



MIHA

2016 State Championship

42nd Annual
2016 Michigan Interscholastic Horsemanship Association
State Championship Pattern Book
October 13-16, 2016



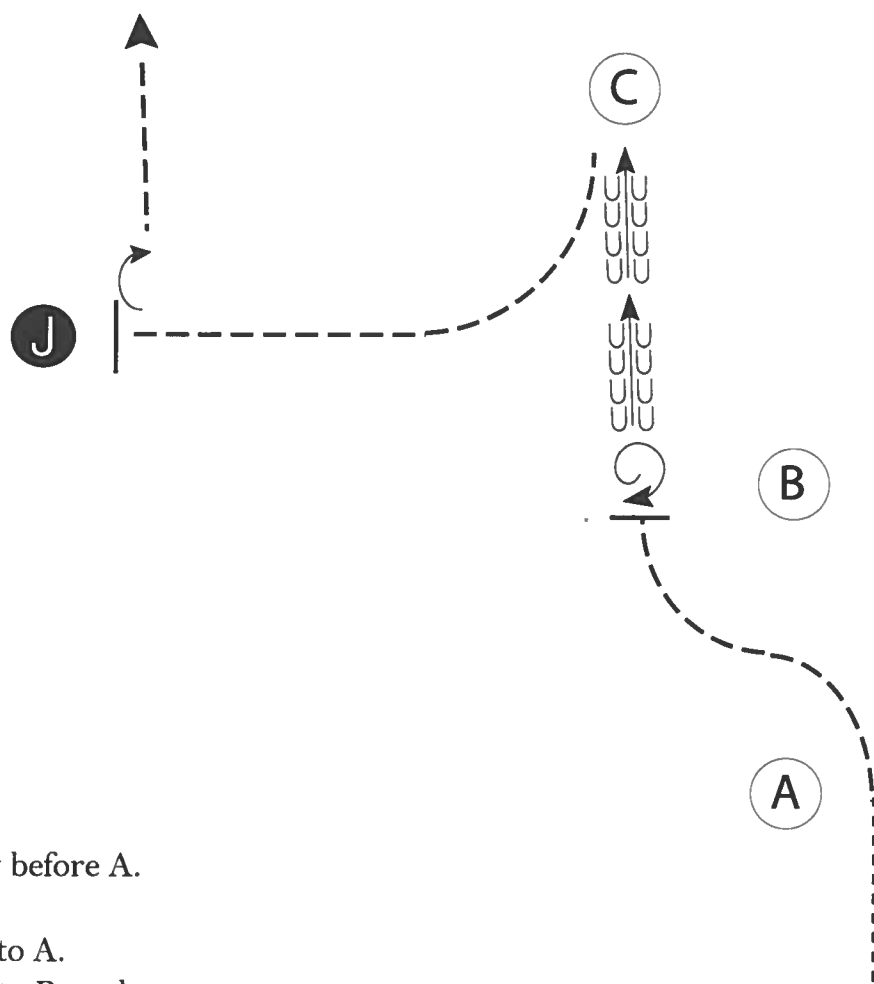
2016 MIHA STATE FINALS

Western Showmanship (All Divisions)

Show Date: 10/13-16/2016

www.HorseShowPatterns.com

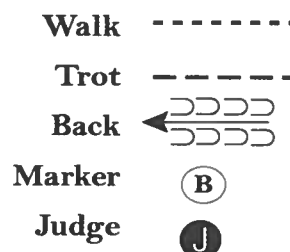
www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Trot to B as shown.
3. Stop at B and perform a 1 1/2 turn.
4. Back to C.
5. Trot to Judge.
6. Perform a 1/4 turn and set up for inspection.
7. When dismissed, exit at a trot.

Follow the instructions of your ring steward.



