

Mission Horse Club

2011 Rules



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General Club Information:

Age Divisions: (All age's are as of January 1st of the current year)

Masters	40 & over
Senior	19 to 39
Intermediate	14 to 18
Junior	11 to 13
Pee Wee	10 & under
Walk/Trot	this division is open to riders of all ages, but it is walk/trot only.

Any horse and rider combination choosing to move up a division for competitive purposes must remain in that division for the balance of the year. Rider will forfeit all points accumulated up to that point.

Membership Fees: (all membership fees are due January 1st of the current year and expire December 31st of the same year regardless of purchase date)

Family*	\$30.00
Individual	\$20.00
Associate* (non riding)	\$10.00

* Family memberships are only to include immediate family. Nieces, nephews, aunts, uncles, cousins, ect. cannot be included in such membership.

* Individuals over 19 years of age are not allowed to be put under a "family membership" unless they themselves have children and/or are married.

Advertising fee for non-members to place an ad in our newsletter is \$15.00 and MHC members may advertise for free at the discretion of the MHC executive.

All MHC members participating in MHC activities must have current Horse Council membership or a \$1 million liability insurance policy and are required to provide proof of the same upon request.

Volunteer Fee:

Everyone who joins MHC must pay a security deposit in the form of a post dated cheque. Volunteer cheques must be dated for October 31st of the current year. MHC requires a deposit of \$25.00 for an individual membership and \$50.00 for a family membership. If you have an individual membership you are required to volunteer 10 hours, if you have a family membership the family is required to volunteer 20 hours. Ring Clerk, Office and Concession volunteers receive double hours for volunteered time. If you do not complete your required hours for volunteering, MHC will cash your cheque and you will be ineligible to receive year end awards. If you complete your volunteer hours in full, we will return your cheque and you will then qualify for yearend awards.

Entry Fees: (these fees only apply to "regular season" shows or play days. See MHC "Schedule of Events")

	Member	Non Member
Individuals	\$20.00	\$40.00
Per Class	\$ 4.00	\$ 8.00
Additional Horse	\$10.00	N/A
Family (2 members)	\$30.00	N/A
Family (3 or more members)	\$35.00	N/A

Note: Entry fees as outlined (with the exception of "per class" rates) cover entries for the whole day (morning & afternoon classes). Individual rates apply to one horse and rider combination. Riders choosing to ride more than one horse or wishing to change horses must pay an additional \$10.00 per horse.

Points Structure:

Placing will count for points as follows

6 or more riders	1 st /7 pnts	2 nd /5pnts	3 rd /4pnts	4 th /3pnts	5 th /2pnts	6 th /1pnt
5 riders	1 st /6 pnts	2 nd /4pnts	3 rd /3pnts	4 th /2pnts	5 th /1pnt	
4 riders	1 st /5 pnts	2 nd /3pnts	3 rd /2pnts	4 th /1pnt		
3 riders	1 st /4 pnts	2 nd /2pnts	3 rd /1pnt			
2 riders	1 st /3 pnts	2 nd /1pnt				
1 rider	1 st /2 pnts					

MHC Club Rules:

- 1) MHC rules will supersede any and all other rules. In lieu of a rule book rule, show committee decision will be final.
- 2) ASTM helmets must be worn by all riders 18 and under at all times while mounted on MHC grounds.
- 3) MHC requires mandatory membership in Horse Council BC or proof of minimum \$1 million liability insurance for all riders participating in MHC activities. Copy of membership or liability insurance must be provided before applying for membership or prior to any participation in any MHC activities.
- 4) Any MHC member caught defacing Municipal or private property, including trespassing with their horses, will be subject to a fine and/or expulsion from the MHC and its activities.
- 5) Any member participating in any MHC function does so at their own risk. They agree to make no claim against MHC or owners of any properties involved, in the event of injury to, dispute of or loss of, any horse, rider or equipment and is required to sign a waiver attached to their membership form stating the same.
- 6) All dogs must be on a leash and in control at all times while on MHC grounds. Dogs are not allowed in the holding area.
- 7) Anyone found to be impaired by drugs or alcohol will be disqualified for the day or asked to leave MHC grounds.
- 8) All competitors must abide by all MHC rules. Violations may be penalized by disqualification, at the discretion of the show committee and/or executive. MHC rules apply equally at all events, shows, ect. conducted by the MHC, and any important differences or changes pertaining to specific events will be made known in advance. In the event of special shows, ect. rules differing from MHC rules will be included in the prize list or program.
- 9) The MHC show committee has the right to refuse any entry.
- 10) Horses deemed visibly unfit by show management may be disqualified from events.
- 11) There must be an adult managing the concession at all times.
- 12) All riders 18 and under must wear an ASTM approved helmet with affixed harness at all times while mounted.
- 13) The number of shows held in each discipline will be determined by the current year's executive.
- 14) Show officials shall consist of all show committee members or executive members present at any function.
- 15) Horses & riders may be required to pass an inspection by the officials at any show or activity. The inspection shall apply to soundness, fitness, biting, equipment and dress codes. Failure to pass inspection may result in disqualification.
- 16) Stallions may be handled or ridden only by riders 19 and over. Unmanageable stallions will be excused. Stallions must wear a blue ribbon in their tail.
- 17) Horses known as kickers must wear a red ribbon prominently displayed in their tail, and be kept away from other horses. Exhibitors are asked to make all efforts to leave at least five horse lengths behind and beside any horse with a ribbon in their tail, be it red, blue or green.
- 18) If fewer than three riders enter any performance class, those riders will ride and be judged with the next age division
- 19) In performance classes, anyone riding without their number showing will not be judged. ONE number will be given to each horse/rider combination at the beginning of the year (or upon their first entry at a MHC show). It is the competitor's responsibility to bring their number to future shows. The show desk is not required to replace lost numbers. There will be no exceptions.
- 20) With the exception of schooling shows anyone wishing to ride for schooling purposes using schooling aids may do so providing they have paid their entry fees, adhere to club rules and ride only in their applicable classes and age divisions. They must ride with their number reversed and no placings, points or prize money will be awarded
- 21) Coaching from the sidelines is not permitted at performance shows, and may result in elimination from the class. Spectators should not lean over the fence while a class is in the ring.
- 22) At any show, an exhibitor must enter a minimum of two other classes in that division to qualify to enter a stakes class in the same division

Points & Awards:

- 1) Everyone who joins MHC must pay a security deposit in the form of a post dated cheque. Volunteer cheques must be dated for October 31st of the current year. MHC requires a deposit of \$25.00 for an individual membership and \$50.00 for a family membership. If you have an individual membership you are required to volunteer 10 hours, if you have a family membership the family is required to volunteer 20 hours. Ring Clerk, Office and Concession volunteers receive double hours for volunteered time. If you do not complete your required hours for volunteering, MHC will cash your cheque and you will be ineligible to receive year end awards. If you complete your volunteer hours in full, we will return your cheque and you will then qualify for yearend awards.
- 2) There will be placings awarded to at least 6th place in each class. Placings will count for points only in designated "point's classes" as outlined in the show program and/or under the MHC points structure.
- 3) Each regular show or play day will have hi-points awarded at the discretion of the MHC show committee. All classes indicated as points classes will count towards high points.
- 4) High points will be awarded separately for English, Western and Games.
- 5) Each assigned number covers one horse/rider combination. Points are to count separately for each horse/rider combination. Any changes to horse/rider combinations are subject to additional fees and require a new competition number. In this event all previous points will be forfeited.
- 6) A horse may be ridden by only two members for each event or class per day, with the exception to lead liners or riders approved by the show committee.
- 7) In order to be eligible for yearend awards you must compete in a minimum of 3 qualifying shows (and 3 classes at each show, to qualify for a year end award in that discipline). (i.e. (3) English classes to qualify for English hi-points and/or (3) Western classes to qualify for Western hi-points and/or (3) Games classes to qualify to qualify for Games hi-points)
- 8) Walk/Trot riders (whether you are in Performance or Games) are eligible for walk/trot hi-points only.

Grounds Rules:

- 1) The driveway must be kept clear. All trailers must be parked in the back (or front upon instruction) parking lots in an orderly manner. If parking directions are provided, they must be followed.
- 2) All posted signs must be adhered to.
- 3) There is to be no smoking allowed in posted areas.
- 4) Anyone wishing to move a horse from the back parking lot to the road must ride or lead them along the walkway on the south side of the ring. No horses are allowed between the posted signs on the driveway. Failure to comply may result in disqualification from the event.
- 5) Riders may not leave their horses unattended (tied or otherwise) in the holding area.
- 6) No unauthorized persons are allowed in the show ring or in horse traffic areas.
- 7) All dogs must be kept on a leash and in control at all times while on the MHC grounds. Dogs are not allowed in the holding area.
- 8) Rude and/or offensive language or behaviour towards volunteers, the executive, or officials, or abusive treatment of horses, will result in automatic disqualification for the remainder of the day.
- 9) Children under the age of twelve who are not exhibiting horses that day are not permitted in the holding area unless properly supervised by an adult.

