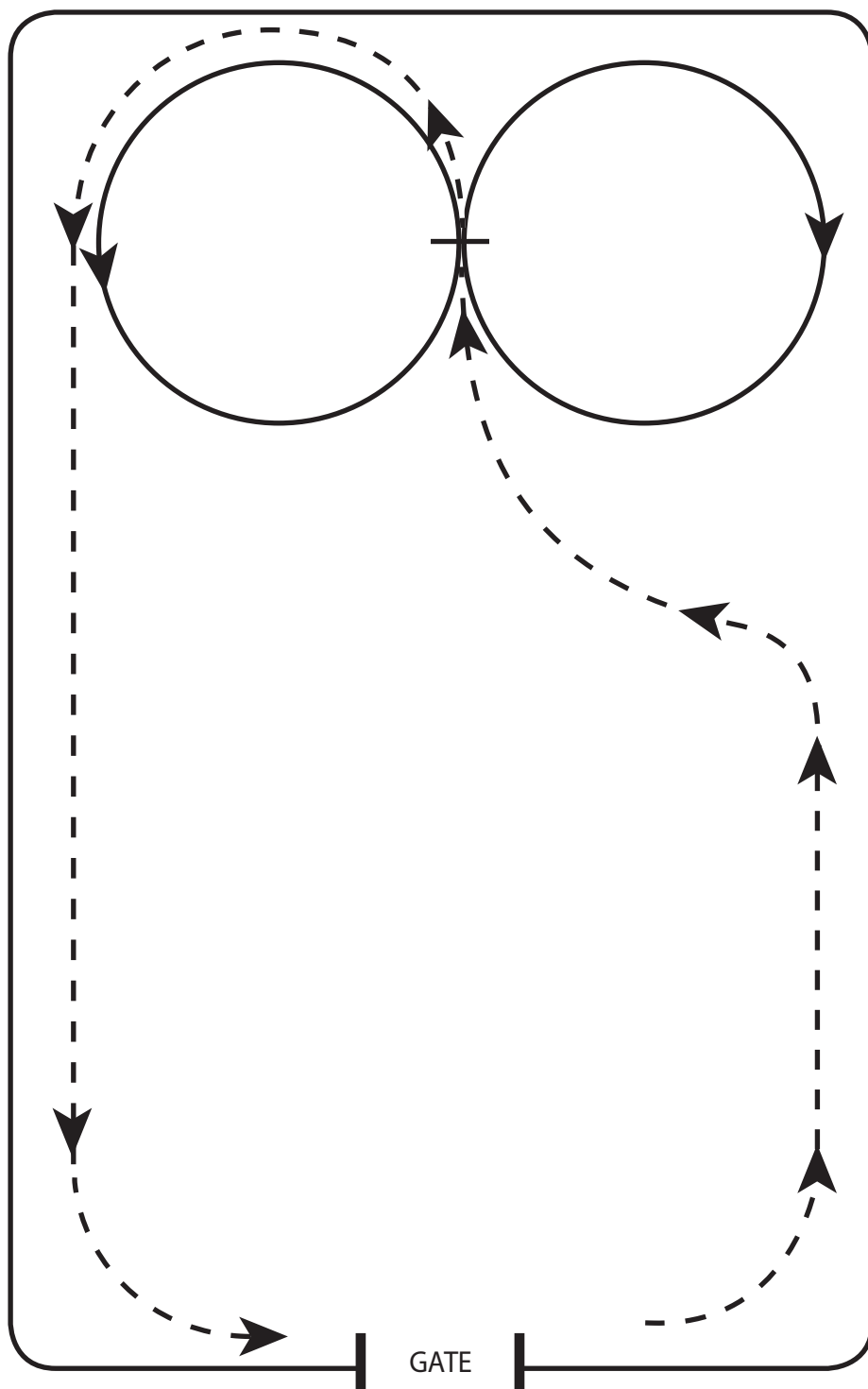
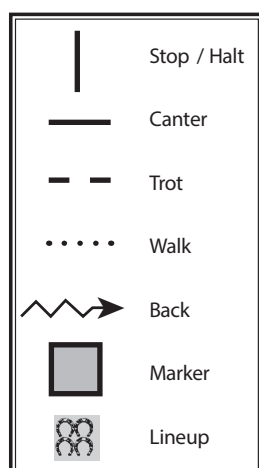
Enter the ring and turn to the right.

