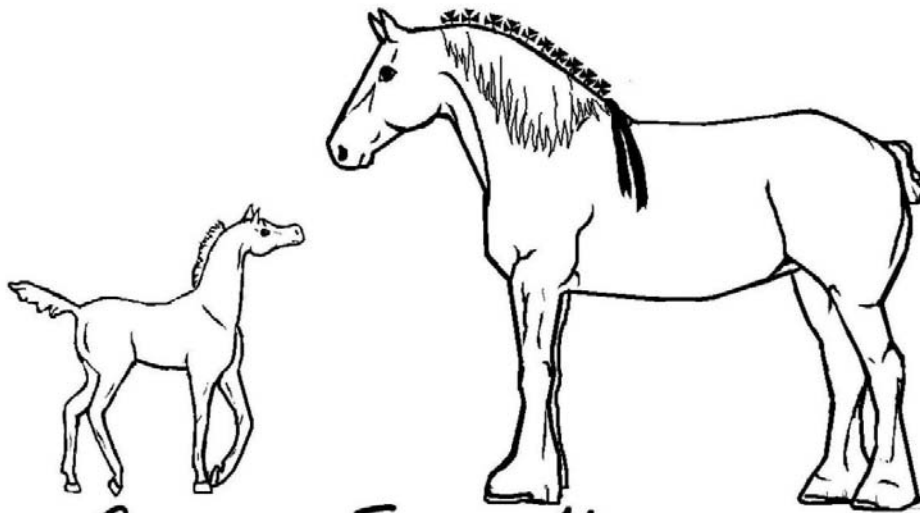


**Department 6  
Horse and Pony Guidelines  
2010**

*Connecting Us Together*



*Dane County Fair HORSE & PONY*

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# **GENERAL POLICY GUIDELINES**

## **GENERAL RULES**

1. Only show management may approach the judge before, during, or after a show. Technical questions should be directed to the show chairperson. The judge's decision is final.
2. Unsound horses may be dismissed.
3. Questions are referred first to the Dane County Fair Book. If the question cannot be answered by the Dane County Fair Book, the question is then referred to these guidelines. If the question still can not be answered, it then is referred to the US Equestrian Federation Rule Book. These rules have been developed with reference to, and with information from the US Equestrian Federation.

We are grateful to USA Equestrian Federation for their kindness and assistance. A complete rulebook is available from USA Equestrian Federation, 4047 Iron Works Parkway, Lexington, KY 40511-8483 Telephone 859/258-2472. Internet address is [www.usef.org](http://www.usef.org). Please note that some differences exist between the Wisconsin State Horse Expo Guidelines and the Dane County Fair Guidelines.

## **PROTESTS AND APPEALS**

Information regarding protests and appeals is provided in the Dane County Fair Premium Book. If you wish to submit a protest, read and follow the RULES AND REGULATIONS section before proceeding.

## **RULES OF GOOD SPORTSMANSHIP AND COURTESY**

1. **It is a privilege to participate at the Dane County Fair.** This privilege can be revoked by no less than four (4) Department 6 Superintendents for conduct unbecoming of an exhibitor, parent or guardian, leader, or volunteer.
2. Abuse of any animal will be grounds for disqualification.
3. All rules must be followed while on the grounds or dismissal may result. Barn and arena rules will be posted.
4. Coaching from the rail is prohibited and will result in disqualification of the exhibitor.

## **EDUCATION AND VOLUNTEER REQUIREMENTS**

If your youth organization has educational requirements as a part of their equine program (i.e. hours for education and safety), you must fulfill your organization's requirements and submit documentation to your organization as to how you have fulfilled them.

Questions can be directed to Laura Herschleb at the Dane County Fair Office, (608) 224-0500, ext. 107.

## **VOLUNTEER REQUIREMENTS FOR ALL EXHIBITORS**

Each family with one or more exhibitors showing an equine at the Fair in a Horse & Pony project is required to commit two hours of volunteer time to support the Horse & Pony Project activities. The Volunteer form must be submitted on or before June 15<sup>th</sup>.

## Dane County Fair Department 6 Fairground Rules

### GENERAL RULES

1. Only exhibitors are allowed to work project animals on the grounds. If for safety reasons, the exhibitor is not able to work their project animal, a superintendent can designate an adult substitute. Horses cannot be ridden by anyone other than the exhibitor.
2. Exhibitors must wear their exhibitor number on their **back** when handling their project animal.
3. Only 1 assistant or adult is allowed per exhibitor while in the staging area. This person must be wearing closed-toe footwear.
4. Horses are to be tacked appropriately whenever handled. No bareback riding is allowed.
5. All exhibitors **MUST** wear long pants, appropriate shoes/boots with a minimum ½-inch heel and a SEI approved safety helmet, securely fastened, when riding, driving or lunging their animals.
6. All exhibitors and assistants must wear appropriate closed-toe footwear in the presence of an animal.
7. **NO** bare feet at any time.
8. Remember you are representing your youth organization. Dress appropriately at all times.
9. Exhibitors are not allowed to use a cell phone while handling or working with their equine project.

### BARN RULES

10. Barns will be open from 6:00 AM until 10:00 PM or 15 minutes after the end of a horse show only.
11. No one is allowed in the barns when they are closed except for authorized security.
12. Exhibitors trailering in are responsible for removal of all waste they generate anywhere on the fairgrounds. This includes (but not limited to) manure, bedding, trash, etc.
13. Horses may not leave the horse barn area except to go to and from the arena and designated practice areas.
14. Horses are **NOT ALLOWED ON FAIRGROUND DRIVE** at any time. They are only allowed in designated areas (see map posted in barns).
15. All stabled horses must remain inside the fenced grounds area.
16. Clipping can be done at the ends of each barn by the outlets.
17. Horses must not be tied or clipped in the aisles.
18. All horses must be fed and watered on a regular basis during barn hours and by barn closing.
19. Hay nets and bags must be removed from stalls at barn closing.
20. All halters must be removed at barn closing and must remain on the outside of the stall and be readily available in case of an emergency.
21. Emergency phone numbers (where someone can be reached both day and night) must be posted on the back of your stall card.
22. Keep aisles clean, and open at all times, including unoccupied chairs. For safety, keep barn floors dry at all times, especially by the wash stalls.
23. Dispose of manure in the designated areas.
24. **The exhibitor is responsible for clean up after their animals anywhere on the grounds, especially public walk ways.** Waste must be disposed of regularly in an appropriate manner.

### ARENA RULES

25. Riding is only permitted in arenas.
26. Only use the horse route when going to and from the indoor arena with your horse. See posted map.
27. The outdoor exercise arena will be open from 6:00 AM until 9:00 PM subject to available supervision.
28. The outdoor arena will not be open after 9:00 PM even if a horse show is in progress.
29. The indoor arena will be open from 6:00 AM to 7:00 AM daily. The morning of the driving show the indoor arena will only be open for driving practice.
30. If the back or front arenas do not have adequate supervision, the arena(s) will be closed and locked.
31. A maximum of 3 horses may be lunged at one time, in the same direction, in the outdoor arena. If the arena is busy the arena supervisor may limit lunging to a smaller number.
32. No lunging is allowed in the indoor arena.
33. If an adult is in the arena with an exhibitor other than while mounting, they must wear long pants, closed toe footwear and a SEI approved safety helmet.

34. All horses must go the same direction on the rail. If the arena is not busy, pattern work may be done in the center.
35. Be courteous to others; practice your ring etiquette. Always look behind you before turning, passing, stopping, etc. Leave plenty of room while passing or following the horse in front of you.
36. Horses are to be ridden under control. No excessive speed.
37. Exhibitors and parents should be certain that the horse or pony will remain under control in a noisy indoor arena, with camera flashes, spectator noise, clapping, and in the presence of other animals. You may be liable for damages in case your animal causes an accident.

## **GENERAL INFORMATION FOR ALL DISCIPLINES**

Be aware you are being judged from the time you enter the arena until you depart unless otherwise specified by the judge.

### **DIVISION OF LOTS**

Walk/Trot – Horse/Rider combination may not enter three-gaited lots with the exception of; Dressage lots, drill team, pattern lots, and reining lots. Any Horse/Rider combination that wins a blue ribbon in a walk/trot class must move up to the canter classes. Horseless Horse exhibitors are exempt from this rule.

### **SHOWMANSHIP**

Showmanship is mandatory for ALL exhibitors grade 3 through 6. Showmanship is optional for grades 7 and above. The following are the categories on which you will be judged:

1. A clean, well-groomed horse is a healthy horse. The coat should be clean and free from stains and sweat marks. The eyes, nostrils, lips, insides of ears, dock and underneath the elbows should be clean. The mane should be free of dandruff. Mane and tail should be clean and free of tangles. The interior of the ears may be clipped, but no penalty shall result from unclipped ears provided excess of protruding hair has been removed. Excess hair should be trimmed or clipped. Braiding and banding, if used, should be neat and suitable for the discipline.
2. Hooves should be trimmed and shaped to enable the animal to walk and stand naturally. If shod, the shoes must fit and not show undue wear. Clinches should be smooth.
3. Appearance of the exhibitor: Exhibitor and clothing should be neat and clean. Gum chewing is prohibited.
4. The judge may question exhibitor as to parts of the equine and general equine knowledge. Exhibitor should demonstrate proper handling of the horse and follow the designated Showmanship pattern as set forth by the judge, whether posted prior to the class or described during the class.

### **EQUITATION/HORSEMANSHIP**

1. SEI approved helmet that is properly fitted, with the safety harness securely fastened is REQUIRED. See the appropriate division for more specific information.
2. Any rider not having his/her mount under sufficient control will be dismissed from the ring.
3. Any rider equipped with a helmet or tack considered unsafe by the judge will be dismissed from the ring. The judge may also dismiss any exhibitor or horse that is ridden in an unsafe manner or in a manner so unskilled that the judge believes that the exhibitor or horse may present a safety risk while performing a required pattern. The dismissed exhibitor may be asked to leave the ring or brought to the center of the ring.
4. It is the responsibility of the exhibitor, parent or guardian, and horse leader to determine if the exhibitor and horse are prepared to enter a class. Safety is the primary concern.
5. The emphasis of judging an equitation/horsemanship class is on the rider's ability to show the animal through the aids of hands, seat, and legs. Riders will be judged on seat, hands, leg position, performance of horse, appropriate tack and suitability of horse to rider.
6. Examples of faults that the rider will be judged on include:
  - A. Exaggerated weight shifting
  - B. Excessive movement of lower leg
  - C. Excessive kicking or spurring

- D. Losing contact with stirrups other than when asked by judge
- E. Failing to follow instructions of judge or ring assistant
- F. Failure to post on correct diagonal
- G. Riding on the wrong lead
- H. Stiff or hard use of hands
- I. Excessive speed
- J. Excessive number of strides into transitions
- K. Excessive use of the voice
- L. Hunching of shoulders

## **PLEASURE**

1. SEI approved helmet that is properly fitted and with the safety harness securely fastened is REQUIRED. See the appropriate division for more specific information.
2. The emphasis of judging in a pleasure lot is on the horse. The horse is judged on its manner and way-of-going for the specific discipline it is being shown in.
3. The judge must recognize that the conformation of some horses may not be ideal for the type (western, hunt seat, saddle seat) and judge the efforts and skill of the exhibitor in getting maximum type (western, hunt seat, saddle seat) of performance out of their horse.
4. Any rider not having his/her mount under sufficient control will be dismissed from the ring.
5. Any rider equipped with a helmet or tack considered unsafe by the judge will be dismissed from the ring. The judge may also dismiss any exhibitor or horse that is ridden in an unsafe manner or in a manner so unskilled that the judge believes that the exhibitor or horse may present a safety risk while performing a required pattern. The dismissed exhibitor may be asked to leave the ring or brought to the center of the ring.
6. It is the responsibility of the exhibitor, parent or guardian, and horse leader to determine if the exhibitor and horse are prepared to enter a class. Safety is the primary concern.
7. Examples of faults that the rider will be judged on include:
  - A. Excessive speed
  - B. Excessive number of strides in transitions
  - C. Being on the wrong lead
  - D. Lack of impulsion and/or engagement
  - E. Horse cannot be kept on bit
  - F. Unbalanced gaits
  - G. Stumbling, tripping, or horse down on forehand
  - H. Shying
  - I. Kicking, biting, or threatening by horse
  - J. Horse is winded or out of condition

## **HALTER DIVISION**

### **GENERAL RULES**

1. Halter is to be judged on conformation, characteristics, and way of going of the horse, according to the breed. Emphasis is placed on the horse, and a point system is not used.
2. Lot Patterns  
Patterns will be set at the judge's discretion.
3. Only exhibitors showing in in-hand lots may show in halter.

