

West Central 4-H Light Horse Show Regulations (Approved February 23, 2010)

The West Central Regional Horse Show will follow the Alberta 4-H Equine Policy # 6.06. It is the members' responsibility to ensure that they are familiar with this policy.

Regional Light Horse Show:

A Regional Light Horse show can be defined as a show open to any 4-H Light Horse member who is in good standing within the West Central Region.

The main focus of a Regional show is to provide the opportunity for Horse club members to meet with others who have a common interest, learn more about horses, themselves, others and have fun.

Show committee:

A Regional Light Horse Show committee will be established at the annual meeting in January. This committee's duties will be to organize, promote and manage the Regional Show and other equine activities within the region.

Executive positions for the Regional Light Horse Committee will be elected for two-year terms, with the elections of President and Treasurer to occur on an alternating year than the Secretary and Vice-President to encourage continuity of the committee. Two Provincial Equine Advisory Committee (PEAC) representatives are also elected for two year terms with the election of one each year. The Show Secretary shall also be a member of the Executive Committee.

Classes:

- A Regional Light Horse show must include the following classes: Western Horsemanship, Western Pleasure, English Equitation, English Pleasure, Showmanship and Trail for Levels 1 – 7.
- Other Classes will be added or removed at the discretion of the Committee.
- The contestant must be currently in the entered level or just completed the level. You can go up in levels but not down. For example: The member is riding Level 3 but has not finished dismounted ability Level 1, that member is in Level 1 but he/she may ride in Level 1, 2 or 3 but there will be **NO CROSS ENTRIES**
- The Levels entered will be at the Leaders discretion on the honor system. It is suggested that the member enter the highest level that he/she is comfortable/competent in.
- Contestants must have completed their Level 3 Horsemanship to compete in any Jumping, Dressage, Gymkhana, Reining, Yearling and Two Year Old classes.
- If you are in Level 4 and above and have a junior horse, you must enter the junior horse classes.

Awards:

Club Spirit Award: This award will be awarded to the Club displaying the ideals of club pride, stable management, barn decorations and sportsmanship.

Class Groupings:

Classes will be combined or separated as warranted by the Show **secretary**.

Some levels may be split into age divisions. Ages will be calculated as the age of the member as of January 1st of the current 4-H year.

Horse Ownership and Replacement:

- Each Club will be responsible for the decision of and decision process regarding replacement horses during the 4-H year.
- It is recommended that members own their horse, but exceptions will always be necessary. It is reasonable to expect that the member can be responsible for the care and training of the horse. This should be strongly emphasized. There will be situations arising when it will be necessary for a member to replace a horse after the show entries have been submitted. It is difficult to have hard and fast rules for this. If a horse is medically unfit to show a veterinary certificate must be presented to the committee executive.
- If your horse comes up lame at the show and you have a replacement you would like to use, you may do so on the approval of three Regional Show executive.
- All replacement horses should be equivalent in training to the horse being replaced.
- Entry fees will be refunded with a veterinary or medical certificate.
- Horse ID sheets must be presented to show committee with Show entries.
- Stallions are prohibited at Regional Horse show. Note: Most associations prohibit youth under the age of 18 from showing stallions.
- Mares with a foal at foot are prohibited.
- It is strongly recommended that all horses have had their shots.
- Any horse showing signs of a communicable disease will be asked to leave the grounds at the discretion of a veterinarian.

- The Show secretary may limit the number of horses a member may stall depending upon the number of entries received.
- Junior Horses are horses 5 years and under. Senior horses are 6 years and over. Horse ages are determined by whatever age your horse turns in the show year. Example – your horse was born in August, 2000. The show is in 2005. Your horse is five years old.

Show Etiquette:

- The judges, show steward and the show Executive committee decisions will be considered final.
- Conduct on West Central Regional Horse Show grounds of 4-H members, non-members, trainers, owners and parents shall be orderly, responsible, sportsmanlike, and humane in such manner to promote fair competition. Un-sportsmanlike behavior, irresponsible conduct, ill treatment of show officials, judges, ring stewards, and show volunteers will be grounds for disciplinary action up to and including dismissal from the show. Only the announcer and recording or show secretary or executive are allowed in the announcer's booth. No members, parents or leaders should be in the booth with the announcer unless on assigned duty from the show committee.
- General Show Steward shall be responsible for ensuring rules are followed, helping to deal with grievances and making recommendations for further changes.
- Inhumane treatment of horses is prohibited. All 4-H members and their family members will be expected to treat their project horse in a humane manner or risk expulsion from the show.
- Liquor is prohibited at all 4-H functions. Members consuming alcohol risk being expelled from Regional Horse Show.

Supervision and Duties:

- Clubs will be assigned duties in the show office, hitching rings, warm up rings, trail rings, ribbons and garbage detail.
- Any club not showing up for the assigned duty will be charged a fine of \$100. An additional \$100 fine will be assessed for each duty missed after two. These fines must be paid before any members from that club may enter any subsequent Regional Shows.
- All members using the warm up ring must have be supervised by an adult who knows them, in addition to the club in charge of the ring.
- All members attending the show must have an adult present at the show that is responsible for them for the duration of the show.

Grievances:

If a member or parent has any grievances they must be expressed in writing, with a \$ 50.00 fee to the show executive committee within 24 hours of the incident. If the grievance is upheld the \$50 fee will be returned. Grievances presented to the Show executive Committee at the show will be responded to within one hour of receipt. The executive committee may decide to deal immediately with the grievance or if the matter is not urgent, they may decide to deal with the grievance after the show. The Show executive Committee will respond to grievances presented at the show by meeting with the affected parties. If a decision can be made immediately, it will be communicated verbally to the affected parties and a written response will be forwarded within two weeks. The Show executive Committee has the right to determine consequences which may include expulsion from the show. A member or parent that has a grievance must be accompanied by the club leader or assistant leader when presenting the grievance to the show executive committee.

Any concerns may be presented in writing for discussion at the June meeting of the Horse Committee.

Please remember, above all, that volunteers run this show.

Uniforms:

- Each club must submit a picture of their club uniform with their club entry forms. Show jackets are not considered part of a club uniform.
- Club colors or dress must be worn all times in the show ring with the exceptions of Matched Pairs, English classes and Command classes. In Gymkhana or speed events club colors are not necessary but are preferred, any appropriate Western Dress is acceptable.

Safety:

- ASTM or SEI approved helmets are mandatory for all classes.
- Helmets must be worn in the warm-up ring.
- All members riding in the warm-up ring must have an adult present who knows them.
- A maximum of 15 – 20 riders will be allowed in the warm-up ring at one time for a twenty minute time period. Preference will be given to members with upcoming classes.
- Any horses requiring lunging will also be scheduled into the warm-up ring in a designated area. A maximum of two horses may be lunged at a time at the discretion of the warmup ring staff. Preference will be given to members with upcoming classes.
- Any horse that is disruptive or uncontrollable may be excused from the ring.
- No riding in halters.

- No riding double.
- No trotting, loping or cantering anywhere on the grounds outside of the arenas.
- Riding is only allowed in designated areas.
- The racetrack is not to be used for warmup.
- No riding bareback.
- No riding in the barns.
- Stalls are not to be left with doors open and ropes across the doorway. Please use stall doors to keep horse in stall or web closures.
- Each stall must have a sign on the front, which contains information about the horse. These signs are provided by the show committee and are to be completed by the member. A halter should also be left hanging on the outside of the stall door.
- All water fights are to stay out of the barn and stay clear of horses. No water fights at the wash racks when horses are present.
- All dogs are to be kept on a leash.
- No smoking in barns.
- No bikes, skate boards, roller blades or low wheeled children's toys or ATV's. Golf carts may be permitted at the discretion of the Show Executive Committee.
- No open toed shoes allowed when in the arena or when handling horses including in the washracks.

Arena Etiquette:

- Only judges, ringmasters, and tack stewards are allowed to call someone from the show ring unless an extreme safety concern arises.
- Enter the ring and travel counter-clockwise unless otherwise directed.
- Keep as close to the rail as possible.
- Always pass to the inside of the arena.
- Don't try to squeeze between the rail and another rider. When passing allow enough room in front and back of the horse you are passing. Do NOT cut sharply in front of another horse or travel too close behind. Be aware of these points and they will reduce the chances of anyone being kicked.
- A red ribbon in a horse's tail means that the horse kicks. A red ribbon in the horse's tail must be displayed at all times for all horse's that kick.
- Two show numbers will be provided to each member. They must be worn on either side of the saddle pad, except for showmanship, lunge-line and in-hand trail classes. Numbers must be displayed in the warm up ring.
- Always reverse direction by turning to the inside of the arena
- Always be aware of other riders in the arena and try to keep proper spacing.
- All gates will be kept closed for safety reasons.
- It is the member's responsibility to keep track of classes and listen for any changes to show order.
- Please advise hitching ring of any possible scratches and need for a gate hold. This is the member's responsibility. Gate holds will be permitted when asked due to conflict of classes. Priority is given to group riding classes over individual pattern classes.
- Equipment and clothing etc. will not be hung along the fence for safety reasons.

