

2022 / 2023

The rules in this book are established so that competitors may compete against each other in competition under fair conditions. They can, however, never cover every eventuality. Matters that cannot be resolved by interpreting the rules to the letter should be resolved by following as nearly as possible the spirit of the text to obtain the solution which is fairest to all competitors.



Further copies of this book may be downloaded from the Association Website:

<http://www.IQHA.IE>

IQHA All Breed Show Rules

Western Riding is one of the oldest forms of equitation to survive to the present day. Its origins lie deep in history – for surely from the readings of Xenophon 400 years B.C. we learn the basics of riding a well schooled horse. One that would move under weight transference, away from leg pressure, and be supple through its head, neck, shoulder, rib cage and hip. One that ultimately would be so light and responsive that it could be ridden one handed, and yet perform correctly enough that a man's life could depend on that horse working with his rider as a harmonious team.

Around the early 1500's the Spanish conquistadors entered the "New World" and re-introduced the horse. From here came the style of riding, that has changed very little today. A style of riding that lends itself to a great many everyday riders – yet still poses exacting challenges to make it one of the most interesting yet practical disciplines that is on offer.

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General Rules & Regulations

1. MEMBERSHIP

1.1: Membership shall be divided into four categories:

.1 Full (Annual); 2, Family; 3, Youth ; 4, Honorary.

Membership cards shall be issued upon acceptance of fees deemed acceptable by Board of Directors.

1.2: Membership shall be a privilege, NOT a right; application for which shall be made on the correct forms and by fees and procedures prescribed from time to time by the Association. Membership or application therefore may be terminated or rejected by the Board of Directors of the Association for reasons that the said Board of Directors may feel are detrimental to the interest, policies, programs, objectives or even the harmonious relationship of the Association and its members.

1.3: Whilst in good standing, ALL full members shall have equal rights, interests and responsibilities, with respect to the Association and its property. They shall be bound and will obey all by-laws, rules and regulations of the Association and the decisions and actions of the Board of Directors. They shall be entitled to vote by personal attendance at the A.G.M. and any extraordinary general meetings.

1.4 Full membership shall be a fee determined by Board of Directors each year, and shall run for 12 months from 1st day of the month of joining. A renewal notice shall be sent to the current address according to the Association's current records prior to the expiry date of the membership. If renewal is not received by the last day of the month following expiry, membership shall be deemed to be lost.

1.5: Youth membership will be €35 (incl AQHA membership), for those members under 19 on the 1st January each year. On reaching the age of 18, membership will be automatically extended to the expiry of their current membership year, from which date full membership fees will apply. Youth members will have no voting rights.

1.6: Family membership is restricted up to two (2) full members (19 years or over) plus youth members (ages as defined in rule 1.5) living at the same address. Only one Association magazine and two (2) rule books may be claimed by family membership (extra rule books can be downloaded from the Societies website).

~~**1.7:** Life membership is available at a fee of eight times the annual full membership fee. All rights will be as full members and is not transferable.~~ **1.8:** The Association acting through its Board of Directors reserve the right to award Life membership to persons who merit special recognition of their efforts in promotion of the Association, or Western Riding. All rights will be as full members and is not transferable.

1.9: The Association acting through its Board of Directors reserve the right to award Honorary memberships (usually for overseas trainers, judges etc.) these Honorary members have no voting rights.

1.10: Amateur status will be given to those members who have not received cash remuneration for training either riders or horses within the three (3) years prior to their application for this status. Amateur status will be removed from any member who receives cash remuneration for training riders or horses. **1.11:** Any member who, at the request of Board of Directors or its officers performs any work or services for or incurs expenses on behalf of the Association shall be entitled to such remuneration or reimbursement as Board of Directors shall approve.

2. STATEMENT OF POSITION ON ANIMAL WELFARE

2.1: Every horse shall, at all times, be treated humanely and with dignity, respect and compassion. Rules established and enforced by The Western Equestrian Association demand that horse breeders, owners, trainers and exhibitors are continually responsible for the well being and humane treatment of any animal entrusted to their care. Above all the horses welfare is paramount to other considerations and the continual development of procedures, which ensures humane treatment of the animal and fair competition, supersedes all other concerns. The standard by which conduct or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted equine training and exhibition procedures or veterinary standards, would determine is cruel, abusive or inhumane. For the purpose of this rule, a person responsible for the care of a horse is also responsible for and may be disciplined for the inhumane conduct of their trainers, agent, representatives and employees. For violation of this rule an individual may be disciplined, suspended, denied Association privileges, disqualified, expelled from show grounds and/or expelled from the Association. **2.2:** Inhumane, cruel and abusive treatment of any horse or any other animal on the show grounds is strictly prohibited. Treatment of any animal will be inhumane if a person educated or experienced in equine training techniques would perceive the conduct of an individual to be inhumane.

2.3: For the purpose of this rule, a penalty system has been established based on the severity of the offence. All offences per rule 2.5 will be assigned a minimum level of offence (level 1 = mild; level 2 = moderate; level 3 = severe). Depending on the facts of the situation the level of the offence may be increased.

2.4: Warning or showground removal may be issued based on the frequency and level of offence.

2.5: Inhumane treatment includes, but is not limited to:

- Placing an object in the horse's mouth so as to cause undue discomfort or distress (minimum level 2)
- Leaving a bit in a horse's mouth for extended periods of time so as to cause undue discomfort or distress. (minimum level 1).
- Tying a horse's head up (above the withers), back or around in a stall or anywhere in any manner as to cause undue discomfort or distress (minimum level 2).
- Tying a horse in a stall without access to food or water for an extended period of time (minimum level 1).
- Lunging or riding a horse in a manner as to cause undue discomfort or distress to the horse (minimum level 1).
- Tying or fastening any foreign object onto a horse, halter, bridle and/or saddle in order to desensitize the horse (minimum level 2).
- Excessive spurring or whipping (minimum level 1).
- Excessive jerking of reins (minimum level 1).
- Excessive fencing (minimum level 1).
- Excessive spinning (defined as no more than eight consecutive turns in either direction) (minimum level 1).
- Use of prohibited equipment, including but not limited to, saw tooth bit; hock hobbles; tack collars or tack hackamores; riding in a curb bit without a curb strap; wire or solid metal curb straps (no matter how padded); wire cavesson; wire or cable tie downs; bumper bits; metal bosals (no matter how padded); martingales with curb bits without rein stops; draw reins attached between or around front legs, will not be allowed in approved events (including clinics) (minimum level 2).

- Use of any item or appliance that restricts movement or circulation of horse's tail (minimum level 3)
- Exhibiting a horse which appears to be sullen, dull, lethargic, emaciated, drawn or overly tired (minimum level 1).
- Intentional or negligent treatment which results in any bleeding – Intentional (minimum level 3); unintentional (minimum level 1)
- Applying excessive pressure on or excessive jerking of a halter lead shank or an allowed lip chain (minimum level 2).
- Any other treatment or conduct deemed by a show official to be inhumane or abusive (minimum level 1).

2.6: The Association may accept suspension ruling pertaining to cruel or inhumane treatment from other recognised equine related association, the effect of which is to automatically suspend the individual from Association membership privileges, or deny any such privileges, for a length of time equal to the suspension for which reciprocity is given.

2.7: UNSPORTSMANLIKE CONDUCT or any other form of misconduct that is irresponsible, illegal, indecent, profane, intimidating, threatening or abusive is prohibited. Show management may immediately expel individuals exhibiting unsportsmanlike conduct from the show grounds and any unused entry fees will be forfeited. Show management shall also file a written report with the *Association* concerning the conduct in question.

3. DISCIPLINARY PROCEDURE

3.1: EFFECT OF SUSPENSION ON PRIVILEGES IN ASSOCIATION APPROVED EVENTS: On or after such times as any person has been denied participation privileges in *Association* approved events (including clinics) but their membership privileges are not affected the following restrictions shall apply:

- That person shall not be eligible to participate in any *Association* approved event.
- That person shall not be eligible to hold judge's credentials or any other *Association* accreditation. During the period of *Association* privileges, failure to comply with these restrictions and any other express conditions or restrictions of said disciplinary action may constitute further disciplinary action.

3.2: EFFECT OF MEMBERSHIP SUSPENSION: On or after such times as any person has been suspended, expelled or denied *Association* privileges.

- That person shall not participate in any *Association* activity.
- That person shall not be eligible to hold approved judges credentials or any other *Association* accreditation and must requalify.
- During the period of denial of *Association* privileges, failure to comply with these restrictions and any other express conditions of said disciplinary action may constitute further disciplinary action.

3.3: The Board of Directors has the ultimate authority to impose less or more severe penalties as it deems necessary.

3.4: Any member may report another to Board of Directors if that member feels that the actions or conduct of that other person will bring the reputation of the Association into disrepute. If the report is found to have an element of truth, then Board of Directors will write to the offending party at the last address shown in the Societies records and sent by recorded delivery giving him or her at least 21 days, notice of a hearing of the case by Board of Directors at a place determined by them. That member may attend the meeting to present or refute allegations against them *or the case will be held in their absence*. **3.5:** The decision of Board of Directors Committee will be final and binding on all parties. If the case is proved then

Board of Directors have the power to warn, suspend or expel that member. Frivolous reports may also face disciplinary action. **3.6:** Any member suspended or expelled loses the right to *Association* privileges forthwith, and may not enter a horse in a *Association* approved event, nor may *they* ride in one. Any such person who subsequently successfully re-applies for membership shall be considered for the purposes as a new member (with the exception of competition points previously accrued).

3.7: DISCIPLINARY ACTIONS AND PENALTIES

The Association's Board of Directors have produced the following chart and explanations regarding any case requiring a disciplinary hearing, following a report of any action contravening the Societies "Statement of position on animal welfare" (Rule 2) Are denied during

Probation: No privileges are denied, but any abuse during this period is considered at the next highest level e.g. Level 1 considered at level 2, 2nd offence considered as 3rd offence.

Suspended competition privileges: All rights and privileges associated with IQHA competitions and clinics are denied during period of citation.

Suspended membership privileges: All rights and privileges associated with IQHA are denied during period of citation.

	Level 1 <i>Mild</i>	Level 2 <i>Moderate</i>	Level 3 <i>Severe</i>
1st offence	Warning – no penalty Possible probation 3 To 6 months Name on database	Penalty Possible probation 6 to 12 months Competition suspension up to 3 months Name on database Published in IQHA News	Penalty Possible probation 12 to 24 months Competition suspension up to 6 months Name on database Published in IQHA News
2nd offence within 18 months	Penalty Possible probation 6 to 12 months Competition suspension up to 3 months Name on database Published in IQHANews	Penalty Competition suspension up to 6 months Name on database Published in IQHANews	Penalty Competition suspension 12 months Name on database Published in IQHANews
3rd offence within 24 months	Penalty Competition suspension up to 9 months Published in IQHANews	Penalty Competition suspension up to 12 months Membership suspension 3 to 6 months Published in IQHANews	Penalty Membership suspension 6 months to unlimited Published in IQHANews

The Board of Directors of the Western Equestrian Association has the ultimate authority to impose less or more severe penalties as compared to this chart as it deems necessary. This chart may be modified at any time by the management Board of Directors.

4. VIOLATIONS

4.1: In furtherance of their official duties, Board of Directors members, judges and stewards will be treated with courtesy, co-operation and respect, and no member shall direct abusive or threatening conduct towards them. Violation of this rule shall be grounds for disciplinary action.

4.2: No member will conspire with another person to intentionally violate the rules of the Association.

4.3: No member shall use the Societies name or logo, or a Board of Directors members name, in advertisements unless written agreement is obtained from Board of Directors.

4.4: No member will enter a ridden class affiliated to the Association with an equine under the age of Five (5) calculated from January 1st of the year born. *For example a horse foaled anytime in 2013 is considered to be one year old on January 1st 2014 and two year old on January 1st 2015. It is eligible to show in ridden classes on January 1st 2016.* FEI (Reining) show rules and guidelines (Including Anti Doping policy) for showing in ridden classes take precedence in the event of conflict in any affiliated approved events.

4.5: A horse may not be shown under a judge, if that judge has been owner, exhibitor, trainer (*by direct payment*), or agent of that horse within the previous 14 days or if said horse is ridden by a member of his/her immediate family or by an employee/employer of said judge. If a horse is exhibited not in compliance with this rule the judge should notify the show management of the non-

compliance prior to the class being placed. The exhibitor should not be counted as an entry, and the horse shall not be *placed in the official placings*. All parties involved including but not limited to the owner, exhibitor and judge will be held responsible in the event of non-compliance occurs. The Judges Committee will investigate the matter and handle in accordance with its findings and consistent with the Association disciplinary rules.

4.6: Anyone wishing to make a complaint at a show must do so in writing on the show ground one hour after the class ending or *the incident taking place*. The complaint being handed in to the *show office*, together with a deposit of €10. This sum to be returned if the complaint is upheld. IQHA officials wishing to raise issues in respect of a show may do so directly with IQHA Board of Directors *in writing via the Association Secretary* without the submission of the €10 deposit.

4.7: Complaints will be tabled before a panel comprising of a member of the Judges' Board of Directors a member of the Association Management Board of Directors and the official Steward of the day, taking into account the written complaint *and any written report they wish to call for*. Complaints will be notified of the decision in writing.

5. EQUIPMENT & ATTIRE

5.1: Wearing of Western Hats: Everyone including competitors, helpers or grooms when mounted at a IQHA activity or representing IQHA must wear an approved hard hat. However, except for adult members, competitors at a IQHA approved show may continue to wear a Stetson in both competition and warm up areas subject to providing the Show Management with a signed disclaimer, Youth members under the age of 18 must wear approved hard hat whilst riding at IQHA approved activities or representing IQHA.. *Hard hats must conform to the current Approved standard*.

It is recommended that approved hard hats are always worn, whilst schooling and hacking out. Competitors in freestyle or themed Charity classes must sign a separate disclaimer if they wish to participate in costumes which do not incorporate either Stetson or Hard Hat.

5.2: In all classes it is mandatory to wear clean neat western type attire. The hat must be on the rider's head when the exhibitor enters the ring. *Judges have the right to exclude exhibitors from the ring if they feel that the exhibitor does not conform to the required standard*. Judges at their discretion may authorize adjustments to attire due to weather-related conditions. **5.3:** Competitors with disabilities. The IQHA recognizes its obligations to cater wherever possible for the needs of competitors with disabilities and will assist all competitors to participate in Association activities. The safety of competitors is paramount and in order enable the Association to make provisions for such competitor's prior knowledge of any specific requirements is essential. Special exception because of religious reasons or physical handicap must be requested by filing a written request to IQHA and obtaining written approval prior to participation.

5.4: Hackamore. Whenever this rule book refers to Hackamore, it means only the use of a flexible braided rawhide, leather or rope bosal, the core of which must be flexible. A hackamore must use a complete mecate rein, which must include a tie rein. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. Horse hair bosals are prohibited as are so called mechanical hackamores.

5.5: Snaffle Bits. Whenever this rule book refers to a snaffle bit in performance classes it means the use of conventional Oring, egg-butt or D-ring with a ring no larger than 4" (100mm) in diameter and no less than 2" (50mm). The inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex wrapped. The bars must be a minimum of 5/16" (8mm) in diameter, measured 1" (25mm) in from the cheek with a gradual decrease to the center of the snaffle. The mouthpiece may be two or three pieces. A three piece connecting ring of 1 1/4" (32mm) or less in diameter or a connecting flat bar of 3/8" to 3/4" (10mm to 20mm) measured top to bottom, with a maximum length of 2" (50mm) which lies flat in the horse's mouth is acceptable. Optional leather strap (*not a curb chain*) attached below the reins measuring 1/2" (12mm) in width on a snaffle bit is acceptable.

5.6: Curb Bits. Whenever this rule book refers to a curb bit in performance classes it means a bit that has *a solid or broken mouthpiece, has shanks and acts with leverage*. All curb bits must be free of mechanical device.

- 8 1/2" (215mm) maximum length shank overall. Shanks may be fixed or loose.
- In regards to mouthpieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of 5/16" to 3/4" (8mm to 20mm) in diameter measured 1" (25mm) from the cheek. *However, wire on the sway bars (above the bars and attaching to the spade) of a traditional spade bit is acceptable*. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar) such as extensions or prongs *including upward prongs* on solid mouthpieces. The mouthpiece may be two or three pieces. A three-piece connecting ring of 1 1/4" (32mm) or less in diameter or a connecting flat bar of 3/8" to 3/4" (10mm to 20mm) measured top to bottom, with a maximum length of 2" (50mm) which lies flat in the horse's mouth is acceptable.
- The port must be no higher than 3 1/2" (90mm) maximum with rollers and covers acceptable. Broken mouthpieces, half breeds and spades are standard.
- Slip or gag bits and doughnut and flat polo mouthpieces are not acceptable.

- A curb bit must be used with a curb strap or curb chain properly attached so as to make contact with the horse's chin.
- Note: Exhibitors may be asked to drop the bridle to allow the judge to inspect the condition and legality of the bit at the end of any class.

5.7: Rein Carriage in Performance Classes

- *Split Reins – Curb Bit:* Except when using a hackamore or snaffle bit, only one hand may be used on the reins and the hand must not be changed. The hand is to be around the reins, index finger only between split reins permitted. In a trail class, it is permissible to change hands to work an obstacle. Violation of this rule is an automatic disqualification.
- *Split Reins – Snaffle Bit:* May be ridden with one or two hands on the reins. The tails of the reins must be crossed on opposite side of the neck when riding with two hands. Closed reins (example mecate) may not be used with a snaffle bit.
- *Romal Reins – Romal reins refer to an extension of braided or round material attached to closed reins. This extension shall be carried in the free hand with 16" (40cm) spacing between the reining hand and the free hand holding the romal. When using romal reins, the riders hand shall be around the reins with the wrist kept straight and relaxed, the thumb on top and the fingers closed lightly around the reins. When using a romal no fingers between the reins are allowed. The romal shall not be used forward of the chinch or to signal or cue the horse in any way. Any infraction of this rule shall be penalized severely by the judge.*

5.8: Saddle – In all ridden classes horses are to be shown only in a western saddle ridden astride and appropriate bridle for the duration of the class. A western saddle is a common type of saddle distinguished by a large noticeable fork on which there is some form of horn, a high cantle and large skirts. Silver equipment will not count over a good working outfit.

