



Wisconsin Horse Judging & Showing Guidelines

5th Edition

Table of Contents

Mission, Objectives, Goals, Guidelines & Policies	3
Judging 4-H (Junior) County Fair Horse Shows	4
Important Information Sites	7
Rules of Horse Show Judging	8
Maximum Placings for State Aid – Danish Judging Grid	9
Judging Guidelines	10
WHC Judges Ethic Process & Complaint Form	12
Wisconsin Horse Council Certified Judges Code of Ethics	13
Show Guidelines	14
Halter.....	14
Lunge Line.....	14
Showmanship.....	15
English Appointments	16
Hunter Hack.....	18
Hunter Over Fences.....	18
Huntseat Equitation Over Fences.....	20
Jumper.....	21
Hunter Under Saddle.....	22
Hunt Pleasure.....	22
Huntseat Equitation Under Saddle.....	23
Saddleseat Pleasure.....	24
Saddleseat Equitation.....	25
Gaited English Pleasure.....	25
Gaited Western Pleasure.....	26
Bareback English Equitation.....	27
Pleasure Driving.....	28
Driver Choice.....	28
Reinsmanship.....	30
Western Appointments	31
Western Pleasure.....	32
Western Horsemanship.....	33
Bareback Western Horsemanship.....	34
Western Riding.....	34
Reining.....	37
Trail.....	44
Walk-Trot Equitation / Horsemanship.....	46
Lead Line Equitation / Horsemanship.....	46
Versatility Pleasure.....	47
Gymkhana	47
Mules & Donkeys.....	55
Draft Horse Show Guidelines.....	57
Amendment #1 – Western Gaits.....	60
Amendment #2 – Evaluating Lameness.....	61
Amendment #3 – Longe Line Score Sheet.....	62
Glossary	63
References	64

03/04/14

Mission, Objectives, Goals, Guidelines and Policies

To promote interest in and to further the training and showing of all breeds at Open and 4-H horse shows in Wisconsin. To develop the best possible methods and opportunities of the judging and showing of horses of different breeds. To secure and insure adequate and fair recognition and consideration of all breeds and their showing in horse shows and fairs.

To develop leadership, initiative, self-reliance, fairness, and other desirable traits of character. To promote correct equestrian skills. To provide an opportunity for observation and learning through participation.

This handbook provides a uniform set of rules and regulations which are intended to standardize judging and showing in Wisconsin. It is suggested that these rules be used as a guide.

The priority should always be given to safety, education, and fun. Attire and tack should not be judged ahead of ability.

Any act of discourtesy to judge or show officials by an exhibitor or any other attendant will be grounds for disqualification or forfeiture of fees.

Cruelty or abuse of a horse will not be tolerated.

JUDGING 4-H (Junior) COUNTY FAIR HORSE SHOWS

2012

YOUTH DEVELOPMENT IS THE PURPOSE HORSES ARE THE COMMON INTEREST YOUTH ARE THE COMMON CONCERN!!!

SAFETY: Safety in the ring is #1 priority at all times.

Be responsible for the ring

- Volunteer workers: The level of experience and knowledge of the volunteer staff assisting with the horse show will vary greatly from county to county.
- (Ring stewards, gate persons, announcers, etc.) Making appropriate adjustments in accordance with their abilities to ensure the safety of the youth in the ring remains the top priority for the day.
- Facility compatibility: Assess ring accommodations and if needed, make adjustments to ensure the safety of the riders. (EX: workable trail pattern or Western Riding pattern for the size of the arena.)
- Additional fair distractions & activities:
Additional county fair activities such as carnival rides, antique tractors, horns, etc. may provide added challenges for the youth in handling their horses. In conjunction with the show committee, discuss any concerns and potential adjustments needed to provide a safer environment.

ETHICS:

Your intentions may be honorable, but how your actions are perceived by other may be completely different.

- Do not interact with youth or parents prior to or during the show. Wait until the show is done to avoid perceived potential bias or favoritism.
- Be careful when interacting with kids in the ring. NO TOUCHING while in the ring, especially if a second party is not present. Emotions are high; reactions are not predictable; what you are doing may be misunderstood by the youth or a parent/coach observing from outside the ring.

CONDUCT:

Show committees.

- Their level of experience varies greatly from show to show/county to county in regards to expectations of the judge, contracts, flow of show, etc.

Breed variations

- Be fair and consistent in your judging; have an appropriate level of expectation of riding/handling abilities of the youth. Not all youth are "Olympic hopefuls" or "National winners".
- 4-H youth show a wide variety of breeds of horses. Be fair to all breeds being shown by the youth. They all deserve an equal amount of attention as their opportunity to show to the best of their ability.
- In preparation: ask prior to the show about the potential for seeing non-standard breeds. Familiarize yourself with the breed standards and rules. Bring a copy of breed rules with you to use as a resource. Some show committees may not provide or have access to a copy.
- When calling for gaits; clarify with announcer/ring steward 'jog or appropriate gait'.
- **Disqualifications: The purpose of junior fair is to reward the youth for their efforts vs. eliminating them from competition. EX: Be careful to NOT disqualify a youth for 'inappropriate' tack, if it could be questionable.

Speaking expectations:

- It may not be appropriate to speak to the riders after every class in horse judging, as it creates an unfair advantage for youth showing in similar classes yet to go. (youth and parents may expect this from the judge as giving reason immediately following a class is a common practice for other species of animals)
- A good practice would be to provide a brief explanation after all related classes have been completed for the day. (This may not be until near the end of the day).

- Focus on the positive: Provide or explain a few qualities you were focusing on when selecting the top riders/handlers for relevant types of classes. (Or handling expectations related to specific grade levels, etc.) Mention a small adjustment or two that could be made by the riders/handlers to practice and improve upon for further shows. This can be very educational for them.
- Do NOT make a comparison between the individual youth.
- Know your speaking abilities: Less is more: Don't say too much and get yourself in trouble.

Controversy outside of ring: Yes, this is a possibility! ☹

- Harassment issues should be handled by the fair board, not the judge.
- Don't get into an argument with parents. Respond with a phrase you are comfortable with "I'm sorry we disagree, but my opinion is..." and move on.

EXPECTATIONS OF THE JUDGING JOB:

Accept judging jobs/shows appropriate for your abilities.

- Some considerations to account for in regards to your level of experience and abilities.

Total number of classes for the day.

Number of youth per class and the potential for split classes.

Are you comfortable with split classes? How do you plan to handle them?

Time constraints for the show.

Are there time restrictions to be followed? Can you judge effectively at a pace to complete the classes within giving time limit? i.e.: before a scheduled break or arena is needed for another event.

Gate call time limit. Some youth may be showing other animals at the same time. Consult with the show committee to determine a fair way to handle time conflicts.

PATTERN CLASSES:

Who makes up the patterns for the show?

- This varies from county to county. About 50% of the counties will ask you to provide patterns. Check with the show committee when confirming details about taking the job.
- To post or not to post (the pattern)? Again, this varies from county to county

Options:

Announce a simple pattern to youth while in the ring. To ensure fairness, you must be able to announce it loud enough for all to hear. This method usually rewards the youth who can work on their own vs. one who has memorized the pattern and practiced.

Posted pattern: must be completed and posted prior to the show. There may be questions about pattern interpretation. This method typically rewards the youth (parent/trainer pair) who have prepared and practiced effectively.

- Pattern or rail work first?

Run pattern portion of class first:

Gives all youth a chance to show what they can do with their horse and is a learning opportunity for upcoming years.

Rail work first:

This will shorten total class time, but doesn't allow all youth to show. If time is tight and you can get a fair look; the youth can perform a simple pattern on the rail as a group. (Stop, back, 90 degree turn, etc.)

- Pivot vs. turn: designate clearly & create a pattern that encompasses all breeds. quarter method for other breeds - draft horse pattern

Western Riding: WR was added as a new 4-H class in 2011 to provide another option for youth to learn better control and handling skills.

- In accordance with the State 4-H Horse Associations recommended EQUESTRIAN GUIDELINES (found in the 4-H Horse Handbook) there are some suggested modifications to the original WR discipline requirements. Flying lead changes should be rewarded. However, youth should not be disqualified for performing simple lead changes, with quality of the simple changes being evaluated accordingly.

- Pattern V has been designated as the pattern to be used at Expo for safety purposes related to arena size.
- WR is a qualifying class for youth to move on to Expo and should be judged regular as opposed to Danish.

DANISH JUDGING SYSTEM:

The general concept of the Danish judging system is to reward a percentage of the youth in the class vs. one youth.

Essentially: up to a ¼ of the class can receive a blue ribbon; another ¼ of the class can receive a red ribbon; another ¼ of the class can receive a white ribbon; and another ¼ receive a pink ribbon (some shows may give the rest of the class pinks)

- You have the flexibility to award fewer ribbons per designated level, but not a higher percentage than is inclusive of that level or above.
- You do **NOT** have to award blues if their abilities do not merit a blue ribbon. Award blue ribbons in qualifying class appropriately. Keep *'safety!'* in mind. Receiving a blue ribbon in a qualifying class at the county fair warrants that youth can go on to show at State Expo. Thus, if the youth does not demonstrate sufficient handling skills, awarding a red ribbon is acceptable and may be more appropriate than a blue ribbon.
- Pros and cons of Danish judging.
 - Pro: You don't have to select one winner and individually place all youth.
 - Pro: The "I'm the winner" element has been eliminated.
 - Con: You have to evaluate all riders/handlers to the end of the class.
- See separate Danish placing table:
 - Table is can be located on line at the DATCP web site.

Handling split classes when judging Danish can be challenging:

Options:

- Select appropriate number of youth to come back from the first & second cuts; handing out whites and pinks. Bring back and rerun top selections, handing out blues and reds following the rerun. This method works well but will add time to the day.
- Select correct number of blues, reds, whites, and pinks per cut to total what is needed overall. Less time, but may can be challenging to select appropriate numbers per cut.
- Larger classes can be divided the day of the show if needed to provide a safer class.

Smaller fairs may combine classes and have more riders per class.

Premium amounts awarded to a county fair differ for Danish and regular judged classes. High percentage of county fairs do not directly follow DATCP division of classes. (About ½ classes judged Danish)

Variations typically seen for counties.

Ex: All classes are judged Danish; the county fair may not be taking \$\$\$ from DATCP for premiums, so they have the flexibility to use either form of judging.

Ex: All classes are judged Danish and ranked. The County fair may offer high point for individuals. Or the county prefers Danish, but follow DATCP pay out amounts for premiums. Recognized classes and class specification for judging at county fairs.

DANISH: Showmanship; Horsemanship/Equitation; Reinsmanship

REGULAR: Pleasure; trail/obstacle driving

Qualifying Classes: Showmanship, Horsemanship/Equitation, Reinsmanship, Pleasure, trail/obstacle driving, Western Riding

Non-Qualifying classes: Halter, Gymkhana
Grades 3-5 **CANNOT** qualify to go to state.

Important Information Sites

4-H Information

**** WI 4-H State Horse Association Website ****

Horse Handbook – Equestrian Guidelines

URL site: WI 4-H; projects; horses; horse association handbook; handbook; equestrian guidelines

<http://www.uwex.edu/ces/4h/onlinpro/documents/2013EquestrianGuidelines.pdf>

- Tack & equipment requirements are listed in the general rules for Western & English; they are not repeated with every class description.
- Less popular breeds follow specific breed standards.
- Updated rule changes highlighted initial year of change for one year.

Recommendations for **Western Riding**: also see Equestrian Guidelines

<http://www.uwex.edu/ces/4h/onlinpro/documents/2013EquestrianGuidelines.pdf>

Recommendations for **Gymkhana** classes: see State Gymkhana show rules

URL: WI 4-H; projects; horses; horse association handbook; Gymkhana rules

<http://www.uwex.edu/ces/4h/onlinpro/documents/2013GymkhanaBooklet.pdf>

DATCP information

DATCP info on county fairs: Cindy Rein

Application form: (animals, fairs & shows, forms & documents)

http://datcp.wi.gov/uploads/Animals/pdf/JudgesApplication_1_07.pdf

*For more excitement at the DATCP site (info for fair boards): link for info about county fairs (animals, fairs & shows, scroll down to **ATCP 160**)*

Active judges lists:

1) Junior fair county fair judges list at DATCP site: distributed to fair secretaries.
(See above application form URL).

2) WHC judges' certification list; WHC website

3) 4-H Horse judging clinic list (2008)

http://www.uwex.edu/ces/4h/onlinpro/documents/finalhorseJudgeseminar08_000.xls

While most youth entering classes at the county 'junior' fair are 4-H youth, junior fair can also include other youth organizations such as FFA, scouts, etc. Some county fairs have elected to adopt and follow 4-H rules for all youth showing at junior fair, as the requirements for showing in 4-H typically exceed most other youth organization requirements. However, each county fair has the flexibility to organize their junior fair to accommodate the specific needs of their county, creating some differences in format.

**You are a role model to the young people in the show ring.
Be a positive role model for future judges.**

J. Liv Sandberg
WI State Equine Extension Specialist
UW Madison
Dept. of Animal Sciences
sandberg@ansci.wisc.edu
608-263-4303

Rules of Horse Show Judging

1. If you really don't enjoy judging, don't judge.
2. If you are a judge, you are always a judge, not just when you are in the ring.
3. Know the rules and what is expected of you for that show.
4. Know the ideal for the breeds and the classes you are to judge.
5. Respect all breeds that you judge.
6. Be professional and business like.
7. Don't talk too much.
8. Great judges are honest, especially to themselves.
9. Influence from a great judge will be constructive, with the horse and rider who does the most correct in that class being placed at the top.
10. All participants in the ring have paid to be there and deserve to be evaluated.

As a judge, you are to give your opinion and evaluation as to whom you assessed to be the best horse and/or rider in comparison to the others in the class for that particular class on that particular day. You are not there to decide right from wrong, nor can you be influenced by past performances or future potential. You are there to evaluate the positive aspects of each and select the horse/rider with the greater amount of positive attributes for that moment in time.

MAXIMUM PLACINGS FOR STATE AID
Danish Judging

NUMBER OF ENTRIES	1st PLACE not more than	1st 2 PLACES not more than	1st 3 PLACES not more than	4 PLACES not more than
1	1	1	1	1
2	2	2	2	2
3	2	3	3	3
4	2	4	4	4
5	2	4	5	5
6	2	4	6	6
7	2	4	6	7
8	2	4	6	8
9	2	4	6	9
10	2	5	7	10
11	2	5	8	11
12	3	6	9	12
13	3	6	9	13
14	3	7	10	14
15	3	7	11	15
16	4	8	12	16
17	4	8	12	17
18	4	9	13	18
19	4	9	14	19
20	5	10	15	20
21	5	10	15	21
22	5	11	16	22
23	5	11	17	23
24	6	12	18	24
25	6	12	18	25
26	6	13	19	26
27	6	13	20	27
28	7	14	21	28
29	7	14	21	29
30	7	15	22	30
31	7	15	23	31
32	8	16	24	32
33	8	16	24	33
34	8	17	25	34
35	8	17	26	35
36	9	18	27	36
37	9	18	27	37
38	9	19	28	38
39	9	19	29	39
40	10	20	30	40
41	10	20	30	41
42	10	21	31	42
43	10	21	32	43
44	11	22	33	44
45	11	22	33	45
46	11	23	34	46
47	11	23	35	47
48	12	24	36	48
49	12	24	36	49
50	12	25	37	50

Judging Guidelines

Judging Protocol

Good judging is based on a basic understanding of what to select for the class being judged. This requires a mental image of the ideal for the class. In addition to having complete and up-to-date information, judges need keen powers of observation and comparison and must be able to make an accurate decision within a reasonable length of time.

Those judging open and 4-H horse shows are a guiding influence on the show participants they work with, and as always be careful to set a good example. This is important both in and out of the show ring. To be an effective teacher, a judge must have the understanding and respect of the show participants. A horse show judge has a special influence on those they work with the day of the show. Honesty and sincerity are extremely important.

Judges need to avoid putting themselves in certain situations that might prove uncomfortable to themselves, exhibitors, or show officials. Judges should be well rested and mentally ready for judging. Judges should refrain as much as possible from conversation with exhibitors. Judges should not judge entries of relatives, people they have recently sold horses to, trained for, or given lessons to within 3 months. Judges should be enthusiastic about their job. Exhibitors can soon tell whether a judge enjoys judging or not. The most successful judges have a sincere interest in helping the participants.

General Keys to Success: Knowledge of breed standards/rules. Self Confidence. Fair and equal treatment to all.

Judging Attire

Neat, orderly, professional. Hat to shade eyes, protect from rain and sun and lend professional appear. Clothing that could possibly scare horses on a windy day would not be recommended. Sensible shoes for walking in deep and sometimes messy footing, boots are strongly recommended. Be prepared for inclement weather. Layering works well in all types of weather. Raincoat, gloves, boot covers and an extra set of clothes are good to have on hand. If you plan on changing before your drive home, don't change at the show grounds but rather at a nearby gas station or fast food establishment.

Helpful Hints

- I. Preparation for the Show
 - a. Review rules for classes to be judged.
 - b. Know where and to whom you are to report on Show Day.
 - c. Arrive early (at least 30 minutes before show time), promptness is very important.

- II. Upon Arrival to Show Grounds
 - a. Check in with Committee.
 - b. Assess the showground's, set up, organization, rest rooms, exercise and show pen. It will give you a better understanding of layout. No speakers in the practice pen, restrooms are far away, exhibitors have to park far away, etc.
 - c. Meet with your ring master, gate person and announcer to go over the ring policy, gate calls, and class routines. This will help eliminate possible misunderstandings and help to expedite the show.
 - d. Post your showmanship, jumping, trail patterns. Horsemanship and Equitation patterns are optional unless specified in the show rules.
 - e. Inspect any courses prior to the class to make sure they meet the show rule regulations and to eliminate any dangerous situations.

- III. Staying out of Trouble
 - a. Know the rules.
 - b. Professional Conduct – be courteous.
 - c. No alcohol.
 - d. No inappropriate language.
 - e. Exhibit confidence and be in charge.
 - f. Avoid casual visits with Exhibitors.
 - g. Be (appear) totally objective.
 - h. Where to stand during short delays (away from exhibitors or spectators).