Arena Rules:

- 1) Riders travelling in opposite directions are to pass left hand to left hand.
- 2) Slower working horses are asked to yield the rail.
- 3) Avoid halting or standing while on the rail.
- 4) Exhibitors should take turns while warming up over fences or around barrels or other equipment. Riders should make sure their path is clear and will remain clear and make their intentions known to all other riders while using such equipment.
- 5) Lunging is permitted in the warm up arenas at show committee's direction. Please avoid lunging in busy arenas.
- 6) All instructions from MHC officials or volunteers must be quickly and quietly followed.
- 7) Stallions may be handled or ridden only by riders 19 and over. Unmanageable stallions will be excused. Stallions must wear a blue ribbon in their tail.
- 8) Horses known as kickers must wear a red ribbon prominently displayed in their tail, and be kept away from other horses. Exhibitors are asked to make all efforts to leave at least 5 horse lengths behind and beside any horse with a ribbon in their tail, be it red, blue or green.

Holding Area Rules:

- 1) The whipper-in's instructions must be quickly and quietly followed.
- 2) Exhibitors are to keep the in and out gate clear at all times.
- 3) When riders are entering the ring for their class, it is asked that they are courteous to all other competitors, volunteers and officials.
- 4) Exhibitors are asked to keep their horses at a walk, in the holding area and parking lot unless otherwise instructed by show officials. Cantering/loping or trotting/jogging is not permitted for the safety of everyone in the area.
- 5) There is to be no unattended horses, tied or otherwise, in the holding area.
- 6) Riders are allowed to sit on their horses under the covered section of the holding area. They must stay quiet and clear of the in-gate and out-gate. A senior or intermediate may be put in charge of the holding area. Entrants are responsible for their horses at all times.
- 7) It is the responsibility of all competitors to be ready on time, and to report to the Whipper-In or holding area before their class enters the ring. If a competitor arrives too late to enter, they forfeit that class. Gate calls are a privilege only. (Gate holds are available on reasonable request).
- 8) Children under the age of twelve who are not exhibiting horses that day are not permitted in the holding area unless properly supervised by an adult.
- 9) Dogs are not allowed in the holding area.
- 10) Spectators are asked to use the stands for viewing – Please leave the holding area for horses, riders and grooms.

Protest Procedures:

- 1) All competitors must abide by all MHC rules or risk disqualification (at the discretion of the show committee)
- 2) There will be no refund of entry fees if a rider is disqualified for any reason.
- 3) All requests for refunds of entry fees must be submitted in writing to the executive within 48 hours of the competition where complaint arose. No refunds will be issued on show day.
- 4) Any complaints or objections to circumstances at a show must be brought to the attention of the show officials. Such grievances shall not be discussed in the ring. The decisions of the show officials are final.
- 5) Competitors with a history of bad cheques (2 or more) or poor credit with the MHC will be asked to pay entries with cash only.
- 6) A vet certificate must accompany all cancelled pre entries to qualify to receive a refund of entries.
- 7) Protests concerning violations may be given, in writing, to the show management within 48 hours of the time the violation occurs, accompanied with a deposit of \$5.00. The show management will accept all suitably filed protests. If the protest is upheld, the \$5.00 will be returned to the protester. If the protest is not upheld, the \$5.00 will be forfeited to the show. If the protester is still dissatisfied, they may appeal to the executive. In this case of protest, the decision of the Executive will be final.

Judging:

- 1) There shall be no discrimination against any type, quality or breed of any horse.
- 2) A judge shall not be an exhibitor, rider, driver steward or manager at any show at which they are officiating.
- 3) A judge shall not adjudicate in any class in which a member of their family is competing.
- 4) A judge shall not, during the period of a show at which they are judging, be the houseguest of a person who is exhibiting at such show, or whose family is exhibiting, without the express request or consent of the show management.
- 5) No horse may be shown before a judge that has been sold by said judge or by his employer within a period of 3 months prior to the show.
- 6) No exhibitor may show before a judge who has received or has contracted to receive remuneration for the sale, purchase or lease of any horse to or from, or for the account of an exhibitor within a period of 3 months prior to the show.
- 7) No exhibitor may show before a judge who rides or trains (for horse show purposes) any horse under said exhibitors ownership or lease within a period of 3 months prior to the show.
- 8) No exhibitor may show before a judge whom they have leased said horse from unless the lease terminated 3 months prior to the show.
- 9) No child may compete in an equitation class before a judge with whom his/her guardian has had any financial transaction in connection with the sale or lease of a horse within 3 months of the date of the show.
- 10) A judge shall not discuss the purchase or sale of any horse during a show in which they are officiating.

Division Descriptions:

- 1) **Junior Horse:** Horses or ponies 5 years old or younger (as of January 1st). Junior horses may be ridden in a regulation Western snaffle or bosal in all Western pleasure classes. If a shanked snaffle is used, with split reins, reins must be held in one hand with an index finger in between. Rider must not change hands. If romel reins are used, no finger is permitted between reins.
 - 2) **Senior Horse:** A horse or pony over 6 years old (as of January 1st). Senior horses must compete in a Western style bridle and western curb bit with leather split or romel type reins.
 - 3) **Horse Types:**
 - Stock - Quarter Horses, Appaloosas, Paints, Drafts and similar types
 - Hunter - Thoroughbreds, Warmbloods and similar types
 - Saddle - Saddlebreds, Morgans and similar types
 - Pleasure - Arabians and similar types.
 - Draft – Clyde, Percheron, Andalusian, Half-fliger, Canadian, Belgian, Friesian and similar types.
- * In cases of cross breed or if the breeding is unknown, the show committee will determine in which type of class the horse most closely resembles and the exhibitor may enter the appropriate class.
- 4) **Horse Colour:** classes divided by colour refer to the appearance of the horse, not by any applicable registration
 - 5) **Maiden Horse:** Horses which have not won a first place ribbon at a show or play day in the division in which they are to show.
 - 6) **Novice Horse:** Horse which has not won three first place ribbons at any show or play day.
 - 7) **Green Horse:** A horse of any age that does not have show ring experience. A green ribbon should be worn in the tail in such case.
 - 7) **Open Class:** A class that is open to horses of any age/type or riders of any age.
 - 8) **No Cross Entry:** Rider will pick one class in that class type (i.e. Show Hack, Western Pleasure, Trail ect.) that they are suited to ride and are not allowed to enter any other class of that type. Any horse and rider combination choosing to move up a division for competitive purposes must remain in that division for the balance of the year. Rider will forfeit all points accumulated up to that point.

Biting Descriptions:

- 1) **Western Curb:**
 - A solid or broken mouthpiece that has shanks and acts as leverage. Free of mechanical device and is 8-1/2" (215 mm) maximum length shank to be measured. Shanks may be fixed or loose.
 - They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs on solid mouthpieces.
 - The mouth piece may be two or three pieces. A three-piece, connecting ring of 1" to 1-1/4" (25 mm to 32 mm) or less in diameter, or a connecting ring of 1-1/4" (32 mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10 mm to 20 mm) measured top to bottom, with a maximum length of 2" (50 mm), which lies flat in the horse's mouth is acceptable.
 - The port must be no higher than 3-1/2" (90 mm) maximum, with rollers and covers acceptable. Broken mouthpieces, half-breeds and spades are standard.
- 2) **English Snaffle:**
 - Snaffles include the conventional; (O-ring, egg-butt, D-ring, full cheek, etc.) with a ring no larger than 4" (100 mm).
 - The inside circumference of the ring must be free of attachments which would provide leverage. The mouthpiece should be round, oval, or egg-shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex-wrapped.
 - The bars must be a minimum of 5/16" (8mm) in diameter, measured 1" (25mm) in from the cheek with a gradual decrease to the center of the snaffle.
 - The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1" to 1-1/4" (25 mm to 32 mm) or less in diameter, or a connecting ring of 1-1/4" (32 mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10mm to 20 mm) measured top to bottom, with a maximum length of 2" (50 mm), which lies flat in the horse's mouth is acceptable.

3) **Western Snaffle:**

- Snaffles include any single jointed, O-ring snaffle bit that does not have any appointments for gaining leverage. (i.e. ports, cathedrals, thumbs, shanks, curb straps, ect.)
- The inside circumference of the ring must be free of attachments which would provide leverage. The mouthpiece should be round, oval, or egg-shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex-wrapped.
- The bars must be a minimum of 5/16" (8mm) in diameter, measured 1" (25mm) in from the cheek with a gradual decrease to the center of the snaffle.
- Western snaffles must have a chin strap connected below the reins.

4) **Hackamore:**

- Refers to the use a braided rawhide or leather bosal (noseband) which is used in lieu of a regulation snaffle bit. It does not refer to a mechanical hackamore.
- There must be a minimum of two-fingers (approximately 1 1/2") between the bosal and the nose, and absolutely no metal under the jaw or on the noseband or in connection with the noseband.
- The hackamore core must be made entirely of rawhide and not weighted in any fashion. Hackamores may be subject to inspection by show officials at any time.

