

**Department 6
Horse and Pony**

Rules & Guidelines 2017



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GENERAL REGULATIONS

- **It is a privilege to participate at the Dane County Fair;** however, this privilege can be revoked by no less than four (4) Department 6 Superintendents. Exhibitors, parents, guardians, leaders and volunteers are expected to conduct themselves in an appropriate manner at all times.
- Abuse of any animal will be grounds for disqualification.
- Coaching from the rail is prohibited and may result in disqualification of the exhibitor
- A parent or responsible adult must be present any time a project animal is being handled or shown at the fair.
- All project animals must be under the supervision of the exhibitor by March 1 of the current year.
- Any Dane County Fair Department 6 Horse & Pony questions are referred first to the Dane County Fair Book. If they cannot be answered there, they are then referred to the Department 6 Horse & Pony Rules & Guidelines and thirdly to US Equestrian Federation Rule Book and/or American Driving Society, where applicable.
- Only show management may approach the judge before or during a show. At the discretion of the judge, they may be available to answer questions once the show is complete. Technical questions should be directed to the show chairperson. The judge's decision is final.
- Unsound horses may be dismissed.
- Wisconsin State 4-H Horse Expo qualifying lots are identified with an ** in the Dane County Fair Book. In order to qualify, an exhibitor must be in 6th grade or higher and:
 - Be in good standing with Dane County 4-H,
 - Show as a 4-H member,
 - Exhibitor/Horse combination must have received a blue ribbon in a State qualifying class.Only family and Horseless Horse exhibitors may share a horse at the Wisconsin State 4-H Horse Expo. Any Dane County 4-H member in grade 3-13 may exhibit in the Wisconsin State 4-H Horse Expo educational events. Exhibitors do not need to pre-qualify.

PROTESTS AND APPEALS

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

EDUCATION REQUIREMENTS FOR ALL EXHIBITORS

To exhibit any equine at Fair, exhibitors must submit a completed educational requirements card, specific to your organization, by June 15, following the submittal rules printed on the educational requirements card. If this is not met, you will not be eligible to show. NO exceptions will be made.

Questions can be directed to Ann Marie Magnochi at the Dane County Fair Office, (608) 224-0500.

VOLUNTEER REQUIREMENTS FOR ALL EXHIBITORS

Three hours of volunteer time is required from each Horse & Pony exhibitor who is showing an equine during the Dane County Fair, with a maximum of five hours per family. Each Horse & Pony exhibitor is obligated to sign-up on-line for this requirement and fulfill their shift. If the exhibitor does not fulfill the obligation by showing up late or not at all, the club under which the youth is showing is required to find a volunteer. If the club is not able to fill the shift, the exhibitor in question will be deemed not in good standing (i.e. ineligible for State 4-H Horse Expo) and may face other consequences as appropriate.

DANE COUNTY FAIR DEPARTMENT 6 RULES

EXHIBITOR RULES

1. Only exhibitors are allowed to ride or groundwork their project animal. A Department 6 Superintendent may designate a substitute to groundwork the horse for safety reasons.
2. Only the exhibitor may drive their horse/pony; never a parent, trainer, groom or coach.
3. All Exhibitors must display their exhibitor number on their back whenever handling an animal. During shows, the number may be attached to both sides of the saddle pad or worn on the exhibitor's back where it can clearly be seen.
4. Only 1 assistant or adult is allowed per exhibitor while in the staging area(s).
5. Horses are to be tacked appropriately whenever handled. No bareback riding is allowed.
6. Long pants, boots with a heel and SEI approved helmet (any style) with the chin strap securely fastened are required to be worn by exhibitors at all times when riding, lunging or driving when in the show arena, practice arena or during the fun show.
7. All exhibitors and assistants must wear appropriate closed-toe footwear in the presence of an animal.
8. NO bare feet at any time.
9. Remember you are representing your youth organization. Dress appropriately at all times.
10. Exhibitors are not allowed to use any electronic device (including cell phones) while handling or working with their equine project.
11. The grade of an exhibitor is based on their academic grade as of January 1 of the current year.
12. Exhibitors may have only one animal in any lot. Horse/Exhibitor combination may enter only one level in Western Patterns or Dressage.
13. Ten (10) total lots are allowed per exhibitor.

ANIMAL RULES

1. Each horse and pony exhibitor, including horseless horse, must submit a Project Animal Declaration Form for their project animal(s) they intend to show. Only two animals may be shown. This form must have been submitted on-line no later than **March 1, 2017. If it was not received by 11:59 p.m. March 1, you will not be allowed to show. This rule is strictly enforced.**
2. Dane County Fair Horse & Pony Stabling Forms are required and must be submitted in addition to the Fair Entry information. Cancellations can be made by calling the Fair Office at 224-0500 by 5 p.m. the Monday prior to the start of Fair
3. Every animal must have a veterinary examination for general health and soundness. This can be fulfilled in two ways. See **check-in** section of the Dane County Fair Book for details.
4. Animals that have a chronic health issue that does not allow them to be stalled for the duration of the Fair must submit a completed Trailing-In Request form, which can be obtained from the Dane County Fair website. This form must be submitted to the Fair Office for approval by June 9, 2017.
5. On-Site Veterinarians may examine any horse at any time. Those found lame or posing a health hazard to themselves, other animals or people may be ordered off the fairgrounds.
6. A negative EIA (Coggins) test is required for all equine. The test must have been conducted after July 18, 2016.
7. The age of an animal is determined as of January 1 of the current year. Stallions must have been born in the current year to be exhibited at the fair.
8. Animal Substitution Policy: If an animal dies or becomes lame or injured you may request a substitution as follows:
 - a. Submit a written request prior to July 14, 2017 with a letter from your veterinarian as to the reason the animal will not be able to attend.
 - b. Send requests to Horse and Pony Dept. 6, Dane County Fair, 3310 Latham Drive, Madison, WI 53713 or e-mail to the attention of entries@wdexpo.com
 - c. All substitutions are evaluated on an individual basis and are subject to the superintendent's approval.
9. An animal may not be shown in more than ten (10) lots unless it is being shared by family members or with a horseless horse member. The animal may then be shown in up to twelve (12) lots.
10. An animal may be shown in up to 2 showmanship classes of different disciplines per exhibitor.

PAVILION RULES

1. All stalls will be assigned by the superintendents. All horses must exhibit in at least one lot in Department 6. Tack stalls are assigned depending on availability.
2. The pavilion will be open from 6:00 AM until 10:00 PM or 15 minutes after the end of a horse show.
3. No one is allowed in the pavilion when it is closed except for authorized security.
4. Horses are only allowed around Pavilion 1 except to go to and from the outdoor practice arena using the designated path. Horses are not allowed on Fairgrounds Drive or the mall area between Pavilion 1 and the Arena building at any time.
5. Horses must not be tied or otherwise attached to any part of the stall.
6. All horses must be fed and watered on a regular basis during pavilion hours and before pavilion closing.
7. Hay nets and bags must be removed from stalls at pavilion closing time.
8. Each horse must have two full sized water buckets.
9. All halters must be removed at closing time and remain on the outside of the stall along with a lead rope so they are readily available in case of an emergency.
10. Emergency contact information must be provided at check-in on Tuesday. This information will only be shared with the Security Office.
11. Keep aisles clean and open at all times, including unoccupied chairs. For safety, keep pavilion floors dry at all times.
12. Dispose of manure in the designated areas.
13. Exhibitors are responsible for keeping the pavilion and other areas along the horse path clean and neat. All exhibitors must clean up after their animals anywhere on the grounds, even if a volunteer is assigned to clean up patrol. Waste must be disposed of regularly in an appropriate manner. Penalties for violation of this rule will be assessed by the Fair Office.
14. No applying of hoof polish while horse is standing directly on any of the concrete in the pavilions. Place cardboard or another ground cover down before applying.
15. No applying artificial colors or touch-up sprays anywhere inside the pavilion.

ARENA RULES

1. Riding is only permitted in the Pavilion 1 show arena and the outdoor practice arena.
2. The outdoor practice arena will be open from 7:00 AM until 7:00 PM subject to available supervision and weather conditions. It will not be open after 7:00 PM even if a horse show is in progress.
3. The first 15 minutes of each hour will be used for walk/trot only (lunging and riding) in any arena. Use of the round pen would be for lunging or liberty, first come, first served, with a 10 minute maximum per horse.
4. From 4:00 PM to 5:00 PM on the day of the driving show, the outdoor practice arena will be used for cart driving warm up only.
5. The Pavilion 1 show arena will be open for practice during check-in hours on Tuesday and at other published times. A schedule will be posted.
6. If the outdoor practice arena or the Pavilion 1 show arenas do not have adequate supervision, the arena(s) will be closed and locked.
7. A maximum of 2 horses may be lunged at one time on no longer than a 15ft lunge line, in the same direction, in the Pavilion 1 show arena and the outdoor practice arena. If the arena is not busy, exceptions may be made.
8. If an adult is in the arena with an exhibitor other than while mounting, they must wear long pants, closed toe footwear and a SEI approved safety helmet with strap securely fastened.
9. All horses must go the same direction on the rail. If the arena is not busy, pattern work may be done in the center.
10. Be courteous to others; practice your arena etiquette. Always look behind you before turning, passing, stopping, etc. Leave plenty of room while passing or following the horse in front of you.
11. Horses are to be ridden under control. No excessive speed.
12. Exhibitors and parents should be certain that the horse or pony will remain under control in a noisy indoor arena, with camera flashes, spectator noise, clapping, and in the presence of other animals. You may be liable for damages in case your animal causes an accident.

