



NORWEGIAN FJORD
• HORSE REGISTRY •



NORWEGIAN FJORD HORSE REGISTRY (NFHR)

FJORD HORSE SHOW HANDBOOK

FEBRUARY 12, 2008

**Due to the inherent risks of equine activities, the NFHR is not liable for an injury to
or the death of a participant in any equine activity using this handbook.**

TABLE OF CONTENTS

1 INTRODUCTION 1

2 DEFINITIONS..... 1

2.1 ADULT OR SENIOR (INDIVIDUAL)..... 1

2.2 AGE (OF EQUINE)..... 1

2.3 AGE (OF INDIVIDUAL)..... 1

2.4 AGENT 2

2.5 AMATEUR..... 2

2.6 AMATEUR CLASSES..... 3

2.7 CLIENTS 3

2.8 COACH..... 3

2.9 COMMENCEMENT AND COMPLETION OF CLASSES 3

2.10 COMPETITION EMPLOYEES 4

2.11 COMPETITION MANAGEMENT..... 4

2.12 COMPETITION OFFICIALS 4

2.13 COMPETITION YEAR..... 4

2.14 COMPETITOR..... 4

2.15 DISQUALIFICATION 4

2.16 DRAFT TURNOUT 4

2.17 ELIMINATION 4

2.18 EXCUSED 5

2.19 EXHIBITOR..... 5

2.20 FALLS 5

2.21 FAMILY 5

2.22 GREEN CLASSES 5

2.23 GENDER 5

2.24 HAND..... 5

2.25 HORSE 5

2.26 JUNIOR 6

2.27 LADIES’ CLASSES 6

2.28 LESSEE 6

2.29 LIMIT CLASSES 6

2.30 LOCAL CLASSES 6

2.31 MAIDEN CLASSES 6

2.32 NOT IN GOOD STANDING 6

2.33 NOVICE CLASSES 7

2.34 OPEN CLASSES 7

2.35 OWNER’S CLASSES 7

2.36 PROFESSIONAL 7

2.37 PROTESTS 7

2.38 SHOWN AND JUDGED..... 7

2.39 TRAINER 8

2.40 YOUNG RIDER 8

3 GENERAL RULES 9

3.1 CONDUCT AND COMPETITION STANDARDS 9

3.2 SAFETY RULES..... 10

3.3 CHAMPIONSHIPS AND DIVISIONS..... 11

3.3.1	DIVISIONS.....	11
3.3.2	CHAMPIONSHIP CLASSES	12
3.3.2.1	Halter Championships.....	12
3.3.2.2	Performance Championships	12
3.4	ATTIRE	12
3.4.1	DRAFT	12
3.4.2	DRIVING.....	12
3.4.3	ENGLISH	12
3.4.4	WESTERN.....	13
3.5	ALLOWED TACK.....	13
3.5.1	DRAFT	13
3.5.2	DRIVING.....	13
3.5.3	ENGLISH	14
3.5.4	WESTERN.....	15
3.6	PREFERRED GROOMING.....	16
4	CLASS DESCRIPTIONS.....	18
4.1	IN-HAND	18
4.1.1	HALTER.....	18
4.1.1.1	Mares.....	18
4.1.1.2	Stallions.....	18
4.1.1.3	Geldings	18
4.1.2	PRODUCE OF DAM	19
4.1.3	GET OF SIRE	19
4.1.4	SHOWMANSHIP.....	19
4.1.4.1	Adult	20
4.1.4.2	Junior.....	20
4.2	DRIVING.....	20
4.2.1	PLEASURE DRIVING - WORKING.....	21
4.2.1.1	Junior Driver	21
4.2.1.2	Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	21
4.2.1.3	Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	21
4.2.1.4	Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	21
4.2.1.5	Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	21
4.2.1.6	Unique Hitch.....	21
4.2.2	PLEASURE DRIVING - TURNOUT	21
4.2.2.1	Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	22
4.2.2.2	Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	22
4.2.2.3	Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	22
4.2.2.4	Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	22
4.2.3	REINSMANSHIP	22
4.2.3.1	Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	22
4.2.3.2	Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	22
4.2.3.3	Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	22
4.2.3.4	Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	22
4.2.4	OBSTACLE DRIVING (CONES)	22
4.2.4.1	Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	23

4.2.4.2	Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	23
4.2.4.3	Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	23
4.2.4.4	Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	23
4.2.5	OBSTACLE DRIVING - PICK YOUR OWN ROUTE	23
4.2.5.1	Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	23
4.2.5.2	Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	23
4.2.5.3	Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	23
4.2.5.4	Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	23
4.2.6	OBSTACLE DRIVING - PROGRESSIVE.....	23
4.2.6.1	Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	23
4.2.6.2	Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	23
4.2.6.3	Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	23
4.2.6.4	Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	23
4.2.7	OBSTACLE DRIVING - GAMBLER'S CHOICE.....	23
4.2.7.1	Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	24
4.2.7.2	Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	24
4.2.7.3	Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	24
4.2.7.4	Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	24
4.2.8	DOUBLE JEOPARDY.....	24
4.2.8.1	Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	24
4.2.8.2	Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	24
4.2.8.3	Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	24
4.2.8.4	Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	24
4.2.9	DRIVEN DRESSAGE.....	24
4.2.9.1	Training Level Test 2.....	24
4.2.9.2	Training Level Test 4.....	24
4.2.9.3	Preliminary Level Test 2.....	24
4.2.9.4	Preliminary Level Test 4.....	24
4.2.10	PLEASURE MARATHON (CROSS COUNTRY) – PACED	24
4.2.10.1	Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	25
4.2.10.2	Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	25
4.2.10.3	Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)	25
4.2.10.4	Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman) ..	25
4.2.11	RIDE AND DRIVE	25
4.2.11.1	Open, Novice, Maiden, Green, Junior, Lady, Gentleman.....	26
4.3	RIDING.....	26
4.3.1	PLEASURE	26
4.3.1.1	English/Western Pleasure	26
4.3.1.2	English Pleasure.....	26
4.3.1.3	Western Pleasure.....	27
4.3.1.4	Lead Line	28
4.3.2	EQUITATION	28
4.3.2.1	English/Western Equitation	28
4.3.2.2	English Equitation.....	28
4.3.2.3	Hunter Seat Equitation.....	29
4.3.2.4	Western Seat Equitation.....	29

4.3.3	HUNTER	30
4.3.3.1	Hunter Under Saddle.....	30
4.3.3.2	Hunter Over Fences	31
4.3.3.3	Hunter Hack	31
4.3.4	JUMPER	31
4.3.4.1	Table I - Touch Classes.....	32
4.3.4.2	Table II - Classes Scored On Faults And Time	33
4.3.5	REINING	34
4.3.5.1	Open.....	35
4.3.5.2	Junior.....	35
4.3.5.3	Novice.....	35
4.3.5.4	Maiden	35
4.3.5.5	Green.....	35
4.3.6	SHOW HACK	35
4.3.6.1	Open.....	35
4.3.6.2	Junior.....	35
4.3.6.3	Novice.....	35
4.3.6.4	Maiden	35
4.3.7	TRAIL.....	35
4.3.7.1	Open.....	35
4.3.7.2	Junior.....	35
4.3.7.3	Novice.....	35
4.3.7.4	Maiden	35
4.3.7.5	Green.....	35
4.3.7.6	Walk-Trot.....	35
4.3.7.7	Lead-Line.....	35
4.3.7.8	In-Hand	35
4.3.8	DRESSAGE.....	36
4.3.8.1	USDF Intro Level Test A.....	36
4.3.8.2	USDF Intro Level Test B.....	36
4.3.8.3	USEF Training Level Test 2.....	36
4.3.8.4	USEF Training Level Test 4.....	36
4.3.8.5	USEF First Level Test 2	36
4.3.8.6	USEF First Level Test 4	36
4.3.8.7	Any USEF Test Above First Level.....	36
4.3.9	WESTERN RIDING HORSE.....	36
4.3.9.1	Open.....	36
4.3.9.2	Junior.....	36
4.3.9.3	Novice.....	36
4.3.9.4	Maiden	36
4.3.9.5	Green.....	36
4.4	DRAFT	36
4.4.1	LOG PULL	36
4.4.1.1	Open.....	37
4.4.1.2	Junior.....	37
4.4.1.3	Team	37

4.4.2	LOG SKID	37
4.4.2.1	Single	38
4.4.2.2	Junior.....	38
4.4.2.3	Team	38
4.4.3	DRAFT FARM CLASS.....	38
4.4.3.1	Open.....	39
4.4.3.2	Junior.....	39
4.4.3.3	Team	39
4.4.4	FARM HITCH.....	39
4.4.5	WEIGHT PULL.....	40
4.4.5.1	Single	41
4.4.5.2	Team	41
4.5	GAMES/GYMKANA.....	41
4.5.1	TROTTING RACE.....	41
4.5.1.1	Ridden.....	41
4.5.1.2	Driven	41
4.5.2	CLOVERLEAF BARRELS.....	41
4.5.2.1	Ridden.....	41
4.5.2.2	Driven	41
4.5.3	EGG AND SPOON.....	41
4.5.4	GROOM'S CLASS.....	42
4.5.5	BROOM STICK JOUSTING	42
4.5.6	SIT-A-BUCK.....	42
4.5.7	COSTUME CLASS	43
4.5.7.1	Junior.....	43
4.5.7.2	Adult	43
4.5.8	KEYHOLE.....	43
4.5.9	POLE BENDING.....	43
4.5.10	HURRY SCURRY	44
4.5.11	AUSTRALIAN PURSUIT	44
4.5.12	EGG RACE.....	44
4.5.13	RIBBON RACE.....	44
4.5.14	PIE EATING CONTEST FOR HORSES.....	45
A.	BREED STANDARD	A1
B.	HUNTER COURSES	B1
C.	REINING	C1
D.	WESTERN RIDING HORSE	D1

1 INTRODUCTION

The NFHR does not sanction nor license Fjord Horse Shows. Except when the Fjord Horse Show is conducted by the NFHR; the NFHR can not enforce this handbook. Use of this handbook by a Fjord show is strongly encouraged, but at the discretion of the show committee. This handbook provides the Fjord show committees, exhibitors, judges, and spectators guidelines for Fjord Horse show classes. The goal is to promote safety in and provide standardization for conducting a show or event to promote the Fjord Horse.

To use this handbook at a Fjord Horse show, the show must use the following statement in the prize list. "Class descriptions and general show rules not listed in this prize list are contained in the NFHR Fjord Horse Show Handbook, dated Feb 12, 2008. All exhibitors shall be responsible for the thorough knowledge of and compliance with the rules contained in this prize list and the NFHR Fjord Show Handbook. You may download the handbook at www.nfhr.com under Forms and Documents: NFHR Horse Show Handbook, dated Feb 12, 2008. It can be purchased in paper form from the NFHR by contacting Mike May at 585-872-4114." If a show only uses portions of this handbook, the show must state which sections are applicable or copy the applicable sections into the prize list. A show must state in the prize list any modifications to the sections, rules, or specifications of this handbook.

Due to the inherent risks of equine activities, the NFHR is not liable for an injury to or the death of a participant in any equine activity using this handbook. Participants is defined as exhibitors, judges, spectators, coaches, trainers, show staff, horses, pets, and anyone or thing on the grounds at the horse show. The NFHR disclaims any responsibility whatsoever, due to negligence or otherwise, for any losses, injuries, or other claims arising out of the use of this handbook. The NFHR strongly recommends that the show committee have liability insurance for any event using this handbook.

2 DEFINITIONS

2.1 ADULT OR SENIOR (INDIVIDUAL)

An individual who has reached their 19th birthday as of January 1st of the current competition year.

2.2 AGE (OF EQUINE)

- For competition purposes any horse is considered to be one year old on the first day of
- January following the actual date of foaling.
- A mature horse is one that is over four years of age.
- A junior horse is one that is four years of age or younger.

2.3 AGE (OF INDIVIDUAL)

- The age of an individual on January 1st will be maintained throughout the entire competition year.
- Persons born on January 1st will assume the greater age on that date.
- If a competition is in progress on any January 1st, an individual's age at the start of the competition will be maintained throughout the competition.

2.4 AGENT

Any adult or adults, including but not limited to any groom(s), veterinarian(s), coach(es) or other persons who act on behalf of an exhibitor, owner or lessee of a horse, trainer, rider, driver or handler at or in connection with a Competition.

2.5 AMATEUR

- Regardless of one's equestrian skills and/or accomplishments, a person is an amateur for all competitions who after his/her 19th birthday, has not engaged in any of the following activities which would make him/her a professional:
 - Accepts remuneration for riding, driving, showing in halter/in hand, training, schooling or conducting clinics or seminars.
 - Accepts remuneration for giving instructions in equitation or horse training. (Persons acting as counselors at summer camps, who are not hired in the exclusive capacity of riding instructors, are excluded and persons giving instruction and training to the handicapped).
 - Accepts remuneration for employment in other capacity (e.g., secretary, bookkeeper, veterinarian, groom, farrier) and gives instruction, rides, drives, shows in halter/in hand, trains or schools horses, other than horses actually owned or leased by him/her, when his/her employer or a member of the family of said employer or a corporation which a member of his/her family controls, owns, boards or trains said horses.
 - Accepts remuneration for the use of his or her name, photograph or other form of personal association as a horseman in connection with any advertisement or article to be sold.
 - Accepts prize money in equitation or showmanship classes.
 - Rides, drives or shows in halter/in hand in competitions, any horse for which he/she or a member of his/her family or a corporation which a member of his/her family controls, receives remuneration for boarding, training, riding, driving or showing in halter/in hand.
 - Gives instruction to any person or rides, drives or shows in halter/in hand in competitions any horse, for which activity another person in his/her family or corporation which a member of his/her family controls will receive remuneration for the activity.
 - Accepts remuneration, for selling horses/ponies, acts as a paid agent in the sale of horses/ponies or takes horses/ponies on consignment for the purpose of sale or training other than those owned wholly or in part by him/her or by a member of his/her family or farm/ranch/syndicate/partnership/corporation which he/she or a member of his/her family controls.
- The following activities do not affect the amateur status of a person who is otherwise qualified:
 - The writing of books or articles pertaining to horses.
 - Accepting remuneration for officiating as a judge, steward, technical delegate, course designer, announcer or participating as a TV commentator, or accepting bona fide remuneration for services as a veterinarian, groom, farrier, tack shop operator or breeder, or for accepting bona fide remuneration for boarding services.
 - Accepting reimbursement for expenses without profit.

- Accepting a token of appreciation, other than money, for riding, driving or showing in halter/in hand. (Note: Horse board, prize money, partial support or objects of more than \$300 are considered remuneration, not small tokens of appreciation). (Also note: accepting any amount of money, whether more or less than \$300, is considered remuneration.) Prize money won by an amateur-owner rider/driver/handler in any class (other than equitation or showmanship) is not considered remuneration.
- Having the occupation of veterinarian, groom, farrier or owning a tack shop or breeding or boarding stable in itself, does not affect the amateur status of a person who is otherwise qualified.
- Any person who is serving an internship for college credit through his/her respective, accredited college program, and who has never held professional status, can accept reimbursement for expenses without profit.

2.6 AMATEUR CLASSES

- Every contestant must hold amateur status.
- Amateur classes may be restricted to riders, drivers or handlers who are no longer eligible to compete as a Junior exhibitor.

2.7 CLIENTS

As used in this handbook “client” and “clients” of a judge, steward or technical delegate shall include any person who has received or who has a member of his or her family who has received horse training or instruction in riding, driving or showing in hand or in halter from the judge, steward or technical delegate or from said official’s employee, whether or not remuneration has been given or received, and whether or not such training or instruction took place at a Competition:

- Also included are any persons who pay horse board (excluding: stud fees and broodmare board) to the judge, steward, or technical delegate, or to a member of his or her family and
- Also included are any persons entered in a Competition as rider, driver, handler, exhibitor, owner or lessee, and members of the family of the foregoing, on an entry blank signed in any capacity by the judge, steward or technical delegate or his or her agent, employee or member of his or her family, whether or not remuneration has been given or received.
- The conducting of clinics or assistance in group activities such as Pony Clubs, unless private instruction is given, will not be considered as instruction, coaching or tutoring.

2.8 COACH

For purposes of this handbook, a coach is defined as any adult or adults who receive remuneration for having or sharing the responsibility for instructing, teaching, schooling, or advising a rider, driver, handler or vaulter in equestrian skills.

2.9 COMMENCEMENT AND COMPLETION OF CLASSES

- In classes where horses compete collectively, a warning is issued and the in-gate must be closed two minutes after the first horse enters the ring. Judging must not commence until the gate is closed or at the end of the two-minute call. An official timer must be appointed to enforce this rule.
- In a class where horses compete individually, a class is considered completed when all horses have completed the class routine as designated by the rules.

- In classes where horses compete collectively, a class is considered completed when the class has been judged in accordance with the rules and the judge(s) submit their cards to the ringmaster or announcer.

2.10 COMPETITION EMPLOYEES

Includes and refers to the following persons: Gate Attendants, Ring Clerks, Farriers and other persons engaged directly by the competition.

2.11 COMPETITION MANAGEMENT

The party or parties financially responsible for the competition (i.e., the entity, person or persons who will retain or disburse any profits and who will be responsible for the competition's debts and bear any losses).

2.12 COMPETITION OFFICIALS

Includes and refers to the following persons: Directors, Officers, Chairman of the Show Committee, Manager, Secretary, Judges, Stewards, Technical Delegates, Veterinarians, Course Designer, Timekeepers, Announcer and Ringmaster.

2.13 COMPETITION YEAR

For the purposes of this handbook, the competition year is defined as starting January 1st and ending December 31st.

2.14 COMPETITOR

The horse, rider (handler, driver) or horse/rider combination being judged depending on the judging specifications for a particular competition.

2.15 DISQUALIFICATION

- To exclude a competitor or horse, for cause, from participation in a given class, division or competition.
- Competitors may be disqualified by the Competition.
- If a competitor is disqualified following the completion of a class, for the purpose of determining the number of horses which have been entered, shown, and judged, said competitor's performance shall count. If the competitor received an award, the award must be forfeited. A competitor disqualified in this manner may not use this class as a qualifying class for a Championship.
- Competitors have the right to contest any action taken pursuant to this Rule by filing a protest or grievance pursuant to the Rules for hearing and determination by a Hearing Committee.

2.16 DRAFT TURNOUT

A vehicle normally used for farm or freight delivery. Harness and attire shall be suitable for this type of vehicle.

