G. Keep your horse posed at all times and know where the judge is and what he wants. A good showman always gives the judge the best view of the horse. You cannot change your horse’s type and conformation but you can improve his style and appearance. Make it easy for the judge to see your horse to its best advantage.

H. Keep your proper position in line, and allow reasonable space (at least six feet) between your horse and the other horses. Never let your horse interfere with another horse.

I. Be alert when leading in a circle – observe the horse in front of you; bumping this horse from the rear is a serious fault in showmanship and very unsafe.

J. If asked to change positions in the line, back your horse out of the line and approach the new position from behind. Space horses adequately.

K. Move easily, quietly, and with confidence when showing your horse. Be courteous, respond promptly to directions, and demonstrate good horsemanship at all times.

L. Do your showing with the lead shank or bridle reins.

M. Faults in showing at showmanship:

   (1) Allowing the horse to remain out of position.
   (2) Standing directly in front of your horse.
   (3) Kicking horse’s feet to move them.
   (4) Failure of the horse to lead properly.
   (5) Failing to stop before turning when showing at the walk or trot.
   (6) Failure to back.
   (7) Loud voice commands to your horse or other unnecessary actions.
   (8) Picking up the horse’s feet for positioning purposes.

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WESTERN DIVISION (Classes 1–17)

APPOINTMENTS:

PERSONAL: Clothing must be clean and neat. Riders shall wear western boots (no tennis shoes or sport shoes are acceptable) and western dress pants or jeans. Shirts must have a collar and long sleeves or be appropriate show attire (i.e. slinky’s, band collars, turtlenecks). Spurs, chaps, and similar equipment are optional. All exhibitors are required to wear an SEI or SEI/ASTM approved equestrian safety helmet with fastened chin harness in every class (see rule #5 on page 7).

TACK: Horse shall be shown with a stock saddle; silver equipment will not count over a good working outfit. Martingales, tie-downs, nose bands, or draw reins are prohibited. No wire curbs, regardless of how taped or padded, nor curb strap narrower than 1/2” will be permitted. A non-mechanical hackamore may be used in any class but only by junior horses (5 years of age and under). Mechanical hackamores are prohibited except in timed events. Carrying of a rope is optional. A judge shall have the authority to require the removal or adjustment of any piece of equipment which in his opinion would give a horse an unfair advantage or constitute excessive harshness or cruelty.
G. Keep your horse posed at all times and know where the judge is and what he wants. A good showman always gives the judge the best view of the horse. You cannot change your horse’s type and conformation but you can improve his style and appearance. Make it easy for the judge to see your horse to its best advantage.

H. Keep your proper position in line, and allow reasonable space (at least six feet) between your horse and the other horses. Never let your horse interfere with another horse.

I. Be alert when leading in a circle – observe the horse in front of you; bumping this horse from the rear is a serious fault in showmanship and very unsafe.

J. If asked to change positions in the line, back your horse out of the line and approach the new position from behind. Space horses adequately.

K. Move easily, quietly, and with confidence when showing your horse. Be courteous, respond promptly to directions, and demonstrate good horsemanship at all times.

L. Do your showing with the lead shank or bridle reins.

M. Faults in showing at showmanship:

(1) Allowing the horse to remain out of position.
(2) Standing directly in front of your horse.
(3) Kicking horse’s feet to move them.
(4) Failure of the horse to lead properly.
(5) Failing to stop before turning when showing at the walk or trot.
(6) Failure to back.
(7) Loud voice commands to your horse or other unnecessary actions.
(8) Picking up the horse’s feet for positioning purposes.

WESTERN DIVISION (Classes 1–17)

APPOINTMENTS:

PERSONAL: Clothing must be clean and neat. Riders shall wear western boots (no tennis shoes or sport shoes are acceptable) and western dress pants or jeans. Shirts must have a collar and long sleeves or be appropriate show attire (i.e. slinky’s, band collars, turtlenecks). Spurs, chaps, and similar equipment are optional. All exhibitors are required to wear an SEI or SEI/ASTM approved equestrian safety helmet with fastened chin harness in every class (see rule #5 on page 7).

TACK: Horse shall be shown with a stock saddle; silver equipment will not count over a good working outfit. Martingales, tie-downs, nose bands, or draw reins are prohibited. No wire curbs, regardless of how taped or padded, nor curb strap narrower than 1/2” will be permitted. A non-mechanical hackamore may be used in any class but only by junior horses (5 years of age and under). Mechanical hackamores are prohibited except in timed events. Carrying of a rope is optional. A judge shall have the authority to require the removal or adjustment of any piece of equipment which in his opinion would give a horse an unfair advantage or constitute excessive harshness or cruelty.
BITS: IMPORTANT - See Contest Rules, Regulations and Procedures (page 11) for description of legal bits for Western Division.

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

1. Horses to be shown in standard, plain, or silver headstalls (browband; shaped ear or split ear) with smooth snaffle bit (conventional O-ring, egg butt, or D-ring) with broken mouth-piece and rings no larger than 4” and no smaller than 2”. From the cheek to one inch in from the cheek, the mouthpiece must be a minimum 5/16” diameter with a gradual decrease to the center of the snaffle. Loose hobble strap is optional (leather or nylon only, no chain).

