



# **Open Horse Show**

## **Association**

*... show locally, achieve nationally*

# **Horse Show Rules**

## **2024**

**PO Box 601**

**Titusville, FL 32781**

**321-863-0456**

**<http://www.showohsa.com>**

**[info@showohsa.com](mailto:info@showohsa.com)**

## Contents

Introduction.....	4
Good Sportsmanship .....	4
New to Showing? .....	4
General Show Rules .....	5
Virtual Show Rules.....	6
Attire and Tack .....	6
Proper Attire .....	6
Dress Down Shows.....	7
Tack.....	7
Optional Equipment.....	8
Prohibited Equipment.....	9
Judging and Class Procedures .....	9
Conformation (Halter) Classes .....	9
*Showmanship .....	10
Color Class.....	11
Lunge Line.....	11
In Hand Over Fences .....	11
*In Hand Trail.....	12
Western Pleasure (2 and 3 gait).....	13
*Western Horsemanship Pattern (2 and 3 gait) .....	13
Horsemanship and Equitation on the Rail – all seats, 2 or 3 gaits .....	14
*Reining – all classes.....	14
*Western Riding .....	16
Hunter Under Saddle (2 and 3 gait).....	17
Hunt Seat Pleasure (2 and 3 gait) .....	17
*Hunt Seat Equitation Pattern (2 or 3 gait) .....	17
Ground Poles (2 and 3 gait).....	18
Hunter Hack (2 and 3 gait) .....	19
*Hunter Over Fences (2 and 3 gait).....	19
*Hunt Seat Equitation Over Fences (2 and 3 gait) .....	20
*Jumping (2 or 3 gait) .....	21
*Dressage (all seats and 2 or 3 gait).....	22

Dressage Suitability (all seats and 2 or 3 gait) .....	22
*Dressage Equitation (all seats and 2 or 3 gait).....	22
Saddle Seat Pleasure (2 or 3 gait).....	23
Saddle Seat Road Hack (2 or 3 gait).....	23
Saddle Seat Country Pleasure (2 or 3 gait) .....	23
Saddle Seat Pattern Equitation (2 or 3 gait) .....	23
Gaited Pleasure (2 or 3 gait).....	24
Gaited Country Pleasure (2 or 3 gait) .....	25
Gaited Show Pleasure (2 or 3 gait) .....	25
*Gaited Equitation Pattern (2 and 3 gait).....	25
*Trail (all seats and 2 or 3 gaits except Ranch).....	26
Pleasure Driving.....	28
*Reinsmanship.....	28
*Driven Obstacles .....	28
Driven Cones.....	30
*Ground Handling.....	30
Ranch Pleasure (2 or 3 gait) .....	31
Ranch Riding (2 or 3 gait) .....	31
*Ranch Reining .....	32
*Ranchmanship (2 or 3 gait) .....	32
Ranch Horsemanship (2 or 3 gait) .....	33
*Ranch Trail (2 or 3 gait) .....	34
Timed Events - all.....	36
Unbridled Classes – all .....	36
All other classes .....	36

## Introduction

The Open Horse Show Association (OHSA) has developed these horse show rules to be used in conjunction with the general OHSA Member Rulebook. OHSA's mission is to provide a robust year end awards program, host virtual shows including an annual World Virtual Open Horse Show, and provide a testing and evaluation program for OHSA carded open horse show judges.

These horse show rules have been developed as the governing document for any OHSA virtual or live shows including the OHSA World Show, collectively known as OHSA Hosted Shows. The purpose is to provide uniformity in judging criteria and procedures for OHSA shows. Other Open Shows, whether partnered with OHSA or not, may use this rulebook in its entirety with acknowledgement that it is an OHSA document.

This rulebook is intended to be used as the rulebook for the show and it is assumed that a show utilizing this rulebook will run their show in accordance with these rules and guidelines. Show managers for non-OHSA hosted open shows may alter any portions of this rulebook to better align with their local show organization's standard rules or procedures.

