

WESTERN DIVISION

Side Saddle shall be permitted in any class. ASTM/SEI helmets required. Saddle and bridle must be for the same seat ridden. Clothing and appointments should be neat, clean and appropriate for the seat ridden for the show ring. See the International Side-Saddle Organization for specific regulations.

APPOINTMENTS

Required

1. ASTM/SEI Helmet when mounted, helmet or Western style hat for fitting & showmanship.
2. Shirt or jacket with long sleeves. It may be short-sleeved shirt if the rider is also wearing a jacket. Other western attire in accordance with breed standards is allowed.
3. Western style pants or colored jeans must be clean, neat, and in good repair.
4. Appropriately heeled riding boots.

Preferred

Western boots

Optional

1. If vest or jacket is worn, it should be a definite western design.
2. Spurs must have blunt rowels or no rowels and straps. Bluntness is at the discretion of the judge. No slide on western spurs is allowed.
3. Chaps
4. Standard sliding, rundown, or skid boots on the rear fetlocks; splint boots and bell boots on the front legs or soft wraps on either are optional appointments in Western Reining and Western Handiness. They are prohibited in all other Western classes.
5. Gloves
6. Any protective safety equipment for the rider (protective vest, other

Tack/Equipment

1. The horse will be shown with a stock saddle, either slick or swelled with either a high or low cantle. However, the saddle must definitely be sized to fit both the rider and the horse. Silver equipment will not count over a good working outfit. Tapaderos and Australian stock saddles are prohibited.
2. The horse will be shown with a properly fitted western bridle and bit. The bridle should be as simple as possible with no Cavesson or drop nosebands being allowed. The bit will be a Standard Western bit of either solid or jointed mouthpiece. Standard Western bits may have either a leather or chain curb strap; either must be at least half an inch or wider and lie flat.
3. Any horse five and under as of Jan 1st of the current year; may be shown in a Bosal or snaffle. A bosal must be rounded in shape, constructed of braided leather or rawhide, and must have a flexible, non-metallic core attached to suitable headstall. Attached reins may be of hair, rope or leather. A standard snaffle bit is defined as a jointed, single, rounded, smooth mouthpiece; rings may be loose, egg butt, Dee, or center mounted. It is recommended but not required to use a leather (not chain) curb strap with a snaffle bit to be placed below the rein. A bosal, hackamore or snaffle bit rider may ride with two hands.
4. Romal, or standard, leather or woven split reins are acceptable. Index finger only between split reins. When using a romal, no fingers between the reins are allowed. See figures 1-3. Roping or contest reins are allowed in Gymkhana classes only.
5. Tie-downs, running martingales are prohibited in non-contest (Gymkhana) classes.
6. The position of the hand not being used for reining is optional; but it should be kept free of the horse and equipment and held in a relaxed manner. Switching of hands is not allowed in non-trail classes.

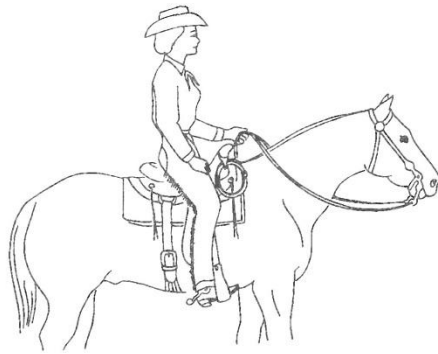
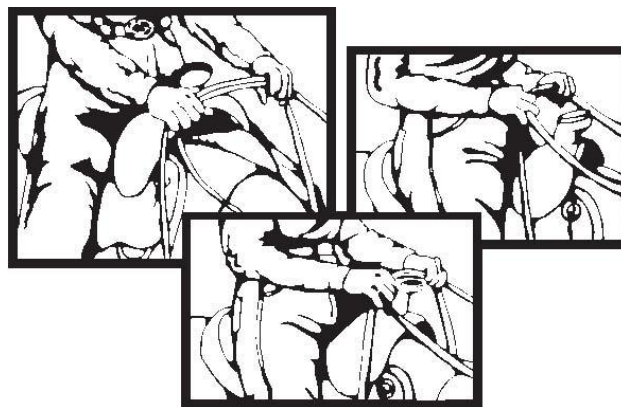


Figure 1: Illustrates hands when using split reins. Index finger must be between the reins prior to the fist portion of the hand. When using split reins and a curb bit if the second hand touches reins at any time this is cause for elimination.