2. Reins to be attached above the hobble strap, if used, with a snaffle bit.

3. Leather or woven split reins or mecate reins are acceptable with a snaffle bit.

4. A rawhide braided, leather braided, or rope bosal may be used in lieu of a snaffle bit, no larger than 3/4” diameter at the cheek, must be a minimum of one-finger space (approximately 3/4”) between the bosal and nose, absolutely no metal under the jaw or on the noseband in connection with the bosal. The bosal should be properly fitted relative to the horse’s size and conformation.

5. All entries must be shown with both hands on reins, maintaining light contact with horse’s mouth. The rider’s hands should be carried near the pommel and not further than 4” out on either side of the saddle horn. Rider’s hands must be steady with very limited movement. Rider’s hands should be visible to the judge(s) at all times.

WESTERN PLEASURE, Classes 7–9

1. Horses to be shown at a walk, jog, and lope on a reasonably loose rein or light contact without undue restraint.

   A. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. At the option of the judge, horses may be asked to extend the walk, jog, or lope, one or both ways of the ring. The judge may ask all or just the finalists to extend at the jog; however, never more than 10 horses at a time may be asked to extend at the lope. Riders should sit at the extended jog. Horses are required to back easily and stand quietly.

   B. Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or jog at the discretion of the judge, but shall not be asked to reverse at the lope.

   C. Judge may ask additional work of the same nature from any horse. He is not to ask for work other than that listed above.

   D. Rider shall not be required to dismount except in the event judge wishes to check equipment.

2. The judge may ask that only finalists be backed.

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

5. Contestants must use split reins or romal – roping reins are not permitted. Only one finger between reins is permissible.

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

**WESTERN HORSEMANSHIP, Classes 10–11**

1. General:
   
   A. Riders will be judged on basic position in saddle; position and use of hands, legs, and feet; ability to control and show horse; and suitability of horse to rider.

   B. Scores on individual work will be based on rider’s skills and execution of the pattern.

2. Seat, Position of Hands, Legs, and Feet:

   A. **Basic position**: Sit erect, seat deep in the saddle with your body balanced and relaxed. There should be a straight line from the point of the shoulder, through the hip to the heel. The leg should maintain light contact with the horse's body through the inside thigh and upper half of the calf. The foot should be straight ahead or toed out slightly in a natural position with weight on the ball of the foot and the heel lower than the toe.

   B. **Arms and Hands**: Arms and hands should be held in an easy, relaxed manner. Upper arms are held in a straight line with the body, the one holding the reins bent at the elbow. Only one hand is to be used for reining, and hands shall not be changed on reins. Hand is to be around reins, with one finger permitted between split reins. Both hands may be used on the reins if showing a horse or pony, five years of age or younger, in either a snaffle bit or bosal. Reins are to be carried immediately above, to slightly in front of, saddle horn. Reins should be gathered so that light contact in the horse's mouth is maintained. Free arm should be bent at the elbow and held close to, but not touching, the body.
3. Position in Motion:
   A. The rider's body should be in rhythm and balance with the action of the horse, helping the horse move easily, but never interfering by being behind the action. The rider's seat will shift at the various gaits so the body is placed in balance with the action of the horse.
   B. Walk: The rider's body is to remain balanced and flexes at the waist with the movement.
   C. Jog-trot: The trot is ridden western style (no posting) with rider's body deep in the saddle, but with enough weight on the ankles to absorb the motion.
   D. Lope: The rider sits deep in the saddle. The hands should be relaxed to allow for rhythm with the movement of the horse's head. The legs should be in close contact with the saddle and horse.

4. Class Routine:
   A. Each rider will individually perform a given pattern which may be composed from the following optional list of tests. The judge will score each rider on his/her individual skills and execution of the pattern. Failure to execute or complete the pattern will not be a disqualification but shall be scored accordingly. Optional list of tests for exhibitors which may be executed collectively or individually follows (For class 10, Juniors/Intermediates may be tested using 1 through 12; for class 11, Seniors may be tested using 1 through 15.):
      1. Straight walk, jog-trot and lope, and/or circles in both directions.
      2. Stop.
      3. Back straight, in an "L" or circle.
      4. 360 degree turn or spin.
      5. Pivot, both ways.
      6. Turns of varying degrees: 90, 180, 270, 360, etc.
      7. Rollbacks.
      8. Lope circles of varying size and speed.
      9. Pickup leads from standstill, walk, or trot.
     10. Simple lead changes in a circle.
     11. Simple lead changes on a straight away.
     12. Side pass.
     13. Flying lead changes (recommended for senior division only).
     15. Extended gaits.
   B. Failure to complete the pattern will not be a disqualification but will be scored accordingly.
   C. These individual work scores will be used to determine the top riders who may be asked to work individually or on the rail.
   D. Finalists will be required to work on the rail.
WESTERN RIDING, Class 12

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

2. Credit shall be given for and emphasis placed on smoothness, even cadence of gaits (i.e., starting and finishing pattern with the same cadence), and the horse’s ability to change leads precisely, easily, and simultaneously both hind and front at the center point between markers. The horse should have a relaxed head carriage showing response to the rider’s hands, with a moderate flexion at the poll. Horses may be ridden with light contact or on a reasonably loose rein. The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride.