Classes defined in this rulebook are those recognized by OHSA. OHSA may add, delete, or edit any class(es) and their associated rules with each year's rulebook update.

OHSA show judges may also rely on the most current version of the American Quarter Horse Association and the United States Equestrian Federation rulebooks for situations not covered by this rulebook.

## Good Sportsmanship

First and foremost, good sportsmanship is not only expected but required. Members of OHSA should always conduct themselves in a respectable and respectful manner, setting a good example for other exhibitors and upholding the OHSA standards.

If an exhibitor or associated person is being disrespectful and/or hostile towards any show staff or other exhibitor regarding placings, points, high point results, etc. any awards/points from the entire show day may be forfeited.

If an exhibitor's points or placings are forfeited they are not due a refund for any class that show, prior shows, or membership dues.

OHSA has a policy against inhumane treatment of animals. Abuse of any horse competing in an OHSA Hosted Show by a member or associated person and for which that member submitted a Horse Participation Registration may be subject to disciplinary action up to and including revocation of membership. Abuse is considered to be cruel or inhumane treatment of a horse or other equine. This is defined as treatment that is considered inhumane by a person educated or experienced in accepted equine training techniques that would perceive the treatment to be inhumane.

## New to Showing?

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

## General Show Rules

OHSA and all OHSA committees, partners, and team members will not be held responsible for any loss, injury, damage, or debts in connection with any show or event.

Exhibitors at OHSA Hosted Shows must be current members in good standing with OHSA in order to show at any OHSA Hosted Show or be eligible for the annual awards program. All horses shown must have a Horse Participation Number registered with OHSA.

Horses do not need to be registered other than their participation registration with OHSA. OHSA welcomes all breeds, grade horses, and all other equines including mules and donkeys. However, if a horse is registered with a breed organization OHSA requires that the member show that horse under the registered name and provide a copy of the breed papers to OHSA. OHSA also has a division for non-equines that include cows, sheep, goats, and others.

All classes at an OHSA Hosted Show must be paid for at the time of entry. Virtual shows generally open on the first day of the show month and end on the last day of the show month, however other periods may be used. Members must confirm dates, no refunds given to members should they not verify and submit their videos/entries outside of the stated show dates. All fees must be paid in order to be judged.

Entry fees are not refundable except for substantiated veterinary issues or human health issues.

Judges for all OHSA Hosted Shows will be carded judges with OHSA. Judges at OHSA Hosted Shows will provide feedback or complete score cards on each class (or for each video) with the exception of the World Show which does not require feedback, but does require score cards.

Stallions may be shown by any age member including youth. OHSA respects the families involved to ensure all entries are safe. Youth may not show stallions in any state or locality that may prohibit youth from handling stallions.

Horses under the age of two (2) (born on or after January 1, 2021) may not compete in any performance (ridden) class prior to July 1, of their two-year old year. However, they may earn points in any in-hand class including halter, showmanship, grooming and conditioning, color, in-hand trail, lunge line, or ground driving, or any driving class.

Use of markers is required if shown in the pattern. Cones are preferred but any marker that is safe and able to be seen by the judge in the video may be used.

Horses may or may not be clipped at rider/handler's discretion. No points will be taken off for simply lack of clipping. However, understand that appearance does play a part in the judging process and whether the horse is clipped or not, they should still be clean, neat, and presentable.

For classes that use poles (trail, over fences, etc) wooden poles are preferred but pvc will be allowed.

For over fences classes height of fences is a minimum of 12" for miniature horses and 18' for all others. Fences must be safe and considered standard hunter jumper fences (homemade is acceptable as long as they are safe).

Classes will be placed through sixth place even if there are more than six entries in a class.

In the event of a tie in a class, awards and points will be awarded to each competitor that is tied. For example if there are 6 horses in a class and the judge has a tie for 3<sup>rd</sup> place, both 3<sup>rd</sup> place exhibitors will receive 4 points. The next placing will be 5<sup>th</sup> place, receiving 2 points.

