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TABLE OF CONTENTS

TABLE OF CONTENTS.....	5
SECTION 1.....	9
GENERAL RULES/DEFINITIONS	9
1.1 INHUMANE TREATMENT.....	9
1.2 AGE OF HORSE.....	9
1.3 AGE OF RIDER.....	10
1.4 AMATEUR.....	10
1.5 ARTIFICIAL MARKINGS.....	10
1.6 ARTIFICIAL APPLIANCES.....	10
1.7 CATEGORY.....	11
1.8 CLASS ELIGIBILITY	11
1.9 COLOR HORSE.....	11
1.10 CROSS-OVERS	12
1.11 DELAY OF CLASS	12
1.12 DIVISION.....	12
1.13 EQUIPMENT.....	13
1.14 EQUIPMENT BREAKAGE/FAILURE	13
1.15 ELECTRONIC COMMUNICATION DEVICE	13
1.16 FALL	14
1.17 GIMMICK.....	14
1.18 HAND.....	14
1.19 HORSE.....	14
1.20 NON-COLOR HORSE.....	14
1.21 NUMBERS.....	14
1.22 LAMENESS - UNSOUNDNESS.....	15
1.23 LONGE LINE	15
1.24 PONIES.....	15
1.25 SHOWN <i>and</i> JUDGED	15
1.26 TACK CHANGE	16
SECTION 2.....	17
CONDUCT AND PROTESTS.....	17
2.1 PROHIBITED MEDICATIONS, DRUGS	17
2.2 ALTERATION OF TAIL FUNCTION	18
2.3 CRUELTY/ABUSE.....	18
2.4 UNSPORTSMANLIKE CONDUCT	19

2.5 PROTESTS	19
SECTION 3	21
SHOW MANAGEMENT	21
3.1 POSITIONS AND RESPONSIBILITIES.....	21
3.2 SHOW MANAGER	21
3.3 SHOW SECRETARY.....	21
3.4 RING STEWARD or SCRIBE.....	22
3.5 BACK GATE/ANNOUNCERS.....	22
SECTION 4.....	23
JUDGES.....	23
4.1 RESPONSIBILITY.....	23
4.2 CONDUCT	23
4.3 RECOGNIZED JUDGES LICENSING ORGANIZATIONS25	
SECTION 5.....	27
LEADLINE.....	27
5.1 LEAD LINE (<i>Riders 6 and under</i>).....	27
5.2 EQUIPMENT.....	27
5.3 HANDLERS	28
5.4 CLASS JUDGING	28
SECTION 6	31
WALK-JOG/WALK/ TROT 10 & UNDER.....	31
6.1 WALK/JOG and WALK/TROT-(10 & Under).....	31
6.2 EQUITATION (10 & Under)	31
6.3 HORSEMANSHIP (10 & Under)	31
6.4 PLEASURE (10 & Under)	32
6.5 TRAIL (10 & Under).....	32
SECTION 7	33
HALTER-SHOWMANSHIP-LONGE-LINE.....	33
7.1 HALTER	33
7.2 HORSE.....	33
7.3 CLASSES	33
7.4 ATTIRE	34
7.5 EQUIPMENT.....	34

7. 6 POSITIONS (<i>Posing</i>)	35
7.7 JUDGING.....	35
7.8 SHOWMANSHIP.....	36
7. 9 MODEL HUNTERS	43
7. 10 LONGE LINE	43
7. 11 HUNTER IN HAND.....	47
SECTION 8.....	51
PERFORMANCE – ENGLISH.....	51
8. 1 GAITS	51
8.2 ATTIRE	52
8. 3 EQUIPMENT.....	53
.....	56
8.4 ENGLISH PLEASURE	59
8. 5 EQUITATION & HORSEMANSHIP	61
8.6 EQUITATION OVER FENCES	63
8.7 HUNTER HACK.....	66
8.8 WORKING HUNTER.....	67
8. 9 JUMPERS	71
8. 10 SADDLE SEAT	79
SECTION 9.....	85
PERFORMANCE – WESTERN.....	85
9. 1 GAITS	85
9. 2 ATTIRE	86
9. 3 WESTERN EQUIPMENT.....	87
9. 4 WESTERN PLEASURE	97
9. 5 FUTURITY PLEASURE	99
9. 6 EQUITATION & HORSEMANSHIP	99
9. 7 TRAIL.....	109
9. 8 WESTERN RIDING	116
SECTION 10.....	131
REINING	131
10.1 REINING.....	131
PATTERNS	132
PATTERNS AND DESCRIPTIONS	133
REINING PATTERN 1	134

<i>REINING PATTERN 2</i>	136
<i>REINING PATTERN 3</i>	138
<i>REINING PATTERN 4</i>	140
<i>REINING PATTERN 5</i>	142
<i>REINING PATTERN 6</i>	144
<i>REINING PATTERN 7</i>	146
<i>REINING PATTERN 8</i>	148
<i>REINING PATTERN 9</i>	150
<i>REINING PATTERN 10</i>	152
<i>REINING PATTERN 11</i>	154
<i>REINING PATTERN 12</i>	156
<i>REINING PATTERN 13</i>	158

SECTION 1

GENERAL RULES/DEFINITIONS

1.1 INHUMANE TREATMENT

Inhumane treatment of any horse or any other animal on show grounds will not be tolerated and is strictly prohibited. The standard by which conduct or inhumane treatment will be measured is that which a reasonable person informed and experienced in accepted training techniques would determine to be cruel, abusive and inhumane. Inhumane treatment includes, but is not limited to: Use of prohibited equipment, use of any appliance that restricts movement or circulation of the horse's tail, excessing jerking of reins or halter lead shank. Excessive use of whip, crop or spurs. Exhibiting a horse that appears to be sullen, dull, lethargic, or overly tired.

Intentional or negligent treatment that results in any bleeding. Any horse with visible blood marks or welts will not be allowed to compete and/ or disqualified. Use of any object to strike a horses legs or poling. Management has the right to eject any person(s) off the show grounds who are found in violation of rule 1.1. Any person(s) found in violation of rule 1.1 will forfeit any right for refunds of any money paid to show.

1.2 AGE OF HORSE

The age of a horse shall be computed on the basis of a calendar year starting January 1 of the year foaled.

“Junior Horse” is 5 years and under.

“Senior Horse” is 6 years and over.

1.3 AGE OF RIDER

A rider's age is based on his/her age on January 1st of the current year and shall be maintained throughout the show year. A "Junior Rider" has not reached his/her eighteenth birthday based on the above. An Adult rider is eighteen years and older

1.4 AMATEUR

Exhibitor is 18yrs of age or older as defined in 1.3 and has not received remuneration, monetary or otherwise either directly or indirectly for the previous 3yrs for training, riding instruction, showing, or judging horses. Exhibitor must have proof of current amateur status. CSHA or other recognized breed organization cards are acceptable. Management has the right to deny showing privileges to any person who cannot show proof of amateur status.

1.5 ARTIFICIAL MARKINGS

Artificial markings refers to any attempt to alter/change a horses markings or color is not permitted. Enhancing hair coat is not considered alteration. Hoof black or clear hoof polish is allowed. Use of glitter unless specified in class rules is not permitted.

1.6 ARTIFICIAL APPLIANCES

The application of any drug, artificial appliance, surgical procedure that could affect a horse's performance or which alters a horse's natural conformation or appearance is not allowed. Artificial tails are allowed but must be attached hair to hair and not to tailbone. Ear plugs/Cotton is permitted in horses ears. A prosthetic eye is permitted. The use of artificial appliances or devices such as chains, shackles, blinders (except when driving) or blindfolds is prohibited on the grounds before or during a competition.

1.7 CATEGORY

The discipline (division type) under which a rider/handler exhibits. The categories offered, are not limited to the following: English, Hunters, Jumpers, Western, Halter, Driving, Trail, and Reining, and any other associated classes as listed in show premiums. *Not all Show Classes are eligible for CSHA year end points.

1.8 CLASS ELIGIBILITY

Eligibility Sections may be the following:

Maiden – Horse or rider who has not won a first place award in the section in which they are being shown.

Novice – Horse or rider who has not won three first place awards in the section in which they are being shown.

Limit – Horse or rider who has not won six first place awards in the section in which they are being shown.

Green – Horse or rider that is in his/her first or second year of showing in a particular division.

Preliminary – Horse or rider who has not won a year-end award in that section. **Exception:** Excludes club or regional awards

Leadline- 6 & under-Youth riders who have never shown in a riding class.

Walk-Jog or Walk Trot- 10 & under –Youth riders who have not shown at the lope.

Walk-Jog or Walk- Trot-Open to any youth/amateur or open rider regardless if exhibitor has shown at the lope.

Youth-17 & under

Amateur- 18 & over with proof of Amateur status

Open-All ages –any rider or horse

1.9 COLOR HORSE

Grulla, dun, buckskin, Palomino, and Paint/Pinto or Appaloosa displaying color characteristics

1.10 CROSS-OVERS

Exhibition of the same horse in more than one division, whether the division is based on the rider, handler or the horse.

Cross-over entries are allowed at management discretion. “10 & Under” Walk/Jog/Trot exhibitors may **not** cross over into any class that requires an exhibitor to lope. This rule does not apply to entries in Yth/Ama/Open Walk/Jog or Walk/Trot classes. Leadline exhibitors may **not** enter any riding class. If cross overs are allowed the horse show premium or entry form must include this statement prior to start of show.

1.11 DELAY OF CLASS

When a class is called for group or individual work, and the rider/handler does not enter the ring when called, it is a delay of class. **Exception** see Tack change

When horses are shown in a group, a 2-minute gate call may be issued by the Judge or Management with the gate closing 2 minutes after the first horse has entered the arena or 2 minutes after the call is made.

When individual work is required, and the order of go has been posted or announced, the Judge or Management may give a 1-minute warning call. If the exhibitor does not enter the arena before the time called has expired, they will forfeit the class and any fees.

1.12 DIVISION

The group in which a rider/handler or horse competes within a Category. Divisions commonly represent age of horse or rider and/or amateur status.

1.13 EQUIPMENT

Use of weighted tails is acceptable. Earplugs or cotton in horse's ears is acceptable. See Western or English class definitions for breed specific rules.

1.14 EQUIPMENT BREAKAGE/FAILURE

Broken equipment, or equipment that becomes unattached in the show arena (i.e. headstall coming off, dropped or detached rein(s) or cinch/girth becoming detached from saddle.) the exhibitor will immediately be brought to the middle of the arena or excused from the show arena and be disqualified in that class. Except in working hunter and jumping. Reruns will not be allowed in instances of equipment failure.

Any other equipment failure that does not endanger any exhibitor, or require exhibitor to discontinue showing shall not be a disqualification. (i.e., curb strap coming loose, tail falls out, breast color breaking. etc.)

1.15 ELECTRONIC COMMUNICATION DEVICE

No exhibitor may use or wear an electronic communication device (e.g. Headphones, ear pieces, cellular telephone, pager, walkie talkie, blue tooth, etc.) while in the competition ring. The penalty for wearing or carrying a prohibited device if observed by the Judge may be elimination from the class during which the device was worn or carried.

This does not pertain to people with disabilities who must use electronic devices to be able to compete. They may do so with this CSHA organization. These devices must be cleared through Show Management ahead of time, and the Judge must be informed of such decisions.

1.16 FALL

A rider has fallen when he/she is separated from their horse, which will necessitate remounting. A horse has fallen when the shoulder and/or haunch on the same side have touched the ground or an obstacle and the ground.

1.17 GIMMICK

A gimmick is any humane training device. Judges must agree if a multi judged class.

1.18 HAND

A hand is the method of measuring an equine. One hand = 4”.

1.19 HORSE

All references to “horse” will refer to a horse, mule or pony unless otherwise noted. When the term “horse”, “mule” or “pony” is used or intended in the prize list where height is one of the class qualifications, the word “horse” will refer to all animals over 14.2 hands.

Exception: Those breeds that do not require an animal to be over 14.2 hands to qualify as a “horse”; e.g. Arabian, Half or Anglo Arab, Connemara, Morgan, Paso Fino, Welsh, Cob, etc.

1.20 NON-COLOR HORSE

Grey, Albino, White, Sorrel, Black, Bay, Chestnut, Roan, and others are considered non-colored horses.

1.21 NUMBERS

Numbers are issued by Management to identify individual horses and/or riders. Numbers must be worn in plain sight, visibly on a handler or rider’s back or hip in In-Hand Classes; or both sides of saddle pads in all riding classes.

Failure of exhibitor to have their correct number on and visible shall result in disqualification. For driving classes, numbers should be visible on either side of the cart or on the driver's back

1.22 LAMENESS - UNSOUNDNESS

A horse must be serviceably sound for competition. A horse is unsound for competition purposes if it shows evidence of lameness or broken wind. Such an animal shall be excused by the Judge.

The Judge has the authority to excuse any horse from the class due to lameness at any time while being judged. Obvious lameness is observable at the trot, marked nodding of head, hitching, or shortened stride, and minimal weight bearing while in motion or at rest. A horse that is completely blind, may not be shown

1.23 LONGE LINE

A Longe Line may be constructed of cotton or nylon with a snap that connects to a halter. Line may not exceed 30 feet in length. See Rules; In Hand classes

1.24 PONIES

Ponies may only be ridden by Youth. A Pony is a horse 14.2 hands and under. **Exception:** If the pony is a breed of horse normally smaller than the designated size of a horse (14.2 hands) like a Paso Fino, Arabian, Cob, Welsh, Morgan, Quarter Pony, etc. --an adult may ride the horse.

1.25 SHOWN and JUDGED

A class is considered "shown and judged" at the point the Judge turns his/her card over to Management. In Performance classes Judging starts when the gate is closed. If the show is cancelled or delayed, a class that has been "shown and judged" is not to be re- run.

Once A Judge's card has been turned in, no changes may be made pertaining to entry placing's. **Exception:** If a Judges card has an error (typo or error in addition) only the JUDGE may change the card. The card must be initialed by the Judge. The corrected placing's will be announced and or posted in show office. No card can be changed once the show has been completed and the Judge has left the show.

1.26 TACK CHANGE

A request for a tack change break in between classes to permit a rider to change equipment or horse. Tack change must take place near entrance gate to show arena. A tack change is not "delay of class" provided a request has been made to Judge or show management at least one class prior to the start of the class with the tack change. Tack changes must be made in a timely manner. If excessive time is taken to change tack or horses, a Judge may elect not to allow entry to compete or issue a 1 minute gate warning.

SECTION 2

CONDUCT AND PROTESTS

2.1 PROHIBITED MEDICATIONS, DRUGS

No horse will be allowed to compete if any medication, drug or substance which could affect its performance or appearance has been administered internally or externally. **Exception:** therapeutic medications not considered listed as prohibited. Exhibitors will be held responsible for reporting any drug or medication given to their horse. All shows held in California are subject to the laws and provisions of the California Department of Food and Agriculture Animal Health and Food Safety Service, Equine Medication Monitoring Program (EMMP). Exhibitors shall inform Management of all drugs and medication administered to a horse within 72 hours prior to the show. A declaration form containing the name of the drug, its purpose and time/date of administration shall be presented to Management prior to the entrant's first class.

If the medication contains a prohibited substance, the horse must be withdrawn from competition for at least 24 hours after administration of the medication.

All exhibitors/owners of horses on show grounds are responsible for knowing which drugs and medications contain prohibited substances.

Any exhibitor who violates the provisions of the Horse Drugging Law is subject to fine, suspension from exhibiting and forfeiture of winnings and prize money. All exhibitors must comply with request for drug testing of their horse(s) by the State Drug Inspector.

No one shall be allowed to enter, exhibit or sell any horse that is a known positive reactor to the test for Equine Infectious Anemia (Coggins Test) at any show.

All exhibitors will comply with provisions of the Horse Protection Act of 1970 (P.L. 91540, 15

FURTHER INFORMATION VISIT:

Web site: cdfa.ca.gov/ahfss/AnimalHealth/Emmp.html.

2.2 ALTERATION OF TAIL FUNCTION

The application or administration of any drug, chemical, foreign substance, surgical procedure or trauma, whether accidental or intentional, which could result in alteration of the tail function is prohibited.

The Judge may choose to examine any tail, which appears sullen or abnormal in any way. Artificial tails are allowed if attached properly. Artificial Tails must be attached hair to hair and cannot be attached to tail bone.

Judge has the right to excuse any entry in violation of this rule without benefit of a veterinarian examination.

2.3 CRUELTY/ABUSE

Cruelty to or abuse of any horse is prohibited. It is the responsibility of all persons witnessing such action to report the individual(s) to Management. (See Inhumane Treatment in previous chapter.)

Violation of this rule will result in dismissal of the individual(s) from the show grounds, forfeiture of fees paid, and an official report to the American Humane Association, 63 Inverness Drive East, Englewood, CO 80112 if it is deemed warranted by Management.

2.4 UNSPORTSMANLIKE CONDUCT

Unsportsmanlike Conduct will not be tolerated. Any person(s) who are abusive, rude or profane to any person(s) at a CSHA approved event will be asked to leave grounds or buildings at once. Person(s) will be subject to forfeiture of any CSHA awards or payment of refunds or fees.

2.5 PROTESTS

A Judge's decision may only be protested if a rule violation is involved. If a show is approved or rated, the protest must be filed in writing according to the rules of the approving/rating organization. Rules governing protests for CSHA approved shows are outlined in the CSHA Bylaws and Rulebook.

If a protest is against the Judge, the protest must be filed in accordance with the rules of the organization which has licensed the Judge the day of the Show, and must be a rule book violation, as the Judge's opinion is not protestable.

It is the responsibility of the person filing the protest to understand which rules govern the competition in question, and to ensure that the protest has been filed correctly and with the correct organization. Management has no responsibility to forward a protest to any organization which has been filed with them even if done so in the belief that they were the governing body.

If there is no approving/rating organization (or none with protest procedures) or licensing organization involved, the protest is to be filed with Show Management under the following guidelines:

The protest must be received in writing by the Manager or Secretary of the show where the violation occurred no

later than 48 hours after the close of the show; e.g. the end of the last class. If a multiple day show is involved, the protest must be filed within 48 hours of the day on which the alleged violation occurred.

The protest must be in writing and include the following:

Signature, address and phone number of person filing protest. Signature, name, address and phone number of any witnesses. A \$100.00 protest fee payable to the horse show.

Management is not required to deal with a protest received after the time limit or with one not filed in accordance with these rules.

Protest fees will be retained by Management to offset the expense of conducting a hearing. Management may elect to return fees when a protest is upheld.

Management must respond to all protests in writing within 72 hours of delivery of the protest. The Show Manager will chair a committee of three knowledgeable individuals who will make a decision based on the evidence presented and in lines with all rules governing the show. A decision on the protest must be finalized and submitted to all parties involved within 30 days of the end of the show in question.

A person found in violation as a result of a protest is subject to penalties determined by the Committee including but not limited to forfeiture of points/awards for the class in question or entire day, banning from future shows, etc.

SECTION 3

SHOW MANAGEMENT

3.1 POSITIONS AND RESPONSIBILITIES

A group of people organizing and maintaining the operation of a CSHA Horse Show or event. All management teams should work together to provide a venue for persons to show their horses to the best of their ability while maintaining a safe environment.

3.2 SHOW MANAGER

The Show Manager shall be responsible for the proper organization and conduct of the CSHA Show. They shall enforce all the rules of the WCHS rule book. Hire Judges, hire or appoint show personnel /representatives to conduct the show. They shall be in attendance at the show until completion of the event, unless an emergency arises in which case they shall designate someone to carry out their responsibilities. Other than the Judge the Show Manager has the right to eject any person(s) for misconduct, unsportsmanlike conduct or abuse of horse or animal on show grounds.