## **ANY OTHER EQUINE DIVISION**

### **GENERAL RULES**

This division is open to any project animal that does not fall into any other division. This project animal will be judged according to the breed rules for each particular animal.

## **PONY DIVISION**

### **MEASUREMENT**

1. All animals entered in pony lots may be measured prior to entering any lots. There will be no cross entering. Animals must be shown in either horse lots or pony lots. If there is a need to measure any equine entered in a Pony Lot, then it will be the policy that all the equines in that lot will be measured.
2. Ponies will be measured on a hard, level surface.
  - A. Lower the pony's head to determine the high point of the withers. The neck should be natural and cannot be lower than the horizontal at the time of measuring.
  - B. Stand the pony square with weight on all four feet, not stretched or bunched.
  - C. If wearing shoes, measure the shoe. Deduct the actual shoe height from the total height.
  - D. The measuring stick must be rigid and have a measurement scale with a level.
  - E. A measurement must be obtained from both sides and must measure fifty-six inches or under, based on the average of both measurements.
3. The result of three superintendents is final.

## **HORSELESS HORSE PROGRAM (H/H)**

### **GENERAL RULES**

1. H/H members may only show an animal being shown at the Fair by a Horse project member. Horses or ponies not being used or shown by a Horse project member will not be allowed at the Fair or as part of the H/H project.
2. Each H/H member must file a project declaration form.
3. Any style of riding will be appropriate for this program (Western, Hunt, Saddle Seat).
4. All H/H members must follow the educational requirements of their youth organization.
5. It is the responsibility of the H/H member's parent or guardian, club leader, and supervising exhibitor whose horse is shared to be sure the H/H member has the skill to safely exhibit at the level entered.
6. Personal Attire:
  - A. Clothing requirements for the riding disciplines are waived for the Horseless Horse lots.
  - B. Long pants, boots and properly fitted SEI approved helmets with the safety harness securely fastened are required.
7. Tack: For Equitation, Showmanship and Trail, tack should meet the guidelines for the appropriate Division. (Western, Hunt, or Saddle Seat)
8. Horseless Horse members may only enter lots identified as Horseless Horse Lots with the exception of Trail in Hand, if showing in-hand lots only.
9. Leadline Exhibitors may not enter any other mounted lots.
10. Leadline horses must wear a halter positioned under the bridle.

### **HORSELESS HORSE SHOWMANSHIP**

1. A standard showmanship pattern will be used for these lots.
2. See the showmanship section under the appropriate division for more information.

## **HORSELESS HORSE LEADLINE EQUITATION**

1. The exhibitor and horse must be lead by a youth member in the 6<sup>th</sup> grade or higher and must be the project member of the horse. The Horse project member is not to direct or lead the horse, but is only there for safety.
2. SEI approved helmet that is properly fitted with the safety harness securely fastened is required.
3. See the equitation or horsemanship section under the appropriate division for more information.
4. The lead rope must be attached to the halter that is positioned under the bridle.
5. The exhibitor will be asked to walk, trot, or jog.

## **HORSELESS HORSE WALK/TROT EQUITATION**

1. See the equitation section under the appropriate division for more information.

## **THERAPEUTIC HORSEMANSHIP & THERAPEUTIC REINSMANSHIP**

### **GENERAL REQUIREMENTS**

The purpose of these lots is to demonstrate the ability of an exhibitor having Special Needs to meet a horsemanship goal. The exhibitor will turn in a written statement between 12:00-8:00 PM on Tuesday of fair week that will describe what skills the exhibitor will demonstrate during the class. The statement shall describe which gaits, patterns or positions the judge will be shown and the order in which they will be shown. If the exhibitor desires, the program statement may be read over the public address system or by the exhibitor's assistant(s), who may walk or ride with the exhibitor during the lot. **The Showmanship requirement is waived for this lot.**

Example of a Program Statement:

1. Exhibitor will enter the arena at a walk,
2. Advance to the center of the arena and halt.
3. Exhibitor will advance at a walk to the east end of the area and execute a 40-foot circle to the left upon command of the assistant. Upon completion of the circle exhibitor will proceed along the wall to the midpoint and halt upon command of the assistant.
4. The exhibitor will reverse the horse on the forehand and proceed to the east end of the area where a 40-foot circle will be executed to the right.
5. Upon completion of the circle, the exhibitor will halt on the assistant's command, and back the horse four steps.
6. Exhibitor will exit the arena at a walk stopping to halt at the center to answer any questions the judge may ask. Voice guidance will be given to the sight-impaired rider by the assistant as needed throughout the program.

### **ASSISTANCE IN THE ARENA**

The number of assistants shall be the number that the exhibitor feels is necessary. The assistant(s) may lead the horse, give voice commands etc., but the assistant's actions should be summarized in the program statement. If the exhibitor drives during the program, it is required that an assistant rides in the vehicle and that a header is provided, if necessary. An assistant may set up a cone course, or other props integral to the program prior to the exhibitor entry into the arena, but care should be taken to set up any props quickly.

### **ATTIRE**

The exhibitor must be neatly dressed and is required to wear long pants, boots and a properly fitted SEI approved helmet with the safety harness securely fastened. Non-traditional dress will not be marked down as long as the attire has a valid purpose in allowing or aiding the movements of the exhibitor. The exhibitor's parent or guardian and the project leader, prior to the beginning of the Dane County Fair, should verify the equipment is appropriate. Safety is the foremost concern.

### **JUDGING**

Credit will be awarded based upon response of the horse to the exhibitor, exhibitor's response to the horse, ability to perform as per statement, and the showmanship of exhibitor. The judge may wish to briefly question the exhibitor upon completion of the program and the program should provide a halt at the end to allow the judge to approach the exhibitor.

# **HUNT SEAT DIVISION**

## **GENERAL REQUIREMENTS**

### **APPOINTMENTS AND TACK**

1. Exhibitors and judges should remember that entries are being judged on ability to demonstrate their skills.
2. Riders should present a neat appearance. Riders should wear a hunt coat of solid color, pin-striped, or tweed, breeches or jodhpurs, gloves, and boots. Conservative colored SEI approved helmet, properly fitted with safety harness securely fastened, is to be worn at all times, while mounted. Spurs without rowels, crops or bats, are optional. Hair should be neat and confined. Ideally, all hair should be contained under the helmet. In excessive heat, hunt coats may be made optional or banned by the judge. If not wearing a coat, long or short sleeved shirts are to be worn. No sleeveless shirts will be allowed.
3. Mounted Tack — a standard hunt bridle with a cavesson and throatlatch is required. Regulation snaffles or pelhams are recommended. Kimberwickes are permitted. The saddle must be hunt or forward seat style, with or without knee rolls. Martingales are prohibited. Side Saddles are prohibited.
4. Showmanship Tack — the animal is shown in a hunter style bridle with a leather brow band, throatlatch, and a regular cavesson noseband. The bit may be a snaffle, a pelham with two sets of reins, a kimberwicke, or a full bridle with two sets of reins, two bits, and double cheek pieces. Curb chains must be at least a half-inch wide and lay flat against the jaw. If showing in a pelham or full bridle, the snaffle rein is across the withers and the animal is led with the curb rein. Spurs are prohibited in showmanship.
5. Adjustments to tack or attire for valid medical reasons are permitted, provided the show management is notified prior to the beginning of the show.

## **HUNT SHOWMANSHIP**

### **GENERAL RULES**

1. The purpose of showmanship is to encourage members to properly prepare and exhibit their animals, and to maintain high standards of horse management, responsibility, and pride towards their projects. Exhibitors are judged on their ability to groom, fit, and show their animal from the ground.
2. In showmanship, it is the exhibitor's efforts that are being judged, not the breed, type, or conformation of the horse.
3. Showmanship is judged on a point system.
4. Be on time when your lot is called. The gate will not be held for late exhibitors. Once the first exhibitor has entered the arena you will no longer be allowed to check in for that lot.
5. Exhibitors must have their animals under control or they will be dismissed from the ring.
6. Helmets are optional in showmanship.

### **LOT ROUTINE**

1. Enter the ring as instructed by the ring assistant/gate person or as listed in the posted pattern. Be alert for instructions, which may be given by the judge or the ring assistant. Follow instructions carefully, practicing showmanship all the while you are in the ring. The judge may ask questions about horses and equipment.
2. The exhibitor and horse should work as a team with the horse responding to the slightest signals. Work calmly and quietly taking care not to jerk on the reins or abuse the horse's mouth. Using excessive gestures or speed is inappropriate. Always turn the horse away from you, to the right, unless otherwise noted in the posted pattern.
3. The exhibitor leads from the horse's left side, holding the reins in the right hand approximately twelve inches from the bridle with the remainder of the reins folded neatly and safely in the left hand. Do not wrap or loop any portion of the folded reins around your wrist or hand. When leading, be in position on the left side of the horse between the head and shoulders.
4. A well-trained horse will move readily and freely at a walk or trot with a minimum of urging. You will be asked to show your horse in action at the walk and trot. Watch the ring assistant and judge for instructions. When asked to show your horse in action, allow the judge an unobstructed view of the horse in action. If working individually, the animal should move in a straight line away from, or back to, the judge. When asked to move your horse from one position to another, always turn your horse to the right, away from you, unless

specifically stated otherwise by the judge's pattern. Turning to the right prevents your horse from stepping on you and is done for safety reasons. When leading your horse back into the spot in line that you vacated after executing a pattern, do not turn your horse to face forward in the line until the next horse has begun the pattern (unless specifically stated otherwise in the judge's pattern). Turning your horse in line before the next horse has left may crowd the other horses and create a safety hazard.

5. When posing your horse for the judge, the horse should set up quickly, stand quietly, and move forward or backward freely on command. Horses are trained to pose by use of the reins and soft commands. A good showman will train the horse to pose so that the necessary signals are unnoticed by others. When posing the animal, stand towards the front and face the horse with toes pointing toward the shoulder. The safe areas for the showman are on either side of the horse at the side of the neck or shoulder, but not directly in front of the animal. English type hunters are generally posed so that the rear legs are offset.
6. Always allow yourself and your neighbor plenty of room in the line up. Leave at least one animal length, approximately ten feet, between animals while walking and in the line up.

7.

## **HUNT EQUITATION**

### **GENERAL RULES**

The emphasis of judging in an equitation class is on the rider's ability to show the animal through the aids by demonstrating the following skills: exhibit both a working and extended walk by use of seat and legs, transition and sit smoothly to the slow trot, control the medium or working trot with light hands and post, produce an extended trot both seated and in light or two point seat, exhibit smooth transitions between all gaits, exhibit collected, working and extended canter, hand gallop with control, counter canter, produce suppleness and balance with deep seat and subtle leg aids, perform smooth bends in circles and corners.

