



Darwin Quarter Horse Association Inc.



“Proudly promoting western horse riding in the Northern Territory”

WELCOME TO THE DARWIN QUARTER HORSE ASSOCIATION INC

The Darwin Quarter Horse Association (DQHA) is a friendly, family orientated club that promotes Western Horse Riding in the Northern Territory. All breeds of horse are welcome.

The DQHA was formed in 2009 to enable the owners of all breeds of horse in the Darwin and Adelaide River region to show their horses at all levels of western riding.

VISION

To promote participation in and foster development of western horse riding in the Northern Territory.

MISSION

The Darwin Quarter Horse Association is a friendly, family oriented club that enables owners of all breed of horse to show their horses at all levels of western riding in the Northern Territory.

We are affiliated with the [Australian Quarter Horse Association](#) (AQHA).

Under [Australian Quarter Horse Association](#) (AQHA) rules, we conduct shows and clinics at regular intervals during the year. The Western events include Halter, Showmanship, Western Pleasure, Western Horsemanship and Trail. We have recently included English and Ranch Versatility events.

In addition to the approved AQHA classes, DQHA also include club specific classes that are designed to foster development for both rider and horse. Classes cater for the very young lead-liners who walk and jog, up to the youth/adult who are gaining confidence and skills at a lope and canter eg: Beginner and Intermediate. This learning path-way accommodates skill development and education and prepares members for the approved AQHA events.

We also provide additional classes and choices by including DQHA events that are run under AQHA rules but are rider age-specific eg: Seniors and Masters.

Our Shows are approved by both the AQHA and also the [Paint Horse Association of Australia](#) (PHAA). This enables members and show participants to gain breed relevant points.

Membership is now online at www.globalentriesonline.com.au. Forms and more information is available at: www.dqha.org.au/membership

The DQHA committee meets monthly. Members are encouraged to provide their thoughts, ideas and feedback via email or to a committee member at one of our events.

The DQHA is run purely by volunteers who give up their time to keep the club running at its best. Your patience and understanding is appreciated.

Contact us:

Email: dqhainc@gmail.com

Website: www.dqha.org.au

SHOW RULES AND REGULATIONS

The organising body is the **Darwin Quarter Horse Association Inc.**

To comply with *DQHA, PHAA, and AQHA* rules, regulations and insurance coverage, all competitors (including parents and guardians of all competitors under the age of 18 years) must:

- *Be current financial members of the DQHA or apply for Day Membership.*
- Nominations are now on www.globalentriesonline.com.au
- Membership and waiver forms must be completed. Visit www.dqha.org.au for forms. (Tick your Membership type). Membership is also available on www.globalentriesonline.com.au
- All youth competing or taking part in an AQHA approved event, must have written permission from their parent/guardian to be at that event as a contestant or participant.
All youth competing or taking part in an AQHA approved event, must be in the care of a responsible adult who is in attendance for the duration of that event, whilst the youth is in attendance at that event.
- Ridden events are open to all breeds of horses.
- Halter events are Breed specific.
- A copy of all Horses registration papers must be included with the nomination form. AQHA membership cards, amateur owner cards and horse registration papers (ie. Proof of horses' age), must be available on request for the Show Manager to view.
- The Show Manager has the right to remove any person or persons from the ground, considered to be in breach of these special rules and regulations or for any conduct deemed inappropriate by the organising bodies.
- No alcohol is allowed in, or can be consumed in the marshalling areas, working arenas or show pen/contest areas.
- Competitor's/participants at any event run by DQHA have a responsibility to ensure the welfare of their horses and at all times to treat their horses humanely and with dignity, respect and compassion.
- Competitors/participants are to conduct themselves in a professional manner and act with integrity in all dealings with the Affiliate and other competitors. To uphold the rules and regulations of the DQHA and the AQHA at all times.
- Competitors/participants are to demonstrate good sportsmanship at all times, showing respect for your fellow competitors and officials, following the rules and to treat people the way you yourself wish to be treated.
- Entries are non-refundable except on receipt of vet written report/doctor certificate.
- All competitors are required to wear a back number.
Back numbers must be worn on your back for all Halter events, or on both sides of the saddle blanket in ridden events.
Back numbers must be secured firmly in place.
Each horse/rider combination must use a separate back number.
Failure to correctly display your back number will result in disqualification.
- The Show Management Committee reserves the right to alter the program as required.
- Protests must be in writing to the Show Manager and lodged with-in one (1) hour of the event.
- **All Competitors 18yrs/under must wear an Approved Australian standards helmet at all times while mounted.**
Accepted helmets shall have one of the following standards ASNZ 3838, ASTM F1163.EN 1384 clearly identified on the helmet and be within 5 years of date of manufacture. Helmets for Senior's are optional but encouraged to wear.

SHOW ETIQUETTE

Some pointers to help your show ring experience a pleasure not just for you but for all around you.

In AQHA approved halter events remember if you win or get second place you will be required for the selection of the Champion and Reserve Champion award. Please do not leave the marshalling area, ensure you stay around waiting to be called back in.

BE ON TIME. Make sure you are in time for your class. Please don't make other competitors, the steward, the gate marshall and the judge wait for you! Keep your ears open listening for what events are being called up and listen for your name to be called. If you are changing riders/numbers, please inform the marshall or steward. You will only get 2-3 call outs and then the gate will be closed, you will not be allowed to enter under no circumstances.

Do not forget your number on your clothing, no number means you will be disqualified.

Remember your show number and the name of the exhibit you are showing. This makes it easier for the marshall, the steward and the judge.

KNOW THE PATTERN. If you can, watch the classes before you enter the ring, this will show you the preferred workout the judge is using, however remember go with your instinct of the pattern you have read as you may be watching someone who is doing the pattern wrong.

Watch to see the entry and exit points of the show ring. This makes a show run smoother if competitors can enter and exit in the required directions, no pile ups!

Overtaking is always done in the inside of the arena, do not cut across the arena or do a small circle to make space, just pass on the inside leaving plenty of room around the horse you are passing.

In the warm up area, if changing direction or stopping, always look behind or in that direction first, giving way to other riders.

If you find you are bunched up after entering the ring it is OK to cut across (without hitting the judge) to a clear area. Though the marshall should not allow this to happen.

When the judge says reverse and walk on it means do a tear shape turn to the inside and go the other way and not reverse or backup.

When the judge asks you to change direction, always look behind and do not make your move until the person behind you has. However if they are taking too long, maybe they didn't hear make your move and they should follow.

When the judge asks to move up a gait, wait until the horse in front of you has moved up to the gait, otherwise you could collide or have to immediately overtake.

However, if they are taking too long, move immediately up to the required gait and overtake.

If you have any queries, see the Show Officials, eg: show manager, steward or marshall. Under no circumstances approach the judge. Once the show is closed then you may ask an official if you may approach the judge, the official will ask the judge if they wish to speak with you – only if the judge is agreeable. Though remember most judges do not want to appear rude, so if judge does engage in a conversation with you, do not put the judge in a bad position by talking to him/her about your horse or your performance.

Remember what classes you have entered in, this is your responsibility to know, not the show organisers or marshall.

Do not block the entry or exit routes to the marshalling areas or the arena. At all times keep these areas clear.

If your exhibit is unruly, please make sure you stay clear of other competitors and spectators. For example, stallion playing up, horse rearing/bucking, uncontrollable, failure of gear, etc

When you have finished your event, please exit the arena and marshalling area and wait for your next event. Marshalling areas are for competitors who are waiting for the next event, the area is too small and for safety reasons it **should not be used as a warm up area**.

If you are going to scratch/withdraw, you MUST let the Steward know.

BE POLITE – all workers at shows are volunteers. Without volunteers there is no show. Please show patience and understanding. Any issues, take them up with the show manager in a quiet and professional manner.

SPORTSMANSHIP – if you do not agree with a judge's decision, please remember that others may not feel the same. By belittling the judge in public you are showing no respect for the judge, other competitors or the show association. There could be disciplinary action if your behaviour is deemed unacceptable. Any disputes must be taken up with the show manager within an hour of the incident and there may be a fee to lodge a dispute.

SAFETY – Please make sure at all times you adhere to any safety regulations or risk management procedures required by the show association. These rules will be in place to ensure the safety of all at the show, human and equine. Do not leave the ring unless requested by judge or steward, or a personal emergency only. Please advise the show manager or steward.

While ribbons are being awarded please do not show disrespect by leaving the class. Unless advised to do so by a steward.

If you do not wish to keep the ribbon you have just won, we ask, out of courtesy to fellow competitors that you **DO NOT** give it to the steward or ribbon runner. If you do not want your ribbon please hand it into the marshall area once you have left the ring.

Damaged, dirty, slobbered on ribbons - we do not want these ones back please!

Most importantly...HAVE FUN



DQHA CLASSES

Beginner Lead-Line:

Open to competitors Lead-line 3-6yrs/under. A lead at least 1.8 metres long must be attached to a halter that is under the bridle so that while the rider is on the rail the horse is controlled by the adult. The rider will be judged on their basic position in the saddle, hand positions, leg position, seat position and back position. The horse must be led and controlled by an adult who is over eighteen years of age. If the judge asks the rider to back the horse in line up, the adult is not to aid the rider. The adult should only keep the horse under control. A saddle with suitable stirrup length must be used. Both competitors and handlers should be suitably attired for the event according to the rule book ie: all western classes should be western attire; all English classes should be English attire.

Beginner:

Beginner refers to the rider not the horse. All competitors in this class will only be required to do ridden events at a walk and jog only and are not eligible to enter Intermediate events. Any legal style of bit is permitted and all competitors are to use two hands on the reins when riding either a Junior or Senior horse in this class. All competitors must be suitably attired in Western wear. Western saddle and equipment is recommended.

Intermediate:

Intermediate refers to the rider not the horse. Competitors in this class must be able to lope in any of the ridden events and are not eligible to enter Beginner events. Any legal style of bit is permitted and all competitors are to use two hands on the reins when riding either a Junior or Senior horse in this class. All competitors should be suitably attired in Western wear. Western saddle and equipment is recommended.

Seniors:

Open to competitors aged between 19yrs and 49yrs. All Junior and Senior horses in this class must be ridden according to AQHA rules/regulations for the age of the horse and equipment to be used. All competitors must be in suitably attired in Western Wear and ride in a western saddle.

Masters:

Open to competitors aged 50yrs and over. All Junior and Senior horses in this class must be ridden according to AQHA rules/regulations for the age of the horse and equipment to be used. All competitors must be suitably in attired in Western Wear and ride in a western saddle.

NOTE:

All Competitors 18yrs/under must wear an Approved Australian standards helmet at all times while mounted.

Accepted helmets shall have one of the following standards ASNZ 3838, ASTM F1163.EN 1384 clearly identified on the helmet and be within 5 years of date of manufacture.

Helmets for Senior's are optional but encouraged to wear.



AQHA APPROVED CLASSES

Youth:

Open to competitors aged 7-18yrs. All Junior and Senior horses in this class must be ridden according to AQHA rules/regulations for the age of the horse and equipment to be used. All competitors must be in suitably attired in Western Wear and ride in western saddle.

Junior Horse:

Open to horses aged between 2yrs and 5yrs as of August 1st annually. To be ridden in a snaffle bit with two hands or a curb bit and chain with one hand. AQHA rules/regulations apply regarding the choice of this and all other equipment to be used. All competitors must be in suitably attired in Western Wear and ride in western saddle.

Senior Horse:

Open to horses aged 6yrs and over as of August 1st annually. To be ridden in any legal style of curb bit and chain with one hand. AQHA rules/regulations apply to this and all other equipment to be used. All competitors must be in suitably attired in Western Wear and ride in a western saddle.

Open:

The Open events are held in classes that don't have a Junior or Senior horse category eg: Western Horsemanship and Hunter Under Saddle, and are open to any aged horse. If you have a Junior horse (five years old and under) they must be shown in either a hackamore, bosal or snaffle bit. If you have a Senior horse (six years and over) they must ridden in any legal style of curb bit and chain with one hand.

Amateur:

An Amateur is a member who does not receive money or remuneration for horse related activities, that is, he or she is not a 'professional horse-person'. There are exceptions such as Veterinarians, Stud Owners/Managers and Farriers etc. The horse or horses used by an amateur participant must be owned or leased and registered wholly or in part by the participant and their name must appear on the horse's registration certificate. The member must possess a current breed specific Amateur card.

Select Amateur:

If a person has attained the age of fifty (50) years and provides proof of age, which must be in the form of a copy of a drivers licence or birth certificate, then their Amateur Permit will be endorsed as to allow them to compete in Select Amateur classes.