[S/3-91]

Pattern Provided by:
Show Officials

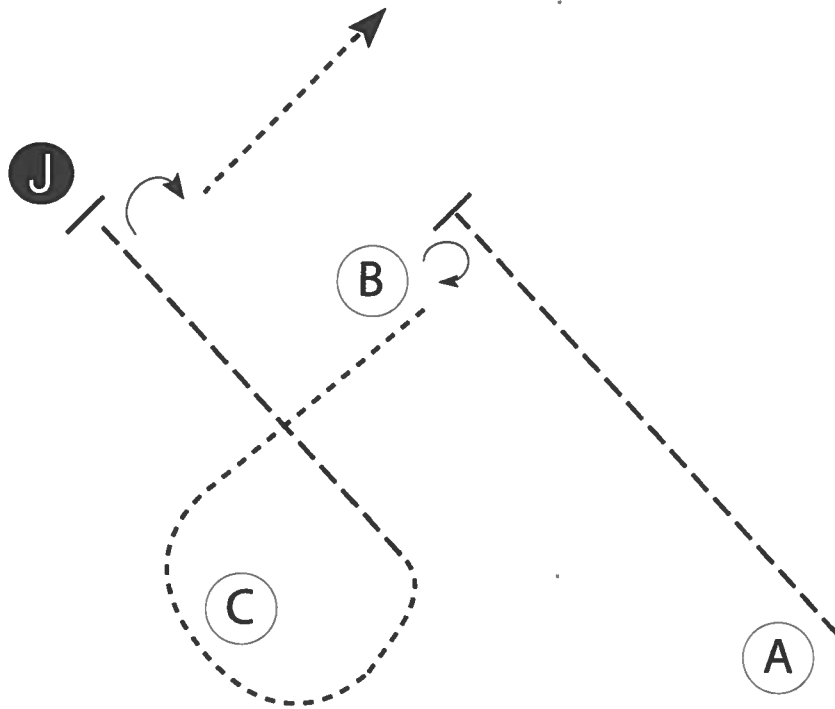
2016 MIHA STATE FINALS

Saddleseat Showmanship (All Divisions)

Show Date: 10/13-16/2016

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Trot from A to B.
2. Stop just before B and perform a 270 degree turn.
3. Walk to and around C as shown.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn and walk away.

Follow the instructions of your ring steward.

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

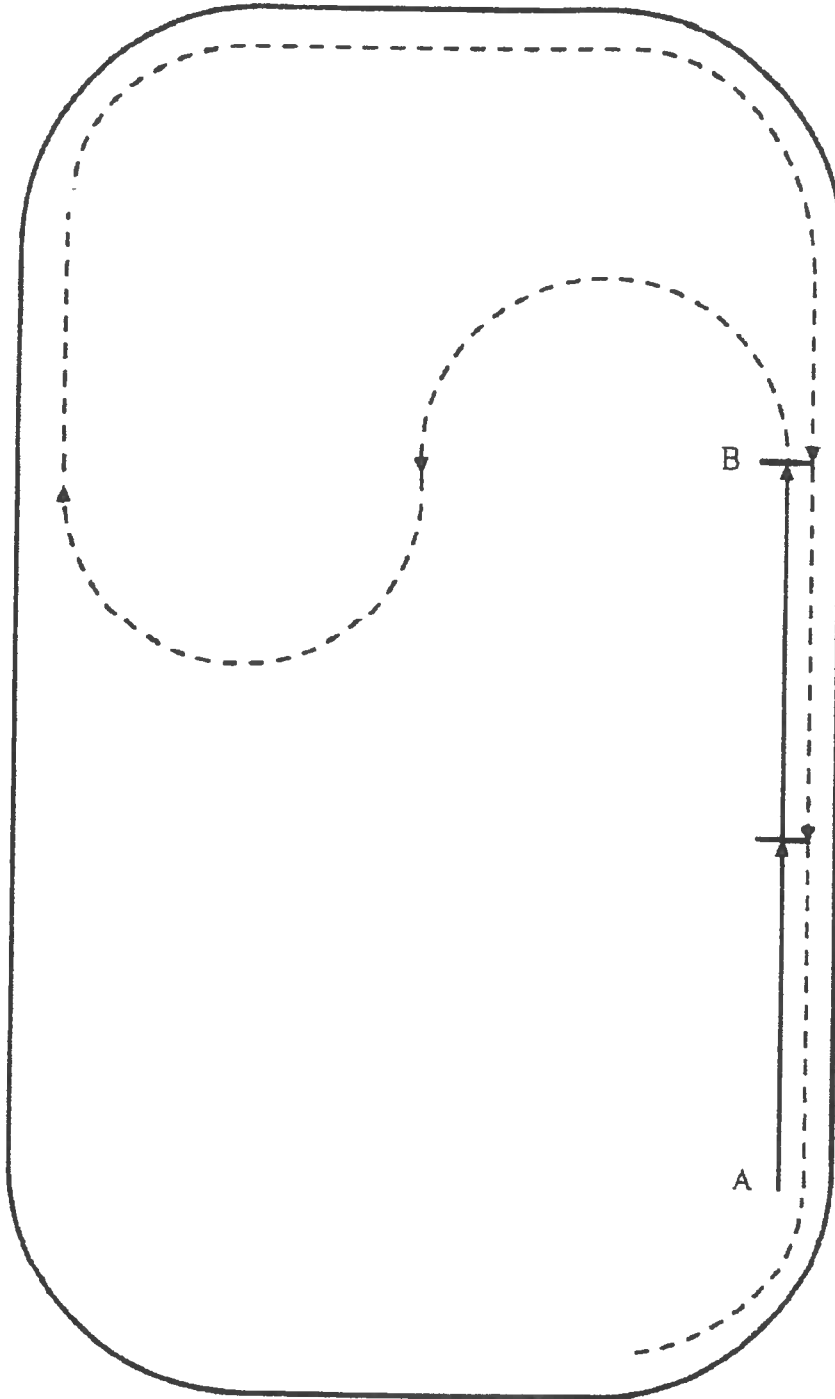
[S/2-47]