2.17 ELIMINATION

- To exclude a competitor or horse, for cause, from judging consideration in a class.
- A competitor who is eliminated is ineligible to receive an award regardless of the number of competitors in the class.

- If an eliminated competitor completes a class, for the purpose of determining the number of horses which have been entered, shown, and judged, said competitor's performance shall count.

2.18 EXCUSED

- To have a judge(s) grant permission to, or request that a competitor leave the class.
- A competitor who is excused is ineligible to receive an award.

2.19 EXHIBITOR

The owner or lessee of a horse when entered in a class where only the merits of the horse are to be considered. In Equitation Classes, Exhibitor refers to the rider.

2.20 FALLS

- A rider is considered to have fallen when he is separated from his horse, that has not fallen, in such a way as to necessitate remounting or vaulting into the saddle.
- A horse is considered to have fallen when the shoulder and haunch on the same side have touched the ground or an obstacle and the ground.

2.21 FAMILY

For competition purposes the term family includes husband, wife, parent, step-parent, child, brother, step-child, sister, half brother and sister, aunt, uncle, niece, nephew, grandmother, grandfather, grandchildren, and in-laws of the same relation as stated above.

2.22 GREEN CLASSES

- Green horse classes are open to horses in their first or second year of showing in the particular performance division or level in which they are shown.
- Green rider classes are open to riders in their first or second year of showing in the particular performance division or level in which they are shown.
- The status of Green entries is as of the closing date of entries for any particular Competition.

2.23 GENDER

Whenever in this handbook the words he, him, or his are used, unless the context requires otherwise, they shall include she, her, or hers.

2.24 HAND

- The height of all animals is stated in hands. A hand is 4".
- Horses must be over 14.2 hands.
- Ponies are 14.2 hands and under.

2.25 HORSE

- The term "horse" as used in this handbook denotes either a horse or pony.
- When the term "Horse" or "Pony" is used or intended in prize lists and catalogues of Competitions where height is one of the qualifications of the class, the word Horse denotes animals over 14.2 hands. It is recommended that for shows where pleasure classes are separated by Pony and Horse, all Fjord Horses are allowed to enter the Pony classes, irregardless of the Fjord Horse's actual height.

2.26 JUNIOR

- An individual who has not reached his 19th birthday as of January 1st of the current competition year.
- The age of an individual on January 1st will be maintained throughout the entire competition year.
- Persons born on January 1st assume the greater age on that date.
- If a competition is in progress on any December 31st, junior status at the start of the competition will be maintained throughout that competition.

2.27 LADIES' CLASSES

Ladies' classes may be restricted to riders, drivers or handlers who are no longer eligible to compete as a junior exhibitor.

2.28 LESSEE

The lessee becomes the bona fide owner of the horse for the period of the lease.

2.29 LIMIT CLASSES

- Limit horse classes are open to horses which have not won six first place ribbons at a Fjord Horse Competition in the particular performance division or level in which they are shown.
- Limit rider classes are open to riders which have not won six first place ribbons at a Fjord Horse Competition in the particular performance division or level in which they are shown.
- The status of Limit entries is as of the closing date of entries for any particular Competition.

2.30 LOCAL CLASSES

- Entry is restricted by management as to a territory of reasonable size and character and which is so described in the prize list and catalogue.
- Local classes are not considered in reckoning Competition Championships awarded on points nor do they count toward Horse of the Year Awards.
- Classes restricted to members of a club are considered Local unless membership is open to and easily obtainable by all exhibitors.

2.31 MAIDEN CLASSES

- Maiden horse classes are open to horses which have not won one first place ribbons at a Fjord Horse Competition in the particular performance division or level in which they are shown.
- Maiden rider classes are open to riders which have not won one first place ribbons at a Fjord Horse Competition in the particular performance division or level in which they are shown.
- The status of Maiden entries is as of the closing date of entries for any particular Competition.

2.32 NOT IN GOOD STANDING

Any person mentioned in rules that has been expelled or suspended by a Competition or the NFHR.

2.33 NOVICE CLASSES

- Novice horse classes are open to horses which have not won three first place ribbons at a Fjord Horse Competition in the particular performance division or level in which they are shown.
- Novice rider classes are open to riders which have not won three first place ribbons at a Fjord Horse Competition in the particular performance division or level in which they are shown.
- The status of Novice entries is as of the closing date of entries for any particular Competition.

2.34 OPEN CLASSES

- An Open class is open to all horses and ponies of any age, size or sex, regardless of previous awards received, in accordance with division rules.
- There is no qualification for the rider, driver or handler except as specified in division rules for the particular category or level of classes.

2.35 OWNER'S CLASSES

Every competitor must be an amateur and the owner, or an amateur member of the owner's family, unless the prize list states otherwise.

Owners' classes may be restricted to riders, drivers or handlers who are no longer eligible to compete as a junior exhibitor.

Combined ownership is not permitted in Owner's or Amateur Owner's classes unless all owners are members of the same family. Leased horses are not eligible.

2.36 PROFESSIONAL

- A person who engages in the activities described in amateur definition is considered a professional for all competitions conducted in accordance with this handbook.
- Any professional who wishes to be re-classified as an amateur on the grounds that he/she no longer engages in the activities which made him/her a professional must notify the NFHR in writing.
- Any person, who in accordance with this handbook, is a professional and knowingly and falsely represents himself/herself to be an amateur by declaring so to the show, and any person who violates any of the provisions of this rule will be subject to disciplinary action.

2.37 PROTESTS

Any rider, driver, handler, vaulter, longeur, exhibitor, owner, agent, trainer, or the parent of a junior exhibitor may file a protest with the Show Committee alleging violation of any rule(s).

The Protest must be:

- a. In writing
- b. Signed by the protestor
- c. Received by the Show Committee within 48 hours of the alleged violation..

2.38 SHOWN AND JUDGED

To be shown and judged in any class in which horses compete together, an animal must perform at all required gaits both ways of the ring in the original workout and must remain in the ring until excused by the judge.

2.39 TRAINER

Any adult who has the responsibility for the care, training, custody or performance of a horse.

2.40 YOUNG RIDER

Individuals are eligible as Young Riders from the beginning of the calendar year in which they reach the age of 16 until the end of the calendar year in which they reach the age of 21.

3 GENERAL RULES

3.1 CONDUCT AND COMPETITION STANDARDS

1. All entrants are responsible for understanding the rules set forth by this NFHR handbook.
2. Entrants with special needs are encouraged to participate in the Fjord Show if safety and supervisory conditions are ensured.
3. No horse shall be given an advantage through the use of drugs, surgery, or medications. The Show Committee may appoint a veterinarian to inspect any animal in competition. Refusal to submit an animal for examination by an authorized veterinarian after due notification shall constitute a violation.
4. Livestock Health and Fitness
 - a. All Fjords on the show grounds must provide a negative Coggins (EIA) test form from their State Veterinarian Office. The Coggins test date must be; whichever is shorter:
 - Within 12 months of the show
 - In accordance with the state regulations for the state in which the show is held
 - In accordance with the requirements of the facility.
 - b. Fjords traveling across state lines or country borders must comply with Health Certificate requirements for the state or country where the show is located.
 - c. The show will contact a local veterinarian or the state Veterinary Office when there is an outbreak of equine contagious diseases in the local area, state, or region where the show is held. It is important to convey Veterinary recommendations to all exhibitors or possible exhibitors.
 - d. Veterinarian and farrier on call for each show.
 - e. If a horse is deemed unfit to perform by a licensed veterinarian, the decision is final.
 - f. Cruelty to or the abuse of a horse by any person at a Fjord Show is forbidden, and renders the offender subject to penalty. The Show Committee must bar violators from further participation for the remainder of the competition. It is the duty of the competition officials and any properly constituted humane organization to report any person who indulges in this practice for such further action as may be deemed appropriate.
5. Show Committees may contact the American Humane Association, 63 Inverness Drive, E. Englewood, CO 80112, which will provide experienced humane inspectors to work with them in eliminating cruel practices.
6. The following acts are included under the words Cruelty and Abuse but are not limited thereto:
 - a. Excessive use of a whip on any horse in a stall, runway, schooling area, competition ring or elsewhere on the competition grounds, before or during a competition, by any person. Except in emergency situations, any striking of the horse's head (on the poll and forward of the poll) with the whip shall be deemed excessive.
 - b. Rapping the legs of a horse with the butt end of a riding crop or other implement.
 - c. Use of any substance to induce temporary heat other than to treat a medical condition.
 - d. Manual poling with any object other than a bamboo pole.
 - e. Use of a wire or chain in conjunction with any schooling jump.
 - f. Use of electric device in schooling or showing.
 - g. Use of shackles, hock hobbles and similar devices (not to be construed as rubber or elastic exercising devices).
 - h. Showing a horse with raw or bleeding sores around the coronets, pasterns or legs.

- i. Use of any explosive (e.g., fire crackers, torpedoes, fire extinguishers except in case of fire, etc.) or laser beam devices anywhere on the competition grounds, except in an exhibition or if required in class specifications.
- j. Withholding of feed and water for prolonged periods.
- k. Letting blood from a horse for other than diagnostic purposes.
- l. Inhumane treatment of a horse in a stall, runway, schooling area, competition ring or elsewhere on the competition grounds, by any person.
- 7. Any action(s) against a horse by a competitor or an exhibitor, which are deemed excessive by a judge, Show Committee or competition veterinarian, in the competition ring or anywhere on the competition grounds may be punished by official warning, elimination, or other sanctions which may be deemed appropriate by the Show Committee. Such action(s) could include, but are not limited to excessive use of the whip, spurs, or bamboo poles. Competitors and exhibitors have the right to contest any action taken by filing a protest or grievance.
- 8. Time-Outs - A suspension of judging which may be requested by a competitor or directed by the judge(s).
 - a. A competitor is entitled to request a time-out for a period not to exceed five minutes in aggregate in order to make adjustments or to repair broken equipment or to rectify a similar condition, or to replace a shoe.
 - b. To request a time-out for any such emergency, the competitor must go to the center of the ring (if possible) and or be acknowledged by the judge. The announcer will declare that a request for time-out has been made and permission granted; time will be taken from the moment such announcement is made.
 - c. Two attendants are permitted in the ring to assist a competitor during his/her time-out. If at the expiration of five minutes the repair has not been made, the competitor may proceed as is or be eliminated.
 - d. Competitors who are not involved in a time-out may make minor adjustments that can be performed with the assistance of one attendant and not be charged with a time-out.
 - e. At any time the judge(s) considers it necessary he/she may call for a time-out.
- 9. Large classes should be split by the judge or Show Committee if conditions warrant. The size of the ring will determine when a class should be split. Unless the ring is very large, driving classes of more than 14 entries should be split. In a small ring the class may need to be split at a lower number of entries. Management has the option to have final placing determined by working off the leaders of each section or by awarding duplicate ribbons and/or trophies for each section as if they were a separate class.
- 10. In the event of a question or problem not covered by this handbook, the Show Committee will make the final decision. All decisions by the Judge or Show Committee are final.
- 11. The NFHR, Fjord Show Committee and host of the Fjord Show will not be responsible for any accident, injury, or illness to any horse, handler, owner, spectator or other persons or property. Personal liability insurance is strongly recommended.

3.2 SAFETY RULES

- 1. All persons involved in the competition: show committee, exhibitors, officials, spectators, etc., should keep safety foremost in their minds.
- 2. All officials and management should constantly be on the lookout for unsafe actions by any participant or unsafe equipment and report the problem to the judge. The judge must excuse from competition any unsafe tack or vehicle, unruly horse, or exhibitor clearly out of control.

3. In the case of an accident, the judge or management may require a safety inspection of the vehicle and/or tack involved before allowing either to be used in succeeding classes.
4. If weather appears to be imminently affecting the safety and welfare of horses and/or exhibitors, it shall be the responsibility of competition management to stop the competition until it is safe to recommence. If a competition in progress must be stopped due to a storm, accident, or other emergency, the Show Committee will decide whether to re-commence. The judge will decide 1) to hold the class over in its entirety in which case no scores credited in the first session will count, or 2) to recommence the class where it was interrupted.
5. If a horse presents a risk to itself, handler, viewing public, the Show Committee may remove it from the show.
6. Removal of a bridle from a horse while hitched or leaving a horse unattended while hitched will result in discharge from the show.
7. Dogs must be on a leash or crated at all times.
8. All Horses pulling vehicles without brakes must be wearing britchen. Exceptions--Leaders of a four-up, tandem, or draft work pulling logs or sleds.
9. If a runaway happens inside the arena during a class, when possible, all exhibitors are to go to the center of the arena, and if mounted, dismount. Driving exhibitors should remain in the vehicle and grooms head the horses. If a runaway happens outside the arena, all mounted riding exhibitors should dismount immediately and all other exhibitors and spectators are recommended to head out of the way.
10. All harness, tack, and vehicles must be well fitted, safe, and in good working condition.
11. It is recommended that all Green, Maiden, Novice, Junior, and Amateur exhibitors have a safety check prior to the start of the class.
12. It is recommended that there be an exhibitor safety meeting prior to the start of the show.

3.3 CHAMPIONSHIPS AND DIVISIONS

3.3.1 DIVISIONS

A horse show division is a group of related classes as determined by a horse show management. A show may also offer High Point awards for Horse, Adult and Junior.

1. The classes in a division should have the same gait requirements.
2. Division championships, except Halter, may be awarded on points or held as performance classes. Halter championships must be determined as a class.
3. When division championships are awarded on points or based on Championship Performance classes, all competitors must be given an equal opportunity to obtain points or qualify.
4. A rider, driver and horse combination may not cross enter between divisions, i.e. the same rider and horse combination may not enter both novice and maiden classes. In the driving and draft classes, the same horse may be used in singles, pairs, four-in-hand or teams.
5. Horses entered in Walk-Trot (Jog) classes may not enter classes where cantering or loping is required, except in Dressage. In Dressage classes, horses entered in USDF Intro A or B tests may enter USEF Training level tests and any class requiring a canter or lope.
6. Ribbons have the same point value even if less than the specified six places are not awarded due to lack of entries, etc.
7. Point Value:
First Place – 10 points
Second Place – 6 points
Third Place – 4 points

Fourth Place – 2 points
Fifth Place – 1 point
Sixth Place – 0.5 point

3.3.2 CHAMPIONSHIP CLASSES

3.3.2.1 Halter Championships

1. Youngstock, Gelding, Mare, Stallion, and Show (Grand) Championship will be awarded to one of the horses which have placed first in a qualifying class. Qualifying classes for championships must be designated in the prize list. After the Championship has been awarded, the horse which has placed second in the qualifying class to the horse awarded the Championship shall compete with the remaining first place winners for the Reserve Championship. If a Show (Grand) Championship class is held, the Youngstock, Mare, Gelding and Stallion Champions and the Reserve Champions will be eligible to compete.
2. In any case, should any first or second place winners in a qualifying class not compete for the Championship or be disqualified for being unsound, being unruly, or not performing the class routine in the Championship class, the horse receiving the next highest ribbon in the qualifying class shall have the option of moving up for the Championship and Reserve only.

3.3.2.2 Performance Championships

1. A Show Committee must designate all qualifying classes and can require any or all winners in a qualifying class to compete in a Performance Championship class provided this is stated in the prize list and the gaits required are the same as in the qualifying class. Any exhibitor failing to comply must forfeit all prize money in the qualifying class. If an exhibitor or trainer qualifies more than one horse for a Championship class he can elect to show only one.
2. To be eligible to show in a Performance Championship class a horse must have been properly entered, shown and judged in at least one qualifying class in the same division or section.

3.4 ATTIRE

3.4.1 DRAFT

Protective shoes, long pants and shirt required. Jacket and hat are optional. Whips are not allowed.

3.4.2 DRIVING

1. All junior competitors are required to wear helmets passing or surpassing current American Society for Testing and Materials (ASTM) Standards. This rule applies to all Driving classes and supersedes all other rules for Driving classes in this handbook.
2. Adult competitors are encouraged to wear helmets and shall not be penalized for doing so.
3. Gentlemen must wear a coat or jacket, unless specified otherwise in the prize list. Ladies must wear a conservative dress, tailored suit, or slacks, unless specified otherwise in the prize list.
4. Floppy hats are discouraged. Unless specified otherwise, the driver shall wear a hat, an apron or knee rug, and gloves, except these items are optional for draft turnouts.

3.4.3 ENGLISH

1. All junior competitors are required to wear helmets passing or surpassing the current American Society for Testing and Materials (ASTM) Standards. This rule applies to all English and Dressage classes and supersedes all other rules for English and Dressage classes in this handbook.

2. In over fences, jumping, gymkhana, and cross country classes, all competitors are required to wear helmets passing or surpassing the current American Society for Testing and Materials (ASTM) Standards.
3. Adult competitors are encouraged to wear helmets and shall not be penalized for doing so.
4. English and Hunter riders must wear coats of any tweed or Melton for hunting (conservation wash jackets in season), breeches or jodhpurs, and boots or half chaps and leather paddock boots. Conservative colored protective headgear, hunt cap, or derby is required. Spurs, crops, or bats are optional. When permitted to ride without jackets, riders may wear long or short sleeved riding shirts with choker or ties. Members of the Armed Forces or the Police may wear the appropriate Service Dress Uniform.
5. Dressage riders must wear a short riding coat of conservative color, with tie, choker or stock tie, breeches or jodhpurs, boots or jodhpur boots, a hunt cap or riding hat with a hard shell, derby or top hat. Half chaps and or leggings are not allowed. Gloves of conservative color are recommended. Members of the Armed Forces or the Police may wear the appropriate Service Dress Uniform.

3.4.4 WESTERN

1. Western riders must wear Western hat, long-sleeved shirt with any type collar, trousers or pants, and boots (a one-piece long-sleeved equitation suit is acceptable provided it includes any type collar). Long-sleeved shirts are traditional and preferred, but when permitted by the prize list or due to weather conditions, short-sleeve shirts are equally acceptable. Chaps, shotgun chaps, and spurs are optional. A vest, jacket, coat and or sweater may also be worn.
2. In gymkhana and cross country classes, all competitors are required to wear helmets passing or surpassing the current American Society for Testing and Materials (ASTM) Standards.
3. All competitors are encouraged to wear helmets and shall not be penalized for doing so.