Figure 2: Illustrates hands when Romal is used. 16" of rein must be between hands, bite of reins optional as to coil or straight. No fingers in-between rein

Figure 3: Illustrates hands when using a snaffle bit and split reins. The reins must be crossed or bridged as shown here. When using a bosal, the rider must have both hands on the reins. Rider's hands should be carried near the pommel and not further than four (4) inches out on either side of the saddle horn, with very limited movement



WESTERN HORSEMANSHIP (EQUITATION)

Class Routine

Recommended to be shown both ways of the ring in appropriate gaits including but not limited to: walk, trot, extended trot, canter, hand gallop, reverse. Riders may be required to execute any appropriate pattern as requested by the judge. Appropriate patterns will be provided either by the show committee or the judge at the discretion of the show committee which they feel are appropriate to the caliber of the class. Patterns chosen shall be required of all riders selected for this additional performance.

The method of holding the reins is explained and shown in the tack/equipment section number 5 above. Incorrect rein holds will be grounds for disqualification.

Judging/Scoring

Class to be judged on seat, hands, suitability of horse to rider, and the performance of the horse as it reflects the riding skill of the exhibitor. To be judged 90% on the rider's position, use of aids and cues, and control of the horse, and 10% on personal appointments and tack. The scoring of personal appointments and tack will be based on neatness of clothing rather than newness or expense, and cleanliness, condition and adjustment of tack. **Chaps are allowed.**

Disqualifications: See 14 under General Rules

WESTERN PLEASURE

Class Routine

A true pleasure horse is easy to handle, smooth gaited and does not show undesirable mannerisms. Overall performance should be smooth, consistent and obedient.

1. All horses enter the ring in a counterclockwise direction. All horses will be asked to walk, jog and lope both ways of the ring. Horses will be asked to back, may be asked to extend the jog.
2. After all the horses have been worked, the judge may then excuse those not to be considered further in the class.
3. The judge may ask for additional rail work from any of the remaining horses.
4. The method of holding the reins is explained and shown in the tack/equipment section number 5.

Judging/Scoring

To be judged on manners, and performance and suitability of the horse as a pleasure mount. The smoothness, obedience and consistency of the performance will be considered rather than brilliance and animation.

Disqualifications: See # 14 under General Rules

WESTERN RIDING

Class Routine

This class is a competition in the performance of a sensible, well-mannered, free and easy-going ranch horse which can get its rider around on the usual ranch chores, over trails, or give a quiet, comfortable and pleasant ride in open country and over obstacles.

1. All horses will follow the posted pattern. Any horse not following the exact pattern may be penalized or disqualified at the discretion of the judge.
2. The X's on the pattern represent markers (plastic or rubber cone-shaped markers recommended). These should be spaced a uniform distance apart. The preferred distance lengthwise between the markers is 40 feet, but if arena space is limited, they may be spaced 30 feet apart. Widthwise there should be a distance of 60 feet when the length is 40 feet and a distance of 50 feet when the length is 30 feet.
3. The rectangle represents an obstacle just high enough to break the horse's stride. This obstacle, if possible, should be at least 12 inches high and not more than 18 inches high. A small log is recommended. A ground pole may be used if a more suitable obstacle is unavailable.
4. The long and sometimes twisting line indicates the direction to travel and the gaits at which the horse is to move. The dotted line (...) indicates the walk, the dash line (----) the jog, the solid line (___) the lope.
5. If the horse runs into a marker, he will be penalized but not disqualified.
6. The method of holding the reins is the same as that for Stock Seat Equitation.
7. While the horse is in motion, the rider's hands will be clear of the horse and saddle.
8. Spurs or Romal will not be used forward of the cinch.
9. Leg coverings not allowed.
10. For all patterns simple lead changes will be allowed, however; flying lead changes will be given preference and will be reflected in the scoring of all patterns.

