

Western Division

ATTIRE:

Clothing must be clean and neat. A western style shoe with a minimum of 1-inch heel can be used. The Contestants must wear western hats or helmets and boots when showing. Shirts with a collar and minimum of short sleeves are required. Pullovers are not acceptable as a substitute for the shirt. Spurs and chaps may be worn at the option of the rider. Spurs, chaps or similar equipment are optional. No ball caps will be allowed in any class in the Western Division.

TACK:

Split reins or romal reins are required in the western division. Horse will be shown with a stock saddle. Silver tack and equipment will not count over a good working outfit. A snaffle, curb, half-breed or spade bit is permissible; but a martingale, tie-down or nose band is prohibited. No wire curbs, regardless of how taped, nor chin strap narrower than 1/2 inch will be permitted. Chain curbs are permissible but must be of the standard flat variety with no twist and must meet approval of the judge. A hackamore or snaffle may be used only on horses or ponies five years of age or younger in Western events. "Hackamore" means that a horse will be ridden ONLY with a rawhide braided or leather braided or rope bosal. The core of which may be either rawhide or flexible cable. A hackamore must use a complete mecate rein, which includes a tie-rein. Absolutely no iron will be permitted under the jaws, regardless of how padded or taped.

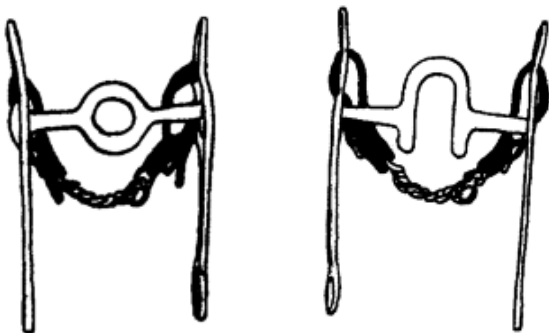
Examples of Acceptable Curb Straps



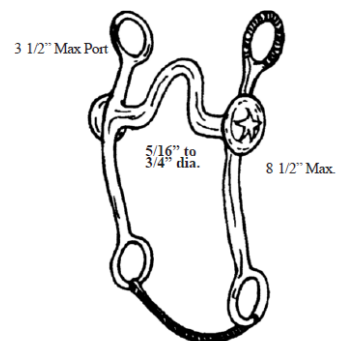
Mechanical hackamores are prohibited except in Roping or speed events. A judge shall have the authority to require the removal or alteration of any piece of equipment which in his opinion would give a horse an unfair advantage. Protective boots, leg wraps and bandages are allowed in Western Horsemanship, Western Riding and Reining.

BITS: Snaffle bits used in western performance classes must be conventional egg-butt, O-ring or D-ring type with a ring diameter no larger than 4 inches. The mouthpiece must be round and smooth and constructed of unwrapped metal. If the mouthpiece is inlaid, it must be smooth or latex wrapped. The bars of the bit must measure at least 5/16 inches when measured 1 inch from the cheek. A gradual decrease toward the center of the bit is permissible. The mouthpiece may be of two or three pieces with either a connecting ring or a flat bar being the center. If the ring structure is used it must be no larger than 1 1/4 inches in diameter; if the connecting piece is a flat bar, it can be no longer than 2 inches and must measure 3/8 inches to 3/4 inches top to bottom. Both connecting ring and flat bar must lie in the horse's mouth. Curb bits are those bits that have shanks used for leverage. The mouthpiece may be either smooth or broken. The bit must be free of mechanical devices.

Examples of Illegal Bits



Example of Legal Bit



The length of the shank must not exceed 8 1/2 inches measured from the upper inside of the top ring (where the headstall attaches) to the center of the bottom ring (where the reins attach). The bars of the curb bit must be round, smooth and unwrapped metal at least 5/16 inches and no larger than 3/4 inches in diameter when measured 1 inch from the cheek. If the mouthpiece is solid, nothing may protrude below the bar. If the mouthpiece is made of two or three pieces, a connecting ring 1/4 inch or less in diameter, or a

connecting flat bar of 3/8 inches – 3/4 inches (measured top to bottom with a maximum length of 2 inches), which lies flat in the horse's mouth is acceptable. The maximum height of the port on a curb bit is 3 1/2 inches measured from the bottom of the bar to the top of the port (this includes any extensions that might be added to the port). Nothing may protrude below the mouthpiece (bar), such as extensions or prongs on solid mouthpieces. **Slip bits, gag bits, donut and flat polo mouthpieces are not acceptable.**

Reins shall be held in one hand and cannot be changed during the performance, unless a horse or pony five years of age or younger is being shown in either a snaffle bit or bosal. If showing with one and on the reins, the free hand shall not be used to support the rider by being placed on any part of the saddle.

Contestants must use split reins or romal. Roping reins are not permitted. Only one finger between split reins is permissible. No finger is permitted between the reins when using a romal.

