

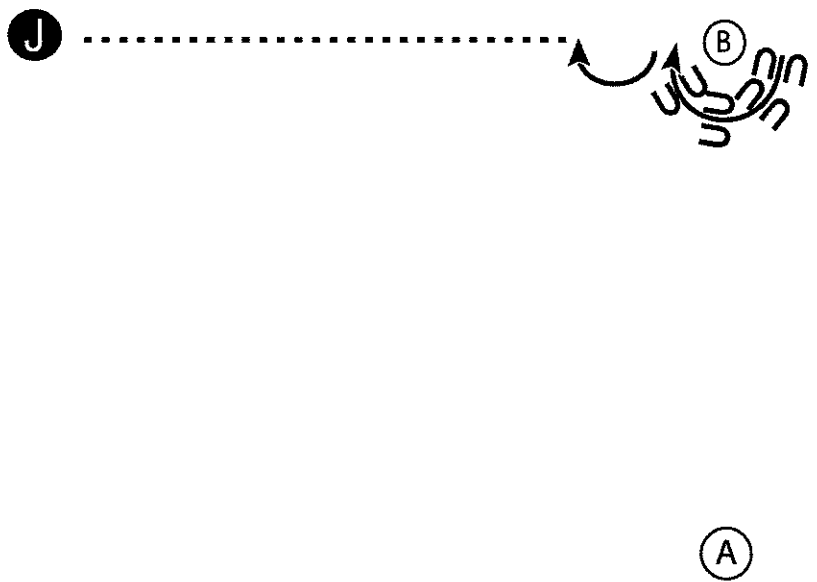
# OIHA Show 2

## Western Showmanship

Show Date:

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1. Trot to B.
2. Stop at B.
3. Back around B.
4. Perform a 90 degree turn.
5. Walk to judge and set up for inspection.
6. When dismissed walk to line-up.

Walk

Trot

Back

Marker

Judge

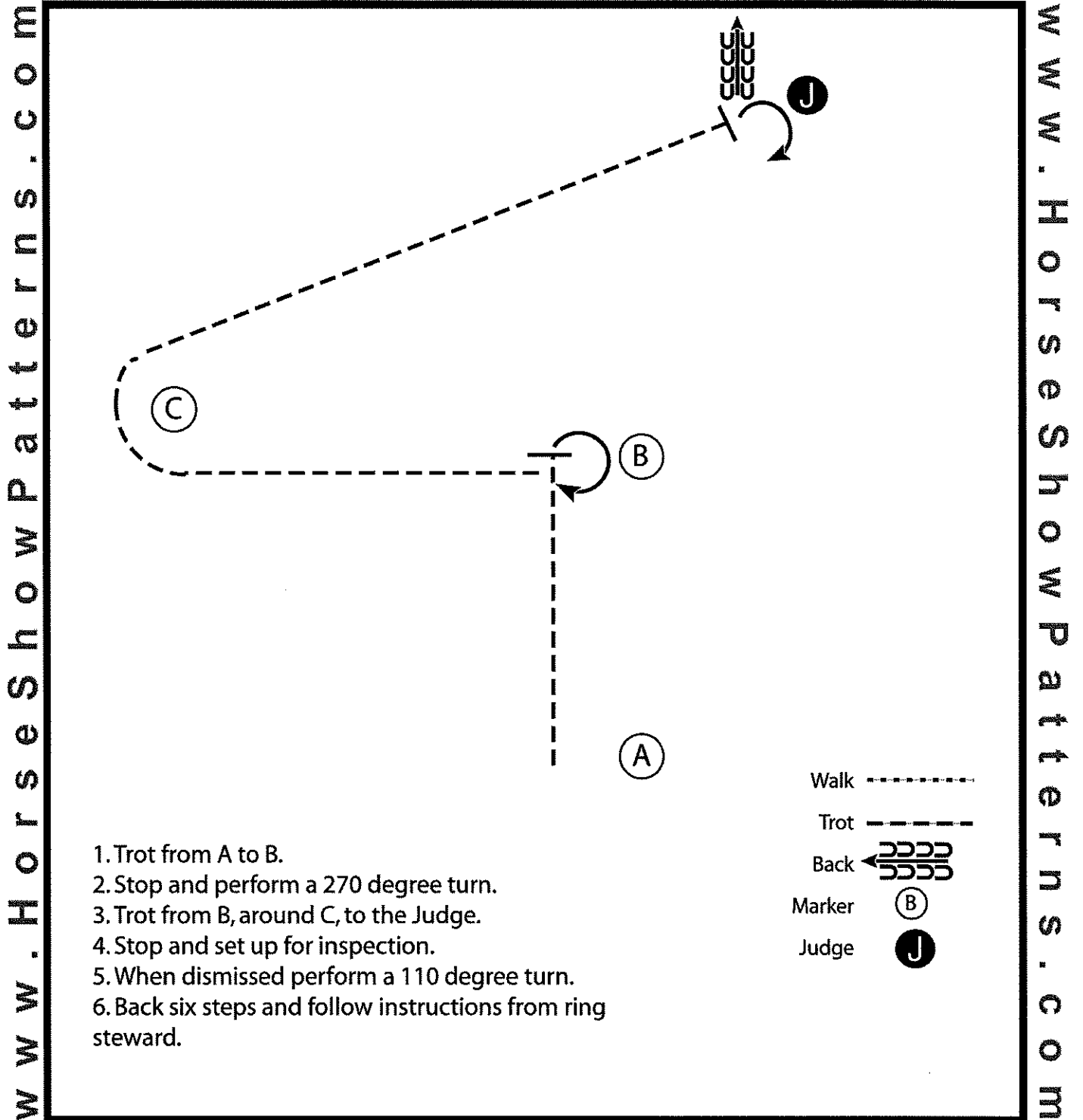
[S/2-5]

