



Western Rulebook



CONTENTS

- I. GENERAL 3**
 - 1.5. Stallions3
 - 1.6. Novice.....3
 - 1.7. Advanced4
 - 1.8. Master4

- II. EQUIPMENT..... 5**
 - 2.2. Hat disclaimer for Advanced and Master participants.....5
 - 2.3. Age of the horse / type of bit.....5
 - 2.17. Braiding8

- III. GENERAL RIDING RULES..... 8**

- IV. DISCIPLINES**
 - 4.1. WESTERN PLEASURE **Check Pleasure Rulebook**
 - 4.2. SHOWMANSHIP AT HALTER 11
 - 4.3. IN HAND TRAIL..... 14
 - 4.4. TRAIL..... 18
 - 4.5. WESTERN HORSEMANSHIP..... 22
 - 4.6. RANCH RIDING 26
 - 4.7. REINING28

- V. WESTERN PERFORMANCE SUMMARY 30**

I. GENERAL

1.1. This rulebook is an addition to the IASF General Rulebook. Everything stated in the IASF General Rulebook applies to competitors in the IASF Type & Conformation Classes.

1.2. Each competitor in IASF/AVS classes is assigned to one of the following levels:

- N: Novice
- A: Advanced
- M: Master

where Novice is the easiest and Master is the most difficult level. Some classes are open to all levels.

1.3 A Novice participant may enter the Novice and Advanced level. An Advanced or Master participant may enter the Advanced and Master level.

In the Finals on Sunday only Master participants who qualified in the Master classes on Saturday may participate.

1.4 All Western patterns made for the purpose of a show/event must comply with the Performance Summary (Chapter V).

1.5. In all Western levels Stallions are allowed only for participants of 18 years and older.

1.6. Novice Level

1.6.1. General

The basic gaits and maneuvers are required of the participant and horse, with more emphasis on technique and less on speed of execution.

1.6.2. Class

The following sections are offered in the Western Novice level:

Western Pleasure, Showmanship at Halter, In Hand Trail, Trail, Western Horsemanship, Reining, Ranch Riding

1.6.3. Eligible to start

In this level, participants not classified in the Master levels may start.

1.6.4. Entry

In this level, horses aged 2 years and older are allowed to start in the classes where the horse is led by hand and 4 years and older in the classes where the horse is presented under saddle.

1.6.5. Equipment Rider

Equipment according to rule 2.1. et seq.

Required equipment for riders in the Novice level:

- Safety helmet instead of western hat for all participants at the Novice level

1.6.6. Equipment horse

Equipment according to rule 2.1. et seq.

In the western classes participants should start horses younger than 6 years old with snaffle bit or bosal and ride with two-handed rein.

If the horse is 6 years of age or older, the participant has the choice of riding with a snaffle bit or bosal with two-handed rein or shanks with one-handed rein.

1.7. Advanced Level

1.7.1. General

In this level the maneuvers are expected to be technically correct and executed with a degree of fluency. In this level the most difficult maneuvers can be asked for, but less close together in the pattern, c.q. of slightly larger dimensions than in the Master level.

1.7.2. Class

The following sections are offered in the Western Advanced level:
Western Pleasure, Showmanship at Halter, In Hand Trail, Trail, Western Horsemanship, Reining, Ranch Riding.

1.7.3. Entry

In this level, horses aged 2 years and older are allowed to start in the classes where the horse is led by hand and 4 years and older in the classes where the horse is presented under saddle.

1.7.4. Equipment Rider

Equipment according to rule 2.1. et seq.
For riding with a western hat, a disclaimer must be signed

1.7.5. Equipment Horse

Equipment according to rule 2.1. et seq.

1.8. Master level

1.8.1. General

In this level the maneuvers are expected to be technically correct and very smooth. In this level all combinations of the most difficult maneuvers can be asked.

1.8.2. Class

The following sections are offered in the Western Master level:
Western Pleasure, Showmanship at Halter, In Hand Trail, Trail, Western Horsemanship, Reining, Ranch Riding.

1.8.3. Eligible to start

In this level, participants may start who are not classified in the Novice level.

1.8.4. Entry

In this level, horses aged 2 years and older are allowed to start in the classes where the horse is led by hand and 4 years and older in the classes where the horse is presented under saddle.

1.8.5. Equipment Rider

Equipment according to rule 2.1. et seq.
For riding with a western hat, a disclaimer must be signed

1.8.6. Equipment Horse

Equipment according to rule 2.1. et seq.

II. WESTERN EQUIPMENT

2.1. In all classes it is mandatory to wear appropriate western clothing. This includes western boots and western clothing with long sleeves and (high) collar, the style of which is free. Clothing must be clean, neat and appropriate. Appropriate as meant in not provocative/offensive.

In In Hand parts, the handler may not wear chaps or spurs.

When entering one of the arena's it is mandatory to wear a safety helmet/cap, western hat and start numbers.

2.2 Riders who have not reached the age of 18 years on the day they appear at the start it is mandatory to wear a safety helmet with the exception of the Showmanship at Halter and In Hand Trail class where a western hat may be worn.

Advanced and Master competitors may choose between a safety helmet or western hat.

If riders want to use a western hat instead of riding helmet, a riding helmet/cap disclaimer must be signed and submitted to the show office.

For Novice riders and in Novice classes a safety helmet is mandatory with the exception of the Showmanship at Halter and In Hand Trail class where a western hat may be worn.

All riders and handlers are permitted to wear a body protector.

Safety clothing such as helmet/cap and body protector must be correctly fitted and properly fastened.

If during the class a competitor loses any part of his/her safety equipment or any part becomes loose, the judges shall immediately stop the class until the competitor in question has dismounted and left the arena on foot. This participant will be disqualified for this class and will not be entitled to a refund of starting fees etc. Other entered classes may be competed in with replacement equipment.

2.3. The following options are permitted:

- **4 to 7-year-old horses:**
Snaffle bit, bosal or sidepull; two-handed rein
Bit or mechanical hackamore; one-handed rein
- **8-year-old and older horses (mandatory for Advanced and Master class):**
Bit or mechanical hackamore; one-handed rein

With "**two-handed rein**" it is recommended to hold both reins through both hands by means of a so-called "**bridge**". Because the freedom of movement of the hands is smaller and therefore the degree of difficulty is greater, riders who follow this advice will be rated higher for equal performance. With a two-handed bridle, the bridle is equipped with a front strap and throat strap.

2.4. When the regulations refer to a "**bosal**" it means a bosal made of rawhide or worked leather or of braided rope. Metal, indifferent with any covering, is not allowed. The bosal must be wide enough to allow two fingers to move between the horse's head and bosal.

2.5. By "**sidepull**" is meant a bitless bridle with the reins attached to the sides of the noseband. A chin crossed bridle is not allowed. The sidepull should have a western look. Brightly colored bridles are not allowed. The noseband should have a minimum width of 2 centimeters. A noseband (partially) made of rope or metal is not allowed. The reins should be so-called split reins made of any material.

The bridle consists of a composition of front strap, throat strap and cheekstrap. A 1 or 2 ear bridle is not allowed when using a sidepull.

2.6. A "**mechanical hackamore**" is a bitless bridle with scissors and a noseband. The bridle is equipped with a chin strap. As an alternative to the chin strap, a chin chain is permitted with a mechanical hackamore (this includes an assembly of up to two chains in which both chains are of equal length, are inextricably connected to each other without spacing along the entire length over which they act on the horse, and are flat). The chin strap or chin chain must be at least 1.3 cm wide and lie flat against the horse's lower jaw. The noseband should

have a minimum width of 2 inches (5,1 cm). The Hackamore should rest on the hard part of the nose at all times. A noseband (partially) made of rope or metal is not allowed.



"sidepul"



"mechanical hackamore"

2.7. A so called "**romal**" in these regulations means an extension of the reins made of braided material. This extension may be held in the free hand with at least 40 cm distance from the rein hand. It should not be used to give signals to the horse. The rein hand should be held around the reins, no finger should be held between or inside the reins. Using the free hand to change the tension or length of the reins between bit and rein hand is considered using two hands.

With "**split reins**," one (1) finger is allowed between the reins if the rein is connected to a bit.

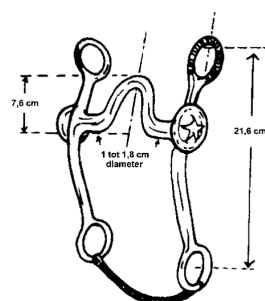
2.8. When this regulation refers to a "**snaffle bit**," it means a soft, smooth, metal bit with a broken mouthpiece whose thickness of the mouthpiece 2.5 cm from the corner of the mouth must still be at least 8 mm and O-ring, oval ring or D-ring, where the diameter of the ring must not exceed 10 cm and the circumference of the ring must be free of connections for cheek piece, rein or chin strap/chain that could cause leverage. Mandatory chin strap should not be too tight (leather or nylon only). Reins must be fitted above the chin strap.

