



Open Horse Show Association World Show, 2023 OnlineClass Video Information and Judging Criteria

NOTE ON ALL FREESTYLE/YOUR PATTERN CLASSES

Additional maneuvers beyond those required are allowed. Class will be scored on each maneuver on a scale of 1 to 10 with 1 being the lowest and 10 being the highest number of points possible. The number of points possible will be totaled. The number of points received will be divided by the number of points possible to determine an overall percentage. For example, if your freestyle pattern has 7 maneuvers your go will be worth 70 points. If you are scored a total of 50 points over your 7 maneuvers we will divide 50 by 70. Your score will be 71.43 (rounded to the second decimal).

In Hand

Conformation Classes 1 through 5 – judged on the horse’s physical conformation. Exhibitor is not judged. Each view of the horse (front, rear, both sides) must be presented. Make sure enough time is spent per each view so the judge can make a determination. Video must also include walking toward the camera and jogging away from the camera and a jog videoed from the side of the horse.

Showmanship Classes 6 and 7 – judged on the exhibitor’s work of the posted Showmanship pattern, performed accurately, precisely, and smoothly including setting the horse up for inspection. Where inspection is called for handler should move about the horse as if an invisible judge was moving about the horse or if videoed by a person, the person can move about the horse as if they are the judge. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge’s view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN**

Freestyle Showmanship 8 - judged on the exhibitor’s work of a Showmanship pattern, of their choice. It should be performed accurately, precisely, and smoothly including setting the horse up for inspection. Entry must include at least one walk of no less than 10 feet, one trot of no less than 20 feet, one pivot of at least 180 degrees, a back of at least 4 steps, and an inspection. For the inspection, if using a stationary camera the handler should move about the horse as if an invisible judge is moving about the horse or if videoed by a person, the person can move about the horse as if they are the judge. Additional maneuvers are allowed such as a sidepass. **The more difficult your pattern the more potential for higher scores! But a clean simple pattern will beat a more complex pattern with many mistakes.** Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see marker, and does not hinder the judge’s view will be allowed. **PATTERN CLASS – YOU PICK THE PATTERN Send your pattern to OHSA at info@showohsa.com.**

Color 9 - judged on the horse’s color and/or pattern based on the breed standards. Conformation is secondary to color. Open to “horses of color” only. Each view of the horse (front, rear, both sides) must be presented. Make sure enough time is spent per each view so the judge can make a

determination.

Lunge Line 10 - open to any age of horse. Judged on horse's performance of gaits based on future performance. Gaits should be correct and exhibit quality of movement. Entry must perform the standard lunge line requirements of performing all three gaits both directions of the lunge circle with a maximum time of 90 seconds. Entry must also provide views in hand. Each view of the horse (front, rear, both sides) must be presented. Make sure enough time is spent per each view so the judge can make a determination. Exhibitor may select whether to show conformation or movement first.

In Hand Over Fences 11 - Judged on the horse's representation of a working hunter in the hunt field. Manners, jumping ability, quality of jumps, pace, and overall quality. Height of fence is minimum 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). Wooden rails are preferred, PVC is acceptable. **PATTERN CLASS – YOU PICK THE PATTERN – must include 8 jumping efforts. You may use 8 jumps; 6 jumps going over 2 jumps twice; or 4 jumps going over 4 jumps twice or any combination thereof. Must include at least one change in direction. You do not need to send the pattern.**

Western (walk, jog, and lope classes)

Western Pleasure 12 and 13 – judged on horse's performance of gaits. Gaits should be correct and exhibit quality of movement. Video must include shots both directions of the arena. 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. Gaits required are walk, jog, lope both directions and a back up.

Western Horsemanship 23 and 24 – judged on rider's ability to execute the posted pattern with precision and smoothness while maintaining balanced and functionally correct body position. Entry must perform the prescribed pattern as posted at the beginning of the show. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN**

Freestyle Western Horsemanship 25 - judged on rider's ability to execute a horsemanship pattern with precision and smoothness while maintaining balance and functionally correct body position. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – YOU PICK THE PATTERN (pattern must include a walk, a jog, a lope, a change of direction with a change of lead, a stop and back, a pivot of at least 360 degrees, additional maneuvers allowed such as additional turns, serpentine, and sidepasses. If you'd like to use a different maneuver please email info@showohsa.com to ensure the maneuver is allowed.) Send your pattern to OHSA at info@showohsa.com.**

Western Horsemanship Rail Only 26 – judged on rider's equitation on the rail both ways of the arena. Rider should be correct in their equitation and use minimal aids. Shoulders, hips, and heel should be in a straight line with heels dropped below the ball of the foot. Video must include shots both directions of the arena. 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. Gaits required are walk, jog, lope both directions and a back up.

Reining 18 – judged on the horse being willfully guided with no resistance to the required pattern. Credit given for smoothness, finesse, attitude, and authority while using speed. Entry must perform the prescribed pattern. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is and does not hinder the judge's view will be allowed. **PATTERN CLASS –SEE POSTED PATTERN**

Freestyle Reining 19 - judged on the horse being willfully guided with no resistance. Credit given for smoothness, finesse, attitude, and authority while using speed. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is and does not hinder the judge's view will be allowed. May be set to music and use costumes. May use non-traditional tack such as English bridles, halter, or no tack at all. Maneuvers required include at least 3 stops and rollbacks, at least 4 spins in each direction, a small slow and a large fast circle in both directions, and a back up. Additional maneuvers are allowed such as multiple lead changes, additional stops and spins, sidepasses, diagonal maneuvers, and any other possible maneuver. Riders may dismount or mount during the class.