Rules and Procedures for classes:

Patterns: All patterns will be distributed in the Club packages, available one hour before the show starts. Any patterns not in the package will be posted one hour prior to the class if there is a pattern.

Yearling and 2 Year Old Lunge Line:

- Yearling and 2 year old Lunge Line classes will be judged on movement, manners, way of going, disposition, transitions, and handler's ability.
- The horse is to be shown both ways of the arena on a lunge line at a walk, and trot for yearlings and walk, trot and lope for the two year olds. No designation on which way of the ring is to be traveled first. However, within the restricted time frame all of the gaits must be shown both ways of the ring. The method used to change direction is optional.
- There will be a maximum three minute time limit. Contestants will be notified at the half time mark.
- Horses are to be exhibited in halter on a lunge line with a maximum length of 30 ft.
- Unsafe use of the lunge line may result in dismissal from the class.
- The lunge line must travel freely from the horse to the handler without touching any other part of the horse.
- Optional equipment: lunge whip, gloves and protective splint boots. No other equipment is acceptable. Cavessons are prohibited.
- Participants in this class must wear an ASTM or SEI approved helmet

In Hand Trail

- ◆ Available for yearlings and two year olds only
- ◆ Minimum of four obstacles which may include:
 - bridge
 - trot or walk-overs
 - gate
 - carrying an object
 - back-up
 - turning in a box
- Scoring criteria will be the same as for a mounted trail class.
- Horses and members must be attired as they would for a showmanship class.
- Participants in this class must wear an ASTM or SEI approved helmet.

Showmanship At Halter

- Showmanship class will be judged strictly on the exhibitor's ability to fit and show a horse at halter. The horse is merely a prop used to demonstrate the ability and preparation of the exhibitor.
- The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor leading a well-groomed and conditioned horse that quickly and efficiently performs the requested pattern. Showmanship is not a halter class and should not be judged as so.

Class Procedures:

- All exhibitors should enter the ring leading the horse, which should be alert and walk in a counter clockwise direction unless otherwise directed by the Ringmaster or the Judge.
- The following are considered acceptable: leading the horse at a walk, jog/trot or extended trot; or back in a straight or curved line or combination of straight and curved lines; stop; and turn 90 degrees (1/4), 180 (1/2), 270 (3/4), 360 (Full turn) or any combination there of. The judge must have the exhibitor set up squarely for inspection sometime during the class.
- The exhibitor should be poised, confident and courteous at all times. Quickly recognize and correct faults in the position of the horse. The exhibitor should continue to show the horse throughout the entire class. The horse should lead willingly and not drag behind the exhibitors and be responsive to the exhibitor's cues.
- The exhibitor must lead on the horse's left side holding the lead shank in the right hand 30 – 40 cm. (12-15") from the halter. The remaining portion of the lead should be carried neatly and safely in the left hand. A tightly coiled or rolled lead shank will be considered a fault. Loosely coiled or in a figure eight is acceptable. When leading the exhibitor should be positioned between the eye and mid-point of the horse's neck, referred to as the leading position.
- The position of the exhibitor when executing a turn to the right is the same as the leading position except that the exhibitor should turn and face the horse's head and have the horse move away from them turning over the hocks with the left forefoot passing in front of the right.
- When backing the exhibitor should turn from the leading position to face the rear of the horse with the right hand extended across the exhibitor's chest and walk forward beside the horse, with the horse moving backwards.
- When setting the horse up for inspection, stand angled toward the horse in a position between the eye and the muzzle and never leave the head of the horse. Do not get between the horse and the judge. The quarter method is recommended. When moving around the horse change sides in front of the horse with the minimal steps possible and assume the same position on the right side as the left. Pose the horse with feet squarely under it and do not crowd the exhibitor in front, behind or beside you when walking or lining up.
- If member is unsure of pattern asked to perform they should ask at the beginning of the class. It is the exhibitor's responsibility to know and learn the pattern.

Attire For Showmanship:

The appearance of the exhibitor must be neat, clean and in their club uniform. The attire should be appropriate in the manner the horse is being shown (English, Western, or Saddleseat). Boots, long-sleeved shirt or blouse and belt are mandatory. Long hair must be contained. Gloves are optional. No chaps or spurs. Participants in showmanship must wear an ASTM or SEI approved helmet.

Grooming and Equipment For Showmanship:

- Hair coat must be clean and well brushed. Mane and tail should be clean and free of tangles. The mane may be roached but a forelock and tuft over the withers must be left.
- If a horse kicks a red ribbon must be placed in its tail.
- Inside the ear may be clipped or the longer hair protruding from the ear slightly trimmed. Long hair on jaws, legs and muzzle and pasterns should be trimmed.
- Bridlepath must be trimmed to breed standard.
- Hooves should be trimmed and clean. If shod, shoes must fit properly and clinches should be neat. Dressings and polish may be used.
- Horse shall be shown with a well fitting, clean halter and lead, which is safe and practical. No rope or cotton halters are permitted. Halter must be a flat web or leather. If using a shank with a chain, it may be attached in one of the following ways: a) at the right throatlatch ring run down the side of the halter through ring on the right side of the muzzle then under the jaw to exit the ring at the muzzle on the left side of the muzzle,
b) through the centre bottom ring under the jaw of the horse.
A chain may be a maximum length of 18 inches, so that when it is doubled it has a maximum length of 9 inches. Leads must be held folded or coiled. It is appropriate to use a bridle when showing a horse English or Saddleseat.

Faults:

Poorly groomed horse; Ill fitting halter; Holding the chain portion of the lead; Horse leading, backing, stopping or standing crooked; Horse stepping behind right front leg with the left; Leading on the right side of the horse; Blocking the judge's view of the horse; Not correcting the mistakes made by the horse; Talking to other exhibitors; Placing horse's feet and legs by hand or kicking; Not stopping horse before turning; Verbal cues to the horse; Turning the horse in the wrong direction; The judge having to move to avoid the horse; Omission or addition of maneuvers; Knocking over of a cone; Working the wrong side of the cone; and Severe disobedience of the horse i.e. rearing horse or horse circling the exhibitor.

A horse that rears in the class will be asked to leave immediately.

WESTERN DIVISION

Attire For Western Classes:

- Clothing must fit properly and be neat and clean. Exhibitors must wear their club uniform consisting of the following: a) Western boots b) approved ASTM or SEI helmet c) Long sleeved shirt with collar and cuff or slinky worn with a vest. Sleeves are to be worn down at all times in the arena; d) Shirts must be done up and do not require a tie, kerchief, bolo or pin at the neck; e) Western pants or boot cut jeans with a belt to be worn (Jeans should not be rolled up, frayed or tattered) f) Chaps, gloves and spurs are optional. Chinks are only acceptable in reining, all cattle events and gymkhana.
- Long hair must be contained.
- All boots must have at least a ½ inch heel with a non-aggressive tread.

Tack For Western Classes:

- All equipment must be clean, tidy, and in good repair. No extra points will be given for silver or colored trim.
- Suitable western saddle with standard rigging. Keepers (stirrup hobble) to be used on all saddles.
- Breast collar and back cinch are optional.
- In any Level 4 – 7 performance class where a horse is over five years of age a leverage bit is mandatory.
- A leverage bit is defined as a bit with a broken or solid mouthpiece, has shanks and acts with leverage. A leverage bit requires the use of a curb strap.
- A curb strap or chain strap cannot be narrower than 1.25 cm or ½" and must lie flat against the jaw. It must be loose enough to insert two fingers between the strap and the jaw.
- Gag bits are prohibited in Western Performance classes.
- A junior horse, 5 years of age and younger, can be ridden in snaffle, leverage or bosal. The horse must remain in the same bit for all western performance classes. No side pulls.
- A Snaffle bit is defined as a non-leverage bit. The three acceptable types are O-ring, Egg Butt, and D-ring, and the ring to be no larger than 4". Half cheek snaffles are acceptable. A leather or nylon curb strap must be used with a snaffle bit. Reins are to be attached above the curb strap.
- Level 1-3 riders may use whatever bit their horse is used to, provided it is not an illegal bit. Check the Addendum to the rules for more information on bits. Level 1 – 3 riders are encouraged to ride with two hands. Riders may use one hand if they are riding with a leveraged bit. Split reins are required for Level 1 – 3 regardless of bit type.
- Level 4 – 7, senior horses must use leverage bits, ridden with one hand.
- Level 4 – 7 riders riding a junior horse with a snaffle bit or bosal, must use two hands Riders riding a junior horse with a leverage bit must ride with one hand.
- Twisted wire snaffles, double or single, are prohibited in all classes except for gymkhana.
- Split or Rommel reins must be used in all performance classes.