6. PERFORMANCE CLASSES

6.1: For all Western Equestrian Association approved shows, clinics or demonstrations run under the auspices of the Association insurance (i.e. Approved Event) must have the approval of the Association *at least 21 days before the event*. Each approved event must have a representative on the management team *who is listed on the current list of Association Approved Show Managers*.

6.2: For all affiliated shows, classes offered under the name of the Western Equestrian Association shall conform to this rule book.

6.3: Except for Showmanship classes, competitors must display two numbers, situated each side of the saddle blanket. These must be clearly visible to the judge at all times. Failure to comply could result in disqualification. For affiliated shows it is a requirement for affiliation that two numbers be provided to competitors.

6.4: Categories:

- *Novice Youth – A youth member who has not gained 36 novice points or more on January 1st of the current year. Horses any age ridden two handed in a snaffle bit or hackamore or one handed in a curb bit.*
- *Youth – All youth members. Horses any age ridden two handed in a snaffle bit or hackamore or one handed in a curb bit.*
- *Novice Rider – A member who has not gained 48 novice rider points or more on January 1st of the current year. Must hold a valid IQHA amateur card. Horses any age ridden two handed in a snaffle bit or hackamore or one handed in a curb bit.*
- *Amateur – All Competitors must hold a valid IQHA amateur card. Horses ridden in a curb bit. Junior horses (aged 3 to 5 years inclusive) may be ridden one handed snaffle bit or hackamore.*
- *Open – All competitors. Horses ridden in a curb bit. Junior horses (aged 3 to 5 years inclusive) may be ridden one handed snaffle bit or hackamore.*
- *Novice Horse – A horse that has not gained 48 novice horse points or more on the 1st January of the current year. Horses any age ridden two handed in a snaffle bit or hackamore or one handed in a curb bit.*
- *Intermediate Horse – A horse that has not gained 36 intermediate horse points or more on the 1st January of the current year. Horses any age ridden two handed in a snaffle bit or hackamore or one handed in a curb bit.*
- *Walk/Jog – Open to Novice (horse or rider) and all Youth categories. Horses any age ridden two handed in a snaffle bit or hackamore or one handed in a curb bit. No points will be awarded.*

6.5: In all point earning classes points will awarded as follows:

Entries	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
Over 16	9	8	7	6	5	4	3	2	1	0.5

14-16 8 7 6 5 4 3 2 1 0.5 11-13 7 6 5 4 3 2 1 0.5 8-10 6 5 4 3 2 1 0.5
 7 5 4 3 2 1 0.5 6 4 3 2 1 0.5 5 3 2 1 0.5 4 2 1 0.5 3
 1 0.5
 2 0.5

6.6: Points gained while competing in a higher level will be added to those already awarded at a lower level E.g. points gained in Open Pleasure will be added to Intermediate Horse, Novice Horse and Novice Rider points. Points awarded to youth riders in categories other than youth will be awarded as above.

6.7: Competitors entering a class "Hors Concours" *must inform the judge* and remove or hide any entry number they have been given.

6.8: Championship Qualifiers. To qualify for the Championship classes at the IQHA National Show, competitors must have entered an Open or Amateur class at a IQHA sanctioned event, in the category for which they wish to compete.

6.9: Competitors may direct questions to a judge ONLY via the ring steward.

6.10: In all classes where backing is required, the judge may, at his/her discretion, require backing of *only the top ten*.

6.11: *A Judge must place a maximum of ten places.* No class is complete until all ties through point earning places are broken. A judge may ask for a run-off if there is a tie for first place.

6.12: Re-runs will not be allowed in instances of equipment failure.

6.13: Any horse leaving the arena while being judged, without the consent of the judge, will be disqualified from that class. **6.14:** Horses in the opinion of the Judge, are out of control, behaving in an unacceptable or unsafe manner or rider illtreating horses will be disqualified and asked to leave the arena, in the case of the latter, disciplinary proceedings may follow. **6.15:** Any horse or rider that threatens (such as, but not limited to, kicking, barging, deliberately cutting up) another competitor or acting in a dangerous manner, will be disqualified from the class and asked to leave the arena. In the case of kicking at another horse or exhibitor in a rail class the horse will be excluded from any other rail class at that show and entry fees will be forfeited.

6.16: Stallions must not be handled or ridden by any person under the age of 19.

6.17: A horse or rider falling to the ground is cause for disqualification. A horse is deemed to have fallen when its shoulder and/or hip and/or underline touches the ground. A rider is considered to have fallen, when he or she is not astride. **6.18:** LAMENESS. The judge shall examine and check for fitness and lameness of all horses brought into any class. The judge has the authority and duty to excuse and disqualify any horse from the class due to fitness or lameness at any time while being judged. Only with veterinary clearance at the show will the horse be allowed in to other classes. This clearance shall not affect the result of any previous class. Obvious Lameness is:

- Consistently observable at the trot under all circumstances.
- Marked nodding, hitching or shortening of stride.
- Minimal weight bearing in motion and/or at rest and inability to move.

6.19: The following terminology shall apply in all western classes whenever a specific gait is called for;

- The *walk* is a natural, flat-footed, four-beat gait. The horse must move straight and true at the walk. The walk must be alert with a stride of reasonable length in keeping with the size of the horse. Loss of forward rhythmic movement shall be penalised.
- The *jog* is a smooth, ground-covering, two-beat diagonal gait. The horse works from one pair of diagonals to the other pair. The jog-trot should be square, balanced and with a straight, forward movement of the feet. Horses walking with their back feet and trotting on the front are not considered performing the required gait. When asked to extend the jog, he moves out with the same smooth way of going.
- The *lope* is an easy, rhythmical three-beat gait. Horses moving to the left should lope on the left lead. Horses moving to the right should lope on the right lead. Horses travelling at a four-beat gait are not considered to be performing at a proper lope. The horse should lope with a natural stride and appear relaxed and smooth. He should be ridden at a speed that is a natural way of going. The head should be carried at a;8I9 angle that is natural and suitable to the horses' conformation at all gaits.
- A simple change of lead is performed by breaking to a walk for one to three strides. Failure to walk will be treated as a break of gait.

6.20: An exhibitor may enter more than one horse per event, but a horse may not be entered for more than one rider in the same class.

6.21: In all pattern classes it is mandatory that the judge post the pattern to be worked at least one hour prior to the commencement of the class.

6.22: The following performance events have been approved by the Association.

7. SHOWMANSHIP

7.1: Available in Novice Rider, Amateur, Open and all Youth divisions.

7.2: Showmanship is designed to evaluate the exhibitors' ability to execute a set of manoeuvres prescribed by the judge with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional and correct body position, only the showman is judged the horse is merely a prop.

7.3: CLASS PROCEDURES; All exhibitors may enter the arena and then work individually or each exhibitor may be worked from the gate. When exhibitors are worked individually from the gate, a working order is required. The following manoeuvres are considered acceptable; lead the horse at walk, jog/trot or extended trot, or back in a straight line, a combination of straight and curved lines; stop; and *turn 90 (¼), 180 (½), 270 (¾), 360 (full turn) degrees* or any combination or multiple of these turns. *The pull turn is an unacceptable manoeuvre.* The judge must have exhibitors set up the horse squarely for inspection sometime during the pattern.

7.4: SCORING shall be on a basis of 0-100 with 70 denoting an average performance. *One-half (½) point increments are acceptable. Manoeuvre scores will be indicated as follows:*

+ = Very Good
✓+ = Good
✓ = Correct
✓- = Poor
- = Very Poor

An additional + (excellent) or – (well below average) may be given.

Approximate breakdowns as follows:

90-100 Excellent showmanship, including body position and presentation of horse. Complete pattern accurately, quickly, smoothly and precisely demonstrates a high level of professionalism. 80-89 Very Good performance in execution of the pattern as well as correct showmanship and presentation of horse. Excellent showmanship that commits a major fault.

70-79 Good pattern execution and average showmanship; lacking adequate style and professional presentation to merit elevating to the next scoring range. A very good showman that commits a major fault or an excellent showman that commits a severe fault.

60-69 Fair pattern that lacks quickness or precision. Horse with consistently unwilling attitude or handler with obvious position and/or presentation faults that prevents effective showmanship. A good showman that commits one major fault in the performance of the pattern. A very good showman that commits a severe fault.

Less than 59 Good showman that commits one severe or multiple major and/or minor faults; excellent or very good showman that commits multiple and/or combination of, severe, major or minor fault in the performance or presentation or position of exhibitor that precludes effective communication with the horse.

7.5: OVERALL APPEARANCE OF EXHIBITOR AND HORSE – The Exhibitor's overall poise, confidence, appearance and position throughout the class and physical appearance of the horse will be evaluated.

A. Appearance and position of Exhibitor

Appropriate western attire must be worn. Clothes and person are to be neat and clean. The use of artificial aid is prohibited.

Exhibitors should be poised, confident, courteous and genuinely sportsmanlike at all times, quickly recognising and correcting faults in the positioning of the horse. The exhibitor should continue showing the horse until the class has been placed or they have been excused, unless otherwise instructed by the judge. The exhibitor should appear business-like, stand and move in a straight, natural and upright manner, and avoid excessive, or animated body positions. The exhibitor must lead on the horse's left side holding the lead shank in the right hand near the halter (not holding the chain) with the tail of the lead loosely coiled in the left hand. The excess lead should never be tightly coiled, rolled or folded. When leading, the exhibitor should be positioned between the eye and the mid-point of the horse's neck, referred to as the leading position.

The position of the exhibitor when executing a turn to the right is the same as the leading position except that the exhibitor should turn and face toward the horse's head and have the horse move away from them to the right. When executing a back, the exhibitor should turn from the leading position to face toward the rear of the horse with the right hand extended across the exhibitor's chest and walk forward beside the horse moving backward. When setting up for inspection, the exhibitor should stand angled toward the horse in a position between the horse's eye and muzzle and should never leave the head of the horse. Exhibitors shall use the "Quarter Method" when presenting the horse. The exhibitor should maintain a position that is safe for themselves and the judge. The position of the exhibitor should not obstruct the judge's

view of the horse and should allow the exhibitor to maintain awareness of the judge's position at all times. The exhibitor should not crowd other exhibitors when setting up side-by-side or head-to-tail. When moving around the horse, the exhibitor should change sides in front of the horse with the minimal steps and should assume the same position on the right side of the horse that they had left on the left side.

Leading, backing, turning and initiating the set up should be performed from the left side of the horse. At no time should the exhibitor ever stand directly in front of the horse. The exhibitor should not touch the horse in any way, or cue the horse by the use of hands or feet at any time during the class.

B. Appearance of the horse

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, forelock and wither tuft must not contain ornaments (ribbons, bows, etc.), but may be braided or banded. The length of mane and tail may vary, as long as they are neat, clean and free of tangles. Hooves should be properly trimmed and if shod, the shoes should fit correctly and clinches should be neat. Hooves must be clean and may be painted black or with hoof dressings, or shown naturally. Tack should fit properly and be neat, clean and in good repair.

(2) PERFORMANCE

The exhibitor should perform the work accurately, precisely, smoothly, and with a reasonable amount of speed. Increasing speed of the work increases the degree of difficulty, however, accuracy and precision should not be sacrificed for speed. The horse should lead, stop, back, turn and set up willingly, briskly and readily with minimal visible or audible cueing. A severe disobedience will not result in a disqualification but should be penalised severely, and the exhibitor should not place above an exhibitor that completes the pattern correctly. Excessive schooling or training, willful abuse, loss of control of the horse by the exhibitor, failure to follow prescribed pattern, knocking over or working on the wrong side of the cones shall be cause for disqualification.

The horse should be led directly to and away from the judge in a straight or curved line and track briskly and freely at the prescribed gait as instructed. The horse's head and neck should be straight and in line with the body.

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, neck and body aligned in a straight or curved line as instructed.

The following manoeuvres are considered acceptable:- lead the horse at walk, jog, trot or extended trot, or back in a straight or curved line, or a combination of straight and curved lines: stop and turn 90 ($\frac{1}{4}$) 180 ($\frac{1}{2}$) 270 ($\frac{3}{4}$) 360 (full turn) degrees or any combination of these turns. **The pull turn is an unacceptable manoeuvre.** On turns of greater than 90 degrees, the ideal turn consists of the horse pivoting on the right hind leg while stepping across and in front of the right front leg with the left front leg. An exhibitor should not be penalised if their horse performs a pivot on the left hind leg, but an exhibitor whose horse performs the pivot correctly should receive more credit. The Judge must have the exhibitors set the horse up squarely for inspection sometime during the class. 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.

7.6: FAULTS

- Minor Faults that have a deduction of 5 points include:
 - *Break of gait at walk or jog/trot for up to 2 stride.*
 - *Over or under turning up to 1/8 of a turn.*
 - *Ticking or hitting a cone.*
 - *During a turn, sliding a pivot foot.*
 - *Lifting a pivot foot during a pivot or setup and replacing it in the same place.*
- **Major Faults that have a deduction of 10 points include:**
 - Not performing gait or not stopping within 10 feet of designated area.
 - Break of gait at walk/jog for 2 or more strides.
 - Splitting the cone. (*Cone between the horse and handler*)
 - *Horse stepping out of or moving the hind end significantly during a pivot turn.*
 - *Horse stepping out of setup after presentation.*
 - Over/under turning $\frac{1}{8}$ to $\frac{1}{4}$ of designated turn.
- **Severe Faults have a deduction of 20 points. Severe faults avoid disqualification but should be placed below other exhibitors that do not incur a severe fault. They include:**
 - Blatant disobedience (kick, paw, rear, bite), horse continually circling exhibitor.
 - Losing contact with the lead shank or two hands on the shank, or holding chain.
 - Exhibitor touching the horse or kicking or pointing their feet at the horse's feet during setup.
 - Standing directly in front of the horse.
 - Being out of position during presentation.

E. Disqualification (should not be placed) **include:**

- Loss of control of horse *that endangers exhibitor, other horses or judge.*
- *Horse become separated from exhibitor.*
- Fall to the ground.
- Exhibitor wearing wrong number.
- Wilful abuse.
- Excessive schooling or training; use of artificial aids.
- Illegal equipment or use of prohibited aids.
- Off pattern, knocking over or wrong side of cone.
- Never perform specified gait.
- *Over or under turning more than 1/4 turn than designated turn.*

Novice Rider/Novice Youth classes only exhibitors going of pattern, knocking over or wrong side of cone, never performing specified gait, or under or over turning more than 1/4 turn than designated, shall not be disqualified, but must be always be placed below exhibitors not incurring a disqualifying fault.

8. WESTERN HORSEMANSHIP

8.1: Available in Novice Rider, Amateur, Open and all Youth divisions.

8.2: The western horsemanship class is designed to evaluate the riders ability to execute in concert with the horse, a set of manoeuvres prescribed by the judge with precision and smoothness while exhibiting poise and confidence and maintaining a balanced, functional and fundamentally correct body position. The ideal horsemanship pattern is extremely precise with the rider and horse working in complete unison, executing each manoeuvre with subtle aids and cues. The horses head and neck should be carried in a relaxed natural position. The head should not be carried behind the vertical giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

It is mandatory that the judge post any pattern to be worked at least one hour prior to the commencement of the first class. Patterns should be designed to test the exhibitor's ability. All ties will be broken at the judge's discretion.

8.3: CLASS PROCEDURES

All exhibitors must enter the ring and then work individually or each may be worked from the gate individually. Exhibitors should be instructed to either leave the arena, fall into line, or fall into place on the rail after their work. The final top 10 must work at all three gaits in at least one direction of the arena. The following manoeuvres are acceptable in a pattern: walk, jog, trot, extended trot, lope or extended lope in a straight line, curved line, serpentine, circle or figure 8, or combination of these gaits and manoeuvres; stop; back in a straight or curved line; turn or pivot, including spins and rollbacks on the haunches and/ or on the forehand; sidepass, two-track or leg-yield; flying or simple change of lead; counter-canter; or any other manoeuvre; or ride without stirrups. A back should be asked for at some time during the class. Judges should not ask exhibitors to mount or dismount.

8.4: SCORING shall be on a basis of 0-100 with 70 denoting an average performance. *One-half (1/2) point increments are acceptable. Manoeuvre scores will be indicated as follows:*

- + = Very Good
- √+ = Good
- √ = Correct
- √- = Poor
- = Very Poor

An additional + (excellent) or – (well below average) may be given.

Approximate breakdowns as follows:

90-100 Excellent rider, including body position and use of aids. Complete pattern accurately, quickly, smoothly and precisely and demonstrates a high level of professionalism.

80-89 Very Good performance in execution of the pattern as well as correct horsemanship and use of aids. Excellent horseman that commits a major fault.

70-79 Good pattern execution and average horsemanship; lacking adequate style and professional presentation to merit elevating to the next scoring range. A very good rider that commits a major fault or an excellent showman that commits a severe fault.

60-69 Fair pattern that lacks quickness or precision. Horse with consistently unwilling attitude or handler with obvious position and/or presentation faults that prevents effective showmanship. A good showman that commits one major fault in the performance of the pattern. A very good rider that commits a severe fault.

Less than 59 Good pattern with one severe or multiple major and/or minor faults; excellent or very good rider that commits multiple and/or combination of, severe, major or minor fault in the performance. A rider that demonstrates a lack of riding ability and knowledge of correct body position.

8.7: OVERALL APPEARANCE OF EXHIBITOR AND HORSE – The exhibitor’s overall poise, confidence, appearance and position throughout the class as well as the physical appearance of the horse will be evaluated.

A. Appearance and Position of Exhibitor Appropriate western attire must be worn. Clothes and person are to be neat and clean.