The Show Manager may not exhibit (as a handler/rider or owner) or serve as a Judge and show manager at the same show. **Exception:** In an emergency, a Show Manager who is also a licensed show Judge may serve as a Judge for the show after first appointing someone to succeed him/her as show manager.

3.3 SHOW SECRETARY

To assist the show manager in operating the show/event. Will maintain and record entries and show results. Issue back numbers and verify eligibility of exhibitors and horses. Collect fees or office charges from exhibitors.

3.4 RING STEWARD or SCRIBE

(Note: IT IS RECOMMENDED THAT SCRIBES OR RING STEWARDS SHOULD BE AVAILABLE FOR ALL CLASSES. MANAGEMENT SHOULD ASSURE THAT A RING STEWARD IS AVAILABLE AT JUDGES REQUEST.

A Ring Steward or Scribe may not exhibit at a show where he/she is assisting at. Ring Stewards should be familiar with all rules in the CSHA/WCHS rulebook. Job is to assist Judge as needed. A ring steward should not take part or seem to take part in any of the judging. Proper ring attire is required. Boots/jeans/suitable shirt/blouse no shorts, tennis shoes.

3.5 BACK GATE/ANNOUNCERS

Gate Person(s) are highly recommend to keep show running in timely manner. Persons working gates should be courteous and knowledgeable in horse show etiquette. Announcers will keep track of a class times and breaks, placing's from Judges' cards, classes running in timely manner.

SECTION 4

JUDGES

Designation as a CSHA approved Judge is a privilege earned by that person's equine expertise, experience and personal character.

4.1 RESPONSIBILITY

- 1) Failure to attend a show for which they have been contracted, inexcusable behavior, or inappropriate actions, and not following the current Rule Book, shall be actions deemed reviewable and accountable to the Judge's Committee.
- 2) The Judge is to enforce all rules in this rulebook and be thoroughly versed with said rules. The Judge has the authority in regards to the safety of all horses and/or riders and handlers in any situation that may arise in the arena. The Judge is in charge of the arena, which includes the area surrounding the arena. Actions immediately outside the arena which are affecting entries in the arena are all overseen by the Judge and/or Show Committee.
- 3) The Judge's decision as to the serviceable soundness of a horse shall be final, and will be accepted for the purpose of excusing a horse from showing. An examination by a veterinarian may not be used to alter or overrule the Judge's decision, but should be considered for the health of the horse.

4.2 CONDUCT

- 1) A Judge may not discuss with any exhibitor the purchase, sale or lease of any horse during a show in which he/she is judging.
- 2) A Judge may not accept accommodations in a private home when a member of the homeowner's

family will be exhibiting at the show or a horse owned by the homeowner or a member of his family will be shown at the show.

- 3) A Judge may not judge any of the following unless the relationship was terminated at least 3 months (90) days, prior to the date of the show in question:
 - a. A member of his/her immediate family or a horse belonging to a member of his/her immediate family.
 - b. A horse for which the Judge has acted as an agent in a sale, trainer or handler.
 - c. Any horse which has been leased from the Judge.
 - d. Any exhibitor who has leased a horse from the Judge.
- 4) These specific areas of disqualifying conflict of interest are not exclusive and Judges are ineligible to judge another's horse in other situations not designated by the rules. If a Judge cannot exercise an objective opinion, free from prejudice, bias or other connections with the horse, owners or exhibitor a Judge must disqualify him or herself.
- 5) If breed rules apply, breed rules will take precedence.
- 6) Judges shall dress in a manner consistent with the type and quality of the event to be judged. The Judge may refuse to discuss a decision with anyone unless the individual first requests permission from Management or the Ring Steward.
- 7) The decision of the Judge constitutes solely his/her opinion and not the Show Committee.
- 8) Judges may ask for riders to dismount and drop bridles in any class. **Exception**: Lead-line, 10 & under Walk/Trot/Jog classes.
- 9) If a Judge is unable fulfill his/her commitment to officiate a show for any reason, he/she is required to

arrange a suitable, qualified replacement and notify show management immediately.

- 10) Judges score sheets are not required to be turned in to show management. It is at the Judge's discretion to allow his or hers score sheets to be posted.

4.3 RECOGNIZED JUDGES LICENSING ORGANIZATIONS

All State and/or Region CSHA approved shows must be judged by a Judge currently licensed in good standing by CSHA in the appropriate competition categories or a licensed Judge recognized by the CSHA Judges Commission.

Organizations recognized for this purpose:

- USEF -----United States Equestrian Federation
- AQHA ---- American Quarter Horse Association
- APHA ----- American Paint Horse Association
- PtHA ----- Pinto Horse Association of America
- PHBA ---- Palomino Horse Breeders Association
- NSBA ----- National Snaffle Bit Association
- ApHC ----- Appaloosa Horse Club
- AHA ----- Arabian Horse Association
- AMHA ---American Morgan Horse Association
- POAC ---Pony of the Americas Club of America
- WPCSA ----- Welsh Pony And Cob Society
- NRHA (National Reining Horse Assoc.) –
Reining only
- NRCHA (National Reined Cowhorse Assoc.) –
Reining only

SECTION 5

LEADLINE

5.1 LEAD LINE (Riders 6 and under)

An exhibitor that is 6yrs old and under as defined in age rule.

A rider may not cross enter into the walk/jog or lope classes. No Exception.

The handler and rider's attire and tack must match. Entry may be in Western or English tack/attire and must adhere to rules in Performance Section of rulebook.

The entry number is to be worn visibly on the rider's back or on both sides of the horse's saddle pad.

5.2 EQUIPMENT

Equipment must correspond with the requirements of the category i.e. Western or English. (Refer to Equipment within each group.)

- 1) The Lead Line rider's booted feet must be in the stirrups.
- 2) Rider may not be tied into saddle or stirrups in any manner.
- 3) Halter may be worn over or under bridle.
- 4) The lead shank must be at least 6' in length and attach with a snap to the halter or cavasson/bosal only. No lead shanks may be attached to the bridle or bit in any way.
- 5) If a chain shank is used, snap may only be attached to a halter ring and may not be passed over or under the horse's nose or through its mouth.

5.3 HANDLERS

Any handler leading an entry in this class must be 14 years of age or older. Handlers must lead on the horse's left side holding the lead shank in the right hand. Excess lead should never be rolled or folded or tightly coiled.

The handler must have an appropriate liability release on file with Management even though they may not be showing in other classes.

All Handlers must be dressed appropriately as per category.

5.4 CLASS JUDGING

If only one class is offered, it shall be "Equitation."
Riders shall be judged on position and riding ability

ALL LEAD-LINE CLASSES MUST BE PERFORMED AT THE WALK ONLY.

Riders may be asked for individual work such as backing and may be asked questions about their horse or themselves by the Judge.

Pleasure (Riders 6 and under)

Emphasis is on manners and willingness of horse. Horse should appear alert and a pleasure to ride without excess restraint from the handler. Horses must work both directions of the arena.

Trail (Riders 6 and under) A minimum of 3 and maximum of 5 obstacles required. All obstacles must be performed at the walk. No raised poles. Bridges are allowed.

Riders may not be asked to jump, perform a dismount/remount, drag any item or work a solid gate. A rope gate is not to be worked by the rider, but handler may open and close gate and is permitted.

The class is judged on the performance of the horse through and over obstacles. Scoring will be penalized and credited as any other Trail Class. **Exception:** Going off pattern in this class shall not be cause for disqualification but entry cannot place over an entry that has completed the pattern correctly.

SECTION 6

WALK-JOG/WALK/ TROT 10 & UNDER

6.1 WALK/JOG and WALK/TROT–(10 & Under)

This section is intended for classes offered as “10 & Under” only. The rule definitions here are not intended to apply to other Walk/Jog/Trot classes that a show might offer to youth/amateurs/open or variations of those classes. Exhibitors must be 10 years of age and under and have never shown at the lope, canter or gallop. Showing can include classes in Pleasure, Equitation, Horsemanship, Trail, and Horsemastership program or Gymkhana.

Dress and attire will correspond to Western or English rules. (See Western or English Division attire and equipment.)

A Walk/Jog or Walk/Trot 10 & Under rider shall not be asked to change horses with another entry or dismount and mount. Entry cannot be asked to extend the trot/jog.

6.2 EQUITATION (10 & Under)

Is not considered a Horsemanship class. No Pattern in this class. Riders will work both directions of the arena at the walk and trot/jog. Riders must back their horses either on the rail or in the line-up. Riders are judged upon their ability to maintain correct body and hand position while performing at the walk and trot/jog. English exhibitors may be asked for posting trot or sitting trot.

6.3 HORSEMANSHIP (10 & Under)

This class is a pattern class. Patterns should be simple with no more than 3 maneuvers. Riders must work pattern individually. Judge may require additional rail work. 10

& Under horsemanship does NOT require riders to work rail in both directions. Riders are judged upon their ability to maintain correct body and hand position while performing at the walk and trot/jog. Going off pattern in this class is not cause for disqualification but cannot place over an entry that completes the pattern correctly.

6.4 PLEASURE (10 & Under)

Emphasis is on manners and willingness of the horse. Horse should appear alert and be a pleasure to ride.. Horses to be shown at the walk and trot/jog both directions of the arena. Backing is not required.

6.5 TRAIL (10 & Under)

This class is judged on the performance of the horse through and over obstacles.

A minimum of 3 and maximum of 5 obstacles are required. Obstacles in this class shall not be raised. Riders may not be asked to jump, perform a dismount/remount, drag any item or work any type of gate. Scoring will be penalized and credited as any other Trail Class.

Exception: Going off pattern in this class shall not be cause for disqualification but entry cannot place over and entry that has completed the pattern correctly.

SECTION 7

HALTER-SHOWMANSHIP-LONGE-LINE

7.1 HALTER

This section applies to the exhibition and judging of horses at halter. This class is judged individually on type, confirmation, substance and quality in that order.

7.2 HORSE

All Halter horses should be clean, trimmed, well groomed and clipped appropriately to breed type, to show off the horse's conformation. Entry may be shown either Western or English style. Horse must be serviceably sound, not showing any evidence of broken wind or lameness. Blemishes that are man-made are not to be considered.

The use of hoof polish either colored or clear is allowed. Horses are to be shown and handled by one person per class. Stallions may not be shown by any Youth.

7.3 CLASSES

Show Management has the option to offer any number or type of Halter classes. Suggested classes described below:
Age – Junior horse (5 years and under), Senior horse (6 years and older), foals of a particular year (2 years and under), weanlings, etc.

Gender – Mares, Stallions and Geldings. Geldings and Stallions may be combined. At NO TIME may Stallion classes be combined with Mares, except for Championship Classes.

Color - (Grulla, Dun, Palomino, Buckskin, Paint, Pinto, Appaloosa etc.) and Non-Color (sorrel, bay, chestnut, black, grey, albino. roan etc.).

Stock Type (Quarter Horse, Paint, Appaloosa, etc. based on conformation of horse as well as breeding) and Non-Stock Type (Thoroughbred, Saddlebred, Pinto, Walker, Morgan, Arabian, etc.)

Model Hunter-Horses are judged on conformation and movement suitable for that of a hunter.

Longe Line-judged on Conformation and Longeing

Hunter In Hand-English style horse judged on conformation and performance with a pattern

7. 4 ATTIRE

Attire rules for appropriate category (English/Western) or breed shall apply. Attire must match style of equipment and cannot be mixed.

Exhibitor's number may be pinned on the back or on the front hip in a visible manner.

7. 5 EQUIPMENT

- 1) Equipment shall be suited to the style and type of horse. All equipment must be clean, neat, well maintained and fitted correctly.
- 2) All Horses are to be shown in a Halter except English types and Breed types that may be shown in their traditional halters or bridles. (Hunters, Walkers, Morgans, Arabians, Paso Finos, Andulasians, etc.)
- 3) Horses shown Western are to be shown in a western type halter.
- 4) Arabs/Half-Arabs, Morgans, and others must utilize a headstall with a throatlatch.
- 5) Lead chains are permitted. If used, lead chains may be placed under the chin, or over the nose must attach to halter or English style bridle with a snap.
- 6) Horse Breeds that are regularly shown with a whip may do so provided it is approved by the Judge and is no longer than 43.3" (110 cm). The exhibitor is

responsible for verifying acceptance with the Judge prior to entering the arena.

7. 6 POSITIONS (Posing)

- 1) Western horses are to be shown in a square position.
- 2) English horses and breeds which are not traditionally shown “square” may be shown with at least two feet flat on the ground and at least one rear and one front cannon bone perpendicular to the ground. Saddlebreds, Morgan may be shown parked or stretched.
- 3) Model Hunters – horses are to be set up in an “open position”, for conformation judging, e.g. with all four legs of the horse visible to the Judge when standing on either side of the horse with the horse’s neck in a natural position and the handler standing away from the horse with a loose lead line.

7.7 JUDGING

- 1) Emphasis will be placed on conformation, soundness, way of travel, balance, substance and quality. Horses should have a good attitude and exhibit pleasant manners. Grooming and cleanliness of horse and equipment are to be considered.
- 2) Excessive use of clear oils or grease will be penalized.
- 3) Excessive use of the lead chain will be deemed inappropriate and entrant will be disqualified.
- 4) Should horse break free of its handler and/or fall, it shall be eliminated
- 5) Any horse that is unruly/disruptive of other entrants may be disqualified at Judge’s discretion
- 6) Horses are to be shown at the walk and jog/trot and set-up for conformation judging. Checking of horse’s teeth and tail function are at Judge’s discretion.

Presentation of class shall be at the Judge's discretion.

7.8 SHOWMANSHIP

- 1) The Showmanship class shall be designed to evaluate the exhibitor's ability to show a well groomed and conditioned horse, through a set of maneuvers with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced correct body position.
- 2) All exhibitors may enter the ring and then work individually or each exhibitor may be worked from the gate individually.
- 3) The following maneuvers are considered acceptable: lead the horse at a walk, jog trot or extended trot, or back in a straight or curved line or a combination of straight and curved lines; stop; and turn 90(1/4) degree, 180 (1/2) degree, 270 (3/4)degree or 360 (full turn) or any combination of these turns. The PULL turn is not an acceptable maneuver. It is suggested that no more than 5 maneuvers should be used for pattern design.
- 4) The Judge must have exhibitors set the horse up for inspection sometime during the class. Horses will stand according to its conformation type regulations. The exhibitor is required to use the Quarter Method when presenting the horse.
- 5) See Diagrams for Quarter Method
- 6) It is mandatory that the class pattern(s) must be posted at least one hour before the class. Pattern(s) must be approved by the Judge prior to posting. Once posted no changes may be made to the pattern. Pattern(s) should be designed to test the showman's ability to effectively present a horse to the Judge.

Presentation of horse

- 1) The horse's body condition and overall fitness should be assessed. The hair coat should be clean, well brushed, and in good condition. Mane may be braided or banded for English or Western.
- 2) The length of mane and tail may vary, as long as they are neat, clean, and free of tangles.
- 3) The mane should be even in length or may be roached, but the forelock and tuft over the withers must be left. The bridlepath, eyebrows, and long hair on the head and legs may be clipped, except where government regulations prohibit.
- 4) Hooves should be properly trimmed and if shod, the shoes should fit correctly and clinches should be neat. Hooves must be clean and may be painted black or with clear hoof dressings, or shown naturally.

Equipment

- 1) Halter must be neat, clean, fitted properly, and is appropriate to style either Western or English. Breeds that are traditionally shown in halter with a throatlatch or English Type halter (e.g. Arabs, Half-Arabs, Miniatures, etc.) may elect to do so.
- 2) Silver is not to count over clean, well-maintained and fitted equipment.
- 3) The lead shank may be of any material but should complement the halter. Must be attached with a snap.
- 4) If a lead chain is used, it may not be run through the horse's mouth or over the nose.
- 5) Whips and crops are optional if showing English and use of whip or crop are subject to Judges permission. Western exhibitors are prohibited from using a whip or crop in a showmanship class. War bridles or like

devices, or any type of wire or rope over a horse's head are not allowed.

Attire – Appearance of the Exhibitor

- 1) Clothes and person will be neat and clean.
- 2) Appropriate English or Western attire must be worn. Attire must match style of Halter
- 3) Gloves are optional.
- 4) Spurs/chaps/shotguns/chinks are not allowed.
- 5) Belts are mandatory if loops on trousers/pants are visible.
- 6) Improper Attire will be penalized and or cause for disqualification.

Performance-Exhibitor

- 1) Exhibitors should be poised, confident, courteous, and genuinely sportsmanlike at all times, quickly recognizing and correcting faults in the positioning of the horse. Exhibitor should move in a straight, natural and upright manner, and avoid excessive or animated body positions.
- 2) Exhibitors should continue showing their horse until the class has been placed or they have been excused, unless otherwise instructed by the Judge.
- 3) The exhibitor must lead on the horse's left side holding the lead shank in the right hand near the halter with the tail of the lead loosely coiled in the left hand
- 4) When leading, the exhibitor should be positioned between the eye and the mid-point of the horse's neck, referred to as the leading position. Height of the arms may vary depending on the size of the horse and exhibitor, but the arms should never be held straight out with the elbows locked.
- 5) The position of exhibitors when executing a turn to the right is the same as the leading position except

that the exhibitors should turn and face toward the horse's head and have the horse move away from them to the right.

- 6) When executing a back, the exhibitor should turn from the leading position to face toward the rear of the horse with the right hand extended in front of the exhibitor's chest, still maintaining slight bend in the elbow, and walk forward. The ideal position is for the exhibitor's left shoulder to be in alignment with the horse's left front leg.
- 7) When setting the horse up for inspection, the exhibitor should stand angled toward the horse in a position between the horse's eye and muzzle and should never leave the head of the horse. The position of the exhibitor should not obstruct the Judges view of the horse.
- 8) At no time should the exhibitor ever stand directly in front of the horse.
- 9) Exhibitors should not touch the horse with their hands or feet or visibly cue the horse by pointing their feet at the horse during the setup.

Faults

Faults can be classified as minor, major, or severe. The Judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction.

- 1) Minor faults
 - a. Break of gait at walk or jog/trot for one stride
 - b. Sliding a pivot foot or lifting foot and replacing in same place

- 2) Major faults
 - a. Not performing gait or not stopping within 10 feet of designated area
 - b. Break of gait at walk or jog/trot for more than one stride
 - c. Splitting the cone
 - d. Stepping out of or moving the hind end significantly
 - e. Over/under turning one-eighth to one-quarter of designated turn

- 3) Severe faults
 - a. (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault)
 - b. Exhibitor is not in the required position during inspection.
 - c. Exhibitors touching the horse or kicking or pointing their feet at the horse's feet during set up
 - d. Standing directly in front of the horse
 - e. Loss of lead shank or holding chain or two hands on shank
 - f. Severe disobedience including rearing or pawing; horse kicking at other horses, exhibitors, or Judge; or horse continuously circling the exhibitor.

- 4) Disqualifications—should not be placed include :
 - a. Willful abuse
 - b. Going off pattern
 - c. Schooling-use of artificial aids
 - d. Loss of control of horse that endanger other exhibitors or horse. Horse breaking loose from exhibitor.

- e. Knocking over cones or working on wrong side of cone.
- f. Leading on incorrect side
- g. Failure to wear correct number in a visible manner
- h. Never performing specific gait-Over turning more than ¼ turn of designated turn.

Scoring:

The WCHS rulebook does not prohibit a Judge from using a different scoring system to tabulate an overall score in the Showmanship classes. However Credits, Faults and Disqualification rules listed here must be used regardless how the Judge arrived at a total score. (e.g: score 0-20 or score 0-100 or percentages for Presentation, Appearance, etc.)