Pattern Provided by:
Show Officials

2016 MIHA STATE FINALS

Saddleseat Bareback (All Divisions)

Show Date: 10/13-16/2016



1. On the straightaway to your right, canter on the left lead to point B. Halt
2. Trot a two loop serpentine across the width of the arena and continue to trot around the end of the ring.
3. Continue to trot the straightaway showing two changes of diagonal.
4. Exit the ring without stopping.

Pattern Provided by:
Show Officials

2016 MIHA STATE FINALS

Huntseat Equitation (All Divisions)

Show Date: 10/13-16/2016

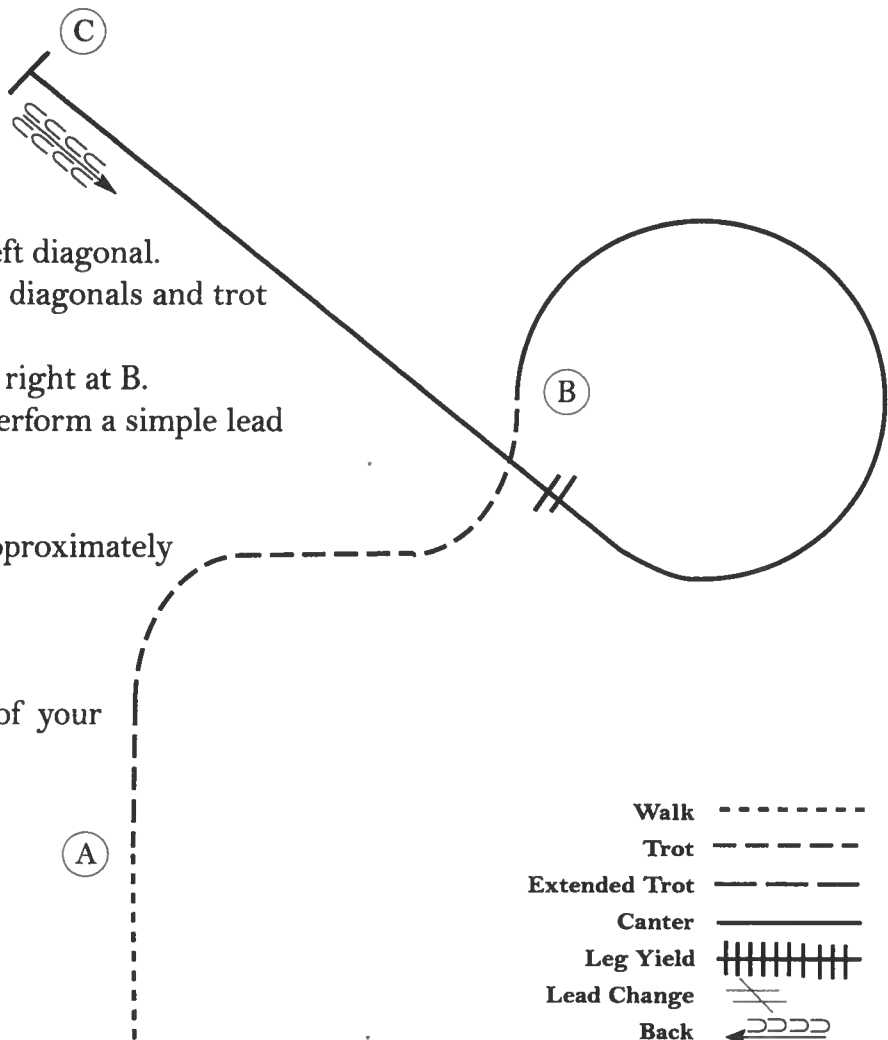
www.HorseShowPatterns.com

www.HorseShowPatterns.com

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	Ⓚ
Sidepass	←←←←←
Hand Gallop	———

[HSE/2-40]