For a three-piece mouthpiece, the center section should have a connecting ring no more than 3 cm in diameter, or a connection strip with a width of at least 1 cm to no more than 1.8 cm and length of no more than 5 cm that lies flat in the horse's mouth.

The reins on a snaffle bit should be so-called split reins made of any material.

The bridle consists of a composition of front strap, throat strap, cheek straps and snaffle bit. A 1 or 2 ear bridle is not allowed when using a snaffle bit.

2.9. Whenever a "**bit**" is mentioned in these regulations it means the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage. All curb bits must be free of mechanical device and should be considered a standard western bit. Permitted bits: Snaffle w/Shanks, "**grazer**" or "**curb**" bits of which the thickness of the mouthpiece 2.5 cm from the corner of the mouth must still be at least 8 mm equipped with chin strap. Sizes according to drawing.



As an alternative to the chin strap, a chin chain is permitted with a bit (this includes an assembly of no more than two chains, both of which are of equal length,

inseparably connected to each other along the entire length over which they act on the horse, and are flat). The chin chain must be at least 1.3 cm wide and lie flat against the lower jaw or in the horse's kingrope.

For a three-piece mouthpiece, the center section should have a connecting ring no more than 3 cm in diameter, or a connection strip with a width of at least 1 cm to no more than 1.8 cm and length of no more than 5 cm that lies flat in the horse's mouth.

2.10. A western saddle with horn must be used in all riding classes in Novice, Advanced and Master Levels.

2.11. Silver ornaments (for example on "Show Saddles") will not be rated higher than solid, well-groomed working armor.

2.12. Additional authorized equipment:

- spurs with wheels or with a knob, the knob having a round ball shape at least 1½ cm in diameter
- chaps
- hobbles (must be attached to the saddle)
- rope/riata (should be coiled attached to the saddle)

2.13. Prohibited equipment:

- bridles of (iron) wire, indifferent with any covering
- chin straps/chains narrower than 1.3 cm and/or buckled too tightly
- martingale, tie-down, jerklines and draw reins
- Nose bands
- Extremely tight cavesson and tack collars
- double bridle/double bits (e.g., bar & snaffle)
- mouthpiece that does not explicitly comply with rule 2.8. and 2.9.
- mouthpiece with parts sticking out at the bottom and/or top
- pick-up bit, gag bit, or other equipment not described in rule 2.4 to 2.9.
- using rein or romal end as a whip
- whips, electroshock
- western spurs without wheels, or whose wheels cannot turn freely
- seatsaver

2.14. Bandages, splint boots, bell boots etc are allowed only in the disciplines: Reining

2.15. Prescribed equipment for horses at hand (Showmanship at Halter, In Hand Trail):

- well-fitting halter that lies flat (i.e. without bumps or knots) against the horse's skin throughout; minimum width 1½ cm. The noseband must lie at least 2 finger widths below the cheekbone on the fixed nosebone
- leadrope of leather, nylon or cotton, possibly fitted with chain
- it is not allowed to put parts of the leadrope or chain through the horse's mouth or over the horse's nose.
- the clip of the leadrope can only be attached on the under ring of the halter

2.16. Horses at Hand (Showmanship at Halter, In Hand Trail):



Figure 1: Wearing mode



Image 2: Unsafe wearing mode

The handler should be to the left of the horse (the ideal position is midway between horse's eye and shoulder), with the right hand leading the horse via the guide rope or leash, and with the left hand holding the excess rope or leash. The guide rope or strap should be held in the left hand with one beat between index and middle fingers, the last beat between thumb and index finger.

When going backwards, the handler should, while maintaining his/her position (i.e. next to the horse) and hand position, turn 180° to the right and walk forward towards the horse's hindquarters. If the guide rope or leash is equipped with a chain, the handler is not allowed to hold this chain in the hand.

2.17. Braiding: The manes, tail and forelock may not be decorated with ribbons, etc. The bridlepath, forelock and top of the tail may be braided.

2.18. The hooves of the horse may **NOT** be blackened or shined, but must always be shown naturally.

III. GENERAL WESTERN RIDING RULES

3.1.

a. To determine the admission of horses to participate in the show/event, the year of life of the horse basically begins on January 1 of the year of birth.

A horse is a foal in the year of its birth and a yearling in the year following its year of birth, regardless of when in the year the horse was born.

b. In the disciplines In Hand Trail and Showmanship at Halter the minimum age for participation is 2 years old. In the other disciplines, the minimum age for participation is 4 years old.

c. Maximum number of starts per horse per day:

- 2 to 4 year old horses a maximum of 4 starts per day
- 5 year old horses a maximum of 5 starts per day
- 6 year old horses and older a maximum of 7 starts per day

The in-hand parts count as half a start in this regard.

3.2. In all classes, combinations will be judged only according to their performance in the respective discipline.

3.3. A competitor may start with one (1) or more horses in a class, but a horse may have only one (1) rider per class.

3.4. A competitor may not be tied to horse or saddle or anything similar in any way.

3.5. Wrong accessories or riding equipment will preclude a repeat.

3.6. In any event, the judges or D.C.'s may require the removal of any part of the equipment if, in their opinion, it gives the horse or rider an unsporting advantage or they fear for the welfare of the horse.

The judges should disqualify competitors with horses with too narrow a chin chain or chin strap, bleeding mouths and other injuries. The judges may consult with the veterinarian and the D.C..

3.7. During a class, the rider may not touch the horse and/or saddle with the hands under penalty of disqualification (except if the provisions of the particular part provide otherwise).

3.8. The rein hand may not be changed. Changing is allowed only in the disciplines Trail and Ranch Riding (at the gate) if the obstacle requires it or is prescribed in the pattern. Changing the rein hand must be done immediately before and immediately after the obstacle. It is also considered as hand change if a competitor riding with snaffle bit or bosal during the performance of an obstacle, which requires riding on one hand, takes the reins in two hands during the obstacle. Taking over the reins more than once will result in a 0 score.

3.9. Spurs may not be used before the cinch under penalty of disqualification.

3.10. It is permitted for one combination to start in two levels during a show/event. Novice & Advanced or Advanced & Master.

3.11. In the disciplines of Western Pleasure and Western Horsemanship, the judges will decide whether only those horses eligible for placement must go backwards.

3.12. The organisation will decide whether qualification and/or multiple preliminary rounds per class will take place and how many horses will be allowed for a preliminary round.

3.13. Should contestants need to qualify for a class, the same horse must be ridden in the final as in the qualification.

3.14. Placements and points from qualifiers and preliminary rounds will not be considered in the finals.

3.15. GAITS

The following apply to all western riding disciplines wherever these gaits occur.

a. The **WALK** is a natural, level gait with pure 4-beat. In the "walk," the horse moves very straight, is attentive and has a step size appropriate to its size and conformation.

1. **Bad walk:** the horse moves with uneven pace and without tact. It shows mechanical movements and drags. It does not place its feet fluidly or makes a drowsy impression or it rushes forward.
2. **Average walk:** the horse moves in regular four-beat with a level topline, making a relaxed impression.
3. **Good walk:** the horse moves in a regular four-beat with a level topline. In doing so, it shows itself relaxed, yet awake and attentive. The movements are fluid and light-footed.

b. The **JOG/TROT** is a smooth, spacious diagonal gait in 2-beat. The complete equalization of the diagonal legs brings about this pure 2-beat. The "jog" is two-way balanced, with straight forward movement going in large strides. Horses that step with hindquarters and trot with frontlegs do not meet the conditions for this gait.

1. **Extremely poor jog/trot:** the horse is unable to hold the two-beat of the jog. It goes jerkily and without balance, giving the impression of being uncomfortable to sit.
2. **Very poor jog/trot:** the horse is sticking or dragging and keeps losing the takt. It does not show an even and balanced movement with quiet topline. Or the horse appears to be shaking.
3. **Poor jog/trot:** the horse has an average quality of movement, but shows negative characteristics, such as hind legs go in stride; toes of hind feet are pulled through sand; uneven stride size at front and hind legs; etc.
4. **Correct or average jog/trot:** the horse has a clear and regular diagonal two-beat, with the diagonal leg pairs moving simultaneously. It shows a quiet topline and is relaxed, being easily steered and showing well.
5. **Good jog/trot:** the horse has an average quality of movement, and has positive characteristics, such as balanced movement; active hindquarters; even stride size at fore and hind legs; etc.
6. **Very good jog/trot:** the horse gives the impression that it is very comfortable to ride. It shows a regular two-beat, is easily steered and goes relaxed with a quiet topline. It may occasionally move a little too far back with the hocks, or show some knee action, but clearly shows light-footedness.
7. **Excellent jog/trot:** the horse makes its movements effortlessly and efficiently. It steps with adequate ground cover and touches the ground softly. The horse shows contentment and relaxation. It is very well balanced and controllable with minimal aids. It moves with a level foreleg, little action of the hock, and springy balls. Its gaze is attentive and observant. It carries itself with a light shoulder, a well undergripping hindquarters and a quiet topline.

c. **EXTENDED JOG/TROT.** When asked to extend the "jog/trot", it must ensue with equal smoothness of the way of going (mid trot, which the rider throws up, is therefore undesirable).