**Pattern Provided by:**  
*OIHA Patterns Committee*

# OIHA Show 2

## Hunt Seat Showmanship

Show Date:



[S/2-11]

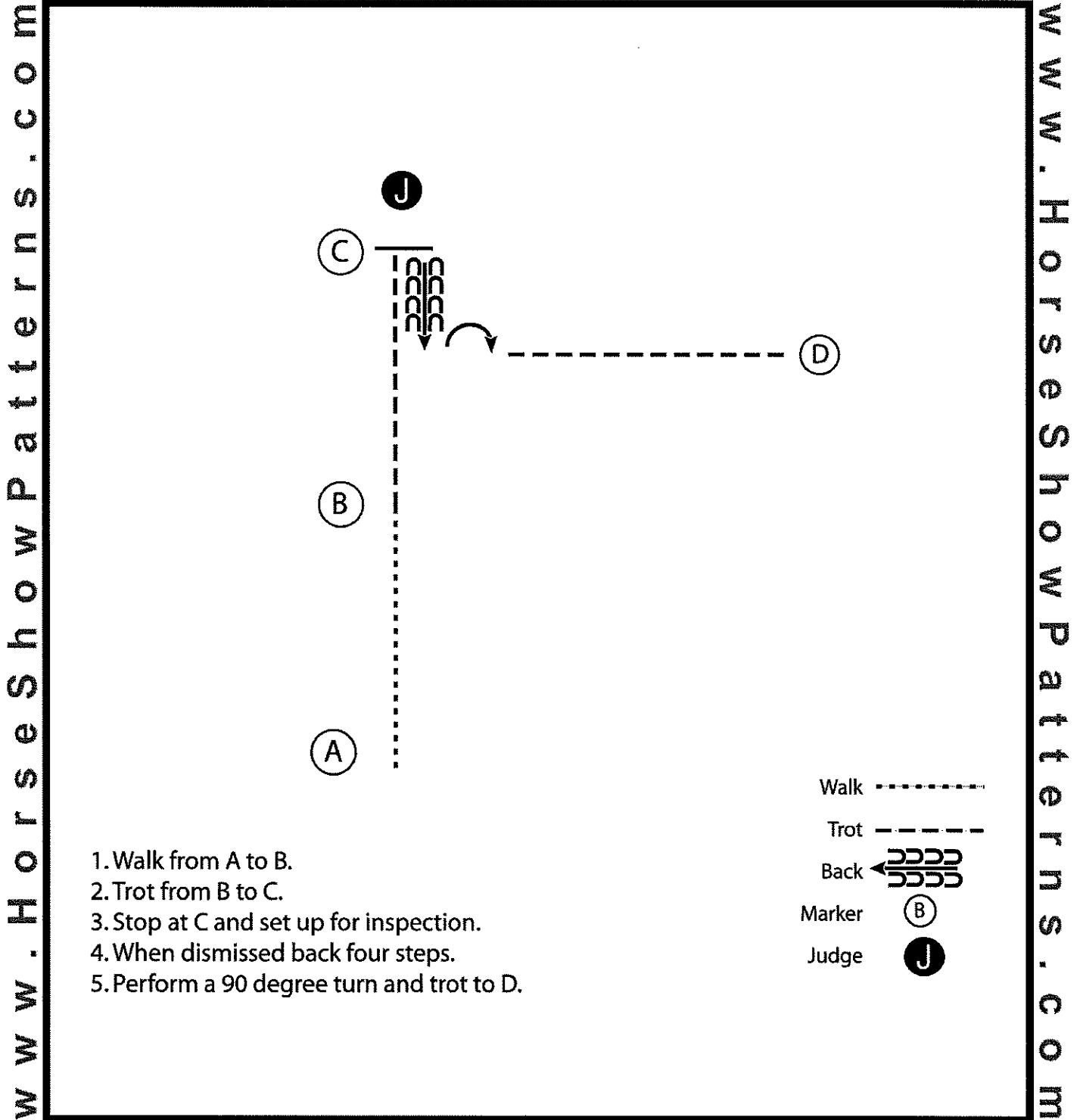
Pattern Provided by:

OIHA Patterns Committee

# OIHA Show 2

## Saddle Seat Showmanship

Show Date:



[S/2-7]

Pattern Provided by:

OIHA Patterns Committee

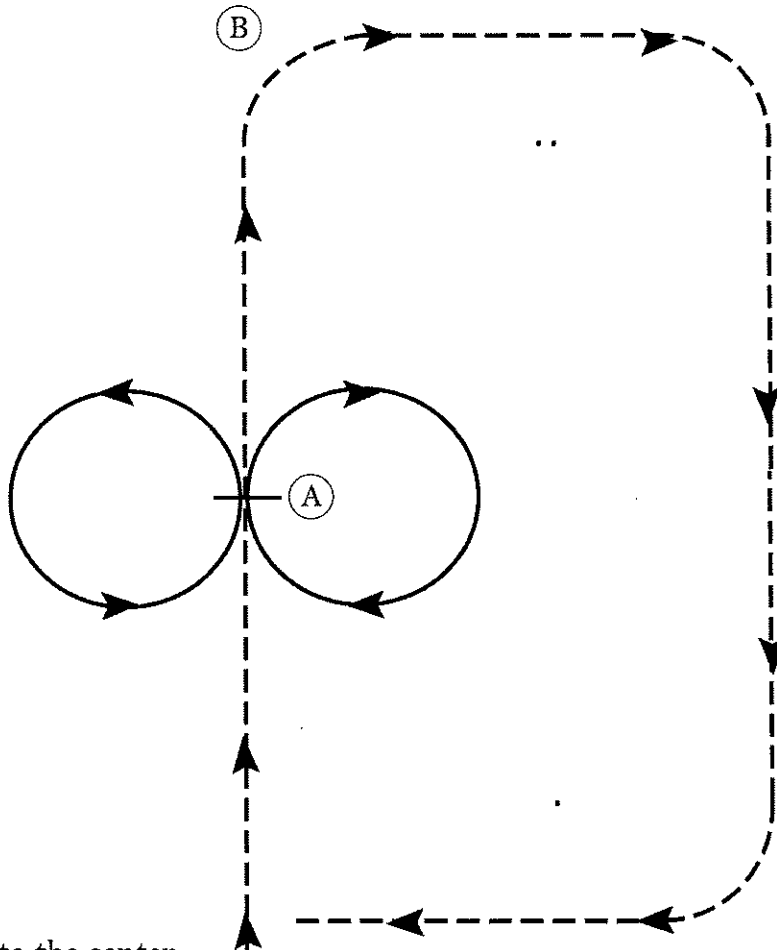
# OIHA Show 2

## Saddle Seat Pattern

Show Date:

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Enter the arena at the trot.

1. Trot down the center line to the center point of the arena (A). Stop briefly.
2. Canter a figure eight - the first circle clockwise and the second circle counter clockwise. Stop briefly.
3. Trot down the center line to the midpoint of the far end of the arena (B).
4. Make a right turn and proceed around the curve, down the straightaway, around the next curve and exit.

The workout has been completed - Thank You.

Walk	-----
Trot	- - - - -
Extended Trot	—————
Canter	—————
Lead Change	↘ ↙
Back	← ← ← ← ←
Reference Point	(B)