Two Year Olds:

- a) A two (2) year old horse cannot be shown under saddle in any AQHA approved show or program or at any AQHA sanctioned event, prior to 31 March of its two (2) year old year and must have reached a minimum age of twenty-four (24) months;
- b) Only the following performance classes can be offered for two (2) year olds: Western Pleasure, Hunter Under Saddle, Trail, Led Trail and Lunge Line;
- c) Any horse competing in two (2) year old Led Trail or two (2) year old Lunge line at a show, is not eligible to compete in any ridden classes at that show;
- d) The two (2) year old can only compete in either the two (2) year old or junior horse categories, not in both;
- e) A two (2) year old can only compete in a maximum of three (3) ridden classes at a show and is restricted to Western Pleasure, Hunter Under Saddle and Trail.

Example DQHA Show Program:

© Darwin Quarter Horse Association Inc - SHOW NPROGRAM - Example only
 SHOW: xxx
 DATE: Saturday xxx 2019
 9AM START
 FRED'S PASS INDOOR ARENA
 JUDGE: xxx (AQHA)



	HALTER	WESTERN PLEASURE	RANCH RIDING	HUNTER UNDER SADDLE
1	QUARTER HORSE Colt 3yrs/under	26 Beginner Lead-line 3-6yrs/under	47 Walk/Jog ALL AGE	75 Walk/Jog ALL AGE
2	QUARTER HORSE Stallion 4yrs/over	27 Walk/Jog ALL AGE	48 Beginner (walk/jog)	76 Beginner (walk/jog)
3	QUARTER HORSE Filly 3yrs/under	28 Beginner (walk/jog)	49 Intermediate (loping)	77 Intermediate (loping)
4	QUARTER HORSE Mare 4yrs/over	29 Intermediate (loping)	50 Seniors 19/49 yrs	78 Seniors 19/49 yrs
5	QUARTER HORSE Gelding 3yrs/under	30 Seniors 19/49 yrs	51 Masters 50yrs/over	79 Masters 50yrs/over
6	QUARTER HORSE Gelding 4yrs/over	31 Masters 50yrs/over	52 Youth 7-18yrs	80 Youth 7-18yrs
7	PAINT COLOURED Colt 3yrs/under	32 Youth 7-18yrs	53 Junior Horse	81 Junior Horse
8	PAINT COLOURED Stallion 4yrs/over	33 Junior Horse	54 Senior Horse	82 Senior Horse
9	PAINT COLOURED Filly 3yrs/under	34 Senior Horse	55 Amateur	83 Amateur
10	PAINT COLOURED Mare 4yrs/over	35 Open	56 Open	84 Open
11	PAINT COLOURED Gelding 3yrs/under	36 Select Amateur	REINING	Select Amateur
12	PAINT COLOURED Gelding 4yrs/over	WESTERN RIDING	57 Intermediate (loping)	HUNT SEAT EQUITATION
13	PAINT SOLID Colt 3yrs/under	37 Open	58 Youth 7-18yrs	86 Beginner Lead-line 3-6yrs/under
14	PAINT SOLID Stallion 4yrs/over	WESTERN HORSEMANSHIP	59 Junior Horse	87 Walk/Jog ALL AGE
15	PAINT SOLID Filly 3yrs/under	38 Beginner Lead-line 3-6yrs/under	60 Senior Horse	88 Beginner (walk/jog)
16	PAINT SOLID Mare 4yrs/over	39 Walk/Jog ALL AGE	61 Amateur	89 Intermediate (loping)
17	PAINT SOLID Gelding 3yrs/under	40 Beginner (walk/jog)	62 Open	90 Seniors 19/49 yrs
18	PAINT SOLID Gelding 4yrs/over	41 Intermediate (loping)	TRAIL	91 Masters 50yrs/over
19	APPALOOSA - Best Exhibit	42 Seniors 19/49 yrs	63 Led Trail (Refer AQHA rules for 2 yo horses)	92 Youth 7-18yrs
20	ANY OTHER BREED - Best Exhibit	43 Masters 50yrs/over	64 Beginner Lead-line 3-6yrs/under	93 Amateur
21	SHOWMANSHIP	44 Youth 7-18yrs	65 Walk/Jog ALL AGE	94 Open
22	Beginner / Intermediate ALL AGE	45 Amateur	66 Beginner (walk/jog)	Select Amateur
23	Seniors 19/49 yrs	46 Open	67 Intermediate (loping)	
24	Masters 50yrs/over		68 Seniors 19/49 yrs	
25	Youth 7-18yrs		69 Masters 50yrs/over	
	Open		70 Youth 7-18yrs	
			71 Junior Horse	
			72 Senior Horse	
			73 Amateur	
			74 Open	

Program order is subject to change
 Run under AQHA and PHAA rules

DQHA Events (no AQHA points)

WESTERN CLASSES

Western Gaits

The horse should be ridden at a speed which is a natural way of going. The head should be carried at an angle which is natural and suitable to the horses' conformation at all gaits.

1. Walk - The walk is a natural, flat-footed, four-beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse.
2. Jog - The jog is a smooth, ground-covering two-beat diagonal gait. The horse works from one pair of diagonals to the other pair. The jog should be square, balanced and with straight, forward movement of the feet. Horses appear to move effortlessly; swinging the legs, yet touches the ground softly.
3. Extended Jog - When asked to extend the jog, it moves out with the same smooth way of going as in the jog with an obvious lengthening of stride with a slight increase in pace while exerting less effort and appears smooth to ride.
4. Lope - The lope is an easy, rhythmical, forward moving three-beat gait. Horses moving to the left should lope on the left lead. Horses moving to the right should lope on the right lead. The horse should lope with a natural stride and appear relaxed and smooth
5. Back-up – A good back-up displays balanced and smooth flowing movements, backing straight with self-carriage without gaping the mouth, with light contact and without hesitation.

Western Attire

In halter, speed classes, team penning and other western classes, it is mandatory to wear appropriate western attire, including long sleeve shirt, collar (band, stand-up, tuxedo, etc.) western hat, western pants/jeans and western boots. The hat must be on the rider's head when the exhibitor enters the arena. Spurs and chaps are optional in ridden classes.



HALTER CLASSES

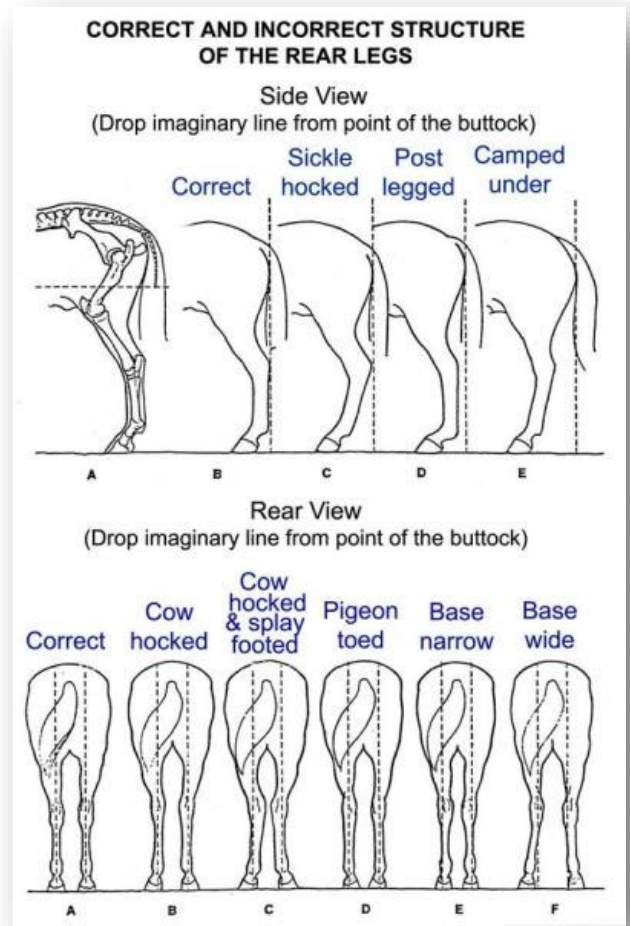
A Halter class is defined as a class where the horse is judged based upon its conformation.

The purpose of the class is to preserve the Australian Quarter Horse type by selecting well-mannered individuals in the order of their resemblance to the breed ideal and that are the most positive combination of balance, structural correctness and movement.

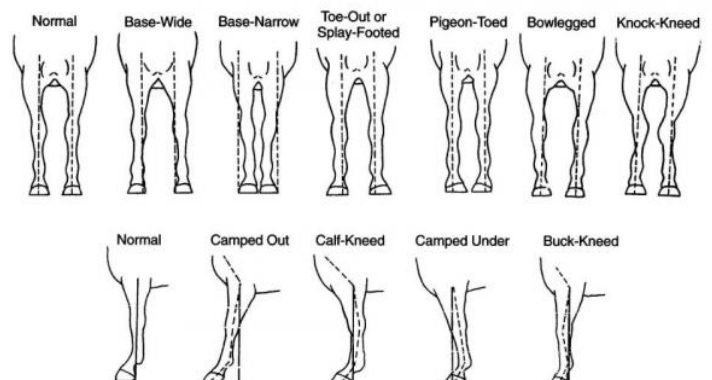
The ideal Australian Quarter Horses shown at halter is a horse that possesses the following characteristics:

- Eye appeal.
- Attractive head.
- Refined throat latch.
- Well-proportioned trim neck.
- Long sloping shoulder.
- Deep heart girth, short back.
- Strong loin and coupling.
- Long hip and croup.
- Well defined muscular stifle, gaskin, forearm and chest.

These characteristics should be coupled with straight and structurally correct legs and feet.



Conformation Faults of Forelegs



SHOWMANSHIP AT HALTER

The Showmanship Class shall be judged strictly on the exhibitor's ability to fit and show a horse at halter. The horse is merely a prop to demonstrate the ability and preparation of the exhibitor. The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor leading a well groomed and conditioned horse that efficiently performs the requested pattern with promptness, smoothness, and precision.

Scoring:

Exhibitors are to be scored from 0 to 20 with ½ point increments acceptable. Ten points should be allocated to the overall appearance of exhibitor and horse, and ten points allocated to performance.

Some faults in overall appearance of exhibitor and horse include:

- Poorly groomed, conditioned or trimmed horse.
- Dirty, ragged or ill-fitted halter or lead.
- Incorrect equipment.
- Poorly groomed and attired exhibitor.

Same faults in performance include:

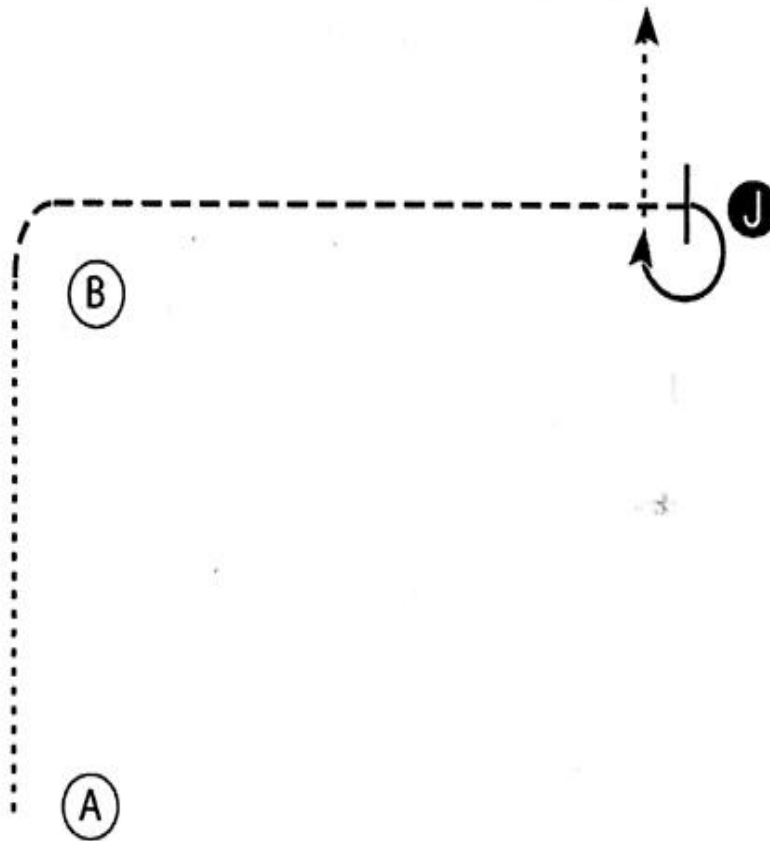
- Incorrect position of exhibitor.
- Changing hands or placing both hands on the lead.
- Failure to perform maneuvers at designated markers.
- Exhibitor touching the horse.
- Exhibitor leading off the wrong side of the horse or standing directly in front of the horse.
- Leading, backing or turning sluggish or crooked.
- Horse not set up correctly.

Same disqualifications include:

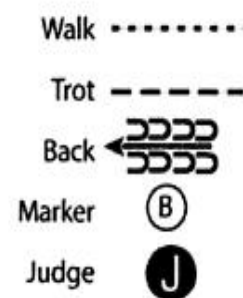
- Loss of control that endangers exhibitor, other horses or other exhibitors.
- Failure of exhibitor to wear correct number in correct manner.
- Willful abuse.
- Knocking over cones.
- Going off pattern.



