

MID-WESTERN ONTARIO HORSEMAN'S SOCIETY RULEBOOK



1977 – 2025

Updated as of the AGM 2024

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0.0 OBJECTIVES & PRIORITIES

1. Promotion of horse shows
2. Education of the general membership through clinics, communications, and meetings.
3. Organize social events – tours, trail rides, hockey etc. and other off season and summer events for general public.
4. Assist area horse clubs organize and promote horse related activities and other social events.
5. Offer Youth Scholarships for post-secondary or apprenticeship programs.
6. To promote horsemanship among the youth and support the “Mid-Western Ontario Horseman’s Youth Society”.

MWHS rulebook revised for above section 1997, 2023

1.0 BY-LAW NUMBER ONE

A by-law relating to the transaction of the business and affairs of the Society. Be it enacted by the Directors of the Society as a by-law, thereof, as follows.

1.1 LOGO

The logo, an impression of which is stamped here, shall be the logo of the Society and when used, shall be authenticated by the signature of the President and Secretary or by the signature of officers and other persons that the Board may appoint.



1.2 DIRECTORS

The affairs of the Society shall be managed by a Board of Directors, minimum of ten (10) and a maximum of fourteen (14). Directors so elected shall retain their directorship for the entire Society year, with the exception of removal in accordance with the existing by-laws.

QUORM:

No less than 50% of the elected directors.

QUALIFICATIONS FOR DIRECTORS:

Only members in good standing will be eligible to be directors and must hold a valid Open Membership in the Society and must have reached his/her 19th birthday. A Family Membership is deemed the same as an Open Membership. Not more than one member of a family shall be eligible to stand on the Executive of MWHS although, there may be a family member on the Executive and another family member as a director, or a maximum of two (2) family members that stand as a director in one (1) year, provided that they have separate memberships.

MWHS rulebook revised for above section 2016

ELECTION AND TERM:

The directors shall be elected by the members at the Annual Meeting of the Society by secret ballot. Unless impossible, this meeting should be held in the fall after the last show. Term of office will be from January 1st to December 31st. If a member wishes to stand for the position of Director but is unable to attend the Annual Meeting, he/she may so indicate in writing.

MWHS rulebook revised for above section 2003

VACANCIES:

A director may vacate office at any time by written resignation. In the event of a vacancy occurring on the Executive, the person with the next highest votes will be appointed. When there is a shortage of elected Directors the President has the right to appoint Directors for the remainder of the term with the board of Director's approval by a 2/3 majority.

REMOVAL OF DIRECTORS:

A director may be removed from office at any time by a resolution passed by at least two-thirds of the vote cast at an Executive meeting, of which, notice of such resolution has been given, and the vacancy shall be filled as set out in vacancies above.

DIRECTORS MEETINGS:

Director's meetings may be convened by the President or two Directors at any time at any place on at least five days' notice – delivered, mailed, telephone or electronic correspondence to each Director. The minutes of Director's meetings shall stand approved if no objection is raised within seven (7) days by anyone who was in attendance at that meeting.

- a) **Without Notice:** Director's meeting may also be held at any time and at any place without formal notice, if all the Directors are present or if absent, waive notice and consent to the holding of the meeting. No notice shall be necessary for the first meeting of the Board held after its election at the Annual Meeting.
- b) **Waiver and Consent:** Notice of any meeting or irregularity in any meeting or in the notice thereof may be waived by any Director. Any Waiver and consent must be written consent.
- c) **Notice of Motion:** Any resolution or notice of motion affecting policy, monetary or committee structure changes or any deputation's to be presented to the Directors or the Executive committee must be in the hand of the Secretary at least two weeks prior to the next regular meeting of the directors so it can be distributed to the Directors prior to the meeting.
- d) **Attendance:** Any Director missing more than two (2) consecutive Director's meetings may be dismissed from the Board. A director who cannot attend a meeting must advise the President or Secretary of his/her anticipated absence.

MWHS rulebook revised for above section 1996, 2020

VOTING:

At a meeting of the Board, each Director present shall have one (1) vote on every question, including the Chairperson. In the case of tie vote, the Chairperson of the board shall have a second or casting vote in order to break the tie.

RESPONSIBILITY OF DIRECTORS:

The Board of Directors shall have the power to conduct all business and affairs of the Society including the removal of Directors, disciplinary acting and reinstatement recommended by-law changes, membership fees and classifications.

1.3 OFFICERS

APPOINTMENT:

There shall be a President, Vice-President, Treasurer, two (2) Secretaries and other Officers as the board of Directors may occasionally determine. The above officers shall be elected individually by the general membership at the Annual Meeting, prior to the election of the remaining Directors. A vacancy in the office of the President will move up the Vice-President. Vice-President, Treasurer, and Secretaries may be elected from the Directors by the Directors or be appointed, should there be a vacancy.

PAST PRESIDENT:

The immediate past president of the Society will hold office for the following year(s).

PRESIDENT:

The President shall be the chief executive officer of the Society. He/she shall, if present, preside at the meetings of Society; shall see that all orders and resolutions of the Board are carried out; he/she and the Secretary and Treasurer shall sign all deeds or other formal documents and shall perform all other duties as are incident to the office of the President of the Society, or are required by the Directors.

VICE-PRESIDENT:

The Vice-President shall be vested with all the powers and shall perform all the duties of the President in the absence or the disability of refusal to act of the President. He/she shall also have such other powers and duties as may be assigned to him/her by the board.

SECRETARIES:

There will be two (2) secretaries. The **Recording Secretary** shall have charge of the minutes' book of the Society and shall record the minutes of all the meetings of the Directors and any other proceedings as the Board may direct. Unless some other officer is specifically charged with the duty, he/she shall also keep or cause to be kept any books and recordings as required by the Board. The Recording Secretary shall sign with the President or other signing officer of the Society and any instruments that require Signature. The **Membership Secretary** shall have charge of managing the current year's membership applications, issuing communication and/or confirmation and carrying out any prescribed duties.

TREASURER:

The Treasurer shall have the care and custody of all the funds and securities of the Society and shall deposit the same in the name of the Society in the bank or banks as the Board of Directors may stipulate. Unless another officer is specifically charged with this duty, the Treasurer shall keep the books of account which the Society is required to keep.

RENUMERATION:

The Board may not accept remuneration for duties but, may be reimbursed for expenses incurred.

MWHS rulebook revised for above section 1996, 2023

1.4 COMMITTEES

In addition to the general directorship previously described, there may be the following committees or other committees as deemed necessary. Awards Committee, Banquet Committee, Fundraising Committee, Social Committee, Membership Committee, Communications Committee, Points Committee, Publicity and Education Committee, Show and Contest Committee, Horse Show Committee, Disciplinary Committee, Rulebook Committee and Youth Committee.

The Board of Directors will be responsible for electing or appointing the Chairperson of each committee. It is recommended that a Director sits on each committee but, need not be Chairperson. The President of the Society automatically becomes a member of every committee. The Board may select or appoint all the members of the committees or may delegate this authority to the Board of Directors.

The Chairperson of each committee will submit to the board:

- a) Their objectives with a list of priorities
- b) The terms of reference and jurisdiction
- c) A budget
- d) A schedule of proposed meetings, which will be attended only by members of that particular committee, except with the express approval of the Board of Directors upon receipt of a request accompanied by the reason for the necessity of the attendance. If approval is given, the Board may delegate additional authority to each committee.

Each Chairperson of a committee will submit the name and address of every committee member to the Board within one (1) month of his/her appointment.

MWHS rulebook revised for above section 1996, 2012, 2013

1.5 MEMBERS

Application for membership shall be in writing. Each applicant, on becoming a member, agrees to be bound by the by-laws and all the rules and regulations of the Society, including committees. The Society has the power to reject any application for membership.

Memberships become active upon full payment and are current until December 31st of the current year. Fees must be paid annually.

1.5.1 TYPES OF MEMBERSHIP

- a) **Family Membership:** The family membership shall be entitled to all the rights and privileges of the Society and that this membership is entitled to two (2) votes only. With the exception of a spouse, a person may not harbor under a family membership upon reaching his/her 19th birthday as of January 1st. Family members must reside together and be supported by the household. Exceptions are students away at school and/or children living in the custody of another parent. Any other exceptions must be approved by the Board upon written request. Two (2) members of a family must be present to have two (2) votes. One (1) member does not have two (2) votes. The Family membership shall be entitled to participate equally in any distribution of the Society upon it's dissolution.
- b) **Single Membership:** The single membership shall be entitled to all the rights and privileges of the Society and is entitled to one (1) vote. The Single membership shall be entitled to participate equally in any distribution of the Society upon it's dissolution.

MWHS rulebook revised for above section 2016, 2022, 2023

- e) **Honorary Member:** An Honorary membership is bestowed on a person as recommended by the Board and approved by the general membership.

1.5.2 MEMBERSHIP FEES

All fees may be subject to review by the Board of Directors at any time.

Family Membership - \$60.00

Single Membership - \$30.00

MWHS rulebook revised for above section 2023

1.5.3 MEETING OF MEMBERS

- a) **Annual Meetings:** The Annual Meeting shall be held at a place and time designated each year by the Board of Directors or the President. Unless impossible, it should be in the fall of the year after the show season. Election of the Executive and amendments to the rules or the Constitution can only take place at an annual meeting.
- b) **Special Meetings:** Other General meetings may be convened by order of the President, Vice-President or the Board of Directors at any time and at any place.
- c) **With or Without Notice:** Notice of the time and place of any meeting and the general nature of the business to be transacted shall be communicated to each member entitled to vote at the meeting at least ten (10) days prior to the date of the meetings. The Annual General Meeting may be held at any time and at any place within our area without notice if all members entitled to vote are present. At such meetings, any business may be transacted as a regular annual or general meeting. Notice published by group email and social media is considered proper notice is communicated ten (10) days prior to the meeting
- d) **Waiver:** Notice of any irregularity in the notice may be waived by any member. The waiver may be in written form.

e) Voting: At the Annual General Meeting, every voting member present or by written proxy, shall have one vote on a show of hands or by secret ballot. Changes to rules or constitution require two-thirds of the total votes cast to be in favour for the motion to be passed. Proxies are not allowed for rule changes.

f) Quorum: A quorum of any general or annual meeting shall consist of a minimum of fifteen (15) voting members.

g) Order of Business: Business will be conducted according to Robert's Rules of Order, or as follows:

1. Call to order and reading of notice of meeting
2. Identification of members and establish a quorum
3. Reading minutes of the previous meeting
4. Treasurer's report
5. Reports of Officers, Directors and Committees
6. Correspondence
7. Unfinished business
8. President's report
9. Election of directors
10. New business
11. Adjournment

MWHS rulebook revised for above section 2010

1.6 FISCAL YEAR

The fiscal year of the Society shall be from January 1st to December 31st each year.

NSF CHEQUES:

A \$25.00 charge for NSF cheques will be levied and points will not accumulate until the member is in good standing.

PAYMENT OF ACCOUNTS:

A receipt or invoice must be submitted within one calendar year (365 days) of said occurrence of the receipt or invoice in question for it to be considered for payment. All receipts or invoices that are not submitted within the calendar year (365 days) will not be considered for payment unless a written reason for the delay in submission accompanies the receipt or invoice. Upon submission, the board will decide if the payment will be granted.

MWHS rulebook revised for above section 2006, 2010

1.7 PROBATION, SUSPENSION, EXPULSION

The Board of Directors shall have the power to place on probation, suspend or expel any member who fails to observe any rule or regulation set forth in these by-laws or whose conduct is, in the opinion of the Board, prejudicial to the Society.

Prior to the Board of Directors exercising its authority to place on probation, suspend or expel a member, the member shall first have received notification of the breach or charge

being brought against him/her and shall have an opportunity to answer such charge. Notification shall be in writing sent by prepaid post to the address last noted with the Society and shall state the time and place of the hearing, the member charged has the right to appear in person or with counsel to address the Board of Directors to answer the charge. In the event that the member does not appear in person or in counsel on the date set for the hearing, the Board may proceed in his/her absence.

A member placed on **PROBATION** shall be given a designated time for that probation and after the expiration of that time, shall be reinstated automatically. A member on probation shall be denied the privilege of voting during that period of time he/she is on probation.

Non-payment of any account with the Society for a period of ninety (90) days, shall result in automatic **SUSPENSION** from the Society until the arrears are paid in full. The member may then be reinstated at the discretion of the Board.

After the expiration of sixty (60) days, the suspended member has the right to apply for reinstatement in writing or by membership application to the Board of Directors, and may be reinstated at the meeting of the Board if two-thirds of the members present, vote in the affirmative. A suspended member is denied all privileges of the Society with the exception that he/she will receive all publications and notices due paid to members during that period of suspension that the member has paid.

EXPULSION shall be for a specified period of time, not less than one year in duration. After which the expelled person has the right to apply for reinstatement in writing to the Board of Directors and may be reinstated at the meeting of the Board, provided that two-thirds of the members' present vote in the affirmative. An expelled member is denied all privileges of the Society.

If the Board of Directors refuses to reinstate a person suspended or expelled from membership, that person has the right to apply for reinstatement at the next General Meeting. Reinstatement requires an affirmative vote by two-thirds of the members present and voting.

MWHS rulebook revised for above section 1996

2.0 BY LAW NUMBER TWO

That all members of the Mid-Western Ontario Horseman's Society be governed by and follow the guidelines as outlined in the current Mid-Western Ontario Horseman's Society Rulebook.

MWHS rulebook revised for above section 1996

3.0 GENERAL RULES

ANY ADDITION OR AMENDMENT TO THE MWHS RULES MUST BE VOTED ON BY THE GENERAL MEMBERSHIP AT THE ANNUAL MEETING AND PASSED BY A TWO-THIRDS MAJORITY. ANY CHANGES WILL NOT GO INTO EFFECT UNTIL THE NEXT CALENDAR YEAR OF SHOW SEASON. CHANGES ARE NOT RETROACTIVE.

The following rules apply to ALL classes or events. Failure to comply with them will result in disqualification, Horses and equipment may be examined by the Judge or MWHS representatives.

MWHS rulebook revised for above section 2015

3.1 HORSES

Unless otherwise specified, ponies are considered horses.

- a) A horse must be serviceably sound and properly groomed to be eligible for any MWHS approved class.
- b) All horses doctored in any way, improperly or unfairly prepared or tampered with before coming into the show ring will be disqualified and forfeit all points earned for the current MWHS show season and their MWHS membership will be revoked and can only be reinstated by the Board of Directors.
- c) All ponies are to be measured at the first MWHS show the pony attends by two (2) MWHS directors. Any horse or pony will be measured with flat shoes or bare feet. The height will be recorded and any other pertinent information will be kept on file with the Show secretary for future reference.
- d) The age of a horse will be as of January 1st of the year foaled. A Junior horse is five (5) years of age or under unless otherwise stated.
- e) Stallions may not be shown, ridden or handled by any exhibitor under nineteen (19) years of age as of January 1st of the current year.

MWHS rulebook revised for above section 2008, 2012, 2014, 2023

3.2 TACK

- a) Horses to be shown in serviceable tack (silver not to count) including Western or English saddle with standard rigging and girthing.
- b) Martingales and tie-downs are prohibited in all performance classes. Tapaderos are prohibited in all classes except Jr.B, Lead Line and Walk/Jog/Trot.
- c) Protective boots, leg wraps or bandages are optional in reining, ranch classes and speed events.
- d) All speed events are to be executed in western tack and attire.
- e) Easy boots are allowed in all classes.

MWHS rulebook revised for above section 2004, 2009, 2014, 2015, 2023

3.3 BITS

- a) Any Junior horse or pony five (5) years of age or under may be shown in a snaffle bit or bosal. Rider must ride with two hands in all performance classes if snaffle bit or bosal is used. Any pony regardless of age may be shown in a snaffle bit or shank bit and rider may use two hands regardless of bit being used. Refer to examples of correct hand positions for snaffle bit.
- b) Bosals used by Junior horses or ponies must be flexible and may have flexible cable core but absolutely no rigid material under the jaw or over the nose, no matter how padded or covered. A braided rawhide or leather bosal may be used in lieu of a snaffle bit, no larger

than $\frac{3}{4}$ " (19mm) in diameter at the cheek. There must be a minimum of two (2) finger spaces (approximately $1\frac{1}{2}$ " or 3.8 cm) between bit and the nose.

- c) Reference to Snaffle bits in Western performance classes mean the conventional O-ring, egg-butt, or D-ring with a ring no larger than 4" (10 cm) and not smaller than 2" (5 cm). The inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, smooth or latex wrapped. The bar must be a minimum of $\frac{5}{16}$ " (98 mm) in diameter, measured 1" (25 mm) in from the cheek with a gradual decrease to center of the snaffle. The mouthpiece may be two or three pieces. A three piece, connecting ring of $1\frac{1}{4}$ " (32 mm) or less in diameter, or a connecting flat bar of $\frac{3}{8}$ " to $\frac{3}{4}$ " (10mm to 20mm), measured top to bottom with a maximum length of 2" (50mm) which lies flat in the horse's mouth is acceptable. Optional loose leather curb strap. Reins must be attached above the curb strap. (2024)
- d) Horses five (5) years old and younger may be shown in a snaffle bit, hackamore, curb bit, half-breed or spade bit. Horses six (6) years and older must be shown in a curb bit, half-breed or spade bit. Reference to bit in Western Performance classes mean the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage. All curb bits must be of mechanical device and should be considered a standard western bit.

A description of a legal, standard Western bit includes:

1. $8\frac{1}{2}$ " (215 mm) maximum length shank to be measured as indicated in the diagram.
 2. Concerning mouthpieces, bars must be round, oval or egg-shaped, smooth and unwrapped metal of $\frac{5}{16}$ " to $\frac{3}{4}$ " (8 mm to 20 mm) in diameter, measured 1" (22 mm) from the cheek. They may be inlaid, but smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar) such as extensions or prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three piece, connecting ring of $1\frac{1}{4}$ " (32 mm) or less in diameter, or a connecting flat bar of $\frac{3}{8}$ " to $\frac{3}{4}$ " (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.
 3. The port must be no higher than $3\frac{1}{2}$ " (90 mm) maximum, with rollers and covers acceptable. Broken mouthpieces, half-breeds and spades are standard.
 4. Slip or gag bits, donut and flat polo mouth pieces are NOT acceptable in performance classes.
- e) When a curb bit is used, a curb strap or curb chain is required, but must meet the approval of the judge. It must be at least $\frac{1}{2}$ " (15 mm) in width and lie flat against the jaw of the horse. A broken strap or chain is not necessarily cause for disqualification.
 - f) In all English classes, an English snaffle (no shank), Kimberwick, Pelham and/or full bridle (with two (2) reins), all with cavesson noseband and brow band may be used.
 1. In reference to mouthpieces, nothing may protrude below the mouthpiece (bar). Solid and broken mouth pieces may have a port no higher than $1\frac{1}{2}$ " (40 mm). On broken mouthpieces only, connecting rings of $1\frac{1}{4}$ " (32 mm) or less in diameter or 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) and lie flat in the horse's mouth are acceptable. All mouthpieces must be a minimum of 5/16" (8 mm) in diameter to be measured 1" (25 mm) in from the cheek or ring. Any bit having fixed headstall and/or fixed rein requires the use of a curb chain. Smooth round, oval or egg-shaped, slow twist, corkscrew, single twisted wire, double twisted wire mouthpieces and straight bar or solid mouthpieces with a maximum of 1 1/2" (40 mm) high ports are allowed.

2. Bits of any style (Pelham, snaffle, Kimberwick) featuring mouthpieces with cathedrals, donuts, prongs, edges or rough, sharp material shall be cause for disqualification. If a curb bit is used, the chain must be at least 1/2" (15 mm) in width and flat against the jaw of the horse.

g) In timed events, any humane type of bit or hackamore may be used on horses of all ages.

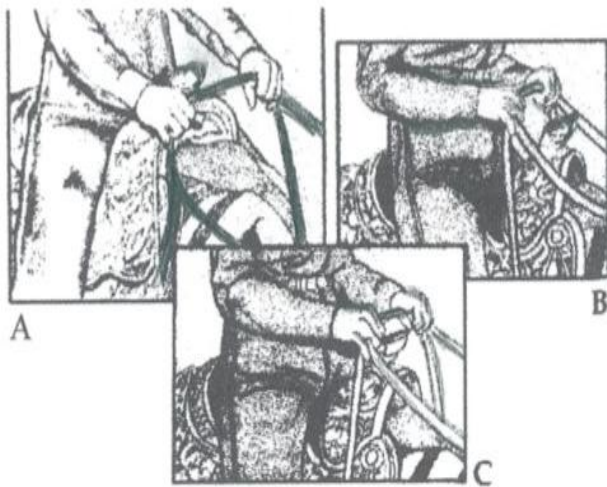
i) **Romal reins**

Romal means an extension of braided or round material attached to closed reins. This extension shall be carried in the free hand with a sixteen inch (16") (40 cm) spacing between the reining hand and the free hand holding the romal. When using romal reins, the rider's hand shall be around the reins with the wrists kept straight and relaxed., the thumb on top and the fingers closed lightly around the reins. When using a romal, no fingers between the reins are allowed. The free hand may not be used to adjust the rider's length of rein in any reining class. During reining, the use of the free hand while holding the romal to alter the tension or length of the reins from the bridle to the reining hand is considered to be the use of two hands and a score of 0 will be applied, with the exception of any place a horse is allowed to be completely stopped during a pattern. In all other classes, the free hand may be used to adjust the rider's length of rein. In all western classes, excess rein(s) may be straightened or disentangled anytime during the class, provided the rider's free hand used to straighten or disentangle remains behind the rein hand. Any attempt to alter tension or length of the reins from bridle to rein hand is to be considered use of two hands and a penalty score of zero or disqualification will be applied.

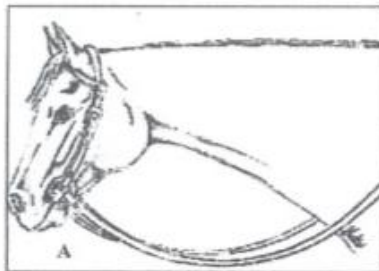
MWHS rulebook revised for above section 2001, 2014, 2015, 2023, 2024

Carriage of Reins (light contact)

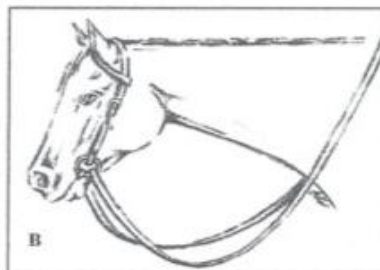
Examples of Acceptable Hand Positions



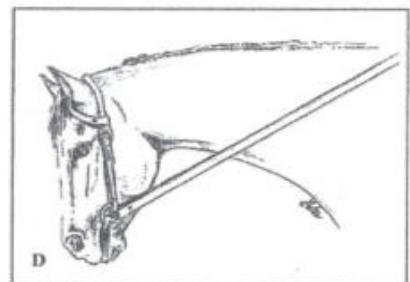
Examples of Unacceptable Hand Positions



Acceptable



Too Loose



Too Tight

TYPICAL EXAMPLES OF ACCEPTABLE BITS



D-ring Snaffle



Eggbutt Snaffle



O-ring Snaffle



Rawhide Bosal

Some examples of acceptable English bits for all ages



Double Twisted
Wire



Slow Twist



Corkscrew



Single Twist



Snaffle Bit with
connecting flat bar

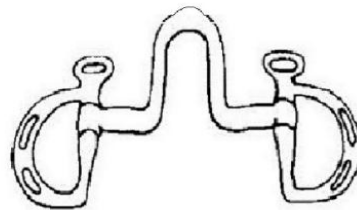


Correction Bit

Some examples of unacceptable English bits

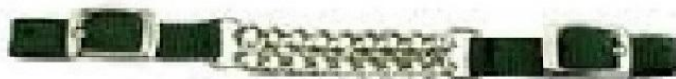


Triangular
Mouth

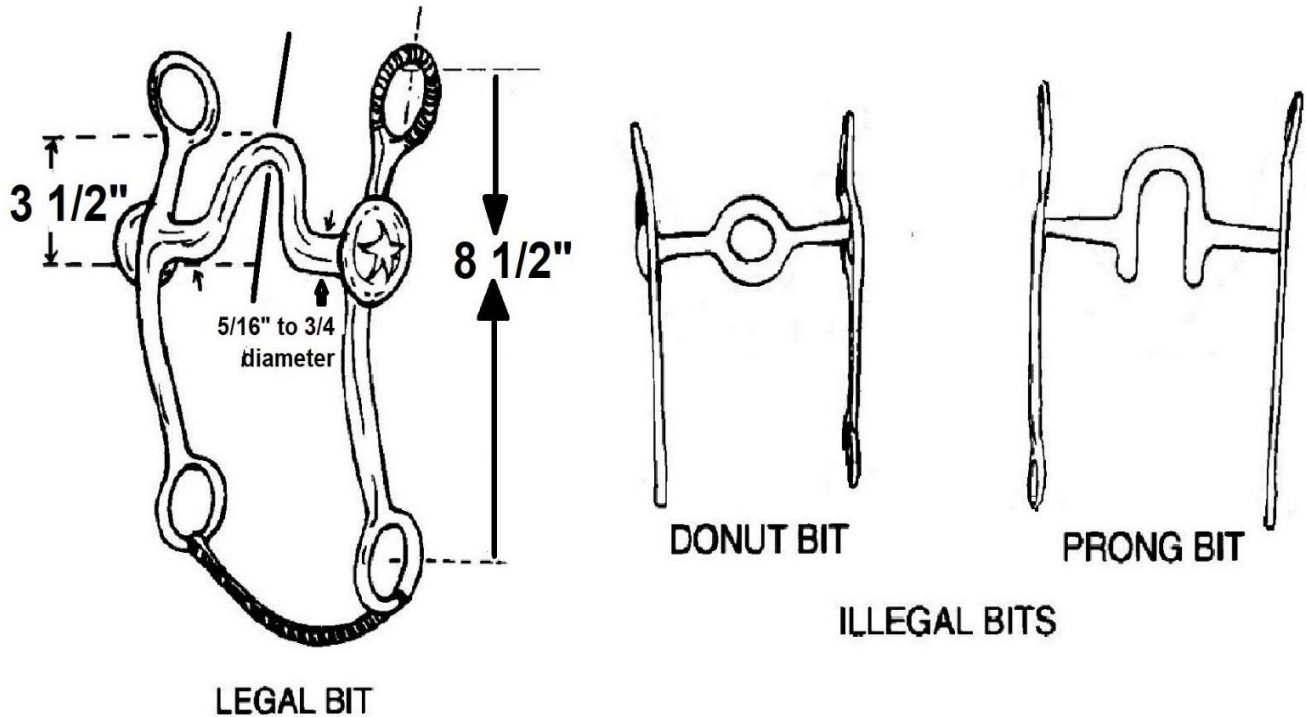


Excessive
Port

Some examples of acceptable chin straps



Western bits



3.4 ATTIRE

- a) Western rider is to be dressed in suitable western attire including western hat or protective headgear, western or tailored shirt or sweater (no sleeveless shirts or blouses, cap sleeves or rolled up sleeves), western style boots and jeans or denims. Chaps or chinks, a belt, tie, scarf or necklace is optional. Shirts or blouses are to be tucked in. All clothing must be neat and clean. For warm up classes, proper attire must be worn. Riders 18 years and under must wear approved protective riding headgear when mounted.
- b) In all English classes, hunt seat riders should wear hunt coats in traditional colours such as navy, dark green, grey, black or brown. Breeches (or jodhpurs) are to be of traditional shades of buff, khaki, canary, light grey or rust, boots or half-chaps and paddock boots are to be black or brown. Exhibitors riding saddle seat must wear appropriate saddle seat attire including derby. Black, navy or brown hard hat is mandatory for all hunt seat riders. A tie or choker is required. Gloves, spurs or the un-roweled type and crops or bats are optional. All manufactured English riding crops are not to exceed the length of 30" (76 cm). Hair must be neat or contained (in net or braid). Approved English helmets must be worn by all riders in all English or Equitation classes. The helmet must also be properly fitted with harness secured. (2024)
- c) Judges, at their discretion, may authorize adjustments to attire due to weather related conditions.

MWHS rulebook section above revised 2008, 2009, 2013, 2015, 2023, 2024

3.5 DIVISIONS

- a) **HALTER:** Horses or ponies to be shown on a line and judged for conformation. They may be shown by Adults, Juniors or Novices. Juniors may not show stallions.
- b) **OPEN:** Any exhibitor showing a horse over 13.2 hands (54" or 137 cm).
- c) **JUNIOR A** Any exhibitor 18 years of age or under as of January 1st of the current year, showing a horse over 13.2 hands (54" or 137 cm).
- d) **JUNIOR B** Any exhibitor 12 years of age or under as of January 1st of the current year, showing a pony 13.2 hands (54" or 137 cm) or under.
- e) **LEADLINE** Any exhibitor 7 years of age or under or 8 years of age and over, as of January 1st of the current year, to be lead on a horse or pony by a handler 14 years of age or older as of January 1st of the current year. Only the rider must hold a current MWHS family or single membership to accumulate points. Office fee and grounds fee will be waived if horse is entered in other classes. If horse is not entered in any other classes, an office fee and grounds fee will be charged.
- f) **NOVICE** Any age rider on a horse over 13.2 hands may apply for novice status provided they have not shown in twenty (20) open or breed shows over the past five (5) years, not received money for riding, training, instructing or judging. To exhibit in a Novice class, the exhibitor MUST complete and sign a Novice eligibility form prior to entering a Novice class.

A Novice application that has been approved by the board and a current Family or Single MWHS membership is necessary to accumulate Novice points for year-end awards. Any person being denied Novice status will have thirty days in which to appeal the decision at a Board hearing. If still denied, he/she may appeal at the next General meeting. General membership decision is final. If Novice status is granted it is retroactive to the date of the application.

In Novice Western Pleasure and Novice Horsemanship classes – a Novice rider may choose to ride any age of horse in a ring snaffle bit or bosal with two hands, otherwise if riding in a shank bit, they must ride with one hand.

If a novice wins MWHS High-point or reserve in Open divisions once or have won High-point or Reserve Novice or Jr. A twice they are graduated out of Novice.
- g) **ADULT** Any exhibitor 19 years of age or over as of January 1st riding a horse over 13.2 hands (54" or 137 cm).

MWHS rulebook section above revised, 2003, 2015, 2016, 2017, 2022, 2023, 2024

3.6 PROTESTS

Any protest must be submitted in writing to the MWHS Show and Contest Committee accompanied by a \$25.00 fee. The fee will be returned only if the protest is upheld.

3.7 JUDGES

- a) The Judge is to be dressed in suitable western attire.
- b) Speed events can be judged by a show official instead of a Judge, who is given the power and same authority of a Judge on approval of the board in advance with a pre-approved list established when there are two rings being used.
- c) The Judge may order any person or horse from competition for bad conduct of exhibitor or horse. Such person may also be suspended from further competition during that show at the discretion of the judge.
- d) It is mandatory that all the MWHS approved show Judges and Ring Stewards know and adhere to the rules and regulations of the Society.
- e) All Judges and Ring Stewards have the authority to request the removal or alteration of any piece of equipment or accessories.
- f) We allow a judge to officiate at a maximum of two (2) shows per year if another judge that has been booked for a show has an unforeseen circumstance arise and cannot attend the show he/she has been hired for.
- g) A Judge cannot judge a MWHS approved show during the year in which he/she or a member of his/her family is competing for points.
- h) No horse shall be shown before a Judge officiating at a MWHS approved show that has been sold by that Judge within a period of three (3) months prior of the date of the show.
- i) Exhibitors may not show a horse under a Judge if they have engaged in a financial transaction in connection with horses with that Judge within a period of three (3) months prior to the date of the show.
- j) Exhibitors may not show before a Judge from whom they have leased a horse unless the lease is terminated at least three (3) months prior to the date of the show.
- k) No youth or adult may compete in a class in which horsemanship is a factor before a Judge by whom they have been instructed, coached or tutored with pay within three (3) months prior to the date of the show. MWHS clinic and speed participants are exempt.
- l) No youth may compete at a MWHS approved show before a Judge with whom his/her parents or guardians have had a financial transaction in connection with the sale or lease of a horse within twelve (12) months prior to the date of the show.
- m) It is not permissible for a Judge to discuss the sale or lease of any horse during the continuation of a show at which he/she is officiating.
- n) If a scheduled judge does not arrive, the show committee and available MWHS directors will do their best to get a qualified person to judge the show and points will be held until the Judge's credentials have been verified and approved.
- o) A Judge is to use MWHS score sheets for all pattern classes and score sheets will be available for viewing. (2024)
- p) Once a class has been judged, it shall not be re-judged. Once the Judge(s) has marked his/her card(s) and placed for awards recorded or announced there shall be no change of

the Judge's record, unless done through proper procedures of protest to the MWHS Board of Directors.

- q) The Judge's decision is final.

MWHS rulebook section above section revised 1997, 2004, 2009, 2016, 2022, 2023, 2024

3.8 RING STEWARDS

- a) A competent Ring Steward is to be dressed in appropriate western attire and is required at all MWHS approved shows. Any reputable person may act in the capacity of Ring Steward who can furnish proof that he/she is capable through ability of experience and is familiar with MWHS rules.
- b) A good Ring Steward makes the work of the Judge much easier by relieving him/her of unnecessary details. By assembling the class promptly, the Ring Steward will be able to keep the judging program on schedule and eliminate delays between classes.
- c) The Ring Steward will notify the Judge when all the horses are present for each class and call attention the horses that are absent. This information will be placed on the record which the Steward marks after each class has been judged.
- d) The Ring Steward must keep in mind that he/she is to help the Judge – not advise. Ring Stewards shall refrain from discussing or seeming to discuss the horses or exhibitors with the Judge. Ring Stewards shall not take part or seem to take part in any of the judging. When he/she is not actively engaged in his/her duties, the Ring Steward shall move into such a position so as not to interfere with the judging and the view of the spectators. He/she must not allow exhibitors to crowd up in the ring and should at all times keep the possibility of an accident to a minimum.
- e) The Ring Steward has charge of the activity in the ring and should act as a mediator between the Judge and the exhibitor. The Judge should request the Ring Steward to move and place the horses as he/she advises. When the ring is small and the class entries are large, the Ring Steward should take every precaution in keeping the horses moving until the Judge is ready for them to be judged and has the authority to ask an exhibitor to remove his/her horse for the safety of other horses or spectators.
- f) A competent Ring Steward can control the conduct of the horses and exhibitors in the ring, keep the classes progressing and is familiar with the rules and regulations of MWHS. The Ring Steward has the authority to remove unsportsmanlike exhibitors from the ring.
- g) The Ring Steward must be familiar with the procedure of sifting when the classes are too large and the Judge requests that they be lined up for the first split, the second split, etc. until the Judge has the class ready.