## Virtual Show Rules

An exhibitor may show as many horses as they like in any class, as long as the horse is registered with OHSА and attached to the rider.

Riders may show the same horse only once per class with the following exceptions:

- More than 1 entry per horse/rider combination is allowed in dressage classes as long as enter different tests.
- More than 1 entry per horse/rider combination allowed to show in classes that allow for different seats (western, hunt seat, etc) or different levels (walk/trot and walk/trot/canter, etc) so long as they show those different seats or levels. For example someone could enter the Trail class that is open to all seats under Western, Hunt Seat, and Saddle Seat. You can not enter more than once showing the same seat or level.

Still photos will not be accepted for any classes unless specifically stated in the show's class list.

Videos must be filmed and submitted within the month of the show. Videos filmed prior to that month or entries submitted late will not be accepted and no refund will be given.

## Attire and Tack

OHSА Hosted shows may require proper attire or they may be "dress down" shows. Regardless of whether the show requires proper attire or it's a dress down show, all clothing and tack should be neat and clean as well as appropriate for the discipline. The entire torso must be covered (no bare midribs). Riders may also wear a helmet in any class. Helmets are required in all over fences classes and in any state where helmets are required. Boots, defined as a boot or shoe with a heel of not less than ½" and not more than 2", must be worn. Stirrups should not be tied together and rider's legs may not be tied to stirrups in any manner including with rubber bands.

### Proper Attire

Proper attire is defined as attire that is generally acceptable for the class. Penalties for failure to wear proper attire will be penalized but will not be cause for disqualification. In inclement weather rain gear is allowed. In cold weather riders may wear vest, jackets, or coats.

Special exception due to religious reasons or physical disability will be allowed if requested from OHSА. Exception must be requested prior to the show.

**In Hand** – Entries should wear attire appropriate for the breed or class and follow either the western, hunt seat, saddle seat, or gaited attire including footwear and head covering in the rules below.

**Western** – Long sleeve collared shirt, long pants or jeans, boots, and western hat or helmet are required. Gloves and chaps are optional. Crop/bats are not allowed.

**Hunt Seat** – Hunt coats of any color except red or maroon. Traditional colors are navy, dark green, black, brown, and gray. Breeches or jodhpurs of any color are allowed. High English boots or paddock (jodhpur) boots in any color are allowed. Traditional hunt seat shirt, long or short sleeve, with a tie or choker allowed. Polo shirts may also be worn. Helmet required. Gloves, unrowelled spurs, chaps, half chaps, and crops/bats are optional. Hair should be neat and contained.

**Saddle Seat** – Formal or informal attire is permitted (formal attire may not be worn before 6 pm local time). Informal attire includes jacket, jodhpurs, derby or soft hat (or helmet) and jodhpur boots. Academy attire (long sleeve shirt with vest and no jacket is also allowed. OHSA recognizes that traditional saddle seat classes require only conservative colors, but OHSA allows any color to be worn. Gloves, unrowelled spurs, chaps, half chaps, and crops/bats are optional.

**Gaited** – Attire appropriate for the style of riding (western, hunt seat, or saddle seat) may be worn. Additionally, attire appropriate for the breed in native dress is allowed. Boots and a head covering (hat or helmet) are required for all gaited classes. Gloves, spurs, chaps, half chaps, and crops/bats are optional.

**Driving** – Neat attire is required. Coat, tie, hat of choice may be worn. Exhibitor's legs may be exposed below the knee.

**Dressage** – Tack and attire rules are same as for the seat ridden in dressage. Classic dressage riders may use a dressage saddle or a hunt seat type saddle.

### Dress Down Shows

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

### Tack

All tack rules must be followed for all shows, whether proper attire or dress down.