English Performance Section

English Tack:

- 1) Braiding and banding are optional.
- 2) Whips if permitted (see specific class description) must be no longer than 75cm or 30 inches from top of handle to end of tassel and un-weighted.
- 3) Leather bridles with only regular cavessons may be double, Pelham, single (snaffle) or Kimberwick type. (Pelham converters are only permitted for Pee Wee and Junior competitors). No gags or elevator bits with the exception of Jumper classes. Reins must be made entirely of leather. Grazing reins are not permitted.
- 4) Plain cavessons/nosebands are allowed in all classes. Flashes, figure eight, and drop nose bands are only permitted in jumper classes. Cavessons or nosebands cannot be below the bit except in Jumper classes.
- 5) Saddles should be plain English, Dressage, or modified jumping types. Extreme forward seat is not recommended for flat performance classes. English pads should be white or black and should not have any markings. (i.e. embroidery, embellishment, signage ect.)
- 6) Protective equipment (e.g. boots and bandages) are not permitted except in Jumper classes and Hunt Seat Equitation over fences only.
- 7) Standing martingales, running martingales, boots, bandages and draw reins are permitted in the schooling area. Martingales of any type are not permitted in flat classes.
- 8) Spurs are optional in all under saddle and over fences classes. No slip on spurs allowed or spurs longer than 2” (5cm). If spurs are roweled, rowels must be free spinning and smooth.
 - Please see more division-specific rules regarding attire and tack for Equitation, Hack and Hunter.
 - Riders are subject to inspection by MHC Show officials at any time.

English Apparel:

- 1) Competitors should be neatly and suitably attired in riding coat, ASTM helmet, shirt (with long or short sleeves) tie, choker or stock, breeches or jodhpurs and boots with at least 1” heel. (Please note in the event of hot weather the judge may give permission to remove jackets. In this event riders are required to wear a long sleeve un-embellished riding shirt)
- 2) ASTM helmets with permanently affixed harness must be worn by all riders 18 years of age and under at all times while mounted. Senior & Masters may wear helmets without harness or a bowler, derby or top hat type hat, which is suitable to the type of class being ridden, at their own discretion. ASTM approved helmets with permanently affixed harness are mandatory for all exhibitors riding over fences.
- 3) Half chaps, if worn, must be a conservative dark colour (brown or black).
- 4) Spurs if worn must be no longer than 2 inches (5cm). No slip on spurs allowed or spurs longer than 2” (5cm). If spurs are roweled, rowels must be free spinning and smooth.
- 5) Gloves are optional.
 - Riders are subject to inspection by MHC show officials at any time.

English Performance Class Descriptions:

1) English Showmanship:

- Judged strictly on the riders ability to fit and show a horse in-hand. Cleanliness of both horse and handler will be considered. Personal appearance of exhibitor should be neat, clean, well groomed, attentive and courteous.
- Handlers will perform the requested pattern with promptness, smoothness and precision. Pattern will be posted one hour prior to the start of the class or at judge's discretion a verbal pattern may be used.
- Proper English attire is to be worn. Breed specific English attire and equipment is allowed (e.g. day suits are acceptable but an ASTM helmet will still be required to be worn by all competitors under 18)
- Horses are to be shown in an English bridle or appropriate halter depending on breed.
- Horses to enter the ring in hand and line up when called for by the ring master.
- Manes may be banded according to breed type.
- All exhibitors may enter the ring and then work individually or each exhibitor may be worked from the gate individually. The judge must have the exhibitors set up the horse squarely for inspection during the class. The horse should lead, stop, back, turn and set up willingly, briskly and readily with minimal or audible cueing. Exhibitors should not touch the horse with their hands or feet.
- Failure to follow prescribed pattern, knocking over or working on wrong side of cones or markers or severe disobedience will not result in disqualification, but should be penalized severely and the exhibitor should not be placed above an exhibitor that completes the pattern correctly.
- **Optional: whip or crop no longer than 30 inches are acceptable according to breed.**
- **No spurs allowed**

2) English Halter:

- To be judged solely on the conformation of the horse and its effect on the horse's movement. Emphasis will be placed upon type, conformation, substance and overall quality.
- Horses to be shown in-hand with halter or bridle depending on breed.
- **Optional: whip or crop no longer than 30 inches are acceptable according to breed.**

3) Basic Seat Equitation:

- Correctness and effectiveness of riders position and aids are judged at the walk, trot and canter both directions of the ring; judge may ask for individual work.
- Horses performance not to count unless it is the result of the rider's ability.
- Judge may ask for exhibitors to ride a pattern. Judge may ask questions concerning horsemanship, anatomy of the horse, tack and management. Sitting trot may be required.
- **Optional: whips – must be no longer that 75cm or 30 inches from the end of handle to the end of tassel and unweighted.**
- **No breast collars.**
- **No standing or running martingales, tie-downs, or draw reins.**

4) English Pleasure:

- Horses are judged on manners, quality of gaits, willingness and performance. The ideal horse will look like a fun and easy ride.
- To be shown at a flat footed walk, normal trot and easy canter; not to gallop. Light contact to be maintained throughout. Rider may be asked to back.
- Tack and attire to be appropriate to the seat being ridden.
- **Optional: brow bands shall be leather of any description but not solid white, coloured or sequined**
- **Optional: breast collars.**
- **No standing or running martingales, tie-downs, or draw reins.**
- **No whips.**

5) Road Hack:

- To be judged on 55% performance, 20% substance, 15% conformation and 10% manners.
- To be shown at a flat-footed walk with a reasonably loose rein, trot, strong trot, easy canter and hand gallop. Horses may be asked to back.
- The number of horses that will gallop at one time will be left up to the judge.
- The horse or pony must present a willing obedient performance and demonstrate qualities which would be safe on roads.
- **Optional: brow bands shall be leather of any description but not solid white, coloured or sequined.**
- **No whips.**
- **No standing or running martingales, tie-downs, or draw reins.**
- **No breast collars.**
- **No saddle suits and/or Kentucky jodhpurs.**

6) Show Hack:

- To be judged on 55% performance, 20% substance, 15% conformation and 10% manners. Credit will be given to horses that have vitality, animation, presence, balance and clean fine limbs showing supreme quality. Blemishes may be penalized.
- To be shown at a walk, trot, canter and hand gallop in each direction; collected and extended gaits to be called for. To stand quietly and back readily.
- The number of horses that will gallop at one time will be left up to the judge.
- **Optional: brow bands shall be leather of any description but not solid white, coloured or sequined.**
- **No whips.**
- **No standing or running martingales, tie-downs, or draw reins.**
- **No saddle suits and/or Kentucky jodhpurs.**
- **No breast collars.**

7) Mission Hack:

- To be shown at a walk, trot, canter and hand gallop in each direction; collected and extended gaits to be called for. Work on a loose rein, side pass, rein back and halt from any gait ect. may be called for. Horses are to stand quietly and back readily.
- The number of horses that will gallop at one time will be left up to the judge.
- **Optional: brow bands shall be leather of any description but not solid white, coloured or sequined.**
- **No whips.**
- **No breast collars.**
- **No standing or running martingales, tie-downs, or draw reins.**
- **No saddle suits and/or Kentucky jodhpurs.**

8) Suitable to be a Dressage Horse:

- To be judged on 55% performance, 20% substance, 15% conformation and 10% manners. Credit will be given to horses that have vitality, animation, presence, balance and clean fine limbs showing supreme quality. Blemishes may be penalized.
- To be shown at a walk, trot and canter in each direction; may be asked to work on a loose rein, collected and extended gaits may be called for. To stand quietly.
- Judged on athletic ability of horse and their potential to perform a dressage test.
- **No whips.**
- **No breast collars.**
- **No standing or running martingales, tie-downs, or draw reins.**
- **No saddle suits and/or Kentucky jodhpurs.**

9) Hunt Seat Equitation Under Saddle:

- Hunt seat equitation judges the rider only, including rider's position and overall effectiveness while riding, keeping in mind the rider will be judged on position of a proper hunt seat.
- Horses are to be shown at a walk, trot and canter both ways of the arena. Riders may be asked to perform a pattern, back, ect. or answer questions on horsemanship.
- **Optional: bandages permitted/optional when exhibitors are asked to ride a pattern.**
- **Optional: whips – must be no longer than 75cm or 30 inches from the end of handle to the**
- **No standing or running martingales, tie-downs, or draw reins.**

10) Hunter Under Saddle:

- This class will be judged on performance, manners, way of going and soundness. Credit will be given to the flowing, balanced, willing horse with ground covering and relaxed strides of great quality. Extreme knee action or rough gates may be penalized
- To be shown at a walk, trot and canter both ways of the arena, to back easily and stand quietly. May be asked to hand gallop. Horses may be asked to change to canter from flat-footed walk or trot at the judge's discretion.
- The number of horses that will gallop at one time will be left up to the judge.
- **No standing or running martingales, tie-downs, or draw reins.**