- The ends of the split reins must fall on the same side of the horse as the hand holding the reins. The reins are to be brought through the top of the hand holding the reins and out the bottom. One finger is to be permitted to be held between the reins.
- When using Romal reins, the romal must be brought up through the bottom of the hand and out the top. The tail of the romal is held in the free hand no closer than 40 cm (16") from the rein hand. A finger is not permitted between the romal reins, and the romal is not permitted to be coiled in any manner in the free hand. The rommel cannot be used forward of the cinch or act as a whip. When using a romal, hobbles may be carried on the saddle.
- Generally it is more correct for a rider to hold the reins in their left hand, but either hand is acceptable. Riders must not change their rein hand during a class.
- The free hand (whether using a romal or split rein) must never touch the horse or saddle or grab the reins to use two hands.
- Mechanical hackamores, nosebands and tiedown, running martingales, draw reins or any other training aid is prohibited in performance classes. Mechanical hackamores, running martingales and tiedowns may be used in speed events only.
- Whips, crops and bats are prohibited in all events.
- Protective boots, splint boots, bell boots, skid boots, are prohibited in all classes with the exception that protective boots are allowed in speed events cattle events and reining.
- Leg wraps are prohibited in all classes except Drill Team.
- Spurs are optional but if worn must be humane.

Western Horsemanship:

- Level 1 will be a walk trot class.
- Level 2 will have a minimum amount of loping where the contestant will not be severely penalized for not loping or having the correct lead.
- Proper leads at a lope/canter should be recognized and used in levels 3-7. Level 3 riders will not be severely penalized for not being on the proper lead, however, they will be penalized somewhat.
- Levels 4 – 7 will be expected to have proper leads and bits and hands for that age of horse.
- In a Horsemanship Class, it is the skill of the rider that is being judged (seat, hand and position).
- **Basic Position:** Rider should sit in the center of the saddle with the shoulder, points of the hip and back of the heel in a vertical straight line. Stirrup should be just short enough to allow the heels to be lower than the toes. The rider should maintain contact with the saddle from the seat to the inner thigh with only light contact between the lower leg and the horse and saddle. The body should appear comfortable, relaxed and flexible. Hands and arms should be held in a relaxed easy manner with the upper arms in a straight line with the body, the one holding the reins bent at the elbow. The off hand should be closed and held near the belt, or held loosely at the side. Excessive pumping of arm will be penalized. The rider's wrist should be kept straight and relaxed. The rein hand should be carried immediately above or slightly in front of the saddle horn. The rider should maintain light contact with the horse's mouth.
- **Position in Motion:** rider should sit to jog. Do not post unless the judge requests a rising trot. Maintain contact with the seat of the saddle. All movements of the horse should be governed by imperceptible aids. Exaggerated shifting of rider's weight is not desirable, and will be penalized. Proper leads and recognition of leads is desirable, and failure to do so will be penalized in Levels 4 - 7.
- Riders may be asked to do individual patterns.
- Riders may be asked to dismount and mount.
- When riding a figure eight pattern, always start and finish in the middle or the center of the pattern.
- Accuracy is desired, so start transitions exactly at posted markers.
- If a horse or rider should fall, they shall be allowed to continue in the class but will not be judged. However, if the rider or horse should fall and this was caused by another horse or rider they shall be allowed to continue and only be penalized at the judge's discretion.
- If unsure of pattern ask for clarification from the judge before anyone has started the pattern.
- The exhibitor should perform the work accurately, precisely, smoothly and promptly.
- The stop should be straight and square.
- The back should be smooth and responsive.

Western Pleasure:

- In this class the horse is judged on smoothness of ride, alertness and responsiveness to cues.
- A good pleasure horse has a free flowing stride of reasonable length. He should travel with a bright relaxed and alert expression.
- In Levels 3 – 7, the horse and rider should work both ways of the arena at all three gaits on a reasonably loose rein. The trot is to be a rhythmic 2 beat gait. The lope is to be a natural 3 beat gait, an over collected 4 beat lope will be penalized. Level 1 will work both ways of the arena at a walk and trot. Level 2 will work both ways of the arena with minimal loping.
- All transitions should be executed smoothly and efficiently within 1-3 strides. Horse's head position should be maintained at the vertical with no bobbing at any gait.

- Must pick up the correct lead in Levels 4 - 7.
- Excessive speed or slowness is to be penalized. Horses are to travel to show breed standards. Keeping in mind that all natural gaits beats are to be kept (ex. No four beating at the lope).
- The stop should be straight and square.
- The back should be smooth and responsive.

Reining:

Only members riding in Levels 4 – 7 may enter reining classes. Patterns will be available in club packages to be picked up at the show and will be chosen from the National Reining Horse Association or National Reined Cow Horse Association Patterns. Level 4 and Young Horses will not be required to do lead changes.

To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willfully 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 faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while controlling speed.

There are eight elements in reining: walk-in, stops, spins, rollbacks, circles, backups, lead changes, run downs, and run-arounds. Each element is scored by the judge based on how well it is performed. Following are brief descriptions of what is looked for in each element.

- Walk-in: This brings the horse from the gate to the center of the arena to begin the pattern. The horse should appear relaxed and confident. During this time the horse should not be checked and should walk smoothly into the center of the arena. For some patterns this element may not be present, as the pattern may require that the contestant begin the pattern at the end of the arena.
- Stops: stops slow the horse down from a lope to a stop by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop by bending the back, bringing the hind legs further under the body while maintaining forward motion, ground contact and cadence with the front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.
- Spins: spins are a series of 360 degree turns, executed over a stationary (inside) hind leg. Propulsion for the spin is supplied by the outside rear leg and front legs, and contact should be made with the ground and a front leg. The location of the hindquarters should be fixed at the start of the spin and maintained throughout the spins. The horse should be low and flat throughout the spin. Although one hind leg should be stationary, the front legs should move, and the outside leg should cross over the inside leg. Once these elements have been mastered, then the rider can work on improving speed, cadence, smoothness and finesse.
- Rollbacks: rollbacks are the 180 degree reversal of forward motion completed by running to a stop, rolling (turning) the shoulders back to the opposite direction over the hocks and departing in a ~~canter lope~~, as one continuous motion. The horse should not step ahead or back prior to rolling back. Some hesitation is allowed.
- Circles: Circles are done at the lope and are of a designated size and speed, which demonstrates control, willingness to guide and degree of difficulty in speed and speed changes. Circles must at all times be run in the geographical area of the arena specified in the pattern description and have a common center point. There must be a clearly defined difference in speed and the size of the circles. The small slow circles to the right must be similar to the small slow circles to the left, as must the large fast circles to the right be the same in size and speed as the large fast circles to the left.
- Back-ups: a backup is a maneuver requiring the horse to be moved in a reverse motion in straight line in a required distance – at least ten feet.
- Hesitate: to hesitate is the act of demonstrating the horse's ability to stand in a relaxed manner at a designated time in the pattern. In a hesitation, the horse should remain motionless and relaxed. The hesitation is used in many patterns at the end of the pattern to indicate completion of the pattern.
- Lead Changes: lead changes are the act of changing leading legs of the front and rear pairs, at a lope, when changing the direction traveled. The lead change must be executed at a lope with no change of gait or speed and be performed in the exact geographical position in the arena specified in the pattern description. The change of front and rear leads must take place within the same stride to avoid penalty. During the lead change, the horse should remain calm and flat with no indication of annoyance or disobedience.
- Run Down and Run-arounds: run downs and run-arounds should demonstrate control and gradual increase in speed.

Scoring: each element receives a maneuver score. These scores indicate how well the competitor has completed the maneuver. In addition to this score, penalty points may be assigned for things such as over or under, spinning, incorrect leads, etc. Maneuver scores are ranged from +1 ½ to - 1 ½ . They are based on: (a) being on pattern, (b) performing the correct maneuver as dictated by pattern, (c) executing the maneuver correctly (d) degree of difficulty (here credit is given for smoothness, finesse, attitude, quickness, authority, and controlled speed while completing a correct maneuver).

Trail

- Trail experience recommended prior to entering.
- If you have questions about the pattern, ask the judge for clarification before you start the pattern.
- Members may enter one trail class in their level and one Junior Horse Trail class if they are showing a junior horse. Members may also enter in hand trail with a yearling and/or two year old.
- This class is to be judged on the performance of the horse over obstacles with emphasis on manners, response to the rider and attitude.
- Junior horse riders and Level 1 – 3 riders will not be penalized for changing hands while working an obstacle.
- Level 1-3 riders may ride in either english or western tack. Judges will give preference to Western tack.
- The gait between the obstacles will be at the judge's discretion. Levels 1 and 2 will not be required to lope.
- All obstacles are to have a time limit and limited number of attempts, to be decided at the judge's discretion.
- The following will result in a no score but not necessarily disqualification:
 - Doing an obstacle differently than described in the pattern.
 - Failure to complete an obstacle.
 - Failure to be in the prescribed gait.
 - Failure to be on the correct lead in Levels 4 – 7.
- The following will result in disqualification from the class:
 - Not doing the obstacles in the prescribed order.
 - Illegal equipment
 - Willful abuse.
 - Major disobedience i.e. rearing.