3.5 ALLOWED TACK

3.5.1 DRAFT

1. Collar and hames draft harness to be used.
2. Bits of any kind and type of acceptable riding snaffle or other types of traditional driving bits are allowed. Traditional driving bits are: full cheek, half cheek, butterfly, and Liverpool. The reins can not be connected to the third slot of a Liverpool bit. Bits may be covered with rubber or leather. Burr, gag and twisted wire bits of any type are not permitted.
3. Over check reins and Martingales are not permitted. Side check reins and open bridles are optional.

3.5.2 DRIVING

1. Driving harness, leather or synthetic materials. Either breastplate or full collar style.
2. Bits of any kind and type of acceptable riding snaffle or other types of traditional driving bits are allowed. Traditional driving bits are: full cheek, half cheek, butterfly, and Liverpool. The reins can not be connected to the third slot of a Liverpool bit. Bits may be covered with rubber or leather. Burr, gag and twisted wire bits of any type are not permitted.
3. The bridle must have a throatlatch and a noseband or cavesson. Blinders on the bridle are optional, but strongly recommended.
4. Over check reins and Martingales are not permitted. Side check reins and open bridles are permitted.

5. Whip in hand is required, except this is optional for draft turnouts, but is it highly recommended. For draft turnouts, a whip must be carried in the vehicle.

3.5.3 ENGLISH

1. All snaffle bits listed below in Fig. 1 are permitted. Also, pelham and kimberwicke bits are permitted in all English and Hunter classes except Dressage. A judge may penalize for non-conventional types of bit, such as kimberwicke bits. All bits must be smooth with a solid surface. Twisted wire & roller bits are not permitted. Bits must be made of metal or rigid plastic and may be covered with rubber: flexible rubber bits are not permitted.

2. A cavesson, dropped, crossed or flash noseband is allowed. Martingales of any type are prohibited except in Hunter over fences classes.

3. The use of artificial aides, gadgets (such as bearing, side, running, balancing reins, nasal strips, tongue tied down, etc.), boots and bandages will not be allowed.

4. Whips, crops, or bats with a maximum length of 48" may be used.

5. Spurs are allowed and must be made of metal and there must be a shank either curved or straight directing back from the center of the spur. If the shank is curved, the spurs must be worn only with the shank directing downward. However, swan necked spurs are allowed.

6. Dressage, flat, jump and all-purpose saddles are acceptable.

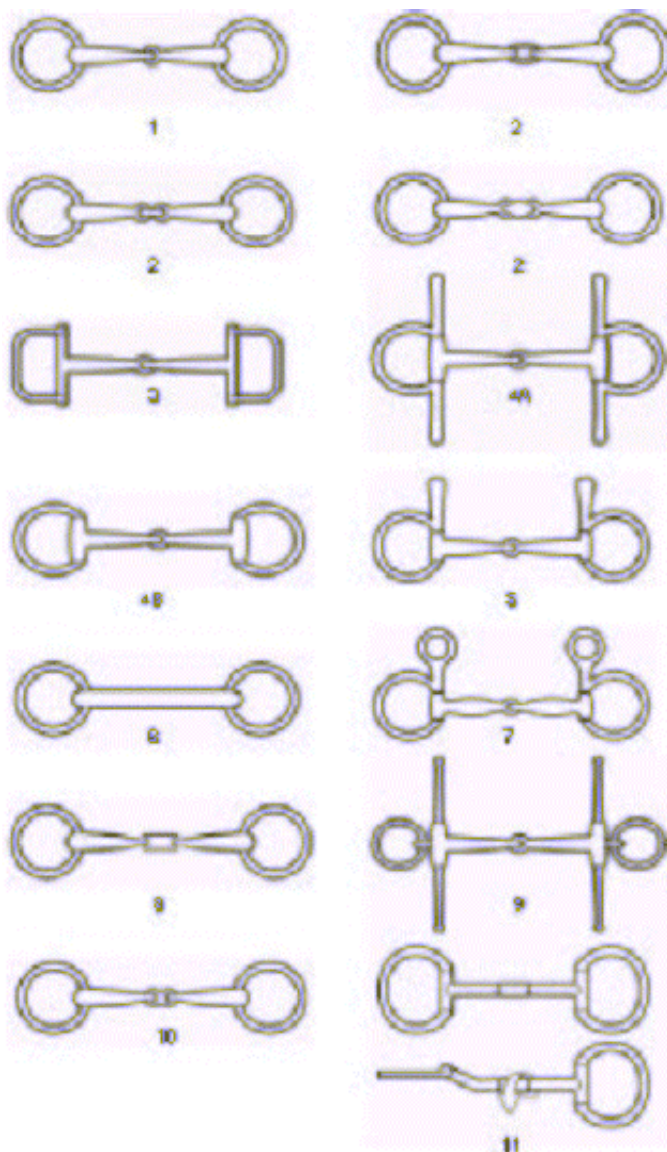


Fig. 1. PERMITTED SNAFFLES*

1. Ordinary snaffle with single-jointed mouthpiece.

2. Ordinary snaffle with double-jointed mouthpiece.

3. Racing snaffle (D-ring).

4a. Snaffle. with cheeks, with or without keepers.

4b without cheeks (Egg-butt).

5. Snaffle with upper or lower cheeks.

6. Unjointed snaffle (Mullen-mouth).

7. Snaffle with cheeks. (Hanging or drop cheek; Baucher). This may be a D-ring or other ordinary snaffle as pictured in Nos. 1-6.

8. Dr. Bristol.

9. Fulmer.

10. French snaffle.

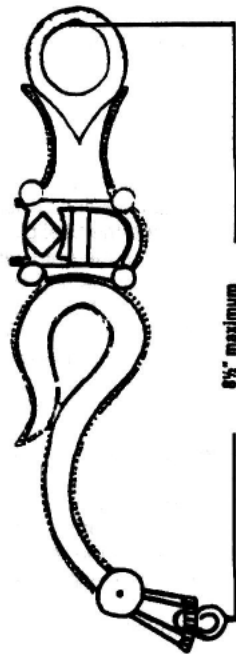
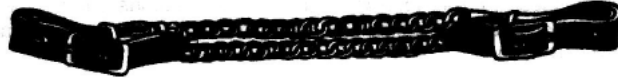
11. Snaffle with rotating mouthpiece.

*Any of the above may be covered with rubber or leather. Bits with mouthpieces made of synthetic material are permitted, provided that the contours of the bit conform to the contours of one of the bits pictured above.

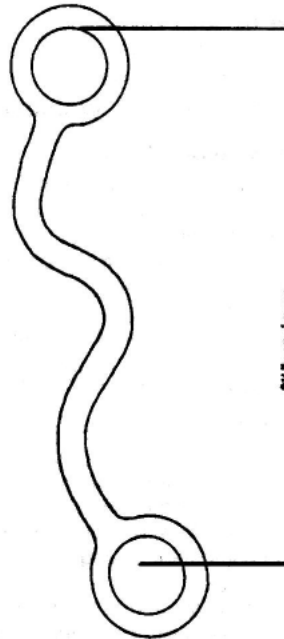
3.5.4 WESTERN

1. There shall be no discrimination against any standard Western bit. A standard Western bit is defined as having a shank with a maximum length overall of 8 1/2". The mouthpiece will consist of a metal bar 5/16" to 3/4" in diameter as measured one inch in from the shank. The bars may be inlaid but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar) such as extensions, prongs or rivets designed to intimidate the horse. Rollers attached to the center of the bit are acceptable, and may extend below the bar. Jointed mouthpieces are acceptable and may consist of two or three pieces and may have one or two joints. A three-piece mouthpiece may include a connecting ring of 1 1/4" or less in diameter or a connecting flat bar of 3/8" to 3/4" (measured top to bottom with a maximum length of 2"), which lies flat in the mouth, or a roller or port as described herein. The port must be no higher than 3 1/2" maximum with roller(s) and covers acceptable. Jointed mouthpieces, half-breeds and spade bits are standard. Slip or gag bits, rigid donut mouthpieces and flat polo mouthpieces are prohibited. Roping bits with both reins connected to a single ring at center of cross bar shall not be used. Reins must be attached to each shank. Any rein design or other device which increases the effective length and thereby the leverage of the shank of a standard western bit is prohibited.
2. Standard snaffle bits are permitted in any class on a junior horse five years old and under. A standard snaffle bit is defined as a center jointed single rounded, unwrapped smooth mouthpiece of 5/16 inch to 3/4 inch diameter metal as measured from ring to 1 inch from the ring with a gradual decrease to the center of the snaffle. The rings may be from 2 inch to 4 inch outside diameter of either the loose type, eggbutt, dee, or center mounted without cheeks. If a curb strap is used, it must be attached below the reins.
3. Bosals are permitted in any class on a junior horse five years old and under. A bosal must be rounded in shape and constructed of flexible braided rawhide or leather and must have a flexible nonmetallic core attached to a suitable headstall with maximum diameter of 3/4" at the cheek. Attached reins may be of hair, rope or leather. No other material of any kind is to be used in conjunction with a bosal, i.e., steel, metal or chains (Exception: smooth plastic electrical tape is acceptable).
4. Anything that alters the intended use of equipment as provided for in the description of appointments for a given class is considered to be an artificial appliance. Horses shall not be shown with artificial appliances that would tend to alter their performance.
5. Curb chains and leather chin straps may be used but must be flat and at least 1/2" in width and lie flat against the jaws of the horse. No wire, rawhide, metal or other substance can be used in conjunction with or as part of the leather chin strap, or curb chains. Rounded, rolled, braided or rawhide curb straps are prohibited. A light lip strap is permissible.
6. Hackamore bits, cavesson type nosebands, martingales and tie-downs are prohibited.
7. All horses shown in curb bits must be ridden with one hand on reins.
8. No martingales, tie downs, cavesson, whips or mechanical hackamores permitted.
9. Western and Australian stock saddles permissible.
10. A judge does not have the authority to add or to remove any of the standard equipment as specified above.

SOME ACCEPTABLE CURB CHAINS



8 1/2" maximum



8 1/2" maximum

**CORRECT METHOD OF MEASURING
OVERALL BIT LENGTH. A VERTICAL LINE
FROM THE UPPER MOST PART OF HEADSTALL
SLOT TO THE REIN RING.**

3.6 PREFERRED GROOMING

Ears: Pony clip.

Head: Goat hairs may be clipped to define head.

Facial Whiskers: Whiskers may be left long at eyes and muzzle. The muzzle hairs may be clipped.

Legs and Fetlocks: May be neatened. Although not preferred, horses presented fully clipped fetlocks will not be penalized.

Mane: There are two basic styles of cutting the mane. Option A, Flat Mane Trim, is to have the mane cut flat with both the guard (white) and the dark (black, brown, red or yellow) hairs cut the same length. Option B, Raised Mane Trim, is to trim the guard hairs shorter to show the dark hairs. The method selected is often based on personal preference and mane thickness.



A. Flat Mane Trim



B. Raised Mane Trim

Recommended method to trim the mane:

- Find the halfway mark between the wither and the back of the ears.
- Make sure that the halfway mark you select keeps the horse looking balanced. Some Fjord Horses look better with the highest part of the mane about 2 to 4 inches in front of the halfway point of the neck. Other Fjord Horses look better with the highest part of the mane being right at the halfway point of the neck.
- At the point of the neck where you want the highest part of the mane, place your hand so that the bottoms of your fingers are at the bottom of the hair line (at the top of the neck). Cut the guard (white) hair at the top of your middle finger. This will put the highest part of the mane approximately 3 to 4 inches in length. Starting at the wither, cut towards the middle of the mane to meet the high point mark. Then, angle down to meet the bridle path or the forelock just behind the ears.
- A one inch bridle path is recommended, but having no bridle path is acceptable.
- As you are cutting, maintain the arch to achieve that nice rounded look. Do this on both sides of the mane. If you are using the flat mane trim, you can cut the dark (black, brown, red or yellow) hairs flat across the mane at the same time as the guard hairs. If you are using the raised mane trim, after cutting the guard hairs to the proper length, cut the dark hairs to about ½ to 1 inch about the guard hairs. Other method for the raised mane trim is to cut the dark hairs to the proper length, then cut the guard hairs down about ½ to 1 inch.

4 CLASS DESCRIPTIONS

1. A horse show may choose to offer any of the classes described in this section. The show prize list will contain a list of all classes being offered by the particular show.
2. A horse show prize list does not need to repeat class descriptions contained in this rule book. If a show offers a modified class, the prize list must contain the modified class specification. If a show offers a class not listed in this rule book, the prize list must contain a detail specification.
3. Additional divisions may be offered by a horse show to include Amateur and other age groups.
4. In classes requiring a pattern, the show will post the pattern at least one hour prior to the start of the class. Patterns maybe posted in the show program.
5. In classes performed individually, like trail or cones, an order-of-go will be posted at least one hour prior to the start of the class. It is highly recommended that the order of go be as random as possible, with adjustments for persons showing more than one horse or tack changes.
6. Prize lists should state whether or not juniors are allowed to show stallions.
7. The prize list should also list all facility and show rules.

4.1 IN-HAND

Handlers shall be dressed to compliment the occasion in traditional attire appropriate to how they use their horses. Comfortable, neat, conservative, safe attire suggested.

4.1.1 HALTER

All horses shown in halter must be NFHR or CFHA registered or pending registration. Horses to shown in hand at a walk and trot at the judge's direction. Horses may be shown in halter or bridle.

4.1.1.1 Mares

To be judged in order of importance: type, conformation, suitability as a breeding animal, quality, manners, movement, substance, and presence.

4.1.1.2 Stallions

Stallions must be shown by an adult (19 years or older), in bridle, or halter with a stud chain. To be judged in order of importance: type, conformation, suitability as a breeding animal, quality, manners, movement, substance, and presence.

4.1.1.3 Geldings

To be judged in order of importance: type, conformation, quality, manners, movement, substance, and presence.

SUGGESTED Halter Class List:

- Suckling and Weanling Fillies
- Yearling and 2 year old Fillies
- Suckling and Weanling Geldings
- Yearling and 2 year old Geldings
- Suckling and Weanling Colts
- Yearling and 2 year old Colts
- Champion and Reserve Youngstock
- Geldings: 3 years and 4 years old

- Geldings: 5 years to 6 years
- Geldings: 7 years and over
- Champion and Reserve Gelding
- Mares: 3 years and 4 years old
- Mares: 5 years to 6 years
- Mares: 7 years and over
- Champion and Reserve Mare
- Stallions: 3 years and 4 years old
- Stallions: 5 years to 6 years
- Stallions: 7 years and over
- Champion and Reserve Stallion
- Halter Champion

4.1.2 PRODUCE OF DAM

All horses shown in produce of dam must be NFHR or CFHA registered or pending registration. All offspring will be entered under the mare's entry number, with one handler for each horse. The Produce of Dam entry must have at least two (2) offspring representing the same mare. More than one entry per dam will be permitted in each class. A show may permit the mare be shown in the ring with the off-spring, but it is optional unless stated in the prize list that the mare is required to be in the ring. Horses to shown in hand at a walk and trot at the judge's direction. Mares and geldings may be shown in halter or bridle and stallions must be shown halter with stud chain or bridle. To be judged in order of importance: reproduction likeness, uniformity, quality of breed characteristics, conformation, and movement.

4.1.3 GET OF SIRE

All horses shown in get of sire must be NFHR or CFHA registered or pending registration. All offspring will be entered under the stallion's entry number, with one handler for each horse. The Get of Sire entry must have at least three (3) offspring representing the same stallion. More than one entry per sire will be permitted in each class. A show may permit the stallion be shown in the ring with the off-spring, but it is optional unless stated in the prize list that the stallion is required to be in the ring. Horses to shown in hand at a walk and trot at the judge's direction. Mares and geldings may be shown in halter or bridle and stallions must be shown halter with stud chain or bridle. To be judged in order of importance: reproduction likeness, uniformity, quality of breed characteristics, conformation, and movement.

4.1.4 SHOWMANSHIP

Each handler shall be judged on their ability to present the horse. Handlers to show their horses over a pattern chosen by the judge. The pattern will be posted at least one hour prior to the class. Handlers may show in English or Western attire, except gloves are optional and coats maybe excused by the judge. Horses may be shown in halter or bridle. To be judged in order of importance: showmanship (showing, leading, poise, alertness, and attitude) and presentation (grooming and conditioning).

4.1.4.1 Adult

4.1.4.2 Junior

4.2 DRIVING

1. In all pleasure driving rail classes, it is preferred that the driver sit on the right side of the vehicle, unless construction of the vehicle prevents this.

2. An appropriate driving whip shall be carried in the drivers hands at all times while driving, except carrying the whip in the drivers hands is optional for draft turnouts, but highly encouraged. For draft turnouts, a whip must be carried in the vehicle. The thong on the whip must be long enough to reach the shoulder of the farthest horse. The whip salute is used to acknowledge the judge at the start and finish of an individual test (except it is optional for obstacle classes), or at the beginning and end of a dressage test. The whip salute is performed in one of the following ways: a.) By moving the whip, held in the right hand, to a vertical position, the butt end even with the face, b.) By moving the whip, held in the right hand, to a position parallel with the ground, the handle before the face; and c.) A gentleman may place the whip in his left hand and remove his hat.

3. Outside Assistance. Only the driver may handle the reins, whip, or brake during a competition. Failure to comply will incur elimination. No change of driver is permitted, except where specified in class conditions (i.e. Double Jeopardy Obstacles). Drivers receiving outside assistance after the judging has begun will be disqualified at the judge's discretion unless that assistance has been specifically allowed (example: assistance of groom/passenger heading a horse in a line up or groom/navigator on marathon). Outside assistance which requires elimination includes, but is not limited to the following: a.) The use of communications devices of any kind between the driver and anyone else; b.) The use of electrical devices on the carriage intended to give the driver an advantage; and c.) Directing the driver in any way during a dressage test or on an obstacle course.

4. Number of Grooms on Vehicle. The term groom refers to the person who in the opinion of the judge is capable of assisting in the event of difficulty. Grooms may not stand behind the driver. If the vehicle does not permit the groom to sit behind the driver, permission must be obtained to allow the groom to sit beside the driver in obstacle classes. In pleasure ring classes (turnout, working and reinsmanship) a groom/passenger may sit beside the driver. Grooms or passengers are not allowed to leave their respective positions on the vehicle while it is put in motion or attempt to correct a problem without being put down. Exceptions: grooms dismounting to head the horses immediately prior to a halt and shifting weight to aid balance to prevent an accident are permissible.

a. Two grooms are required on four-in-hands or unicorns.

b. A pair or tandem is required to carry 1 groom.

c. A groom is optional for a single horse turnout.

d. For Draft turnouts, at least one person must be in/on the vehicle/wagon with the driver of a pair, tandem, unicorn, or team of four or six in any class. A groom or attendant is optional for single drivers.

e. For turnouts where grooms are required, at least one groom is required to be in attendance when outside of the ring and capable of rendering assistance at all times, failure to comply could incur elimination at the discretion of the judge.