Example Showmanship pattern:



1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.



WESTERN PLEASURE

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 and ideally 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 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, and have a bright expression with ears alert.

He should be shown on a reasonably loose rein, with light contact and control. He should be responsive and smooth in all transitions. Maximum credit should be given to the flowing, balanced and willing horse that gives the appearance of being fit and a pleasure to ride.

This is a group class and horses must work both ways of the arena, at all three gaits to demonstrate their ability with different leads. Horses are to be reversed to the inside (away from the rail) when changing direction. They may be required to reverse direction at the walk or the jog at the discretion of the judge, but shall not be asked to reverse direction at the lope.

Gaits:

1. The walk has a flowing, consistent four beat gait, with level top-line.
2. The jog has an effortless, efficient and consistent two beat motion with a flat knee action and self-carriage.
3. The lope has three beat strong deep strides by the hind legs and a flat swing with the front legs, whilst maintaining a level top-line. It should also be achieved with, softness, a relaxed appearance, and self-carriage.

Some Faults of the horse scored according to severity:

- Excessive speed at any gait (eg: walk/jog or lope).
- Being on the wrong lead.
- Breaking gait.
- Excessive slowness or loss of forward momentum.
- Head carried too high or too low.
- Opening mouth excessively.
- Quick, choppy or pony-strided.

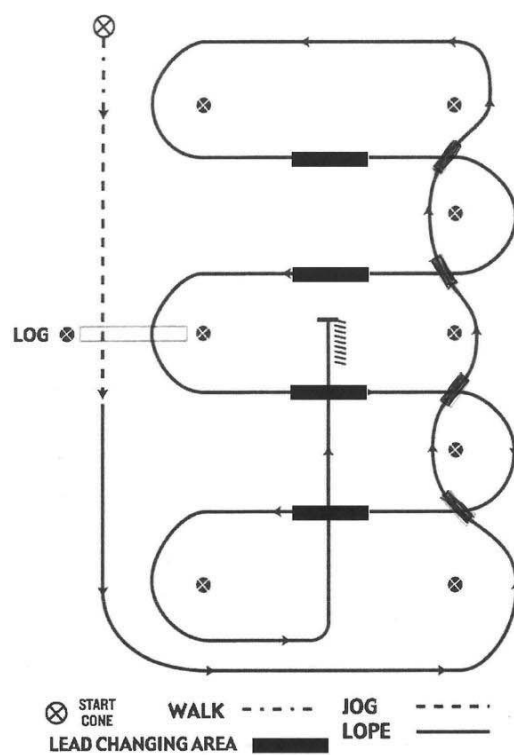


WESTERN RIDING

Western Riding is a class 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.

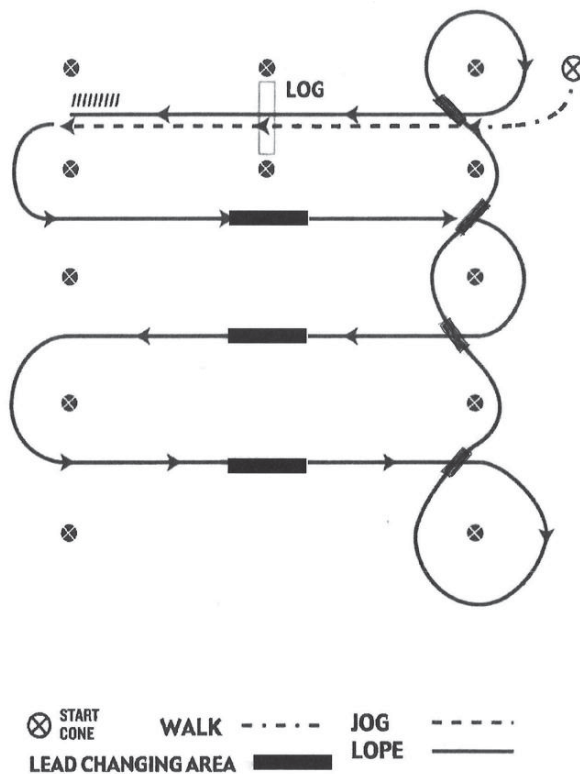
Credit will be given for and emphasis placed on smoothness, even cadence of gaits (ie: starting and finishing pattern with the same cadence), and the horse's ability to change leads precisely, easily, and simultaneously both hind and front at the centre point between markers. The horse should have a relaxed head carriage showing response to the rider's hands, with a moderate flexion at the poll. 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.

Pattern 1



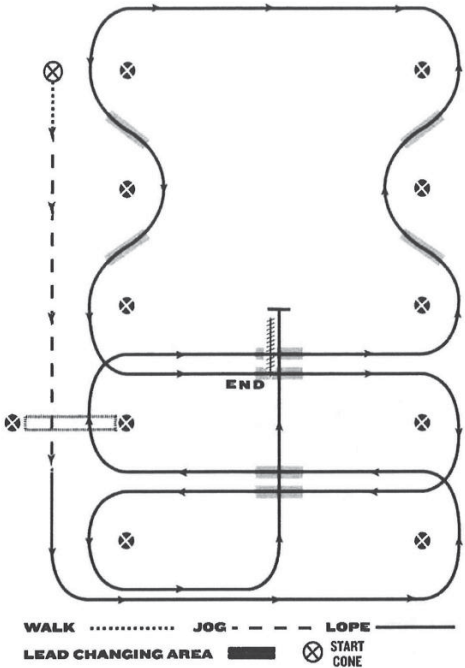
1. Walk at least 4.5 metres & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change & lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the centre, stop & back

Pattern 2



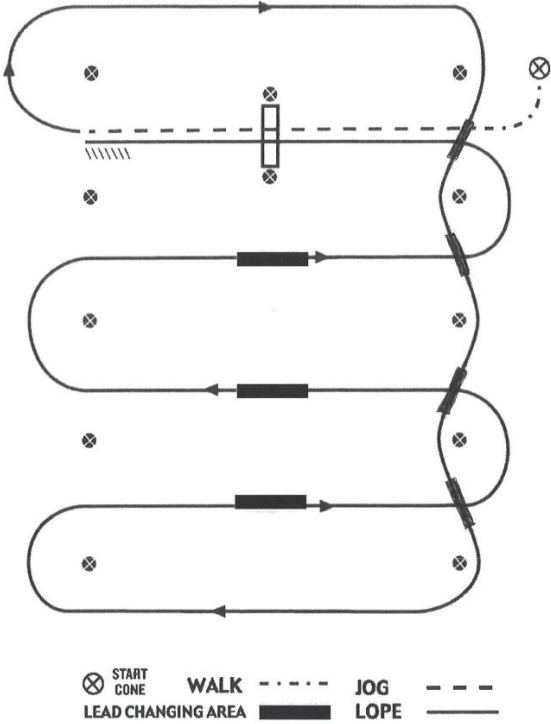
1. Walk, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

Patter 3

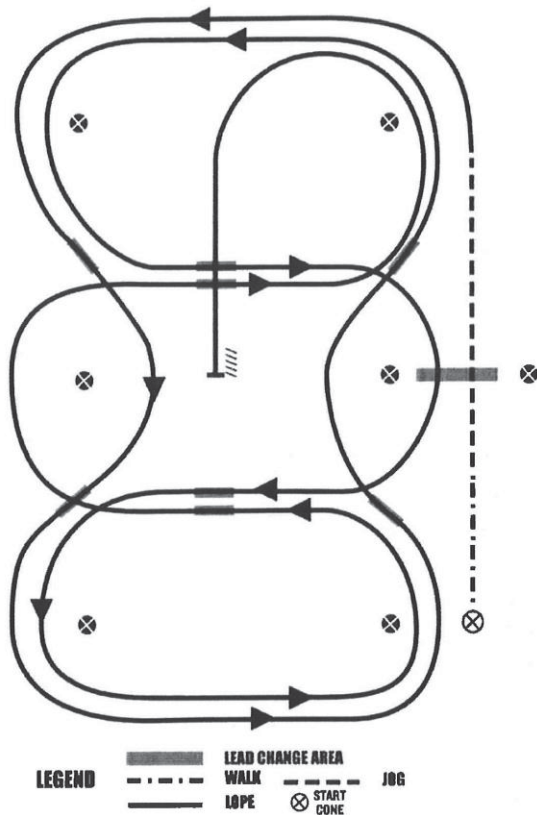


1. Walk halfway between markers, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing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

Pattern 4



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

Pattern 5 (Recommend for small arenas)

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

WESTERN RIDING PENALTIES**SCORE OF 0**

- Use of illegal Equipment.
- Willful abuse of an animal in the arena.
- Off Course
- Knowing over a markers
- Completely missing the log
- Major refusal - stop and back more than 2 strides or 4 steps with front legs
- Major disobedience – rearing, schooling
- Failure to start lope prior to end cone in pattern one and three
- Four or more simple lead changes and/or failure to change leads
- Overturn of more than 1/4 turn

5 POINT PENALTY

- Out of Lead beyond the next designated change area
- (Note: failures to change, including cross-cantering, at two consecutive change areas would result in 10 penalty points)
- Blatant disobedience including kicking out, biting and bucking

3 POINT PENALTY

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

1 POINT PENALTY

- Break of gait at walk or jog up to two strides
- Hitting or rolling log
- Out of lead for more than one stride either side of the centre point and between the markers
- Splitting the log (log between the two front or two hind feet) at the lope

1/2 POINT PENALTY

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

WESTERN HORSEMANSHIP

The Western Horsemanship Class is designed to evaluate the rider's ability to execute, in concert with their horse, a set of maneuvers prescribed by the judge, with precision, and smoothness while exhibiting poise and confidence, and maintaining a balanced, fundamentally correct body position. The ideal horsemanship pattern is extremely precise with the rider and horse working in complete unison, executing each maneuver with subtle aids and cues.

Scoring:

Exhibitors are to be scored from 0 to 20 with ½ point increments acceptable. Ten points should be allocated to overall appearance of exhibitor and horse and 10 points allocated to performance of the pattern.

Some faults in the overall appearance of exhibitor and horse:

- Loose, sloppy, dirty or poor fitting clothing or hat.
- Loss of hat.
- Poorly groomed or trimmed horse.
- Poorly fitting, dirty equipment.
- Loose leg and knee with toes pointed down. Shoulders crooked. Arms held in straight unbent position.
- Exhibitor looking down, or falling forward.
- Poor position in saddle.

Some faults in performance:

- Oblong or flat-sided circles.
- Horse dropping shoulder when circling.
- Horse holding its head and or neck excessively crooked when moving in straight lines or when stopping or backing up.
- Failure of horse to stand still in pattern.
- Imprecise pattern work or rough transitions.
- Touching the horse, grabbing the saddle horn or any other part of the saddle.
- Severe disobedience or resistance by the horse.

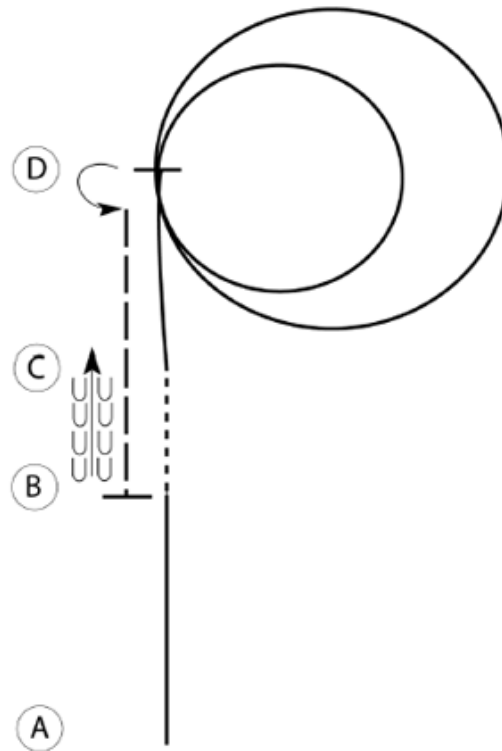
Some disqualifications include:

- Fall by horse or rider.
- Failure by exhibitor to wear correct number in visible manner.
- Illegal use of hands on reins.
- Use of prohibited equipment.
- Knocking over cones.
- Going off pattern.



Example Horsemanship pattern:

www.HorseShowPatterns.com



Be ready at A.

1. Lope on the left lead to B.
2. Walk B to C.
3. Lope on the right lead to D.
4. Lope a large fast circle to the right.
5. Lope a small slow circle to the right.
6. Stop at D and perform a 180 degree spin to the left.
7. Extend the jog to B.
8. Stop at B and back to C.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	← 3333 3333
Marker	⊙ B
Sidepass	←-----→

Pattern provided by: David J. Denniston

RANCH RIDING

***Ranch Riding:** The purpose of the Ranch Riding horse is to reflect the versatility, attitude and movement of a working horse. The horse's performance is to simulate a horse riding outside the confines of an arena and that of a working ranch horse ie: the ability to work at a forward, working speed while under control by the rider. Light contact will be rewarded and the horse will not be shown on a full drape of reins.