- IV. To help keep the show moving
 - a. Encourage the In-Gate person to have the horses in the next class check in.
 - b. Ask the announcer to make a call for the next class as the previous class enters, announces the reverse and last call.
 - c. As you line up your class in the middle of the ring for placings, allow the next class to enter at a walk on the rail.
 - d. Excuse any riders that need tack changes before the placings are announced.
 - e. The two (2) gate system works better: One for in and one for out. This will help alleviate congestion and makes for a safer environment.
 - f. Enforce the 2-minute tack change or hold on the gate.
 - g. Know the class order of precedence/judging criteria.
 - h. Know the gaits to call.
 - i. Know acceptable equipment.

- V. Handling Difficult Parents or Exhibitors – Do not change your mind.
 - a. Do not change your placings. After you have pinned your class, it is final.
 - b. Exhibitors are paying for your opinion, some will agree and some will not.
 - c. When dealing directly with a dissatisfied person, be courteous, but firm.
 - d. Avoid arguing or laboring through excuses. Keep it short and to the point.
 - e. Avoid negative criticisms or comparisons.
 - f. Be kind to small children. They are often afraid of you. Consider it a good day if you get them to smile. Your goal is to offer them a good experience so that they want to come back again.

Protective Attire and Safety

1. Protective headgear or vests should never be discriminated against in any style of riding.
2. SEI approved helmets, with harness fastened, must be worn when mounted or driving on show grounds.
3. Sleeve to cover the arm.
4. Long pants (exception for driving).
5. Exhibitor number must be worn in the middle of the exhibitor's back at all times when on the show grounds.
6. No stallion born prior to January first of the current year allowed on the show grounds.
7. Any act of discourtesy to judge or show officials by an exhibitor or any other attendant will be grounds for disqualification and forfeiture of fees.
8. Cruelty or abuse of horse will not be tolerated.

WHC Judges Ethic Process

To Protect the Integrity of the Council

All carded Judges and applicants are required to sign the Ethics Form. If the judge declines to agree to and sign the Ethics Form, the WHC Judges card will be terminated.

This detailed ethics process will cover complaints, warnings and suspensions involved with holding the WHC Judges card.

A formal complaint is lodged against a WHC Judge on an official Ethics complaint form.

An unbiased assigned person (now referred to as the investigator) will review the complaint and interview both parties involved.

The information will then be brought before the Ethics Committee for review.

The Ethics Committee consists of 3 assigned judges from the Judges Committee that are not directly involved with the incident or Judge in question. The committee will also consist of 3 assigned people at large not directly involved with the incident or Judge in question.

The Ethics Committee will then make a decision based on the information collected from the investigator. The Judge in question will not be revealed to the Ethics Committee during their review and the decision making.

If the decision warrants a warning, the Judge will be asked to a meeting with the Ethics Committee for a discussion of the complaint and a review. No further action will be taken. The information and the Judge will be confidential at all times.

If there are two warnings in a two (2) year calendar period the Judge in question will be suspended for 18 months from the time of the 2nd warning.

The Judge may then apply for the WHC Judges card within 3 years of the 2nd warning.

A list of suspended judges will be posted on the Judges Committee webpage.

WHC Judges Ethics Complaint Form

JUDGE MUST BE A CURRENT WHC JUDGE.

Incident must have taken place during the contracted date of the WHC Judge.

Date of Incident

Name of Judge

Name of Show

Location of Show

Show Committee – Name, address, and phone

Please list all parties involved with full names, addresses and phone numbers.

Signatures are required after statement.

Please describe incident.

**WISCONSIN HORSE COUNCIL
WHC CERTIFIED JUDGES CODE OF ETHICS**

It shall be the responsibility of all prospective and registered WHC judges to be thoroughly familiar with the WHC Judges Guidelines as well as rules specifically applied for a particular show in which a judge will officiate, to comply with them in full and to exemplify the highest standards of fairness, ethical behavior and genuine good sportsmanship in any of their relationships with exhibitors, show committee members, spectators, or fellow judges.

Any person whose actions, statements, or conduct is considered detrimental to the welfare of horses or the WHC is subject to the loss of the privilege of holding a certified WHC judges card through suspension or expulsion by the WHC Judges Committee.

I _____, agree to Uphold and abide by this code of ethics as a certified WHC Judge.

Date: _____

Show Guidelines

GENERAL

1. Protective headgear or helmets are allowed in place of hats in ANY class and must never be discriminated against.
2. For safety reasons, exhibitors under 18 years of age as of January 1 of the current year are prohibited from handling and/or riding any stallion with the exception of a weanling or yearling at any time while on the show grounds.
3. In the event of any questions regarding acceptable tack, attire, or procedures not addressed in this book the judge may, at the discretion of show management, refer to the current year's USEF rules.
4. In accordance with AQHA rulings issued 2012 regarding equipment and training equipment allowed on show grounds at any time:
 - a. No horse shall be ridden in any curb bit at any time on the show grounds without an approved curb chain or curb strap.
 - b. Running martingales are allowable for training on the show grounds with a snaffle bit only.
 - c. Draw reins are allowable training equipment on the show grounds only if attached at or above the horse's elbow.

HALTER

Purpose

Animals are to be judged on conformation, type, soundness, way of moving and general balance and appearance.

Tack and Attire

Refer to English and Western Appointments on Page 16 and 30.

Procedure

1. The animal to be judged individually, both standing and at a walk and trot (or equivalent breed gait).
2. Conformation-the physical appearance of the horse due to the arrangement of muscle, bone and other body tissues; the degree of perfection of the component parts and their relationship to each other.
3. Type-those characteristics that distinguish one sex or breed from another; the ideal or standard for the breed; found in head, neck/shoulder, croup, tailset and movement.
4. Soundness-for the intended purpose. Freedom of unsoundness-usually limb, eyes, wind and reproductive, lameness.
5. Way of Moving-the correctness/straightness of gait, and the length/height and flexion of the stride.
6. General balance and appearance-structural and proportional blending of body parts, horizontal, vertical, lateral, muscle.
7. Each breed should be judged against the standard for that breed using the order of precedence of criteria defined for each respective breed. To the degree possible, each type should be exhibited in the method common for that breed.

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Unsoundness as determined by the judge.

LUNGE LINE

Purpose

The purpose of this class is to reward quality of movement, conformation, trainability of horses 2 years and under. This class should define what it means to be a "pleasure prospect" or hunt seat prospect". Even though appropriate

levels of training will be recognized, these horses are not expected to demonstrate behavior beyond that necessary for a reasonable presentation to the judge.

Tack and Attire

Refer to English and Western Appointments on Page 16 and 30.

Procedure

1. The competition will start with the conformation judging. After conformation judging is complete, exhibitors will work their horses individually for 90 seconds – 45 seconds in each direction. (A timer should blow a whistle to notify the exhibitors to begin, at 45 seconds and at 90 seconds.)
2. The exhibitor may start the horse working in either direction of the ring. A horse must walk, jog/trot, and canter/lope in both directions of the ring. The exhibitor may determine how much time is spent at each gait.
3. The lunge line cannot touch the animal.
4. It is permissible to use a lunge whip.
5. Only yearlings and 2-year old animals are eligible.
6. Score is based on 80 points movement, 10 points manners/expression/attitude, 20 points conformation and 3 points use of the circle. Total possible score of 113 points.
7. Movement of the horse should be judged as pleasurable and natural.
8. Emphasis should be placed on how well the horse moves and on its attitude, as reflected in its ears, mouth, tail and way of going.
9. Minor breaks of gait and momentary lapses of attention or playing on the part of the horse should not be penalized. However, the animal should be in control at all times.
10. The judge may penalize for excessive bucking, running off, or willful disobedience.
11. -5 points per infraction for failure to demonstrate the correct lead, jog/trot for an adequate distance to allow for proper evaluation.

Disqualifications

1. Improper equipment, evidence of abuse, exhibitor disrespect to the judge.
2. Fall to the ground by horse.
3. Failure to show at all three gaits in both directions.
4. Horse becomes loose in the arena.
5. Evidence of lameness.
6. Blatant striking of horse to cause forward or lateral movement with lunge whip.
7. Horse steps over or becomes entangled in the lunge line.

SHOWMANSHIP

Purpose

The showmanship exhibitor is judged on his/her ability to fit, groom, and show an animal at halter. The animal is merely a prop to show the ability of the showman.

Tack and Attire

Refer to English and Western Appointments on Page 16 and 30.

Procedure

1. Individual patterns may be requested. Patterns may be posted in advance or may be announced to exhibitors in the show ring.
2. Animals are to be led into the ring at a walk in a counterclockwise direction unless otherwise directed by the judge or ring steward.
3. The animal is to be led from the left side, near the animal's throat latch, with the right hand controlling the animal. The right hand must not hold the chain portion of the lead, nor the bit if showing with a bridle. The excess lead or rein is held in the left hand in a loose coil or completely uncoiled. At no time is the lead or rein to be wrapped around the hand or held in a tight coil.
4. When reversing direction more than 90 degrees, the animal must be turned to the right, with the exhibitor walking around the animal.

5. The exhibitor must show with the lead or curb rein, without kicking or handling the animal to position the feet.
6. The judge must have a clear, unobstructed view of the animal and the exhibitor at all times. The exhibitor must be in a position that enables him/her to watch both the judge and the animal at all times but must not stand directly in front of the animal. See Figure #1, illustrating the showmanship safety zone.
7. For Safety and courtesy, always allow 1 horse length between you and the animal next to you or ahead of you while in the line-up or circling the ring.
8. Type, conformation and quality of the animal are not to be considered. The class is judged strictly on the contestant's ability to fit and show a halter animal: the appearance of the animal, 40%, appearance of exhibitor, 10%, and showing the animal in the ring, 50%.
9. Fitting, grooming, manners, and response to the exhibitor indicate the degree of training and preparation attained by the exhibitor and must be credited accordingly.

Disqualification

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Unsoundness, as determined by the judge.



Figure #1

ENGLISH APPOINTMENTS

Hunter Tack – Halter and Showmanship

1. The animal is to be shown in either a halter or a bridle.
2. It is recommended that Hunter Style Horses, TWH, Mountain Horses and Racking Horses that are 2 years and older wear a bridle.
3. The halter should be plain and without decoration, made of leather, nylon, or rope, adjusted to fit properly with a throatlatch strap.
4. The bridle must be a hunter type as described in the section: "Hunter Tack: Performance." If using a snaffle bridle, the animal is led with the single rein. If using a Pelham or full bridle, the snaffle rein is on the withers and the animal is led with curb rein.
5. *Optional* – Braided mane and tail, or braided mane.
6. *Prohibited* – Dropped or figure-eight cavesson noseband; decorated English or Arabian type show halter; braided tail without braided mane.

Hunter Tack: Performance

1. The saddle must be hunter or forward seat style, with or without knee rolls or padding.
2. Bridle is to be hunter style with plain or rolled leather browband and regular cavesson noseband. The bit used may be any snaffle (jointed (2 or 3 pieces) or straight mouthpiece and no shanks), a Pelham (two sets of reins), or a full bridle (two sets of reins with separate bits and cheek pieces). A kimberwicke bit is considered acceptable. Unconventional bits may be penalized. Any bits with a cathedral or donut mouthpiece: rough, sharp materials such as a screw mouthpiece; or mechanically altered bits are illegal and cause for disqualification. Curb chains must be at least ½ inch wide and lay flat against the animal's jaw. Mouthpiece may be rubber, copper, twisted wire, etc. but must be a minimum of 3/8 inch in diameter one inch from the cheek piece.
3. *Optional*: Hunt type breastplate; standing or running martingale in any over fences class-(must be removed for flat work of Hunter Hack), crop (max of 18 inches), braided mane; braided mane and tail.

4. *Prohibited:* Dropped or figure-eight cavesson noseband; any equipment or bit that the judge, the steward, or the show officials consider to be unduly severe or unsafe; braided tail without braided mane.
5. *Special Note:* Additional optional and prohibited tack specific to any class is noted in the rules for that class.

Hunter Attire

1. The exhibitor must wear knee-high hunt boots or Jodhpur shoes, and hunt breeches or jodhpurs in traditional shades of buff, gray, rust, or canary. A long-sleeved shirt or blouse is required when a coat is not worn, but a short-sleeved shirt or blouse may be worn under a hunt coat. A hunt coat is required. Hunt coats should be of a conservative color. Hair should be neat and contained.
2. *Optional:* Gloves, spurs in performance classes.
3. *Prohibited:* Spurs in Halter and showmanship classes.

English Saddleseat Tack: Halter and Showmanship

1. The animal is to be shown in a halter or bridle.
2. The halter may be of leather, nylon, rope, or may be a specialized breed show halter adjusted to fit properly with a throatlatch strap.
3. The bridle must be an English type with a plain or decorated brow band and a regular cavesson noseband. It may be a Pelham (two sets of reins), a full bridle (two sets of reins with separate bits and cheek pieces), a Walking Horse type bit (one set of reins), or a specialized breed bridle. Any curb chain must be at least ½ inch wide and lie flat against the animal's jaw.
4. It is highly recommended that Saddlebreds, Morgans, Tennessee Walking Horses, Mountain Horses, and Racking Horses 2 years and older be shown in a bridle.
5. Braids in foretop and mane are required in Saddlebreds, Morgans, and Tennessee Walking Horses but prohibited in Mountain Horses.
6. *Optional:* Whip
7. *Prohibited:* Dropped nosebands, leg chains or boots

English Saddleseat Tack: Performance

1. Saddle must be a flat, English type and may be cut back or may be a specialized breed saddle. Saddle should fit both the animal and the rider.
2. The bridle must be an English type with a plain or decorated brow band and regular cavesson noseband. It may be a Pelham (two sets of reins), a full bridle (two sets of reins with separate bits and cheek pieces), a Walking Horse type bridle with curb bit (one set of reins), or any specialized breed bridle. Any curb chain must be at least ½ inch wide and lie flat against the animal's jaw. The bit shank is not to exceed 9 ½ inches.
3. *Optional:* Whip and/or saddle pad
4. *Prohibited:* Martingale, tie down, dropped nosebands, leg chains or boots.
5. *Special Note:* Additional optional and/or prohibited tack specific to any class is noted in the rules for that class.
6. *Exception:* Horses used in a recognized academy program may show in a running Martingale with a snaffle bit and two reins.

English Saddleseat Attire

1. Minimum requirements are tailored, long pants, a long sleeved shirt or blouse with a tie, jodhpur boots, or specialized breed attire. If a coat is worn, a short sleeved shirt or blouse is permitted. Lack of minimum requirements may be penalized.
2. A suitable coat and vest are recommended. A traditional saddle suit with matching jacket and pants is preferred although a day coat, vest, and jodhpurs is acceptable. In equitation, the saddle suit, day coat, etc. should be of muted or conservative colors. i.e.: black, brown, navy, etc.
3. Hats are required in the absence of helmets unless specialized breed attire does not include. Snap brims, homburgs, or derbies are acceptable. Hair should be neat and contained, not obscuring the entry number.
4. *Optional:* Gloves, spurs in performance classes.
5. *Prohibited:* Spurs in halter and showmanship.
6. Riders enrolled in a recognized academy program will present in a long sleeved shirt, vest, tie, long pants, boots, and gloves. Hats (other than optional helmets) and coats are not allowed.

HUNTER HACK

Purpose

The Hunter Hack should be sensible and well-mannered, providing a quiet and comfortable ride both on the flat and over two low fences. The judge will consider way of going, style over fences, and even hunting page. Placings in the class will be determined by allowing the maximum of 30% for work on the flat.

Tack and Attire

1. *Prohibited:* Any type of tie downs, draw reins, rubber reins, protective leg wraps or boots.
2. *Optional:* Martingales in the over fences portion.
3. *Optional:* Changes of bits between phases.

Procedure

1. Fence Work
 - a. Animals are required to jump two fences at 36, 48 or 60 feet apart. (A 4 stride minimum is recommended for safety in Novice or Junior classes. A ground line and standards with wings are recommended for each jump. Exhibitors should not be permitted walk the two fences.
 - b. Faults over fences will be scored as in Hunter Over Fences Class. AT the discretion of the judge, contestant may be asked to hand gallop, pull up and stand quietly following the last fence.
 - c. Animals being considered for an award then are to be shown at a walk, trot and canter both ways of the ring with light contact.
2. Rail Work
 - a. Entry will be worked at a walk, trot and canter both directions of the ring and must gallop in one direction. If asked to back, animal must back easily and stand quietly.
 - b. While working on the rail, the order to reverse should be executed by turning to the inside (away from the rail). The exhibitor may be asked to reverse at the walk or trot, but not at the canter.
 - c. A Hunter should work with light mouth contact without undue restraint. The animal's response to the rider will be emphasized in judging.
 - d. Entry shall be penalized for being on the wrong lead, but not necessarily disqualified. Excessive speed; slowness; short, quick strides, and breaking gait are to be penalized.

Faults

Unsafe jumping style

Being on the wrong lead

Excessive speed/slowness

Head too high/too low

Nosing out or flexing behind the vertical

Runouts or Refusals

Leaving out strides / or the addition of more than 1 stride

Breaking of canter to switch leads

Wrong lead

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or rider while being judged.
3. Equipment failure causing an unsafe condition, as determined by the judge.
4. Unsoundness as determined by the judge.
5. Three refusals during fence work.

HUNTER OVER FENCES

Purpose

The Hunter Over Fences class is designed to test the animal and rider over a course of obstacles such as are found in the hunt field. The judge will consider manners, way of going, and style of jumping. The animal is judged on its ability to move smoothly through a course of jumps with even striding. Judges will emphasize safe jumping and

fault any breaks in the rhythm of striding caused by jumping from a spot too close or too far away from the fences or jumping too high. Soundness is to be considered. Horses should meet the fences squarely, jump the center of the fences, fold the knees and arch the back.

Tack and Attire

1. *Prohibited:* Draw reins, rubber reins, dropped or figure 8 nose band, protective leg wraps or boots.
2. *Optional:* Standing or Running Martingale.