MWHS rulebook section above revised 2004, 2014

3.9 CHUTE STEWARD

- a) A competent Chute Steward is to be dressed in appropriate western attire. Any reputable person may act in the capacity of Chute Steward who can furnish proof that they are capable through ability or experience and are familiar with MWHS rules.

- b) A Chute Steward shall have charge of the activity in the ring or the arena in place of a judge should the judge be busy elsewhere or in another ring.
- c) A Chute Steward's purpose will be to enforce the MWHS rules and ensure that only authorized equipment is used in MWHS classes and warm-ups.
- d) A Chute Steward should report to the show grounds sufficiently before show time, to discuss and coordinate their duties in relation to the MWHS classes for the day and how to communicate between the announcer, show office and themselves.
- e) Has the authority to check equipment
- f) He/she has the authority to ask an exhibitor to remove his or her horse for the safety of other horses or spectators
- g) A Chute Steward should check the arena, and if necessary, make suggestions to show personnel concerning proper preparation.
- h) A Chute Steward should be certain that announcements are made regarding any warm-up periods and that all equipment rules will be enforced.
- i) A Chute Steward should consult with show management and/or judges if a question occurs that they are unsure of the correct answer.
- j) A Steward has the right to request that anyone perceived to be treating his/her horse in an abusive manner during warm-up, class, in barns, stalls or anywhere on the show grounds will be excused or removed from said competition.

MWHS rulebook section above section revised 2023

3.10 SHOW CONDITIONS

- a) To hold a MWHS approved show, a show approval form must be submitted, approved and adhered to.
- b) MWHS recommends a minimum ring size of one hundred (100) feet by two hundred (200) feet (30.5 by 61 m). The ring is to be safely enclosed. At the discretion of the Show Manager and MWHS Horse Show/Show and Contest Committee a second ring may be cordoned off for trail, showmanship and/or halter classes when conditions allow or are necessary. The area is to be marked off to stop spectators etc. from walking through.
- c) In all classes, unless conditions warrant, the entire ring is to be used unless the Judge and show committee deem unsafe conditions.
- d) No classes may be added or deleted after a show has received approval without the written permission of the Show and Contest Committee.
- e) MWHS shows will be approved to run from Friday 6:00 p.m. through Sunday and statutory holidays.
- f) It is suggested that equipment not be set up until the arena is cleared to discourage the use of equipment for practicing.
- g) A second area may be arranged to run classes, if the regular ring is to be used for non-MWHS classes not requiring the MWHS Judge.

- h) All show committees wishing to hold a MWHS point award show must submit their application and approval forms at least sixty (60) days in advance of the date of the show.
- i) If an application and approval form for show approval of a MWHS point award show is received after the deadline and the Board of Directors have duly met and decided it would benefit the Society to hold this show, all members must be adequately notified by group email and social media.
- j) After the show is approved, any change of a Judge must be reported to the Show and Contest chairperson and the Board of Directors must decide on approval before the start of the first class.
- k) There shall be no MWHS shows held after Thanksgiving weekend.
- l) Lightning Policy – The show needs to wait twenty (20) minutes following the last bolt.

MWHS rulebook section above revised 2003, 2007, 2011, 2023, 2024

3.11 ENTRIES

- a) A horse can only be entered once in each class at a show.
- b) A horse will not be allowed to compete unless proper entry has been made and both horse and rider have fulfilled all rules as required prior to the event.
- c) Entries close when the class begins.
- d) Horse four (4) years and under are allowed to have one exhibition run per show per day at the end of the Open barrel race (for which they may or may not be charged a time fee at the discretion of the show committee) provided that they have not entered any barrel race that day. No other timed events are allowed exhibition runs.
- e) Exhibition rides allotted are not point eligible or placed. MWHS encouraged clubs to charge same fee as actual class and fee to be included on class list.
- f) At MWHS sanctioned shows should an exhibitor scratch from a class, they will receive their entry fee back.
- g) Office fees are for horse and rider combination. If there are additional rider/riders other than the one paying the grounds fee, they may be added to that horse's Master form for an additional office fee as per the show program for each additional person. The additional rider/riders do not have to pay a grounds fee. The additional rider/riders will need to be listed beside the class they are to ride in on the Master form submitted by the rider that is paying the grounds fee. Each attritional rider MUST sign a waiver. (2024)

MWHS rulebook section above revised 2023, 2024

3.12 CONDUCT

- a) All contestants must make a genuine effort in each class. In case of ties in speed events, reruns must be within two (2) seconds of time in last run.
- b) Horses must enter and leave the ring under control at all times unless otherwise advised by the Judge or Show Committee. This includes no running into the ring before the ten (10) foot (3 M) pylons or markers. Riders must use discretion when riding on the show grounds.

- c) All horses entered in a class to be judged, must assemble at the entrance of the arena in ample time for the judging to start promptly and to continue without delay and shall remain there (except while competing) until dismissed by the Judge or Ring Steward shall otherwise direct. Exhibitor will be allowed one minute, at the Judge's discretion, from last call until the starting performance in ring.
- d) Any request to speak to the Judge must go through the Ring Steward
- e) Exhibitors may be disqualified for unsportsmanlike conduct and may be subject to further disciplinary actions for future functions.
- f) Hands off Policy – No show staff or volunteers touch another person unless that person has asked for assistance. If the person is acting disrespectful, unsportsmanlike and the situation is escalating the police or security are to be called and if necessary, the show will stop until the police or security have arrived and dealt with the situation.

MWHS rulebook section above revised 2010, 2012, 2014, 2017

3.13 DISQUALIFICATION

- a) Rider cannot use the ends of reins or flagstuffs. Excessive spurring or hitting in or out of the show ring or in front of the cinch can cause disqualification at the discretion of the Judge or Chute Steward.
- b) Any rider interfering with, colliding with or cutting off other riders is to be disqualified.
- c) Exhibitors may not use the show's equipment in the ring at any time before their class starts.
- d) In all classes, any rider and/or horse which falls during performance is automatically disqualified. A rider falls when he/she has to vault or dismount in the ring. A horse has fallen when the shoulder or haunch touches the ground.
- e) When riding in any performance class, the rider cannot hold onto the saddle or horn with the free hand with the exception of ranch classes.
- f) Any contestant who is assisted by another person inside the arena or show ring will be disqualified.
- g) Failure to wear a number or the correct number in a visible manner will result in disqualification.
- h) Once an exhibitor's name has been called to come to the pen, they have one (1) minute (sixty seconds) to enter the pen to start their performance. If the exhibitor has not entered the ring or indicated why the delay i.e. tack change, in the allotted time, they will be disqualified from the event.

MWHS rulebook section above revised 2002, 2008, 2023, 2024

3.14 PERFORMANCE

- a) Any Junior horse five (5) years old or under may be shown in a snaffle bit or bosal. Any pony regardless of age may be shown in a snaffle bit. Rider must ride with two hands in all performance classes if using a snaffle bit or bosal.

- b) Gait terminology: walk, extended walk, jog, extended jog, lope, extended lope, trot, extended trot, canter and hand gallop to be used at the Judge's discretion.
- c) Patterns must be posted one (1) hour before classes for Adult, Jr. A and Jr. B showmanship classes and Adult, Junior A horsemanship classes.
- d) All youth classes must use the entire ring unless directed otherwise.
- e) In all rail classes, horses may not be pulled off the rail individually for placing.
- f) All youth 18 years and under as of January 1st of the current year must wear an approved riding helmet while mounted.
- g) If off pattern in Ranch Riding or Ranch Trail, contestant is not disqualified but cannot place ahead of those who complete the pattern correctly. Rider will be disqualified if off pattern in Showmanship, Open Trail, Horsemanship and Equitation. (2024)

MWHS rulebook section above revised 2014, 2022, 2023, 2024

3.15 TIMED EVENTS

- a) All distances must be measured with a tape measure when possible.
- b) Courses must be set up in such a manner that horses have ample room to turn and stop, a minimum of forty (40) feet (12.25 m) is recommended.
- c) No obstacle may be less than fifteen (15) feet (4.5 m) from any rail and end barrel or pole must be no less than twenty (20) feet (6 m) from the rail.
- d) Whenever possible, starting poles are to be moved back to the fence. If not, they are to be a minimum of twenty-five (25) feet (7.75 m) apart.
- e) In all timed events, horses are to have a running start within the ring.
- f) Timing shall begin when the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.
- g) If the timer fails during a qualifying run, the exhibitor can have two more chances to make a qualifying run.
- h) Bats, crops and over and under ropes are allowed in Open, Novice and Jr. A timed events. In Jr. B events - they can use crops and/or spurs only.
- i) Markers are to be placed within a maximum of ten (10) feet (3 m) prior to the gate. Horses are not to be released until they reach the markers. Horses must enter and leave the ring under control. Failure to do so may result in disqualification. Markers should consist of two (2) pylons. Once horse is in the ring, gates are closed and will remain closed until the horse is ready to exit the ring.
- j) Knocking over timing standards, barrels or makers constitutes disqualification except when knocking barrels or poles in Barrel Race or Pole Bending they will receive a five (5) second penalty for each barrel or pole knocked over.
- k) All rules apply to Open, Novice, Jr. A and Jr. B classes.
- l) All youth 18 years and under as of January 1st of the current year must wear an approved riding helmet while mounted.

- m) In all speed events Novice and Jr. A must run the same course as Open.
- n) Either the Judge, Ring Steward or appointed official should be in a position to call any infractions.
- o) In the Keyhole event, the Judge or appointed official must be in the ring and be in a position adjacent to the keyhole to be able to call any infractions.
- p) In the event that the timer fails, two (2) stop watches will be available to be used as the official time.
- q) In warm-up barrels, exhibitors have 60 (sixty) seconds from the time they enter the gate to work the pattern. If the time exceeds 60 (sixty) seconds, the exhibitor will be asked by the announcer and/or the chute steward to leave the ring no matter where they are in the pattern.
- r) **Jackpot:** When a speed jackpot is offered at a MWHS show, it will run concurrently with the regular point class. A separate jackpot entry fee must be paid if the exhibitor wants to enter the jackpot. The total entry fees will make up the jackpot purse. Only the times of those entered into the jackpot will be used to calculate the payout of the jackpot. If there are divisions i.e. Open, Jr. A, Jr. B, Novice, all divisions can count in the jackpot. The exhibitor must determine which division time will count towards the jackpot prior to any of the divisions starting if they are entering more than one division.

The pay out of the jackpot will be 1st D paid to three placings 25%, 20% and 15% of the total purse. 2nd D will be paid out to 2 placings of 15% and 10% of the total purse. 3rd D will be paid out to two placings 10% and 5% of the total purse. The payout is to be calculated and made up by the show secretary working that day. Should the show secretary be unavailable to do this, someone who is capable and **not** showing in speed events can be appointed by the show manager or show secretary to do this.

The payout will be calculated as follows with only the times of those that entered the jackpot: 1st D will be the fastest qualifying time, with the next two fastest being placed in the 1st D. The 2nd D will be one second behind the winning 1st D time and the next fastest time completing the 2nd D. The 3rd D will be two seconds behind the winning 1st D time and the next fastest time after the winning 3rd D time will complete the 3rd D.

Should there be only one jackpot qualifying time in any D then all that D payout will go to that exhibitor. If there are only 2 qualifying 1D times then the 1D payout will be split 60%, 40% between the two jackpot qualifiers. If there are no qualifying times in the 2nd D, then the money from the 2nd D will be split 50%, 30% and 20% amongst three 1st D qualifiers. If only 2 1D qualifiers and no 2D, the money will be split 60%, 40%. Should there only be 1 1D winner and no 2D winners, the 1D and 2D money will go to the 1D winner. If there is only one jackpot qualifier in the 3rd D they will receive all the 3D money.

EXAMPLES: For the payout calculations the fastest jack pot time is 16.40. Any times between 16.40 and 17.39 would be in the 1stD. The 2nd D time would be 17.40 and any times between 17.40 and 18.39. the 3rd D time would be 18.40 and any times greater than that qualify for the 3rdD

If the times should be 16.40 and there are no other times between 16.40 and 17.39 then the 1stD would receive all the money for the 1stD. The same would go for the 2ndD and 3rdD.

If the time is 16.40 and the next fastest time is 18.51 then the money for the 1stD and the 2ndD would go to the 1stD (2024)

- s) When a tie is broken by flipping a coin, points and money go to the decision of the flip. Judge is to make the flip.

MWHS rulebook section above revised 2003, 2010, 2018, 2022, 2023, 2024

3.16 HUMANE TREATMENT OF HORSES

No person on the show grounds may treat a horse in any inhumane manner which includes, but is not limited to:

- a) Placing an object in a horse's mouth to cause undue discomfort or distress.
- b) Tying a horse in a manner to cause undue discomfort or distress at any time, including lunging and riding.
- c) Use of inhumane training techniques or methods. For example: Poling – striking of horse's legs with objects (jumping poles, trail poles etc.)
- d) Use of inhumane equipment.
- e) Any item or appliance that restricts movement or circulation in the tail.
- f) Upon report or discovery of inhumane treatment, the incident shall be investigated by the Board of Directors in conjunction with the show committee. The discipline or course of action will be determined by the Board of Directors.
- g) Intentional or negligent treatment which results in any bleeding, for the purposes of this section, negligence is the failure to exercise care that a reasonably prudent person would exercise. Regardless of whether the bleeding resulted from intentional or negligent treatment, the horse may be disqualified.
- h) Statement of principle on welfare of horses:
 - Upholding the welfare of horses, regardless of value, as a primary consideration in all activities.
 - Requiring that horses be treated with kindness, respect and the compassion that they deserve and they never be subjected to mistreatment.
 - Ensuring that their owners, trainers, exhibitors and their agents use responsible care in the handling, treatment and transportation of their horses as well as horses placed in their care for any purpose.
 - Providing for the continuous well-being of horses by encouraging routine inspection and consultation with health care professionals and competition officials to achieve the highest possible standards of nutrition, health, sanitation and safety as a matter of standard operating procedure.
 - Continuing to support scientific studies on equine health and welfare.

- Increasing education in training and horsemanship practices.
- Requiring owners, trainers and exhibitors to know and follow their sanction organizations' rules and to work within the industry regulations in all equestrian competitions.
- Reviewing, revising and developing competition rules and regulations that protect the welfare of horses.

The standard by which conduct or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted equine training procedures would determine to be neither cruel, abusive or inhumane.

MWHS rulebook section above revised 2005, 2012, 2016

4.0 POINTS AND AWARDS

All year-end awards are to be embroidered, plated, engraved or silkscreened with the MWHS logo and where possible the class/classes won and winner's name to also be included.

TO ACCUMULATE POINTS, YOU MUST BE A MWHS MEMBER

1. a) A ten (10) point sliding system will be used: awarding one (1) point per entry shown up to ten (10) horses, except Supreme Halter Horse and Reserve Supreme Halter Horse Champion. To earn this title, the first and second place of each age category in each sex division will compete together and the judge will choose a Supreme Champion and a Reserve Supreme Champion. The Supreme Champion will get two (2) points more than the largest halter class to a maximum of 12 points and the Reserve Champion will get one (1) point more than the largest halter class to a maximum of 11 points. At the annual awards banquet there will be an overall Supreme Halter Horse Champion and a Reserve Supreme Halter Horse Champion award.
- b) Junior A Western pleasure and Jr. A barrels will each run as one class and points will split into 13 and under and 14-18 age divisions for year end awards.
2. a) Points will be accumulated for the horse only in all Open division classes except English Equitation. All other divisions including Adult, Novice, Jr. A, Jr. B and Walk/Jog/Trot with the exception of Lead Line, the points will accumulate for the horse/exhibitor combination. Lead Line points will be accumulated for rider only.
- b) If there is a death or injury resulting in a point accumulating horse not being able to continue its show season, the exhibitor may apply to the board of directors to have the points transferred to a replacement horse. The exhibitor must provide proof of injury or death by Veterinarian. Only one transfer per show season is permitted.
- c) Open English Equitation is a horse/rider pointed class and not to be included in High Point Open Performance. (2024)
- d) Exhibitor/horse or Open division horse must compete in 50% (rounded down) of that class held during the year for a year end award. To qualify for individual event High

Point rotating trophies a horse must compete in 50% of the eligible shows for that year.

3. Year end points resulting in a tie will be broken by adding back the highest to lowest deducted points by show in that class until the tie is broken. If that does not resolve the tie the placings in that class will be tallied starting with first placings, second placing, etc. For overall awards the eligible individual classes will be recalculated in the same manner to break the tie. If the tie remains, both horses and/or exhibitors will be awarded the same award.
4. The classes that will be eligible for year-end awards will be determined by the Board of Directors and will be listed on the current year's show approval form.
5. 75% of class points (rounded up) where the class is held will count toward year end totals. Point deductions are started with the lowest earned points or missed show(s). Overall awards are calculated by totaling the eligible individual class totals after applicable deductions. (Example: 11 shows offered the class, 9 (75% rounded up) shows will count towards the total points in that class. Missed show, no placing (0 pts), DQ or No Time (NT) will be deducted first.)
6. In the case of an incomplete show, the classes that have been completed will count for class awards only, but not for overall High Point awards, unless the entire division has been completed.
7. All approved Halter classes will be eligible for individual class awards.
8. Supreme Halter Champion and Reserve Supreme Halter Champion points count towards individual halter class awards and the overall Supreme Halter Champion and the Reserve Champion Halter Horse awards.
9. All Jr. A and Jr. B approved classes count towards the High Point Overall awards. To be eligible the exhibitor/horse must qualify in a minimum of (2) approved classes as follows:
 - a) **High Point Jr. A Speed award approved classes -**
Jr. A Barrels, Jr. A Pole Bending, Jr. A Keyhole and Jr. A Flag
 - b) **High Point Jr. A Performance award approved classes –**
Jr. A Showmanship, Jr. A Horsemanship, Jr. A English Pleasure and Jr. A Western Pleasure
 - c) **High Point Jr. B Speed award approved classes –**
Jr. B Barrels, Jr. B Pole Bending, Jr. B Keyhole
 - d) **High Point Jr. B Performance award approved classes -**
Jr B Showmanship, Jr. B Western/English Equitation, Jr. B Western/English Pleasure
10. Adult Showmanship, Adult Horsemanship, Open English Equitation and Junior Horse Western Pleasure do not count toward High Point Overall Awards
11. To be eligible for an Open High Point Versatility award the horse must qualify in a minimum of (2) approved classes as follows:
 - a) **Open Versatility Speed award approved classes**

Open Barrels, Open Pole Bending, Open Keyhole, Open Flag and Open Down & Back

b) Open Versatility Performance award approved classes –

Open Trail, Open English Pleasure and Open Western Pleasure

c) Open Versatility Ranch Horse award approved classes –

Open Reining, Open Ranch Riding and Open Ranch Rail

d) High Point Open Horse award approved classes –

Open Barrels, Open Pole Bending, Open Keyhole, Open Trail, Open English Pleasure and Open Western Pleasure

12. All Novice approved classes count towards the High Point Overall awards. To be eligible for a Novice High Point award the exhibitor/horse must qualify in a minimum of (2) approved classes as follows:

a) High Point Novice Speed award approved classes –

Novice Barrels, Novice Pole Bending, Novice Keyhole

b) High Point Novice Performance award approved classes -

Novice Showmanship, Novice Horsemanship, Novice Western Pleasure

13. All Jr. B exhibitors that compete in 50% (rounded down) of a class and not receiving a year end award will receive a participant award. This includes Lead Line and Walk/Jog/Trot classes.
14. There shall be a High Point Ranch Horse award with all ranch classes (Ranch Rail, Ranch Riding and Reining) to be included in the high point calculations. They must qualify in a minimum of two (2) classes.
15. Points will be available as soon after a show as possible and will be posted on the website.

MWHS rulebook section above revised 2007, 2012, 2013, 2014, 2017, 2020, 2022, 2024

4.1 APPROVED CLASSES

NOTE: Mandatory classes in bold and number of mandatory classes required for each division shown in brackets. They are also listed on show approval form.

Ranch Trail will be held on the Saturday of any Director's shows and will be optional at any other shows that time allows.

<u>HALTER</u>	2 and under Stallions, 2 and under Geldings, 2 and under Mares 3 and over Stallions, 3 and over Geldings, 3 and over Mares
<u>LEAD LINE</u>	Mandatory - Lead Line - rider 7 years and under Optional - Lead Line – rider 8 years of age and over (Certificate only) Lead Line Barrels (Certificate only)
<u>WALK/JOG/TROT</u>	Mandatory - Walk/Jog/Trot on a Horse - rider 12 years of age and under Optional - Walk/Jog/Trot on a pony - rider 12 years of age and under Walk/Jog/Trot on a horse - rider 13 years of age

<u>JUNIOR B</u>	<u>Performance (3)</u> Showmanship at Halter Western/English Equitation Western/English Pleasure Trail	<u>Speed Events (3)</u> Cloverleaf Barrel Race Keyhole Pole Bending Down and Back
<u>JUNIOR A</u>	<u>Performance (3)</u> Showmanship at Halter English Pleasure Western Pleasure Western Horsemanship	<u>Speed Events (3)</u> Cloverleaf Barrel Race Keyhole Pole Bending Flag Race
<u>OPEN</u>	<u>PERFORMANCE (ALL)</u> Trail English Pleasure Western Pleasure Jr. Horse Western Pleasure Reining Ranch Riding Ranch Rail Optional - English Equitation	<u>SPEED EVENTS (ALL)</u> Cloverleaf Barrel Race Keyhole Polebending Flag Race Down and Back
<u>ADULT</u>	<u>Performance (1)</u> Adult Showmanship Adult Horsemanship	
<u>NOVICE</u>	<u>Performance (ALL)</u> Showmanship Western Pleasure Horsemanship Optional - Trail	<u>Speed Events (ALL)</u> Cloverleaf Barrel Race Polebending Keyhole Optional - Flag Race
<u>NON POINT</u>	Ranch Trail	<u>Speed Events</u> Double Figure Eight Texas Speed and Action Combination

MWHS rulebook section above revised 2004, 2008, 2011, 2017, 2019, 2022, 2023, 2024

5.0 HALTER CLASSES

All halter classes are required at shows where halter classes are offered. Order of classes will be: Stallions, Geldings and Mares. The list of classes required are listed in Rule 4.1 Approved Classes.

The Judge will examine each horse individually and check the action of all horses as they are brought into the ring. Conformation and soundness will be considered to determine the placings in each class.

Whips may not be used in halter.

Junior exhibitors are not allowed to show in any of the Stallion classes.

When judging of all halter classes has been completed, the first and second placing in each age and sex category will compete together and the judge will choose a Supreme Champion and a Reserve Supreme Champion. The Supreme Champion will get two (2) points more than the largest class and Reserve Supreme Champion will get one (1) point more than the largest class. At the annual awards banquet there will be an overall Supreme Halter Horse Champion and a Reserve Halter Horse Champion.

MWHS rulebook section above revised 2020

6.0 LEAD LINE CLASSES

Exhibitor must be 7 years of age and under OR 8 years of age and over as of January 1st and may not enter any other riding class. There are to be no patterns used in Lead Line.

Rider must have a MWHS membership to accumulate points.

Handler must be 14 years of age or over as of January 1st of the current year. Handler does not need a MWHS membership for rider to accumulate points.

Horse or pony with English or Western tack are permissible. One hand is to be used when riding with a curb bit, two hands are to be used with a snaffle bit or bosal regardless of the age of the horse.

Rider must be properly attired and handler must be dressed accordingly. Riders must wear protective riding head gear and his or her feet in the stirrups. Stirrups are to be securely attached to the saddle. Buddy stirrups and/or Tapadero stirrups are acceptable.

No stallions allowed.

A lead shank of at least six (6) feet (2 M) must be attached to the halter, over or under the head stall or bosal, so that the horse is controlled at all times.

Entries must enter the ring at a walk and will walk only both ways of the ring. They may be asked to back up in the lineup and should do so without the aid of the handler.

Rider will be judged on their basic position in the saddle, hands, seat and back position. Rider's neatness and suitability to count in determining their placing.

Points to count for rider only.

No office fee will be charged if the horse is already entered in the show. If the horse is only entered in Lead Line an office and grounds fee will be charged"

MWHS rulebook section above revised 2026, 2017, 2023

7.0 PERFORMANCE CLASSES

Refer to General Rule 3.13

Junior Horse Western Pleasure refer to Rule 8.3

7.1 ADULT SHOWMANSHIP

Exhibitor must be 19 years and over as of January 1st for the current year.

Pattern to be decided at the discretion of the Judge and posted one (1) hour prior to the class.

Only the exhibitors to be judged. The horse is merely a prop to show the ability of the showmanship. Showmanship at halter shall be a separate class from the other halter classes.

This class is to be judged strictly on the exhibitor's ability to fit and show a horse.

Horse should be in good condition, hair coat clean, well brushed, mane and tail clean, free of tangles and hooves properly trimmed. Tack should be neat, clean and in good repair. Exhibitor should be in suitable western attire. Clothes and exhibitor to be neat and clean.

SCORING: Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from plus 3 to minus 3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the horsemanship form and effectiveness of the exhibitor to result in the following scores: -3 extremely poor, -2 very poor, -1 poor, 0 average or correct, +1 good, +2 very good, +3 excellent. Exhibitors overall horsemanship form and effectiveness should also be scored from 0 to 5 with 0 to 2 average, 3 good, 4 very good, 5 excellent.

Overall Presentation of Exhibitor and Horse. The exhibitor's overall poise, confidence, appearance and position throughout the class, and the physical appearance of the horse will be evaluated.

1. Presentation and Position of Exhibitor. Appropriate western attire must be worn; clothes and person are to be neat and clean. The use of any type of artificial aid including, but not limited to lighters, hay, dirt, sharp pins, magnetic device, etc. will result in a disqualification.

2. Exhibitors should be poised, confident, courteous and genuinely sportsmanlike at all times, quickly recognizing and correcting faults in the positioning of the horse. The exhibitor should continue showing the horse until the class has been placed or they have been excused, unless otherwise instructed by the judge. The exhibitor should appear business-like, stand and move in a straight, natural and upright manner, and avoid excessive, unnatural or animated body positions. Positioned between the eye and mid-point of the horse's neck referred to as the leading position.

3. Both arms should be bent at the elbow with the elbows held close to the exhibitor's side and the forearms held in a natural position. Height of the arms may vary depending on the size of the horse and exhibitor, but the arms should never be held straight out with the elbows locked

4. The position of the exhibitor when executing a turn to the right is the same as the leading position except that the exhibitor should turn and face toward the horse's head and have the horse move away from them to the right.

5. When executing a back, the exhibitor should turn from the leading position to face toward the rear of the horse with the right hand extended in front of the exhibitor's chest still maintaining slight bend in the elbow and walk forward. The ideal position is for the exhibitors left shoulder to be in alignment with the horse's left front leg.

6. When setting the horse up for inspection, the exhibitor should stand angled toward the horse in a position between the horse's eye and muzzle, and should never leave the head of the horse. The exhibitor is required to use the Quarter Method when presenting the horse. The

exhibitor should maintain a position that is safe for themselves and the judge. The position of the exhibitor should not obstruct the judge's view of the horse and should allow the exhibitor to maintain awareness of the judge's position at all times. The exhibitor should not crowd other exhibitors when setting up side-by-side or head-to-tail. When moving around the horse, the exhibitor should change sides in front of the horse with minimal steps and should assume the same position on the right side of the horse that they had on the left side.

7. Leading, backing, turning and initiating the set-up should be performed from the left side of the horse. At no time should the exhibitor ever stand directly in front of the horse. The exhibitor should not touch the horse with their hands or feet, or visibly cue the horse by pointing their feet at the horse during the set-up.

Presentation of Horse. The horse's body condition and overall fitness should be assessed. The hair coat should be clean, well-brushed and in good condition. The mane, tail, forelock and wither tuft may not contain ornaments (ribbons, bows, etc.), but may be braided or banded for English or western. The length of mane and tail may vary, as long as they are neat, clean and free of tangles. The mane should be even in length or may be roached, but the forelock and tuft over the withers must be left. The bridle path, eyebrows, and long hair on the head and legs may be clipped, except where government regulations prohibit. Hooves should be properly trimmed and if shod, the shoes should fit correctly and clinches should be neat. Hooves must be clean and may be painted black or with hoof dressings, or shown naturally. Tack should fit properly and be neat, clean and in good repair.

Pattern Performance. The exhibitor should perform the work accurately, precisely, smoothly, and with a reasonable amount of speed. Increasing speed of the work increases the degree of difficulty, however, accuracy and precision should not be sacrificed for speed. The horse should lead, stop, back, turn and set up willingly, briskly and readily with minimal visible or audible cueing.

1. The horse should be led directly to and away from the judge in a straight or curved line and track briskly and freely at the prescribed gait as instructed. The horse's head and neck should be straight and in line with the body

2. The stop should be straight, prompt, smooth and responsive with the horse's body remaining straight.

3. The horse should back up readily with the head, neck and body aligned in a straight or curved line as instructed.

4. On turns of greater than 90 degrees, the ideal turn consists of the horse pivoting on the right hind leg while stepping across and in front of the right front leg with the left front leg. An exhibitor should not be penalized if their horse performs a pivot on the left hind leg, but an exhibitor whose horse performs the pivot correctly should receive more credit.

5. A pull to the left is an unacceptable maneuver.

6. The horse should be set up quickly with the feet squarely underneath the body. The exhibitor does not have to reset a horse that stops square.

Penalties.

Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:

Three (3) penalty points: Break of gait at the walk or trot up to 2 strides

Over or under turning up to 1/8 of a turn

Ticking or hitting cone

Sliding a pivot foot

Lifting a pivot foot during a pivot and replacing it in the same place

Lifting a foot in a set-up and replacing it in the same place after presentation

Five (5) penalty points: Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location

Break of gait at walk or trot for more than 2 strides

Splitting the cone (cone between the horse and exhibitor)

Horse stepping out of or moving the hind end significantly during a pivot or turn

Horse stepping out of set-up after presentation

Horse resting a foot or hipshot in a set-up

Over or under turning 1/8 to 1/4 turn

Ten (10) penalty points: Exhibitor is not in the required position during inspection

Exhibitor touching the horse or kicking or pointing their feet at the horse's feet during the set-up

Standing directly in front of the horse

Loss of lead shank, holding chain or two hands on shank

Blatant disobedience including biting, kicking, rearing or pawing; horse continually circling exhibitor

Horse stepping out of or moving the hind end significantly during a pivot or turn more than one time

Disqualifications (should not be placed) including:

Loss of control of horse that endangers exhibitor, other horses, or judge

Horse becomes separated from exhibitor

Failure to display correct number

Willful abuse

Excessive schooling or training; use of artificial aids

Illegal equipment

Off pattern, including: knocking over or wrong side of cone or marker; never performing designated gait; over or under turning more than 1/4 turn

Judge may ask rider questions on tack, equipment and simple anatomy.

MWHS rulebook section above revised 2004, 2024

7.2 ADULT HORSEMANSHIP

Exhibitor must be 19 years and over as of January 1st of the current year.

For Junior Horse Western Pleasure Horses refer to rule 8.3.

Pattern to be decided at the discretion of the Judge and posted one (1) hour prior to the class.
Rail work is NOT mandatory.

Horses may be asked to walk, jog or lope one way of the ring at the Judge's discretion. Rider should sit to the jog, not post. At the lope the rider should be close to the saddle. The Judge may ask the rider questions on tack, equipment, equitation and simple anatomy. Exhibitors will be asked to stay in the ring if rail work will be asked.

The rider is to be judged on seat, hands, appointments of the horse and rider and performance of the horse. Results as shown by the performance of the horse are not to be considered more important than the method used to obtain them.

Western horsemanship is designed to evaluate the rider's ability to execute, in concert with their horse, a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence and maintaining a balanced, functional and fundamentally correct body position. The ideal horsemanship pattern is extremely precise with the rider and horse working in complete unison, executing each maneuver with subtle aids and cues. The horse's head and neck should be carried in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

Pattern. It is mandatory that the judge post the initial pattern to be worked at least one hour prior to the commencement of the class; however, if the judge requires additional work of exhibitors for consideration of final placing, an additional pattern may be posted. All patterns must include a walk, jog, lope, and a back. Pattern(s) should be designed to test the horseman's ability. All ties will be broken at the judge's discretion.

Class Procedure: All exhibitors must enter the ring and then work individually, or each exhibitor may be worked from the gate individually. When exhibitors are worked individually from the gate, a working order is required. Exhibitors should be instructed to either leave the arena, fall into line or fall into place on the rail after their work. The whole class, or just the finalists, must work at all three gaits at least one direction of the arena. The following maneuvers are acceptable in a pattern: walk, jog, extended jog, lope or extended lope in a straight line, curved line, serpentine, circle, figure 8 or combination of these gaits and maneuvers; stop; back in a straight or curved line; turn or pivot, including spins and rollbacks on the haunches and/or on the forehand; side pass, two-track or leg-yield; flying or simple change of lead; counter-canter; or any other maneuver; or ride without stirrups. A back should be asked for at some time during the class. Judges should not ask exhibitors to mount or dismount.

Scoring: Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from plus 3 to minus 3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the horsemanship form and effectiveness of the exhibitor to result in the following scores: -3 extremely poor, -2 very poor, -1 poor, 0 average or correct, +1 good, +2 very good, +3 excellent.

Exhibitors overall horsemanship form and effectiveness should also be scored from 0 to 5 with 0 to 2 average, 3 good, 4 very good, 5 excellent. Exhibitors should also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

Overall Presentation of Exhibitor and Horse. The exhibitor's overall poise, confidence, appearance and position throughout the class as well as the physical appearance of the horse will be evaluated.