Horses or ponies five years of age or younger may be shown with both hands on the reins in all western division classes in accordance with the following rules:

1. Horses to be shown in standard, plain or silver headstalls (browband, shaped ear or split ear). Smooth snaffle bit with broken mouthpiece (conventional O-ring, egg butt or D-ring).
2. Reins to be attached above the curb strap.
3. Standard, leather or woven, split reins are mandatory with a snaffle bit.
4. A rawhide braided, leather braided or rope bosal may be used in lieu of a snaffle bit, with no metal under the jaw or on the noseband in connection with the bosal. The bosal should be properly fitted relative to the horse's size and conformation. Bosal use must include a complete mecate rein.
5. All entries with a hackamore/snaffle bit must be shown with both hands on the reins, maintaining light contact with horse's mouth. The rider's hands should be carried near the pommel and no further than 4 inches out on either side of the saddle horn. Riders' hands must be steady with very limited movement. Riders' hands should be visible to the judge at all times.
6. Spurs must not be used forward of the cinch.
7. Martingales and draw reins are not allowed in judged events.
8. Judges will be encouraged to perform bit checks to ensure no illegal equipment is used.

SHOWMANSHIP AT HALTER

Proper western attire is required. Some type of headgear is required (cowboy hat or approved helmet). Only the showman is to be judged. The horse is merely a prop to demonstrate the ability and preparation of the exhibitor. The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor leading a well-groomed horse that performs the requested pattern with promptness, smoothness and precision. Listed below are the points on which showmanship is to be judged.

A. APPEARANCE OF THE HORSE

1. The horse's body condition and overall fitness should be assessed. The coat should be clean, well-brushed and in good condition. The mane, tail and forelocks may not contain ornaments, but may be braided or banded. The bridle path, eyebrows and long hair on the head and legs may be clipped.
2. Hooves should be properly trimmed and, if shod, shoes must be fitted correctly and clinched neatly. Hooves must be clean.
3. **Tack should fit properly be neat and in good repair. No whips will be allowed in the show ring.**

B. POSITION OF THE EXHIBITOR

1. The exhibitor should stand and move in a straight, natural, upright manner and avoid excessive, unnatural or animated body positions. The exhibitor must lead on the horse's left side holding the lead in the right hand with the tail of the lead loosely held in the exhibitor's left hand unless asked to do otherwise by the judge. The excess lead should never be tightly coiled, rolled or folded. When leading, the exhibitor should be positioned between the eye and the midpoint of the horse's neck.
2. Both arms should be bent at the elbow with the elbows held close to the exhibitor's side and in a natural position. Height of the arms may vary with size of the exhibitor and size of the horse, but the arms should never be locked.
3. When executing a turn, the exhibitor should turn and face the horse's head and have the horse move away from him/her.
4. When executing a back, the exhibitor should turn from leading to face toward the rear with the right hand extended across the exhibitor's chest and walk forward beside the horse with the horse backing.
5. When setting up for inspection, the exhibitor should stand in a position between the horse's muzzle and eye, the exhibitor should never leave the horse's head. Exhibitors should maintain a position that is safe for themselves and the judge. The exhibitor should not obstruct the judge's view and should not crowd other exhibitors.
6. When moving from side to side, the exhibitor should use minimal steps and assume the same position on the right side of the horse that he or she had on the left.
7. Leading, backing and initiating the set should be performed from the left side of the horse.

C. PERFORMANCE

1. The horse should be led directly to and away from the judge and track briskly and freely at the prescribed gait. The horse's head and neck should be in line with the body.
2. The stop should be straight, prompt, smooth and responsive, with the horse's body remaining straight. The horse should back up readily with the head and neck in position as instructed.
3. The horse should be set up quickly with the feet squarely underneath the body. The exhibitor does not have to reset a horse that stops square.

4. Exhibitor should be able to execute these additional maneuvers if required: push turn to the right, fore hand turn to the left or right and sending the horse in a circle to the left or right.

WESTERN PLEASURE

The class will be judged on the performance and conformation of the horse at the discretion of the judge. Entries will be penalized for excessive speed or being on wrong leads. Horses are to be shown at a walk, jog or intermediate gait and lope on a reasonably loose rein without undue restraint.

- A. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. Horses shall not be asked to extend the lope.
- B. Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or trot at the discretion of the judge but shall not be asked to reverse at the lope.
- C. Judge must ask that horses be backed. The judge may, at their discretion, require the backing of only the finalists in the class.
- D. Judge may ask for additional work of the same nature from any horse. The judge should not to ask for work other than that listed above.
- E. Rider shall not be required to dismount unless the judge wishes to check equipment.
- F. Reins shall be held in one hand and cannot be changed during performance except for **horses five years old** and younger, which can be ridden with two hands in a snaffle bit or bosal. Hand to be around reins. One finger between reins permitted.
 1. While horse is in motion, rider's hand shall be clear of the horse and saddle.
 2. Spurs and romal shall not be used forward of the cinch.