3. The judge will select one of the four patterns to be performed. The judge is responsible for the pattern being correctly set.

4. On the pattern:

   A. The eight or ten small circles represent pylon markers which are recommended. These should be separated by a uniform measured distance of not less than 30 feet nor more than 50 feet on the sides with 5 markers (see diagram). In pattern one, the three markers on the opposite side should be set adjacent to the appropriate markers. It is recommended that markers be set a minimum of 15 feet from the fence and with 50 to 80 foot width in the pattern, as the arena permits.

   B. A solid log or pole should be used and be a minimum of 8 feet in length.

   C. The long serpentine line indicates the direction of travel and gaits at which the horse is to move. The recommended lead changing point is equal to 1/2 stride length before or after the center point between the markers. The dotted line (...) indicates walk, the dashed line (---) jog, and the solid line ( __ ) lope.

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

   A. Scoring guidelines to be considered: points will be added or subtracted from the maneuvers on the following basis, ranging from + 1.5 to - 1.5: -1.5 extremely poor, -1 very poor, -.5 poor, 0 average, +.5 good, +1 very good, +1.5 excellent. Maneuver scores are to be determined independently of penalty points.

6. A contestant shall be penalized each time the following occur:

   Five - (5) points
   a. Failure to change leads.
   b. Kicking out.
   c. Blatant disobedience.
   d. Holding saddle with either hand.

   Three - (3) points
   a. Not performing the specific gait (jog or lope) or stopping when called for in the pattern, within 10 feet of the designated area.
b. Break of gait at the lope.
c. Simple change of leads.
d. Failure to change after one stride but changes before next designated change area.
e. Additional lead changes anywhere in the pattern.
f. In pattern one, failure to start the lope within 30 feet after crossing the log at the jog.
g. Break of gait at walk or jog for two or more strides.

One - (1) point
a. Break of gait at walk or jog up to two strides.
b. Hitting or rolling log.
c. Failure to change leads for one stride.
d. Splitting the log (log between the two front or two hind feet) at the lope.

One-half - (1/2) point
a. Tick or light touch of log.
b. Hind legs skipping or coming together during lead change.
c. Failure to change leads from 1/2 to one stride.

Disqualified - 0 score
a. Fall to ground by horse or rider.
b. Illegal equipment.
c. Willful abuse.
d. Off course.
e. Knocking over markers.
f. Completely missing log.
g. Major refusal - stop and back 2 strides or 4 steps with front legs.
h. Major disobedience - rearing, schooling.
i. Failure to start lope prior to end cone in pattern #1.

Credits
a. Changes of leads, hind and front simultaneously.
b. Changes at designated point.
c. Accurate and smooth pattern.
d. Even pace throughout.
e. Easy to guide and control with rein and leg.
f. Manners and disposition.
g. Conformation and fitness.

7. The following characteristics are considered faults and should be judged accordingly in maneuver scores:

A. Opening mouth excessively.
B. Anticipating signals or early lead changes.
C. Stumbling.
WESTERN RIDING PATTERN 1

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

WESTERN RIDING PATTERN 2

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

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

WESTERN RIDING PATTERN 4

1. Walk, transition to jog, jog over log.
2. Transition to right.
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.
REINING, Class 13

1. Upon call, each contestant will perform the required pattern individually and separately. The judge may use reining pattern 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, or 11.

2. Each horse will be judged on the neatness, dispatch, ease, calmness, and speed with which it performs the pattern.

3. Horses shall rein and handle easily, fluently, effortlessly, and with reasonable speed through the pattern. The best reined horse should be willfully guided or controlled with little or no apparent resistance and dictated to completely.

4. Credit will be given for smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.

5. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control and therefore faulted according to severity of deviation.

6. Scoring will be on the basis of 0 to 100, with 70 denoting an average performance. The individual maneuvers are scored in ½ point increments from a low of -1 1/2 to a high of +1 1/2 with a score of 0 denoting a maneuver that is correct with no degree of difficulty.

A. The following will result in no score:

   (1) Willful abuse of an animal while in show arena.
   (2) Use of illegal equipment or bits.
   (3) Use of whips or bats.
   (4) Failure to provide horse and equipment to the judge for inspection.
   (5) Disrespect or misconduct by the exhibitor.