Trot down the right straightaway on the right diagonal. Change diagonals when arcing right. Halt in center of figure eight facing rail.

Canter a figure eight either direction first. Change leads through halt. Halt after figure eight.

Trot from the center point of the figure eight to the left around the turn and continue trotting down the straightaway on the right diagonal.

Exit the ring at the trot.



Saddle Seat Equitation (E Division)

LEVEL 1 • PATTERN N • Tests 3,12

Enter the ring and turn to the right.

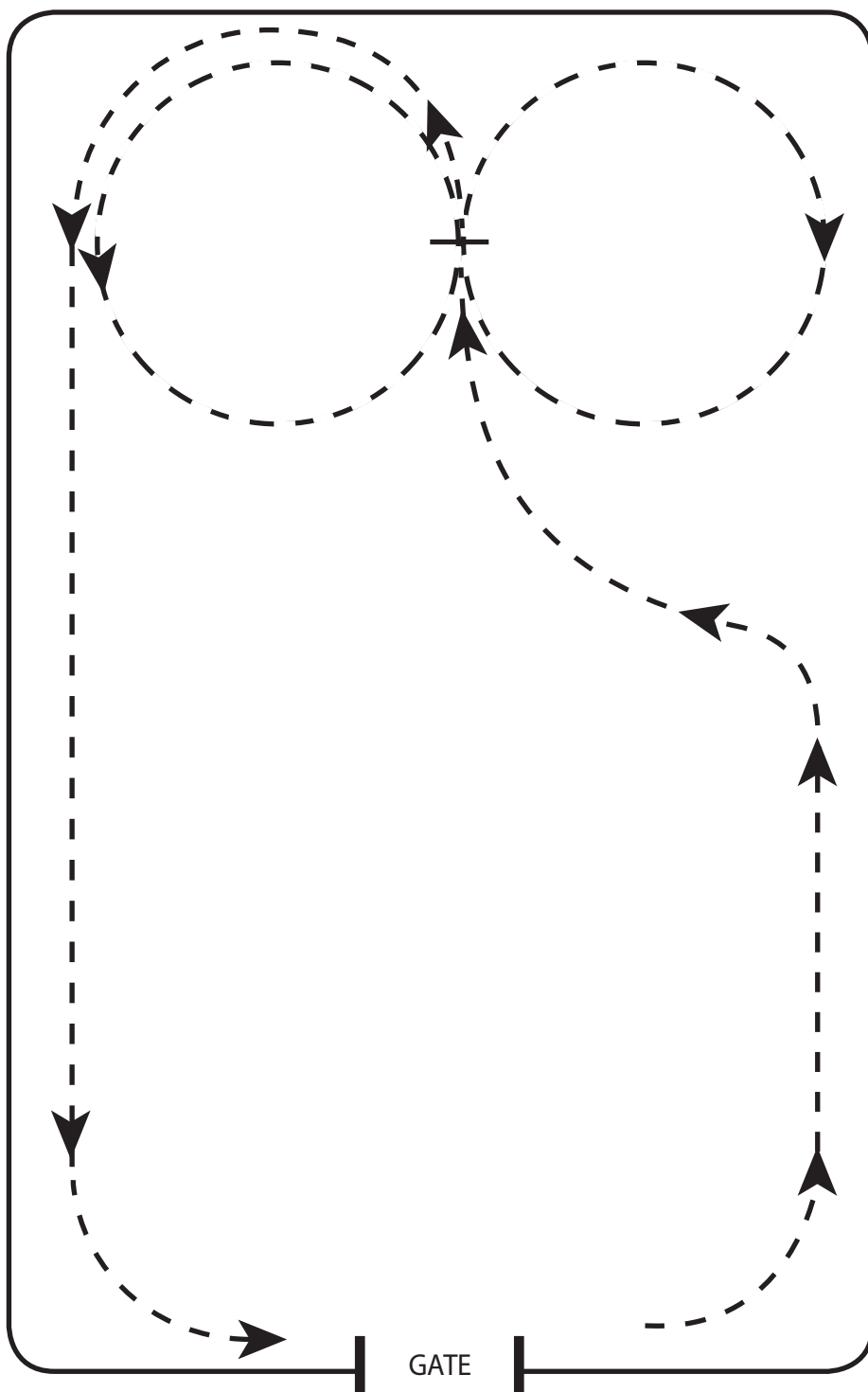
Trot down the right straightaway on the right diagonal. Change diagonals when arcing right. Halt in center of figure eight facing rail.