WESTERN HORSEMANSHIP

- A. Riders will be judged on seat, hands, ability to control and show horse. Results as shown performance of the horse are NOT to be considered more important than the method used by the rider in obtaining them. Consideration shall be given to the size of the rider. Exhibitors will be scored from 0 to 100, with 70 being an average performance.
- B. Class Routine: The judge will ask each rider to work individually. These individual works will be any of the maneuvers that the judge feels are necessary to determine the horsemanship ability of the rider.
- C. Judge should post the pattern he or she will ask for at least one hour prior to the commencement of the class.
- D. Judging of the individual work will begin at the indication of the judge. Exhibitors may be penalized or excused for excessive time.
- E. Horses going off pattern will be disqualified.
- F. The judge will use these individual works to determine the top riders, which may be called back for rail work.
- G. Those selected riders will be required to work on the rail at the discretion of the judge.
- H. The Horsemanship class is to determine the riding ability of the rider, and the judge will bear this in mind at all times.
- I. Hands: Both hands and arms shall be held in a relaxed easy manner with the upper arms to be in a straight line with the body, the one holding reins bent at the elbow. Free hand will be partially closed and held near the belt with elbow bent, causing the hand to be near but not against the body in front of that side. When using a romal, the rider's off hand shall be around the romal with at least 16 inches of slack. Some movement of the arm is permissible, but excessive pumping will be penalized. Hands are to be around the reins. One finger between reins is permitted when using split reins, but not with romal. Reins are to be carried immediately above or slightly in front of the saddle horn. Only one hand is to be used for reining, and hand shall not be changed. Reins should be carried so as to have light contact with the horse's mouth and at no time shall reins be carried more than a slight hand movement from the horse's mouth.
- J. Basic Position: Rider should sit in the saddle with legs hanging straight and slightly forward to stirrups. The stirrups should be just short enough to allow heels to be lower than toes. Body should always appear comfortable, relaxed and flexible. Feet may be placed home in the stirrups with boot heels touching the stirrups or may be placed less deep in the stirrups. Riding with toes only in the stirrups will be penalized.
- K. Position in Motion: Rider should sit the jog and not post. At the lope rider should be close to the saddle. All movements of horse should be governed by the use of imperceptible aids. Exaggerated shifting of the rider's weight is not desirable. Moving of the lower legs of riders who are short shall not be penalized.

REINING

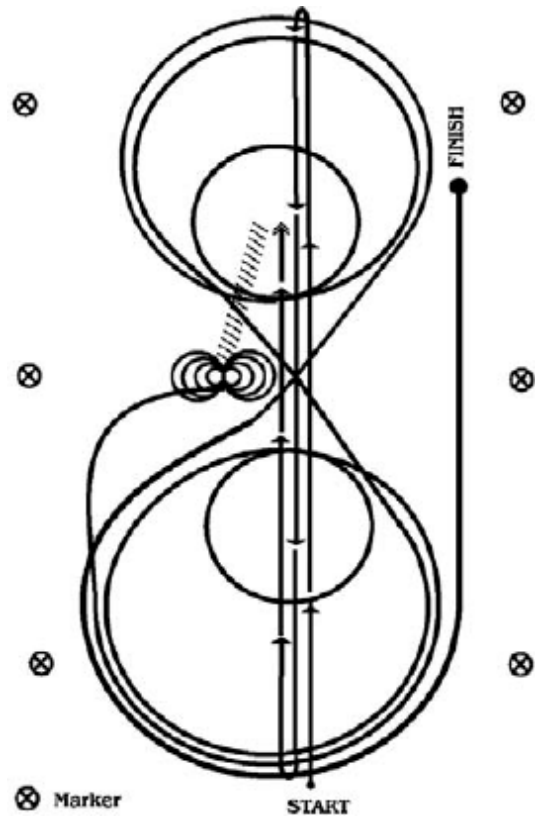
Each contestant will perform the required pattern individually and separately. To rein a horse is not only to guide him but also to control his every movement. The best reined horse should be willfully guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of control, or temporary loss of control, and therefore faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed. A horse going off pattern is disqualified.

- A. Scoring will be on the basis of 0-Infinity, with 70 denoting an average performance.
- B. The following will result in no score:
 1. Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition
 2. Use of illegal equipment, including wire on bits, bosals or curb chains

3. Use of illegal, bits, bosals or curb chains; when using a snaffle bit, optional curb strap is acceptable, however curb chains are not acceptable
 4. Use of tack collars, tie downs or nose bands
 5. Use of whips or bats
 6. Use of any attachment which alters the movement of or circulation to the tail Failure to provide horse and equipment to the appropriate judge for inspection
 7. Disrespect or misconduct by the exhibitor
- C. A rider may untangle excess rein, where excess rein may prevent the rider from continuing the pattern, where said excess can be straightened without affecting the performance of the horse, during hesitations, or when settling a horse; rider's free hand may be used to hold romal in normal fashion.
- D. The following will result in a score of 0 or disqualification:
1. Use of more than index or first finger between reins
 2. Use of two hands (Hackamore classes designated for two hands) or changing hands
 3. Failure to complete pattern as written
 4. Performing the maneuvers other than in specified order
 5. The inclusion of maneuvers not specified, including, but not limited to:
 - a. Backing more than 2 strides
 - b. Turning more than 90 degrees
 6. Equipment failure that delays completion of pattern, including dropping a rein that contacts the ground while horse is in motion.
 7. Balking or refusal of command where pattern is delayed
 8. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern
 9. Jogging in excess of one-half circle or one-half the length of the arena
 10. Over-spins of more than 1/4 turn
 11. Fall to the ground by horse or rider
- Neither a No Score nor a 0 are eligible to place in the class.*
- E. The following will result in a reduction of five points:
1. Spurring in front of cinch
 2. Use of either hand to instill fear or praise
 3. Holding saddle with either hand
 4. Blatant disobediences including kicking, biting, bucking, rearing and striking
- F. The following will result in a reduction of two points:
1. Break of gait
 2. Freeze up in spins or rollbacks
 3. On walk in patterns, failure to stop or walk before executing a canter departure
 4. On run-in patterns, failure to be in a canter prior to the first marker
 5. If a horse does not completely pass the specified marker before initiating a stop position
- G. Starting or performing circles or eights out of lead will be judged as follows: Each time a horse is out of lead, a judge is required to deduct one point. The penalty for being out of lead is accumulative, and the judge will deduct one penalty point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead. A judge is required to penalize a horse one-half point for a delayed change of lead by one stride.
- H. Deduct 1/2 point for starting circle at a jog or exiting rollbacks at a jog up to two strides. Jogging beyond two strides, but less than 1/2 circle or 1/2 the length of the arena, deduct two points.
- I. Deduct 1/2 point for over or under spinning up to one-eighth (1/8) of a turn; deduct one (1) point for over or under spinning from one-eighth to one-fourth (1/8 to 1/4) turn.
- J. A 1/2-point penalty deduction will be given for failure to remain a minimum of 20 feet (6 meters) from the wall or fence when approaching a stop and/or rollback.
- K. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows: for 1/2 the turn or less, one (1) point; for more than 1/2 turn, two (2) points.
- L. Faults against the horse to be scored accordingly, but not to cause disqualification:
1. Opening mouth excessively when wearing bit
 2. Excessive jawing, opening mouth or head raising on stop
 3. Lack of smooth, straight stop on haunches- bouncing or sideways stop
 4. Refusing to change leads
 5. Anticipating signals
 6. Stumbling
 7. Backing sideways
 8. Knocking over markers
- M. Faults against the rider to be scored accordingly, but not to cause disqualification:
1. Losing stirrup
 2. Failure to run circles or figure eights within the markers is not considered a fault depending on arena conditions and size; however, failure to go beyond markers on rollbacks and stops is considered a fault.