1. **Poor extended jog/trot:** the horse does not lengthen its strides, but merely moves faster. It loses its rhythm, shakes the rider, and gives the impression of being poorly seated.

2. **Average extended jog/trot:** the horse increases the pace a bit, but is still easy to sit.
 3. **Good extended jog/trot:** the horse clearly lengthens his strides (enlarges his frame) and becomes only a fraction faster. This horse otherwise jogs/trots elastically and evenly and effortlessly takes more ground.
- d. The **LOPE/CANTER** is a light rhythmic gait in 3-beat with a slight increase in forward gait compared to the jog/trot. Horses moving counterclockwise go in the left lope/canter (lope/canter left lead). Lope/Canter clockwise goes into the right lope/canter (lope/canter right lead). Horses lope/canter in a 4-beat do not meet the conditions of this gait. The horse's movements are natural and completely relaxed. They give the feeling of suppleness. The speed should be adapted to its natural way of going and should not look artificial.
1. **Extremely poor lope/canter:** the horse shows no clear three-beat. It struts, without rhythm, balance and tact, and is clearly uncomfortable to ride.
 2. **Very bad lope/canter:** although the horse shows a jump in three-beat, it does not carry itself and falls on the shoulder. It drags, struts and shakes its head. It seems as if the gait is giving it trouble. It does not seem comfortable to ride.
 3. **Poor lope/canter:** the horse has an average quality of movement, but shows negative characteristics, such as: shaking the head; short jumps with the forelegs; hindquarters do not step far under. An overly set, or crooked horse generally shows these negative characteristics.
 4. **Correct or average lope/canter:** the horse moves in an even three-beat with quiet topline and little movement in head and neck. It has comfortable movement and is relatively straight (i.e., not crooked or sloping). It moves elastically and gives a relaxed impression.
 5. **Good lope/canter:** the horse has an average quality of movement, but shows positive characteristics, such as: good balance and self-carriage, quiet topline, responds willingly to the rider's aids, and makes a relaxed impression.
 6. **Very good lope/canter:** the horse shows fluid and light-footed movement - better than an average horse. It carries itself with an active and light-footed hindquarters. It may show a little knee action, or the outside hind leg may extend a little to the rear. But despite this, it still always has a quiet topline and carries itself with a relaxed impression, and seems to sit easily.
 7. **Excellent lope/canter:** the horse arches the back up and has a powerful spacious jump, with a flat foreleg. It steps very correctly and takes sufficient ground, and seems to do so effortlessly. Its hindquarters step deep below the center of gravity. They do not step out to the rear (not behind the lead line from the base of the tail). The horse has a relaxed but attentive and contented expression. It is an excellent horse that moves correctly and elastically. It shows a high degree of lightness and self-carriage.

3.16. In the showarena the judges will check all participating horses for irregularity.

Obvious irregularity is grounds for disqualification.

Obvious irregularity is:

1. Continuously visible in a jog/canter under all conditions;
2. Nodding, hopping or shortened stride;
3. Minimal weight bearing in motion and/or standing, or unable to move

IV. WESTERN DISCIPLINES

4.1. WESTERN PLEASURE

See Pleasure rulebook

4.2. SHOWMANSHIP AT HALTER

4.2.1. Presenting is done individually and the participant will be judged on presentation. The judges will judge the competitor's ability to present the horse; the horse is only an aid in this process. The participant's attitude must be balanced, confident, polite and at all times athletic. The horse must look neat and cared for. The pattern must be completed smoothly, neatly and accurately.

4.2.2. The pattern must be put up at least one (1) hour before the start of class.

4.2.3. All competitors may be judged from an individual entry or from a lineup at the discretion of the judges. A pattern may include the following maneuvers:

1. leading the horse from the walk, jog, trot or extended trot
2. back up in a straight or curved line
3. a combination of straight and curved lines
4. stop
5. 90 ($\frac{1}{4}$), 180 ($\frac{1}{2}$), 270 ($\frac{3}{4}$), 360 (all the way around) turn right or any combination or multiple turns
6. the judges should have the competitors setup their horses somewhere in the pattern for inspection.

4.2.4. The overall attitude, appearance, confidence and position of the competitor throughout the pattern, as well as the physical appearance of the horse will be judged.

4.2.5. The contestant shall wear neat western clothing. Clothing and person should be neat and clean. The participant's attitude must be poised, confident and at all times athletic. He/she must recognize mistakes quickly and respond to them promptly. The contestant should continue to show the horse throughout the pattern. The participant should move upright and naturally, not make a made impression. Leading the horse, going backwards, turning and squaring (set up) is done from the left side of the horse. The leadrope is held in the right hand near the halter with the loose piece neatly and loosely coiled in the left hand, except when asked by the judges to show the horse's teeth. The free part of the leadrope should not be rolled or folded too tightly (rule 2.16).

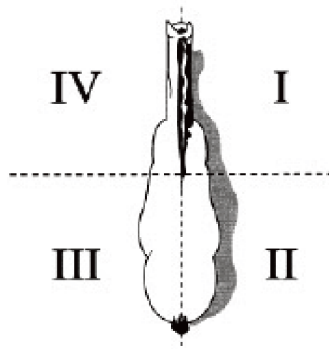
When leading, the participant should be at the height of the middle between the horse's eye and halfway down his neck. Both arms should be bent from the elbow and the elbow should lie loosely against the body, the forearms in a natural position. The height of the arms varies with the height of the horse but the arms should not be stretched forward with the elbows extended.

The participant's position on the turn to the right is the same as on the lead, except that he/she should turn facing the horse's head to allow the horse to turn away from him/her.

A turn to the left is not allowed.

When going backward, the participant turns from his/her leading position, looking toward the horse's hindquarters with his/her right arm folded in front of his/her chest. The participant walks forward while the horse walks backward.

During set up, the participant stands at the level of the horse's eye and nose, and does not leave the horse's head. The following is an illustrated guide to where the participant should be at the time of the inspection.



- If the judge goes to I, then the contestant is in IV
- If the judge goes to II, then the contestant goes to I
- If the judge goes to III, the contestant goes back to IV
- If the judge goes to IV, the contestant goes back to I

The contestant stands in a position that is safe for him/her and for the judges. The participant's position must not cross the judges' field of vision. When the judge (or at his direction the ring steward) walks around the horse, the contestant should move in front of the horse with few steps. He/she takes the same position on the right side of the horse as on the left side.

The participant should never stand directly in front of the horse or touch the horse or give clear signals with the feet during set-up.

4.2.6. The horse's coat must be clean, well brushed and in good condition. The manes, tail and forelock may not be decorated with ribbons, etc. The bridlepath, forelock and top of the tail may be braided. The length of the mane may vary as long as it is neat, clean and tangle-free. The bridlepath and hairs on the legs may be shaved. The hooves must be neatly trimmed, the horseshoes and nails must be in place. The hooves must be clean, they may be blackened or shined, but may also be shown naturally. The halter must look neatly groomed and must fit properly.

4.2.7. The competitor does the pattern precisely fluently and smoothly. Increased speed makes it more difficult, but precision should not be at the expense of speed. The horse must be able to stop, going backwards, turning and leading smoothly and without resistance.

The horse must be led straight toward and away from the judges at a reasonable speed in the prescribed gait. The horse's head and neck should be straight and in line with his body. The stop should be straight, prompt and flowing with its body straight. The horse should like to go backwards with its head, neck and body in a straight line.

For turns greater than 90 degrees to the right, the horse should turn on its right hind leg, stepping on its front leg with its left front leg in front of its right front leg. The competitor does not receive any minus points if the horse turns on its left leg but cannot obtain more points than someone who performs the maneuver correctly. The horse must be placed smoothly square at set-up. The competitor does not have to set-up the horse if it stops square.

4.2.8. POINTS:

Points are awarded from 0 to infinity, with 70 points representing an average performance. The pattern is divided into (max. 7) sections by the judges, with participant receiving a score for each section that is added or subtracted from the 70 points. The score ranges from plus 3 to minus 3:

- 3 extremely bad
- 2 very bad
- 1 bad
- 0 correct
- +1 good
- +2 very good
- +3 excellent

Exhibitors overall showmanship form and effectiveness should also be scored from 0 to 5 with 0 to 2 average, 3 good, 4 very good and 5 excellent.