Preferred scoring system shall be on a basis of 0–100, with an approximate breakdown as follows:

Exhibitors are to be scored from 0 to 100 with 70 denoting an average performance. One-half point increments are acceptable. Each maneuver should be scored as indicated below:

+ = Above Average

√ = Average

- = Below Average

An additional + (excellent) or – (well below average) may be given.

90–100 EXCELLENT body position and presentation of horse. Completes pattern accurately, quickly, smoothly, and precisely; demonstrates a high level of professionalism.

80–89 VERY GOOD performance in execution of the pattern as well as correct showmanship and presentation of horse. Excellent showman that commits a minor fault.

70–79 GOOD execution and average showmanship; lacking adequate style and professional presentation to merit elevating to the next scoring range. Above average showman that commits a minor fault.

60–69 BELOW AVERAGE pattern that lacks quickness or precision. Horse with consistently unwilling attitude or handler with obvious position and/or presentation faults that prevents effective showmanship. A good showman that commits two minor faults in the performance of the pattern. An excellent showman that commits a major fault.

50–59 One major fault or multiple minor faults in the performance, presentation or position of exhibitor that precludes effective communication with the horse.

40–49 Severe fault, two or more major faults, or multiple minor faults in the performance or the execution of the pattern and demonstrates a lack of handling ability and knowledge of correct body position.

10–39 Exhibitor commits more than one severe fault or multiple major faults in performance or position but completes the class and avoids disqualification.

Quarter System Guidelines Showmanship

MAIN MANEUVERS FOR SHOWMANSHIP

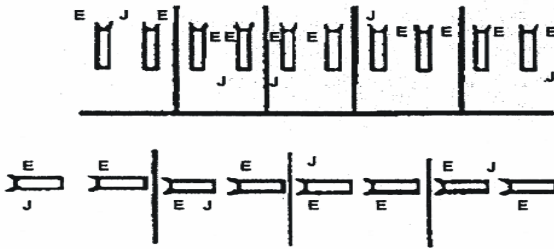
J = Judge

E = Exhibitor

BASIC SHOWMANSHIP POSITION



SIDE BY SIDE POSITION



HEAD TO TAIL POSITION

7.9 MODEL HUNTERS

All entries may either be shown in a bridle or a leather halter.

Horse to be shown at the walk and trot, as other halter classes. Walk to the Judge, trot past the Judge and around a cone to the lineup. Line up head to tail. Judge is to view the horse from all sides. A horse should move confidently, fluidly, and mannerly. The Judge will be judging conformation, movement, soundness and suitability to Hunter type.

The Judge has the right to ask for an extension of gait

7.10 LONGE LINE

This class is open to horses that are 2 years old and under and have never been shown under saddle. The horse

should demonstrate manners, expression, attitude, movement and conformation, and appropriate gaits to become competitive under saddle.

Equipment

- 1) Horses to be shown in a halter. Either a regular or show type halter is acceptable. Silver not to count on halter or show longe line.
- 2) Longe line may not exceed 30 feet in length with a snap attached to the halter. The longe line must hang free from the halter without touching any part of the horse.
- 3) Longe whips are permissible but a disqualification will occur if an exhibitor intentionally strikes the horse. Mechanical or retractable longe lines are not allowed.
- 4) For the conformation judging the longe line may be exchanged for a lead shank as defined in halter or showmanship guidelines. No lips chains are allowed.

Attire

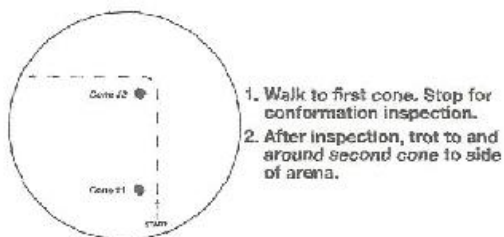
English or Western as defined in Division rules. If entry is considered a Hunter type prospect it is suggested that the exhibitor wear English attire. The type of attire worn by the exhibitor is not to be a consideration in placing the horse as long as the attire meets requirements as defined above.

Routine

The class is divided into 2 parts:

- 1) Conformation/Halter. The conformation inspection will occur prior to the longeing demonstration. Each entry will be walked into the arena to the Judge and pause for evaluation individually. Entry will then trot off straight and around cone and take a place on the wall inside the area as designated by the Judge.

Any horse found to show evidence of lameness will be excused from the class at this time.



Conformation judging

- 2) Longeing demonstration. The 2nd part of the class will be the longeing demonstration which will begin at the sound of a whistle or other audible indicator when horse has reached the perimeter of its circle. Time will start only when horse reaches this perimeter. Exhibitor may start the circle in either direction. Exhibitor is encouraged to make full use of a 25' radius circle. Size of circle will be a factor in score. When the "start" signal is given, the entry will be allowed 1 ½ minutes to present the horse at all three gaits in both directions. At the end of 1 ½ the Judge will sound a signal to signify the end of the demonstration. At the conclusion of the demonstration the exhibitor will exit to designated area. Entry must stand quietly on the wall while the other exhibitors present their horses.
- 3) A courtesy "half-way" signal may be given at the Judge's discretion.

Gaits:

Horses will be judged according to the rules for Gaits for Western Pleasure and Hunter Under Saddle. All three gaits (walk, trot/ jog, lope/canter) must be completed in each direction or the entry will be disqualified.

Scoring:

Horses will not be penalized for some playing on the longe line. However, Judges will penalize horses for excessive bucking, stumbling or running off, or displaying attitudes unbecoming of a good western pleasure or hunter under saddle prospect. Any horse that breaks loose from exhibitor or falls down during any of the judging will be disqualified.

Suggested scoring system:

Score 0- 60 - points available with 30 points being the average

Movement - Total of both directions 34 points

- 1) Walk- scale of 1-3 in each direction.
- 2) Jog or Trot-scale 1-7 in each direction
- 3) Lope or Canter-scale of 1 - 7 in each direction·
- 4) Manner /Expression/Attitude Total 14 points

Bad attitude/ear pinning/running off or cutting into circle or incidental touching of the horse with the whip, cross cantering, or backing up should be penalized. Credits for smoothness of gaits, transitions into gaits, above average expression, alert and responsive.

Conformation/Suitability - Total 6 points

Credits are athletic ability, correct structure and balance, suitability to type, total picture presented.

Ability/ Use of circle - Total 6 points

Consideration will be given on how well/poorly the exhibitor and horse uses the 25' radius of the longeing circle. Credits for horse staying on perimeter with slight looseness in the line. Horse turns around on circle perimeter.

- 1) Both circles are equal in size with minimum effort from horse. +3
- 2) Average use of circle slightly inconsistent +2
- 3) Cannot maintain 25' radius is inconsistent +1

Horses that do not maintain perimeter, cutting in, pulls on exhibitor or potentially dangerous slack in the line will receive 0 points.

Penalties and disqualifications: 5 point penalties will occur per direction

- 1) Failure to walk a minimum of two horse lengths
- 2) Failure to jog/trot minimum of ¼ of a circle
- 3) Failure to show the correct lead for a minimum of ¼ of a circle.

Disqualifications:

- 1) Evidence of Lameness
- 2) Intentionally striking horse with whip
- 3) Fall of horse or exhibitor
- 4) Horse breaks free from exhibitor
- 5) Horse steps on/over or becomes entangled in the longe line.
- 6) Illegal Equipment

7. 11 HUNTER IN HAND

Hunter In Hand is essentially a halter class for the performance horse. An exhibitor is allowed to show more than one horse in a class. The horse is judged individually on a triangle, with 60% for movement, 30 % for conformation, and 10% for temperament.

Judging:

The horse enters individually and is set up for inspection at "A" in an open position, with all 4 legs visible to the Judges.

When the Judge signals that he/she is done, begin walking the first (smaller) triangle on the outside perimeter. Walk from “A” to “B” then to “C” and back to “A”. Once the smaller triangle is completed and back at “A”, commence to trot your horse around the perimeter of the larger one. Perform a collected trot from “A” to “D”, then extend the trot to (E), back to collected trot to turn and finish at “A”. Once you finish the course, exit the ring or move to area designated by Judge. When all horses in the class have completed the triangle, they may be lined up for Judge(s) to place, or walking in a large circle around the Judge(s) may be used.

Requirements and Attire:

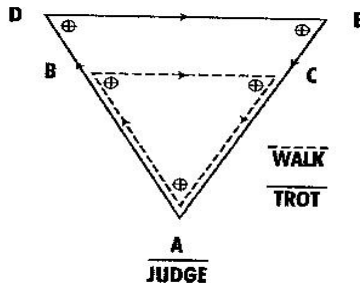
English headstall with snaffle bit mandatory on horses 3 years and over, and optional on 2 year olds. Nosebands are optional. Reins or lead with/without chain must be attached to both sides of the bit. Two year olds have option of showing in a plain leather halter. Horses under the age of 2 must show in plain leather stable halter. No decorations and especially no silver are allowed. No product may be applied to hoof that would conceal a conformational defect. Only clear or transparent products may be used on hoof in “In Hand” classes.

The handler may carry a crop, bat, or dressage whip. Handler must wear a conservative shirt with a collar, such as a polo shirt or dress shirt, in white or other solid color. A vest, tie and gloves can be worn, but are all optional. Pants must be loose dress pants that allow room to run the course. Jeans are not allowed. Shoes must be running shoes, or paddock boots. Hats are optional. Violations of the above rules are cause for disqualification.

An exhibitor may show more than one horse in a class on the triangle. In this case, a helper may assist in bringing

the horses back for circling and/or line up for final inspection. Assistants must be dressed appropriately.

Penalties (avoids disqualification):



- 1) Knocking over marker or cone will be penalized in the temperament or movement score.
- 2) Blemishes are not to count unless resulting from a conformation fault.
- 3) Break of gait while on pattern

Disqualifications:

- 1) If a horse is off pattern by either completing the large triangle ADEA before the small triangle ABCA.
- 1) Not displaying the correct gait while completing the corresponding triangle.
- 2) Not submitting to inspection prior to completing the pattern.
- 3) Whip marks.
- 4) Evidence of lameness
- 5) Failure to wear correct number
- 6) Fall of horse or exhibitor
- 7) Horse breaks free of exhibitor

The appropriate triangle dimensions are: (70 to 90 feet (21.34 to 27.43 m) between corner markers)

ABCA = 70' ADEA = 90'

SECTION 8

PERFORMANCE – ENGLISH

Any horse of any breed, color or age capable of performing English gaits and suitability to style and performance. Horse may be any height

8.1 GAITS

WALK –the walk is a natural, flat footed, four beat gait with the horse moving straight and true.

TROT- is a two beat diagonal gait in which the left front and right front hind foot touch the ground simultaneously and the right front and left hind do so also.

EXTENDED TROT-should show definite lengthening of the stride.

CANTER- is a three beat gait, level top line, smooth comfortable motion. Over collection or a four beat canter shall be penalized.

HAND GALLOP-should show a definite lengthening of stride with a noticeable difference in speed but with the horse under control at all times.

Saddle Seat Type horses must be allowed to return to the walk prior to asking for another gait, e.g. a trotting horse going to a canter must return to a walk prior to the canter.

Horses that do not reflect the gait traits as stated above are to be penalized. Excessive speed, choppy gaits, resistance or lack of fluid forward motion, four beat canter, lack of rhythm and cadence. Horse should back with little resistance and light contact. Horses must not show evidence of lameness which would be cause for elimination.

8.2 ATTIRE

Exhibitors shall wear hunt coats of traditional color such as navy, dark green, grey, black or brown.

Breeches of traditional shades- buff, khaki, light grey, rust or canary. High English knee boots or small English type paddock boots are mandatory. Long or short sleeved shirt/blouse with collar. Stock/tie or choker is required. Gloves, English un-roweled spurs, slip on or buckle type, crops and bats are optional. Conservative colored, properly fitted ASTM, SEI equestrian helmet headgear with chinstrap fastened is mandatory.

Hair must be neat and contained.

ASTM/SEI approved Helmet properly fitted with chin strap secured must be worn in all English classes, and while jumping anywhere on show grounds/show arena/schooling arena.

NO EXCEPTIONS

Saddle seat style suit is acceptable when riding saddle seat. The rider shall wear a conservative colored, properly fitted derby or a Top Hat, when appropriate.

Judges at their discretion may authorize adjustments to attire due to weather-related conditions.

Polo shirts may *only* be worn in Warm-up or schooling classes or Jumper classes and riders may wear ½ chaps.

Exhibitors who do not conform to Attire rules and helmet regulations will be penalized or disqualified at Judge's discretion.

8.3 EQUIPMENT

All equipment should be workable and in good repair. Flat English forward or balanced seat saddle is mandatory, with stirrup irons. Side-saddles are typically a Western style of riding, but may be considered an English style any day and may be used in flat classes for safe riders. All saddles should match the class in which it is used. Saddle Seat riders, should be riding a flat cutback saddle.

In all English classes, a regulation English snaffle, Kimberwick, Pelham, and/or double full bridle (with two reins), (a curb and a snaffle or bradoon-with no converter straps) all with cavesson nosebands and plain leather brow bands must be used.

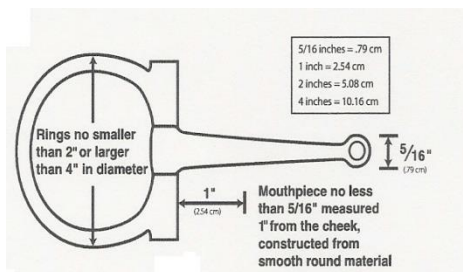
Hunter gag bits are allowed. But if used must have a curb chain.

Any bit having a fixed rein requires use of a curb chain at least $\frac{1}{2}$ " in width.

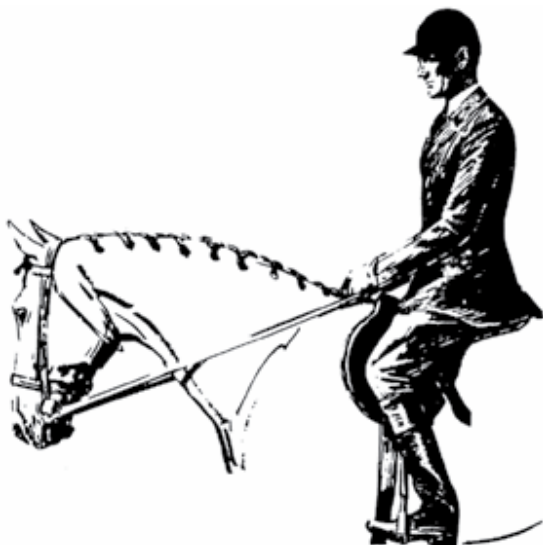
Snaffle bit rings may be no larger than 4" (100 mm) in diameter.

All mouthpieces must be at least $\frac{5}{16}$ " to $\frac{3}{4}$ " in diameter with a gradual decrease to the center of the snaffle, to be

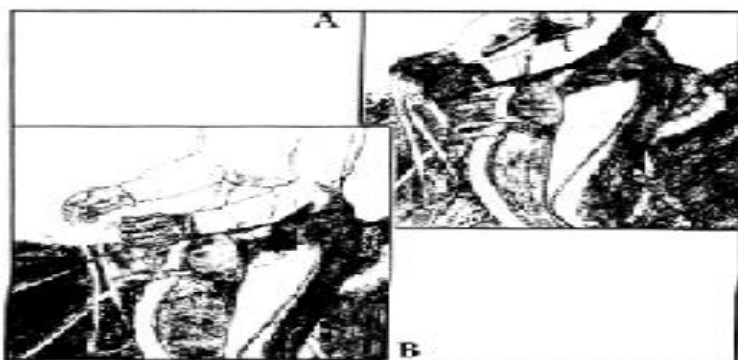
measured
1" in from
cheek or
ring.



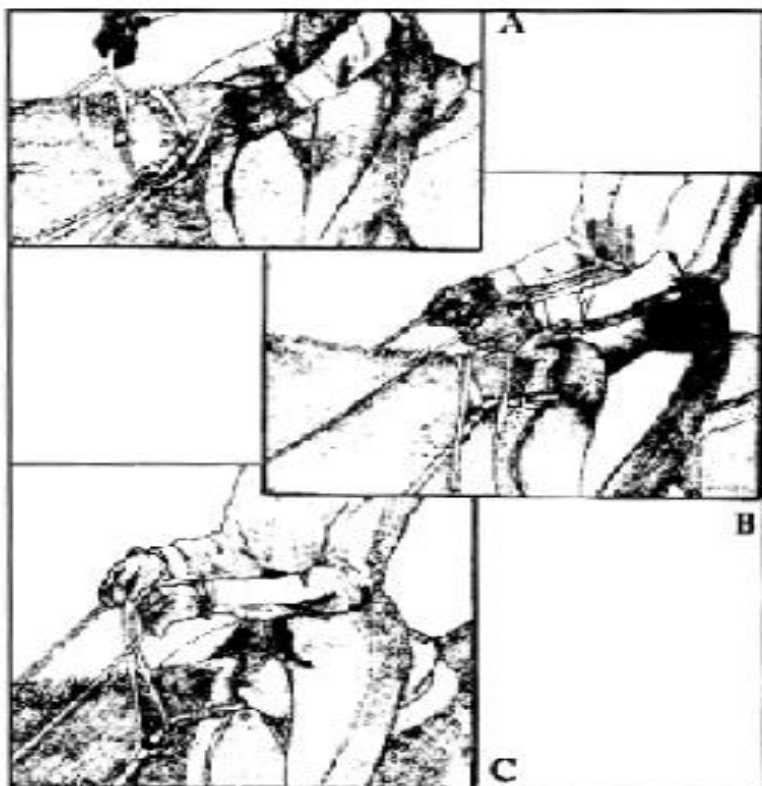
Correct English rider position



Correct English rider hand positions



UNACCEPTABLE HAND POSITIONS



HUNT SEAT SADDLE



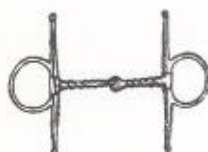
CUT BACK SADDLE



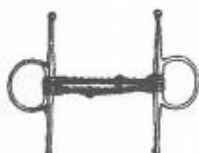
ACCEPTABLE ENGLISH BITS



Slow Twist



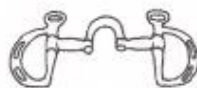
Corkscrew



Double Twisted Wire



Single Twisted Wire



Correction Bit

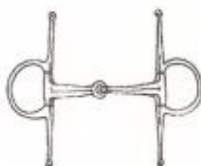


Snaffle Bit with
Connecting Flat Bar

UNACCEPTABLE ENGLISH BITS



Excessive Port



Triangular Mouth



Prong Bits

SOME ACCEPTABLE SNAFFLE BITS



O-Ring Snaffle Bit



Eggbutt Snaffle Bit



D-Ring Snaffle Bit

Saddles / Pads

Saddles are to be plain leather, skirted for hunt seat type, or forward seat type and may have suede seats or suede inserts on skirts with either leather or cloth lining. Girths should be leather, web, cord, neoprene or linen. Stirrup leathers hang straight from the saddle with attached stirrups.

The type of English saddle is optional but should match the class in which it is used. The saddle pad should go with the saddle for the appropriate class in which it is to be used. The pad is to be conservative in size and provide adequate protection for the horse's back and withers. It should be colored white or a conservative. Lift pads, half pads and gel pads are acceptable.

Prohibited Equipment

NO "BITLESS" BRIDLES ALLOWED.