Trot a figure eight either direction first. Halt

Trot from the center point of the figure eight to the left around the turn and continue trotting down the straightaway on the right diagonal.

Exit the ring at the trot.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup



Saddle Seat Bareback

LEVEL 1 • PATTERN L • Tests 2,3,6,10,11

Trot on the correct diagonal to the end of the straightaway. Halt.

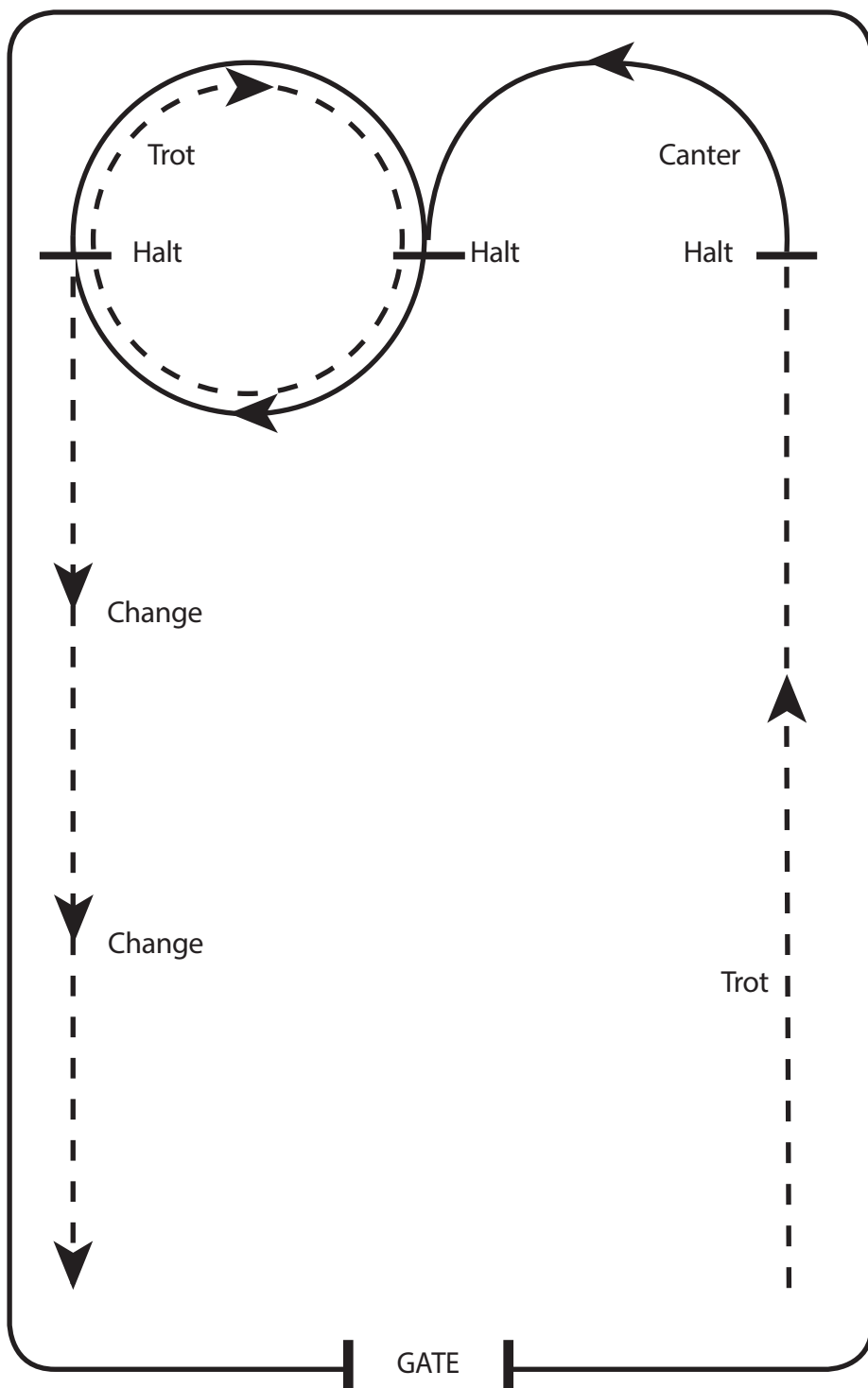
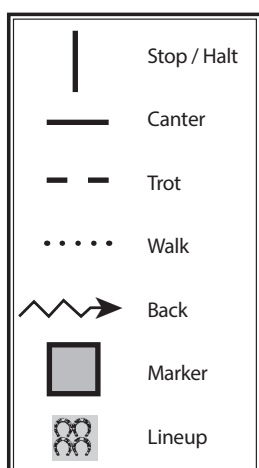
Canter a two loop serpentine to the opposite side of the ring. Change leads through halt.