4.2.9. Penalties may be distinguished into minor (m), Major (M) and Severe (S). A judge judges the seriousness of the fault and classifies it. A Severe penalty (no disqualification) places a competitor below all other competitors who did not have a Severe penalty

Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:

A. Minor errors (m = Pen.3)

- Break of gate at the walk or trot up to 2 strides
- Over or under turning up to $\frac{1}{8}$ of the turn
- Ticking or hitting cone
- Sliding a pivot foot
- Lifting a pivot foot during a pivot and replacing it in the same place
- Lifting a foot in a set-up and replacing it in the same place after presentation.

B. Major errors in appearance of participant and horse (M = Pen.5)

- A horse that is poorly brushed or in poor condition
- Dirty, ill-fitting halter or leadrope
- Changing hands or placing both hands on the leadrope, except when showing the horse's teeth.

Major errors in execution (M = Pen.5)

- Break of gait in walk or jog/trot for more than 2 strides
- Not performing the specific gait or not stopping within 3 meters of the designated point
- Splitting the cone (cone between the horse and exhibitor)
- Not putting down a pivot foot or stepping behind right front leg with the left front leg
- During the turn, lift the pivot leg and place it in a different position
- Lifting a leg during or after inspection
- Horse resting a foot or hipshot in a set-up
- More than $\frac{1}{8}$ and less than $\frac{1}{4}$ under-turn or overturn
- A horse that is not square during set-up or takes a lot of time to set-up
- Missing markers but still being on-pattern

C. Serious errors in appearance of contestant and horse (no disqualification but placed below all others) (S = Pen.10)

- Exhibitor is not in the required position during inspection (rule 4.2.5)
- Standing directly in front of the horse

Serious errors in performance (no disqualification but placed below all others) (S = Pen.10)

- Exhibitor touching the horse or kicking or pointing their feet at the horse's feet during the set-up
- Losing contact with the leadline or 2 hands on the leadline
- Holding the chain or clip
- Blatant disobedience such as: rearing, scraping with the forelegs, kicking at other horses, participants or judges, constantly circling around the participant or throwing the head
- Horse stepping out of or moving the hind end significantly during a pivot or turn more than one time

D. A 0 score (no placement) includes:

- Knocking over a cone
- Working on the wrong side of a cone
- Never performing the designated gait
- Over or under turning more than $\frac{1}{4}$ turn

Disqualification (no placement) includes:

- Loss of control of the horse that endangers exhibitor, other horses or judge
- Falling off horse and/or handler
- Horse becomes separated from exhibitor
- Failure to wear start number properly visible
- Willful abuse
- Excessive schooling or training; use of artificial aids
- Illegal equipment
- Grasping halter

4.3. IN HAND TRAIL

4.3.1. This section assesses the horse's performance over obstacles, with emphasis on education, obedience to the handler, and quality of movement.

Horses will be rewarded that overcome the obstacles with style and smoothness, provided it is not at the expense of soundness.

Horses should be rewarded for showing attention to the obstacles, for independently finding their way through the pattern when the obstacles allow, and for willingly obeying the handler's aid at difficult obstacles.

Horses will be penalized for unnecessary delays while approaching or overcoming an obstacle. Horses exhibiting artificial behavior will be penalized.

4.3.2. No work on the track is required of the horses. The pattern must be designed so that each horse must show the two gaits walk and jog, as part of the work somewhere between the obstacles, with the quality of movement and cadence to be included in the scoring of the maneuver. On the route between the obstacles, the horse should be balanced, with the head and neck in a relaxed, natural position, with the top of the crest no lower than the withers. The head should not be carried behind the verticle, suggesting intimidation, nor should the nose protrude excessively forward, suggesting resistance. The gaits between obstacles are determined by the judges.

In all obstacles where it is necessary to work with a free hand (pick-up, fence, side pass, etc.) the lead rope must be held in one hand. This must take place immediately before and back again immediately after the obstacle. Touching the horse, other than sidepass, and any deviation from the prescribed position and stance not prescribed in the pattern, or required by the obstacle, will be judged as a reinforced aid and will be reflected in the score.

Voice commands are permitted where commands at whisper strength are considered normal.

The penalty points specified in rule 4.3.5 apply to both the conduct of the horse and that of the handler.

4.3.3. The pattern should be announced at least one hour before the scheduled start of the section.

4.3.4. Points are awarded on the basis of 0 to infinity, with 70 points representing average performance. For each obstacle, the horse receives an obstacle score that is added or subtracted from 70, and the horse may incur penalty points that are subtracted from the 70. The obstacle score ranges from plus 1½ to minus 1½:

-1½	extremely bad
-1	very bad
-½	bad
0	correct
+½	good
+1	very good
+1½	excellent

Obstacle scores should be determined and awarded separately from penalty points. Penalty points will be awarded per obstacle as mentioned below.

4.3.5. The following penalty points shall apply:

½ penalty point:

- any gentle tap against a pole, stick, cone, obstacle, plant or part of an obstacle

1 penalty point:

- any hard tap against or step on a pole, stick, cone, obstacle, plant or part of an obstacle
- wrong gait or falling out of gait for two or fewer passes
- both front or rear feet in a space intended for a single foot
- skipping space or not stepping into designated space

- Not the correct number of passes at the walk or jog over an obstacle

3 penalty points:

- wrong gait or falling out of gait for more than two paces
- Tipping over an elevated pole, cone, barrel, plant or seriously disturbing an obstacle
- stepping outside the limits of an obstacle, falling from or out of an obstacle or jumping with one foot from the moment the foot was inside the obstacle limits, including missing with one foot one element of a walk or jog over obstacle

5 penalty points:

- dropping an object that should have been carried
- first or second cumulative refusal, rearing, or attempt to avoid an obstacle by fleeing or walking more than two paces (4 steps) away from the obstacle, turning away or walking backwards, turning more than 90 degrees or clearly not responding to the aids
- Release of fence or drop rope fence if not prescribed
- not facing toward the hindquarters at the back up
- rewarding with a hand or inducing fear
- hold the chain of the lead rope or sash
- stepping outside the limits of an obstacle, falling from or out of an obstacle or jumping with more than one foot from the moment the foot was inside the obstacle limits, including missing with more than one foot of one element of a walk or jog over obstacle
- standing in front of the horse
- obvious disobedience (hitting, bucking, rearing, striking)
- failing to complete an obstacle

The following faults, which take place on the lines between the obstacles, count proportionately:

- head carried too high
- head carried too low (tip of ear lower than withers)
- Too deeply arched neck or kink in the neck causing the nose to be carried behind the verticle
- nose exaggeratedly forward

0-Score:

- performing the obstacles in a different order as prescribed
- making no attempt to overcome an obstacle
- defect in the harness causing delay in the execution of the pattern
- excessive or repeated touching of the horse
- touching horse with the lead rope or strap
- horse and/or handler falling
- failure to enter, exit or work an obstacle in the proper manner or from the proper direction, including turning more than 90°
- deviating from the correct line between the obstacles
- overcoming an obstacle in a way other than described
- running outside the boundaries of the pattern
- third cumulative refusal, rearing, or attempt to avoid an obstacle by fleeing or walking more than two paces (4 steps) away from it, turning away or walking backwards, turning more than 90 degrees or clearly not responding to the aids
- not showing the correct gait where prescribed
- leading horse on the wrong side
- hold the lead rope or strap in one hand (unless the obstacle requires working with the free hand (pickup, fence, side pass, etc.), or change hands on the lead rope or strap within the obstacle
- grab the halter
- letting go of the horse

- adjusting (including moving, shifting) of (parts of) an obstacle by the handler
- the following errors, which occur on the lines between the obstacles, are grounds for disqualification, except in the Novice level, where 5 penalty points will be awarded:
 - o wearing the head too low (continuous tip of the ear lower than the withers)
 - o Continually too deeply arched neck or kink in the neck causing the nose to be carried behind the verticle.

4.3.6. The pattern maker must realize that it is not the intention to create an ambush for the horse or elimination by too difficult tasks. All patterns and obstacles should be designed or constructed to prevent accidents. When measuring distances and spaces in and between obstacles, the distance inside foot to inside foot over the route the horse is expected to follow shall apply. Sufficient space should be available for the judges to judge the horse's gaits.

4.3.7. After each competitor, the course must be returned to its original condition. In case of a combination of obstacles, the course may be returned to its original condition only after the competitor has completed the entire pattern.

4.3.8. Participants may, if they wish and if it fits into the show program, explore the trail pattern on foot with the horse before the start of the trail classes. There will always be time in the schedule for the participant to explore the trail pattern on foot without the horse.