Basic Position – Maximum credit should be given to the rider that appears natural in the seat and rides with a balanced, functional and correct position regardless of the manoeuvre or gait being performed. During the rail work and pattern the exhibitor should have a strong, secure and proper position. Exhibitors should sit and maintain an upright position with the upper body at all gaits. The rider should sit in the centre of the saddle and the horse’s back with the legs hanging to form a straight line from the ear through the centre of the shoulder and hip, touching the back of the heel or through the ankle. The heel should be lower than the toes, with a slight bend in the knee and the lower leg should be directly under the knee. The riders back should be flat, relaxed and supple. An overly stiff and/or overly arched lower back will be penalised. The shoulders should be back, level and square. The rider’s base of support should maintain secure contact with the saddle from the seat to inner thigh. Light contact should be maintained with the saddle and the horse from the knee to midcalf. The knee should point forward and remain closed with no space between the rider’s knee and saddle. The exhibitor will be penalised for positioning the legs excessively behind or forward of the vertical position. Regardless of the type of stirrup, the feet may be placed home in the stirrup, with the boot heel touching the stirrup, or may be placed with the ball of the foot in the centre of the stirrup. The rider’s toes should be pointing straight ahead or slightly turned out with the ankles straight or slightly broken in. Riding with toes only in the stirrup will be penalised. Those exhibitors that can maintain the proper position throughout all manoeuvres should receive more credit. When riding without stirrups, the exhibitor should maintain the same position as previously described. **Hands** – Both hands and arms should be held in a relaxed, easy manner, with the upper arm(s) in a straight line with the body. The arm(s) holding the reins should be bent at the elbow forming a line from the elbow to the horse’s mouth. It is acceptable that the free hand and arm may be carried bent at the elbow in a similar position as the hand holding the reins, or carried straight down at the rider’s side. Some movement of the free arm is permissible, but excessive pumping as well as excessive stiffness will be penalised. When riding one-handed with a curb bit the rider’s wrist is to be kept straight and relaxed, with the hand held at about 30 to 45 degrees inside the vertical. Romal reins should be held as defined in rule 23B. The rein hand should be carried immediately above or slightly in front of the saddle horn. The reins should be adjusted so as to have subtle control of the horse and at no time shall reins require more than a slight hand movement to control the horse. Reins may be adjusted so that the rider has light contact with the horse’s mouth. Excessively tight or loose reins will be penalised. **Head** – The rider’s head should be held with the chin level and the eyes forward. When circling, the rider should look slightly to the inside of the circle. Never, at any time should the rider’s chin be pointing dramatically over their inside shoulder looking excessively to the inside of the circle, nor should the rider look down at the horse’s head or shoulder.

Before the start and upon completion of the pattern work, the exhibitor should glance at the judge as a courtesy. The exhibitor should not crowd the exhibitor next to or in front of them when working on the rail and should pass to the inside of the arena. When reversing on the rail, the exhibitor should always reverse to the inside of the arena.

B. Appearance of Horse

The horse’s body condition and overall health and fitness should be assessed. The horse should appear fit and carry weight appropriate for the body size. A horse which appears sullen, dull, lethargic, emaciated, drawn or overly tired, should be penalised according to severity. Tack should fit the horse properly and be neat, clean and in good repair.

8.8: PERFORMANCE

The exhibitor should perform the work accurately, precisely, smoothly, and with a reasonable amount of promptness. Increasing speed of the manoeuvres performed increases the degree of difficulty; however, accuracy and precision should not be sacrificed for speed. Exhibitors that perform the pattern sluggishly and allow their horse to move without adequate impulsion, collection or cadence will be penalised.

The horse should perform all manoeuvres in the pattern willingly, briskly and readily with minimal visible or audible cueing. Severe disobedience will not result in a disqualification, but should be severely penalised, and the exhibitor should not place above an exhibitor that completes the pattern correctly. Failure to follow the prescribed pattern, knocking over or working on the wrong side of the cones, excessive schooling or training, or wilful abuse by the exhibitor is cause for disqualification. The horse should track straight, freely and at the proper cadence for the prescribed gait. Transitions should be smooth and prompt in the pattern and on the rail, and should be performed when called for on the rail. The horse’s head and neck should be straight and in line with their body while performing straight lines and slightly arched to the inside on curved lines or circles. Circles should be round and performed at the appropriate speed, size and location as requested in the pattern. The counter-canter should be performed smoothly with no change in cadence or stride unless specified in the pattern. The stop should be straight, square, prompt, smooth and responsive with the horse maintaining a straight body position throughout the manoeuvre. The back should be smooth and responsive.

Turns should be smooth and continuous. When performing a turn on the haunches, the horse should pivot on the inside hind leg and step across with the front legs. A rollback is a stop and 180 degree turn over the hocks with no hesitation. Backing during turns will be penalised severely. The horse should step across with the front and hind legs when performing the sidepass, leg-yield and two-track. The sidepass should be performed with the horse keeping the body straight while moving directly lateral in the specified direction. When performing a leg-yield, the horse should move forward and lateral in a diagonal direction with the horse’s body

arced opposite to the direction that the horse is moving. In the two-track, the horse should move forward and lateral in a diagonal direction with the horse's body held straight or bent in the direction the horse is moving.

A simple or flying change of lead should be executed precisely in the specified number of strides and/or at the designated location. A simple change of lead is performed by breaking to a **walk** for one to three strides. Failure to walk will be treated as a break of gait. Flying changes should be simultaneous front and rear. All changes should be smooth and timely.

Position of the exhibitor and performance of the horse and rider on the rail must be considered in the final placing.

8.9: FAULTS. Faults can be classified as minor, major or severe. Judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. **A. Minor Faults – Deduction of 5 points:**

- Break of gait at walk or jog/trot up to 2 strides.
- Over turn of more than $\frac{1}{8}$ turn, but not more than $\frac{1}{4}$.
- Tick or hit of cone.
- Obviously looking down to check leads. **B. Major Faults – Deduction of 10 points:**
- Break of gait at a lope, out of lead or missing lead for 1-2 strides.
- Not performing the specific gait or stopping when called for in pattern within 10 feet of designated area.
- Incorrect lead or break of gait (except when correcting an incorrect lead)
- Incorrect lead or break of gait at walk or jog for more than 2 strides. • Loss of stirrup.
- **Severe Faults – Deduction of 20 points** – (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault) **include:**
- Loss of rein.
- Use of either hand to install fear or praise while on pattern or during rail work.
- Holding saddle with either hand.
- Cueing with the end of the romal.
- Spurring in front of the shoulder.
- Kicking at other horses, exhibitors or judge.
- Severe disobedience or resistance by horse including, but not limited to, rearing bucking or pawing.
- **Disqualification** (should not be placed) **include:**
- Failure by exhibitor to wear correct number in visible manner.
- Abuse of horse or schooling.
- Knocking over the cone, going off pattern or working on wrong side of cone.
- Fall by horse or rider.
- Illegal equipment or use of hands on reins.
- Off pattern including knocking over a cone or marker failure to ever execute correct lead or gait where called for.
- Overturning more than $\frac{1}{4}$ of prescribed turn.
- **Faults scored according to severity, which will be cause for disqualification, except in novice rider or novice youth classes include:**
- Head carried too low (tip of ear below the withers consistently).
- Over flexing or straining neck in head carriage so the nose is carried behind the vertical. Novice Rider/Novice Youth classes only exhibitors going of pattern, knocking over or wrong side of cone, never performing specified gait, or under or over turning more than $\frac{1}{4}$ turn than designated, shall not be disqualified, but must be always be placed below exhibitors not incurring a disqualifying fault.

9. FREESTYLE HORSEMANSHIP

9.1: Requirements for Freestyle Horsemanship are to follow the rules as described for the performance class as detailed in the section 8. Freestyle Horsemanship provides an opportunity to use horsemanship skills creatively and to expand them to music by means of choreography. Riders are encouraged to use musical scores which permit them to show the athletic ability of the horse in a crowd appealing way. **9.2:** Required Manoeuvres will be defined as follows:

- Each gait walk, jog and lope will be shown in both directions
- Stop and back up
- Sidepass in both directions
- Turn on haunches of 180 in either direction
- A minimum of 1 lead change in lope from left to right

- A minimum of 1 lead change from right to left

9.3: Exhibitors will only be judged astride.

9.4: Exhibitors are allowed to use two hands (as well as one or no hands) and any bit approved by the IQHA rulebook, including snaffle bits and bosals.

9.5: Failure to perform all the required manoeuvres or failure to complete the performance within the time limit will result in a score of 0. **9.6:** Additional manoeuvres such as half pass are appropriate in Freestyle and shall be given appropriate credit. Additional repetitions of required manoeuvres are appropriate, but will only add or subtract from the existing scores already given for the required manoeuvres, not as additional scores. **9.7:** Equipment used in Freestyle must adhere to the following standards:

- All equipment must be non-abusive and humane based on IQHA Rules and Guidelines.
- Any equipment not specifically covered by or in conflict with standard equipment guidelines must be non-abusive to the horse.

9.8: Time Limit: A maximum of 3 minutes including any introductions. The time limit will be from the beginning of the music or from the beginning of the introduction (whichever is first) and will end with the music.

- Costumes. Permitted but not required. Emphasis is placed on performing the manoeuvres to music.
- Props. Permitted but at no time may hinder the judges' view of the horse or rider. The use of props will not add to the score.

10. WESTERN PLEASURE

10.1: Available in all divisions.

10.2: This class will be judged on the performance, condition and conformation of the horse, however, a minimum of 20 per cent of the judging shall be based on condition and conformation. Entries will be penalised for excessive speed or being on wrong leads.

10.3: Horses to be shown at a walk, jog and lope on a reasonably loose rein without undue restraint.

- Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. At the option of the judge, horses may be asked to *lengthen their stride at the walk or lope, one or both ways of the ring. It is mandatory that a moderate extension of the jog be asked for in at least one direction, with the exception of novice classes. A moderated extension of the jog is a definite two-beat lengthening of stride, covering more ground. Cadenced and balanced with smoothness is more essential than speed* Riders should sit at the extended jog. Horses are required to back easily and stand quietly. Passing on the inside is permissible and should not be penalised so long as horses being passed are not interfered with and the horse maintains a proper, even cadence and rhythm.
- Horses are to be reversed to the inside (*away from the rail*). They may be required to reverse at the walk or jog at the discretion of the judge, but shall not be asked to reverse at the lope. On completion of the 'reverse' competitors should continue at the same pace being performed when asked to reverse.
- The judge may ask for additional work of the same nature from any horse. The judge is not to ask for work other than that listed above.
- The rider shall not be required to dismount except in the event the judge wishes to check equipment.
- In the event of a large entry to this class the Judge may ask for go-rounds to ensure the safety of the competitors. In the event of go-rounds the Judge must select the top 10 horses overall for the final to be worked on the rail together.

10.4: A good pleasure horse has a flowing stride of reasonable length in keeping with his conformation. He should cover a reasonable amount of ground with little effort. Ideally, he should have a balanced, flowing motion. He should carry his head and neck in a relaxed, natural position. He should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. His head should be level, with his nose slightly in front of the vertical, having a bright expression with his ears alert. He should be shown on a reasonably loose rein, but with light contact and control. He should be responsive, yet smooth in transitions when called for. When asked to extend, he should move out with the same flowing motion. Maximum credit should be given to the flowing, balanced and willing horse which gives the appearance of being fit and a pleasure to ride.

10.5: FAULTS:

- **To be scored according to severity.**
- Being on wrong lead.
- Excessive speed (*any gait*).
- *Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the lope.*
- Breaking gait.
- Failure to take the appropriate gait when called for (*during transitions excessive delay will be penalized*).

- Head carried too high or too low.
- Touching horse or saddle with free hand.
- *Over flexing or straining neck in head carriage so the nose is carried behind the vertical.*
- Excessive nosing out.
- Opening mouth excessively.
- Stumbling or falling.
- Use of spurs or romal forward of the cinch.
- If horse appears sullen, dull, lethargic, emaciated, drawn, or overly tired.
- Quick, choppy or pony-strided.
- *Excessive movement of the topline at the lope.*
- *Overly canted at the lope (when the outside hind foot is further to the inside of the arena than the inside foot).*
- *If reins are draped to the point that light contact is not maintained.*
- To be cause for disqualification.
- Changing hands on reins or two hands on reins (*except when showing with a hackamore or snaffle bit*).
- More than one finger between rei
- Over flexing or straining neck in head carriage so the nose is consistently carried behind the vertical.
- Performing a complete circle at any time during the class.
- Fall to the ground by horse or rider
- *Head carried too low clearly behind the vertical excessively and consistently while the horse is motion, or otherwise showing the appearance of intimidation.*

10.6: Prohibited Equipment

- Wire curbs regardless of how padded or covered.
- Any Chin/curb strap narrower than 1/2".
- Mechanical hackamores.
- Martingales, nosebands and tie-downs.
- Draw reins.
- Crop or quirts.
- Protective boots, leg wraps or bandages.

10.7: Optional Equipment

1. Rope or riata. If used, the rope or riata must be coiled and attached to the saddle.

11. PRELIMINARY PLEASURE

11.1: Horses any age ridden two-handed in a snaffle bit or hackamore or one handed in a curb bit (*see paras 5.4 to 5.6*).

This class is now open to any horse or rider irrespective of the points they have accrued. **N.B.** No points are awarded in this class. Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon commencing the pattern and judging will cease after the last manoeuvre. Any fault incurred prior to the commencement of a pattern will be scored accordingly. Equipment all as described for Pleasure.

Be ready at A.

Walk to B.

At B jog to D.

At D lope on a left lead to G.

At G Walk and reverse.

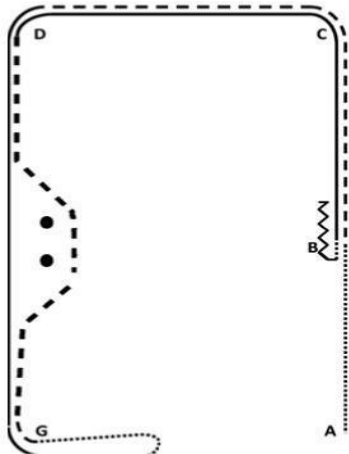
At G jog to D with a leg yield out to pass the two cones and leg yield to return to the track. At D lope on a right lead. At B stop and back up.

Hesitate to show completion of pattern. Leave the arena.

11.2: The Class is to be run individually on the rail to simulate a Pleasure class including an assessment of all paces together with a simulated overtaking manoeuvre. The overtaking manoeuvre is to be simulated by the provision of two cones set two (2) metres apart sited centrally on the long side two (2) metres from the rail. Scoring will be on a basis of 0 to 100 with 70 denoting an average

performance. Scoring guidelines to be considered: Points will be added or subtracted from the manoeuvres on the following basis, ranging from plus 1½ to minus 1½: +1½, excellent; +1, very good; +½, good; 0, average; -½, poor; -1 very poor; -1½, extremely poor. Manoeuvre scores are to be determined independently of penalty points.

- **To be scored according to severity.**
- Excessive speed (*any gait*).
- Excessive slowness in any gait, losing forward flow in his motion.
- Head occasionally carried too high.
- Head occasionally carried too low.



- Occasional over flexing or straining neck in head carriage so the nose is carried behind the vertical.
- Excessive nosing out.
- Opening mouth excessively.
- Use of spurs or romal forward of the cinch.
- If horse appears sullen, dull, lethargic, emaciated, drawn, or overly tired.
- Quick, choppy or pony-strided.
- If reins are draped to the point that light contact is not maintained.
- **To be cause for disqualification.**
- Changing hands on reins or two hands on reins (*except when showing with a hackamore or snaffle bit*).
- More than one finger between reins.
- Head consistently carried too high.
- Over flexing or straining neck in head carriage so the nose is consistently carried behind the vertical.
- Fall to the ground by horse or rider
- Head consistently carried too low (tip of ear below the withers)
- Over-flexing or straining neck so the nose is carried behind the vertical consistently.
- Failure to complete pattern as written.
- Performing the manoeuvres other than in the specified order. **Five points:**
- Blatant disobedience including kicking out, biting, bucking, and rearing.
- Holding saddle or touching horse with either hand. **Three points:**
- Not performing the specific gait (*walk, jog or lope*) or stopping when called for in the pattern, within 10 feet (3m) of the designated area.
- Break of gait at walk or jog for two or more strides.
- Break of gait at the lope.

One Point

1. Break of gait at the walk or jog up to two strides.

12. RANCH RIDING

12.1: Available in all divisions.

12.2: Prohibited Equipment

- Wire Curbs regardless of how padded or covered.
- Any Chin/curb strap narrower than 1/2".
- Mechanical hackamores.
- Martingales, nosebands and tie-downs.
- Draw reins.
- Crops or quirts.

12.3: Optional Equipment

- Rope or riata. If used, the rope or riata must be coiled and attached to the saddle.
- Protective boots or leg wraps.

12.4: The purpose of the Ranch Horse Pleasure should reflect the versatility, attitude and movement of a working horse. **12.5:** The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This class should show the horse's ability to work at a forward working speed while under control of the rider. Light contact of reins must be maintained at all times. Draped reins are considered a fault and will be penalised. Overall manners and responsiveness of the horse while performing the manoeuvre requirements, and the horse's quality of movement are the primary considerations.

12.6: Each horse will work individually, performing both required and optional manoeuvres, and scored on the basis of 0 to 100 with 70 denoting an average performance.

12.7: The required manoeuvres will include the walk, jog and lope both directions and the extended jog and lope at least one direction as well as stops, turn to change direction and back up.

12.8: Three optional manoeuvres may include a side pass, turns of 360 deg. or more change of lead, walk, jog or lope over a pole(s) or some reasonable combination of manoeuvres that would be reasonable for a ranch horse to perform.

12.9: One of the suggested 6 patterns may be used, however a judge may utilise a different pattern as long as all required manoeuvres are included plus 3 or more optional manoeuvres are included.

12.10: The manoeuvres may be arranged in various combinations with the final approval by the judge.

12.11: The overall cadence and performance of the gaits should be performed with an emphasis on forward movement, free-flowing and ground covering for all gaits. Transitions should be performed where designated with smoothness and responsiveness. Riders may post during the extended jog. Riders may hold the saddle horn during the extended jog but at any other time will receive a 5 point penalty.