Draw Reins, Martingales and Dropped Nosebands of any type are prohibited in English flat type classes including Hunter Under Saddle and all Hack and rail classes, including pleasure, country pleasure, equitation and horsemanship classes.

Dropped and figure eight nosebands are not permitted except in Jumper classes. The Judge may penalize/disqualify a horse with non-conventional types of bits or nosebands.

Boots, leg wraps and bandages are prohibited except in Hunt Seat Equitation over Fences and Hunt Seat Equitation on the flat, and the Jumper section.

Draw reins are only allowed in gimmick classes.

No loose chin straps.

Optional Equipment:

- 1) English type un-roweled Spurs
- 2) Whips, Crops or Bats for Hunters, Jumpers and Hunt Seat Equitation may not exceed 30" in length and may not be weighted at the end.
- 3) English breast plate
- 4) Martingales are ONLY allowed in Working Hunter over Fences, Jumping, or Equitation over Fences.
- 5) Management may permit the use of bell boots in inclement weather.

Jumper Equipment:

Saddles and tack are the same as Hunters. Any English Hunt Type forward seat, saddle and pad is permitted.

Any humane bit or bridle regardless of type, make or dimensions is permitted, (including mechanical hackamores) and dropped nosebands. Martingales of any type are permitted. Boots, leg and protective wraps are allowed. Run down boots, skid boots on the rear fetlocks and splint or bell boots are allowed in this class only.

See separate appointments and restrictions on classes in this Chapter.

8.4 ENGLISH PLEASURE**Hunter Under Saddle**

To be shown at a walk, trot and canter both ways of the arena ring, in formal hunting attire with correct appointments, judged as a flat class. Light contact on the mouth is required. Extended gaits may be called.

Horses should be obedient, alert and move freely. Manes and tails are usually braided, as is the custom. Conformation, quality, movement, way of going and

manners will be judged. All horses must not show signs of lameness.

Judges may request a hand gallop collectively one way of the arena, with no more than 8 horses/riders at a time. Hand gallop may not be called in a 13 & under, Maiden or Green classes.

Backing is optional, it may be done in the lineup, or on the rail.

English Pleasure is a class that is offered for horses that may not fit the “Hunter” type. Saddle seat and Side Saddle riders may compete in Pleasure/Equitation classes.

Horses will be shown at the walk, trot and canter both directions of the arena. Horses are to be judged on way of going, correctness of the breed and suitability to the English style. Extended gaits may be called. Light contact of the mouth must be maintained throughout the rail work.

Horses should appear alert with a pleasant manner and be shown with light mouth contact. The English Pleasure/Hunter Under Saddle horse should have ground covering gaits that would be comfortable for both the horse and rider for extended periods of time and should require limited cues or restraint from the rider.

Horses appearing dull, lethargic or over flexed shall be penalized.

Backing is optional on the rail or in the lineup.

Penalties:

- 1) Any tendency to move in a Western style jog, trot, or lope must be penalized.

- 2) Excessive speed.
- 3) Excessive chewing the bit, tongue lolling, sour ears, wringing tail, rearing, balking.
- 4) Breaking gaits or lead changes unnecessarily. 4 beat canter.
- 5) Incomplete attire or equipment.
- 6) In cases of broken equipment or loss of shoe, the competitor must continue or be eliminated.

8. 5 EQUITATION & HORSEMANSHIP

Hunt Seat Equitation

(This class is for Hunt Seat type riders, whereas English Equitation can be used for multiple class types and saddle styles.)

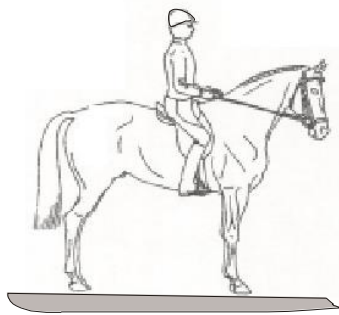
Riders will be asked to walk, posting trot and canter both directions of the arena. Sitting Trot and other individual tests may be asked of the riders. You may be asked to ride without stirrups in 14 & over classes.

Hands should be above and in front of the horse's withers with the knuckles thirty degrees inside the vertical, hands slightly apart and level making a straight line from the horse's mouth to the rider's hands and elbows.

Method of holding the reins is optional, and the bight of the reins may fall on either side of the horse. All reins must be picked up at one time but method of holding the reins is optional.

Head should be up and shoulders back. Feet must be in the irons with the iron on the ball of the foot. Backing is required in the lineup or on the rail.

Riders may reverse either toward or away from the rail. Light contact with the horse's mouth must be maintained.



English Equitation

Show Committees can combine Saddle Seat and/or Hunt Seat, Equitation on the flat, and other English Equitation type riders in this class. Similar to Hunt Seat Equitation.

The conduct of the class shall be at the Judge's discretion and direction. Patterns may be requested and individual work may be called.

The walk, trot and canter will be exhibited both directions of the arena. Extensions of gaits may be called for by the Judge, including sitting trot.

SOUNDNESS. Unsoundness does not penalize a competitor in the Equitation classes unless it is sufficiently severe to impair the required performance. In such cases, the imposition of a penalty is at the Judge's discretion. Any rider not having their mount under sufficient control will be dismissed from the arena.

Backing is required in the lineup or on the rail. Dropping stirrups may be asked for youth over 14 years of age.

Individual Test Patterns may be asked for, and will come from the list below”.

- 1) Back on the rail or in the lineup.
- 2) Hand Gallop.
- 3) Ride Without Irons, or drop and pick up irons.
- 4) Figure 8 at the trot, showing changes of diagonals.
- 5) Figure 8 at the canter showing correct leads- specify either a flying change or simple change.
- 6) Serpentine at a canter or trot.
- 7) Turn on the haunches or forehand.
- 8) Stop.
- 9) Counter canter.
- 10) Walk/trot/canter or gallop in a straight line, curve, circle.

Horsemanship – English

Exhibitors are judged on their ability to ride and control their horse and perform maneuvers individually.

Entries are to be judged on equitation skills through a series of maneuvers. Patterns must be posted 1 hour prior to class. Patterns should include maneuvers that an English horse/rider combination would perform. See test Individual Patterns. A back up must be performed either as part of the Pattern or rail work. Rail work of one direction of the arena is mandatory. Riders will perform at the walk, trot and canter. Extended gaits may be asked for by the Judge. Regardless of scoring systems used the pattern portion of the class will score higher than the rail portion. Entries that are off pattern or knock over markers etc. (See Western Horsemanship scoring rule descriptions) will be disqualified.

8.6 EQUITATION OVER FENCES

This class should be judged on the precision of riding ability over the fences. Emphasis is on the rider and not

the horse. Only the effect the rider has on the horse is to be considered. The manner in which a rider elects to ride the course, pace and approach to the jumps are used to evaluate the riders judgment and ability. See Hunt Seat Equation rules for hand and body position.

Class Routine

All riders shall enter the arena at a walk or trot. If you canter into the arena you will be eliminated. The entry may circle once before starting the course, and once upon completion. Even pace throughout the course should be maintained.

Obstacles

Jumps may not exceed 3' with wings at least 24" wide in Maiden, Novice, Limit and 13 and Under classes. Minimum height 2'0" and maximum height 3'0". Maximum distance of a spread is 3'. Open jumping distance between standards is 5'6".

Combinations are prohibited in classes restricted to riders 13 and under.

All open and intermediate classes are not to exceed 3'3" in height.

Course shall consist of a minimum of 4 and max of 8 fences and will include at least one directional lead change, a combination, and at least two of the following: Bending line, fence at the end of the ring, a long approach to a single fence.

Patterns must be posted at least one hour before the class. The class begins when the horse walks into the arena, or when a whistle is blown denoting the start of the individual rider.

Since the rider is being judged, jumping faults of the horse should not be considered unless it is a major fault. Except for refusals, jumping faults on the part of the horse are not to be considered unless the rider's ability is the direct cause.

Light contact with the horse's mouth is required.

As in other jumping classes, if the jump is knocked down, and must be re-set before the horse and rider can jump the fence again, and the rider does not hold up, for re-set, they shall be eliminated.

Eliminations:

- 1) Fall of horse and/or rider
- 2) 3 refusals
- 3) Off course
- 4) Backing anywhere on the course is an automatic elimination

NEW:

In the event of an elimination (off course, 3 refusals or fall of horse or rider) the exhibitor must exit the arena immediately. If the rider falls off, **THEY MAY NOT REMOUNT IN THE RING AND TAKE A COURTESY FENCE. THERE WILL BE NO COURTESY FENCES ALLOWED.**

If eliminated during a tied work off, the rider will be placed last of all those chosen to work off, and will not be eliminated from the entire class.

Major Faults:

Major faults include but are not limited to:

- 1) Refusal

- 2) Loss of stirrup or reins
- 3) Trotting while on course when not part of the course test

If a refusal occurs in a double or triple, the **rider must re-jump all obstacles in the combination.**

The Judge may ask any or all entries to return to the arena and perform at the walk, trot and canter or to perform any appropriate test. Only classes of riders 14 years old and older may be requested to drop stirrups. Junior riders will not be asked to mount or dismount in the class.

Tests should be limited to one minute and must be announced. Only the top 5 riders are required to do any extra test.

If there is a discrepancy between the announced pattern and the posted pattern, the posted pattern will take precedence.

Outside assistance will be penalized at the Judge's discretion.

In the case of broken equipment or loss of a shoe, the exhibitor must continue or be eliminated.

If a jump is broken and cannot be repaired for another contestant, that jump will be deleted from the Judge's score sheet for all entries shown in that class.

8.7 HUNTER HACK

The Hunter Hack horse should move in the same style as a Working Hunter with light contact on the bit. They will be judged on style over fences, even working hunter pace, rail work, way of going and manners. Entry may be asked

to hand gallop, pull up, stand quietly and back on a loose rein after the last fence. Emphasis in this class is on the “over fence” score.

To be shown at a walk, trot and canter both directions of the arena in the flat rail section. Faults incurred in the over fences section of the class, will be scored as a Hunter.

The horse is required to jump 2 fences (2’ minimum to 3’ maximum height) with ground poles, and hand gallop one way of the arena, halt and back. Fences should be set at either 48’, 60’ or 72’ apart between to the two.

A lead change between fences is optional.

Horses are to be judged over fences 1st and then proceed to the rail work. Judging is 70% over fences and form, and 30% flat work.

Failure to complete the 2 fences will result in disqualification and entry will be eliminated from the flat rail work and the class. If the rider falls off the horse, they are to immediately leave the arena, not remount, nor have a courtesy fence.

The Hand Gallop is not to be called in Green Horse or Maiden Rider classes.

8.8 WORKING HUNTER

Working Hunter is an over Fence class. The show hunter should maintain a good pace throughout the course of fences. The horse is judged on its smoothness around the course, its movement, jumping form, and whether it reaches each distance to the next fence correctly

English Attire and Equipment rules apply.

Horses must be shown over a minimum of eight obstacles.
With a change of direction.

Jump heights may be set by management. Suggested min fence height is 2' with a max of 3'3. It is *suggested* that jump distances are printed on posted patterns. Judge has authority to alter any obstacles.

Obstacles are to simulate those found in the hunt field.

Acceptable obstacles are natural post and rail, brush, stone wall, white board fence or gate, chicken coop, hedge or rising oxer. Unacceptable obstacles are coops hinged at the top and free at the bottom so as to swing, triple bars and hog backs, targets and spreads over 4' and square oxers.

Management may choose to offer any combination of classes. e.g: Rider age, Maiden, Novice, Amateur, etc.

Courses must be posted at least one hour before the start of the class.

Performance starts as the exhibitor enters the arena and ends when the exhibitor exits the arena. If the courtesy circle area is restricted by a mandatory line, the line must be shown on the course diagram and a corresponding barrier erected in the arena. A circle before start of course is allowed.

Upon completing the course, riders are to trot a circle for soundness before exiting the ring. Any horse found to be lame, impaired or broken winded, or poor vision shall be disqualified.

In and Outs are considered 2 separate obstacles and cannot be used as the first obstacle of a course. In and Out may have one or two strides at 24' to 36'. Faults committed at each separate obstacle are considered separately. In case of a refusal or run out at the second obstacle of an in and out, rider may re-jump both obstacles of the in and out.

Handy class obstacles may simulate those found in irregular hunting country. The course must have at least two changes of direction and at least one combination. Horses may be required to trot over one obstacle toward the end of the course.

Scoring

Preference will be given to horses with correct jumping style that meet fences squarely, jumping at the center of fence. Judges shall penalize unsafe jumping and bad form over the fence, whether touched or untouched, including twisting. Incorrect leads around the ends of the course or cross-cantering shall be penalized, as well as excessive use of crop. In and outs (one or two strides) shall be taken in the correct number of strides or be penalized.

Scoring shall be on a basis of 0-100.

Judges are responsible for correctness of the course after it has been set. The Judge may walk the course with riders and has the right to alter the course in any manner to ensure safety. The Judge may remove or change any obstacle he/she deems unsafe or non-negotiable. There shall be made available two jumps in a warm up area, at least one hour before the first jumping type class starts. Circling once upon entering the arena is OK. You may not re-jump a jump or any part of the course.

Faults

The following faults are scored according to the Judge's opinion and depending on severity or division, may be considered **minor or major faults**.

- 1) Rubbing the jump
- 2) Swapping leads in a line or in front of a jump
- 3) Late lead changes
- 4) Spooking
- 5) Kicking up or out
- 6) Jumping out of form
- 7) Jumping off the center line of jump
- 8) Bucking and/or playing
- 9) Adding a stride in a line with a related distance
- 10) Eliminating a stride in a line with a related distance
- 11) Striking off on a wrong lead on the courtesy circle.
(May be corrected with either a simple or flying change of lead)

The following are considered major faults.

- 1) Knockdown
- 2) Refusal
- 3) Refusal or stopping while on course
- 4) Dangerous jumping
- 5) Addressing a jump - coming to a stop in front of a jump in order to show the jump to the horse.
- 6) Completely missing a lead change
- 7) Adding or eliminating a stride in an in and out.
- 8) Breaking stride, or Trotting while on course.
(Exceptions-Where posted on the course diagram i.e. trot jumps.
- 9) Striking off on a wrong lead on the courtesy circle.
(Exceptions-Where posted on the course diagram e.g. trot jumps, steep banks, etc.)

Eliminations

- 1) 3 refusals –can be refusals, run out or extra circle, and stops
- 2) Off course
- 3) Jumping a fence before it has been reset
- 4) Bolting from the arena
- 5) Fall of horse or rider (cannot remount in arena) must exit arena immediately
- 6) Stopping for loss of shoe or broken equipment
- 7) Failure to trot a circle for Judge at end of course.
- 8) Failure to wear correct number in a visible manner

If fall of horse or rider, the rider **MAY NOT REMOUNT IN THE ARENA**, No Courtesy Fence Allowed.

8.9 JUMPERS

Jumping is a scored event and can be a timed event. In the Jumping Division in regards to unsoundness- in a case of a Jumper horse entry unsoundness sufficiently severe to be considered abusive, the Judge(s) must eliminate the competitor from that class.

See English Equipment and Attire for rules. **Exception:** Whips that are weighted at the end are prohibited at any time.

Draw reins and German Martingales may only be used when schooling or in classes with no prize money that are offered at 1.20m (3'11") or below.

Ponies may not be ridden by a Junior in draw reins or German martingales at any time.

No other head set devices (chambon, etc.) are permitted in any class.

When timing equipment is required, unless automatic timing equipment is used, management must have 2 people other than the Judge or steward who will act as timers. Each must have a stopwatch with a time out feature reading at least in hundredths of a second.

Suggested Heights:

- 1) Amateur and any classes offered for riders “18 and Over” 3’ minimum to 3’9” maximum. 4’ or higher may only be used in jump off courses.
- 2) Junior and any classes offered for riders “14 to 17” – 2’ minimum for ponies and 2’3” minimum to 3’9” maximum for horses.
- 3) Adult Amateur and any classes offered for riders “18 and Over” – minimum 2’ for ponies and 2’3” minimum to 3’3” maximum for horses.
- 4) Children’s and any classes offered for riders “13 & Under” – 2’ minimum to 2’9” maximum for ponies with spreads not to exceed the height of the fence and 2’3” minimum to 2’9” maximum for horses.
- 5) If any other age breaks are offered, heights should be set as close to the above suggestions as possible.

Obstacles

Rails must be at least eight feet long. The only device permitted for holding rails or similar elements are cups of either plastic or metal. The maximum cup depth must not exceed one half the diameter of the rail and the maximum for a flat cup used for gates and planks is 1/2”. Cups must be secured to the wing so as not to fall if rubbed.

An obstacle composed of a single rail cannot exceed 3’3” in height. Brush obstacles must have poles placed above or beyond them that are visible. All suspended elements;

e.g. gates, panels, etc., must be hung not more than 4” from their top edges.

Combinations

Combinations are composed of 2, 3, or more obstacles that are set a maximum inner distance of not more than 36’6” apart and require 2, 3 or more successive jumps. Inner distance is measured from the base of an obstacle on the landing side to the base of the next obstacle on the take-off side. Any obstacles that are set a distance of 36’6” or closer must be designated as a combination by numbering them with a single number plus “A”, “B”, “C”, etc. as appropriate.

Spread obstacles included in combinations must be spread at least 3’ with solid elements such as coops, wall, etc. not allowed for use as the further most element.

Courses

Riders may walk any course on foot prior to the course. Order of go must be posted in such a manner as to be visible to a mounted rider at least half an hour before the class.

Tables/heights must be stated on the entry form. The method of scoring jump-offs must be included

Courses shall include a minimum of 8 fences with 10 jumping efforts at least 3 being a spread.

Obstacles must be numbered in the order of go with arrows used to indicate the direction in which each fence must be taken.

The jump-off course may not be shortened to less than six jumping efforts and must include at least one vertical and

one spread obstacle. Jump off courses must be posted by the start of class with each fence clearly marked in order and direction of go. .

The time limit to complete a course, if used, must be posted.

Time for Posting- Courses must be posted at least one-half (1/2) hour before the scheduled time of the class. Classes may not be started prior to that time without permission of all exhibitors.

Water jumps are prohibited. NO SWEDISH OXERS as below.



Start and Finish

- 1) Start line must be at least 12' from the first obstacle.
- 2) Finish line must be at least 24' from the last obstacle.
- 3) Horse/rider must cross the finish line in the proper direction.

- 4) Failure to enter the ring within 1 minute of being called or failure to cross the starting line within 1 minute after an audible sound is cause for elimination.
- 5) Passing through the start markers in the wrong direction before starting does not incur a penalty.
- 6) Time is taken from the instant the horse's chest reaches the start line until it reaches the finish line.

Faults

- 1) When a fence is composed of several elements in the same vertical plane, a fault at the top element is the only one to be penalized.
- 2) In combinations, the faults committed at each fence are scored separately.
- 3) In the case of a refusal or run out at one element of a combination, the rider must re-take the entire combination.
- 4) If any part of the combination is altered, the rider must wait for the element to be reset and receive the Judge's signal to start.
- 5) If equipment breaks, or the loss of a shoe occurs, the rider may either continue on course without penalty or may retire.
- 6) No time outs in Jumper classes. **Exception:** If a rider stops to fasten his chin strap, he must indicate to the Judge that there is an issue with his chinstrap. The tone will then be sounded and the time will be stopped until the chin strap has been fastened. Once the chin strap is fastened, the tone is sounded to indicate that the rider continue the round. The time is restarted at the point where the rider stopped.

