



Open Horse Show

Association

... show locally, achieve nationally

Horse Show Rules

2025

PO Box 601

Titusville, FL 32781

321-863-0456

<http://www.showohsa.com>

info@showohsa.com

Contents

Introduction	5
Key Objectives of the OHSa Show Rules:.....	5
Classes and Eligibility:	5
Judging and Evaluation:	5
Usage of Rules by Other Shows:	5
Conclusion:.....	6
Good Sportsmanship	6
Sportsmanship and Respect:.....	6
Animal Welfare and Abuse Policy:.....	6
Summary:	7
New to Showing?	7
General Show Rules	7
Liability Disclaimer:	7
Eligibility and Registration:	7
Show Entry and Fees:.....	8
Judging and Show Feedback:	8
Exhibition Rules:.....	8
Appearance and Equipment Requirements:.....	8
Class Placements and Ties:	9
Summary:	9
Virtual Show Rules	9
Exhibitor and Horse Participation:	9
Video and Photography Requirements:.....	10
Video Submission Rules:	10
Attire and Tack	10
General Attire Guidelines:	10
Proper Attire:	11
Discipline-Specific Attire:	11
Dress Down Shows	12
Tack	12
General Tack Rules:.....	12
Discipline-Specific Tack Rules:	12

Optional Equipment:.....	14
Prohibited Equipment:.....	14
Judging and Class Procedures	14
Conformation (Halter) Classes	15
Key Elements of Judging Conformation:.....	15
Challenges in Judging Open Classes:.....	16
Overall Judging Perspective:	16
*Showmanship	16
1. Exhibitor’s Body Position:	17
2. Exhibitor-Horse Teamwork:.....	17
3. Poise and Confidence:.....	17
4. Horse Presentation (Fitting and Grooming):.....	17
5. Pattern Execution:.....	17
6. Overall Presentation:	18
7. Judge’s Perspective:.....	18
Key Areas of Focus for Judges:.....	18
Color Class	19
Lunge Line	19
In Hand Over Fences	20
*In Hand Trail	20
Western Pleasure (2 and 3 gait)	21
*Western Horsemanship Pattern (2 and 3 gait)	21
Horsemanship and Equitation on the Rail – all seats, 2 or 3 gaits	23
*Reining – all classes	23
*Western Riding	24
Hunter Under Saddle (2 and 3 gait)	25
Hunt Seat Pleasure (2 and 3 gait)	26
*Hunt Seat Equitation Pattern (2 or 3 gait)	26
Ground Poles (2 and 3 gait)	27
Hunter Hack (2 and 3 gait)	27
*Hunter Over Fences (2 and 3 gait)	28
*Hunt Seat Equitation Over Fences (2 and 3 gait)	28
*Jumping (2 or 3 gait)	29

*Dressage (all seats and 2 or 3 gait)	30
Dressage Suitability (all seats and 2 or 3 gait).....	30
*Dressage Equitation (all seats and 2 or 3 gait)	30
Saddle Seat Pleasure (2 or 3 gait)	31
Saddle Seat Road Hack (2 or 3 gait)	31
Saddle Seat Country Pleasure (2 or 3 gait)	32
*Saddle Seat Pattern Equitation (2 or 3 gait)	32
Gaited Pleasure (2 or 3 gait)	33
Gaited Country Pleasure (2 or 3 gait)	33
Gaited Show Pleasure (2 or 3 gait)	33
*Gaited Equitation Pattern (2 and 3 gait)	33
*Trail (all seats and 2 or 3 gaits except Ranch)	35
Pleasure Driving.....	36
Reinsmanship	36
Driven Obstacles.....	37
Driven Cones.....	38
*Ground Handling	38
Ranch Pleasure (2 or 3 gait)	39
*Ranch Riding (2 or 3 gait)	39
*Ranch Reining	40
*Ranchmanship (2 or 3 gait)	41
Ranch Horsemanship (2 or 3 gait).....	41
*Ranch Trail (2 or 3 gait)	42
Timed Events - all	44
Unbridled Classes – all	44
All other classes.....	44

Introduction

The Open Horse Show Association (OHSA) has developed a comprehensive set of horse show rules to ensure uniformity and consistency in their events. These rules are used in conjunction with the OHSA Member Rulebook and apply to all OHSA-hosted shows, including live and virtual events like the OHSA World Show. Here's a breakdown of the key components of the OHSA show rules:

Key Objectives of the OHSA Show Rules:

1. **Uniformity:** The rules aim to create a standardized framework for judging criteria and event procedures across OHSA shows, ensuring fairness and consistency.
2. **Year-End Awards:** The rules outline the classes eligible for year-end awards and ensure that shows adhere to these criteria.
3. **Flexibility for Non-OHSA Shows:** Non-OHSA shows, whether partnered with OHSA or not, can adopt these rules for consistency. However, show managers for non-OHSA shows have the flexibility to adjust rules to fit local needs, as long as the core principles are maintained.
4. **Regular Updates:** OHSA may modify or update classes and associated rules each year, based on changing circumstances or the need to improve the competition.

Classes and Eligibility:

- **Year-End Awards:** Classes defined in the rulebook are eligible for the OHSA year-end awards program. However, some classes may only be part of specific events, like the OHSA World Show or monthly virtual shows, and may not be eligible for year-end points.
- **Class Modifications:** OHSA has the right to add, delete, or change classes and their associated rules periodically, ensuring that the rules stay relevant and up to date.

Judging and Evaluation:

- **Reliance on Other Rulebooks:** OHSA judges may also refer to the American Quarter Horse Association (AQHA) and United States Equestrian Federation (USEF) rulebooks when situations arise that are not directly covered by the OHSA rules. This provides judges with a broader set of guidelines to make informed decisions.

Usage of Rules by Other Shows:

- Non-OHSA shows can adopt the entire OHSA rulebook for their events, provided they acknowledge that the rules are OHSA's intellectual property. This helps maintain consistency across different shows that might use the OHSA system, whether partnered with OHSA or independent.

Conclusion:

The OHSA show rules serve as the backbone for the association's events, fostering consistency, fairness, and clarity in both virtual and live horse shows. These rules not only regulate the performance aspects of the events but also ensure that judges have clear guidance and can apply consistent standards.

Good Sportsmanship

OHSA places a strong emphasis on sportsmanship, respect, and ethical behavior, both towards fellow exhibitors and the horses involved. The following key principles and policies help maintain the integrity and values of the OHSA community:

Sportsmanship and Respect:

1. **Expected Conduct:** Good sportsmanship is not just encouraged but required for all OHSA members. Exhibitors and associated persons should always act in a respectable and respectful manner.
 - This includes setting a positive example for others and adhering to OHSA standards of behavior.
 - Disrespectful or hostile behavior, particularly regarding placings, points, or results, undermines the integrity of the competition and is not tolerated.
2. **Consequences of Poor Sportsmanship:**
 - If an exhibitor or associated person behaves disrespectfully or aggressively toward show staff or other exhibitors regarding outcomes (such as placings, points, or high-point results), they may face significant consequences.
 - **Forfeiture of Awards/Points:** Any points or awards earned during that show day or month can be forfeited as a result of inappropriate conduct.
 - **No Refunds:** Exhibitors who lose their points or awards will not be entitled to refunds for any classes they entered, past shows, or membership dues. This policy is designed to ensure that all participants maintain a standard of fair play and professionalism.

Animal Welfare and Abuse Policy:

1. **Inhumane Treatment Prohibited:** OHSA has a strict policy against the abuse of animals, particularly horses competing in OHSA Hosted Shows. The safety and well-being of the horses are paramount.
 - Abuse is defined as any cruel or inhumane treatment of a horse or other equine, and it is subject to strict penalties.
2. **Disciplinary Action:**
 - **Inhumane Treatment:** Abuse is determined based on the standards of individuals who are experienced or educated in accepted equine training techniques. If the treatment is perceived as inhumane by these experts, it is considered abuse under OHSA rules.
 - **Consequences for Abuse:** Exhibitors or associated persons found guilty of abusing a horse may face disciplinary actions, including **revocation of membership**. This ensures

that OHSA maintains its commitment to humane and ethical treatment of animals in all of its shows.

Summary:

OHSA's rules on sportsmanship, respectful conduct, and animal welfare are designed to uphold the integrity of the association and ensure that every participant, human and animal alike, is treated fairly and with respect.

- **Good sportsmanship** and **ethical behavior** are essential, with the consequence of forfeiting awards or points for inappropriate conduct.
- **Inhumane treatment of horses** is strictly prohibited, and violators may face severe disciplinary actions, including membership revocation.

These policies help maintain a positive, fair, and humane environment at OHSA events, encouraging a community of respect and professionalism.

New to Showing?

If you're new to showing you may need a translator to help familiarize yourself with terms. You can find the OHSA Horse Show Terms [HERE](#) (coming soon).

General Show Rules

The Open Horse Show Association (OHSA) has several important policies regarding responsibilities, entry requirements, show procedures, and class regulations to ensure fair and consistent experiences for all participants. Here's an overview of these policies:

Liability Disclaimer:

1. **Limitation of Liability:** OHSA and all related committees, partners, and team members will **not** be held responsible for any loss, injury, damage, or debts related to any show or event. Exhibitors participate at their own risk.

Eligibility and Registration:

1. **Member Requirement:** Exhibitors at OHSA Hosted Shows must be current members in good standing with OHSA to participate in any show or to be eligible for year-end awards.
2. **Horse Participation Registration:** All horses must have a Horse Participation Number registered with OHSA before competing in any OHSA Hosted Show.
 - **Horse Registration:** Horses are not required to have full breed registration unless they are registered with a breed organization. In such cases, the exhibitor must show the horse under its registered name and provide a copy of the breed papers to OHSA.

- **Non-Equine Division:** OHSA also includes divisions for non-equines such as cows, sheep, goats, dogs, and other animals.

Show Entry and Fees:

1. **Payment at Entry:** All classes at an OHSA Hosted Show must be paid for at the time of entry.
2. **Virtual Show Timeline:** Virtual shows generally run from the first day to the last day of the show month. However, specific periods may vary, so exhibitors should confirm dates.
 - **No Refunds:** Exhibitors must submit their videos and entries within the designated show dates. No refunds will be issued for missed deadlines.
 - **Judging Criteria:** Fees must be paid in full to be judged.
3. **Refunds:** Entry fees are typically non-refundable, except in cases of substantiated veterinary or human health issues.