11) Handy Horse:

- To be ridden in English tack.
- To be judged on the performance of the horse over a minimum of five obstacles, with emphasis on manners, response to rider and attitude. Handy Horse course will be designed to show the horse at all three gaits (walk, trot, and canter).
- At the judge's discretion, a horse that deviates from the posted course or pattern shall not be placed or shall not be placed above any horse that completes the course as written.
- A time limit for the course or per obstacle may be posted.
- Obstacles must include but is not limited to a gate, a minimum of four poles and a back through.
- Course to be posted at least one hour prior to the start of the class. Exhibitors are not allowed to practice on the course prior to the class. Riding the course prior to the class will result in disqualification and forfeit of entry fee(s), placings, points and any prizes.
- **Optional: breast collars.**
- **No standing or running martingales, tie-downs, or draw reins.**

12) Handy Horse In-Hand:

- Horses to be shown in halter. Exhibitor to wear proper English attire appropriate to type of horse being shown.
- Open to horses of all ages, but cannot be cross entered into any other Handy Horse class.
- To be judged on the performance of the horse over a minimum of five obstacles, with emphasis on manners, response to handler and attitude. Handy Horse course to be designed to show the horse at two gaits (walk and trot). A horse and/or handler that deviate from the posted course or pattern shall not be placed above any horse that completes the course as written.
- A time limit for the course or per obstacle may be posted.
- Obstacles must include but is not limited to gate, a minimum of four poles and a back through.
- It is permissible to change hands to work an obstacle.
- Course to be posted at least one hour before class is scheduled to begin. Exhibitors are not allowed to practice on the course prior to the class. Using the course prior to the class will result in the disqualification and forfeit of entry fee(s), placings, points and any prizes.
- **Optional: breast collars.**

Western Performance Section

Western Tack:

- 1) To be shown in a western type stock saddle. Silver equipment will not count over a good overall working outfit. Breastplates are optional.
- 2) Any regulation type western bit is permitted. Rope, leather or rawhide bosals may be used on horses five years old and under (Junior Horse). Junior horses may be ridden two handed in a bosal or snaffle bit.
- 3) Any Western type leather bridle may be used. Bridle and reins (romel or split) must be made entirely of leather.
- 4) Except for junior horses shown in a hackamore or snaffle, only one hand may be used on the reins and hand must not be changed. The hand is to be around the reins; an index finger only between split reins is permitted. In trail, it is permissible to change hands to work an obstacle. If romel reins are used; no finger is permitted between reins.
- 5) The judge may prohibit the use of certain bits and equipment that they consider sever or cruel.
- 6) Slip, gag, donut and mechanical hackamores are not acceptable.
- 7) When a curb bit is used, a curb strap or curb chain is required, at least one half inch in width and lie flat against the jaw of the horse.
- 8) No crossed reins, draw reins, tie-downs, martingales, nosebands or crops are permitted. Boots and/or bandages are allowed only in games or pattern classes (see class descriptions). Hobbles and riata are optional.

Western Apparel:

- 1) Western hat, proper riding boots with minimum 1" heel and suitably styled long-sleeved shirt with collar, jacket or sweater are required.
- 2) Hat must be on the riders head when the exhibitor enters the arena. Exhibitors will not be penalized for wearing protective headgear.
- 3) Chaps, spurs and gloves are optional. No slip on spurs allowed. Rowels must spin freely.
- 4) Hair should be contained or tied back if long. Blue jeans may be worn, but must be clean and neat.
- 5) Judges, at their discretion, may authorize adjustment to attire due to weather related conditions.

Western Performance Class Descriptions:

1) Western Showmanship:

- Judged strictly on the exhibitor's ability to fit and show a horse in-hand. Exhibitors will be judged on appearance and performance, with (10) points allocated to overall appearance and (10) points allocated towards performance.
- The ideal performance consists of a poised, confident, neatly attired exhibitor leading a well groomed and conditioned horse that quickly and efficiently performs the requested pattern with promptness, smoothness and precision. (This is not a halter class and should not be judged as such.)
- Proper western attire (no chaps) to be worn. Horses to be shown in a halter appropriate to breed type.
- Manes may be banded according to breed type.
- All exhibitors may enter the ring and then work individually or each exhibitor may be worked from the gate individually. The judge must have the exhibitors set up the horse squarely for inspection during the class. The horse should lead, stop, back, turn and set up willingly, briskly and readily with minimal or audible cueing. Exhibitors should not touch the horse with their hands or feet.
- Failure to follow prescribed pattern, knocking over or working on wrong side of cones or markers or severe disobedience will not result in disqualification, but should be penalized severely and the exhibitor should not be placed above an exhibitor that completes the pattern correctly.
- Pattern to be posted at least one hour before the start of the class or at judge's discretion a verbal pattern may be used.
- **No whips**
- **No spurs allowed**

2) Western Halter:

- To be judged solely on the conformation of the horse and its effect on the horse's movement. Emphasis will be placed upon type, conformation, substance and quality.
- Horses to be shown in hand with serviceable halter. (Silver equipment will not count over a practical clean halter)
- Pattern will be posted one hour prior to beginning of class or a verbal pattern may be used at the discretion of the judge.
- **No whips**

3) Western Stock Seat:

- Riders will be judged on seat, hands, performance of horse, appointments of horse and rider and suitability of horse to rider. Results as shown by performance of the horse are not to be considered more important than the method used in obtaining them.
- Exhibitors to walk, jog and lope both ways of the arena, and to back in a straight line during the line up. Individual tests (i.e. figure eight at the jog, lope and stop, ect) may be called for.
- **No leg protection.**

4) Western Pleasure:

- Judged on performance, condition and conformation of the horse. Maximum credit should be given to the flowing, balanced and willing horse that gives the appearance of being fit and a pleasure to ride.
- To be shown at a flat-footed walk, jog and lope both ways of the ring on a reasonably loose rein, but with light contact and control. To stand quietly and to back readily. Horses may be asked to extend the jog and the lope. Riders to remain seated at extended jog. Extreme speed to be penalized.
- **No leg protection.**

5) Advanced Western (Mission) Pleasure:

- Judged on performance, condition and conformation of the horse. Maximum credit should be given to the flowing, balanced and willing horse that gives the appearance of being fit and a pleasure to ride.
- To be shown at a flat-footed walk, jog and lope both ways of the ring on a reasonably loose rein, but with light contact and control. To stand quietly and to back readily.
- Any of the following may be called for; extension of any gait, hand gallop, halt from any gait, rein back, turn on the haunches or forehand ect.
- **No leg protection.**

6) Two Handed Snaffle:

- Judged on performance, condition and conformation of the horse. Maximum credit should be given to the flowing, balanced and willing horse that gives the appearance of being fit and a pleasure to ride.
- To be shown at a flat-footed walk, jog and lope both ways of the ring on a reasonably loose rein, but with light contact and control. To stand quietly and to back readily.
- To be shown in a smooth mouthed regulation Western snaffle bit with split reins that are held in two hands.
- **No leg protection.**

7) Western Horsemanship:

- To be judged strictly on the ability of the rider to control their horse while executing a prescribed pattern. Results as shown by performance of the horse are not to be considered more important than the method used by the rider.
- Pattern work may consist of but are not limited to a walk, jog, lope, stop, back up and turn on the haunches and/or forehand, side pass, and a simple or flying lead change. Rail work may be required at the judge's discretion.
- Failure to complete the pattern will not constitute elimination but shall be scored accordingly.
- Pattern will be posted not less than one hour before the start of the class or a verbal pattern may be used at the discretion of the judge.
- **No leg protection.**

8) Western Riding Horse:

- Rider to manoeuvre horse through one of the designated patterns.
- Walk, lope, flying changes, halt and rein back will be asked for.
- Failure to complete lead changes will be grounds for elimination.
- To be judged on the ability of the rider and rider while executing a prescribed pattern. Results as shown by performance of the horse are not to be considered more important than the method used by the rider.
- **No leg protection.**

9) 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.
- Designated patterns will be posted one hour prior to class.
- **Optional: Proper protective boots, run down boots and/or slider boots.**
- **No soft wraps.**

10) Beginner Reining:

- Horses enter the ring one at a time and perform a posted pattern.
- A basic reining pattern to display beginning requirements.
- Lope, hand gallop, halt, roll back, spins, rein back and simple or flying changes may be some of the requirements.
- Requirements will be posted.
- **Optional: Proper protective boots, run down boots and/or slider boots.**
- **No soft wraps.**

11) Modified Reining:

- Horses enter the ring one at a time and perform a posted pattern.
- Lope, hand gallop, halt, roll back, spins, rein back and simple or flying changes may be some of the requirements.
- Requirements will be posted.
- **Optional: Proper protective boots, run down boots and/or slider boots.**
- **No soft wraps.**

12) Freestyle Reining:

- Riders to design their own reining pattern.
- Can be ridden to music (music must be supplied on CD one hour prior to class)
- Riders may use two hands or use a snaffle bit.
- Requirements will be posted.
- **Optional: Proper protective boots, run down boots and/or slider boots.**
- **No soft wraps.**

12) Trail:

- To be ridden in Western tack.
- To be judged on the performance of the horse over a minimum of five obstacles, with emphasis on manners, response to rider, and attitude. Trial course will be designed to show the horse at all three gaits (walk, trot, and lope). A horse that deviates from the posted course or pattern shall not be placed above any horse that completes the course as written.
- A time limit for the course or per obstacle may be posted.
- Obstacles must include but is not limited to a gate, a minimum of four poles and a back through.
- It is permissible to change hands to work an obstacle.
- Course to be posted at least one hour prior to the beginning of the class. Exhibitors are not allowed to practice on the course prior to the class. Riding the course prior to the class will result in the forfeit of entry fee(s), placings, points and any prizes.
- **No leg protection.**

13) Western In Hand Trail:

- Horses to be shown in halter. Exhibitor is to wear proper western attire. No chaps to be worn.
- Open to horses of all ages, but cannot be cross entered into any other Trail class.
- To be judged on the performance of the horse over a minimum of five obstacles, with emphasis on manners, response to handler and attitude. Trail course to be designed to show the horse at two gaits (walk and jog). A horse and/or handler that deviate from the posted course or pattern shall not be placed above any horse that completes the course as written.
- A time limit for the course or per obstacle may be posted.
- Obstacles must include but is not limited to gate, a minimum of four poles and a back through.
- It is permissible to change hands to work an obstacle.

- Course to be posted at least one hour before class is scheduled to begin. Exhibitors are not allowed to practice on the course prior to the class. Using the course prior to the class will result in the disqualification and forfeit of entry fee(s), placings, points and any prizes.
- **No leg protection.**
- **No spurs allowed**

14) Ideal Western Horse:

- To be shown at the walk, jog and lope both ways of the ring on a reasonably loose rein without undue restraint.
- Horses are required to be backed.
- Judged 50% on conformation, 50% on performance and manners.
- Horse must be stripped and judged on conformation.
- Two attendants per horse are allowed in the ring for stripping and grooming.
- **Wheelbarrows or carts of any kind are prohibited in the ring.**

Floating Class Descriptions:

1) Discipline Rail:

- To be judged on the abilities of a well trained responsive performance horse.
- Western/English attire and tack to be worn depending on what section the class is located. (i.e. if class is located in an English section only English attire may be worn).
- Walk, trot/jog, canter/lope in both directions, any of the following may also be called for; lengthen of stride at any gait, shoulder or haunches in/out, leg yield, half pass, turn on forehand or haunches, counter canter/lope, simple or flying changes, side pass, ect.
- Horses to be placed in the line up.
- **Optional: breastplates.**
- **No whips.**
- **No standing or running martingales, tie-downs, or draw reins are to be used.**
- **No leg protection.**

2) Command Class:

- To be judged on the abilities of a well trained responsive performance horse.
- Western/English attire and tack to be worn depending on what section the class is located. (i.e. if class is located in an English section only English attire may be worn).
- Horses may be asked to: stop, jog/trot, lope/canter, reverse, flying change, and reverse, simple change of leads, roll back, walk, side pass ect.
- The command to stop from a lope/canter or hand gallop can only be given twice in each direction.
- Entries will be eliminated one at a time at the judge's discretion as commands are not executed correctly. Riders may be eliminated for poor execution of the command (i.e. taking too long to execute transition from one gait to another, horse opening mouth excessively at the back up, ect.)
- **Optional: breastplates.**
- **No whips.**
- **No standing or running martingales, tie-downs, or draw reins.**
- **No leg protection.**

3) Riders Choice Equitation:

- Riders to show their horse at a walk, trot/jog and canter/lope in both directions.
- Western/English attire and tack to be worn depending on what section the class is located. (i.e. if class is located in an English section only English attire may be worn).
- Judged on riders ability to control an unfamiliar horse.
- Riders change mounts prior to start of class.
- **Optional: breastplates.**
- **No whips.**
- **No standing or running martingales, tie-downs, or draw reins.**
- **No leg protection.**

4) Grand Entry:

- Riders to enter ring at a walk and line up.
- Western/English attire and tack to be worn depending on what section the class is located. (i.e. if class is located in an English section only English attire may be worn).
- Judged on turn out – cleanliness of horse, rider and equipment and overall visual effect.
- Attention to detail should be paid.
- **Optional: breastplates.**
- **No whips.**
- **No standing or running martingales, tie-downs, or draw reins.**
- **No leg protection.**

5) Pleasure Pairs:

- Pleasure class ridden with a partner.
- Western/English attire and tack to be worn depending on what section the class is located. (i.e. if class is located in an English section only English attire may be worn).
- Horses and riders that are similar in type and way of going should try to pair together.
- Exhibitors will be asked to walk, trot/jog, canter/lope, halt and reverse.
- Judged on overall match ability and cleanliness of performance.
- **Optional: breastplates.**
- **No whips.**
- **No standing or running martingales, tie-downs, or draw reins.**
- **No leg protection.**

6) Two Way Combination:

- To be judged as English or Western first, then change to the opposite discipline for judging.
- 5 minutes allowed for change over.
- Riders must change boots.
- Same rider will be allowed one groom (suitably attired – i.e. grooming smock).
- Horses must remain in line until 5 minute whistle or they will be eliminated.
- If rider goes over the 5 minutes allowed they will be eliminated
- **Optional: breastplates.**
- **No whips.**
- **No standing or running martingales, tie-downs, or draw reins.**
- **No wheelbarrows.**

7) Lead Line:

- Lead line classes are restricted to riders 10 years and under.
- Handlers must be 16 years or over.
- All exhibitors are required to wear properly fitting safety helmets and boots with heels.
- To be shown in English or Western tack. Wearing a helmet with Western tack will not be penalized.
- Riders will be mounted as horses are led into the ring at a walk by a handler. Handlers must never let go of the horses lead.
- Horse may be asked to trot, but exhibitors are not required to participate if safety or security is an issue.
- Handlers are required to wear suitable English or Western attire.
- **Optional: breastplates.**

- Optional: halters attached to leads, worn over (optional) bridles

8) Bridle-less Trail:

- Horses to be shown in saddle and pad only.
- Western/English attire and tack to be worn depending on what section the class is located. (i.e. if class is located in an English section only English attire may be worn).
- Open to horses of all ages, but cannot be cross entered into any other Trail class.
- Horses will enter arena with halter and lead which will be removed once rider is mounted and ready.
- To be judged on the performance of the horse over a minimum of five obstacles, with emphasis on manners, response to handler and attitude. Trail course to be designed to show the horse at three gaits (walk, jog, and lope). A horse and/or handler that deviate from the posted course or pattern shall not be placed above any horse that completes the course as written.
- A time limit for the course or per obstacle may be posted.
- Course to be posted at least one hour before class is scheduled to begin. Exhibitors are not allowed to practice on the course prior to the class. Using the course prior to the class will result in the disqualification and forfeit of entry fee(s), placings, points and any prizes.
- Optional: breastplates.
- No leg protection.
- No whips.
- No standing or running martingales, tie-downs, or draw reins.
- No spurs allowed.

9) Jump-a-Box:

- Horses are to jump over a jump made entirely of cardboard boxes of various sizes.
- After each horse has had an attempt at the jump, one box will be removed.
- The remaining horses that had a clear round can continue.
- A box will be removed after each clear round until one box remains.
- If a tie is established the smallest box must be used as a tie breaker.
- Elimination: If jump is refused a single time.
- Elimination: If a horse hits, knocks or touches the jump in some other fashion.

Hunter/Jumper Section

Hunter/Jumper Rules:

- 1) Horse to be judged only on performance over a pre-designated course.
- 2) Rapping a horse is forbidden in any way.
- 3) Riders, on foot, may only be admitted once to the arena to inspect the course before completion, even in the case of a jump off.
- 4) Competitors are forbidden to enter the arena while dismounted after the competition has started, under penalty of elimination.
- 5) Competitors are not allowed to exercise their horses in the arena or over the obstacles, except when taking part in the competition, under penalty of elimination from the duration of the show. Entry fees will not be returned. This disqualification is retroactive to the start of the show concerning prizes already won if the incident occurred after the competition has started.
- 6) A jump must be made available for the competitors in the warm up ring.
- 7) With the exception of team competitors, the horses must keep the same number of draw throughout the event, the order of starting in each competition being displaced in proportion to the number of horses entered and the number of individual competitions to be run or at the discretion of the show management.

