

# *The Western Equestrian Society*



## *Rule Book 2025*

***Judging is not absolute the rules in this book are established so that competitors may compete against each other in competition under fair conditions. They can, however, never cover every eventuality. Matters that cannot be resolved by interpreting the rules to the letter should be resolved by following as nearly as possible the spirit of the text to obtain the solution which is fairest to all competitors.***

***It is exactly what it says it is:***

## **A matter of judgement**

Nothing in this Rulebook shall be deemed or perceived to override the Constitution of the Western Equestrian Society or decisions which may be taken by the Society's Council acting in good faith, and in accordance with the Constitution, in matters which may arise from time to time being outside the scope of the Rulebook and/or such Policies which Council may adopt to support the running of the Society

***Further copies of this Rule Book may be downloaded from the society website:***

**[www.wes-uk.com](http://www.wes-uk.com)**



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# General Rules & Regulations

## 1. Membership

1.1 Membership shall be divided into six categories:

1. Full
2. Youth
3. Little Britches
4. Family
5. Life
6. Professional

Membership cards shall be issued upon acceptance of fees deemed acceptable by Council and can be found on the members personal membership page at [www.membershipmojo.co.uk/wes](http://www.membershipmojo.co.uk/wes) with a welcome letter and a copy of the current rule book.

1.2 Membership shall be a privilege, Not a right: application for which shall be made on the current form (available on the Societies' website) [www.wes-uk.com](http://www.wes-uk.com) or at [www.membershipmojo.co.uk](http://www.membershipmojo.co.uk) and by fees and procedures prescribed from time to time by the Society. Membership or application therefore may be terminated or rejected by Council of the Society for reasons that the said Council may feel are detrimental to the interest, policies, programmes, objectives or even the harmonious relationship of the Society and its members.

1.3 Whilst in good standing ALL full members shall have equal rights, interests and responsibilities, with respect of the Society and its property. They shall be bound and will obey all bylaws, rules and regulations of the Society and decisions and actions of the Council. They shall be entitled to vote by personal or virtual attendance at the AGM any EGM.

1.4 Full membership shall be a fee determined by Council each year and shall run for 12 months from the day of the month of joining. A renewal notice shall be sent to the current email address according to the Societies current records prior to the expiry date of the membership. If renewal is not received by the last day of the month following expiry of membership shall be deemed to be lost.

1.5 Youth membership will be 50% of the full membership for those members under 19 on the 1<sup>st</sup> January each year. On reaching the age of 19 membership will automatically extend to the expiry of their current membership year, from which date Full membership fees will apply. **Youth members have no voting rights.**

1.6 **Little Britches membership is for youth 9 years of age and under on the 1<sup>st</sup> January each year. On reaching the age of 10 membership will automatically extend to the expiry of their current membership year from which date Youth membership will apply. Little Britches members have no voting rights.**



- 1.7 Family** membership is restricted up to two (2) Full members plus youth members living at the same address. When youth members reach the age of 19 membership will automatically extend to expiry of their current family membership year, from which date Full membership will apply.
- 1.8 Life** membership is available a fee of eight times (8) the annual Full membership fee. All rights will be as Full members. The Society acting through its Council reserve the right to award Life membership to persons who merit special recognition of their efforts in promotion of the Society or Western Riding. All rights will be as Full members and are not transferable.
- 1.9** Professional membership is for approved WES professionals who fulfil all the criteria in Rules for WES professionals (Sec. 24). Fee will be Full membership + £15.
- 1.10** The Society acting through its Council reserves the right to award Honorary membership (usually for overseas trainers, judges etc). **Honorary members have no Voting rights.**
- 1.11 Amateur Status** will be given to those members who have not received remunerations for training either riders or horses within three years (3) prior to their application for this status. Amateur status will be designated by an “A” in front of their membership number. Amateur status will be removed from any member who receives cash remunerations for training riders or horses. Expenses are allowed.
- 1.12** Any member who at the request of Council or its officers perform any work or services or incur expenses on behalf of the Society shall be entitled to such reimbursement as Council shall approve.

### **1.13 MEMBERSHIP AREAS**

- Area 1 Grampian & Highlands
- Area 2 Gwynedd, Anglesey, Conway, Denbighshire, Flintshire, Wrexham, Cheshire, Shropshire and Staffordshire.
- Area 3 Cornwall, Devon, Somerset and Wiltshire.
- Area 4 Cleveland, Cumbria, Durham, Northumberland and Tyne & Wear.
- Area 5 Lancashire, Greater Manchester, Merseyside and Yorkshire.
- Area 6 Avon, Gloucestershire, Hereford, Worcestershire, Vale of Glamorgan, Pembrokeshire, Ceredigion, Caerphilly, Merthyr Tydfil, Rhondda, Cynon Taff, Bridgend, Neath & Port Talbot, Swansea and Carmarthenshire.
- Area 7 Derbyshire, Leicestershire, Lincolnshire and Nottinghamshire.
- Area 8 Berkshire, Isle of Wight, Kent, Surrey and Sussex.
- Area 9 Essex, Hertfordshire, Norfolk and Suffolk.