Reining Pattern #1

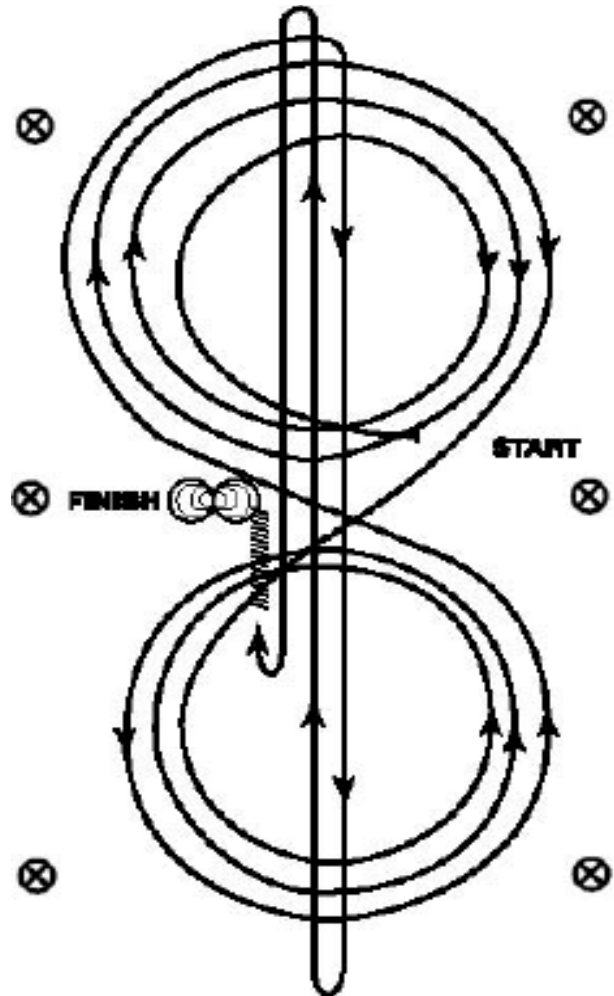
1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least 10 feet. Hesitate.
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left; the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right; the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left, but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least 20 feet from wall or fence. Hesitate to demonstrate the completion of the pattern.



Reining Pattern #2

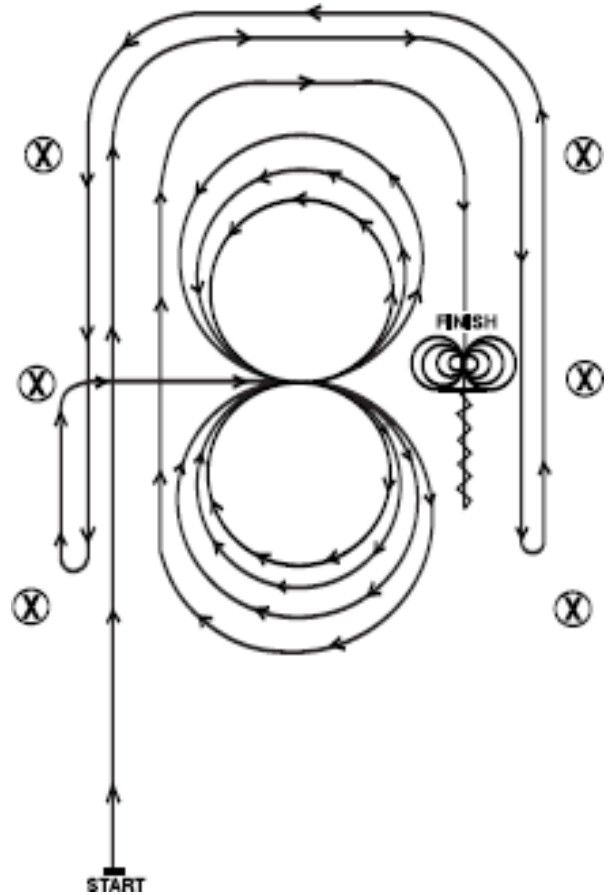
Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast.
2. Change leads at the center of the arena. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, rundown the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
1. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
2. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
3. Complete four spins to the right.
4. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.