**In Hand** – Spurs and whips are not allowed in any in hand class except a lunge whip is allowed in the lungeline and ground driving classes. Any type of standard halter including leather (with or without silver), nylon, or rope is allowed. Standard lead ropes or leads with chain are allowed. If a chain is used it may be under the chin or over the nose. The chain may not be through the mouth. For hunters and saddle type horses (horse or miniature) a bridle may be used. When using a lungeline it may be no longer than 30' in length.

**Western** – Bridle with no cavesson or nose band. Bit can be any standard western bit from a ring snaffle to a spade bit and includes both non-leverage (snaffle) and leverage (curb) bits. Bars must be smooth with nothing protruding below the bar. Bars may be solid such as a mullen mouth, ported, broken in 2 pieces or 3 pieces (dogbone or French link). Riders may also use bitless bridles (true bitless bridle, not a halter and lead rope) including side pulls. Bosals (hackamore with mecate) may be used. Any age horse can use any approved bit, bitless bridle, or bosal. Riders may use 1 or 2 hands with non-leverage bits (snaffles) and bosals; and one hand with leverage bits. Reins must be split reins or romals in all judged classes. Single barrel, or roping rains only allowed in timed events. Snaffle bits may have a snaffle hobble (chin strap) attached below the reins. Leverage bits must have a curb chains/straps which must

be at least ½” wide and must be flat leather or chain (single or double). Gag bits and mechanical hackamores not allowed in judged classes but may be used in timed events.

Western saddles made of leather or synthetic are required.

Martingales, training forks, draw reins, and tiedowns prohibited in all judged classes. Tiedowns allowed in timed events.

Horse boots allowed only in Reining classes, Ranch classes, and timed events.

Crops and whips are not allowed.

**Hunt Seat** – Bridle with cavesson required, figure 8 and flash cavessons are allowed. Reins must be closed with a buckle. Bit can be any standard hunt seat bit from a ring snaffle to a spade bit and includes both non-leverage (snaffle) and leverage (curb) bits. Bars must be smooth with nothing protruding below the bar. Riders may also use bitless bridles (true bitless bridle, not a halter and lead rope) including side pulls. Double bridles are allowed and may be either a pelham or weymouth with bradoon. Two reins must be used with all double bridles. Pelham bits may be used as a double bridle or may have a converter and used with a single rein. Curb chains/straps must be at least ½” wide and must be flat leather or chain (single or double). Gag bits and mechanical hackamores not allowed.

Crops are allowed for use on the shoulder or behind the shoulder. Misuse of the crop, or use in an inhumane manner may be cause for penalties or disqualification.

Traditional forward seat, all purpose, close contact, or jumping hunt seat saddle (leather or synthetic) is required. Dressage saddles are allowed in flat classes. Saddle pads may be any color and may be shaped, rounded, or squared.

**Dressage** - Traditional dressage saddle, forward seat, all purpose, close contact, or jumping hunt seat saddle (leather or synthetic) is required. Saddle pads may be any color and may be shaped, rounded, or squared. Riders may use 2 hands on any allowed bit.

**Saddle Seat** – Flat cutback English saddle required. Dressage and hunt seat saddles are not allowed. Full bridle, pelham, or snaffle allowed. Horses may be barefoot, shod, or have pads, however built up, keg, weighted pads are not allowed.

**Gaited** – Gaited entries should follow the appropriate tack for the style of riding (western, hunt seat, or saddle seat). Gaited riders may use 2 hands on any allowed bit.

**Driving** – Whips suitable to the cart allowed. Breast collar harnesses including surcingle with shaft tie downs and crupper. A standard bridle, overcheck, or check reins allowed. Blinders are allowed. Traditional driving bits such as half cheek, Liverpool, or elbow driving bits allowed.

**Ranch Horse** – Western saddle and all western equipment as described above in the Western tack section. Silver should be kept to a minimum and will be penalized at judges’ discretion.

### Optional Equipment

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



## Prohibited Equipment

Boots or wraps in any conformation or showmanship class, pleasure or flat equitation classes.