5. Dress for Grooms

a. Grooms of either sex may wear stable livery in any but the more formal vehicles where full livery is appropriate. Where it is specifically allowed in a prize list or class description, less formal attire may be appropriate, but it should always be neat and clean. All grooms shall wear a hat. For a draft turnout, attendants or grooms, while in the show ring, shall be appropriately attired in jacket and slacks, suit, or suitable stable coat.

b. Stable Livery consists of one of the following:

- A conservative suit, white shirt, dark tie, derby, dark shoes and brown leather gloves.
- A conservative jacket, jodhpurs or drill trousers, jodhpur or paddock boots, white shirt, stock or four-in-hand tie, brown leather gloves, derby or conservative cap.
- Hunting attire with a hunting derby or bowler.

c. Full Livery consists of a close fitting body coat with buttons of yellow or white metal to match the furnishings of the harness used (if possible), white breeches, black boots with tan tops, white stock, black top hat and brown leather gloves. The color of the coat remains the owner's preference, but preferred colors are conservative in nature and, where possible, complimentary to the color of the vehicle.

d. In all cases, protective headgear may be worn without penalty.

4.2.1 PLEASURE DRIVING - WORKING

Entries are judged on the suitability of the horse to provide a pleasant drive. To be shown both ways of the arena at a walk, slow trot, working trot, and strong trot. To stand quietly and to rein back. To be judged: 70% on performance, manners, and way of going of the horse(s); 20% on the condition and fit of the harness and vehicle; 10% on neatness of attire.

4.2.1.1 Junior Driver

Open to any driver under 19. Drivers under 14 must be accompanied in the vehicle by an adult. For drivers 14 to 19, an adult passenger is optional, but recommended. The adult may only assist to maintain safety. This handbook apply to any driving class entered by a junior driver (i.e. Novice Driver, Open, Lady or Gentleman to Drive, etc.).

4.2.1.2 Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.1.3 Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

A hitch of two horses, side by side. One groom is required.

4.2.1.4 Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.1.5 Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

A hitch of four horses. Two grooms are required, except when the turnout or the type of vehicle allows only one groom.

4.2.1.6 Unique Hitch

Any combination of two or more horses, such as unicorn, three or four abreast, tandem, random, etc. At least one groom is required. Judge may ask hitches to perform a pattern to break a tie.

4.2.2 PLEASURE DRIVING - TURNOUT

Entries are judged on the performance and quality of the turnout. To be shown both ways of the arena at a walk, slow trot, working trot, and strong trot. To stand quietly and to rein back. To be judged: 70% on the condition, fit, and appropriateness of harness and vehicle, neatness and appropriateness of attire, and overall impression; 30% on performance, manners, and way of going of the horse(s).

4.2.2.1 Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.2.2 Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.2.3 Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.2.4 Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.3 REINSMANSHIP

Entries are judged on the ability and skill of the driver. To be shown at a walk, slow trot, working trot, and strong trot. Drivers shall be required to rein back. Either the Achenbach or any two-handed method of handling the reins is acceptable. All drivers chosen for a workout may be worked at any gait requested by the judge and may be asked to execute a figure of eight and/or perform other appropriate tests. To be judged: 75% on handling of reins and whip, control, posture, and overall appearance of driver; 25% on the condition of harness and vehicle, and the neatness of attire.

4.2.3.1 Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.3.2 Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.3.3 Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.3.4 Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.4 OBSTACLE DRIVING (CONES)

To be driven over a prescribed course of obstacles or paired cones. The whip salute to acknowledge the judge is optional. After passing the starting line, the driver/rider shall proceed through each obstacle in order to the designated finish line. Canter is not allowed unless it is clearly stated in the prize list. **This is a timed class.** Course faults are assessed penalty seconds and added to the driver's/rider's elapsed time. Knock down of cone or the cone's ball is 5 seconds; breaking to canter for three strides is 5 seconds, except 4th time is elimination; refusal or disobedience is 5 seconds, first refusal or disobedience is 5 seconds, second refusal or disobedience is 10 seconds, third refusal or disobedience is elimination; and off course is elimination.

The width of the obstacle shall be:

1. Cone pairs are set by one of these methods as stated or modified in the prize list:
 - a. 10 inches wider than the carriage track width at the ground, except it shall be 20 inches for four-in-hands,
 - b. All cones set to 10 inches wider than the largest vehicle in the class or show
 - c. All cones set to 6 feet or as specified in the prize list.
3. An L-shaped obstacle shall be 12 feet wide.
4. A U-shaped obstacle shall be 12 feet wide at entrance and 15 feet wide at exit.



Placement and Measuring width of cones

4.2.4.1 Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.4.2 Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.4.3 Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.4.4 Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.5 OBSTACLE DRIVING - PICK YOUR OWN ROUTE

To be driven over a course of obstacles (paired markers) with no set route. The whip salute to acknowledge the judge is optional. After passing the starting line, the exhibitor shall proceed through each pair of cones choosing their own route to the designated finish line. Each pair of cones can be negotiation once and only once, but may be approached from either direction. The width of each obstacle shall be set at 8 feet and 3 inches. Canter is not allowed unless it is clearly stated in the prize list. **This is a timed class.** Course faults are assessed penalty seconds and added to the driver's/rider's elapsed time. Knock down of cone or the cone's ball is 5 seconds; breaking to canter is 5 seconds, except 4th time is elimination; refusal or disobedience is 5 seconds, first refusal or disobedience is 5 seconds, second refusal or disobedience is 10 seconds, third refusal or disobedience is elimination; and off course is elimination.

4.2.5.1 Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.5.2 Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.5.3 Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.5.4 Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.6 OBSTACLE DRIVING - PROGRESSIVE

To be driven at a trot over a course of six numbered obstacles (paired markers). The whip salute to acknowledge the judge is optional. The width of each obstacle shall be set at #1-20 inches; #2-16 inches; #3-12 inches; #4-8 inches; #5-4 inches; #6 inches-2 inches wider than the wheel base. After passing the starting line, the driver shall proceed through each obstacle in order until finishing the course or when an obstacle is dislodged. Time will be stopped when the rear axle clears the final obstacle or when an obstacle is dislodged. Canter and walking are not allowed. **Placing will be determined by the number of points.** Time will be used to break ties. Points are awarded for: Obstacle Cleared – 2 points, and Obstacle Dislodged – 1 point.

4.2.6.1 Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.6.2 Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.6.3 Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.6.4 Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.7 OBSTACLE DRIVING - GAMBLER'S CHOICE

To be driven at a trot over a course of obstacles. The whip salute to acknowledge the judge is optional. After passing the starting line, the driver shall proceed through any obstacle in any order until a signal sounds at the end of the allowed time and the driver must then exit through the finish markers. Each obstacle may be driven twice but not in succession. Canter is not allowed unless it is clearly stated in the prize list. **Placing will be determined by the number of points.** Time will be used to break ties. Each obstacle will be assigned a point value. The point values for each obstacle will be posted prior to the start of the class. Course faults are assessed

penalty points and subtracted from the driver's total score. Knock down of cone or obstacle is 5 points; breaking to canter is 5 points, except 4th time is elimination; first refusal or disobedience is 5 points, second refusal or disobedience is 10 points, third refusal or disobedience is elimination and off course is elimination.

4.2.7.1 Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.7.2 Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.7.3 Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.7.4 Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.8 DOUBLE JEOPARDY

This is a timed event to be driven over a cones course by an entry consisting of two drivers. The whip salute to acknowledge the judge is optional. After passing the starting line, the first driver proceeds through each obstacle to the designated finish line or after the last obstacle, as stated in the prize list. At this point, after coming to a complete stop, the lines are passed to the second driver who must drive the course in reverse order. There will be a 5 second penalty for each obstacle hit. Fastest clean time determines the winner. Failure to stop before passing the reins and driving off course are a disqualification.

4.2.8.1 Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.8.2 Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.8.3 Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.8.4 Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.9 DRIVEN DRESSAGE

Single or pair to be driven over a prescribed pattern in an arena 40 meters by 80 meters. Each driver/horse combination may be driven in 2 dressage tests. The tests may be called, but the exhibitor must supply their own caller. A groom is optional with single horse, but one groom is mandatory with pairs and tandems. The purpose of the Training level test is to establish that the correct foundation is being laid for the training of the driving horse. This requires the horse to move freely forward in a free walk on long rein and the working trot in rhythm while accepting the bit with relaxation through transitions and 40 meter circles. The purpose of the Preliminary level tests is to establish that the horse has acquired a degree of balance and suppleness in addition the rhythmical, free motion expected at Training level. While consistently accepting the bit, the horse exhibits more activity of the haunches in the working trot and the lengthened walk.

4.2.9.1 Training Level Test 2

4.2.9.2 Training Level Test 4

4.2.9.3 Preliminary Level Test 2

4.2.9.4 Preliminary Level Test 4

4.2.10 PLEASURE MARATHON (CROSS COUNTRY) – PACED

The purpose of the class is to test the driver/rider on his or her skill in negotiating a cross country marathon at a prescribed pace. **The pace will be 12 kph**, unless stated otherwise in the prize list. The length of the course will be 5 to 10 km (3-6 miles) and marked at 1 km increments. **The last**

1.0 km must be TROTTED. A show may put a 0.5 km mandatory walk section near the midpoint of the course. Circling, serpentine, or stopping on the trot section will cause elimination. There will be a 10 second penalty per 5 paces of incorrect pace during the mandatory walk or trot sections. Drivers may walk or trot on the course, except must used the prescribed gaits in the designated walk or trot zones. Riders may use any gait on the course, except must used the prescribed gaits in the designated walk or trot zones. The exact length and target time to finish will be posted 1 hour prior to the start of the class. A map of the course should be provided. Exhibitors are encouraged to walk the course with the course designer. Unless stated in the prize list, there is no dress or tack requirements **except helmets are required for all riders, drivers, and navigators on the course. Placing will be determined by the entry coming closest to the calculated time for the measured distance of the course.** A driver's/rider's time may be at, over, or under the calculated time. In the event of a tie, the judge shall determine the winner by selecting the horse most suitable to provide a pleasant drive. All vehicles in the Pleasure Marathon must have a spares kit on board. The spares kit may contain:

- Wheel wrench to fit axle nuts Knife
- Cooler or Quartersheet for each horse Leather Punch
- Length of rawhide, string or wire Screwdriver
- Rein splice or spare rein Pliers
- Trace splice or spare trace Small hammer
- Hame strap (if appropriate) Hoof Pick
- Halter and lead shank per horse

4.2.10.1 Singles (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.10.2 Pairs (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.10.3 Tandems (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.10.4 Four-in-hands (Open, Novice, Maiden, Green, Junior, Lady, Gentleman)

4.2.11 RIDE AND DRIVE

Single horse to be shown in two concurrent sections by the same or different driver/rider:

A. In Harness: To be shown as a pleasure driving class both ways of the arena at a walk, slow trot, working trot, and strong trot. To stand quietly and rein back.

B. Under Saddle: To be shown both ways of the arena at a walk, trot/jog, and canter/lope. To stand quietly and rein back.

To be judged: 50% on performance, manners, way of going, and suitability in harness; 50% on performance, manners, and way of going under saddle. Unless stated otherwise in the prize list, up to 2 grooms/assistants may assist with the unharnessing and saddling. **Removal of the driving bridle while the horse is put to a vehicle will incur immediate elimination.** It is recommended that the grooms/assistants remove the vehicles prior to the start of the under saddle section.

4.2.11.1 Open, Novice, Maiden, Green, Junior, Lady, Gentleman

4.3 RIDING

4.3.1 PLEASURE

The horses in these classes are judged on their abilities to give a pleasurable ride.

4.3.1.1 English/Western Pleasure

To shown in English or Western tack and appointments. The horses shall be able to stand quietly and back readily.

4.3.1.1.1 Open

To be shown at the walk, trot/jog, and canter/lope both ways of the ring. Unless stated otherwise in the prize list, the judge may ask for a hand gallop. To be judged on performance, manners, quality, and conformation.

4.3.1.1.2 Junior

To be shown at the walk, trot/jog, and canter/lope both ways of the ring. To be judged on manners, performance, quality, and conformation.

4.3.1.1.3 Novice

To be shown at the walk, trot/jog, and canter/lope both ways of the ring. To be judged on performance, manners, quality, and conformation.

4.3.1.1.4 Maiden

To be shown at the walk, and trot/jog both ways of the ring. Maiden riders or horses will show at a canter/lope one at a time in one direction. To be judged on performance, manners, quality, and conformation.

4.3.1.1.5 Green

To be shown at the walk, and trot/jog both ways of the ring. Green riders or horses will show at a canter/lope one at a time in one direction. To be judged on performance, manners, quality, and conformation.

4.3.1.1.6 Walk-Trot

To be shown at walk and trot/jog only, **no** cantering/loping will be requested. To be judged on performance, manners, quality, and conformation.

4.3.1.2 English Pleasure

To shown in English tack and appointments. The horses shall be able to stand quietly and back readily.

4.3.1.2.1 Open

To be shown at the walk, trot, strong trot, and canter both ways of the ring. Unless stated otherwise in the prize list, the judge may ask for a hand gallop. To be judged on performance, manners, quality, and conformation.

4.3.1.2.2 Junior

To be shown at the walk, trot, strong trot, and canter both ways of the ring. To be judged on manners, performance, quality, and conformation.

4.3.1.2.3 Novice

To be shown at the walk, trot, strong trot, and canter both ways of the ring. To be judged on performance, manners, quality, and conformation.

4.3.1.2.4 Maiden

To be shown at the walk, trot, and strong trot both ways of the ring. Maiden riders or horses will show at a canter one at a time. To be judged on performance, manners, quality, and conformation.

4.3.1.2.5 Green

To be shown at the walk, trot, and strong trot both ways of the ring. Green riders or horses will show at a canter one at a time. To be judged on performance, manners, quality, and conformation.

4.3.1.2.6 Walk-Trot

To be shown at walk and trot only, **no** cantering will be requested. To be judged on performance, manners, quality, and conformation.

4.3.1.3 Western Pleasure

To shown in Western tack and appointments. Horses to be shown in a relaxed manner without undo restraint. Horses may be asked to halt on command from any gait. Horses may be asked to back at the discretion of the judge. When asked to back, horses should back willingly and stand quietly.

4.3.1.3.1 Open

To be shown at the walk, jog, and lope both ways of the ring. Unless stated otherwise in the prize list, the judge may ask for a hand gallop. To be judged on performance, manners, quality, and conformation.

4.3.1.3.2 Junior

To be shown at the walk, jog, and lope both ways of the ring. To be judged on manners, performance, quality, and conformation.

4.3.1.3.3 Novice

To be shown at the walk, jog, and lope both ways of the ring. To be judged on performance, manners, quality, and conformation.

4.3.1.3.4 Maiden

To be shown at the walk, and jog both ways of the ring. Maiden riders or horses will show at a lope one at a time in one direction. To be judged on performance, manners, quality, and conformation.

4.3.1.3.5 Green

To be shown at the walk, and jog both ways of the ring. Green riders or horses will show at a lope one at a time in one direction. To be judged on performance, manners, quality, and conformation.

4.3.1.3.6 Walk-Jog

To be shown at walk and jog only, **no** loping will be requested. To be judged on performance, manners, quality, and conformation.

4.3.1.4 Lead Line

Shown at a walk and trot/jog (for short distance) with each horse led with a lead line. Judged as a pleasure class and on the ability of the rider to stay on the horse and enjoy themselves.

4.3.2 EQUITATION

4.3.2.1 English/Western Equitation

Rider should have a workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should any emergency arise. Attire is not judged, but riders should wear attire for any English or Western class. Tack should be suitable for an English or Western class. At the judge's discretion, the exhibitors may be asked to individually perform one or more tests. Each rider will be judged on their ability and position.

4.3.2.1.1 Open (Adult)

4.3.2.1.2 Junior

4.3.2.1.3 Novice

4.3.2.1.4 Maiden

To be shown at the walk and trot/jog both ways of the ring. Maiden riders will show at a canter/lope one at a time in one direction.

4.3.2.1.5 Green

To be shown at the walk and trot/jog both ways of the ring. Green riders will show at a canter/lope one at a time in one direction.

4.3.2.1.6 Walk-Trot

To be shown at walk and trot/jog only, **no** cantering/loping will be requested.

4.3.2.2 English Equitation

Rider should have a workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should any emergency arise. Attire is not judged, but riders should wear attire for any English class. Tack should be suitable for an English class. At the judge's discretion, the exhibitors may be asked to individually perform one or more tests. Each rider will be judged on their ability and position.

4.3.2.2.1 Open (Adult)

4.3.2.2.2 Junior

4.3.2.2.3 Novice

4.3.2.2.4 Maiden

To be shown at the walk and trot both ways of the ring. Maiden riders will show at a canter one at a time in one direction.

4.3.2.2.5 Green

To be shown at the walk and trot both ways of the ring. Green riders will show at a canter one at a time in one direction.

4.3.2.2.6 Walk-Trot

To be shown at walk and trot only, **no** cantering will be requested.

4.3.2.3 Hunter Seat Equitation

Rider should have a workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should any emergency arise. Attire is not judged, but riders should wear coats for hunting, breeches or jodhpurs, and boots. Tack should be suitable for a Hunter class. Riders will be work at the walk, trot, and canter at least once around the ring in each direction. At the judge's discretion, the exhibitors may be asked to individually perform one or more tests. Each rider will be judged on their ability and position.

4.3.2.3.1 Adult

4.3.2.3.2 Junior

This class may be divided into Junior (14 to 19) and Junior (Under 14)

4.3.2.3.3 Novice

4.3.2.3.4 Maiden

To be shown at the walk and trot both ways of the ring. Maiden riders will show at a canter one at a time in one direction.

4.3.2.3.5 Green

To be shown at the walk and trot both ways of the ring. Green riders will show at a canter one at a time in one direction.

4.3.2.3.6 Walk-Trot

To be shown at walk and trot only, **no** cantering will be requested.