- Area 10 Bedfordshire, Buckinghamshire, Cambridgeshire, Northamptonshire, Oxfordshire, Warwickshire and West Midlands,
- Area 11 Borders, Central, Lothians and Tayside.
- Area 12 Dumfries & Galloway and Strathclyde.
- Area 13 Hampshire and Dorset.

## 2. Statement on Animal Welfare

- 2.1** Every horse shall, at all times, be treated humanely and with dignity, respect and compassion. Rules established and enforced by the Western Equestrian Society demand that horse breeders, owners, trainers and exhibitors/competitors are continually responsible for the wellbeing and humane treatment of any animal entrusted to their care. Above all the horse's welfare is paramount to other considerations and the continual development of procedures, which ensure humane treatment of the animal and fair competition, supersedes all other concerns. The standard by which conduct, or treatment will be measured is that which a reasonable person, informed and experienced in generally accepted equine training and exhibition procedures or veterinary standards, would determine is cruel, abusive or inhumane. For the purpose of this rule, a person responsible for the care of a horse is also responsible for and may be disciplined for the inhumane conduct of their trainers, agents, representatives and employees. For violation of this rule an individual may be disciplined, suspended, denied Society privileges, disqualified, expelled from showgrounds and/or expelled from the Society.
- 2.2** Inhumane, cruel and abusive treatment of any horse or any other animal on showgrounds or other venues used for training under the auspices of WES e.g. clinics, camps, etc. is strictly prohibited. Treatment of any animal will be considered to be inhumane if a person educated or experienced in equine training techniques would perceive the conduct of an individual to be inhumane.
- 2.3** For the purpose of this rule, a penalty system has been established based on the severity of the offence. All offences per rule **2.4** will be assigned a minimum level of offence (level 1 = mild; level 2 = moderate; level 3 = severe). Depending on the facts of the situation the level of the offence may be increased.
- 2.4** **Inhumane treatment includes, but not limited to:**
- Level 1: (minimum)**
1. Leaving a bit in the horse's mouth for extended periods of time so as to cause undue discomfort or distress.
  2. Tying a horse's head in a stall without access to food or water for an extended period of time.

3. Lunging or riding a horse in a manner so as to cause undue discomfort or distress to the horse.
4. Excessive spurring or whipping.
5. Excessive jerking of reins.
6. Excessive fencing.
7. Excessive spinning (**defined as more than eight (8) consecutive turns in either direction**).
8. Exhibiting a horse which appears to be sullen, dull, lethargic, emaciated, drawn or overly tired or is obviously lame.
9. Unintentional treatment that results in bleeding.
10. Any other treatment or conduct deemed by a show or training venue official to be inhumane or abusive.

## **Level 2: (minimum)**

1. Placing an object in the horse's mouth so as to cause undue discomfort or distress.
2. Tying A horse's head up (**above the withers**) back or around in a stall or anywhere in any manner so as to cause undue discomfort or distress.
3. Tying or fastening any foreign object onto a horse, halter, bridle and/or saddle in order to desensitise the horse.
4. Use of prohibited equipment, including but not limited to:
  - Saw tooth bit.
  - Hock Hobbles.
  - Tack collars or tack hackamores
  - Riding in a curb bit without a curb strap.
  - Wire or solid metal curb strap (no matter how padded).
  - Wire cavesson
  - Wire or cable tie downs.
  - Bumper bits
  - Metal bosals (no matter how padded).
  - Martingales with curb bits without rein stops.
  - Draw reins attached between or around front legs will not be allowed in approved events (including clinics).
  - Applying excessive pressure on or excessive jerking of a halter lead shank or an allowed lip chain.

## **Level 3 (minimum)**

1. Intentional or neglect treatment which results in bleeding.

The Society may accept receipt of a suspension ruling pertaining to cruel or inhumane treatment from other recognised equine related associations, the effect of which is to automatically suspend the individual from Society membership privileges or deny any such privileges for a length of time to which the suspension for which reciprocity is given.