Caustic chemicals including mustard oil, ginger, kerosene, diesel fuel and other substances that cause blistering are not allowed in any form or fashion. Large stacks of pads such as those found on “big lick” horses.

Weighted shoes, boots, and wraps are not allowed.

No metal should be touching the horse underneath the leather, nylon, or rope of any halter or bridle such as tacks or pins, wire or barb wire including any wire chin straps regardless of how padded.

Draw reins and training forks are prohibited in all classes.

Live animals in any class used as a maneuver or obstacle.

## Judging and Class Procedures

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

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

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

## Conformation (Halter) Classes

**Judging** - Conformation classes are judged on a horse’s structure and body as compared to the ideal. The horse should be balanced, as well as structurally correct, attractive, high quality, and well-muscled. The horse should be as close to his breed’s ideal horse as possible. Because of the nature of the open horse show, any number of breeds and horses that are grade (could be any breed or made up of any number of breeds) are commonly shown together. While this poses some difficulty for judges, it is best to keep in mind that a well made horse is a well made horse. The basic elements of judging a conformation class include balance (the size of body parts when compared to others), muscling, quality, type (both breed and gender), and of course structural correctness and travel.

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

### \*Showmanship

**Judging** – Showmanship is judged on the exhibitor’s ability to fit and show a horse at halter, though this is not a conformation class and the conformation of the horse is not judged. The class is designed to evaluate the exhibitor’s ability to execute, in concert with their horse, a set of maneuvers prescribed by the judge (the pattern) with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional and fundamentally correct body position, both of themselves and of their horse.

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

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

- 3 point:
  - Break of gait up to 2 strides
  - Over or under turning up to ¼ of a turn
  - Hitting or knocking over a cone
  - Lifting a pivot foot and replacing it
- 5 point:
  - Not performing required gait or break of gait more than 2 strides
  - Splitting the cone (cone/marker between horse and handler)
  - Horse stepping out of set up requiring to be reset
  - Horse stepping out or moving hind end significantly during turn
- 10 point:
  - Touching horse by hand or foot
  - 2 hands on lead shank or loss of lead/loose horse
  - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Disqualification:
  - Illegal equipment
  - Willful abuse
  - Off pattern (not performing or attempting to perform a maneuver)

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

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

### Color Class

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

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

### Lunge Line

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

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

### In Hand Over Fences

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

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

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

## \*In Hand Trail

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

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

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

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

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

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

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

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

### Western Pleasure (2 and 3 gait)

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

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

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

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

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

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

- 3 point
  - Tick or hit of cone
  - Over or under spin up to ¼
  - Break of gait up to 2 strides
- 5 point:
  - Incorrect lead
  - Not performing specified gait
  - Break of gait more than 2 strides
  - Loss of stirrup
  - Obviously looking down to check lead
- 10 point:

- Loss of rein
- Use of either hand or rein to instill fear
- Holding of the saddle horn
- Spurring in front of cinch
- Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Disqualification:
  - Willful abuse
  - Fall by horse or rider
  - Illegal use of hands on reins
  - Use of prohibited equipment
  - Off pattern

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

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

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

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

### [Horsemanship and Equitation on the Rail – all seats, 2 or 3 gaits](#)

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

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

### [\\*Reining – all classes](#)

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

attitude, quickness and authority of performing various maneuvers, while using controlled speed which raises the difficulty level.

