

**Dane County Fair  
Horse & Pony  
Rules & Guidelines  
2026**

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# GENERAL REGULATIONS

- **It is a privilege to participate at the Dane County Fair (DCF);** however, this privilege can be revoked by a majority vote of the Department 6 Superintendents. **All exhibitors must abide by the DCF Horse & Pony Exhibitor Behavior Policy located with the Horse Declaration form and the Youth Animal Exhibitor Code of Practice located in the Dane County Fair Book. Failure to abide by these policies may be cause for dismissal from the Fair.**
- Exhibitors, parents, guardians, leaders and volunteers are expected to conduct themselves in an appropriate manner at all times.
- Abuse of any animal will be grounds for disqualification.
- Coaching from the rail is prohibited and may result in disqualification of the exhibitor.
- A parent or responsible person, 16 years of age or over, must be present any time a project animal is being handled or shown at the fair.
- All project animals must be under the supervision of the exhibitor by May 1 of the current year.
- Any DCF Department 6 Horse & Pony questions are referred first to the Dane County Fair Book. If not answered there, questions are then referred to the Department 6 Horse & Pony Rules & Guidelines and thirdly to US Equestrian Federation Rule Book or Western Dressage Association of America.
- Only show management may approach the judge before or during a show. The judge may be available to answer questions once the show is completed. Technical questions should be directed to the Superintendents. The judge's decision is final.

## **PROTESTS AND APPEALS**

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

## **EDUCATION REQUIREMENTS FOR ALL EXHIBITORS**

To exhibit any equine at Fair, exhibitors must submit a completed educational requirements card, specific to your organization, by **June 1**, following the submittal rules printed on the educational requirements card. If this is not met, you will not be eligible to show. NO exceptions will be made.

Questions can be directed to the Fair Office at 608-960-7910, [info@danecountyfair.com](mailto:info@danecountyfair.com)

# DANE COUNTY FAIR DEPARTMENT 6 RULES

## **EXHIBITOR RULES**

1. Only exhibitors are allowed to ride or groundwork their project animal however a Department 6 Superintendent may designate a substitute to groundwork the horse for safety reasons.
2. All Exhibitors must display their exhibitor number on their back whenever handling an animal. During shows, the number may be attached to both sides of the saddle pad or worn on the exhibitor's back where it can clearly be seen.
3. Only 1 assistant or adult is allowed per exhibitor while in the staging area(s).
4. Horses are to be tacked appropriately whenever handled. No bareback riding is allowed.
5. Long pants, boots with a heel and SEI approved helmet (any style) with the chin strap securely fastened are required to be worn by exhibitors at all times when riding or lunging when in the show arena, practice arena or during the fun show.
6. All exhibitors and assistants must wear appropriate closed-toe footwear in the presence of an animal.
7. NO bare feet at any time.

8. Remember you are representing your youth organization. Dress appropriately at all times. An exhibitor may be asked to change clothes or, if they do not have any with them, they will be provided with appropriate clothing.
9. Exhibitors are not allowed to use any electronic device (including cell phones) while handling or working with their equine project.
10. The grade of an exhibitor is based on their academic grade as of January 1 of the current year.
11. Fifteen (15) total lots are allowed per exhibitor and can have only one animal in any given lot.

#### **ANIMAL RULES**

1. Each horse and pony exhibitor, including horseless horse, must submit a Project Animal Declaration Form for their project animal(s) they intend to show. Only two animals may be shown. This form must have been electronically submitted on-line no later than **May 1, 2026. If it is not received by 11:59 p.m. May 1, you cannot show. This rule is strictly enforced.**
2. Every animal must have a veterinary examination for general health and soundness. See **Check-In** section of the Dane County Fair Premium Book, Department 6, for details.
3. Animals that have a chronic health issue that does not allow them to be stalled for the duration of the Fair must submit a completed Trailering-In Request form to the DCF office for approval by July 10, 2026. This form is available from the DCF website, [www.danecountyfair.com/pages/youth-exhibits.php](http://www.danecountyfair.com/pages/youth-exhibits.php).
4. On-Site Veterinarians may examine any horse at any time. Those found lame or posing a health hazard to themselves, other animals or people may be ordered off the fairgrounds.
5. A negative EIA (Coggins) test is required for all equine. The test must have been conducted after July 18, 2025.
6. The age of an animal is determined as of January 1 of the current year. Stallions must have been born in the current year to be exhibited at the fair.
7. Animal Substitution Policy: If a declared animal dies or becomes lame or injured you may request a substitution as follows:
  - a. Submit a written request prior to July 10, 2026 with a letter from your veterinarian as to the reason the animal will not be able to attend.
  - b. Send requests to Horse and Pony Dept. 6, Dane County Fair, PO Box 287, Oregon, WI 53575 or email to [info@danecountyfair.com](mailto:info@danecountyfair.com).
  - c. All substitutions are evaluated on an individual basis and are subject to the superintendent's approval.
8. An animal may not be shown in more than fifteen (15) lots unless it is being shared by family members or with a horseless horse member. The animal may then be shown in up to eighteen (18) lots.
9. At least one Showmanship lot is mandatory for ALL exhibitors in Grades 3-8.

#### **PAVILION RULES**

1. Stalls are assigned by the superintendents and every stalled animal must exhibit in at least one lot in Department 6. Tack stalls are assigned depending on availability.
2. The pavilion will be open from 6:00 AM until 10:00 PM or 15 minutes after the end of a horse show.
3. **No one** is allowed in the pavilion when it is closed except for authorized security.
4. Stalls are modular and are not securely fastened to the floor, therefore do not tie horses or otherwise attach other items, such as hammocks, to any part of any stall.
5. Complete all chores, including stall cleaning, feeding, aisle sweeping, etc., before 9:00 a.m. daily during the Fair. In addition, stalls must continue to be cleaned and aisles swept as needed during the day throughout the Fair.
6. Keep horse stalls sufficiently bedded throughout the duration of Fair to ensure or prevent animal waste runoff.
7. Feed and water horses on a regular basis during pavilion hours and before pavilion closing.
8. At pavilion closing time, remove hay nets and bags and any other hanging toys/objects/salt licks/etc from stalls except for water buckets.
9. Each horse must have two full sized water buckets.

10. Remove halters at closing time and place on the outside of the stall along with a lead rope so they are readily available in case of an emergency.
11. All exhibitors must clean up after their animals anywhere on the grounds. Dispose waste in designated areas. Penalties for violation of this rule will be assessed by the Fair Office.
12. Do not apply hoof polish while horse is standing directly on any of the concrete in the pavilions. Place cardboard or another ground cover down before applying.
13. Do not apply artificial colors or touch-up sprays anywhere inside the pavilion.
14. Store all supplies, including hay and bedding, inside a tack stall or in an exhibitor's trailer. Do not store any supplies along the pavilion walls, ends of aisles or gaps between stalls. Keep aisles clean and open at all times, including unoccupied chairs.
15. Horses are only allowed around Pavilion 1 except to go to and from the outdoor practice arena using the designated path. Horses are not allowed in Pavilion 2, on the mall area between Pavilion 1 and the Arena building or to walk or graze on the grass at any time.
16. Emergency contact information must be provided at check-in on Wednesday. This information will only be shared with the Security Office.

### **ARENA RULES**

1. Riding is only permitted in the Pavilion 1 show arena and the outdoor practice arena.
2. The outdoor practice arena will be open subject to weather conditions.
3. The first 15 minutes of each hour will be used for walk/trot only (lunging and riding) in any arena. Use the round pen for lunging liberty, first come, first served, with a 10 minute maximum per horse.
4. The Pavilion 1 show arena may be open for practice during check-in hours on Wednesday and at other published times. A schedule will be posted near the volunteer check in table and on the show arena itself.
5. If the Pavilion 1 show arena does not have adequate supervision, the arena will be closed and locked.
6. A maximum of 2 horses may be lunged at one time on no longer than a 15ft lunge line, in the same direction. If the arena is not busy, exceptions may be made.
7. During open arena practice, any adult in the arena with an exhibitor other than while mounting must wear long pants, closed toe footwear and a SEI approved safety helmet with strap securely fastened.
8. All horses must go the same direction on the rail. If the arena is not busy, pattern work may be done in the center at the discretion of the gate attendant.
9. Be courteous to others and practice arena etiquette. Always look behind before turning, passing, stopping, etc., and leave at least a horse length between horses while passing or following the horse in front of you. Remember that many exhibitors have not experienced riding in a crowded arena before.
10. Ride your horse with control. No excessive speed allowed.
11. Exhibitors and parents should be certain prior to attending the Fair that the horse or pony will remain under control in a noisy indoor arena, with camera flashes, spectator noise, clapping, and in the presence of other animals. You may be liable for damages in case your animal causes an accident.

# **GENERAL INFORMATION FOR ALL DISCIPLINES**

Be aware that you are being judged from the time you enter the arena until you depart unless otherwise specified by the judge. Present a neat appearance. Adjustments to tack or attire for valid medical reasons are permitted, provided show management is notified prior to show start.

Any classes that require patterns will have the patterns posted on the Dane County Fair website and social media sites as applicable on Monday the week of Fair. Patterns will also be posted on the information boards, starting at check-in.

## **PONY MEASUREMENT (56" or under)**

1. Any horse or pony entered in a pony lot must be 56 inches or less. No cross entering is allowed between pony and horse lots. Ponies may be measured during check-in on Wednesday. If the height exceeds 56 inches, the animal will be entered in corresponding horse lots.
2. Ponies will be measured on a hard, level surface with no saddle.
  - a. Lower the pony's head to determine the high point of the withers. The neck should be natural and cannot be lower than the horizontal at the time of measuring.
  - b. Stand the pony square with weight on all four feet, not stretched or bunched.
  - c. If wearing shoes, measure the shoe. Deduct the actual shoe height from the total height.
  - d. The measuring stick must be rigid and have a measurement scale with a level.
  - e. A measurement must be obtained from both sides and must measure fifty-six inches or under, based on the average of both measurements.