## 3. Unsportsmanlike Conduct

- 3.1 Unsportsmanlike Conduct** or any other form of misconduct that is irresponsible, illegal, indecent, profane. Intimidating, threatening, abusive or contravenes the “Rules and Regulations” of the Society, is prohibited.

Event management may immediately expel individuals exhibiting unsportsmanlike conduct from the event or showgrounds (any unused entry fees will be forfeited). Management shall also file a written report with the ***Society’s Council*** concerning the conduct in question, via the Council Secretary.

In addition, if any member feels that the actions or conduct of other Member(s) will bring the reputation of the Society into disrepute or contravenes the ‘Rules and Regulations’ of the Society, they can also report such an incident in writing to the Council Secretary.

If any report is found to have an element of truth, the Council will write to both or all parties at the last address shown in the Society’s records and sent by recorded delivery giving 21 days’ notice of a hearing of the case by Council at a time and place determined by them (Council). Both/all parties may attend the hearing to present or refute allegations. Or the case will be held in their absence.

If the case is proven then Council has the power to warn, suspend or expel that member, as per the Society’s chart and explanations regarding any case requiring a disciplinary hearing, or as may otherwise be determined by Council dependent upon the circumstances of the incident(s).

***The decision of a Council hearing will be final and binding on all parties with no further appeal.***

### 3.2 Violations

In furtherance of their official duties, Council members, judges, stewards and show officials, and other WES members, their family or agents, will be treated with courtesy, co-operation and respect, and no member shall direct abusive or threatening conduct towards them (whether verbal or physical). Violation of this rule shall be grounds for disciplinary action.

1. For avoidance of doubt abusive conduct may include discriminatory, homophobic, misogynistic, racist or similar remarks clearly intended as being abusive or threatening to any of the above persons or to fellow Society members or their immediate family or agents.
2. Such conduct may not necessarily be confined to an event/show but may occur during meetings or other interactions or (for example) in on-line post on Facebook pages or other such social media.
3. No member shall conspire with another person to intentionally violate the rules of the Society.



4. No member shall use the Society's name or logo or council members name in advertisements (whether physical/hard copy or electronic media) unless written agreement is obtained from Council.
5. No member will enter or be allowed to be entered into a ridden class, approved or affiliated to the Society, with an equine under the age of 4 (Four); the age of the horse shall be computed on the basis of a calendar year starting January 1st of year foaled. It is a weanling during the calendar year in which foaled and a yearling during the first calendar year following its foaling date, regardless of the time of the year foaled. For example, a horse foaled anytime in 2023 is considered to be one year old on January 1st, 2024, and two years old on January 1st, 2025.
6. **Horses under the age of 4 may be shown in-hand after July 1<sup>st</sup> in their first year**
7. A horse may not be shown under a judge, if that judge has been owner, exhibitor, trainer (by direct payment), or agent of that horse within the previous 14 days or if said horse is shown by a member of his/her immediate family or by an employee/employer of said judge. If a horse is exhibited not in compliance with this rule the judge should notify the show management of the non-compliance prior to the class being placed. The exhibitor should not be counted as an entry, and the horse shall not be placed in the official placings. All parties involved including but not limited to the owner, exhibitor and judge will be held responsible in the event of non-compliance. The Judges Committee will investigate the matter and in accordance with their findings, make their recommendations to the Society's Council.
8. Anyone wishing to make a complaint at a show/event must do so in writing on the showground/ location not more than one hour after the class ending or the incident taking place. The complaint being handed in to the show/event manager, together with a deposit of £10 (returnable if complaint upheld)

WES officials wishing to raise issues in respect of a show/event may do so directly with WES Council in writing within 2 days (postmark) of the issue taking place, via the Society Secretary, without the submission of the £10 deposit.

9. Complaints will be handled in accordance with the Society's formal Complaints Procedure, which forms part of the WES Policy Framework. Where a complaint is raised under this rule, it will be reviewed by a panel comprising two independent members in good standing, chaired by a Council or Judges Committee member. The panel may request supporting written reports. Complainants will be informed of the outcome in writing.

Where a complaint meets the threshold for formal investigation or further action, it may be escalated in line with the Society's Disciplinary Procedure. The panel's decision is final and binding.

## 4. Disciplinary Procedure

**Note:** This section outlines disciplinary consequences and penalties related to participation in WES shows and events. For all other behavioural or governance matters (e.g. online conduct, complaints about officials), the Society's formal **Disciplinary Procedure** and **Code of Conduct** shall apply.

### 4.1 Effect of Suspension on Privileges in Approved Events:

On or after such times as any person has been denied participation privileges in Society approved events (including clinics) but their membership privileges are not affected the following restrictions shall apply.