Reining Pattern #3

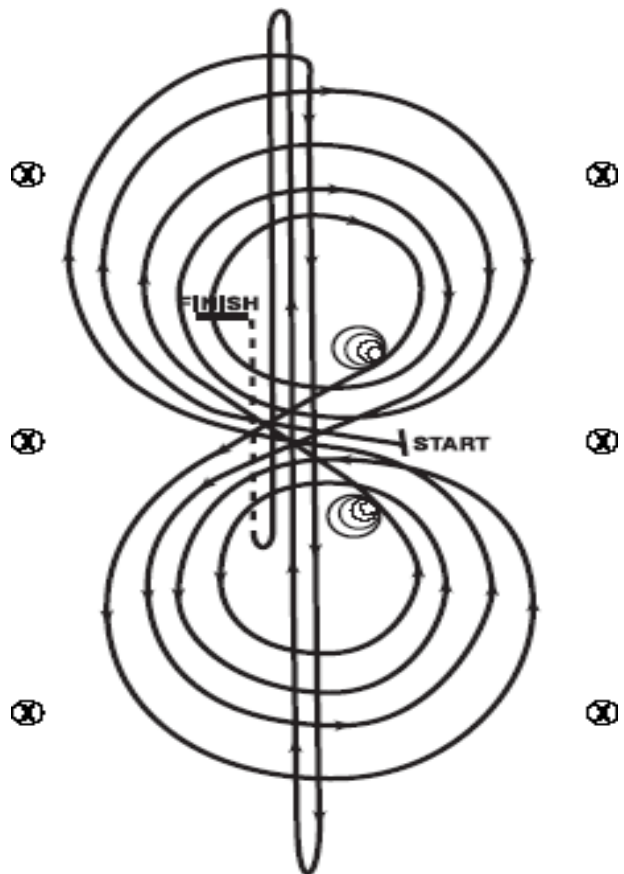
1. Beginning, and staying at least 20 feet (6 meters) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback - no hesitation.
2. Continue straight up the right side of the arena staying at least 20 feet (6 meters) from the walls or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback - no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least 20 feet (6 meters) from the walls or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10 feet (3 meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.



Reining Pattern #4

Beginning at the center of the arena facing the left wall or fence.

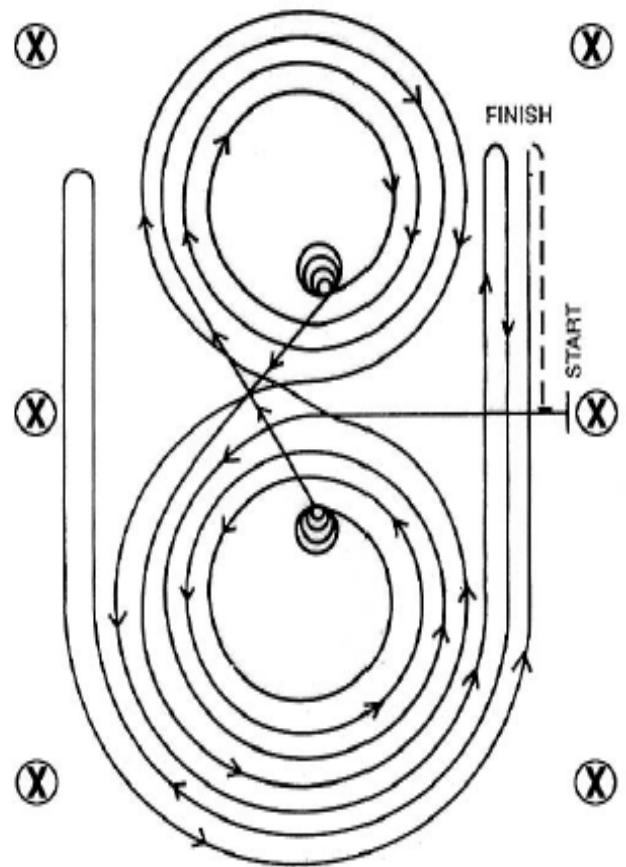
1. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.



Reining Pattern #5

Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left roll back at least 20 feet (6 meters) from the wall or fence - no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (3 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.



WESTERN RIDING

- A. Western Riding is an event where the horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners and disposition. The horse should perform with reasonable speed and be sensible, well-mannered, free and easy moving.
- B. Credit shall be given for and emphasis placed on smoothness, even cadence of gaits (starting and finishing pattern with the same cadence), and the horse's ability to change leads precisely, easily and simultaneously both hind and front at the center point between markers. 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. He should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. The horse should have a relaxed head carriage showing response to the rider's hands, with a moderate flexion at the poll. Horses may be ridden with light contact or on a reasonably loose rein. The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride.
- C. The judge will select one of the four patterns to be performed. The judge is responsible for the pattern being correctly set.
- D. On the pattern:
 1. The eight small circles represent pylon markers, which are recommended. These should be separated by a uniform measured distance of not less than 30 feet nor more than 50 feet on the sides with five markers (See diagram). In pattern one, the three markers on the opposite side should be set adjacent to the appropriate markers. It is recommended that markers be set a minimum of 15 feet from the fence with 50 to 80 foot width in the pattern, as the arena permits.
 2. A solid log or pole should be used and be a minimum of 8 feet in length.
 3. The long serpentine line indicates the direction of travel and gaits at which the horse is to move. The shaded area represents the lead changing area between the markers. The dotted line (.) indicates walk, the dash line (-) jog, and the solid line () lope.
- E. Scoring will be on a basis of 0-100, with 70 denoting an average performance. Scoring guidelines to be considered: points will be added or subtracted from the maneuvers on the following basis, ranging from plus 1.5 to minus 1.5: 1.5 extremely poor, -1 very poor, -.5 poor, 0 average, +.5 good, +1 very good, +1.5 excellent. Maneuver scores are to be determined independently of penalty points.
- F. A contestant shall be penalized each time the following occur:

Five points

1. Out of lead beyond the next designated change area (Note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five-point penalties.)
2. Blatant disobedience including kicking out, biting and bucking

Three points

1. Not performing the specific gait (jog or lope) or stopping when called for in the pattern, within 10 feet of the designated area
2. Break of gait at the lope
3. Simple change of leads
4. Out of lead at or before the marker before the designated change area or out of lead at or after the marker after the designated change area
5. Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
6. In pattern one and three failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
7. Break of gait at walk or jog for more than two strides

One point

1. Break of gait at walk or jog up to two strides
2. Hitting or rolling log
3. Out of lead more than one stride either side of the center point and between the markers
4. Splitting the log (log between the two front or the two hind feet) at the lope.

One-half point

1. Tick or light touch of log
2. Hind legs, skipping or coming together during lead change
3. Non-simultaneous lead change (front to hind or hind to front)

Disqualified - 0 score - Horses that received a Zero score are disqualified at the district show.

1. Illegal equipment
2. Willful abuse
3. Off course
4. Knocking over markers
5. Completely missing log
6. Major refusal - stop and back 2 strides or 4 steps with front legs
7. Major disobedience - rearing, schooling
8. Failure to start lope prior to end cone in pattern #1 and #3

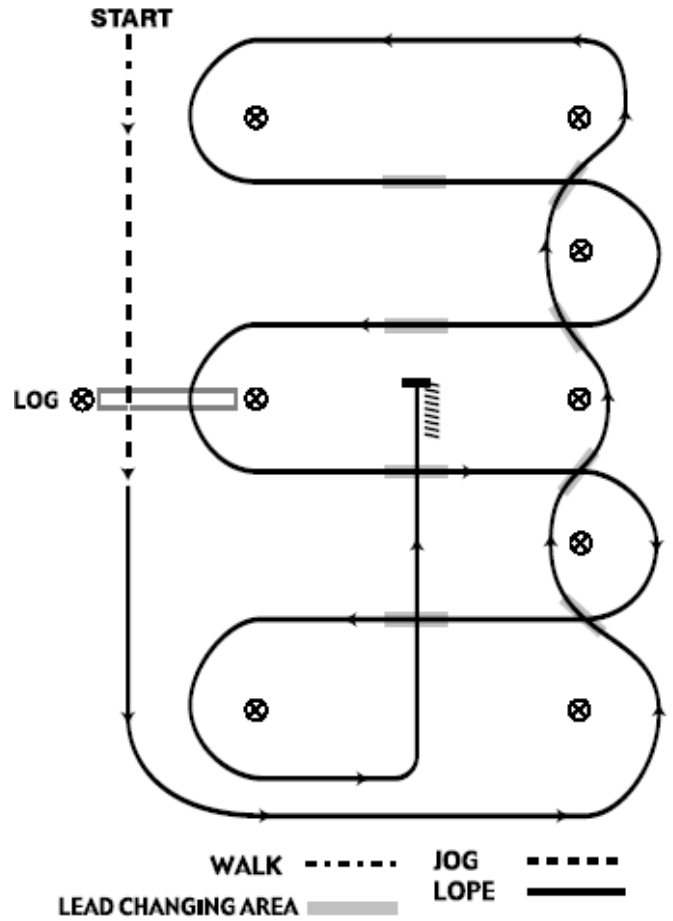
9. Four or more simple lead changes and/or failures to change leads.

Credits

1. Changes of leads, hind and front simultaneously
 2. Change of lead near the center point of the lead change area
 3. Accurate and smooth pattern Even pace throughout
 4. Easy to guide and control with rein and leg Manners and disposition
 5. Conformation and fitness
- G. The following characteristics are considered faults and should be judged accordingly in maneuver scores.
1. Opening mouth excessively
 2. Anticipating signals or early lead changes
 3. Stumbling

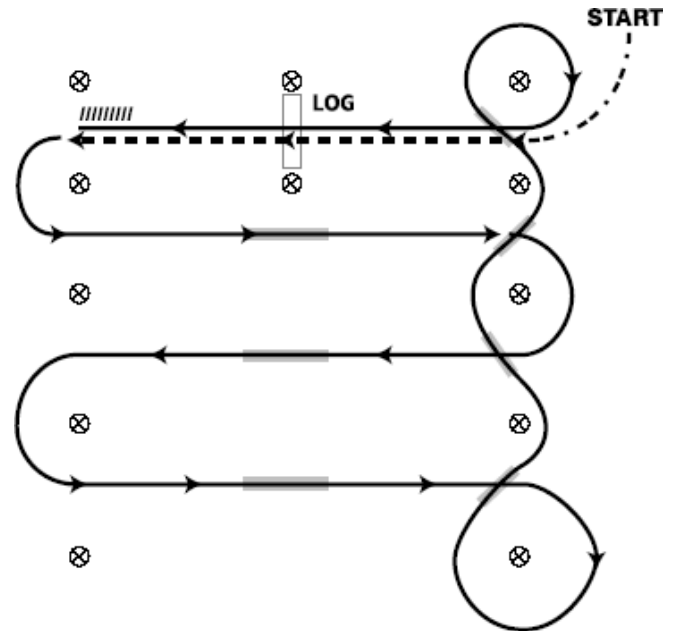
Western Riding Pattern #1

1. Walk & jog over log
2. Transition to left lead lope & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change & lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back