B. The following will result in a score of 0:

   (1) Failure to complete pattern as written and/or drawn.
   (2) Performing the maneuvers other than in specified order.
   (3) The inclusion of maneuvers not specified, including but not limited to:
   (4) Backing more than two strides. (Two strides meaning four steps with the front feet.)
   (5) A turn of more than 90 degrees where not specified.
   (6) Equipment failure that delays completion of pattern.
   (7) Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
   (8) Jogging in excess of 1/2 circle or 1/2 the length of the arena while starting a circle, circling or exiting a rollback.
   (9) Overspins of more than 1/4 turn.
   (10) Using reins or romal as a whip.
   (11) More than one finger between split reins, or any fingers between romal reins;
   (12) Changing hands.
(13) Two hands on reins (except with Junior horses ridden two handed in a bosal or snaffle bit).
   a. A rider may untangle excess rein, where excess rein may prevent the rider from continuing the pattern, where said excess can be straightened without affecting the performance of the horse, during hesitations, or when settling a horse; rider’s free hand may be used to hold romal in the normal fashion.

(14) Fall to the ground by horse or rider.

(15) Balking or refusal of command.

C. The following will result in a reduction of five (5) points:

   (1) Spurring in front of cinch.
   (2) Use of free hand to instill fear.
   (3) Holding saddle or touching horse with free hand.
   (4) Blatant disobediences including kicking, biting, bucking and rearing.

D. The following will result in a reduction of two (2) points:

   (1) Failure to go beyond markers on stops or rollbacks.
   (2) Break of gait.
   (3) Freezing in spins or rollbacks.
   (4) On walk in patterns, failure to stop or walk before executing a canter departure.
   (5) On run in patterns, failure to be in a canter prior to the first marker.

E. Starting circles or eights out of lead, delayed change of lead or eights out of lead will be judged as follows: Each time a horse is out of lead, a judge is required to deduct one point. The penalty for being out of lead is accumulative and the judge will deduct one penalty point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead. A judge is required to penalize a horse 1/2 point for a delayed change of lead by one stride.

F. Deduct 1/2 point for starting circle at a jog or exiting rollbacks at a jog up to two strides. Jogging beyond two strides, but less than 1/2 circle or 1/2 the length of the arena, deduct 2 points.

G. Deduct 1/2 point for over or under spinning up to 1/8 of a turn; deduct 1 point for over or under spinning from 1/8 to 1/4 turn.

H. A 1/2 point penalty deduction will be given for failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback.

I. Where a change of lead is specified immediately prior to a run to the end of the pen, failure to change leads will be penalized as follows: failure to change leads by one stride - 1/2 point; failure to change leads beyond one stride, but where lead change is completed prior to next maneuver - 1 point; lead is not changed prior to the next maneuver - 2 points; in patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized 1 point. Failure to be on the correct lead prior to the center point of the arena will be a 2 point penalty.

7. A judge may require any contestant to repeat the performance of any or all of the various parts of the pattern.
8. Faults against the horse (to be scored accordingly, but not to cause disqualification):
   
   A. Opening mouth excessively (when wearing bit).
   B. Excessive jawing, open mouth, or head raising on stop.
   C. Lack of smooth, straight, stop on haunches (bouncing or sideways stop).
   D. Refusing to change leads.
   E. Anticipating signals.
   F. Stumbling.
   G. Backing sideways.
   H. Knocking over markers.

9. Faults against the rider (to be scored accordingly, but not to cause disqualification):
   
   A. Losing stirrup.
   B. Any unnecessary aid given by the rider (such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.).
   C. In all reining patterns, failure to run circles or figure eights within the markers is not considered a fault depending on arena conditions and size. However, failure to go beyond markers on roll backs and stops is considered a fault.

10. Except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins and hand must not be changed. Hand is to be around reins, index finger only between reins permitted. When a romal is used it shall be carried in the free hand with a 16” spacing between the reining hand and the free hand holding the romal. The romal shall not be used forward of the cinch or used to signal or cue the horse in any way. Any infraction of this rule shall be penalized severely by the judge. Hands should be around reins. No finger between the reins is permissible.
   
   A. While horse is in motion, rider’s hands shall be clear of horse and saddle.
   B. Spurs or romal shall not be used forward of the cinch.

11. When showing with a hackamore/snaffle bit two hands may be used on reins.

12. For all patterns, the judge shall indicate with markers on or along arena fence or wall the length of the pattern. Markers within the area of the pattern will not be used.
REINING PATTERN NUMBER 1

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

2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.

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

4. Complete four spins to the right.

5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.

6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.
REINING PATTERN NUMBER 2

Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.

2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.

3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.

4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.

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

6. Complete four spins to the right.

7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.
1. Beginning, and staying at least twenty feet (6 meters) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback - no hesitation.

2. Continue straight up the right side of the arena staying at least twenty feet (6 meters) from the walls or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback - no hesitation.

3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.

4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.

5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least twenty feet (6 meters) from the walls or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (3 meters). Hesitate.

6. Complete four spins to the right.

7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.
REINING PATTERN NUMBER 4

Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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

Rider may drop bridle to the designated judge.
REINING PATTERN NUMBER 5

Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.

2. Complete four spins to the left. Hesitate.

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

4. Complete four spins to the right. Hesitate.

5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)

6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (6 meters) from the wall or fence - no hesitation.