Halt. Trot a circle on the correct diagonal . Halt.

Canter a circle on the correct lead. Halt.

Reverse and trot down the straightaway starting on the correct diagonal and show two diagonal changes.

Exit arena at a walk.



Show Date: Various

- | | |
|---------------|---|
| Walk | |
| Trot | ----- |
| Extended Trot | ————— |
| Canter | ————— |
| Leg Yield | |
| Lead Change |  |
| Back |  |
| Marker | (B) |
| Sidepass |  |

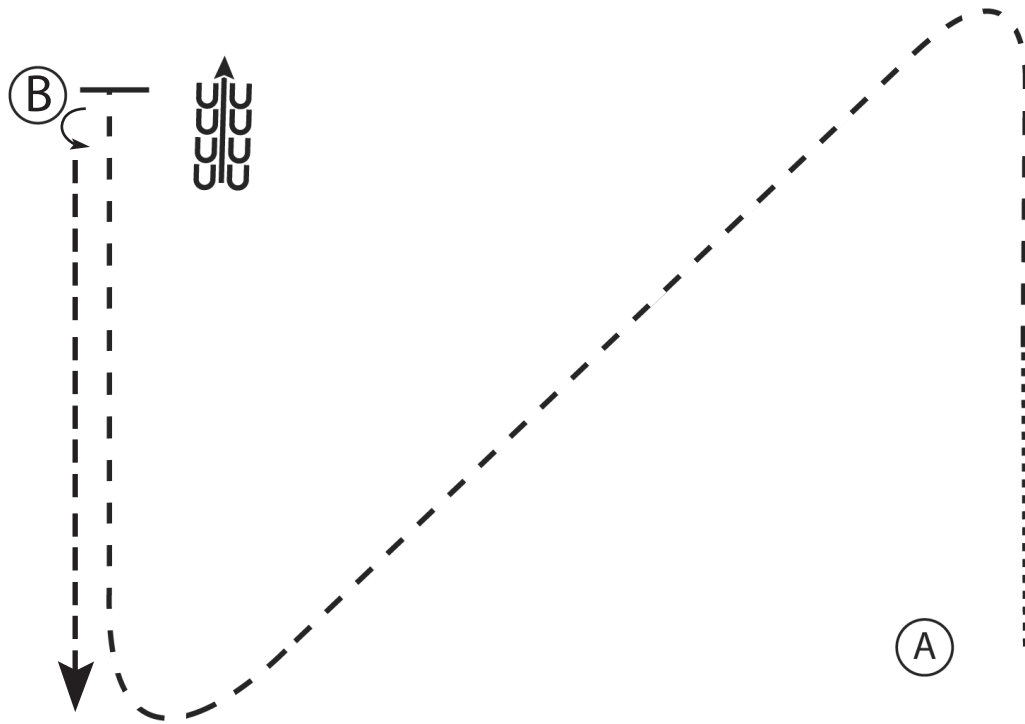
MOD

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Hunt Seat Equitation (E Division)

Show Date: Various



1. Walk forward two horse lengths.
2. Posting trot, right diagonal to center of pattern.
3. Sitting trot to corner.
4. Posting trot, left diagonal, around corner to B.
5. Stop at B and perform a 180 degree turn to the left on the forehand.
6. Back 4 steps.
7. Exit at a walk.