12.12: *Posting at the extended trot is acceptable.*

12.13: *Touching or holding the saddle horn is acceptable.*

12.14: Apparel and equipment

As Western Pleasure. Equipment with silver should not count over a good clean working outfit. **12.15:**

Ranch Riding Penalties The following deductions will result:

One Point

- Incorrect or break of gait at walk or jog for two strides or less.
- Coming to a stop in a simple change.
- Too slow for the specified gait.
- *Over-bridled*
- *Out of frame*

Two points

- ☐☐ Failure to walk in a simple change

Three points☐

- Incorrect or break of gait at walk or jog for more than 2 strides.
- Out of lead or break of gait at the lope (except when correcting an incorrect lead).
- Draped reins (per Manoeuvre)
- Out of lead or cross-cantering more than two strides when changing leads.
- *Walking more than three strides when making a simple change.* • *Severe disturbance of any obstacle.*

Five Points

- *Blatant disobedience (kick, bite, buck, rear etc.)*
- *Each refusal*

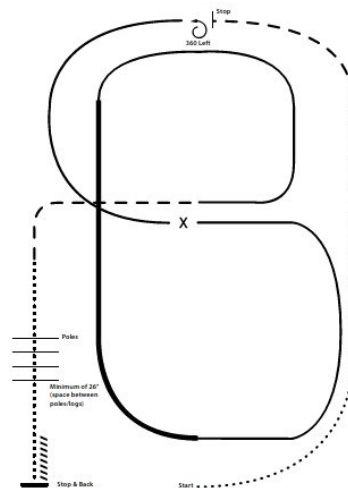
Placed below horses performing all manoeuvres.

- Eliminates maneuver. • Incomplete maneuver. **Disqualified zero score**
- Use of two hands (except with a snaffle bit or hackamore)
- *Illegal equipment.*
- *Willful abuse*
- *Major disturbance or schooling.*

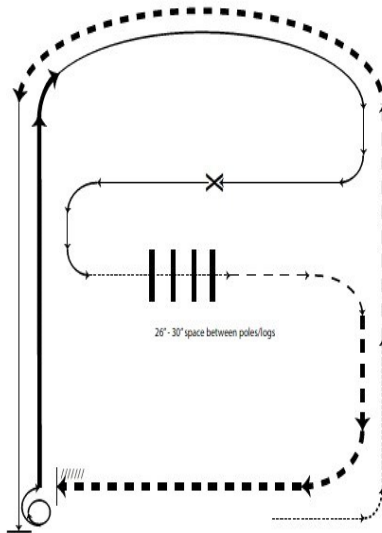
12.16: *No specific penalties will be incurred for nicks/hits on logs but deduction may be made in maneuver score.* **12.17:** *No specific penalties will be incurred for over or under spins but deduction may be made in maneuver score.*

Pole Spacings: Poles will be set at 26" to 30" (66-76cm for walk and 36"-42" (90-100cm) for jog.

PATTERN 1



- Walk
- Jog
- Extend the jog, at the top of the arena stop.
- 360 turn to the left.
- Left lead $\frac{1}{2}$ circle, lope to the centre.
- Change leads (simple or flying)
- Right lead $\frac{1}{2}$ circle
- Extended lope up the long side of the arena (right lead)
- Collect back to a lope around the top of the arena and back to centre
- Break down to an Extended Trot.

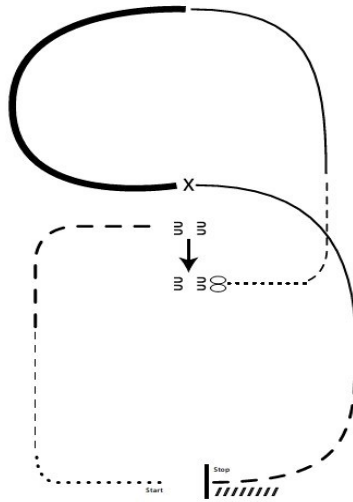


- Walk over poles • Stop and back

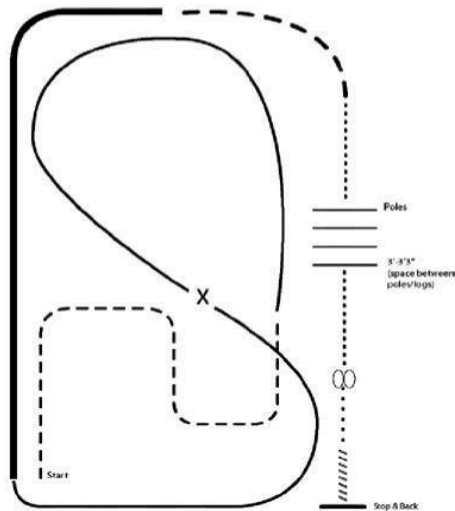
PATTERN 2

- Walk'
- Jog
- Extend Jog
- Left lead lope
- Stop 1 ½ turn right
- Extend Lope
- Collect lope right lead
- Change leads (simple or Flying)
- Walk
- Walk over logs
- Jog
- Extend jog
- Stop and back

PATTERN 3



- Walk.
- Jog.
- Extended alongside of the arena and around the corner to centre.
- Stop, side pass right.
- 360 degree turn each direction.
- Walk.
- Jog.
- Lope left lead.
- Extend the lope.
- Change leads (simple or flying)
- Collect to the lope.
- Extended Jog.
- Stop and back up.

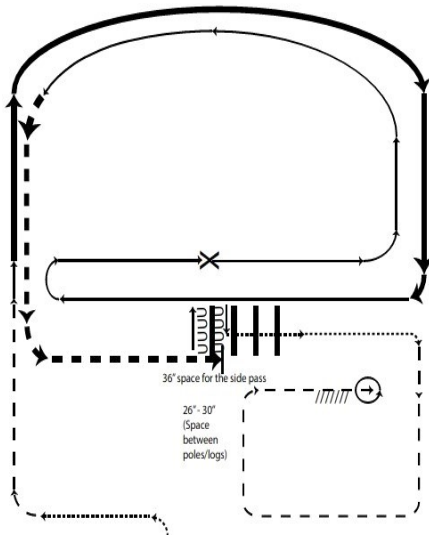


PATTERN 4

- Walk
- Jog serpentine
- Lope left lead around the end of the arena and then diagonally across the arena

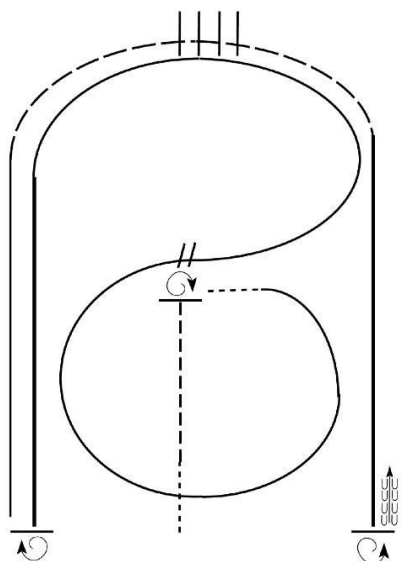
- Change leads (simple or flying)
- Lope on the right lead around end of the arena
- Extend lope on the straight away and around corner to the centre of the arena
- Extend jog around corner of the arena
- Collect to a jog, jog over poles
- Jog over poles
- Stop, do 360 turn each direction.
- Walk, stop and back

PATTERN 5



- Walk.
- Jog.
- Extended lope – right lead.
- Lope – right lead.
- Change leads (simple or flying).
- Lope – left lead.
- Extended Jog.
- Stop, side pass left, side pass right, ½ way.
- Walk over logs.
- Walk.
- Jog square. • Stop 360 turn left, back up..

PATTERN 6



- Walk.
- Jog.

- Stop, do 1¼ turn to the right. Walk.
- Lope small circle on right lead.
- Change leads, (simple or flying).
- Lope left lead around end of the arena.
- Extend the lope on the left lead.
- Stop, do 2½ turns right.
- Lope straight on the right lead.
- Extend the jog around the end of arena, over poles.
- Extend the lope on the right lead.
- Stop, do 2 turns left.
- Back up.

13.

TRAIL

13.1: Available in all divisions

13.2: Prohibited Equipment

- Wire curbs regardless of how padded or covered.
- Any Chin/curb strap narrower than 1/2".
- Mechanical hackamores.
- Martingales, nosebands and tie-downs.
- Draw reins.
- Crop or quirts.

13.3: Optional Equipment

- Rope or riata. If used, the rope or riata must be coiled and attached to the saddle.
- Protective boots or leg wraps.

13.4: This class will be judged on the performance of the horse while negotiating the obstacles, with emphasis on manners, response to the rider, and quality of movement.

13.5: Credit will be given to horses negotiating the obstacles with style, authority, 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.

13.6: Horses shall be penalised for any unnecessary delay while approaching the obstacles. Horses with an artificial appearance while negotiating obstacles should be penalised.

13.7: Except for the novice rider section (*see paras 6.4 & 6.5*) and junior or novice horses shown with hackamore or snaffle bit, only one hand may be used on reins, except that it is permissible to change hands to work an obstacle. (*Reins to be carried as per para 5.7*).

- While a horse is in motion, the rider's hands shall be clear of the horse and saddle.
- Spurs or romal shall not be used forward of the cinch.

13.8: 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, lope*) somewhere between obstacles as part of its work, and quality of movement and cadence should be considered as part of the manoeuvre score.

13.9: The gait between obstacles shall be at the discretion of the judge.

13.10: The course to be used must be posted at least one hour before the scheduled start time of the class.

13.11: Suggested scoring will be on the basis of zero to 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 $1\frac{1}{2}$ to minus $1\frac{1}{2}$: $-1\frac{1}{2}$ extremely poor, -1 very poor, $-\frac{1}{2}$ poor, 0 correct, $+\frac{1}{2}$ good, +1 very good, $+1\frac{1}{2}$ excellent.

13.12: Working a rope gate. If riding in a snaffle, having unlatched the gate it is acceptable to revert to two hands to complete the obstacle, as is carrying an object from one part of the arena to another.

13.13: Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows: **PENALTIES:**

The following will result in a score of zero and cannot be placed:

- Incorrect rein carriage (*see para 5.7*).
- Use of two hands (*except when showing with a snaffle bit or basal*).
- Changing hands on reins, except where working an obstacle necessitates it (*such as the gate*).
- Performing an obstacle incorrectly or other than in the specified order.
- No attempt to perform an obstacle or any part of a multi-element obstacle.
- Equipment failure that delays completion of the pattern.
- Excessively or repeatedly touching the horse on the neck to lower the head.
- Entering or exiting an obstacle from the incorrect side or direction.
- Working obstacle the incorrect direction; including overturns of more than $\frac{1}{4}$ turn.
- Fall to the ground by horse or rider (*see para 6.21*).
- Failure to work an obstacle in any manner other than how it's described by the course.
- Riding outside designated boundary marker of the course.
- Third cumulative refusal, balk or evading an obstacle by shying or backing within the course.
- Failure to demonstrate correct lead or gait, if designated
- Head consistently carried too low (tip of ear below the withers)
- Over-flexing or straining neck so the nose is carried behind the vertical consistently.
- Failure to follow the correct line of travel between obstacles
- *Failure to open and shut the gate or failure to complete the gate (except in Novice classes where they place below all who complete course correctly).*
- Threading the arm through the loop or wrapping the rope around the arm while working a rope gate. *Holding the latch loop end is acceptable.* $\frac{1}{2}$ point: Each tick of a log, pole, cone, plant or any component of the obstacle.

1 point

- Each bite of or hit of or stepping on a log, pole, cone, plant or any component of the obstacle.
- Incorrect or break of gait at walk or jog for two strides or less.
- Both front or hind feet in a single-strided slot or space at a walk or jog.
- Skipping over or failing to step into required space.
- Split pole in lope-over.
- Failure to meet the correct strides on trot over and lope over log obstacles

3 points

- Incorrect or break of gait at walk or jog for more than two strides.
- Out of lead or break of gait at lope (*except when correcting an incorrect lead*).
- Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacles.

- 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.

5 points

- Dropping slicker or object required to be carried on the course.
- First or second cumulative refusal, balk, or attempting to evade an obstacle by shying or backing within the course. • Use of either hand to instill fear or praise
- Letting go of gate or dropping rope gate.
- Blatant disobedience (kicking out, bucking, rearing, striking).
- Touching horse or saddle with either hand.
- 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. • Failure to complete obstacle.

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

- Head carried too high.
- Head carried too low (*tip of ear below the withers*).
- Over-flexing or straining neck in head carriage so the nose is carried behind the vertical.

13.14: 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. If difficult courses are set, novice trail should be less difficult. 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 feet; 9m*) and lope (*at least 50 feet; 15m*) for the judge to evaluate these gaits.

13.15: At least six obstacles will be used, three of which will be mandatory and three others selected from an approved list.

The course shall be reset as originally after each horse has worked. If an obstacle fails and cannot be repaired it shall be removed from the course. Scores for that obstacle shall be deducted from all previous works for that class.

a. Mandatory obstacles are:

- Opening, passing through, and closing a gate. The design of the gate must not endanger horse or rider. If gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.

Working the Trail Class Gate: Competitors are advised that, when changing hands to work a gate, there is no specified way to hold the reins in the 'new' hand, i.e. it is permissible to hold them 'romal' style and, with split reins, you do not have to cross tails to the opposite side. However, do remember that you must revert to the correct hand position when the gate is closed and you are exiting the area.

- 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. Trotovers and lopeovers cannot be elevated in novice classes. 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. The spacing for walkovers, trotovers and lopeovers shall be as follows or increments thereof.
- The spacing for walkovers shall be 20-24" (40-60cm) and may be elevated to 12" (30cm) and at least 22" (55cm) apart.
- The spacing for jog-overs shall be 3' to 3'6" (90 to 105cm) and may be elevated to 8" (20cm).
- The spacing for lope-overs shall be 6' to 7' (1.8 to 2.1m) and may be elevated to 8" (20cm).
- Backing obstacle: Backing obstacle 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.
- Back through and around at least three markers.
- Back through L, V, U, straight or similar shaped course. May be elevated no more than

B. Optional obstacles are: (*but not limited to*)

- Water hazard (ditch or small pond). No metal, concrete, or slick bottom boxes will be used.
- Serpentine obstacles at walk or jog. Spacing to be a minimum of 6 feet for jog.
- Carry an object from one part of the arena to another. (*Only objects which reasonably might be carried on a trail ride may be used*).
- Ride over wooden bridge, negotiated at walk only. – *Suggested minimum width shall be 36" (90cm) and at least six feet (1.8m) long*. Bridge should be sturdy and safe.
- Pick up and carry a western type slicker.

- Remove and replace materials from mailbox.
- Side pass (*may be elevated to 12 inches maximum*) – over obstacle is optional.
- An obstacle consisting of four logs or rails, each 6 to 7 feet (1.8 to 2m) long, laid in a square as shown below. Each contestant will enter the square by riding over a log or rail as designated. When all four feet are inside the square, the rider will execute a turn as indicated by the pattern, and depart.

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.

A combination of two or more of any of the obstacles is acceptable. **C. Unacceptable obstacles:**

- Ground tie.
- Tyres.
- Animals.
- Hides.
- PVC pipe.
- Dismounting.
- Jumps.
- Rocking or moving bridges.
- Water box with floating or moving parts.
- Flames, dry ice, fire extinguisher, etc.
- Logs or poles elevated in a manner that permits such to roll.
- Metal, concrete, and slick bottom water hazards.

13.16: The judge has the right and duty to alter the course in any manner or remove any obstacle they deem to be unsafe. In addition, any officer of the Association who considers a trail course to be unsafe may request it be altered. Should an event continue without such a request being considered, it will void its cover under the IQHA Insurance.

14. REINING

14.1: Available in all divisions 14.2: Prohibited Equipment

- Wire curbs regardless of how padded or covered.
- Any Chin/curb strap narrower than 1/2".
- Mechanical hackamores.
- Martingales, nosebands and tie-downs.
- Draw reins.
- Crop or Quirts

14.3: Optional Equipment

- Rope or riata. If used, the rope or riata must be coiled and attached to the saddle.
- Protective boots or leg wraps

14.4: In an approved Reining class any approved NRHA pattern may be used (see pages 28-33). One of these patterns is to be selected by the judge of the class and used by all contestants in the class. In addition the IQHA Novice Rider pattern will be used for the Novice Rider class (see page 28).

14.5: Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena and judging will cease after the last manoeuvre. Any fault incurred prior to the commencement of a pattern will be scored accordingly. **14.6:** To rein a horse is not only to guide him but to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of/or temporary loss of control and therefore a fault that must be marked down according to severity of deviation. After deducting all faults, set here within, against execution of the pattern and the horse's overall performance, credit will be given for smoothness, finesse, attitude, quickness, and authority in performing the various manoeuvres, while using controlled speed which raises the difficulty level and makes him more exciting and pleasing to watch to an audience.

14.7: Scoring will be on the basis of zero to infinity, with 70 denoting an average performance. The individual manoeuvres are scored in 1/2 point increments from a low of -1 1/2 to a high of +1 1/2 with a score of 0 denoting a manoeuvre that is correct with no degree of difficulty.

A. The following will result in a no-score:

- 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.
- Use of illegal equipment, including wire on bits, bosals or curb chains.
- Use of illegal bits, bosals or curb chains.
- When using a snaffle bit, optional curb strap is acceptable; however, curb chains are not acceptable. • Use of tack collars, tie downs or nose bands;
- Use of whips or bats.
- Use of any attachment which alters the movement of or circulation to the tail.
- Failure to dismount and/or present horse and equipment to the appropriate judge for inspection. 9. Disrespect or misconduct by exhibitor.

14.8: The following will result in a score of zero:

- Use of more than index or first finger between reins.
- Use of two hands (*except where a snaffle bit or hackamore is allowed*) or changing hands. *Excess rein may be straightened anytime during the pattern, provided the riders free hand remains behind the rein hand. Any attempt to alter tension or length of the reins from bridle to the rein hand is to be considered use of two hands a penalty score of zero will be applied.*
- Use of the free hand while holding the romal to alter the tension or length of the reins from the bridle to the reining hand.
- Failure to complete pattern as written. Including failing to jog the majority of the way to the centre in pattern 11.
- Performing the manoeuvres other than in the specified order.
- The inclusion of manoeuvres not specified, including but not limited to:
 - Backing more than 2 strides.
 - Turning more than 90 degrees.
 - Coming to a complete stop anywhere the pattern doesn't call for a stop.
(*Exception: a complete stop in the 1st quarter of a circle after a canter departure is not to be considered an inclusion of a manoeuvre; a 2 point break of gait penalty will apply.*)
- On run in patterns, once beginning a canter a complete stop prior to reaching the first marker.
- Equipment failure that delays completion of the pattern including dropping a rein that comes in contact with the ground while the horse is in motion.
- Balking or refusal of command where pattern is delayed.
- Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
- Jogging in excess of $\frac{1}{2}$ circle or $\frac{1}{2}$ the length of the arena.
- Over spins of more than $\frac{1}{4}$ turn.
- Fall to ground by horse or rider (*see para 6.21*).
- *When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line.*
- Kicking at other horses, exhibitors or judge.