4.3.2.3.7 Over Obstacles

To be shown over a course of six to eight jumps. Any or all competitors can be called back to perform walk, trot, and canter, or to execute any appropriate test.

4.3.2.3.7.1 Adult

Obstacles cannot exceed 3' 0".

4.3.2.3.7.2 Junior (14 to 19)

Obstacles cannot exceed 2' 9"

4.3.2.3.7.3 Junior (Under 14)

Obstacles cannot exceed 2' 6"

4.3.2.3.7.4 Novice

Obstacles cannot exceed 2' 6"

4.3.2.3.7.5 Maiden

Obstacles cannot exceed 2' 3"

4.3.2.3.7.6 Green

Obstacles cannot exceed 2' 0"

4.3.2.4 Western Seat Equitation

Riders will be judges on seat, hands, performance of horse, appointments of horse and rider, and suitability of horse to rider. Results as shown by the performance of the horse are NOT to be considered more important than the method used in obtaining them. Riders enter the ring at a walk or jog and are judged at a flat-footed four beat walk, two-beat jog, and a three-beat lope

both ways of the ring. The order to reverse may be executed by turning toward or away from the rail. All competitors are required to back in a straight line during the line up. At the judge's discretion, the exhibitors may be asked to individually perform one or more tests.

4.3.2.4.1 Adult

4.3.2.4.2 Junior

4.3.2.4.3 Novice

4.3.2.4.4 Maiden

To be shown at the walk and jog both ways of the ring. Maiden riders will show at a lope one at a time in one direction.

4.3.2.4.5 Green

To be shown at the walk and jog both ways of the ring. Green riders will show at a lope one at a time in one direction.

4.3.2.4.6 Walk-Jog

To be shown at walk and jog only, **no** loping will be requested.

4.3.2.4.7 Horsemanship

Emphasis shall be placed on horse and rider working together. Execution and correct form of both horse and rider, while maintaining a pleasurable ride are the main criteria for this class. Rider must perform a pattern which will be posted at least one hour prior to the class. Rail work is optional at the discretion of the judge. Backing must be included in either the pattern or in the lineup.

4.3.2.4.7.1 Adult

4.3.2.4.7.2 Junior

4.3.3 HUNTER

4.3.3.1 Hunter Under Saddle

To be shown at a walk, trot, and canter both ways of the ring. Light contact with the horse's mouth is required. Horses should be obedient, alert, responsive, and move freely. Except in Maiden and Green classes, judges may ask to hand gallop collectively, one direction of the ring. No more than eight will be asked to hand gallop at one time. To be judged on performance, soundness, conformation, suitability, and manners.

4.3.3.1.1 Open

4.3.3.1.2 Junior

4.3.3.1.3 Novice

4.3.3.1.4 Maiden

No hand gallop will be requested.

4.3.3.1.5 Green

Green riders or horses will show at a canter one at a time in one direction. No hand gallop will be requested.

4.3.3.2 Hunter Over Fences

To be shown over a minimum of 8 fences. Judged on performance, soundness, and manners. Performance is defined as an even hunting pace, jumping style, faults, and way of moving over the course. Courses must comply with Annex B. Oxer fence spread: maximum of 3'. All horses being considered for an award must be serviceably sound, and must be hand trotted into the arena before the awards are announced. To be judged on performance, soundness, conformation, suitability, and manners.

4.3.3.2.1 Open

Fence height: 3'0".

4.3.3.2.2 Junior

Fence height: 2'9".

4.3.3.2.3 Novice

Fence height: 2'6".

4.3.3.2.4 Maiden

Fence height: 2'3".

4.3.3.2.5 Green

Fence height: 2'0"

4.3.3.3 Hunter Hack

To be shown at a walk, trot, and canter both ways of the ring. Except in Maiden and Green classes, judges may ask to hand gallop collectively, one direction of the ring. No more than eight will be asked to hand gallop at one time. Horses are also required to jump two fences 2' – 2'3" in height. To be judged on performance, manners, and soundness.

4.3.3.3.1 Open

4.3.3.3.2 Junior

4.3.3.3.3 Novice

4.3.3.3.4 Maiden

No hand gallop will be requested.

4.3.3.3.5 Green

Green riders or horses will show at a canter one at a time in one direction. No hand gallop will be requested.

4.3.4 JUMPER

1. These classes test the jumping ability of the horse. 50% of the fences in the first round of a class must be set at the required height indicated, and within a two-inch (5 cm) variance. The Time Allowed is based on a minimum speed of 360 yards per minute and shall be announced and posted before the start of the class.

2. The plan or diagram of the course, including the Speed, Time Allowed, length of course, start and finish, and jump-off course, must show the obstacles which must be jumped with the order indicated by number. Apart from this, unless designated by the course designer by the use of a solid line between obstacles on the course plan, the rider is not bound to follow a compulsory

track. An arrow is used to indicate the direction in which each obstacle must be jumped. Closed combinations and option fences must be clearly marked. A competitor cannot enter the arena until course and judge are ready. However, riders may be permitted to inspect the course on foot prior to commencement of the class at management's discretion. The jump-off course should not be shortened to less than six efforts and should include at least one vertical and one spread obstacle.

3. Jumpers are scored on penalties incurred between the starting line and finish line. A competitor, after receiving the signal to begin his/her round, is not being scored until crossing the starting line in the proper manner. Penalty faults include disobediences, falls, knockdowns, touches and time penalties. When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized. When an obstacle to be taken in one effort is composed of several elements not in the same vertical plane (i.e., oxer, triple bar, etc.) faults at more than one element are penalized only once. In combinations, the faults committed at each obstacle are scored separately. In case of refusal or run-out at one element of a combination (and upon the judge's signal that the obstacle has been reset, if necessary), the competitor must rejump the entire combination. (Exception: Closed obstacles). In cases of broken equipment or loss of shoe, the rider must continue if he wishes to avoid penalty, or may retire. An eliminated competitor has the right to make one attempt to jump an additional single obstacle, which the judge may designate, but may not continue thereafter. (Exception: The right to attempt an additional obstacle does not apply to Fault and Out classes or in the case of the fall of the horse or rider.)

4.3.4.1 Table I - Touch Classes

General: The first class in any Table 1 section must be scored under Table 1(d). In the first round under this table, time is not scored or applied.

Table 1(a) - In the first round time is not scored or applied. Faults and eliminations are scored as noted in 6 below. In case of equality of faults in the first round, there is a jump-off for first place only. Touches do not count in the jump-off, faults and penalties count, and the time taken to complete the course decides between any competitors with clean rounds or equal faults.

Table 1(b) is run using a second method for the jump-off: If a competitor has gone clean in the first round, he remains in the ring and upon an audible signal, commences the jumpoff course as delineated in Table II Sec 2(b). If there are no initial clean rounds and a tie exists for first place, a jump-off is held.

Table 1(c) employs a third method for the jump-off: If a competitor has gone clean in the first round, he commences the jump-off course immediately upon crossing the finish line as delineated in Table II Sec 2(c). If there are no initial clean rounds and a tie exists for first place, a jump-off is held.

Table 1(d) - This is the traditional Table 1 class. Scored only on jumping faults. Time does not apply for any purpose. In the event of equality of faults for first place, successive jump-offs will be held.

Penalties for the touch rounds of Table I classes:

- a. Touch of obstacle or ground line with any portion of horse's body behind stifle - 1/2 Fault
- b. Touch of obstacle or ground line with any portion of horse's body in front of stifle, or with any part of rider or equipment - 1 Fault
- c. Touch of standard or wing in jumping obstacle with any part of horse, rider or equipment - 1 Fault

d. Touch of flag, automatic timing equipment or other designated markers on start or finish lines, or flags standing alone marking the limits of banks, ditches and water jumps, with any part of horse, rider or equipment during the round. Note: At a brush obstacle, touching the brush alone without touching the framework, standards or pole, is not scored - 1 Fault

4.3.4.1.1 Open

4.3.4.1.2 Junior

4.3.4.1.3 Novice

4.3.4.1.4 Maiden

4.3.4.1.5 Green

4.3.4.2 Table II - Classes Scored On Faults And Time

Time First Round (Table II, Sec. 1) - The first round is decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. Horses with clean rounds or equal faults are classified according to their time taken to complete the course.

Table II, Sec. 2 (a) - The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. In the event of equality of faults after the first round, there will be one jump-off for first place only in which time will decide in the event of equality of faults.

Table II, Sec. 2 (b) - The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. If a competitor has gone clean in the first round, the competitor will, without leaving the ring, upon an audible signal, commence the designated jump-off course. A competitor with a clear round may dismount, and with assistance if necessary, adjust tack and/or equipment; however, upon the audible signal to begin his/her round, the competitor is responsible to adhering to the 45 seconds rule. A competitor who leaves the arena after a clear round (before or after the tone) will be considered to have retired from the jump-off. If there are no clean rounds and a tie exists for first place, there will be one jump-off in which time will decide in the event of equality of faults. It is recommended that no more than ten numbered obstacles be included in the first round when the class is scored under this table.

Fault and Out (Table II, Sec. 4) - These competitions are timed and take place over medium sized single obstacles (combinations are not permitted). The competitor's round finishes with the first fault incurred under Table II. Points are awarded instead of faults, two points being awarded for each obstacle jumped cleanly and one point for the obstacle knocked down. The winner is the competitor who scores the greatest number of points. Time will decide in the event of equality of points.

a. If the fixed time is reached at the moment when the horse is already taking off, this obstacle counts whether it is knocked down or not. If a fall or disobedience occurs after landing, the horse is scored as though the fault had occurred at the next obstacle. When the penalty of elimination is incurred, the rider is credited with obstacles cleared.

b. When an obstacle is knocked down or the Time Allowed, if there is one, has been reached, a signal is sounded. The competitor must then jump the next obstacle and the clock is stopped at the moment the horse's forefeet touch the ground. No points are scored for obstacles jumped after the signal has been sounded.

c. When a fault constitutes a disobedience or fall, or when the rider is eliminated or does not jump the obstacle at which the clock should have been stopped, the signal is sounded, and the competitor is placed last of those gaining an equal number of points.

d. Fault and Out classes can be conducted in one of two ways; which must be designated on the course plan as either:

(1) Once Around, in which case the maximum number of obstacles to be jumped is fixed, and the clock is stopped when the competitor crosses the finish line, or

(2) With a Fixed Time Allowed which must not be set at less than 50 seconds, nor more than 60 seconds. If the competitor has jumped all the obstacles before the expiration of the Time Allowed, he starts around the course again but is not required to go back through the start markers.

Penalties for the Table II classes:

1. Knockdown of obstacle or standard with any portion of horse, rider or equipment, when jumping an obstacle, one or more feet in the water or on the marking strip of a water jump, or knockdown of rail placed over a water obstacle - 4 Faults

2. Knockdown of automatic timing equipment, other designated markers on start and finish lines, or flags standing alone marking the limits of banks, ditches and water jumps - 4 Faults

3. First disobedience anywhere on course - 4 Faults

4. Second cumulative disobedience anywhere on course:

a. in all classes conducted at Level 5 or higher - Elimination

b. in classes conducted at Level 4 or below - 4 Faults

5. Third cumulative disobedience anywhere on course in classes conducted at Level 4 or below - Elimination

6. Exceeding Time Allowed (for each commenced second over the Time Allowed) - 1 Fault

7. A horse resisting for 45 consecutive seconds - Elimination

8. Taking more than 45 seconds to jump the first obstacle after the time of the round has begun - Elimination

9. Taking more than 45 seconds to jump the next obstacle on course - Elimination

4.3.4.2.1 Open

4.3.4.2.2 Junior

4.3.4.2.3 Novice

4.3.4.2.4 Maiden

4.3.4.2.5 Green

4.3.5 REINING

The best reining horse should be willingly guided or controlled with little or no apparent resistance and dictated to the task completely. Tack and attire shall be suitable to Western type. Each horse to complete a pattern stated in the prize list. The patterns are described in Annex C. The show is encouraged to provide exhibitors copies of the patterns when requested. Judge will score each horse per Annex C.

4.3.5.1 Open

4.3.5.2 Junior

4.3.5.3 Novice

4.3.5.4 Maiden

4.3.5.5 Green

4.3.6 SHOW HACK

Traditionally, the Hack designation is awarded only after a horse has passed a rigorous test of skill to show that the horse is ready for professional service. The Show Hack is a suitable class for the well trained horse. Show Hacks must be balanced and show vitality, animation, presence, clean limbs, and supreme quality. Tack and attire shall be suitable to English type. Martingales are prohibited. To be shown both ways of the ring at a walk, trot, canter, and hand gallop; collected, normal, and extended gaits to be required; and must stand quietly and back readily. Recommend no more than eight to gallop at once. Light contact shall be maintained. Judged on manners, performance; quality and conformation.

4.3.6.1 Open

4.3.6.2 Junior

4.3.6.3 Novice

4.3.6.4 Maiden

To be shown at the walk, trot, and canter both ways of the ring. Maiden riders or horses will show at a hand gallop one at a time in one direction.

4.3.7 TRAIL

To shown in English or Western attire and tack in a sure, safe, and pleasurable walk and trot/jog over a series of obstacles. Horses may also be asked to canter/lope (Exception: Walk-Trot, Lead-Line, and In-Hand). All entrants are to be judged on willingness, manners, and ability to complete obstacle without hesitation.

4.3.7.1 Open

4.3.7.2 Junior

4.3.7.3 Novice

4.3.7.4 Maiden

4.3.7.5 Green

4.3.7.6 Walk-Trot

4.3.7.7 Lead-Line

Lead-line riders will be led by an assistant at a walk only.

4.3.7.8 In-Hand

In-Hand trail is open to horses 2 years and under.

4.3.8 DRESSAGE

Each exhibitor will perform a prescribed United States Dressage Federation (USDF) or United States Equestrian Federation (USEF) pattern in an arena 20 meters by 60 meters. The exhibitor may perform two dressage tests from the same or adjacent levels. For example, you may enter Intro Test B and Training Test 4, but you cannot enter Intro Test B and First Level Test 2. Copies of the USDF dressage tests are available at www.usdf.org/competition/dressagetests.asp. Copies of all USEF dressage tests are available for free to USEF members. USEF now authorizes shows to make copies of the USEF dressage score sheets. Shows may download the score sheets from USEF, but will need to register as an Authorized User Account (see www.usef.org). USDF score sheets must be ordered from USDF.

4.3.8.1 USDF Intro Level Test A

4.3.8.2 USDF Intro Level Test B

4.3.8.3 USEF Training Level Test 2

4.3.8.4 USEF Training Level Test 4

4.3.8.5 USEF First Level Test 2

4.3.8.6 USEF First Level Test 4

4.3.8.7 Any USEF Test Above First Level

For tests Third level and above, a double bridle may be used. For tests above Fourth level, riders must wear a dark tailcoat with top hat, or a dark jacket with a bowler hat or hunt cap; and white or light colored breeches; stock tie or tie; gloves; and black riding boots.

4.3.9 WESTERN RIDING HORSE

Western Riding is an event where the horse is judged on quality of gaits, lead changes at the lope, response to the rider, manner, and disposition. The horse should perform with reasonable speed, and be sensible, well mannered, free, and easy moving. Horses to be shown in Western equipment. The pattern is described in Annex D. The show is encouraged to provide exhibitors copies of the patterns when requested. Judge will score each horse per Annex D. To be judged on performance with emphasis on manners 70%; appointments, equipment, neatness (silver not to count) 10%; and conformation 20%.

4.3.9.1 Open

4.3.9.2 Junior

4.3.9.3 Novice

4.3.9.4 Maiden

4.3.9.5 Green

4.4 DRAFT

Hitching and unhitching to a log, sled, or stone boat should only be done in a fenced in area or arena.

4.4.1 LOG PULL

The purpose of this class is to show that you can maneuver a log through imaginary trees (cones) in the fastest time, verses maneuvering a log precisely through a tight set of trees (cones). To be

shown in work harness while serpentine through 5 cones at a walk or trot while pulling a single 8 to 10 foot log 8 to 12 inches in diameter or a pair of small diameter 8 foot logs or fence posts. A pair of logs is preferred since they will not roll easily. Cantering is prohibited. The cones will be set at 15 feet apart, measured from base to base. A boundary line will be set 15 feet from the cones on both sides. The log will be located 20 feet from the start/finish line, in same position for each competitor

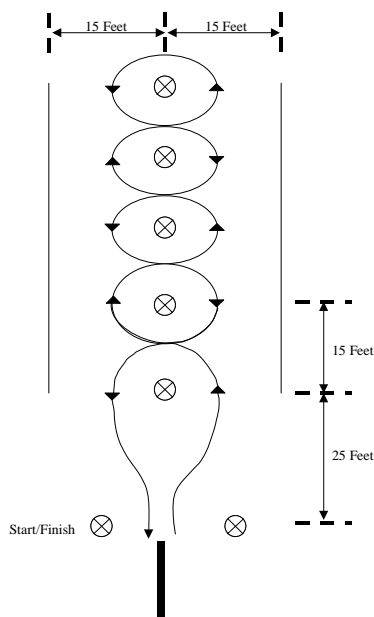
- a. Enter the ring at a walk, and hitch to the log
- b. After passing the starting line, the driver shall proceed directly through the starting line, without a loop, to the cones beginning on either side of the first cone
- c. Serpentine through the cones circling the last cone and continue serpentine through the cones
- d. and return Proceed through to the designated finish line.
- e. Position the log 20 feet from the start/finish line for use by the next competitor
- f. Unhitch and walk out of the arena

This is a timed class. Time starts when the horse passes through the starting line, and stops when the horse passes through the finish line. Course faults are assessed penalty seconds and added to the driver's elapsed time. Knock down of cone or obstacle is 5 seconds and going over the boundary line is 5 seconds. Cantering, maneuvering the log with the drivers foot, and riding of the log are causes for elimination.