Pattern Provided by:
Show Officials

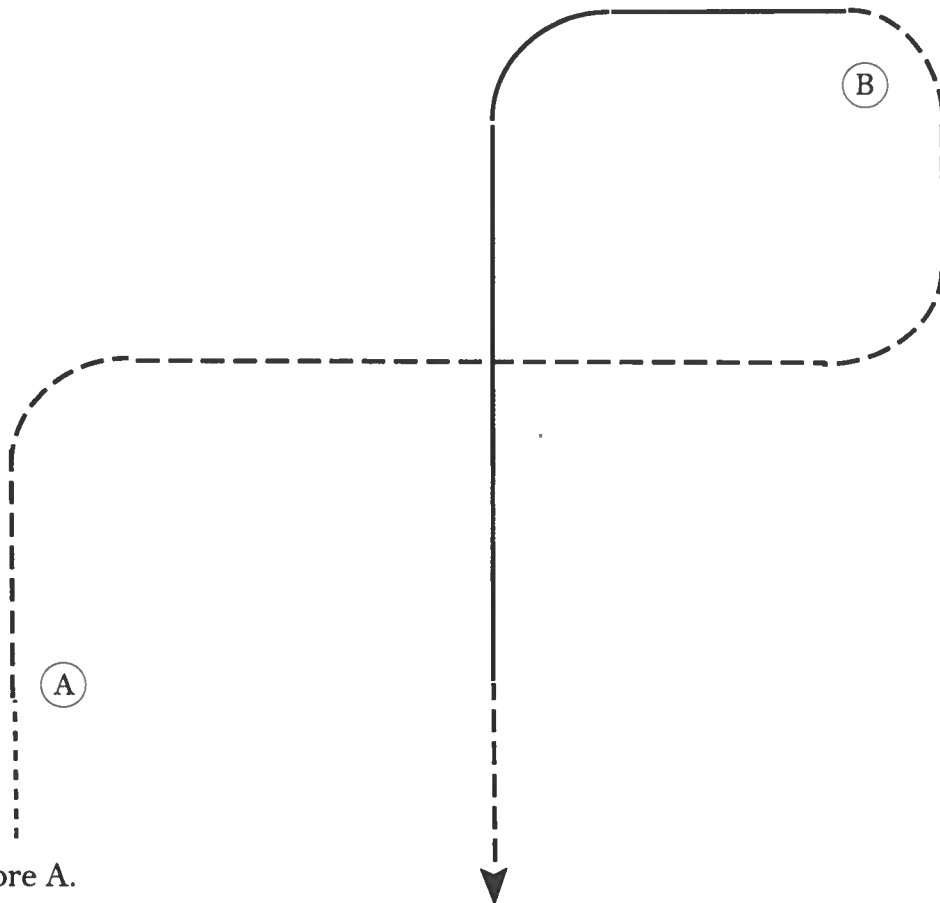
2016 MIHA STATE FINALS

Huntseat Bareback (All Divisions)

Show Date: 10/13-16/2016

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal to center of pattern.
3. Change diagonals at center. Trot on the right diagonal to B.