Neither a No Score or a zero score are eligible to place in a go-round or class, but a zero may advance in a multi-go event while a No Score may not.

14.10: The following will result in a penalty of five points.

- Spurring in front of the cinch.
- Use of the free hand to install fear or praise.
- Holding saddle or touching horse with either hand. 4. Blatant disobedience including, but not limited to rearing, bucking or pawing.

14.11: The following will result in a penalty of two points.

- Break of gait.
- Freeze up in spins or rollbacks.
- On walk in patterns, failure to stop or walk before executing a canter departure.
- On run in patterns, failure to be in a canter prior to the first marker.
- On run in patterns, a horse that lopes off and, BEFORE the first marker, returns to a trot, then returns to the lope.
- If a horse does not completely pass the specified marker before initiating a stop *position*.
- Starting a circle or exiting a rollback beyond two strides but less than $\frac{1}{2}$ a circle or $\frac{1}{2}$ length of the arena.

- Failure to change leads and lead not changed prior to next manoeuvre.
- In patterns requiring a run around failure to be on the correct lead when rounding the end of the arena for more than $\frac{1}{2}$ the turn.

14.12: The following will result in a penalty of one points.

- Each time the horse is out of lead on each quarter of the circumference of a circle or any part thereof. This penalty is accumulative.
- Failure to change leads beyond one stride but where lead change is completed prior to next manoeuvre.
- Under or over spinning from one eighth to one quarter turn.
- In patterns requiring a run around failure to be on the correct lead when rounding the end of the arena for $\frac{1}{2}$ the turn or less.

14.13: The following will result in a penalty of $\frac{1}{2}$ point

- Delayed change of lead by one stride.
- Starting circle at a jog or exiting rollbacks at a jog up to two strides.
- Under or over spinning up to one eighth of a turn.
- Failure to maintain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback.
- *In a pattern requiring a run-around there will be a one half (1/2) point penalty for failure to remain a minimum of 10 feet from either side of the center of the arena; for small arenas it will be at the judge's discretion.*

14.14: Faults against the horse to be scored accordingly but not to cause disqualification;

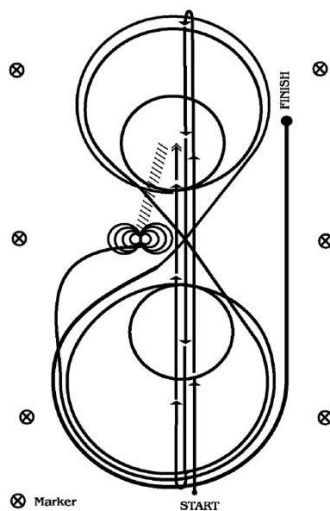
- Opening mouth excessively when wearing bit.
- Excessive jawing, opening mouth or head raising to stop.
- Lack of smooth, straight stop on haunches – bouncing or sideways stop.
- Refusing to change leads.
- Anticipating signals.
- Stumbling.
- Backing sideways. 8. Knocking over markers.

14.15: Faults against the rider to be scored accordingly but not cause for disqualification;

- Losing Stirrup.
- 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.

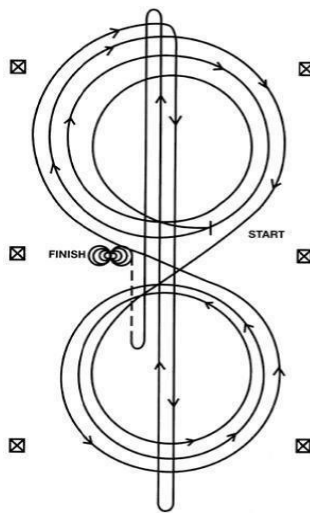
REINING PATTERN NUMBER 1

Run pattern as follows



- Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
- Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.

- Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 10 feet (3 meters). Hesitate.
- Complete four spins to the right.
- Complete four and one quarter spins to the left so that horse is facing left wall or fence. Hesitate.
- 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 centre of the arena.
- 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 centre of the arena.
- Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the centre marker and do a sliding stop at least 20feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.



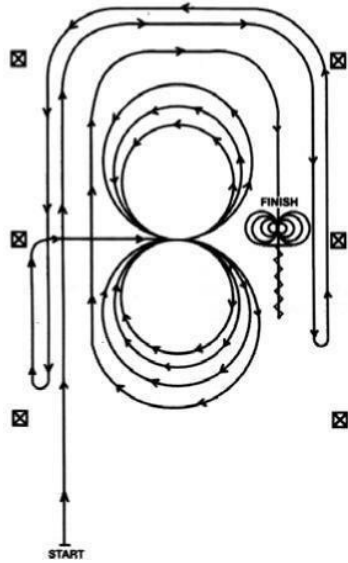
REINING PATTERN NUMBER 2

Run pattern as follows

Begin at the centre of the arena facing left wall or fence.

- Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two large and fast. Change leads at the centre of the arena.
- Complete three circles to the left: the first circle small and slow; the next two large and fast. Change leads at the centre of the arena.
- Continue around the 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.
- Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
- Run past the centre marker do a sliding stop. Back up to the centre of the arena or at least ten feet. Hesitate.
- Complete four spins to the right.
- Complete four spins to the left. Hesitate to show completion of pattern.

REINING PATTERN NUMBER 3



Run pattern as follows

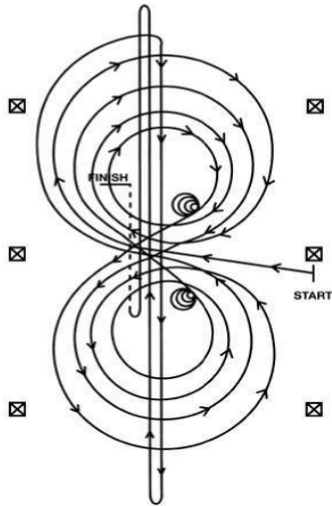
- Beginning at least 20 feet (6 meters) from wall or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite side of the arena past the centre marker and do a left rollback – no hesitation.
- Continue straight up the right side of the arena staying at least 20 feet (6 meters) from the wall or fence, circle back around the top of the arena, run straight down the left side of the arena past the centre marker and do a right rollback – no hesitation.
- Continue up the left side of the arena to the centre marker. At the centre marker, horse should be on the right lead. Guide the horse to the centre of the arena on the right lead and complete three circles to the right: the first two large and fast; the third small and slow. Change leads at the centre of the arena.
- Complete three circles to the left: the first two large and fast; the third small and slow.
- 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 from the wall or fence, circle the top of the arena, run straight down the opposite side of the arena past the centre marker and do a sliding stop. Back up at least 10 feet (3 meters). Hesitate.
- Complete four spins to the right.
- Complete four spins left. Hesitate to demonstrate completion of pattern.

REINING PATTERN NUMBER 4

Run pattern as follows.

Begin at the centre of the arena facing the left wall or fence.

- Beginning on the right lead, complete three circles to the right; the first two large and fast; the third circle small and slow. Stop at the centre of the arena.



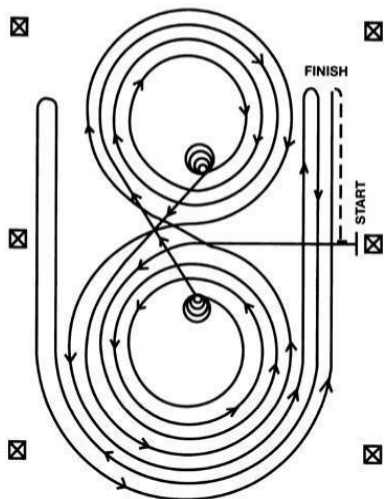
- Complete four spins to the right. Hesitate.
- Beginning on the left lead, complete three circles to the left; the first two circles large and fast; the third circle small and slow. Stop at the centre of the arena.
- Complete four spins to the left. Hesitate.
- Beginning on the right lead, run a large fast circle to the right, change leads at the centre of the arena.
- 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 centre marker and do a right rollback – no hesitation.
- Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
- Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.

REINING PATTERN NUMBER 5

Run pattern as follows.

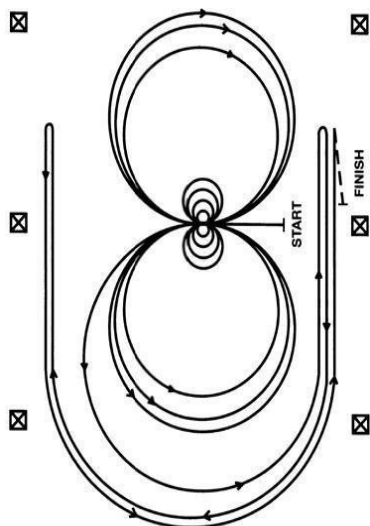
Begin at the centre of the arena facing the wall or fence.

- Beginning on the left lead, complete three circles to the left: the first two circles large and fast, the third small and slow. Stop at the centre of the arena.
- Complete four spins to the left. Hesitate.



- 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 centre of the arena.
- Complete four spins to the right. Hesitate.
- Beginning on the left lead run a large fast circle to the left, change leads at the centre of the arena, run a large fast circle to the right and change leads at the centre of the arena.
- Continue around previous circle to the left but do not close the circle. Run up the right side of the arena past the centre marker and do a right rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
- Continue around previous circle but do not close the circle. Run up the left side of the arena past the centre marker and do a left rollback at least 20 feet (6 meters) from the wall or fence.
- Continue back around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least ten feet (3 meters). Hesitate to demonstrate completion of pattern.

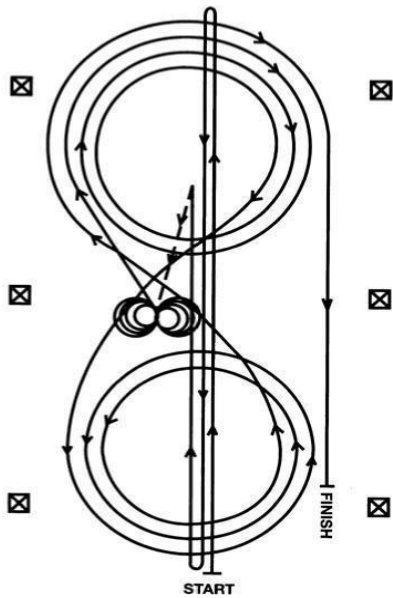
REINING PATTERN NUMBER 6



Run pattern as follows.

- Complete four spins to the right.
- Complete four spins to the left.
- Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the centre of the arena.
- Complete three circles to the right: the first two circles large and fast; the third small and slow. Change leads at the centre of the arena.
- Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
- Continue back around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least 20 feet from the wall or fence – no hesitation.

- Continue back around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.



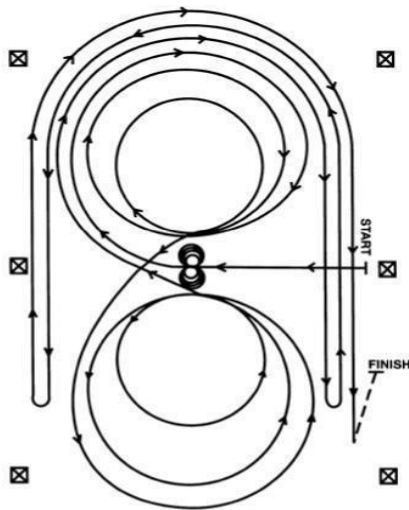
REINING PATTERN NUMBER 7

Run pattern as follows.

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

REINING PATTERN NUMBER 8

Run pattern as follows.

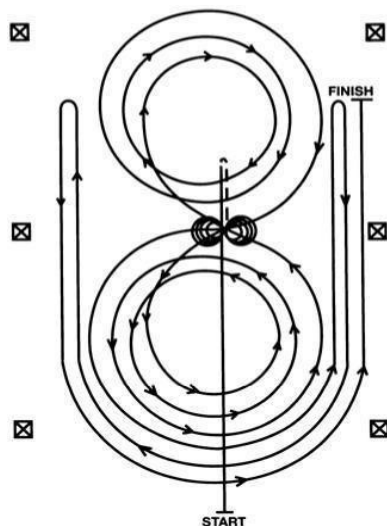


- Complete four spins left.
- Complete four spins right.
- Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast Change leads at the centre of the arena.
- Complete three circles to the left;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

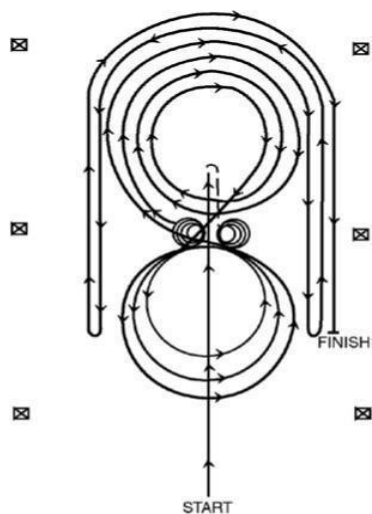
REINING PATTERN NUMBER 9

Run pattern as follows

- Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 10 feet (3 meters). Hesitate.



- Complete four spins to the right.
- Complete four and a quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
- Beginning on the left lead complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the centre of the arena.
- Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the centre of the arena.
- Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
- Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least 20 feet from the wall or fence – no hesitation.
- Continue back around the previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.



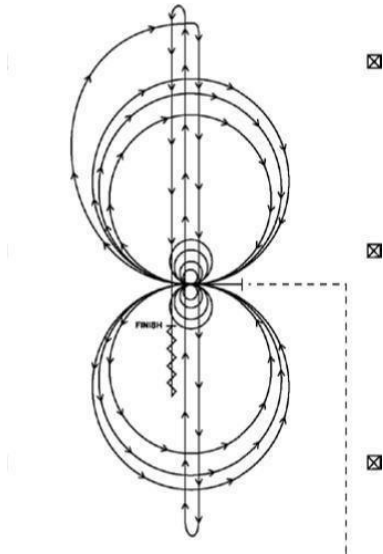
REINING PATTERN NUMBER 10

Run pattern as follows.

- Run past the centre marker and do a sliding stop. Back up to the centre marker or at least 10 feet (3 meters). Hesitate.
- Complete 4 spins to the right.
- Complete 4 and a quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
- Beginning on the right lead, complete three circles the right: the first two circles large and fast: the third circle small and slow. Change leads at the centre 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 centre of the arena.
- Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the centre marker and do a left rollback at least 20 feet (6 meters) from the wall or fence -no hesitation.
- Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the centre marker and do a right rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.

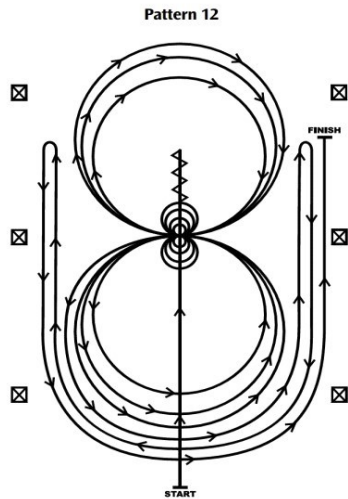
- Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the centre marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

REINING PATTERN NUMBER 11



Horses must jog the majority of the way to the centre. Failure to jog the majority of the way to the centre will result in a 0 for failure to complete the pattern as written. Horses must walk or stop prior to starting pattern. Beginning at the centre of the arena facing the left wall or fence.

- Complete four spins to the left. Hesitate.
- Complete four spins to the right. Hesitate.
- Beginning on the right lead, complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the centre 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 centre of the arena.
- Begin a large circle to the right, but do not close this circle. Run down the centre of the arena past the end marker and do a right rollback – no hesitation.
- Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
- Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least ten feet. Hesitate to demonstrate completion of pattern.

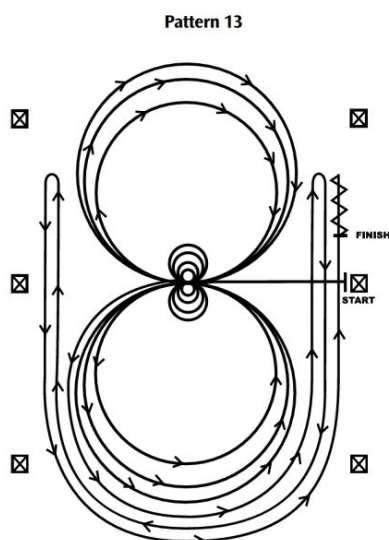


REINING PATTERN NUMBER 12

Run pattern as follows

- Run past the centre marker and do a sliding stop. Back up to the centre of the area or at least 10 feet (3 meters) Hesitate.
- Complete four spins to the right.
- Complete four and one quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
- Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third small and slow. Change leads at the centre of the arena.
- Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the centre of the arena.
- Begin a large circle to the left but do not close this circle. Run down the right side of the arena past the centre marker and do a right rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
- Continue back around the previous circle but do not close the circle. Run up the left side of the arena and past the centre marker and do a left rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
- Continue back around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence.

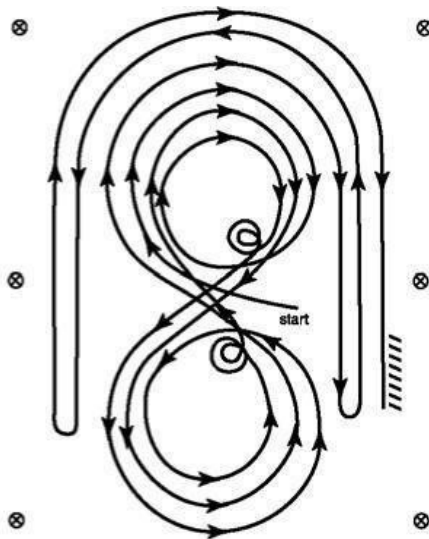
REINING PATTERN NUMBER 13



- Beginning on the left lead, complete 2 circles to the left: the first circle large and fast; the second small and slow. Stop at the centre of the arena.
- Complete four spins to the left. Hesitate.
- Beginning on the right lead, complete two circles to the right: the first large and fast; the second small and slow. Stop at the centre of the arena.
- Complete four spins to the right. Hesitate.