Presentation and Position of Exhibitor.

Appropriate western attire must be worn. Clothes and person are to be neat and clean. The use of any type of artificial aid or magnetic device will result in disqualification.

1. The exhibitor should appear natural in the seat and ride with a balanced, functional and correct position regardless of the maneuver or gait being performed. During the rail work and pattern, the exhibitor should have strong, secure and proper position. Exhibitors should sit and maintain an upright position with the upper body at all gaits.

2. The rider should sit in the center of the saddle and the horse's back with the legs hanging to form a straight line from the ear, through the center of the shoulder and hip, touching the back of the heel or through the ankle. The heels should be lower than the toes, with a slight bend in the knee and the lower leg should be directly under the knee. The rider's back should be flat, relaxed and supple. An overly stiff and/or overly arched lower back will be penalized. The shoulders should be back, level and square. The rider's base of support should maintain secure contact with the saddle from the seat to the inner thigh. Light contact should be maintained with the saddle and horse from the knee to mid-calf. The knee should point forward and remain closed with no space between the exhibitor's knee and the saddle. The exhibitor will be penalized for positioning the legs excessively behind or forward of the vertical position. Regardless of the type of stirrup, the feet may be placed home in the stirrup, with the boot heel touching the stirrup, or may be placed with the ball of the foot in the center of the stirrup. The rider's toes should be pointing straight ahead or slightly turned out with the ankles straight or slightly broken in. Riding with toes only in the stirrup and riding without contact of bottom of boot securely on pad of stirrup, will be penalized. Those exhibitors that can maintain the proper position throughout all maneuvers should receive more credit. When riding without stirrups, the exhibitor should maintain the same position as previously described. Both hands and arms should be held in a relaxed, easy manner, with the upper arm in a straight line with the body. The arm holding the reins should be bent at the elbow forming a line from the elbow to the horse's mouth. The free hand and arm may be carried bent at the elbow in a similar position as the hand holding the reins or straight down at the rider's side. Excessive pumping of the free arm as well as excessive stiffness will be penalized. The rider's wrist is to be kept straight and relaxed, with the hand held at about 30 to 45 degrees inside the vertical. The rein hand should be carried immediately above or slightly in front of the saddle horn. The reins should be adjusted so that the rider has light contact with the horse's mouth, and at no time shall reins require more than a slight hand movement to control the horse. Excessively tight or loose reins will be penalized.

3. The rider's head should be held with the chin level and the eyes forward, and may be directed slightly toward the direction of travel. Excessive turning of the head to the inside of the circle, or down at the horse's head or shoulder will be penalized.

4. The exhibitor should not crowd the exhibitor next to or in front of them when working on the rail and should pass to the inside of the arena. When reversing on the rail, the exhibitor should always reverse to the inside of the arena.

Presentation of Horse. The horse's body condition and overall health and fitness should be assessed. The horse should appear fit and carry weight appropriate for the body size. A horse which appears sullen, dull, lethargic, emaciated, drawn or overly tired should be penalized according to severity. Tack should fit the horse properly and be neat, clean and in good repair.

Pattern Performance.

The exhibitor should perform the work accurately, precisely, smoothly, and with a reasonable amount of promptness. Increasing speed of the maneuvers performed increases the degree of difficulty; however, accuracy and precision should not be sacrificed for speed. Exhibitors that perform the pattern sluggishly and allow their horse to move without adequate impulsion, collection or cadence will be penalized.

1. The horse should perform all maneuvers in the pattern willingly, briskly and readily with minimal visible or audible cueing.

2. The horse should track straight, freely and at the proper cadence for the prescribed gait. Transitions should be smooth and prompt in the pattern and on the rail, and should be performed when called for on the rail. The horse's head and neck should be straight and in line with their body while performing straight lines and slightly arched to the inside on curved lines or circles. Circles should be round and performed at the appropriate speed, size and location as requested in the pattern. The counter-canter should be performed smoothly with no change in cadence or stride unless specified in the pattern.

3. The stop should be straight, square, prompt, smooth and responsive with the horse maintaining a straight body position throughout the maneuver. The back should be smooth and responsive.

4. Turns should be smooth and continuous. When performing a turn on the haunches, the horse should pivot on the inside hind leg and step across with the front legs. A rollback is a stop and 180 degree turn over the hocks with no hesitation. Backing during turns will be penalized severely.

5. The horse should step across with the front and hind legs when performing the side pass, leg-yield and two-track. The side pass should be performed with the horse keeping the body straight while moving directly lateral in the specified direction. When performing a leg-yield, the horse should move forward and lateral in a diagonal direction with the horse's body arced opposite to the direction that the horse is moving. In the two-track, the horse should move forward and lateral in a diagonal direction with the horse's body held straight or bent in the direction the horse is moving.

6. A simple or flying change of lead should be executed precisely in the specified number of strides and/or at the designated location. A simple change of lead is performed by breaking to a walk or trot for one to three strides. Flying changes should be simultaneous front and rear. All changes should be smooth and timely. When a lead change is a required maneuver, it may be designated as a simple change or the exhibitor has the option to perform either a simple or flying lead change.

7. Position of the exhibitor and performance of the horse and rider on the rail must be considered in the final placing.

Penalties. Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:

Three (3) penalty points: Break of gait at the walk or jog up to 2 strides
Over or under turn from 1/8 to 1/4 turn
Tick or hit of cone

Five (5) penalty points: Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location
Incorrect lead or break of gait at the lope (except when correcting an incorrect lead)
Break of gait at walk or jog for more than 2 strides
Loss of stirrup
Bottom of boot not touching pad of stirrup at all gaits including backup
Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
Obviously looking down to check leads

Ten (10) penalty points: Loss of rein
Use of either hand to instill fear or praise while on pattern or during rail work
Holding saddle with either hand
Cueing with the end of the romal
Blatant disobedience including kicking, pawing, bucking, and rearing
Spurring in front of the cinch

Disqualifications (should not be placed) including: Failure to display correct number
Abuse of horse or schooling
Fall by horse or exhibitor
Illegal equipment or illegal use of hands on reins
Use of prohibited equipment

Off pattern, including: knocking over or wrong side of cone or marker; never performing designated gait or lead; over or under turning more than 1/4 turn

MVHS rulebook section above revised 2019,2024

7.3 WESTERN PLEASURE

A good pleasure horse has a free-flowing stride of reasonable length with the conformation. He should cover a reasonable amount of ground with little effort. Ideally, he should have a balanced, flowing motion while exhibiting correct gaits that are of the proper cadence. The quality of the movement and the consistency of the gaits are a major consideration. He should carry his head and neck in a relaxed, natural position with his poll level or slightly above the level of the withers. He should not carry his head behind the vertical, giving the appearance of intimidation or be excessively nosed out giving a resistance appearance. His head should be level with his nose slightly in front of the vertical having a bright expression with his ears alert. He should be shown on a reasonable loose rein, but with light contact and control. He should be responsive, yet smooth in transitions when called for. When asked to extend, he should move out with the same flowing motion. Maximum credit should be given to the flowing, balanced and willing horse that gives the appearance of being fit and a pleasure to ride. This class will be judged on the performance, condition and conformation of the horse.

Horses six (6) years old and older must be shown one handed in a curb bit.

Horses five (5) years old and younger may be shown in either curb bit, hackamore or snaffle bit. If riding with two hands, reins must be crossed with the tails of the reins on the opposite side neck. The rider's hands should be carried near the pommel and no further than four (4) inches (10 cm) out on either side of the saddle horn. Rider's hands must be steady with very limited movement.

Reins are to be held in one hand with no more than one finger between them and not changed during the performance except for Junior horses using a snaffle bit or bosal.

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

Judge may ask to extend the lope. A moderate extension of the jog is a definite two-beat lengthening of stride, covering more ground. Cadenced and balanced with smoothness is more essential than speed.

Horses are required to back, but Judge may ask only finalists to back at his/her discretion.

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

Rider shall not be asked to dismount except in the event the Judge wishes to check equipment.

In all rail classes, horses may not be pulled on the rail individually for placing.

Horse shall also be penalized for excessive speed or slowness, incorrect lead, breaking gait, opening mouth excessively, stumbling or falling, unfitness or choppy stride.

Disqualifications:

- Changing hands of two hands on the reins, except when using a snaffle bit or bosal
- More than one finger between reins.
- Head carried so low that tip of ear is below the withers for more than five (5) strides.

- Nose is carried behind the vertical for more than five (5) strides.

Performance – 60 points

Condition and Conformation – 10 points

Manners – 20 points

Neatness of horse and rider – 10 points

MWHS rulebook section above revised 1998, 2015

7.3.1 NOVICE WESTERN PLEASURE

See Western Pleasure Rules 8.3 with the exception of rule 3.5 f)

7.4 TRAIL

This class will be judged on the performance of the horse over obstacles, with the emphasis on manners, response to the rider and quality of movement. Credit will be given to horses negotiating the obstacles with style and some degree of speed, positive expression, and minimal visible or audible cueing, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles. Horses shall be penalized for any unnecessary delay while approaching or negotiating the obstacles. Horses with artificial appearance over obstacles should be penalized. Horses must not be required to work on the rail. The course must be designated, however, to require each horse to show the three gaits (walk, jog, lope) somewhere between obstacles as a part of its work, and quality of movement and cadence should be considered as part of the maneuver score. While on the line of travel between obstacles, the horse shall be balanced, carrying his head and neck in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

The course to be used must be posted at least one hour before scheduled starting time of the class.

This is a "Show Horse" trail class and not an Extreme Trail or Trail Challenge class. Some obstacles used in Extreme Trail or Trail Challenge are not acceptable for this class.

Scoring will be on the basis of 0 – infinity, with 70 (seventy) denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 (seventy) and is subject to a penalty that should be subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 ½ to minus 1 ½: +1 ½ Excellent, +1 Very Good, +½ Good, 0 Correct, -½ Poor, -1 Very Poor, -1 ½ Extremely Poor. Obstacle scores are to be determined and assessed independently of penalty points.

Penalties: Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied to each occurrence and be deducted from the final score.

One-half (½) penalty point: Each tick or contact of a log, pole, cone, plant, or any component of an obstacle

- One (1) penalty point:** Each hit, bite or stepping on a log, cone, plant or any component of the obstacle.
 Incorrect or break of gait at the walk or jog for two (2) strides or less.
 Both front feet or hind feet in a single stridden slot or space at the walk or jog
 Skipping over or failing to step into required space
 Split pole in lope over
 Incorrect number of strides, if specified.
- Three (3) penalty points:** Incorrect or break of gait at walk or jog for more than two (2) strides
 Out of lead or break of gait at lope (except when correcting an incorrect lead)
 Knocking down an elevated pole, cone, plant, barrel, obstacle or severely disturbing an obstacle
 Falling or jumping off or out of a bridge of a water box with one foot once the horse has got onto or into that obstacle
 Stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, 360-degree box, side pass) with one foot once the horse has entered the obstacle
 Missing or evading a pole that is part of a series of an obstacle with one (1) foot
- Five (5) penalty points:** Dropping slicker or object required to be carried on course
 First or second cumulative refusal, balk, or evading an obstacle by shying or backing
 Letting go of gate or dropping rope gate
 Use of either hand in instilling fear or praise
 Falling or jumping off or out of a bridge or a water box with more than one foot once the horse has gotten onto or into the obstacle
 Stepping outside the confines of an obstacle with designated boundaries (i.e. back through, 360-degree box, side pass) with more than one foot once the horse has entered the obstacle
 Missing or evading a pole that is part of a series of an obstacle with more than one foot
 Blatant disobedience (including kicking out, bucking, rearing, striking)
 Holding the saddle with either hand
- Disqualified 0 Score** Use of two hands (except in snaffle bit or hackamore classes designated for two hands) or changing hands on reins: except for junior horses shown with a hackamore or snaffle bit, only one hand may be used on the reins, except it is permissible to change hands to work an obstacle or straightened reins when stopped.

Use of romal reins other than as outlined.
Performing the obstacle incorrectly or other than in specified order.
No attempt to perform an obstacle.
Equipment failure that delays completion of pattern.
Excessively or repeatedly touching the horse on the neck to lower the head
Entering or exiting an obstacle from the incorrect side or direction.
Working obstacle in the incorrect direction: including overturns of more than 1/4 turn.
Riding outside designated boundary marker of the arena or course area.
Third cumulative refusal, balk or evading an obstacle by shying or backing.
Failure to ever demonstrate correct lead and/or gait as designated.
Failure to follow the correct line of travel between obstacles
Excessive schooling, pulling, turning, stepping or backing anywhere on the course
Failure to open and shut gate or failure to complete gate.

Faults scored according to severity which occur on the line of travel between obstacles include:

Head carried too high

Head carried too low and/or clearly behind the vertical excessively and consistently while horse is in motion, or otherwise showing the appearance of intimidation

Opening mouth excessively

Faults which will be cause for disqualification that occur on the line of travel between obstacles, which shall be faults scored according to severity, include (1) head carried too low (tip of ear below the withers consistently): (2) over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently

Trail Course: Management, when setting courses, should keep in mind that the idea is not to trap a horse or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. When the distances and spaces are measured between all obstacles, the inside base to inside base measurement of each obstacle considering the normal path of the horse should be the measuring point. Enough space must be provided for a horse to jog (at least 30 feet or 9 meters) and lope (at least 50 feet or 15 meters) for the judge to be able to evaluate those gaits. For trail warm-up, obstacles must be set according to class rules.

1. If disrupted, the course shall be reset. In the case that an obstacle is used in combination, the obstacle cannot be reset until the contestant finishes the entire obstacle.
2. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he/she deems unsafe or non-negotiable. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

3. At least 6 (six) obstacles must be used, 3 (three) must be from the mandatory list and at least 3 (three) selected from the list of optional obstacles.

Mandatory trail course obstacles include:

1. Opening, passing through and closing gate: (Losing control of the gate is to be penalize). Use of gate which will not endanger horse or rider. If the gate has a metal, plastic or wood support bar under the opening, contestants must work the gate, moving forward through it.
2. Ride over at least four (4) logs or poles. These can be a straight line, curved, zigzag or raised. The space between logs is to be measured and the path the horse is to take should be the measuring point. All elevated elements must be placed in a cup, notched block or otherwise secured so they cannot easily roll. The height should be measured from the ground to the top of the element. Spacing for walkovers, trot-overs and lope-overs should be as follows or increments thereof.
 - 2.1. The spacing for walk-overs shall be 20" to 24" (twenty to twenty-four inches) (50 to 60 cm) and may be elevated to twelve (12) inches (30 cm). Elevated walk overs should be set at a minimum of twenty-two (22) inches (55 cm) apart.
 - 2.2 The spacing for trot overs shall be 3' to 3'3" (three feet to three feet three inches) (90 to 100 cm) and may be elevated to a maximum of 8 (eight inches) (20 cm).
 - 2.3 The spacing for lope overs shall be 6' to 6' 6 ½" (six feet to six feet six and a half inches) (1.8 to 2 meters) or increments thereof and may be elevated to a maximum of 8 (eight inches) (20 cm).
3. Backing obstacle: Backing obstacles to be spaced a minimum of 28" (twenty-eight inches) (71 cm). If elevated, 30" (thirty inches) (76 cm) spacing is required. Exhibitors cannot be asked to back over a stationary object such as a metal bar or wooden pole.
 - 3.1 Back through and around at least three markers.
 - 3.2 Back through L, U, V, straight or similar shaped course. May be elevated no more than 24" (twenty-four inches) (60 cm).

Optional trail course obstacles include but are not limited to:

1. Water hazard (ditch or small pond). No metal or slick bottomed boxes will be used. When a water hazard /box is used, it shall remain dry at all times.
2. Serpentine obstacles at a walk or jog. The spacing to be a minimum of 6' (six feet) (1.8 m) for the jog.
3. Carry object from one part of the arena to another. (Only objects which reasonably might be carried on a trail ride may be used).
4. Ride over wooden bridge (suggested minimum width shall be 36" (thirty-six inches) (91 cm) wide and at least 6' (six feet) (2 m) long. Bridge should be sturdy, safe and negotiated at a walk only.
5. Put on and remove a slicker.
6. Remove and replace materials from a mailbox.
7. Side pass (may be elevated to 12" (twelve inches) (30 cm) maximum).
8. An obstacle consisting of four logs or rails, laid in a square. Minimum width of the square should be 6' (six feet) (1.8 m). Each contestant will enter the square by riding over a log

or rail as designated. When all four feet are inside the square, the rider should execute a turn as indicated, and depart.

Any other safe and negotiable obstacle which could reasonably be expected to be encountered on a trail ride and meets the approval of the judge may be used. A combination of two (2) or more of any obstacle is acceptable.

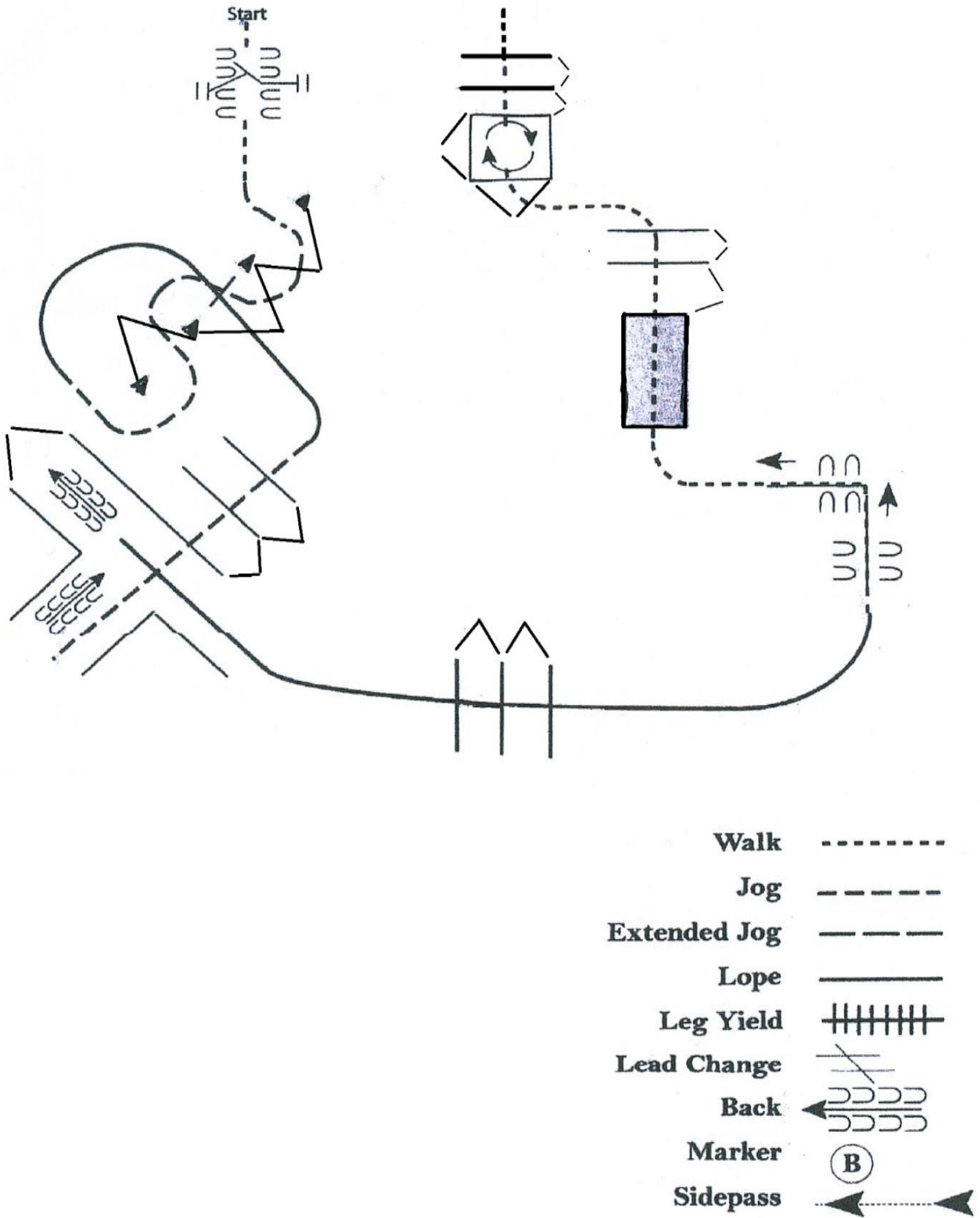
Unacceptable Obstacles:

1. Tires
2. Animals
3. Hides
4. PVC pipe
5. Dismounting
6. Jumps
7. Rocking or moving bridges
8. Water box with floating or moving parts
9. Flames, dry ice, fire extinguishers, etc.
10. Logs or poles elevated in a manner that permits such to roll
11. Ground ties
12. Tents or tarps
13. Umbrellas, shower curtains, pool noodles or similar items

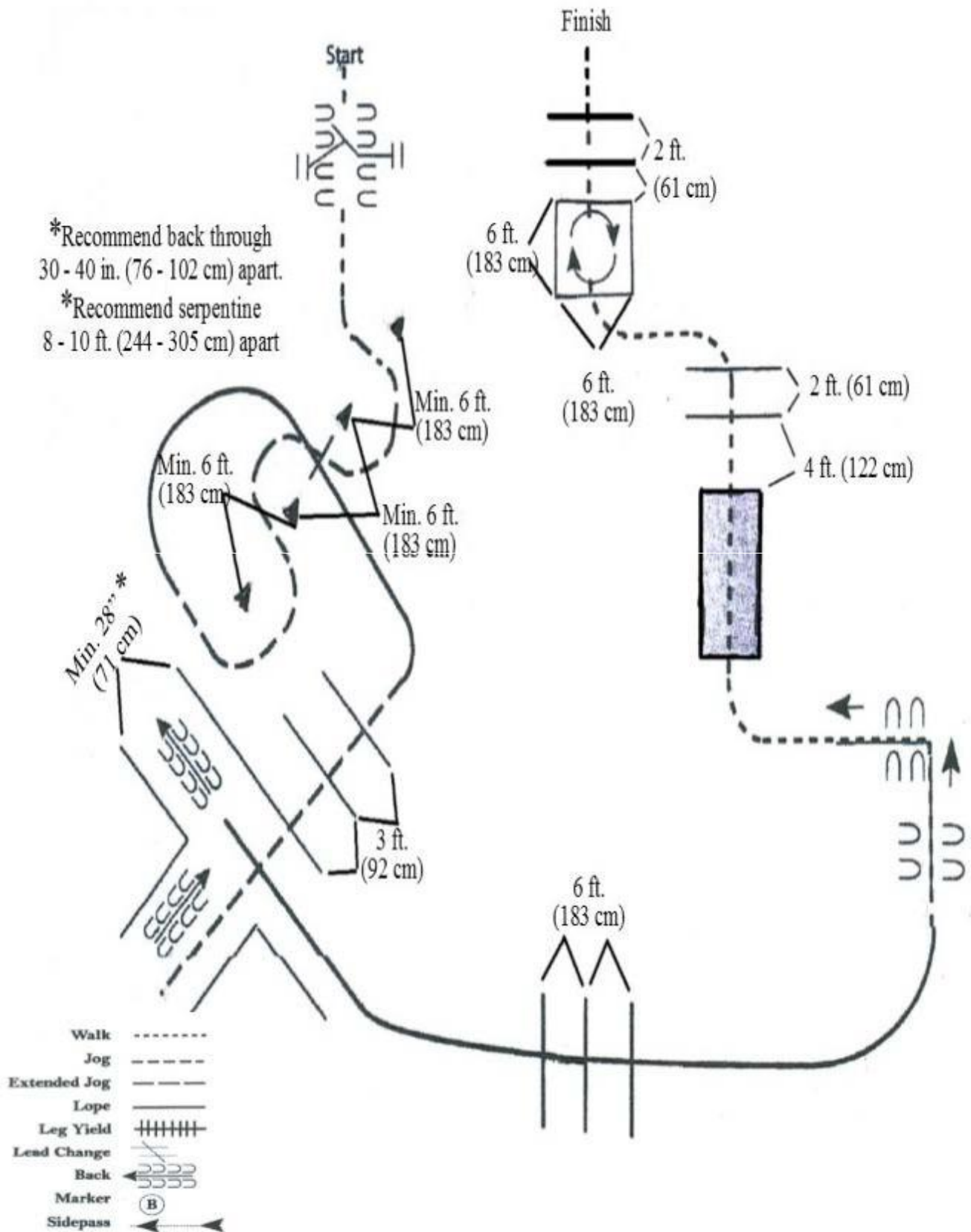
A standard scoring sheet will be used for all trail classes at MWHS approved shows, to be completed by the judge and audited, then posted for a maximum of thirty (30) minutes before placings will be announced (scoring sheet similar to AQHA score sheet supplied by MWHS).

MWHS rulebook section above revised 2011, 2012, 2015, 2023

SAMPLE TRAIL PATTERN



SAMPLE TRAIL PATTERN WITH MEASUREMENTS



7.5 ENGLISH PLEASURE

Horse to be shown at a walk, trot and canter both ways of the ring. Horses are required to back, but judge may ask only the finalists to back, at his/her discretion. Emphasis will be placed on suitability of purpose.

The judge may require an exhibitor to extend any gait.

Horses may turn in either direction. They may be asked to reverse at the walk or trot but, not the canter.

In all rail classes, horses may not be pulled off the rail individually for placing.

Horses are to back easily and stand quietly. Light contact with the mouth is recommended.

The top eight horses may be required to gallop collectively, at a hand gallop.

The judge may ask the group to "halt" and stand quietly on a loose rein.

Walk: True flat footed for pleasure classes.

Trot: Brisk, smart, cadenced and balanced without loss of form. Smoothness more essential than extreme speed, which will be penalized.

Canter: Smooth, collected and straight on both leads with the ability to push on if required to hand gallop.

Hand Gallop: Brisk with the horse under control, after which horses will be asked back to a standard canter.

Personal Appointments: required: see 3.4(b) Attire

Tack Appointments: required: see 3.3(f) Bits. Saddle must be hunting or forward seat, with or without suede. Saddle seat and dressage tack and apparel allowed.

Optional Appointments: Un-roweled spurs, crops, bats, gloves, English breastplate and braiding of mane and tail in hunt seat style.

Prohibited Appointments: Draw reins, martingales, boots of any type on the horse. Artificial appliances or western saddles may not be used.

MWHS rulebook revised for above section 2001,2024

7.5.1 ENGLISH EQUITATION

Rider should have a workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should any emergency arise.

Method of holding the reins is optional and bight of reins may fall on either side. However, all reins must be picked up at the same time.

All appointments are the same as in English Pleasure.

Pattern is to be decided at the discretion of the judge and posted one (1) hour prior to the start of the class. Rail work is not mandatory

The purpose is to evaluate the ability of the hunter rider to perform various maneuvers on his/her horse which provides a base for natural progression to over fence classes. The communication between horse and rider through subtle cues and aids should not be obvious. Equitation is judged on the rider and his/her effect on the horse. Hunt seat equitation on the flat provides a base for a natural progression to over fence classes. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried

behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

Pattern: All patterns must include a walk, trot, canter and back. Horses' gaits are to be ridden with the same cadence and speed as you would find in the rail phase. All ties will be broken at the discretion of the judge.

Basic Position. Judges should not ask exhibitors to mount or dismount.

1. Hands should be over and in front of horse's withers, knuckles 30 degrees inside the vertical, hands slightly apart and making a straight line from horse's mouth to rider's elbow. Method of holding reins is optional, and bight of reins may fall on either side. However, all reins must be picked up at the same time.

2. The eyes should be up and shoulders back.

3. Toes should be at an angle best suited to rider's conformation; heels down, calf of leg in contact with horse.

4. Iron should be on the ball of the foot. Iron or stirrup leather may not be connected by string or any other material to the girth.

5. Appropriate English attire must be worn. Clothes and person are to be neat and clean. The use of any type of artificial aid or magnetic device will result in a disqualification.

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

1. A turn on the forehand to the right is accomplished by moving haunches to the left.

2. A forehand turn to the left is accomplished by moving haunches to the right.

3. If riders are asked to drop their irons, they can leave them down or cross them over the withers.

4. When performing a leg-yield, the horse should move forward and lateral in a diagonal direction with the horse's body straight with a slight flexion of the head in the opposite direction of lateral movement. When a horse yields to the right, the head is slightly (just to see the eye of the horse) to the left. A horse yielding to the left, the head is slightly flexed to the right.

5. When a lead change is a required maneuver, it may be designated as a simple change or the exhibitor has the option to perform either a simple or flying lead change.

Individual works may be comprised of any of the following: Walk, Sitting Trot, Extended Trot, Posting Trot, Canter, Circles, Figure 8, Halt, Back, Side pass, Address Reins, Demonstrate Change of Diagonal; Serpentine (Trot or Canter), Turn on Haunches or Forehand, Leg-Yield, Flying or Simple Change of Lead (A simple change of lead is performed by breaking to a walk or trot for 1 to 3 strides); Canter and Hand Gallop in a straight or curved line, Counter-Canter Figure 8, Drop or Pick-up Irons without stopping.

1. THE WALK: Should be a four-beat gait with the rider in a vertical position with a following hand.

2. THE POSTING TROT: Figure 8 at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting the saddle when left front leg is on the ground; at right diagonal, rider should be sitting the saddle when right front leg is on the ground; when circling clockwise at a

trot, rider should be on left diagonal; when circling counter-clockwise, rider should be on right diagonal. The rider should close his/her hip angle to allow his/her torso to follow the horizontal motion of the horse. The upper body should be inclined about 20 degrees in front of the vertical.

3. SITTING TROT AND CANTER: At the sitting trot, the upper body is only slightly in front of the vertical. At the canter, the body should be positioned slightly more in front of the vertical. As the stride is shortened, the body should be in a slightly more erect position.

4. TWO-POINT POSITION: The pelvis should be forward, but relaxed, lifting the rider's weight off the horse's back and transferring the weight through the rider's legs. In this position the two points of contact between horse and rider are the rider's legs. Hands should be forward, up the neck, not resting on the neck.

5. HAND GALLOP: A three-beat, lengthened canter ridden in two-point position. The legs are on the horse's sides while the seat is held out of the saddle. When at the hand gallop, the rider's angulation will vary somewhat as the horse's stride is shortened and lengthened. A good standard at a normal hand gallop should be about 30 degrees in front of the vertical.

SCORING: Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from plus 3 to minus 3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the horsemanship form and effectiveness of the exhibitor to result in the following scores: -3 extremely poor, -2 very poor, -1 poor, 0 average or correct, +1 good, +2 very good, +3 excellent. Exhibitors overall horsemanship form and effectiveness should also be scored from 0 to 5 with 0 to 2 average, 3 good, 4 very good, 5 excellent. Exhibitors should also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

Penalties. Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:

Three (3) penalty points: Break of gait at the walk or trot up to 2 strides

Over or under turn from 1/8 to 1/4 turn

Tick or hit of cone

Missing a diagonal up to 2 strides in the pattern or on the rail

Five (5) penalty points: Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location

Incorrect lead or break of gait at the canter (except when correcting an incorrect lead)

Complete loss of contact between rider's hand and the horse's mouth

Break of gait at walk or trot for more than 2 strides

Loss of iron

Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation

Obviously looking down to check leads or diagonals

Missing a diagonal for more than 2 strides in the pattern or on the rail

Ten (10) penalty points: Loss of rein

Use of either hand to instill fear or praise while on pattern or during rail work

Holding saddle with either hand

Spurring or use of the of crop in front of girth

Blatant disobedience including kicking, pawing, bucking, and rearing

Disqualifications (should not be placed)

Failure by exhibitor to wear correct number in visible manner

Willful abuse of horse or schooling

Fall by horse or exhibitor

Illegal use of hands on reins

Use of prohibited equipment

Off pattern, including: knocking over or wrong side of cone or marker; never performing designated gait, lead, or diagonal; over or under turning more than 1/4 turn

MWHS rulebook revised for above section 2014, 2023

7.6 REINING

Reining is a judged event designed to show the athletic ability of a ranch type horse in the confines of a show arena. In reining competition, contestants are required to run one of several approved patterns. Each pattern includes small slow circles, large fast circles, flying lead changes, rollbacks over the hocks, a series of 360° spins done in place and the exciting sliding stops that are the hallmark of the reining horse. To rein a horse is not only to guide it but, also to control it's every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on its' own must be considered a lack of control. Any one of 15 approved reining patterns may be used and is to be selected by the judge of the class and used by all contestants in the class. Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena. Any fault incurred prior to the commencement of the pattern will be scored accordingly. All deviations from the exact written pattern must be considered a lack of or temporary loss of control and therefore faulted according to severity of deviation. Credit will be given for smoothness, finesse, quick-ness and authority in performing the various maneuvers while using controlled speed.

Scoring will be based on 0 - infinity, with 70 denoting an average performance. Maneuver scores will be as follows: +1½ Excellent, +1 Very Good, +½, 0 Correct, -½, -1 Very Poor, -1½ Extremely Poor

The following will result in a NO score:

Abuse of an animal in the show arena and/or evidence that an act to abuse has occurred prior to or during the exhibition of a horse in competition

Use of illegal equipment, including wire on bits, bosals, or curb chains

Use of illegal bits, bosals or curb chains when using a snaffle bit, optional curb strap is acceptable; however, curb chains are not acceptable

Use of tack collars, tie downs or nosebands

Use of whips or bats

Use of any attachment which alters the movement of, or circulation to the tail

Failure to provide horse and equipment to judge for inspection when requested

Disrespect or misconduct by the exhibitor

Closed reins are not allowed except as standard romal reins

Excess rein may be straightened anytime during the pattern, provided the rider's free hand remains behind the rein hand. Any attempt to alter tension or length of the reins from the bridle to the rein hand is to be considered use of two hands and a penalty score of 0 (zero) will be applied. In being used to instill fear or praise, a penalty 5 (five) will be applied, and a reduction in the maneuver score.