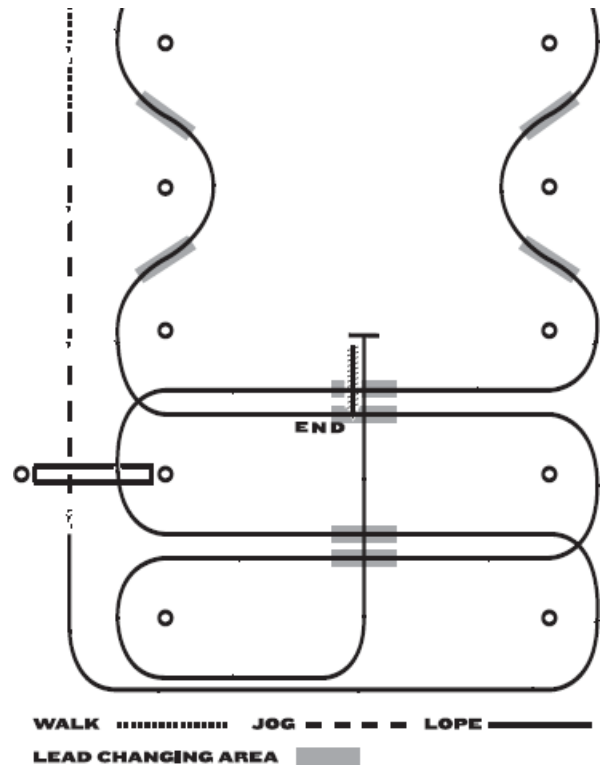
Western Riding Pattern #2

1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope log
11. Lope, stop & back



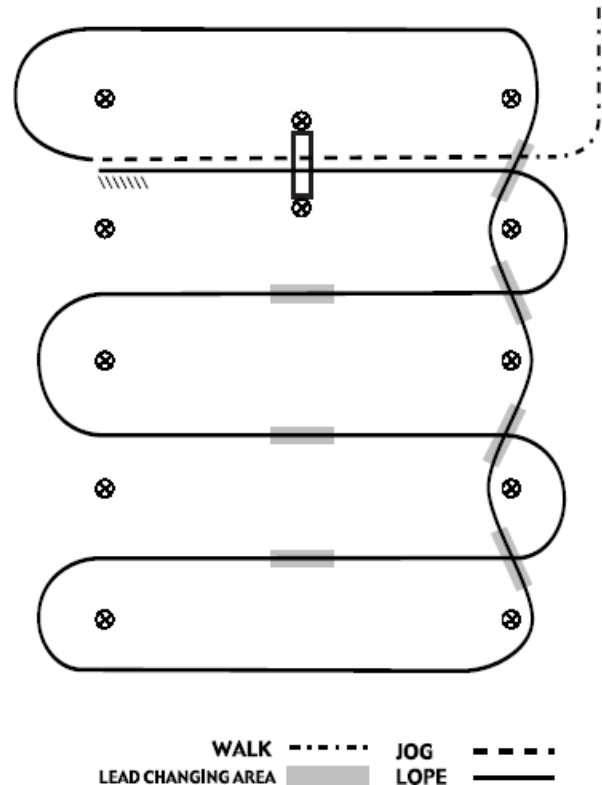
Western Riding Pattern #3

1. Walk, transition to jog, jog over log
2. Transition to left lead
3. First crossing change
4. Second crossing change
5. First line change
6. Second line change
7. Third line change
8. Fourth line change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up center, stop & back



Western Riding Pattern #4

1. Walk, transition to jog, jog over log
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, Stop & back



OPEN TRAIL

- A. This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider, and quality of movement. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles.
- B. Horse shall be penalized for any unnecessary delay while approaching or negotiating the obstacles. Horses with artificial appearance over obstacles should be penalized.
- C. Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show the three gaits (walk, jog, and lope) somewhere between obstacles as a part of its work and quality of movement and cadence should be considered as part of the maneuver score. Gait between obstacles shall be at the discretion of the judge.
- D. Open to all horses and ponies. Standard tack and attire for the Western division. Hands on reins may be changed. No tie-downs or martingales. The class will have no rail work. Horses may be asked to walk, jog (intermediate gait) and lope between obstacles.
- E. Contestants will work in an assigned order of go. No work-offs or finals.
- F. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 ½ to minus 1 1/2: -1 ½ extremely poor, -1 very poor, - ½ poor, 0 correct, + ½ good, + 1 very good, + 1 ½ excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

One-half (½) point

1. Each tick of log, pole, cone, plant or any component of the obstacle

One (1) Point

1. Each bite of or hit of or stepping on a log, cone, plant or an component of the obstacle
2. Incorrect or break of gait at walk or jog (trot/gait) for two strides or less
3. Both front or hind feet in single-strided slot or space at walk or jog
4. Skipping over or failing to step into required space
5. Split pole in lope-over
6. Incorrect number of strides, if specified

Three (3) point

1. Incorrect or break of gait at walk or jog (trot/gait) for more than 2 strides
2. Out of lead or break of gait at lope (except when correcting an incorrect lead)
3. Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle
4. Stepping outside the confines of, falling or jumping off or out of an obstacle with designated boundaries with one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with one foot.