Western Riding 20 – judged on quality of gaits, lead changes, responsiveness to rider, and manners. Emphasis placed on smoothness, cadence of gait, and precise lead changes as dictated by the pattern. Entry must perform the prescribed pattern. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN**

Walk Jog Western (walk and jog classes 21 through 26 open to all riders) and ONLY WJ Western (wj classes 27 to 29 open to WT riders only)

Walk Jog Western Pleasure 21, 22, and 27 – judged on horse's performance of gaits. Gaits should be correct and exhibit quality of movement. Video must include shots both directions of the arena. 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. Gait required are walk, jog, both directions and a back up.

Walk Jog Western Horsemanship 23, 24, and 28– judged on rider's ability to execute the posted pattern with precision and smoothness while maintaining balanced and functionally correct body position. Entry must perform the prescribed pattern as posted at the beginning of the show. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN**

Freestyle Walk Jog Western Horsemanship 25 - judged on rider's ability to execute a horsemanship pattern with precision and smoothness while maintaining balance and functionally correct body position. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – YOU PICK THE PATTERN (pattern must include a walk, a jog, a change of direction, a stop and back, a pivot of at least 360 degrees, additional maneuvers allowed such as additional turns, serpentines, and sidepasses. If you'd like to use a different maneuver please email info@showohsa.com to ensure the maneuver is allowed.) Send your pattern to OHSA at info@showohsa.com.**

Walk Jog Western Horsemanship Rail Only 26 and 29 – judged on rider's equitation on the rail both

ways of the arena. Rider should be correct in their equitation and use minimal aids. Shoulders, hips, and heel should be in a straight line with heels dropped below the ball of the foot. Video must include shots both directions of the arena. 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. Gait required are walk, jog, both directions and a back up.

Hunt Seat (walk, trot, and canter classes)

Hunter Under Saddle 30 and 31– judged on horse’s performance of gaits. Gaits should be correct and exhibit quality of movement, with gaits showing potential of working over fences – free-flowing, ground covering. Video must include shots both directions of the arena. 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. Gait required are walk, trot, canter both directions and a back up.

Hunt Seat Equitation 32 and 33 – judged on rider’s ability to execute the posted pattern with precision and smoothness while maintaining balanced and functionally correct body position. Entry must perform the prescribed pattern as posted at the beginning of the show. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge’s view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN**

Freestyle Hunt Seat Equitation 34 - judged on rider’s ability to execute an equitation pattern with precision and smoothness while maintaining balance and functionally correct body position. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge’s view will be allowed. **PATTERN CLASS – YOU PICK THE PATTERN (pattern must include a walk, a trot, a canter, a change of direction with a change of lead, a stop and back, a pivot or turn on the forehand of at least 360 degrees, additional maneuvers allowed such as additional turns, serpentines, and sidepasses. If you’d like to use a different maneuver please email info@showohsa.com to ensure the maneuver is allowed.) Send your pattern to OHSa at info@showohsa.com.**

Hunt Seat Equitation Rail Only 35 – judged on rider’s equitation on the rail both ways of the arena. Rider should be correct in their equitation and use minimal aids. Shoulders, hips, and heel should be in a straight line with heels dropped below the ball of the foot. Video must include shots both directions of the arena. 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. Gait required are walk, trot, canter both directions and a back up.

Hunt Seat Ground Poles 36 – Judged on the horse’s potential for working over fences. Gaits should be fluid with the horse exhibiting the characteristics of a working hunter. Rider should canter to the first pole, then perform a 2 point position as if they were jumping over the pole, then return to regular position at the canter. Repeat for the second pole, etc. Poles must be placed no less than 48 feet apart. Fences must be safe and considered standard hunter/jumper fences (homemade is acceptable as long as they are safe). Fence standards are appreciated but not required. Wooden rails are preferred, PVC is acceptable. **Must include 8 efforts. You may use 8 jumps; 6 jumps going over 2 jumps twice; or 4 jumps going over 4 jumps twice, or any combination thereof. Must include at least one change in direction. No pattern needs to be submitted.**

Hunter Hack 37 – judged on the horse’s potential for working over fences. Gaits should be fluid with the horse exhibiting the characteristics of a working hunter. Entry must jump over 2 fences 48

feet apart and a minimum of 18" high (crossed or straight – measured in the middle of the fence), continuing to canter along the rail to halfway across the arena. The video must then show the horse performing all three gaits the opposite direction of the arena. 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. Gait required are walk, trot, canter both directions and a back up. Wooden rails are preferred, PVC is acceptable.