Walk	
Trot	-----
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	↖↗
Back	⏮⏮⏮⏮
Marker	(B)
Sidepass	←---→

[HSE/2-11]

MOD

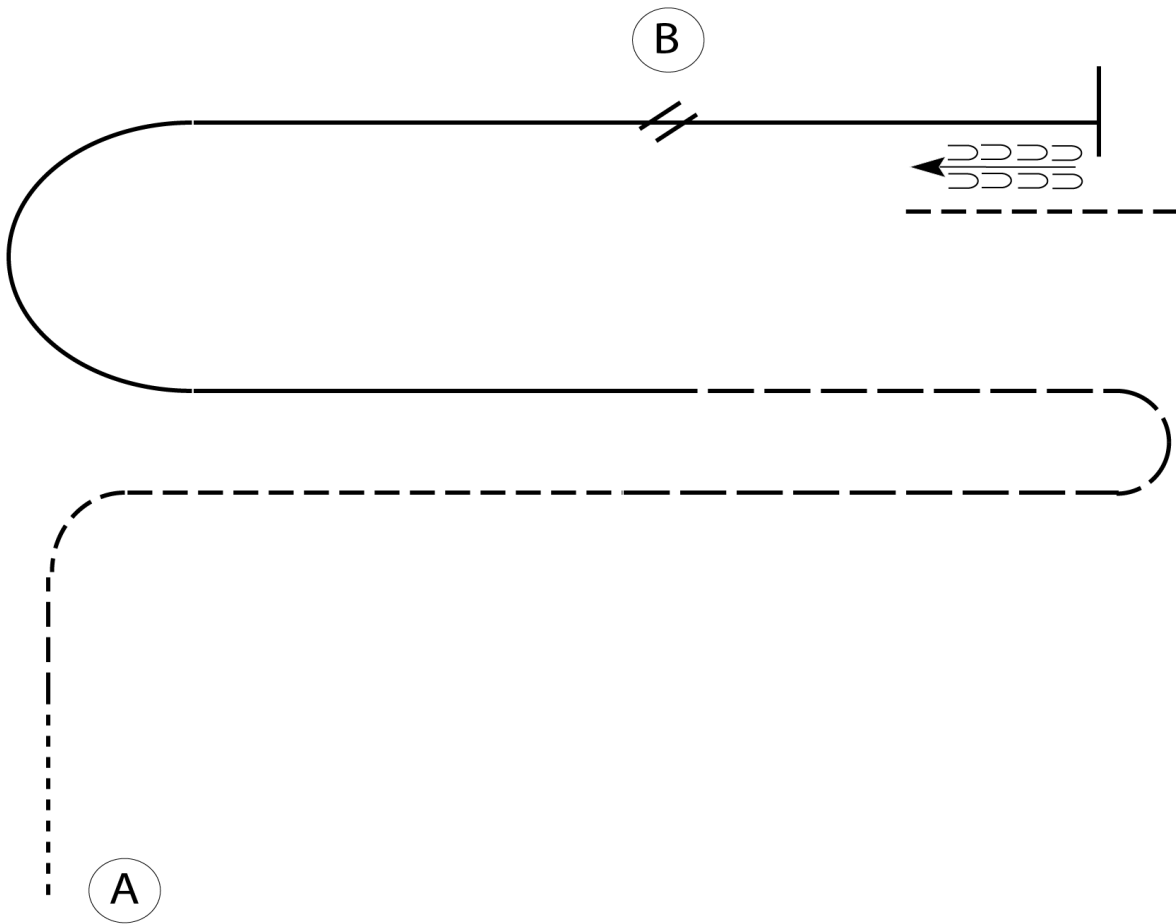
Pattern Provided by:

MIHA Pattern Committee

2026 MIHA High School District Meet 3

Western Horsemanship

Show Date: Various



Be ready at A.

1. Walk approximately 2 horse lengths from A then jog a corner until even with B.
2. Extend the jog in a tight loop left until even with B.
3. Pick up the right lead in a right half circle until even with B.
4. Perform a simple lead change.
5. Lope left lead.
6. Stop and back approximately 5 steps.

Pattern is complete, jog to exit.

