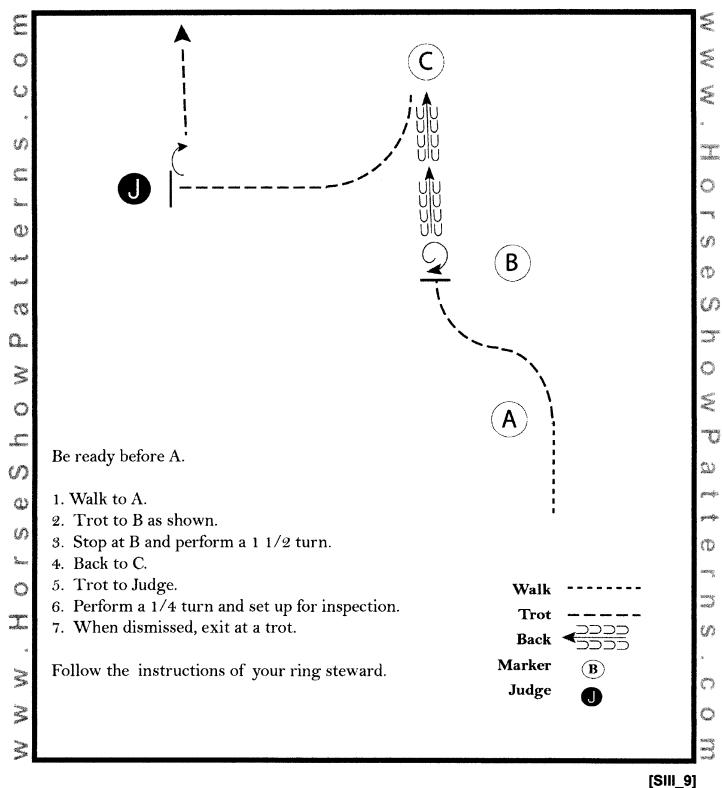
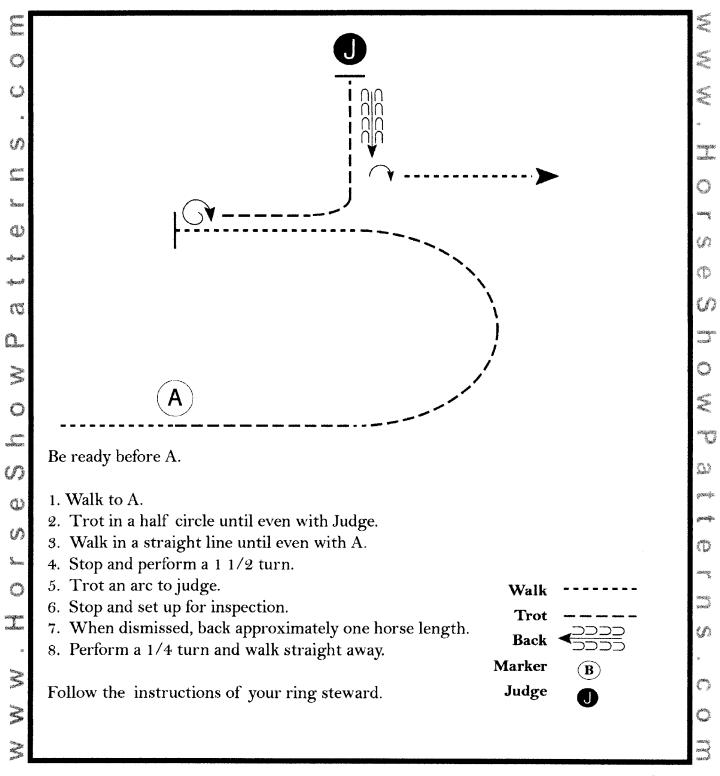
### **Western Showmanship (All Divisions)**