Disobediences

- 1) Refusal
 - a) Stopping at an obstacle to be jumped without knocking it down or displacing it and without backing followed by immediately jumping from a standstill is not penalized. If the halt continues or the horse backs up even a single step or circles to retake the obstacle, a refusal is incurred.
 - b) After a refusal, the exhibitor must re-jump the obstacle before continuing on course or be eliminated.
- 2) Run Out
 - a) Evading or passing an obstacle to be jumped.
 - b) After a run out, the exhibitor must re-jump the obstacle before continuing on course or be eliminated.
- 3) Loss of Forward Motion
 - a) Halting or stepping backward after crossing the starting line
- 4) Circling
 - a) Any form of circling whereby the horse crosses its original track between 2 consecutive fences or stops advancing toward or turns away from the next fence.
- 5) Knockdowns
 - a) An obstacle is considered knocked down when a rider or horse displaces any part of an obstacle, which alters the original height.
 - b) Poles or elements do not have to completely fall to the ground to count as a knockdown.
 - c) If a fence falls after a rider has left the course or fence, the fence is not considered to have been knocked down.

NOTE: Poling of horses is prohibited in California.

Fences in the schooling area must have the top pole in both cups.

Fences **MUST BE** jumped in the correct direction.

JUMPER DIVISION TABLES

TABLE OF JUMPING FAULTS

4- Faults

- 1) Knockdown: Of obstacle or standard with any portion of horse, rider or equipment, when jumping that obstacle
- 2) Knockdown of automatic timing equipment, other designated markers on start and finish lines
- 3) First disobedience anywhere on course
- 4) refer to Disobediences definitions
- 5) Second cumulative disobedience anywhere on course designated for horses five years of age and under.

1-Fault

- 1) Exceeding Time Allowed (for each commenced second over the Time Allowed).

Elimination

- 1) Second and or Third cumulative disobedience anywhere on course
- 2) Taking more than 45 seconds to jump the first obstacle after the time of the round has begun.
- 3) Taking more than 45 seconds to jump the next obstacle on course
- 4) Fall of horse and/or rider (except Fault and Out Classes and other classes with special rules).
- 5) Jumping an obstacle before it is reset, or without waiting for signal to proceed. Starting before Judge's signal to proceed
- 6) Jumping an obstacle before crossing start line unless said obstacle is designated as a practice obstacle or

after crossing the finish line, whether forming part of the course or not

- 7) Off course
- 8) Leaving the enclosure of a closed obstacle incorrectly
- 9) Rider and/or horse leaving the arena before finishing the course
- 10) Any competitor at the end of his/her round who does not leave the arena through the designed gate (e.g. jumping out of the arena).
- 11) Actions against a horse deemed excessive (For example: excessive use of whip or spurs at any time within the arena.).
- 12) Exceeding the Time Limit

Courtesy Fence. An eliminated competitor has the right to make one attempt to jump an additional single obstacle, which the Judge(s) may designate, but may not continue thereafter. (Exception: The right to attempt an additional obstacle does not apply to Fault and Out classes or in the case of the fall of the horse or rider.)

Jump Offs

Ties involving first place should be jumped off. Riders have the option to decide to jump off or toss a coin. If an agreement cannot be reached as to the method, a jump off will be used.

Even if only 1 rider is willing to attempt the jump off, he/she must attempt at least the first obstacle in order to earn the top placing.

Riders who inform the Judge that they do not wish to return for the jump off round will toss a coin for final placings but will place behind any rider who attempts the jump-off.

Jump-Off Order. Jump-off orders must be established by following one of the following procedures: a) the competitors return in the original order; b) the competitors return in the previous round's order; c) the competitors return according to their times in the first or second rounds.

Jump-offs are held over obstacles from the original course. Any sequence of obstacles may be used. Fences may be raised, lowered, broadened or narrowed. Everyone rides the same Jump off course.

Any person attempting to jump anywhere on the grounds without an ASTM/ SEI secured equestrian helmet will be directed to leave the grounds whether they are an exhibitor or not. Exhibitors violating this rule will be disqualified and entry fees will not be refunded.

8. 10 SADDLE SEAT

Saddle Seat classes and Hunter/Jumper styles of clothing are not to be mixed. Horses must be sound and shown with no artificial appliances.

Non-conventional braiding of manes is not allowed in Saddle Seat classes. Horses may be braided or not braided. If braided one lone braid in the forelock and one behind the headstall, is all that is allowed. Horses are allowed to have colored ribbons in their mane braid. The Judge has the right to penalize an entry for non-conventional braiding.

Neatness of attire is a prerequisite to the class.

Attire: Saddle Seat Riders shall wear the following based on traditions and present day customs.

Saddle Seat suits in conservative dark matching colors or dark colored jodhpurs and Saddle Seat type jacket and paddock type short boots and soft hat or derby type top hat, with a white or pastel collared blouse with a tie, with long tailed saddle seat jacket with collars and lapel.

Chokers are prohibited, vests and gloves are optional.

Jodhpur boots must be worn. Spurs of the un-roweled english type and crops of no more than 72" are optional. Protective headgear in accordance with ASTM / SEI standards may be worn in place of a hat without a penalty.

Equipment

The saddle is usually called a "Saddle Seat," but is also known as a "Cutback" or "Lane Fox" saddle, or "Park" type English Saddle. The saddles are usually not shown with a saddle pad.

Horses wear a double bridle, with four reins. A full bridle with Weymouth or Pelham bit, double reined with browband and cavesson are required. Browbands may be colored. Junior horses may be shown in a snaffle bit.

Girths are to be leather, cord, webbed or linen. All tack should be clean and neat.

Prohibited Equipment:

Any deviation from the required appointments are not to be allowed. Such as the following: a different type bit, converter straps on bits, any other footwear, tie downs or draw reins, and dropped nosebands. Any artificial appliances, forward type saddles with knee rolls, any western saddles, or side-saddles are prohibited, and the entry shall be eliminated.

There are certain breed type classes which can be called for, which have specific gaits. Some of these are:

For five gaited classes, additional gaits may include the slow gait, and rack. The class is about elegance, grace, and animation.

Some breeds usually shown saddle seat can include the American Saddlebred, the Tennessee Walker, the Arabian, the Morgan, the National Show Horse, the Racking Horse, the Rocky Mountain horse and the Hackney. Most of these breeds have a level back, a high head carriage and a high trotting action.

Other breeds that have been shown Saddle Seat include the Friesian and the Standardbred. This does not mean other horses should not be shown in a Saddle Seat class. CSHA will not designate a certain breed of horse for their Saddle Seat Classes, unless requested

Saddle Seat Equitation

The walk, trot and canter will be exhibited both directions of the arena. The slow gait and rack may be used. Any extension of any gait you may be asked to perform. Horses will be asked to back while in the lineup. They must back readily.

Riders will be judged on hands, seat and legs and on their ability to ride and control the horse. Hands should be held in a relaxed position, neither horizontal nor perpendicular to the saddle, and have contact with the mouth. Bight of the reins is to be on the off side. All reins are to be picked up together. The height of the hands will depend on where the horse carries its' head.

The rider will sit comfortably in the saddle with fairly straight legs and with a slight bend at the knee. The ball of the foot shall be in the iron and evenly weighted. Foot position should be natural, not pushed in, nor out.

Riders must break down to the walk to change gaits. Horses may not stand “Parked Out” but may be slightly stretched in the lineup.

Individual extra work may be asked for by the Judge.

These tests could be:

- 1) Serpentine
- 2) Extension of any gait
- 3) Simple lead changes at the canter
- 4) Circles
- 5) Ride without irons
- 6) Stop

Pleasure:

Classes Description: “Walk, Trot, Canter” both directions of the arena. They should stand quietly and back readily. A Judge may ask any exhibitor to extend any gait- e.g: (sitting trot, hand gallop).

The trot should be brisk, smart, balanced and cadenced without loss of form. Smoothness is the most important. The Canter should be smooth, collected and straight on both leads with an ability to push on if needed. There should be light contact on the reins. Horses should be animated with collection. Extremely high artificial actions will be penalized. Horse’s should be obedient, alert, move freely and responsive to the rider’s commands. They should show brilliance, quality and suitability. They should not be eliminated for slight errors.

Correct Saddle Seat Rider



SECTION 9

PERFORMANCE – WESTERN

A Western Horse is a Mare, Stallion, or Gelding capable of completing the task asked of them. There is no specific breed or height for a Western Horse according to this book.

9.1 GAITS

The walk is a natural, flat footed, four beat gait with the horse moving straight and true. The walk must be alert with a stride of reasonable length in keeping with the size of the horse. Loss of forward rhythmic movement shall be penalized.

The jog is a smooth, two-beat diagonal gait. The jog should be square and balanced with straight forward movement of the feet.

The extended jog shows a definite lengthening of stride compared to the collected jog.

The lope is a rhythmical, three beat gait exhibiting a natural stride with the horse appearing relaxed and smooth. The lope should be ridden at a speed which is a natural way of going for that specific animal.

The extended lope shows a definite lengthening of stride from the collected lope.

Applicable to all gaits:

- 1) The head should be carried at an angle which is natural and suitable to the horse's conformation.
- 2) The head should not be behind the vertical nor excessively nosed out.

- 3) An excessively low or high head set will be penalized. Head consecutively held above or below level of withers will be considered a sign of resistance in the horse and is a penalty.
- 4) Horses traveling at a slow speed are not to be penalized unless the gait appears unnatural and artificial. 4 beating unnatural gaits on horses are to be penalized, as it is not a true gait.

9. 2 ATTIRE

- 1) Judges will penalize/or disqualify any exhibitor who does not conform to attire rules. In no classes may attire be mixed between English and Western Divisions, except in Gymkhana.
- 2) Western exhibitors shall wear the following:
- 3) Western hat – An ASTM/SEI approved equestrian helmet may be worn by any rider without penalty.
- 4) Long sleeved shirt with any type of collar.(Band, standup, tuxedo, closed or open collar, etc)
- 5) Optional -Tie – The use of a bolo, rosette, scarf, necktie, kerchief with pin or pendant with open collar is acceptable
- 6) Trousers, jeans or pants with belt loops. (Slacks, jeans)
- 7) Belt with buckle.
- 8) One piece suits are acceptable provided a collar of any type and belt loops are included, with a belt.
- 9) Vests, jackets, gloves, spurs, chaps, shotguns or chinks, are optional.
- 10) Cowboy western type boots with either a walking or riding heel. The use of lace up boots is acceptable.
- 11) Hair must be neat and fastened so as not to cover the rider's number.
- 12) Side saddle riders must wear an apron, either closed or buttoned type, with a waistband cut the same as a pair of chaps and double thickness.

- 13) The use of gloves is optional in Showmanship and Equitation.

9.3 WESTERN EQUIPMENT

NOTE: THE FOLLOWING APPLIES TO ALL WESTERN DIVISIONS WITH REGARD TO EQUIPMENT.

In all western classes, horses will be shown in a western saddle and appropriate headstall with a curb bit, snaffle bit or hackamore for the duration of the class. NO **“BITLESS”** Bridles Allowed

WESTERN BITS

References to snaffle bits in western performance classes mean the conventional O-ring, egg-butt or D-ring with a ring no larger than 4” in diameter (100 mm). The inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex-wrapped. The bars must be a minimum of 5/16” (8 mm) in diameter, measured one inch (25 mm) in from the cheek with a gradual decrease to center of the snaffle. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1 1/4” (32 mm) or less in diameter, or a connecting flat bar of 3/8” to 3/4” (10 mm to 20 mm) measured top to bottom, with a maximum length of 2” (50 mm), which lies flat in the horse’s mouth, is acceptable. Optional leather strap attached below the reins on a snaffle bit is acceptable.

References to a bit in western performance classes mean the use of a curb bit that has a solid or broken mouthpiece, has shanks that are (8 1/2 inches in measured length or less) and acts with leverage. All curb bits must be free of

mechanical device and should be considered a standard western bit. A description of a legal, standard western bit includes:

8 1/2" (215 mm) maximum length shank. Shanks may be fixed or loose.

Mouthpieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of 5/16" to 3/4" (8 mm to 20 mm) in diameter, measured 1" (25 mm) from the cheek. However, wire on the sway bars (above the bars and attaching to the spade) of a traditional spade bit is acceptable. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs, including upward prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1 1/4" (32 mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10mm to 20 mm) measured top to bottom with a maximum length of 2" (50 mm), which lies flat in the horse's mouth, is acceptable.

The port must be no higher than 3 1/2" (90 mm) maximum, with rollers and covers acceptable. Broken mouthpieces, half-breeds and spades are standard.

Slip or gag bits, and donut and flat polo mouthpieces are not acceptable.

A curb bit must be used with a curb strap or curb chain properly attached and be at least 1/2" wide and lay flat against the chin.

Horses 5-years-old and younger may be shown in a snaffle bit, hackamore, curb bit, half-breed or spade bit.

Horses 6 and over are to be shown in a curb bit, halfbreed or spade bit.

REINS

Romal Reins, or mecate may not be used with a snaffle bit.

Closed reins (e.g: romals) may not be used with snaffles.

Split Reins-2 single reins that are not connected and that are attached to a curb or snaffle bit.

Reins are leather and can be any length or width that is suitable. Reins cannot touch or drag ground and must be long enough to cross neck for snaffle bit entry. Reins may be attached by snap or leather tie but must be secure and not alter the leverage of the rein.

Split reins must have rein extension fall on same side of rein hand. Rein hand may be left or right and 1 finger is allowed in-between reins.

If Split rein is use as a closed rein the rein extension acts like a romal with the fall of the rein on the opposite side of the rein hand. The free hand must hold rein on thigh 16 inches from rein hand. Hand position is same as definition of closed rein with a romal. No finger may be placed in between reins if used in this manner. Finger placed in-between any rein that is closed spilt or romal will be disqualified. See diagrams.

Junior horses competing in western pleasure, western horsemanship, reining, western riding and trail that are shown with a hackamore or snaffle bit may be ridden with one or two hands on the reins. The tails of the reins must be crossed on the opposite side of the neck when riding

with two hands on split reins except in working cow horse and reining. Closed reins (example mecate) may not be used with a snaffle bit, except in versatility ranch horses, and reining, where a mecate is permitted.

Whenever this handbook refers to romal, it means an extension of braided or round material attached to closed reins. This extension shall be carried in the free hand with a 16–inch (40 cm) spacing between the reining hand and the free hand holding the romal.

When using romal reins, the rider's hand shall be around the reins with the wrists kept straight and relaxed, the thumb on *top* and the fingers closed lightly around the reins. When using a romal, no fingers between the reins are allowed. The free hand may not be used to adjust the rider's length of rein in any reining class. During reining, the 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, with the exception of any place a horse is allowed to be completely stopped during a pattern. In all other classes, the free hand may be used to adjust the rider's length of rein.

The romal shall not be used forward of the cinch or to signal or cue the horse in any way. Any infraction of this rule shall be penalized severely by the Judge.

When a curb bit is used, a curb strap or curb chain is required, must be at least one-half inch in width and lie flat against the jaw of the horse. Curb chains cannot be tied to the bit with string or cord. A broken strap or chain is not necessarily cause for disqualification.

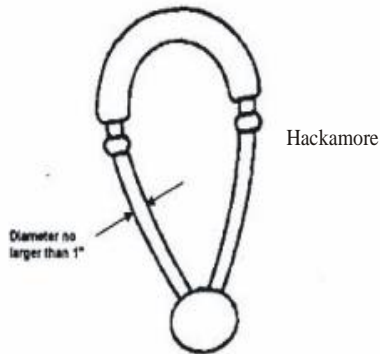
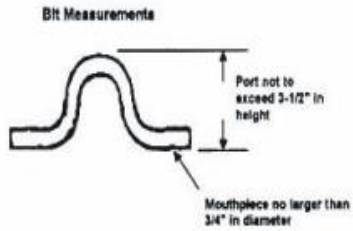
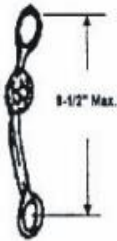
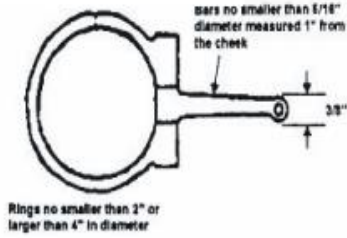
Optional equipment

- 1) Rope or riata; if used, the rope or riata must be coiled and attached to right side of pommel
- 2) Hobbles attached to near side of saddle.
- 3) Protective boots, leg wraps and bandages are allowed in reining, jumping, and western horsemanship. The use of slip on (easy care) horse boots or related footwear are not considered as protective boots and are permissible to be worn in all classes.
- 4) Spurs; not to be used forward of the cinch.

Prohibited Equipment

- 1) Protective boots, leg wraps and bandages are prohibited in western pleasure, trail, halter, western riding and showmanship.
- 2) Wire curb straps, regardless of how padded or covered.
- 3) Any curb strap narrower than one-half inch.
- 4) Martingales and draw reins, except Gimmick classes
- 5) Nosebands and tie-downs. Chain, wire, metal tiedown or bonnets are prohibited, regardless if they are covered.
- 6) Tapaderos
- 7) Roping bits with both reins connected to a single ring at center of cross bar shall not be used
- 8) Reins must be attached to each shank.
- 9) Any rein design or other device which increases the effective length and thereby the leverage of the shank of a standard western bit is prohibited. Anything that alters the intended use of equipment as provided for in the description of appointments for a given class, is considered to be an artificial appliance, and Not Legal.

EXAMPLES OF BITS



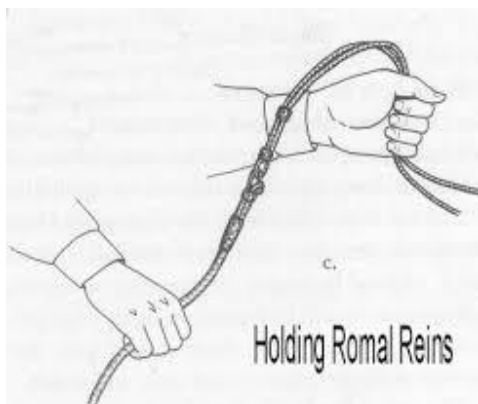
HACKAMORE

The hackamore may be used in any class on a horse that is 5 years old or younger and on any horse in a gimmick class.

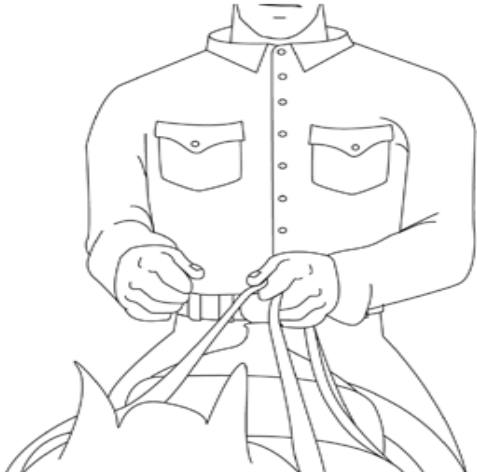
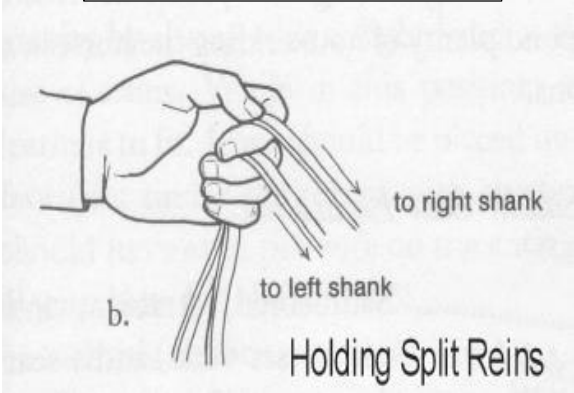
The hackamore consists of a round shaped bosal constructed of braided rawhide or leather with a flexible non-metallic core with maximum diameter of 3/4" at the cheek, attached to a suitable headstall. No other material (e.g. steel, metal, plastic, resin, glue or chains) may be used in conjunction with the hackamore. **Exception:** Smooth plastic electrical tape may be used if it has been applied in a smooth, untwisted manner. Reins may be of animal hair similar to a mecate, rope or leather.