Judging/Scoring

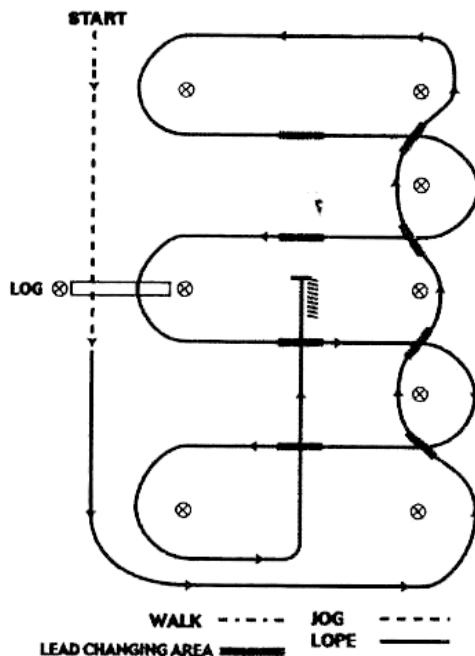
The horse in this class will be judged on riding quality and smoothness of gaits, changes of lead, response to rider, manners, disposition, and intelligence. The horse should execute flying lead changes quietly and smoothly. Contestants will be penalized when the horse changes leads in the front but not behind and when horse shows signs of resistance to lead changes (tail-wringing, head tossing, etc.). When the horse is asked to go over the obstacle, it should do so smoothly and calmly; when asked to back, it should do so in a relaxed, obedient manner.

Disqualifications: See # 14 under General Rules

WESTERN RIDING PATTERNS

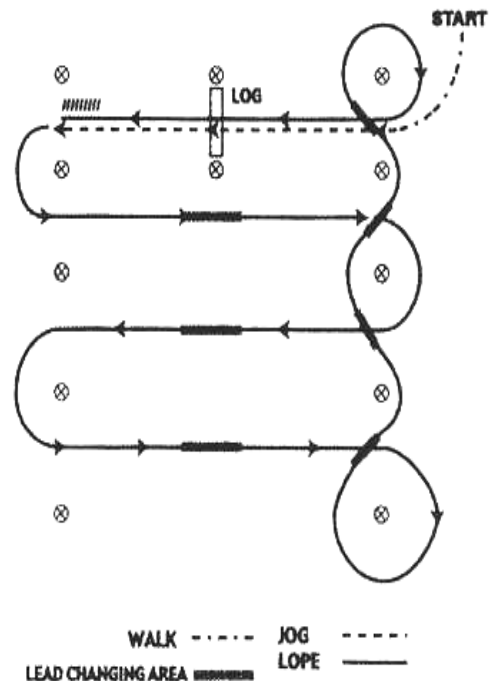
Pattern I

WESTERN RIDING PATTERN I



Pattern II

WESTERN RIDING PATTERN II



Pattern I

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

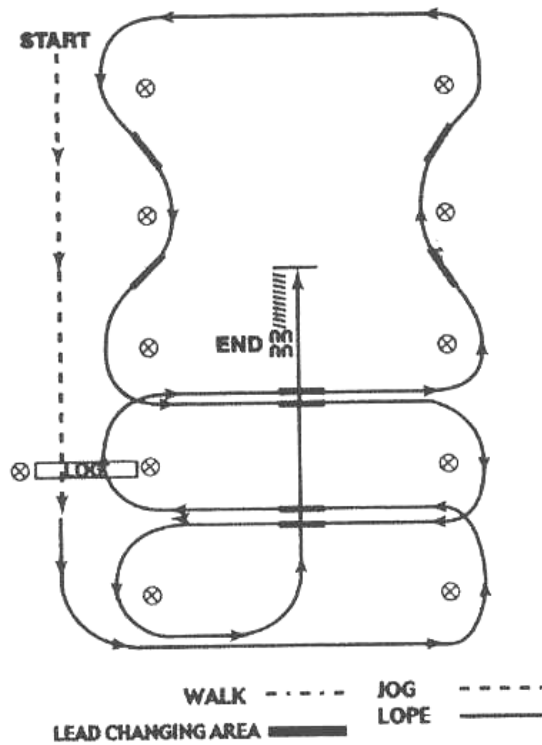
Pattern II

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

For all patterns simple lead changes will be allowed, however; flying lead changes will be given preference and will be reflected in the scoring of all patterns