The following will result in a 0 score:

Use of more than index or first finger between reins

Use of two hands (except for a junior horse wearing a snaffle bit or bosal) or changing hands

Improper use of romal reins

Failure to complete pattern as written

Performing the maneuvers other than in specified order

The inclusion of maneuvers not specified, including but not limited to backing more than 2 (two) strides or turning more than 90 degrees

Equipment failure that delays completion of pattern, including dropping a rein that contacts the ground while horse is in motion

Balking or refusal of command where performance is delayed

Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern

Over spins of more than 3/4 turn

Fall to the ground by horse or rider

When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line

Jogging in excess of 1/2 circle or 1/2 length of the arena

Neither a no score or a 0 score are eligible to place

One Half (1/2) penalty point: Starting a circle at a jog or exiting rollbacks at a jog up to two (2) strides
Over or under spinning up to 1/8 of a turn
Failure to remain a minimum of 20 feet (6 m) from the wall or fence when approaching a stop and/or rollback
Delayed change of lead by one stride where the lead change is required by the pattern description

Failure to remain a minimum of 10 feet (3 m) from either side of the center of the arena. For small arena's it will be at the judge's discretion

One (1) penalty point: In patterns requiring a run around, failure to be on the correct lead when rounding the end of the arena for 1/2 turn or less
Each time a horse is out of lead, a judge is required to deduct 1 (one) point. The penalty for being out of lead is accumulative and the judge will deduct one penalty point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead

Over or under spinning from 1/8 to 1/4 turn

Two (2) penalty points: Break of gait
Freeze up in spins or rollbacks
On walk in patterns, failure to stop or walk before executing canter departure
On run in patterns, failure to be in a canter prior to first marker
If a horse does not completely pass the specified marker before initiating a stop position
Jogging beyond two (2) strides, but less than 1/2 circle or 1/2 the length of the arena
In patterns requiring a run around, failure to be on the correct lead when rounding the end of the arena for 1/2 turn or more

Five (5) penalty points: Spurring in front of the cinch
Use of either hand to install fear of praise
Holding the saddle with either hand
Blatant disobedience including kicking, biting, rearing, bucking and striking

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

include: Opening mouth excessively when wearing bit
Excessive jawing, opening mouth or head raising on stops
Lack of smooth, straight stops on haunches, bouncing or sideways stops
Refusing to change leads
Anticipating signals
Stumbling
Backing sideways
Knocking over markers

Faults against the rider are to be scored accordingly, but not to cause disqualifications

include: Losing stirrup
Failure to run circles or figure eights within the markers is not considered a fault depending on arena conditions and size

however failure to go beyond markers on rollbacks and stops is considered a fault

MWHS rulebook revised for above section 2006, 2014, 2015

7.6.1 REINING PATTERNS

- a) The following patterns will be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena
- b) Markers are to be placed on the rail to mark the center of the arena and the points at each end to be passed for the rollbacks. The figure eights and circles do not have to be run within the end markers
- c) Where stops are designated to be beyond a marker, the horse should begin his stop after he passes the marker
- d) Each pattern is drawn so that the bottom of the page represents the end of the arena entered by the contestants and must be run as such. In the event the arena has only one gate and it is in the exact middle of the side, that side shall represent the right side of the page that the pattern is drawn on.

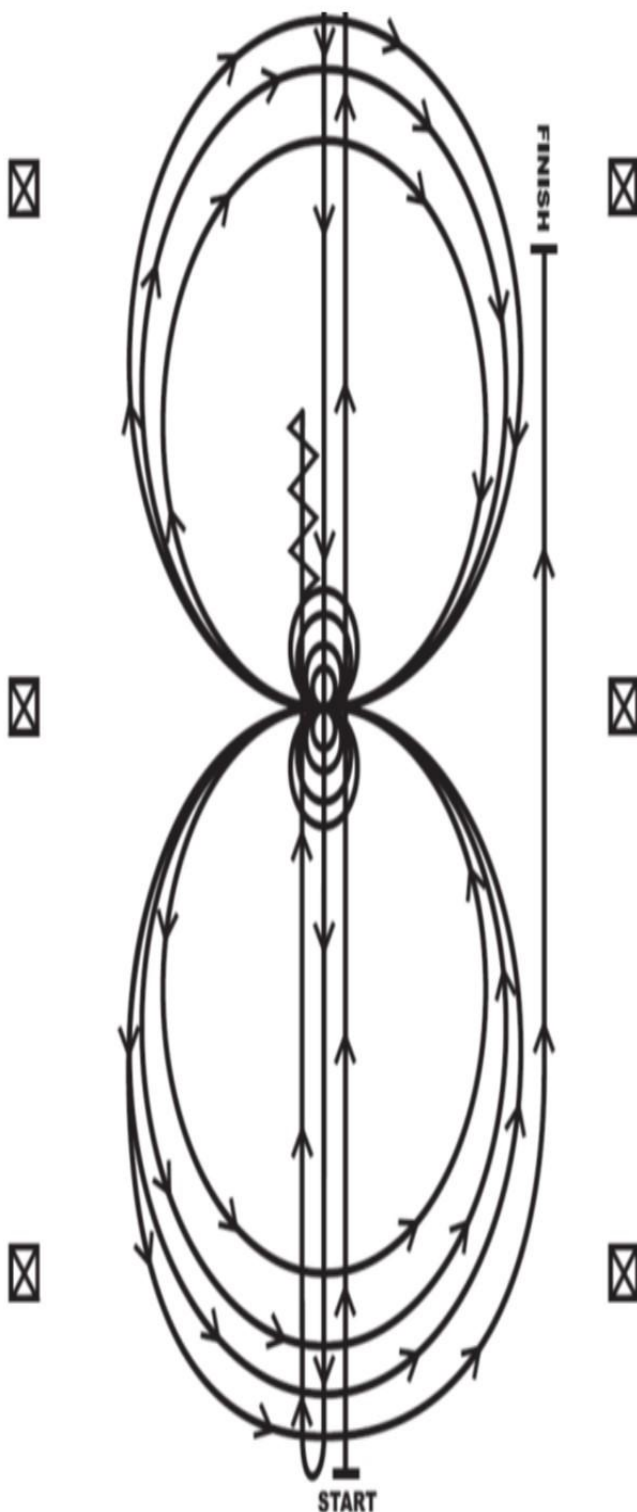
REINING PATTERN 1

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

1. Run at speed to the far end of the arena past the end marker and do a left roll-back - no hesitation
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation
3. Run past the centre marker and do a sliding stop. Back up to centre of the arena or at least 10 feet (3 meters). Hesitate
4. Complete two or four spins to the right
5. Complete two and one-quarter or four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate
6. Beginning on left lead, complete three circles to the left, the first circle large and fast; the second circle small and slow, the third circle large and fast. Change leads at the centre of the arena
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the centre of the arena
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the centre marker. Do a sliding stop at least 20 feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2004



REINING PATTERN 2

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

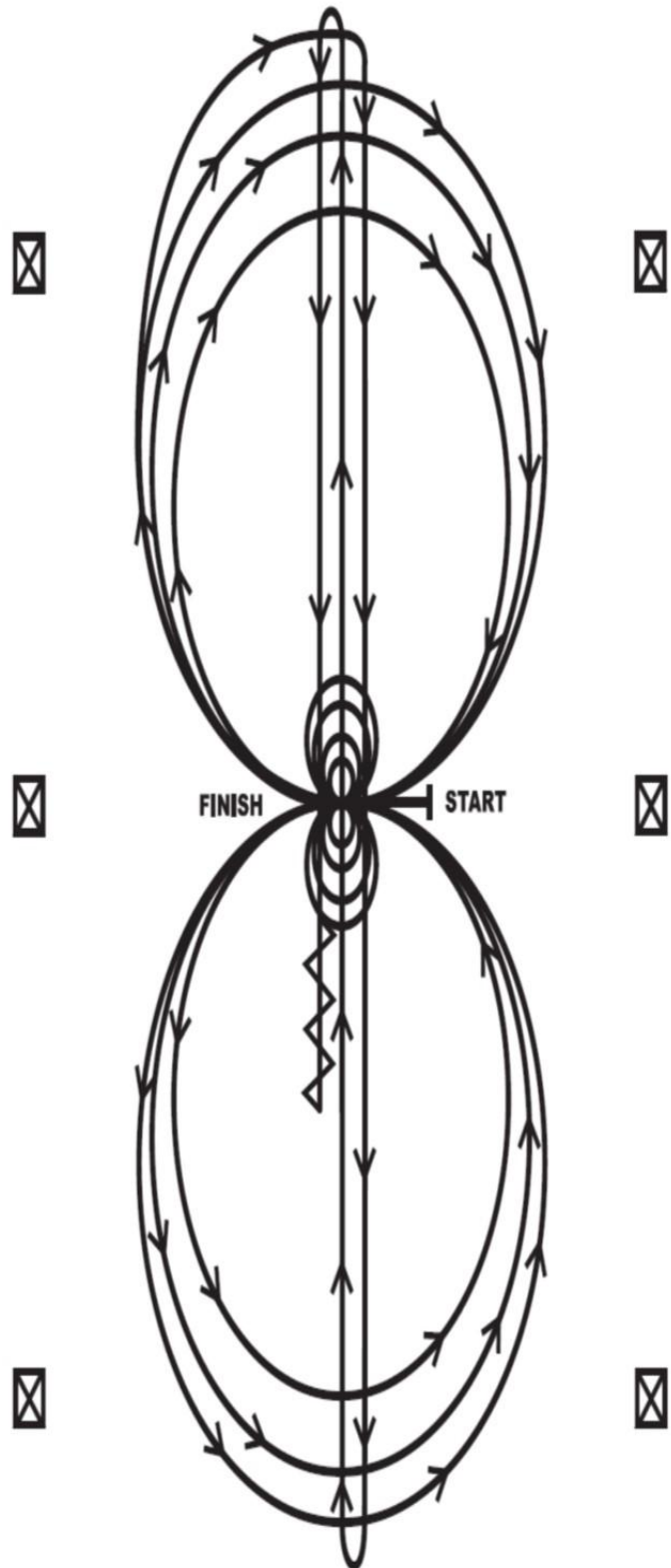
Horse must walk or stop prior to starting Pattern

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

1. Beginning on the right lead, complete circles to the right; the first circle small and slow, the next two circles large and fast. Change leads at the centre of the arena
2. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena
3. Continue around previous circle to the right. At top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation
5. Run past the centre marker and do a stop. Back up to the centre of the arena or at least 10 feet (3 meters). Hesitate
6. Complete two or four spins to the right. Hesitate
7. Complete two or four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2004



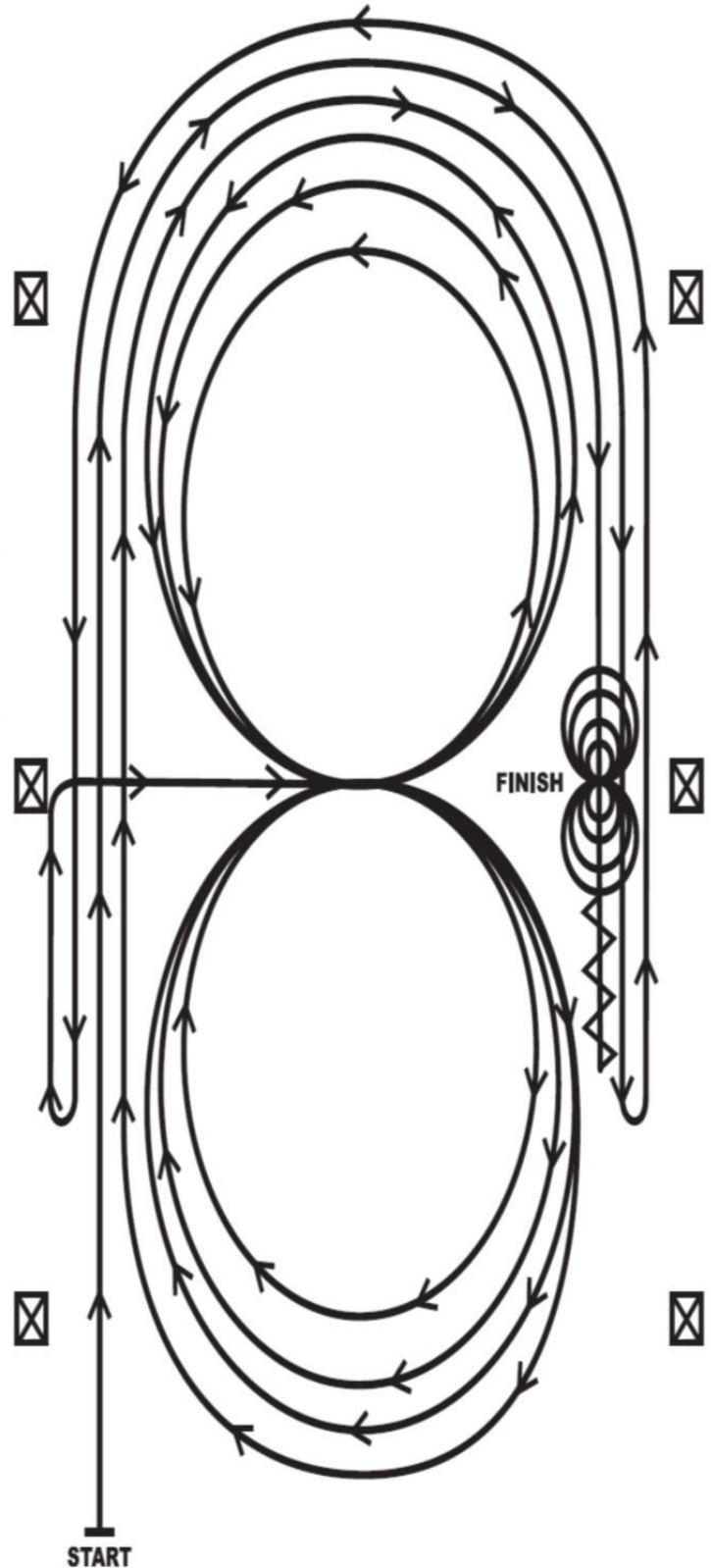
REINING PATTERN 3

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

1. Beginning and staying at least 20 feet (6 meters) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the centre marker and do a left rollback - no hesitation
2. Continue straight up the right side of the arena staying at least 20 feet (6 meters) from the wall or fence, circle back around the top of the arena, run straight down the left side of the arena past the centre marker and do a right rollback - no hesitation
3. Continue up the left side of the arena to the centre marker, the horse should be on the right lead. Guide the horse to the centre of the arena on the right lead and complete three circles to the right; the first two circles large and fast; the third circle small and slow. Change leads at centre of arena
4. Complete three circles to the left; the first two circles large and fast; the third circle small and slow. Change leads at the centre of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least 20 feet (6 meters) from the wall or fence, circle the top of the arena, run straight down the opposite side of the arena past the centre marker and do a sliding stop. Back up at least 10 feet (3 meters). Hesitate
6. Complete two or four spins to the right
7. Complete two or four spins to the left. Hesitate to demonstrate completion of the pattern

Rider may drop bridle to Judge

MWHS rulebook revised for the above section 2004



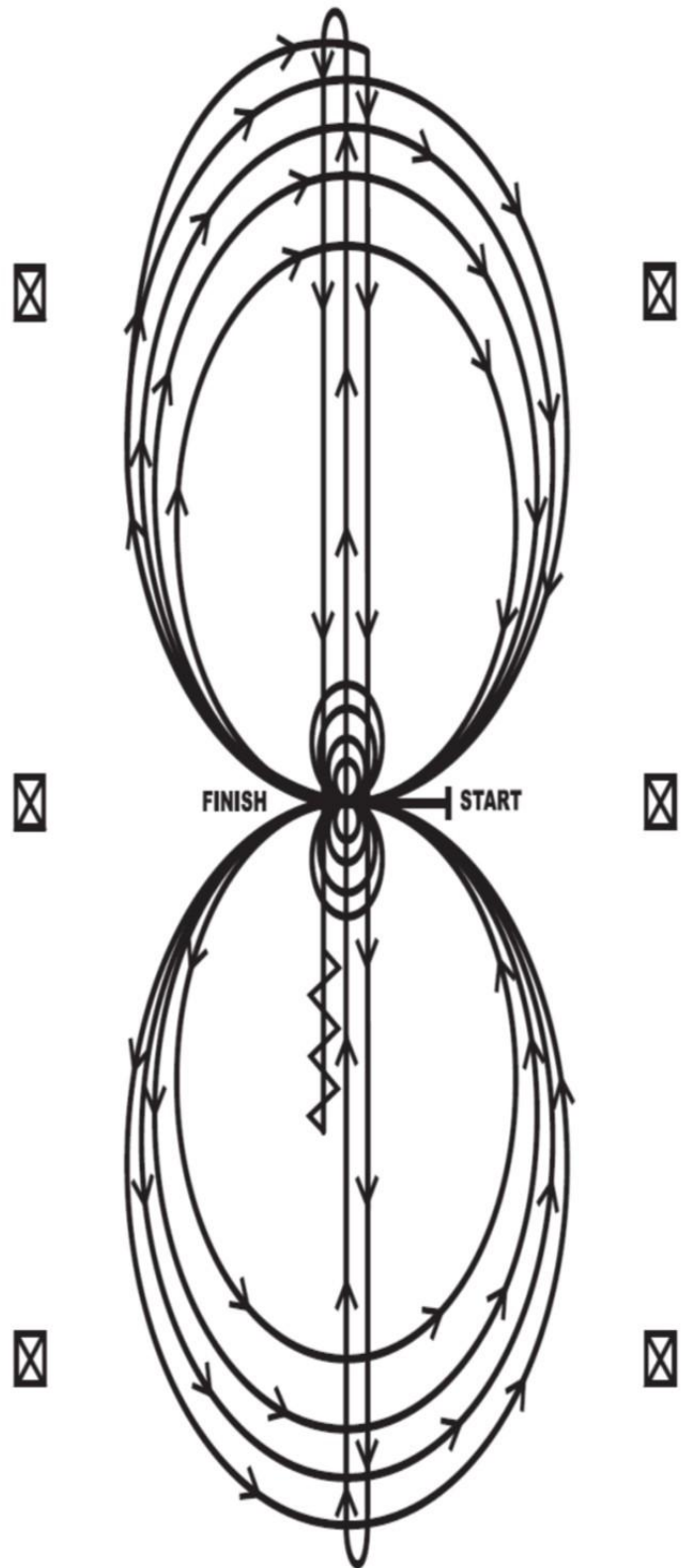
REINING PATTERN 4

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

1. Beginning on the right lead complete three circles to the right; the first two circles large and fast, the third circle small and slow. Stop at the centre of the arena
2. Complete two or four spins to the right. Hesitate
3. Beginning on the left lead, complete three circles to the left, the first two circles large and fast; the third circle small and slow. Stop at the centre of the arena
4. Complete two or four spins to the left. Hesitate
5. Beginning on the right lead, run a large fast circle to the right, change leads at the centre of the arena, run a large fast circle to the left, and change leads at the centre of the arena
6. Continue around the previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation
8. Run past centre marker and do a sliding stop. Back up to the centre of the arena or at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern

Rider may drop bridle to Judge

MVHS rulebook revised for above section 2004



REINING PATTERN 5

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

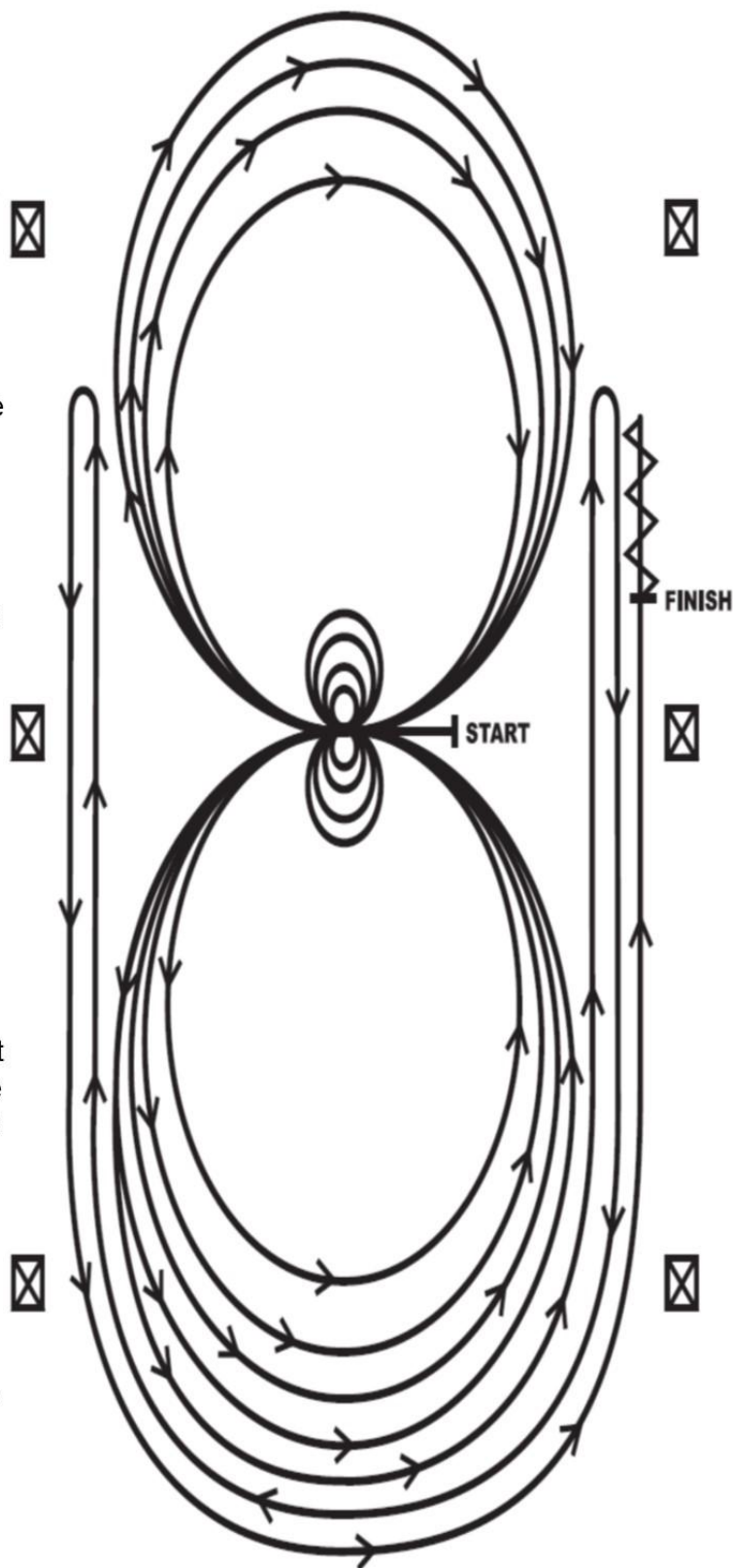
Horse must walk or stop prior to starting pattern

Beginning at the centre of the arena facing the left wall.

1. Beginning on the left lead, complete three circles to the left, the first two circles large and fast, the third circle small and slow. Stop at the centre of the arena
2. Complete two or four spins to the left. Hesitate
3. Beginning on the right lead complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at centre of the arena
4. Complete two or four spins to the right
5. Beginning on the left lead, run a large fast circle to the left, change leads at the centre of the arena, run a large fast circle to the right, and change leads at the centre of the arena (figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least 20 feet (6 meters) from wall or fence - no hesitation
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do sliding stop at least 20 feet (6 meters) from the wall or fence. Back up the least 10 feet (3 meters). Hesitate to demonstrate completion of pattern

Rider may drop bridle to Judge

MVHS rulebook revised for above section 2004



REINING PATTERN 6

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

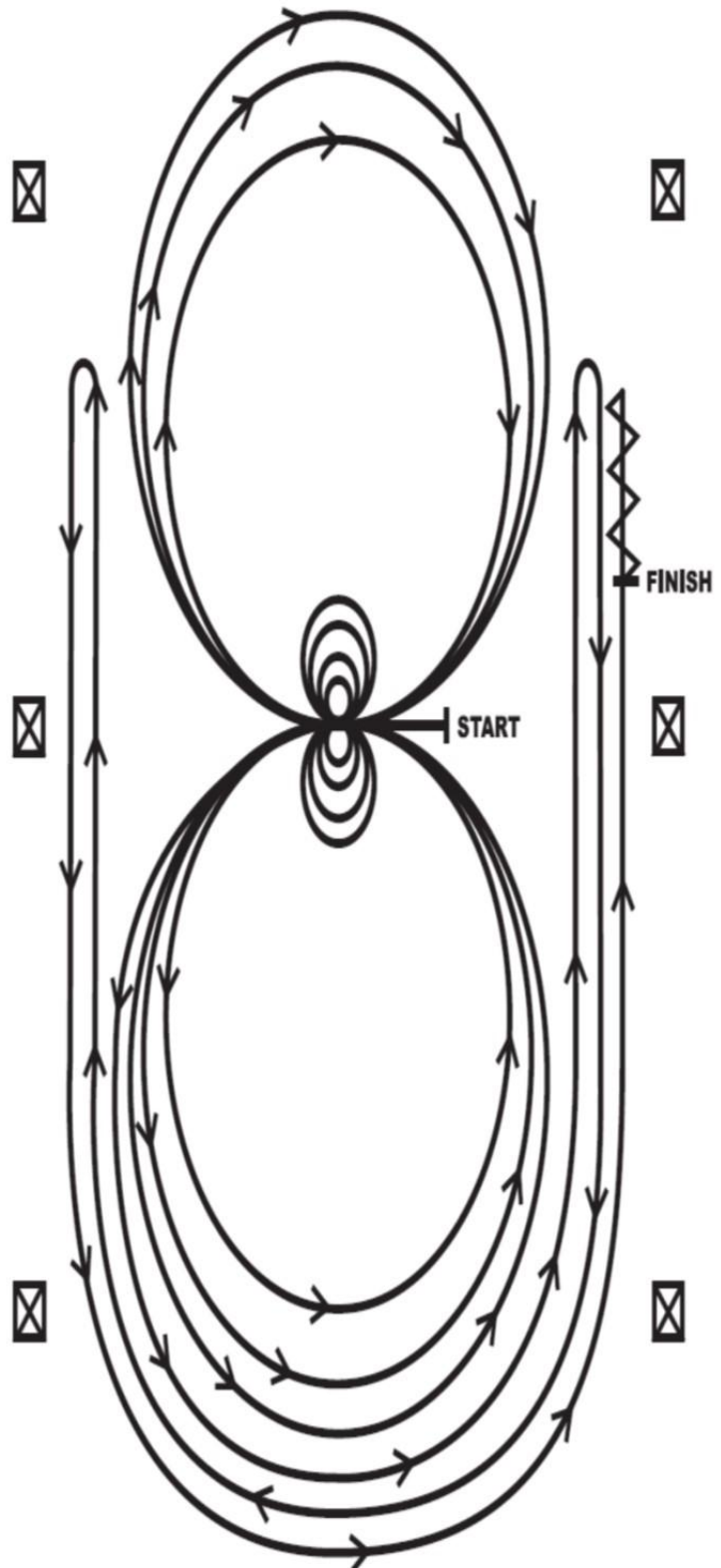
Horse must walk or stop prior to starting pattern

Beginning at the centre of the arena facing the left wall or fence

1. Complete two or four spins to the right
2. Complete two or four spins to the left
3. Beginning on the left lead complete three circles to the left; the first two circles large and fast; the third small and slow. Change leads at the centre of the arena
4. Complete three circles to the right; the first two large and fast; the third circle small and slow. Change leads at the centre of the arena
5. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2004



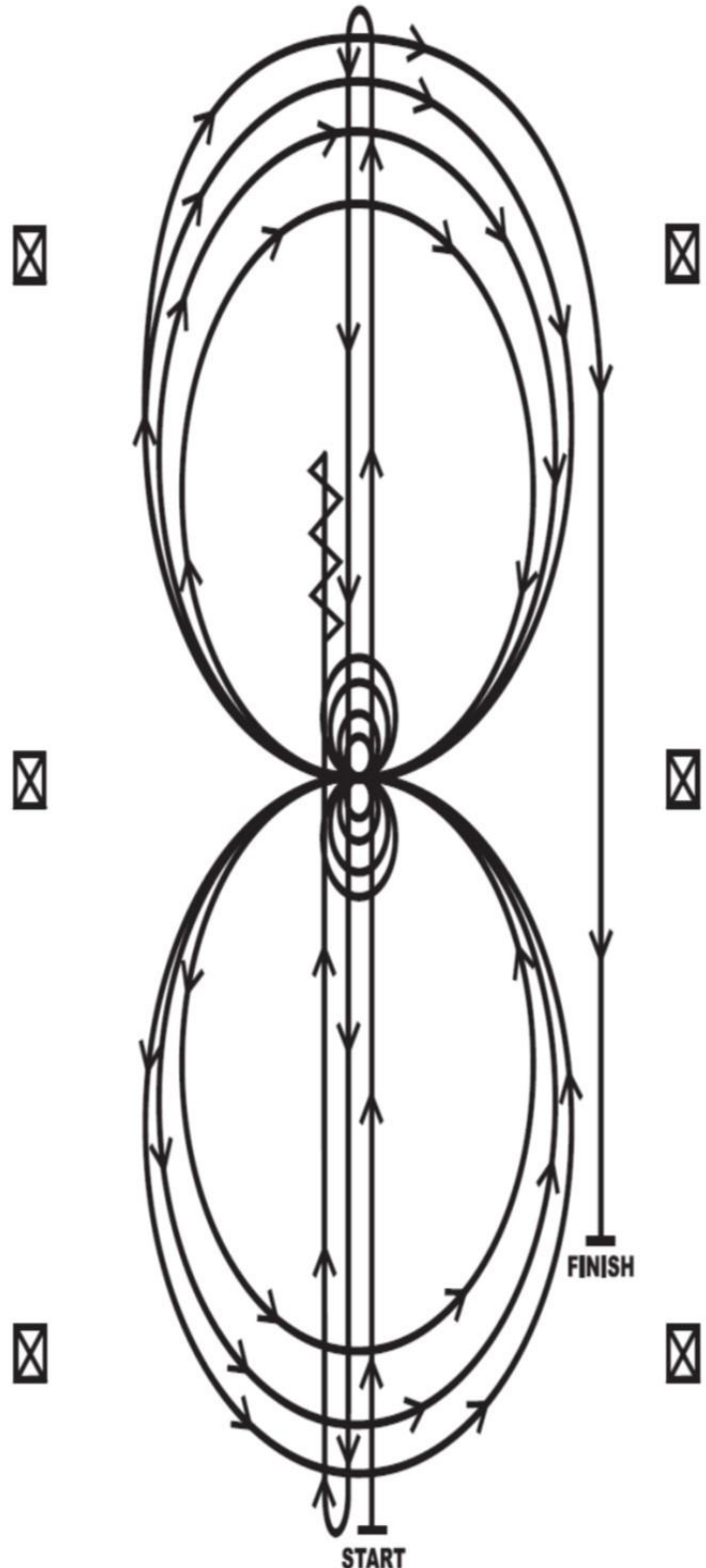
REINING PATTERN 7

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation
3. Run past the centre marker and do a sliding stop. Back up to the centre of the arena at least 10 feet (3 meters). Hesitate
4. Complete two or four spins to the right
5. Complete two and one-quarter or four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate
6. Beginning on the right lead complete three circles to the right, the first two circles large and fast, the third circle small and slow. Change leads at the centre of the arena
7. Complete three circles to the left; the first two circles large and fast; the third circle small and slow. Change leads at the centre of the arena
8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the centre marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2004



REINING PATTERN 8

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

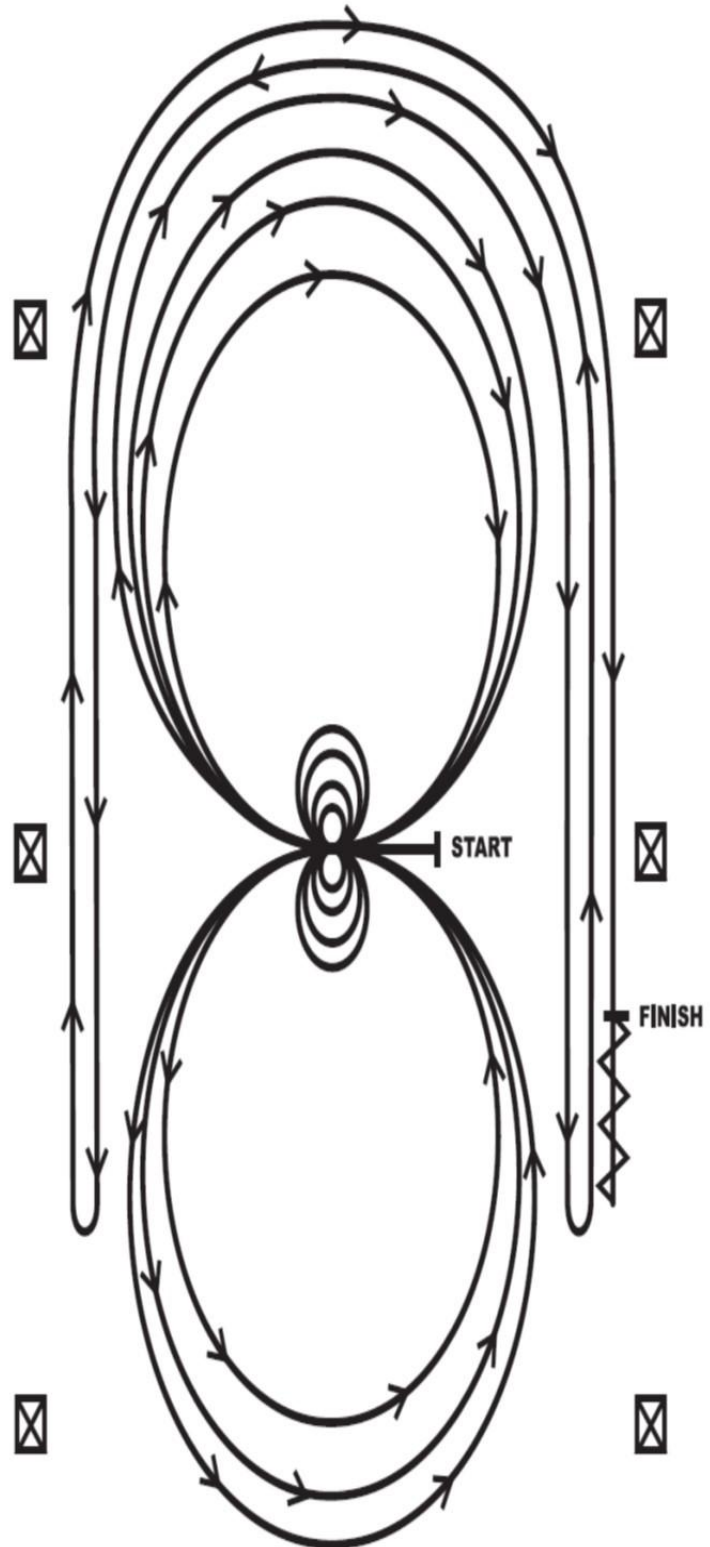
Horse must walk or stop prior to starting pattern

Walk horse to centre of the arena facing the left wall or fence.