- Beginning on the left lead, run a large fast circle to the left, change leads at the centre of the arena, run a large fast circle to the right, and change leads at the centre of the arena.
- Continue around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
- Continue around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
- Continue back around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern.

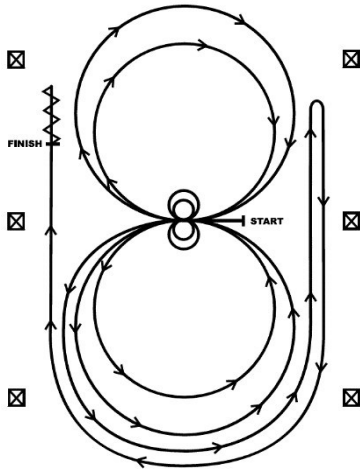
NOV. RIDER REINING PATTERN NUMBER 1



⊗ Horses must walk or stop prior to starting pattern.

- Beginning on the right lead, complete two circles to the right, the first circle large and fast; the second small and slow. Stop at the centre of the arena.
- Perform two spins to the right at the centre marker; at the end of the spins the horse should be facing the left wall. Hesitate.
- Beginning on the left lead complete two circles to the left, the first circle large and fast; the second circle small and slow. Stop at the centre of the arena.
- Perform two spins to the left, the horse should be facing the left wall. Hesitate.
- Beginning on the right lead, run a large fast circle to the right, change leads at the centre of the arena, run a large fast circle to the left, and change leads at the centre of the arena.
- Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet (6 meters) from the wall or fence – no hesitation.
- Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the centre and do a right roll back at least 20 feet (6 meters) from the wall or fence – no hesitation.
- Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the centre marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to show completion of pattern.

NOV. RIDER REINING PATTERN NUMBER 2

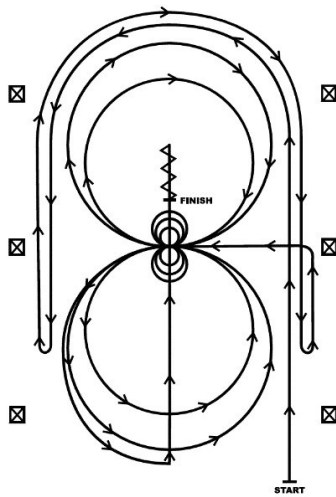


Run pattern as follows

Horses must walk or stop prior to starting pattern.

- Beginning on the left lead, complete two circles to the left. Stop at the centre of the arena. Hesitate.
- Complete two spins to the left. Hesitate.
- Beginning on the right lead complete two circles to the right. Stop at the centre of the arena. Hesitate.
- Complete two spins to the right. Hesitate.
- Beginning on the left lead, go around the end of the arena, run down the right side of the arena past the centre marker, stop and rollback to the right.
- Continue around the end of the arena, run down the left side of the arena past the centre marker. Stop and backup. Hesitate to show completion of pattern.

NOV. RIDER REINING PATTERN NUMBER 3



Run pattern as follows

- Run around the end of the arena, run down the left side past the centre marker and do a right rollback.
- Run around the end of the arena, run down the right side past the centre marker, and do a left rollback.
- Complete two left circles, one fast and one small slow, stop at the centre.
- Complete 3 spins left. Hesitate.
- Complete two right circles, one large fast and one small slow, stop at centre.
- Complete 3 spins right. Hesitate.
- Begin large circle to the left at the top of the circle, run down the centre of the arena past the centre marker, stop and back up at least 10 feet (3 meters). Hesitate to show completion of pattern.

15. FREESTYLE REINING

15.1: GENERAL RULES

- Reining manoeuvres originated, from moves that a cow horse must use in performing its duties and have been refined to the high level of competition existing today. Freestyle Reining not only provides an opportunity to use these manoeuvres creatively, but also to expand them to music by means of choreography. Riders are encouraged to use musical scores which permit them to show the athletic ability of the horse in a crowd appealing way.
- IQHA rules will apply except where the following rules pre-empt same.
- Required Manoeuvres. Will be defined as follows:
 - A minimum of 4 consecutive spins to the right
 - A minimum of 4 consecutive spins to the left
 - A minimum of 3 stops
 - A minimum of 1 lead change at the canter from right to left (a) A minimum of 1 lead change at the canter from left to right
- Exhibitors will only be judged astride.
- Exhibitors are allowed to use two hands (as well as one or no hands) and any bit approved by the IQHA rulebook, including snaffle bits and bosals.
- Failure to perform all the required manoeuvres or failure to complete the performance within the time limit will result in a score of 0.
- Additional manoeuvres such as rollbacks, backups, speed variations, and non-classical reining manoeuvres such as half pass and side pass are appropriate in Freestyle and shall be given appropriate credit. Additional repetitions of required manoeuvres are appropriate, but will only add or subtract from the existing scores already given for the required manoeuvres, not as additional scores.
- Equipment used in Freestyle must adhere to the following standards:
 - All equipment must be non-abusive and humane based on IQHA Rules and Guidelines.
 - Any equipment not specifically covered by or in conflict with standard equipment guidelines must be non-abusive to the horse.
 - Time Limit. A maximum of 4 minutes including any introductions. The time limit will be from the beginning of the music or from the beginning of the introduction (whichever is first) and will end with the music.
 - Costumes. Permitted but not required. Emphasis is placed on performing the reining manoeuvres to music.
 - Props. Permitted but at no time may hinder the judges' view of the horse. The use of props will not add to the score.

16. WESTERN RIDING

16.1: Available in all divisions

16.2: Western Riding is an event where the horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners, disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy moving.

16.3: Credit shall be given for the emphasis placed on smoothness, even cadence of gaits (i.e., 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 centre point between markers. The horse should have a relaxed head carriage showing response to the rider's hands, with a moderate flexion at the poll. He should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. 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.

16.4: The judge will select from patterns 1 to 4 (*smaller arenas may use Novice Rider patterns 4 & 5*) for any class except for the novice rider class where Novice Rider patterns 1 to 5 will be used. **16.5:** On the pattern:

- The small circles represent markers (*cones recommended*). These should be separated by a uniform measured distance of not less than 30 feet (9m) nor more than 50 feet (15m) on the side with five markers (*see diagram 40-50 feet; 1215m between the three markers in the novice rider pattern*). The markers on the opposite side should be set adjacent to the appropriate markers (*three or five*). It is recommended that markers be set to a minimum of 15 feet (4.5m) from the fence and with 50 (15m) to 80 foot (24m) width in the pattern, as the arena permits.

- The rectangle represents a solid pole a minimum of eight feet in length.
- The long serpentine line indicates the direction of travel and the gaits at which the horse is to move. The recommended lead changing point is equal to $\frac{1}{2}$ stride length before or after the centre point between the markers. The dotted line (...) indicates walk, the dash line (— — —) jog, and the solid line (— — —) lope.
- A cone shall be placed along the wall or rail of the arena to designate where the exhibitor should initiate the walk on pattern 1, the cone should be placed a minimum of 15ft before the first pylon. On patterns 2, 3, 4, & 6 the cone should be placed even with the first pylon. The next exhibitor should not go to start cone until the contestant on pattern has cleared the working area by the start cone for the final time.
- **16.6:** Scoring will be on a basis of 0 to 100 with 70 denoting an average performance.

Scoring guidelines to be considered: Points will be added or subtracted from the manoeuvres on the following basis, ranging from $+1\frac{1}{2}$ to $-1\frac{1}{2}$: $+1\frac{1}{2}$, excellent; +1, very good; $+\frac{1}{2}$, good; 0, average; $-\frac{1}{2}$, poor; -1 very poor; $-1\frac{1}{2}$, extremely poor. Manoeuvre scores are to be determined independently of penalty points.

16.7: A contestant shall be penalised each time the following occurs: **Five points:**

- Out of lead beyond the next designated change area (*note: failure to change, including cross cantering. Two consecutive failures to change would result in two five (5) point penalties*).
- Blatant disobedience including kicking out, biting, bucking, and rearing.
- Holding saddle or touching horse with either hand.
- Failure to start lope within 30 feet of designated area in pattern 5 (Novice Rider) **Three points:**
- Not performing the specific gait (*jog or lope*) or stopping when called for in the pattern, within 10 feet (3m) of the designated area.
- Incorrect change of lead.
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (*except when correcting an extra lead change or incorrect lead*)
- In patterns 1 failure to start the lope within 30 feet (9m) after crossing the log at the jog.
- Break of gait at walk or jog for two or more strides.
- Break of gait at the lope. **One point:**
- Hitting or rolling log.
- Out of lead more than one stride either side of the centre point and between the markers.
- Splitting the log (*log between the two front or two hind feet*) at the lope.
- Break of gait at the walk or jog up to two strides. **Half a point:**
- Tick or light touch of log.
- Hind legs skipping or coming together during lead change.
- Non-simultaneous lead change (*front to hind or hind to front*). **Disqualification (zero score):**
- Fall to ground by horse or rider (*see para 6.21*).
- Illegal equipment.
- Wilful abuse.
- Off course.
- Knocking over markers.
- Completely missing log.
- Major refusal – stop and back 2 strides or 4 steps with front legs.
- Major disobedience – rearing, schooling.
- Failure to start lope prior to end cone in pattern 1 and 5.
- Kicking at other horses, exhibitors or officials.
- Four incorrect changes of lead or failing to change leads four times within the run.
- Overturn of more than $\frac{1}{4}$ turn.
- Head consistently carried too low (*tip of ears below withers*).
- Over flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.
- Failure to start lope within 30 feet of designated area in patterns 2,3,4 & 6.

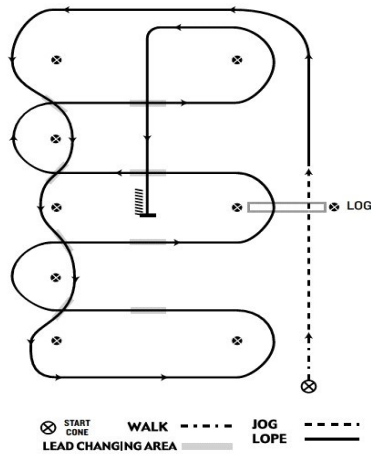
13.8: Credits:

- Changes of leads, hind and front simultaneously.
- Changes at designated point.
- Accurate and smooth pattern.
- Even pace throughout.
- Easy to guide and control with rein and leg.
- Manners and disposition.
- Conformation and fitness.

The following characteristics are considered faults and should be judged accordingly in manoeuvre scores.

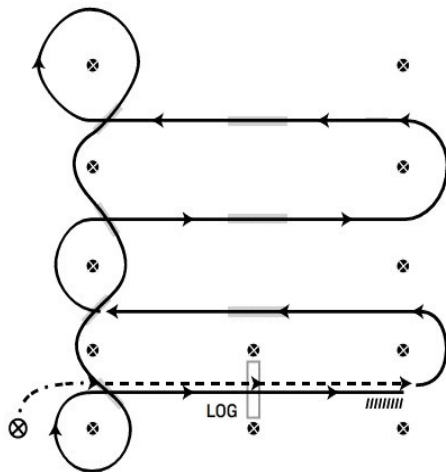
- Opening mouth excessively.
- Anticipating signals or early lead changes.
- Stumbling.
- Bad head carriage. Head carried (too high; too low; over-flexing so nose is behind vertical; nosed out).

WESTERN RIDING PATTERN 1



- Walk at least 15 feet from start cone to the first marker. Start jogging at first marker and jog over log.
- Transition to left lead and lope around end.
- First line change.
- Second line change.
- Third line change.
- Fourth line change and lope around end.
- First crossing change.
- Second crossing change.
- Lope over log.
- Third crossing change.
- Fourth crossing change.
- Lope up the centre, stop and back up.

WESTERN RIDING PATTERN 2

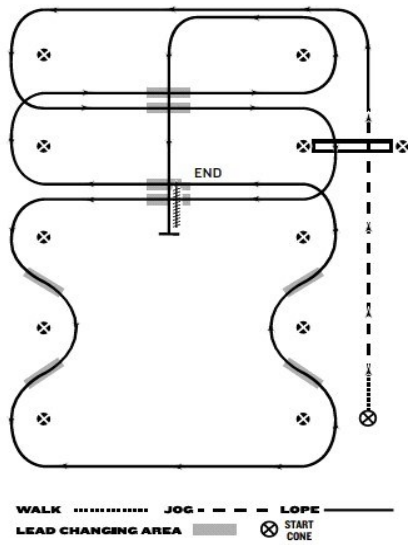


⊗ START CONE WALK - - - - - JOG - - - - -
 LEAD CHANGING AREA [shaded] LOPE ————

-
- Walk, transition to jog, jog over log.
- Transition to the lope, on the left lead.
- First crossing change.
- Second crossing change.
- Third crossing change.
- Circle and first line change.
- Second line change.
- Third line change.
- Fourth line change and circle.
- Lope over log.
- Lope, stop and back up.

Walk, transition to jog, jog over log.

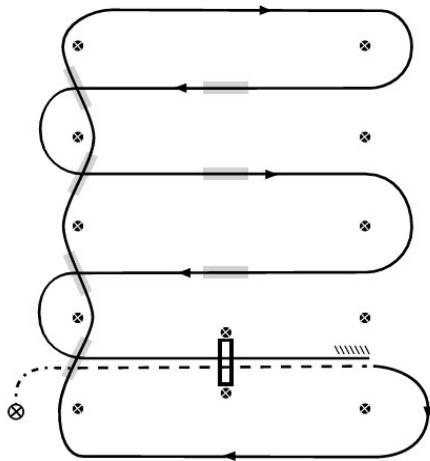
WESTERN RIDING PATTERN 3



-
- Transition to the lope, on the left lead.
- First crossing change.
- Lope over log.
- Second crossing change.
- First line change.
- Second line change.
- Third line change.
- Fourth line change.
- Third crossing change.
- Fourth crossing change.
- Lope up the centre, stop and back up.
-

Walk halfway between markers, transition to jog, jog over log.

WESTERN RIDING PATTERN 4

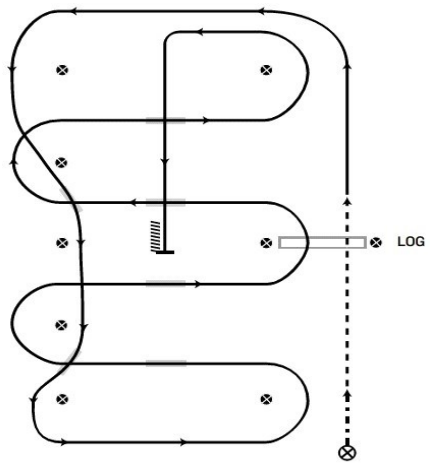


⊗ START CONE WALK - - - - - JOG - - - - -
 LEAD CHANGING AREA LOPE ————

-
- Walk, transition to jog, jog over log.
- Transition to the lope, on the right lead.
- First line change.
- Second line change.
- Third line change.
- Fourth line change.
- First crossing change.
- Second crossing change.
- Third crossing change.
- Lope over log.
- Lope, stop and back up.

NOVICE RIDER WESTERN RIDING PATTERN 1

- Walk at least 15 feet, transition to jog, jog log.
- Transition to left lope and lope around end.

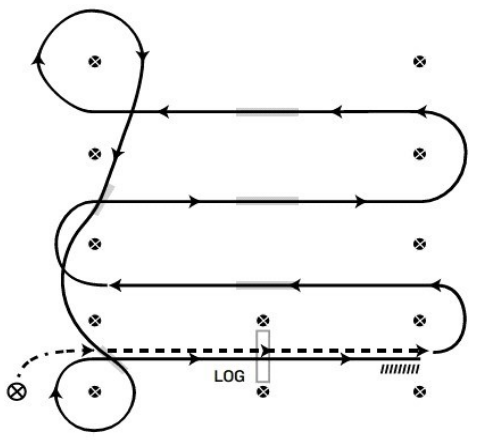


⊗ START CONE WALK - - - - - JOG - - - - -
 LEAD CHANGING AREA LOPE - - - - -

First line change.

- Second line change lope around end.
- First crossing change.
- Second crossing change.
- Lope over log.
- Third crossing change.
- Fourth crossing change.
- Lope up the centre, stop and back up.

NOVICE RIDER WESTERN RIDING PATTERN 2

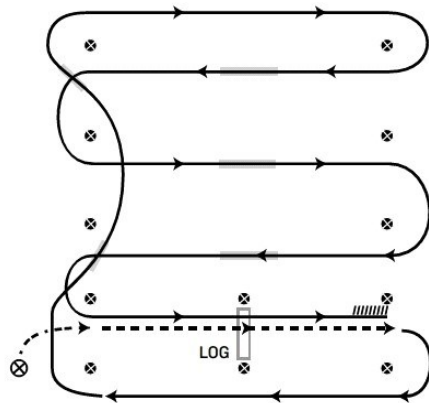


⊗ START CONE WALK - - - - - JOG - - - - -
 LEAD CHANGING AREA LOPE - - - - -

Walk, transition to jog, jog over log.

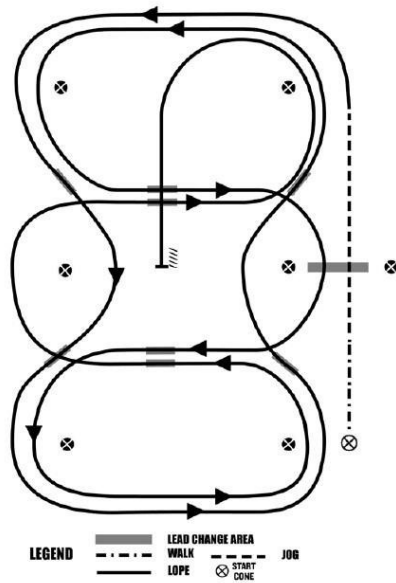
- Transition to left lead lope.
- First crossing change.
- Second crossing change.
- Third crossing change.
- Circle and first line change.
- Second line change and circle.
- Lope over log.
- Stop and back up.