1. That person shall not be eligible to participate in any Society approved event.
2. That person shall not be eligible to hold judge's credentials or any other Society accreditations (including positions e.g. Area representative).

During the period of suspension of Society privileges, failure to comply with restrictions and any other express conditions or restrictions of said disciplinary action may constitute reason for further disciplinary action.

### 4.2 Effect of Membership Suspension:

On or after such times as any person has been suspended, expelled or denied any Society privileges:

1. That person shall not participate in any Society activity.
2. That person shall not be eligible to hold approved judge's credentials or any Society accreditations (including professional) and must requalify/re-apply after successful reinstatement of membership.

**4.3** Any member suspended or expelled for more than 1 year (12 calendar months) loses the right to Society privileges and may not enter a horse owned by them (*unless out on loan prior to suspension*), in any event nor may they ride in one. Any such person who subsequently successfully re-applies for membership shall be considered for the purpose as a new member with the exception of competition points previously accrued.

### 4.4 Disciplinary Actions and Penalties

The Society's Council have produced the following chart and explanations regarding any case requiring any case requiring a disciplinary hearing.

	<i>Level 1 Mild</i>	<i>Level 2 Moderate</i>	<i>Level 3 Severe</i>
<i>1st offence</i>	Written Warning No Penalty Possible probation 3 to 6 months	Possible probation 6 to 12 months Competition suspension Up to 3 months	Possible Probation 12 to 24 months Competition suspension Up to 6 months
<i>2nd offence within 18 months</i>	Possible probation 6 to 12 months Competition suspension up to 3 months	Competition suspension 3 to 6 months	Competition Suspension 12 months
<i>3rd offence within 24 months</i>	Competition Suspension Up to 9 months	Competition Suspension Up to 12 months Membership Suspension 3 to 6 months	Membership Suspension 6 months to unlimited

## 5. Equipment & Attire

- 5.1 Wearing of Western Hats:** Everyone including competitors, helpers or grooms when mounted at a WES activity must wear a **BHS Assessments Hat Rules compliant hard hat** relevant to the current year. However, competitors at a **WES approved or affiliated show** can continue to wear a Stetson in both competition and warm up areas subject to providing the Show Management with a signed disclaimer, for youth riders aged 14-18 the disclaimer must be counter signed by a parent/guardian, which is to be handed to the show secretary on arrival at the showground (forms can be downloaded from the Society website). For Youth members under the age of 14 it is mandatory when riding or handling a horse that they wear a BHS Assessments Hat Rules hard hat. It is recommended that approved hard hats are always worn whilst schooling and hacking out **including the WES Trail Ride Scheme in-hand (statistics show that most head injuries are when a horse is being lead)**. Competitors in freestyle or themed Charity classes must sign a separate disclaimer if they wish to participate in costumes that do not incorporate either a Stetson or hard hat.

**5.2** Wearing **back protectors** that conform to the current BETA Standards are allowed *in all Society events.*

**5.3** In all classes it is mandatory to wear clean neat **western type attire**. The hat must be on the rider's head when the exhibitor enters the ring. Judges have the right to exclude exhibitors from the ring if they feel that the exhibitor does not conform to the required standard. Judges at their discretion may authorise adjustments to attire due to weather-related conditions.

**5.4 Competitors with disabilities/specific religious requirements.** The Western Equestrian Society recognises its obligations to cater wherever possible for the needs of competitors with disabilities or other very specific requirements and will assist all competitors to participate in Society activities. The safety of competitors is paramount and in order to enable the Society to make provisions for such competitors, prior knowledge of any specific requirements is essential. Special exceptions because of religious reasons or physical handicap must be requested by filing a written request to WES and obtaining written approval prior to participation.

**5.5 Hackamore.** Whenever this rule book refers to Hackamore, it means only the use of a flexible braided rawhide, leather or rope bosal, the core of which must be flexible. A hackamore must use a complete mecate rein, which must include a tie rein. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. Horsehair bosals are prohibited as are so called mechanical hackamores.

**5.6 Snaffle Bits.** Whenever this rule book refers to a snaffle bit in performance classes it means the use of conventional O-ring, egg-butt or D-ring with a ring no larger than 4" (100mm) in diameter and no less than 2" (50mm). The inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex wrapped. The bars must be a minimum of 5/16" (8mm) in diameter, measured 1" (25mm) in from the cheek with a gradual decrease to the centre of the snaffle. The mouthpiece may be two or three pieces. A three-piece connecting ring of 1 1/4" (32mm) or less in diameter or a connecting flat bar of 3/8" to 3/4" (10mm to 20mm) measured top to bottom, with a maximum length of 2" (50mm) which lies flat in the horse's mouth is acceptable. Optional leather strap (not a curb chain) attached below the reins measuring 1/2" (12mm) in width on a snaffle bit is acceptable.