## **DIVISION OF LOTS**

1. Exhibitor/Horse combinations showing in-hand are limited to Trail In Hand, In-hand Fitting & Showing, and Showmanship with that horse.
2. Exhibitor/Horse combinations entered in Trail In Hand and In-Hand Showing and Fitting cannot enter a riding lot.
3. Exhibitors showing in Walk/Trot Classes:
  - a. Exhibitor/Horse combinations entered in walk/trot lots cannot enter a walk/trot/canter lot.
  - b. Exhibitor/Horse combination that has won a blue in walk/trot must move up to a walk/trot/canter lot in the following year. Horseless Horse exhibitors and exhibitors with extenuating circumstances may request an exemption from the rule. Exemption forms must be received by the fair office by May 1.

## **SHOWMANSHIP**

Showmanship is mandatory for ALL exhibitors in grades 3 through 8 and optional for grades 9 through 13.

Violation of this rule may cause loss of premiums.

1. The purpose of showmanship is to encourage members to properly prepare and exhibit their animals and show pride and responsibility in their projects. Exhibitors are judged on their ability to groom, fit, and show their animal from the ground.
2. In showmanship, it is the exhibitor's efforts that are being judged, not the breed, type, or conformation of the horse.
3. Showmanship is judged on a point system.
4. Be on time when your lot is called. The gate will not be held for late exhibitors. Once the first exhibitor has entered the arena you will no longer be allowed to check in for that lot.
5. Exhibitors must have their animals under control or they will be dismissed from the arena.
6. Helmets are optional in western showmanship. Appropriate head wear such as western hats and hunt caps without a chin strap are allowed.
7. A clean, well-groomed horse is a healthy horse. The coat should be clean and free from stains and sweat marks. The eyes, nostrils, lips, insides of ears, dock and underneath the elbows should be clean. The mane

should be free of dandruff. Mane and tail should be clean and free of tangles. Braiding and banding, if used, should be neat and suitable for the discipline. Fake tails/extensions are allowed.

8. Hooves should be trimmed and shaped to enable the animal to walk and stand naturally. If shod, the shoes must fit and not show undue wear. Clinches should be smooth.
9. Exhibitors should present a neat and clean appearance and be dressed appropriately for the discipline they are showing in.
10. The judge may question exhibitors as to parts of the equine and general equine knowledge. Exhibitors should demonstrate proper handling of the horse and follow the designated Showmanship pattern given by the judge, whether posted prior to or described during the class.

#### **RIDING CLASSES**

1. A SEI approved helmet that is properly fitted, with the safety harness securely fastened is REQUIRED.
2. Any rider not having his/her mount under sufficient control will be dismissed from the arena.
3. Any rider equipped with a helmet or tack considered unsafe by the judge will be dismissed from the arena. The judge may also dismiss any exhibitor or horse that is ridden in an unsafe or unskilled manner. The dismissed exhibitor may be asked to leave the arena or brought to the center of the arena.
4. It is the responsibility of the exhibitor, parent, guardian, and/or horse leader to determine if the exhibitor and horse are prepared to enter a class. Safety is the primary concern.
5. See Showmanship Rule #7 in this section for grooming recommendations.

#### **EQUITATION/HORSEMANSHIP/DISCIPLINE RAIL**

1. The emphasis of judging an equitation/horsemanship class is on the rider's ability to show the animal through the aids of hands, seat, and legs. Riders are judged on seat, hands and leg position, performance of horse, appropriate tack and suitability of horse to rider. Suitability of animal, tack and attire may affect the overall picture. The actions of the animal are not more important than the method used in obtaining the correct action called for by the rider.
2. Examples of faults that may count against the rider:
  - a. Exaggerated weight shifting
  - b. Excessive lower leg movement
  - c. Excessive kicking or spurring
  - d. Losing contact with stirrups other than when asked
  - e. Failing to follow instructions of judge or ring assistant
  - f. Failure to post on correct diagonal
  - g. Riding on the wrong lead
  - h. Stiff or hard use of hands
  - i. Excessive speed
  - j. Excessive number of strides into transitions
  - k. Excessive use of the voice
  - l. Hunching of shoulders

#### **PLEASURE**

1. The emphasis of judging in a pleasure lot is on the horse. The horse is judged on its manners, performance and suitability of the horse as a pleasure mount.
2. Examples of faults that may count against the horse and/or rider include:
  - a. Excessive speed
  - b. Excessive number of strides in transitions
  - c. Riding on the wrong lead
  - d. Lack of impulsion and/or engagement
  - e. Not keeping horse on the bit
  - f. Unbalanced gaits
  - g. Stumbling, tripping, or down on forehand
  - h. Shying

- i. Kicking at, biting and/or threatening another horse
- j. Horse winded or out of condition

# HUNT SEAT

## TACK AND ATTIRE

### CLOTHING

- Wear either a solid color, pin-striped or tweed hunt coat with breeches or jodhpurs and boots.
  - Hunt coats may be banned or made optional in case of excessive heat.
  - Short/long sleeved shirts are allowed when not wearing hunt coats, sleeveless shirts are not.
- SEI approved helmet properly fitted and securely fastened is required when mounted.
- Gloves, spurs (no rowels), crops or bats are optional.
- Hair should be neat and confined, ideally under your helmet.

### MOUNTED TACK

- A standard hunt bridle with cavesson and throatlatch is required.
- Regulation snaffles, pelhams or kimberwicks are permitted. Hackamores are not permitted.
- A hunt or forward seat style saddle with or without knee rolls is required.
- Martingales and all training aides are prohibited.

### SHOWMANSHIP TACK

- A hunter style bridle with a leather browband, cavesson and throatlatch or a plain leather halter is required.
- A bit may be a snaffle, pelham with 2 sets of reins, kimberwick or a full bridle with 2 sets of reins, 2 bits and double cheek pieces. Hackamores are not permitted.
- Curb chains must be at least ½ inch wide and lay flat against the jaw.
- No spurs allowed.

### HUNT SHOWMANSHIP

See “General Information for All Disciplines” section for additional information.

### LOT ROUTINE

- Enter the arena as instructed by gate attendant or as given in the posted pattern.
  - Be alert to additional instructions given by the ring assistant or judge.
  - Exhibitors are judged as soon as they enter the arena.
- The exhibitor and horse should work as a team.
  - Work calmly and quietly, do not jerk on the reins or otherwise abuse the horses’ mouth.
  - Exhibitors should always turn the horse away from them, to the right, unless instructed to do otherwise.
- Lead from the horses left side.
  - Hold reins in right hand, about 12 inches from the bridle, with the remainder folded neatly and safely in the left hand.
  - Do not wrap or loop reins around wrist or hand.
  - Be in position between the horses head and shoulders when leading.
  - If showing in a Pelham or full bridle, the snaffle rein is across the withers and the animal is led with the curb rein.
- The horse should move readily and freely at the walk and trot.
  - Walk or trot the horse according to instructions given on the posted pattern or by either the judge or ring assistant.
  - Always give the judge an unobstructed view of the horse in action.
  - The horse should move in a straight line away from or back to the judge.
- The horse should set up quickly and stand quietly while posing for the judge’s inspection.
  - Horses should move forward or backward freely on command.

- Stand towards the front and face the horse with toes pointing toward the horses' right shoulder.
- Use of the reins and soft voice cues necessary to pose the horse should be subtle and go unnoticed by others.
- After being dismissed by the judge, follow the instructions of the ring steward.
- Leave at least 1 animal length, about 10 ft., between animals when leading and standing in the lineup.

## HUNT EQUITATION

GENERAL-- judging emphasizes the riders' ability.

- Riders will demonstrate both a working and extended walk using seat and leg aids.
- Transition and sit smoothly to a slow trot.
- Control the working trot with light hands and post.
- Produce an extended trot both seated and in light or two point seat.
- Riders may also be asked to demonstrate a collected, working and extended canter, hand gallop and/or counter canter.
  - Riders should have smooth transitions between gaits, produce suppleness and balance with deep seat and subtle leg aids and perform smooth bends in circles and corners.

## BASIC POSITION

- Mounting—take up reins in left hand and place hand in front of withers, grasp stirrup leather with right hand and insert left foot in the stirrup and mount.
- Dismounting—either step down or slide down depending on riders' size.
- Riders should have a workmanlike appearance.
  - Hands should be over and in front of horses' withers, knuckles at 45 degrees inside the vertical, hands slightly apart and in a straight line between rider's elbow and horse's mouth.
  - Method of holding reins is optional and the bight may fall on either side of horses' neck.
  - Eyes should be up and shoulders back and square.
  - Ball of foot should rest on the irons with toes at an angle, heels down and calf of the leg in contact with horses' side slightly behind the girth.
  - Knee and upper leg have light contact.
- Riders should have a vertical and balanced body at the walk and sitting trot.
- A slight forward incline may be used when posting.
- A slight forward inclination is appropriate at the canter and preferred at the gallop.
- Control and balance are necessary at the canter.
- Avoid excess speed at the gallop and maintain balance and maneuverability.
- The action of hands, seat and legs should encourage the horse to collect and move willingly.
  - The conformation of some horses may not be ideal for hunter type but the judge will recognize the efforts and skill of the rider in getting maximum hunter type performance from the horse.

## LOT ROUTINE

- Equitation is a pattern class. Rail work is at the judges' discretion.
- During rail work, if used, riders enter the arena turning to the right and proceeding counterclockwise.
  - Horses will be asked to walk, trot and canter (if applicable) in both directions.
  - Reverse by turning away from the rail.
  - Light contact with the horse's mouth is required.
  - Riders will line up on judges and/or ring assistants command.
- The judges' opinion is based on equal weight of rail work (if applicable) and individual test results.
  - Fall of a horse and/or rider may result in a penalty or elimination at the judges' discretion.
  - Top riders may be asked to perform either individual or collective additional tests.
  - Appropriate tests for grade 3-5 are A-F and A-K for grade 6-13.
  - Tests are:

- A. Back
- B. Drop and pick up stirrup in motion
- C. Trot a figure 8 and demonstrate a change in diagonal
  - Left diagonal—rider is sitting when the horses left front leg is on the ground when circling clockwise
  - Right diagonal—rider is sitting when the horses right front leg is on the ground when circling counterclockwise)
- D. Canter a figure 8 on correct lead and demonstrate a simple lead change (horse is brought back to walk or trot before changing leads). Figures start in the center of two equal sized circles
- E. Ride without stirrups
- F. Riders may be asked questions about equitation, horses and/or equipment
- G. Canter a figure 8 on the correct lead and demonstrate a flying lead change
- H. Demonstrate a simple lead change down the center of the arena. A simple lead change is when the horse is brought back into a walk or trot, and then restarted into a canter on the opposite lead
- I. Ride a serpentine at a trot and/or canter on correct lead. Demonstrate riding a series of left and right half circles off the center or imaginary line showing correct diagonal or lead change. The judge will announce whether a simple or flying lead change is required
- J. Counter canter
- K. Turn on the forehand and/or haunches

#### HUNTER UNDER SADDLE/PLEASURE

GENERAL-- judging emphasizes the horse and the desirable qualities a hunter type horse is expected to exhibit.