Judging and Show Feedback:

1. **Carded Judges:** All judges for OHSA Hosted Shows will be carded judges with OHSA. They are required to provide feedback or complete score cards for each class or video (except for the World Show, which does not require feedback but does require score cards).

Exhibition Rules:

1. **Stallions:** Stallions may be shown by members of all ages, including youth, but youth may not show stallions in areas where such actions are prohibited by law.
2. **Age Restrictions for Horses:**
 - Horses under the age of two (born on or after January 1, 2023) may not participate in performance (ridden) classes before July 1 of their two-year-old year.
 - However, they can earn points in in-hand classes like halter, showmanship, grooming, conditioning, color, in-hand trail, lunge line, ground driving, or driving classes.

Appearance and Equipment Requirements:

1. **Markers:** Markers are required for pattern-based classes. Cones are preferred, but any marker visible and safe for the judge in video submissions is acceptable.
2. **Clipping:** Horses do not need to be clipped, but they should be clean, neat, and presentable. Appearance does factor into the judging, but lack of clipping does not result in point deductions.
3. **Poles and Fences:**
 - For classes involving poles (like trail and over fences), wooden poles are preferred, though PVC poles are allowed.
 - Minimum Fence Heights:
 - Miniature horses: Minimum height of 12" for over fences classes.
 - **Other horses:** Minimum height of 18" for over fences classes.

- Fences must be safe and may be homemade, as long as they meet safety standards.

Class Placements and Ties:

1. **Placings:** All classes will be placed through **sixth place**, regardless of the number of entries.
2. **Ties:** In the event of a tie:
 - **Tied Placings:** Tied competitors will receive the same points. For example, if there are 6 entries, and a tie occurs for 3rd place, both exhibitors will receive **4 points**, and the next exhibitor will be awarded **5th place with 2 points**.

Summary:

- **Liability:** OHSA is not responsible for any loss, injury, damage, or debts.
- **Eligibility:** Only current OHSA members with registered horses may compete in OHSA Hosted Shows.
- **Fees and Refunds:** Fees must be paid at entry, and refunds are only given for health-related issues.
- **Judging and Show Feedback:** OHSA Hosted Shows will use carded judges who provide feedback or score cards, except for the World Show.
- **Rules for Horses:** Young horses (under 2) have restrictions on performance classes, and all horses must have a registered participation number with OHSA.
- **Appearance and Equipment:** Markers are required for pattern classes, clipping is optional but neatness matters, and certain standards for poles and fences must be met.
- **Class Placements:** Classes are placed through sixth, and ties are resolved by awarding the same points for tied positions.

Virtual Show Rules

Here are additional rules and guidelines for exhibitors participating in OHSA Hosted Shows:

Exhibitor and Horse Participation:

1. **Multiple Horses:** Exhibitors are allowed to show as many horses as they wish in any class, as long as the horses are registered with OHSA and attached to the rider.
2. **Rider's Limitations:** A rider may show the same horse only once per class unless one of the following exceptions applies:
 - **Dressage Classes:** Multiple entries per horse/rider combination are allowed in dressage classes, but each entry must be for a different test.
 - **Different Seats or Levels:** Exhibitors can enter more than once if the class allows different seats (Western, Hunt Seat, etc.) or levels (Walk/Trot, Walk/Trot/Canter, etc.). For example, an exhibitor could enter the Trail class under different seat types (e.g., Western, Hunt Seat, Saddle Seat), but they cannot enter the class more than once in the same seat or level.

Video and Photography Requirements:

1. **No Still Photos:** Still photos are not accepted for any classes unless specifically stated in the show's class list.
2. **Camera Placement:** When filming for video submissions:
 - The camera should be placed in a position where the entire horse and rider/handler can be seen clearly throughout the performance.
 - It should not block or obstruct the view of the horse and rider/handler during any part of the performance.
 - OHSА recommends the following camera placements for different types of classes:
 - For **rail classes:** The camera should be positioned in the middle of the arena.
 - For **pattern classes:** The camera should be placed along the long side of the arena.
 - For **dressage classes:** The camera should be placed at "C"
 - The horse and rider/handler should take up as much of the screen as possible, being close enough to ensure that the judge can clearly see the performance.

Video Submission Rules:

1. **Timeliness:**
 - Videos must be filmed and submitted within the month of the show.
 - Videos must be date stamped by either using the recorder's time/date stamp function, using a written or typed paper at the beginning of the video with the date, or by verbally announcing the date at the beginning of the video.
 - Videos filmed prior to the designated show month or entries submitted **late** will not be accepted.
 - **No refunds** will be provided for late or incorrectly submitted entries.

Proper video submission is essential for ensuring that all competitors receive an accurate and unbiased evaluation.

Attire and Tack

The OHSА rules for attire and tack ensure that exhibitors present themselves neatly and appropriately according to the discipline being shown. The guidelines also provide flexibility for various show types, such as "dress down" shows or those requiring more formal attire. Below is a detailed summary:

General Attire Guidelines:

1. **Neat and Clean Clothing and Tack:** Regardless of whether the show is formal or a "dress down" event, all clothing and tack should be neat, clean, and appropriate for the discipline.
2. **Torso Coverage:** The entire torso must be covered, and bare midribs are not permitted.

3. **Helmets:** Riders may wear a helmet in any class, but helmets are required in all over fences classes and in any state or region where helmet use is mandated by law.
4. **Footwear:** Riders must wear boots with a heel of at least ½ inch and no more than 2 inches. Proper footwear is essential for safety.
5. **Stirrups:** Stirrups should not be tied together, and riders may not tie their legs to the stirrups in any way, including using rubber bands.

Proper Attire:

1. **Penalties:** Failure to wear proper attire will result in a penalty but will not lead to disqualification.
2. **Inclement Weather:** Riders may wear rain gear in wet conditions, and in cold weather, vests, jackets, or coats may be worn.
3. **Exceptions:** Special exceptions for religious or physical disabilities will be considered if requested before the show.

Discipline-Specific Attire:

- **In Hand:** Exhibitors should wear attire appropriate for the breed or class, following western, hunt seat, saddle seat, or gaited attire standards, including footwear and head covering.
- **Western:**
 - **Required:** Long sleeve collared shirt, long pants or jeans, boots, and western hat or helmet.
 - **Optional:** Gloves and chaps.
 - **Prohibited:** Crop/bats are not allowed.
- **Hunt Seat:**
 - **Coats:** Hunt coats of any color except red or maroon. Traditional colors include navy, dark green, black, brown, and gray.
 - **Breeches/Jodhpurs:** Any color is allowed.
 - **Boots:** High English boots or paddock boots in any color.
 - **Shirts:** Traditional long or short sleeve shirt with a tie or choker. Polo shirts are allowed.
 - **Helmet:** Required.
 - **Optional:** Gloves, unrowelled spurs, chaps, half chaps, and crops/bats.
 - **Hair:** Should be neat and contained.
- **Saddle Seat:**
 - **Formal/Informal Attire:** Both types are permitted (formal attire may not be worn before 6 pm local time).
 - **Formal attire** includes jackets and conservative colors.
 - **Informal attire** includes jackets, jodhpurs, a derby or soft hat (or helmet), and jodhpur boots.
 - **Academy attire** (long sleeve shirt with a vest and no jacket) is also allowed.
 - **Gloves,** unrowelled spurs, chaps, half chaps, and crops/bats are optional.
 - **Color Flexibility:** While traditional classes require conservative colors, OHSA allows any color to be worn.
- **Gaited:**

- **Attire:** Attire appropriate for the style of riding (western, hunt seat, or saddle seat) is allowed. Additionally, attire appropriate for the breed in native dress may be worn. Head covering (hat or helmet) is allowed.
- **Required:** Boots and
- **Optional:** Gloves, spurs, chaps, half chaps, and crops/bats.
- **Driving:**
 - **Neat Attire:** A coat, tie, and any hat of choice may be worn.
 - **Exposed Legs:** Exhibitor's legs may be exposed below the knee.
- **Dressage:**
 - **Tack and Attire:** The tack and attire rules are consistent with the seat ridden in dressage. Riders may use either a dressage saddle or a hunt seat saddle in classic dressage classes.

These dress codes ensure safety and uniformity while providing flexibility based on the discipline. Riders are encouraged to present themselves appropriately, keeping in mind both the tradition of the discipline and the specific requirements set by OHSA.

Dress Down Shows

If a show is advertised to be “dress down” riders may wear t-shirts, short sleeve shirts, or other similar attire in all classes. Ball caps, soft caps, western hats, or helmets allowed. Boots, defined as a boot or shoe with a heel of not less than ½” and not more than 2”, must be worn.

Tack

The OHSA tack rules are crucial for maintaining fairness, safety, and discipline integrity across all events. These rules outline the permissible and prohibited equipment for different types of classes and disciplines. Here's a detailed summary of the tack regulations:

General Tack Rules:

- **All shows**, whether requiring proper attire or dress down, must follow the appropriate tack rules.
- **Prohibited Equipment:**
 - No draw reins or training forks in any judged classes.
 - No caustic chemicals (mustard oil, ginger, kerosene, etc.) may be used on horses.
 - No weighted shoes, boots, or wraps.
 - No metal should touch the horse underneath the leather, nylon, or rope of any halter or bridle (e.g., no tacks, pins, wire, or barb wire).
 - No live animals used as obstacles or for maneuvers in any class.