The required manoeuvres will include the walk, jog, and lope both directions and the extended jog and extended lope at least one direction, as well as stops, and back. Three optional manoeuvres may include a side pass, turns of 360 or more, change of lead (simple or flying), walk, jog or lope over a pole(s). One of the suggested three AQHA patterns can be used, however a judge may utilise a different pattern as long as all required manoeuvres and the three (or more) optional manoeuvres are included.

** Please note a horse can't enter any Western Pleasure class at a show if it enters Ranch Riding, but a horse doing Ranch Riding can still do Trail, Hunter, Horsemanship.*

Class Requirements

- Each horse will work individually; performing both required and optional manoeuvres, and will be scored on the basis of 0 to 100, with 70 denoting an average performance
- The required manoeuvres will include the walk, jog, and lope both directions and the extended jog and extended lope at least one direction; as well as stops, and back
- Three (3) optional manoeuvres may include a side pass, turns of 360 or more, change of lead (simple or flying), walk, jog or lope over a pole(s), or some reasonable combination of manoeuvres that would be reasonable for a ranch horse to perform
- The manoeuvres may be arranged in various combinations with final approval by the judge
- No time limit
- The use of natural logs is encouraged
- Posting at the extended jog is acceptable
- Touching or holding the saddle horn is acceptable

Ranch Riding Attire and Equipment

- Well shaped hat, western boots, jeans, a shirt with long sleeves and a collar. Chaps and chinks are optional.
- No hoof polish
- No braided or banded manes or tail extensions.
- Trimming inside ears is discouraged.
- Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair.
- Equipment with silver will not count over a good working outfit. Silver on bridles and saddles is discouraged
- It is suggested that competitors use a breast collar and a rear cinch.

Penalties

A contestant will be penalised each time the following occur:

One (1) point penalties

- Too slow per gait
- Over bridled
- Out of frame
- Break of gait at walk or jog for 2 strides or less

Three (3) point penalties

- Break of gait at walk or jog for more than 2 strides
- Break of gait at lope
- Wrong lead or out of lead
- Draped reins
- Out of lead or cross cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change
- Severe disturbance of any obstacle

Five point penalties

- Blatant disobedience (kick, bite, buck, rear etc) for each refusal
- Placed below horses performing all manoeuvres
- Eliminates manoeuvres
- Incomplete manoeuvres

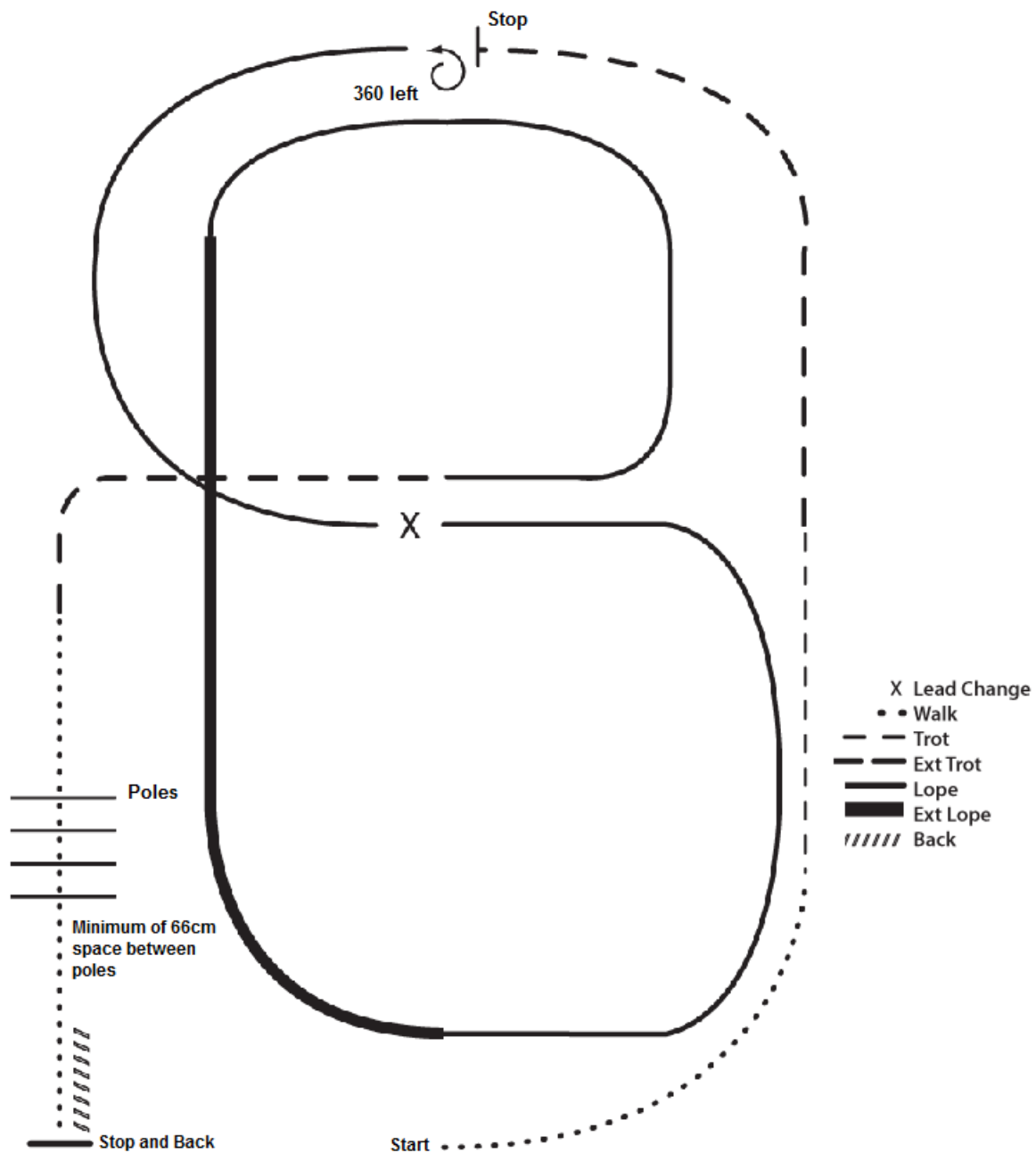
Zero (0)

- Illegal equipment including hoof black, braided or banded manes or tail extensions
- Wilful abuse
- Major disobedience or schooling.



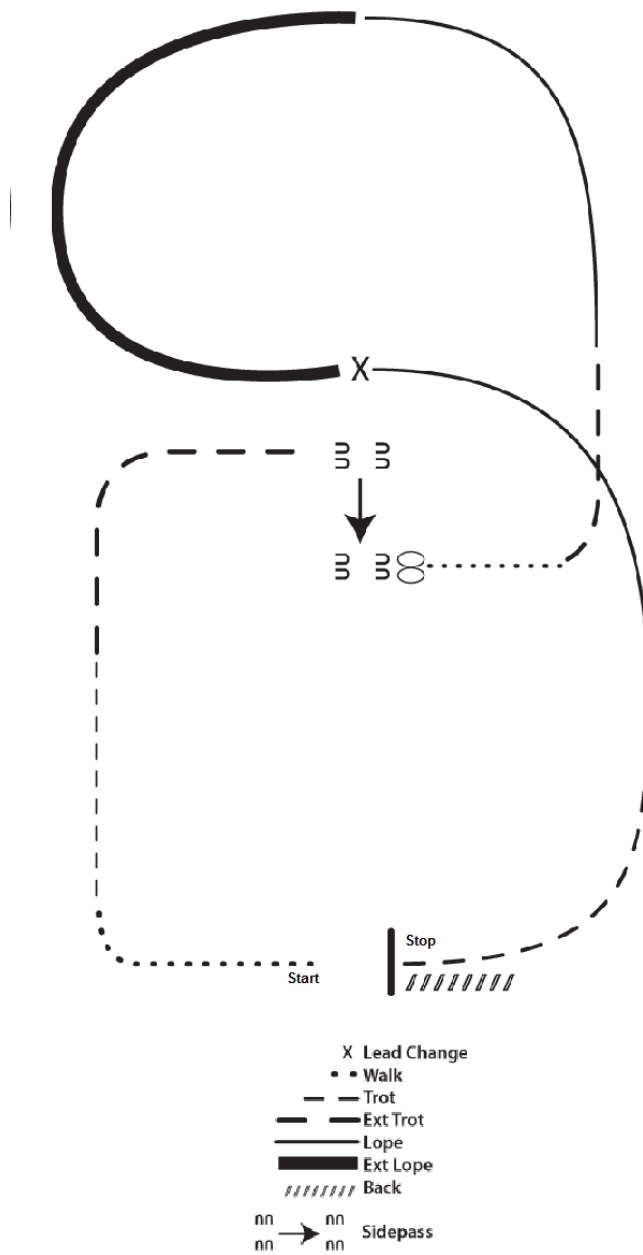
Ranch Riding AQHA patterns:

Pattern 1



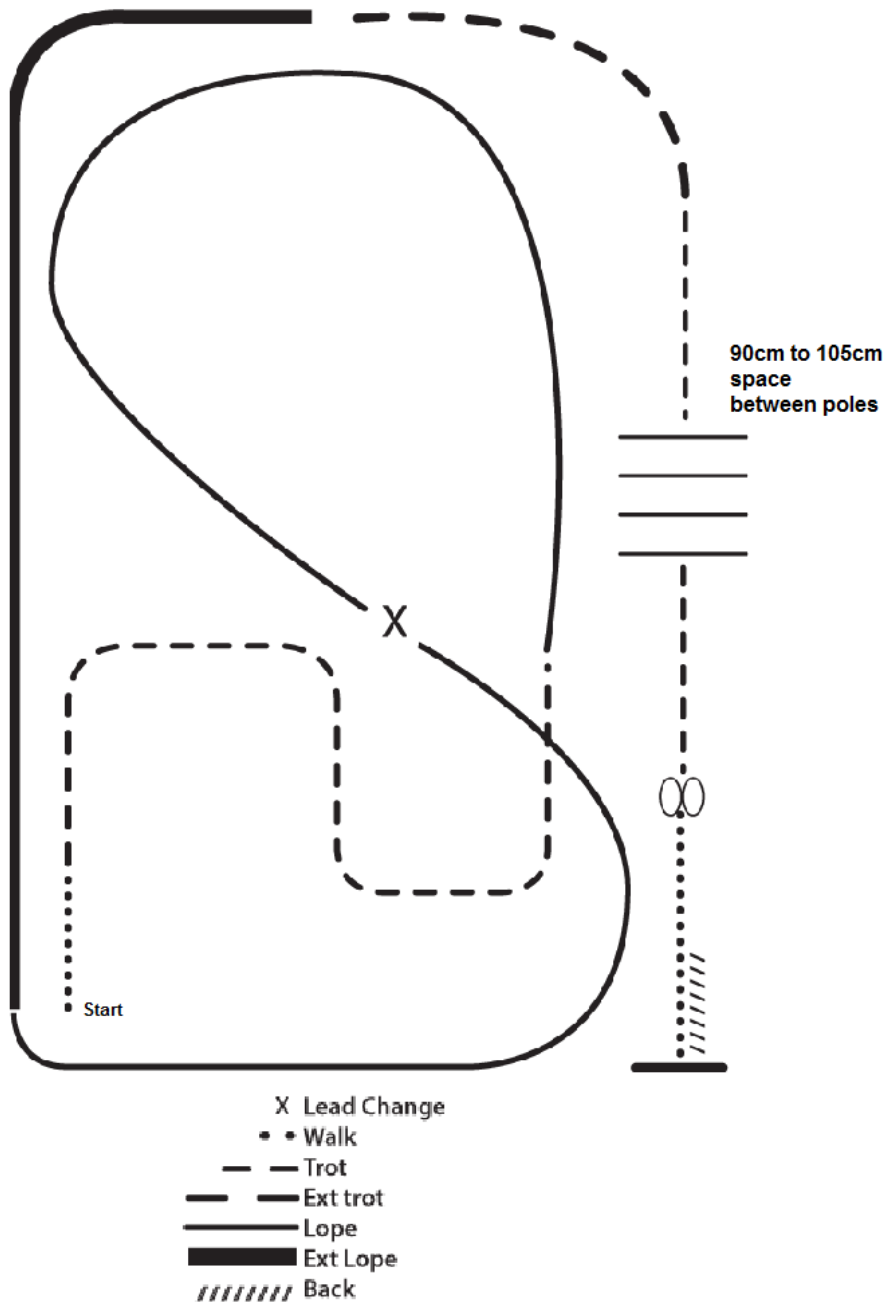
1. Walk
2. Jog
3. Extend the jog, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead $\frac{1}{2}$ circle, lope to the centre
6. Change leads (simple or flying)
7. Right lead $\frac{1}{2}$ circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to centre
10. Break down to an extended jog
11. Walk over poles
12. Stop and back

Pattern 3



1. Walk to the left around corner of the arena
2. Jog
3. Extend alongside of the arena and around the corner to centre
4. Stop, side pass right
5. 360 turn each direction (either way first)
6. Walk
7. Jog
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend the jog
13. Stop and back

Pattern 4



1. Walk
2. Jog serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of arena
6. Extend lope on the straight away and around corner to the centre of the arena
7. Extend jog around corner of arena
8. Collect to a jog
9. Jog over poles
10. Stop, do 360 turn each direction (either direction first)
11. Walk, stop and back

REINING

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

Any one of the twelve AQHA-approved reining patterns can be used and is to be selected by the judge of the class and used by all contestants in the class. Each contestant will perform the required pattern individually.