4.4.1.1 Open

4.4.1.2 Junior

4.4.1.3 Team



Log Pole Pattern

4.4.2 LOG SKID

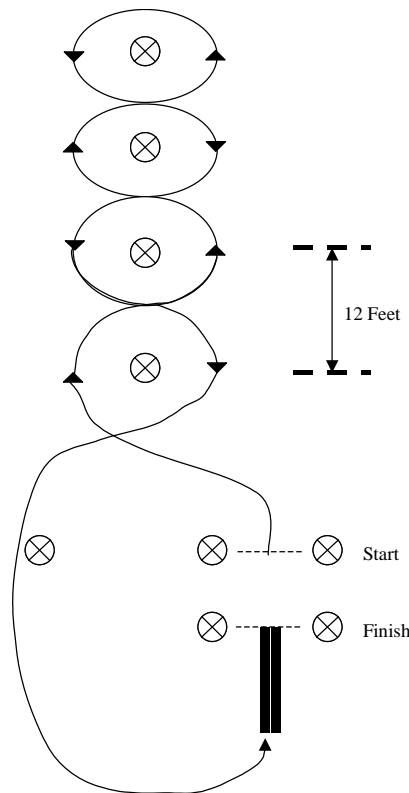
The purpose of this class is to show that you can maneuver a log precisely through a tight set of trees (cones), versus maneuvering a log through imaginary trees (cones) in the fastest time. To be shown in work harness at a WALK. Entries to pull two 16½ foot logs through a cone pattern with the cones set 12 feet apart, measured from base to base. **Judging will be based on faults,** with time used to break any ties. Time will start when horse crosses the start line. Proceed to

front of logs and 4 cones. Back through cones and hitch to logs, cross start line to run course. Serpentine through 3 cones and circle fourth cone, serpentine opposite direction, pulling logs as close as possible to the center line of first cones. Horse is to travel through first set of double cones, stopping logs as close as possible to the center line of first cones. Five faults for knocking over a cone and one fault per inch for stopping away from the starting line. The time stops when the log stops at the finish line. Trotting, cantering, maneuvering the log with the driver's foot, and riding of the log are causes for elimination.

4.4.2.1 Single

4.4.2.2 Junior

4.4.2.3 Team

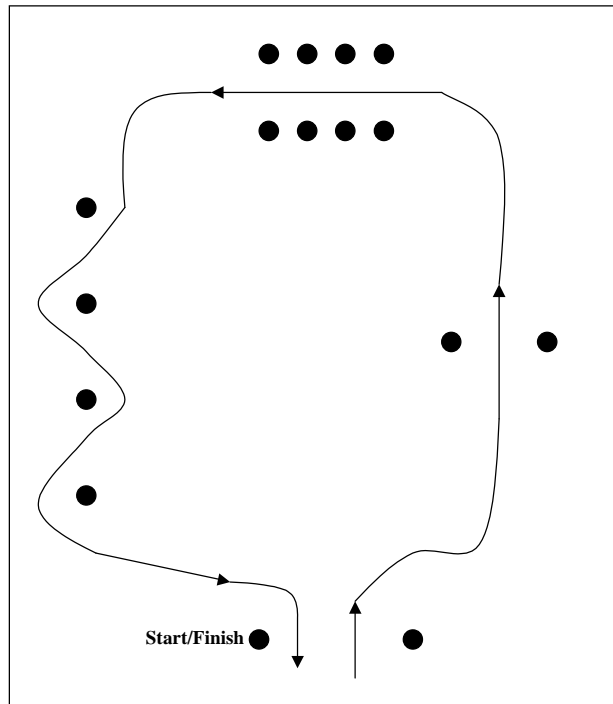


Log Skid Pattern

4.4.3 DRAFT FARM CLASS

To be shown in work harness over a course of obstacles at a walk while pulling a log, sled, or stone boat. A pattern will be posted 1 hour prior to class. Acceptable obstacles are gates, serpentine, long row of cones or poles. The obstacles should be 4 inches wider than withal tree, eveners, or single tree. Serpentines should be with cones 5 feet apart. After passing the starting line, the driver shall proceed through each obstacle in order to the designated finish line. This class placing is based on the fewest faults/penalties. Ties are broken based on time. Knock down of cone or obstacle is 5 points; and refusal or disobedience is 5 points. The third refusal or disobedience is elimination and off course is elimination. Trotting, cantering, and maneuvering the log or sled with the drivers foot are causes for elimination. If a log is used, riding of the log is not allowed.

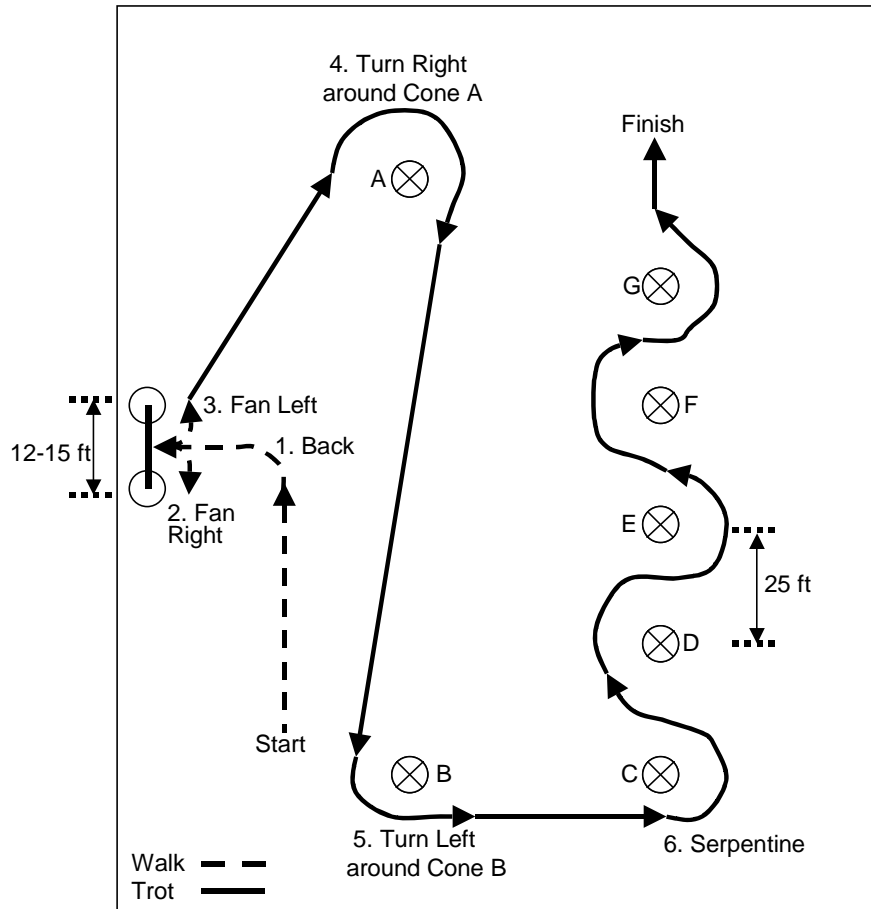
- 4.4.3.1 Open
- 4.4.3.2 Junior
- 4.4.3.3 Team



Draft Farm Class Pattern Example

4.4.4 FARM HITCH

Team of two Fjords hitched to a farm wagon enters arena at a walk and proceed towards dock (pole); back to the pole without knocking the pole down; fan right; fan left; proceed at a trot to cone A and circle right with rear wheel as close as possible to cone without touching it; proceed to cone B and circle left with rear wheel as close as possible to cone without touching it; proceed to serpentine cones C, D, E, F and G; exit arena. To be judged: 80% on performance, manners, and way of going of the horses; 20% on the condition and fit of the harness and vehicle.



Farm Hitch Pattern

4.4.5 WEIGHT PULL

Boundary Lines 15 feet apart. Length of pull is 10 feet, allowed two tries to pull the 10 feet. Each pull is separate, not added together. Offset double trees are allowed, neck yokes are allowed. Teamster allowed two helpers; teamster or helper must ride sled, One header only, if coach interferes while horse is pulling, horse will be disqualified by the judge. Starting weight will be 500 lb., with weight added after each pull. For team pull the starting weight and added weight will be in proportion or at the judge's discretion. While pulling, horse must stay within the sidelines. If horse steps on or over the sidelines they will be disqualified and allowed their previous complete pull. Teamster may ask judge to center sled before hooking. If no means is available to center judge may wave sideline rule and ask teamster to center sled during pull. Harness or equipment break: There will be a time limit of 5 minutes to fix and complete the pull at which breakage occurred. Teamster must pull the next weight the full distance or weight goes back to the previous pull. Deliberate stalling will result in disqualification. Talking or shouting is permitted, but no use of profanity. Teamster allowed to ripple the lines but not above the hips of the horse. Any other use of the lines during the pull is classified as whipping, and horse is disqualified. The judge's decision is final.

4.4.5.1 Single

4.4.5.2 Team

4.5 GAMES/GYMKANA

Any tack and attire is acceptable, except where specified. Bits use must comply with the bit rules in section 3. All junior competitors are required to wear helmets passing or surpassing the current American Society for Testing and Materials (ASTM) Standards. Adult competitors are encouraged to wear helmets and shall not be penalized for doing so. These classes may be divided into Open, Junior, Novice, Maiden, and Green Divisions.

4.5.1 TROTTING RACE

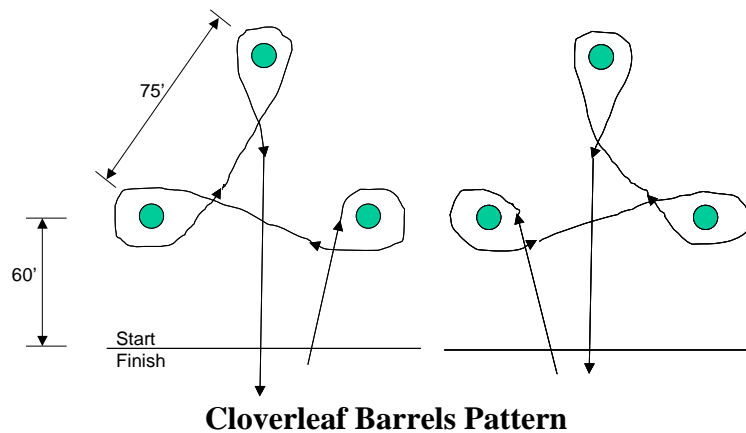
Each horse is trotted once around a course in the ring. **This is a timed class.** Racing stable colors for horse and driver allowed. Any safe attire, harness & cart, or saddle allowed. First break to a canter is a 5 second penalty, the second break is disqualification. A break to the canter is 2 strides.

4.5.1.1 Ridden

4.5.1.2 Driven

4.5.2 CLOVERLEAF BARRELS

Three barrels shall be placed to form an isosceles triangle. The distance between the three barrels is 75 feet. The distance between the timing line and the first two barrels is 60 feet. The rider or driver must completely circle each barrel, and may start with the right barrel or the left barrel. Drivers must walk or trot, and riders may walk, trot/jog or canter/lope. Any safe attire and equipment allowed. **This is a timed class.** The knockdown or touching a barrel is 5 seconds penalty and is added to the total time taken to complete the pattern. For drivers only, first break to a canter is a 5 second penalty, the second break is disqualification. A break to the canter is 2 strides. Not following a proper pattern is elimination.



4.5.2.1 Ridden

4.5.2.2 Driven

4.5.3 EGG AND SPOON

Eggs will be hardboiled. To be ridden any style, but horse must be bridled or use hackamore. To be shown at a walk, rising or sitting trot/jog, and canter/lope at the judge's discretion. All riders

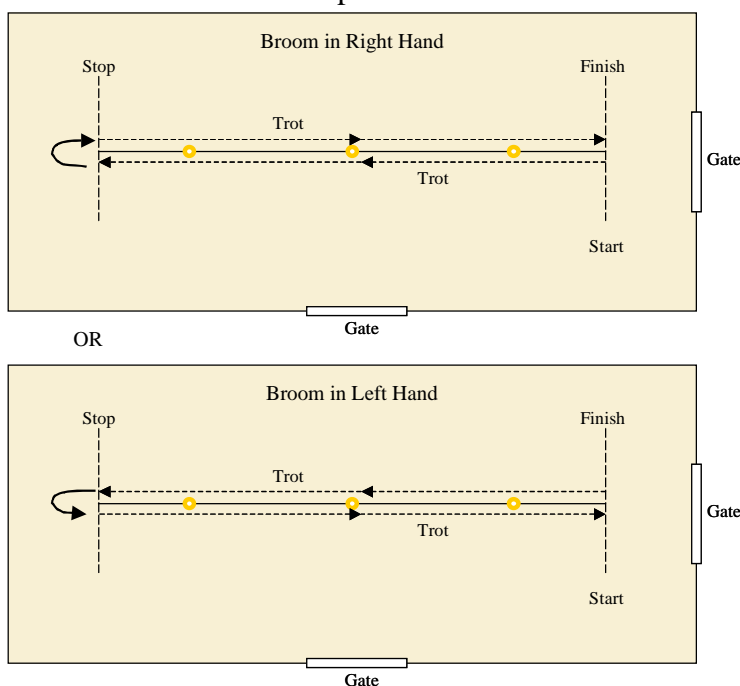
will carry a spoon and egg. **The length of time the egg stays on the spoon determines the placing.** The last rider with an egg on the spoon wins. Holding the egg on the spoon is cause for elimination.

4.5.4 GROOM'S CLASS

Open to anyone who does not normally ride at a show (because they are too busy being the groom). May not ride in any other class at this show. Shown at a walk and trot. Any safe attire and equipment allowed. Judged on the ability to stay on the horse and look like you are having fun. Running over the judge is not permitted (we need her for the rest of the show).

4.5.5 BROOM STICK JOUSTING

Broom stick will be provided. Each rider will get the chance to put six rings on the broom stick while trotting. See the diagram below. Three stakes with a ring on top will be setup in a straight line. When given the OK to proceed by the judge, the rider will hold the broom stick in the right or left arm and attempt to get all three rings on the broom stick halting after the stop line. After the first attempt, the rings will be reset and when given the OK by the judge, the rider will attempt to get another three rings going towards the finish line. **The highest number of rings in two attempts determines the placing.** In case of a tie, the quickest time wins. 5 second penalty for each time the horse walks more than 4 steps or canters more than 2 strides.



Broom Stick Jousting Pattern

4.5.6 SIT-A-BUCK

NO ENTRY FEE FOR THIS CLASS. Just bring a dollar bill to the ring with you and your horse. To be ridden bareback with English or Western bridle. Rider does not need to wear show clothes, but must wear long pants (no shorts) and shoes or boots. Helmets are required for junior riders and strongly recommended for adult riders. The judge or ring steward will place each rider's dollar bill under the rider's thigh half way between the hip and the knee with half of the bill showing (if possible). The judge will work the horses both ways of the ring in any gait at his or her discretion. The judge may specify a rising or sitting trot. If the rider loses his or her dollar

bill, they must come to the center of the ring. The last rider with the dollar bill under their leg is the winner of ALL the dollar bills.

4.5.7 COSTUME CLASS

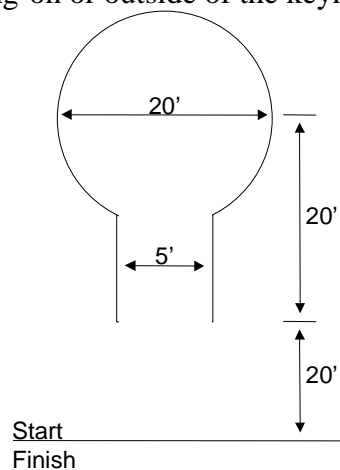
To be shown in costume at a walk. The exhibitor can ride or lead the horse. The exhibitor and horse are in costume. A team of two or more exhibitors and/or horses may enter under one number. Judged on creativity and originality.

4.5.7.1 Junior

4.5.7.2 Adult

4.5.8 KEYHOLE

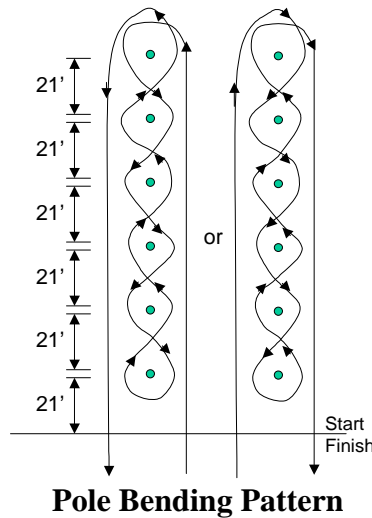
Entrant must enter a circle marked with lime or flour turn 180 degrees and return to the finish line. **This is a timed class.** Stepping-on or outside of the keyhole pattern is elimination.



Keyhole Pattern

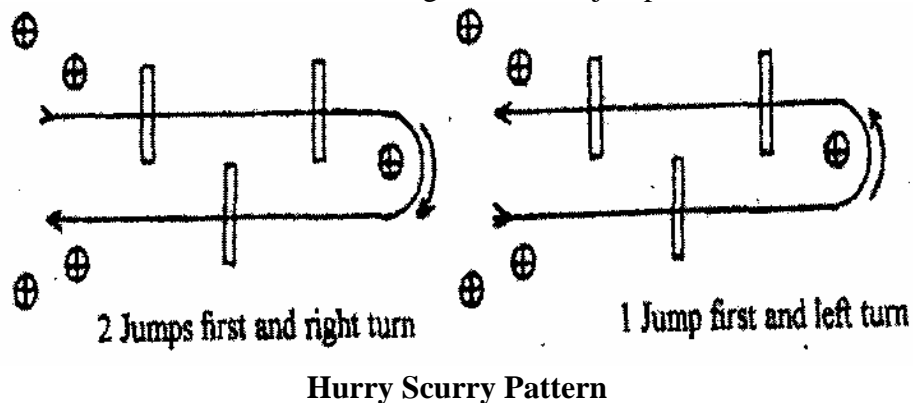
4.5.9 POLE BENDING

Six poles placed 21 feet apart in a straight line with the first pole being 21 feet from the timing line. The entry shall cross the timing line and proceed on either side to the pole 6 on the far end, make a 180 degree turn around the pole, bend through the poles to pole 1, circle pole 1, bend around the poles to pole 6, make a 180 degree turn and return to the timing line. **This is a timed class.** Going off-course is elimination.



4.5.10 HURRY SCURRY

Horses will go through the timing line, go down the right side of the course jumping one 12 inch jump, making a left turn around the pole, and jumping two 12 inch jumps and go through the timing line to finish the course. or; down the left side jumping two 12 inch jumps; making a right turn around the pole, jumping one 12 inch jump and go through the timing line. **This is a timed class.** SPECIAL PENALTY: Knocking down an obstacle or dislodging an obstacle from a stand will result in a 2 second penalty for each obstacle dislodged or knocked down. The rider will be disqualified if all four feet of the horse do not go over each jump and the course is not corrected.