Discipline-Specific Tack Rules:

- **In Hand:**

- Spurs and whips are prohibited in any in-hand class, except for the lungeline and ground driving classes where a lunge whip is allowed.
- Halters can be made of leather (with or without silver), nylon, or rope.
- Lead ropes with a chain are allowed, but the chain can only go under the chin or over the nose, not through the mouth.
- For hunters and saddle-type horses, a bridle may be used.
- A lungeline must be no longer than 30 feet.
- **Western:**
 - Bridle must not have a cavesson or noseband.
 - Bits: Any standard western bit, from a ring snaffle to a spade bit, including non-leverage (snaffle) and leverage (curb) bits, are allowed for any age horse.
 - Bitless bridles, such as side pulls, and bosals (hackamores) with mecate are also permitted.
 - Riders can use one or two hands with non-leverage bits and bosals, and one hand with leverage bits.
 - Reins: Must be split reins or romals in judged classes. Single barrel or roping reins are allowed only in timed events.
 - Leverage bits must have curb chains/straps at least ½ inch wide, and these must be flat leather or chain (single or double).
 - Gag bits and mechanical hackamores are not allowed in judged classes but are allowed in timed events.
 - Western saddles (leather or synthetic) are required.
 - Martingales, draw reins, tiedowns, and training forks are prohibited in all judged classes but tiedowns are allowed in timed events.
 - Horse boots are allowed only in Reining, Ranch, and timed events, with the exception as noted in Optional Equipment below.
- **Hunt Seat:**
 - Bridle with a cavesson is required. Figure 8 and flash cavessons are allowed.
 - Bits: Any standard hunt seat bit from a ring snaffle to a spade bit is allowed. Double bridles (Pelham or Weymouth with bradoon) are allowed with two reins.
 - Crops are permitted but can only be used on the shoulder or behind it. Misuse may lead to penalties or disqualification.
 - Saddle: Traditional forward seat, all-purpose, close contact, or jumping hunt seat saddles (leather or synthetic) are required. Dressage saddles are allowed in flat classes.
 - Saddle pads: Any color and shaped, rounded, or squared.
- **Dressage:**
 - Saddle: A traditional dressage saddle or a forward seat, all-purpose, or close contact hunt seat saddle is required for classic dressage. Western riders can use leather or synthetic saddles.
 - Two hands may be used on any allowed bit, with other bit rules detailed in the appropriate seat section.
- **Saddle Seat:**
 - Saddle: A flat cutback English saddle is required. Dressage or hunt seat saddles are not allowed.
 - Bridle: Full bridle, Pelham, or snaffle allowed.
 - Shoes: Horses may be barefoot, shod, or have pads, but keg or weighted pads are not allowed.

- **Gaited:**
 - Tack: Follow appropriate tack for the riding style (western, hunt seat, or saddle seat). Additionally, tack appropriate for the breed in native dress may be worn
 - Riders may use two hands on any allowed bit.
- **Driving:**
 - Whips suitable for the cart are allowed.
 - Harnesses: Breast collar harnesses, including surcingle with shaft tie downs and crupper, are required.
 - Bridle: Standard bridle, overcheck, or check reins are allowed.
 - Blinders are permitted.
 - Bits: Traditional driving bits like half cheek, Liverpool, or elbow driving bits are allowed.
- **Ranch Horse:**
 - Use western tack as described in the Western tack section.
 - Silver should be kept to a minimum and may be penalized at the judge's discretion.

Optional Equipment:

- Horse boots such as Scoot Boots are allowed in all classes.
- Bell boots, skid boots, tendon boots, polo wraps, and similar boots/wraps are not allowed unless specified for a particular class.

Prohibited Equipment:

- Boots or wraps are prohibited in conformation, showmanship, pleasure, or flat equitation classes.

These comprehensive tack rules help maintain consistency and fairness across disciplines and ensure the safety and well-being of both riders and horses. It's important for exhibitors to follow these rules to ensure a smooth, fair competition.

Judging and Class Procedures

****NOTE* we use the term judge and camera interchangeably at times so these rules can be used for both live and virtual shows. If a judge typically moves about a horse at a live show then the handler/rider can either have someone move about the horse with a camera or, if using a pivo or similar set up the handler/rider can position the horse in front of the camera as required. Classes with an "*" are considered scored classes and judges will utilize a scorecard for each class, providing scores for each maneuver and totaling the scores. OHSa score cards are used for all classes other than Dressage where USEF, WDAA, or similar approved association tests are used. OHSa score cards are scored 0 to 10 for each maneuver, then totaled and divided by the number of maneuvers to get a total % score. For example, if there are 10 maneuvers the total maximum possible score is 100%. If an entry earns 80 points then their score would be 80% (80 points divided by 100 possible points = 80%). If a class is listed as either 2 or 3 gait, walk/trot/jog riders should ignore any mention of lope or canter and instead jog, trot, or perform their second gait.***

Freestyle classes, You Pick The Pattern, and similar classes where the entry will create and perform their own pattern or pattern of their choosing must consist of a minimum number of maneuvers or obstacles as indicated below in the class information. Mandatory maneuvers or obstacles will be indicated with bold print. Other allowed maneuvers and obstacles will be allowed. A maximum of 10 maneuvers or obstacles will be allowed unless otherwise indicated on the class list.

Classes with an * before the class name indicates the class will be scored with a score sheet.

Conformation (Halter) Classes

Judging - In Conformation classes, the emphasis is on judging a horse's structure, body, and overall appearance based on breed standards and general equine anatomy. These classes assess how closely a horse aligns with the ideal physical traits for its breed, as well as its overall quality and muscling. Here's a breakdown of the main factors considered in conformation judging:

Key Elements of Judging Conformation:

1. **Balance:**
 - A balanced horse has proportions where the size of each body part is harmonious in relation to the others. For example, the length of the back should complement the size of the legs, the depth of the body, and the length of the neck. A well-balanced horse will appear visually pleasing and proportionate.
2. **Muscling:**
 - Muscling refers to the horse's development of muscle mass. The ideal horse should have adequate muscling for its breed and discipline, especially in areas such as the hindquarters, shoulders, and neck. Muscling indicates the horse's fitness and suitability for performance, as well as the horse's overall health.
3. **Quality:**
 - Quality refers to the refinement of the horse's conformation and general appearance. A high-quality horse will have a smooth, clean coat, well-defined features, and a well-shaped body. Horses should be free of any faults or deformities and exhibit a graceful, attractive presence.
4. **Type:**
 - The horse's type should correspond to the breed's ideal standard. Breed standards are very specific to each breed, and the horse should exhibit traits that are typical for its breed type. Additionally, gender type is also important. For instance, mares may have different physical expectations than stallions, and geldings may exhibit some characteristics differently from intact horses.
5. **Structural Correctness:**
 - A horse's structural correctness is crucial for its overall soundness and ability to perform. Judges will evaluate aspects such as the straightness of the legs, the alignment of the joints, and the angles of the hooves and pasterns. This also includes assessing the body's ability to carry weight and move efficiently.
6. **Travel:**
 - Although conformation judging primarily evaluates structure and appearance, the horse's movement is also assessed. A well-conformed horse should move smoothly and

correctly, with balanced gaits that demonstrate good structural alignment and freedom of motion.

Challenges in Judging Open Classes:

- **Breed Variety:** In open horse shows, multiple breeds and grade horses (those of unknown or mixed heritage) may be shown in the same class. This presents a challenge for judges, as they must compare horses of different breeds and types. Despite this, judges typically focus on the fundamental principles of a well-made horse.
- **Ideal vs. Reality:** The judge must strive to compare each horse against the ideal for its breed while considering the differences in breed types. A "well-made" horse, regardless of breed, tends to have balanced proportions, correct structure, and an overall attractive and functional build.

Overall Judging Perspective:

- While breed-specific traits are important, a well-made horse is the primary factor, and the class is intended to showcase horses that are structurally sound and suited for performance, regardless of their breed. Structural correctness and muscling should be considered first, followed by quality and the overall attractiveness of the horse.

In summary, conformation classes reward horses that demonstrate optimal balance, muscling, quality, and structural correctness, with an emphasis on soundness and breed type. Judges aim to assess horses in terms of how well they adhere to breed standards while considering the horse's overall quality and functional physique.

Class Procedure – Handler should walk toward the judge, leading the horse directly to the camera so the judge can determine the horse's travel at a walk. As the handler passes the camera they should begin to jog or trot straight ahead for a period of up to 10 strides, then turn left for up to 10 strides so the judge may view the horse at the trot from behind and the side. Once set up appropriately the judge or camera will video each side (left, front, right, and back) for several seconds, ensuring the judge has enough time to evaluate each view. The camera can either move about the horse, or if using a pivo or similar the handler can move the horse to show each side to the camera.

*Showmanship

Judging – Showmanship is a class that primarily evaluates the exhibitor's skill in presenting and handling their horse at halter. Unlike a conformation class, the horse's conformation is not judged in this class; instead, the focus is on the exhibitor's ability to fit and show the horse, as well as the execution of maneuvers with precision and smoothness. The class is about demonstrating exhibitor-horse teamwork, along with the exhibitor's poise, confidence, and overall presentation.

Here are the key elements of Showmanship judging:

1. Exhibitor's Body Position:

- **Balance & Alignment:** The exhibitor must maintain a balanced and functional body position. They should stand with their shoulders squared, feet evenly placed, and posture upright, reflecting confidence and professionalism.
- **Control and Connection:** The exhibitor's ability to manage the horse while keeping proper distance between them and the horse is crucial. The exhibitor should appear in control, ensuring the horse is properly positioned at all times during the pattern.

2. Exhibitor-Horse Teamwork:

- **Smooth Maneuver Execution:** Showmanship requires that both the exhibitor and the horse work as a team to complete a set pattern with accuracy. The exhibitor must lead, show, and guide the horse through a prescribed sequence of movements. These maneuvers include halting, backing, trotting, and other specific actions that the judge calls for.
- **Timing & Precision:** Both the exhibitor and the horse must move in unison, with precision and fluidity. The exhibitor should execute the pattern smoothly without hesitation or erratic movements.

3. Poise and Confidence:

- **Poise and Confidence:** The exhibitor must demonstrate poise and confidence at all times. This includes maintaining a calm, assertive demeanor and handling the horse with a controlled and confident approach. The exhibitor should appear comfortable and capable, without unnecessary nervousness or distraction.
- **Communication with the Horse:** The exhibitor must show clear communication with the horse through body language, lead, and verbal cues, as necessary. The ability to keep the horse calm and responsive is an important aspect of the exhibitor's skill.

4. Horse Presentation (Fitting and Grooming):

- **Presentation:** While conformation isn't directly judged, the horse should be presented neatly, cleanly, and appropriately for the breed and class. The horse must be properly groomed, with clean hooves, coat, mane, and tail.
- **Halter Positioning:** The exhibitor must ensure that the horse's halter is correctly positioned and that the horse is standing squarely. The horse's stance should be such that the judge can assess its overall build, even though it's not a conformation class.

5. Pattern Execution:

- **Pattern:** The **pattern** is a key component of showmanship classes. The judge will provide specific instructions for the pattern, which usually involves a sequence of steps such as halting, pivoting, backing up, and trotting. The exhibitor must demonstrate their ability to guide the horse through the pattern with fluidity and accuracy.

- **Attention to Detail:** Details such as the horse's position, the exhibitor's handling, and the timing of each movement are evaluated. The exhibitor should make sure that the horse remains calm, collected, and in the correct position for each maneuver.