Trail Obstacles

- Safety will be primary concern when designing the course.
- The mandatory obstacles in trail class will be: the gate, the bridge and stepovers.
- **The Gate:** The gate must be set so a rider can open it from their right or left side. The gate should be opened as indicated in the pattern.
- There are several ways to open a gate, pushing it away, opening it toward the rider, or backing through it. It is the competitor's responsibility to be aware of all the various ways. Horses are not to be backed through gates with a bottom bar.
- Levels 1 and 2 will not be required to close the gate after opening and passing through.
- Level 3 and Junior horses may let go of the gate or change hands if necessary.
- Levels 4 - 7 may change hands prior to opening the gate and then change back after the gate has been negotiated.
- Levels 4 - 7 may not change hands or lose control of the gate while passing through.
- **The Bridge:** A bridge with a wooden floor, not to exceed 30 cm. (12") in height, with no walls. Suggested minimum bridge length to be 150 cm. (60") in length. No rocking bridges.
- **Stepovers:** A stepover is to consist of at least 4 smooth logs placed at least 45-60 cm. (18-24") apart. They must be at least 1.20 m. (4 ft.) long.
- **Other obstacles:**
 - **Carrying an object:** carry an object from one part of the arena to another. (Only objects of reasonable weight and that might be used on a trail ride may be used.)
 - **Back** through L, V, U, straight or similar shaped course. May be elevated no more than 60 cm. (24").
 - **Slicker:** Put on and remove slicker. The slicker is to be located so the rider can put it on and remove it while mounted. Reins may be dropped on the neck of the horse or over the saddle horn or held while putting slicker off and on.
 - **Mailbox:** Remove and replace obstacle in a mailbox.
 - **Sidepass:** Elevated to a maximum height of 30 cm. (12").
 - **Turn around box or square:** An obstacle consisting of 4 logs each 5 ft to 7 ft long laid in a square. To be negotiated by riding over a log or a rail as designated. When all four feet are in the box rider should execute the turn as indicated and depart.
 - **Serpentine** obstacles at walk or a jog. Spacing to be a minimum of 6 feet for a jog.
 - **Mounting or Dismounting** – may use mounting block if necessary.
 - A combination of two or more obstacles is acceptable
 - **Unacceptable obstacles are:** Tires, animals hides, PVC pipe, jumps, rocking or moving bridges, water boxes or hazards, logs or poles elevated in a manner that permits them to roll.

JUDGING

Halter Classes

The following time schedule is suggested:

	Time (minutes)
Side view	3.0
Front view	1.5
Rear view	1.5
Close inspection 2 min./group	4.0
Move class providing a front, rear and side view	4.0
Side view	3.0
TOTAL	17.0 minutes

To provide both a rear and front view of the horse at a walk and trot and a side view of each horse at a trot, the following methods are suggested:

Large Arena



Divide those contestants judging one class into four equal groups. One at a time have each horse walk around the box, then trot each side. This will allow each contestant the views discussed above.

All reasons will be written. Placings will be worth a maximum of 50 points and reasons will be worth a maximum of 50 points.

Guideline for Marking Reasons

Presentation (15 Points)

- logical, easy to follow
- comparative throughout - uses descriptive comparative terms - "more" words ending in "er" introduction and conclusion
- class is identified completely and correctly
- uses proper expressions - grant, advantage, etc
- this is not a spelling test - just as long as you can tell what the member is trying to say

Content (35 Points)

Reward points for:

- accurate information
- thorough - covers all the points the judge mentions
- "seeing" the animals in the class
- uses the appropriate animal terms
- uses the terms for body parts accurately
- specific

Deduct points for:

- inaccurate information
- "canned" reasons
- wrong use of terms

ENGLISH DIVISION

In the Equine Canada (EC) rulebook, the rules upon which these rules are based are listed under the Hunter and Equitation division. Because some of these rules are complicated, we have simplified them. For instance in the case of martingales: under EC rules, standing martingales may only be used in classes for hunters over fences, running martingales in hunters over fences and jumper classes; however standing martingales may sometimes be used in jumper classes where fences do not exceed 3'9" but neither may be used in Hack or Equitation classes. The rules for horse's protective boots, bandages, and dropped nosebands are also simplified below.

Rider attire:

- Jacket: black, tweed or conservative dark color (navy, dark green or brown etc.)
- Jodhpurs or Breeches: Neutral colors such as beige, buff, light grey, white, tan or rust.
- White or light colored shirt: tie, stock tie or choker must be worn with a tiepin.
- Boots: with breeches and black or dark jacket, black English boots are to be worn (either leather or rubber), with a tweed jacket black or brown boots may be worn. With jodhpurs and a tweed or black jacket, jodhpur boots, which come to just above the ankle are to be worn. Half chaps may be worn provided they match the boot color.
- Cap: Black velvet cap or helmet with harness and chinstrap meeting ASTM or SEI standards must be worn. The tack steward will ensure that members are riding with approved helmets. In jumping class if harness comes undone or cap falls off, rider must correct it before continuing on the course or taking the next jump.
- Hair: must be neat and tidy, contained in a hair net, braid or bun (off the collar).
- Gloves are optional. Dark gloves are recommended.
- Spurs: optional, but if worn must be the unrowelled type.
- Numbers: may be worn on competitor's back or on each side of the saddle pad and be clearly visible.
- Crop or Whip: optional in all classes over fences, if carried must not be longer than 75 cm. (30"). Must not be carried in flat classes. In Dressage riders may carry a crop or whip up to 120 cm. (4 feet).

English Tack:

- Must be neat and clean.
- Saddle: Plain English or modified jumping may be used in all classes. A dressage saddle may be used in flat classes but would not be comfortable for jumping.
- Saddle Pads: may be fleece or cotton. A numnah shaped contoured pad is recommended.
- Bridle: Must be leather, English in style, may be snaffle, Pelham, double or kimberwick. Half cheek snaffles are acceptable. The snaffle may not be twisted wire, may not have a curb strap, and all bits must be humane type. Gag bits are prohibited. The bridle must have a leather browband, which is not solid white, colored or sequined. White edging, not exceeding 0.63 cm. (1/4") is permissible. Must have a leather cavasson noseband. Dropped nosebands are prohibited except in Jumper classes. In Dressage classes browbands may be coloured and/or sequined.
- Girths: Leather, string or nylon.
- Breastplates are allowed in all classes.
- No martingales, boots, or bandages may be used in flat classes.
- Properly fitted standing and running martingales may be used in hunters over fences; running martingales and boots are allowed in Jumper classes.
- Tie down, side reins and draw reins are prohibited.
- Braiding of mane and tail is optional. Elastic bands or yarn are permissible.

English Equitation:

- In Equitation or Horsemanship classes, it is the riding skill of the competitor that is being judged - seat, hands, position and control.
- All movements of the horse should be governed by imperceptible aids.
- Exaggerated shifting of the rider's weight will be penalized.
- Proper diagonals at a trot and leads at a canter should be recognized and used in Levels 3 - 7. Always post at a trot unless told to sit. Proper leads at a canter should be recognized and used in levels 3-7. Level 3 riders will not be severely penalized for not being on the proper lead, however, they will be penalized somewhat.
- Rider may be asked to do an individual pattern and may also be asked to mount and dismount.
- When using a figure eight in a pattern always start and finish in the middle or center of the figure eight unless otherwise directed.
- Accuracy is desired, so start transitions exactly at posted markers.
- A rider not having sufficient control of his/her horse may be excused from the ring by the judge.

- If a horse or rider shall fall, they shall be allowed to continue the class but will not be judged. However, if a horse or rider shall fall and this was caused by another horse or rider they shall be allowed to continue and only be penalized at the judge's discretion. However a fall of either a horse or a rider in all classes over fences does mean elimination.
- If unsure of the pattern, ask for clarification before the class starts or any rider has started the pattern.
- Competitors may be asked individual questions on horsemanship etc.
- **In Levels 3 – 7** the judge may ask the riders to ride without irons. The judge may also ask for an extended gait, which means a lengthening of the horse's stride.
- **Position:** The rider should sit in the deepest part of the saddle, squarely on both seatbones. Legs should land naturally with a slight bend at the knee. The thigh, knee and upper calf should be in contact with horse's side and there should be invisible straight line between the rider's shoulder, hip and heel when viewed from the side, Head and eyes should be up, arms and hands relaxed and following the movements of the horse's head, with straight line from the horse's mouth through to the rider's hand to the rider's elbow.
- Hold reins in two hands. When using Pelham or a double bride, the reins are held so they would be with a snaffle except that either the little finger or the last two fingers separate the two reins.
- **Position in Motion:** At the walk the rider's body is upright with a slight movement at the hips and waist rhythm with horse's walk. At a posting trot the body leans slightly forward to remain in balance with the horse. At a canter the seat is close to the saddle and the body has only the slightest lean forward with the back and hips, shoulder and elbow being very relaxed and supple to allow for the movement of the horse.

Arena Etiquette:

The same arena rules apply to English as to Western. Enter the ring and travel counter-clockwise. Reverse to the inside of the arena, not the rail.

English Pleasure:

- The horse must give the distinct appearance of being a pleasure to ride and display a pleasant attitude. All gaits must be performed with willingness and obvious ease, cadence, balance and smoothness.
- The horse is to be judged on a walk, posting trot and easy canter. Medium to light contact through the reins to the horse's mouth. Level 1 will be asked to walk and do a sitting or posting trot only. Level 2 will be asked to walk, do a sitting or posting trot **and** minimal cantering where they are not penalized for being on the incorrect lead. Level 3 will be asked for cantering and incorrect leads will not be severely penalized.