1. Complete two or four spins to the left.
Hesitate
2. Complete two or four spins to the right.
Hesitate
3. Beginning on the right lead, complete three circles to the right; the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the centre of the arena
4. Complete three circle to the left; the first circle large and fast; the second circle small and slow; the third circle large and fast. Change of leads at the centre of the arena
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the centre marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the centre marker and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the centre marker and do a sliding stop at least 10 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2004



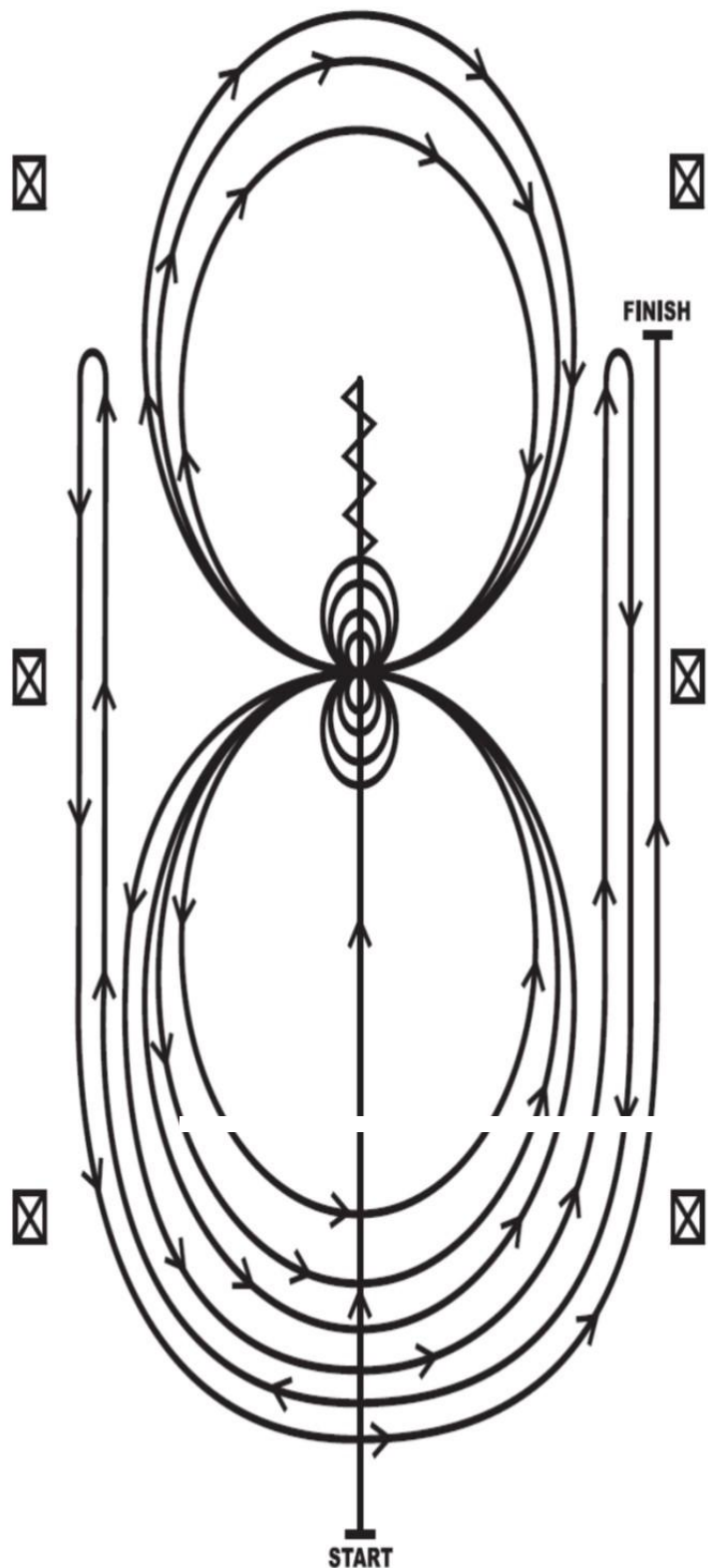
REINING PATTERN 9

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

1. Run past the centre marker and do a sliding stop. Back up to the center of the arena of at least 10 feet (3 meters). Hesitate
2. Complete two or four spins to the right, Hesitate
3. Complete two and one-quarter or four and one-quarter spins to the left so the horse is facing the left wall or fence. Hesitate
4. Beginning on the left lead complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the centre of the arena.
5. Complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the centre of the arena
6. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the centre marker and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation
7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation
8. Continue back around the previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion on the pattern

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2004



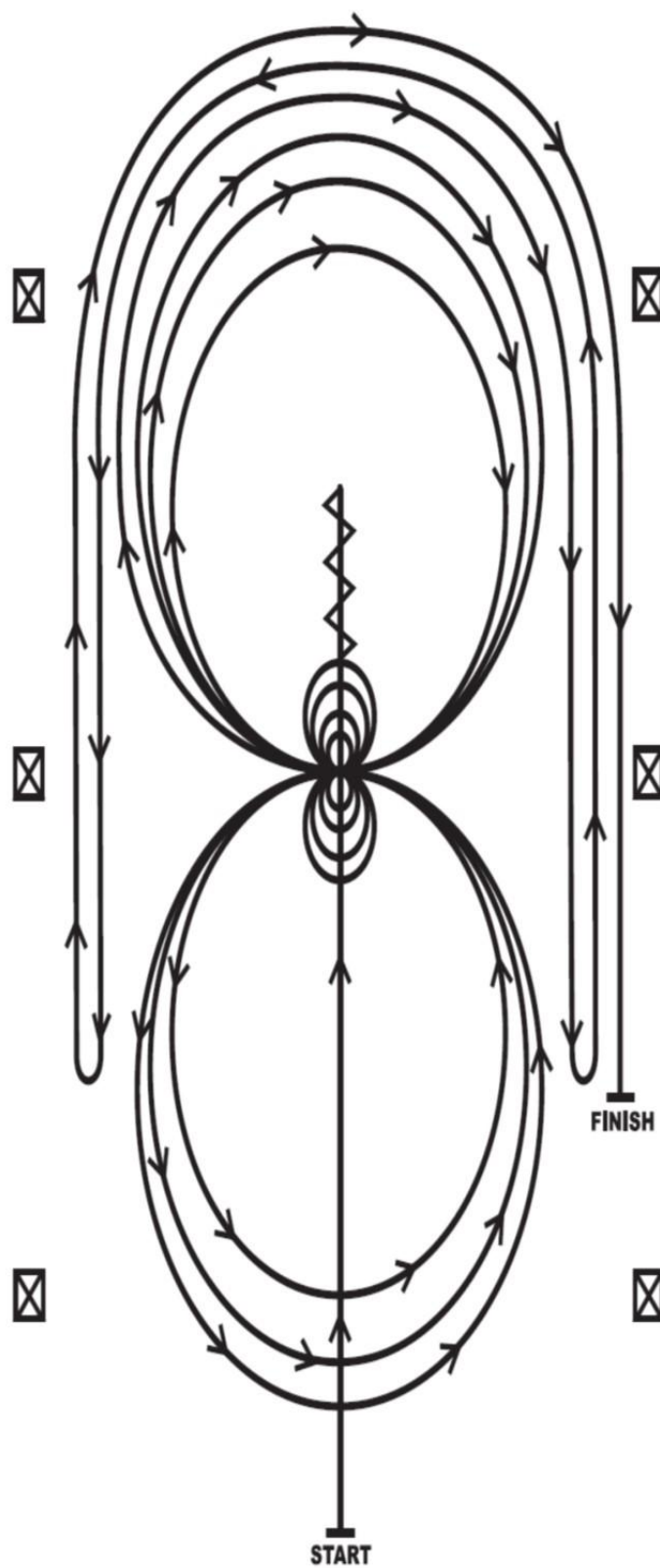
REINING PATTERN 10

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

1. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 10 feet (3 meters). Hesitate
2. Complete two or four spins to the right
3. Complete two and one-quarter or four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate
4. Beginning on the right lead, complete three circles to the right; the first two large and fast, the third circle small and slow. Change leads at the centre of the arena
5. Complete three circles to the left; the first circle small and slow, the next two circles large and fast. Change leads at the centre of the arena
6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the centre and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the centre marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2004, 2011, 2014



REINING PATTERN 11

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

Horses must jog the majority of the way to the centre. Failure to jog the majority of the way to the centre will result in a 0 for failure to complete the pattern as written.

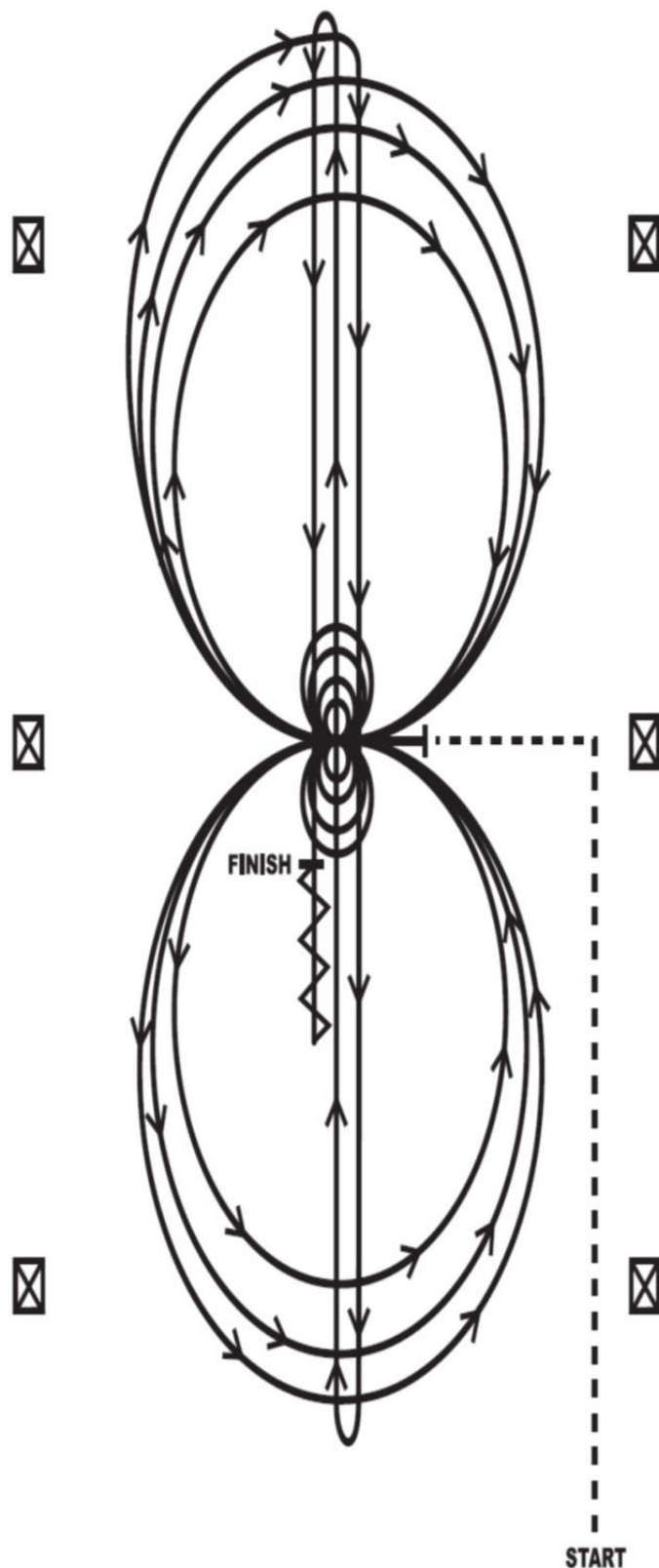
Horses must walk or stop prior to starting pattern

Beginning at the centre of the arena facing the left wall or fence

1. Complete two or four spins to the left.
Hesitate
2. Complete two or four spins to the right.
Hesitate
3. Beginning on the right lead, complete three circles to the right, the first circle small and slow, the next two circles large and fast. Change leads at the centre of the arena.
4. Complete three circles to the left; the first circle small and slow the next two circles large and fast. Change leads at the centre of the arena
5. Begin a large circle to the right, but do not close this circle. Run down the centre of the arena past the end marker and do a right rollback - no hesitation
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation
7. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 10 feet (3 meters).
Hesitate to demonstrate completion of the pattern

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2011, 2014



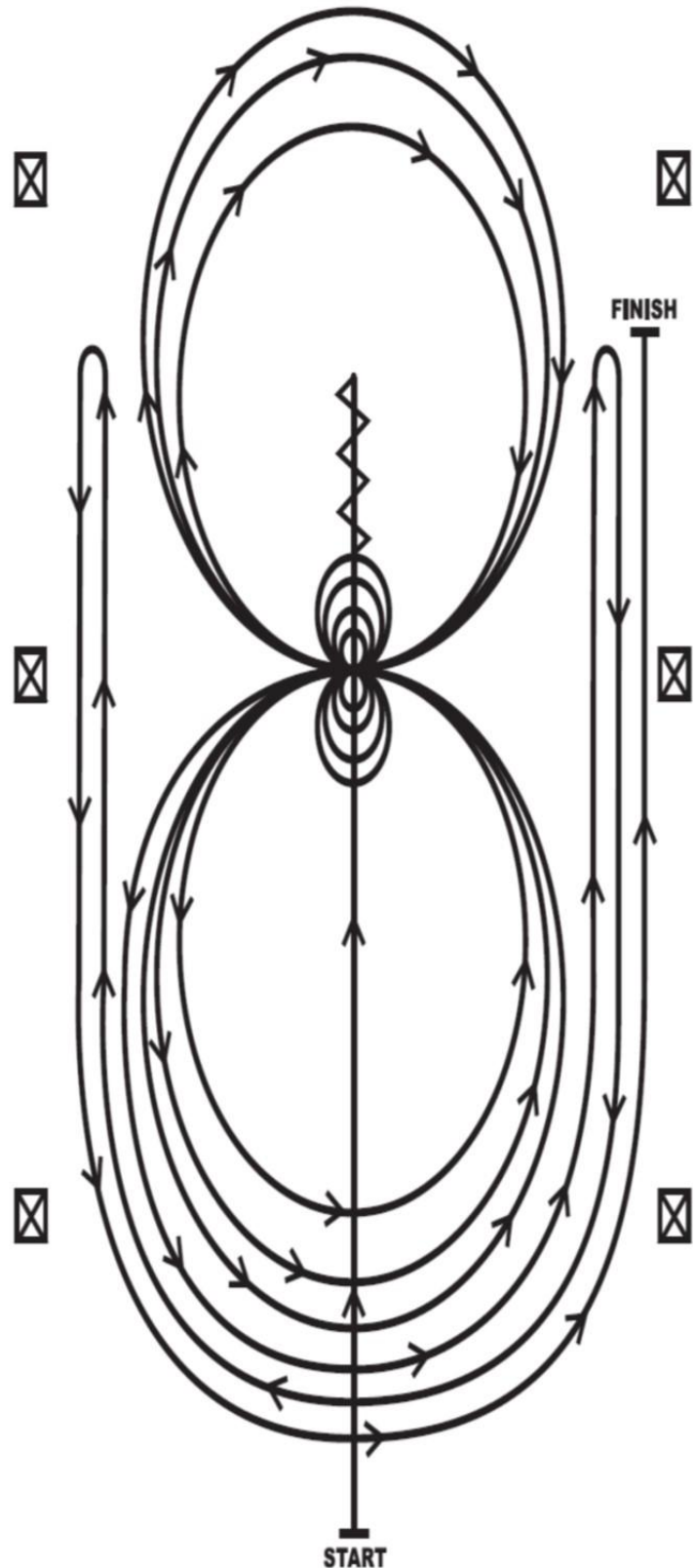
REINING PATTERN 12

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

1. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 10 feet (3 meters). Hesitate
2. Complete two or four spins to the right
3. Complete two and one-quarter or four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate
4. Beginning on the left lead, complete three circles to the left; the first two circles large and fast, the third circle small and slow. Change leads at the centre of the arena
5. Complete three circles to the right; the first two circles large and fast, the third circle small and slow
6. Begin a large circle to the left but do not close the circle. Run up the right side of the arena past the centre marker and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation
7. Continue back around previous circle but do not close the circle. Run up the left side of the arena and past the centre marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2015



REINING PATTERN 13

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

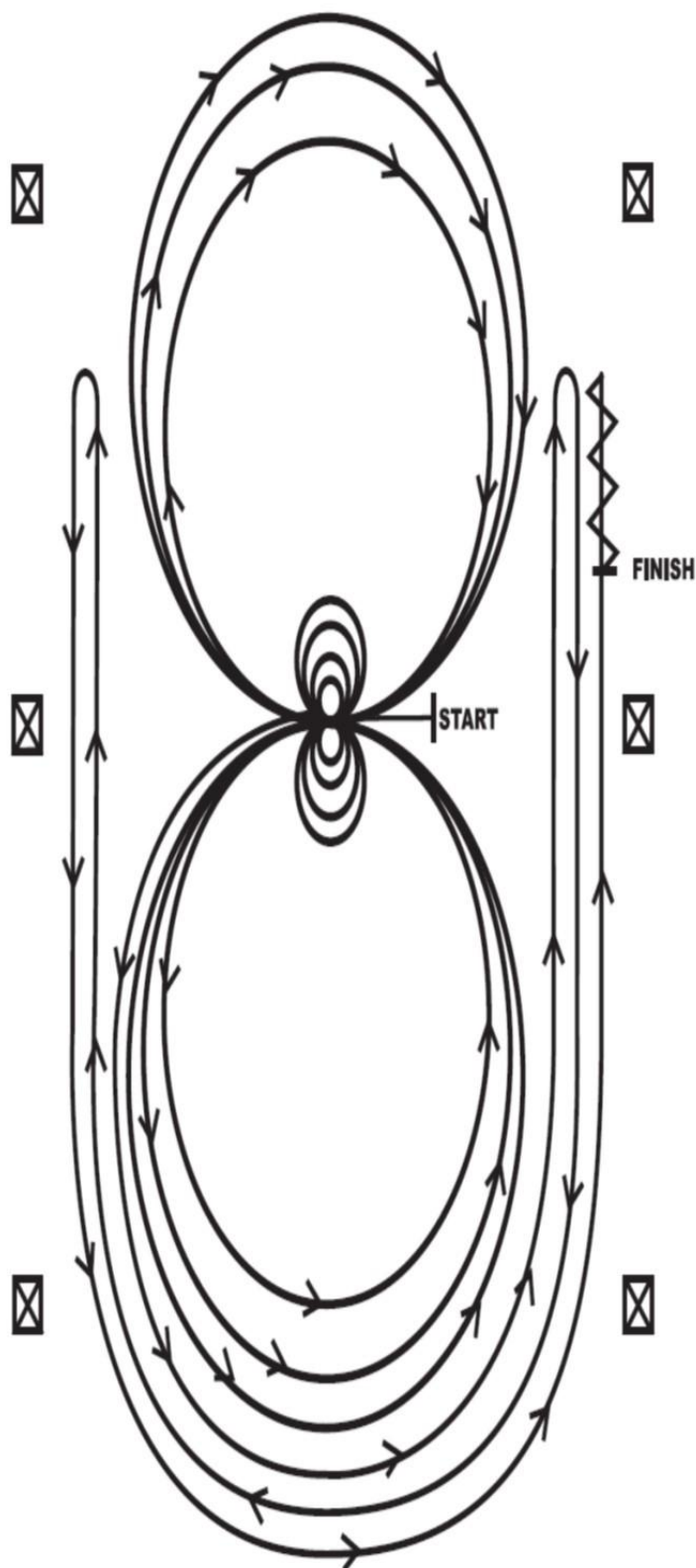
Horses must walk or stop prior to starting pattern

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

1. Beginning on the left lead, complete two circles to the left; the first circle large and fast, the second circle small and slow. Stop at the centre of the arena. Hesitate
2. Complete two or four spins to the left. Hesitate
3. Beginning on the right lead, complete two circles to the right; the first large and fast, the second circle small and slow. Stop at the centre of the arena
4. Complete two or four spins to the right. Hesitate
5. Beginning on the left lead, run a large fast circle to the left, change leads at the centre of the arena, run a large fast circle to the right and change leads at the centre of the arena (figure 8).
6. Continue around the previous circle to the left but do not close this circle. Run up the right side of the arena past centre marker and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the centre marker and do a left rollback at least 20 feet (6 meters) from wall or fence - no hesitation
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 20 feet (9 meters) from the fence or wall. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern.

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2015



REINING PATTERN 14

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

Horses may walk or jog to the centre of the arena.

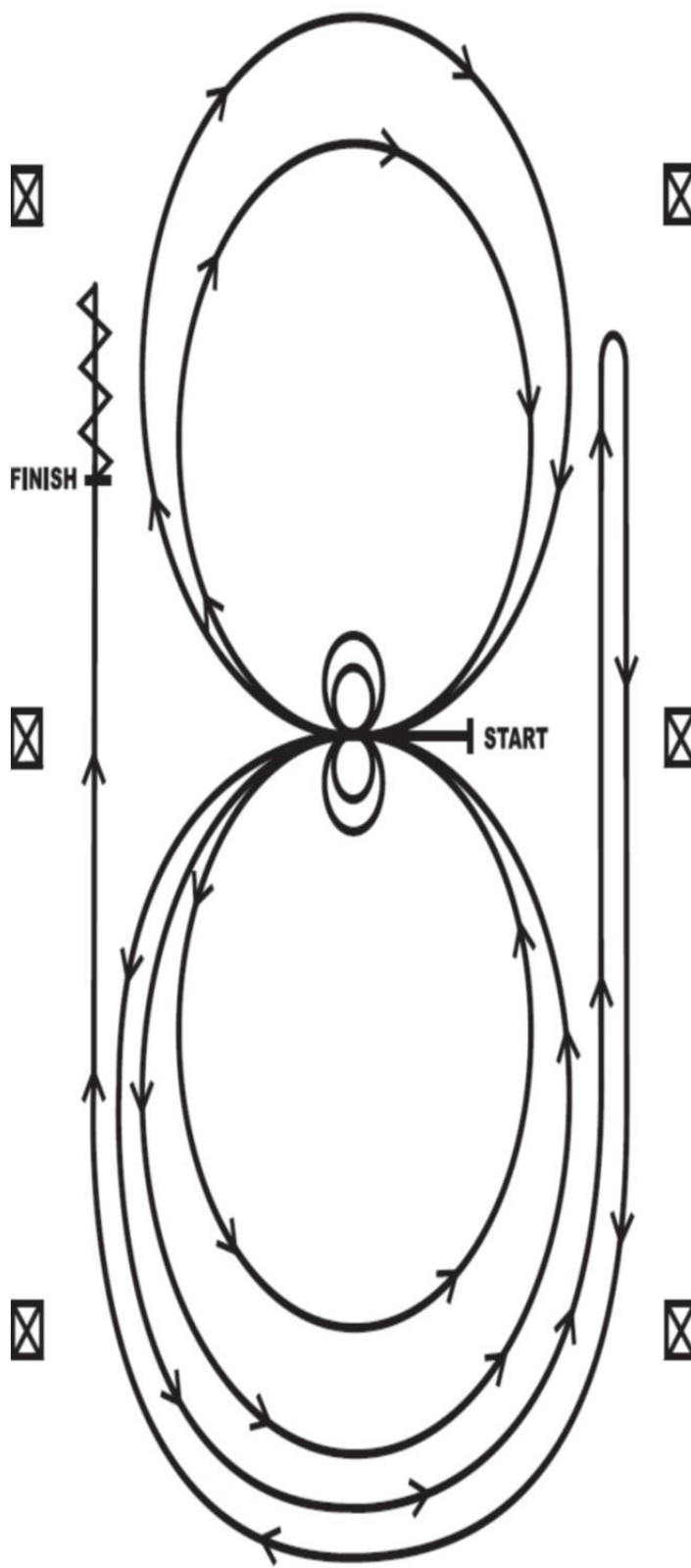
Horses must walk or stop prior to starting the pattern.

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

1. Beginning on left lead, complete two circles to the left. Stop at the centre of the arena. Hesitate.
2. Complete two or four spins to the left. Hesitate
3. Beginning on the right lead complete two circles to the right. Stop at the centre of the arena. Hesitate
4. Complete two or four spins to the right. Hesitate
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past centre marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the centre marker, Stop, back up, Hesitate to demonstrate completion of the pattern

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2015



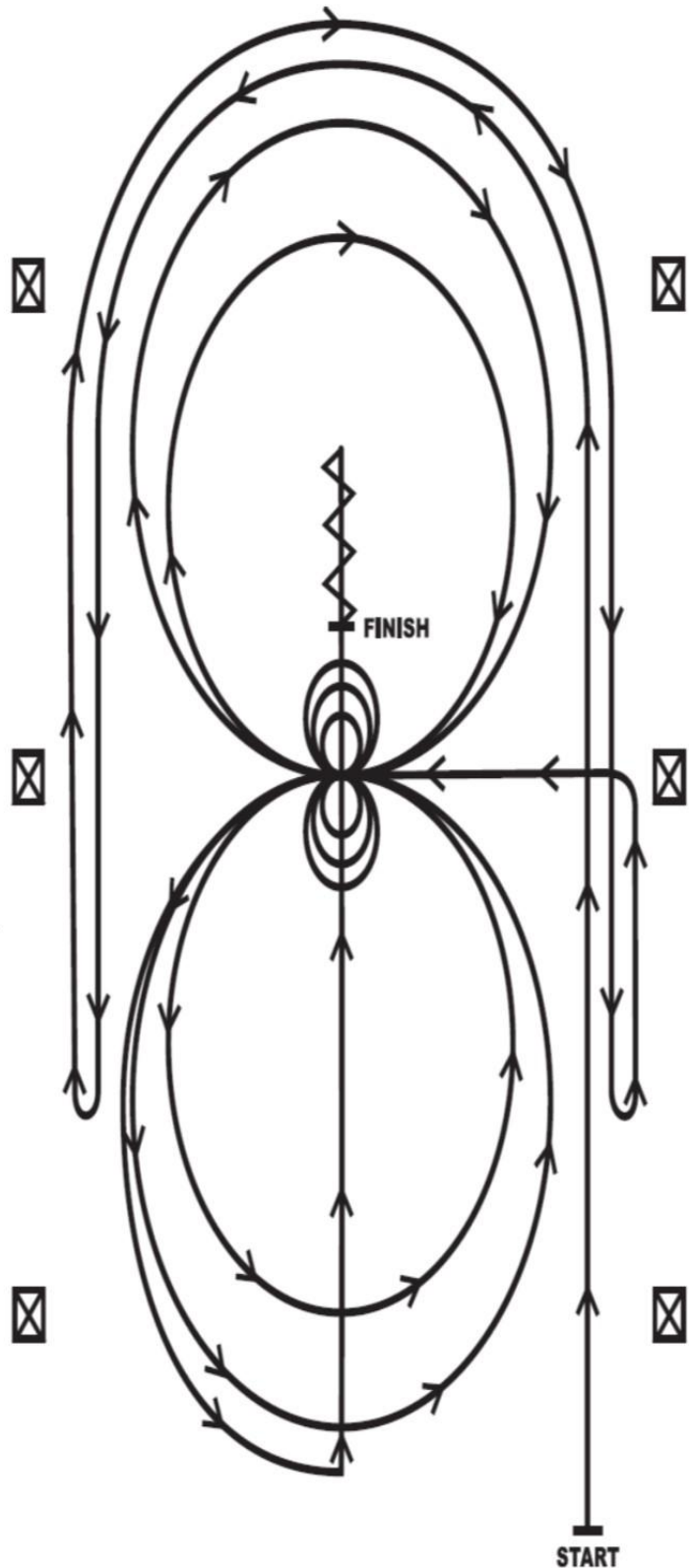
REINING PATTERN 15

Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

1. Run around the end of the arena, run down the left side past centre marker, right rollback.
2. Run around end of arena, run down right side past centre marker.
3. Left circles, one large fast, one small slow, stop at centre.
4. Do 2 or 4 spins left, hesitate.
5. Right circles, one large fast and one small slow, stop at centre.
6. Do 2 or 4 spins right, hesitate.
7. Begin large circle to left at the top of the circle, run down the centre of the arena past centre marker. Stop and back up at least 10 feet (3 meters). Hesitate to show completion of pattern

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2015



7.7 RANCH RIDING

At MWHS Approved shows, exhibitors will be allowed to show in the Open Western Pleasure, Jr. Horse Western Pleasure and Ranch Riding as well as Jr. A Western Pleasure

The purpose of the Ranch Riding horse should reflect the versatility, attitude and movement of a working horse. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider. Light contact should be rewarded and horse shall not be shown on a full drape of reins. The overall manners and responsiveness of the horse while performing the maneuver requirements, and the horse's quality of movement are the primary considerations.

Requirements:

1. No horses less than three (3) years of age
2. Each horse will work individually, performing both required and optional maneuvers, and scored on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will receive a score that should be added or subtracted from 70 and is subjected to a penalty that should be subtracted. Each maneuver will be scored on the following basis, ranging from +1½ to -1½: -1½ extremely poor, -1 poor, -½ poor, 0 correct, +½ good, +1 very good, +1½ excellent. Maneuver scores are to be determined and assessed independently of penalty points.
3. The required maneuvers will include the walk, trot and lope both directions and extended l lope at least one direction as well as stops and back.
4. Three optional maneuvers may include a side pass, turns of 360° or more, change lead (simple or flying), walk, trot, or lope over pole(s) or some reasonable combination of maneuvers that would be reasonable for a ranch horse to perform.
5. The maneuvers may be arranged in various combination with final approval be the judge
6. The overall cadence and performance of the gaits should be as those described below, with an emphasis on forward movement, free-flowing and ground covering for all gaits. Transitions should be performed where should be performed where designated with smoothness and responsiveness. In all gaits, movement of the ranch riding horse should simulate a horse needing to cover long distances, softly and quietly, like that of a working ranch horse.
 - 6.1 The walk is a natural, flat-footed, four-beat gait. The gait is rhythmic and ground-covering. As in all gait, the horse should display a level, or slightly above level top line with a bright expression.
 - 6.2 The trot is a natural two-beat gait demonstration more forward motion than the western jog.
 - 6.3 The extended trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above level topline.
 - 6.4 The lope is a three-beat gait. The lope should be relaxed and smooth with a natural, forward moving stride.

6.5 The extended lope is not a run or a race but should be an obvious lengthening of stride, demonstrating a forward, working speed.

7. No time limit.
8. One of the suggested patterns may be used, however a judge may utilize a different pattern as long as all required maneuvers are included and the three (3) (or more) optional maneuvers are included. Should a judge use one of his/her own patterns, it is recommended to not have the stop following an extended lope.
9. The use of natural logs is encouraged.
10. Posting at the extended trot is acceptable.
11. Touching or holding the saddle horn is acceptable.

Apparel and Equipment: (encouraged but not mandatory)

1. Trimming inside ears is discouraged
2. Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair
3. Equipment with silver should not count over a good working outfit. Silver on bridles and saddles is discouraged
4. It is suggested competitors use a breast collar and a rear cinch

Scoring

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

Maneuver scores will be as follows: +1½ Excellent; +1 Very Good; +½ Good; 0 Correct; -½ Poor; -1 Very Poor; -1½ Extremely Poor

One (1) penalty point: Too slow per gait

Over bridled

Out of frame

Break of gait at walk or jog for two (2) strides

Three (3) penalty points: Break of gait at walk or jog for more than two strides
Break of gait at lope
Wrong lead or out of lead
Draped rein
Out of lead or cross-cantering more than two (2) strides when changing leads
Trotting more than three strides when making a simple lead change
Severe disturbance of any obstacle

Five (5) penalty points: Blatant disobedience (kick, bite, buck, rear, etc. for each refusal)

Placed below horses performing all maneuvers: Eliminate maneuver
Incomplete maneuver

Score:0 (zero): Major disobedience or schooling
Willful abuse

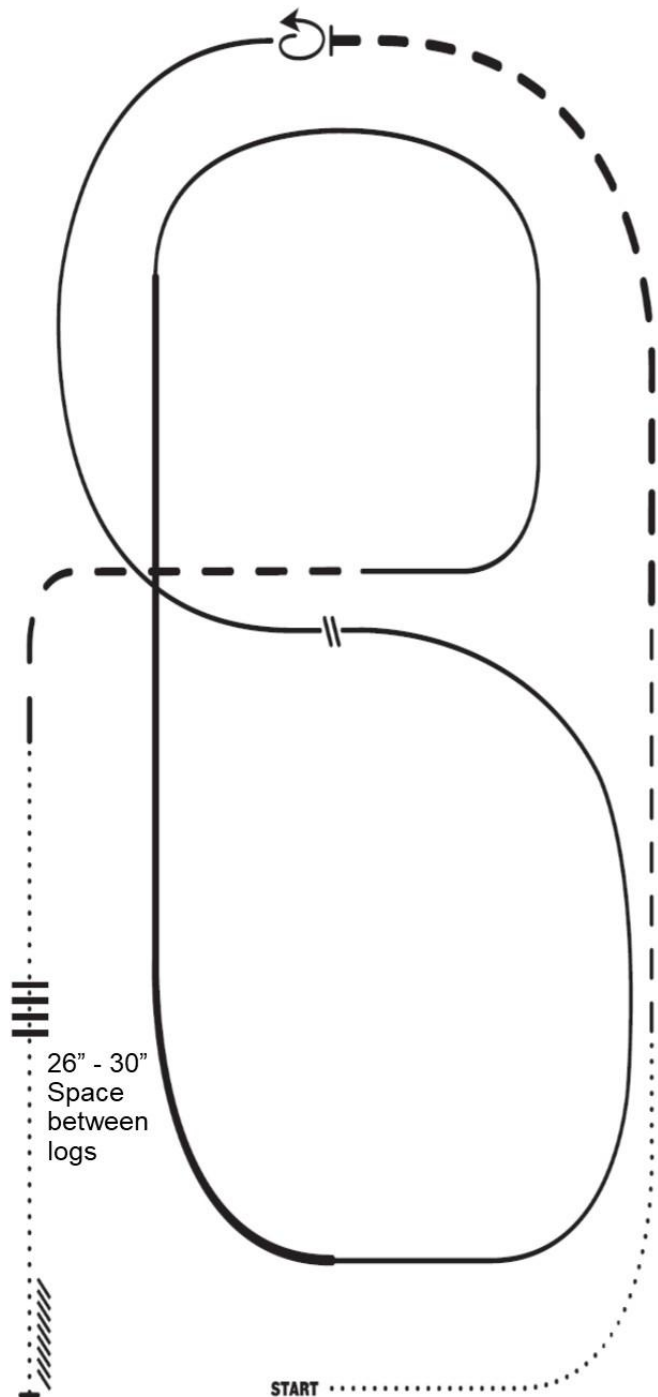
No specific penalties will be incurred for nicks of logs but deduction may be made in maneuver score.