6. Overall Presentation:

- **Appropriate Attire:** The exhibitor must wear attire suitable for showmanship. The attire should contribute to the exhibitor's professional appearance and their ability to effectively communicate with the horse.

7. Judge's Perspective:

- **Execution:** The judge looks for overall poise, control, and coordination between the exhibitor and horse. They will evaluate how well the exhibitor executes each part of the pattern and assess whether the horse remains properly positioned, calm, and responsive throughout.
- **Confidence:** Judges also take note of the confidence and mannerisms of the exhibitor, as well as their ability to showcase the horse in the best light possible while maintaining correct positioning and good showmanship throughout the performance.

Key Areas of Focus for Judges:

- **Accuracy** in pattern execution.
- **Smoothness** in transitions between maneuvers.
- **Balance** and alignment of the exhibitor's body.
- **Control** of the horse throughout the pattern.
- **Confidence**, poise, and professionalism of the exhibitor.

In summary, Showmanship is all about the exhibitor's ability to present and handle the horse in a manner that reflects professionalism, skill, and teamwork. It emphasizes precision, poise, and execution, showcasing both the horse's presentation and the exhibitor's competence in leading, guiding, and maneuvering the horse.

Class Procedure – Handler should perform posted pattern or their own pattern if a freestyle class. Patterns may include walk, trot, turns in various degrees, stops, back ups, setting up, and visual inspection. Handlers should perform the standard quarter method during the inspection. The exhibitor should maintain a position that is safe for themselves and the judge. The position of the exhibitor should not obstruct the judge's view of the horse and allow the exhibitor to maintain awareness of the judge's position at all times. When moving around the horse the exhibitor should change sides in front of the horse and assume the same position on the right side of the horse that they had on the left side.

Each maneuver is scored 0 to 10. Penalties are as follows:

- 3 point:
 - Break of gait up to 2 strides
 - Over or under turning up to ¼ of a turn

- Hitting or knocking over a cone
- Lifting a pivot foot and replacing it
- 5 point:
 - Not performing required gait or break of gait more than 2 strides
 - Splitting the cone (cone/marker between horse and handler)
 - Horse stepping out of set up requiring to be reset
 - Horse stepping out or moving hind end significantly during turn
- 10 point:
 - Touching horse by hand or foot
 - 2 hands on lead shank or loss of lead/loose horse
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Disqualification:
 - Illegal equipment
 - Willful abuse
 - Off pattern (not performing or attempting to perform a maneuver)

Freestyle Maneuver Requirements – Handler must include, at a minimum, 6 maneuvers including:

- Walk of at least 10 feet either straight, curved, serpentine, squared or circle
- Jog of at least 20 feet either straight, curved, serpentine, squared or circle
- Pivot of at least 180 degrees
- Back of at least 4 steps
- Inspection
- Additional pivots, backs, walks, or jogs may be chosen for the 6th required maneuver. Handler may also include any additional maneuvers up to a maximum of 10 scored maneuvers.

Color Class

Judging – This class is not a halter class and conformation is not considered. Handler should show all 4 sides of the horse to ensure judge can view all aspects of the color characteristics.

Class Procedure – Depending on the type of horse, the judge may need to see varying views. The video should show all 4 sides of the horse for approximately 5 seconds each to allow the judge time to evaluate the color. For paint and pinto horses, the horse should have clearly defined patches of color and white. The ideal paint/pinto is defined as a 50/50 distribution of white and color. Appaloosas, in addition to body views, should also show close up views of the face for the judge to check sclera around eyes and mottled muzzle, plus close up views of the hooves to show stripes. Palominos should have bright gold color with light mane and tail. Dark hairs (zebra or neck stripes) are not acceptable, nor is a dorsal stripe. The tail and mane should also be solid and contain no dark hairs though this is not a cause for disqualification. Duns will have a solid bright body in varying shades with a dark/black mane and tail. Dun factors include bars on legs and withers, cobwebbing, dorsal stripe. Buckskins body coat should be light tan to bronze with a black or dark brown mane and tail. Buckskins will never have dorsal stripes.

Lunge Line

Judging - The purpose of showing on the lunge line is to demonstrate that the horse has the movement, manners/expression/attitude, and conformation to become competitive under saddle. This class rewards quality of movement, manners and attitude, and conformation.

Class Procedure – The judge will evaluate each entry’s conformation first. Then the handler will perform the lunging portion of the class. Handlers have 90 seconds to present the horse at all three gaits in both directions. Failure to perform all gaits each direction is a disqualification. Playing on the lunge line is not counted against the horse unless it is excessive or includes excessive bucking, running off, or stumbling.

In Hand Over Fences

Judging – Judged on manners, style, and way of going. Should cover the course with an even pace and free flowing strides. The same gait must be used throughout the course.

Class Procedure – Class is run similar to ridden over fence classes. The handler may make a courtesy circle before and after the class. The handler should not go over the jumps. The handler should then follow the prescribed course unless it is a freestyle class. Any fall of horse or handler is cause for disqualification. Faults include: Refusals – 1st – 3 faults; 2nd – 6 faults; 3rd – elimination. Whips are not allowed.

Maneuver Requirements – Handler must include, at a minimum, 6 jumping efforts with 8 being preferred. Handler may use 2, 4, 6, or more individual jumps and go over some or all jumps multiple times to meet the required minimum 6 jumping efforts. Must include one change of direction.

*In Hand Trail

Judging – Judged on exhibitor’s ability to show a horse over various obstacles with good form, cleanly and smoothly, and with the horse responding promptly to cues.

Class Procedure – Handler should perform posted pattern or their own pattern if a freestyle class. Patterns may include leading over poles at a walk or trot, sidepass, turn on the forehand, turn on the haunches, walking into a square then turning (not a pivot) in varying degrees, gate, back through (straight, L shaped, T shaped, etc), leading between or around barrels or cones, bridge, water hazard (natural or man made/simulated, carrying and replacing an object, mailbox, and/or serpentine.

Each maneuver is scored 0 to 10. Penalties are as follows:

- ½ point:
 - Each tick of pole or obstacle
- 1 point:
 - Each step on a pole or obstacle
 - Break of gait for 2 strides or less
 - Failing to step into a required space
 - Failure to meet correct strides in trot overs
- 3 points:
 - Break of gait or not picking up correct gait
 - Knocking down a pole or obstacle
 - Stepping outside of an obstacle (such as stepping off a bridge)
- 5 points:
 - Letting go of gate or dropping rope gate
 - Dropping obstacle
 - 1st or 2nd refusal or evasion an obstacle
- 10 points:

- Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Failure to complete an obstacle
- 0 Score or Disqualification;
 - Performing obstacles out of order
 - No attempt to perform an obstacle
 - 3rd refusal or evasion of obstacle
 - Willful abuse
 - Equipment failure
 - Failure to demonstrate correct gait

Freestyle Obstacle Requirements – Handler must include, at a minimum, 6 obstacles including:

- Gate (standard or rope gate)
- Back through
- Walk over at least 3 poles
- Trot/jog over of at least 2 poles
- Bridge (actual wooden bridge, tarp, palm fronds, etc may be used)

The remaining mandatory obstacle may be chosen for the 6th required obstacle. Handler may also include any additional maneuvers up to a maximum of 10 scored maneuvers.

- Additional walk or trot/jog overs
- Raised walk or trot/jog overs to a maximum of 6” for walk or 8” for trot/jog
- Sidepass
- Water hazard
- Serpentine
- Turn in 6’ box
- Pick up and drop off an item (mailbox, bucket on a barrel, put on/off slicker)

Western Pleasure (2 and 3 gait)

Judging – The horse should be a pleasure to ride. A free flowing stride, natural lift and carriage, smooth gaits and transitions should be exhibited. Credit is given to those under light control without intimidation, moves forward freely, and has a balanced fluid stride with even cadence. Resistance should be penalized. Gaits should be true. Headset must be natural to the horse’s conformation and should be level, with the ears no lower than the withers. Nose should be vertical or just in front of the vertical.

Class Procedure – Each rider should show the horse at the walk, jog, and lope both ways of the arena on a reasonably loose rein. Reversing direction should occur away from the rail, toward the inside of the arena. The reverse may be done at the walk or jog, never at the lope. The horse must back at least one horse length at the end of the ride. Horses may be required to extend the walk, jog, or lope.

***Western Horsemanship Pattern (2 and 3 gait)**

Judging – This class evaluates the riders’ ability to perform a set of maneuvers with precision, balance, and smoothness along with confidence. The rider’s equitation is judged on overall appearance, position,

and use of aids. Rider should have a calm easy seat that moves with the horse, lower heels, straight from heel to shoulder with balance and function.

Class Procedure – Rider will perform the posted pattern (unless a freestyle class) that may consist of walk, jog, lope, spins of various degrees, changes of leads, dropping of stirrups, back up, and sidepass.

Each maneuver is scored 0 to 10. Penalties are as follows:

- 3 point
 - Tick or hit of cone
 - Over or under spin up to $\frac{1}{4}$
 - Break of gait up to 2 strides
- 5 point:
 - Incorrect lead
 - Not performing specified gait
 - Break of gait more than 2 strides
 - Loss of stirrup
 - Obviously looking down to check lead
- 10 point:
 - Loss of rein
 - Use of either hand or rein to instill fear
 - Holding of the saddle horn
 - Spurring in front of cinch
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Disqualification:
 - Willful abuse
 - Fall by horse or rider
 - Illegal use of hands on reins
 - Use of prohibited equipment
 - Off pattern

Freestyle Maneuver Requirements – Rider must include, at a minimum, 6 maneuvers including:

- Walk of at least 10 feet either straight, curved, serpentine, squared or circle
- Jog of at least 20 feet either straight, curved, serpentine, squared or circle
- For 3 gait (lope) riders only – Lope of at least 30 feet either straight curved, serpentine, squared, or circle
- Pivot of at least 180 degrees
- Back of at least 4 steps

Additional pivots, backs, walks, jogs, or lopes may be chosen for the 5th and/or 6th required maneuver or select from the below. Maneuvers may not exceed 10 scored maneuvers:

- Dropping stirrups
- Sidepass
- Turns on the Forehand
- Drop down lead change

- Flying lead change
- Counter Canter

Horsemanship and Equitation on the Rail – all seats, 2 or 3 gaits

Judging – Judged on the rider’s equitation along the rail. No pattern. Rider should sit straight in the saddle, with a straight line from shoulder through hip to heel. Heel should be below toe and sit comfortably in the stirrup. Rider’s cues to the horse should be subtle.