Hunter Over Fences 38 – judged on the horse's representation of a working hunter in the hunt field. Manners, jumping ability, quality of jumps, pace, and overall quality. Height of fence is minimum 18". Fences must be safe and considered standard hunter/jumper fences (homemade is acceptable as long as they are safe). Wooden rails are preferred, PVC is acceptable. **PATTERN CLASS – YOU PICK THE PATTERN – must include 8 jumping efforts. You may use 8 jumps; 6 jumps going over 2 jumps twice; or 4 jumps going over 4 jumps twice or any combination thereof. Must include at least one change in direction. Send your pattern to OHSa at info@showohsa.com.**

Hunt Seat Equitation Over Fences 39 – judged on rider's ability to execute the posted pattern with precision and smoothness while maintaining balanced and functionally correct body position over fences. Height of fence is minimum 18" measured from the center of the fence. Fences must be safe and considered standard hunter/jumper fences (homemade is acceptable as long as they are safe). Wooden rails are preferred, PVC is acceptable. **PATTERN CLASS – YOU PICK THE PATTERN – must include 8 jumping efforts. You may use 8 jumps; 6 jumps going over 2 jumps twice; or 4 jumps going over 4 jumps twice, or any combination thereof. Must include at least one change in direction. Send your pattern to OHSa at info@showohsa.com.**

Open Jumping 40 – judged purely on faults over fences. Height of fence is minimum 18". Fences must be safe and considered standard hunter/jumper fences (homemade is acceptable as long as they are safe). Wooden rails are preferred, PVC is acceptable. **PATTERN CLASS – YOU PICK THE PATTERN – must include 8 jumping efforts. You may use 8 jumps; 6 jumps going over 2 jumps twice; or 4 jumps going over 4 jumps twice or any combination thereof. Must include at least one change in direction. Send your pattern to OHSa at info@showohsa.com.**

Walk Trot Hunt Seat (walk and trot – classes 41 to 50 open to all riders) and ONLY WT Hunt Seat (classes 51 to 53 open to WT riders only)

Walk Trot Hunter Under Saddle 41, 42, and 51– judged on horse's performance of gaits. Gaits should be correct and exhibit quality of movement, with gaits showing potential of working over fences – free-flowing, ground covering. Video must include shots both directions of the arena. 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. Gait required are walk, trot, both directions and a back up.

Walk Trot Hunt Seat Equitation 43, 44, and 52 – judged on rider's ability to execute the posted pattern with precision and smoothness while maintaining balanced and functionally correct body position. Entry must perform the prescribed pattern as posted at the beginning of the show. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN**

Freestyle Walk Trot Hunt Seat Equitation 45 - judged on rider's ability to execute an equitation

pattern with precision and smoothness while maintaining balance and functionally correct body position. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – YOU PICK THE PATTERN (pattern must include a walk, a jog, a change of direction, a stop and back, a turn on the forehand or a pivot of at least 360 degrees, additional maneuvers allowed such as additional turns, serpentines, and sidepasses. If you'd like to use a different maneuver please email info@showohsa.com to ensure the maneuver is allowed.) Send your pattern to OHSa at info@showohsa.com.**

Walk Trot Hunt Seat Equitation Rail Only 46 and 53 – judged on rider's equitation on the rail both ways of the arena. Rider should be correct in their equitation and use minimal aids. Shoulders, hips, and heel should be in a straight line with heels dropped below the ball of the foot. Video must include shots both directions of the arena. 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. Gait required are walk, trot, both directions and a back up.

Walk Trot Hunt Seat Ground Poles 47 – Judged on the horse's potential for working over fences. Gaits should be fluid with the horse exhibiting the characteristics of a working hunter. Rider should trot to the first pole, then perform a 2 point position as if they were jumping over the pole, then return to regular position at the trot. Repeat for the second pole, etc. Poles must be placed no less than 48 feet apart. Fences must be safe and considered standard hunter/jumper fences (homemade is acceptable as long as they are safe). Fence standards are appreciated but not required. Wooden rails are preferred, PVC is acceptable. **PATTERN CLASS – YOU PICK THE PATTERN – must include 8 efforts. You may use 8 jumps; 6 jumps going over 2 jumps twice; or 4 jumps going over 4 jumps twice. Must include at least one change in direction. Pattern does not need to be sent to OHSa.**

Walk Trot Hunter Hack 48 – judged on the horse's potential for working over fences. Gaits should be fluid with the horse exhibiting the characteristics of a working hunter. Entry must jump over 2 fences 48 feet apart and a minimum of 18" high (crossed or straight – measured in the middle of the fence), continuing to trot along the rail to halfway across the arena. 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. Gait required are walk, trot, both directions and a back up. Wooden rails are preferred, PVC is acceptable.

Walk Trot Hunter Over Fences 49 – judged on the horse's representation of a working hunter in the hunt field. Manners, jumping ability, quality of jumps, pace, and overall quality. Height of fence is minimum 18". Fences must be safe and considered standard hunter/jumper fences (homemade is acceptable as long as they are safe). Wooden rails are preferred, PVC is acceptable. **PATTERN CLASS – YOU PICK THE PATTERN – must include 8 jumping efforts. You may use 8 jumps; 6 jumps going over 2 jumps twice; or 4 jumps going over 4 jumps twice, or any combination thereof. Must include at least one change in direction. Send your pattern to OHSa at info@showohsa.com.**

Walk Trot Hunt Seat Equitation Over Fences 50 – Judged on rider's ability to execute the posted pattern with precision and smoothness while maintaining balanced and functionally correct body position over fences. Height of fence is minimum 18" measured from the center of the fence. Fences must be safe and considered standard hunter/jumper fences (homemade is acceptable as long as they are safe). Wooden rails are preferred, PVC is acceptable. **PATTERN CLASS – YOU PICK THE**

PATTERN – must include 8 jumping efforts. You may use 8 jumps; 6 jumps going over 2 jumps twice; or 4 jumps going over 4 jumps twice or any combination thereof. Must include at least one change in direction. Send your pattern to OHSA at info@showohsa.com.