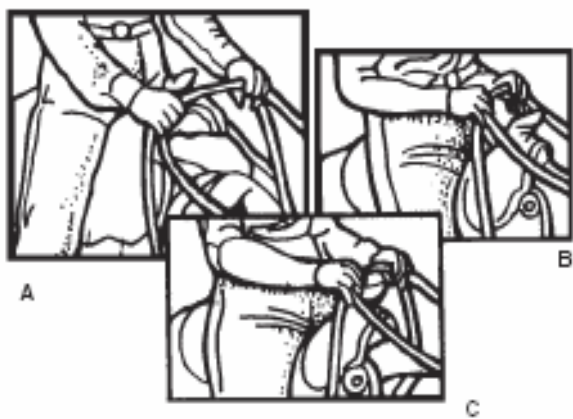
No rigid material may be used under the jaw regardless of how padded or covered. NOTE: This reference does not apply to the so-called "mechanical hackamore," the use of which is not permitted in the Western Division.

Correct Western Hand Position for Romal reins

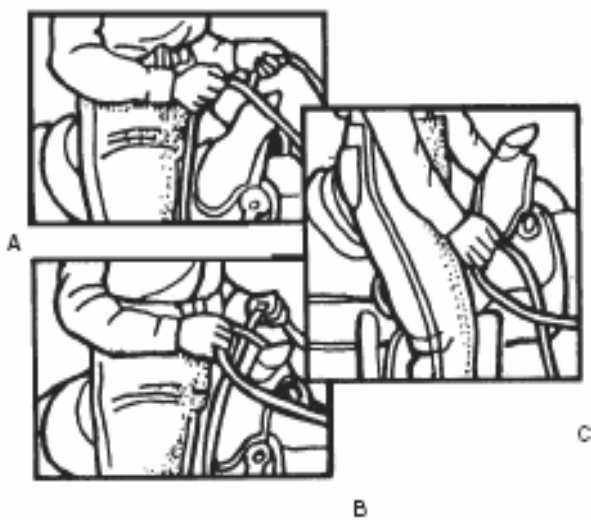


Correct position for Split Reins





Examples of Acceptable Hand Positions.



Examples of Unacceptable Hand Positions.

WESTERN SADDLE

A western saddle is a common type of saddle distinguished by a large noticeable fork on which there is some form of horn, a high cantle and large skirts. Silver equipment will not count over a good working outfit.

Entries shall be shown with a western stock type saddle, with saddle pad/blanket. (A Western Stock Saddle will consist of a horn, pommel, seat, cantle, skirt, fenders and western stirrups.) Silver is not to count.

A western sidesaddle shall be considered legal equipment.

9.4 WESTERN PLEASURE

Horses are to be shown at the walk, jog and lope, both ways of the arena on a reasonably loose rein.

Entries will be required to back either on the rail or in line up.

Exception: Walk Jog classes

Gaits:

The walk is a natural, flat footed, four beat gait with the horse moving straight and true. The walk must be alert with a stride of reasonable length in keeping with the size of the horse.

The jog is a smooth, two-beat diagonal gait. The jog should be square and balanced with straight forward movement of the feet. A moderate or extended jog may be called for and shows a definite lengthening of stride compared to the collected jog.

The lope is a rhythmical, three beat gait exhibiting a natural stride with the horse appearing relaxed and

smooth. The lope should be ridden at a speed which is a natural way of going for that specific animal.

The extended lope shows a definite lengthening of stride from the collected lope.

Applicable to all gaits:

- 1) The head should be carried at an angle which is natural and suitable to the horse's conformation.
- 2) The head should not be behind the vertical nor excessively nosed out.
- 3) An excessively low or high head set will be penalized.
- 4) Horses traveling at a slow speed are not to be penalized unless the gait appears unnatural and artificial.

Maximum credit is to be given to horses that perform with good manners and a flowing, balanced and willing attitude, appearing to be a true pleasure to ride.

A reverse may be called for at any gait except a lope. Western horses are to reverse away from the rail.

Penalties:

Penalties will be assessed for the following faults:

- 1) Wrong leads
- 2) Excessive speed
- 3) Breaking gait
- 4) Head carriage that is below the withers (the tip of the ear lower than the withers) and/or nose behind the vertical for up to 5 (five) strides.
- 5) Excessive nosing out
- 6) Failure to take proper gait when called.
- 7) Reins held so that there is no contact with the horse's mouth.

- 8) Wringing or switching of the tail
- 9) Not backing.

The following faults will be cause for disqualification.*refer to equipment definitions

- 1) Fall of horse or rider
- 2) Use of spurs in front of the cinch
- 3) Any horse that seems dull, lethargic, emaciated, drawn or overly tired.
- 4) Over flexing or straining the neck so that the nose is carried behind the vertical for more than 5 strides.
- 5) Unsoundness (See Definitions and Judge)
- 6) Excessive schooling
- 7) Failure to wear correct Number in a visible manner

9.5 FUTURITY PLEASURE

Horses are to be 5 years or under and must never have been shown in a bit. Horses may be shown in either a hackamore or snaffle with the rider to use two hands. Horses are to be worked both ways of the arena at a walk, jog and lope. Horses will be required to back. Extended gaits may be called for by the Judge.

Judging and penalties will be as defined in Pleasure 9.4 above.

9.6 EQUITATION & HORSEMANSHIP

Western Equitation/Stock Seat Equitation - Western Horsemanship.

Horses may be of any breed or combination of breeds 14.3 hands and over. Junior exhibitor classes are open to horses and ponies. Stallions are prohibited in junior exhibitor classes. Horses must be serviceably sound, and in good condition. A full mane is not required. Banding or braided horses allowed.

Western Equitation/Stock Seat Equitation

Class is a flat class judged without a pattern.

This class is designed to evaluate the rider's ability to sit, control, ride and maneuver their horse with smoothness, while exhibiting poise and confidence, and maintaining a balanced, functional and fundamentally correct equitation body position.

Entries will be judged at the walk, jog and lope both directions of the arena and are required to back. Extension of gaits may be used but hand galloping is not permitted.

Entries may show in split reins or romal and may show a Junior horse in a snaffle bit with 2 hands-See rules regarding rein requirements and hand positions.

Riders cannot be asked to change horses and individual tests may be used at Judge's discretion to place entries.

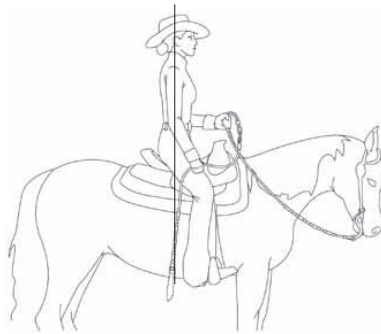
All horses must leave the ring in a forward motion, no backing out of ring, or they will be disqualified.

The order to reverse will be executed by turning away from the rail towards the center of the arena.

Judges may call for at least two individual tests to be performed by competitors being considered for an award. See Horsemanship Test listings below. (Tests that may be used in conjunction with Equitation classes, if Judges or Show Committees deem appropriate)

- 1) Walk, jog, or lope in any combination
- 2) Extra lope or trot, then stop (either regular or sliding).
- 3) Back

- 4) Turn on forehand or haunches
- 5) Side pass
- 6) Figure 8 with simple or flying lead changes
- 7) Flying or simple lead changes in a straight line
- 8) Dismount and/or mount No beginning or 13 & under riders, may be asked to dismount and remount. If a class with mixed age groups has 13 & under riders, that class may not be asked to dismount and remount.
- 9) Ride without stirrups (age/experience of riders to be taken into consideration)
- 10) A reining or horsemanship pattern may be used
- 11) 360 degree turns (spins)
- 12) Pivots 45°, 90°, 180°.
- 13) Two tracking
- 14) Roll back



Riders will be judged on seat, hands, performance of horse, appointments of horse and rider, and suitability of horse to rider.

The rider should sit in the center of the saddle and the horse's back with the legs hanging to form a straight line

from the ear, through the center of the shoulder and hip, touching the back of the heel or through the ankle.

The heels should be lower than the toes, with a slight bend in the knee and the lower leg should be directly under the knee.

The rider's back should be flat, relaxed and supple. An overly stiff and/or overly arched lower back will be penalized.

The shoulders should be back, level and square. The rider's base of support should maintain secure contact with the saddle from the seat to the inner thigh. Light contact should be maintained with the saddle and horse from the knee to mid-calf.

The knee should point forward and remain closed with no space between the exhibitor's knee and the saddle.

The exhibitor will be penalized for positioning the legs excessively behind or forward of the vertical position.

Regardless of the type of stirrup, the feet may be placed home in the stirrup, straight or slightly broken in. Riding with toes only in the stirrup will be penalized.

When riding without stirrups, the exhibitor should maintain the same position as previously described.

Both hands and arms should be held in a relaxed, easy manner, with the upper arm in a straight line with the body.

The arm holding the reins should be bent at the elbow forming a line from the elbow to the horse's mouth.

The free hand and arm may be carried bent at the elbow in a similar position as the hand holding the reins or

straight down at the rider's side. Excessive pumping of the free arm as well as excessive stiffness will be penalized.

The rider's wrist is to be kept straight and relaxed, with the hand held at about 30 to 45 degrees inside the vertical.

The rein hand should be carried immediately above or slightly in front of the saddle horn.

The reins should be adjusted so that the rider has light contact with the horse's mouth, and at no time shall reins require more than a slight hand movement to control the horse. Excessively tight or loose reins will be penalized.

Those exhibitors that can maintain the proper position throughout all maneuvers should receive more credit.

Western Horsemanship

This class is judged using a pattern and rail work. Entries must work on the rail at least one direction of the arena at the walk, jog and lope. **Exception:** Walk Jog classes loping is prohibited both in pattern and rail work.

The western horsemanship class is designed to evaluate the rider's ability to execute, in concert with their horse, a set of maneuvers prescribed by the Judge. See equitation rules for body and hand positions

It is mandatory that the pattern(s) to be worked are posted at least one hour prior to the start of the class

Pattern(s) should be designed to test the horseman's ability. All ties will be broken at the Judge's discretion.

CLASS FORMAT

All exhibitors must enter the ring and then work individually, or each exhibitor may be worked from the gate individually.

When exhibitors are worked individually from the gate, a working order is required. Exhibitors should be instructed to either leave the arena, fall into line, or fall into place on the rail after their work.

The whole class, or just the finalists, must work at all three gaits at least one direction of the arena.

The following maneuvers are acceptable in a pattern: walk, jog, trot, extended trot, lope or extended lope in a straight line, curved line, serpentine, circle or figure 8, or combination of these gaits and maneuvers; stop; back in a straight or curved line; turn or pivot, including spins and rollbacks on the haunches and/or on the forehand; side pass, two-track or leg-yield; flying or simple change of lead; counter-canter; or any other maneuver; or ride without stirrups.

A simple reining pattern may be used but is not recommended.

A back should be asked for at some time during the class. Judges should not ask exhibitors to mount or dismount.

Judging

It is suggested that the scoring of Exhibitors are to be scored from 0 to 100 with 70 denoting an average score. One-half point increments are acceptable.

Run content scores will be indicated as follows:

+ = Above Average

✓ = Average

- = Below Average

Overall Presentation of Exhibitor and Horse - The exhibitor's overall poise, confidence, appearance and position throughout the class as well as the physical appearance of the horse will be evaluated.

Appropriate western attire must be worn. Clothes and person are to be neat and clean.

Scoring

Scoring shall be on a basis of 0-100, with an approximate breakdown as follows:

90-100 Excellent rider, including body position and use of aids. Completes pattern accurately, quickly, smoothly and precisely while demonstrating a high level of professionalism.

80-89 Above average Very good performance in execution of the pattern as well as correct horsemanship and use of aid. Excellent horseman that commits a minor fault.

70-79 Average Good pattern execution and average horsemanship lacking adequate style and professional presentation to merit elevating to the next scoring range. Above average A very good rider that commits a minor fault or an excellent rider that commits a major fault.

60-69 Below average Fair pattern that lacks quickness or precision or rider has obvious position and/or appearance faults that prevents effective horsemanship; or an average a good horseman that

commits two minor faults in the performance of the pattern. An excellent rider that commits a major fault. **50-59 One major fault** or multiple minor faults in the performance.

A rider that demonstrates a lack of riding ability and knowledge of correct body position.

40-49 A rider that commits a severe fault, two or more major faults or multiple minor faults in the performance or the exhibitor that demonstrates a lack of riding ability and knowledge of correct body position.

10-39 Rider that commits more than one severe fault or multiple major faults in performance, exhibits poor riding skills, but completes the class and avoids disqualification.

Faults

A minor fault can become a major fault and a major fault can become a severe fault.

- 1) Minor Faults
- 2) Break of gait at walk or trot up to 2 strides
- 3) Over/under turn of $\frac{1}{8}$ of the prescribed turn

- 4) Major faults
- 5) Break of gait, out of lead, missing lead or diagonal for 1-2 strides
- 6) Not stopping within 10 feet of designated area
- 7) Incorrect gait or break of gait at walk or trot for more than 2 strides
- 8) Obvious looking for lead or diagonal
- 9) Over or under turn more than $\frac{1}{8}$ of prescribed turn, but not more than $\frac{1}{4}$ turn
- 10) Head carried too high
- 11) Excessive nosing out

12) **Severe Faults** (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault) include:

- 13) Loss of iron or rein
- 14) Break of gait at the canter, out of lead or missing lead or diagonal more than 2 strides
- 15) Lack of contact between rider's hand and bit
- 16) Touching horse
- 17) Grabbing any part of the saddle
- 18) Cropping or spurring in front of the shoulder
- 19) Kicking at other horses, exhibitors or Judge
- 20) Severe disobedience or resistance by horse including, but not limited to, rearing, bucking or pawing.

21) **Severe Faults**, heavily penalized and or which could be cause for disqualification,

22) Head carried too low (such that the poll is below the withers consistently).

23) Over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

24) **Disqualifications** (should not be placed) include:

25) Failure by exhibitor to wear correct number in visible manner

26) Willful abuse

27) Excessive schooling or training

28) Fall by horse or rider

29) Illegal use of hands on reins

30) Use of prohibited equipment

31) Knocking over the cone, going off pattern or working on wrong side of cone

32) Failure to follow pattern correctly, including failure to ever execute correct lead or gait where called for- Off Pattern

33) Overturning more than ¼ of prescribed turn

Patterns should be designed to take not more than 1 minute to complete nor be so complicated as to become a memory test. Patterns should have a minimum of 3 and a maximum of 5 maneuvers and be drawn for rider suitability and level of horsemanship.

Proper technique to Dismount/Remount

If a dismount/remount is used in Pattern, the following is judged.

Dismount:

- 1) Bring the excess rein to the left side, if not already there.
- 2) Place the rein hand on the withers and lift the body out of the saddle with the right hand on the horn.
- 3) Swing the right leg over the cantle, step down and remove left foot from the stirrup.
- 4) Step to the horse's head maintaining contact with the reins and await the Judge's instructions.
- 5) NOTE: The rider may slide down in a controlled fashion instead of stepping down.

Mount:

- 1) Check equipment and fix or tighten if needed; e.g: bridle (throatlatch and chin strap), breast collar and cinch.
- 2) Take the reins in the left hand and place hand on the withers.
- 3) Grasp the stirrup with the right hand and insert left foot.
- 4) Place right hand on the horn and mount.
- 5) The rider is to be penalized for grasping the cantle during either the dismount or the remount.

9.7 TRAIL

Can be offered for Western and English style horses. This class will be judged on the performance of the horse over and through obstacles, with emphasis on manners, response to the rider and quality of movement. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. Horses will receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course, when obstacles warrant it.

Western attire and tack required unless otherwise specified. See English rules for English equipment/Attire The horse should willingly respond to the rider's cues on all obstacles.

Entries showing one handed (romal or splits) may change rein hand upon horse coming to a complete stop and entry is working a Trail gate.

Horses shall be penalized for any unnecessary delay while approaching or negotiating the obstacles.

Courses -Obstacles

Courses are to be posted and/or available at least one hour before the start of the class Courses should be designed to permit any type or size of horse to compete. Courses should have a minimum of 5 obstacles/maneuvers with a max of 10. It is suggested that courses ride for no more than 2 1/2minutes. Natural obstacles outside of an arena, are acceptable if they meet all other criteria.

Obstacles should simulate situations that would be found on a trail. Patterns must include all 3 gaits and both leads at the lope or canter. (except for walk/jog classes) There

are no mandatory obstacles. Riders must show over at least 4 logs/poles. Unnatural or unsafe elements are prohibited. Judge has the right to alter any obstacle he/she finds unsafe,

If an obstacle is disrupted, the course must be reset for the next rider but only after the exhibitor in the arena has completed the whole course, even if the disrupted obstacle is intended to be used a second time during the same course.

Trail (Riders 6 and under) A minimum of **3** and maximum of **5** obstacles required. All obstacles must be performed at the walk. No raised poles. Bridges are allowed.

Riders may not be asked to jump, perform a dismount/remount, drag any item or work a solid gate. A rope gate is not to be worked by the rider, but handler may open and close gate and is permitted.

Exception: Going off pattern in this class shall not be cause for disqualification but entry cannot place over and entry that has completed the pattern correctly.

Trail (10 & Under)

This class is judged on the performance of the horse through and over obstacles.

A minimum of **3** and maximum of **5** obstacles are required. Obstacles in this class shall not be raised. Riders may not be asked to jump, perform a dismount/remount, drag any item or work any type of gate. Scoring will be penalized and credited as any other Trail Class.

Exception: Going off pattern in this class shall not be cause for disqualification but entry cannot place over and entry that has completed the pattern correctly.

The following are suggested obstacles:

- 1) Open/pass through/close gate. Rope gates are permitted, except in lead line and in walk/jog where they are not suggested. They may walk through an open gate.
- 2) Ride over at least four logs or poles. (Walk, Trot or Lope.)
- 3) Water boxes or ditches (may not have metal or slick bottom).
- 4) Elevated poles (if used, must be secured in cups or other similar holders so as not to roll if touched or rubbed).
- 5) Carrying of objects. (Not for use with Lead Line or 10 and Under Walk/Jog riders)
- 6) Bridges.
- 7) Mail boxes.
- 8) Backing (L, U, V or straight back or barrels.)
- 9) Serpentine
- 10) Side Pass
- 11) Box obstacle (turns)

If at any time a trail obstacle becomes unsafe, it must be repaired or removed from the course. If it cannot be repaired and horses have completed the course, then the scores for that obstacle must be deleted from all scores. No horse may be asked to repeat the course.

Judges are encouraged to advance on to next obstacle any horse taking excessive time at an obstacle. The entry shall be scored accordingly.

Obvious unsoundness must be disqualified with no prize awarded.

Obstacle Height and Spacing

All measurements are inside to inside of the poles.

- 1) Walk over's to be set at 20" to 24" widths with a maximum height for a single pole at 16". Multiple poles may be set at a maximum of 10" in height. No rolling poles.
- 2) Trot over's to be set at 3' to 3'6" in width and may be elevated not more than 6" at the line of travel.
- 3) Lope over's to be set at 6' to 7' in width and may be elevated not more than 6" at the line of travel.
- 4) Backing obstacle is to be set at a minimum of 28" in width but, if elevated 30" is the minimum width. The horse can be required to back around or through an obstacle. If you use barrels the distance between should be 32".
- 5) Side pass obstacles may be elevated up to 4" with slots never closer than 24".
- 6) Serpentine – pylons/cones 6' apart at the base to base minimum, guide rails if used, should be 3' to either side of pylon/cones.