7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (6 meters) from the wall or fence - no hesitation.

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

Rider may drop bridle to the designated judge.
REINING PATTERN NUMBER 6

**Horse must walk or stop prior to starting pattern.** Beginning at the center of the arena facing the left wall or fence.

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

Rider may drop bridle to the designated judge.
REINING PATTERN NUMBER 7

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

2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.

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

4. Complete four spins to the right.

5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.

6. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.

7. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.

8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.
REINING PATTERN NUMBER 8

Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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

Rider may drop bridle to the designated judge.
REINING PATTERN NUMBER 9

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

2. Complete four spins to the right.

3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.

4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.

5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.

6. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (6 meters) from the wall or fence - no hesitation.

7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (6 meters) from the wall or fence - no hesitation.

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

Rider may drop bridle to the designated judge.
REINING PATTERN NUMBER 10

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

2. Complete four spins to the right.

3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.

4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.

5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.

6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left rollback at least twenty feet (6 meters) from the wall or fence - no hesitation.

7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (6 meters) from the wall or fence - no hesitation.

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

Rider may dismount and drop the bridle to the designated judge.
REINING PATTERN NUMBER 11

Horses must walk or stop prior to starting pattern.

1. Starting at the center marker make a large fast circle to right on the right lead.

2. Draw the circle down to a small circle until you reach the center marker; stop.

3. Do a double spin to the inside of the small circle at the center marker; at end of spins horse should be facing the left wall, slight hesitation.

4. Begin on left lead and make a large fast circle.

5. Then a small circle, again drawing it down to the center of the arena, stop, no hesitation on these stops.

6. Do a double spin to the inside of the circle, slight hesitation, horse to be facing left wall.

7. Take a right lead and make a fast figure eight over the large circles, close the eight, and change leads.

8. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet (6 meters) from the wall or fence - no hesitation.

9. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right roll back at least 20 feet (6 meters) from the wall or fence - no hesitation

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

Rider may drop bridle to the designated judge.
WESTERN TRAIL, Classes 14–15

APPOINTMENTS: Tack and attire will be as described in the Western Appointments section (pg. 15).

1. This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider and quality of movement. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course when obstacles warrant it, and willingly responding to the rider’s cues on more difficult obstacles.

2. The judge(s) must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he deems unsafe or non-negotiable prior to the start of the class. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

3. Horses shall be penalized for any unnecessary delay while approaching or negotiating the obstacles. Horses with artificial appearance over obstacles should be penalized.

4. Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show the three gaits (walk, jog/natural gait, lope) somewhere between obstacles as a part of its work, and quality of movement and cadence should be considered as part of the maneuver score. While on the line of travel between obstacles, the horse shall be balanced, carrying his head and neck in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. Gait between obstacles shall be at the discretion of the judge.

5. A committee of one to four individuals selected by the show management will score each horse as it goes through the course. At the end of the class the committee will turn in their scores. Certain obstacles will be designated as tie breakers and shall be selected prior to the beginning of the competition.

6. The judge may ask the rider to move on after a third refusal at an obstacle.

7. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½: -1½ extremely poor, -1 very poor, -½ poor, 0 correct, +½ good, +1 very good, +1½ excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

   A. One-half (½) Point
      (1) Each tick of log, pole, cone, plant, or any component of the obstacle.

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

C. Three (3) Point

(1) Incorrect or break of gait at walk or jog for more than 2 strides.
(2) Out of lead or break of gait at lope (except when correcting an incorrect lead).
(3) Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle.
(4) Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with one foot.

D. Five (5) Point

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

E. One (1) to Five (5) Points
Faults, which occur on the line of travel between obstacles, scored according to severity:

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

F. Fifteen (15) Points
Failure to complete an obstacle once attempted.

G. Disqualified 0 – Score

(1) Use of two hands (except for junior horses shown with hackamore or snaffle bit) or changing hands on reins. Except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, but it is permissible to change hands to work an obstacle.
(2) Use of romal other than as allowed in Contest Rules, Regulations, and Procedures.
(3) Performing the obstacle or an essential element of the pattern incorrectly or other than in specified order.
(4) No attempt to perform an obstacle.
(5) Equipment failure that delays completion of pattern.
(6) Excessively or repeatedly touching the horse on the neck to lower the head.
(7) Entering or exiting an obstacle from the incorrect side or direction.
(8) Working obstacle the incorrect direction; including overturns of more than ¼ turn.
(9) Riding outside designated boundary marker of the arena or course area.
(10) Failure to ever demonstrate correct gait between obstacles as designated.
(11) Failure to follow the correct line of travel between obstacles.

8. Six to fifteen obstacles will be used. One of which will be mandatory and 5 to 14 others selected from the optional list. The use of PVC for obstacles is allowed but discouraged. Horses may be asked to walk, jog/natural gait, and lope between obstacles. The gait between obstacles will be at the discretion of the trail committee (the course will be posted) and failure to follow designated gait between obstacles will result in penalty.

A. Mandatory obstacle:
   Opening, passing through and closing gate. (Use a gate which will not endanger horse or rider.)