4.3.9. A pattern shall consist of at least six obstacles, three of which must be chosen from the list of mandatory obstacles and at least three different others from the list of optional obstacles.

4.3.10. Mandatory Obstacles:

1. Opening, proceeding and closing a fence. Failure to control the fence will be penalized. The fence must not present a danger to handler and horse. If the fence has a metal, plastic or wooden support beam under the opening, participants must go forward through the fence. A fence must be operated with the left hand, from the left side of a combination. It is up to the organization to choose between a fixed or rope fence.
2. Pass over at least 4 poles or rods. These can be on a straight line, in a curve, zigzag or raised line. The distance between poles should be measured over the line the horse is expected to walk. All elevated elements should be placed in a holder or otherwise secured so that they cannot roll. The height should be measured between the ground and the top of the element. The distance between elements (measured space between poles) is as below, or in multiples thereof:
 - Walk: 40 - 60 cm; elevation maximum 30 cm, elevated elements should be at least 55 cm apart,
 - Jog: 90 - 105 cm; elevation maximum 20 cm
3. Backup obstacle. The width of the passage must be at least 50 cm more than the minimum size in the list of operations. If raised, the passage must be at least 55 cm more than the minimum size in the western performance summary (see V.). Participants may not be asked to go backwards over stationary obstacles, such as wooden poles or metal bars. The handler may walk inside or beside the obstacle.
 - Backward around and between at least three cones.
 - Backward through an "L," "V," "U," straight line, or similarly shaped course. The poles forming the figure may not be raised more than 60 cm. Participants may not be asked to go backwards over stationary obstacles, such as wooden poles or metal bars.

4.3.11. Optional obstacles:

- Ditch (trench), stream or laid down plastic tarp that cannot flap/flutter where a metal bottom or smooth bottom is prohibited.
- Slalom around cones in walk or jog, the handler walks within the obstacle.
- Moving an object that could reasonably be taken on an outdoor ride.
- Crossing a wooden bridge (dimensions: at least 140 cm wide and recommended length at least 180 cm). The bridge must be stable and safe. Participants should only be asked to cross the bridge in walk.

- Putting on and/or taking off a raincoat or cape.
- Emptying or filling a mailbox.
- Going sideways over an obstacle (max. 30 cm raised).
- Square of poles from 4 poles of min. 240 cm each. Each participant must enter this square over a pole, when all four feet and the handler are in the square make a turn as indicated, and exit the square.
- Place the lead rope or leash on the ground, walk a circle around the horse, and pick up the lead rope or leash again (ground-tie).
- Turn is allowed only to the right.
- Sidepass is allowed only to the right.
- Other safe and practicable obstacles that may reasonably be encountered on a ride in nature and that are permitted by the judges.
- A combination of two or more obstacles is allowed.

4.3.12. Unacceptable obstacles:

- (Car) tires
- Animals
- Hides/pelts
- Hollow PVC pipes (if filled with sand, they are approved as poles instead of the wooden ones)
- Jumps
- Tilting or moving bridges
- Water with floating or moving parts
- Flames, smoke generators, fire extinguishers, etc.
- Such raised poles or posts that they can roll away

4.3.13. The judges must inspect the pattern and have the right and duty to adjust the pattern: the judges may remove or alter obstacles if they deem them unsafe or unreasonable. If an obstacle is not safe (anymore) in the eyes of the judges at any time, the obstacle must be repaired or removed from the pattern. If it cannot be repaired and participants have already ridden the pattern, those participants' score and penalty points at the defective obstacle will be forfeited.

4.4. TRAIL

4.4.1. This section assesses the horse's performance over obstacles, with emphasis on education, obedience to the rider, and quality of movement.

Horses will be rewarded that overcome the obstacles with style and smoothness, provided it is not at the expense of soundness.

Horses should be rewarded for showing attention to the obstacles, for independently finding their way through the pattern when the obstacles allow, and for willingly obeying the rider's aids at difficult obstacles.

Horses will be penalized for unnecessary delays while approaching or overcoming an obstacle. Horses exhibiting artificial behavior will be penalized.

4.4.2. No work on the track is required of the horses. The pattern must be designed so that each horse must show the three gaits walk, jog and lope, as part of the work somewhere between the obstacles, with the quality of movement and cadence to be included in the scoring of the maneuver. On the route between obstacles, the horse should be balanced, with the head and neck in a relaxed, natural position, with the top of the crest no lower than the withers. The head should not be carried behind the verticle, suggesting intimidation, nor should the nose protrude excessively forward, suggesting resistance. The gaits between obstacles will be determined by the judges.

4.4.3. The pattern should be announced at least one hour before the scheduled start of the class.

4.4.4. Points are awarded on the basis of 0 to infinity, with 70 points representing average performance. For each obstacle, the horse receives an obstacle score that is added or subtracted from 70, and the horse may incur penalty points that are subtracted from the 70.

The obstacle score ranges from plus 1½ to minus 1½:

-1½	extremely bad
-1	very bad
-½	bad
0	correct
+½	good
+1	very good
+1½	excellent

Obstacle scores should be determined and awarded separately from penalty points. Penalty points will be awarded per obstacle as mentioned below.

4.4.5. The following penalty points shall apply:

½ penalty point:

- any gentle tap against a pole, stick, cone, obstacle, plant or part of an obstacle

1 penalty point:

- any hard tap against or step on a pole, stick, cone, obstacle, plant or part of an obstacle
- wrong gait or falling out of the gait for two or fewer passes
- both front or rear feet in a space intended for a single foot
- skipping space or not stepping into designated space
- split of the pole in lope
- Not the correct number of passes at the walk, jog or lope over the obstacle

3 penalty points:

- wrong gait or falling out of the gait for more than two paces
- Tipping over an elevated pole, cone, barrel, plant or seriously disturbing an obstacle

- stepping outside the limits of an obstacle, falling from or out of an obstacle or jumping with one foot from the moment the foot was inside the obstacle limits, including missing with one foot one element of a walk, jog or lope over obstacle

5 penalty points:

- dropping an object that should have been carried
- first or second cumulative refusal, rearing, or attempt to avoid an obstacle by fleeing or walking more than two paces (4 steps) away from the obstacle, turning away or walking backwards, turning more than 90 degrees or clearly not responding to the aids
- release of fence or drop rope fence if not prescribed
- rewarding with a hand or inducing fear
- stepping outside the limits of an obstacle, falling from or out of an obstacle or jumping by more than one foot from the moment the foot was inside the obstacle limits, including missing by more than one foot of one element of a walk, jog or lope over obstacle
- obvious disobedience (hitting, bucking, rearing, striking)
- failing to complete an obstacle

The following faults, which occur on the lines between the obstacles, count proportionately:

- head carried too high
- head carried too low (tip of ear lower than withers)
- Too deeply arched neck or kink in the neck causing the nose to be carried behind the verticle
- nose exaggeratedly forward
- excessive opening of the mouth

0-Score:

- use of more than one finger between the reins
- use of two hands on the reins if riding on a bit
- use of the romal other than as prescribed in rule 2.7
- performing the obstacles in a different order than prescribed
- make no attempt to overcome an obstacle
- defect in the harness causing delay in the execution of the pattern
- excessive or repeated touching of the neck to lower the head
- falling of horse and/or rider
- failure to enter, exit or work an obstacle in the proper manner or from the proper direction, including turning more than 90°
- deviating from the correct line between the obstacles
- overcoming an obstacle in a way other than described
- riding outside the limits of the pattern
- third cumulative refusal, rearing, or attempt to avoid an obstacle by fleeing or walking more than two paces (4 steps) away from it, turning away or walking backwards, turning more than 90 degrees or clearly not responding to the aids
- not showing the correct gait where it is prescribed
- additional maneuvers, for example: Ride past obstacle, then circle to return to start of obstacle
- the following faults, which occur on the lines between the obstacles, are grounds for disqualification, except in the Novice level, where 5 penalty points are awarded:
 - o wearing the head too low (continuous tip of the ear lower than the withers)
 - o Continually too deeply arched neck or kink in the neck causing the nose to be carried behind the verticle

4.4.6. The pattern maker must realize that it is not the intention to ambush the horse or to allow elimination by too difficult tasks.

All patterns and obstacles should be designed and/or constructed to prevent accidents.

When measuring distances and spaces in and between obstacles, the distance center of foot to center of foot over the route the horse is expected to follow shall apply. Sufficient space should be available for the judges to judge the horse's gaits.

4.4.7. After each competitor, the pattern must be returned to its original condition. In case of a combination of obstacles, the pattern may be returned to its original condition only after the competitor has completed the entire pattern.

4.4.8. Participants may, if they wish and if it fits into the show program, explore the trail pattern on foot with the horse before the start of the trail classes. There will always be time in the schedule for the participant to explore the trail pattern on foot without the horse.