Show Date: 10/09-12/2014



#### **Huntseat Showmanship (All Divisions)**

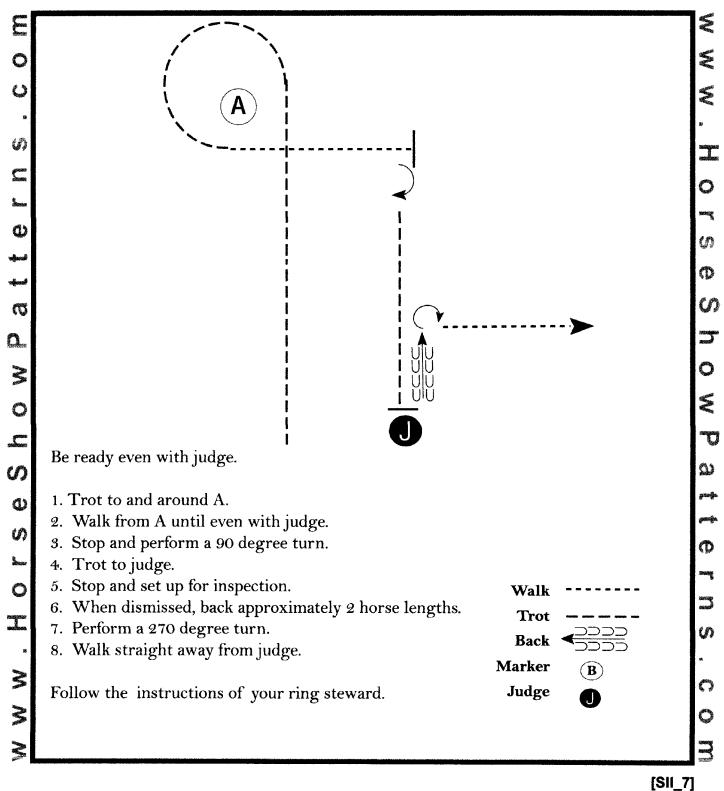
Show Date: 10/09-12/2014



[SIII\_8]

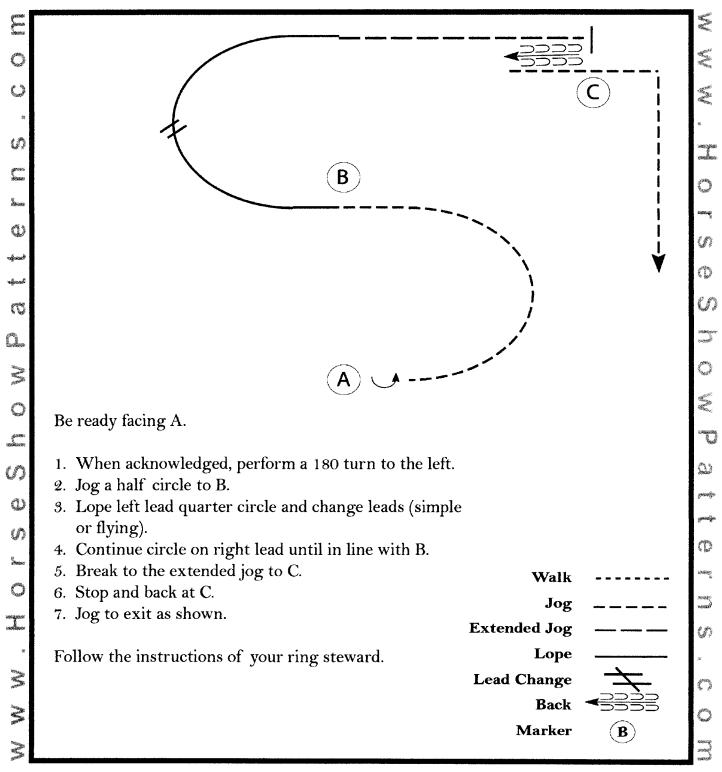
#### **Saddleseat Showmanship (All Divisions)**