Procedure

1. The animal is to be judged over a designated course on hunting pace, manners, style of jumping and way of moving.
2. Course should have minimum of four different obstacles and animal should take at least eight jumping efforts. Ground rails and wings are recommended for each fence.
3. Show management should provide at least one practice jump to make-up arena and an opportunity for exhibitors to walk the course without horses.
4. Judged course should not be used as a practice course.
5. Course should be posted at least one hour before class commences.
6. Animals should trot a circle after completing the final fence for soundness evaluation by the judge.
7. Light touches should not be considered in the judging, but may be recorded for reference in extremely close competition. Judges should emphasize safe jumping and fault bad form over fences, including twisting.
8. When an obstacle contains more than one jump or element, faults are considered on each jump.
9. In case of refusal or run out on an obstacle that contains more than one jump or element, entry must rejump all previous elements of that obstacle.

Scoring

90's	GREAT mover – no faults, correct strides
80's	Excellent mover – no faults, correct strides
70's	Good mover – minor faults, 1 added stride
60's	Fair mover – faults, 2 or more added strides
50's	Bad mover – faults, 2 or more added strides
40's	Major faults

Minor Faults

Twisting
Diving
Propping
Hanging a leg
Leaving out strides
Wrong lead
Addition of more than 1 stride

Major Faults

Trotting
Knockdown
Refusals
Bucking
Breaking gait
Circling on course
Refusals or Runouts
Equipment failure causing an unsafe condition, as determined by the judge.

Kicking Out
Spooking
Dangerous Jumping

When a lead change is needed a clean Flying Change is preferred. A flying change of lead that is late behind or late on course is considered better than a Counter Canter. Maintaining a Counter Canter is considered better and safer than a Disunited or Cross Canter. A simple change of lead is considered a break of gait and is heavily penalized.

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or rider while on course.
3. Unsoundness as determined by the judge.
4. Three cumulative refusals on course.
5. Failing to complete course or being off course.
6. Jumping an obstacle before it is reset.

HUNTSEAT EQUITATION OVER FENCES

Purpose

Equitation is to be evaluated as the combined performance of the animal and rider. The rider is judged on his or her ability to maneuver a horse smoothly through a course of jumps with even striding. Judges will emphasize safe jumping and fault breaks in rhythm of striding.

Tack and Attire

1. Optional: Any type Martingale, protective leg wraps or boots
2. Prohibited: Draw reins, rubber reins, dropped or figure 8 noseband. (This is simply an addition to agree with Hunter Over Fences requirements. Protective leg wraps or boots are permissible in Equitation over fences classes for USEA shows and 4-H.)

Procedure

1. The rider will be judged over a course of at least eight jumps over a minimum of four different obstacles.
2. Exhibitor is allowed to walk the course without the horse before the class.
3. Except for refusals, jumping faults of the animal are not to be considered unless the fault is the result of the rider's ability.
4. The rider is to be judged on his/her basic position in the saddle; hand, seat and foot positions; her/her ability to control and show the animal; and the suitability of the animal to the rider. The performance is not to be considered more important than the rider's method to obtain performance.
5. The performance begins when the horse enters the ring. Each contestant may circle once if desired before approaching the first jump. He or she will then proceed around the course, keeping an even pace throughout.
6. Any or all contestants may be called back to perform at a walk, trot (or second gait) or canter (or third gait), or to execute any appropriate tests included in the class requirements.

Scoring

90's	GREAT position – no faults, correct strides
80's	Excellent position – no faults, correct strides
70's	Good position – minor faults, 1 added stride
60's	Fair position – faults, 2 or more added strides
50's	Bad position – faults, 2 or more added strides
40's	Major faults

Faults

Breaking gait	Leaving out strides
Wrong lead	Adding more than 1 stride
Riding behind the motion	
Losing stirrup	
Rough hands	
Insecure legs	

When a lead change is needed a clean Flying Change is preferred. A flying change of lead that is late behind or late on course is considered better than a Counter Canter. Maintaining a Counter Canter is considered better and safer than a Disunited or Cross Canter. A simple change of lead is considered a break of gait and is heavily penalized.

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or rider on the course.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.
5. Two cumulative refusals on course.
6. Failing to complete course or being off course.
7. Jumping an obstacle before it is reset.

JUMPER

Purpose

The Jumper class is designed to test the ability of the rider to maneuver their mount over obstacles in a clean, efficient and safe manner. Performance is scored mathematically.

Tack and Attire

1. *Optional:* Any type Martingale, tie down, rubber reins, protective leg wraps, boots, or dropped or figure 8 nose band.
2. *Prohibited:* Draw reins.

Procedure

1. Course Description
 - a. The animal is to be scored over a designed course determined by the show management.
 - b. The animal should make at least eight jumping efforts with at least one change of direction.
 - c. The starting mark should be at least 12 feet before the first obstacle and at least 24 feet beyond the last obstacle.
 - d. Show management should provide at least one practice jump in a warm-up arena and exhibitors should be permitted to walk the course without horses.
 - e. The course should be posted at least one hour before class starts.
2. Scoring
 - a. Scoring starts when horse passes the starting mark and ends when the animal passes the finish mark.
 - b. If the animal makes two faults at one time at an obstacle, only the major fault on the top element will be scored.
 - c. Only major faults (knock downs and disobedience) will be scored. Touches don't count.
 - d. When an obstacle contains more than one element, faults are scored on each.
 - e. In case of a refusal or run out on an obstacle that contains more than one jump or element, the entry must jump all elements of that obstacle.
3. Scoring Table
 - a. Knocking down obstacle, any portion of obstacle, timer, or cones by any part of animal or rider.....4
 - b. First disobedience (refusal, run out, or bolting off course).....3
 - c. Second cumulative disobedience (anywhere on course).....6
 - d. Third cumulative disobedience (anywhere on course).....elimination
 - e. Animal bolting from ring, mounted or not.....elimination
 - f. Failing to complete course, off course.....elimination
 - g. Jumping obstacle before reset.....elimination
 - h. Falling of animal or rider.....elimination
 - i. Failure of entry to cross starting line within one minute of signal.....elimination
4. Jump Offs

Only in case of clean round ties, for first place or when points are involved, the height and spread of at least 50% of the obstacles shall be raised not less than three (3) inches no more than six (6) inches for each jump off. (In case of ties involving faults, rails shall not be raised.) When jump off is required, the winner will be decided on time only when faults are equal.

 - a. Animals tied with jumping faults shall execute the jump-off at the same fence heights. Animals tied with clean rounds shall have at least one-half of the fences raised not less than three inches nor more than six inches for the jump off.
 - b. The jump off will be scored on jumping faults (including disobediences, falls, and knockdowns) and time.
 - c. The course may be shortened and fences may be raised for clean rounds. Time will be used only to place animals with clean rounds or tied with equal jumping faults in the jump-off.
 - d. Horses disqualified in the jump-off will be placed lowest among horses in the jump-off, but higher than those that didn't qualify for the jump-off. Ties for 2nd and below are determined by time.

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or rider on the course.

3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.
5. Three cumulative refusals on course.
6. Failing to complete course or being off course
7. Jumping an obstacle before it is reset.

HUNTER UNDER SADDLE

Purpose

Hunters Under Saddle should be suitable to purpose of navigating a hunt course. The animal should be sensible and well-mannered, providing a quiet and comfortable ride. The animal should move in a balanced, long, ground covering stride in a moderate frame, and be able to cover ground as in a hunt field, with contact on the bit. Excellent movement is to be rewarded over average movement. At no time should the poll be lower than the withers, but rather, should be slightly elevated so as to see an approaching obstacle. Horses should not be eliminated for slight errors. All horses considered for an award should be serviceably sound. Preference is given to horses in snaffle bits over those in Kimberwicke or other leverage action bits. When asked to extend the trot or hand gallop, they should move out with the same flowing motion exhibiting responsiveness and smoothness in the transition.

Tack and Attire

1. *Prohibited:* Any type of Martingale, tie downs, draw reins, rubber reins, protective leg wraps and boots.

Procedure

1. Entries shall be asked to walk, trot and canter, both directions of the ring. Exhibitors may be asked to hand gallop collectively, one way of the ring. Nor more than eight will be asked to hand gallop at one time. (Riders in grades 8 and under should not be asked to hand gallop.)
2. The order to reverse may be executed by turning toward or away from the rail. The exhibitors should not be asked to reverse while cantering.
3. A Hunter should work with light mouth contact without undue restraint. The animal's response to the rider and free movement should be emphasized in judging.
4. If asked to back, animal must back easily and stand quietly.

Faults

Wrong lead

Excessive speed or slowness

Head too high or tips of ears below withers any time

Unbalanced travel, especially on forehand

Breaking Gait

Appearing dull, lethargic

Quick, short strides

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or rider.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

HUNT PLEASURE

Purpose

Hunt Pleasure horses should be suitable to purpose. Animal should be sensible and well mannered, providing a quiet and comfortable ride. Animals should move in a long, low frame, on light contact, and be able to cover ground as in a hunt field. While horses should not be eliminated for slight errors, manners are of paramount importance and may, at times, be considered more important than movement. Preference is given to horses in snaffle bits over those in Kimberwicke or other leverage action bits. All horses considered for an award should be serviceably sound.

Tack and Attire

1. *Prohibited:* Any type of Martingale, tie downs, draw reins, rubber reins, protective leg wraps and boots.

Procedure

1. Entries shall be asked to walk, trot and canter, both directions of the ring. Exhibitors may be asked to hand gallop collectively, one way of the ring. Nor more than eight will be asked to hand gallop at one time. (Riders in grades 8 and under should not be asked to hand gallop.)
2. The order to reverse may be executed by turning toward or away from the rail. The exhibitors should not be asked to reverse while cantering.
3. A Hunter should work with light mouth contact without undue restraint. The animal's response to the rider and free movement should be emphasized in judging.
4. If asked to back, animal must back easily and stand quietly.

Faults

Strong contact

Unbalanced travel

Wrong lead

Excessive speed or slowness

Head too high or tips of ears below withers any time

Breaking Gait

Appearing dull, lethargic

Quick, short strides

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or rider.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

HUNTSEAT EQUITATION UNDER SADDLE**Purpose**

The Hunt Seat Equitation class provides an opportunity for the exhibitor to display his/her ability as a rider, i.e. the seat, hand, leg position and ability to control and show the mount as judged. Hunt Seat Equitation is to be evaluated as the combined performance of the animal and rider.

Tack and Attire

1. *Prohibited:* Any type of Martingale, tie down, draw reins, or rubber reins.

Procedure

1. Exhibitors shall enter ring and proceed at least once around ring at each gait and, on command, reverse and repeat.
2. The order to reverse may be executed by turning toward or away from the rail. The exhibitors should not be asked to reverse while cantering.
3. Any or all riders may be required to execute any appropriate tests.
4. The rider is to be judged on his/her basic position in the saddle; hand, seat and foot positions; diagonals at the trot; his/her ability to control and show the animal; and the suitability of the animal to the rider. The performance is not to be considered more important than the rider's method to obtain performance.
5. Hand Position: Should be light and educated and held over and in front of the horse's withers, knuckles 30 degrees inside the vertical, hands slightly apart and making a straight line from the horse's mouth to the rider's elbow. The method of holding the reins is optional and the bight of reins may fall in either side. However, all reins must be picked up at the same time. Arms are held quiet and close to the sides.
6. Basic Position: Toes should be out at a slight angle best suited to rider's conformation, ankles flexed in, heels down and calf of leg in contact with animal and slightly behind girth. Irons should be placed on ball of foot with an even pressure on width of sole and center of the iron. The seat is erect and should appear comfortable and balanced. The rider's back is straight but relaxed the shoulders square and head up.

7. **Mounting / Dismounting:** When mounting, the rider should approach the animal from the left side, control the animal by taking up the reins in the left hand and adjusting the reins to feel the bit. He/she should hold the animal steady with the hand in position so as to be able to control the animal. He/she should stand at the left side and place the left foot in the stirrup, grasp the pommel or cantle with the right hand and the animal's withers with the left hand, spring up with the right leg, keeping close to the animal, and settle into the saddle with an easy, smooth motion. He/she should slip the right foot into the off stirrup and assume the basic position. The animal should stand still until asked to move out. To dismount, the rider should reverse the above procedure. He/she should step down or slide down taking a position facing towards the front of the animal, holding reins in hands with right hand about six inches from the bit. Excess reins should be carried in the left hand until he/she is asked to remount.
8. Excessive kicking and spurring, losing contact with stirrups (unless asked by the judge to drop irons), or failure to post on the correct diagonal will be penalized.

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or rider.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.
5. Off Pattern determined by the judge.

SADDLESEAT PLEASURE

Purpose

The Saddleseat Pleasure class provides the exhibitor an opportunity to exhibit an animal barefoot, with plates only, or with a weighted shoe and pad. The animal is to be well mannered, free moving, and animated yet provides a pleasant ride.

Tack and Attire

Refer to Saddle Type or Gaited tack and attire.

Procedure

1. Conformation is to be considered only as a "tie breaker".
2. Transition of gaits is to be performed smoothly and with light mouth contact.
3. Animals **MUST** be brought to a walk between gaits.
4. Saddleseat Pleasure animals must be judged on performance, manners, and suitability at all gaits both ways of the ring.
5. In the line-up, animals must stand quietly and back readily.
6. Animals should display an animated yet controlled style with an attractive (often elevated) carriage of the head and tail.
7. The walk should be brisk, true, flat footed, and ground covering.
8. The trot or intermediate gait (refer to Gaited specifications) should be brisk, cadenced, easy and balanced. The rider should post to the trot but not to the other intermediate gaits.
9. The canter or third gait should be smooth, unhurried, collected, and straight. The canter must be on the correct lead both ways of the ring. An incorrect lead not corrected should be considered as a non-performed gait. Keep in mind that the third gait of all breeds is not always a canter. (Refer to Gaited specifications.)
10. Transitions between gaits should be smooth and effortless.
11. Extreme speed, slowness or breaking of gait should be penalized.

Disqualifications

1. Exhibitor's failure to control the animal thus endangering themselves or others as determined by the judge.
2. Falling of animal or rider.
3. Unsoundness as determined by the judge.
4. Equipment failure resulting in an unsafe condition as determined by the judge.

SADDLESEAT EQUITATION

Purpose

The Saddleseat Equitation class provides the exhibitor the opportunity to display his/her ability and style as a rider in controlling and showing their Saddleseat type animal. The performance of the rider alone is to be considered in judging.

Tack and Attire

Refer to Saddle Type or Gaited tack and attire.

Procedure

1. Animals should be brought to a walk between gaits and asked to back from the line-up.
2. Any or all riders may be asked to execute any appropriate test or pattern necessary to judge their riding ability.
3. The rider will be judged on his/her control, style, and position at all gaits both ways of the ring. Riders are to post to the trot but not the other intermediate gaits. Keep in mind that the third gait of all breeds is not always a canter. (Refer to Gaited specifications.)
 - a. Hand position should be light, educated, and held above the withers at a height best suited to the animal. Hands slightly apart and making a straight line from the horse's mouth to the riders elbow. Reins on a double bridle or Pelham are properly held in each hand with the snaffle rein outside the little finger.
 - b. The ball of the foot should be on the stirrup with the heels lower than the toes, feet nearly parallel, and stirrups slightly slanted outward.
 - c. The seat should be erect and appear comfortable and balanced. The rider should exhibit a straight line through the ear, shoulder, hip and heel.
 - d. The rider's back should be straight but relaxed but not swayed. The shoulders should be square and the head up and looking forward.
 - e. The rider's knee and thigh should have definite contact with the saddle.
4. Excessive kicking or spurring, losing contact with the stirrup (unless asked by the judge to drop irons), incorrect diagonals or leads will be penalized.

Disqualifications

1. Exhibitor's failure to control the animal thus endangering themselves or others.
2. Falling of animal rider.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition as determined by the judge.
5. Off pattern as determined by the judge.

SPECIAL NOTE

Each gaited breed has its own web site. These offer descriptions (often videos) of the proper gaits as well as their breed standards and rules.

GAITED ENGLISH PLEASURE

Purpose

The Gaited English Pleasure class is to recognize and reward correct gaiting for the breed being shown, smoothness in the horse's gait, the horse's responsiveness to the rider, and the harmony between the horse and rider. The rider should sit quietly in the saddle with little hand or leg movement.

Tack and Attire

1. Refer to Saddle Type specifications with the following additions.
 - a. Gloves and hat are required unless otherwise noted in specific breed standards.
 - b. Braids in foretop and mane are required in Tennessee Walking Horses, but prohibited in Mountain Horses.
 - c. Breed-specific tack and attire will be allowed.

2. *Optional*: vests for females, breast straps.

Procedure

1. The horses are to be shown both ways of the ring in the following order:
 - a. Tennessee Walking Horses: Flat walk, running walk, flat walk, canter, flat walk.
 - b. Spotted Saddle Horses: Show walk, show gait, show walk, canter, show walk.
 - c. Mountain Horses: Trail walk, show walk, pleasure gait, trail walk. The canter may be added in a 4 gait class.
 - d. Paso Fino: Walk, corto, largo, walk
 - e. Peruvian Horses: Walk, paso llano, sobriandando, walk
 - f. Icelandic Horses: 3 gait classes – Walk, trot, tolt, walk
4 gait classes – Walk, trot, tolt, canter, walk
5 gait classes – Walk, trot, tolt, flying pace, canter
2. In a mixed breed class it is acceptable to call for first gait, second gait, and third gait keeping in mind that the third gait of all breeds is not always a canter.
3. Other than the Missouri Fox Trotter who must perform a 4 beat diagonal gait, all gaited horses must demonstrate a 4 beat lateral gait with the pace being a more acceptable “incorrect” gait than the trot.
4. The horse should be quick to respond and not break gait until the next gait is called.
5. The changes in gait may only entail a change in stride and speed but failure to demonstrate a recognizable difference between gaits must be penalized.
6. Some gaited breeds will nod or bob their heads in time to the stride. This should never be penalized and should not be considered an indication of lameness.
7. Stiff legged front or rear motion and twisting of the hocks are an indication of lameness in a gaited horse and should be excused from the ring.
8. All horses should exhibit a smooth, free moving way of going and any exhibiting an exaggerated, hesitating way of going with a tendency to point or strike the ground with the heels first in front are not in form.
9. “Bumping and Pumping” of the reins should be penalized.
10. Manners are paramount in any pleasure horse and should be given serious consideration.
11. Animals must stand quietly and back readily in the line-up.

Disqualifications

1. Exhibitor’s failure to control the animal endangering themselves or others as determined by the judge.
2. Falling of animal or rider.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition as determined by the judge.
5. Action devices of any kind.