GENERAL INFORMATION FOR ALL DISCIPLINES

Please note that some differences exist between the Dane County Fair Rules & Guidelines and the Wisconsin State 4-H Horse Expo Guidelines.

Be aware that you are being judged from the time you enter the arena until you depart unless otherwise specified by the judge.

Present a neat appearance. Adjustments to tack or attire for valid medical reasons are permitted, provided show management is notified prior to show start.

PONY MEASUREMENT (56" or under)

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

DIVISION OF LOTS

1. Exhibitors Showing In-Hand:
 - a. Halter and trail-in-hand lots are limited to exhibitors not riding in any class with any horse.
 - b. Exhibitors showing in-hand are limited to Trail In Hand, Halter, Showmanship, Line Driving and Driving.
2. Exhibitors Showing in Walk/Trot Classes:
 - a. Exhibitor/Horse combinations entered in walk/trot lots cannot enter a three-gaited lot.
 - b. Exhibitor/Horse combination that has won a blue in walk/trot must move up to a three-gaited lot in the following year. Horseless Horse exhibitors and exhibitors with extenuating circumstances are exempt from the rule. Please note: Horseless Horse canter classes are not 4-H State qualifying classes.
3. Exhibitors riding in any class are eligible to line drive, but not show in halter or trail-in-hand classes.

SHOWMANSHIP

Showmanship is mandatory for ALL exhibitors in grade 3 through 8. Showmanship is optional for grades 9 through 13. Violation of this rule will void any chance of showing at the 4-H State Horse Expo and/or loss of premiums.

1. The purpose of showmanship is to encourage members to properly prepare and exhibit their animals, and to maintain high standards of horse management, responsibility, and pride towards their projects. Exhibitors are judged on their ability to groom, fit, and show their animal from the ground.
2. In showmanship, it is the exhibitor's efforts that are being judged, not the breed, type, or conformation of the horse.
3. Showmanship is judged on a point system.
4. Be on time when your lot is called. The gate will not be held for late exhibitors. Once the first exhibitor has entered the arena you will no longer be allowed to check in for that lot.
5. Exhibitors must have their animals under control or they will be dismissed from the arena.
6. Helmets are optional in showmanship
7. A clean, well-groomed horse is a healthy horse. The coat should be clean and free from stains and sweat marks. The eyes, nostrils, lips, insides of ears, dock and underneath the elbows should be clean. The mane should be free of dandruff. Mane and tail should be clean and free of tangles. The interior of the ears should be trimmed or clipped.

Braiding and banding, if used, should be neat and suitable for the discipline. Fake tails/extensions are allowed but not required.

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

RIDING CLASSES

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

EQUITATION/HORSEMANSHIP

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

PLEASURE

1. The emphasis of judging in a pleasure lot is on the horse. The horse is judged on its manners, performance and suitability of the horse as a pleasure mount.
2. Examples of faults that may count against the horse and/or rider include:
 - a. Excessive speed
 - b. Excessive number of strides in transitions
 - c. Being on the wrong lead
 - d. Lack of impulsion and/or engagement
 - e. Horse cannot be kept on bit
 - f. Unbalanced gaits
 - g. Stumbling, tripping, or horse down on forehead
 - h. Shying
 - i. Kicking at, biting and/or threatening another horse
 - j. Horse is winded or out of condition

HUNT SEAT

TACK AND ATTIRE

CLOTHING

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

MOUNTED TACK

- A standard hunt bridle with caveson and throatlatch is required.
- Regulation snaffles, pelhams or kimberwicks are permitted.
- A hunt or forward seat style saddle with or without knee rolls is required.
- Martingales and all training aides are prohibited.

SHOWMANSHIP TACK

- A hunter style bridle with a leather browband, caveson and throatlatch is required.
- A bit may be a snaffle, pelham with 2 sets of reins, kimberwicke or a full bridle with 2 sets of reins, 2 bits and double cheek pieces.
- Curb chains must be at least ½ inch wide and lay flat against the jaw.
- No spurs allowed.

HUNT SHOWMANSHIP

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

LOT ROUTINE

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

- Lead the horse back in line after being dismissed by the judge.
 - Do not turn the horse to face forward until the next horse has begun the pattern unless other instruction has been given.
 - Leave at least 1 animal length, about 10 ft., between animals when leading and standing in the lineup.

HUNT EQUITATION

GENERAL the emphasis of judging is on the riders' ability.

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

BASIC POSITION

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

LOT ROUTINE

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

- Tests are:
 - A Back.
 - B Drop and pick up stirrup in motion.
 - C Trot a figure 8 and demonstrate a change in diagonals (rider should be sitting when the left leg is on the ground when circling clockwise on the left diagonal and on the right diagonal when circling counter-clockwise).
 - D Canter a figure 8 on correct lead and demonstrate a simple lead change (horse is brought back to walk or trot before changing leads). Figures start in the center of two 20-meter circles.
 - E Ride without irons.
 - F Riders may be asked questions about equitation, horses and/or equipment.
 - G Canter a figure 8 correct lead and demonstrate a flying lead change.
 - H Change leads down center of arena demonstrating simple lead change.
 - I Ride a serpentine at a trot and/or canter on correct lead. Demonstrate riding a series of left and right half circles off the center or imaginary line showing correct diagonal or lead change. The judge will announce whether a simple or flying lead change is required.
 - J Canter on a counter lead.
 - K Turn on the forehand and/or haunches.

HUNTER UNDER SADDLE/PLEASURE

GENERAL the emphasis is on judging the horse and the desirable qualities a hunter type horse exhibits.

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

LOT ROUTINE

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

SADDLE SEAT

TACK AND ATTIRE

CLOTHING

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

MOUNTED TACK

- Entries will be shown in a double bridle or Pelham bit.
- A flat saddle is required.
 - All other types of saddles are prohibited
- Martingales and all training aides are prohibited.

SHOWMANSHIP TACK

- A leather halter or bridle may be used and should be properly adjusted and fitted, with a throatlatch. If showing in a bridle, one of the three options below is acceptable.
 - Full bridle including a snaffle bit, curb bit, browband, cavesson and two pair of reins.
 - Snaffle bridle with one or two pair of reins, both reins attached to snaffle bit.
 - Bridle with curb bit and single rein.
- Curb chains must be at least ½ inch wide and lay flat against the jaw.
- A whip is permitted.
- No spurs allowed.

SADDLE SEAT SHOWMANSHIP

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

LOT ROUTINE

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

- Stand towards the front and face the horse with toes pointing toward the horses' right shoulder.
- Use of the reins and soft voice cues necessary to pose the horse should be subtle and go unnoticed by others.
- Your horse should stand as straight as possible with weight distributed on all four legs. If your horse stretches, you should walk a step forward out of the stretch before you back.
- Lead the horse back in line after being dismissed by the judge.
 - Do not turn the horse to face forward until the next horse has begun the pattern unless other instruction has been given.
 - Leave at least 1 animal length, about 10 ft., between animals when leading and standing in the lineup.

SADDLE SEAT EQUITATION

GENERAL

The emphasis of judging is on the riders' ability. In saddle seat equitation lots, the rider should convey the impression of effective and easy control.

BASIC POSITION

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

LOT ROUTINE

- If a judge uses a pattern, rail work will be at his/her discretion.
- During rail work, if used, riders enter the arena turning to the right and proceeding counterclockwise.
 - Horses will be asked to walk, trot and canter (if applicable) in both directions.
 - Reverse by turning away from the rail.
 - Light contact with the horses' mouth is required.
 - Riders will line up on judges and/or ring assistants command.
- The judges' opinion is based on equal weight of rail work and individual test results (if applicable).
 - Fall of a horse and/or rider may result in a penalty or elimination at the judges' discretion.
 - Top riders may be asked to perform either individual or collective additional tests.
 - Appropriate tests for grade 3-5 are A-G and A-J for grade 6-13.
 - Tests are:
 - A. Address reins.
 - B. Back for not more than eight steps.
 - C. Performance on the rail.
 - D. Change of diagonals down center of arena or on the rail.
 - E. Riders may be asked pertinent questions about equitation, horses and equipment.

- F. Trot a figure 8 and demonstrate a change of diagonals. At left diagonal, the rider should be sitting the saddle when left front leg is on the ground; at right diagonal, rider should be sitting the saddle when right front leg is on the ground. When circling clockwise, rider should be on the left diagonal; when circling counter clockwise, rider should be on the right diagonal.
- G. Canter a figure 8 eight on correct lead and demonstrate a simple change of lead. A simple lead change is when the horse is brought back into a walk or trot, and then restarted into a canter on the opposite lead. Figures start in the center of two circles so that one lead change is shown.
- H. Execute serpentine at a trot and/or canter on correct lead, demonstrating simple change of lead. A series of left and right half circles off center of an imaginary line where correct diagonal or lead must be shown.
- I. Change lead down center of arena or on rail, demonstrating simple change of lead.
- J. Ride without stirrups for a brief period of time, at the trotting phase.

SADDLE SEAT PLEASURE

GENERAL the emphasis is on judging the horse.