Pattern III

WESTERN RIDING PATTERN III

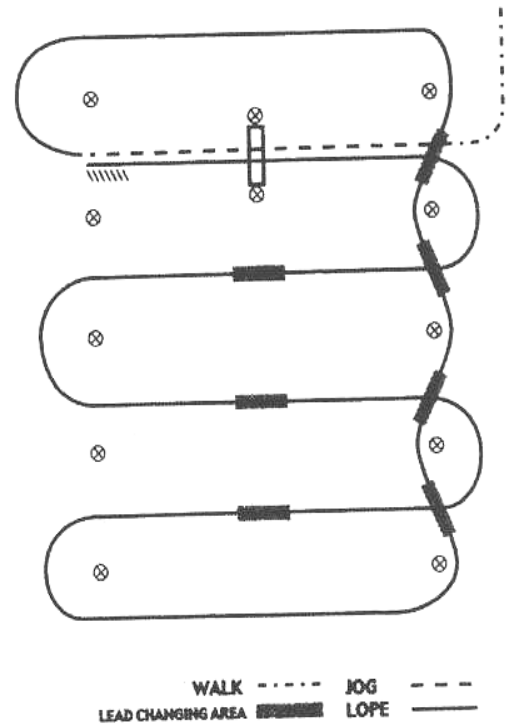


Pattern III

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. Lope over log.
11. Third crossing change.
12. Fourth crossing change.
13. Lope up the center, stop and back.

Pattern IV

WESTERN RIDING PATTERN IV



Pattern IV

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 and back.

For all patterns simple lead changes will be allowed, however; flying lead changes will be given preference and will be reflected in the scoring of all patterns

WESTERN REINING

Class Routine

The judge will indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern will not be used. As each maneuver group is completed, the judge will make an assessment in accordance with the following scale:

+ 1 ½	Excellent
+1	Very good
+1/2	Good
0	Correct
-1/2	Poor
-1	Very Poor
-1 ½	Extremely poor

These maneuver group scores are added to the starting score of 70 and from that gross score all penalties are subtracted to arrive at a final score.

GROSS SCORE (70 points. + Maneuver Group Score) Less PENALTIES = FINAL SCORE

Maneuvers

1. **Stops**: Stops are the act of slowing the horse from a lope to a stop position by bringing the hind feet and hocks under the horse in a locked position and sliding on the rear shoes. The horse should enter the stop position by bending the back and bringing the rear legs and hocks further under the body while maintaining forward motion and ground contact with the front legs. Throughout the stop, the horse should continue in a straight line and the position of the hocks, rear feet, and back should not vary.
2. **Spins**: Spins are a series of turns, executed over a stationary (inside) hind leg. Propulsion for the spin is supplied by the outside hind leg and front legs, and contact should be made with the ground and a front leg. The location of the hindquarters should be fixed at the start of the spin and maintained throughout.
3. **Rollbacks**: Rollbacks are the 180° reversal of forward motion completed by running to a stop, rolling (turning) the shoulders back to the opposite direction over the hocks and departing in a lope, as one continuous motion. The rollback must be executed with not more than slight hesitation after the stop, and the horse should not step ahead or back prior to the rollback.
4. **Circles**: Emphasis on scoring shall be given to the contestant exhibiting smooth, controlled figure eights with easy lead changes. Circles are a controlled maneuver at the lope in the designated area of the arena. Right and left circles shall have a common centerline in the middle of the designated area. Circles shall be run and/or begun on the correct lead. The speed and size of the right circles shall be exactly the same as the speed and size of the left circles. The horse shall lope in an even, fluid manner with a minimum of rider contact and/or commands. Circles shall be run far enough from arena wall that it does not affect the circles.
5. **Backups**: A back up is maneuvers requiring the horse to be moved in a reverse motion in a straight line a required distance (i.e. at least 10 feet).
6. **Hesitate**: Hesitation is only long enough to show the completion of one maneuver before the next one starts. There shall be the slightest hesitation to indicate each maneuver.
7. **Lead Changes**: Lead changes are the act of changing the leading legs of the front and rear pair of legs, at a lope, when changing the direction traveled. The lead change must be executed at the lope with no change of gait or speed and be performed in the exact geographical location in the arena specified in the pattern description. The change of front and rear legs must take place within the same stride to avoid penalty.