Scoring

Scoring will be on the basis of 0-Infinity, with 70 denoting an average performance.

The following will result in a score of 0:

- Use of more than index or first finger between reins;
- Use of two (2) hands (exception in snaffle bit or hackamore classes designated for two (2) hands) or changing hands;
- Use of romal other than as outlined in Rule 83.1 e);
- Failure to complete pattern as written;
- Performing the manoeuvres other than in specified order;
- The inclusion of manoeuvres not specified, including, but not limited to:
 - backing more than 2 strides
 - turning more than 90 degrees
- Equipment failure that delays completion of pattern;
- Balking or refusal of command where pattern is delayed;
- Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern;
- Jogging in excess of one-half circle or one-half the length of the arena;
- Overspins of more than 1/4 turn;
- Fall to the ground by horse or rider.

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

- Spurring in front of cinch;
- Use of free hand to instil fear;
- Holding saddle or touching horse with free hand;
- Blatant disobediences including kicking, biting, bucking and rearing.

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

- Break of gait;
- Freeze up in spins or rollbacks;
- On walk in patterns, failure to stop or walk before executing a canter departure;
- On run in patterns, failure to be in a canter prior to the first marker;
- If a horse does not completely pass the specified marker before initiating a stop position.

Starting or performing circles of eights out of lead will be judged as follows:

- Each time a horse is out of lead, a judge is required to deduct one (1) point. The penalty for being out of lead is accumulative and the judge will deduct one (1) 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 penalise a horse one-half point for a delayed change of lead by one stride.
- Deduct half (1/2) point for starting circle at a jog or exiting rollbacks at a jog up to two (2) strides. Jogging beyond two (2) strides, but less than half (1/2) circle or half (1/2) the length of the arena, deduct two (2) points.
- Deduct half (1/2) point for over or under spinning up to one eighth (1/8) of a turn; deduct one (1) point for over or under spinning from one-eighth to one quarter (1/8 to 1/4) turn.

A half (1/2) point penalty deduction will be given for failure to remain a minimum of six (6) metres from the wall or fence when approaching a stop and/or rollback.

Where a change of lead is specified immediately prior to a run to the end of the arena, failure to change leads will be penalised as follows: failure to change leads by one (1) stride – half (1/2) point; failure to change leads beyond one (1) stride, but where lead change is completed prior to next manoeuvre - one (1) point; lead is not changed prior to the next manoeuvre - two (2) points; in patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalised one (1) point. Failure to be on the correct lead prior to the centre point of the arena will be a two (2) point penalty.

A judge may require any contestant to repeat his performance of any or all of the various parts of the pattern.

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

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

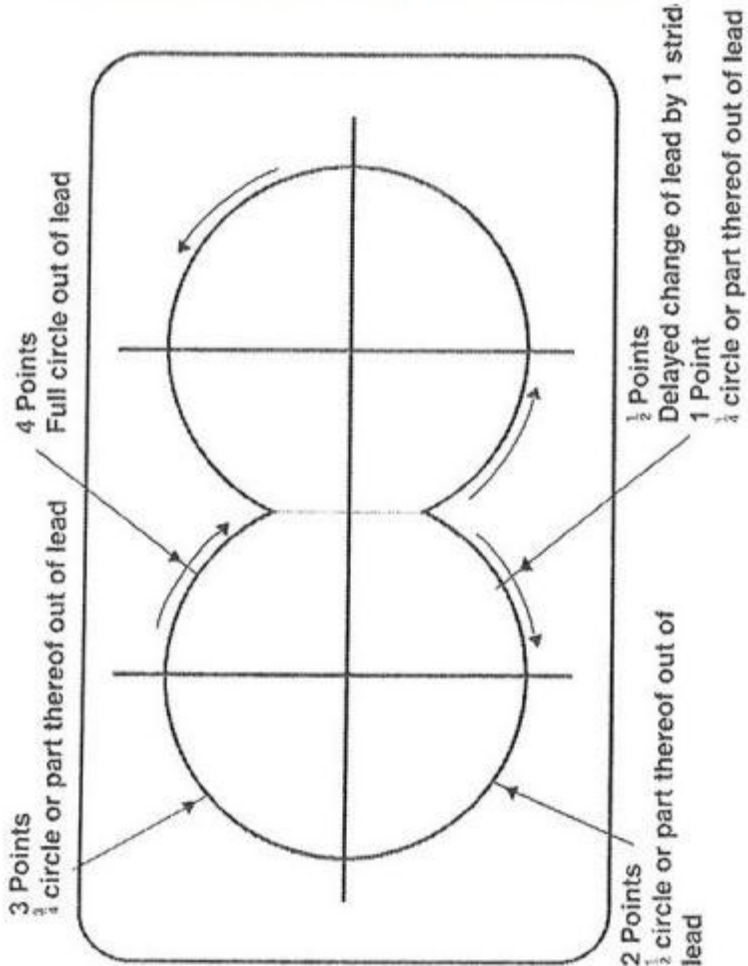
Faults against the rider to be scored accordingly, but not to cause disqualification:

- Losing stirrup;
- Any unnecessary aid given by the rider such as unnecessary talking, petting, spurring, quiring, jerking of reins, etc.
- Failure to run circles or figure eights within the markers is not considered a fault depending on arena conditions and size; however, failure to go beyond markers on rollbacks and stops is considered a fault.



REINING PENALTIES

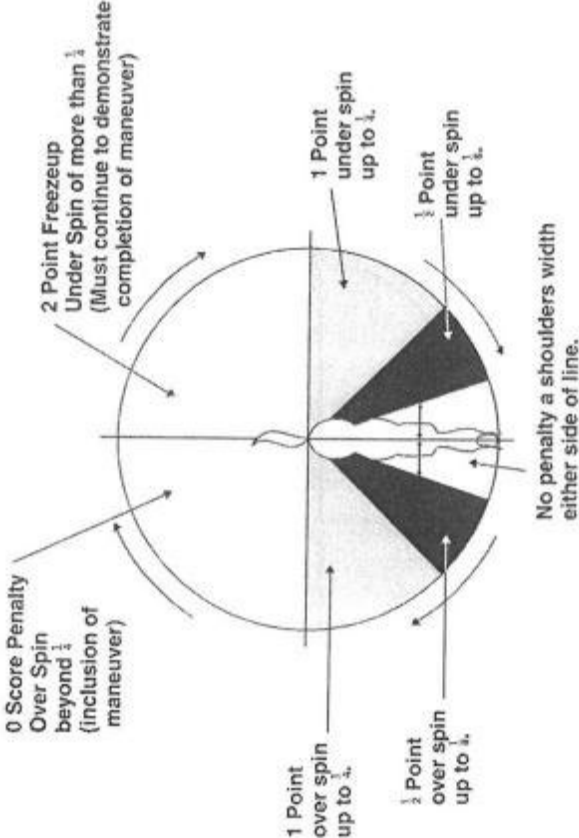
Out of Lead/Delayed Change



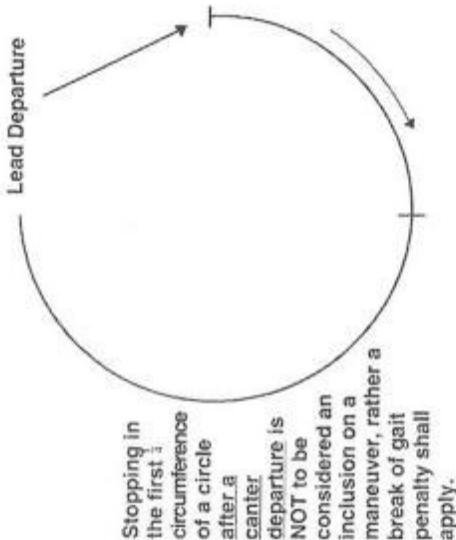
Add 1 Point for each 1/4 circumference of a circle, or part thereof.

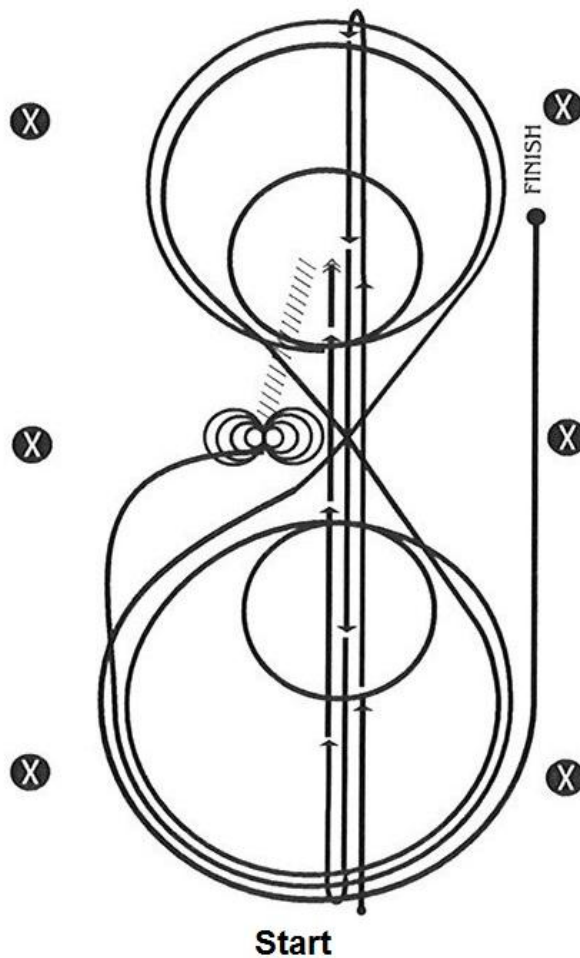
REINING PENALTIES

Over/Under Spin



Lead Departure

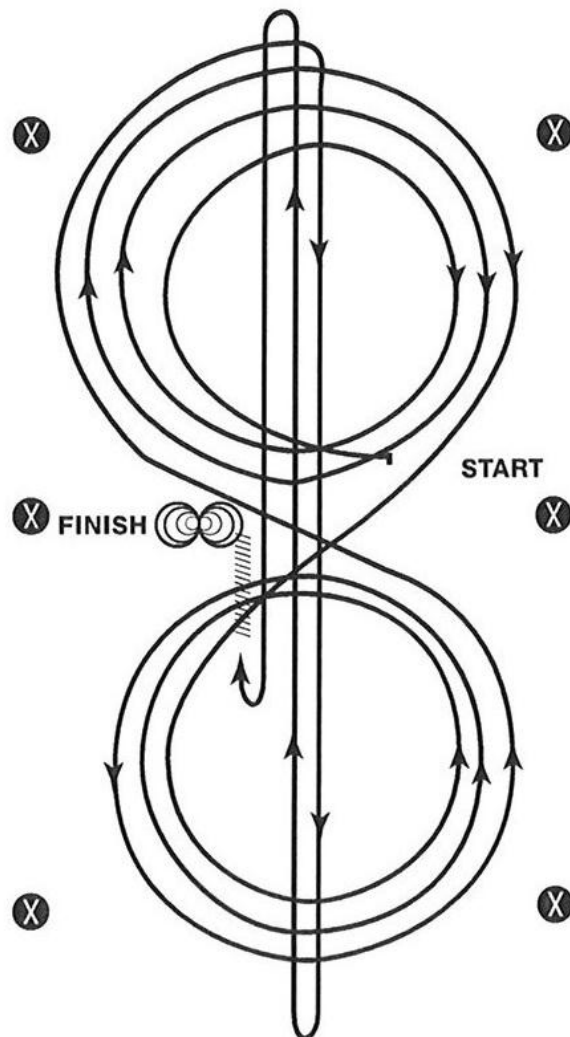


REINING Pattern 1:

1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation
3. Run past the centre marker and do a sliding stop. Back up to centre of the arena or at least three metres. Hesitate
4. Complete four spins to the right. Hesitate
5. Complete four and one-quarter spins to the left so that the horse is facing the 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 centre 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 centre of the arena.