4. Canter on the left lead through center of pattern until even with A.
5. Sitting trot when even with A. Pattern is over after trotting 3 strides past A.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	⊙
Sidepass	← ← ← ← ←
Hand Gallop	-----

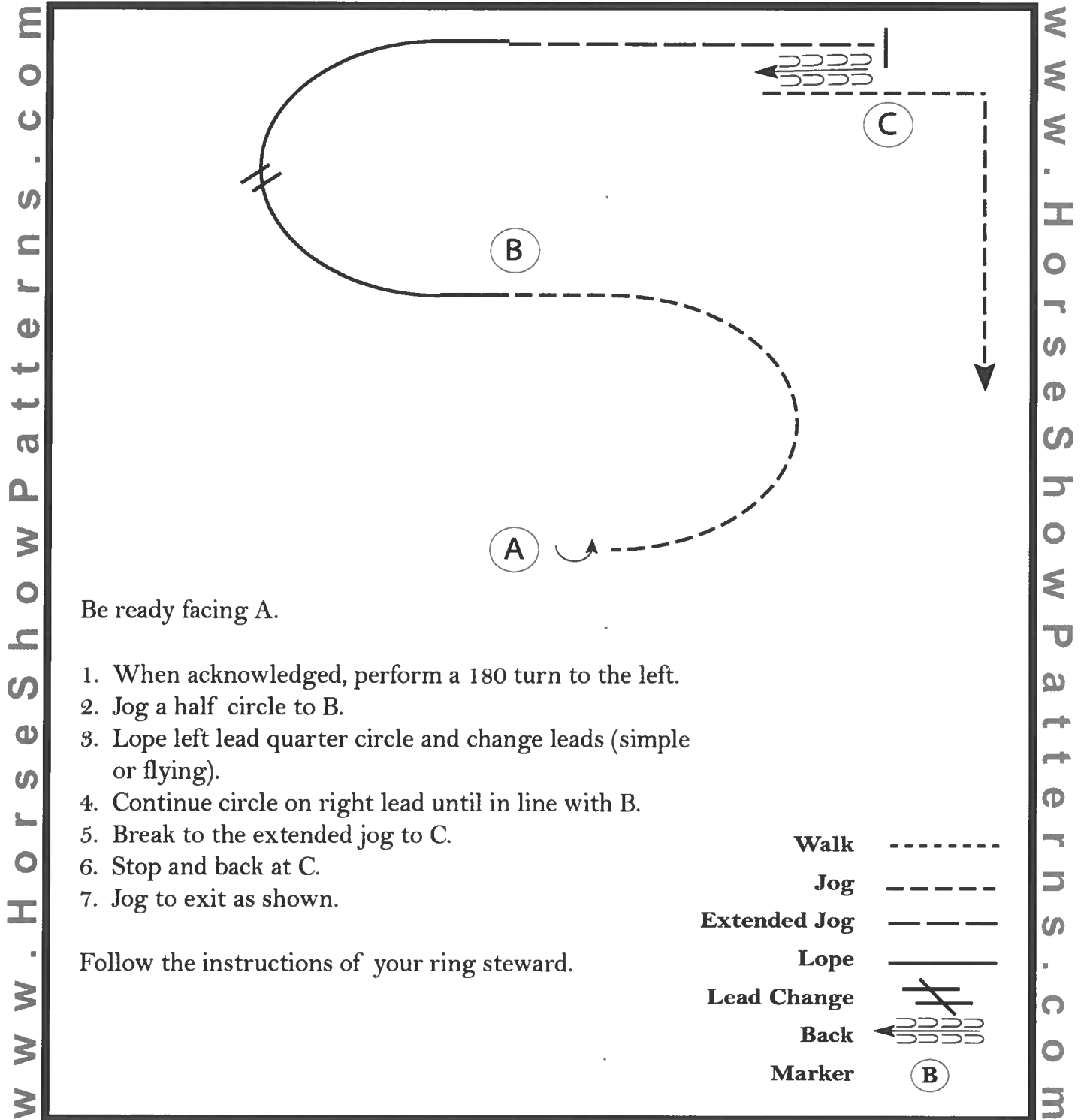
[HSE/1-66]