8. **Run Downs:** Run downs are the run through the middle of the arena, runs from the center of the arena to the end, and runs along the side and ends of the arena.
9. **Disqualifications:** See # 14 under General Rules

Penalties

Half-Point Penalties

1. Not changing leads in the same stride.
2. Over or under spin 1/8 turn.
3. Jogging first two strides.
4. Failure to be a minimum of 20 feet from wall or fence when approaching a stop and/or rollback.

1 Point Penalties

1. Not changing leads each quarter circle.
2. Slipping a rein in the bridle.
3. Scotching or anticipating a stop.
4. Over or under spinning up to quarter turn.
5. Lead missed around end of arena first corner to top.
6. Out of leads for each quarter circle.
7. Not picking up the correct lead for the first quarter circle.

2 Point Penalties

1. Lead missed around end of arena past 2nd corner.
2. Not ever-changing leads in pattern where there is only half circle.
3. Failure to run by markers before stop is initiated.
4. Freezing up in turn or rollback.
5. Breaking gait.
6. Jogging beyond two strides.

4 Point Penalties

1. Not ever-changing leads in a complete circle.

5 Point Penalties

1. Spurring or hitting front of cinch.
2. Blatant disobedience including kicking, biting, bucking, rearing, and striking.
3. Holding any part of the saddle with either hand.
4. Use of either hand to instill fear or praise.

0 Score

1. Failure to complete the pattern given (i.e., over or under spin more than quarter).
2. Using 2 hands on the reins in a bridle or two-rein class.
3. Use of more than the index/first finger between the reins in a bridle class, except in the two-rein class.
4. Horse balking
5. Failure to maintain 16 inches of rein between hands using Romal reins
6. Use of free hand while holding a Romal to alter the tension or length of reins from the bridle to the reining hand
7. Leaving the working area before pattern is complete
8. Backing more than 2 strides, when back is not the maneuver being performed.

Judging/Scoring

The arena or plot should be 50 x 150 in size.

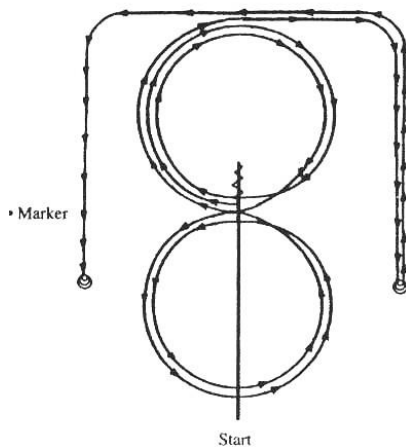
1. The pattern to be used will be posted by the judge at least 1 hour prior to the competition. It shall be a pattern from this rulebook.
2. Protective boots, leg wraps and bandages are permitted.
3. A suggested pattern is shown (see diagram in this section).
4. **Scoring:**
 - a. Scoring will be on the basis of 60 - 80 with 70 denoting an average performance. To be judged on the neatness, precision, dispatch, ease, calmness, and speed with which the pattern is performed. Off pattern will result in disqualification.
 - b. **Faults against the horse** (to be scored accordingly, but not to cause disqualification):
 - i. Opening mouth excessively when wearing a bit.
 - ii. Excessive jawing, opening mouth or head rising on stop.
 - iii. Breaking gaits.
 - iv. Lack of smooth, straight stop on haunches (bouncing or sideways stop).
 - v. Failure to change leads.
 - vi. Anticipating signals.
 - vii. Stumbling or falling.
 - viii. Backing sideways.
 - ix. Knocking over markers.
 - c. **Faults against the rider** (to be scored accordingly, but not to cause disqualification).