NOVICE RIDER WESTERN RIDING PATTERN 3



- **START CONE** **WALK** **JOG**
LEAD CHANGING AREA **LOPE**
- Walk, transition to jog, jog over log.
- Transition to right lead and lope around end.
- First line change.
- Second line change, lope around end.
- First crossing change.
- Second crossing change.
- Third crossing change.
- Lope over log.
- Lope, stop and Back up.

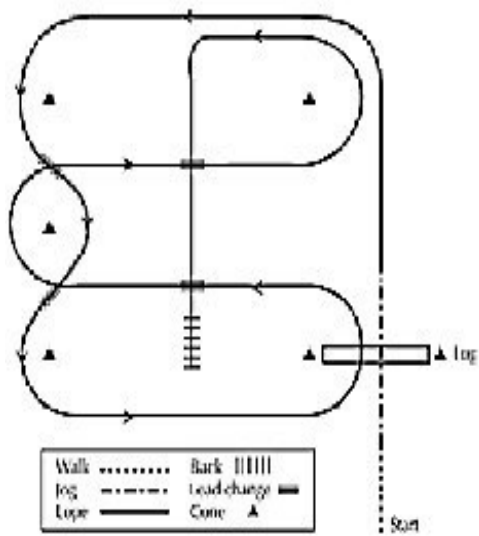
NOVICE RIDER WESTERN RIDING PATTERN 4



Walk, transition to jog, jog over log.

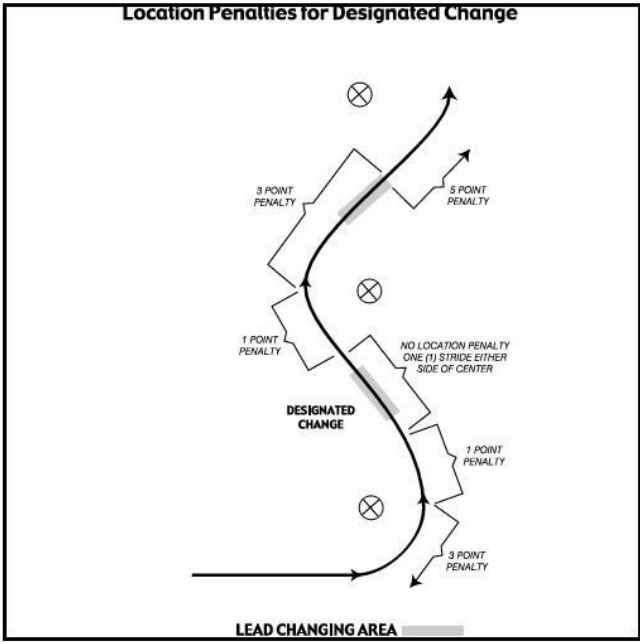
-
- Transition to the lope, on the left lead.
- First line change.
- Second line change.
- Third line change.
- Forth line change.
- First crossing change.
- Lope over log.
- Second crossing change.
- Third crossing change.
- Fourth crossing change.
- Lope up the centre, stop and back up.

NOVICE RIDER WESTERN RIDING PATTERN 5

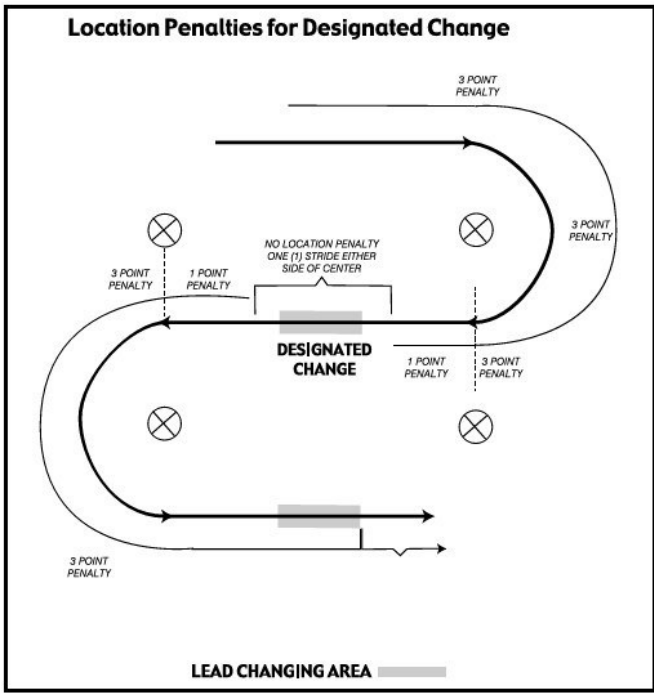


- Walk, transition to jog, jog over log.
- Transition to lope, on the left lead.
- First line change.
- Second line change.
- Lope over log.
- First crossing change.
- Second crossing change.
- Lope up the centre, stop and back up.

Location Penalties for Designated Change



Location Penalties for Designated Change



17. VERSATILE HORSE

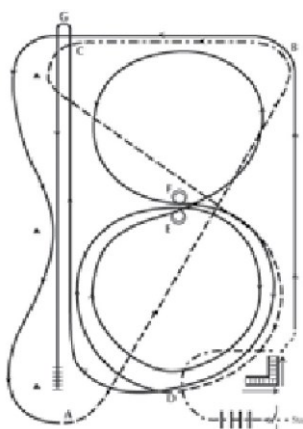
This class is being dropped from the current list of IQHA Classes and will not therefore be run at the IQHA Nationals. Show Managers may wish to retain this as part of the show bill.

Horses any age ridden two handed in a snaffle bit or hackamore or one handed in a curb bit (see paras 5.4 to 5.6) This class is now open to any horse or rider irrespective of the points they have accrued. NB No points are awarded in this class. Simple (see para 6.10, D) or flying changes (the first lead change made will be deemed to be the elected change for the class.)

Scoring will be on a basis of 0 to 100 with 70 denoting an average performance.

Scoring will be as follows: Manoeuvres

- 1-3 as Trail
- 4-5 as Western Riding
- 6-8 as Pleasure
- 9-16 as Reining



Walk Jog - - - - Back |||||
 Extended lope - - - - Lope ——— Cone ▲ **Pattern**

- Open and pass through gate.
- Jog over four logs.
- Back through L, side pass L shape (either way)
- Lope on left lead
- Perform a serpentine through the cones, changing leads.
- Extend the jog from A to B.
- Jog B to C.
- Extend the Jog from C to D.
- Lope $\frac{1}{2}$ large fast circle right than small slow circle.
- Stop perform two right spins at E.
- Lope on left lead one small circle.
- Stop perform two left spins at F.
- Lope on right lead with speed $\frac{3}{4}$ circle and run to end cone, and perform a left rollback.
- Run to end cone and stop.
- Back up a minimum of ten feet.
- Hesitate to show the end of pattern.

Irish Quarter Horse Association CLG.

IQHA In Hand Horsemanship Challenge. Lunging. Western / Hunter. All breed All aged.

This is an all aged (Minimum Age 2) all breed competition. Exhibitors and Horse are placed in each section. Points are awarded for each placing. The combined points from each class determine the overall winner.

Longline

The purpose of showing a horse on a lunge line is to demonstrate that the horse has the movement, manners/expression/attitude, and conformation to become competitive under saddle. Therefore, the purpose of this class is to reward:

- A. Quality of Movement,
- B. Manners/Expression/Attitude,
- C. Conformation suitable to future performance and the horse should be judged with its suitability as a future performer under saddle in mind.
- D. This class should define what it means to be a “Good all round pleasure prospect” or “Hunter Under Saddle prospect.

CLASS FORMAT

The class will consist of three parts:

1. A lunging demonstration lasting one- and one-half minutes (90 seconds)
2. A conformation inspection
3. Trail in hand

The use of a scribe for each judge is mandatory. Show Management is required to provide a 5-minute warm-up period for all exhibitors.

The long lining demonstration will begin at the sound of a whistle or other audible indicator.

When the horse has reached the perimeter of its circle. Time will not begin until the horse reaches this perimeter. When the “begin” signal is given, the exhibitor will be allowed 1 1/2 minutes (90 seconds) to present the horse at all three gaits in both directions. At the end of 1 1/2 minutes, the signal will be given to signify the end of the demonstration. Show management has the option of adding a “half-way” signal if they choose.

The conformation inspection will occur prior to the lunging demonstration. Each entry will be walked into the arena to the judge and pause for evaluation individually. They will then trot off straight and around a cone and take a place on the wall inside the arena. All entries will be inspected in this fashion and as the “trot-off” is administered, horse showing evidence of lameness should be excused from the class at that time.

It is recommended that Lunge Line classes be shown in splits of no more than 15 horses at a time. Larger classes may also offer a fit 1/8 finalists' go-round before the class is placed.

It is recommended that classes for the Non-Pro and the Open divisions be held separately. It is also recommended the Non-Pro division be held PRIOR to the Open class. Western and English horses may be combined in each division at the discretion of show management. If possible, it is recommended that the Non-Pro and the Open events be offered on separate days.

- It is suggested that all yearling Lunge Line classes be held in a one go format only.
- Limited Division Non-Pro Lunge Line shall run concurrently with the Open Non Pro division. Participants must enter the Open division but may also enter the Limited for an additional entry fee if eligible.

EQUIPMENT

Horses are to be shown in a halter as described in under IQHA Equipment rules . Either a regular including rope or show type halter is acceptable.

- A. For the lunging demonstration, the only attachment allowed to the halter is the lunge line. The lunge line may not exceed 30 feet or 9.1 Meters in length with a snap attached to the halter. The lunge line must hang free from the halter without touching any part of the horse. It is permissible to use a lunge whip however, disqualification will occur anytime the exhibitor strikes the horse to cause forward or lateral movement at any time during the lunging demonstration.
- B. No other equipment is allowed on the horse during the class. Mechanical or retractable lunge lines are not allowed.
- C. For the conformation inspection, a lead shank, such as used in halter or showmanship classes may be exchanged for the lunge line prior to the lunging demonstration. No lip chains will be allowed.
- D. Exhibitors are not to be penalised for using regular halters and plain lunge lines, nor are they to be rewarded for using show halters and lunge lines.

Only movement, manners/expression/way of going, and conformation are being judged. The type of equipment used is not to be a consideration in placing the horse if the equipment meets the requirements stated above.

ATTIRE

Conventional Western attire is mandatory; except if a prospect is a Hunter prospect, then conventional English attire is suggested. The type of attire worn by the exhibitor is not to be a consideration in placing the horse if the attire meets the requirements stated above.

GAITS

Gaits are to be judged according to the IQHA rules for Gaits for Western Pleasure and Hunter Under Saddle classes.

CONFORMATION & EQUIPMENT INSPECTION

Each horse is to be inspected by the judge on conformation, proper equipment and for evidence of abuse, inhumane treatment, or violation of IQHA rules.

Horses will not be allowed to show in illegal equipment or if there is evidence of abuse, of inhumane treatment, or of rule violations as mentioned. It is mandatory that a horse must be tracked at a walk and jog/trot in the conformation portion of the class prior to lunging. Horses that show evidence of lameness will be excused prior to the lunging demonstration.

JUDGING

Judge(s) will be outside the lunging circle. The exhibitor will enter the arena and await the audible start signal. When the signal is given, the exhibitor will be allowed 1 1/2 minutes (90 seconds) to present the horse. At the end of the 1 1/2 minutes, a signal will be given again to signify the end of the demonstration.

Show management has the option of adding a "halfway" signal if they choose. (The signal may be a bell, whistle or announcement.) a) Once the class has started, a horse warming up prior to their go may only warm up at the walk.

The horse will be scored at all three gaits in both directions. Western Pleasure prospects are to show at the walk, jog, and lope. Hunter Under Saddle prospects are to show at the walk, trot and canter. Any horse that does not exhibit these gaits in each direction will be disqualified from the class.

Additionally, judges shall immediately excuse any horse that exhibits obvious lameness at any time during the class. (See scoring.) Exhibitors may begin work in the direction of their choice (counter or clockwise).

At the end of the 1 1/2 minutes, the signal will be given and the exhibitor shall at the request of show management, retire from the lunging area to the far end of the ring. The horses are to stand quietly on the wall while the other exhibitors present their horses.

The horses are to be judged on movement (34 points), Manner/Expression/Attitude (14 points), Conformation (6 points) suitable to their purpose and use of circle (6 points). Judges should judge the movement of the horse as defined in the IQHA rules for gaits.

If the horse is playing on the lunge line, it shall not count against the horse. The judge will, however, penalize the horse for excessive bucking, or running off, stumbling, or displaying attitudes that are uncomplimentary to pleasure horses. Falling down will constitute disqualification.

Exhibitors are encouraged to exhibit their horse making full use of a 7.62 Meters radius circle, as they will be scored on this. (See Scoring.)

An exhibitor may only show one horse in each lunge line class. The same exhibitor must show both segments of the class, however if an exhibitor must exit the arena prior to the placings another exhibitor properly attired and wearing the correct number may stand-in once the conformation and lunging presentation is complete.

The conformation inspection will occur as the horse is walked into the arena prior to the lunging demonstration at which the judge will evaluate the horse for conformation suitable for future under saddle performance. The judge may not discriminate for or against muscling, but rather look for a total picture, emphasizing balance, structural correctness, and athletic capability.

SCORING

The Official IQHA Lunge Line Scoring sheet must be used in each approved class by each judge. Use of a scribe for each judge is mandatory. The score sheet will be posted or a copy of the sheet will be posted at the end of the class. These sheets will be returned with the IQHA show results. The horses with the highest scores are the winners, scoring will be on a basis of 0-infinity with 70 denoting an average performance. Each evaluated element will receive a score that will be added or subtracted from 70 and is subject to a penalty that should also be subtracted. The score reflects the horse's performance on that day. Conformation, Jog/Trot, Lope/Canter and Manners/Attitude will be scored on the following basis ranging from +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor and the Walk and Use of Circle will be scored on the following basis ranging from +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Poor, -1 Very Poor, -1 1/2 Extremely Poor. with a maximum possible total score of 60 and 30 being average. The judge(s) have the sole discretion to use their own personal preference to break any ties in total points.

The IQHA requires that the score for each individual be reflected on a component-by-component basis using a scribe and an approved IQHA score sheet. This score sheet represents the judge's report to an exhibitor of how a score was derived, and it is critical that this report to the exhibitor be accurate.

- A. The show management is responsible for verifying all scores and totals. If errors in tabulation have occurred they should be immediately corrected, and new placings announced at the event.
- B. One key element in accurately describing the scoring of the entire run to the exhibitor is the judge's scribe.

To ensure this clear communication, the judge and scribe should agree upon a method of speaking, so that gait scores and penalty scores are not confused. (Example: A judge will say a number for a gait score and will say "penalty" and a number for a penalty, thus allowing the scribe to place the appropriate score in the appropriate box on the score sheet.) If for any reason a judge does not feel a scribe is competent, he/she should ask show management to replace the scribe immediately. Judges must sign every completed score sheet.

Movement will count for 34 points of the total score. Judges are to evaluate movement based on the gait descriptions found in the rule book for western pleasure. A 7.62 Meters (25 Ft) radius circle should be maintained at all gaits for rewarding or penalizing use of the circle.)

a) Walk. The walk will be scored on a scale of +1 1/2 to -1 1/2 1 to 3 in each direction, with 0 2 being average/correct. Using a 7.62 Meters radius, the horse must walk a minimum of two horse lengths for the judge to have sufficient time to evaluate and score the walk. Lower gait scores should reflect stumbling in the gait.

b) Jog or Trot. The jog/trot will be scored on a scale of +3 to -3 1 to 7 in each direction, with 0 being average/correct. Using a 7.62 Meters radius, the horse should jog or trot a minimum of 1/2 circle both directions of the ring. Lower gait scores should reflect stumbling in the gait.

c) Lope or Canter. The lope/canter will be scored on a scale of +3 to -3 1 to 7 in each direction, with

0 being average/correct. Using a 7.62 Meters radius, the horse should lope or canter a minimum of one full circle both directions of the ring. Lower gait scores should reflect stumbling in the gait.

d) Use of Circle. Scores for all gaits in both directions should reflect positive, consistent use of the 7.62 Meters radius of the circle. Extra credit will be given for full, extended use of the circle on a slightly loose line.

Lower gait scores should reflect lack of full use of the circle.

Manners/Expression/Attitude will be scored on a scale of +3 to -3 in each direction, with 0 being average/correct. count for up to 14 points of the total score.

Horses will be penalised for obvious signs of over work and sourness such as ear-pinning, head throwing, striking, tail-wringing, or a dull, lethargic manner of going. They will also be penalised for dangerous behaviour such as excessive bucking, cutting into the circle, or running off. Additionally, incidental touching the horse with the whip, cross-cantering, balking, backing up on the lunge line and excessive urging from the exhibitor should be penalised accordingly.

Conformation will be scored on a scale of +3 to -3, with 0 being average/correct. count for up to 6 points of the total score. The horse will be judged on conformation suitable to future performance as a Western Pleasure or Hunter Under Saddle competitor. The judges should look for a total picture, emphasizing balance, structural correctness, and athletic capability. Performance conformation will be judged on a scale of 1 - 6.

Use of the circle. Consideration will be given to how well or how poorly the horse/exhibitor team uses the 7.62 Meters radius of the lunging circle. A separate box on the scorecard is available to indicate an overall score (from + 1 1/2 to -1 1/2 with 0 being average/correct 1-3points) for use of the circle.

Circle Scores: As described earlier, the IQHA has determined that a 7.62 Meters (25 Ft) radius is the appropriate size of circle in which to show a lunge liner. It is the judge's responsibility to evaluate the circles and incorporate use of the circle in the gait scores based on the following scale:

+3 points +1/2 to +11/2 points (Good to Excellent Use of the Circle).

Horse consistently stays on the perimeter of the circle with slight looseness in the line.

Horse turns around on the circle perimeter 2 points 0 points (Average/correct use of the circle).

Horse is only slightly inconsistent in using the 7.62 Meters (25 Ft) radius of the circle +1 point -1/2 to -1 1/2 points (Adequate Poor to Unacceptable use of the circle)

Horse is shown in a circle radius of less than 7.62 Meters (25 Ft) 0 points (General use of the circle)

Potentially dangerous slack in the line

Horse pulls exhibitor out of the circle

Other scoring considerations: This class should be looked upon as a class that defines what it means to be a "pleasure prospect" or "hunter prospect" suit able to become a future performer under saddle.