4.4.9. A pattern shall consist of at least six obstacles, three of which must be chosen from the list of mandatory obstacles and at least three different others from the list of optional obstacles.

4.4.10. Mandatory Obstacles:

4. Opening, proceeding and closing a fence. Failure to control the fence will be penalized. The fence must not present a danger to handler and horse. If the fence has a metal, plastic or wooden support beam under the opening, participants must go forward through the fence. A fence must be operated with the left hand, from the left side of a combination. It is up to the organization to choose between a fixed or rope fence.
5. Pass over at least 4 poles or rods. These can be on a straight line, in a curve, zigzag or raised line. The distance between poles should be measured over the line the horse is expected to walk. All elevated elements should be placed in a holder or otherwise secured so that they cannot roll. The height should be measured between the ground and the top of the element. The distance between elements (measured space between poles) is as below, or in multiples thereof:
 - Walk: 40 - 60 cm; elevation maximum 30 cm, elevated elements should be at least 55 cm apart,
 - Jog: 90 - 105 cm; elevation maximum 20 cm
 - Lope 180 - 210 cm, elevation maximum 20 cm
6. Backup obstacle. The width of the passage must be at least 70 cm. If raised, the passage must be at least 75 cm wide.
 - Backward around and between at least three cones.
 - Backward through an "L," "V," "U," straight line, or similarly shaped course. The poles forming the figure may not be raised more than 60 cm. Participants may not be asked to go backwards over stationary obstacles, such as wooden poles or metal bars.

4.4.11. Optional obstacles:

- Ditch (trench), stream or laid down plastic tarp that cannot flap/flutter where a metal bottom or smooth bottom is prohibited.
- Slalom around cones in walk or jog, the handler walks within the obstacle.
- Moving an object that could reasonably be taken on an outdoor ride.
- Crossing a wooden bridge (dimensions: at least 90 cm wide and recommended length at least 180 cm). The bridge must be stable and safe. Participants should only be asked to cross the bridge in walk.
- Putting on and/or taking off a raincoat or cape.
- Emptying or filling a mailbox.
- Going sideways over an obstacle (max. 30 cm raised).
- Square of poles from 4 poles. Each participant must enter this square over a pole, when all four feet are in the square make a turn as indicated and exit the square.
- Dismount and mount again
- Dismounting, if using split reins, place the end of one rein on the ground; if using a romal, loosen the rein on one side of the bit and place this end on the other side on the ground; if using a bosal, place the guide rope of the mecate on the ground, walk a circle around the horse, and mount again (ground-tie). Other

safe and practicable obstacles that may reasonably be encountered on a ride in nature and that are permitted by the judges.

- A combination of two or more obstacles is allowed.

4.4.12. Unacceptable obstacles:

- (Car) tires
- Animals
- Hides/pelts
- Hollow PVC pipes (if filled with sand, they are approved as poles instead of the wooden ones)
- Jumps
- Tilting or moving bridges
- Water with floating or moving parts
- Flames, smoke generators, fire extinguishers, etc.
- Such raised poles or posts that they can roll away

4.4.13. The judges must inspect the pattern and have the right and duty to adjust the pattern: the judges may remove or alter obstacles if they deem them unsafe or unreasonable. If an obstacle is not safe (anymore) in the eyes of the judges at any time, the obstacle must be repaired or removed from the pattern. If it cannot be repaired and participants have already ridden the pattern, those participants' score and penalty points at the defective obstacle will be forfeited.

4.5. WESTERN HORSEMANSHIP

4.5.1. The discipline of Western Horsemanship is designed to assess the ability of the rider who, in conjunction with his horse, performs a series of maneuvers, prescribed in the pattern, precisely and evenly, confidently and with confidence while maintaining a balanced and fundamentally correct body position. The ideal horsemanship pattern is extremely precise while rider and horse perform each maneuver in harmony with subtle aids and promptings.

4.5.2. It is mandatory that the organization announce the pattern to be ridden at least one (1) hour before the start of the class; however, if the judges require extra work from some competitors to arrive at the final results, the pattern may be announced at that time. Patterns should be designed to test the ability of the rider. All equally finished contestants will be placed at the discretion of the judges.

4.5.3. PROCEDURES

All participants come together in the arena and then ride the pattern individually or each participant comes in separately and rides the pattern. If participants enter separately, being ready when it is their turn is a requirement. Participants may be instructed after the pattern to leave the arena, return to their place in the starting line-up, or line up on the track. All participants, or only the highest placed, must then ride at least in one direction in three gaits on the hoof track but only at the discretion of the judges.

4.5.4. MANOEUVRES

The following maneuvers are permitted : walk, jog, extended jog (extended trot), lope, or extended lope (extended canter). On a straight line, curved line, serpentine line, circles, or figure of eight, or compositions of these gaits and maneuvers; halt (stops); back up in a straight or curved line; turn or pivot, including spins and rollbacks on the hindquarters and/or on the forehand; sidepasses, two track (on two hoof turns), or leg yield (give way to the legs); flying or simple lead changes; counter lope; or other maneuvers, or riding without stirrups. Back up must be requested somewhere during the pattern.

Mounting or dismounting may not be asked.

4.5.5. SCORES

Points are awarded from 0 to infinity, with 70 points representing an average performance. The pattern is divided into sections by the judges, with participant receiving a score for each section that is added or subtracted from the 70 points. The score ranges from plus 3 to minus 3

-3 extremely bad

-2 very bad

-1 bad

0 correct

+1 good

+2 very good

+3 excellent

The judges also assign a score for appearance, seat, posture and aids. This score ranges from 0 to +5 with 0 to 2 is average, 3 is good, 4 is very good, 5 is excellent.

4.5.6. OVERALL PRESENTATION OF RIDER AND HORSE.

The overall image of the participant, self-assurance, confidence, appearance and attitude during the class, as well as the physical appearance of the horse will be judged.

4.5.7. PARTICIPANT'S PRESENTATION AND ATTITUDE.

Neat and appropriate western clothing is required. Clothing and person must look clean and neat.

A. The participant sits naturally in the saddle and rides with a balanced, functional and correct posture regardless of the maneuvers or gait being performed at the time. While working on the track as well as riding the pattern, the participant must maintain a strong, sure and neat posture. Participants must sit through all gaits and maintain an upright posture with the upper body.

B. The rider should sit in the middle of the saddle and back of the horse with the legs hanging to form a straight line, which from the ear through the middle of the shoulder and hip touches the back of the heel or runs through the ankle. The heels are lower than the toe, with a slight bend in the knee and the lower leg should be straight below the knee. The rider's back should be straight, relaxed and supple. An excessively stiff and/or arched lower back will be penalized. The shoulders should be straight and square. The rider's seat maintains a certain contact with the saddle from the seat to the inner thigh. Light contact is maintained with saddle and horse through the knee and mid calf. The knee points forward and remains in contact, with no space between participants knee and saddle. The participant is penalized for a leg position that is too far forward or behind the vertical leg position. Regardless of the type of stirrup, the participant may put the foot into the stirrup up to the heel or with the ball of the foot in the center of the stirrup. The toe points forward or slightly outward with the ankles straight or slightly bent. Riding with only the toe in the stirrups will be penalized. Participants who can maintain proper posture throughout the test earn plus points.

When riding without stirrups is requested, the same correct posture described above must be maintained. Both arms and hands are held in a calm and relaxed manner with the upper arm in the same straight line as the upper body. The rein arm is bent at the elbow with the forearm forming a line from the horse's mouth to the elbow. The free hand and arm may be held in the same manner as the rein arm or straight down along the side. Excessive pumping with or holding the free arm excessively stiff will be penalized. The rider's wrist is straight and relaxed with the hand about 30 to 45 degrees inside the vertical line. The rein hand is held straight above or slightly in front of the horn. The reins are sized to create a light contact with the horse's mouth, and it will not take more than a light hand movement to control the horse. An excessively tight or loose rein will be penalized.

C. The main position of the rider is with the chin up and looking forward in the direction one is going. Excessive turning of the head toward the center of the circle or down toward the horse's shoulders or head will be penalized.

D. The competitor must not interfere with other participants riding beside or in front of him/her when working on the track and must pass to the inside of the track. Turns or reverse around the hindquarters on the track are always performed to the inside of the arena. Reverse to the outside will mean disqualification.

4.5.8. APPEARANCE OF THE HORSE

The horse must look healthy and fit overall and its weight must be commensurate with the horse's size. A horse that looks sluggish, surly, tired, lean or lethargic will be penalized as the horse's condition warrants. Tack must be appropriate, clean and in good condition.