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

LOT ROUTINE

- Lots are judged on soundness, manners, performance and suitability of horse to rider.
- Horses will be asked to walk, trot (or intermediate gait) and canter (if applicable) both directions in the arena.
- Light contact with horses' mouth is required.
- Excessive pulling, tossing of the head, going sideways and switching tail may be penalized

WESTERN/STOCK SEAT

TACK AND ATTIRE

CLOTHING

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

MOUNTED TACK

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

SHOWMANSHIP TACK

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

WESTERN SHOWMANSHIP

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

LOT ROUTINE

- Enter the arena as instructed by gate attendant or as stated in the posted pattern.
 - Be alert to additional instructions given by the ring assistant or judge.
 - Exhibitors are being judged as soon as they enter the ring.
- The exhibitor and horse should work as a team.
 - Work calmly and quietly, do not jerk on the halter or otherwise abuse the horses head.
 - Exhibitors should always turn the horse away from them, to the right, unless instructed to do otherwise.
- Lead from the horses left side.
 - Hold the lead in the right hand approximately 12 inches from the halter with the remainder of the lead held neatly and safely in the left hand.
 - Do not wrap or loop the lead around wrist or hand.
 - Be in position between the horses head and shoulder when leading.
- The horse should move readily and freely at the walk and jog.
 - Walk or jog the horse according to instructions given on the posted pattern or by the show ring assistant or judge.
 - Always give the judge an unobstructed view of the horse in action.
 - The horse should move in a straight line away from or back to the judge.
- The horse should set up quickly and strand quietly while posing for the judge’s inspection.
 - Horses should move forward or backward freely on command
 - Stand towards the front of and face the horse with toes pointing toward the horse’s right shoulder.

- Use of the lead and soft voice cues may be necessary to pose the horse, but they should be subtle and go unnoticed by others.
- Stock-type horses are generally posed with all legs squared, but ponies may have hind legs off set.
- Lead the horse back in line after being dismissed by the judge.
 - Do not turn the horse forward until the next horse has begun the pattern unless instructed otherwise.
 - Leave at least one animal length, about 10 feet, between animals when walking and standing in the line-up.

WESTERN HORSEMANSHIP

GENERAL the emphasis of judging is on the rider's ability.

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

BASIC POSITION

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

LOT ROUTINE

- If a judge uses a pattern, rail work will be at his/her discretion.
- During rail work, if used, riders enter the arena turning to the right and proceeding counterclockwise.
 - Rail work is performed in both directions and in all applicable gaits.
 - Reverse by turning away from the rail.
 - Light contact with the horses' mouth is required.
 - Riders are to line up on judges and/or ring assistants command.
- The judge's opinion is based on equal weight of rail work and individual patterns (if applicable).
 - Fall of a horse and/or rider may result in a penalty or elimination at the judge's discretion.
 - Top riders may be asked to perform either individual or collective additional tests.
 - Appropriate tests for grades 3-5 are A-E and A-G for grades 6-13.

- Test are:
 - A. Back.
 - B. Jog a figure 8.
 - C. Lope and stop.
 - D. Lope a figure 8 on correct lead and demonstrate simple change of lead (horse is brought back to walk or jog before changing leads).
 - E. Ride without stirrups.
 - F. Lope a figure 8 on correct lead and demonstrate a flying lead change.
 - G. Demonstrate a simple change of lead down the center of the arena.

WESTERN PLEASURE

GENERAL—the emphasis is on judging the horse and the desirable qualities that a western stock horse exhibits.

LOT ROUTINE

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

WESTERN PATTERN

GENERAL

- This lot is an opportunity for the horse and rider to demonstrate their skills with a pattern.
- The emphasis is on the ability of the horse and rider to execute a pattern of movements in a collected and controlled manner.
- At the end of the pattern an exhibitor may be asked to dismount and drop their bridle for inspection.
- Horses should respond easily, fluently, effortlessly, and with reasonable speed throughout the pattern

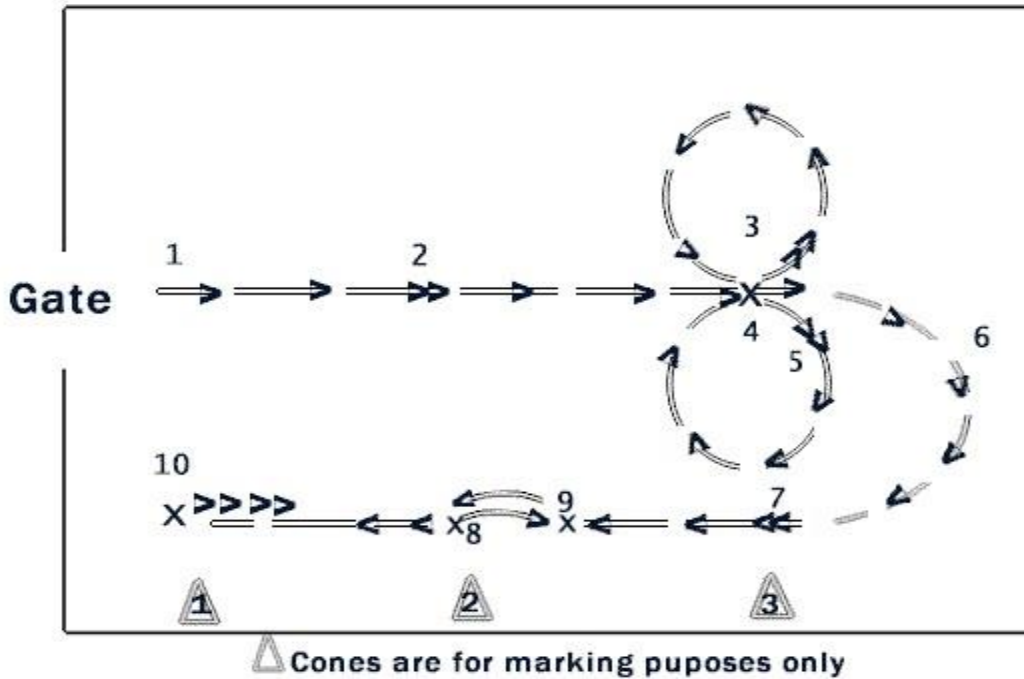
TACK AND ATTIRE

Refer to Western/Stockseat guidelines for full description.

LOT ROUTINE

- Each exhibitor will be asked to execute the following pattern individually. Cones are for spacing purposes only. This pattern class is judged on a point system. Please see the following score sheet for details.
- Fault deductions:
 - Excessive jawing, open mouth or head raising on stop.
 - Lack of smooth stop on haunches, breaking gaits, refusing to change leads, anticipating signals, stumbling or falling, backing sideways and/or wringing tail.
 - Holding on to horse and/or unnecessary aids given by the rider to the horse such as talking, petting, spurring, jerking reins, etc.
 - Losing a stirrup.
 - Forcing a horse to perform.
- Disqualifications:
 - Use of two hands while riding in a shank bit
 - Off or incomplete pattern
 - Changing hands on reins
 - Touching saddle with free hand

WESTERN PATTERN



1. Enter arena at a walk down centerline.
2. Pick up jog across from the second cone.
3. Pick up left lead, lope across from the 3rd cone and complete one full circle to left.
4. Stop and settle.
5. Pick up right lead, lope and complete circle to right.
6. Continue lope to right on rail — do not close circle.
7. Drop to jog at third cone — jog to second cone.
8. Stop and settle at second cone. 180 degree turn to right;
9. Stop. 180 degree turn to left
10. Jog to 1st cone. Stop. Back four steps.

Western Pattern Score Sheet

Exhibitor Number _____

Required Movement		Possible Points	Points Received	Comments
1	Enter arena at a walk down center line to second cone.	10		
2	Jog from second cone to third cone.	10		
3	Pick up left lead at third cone and lope one full circle to left	10		
4	Stop and settle	10		
5	Pick up right lead and lope one complete circle to right	10		
6	Continue lope straight ahead, go right on rail-do not close circle	10		
7	At third cone drop to jog, jog to second cone.	10		
8	At second cone stop and settle	10		
9	180° turn to right. Stop. 180° turn to left	10		
10	Jog to first cone. Stop. Back 4 steps.	10		
Subtotal		100		
Fault Deductions				
Total Score				