The judge can assume infractions of these rules are due to lack of control on the part of the rider:

 - iii. Holding on to any part of the saddle.
 - iv. Any unnecessary aid given by rider (such as excessive talking, spurring, whipping, jerking of reins, etc.).
 - d. **Disqualifications:**
 - i. Off course
 - ii. Horse being unruly or out of control.
 - iii. See #14 under General Rules

WESTERN REINING PATTERNS

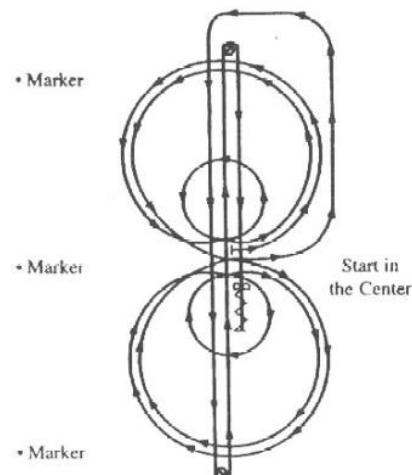
Pattern 1



Pattern 1

1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back up 10-15 feet to center, quarter turn left.
3. Pick up right lead, big fast circle, and small slow circle.
4. Change leads to left, big fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete $2\frac{1}{2}$ spins to right.
8. Continue back downside and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete $2\frac{1}{2}$ spins to the left.
10. Hesitate to complete pattern.

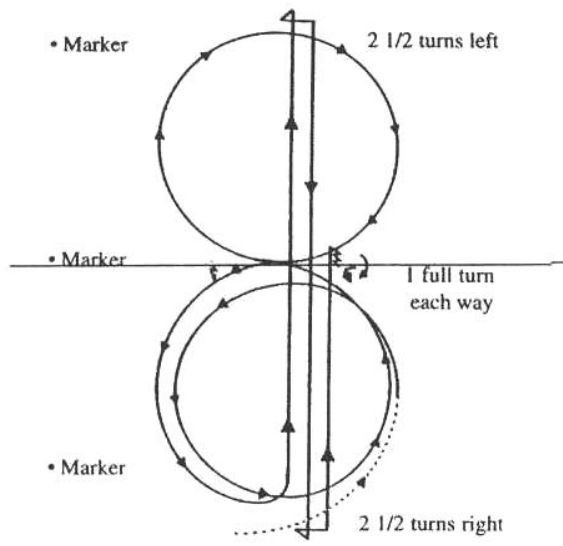
Pattern 2



Pattern 2

1. Trot to center of arena, stop. Pick up left lead; complete three circles to the left. The first one large and fast, the second small and slow, the third large and fast
2. Leads at center of arena.
3. Complete three circles to the right. The first one large and fast, the second small and slow, the third large and fast
4. Change leads at center of arena.
5. Do not stop, continue on to run-downs.
6. Run to far end past the marker to a sliding stop. Hesitate.
7. Complete $2\frac{1}{2}$ spins to the left. Hesitate.
8. Run to far end past the marker to a sliding stop. Hesitate.
9. Complete $2\frac{1}{2}$ spins to the right. Hesitate.
10. Run past center marker to a sliding stop. Hesitate.
11. Back 10-15 feet in a straight line. Hesitate.
12. Make 2 full spins each way, either way first. Hesitate between spins.
13. Hesitate to complete pattern.