- The horse should cover ground easily with engagement and good stride.
- The horse should be obedient, alert and supple, bending into circles and balanced in corners.
- Hock engagement and transitions should suggest ability to clear obstacles without hanging or dropping onto the forehand.
- The horse should show suspension or elevation at the gallop w/o excess up and down motion of its back.
- The motion of the horse should suggest the ability to cover open ground and obstacles w/o tiring themselves or rider.

#### LOT ROUTINE

- Lots are judged on soundness, manners, performance and suitability of horse to rider.
- Horse should be willing, well-mannered and balanced, capable of covering ground with impulsion but not excessive speed.
- Horses will be asked to walk, trot and canter (if applicable) both directions in the arena.
- Reverse by turning away from the rail.
- Light contact with horses' mouth is required.
- Judges may ask horses to hand gallop collectively one way of the arena.
  - No more than 8 riders will hand gallop at one time.
  - Rider's in grade 3-5 will not be asked to hand gallop.
  - Excessive pulling, tossing of the head, going sideways and/or switching tail may be penalized.

#### HUNTSEAT DISCIPLINE RAIL

GENERAL--Disciplined Rail is an advanced class which tests the skills of both horse and rider, as they execute specific gaits, transitions and movements as requested by the judge.

#### TACK AND ATTIRE

Standard Hunt Seat tack and attire should be used. Refer to Hunt Seat guidelines for full description

## LOT ROUTINE

Following are some, but not all, of the items the judge may ask you to perform:

1. Transitions to and from any gait, such as trot to canter, hand gallop to halt, halt to canter, trot to counter canter, etc.
2. Counter canter.
3. Extension and collection of any gait.
4. Sidepass
5. Pivot or forehand turn for a specific number of degrees, in a certain direction.
6. Back
7. Change leads (Example: "As you pass in front of the judge, perform a simple change of lead.")
8. Depending upon the number of participants in the arena, you may be asked to reverse at a trot
9. Walk "on the buckle".
10. Leg-yield away from and back to the rail.

# **SADDLE SEAT**

## **TACK AND ATTIRE**

### **CLOTHING**

- Informal, semi-formal or formal attire may be worn at the option of the exhibitor, regardless of the time of day of the lots.
- Jodhpurs and jodhpur boots are required.
- SEI approved helmet properly fitted and securely fastened is required when mounted.
- Gloves, spurs (no rowels), crops or bats are optional.
- Hair should be neat and confined, ideally under your helmet.

### **MOUNTED TACK**

- Animals are to be shown in a double bridle or a single bridle with a Pelham bit. Hackamores are not permitted.
- A flat saddle is required, no other types are allowed.
- Martingales and all other training aides are prohibited.

### **SHOWMANSHIP TACK**

- A leather halter or bridle with a throatlatch may be used and should be properly adjusted and fitted. If showing in a bridle, one of the three options below are acceptable.
  - Double bridle including a snaffle bit, curb bit, browband, cavesson and two pair of reins.
  - Single bridle with one or two pair of reins, both reins attached to snaffle bit.
  - Bridle with curb bit and single rein.
  - Hackamores are not permitted.
- Curb chains must be at least ½ inch wide and lay flat against the jaw.
- A whip is permitted.
- No spurs allowed.

## **SADDLE SEAT SHOWMANSHIP**

See “General Information for All Disciplines” section for additional information.

### **LOT ROUTINE**

- Enter the arena as instructed by gate attendant or as given in the posted pattern.
  - Be alert to additional instructions given by the ring assistant or judge.
  - Exhibitors are being judged as soon as they enter the arena.
- The exhibitor and horse should work as a team.
  - Work calmly and quietly, do not jerk on the reins or otherwise abuse the horses’ mouth.
  - Exhibitors should always turn the horse away from them, to the right, unless instructed to do otherwise.
- Lead from the horses left side.
  - Hold reins in right hand, about 12 inches from the bridle, with the remainder folded neatly and safely in the left hand.
  - Do not wrap or loop reins around wrist or hand.
  - Be in position between the horses head and shoulders when leading.
  - If showing in a Pelham or full bridle, the snaffle rein is across the withers and the animal is led with the curb rein.
- The horse should move readily and freely at the walk and trot.
  - Walk or trot the horse according to instructions given on the posted pattern or by either the judge or ring assistant.

- Always give the judge an unobstructed view of the horse in action.
- The horse should move in a straight line away from or back to the judge.
- Exhibitors should always turn the horse away from them, to the right, unless instructed to do otherwise.
- The horse should set up quickly and stand quietly while posing for the judge.
  - Horses should move forward or backward freely on command.
  - Stand towards the front and face the horse with toes pointing toward the horses' right shoulder.
  - Use of the reins and soft voice cues necessary to pose the horse should be subtle and go unnoticed by others.
  - Your horse should stand as straight as possible with weight distributed on all four legs. If your horse stretches, you should walk a step forward out of the stretch before you back.
  - After being dismissed by the judge, follow the instructions of the ring steward.
  - Leave at least 1 animal length, about 10 ft., between animals when leading and standing in the lineup.

## **SADDLE SEAT EQUITATION**

### **GENERAL—**

Judging emphasizes the riders' ability. In saddle seat equitation lots, the rider should convey the impression of effective and easy control.

### **BASIC POSITION**

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

### **LOT ROUTINE**

- Equitation is a pattern class. Rail work is at the judges' discretion.
- During rail work, if used, riders enter the arena turning to the right and proceeding counterclockwise.
  - Horses will be asked to walk, trot and canter (if applicable) in both directions. Horses will not be asked to canter from the trot.
  - Reverse by turning away from or toward the rail.
  - Light contact with the horse's mouth is required.
  - Riders will line up on judges and/or ring assistants command.
- The judges' opinion is based on equal weight of rail work (if applicable) and individual test results.
  - Fall of a horse and/or rider may result in a penalty or elimination at the judges' discretion.
  - Top riders may be asked to perform either individual or collective additional tests.
  - Appropriate tests for grade 3-5 are A-G and A-J for grade 6-13.
  - Tests are:

- A. Address reins.
- B. Back not more than eight steps.
- C. Performance on the rail.
- D. Change of diagonals down center of arena or on the rail.
- E. Questions about equitation, horses and equipment.
- F. Trot a figure 8 and demonstrate a change of diagonal.  
Left diagonal—rider is sitting when the horses left front leg is on the ground when circling clockwise. Right diagonal—rider is sitting when the horses right front leg is on the ground when circling counterclockwise.
- G. Canter a figure 8 on correct lead and demonstrate a simple change of lead. A simple lead change is when the horse is brought back into a walk or trot, and then restarted into a canter on the opposite lead. Figures start in the center of two circles so that one lead change is shown.
- H. Execute serpentine at a trot or canter on correct lead, demonstrating simple change of lead.
- I. Change lead down center of arena or on rail, demonstrating simple change of lead.
- J. Trot without stirrups.

## **SADDLE SEAT PLEASURE**

GENERAL--Judging emphasizes the horse and the desirable qualities a saddle seat type horse is expected to exhibit.

- The horse should cover ground easily with engagement and good stride.
- The horse should be obedient, alert responsive and move freely.
- Suitability as a pleasure mount is important.

### **LOT ROUTINE**

- Lots are judged on soundness, manners, performance and suitability of horse to rider.
- Horses will be asked to walk, trot (or intermediate gait) and canter (if applicable) both directions in the arena. Horses will not be asked to canter from the trot.
- Light contact with horses' mouth is required.
- Excessive pulling, tossing of the head, going sideways and/or switching tail may be penalized.

## **SADDLE SEAT DISCIPLINE RAIL**

GENERAL--Disciplined Rail is an advanced class which tests the skills of both horse and rider, as they execute specific gaits, transitions and movements as requested by the judge.

### **TACK AND ATTIRE**

Standard saddleseat tack and attire should be used. Refer to Saddleseat guidelines for full description

### **LOT ROUTINE**

Following are some, but not all, of the items the judge may ask you to perform:

1. Transitions to and from any gait, such as trot to canter, hand gallop to halt, halt to canter, trot to counter canter, etc.
2. Counter canter.
3. Extension and collection of any gait.
4. Sidepass
5. Pivot or forehand turn for a specific number of degrees, in a certain direction.
6. Back
7. Change leads (Example: "As you pass in front of the judge, perform a simple change of lead.")
8. Depending upon the number of participants in the arena, you may be asked to reverse at a trot
9. Walk "on the buckle".
10. Leg-yield away from and back to the rail.

# WESTERN

## TACK AND ATTIRE

### CLOTHING

- Wear western-styled attire including long pants, boots, long sleeved shirt and/or jacket.
- Hair should be neat and securely fastened if long, so as to not cover the riders number.
- SEI approved helmet properly fitted and securely fastened is required when mounted.
- Optional accessories include: necktie, bolo tie, kerchief, spurs, chaps, coat, sweater and/or vest.

### MOUNTED TACK

- Either a bridle with a throat latch and browband or a single/double eared bridle without a throat latch is permitted.
  - Caveson-type nosebands are not allowed.
- Bits with a shank must have a curb chain or strap.
  - Curb chains/straps must be at least ½ inch wide and lay flat against the jaw.
  - No wire, metal or rawhide device is permitted on the leather curb strap.
- Horses or ponies age 6 and older must use a shank bit and be ridden one-handed.
  - A rider can either use a bit without shanks or a bosal and ride two-handed if their horse/pony is under 6 years old.
- Saddles should be of standard western type and fit horse and rider with freely hanging stirrups.
  - Silver embellished equipment is not be given any preference over clean, working tack.
  - Lariats and/or riatas must be attached to the fork of the saddle.
  - Sidesaddles are prohibited.
- Martingales, hackamores, tie-downs and all training aides are prohibited.