Pattern Provided by:
Show Officials

2016 MIHA STATE FINALS

Western Horsemanship (All Divisions)

Show Date: 10/13-16/2016



[WH/2-106]

Pattern Provided by:
Show Officials

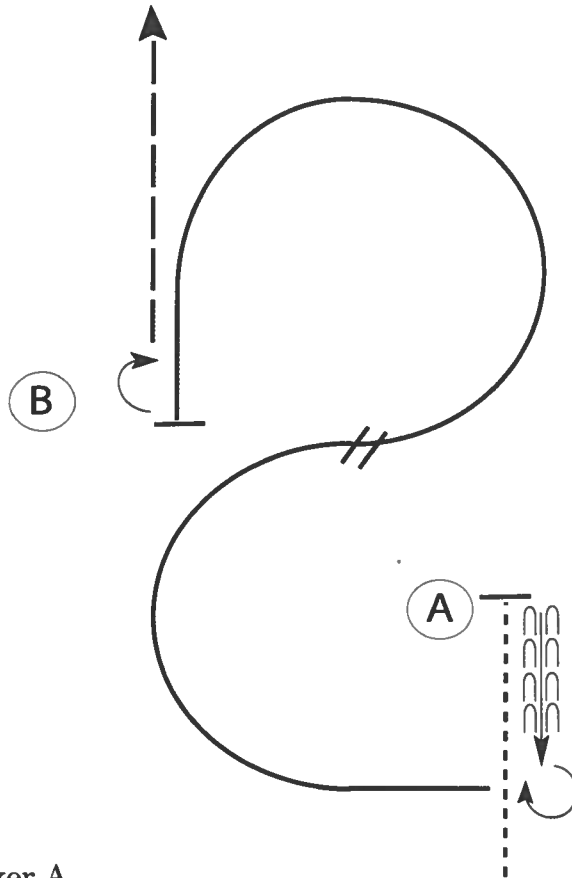
2016 MIHA STATE FINALS

Western Bareback (All Divisions)

Show Date: 10/13-16/2016

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before marker A.

1. Walk to A.
2. Stop and back approximately one horse length.
3. Execute a 3/4 turn to the right and lope on the right lead.
4. Perform a simple lead change and lope on the left lead to B.
5. Stop at B and execute a 1/2 turn to the right.
6. Jog to exit.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	Ⓚ
Sidepass	← — — — — →