### **BASIC POSITION**

1. To mount, take up the reins in left hand and place hand on withers, grasp stirrup leather with right hand and insert left foot in stirrup and mount. To dismount, rider may either step down or slide down. The size of the rider must be taken into consideration.
2. The rider should have a workmanlike appearance, seat and hands light and supple. Hands should be over and in front of the horse's withers, knuckles 45 degrees inside the vertical, hands slightly apart and in a straight line between the rider's elbows and the horse's mouth. Method of holding the reins is optional and bight of the reins may fall on either side. The eyes should be up and the shoulders back and square. The ball of the foot should rest on the irons. Toes should be at an angle best suited to rider's conformation, heels down, calf of the leg in contact with the horse slightly behind the girth. Knee and upper leg should maintain light contact.
3. At the walk and sitting the trot, the body should be vertical and balanced. When posting, the body may be slightly inclined forward. At a canter, a very slight forward inclination is appropriate, but a larger inclination may be used at the gallop. At all gaits, the inclination of the body should be determined by the angle necessary to balance and engage the horse. A light seat may be used at the gallop.
4. The rider's position and guidance should encourage the horse to track up at a walk and sitting trot, keeping the hocks engaged. The horse should move freely and with rhythm. At a posting trot, rider should ask the horse to extend, but not move heavily onto the forehand or develop excessive speed. At a canter, control and balance should be maintained. At a gallop, avoid excessive speed, maintain balance, and maneuverability. The action of seat, legs, and hands should encourage the horse to round and move willingly. The judge must recognize that the conformation of some horses may not be ideal for the hunter type, and judge the efforts and skill of the exhibitor in getting maximum hunter type performance out of their horse.

### **LOT ROUTINE**

1. Exhibitors enter the ring turning to the right and proceeding counter-clockwise. Horses are to be shown at a walk, trot and canter both ways of the ring. The order to reverse can be executed by turning away from the rail. Light contact with the horse's mouth is required. Exhibitors will line up on command.

2. When individual tests are called for, the judge's opinion rests on equal analysis of the rail work and tests. The fall of a horse or rider does not necessarily eliminate, but may be penalized at the judge's discretion. Judges are encouraged to call for tests of the top competitors. Tests may be performed either individually or collectively. Instructions should be announced in the show ring. For exhibitors grades 3-5, tests A-F are appropriate. For exhibitors grades 6-13, tests A-K are appropriate.

Tests are:

- A. Back.
- B. Drop and pick up stirrup in motion.
- C. Figure eight at a trot, demonstrating change of diagonals. Circling clockwise, on the left diagonal, rider should be sitting when left leg is on the ground; circling counter-clockwise, on the right diagonal rider should be sitting when right leg is on the ground.
- D. Figure eight at a canter on correct lead demonstrating simple change of lead, where the horse is brought back down into a walk or trot before changing leads. Figures start in the center of two 20-meter circles so that one change of lead is demonstrated.
- E. Ride without irons.
- F. Riders may be asked pertinent questions about equitation, horses, and equipment.
- G. Figure eight at a canter on correct lead, demonstrating flying change of lead.
- H. Change leads down center of ring demonstrating simple change of lead.
- I. Execute a serpentine at a trot and/or canter on correct lead. Demonstrate riding a series of left and right half circles off center or an imaginary line where correct diagonal or lead change must be shown. Judge will announce whether simple or flying lead change is required.
- J. Canter on a counter lead.
- K. Turn on forehand and/or turn on haunches.

## **HUNTER UNDER SADDLE/PLEASURE**

### **GENERAL RULE**

This is a pleasure class and the emphasis is on judging the horse. The horse should exhibit the qualities of a good hunter. The horse should cover ground easily with engagement and a good stride, wasting little action or energy in movement. The horse should be obedient, alert and supple, bending into circles and balanced in corners. Hock engagement and transitions should suggest ability to clear obstacles without hanging or dropping onto the forehand. At a gallop, the horse should show suspension or elevation without excessive up and down action of the back. Hunters should suggest the ability to cover open ground and obstacles without tiring or exhausting the rider.

### **LOT ROUTINE**

1. The lots are to be judged on soundness, manners, performance and suitability of horse to rider.
2. Horse and rider should present an overall picture of a willing, well mannered, balanced hunter capable of covering ground with impulsion, but not excessive speed
3. The horses will be shown at a walk, trot, and canter both ways of the ring. When reversing, do not turn on the haunches.
4. Light contact with the horse's mouth is required. Horses should be obedient, alert, responsive and move freely. They should not be eliminated for slight errors.
5. Judges may ask horses to hand gallop collectively, one way of the ring. No more than eight will be asked to hand gallop at one time. Riders grade 3-5 will not be asked to hand gallop.

# **SADDLE SEAT DIVISION**

## **GENERAL REQUIREMENTS**

### **APPOINTMENTS AND TACK**

1. Exhibitors are being judged on ability. Riders should present a neat appearance. The following requirements are based on tradition and general present day customs.
2. Adjustments to tack and attire for valid medical reasons are permitted, provided the show management is notified prior to the class.
3. Informal, Semi-formal or Formal attire may be worn at the option of the exhibitor, regardless of the time of day of the lots. Conservative colors are appropriate (i.e., solid colors, herringbone, pin stripes, and other combinations of colors that appear to be solid) for the jacket. The exhibitor must wear jodhpurs and jodhpur boots. Gloves provide a finished appearance.
4. A SEI approved safety helmet, properly fitted, with safety harness securely fastened, is to be worn at all times when mounted. Hair should be neat and confined.
5. Mounted Tack - Entries shall be shown in a double bridle or pelham bit. A flat saddle must be used. Forward seat, western, and sidesaddles are prohibited. Martingales and tie-downs are prohibited. Spurs without rowels, whips, or crops are optional.
6. Showmanship Tack - Halter or bridle should be clean, properly adjusted and fitted, with a throatlatch, and of sufficient sturdiness of construction to allow for safe handling of the horse. The curb chain must be at least a half-inch wide and lay flat against the animal's jaw. Walking horses, Paso Fino, and Fox Trotters are examples of breeds that are permitted to use a curb bit with a single rein. If showing in a pelham or full bridle, the snaffle rein is across the withers and the animal is led with the curb rein. A whip is permitted in Showmanship. Spurs are prohibited in Showmanship.

## **SADDLE SEAT SHOWMANSHIP**

### **GENERAL RULES**

1. The purpose of showmanship is to encourage members to properly prepare and exhibit their animals, and to maintain high standards of horse management, responsibility, and pride towards their projects. Exhibitors are judged on their ability to groom, fit, and show their animals from the ground.
2. In showmanship the exhibitor's efforts are being judged, not the breed, type, or confirmation of the horse.
3. Showmanship is judged on a point system.
4. Be on time when your lot is called. The gate will not be held for late exhibitors. Once the first exhibitor has entered the arena you will no longer be allowed to check in for that lot.
5. Exhibitors must have their animals under control or they will be dismissed from the ring.
6. Helmets are optional in showmanship.

### **LOT ROUTINE**

1. Enter the ring as instructed by the ring assistant/gate person or as listed in the posted pattern. Be alert for instructions, which may be given by the judge or the ring assistant. Follow instructions carefully, practicing showmanship all the while you are in the ring. The judge may ask questions about horses and equipment.
2. The exhibitor and horse should work as a team with the horse responding to the slightest signals. Work calmly and quietly taking care not to jerk on the reins or abuse the horse's mouth. Using excessive gestures or speed is inappropriate. Always turn the horse away from you, to the right, unless otherwise noted in the posted pattern.
3. The exhibitor's leads from the horse's left side, holding the reins or lead in the right hand approximately 12 inches from the bridle or halter with the remainder of the reins or lead folded neatly and safely in the left hand. Do not wrap or loop any portion of the folded reins or lead around your wrist or hand. Use of a lead chain is optional. When leading, be in position on the left side of the horse between the head and shoulders.
4. A well-trained horse will move readily and freely at a walk or trot with a minimum of urging. You will be asked to show your horse in action at the walk and trot. Watch the ring assistant and judge for instructions. When asked to show your horse in action, allow the judge an unobstructed view of the horse in action. If working individually, the animal should move in a straight line away from, or back to, the judge. When asked to

move your horse from one position to another, always turn your horse to the right, away from you, unless specifically stated otherwise by the judge's pattern. Turning to the right prevents your horse from stepping on you and is done for safety reasons. When leading your horse back into the spot in line that you vacated after executing a pattern, do not turn your horse to face forward in the line until the next horse has begun the pattern (unless specifically stated otherwise in the judge's pattern). Turning your horse in line before the next horse has left may crowd the other horses and create a safety hazard.

5. When posing your horse for the judge, the horse should set up quickly, stand quietly, and move forward or backward freely on command. Horses are trained to pose by use of the reins or lead and soft commands. A good showman will train the horse to pose so that the necessary signals are unnoticed by others. When posing the animal, stand towards the front and face the horse with toes pointing toward the shoulder. The safe areas for the showman are on either side of the horse at the side of the neck or shoulder, but not directly in front of the animal.
6. Your horse should stand as straight as possible with weight distributed on all four legs. If your horse stretches, you should walk a step forward out of the stretch, before you back.
7. Always allow yourself and your neighbor plenty of room in the line up. Leave at least one animal length, approximately ten feet, between animals while walking and in the line up.

## **SADDLE SEAT EQUITATION**

### **GENERAL RULES**

The required equitation seat should not be exaggerated, but be thoroughly efficient and comfortable for riding the type of horse at any gait and for any length of time. In saddle seat equitation lots, the rider should convey the impression of effective and easy control.

### **BASIC POSITION**

1. The hands should be held in an easy position and show sympathy, adaptability, and control. The height that the hands are held above the horse's withers is determined by how and where he carries his head. The method of holding the reins is optional, however, both hands must be used and all reins must be picked up at one time (Two reins are properly held in each hand with the snaffle rein outside the little finger). Bight of rein should fall on the right side.
2. To obtain proper position, rider should place themselves comfortably on the saddle and find the center of gravity by sitting with a slight bend at the knees but without the use of irons. Irons should be placed on the ball of the foot with even pressure on entire width of sole and center of iron. The rider's back should be straight but relaxed the shoulders square and the head up. Foot position should be natural (neither extremely in or out), with heels lower than the toes and feet nearly parallel.
3. At the walk, slight motion in the saddle is appropriate. At the trot or intermediate gait, slight elevation in saddle posting with hips under body is appropriate. Movement should avoid mechanical up and down or swinging forward and backward. At the canter maintain a close seat, moving with the horse.

### **LOT ROUTINE**

1. Riders enter the ring turning to the right and proceeding counter-clockwise. Horses are to be shown at a walk, trot (or intermediate gait) and canter both ways of the ring. The order to reverse can be executed by turning either towards or away from the rail. Entries will line up on command and any or all riders may be required to execute appropriate tests.
2. When individual tests are called for, the judge's opinion rests on equal analysis of the rail work and tests. The fall of a horse or rider does not necessarily eliminate, but may be penalized at the judge's discretion. Judges are encouraged to call for tests of the top competitors. Instructions will be publicly announced. Tests may be done individually or collectively. For exhibitors grades 3-5, tests A-G are appropriate. For exhibitors grades 6-13, tests A-K are appropriate.

Tests are:

- A. Address reins.
- B. Back.

- C. Back for not more than eight steps.
- D. Performance on the rail.
- E. Change of diagonals down center of ring or on the rail.
- F. Riders may be asked pertinent questions about equitation, horses and equipment.
- G. Figure eight at a trot demonstrating change of diagonals. At left diagonal, the rider should be sitting the saddle when left front leg is on the ground; at right diagonal, rider should be sitting the saddle when right front leg is on the ground. When circling clockwise, rider should be on the left diagonal; when circling counter clockwise, rider should be on the right diagonal.
- H. Figure eight at canter on correct lead demonstrating simple change of lead. A simple lead change is when the horse is brought back into a walk or trot, and then restarted into a canter on the opposite lead. Figures start in the center of two circles so that one lead change is shown.
- I. Execute serpentine at a trot and/or canter on correct lead, demonstrating simple change of lead. A series of left and right half circles off center of an imaginary line where correct diagonal or lead must be shown.
- J. Change lead down center of ring or on rail, demonstrating simple change of lead.
- K. Ride without stirrups for a brief period of time, no more than one minute, at the trotting phase.