4.5.11 AUSTRALIAN PURSUIT

Simple and fun, everyone is set at a trot, on the rail - four cones are set toward the inside of the rail - you must stay between the cones and the rail - if you break into a canter, you go into the center, when you are passed by another exhibitor you go into the center -last remaining horse wins.

4.5.12 EGG RACE

Riders must balance a raw egg in a spoon while riding at a walk, trot/jog or canter/lope as asked for by the judge. Eggs may not be attached to the spoon in any manner.

4.5.13 RIBBON RACE

A piece of crepe paper (4 feet long and 1 ½-4-inches wide) is held between the two riders as they cross the timing line and run to the pole. Riders may turn the pole in either direction and go back

through the timing line, still retaining their hold on the ribbon without breaking it. The team shall be disqualified for: dropping either end of or breaking the ribbon while on course; for holding or locking hands while on course. Time begins when the first part of either horse crosses the timing line, but the team is still on course until the last part of the last horse has crossed the timing line.

4.5.14 PIE EATING CONTEST FOR HORSES

Horses will be led into the arena and line up facing the Judge. A pie of carrots and apples will be placed in front of each horse and upon the Judge's command all horses will begin to eat their pie. The first horse to finish all of his/her pie wins!

ANNEX A

A. BREED STANDARD

A.1 Breed History and Type

The Norwegian Fjord Horse is one of the world's oldest and purest breeds. It is believed that the original Fjord Horse migrated to Norway and was domesticated over 4,000 years ago.

Archeological excavations at Viking burial sites indicate the Fjord Horse has been selectively bred for 2,000 years. The breed still exhibits strong survival instincts and remains healthy, fertile, and useful well into its long life. Fjords are extremely efficient foragers, and thrive equally well in the pasture or stable, adapting easily to the weather conditions of their environment, be it hot and dry, or cold and wet.

The Norwegian people hold the Fjord in such high regard that they have chosen this breed of horse as one of their national symbols. According to the European Convention on domestic animals, as the breed's motherland, Norway has the responsibility to preserve and develop the Fjord Horses' breed type. The "*Supreme aim for the breeding of Fjordhorses,*" according to the current Norwegian breed registry breeding plan, is that the "*Norges Fjordhestlag aims through its pure breeding program to preserve the characteristics and versatility of the breed.*" One of the main breeding goals is "*the Fjordhorse shall possess the character (i.e. Breed type) which is typical for the breed.*"

For the Norwegian Fjord Horse, the breed standard is difficult to express in precise terminology. The Norwegians describe their impression as "*got mote*" which means a horse should have a nice and pleasant appearance. At the 1996 International Conference conducted by the Norges Fjordhestlag, the following poetic description was offered to convey the "feeling" the Norwegians have for a typical Fjord Horse. The written description is made with reference to the breed's place of origin, the mountainous district of Vestlandet (Western Norway). Members of the Norges Fjordhestlag chose to express their sentiment artistically, and by sharing with the conference attendants a beautiful Norwegian description effectively painted a vivid image of the real Fjord Horse.

"The eyes should be like the mountain lakes on a midsummer evening, big and bright. A bold bearing of the neck like a lad from the mountains on his way to his beloved. Well-defined withers like the contours of the mountains set against an evening sky. The temperament as lively as a waterfall in spring, and still good-natured."

Norwegian Fjord Horses have a calm presence and a curious, active character with an obvious display of either masculine or feminine traits. Body structure within the breed ranges the entire spectrum, from flatter, lighter muscling to a more round, heavier muscling. Historically, Fjords have appeared in different shapes, models or body types, according to the different needs of the times. From this wide genetic pool comes the versatile Fjord of today, which is not a specialized breed, but a breed with horses of different types and sizes which can be used for a wide variety of activities. Horses that meet the set conditions and demands of quality are equally acceptable, although they can be of different sizes and body types. Conformation should be harmoniously balanced and must always be complemented by substance of body and ample bone. A combination of correct conformation, movement, and breed type is more important than extremes of beauty, elegance, and extravagant movement. What counts and is most important is the ability of the horse to use and develop his inborn qualities.

A.2 General Impressions

The Norwegian Fjord Horse possesses a charming, gentle disposition and a strong body structure that enables the breed to be used for all types of riding, driving and draft work. Fjord Horses are willing to work and want to please, thus making them very trainable. Their versatility is enhanced by the extraordinary power for their smaller size and their ability to be sure-footed. The Fjords generally range in size at maturity from 13.2 to 14.2 hands (54 to 58 inches) and weigh about 900 to 1200 pounds with a few individuals ranging outside these measurements.

A.3 Coat Color and Marking

The majority of Fjord Horses are brown dun, while a small percentage are either grey, red dun, or white dun. The rarest color, yellow dun, is seldom seen, even in Norway. One of the breed's 'trademarks' is the upright mane, which compliments the horse's frame and structure well. Traditionally, the most common and desirable markings found on Fjords are:

1. Primitive markings:

- Small brown marks over the eyes and on the checks and thighs.
- Dark horizontal stripes on the legs, especially the forelegs.
- Can have one or more dark stripes over withers, very seldom seen.

2. Dark ear outlines and tips.

3. Darker mid-section in the forelock, mane and tail.

4. A full-length, darker dorsal stripe.

5. Some "feathering" on the legs, but not profuse.

6. Dark hoof color; may range to amber in red and yellow dun horses. Some striping may occur.

7. All of the accepted Fjord horse colors and their variations must be kept. Avoid markings that are not typical for the breed. A small star is acceptable.

The coat colors are described as:

- **Brown dun:** coat color is pale yellow-brown, and can vary from creamy yellow to nearly brown. The dorsal stripe (forelock through tail) is black or dark brown.

- **Grey:** coat color from light silver grey to dark slate grey; stripe in mane, dorsal stripe and tail stripe are dark grey to black; muzzle is generally a darker shade of grey than body color.

- **Red dun:** pale red-yellow in lighter or darker shades; the dorsal stripe is red or red-brown, always darker than the coat color but never black. On the lighter shades of red duns, the forelock, mane and tail can be completely white.

- **White dun:** coat color is white or yellow-white; dorsal stripe is black or grey.

- **Yellow dun:** coat color is yellow-white; dorsal stripe a darker shade of yellow, but may be indistinct. Forelock, mane and tail may be completely white.

A.4 Conformation

- **Head:** Medium-sized, with a broad, flat forehead, a straight or slightly dished profile and good definition.

- **Ears:** Small and truncated, wide-set.

- **Eyes:** Large, round, expressive, dark in color, well set on head.

- **Jowls:** Well rounded and muscular.

- **Jaws:** Quite large with a definitive ridge and good distance between them.

- **Muzzle:** Wide and fleshy with large, softly elastic, outlined nostrils.

- **Bite:** On a mature Fjord Horse, incisors must be properly occluded. A mal-occlusion of less than or equal to ¼ of a tooth width should be considered a minor fault and more than ¼ tooth width should be considered a major fault, regardless of sex.
- **Throatlatch:** Slightly deeper than most other breeds, must be refined sufficiently to allow proper flexing at the poll while still providing for normal respiration.
- **Poll:** Should have sufficient length to allow proper flexion. The neck bones approach the skull from behind the ears rather than insert from below.
- **Neck:** Should be supple, forming a natural arch, and appear rather heavy but well raised and in proportion to the entire horse. The top-line should be longer than the bottom line. Placement of the neck on the shoulder should be smoothly into the withers and chest creating an upward and outward-flexing image, giving the balance and carriage necessary to maintain the look of the Fjord Horse.
- **Shoulder:** Well muscled with good length and angulations. The shoulder and neck should be viewed as a balanced, functional unit.
- **Withers:** Moderately defined and long, extending into the back.
- **Chest:** Wide, demonstrating muscling proportional to gender and body size.
- **Girth:** Deep, with an ample spring of rib to provide circulatory and respiratory capacity.
- **Back:** Well muscled and broad, short to moderately long. (Considered moderately long when the back has the same length as the shoulder.)
- **Loins:** Well muscled, with an even transition to the croup.
- **Croup:** The shape of the hindquarter may vary and it is important that the back, loins, croup and quarters are in harmony.
- **Hip:** Long, deep and well-developed, substantial and in proportion to the shoulder.
- **Tail:** Set moderately high and carried naturally while at rest and in action.
- **Stifle:** Located deep in the hindquarter with strength and full range of motion.
- **Thigh and Gaskin:** Strong and well muscled, carrying plenty of flesh; should appear well muscled when viewed from behind.
- **Hocks:** Well developed and positioned with a well-marked point; large in proportion to the horse.
- **Legs:** Should be correct and sound with a slightly longer forearm than cannon, well-defined joints, clean cannons, flat bone, and an appearance of overall substance and strength. When the legs are viewed from the side, front, and rear, they should be parallel and nearly vertical from the ground except for the angulations of the pasterns.
- **Pasterns:** Should have moderately proportional length and angulations to provide reasonable flexion and support.
- **Hooves:** Dense, round and large. Their attachment at the coronary band should be a continued angle of the pastern with proportional heel length.

A.5 Movement

The **way of going** for the Fjord Horse is straight and true with good forward movement. The gaits are well balanced, with a regular cadence and a length of stride where the hind hoof-print oversteps the front hoof-print at the walk and trot.

- **Walk:** The Fjord Horse will be eager and efficient, moving in a four-beat cadence.
- **Trot:** A true two-beat diagonal gait. Being a powerful gait, the trot demonstrates the characteristic traits of speed, comfort and athletic ability. The trot comes naturally, and is the most favored gait of the horse.

- **Canter:** Should be balanced and free with good forward movement.

A.6 Undesirable Aspects Of Conformation (Faults)

A.6.1 Head

(Figs. 1A, 1B, 1C)

- long or narrow-shaped head
- high-set eye
- small eyes (pig eye)
- white sclera around the eye
- discoloration of eye (walleye)
- extreme convex profile
- small, underdeveloped jaws
- long ears
- narrow placement of ears
- poor angulations of ears (lop ears)
- small, pinched nostrils
- improper occlusion (bite)
- lack of appropriate gender characteristic

A.6.2 Neck

(Figs. 2A, 2B, 2C, 2D, 2E)

- depression in front of withers (ewe neck)
- tied in too low on shoulder
- thick throatlatch
- heavy underside of the neck
- insufficient muscling, lack of gender-related crest
- length longer/shorter than body proportions
- insufficient length of poll

A.6.3 Legs and hooves

(Figs. 3A, 3B, 3C. 4A, 4B, 4C. 5A, 5B, 5C, 5D, 5E, 5F, 6A, 6B, 6C, 6D. 7A, 7B, 7C.)

- short, straight pasterns
- broken-axis pastern
- long, weak pasterns
- over at the knees (buck knees)
- back at the knees (calf knees)
- offset knees
- tied in at the knees
- base wide
- base narrow
- narrow heels
- flat, low heels
- platter hooves
- ringbone
- laminitis (founder)

- spavins
- curbs
- stringhalt
- straight hocks
- sickle hocks
- cow hocks

A.6.4 Withers

- excessively round (mutton withers)

A.6.5 Shoulder/forequarters

- too straight (lack of angulations)
- upright shoulder
- short arm (humerus)
- short forearm
- too wide
- too muscled
- too narrow (lacking capacity and muscling)

A.6.6 Body/hindquarters

(Figs. 8A, 8B, 8C)

- long back
- low back
- roach back
- long, weak coupling
- high hip/croup
- too narrow (lacking in capacity and muscling)
- steep croup
- rafter hips
- wry tail
- low-set tail

A.6.7 Way of going

(Figs. 9A, 9B, 9C, 9D, 9E)

- irregular stride and/or cadence
- extravagant action
- short stride behind
- overreaching
- forging
- winging
- paddling

A.6.8 Gender

- retained testicles (one or both)
- malformed vulva



Fig. 1A – Medium size, broad flat forehead.
Straight profile, good definition
Eyes – Large, Expressive
Ears – Small, truncated, wide set

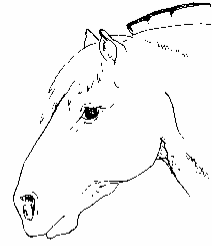


Fig. 1C – Normal Eye. Convex Profile, short ears,
small jowl
Narrow Head (Front) - Fault



Fig. 1B – Small (“Pig”), high set eye, small
nostrils, long ears -Fault





Fig. 2A – Normal Neck

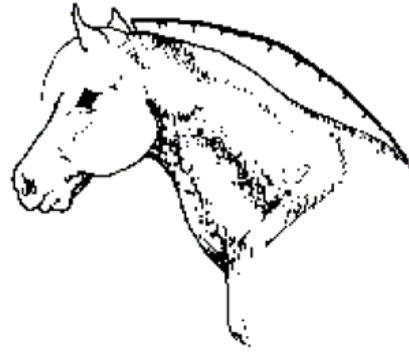


Fig. 2D – Ewe Neck - Fault



Fig. 2B – Normal Neck, slightly heavier

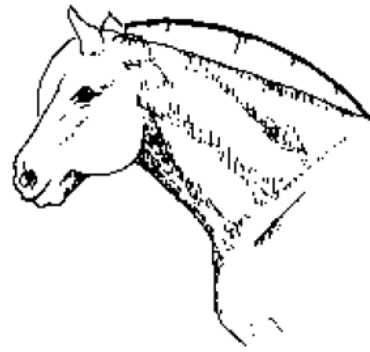


Fig. 2E – Straight, stick neck. Insignificant length of poll – Fault



Fig. 2C – Heavy Neck, thick throat latch - Fault



Fig. 3A – Pastern – Medium length & slope – Normal



Fig. 4A – Matching Angle – Pastern & hoof - Normal



Fig. 3B – Pastern – Too long & sloping – Fault



Fig. 4B – Broken Axis Pastern – Fault



Fig. 3C – Pastern – Short, upright – Fault



Fig. 4C - Broken Axis Pastern – Fault



Fig. 5A. - Straight Legs



Fig. 5D. - Toeing In - Fault

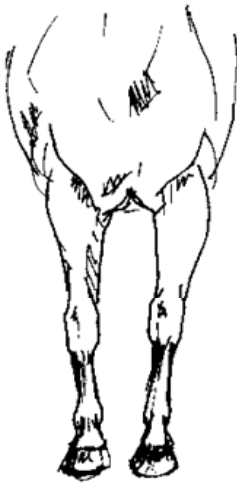


Fig. 5B. - Base Narrow



Fig. 5E. - Toeing Out - Fault



Fig. 5C. - Base Wide - Fault



Fig. 5F. - Straight but Narrow Chested

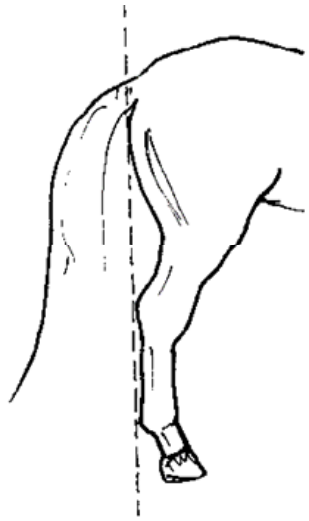


Fig. 6A. – Normal hind leg angle

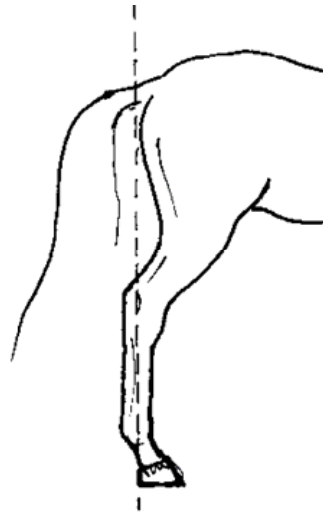


Fig. 6C. – “Camped Out” Behind plumb line. -
Fault

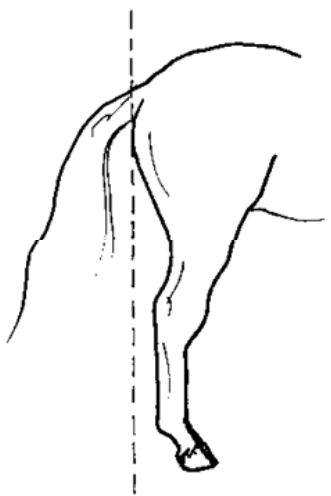


Fig. 6B. – Straight hind leg. (Post Leg) - Fault



Fig. 6D. – “Sickle Hock”. – Fault

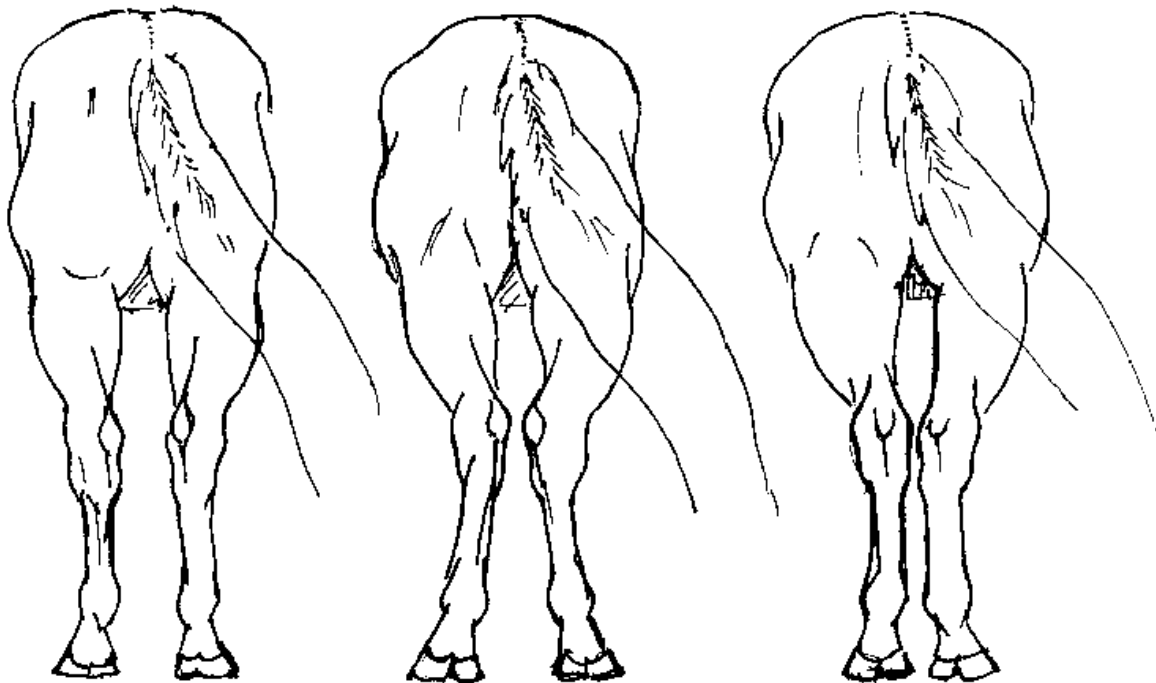


Fig. 7A. Cannons parallel, stifles & toes point out slightly - Correct

Fig. 7B. – Cow Hocks – hocks point inward, cannons angle outward – toes out - Fault