### SHOWMANSHIP TACK

- The halter should be clean and properly fitted with a throatlatch.
- Lead chains are optional.
- No spurs allowed.

## WESTERN SHOWMANSHIP

See “General Information for All Disciplines” section for additional information.

### LOT ROUTINE

- Enter the arena as instructed by gate attendant or as stated in the posted pattern.
  - Be alert to additional instructions given by the ring assistant or judge.
  - Exhibitors are being judged as soon as they enter the ring.
- The exhibitor and horse should work as a team.
  - Work calmly and quietly, do not jerk on the halter or otherwise abuse the horses head.
  - Exhibitors should always turn the horse away from them, to the right, unless instructed to do otherwise.
- Lead from the horses left side.
  - Hold the lead in the right hand approximately 12 inches from the halter with the remainder of the lead held neatly and safely in the left hand.
  - Do not wrap or loop the lead around wrist or hand.
  - Be in position between the horses head and shoulder when leading.
- The horse should move readily and freely at the walk and jog.
  - Walk or jog the horse according to instructions given on the posted pattern or by the show ring assistant or judge.

- Always give the judge an unobstructed view of the horse in action.
- The horse should move in a straight line away from or back to the judge.
- The horse should set up quickly and stand quietly while posing for the judge's inspection.
  - Horses should move forward or backward freely on command.
  - Stand towards the front of and face the horse with toes pointing toward the horse's right shoulder.
  - Use of the lead and soft voice cues may be necessary to pose the horse, but they should be subtle and go unnoticed by others.
  - Stock-type horses are generally posed with all legs squared ponies may have hind legs off set.
- After being dismissed by the judge, follow the instructions of the ring steward.
- Leave at least 1 animal length, about 10 ft., between animals when leading and standing in the lineup.

## **WESTERN HORSEMANSHIP**

GENERAL--Judging emphasizes the rider's ability.

- Riders will demonstrate a walk, jog and lope (if applicable) using subtle seat and leg aids.
- Riders should have smooth transitions between gaits, produce suppleness and balance with a deep seat and subtle leg aids performing smooth bends in circles and corners.

### **BASIC POSITION**

- Mounting—take up reins in left hand and place hand in front of withers with end of reins or Romal on the near side and grasp stirrup with the right hand. Insert left foot in the stirrup, grasp the saddle horn with the right hand and mount up. Move the Romal to the off side after mounting.
- Dismounting—either step down or slide down depending on rider/horse size. Leaving the right rein up or not is optional.
- Only one hand is used for reining unless the horse is less than 6 years old and ridden in a bit without shanks or with a bosal.
  - If riding one-handed with a shank bit:
    - The hand holding the reins should be above the horn and as near to it as possible.
    - The hand holding the reins cannot be switched.
    - One finger between the reins is permitted when using split reins.
    - No fingers between the reins are allowed if using a Romal.
    - The hand not holding the reins should be held in a relaxed manner free of the horse and equipment.
    - The rider can adjust Romal reins with their other hand if it is kept at least 16 inches from the reining hand.
    - Excess rein should fall on the same side of the horse as your reining hand.
  - If riding two-handed with a bit without shanks or bosal:
    - Both hands must be holding the reins
    - Hands should be kept close to the pommel and not more than 4 inches to either side.
- Riders should always appear comfortable, relaxed and flexible.
  - Sit in the saddle with legs hanging straight and slightly forward in the stirrups or with knees slightly bent with weight directly over balls of the feet.
  - Stirrups should be just short enough to allow heels to be lower than toes.
- Sit the jog and sit close to the saddle at the lope.
  - Leg and seat aid should be subtle and unnoticeable.
  - Riders hands should be quiet, show adaptability and control.

### **LOT ROUTINE**

- Horsemanship is a pattern class. Rail work is at the judges' discretion.
- During rail work, if used, riders enter the arena turning to the right and proceeding counterclockwise.
  - Rail work is performed in both directions and in all applicable gaits.

- Reverse by turning away from the rail.
- Light contact with the horse's mouth is required.
- Riders are to line up on judges and/or ring assistants command.
- The judge's opinion is based on equal weight of rail work (if applicable) and individual patterns.
  - Fall of a horse and/or rider may result in a penalty or elimination at the judge's discretion.
  - Top riders may be asked to perform either individual or collective additional tests.
  - Appropriate tests for grades 3-5 are A-E and A-G for grades 6-13:
    - A. Back.
    - B. Jog a figure 8.
    - C. Lope and stop.
    - D. Lope a figure 8 on correct lead and demonstrate simple change of lead (horse is brought back to walk or jog before changing leads).
    - E. Ride without stirrups.
    - F. Lope a figure 8 on correct lead and demonstrate a flying lead change.
    - G. Demonstrate a simple change of lead down the center of the arena.

## **WESTERN PLEASURE**

GENERAL--Judging emphasizes the horse and the desirable qualities that a western stock horse is expected to exhibit.

### **LOT ROUTINE**

- Lots are judged on soundness, manners, performance and suitability of horse to rider.
- Horses will be shown at a walk, jog and a three-beat lope (if applicable) both ways of the arena.
- Exhibitors may be required to back in a straight line.
- Horse should be willing, well mannered, alert and move freely.
- The horse's head should be held slightly above the withers and not behind the vertical.
- Excessive pulling, jiggling, head tossing, sidestepping and tail switching may be penalized.

## **WESTERN RIDING**

GENERAL--Western Riding is a pattern class that should be ridden in a relaxed, controlled and fluid manner. The horse and exhibitor should work as a team with light cues from the exhibitor and a willing response from the horse.

### **TACK AND ATTIRE**

Standard western attire and tack should be used. Refer to Western guidelines for full description.

### **LOT ROUTINE**

- Each exhibitor individually executes the pattern.
- Simple change of leads is permitted however flying lead changes are preferred and may result in a higher maneuver score.
- Credit shall be given for and emphasis placed on smoothness, even cadence of gaits and the horse's ability to change leads precisely and easily.
- In order to have balance with quality lead changes, the horse's head and neck should be in a relaxed, natural position, with his poll level with or slightly above the level of the withers. The horse should not carry their head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.
- The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride.
- Change of lead near the center point of lead change area is preferred.

- If the horse's age requires a shank bit, the pattern must be ridden one-handed and hands must not be changed.
- Disqualifications:
  - Use of more than 1 finger between reins
  - Use of 2 hands while riding in a shank bit
  - Illegal equipment
  - Willful abuse
  - Major refusal
  - Major disobedience or schooling
  - Overturn of more than  $\frac{1}{4}$  of turn
  - Off or incomplete pattern
  - Incorrect order of maneuvers
  - Knocking over markers
  - Passing on wrong side of marker
  - Completely missing the log



## WESTERN DISCIPLINED RAIL

GENERAL--Disciplined Rail is an advanced class which tests the skills of both the horse and rider as they execute specific gaits, transitions, and movements as requested by the judge.

### TACK AND ATTIRE

Standard western attire and tack should be used. Refer to Western guidelines for full description.

### LOT ROUTINE

- Following are some, but not all, of the items the judge may ask you to perform:
  - Transitions to and from any gait, such as trot to canter, hand gallop to halt, halt to canter, trot to counter canter, etc.
  - Counter Canter
  - Extension and/or collection of any gait
  - Sidepass
  - Pivot or forehand turn for a specific number of degrees, in a certain direction.
  - Back
  - Change leads (example as you pass in front of the judge perform a simple lead change)
  - Depending upon the number of participants in the arena, you may be asked to reverse at a trot
  - Walk "on the buckle"
  - Leg yield away from and back to the rail

## MUSICAL FREESTYLE

GENERAL--The purpose of this lot is to design a program of maneuvers synchronized to music and coordinated with costume and tack. The lot will be judged 60% on technical merit and 40% artistic merit. See the following score sheet for required movements and scoring values.

- Pick a costume to suit the music you choose. Music and costumes must be tasteful and appropriate. Be careful your tack and costumes do not interfere with your horse. Props of your choosing may be used as long as they can be applied safely and are complimentary to your routine. Long pants, boots, and a SEI approved helmet, properly fitted, with safety harness securely fastened, are required for all exhibitors.
- You may exceed the minimum number of required moves and you may add others as long as they are of the same level or lower. Your routine may not be longer than five minutes. Programs over 5 minutes may be penalized.
- An original program should be designed each year.
- Any standard style tack (Saddle Seat, Hunt or Western) is required. If the horse is being ridden Western and its age requires a shank bit, the program must be ridden one-handed. If ridden two-handed, exhibitor will be stopped and program will be terminated. Protective polos, splint boots, bell boots and skid boots are permitted. Bareback and bareback pads are not permitted.
- Galloping, sliding stops or lack of control will be cause for disqualification and immediate termination of program.
- Music is mandatory. **It is the responsibility of the exhibitor to supply the music, player, and one person to play the music.** You may request a sound check in advance of the class at a time agreeable to the show management. In case of a technical failure in the playing of the music, the exhibitor has the option of continuing the ride, or to begin it again from the beginning when the music has been restarted.
- Additional points for variety and artistic impression may be earned through repetition of maneuvers, including maneuvers beyond what is required, increasing the frequency of maneuvers and including additional maneuvers of figures such as a serpentine at any gait, consecutive lead changes, or other pattern elements such as a pivot on the forehand, side pass, etc.

- Exhibitors are allowed to use their own ring markers and are responsible for setting them up and removing them from the arena after their performance in a timely manner.

## REQUIRED MOVEMENTS

Exhibitor's program must include each of the elements listed under the appropriate level. Maneuvers can be performed in any order.

### Walk-Trot Program

1. Jog/Trot-Stop-Settle horse.
2. Back at least ten feet.
3. Jog/Trot a circle to the right.
4. Jog/Trot a circle to the left.
5. 90-degree pivot on the haunches to the right.
6. 90-degree pivot on the haunches to the left.
7. Change of gait.
8. Change of direction at jog/trot (through halt).

### W/T/C Program

1. Canter/Lope-Stop-Settle horse.
2. Back at least ten feet.
3. 180-degree pivot on the haunches to the right.
4. 180-degree pivot on the haunches to the left.
5. Large circle at the canter/lope.
6. Small circle at the canter/lope.
7. Change of speed at the canter/lope.
8. Change of direction at the canter/lope (simple lead change or flying lead change).