No specific penalties will be incurred for over or under spins but deduction may be made in maneuver score

MWHS rulebook revised for above section 2015, 2022, 2024

RANCH RIDING PATTERN 1

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to centre



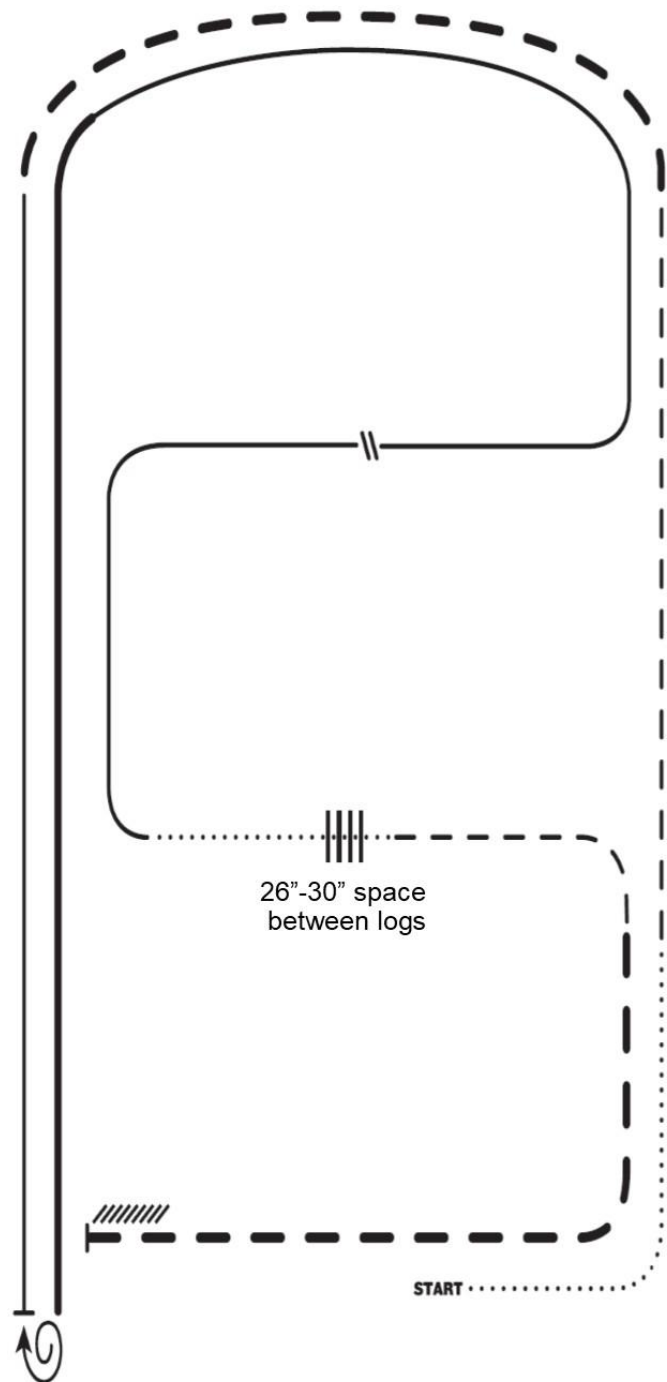
LEGEND

- Walk
- Extended Walk
- - Trot
- - Extended Trot
- Lope
- Extended Lope
- //// Back
- // Lead Change

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING PATTERN 2

1. Walk
2. Trot
3. Extended trot
4. Lope left lead
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect lope right lead
8. Change leads (simple or flying), continue lope left lead
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back



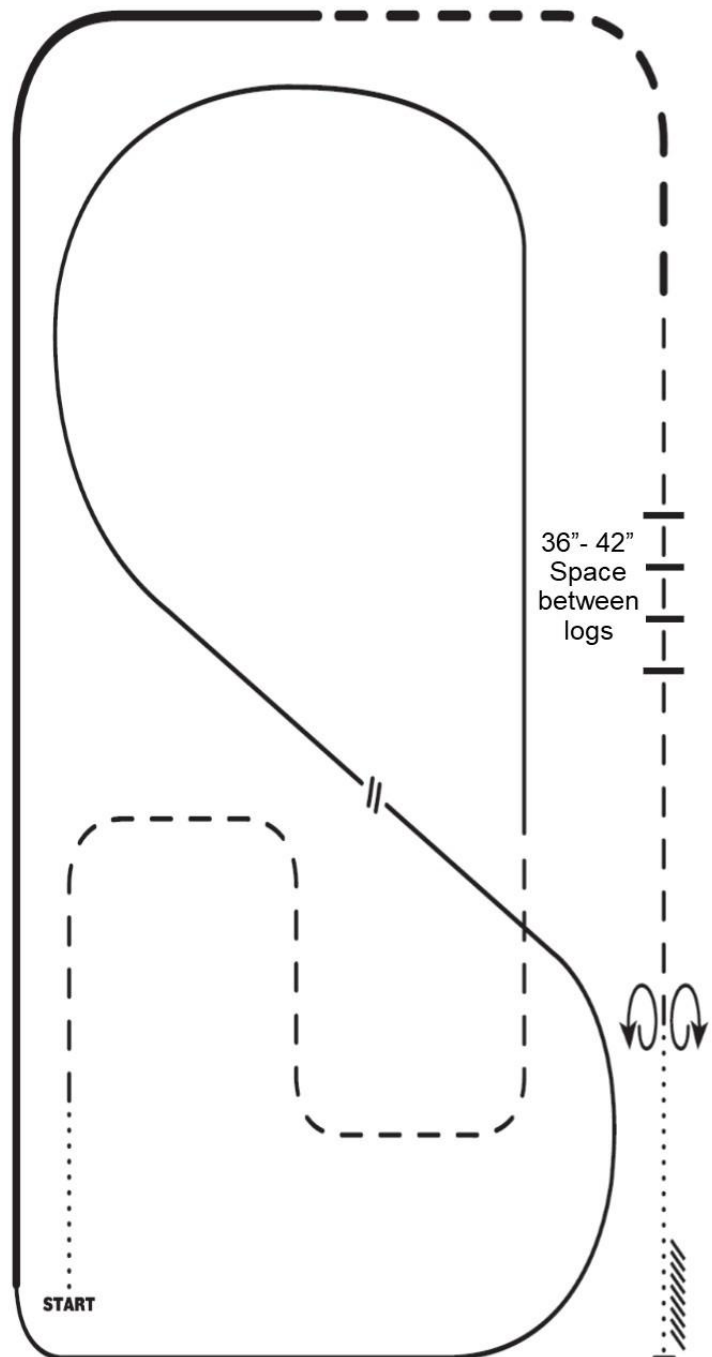
LEGEND

- Walk
- Extended Walk
- - Trot
- - Extended Trot
- Lope
- Extended Lope
- //// Back
- // Lead Change

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING PATTERN 3

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



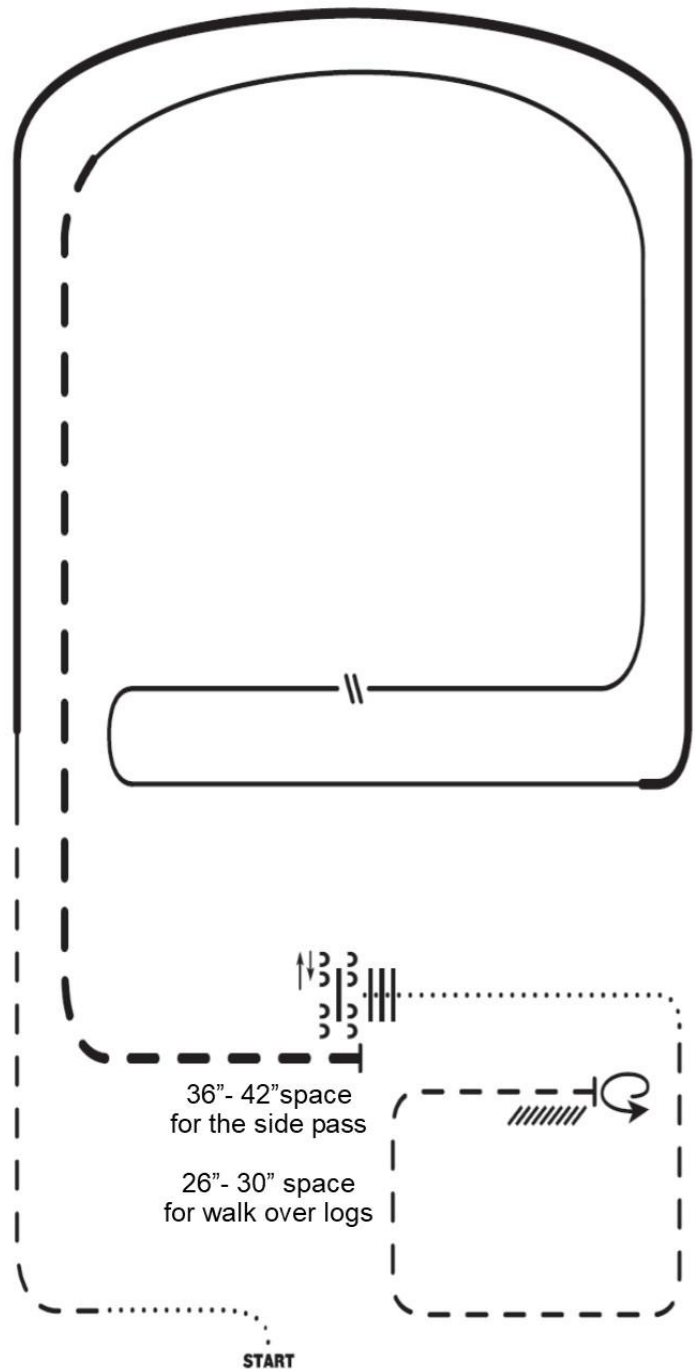
LEGEND

- Walk
- Extended Walk
- - Trot
- - Extended Trot
- Lope
- Extended Lope
- //// Back
- // Lead Change

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING PATTERN 4

1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, ½ way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn, and back



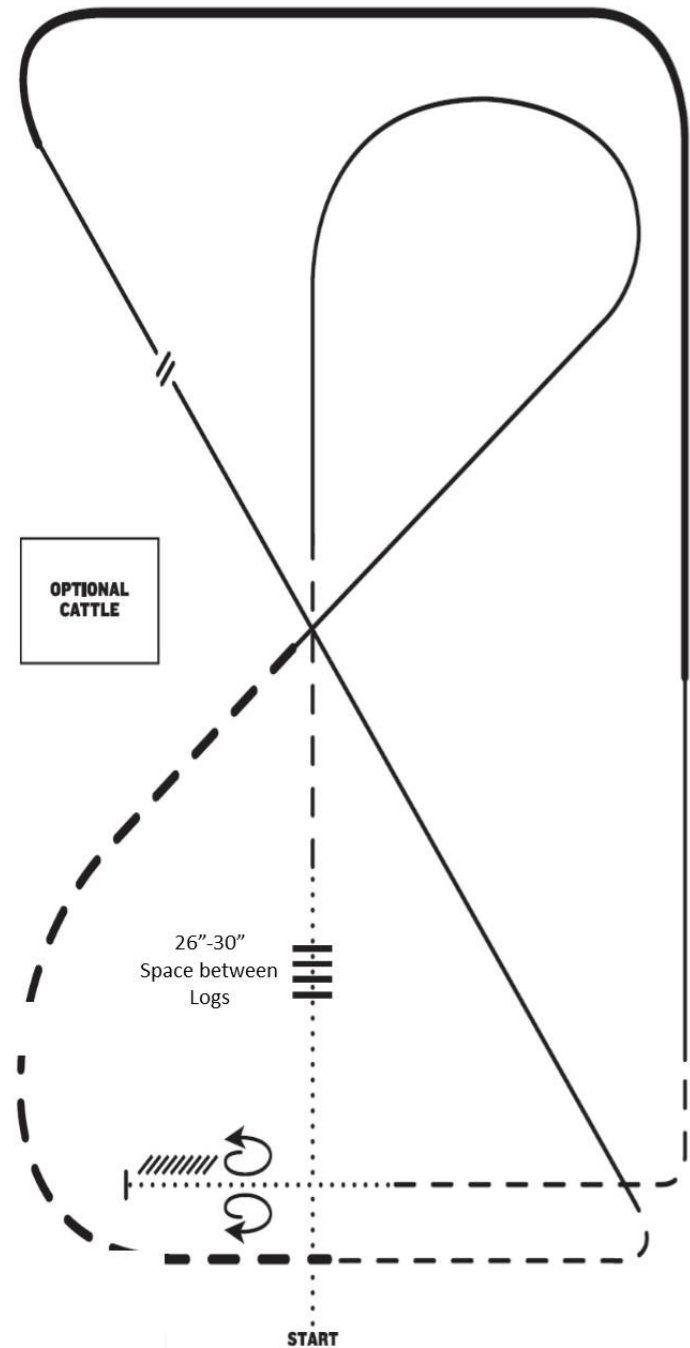
LEGEND

- Walk
- Extended Walk
- - Trot
- - Extended Trot
- Lope
- Extended Lope
- //// Back
- \\ Lead Change

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING PATTERN 5

1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction 1st) (L-R or R-L)



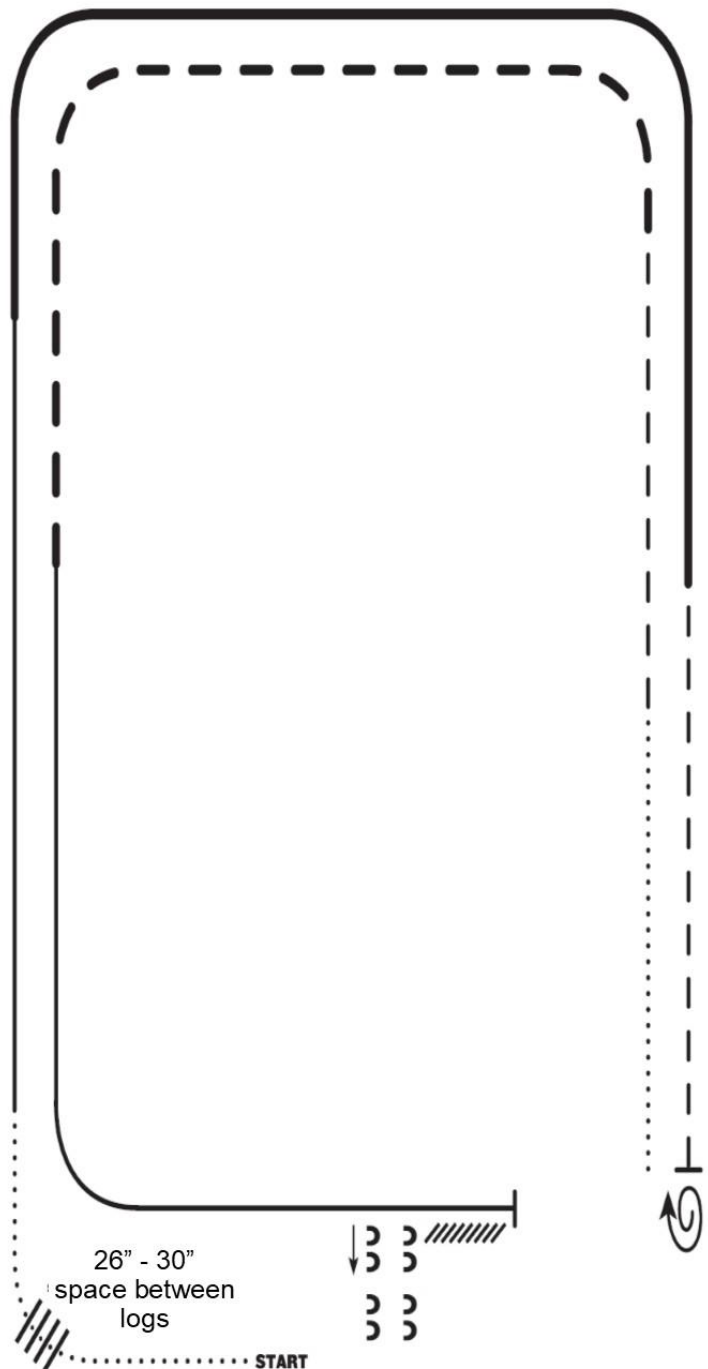
LEGEND

- Walk
- Extended Walk
- Trot
- - - Extended Trot
- Lope
- Extended Lope
- //// Back
- // Lead Change

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING PATTERN 6

1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 11/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right



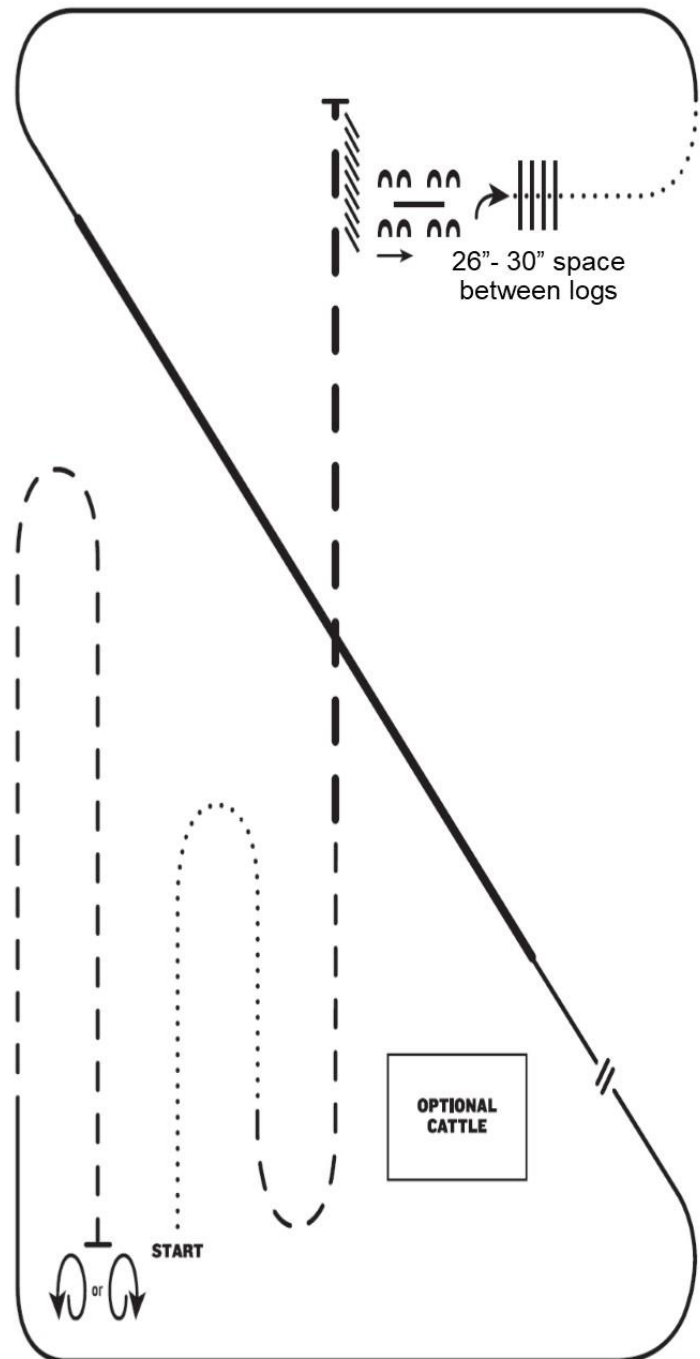
LEGEND

- Walk
- Extended Walk
- Trot
- - - Extended Trot
- Lope
- Extended Lope
- //// Back
- \\ Lead Change

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING PATTERN 7

1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass right over logs
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope left lead
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360° turn either direction



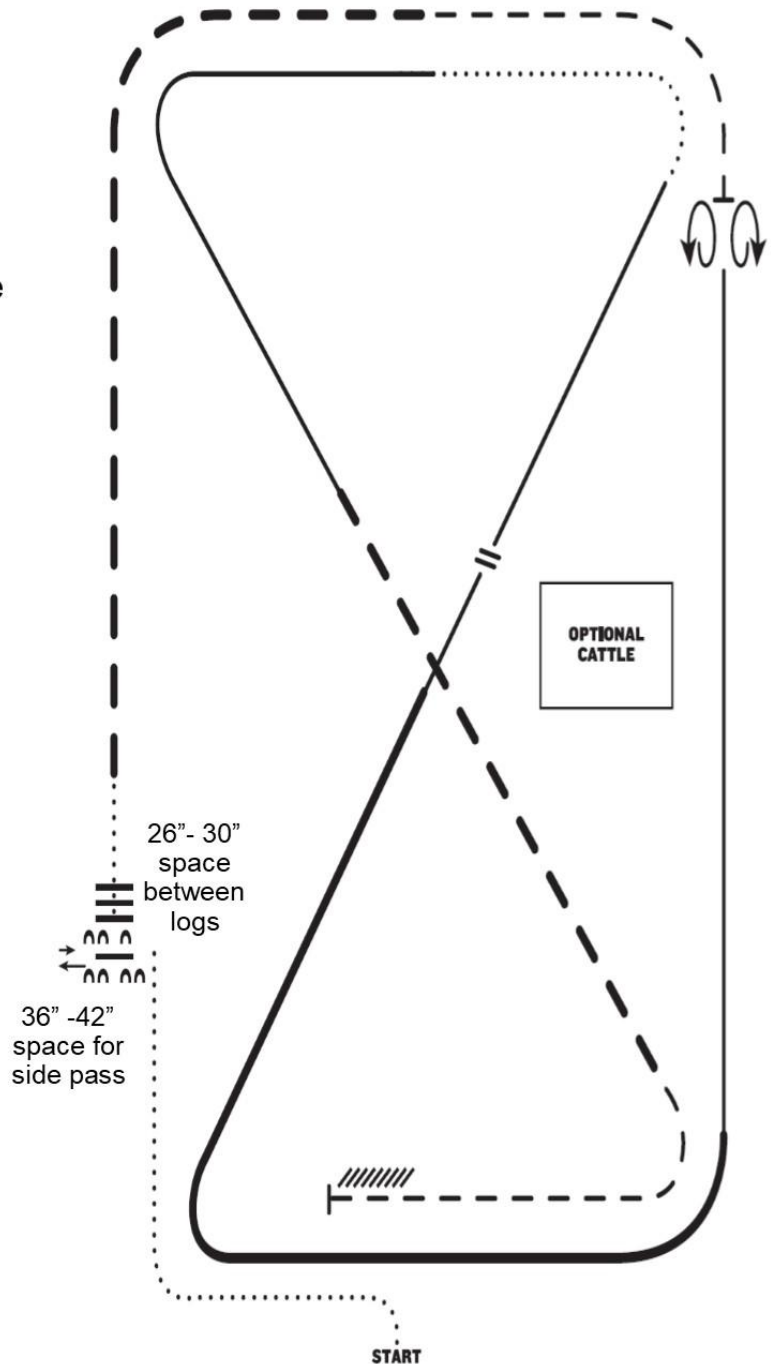
LEGEND

- Walk
- Extended Walk
- - - Trot
- - - Extended Trot
- Lope
- Extended Lope
- //// Back
- // Lead Change

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING PATTERN 8

1. Walk
2. Side pass left across first log, side pass $\frac{1}{2}$ way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back



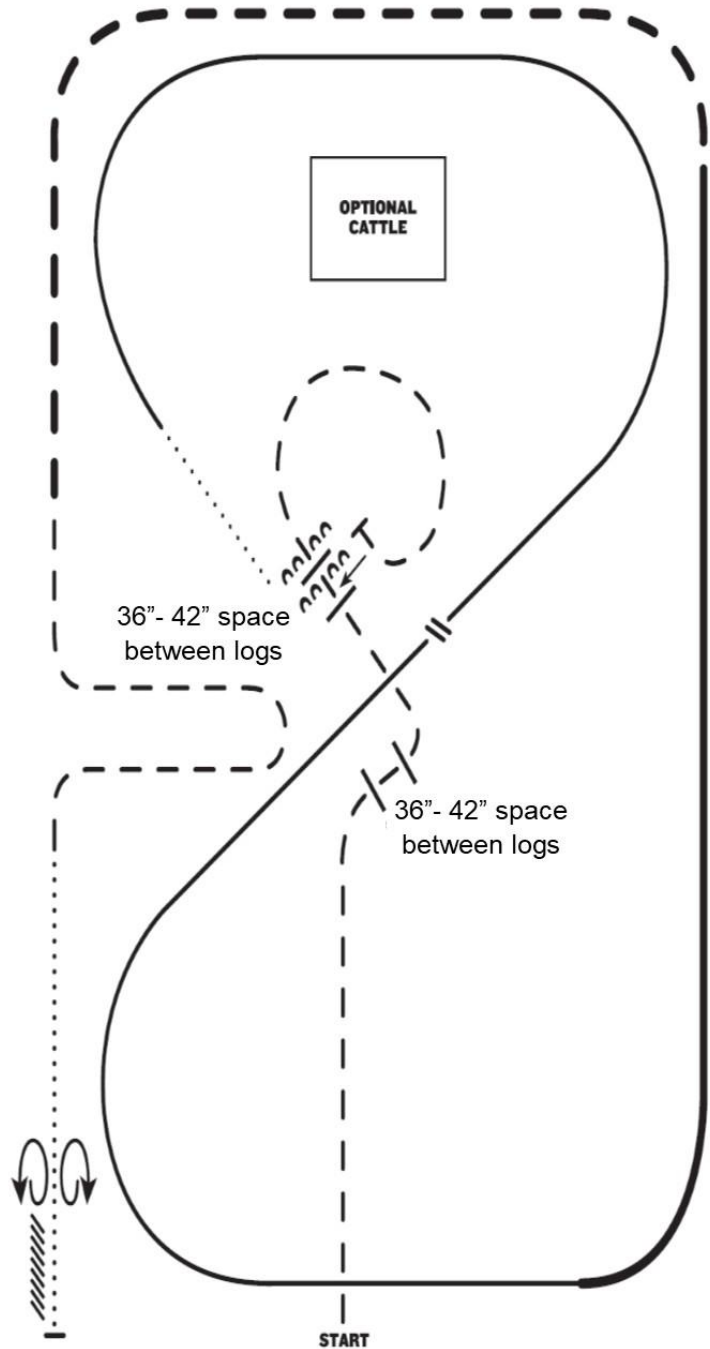
LEGEND

- Walk
- Extended Walk
- - Trot
- - Extended Trot
- Lope
- Extended Lope
- //// Back
- \\ Lead Change

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING PATTERN 9

1. Trot
2. Trot over two sets of logs
3. Trot circle, stop and side pass left over log
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope left lead
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360° turn each direction (either direction first) (L-R or R-L)



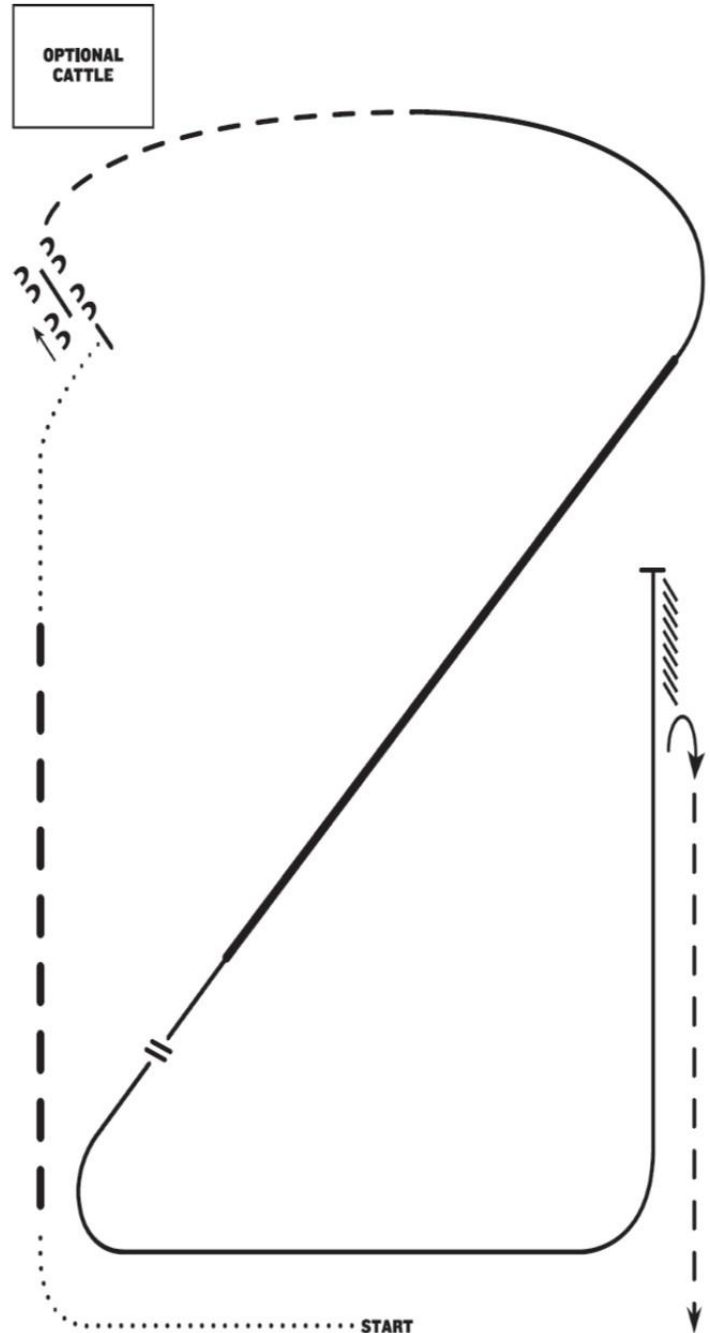
LEGEND

-  **Walk**
 **Extended Walk**
 **Trot**
 **Extended Trot**
 **Lope**
 **Extended Lope**
 **Back**
 **Lead Change**

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING PATTERN 10

1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or fly ing)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot



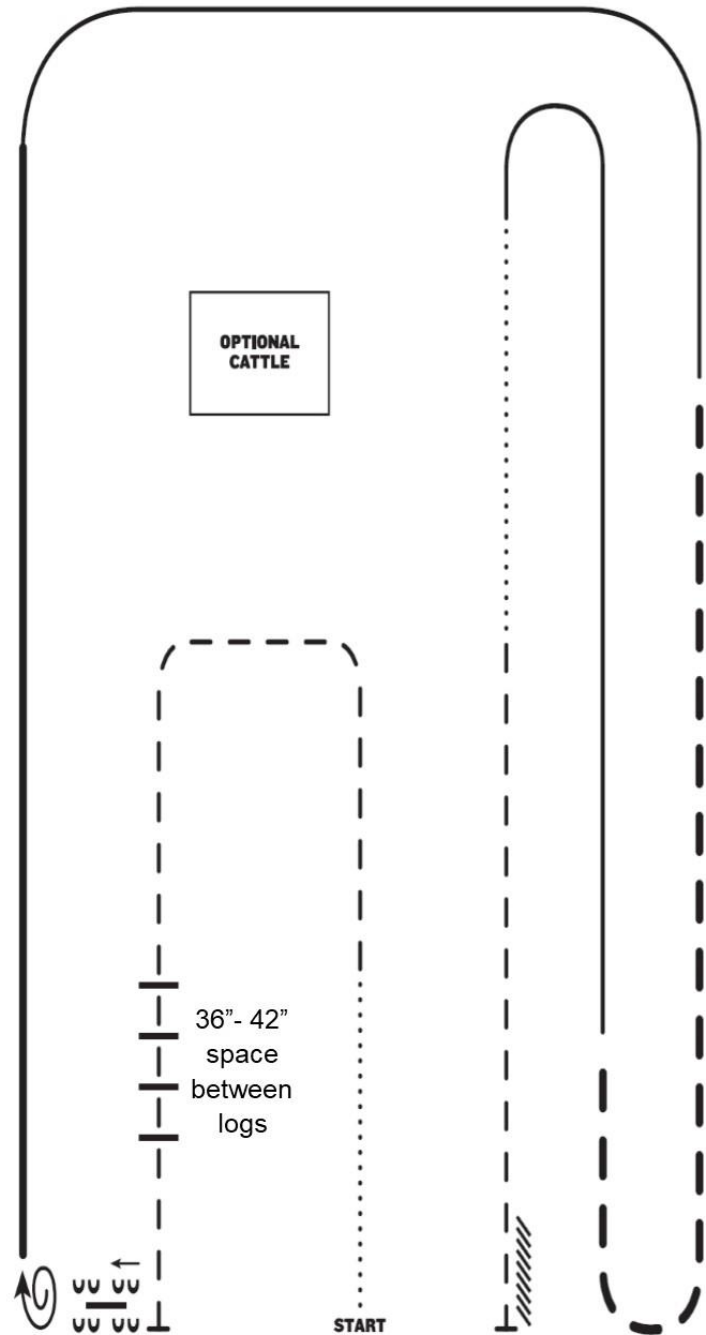
LEGEND

- Walk
- Extended Walk
- Trot
- - Extended Trot
- Lope
- Extended Lope
- //// Back
- \\ Lead Change