WESTERN RIDING

GENERAL

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

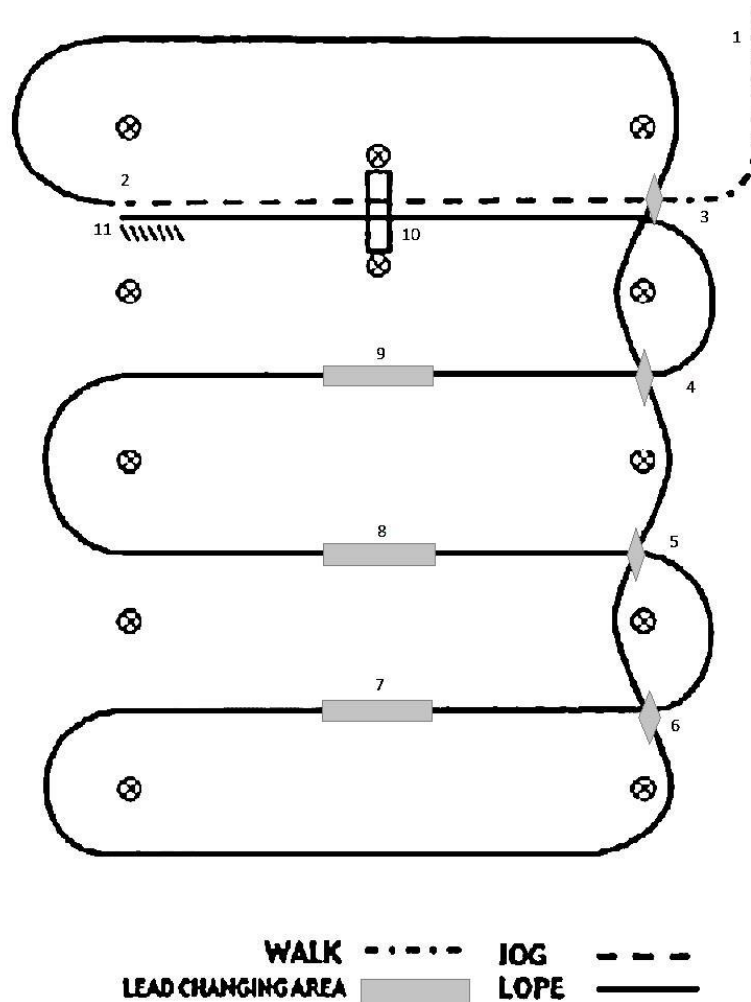
TACK AND ATTIRE

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

LOT ROUTINE

- Each exhibitor shall individually execute the pattern shown.
- Simple change of leads is permitted, flying lead changes preferred.
- Credit shall be given for and emphasis placed on smoothness, even cadence of gaits and the horse's ability to change leads precisely and easily.
- In order to have balance with quality lead changes, the horse's head and neck should be in a relaxed, natural position, with his poll level with or slightly above the level of the withers. The horse should not carry their head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.
- The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride.
- Change of lead near the center point of lead change area is preferred.
- If the horse's age requires a shank bit, the pattern must be ridden one-handed and hands must not be changed. If ridden two-handed, exhibitor will be stopped and pattern terminated.
- Disqualifications
 - Use of more than 1 finger between reins
 - Use of 2 hands while riding in a shank bit
 - Illegal equipment
 - Willful abuse
 - Major refusal
 - Major disobedience or schooling
 - Overturn of more than ¼ of turn
 - Off or incomplete pattern
 - Incorrect order of maneuvers
 - Knocking over markers
 - Passing on wrong side of marker
 - Completely missing the log

WESTERN RIDING PATTERN



The maneuvers are as follows:

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

WESTERN MUSICAL FREESTYLE

GENERAL

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

Prerequisite: You must enter in either Western Pattern (Lot 1) or Western Riding (Lot 2), to participate in Western Musical Freestyle.

- Pick a costume to suit the music you choose. Music and costumes must be tasteful and appropriate. Be careful your tack and costumes will not interfere with your horse. Props of your choosing may be used as long as they can be applied safely and are complimentary to your routine. Long pants, boots, and a SEI approved helmet, properly fitted, with safety harness securely fastened, are required for all exhibitors.
- You may exceed the minimum number of required moves and you may add others as long as they are of the same level or lower. However, your routine may not be longer than five minutes. Programs over 5 minutes may be penalized.
- An original program should be designed each year.
- Appropriate Western tack is required. See Western/Stockseat guidelines. If the horse's age requires a shank bit, the program must be ridden one-handed. If ridden two-handed, exhibitor will be stopped and program will be terminated. Split reins or romal reins are required. The use of protective polos, splint boots, bell boots and skid boots is permitted. Bareback and bareback pads are not permitted.
- Excessive speed, sliding stops or lack of control will be cause for disqualification and immediate termination of program.
- Music is mandatory. **It is the responsibility of the exhibitor to supply the music, player, and one person to play the music.** You may request a sound check in advance of the class at a time agreeable to the show management. In case of a technical failure in the playing of the music, the exhibitor has the option of continuing the ride, or to begin it again from the beginning when the music has been restarted.
- Additional points for variety and artistic impression may be earned through repetition of maneuvers, including maneuvers beyond what is required, increasing the frequency of maneuvers and including additional maneuvers of figures such as a serpentine at any gait, consecutive lead changes, or other western pattern elements such as a pivot on the forehand, side pass, etc.
- Exhibitors are allowed to use markers, however, the exhibitor is responsible for providing and setting the markers up in a timely manner, including removing markers from the arena upon completion of their pattern.

REQUIRED MOVEMENTS

All programs must include numbers 1 and 2:

1. Lope-Stop-Settle horse.
2. Back at least ten feet.

Exhibitor's program must also include each of the following elements listed under the appropriate level.

Beginner Program

3. Lope a circle to the right.
4. Lope a circle to the left.
5. 90 degree pivot on the haunches to the right.
6. 90 degree pivot on the haunches to the left.
7. Change of gait.
8. Change of direction at lope (through halt).

Intermediate Program

9. 180 degree pivot on the haunches to the right.
10. 180 degree pivot on the haunches to the left.
11. Large circle at the lope.
12. Small circle at the lope.
13. Change of speed at the lope.
14. Change of direction at the lope (simple lead change or flying lead change).

Western Musical Freestyle Score Sheet

Exhibitor Number _____

Technical Score-Required Moves 60%				
Required Moves	Beginner		Intermediate	
1. Lope –Stop-Settle Horse	6		6	
2. Back ten feet	6		6	
3. Lope a circle to the right	6			
4. Lope a circle to the left	6			
5. 90 degree pivot on the haunches to the right	6			
6. 90 degree pivot on the haunches to the left	6			
7. Change of gait	6x2			
8. Change of direction at lope (through halt)	6x2			
9. 180 degree pivot on the haunches to the right			6	
10. 180 degree pivot on the haunches to the left			6	
11. Large circle at the lope			6	
12. Small circle at the lope			6	
13. Change of speed at lope			6x2	
14. Change of direction at the lope (simple or flying change)			6x2	
Required Subtotal				
Artistic Impression 40%	Maximum Score	Score		
Showmanship & Turnout of horse and rider	10			
Choreographic composition-ideas-variety and originality	12			
Suitability of music to movements	12			
Additional movements beyond what is required	6			
Artistic Subtotal				
Combined Score Subtotal				
Deductions for faults: excessive jawing, head raising, lack of smoothness, stumbling or falling, wringing of tail, over cueing by talking, spurring, quirked or jerking rein, over time limit (5 minutes)		Deducted Points		
Causes for termination of program: excessive speed, lack of control, sliding stops, riding two-handed in a shank bit.				
Judges' comments				
Total Score				

DRAFT BREED SHOWMANSHIP

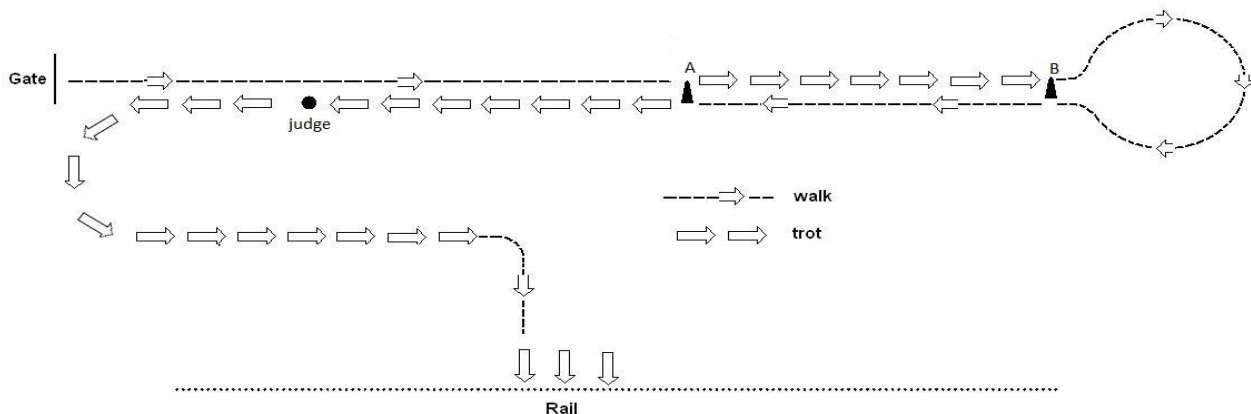
See “General Information for All Disciplines” section for additional information.

- Draft showmanship participants do not switch sides of the horse as the judge moves around them, but they should be aware of the judge at all times, while keeping a constant watch on their horse. When setting up your horse, you may switch lead/rein to your left hand and use your right hand on show stick or on horse in order to set the horse up. Your horse should set up quickly, stand properly and move backward or forward freely. After the horse is set up, exhibitor remains at the side of the horse's head facing the left shoulder of the horse, never turning their back on the horse.
- Remember to walk your draft breed in a circle, not pivot on its' hind legs as is commonly seen in light horse classes.
- The judge wants to see a brisk walk and free-moving trot.
- Always allow yourself and your neighbor plenty of room in the lineup. Leave at least one animal length, approximately ten feet, between animals while walking and in the lineup.

TACK AND ATTIRE

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

LOT ROUTINE



One pattern is used:

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

DRIVING

PRESENTATION TO TECHNICAL DELEGATE

- An adult who knows how to handle a hitched horse must accompany each turnout.
- The technical delegate will inspect all turnouts for driving (horse in harness hitched to cart with driver at reins) and line driving (with driver at reins) 30 minutes prior to the start of the lot the horse is entered. Turnouts are checked for ill-fitting harness, vehicle defects, animal condition and other relevant issues.
- The technical delegate will either:
 - Approve the turnout for competition
 - Suggest changes/alternatives to harness and/or cart and re-inspect before competition
 - Deny entry into competition
- The technical delegate's decision is final. Any questions should be directed to show staff or the technical delegate, not the judge.