Hunter/Jumper Tack:

- 1) Braiding and banding are optional.
- 2) Leather bridles with only regular cavessons may be Pelham, single (snaffle) or Kimberwick type. (Pelham converters are only permitted for Pee Wee and Junior competitors).
- 3) Gags or elevator bits are only permitted in Jumper classes.
- 4) Flashes, figure eight, and drop nose bands are only permitted in jumper classes. Cavessons or nosebands cannot be below the bit.
- 5) Pads should be white or black and should not have any markings. (i.e. embroidery, embellishment, signage ect.)
- 6) Protective equipment (e.g. boots and bandages) are not permitted except in Jumper classes and Hunt Seat Equitation over fences only.
- 7) Jewelled and coloured brow bands, dropped nosebands below the bit, figure eight and flash nosebands are not permitted.
- 8) Bridles, cavessons, reins and martingales must be made entirely of leather. No grazing reins.
- 9) Breastplates are optional.
- 10) Spurs are optional. If roweled, rowels must spin freely and be smooth. No slip on spurs. No spurs longer than 2" (5cm).
- 11) Numnahs are recommended in the Hunter division.
- 12) Boots and bandages are not permitted except in Hunt Seat Equitation over Fences classes and in Jumper classes.
- 13) Whips optional in all Hunter classes except Hunter Hack but must be no longer than 75cm or 30 inches from the end of handle to the end of tassel and unweighted.
- 14) Standing martingales, running martingales, boots, bandages and draw reins are permitted in the schooling area.

Hunter/Jumper Apparel:

- 1) Competitors should be neatly and suitably attired in riding coat, ASTM helmet, shirt (with long or short sleeves) tie, choker or stock, breeches or jodhpurs and boots with at least 1" heel. (Please note in the event of hot weather the judge may give permission to remove jackets. In this event riders are required to wear a long sleeve un-embellished riding shirt)
- 2) ASTM helmets with permanently affixed harness must be worn by all riders.
- 3) Half chaps, if worn, must be a conservative dark colour (brown or black).
- 4) Spurs are optional. If roweled, rowels must spin freely and be smooth. No slip on spurs. No spurs longer than 2" (5cm).
- 5) Gloves are optional.
 - Riders are subject to inspection by MHC show officials at any time.

Hunter/Jumper Class Descriptions:

1) Hunter Hack:

- To be judged on performance, manners, way of going and soundness.
- To be shown at a walk, trot and canter both ways of the arena, to back easily and stand quietly. May be asked to hand gallop.
- Riders will be asked to jump (2) fences (cross pole or vertical). Jumps are to be a minimum of 2' and a maximum of 2' 6" in height and placed 60 feet (or four strides) apart. All heights will be measured at the cup for this class.
- No running or standing martingales.
- No whips.

2) Hunt Seat Equitation Over Fences:

- Hunt seat equitation judges the rider only, including rider's position and overall effectiveness while riding, keeping in mind the rider will be judged on position of a proper hunt seat.
- Horses are to be shown over a course of 6-12 hunter fences. Rider may be asked to perform a pattern, back, ect. or answer questions on horsemanship.
- Height to be determined by show committee and posted at least one hour before start of class.
- Optional: running or standing martingales.
- Optional: protective boots or bandages.
- Optional: whips – must be no longer than 75 cm or 30 inches from the end of handle to the end of tassel and unweighted.

3) Hunter Over Fences:

- All Hunter divisions are open to all competitors.
- To be judged on manners, performance, consistent pace over obstacles, way of going and soundness.
- To be shown over a course of 6-12 hunter fences.
- Height to be determined by show committee and posted at least one hour before start of class.
- Third refusal will cause elimination of the horse. Second cumulative refusal, run out or bolting on course results in elimination.
- Optional: running or standing martingales.
- No draw reins.

4) Jumpers:

- To jump a posted course of 6 -16 fences within the time allowed.
- Height to be determined by the show committee and posted at least one hour before start of class.
- If a round is fault-free, rider to compete in a jump-off over a designated shortened course. Fastest clear round to place first.
- Riders may walk the jump course prior to the start of the class but not the jump-off course.
- Penalty points to be calculated as follows:
 - each disobedience (e.g. refusal, run out) – 3 points
 - elimination on second cumulative disobedience.
 - off course – elimination
 - knock down – 4 points
 - fall of horse or rider – elimination
 - exceeding time allowed - 1 point per second or fraction thereof.
- Optional: Flashes, figure eight and dropped nose.
- Optional: Running or standing martingales.
- Optional: Protective boots and bandages.
- No draw reins.

Games Section

General Games Rules:

- 1) Any person designated may be appointed to judge any games show, and his/her decision shall be final.
 - 2) Competitors must register with the show desk and pay all appropriate fees before being eligible to ride.
 - 3) The show committee games representative(s) have the right to restrict entry for the use of inhumane equipment and/or devises (i.e. 'easy stops' ect.)
 - 4) The type of reins used, and the method of holding the reins (one or two hands) is optional. Holding the horn is optional.
 - 5) Horse may not be hit with the hands, end of reins, or any games equipment. Whips and over & unders are allowed in all games events, but must be used behind the cinch or girth only and may not be used excessively. Excessive use is at the discretion of the judge and may result in disqualification.
 - 6) Competitors will be disqualified for misconduct or for abusing horses in any manner.
 - 7) Any rider interfering with, colliding with or cutting off any other rider(s) will be disqualified.
 - 8) There will be a 60 second penalty added to all walk/trot riders that break into the canter in any Games event.
 - 9) In the event of classes which need to be run in heats, rider's position will be drawn. In all other events, the show committee will determine order of go.
 - 10) Competitors must use their reins as lead shanks in events where the rider is required to dismount and lead the horse.
 - 11) Failure to follow the course or pattern will result in disqualification at the judge's discretion.
 - 12) All riders are to enter the ring as they are called. Failure to be ready constitutes a 'no time'.
 - 13) Riders may not use their hands to prevent any games equipment from falling with the exception of cloverleaf barrels.
 - 14) Two minute penalties will be assessed to Peewee's who are led.
 - 15) Horses must be stopped and under control before leaving the ring. Failure to do so will result in a no time.
 - 16) An exhibitor may enter more than one horse in any games event, providing they have paid entry fees on horse entered, and must be saddled prior to the class.
 - 17) All riders must be suitably attired as per general western rules. Hats must be on when riders cross the starting line.
 - 18) A contestant who is not ready when called or who refuses to perform as instructed may be disqualified from the event. A late contestant may be refused entrance to the ring after the class has started subject to decision of the show officials. In this case, no refunds of entry will be issued.
 - 19) Any rider who competes with illegal tack or equipment is subject to disqualification and forfeiture of all points for that day.
 - 20) A 5 second penalty will be given for knocking over a barrel and 3 seconds for knocking over a pole; however, you will NOT be disqualified.
 - 21) In all timed events, a clearly defined starting line will be provided. Timing shall begin as horses nose passes over the starting line and will stop when the horse's nose passes over the finish line, except when otherwise stipulated. The slowest time of the two back up watches shall be used except the discrepancy of the two watches is more than 2/10 of a second. In this case the average time of the two watches will be taken.
 - 22) If a new games class is added that is not previously listed the pattern for that class will be posted at least one hour prior to the running of such class.
- **The MHC executive strongly recommends that games riders over 19 years of age wear ASTM approved helmets.**

General Games Tack:

- 1) English or Western tack is permitted however the mixing of English and Western tack is not permitted. (please see English (p. 11) or Western (p.15) tack rules for description)
- 2) Gags and Elevator bits may be used at the rider's discretion.
- 3) German, Standing or running martingales and nosebands are optional.

Games Apparel:

- 1) All riders 18 and under must wear an ASTM approved helmet at all times with mounted on MHC grounds.
- 2) Proper riding boots with minimum 1" heel.
- 3) All games riders must dress appropriately. A suitably styled long sleeve shirt with a collar is required. No T-shirts, hoodies, sweaters, shorts, halter or tank tops, ect will be permitted. Appropriate dress is at the discretion of the show committee.
- 4) Western style hat or English helmet mandatory.
 - Please see English Apparel guidelines (page. 11) or Western Apparel guidelines (page. 15) as they apply.
 - All games riders must make a reasonable effort to dress appropriate

Games Class Descriptions:

1) **Apple Bobbing:**

- The competitor runs up to a bin of water with apples free floating in it.
- They must dismount, hand reins over to spotter, then with hands behind their back, they must grab an apple in his or her mouth, re-mount and ride back across the finish line with the apple.
- **Disqualification: Touching the apple with anything but your mouth.**

2) **Balloon Busting:**

- There will be a spotter with a balloon and chair and an additional handler at the far end of the arena.
- The competitor will run up to the chair, dismount and pass their horses reins to the handler.
- They will then sit on the balloon on the chair until the balloon pops.
- Then re-mount and run back across the finish line.
- **Disqualification: Crossing the finish line without popping a balloon.**

3) **Balloon Spearing:**

- The rider will be given a spear.
- There is a board with balloons pinned to it on the ground in the center of the arena.
- The competitor will run down, spear one of the balloons on the way up or the way back, proceed around a marker and run back across the finish line.
- **Note: Rider must pop at least one balloon before crossing back over finish line**
- **Disqualification: Dropping the spear.**

4) **Barrel Race**

- Barrels to be set up in the standard cloverleaf pattern 90' by 120'.
- **Note: The first barrel taken may be the right or the left.**
- **Note: Rider may use their hand only to keep a barrel up.**
- **Note: There will be a 5 second penalty added for each barrel knocked down.**
- **Note: If rider goes off course, you must re-trace you path back to where rider went off course and continue from there.**
- **Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.**

5) **Bean Bag Race:**

- The barrel may be turned in either direction.
- Run up & pick up the bean bag as you go around the barrel.
- You may circle the barrel in the same direction only.
- You must cross the finish line carrying the bean bag.
- If you drop the bean bag you must dismount, pick it up, remount and carry on across the finish line.
- **Note: Peewee's may be assisted to remount.**
- **Note: The barrel can be a marker.**

6) Big T:

- Rider is to weave up the poles, turn the far side of the 1st barrel, run straight across & turn the 2nd barrel in the same direction.
- Then run to the far side of the top pole & weave your way back across the finish line.
- Note: Rider may start on either side of the 1st pole.
- Note: If you go off course, you must re-trace your path back to where you went off course and continue from there.
- Penalties: 3 seconds for each pole that is knocked down.
- Penalties: 5 seconds for each barrel that is knocked down.
- Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.