Class Procedure – Each rider should show the horse at the walk, jog or trot, and lope or canter both ways of the arena. Reversing direction should occur away from the rail, toward the inside of the arena. The reverse may be done at the walk or jog/trot, never at the lope/canter. The horse must back at least one horse length at the end of the ride.

*Reining – all classes

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

Class Procedure – Rider will perform the posted pattern (unless a freestyle class) that may consist of jog, lope, spins, changes of leads, sliding stops, and back ups.

Each maneuver is scored 0 to 10. Penalties are as follows:

- ½ point:
 - Over or under spinning up to 1/8 of a turn
 - Starting a circle or exiting rollbacks or jogging up to 2 strides
- 1 point:
 - Over or under spinning up to ¼ of a turn
 - Each time a horse is out of lead – cumulative at 1 point penalty for each ¼ circle or any part of ¼ circle
- 2 points:
 - Jogging beyond 2 strides but less than ½ circle or ½ length of arena
 - Break of gait
 - Freeze up in spins or rollbacks
 - Scotching or initiating a stop before passing the specified marker
- 5 points:
 - Spurring in front of cinch
 - Use of hand or reins to instill fear
 - Holding of the saddle horn
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Score of 0:
 - More than one finger between reins
 - Use of 2 hands on a shanked bit or changing hands with a shanked bit

- Failure to complete pattern as written including adding maneuvers such as backing more than 2 strides or turning more than 90 degrees.
- Equipment failure including dropping a rein that connects with the ground
- Running away or failing to guide when it is impossible to determine if on pattern
- Jogging excess of ½ length of arena or circle
- Overspins more than ¼ of turn
- Fall by horse or rider
- Disqualification
 - Willful abuse
 - Use of illegal equipment

Freestyle Maneuver Requirements – Rider must include below maneuvers and may be set to music:

- Lope large fast circle in each direction
- Lope small slow circle in each direction
- Minimum of 3 spins (may perform more spins) each direction
- Back of at least 10 feet
- Rollbacks – at least one each direction
- Stops – preference given to sliding stops but correct stops that do not slide are acceptable and will not receive penalties but will be scored accordingly.

Additional Maneuvers may not exceed 10 scored maneuvers:

- Sidepass
- Multiple lead changes in a line or serpentine
- Bridless either entire pattern or portion
- Bareback
- Costumes

***Western Riding**

Judging - Judged on quality of gaits, flying lead changes at the lope, response to the rider, manners and disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy-moving. Credit shall be given for and emphasis placed on smoothness, even 166 cadence of gait (i.e., starting and finishing pattern with the same cadence), and the horse's ability to perform flying lead changes precisely, easily and simultaneously both hind and front at the center point between markers. Simple or drop down changes are allowed but will be scored accordingly in the maneuver score. The horse should cross the pole both at the jog and the lope without breaking gait or radically changing stride.

Class Procedure – Rider will perform the posted pattern (unless a freestyle class) that may consist of jog, lope, changes of leads, over pole, and back ups.

Each maneuver is scored 0 to 10. Penalties are as follows:

- ½ point:
 - Tick or light touch of pole
- 1 point:

- Break of gait up to 2 strides at walk or jog
- Hitting or rolling pole
- Out of lead more than 1 stride either side of center point between markers
- Splitting the pole (pole between 2 front or 2 hind feet) at the lope
- Non-simultaneous lead change when performing a flying change
- Riding more than 1 stride for a simple change
- 3 point:
 - Break of gait up to 2 strides at the lope
 - Break of gait more than 2 strides at walk or jog
 - Additional lead changes in pattern (except when correcting)
 - Riding more than 2 strides for a simple change
- 5 point:
 - Out of lead beyond next designated change area
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
 - Holding saddle horn
- Score of 0:
 - More than one finger between reins
 - Use of 2 hands on a shanked bit or changing hands with a shanked bit
 - Failure to complete pattern as written including adding maneuvers such as backing more than 2 strides or turning more than 90 degrees.
 - Equipment failure including dropping a rein that connects with the ground
 - Running away or failing to guide when it is impossible to determine if on pattern
 - Knocking over markers
 - Failure to go over pole
 - Fall by horse or rider
- Disqualification
 - Willful abuse
 - Use of illegal equipment

Hunter Under Saddle (2 and 3 gait)

Judging – The horse should show form to function. The purpose of a hunter under saddle class is to show suitability to cover the ground, potential to jump, and have an attentive nature and be natural in gait. A free flowing stride, natural lift and carriage, smooth gaits and transitions should be exhibited. Credit is given to those under light control without intimidation, moves forward freely, and has a balanced fluid stride with even cadence. Resistance should be penalized. Headset must be natural to the horse’s conformation and should be level with or just above the withers. Nose should be vertical or just in front of the vertical.

Class Procedure – Each rider should show the horse at the walk, trot, and canter both ways of the arena. Reversing direction should occur away from the rail, toward the inside of the arena. The reverse may be done at the walk or trot, never at the canter. The horse must back at least one horse length at the end of the ride. Horses may be asked to extend the walk, trot, or to hand gallop.

Hunt Seat Pleasure (2 and 3 gait)

Judging – The horse should be a pleasure to ride. A free flowing stride, natural lift and carriage, smooth gaits and transitions should be exhibited. Credit is given to those under showing no intimidation, moves forward freely, and has a balanced fluid stride with even cadence. Resistance should be penalized. Gaits should be true. Headset must be natural to the horse's conformation and should be level with or just above the withers. Nose should be vertical or just in front of the vertical.

Class Procedure – Each rider should show the horse at the walk, trot, and canter both ways of the arena. Reversing direction should occur away from the rail, toward the inside of the arena. The reverse may be done at the walk or trot, never at the canter. The horse must back at least one horse length at the end of the ride. Horses may be asked to extend the walk, trot, or to hand gallop.

*Hunt Seat Equitation Pattern (2 or 3 gait)

Judging – Judging is based on the ability of the rider to perform various maneuvers in harmony with their horse. Communication should be through subtle cues and aids and should not be obvious. The rider's equitation is judged on overall appearance, position, and use of aids. Rider should have a calm easy seat that moves with the horse, lower heels, straight from heel to shoulder with balance and function.

Class Procedure – Rider will perform the posted pattern (unless a freestyle class) that may consist of jog, lope, changes of leads, over pole, and back ups.

Each maneuver is scored 0 to 10. Penalties are as follows:

- 3 point
 - Tick or hit of cone
 - Over or under spin up to ¼
 - Break of gait up to 2 strides
- 5 point:
 - Incorrect lead
 - Not performing specified gait
 - Break of gait more than 2 strides
 - Loss of iron
 - Obviously looking down to check lead or diagonal
- 10 point:
 - Loss of rein
 - Use of either hand or rein to instill fear
 - Spurring in front of girth
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Disqualification:
 - Willful abuse
 - Fall by horse or rider
 - Illegal use of hands on reins
 - Use of prohibited equipment
 - Off pattern

Freestyle Maneuver Requirements – Rider must include, at a minimum, 6 maneuvers including:

- Walk of at least 10 feet either straight, curved, serpentine, squared or circle
- Posting trot of at least 20 feet either straight, curved, serpentine, squared or circle
- For 3 gait (Canter) riders only – canter of at least 30 feet either straight curved, serpentine, squared, or circle
- Pivot of at least 180 degrees
- Back of at least 4 steps

Additional pivots, backs, walks, jogs, or lopes may be chosen for the 5th and/or 6th required maneuver or select from the below. Maneuvers may not exceed 10 scored maneuvers:

- Dropping stirrups
- Sidepass
- Turns on the forehand
- Drop down lead change
- Flying lead change
- Counter Canter

Ground Poles (2 and 3 gait)

Judging – The horse should show form to function. The purpose of a ground poles class is to show suitability and potential to jump, and have an attentive nature and be natural in gait. A free flowing stride, natural lift and carriage, smooth gaits and transitions should be exhibited. Rider should be in a 2 point position going over poles to simulate the approach to a fence. Horse’s nose should be vertical or just in front of the vertical.

Class Procedure – Each rider should enter the arena and proceed as if about to jump a course of fences. A courtesy circle at the start and end is allowed but not required. Rider should take each pole as if it was a fence. Horse should not “split the pole” but having the pole be between either the 2 front legs or 2 rear legs. The leg placement should simulate going over a fence.

Pick Your Pattern Course Requirements – Rider must include, at a minimum, 6 ground pole efforts with 8 being preferred. Rider may use 2, 4, 6, or more individual jumps and go over some or all jumps multiple times to meet the required minimum 6 jumping efforts. Must include one change of direction.

Hunter Hack (2 and 3 gait)

Judging – Horses will be shown at a walk, trot and canter both ways of the ring and shall be required to jump a minimum of 2 jumps of at least 18” in height (measured at the middle) but not more than three feet (3') in height. Jumps to be spaced on multiple of 12 feet with a minimum of 36 feet between. Horse and rider should take the jumps as if in a hunter class with the approach and form over fences the most important aspect of judging. The class shall be judged 70% on performance over fences, 30% on rail work.

Class Procedure - Each rider should enter the arena and proceed as if about to jump a course of fences. A courtesy circle at the start and end is allowed but not required. Entry must jump the 2 fences continuing to canter along the rail to halfway across the arena. The horse must perform all three gaits the opposite direction of the arena, reversing, and then showing all three gaits in that direction. Make sure enough time is spent per each gait so the judge can make a determination. Must include the horse backing a minimum of 3 full steps.

***Hunter Over Fences (2 and 3 gait)**

Judging – Horses will be shown over a minimum of 8 efforts of at least 18” in height (measured at the middle) but not more than 3’6” in height. Jumps to be spaced on multiple of 12 feet with a minimum of 36 feet between. Horse and rider should take the jumps in order with the approach and form over fences the most important aspect of judging. Jumps may be used more than one time as long as the total number of efforts is at least 8.

Class Procedure - A courtesy circle at the start and end is allowed but not required. Rider will perform the posted pattern (unless a freestyle class) that will consist of a minimum of 8 efforts. Credit is given for even strides, cadence, soft in the bridle, quality of jumping form. Lowering of score includes uneven strides, crowding the fence(s), sour look, lack of quality over fences.