Fig. 7C. – Narrow – may cause interfering - Fault

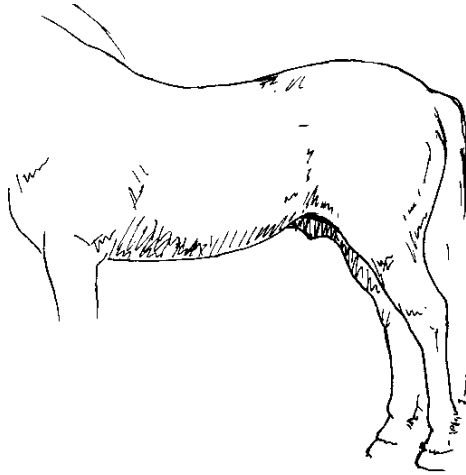


Fig. 8A. – Strong back and coupling flowing into a correctly rounded croup - Correct

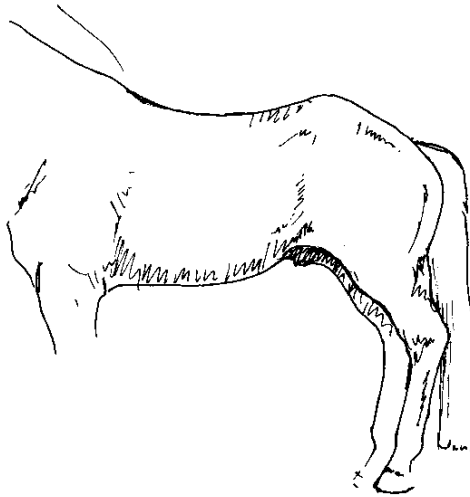


Fig. 8B. – Weak back and long weak coupling, high hip and croup, “Sickle Hocks” - Fault

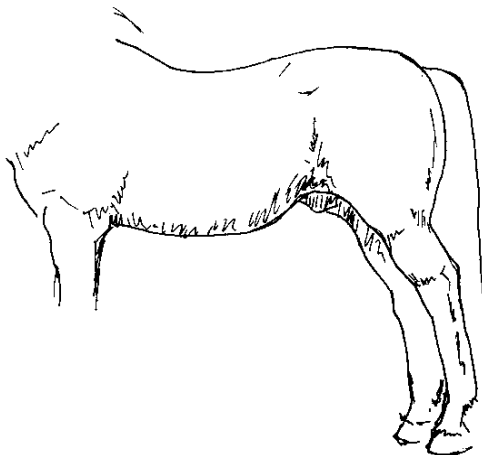


Fig. 8C. – Low weak back with flat, nearly level couple. Camped out hind legs - Fault

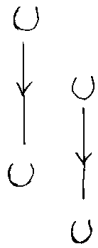


Fig. 9A. – Straight Legs Straight Movement

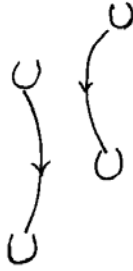


Fig. 9B. – Base Narrow “Rope Walking”, Plaiting - Fault



Fig. 9C. – Base Wide - Straddle - Fault



Fig. 9D. Toeing In – Paddling - Fault

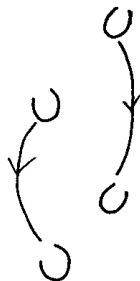


Fig. 9E. – Toeing Out – Winging, may interfere- Fault

ANNEX B

B. HUNTER COURSES

B.1 General Requirements

1. Fifty percent or more of the obstacles must be at least the required height and none may be more than 2" over or under (Exception: bush obstacles, ditch or bank).
2. Except in case of inclement weather, broken equipment or similar emergency a course must not be altered except by written permission of all exhibitors. If one or more original obstacles are rendered unusable during a class and no duplicate exists, management may substitute obstacles which approximate as nearly as possible the originals.
3. In classes where the course requirements have not been met and the violation has not been observed and corrected prior to the third competitor's performance, the class must be completed without altering the course and the results will stand. With the exception of a course set at an improper height, competitors who have gone over the course with the violation have the option of re-jumping the course.
4. Horses must be shown over a minimum of eight obstacles the required height.
5. A change of direction (change of lead) is recommended.

B.2 Course Diagrams

1. Course diagrams must be posted at least one hour before scheduled time of class unless they have been illustrated in the prize list. The plan or diagram of the course must show the obstacle which must be taken in the order indicated by numbers but apart from this the rider is not bound to follow a compulsory track. An arrow is used on the diagram to indicate the direction in which each obstacle is to be taken. When distances between fences are 90' or less from base to base, the distance must be included on the posted course diagram.
2. If the area of the courtesy circle is to be restricted by a mandatory line, the line must be indicated on the diagram and a corresponding barrier must be erected on the course.

B.3 Type

1. Obstacles must simulate those found in the hunting field such as natural post and rail, brush, stone wall, white board fence or gate, chicken coop, aiken, hedge, oxer, etc.
2. Chicken coops hinged at the top and free at the bottom; triple bars and hogs back; targets; any spread over 4' and square oxers are prohibited. Use of striped rails should be avoided if possible.
3. Every course should have at least four different type obstacles. All obstacles must be at least 20' wide or have wings at least 24" wide that are at least 12" higher than the obstacle.
4. A 3" difference is required for the back element of an obstacle. A ground line is required for all obstacles.
5. The top element of all obstacles must be securely placed with cups at least 1 1/2 inches deep and 3 inches wide so that a slight rub will not cause a knockdown and must be equally secure for different heights in the same class.

B.4 In and Outs

1. An in and out is considered as two obstacles in the required number of obstacles. It must never be used at the start of a course.
2. An in and out may have one or two strides. The suggested distance for an in and out when used in a ring is 24' to 26'.

ANNEX C

C. REINING

C.1 Scoring

1. The scoring will be on a basis of 0-Infinity, with 70 denoting an average performance. Scores will be announced after each horse works. The individual maneuvers are scored in 1/2 point increments from a low of -1 1/2 to a high of +1 1/2 with a score of 0 denoting a maneuver that is correct with no degree of difficulty. Scores will be announced after each horse works.
2. All ties for 1st place will be worked off if the tied exhibitors agree to participate in a runoff. Tied exhibitors have the alternate option of agreeing not to run-off and to be named co-champions but must determine the winner of the awards by a flip of a coin. If they do not agree, the exhibitor(s) who does not want to run-off will forfeit first place to the other.
 - a. if a tie occurs after the run-off, the entrants will be named co-champions; will evenly split 1st and 2nd prize money, but must determine the winner of the awards by a flip of a coin. A horse not returning for a run-off without such an agreement will forfeit 1st place prize money regardless of the added money. In the case of a run-off, the contestant(s) not winning the run-off cannot be placed lower than the lowest position for which he/she was tied, i.e., 2nd/3rd. All other ties are not worked off and will involve as many places as there are horses tied, i.e., 4th, 5th, 6th, 7th. The prize money in the previously mentioned example is added together and split equally-four ways.
3. The following will result in “no score”:
 - a. abuse of animal in competition arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition;
 - b. use of illegal equipment, including wire on bits, bosals or curb chains;
 - c. use of illegal bits, bosals or curb chains;
 - d. use of tack collars, tie downs or nose bands;
 - e. use of whips or bats;
 - f. use of any attachment which alters the movement of or circulation to the tail;
 - g. failure to dismount and/or present horse and equipment to the appropriate judge for inspection;
 - h. disrespect or misconduct by the exhibitor
 - i. infraction of any state or federal law which exists pertaining to the exhibition, care and custody of horses within the state or country where an NRHA reining is being held.
 - j. The judge(s) may excuse a horse at any time while in the arena for unsafe conditions or improper exhibition pertaining to either the horse and/or rider.
 - k. closed reins are not allowed except as standard romal reins and mecates on snaffle bits and bosals in classes where the use of two hands is allowed.
4. Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern. When using a romal, no fingers between the reins are allowed. The free hand may be used to hold the romal, provided it is held at least 16” from the reining hand and in a relaxed position. 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 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.
5. The following will result in a score of 0:

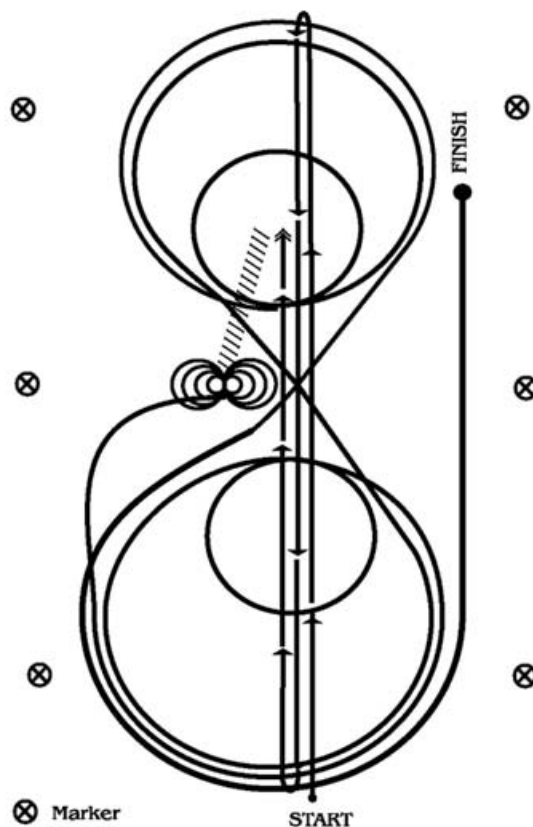
- a. use of more than index or first finger between reins;
 - b. use of two hands (exception: snaffle bit or hackamore classes designated for two hands) or changing hands;
 - c. use of romal other than as outlined in #4;
 - d. failure to complete pattern as written;
 - e. performing the maneuvers other than in specified order;
 - f. the inclusion of maneuvers not specified, including but not limited to
 - (1) backing more than two strides
 - (2) turning more than 90 degrees (Exception: a complete stop in the 1st quarter of a circle after a canter departure is not to be considered an inclusion of maneuver; a 2 point break of gait penalty will apply.
 - g. failure to have correct exhibitor number displayed;
 - h. equipment failure that delays completion of pattern, including dropping a rein that contacts the ground while the horse is in motion;
 - i. balking or refusal of command where pattern is delayed;
 - j. running away or failing to guide where it becomes impossible to discern whether the entry is on pattern;
 - k. jogging in excess of one-half circle or one-half the length of the arena while starting a circle, circling or exiting a rollback;
 - l. overspins of more than $\frac{1}{2}$ turn;
 - m. fall to the ground by horse or rider. A horse is deemed to have fallen when its shoulder and/or hip and/or underline touches the ground.
 - n. Dropping a rein that contacts the ground while the horse is in motion.
 - o. failure to wear appropriate western attire
6. The following will result in a penalty of five (5) points:
- a. spurring in front of cinch.
 - b. use of either hand to instill fear or praise.
 - c. holding saddle with either hand.
 - d. blatant disobedience including kicking, biting, bucking, rearing and striking.
7. The following will result in a two point penalty:
- a. Break of gait.
 - b. Freezing up in spins or rollbacks.
 - c. On walk-in patterns, cantering prior to reaching the center of the arena and/or failure to stop or walk before executing a canter departure.
 - d. On run-in patterns, failure to be in a canter prior to reaching the first marker.
 - e. If a horse does not completely pass the specified marker before initiating a stop position.
8. Starting or performing circles or eights out of lead will be judged as follows:
Each time a horse is out of lead, a judge is required to penalize by 1 point. The penalty for being out of lead is accumulative, and the judge will add 1 penalty point for each $\frac{1}{2}$ of the circumference of a circle or any part thereof that a horse is out of lead. A delayed change of lead is a one (1) point penalty from one stride to $\frac{1}{4}$ of circumference of a circle and is also cumulative beyond that point.
9. Deduct $\frac{1}{2}$ point for starting circle at a jog or exiting rollbacks at a jog up to 2 strides. Jogging beyond 2 strides but less than $\frac{1}{2}$ circle or $\frac{1}{2}$ the length of the arena, deduct 2 points.
10. Deduct one-half ($\frac{1}{2}$) point for over or under spinning up to one-eighth ($\frac{1}{8}$) of a turn; deduct one (1) point for over or under spinning up to one-quarter ($\frac{1}{4}$) of a turn.

11. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows: For $\frac{1}{2}$ the turn or less, 1 point; for more than $\frac{1}{2}$ the turn, 2 points.
12. There will be a half point penalty for failure to remain a minimum of 20 feet from wall or fence when approaching a stop and/or rollback.
13. Judges may not confer as to any penalty or maneuver score prior to submitting a score. Each judge's decision is an individual call.
14. The judge shall have the authority to remove any contestant from a competition he is judging, should said contestant show any disrespect or misconduct as to render himself or the competition in an unprofessional manner.
15. All riders must dismount and drop the bridle immediately after the performance. The bridle must be dropped by the rider or a designated representative. The bridle must be checked by the designated judge or steward in the arena or in close proximity to the arena. Failure to comply will result in a no score.
16. Judges shall be the sole person responsible to determine if a rider has correctly completed the pattern as written.

C.2 Patterns

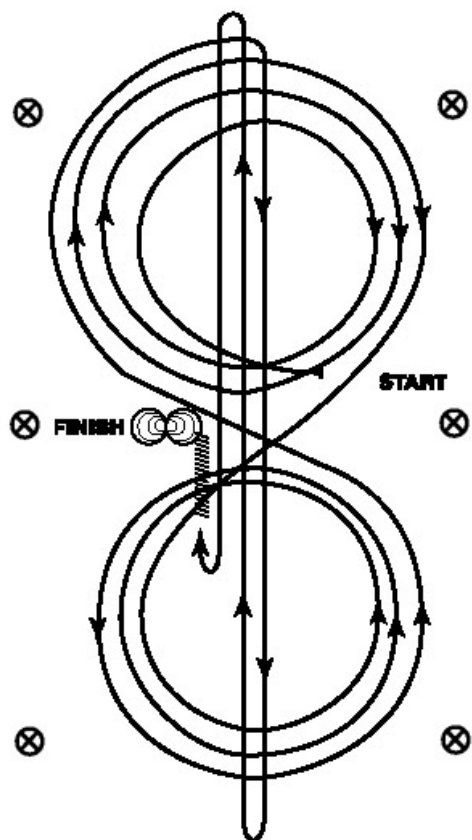
1. The following patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
2. Markers will be placed on the wall or fence of the arena as follows:
 - a. at the center of the arena
 - b. at least 50' from each end wall
3. Where designated in the Pattern for stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.
4. Each pattern is drawn so that the bottom of the page represents the end of the arena entered by contestants and must be run as such. In the event that an arena has only one gate and it be in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on.
5. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.
6. All judges' decisions are final.

Pattern 1



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 center marker and do a sliding stop. Back up to center of the arena or at least ten feet. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall of fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the side of the arena past the center marker and do a sliding stop at least twenty feet from wall or fence. Hesitate to demonstrate the completion of the pattern. Rider must drop bridle to the designated judge or steward as designated by the judge.

Pattern 2



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

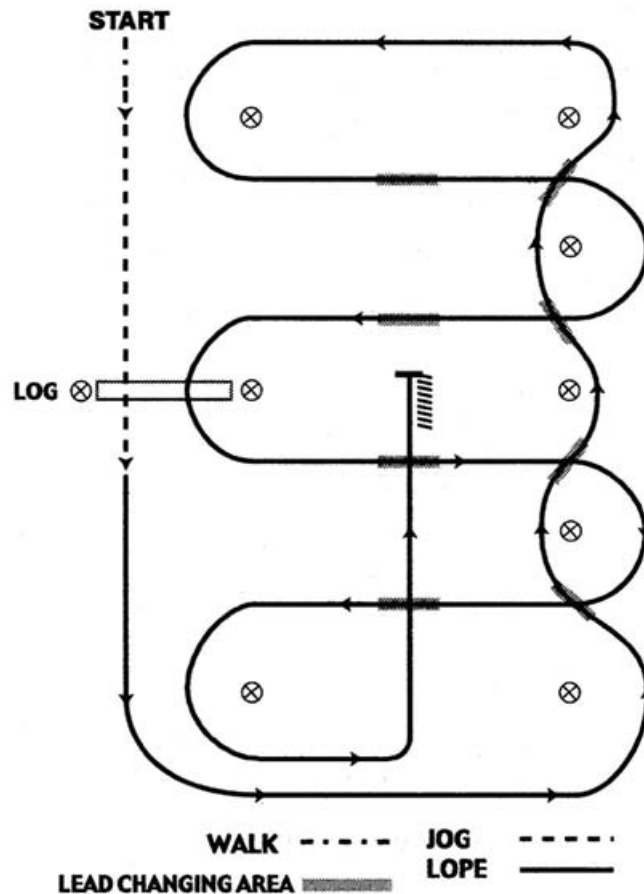
1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run up the middle to the far end of the arena past the end marker and do a right roll back—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left roll back—no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern. Rider must drop bridle to the designated judge or steward as designated by the judge.

ANNEX D

D. WESTERN RIDING HORSE

D.1 Pattern

1. The eight small circles represent pylon markers which are recommended. These should be separated by a uniform measured distance of not less than 30 feet nor more than 50 feet on the sides with 5 markers. In pattern one, the three markers on the opposite side should be set adjacent to the appropriate markers. It is recommended that markers be set a minimum of 15 feet from the fence and with 50 to 80 foot width in the pattern, as the arena permits.
2. A solid log or pole should be used and be a minimum of 8 feet in length.
3. The long serpentine line indicates the direction of travel and gaits at which the horse is to move. The shaded area represents the lead changing area between the markers. The dotted line (...) indicates walk, the dash line (—) jog, and the solid line (—) lope.



1. Walk to a point in line with first cone, then jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change

5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop and back