GENERAL RULES

- Horse/exhibitor combinations showing in Line Driving cannot enter any cart driving lots.
- Drivers should be confident of their animal remaining under control in spite of spectator noise, presence of other turnouts, camera flash, etc. Any damage to another turnout may be your responsibility.
- A Groom (age 17 or older) is required to accompany drivers in grade 3-8 while exhibiting in their lot except if the animal is a mini/small pony 38 inches or less at the withers. A groom is optional for drivers in grade 9-13. A groom is expected to be knowledgeable about driving and driving safety.
 - The groom cannot handle the lines, whip or brake unless the safety of the exhibitor or turnout is threatened. Doing so will result in elimination from the competition.
 - The driver is the first person to get into the cart and the last to leave it. Only the exhibitor may drive the cart, **never the groom, parent or trainer/coach.**
 - The groom is seated to the left of the driver
 - The groom is to remain silent unless the safety of the exhibitor or turnout is threatened.
- Cart and harness should fit properly and be in good repair. Animals should be in good health and trained for the tasks required.
- When the horse is put to cart the driver must
 - Always bridle the horse before hitching to the vehicle, and attach the reins immediately.
 - Always have someone hold the horse while you attach the cart.
 - Never leave a horse/pony put to cart unattended.
 - Sit in the cart with reins and whip in-hand or have a header for the horse/cart.
 - Never remove the bridle and lines from the animal while hitched to cart.
- Maintain at least one turnout length between you and the next exhibitor for safety, especially passing and lining up at the completion of a class. Leave plenty of room behind and to the side when lining up.
- The judge may excuse an unsafe vehicle, unruly animal or out of control animal.
 - If your horse attempts to rear while harnessed, stay in the cart and urge your horse forward.
 - If any harness part breaks, comes undone or loosened, stop your horse and call for emergency help.
 - The announcer will then call all other drivers to stop.
 - Staff will approach the horse calmly and assist.
- In case of a runaway without a driver, the announcer will call all other drivers to move off the rail and walk to the center of the ring.
 - Drivers must stay in their vehicles.
 - All grooms need to exit the cart and head the horse. They may also be asked to help keep the runaway on the rail and away from the stopped carts.
- If the runaway has a seated driver, the driver should try to remain calm and keep the horse on the rail away from the other carts. Most frightened horses tend to run the rail, looking for a way out. The horse will stop when its fatigue overcomes its fear.

TACK AND ATTIRE

THE WHIP

- The driver must carry an appropriate driving whip with a lash whenever seated in the cart.
 - The lash must reach the animal's shoulder
 - The correct position to hold your whip is 45 degrees forward and 45 degrees up
 - A driver without a whip will be penalized
- Drivers should acknowledge the judge with a whip salute at the start and finish of individual obstacle and reinsmanship tests. Salute the judge by:
 - Raising the whip held vertically so the butt is even with your face
 - Or holding the whip parallel to the ground with the handle in front of your face

DRESS OF DRIVER AND A GROOM

- Drivers (and grooms if appropriate) must wear:
 - An SEI approved helmet, properly fitted and have the safety harness securely fastened.
 - Boots or shoes with a cut out heel no higher than 2 inches
- Drivers should dress conservatively
 - Gentlemen are to wear a coat or jacket
 - Young ladies are to wear a tailored suit or slacks/blouse.
 - The judge may make jackets optional or ban them if heat is excessive.
 - No sleeveless shirts are allowed
 - Leather gloves are required to be worn by the driver.
- Grooms should wear:
 - Slacks/white shirt, hunt seat attire, conservative suit, white shirt, dark tie or conservative jacket, jodhpurs/drill trousers, white shirt, dark tie
 - A groom without appropriate clothing may be penalized
- All clothing and use of lap apron should be appropriate to turnout
- Prohibited dress includes period costumes, short skirts/dresses, bare shoulders, exposed midriff, low cut shirts, jeans, sweatshirts, T-shirts or other clothing deemed inappropriate

HORSE/PONY

- The horse can be any breed, size or color
- Braiding the mane is optional and mane/tail trimming should conform to breed standards.
 - False hair or tail sets are prohibited

HARNESS

- All equipment should match, be clean and secure.
- Harness can be either a full collar or breast collar type.
 - Black harness is appropriate for painted carts and natural wood carts having black trim.
 - Brown/russet harness is appropriate for natural wood carts with brown trim.
- A throatlatch, noseband or cavesson and blinders (winkers) are required.
- Breeching, thimbles or other accepted means of breaking is required.
- Check reins, overcheck, sidecheck (with or without separate overcheck bit) and running martingales can be used for Pleasure Driving and Reinsmanship if appropriate to the cart being used.
 - Overchecks and martingales are **prohibited in Obstacle Lots** for all carts.
- Hand holds on the reins are prohibited.
- Snaffle or other types of driving bits are required.
 - Twisted wire, gag and burr bits are prohibited.

VEHICLE/CART

- The vehicle must properly fit the animal, be in good repair, structurally sound and safe.
 - Seats, footrests, etc. should be adjusted to fit the driver
- Try to match the turnout to your horses' action

- A more formal turnout for a high action animal
- Road or country type vehicle for a low going animal
- Chariot and no stirrup types are prohibited
- Backing your turnout may be requested by the judge and/or part of the obstacle competition. Be confident that your turnout can accommodate such a maneuver.

OBSTACLE LINE DRIVING

GENERAL RULES

- Line drivers must wear long pants, long sleeved shirts, boots, leather gloves and an SEI approved helmet properly fitted with the safety harness securely fastened.
 - Skirts and dresses are prohibited.
- An experienced groom/header (17 years and older) must accompany all line drivers to the starting line and meet the line driver at the finish.
- A driving saddle or surcingle with 2 rein terrets is required.
 - Reins are to run through the top terrets
 - Reins at least twice as long as the animal are needed and can be leather or other flat lines.
 - Lines are not allowed to drag the ground.

LINE DRIVING COURSE

- The course is a series of obstacles that the line driver must navigate through one time.
 - There is no specified route; however penalties result if obstacles are missed, not completed within the mandated time frame and/or executed poorly.
- The course diagram is posted prior to the competition
 - Line drivers are permitted to walk the course (w/o animals) during a specified time just prior to the competition. Drivers can have someone accompany them on the walk-through.
- Course completion times and penalties determine placing's.

COURSE COMPETITION

- Line drivers can choose any order to execute the obstacles within the 4-minute time limit.
 - Time starts/stops when the nose of the animal passes the start/finish line. Line drivers can pass through the start/finish line from any direction.
 - Line drivers can walk or trot their animals. Trotting is encouraged.
 - Cantering is prohibited and may result in a 5 second penalty for each break in gait to a canter.
 - Line drivers can use an additional minute to complete the course after the 4-minute whistle sounds but a 1-point penalty for each 5 seconds beyond the 4-minute limit is assessed.
- The number of balls placed on the obstacle that gets knocked off determines how well the obstacles are executed.
 - Five penalty points are assessed for each ball knocked off
 - Twenty penalty points are assessed for each obstacle not completed. Line drivers can try 3 times to complete the obstacle before being asked to move on
- Obstacles/maneuvers that may be included in line driving are:
 - Over a railroad bridge
 - In a serpentine pattern
 - In and backing out
 - Next to and opening a mailbox and mailing a letter
 - Through a series of poles placed in a letter "L"
 - Through a series of poles placed "long and narrow"
 - Over a simulated water hazard
 - Around a barrel

OBSTACLE DRIVING IN CART—GAMBLERS CHOICE

Please refer to the General Rules stated above for Obstacle Line Driving.

DRIVING OBSTACLE COURSE

- The course is a series of obstacles that the driver must navigate.
 - There is no specified route. The driver may choose to run the course in any order and may choose to not attempt obstacles that either the animal is not trained to execute or the horse/turnout is not appropriate to successfully complete the maneuver.
 - The obstacles are set in an animal-neutral manner.
- A person riding as a groom may not compete as a driver in a class using the same course.
- The course diagram is posted prior to the competition
 - Drivers are permitted to walk the course (w/o animals) during a specified time just prior to the competition. Drivers can have someone accompany them on the walk-through.
 - Drivers must have a header to attend their animal while walking through the course
- Placings will be determined by the number of points accumulated. The recorded time to finish the course will be used to break a tie.

COURSE COMPETITION

- Drivers can choose any order to execute the obstacles within a 2-minute time limit.
 - Time starts/stops when the nose of the animal passes the start/finish line. Drivers may pass through the Start/Finish line from either direction.
 - Drivers can walk or trot their animals. Each time your animal breaks into a canter, an additional 5 seconds is added to the total time score.
 - At the 2-minute whistle, drivers should hurry to the finish line to stop the clock.
 - The obstacle may be completed if the driver has committed to the obstacle when the 2-minute whistle sounds and then proceed to the finish line.
 - The judge decides if the driver had actually committed to the obstacle at the whistle.
- Each obstacle carries a specific point value based on its degree of difficulty
 - Drivers may complete each obstacle 2 times but not consecutively.
 - Both attempts will count toward the total score except if a ball is knocked off during the first attempt.
 - A ball knocked on the first attempt will not be set up to drive a second time.
- Obstacles/maneuvers that may be included are driving:
 - Over a railroad bridge
 - In a serpentine pattern
 - In and backing out
 - A 360 degree pivot
 - Through a series of poles placed in a letter “L”
 - Through a series of poles placed “long and narrow”
 - Over a simulated water hazard
 - Around a barrel
 - Open mailbox and mail a letter

PLEASURE DRIVING AND REINSMANSHIP

GENERAL RULES

- The judge and/or show staff decides if the lot will be split
- Excessive use of voice and whip may be penalized.
- No turnout may leave the ring after judging has begun without permission from the judge or ring steward. Driver must leave immediately if asked by the judge to do so.
- Minor adjustments may be made to the harness without a penalty if the judge gives permission
- Exhibitors should keep passing to a minimum for safety reasons.