## Musical Freestyle Score Sheet

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

Technical Score-Required Moves 60%				
Required Moves	Walk-Trot		W/T/C	
1. Back ten feet	6		6	
2. Trot/Jog –Stop-Settle Horse	6			
3. Trot/Jog a circle to the right	6			
4. Trot/Jog a circle to the left	6			
5. 90 degree pivot on the haunches to the right	6			
6. 90 degree pivot on the haunches to the left	6			
7. Change of gait	6x2			
8. Change of direction at Trot/Jog (through halt)	6x2			
2. Canter/Lope –Stop-Settle Horse			6	
9. 180 degree pivot on the haunches to the right			6	
10. 180 degree pivot on the haunches to the left			6	
11. Large circle at the canter/lope			6	
12. Small circle at the canter/lope			6	
13. Change of speed at canter/lope			6x2	
14. Change of direction at the canter/lope (simple or flying change)			6x2	
<b>Required Subtotal</b>				
Artistic Impression 40%	Maximum Score	Score		
Showmanship & Turnout of horse and rider	10			
Choreographic composition-ideas-variety and originality	12			
Suitability of music to movements	12			
Additional movements beyond what is required	6			
<b>Artistic Subtotal</b>				
<b>Combined Score Subtotal</b>				
<b>Deductions for faults:</b> excessive jawing, head raising, lack of smoothness, stumbling or falling, wringing of tail, over cueing by talking, spurring, quirkling or jerking rein, over time limit (5 minutes)		<b>Deducted Points</b>		
<b>Causes for termination of program:</b> galloping, lack of control, sliding stops, riding two-handed in a shank bit.				
Judges' comments				
<b>Total Score</b>				

# DRAFT BREED SHOWMANSHIP

See “General Information for All Disciplines” section for additional information.

**GENERAL**--Exhibitors should be aware of the judge at all times while keeping a constant watch on their horse. However, unlike light horse showmanship exhibitors, draft showmanship exhibitors do not switch sides of the horse as the judge moves around them. When setting up your horse, you may switch lead/rein to your left hand and use your right hand on show stick or on horse in order to set the horse up. Your horse should set up quickly, stand properly and move backward or forward freely. After the horse is set up, exhibitor remains at the side of the horse's head facing the left shoulder of the horse, never turning their back on the horse.

- Walk your draft breed in a circle. Do not pivot on its' hind legs as is commonly seen in light horse classes.
- Have a brisk walk and free-moving trot.
- Leave at least one animal length, approximately ten feet, between animals while walking and in the lineup.

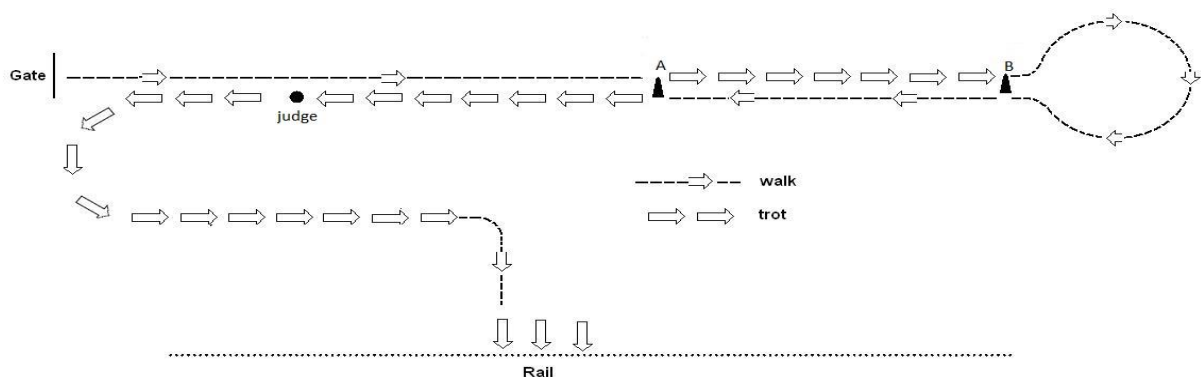
## TACK AND ATTIRE

- Rolling, braiding, and decorating should be done to breed standards by the exhibitor.
- The animal should wear a leather draft halter, a rope halter, or a bridle. Hackamores are not permitted.
- A standard draft show stick, used to set up the horse, is optional. No whip person is allowed.
- Clothing must be clean and neat. Pants or slacks with a belt are preferred. Boots must be worn. Hats, gloves, ties and coats are optional. Hair should be neat and confined so as to not cover the exhibitors number. Shorts, skirts, sleeveless shirts, tank tops, farm names or personal exhibitor identification are not allowed.

## LOT ROUTINE

One pattern is used:

1. Walk from entry gate towards the judge. Continue past the judge to cone A.
2. At cone A, trot to cone B and halt.
3. Walk in a circle and continue to walk to cone A, along the original line.
4. Pick up a trot at cone A and continue to the judge.
5. Halt; set up in front of the judge.
6. Following inspection, trot away from the judge and line up on the rail with the horse facing the rail.



# RANCH

## **TACK AND ATTIRE**

### **CLOTHING**

- Wear western-styled attire including long pants, long sleeved shirt and/or jacket and boots.
- Hair should be neat and securely fastened if long, so as to not cover the riders number.
- SEI approved helmet properly fitted and securely fastened is required when mounted.
- Optional accessories include: necktie, bolo tie, kerchief, spurs, chaps, coat, sweater and/or vest.

### **MOUNTED TACK/TURNOUT**

- Either a bridle with a throat latch and browband or a single/double eared bridle without a throat latch is permitted.
  - Caveson-type nosebands are not allowed.
- Bits with a shank must have a curb chain or strap.
  - Curb chains/straps must be at least ½ inch wide and lay flat against the jaw.
  - No wire, metal or rawhide device is permitted on the leather curb strap.
  - Hackamores are not permitted.
- Horses or ponies age 6 and older must use a shank bit and be ridden one-handed.
  - A rider can either use a bit without shanks or a bosal and ride two-handed if their horse/pony is under 6 years old.
- Saddles should be of standard western type and fit horse and rider with freely hanging stirrups.
  - Lariats and/or riatas must be attached to the fork of the saddle.
  - Sidesaddles are prohibited.
- Martingales, mechanical hackamores, tie-downs and all training aides are prohibited.
- Silver on bridles and saddles is discouraged. Silver embellished equipment is not to be given any preference over clean, working tack.
- Banding/braiding and/or hoof polish will not be given favor nor penalized.

### **SHOWMANSHIP TACK**

- The halter should be clean and properly fitted with a throatlatch.
- Lead chains are optional.
- No spurs allowed.

## **RANCH SHOWMANSHIP**

See “General Information for All Disciplines” section for additional information.

### **LOT ROUTINE**

- Enter the arena as instructed by gate attendant or as stated in the posted pattern.
  - Be alert to additional instructions given by the ring assistant or judge.
  - Exhibitors are being judged as soon as they enter the ring.
- The exhibitor and horse should work as a team.
  - Work calmly and quietly, do not jerk on the halter or otherwise abuse the horses head.
  - Exhibitors should always turn the horse away from them, to the right, unless instructed to do otherwise.
- Lead from the horses left side.
  - Hold the lead in the right hand approximately 12 inches from the halter with the remainder of the lead held neatly and safely in the left hand.

- Do not wrap or loop the lead around wrist or hand.
- Be in position between the horses head and shoulder when leading.
- The horse should move readily and freely at the walk and trot.
  - Walk or trot the horse according to instructions given on the posted pattern or by the show ring assistant or judge.
  - Always give the judge an unobstructed view of the horse in action.
  - The horse should move in a straight line away from or back to the judge.
- The horse should set up quickly and stand quietly while posing for the judge's inspection.
  - Horses should move forward or backward freely on command.
  - Stand towards the front of and face the horse with toes pointing toward the horse's right shoulder.
  - Use of the lead and soft voice cues may be necessary to pose the horse, but they should be subtle and go unnoticed by others.
  - Stock-type horses are generally posed with all legs squared ponies may have hind legs off set.
- After being dismissed by the judge, follow the instructions of the ring steward.
- Leave at least 1 animal length, about 10 ft., between animals when leading and standing in the lineup.

## **RANCHMANSHIP**

GENERAL--The purpose of this class is to showcase the versatility in both the horse and the exhibitor, in the task of performing a designated pattern that combines trail and riding maneuvers. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Maximum credit is given to the horse that has a flowing stride, is balanced and that gives the appearance of being willing, fit, alert and a pleasure to ride while possessing athletic ability and agility. Exhibitors are judged on ability and decision making in the ring. An exhibitor that puts their horse in the correct positions to make the horses job easier should receive maximum credit.

### **LOT ROUTINE**

- Each Exhibitor individually executes the pattern.
- If the horse's age requires a shank bit, the pattern must be ridden one-handed and hands must not be changed.
- Disqualifications:
  - Use of 2 hands while riding in a shank bit
  - Use of prohibited equipment
  - Willful abuse
  - Fall to the ground by horse or rider
  - Blatant disobedience such as bucking or rearing
  - Over spins of more than ¼ turn
  - Going off pattern
  - Inclusion of additional maneuvers
- Scoring penalties may include:
  - Holding saddle with free hand
  - Refusals
  - Failure to demonstrate correct gait
  - Knocking down or severely disturbing an obstacle
  - Spurring in front of cinch
  - Freezing up in spins or rollbacks
  - Over or under spinning by a ¼ turn
  - Opening mouth, raising head on stops and turns
  - Uncontrollable speed

## **RANCH RAIL**

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

- The horse should reflect the versatility, attitude, and movement of a working ranch horse riding outside the confines of an arena.
- The horse should be well-trained, relaxed, quiet, soft, and cadenced at all gaits.
- The horse should travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits.

## **LOT ROUTINE**

- Lots are judged on soundness, manners, performance and suitability of horse to rider.
- Horses will be asked to walk, trot and lope (if applicable) both directions in the arena. Extended walk, trot and lope (if applicable) may be called for also.
- The horse can be ridden with light contact or on a loose rein without requiring undue restraint, but not shown on a full drape of reins.
- Overall manners and responsiveness of the horse to make timely transitions in a smooth and correct manner, as well as the quality of the movement, are primary considerations.