GAITED WESTERN PLEASURE

Purpose

The Gaited Western Pleasure class is to demonstrate the suitability of the gaited horse for ranch type work in addition to exhibiting a smooth, relaxed way of going. It is not to be confused with an equitation or horsemanship class.

Tack and Attire

1. Long sleeved western style shirt, tie or pin, western style pants with belt, and western hat or specialized breed attire.
2. Western or breed specific saddle.
3. Western bridle and bit with shank length not to exceed 9 ½ inches or breed specific bridle and bit. Snaffle bits or bosals are allowed on animals 4 years and under.
4. Either split or romal reins may be used. With a split rein, the first finger may be held between the reins. With the romal, the reins must be held in a closed fist. When a snaffle bit or bosal is used, the rider may use two hands.
5. Missouri Fox Trotters may have braids in the foretop and mane.
6. *Optional*: Coat, vest, gloves, chaps, breast straps, hobbles, riata.

7. *Prohibited:* Mechanical hackamore, draw reins, tie downs, any type of Martingale, cavesson nosebands (except on Spotted Saddle horses and Missouri Fox Trotters), leg wraps or boots, bat or whip.

Procedure

1. Gaits should be a more relaxed and economical version of those described in Gaited English Pleasure and performed in the same order with the addition of: Missouri Fox Trotter – Flat walk, fox trot, flat walk, canter, flat walk.
2. Other than the Missouri Fox Trotter who must perform a 4 beat diagonal gait, all gaited horses must demonstrate a 4 beat lateral gait with the pace being a more acceptable “incorrect” gait than the trot.
3. Reins should be loose and form a shallow “U” between the hand and the bit.
4. A halt may be called for at any time during the class to demonstrate the animal’s ability to stand quietly and relaxed.
5. The animal should stand quietly in the line-up and back readily.
6. Failure to demonstrate a recognizable difference between gaits must be penalized. A difference in stride and speed is acceptable.
7. Manners are paramount in any pleasure horse and should be given strong consideration.
8. “Bumping and Pumping” of the reins must be penalized.

Disqualifications

1. Exhibitor’s failure to control the animal endangering themselves or others as determined by the judge.
2. Falling of animal or rider.
3. Unsoundness as determined by the judge.
4. Action devices of any kind.

BAREBACK ENGLISH EQUITATION

Purpose

Suitability of horse and rider as one unit, manners and way of going. All seats should be given equal consideration.

Tack and Attire

1. *Prohibited:* Saddles and pads

Procedure

1. Walk, trot or second gait, canter or third gait.
2. Riders may be asked for individual workouts.
3. When the horse is moving, the rider’s position should change in the following manner: Walk-Slight motion Trot/Second gait – Slight elevation with the hips under the body, not swinging forward or backward or moving up and down mechanically. Posting by breed standards. Canter/Third gait – Close seat going with the horse.
4. No swaying of the rider’s legs should be visible.
5. A vertical line drawn from the rider’s shoulder downward should pass through the shoulders, hips and heels.
6. The hands should be in line with the bit and the elbows.
7. The method of holding the reins should be consistent with the type of equipment being used. Both hands should be used and both reins must be picked up at one time.
8. Light contact with the horse’s mouth is required.
9. The upper calves of the rider’s legs should have contact with the horse.

Disqualifications

1. Exhibitor’s failure to control animal, endangering self of others, as determined by the judge.
2. Falling of animal or rider.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.
5. Off pattern as determined by the judge.

PLEASURE DRIVING

Purpose

The Pleasuring Driving class demonstrates the animal's ability to provide the driver with a pleasant drive at a walk, working trot, and a strong trot. The animal must be well mannered, easy to control, and safe to drive.

Tack and Attire

1. The type of harness is optional, but must fit the animal and be a complete harness. A snaffle bit with straight or jointed mouthpiece is preferred. A single animal must be shown hitched to a two or four wheel vehicle with basket guard and suitable to the animal.
2. Exhibitor should be neatly attired. Western, Hunter or Saddle Seat attire are acceptable, as long as this attire is consistent with the style of vehicle. Ladies may wear dresses. Exhibitors must wear closed toed shoes or boots. **All junior drivers (18 and under) must wear an approved helmet whenever on a carriage.**
3. *Optional:* Safety helmet, gloves, aprons or lap robes.
4. *Optional:* Running Martingale, breeching, thimbles, blinders, over check or side check, whip, curb bits meeting the judge's approval.
5. *Prohibited:* Tail set, spoon crupper, handholds, noisemakers, and protective leg wraps or boots.

Procedure

1. Animals enter the ring to the right at a working trot.
2. The animal is to be judged on manners, quality and performance.
3. The animal is to be shown at a flat-footed walk, a working trot and a strong trot, both ways of the ring. Change of direction is to be executed at the walk diagonally across the arena and only as directed by the ring steward.
4. The animal is to stand quietly and back readily.
5. Headers are permitted when class is lined up.
6. Excessive speed and breaking gait will be penalized.

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling or animal or driver.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.
5. Header entering ring before line up.

DRIVER CHOICE

Purpose

The Driver Choice obstacle driving class displays the ability and strategy of the driver in navigating his animal through various obstacles. The Driver Choice class is a timed event.

Tack and Attire

1. Type of harness is optional, but must fit the animal and be a complete harness. A snaffle bit with straight or jointed mouthpiece is preferred. A single animal must be shown hitched to a two or four wheel vehicle with basket guard and suitable to the animal.
2. Exhibitor should be neatly attired. Western, Hunter or Saddle Seat attire are acceptable, as long as this attire is consistent with the style of vehicle. Ladies may wear dresses. Exhibitors must wear closed toed shoes or boots. **All junior drivers (18 and under) must wear an approved helmet whenever on a carriage.**
3. *Optional:* Safety helmet, gloves, aprons or lap robes, coat tie.
4. *Optional:* Running Martingale, breeching, thimbles, blinders, over check or side check, whip, curb bits meeting the judge's approval.
5. *Prohibited:* Tail set, spoon crupper, handholds, noisemakers, and protective leg wraps or boots.
6. *Prohibited:* Stirrup type carts, chariots, or sulkies.

Judging Procedure

1. The class will be judged on the performance of the animal through the obstacles. The judge will assign a point value to each obstacle according to the degree of difficulty and points will be accumulated based on the animal's successful completion of the obstacles.
2. Each driver will have a two (2) minute time to negotiate as many obstacles as possible.

Procedure

1. The course should include a minimum of six and a maximum of eight obstacles, selected from a list of optional obstacles.
2. Care must be exercised to avoid the setting up of any of these obstacles in a manner that may be hazardous to the animal or driver.
3. There will be a time for drivers to walk the course, inspect the obstacles and ask questions before the class begins.
4. Upon the start signal, the driver will have one minute to pass through the start markers.
5. After passing through the starting line, the driver may drive through the obstacles in any order, from any direction. Each obstacle may be driven twice, but not in succession. (If driver a third time, no points will be given.) Some obstacles may not be driven at all. Points will not be scored for driving an obstacle that has been disturbed, with the exception of an obstacle which is designed to be knocked down. No points will be given for an incorrectly completed obstacle. If the obstacle is incorrectly driven but not disturbed, it may be attempted again.
6. If the horse should refuse an obstacle, or run out, without disturbing it, the driver may elect not to attempt it and may drive to another obstacle without penalty. The obstacle may be attempted later.
7. A signal will sound at the end of allotted time and the driver must exit through the finish markers. If the signal sounds when the driver is committed to an obstacle, the driver may complete the obstacle and receive the appropriate points. (The judges will decide if the driver was committed to the obstacle.)
8. Placings are determined on a high score. In case of a point tie, the finish time will be used to break the tie. If a tie occurs in both points and time, the winner will be decided by a drive off.

Faults

Knocking over start or finish markers = 5 seconds

Break to Canter: 1st break = 5 seconds
2nd break = 5 seconds
3rd break = 5 seconds
4th break = 5 seconds

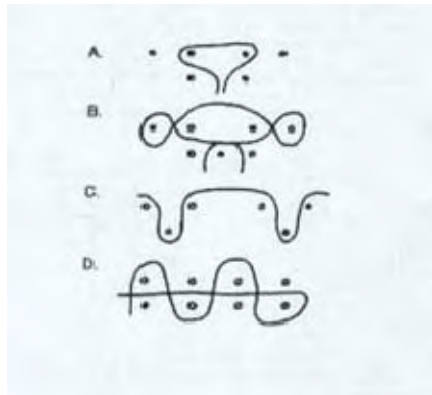
Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or driver on course.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, or delays the completion of the course, as determined by the judge.
5. Unnecessary roughness as determined by the judge.
6. Prolonged canter.
7. Not waiting for the start signal or do not pass through the start markers within the 1 minute time.

Optional Obstacles

1. Pass by obstacle normally found on trail.
2. Backthrough. Should consist of either two barrels, poles or pylons set a minimum of ten (10) feet apart.
3. Box. A three rail box of which the rails are a minimum of fifteen (15) feet long. Animal must be driven in, stopped, settled, then pivoted out in either direction. Chalk lines may be substituted for rails. If obstacle is elevated, then center height may not exceed ten (10) inches.
4. Bridge. A simulated bridge of two (2) rails with or without floor, a minimum of ten (10) feet apart.
5. Figure 8. Two barrels, pylons or stands (a minimum of 15 feet apart), about which the exhibitor must make the figure 8 in a forward motion.

6. L obstacle. Poles placed in an “L” shape, through which the animal is driven. If rails are elevated, the maximum center height may not exceed ten (10) inches. The sides of the L shall not be less than ten (10) feet apart.
7. Mailbox. The mailbox must be set securely on a stand of four (4) feet minimum height. Each exhibitor must open box, place article inside and close box.
8. Road Sign. Two road-type signs, a minimum of ten (10) feet apart, to be driven between.
9. Serpentine. Obstacle consisting of a minimum of 3 pylons at least 24 feet apart through which the driver must weave.
10. U-Turn. A three rail box of which the rails are a minimum of twenty (20) feet long, with a pylon located in the center of the opening of the box. The driver is to enter the box, drive around the pylon and exit the other side of the pylon.
11. Simulate Water. A plastic sheet secured to the ground so that it will not become affixed to the horse’s feet when a horse passes over.
12. Straight and Narrow. Two parallel rails, one foot apart, a minimum of twelve (12) feet and maximum of twenty-five (25) feet in length, consisting of either PVC pipe or 2 X 4 construction lumber. Rails shall be of the same length and placement. Driver must keep one wheel between the rails for the entire length. With pairs, the center rail is straddled.
13. Twist. Six (6) to eight (8) pylons which the driver shall maneuver around and through. The minimum distance between any two (2) pylons shall be ten (10) feet. See Diagram Below.



REINSMANSHIP

Purpose

The Reinsmanship class emphasizes the driver’s performance, handling of reins and whip, control, posture, and overall appearance.

Tack and Attire

1. The type of harness is optional, but must fit the animal and be a complete harness. A snaffle bit with straight or jointed mouthpiece is preferred. A single animal must be shown hitched to a two or four wheel vehicle with basket guard and suitable to the animal.
2. Exhibitor should be neatly attired. Western, Hunter or Saddle Seat attire are acceptable, as long as this attire is consistent with the style of vehicle. Ladies may wear dresses. Exhibitors must wear closed toed shoes or boots. **All junior drivers (18 and under) must wear an approved helmet whenever on a carriage.**
3. *Optional:* Safety helmet, gloves, aprons or lap robes.
4. *Optional:* Running Martingale, breeching, thimbles, blinders, over check or side check, whip, curb bits meeting the judge’s approval.
5. *Prohibited:* Tail set, spoon crupper, handholds, noisemakers, and protective leg wraps or boots.

Procedure

1. Animals enter the ring to the right at a working trot.
2. The animal is to be judged on manners, quality and performance.

3. The animal is to be shown at a flat-footed walk, a working trot and a strong trot, both ways of the ring. Change of direction is to be executed at the walk diagonally across the arena and only as directed by the ring steward.
4. The animal is to stand quietly and back readily.
5. Headers are permitted when class is lined up.
6. Individual patterns may be called for.

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or driver.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.
5. Header entering ring before line up.

WESTERN APPOINTMENTS

Tack – Western Halter and Showmanship

1. The animal is to be shown in a halter made of leather, nylon, or rope, adjusted to fit properly. A lead strap or rope with or without chain should be used. If the lead is equipped with a chain, the chain may be run through the rings of the halter in a manner that gives the exhibitor the most control of the animal, but may not be through the animal's mouth. Specialty breed halters, including Arabian halters, that meet this description are allowed.
2. Silver tack may be used but will not be given preference over clean working equipment.
3. *Prohibited:* Bridle or hackamore.

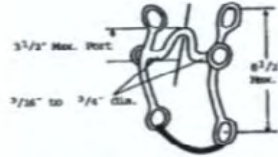
Tack – Western Performance

1. Saddle must be western style, and must fit both animal and rider. Stirrups may not be attached to each other, or other equipment. They may not be attached to the saddle by any means except the stirrup leathers. Bridle must be western style, either with browband, split ear, or formed ear. Silver tack may be used but will not be given preference over clean working equipment.
2. Any animal may be shown in a western bit that has a solid or broken mouthpiece (2 or 3 pieces) and shanks, and acts with leverage. The mouthpiece must be a minimum of 3/8 inch in diameter measured one inch from the shank. A maximum length of the shank shall be 8 ½ inches. The maximum height of the port shall be 3 ½ inches. A curb strap or chain must be used, and must be at least one-half inch wide and lay flat against the animal's jaw. See diagram (Illustration #2) of acceptable curb straps and legal bit size.
3. Split or romal reins may be used with a curb bit. When split reins are used, the reins will be held in one hand, and hand may not be changed. (See exception for Trail). One finger between the reins is permitted, and the bight of the reins will fall on the same side of the animal as the hand holding the reins. Romal reins are closed reins with an extension of braided material attached. Romal reins are held in one hand with hand around the reins and no finger permitted between the reins. The extension is carried in the free hand with at least a 16" spacing between the reining hand and the hand holding the romal extension.
4. Animals five years of age and younger may be shown in a snaffle bit or bosal (hackamore). Snaffle bits (no shanks) must have a straight or broken (2 or 3 pieces), smooth (not sharp), round mouthpiece with no leverage applied and may have D-ring, O-ring, or eggbutt cheekpieces no more than 4 inches in diameter. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal, but must be a minimum of 3/8 inch in diameter, measured 1 inch in from the cheek piece. An optional loose chin strap of leather or nylon only is permissible, and must be attached below the reins. See diagram (illustration #3) of acceptable snaffle bits and hand position when using snaffle or bosal. Bosals may be of braided rawhide or leather, with no metal under the jaw or on the noseband. There must be a minimum of one finger-space between the bosal and the animal's nose. See Diagram of bosal (illustration#4).
5. For speed events ONLY (barrel race, pole bending, flag race, keyhole race, speed and action, stake race) mechanical hackamores are permitted in addition to that listed above. Closed reins may be used.
6. *Optional:* In all Western Classes - Breast strap, hobbles on saddle when romal is used.

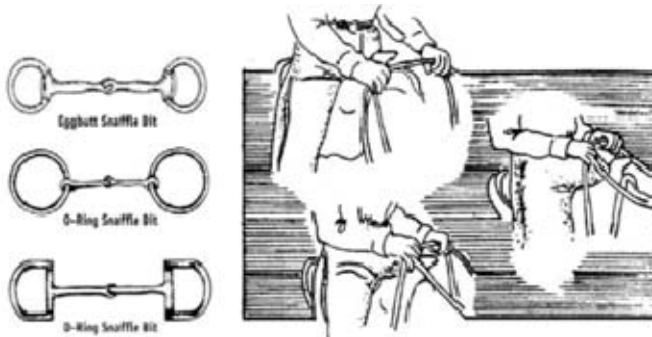
7. *Prohibited:* In all Western Classes - Any equipment or bit that the judge, or show officials consider to be unduly severe or unsafe. Any bit with cathedral or donut mouthpieces, rough, sharp materials such as screw mouthpieces or mechanically altered bits are illegal and will be cause for disqualification.
8. *Special Note:* Additional optional and prohibited tack pertaining to the specific classes is noted in rules for that class.



Acceptable curb straps, Illustration #2

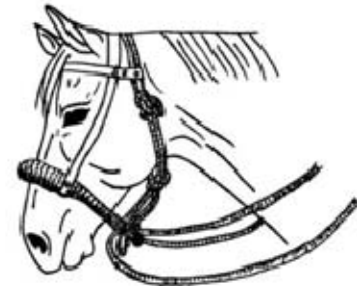


Acceptable bit, Illustration #3



Acceptable snaffle bits
Illustration #3

Acceptable Hand Positions for
Bosal or snaffle
Illustration #3



Bosal
Illustration #4

Western Attire

1. Minimum requirements are western style long pants, long sleeved shirt with collar (band, standup, tuxedo, etc.), western boots with a heel only, and a western hat or ASTM and/or SEI standard F1163 or above approved protect headgear in all classes. Judges must not discriminate against the use of protective headgear or protective vests in any class.
2. *Optional:* Coats, vest, jackets, gloves, and approved headgear or vests in all classes. Chaps and spurs in performance classes.
3. *Prohibited:* Ball caps, riding sneakers, or hats other than western or protective headgear. Chaps or spurs in halter and showmanship classes.
4. *Special Note:* Additional optional and prohibited tack pertaining to the specific classes is noted in rules for that class.

WESTERN PLEASURE

Purpose

A Western pleasure animal is a sensible, alert, bright, easy moving, well-mannered mount that can provide a quiet, comfortable and pleasant ride at a walk, jog, and lope. Western pleasure competition is not to be confused with an equitation or horsemanship class in which the rider is judged. Type of animal will not be considered in judging the class.

Tack and Attire

1. *Prohibited:* Mechanical hackamore, draw reins, tie downs, any type martingale, cavesson noseband, protective leg wraps or boots, crops, bats, whips.