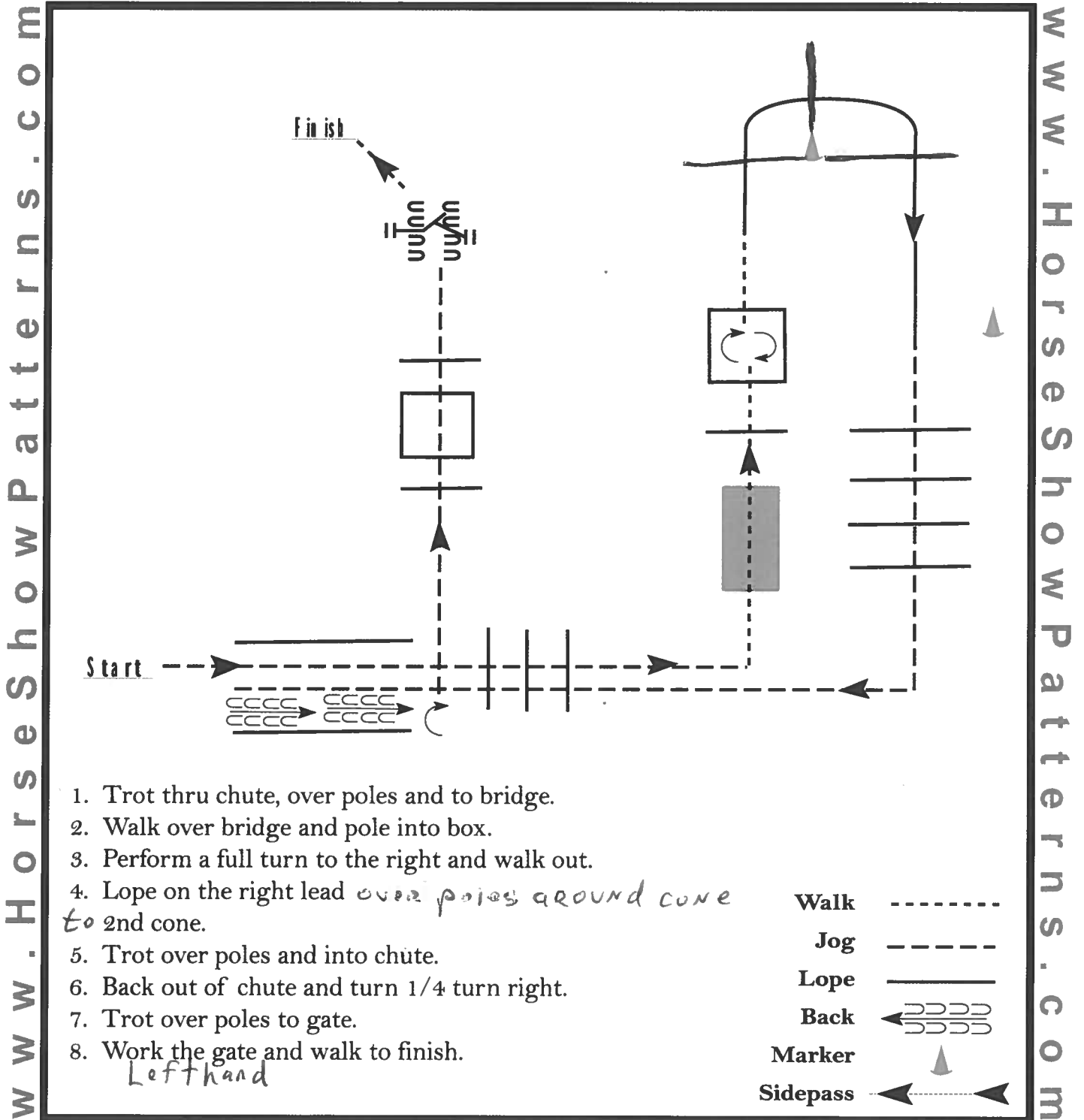
[WH/2-68]

Pattern Provided by:
Show Officials

2016 MIHA STATE FINALS

Trail (All Divisions)