Saddle Seat – all classes may be ridden w/t or w/t/c

Saddle Seat Pleasure 54 – judged on horse's performance of gaits. Gaits should be correct and exhibit quality of movement, free-flowing, ground covering. Video must include shots both directions of the arena. 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. Gait required are walk, trot, canter (for 3 gait only), both directions and a back up.

Saddle Seat Equitation Pattern 55 – judged on rider's ability to execute the posted pattern with precision and smoothness while maintaining balanced and functionally correct body position. Entry must perform the prescribed pattern as posted at the beginning of the show. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN**

Freestyle Saddle Seat Equitation 56 - Judged on rider's ability to execute an equitation pattern with precision and smoothness while maintaining balance and functionally correct body position. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – YOU PICK THE PATTERN (pattern must include a walk, a trot, a canter (not for w/t riders), a change of direction with a change of lead (change of diagonal), a stop and back, additional maneuvers allowed such as additional turns, serpentines, and sidepasses. If you'd like to use a different maneuver please email info@showohsa.com to ensure the maneuver is allowed.) Send your pattern to OHSA at info@showohsa.com.**

Saddle Seat Equitation RAIL ONLY no pattern 57 – judged on rider's equitation on the rail both ways of the arena. Rider should be correct in their equitation and use minimal aids. Shoulders, hips, and heel should be in a straight line with heels dropped below the ball of the foot. Video must include shots both directions of the arena. 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. Gait required are walk, trot, canter (for 3 gait only) both directions and a back up.

Road Hack 58 – judged on horse's performance at a walk, trot, and canter (for 3 gait only) each way of the ring. Additionally, an extended trot is required at least one way. Horses are to be brought to a flat-footed walk before changing gaits or stop (i.e., you cannot go from a trot to a canter, you must drop down to a walk and then pick up the canter). Horses must also back at least 3 strides on the rail after completing their other rail work. Road hack horses should be a pleasure to ride, smooth and stylish, willing, responsive, and able to cover ground efficiently. Horses will be judged on performance, manners, and suitability as a hack.

Country Pleasure 59 - judged on horse's performance at a walk, trot, and canter (for 3 gait only) each way of the ring. Additionally, an extended trot and a hand gallop is required at least one way. Horses are to be brought to a flat-footed walk before changing gaits or stop (i.e., you cannot go from a trot to a canter, you must drop down to a walk and then pick up the canter). Horses must also back at least 3 strides on the rail after completing their other rail work. Country horses should be a pleasure to ride and have a pleasurable attitude. They should move in a relaxed manner with

even cadence in an unhurried manner. Horses will be judged on performance, manners, and suitability as a Country horse.

Saddle Seat Trail - it may be a standard drawn and written pattern or can be written notes within your email. Judged on the exhibitor's work of trail obstacles, performed accurately, precisely, and smoothly. This is not a speed class, but patterns performed with a reasonable amount of speed correctly, should place over patterns that are sluggish. Each pattern must have at least 6 obstacles and include:

- a gate (standard or rope gate)
- a back through
- walk over at least 3 poles
- trot/jog over of at least 2 poles
- bridge

The remaining obstacles can be selected from the below:

- Additional walk, trot/jog overs
- Sidepass
- Serpentine
- Turn in 6' box
- Pick up and drop of an item (mailbox, bucket on a barrel, put on/off slicker)

Judged on the exhibitor's work of trail obstacles, performed accurately, precisely, and smoothly. This is not a speed class, but patterns performed with a reasonable amount of speed correctly, should place over patterns that are sluggish. Each **in hand, gaited, and walk/trot/jog** pattern must have at least 6 obstacles and include:

- a gate (standard or rope gate)
- a back through
- walk over at least 3 poles
- trot/jog over of at least 2 poles
- bridge

The remaining obstacles can be selected from the below:

- Additional walk, trot/jog overs
- Sidepass
- Serpentine
- Turn in 6' box
- Pick up and drop of an item (mailbox, bucket on a barrel, put on/off slicker)

Additional obstacles allowed. **Send your pattern to OHSA at info@showohsa.com.**

Gaited Horse (walk, favorite gait (non-trotting), and third gait if applicable to breed)

Gaited Horse Pleasure 61 – judged on horse's performance of gaits. Gaits should be correct and exhibit quality of movement, free-flowing, ground covering. Video must include shots both directions of the arena. Must include the horse backing a minimum of 3 full steps, ride both directions of arena at each gait and a back up. Make sure enough time is spent per each gait so the judge can make a determination.

Gaited Horse Equitation 62 - judged on rider's ability to execute the posted pattern with precision

and smoothness while maintaining balanced and functionally correct body position. Entry must perform the prescribed pattern as posted at the beginning of the show. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN**

Freestyle Gaited Equitation 63 - judged on rider's ability to execute an equitation pattern with precision and smoothness while maintaining balance and functionally correct body position. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – YOU PICK THE PATTERN (pattern must include a walk and 2nd gait and 3rd gait (for 3 gait entries), a change of direction, a stop and back, additional maneuvers allowed such as additional turns, serpentine, and sidepasses. If you'd like to use a different maneuver please email info@showohsa.com to ensure the maneuver is allowed.)** Send your pattern to OHSA at info@showohsa.com.