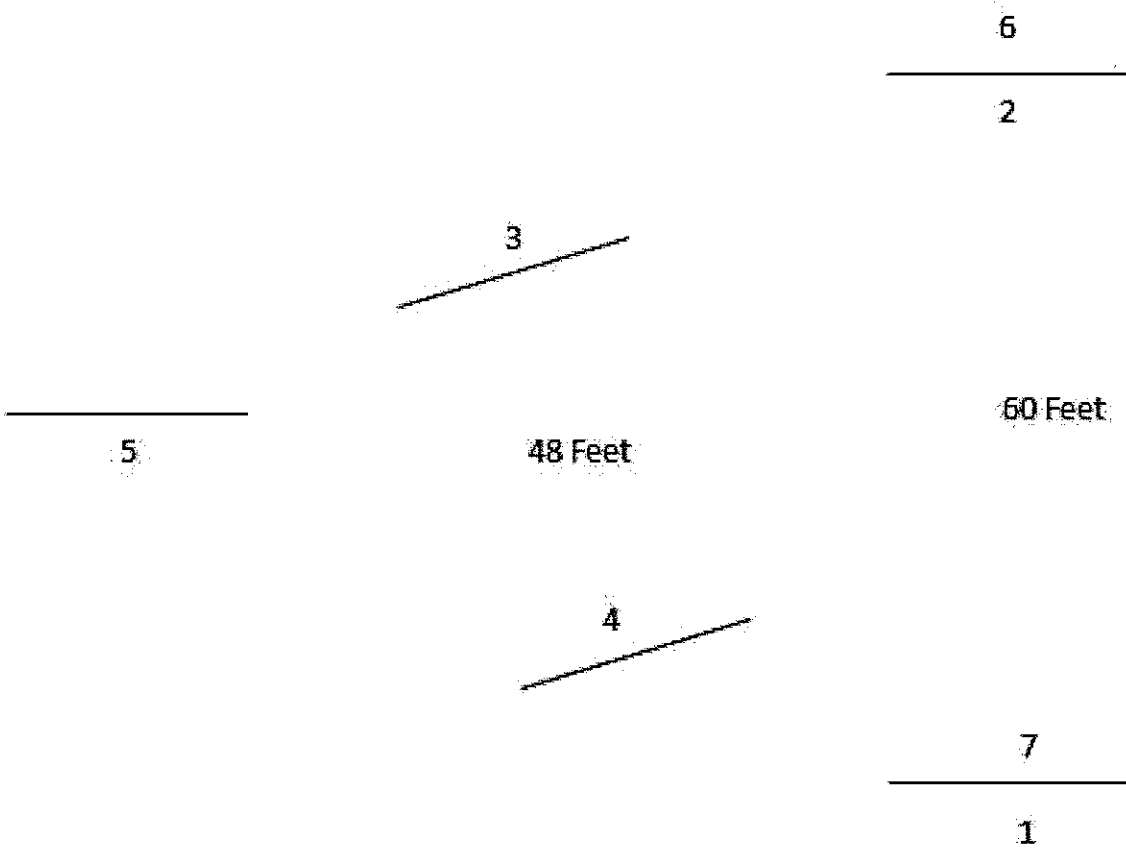
[SSE/7]

Pattern Provided by:

OIHA Patterns Committee

OIHA  
Show 2

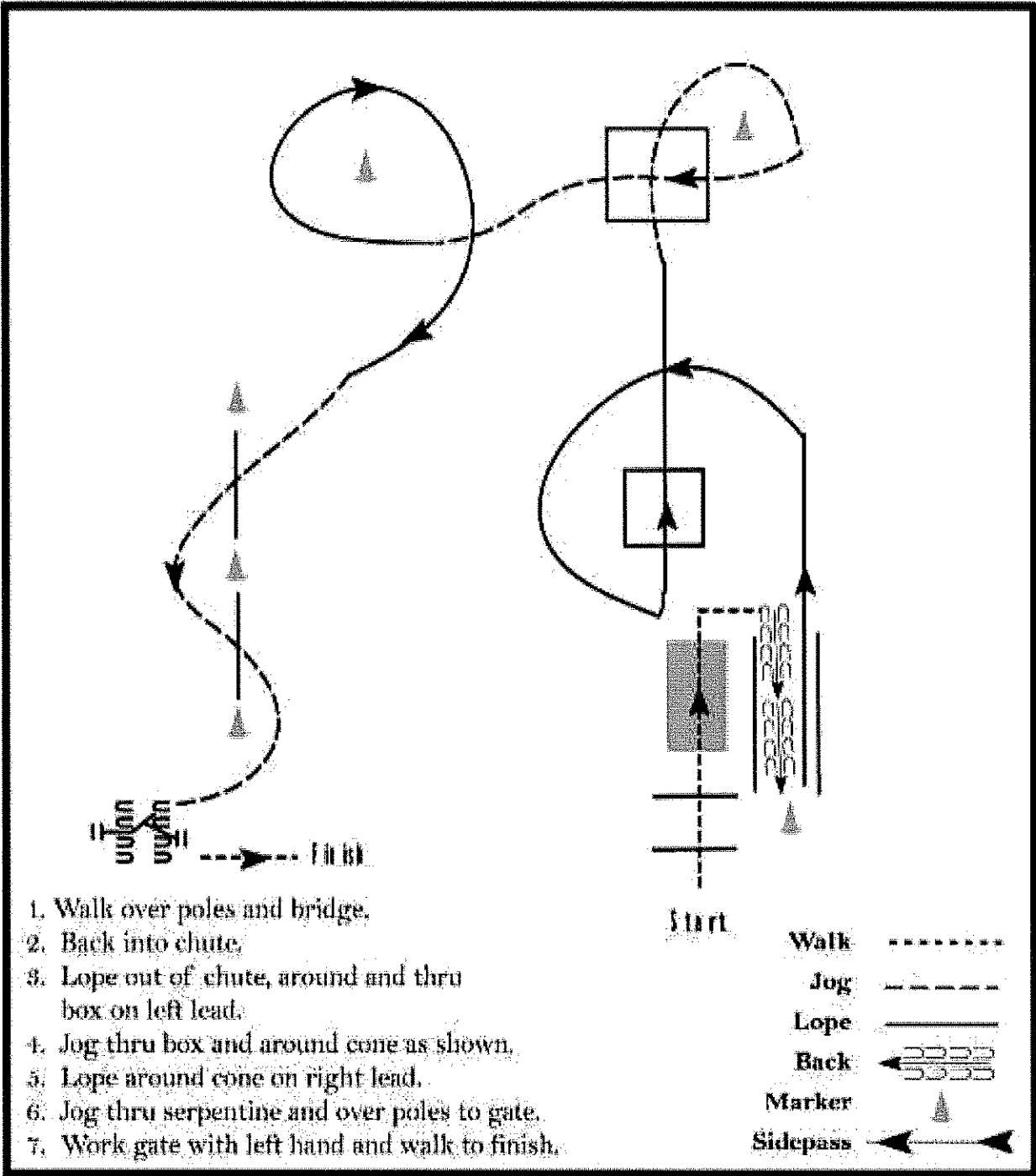
Equitation Over Fences – Show 2



**OIHA -  
Show 2  
Trail 2**

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1. Walk over poles and bridge.
2. Back into chute.
3. Lope out of chute, around and thru box on left lead.
4. Jog thru box and around cone as shown.
5. Lope around cone on right lead.
6. Jog thru serpentine and over poles to gate.
7. Work gate with left hand and walk to finish.

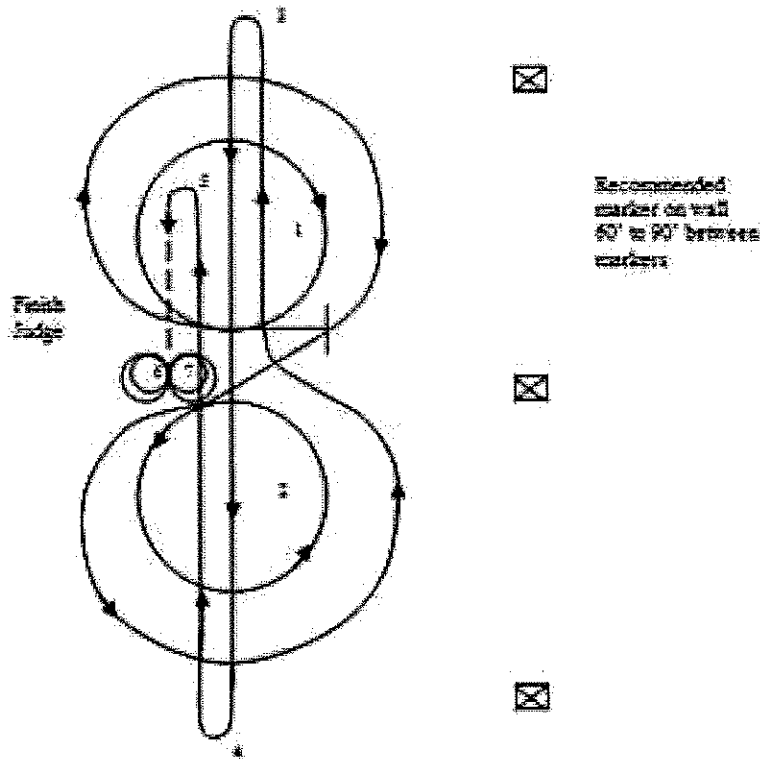
Walk	.....
Jog	-----
Lope	————
Back	←←←←← →→→→→
Marker	▲
Sidepass	↔

[T/1-43]

**Pattern Provided by:  
OIHA Pattern Committee**

# REINING PATTERNS

## Pattern B



Recommended  
marker on wall  
50' to 60' between  
markers

Ride Pattern B as follows:

### Maneuver 1

Begin at the center of the arena. Complete two circles to the right at a lope, the first circle small and slow, the second large and fast. Do a flying lead change.

### Maneuver 2

Complete two circles to the left at a lope, the first circle small and slow, the second large and fast. Do a flying lead change at the center of the arena.