# TRAIL

## **GENERAL**

- This class is open to Western, Ranch, Hunt and Saddle Seat styles of riding. Animals and riders/handlers are required to work over and through obstacles.
  - Attire and tack must be appropriate for the chosen style of riding, including riding one-handed when using a shank bit.
  - Boots and wraps are not allowed unless for medical reasons ordered by veterinarian.
  - See requirements appropriate to each riding style under Western, Ranch, Hunt and Saddle Seat general guidelines.
    - Trail-in-hand exhibitors have the option of wearing long pants and long sleeved shirt instead of show clothes.
    - Banding/braiding and/or hoof polish will not be given favor nor penalized.
- Exhibitor/Horse combinations showing in-hand are limited to Trail In Hand, In-hand Fitting & Showing, and Showmanship with that horse. See Division of Lots section, page 7, for additional information.
- The class is judged with a score sheet.
  - Placing's are determined by the number of points accumulated.
  - The recorded time to finish the course is used to break a tie.
- The course diagram is posted at least 2 hours prior to the competition and indicates obstacles, path to follow and gaits the horse should take between obstacles.
  - Exhibitors are permitted to walk the course (w/o animals) during a specified time just prior to the competition. Exhibitors can have someone accompany them on the walk-through.
- The course includes between 6 and 8 obstacles and set-up will be horse size neutral.
  - A jog/trot and lope/canter of suitable duration will be included to determine way of going.
- Trail is evaluated based on animal responsiveness, willingness and general attitude.
  - The exhibitor's hands shall be clear of the horse while in motion to avoid cueing.
  - Penalties are given for any refusals while approaching the obstacle.
  - Penalties result if excessive time is taken.
- Some obstacles may be available for practice.

## **LOT ROUTINE**

- Exhibitors execute the course individually and according to the posted order of the class.
- The judge signals the exhibitor to start through the obstacle course. Each obstacle successfully completed earns the exhibitor points.
  - The exhibitor will be asked to move on to the next obstacle after 3 refusals or 30 seconds.
- No points are awarded if an obstacle is taken "off course". "Off course" is defined as:
  - Taking an obstacle in a direction or sequence inconsistent with the posted diagram.
  - Negotiating an obstacle from a side inconsistent with the posted diagram.
  - Using a gait inconsistent with the posted diagram.
  - Not attempting an obstacle unless requested to do so by the judge or ring steward.
- Mandatory obstacles for ridden trail exhibitors in grades 6-13 are; opening, closing, and passing through gate, riding over at least 4 logs, poles, or brush, and backing through L, V, U or W, straight or similar shape.
- Tests which may be required of trail in hand exhibitors are (but not limited to):
  - Backing
  - Walking through an obstacle
  - Walking through a gate
  - Walking over a bridge
  - Carrying objects

- Tests which may be required of ridden trail exhibitors are (but not limited to):
  - Negotiating gate
  - Backing through an obstacle
  - Side-passing
  - Turns on the forehand or hind quarters
  - Serpentine
  - Walking over bridge, plastic or rubber tarp, walking between or around brush, plants, trees, or objects
  - Ground tying
  - Carrying objects from one part of the arena to another
  - Riding over logs or simulated brush
  - Jumping (not to exceed 12 inches)
  - Mounting and dismounting from either side
  - Negotiating other reasonable simulated conditions that may be encountered while trail riding.
  
- The course will not use unnatural obstacles, such as fire extinguishers, perforated plywood, water boxes, tires, or exotic animals. Safety is the prime consideration.

### GUIDELINES FOR SCORING TRAIL CLASS

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

# DRESSAGE—ENGLISH & WESTERN

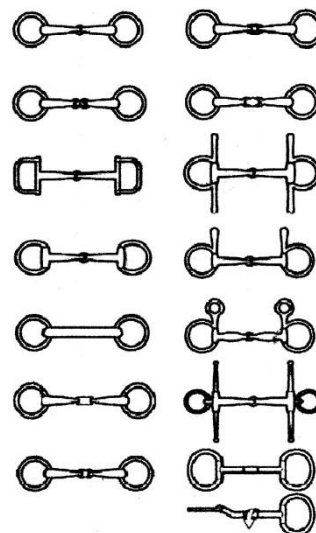
## GENERAL

- Any breed of horse/pony can be used for dressage.
- Movement should be calm, supple and flexible.
- The animal should take direction willingly and be attentive to cues.
- Tack may be spot checked by the judge or technical delegate.
- Exhibitor can enter 2 dressage lots if one is Western Dressage. See Division of Lots section, page 7, for additional rules on entering classes.
- Technical questions should be addressed to the show chair.

## ENGLISH DRESSAGE ATTIRE & TACK

- A short, conservative colored riding jacket, with tie, choker or stock tie and breeches or jodhpurs should be worn.
  - The judge may make jackets optional if heat is excessive.
  - If not wearing a jacket, sleeveless shirts are not permitted.
- An SEI approved helmet, properly fitted with the safety harness securely fastened is required.
- Boots with heel are required.
- Braiding the mane and forelock by the exhibitor is encouraged. Tails should not be braided.
- Spurs and a whip no longer than 43.3 inches, including lash, are optional.
- Any type of hunt, close contact or dressage saddle is acceptable.
- A plain snaffle bridle with cavesson or noseband (drop, flash or crossed is acceptable).
  - The noseband must be entirely leather except for the buckle.
- Acceptable bits include:

- a. snaffle with single jointed mouthpiece
- b. ordinary snaffle with double jointed mouthpiece
- c. racing snaffle (D-ring)
- d. snaffle with cheeks-with or without keepers
- e. snaffle without cheeks (egg-butt)
- f. snaffle with upper or lower cheeks
- g. unjointed snaffle (mullen-mouth)
- h. Dr. Bristol
- i. Fulmer
- j. French snaffle
- k. Snaffle with rotating mouthpiece.



- Prohibited bits include: Twisted bits and mechanical restraint on the tongue . Rider will be disqualified. Hackamores are not permitted.
- Martingales, bit guards, tongue tie-downs, side reins or any other “gadgetry” will be penalized or result in elimination.
- Boots, bandages, tail wraps, seat covers, nose covers and ear plugs are prohibited.

## WESTERN DRESSAGE ATTIRE & TACK

- Rider attire to include long sleeved shirt with collar, trousers/pants, boots with heel. Conservative style best.
- Optional attire includes tie, kerchief, vest, bolo, chaps/chinks/shotgun chaps, western/English spurs w/o sharp tines.
- Any type of stock saddle with fenders is acceptable. Breastplate and/or crupper allowed.
- Any western type headstall, with or without cavesson (flat, braided or plain leather) is acceptable.
  - A pencil bosal with space for 2 fingers between cavesson and jowl of horse is allowed.
  - No metal, studs or other substances allowed with or as part of the cavesson.
- Either a snaffle bit, curb with shank or hackamore/bosal with flexible non-metallic core is permitted on any horse of any age, any level. Hackamores are not permitted.
  - If using a snaffle bit the rider must use 2 hands.
  - Standard snaffle is conventional O-ring, egg butt or D-ring, straight bar or jointed mouthpiece.
    1. No leverage or curb action or any shanks of any configuration.
    2. Bars of the snaffle mouthpiece must be round, oval, or egg shaped, smooth, and unwrapped (except with latex) and no less than 5/16 inch and no more than 3/4 inch in diameter measured one inch from the cheek.
    3. No flat, sharp or slow twist, twisted or pointed edges allowed.
    4. Mouthpieces may be two or three pieces.
    5. Curb strap or chain used with a snaffle must be attached below the reins.
  - When using a snaffle bit, the following types of reins may be used:
    1. Split, loop, buckled, mecate or romal reins (w/o popper) are allowed.
      - a. No restriction on rein holding methods if using split reins.
  - If using a standard western curb bit with shanks:
    1. Shank maximum length of 8 1/2 in.
    2. Jointed mouthpieces are acceptable.
    3. The port must not be higher than 3 1/2 in with rollers and covers acceptable.
    4. Flat leather curb strap and chain must be at least 1/2 in wide and lie flat against jaw of horse.
  - When using a curb bit, either Romal or split reins are allowed.
    - Only 1 hand is allowed if using Romal reins.
    - Romal held in one hand with no fingers between reins.
    - End of Romal may be held in hand not used for reining.
    - Maintain at least 16 in of rein between hands.
    - Split reins can be held in either 1 or 2 hands.
- Rider cannot switch from one-handed to two-handed during the test.
  - If using 1 hand the rider may put one finger between split reins and the ends fall on the side of the reining hand or the rider may hold both reins in one hand with the hand around the reins. The end of the reins may be held in the hand not used for reining with at least 16 inches between hands.
  - Either a horse hair rope or mecate reins are allowed when using a hackamore or bosal.
    1. Mecate reins can be tied to saddle horn or held by rider.
- A whip no longer than 47.2 in (120 cm) including lash is permitted.
- Illegal equipment includes martingales, bit guards and all other training aids.

Exhibitors can find more detail about the Western Dressage rules written by the Western Dressage Association of America and adopted by the USEF Western Dressage division at <https://www.usef.org>.

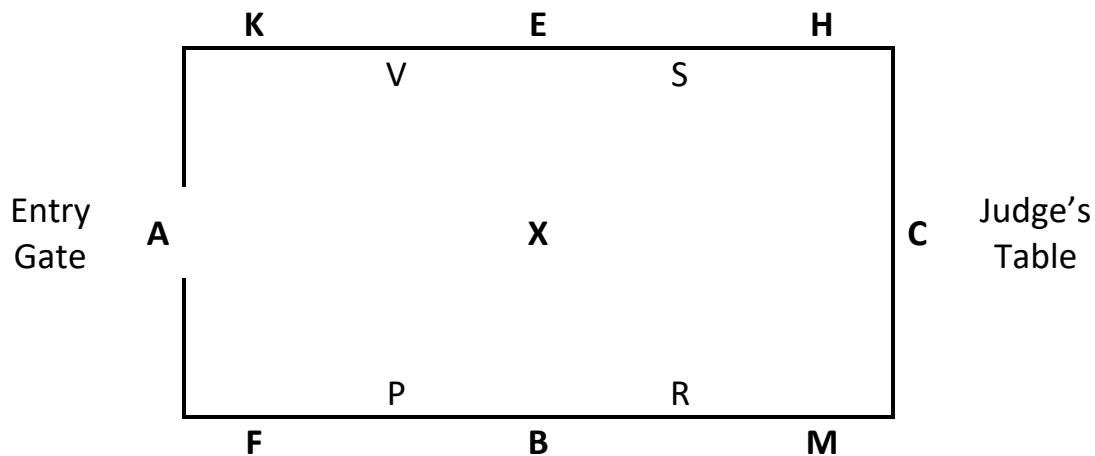
## RIDING THE TEST

- The exhibitor may have the test read without penalty at all riding levels.
  - Rider must supply the reader and copy of the test.