Show Date: 10/09-12/2014



#### **Western Horsemanship (All Divisions)**

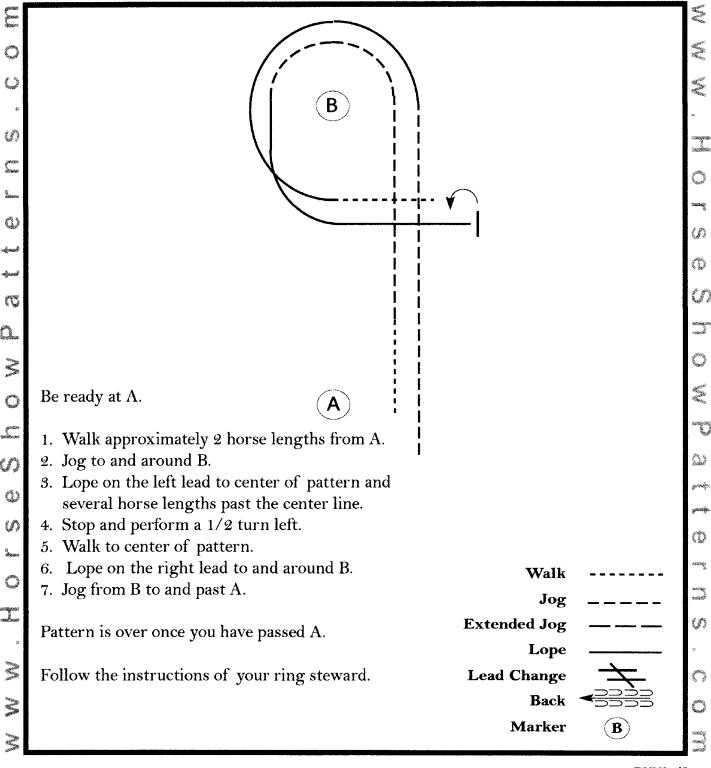
Show Date: 10/09-12/2014



[WHII\_1]

#### **Western Horsemanship Bareback (All Divisions)**

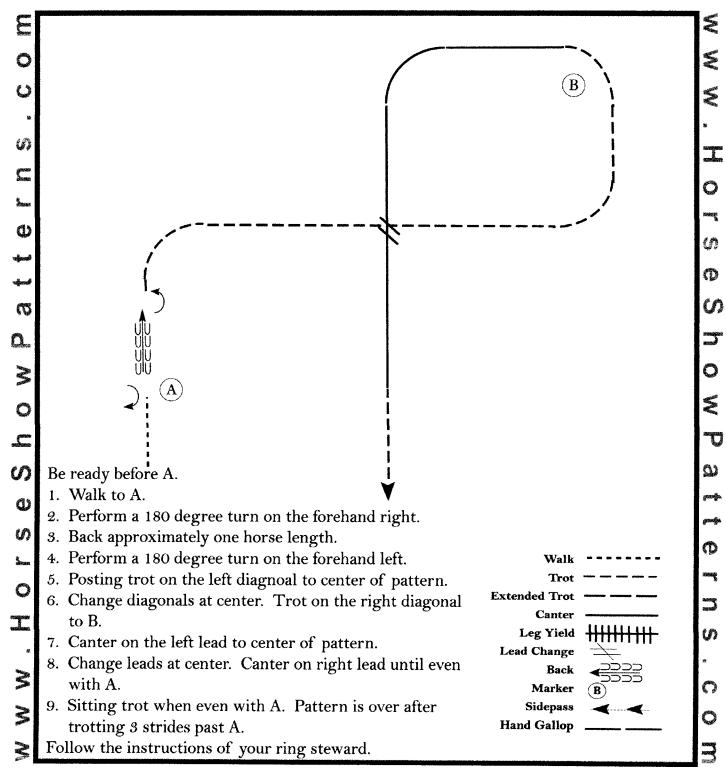
Show Date: 10/09-12/2014



[WHI\_1]