Only Levels 4 – 7 will be allowed in the following English Classes:

Hunter Hack:

Horses are to be judged on manners and way of going. Competitor will be asked to walk, trot and canter in both directions and jump two fences not exceeding 2' in height

Equitation Over Fences:

- Riders are to be judged on style and control; the judge will be looking for a neat smooth, workmanlike performance. To be ridden over a course not less than six jumps, with changes of direction.
- The competitors may ride one circle before the first fence to get the horse into an even cantering rhythm.
- When there are two jumps to be jumped as an in and out, they will be either two or three strides apart, never a bounce. The faults for each jump are counted separately. If the horse refuses or runs out at Jump B the rider may either re-present the horse at Jump B or go back and jump A again on the way to B.
- Three refusals, the horse bolting out of control, rider choosing the wrong course of jumps or the fall of the horse or rider means elimination in that class.
- The course plan will be posted at least 1 hour ahead of the class. Riders may not walk the course prior to riding it.
- A fence knockdown may or may not get penalties depending on the cause. If the rider caused the horse to make the fault then it would be penalized, but if the horse knocked the fence down, despite the best efforts of the rider, then it might only get a minor penalty. The decision is the judge's.
- The judge may ask for individual ridden tests and may ask questions on horsemanship.

Working Hunter:

- The horse is being judged on a smooth workmanlike round. He should show an even rhythm in his pace and meet all his fences from the correct spot, looking pleasant and comfortable to ride.
- Hunter fences are neither numbered nor flagged. The competitors do not walk the course before riding it, but the course will be posted at least one hour prior to class time. This is because in real fox hunting you don't meet flags or numbers out in the country. The course is usually fairly simple and easy to canter around without the turns and combinations of an equitation or jumper course. There will be eight or more fences.

- The competitors may ride one circle before the first fence to get their horse into an even cantering rhythm. At the end of the course they may make another circle to slow their horse to a walk before leaving the arena.
- When there are two jumps to be jumped as an in and out, they will be either two or three strides apart, never a bounce. The faults for each jump are counted separately. If the horse refuses or runs out at Jump B the rider may either re-present the horse at Jump B or go back and jump A again on the way to B. Three refusals, the horse bolting out of control, rider choosing the wrong course of jumps or the fall of the horse or rider means elimination in that class.
- If a horse knocks down a jump with any part of his body it counts as faults. A fence is considered knocked down when the height of any part is lowered.

Open Jumper:

- This will test the horse's skill and obedience and the rider's ability over a course.
- Dropped nosebands, boots and running martingales are allowed in jumper classes.
- The course will consist of at least eight fences with uprights, spread fences, changes of direction and combination of fences, but no bounces. In combinations the related fences are numbered A & B, if the horse refuses at B then the preceding fence is to be retaken.
- The competition will be based in Table A in the *E.C.* rules. There will be a generous time limit. If more than one horse goes clear then there will be a jump off over at least 5 fences. The competitor with the fastest time will win.
- Jumper courses will be posted with the jump off variations at least one hour prior to competition. Competitors may walk the course before competition begins.
- All fences as well as the start and finish of the jumper course *must* be marked with red and white flags. The horse and rider must pass between these flags with the red flag on the right hand.
- Elimination from a class will happen when a competitor:
 - Has had three refusals.
 - Has had a fall of the horse or the rider
 - Has failed to pass between the red and the white flags over fences and at the start and the finish of the course, or
 - Goes off course by failing to jump fences in the correct order.

Table A in the *E.C.* Book indicates penalties should be assigned as follows:

First disobedience	4 faults
Obstacle knocked down while jumping	4 penalties
One or more feet in water jump or lath defining its limits.	4 penalties
Second disobedience	4 faults
First fall of horse or competitor or both	Elimination
Disobedience plus knocking down an obstacle	4 faults, plus time penalties
Third disobedience or other infringement	Elimination
Exceeding time allowed	¼ penalty for each second commenced fraction of a second.
Exceeding time limit	Elimination
Exceeding the time allowed in all jump-offs against the clock	1 penalty for each second or fraction of a second.

Penalties for the disobediences accumulate not just at the same obstacle but also throughout the entire round.

Dressage

There are two types of dressage: tests and freestyle.

The tests used will be chosen from Dressage Canada's tests and will be announced prior to the show.

The Free-style competition has a 4 minute time frame in 20 x 60 arena. Music on cd or tape to be provided by the competitor prior to the competition.

The dressage arena is 20 x 60 metres.

RULES AND PROCEDURES FOR GYMKANA AND FUN EVENTS

Command Class:

This is an elimination class. The last horse is the winner. There will be a minimum of four (4) "spotters" in the ring to a maximum of six (6) including the judge. The judge will record the numbers as the riders are called off the rail. The judge's decision is final in the event of a dispute.

The commands will fit the level of the class.

Level 4 and over riders must use the appropriate hands depending on the horse's bit. The reverse command means stop after the reverse unless the judge says "and walk/trot/lope on"

Level 1-3 riders can be ridden in either english or western Tack.

Elimination is the refusal of the horse to do the commands in a timely manner. As you get higher in levels the finesse of the commands will be judged harder. For example: At Level 6 you must stop from a lope with no transitions to a trot or walk.

Backups must be straight and fluid. Elimination includes: the horse moving after the stop command, walking on after the reverse when not called for, wrong leads in Level 4 and over and Level 3 as a final elimination if necessary, wrong number of steps in a backup, changing gaits when uncalled for, inability of the horse to follow the command.

Parent/Leader Class: All parents/Leaders must wear an approved helmet.

Delsey Derby

This is an elimination class. Members must be in Level 4 or over and partners must make every effort to be from 2 different clubs. If after all partners are matched and two members from the same club are left over they may become partners.

Elimination happens only when partners drop or break the toilet paper at any time after the start of the class. Every effort must be made to follow the commands but continued refusal to follow a command will also result in elimination. For example, consistently trotting when a lope is asked for.

Rider hands may not touch and the toilet paper may not be twisted.

Matched Pairs

This is a pleasure class. Members must be Level 3 or higher to enter. Members should make every effort to find a matching horse and partner from another club. You may still enter with another member even if your horses do not match in colour. The class will be judged on the ability of the horses to carry out the commands together with the matching colours being secondary.

Drill Team Competition

- Order of Drill Performance will be by draw.
- Performance will be a maximum of 5 minutes. There will be penalties assessed for time over 5 minutes.
- There is a minimum of 4 members per drill team. Two clubs may join together to make a team.
- A leader may ride with the drill team but not in a lead position.
- For a judged event, teams will be judged on the following two categories:
 - a. Entertainment: includes such things as costumes and grooming, overall uniformity and look of the team, choice of music, flow of the moves and choreography, difficulty (or appearance of difficulty) of the drill, theme, uniqueness, smiles and playing-to-the-audience, and overall entertainment value.
 - b. Equitation: This judges spacing of the horses, correctness of transitions and gaits, attitude and behavior of the horses, riders' position- seat hands and control, speed and difficulty of the moves... always looking for precision and clean uniformity, roundness of circles (etc.) and spacing.

Equitation will carry more weight for scoring purposes

Drill teams may be made up of any Level riders but the drill routine must be ridden at the gait of the lowest level rider on the team. If a club chooses to have two teams of different riding levels riding at the same time this rule will apply for the appropriate group. Safety will be paramount.

GYMKHANA, GAMES AND TIMED EVENTS

Attire For Gymkhana Events:

- Clothing must fit properly and be neat, clean, and Western in nature. Club uniforms are desirable but not necessary.
- ASTM or SEI approved riding helmets must be worn for any competitor to compete in these events.
- Western boots, long sleeved shirt with collar and cuff or slinky worn with a vest (Sleeves are to be worn down at all times), and western pants or jeans worn with a belt.
- Chaps, gloves, and spurs are optional.
- Level 1-3 riders for games can be ridden in either english or western tack.