Gaited Horse Equitation RAIL ONLY 64 – judged on rider's equitation on the rail both ways of the arena. Rider should be correct in their equitation and use minimal aids. Shoulders, hips, and heel should be in a straight line with heels dropped below the ball of the foot. Video must include shots both directions of the arena. 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. Gait required are walk, favorite non-trotting gait (third gait if applicable), both directions and a back up.

Gaited Country Pleasure 66 - judged on horse's performance at a walk, 2nd gait and canter if applicable each way of the ring. Horses must also back at least 3 strides on the rail after completing their other rail work. Country horses should be a pleasure to ride and have a pleasurable attitude. They should move in a relaxed manner with even cadence in an unhurried manner. Horses will be judged on performance, manners, and suitability as a Country horse.

Show Pleasure 67 - judged on horse's performance at a walk, 2nd gait and canter if applicable each way of the ring. Horses must also back at least 3 strides on the rail after completing their other rail work. Show Pleasure horses should be a pleasure to ride, smooth and stylish, willing, responsive, and able to cover ground efficiently. Horses will be judged on performance, manners, and suitability as a Show Pleasure horse. Some animation is desired but overly animated horses will be penalized.

Driving

Pleasure Driving 68 – judged on the performance of the horse and his ability and attitude while pulling a cart with style in a safe manner. Video must include shots both directions of the arena. 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. Gait required are walk, trot, both directions and a back up.

Reinsmanship 69 - Judged on the ability of the driver to communicate with their horse through the available aids (reins, voice, whip) while performing the prescribed pattern with efficient posture, elasticity and consistency. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN**

Driven Obstacles 70 – judged on the performance of the horse over obstacles with emphasis on manners, responsiveness to the rider, and correctness of obstacle completion. After 3 attempts at an obstacle the entry must move to the next obstacle. Each pattern must have at least 6 obstacles and include:

- a back through or back out of
- serpentine
- trot with wheel between 2 poles
- bridge/tarp
- a second trot with wheel between 2 poles (may use the same poles in a different manner).

The remaining obstacles can be selected from the below:

- walk or trot a figure eight
- walk with wheel between 2 poles
- Additional Serpentine
- Walk with wheel between 2 elevated poles
- Pick up and drop of an item (mailbox, bucket on a barrel, put on/off slicker)

If you'd like to use a different obstacle for your remaining obstacle, please email info@showohsa.com.

PATTERN CLASS – YOU PICK THE PATTERN. Send your pattern to OHSa at info@showohsa.com.

Driven Cones 71 – Judged on the performance of the horse through a cones course, judged on pattern completion with no/fewest faults. Entry must perform a pattern with at least 20 cone obstacles (gates). You may use as few as 5 cone obstacles but must complete 20 obstacles (may go through the course several times). Cones should be used but other objects simulating cones may be used as long as they are safe. **PATTERN CLASS – YOU PICK THE PATTERN Send your pattern to OHSa at info@showohsa.com.**

Ranch Horse

Ranch Horse Pleasure 72 – judged on horse's performance of gaits, reflecting the versatility and movement of a working ranch horse. Gaits should be correct and exhibit quality of movement. Video must include shots both directions of the arena. 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. Gait required are walk, jog, lope both directions as well as an extended jog at least one direction.

Ranch Horse Pleasure Walk Jog 73 – judged on horse's performance of gaits, reflecting the versatility and movement of a working ranch horse. Gaits should be correct and exhibit quality of movement. Video must include shots both directions of the arena. 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. Gait required are walk, jog, both directions as well as an extended jog at least one direction.

Ranch Riding 74 – judged on horse's performance of gaits, reflecting the versatility and movement of a working ranch horse while performing the prescribed pattern. Gaits should be correct and exhibit quality of movement. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN**

Ranch Riding Walk Jog 75 - judged on horse's performance of gaits, reflecting the versatility and movement of a working ranch horse while performing the prescribed pattern. Gaits should be correct and exhibit quality of movement. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN – perform extended jog whenever a lope is required by the pattern.**

Ranch Reining 76 – judged on the horse being willfully guided with no resistance. Credit given for smoothness, finesse, attitude, and authority while using speed. entry must perform the prescribed pattern. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN**

Ranchmanship 77 – Ranchmanship combines elements of Ranch Pleasure, Riding, Trail, and Horsemanship. Judged on the quality of movement (pleasure), horse's ability to transition gaits both over obstacles and on the flat (riding), ability to maneuver obstacles (trail), and the rider's effectiveness in communicating with their horse. **PATTERN CLASS – SEE POSTED PATTERN**

Ranchmanship Walk Jog 78 – Ranchmanship combines elements of Ranch Pleasure, Riding, Trail, and Horsemanship. Judged on the quality of movement (pleasure), horse's ability to transition gaits both over obstacles and on the flat (riding), ability to maneuver obstacles (trail), and the rider's effectiveness in communicating with their horse. **PATTERN CLASS – SEE POSTED PATTERN - perform extended jog whenever a lope is required by the pattern.**

Ranch Horsemanship 79 - judged on rider's ability to execute the posted pattern with precision and smoothness while maintaining balanced and functionally correct body position. Entry must perform the prescribed pattern as posted at the beginning of the show. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN**

Walk Jog Ranch Horsemanship 80 - judged on rider's ability to execute the posted pattern with precision and smoothness while maintaining balanced and functionally correct body position. Entry must perform the prescribed pattern as posted at the beginning of the show. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN - perform extended jog whenever a lope is required by the pattern.**