#### **Hunt Seat Equitation (All Divisions)**

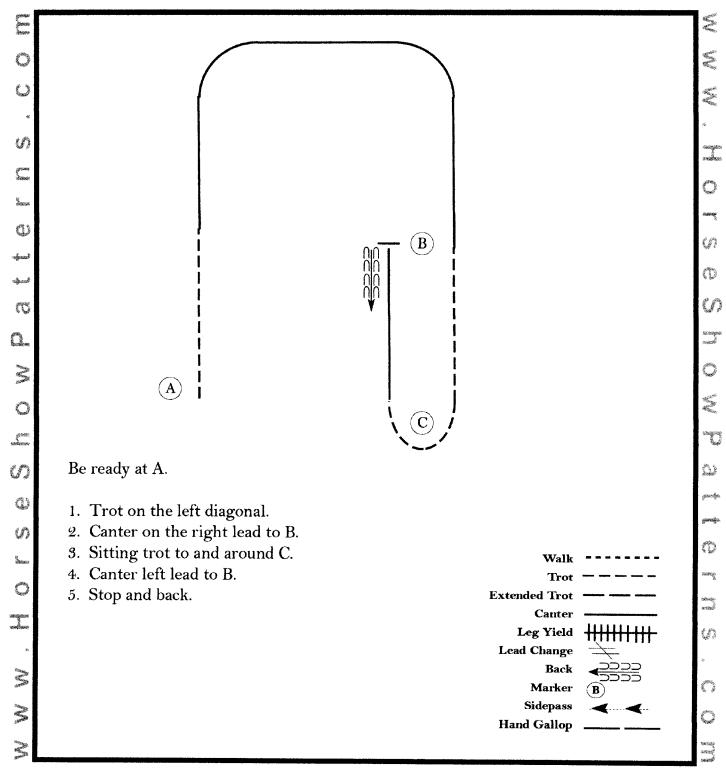
Show Date: 10/09-12/2014



[HSEIII\_6]

### **Hunt Seat Equitation Bareback (All Divisions)**

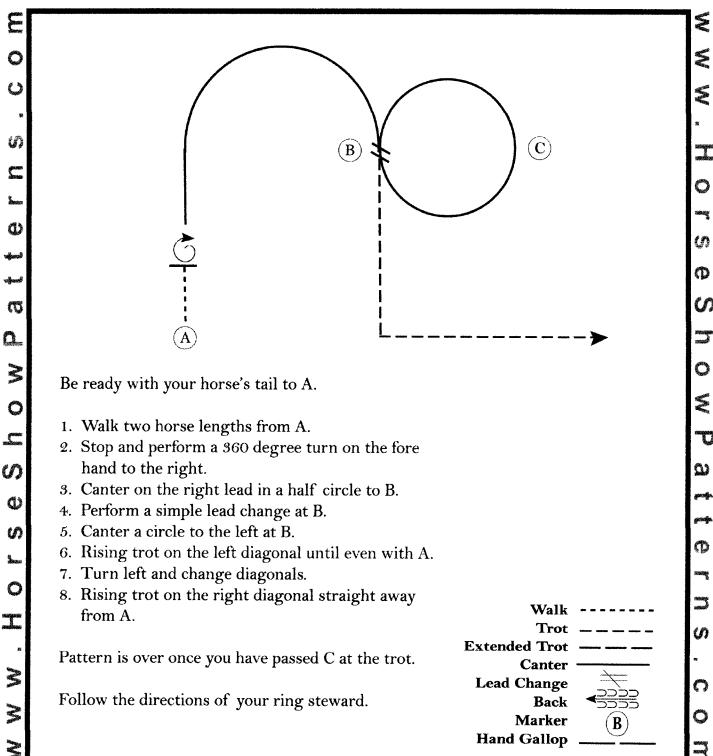
Show Date: 10/09-12/2014



[HSEI\_1]