Tack For Gymkhana Events:

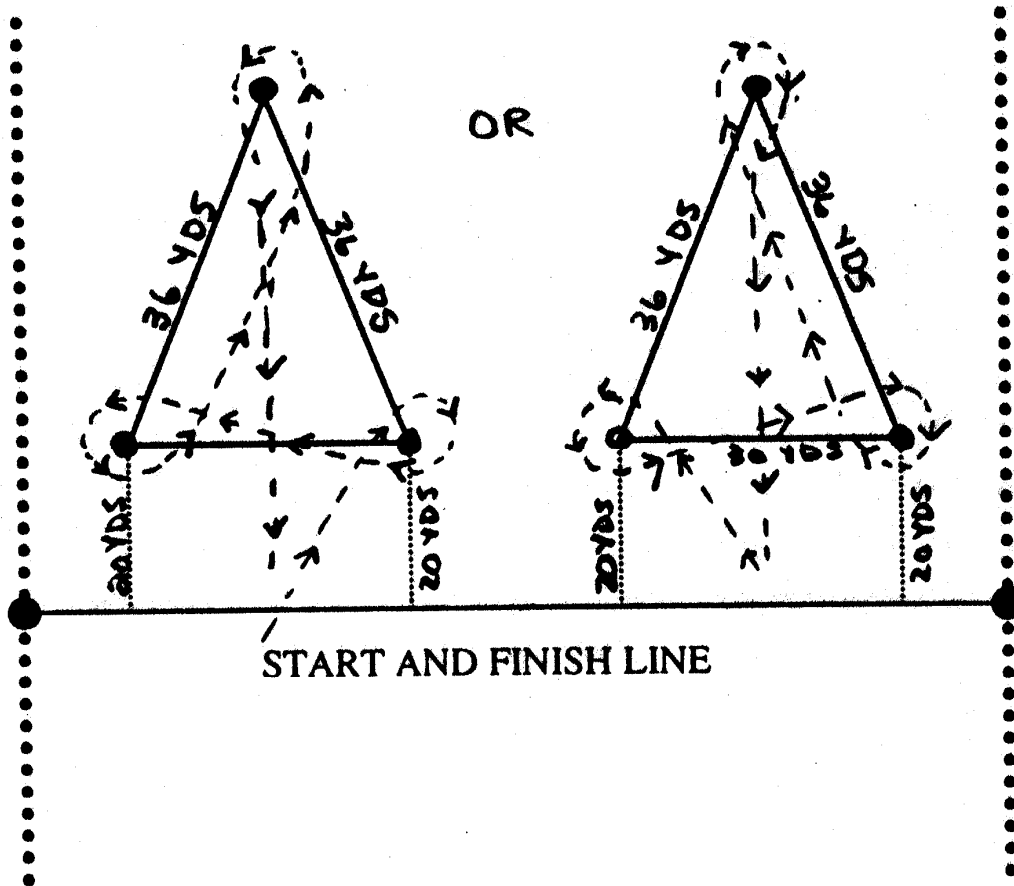
- Please see tack for Western classes.
- Roping reins are acceptable for gymkhana events.
- No elastics on boots or stirrups for any riding event including gymkhana.

General Rules For Gymkhana Events:

- Contestants may use both hands ~~for reining~~ **when riding** and may touch their saddle. A reasonable use of spur is acceptable but only behind the cinch.
- Horses must be in the ring before he can be authorized to start. The contestant must wait for the signal (whistle or other) from the ring steward before starting.
- Riders not completing the course in the required fashion or going off course will be disqualified.
- In the event that a rider drops a piece of equipment or clothing, the contestant is not to remain in the arena after completing their run. An official will return the dropped piece to the hitching ring.
- All distances between poles and barrels are center to center, except where otherwise specified.
- When ring is not 61.53 m (220 ft.) in length, the distance between the finish line and the rail may be too short for safety. If the course is too large for the available space, the pattern should be reduced by 1.53 m (5ft) until the pattern fits the arena.
- In the timed events of Barrel Racing and Pole Bending knockdowns will result in a five (5) second penalty for each knockdown.
- If a pole or barrel falls down after the end of the run (once the time has stopped) the pattern is correct unless the knocked down marker is the finish line marker.
- Starting line markers must be a distance of 15.48 m (50 ft) apart and electric timers, if used, are to be set against the arena walls.
- Whenever there are too many disqualifications, which produce a shortage of place horses, disqualified contestants will not re-run to fill the placings. If only one horse is not disqualified there will only be one ribbon.
- Crossing the centerline results in disqualification in any event where two riders are in the arena at one time. Once the gate has been opened to allow contestants to leave the arena, the center line may be crossed.

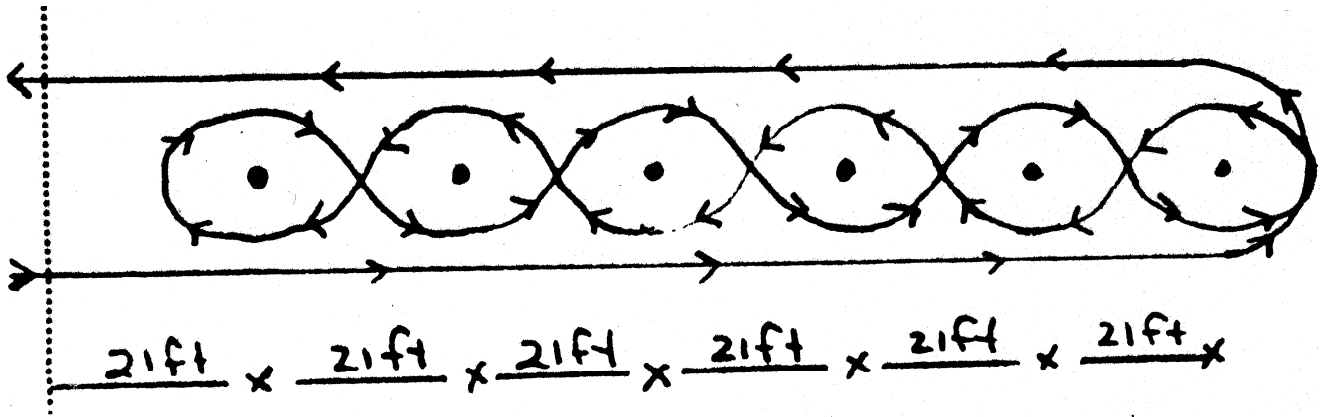
Barrel Racing: (Levels 4 – 7 Only)

- The course may be run right or left as long as one of the two diagrams is followed.
- Barrels must be of the 45-gallon (202.5 liter) size and set in the acceptable triangular shaped pattern, with pattern dimensions not to exceed the diagram. With reductions to the pattern to be made five feet at a time. It is recommended that there be at least 45 feet from the end of the arena to the start line and 18 feet from the barrels 1 & 2 to the arena walls and 36 feet from arena wall to barrel 3.
- Knocking over a barrel will carry a five (5) second penalty.
- Disqualification will result from:
 - Going off course.
 - Crossing the finish line before completing the course.
- Depending on the quality of the footing in the arena, raking of the footing in the arena particularly around the barrels should be part of the ring crew's duty. This is to help prevent horses from falling thus preventing injury.



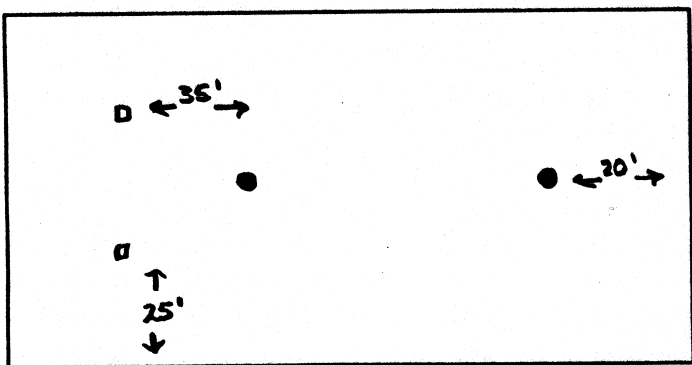
Pole Bending: (Levels 4 – 7 Only)

- Pole Bending is a timed event.
- Horses may start to either the right or the left of the first pole, and then run the pattern accordingly.
- The pattern is to be run around Six (6) poles. Each pole is to be 6.4 m (21 ft) apart and the first pole to be 6.4 m (21 ft) from the starting line. Poles shall be set on top of the ground 1.83 meters in height, and with no base more than 14 in. in diameter.
- Knocking over a pole will carry a five (5) second penalty.
- Failure to follow the course will result in disqualification.
- Two competitors may run in the arena on two separate patterns at one time. Crossing over the center line will result in disqualification



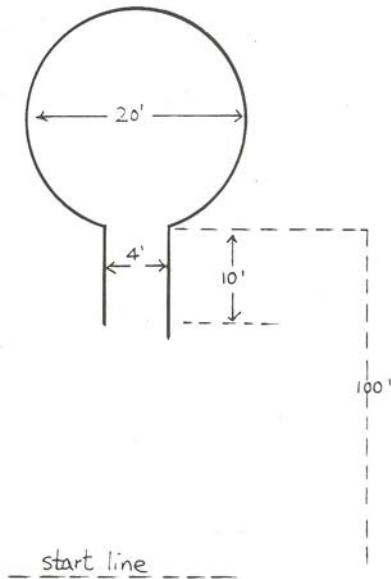
Flag Race: (Levels 4 – 7 Only)

- Object of this event is to take the flag in the first barrel, go around the second barrel and put the flag back in the first. This is a timed event.
- The pattern is to be set up as per diagram.
- About 7.5 cm. of sand will be needed in the bottom of the first barrel. 45 gallon barrels may be used and the flag must have a length of 120 cm. or 4 ft.
- Flags may be placed left, right or at the center of the barrel at the contestant's instruction.
- A correct pattern shall be run across the timing line to either the right or the left of the first barrel, picking up a flag on the way by, run to the second barrel turn around the barrel sprint towards the finish line placing the flag back in the first barrel, then sprint to the finish line.
- A five (5) second penalty will result from every flag dropped or that does not fall into the barrel.
- Disqualification will result from: crossing the finish line before putting the flag in the barrel, intentionally hitting the horse with the flag, not going around the second barrel, crossing over the center line, or knocking over a barrel.