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

[WH/1-124]

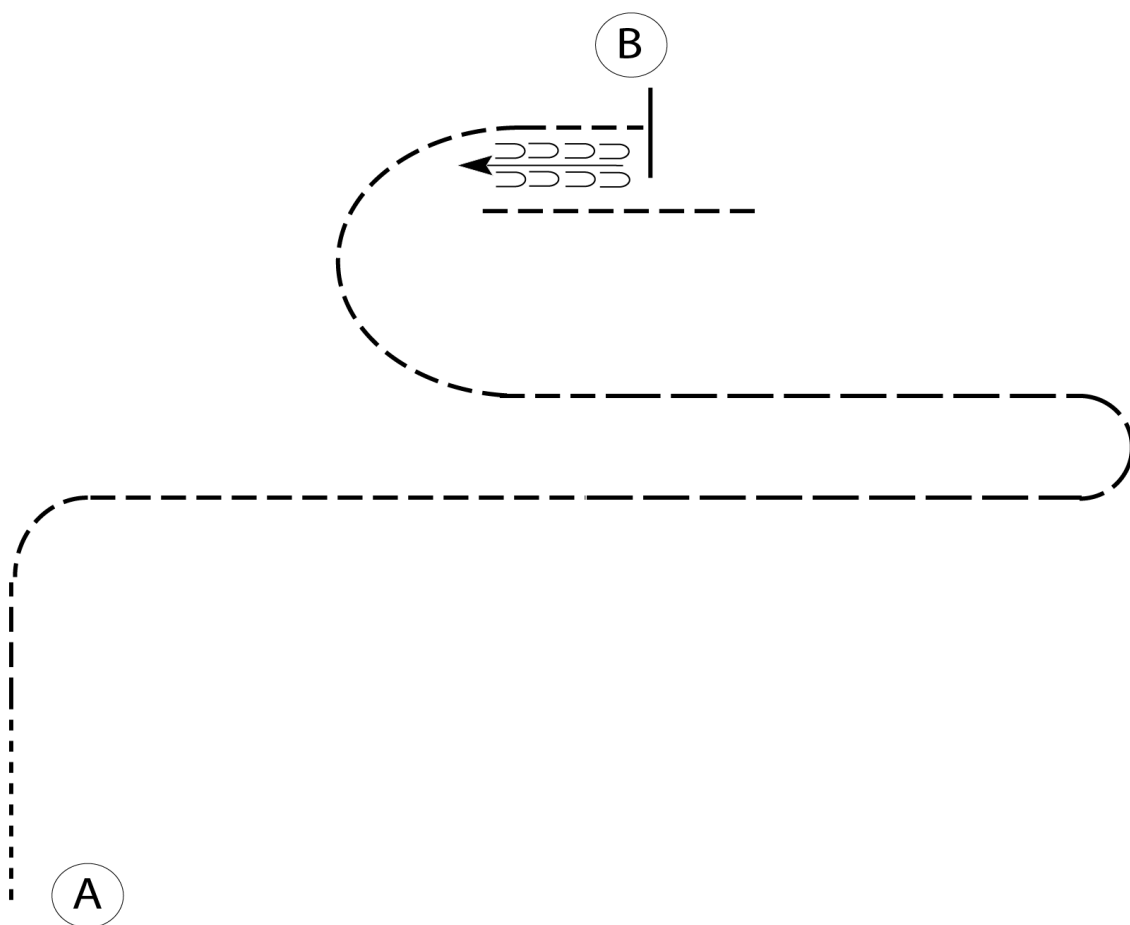
Pattern Provided by:

MIHA Pattern Committee

2026 MIHA High School District Meet 3

Western Horsemanship (E Division)

Show Date: Various



Be ready at A.

1. Walk approximately 2 horse lengths from A then jog a corner until even with B.
2. Extend the jog in a tight loop left until even with B.
3. When even with B, slow to a jog and jog a half circle.
4. Stop when even with B and back approximately 5 steps.

Pattern is complete, jog to exit.