Procedure

1. Animals will be shown at a walk, jog (trot), and lope (canter) on a reasonably loose rein or light contact without undue restraint. Animals must back easily and stand quietly.
2. Animals will work both ways of the ring at all three gaits, and will be reversed to the inside (away from the rail). The judge may require entries to reverse at the walk or the jog, but never at a lope.
3. A judge may ask for additional work of the same nature from any animal.
4. Entries will be penalized for being on the wrong lead, excessive speed or slowness, breaking gait, appearing dull, lethargic, head too high or too low.
5. The exhibitor may not touch the horse or saddle with the free hand. When riding with a bit with shanks, two hands may not be used and hands may not be changed.

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or rider.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

WESTERN HORSEMANSHIP

Purpose

Horsemanship competition provides the exhibitor an opportunity to display his/her ability as a rider. Seat, hand, leg position and ability to control and show the mount. Western Horsemanship is to be evaluated as the combined performance of the animal and rider.

Tack and Attire

1. *Prohibited:* mechanical hackamore, draw reins, tie downs, any type Martingale, cavesson noseband, crop, bat, whip.

Procedure

1. Performance of the animal is not to be considered more important than the rider's method used to obtain performance.
2. Entries may be asked to be worked on the rail at a walk, jog (or equivalent breed gait) and lope.
3. Entries may be asked to work individually to test the extent of the rider's horsemanship.
4. The rider should sit in the saddle with legs hanging straight and slight forward to stirrup. The stirrup should be short enough to allow heels to be lower than toes. Legs should maintain contact with animal, giving aids or cues to the horse. Feet should be placed so the ball of the foot is resting on the stirrup. The exhibitor should keep the back straight, shoulders even and sit in a balanced, relaxed manner.
5. The arms should be held in a relaxed manner close to the body. When riding with shanks, two hands may not be used and hands may not be changed. When riding with one hand on the reins, the position of the rider's free hand is optional, but it should indicate a relaxed (but not sloppy) attitude. When using a romal, the rider's off hand shall be around the romal with about 16 inches of slack. Reins should be carried so as to have light contact with the animal's mouth.
6. While in motion the rider should sit the jog and not post. At the lope he/she should be close to the saddle. All movements of the animal should be governed by the use of imperceptible aids without exaggerated shifting of the rider's weight.
7. When mounting, the rider should approach the animal from the left side, control the animal by taking up the reins in the left hand and adjusting the reins to feel the bit. He/she should hold the animal steady with the hand in position so as to be able to control the animal. He/she should stand at the left side and place the left foot in the stirrup, grasp the saddle horn with the right hand and the animal's withers with the left hand, spring up with the right leg, keeping close to the animal, and settle into the saddle with an easy, smooth motion. He/she should slip the right foot into the off stirrup and assume the basic position. The animal should stand still until asked to move out. To dismount, the rider should reverse the above procedure. He/she should step down or slide down taking a position facing towards the front of the animal, holding reins in hands with right hand about six inches from the bit. Excess reins should be carried in the left hand until he/she is asked to remount.

8. The exhibitor may not touch the horse or saddle with the free hand.
9. Excessive kicking or spurring, losing contact with the stirrups (unless asked by the judge to ride with feet out of stirrups), or striking the animal will be penalized.

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or rider.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.
5. Off pattern as determined by the judge.

BAREBACK WESTERN HORSEMANSHIP

Purpose

Suitability of horse and rider as one unit, manners and way of going. All seats should be given equal consideration.

Tack and Attire

1. *Prohibited:* Saddles and pads

Procedure

1. Performance of the animal is not to be considered more important than the rider's method used to obtain performance.
2. Entries may be asked to be worked on the rail at a walk, jog (or equivalent breed gait) and lope.
3. Entries may be asked to work individually to test the extent of the rider's horsemanship.
4. Both hands and arms should be held in a relaxed, easy manner with the upper arms in a straight line with the body. Excessive pumping will be penalized.
5. The rider's body should always appear comfortable, relaxed and flexible. The leg position should allow the heels to be lower than the toes. The rider should sit the horse at the jog or second gait and not post, even if an extended trot is called for. At the lope or third gait, he/she should be close to the horse.
6. All movements of the horse should be governed by the use of undetectable aids.
7. Touching the horse will be penalized.

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or rider.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.
5. Off pattern as determined by the judge.

WESTERN RIDING

Purpose

Western Riding demonstrates an animal's athletic ability and handiness enabling it to be directed by the rider through a variety of jobs on the farm or ranch. The animal is sensible, well-mannered, free and easy moving, and able to provide a quiet, comfortable ride at a walk, trot (or equivalent breed gait) and lope. Western riding is neither a stunt nor a race.

Tack and Attire

1. *Optional:* Skid boots, splint boots, protective leg wraps.
2. *Prohibited:* Mechanical hackamore, draw reins, tie down, any type Martingale, cavesson noseband, crop, bat, whip.

Procedure

1. The animal will be judged on quality of gaits, change of leads, response to the rider, manners and disposition. Credit will be given for and emphasis placed on smoothness, even cadence of gaits (starting

and finishing pattern with the same cadence), and the animal's ability to change leads precisely and easily at the center point between markers.

- a. Relaxed head carriage that shows response to the rider's hands with moderate flexion at the poll.
 - b. Cross the log at the jog and the lope without breaking gait or radically changing stride.
 - c. Quite mouth
2. The following two standard patterns are recommended. Diagrams below.
- a. The eight small circles represent markers (cones/pylons recommended). These should be separated by a uniform distance of not less than 30, nor more than 50 feet along the side with 5 cones/pylons. In pattern one, the three markers on the opposite side should be set adjacent to the appropriate markers. It is recommended that markers be set a minimum of 15 feet from the fence and with 50 to 80 foot widths in the pattern, as the arena permits.
 - b. A solid log or pole should be used, a minimum of 8 feet in length.
 - c. The long serpentine line indicates the direction to travel and gaits at which the animal is to move. The recommended lead changing point is equal to 2² stride length before or after the center point between the markers. The dotted line (.....) indicates the walk, the dash line (-----), the jog or equivalent breed gait, and the solid line (____), the lope.
 - d. On completion, he/she should ride to the center of the pattern and back the animal as indicated by the pattern.

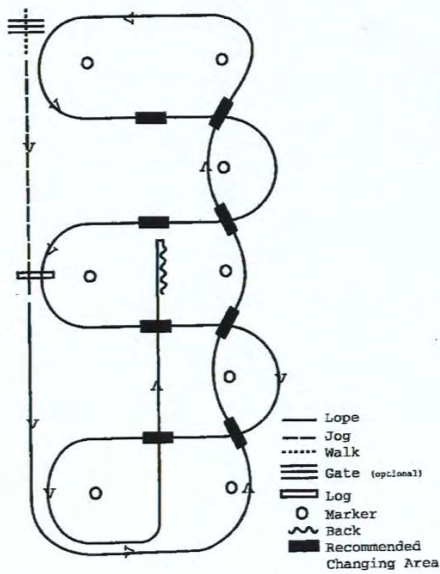
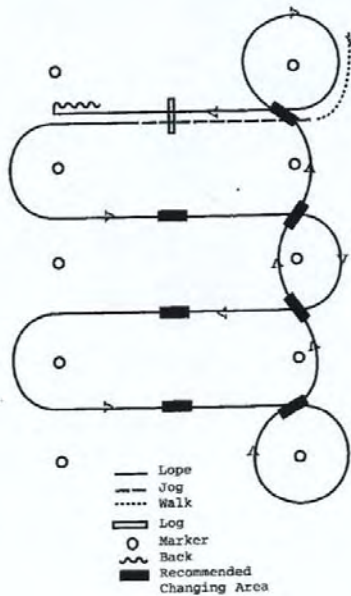


Figure 6. Western riding pattern 1.

Pattern 1

1. Jog over log.
2. Transition to a lope, and lope around the end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change, and lope around end of the arena.
7. First crossing change.
8. Second crossing change.
9. Lope over a log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop, and back.



Pattern 2

1. Walk, transition to a jog, jog over the log.
2. Transition to a lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change
8. Third line change.
9. Fourth line change and circle.
10. Lope over the log.
11. Lope, stop, and back.

Scoring (0 to 100 with 70 being an average performance.)

1. Points will be added or subtracted from the maneuvers on the following basis, ranging from plus 1.5 points to minus 1.5 points: +1 ², excellent; +1, very good; +.5, good; 0, average; .5, poor; -1, very poor; -1 ² extremely poor. Maneuver scores are to be determined independently of penalty points.
2. A contestant shall be penalized each time the following occur:
 - A. Five (5) points
 - a. Out of lead beyond the next designated change area (note: failures to change, including cross-cantering, at two consecutive change areas would result in 10 penalty points)
 - b. Kicking out
 - c. Blatant disobedience
 - B. Three (3) points
 - a. Not performing the specific gait (jog or lope) or stopping when called for in the pattern, within 10 feet of the designated area
 - b. Break of gait at the lope
 - c. Simple changes of lead
 - d. Out of lead prior to the designated change from the cone to the previous change area or out of lead after designated change from the cone to the next designated change area.
 - e. Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
 - f. In pattern one, failure to start the lope within 30 feet after crossing the log at the jog
 - g. Break of gait at walk or jog more than two strides
 - C. One (1) point
 - a. Break of gait at walk or jot up to two strides
 - b. Hitting or rolling log
 - c. Out of lead for more than one stride to the cone
 - d. Splitting the log (log between the two front or two hind feet) at the lope
 - D. One-half (1/2) point
 - a. Tick or light touch of log
 - b. Hind legs skipping or coming together during lead changes
 - c. Out of lead from ½ to 1 stride

E. Disqualified – 0 Score

- a. Illegal equipment
- b. Willful abuse
- c. Off Course
- d. Knocking over markers
- e. Completely missing log
- f. Major refusal – stop and back more than 2 strides or 4 steps with front legs
- g. Major disobedience – rearing, schooling
- h. Failure to start lope prior to end cone in pattern #1

F. Credits

- a. Changes of leads, hind and front simultaneously
- b. Changes at designated point
- c. Accurate and smooth pattern
- d. Even pace throughout
- e. Easy to guide and control with rein and leg
- f. Manners and fitness

Disqualifications

1. Failing to follow exact pattern; knocking over markers; missing log, an incomplete pattern, incorrect order or maneuvers or passing on wrong side of markers.
2. Failure to perform at least four (4) flying lead changes.
3. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
4. Falling of animal or rider.
5. Unsoundness as determined by the judge.
6. Equipment failure causing an unsafe condition, as determined by the judge.

REINING

Purpose

To rein a horse is not only to guide him, but also to control his every movement. The best-reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of/or temporary loss of control and therefore a fault that must be marked down according to severity of deviation. Credit should be given for smoothness, finesse, attitude, quickness and authority of performing various maneuvers, while using controlled speed, which raises the difficulty level and makes him more exciting and pleasing to watch to an audience.

Tack and Attire

1. *Optional:* Skid boots, splint boots, protective leg wraps.
2. *Prohibited:* Mechanical hackamore, draw reins, tie down, any type Martingale, cavesson noseband, crop, bat, whip.

Procedure

1. Each exhibitor will perform the required pattern individually and separately.
2. Patterns may be selected from the NRHA patterns and used by all contestants in the class.
3. Each animal will be judged on neatness, dispatch, ease, calmness, and speed with which it performs the pattern.
4. The judge shall indicate with markers on arena fence or wall the length of the pattern. Markers will be placed on the wall or fence of the arena at the center of the arena and at least 50' from each end wall. Markers within the area of the pattern will not be used.
5. Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern. When using a romal, no fingers between the reins are allowed. The free hand may be used to hold the romal provided it is held at least 16" from the reining hand and in a relaxed position. Use of the free hand while

holding the romal to alter the tension or length of the reins from the bridle to the reining hand is considered to be the use of two hands, and a score of 0 will be applied.

Scoring

0 to infinity, with 70 denoting an average performance. The individual maneuvers are scored in 2 point increments from a low of $\approx 1 \frac{1}{2}$ (extremely poor) to a high of $+1 \frac{1}{2}$ (excellent) with a score of 0 denoting a maneuver that is correct with no degree of difficulty. Scores should be announced after each horse works.

1. Maneuvers scores should be awarded for each maneuver using the following scale:
 - 1 $\frac{1}{2}$ Extremely poor
 - 1 Very poor
 - $\frac{1}{2}$ Poor
 - 0 Correct
 - + $\frac{1}{2}$ Good
 - +1 Very Good
 - +1 $\frac{1}{2}$ Excellent
2. The following will result in a 2 point penalty:
 - a. Spurring in front of the cinch.
 - b. Use of either hand to instill fear.
 - c. Holding saddle with free hand.
 - d. Blatant disobedience including kicking, biting, bucking, rearing, and striking.
3. The following will result in a 2 point penalty:
 - a. Break of gait,
 - b. Freezing up in spins or rollbacks,
 - c. On walk in patterns, failure to walk or stop before executing a canter departure,
 - d. On run in patterns, failure to be in canter prior to reaching the first marker,
 - e. If a horse does not completely pass the specified marker before initiating a stop position.
4. Each time a horse is out of lead, a judge is required to penalize by 1 point. The penalty for being out of lead is cumulative, and the judge will add 1 penalty point for each...of the circumference of a circle or any part thereof that a horse is out of lead. A judge is required to penalize a horse $\frac{1}{2}$ of a point for a delayed change of lead by one stride.
5. Deduct $\frac{1}{2}$ point for starting circle at a jog or exiting rollbacks at a jog up to 2 strides. Jogging beyond 2 strides but less than $\frac{1}{2}$ circle or $\frac{1}{2}$ length of the arena, deduct 2 points.
6. Deduct $\frac{1}{2}$ point for over or under spinning up to $\frac{1}{8}$ of a turn; deduct 1 point for over or under spinning up to...of turn.
7. When a change of lead is specified immediately prior to a run to the end of the pen, failure to change lead will be penalized as follows: Failure to change leads by 1 stride, a $\frac{1}{2}$ point penalty. Failure to change leads beyond 1 stride but where lead change is completed prior to the next maneuver, 1 point penalty. If the lead is not changed prior to the next maneuver, a 2 point penalty.
8. There will be a $\frac{1}{2}$ penalty for failure to remain a minimum of 20 feet from wall or fence when approaching a stop or rollback.

Disqualifications – No Score

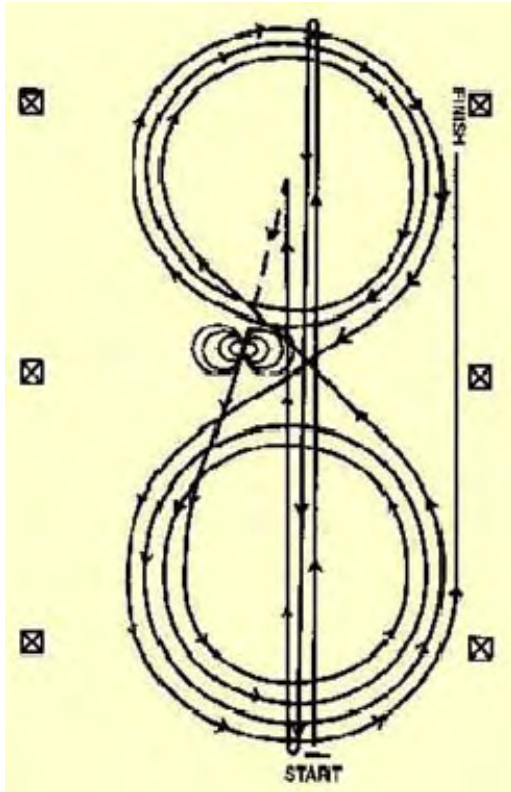
1. Use of any illegal equipment
2. Failure to dismount and/or present horse and equipment to the appropriate judge for inspection.
3. Abuse of the animal in the show arena and/or evidence that an act of abuse has occurred.
4. Any unsafe condition as determined by the judge.
5. Unsoundness as determined by the judge.

The following will result in a score of 0 (Zero).

1. Use of more than one finger between reins.
2. Use of two hands on the reins (except snaffle or bosal) or changing hands.
3. Use of reins or romal as a whip.
4. Failure to complete the pattern as written.
5. Performing the maneuvers other than in specified order.
6. Including maneuvers not specified, including but not limited to:
 - a. Backing more than 2 strides.

- b. Turning more than 90 degrees when not called for.
- 7. Equipment failure that delays completion of the pattern.
- 8. Balking or refusal of command where pattern is delayed.
- 9. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
- 10. Jogging in excess of one-half circle or one-half the length of arena.
- 11. Overspins of more than...turn.
- 12. Fall of animal or rider.

All NRHA Patterns are printed with permission from the NRHA.

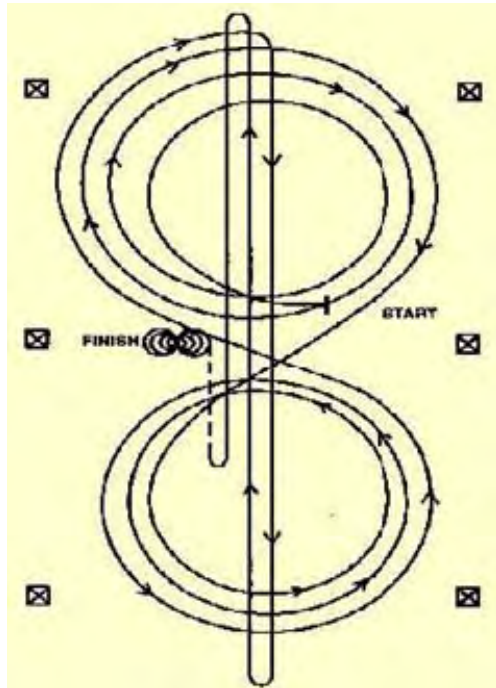


Pattern #1

NRHA Pattern 1

1. 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 mark and do a sliding stop. Back up to center of the arena or at least ten feet. Hesitate.
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning 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.