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

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

- ½ point:
  - Over or under spinning up to 1/8 of a turn
  - Starting a circle or exiting rollbacks or jogging up to 2 strides
- 1 point:
  - Over or under spinning up to ¼ of a turn
  - Each time a horse is out of lead – cumulative at 1 point penalty for each ¼ circle or any part of ¼ circle
- 2 points:
  - Jogging beyond 2 strides but less than ½ circle or ½ length of arena
  - Break of gait
  - Freeze up in spins or rollbacks
  - Scotching or initiating a stop before passing the specified marker
- 5 points:
  - Spurring in front of cinch
  - Use of hand or reins to instill fear
  - Holding of the saddle horn
  - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Score of 0:
  - More than one finger between reins
  - Use of 2 hands on a shanked bit or changing hands with a shanked bit
  - Failure to complete pattern as written including adding maneuvers such as backing more than 2 strides or turning more than 90 degrees.
  - Equipment failure including dropping a rein that connects with the ground
  - Running away or failing to guide when it is impossible to determine if on pattern
  - Jogging excess of ½ length of arena or circle
  - Overspins more than ¼ of turn
  - Fall by horse or rider
- Disqualification
  - Willful abuse
  - Use of illegal equipment

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

- **Lope large fast circle in each direction**
- **Lope small slow circle in each direction**
- **Minimum of 3 spins (may perform more spins) each direction**
- **Back of at least 10 feet**
- **Rollbacks – at least one each direction**

- **Stops – preference given to sliding stops but correct stops that do not slide are acceptable and will not receive penalties but will be scored accordingly.**

Additional Maneuvers may not exceed 10 scored maneuvers:

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

### \*Western Riding

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

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

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

- ½ point:
  - Tick or light touch of pole
- 1 point:
  - Break of gait up to 2 strides at walk or jog
  - Hitting or rolling pole
  - Out of lead more than 1 stride either side of center point between markers
  - Splitting the pole (pole between 2 front or 2 hind feet) at the lope
  - Non-simultaneous lead change when performing a flying change
  - Riding more than 1 stride for a simple change
- 3 point:
  - Break of gait up to 2 strides at the lope
  - Break of gait more than 2 strides at walk or jog
  - Additional lead changes in pattern (except when correcting)
  - Riding more than 2 strides for a simple change
- 5 point:
  - Out of lead beyond next designated change area
  - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
  - Holding saddle horn
- Score of 0:
  - More than one finger between reins
  - Use of 2 hands on a shanked bit or changing hands with a shanked bit



- Failure to complete pattern as written including adding maneuvers such as backing more than 2 strides or turning more than 90 degrees.
- Equipment failure including dropping a rein that connects with the ground
- Running away or failing to guide when it is impossible to determine if on pattern
- Knocking over markers
- Failure to go over pole
- Fall by horse or rider
- Disqualification
  - Willful abuse
  - Use of illegal equipment

### Hunter Under Saddle (2 and 3 gait)

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

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

### Hunt Seat Pleasure (2 and 3 gait)

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

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

### \*Hunt Seat Equitation Pattern (2 or 3 gait)

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

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

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

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

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

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

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

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

### [Ground Poles \(2 and 3 gait\)](#)

**Judging** – The horse should show form to function. The purpose of a ground poles class is to show suitability and potential to jump, and have an attentive nature and be natural in gait. A free flowing

stride, natural lift and carriage, smooth gaits and transitions should be exhibited. Rider should be in a 2 point position going over poles to simulate the approach to a fence. Horse's nose should be vertical or just in front of the vertical.

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

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

### Hunter Hack (2 and 3 gait)

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

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

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

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

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

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

- 1 point:
  - Tick of rail
  - Cross cantering up to 2 strides
  - Early unfold of knees
- 3 point:

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

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

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

**Judging** – Horses will be shown over a minimum of 8 efforts of at least 18” in height (measured at the middle) but not more than 3’6” in height. Jumps to be spaced on multiple of 12 feet with a minimum of 36 feet between. Horse and rider should take the jumps in order with the rider’s equitation and use of aids the most important aspect of judging. Jumps may be used more than one time as long as the total number of efforts is at least 8. Credit is given for correct equitation and use of aids. This class is not judged on the horse’s jumping ability except for the effect the rider has on the horse.