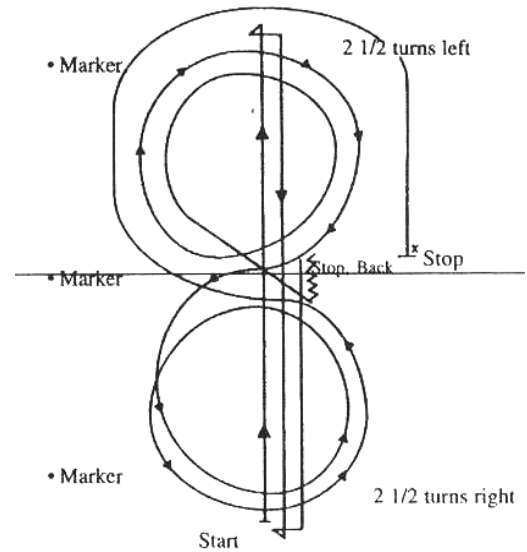
Pattern 3



PATTERN 3

1. Start at center of arena.
2. Begin on left lead, complete one circle, change to the right.
3. Complete one circle to the right, change leads to the left.
4. Do not stop; continue loping to end of arena without breaking gait.
5. Run to far end past the marker and come to a sliding stop.
6. Complete $2\frac{1}{2}$ spins to left.
7. Run to far end past the marker, come to a sliding stop.
8. Complete $2\frac{1}{2}$ spins to the right.
9. Run back to middle of the arena past the center marker and come to a sliding stop.
10. Back 10-15 feet in straight line.
11. Complete one full turn each way, either way first.
12. Hesitate to complete the pattern.

Pattern 4



PATTERN 4

1. Start at end of arena.
2. Run to far end of arena past the end marker and stop. Complete $2\frac{1}{2}$ spins to the left.
3. Run to other end of arena past the end marker and stop. Complete $2\frac{1}{2}$ spins to the right.
4. Run past the center marker and stop.
5. Back 10-15 feet in straight line.
6. Complete $\frac{1}{4}$ turn to the left, hesitate. Begin on right lead, circle to the right.
7. Complete one small, slow circle and one large, fast circle. Change leads to the left.
8. Complete one small, slow circle and one large, fast circle. Change leads to the right.
9. Run around end of arena to the other side, past center marker, at least 20 feet from fence and stop.
10. Hesitate to complete pattern.

WESTERN HANDINESS

Appointments/Tack/Equipment

Same as the Western Division with the addition of a costume and music. For New England Show at Eastern States Exposition the music must be screened by your state leader prior to using it.

Class Routine

This class is a pattern class. It is the exhibitor's responsibility to be prepared to perform the posted pattern. This class is neither a stunt class nor a race but should be performed with reasonable speed. It is a completion in the performance and characteristic of a good, sensible, well-mannered, free and easy-moving horse. Horses will be judged on riding qualities of gaits, response to rider, and manners and disposition. Maximum time limit for each exhibitor is 3 minutes.

Judged Requirements as well as those in the posted pattern for 5 points each

- a. Horse's quality of gaits.
- b. Horse's response to rider in executing pattern.
- c. Manners and disposition of horse.
- d. Theming of music and costume
 - 4-H appropriate content (follow the 4-H ESE dress code in ESE section of this rulebook)

Judging/Scoring

This class starts when the exhibitor enters the arena/ring and judging will cease after the last maneuver.

Disqualifications

1. The following will result in disqualification:
 - a. Abuse of animal in show arena/ring and/or evidence that an act of abuse has occurred prior to or during the exhibition of the horse in competition.
 - b. Use of illegal equipment
 - c. Use of whips or bats.
 - d. Use of any attachments which alters the movement of, or circulation to, the tail.
 - e. Failure to provide horse and equipment to the appropriate judge or official for inspection.
 - f. Disrespect or misconduct by the exhibitor.
 - g. Failure to complete the pattern in the specified order.
 - h. See #14 under General Rules

Penalties

The following will result in a reduction of exhibitor's score.

1. Balking or refusal of a command where the pattern is delayed.
2. Jogging in excess of half circle or half the length of the arena.
3. Backing more than 2 strides, when back is not the maneuver being performed.

If technical difficulties occur with the music, which is beyond the rider's control, it will be at the discretion of the judge whether the rider may re-start.