Begin a large fast circle to the left but do not close the circle. Run straight up the right side of the arena past the centre marker and do a sliding stop at least six metres from wall or fence. Hesitate to demonstrate the completion of the pattern.

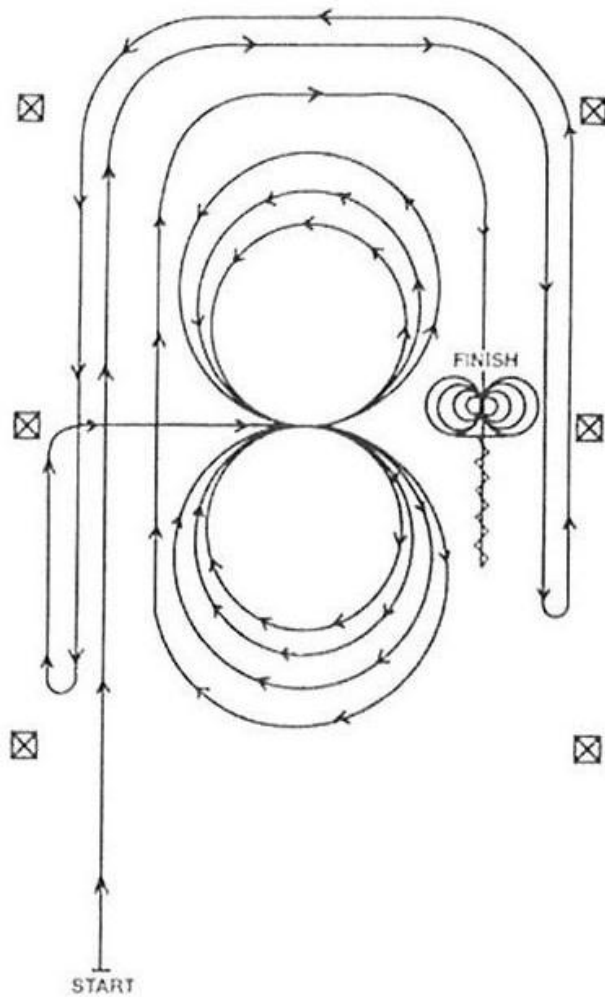
Rider may be asked to drop the bridle to the Judge.

REINING Pattern 2:

Horse may walk or trot to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

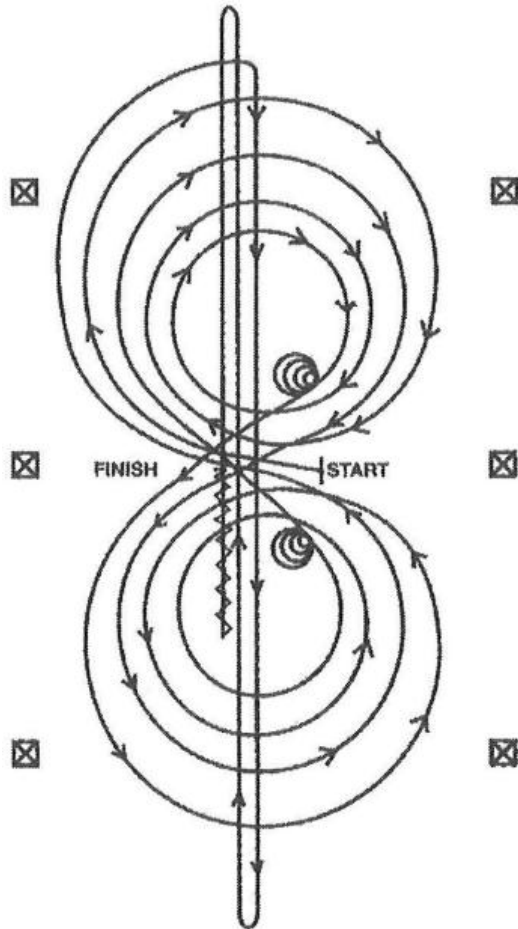
1. Beginning on the right lead, complete three circles to the right: the first circle small and slow, the next two circles large and fast. Change leads at the centre of the arena.
2. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the centre 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 centre marker and do a sliding stop. Back up to the centre of the arena or at least three metres. Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may be asked to drop the bridle to the Judge.

REINING Pattern 3:

1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least six metres from the walls, runs straight down the opposite or right side of the arena past the centre marker and do a left rollback – no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least six metres from the walls, run straight down the left side of the arena past the centre marker and do a right roll back – no hesitation.
3. Continue up the left side of the arena to the centre marker. At the centre marker, the horse should be on the right lead. Guide the horse to the centre of the arena on the right lead and complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the centre 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 centre 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, circle the top of the arena, and staying at least six metres from the walls, run straight down the opposite or right side of the arena past the centre marker and do a sliding stop. Back up at least three metres.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider may be asked to drop the bridle to the Judge.

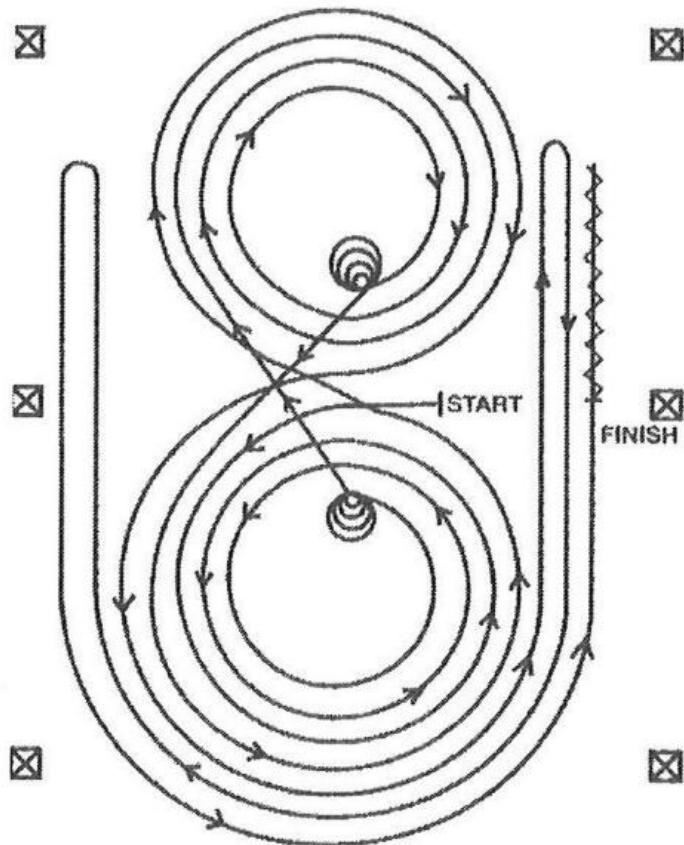
REINING Pattern 4:

Horses may walk or trot to the centre of the arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. Beginning on the right lead, complete three circles to the right: the first two larger and fast, the third circle small and slow. Stop at the centre of the arena. Hesitate.
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 centre of the arena. Hesitate
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 centre of the arena, run a large fast circle to the left, and change leads at the centre of the arena. (Figure 8)
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 centre marker and do a sliding stop. Back up to the centre of the arena at least three metres
9. Hesitate to demonstrate completion of the pattern.

Rider may be asked to drop the bridle to the Judge.

REINING Pattern 5



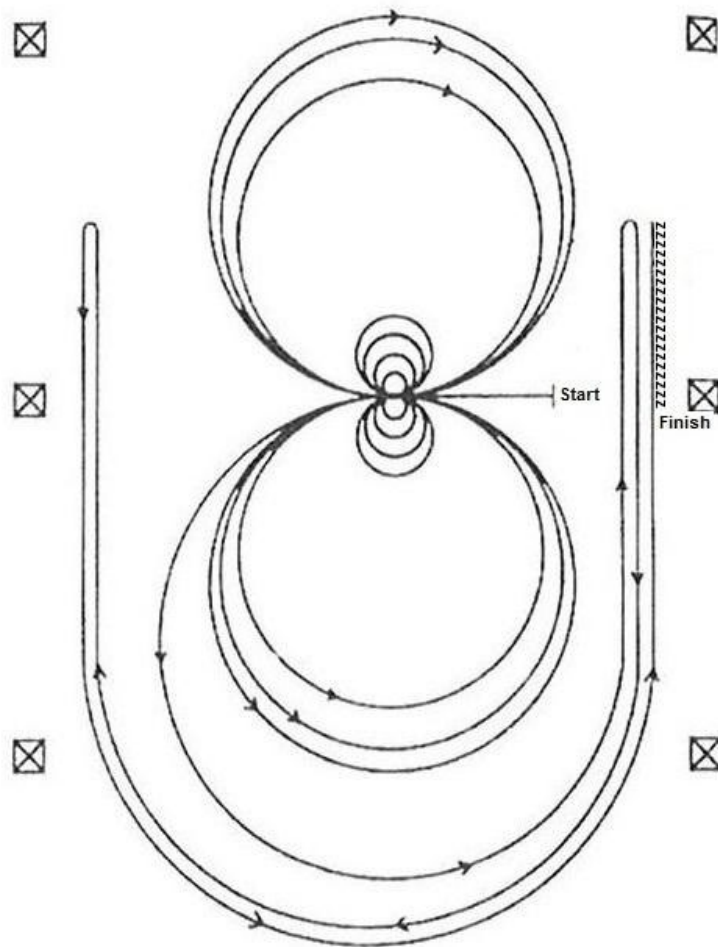
Horses may walk or trot to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

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 centre of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right led, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Hesitate.
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 centre of the arena, run a large fast circle to the right, change leads at the centre 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 centre marker and do a right rollback at least six metres from the wall – no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least six metres from the wall – no hesitation.

Continue back around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 6 metres from the wall. Back up at least three metres. Hesitate to demonstrate completion of the pattern.

Rider may be asked to drop the bridle to the Judge.

REINING Pattern 6

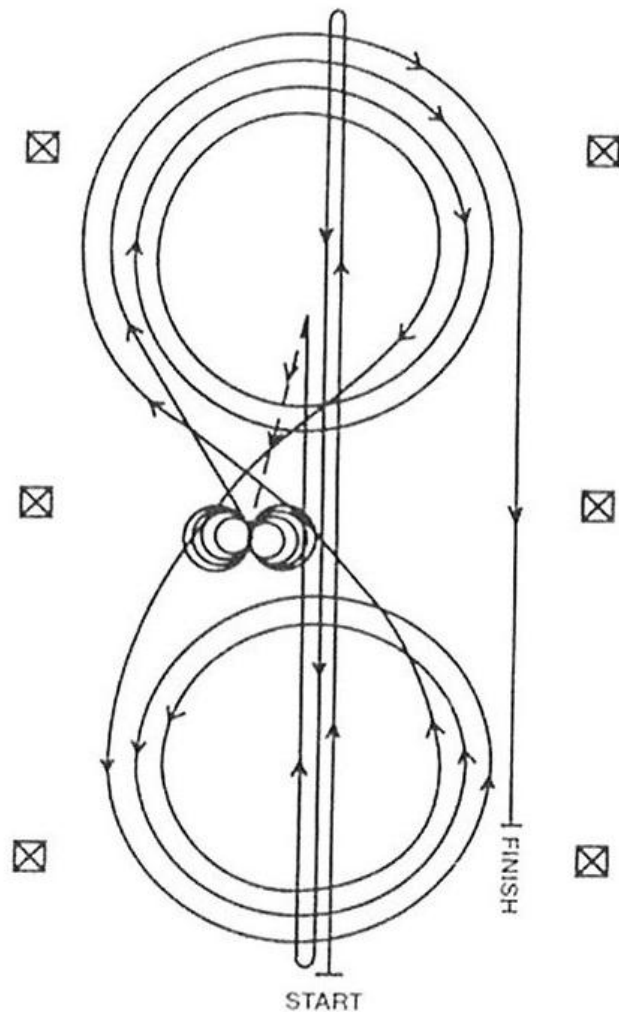


Horses may walk or trot to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. Complete four spins to the right. Hesitate.
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 centre 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 centre 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 centre marker and do a right rollback at least six metres from the wall – no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least three metres from the wall – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least three metres from the wall. Back up at least three metres. Hesitate to demonstrate the completion of the pattern.

Rider may be asked to drop the bridle to the Judge.