B. Optional obstacles (suggested - not limited to):
   (1) Ride over at least four logs.
   (2) Ride over wooden bridge.
   (3) Water hazard (ditch, shallow pond or simulated, etc.).
   (4) Carry or drag object from part of arena to another. (Only objects which reasonably might be carried on a trail ride may be used.)
   (5) Back horse through designated obstacles or patterns.
   (6) Put on and remove slicker or simulate use of.
   (7) Square box (maximum 6’) to do 360 degree turn.
   (8) Side pass.
   (9) Mail box.
   (10) Any other safe and negotiable obstacle which could reasonably be expected to be encountered on a trail ride and meets the approval of the judge may be used.

C. When setting up obstacles in the trail class, it should be kept in mind that ponies do enter this class. Obstacles which require a horse to go over them, such as jump or side pass obstacles, should be kept low enough that ponies can clear them.

D. If disrupted, the course shall be reset. In the case that an obstacle is used in combination, the obstacle cannot be reset until the contestant finishes the entire combination.

9. Use of hands: Only one hand may be used on reins and hands must not be changed, except to work with an obstacle. Hand must be around reins. One finger between reins is permitted except with romal. Two hands may be used when using a snaffle bit or bosal on a horse or pony 5 years of age or younger.

10. While horse is in motion, rider’s hands will be clear of horse and saddle.

11. Spurs or riding crop will not be used forward of the cinch.

12. Class Procedure: The trail course will be closed until the start of the class (no practice on the obstacles). The period in which the trail course will be open will be posted and announced. It will be the responsibility of the exhibitor to arrange to work the trail course during this open period.
1. Ranch Riding serves to measure the ability of the horse to be functional and a pleasure to ride at a working speed while being used as a means of conveyance from one western stock horse task to another. This horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be responsive to the rider, yield to contact, and make all required transitions smoothly, timely and correctly. The horse should perform with reasonable speed, and be obedient, well-mannered, free, and easy moving.

2. Class consists of pattern work which is ridden individually. For each maneuver, the horse is judged on quality of gaits, response to the rider, manners, and disposition.

3. A horse will be given credit for traveling with his head held in a normal position, ears alert and moving at a natural speed for the gait requested. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. Excessively long floppy reins will not be given extra credit.

4. Tack and Equipment: Ranch work equipment and attire is recommended, but show equipment and attire will not be penalized. Roping reins or reins with romal are permitted.

5. Use of hands: Only one hand may be used on reins and hands must not be changed. Reins may be held in any manner. Two hands may be used when using a snaffle bit or bosal on a horse or pony 5 years of age or younger.

6. The judge or show management will select which Ranch Riding pattern will be used. The class may be conducted inside or outside of an arena. Markers shall be setup to designate gait changes.

7. To break ties or to resolve close placings, the judge, at his/her discretion, may require designated contestants to work on the rail or repeat any portion of the pattern.

8. Part of the evaluation of this class is on smoothness of transitions. All transitions should be smooth without undue exaggeration or resistance from the horse.

9. Description of Ideal Gaits – The ideal ranch riding horse will have a natural head carriage at each gait – neither too high nor too low.

   A. Walk – The walk should be straight, square, flat footed, relaxed with the horse moving out freely and looking ahead.

   B. Trot – This gait should be a square two-beat diagonal trot. The trot should be steady, soft and slow enough for riding long distances. Trots which are rough and hard to sit should be penalized. Excessively slow and uncadenced trots should also be penalized.

   C. Extended Trot – The extended trot should show an evident lengthening of stride from the regular trot with the same cadence that will cause an increase in speed. This trot should be level, flat and steady with the appearance that the horse could hold this gait for an extended distance.

   D. Natural Gait and Extended Natural Gait – Non-trotting horses should perform their natural gait where a trot is indicated and show a distinctive difference in speed of that gait where an
extended trot is asked. The natural gait should be smooth and appear effortless for riding long distances.

E. Lope – This gait should be a three beat gait that is cadenced, straight and steady and is comfortable to ride over long distances

F. Extended Lope – The extended lope should be an obvious lengthening of stride from the previous lope, be at the same cadence and cause an increase in speed. The gait needs to be steady, quiet, and maintaining the increased speed while being under control.

G. Stop (from both lope and trot) – The horse should be in the correct stopping position – both hocks engaged and stopping on the hindquarters.

H. Reverse – A horse should turn briskly and flat with front feet close to the ground and holding an inside rear pivot foot.

I. Turn on the forehand – Hind end should move around with minimal movement of the front feet.

J. The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain. When transitioning from the extended trot to the lope, it is permissible to take the horse back a bit (collecting) before loping.

10. There are a series of maneuvers worth 10 points each. Point ranges are defined as follows:

A. 10 points – Excellent performance. High quality mover.

B. 8-9 points – Above average performance. High quality mover.

C. 7 points – Average performance

D. 6 points – Below average performance, minor error, i.e. not performing gaits at designated marker, lack of control, break of walk/trot for 1-2 strides.