4.5.9. EXECUTION

The participant must perform the work precisely, accurately and evenly and reasonably smoothly. Speeding up in the maneuvers increases the level of difficulty; however, accuracy and precision must not become secondary to speed. Participants who perform the pattern slowly and ride their horse without sufficient impetus, collection, or flowing rhythm will be penalized.

A. The horse must perform all maneuvers willingly, sprightly and easily, with minimal visible or audible aids. Errors in the execution of the prescribed pattern, or high levels of disobedience, do not result in disqualification but they must be severely penalized and the competitor may not be placed above a competitor who has ridden the pattern correctly. Excessive training or teaching, or intentional mistreatment by a participant is grounds for disqualification.

B. The horse must go straight, unimpeded, and in an appropriate rhythm for the prescribed gait. Transitions must be even and punctual in the pattern and on the track (on the rail). And must be performed when requested while working on the track. The horse's head and neck should be straight and in line with the body as straight lines are ridden, and set slightly inward on curved lines and circles. Circles should be round and executed at appropriate speed, and size, where the pattern requires it. Counter lope should be performed evenly with no changes in stride, speed or rhythm, or it should be requested in the pattern.

C. The stop must be straight, square, punctual, even and with a responsive horse that maintains a straight body position during the maneuver. Reversing must be even and responsive.

D. Turns and reverse must be ridden evenly and continuously. When a turn around the hindquarters is performed, the horse must turn around the inside hind leg and cross over with the front legs. A rollback is a stop and turn of 180 degrees over the hocks with no pause in between. Walking backwards while turning should be severely penalized.

E. The horse steps with front and hind legs when performing the side pass, giving way to the leg, and when riding on two hoofbeats. The side pass must be performed with a horse maintaining a straight body position while moving sideways in the direction indicated.

When giving way to the leg, the horse moves forward and laterally in an oblique line with the body bent opposite to the direction he is going. When riding on two hoofbeats, the horse moves forward and sideways in an oblique line with the body bent opposite the direction he is going.

F. A simple, or flying lead change must be performed in the exact number of paces indicated and/or at the place indicated. A simple lead change is performed by returning from the lope to the walk or trot and going into the other lead after one to three paces. Flying lead changes front and back simultaneously. Both ways must be even and timely.

G. Posture of the rider and execution of rider and horse on the track (on the rail) should be considered in final placement.

4.5.10. PENALTY

Penalties are distinguished into minor (m), major (M) and severe (S) errors. The judges decide in which category a penalty belongs based on the degree of, or repetition of, the penalty in question. A serious penalty will not result in elimination but the competitor will be placed below any competitor who did not make a serious penalty. A minor penalty may be counted as a major penalty and a major penalty as a severe penalty if the degree of the penalty and/or the number of penalties warrant it.

A. Minor errors (m = Pen.3):

- Break of gait at the walk or jog up to 2 strides
- Over or under turn from $\frac{1}{8}$ to $\frac{1}{4}$ turn
- Tick or hit of cone

B. Major errors (M = Pen.5):

- Not performing the specific gait or not stopping within 3 meters of designated location
- Incorrect lead or break of gait at the lope (except when correcting an incorrect lope)
- Break of gait at walk or jog for more than 2 strides
- Loss of stirrup
- Bottom of foot not touching pad of stirrup at all gaits including backup
- Head carried to low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
- Obviously looking down to check leads

C. Severe penalties (S = Pen.10) (no disqualification but will always be placed below that participant who did not commit a serious error) **include:**

- Holding the horn or any other part of the saddle
- Spurring in front of the chinch
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or during rail work
- More than 2 paces in the wrong lope
- Cuing with the end of the romal
- Blatent disobedience including kicking, pawing, bucking and rearing

D. A 0 score (no placement) **includes:**

- Knocking over a cone/marker
- Working on the wrong side of a cone/maker
- Failure to correctly execute the pattern/off-pattern
- Never showing the correct lope or gait where it is asked for
- More than ¼ under- or over-turn

Disqualification (no placement) **includes:**

- Failure to wear or have the proper catalog number visible on both sides
- Unauthorized use of hands on the reins or use of prohibited equipment
- Intentional mistreatment
- Schooling or training of the horse
- The use of prohibited equipment
- Continually carrying the head too low (tip of the ear lower than the withers)
- Constantly too deeply arched neck or kink in the neck causing the nose to be carried behind the vertical
- Falling from rider or horse

4.6. RANCH RIDING

4.6.1 The purpose of the ranch riding class is to measure the ability of the horse to be a pleasure to ride while being used as a means of conveyance from performing one ranch task to another.

The horse should reflect the versatility, attitude and movement of a working ranch horse riding outside the confines of an arena. The horse should be well-trained, relaxed, quiet, soft and cadenced at all gaits.

The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse can be ridden with light contact or on a relatively loose rein without requiring undue restraint, but not shown on a full drape of reins.

The overall manners and responsiveness of the ranch riding horse to make timely transitions in a smooth and correct manner, as well as the quality of the movement are of primary considerations. The ideal ranch riding horse should have a natural ranch horse appearance from head to tail in each maneuver.

4.6.2. Each horse will work individually. There is no time limit for the pattern. Horses will be scored on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each maneuver will be scored on the following basis, ranging from plus 1½ to minus 1½.:

- 1 ½ extremely poor,
- 1 very poor,
- ½ poor,
- 0 correct,
- +½ good,
- + 1 very good,
- + 1½ excellent.

Maneuver scores are to be determined and assessed independently of penalty points.

Natural ranch horse appearance will also be evaluated ranging from plus 1 ½ to minus 1 ½.

4.6.3. Mandatory maneuvers

1. Walk, Trot, Lope on both hands;
2. Extended Trot, Extended Lope on at least one hand
3. Stop
4. Backup

4.6.4. Optional maneuvers (at least 3).

1. Side pass
2. 1 to 4 Spin to both sides
3. Flying or simple canter change to either side.
4. Walk-, Trot- or Lope over beams (distances: 70 cm, 105 cm, resp . 210 cm)

4.6.5. The overall cadence and performance of the gaits should be as those described in gaits (rule 4.6.4) with an emphasis on forward movement, free-flowing, and ground covering for all gaits. Transitions should be performed where designated, with smoothness and responsiveness.

4.6.6. Gaits:

In all gaits, movement of the ranch horse should simulate a horse needing to cover long distances, softly and quietly, like that of a working ranch horse. The following terminology shall apply:

- Walk is a natural, flat footed, four-beat gait. The gait is rhythmic and ground-covering. As in all gaits, the horse should display a level, or slightly above level topline with a bright, attentive expression.
- Extended Walk is an obvious lengthening of stride that will naturally increase the pace. The horse should move in a natural manner (not a running walk) as if it were moving across an open pasture.
- Trot is a natural two-beat gait demonstrating more forward motion than the western jog.
- Extended Trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above level topline.
- Lope is a three-beat gait. The lope should be relaxed and smooth with a natural, forward moving stride.
- Extended Lope is not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward, working speed. The horse should display an above level topline with a bright, attentive expression.

4.6.7. Natural logs are preferred to be used but not mandatory.

4.6.8. Sitting the regular trot and lope is recommended; though standing in the stirrups at the extended trot and extended lope, or posting the extended trot is acceptable.

4.6.9. Touching or holding the saddle horn is acceptable.

4.6.10. Ranch Riding Apparel and Equipment

- Equipment with silver should not count over a good working outfit. Excessive silver on bridles and saddles is discouraged.
- It is suggested competitors use a breast collar and a rear cinch.
- When exhibiting in a snaffle bit or hackamore, an exhibitor may switch between two hands and one hand on the reins at any time.
- A lasso may be carried
- Gamashes/chaps are allowed

4.6.11 Penalties.

Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied to each occurrence and be deducted from the final score:

One (1) point

- Too slow (per gait)
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Break of gait at walk or trot for 2 strides or less
- Wrong lead or out of lead for 2 strides or less

Three (3) point

- Break of gait at walk or trot for more than 2 strides
- Break of gait at lope, except when correcting an incorrect lead
- Wrong lead or out of lead for more than two strides
- Draped reins (per maneuver)
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than 3 strides when making a simple lead change
- Trotting for more than 3 strides in lope departures or exiting a rollback into a lope from a stop or walk
- Severe disturbance of any obstacle

Five (5) point

- Blatant disobedience (including, kicking, biting, bucking, rearing and striking) for each refusal

Off Pattern (OP) Placed below horses performing all maneuvers

- Eliminates or adds maneuver
- Incomplete maneuver
- Repeated blatant disobedience
- Use of two hands (except junior and Level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Zero (0) score:

- Abuse
- Lameness
- Leaving working area before pattern is complete
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider
- Hoof polish, or blackend hoofs are not allowed.
- No specific penalties will be incurred for nicks/hits on logs but deduction may be made in maneuver score.
- No specific penalties will be incurred for over/under spins but deduction may be made in maneuver score

4.7. REINING

4.7.1. Reining is a judged event designed to show the athletic ability of a ranch type horse in the confines of a show arena. In reining competition, contestants are required to run one of several approved patterns. Each pattern includes small slow circles, large fast circles, flying lead changes, rollbacks over the hocks, a series of 360 degree spins done in place, and the exciting sliding stops that are the hallmark of the reining horse. 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. Any one of the 20 approved reining patterns may be used and is to be selected by the judge of the class and used by all contestants in the class. Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena. Any fault incurred prior to the commencement of a pattern will be scored accordingly. All deviations from the exact written pattern must be considered a lack of or temporary loss of control, and therefore faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed.