### Maneuver 3

Run to the far end of the arena past the end marker, stop, and do a left rollback - no hesitation.

### Maneuver 4

Run to the opposite end of the arena past the end marker, stop, and do a right rollback - no hesitation.

### Maneuver 5

Run past the center of the arena and do a sliding stop. Back to the center of the arena - Hesitate.

### Maneuver 6

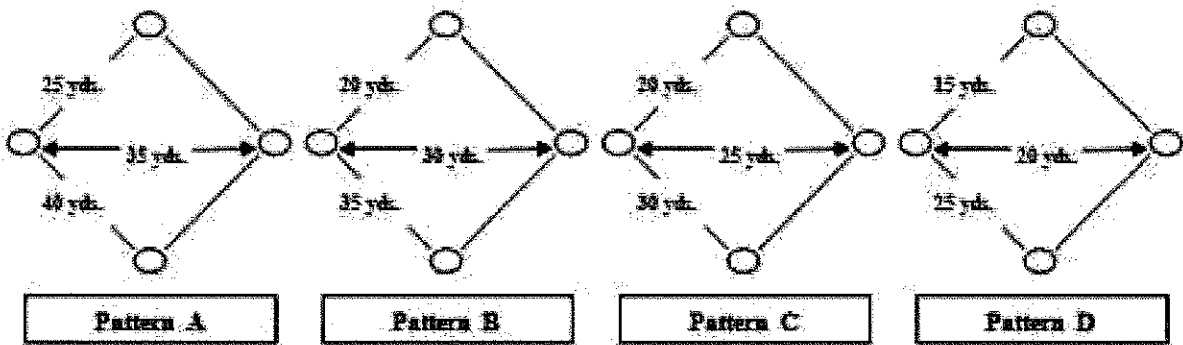
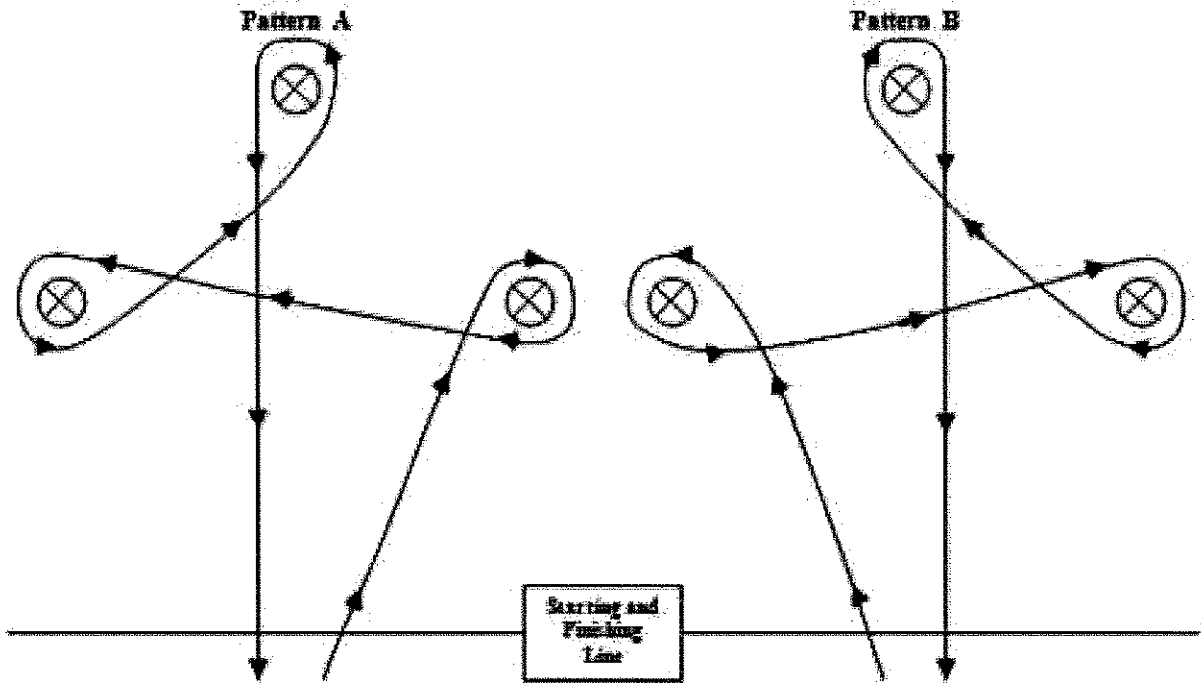
Complete two spins to the right.

### Maneuver 7

Complete two spins to the left. Then exit the arena.