E. 4-5 points – Major error, i.e. break of walk/trot for more than 2 strides, missed but corrected lead.

F. 1-3 points – Major disobedience, i.e. bucking, kicking out, wrong lead not corrected.

G. Penalties – passing on the wrong side of a cone is a 4 (four) point penalty for each occurrence.

H. Disqualification:

(1) Off pattern.
(2) Touching horse with free hand.
(3) Illegal equipment.
(4) Equipment failure that delays completion of pattern.
(5) Use of two hands (except for junior horses shown with hackamore or snaffle bit) or changing hands on reins.
RANCH RIDING PATTERN #1

1. Start at G. Trot to B.
2. At B, extend the trot and continue to C.
3. At C, transition to lope and lope (left lead) to D.
4. At D, extend the lope and continue to A.
5. At A, return to a regular lope and continue to B.
6. At B, stop, settle, and wait for judge’s cue to continue.
7. At judge’s cue, trot in a small clockwise circle.
8. At B again, transition to lope (right lead) and continue to A.
9. At A, stop and reverse.
10. Walk to G.
11. At G, stop and back at least 10 steps.
RANCH RIDING PATTERN #2

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

1. Lope (left lead) a circle to the left.
2. At center again, change leads, begin a circle to the right at an extended lope.
3. Do not close circle; stop even with center marker.
4. Back one horse length, reverse to right.
5. Trot back around end of arena.
6. At center point of end of arena, extended trot to last marker.
7. Stop, turn 90° on the forehand.
8. Walk to center line at a ground covering walk.
9. Stop at the center line and wait to be dismissed by judge.
1. When acknowledged, walk to A.
2. At A, trot around to B.
3. At B, extend trot and continue to C.
4. At C, return to normal trot, reverse at the trot and return to C.
5. At C, stop, settle, and wait for judge’s cue to continue.
6. At judge’s cue, lope (right lead) and continue to B.
7. At B, extend the lope and continue to A.
8. At A, transition to a regular lope and continue to D.
9. At D, trot, and continue around to C.
10. At C, stop, reverse to right, then depart at lope (left lead), continuing to E.
11. At E, transition to walk.
12. At F, stop and back one horse length.
1. This class is designed to show the horse’s ability to navigate and cope with the various situations and obstacles encountered in everyday ranch work. It is designed to show a horse’s ability to perform these obstacles with a willing attitude. The horse is judged on cleanliness and promptness with which the obstacles are negotiated, ability to negotiate obstacles correctly, and attitude and mannerisms exhibited by the horse while negotiating the course.

2. Whenever possible, realistic or natural obstacles should be used. The course can be laid outside of the arena using natural terrain. However, if a ground tie is specified in the course, the course must be set up in an enclosed arena.

3. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he deems unsafe or non-negotiable prior to the start of the class. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

4. At least two or three obstacles will be designated as tie breakers and shall be selected prior to the beginning of the competition. One of the mandatory obstacles should be used as the first tie breaker.

5. Tack and Equipment:
   A. Ranch work equipment and attire is recommended, but show equipment and attire will not be penalized.
   B. Wearing gloves, leather or fabric, is optional. Roping gloves may be worn for the duration of the class or may be worn only for the roping and log drag obstacles.
   C. Roping reins or reins with romal are permitted, but must be used with a snap attachment if a ground tie is in the course.

6. Use of hands: Only one hand may be used on reins and hands must not be changed, except to work with an obstacle. Reins may be held in any manner. Two hands may be used when using a snaffle bit or bosal on a horse or pony 5 years of age or younger.

7. The horse will be shown at a ground-covering walk, trot (or natural gait), and lope between the obstacles and credit will be given for performing these gaits on the correct lead with an alert attitude. The walk may be judged as part of an obstacle. Between obstacles, at least 30 feet should be allowed for the trot, and at least 50 feet for the lope. Gaits between obstacles will be scored as part of the next obstacle.

8. Extending the trot or natural gait may also be asked. The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain.

9. No additional credit will be given for unnecessary/additional maneuvers (such as sidepassing to and from an obstacle).
10. The judge may ask a rider to move on to the next obstacle if the horse/rider is unable to complete the maneuver in a reasonable time or if the judge deems that the rider is, or will be, in an unsafe situation. The judge may also ask the rider to move on after a third refusal at an obstacle.

   A. A rider will lose 15 points if an obstacle is attempted and not completed.

   B. The maximum points a rider can lose on any one attempted obstacle is 15 points.

11. A rider may elect to skip an obstacle without disqualification. He/she may do so with the judge assigning a 20 point penalty.

12. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 ½ to minus 1 ½: -1 ½ extremely poor, -1 very poor, -½ needs improvement, 0 correct, +½ good, +1 very good, +1 ½ excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

   A. One-half (½) Point

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

   B. One (1) Point

      (1) Each bite of or hit of or stepping on a log, cone, plant or any component of the obstacle.

      (2) Incorrect or break of gait at walk or jog for two strides or less.

      (3) Both front or hind feet in a single-strided slot or space at a walk or jog.