- The rider may enter the arena and ride around the dressage ring after the last exhibitor leaves the arena or when instructed by the gate person.
- It is customary to acknowledge the judge and give your number near the judges table while riding outside the dressage ring prior to your test.
- A whistle or bell will indicate the judge is ready for you to enter the dressage ring.
  - The exhibitor has 1 minute after the bell or whistle to enter the dressage ring.
  - Judging begins when the exhibitor enters the dressage ring.
  - The test ends with your final salute.
- If a horse or rider falls, the test can be resumed.
- In unusual circumstances, the judge may allow you to begin again or resume from the point an incident occurred.
- The rider is eliminated if the horse leaves the ring with all 4 feet.
  - The rider may be allowed to re-enter the ring and complete at least 1 movement for training purposes.
- All riders return to the ring without horse in-hand for placing's after the last exhibitors score has been calculated and placing's determined by the judge.

## Dressage Arena Layout

Our Dressage Arena measures 20M x 40M



### DRESSAGE TESTS

- Tests chosen are able to be performed in a small size dressage arena (20m x 40m).
  - English Dressage Introductory Level Test A and B and Training Level Tests 1 and 2.
  - Western Dressage Introductory Test 1 and 2 and Basic Level Test 1 and 2.
- Higher level tests are not offered at this time as a large size dressage ring (20m x60m) is required.

Movements follow on the next pages.

Dressage Introductory Level – Test A

TEST		DIRECTIVE IDEAS
1. A Between X & C	Enter, working trot rising  Medium walk	Regularity, quality of trot; straightness, willing, calm transition.  Regularity, quality, of walk
2. C M	Track right  Working trot rising	Bend and balance; willing, calm transition
3. A	Circle right 20 meters, working trot rising	Regularity; shape and size of circle; bend; balance
4. K-X-M	Change rein, working trot rising	Regularity of trot; straightness; bend and balance in corner
5. C	Circle left 20 meters, working trot rising	Regularity; shape and size of circle; bend; balance
6. Between C & H	Medium walk	Willing, calm transition; regularity, quality
7. H-X-F	Free walk	Regularity, reach and ground cover with over track of free walk allowing complete freedom to stretch the neck forward and downward
8. F-A  A	Medium walk  Down centerline	Regularity, quality, willing, calm transition, bend and balance in turn Straightness on centerline.
9. X	Halt and salute	Straightness; attentiveness; immobility (min. 3 seconds)

Leave arena in free walk. Exit at A.

Dressage Introductory Level – Test B

TEST		DIRECTIVE IDEAS
1. A X	Enter working trot rising. Halt through medium walk Salute - Proceed working trot rising	Regularity, quality of trot; willing, calm transitions; straightness; attentiveness; immobility (min. 3 seconds)
2. C	Track left, working trot rising	Regularity; bend and balance in turn and corner
3. E	Circle left 20 meters, working trot rising	Regularity; shape and size of circle; bend; balance
4. Between K & A	Medium walk	Willing, calm transition; regularity, quality
5. F-E	Free walk	Regularity, reach, and ground cover with overtrack of free walk allowing complete freedom to stretch the neck forward and downward
6. E-H	Medium walk	Willing, calm transition; regularity, quality, overtrack
7. Between H & C	Working trot rising	Willing, calm transition; regularity of trot; bend and balance in corner
8. B	Circle right 20 meters, working trot rising	Regularity; shape and size of circle; bend; balance
9. A X	Down centerline Halt through medium walk, Salute	Bend and balance in turn; straightness; regularity of trot; willing, calm transition; straightness; attentiveness; immobility (min. 3 seconds)
Leave arena in free walk. Exit at A.		

Dressage Training Level – Test 1

		TEST	DIRECTIVES	POINTS	COEF
1.	A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, calm transitions; straightness; attentiveness; immobility (min. 3 seconds)		
2.	C E	Track left Circle left 20m	Regularity and quality of trot; shape and size of circle; bend; balance		2
3.	A	Circle left 20m developing left lead canter in first quarter of circle	Willing, calm transition; regularity and quality of gaits; shape and size of circle; bend; balance		
4.	A-F-B	Working canter	Regularity and quality of canter; bend and balance in corner; straightness		
5.	Between B & M	Working trot	Willing, calm transition; regularity and quality of gaits; straightness; bend and balance in corner		2
6.	Between C & H	Medium walk	Willing, calm transition; regularity, quality, bend and balance in corner		2
7.	E-F  F	Change rein, free walk  Medium walk	Regularity and quality of walks; reach, overtrack, and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, calm transitions		2
8.	A	Working trot	Willing, calm transition; regularity and quality of trot; bend and balance in corner; straightness		
9.	E	Circle right 20m	Regularity and quality of trot; shape and size of circle; bend; balance		2
10.	C	Circle right 20m developing right lead canter in first quarter of circle	Willing, calm transition; regularity and quality of gaits; shape and size of circle; bend; balance		
11.	C-M-B	Working canter	Regularity and quality of canter; bend and balance in corner; straightness		
12.	Between B & F	Working trot	Willing, calm transition; regularity and quality of gaits; straightness; bend and balance in corner		2
13.	A X	Down centerline Halt, salute	Bend and balance in turn; regularity and quality of trot; willing, calm transition; straightness; attentiveness; immobility (min. 3 seconds)		
Leave arena at A in free walk.					

Dressage Training Level – Test 2

TEST		DIRECTIVES	POINTS	COEF
1.	A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, calm transitions; straightness; attentiveness; immobility (min. 3 seconds)	
2.	C B	Track right Circle right 20m	Regularity and quality of trot; shape and size of circle; bend and balance	
3.	K-X-M	Change rein	Regularity and quality of trot; straightness; bend and balance in corner	2
4.	Between C & H	Working canter left lead	Willing, calm transition; regularity and quality of gaits; bend and balance in corner; straightness	2
5.	E	Circle left 20m	Regularity and quality of canter; shape and size of circle; bend; balance	
6.	Between E & K	Working trot	Willing, calm transition; regularity and quality of gaits; straightness; bend and balance in corner	
7.	A  Before A A	Circle left 20m rising trot, allowing the horse to stretch forward and downward while maintaining contact  Shorten the reins Working trot	Forward and downward stretch over the back into a light contact, maintaining balance and quality of trot; bend; shape and size of circle; willing, calm transitions	
8.	F F-E	Medium walk Change rein, medium walk	Willing, calm transition; regularity, overtrack, and quality of walk	2
9.	E-M  M	Change rein, free walk  Medium walk	Regularity and quality of walks; reach, overtrack, and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, calm transitions	2
10.	C	Working trot	Willing, calm transition; regularity and quality of trot; bend and balance in corner; straightness	
11.	E	Circle left 20m	Regularity and quality of trot; shape and size of circle; bend; balance	
12.	F-X-H	Change rein	Regularity and quality of trot; straightness; bend and balance in corner	2
13.	Between C & M	Working canter right lead	Willing, calm transition; regularity and quality of gaits; bend and balance in corner; straightness	2
14.	B	Circle right 20m	Regularity and quality of canter; shape and size of circle; bend; balance	
15.	Between B & F	Working trot	Willing, calm transition; regularity and quality of gaits; straightness; bend and balance in corner	
16.	A X	Down centerline Halt, salute	Bend and balance in turn; regularity and quality of trot; willing, calm transition; straightness; attentiveness; immobility (min. 3 seconds)	

Leave arena at A in free walk.

Western Dressage Introductory Level – Test 1

		TEST	DIRECTIVES	POINTS	*
1	A  C	Enter working jog, proceed down center line without halting  Track left working jog	Straightness; regularity and quality of the jog; balance and bend in the turn.		
2	E - B  B	Half circle left 20 meters, working jog  Proceed straight ahead, working jog	Balance and inside bend on the half circle; straightness; regularity and quality of the jog.		
3	Between M & C	Develop working walk	Willing, smooth transition; balance and bend in the corners; regularity and quality of the walk.		
4	H - B  B	Change rein, free walk  Working walk	Horse willing to freely stretch the neck forward and down; relaxation; swing through the back; ground cover; straightness; willing, smooth transition; regularity and quality of the walks.	2	
5	F	Halt 4 seconds Proceed working walk	Balance in transition to square, straight halt; immobility; willing, smooth transitions; regularity and quality of the walk; balance and bend in the corner.	2	
6	Between A & K	Develop working jog	Willing, smooth transition; straightness; regularity and quality of the jog.		
7	E - B  B	Half circle right 20 meters, working jog  Proceed straight ahead, working jog	Balance and inside bend on the half circle; straightness; regularity and quality of the jog.		
8	Between F & A	Develop working walk	Willing, smooth transition; balance and bend in the corners; regularity and quality of the walk.		
9	K - B  B	Change rein, free walk  Working walk	Horse willing to freely stretch the neck forward and down; relaxation; swing through the back; ground cover; straightness; willing, smooth transition; regularity and quality of the walks.	2	
10	M	Halt 4 seconds Proceed working walk	Balance in transition to square, straight halt; immobility; willing, smooth transitions; regularity and quality of the walk; balance and bend in the corner.	2	
11	Between C - H  H - X - F	Develop working jog  Change rein, working jog	Willing, smooth transition; balance and bend in the corners; straightness; regularity and quality of the jog.		
12	A  X  G	Down centerline  Working walk  Halt, salute	Balance and bend in the turn; straightness; regularity and quality of the jog; willing, smooth transition; regularity and quality of the walk; balance in downward transition to square, straight halt; immobility.		

Leave arena at A in a walk with looped or long reins.