Each maneuver is scored 0 to 10. Faults are as follows:

- 1 point:
 - Tick of rail
 - Cross cantering up to 2 strides
 - Early unfold of knees
- 3 point:
 - Hard rap of rail
 - Out of lead after line
- 5 point:
 - Adding a stride between fences
 - Hanging knees down
- 10 point:
 - Hanging one leg down
 - Kick out or blatant disobedience
 - Trotting in a 3 gait class
 - 1st or 2nd refusal
- Disqualification
 - Bolting from arena
 - Willful abuse
 - 3rd refusal
 - Off course
 - Horse or rider falling

Pick Your Pattern Course Requirements – Rider must include, at a minimum, 6 jumping efforts with 8 being preferred. Rider may use 2, 4, 6, or more individual jumps and go over some or all jumps multiple times to meet the required minimum 6 jumping efforts. Must include one change of direction.

***Hunt Seat Equitation Over Fences (2 and 3 gait)**

Judging – Horses will be shown over a minimum of 8 efforts of at least 18” in height (measured at the middle) but not more than 3’6” in height. Jumps to be spaced on multiple of 12 feet with a minimum of 36 feet between. Horse and rider should take the jumps in order with the rider’s equitation and use of aids the most important aspect of judging. Jumps may be used more than one time as long as the total

number of efforts is at least 8. Credit is given for correct equitation and use of aids. This class is not judged on the horse's jumping ability except for the effect the rider has on the horse.

Class Procedure - A courtesy circle at the start and end is allowed but not required. Rider will perform the posted pattern (unless a freestyle class) that will consist of a minimum of 8 efforts. Lowering of score includes uneven strides, crowding the fence(s), sour look, lack of quality over fences. Correct leads are required around the end of the arena.

Each maneuver is scored 0 to 10. Faults are as follows:

- 1 point:
 - Cross cantering up to 2 strides
- 3 point:
 - Out of lead after line
- 5 point:
 - Adding a stride between fences
 - Canter at a trot fence
 - Position ahead or behind over jump (evaluate danger)
 - Wrong diagonal to a trot fence
- 10 point:
 - Kick out or blatant disobedience
 - Trotting in a 3 gait class
 - 1st or 2nd refusal
 - Dropping a rein
 - Loss of iron
- Disqualification
 - Bolting from arena
 - Willful abuse
 - 3rd refusal
 - Off course
 - Horse or rider falling

Pick Your Pattern Course Requirements – Rider must include, at a minimum, 6 jumping efforts with 8 being preferred. Rider may use 2, 4, 6, or more individual jumps and go over some or all jumps multiple times to meet the required minimum 6 jumping efforts. Must include one change of direction.

*Jumping (2 or 3 gait)

Judging – Horses will be shown over a minimum of 8 efforts of at least 18" in height (measured at the middle) but not more than 3'6" in height. Jumps to be spaced on multiple of 12 feet with a minimum of 36 feet between. Horse and rider should take the jumps in order with the number of faults being the deciding factor in the class. Jumps may be used more than one time as long as the total number of efforts is at least 8.

Class Procedure - A courtesy circle at the start and end is allowed but not required. Rider will perform the posted pattern (unless a freestyle class) that will consist of a minimum of 8 efforts.

Faults are as follows:

- 4 point
 - Knock downs (lowering the height of the jump)
 - First and second disobedience (refusals, run outs, unnecessary circling on course, or loss of forward motion)
- Disqualification
 - Bolting from arena
 - Willful abuse
 - 3rd refusal
 - Off course
 - Horse or rider falling

If there is a tie for 1st place then the judge may break the tie based on the effectiveness of the rider and the horse's jumping ability.

Pick Your Pattern Course Requirements – Rider must include, at a minimum, 6 jumping efforts with 8 being preferred. Rider may use 2, 4, 6, or more individual jumps and go over some or all jumps multiple times to meet the required minimum 6 jumping efforts. Must include one change of direction.

***Dressage (all seats and 2 or 3 gait)**

Judging – Judges will score each maneuver using the Directive of that maneuver. A score of 0 to 10 is given with 0 being “not attempted” to 10 being perfect. Directives include quality of gaits, straightness on centerline, bend and balance of a turn, transitions, regularity, relaxation, lengthening of stride and frame, engagement, and consistent tempo and cadence.

Class Procedure – Rider shall perform test as written. Judge will score on the appropriate score sheet as provided by the owning organization. OHSA riders may use tests from the United States Dressage Federation, Dressage Riders Online, Coeli Netsky Equine, the FEI, USEF, or the Western Dressage Association of America. In addition to each maneuver score the judge will determine scores for Collective Marks and any penalties for Errors.

Dressage Suitability (all seats and 2 or 3 gait)

Judging – The horse should show form to function as it relates to performing a dressage test. The purpose of dressage suitability is to show suitability in the dressage arena, be attentive in nature and natural in gait. A free flowing stride, natural lift and carriage, smooth gaits and transitions should be exhibited. Credit is given to those under light control without intimidation, moves forward freely, and has a balanced fluid stride with even cadence. Resistance should be penalized. Headset must be natural to the horse's conformation and should be level with or just above the withers. Nose should be vertical or just in front of the vertical.

Class Procedure – Each rider should show the horse at the walk, trot, and canter both ways of the arena. Reversing direction should occur away from the rail, toward the inside of the arena. The reverse may be done at the walk or trot, never at the canter. The horse must back at least one horse length at the end of the ride. Horses may be asked to extend the walk, trot, or to hand gallop.

***Dressage Equitation (all seats and 2 or 3 gait)**

Judging – The rider should be well balanced and elastic, sitting deep in the saddle and smoothly absorbing the horse's movement. Correct riding includes security of the rider, ability of the rider to

positively influence the horse, and the unity of the rider with the horse in motion. Aids are of utmost important and should be subtle and effective. Rider's ear, shoulder, hip, and heel should be vertically aligned with heels level or slightly down. Straight line from elbow to horse's mouth.

Class Procedure – Rider will perform the posted pattern (unless a freestyle class) that may consist of trot, canter, changes of diagonals, change of leads, halts, serpentines, circles, change of rein and back ups.

Each maneuver is scored 0 to 10.

Freestyle Maneuver Requirements – Rider must include, at a minimum, 6 maneuvers including:

- Walk of at least 10 feet either straight, curved, serpentine, or circle
- Posting trot of at least 20 feet either straight, curved, serpentine, or circle
- Sitting trot of at least 20 feet either straight, curved, serpentine, or circle
- For 3 gait (Canter) riders only – canter of at least 30 feet either straight curved, serpentine, , or circle

Additional walks, jogs/trots, or lopes/canters may be chosen for the 4th, 5th and/or 6th required maneuver or select from the below. Maneuvers may not exceed 10 scored maneuvers:

- Dropping stirrups
- Drop down lead change
- Flying lead change
- Counter Canter

Saddle Seat Pleasure (2 or 3 gait)

Judging - Gaits to be smooth, balanced, collected, and consistent with conformation type of animal. a. Walk: Regular, elastic, and ground covering four beat gait; engaging the hind legs. b. Trot: Balanced, free moving and elastic two beat gait, with somewhat collected balance. c. Canter: Collected, smooth and straight on both leads, with three clean beats. Saddle type movement shall be rounded and may display some action with more knee and hock flexion.

Class Procedure – to be shown at a walk, trot, and canter both ways of the arena. Stop and back one horse length. Extended trot may be required.

Saddle Seat Road Hack (2 or 3 gait)

Judging - All gaits to be performed in collected balance with natural elegance, natural animation, cadence and style both ways of the ring. Natural action and way of going required. There should be impulsion and power from behind, with knee and hock flexion with extension in front. All gaits are more animated than as standard saddle seat pleasure. Bold with elegance and style and airiness of motion.

Class Procedure – to be shown at a walk, trot, and canter both ways of the arena. Stop and back one horse length. Extended trot and hand gallop may be required.

Saddle Seat Country Pleasure (2 or 3 gait)

Judging - Natural action and way of going required. All gaits are less showy with manners and suitability most important. Transitions must be smooth and the horse should handle quietly, easy to halt and stand and back quietly.

Class Procedure – to be shown at a walk, trot, and canter both ways of the arena. Stop and back one horse length. Extended trot may be required.

*Saddle Seat Pattern Equitation (2 or 3 gait)

Judging – This class evaluates the riders' ability to perform a set of maneuvers with precision, balance, and smoothness along with confidence. The rider's equitation is judged on overall appearance, position, and use of aids. Rider should have a calm easy seat that moves with the horse, lower heels, straight from heel to shoulder with balance and function.

Class Procedure – Rider will perform the posted pattern (unless a freestyle class) that may consist of walk, trot, canter, changes of diagonals, changes of leads, circles, serpentines, dropping of stirrups, and back up.

Each maneuver is scored 0 to 10. Penalties are as follows:

- 3 point
 - Tick or hit of cone
 - Break of gait up to 2 strides
- 5 point:
 - Incorrect lead
 - Not performing specified gait
 - Break of gait more than 2 strides
 - Loss of stirrup
 - Obviously looking down to check lead
- 10 point:
 - Loss of rein
 - Use of either hand or rein to instill fear
 - Holding of the saddle saddle
 - Spurring in front of cinch
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
 - Fall by horse or rider
- Disqualification:
 - Willful abuse
 - Illegal use of hands on reins
 - Use of prohibited equipment
 - Off pattern

Freestyle Maneuver Requirements – Rider must include, at a minimum, 6 maneuvers including:

- Walk of at least 10 feet either straight, curved, serpentine, or circle
- Trot of at least 20 feet either straight, curved, serpentine, or circle

- For 3 gait (canter) riders only – Canter of at least 30 feet either straight curved, serpentine, or circle
- Back of at least 4 steps

Additional backs, walks, trots, or canters may be chosen for the 5th and/or 6th required maneuver or select from the below. Maneuvers may not exceed 10 scored maneuvers:

- Dropping stirrups
- Turns on the Forehand
- Drop down lead change
- Flying lead change
- Counter Canter

Gaited Pleasure (2 or 3 gait)

Judging – Horse should perform a flat walk and the second gait appropriate to its breed (running walk, fox trot, rack, etc. In 3 gait classes horse must also perform the third gait of its breed or canter. The walk should be smooth, easy, and comfortable. The intermediate or 2nd gait should be smooth without excessive speed.

Class Procedure – to be shown at a walk, 2nd gait, and 3rd gait or canter both ways of the arena. Stop and back one horse length.