## **SADDLE SEAT PLEASURE**

### **GENERAL RULES**

This is a pleasure class and emphasis is on judging the horse. Suitability as a pleasure mount is important. Entries in this lot may be shown with either a full or roached mane and tail. Tails must be carried naturally and must not be gingered or put in a tail set in preparation for the show. The fact that a horse's tail has once been set does not exclude participation in pleasure horse classes.

### **LOT ROUTINE**

1. The lots are to be judged on soundness, manners, performance and suitability of horse to rider.
2. The horses will be shown at a walk, trot (or intermediate gait), and canter both ways of the ring.
3. Light contact with the horse's mouth must be maintained. Horses should be obedient, alert, responsive and move freely.
4. Excessive pulling, tossing of the head, going sideways and switching tail should be penalized.

## **WESTERN/STOCK SEAT DIVISION**

### **GENERAL REQUIREMENTS**

#### **APPOINTMENTS AND TACK**

1. Clothing must be workmanlike and neat. Riders must wear western style attire that includes long pants and a long sleeved shirt or jacket. Boots and an appropriately fitted SEI approved helmet with the safety harness securely fastened are required while mounted. A necktie, kerchief, or bolo tie is optional. Spurs, chaps, sweaters, coats, and vests are optional. Hair must be neat and securely fastened if long, so as to not cover the rider's number.
2. Adjustments to tack and attire for valid medical reasons are permitted, provided the show management is notified prior to the lot.
3. Showmanship: The halter should be clean, properly adjusted and fitted, with a throatlatch, and of sufficient sturdiness of construction to allow for safe handling of the horse. Spurs are prohibited in Showmanship lots.
4. The saddle should fit the horse and rider. Stirrups shall hang freely from a standard western saddle. Side Saddles are prohibited.
5. Bits with a shank must have a curb chain or strap. Curb chains or straps must be at least a ½ inch wide and lie flat. No wire, metal or rawhide device is permissible in conjunction with or as part of the leather chinstrap.
6. Horse or ponies, five and under, may use a snaffle bit without shanks or a bosal, and must be ridden two-handed.
7. Horses or ponies six and over must use a shank bit and be ridden one-handed.

8. Mechanical hackamores, tie-downs, running martingales and draw reins are prohibited. Cavesson-type nosebands are prohibited. If a lariat or riata is carried, it must be attached to the fork of the saddle. Silver equipment may be used but will not be given preference over good working equipment.

## **WESTERN SHOWMANSHIP**

### GENERAL RULES

1. The purpose of the showmanship program is to encourage members to properly prepare and exhibit their animals, and to maintain high standards of horse management, responsibility, and pride towards their projects. Exhibitors are judged on their ability to groom, fit, and show their animals from the ground.
2. In showmanship, it is the exhibitor's efforts that are being judged, not the breed, type, or conformation of the horse. Showmanship is judged on a point system.
3. Be on time when your lot is called. The gate will not be held for late exhibitors. Once the first exhibitor has entered the arena you will no longer be allowed to check in for that lot.
4. Exhibitors must have their animals under control or they will be dismissed from the ring.
5. Helmets are optional in showmanship.

### LOT ROUTINE

1. Enter the ring as instructed by the ring assistant/gate person or as listed in the posted pattern. Be alert for instructions, which may be given by the judge or the ring assistant. Follow instructions carefully, practicing showmanship all the while you are in the ring. The judge may ask questions about horses and equipment.
2. The exhibitor and horse should work as a team with the horse responding to the slightest signals. Work calmly and quietly taking care not to jerk on the halter, or abuse the horse's head. Using excessive gestures or speed is inappropriate. Always turn the horse away from you, to the right, unless otherwise noted in the posted pattern.
3. The exhibitor leads from the horse's left side, holding the lead in the right hand approximately 12 inches from the halter, with the remainder of the lead held neatly and safely in the left hand. Do not wrap or loop any portion of the lead around your wrist or hand. Use of a lead chain is optional. When leading, be in position on the left side of the horse between the head and shoulders.
4. A well-trained horse will move readily and freely at a walk or trot with a minimum of urging. You will be asked to show your horse in action at the walk and trot. Watch the ring assistant and judge for instructions. When asked to show your horse in action, allow the judge an unobstructed view of the horse in action. If working individually, the animal should move in a straight line away from or back to the judge. When asked to move your horse from one position to another, always turn your horse to the right, away from you, unless specifically stated otherwise by the judge's pattern. Turning to the right prevents your horse from stepping on you and is done for safety reasons. When leading your horse back into the spot in line that you vacated after executing a pattern, do not turn your horse to face forward in the line until the next horse has begun the pattern (unless specifically stated otherwise in the judge's pattern). Turning your horse in line before the next horse has left may crowd the other horses and create a safety hazard.
5. When posing your horse for the judge, the horse should set up quickly, stand quietly, and move forward or backward freely on command. Horses are trained to pose by use of the lead and soft commands. A good showman will train the horse to pose so that the necessary signals are unnoticed by others. When posing the animal, stand towards the front and face the horse with toes pointing toward the shoulder. The safe areas for the showman are on either side of the horse at the side of the neck or shoulder, but not directly in front of the animal. Stock type western animals are generally posed with all legs squared.
6. Always allow yourself and your neighbor plenty of room in the line up. Leave at least one animal length, approximately ten feet, between animals while walking and in the line up.

## **WESTERN HORSEMANSHIP**

### GENERAL RULES

The emphasis of judging in a horsemanship class is on the rider's ability to show the animal through the use of their aids (seat, legs, and hands) and the suitability of the horse to rider and the rider's ability to get the best performance from the horse.

## BASIC POSITION

1. To mount, take up the reins in left hand and place hand on horse's neck in front of the withers and with rommel or end of the reins on the near side. Grasp stirrup with the right hand; place left foot in stirrup, then grasp saddle horn with right hand and mount. If a rommel is used, it should be moved to the off side of the horse after mounting.
2. To dismount, rider may either step down or slide down. The size of rider must be taken into consideration. It is optional with the rider whether the right rein is left up or taken down when dismounting.
3. When mounted, arms are in a straight line with body, with the one holding reins bent at elbow.
4. Only one hand is used for reining and hands shall not be changed. Hands are to be around reins. When using split reins, one finger between the reins is permitted. Any excess rein should fall on the same side of the horse as the hand you are using. When using a rommel, no finger between reins is allowed.
5. The position of the hand not being used for reining is optional, but it should be kept free of the horse and equipment and held in a relaxed manner with the rider's body straight at all times. Rider can hold rommel to adjust the position of the reins, provided it is held at least 16 inches from the reining hand.
6. Hands should be above the horn and as near to it as possible.
7. In cases where a junior horse or pony five and under is shown with a snaffle bit (no shanks) or bosal, the animal must be shown with both hands on the reins. The rider's hands should be carried near the pommel and not further than four inches out from either side.
8. Rider's hands should be quiet, show adaptability and control.
9. The rider should sit the saddle with legs hanging straight and slightly forward to the stirrups or with the knees slightly bent and weight directly over the balls of the feet. The stirrups should be just short enough to allow heels to be lower than toes. Body should always appear comfortable, relaxed, and flexible.
10. Riders should sit to the jog and not post. At the lope, rider should be close to the saddle. All movements of the horse should be controlled by the use of unnoticeable aids and shifting of the rider's weight is not desirable.

## LOT ROUTINE

1. Riders enter the ring at a walk or jog turning to the right and proceeding counter-clockwise. Horses are to be shown at a walk, jog, and a three beat lope. They must be worked both ways of the ring and must be always on the correct lead. The order to reverse must be executed by turning away from the rail. Riders should be able to perform not only the ring routine demanded of them, but should also be able to perform whatever additional tests the judge may ask. Riders will not be asked to change horses.
2. When individual tests are called for, the judge's opinion rests on equal analysis of the rail work and tests. The fall of a horse or rider does not necessarily eliminate, but may be penalized at the judge's discretion. Judges are encouraged to call for tests of the top competitors. Tests may be performed either individually or collectively. For exhibitors, grades 3-5, only tests A-E are appropriate. For exhibitors in grades 6-13 in regular lots, any tests A-G may be requested.

Tests are:

- A. Back
- B. Figure eight at the jog.
- C. Lope and stop.
- D. Figure eight at the lope on correct lead, demonstrating simple change of leads (This is a change whereby the horse is brought back into a walk or jog and restarted into a lope on the opposite lead).
- E. Ride without stirrups.
- F. Figure eight at lope on correct lead, demonstrating flying change of lead.
- G. Change leads down center of ring, demonstrating simple change of lead.

## WESTERN PLEASURE

### GENERAL RULES

Western Pleasure is judged on the horse. Suitability as a pleasure mount is important.

## LOT ROUTINE

1. The lots are to be judged on soundness, manners, performance and suitability of horse to rider.
2. The horses will be shown at a walk, jog and a three beat lope both ways of the ring. The judge may call for Entries shall be penalized for being on the wrong lead.
3. All exhibitors may be required to back in a straight line in all lots.
4. Light contact with the horse's mouth must be maintained. Horses should be obedient, alert, responsive and move freely.
5. Excessive pulling, tossing of the head, going sideways and switching tail should be penalized.

## **WESTERN PATTERN DIVISION**

### GENERAL RULES

1. This lot is an opportunity for the horse and rider to demonstrate their skills with a pattern.
2. The lot will be judged on the ability of the horse and rider to execute each movement in a collected and controlled manner.
3. The patterns for Level 1 and Level 2 will be posted by 8:00 AM the morning of the show.
4. At the end of the pattern, an exhibitor must dismount and the drop their bridle for inspection upon the judge's request.

### APPOINTMENTS AND TACK

Standard western appointments and tack should be used. Refer to Western/Stock Division for full description.

### LEVEL 1 PATTERN

Level 1 Pattern is a Beginner to Intermediate level pattern. Exhibitors in this lot should demonstrate basic pattern skills and execute maneuvers in a controlled, collected and quiet manner. The pattern will include the required elements as well as additional maneuvers.

#### REQUIRED ELEMENTS FOR LEVEL 1

1. Pivot on the haunches no more than 180 degrees.
2. Back a minimum of four steps.
3. Stop and settle horse.
4. Lope and jog.

### LEVEL 2 PATTERN

Level 2 Pattern is an Intermediate to Advanced level pattern. Exhibitors in this lot should demonstrate proficiency and competence with basic pattern skills and the ability to handle a more challenging pattern than Level 1. Exhibitors should guide their horses through the pattern in a controlled, collected and quiet manner.

#### REQUIRED ELEMENTS FOR LEVEL 2

1. Pivot on the haunches exceeding 180 degrees.
2. Back a minimum of four steps.
3. Stop and settle horse.
4. Change of lead.
5. Lope and jog.

### FAULTS AGAINST HORSE AND RIDER

1. Excessive jawing, open mouth or head raising on stop.
2. Lack of smooth stop on haunches, breaking gaits, refusing to change leads, anticipating signals, stumbling or falling, wringing tail, backing sideways.

3. Losing stirrup, holding on or unnecessary aid given by the rider to the horse (such as unnecessary talking, petting, spurring, jerking of reins, etc.).
4. Horses should respond easily, fluently, effortlessly, and with reasonable speed throughout the pattern. To induce the horse to perform will be considered a fault and scored accordingly.
5. Changing hands on reins, touching saddle with free hand or two hands on the rein at any time is a disqualification.
6. Not following the pattern will result in disqualification.

## **WESTERN MUSICAL FREESTYLE REINING**

### **GENERAL RULES**

The purpose of this lot is to design a program of western reining maneuvers synchronized to music and coordinated with costume and tack. The lot will be judged 60% on technical merit and 40% artistic merit. See the following score sheet.