Rider must drop bridle to the designated judge

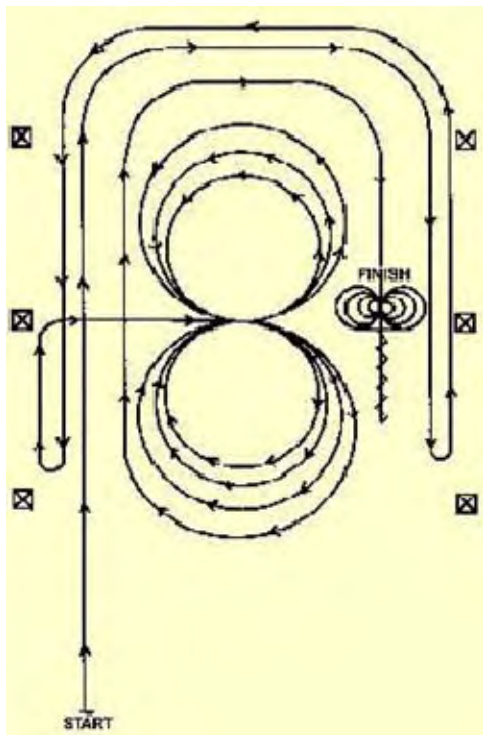


Pattern #2

NRHA Pattern 2

- Beginning at the center of the arena facing the left wall or 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 circle 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 the 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 four spins to the right.
 7. Complete four spins to the left. Hesitate to demonstration of the pattern.

Rider must drop bridle to the designated judge.

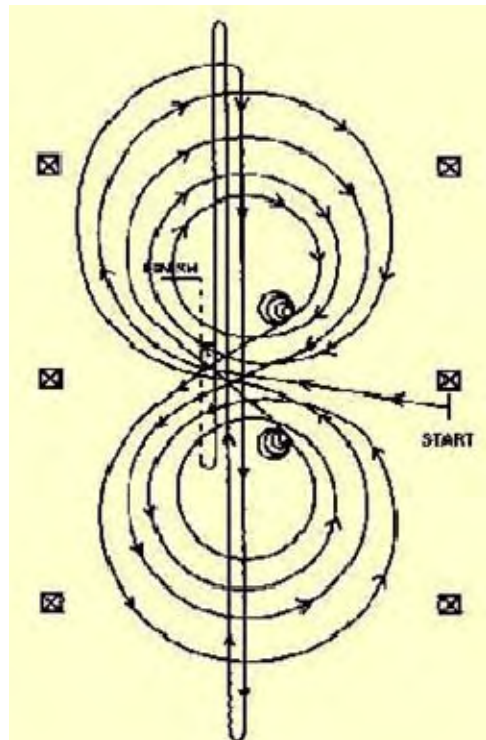


Pattern #3

NRHA Pattern 3

1. Beginning, and staying at least twenty feet from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback – no hesitation.
2. Continue straight up the right side of the arena staying at least twenty feet from the walls or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback – no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and completed three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least twenty feet from the walls or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet. Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider must drop bridle to the designated judge.



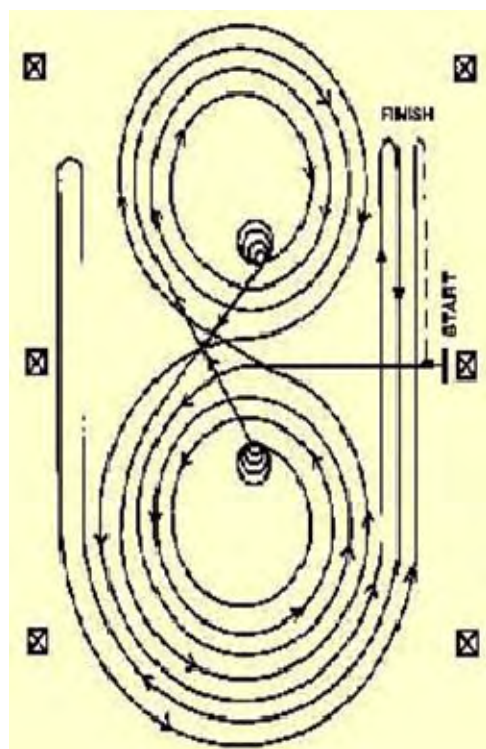
Pattern #4

NRHA Pattern 4

- Beginning at the center of the arena facing the left wall or wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
6. Continue around previous circle to the right. At the 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.
7. Run to the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate to demonstrate completion of the pattern.

Ride must drop bridle to the designated judge.



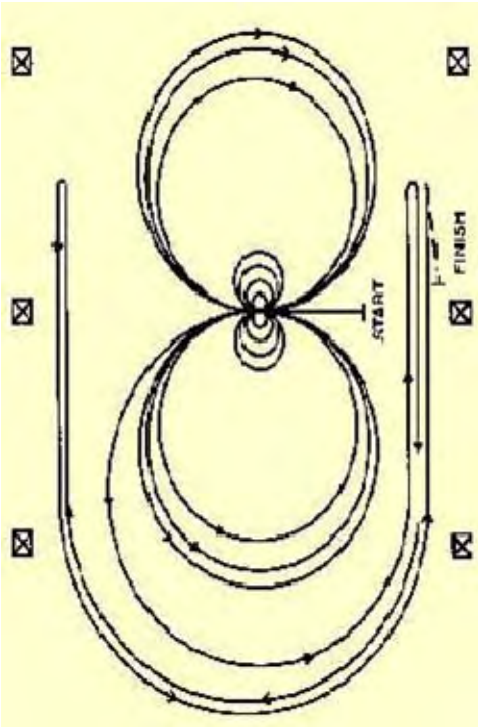
Pattern #5

NRHA Pattern 5

- Beginning at the center of the arena facing the left wall or wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast the third circle small and slow. Stop at the center the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet from the wall or fence -no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence - no hesitation.
8. Continue back around previous circle but do not close this circle. Run 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. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

Rider must drop bridle to the designated judge.

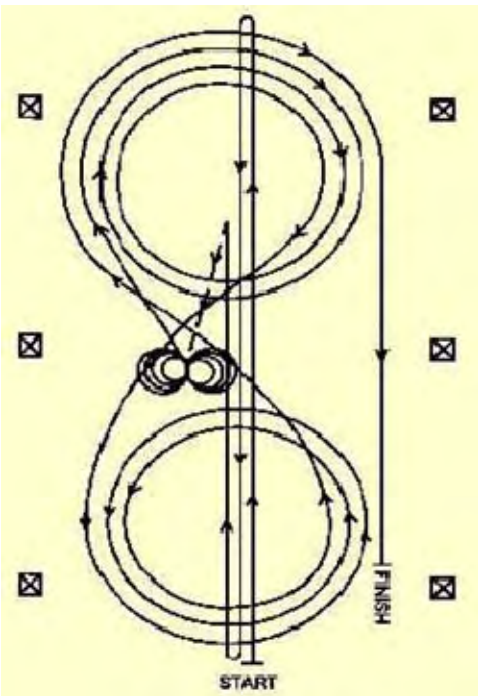


Pattern #6

NRHA Pattern 6

- Beginning at the center of the arena facing the left wall or wall or fence.
1. Complete four spins to the right.
 2. Complete four spins to the left. Hesitate.
 3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
 4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
 5. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet from the wall or fence – no hesitation.
 6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence – no hesitation.
 7. Continue back around previous circle but do not close this circle. Run 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. Back up at least ten feet. Hesitate to demonstrate the completion of the pattern.

Rider must drop bridle to the designated judge.

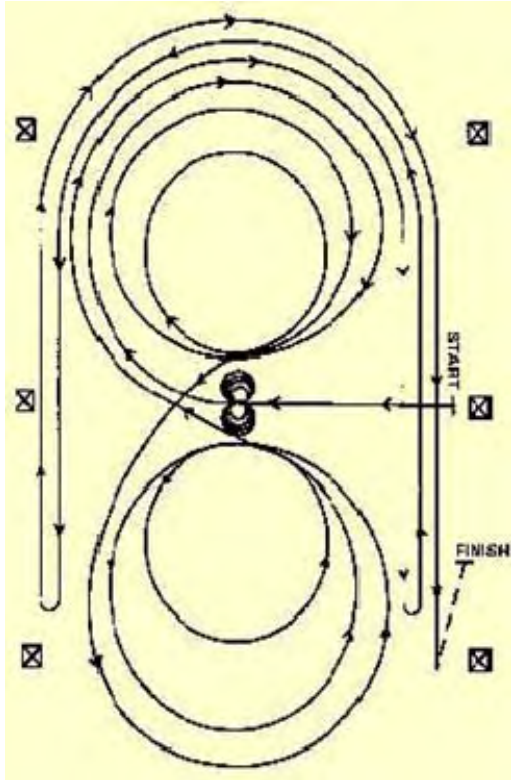


Pattern #7

NRHA Pattern 7

1. 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 ten feet. Hesitate.
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right but do not close this circle. Run straight down 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 completion of the pattern.

Ride must drop bridle to the designated judge.

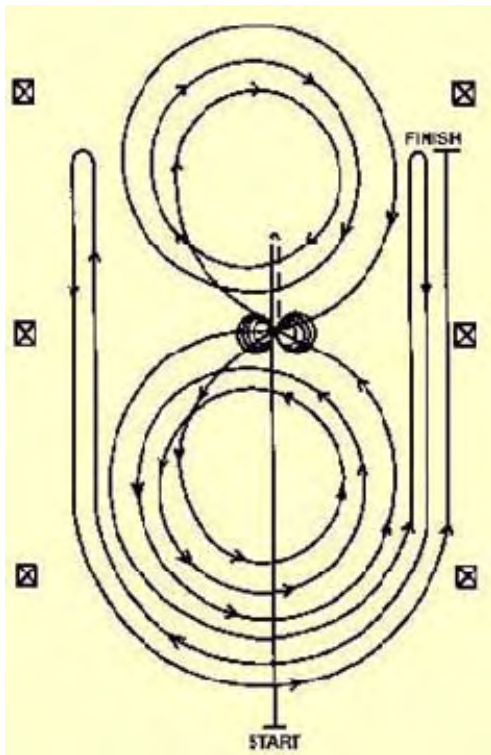


Pattern #8

NRHA Pattern 8

- Beginning at the center of the arena facing the left wall or wall or fence.
1. Complete four spins to the left.
 2. Complete four spins to the right. Hesitate.
 3. Beginning on the right lead, 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.
 4. 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.
 5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence – no hesitation.
 6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet from the wall or fence – no hesitation.
 7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

Rider must drop bridle to the designated judge.

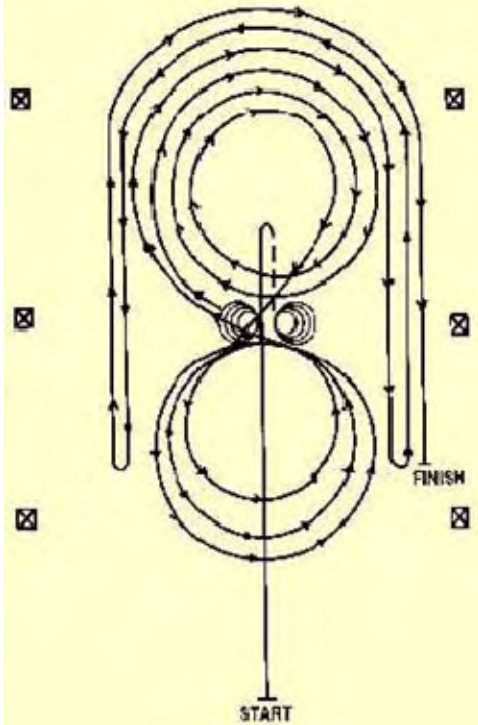


Pattern #9

NRHA Pattern 9

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate.
2. Complete four spins to the right.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left, the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. 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.
6. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up 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 completion of the pattern.

Rider must drop bridle to the designated judge.



Pattern #10

NRHA Pattern 10

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate.
2. Complete four spins to the right.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right, the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run down 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 completion of the pattern.

Rider must drop bridle to the designated judge.

TRAIL

Purpose

The Trail class displays the ability of the rider and animal to navigate obstacles such as those encountered on a trail ride. The animal should be well-mannered, quiet, and a pleasure to ride, with the ability to handle the obstacles with a calm, willing attitude. Trail is not a speed event, but rather a test of control and obedience.

Tack and Attire

1. Exhibitors in trail may use Western, Hunter, or Saddle Type tack and attire but may not be mixed.
2. *Prohibited:* Mechanical hackamore, draw reins, tie downs, any type Martingale, cavesson noseband in western bridle, protective leg wraps or boots, crop or whip in western tack.

Procedure

1. All obstacles used in the trail class should be practical and realistic to simulate actual obstacles and hazards encountered on the trail.
2. All three gaits (walk, jog/trot (or equivalent breed gait) and lope/canter) are required to be demonstrated once each between obstacles in the pattern.
3. Credit will be given to animals negotiating the obstacles with style, without hesitancy, and to animals showing the capability of picking their own way through course when obstacles warrant it, and willingly responding to rider's cues on more difficult obstacles.
4. Animals shall be penalized for any unnecessary delay while approaching the obstacles. Animals with artificial appearance over obstacles should be penalized.
5. Except for junior animals shown with a hackamore, bosal or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle. While the animal is in motion, the rider's hands shall be clear of the animal and saddle.

6. The following will result in a no score on a particular obstacle but does not mean disqualification from the class.
 - a. Doing the obstacle differently than described on the pattern.
 - b. Missing or not attempting an obstacle.
 - c. Failure to complete obstacles.
 - d. Failure to be in prescribed gait or on correct lead.
7. The following will result in disqualification from the class:
 - a. Not doing the obstacles in the prescribed order.
 - b. Illegal equipment.
 - c. Willful abuse.
 - d. More than one finger between reins, except when changing hands to work an obstacle.
 - e. Obviously cuing the animal on the neck to lower the head.
 - f. Major disobedience – rearing, schooling, etc.
8. When setting the course, it should be kept in mind the idea is not to trap the animal or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. When measuring the distances and spaces between obstacles, the normal path of the animal should be the point of measurement. Enough space must be provided for an animal to jog (at least 30 feet) and lope (at least 50 feet) for the judges to evaluate gaits.
9. If disrupted, the course shall be reset after each animal has finished the course.
10. The pattern should include a minimum of six obstacles.
 - a. Opening, passing through and closing a gate (losing control of the gate is to be penalized).
 - b. Ride over at least four logs or poles. These can be in a straight line, curved, zigzag or raised. The space between the logs is measured and the path the animal takes is the measuring point. Walk-overs may be elevated to 12” and should be a minimum of 22” apart, space at 15 – 24” wide. Trot-overs (36 – 40” wide) and lope-overs (6 – 7 feet wide) cannot be elevated. All elevated elements must be placed in a cup, notched block, or otherwise secured so they cannot roll.
 - c. Backing obstacles. Entrants cannot be asked to back over stationary objects such as a wooden pole or metal bar.
 1. Back through and around at least three markers.
 2. Back through L, V, U, Straight or similar shaped course, may be elevated no more than 24”.
 - d. Water hazard (ditch or small pond). No metal or slick bottom-boxes will be used.
 - e. Serpentine obstacles at walk or jog.
 - f. Carry object from one part of arena to another (only objects which reasonably might be carried on a trail ride may be used).
 - g. Ride over wooden bridge (suggested minimum width shall be 36” wide and at least six feet long). Bridge shall be sturdy and safe.
 - h. Put on and remove slicker.
 - i. Remove and replace materials from mailbox.
 - j. Side pass.
 - k. An obstacle consisting of four logs or rails, each 5’ to 7’ long, laid in a square. Each contestant will enter the square by riding over log or rail as designated. When all four feet are inside the square, rider should execute a turn, as indicated, and depart.
 - l. Any other safe and negotiable obstacle which could reasonably be expected to be encountered on a trail ride and meets the approval of the judge may be used.
 - m. A combination of two or more of any obstacle is acceptable.
11. Unacceptable obstacles:
 - a. Tires
 - b. Animals
 - c. Hides
 - d. Rocking or moving bridges
 - e. Water box filled with floating or moving parts
 - f. Flames, dry ice, fire extinguishers, etc.
 - g. Logs or poles elevated in a manner that permits such to roll
 - h. Ground ties
12. The judge should walk the course and has the right and duty to alter the course by removing or changing any obstacle that he deems unsafe or non-negotiable. If at any time a trail obstacle is deemed unsafe by the

judge, it shall be repaired or removed from the course. If it cannot be repaired and animals have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or rider.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

WALK-TROT EQUITATION / HORSEMANSHIP

Purpose

This class is recommended for young or inexperienced riders. The exhibitor will display his/her ability as a rider, seat, hand, leg position and ability to steer and show the mount. This class is to be evaluated by the performance of the horse as a reflection of the ability of the rider.

Tack and Attire

1. Appropriate to the selected riding style.

Procedure

1. The entire class shall be worked at a walk and trot (or equivalent breed gait) both ways of the ring. Extended gaits may not be asked for. The riders may be asked to back in the lineup.
2. This class may be ridden Western or English Style.
3. The rider's feet must be in the stirrups at all times.
4. The rider should be in control of the horse at all times.
5. One "spotter" is allowed per rider. That "spotter" must be between the horse and the judge, and not touch, guide, or control the horse in any way. They may provide verbal coaching, but not to a degree that disrupts other riders in the ring.
6. This class may be split into walk-trot with assistance and walk-trot without assistance divisions.

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or rider.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.
5. Showing in classes requiring independent riding at the trot or canter at the same show.
6. Spotter touching, guiding or controlling the horse, or otherwise interfering with the judge's ability to evaluate the class.

LEAD LINE EQUITATION / HORSEMANSHIP

Purpose

This class is recommended for young or inexperienced riders. The exhibitor will display his/her ability as a rider, seat, hand, leg position and ability to steer and show the mount.

Tack and Attire

1. Appropriate to the selected riding style.

Procedure

1. The entire class shall be worked at a walk both ways of the ring. At the judge's discretion, the class may be asked to back, or to trot.
2. Each rider is allowed up to three assistants.
3. This class may be ridden Western or English style.
4. This class may be split into leadline with assistance and leadline without assistance divisions.
5. The riders should have both feet in the stirrups at all times.
6. A lead should be attached to a properly fitted halter underneath the Bridle.

7. The handlers may assist the rider but shouldn't have sole control of the horse.
8. If the judge asks the rider to back the animal in the lineup, the leader should not aid the rider.

Disqualifications

1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or rider.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.
5. Showing in classes requiring independent riding at the trot or canter at the same show.

VERSATILITY PLEASURE

Purpose

To show the capability of a pleasure horse to perform and excel in both English and Western Pleasure classes back to back with a cumulative score. Versatility class is two full pleasure classes one English/Huntseat Pleasure and the other Western Pleasure.