Jump obstacles

- 1) A jump obstacle may be a ride-over or lead-over.
- 2) Ride over maximum height is 24".
- 3) Lead over maximum height is 18".
- 4) Minimum width between standards is 4'.
- 5) Combinations require 12' for one stride and 6' for no stride.
- 6) Box Jumps and L jumps must have 12' long ground poles.

Unacceptable Obstacles

- 1) Hay bales
- 2) Animals, either alive or dead
- 3) PVC pipe
- 4) Rocking or moving bridges
- 5) Water obstacles containing hidden or floating elements
- 6) Flames or dry ice
- 7) Logs or poles which are elevated in a manner that permits them to roll.
- 8) Tires

SCORING

Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted.

Each obstacle will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 1/2 excellent. Obstacle scores are to be determined and assessed independently of penalty points.

One-half (1/2) Point

- 1) Each tick or contact of a log, pole, cone, plant, or any component of an obstacle

One (1) Point

- 1) Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- 2) Incorrect or break of gait at walk or jog for two strides or less
- 3) Both front or hind feet in a single-strided slot or space at a walk or jog
- 4) Skipping over or failing to step **into** required space

- 5) Split pole in lope-over
- 6) Incorrect number of strides, if specified

Three (3) Point

- 1) Incorrect or break of gait at walk or jog for more than 2 strides
- 2) Out of lead or break of gait at lope (except when correcting an incorrect lead)
- 3) Knocking down an elevated pole, cone, barrel, planet, obstacle, or severely disturbing an obstacle
- 4) Falling or jumping off or out of a bridge or a water box with one foot once the horse has got onto or into that obstacle
- 5) Stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, 360 box, side pass) with one foot once the horse has entered the obstacle.
- 6) Missing or evading a pole that is a part of a series of an obstacle with one foot

Five (5) Point

- 1) Dropping slicker or object required to be carried on course
- 2) First or second cumulative refusal, balk, or evading an obstacle by shying or backing
- 3) Letting go of gate or dropping rope gate
- 4) Use of either hand to instill fear or praise
- 5) Falling or jumping off or out of a bridge or a water box with more than one foot once the horse has got onto or into that obstacle
- 6) Stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, 360 box, side pass) with more than one foot once the horse has entered the obstacle.
- 7) Missing or evading a pole that is a part of a series of an obstacle with more than one foot

- 8) Blatant disobedience (including kicking out, bucking, rearing, striking)
- 9) Holding saddle with either hand-UNLESS PERFORMING A JUMP IN TRAIL
- 10) Faults, which occur on the line of travel between obstacles, scored according to severity: -head carried too high -head carried too low (tip of ear below the withers) -over-flexing or straining neck in head carriage so the nose is carried behind the vertical - excessive nosing out -opening mouth excessively

Disqualified 0 – Score

- 1) Use of two hands (except in snaffle bit or hackamore classes designated for two hands) or changing hands on reins; except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle as outlined in TRAIL RULES ABOVE
- 2) Use of romal other than as outlined
- 3) Performing the obstacle incorrectly or other than in specified order
- 4) No attempt to perform an obstacle
- 5) Equipment failure that delays completion of pattern
- 6) Excessively or repeatedly touching the horse on the neck to lower the head
- 7) Entering or exiting an obstacle from the incorrect side or direction
- 8) Working obstacle the incorrect direction; including overturns of more than ¼ turn
- 9) Riding outside designated boundary marker of the arena or course area
- 10) Third cumulative refusal, balk, or evading an obstacle by shying or backing
- 11) Failure to ever demonstrate correct gait between obstacle as designated

- 12) Failure to follow the correct line of travel between obstacles
- 13) Failure to follow the correct line of travel between obstacles excessive schooling, pulling, turning, stepping or backing anywhere on course
- 14) Faults that occur on the line of travel between obstacles, which will be cause for disqualification
- 15) Scored according to severity: -head carried too low (tip of ear below the withers consistently) -over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently

Off Course

Off course means skipping an obstacle unless so directed by the Judge and/or taking obstacles in the wrong order or the wrong direction

NOTE: Poling of horses is not permitted in California. This means that if poles are used in the schooling area they must be on the ground, or if elevated they must be in cups, not held in hand.

9. 8 WESTERN RIDING

Western Riding is an event where the horse is judged on quality of gaits, lead changes at the lope, manners, response to the rider, and disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy moving. Credit is given for emphasis on smoothness, even cadence of gaits, and the horse's ability to change leads precisely and easily in the rear and front, at the center point between markers.

Patterns

- 1) Suggested patterns: 5 regular patterns and 3 green patterns are included in this rule book but other patterns may be used at the Judge's discretion. The

selected pattern must be posted at least 1 hour prior to the start of the class.

- 2) The distance between markers is to be no less than 30' and no more than 50'.
- 3) Markers should be placed at least 15' from the fence with the pattern being 50' to 80' wide depending on arena dimensions.
- 4) The log or pole is to be a minimum of 8' in length, solid and constructed only of wood with cones placed at both ends.

Judging

- 1) The Judge has the responsibility to be sure the course is set correctly.
- 2) The horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners and disposition. The horse is to perform at a reasonable speed and be free moving.
- 3) Credit is to be given for and emphasis placed on smoothness, even cadence of gaits through the course and the horse's ability to change leads precisely, easily and simultaneously both hind and front at the center point between markers.
- 4) The horse is not to break gait upon crossing the log.
- 5) Lead changes are to be executed at the half-way point between markers.
- 6) Horses to shown in standard Western equipment and rider attire.

Scoring

Scoring is to be on a scale of 0 to 100 with 70 denoting an average score. Points will be added or subtracted as follows for maneuvers:

It is the Judge's responsibility to evaluate these maneuver groups individually and rate each maneuver on the following scale:

- 1 1/2 Extremely Poor
- 1 Very Poor
- 1/2 Poor
- 0 Correct
- +1/2 Good
- +1 Very Good
- +1 1/2 Excellent

Penalties

½ Point

- 1) Ticking or light touching of the log
- 2) Hind legs skipping or coming together during lead change
- 3) Failure to change leads within ½ to 1 stride. Non-simultaneous lead change (Front to hind or hind to front)

1 Point

- 1) Break of gait at the walk or jog not exceeding 2 strides
- 2) Hitting or causing the log to roll
- 3) Failure to change leads for 1 stride
- 4) Splitting the log at the lope either between 2 front or 2 hind feet

3 Points

- 1) Not performing the correct gait
- 2) Not stopping within 10' of the designated area
- 3) Break of gait at the lope
- 4) Simple lead changes (each time)

- 5) Failure to change leads after 1 stride but does accomplish the lead change before the next lead change area
- 6) Additional lead changes anywhere in the pattern except when correcting a failed lead change. Every out of lead.
- 7) Pattern 1 and 3 – Failure to start the lope within 30' after crossing the log at the jog
- 8) Break of gait at the walk or jog exceeding 2 strides.

5 Points

- 1) Failure to change leads, being out of lead until next change area.
- 2) Holding saddle either hand
- 3) Blatant disobedience
- 4) Failure to complete gate if used
- 5) Use of either hand to instill fear or praise

Disqualification – 0 Score

A disqualification score of “0” may not be placed regardless of the number in the class.

- 1) Illegal equipment
- 2) Willful abuse
- 3) Off course
- 4) Incomplete pattern
- 5) Incorrect order of maneuvers
- 6) Passing on the wrong side of markers
- 7) Knocking over markers
- 8) Completely missing the log
- 9) Major refusal (e.g. stop and back 2 strides or 4 steps with front legs)
- 10) Major disobedience, or schooling
- 11) Pattern 1 – Failure to begin lope prior to end cone
- 12) Four or more simple lead changes or failures to change leads
- 13) Overturn of more than 1/4 turn

- 14) Failure to start lope beyond 30ft of designated area in Patterns 2,3,4,5

Maneuver Faults

Other faults to be scored at the Judge's discretion include:

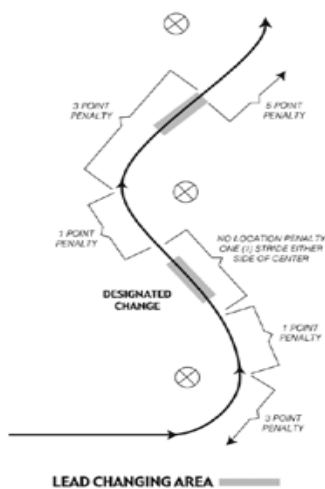
- 1) Excessive gapping at the bit
- 2) Switching or wringing of the tail
- 3) Stumbling
- 4) Anticipating signals or early lead changes
- 5) Excessive speed or charging

Maneuver Credits

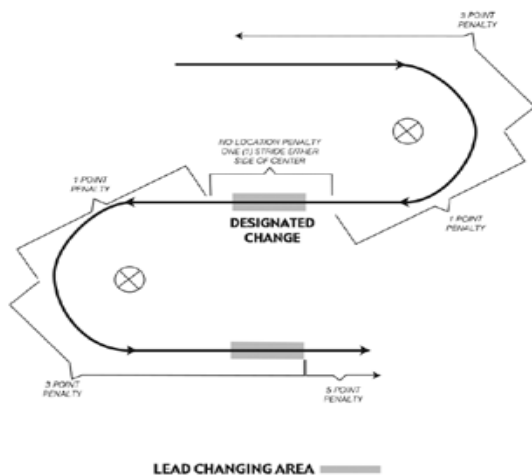
Credits to be scored by the Judge include:

- 1) Changes of leads (hind and front together)
- 2) Changes at the correct point between markers
- 3) Accurate pattern
- 4) Even pace
- 5) Horse is easy to guide and controlled with a loose rein
- 6) Good manners and disposition
- 7) Conformation and fitness

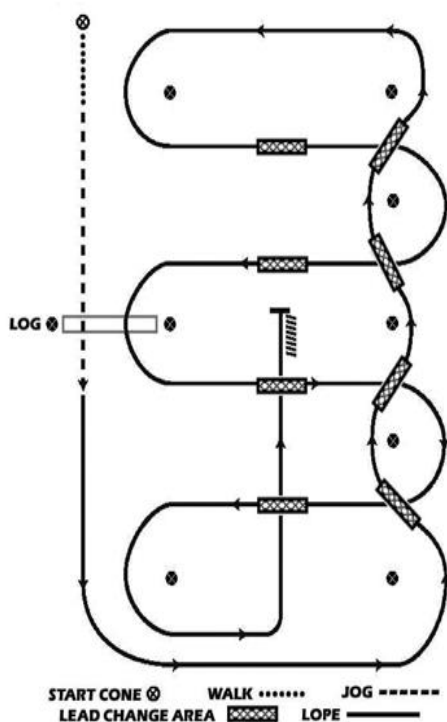
Location Penalties for Designated Change



Location Penalties for Designated Change

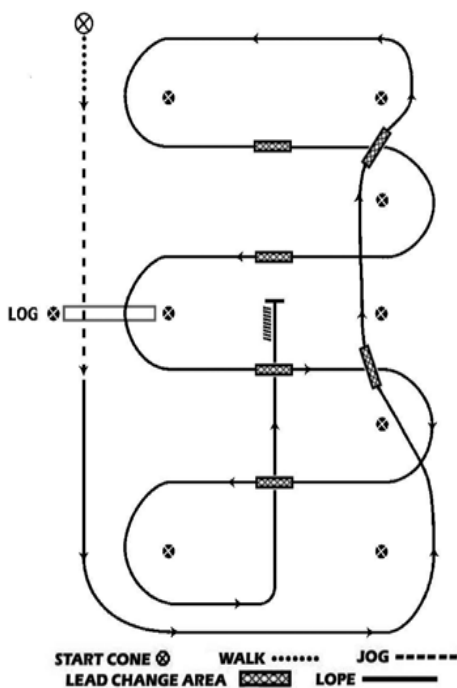


WESTERN RIDING PATTERN I



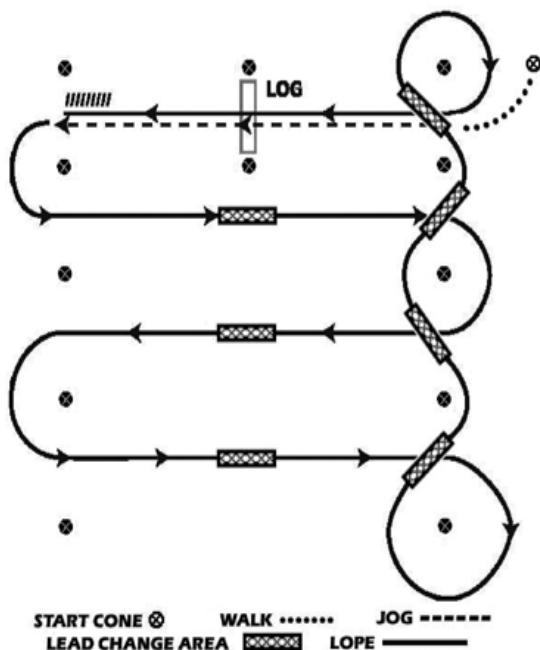
1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

WESTERN RIDING PATTERN I (GREEN)



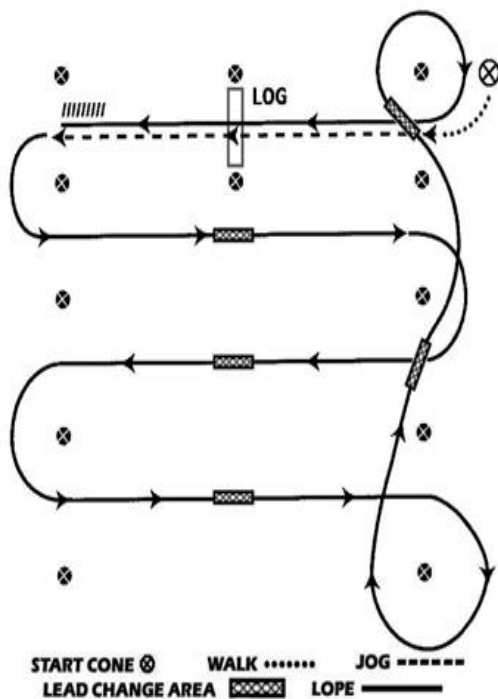
1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, Stop & back

WESTERN RIDING PATTERN II



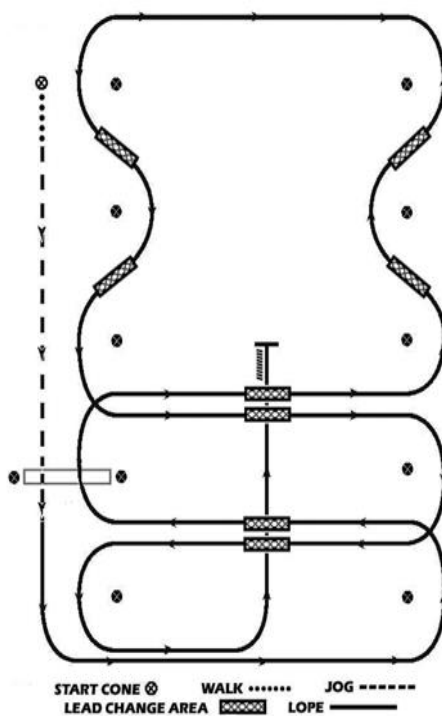
1. Walk, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

WESTERN RIDING PATTERN II (GREEN)



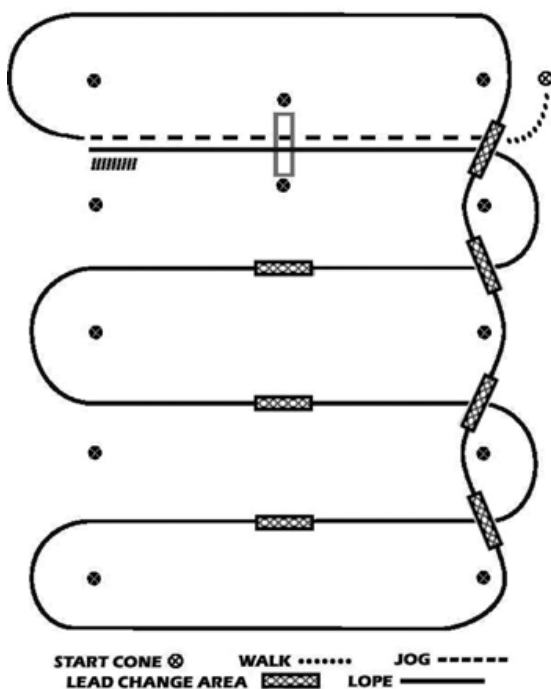
1. Walk, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Lope, stop & back

WESTERN RIDING PATTERN III



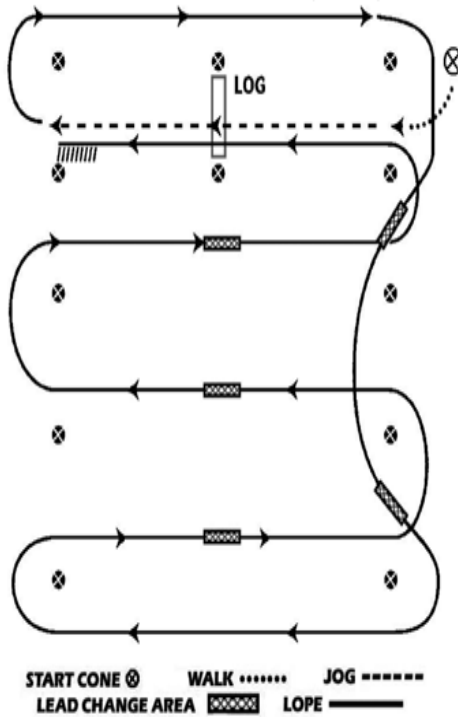
1. Walk halfway between markers, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second Line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

WESTERN RIDING PATTERN IV



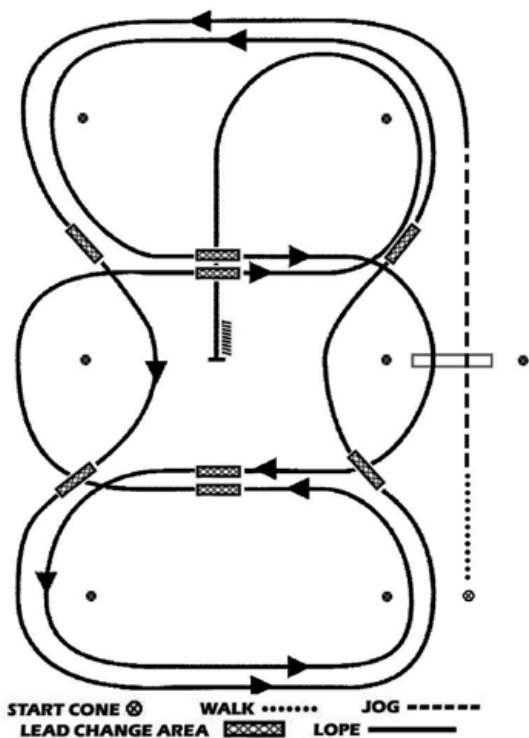
1. Walk, transition to jog, jog over log
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, Stop & back

WESTERN RIDING PATTERN IV (GREEN)



1. Walk, transition to jog, jog over log
2. Transition to right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, Stop & back

WESTERN RIDING PATTERN V



1. Walk, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Lope over log
9. Second crossing change
10. Third crossing change
11. Fourth crossing change
12. Lope, Stop & back

Section 10

REINING

10.1 REINING

All Reining classes will be shown and judged using the current NRHA rulebook as guidelines and current Patterns in the NRHA rule book. Show Managers of CSHA approved events may add reining classes for their own age breaks, eligibility of rider, specialty classes etc. and are not prohibited from forming classes that suit their show program. However, no pattern in the NRHA book maybe altered in any way. Pattern must be judged and run according to NRHA rules.