1. **Complete the Worksheet describing the designed program. Submit the completed work sheet on Tuesday between the hours of 12:00 PM and 8:00 PM at the check in table.**
2. Pick a costume to suit the music you choose. Music and costumes must be tasteful and appropriate. Be careful your tack and costumes will not interfere with your horse. Props of your choosing may be used as long as they can be applied safely and are complimentary to your routine. Long pants, boots, and a SEI approved helmet, properly fitted, with safety harness securely fastened, are required for all exhibitors.
3. You may exceed the minimum number of required moves and you may add others. However, your routine may not be longer than five minutes. Programs over 5 minutes may be penalized.
4. An original program should be designed each year.
5. Tack: Appropriate Western tack is required. See Western Division guidelines. Split reins or rommel reins are required. The use of protective polos, splint boots, bell boots and skid boots is permitted. Bareback and bareback pads are not permitted.
6. Excessive speed or lack of control will be cause for disqualification.
7. Music is mandatory. **It is the responsibility of the exhibitor to supply the music, player, and one person to play the music.** You may request a sound check in advance of the class at a time agreeable to the show management. In case of a technical failure in the playing of the music, the exhibitor has the option of continuing the ride, or to begin it again from the beginning when the music has been restarted.
8. Exhibitors are to ride a pattern at the level they declare. Executing maneuvers of a greater difficulty than the level stated shall be penalized.
9. Additional points for variety and artistic impression may be earned through repetition of maneuvers, including maneuvers beyond what is required, increasing the frequency of maneuvers and including additional maneuvers of figures such as a serpentine at any gait, consecutive lead changes, or other western pattern elements such as a pivot on the forehand, side pass, etcetera.
10. Exhibitors are allowed to use markers, however, the exhibitor is responsible for providing and setting the markers up in a timely manner, this includes removing markers from the arena upon completion of their pattern.

### **REQUIRED MOVEMENTS**

All programs must include numbers 1 and 2:

1. Lope-Stop-Settle horse.
2. Back at least ten feet.

Exhibitor's program must also include each of the following elements listed under each level.

#### **Beginner Program**

3. Lope a circle to the right.
4. Lope a circle to the left.
5. 90 degree pivot on the haunches to the right.
6. 90 degree pivot on the haunches to the left.
7. Change of gait.
8. Change of direction at lope (through halt).

### Intermediate Program

9. 180 degree pivot on the haunches to the right.
10. 180 degree pivot on the haunches to the left.
11. Large circle at the lope.
12. Small circle at the lope.
13. Change of speed at the lope.
14. Change of direction at the lope (simple lead change-through walk or trot).

### Advanced Program

15. 360 degree spin or pivot on the haunches to the right.
16. 360 degree spin or pivot on the haunches to the left.
17. Two small slow circles (one in each direction).
18. Two large faster circles at a safe speed (one in each direction).
19. Two rollbacks, one in each direction (rollbacks are a rapid turn on the haunches in the direction of the rail, from a reasonable distance or stopping and turning in the direction opposite to the horses lead).
20. Change of direction at lope (flying change).



## Western Musical Freestyle Reining Score Sheet

Exhibitor Number \_\_\_\_\_

Technical Score-Required Moved 60%						
Required Moves	Beginner		Intermediate		Advanced	
1. Lope –Stop-Settle Horse	6		6		3	
2. Back ten feet	6		6		3	
3. Lope a circle to the right	6					
4. Lope a circle to the left	6					
5. 90 degree pivot on the haunches to the right	6					
6. 90 degree pivot on the haunches to the left	6					
7. Change of gait	6x2					
8. Change of direction at lope (through halt)	6x2					
9. 180 degree pivot on the haunches to the right			6			
10. 180 degree pivot on the haunches to the left			6			
11. Large circle at the lope			6			
12. Small circle at the lope			6			
13. Change of speed at lope			6x2			
14. Change of direction at the lope (simple change)			6x2			
15. 360 degree spin or pivot on the haunches to right					6	
16. 360 degree spin or pivot on the haunches to left					6	
17. Two small slow circles (one in each direction)					6 x2	
18. Two large faster circles at a safe speed (one in each direction)					6 x2	
19. Two rollbacks (one in each direction)					6x2	
20. Change or direction at lope (flying change)					6	
<b>Required Subtotal</b>						
Artistic Impression 40%	Maximum Score		Score			
Showmanship & Turnout of horse and rider	10					
Choreographic composition-ideas-variety and originality	10					
Suitability of music to movements	10					
Additional movements beyond what is required	10					
<b>Artistic Subtotal</b>						
<b>Combined Score Subtotal</b>						
Deductions for faults: excessive jawing, head raising, lack of smoothness, stumbling or falling, wringing of tail, over cueing by talking, spurring, quirked or jerking rein. Excessive speed, over time limit			<b>Deducted Points</b>			
Judges comments						
<b>Total Score</b>						

# DRAFT BREED SHOWMANSHIP

## GENERAL RULES

1. The purpose of Showmanship is to encourage members to properly prepare and exhibit their animals, and to maintain high standards of horse management, responsibility, and pride towards their projects.
2. Exhibitors are judged on their ability to fit, groom, and show the animals from the ground.
3. In Showmanship, it is the exhibitor's efforts that are being judged, not the breed, type, or conformation of the horse.
4. Showmanship is judged on a point system.
5. An adult may accompany the exhibitor, for safety purposes, with the prior notification to the show management.
6. Be on time when the lot is called. The gate will not be held for late exhibitors. Once the first exhibitor has entered the arena you will no longer be allowed to check in for the lot.
7. Exhibitors must have their animals under control or they will be dismissed from the ring.

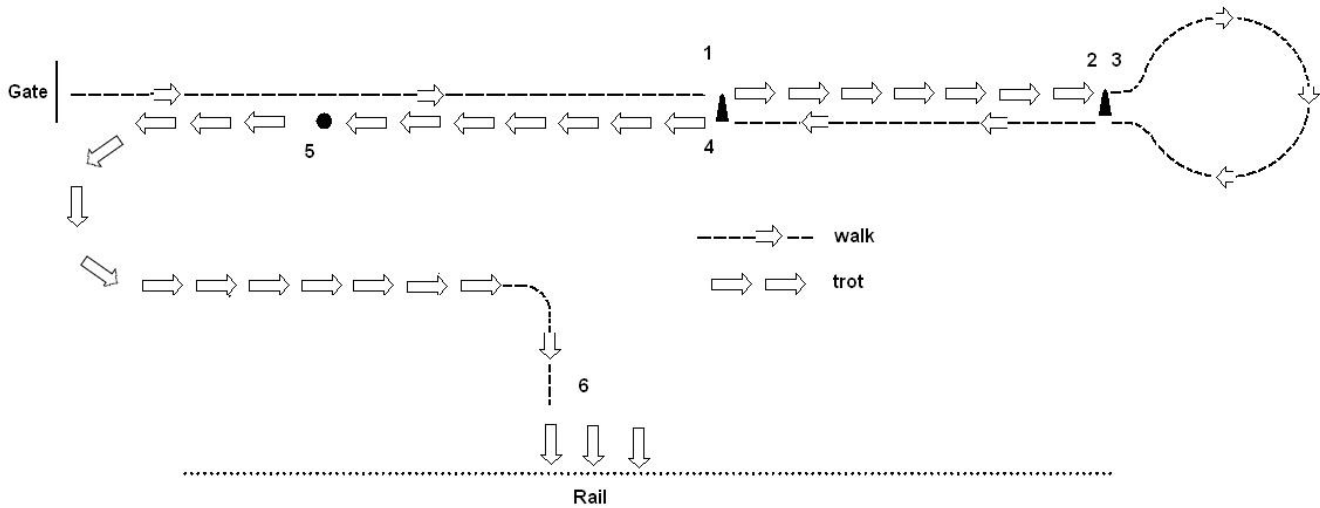
## APPOINTMENTS AND TACK

1. Rolling, braiding, and decorating should be done to breed standards. The exhibitor should do such work.
2. The animal should wear a leather draft halter, a rope halter, or a bridle.
3. A standard draft show stick, used to set up the horse, is optional. No whip person is allowed.
4. Clothing must be clean and neat. Dark colored pants or slacks with a belt are preferred. Boots must be worn. Hats, gloves, tie and coats of choice may be worn. Hair should be neat and confined. Shorts, skirts, sleeveless shirts, tank tops, farm names or personal exhibitor identification are not allowed.
5. Helmets are optional in showmanship.

## LOT ROUTINE (One pattern is used by all exhibitors. The pattern is shown on the following page.)

1. Enter the ring at the gait requested. Watch the ring assistant/gate person for instructions as to where to go. Be alert for instructions, which may be given by the judge or the ring assistant. Follow instructions carefully, practicing showmanship all the while you are in the ring. The judge may ask pertinent questions about horses and equipment.
2. The exhibitor and horse should work as a team with the horse responding to the slightest signals. Work calmly and quietly taking care not to jerk on the reins or lead or abuse the horse's mouth. Using excessive gestures or speed is inappropriate. **Always turn the horse away from you, to the right.** Draft horses do not pivot on their hind legs.
3. The exhibitor leads from the horse's left side, holding the reins or lead in the right hand near the halter or bridle with the remainder of the lead or reins folded neatly and safely in the left hand.
4. When leading, be in position on the left side of the horse between the head and shoulders. A well-trained horse will move readily and freely at a walk or trot with a minimum of urging.
5. You will be asked to show your horse in action at the walk and trot. Watch the ring assistant and judge for instructions. When asked to show your horse in action, allow the judge an unobstructed view of the horse in action. When asked to move your horse from one position to another, lead your horse forward, turn to the right, lead back through the spot you vacated, and enter your new position from the rear. Do not turn your horse in line as you may crowd other horses and create a safety hazard.
6. Draft showmanship participants do not switch sides of the horse as the judge moves around them, but they should be aware of the judge at all times, while keeping a constant watch on their horse. When setting up their horse, they may switch lead/rein to left hand and use right hand on show stick or on horse in order to set the horse up. Your horse should set up quickly, stand properly and move backward or forward freely. After the horse is set up, exhibitor remains at the side of the horse's head facing the left shoulder of the horse, never turning their back on the horse.
7. Always allow yourself and your neighbor plenty of room in the line up. Leave at least one animal length, approximately ten feet, between animals while walking and in the line up.

## DRAFT BREED SHOWMANSHIP PATTERN



1. One pattern is used:
  1. Walk from entry gate towards the judge. Continue past the judge to the first cone.
  2. At the first cone, trot to the second cone and halt.
  3. Walk in a circle and continue to walk to the first cone, along the original line.
  4. Pick up a trot and continue to the judge.
  5. Halt; set up in front of the judge.
  6. Following inspection, trot away from the judge and line up on the rail with the horse facing the rail.
2. Remember to turn your draft breed in a circle, not pivot on its' hind legs as is commonly seen in light horse classes.
3. The judge wants to see a brisk walk and free-moving trot.
4. After setting up, the judge may ask the exhibitor to back their horse.

# MUSICAL FREESTYLE DRILL TEAM

## GENERAL RULES

1. **Complete the Worksheet describing the designed program. Submit the completed work sheet on Tuesday between the hours of 12:00 PM and 8:00 PM at the check in table.**
2. The purpose of this class is to have fun working as a unit. Maneuvers may be of a traditional drill team type or of a freestyle program type. A new program should be designed and presented each year. The program should be limited to six minutes. Programs over 6 minutes may be penalized.
3. Long pants, boots, and a SEI approved helmet, properly fitted, with safety harness securely fastened is required for all exhibitors.
4. Any standard style tack and clothing are permitted (Saddle Seat, Hunt or Western) or appropriately coordinated costumes suitable to the music being performed.
5. Bareback and bareback pads are not permitted.
6. Music is mandatory. **It is the responsibility of the exhibitor to supply the music, player, and one person to play the music.** You may request a sound check in advance of the class at a time agreeable to the show management. In case of a technical failure in the playing of the music, the exhibitor has the option of continuing the ride, or to begin it again from the salute when the music has been restarted.
7. Costumes and music must be tasteful and appropriate.
8. Excessive speed or lack of control will be cause for disqualification.