Tack and Attire

1. Horses must wear appropriate equipment at all times according to the rules set forth by English/Huntseat Equipment (Page 16) and Western Equipment (Page 30).

Procedure

1. Judge will run both classes separately and place the class under one cumulative score.
2. The show committee will decide what class will be run first English or Western according to what will best fit their show bill.
3. Horses will show both directions for each discipline, judged according to the rules set forth for English/Huntseat Pleasure (Page 18) and Western Pleasure (Page 32).
4. Tack change will be held after the first discipline has been completed, the tack change will be no longer than 3 minutes.
5. Exhibitors will be severely penalized for going over the designated time allotted for the tack change.
6. Groom(s) will be allowed to enter the ring during the tack change at the direction of the judge/announcer, all the exhibitor will be lined up in the center of the ring at this time.
7. Any exhibitor or horse that leaves the center of the ring during the tack change will be penalized.
8. After the tack change, exhibitors will wait in the center of the ring until the judge or announcer directs them to go to the rail.
9. Riders have the option to change their appointments during the tack change but this is optional and in no way will it affect the outcome of the class placing, versatility is a class judge on the horse and the appropriateness of the exhibitor's attire will not be considered as part of the overall class score.

Disqualifications

1. Exhibitor's failure to control animal, or loss of control of horse during tack change endangering self or others, as determined by judge.
2. Falling of animal or rider.
3. Unsoundness as determined by judge.
4. Equipment failure causing an unsafe condition, as determined by judge.

GYMKHANA

Purpose

Timed events, the horse and rider who complete the pattern in the fastest time are the winners.

Tack and Attire

1. For timed events, it is highly recommended that Western Tack and Attire be used.
2. Refer to English and Western Appointments on Page 16 and 30.
3. *Optional Attire:* Spurs, Chaps or chinks.

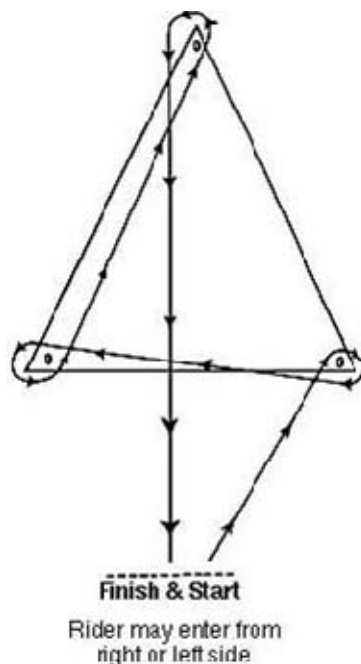
4. *Optional Tack:* Tie downs made entirely of leather, nylon or rope, running Martingales, leg wraps/boots, hackamore, snaffle bit.
5. *Prohibited Tack:* Bicycle chains and Mule bits

Procedures

1. An electric timer should be used for all timed events, if one is not available, the average time from two stop watches constitute official time. If a watch malfunctions, the rider may take the time from one watch or request a rerun.
2. A clearly visible starting line must be provided.
3. Timing will begin as soon as the horse/pony's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.
4. A rerun may be given for timer failure providing a qualified pattern is run. Only one rerun is given (unless timer fails). The reruns will take place at the end of the class. If the contestant disqualifies during the rerun, no additional runs are given.
5. Broken tack or equipment, or a horse/pony falling during a run, should not receive a rerun.
6. The suggested minimum distance from timing line to entrance end of arena shall be 30' for safety in stopping.
7. The contestant is allowed a running start. 4-H riders may not run until he/she is entirely past the entry gate and gate is closed.
8. The score, time of each entry should be announced immediately following the horse/pony's run.
9. A five-second penalty may be assessed if the hat or helmet is not the exhibitor's person for the entire time the exhibitor is in the arena.
10. The judge, at his/her discretion, may disqualify a contestant for excessive use of a bat, crop, whip or rope in front of the cinch.
11. In the event of a tie, a runoff or a flip of a coin should be held. The horse declared the winner in the runoff should run the pattern within two seconds of its original time, or the runoff should be held again.
12. Any changes made in the pattern once a class has started will cancel all times run and call for the rerunning to the entire class.

EVENTS

Barrel Racing: (NBHA, AQHA, APHA, POA & PtHA Rules)



Purpose

In this timed event, the horse and rider who complete the cloverleaf pattern in the fastest time are the winners.

Procedure

1. Three 55 gallon steel drums or barrels of the same size with both ends in should be used. They may have a rubber tire or foam rubber cylinder on the top for safety.
2. Barrels are to be set in a cloverleaf/triangular pattern. The right and left barrels form the base of the triangle, which will be parallel to the starting line. The third barrel will be down the arena with equidistant from the right and left barrels.

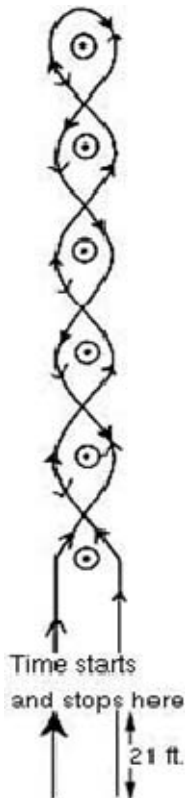
The pattern should meet the following conditions:

- a. A minimum of 15 feet between each of the first two barrels and the side fence.
 - b. A minimum of 30 feet between the third barrel and the back fence.
 - c. A minimum of 30 feet between the time line and the first barrel. (National Barrel Horse Association Rules.)
3. Rider may start the pattern from the right or left side and must make either two left turns and one right or two right turns and one left.
 4. Rider may cross the line anywhere between the first two barrels.
 5. A contestant may touch the barrel in order to keep it from falling over.

Disqualifications

1. A no time should be given if the contestant breaks the pattern.
2. A no time should be given if horse and rider falls (horse/pony's hip and shoulder touch the ground) or separation of rider and horse/pony.
3. Either a no time or a five second penalty should be given for knocking over a barrel, even if it lands back up right on the opposite end.

Pole Bending: (AQHA, APHA & POA Rules)



Purpose

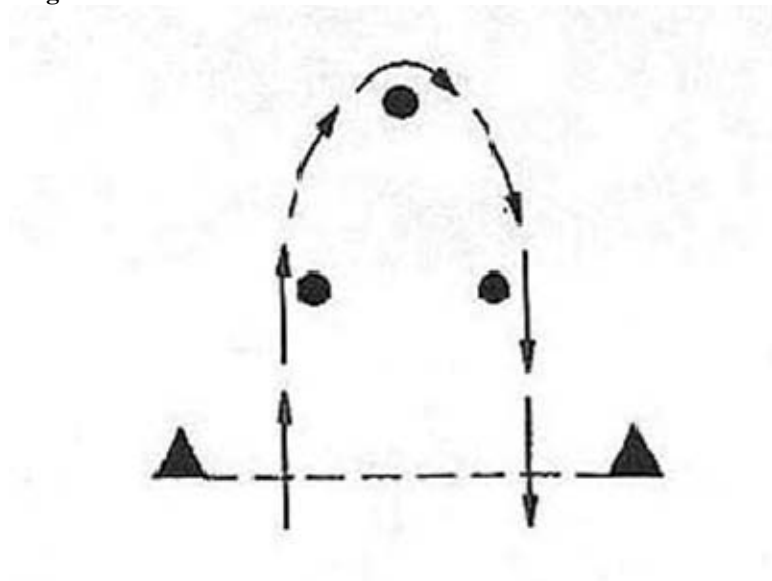
In this timed event, the rider who weaves through the six-pole pattern in the fastest time is the winner.

Procedure

1. The six (6) poles, which are 6' tall, shall be 21' apart and 21' from the timing line to the first pole. The end pole must also be at least 21' from the arena fence.
2. The pattern may be run from left or right.
3. Rider may touch pole to keep it from going down.
4. The decision to determine if a pole goes down because of wind remains with the people designated as the judges by the show committee.
5. There is a five second penalty for each pole knocked down.

Disqualifications

1. A no time should be given if the contestant breaks the pattern.
2. A no time should be given if horse and rider falls (horse/pony's hip and shoulder touch the ground) or separation of rider and horse/pony.

Flag Race:**Purpose**

In this timed event, the rider who transfers the flag according to the pattern in the fastest time is the winner.

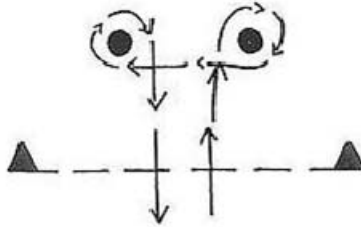
Procedure

1. The three (3) barrels are placed in a triangle pattern, as in clover leaf barrels. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence.
2. Flag is to be picked up at first barrel, contestants to proceed around the second barrel and deposit the flag in container on the third barrel and then cross the finish line.
3. Containers for the flags shall be at least the size of a two-gallon bucket (plastic or rubber). Material in container (to about 1" from top) should be suitable material to allow flag to be easily removed and stuck, i.e. soybeans, corn, wheat, loose sand.
4. Flag sticks should be 18" in length with about 1/2" round dowel and blunt ends. The container must be set on the outer edge of the barrel and the flag in the outer edge of the container.
5. The same flags will be used by all contestants in a class. If a flag breaks during the run, the rider will be given a rerun.
6. Rider may run the course to the right or left. The rider must signal to the ring crew if they will be running right or left.

Disqualifications

1. The rider will be disqualified for dropping the flag.
2. The flag not staying in the stuck position in the material inside the container on the third barrel will result in a disqualification.
3. Not going around the second barrel, knocking over any flag container, knocking over any barrel will result in a disqualification.
4. Using the flag for a bat will result in a disqualification.
5. Running off course or separation of rider from horse/pony during the timing period is a disqualification.

LT Special:



Purpose

In this timed event, the rider who completes the two barrel pattern in the fastest time is the winner.

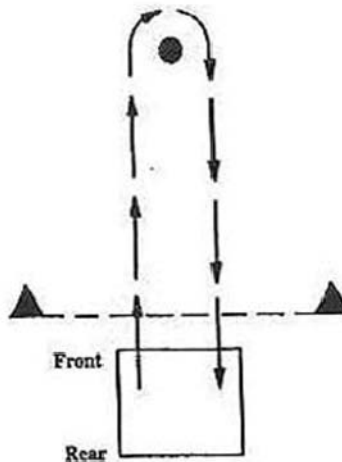
Procedure

1. The two (2) barrels are placed in a straight line, horizontal with the timing line.
2. The pattern can be run either left or right.
3. Contestant may touch a barrel to prevent it from falling over.

Disqualifications

1. Contestant is disqualified for knocking over a barrel.
2. A broken pattern or running off course will result in a disqualification.
3. Separation of rider from horse/pony during the timing period is a disqualification.

Speed and Action:



Purpose

In this timed event, the rider who starts and finishes in the box and completes the pattern in the fastest time is the winner.

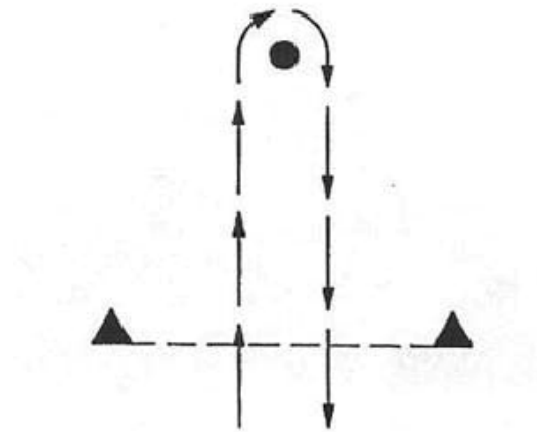
Procedure

1. A box that is 16' x 16' is outlined with lime or flour and is located three (3) feet behind the timing line.
2. A barrel to run at is placed 125' from the starting line. This barrel may not be closer than 15' from any fence.
3. Mounted rider enters the rear of the box and settles horse/pony for five seconds. On judge's signal, contestant runs the pattern. The rider must exit the front of the box (nearest barrel), ride around the barrel, either left or right and then reenter the front of the box for five seconds.
4. The time starts when the rider crosses the timing line and stops with re-crossing of timing line.
5. The barrel must stay in place for the entire class. Rider may touch barrel in an attempt to prevent it from falling over.
6. The horse/pony does not stay inside the box for the two required five (5) second timing periods it is a disqualification.

Disqualifications

1. There will be a no time if the rider does not enter the rear of the box.
2. If the barrel is knocked over it is a disqualification.
3. A no time should be given if the contestant breaks the pattern.
4. A no time should be given if horse and rider falls (horse/pony's hip and shoulder touch the ground) or separation or rider and horse/pony.

Plug Race/Single Pole: (POA Rules)



Purpose

In this timed event, the rider who completes the single Barrel or Pole pattern in the fastest time is the winner.

Procedure

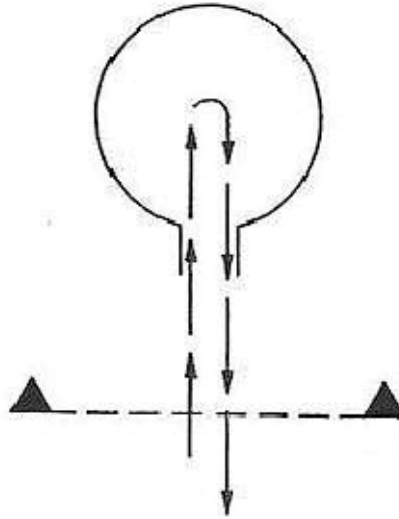
1. Pattern should be set to fit arena, with one barrel, pole or marker used to run at.
2. Rider may run left or right and must go around barrel, pole or marker.
3. Rider may touch barrel to prevent it from falling over.

Disqualifications

1. Disqualification results from the rider holding up the pole. (POA rules)
2. Contestant is disqualified for knocking barrel, pole or marker over.
3. A not time should be given if the contestant breaks the pattern.

4. A no time should be given if horse and rider falls (horse/pony's hip and shoulder touch the ground) or separation of rider and horse/pony.

Keyhole: (PtHA & POA Rules)



Purpose

In this timed event, the rider who completes the Keyhole pattern in the fastest time is the winner.

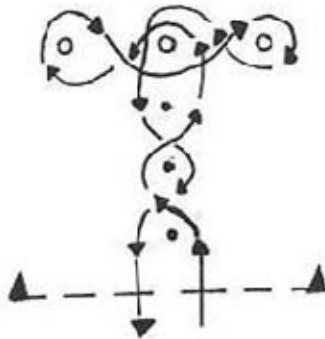
Procedure

1. The rider enters a 4' by 4' opening, turns around within a 16' or 20' (POA & PtHA rules) circle and runs out again through the opening.
2. Lime or flour should be used to lay out the pattern.

Disqualifications

1. Disqualification for stepping on or outside of the markings of the circle or opening.
2. A no time should be given if the contestant breaks the pattern.
3. A no time should be given if horse and rider falls (horse/pony's hip and shoulder touch the ground) or separation of rider and horse/pony.

Pole – Barrel Combination:



Purpose

In this timed event, the rider who completes the Three Barrel & Pole pattern in the fastest time is the winner.

Procedure

1. The three (3) poles, which are 6' tall, shall be set 21' apart and 21' from the timing line to the first pole and 21' from the third pole to the center barrel.
2. The three (3) barrels will be placed in a straight line, horizontal to the poles, with the middle barrel centered on the third pole and 40' between each barrel.
3. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence.
4. The pattern can be run either left or right.
5. Contestant may touch a barrel or pole to prevent it from falling over.

Disqualifications

1. Contestant is disqualified for knocking over a barrel or pole.
2. A broken pattern, running off course or separation of rider and horse/pony during the timing period will result in a disqualification.

Stake Race: (AQHA & APHA Rules)**Purpose**

The rider to complete the figure 8 pattern in the fastest time is the winner. (AQH Youth Division only)

Procedure

1. The start and finish line is 20 feet wide and marked by two upright markers 10 feet on each side of the center line and short enough so as not to interfere with the timer if one is used.
2. Short pylons or cones are recommended.
3. The first and second poles marking the center line are each 40 feet from the start and finish line, making them a total of 80 feet apart.
4. All horses must start on the same end of the arena.
5. At the first pole, contestant may go left or right just so the figure eight (8) is run.

Disqualifications

1. Failure of a contestant to cross the start and finish line between the markers shall result in No Time.
2. Failure of contestant to cross over the center line between the markers before turning the second pole, shall result in No Time.
3. If an upright marker or pole is knocked down, it shall result in No Time.

MULES AND DONKEYS

Judging or inspecting the conformation of donkeys and mules is both different and the same as doing the same work on horses. To judge a class of donkeys or mules properly, one must be well grounded in the standards of ideal equine conformation. Such things as balance and refinement, and good basic body structure are the same in a Thoroughbred or a donkey, only the breed and type make differences in these animals. The common denominator to be kept in mind is Quality. Proper proportions, conformation, balance, symmetry and refinement are qualities that must be looked for in every type and size.

TERMINOLOGY

Mule: The hybrid animal produced when a male ass (Jack) is crossed with a female horse. The mule is a sterile hybrid, meaning it cannot reproduce. Mules come in both male and female. A tiny percentage of female mules have had foals, but this is considered a freak genetic accident. Mules are a combination of traits of the parents with the most obvious donkey traits being long ears, narrower body and smaller hooves. The horse contributes size, speed and muscle. Other characteristics such as the head and voice are a blend of the parent features.

You can always tell a donkey from a mule by the fact that a donkey has a tail in essence like a lion or a cow (long w/tassel) and the mule has a tail like a horse.

Hinny: Hybrid animal produced when the female ass (jennet) is mated to the male horse (stallion) to produce a foal. There are both male hinnies and females. The genetic inheritance of the hinny is exactly the same as the mule. Scientists think that differences in hinnies and mules may be from the result of maternal influences on the fetus, and in the upbringing of the foal. Some hinnies tend to look like horses with long ears, but most cannot be told apart from mules. For all purposes, hinnies are classified with mules. Hinnies are bred more rarely because the donkey dam tends to make the offspring smaller. Donkeys do not as readily conceive to horse stallions as to donkeys.

Horse Mule (john mule): The proper term for male mule. All male mules should be gelded, since stallion mules are very sexually active, even though they are sterile.