LOT ROUTINE FOR PLEASURE DRIVING

- The driver will show both directions in the arena at a walk, slow trot, working trot and strong trot, stand quietly and rein back. Listen to the commands from the announcer.
 - Enter the arena to the right at the direction of the ring steward at a walk.
 - The walk should be free, regular and unconstrained with moderate extension. The animal should show energy but be calm and even.
 - The horse should maintain impulsion at the slow trot while submitting to the bit showing collection. A regular and steady cadence is desired.
 - In the working trot, the horse should go forward freely and straight on a taut light rein, showing suppleness and balance. The hocks should be engaged with the rear feet covering the prints of the front feet.
 - The animal should show a definite increase in pace and lengthening of stride over the working trot when asked for a strong trot. The horse should extend so that the rear feet overstep the front feet while remaining balanced.
 - Penalties are assessed for excessive speed or loss of control.
 - Halt the horse squarely without veering and stand quietly with weight on all 4 feet.
 - The horse should back straight for at least 4 steps when asked to rein back, then stop and willingly move forward to your starting position.
- The reverse shall be done across the ring on the diagonal as directed by the ring steward.
- Pleasure driving is judged:
 - 70% horse performance, manners and way of going
 - 20% condition and fit of harness and vehicle
 - 10% on neatness and appropriateness of driver attire

LOT ROUTINE FOR REINSMANSHIP

- Reinsmanship reflects primarily on the ability and skill of the driver and is judged:
 - 75% handling of reins and whip, control, posture and overall driver appearance
 - 25% condition of the harness /cart and neatness of driver attire
- Drivers may drive with one or two hands. Posture and steadiness are important.
- The judge will ask drivers to individually perform a pattern.
- Patterns will be posted at least 2 hours prior to the competition.

MUSICAL FREESTYLE DRILL TEAM

The purpose of this lot is to have fun working as a unit performing maneuvers synchronized to music and coordinated with costume and tack. The lot will be judged 60% on technical merit and 40% on artistic merit. Please be aware that this lot is not a premium-paying lot.

GENERAL RULES

- Maneuvers may be of a traditional drill team type or of a freestyle program type. A new program should be designed and presented each year. The program should be limited to six minutes. Programs over 6 minutes may be penalized.
- Long pants, boots, and a SEI approved helmet, properly fitted, with safety harness securely fastened are required for all exhibitors.
- Any standard style tack (Saddle Seat, Hunt or Western) and clothing or appropriately coordinated costumes suitable to the music being performed is permitted.
- Bareback and bareback pads are not permitted.
- Music is mandatory. **It is the responsibility of the exhibitor to supply the music, player, and one person to play the music.** You may request a sound check in advance of the class at a time agreeable to the show management. In case of a technical failure in the playing of the music, the exhibitor has the option of continuing the ride, or to begin it again from the salute when the music has been restarted.
- Costumes and music must be tasteful and appropriate.
- Excessive speed, sliding stops or lack of control will be cause for disqualification.

REQUIRED MOVEMENTS

- A change of gait(2 movements required)
 - A definite change of gait from walk/trot/canter to another gait. Gait should remain for length of arena, across the arena or a complete revolution in circles or pivots.
- A maneuver by pairs (2 movements required)
 - Any maneuver ridden in pairs.
- Single file cross (thread the needle) (2 movements required)
 - Two single file lines, crossing ahead of or behind each on-coming rider. Riders may approach from same end or opposite ends of the arena. Variations shall include leaving from the long sides or short ends of the arena. Spacing may vary.
- 360 degree wheel (1 movement required)
 - The pivot may be from the center or the end.
- Change in file order (2 movements required)

You may add any other movements that can be synchronized to your music.

---This is an example of a score sheet that may be used---

Musical Freestyle Drill Team Score Sheet

Exhibitor Number _____

Technical Score-Required Movements 60%					
Required Movements	1 st Move		2 nd Move		Total
1. Change of gait	6		6		
2. Maneuver by pairs	6		6		
3. Single file cross (thread the needle)	6		6		
4. 360 degree wheel	12				
5. Change in file order	6		6		
Required Movements Subtotal					
Artistic Impression 40%	Max. Points		Score		
Showmanship & turnout of horse and rider (uniformity)	10				
Choreographic composition-ideas-variety and originality (creativity)	10				
Suitability of music to movements	5				
Additional movements beyond what is required	10				
Horsemanship	5				
Artistic Subtotal					
Combined Score Subtotal					
Deductions for faults: not maintaining appropriate spacing and control, excessive jawing, head raising, lack of smoothness, stumbling or falling, wringing of tail, over cueing by talking, spurring, quirking or jerking rein. Excessive speed, over time limit (6 minutes)			Deducted Points		
Comments					
Total Score					

TRAIL

GENERAL RULES

- Exhibitors compete according to the posted order of the class list.
 - Disqualification occurs if the exhibitor does not enter the arena in the assigned order posted.
- This class is open to Western, Hunt and Saddle Seat styles of riding. Animals and riders/handlers are required to work over and through obstacles
 - Attire and tack must be appropriate for the chosen style of riding, including riding one-handed when using a shank bit
 - All boots and wraps are not allowed
 - See requirements appropriate to each riding style under Hunt, Western/Stockseat and Saddle Seat general guidelines
 - Trail-in-hand exhibitors have the option of wearing long pants and long sleeved shirt instead of show clothes
- Trail-in-hand exhibitors cannot ride in any other classes with any horse
- The class is judged with a score sheet
 - Placing's are determined by the number of points accumulated
 - The recorded time to finish the course is used to break a tie
- The course diagram is posted at least 2 hours prior to the competition and indicates obstacles, path to follow and gaits the horse should take between obstacles
 - Exhibitors are permitted to walk the course (w/o animals) during a specified time just prior to the competition. Exhibitors can have someone accompany them on the walk-through.
- The course includes between 6 and 8 obstacles and set-up will be neutral with respect to the size of the animal.
 - A jog/trot and lope/canter of suitable duration will be included to determine way of going.
- Trail is evaluated based on animal responsiveness, willingness and general attitude
 - The exhibitor's hands shall be clear of the horse while in motion to avoid cueing
 - Penalties are given for any refusals while approaching the obstacle
 - Exhibitors must move on after 3 attempts/refusals or 30 seconds at each obstacle
 - Penalties result if excessive time is taken
- Some obstacles may be available for practice after 9 a.m. until noon on the day of the trail show.

LOT ROUTINE

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

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

GUIDELINES FOR SCORING TRAIL CLASS

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

DRESSAGE—ENGLISH & WESTERN

GENERAL RULES

Exhibitors will compete in the order of the posted class list. If the exhibitor does not enter the arena at their assigned order, they will be disqualified.

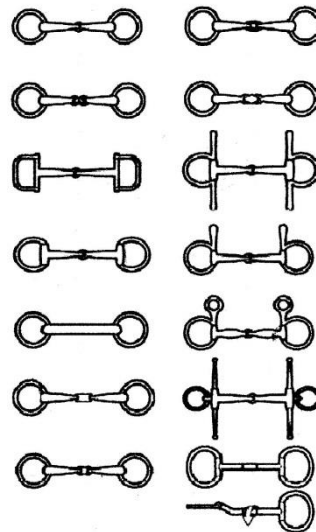
- Any breed of horse/pony can be used for dressage. Movement should be calm, supple and flexible. The animal should take direction willingly and be attentive to your cues.
- Tack may be spot checked by the judge or technical delegate
- Each exhibitor can only enter one dressage lot in 1-5
- Technical questions should be addressed to the show chair. Do not approach the judge, scribe or scorer.

ENGLISH DRESSAGE ATTIRE & TACK

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

- Acceptable bits include:

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



- Twisted bits are prohibited and rider will be disqualified
- Martingales, bit guards, tongue tie-downs, side reins or any other “gadgetry” will be penalized or result in elimination
- Boots, bandages, tail wraps, seat covers, nose covers or ear plugs are prohibited

WESTERN DRESSAGE ATTIRE & TACK:

- Rider attire to include long sleeved shirt with collar, trousers/pants, boots with heel. Conservative style best.
- Optional attire includes tie, kerchief, vest, bolo, chaps/chinks/shotgun chaps, western/English spurs w/o sharp tines
- Any type of stock saddle with fenders is acceptable. Breastplate and/or crupper are allowed.
- Any western type headstall, with or without cavesson is acceptable.