Keyhole Race: (Levels 4 – 7 Only)

- The Key Hole Race is a timed event.
- After crossing the starting line, the contestant must travel up the arena to go through the entrance of the keyhole, turn around within the circle of the keyhole and exit without stepping outside of the boundaries of the keyhole and run back to the finish line.
- A judge should be placed near the circle to verify the correctness of the pattern.
- The keyhole should be marked with lime or flour.
- If the horse steps beyond the marker forming the entrance or circle the contestant is disqualified.
- Two competitors may run in the arena on two separate patterns at one time. Crossing over the centerline will result in disqualification.

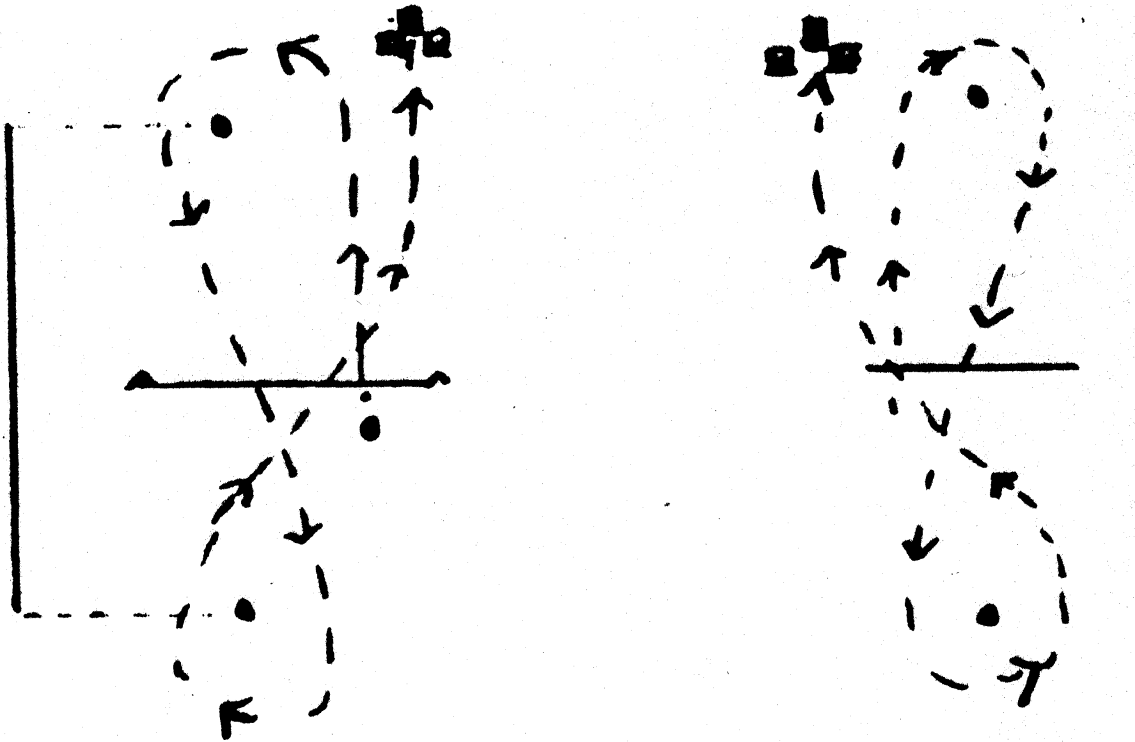
**Flag Picking Race: (Levels 4 – 7 Only)**

- Object of this event is to take the flag from each barrel, one at a time and putting the flags back in the first. This is a timed event.
- The pattern is to be set up as per diagram.
- About 7.5 cm. of sand will be needed in the bottom of the first barrel. 45 gallon barrels may be used and the flag must have a length of 120 cm. or 4 ft.
- Flags may be placed left, right or at the center of the barrel at the contestant's instruction.
- A correct pattern shall be run across the timing line to either the right or the left of the second barrel, picking up a flag on the way by, run back to the first barrel, turn around the barrel, race to the third barrel picking up the flag on the way by, returning it to the first barrel, turn around barrel and race to the fourth and last barrel, retrieve the flag and return it to the first barrel, then sprint to the finish line.
- A complete turn must be made around each barrel while picking the flags and all turns must be made in the same direction (clockwise or counter clockwise).
- A five (5) second penalty will result from every flag dropped or that does not fall into the barrel.

Disqualification will result from: crossing the finish line before putting the flag in the barrel, intentionally hitting the horse with the flag, not going around one of the barrels, crossing over the center line, or knocking over a barrel.

Short Stakes: (Levels 4 – 7 Only)

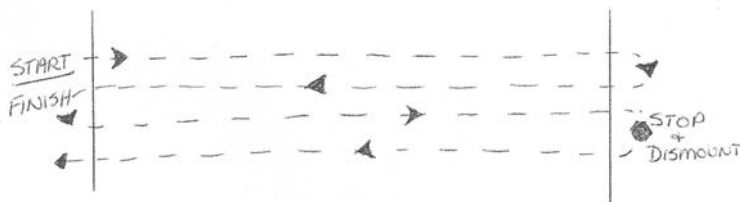
- The Short Stake Race is a timed event.
- The correct pattern shall be run as follows: run across the center timing line, turning left or right around the stake at that end, return through the center, turn the opposite way around the other short stake, then sprint back through the center crossing the timing line.
- Knocking down a short stake will result in a five (5) second penalty.
- Disqualification will result from not following the required pattern.
- Two competitors may run in the arena on two separate patterns at one time. Crossing over the centerline will result in disqualification.



Times should be taken when the horse's nose crosses the start line and the finish line.

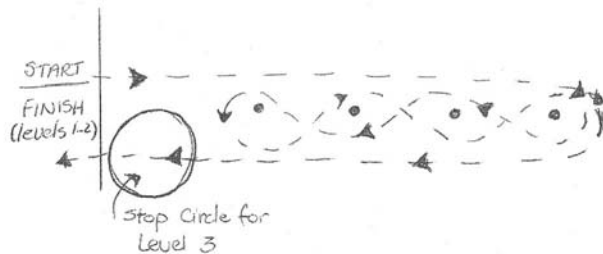
Walk, Trot, Lead: (Levels 1 – 3 Only)

- **Level 1-** From the start line, WALK your horse across the arena to the other line. Completely cross the line, turn and JOG/TROT your horse back across the start line. Turn and WALK your horse to the far line, stop, dismount and lead your horse back to the start line. Any incorrect gaits will result in a 5 second penalty for each infraction. Riders must completely cross the lines before they make their turns. Any crossing of center lines will result in disqualification.
- **Level 2-** Same as Level 1 except riders must JOG/TROT their horse on the third leg of the race instead of walk.
- **Level 3-** Same as Level 1 except riders can JOG/TROT or LOPE/CANTER the third leg of the race. The same penalties apply as with the other levels.



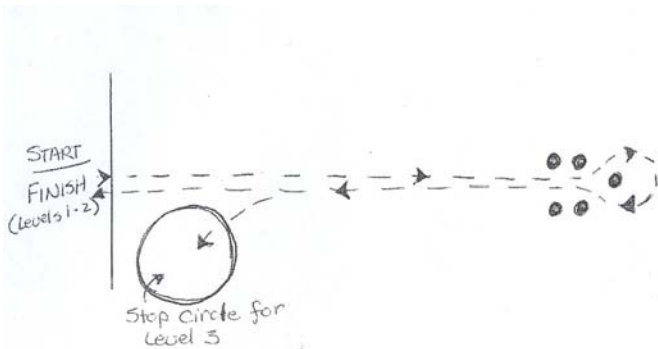
Dream Weavers

- **Level 1-** From the start line, riders can WALK/JOG/TROT up to the fourth pylon, weave back through the pylons, weave back up through the pylons and WALK/JOG/TROT back to the finish line. Knocking over of pylons or incorrect gaits will result in a 5 second penalty for each infraction. No Time will be given for going off pattern or crossing the center line. May only ride pattern at walk or jog/trot.
- **Level 2-** Same as Level 1 except riders can WALK/JOG/TROT/LOPE/CANTER up to the end of the pylons and through the pylons. However, they must WALK/JOG/TROT back to the finish line.
- **Level 3-** Same as Level 2 except riders WALK/JOG/TROT/LOPE/CANTER through the entire pattern but must stop inside the marked circle instead of crossing the finish line. The horse must remain in the circle for 5 seconds before the time will be accepted. Penalties and disqualifications will be the same as the Level 1 and 2's.