7) Birangle:

- Turn the first pole from the inside.
- Run straight across and turn the second pole in the same direction and run back to the finish line.
- Note: Pattern may be run in either direction.
- Note: If you go off course, you must re-trace your path back to where you went off course and continue from there.
- Penalties: 3 seconds for each pole that is knocked down.
- Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.

8) California Poles:

- Pole set up same as pole bending. (see p. 28 #24)
- Weave poles to the top, turn the top pole and weave poles back to the finish line.
- Note: Pattern may be started on either side of the poles.
- Note: If you go off course, you must re-trace your path back to where you went off course and continue from there.
- Penalties: 3 seconds for each pole that is knocked down.
- Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.

9) Down and Out: (partner's event)

- Course is set up the same as pole bending. (see p. 28 #24)
- Two competitors hold a rope between them.
- With one competitor on either side of the poles they use the rope to knock down the first pole, then life the rope over the send, knock down the third ect... then race back to the finish line.
- Note: If you go off course, you must re-trace your path back to where you went off course and continue from there.
- Disqualification: Knocking down or leaving up the incorrect pole.
- Disqualification: Either competitor dropping the rope.
- Disqualification: If either horse knocks down a pole.

10) Egg and Spoon:

- Each rider will be given an egg on a spoon.
- The announcer will send you to the rail. This event will be run like a performance class. (i.e. Walk, jog, trot, lope ect.)
- There will be spotters in the arena.
- The winner will be determined through process of elimination.
- Disqualification: The riders thumb is to stay off the egg at all times.

11) Egg Stomp:

- A limited number of riders line up in front of the start/finish line with their hand touching the rail.
- An equal number of spotters line up at the opposite end of the arena, each with an egg on the ground in front of them.
- On the signal from the announcer, the competitors will run directly to their spotter & try to step on the egg.
- When the egg is broken the spotter will say “go” and the rider must race back across the finish line.
- **Note: This is not a timed event.**
- **Note: This class may be run in heats depending on the number of entries.**
- **Disqualification: Interfering with another rider or their path.**

12) Exchange Flag Race:

- The rider starts with a flag.
- They must run to the first barrel, turn the barrel and deposit the flag and pick up the flag that was originally in the barrel.
- Then run to the top barrel, turn the barrel, deposit the flag and pick up the flag that was originally in the barrel.
- Then run to the last barrel, turn the barrel, deposit their flag and pick the flag that was originally in that barrel and run back across the finish line with the last flag.
- **Note: This pattern may be run from either direction.**
- **Note: All three turns must be made in the same direction.**
- **Note: If the rider drops the flag they must dismount, pick up the flag, re-mount and carry on.**
- **Note: If rider goes off course, you must re-trace your path back to where rider went off course and continue from there.**
- **Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.**

13) Five Star Barrels:

- Make a left hand turn around barrel #1
- Make a right hand turn around barrel # 2
- Make a left hand turn around barrel # 1
- Make a right hand turn around barrel # 3
- Make a left hand turn around barrel # 1
- Make a right hand turn around barrel # 3
- Make a left hand turn around barrel # 1
- Make a right hand turn around barrel # 4
- Make a left hand turn around barrel # 1
- Make a right hand turn around barrel # 5
- Make a left hand turn around barrel # 1 and run back across the finish line.
- **Note: This pattern may be run from either direction.**
- **Note: There will be a 5 second penalty added for each barrel knocked down.**
- **Note: If rider goes off course, you must re-trace your path back to where rider went off course and continue from there.**
- **Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.**

14) Flag Picking:

- Run up either side of the barrels
- Take one flag from the top barrel, run down the opposite side of the barrel and drop the flag in the opposite barrel.
- Go back to the top barrel and repeat for the second flag, then run across the finish line.
- Note: If rider knocks down a barrel or drops a flag they must immediately dismount pick up barrel or pick up flag, remount with the flag and carry on.
- Note: Peewee riders may have assistance to remount.
- Note: If rider goes off course, you must re-trace your path back to where rider went off course and continue from there.
- Disqualification: Figure eights in between the barrels is considered an off course.
- Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.

15) Handy Pony:

- Run around the outside of the poles and into the box, stop in the box and wait for the timer to time you for 5 seconds and tell you when to continue.
- When instructed by the timer to continue you must run back across the finish line.
- Note: If rider goes off course, you must re-trace your path back to where rider went off course and continue from there.
- Disqualification: If the horse steps on, over or disturbs the boundaries of the box upon entering or while they are being timed in the box.
- Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.

16) Keyhole:

- The pattern is to be 20' in diameter with an 8' long by 4' wide entrance way.
- Rider runs through the keyhole, turns around (stops and pivots) and runs back across the finish line.
- Note: If rider goes off course, you must re-trace your path back to where rider went off course and continue from there.
- Disqualification: Stepping on or over the rope or keyhole marking.

17) Lemon Dunking:

- The competitor runs up to a bin of water with lemon wedges floating in it.
- They must dismount and with their hands behind their back, they must grab a lemon wedge with their mouth, remount and ride across the finish line with the lemon wedge still in their mouth,
- Note: There will be a spotter to hold the horse
- Disqualification: to drop the lemon wedge before crossing the finish line.

18) Litter Race:

- The competitor will be given a spear.
- There will be a basket placed about half way up the arena.
- At the top of the arena there will be a number of milk cartons on the ground.
- The rider will run up to the milk cartons, and using the spear, will pick up one of the milk cartons.
- They will then run back to the barrel and deposit the carton into the basket and run back across the finish line with the spear.
- Disqualification: Dropping the milk carton anywhere but into the basket.

19) Mission Speed Trail:

- Rider will do a figure 8 around the barrels; go over the jump, pick-up the flag, deposit flag in barrel.
- Continue on to the box, halt for a timed 5 seconds
- When released, weave poles and run back to finish line.
- **Note: If rider goes off course, you must re-trace your path back to where rider went off course and continue from there.**
- **Penalties: 3 seconds for each pole that is knocked down.**
- **Penalties: 3 seconds for a jump that is knocked down.**
- **Penalties: 5 seconds for each barrel that is knocked down.**
- **Disqualification: If the horse steps on, over or disturbs the boundaries of the box upon entering or while they are being timed in the box.**
- **Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.**

20) Musical Mounting:

- This event is to be run as a rail class format with spotters in the center of the arena.
- The announcer calls for the riders to ride on the rail at different gaits while the music is playing.
- When the music stops the riders are to dismount from the off (right hand) side of their horse, run around to the opposite side and remount.
- The last person sitting in the saddle is out.
- Process of elimination determines the winner.
- **Note: Horse must be fully tacked with proper bridle and saddle.**

21) Musical Sacks:

- There will be four poles set in a square.
- There will be sacks set out on the ground in the center of the square. (one less sack than the number of riders)
- Competitors may enter the north and south ends of the square only.
- When the music plays the riders will jog (controlled) around the outside of the square.
- When the music stops the rider will dismount, outside the square, run on foot while leading their horse to one of the sacks and stand on it.
- The last rider that does not find a sack will be eliminated.
- When the music plays the riders will remount and continue jogging around the outside of the square.
- This format will continue until the final rider is declared the winner.
- **Note: There will be spotters to watch the line boundaries.**
- **Note: Peewees can be assisted with remounting.**
- **Note: Peewees may use a halter and lead rope under the bridle to lead their horse.**
- **Disqualification: Endangering or interfering with any other riders or their immediate path.**
- **Disqualification: Speeding around the outside of the square.**
- **Disqualification: Entering the east or west sides.**
- **Disqualification: Anyone that loses control of their horse (i.e. dropping/letting go of their horses reins)**

22) Organ Grinder:

- The pattern is to be 20' in diameter with an 8' long by 4' wide entrance way.
- Rider to run up one side of the upside down keyhole, enter into the keyhole
- Once in, the horse must pivot and exit and run back across the finish line.
- **Disqualification: Stepping on or over the rope or keyhole marking.**

23) Over and Under: (partner's event)

- Course is set up the same as pole bending.
- Two competitors hold a rope between them.
- They will run up one side of the poles, the inside horse must pivot to face the start/finish line. Outside horse goes around end of pole to the opposite side and faces the start/finish line.
- With one competitor on either side of the poles, they lift the rope over the first pole, knock down the second pole, over the third pole to knock down fourth, ect... and continue across the finish line without either of the riders dropping the rope.
- **Note: If you go off course, you must re-trace your path back to where you went off course and continue from there.**
- **Disqualification: Knocking down or leaving up the incorrect pole.**
- **Disqualification: Either competitor dropping the rope.**
- **Disqualification: If either horse knocks down a pole.**

24) Pole Bending:

- 6 poles, 20' apart and 34' from the finish line.
- Run up one side, turn the top pole, weave back through the poles, turn the bottom pole, weave through the poles, turn the top pole and run down the opposite side.
- **Note: If you go off course, you must re-trace your path back to where you went off course and continue from there.**
- **Note: This pattern may be run from either direction.**
- **Penalties: 3 seconds for each pole that is knocked down.**
- **Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.**

25) Quadrangle Stakes:

- Competitor must take a standing (from inside the corner poles)
- Time starts when the competitor passes through the two center stakes.
- Make a left hand turn around the corner stake, then another left hand turn around the other corner stake (on the same side of the start/finish line)
- Pass through the center stakes
- Make a right hand turn around the stake kitty-corner to the last, then another right hand turn around the final stake.
- Cross the finish line by passing through the center stakes again.
- **Note: If you go off course, you must re-trace your path back to where you went off course and continue from there.**
- **Note: This pattern may be run from either direction.**
- **Penalties: 3 seconds for each pole that is knocked down.**
- **Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.**

26) Relay Race: (partner's event)

- This event begins with one rider at each end of the arena behind a line.
- The first rider crosses the start/finish line carrying a baton.
- They must run up to the opposite end of the arena and across another line marked by a pole or a cone and pass the baton over their partner.
- Then the second rider runs across the line, down the arena and across back across the start/finish line.
- **Note: If either rider drops the baton they must dismount, pick up the baton, remount and continue on.**
- **Note: The first competitor must remain behind the line at the top of the arena until the second competitor has completed the event.**
- **Disqualification: If riders fail to pick up a dropped baton.**
- **Disqualification: If the baton changes hands anywhere but behind the marked line.**

27) Sack Race:

- Riders will line up at the bottom end of the arena touching the rail with their hand.
- On the announcer's direction the rider will run up to their sack and dismount.
- They will get into the sack (behind the designated marker) and hop back to the finish line while leading their horse back with them.
- Note: Peewees may have a spotter to hold their horse and do not have to lead their horses back with them.
- Note: Rider must be on their feet when they cross the finish line.
- Disqualification: Using the horse to assist you with your hopping in any way.
- Disqualification: Letting go of your horse.

28) Scuttle Bug:

- Starting on the right hand side of the first pole, weave up the poles.
- Jump over the jump in the center.
- Starting on the outside of the bottom barrel, weave up the barrels.
- Jump over the jump in the center and continue over the finish line.
- Note: This pattern may be run opposite.
- Note: If you go off course, you must re-trace your path back to where you went off course and continue from there.
- Penalties: 3 seconds for each pole that is knocked down.
- Penalties: 3 seconds for a jump that is knocked down.
- Penalties: 5 seconds for each barrel that is knocked down.
- Disqualification: 3 Refusals of the jump.
- Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.

29) Single Flag:

- Run up to the first barrel and pick up the flag.
- Carry on up to the first barrel, go around it and drop the flag into the barrel.
- If you run past the barrel to pick up or drop off the flag you must back up to correct your pattern.
- Note: If you drop the flag or knock over a barrel you must dismount, pick up the flag or barrel, remount and then carry on according to the above rule.
- Note: If you run past the barrel to pick up or drop off the flag you must BACK UP to correct your pattern.
- Note: Peewees may be assisted to re-mount.
- Disqualification: Failure to BACK UP to correct your pattern.
- Disqualification: Failure to pick up a dropped flag or fallen barrel.
- Disqualification: Circling the barrel.
- Disqualification: Changing direction around the barrels.

30) Sock Race:

- There will be a basket placed about half way up the arena.
- There will be a number of socks on the ground at the top of the arena.
- The competitor will run up to the socks and dismount, pick-up a sock and remount.
- Run down and drop the sock into the basket and cross the finish line.
- Disqualification: Dropping the sock anywhere but into the basket.

31) Spear the Ring:

- The competitor will be given a spear.
- They are to run up one side of the poles and spear one of the rings, go around the barrel and run back down the opposite side and spear the other ring.
- Note: The barrel is a marker.
- Note: If you go off course, you must re-trace your path back to where you went off course and continue from there.
- Penalties: 3 seconds for knocking down each pole.
- Disqualification: If you drop on or more of the rings.
- Disqualification: If you drop the spear.
- Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.

32) Stake Race 'A':

- Run up the one side of the poles, turn the top pole, and turn the bottom pole the opposite direction.
- Turn the top pole the same direction as you turned the first pole. (resulting in a figure 8)
- Then run down the opposite side and across the finish line.
- **Note: If you go off course, you must re-trace your path back to where you went off course and continue from there.**
- **Penalties: 3 Seconds for knocking down each pole.**
- **Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.**

33) Stake Race 'B':

- Upon signal from the starter, the competitor will completely cross the start/finish line, pivot left, cross the start/finish line again.
- Run around the first pole to the right.
- Run to the second pole to the left.
- Back to the first pole and turn it to the right.
- Finish in the center.
- **Note: Pattern may be run in the opposite direction.**
- **Note: If you go off course, you must re-trace your path back to where you went off course and continue from there.**
- **Penalties: 3 seconds for knocking over each pole.**
- **Disqualification: Pivoting on or before the start/finish line.**
- **Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.**

34) Stepping Stones:

- The rider runs up to the stepping stones and dismounts.
- Run on foot across the stones, being careful to touch each stone and not the ground with your foot while leading your horse.
- Remount and carry on around the pole and back across the finish line.
- **Note: If you knock over a stone or step on the ground in between stones you must return to the first stone and run over them all again.**
- **Note: The pole is a marker.**
- **Note: Peewees may use a halter and lead rope under the bridle and may be assisted to remount.**
- **Note: Competitors have the option of stepping the stones either on the way up or the way back.**
- **Disqualification: Not stepping on every stone consecutively.**
- **Disqualification: Letting go of your horse.**

35) Texas Barrels: (partner's event)

- See Barrel Race for specific rules. (p.23 #4)
- Two competitors hold a rope between them and run the barrel pattern side-by-side.
- **Disqualification: If either competitor drops the rope before both competitors are entirely across the finish line.**

36) Thread The Needle:

- Run through the poles.
- Go around the barrel (in either direction)
- Run back through the poles and cross the finish line.
- **Note: The barrel is a marker.**
- **Note: If you go off course, you must re-trace your path back to where you went off course and continue from there.**
- **Penalties: 5 seconds for knocking down each barrel, 3 seconds for knocking down each pole.**
- **Disqualification: Failure to complete pattern before crossing the finish line or failure to re-trace your path correctly.**

37) Walk, Trot, Lead:

- This is not a timed event.
- All the competitors will line up along the arena fence with their hands touching the rail.
- When the announcer says “go”, the riders all walk to the far end of the arena and touch the fence.
- Then they will trot back to the opposite end and touch the fence again.
- Finally they will dismount and run back down to the far end of the arena while leading their horse and touch the fence.
- Note: There will be spotters to determine placings.
- Note: The number of competitors may be limited at the discretion of the judge for safety reasons and therefore may be run in heats.
- Penalties: If your horse breaks into a faster gate, you must turn a 360 degree turn and continue.
- Disqualification: If you don't do a 360 degree turn each time your horse breaks into a faster gate.
- Disqualification: If you don't actually touch the fence.

38) Walk, Trot, Git!:

- This is not a timed event.
- All the competitors will line up along the arena fence with their hands touching the rail.
- When the announcer says “go”, the riders all walk to the far end of the arena and touch the fence.
- Then they will trot back to the opposite end and touch the fence again.
- Finally they will run back down to the far end of the arena and touch the fence.
- Note: There will be spotters to determine placings.
- Note: The number of competitors may be limited at the discretion of the judge for safety reasons and therefore may be run in heats.
- Penalties: If your horse breaks into a faster gate, you must turn a 360 degree turn and continue.
- Disqualification: If you don't do a 360 degree turn each time your horse breaks into a faster gate.
- Disqualification: If you don't actually touch the fence.