Gaited Country Pleasure (2 or 3 gait)

Judging – Horse should perform a flat walk and the second gait appropriate to its breed (running walk, fox trot, rack, etc. In 3 gait classes horse must also perform the third gait of its breed or canter. The walk should be smooth, easy, and comfortable. The intermediate or 2nd gait should be smooth without excessive speed. This class's focus is on a comfortable ride that you could easily take the horse on a relaxing ride on a country road.

Class Procedure – to be shown at a walk, 2nd gait, and 3rd gait or canter both ways of the arena. Stop and back one horse length.

Gaited Show Pleasure (2 or 3 gait)

Judging – All gaits to be performed in collected balance with natural elegance, natural animation, cadence and style both ways of the ring. Natural action and way of going required. There should be impulsion and power from behind, with knee and hock flexion with extension in front. All gaits are more animated than as gaited pleasure. Bold with elegance and style and airiness of motion. Some breeds call this “brio” or brilliance.

Class Procedure – to be shown at a walk, 2nd gait, and 3rd gait or canter both ways of the arena. Stop and back one horse length.

***Gaited Equitation Pattern (2 and 3 gait)**

Judging – This class evaluates the riders' ability to perform a set of maneuvers with precision, balance, and smoothness along with confidence. The rider's equitation is judged on overall appearance, position, and use of aids. Rider should have a calm easy seat that moves with the horse, lower heels, straight from heel to shoulder with balance and function.

Class Procedure – Rider will perform the posted pattern (unless a freestyle class) that may consist of walk, 2nd gait, 3rd gait or canter, spins of various degrees, changes of leads, dropping of stirrups, back up, and sidepass.

Each maneuver is scored 0 to 10. Penalties are as follows:

- 3 point
 - Tick or hit of cone
 - Over or under spin up to ¼
 - Break of gait up to 2 strides
- 5 point:
 - Incorrect lead
 - Not performing specified gait
 - Break of gait more than 2 strides
 - Loss of stirrup
 - Obviously looking down to check lead
- 10 point:
 - Loss of rein
 - Use of either hand or rein to instill fear
 - Holding of the saddle horn
 - Spurring in front of cinch
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Disqualification:
 - Willful abuse
 - Fall by horse or rider
 - Illegal use of hands on reins
 - Use of prohibited equipment
 - Off pattern

Freestyle Maneuver Requirements – Rider must include, at a minimum, 6 maneuvers including:

- Walk of at least 10 feet either straight, curved, serpentine, squared or circle
- 2nd Gait of at least 20 feet either straight, curved, serpentine, squared or circle
- For 3 gait (Canter) riders only – Canter or 3rd Gait of at least 30 feet either straight curved, serpentine, squared, or circle
- Pivot of at least 180 degrees
- Back of at least 4 steps

Additional pivots, backs, walks, 2nd gaits, or 3rd gaits (canters) may be chosen for the 5th and/or 6th required maneuver or select from the below. Maneuvers may not exceed 10 scored maneuvers:

- Dropping stirrups
- Sidepass
- Turns on the Forehand
- Drop down lead change
- Flying lead change
- Counter Canter

***Trail (all seats and 2 or 3 gaits except Ranch)**

Judging – Shown over and through obstacles in a responsive manner showing willingness and general attitude. Demonstration of control, flexibility, and calmness. Emphasis on manners, suitability, and ability to work obstacles as required.

Class Procedure – Rider will perform the posted pattern (unless a freestyle class) that may consist of walk, jog, lope, back up, sidepass, serpentine, poles, turns or spins, and variations of these.

Each maneuver is scored 0 to 10. Penalties are as follows:

- ½ point:
 - Each tick of pole, cone, or obstacle
- 1 point:
 - Each step on a pole or obstacle
 - Break of gait for 2 strides or less
 - Failing to step into a required space
 - Failure to meet correct strides in trot overs
 - Splitting the pole (pole between 2 front or 2 hind feet) at the lope
- 3 points:
 - Break of gait or not picking up correct gait or out of lead
 - Knocking down a pole or obstacle
 - Stepping outside of an obstacle (such as stepping off a bridge)
- 5 points:
 - Letting go of gate or dropping rope gate
 - Dropping obstacle
 - 1st or 2nd refusal or evasion an obstacle
- 10 points:
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
 - Failure to complete an obstacle
- 0 Score or Disqualification;
 - Performing obstacles out of order
 - No attempt to perform an obstacle
 - 3rd refusal or evasion of obstacle
 - Willful abuse
 - Equipment failure
 - Failure to demonstrate correct gait

Freestyle Obstacle Requirements – Rider must include, at a minimum, 6 obstacles including:

- Gate (standard or rope gate)
- Back through
- Walk over at least 3 poles
- Trot/jog over of at least 2 poles
- Lope over (for 3 gait riders only) of at least 2 poles
- Bridge (actual wooden bridge, tarp, palm fronds, etc may be used)

The remaining mandatory obstacle may be chosen for the 6th required obstacle. Rider may also include any additional maneuvers up to a maximum of 10 scored maneuvers.

- Additional walk or trot/jog overs
- Raised walk or trot/jog overs to a maximum of 6" for walk or 8" for trot/jog or 8" for lope/canter
- Sidepass
- Water hazard
- Serpentine
- Turn in 6' box
- Pick up and drop off an item (mailbox, bucket on a barrel, put on/off slicker)

Live animals are not allowed to be used

Pleasure Driving

Judging – Gaits should be smooth, relaxed, balanced and consistent. Judged on manners, quality, performance, and suitability.

Class Procedure - Shown at a walk, working trot, and strong trot both ways of the ring. Reverse toward the inside of the arena to opposite side or along same side if size of arena warrants. Reinback required.

Reinsmanship

Judging – This class evaluates the driver's ability to perform a set of maneuvers with precision, balance, and smoothness along with confidence. The driver's suitability and skill is judged on overall appearance, position, and use of aids. Control, posture, use of whip, and handling of reins should count for 75% of the total score and 25% on the condition and neatness of attire, harness, and vehicle.

Class Procedure – Work the posted pattern (unless a freestyle class) that will include a walk and working trot. Additionally a collected trot and a strong trot can be required. Pattern must include a reinback.

Class Procedure – Rider will perform the posted pattern (unless a freestyle class) that may consist of walk, trot, extended trot, change of rein, halt, and back.

Each maneuver is scored 0 to 10. Penalties are as follows:

- 3 point
 - Break of gait up to 2 strides
- 5 point:
 - Not performing specified gait
 - Break of gait more than 2 strides
- 10 point:
 - Loss of reins
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Disqualification:
 - Willful abuse
 - Use of prohibited equipment
 - Loose horse

- Off pattern

Freestyle Maneuver Requirements – Rider must include, at a minimum, 6 maneuvers including:

- Walk of at least 10 feet either straight, curved, serpentine, squared or circle
- Working or Strong trot of at least 20 feet either straight, curved, serpentine, squared or circle
- Reinback of at least 4 steps

Additional reinbacks, walks, or trots may be included. Maneuvers may not exceed 10 scored maneuvers:

- Collected trot

Driven Obstacles

Judging – Judge will evaluate horse's willfulness to complete obstacles, ability to negotiate obstacles with finesse. Credit will be given for speed that does not sacrifice correctness.

Class Procedure – Driver will complete posted pattern (unless a freestyle class) that may consist of walk, trot, extended trot, reinbacks, serpentines, halts, boxes, and other similar obstacles.

Each maneuver is scored 0 to 10. Penalties are as follows:

- ½ point:
 - Each tick of pole, cone, or obstacle
- 1 point:
 - Each step on a pole or obstacle
 - Break of gait for 2 strides or less
 - Failing to step into a required space
- 3 points:
 - Break of gait or not picking up correct gait
 - Knocking down a pole or obstacle
 - Stepping outside of an obstacle (such as stepping off a bridge)
- 5 points:
 - 1st or 2nd refusal or evasion an obstacle
- 10 points:
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
 - Failure to complete an obstacle
- 0 Score or Disqualification;
 - Performing obstacles out of order
 - No attempt to perform an obstacle
 - 3rd refusal or evasion of obstacle
 - Willful abuse
 - Equipment failure
 - Failure to demonstrate correct gait

Freestyle Obstacle Requirements – Driver must include, at a minimum, 6 obstacles including:

- Walk in circle, serpentine, square, or straight
- Trot in circle, serpentine, square, or straight

- Halt
- Reinback

The remaining mandatory obstacle may be chosen for the 6th required obstacle. Rider may also include any additional maneuvers up to a maximum of 10 scored maneuvers.

- Additional walk or trot including working or extended trot
- Trot with cart wheel between at 2 poles
- Water hazard
- Serpentine
- Turn in box
- Pick up and drop off an item (mailbox, bucket on a barrel, put on/off slicker)

Driven Cones

Judging – Judge will evaluate driver and horse’s ability to negotiate a course of cones with 20 individual gates.

Class Procedure – Driver will complete posted pattern (unless a freestyle class). Each maneuver is scored 0 to 10. Penalties are as follows:

- 3 point:
 - Knocking down or dislodging any part of an obstacle
- Disqualification
 - Taking gates out of order or wrong direction

Freestyle requirements – driver may select the placement and order of the 20 individual cone gates. Must include a minimum of 1 change of direction. Driver may use fewer than 20 cone gates but must complete 20 cone gate efforts (ex: driver may have 10 cone gates and go through each twice, or through fewer gates more often so that the total number of efforts is 20).

*Ground Handling

Judging - This class tests the handler’s ability to communicate with the horse from the ground by judging a series of maneuvers that require the horse to yield to pressure – forward, backward, and laterally. Exhibitor movements should be workmanlike and efficient and the horse should be obedient and cooperative. It is permissible to touch horse to perform lateral movements and when lowering head.

Class Procedure – Handler will complete posted pattern that may consist of walk, trot, extended trot, back ups, serpentine, halts, sidepasses, lowering head, and sending the horse in a circle.

Each maneuver is scored 0 to 10. Penalties are as follows:

- ½ point:
 - Break of gait 1 full stride
- 1 point:
 - Touching horse other than when allowed
- 2 point:
 - Freeze up or complete loss of forward, backward, or lateral movement
 - Break of gait more than 1 full stride

- Use of hand on halter or touching horse with lead
 - Artificial or overdone showing
- 5 point:
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
 - Failure to complete a maneuver
 - Touching horse with lead 2nd offense
- 0 or Disqualification
 - Off pattern
 - Illegal tack
 - Willful abuse

Ranch Pleasure (2 or 3 gait)

Judging – Horse should be functional for use on a ranch in addition to being a pleasure to ride. Performance should simulate a horse riding outside the confines of an arena and one of a working ranch horse. The horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. Horse should be responsive to the rider, yield to contact, and make required transitions smoothly, timely, and correctly. Free flowing stride, natural lift and carriage, smooth gaits and transitions should be exhibited.