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING PATTERN 11

1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back



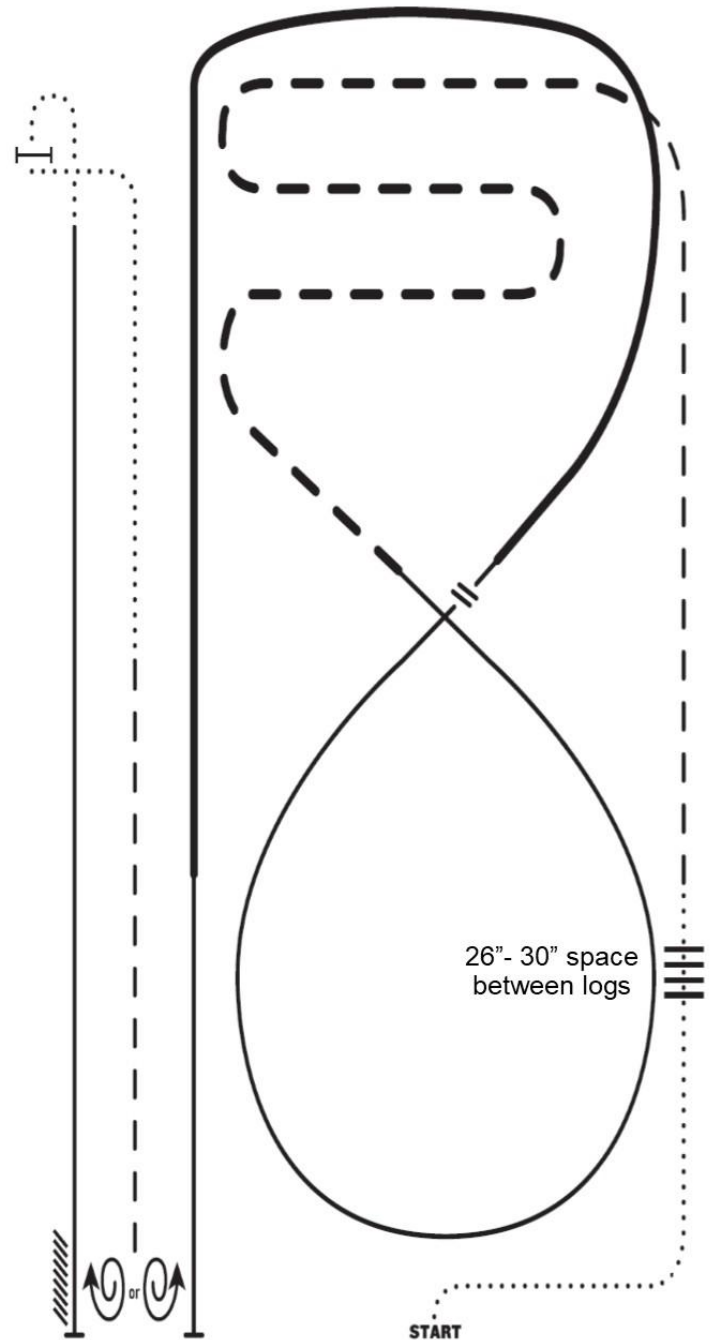
LEGEND

- Walk
- Extended Walk
- - - Trot
- - - Extended Trot
- Lope
- Extended Lope
- //// Back
- \\ Lead Change

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING PATTERN 12

1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope left lead, collect lope
8. Stop, 1 1/2 turn either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back



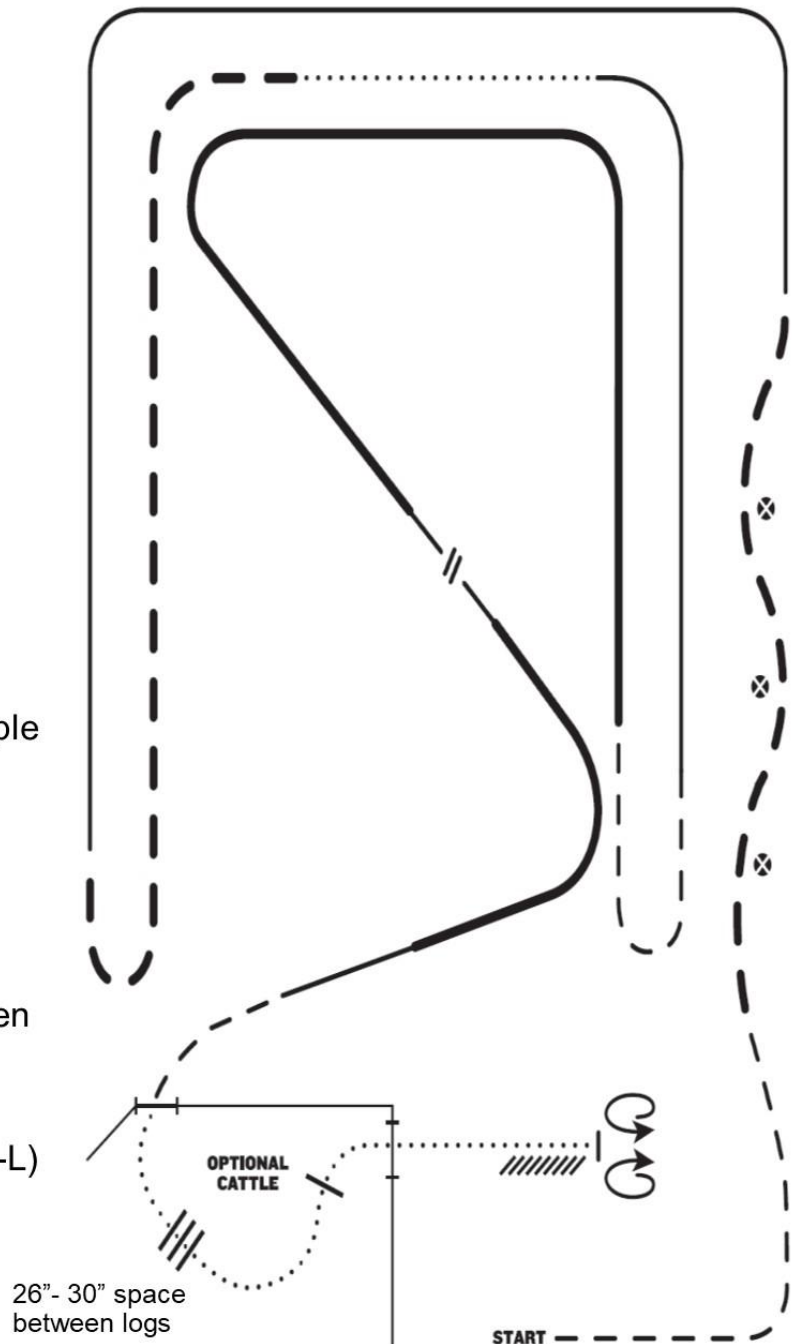
LEGEND

- Walk
- Extended Walk
- - Trot
- - Extended Trot
- Lope
- Extended Lope
- //// Back
- // Lead Change

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING PATTERN 13

1. Trot
2. Extended trot
3. Lope left lead
4. Extended trot
5. Walk
6. Lope right lead
7. Trot
8. Extended lope left lead
9. Collect lope, change lead (simple or flying), extended lope right lead, collect lope
10. Trot
11. Left hand push gate into pen
12. Walk over logs
13. Right hand push gate out of pen
14. Walk
15. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
16. Back



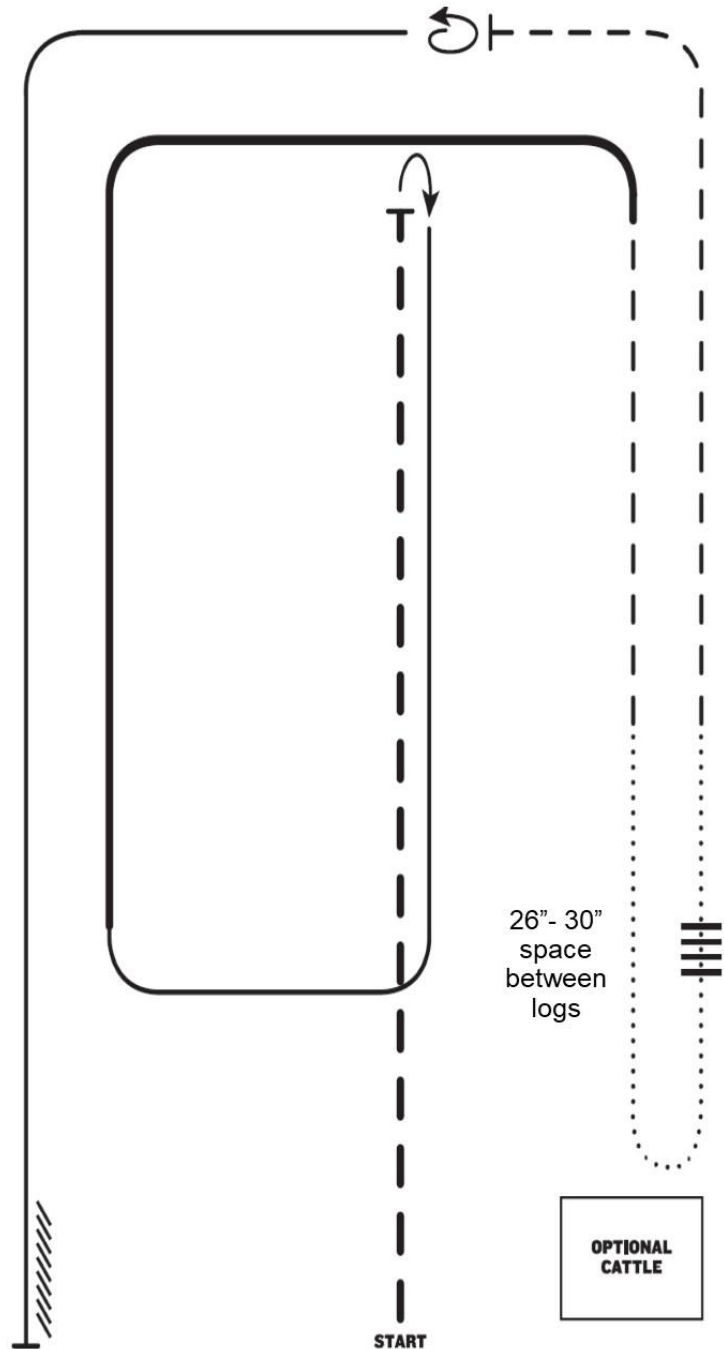
LEGEND

- Walk
- Extended Walk
- - Trot
- - Extended Trot
- Lope
- Extended Lope
- //// Back
- // Lead Change

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING PATTERN 14

1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360° turn left
11. Lope left lead
12. Stop and back



LEGEND

- Walk
- Extended Walk
- Trot
- - - Extended Trot
- Lope
- Extended Lope
- //// Back
- // Lead Change

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

7.8 RANCH RAIL

The ranch rail class measures the ability of the horse to be a pleasure to ride and should reflect the versatility, attitude, and movement of a working horse. The horse should be well-broke, relaxed, quiet, soft and cadenced at all gaits. The movement of the ranch rail horse should simulate a horse needing to cover long distances, softly and quietly. The overall manners and responsiveness of the horse and the horse's quality of movement are the primary considerations. Maximum credit should be given to the horse that has a natural flowing stride and consistent, ground covering gaits. Transitions should be performed when requested, with smoothness and responsiveness. The ideal ranch rail horse should have a natural head carriage at each gait. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint while being responsive to the rider and making timely transitions in a smooth and correct manner. The horse should be soft in the bridle, yield to contact and shall not be shown on a full drape of rein. Riders are encouraged to use adequate space given the extension of gaits required. This class should show the horse's ability to work at a forward, working pace while under control by the rider. The horse shall be balanced and appear willing and a pleasure to ride in a group situation.

1. Open to horses three years of age and older.
2. All exhibitors will work as a group. Individuals working off the rail will not be penalized and passing is permissible.
3. Horses must work both ways of the ring at the walk, trot and lope. Horses must work at least one way of the ring at the extended trot and extended lope. At the option of the judge, horses may be asked to extend their stride at the walk.
4. The overall cadence and performance of the gaits should be forward, free-flowing, and ground-covering movement.
 5. At the extended trot and lope, the exhibitor may post or stand in the stirrups.
 6. Touching or holding the saddle horn during any extended gait is acceptable.
7. Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or trot at the discretion of the judge but shall not be asked to reverse at the lope.
8. Horses are required to back easily and stand quietly. Horses may be brought to the center or backed on the rail.
9. The rider shall not be required to dismount except in the event the judge wishes to check equipment.

Ranch Rail Apparel and Equipment:

1. The use of hoof polish or hoof black is discouraged.
2. Braided or banded manes/tails or tail extensions is discouraged.
3. Trimming inside ears is discouraged.
4. Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair
5. Equipment with silver should not count over a good working outfit. Excessive silver on bridles and saddles is discouraged.

6. It is suggested competitors use a breast collar and a rear cinch.
7. When exhibiting in a snaffle bit or hackamore, an exhibitor may switch between two hands and one hand on the reins at any time

Faults scored according to severity:

- Too slow (any gait)
- Excessive speed (any gait)
- Over-bridled (nose behind the vertical)
- Head carried too low such that the poll is below the withers
- Out of frame Head carried too high
- Break of gait
- Wrong lead or out of lead
- Failure to take the appropriate gait when called
- Opening mouth excessively
- Draped reins
- Use of spurs forward of the cinch
- Canted at the lope
- Blatant disobedience (kick, bite, buck, rear, etc.)

Faults which will be cause for disqualification:

- Head carried too low and/or clearly behind the vertical excessively and consistently while the horse is in motion, or otherwise showing the appearance of intimidation.
- Use of two hands (except junior horses shown in a snaffle bit/hackamore),
- More than one finger between split reins or any fingers between romal reins (except in the two rein)
- Judge is not to count apparel or tack as a disqualification

7.9 RANCH TRAIL

This class should test the horse's ability to cope with situations encountered while being ridden through a pattern of obstacles generally found during the course of everyday ranch work. The horse/rider team is judged on the correctness, efficiency, and pattern accuracy with which the obstacles are negotiated, and the attitude and mannerisms exhibited by the horse. Judging emphasis is on identifying the well broke, responsive, and well-mannered horse which can correctly navigate and negotiate the course. The ideal ranch trail horse should have a natural ranch horse appearance from head to tail in each maneuver.

CLASS REQUIREMENTS/PROCEDURES:

The ranch trail course will include no less than six and no more than nine obstacles. It is mandatory that the horse be asked to walk, trot and lope during the course. Walk can be part of obstacle score or be scored with the approaching obstacle. Trot must be at least 35 feet and score with approaching obstacle. Lope must be lead-specific, at least 50 feet and score with approaching

obstacle. Care must be exercised to avoid setting up any obstacles that may be hazardous to the horse or rider.

When setting courses, management will be mindful that the idea is not to trap a horse/rider team or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to reduce the risk for accidents. Show committee shall have the option of setting up the trail course to best fit the arena conditions. An outdoor course is recommended if appropriate terrain is available. Each single-performance event can be time consuming, especially with large classes, so it is imperative that time restrictions are placed on this class. The show committee, either through a pilot run or estimation, shall select a course that has a continuous and positive flow that can be negotiated in four minutes or less.

Judges must walk the course and have the right and duty to alter the course if it is not in keeping with the intent of the class. Judges may remove or change any obstacles they deem unsafe, non-negotiable or unnecessarily difficult. Any time a trail obstacle becomes unsafe during a class, it shall be repaired or removed from the course. If the course cannot be repaired and some horses have completed the course, the score for that obstacle shall be deducted from all previous draws in that class.

The course must be designed using the mandatory obstacles and maneuvers plus optional obstacles. Combining two or more of the obstacles is acceptable.

PROHIBITED OBSTACLES:

Tarps, water obstacles with slick bottoms

PVC pipe used as a jump or walk over,

Tires,

Rocking or moving bridges,

Painted logs or poles,

Logs elevated in a manner that permits such to roll in a dangerous manner.

MANDATORY OBSTACLES AND MANUEVERS

1. Ride over obstacles on the ground (natural logs are required). Walk, trot or lope may be used but only one gait is required.

Walk-overs: Walk over no more than four logs no more than 10 inches (25 cm) high. The spacing between successive logs should be 26 - 30 inches (66- 76 cm). The formation may be straight, curved, zigzagged or raised.

Trot-overs: Trot over no more than four logs no more than 10 inches (25 cm) high. The spacing between successive logs should be 36-42 inches (91.5-107 cm). The formation can be straight, curved, zigzagged or raised.

Lope-overs: Lope over no more than 3 (three) logs no more than 10 inches (25 cm) high. No more than 2 (two) logs may be used in succession. The spacing between logs should be at least 6 to 7 feet (1.8 - 2 m). The formation can be straight, curved, zigzagged or raised.

2. Opening, passing through and closing a hinged swinging gate (not a rope gate): Use gate that will not endanger horse or rider and requires minimum side-passing.

3. Ride over wooden bridge: Bridge should be sturdy, safe and negotiated at a walk only. Heavy plywood lying flat on the ground is an acceptable simulation of a bridge. Suggested minimum width shall be 36 inches (91.5 cm) wide and at least 6 feet (1.8 M) long.
4. Backing obstacles: Backing obstacles are to be spaced at a minimum of 28 inches (71cm). If elevated, 30 inch (76 cm) spacing is required. Back through and around at least three makers. Back through L, V, U or straight or similarly shaped course which may be elevated no more than 24 inches (61cm).
5. Side-pass obstacle: Any object which is safe and of any length may be used to demonstrate responsiveness of the horse to leg signals. Raised side pass obstacles should not exceed 12 inches (31cm).
6. Drag an object: For open and amateur classes ONLY. Drag may be a complete figure eight and may begin in either direction. The exhibitor must have the rope dallied on the saddle horn (half or full dally) for the duration of the drag.

OPTIONAL OBSTACLES.

Optional obstacles may be used provided the obstacles can be found in everyday ranch work. Optional obstacles from which selections can be made include, but are not limited to:

A jump obstacle whose center height is not less than 14 inches (35.5 cm) high or more than 25 inches (63.5 cm) high. Holding the saddle horn is permissible for this obstacle

Only live or stuffed animals which would normally be encountered in an outdoor setting may be used but not to be used in an attempt to spook a horse.

Carry object from one part of the arena to another.

Remove and replace materials from a mailbox.

Trot through cones spaced a minimum of 6 feet (1.8 M) apart.

Cross natural ditches or ride up embankments.

Swing rope or throw rope at a dummy steer head.

Step in and out of obstacle.

Put on slicker or coat.

Stand to mount with mounting block.

Walk through water obstacle.

Open gate on foot.

Pick up feet.

Walk through brush.

Ground tie (hobbles are allowed).

Lead at the trot.

At show management option the competition trail course may be made available to exhibitors or posted prior to the day of competition. It must be posted at least one hour prior to competition. Printed handouts for exhibitors are helpful and encouraged.

CREDITS AND PENALTIES.

All runs begin upon entering the area of competition and any infractions are subject to penalty at that time (such as two hands on the reins, using either hand to instill fear, etc.). The rider has

the option of eliminating any obstacle, however this will result in being off pattern (OP) and the horse/rider team may not place above others who have completed the pattern correctly. A judge may ask a horse to pass on an obstacle after three refusals or at any time for safety concerns.

Credit is given to horse/rider teams who negotiate the obstacles correctly and efficiently. Horses should receive credit for showing attentiveness to obstacles and ability to negotiate through the course when the obstacles warrant it while willingly responding to rider's cues on more difficult obstacles. Quality of movement and cadence should be considered part of the maneuver score for the obstacle. Natural ranch horse appearance will also be evaluated ranging from plus 1 ½ to minus 1 ½. Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied to each occurrence and be deducted from the final score:

One (1) penalty point: Over-bridled (per maneuver)
Out of frame (per maneuver)
Each hit, bite or stepping on a log, cone plant or any component of the obstacle
Break of gait at walk or trot for two (2) strides or less
Both front or hind feet in a single-stride slot or space at a walk or trot
Skipping over or failing to step into required space
Split pole in lope-over
Incorrect number of strides, if specified
One to two steps on mount/dismount or ground tie except shifting to balance
Wrong lead or out of lead for two (2) strides or less

Three (3) penalty points: Break of gait at walk or trot for more than two (2) strides
Break of gait at lope, except when correcting an incorrect lead
Wrong lead or out of lead for more than two (2) strides
Draped reins
Three to four steps on mount/dismount or ground tie
Trotting for more than three (3) strides in lope departures or exiting a rollback
Knocking down or over, or severely disturbing an obstacle
Stepping out of or falling off an obstacle with one (1) foot
Missing or evading part of a log/obstacle with one (1) foot

Five (5) penalty points: Spurring in front of cinch
Blatant disobedience (kick, bite, buck, rear etc.) for each refusal
Use of either hand to instill fear/praise
Stepping out of or falling off an obstacle with more than one (1) foot
Dropping an object required to be carried
1st or 2nd cumulative refusal
Letting go of gate
Five or more steps on mount/dismount or ground tie
Missing or evading part of a log/obstacle with more than one foot

Off-Pattern (OP) - Exhibitors cannot place above others who complete pattern correctly

- Incomplete maneuver
- Eliminating or adding a maneuver
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except junior horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)
- Failure to open and shut gate, or failure to complete gate

Disqualified 0 – Score:

- Lameness
- Disrespect or misconduct
- Illegal equipment
- Willful abuse
- Leaving working area before pattern is complete
- Improper western attire
- Fall of horse/rider

8.0 JR. PERFORMANCE CLASSES – Jr. A & B

All youth classes including Jr. B, must use the entire ring unless otherwise instructed. Jr. B ponies to stand 13.2 hands or less. Ponies will have their height measured at their first show and will be kept on record. Age of pony is not to influence the bit used. All performance classes are to use split reins and two hands if a snaffle bit or bosal is being used. With a curb bit one hand must be used.

MWHS rulebook revised for above section 2017

8.1 JR. A SHOWMANSHIP AT HALTER

For rules, refer to rule 7.1 - Adult Showmanship

8.2 JR. A ENGLISH PLEASURE

For rules, refer to rule 7.5 - Open English Pleasure

8.3 JR. A WESTERN PLEASURE

For rules, refer to rule 7.3 - Open Western Pleasure

8.4 JR. A WESTERN HORSEMANSHIP

For rules, refer to rule 7.2 - Adult Horsemanship

8.5 JR. B SHOWMANSHIP

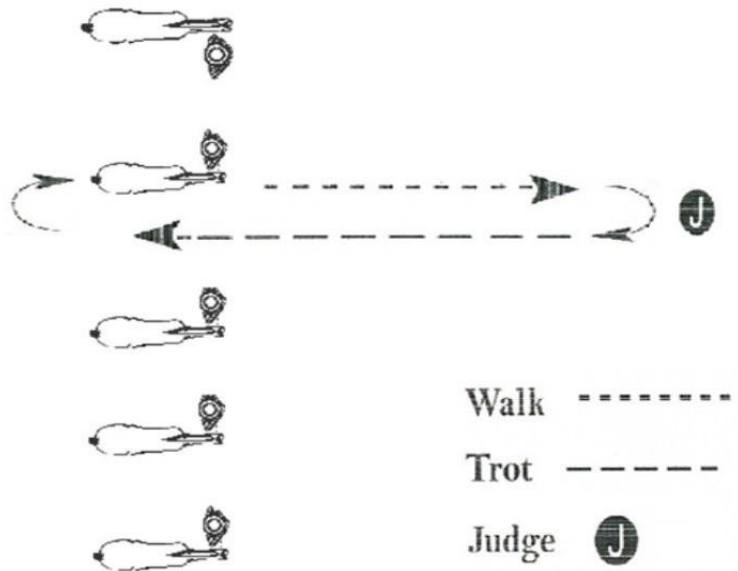
No exhibitor will be disqualified as long as each maneuver is attempted i.e. trot is asked for, for a certain distance and the pony only takes two (2) or three (3) trot steps. Those going off pattern (does not follow pattern as written) shall be disqualified.

For rules, refer to rule 7.1 – Adult Showmanship with the exception that the patterns to be used are the one provided in the rulebook. See following pages.

MWHS rulebook revised for above section 2024

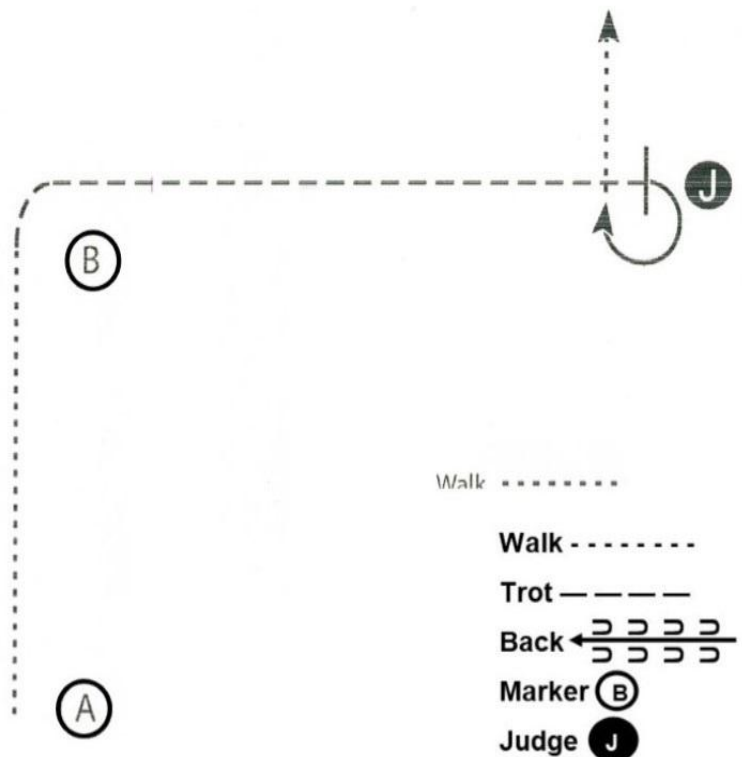
JR B SHOWMANSHIP PATTERN 1

1. Walk to Judge
2. Stop, set up, stand for inspection
3. Do a 180° turn over haunches
4. Trot back into line
5. Square stop, 180° turn over haunches
6. Stand square in line



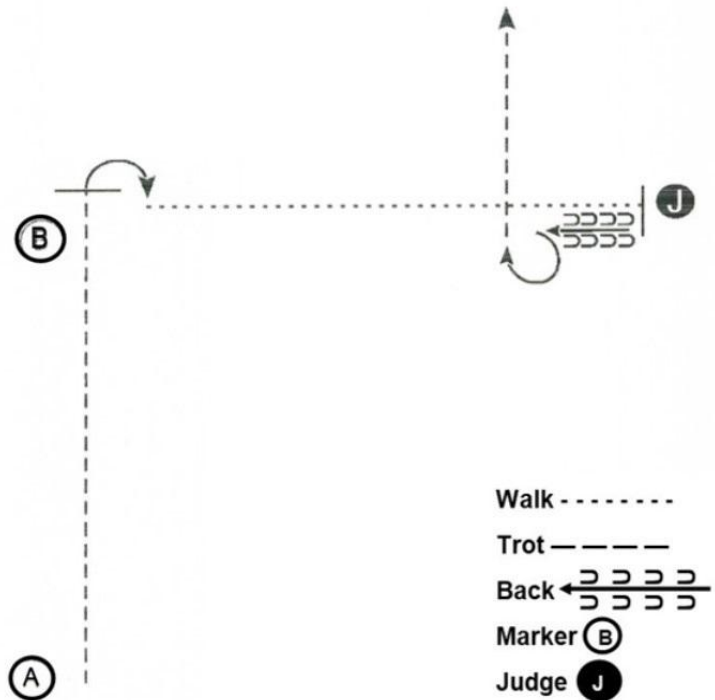
JR B SHOWMANSHIP PATTERN 2

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



JR B SHOWMANSHIP PATTERN 3

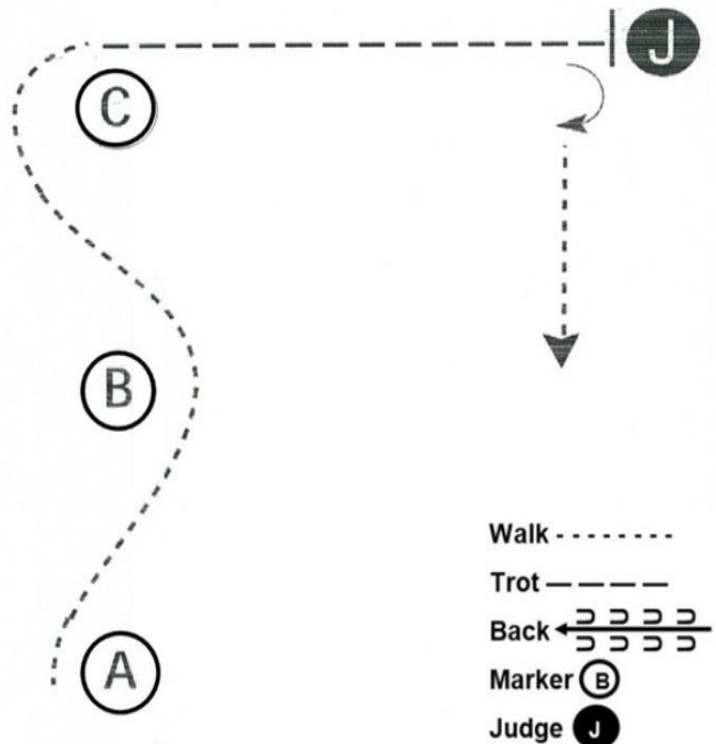
1. Begin at A, trot from A and past B
2. Stop and perform a 90° turn
3. Walk to the Judge, stop and set up for inspection
4. When dismissed back one horse length and perform 270° turn
5. Trot to the line up



JR B SHOWMANSHIP PATTERN 4

Be ready at A

1. When acknowledged, walk around B and around C
 2. Trot from C to Judge
 3. Stop and set up for inspection
 4. When dismissed, perform a 90° turn and walk away from Judge
- Follow the directions of the Ring Steward

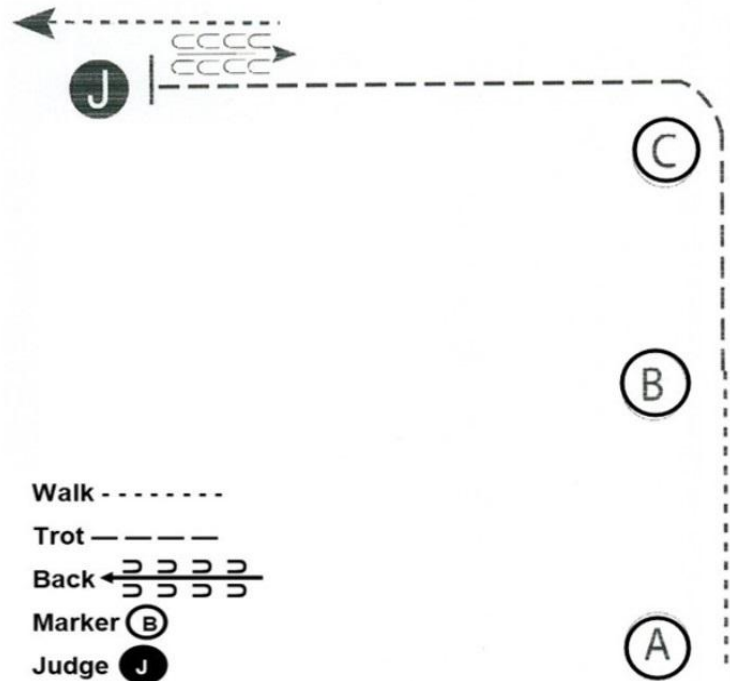


JR B SHOWMANSHIP PATTERN 5

Be ready at A

1. Walk to B
2. Trot to and around C to Judge
3. Stop and set up for inspection
4. When dismissed, back approximately one horse length
5. Turn slightly right and walk away

Follow the instructions of your Ring
Steward



8.6 JR. B WESTERN/ENGLISH PLEASURE

For rules, refer to rule 7.3 - Open Western Pleasure or 7.5 English Pleasure with the exception that the rider may use two hands with a curb bit.

8.7 JR. B WESTER/ENGLISH EQUITATION

For snaffle bit ponies, refer to rule 7.6. Height in 8.0 - Jr. Performance Classes Jr. A & B. The age of the pony is not to influence the type of bit. All pleasure classes are to use split reins and two hands when a snaffle bit or bosal. With a curb bit rider may use two hands.

Rider to be judged on seat, hands, appointments of pony and rider, suitability of pony to rider and performance of pony.

Results as shown by the performance of the pony are not to be considered more important than the methods used to attain them.

Ponies are to walk, jog/trot and lope/canter both ways of the ring. Riders may be asked to stop and back up. Western riders should sit to the jog, not post. At the lope, their rider should be close to the saddle. The judge may ask the rider to answer simple questions on tack, equitation and anatomy of the pony.

8.8 JR. B TRAIL

For rules, refer to rule 7.4 - Trail

8.9 WALK/JOG/TROT

Walk/Jog/Trot on a horse over 13.2 hands (Western or English) Exhibitor 13 years and over

Only the walk and jog or trot are to be asked. There are to be no patterns used. Horses must be over 13.2 hands. Rider must not enter any other riding class, although they may show in showmanship or halter. Once you have entered and competed in a riding class that includes a lope, you are no longer eligible to compete in a walk/jog class during the remainder of the current show year.

MWHS rulebook revised for above section 2017, 2023

Walk/Jog/Trot on a horse over 13.2 hands (Western or English) - exhibitor 12 years and under

Only the walk and jog or trot are to be asked for and horses must be over 13.2 hands. There are to be no patterns used. Rider may enter Showmanship but cannot enter other riding classes, with the exception of Jr. B Speed events. Once you have entered and competed in a riding class that includes a lope, you are no longer eligible to compete in a walk/jog class during the remainder of the current show year

Walk/Jog/Trot on a Pony and 13.2 hands and under– Exhibitor 12 years and under

Only the walk and jog or trot are to be asked for. There are to be no patterns used. Ponies must be 13.2 hands or under. Rider may enter Jr. B Showmanship and Jr. B speed events but no other riding events. Rider may use two hands with a curb bit. Once you have entered and competed in a riding class that includes a lope, you are no longer eligible to compete in a walk/jog class during the remainder of the current show year.