Ranch Trail 81 (2 or 3 gait) – judged on the performance of the horse over obstacles with emphasis on manners, responsiveness to the rider, and correctness of obstacle completion. After 3 attempts at an obstacle the entry must move to the next obstacle. **PATTERN CLASS – SEE POSTED PATTERN.**

Freestyle Ranch Trail 82 - judged on the performance of the horse over obstacles with emphasis on manners, responsiveness to the rider, and correctness of obstacle completion. After 3 attempts at an obstacle the entry must move to the next obstacle. Each pattern must have at least 8 obstacles and include:

- a gate (standard or rope gate)
- a back through
- walk over at least 3 poles
- jog over of at least 2 poles

- bridge
- Rope dummy (can use a standard rope dummy, a bale of hay, a post or jump standard, a large bucket – rider should rope from the back of the horse – you do not need to “catch” the object – drop the rope after your attempt)
- Lope over at least 2 poles (only for 3 gaited)

The remaining obstacles can be selected from the below:

- Additional walk, jog, or lope overs
- Sidepass
- Serpentine
- Turn in 6' box
- Pick up and drop of an item (mailbox, bucket on a barrel, put on/off slicker)
- Drag object – log, pole, roping dummy, brush, etc.
- Ground tie

Additional obstacles beyond the required 8 are allowed. If you'd like to use a different obstacle for your remaining obstacle, please email info@showohsa.com.

Timed Events

For all Timed Events a defined start/finish line must be visible. Time will start when horse crosses the start/finish line to begin pattern and end when they cross it a second time. If more than one entry has the same time by seconds as defined by the submitted video, the judge will use a timer to 100's of a second and be the deciding factor for placings – no debate on placings will be allowed. Time lapse videos will be disqualified.

Barrel Race 83 – exhibitor must perform the traditional cloverleaf pattern around three barrels. Pattern may start either to the left or right. **PATTERN PROVIDED FOR DISTANCE & PATH OF GO**

Pole Bending 84 – exhibitor must perform a standard pole bending pattern, running past the line of poles, weaving back toward the finish line, weaving back to the end of the line of poles, and then running back to the finish line. **PATTERN PROVIDED FOR DISTANCE AND PATH OF GO.**

Keyhole 85 – exhibitor must perform a standard keyhole pattern. However, unlike a chalk outline on the ground which could be difficult to judge, the pattern will consist of two poles with a third pole will be set for the horse to go around after going between the first two poles. **PATTERN PROVIDED FOR DISTANCE AND PATH OF GO.**

Arena Race 86 - exhibitor must perform a standard arena race pattern, making one lap around the arena. Two barrels should be placed near the end of the arena to designate the closest distance the horse must run. **PATTERN PROVIDED FOR DISTANCE AND PATH OF GO.**

Dressage

Dressage classes 87 to 96 and 106 – include the test you select for your ride – email to info@showohsa.com. Enter the correct class based on the test(s) you select. Judged on horse's performance of gaits. Gaits should be correct and exhibit quality of movement. Entry must perform the test with accuracy with higher scores going to exhibitors with more precision and

cadence of movement. Cones are preferred as pattern markers if a dressage arena is not available but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERNCLASS – YOU PICK THE TEST – Tests must be selected from the below – if you wish to use a test from an association not listed below please email us at info@showohsa.com with the test for determination:**

In Hand (87):

- Coeli Netsky Equine Services In Hand Tests 1 through 4 - <https://cnetksyequine.com/registration> (scroll down to bottom of page for "Alternate Test Sheets"
- Dressage Riders Online walk only tests - <https://www.dressageridersonline.com/in-hand-tests/>
- North American Western Dressage (NWDA) both walk only and walk/trot tests - <https://www.northamericanwesterndressage.com/ride/six-feet-on-the-ground/>

Western & WJ Western (88 and 89):

- Western Dressage Association of America (WDAA)- <https://www.westerndressageassociation.org/wdaa-tests>
- NAWD - <https://www.northamericanwesterndressage.com/ride/western-dressage/>

Dressage, WT Dressage, Saddle Seat Dressage, and WT Saddle Seat Dressage (90 through 93):

- Coeli Netsky WT Test - <https://img1.wsimg.com/blobby/go/c839a56a-d6db-4208-98d4-6c5fef8e7561/downloads/EE%20Classical%20Dressage%20Intro%20Level.pdf?ver=1670777925869>
- United States Dressage Federation (USDF) - <https://www.usdf.org/competitions/competitors/tests.asp>

Gaited (94):

- Western Dressage Association of America (WDAA)- <https://www.westerndressageassociation.org/wdaa-tests>

Driven Dressage (95):

- United States Equestrian Federation (USEF) - <https://www.usef.org/compete/disciplines/combined-driving/content/driven-dressage-tests>
- American Driving Society (ADS) - https://www.americandrivingsociety.org/content.aspx?page_id=22&club_id=548049&module_id=468013

Freestyle Dressage 96 - Judged on horse's performance of gaits. Gaits should be correct and exhibit quality of movement. Entry must perform the test with accuracy with higher scores going to exhibitors with more precision and cadence of movement. Cones are preferred as pattern markers if a dressage arena is not available but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. All standard dressage maneuvers are allowed. You may also include non-traditional maneuvers such as sidepassing, turns on forehand, etc. Create your own pattern and have fun! Can be set to music, you can even use a costume. **Send your pattern to OHSa at info@showohsa.com.**

Trail

In Hand Trail 97 – judged on the exhibitor's work of trail obstacles, performed accurately, precisely, and smoothly. This is not a speed class, but patterns performed with a reasonable amount of speed

correctly, should place over patterns that are sluggish.

