

RIDING AND JUDGING HORSEMASTERSHIP

General:

The rider must have full control of the horse; they must work in harmony. Basic skills are forward/backward movements and lateral movements. Walk, jog, trot, lope, canter, back, sidepass, leg yield and collection as well as maintaining speed on a loose rein are building blocks for any discipline.

Note: Gaited horses use different terminology for the same basic gaits, depending on the breed ridden.

Horse and rider to appear workmanlike, relaxed and in control. Horse's head, neck and shoulder should be carried in a natural position. Horses appearing dull, lethargic, over-flexed or with an excessive low or high head set will be penalized. Excessive speed or lack of speed will be penalized.

Contestants compete and are judged individually. They must enter the arena unassisted.

Three (3) refusals during a riding pattern i.e. Equitation over Fences will receive a zero score for that section of the pattern. This is not grounds for elimination.

Artificial markings or appliances are not allowed.

Electronic communication devices are not allowed during any portion of the competition (riding, grooming, written test).

All judges must be familiar with basic Hands and Seat and must be licensed in the division they are to judge. Cloverleaf Barrels and Pole Bending must be judged by a licensed CSHA Gymkhana judge, both at Region and State. All other categories do not require CSHA judges at the Region level.

Grooming judges will be guided by the methods and procedures outlined in the CSHA Horsemastership Grooming and Handling Guidelines and Instructions.

Competitors will receive scores only for those portions of the riding tests for which they are on course. Breakage of equipment during any portion of the riding test, or a fall in any phase of the riding test, will result in a zero score for that specific portion. **It will not be grounds for elimination, except for Barrels and Poles.**

Tack to be clean and in good working condition. Types of saddles and bridles appropriate for categories ridden.

ASTM/SEI approved helmet with harness securely fastened is mandatory for all Juniors when mounted. In events over fences, it is mandatory for all riders.

Categories:

English

Hands and Seat:

Rider to sit in center of saddle, balanced, shoulders back, ankles flexed in, calf of leg in contact with horse and slightly behind girth. Iron rest on the ball of the foot. Hands are above and in front of withers; knuckles 30 degrees inside the vertical, slightly apart and level, making a straight line from the horse's mouth to the rider's elbow. Method of holding the reins is optional, however, all reins must be picked up at the same time. Regulation snaffles, Kimberwicks, and Pelhams are acceptable. All must have cavesson and plain brow bands.

Attire:

Traditional hunting style coats; breeches or jodhpurs in conservative color; shirt/blouse with stock tie or choker; gloves; boots and properly fitting helmet

Gymkhana

Hands and Seat:

Rider to be in a forward seat position with weight in the stirrups and under the rider, near the cinch. Balance shall be in the middle of the saddle, with upper body vertical, yet supple. Shoulders to be back, chin level and eyes looking straight ahead. In all phases of the competition, the rider's body position shall be in accordance with the horse's gait. Both hands shall be on the reins at all times. Hands are above and in front of the withers, slightly apart and level. The should make a straight line from the horse's mouth to the rider's elbow. Method of holding the reins is optional, however, all reins must be picked up at the same time.

Attire:

Personal appointment may be either English or Western, depending upon saddle and tack being used.

Events:

Cloverleaf barrels	Table 1	max. time 26.000 seconds
Pole Bending	Table 1	max. time 18.000 seconds

Speed not to count over form of execution.

An Over and Under will not be allowed

Faults:

- Knocking down any obstacle, whether or not the downed obstacle interferes with completion of the prescribed course.
- Touching any obstacle with the rider's hand
- Improper or missing tack or clothing.
- Unnecessary roughness with legs, spurs, romal or other aids.

- Poor manners of horse (i.e. mouth open, head tossing, refusal to do event, etc.)
- Use of excessive hand movement

Western

Hands and Seat:

Rider to sit in center of saddle, legs in a straight vertical line from center of shoulder and hips to back of heel. Knees slightly bent. Heels lower than toes and calf close to horse. Back nearly flat but should appear relaxed and flexible. Hands and arms relaxed, shoulders even, upper arms in a straight line and close to body. Hand holding the reins to be bent at the elbow and as near to horn as possible. Opposite hand relaxed and resting on rider's thigh.

- **Romal reins:** Reining hand to be directly above saddle horn, with at least 16" of rein between reining hand and free hand. Free hand to be closed around romal.
- **Split reins:** If excess reins fall on same side as reining hand, one finger may be placed between the reins. Free hand to be closed around excess reins.

Standard western curb bit with curb strap/chain. Regulation snaffle bit may be used on horses 5 years of age or younger.

Attire:

Trousers or jeans with belt loops; long sleeved shirt with collar tucked into pants; tie, belt with buckle, boots, Western hat. Chaps and gloves optional.

Grooming

Attire:

Same as riding attire but without coat, helmet, hat or gloves. Protective clean smock or apron may be worn over riding attire.

Definition of gaits and some maneuvers

- Backing A 2-beat diagonal gait in reverse.
- Canter: A smooth 3-beat collected gait that is rhythmical but not fast.
- Circle: A circle should be evenly round with the two halves of the circle equal in size.
- Dismount: Bring excess rein to the left side. Place rein hand on withers and lift the body out of the saddle with the right hand on the horn. Swing the right leg over the cantle, step down and remove the left foot from the stirrup.
Note: The rider may slide down in a controlled fashion instead of stepping down.
- Halt: A halt should be straight, square, prompt and smooth. Horse's back to be round, not hollow.
- Lope: An easy 3-beat gait exhibiting a natural stride with the horse appearing relaxed and smooth. Length of stride in keeping with the size of the horse.
- Mount: Check equipment and fix or tighten if needed. Take reins in left hand and place hand on the withers. Grasp stirrup with right hand and insert left foot. Place right hand on the horn and, putting weight in stirrup, raise right leg over cantle and sit in saddle.
- Serpentine: A snake like pattern that can be a shallow wave or a series of half circles connected by straight lines.
- Sidepass Lateral movement of horse's front and hind legs. Horse's body is straight or very slightly counterflexed
- Steps: A step is a *footfall* that equals a single beat in any gait. Depending on the gait a step may involve movement of more than one leg. The legs usually move and land at the same time, making a single beat.
- Strides: A stride equals one complete *footfall pattern*. The length of a stride varies from horse to horse and depends upon the size of the animal and the length of the animal's legs.
- Trot/jog: A smooth 2-beat diagonal gait (front and opposite hind legs move together).
- Turn: Turns should be smooth and continuous with the appropriate bend for the curvature of the figure.
- Turn on the forehand
Horse rotates around the front leg of the direction of the turn. In a turn on the forehand to the left, the left leg is the pivot point and the hindquarters move to the right.
- Turn on the haunches:
A controlled turn in a 4-beat walk time. Horse pivots on the inside hind leg or hind leg maintain walk rhythm.
- Walk: A flat footed, ground covering 4-beat gait, length of stride in keeping with the size of the horse.