      (4) Skipping over or failing to step into required space.

      (5) Split pole in lope-over.

      (6) Incorrect number of strides, if specified

      (7) Each step, up to three steps, moved during ground tie or picking up hooves.

   C. Three (3) Points

      (1) Incorrect or break of gait at walk or jog for more than 2 strides.

      (2) Out of lead or break of gait at lope (except when correcting an incorrect lead).

      (3) Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle.

      (4) Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with one foot.

   D. Five (5) Points

      (1) Dropping slicker, log rope, or object required to be carried on course.

      (2) Dropping lariat anywhere on course other than after completion of roping obstacle.

      (3) Each refusal, balk, or evading an obstacle by shying or backing.

      (4) Letting go of gate.

      (5) Use of either hand to instill fear or praise.

      (6) Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with more than one foot.
(7) Blatant disobedience (including kicking out, bucking, rearing, striking).
(8) Moving more than 3 steps during ground tie or picking up hooves.

E. One (1) to Five (5) Points
Faults, which occur on the line of travel between obstacles, scored according to severity:

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

F. Fifteen (15) Points

(1) Use of two hands (except for junior horses shown with hackamore or snaffle bit) or changing hands on reins. But it is permissible to change hands to work an obstacle.
(2) Excessively or repeatedly touching the horse on the neck to lower the head.
(3) Failure to ever demonstrate correct gait between obstacles as designated.
(4) Failure to complete an obstacle once attempted.
(5) Maximum number of points that can be lost on any one attempted obstacle.

G. Twenty (20) Points

(1) No attempt to work an obstacle.

H. Disqualified 0 – Score

(1) Use of romal other than as allowed in Contest Rules, Regulations, and Procedures.
(2) Performing the obstacle or an essential element of the pattern incorrectly or other than in specified order.
(3) Equipment failure that delays completion of pattern.
(4) Entering or exiting an obstacle from the incorrect side or direction.
(5) Working obstacle the incorrect direction.
(6) Riding outside designated boundary marker of the arena or course area.
(7) Significant deviation from correct line of travel between obstacles.

13. Six to ten obstacles will be used. Three will be mandatory, and the remaining will be selected from the optional list.

A. Mandatory Obstacles:

(1) Opening, passing through, and closing a gate. This gate may not be a rope gate.

(2) Log Drag – Horse must be willing to drag a log for a short distance in a straight line. Rider to pick up rope while mounted at point A, and drop rope at point B. Rope may not be tied hard and fast to the saddle horn; dallying is optional. Log size should be roughly the size of a small fence post, suggested maximum weight ~30 lbs. Rope should be securely attached to one end of the post by either drilling a hole through the post and tying a bowline (or other non-slip knot), or attaching an O-ring and tying a non-slip knot through the ring.
(3) Stationary Steer – This obstacle is used to show the willingness of the horse to have a rope thrown from its back. The judge will give credit to the horse that stands quietly while the contestant makes the swing and throw at the stationary steer. Shying from the rope will be penalized, but missing the stationary steer will not be penalized. Rider must provide the rope for this obstacle; rope may be carried in hand, over saddle horn, or affixed to saddle. At the completion of this obstacle, contestant may coil rope and keep for remainder of class, or drop rope at obstacle without penalty.

B. Optional Obstacles:

(1) Mailbox – Rider will open and close a mailbox when mounted.

(2) Bridge – Horse should walk willingly over a stationary bridge.

(3) Slicker – The rider shall show the ability to handle the horse while simulating putting on a slicker. The rider may also be asked to carry the slicker from point A to point B.

(4) Walk-over log-L obstacle – Walk over 90° log “L”. Log should be no less than 6” and no more than 12” in diameter. Riders should negotiate this obstacle in a straight line.

(5) Step-overs at a walk, trot, or lope – Natural branches, logs, fence posts, etc. which are laid out in seemingly random angles and distances. Distances should be measured only so the set-up is repeatable, but not for uniform spacing or stride length. Obstacles may not be raised and the maximum height of any step-over is 8”.

(6) Water hazard – The horse should enter and exit the water hazard in a quiet manner.

(7) Back through obstacle – Straight, “L”, or into/out of a marked location.

(8) Sidepass – Straight, one direction, may or may not be elevated.

(9) Ground Tie – Rider must be able to dismount and walk a minimum of 5 paces away with the horse in a designated spot. If used, this must be the last obstacle of the course (no remount) and class must be held in an enclosed arena. If a rider is using a one-piece rein (romal, roping rein, etc.), it should be unsnapped from the bit on one side while ground-tying.

(10) Pick up front feet – The rider must be able to dismount and pick up both front feet in an easy, time efficient manner. If used, this must be the last obstacle of the course (no remount). May be used in succession with ground tie so rider only dismounts once per course.

(11) Any other safe and negotiable obstacle which could reasonably be found in everyday ranch work and meets the approval of the judge.

C. If disrupted, the course shall be reset. In the case that an obstacle is used in combination, the obstacle cannot be reset until the contestant finishes the entire combination.