Trail 3 Gait 98 - judged on the exhibitor's work of trail obstacles, performed accurately, precisely, and smoothly. This is not a speed class, but patterns performed with a reasonable amount of speed correctly, should place over patterns that are sluggish.

Trail 2 Gait 99 and 100 - judged on the exhibitor's work of trail obstacles, performed accurately, precisely, and smoothly. This is not a speed class, but patterns performed with a reasonable amount of speed correctly, should place over patterns that are sluggish.

Freestyle Trail 101 - judged on the exhibitor's work of trail obstacles, performed accurately, precisely, and smoothly. This is not a speed class, but patterns performed with a reasonable amount of speed correctly, should place over patterns that are sluggish.

Judged on the exhibitor's work of trail obstacles, performed accurately, precisely, and smoothly. This is not a speed class, but patterns performed with a reasonable amount of speed correctly, should place over patterns that are sluggish. Each **in hand, gaited, and 2 gait** pattern must have at least 6 obstacles and include:

- a gate (standard or rope gate)
- a back through
- walk over at least 3 poles
- trot/jog/gait over of at least 2 poles
- bridge

The remaining obstacles can be selected from the below:

- Additional walk, trot/jog/gait overs
- Sidepass
- Serpentine
- Turn in 6' box
- Pick up and drop of an item (mailbox, bucket on a barrel, put on/off slicker)

Each **three gait** pattern must have at least 8 obstacles and include:

- a gate (standard or rope gate)
- a back through
- walk over at least 3 poles
- jog/trot/gait over at least 2 poles
- bridge
- lope over at least 2 poles

The remaining obstacles can be selected from the below:

- Additional walk, jog/trot/gait, or lope overs
- Sidepass
- Serpentine
- Turn in 6' box
- Pick up and drop of an item (mailbox, bucket on a barrel, put on/off slicker)

Additional obstacles beyond the 6 or 8 required are allowed. If you'd like to use a different obstacle for your remaining obstacle, please email info@showohsa.com. **Send your pattern to OHSA at**

info@showohsa.com.

Unbridled

Shankless (no lead rope) Showmanship 102 – judged on the exhibitor’s work of the posted Showmanship pattern, performed accurately, precisely, and smoothly including setting the horse up for inspection. **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. Entry must perform the prescribed pattern as posted at the beginning of the show. Where inspection is called for handler should move about the horse as if an invisible judge was moving about the horse or if videoed by a person, the person can move about the horse as if they are the judge. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge’s view will be allowed. **PATTERN CLASS – SEE POSTED PATTERN**

Unbridled Pleasure 3 Gait 103 – judged on horse’s performance of gaits. 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. Gaits should be correct and exhibit quality of movement. Video must include shots both directions of the arena. 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. Gait required are walk, jog/trot/gait and lope/canter both directions and a back up.

Unbridled Pleasure 2 Gait 104 – judged on horse’s performance of gaits. 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. Gaits should be correct and exhibit quality of movement. Video must include shots both directions of the arena. 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. Gait required are walk and jog/trot/gait both directions and a back up.

Unbridled Freestyle Equitation/Horsemanship 2 or 3 gait 105 – judged on rider’s ability to execute an equitation/horsemanship pattern with precision and smoothness while maintaining balance and functionally correct body position. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge’s view will be allowed. **PATTERN CLASS – YOU PICK THE PATTERN (pattern must include a walk, a jog/trot/gait, lope/canter (if 3 gait), a change of direction, a stop and back, a turn on the forehand or a pivot of at least 360 degrees, additional maneuvers allowed such as additional turns, serpentine, and sidepasses. If you’d like to use a different maneuver please email info@showohsa.com to ensure the maneuver is allowed.) Send your pattern to OHSa at info@showohsa.com.**

Unbridled Dressage 2 or 3 gait 106 – include the pattern you select for your ride. judged on

horse's performance of gaits. Gaits should be correct and exhibit quality of movement. Entry must perform the prescribed pattern. Cones are preferred as pattern markers if a dressage arena is not available but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – YOU PICK THE TEST – see above Dressage classes to find a test.**

Unbridled Trail 2 or 3 gait 107 – judged on the exhibitor's work of trail obstacles, performed accurately, precisely, and smoothly. This is not a speed class, but patterns performed with a reasonable amount of speed correctly, should place over patterns that are sluggish. Each pattern must have at least 8 obstacles and include:

- a gate (standard or rope gate)
- a back through
- walk over at least 3 poles
- jog over of at least 2 poles
- bridge
- lope over at least 2 poles (class 145 only)

The remaining obstacles can be selected from the below:

- Additional walk, jog, or lope overs
- Sidepass
- Serpentine
- Turn in 6' box
- Pick up and drop of an item (mailbox, bucket on a barrel, put on/off slicker)

Walk Only – any age no handler – may not show in leadline classes

Walk Only Pleasure 108 – must be ridden alone. Entry should walk only, both ways of the arena videoed long enough each direction for the judge to make a determination. Once completed they should back three steps. Judged on horse's movement and responsiveness to rider.