MWHS rulebook revised for above section 2022, 2023

9.0 SPEED EVENT CLASSES

Refer to rule 3.14 - Speed Event Rules. Refer to the following pages for patterns and descriptions

9.1 CLOVERLEAF BARREL RACE

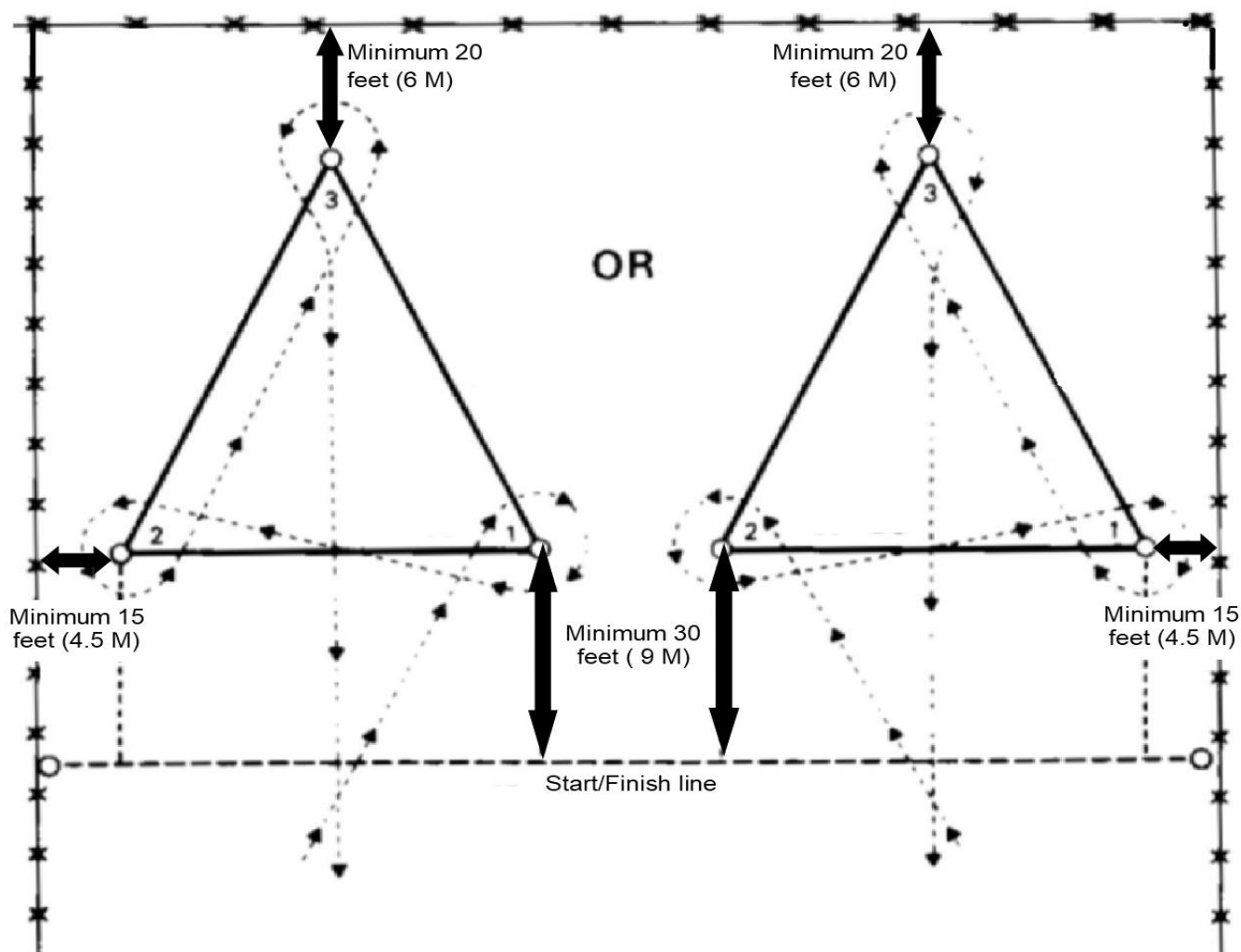
Three 45 gallon (170 L) closed metal barrels must be used. The barrels are placed in a triangle. Starting line to base of barrels to be 30 feet (9 M). Each base barrel must be a minimum of 15 feet (4.5 M) from the side of the arena. The head barrel must be a minimum of 20 feet (6 M) from the end fence and be mid-point of the base barrels. Two (2) markers at the fence mark the start and finish line. Midpoint of the of the base barrels and head barrel. Horse enters and returns through the markers or is disqualified.

COURSE:

Horse makes a right turn around the right barrel, left turn around the left barrel, left turn around the head barrel and back between the mid-point of the base barrels and markers to cross the finish line OR left turn around the left barrel, right turn around the right barrel, right turn around the head barrel and back between the mid-point base barrels and markers to cross the start/finish line.

PENALTY:

There will be a 5 (five) second penalty added for each barrel knocked over.



9.2 POLEBENDING

Six poles 6 feet (2 M) in height and mounted on suitable bases to be used. Poles are spaced 21 feet (6.4 meters) apart, first pole to be 21 feet (6.4 meters) from the start/finish line.

COURSE:

Rider races down one side of poles, reverses and weaves through poles, reverses and weaves back through the poles again, then races down other side to start/finish line. Rider may start on either side of the poles.

PENALTY:

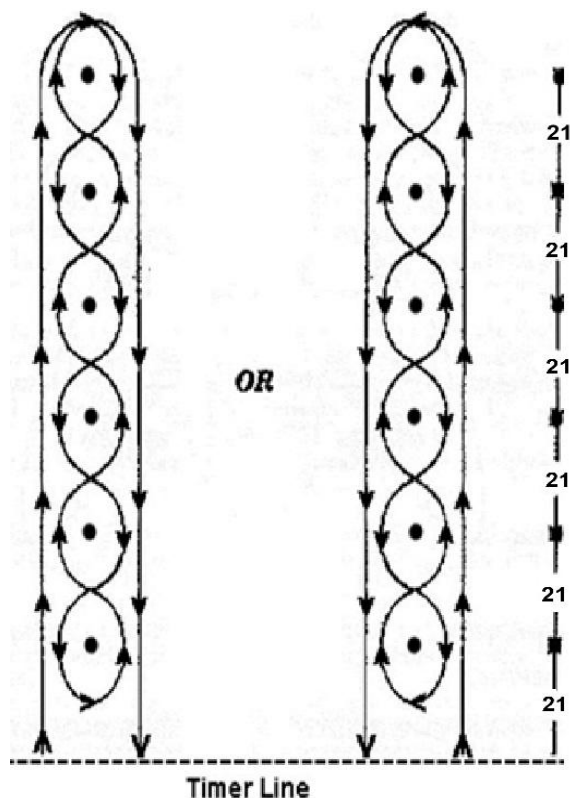
A 5 (five) second penalty for each pole knocked down.

DISQUALIFICATION:

Off course

Breaking timer beam before completing run

MWHS Rulebook revised for above section 1997



9.3 KEYHOLE

Make a circle 20 feet (9 meters) in diameter, marked with lime, shavings or sawdust, with the back edge of the circle to be 20 feet (9 meters) off the end wall. The opening for the neck of the keyhole is to be mid-point between the start/finish markers, 5 feet (1.5 meters) in width and 10 feet (3 meters) in length. The neck of the keyhole will be marked with 6 highly visible 5 gallon (20 litre) non-metal pails, 3 placed evenly on each side of the neck with no markings between the pails.

COURSE:

Rider runs down between the markers of the neck of the keyhole, does a turn either way to the left or right in the circle of the key and then runs back out of the key between the markers of the neck back through the start/finish line.

DISQUALIFICATIONS:

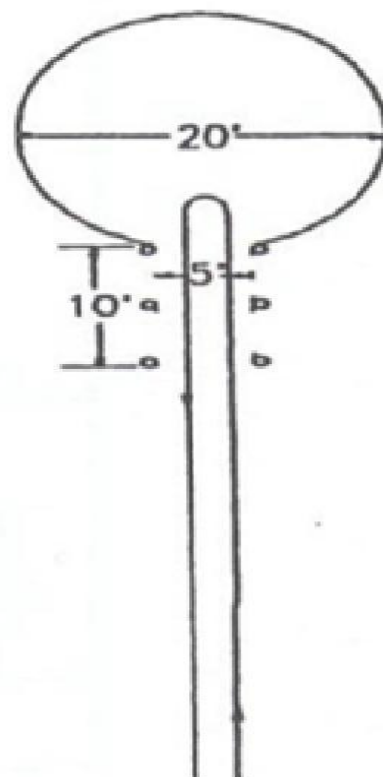
Horse stepping outside the line

Knocking over marker

Jumping marker

Turning in the neck of the keyhole

MWHS Rulebook revised for above section 1997



9.4 FLAG RACE

A 45 gallon (145 liter) closed metal barrel to be placed a minimum of 20 feet (9 meters) off the end wall of the arena in line with the mid-point of the start/finish line. One 45-gallon (145 litre) metal barrel with one end open, to be placed in-line between the end barrel and the start/finish line. Dirt shall be added to the bottom of the barrel and a flag placed in the open barrel. The flag shall be a round wooden pole 1" to 1 ¼" (2.5 to 3 mm) in diameter, 4 feet to 4 feet 2 inches (122 cm to 127 cm) in length. Taping of the end to be picked up is recommended.

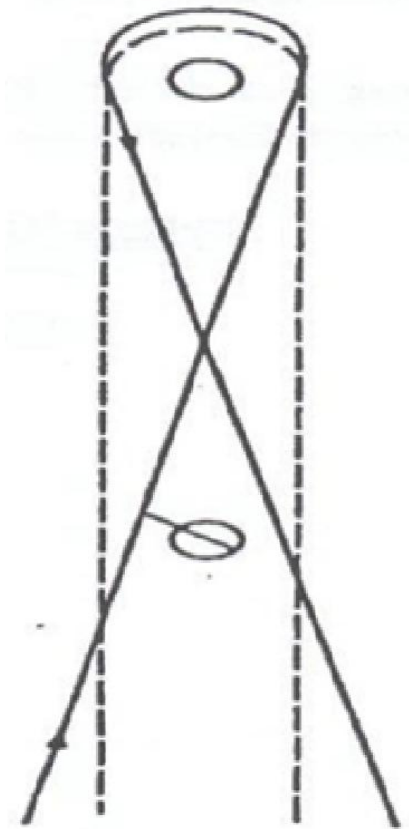
COURSE:

Rider races up one side of the center barrel, picks up the flag, races around the end barrel, deposits flag back in barrel from the opposite side it was picked up on and races across the start/finish line. The rider may choose to run the pattern in a figure 8 pattern or straight down and back.

DISQUALIFICATIONS:

Flag not picked up or placed back in the barrel
Knocking over either barrel

MWHS Rulebook revised for above section 1997



9.5 DOWN AND BACK

One closed 45 gallon (170 liter) metal barrel placed a minimum of 20 feet (9 meters) from the end wall/fence of the arena mid-point between the start/finish markers.

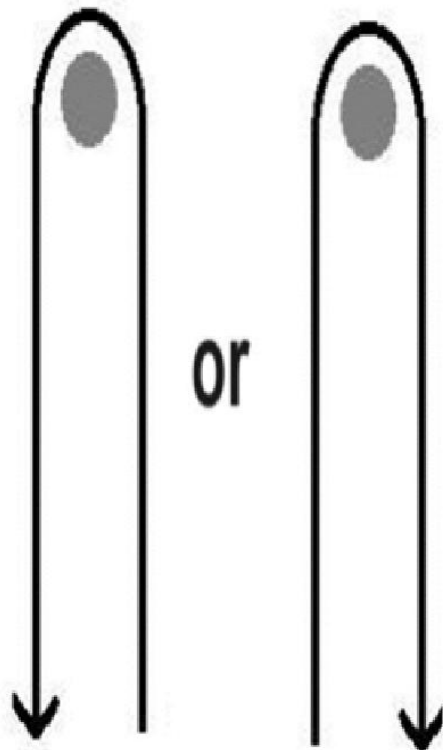
COURSE:

Rider races to end barrel, turns around it, and races back to start/finish line. Rider may turn either left or right around the barrel.

DISQUALIFICATIONS:

Knocking over barrel

MWHS Rulebook revised for above section 1997, 2023



9.6 TEXAS SPEED AND ACTION

Three 45 gallon (170 litre) closed metal barrels are placed 4 feet (122 cm) apart parallel to the end fence and at least 20 feet (6 meters) from the fence. Four poles mark the corners of a 20 foot (6 meters) square with the lead edge as close to the start/finish line as possible without interfering with the start/finish line itself. Course to be 150 feet (46 meters) where possible.

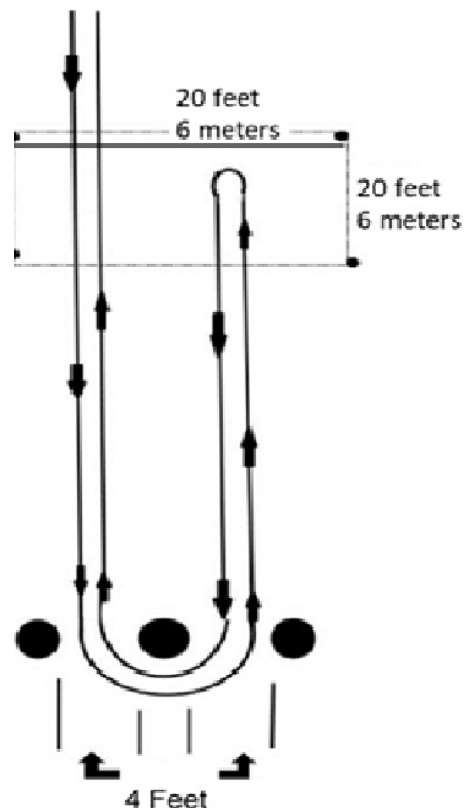
COURSE:

Running start. Rider to race through the square to barrels, go between the outside and center barrel turning around center barrel, in either direction, race back to the square, turn and go back around center barrel in the opposite direction taken the first time and race back through the square to cross the finish line. Horse must be in the entire square when turning around.

DISQUALIFICATIONS:

- Knocking over barrel
- Stepping outside the square
- Off course (rider may complete course if they wish to do so)

MWHS Rulebook revised for above section 2006, 2008



9.7 DOUBLE FIGURE EIGHT

Three 45 gallon (170 litre) closed metal barrels are set up in an inverted triangle with, the head barrel closest to the starting point (reverse Cloverleaf Barrel Race). Measurements can be taken from rule 9.1 – Cloverleaf Barrel Race with the barrel positions in reverse.

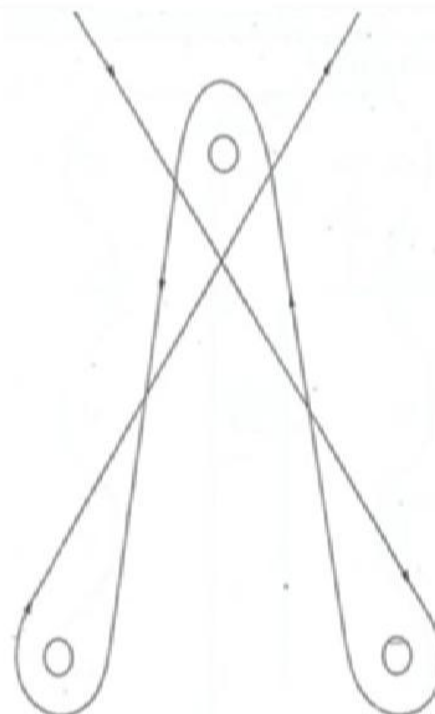
COURSE:

Rider starts to the right of head barrel, runs to the left barrel, makes a right turn around it, back to the head barrel, makes a left turn around it and up to the right barrel, makes a right turn around it, back to pass the head barrel on the opposite side as when starting and through the finish line markers OR vice versa starting to the left of the head barrel.

DISQUALIFICATIONS:

- Knocking over barrel
- Off course

MWHS Rulebook revised for above section 1997



9.8 COMBINATION GAME

Five (5) poles (as in Pole Bending) are placed on each side of the arena, a minimum of 18 feet (5.5 meters) to a maximum of 21 feet (6.4 meters) apart and a minimum of 15 feet (4.5 meters) from the side of the arena. 2 (two) open metal barrels are placed, one in the center and one a minimum of 20 feet (6 meters) at the far end of the arena in line, and mid-point between the starting markers.

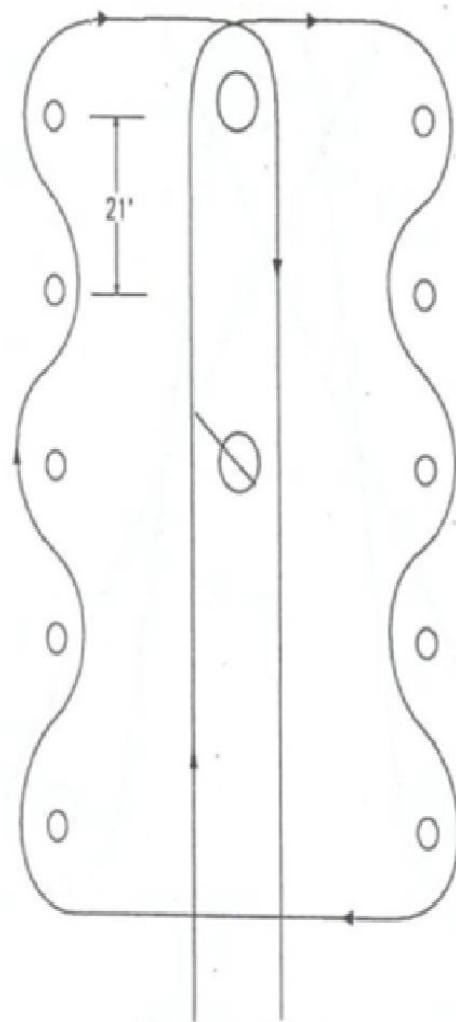
COURSE:

Exhibitor races to pick up the flag from the center barrel, places it in the end barrel, then turns to the right or left and pole bends through the poles on that side of the arena (one direction only), crosses the arena to pole bend through the poles on the other side of the arena (one direction only), picks up the flag from the end barrel and places it back in the first barrel and races across the start/finish line.

DISQUALIFICATIONS:

- Off course except that the rider may circle and try to pick up the flag once again at each flag pick up
- Two misses at the same barrel
- Dismounting or knocking over any marker or barrel
- Flag not in barrel

MWHS rulebook revised for above section 1997



10.0 JR. A & B SPEED EVENTS

Refer to rule 3.14 - General Timed Events rule

10.1 JR. A & B CLOVERLEAF BARREL RACE

Refer to rule 9.1 - Cloverleaf Barrel Race

10.2 JR. A & B POLEBENDING

Refer to Rule 9.2 - Polebending

10.3 JR. A & B KEYHOLE

Refer to Rule 9.3 - Keyhole Race

11.0 JR. A FLAG RACE

Refer to Rule 9.4 - Flag Race

10.5 JR. B DOWN AND BACK

Refer to Rule 9.5 - Down and Back



MID-WESTERN ONTARIO HORSEMAN'S SOCIETY

YOUTH SCHOLARSHIP APPLICATION

RULES OF APPLICATION

- A. Two **\$1500.00** scholarships are available to selected applicants enrolled in full time post-secondary studies, trade schools, or unpaid apprenticeships annually, however, M.W.H.S. may at any time change the number of scholarship recipients and amount awarded.
- B. Two **\$750.00** scholarships are available to selected applicants in either part-time studies or a paid apprenticeship annually, however, M.W.H.S. may at any time change the number of scholarship recipients and amount awarded.
- C. Applicants must be **17 years of age** but not have reached their **25th birthday** as of January 1st of the current year.
- D. **Applicants must have a current year M.W.H.S. membership paid by the scholarship application deadline as well as been a member at least one (1) additional year within the past five (5) years.** Applicants must volunteer at two M.W.H.S. functions prior to the application deadline, such as horse shows, clinics, banquet, fundraisers or preparations for MWHS events such as judge's cards and other duties being performed by committees, Volunteer hours for MWHS may be from a previous year.
- E. The goal of this Scholarship program is to benefit as many youths as possible; previous recipients are not eligible to reapply for the scholarship.
- F. Applicants must provide current or most recent transcript of their Ontario Scholastic Record and accurately complete the application supplied. ***Students who have graduated from High School and are currently enrolled in post graduate education should include a current transcript and their High School transcript.***
- G. If selected, applicants must submit a recent approx. 2.5 x 3.5 inch colour photograph of themselves and their horse. Photos will not be returned. The selected applicant's photos may be published.
- H. Applications must be received no later than October 15th of the current year.
- I. Applicants must include a total of two reference letters. Adults who are at least 21 years of age and not the applicants' legal guardian or relative must write letters. Each reference must state how or she knows the applicant and for how long. They should have specific, personal knowledge of applicants' activities and must be able to validate them. M.W.H.S. reserves the right to contact all references listed on this application.
- J. All applicants must submit a 500-word essay to explain how involvement with horses has affected and enhanced their lives. Essays should be typed and double spaced.

- K. The selection committee may invite the top applicants to a personal interview.
- L. Should a winning applicant be currently attending High School; the scholarship will be held in trust by M.W.H.S. until the recipient is enrolled in post-secondary education or an apprenticeship. The recipient must provide proof of enrollment as a student or apprentice during the semester for which the scholarship is funded. Should the recipient not pursue post-secondary education or an apprenticeship by their **25th birthday**, they must forfeit the scholarship.
- M. The scholarship will be presented at the M.W.H.S. Annual Banquet. The recipient is expected to attend the banquet to receive the scholarship.
- N. Scholarships can be used towards tuition, books, board or any other miscellaneous school needs.

MID-WESTERN ONTARIO HORSEMAN'S SOCIETY YOUTH SCHOLARSHIP APPLICATION SCORING CRITERIA

Essays to count for 40% of Total

- ☯ Grammar and presentation **10%**
- ☯ Content **30%**

Application to count for 60% of Total

- ☯ Academic Transcripts **15%**
- ☯ Home Related Activities **15%** (May include involvement in saddle club or horse association)
- ☯ Extra Curricular Activities **10%** (May include other sports activities, church, school or volunteer programs)
- ☯ Reference Letters **10%**
- ☯ **MWHS Participation** **10%**

SHOW: _____ DATE: _____

CHECK DIVISION

CHECK CLASS

JUDGE:

☐ Jr. B ☐ Open

☐ Showmanship

☐ Jr. A ☐ Adult

☐ English Equitation

SIGNATURE:

☐ Novice

☐ Horsemanship

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points
 +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor
 Form and Effectiveness: Excellent (5) Very Good (4) Good (3), Average (0-2)

Entry #		1	2	3	4	5	6	7	8	9	10	F&E	Total Penalty	Score	Comments
	Maneuver Description														
	Penalty														
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MWHS TRAIL SCORE SHEET

SHOW: _____

DATE: _____

JUDGE: _____

PENALTY 1/2:

Each tick or contact of a log, pole, cone, plant or any component of an obstacle.

PENALTY 1:

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

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

Both front feet or hind feet in a single strided or space at the walk or jog

Skipping over or failing to step into required space

Split pole in lope over

Incorrect number of strides, if specified

PENALTY 3:

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

Out of lead or break of gait at lope (excepting when correcting an (incorrect lead)

Knocking down an elevated pole, con, plant, barrel, obstacle, or severely disturbing and obstacle

Falling or jumping off or out of an bridge or a water box with one foot once the horse has gotten onto or onto that obstacle

Stepping outside or the confines of an obstacle with designated boundaries (i.e. back through, 360° box, side pass) with one foot once the horse has entered the obstacle

Missing or evading a pole that is part of an obstacle with one (1) foot

PENALTY 5:

Dropping slicker or object required to be carried on course

First or second cumulative refusal, balk, or evading an obstacle by shying or backing

Letting go of gate or dropping rope gate

Use of either hand in instilling fear or praise

Falling or jumping off or out of a bridge or a water box with more than one foot once the horse has gotten onto or into the obstacle

Stepping outside the confines of an obstacle with designated boundaries (i.e. back through, 360° box, side pass) with more than one foot once the horse has entered the obstacle

Missing or evading a pole that is part of a series of an obstacle with more than one foot

Blatant disobedience (including kicking out, bucking, rearing and/or striking)

Holding the saddle with either hand

DISQUALIFIED 0:

Use of two (2) hands or changing reins: except for junior horses shown with a hackamore or snaffle bit, only one hand maybe used on the reins, except it is permissible to change hands to work and obstacle or straightened reins when stopped

Use of romal reins other than as outlined

Performing the obstacle incorrectly or other than specified order

No attempt to perform an obstacle

DISQUALIFIED 0 SCORE:

Equipment failure that delays completion of pattern

Excessively or repeatedly touching the horse on the neck to lower the head

Entering or exiting an obstacle in the incorrect side or direction

Working obstacle in the incorrect direction: including over-turns of more than 1/4 turn

Riding outside designated boundary marker of the arena or course area

Third cumulative refusal balk or evading an obstacle by shying or backing

Failure to ever demonstrate correct lead and/or gait as designated

Failure to follow the correct line of travel between obstacles

Excessive schooling, pulling, turning, stepping or backing anywhere on the course

Failure to open and shut gate or failure to complete gate

Faults scored according to severity which occur on the line of travel between obstacles include:

Head carried too high Opening mouth excessively

Head carried too low and/or clearly behind the vertical excessively and consistently while horse is in motion, or otherwise showing the appearance of intimidation

Faults which will be cause for disqualification that occur on the line of travel between obstacles, which shall be faults scored according to severity, includes

1. Head carried too low (tip of ear below the withers consistently)
2. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently

W/O	#		OBSTACLE SCORES												PENALTY TOTAL	SCORE
			-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Obstacle Description																
Obstacle			1	2	3	4	5	6	7	8	9	10	11	12		
		PENALTY														
		OBS SCORE														
		PENALTY														
		OBS SCORE														
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		OBS SCORE														
		PENALTY														
		OBS SCORE														



MWHS REINING

SHOW: _____ DATE: _____

JUDGE: _____

SIGNATURE: _____

The following will result in a No score:

Abuse of an animal in the show arena and/or evidence that an act to abuse has occurred prior to or during the exhibition of a horse in competition
Use of illegal equipment, including wire on bits, bosals, or curb chains
Use of illegal bits, bosals or curb chains when using a snaffle bit, optional curb strap is acceptable; however, curb chains are not acceptable
Use of tack collars, tie downs or nosebands
Use of whips or bats
Use of any attachment which alters the movement of, or circulation to the tail
Failure to provide horse and equipment to judge for inspection when requested
Disrespect or misconduct by the exhibitor
Closed reins are not allowed except as standard romal reins
Excess rein may be straightened anytime during the pattern, provided the rider's free hand remains behind the rein hand.
Any attempt to alter tension or length of the reins from the bridle to the rein hand is to be considered use of two hands and a penalty score of 0 (zero) will be applied. In being used to instill fear or praise, a penalty 5 (five) will be applied, and a reduction in the maneuver score.
The following will result in a 0 score:
Use of more than index or first finger between reins
Use of two hands (except for a junior horse wearing a snaffle bit or bosal) or changing hands
Improper use of romal reins
Failure to complete pattern as written
Performing the maneuvers other than in specified order
The inclusion of maneuvers not specified, including but not limited to backing more than 2 (two) strides or turning more than 90 degrees

The following will result in a 0 score:

Equipment failure that delays completion of pattern, including dropping a rein that contacts the ground while horse is in motion
Balking or refusal of command where performance is delayed
Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern
Over spins of more than 3/4 turn
Fall to the ground by horse or rider
When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line
Jogging in excess of 1/2 circle or 1/2 length of the arena
Neither a no score or a 0 score are eligible to place
The following will result in a penalty of 1/2:
Starting a circle at a jog or exiting rollbacks at a jog up to two (2) strides
Over or under spinning up to 1/8 of a turn
Failure to remain a minimum of 20 feet (6 m) from the wall or fence when approaching a stop and/or rollback
Delayed change of lead by one stride where the lead change is required by the pattern description
Failure to remain a minimum of 10 feet (3 m) from either side of the center of the arena. For small arena's it will be at the judge's discretion
The following will result in a penalty of 1
Over or under spinning from 1/8 to 1/4 turn
In patterns requiring a run around, failure to be on the correct lead when rounding the end of the arena for 1/2 turn or less
Each time a horse is out of lead, a judge is required to deduct 1 (one) point. The penalty for being out of lead is accumulative and the judge will deduct one penalty point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead

The following will result in a penalty of 2:

Break of gait
Freeze up in spins or rollbacks
On walk in patterns, failure to stop or walk before executing canter departure
On run in patterns, failure to be in a canter prior to first marker
If a horse does not completely pass the specified marker before initiating a stop position
Jogging beyond two (2) strides, but less than 1/2 circle or 1/2 the length of the arena

The following will result in a penalty of 5

Spurring in front of the cinch
Use of either hand to install fear of praise
Holding the saddle with either hand
Blatant disobedience including kicking, biting, rearing, bucking and striking

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

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

Faults against the rider are to be scored accordingly, but not to cause disqualifications include:

Losing stirrup
Failure to run circles or figure eights within the markers is not considered a fault depending on arena conditions and size however failure to go beyond markers on rollbacks and stops is considered a fault

W/O	#	MANEUVER SCORES -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent									PENALTY TOTAL	SCORE
Maneuver Description												
Maneuver		1	2	3	4	5	6	7	8	9		
	PENALTY											
	MANUV.											
	PENALTY											
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	PENALTY											
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	MANUV.											



MWHS RANCH RIDING SCORE SHEET

SHOW: _____ DATE: _____

JUDGE: _____

SIGNATURE: _____

1 POINT PENALTY:

Over bridled (per maneuver)
Out of frame (per maneuver)
Too slow (per gait)
Break of gait at walk or trot for two (2) strides or less

3 POINT PENALTY:

Wrong lead or out of lead
Draped reins (per maneuver)
Break of gait at lope
Break of gait at walk or trot for more than two (2) strides
Out of lead or cross-cantering more than two (2) strides when changing leads
Trotting more than three (3) strides when making a simple lead change
Severe or disturbance of any obstacle

5 POINT PENALTY:

Blatant disobedience (kick, bite, buck, rear, etc)

10 POINT PENALTY:

Unnatural Ranch Horse Appearance
(Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

OFF-PATTERN (OP):

Cannot place above others who complete pattern correctly:

Eliminates maneuver
Incomplete maneuver
Use of two hands (except junior horses or horses shown in a snaffle bit or hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

DISQUALIFICATION (DQ):

Major disobedience or schooling
Willful abuse
Lameness

W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Maneuver Description	W	T	Ex T/S	360 (L)	LL	CL	RL	Ex L (RL)	Collect	Ex T	WO's	S&B			
		Maneuver	1	2	3	4	5	6	7	8	9	10	11	12			
		PENALTY															
		MANEUV															
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MWHS RANCH TRAIL SCORE SHEET

SHOW: _____ DATE: _____

JUDGE: _____

SIGNATURE: _____

ONE (1) POINT:

Over-bridled (per maneuver)
Out of frame (per maneuver)
Each hit, bite or stepping on a log, cone, plant or any component of the obstacles
Break of gait at walk or trot for two (2) strides or less

Both front of hind feet in a single-stride slot or space at a walk or trot

Skipping over or failing to step into required space

Split pole in lope-over

Incorrect number of strides if specified

One to two (2) steps on mount/dismount or ground tie except shifting to balance

Wrong lead or out of lead for two (2) strides or less

THREE (3) POINTS:

Wrong lead or out of lead for more than two (2) strides

Draped reins

Break of gait at the lope, except when correcting an incorrect lead

Break of gait at walk or trot for more than two (2) strides

THREE (3) POINTS:

Three (3) to four (4) steps on mount/

dismount or ground tie

Trotting for more than three (3) strides in

lope departures or exiting a rollback

Knocking down or over, or severely disturbing an obstacle

Stepping out of or falling off and an obstacle with one (1) foot

Missing or evading part of a log/obstacle with one (1) foot

FIVE (5) POINTS:

Spurring in front of cinch

Blatant disobedience (kick, bite, buck, rear etc.) for each refusal

Use of either hand to instill fear/praise

Stepping out of or falling off an obstacle with more than one (1) foot

Dropping an object required to be carried

1st or 2nd cumulative refusal

Letting go of the gate

Five or more steps on mount/dismount or ground tie

Missing or evading part of a log/obstacle with more than one (1) foot

OFF-PATTERN (OP):

EXHIBITORS CANNOT PLACE ABOVE

OTHERS WHO COMPLETE PATTERN

CORRECTLY

Incomplete maneuver

Eliminating or adding a maneuver

3rd refusal

Repeated blatant disobedience

Failure to dally and remain dallied during drag

Use of two hands (except junior shown in a snaffle bit/hackamore), more than one

finger between split reins or any fingers between romal reins (except in two reins)

Failure to open and shut gate or failure to complete gate

DISQUALIFIED 0 SCORE:

Lameness

Disrespect or misconduct

Illegal equipment

Willful abuse

Leaving or working area before pattern is complete

Improper western attire

Fall of horse

ENTRY #	MANEUVER SCORES										Natural Ranch Horse Appear- ance	Penalty Total	Score	Off Pattern
	+1½ Extremely Good, +1 Very Good, +½ Good, 0 Correct, -½ Poor, -1 Very poor, - 1½ very Poor													
MANEUVER DESCRIPTION MANEUVER		1	2	3	4	5	6	7	8	9				
	PENALTY													
	MANEUVER SCORE													
	PENALTY													
	MANEUVER SCORE													
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	MANEUVER SCORE													
	PENALTY													
	MANEUVER SCORE													

This retype has been done in Windows 16, 2024

Font - Arial 12 for body and 14 and 18 for titles.

Line spacing - 1.5