Five (5) point

1. Dropping slicker or object required to be carried on course
2. First or second cumulative refusal, balk, evading an obstacle by shying or backing
3. Letting go of gate or dropping rope gate
4. Use of either hand to instill fear or praise
5. Stepping outside the confines of, falling or jumping off or out of an obstacle with designated boundaries with more than one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with more than one foot.
6. Blatant disobedience (including kicking out, bucking, rearing, striking)
7. Failure to complete obstacle
8. Holding saddle with either hand

Faults, which occur on the line of travel between obstacles, scored according to severity:

1. head carried too high
2. head carried too low (tip of ear below wither)
3. over-flexing or straining neck in head carriage so the nose is carried behind the vertical
4. excessive nosing out
5. opening mouth excessively

Disqualified 0-Score

1. Use of two hands or changing hands on reins; except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins (except that it is permissible to change hands to work an obstacle)
2. Use of romal other than as outlined in AQHA rulebook
3. Performing the obstacle incorrectly or other than in specified order
4. No attempt to perform an obstacle
5. Equipment failure that delays completion of pattern Excessively or repeatedly touching the horse on the neck to lower the head
6. Entering or exiting an obstacle from the incorrect side or direction

7. Working obstacle in the incorrect direction; including overturns of more than 1/4 turn
 8. Riding outside designated boundary marker of the arena or course area
 9. Third cumulative refusal, balk, or evading an obstacle by shying or backing
 10. Failure to ever demonstrate correct gait between obstacles as designated
 11. Failure to follow the correct line of travel between obstacles
 12. Faults that occur on the line of travel between obstacles, which will be cause for disqualification:
 - a. head carried too low (tip of ear below the withers consistently)
 - b. over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently
- G. Management, when setting courses, should keep in mind that the idea is not to trap a horse, or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. When the distances and spaces are measured between all obstacles, the inside base to inside base measurement of each obstacle considering the normal path of the horse, should be the measuring point. Enough space must be provided for a horse to jog (at least 30') and lope (at least 50') for the judges to evaluate these gaits.
- H. If disrupted, the course shall be reset. In the case that an obstacle is used in combination, the obstacle cannot be reset until the contestant finishes the entire obstacle.
- I. At least six obstacles must be used, three of which must be from the mandatory list of obstacles and at least three others selected from the list of optional obstacles.
1. Mandatory Obstacles:
 - a. Opening, passing through, and closing a gate. (Losing control of the gate is to be penalized.) Use a gate which will not endanger horse or rider. If the gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.
 - b. Ride over at least four logs or poles. These can be in a straight line, curved, zigzag or raised. The space between the logs is to be measured and the path the horse is to take should be the measuring point. All elevated elements must be placed in a cup, notched block, or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element. Spacing for walkovers, trot-overs, and lope-overs should be as follows or increments thereof.
 1. The spacing for walkovers shall be 20" to 24" (40cm to 60cm) and may be elevated to 12" (30cm). Elevated walkovers should be at least 22" (55cm) apart.
 2. The spacing for trot-overs shall be 3' to 3'6" (90-105cm) and may be elevated to 8" (20cm).
 3. The spacing for lope-overs shall be 6' to 7' (1.8-2.1m) or increments thereof, and may be elevated to 8" (20cm).
 - c. Backing obstacle. Backing obstacles to be spaced a minimum of 28" (70cm). If elevated, 30" (75cm) spacing is required. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar.
 1. Back through and around at least three markers.
 2. Back through L, V, U, straight, or similar shaped course. May be elevated no more than 24" (60cm).
 2. Optional Obstacles, but not limited to:
 - a. Water hazard (ditch or small pond). No metal or slick bottom boxes to be used.
 - b. Serpentine obstacles at walk or jog. Spacing to be minimum of 6' (1.8m) for jog.
 - c. Carry object from one part of arena to another. (Only objects which reasonably might be carried on a trail ride may be used.)
 - d. Ride over wooden bridge. (Suggested minimum width shall be 36" (90cm) wide and at least six feet long). Bridge should be sturdy, safe and negotiated at a walk only.
 - e. Put on and remove a slicker.
 - f. Remove and replace materials from a mailbox.
 - g. Side pass (may be elevated to 12" (30cm) maximum).
 - h. An obstacle consisting of four logs or rails, each 5' to 7' long, laid in a square. Each contestant will enter the square by riding over log or rail as designated. When all four feet are inside the square, rider should execute a turn, as indicated, and depart.
 - i. Any other safe and negotiable obstacle which could reasonably be expected to be encountered on a trail ride and meets the approval of the judge may be used.
 - j. A combination of two or more of any obstacle is acceptable.
 3. Unacceptable Obstacles:
 - a. Tires
 - b. Animals
 - c. Hides
 - d. PVC Pipe
 - e. Dismounting
 - f. Jumps
 - g. Rocking or moving bridges
 - h. Water box with floating or moving parts
 - i. Flames, dry ice, fire extinguishers, etc.
 - j. Logs or poles elevated in a manner that permits such to roll.
 - k. Ground ties
- J. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he deems unsafe or non-negotiable. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.