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

[WH/WT-124]

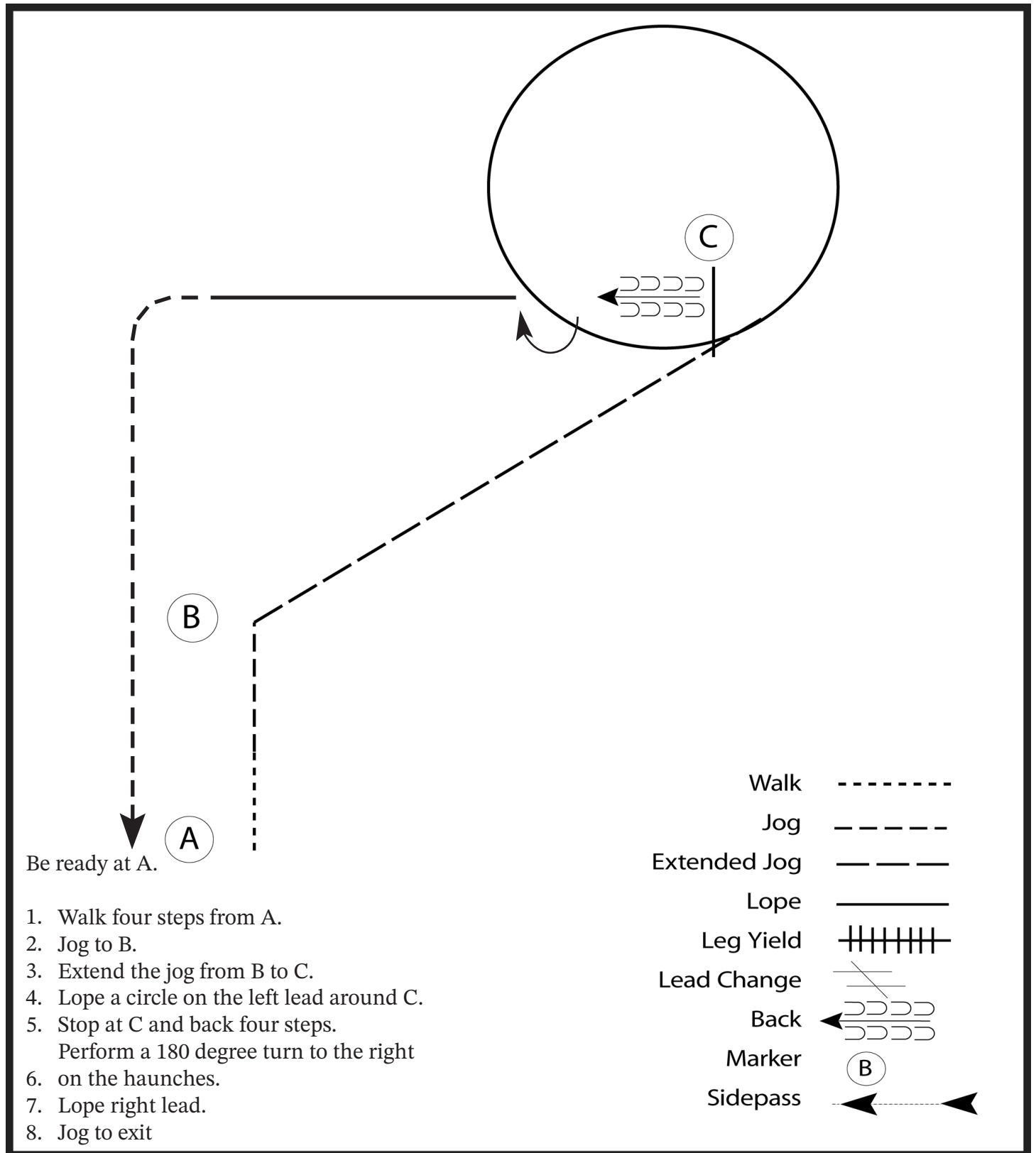
Pattern Provided by:

MIHA Pattern Committee

2026 MIHA High School District Meet 3

Western Bareback

Show Date: Various



[WH/1-39]