REINING Pattern 7

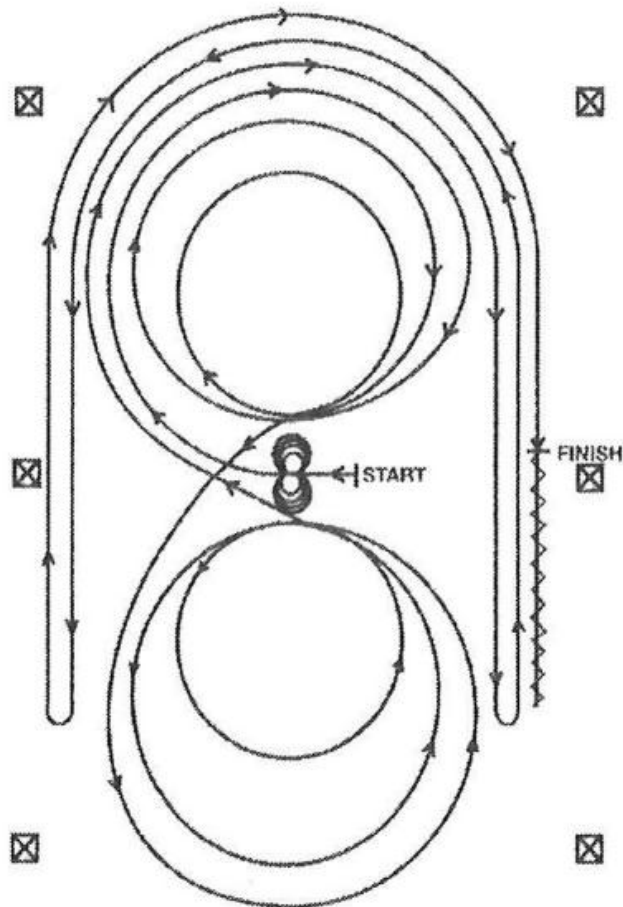


1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least three metres. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that the horse is facing the left wall. 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 centre 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 centre of the arena.

Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the centre marker and do a sliding stop at least six metres from the wall. Hesitate to demonstrate the completion of the pattern.

Rider may be asked to drop the bridle to the Judge.

REINING Pattern 8

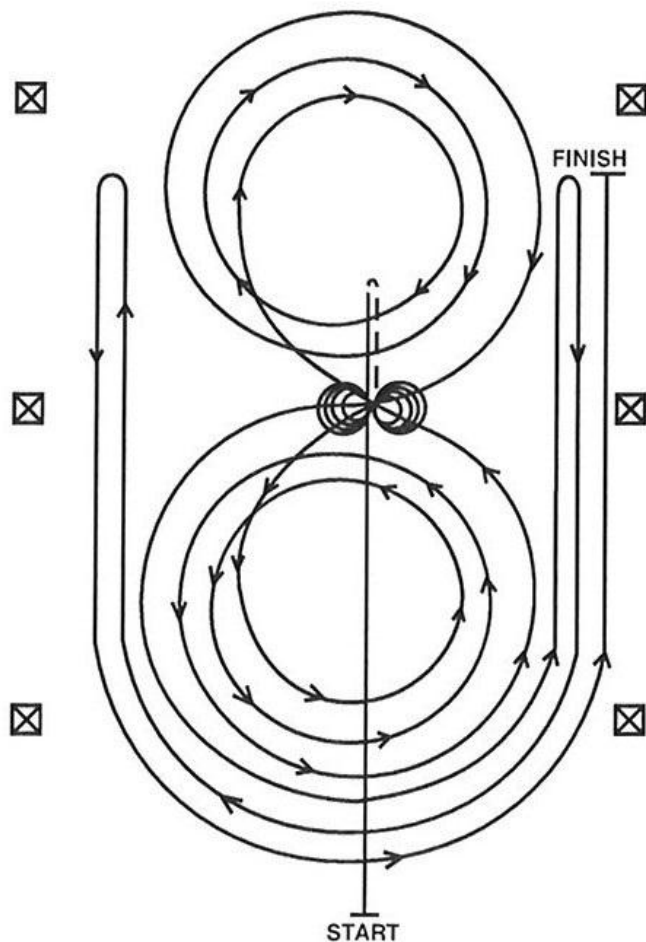


Horses may walk or trot to the centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. Complete four spins to the left. Hesitate.
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 centre 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 centre 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 centre marker and do a left rollback at least six metres from the wall – 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 centre marker and do a right rollback at least six metres from the wall – 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 centre marker and do a sliding stop at least six metres from the wall. Back up at least three metres. Hesitate to demonstrate completion of the pattern.

Rider may be asked to drop the bridle to the Judge.

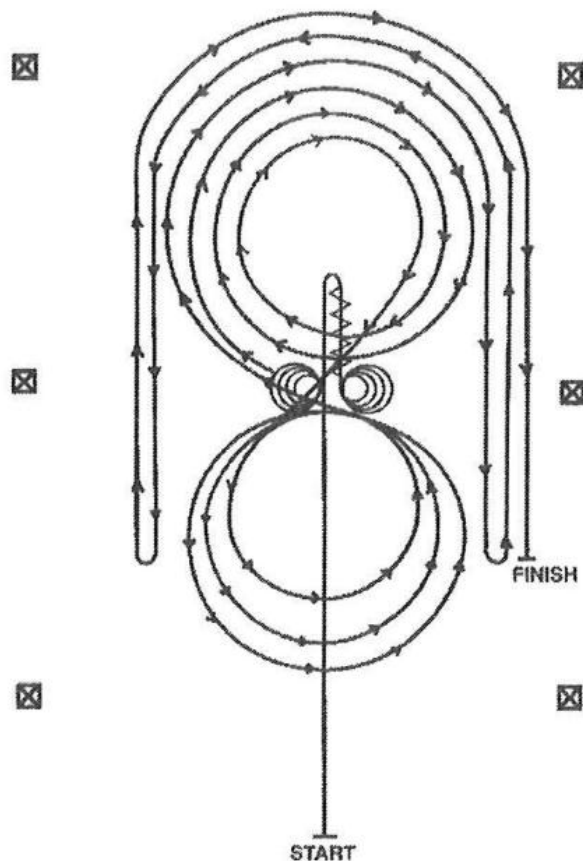
REINING Pattern 9



1. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least three metres. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall. 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 centre 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 centre 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 centre marker and do a right rollback at least six metres from the wall – 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 centre marker and do a left rollback at least six metres from the wall – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the centre marker and do a sliding stop at least six metres from the wall. Hesitate to demonstrate completion of the pattern.

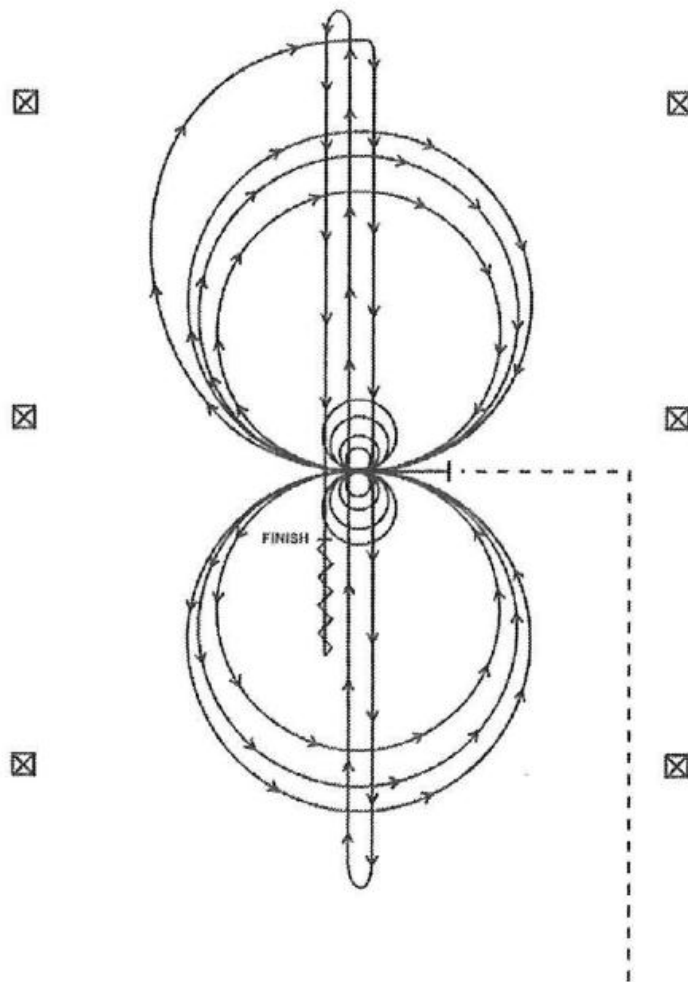
Rider may be asked to drop the bridle to the Judge.

REINING Pattern 10



1. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least three metres. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall. 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 centre of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles are large and fast. Change leads at the centre 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 centre marker and do a left rollback at least six metres from the wall – 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 centre and do a right rollback at least six metres from the wall – no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the centre marker and do a sliding stop at least six metres from the wall. Hesitate to demonstrate completion of the pattern.

Rider may be asked to drop the bridle to the Judge.

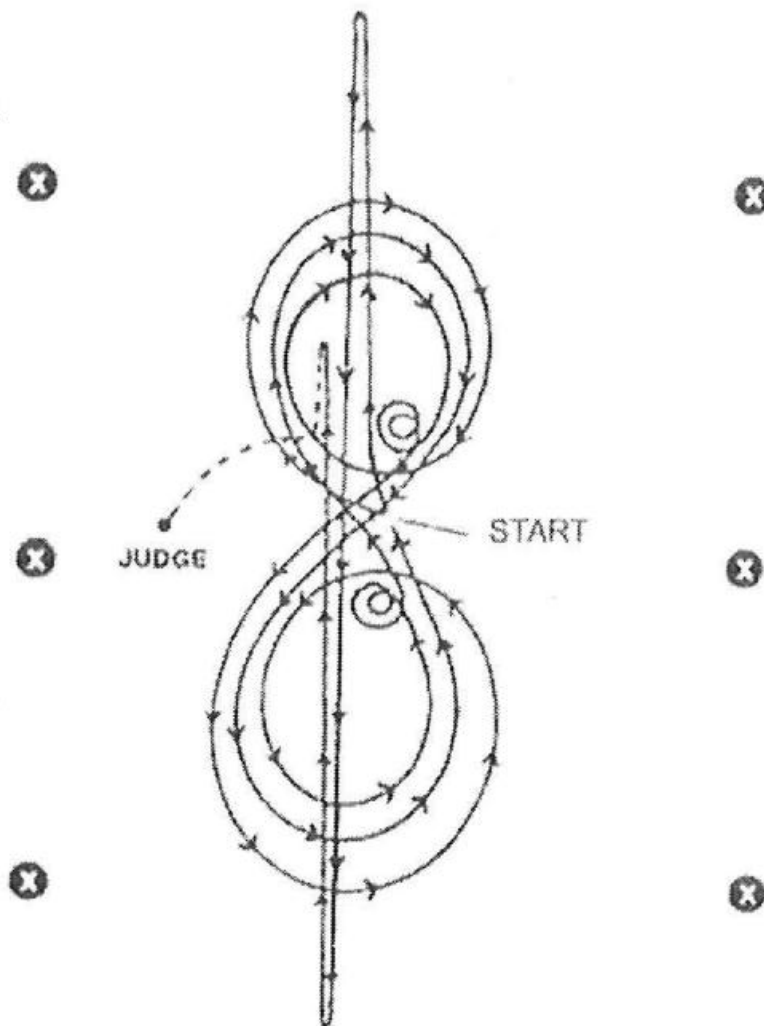
REINING Pattern 11

Horses must trot to the centre of the arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall or fence.

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

Rider may be asked to dismount and drop the bridle to the designated Judge.

REINING Pattern 12



This pattern cannot be used at "AA", State or National level

1. Starting at the centre marker make a large fast circle on the right lead.
2. Draw the circle down to a small circle until you reach the centre marker, stop.
3. Do a double spin to the inside of the small circle in the centre 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 down to the centre 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. Run to far end of the arena past marker and do a left rollback.
9. Run to opposite end of the arena past marker and do a right rollback.
10. Run back past centre marker and do a sliding stop. Hesitate.
11. Back over slide tracks.
12. Hesitate to show completion of pattern.

Rider may be asked to drop the bridle to the Judge.

TRAIL

This class will be judged on the performance of the horse over obstacles. Credit will be given to horses negotiating the obstacles with a degree of style showing attentiveness to the obstacles and the capability of picking their own way through the course when warranted. Horses must willingly respond to the rider's cues on more difficult obstacles.

Obstacles:

A minimum of six obstacles must be used. Three of which must come from the mandatory list and three others from a list of optional.

- Mandatory: Gate, walk over logs or poles, jog over logs or poles, lope over logs or poles, backing obstacle.
- Optional: Serpentine obstacles, bridge, carry object, square box, remove and replace objects from Mail box. Remove and replace object.

All measurements are listed in the AQHA Rules and Regulations.

Unacceptable Obstacles:

Tyres, animals, hides, pvc piping, dismounting, jumps, rocking or moving bridge, water box with floating or moving parts, flames, dry ice, fire extinguisher etc. Logs or poles elevated in such a manner that permits such to roll. No ground-ties.

Course Design:

The course must be designed (in approved and open classes) to include all three gaits: walk, jog, lope, somewhere in between obstacles. The judge on the day sets the course.