Walk Only Equitation Pattern Freestyle 109 - YOU MUST INCLUDE THE PATTERN YOU ARE USING WITH YOUR ENTRY - it may be a standard drawn and written pattern or can be written notes within your email. Judged on rider's ability to execute a horsemanship/equitation pattern with precision and smoothness while maintaining balance and functionally correct body position. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – YOU PICK THE PATTERN (pattern must include a walk, a change of direction, a stop and back, additional maneuvers are allowed such as sidepass, additional back up, pivots).**

Walk Only Equitation Rail Only 110 - must be ridden alone. Entry should walk only, both ways of the arena videoed long enough each direction for the judge to make a determination. Once completed they should back three steps. Judged on rider's ability to control and guide horse as well as rider's equitation.

Walk Only Trail 111 - YOU MUST INCLUDE THE PATTERN YOU ARE USING WITH YOUR ENTRY – it may be a standard drawn and written pattern or can be written notes within your email. Judged on the exhibitor's work of trail obstacles, performed accurately, precisely, and smoothly. This is not a speed class, but patterns performed with a reasonable amount of speed correctly, should place over

patterns that are sluggish. Each pattern must have at least 5 obstacles and include:

- a gate (standard or rope gate)
- a back through
- walk over at least 3 poles

The remaining obstacles can be selected from the below:

- Additional walk overs
- Sidepass
- Bridge (may be a tarp or plywood as long as it is safe)
- Serpentine
- Turn in 6' box
- Pick up and drop of an item (mailbox, bucket on a barrel, put on/off slicker)

Walk Only Dressage 112 – YOU MUST INCLUDE THE TEST YOU ARE USING WITH YOUR ENTRY -

Judged on horse's performance of gaits. Gaits should be correct and exhibit quality of movement. Entry must perform the test with accuracy with higher scores going to exhibitors with more precision and cadence of movement. Cones are preferred as pattern markers if a dressage arena is not available but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERNCLASS – YOU PICK THE TEST – Tests must be selected from the below tests, simply have your entrant ride the test – if you wish to use a test from an association not listed below please email us at info@showohsa.com with the test for determination:**

- Coeli Netsky Equine Services Walk Tests 1 to 4 - <https://cnetsskyequine.com/registration> (scroll down to bottom of page for "Alternate Test Sheets")

Lead Line Division – any age, must have handler – may not enter walk classes

Leadline Pleasure 113 – must have handler. Entry should walk only, both ways of the arena videoed long enough each direction for the judge to make a determination. Once completed they should back three steps. Judged on horse's movement and responsiveness to rider.

Leadline Equitation Pattern Freestyle 114 - YOU MUST INCLUDE THE PATTERN YOU ARE USING WITH YOUR ENTRY – must have handler, but riders should perform the tasks as much on their own as possible. It may be a standard drawn and written pattern or can be written notes within your email. Judged on rider's ability to execute a horsemanship/equitation pattern with precision and smoothness while maintaining balance and functionally correct body position. Cones are preferred as pattern markers but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERN CLASS – YOU PICK THE PATTERN (pattern must include a walk, a change of direction, a stop and back, additional maneuvers are allowed such as sidepass, additional back up, pivots).**

Leadline Equitation Rail Only 115 - must have handler. Entry should walk only, both ways of the arena videoed long enough each direction for the judge to make a determination. Once completed they should back three steps. Judged on rider's ability to control and guide horse as well as rider's equitation.

Leadline Trail 116 - YOU MUST INCLUDE THE PATTERN YOU ARE USING WITH YOUR ENTRY – must have handler, but riders should perform the obstacles as much on their own as possible. It may be a

standard drawn and written pattern or can be written notes within your email. Judged on the exhibitor's work of trail obstacles, performed accurately, precisely, and smoothly. This is not a speed class, but patterns performed with a reasonable amount of speed correctly, should place over patterns that are sluggish. Each pattern must have at least 5 obstacles and include:

- a gate (standard or rope gate)
- a back through
- walk over at least 3 poles

The remaining obstacles can be selected from the below:

- Additional walk overs
- Sidepass
- Bridge (may be a tarp or plywood as long as it is safe)
- Serpentine
- Turn in 6' box
- Pick up and drop of an item (mailbox, bucket on a barrel, put on/off slicker)

Leadline Dressage 117 – YOU MUST INCLUDE THE TEST YOU ARE USING WITH YOUR ENTRY - must have handler, but riders should perform the tasks as much on their own as possible. Judged on horse's performance of gaits. Gaits should be correct and exhibit quality of movement. Entry must perform the test with accuracy with higher scores going to exhibitors with more precision and cadence of movement. Cones are preferred as pattern markers if a dressage arena is not available but any object that is safe, is viewable so the judge can see where the marker is, and does not hinder the judge's view will be allowed. **PATTERNCLASS – YOU PICK THE TEST – Tests must be selected from the below tests, simply have your entrant ride the test – if you wish to use a test from an association not listed below please email us at info@showohsa.com with the test for determination:**

- **Coeli Netsky Equine Services Walk Tests 1 to 4 - <https://cnetksyequine.com/registration> (scroll down to bottom of page for "Alternate Test Sheets"**

Exceptional Rider

Exceptional Rider (any class) – may enter any above class(es). Each class will be judged independently from non-exceptional rider classes. **Enter the class(es) on the website and then email us to ensure we enter you in the exceptional class(es).**