Thread The Needle

- **Level 1-** WALK/JOG/TROT from start through pylons, around the back pylon, through pylons and back to finish line. Any loping/cantering or knocking over pylons will result in a 5 second penalty for each infraction. Crossing the center line will result in disqualification.
- **Level 2-** WALK/JOG/TROT/LOPE/CANTER from start through pylons, around the back pylon, through pylons and JOG/TROT/WALK back to finish. Any loping/cantering on the return leg or knocking over pylons will result in a 5 second penalty for each infraction. Crossing the center line will result in disqualification.
- **Level 3-** WALK/JOG/TROT/LOPE/CANTER from start through pylons, around the back pylon, through pylons and into a marked circle and stop. Count for 5 seconds and if the horse stays in the circle, the time is good. Knocking over the pylons will result in a 5 second penalty. Any crossing of the center line or stepping outside the circle before the 5 second count is finished will result in NO TIME.



Cattle Events

Roping Events General Rules

1. All roping events will be timed
2. Long sleeved shirts are required.
3. One official will be designated as barrier judge and one official will be designated as official flagman.
4. All members will start from behind an automatic barrier. Breaking the barrier will result in a 10 second penalty added to the contestants time.
5. Any unruly horse or horse considered unsafe to either the contestant or the arena help may be dismissed from the competition. Horses are expected to be able to enter the box and wait for the barrier to be set. Decisions on such matters are made by the show management personnel in charge of the roping events and are not subject to protest.
6. All claims of foul by the barrier or gateman must be declared prior to contesting the cattle.
7. All decisions of the officials are final and not subject to protest.

Breakaway Roping

1. Maximum time allowed is one minute.
2. Two loops will be allowed.
3. A regular rope is tied to the saddle horn or swell with a breakable string. Time starts at the signal of the barrier flag and stops when the flagman signals that the rope breaks away from the saddle as a result of a legal catch.
4. The only legal catch is a "bell collar" catch.
5. Judges will rule whether a catch is legal and whether the rope breaks away as result of a legal catch or as a result of the horse or calf stepping on the rope or similar occurrence. The contestant will be given a "no time" when something other than a legal catch causes the rope to break away.

Team Roping

1. This will be a timed event. Time starts with the release of the barrier and ends when the ropes are tight and the horses have faced each other.
2. Legal head catches are both horn, half-head and around the neck. A 5-second penalty will be assessed for roping only one hind foot.
3. A maximum of two loops is allowed for each team. Failure to complete requirements will result in a no time.
4. Riders must remain mounted. Loss of the rope by either header or heeler is an automatic disqualification.

Team Penning

1. Penning is a team event. Each team shall consist of three riders. Teams will be drawn up by the show secretary and depending on numbers entered and the experience of the members, will consist of members from different clubs with each team having at least one well experienced member.
2. Teams will be given their assigned cattle numbers at the time line. Team members must cross the time line within 30 seconds after the cattle numbers are called.
3. The starting line will be drawn across the arena 40 feet in front of the settled herd or adjusted to fit the arena.
4. The pen shall be on the opposite end of the arena from the cattle. The open end of the pen shall be 30 ft from the arena fence or adjusted 5 ft at a time to fit the arena. The pen shall be no greater than 12ft by 24 ft with a 12 ft opening and a 12 ft wing with a slight angle toward the opening of the pen.
5. Time will begin when the first rider crossed the time line. Any or all team members may cross the time line. Any or all team members may cut. The team has 2 minutes to cut three head bearing the team's designated number, move them across the time line and pen them. Time ends when a team member signals the timekeeper while in the entrance of the pen.
6. If more than one head, other than the assigned numbers are brought across the time line, the team will be disqualified. Once a team has successfully cut one, two or three head of assigned cattle from the herd and has committed itself to working on the pen end of the arena, holding the herd at the opposite end is no longer required. Cattle that then cross the line on their own, without being caused to do so by the team are not counted.
7. If an animal not bearing the team's designated number is penned, the team will be disqualified. Any teams attempting to cut or drive cattle using hats, ropes, quirts, reins or any other equipment will be disqualified.
8. The member in the hole can call for time with only one or two assigned cattle penned. However, teams penning three head place higher than teams penning two head, regardless of time. Teams penning two head place higher than teams penning one head, regardless of time. Teams will receive a 30 second warning prior to the 2-minute time limit.
9. At the discretion of the class judge, teams who are carelessly scattering the herd, abusing or intentionally mistreating the cattle will be excluded from the arena and will receive a no time.

Working Cow Horse

1. Both the cattle working part of this event and reining part are mandatory.

2. Emphasis on the cow work scoring portion shall be based on the horse's maintaining control of the cow at all times, exhibiting superior cow sense, and natural cow-working ability without excessive reining or spurring.
3. At the start of the cow-work portion, each contestant, upon receiving a cow in the arena, shall hold the cow on the prescribed end of the arena for a sufficient time. This demonstrated the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. Then the contestant shall take the animal to an open part of the arena and take the animal in a circle at least once in each direction. This is an ideal fence work; however, the judge should take into consideration the size of the arena, the condition of the ground, and the disposition of the cattle.
4. If time and number of cattle permit, the judge, at his or her discretion, may award new cattle because:
 - The cow will not or cannot run
 - The cow will not leave the end of the arena.
 - The cow is blind or will not yield to the horse
 - The cow leaves the arena
5. The following are considered faults:
 - Exaggerated opening of the mouth
 - Hard or heavy mouth
 - Nervous throwing of the head
 - Lugging on the bridle
 - Halting or hesitation while being shown, particularly when being run out, indicating anticipation of being set up, which is the characteristic of an over-trained horse.
 - Losing a scow or being unable to finish a pattern because of a bad cow; the contestant will be penalized at the judge's discretion.
 - Touching the horse or saddle with the free hand, except during the cow-work portion of the class when the rider may hold onto the horn.
 - Turning tail
 - Any horse that runs over the cow, thus causing the fall of the horse and/or rider shall terminate the work at the time.
6. The judge may blow the whistle at any time to terminate the work.
7. The contestant should keep working until the judge blows the whistle. If the contestant quits working before the whistle or if the work is not yet complete at the whistle, the contestant will receive a 0 for the working cow portion.

Cutting

1. A horse will be given credit of the ability to quietly enter a herd of cattle, make a deep cut, separate a cow from the herd and set the cow upon the enter of the arena.
2. Credit is given to a horse that works on a loose rein without being reined while working the cow. The degree of difficulty involved while working and eye appeal are factors considered for credit.
3. Penalties are assessed when a horse loses his working advantage and when horse is reined or riding a tight rein.
4. Penalties include horse quitting a cow, changing cattle after a commitment, turning tail to cow being worked, and falling.
5. Ranch cutting will follow AQHA cutting rules, with the exception that the member may direct the horse with either one or two hand on the reins.
6. Open Cutting will follow AQHA rules.

Ranch Horse

Ranch Horse will not involve cattle, but may involve the following:

- a) Open and close a swinging gate
- b) Flying lead changes (Sr. Horses) or Simple lead changes (Jr. Horses)
- c) Dragging and object
- d) Walk over
- e) Balanced stop
- f) Roll back
- g) Back up
- h) Dismounted dummy roping, or mounted dummy roping
- i) Riders must ride with one hand (unless switching hands for gates or roping) when riding a senior horse. Riders may ride with two hands on Junior Horses.
- j) Slicker
- k) Ground tying or hobbling
- l) Trailer loading
- m) Any other maneuver at the discretion of the judge or committee

DRIVING

- 1. Division of Large classes** – classes may be split by the judge or management committee. May be separated by single or multiple horse entries, separation of horses from ponies, separation of 2 from 4 wheeled vehicles.
- 2. Driver's responsibility** – it is the responsibility of the driver to see that he/she and all attendants and passengers are appropriately attired for the class and that the horses are properly presented.

Excessive use of the driver's voice, shouting or whistling at the horse may be penalized at the judge's discretion.

The driver must be prepared to enter the ring when his/her class is called.

In the case of equipment failure and/or accident, which necessitates repair or readjustment, all grooms or passengers carried must dismount the vehicle. They should not remount until the problem has been corrected.

An appropriate whip shall be carried in hand at all times while the carriage is in motion.

- 3. Attendant** – After judging begins, no attendant may enter the arena without the permission of the judge except in the case of an accident. Leading a turnout into the ring is considered outside assistance and is not permitted.

4. Description of Gaits

Walk: a free regular walk of moderate extension. The horse should walk energetically, but calmly, with even and determined pace.

Slot trot: The horse should keep up forward impulsion while showing submission to the bit. The trot is slower and more collected, but not to the degree required in the dressage collected trot.

Working trot: The horse should go forward freely and straight; engaging the hind legs with good hock action on a taut but light rein. The steps should be as even as possible. The degree of energy and impulsion shown at the working trot indicated clearly the degree of suppleness and balance of the horse.

Strong trot: There should be a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced and showing correct lateral flexion on turns. Light contact should be maintained. Excessive speed will be penalized.

Halt: Horse and vehicle should be brought to a complete square stop without abruptness or veering. At the halt the horse should stand attentive and quietly, squarely on all 4 feet, ready to move off at the slightest request from the driver.

Rein back: A movement in which the horse steps backward with his legs moving in diagonal pairs. The horse should move the carriage back straight and evenly at least 4 steps. The driver should use quiet aids and light contact. They should move back to their former position with the same quiet aids.