Scoring:

From 0 to infinity. Each obstacle will have an obstacle score (in the range of 0 to 1 ½ plus or minus) that should be added or subtracted from 70 being the start point for all competitors. Quality of movement and cadence should be considered as part of the obstacle score. Penalties should be assessed and subtracted per occurrence. See example Trail Score Sheet for further information on the scoring.

Trail Penalties:

Obstacle scores are to be determined and assessed independently of penalty points. Penalties will be assessed per occurrence as follows: The following deductions will result in:

Disqualified Zero (0) Score - will not be placed

- Bridled horse (curb bit) - Use of more than one finger between reins and/or use of two hands on reins - Exception: It is permissible to change hands to work an obstacle but one finger must be between reins at all times



- ii. Romal – use of fingers between reins. Change of hands on the Romal is acceptable to work an obstacle
- iii. using a snaffle bit or hackamore – use of one hand on reins only – Exception: reins can be held in one hand to work an obstacle
- iv. performing the obstacles other than in specified order
- v. no attempt to perform an obstacle
- vi. equipment failure that delays completion of pattern
- vii. excessively or repeatedly touching the horse on the neck to lower the head
- viii. fall to the ground by horse or rider
- ix. failure to enter, exit or work obstacle from correct side or direction, including overturns of more than ¼ turn
- x. failure to follow the correct line of travel within or between obstacles
- xi. failure to work an obstacle in any manner other than how it's described by the course
- xii. riding outside designated boundary marker of the course
- xiii. third refusal
- xiv. failure to demonstrate correct lead or gait, if designated

½ Point

Each tick of log, pole, cone or obstacle

1 Point

- i. each hit of or stepping on a log, pole, cone or obstacle
- ii. break of gait at walk or jog for two strides or less
- iii. both front or hind feet in a single-strided slot or space
- iv. skipping over or failing to step into required space
- v. split pole in lope-over
- vi. failure to meet the correct strides on trot over and lope over log obstacles

3 Point

- i. break of gait at walk or jog for more than two strides
- ii. out of lead or break of gait at lope (except when correcting an incorrect lead)
- iii. knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle
- iv. stepping outside the confines of, falling or jumping off or out of an obstacle with one foot

5 Point

- i. dropping slicker or object required to be carried on course
- ii. first refusal, baulk, or attempting to evade an obstacle by shying or backing more than two strides away
- iii. letting go of gate or dropping rope gate
- iv. use of either hand to instil fear or praise
- v. stepping outside the confines of, falling or jumping off or out of an obstacle with more than one foot
- vi. blatant disobedience (kicking out, bucking, rearing, striking)
- vii. second refusal, baulk, or attempting to evade an obstacle by shying or backing more than two strides away
- viii. failure to complete obstacle.

Example Trail score sheet

Australian Quarter Horse Association -Trail Score Sheet



CLASS NAME: YOUTH 18YRS/UNDER CLASS NO: 59 NUMBER IN CLASS:

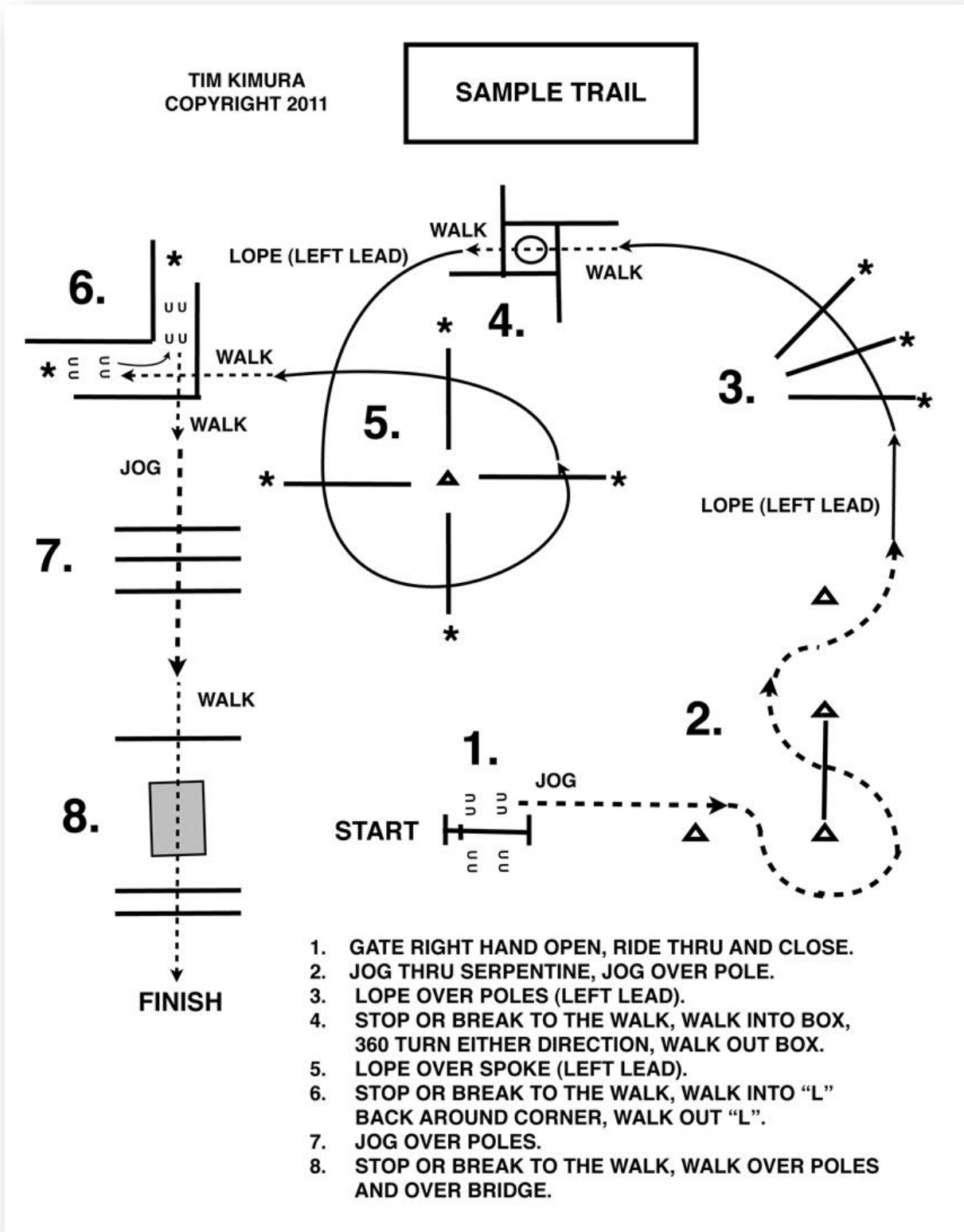
Obstacle Scores: -1½ Extremely Poor, -1 Very Poor, -½ Poor, 0 Correct, +½ Good, +1 Very Good, +1½ Excellent

Penalty ½: Each lick of log, pole, cone or obstacle
Penalty 1: Hit or step on; Break gait at walk or jog less than 2 strides; Both feet in space; Split pole; Skip space; Incorrect strides
Penalty 3: Break gait at walk or jog over 2 strides; Out of lead or break of gait at lope; Knockdown; Step out or jump off with one foot
Penalty 5: Loss of control at gate; Drop object; 1- refusal or evade; 2- refusal or evade; Step out or jump off with more than one foot; Blatant disobedience; Use of hand to instill fear or praise; Fail to complete an obstacle.

Table with columns: Entry No., Obstacle Description, 1-9, Penalty Total, FINAL SCORE, CLASS RESULT. Includes rows for Obstacle Description, Penalty Obstacle Score, and Class Result.

Judges Signature:

Example Trail pattern:



ENGLISH CLASSES

English Gaits

The following terminology will apply to Hunter Under Saddle, Hunt Seat Equitation, Hunter Hack and Hunter in Hand:

1. Walk - is a natural, flat foot, four-beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse. Loss of forward rhythmic movement will be penalized.
2. Trot - is a two-beat gait, comprised of long, low, ground-covering, cadenced and balanced strides. Smoothness is more essential than speed. The knees should remain relatively flat, exhibiting minimal flexion. Short, quick strides and/or extreme speed will be penalised. When asked to extend the trot, there should be a definite lengthening of the stride.
3. Canter - is a three-beat gait; smooth, free moving, relaxed and straight on both leads. The stride should be long, low and ground-covering. Over-collected four-beat canter is to be penalised. Excessive speed is to be penalized.
4. Hand gallop - should be a definite lengthening of the stride with a noticeable difference in speed. The horse should be under control at all times, and be able to halt in a smooth, balanced manner.

English Attire

In all English classes, riders must wear hunt coats of traditional colours being navy, dark green, grey, black, brown or tweed.

- Breeches (or jodhpurs) are to be of traditional shades of buff, khaki, canary, light grey or rust, with high English boots or elastic sided paddock boots of black or brown, with or without gaiters.
- A shirt must be worn and have a minimum of a short sleeve.
- A tie, choker or dickey must be worn.
- Black, navy blue, brown or green hard hat.
- Gloves and spurs that are approved by AQHA and crops are optional.
- Hair must be neat and contained (as in net or braid).



Judges must penalise contestants who do not conform. Judges can give permission for jackets to be removed in inclement weather as long as the shirt being worn has a minimum of a short sleeve.

HUNTER UNDER SADDLE

Hunter Under Saddle horses should move with long, low strides reaching forward with ease and smoothness, be able to lengthen stride and cover ground with relaxed, free flowing movement.

Horses should be obedient, have a bright expression with alert ears, and should respond willingly to the rider with light leg and hand contact. Horses should be responsive and smooth in transition. When asked to extend the trot or hand gallop, they should move out with the same flowing motion. The poll should be level with, or slightly above, the withers to allow proper impulsion behind. The head position should be slightly in front of, or on, the vertical.

This class will be judged on performance, condition and conformation. Maximum credit will be given to the flowing, balanced, willing horse. A maximum of 20 percent of judging will be based on condition and conformation.

Horses to be shown at a walk, trot and canter both ways of the ring. Horses should back easily and stand quietly. Horses can be asked to change to canter from the flatfooted walk or trot, at the judge's discretion.



References:

AQHA Rules - Section Five, Classes, Equipment and Attire

ENGLISH PLEASURE

Ridden one handed.

In English Pleasure class, the horses perform as a group, exhibiting the natural gaits of the walk, trot, and canter, and may also be asked to extend the trot or to perform a hand gallop.

Horses are judged on their manners, performance, quality and conformation. The horse is to give the impression of being a pleasure to ride.

HUNT SEAT EQUITATION

Hunt Seat Equitation is an evaluation based on the ability of a rider to perform various manoeuvres in harmony with his/her horse. The communication between horse and rider through subtle cues and aids should not be obvious. Equitation is judged on the rider and his/her effect on the horse.

Pattern:

The pattern should be designed so the majority of exhibitors can perform it in a reasonable length of time (under 60 seconds). All patterns must include a trot and canter. Patterns used in classes for riders 13 and under will use manoeuvres from Group #1 and/or Group #2. Horses' gaits are to be ridden with the same cadence and speed as you would find in the rail phase. All ties will be broken at the discretion of the judge.

Class Procedure:

Exhibitors can be worked individually from the gate or they can all enter at once but a working order must be drawn regardless. The entire class, or only the finalists must work at all three gaits at least one direction of the arena. Rail work can be used to break ties and possibly adjust placing's.

Individual works will be composed of any of the following:

- Group 1: Walk, Sitting Trot, Extended Trot, Posting Trot, Canter, Circles, Figure 8, Halt, Back, Side pass, Address Reins, Demonstrate Change of Diagonal.
- Group 2: Serpentine (Trot or Canter), Turn on Haunches or Forehand, Leg Yield, Flying or Simple Change of Lead.
- Group 3: Canter and Hand Gallop in a straight or curved line, Counter Canter Figure 8, Drop or Pick-up Irons without stopping.

A turn on the forehand to the right is accomplished by moving haunches to the left. A forehand turn to the left is accomplished by moving haunches to the right. If riders are asked to drop their irons, they can leave them down or cross them over the withers.



Example Hunt Seat Equitation pattern:

Color Classic Paint Horse Show

Open Sr & Select Hunt Seat Equitation (73-74)

Show Date: 31/05/2014-01/06/2014

www.HorseShowPatterns.com

www.HorseShowPatterns.com

Be ready at A.

1. Walk for 3-4 strides.
2. Posting trot on the right diagonal for 6 strides.
3. Canter a circle to the left.
4. Change leads at the center.
5. Canter a half circle to the right.
6. Close the circle at a posting trot.
7. When at the center, sitting trot in a straight line for 6-8 strides.
8. Halt and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	— — — —
Leg Yield	
Lead Change	///
Back	←←←←
Marker	ⓑ
Sidepass	←←
Hand Gallop	— — — —

[HSEII_6]

Pattern Provided by:

Color Classic Horse Show

©2014 HorseShowPatterns.com. All Rights Reserved.