Western Dressage Introductory Level – Test 2

		TEST	DIRECTIVES	POINTS	*
1	A X	Enter working walk Halt, salute Proceed working walk	Straightness; regularity and quality of the walk; straight, balanced, immobile halt with smooth transitions.		
2	Between X & G C	Develop working jog Track right, working jog	Willing, smooth transition; balance and bend in the corner; regularity and quality of the jog; straightness.		
3	B	Circle right 20 meters, working jog	Balance and bend; size and shape of circle with inside bend; regularity and quality of the jog; straightness.	2	
4	F A	Working walk Halt 4 seconds, proceed working walk	Straightness; balance in transition to square, straight halt; immobility; willing, smooth transitions; regularity and quality of the walk; balance and bend in the corner.		
5	K – X – M M	Change rein, free walk Working walk	Horse willing to freely stretch the neck forward and down; relaxation; swing through the back; ground cover; straightness: willing, smooth transition; balance and bend in corner; regularity and quality of the walks.	2	
6	C	Halt 4 seconds, proceed working walk	Straightness; balance in transition to square, straight halt; immobility; willing, smooth transitions; regularity and quality of the walk.		
7	Between C & H	Develop working jog	Willing, smooth transition; balance and bend in the corner; straightness; regularity and quality of the jog.		
8	E	Circle left 20 meters, working jog	Balance and bend; size and shape of circle with inside bend; regularity and quality of the jog; straightness.	2	
9	A X G	Down centerline Working walk Halt, salute	Balance and bend in the turn; straightness; regularity and quality of the jog; willing, smooth transition; regularity and quality of the walk; balance in downward transition to square, straight halt; immobility.		

Leave arena at A in a walk with looped or long reins.

Western Dressage Basic Level – Test 1

		TEST	DIRECTIVES	POINTS	*
1	A X	Enter working jog Halt through the walk, salute Proceed working jog	Straightness; straight, balanced, immobile halt with prompt, smooth transition to jog; regularity and quality of the jog and walk.		
2	C	Track left, working jog	Balance and bend in the turn and corner; straightness; regularity and quality of the jog.		
3	E	Circle left 20m, working jog	Size and shape of circle with inside bend; regularity and quality of the jog.	2	
4	Before E	Working lope left lead last quarter of the circle	Willing, smooth transition; regularity and quality of the lope.		
5	E	Circle left 20m, working lope	Size and shape of circle with inside bend; regularity and quality of the lope.		
6	Before E	Develop working jog last quarter of circle	Willing, smooth transition; balance and bend in the corner.		
7	Between A & F	Develop working walk	Willing, smooth transition; regularity and quality of the walk.		
8	B - E E	Half circle left 20m, free walk Working walk	Horse willing to freely stretch the neck forward and down; relaxation; swing through the back; ground cover; straightness; willing, smooth transition; balance and bend in corner; regularity and quality of the walks.	2	
9	A B	Working jog Turn left	Willing, smooth transition; balance and bend in the corner and turn; straightness; regularity and quality of the jog.		
10	E	Turn right	Balance and bend in the turn and corner; straightness; regularity and quality of the jog.		
11	C Before C	Circle right, 20m, free jog Gather the reins, working jog	Stretch forward and down over the topline; moderate lengthening of stride and frame; maintaining balance and tempo; smooth, willing release and retake of the reins; size and shape of circle with inside bend; regularity of the jogs.	2	
12	B	Circle right 20m, working jog	Size and shape of circle with inside bend; regularity and quality of the jog.	2	
13	Before B	Working lope right lead last quarter of the circle	Willing, smooth transition; regularity and quality of the lope.		
14	B	Circle right 20m, working lope	Size and shape of circle with inside bend; regularity and quality of the lope.		
15	Before B	Develop working jog last quarter of the circle	Willing, smooth transition; balance and bend in the corner.		
16	A X	Down centerline Halt through the walk, salute	Balance and bend in the turn; straightness; regularity and quality of the jog and walk; balance in downward transition to square, straight halt, immobility.		

Leave arena at A in a walk with looped or long reins.

Western Dressage Basic Level –Test 2

		TEST	DIRECTIVES	POINTS	*
1	A X	Enter working jog Halt through the walk, salute Proceed working jog	Straightness; regularity and quality of the jog and walk; straight, balanced, immobile halt with prompt, smooth transition to jog.		
2	C M - X - F	Track right One loop, working jog	Balance and bend in the turn and corner; balance and correct changes of bend on loop at quarter lines; regularity and quality of the jog.		2
3	F - A - E	Continue on the track, working jog	Balance and bend in the corners; straightness; regularity and quality of the jog.		
4	E X	Turn right 20m circle right, working jog	Balance and bend in the turn; size and shape of circle with inside bend; regularity and quality of the jog.		
5	Before X	Develop working lope, right lead	Willing, smooth transition; regularity and quality of the lope.		
6	X Before X	Circle right 20m, working lope Develop working jog	Size and shape of circle with inside bend; smooth transition; regularity and quality of the lope and jog.		
7	B A	Turn right Working walk	Balance and bend in the turn and corner; straightness; willing, smooth transition; regularity and quality of the jog and walk.		
8	K - X - M M	Free walk Working walk	Horse willing to freely stretch the neck forward and down; relaxation; swing through the back; ground cover; straightness; willing, smooth transition; balance and bend in the corner; regularity and quality of the walks.		2
9	C E	Working jog Turn left	Willing, smooth transition; balance and bend in the corner and turn; straightness; regularity and quality of the jog.		
10	X	Circle left 20m, working jog	Size and shape of circle with inside bend; regularity and quality of the jog.		
11	Before X	Develop working lope, left lead	Willing, smooth transition; regularity and quality of the lope.		
12	X Before X	Circle left 20m, working lope Develop working jog	Size and shape of circle with inside bend; smooth transition; regularity and quality of the lope and jog.		
13	B B - C - H	Turn left Continue on the track, working jog	Balance and bend in the turn and corners; straightness; regularity and quality of the jog.		
14	H - X - K	One loop, working jog	Balance and correct changes of bend on loop at quarter lines; balance and bend in the corner; regularity and quality of the jog.		2
15	A Between A & X	Down centerline Develop working walk for 6-8 steps, then develop working jog	Balance and bend in the turn; straightness; willing, smooth transitions; regularity and quality of the jog and walk.		
16	G	Halt through the walk, salute	Straightness; balance in downward transition to square, straight halt, immobility.		

Leave arena at A in a walk with looped or long reins.

# **SPECIAL DISCIPLINES AND/OR LOTS**

## **IN-HAND FITTING & SHOWING**

- Only exhibitors showing in the in-hand lots may show in this class. Exhibitor/Horse combinations showing in-hand are limited to Trail in Hand, In-hand Fitting & Showing, and Showmanship with that horse. See Division of Lots section, page 7, for additional information.
- The purpose of this class is to encourage members to properly prepare and exhibit their animals and show pride and responsibility in their projects.
- Exhibitors are judged on their ability to groom, fit, and show their animal from the ground.
- In this class, it is the exhibitor's efforts that are being judged, not the breed, type, or conformation of the horse.
- Helmets are optional. Appropriate head wear such as western hats and hunt caps without a chin strap are allowed.
- A clean, well-groomed horse is a healthy horse. The coat should be clean and free from stains and sweat marks. The eyes, nostrils, lips, insides of ears, dock and underneath the elbows should be clean. The mane should be free of dandruff. Mane and tail should be clean and free of tangles. Braiding and banding, if used, should be neat and suitable for the discipline. Fake tails/extensions are allowed.
- Hooves should be trimmed and shaped to enable the animal to walk and stand naturally. If shod, the shoes must fit and not show undue wear. Clinches should be smooth.
- Exhibitors should present a neat and clean appearance and be dressed appropriately for the discipline they are showing in.
- The judge may question exhibitors as to parts of the equine and general equine knowledge. Exhibitors should demonstrate proper handling of the horse and follow any pattern given by the judge.

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

### **GENERAL**

- H/H members may only show an animal being shown at the Fair by another Horse project member (partner). Horses or ponies not being used or shown by a Horse project member will not be allowed at the Fair or as part of the H/H project. When exercising or ground working the animal, the H/H member may have their partner assist.
- Each H/H member must file a horse project declaration form by May 1.
- All H/H members must follow the educational requirements of their youth organization.
- It is the responsibility of the H/H member's parent or guardian, club leader, and supervising exhibitor whose horse is shared to be sure the H/H member has the skill to safely exhibit at the level entered.
- Exhibitor attire:
  - Clothing requirements as listed in the Guidelines for the appropriate discipline are waived for the Horseless Horse lots.
  - Long pants, boots and properly fitted SEI approved helmets with the safety harness securely fastened are required.
- Tack: For Equitation, Showmanship and Trail, tack should meet the guidelines for the appropriate Discipline. (Western or Hunt)
- Horseless Horse members are limited to all classes marked as Horseless Horse (classes G, K, R) and Trail-in Hand (class B).
- Leadline Exhibitors may not enter any riding lots.
- Leadline horses must wear a halter positioned under the bridle.

## SHOWMANSHIP

- A standard showmanship pattern will be used for these lots.
- See the showmanship section under the appropriate discipline for more information.

## LEADLINE HORSEMANSHIP/EQUITATION

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

## WALK/TROT HORSEMANSHIP/EQUITATION

- See the horsemanship/equitation section under the appropriate discipline for more information.

## THERAPEUTIC HORSEMANSHIP

### GENERAL

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

Example of a Program Statement:

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

## ASSISTANCE IN THE ARENA

The number of assistants shall be the number that the exhibitor feels is necessary. The assistant(s) may lead the horse, give voice commands etc., but the assistant's actions should be summarized in the program statement. An assistant may set up a cones course, or other props integral to the program prior to the exhibitor entering into the arena, but care should be taken to set up any props quickly.

## CLOTHING

The exhibitor must be neatly dressed and is required to wear long pants, boots and a properly fitted SEI approved helmet with the safety harness securely fastened. Non-traditional dress will not be marked down as long as the attire has a valid purpose in allowing or aiding the movements of the exhibitor. The exhibitor's parent or guardian

and the project leader, prior to the beginning of the DCF, should verify the equipment is appropriate. Safety is the foremost concern.

#### JUDGING

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