## REQUIRED MOVEMENTS

1. A CHANGE OF PACE (2 movements required)  
A definite change of pace from lope/trot-walk or any combination. Pace should remain for length of arena, across the arena or a complete revolution in circles or pivots.
2. A MANEUVER BY PAIRS (2 movements required)  
Any maneuver ridden in pairs.
3. SINGLE FILE CROSS (THREAD THE NEEDLE) (2 movements required)  
Two single file lines, crossing ahead of or behind each on-coming rider. Riders may approach from same end or opposite ends of the arena. Variations shall include leaving from the long sides or short ends of the arena. Spacing may vary.
4. 360 DEGREE WHEEL (1 movement required)  
The pivot may be from the center or the end.
5. CHANGES IN FILE ORDER (2 movements required)

You may add any other movements that can be synchronized to your music.



## Musical Freestyle Drill Team Score Sheet

Exhibitor Number \_\_\_\_\_

<b>Technical Score – Required Moves</b>			<b>60% of Total Score</b>		
<b>Number of Required Moves</b>	<b>Required Move</b>	<b>Maximum Points</b>	<b>1<sup>st</sup> Move</b>	<b>2<sup>nd</sup> Move</b>	<b>Total</b>
2	Change of Pace	6			
2	Maneuver by Pairs	6			
2	Thread the Needle	6			
1	360 Degree Wheel	12			
2	Change in File Order	6			
				Technical Subtotal	_____
<b>Artistic Impression</b>			<b>40% of Total Score</b>		
<b>Criteria</b>	<b>Maximum Points</b>	<b>Score</b>			
Showmanship and turnout of Horse and rider (uniformity)	10				
Choreographic composition-ideas-variety-originality (creativity)	10				
Suitability of music to movements	5				
Movements other than required	10				
Horsemanship	5				
				<b>Artistic Subtotal</b>	_____
				<b>Score Subtotal</b>	_____
Deductions for faults: not maintaining appropriate spacing and control, excessive jawing, head raising, lack of smoothness, stumbling or falling, wringing of tail, over cueing by talking, spurring, quirting, or jerking reins				<b>Deducted Points</b>	- _____
Comments				<b>TOTAL SCORE</b>	_____

## **DRIVING CLASSES**

### **PRESENTATION REQUIRED**

1. All turnouts (which include horse in harness, hitched to vehicle, with driver in the vehicle at the reins for vehicle driving lots and horse in harness with driver at the reins for the Line Driving lot) must be presented for inspection to the technical delegate. **Presentation for line drivers will be 30 minutes prior to the start of your lot. All vehicle turnouts must be ready for presentation at the start of the Line Driving lot.**
2. **An adult who can head the horse must accompany each turnout.** Presentation will take place before the class. The judge/technical delegate will review all turnouts, ill-fitting harness, vehicle defects, animal condition, etc. The judge/technical delegate may question the driver as to the driver and animal's training and experience.
3. The judge/technical delegate will either (a) pass the turnout as allowed to compete (b) suggest adjustments to harness, vehicle, etc. be done and re-inspected before competition, or (c) deny entry to one or more classes.
4. The judge/technical delegate's decision is final. All questions are to be directed to the show chair/technical delegate. Do not question the judge.

### **GENERAL RULES**

1. All drivers are responsible for complete knowledge and compliance with the rules of competition as set forth in these guidelines. These guidelines have been developed with reference to the Rulebook of US Equestrian Federation.
2. Drivers and parents should be certain that the horse or pony will remain under control in a noisy indoor arena, with camera flashes, spectator noise, and in the presence of other turnouts. You may be liable for damage to other turnouts in case your animal causes an accident.
3. **Drivers who are in grades 3-8 must be accompanied by a knowledgeable reinsman, 17 years or older.** Drivers in grades 9-13 will not be penalized if accompanied by a knowledgeable reinsman, 17 years or older. Only the driver may handle the reins, whip or brake during competition. If an adult handles the reins, whip or brake, the penalty for non-compliance is elimination, except in extra-ordinary circumstances where the safety of the exhibitor and turnout is threatened.
4. The judge must excuse from competition an unsafe vehicle, unruly horse, a driver clearly out of control, or in danger of becoming out of control.
5. It is the responsibility of each driver to ensure that harness and vehicle are in good repair and structurally sound and that the horse or pony is physically fit and trained for the tasks required of them. Bridles should fit snugly to prevent catching on a vehicle or other pieces of harness. Under no conditions should a bridle and reins be removed from a horse while the horse is put to a vehicle.
6. The driver must always be the first person to enter the vehicle and last to leave. The groom or attendant must be seated on the left side of the driver.
7. Drivers should strive to maintain a safe distance from other vehicles.
8. Horse/exhibitor combinations showing in Line-Driving may not show in any other driving lots.

### **USE OF WHIP**

1. An appropriate driving whip with a lash that reaches the shoulder of the equine must be carried in the driver's hand at all times while driving. The correct position of the driving whip is 45 degrees forward and 45 degrees up when not in use. A driver not carrying a whip will be penalized.
2. The whip salute is used to acknowledge the judge at the start and finish of individual reinsmanship tests and obstacle tests.
3. The whip salute shall be performed in one of the following ways:
  - A. With the whip held in the right hand, raise the whip vertically so that the butt of the whip is even with the face
  - B. With the whip held in the right hand, move it to a position parallel with the ground, the handle in front of the face

## DRESS OF DRIVER AND PASSENGER

1. Drivers should be dressed conservatively. Dress of the driver should conform to the turnout.
2. The driver and passenger shall always wear leather gloves and a SEI approved helmet, properly fitted, with safety harness securely fastened.
3. Gentlemen must wear a coat or jacket unless excused by the judge.
4. Women must wear conservative attire such as a tailored suit or slacks.
5. Drivers are required to wear an apron or lap robe for Pleasure and Reinsmanship lots.
6. Drivers must wear boots or shoes with a heel (no higher than two inches).
7. **Prohibited dress: period costumes, short skirts or dresses, bare shoulders, exposed midriff or low-cut shirts, jeans, sweatshirts, open-toed shoes, sandals, tennis shoes, or clogs.**

## GROOMS & HEADERS

1. A groom is optional for a single horse turnout.
2. The groom must be a knowledgeable reinsman, 17 years or older.
3. Grooms must be properly attired. Those not conforming will be placed accordingly.
4. Acceptable attire is:
  - A. Slacks, white shirt, SEI approved helmet, and gloves.
  - B. Hunt attire with SEI approved helmet, and gloves.
  - C. A conservative suit, white shirt, dark tie and SEI approved helmet, dark boots and leather gloves.
  - D. A conservative jacket, jodhpurs or drill trousers, jodhpur or paddock boots, white shirt and tie, leather gloves, and a SEI approved helmet, properly fitted, with safety harness securely fastened.
  - E. **Prohibited dress: period costumes, short skirts or dresses, bare shoulders, exposed midriff or low-cut shirts, jeans, sweatshirts, open-toed shoes, sandals, tennis shoes, or clogs.**

## THE HORSE

1. The horse may be of any breed, color, or size.
2. In Pleasure Driving competitions, boots or wraps are prohibited.
3. Braiding of the mane is optional. Mane and tail trimming may conform to breed standards. False hair or tail sets are prohibited.

## THE HARNESS

1. A throatlatch, noseband or caveson, and blinders are required. Breaching is required for all vehicles. Check reins, overcheck, sidecheck (both with or without separate overcheck bit), and running martingales may be used at the option of the exhibitor and as appropriate to the vehicle being used for Pleasure and Reinsmanship.
2. Overchecks and martingales are **prohibited in Obstacle lots** for all vehicles. Failure to comply will incur elimination.
3. Black harness is appropriate for painted vehicles and natural wood vehicles having black trim.
4. Brown or russet harness is appropriate for natural wood carts with brown trim.
5. All equipment should match, be clean and secure.
6. Snaffle or other types of standard driving bits are required. Twisted wire, gag and burr bits, in any form, are prohibited.

## THE VEHICLE

1. **The vehicle must properly fit the horse or pony.**
2. **The driver is responsible to see that the vehicle is in good repair, structurally sound and safe. Seats, footrests, etc. should be adapted for the size of the driver.**
3. Drivers should strive to present an appropriate turnout. A high-action horse should be put to a more formal vehicle. A low-going ground covering horse will look best with a road or country-type vehicle.
4. No stirrup or chariot types are permitted.
5. For Pleasure and Reinsmanship classes, the exhibitor may be required to back the horse and vehicle so turnout must be appropriate for such a maneuver if entered in those classes.

## **OBSTACLE LINE DRIVING**

### **GENERAL RULES**

1. Drivers must wear long pants, long sleeved shirts, boots and SEI approved helmet, properly fitted, with safety harness securely fastened. Wearing of skirts and dresses is prohibited.
2. A reinsman, 17 years or older, **MUST** accompany the driver to the starting line and meet the driver at the finish.
3. Line driven horse or pony/exhibitor combinations may not enter any other driving lots.
4. A bridle with noseband or cavesson and a standard driving bit is required. Blinders are required on the bridle. A surcingle or driving saddle with two rein terrets is required.
5. The reins must run through the top terrets. The reins may be leather or other flat lines, and should be at least twice as long as the length of the horse or pony. The reins should be carried in the driver's hands and not allowed to drag on the ground.
6. The driver must carry a whip with a lash and must wear leather gloves.

### **DRIVING COURSE**

1. The course is composed of a series of obstacles with no set route. The course diagram will be posted prior to the event.
2. Drivers are permitted to inspect the course on foot during the designated posted course walk through period prior to the beginning of the show. Drivers may have someone accompany them while doing the course walk. This will be the only opportunity for the course walk.
3. Placings will be determined by the shortest times for completing all the obstacles without any point penalties.

### **LOT ROUTINE**

1. Participants are to ground drive their horses through all obstacles in any order.
2. The clock will start and stop when the nose of the driver's horse/pony crosses the Start/Finish line. Drivers may pass through Start and Finish in any direction.
3. Balls are placed on top of each obstacle. Each ball knocked down is 5 penalty points. An obstacle not completed is 20 penalty points. Drivers will have three (3) tries to complete an obstacle before being asked to move on.
4. The time limit without penalty is 4 minutes. Drivers may use one extra minute to complete the course but are assessed 1 penalty point for each 5 seconds beyond the 4-minute time limit.
5. Walking is permitted. Trotting is encouraged. Cantering is not allowed. The judge may assess five (5) seconds to the time score for each break of gait for cantering.
6. Tests which may be required (but not limited to) are:
  - A. Serpentine
  - B. Rail road bridge
  - C. Drive in and back out
  - D. Open mailbox and mail a letter
  - E. Drive through an L
  - F. Drive through a long and narrow.
  - G. Drive through "water".
  - H. Drive around a barrel.

## **OBSTACLE DRIVING**

### **GENERAL RULES**

1. Drivers, and groom if carried, should dress as for pleasure driving. The driver must carry a whip with a lash that reaches the shoulder of the equine and must wear leather gloves.
2. A person riding as a groom or passenger may not compete as a driver in a class using the same course.

## DRIVING COURSE

1. The course is composed of a series of obstacles with no set route. Balls are placed on top of each obstacle, where applicable. The course diagram will be posted prior to the event.
2. Drivers are permitted to inspect the course on foot during the designated posted course walk through period prior to the beginning of the show. This will be the only opportunity for the course walk through. Drivers in grades 3-8 may have someone accompany them while doing the course walk. The driver should have an attendant or groom prepared to head their horse. Any question should be directed to the ring assistant, who will be situated at the course to receive questions. Horses/ponies may not be driven, led, or ridden over any portion of the course prior to the competition.
3. The placings will be determined by the number of points accumulated. In case of a point total tie, time scores will be used to determine the order of placing.