Therefore, attitudes and attributes that contribute to becoming a future performer will be rewarded within the gait scores. Higher gait scores will reflect:

- A. Above average to exceptional manners, expression, alertness, responsiveness, and pleasant attitude,
- B. Above average to exceptionally smooth transitions between gaits,
- C. Above average to excellent cadence and consistency at all three gaits.

Penalties and disqualifications.

A) Five (5)-point penalties will occur per direction:

- 1) Failure to walk a minimum of two horse lengths
- 2) Failure to jog/trot a minimum of 1/4 (quarter) of a circle

3) Failure to demonstrate the correct lead for a minimum of 1/4 (quarter) of a circle

b) Disqualification will occur in the following instances:

1. Evidence of lameness - judge will immediately excuse horse from the arena
2. Striking of the horse to cause forward or lateral movement
3. Fall to the ground by horse. A horse is deemed to have fallen when its shoulder and/or hip and/or underline touches the ground
4. Horse steps over or becomes entangled in the lunge line
5. Violation of Rule (improper equipment, evidence of abuse, or other violation of IQHA rules)

6. Failure to show at all three gaits in both directions
7. Exhibitor shows disrespect towards the judge(s)
8. Any time the horse becomes detached from the handler
9. Failure to complete trot off for soundness in three attempts

Trail in Hand

This class is the same format as the ridden trail class with the same scoring and judging.

Trail in Hand:

This class will be judged on the performance of the horse while negotiating the obstacles, with emphasis on manners, response to the exhibitor, and quality of movement.

Credit will be given to horses negotiating the obstacles with style, authority, 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 exhibitor's cues on more difficult obstacles.

Horses shall be penalised for any unnecessary delay while approaching the obstacles. Horses with an artificial appearance while negotiating obstacles should be penalised.

The gait between obstacles shall be at the discretion of the judge.

The course to be used must be posted at least one hour before the scheduled start time of the class.

Suggested scoring will be on the basis of zero to 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 $1\frac{1}{2}$ to minus $1\frac{1}{2}$: $-1\frac{1}{2}$ extremely poor, -1 very poor, $-\frac{1}{2}$ poor, 0 correct, $+\frac{1}{2}$ good, +1 very good, $+1\frac{1}{2}$ excellent.

Working a rope gate. If riding in a snaffle, having unlatched the gate it is acceptable to revert to two hands to complete the obstacle, as is carrying an object from one part of the arena to another.

Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

PENALTIES:

The following will result in a score of zero and cannot be placed:

- Incorrect rein carriage (*see para 5.7*).
- Performing an obstacle incorrectly or other than in the specified order.
- No attempt to perform an obstacle or any part of a multi-element obstacle.
- Equipment failure that delays completion of the pattern.
- Excessively or repeatedly touching the horse on the neck to lower the head.
- Entering or exiting an obstacle from the incorrect side or direction.
- Working obstacle the incorrect direction; including overturns of more than $\frac{1}{4}$ turn.
- Fall to the ground by horse or exhibitor (*see para 6.21*).
- Failure to work an obstacle in any manner other than how it's described by the course.

- Third cumulative refusal, balk or evading an obstacle by shying or backing within the course.
- Over-flexing or straining neck so the nose is carried behind the vertical consistently.
- Failure to follow the correct line of travel between obstacles
- *Failure to open and shut the gate or failure to complete the gate (except in Novice classes where they place below all who complete course correctly).*
- Threading the arm through the loop or wrapping the rope around the arm while working a rope gate. *Holding the latch loop end is acceptable.*

¹/₂ point: Each tick of a log, pole, cone, plant or any component of the obstacle.

1 point

- Each bite of or hit of or stepping on a log, pole, cone, plant or any component of the obstacle.
- Incorrect or break of gait at walk or jog for two strides or less.
- Both front or hind feet in a single-strided slot or space at a walk or jog.
- Skipping over or failing to step into required space.
- Split pole in lope-over.
- Failure to meet the correct strides on trot over and lope over log obstacles

3 points

- Incorrect or break of gait at walk or jog for more than two strides.
- Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacles.
- 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.

5 points

- Dropping slicker or object required to be carried on the course.
- First or second cumulative refusal, balk, or attempting to evade an obstacle by shying or backing within the course.
- Use of either hand to instill fear or praise
- Letting go of gate or dropping rope gate.
- Blatant disobedience (kicking out, bucking, rearing, striking).
- Touching horse or saddle with either hand.
- 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.
- Failure to complete obstacle.

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

- Head carried too high.
- Head carried too low (*tip of ear below the withers*).
- Over-flexing or straining neck in head carriage so the nose is carried behind the vertical.

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. If difficult courses are set, novice trail should be less difficult. 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 feet; 9m*) and lope (*at least 50 feet; 15m*) for the judge to evaluate these gaits.

^{13.15:} At least six obstacles will be used, three of which will be mandatory and three others selected from an approved list. The course shall be reset as originally after each horse has worked. If an obstacle fails and cannot be repaired, it shall be removed from the course. Scores for that obstacle shall be deducted from all previous works for that class.

a. Mandatory obstacles are:

- Opening, passing through, and closing a gate. The design of the gate must not endanger horse or exhibitor. If gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.

Working the Trail Class Gate: Competitors are advised that, when changing hands to work a gate, there is no specified way to hold the reins in the 'new' hand, i.e. it is permissible to hold them 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. Trot overs cannot be elevated in novice classes. 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. The spacing for walkovers, trot overs and lope overs shall be as follows or increments thereof.

- The spacing for walkovers shall be 20-24" (40-60cm) and may be elevated to 12" (30cm) and at least 22" (55cm) apart.
- The spacing for jog-overs shall be 3' to 3'6" (90 to 105cm) and may be elevated to 8" (20cm).
- The spacing for lope-overs shall be 6' to 7' (1.8 to 2.1m) and may be elevated to 8" (20cm).
- Backing obstacle: Backing obstacle 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.
- Back through and around at least three markers.

Back through L, V, U, straight or similar shaped course. May be elevated no more than

B. Optional obstacles are: (*but not limited to*)

- Water hazard (ditch or small pond). No metal, concrete, or slick bottom boxes will be used.
- Serpentine obstacles at walk or jog. Spacing to be a minimum of 6 feet for jog.
- Carry an object from one part of the arena to another. (*Only objects which reasonably might be carried on a trail ride may be used*).
- Ride over wooden bridge, negotiated at walk only. – *Suggested minimum width shall be 36" (90cm) and at least six feet (1.8m) long*. Bridge should be sturdy and safe.
- Pick up and carry a western type slicker.
- Remove and replace materials from mailbox.
- Side pass (*may be elevated to 12 inches maximum*) – over obstacle is optional.

- An obstacle consisting of four logs or rails, each 6 to 7 feet (1.8 to 2m) long, laid in a square as shown below. Each contestant will enter the square by riding over a log or rail as designated. When all four feet are inside the square, the exhibitor will execute a turn as indicated by the pattern, and depart.

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.

A combination of two or more of any of the obstacles is acceptable. **C. Unacceptable obstacles:**

- Ground tie.
- Tyres.
- Animals.
- Hides.
- PVC pipe.
- Dismounting.
- Jumps.
- Rocking or moving bridges.
- Water box with floating or moving parts.
- Flames, dry ice, fire extinguisher, etc.
- Logs or poles elevated in a manner that permits such to roll.
- Metal, concrete, and slick bottom water hazards.

The judge has the right and duty to alter the course in any manner or remove any obstacle they deem to be unsafe. In addition, any officer of the Association who considers a trail course to be unsafe may request it be altered. Should an event continue without such a request being considered, it will void its cover under the IQHA Insurance.

18. RULES FOR JUDGES

18.1: JUDGES COMMITTEE

A Judges Committee will be formed comprising

- **4** Judges to be elected by the existing approved IQHA Judges. Elections will be held every year for the Judges Committee at which time 2 of the members shall retire being those who have served longest in office and as between those who have served in office for the same duration the members to retire shall be determined by lot. To be eligible for Judges Committee Judges must have been an approved IQHA judge for a minimum period of two years. These elections will take place at the judge's seminar on the Friday morning of the seminar week-end.
- Chairperson to be appointed by Judges Committee. This appointment will be reviewed every year. A retiring chairperson may be reappointed.
- A Secretary will be appointed to act as administrator for the Judges' Committee.
- A member of the judges committee will be invited to all Board of Directors meetings when issues in respect of Judging are contained within the Agenda.

It will be the duty of the Judges Committee to administer judge's tests, conduct the judge's seminar and review judging performances on recommendation of show representatives or by official protest. The Judges Committee shall make recommendations to IQHA Board of Directors on any action they feel is necessary to improve the quality, integrity and performance of the judging system.

18.2: SELECTION OF JUDGES

- Judges for all approved IQHA shows and affiliated shows must be selected from the IQHA Approved list as effective at the time of approval/affiliation. If a judge is subsequently removed from the list before a show the Western Equestrian Association shall substitute an approved Judge at no additional cost to the organiser.
- Guest Judges may be approved for selection at an approved or affiliated show provided they hold one of the following Judges Cards:-
- AQHA, APHA, ApHC, AHSA, or any other recognised breed association that administers annual tests or reviews across the whole Western Riding Discipline (i.e. specialist cards are excluded)
- European carded judges of any breed western associations of similar standing to WES.
- Designation as a IQHA Approved Judge is a privilege not a right bestowed by the IQHA Board of Directors following recommendation by the Judges Committee.

18.3: APPROVAL AND TESTING

- A prospective judge must attend a IQHA Judges Seminar and upon passing the testing requirements set out by the Judges Committee will be recommended to Board of Directors as suitable for consideration for judging privileges
- The applicant must have been a full IQHA member for at least two consecutive years before he or she can be considered for approval as a IQHA judge.
- All approved IQHA Judges must be current IQHA members. If a judge fails to renew his or her subscription after a period of 2 months they shall be removed from the approved list and will be required to reapply as if they were a new applicant.

The Judge Applicants Test will comprise:

Written test with an open rule book

Video Judging

Live judging test

- Judge Applicants will be required to score a mark of 95% or more for the open rule book test plus an overall mark (open rule book test plus live judging) of 88% or more.
- Existing Judges will be required to attend either the Seminar, or the International Equine Judges Seminar, or recognised breed judging seminar at least twice every six years but will be subject to the judge's test on the open rule book annually. Testing for existing judges will be different to the judge applicants. This test will be administered at the beginning of November each year. Completed papers are to be received by the Chairman of Judges by December 1st that year.
- Existing judges that fail to obtain 95% must re-submit to the applicants test by February the following year at the judging seminar. Failure in both will result in judge's privileges being withdrawn. It is recommended that judges failing their first test DO NOT take bookings for judging until the results of their second test are published.
- Failure to submit the rule book test to the Chairman of Judges by December 1st will result in a failure of test irrespective of their score.
- New applicants approved by Board of Directors will be eligible to take up their posts upon approval by Board of Directors, however successful applicants are required to stand alongside existing judges for at least one show before accepting a judges appointment.

18.4: GENERAL RULES

- A horse may not be shown under a judge if that judge has been owner, exhibitor, trainer, or agent of that horse within the previous 14 days or if said horse is ridden by a member of his/

her immediate family or by an employee/employer of said judge. If a horse is exhibited not in compliance with this rule the judge should notify the show management of the non-compliance prior to the class being placed. The exhibitor should not be counted as an entry, and the horse shall not be scored in the class. All parties involved including but not limited to the owner, exhibitor, and judge will be held responsible in the event non-compliance occurs. The Judges Committee will investigate the matter and handle in accordance with its findings and consistent with IQHA disciplinary rules. *(see section 4)*

- Judges must always act in the best interest of the Western Equestrian Association avoiding any circumstances which create a conflict of interest while officiating at any IQHA event. Conflicts of interest are subject to review by the Judges Committee. In the event it is determined that a judge has acted in an official capacity with a conflict of interest, the judge may be removed from IQHA Judges's list and may be subject to further disciplinary action for unsportsmanlike conduct.
- Judges shall keep in mind that while judging they are representing the Association. Judges shall dress appropriately in western attire including western hat so as to favorably represent their position.
- A judge shall conduct himself/herself in a manner fitting and proper to one afforded the honour of officiating at any IQHA approved or Affiliated event. Any misconduct on the part of the judge at any IQHA contest such as drinking alcohol immediately prior to or during the contest, the use of abusive language, or any other action unbecoming to one in his/her position either on the grounds or elsewhere during the duration of the show will make him/her subject to a complete and impartial hearing on the cause of the complaint before the appropriate committee.
- A judge who undertakes the obligation to officiate at a IQHA sanctioned event is responsible to fulfil that commitment. Should he/she be unable to officiate for any reason, he/she is required to arrange for a suitable, qualified replacement. Judges are also required to notify the IQHA Show Co-ordinator of the change.
- Judges must place down to tenth place (subject to sufficient entries), where there are less than ten placings, but more entries the remaining blank spaces on the judges card should indicate D/Q.
- Scores for all Reining, Trail and Western Riding Classes to be posted
- The Judge is responsible for tallying the correct number of entries actually exhibited in each class and recording the correct figure on the Judges Card, entering the correct placings on the Judges Card and signing and dating the card.
- Once a judge has marked his/her card and places for awards made there will be no changing of judges records EXCEPT when proper documentation or proof shows that a CLERICAL ERROR HAS OCCURRED. This must be done in a reasonable time and NO LATER than one hour of the last class of the day.
- Judges, via their stewards, may ask a competitor to leave the arena for being improperly dressed; for improper showing (not limited to riding different patterns); and for excessive schooling.
- Judges may not judge the same IQHA Approved or Affiliated show in consecutive years.
- Competitors may direct questions to a Judge only via the ring steward.
- The Judge shall request bridles be dropped in at least one class at the show.
- Minimum payment for an approved Judge is expenses plus €100 per 8 hour day.

- A judge must present in writing any complaint within 10 days of the incident that he/she may have against contestants or shows to the Chairman of Judges. The judge is not required to post the €10 grievance fee. His/Her case will be reviewed by the judges committee and recommendations made to IQHA Board of Directors to be dealt with in accordance with the disciplinary procedures section of the rule book. Complaints in respect of a Judge will be dealt with as outlined in section 4 of this rule book.

19. RULES FOR INSTRUCTORS

19.1: GENERAL RULES

- All accredited IQHA Instructors must be current IQHA members. If an instructor fails to renew his/her subscription after a period of 8 weeks they shall be removed from the approved list. Should they then fail to renew after a period of 6 months they will be required to submit a renewal fee of £75 to regain status. If they fail to renew after 12 months they will have to reapply as if they were a new applicant.
- All accredited IQHA instructors must have current Public Liability Insurance to a minimum of 5 million in order to teach at a IQHA approved event. Instructors will be required to provide evidence of cover to event organisers.
- An Instructor must always act in the best interest of The Western Equestrian Association avoiding any circumstances which create a conflict of interest while instructing at any IQHA event. Conflicts of interest are subject to review by the IQHA Board of Directors. In the event it is determined that an instructor has acted in an official capacity with a conflict of interest the instructor may be removed from the be IQHA instructors list and may be subject to further disciplinary action.
- Instructors shall keep in mind that while instructing at a IQHA event they are representing the Association. Instructors shall dress appropriately in western attire including western hat so as to favorable represent their position.
- An Instructor shall conduct himself/herself in a manner fitting and proper. Any misconduct on the part of the instructor at any IQHA clinic such as excessive drinking of alcohol immediately prior to or after the clinic, the use of abusive language or any other action unbecoming to one in his/her position either on the grounds or elsewhere during the duration of the event will make him/her subject to a complete and impartial hearing on the cause of the complaint before the appropriate committee.
- An instructor who undertakes the obligation to instruct at a IQHA sanctioned event is responsible to fulfil that commitment. Should he/she be unable officiate for any reason, he/she is required to arrange for a suitable qualified replacement.
- All IQHA Accredited instructors must have a recognised First Aid qualification of either:-

First Aid at work recognised by Health & Safety Executive

Equine Specific First Aid as recognised by The BHS or The Western Equestrian Association Equine First Aid course.

- Under the terms of the Riding Establishments Act 1964 & 1970 an instructor who provides a horse for the purpose of tuition must ensure that he/she carries the appropriate insurance and license to operate as a Riding Establishment. Any approved instructor found to be in breach of the act will be immediately suspended from the accredited list.

19.2: SELECTION OF INSTRUCTORS

- Instructors for all IQHA clinics/events should wherever possible be selected from the IQHA accredited list as effective at the time of approval application.
- Guest instructors may be approved for selection at an approved clinic provided they have provided evidence of insurance to the minimum of £5 million to both the organizer and the IQHA Board of Directors.
- Designation as a IQHA approved instructor is a privilege, not a right, bestowed by the IQHA Board of Directors following the instructors assessment.

19.3: ACCREDITATION AND ASSESSMENT

- A Prospective instructor must attend a IQHA Judges Seminar 12 months prior to or within 12 months of their application to be maintained on the accredited list.
- A prospective instructor will submit to the Association Secretary details of their Public Liability Insurance together with any first aid qualifications held along with the prescribed fee set by Board of Directors for the initial assessment and reassessment.
- The assessment will be carried out in a teaching situation by one of the existing instructors and one experienced member of the Association appointed by IQHA Board of Directors at the IQHA National Clinic at Moreton Morrel held around Easter time each year. The assessment will take into account the ability and standard of the pupils under instruction by the candidate. One or more of the pupils can be instructed during the assessment.
- The candidate must show knowledge, but more importantly the ability to impart that knowledge to a pupil or pupils the contents of the syllabus applicable at the time of assessment. Copy of the syllabus are available from the Association website.
- The Candidate must be able to show an understanding of the Association Rulebook in respect of all showing classes and have a good knowledge of show etiquette.
- In all cases emphasis will be on the candidate's ability to teach, their clarity of explanation and reasoning and their ability to correct mistakes quickly and offer praise when correct.
- Successful applicants will be eligible to advertise their accredited status upon approval by Board of Directors.