For more information please contact NRHA, 3000 NW 10Th Street, Oklahoma City, OK 73107-5302 (www.nrha.com). NRHA patterns and rules can be downloaded online.

Management must insure the area where reining will take place is large enough to accommodate the pattern. Cones or markers or visible red/orange tape must be placed in arena prior to start of class. Judge will insure that markers are placed correctly on or in arena.

As a courtesy to WCHS rulebook readers we have included the most recent Patterns from 2015. It is the Judge's responsibility to ensure that patterns are up to date and patterns clearly numbered for show exhibitors.

PATTERNS

- 1) The following patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
- 2) Markers will be placed on the wall or fence of the arena as follows:
 - (i) at the center of the arena
 - (ii) at least 50' (15 meters) from each end wall
- 3) Where designated in the pattern for stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.
- 4) Each pattern is drawn so that the bottom of the page represents the end of the arena entered by contestants and must be run as such. In the event that an arena has only one gate and it is in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on.
- 5) All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored according to the rules for judging.
- 6) All Judge's decisions are final.

PATTERNS AND DESCRIPTIONS

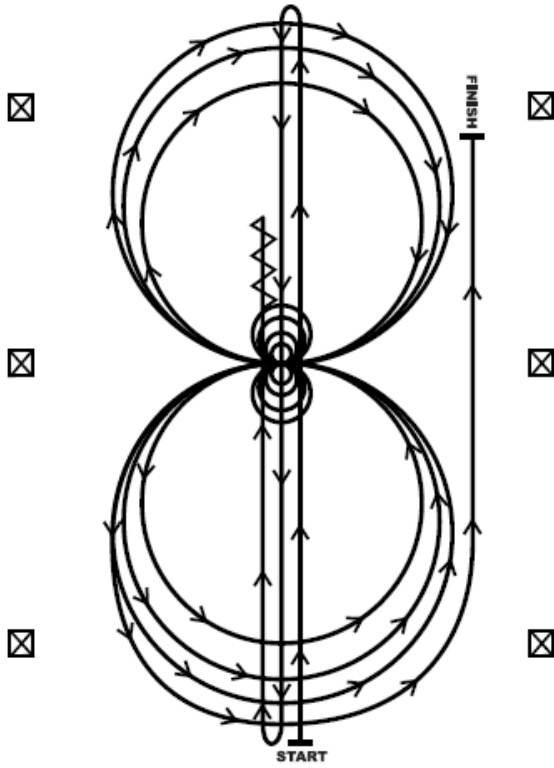
PATTERNS TO FOLLOW

 INDICATES MARKERS

REINING 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 marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
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 (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Pattern 1

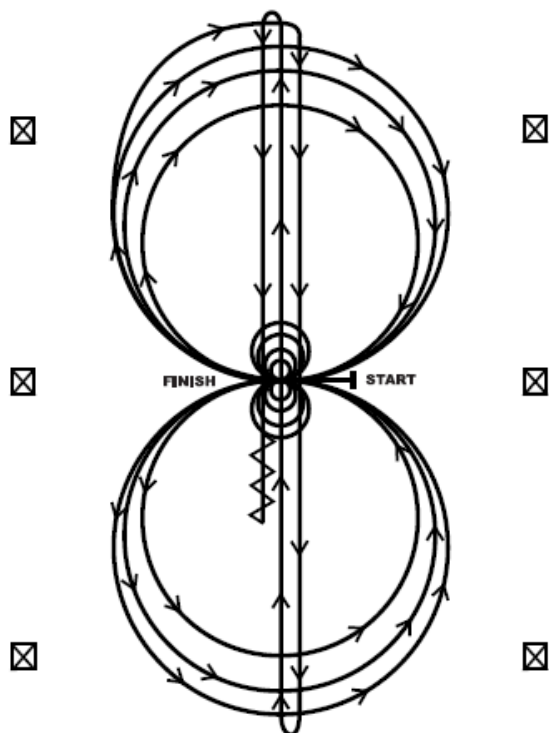


REINING PATTERN 2

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left 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 demonstrate the completion of the pattern.

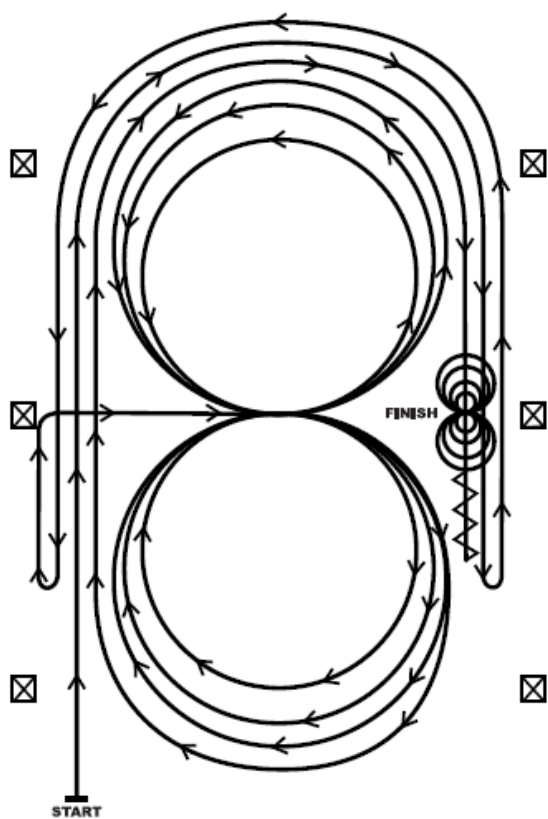
Pattern 2



REINING 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 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.
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.

Pattern 3

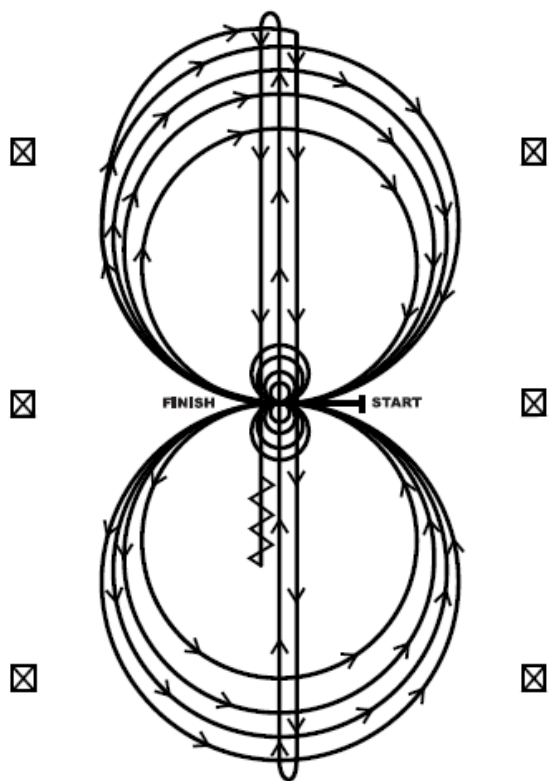


REINING PATTERN 4

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left 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. (Figure 8)
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 up 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.

Pattern 4

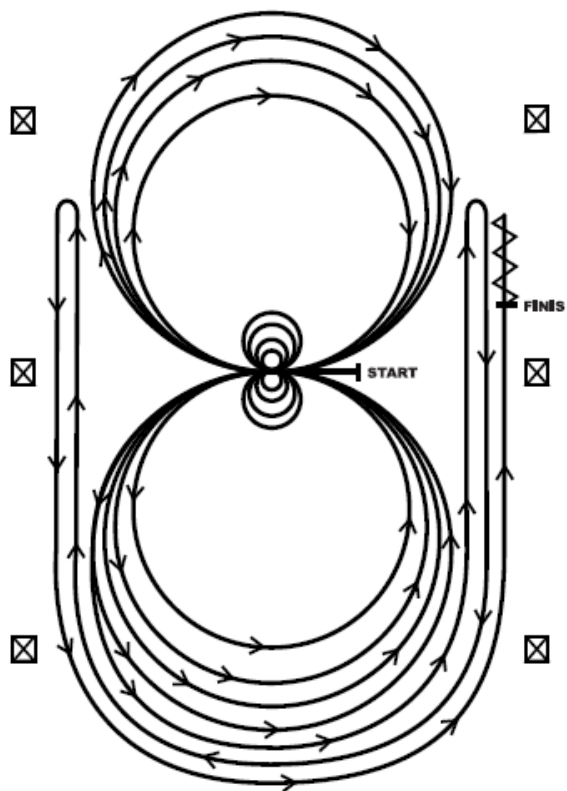


REINING PATTERN 5

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left 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 of 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 of 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. (Figure 8)
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.

Pattern 5

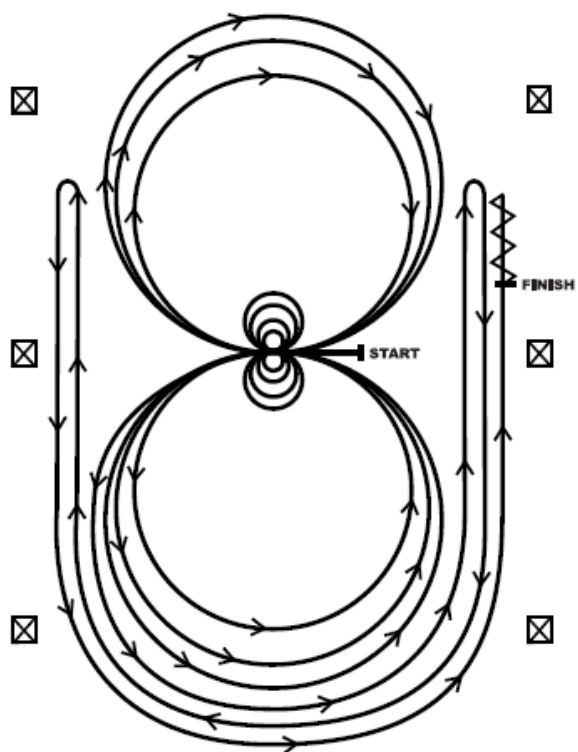


REINING PATTERN 6

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
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.

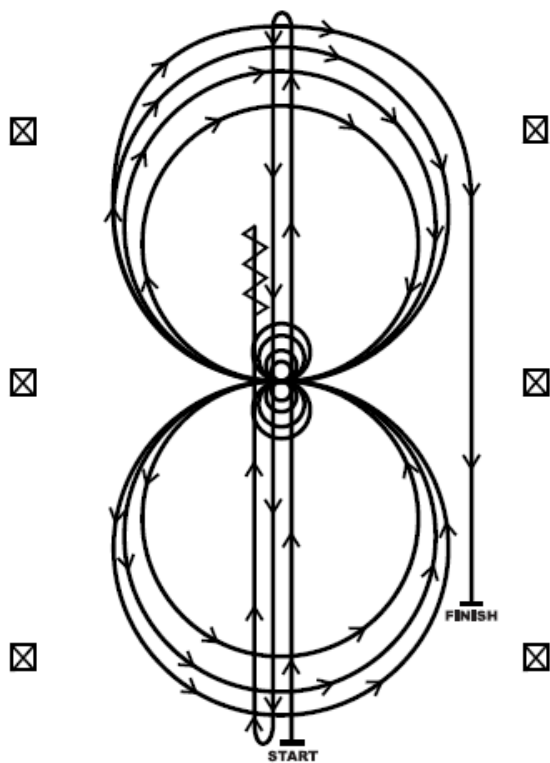
Pattern 6



REINING 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. Hesitate.
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.

Pattern 7

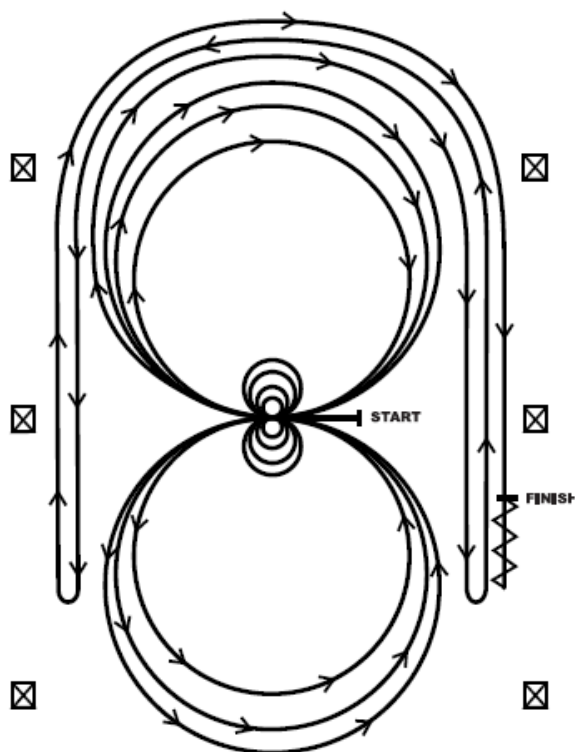


REINING PATTERN 8

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
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 at least ten feet. Hesitate to demonstrate completion of the pattern.

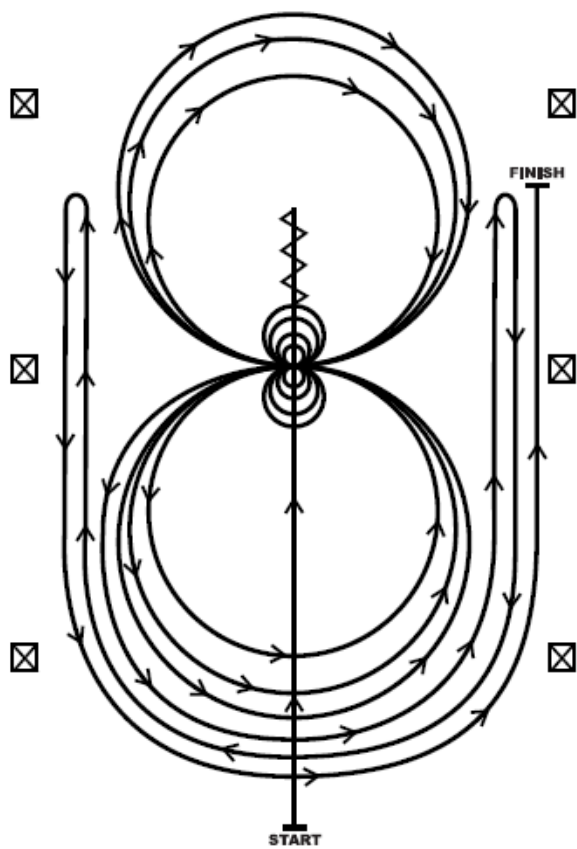
Pattern 8



REINING 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. Hesitate.
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.

Pattern 9



REINING PATTERN 10

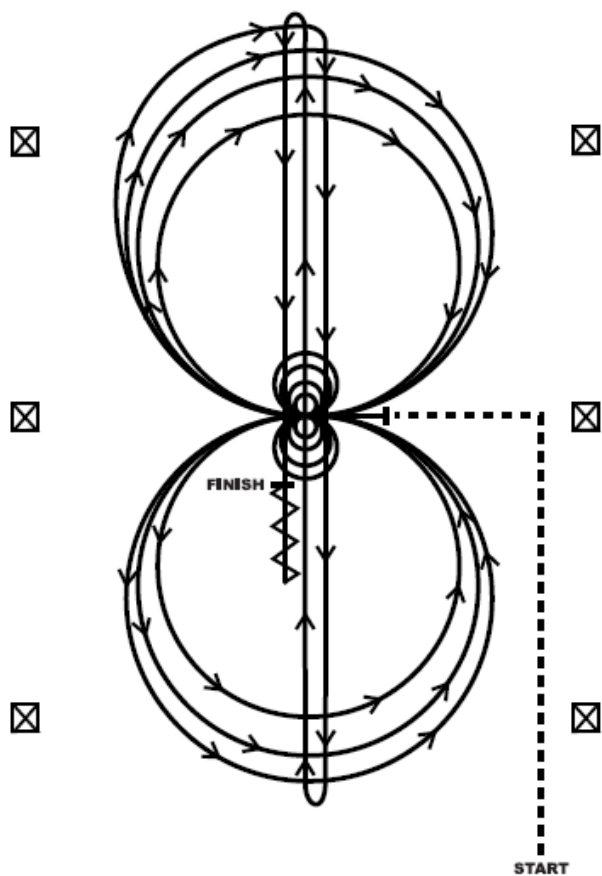
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right 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 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 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 pattern.

REINING PATTERN 11

Horses must trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate
3. 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.
4. 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. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Pattern 11

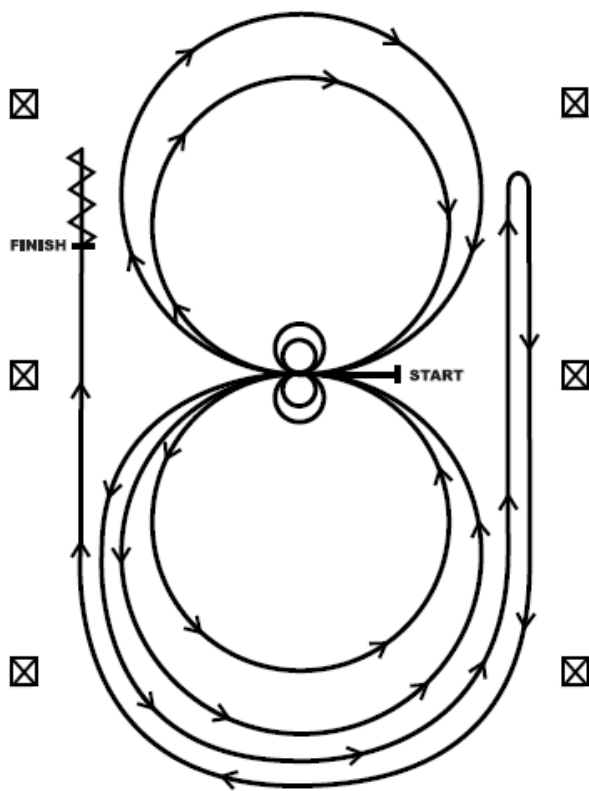


REINING PATTERN 12

To be used for the Youth 10 & Under Short Stirrup class only.

1. Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.
2. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
3. Complete two spins to the left. Hesitate.
4. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
5. Complete two spins to the right. Hesitate.
6. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
7. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.
8. Hesitate to demonstrate completion of the pattern.

Pattern 12
Short Stirrup Pattern



REINING PATTERN 13

To be used for the Youth 10 & Under Short Stirrup class only.

1. Beginning lope straight up the right side of the arena, circle the top of the arena, run straight down the opposite or left side of the arena, past the center marker and do a right rollback – no hesitation.
2. Continue straight up the left side of the arena and circle back around the top of the arena, run straight down the right side of the arena past the center marker, and do a left rollback –no hesitation.
3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead, and complete two circles to the left, one large fast and one small slow. Stop at the center.
4. Complete three spins to the left. Hesitate.
5. Complete two circles to the right, one large fast, one small slow. Stop at center.
6. Complete three spins to the right. Hesitate.
7. Begin a large fast circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop.
8. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

Pattern 13
Short Stirrup Pattern