## LOT ROUTINE

1. Participants are to drive over a course of obstacles, each carrying a specific point value according to its degree of difficulty.
2. Drivers will be given two minutes of time for doing the obstacles. Time begins when the horse's nose crosses the Start and ends when it crosses the Finish. Drivers may pass through the Start and Finish in any direction.
3. Participants can choose their own course of obstacles. Some obstacles may not be driven at all. Drivers may do each obstacle twice but not consecutively.
4. An obstacle disturbed (ball down) on the first attempt will not be set up to be driven a second time. Points will not be scored for driving an obstacle that has been disturbed.
5. At the two minute time limit, the whistle will blow and drivers should quickly proceed to the Finish to stop the clock. However, any driver committed to an obstacle when the whistle blows may complete the obstacle for points and then proceed to the Finish. The judge will determine if the driver is committed to the obstacle.
6. The course can be driven at a walk and trot. Each break of gait (cantering) will add five (5) seconds to the time score.
7. Tests which may be required (but not limited to) are:
  - A. Serpentine
  - B. Pivoting 360 degrees
  - C. Rail road bridge
  - D. Drive in and back out
  - E. Open mailbox and mail a letter
  - F. Drive through an L
  - G. Drive through a long and narrow
  - H. Drive through "water"
  - I. Drive around a barrel

## **PLEASURE DRIVING AND REINSMANSHIP**

### LOT ROUTINE FOR PLEASURE DRIVING

1. Large lots should be split by the judge or by the show chair. The size of the ring will determine when lots will be split. The judge may separate the lots based upon driver age, horse or pony size, or two-wheeled and four-wheeled vehicles.
2. Excessive use of the voice and whip may be penalized.
3. No turnout may leave the arena after judging has begun without permission of the judge or ring assistant. If asked to leave by the judge, the driver must leave immediately.
4. Minor adjustments may be made to the harness, upon permission from the judge, without incurring a penalty.
5. Pattern :
  - A. Enter the arena to the right at the direction of the ring assistant. The driver will show both ways of the arena at a walk, slow trot, working trot, and strong trot, stand quietly and rein back. Listen for commands carefully.

- B. The WALK should be free, regular and unconstrained with moderate extension. The horse should show energy, but be calm and even.
  - C. In the SLOW TROT the horse should maintain impulsion while submitting to the bit and showing some collection. The horse should be steady with a regular cadence.
  - D. In the WORKING TROT the horse should go forward freely and straight on a taut but light rein. The hocks should be engaged with the rear feet covering the prints of the front feet. The horse should be supple and balanced.
  - E. Doing the STRONG TROT the horse should show a clear increase in pace and lengthening of stride over the working trot. Light rein contact should be maintained. The horse should extend, overstepping the front prints with the rear feet, but remain balanced. Excessive speed or any apparent loss of control will be penalized. The announcer may signal by saying "trot on," or "strong trot."
  - F. The horse must HALT squarely without veering and stand quietly, with weight on all feet.
  - G. When asked to REIN BACK, the horse should back straight for at least four steps. The horse should stop, and move forward willingly to the starting position. Aids should be light.
6. Pleasure Driving will be judged 70% on performance, manners, and way of going of the horse, 20% on the condition and fit of harness and vehicle and 10% on neatness and appropriateness of attire.

#### LOT ROUTINE FOR REINSMANSHIP

1. The lot will be judged primarily on the ability and skill of the driver. The judge will watch for correct use of whip, hands, and voice. Drivers may drive with one or two hands. Posture and steadiness are important.
2. Drivers shall enter the arena to the right at a walk. Drivers will show at a walk, slow trot, working trot, and strong trot, halt, and rein back (back the vehicle).
3. All drivers chosen for a workout may be worked at any gait requested by the judge. The judge may request a figure eight or other pattern.
4. Reinsmanship will be judged 75% on handling of reins and whip, control, posture and overall appearance of the driver and 25% on the condition of harness and vehicle and neatness of attire.

## TRAIL DIVISION

#### GENERAL RULES

1. Exhibitors will compete in the order of the posted class list. If the exhibitor does not enter the arena at his assigned slot, the class will be forfeited.
2. This class is open to Western, Hunt, and Saddle Seat style of riding, therefore the attire and tack must be appropriate to the style of riding. See requirements under Hunt Seat Division, Saddle Seat Division and Western Division. SEI approved helmets, properly fitted, with safety harness securely fastened, must be worn at all times by Trail exhibitors. Trail in Hand exhibitors have the option of wearing long pants and a long sleeved shirt instead of show attire.
3. Exhibitors in Trail in Hand lots may not exhibit in any riding lots.
4. Horses/ponies are required to work over and through obstacles.
5. The class will be judged with a score sheet. The time to finish the course is used in event of a point tie.
6. No horse/pony may enter the trail course area until the course and judge are ready.
7. Exhibitors are permitted to inspect the course on foot during the designated posted course walk through period prior to the beginning of the show. Exhibitors may have someone accompany them while doing the course walk. This will be the only opportunity for the course walk through.
8. The course will include a minimum of six obstacles and a maximum of eight obstacles. Care in preparing the course will be exercised to prevent a direct advantage to either small or large horses. The course should include a jog/trot and lope/canter of suitable duration to determine way of going. While the horse is in motion, exhibitor's hands shall be clear of the horse to avoid cueing. Horses will be penalized for any refusals while approaching obstacles.
9. A course diagram will be posted at least two hours before class begins. The diagram will indicate obstacles, path to follow and the gait the horse should take between obstacles.

10. Exhibitors must move on after **3 attempts/refusals or 30 seconds at each obstacle**. Penalties may be assessed for excessive time taken to complete the course.
11. Entries will be evaluated on responsiveness, willingness and general attitude.

### **TRAIL IN HAND**

#### LOT ROUTINE:

1. Each exhibitor will individually execute the course.
2. The judge will signal exhibitor to start and the exhibitor will proceed through the obstacles. Each obstacle completed will earn the exhibitor points.
3. The judge or ringmaster will ask the exhibitor to move on to the next obstacle after three refusals or 30 seconds.
4. If an obstacle is taken off course, no points will be awarded for that obstacle. Off course is defined as:
  - A. Taking an obstacle in the wrong direction or in the wrong sequence.
  - B. Negotiating an obstacle from the wrong side.
  - C. Using the wrong gait.
  - D. Not attempting an obstacle unless directed by the judge or ringmaster
5. Tests which may be required (but not limited to) are:
  - A. Backing
  - B. Walk through an obstacle
  - C. Walk through a gate
  - D. Walk over a bridge
  - E. Carry objects
6. The course will not use unnatural obstacles, such as fire extinguishers, perforated plywood in water boxes, tires, or exotic animals. Safety is the prime consideration.

### **RIDDEN TRAIL**

#### LOT ROUTINE

1. Each exhibitor will individually execute the course.
2. The judge will signal exhibitor to start and the exhibitor will proceed through the obstacles. Each obstacle completed will earn the exhibitor points.
3. The judge or ringmaster will ask the exhibitor to move on to the next obstacle after three refusals or 30 seconds.
4. If an obstacle is taken off course, no points will be awarded for that obstacle. Off course is defined as:
  - A. Taking an obstacle in the wrong direction or in the wrong sequence.
  - B. Negotiating an obstacle from the wrong side.
  - C. Using the wrong gait.
  - D. Not attempting an obstacle unless directed by the judge or ringmaster.
5. Mandatory obstacles for grades 6-13 are; opening, closing, and passing through gate, ride over at least 4 logs, poles, or brush, and backing through L,V,U or W, straight or similar shape.
6. Tests which may be required (but not limited to) are:
  - A. Negotiating gate
  - B. Backing through an obstacle
  - C. Side-passing
  - D. Turns on the forehand or hind quarters
  - E. Serpentine
  - F. Walk over bridge, walk over plastic or rubber tarp, walk between or around brush, plants, trees, or objects
  - G. Ground tying
  - H. Carrying objects from one part of the arena to another
  - I. Riding through water, over logs or simulated brush, riding down into and up out of a ditch without lunging or jumping
  - J. Jumping (not to exceed 12 inches)
  - K. Mounting and dismounting from either side

- L. Performing over any reasonable conditions encountered along the trail. The course will not use unnatural obstacles, such as fire extinguishers, perforated plywood in water boxes, tires, or exotic animals. Safety is the prime consideration.

## GUIDELINES FOR SCORING TRAIL CLASS

<b>OBSTACLE EXAMPLES</b>	<b>GOOD</b>	<b>MINOR FAULTS</b>	<b>MAJOR FAULTS</b>	<b>ELIMINATION</b>
<b>CONTROL</b>				
-gate -back thru -side pass -turn on fore hand & quarters -serpentine	-smooth -good position -responsive to aids	-slight touches -slant side passes -wide positions -slow response -poor head position	-knock down elevated element -stepping out of confining element -losing gate -fussiness & extreme tension -refusals	-off course -cueing horse in front of girth
<b>AGILITY</b>				
-jumps -walk overs -trot or lope -cavalettis -bridge	-attentive -careful -willing -low poll	-slight touches -poor jumping form -too hesitant -failure to stay on center lines	-knock downs -refusals -failure to maintain gaits -steps off side of bridge	-off course -cueing horse in front of girth
<b>CALMNESS</b>				
-water -plastic tarp or bags -brush -plants -carrying objects -dally & drag with rope	-steady going -alert -careful but willing -low poll	-tense over or thru obstacles -nervous when carrying objects or working rope	-jumping over or stampeding thru obstacles -spooky when carrying object or working rope -losing rope -refusals	-off course -cueing horse in front of girth -running off with rope or object

### PRACTICE

Some obstacles may be available for practice in the back arena after 8am and until noon on the day of the Trail Show, weather permitting.

## **DRESSAGE DIVISION**

Exhibitors will compete in the order of the posted class list. If the exhibitor does not enter the arena at his assigned slot, the class will be forfeited.

### **GENERAL RULES**

The purpose of dressage is to improve the standard of training of the riding horse. Any breed of horse may be used. Your horse should move calmly, be supple and flexible, take your direction willingly, and be attentive to your commands.

1. Your process should be working towards balanced and regular movement with ample impulsion, a horse that can bend at the shoulders, round neck and back, engage behind with a light forehand, extend when asked, and give to the rider's hands and seat when collection is required. The horse should give the impression of performing the movements of its own accord. In all its work, even at the halt, the horse must be on the bit.
2. Personal appointments: A short riding jacket of conservative color, with tie, choker or stock tie, breeches or jodhpurs should be worn. An approved SEI helmet, properly fitted, with safety harness securely fastened, and boots are required. A whip no longer than 43.3 inches including the lash may be carried. Spurs are optional. Jackets may be made optional or banned in warm weather, at judge's discretion. If not wearing a jacket, long or short sleeved shirts are to be worn. No sleeveless shirts will be allowed.
3. Tack: Any type of hunt, close contact, or dressage saddle is acceptable. For Introductory, Training and First Level, a plain snaffle bridle with cavesson or noseband must be used. A drop noseband, flash noseband, or crossed noseband may also be used. Except for the buckle, the noseband must be entirely of leather. Permitted bits include: ordinary snaffles with single jointed mouthpieces, ordinary snaffles with double jointed mouthpieces, racing snaffles, snaffles with cheeks-with or without keepers, snaffles with upper cheeks only, unbroken snaffles, D-ring snaffles. Use of any twisted bit will incur elimination.
4. Martingales, bit guards, tongue tie downs, side reins, and any other sort of gadgetry will incur elimination. Boots, bandages, tail wraps, seat covers, nose covers, and ear plugs are not allowed.
5. Tack may be spot checked by the judge. The responsibility for correct attire and equipment, however, rests on the exhibitor.
6. In dressage braiding the mane and forelock is encouraged. Tails should not be braided.
7. Each exhibitor may enter only one dressage lot in 1-4.

### **JUDGING**

1. Location of the jury: The judge and scribe will be placed five meters from the end of the arena, behind the letter C, on a platform raised at least a half meter above the arena grade.
2. Job of the judge: The judge will score each movement on a scale of 1 to 10, where 10 represents "excellent" and 0 represents "not executed". If a problem appears once, it will be lightly noted by the judge (nodding, stumbling, shying, etc.) but if the problem appears successively, the judge will score it more harshly. The judge will watch the exhibitors carefully, voicing scores and comments to the scribe.
3. Job of the scribe: The scribe will carefully write down, on the appropriate lines of the judging sheet, the scores and comments of the judge. The scribe does no judging, adds no comments, and in no way affects the judge's scoring.
4. Job of the scorer: The scribe will give the completed test sheets to the scorer, who will multiply the points by the correct coefficients, and then total the points. The points are then divided by the total points possible, and the resulting percentage is the score. The scorer does no judging and is acting as a calculator of scores only.
5. If a tie results for first place, the highest award will be given to the rider with the highest technical score.