- A western cavesson (leather-flat, braided or plain) or a pencil bosal with space for 2 fingers between cavesson and jowl of horse is allowed.
- No metal, studs or other substances allowed with or as part of the cavesson
- Either a snaffle bit, curb with shank or hackamore/bosal with flexible non-metallic core is permitted on any horse of any age, any level.
 - If using a snaffle bit the rider must use 2 hands
 - Standard snaffle is conventional O-ring, egg butt or D-ring, straight bar or jointed mouthpiece.
 - no leverage or curb action or any shanks of any configuration
 - no flat, sharp or slow twist, twisted or pointed edges allowed
 - curb strap or chain used with a snaffle must be attached below the reins.
 - When using a snaffle bit, the following types of reins may be used:
 - split, loop, buckled, mecate or Romal reins (w/o popper) are allowed
 1. No restriction on rein holding methods if using split reins
 - If using a standard western curb bit with shanks
 - Shank maximum length of 8 ½ in
 - Jointed mouthpieces are acceptable
 - The port must not be higher than 3 ½ in with rollers and covers acceptable
 - Flat leather curb strap and chain must be at least 1/2 in wide and lie flat against jaw of horse.
 - When using a curb bit, either romal or split reins are allowed.
 - Only 1 hand is allowed if using romal reins
 1. Romal held in one hand with no fingers between reins.
 2. End of romal may be held in hand not used for reining
 3. Maintain at least 16 in of rein between hands
 - If using split reins, can be held in 1 or 2 hands
 - the rider cannot switch from one-handed to two-handed during a test
 - no restrictions on how to hold
 - if using 1 hand the rider may put one finger between split reins and the ends fall on the side of the reining hand
 - or the rider may hold both reins in one hand with the hand around the reins. The end of the reins may be held in the hand not used for reining with at least 16 in between hands.
 - When using a hackamore/bosal, horsehair, rope or mecate reins are allowed
 - Mecate reins can be tied to saddle horn or held by rider
- One whip no longer than 47.2 in (120 cm) including lash is permitted
- Illegal Equipment includes martingales, bit guards and all other training aids

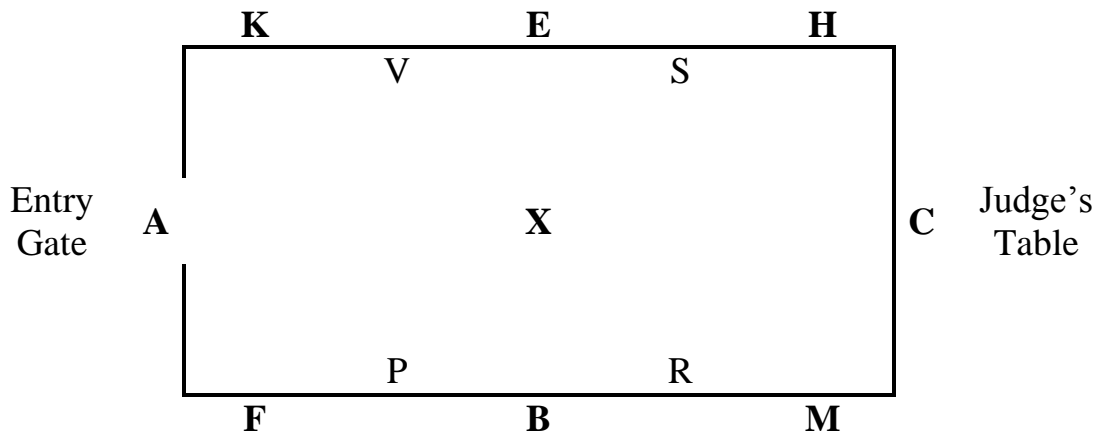
Exhibitors can find more detail about the Western Dressage rules written by the Western Dressage Association of America and adopted by the USEF Western Dressage division at <https://www.usef.org>

RIDING THE TEST

- The exhibitor may have the test read without penalty at all riding levels
 - Rider must supply the reader and copy of the test
- The rider may enter the arena and ride around the dressage ring after the last exhibitor leaves the arena or when instructed by the gate person
 - The exhibitor has 1 minute after the bell rings to enter the dressage ring.
 - Judging begins when the exhibitor enters the dressage ring
 - The test ends with your final salute
- If a horse or rider falls, you can resume the test
- In unusual circumstances, the judge may allow you to begin again or resume from the point an incident occurred
- The rider is eliminated if the horse leaves the ring with all 4 feet
 - The rider may be allowed to re-enter the ring and complete at least 1 movement for training purposes
- All riders return to the ring with/without horse in-hand for placing's after the last exhibitors score has been calculated and placing's determined by the judge

Dressage Arena Layout

Our Dressage Arena measures 70' x 130'



DRESSAGE TESTS

- English Dressage Introductory Level Test B, Training Level Tests 1 and 2, and First Level Test 1 movements follow on the next pages. Tests are published every four years. First level movements 2-4 can be obtained from United States Dressage Federation at www.usdf.org.
- Western Dressage Basic Level Test 1 is also included on the next pages. Additional information can be found on the Western Dressage Association of America website at www.westerndressageassociation.org

2015 English Dressage Introductory Level Test B		
1.	A X	Enter working trot rising Halt thru medium walk. Salute Proceed working trot rising
2.	C	Track left Working trot rising
3.	E E	Circle left 20 meters, working trot rising Straight ahead
4.	Between K & A	Medium walk
5.	F-E	Free walk
6.	E-H	Medium walk
7.	Between H & C	Working trot rising
8.	B	Circle right 20 meters, working trot rising
9.	A X	Down centerline. Halt through medium walk Salute
Leave arena in free walk. Exit at A		

2015 English Dressage Training Level Test 1		
1.	A X	Enter working trot Halt, Salute Proceed working trot
2.	C E	Track left Circle left 20 meters
3.	A	Circle left 20 meters developing left lead canter in first quarter of circle
4.	A-F-B	Working canter
5.	Between B & M	Working trot
6.	C	Medium walk
7.	E-F F	Change rein, free walk Medium walk
8.	A	Working trot
9.	E	Circle right 20 meters
10.	C	Circle right 20 meters developing right lead canter in first quarter of circle
11.	C-M-B	Working canter
12.	Between B & F	Working trot
13.	A X	Down centerline Halt, salute
Leave arena at A in free walk		

2015 English Dressage Training Level Test 2

1.	A X	Enter working trot Halt, Salute Proceed working trot
2.	C B	Track right Circle right 20 meters
3.	K-X-M	Change rein
4.	Between C & H	Working canter left lead
5.	E	Circle left 20 meters
6.	Between E & K	Working trot
7.	A Before A A	Circle left 20 meters rising trot, allowing the horse to stretch forward and downward Shorten the reins Working trot
8.	Between A & F F-E	Medium walk Change rein, medium walk
9.	E-M M	Change rein, free walk Medium walk
10.	C	Working trot
11.	E	Circle left 20 meters
12.	F-X-H	Change rein
13.	Between C & M	Working canter right lead
14.	B	Circle right 20 meters
15.	Between B & F	Working trot
16.	A X	Down centerline Halt, salute
Leave arena at A in free walk		

2015 English Dressage First Level Test 1

1.	A X	Enter working trot Halt, Salute Proceed working trot
2.	C E-X	Track left Half circle left 10meters, returning to track at H
3.	B-X	Half circle right 10 meters, returning to track at M
4.	C Before C C	Circle left 20meters rising trot, allowing the horse to stretch forward and downward Shorten the reins Working trot
5.	S-F F	Change rein, lengthen stride in trot Working trot
6.	A	Medium walk
7.	V-R R	Change rein, free walk Medium walk
8.	M C	Working trot Working canter left lead
9.	S-V	Lengthen stride in canter
10.	V	Circle left 15 meters Develop working canter in first half of circle
11.	F-X-H X	Change rein Working trot
12.	C	Working canter right lead
13.	R-P	Lengthen stride in canter
14.	P	Circle right 15 meters Develop working canter in first half of circle
15.	A	Working trot
16.	V-M M	Change rein, lengthen stride in trot Working trot
17.	E X G	Half circle left 10 meters Down centerline Halt, salute
Leave arena at A in free walk		

**2017 Western Dressage
Basic Level Test 1**

1.	A X	Enter working jog Halt through the walk, Salute Proceed working jog
2.	C	Track right, working jog
3.	B E	Turn right, working jog Turn left, working jog
4.	A Before A	Circle left 20m, working jog Develop working lope, left lead
5.	A	Circle left 20m, working lope
6.	Between A & F	Develop working jog
7.	Before B	Working walk
8.	B-H H	Change rein, free walk Working walk
9.	Before C	Develop working jog
10.	C Before C	Circle right 20m, working jog Develop working lope, right lead
11.	C	Circle right 20m, working lope
12.	Between C & M	Develop working jog
13.	B Before B	Circle right 20m, free jog Gather the reins, working jog
14.	A X	Down centerline Halt through the walk, salute
Leave arena at A with looked or long reins		

MUSICAL FREESTYLE DRESSAGE (English or Western)

- The exhibitor must enter in one lot 2-5 to participate in Musical Freestyle Dressage.
- Musical Freestyle is judged:
 - 50% on creativity and artistic presentation
 - 50% on technical merit
 - Score sheets are used with the highest score winning the class
 - In case of a tie, the higher technical merit score is awarded first place
- Any movements at or below your declared level may be included
 - Movements performed above the declared level are penalized by a 4-point deduction, but allowed movement may be exaggerated.
- All compulsory movements in your declared level must be included.
- English Dressage
 - Training Level requires halt/salute at the beginning and end, walk, trot, canter, 20m circles at trot and canter (both directions), free walk on long rein and serpentine at the trot.
 - First Level requires halt/salute at beginning and end, walk, trot, canter, leg yield in trot, change of lead through trot, 10m circles at trot, lengthen stride at trot, 15m circle at canter. It may also include 10m by 20m serpentine at canter, counter canter and transitions to halt from trot.
- Western Dressage
 - Basic Level includes free walk, working walk on circle (20m minimum) or straight line, working jog in 20m or smaller circle (no smaller than 15m), working lope in 20m or smaller circle (no smaller than 15m), free jog on circle (20m minimum) or straight line, serpentine quarter line to quarter line, 3 loops, in working jog, transitions, halts at beginning and end of test.
- Movements may be performed in any area of the dressage ring or at sharper angles to enhance the degree of difficulty.
- Equipment and attire must be dignified and conform to the rules of the declared riding level.
- Music is mandatory and must be tasteful and appropriate. Instrumental music is encouraged.
 - It is the responsibility of the exhibitor to supply the music, player and a person to play the music.
 - Arena sound systems are not able to use i-pods, computers or other such devices.
 - It is strongly suggested that music be recorded on a CD and checked for compatibility with your player used for the competition.
 - The exhibitor can request a sound check prior to the class at a time agreeable with show staff
 - In the case of a technical difficulty playing the music, the exhibitor has the option of continuing the ride without music or restarting the music and beginning at the salute.