#### Saddleseat Equitation (All Divisions)

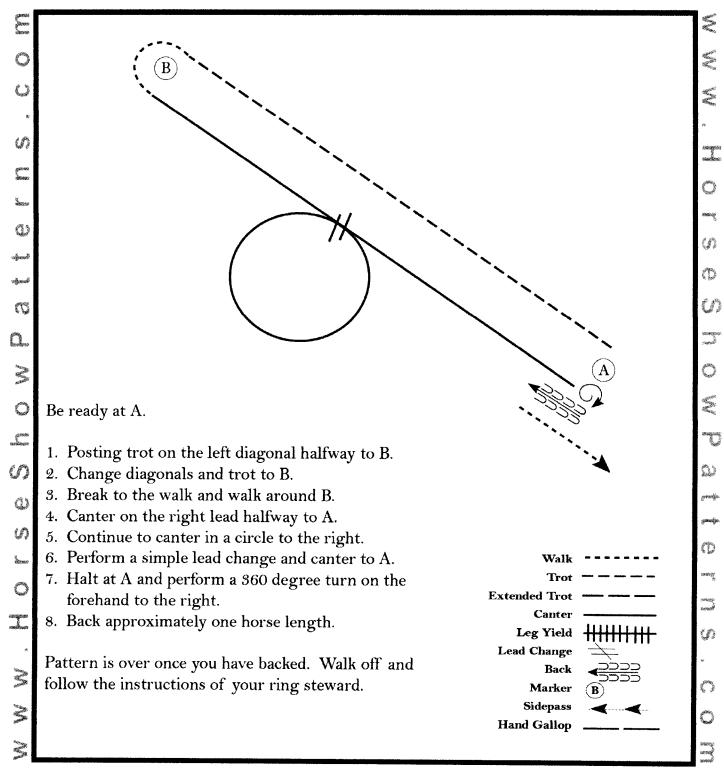
Show Date: 10/09-12/2014



[HSEIII\_4]

#### Saddleseat Equitation Bareback (All Divisions)

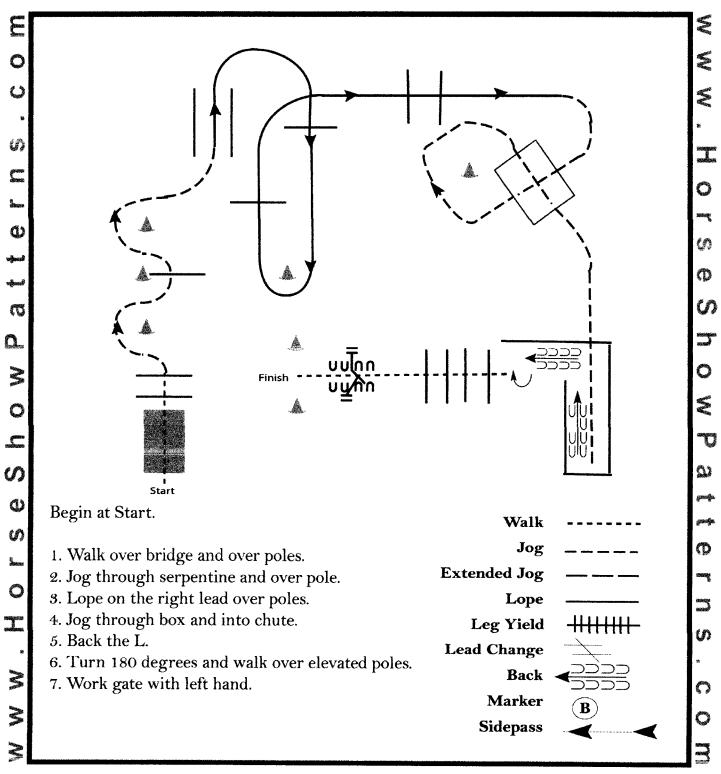
Show Date: 10/09-12/2014



[HSEII\_7]

### **Trail (All Divisions)**

Show Date: 10/09-12/2014

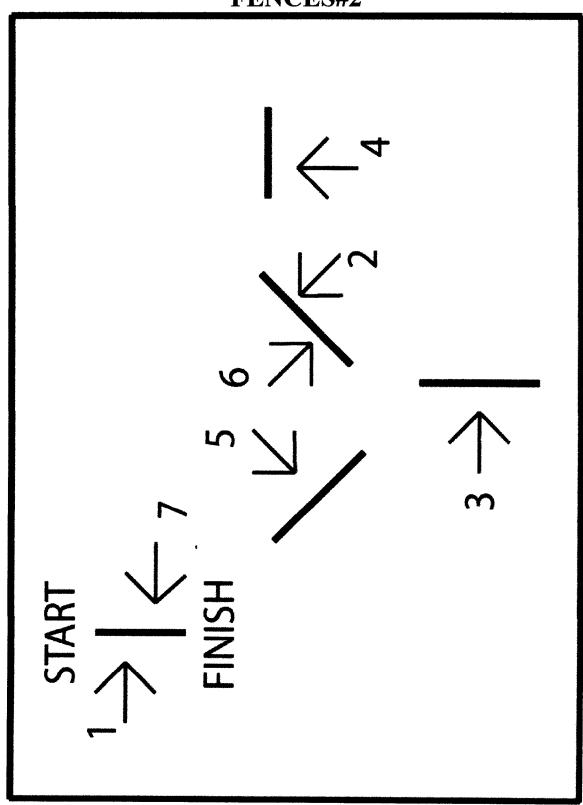


Pattern Provided by:

MIHA State Show Management

[TII\_7]

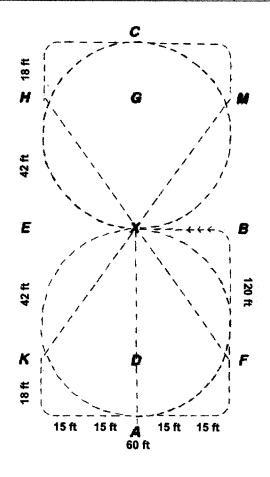
## EQUITATION OVER FENCES#2



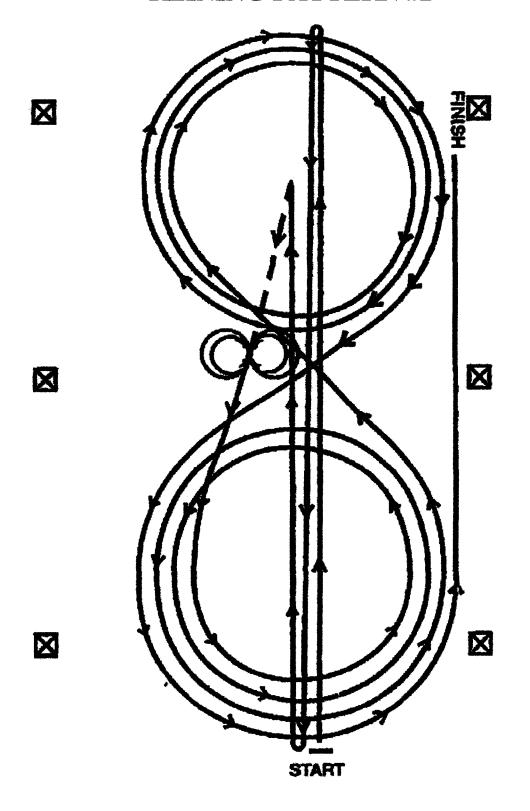
## High School Saddle Seat Pattern #2

## Each item to be scored from 0-10 points. Total possible is 100 points.

#	Letter	Movement	Points	Score
ī	Å X	Enter rising trot or second guit down center line. Half.	10	···
2	x	Execute 90 degree turn to the right on the forehand. Canter circle right 20 meters,	10	
3	×	Simple lead change and circle left 20 meters.	10	
4	X B	Walk. Stop and back 5 steps. Proceed at a walk and track right.	10	
5	F	Rising trot or second galf.	10	
6	кхм	Change rein and extend the trof ar second gail. Change diagonal at M.	10	
7	м	Normal rising trat.	10	
8	HXF	Change rein and extend the trot or second gait. Change diagonal at F.	10	
9	F A	Normal rising trot. Halt. Exit orena.	10	·
10		Rider's position and effective use of cues.	10	
-		Total	100	



### 2014 MIHA STATE FINALS REINING PATTERN #2



#### REINING PATTERN#2 DESCRIPTION

- Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
- 2. Run to the opposite end of the arena past the end marker and do a right rollback no hesitation.
- 3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet. Hesitate.
- 4. Complete two spins to the right. Hesitate.
- 5. Complete two and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
- 6. Begin on the left lead, complete three circles to the left: the first circle large and fast: the second circle small and slow: the third circle large and fast. Change leads at the center of the arena.
- 7. Complete three circles to the right: the first circle large and fast: the second circle small and slow: the third circle large and fast. Change leads at the center of the arena.
- 8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet from the wall or fence. Hesitate to demonstrate the completion of the pattern.