Show Date: 10/13-16/2016



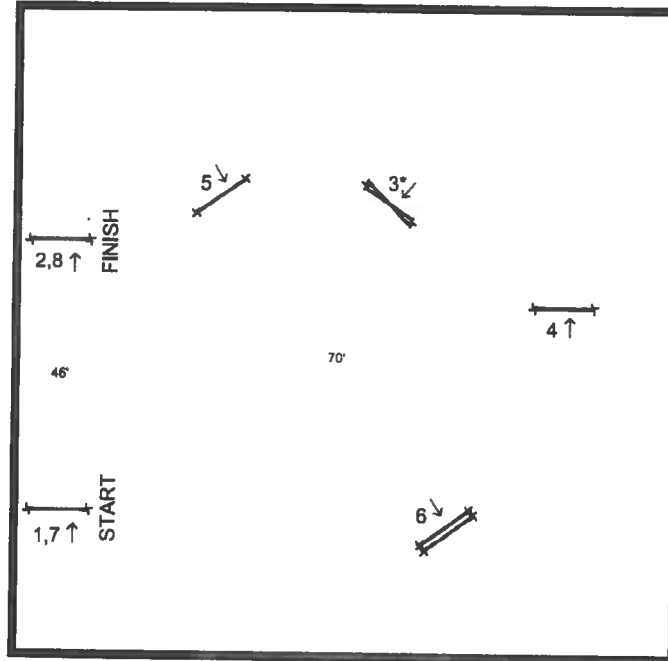
Pattern Provided by:
Show Officials

[T/2-40]

APPENDIX

High School
Equitation Over Fences

Pattern #4



Equitation Over Fences
Jump Key

Key:

- * Cross Rail - Must be Trotted. Cups set at 2'-6" at standards.
- Vertical
- Oxer - To be added at Regionals and States. Not to exceed 18" in width.

46'
(3) strides - horse
(4) strides - pony or short-strided horse

56'
(4) strides - horse
(5) strides - pony or short-strided horse

70'
(5) strides - horse
(6) strides - pony or short-strided horse

82'
(6) strides - horse
(7) strides - pony or short-strided horse

Notes:

- When modifying lines to accommodate smaller arenas, reference the stride key.
- The oxer will be included at the Regional and State competition.
- A vertical will be used for district meets in place of the oxer.

APPENDIX

Back #: _____

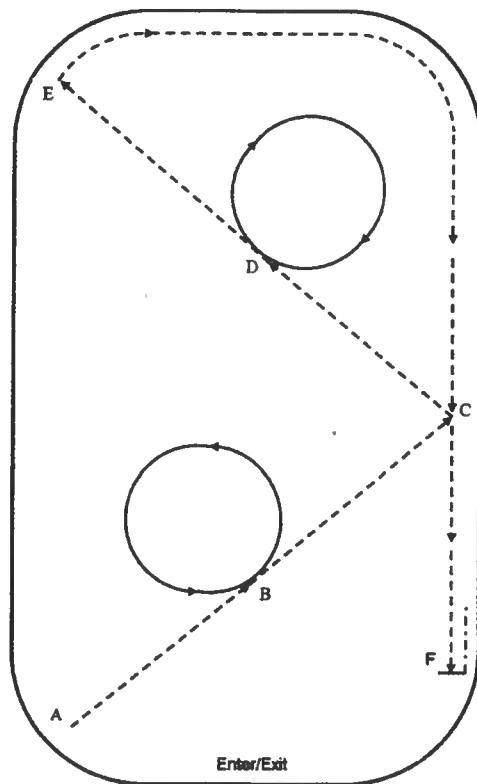
**High School
Saddle Seat Pattern #4**

Each item to be scored from 0-10 points.

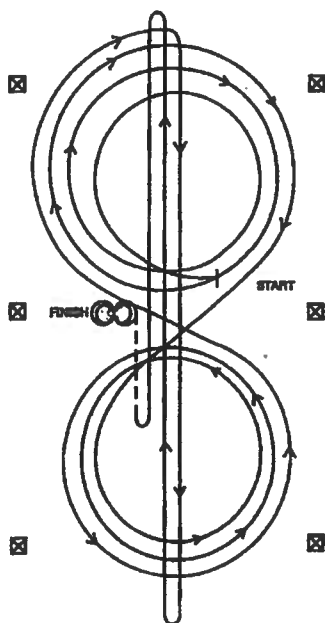
Total possible is 100 points.

(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	



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.

1. 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.
2. 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.
3. 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.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
5. 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
7. Complete two spins to the left. Hesitate to demonstrate the completion of the pattern.