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

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

- 1 point:
  - Cross cantering up to 2 strides
- 3 point:
  - Out of lead after line
- 5 point:
  - Adding a stride between fences
  - Canter at a trot fence
  - Position ahead or behind over jump (evaluate danger)
  - Wrong diagonal to a trot fence

- 10 point:
  - Kick out or blatant disobedience
  - Trotting in a 3 gait class
  - 1<sup>st</sup> or 2<sup>nd</sup> refusal
  - Dropping a rein
  - Loss of iron
- Disqualification
  - Bolting from arena
  - Willful abuse
  - 3<sup>rd</sup> refusal
  - Off course
  - Horse or rider falling

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

#### \*Jumping (2 or 3 gait)

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

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

Faults are as follows:

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

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

**Pick Your Pattern Course Requirements – Rider must include, at a minimum, 6 jumping efforts with 8 being preferred. Rider may use 2, 4, 6, or more individual jumps and go over some or all jumps**

**multiple times to meet the required minimum 6 jumping efforts. Must include one change of direction.**

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

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

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

#### Dressage Suitability (all seats and 2 or 3 gait)

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

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

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

**Judging** – The rider should be well balanced and elastic, sitting deep in the saddle and smoothly absorbing the horse’s movement. Correct riding includes security of the rider, ability of the rider to positively influence the horse, and the unity of the rider with the horse in motion. Aids are of utmost important and should be subtle and effective. Rider’s ear, shoulder, hip, and heel should be vertically aligned with heels level or slightly down. Straight line from elbow to horse’s mouth.

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

Each maneuver is scored 0 to 10.

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

- **Walk of at least 10 feet either straight, curved, serpentine, or circle**
- **Posting trot of at least 20 feet either straight, curved, serpentine, or circle**
- **Sitting trot of at least 20 feet either straight, curved, serpentine, or circle**

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

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

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

### Saddle Seat Pleasure (2 or 3 gait)

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

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

### Saddle Seat Road Hack (2 or 3 gait)

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

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

### Saddle Seat Country Pleasure (2 or 3 gait)

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

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

### Saddle Seat Pattern Equitation (2 or 3 gait)

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

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

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

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

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

- **Walk of at least 10 feet either straight, curved, serpentine, or circle**
- **Trot of at least 20 feet either straight, curved, serpentine, or circle**
- **For 3 gait (canter) riders only – Canter of at least 30 feet either straight curved, serpentine, or circle**
- **Back of at least 4 steps**

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

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

### Gaited Pleasure (2 or 3 gait)

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



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

### Gaited Country Pleasure (2 or 3 gait)

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

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

### Gaited Show Pleasure (2 or 3 gait)

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

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

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

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

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

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

- 3 point
  - Tick or hit of cone
  - Over or under spin up to ¼
  - Break of gait up to 2 strides
- 5 point:
  - Incorrect lead
  - Not performing specified gait
  - Break of gait more than 2 strides
  - Loss of stirrup
  - Obviously looking down to check lead
- 10 point:
  - Loss of rein

- Use of either hand or rein to instill fear
- Holding of the saddle horn
- Spurring in front of cinch
- Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Disqualification:
  - Willful abuse
  - Fall by horse or rider
  - Illegal use of hands on reins
  - Use of prohibited equipment
  - Off pattern

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

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

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

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

#### [\\*Trail \(all seats and 2 or 3 gaits except Ranch\)](#)

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

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

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

- ½ point:
  - Each tick of pole, cone, or obstacle
- 1 point:
  - Each step on a pole or obstacle
  - Break of gait for 2 strides or less
  - Failing to step into a required space
  - Failure to meet correct strides in trot overs

- Splitting the pole (pole between 2 front or 2 hind feet) at the lope
- 3 points:
  - Break of gait or not picking up correct gait or out of lead
  - Knocking down a pole or obstacle
  - Stepping outside of an obstacle (such as stepping off a bridge)
- 5 points:
  - Letting go of gate or dropping rope gate
  - Dropping obstacle
  - 1<sup>st</sup> or 2<sup>nd</sup> refusal or evasion an obstacle
- 10 points:
  - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
  - Failure to complete an obstacle
- 0 Score or Disqualification;
  - Performing obstacles out of order
  - No attempt to perform an obstacle
  - 3<sup>rd</sup> refusal or evasion of obstacle
  - Willful abuse
  - Equipment failure
  - Failure to demonstrate correct gait