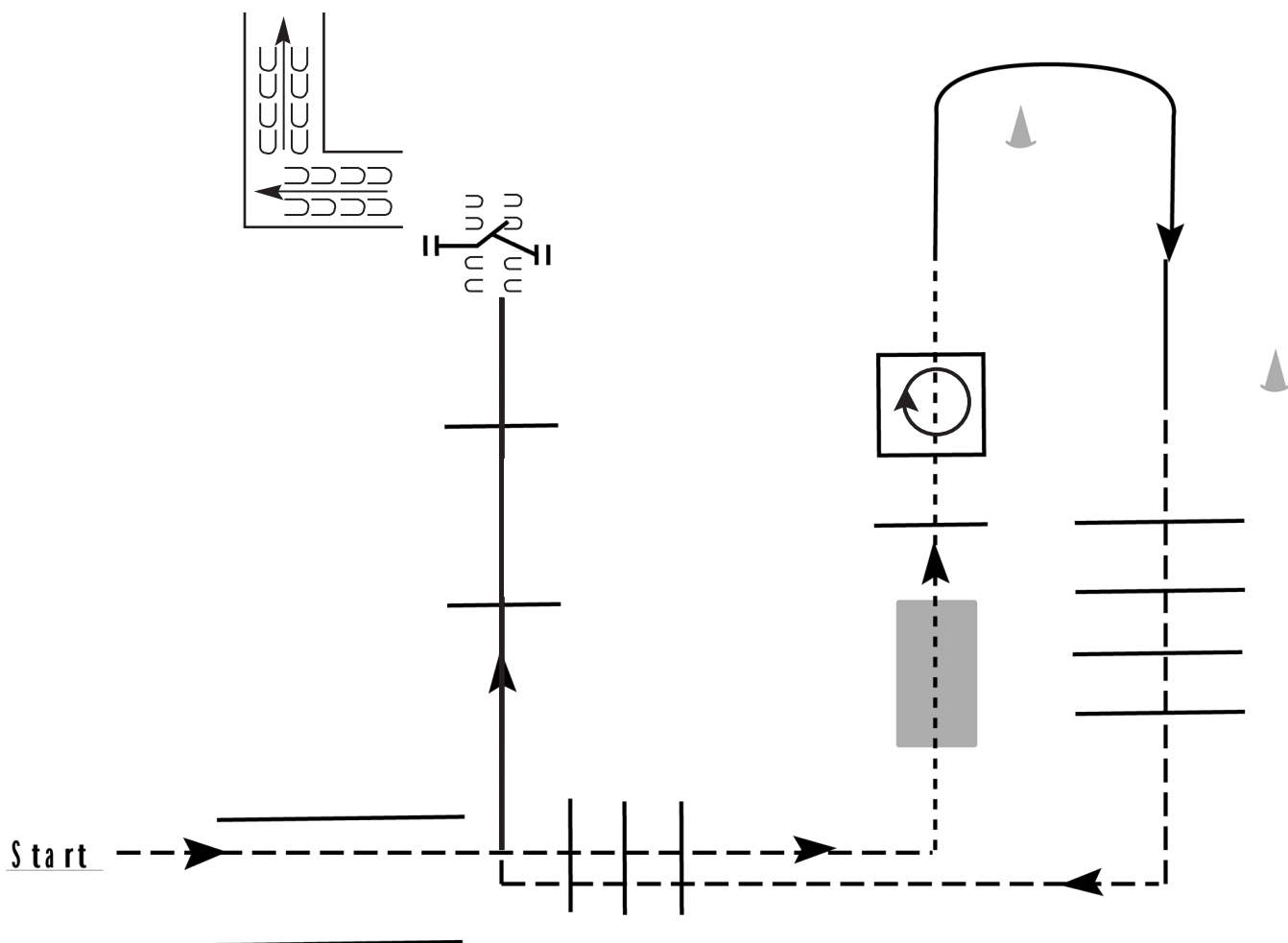
MOD

Pattern Provided by:

MIHA Pattern Committee

2026 MIHA High School District Meet 3 Trail

Show Date: Various



1. Trot thru chute, over poles and to bridge.
2. Walk over bridge and pole, into box.
3. Perform a 360° turn to the right and walk out of box.
4. Lope on the right lead around cone and to 2nd cone.
5. Trot over 2 sets of poles and around corner.
6. Lope left lead to gate.
7. Work the gate (right hand push gate).
8. Back through L to finish

Walk	-----
Jog	
Lope	=====
Back	←←←←←
Marker	▲
Sidepass	←←←←←

[T/1-40]

MOD

Pattern Provided by:

MIHA Pattern Committee