# OIHA

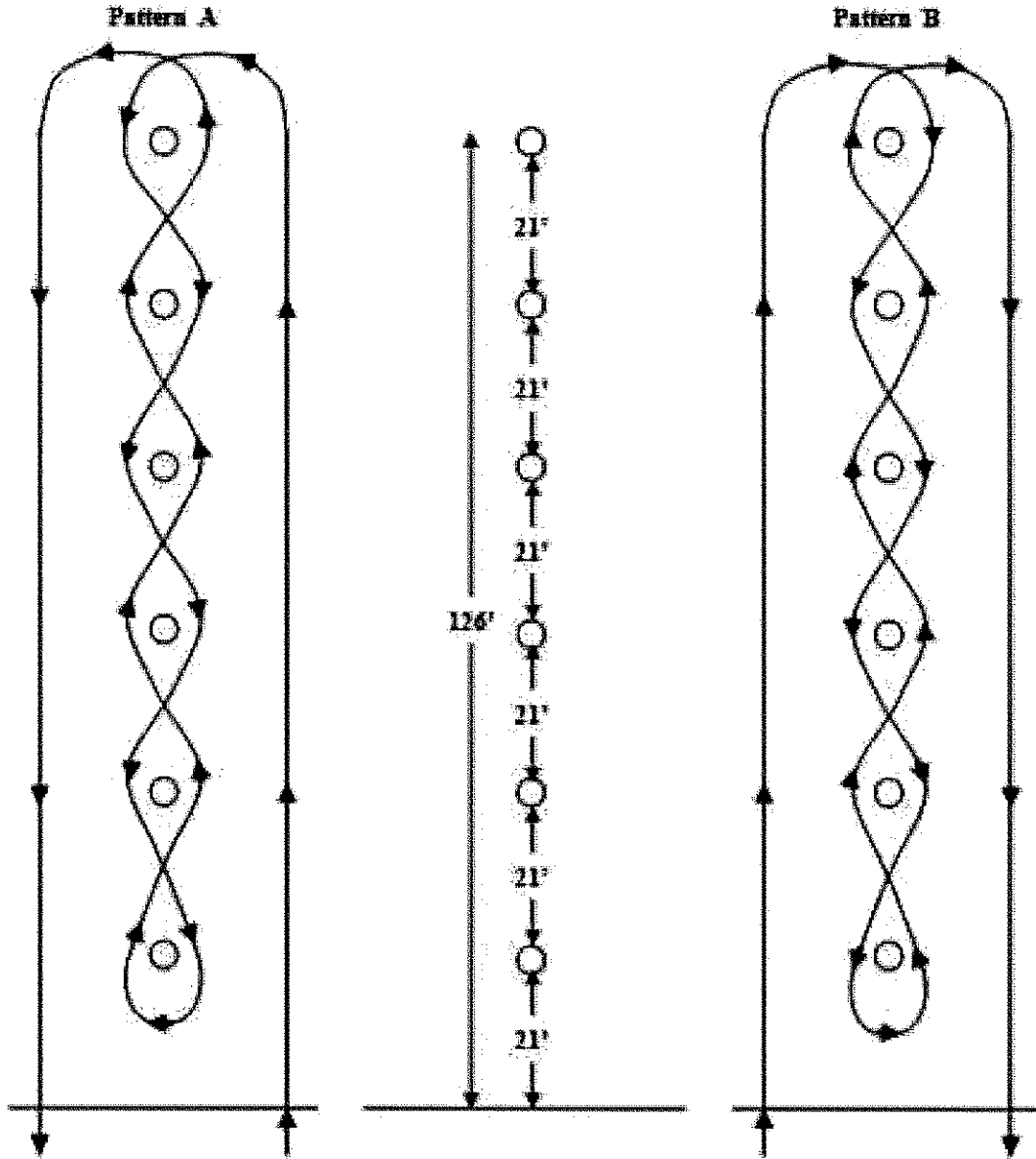
## Barrel Racing Patterns





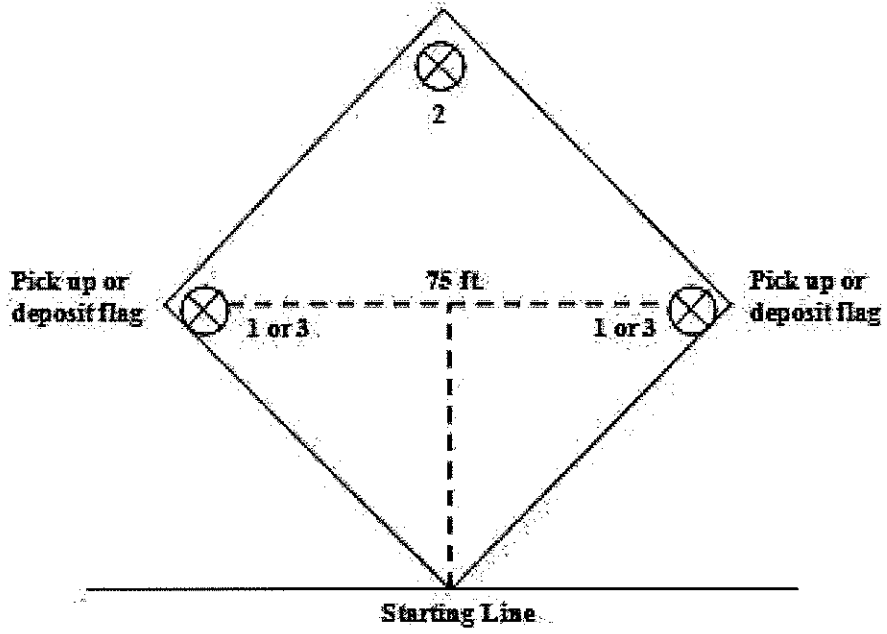
# OIHA

## Pole Bending Patterns



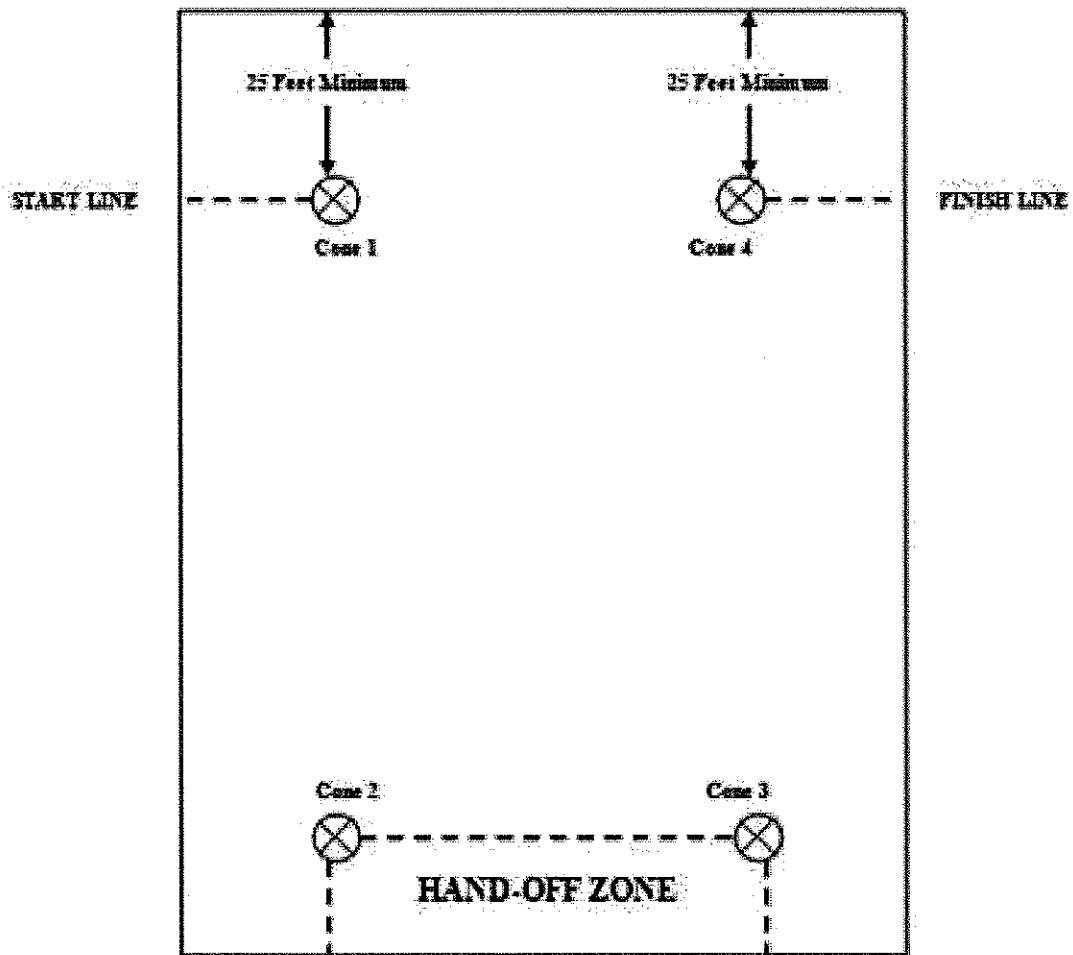
# OIHA

## Flag Race Pattern



# OIHA

## Two Person Relay Pattern



All cones are to be set a minimum of 15 feet off the wall or fence except for the start/finish end which must be set at a minimum of 25 feet off the wall or fence.