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

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

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

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

Live animals are not allowed to be used

## Pleasure Driving

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

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

## \*Reinsmanship

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

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

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

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

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

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

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

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

- Collected trot

## \*Driven Obstacles

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

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

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

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

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

- **Walk in circle, serpentine, square, or straight**
- **Trot in circle, serpentine, square, or straight**
- **Halt**
- **Reinback**

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

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

## Driven Cones

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

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

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

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

## \*Ground Handling

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

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

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

- ½ point:
  - Break of gait 1 full stride
- 1 point:
  - Touching horse other than when allowed
- 2 point:
  - Freeze up or complete loss of forward, backward, or lateral movement
  - Break of gait more than 1 full stride
  - Use of hand on halter or touching horse with lead
  - Artificial or overdone showing
- 5 point:
  - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
  - Failure to complete a maneuver
  - Touching horse with lead 2<sup>nd</sup> offense
- 0 or Disqualification
  - Off pattern
  - Illegal tack
  - Willful abuse

### Ranch Pleasure (2 or 3 gait)

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

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

### Ranch Riding (2 or 3 gait)

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

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

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

- 1 point:
  - Break of gait at walk or jog for 2 strides or less
- 3 point:
  - Break of gait at walk or jog for more than 2 strides
  - Wrong lead or out of lead
  - Overly draped reins
  - Out of lead or cross cantering more than 2 strides when changing leads
  - Trotting more than 3 strides when making a simple lead change
  - Severe disturbance of any obstacle
- 5 point:
  - Blatant disobedience (biting, pawing, rearing, kicking, circling handler)
- Off Pattern (placed below all other horses)
  - Eliminate or add maneuver
  - Repeated blatant disobedience
  - Incomplete maneuver
  - Use of 2 hands on a shanked bit
- 0 or Disqualified:
  - Illegal equipment
  - Willful abuse

## \*Ranch Reining

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

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

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

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

## \*Ranchmanship (2 or 3 gait)

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

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

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

- ½ point:



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

### Ranch Horsemanship (2 or 3 gait)

**Judging** - The horsemanship class is designed to evaluate the rider's ability to execute, in concert with their horse, a set of maneuvers prescribed by the judge (unless a freestyle class) with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional and fundamentally correct seat. The ideal horsemanship pattern is extremely precise with the horse and rider working in complete unison, executing each maneuver with subtle aids and cues.

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

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

- 1 point:
  - Break of gait at walk/jog up to 2 strides
  - Out of lead

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

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

**Judging** - Judged on the performance of the horse over obstacles with emphasis on manners, response to rider and quality of movement. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to the obstacles and the capability of picking their way through the course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles.

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

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

- 1 point:
  - Each step on a pole or obstacle
  - Break of gait for 2 strides or less
  - Splitting the pole (pole between 2 front or 2 hind feet) at the lope
- 3 points:

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

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

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

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

- Additional walk or trot/jog overs
- Raised walk or trot/jog overs to a maximum of 6” for walk or 8” for trot/jog or 8” for lope/canter
- Sidepass
- Water hazard
- Serpentine
- Turn in 6’ box
- Pick up and drop off an item (mailbox, bucket on a barrel, put on/off slicker)
- Rope dummy (can use a standard rope dummy, bale of hay, post or jump standard, large bucket – rider should rope from back of horse – you do not need to “catch” the object. Drop the rope after the attempt)

- Ground tie

Live animals are not allowed to be used.

### Timed Events - all

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

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

### Unbridled Classes – all

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

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

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

### All other classes

All other classes must follow rules for the same/similar class as listed in this document. This Includes Walk Only, Leadline, Non-Equine, and any other classes.