### **RIDING THE TEST**

1. The exhibitor may have the test read at all riding levels, without being penalized. Exhibitor must supply the reader and a copy of the test for the reader.
2. The order of ride will follow the class list posted in the barns. After each exhibitor has left the arena, the next exhibitor may enter the arena and ride around the outside of the dressage ring to accustom the horse to the environment. When the bell rings, the exhibitor has one minute to enter the dressage ring. Judging begins when

the exhibitor enters the dressage ring. The test ends after your final salute. Nothing before entry or after the salute will affect your marks.

3. If a horse or rider falls, you may resume the test. If some unusual circumstance occurs, the judge may allow you to begin again, or resume from the point the incident occurred. If the horse leaves the ring with all four feet, you will be eliminated. Under those circumstances, the exhibitor may be allowed to re-enter the arena to complete at least one movement before exiting the ring, for training purposes.
4. When you have completed the test, leave dressage ring as prescribed on the test.
5. All riders will return to the ring, leading the horse in hand or entering on foot without the horse, for placing after the last exhibitor's score has been calculated and placings determined by the Judge.

### **MUSICAL FREESTYLE DRESSAGE**

Prerequisite: You must enter in one lot (2-4) to participate in Musical Freestyle Dressage

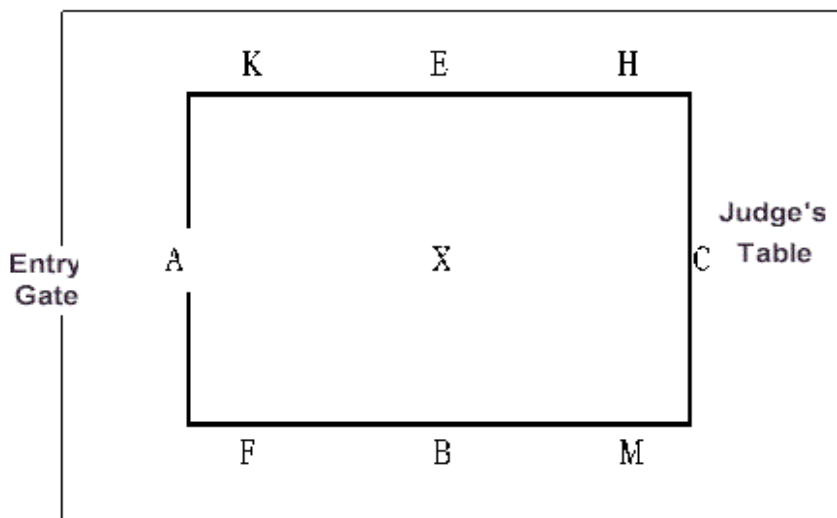
1. **Complete the Worksheet describing the designed program. Submit the completed work sheet on Tuesday between the hours of 12:00 PM and 8:00 PM at the check in table.**
2. The rider is to create and execute from memory an original ride that will show the horse to its best advantage. The ride should last approximately three to five minutes, timed from the first movement after the entry salute to the final salute. Creativity and artistic presentation will compose 40% and technical merit will compose 60% of the score. Maximum ride time for Training Level is 4 minutes and for First Level, 5 minutes.
3. Equipment and attire must be dignified and conform to the rules of the level being ridden. You must declare your level on your worksheet.
4. Score sheets will be used, onto which the movements and the scores can be noted. The highest score will win the class. In case of a tie, the higher score for technical execution will be awarded the first.
5. Music is mandatory. **It is the responsibility of the exhibitor to supply the music, player, and one person to play the music.** You may request a sound check in advance of the class at a time agreeable to the show management. In case of a technical failure in the playing of the music, the exhibitor has the option of continuing the ride, or to begin it again from the salute when the music has been restarted.
6. Music must be tasteful and appropriate. Instrumental music is appropriate and encouraged.
7. Any movements included in your ride at or below the level declared may be used. You must include all compulsory movements from the selected level:
  - A. Training Level requires: halt, walk, trot, canter, 20m circles at trot and canter (both directions), free walk on long rein.
  - B. First Level requires: a halt/salute at beginning and end, walk, trot, canter, leg yield in trot, change of lead through trot, 10m circles at trot, lengthen stride at trot, 15m circle at canter. First Level may also include: 10m by 20m serpentine at canter, counter canter, transitions to halt from trot.
  - C. Movements performed above the level declared are penalized by a 4 point deduction, but allowed movement may be exaggerated.
  - D. Movements may be shown in any area of the dressage ring, (e.g. serpentine down the center or serpentine down a side) or at sharper angles to enhance the degree of difficulty (e.g. leg yields).
8. Plan your program with care. Take questions to your horse leader before you finalize your music and program if you are not sure which movements are allowed.
9. Technical questions at the Dane County Fair should be addressed to the ring assistant.
10. Do not approach the judge, scribe, or scorer.

## DRESSAGE TESTS

Introductory Level Test B, Training Level Tests 2 and 4, and First Level Test 1 movements follow on the next pages. Tests are published every four years. First level movements 2-4 can be obtained from United States Dressage Federation at [www.usdf.org](http://www.usdf.org).

First level riders must inform the superintendent which test they will be riding between 12:00 PM and 8:00 PM on Tuesday during check in at the desk.

### **Dressage Arena Layout** Our Dressage Arena measures 70' x 130'



(An easy way to remember the order of letters: **A** Fat **B**rown **M**are **C**an **H**ardly **E**ven **K**ick.)

**2007 Introductory Level****Test B**

1.	A X	Enter working trot rising Halt through medium walk Salute: Proceed working trot rising
2.	C	Track left working trot rising
3.	E  E	Circle left 20m working trot rising  Straight ahead
4.	F-X-H	Change rein working trot rising
5.	Between C & M	Medium walk
6.	M-X-F F	Free walk on two diagonals Medium walk
7.	A E E	Working trot rising Circle right 20 m Straight ahead
8.	M-X-K	Change rein working trot rising
9.	A X	Down centerline Halt through medium walk. Salute
Leave arena in free walk on long rein. Exit at A		

**2007 Training Level****Test 2**

1.	A X	Enter working trot Halt, Salute Proceed working trot
2.	C B	Track right Circle right 20 m
3.	KXM	Change rein working trot
4.	Between C & H	Working Canter left lead
5.	E	Circle left 20 m
6.	Between E & K	Working Trot
7.	A	Medium Walk
8.	FXM	Free Walk
9.	M-C	Medium Walk
10.	C	Working Trot
11.	E	Circle left 20m
12.	FXH	Change rein working trot
13.	Between C & M	Working canter right lead
14.	B	Circle right 20m
15.	Between B & F	Working trot
16.	A X	Down Centerline Halt, Salute
Leave arena at A in walk on a long rein		

<b>2007 Training Level Test 4</b>		
1.	A X	Enter working trot Halt, Salute Proceed working trot
2.	C MXF	Track right One loop
3.	Between A & K	Working Canter right lead
4. 5	E	Circle right 20m
4.	E-C C	Working Canter Working Trot
5.	M M-B	Medium walk Medium walk
6.	B-K K-A	Free walk Medium walk
7.	A FXM	Working trot One loop
8.	Between C & H	Working canter left lead
9.	E	Circle left 20m
10. 11.	E-A A	Working canter Working Trot
10.	FXH	Change rein working trot
11.	C  Before C	Circle right 20m rising trot, allowing the horse to stretch forward and downward Shorten the reins
12.	B X G	Half circle 10m to X Straight ahead Halt Salute
13.		
14.		
Leave arena at A in walk on a long rein		

<b>2007 First Level Test 1</b>		
1.	A X	Enter working trot Halt, Salute Proceed working trot
2.	C E-X	Track left Half circle 10m returning to the track at H
3.	B-X	Half circle 10m returning to the track at M
4.	HXF  F	Lengthen stride in trot, rising or sitting Working trot sitting
5.	A-C	3 loop serpentine width of arena
6.	C	Medium walk
7.	M-E	Free walk
8.	E-f	Medium walk
9.		(Transition from free walk to medium walk at E)
10.	F A	Working trot Working canter right lead
11.	E	Circle right 15m
12.	MXK X	Change rein Working trot
13.	K	Working canter left lead
14.	B	Circle left 15m
15	HXF X	Change rein Working trot
16.	KXM  M	Lengthen stride in trot, rising or sitting Working trot sitting
17.	C  Before C  C	Circle left 20m rising trot, allowing the horse to stretch forward and downward Shorten the reins  Working trot sitting
18.	E X G	Half circle 10m to X Straight ahead Halt, Salute
Leave arena at A in walk on a long rein		



# TRAINING LEVEL MUSICAL FREE-STYLE DRESSAGE SCORE SHEET

Technical Execution      Time Maximum 4 minutes

*Note: Movements must be shown in both directions*

<b>COMPULSORY MOVEMENTS</b>		Possible Points	Preliminary notes	Judges Mark	Co-Efficient	Final Score	Remarks
1.	Walk (minimum 20 meters)	10					
2.	Free walk on long rein	10					
3.	Halt 5 seconds	10					
4.	20 meter circle in trot	10	L      R				
5.	20 meter circle in canter	10	L      R				
6.	Freedom and regularity of gaits	10					
7.	Impulsion	10			2		
8.	Submission	10			2		
9.	General impression of overall technical quality( including suitability of difficulty , transitions, execution of non-required movements and figures)	10			2		
Further Remarks:		<b>TOTAL TECHNICAL EXECUTION</b> _____ (120 TOTAL POSSIBLE)					
<b>Artistic Impression</b>							
1.	Rhythm, energy and elasticity	10			2		
2.	Harmony between horse & rider	10			2		
3.	Choreography, use of arena, inventiveness design cohesiveness, balance ingenuity and creativity	10			4		
4.	Choice of music & interpretation of music	10			4		
Further Remarks:		<b>TOTAL ARTISTIC IMPRESSION</b> (120 Total Possible)					
		<b>TOTAL TECHNICAL EXECUTION</b> (120 Total Possible)					
		<b>FINAL SCORE</b>					
		<b>PERCENTAGE</b> (Final score/240)					

# FIRST LEVEL MUSICAL FREE-STYLE DRESSAGE SCORE SHEET

Technical Execution      Time Maximum 5 minutes

*Note: Movements must be shown in both directions*

<b>COMPULSORY MOVEMENTS</b>		Possible Points	Preliminary notes	Judges Mark	Co-Efficient	Final Score	Remarks
1.	Walk (minimum 20m minimum continuous Free walk)	10			2		
2.	10 meter circle in trot	10	L      R				
3.	Leg-yield in trot	10	L      R		2		
4.	Lengthen stride in trot (rising or sitting)	10			2		
5.	15 meter circle in canter	10	L      R				
6.	Change of lead through trot	10	L      R		2		
7.	Lengthen stride in canter	10			2		
Further Remarks:		<b>DEDUCTIONS</b> _____  <b>TOTAL TECHNICAL EXECUTION (120 TOTAL POSSIBLE)</b> _____					
<b>Artistic Impression</b>							
1	Rhythm, energy and elasticity	10			2		
2.	Harmony between horse & rider	10			2		
3.	Choreography, use of arena, inventiveness design cohesiveness, balance ingenuity and creativity	10			3		
4.	Degree of difficulty	10			1		
5.	Choice of music & interpretation of music	10			4		
Further Remarks:		<b>DEDUCTIONS</b> _____ <b>TOTAL ARTISTIC IMPRESSION (120 Total Possible)</b> _____ <b>TOTAL TECHNICAL EXECUTION (120 Total Possible)</b> _____ <b>FINAL SCORE</b> _____ <b>PERCENTAGE (Final score/240)</b> _____					