4.7.2. SCORING.

Scoring will be on the basis of 0 to infinity, with 70 denoting an average performance. Points will be added or subtracted from the maneuvers on the following basis, ranging from plus 1½ to minus 1½

- 1½ extremely poor,
- 1 very poor,
- ½ poor,
- 0 average,
- +½ good,
- +1 very good,
- +1½ excellent.

Maneuver scores are to be determined independently of penalty points.

4.7.3. The following will result in no score:

- Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition;
- Use of illegal equipment, including wire on bits, bosals or curb chains;
- Use of illegal bits, bosals or curb chains; when using a snaffle bit, optional curb strap is acceptable; however, curb chains are not acceptable.
- Use of tack collars, tie downs or nose bands;
- Use of whips or bats;
- Use of any attachment which alters the movement of or circulation to the tail;
- Failure to dismount and/or present horse and equipment to the appropriate judge for inspection;
- Disrespect or misconduct by the exhibitor;
- Closed reins are not allowed except as standard romal reins and mecates on bosals in classes where the use of two hands is allowed.
- Excess rein may be straightened anytime during the pattern, provided the rider's free hand remains behind the rein hand. Any attempt to alter tension or length of the reins from bridle to the rein hand is to be considered use of two hands a penalty score of zero will be applied. In addition, should the judge determine the free hand is being used to instill fear or praise, a penalty five will be applied, and a reduction in the maneuver score.

4.7.4 The following will result in a score of 0:

- Use of more than index or first finger between reins;
- Use of two hands (exception in junior, snaffle bit, or hackamore classes designated for two hands) or changing hands;
- Use of romal other than as outlined in WESTERN EQUIPMENT (rule 2.1 et seq);
- Failure to complete pattern as written:
- Performing the maneuvers other than in specified order or exceeding greater than one quarter of the circle out of order;
- The inclusion of maneuvers not specified, including, but not limited to:
- Backing more than two (2) strides;
- Turning more than ninety (90) degrees;
- On run in patterns, once beginning a lope, a complete stop prior to reaching the first marker. (Exception: a complete stop in the 1st quarter (1/4) of a circle after a lope departure is not to be considered an inclusion of maneuver; a two (2) point break of gait penalty will apply.)

- Equipment failure that delays completion of pattern; including Balking or refusal of command where performance is delayed;
- Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern;
- Jogging in excess of one-half circle or one-half the length of the arena;
- Overspins of more than 1/4 turn;
- Fall to the ground by horse or rider;
- When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line;

Neither a no score nor a 0 is eligible to place in a go round or class single go around class, but a 0 may advance in a multi-go event while a no score may not.

4.7.5. Penalties

5 points:

- Spurring in front of cinch;
- Use of either hand to instill fear or praise;
- Holding saddle with either hand;
- Blatant disobediences including kicking, biting, bucking, rearing and striking;
- Horse dropping to its knees or hocks.

2 points:

- Break of gait;
- Freeze up in spins or rollbacks;
- On walk-in patterns, loping prior to reaching the center of the arena and/or failure to stop or walk before executing a lope departure;
- On run-in patterns, failure to be in a lope prior to the first marker or break of gait prior to the first marker;
- If a horse does not completely pass the specified marker before initiating a stop position.

4.7.7. Starting or performing circles or eights out of lead will be judged as follows:

- Each time a horse is out of lead, a judge is required to penalize by one point. The penalty for being out of lead is cumulative and the judge will deduct one penalty point for each one quarter (1/4) of the circumference of a circle or any part thereof that a horse is out of lead. A judge is required to penalize a horse 1/2 point for a delayed change of lead by one stride where the lead change is required by the pattern description.
- Deduct 1/2 point for starting circle at a jog or exiting rollbacks at a jog up to two strides. Jogging beyond two strides, but less than 1/2 circle or 1/2 the length of the arena, deduct two points.
- Deduct 1/2 point for over or under spinning up to 1/8 of a turn; deduct one point for over or under spinning 1/8 to 1/4 turn. A horse can only be assessed one over or under spin penalty per maneuver.
- A 1/2 point penalty deduction will be given for failure to remain a minimum of 20 feet (6 meters) from the side of the arena when approaching a stop and/or rollback.

4.7.8. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows:

- From the turn to the half-way position at end wall, one (1) point
- Beyond the half-way point to the beginning of the run down, two (2) points

4.7.9. In a pattern requiring a run-around, there will be a one half (1/2) point penalty for failure to remain a minimum of 10 feet (3 meters) from either side of the center of the arena; for small arenas it will be at the judge's discretion.

4.7.10. A horse which severely stumbles, significantly detracting from the maneuver shall have the maneuver reduced by one half 1/2 point

4.7.11. Faults against the horse to be scored accordingly, but not to cause disqualification:

- Opening mouth excessively when wearing bit;
- Excessive jawing, opening mouth or head raising on stop;
- Lack of smooth, straight stop on haunches-bouncing or sideways stop;
- Refusing to change leads;
- Anticipating signals;
- Stumbling;
- Backing sideways;
- Knocking over markers.

V. WESTERN PERFORMANCE SUMMARY

'- All distances are minimum distances in meters)measured space between, unless otherwise stated

'- 'X' can be asked, '- can not be asked

'- 'W' can only be asked in Walk, 'J' can only be asked in Jog

Gaits	NOVICE	ADVANCED	MASTER
Walk	X	X	X
Extended Walk	X	X	X
Jog	X	X	X
Extended Jog	X	X	X
Lope	X	X	X
Extended Lope	'-	X	X
Counter Lope	'-	X	X

Section (parts of) circles

Jog	6	5	4
Lope	12	8	6
Counter Lope	'-	10	8

Between obstacles or markers

Walk	3	'-	'-
Jog	8	5	4
Lope	14	10	8

Transitions

Stop ↔ Walk	X	X	X
Stop ↔ Jog	X	X	X
Stop ↔ Lope	'-	X	X
Walk ↔ Jog	X	X	X
Walk ↔ Lope	'-	X	X
Jog ↔ Lope	X	X	X

Backup

Straight line / Curved line	X	X	X
Number of right angle ('L') bends	1	1 or more	1 or more
Width of passage (at Trail)	1,0	0,8	0,7

Side

Straight sidepass	X	X	X
Bend/turn during sidepass	X	X	X
Leg yield	'-	X	X
Two Track	'-	X	X
Width of passage (at Trail)	2	1.8	1.8

Turn

Hindquarters	X	X	X
Front legs	X	X	X

Special Performance

Riding without stirrups	'-	X	X
One-handed riding (e.g. pickup)	W+J	X	X
Scary obstacles (fly curtain, rattling pickup)	'-	X	X
Bridge	X	X	X
Other soil (tarp, water etc)	'-	X	X
Going into obstacle	W+J	X	X
Dismount	X	X	X
Combination obstacle	X	X	X

Trail

Ranch Trail

Raised obstacle / Elevated poles	W+J	X	X	
Fence forward own choice hand	X	X	X	
Fence other ways (according to rulebook)	X	X	X	
Dim.square walk in - walk out	'2,0	1.8	1.8	
Dim.square jog in - walk out	'2,0	1.8	1.8	
Dim.square jog in - jog out	'2,0	1.8	1.8	
Dim.square lope in - walk out	'-'	1.8	1.8	
Distance jog-through 3 cones, straight line	3.5	2.5	2.5	
Distance jog-through cones	3.5	2.5	2.5	
Distance jog-through more then 4 cones	'-'	2.5	2.5	
Distance jog-through combined with jog-overs	'-'	2.5	2.5	
Walk over	0.40-0.60	0.40-0.60	0.40-0.60	0.70-0.80
Jog over	0.90-1.05	0.90-1.05	0.90-1.05	1.00-1.20
Lope over 2x parallel, straight line	2.0	1.80-2.10	1.80-2.10	2.00-2.20
Lope over 4x parallel	'-'	1.80-2.10	1.80-2.10	
Diameter in jog	8	6	5	
Diameter in lope	12	10	8	