ENGLISH DRESSAGE MUSICAL FREE-STYLE SCORE SHEET

TRAINING LEVEL

Technical Execution Time Maximum 5 minutes

Note: Movements which must be performed in both directions are so indicated under preliminary notes. Posting will be allowed, sitting is optional

COMPULSORY MOVEMENTS		Possible Points	Preliminary notes	Judges Mark	Co-Efficient	Final Score	Remarks
1.	Walk (20 meters minimum continuous free walk)	10					
2.	Walk (20 meters minimum continuous medium walk)	10					
3.	20 meter circle in working trot	10	L R				
4.	Serpentine in trot (single loop or larger, serpentine(s) of loops no smaller than 15 meters)	10			2		
5.	Stretch forward & downward on a 20 meter trot circle	10			2		
6.	20 meter circle in working canter	10	L R				
7.	Transitions	10			2		
8.	Halts at beginning and end of test	10					
9.	Gaits-rhythm and quality	10					
10.	Impulsion-energy, elasticity and engagement	10					
11.	Submission-basic issues of submission, technical aspect of the rider	10			2		
Deductions: forbidden movements will incur a deduction of 4 points from Total Technical Execution for each forbidden movement, but not for each recurrence of the same movement. Further Remarks:		TOTAL TECHNICAL EXECUTION					
		DEDUCTIONS (forbidden movements)					
		FINAL TECHNICAL EXECUTION (150 total possible)					
Artistic Impression		Possible Points	Preliminary notes	Judges Mark	Co-Efficient	Final Score	Remarks
1.	Harmony between Horse and Rider	10			4		
2.	Choreography use of arena, design cohesiveness, balance, and creativity	10			4		
3.	Degree of Difficulty	10			1		
4.	Music suitability, seamlessness, cohesiveness	10			3		
5.	Interpretation music expresses gaits, use of phrasing and dynamics	10			3		
Deductions: overtime penalty will incur a deduction of 1 point from Total Artistic Impression. Further Remarks:		TOTAL ARTISTIC IMPRESSION					
		DEDUCTIONS (overtime penalty)					
		FINAL ARTISTIC IMPRESSION (150 total possible)					
		FINAL TECHNICAL EXECUTION (150 total possible)					
		FINAL SCORE (300 total possible)					
		PERCENTAGE (Final score/300)					

ENGLISH DRESSAGE MUSICAL FREE-STYLE SCORE SHEET

FIRST LEVEL

Technical Execution Time Maximum 5 minutes

Note: Movements which must be performed in both directions are so indicated under preliminary notes **Posting will be allowed, sitting is optional**

COMPULSORY MOVEMENTS		Possible Points	Preliminary notes		Judges Mark	Co-Efficient	Final Score	Remarks
1.	Walk (20m minimum continuous free walk)	10						
2.	Walk (20m minimum continuous medium walk)	10						
3.	10 meter circle in trot	10	L	R				
4.	Leg-yield in trot	10	L	R		2		
5.	Lengthen stride in trot	10						
6.	15 meter circle in canter	10	L	R				
7.	Change of lead through trot	10	L	R		2		
8.	Lengthen stride in canter	10				2		
9.	Halts at beginning and end of test	10						
10.	Gaits- rhythm and quality	10						
11.	Impulsion-energy, elasticity and engagement	10						
12.	Submission-basic issues of submission, technical aspect of the rider	10						
Deductions: overtime penalty will incur a deduction of 1 point from Total Artistic Impression. Further Remarks:		TOTAL TECHNICAL EXECUTION DEDUCTIONS (forbidden movements)						
		FINAL TECHNICAL EXECUTION (150 total possible)						
Artistic Impression								
1	Harmony between Horse & Rider	10				3		
2.	Choreography - use of arena, design cohesiveness, balance and creativity	10				4		
3.	Degree of difficulty	10				2		
4.	Music- suitability, seamlessness, cohesiveness	10				3		
5.	Interpretation- music expresses gaits, use of phrasing and dynamics	10				3		
Deductions: overtime penalty will incur a deduction of 1 point from Total Artistic Impression. Further Remarks:		TOTAL ARTISTIC IMPRESSION						
		DEDUCTIONS (overtime penalty)						
		FINAL ARTISTIC IMPRESSION (150 total possible)						
		FINAL TECHNICAL EXECUTION (150 totally possible)						
		FINAL SCORE (300 total possible)						
		PERCENTAGE (final score divided by 300)						

WESTERN DRESSAGE MUSICAL FREE-STYLE SCORE SHEET BASIC LEVEL

Technical Execution Time Maximum 5 minutes

Note: Elements which must be performed on both hands are so indicated under preliminary notes **All jog work may be ridden sitting or rising.**

COMPULSORY ELEMENTS		Possible Points	Preliminary notes	Judges Mark	Co-Efficient	Final Score	Remarks
1.	Free walk on circle or straight line (20m minimum continuous)	10			2		
2.	Working walk on circle or straight line (20m minimum continuous)	10					
3.	20m circle in working jog	10	L R				
4.	Free jog in circle or straight line (20m minimum continuous)	10			2		
5.	Serpentine quarter line to quarter line, 3 loops in working jog	10	L R				
6.	20m circle in working lope	10	L R				
7.	Transitions	10					
8.	Halts at beginning and end of test	10					
9.	Gaits-freedom and regularity	10					
10.	Impulsion-desire to move forward with supple back and steady tempo	10					
11.	Willing cooperation-the horse accepts the aids & influence of the rider with attention & confidence	10			2		
Deductions: forbidden and above the level movements will incur a deduction of 4 points per incident from total. Further Remarks:		TOTAL TECHNICAL CORRECTNESS					
		DEDUCTIONS (forbidden and above the level movements)					
		FINAL TECHNICAL CORRECTNESS (140 total possible)					
Artistic Merit		Possible Points	Preliminary notes	Judges Mark	Co-Efficient	Final Score	Remarks
1.	Harmony between horse and rider	10			4		
2.	Choreography-use of the arena, design cohesiveness, balance and creativity	10			3		
3.	Degree of Difficulty	10			1		
4.	Music-suitability, seamlessness, cohesiveness	10			3		
5.	Interpretation-music expresses gaits, use of phrasing and dynamics	10			3		
Deductions: overtime penalty will incur a deduction of 1 point from Total Artistic Merit. Further Remarks:		TOTAL ARTISTIC MERIT					
		DEDUCTIONS (overtime penalty)					
		FINAL ARTISTIC MERIT (140 total possible)					
		FINAL TECHNICAL CORRECTNESS (140 total possible)					
		FINAL SCORE (280 total possible)					
		PERCENTAGE (Final score/280)					

SPECIAL DISCIPLINES AND/OR LOTS

HALTER

- Halter is judged on the animals conformation, characteristics, and way of going according to the breed.
- Emphasis is placed on the horse, and a point system is not used.
- Lot Patterns will be set at the judge's discretion.
- Only exhibitors showing in in-hand lots may show in halter.

ANY OTHER EQUINE

This division is open to any project animal that does not fall into any other division. This project animal will be judged according to the breed standards for each particular animal.

HORSELESS HORSE PROGRAM (H/H)

GENERAL RULES

- H/H members may only show an animal being shown at the Fair by another Horse project member (partner). Horses or ponies not being used or shown by a Horse project member will not be allowed at the Fair or as part of the H/H project. When exercising or groundworking the animal, the H/H member may have their partner assist.
- Each H/H member must file a horse project declaration form by March 1.
- All H/H members must follow the educational requirements of their youth organization.
- It is the responsibility of the H/H member's parent or guardian, club leader, and supervising exhibitor whose horse is shared to be sure the H/H member has the skill to safely exhibit at the level entered.
- Exhibitor attire:
 - Clothing requirements as listed in the Guidelines for the appropriate discipline are waived for the Horseless Horse lots.
 - Long pants, boots and properly fitted SEI approved helmets with the safety harness securely fastened are required.
- Tack: For Equitation, Showmanship and Trail, tack should meet the guidelines for the appropriate Discipline. (Western or Hunt)
- Horseless Horse members are limited to all classes marked as Horseless Horse (classes G, K, Q) and Trail-in Hand (class B).
- Leadline Exhibitors may not enter any riding lots.
- Leadline horses must wear a halter positioned under the bridle.
- **Please note: Horseless Horse canter classes are not 4-H State qualifying classes.**

SHOWMANSHIP

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

LEADLINE HORSEMANSHIP/EQUITATION

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

WALK/TROT HORSEMANSHIP/EQUITATION

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

THERAPEUTIC HORSEMANSHIP & THERAPEUTIC REINSMANSHIP

GENERAL RULES

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

Example of a Program Statement:

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

ASSISTANCE IN THE ARENA

The number of assistants shall be the number that the exhibitor feels is necessary. The assistant(s) may lead the horse, give voice commands etc., but the assistant's actions should be summarized in the program statement. If the exhibitor drives during the program, it is required that an assistant ride in the vehicle and that a header is provided, if necessary. An assistant may set up a cones course, or other props integral to the program prior to the exhibitor entry into the arena, but care should be taken to set up any props quickly.

CLOTHING

The exhibitor must be neatly dressed and is required to wear long pants, boots and a properly fitted SEI approved helmet with the safety harness securely fastened. Non-traditional dress will not be marked down as long as the attire has a valid purpose in allowing or aiding the movements of the exhibitor. The exhibitor's parent or guardian and the project leader, prior to the beginning of the Dane County Fair, should verify the equipment is appropriate. Safety is the foremost concern.

JUDGING

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

NOTES