Class Procedure – Each rider should show the horse at the walk, jog, and lope both ways of the arena on a reasonably loose rein. Reversing direction should occur away from the rail, toward the inside of the arena. The reverse may be done at the walk or jog, never at the lope. The horse must back at least one horse length at the end of the ride. Horses may be required to extend the walk, jog, or lope.

***Ranch Riding (2 or 3 gait)**

Judging – Horse should be functional for use on a ranch in addition to being a pleasure to ride and respond to the rider to perform the maneuvers required. Performance should simulate a horse riding outside the confines of an arena and one of a working ranch horse. The horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. Horse should be responsive to the rider, yield to contact, and make required transitions smoothly, timely, and correctly. Free flowing stride, natural lift and carriage, smooth gaits and transitions should be exhibited.

Class Procedure – Rider will complete posted pattern that may consist of walk, trot, extended trot, back ups, halts, turns/spins, sidepasses, and going over poles.

Each maneuver is scored 0 to 10. Penalties are as follows:

- 1 point:
 - Break of gait at walk or jog for 2 strides or less
- 3 point:
 - Break of gait at walk or jog for more than 2 strides
 - Wrong lead or out of lead
 - Overly draped reins
 - Out of lead or cross cantering more than 2 strides when changing leads
 - Trotting more than 3 strides when making a simple lead change
 - Severe disturbance of any obstacle
- 5 point:
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)

- Off Pattern (placed below all other horses)
 - Eliminate or add maneuver
 - Repeated blatant disobedience
 - Incomplete maneuver
 - Use of 2 hands on a shanked bit
- 0 or Disqualified:
 - Illegal equipment
 - Willful abuse

*Ranch Reining

Judging - The ranch reining class measures the ability of the ranch horse to perform basic handling maneuvers with a natural head carriage in a forward looking manner. Each horse will be judged on the neatness, dispatch, ease, calmness, and speed with which it performs the pattern.

Class Procedure – Rider will complete posted pattern that may consist of walk, trot, extended trot, back ups, halts, turns/spins, sidepasses, and going over poles.

Each maneuver is scored 0 to 10. Penalties are as follows:

- ½ point:
 - Starting a circle or exiting a rollback at a trot for up to 2 strides
 - Delayed change of lead by 1 stride where the change is required
 - Over or under spin by up to 1/8 turn
- 1 point:
 - Out of lead (this is cumulative with 1 point penalty for each ¼ circle)
 - Over or under spin by 1/8 to ¼ turn
 - Slipping a rein
- 2 point:
 - Break of gait
 - Freeze up in spins or rollback
 - Scotching or failure to pass the specified marker before initiating a stop
 - Trotting more than 2 strides but less than ½ circle or ½ length of arena
- 5 point:
 - Spurring in front of cinch
 - Use of hand to instill fear
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Off Pattern (placed below all other horses)
 - Breaking pattern
 - Inclusion of maneuver (i.e., over or under spinning, backing more than 2 strides
 - Repeated blatant disobedience
 - Use of 2 hands on a shanked bit
- Disqualification:
 - Use of illegal equipment
 - Leaving arena before pattern is complete
 - Fall of horse or rider

***Ranchmanship (2 or 3 gait)**

Judging - The purpose of this class is to bring forth the versatility in both the ranch horse and exhibitor, constructed of maneuvers from Ranch Riding, Ranch Trail and Ranch Reining.

Class Procedure – Rider will complete posted pattern that may consist of walk, trot, extended trot, back ups, halts, turns/spins, sidepasses, and going over poles.

Each maneuver is scored 0 to 10. Penalties are as follows:

- ½ point:
 - Starting a circle or exiting a rollback at a trot for up to 2 strides
 - Delayed change of lead by 1 stride where the change is required
 - Over or under spin by up to 1/8 turn
 - Each tick of a pole or obstacle
- 1 point:
 - Out of lead (this is cumulative with 1 point penalty for each ¼ circle)
 - Over or under spin by ¼ turn
 - Slipping a rein
 - Step on pole or obstacle
 - Skipping over or failure to step in a required space
- 2 point:
 - Break of gait
 - Freeze up in spins or rollback
 - Scotching or failure to pass the specified marker before initiating a stop
 - Trotting more than 2 strides but less than ½ circle or ½ length of arena
- 5 point:
 - Spurring in front of cinch
 - Use of hand to instill fear
 - Holding on to saddle
 - Dropping an object
 - First and second refusals
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Disqualification:
 - Use of illegal equipment
 - Inclusion of additional maneuvers
 - Trotting more than ½ circle or ½ length of arena
 - Overspin more than ¼ turn
 - Leaving arena before pattern is complete
 - Fall of horse or rider
 - More than 1 finger between reins or use of two hands with a shanked bit

Ranch Horsemanship (2 or 3 gait)

Judging - The 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 (unless a freestyle class) with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional and

fundamentally correct seat. The ideal horsemanship pattern is extremely precise with the horse and rider working in complete unison, executing each maneuver with subtle aids and cues.

Class Procedure – Rider will complete posted pattern (unless a freestyle class) that may consist of walk, trot, extended trot, back ups, halts, turns/spins, sidepasses, and going over poles.

Each maneuver is scored 0 to 10. Penalties are as follows:

- 1 point:
 - Break of gait at walk/jog up to 2 strides
 - Out of lead
 - Over or under spin by 1/8 turn
 - Obviously looking for lead
 - Tick or hit of cone
- 3 point:
 - Not performing specific gait
 - Incorrect lead more than 2 strides (this is cumulative with 1 point penalty for each ¼ circle)
 - Break of gait at walk/jog for more than 2 strides
 - Freeze up in spins or rollback
 - Over or under spin 1/8 to ¼ turn
- 5 point:
 - Spurring in front of cinch
 - Use of hand to instill fear
 - Holding on to saddle
 - Cueing with end of romal
 - Loss of stirrup or rein
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- 0 score (not to place above anyone receiving a score above 0)
 - Off pattern
 - Wrong side of cone or knocking over cone
 - Failure to perform specified gait or lead
 - Over/under turn more than 1/4
- Disqualification:
 - Loss of control of horse
 - Use of illegal equipment
 - Illegal use of hands on reins
 - Leaving arena before pattern is complete
 - Fall of horse or rider

***Ranch Trail (2 or 3 gait)**

Judging - Judged on the performance of the horse over obstacles with emphasis on manners, response to 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 should receive credit for showing attentiveness to the obstacles and the capability of picking their way through the course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles.

Class Procedure – Rider will complete posted pattern (unless a freestyle class) that may consist of walk, trot, extended trot, back ups, halts, turns/spins, sidepasses, and going over poles.

Each maneuver is scored 0 to 10. Penalties are as follows:

- 1 point:
 - Each step on a pole or obstacle
 - Break of gait for 2 strides or less
 - Splitting the pole (pole between 2 front or 2 hind feet) at the lope
- 3 points:
 - Break of gait or not picking up correct gait or out of lead more than 2 strides
 - Knocking down a pole or obstacle
 - Stepping outside of an obstacle (such as stepping off a bridge)
- 5 points:
 - Letting go of gate or dropping rope gate
 - Dropping obstacle
 - 1st or 2nd refusal or evasion an obstacle
 - Failure to complete an obstacle
 - Use of either hand to instill fear
- 10 points:
 - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Disqualification;
 - Performing obstacles out of order
 - No attempt to perform an obstacle
 - Use of 2 hands on a shanked bit
 - 3rd refusal or evasion of obstacle
 - Willful abuse
 - Equipment failure
 - Failure to demonstrate correct gait
 - Fall by horse or rider

Freestyle Obstacle Requirements – Rider must include, at a minimum, 8 obstacles including:

- Gate (standard or rope gate)
- Back through
- Walk over at least 3 poles
- Trot/jog over of at least 2 poles
- Lope over (for 3 gait riders only) of at least 2 poles
- Drag Object – log, pole, roping dummy, brush, etc
- Bridge (actual wooden bridge, tarp, palm fronds, etc may be used)

The remaining mandatory obstacle may be chosen for the 8th required obstacle. Rider may also include any additional maneuvers up to a maximum of 10 scored maneuvers.

- Additional walk or trot/jog overs
- Raised walk or trot/jog overs to a maximum of 6” for walk or 8” for trot/jog or 8” for

- lope/canter
- Sidepass
- Water hazard
- Serpentine
- Turn in 6' box
- Pick up and drop off an item (mailbox, bucket on a barrel, put on/off slicker)
- Rope dummy (can use a standard rope dummy, bale of hay, post or jump standard, large bucket – rider should rope from back of horse – you do not need to “catch” the object. Drop the rope after the attempt)
- Ground tie

Live animals are not allowed to be used.

Side Saddle - All

Judging – Side saddle classes are judged the same as other similar classes with the following exceptions:

Reins may be closed, knotted, or buckled, split reins not required.

Timed Events - all

Judging – Timed events are not judged. They are placed strictly on the time to complete the posted pattern.

Class Procedure – Horse will walk or jog into arena unless an alley is available. Horse will work the posted pattern and then walk or jog out of the arena unless an alley is available.

Unbridled Classes – all

Judging and class procedures will be the same as all non-unbridled classes with the following exceptions:

In hand - Pattern must be performed without a lead shank (no lead shank, lead rope, lead line, etc) – the handler may not touch the horse – not on the halter, face, neck, or body.

Ridden classes - Headstall may be worn and reins may be knotted (or you may use barrel/roping reins) over the horse's neck. Touching the reins leading to the horse's bit will result in a disqualification. You may use an additional rein or rope around the horse's neck and hold that rein, you may not run that rein up the horse's neck in order to turn or stop, the rein must remain low on the horse's neck, near the shoulder. Credit will be given for entries that do not use a rope around the horse's neck.

All other classes

All other classes must follow rules for the same/similar class as listed in this document. This includes Exceptional, Walk Only, Leadline, Non-Equine, and any other classes. Exceptional, Walk Only and Leadline classes may use 2 hands on the reins regardless of the type of bit used.