Mare Mule (molly mule): The proper term for the female mule.

Miniature Mule: Bred from various types of pony mares or Miniature horse mares. 50" at the withers is considered the cut-off height for miniature mules.

Saddle Mule: Bred from mares of riding horse breeding. These vary in size from small to very large but having riding type confirmation.

Pack/Work Mules: Bred from mares with some draft blood or of heavy work types rather than for saddle type confirmation.

Draft Mules: These are the largest mules and are bred from various Draft mares. Belgian mules are the most common, valued for their bright sorrel color, but mules from Percheron, Clydesdale, Shire and other draft breeds are also seen. The larger and heavier the better with these mules, but refinement is desired as well.

Gaited Mules: Bred from the saddle-gaited horses including Tennessee Walking, Foxtrotter, Paso Fino and Peruvian Paso. A jack exhibiting a smooth single-foot type gait is desirable as the sire of these mules. Gaited mules have their own registry in the American Gaited Mule Association, which requires qualification testing of the animal to show gait, as well as video evaluation of the sire and dam. These mules may also be registered in the American Mule Registry as Saddle Mules of gaited breeding. Call Gaits: Pace (or Amble), Running Walk, The Rack, The Foxtrot. For The Paso Fino α The Paso Corto (medium speed) α The Paso Largo (faster), The Peruvian Paso performs the paso llano (stepping pace), the Sobreadando (running walk).

BREED CHARACTERISTICS

Conformation: Please refer to the hand-outs.

Coat

The **mule** will have combination hair, usually a thin forelock, coarse mane hair, and a tail more like a horse. Both mules and donkeys are shown with a variety of hairstyles from clipped to shaved (roached). Mules may wear their tails belled as decoration, left long and full, or clipped at the tope to emphasize the shape of the hip. The **donkey's** mane and tail will be coarse, with the tail being more like a cow's. Donkeys do not have a true forelock.

Color

Mules can be any of the colors that either horses or donkeys come in, along with some unique variations of their own. **Donkeys** are the familiar gray-dun, along with many other coat shades. Most will have the dorsal stripes and shoulder crosses, white belly and inner leg. Pinto, horse aging gray, appaloosa, palomino and buckskin do not occur in the donkey.

Size

Mules come in every size and shape imaginable, from under 36" all the way up to 17 hands. **Donkeys:** Miniature Donkeys must be under 36 inches while Mammoth Stock is 56" and over. The donkeys are labeled by their sizes: 36" and under α Miniature Mediterranean, 36.01 to 48" α Standard, 48.01 to 54" (jennets) or 56" (jacks) - Large standard, and 54/56" and over - Mammoth Stock.

Use

Mules can be used in exactly the same sports as horses - under saddle, in harness, for cutting, roping or dressage. In actuality, they have more stamina and can carry more weight than a horse of equal size. This is due to the hybrid vigor. There is one aspect where the mule actually outshines the horse, and that is high jumping. These jumps are not from a galloping approach, but from a standing start! Mules are not really stubborn. They can seem lazy, but they will also not put themselves in danger. A horse can be worked until it drops, but not so with a mule. Mules are very intelligent and it is not a good idea to abuse a mule. They will do their best for their owner, with the utmost patience.

Now, don't you want to own a mule too!

Donkeys can be used just like horses under saddle and in harness, although donkeys are more laid back and self-preserving in nature. They prefer to do what is good for the donkey, which is not always what the human thinks is best. They are very friendly and their nature makes them excellent for children. Donkeys can perform all of the gaits horses or mules do (some are even gaited, exhibiting a single foot gait), but galloping is usually not on the program unless dinner is being served. Donkeys can also make wonderful guard animals! The natural aversion to predators will inspire the donkey to severely discourage any attacks on the herd.

Draft Horse Show Guidelines

HALTER

Purpose

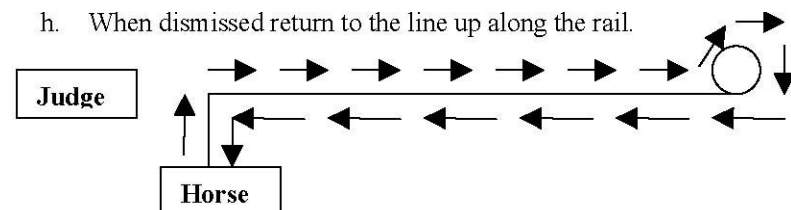
Animals are to be judged on conformation, type, soundness, way of moving and general balance and appearance according to the breed standard set forth by the appropriate breed origination.

Tack and Attire

Leather or rope Halter or bridle w/wo chain lead may be used. No whips or whip person. The use of a “show stick” approx. ½ to 1“diameter and 14“long is permitted.

Procedure

1. The animal is to be judged individually, both standing and at a walk and trot.
 - a. Enter the ring at a trot and park on the rail at the discretion of the ringmaster. When moving with the horse, its head should be even with the exhibitor’s right shoulder.
 - b. The exhibitor should then turn 180 degrees so that their left shoulder is next to the horse. It is permitted to change the lead to the left hand the show stick to the right. When setting up and showing the horse, the lead should always be in the left. When moving at a walk or trot, the lead should be in the right.
 - c. The exhibitor is to walk from the line up along the rail and line up directly with the Judge. Walk a few steps away from the judge led to the left of the line of travel and trot further, returning to the walk to turn back to the right, back into the line of travel with the judge, walking a few steps and return at a trot with your horse. In preparation of setting the horse up for the final inspection, the exhibitor should stop the horse a safe distance from the judge. See Diagram #1.
 - d. In setting up, the front feet should be set squarely under the shoulders and the back feet should be close and slightly toe turned out.
 - e. The horse should be kept alert.
 - f. Exhibitor attention should be closely divided between the horse and the position of the judge as the inspection is completed.
 - g. As the judge inspects the horse, the exhibitor should not obstruct their view. The exhibitor does not switch sides.
 - h. When dismissed return to the line up along the rail.



2. Conformation-the physical appearance of the horse due to the arrangement of muscle, bone and other body tissues; the degree of perfection of the component parts and their relationship to each other.
3. Type-those characteristics that distinguish one sex or breed from another; the ideal or standard for the breed; found in head, neck/shoulder, croup, tailset and movement.
4. Soundness-for the intended purpose. Freedom of unsoundness-usually limb, eyes, wind and reproductive, lameness.
5. Way of Moving-the correctness/straightness of gait, and the length/height and flexion of the stride.
6. General balance and appearance-structural and proportional blending of body parts. Horizontal, vertical, lateral, muscle.

7. Each breed should be judged against the standard for that breed using the order of precedence of criteria defined for each respective breed. To the degree possible, each type should be exhibited in the method common for that breed.
8. Form to Function in a Draft Horse: Utility in a draft horse means absolute soundness, a willingness to work, wearing qualities and the ability to move large loads at a long, easy stride. Accessories to these desirable qualities are oblique shoulders, short backs, deep ribs, long level quarters with heavily muscled thighs extending well down to the hocks, shanks of ample size and quality, pasterns properly set, and strong, shapely feet. Quoted from the late R.B. Ogilvie. .
9. Conformation Points of Interest:
 - a. Watch for sidebones; not only look but also run your hand down the leg to the hoof heads. Horses with sidebones should be penalized.
 - b. Slope of Pasterns: Should be fairly long and slopes at about a 45 degree angle is one that usually stays sound longest.
 - c. Amount of Bone: Importance of bone below the knee cannot be emphasized too strongly. Lack of it is a serious defect.
 - d. Short Back: Very much preferred and should be straight as well.
 - e. Set of Hocks: This is your power and action. It is important that the points of the hocks be turned in a little and that the horse stands with hits hocks fairly close together with a slightly toed out. Hocks that are too wide apart indicate both lack of pulling power and faulty action. Cannons are parallel to each other and perpendicular to the ground.
 - f. Feet: Large and well-shaped with a wide heel.
 - g. The movement at the trot should exhibit animated knees and hocks and straightness.

SHOWMANSHIP

Purpose

The showmanship exhibitor is judged on his/her ability to fit, groom, and show an animal at halter. The animal is merely a prop to show the ability of the showman. An ideal showman is poised, confident, neatly attired, and is leading a well-groomed and conditioned animal that efficiently performs any requested pattern with promptness, smoothness, and precision. The showmanship class is not a halter class nor should it be judged as one.

Tack and Attire

Leather or rope Halter or Bridle w/wo chain lead may be used. No whips or whip person. The use of a "show stick" approximately ½ to 1" diameter and 14" long is permitted. Clothing must be clean and neat. Dress shirt and slacks w/belt is preferred. Hard soled boots or shoes must be worn. Hats, gloves, tie and coats are optional.

Procedure

1. Same pattern as used in Halter. See #1 under Halter procedures.

DRIVING - Pleasure

Purpose

The purpose of this class is to judge as a pleasure class. Emphasis of judging is to be on horses manners, way of going, quality and presence. Vehicle shall be a two-wheeled cart suitable for a draft type horse. A parent may accompany the exhibitor.

Tack and Attire

A draft horse harness (with either a full collar or breast collar), bridle with blinkers, over check or side check (with or without check bit) is required. A driving whip is required and must be carried in the driver's hand. Clothing must be clean and neat. A long sleeved dress shirt and slacks should be worn. Ladies may wear a dress or skirt (short skirts must be accompanied by an apron or lap robe). Gloves, tie, coat and apron or lap robe are optional. SEI approved safety helmet, with harness securely fastened, must be worn. 4-H Rule.

Procedure

1. Enter the ring to the right at a trot.
2. To be exhibited both ways of the ring at a walk and trot.
3. Exhibitors should keep passing to a minimum.
4. The reverse shall be done at a walk across the ring on the diagonal as directed by the ring steward.
5. Horses are to stand quietly and back readily.
6. Headers are permitted in the ring, but must be properly attired.

122. WESTERN GAITS -

NSBA has adopted an order of priority for evaluating western gaits. This hierarchy of consideration must be adhered to by NSBA judges and will be a great aid to exhibitors for how their horses should be presented. Following are the requirements in order of importance.

1. Correctness
2. Quality
3. Degree of difficulty

Concerning correctness, which is the most important element of the hierarchy. Judges must assess if the exhibitor has performed each gait correctly as defined during all or the majority of all of the class in order to have a correct or positive evaluation. For western gaits, correct includes a four beat walk, two beat jog, and three beat lope. The distinctness of the designated cadence for the gait being performed is essential.

Concerning quality, which is the second most important element of the hierarchy and can only be considered positively if the gait performance has complied with the first element of correctness. In evaluating the pleasing characteristics of a gait, among many considerations, judges must consider overall gracefulness, relaxed presentation, consistency, expression, top line, softness of movement, consistency, and length of stride, of the performance of a gait.

Concerning degree of difficulty, which is the least important and last element of the hierarchy. This element must only be considered if the requirement for correctness has been met and the combination of correctness and quality allow the performance to be considered for placement. Difficulty is greatly influenced by exhibiting a pleasure horse at a pace and speed that allows for correctness, and best quality of gait for that individual. A performance of a walk that is ground covering and free flowing has a high degree of difficulty. A jog or lope that is performed with a slow rhythm without sacrificing correctness or quality has a high degree of difficulty. Slowness that sacrifices correctness or negatively impacts quality shall be considered incorrect and a poor performance, at best.

It may be helpful to point out this hierarchy while providing a logical way to evaluate gaits may also be adapted to many judging endeavors.



EVALUATING LAMENESS

Because each horse has unique performance characteristics, evaluating lameness can be challenging. Lameness may appear as a subtle shortening of the stride, or the condition may be so severe that the horse will not bear weight on the affected limb. With such extremes of lameness possible, a lameness grading system has been developed by the AAEP to aid in both communication and record keeping. The scale ranges from zero to five, with zero being no perceptible lameness and five being the most extreme.

0: Lameness not perceptible under any circumstances.

1: Lameness is difficult to observe and is not consistently apparent, regardless of circumstances (e.g. under saddle, circling, inclines, hard surfaces, etc.)

2: Lameness is difficult to observe at a walk or when trotting a straight line but consistently apparent under certain circumstances (e.g. weight-carrying, circling, inclines, hard surfaces, etc.)

3: Lameness is consistently observable at a trot under all circumstances.

4: Lameness is obvious at a walk.

5: Lameness produces minimal weight bearing in motion and/or at rest or a complete inability to move.

NSBA Rule 123 H: Lameness

The judges shall examine and check for lameness all horses brought into any class. This is essential regardless of whether or not the competition indicates it is necessary.

Obvious lameness shall be cause for disqualification. Obvious lameness is:

- 1) Consistently observable at a trot under all circumstances;
- 2) Marked bobbing, hitching or shortened stride;
- 3) Minimal weight bearing in motion and/or at rest and inability to move

Judges must make the decision to excuse if Grade 3 or higher lameness is seen. The real question then becomes what to do with Grade 1 and 2 lameness.

These must be taken into consideration in the overall evaluation of a class. Judges should incorporate their evaluation of a horses soundness into the movement category of any class (such as lowering a jog over score in trail if a horse is Grade 2, or classifying a horse as having a very poor jog in the western pleasure).

The only horses that shall be excused from the arena are Grade 3 or higher on the AAEP scale.



LONGE LINE SCORE SHEET

Class _____

Number of Entries _____

Judge _____

Date _____

Penalties (Per infraction each direction)

-5 Failure to demonstrate the correct lead, jog/trot and walk for an adequate distance to allow for proper evaluation

Disqualification

Evidence of lameness; Fall to the ground by horse (a horse is deemed to have fallen when its shoulder and/or hip and/or underline touches the ground); Improper equipment, evidence of abuse, exhibitor disrespect to judge, or other violation of NSBA rules; Blatant striking of horse to cause forward or lateral movement with longe whip; Horse steps over or becomes entangled in the longe line; Failure to show at all three gaits in both directions; Horse becomes loose in the arena; All rules apply when judges are present in the arena until all judging is complete

Entry No.	Penalty	Penalty	Penalty	Penalty	Penalty	Penalty	Penalty	Penalty	Penalty	Penalty	Penalty	Penalty	Penalty	Penalty
Movement														
Walk 1-3														
Jog/Trot 1-7														
Lope/Canter 1-7														
Walk 1-3														
Jog/Trot 1-7														
Lope/Canter 1-7														
Movement Sub Total¹														
Use of Circle														
Circle 1-3														
Manners/Attitude 1-7														
Circle 1-3														
Manners/Attitude 1-7														
Use of Circle Sub Total²														
Conformation 1-6														
Sub Total														
Penalties³														
Total Score														
Placing														

¹First Tie Breaker

²Second Tie Breaker

³Third Tie Breaker

Judges Signature _____

GLOSSARY

Appointments æ The equipment and clothing used in showing. **Bat**-A flat riding whip. **Bight**-Excess reins. **Bosal**-A braided rawhide or leather bosal may be used in lieu of a snaffle bit, no larger than ½ inch diameter at the cheek; must be a minimum of a 1-finger space between the bosal and nose; absolutely no metal under the jaw or on the noseband in connection with the bosal. **Breed Standards**-Standards set by individual breed associations that describe the ideal representative of that breed. **Colors Up**-Stable colors, cap and jacket to match. Usually two contrasting colors. **Conformation**-The build of an animal; the structure, form, balance and symmetrical arrangement of parts. **Crop**-Short, hand held riding whip. **Danger Zone**-The area directly in front of or behind a horse in which it is dangerous to stand because of the danger of being kicked, struck or run over by the animal. **Diagonal**-Refers to the forefoot of the horse moving in unison with the opposite hind foot at the trot; when posting, the rider should rise as the forefoot on the outside of a turn comes forward. **Equivalent Breed Gait**-A four-beat gait, such as rack, fox trot, running walk, paso largo, or slow gait. Used by these breeds in classes rather than the trot. **Falling of Animal**-An animal is considered to have fallen when shoulder and hind quarters on the same side have touched the ground. **Falling of Rider**-A rider is considered to have fallen when he/she is separate from his/her animal, that has not fallen, in such a way as to necessitate remounting. A drive is considered to have fallen when he/she touches the ground. **Gait**-A way of going, either natural or acquired, that is characterized by a distinctive movement of feet and legs. **Hackamore** (Mechanical)-A type of bridle without a bit using a curb chain and metal shanks for leverage. **Header**-Person who enters with arena for safety purposes while animals are lined up. **Lead**-The sequence in which the feet hit the ground at a lope or canter. The correct lead shall mean the inside front leg descends last when working in a circle at a lope or canter, i.e., the left lead is correct when the right rear foot hits the ground, then the diagonal left rear and right front and lastly the left front hits the ground. **Lunge**-the act of exercising a horse on the end of a long line, usually in a circle. **Lunge Line**-Line of not more than 30 feet long that may or may not have a chain at one end; used for longing a horse. **Near side**-The left side of a horse. **Off side**-The right side of a horse. **Pumping the Reins**-Using the hands to pull the reins in opposition of the natural movement, i.e.: pulling back to raise the head or front end when the natural point of the stride is in a downward movement. **Romal** (Rommel)-A long, flexible quirt or braided ends of closed reins. **Safety Zone**-The area in front, but off to one side, of a horse; area where an exhibitor is not likely to be struck if the horse rears or lunges forward. **Tie-Down**-A device used to position or control the height of the animal's head (standing martingale). **Trailer**-An assistant to the exhibitor in a halter class who encourages draft horses and donkeys to move out energetically.

REFERENCES

American Quarter Horse Association

PO BOX 200
Amarillo, Texas 79168
806-376-4811
<http://www.aqha.com/>

USEF

4047 Iron Works Parkway
Lexington, KY 40511
859-258-2472
www.usef.org

POA

5240 Elmwood Avenue
Indianapolis, IN 46203
317-788-0107
<http://www.poac.org/>

National Reining Horse Association

3000 NW 10th Street
Oklahoma City, OK 73107-5302
405-946-7400
<http://www.nrha.com/>

WI 4-H Horse Association

<http://www.wi4hhorse.homestead.com/index.html>

Wisconsin Horse Council

121 S. Ludington Street
Columbus, WI 53925
920-623-0393
<http://www.wisconsinhorsecouncil.org/>

American Donkey and Mule Association

PO Box 1210
Lewisville TX 75067
(972) 219-0781 phone
adms@juno.com