**5.7 Curb Bits.** Whenever this rule book refers to a curb bit in performance classes it means a bit that has a solid or broken mouthpiece, has shanks and acts with leverage. All curb bits must be free of mechanical devices.

1. 8 1/2 "(215mm) maximum length shank overall. Shanks may be fixed or loose.
2. In regard to mouthpieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of 5/16" to 3/4" (8mm to 20mm) in diameter measured 1" (25mm) from the cheek. However, wire on the sway bars (above the bars and attaching to the spade) of a traditional spade bit is acceptable. They may be inlaid



but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar) such as extensions or prongs including upward prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three-piece connecting ring of 1¼" (32mm) or less in diameter or a connecting flat bar of 3/8" to 3/4" (10mm to 20mm) measured top to bottom, with a maximum length of 2" (50mm) which lies flat in the horse's mouth is acceptable.

3. The port must be no higher than 3½" (90mm) maximum with rollers and covers acceptable. Broken mouthpieces, half breeds and spades are standard.
4. Slip or gag bits and doughnut and flat polo mouthpieces are not acceptable.
5. A curb bit must be used with a curb strap or curb chain properly attached so as to contact the horse's chin.

## **5.8. Rein Carriage in Performance Classes**

1. **Split Reins – Curb Bit:** Except when using a hackamore or snaffle bit, only one hand may be used on the reins, and the hand must not be changed. The hand is to be around the reins, index finger only between split reins permitted. In a trail class it is permissible to change hands to work an obstacle. Violation of this rule is an automatic disqualification.
2. **Split Reins – Snaffle Bit:** May be ridden with one or two hands on the reins. The tails of the reins must be crossed on the opposite side of the neck when riding with two hands. Closed reins (example mecate) may not be used with a snaffle bit.
3. **Romal Reins** – Romal reins refer to an extension of braided or round material attached to closed reins. This extension shall be carried in the free hand with 16" (40cm) spacing between the guiding hand, and the free hand holding the romal. When using romal reins, the rider's hand shall be around the reins with the wrist kept straight and relaxed, the thumb on top and the fingers closed lightly around the reins. When using a romal no fingers between the reins are allowed. The Romal shall not be used forward of the cinch or to signal or cue the horse in any way. Any infraction of this rule shall be penalised severely by the judge.

## **5.9 Saddle** – In all ridden classes horses are to be shown only in a western saddle ridden astride and appropriate bridle for the duration of the class. A western saddle is a common type of saddle distinguished by a large noticeable fork on which there is some form of horn, a high cantle and large skirts. Silver equipment will not count over a good working outfit.

## **Notes**

## 6. Performance Classes

- 6.1** All Western Equestrian Society approved shows, clinics or demonstrations run under the auspices of the Society insurance (i.e. Approved Event) must have the approval of the Society (the application form is available on the WES website) at least 21 days before the event. Each approved event must have a representative on the management team who is listed on the current list of Society Approved Event Managers.
- 6.2** For all affiliated shows, classes offered under the name of the Western Equestrian Society shall conform to this rule book.
- 6.3** Except for Showmanship classes, competitors must display two numbers, situated each side of the saddle blanket. These must always be clearly visible to the judge. Failure to comply could result in disqualification. For affiliated shows it is a requirement for affiliation that two numbers be provided to competitors.

For Showmanship classes, one number must be clearly displayed, either attached to the back of the competitor's attire or to the top of a trouser leg near the waistband.

### 6.4: Categories:

- a. **Little Britches** – Aged 9 years and under years old. May use English or Western tack. Ridden horses must be 4 years or older. No points. Any competitor entering a Little Britches class may not enter a class of the same discipline (Pleasure, Trail or Horsemanship) which includes a requirement to lope
- b. **Youth 13 & under** – Western tack but may use English Saddle (i.e. Western Bridle and English saddle) Horses 4 years and older to be ridden two handed in a snaffle bit or hackamore or one handed in a curb bit. Points awarded.
- c. **Youth 14 - 18** – Western tack only. Horses 4 years and older to be ridden two handed in a snaffle bit or hackamore or one handed in a curb bit. Points awarded.
- d. **Youth All Ages** – Western tack only. Horses 4 years and older to be ridden two handed in a snaffle bit or hackamore or one handed in a curb bit. Points awarded in corresponding to aged categories.
- e. **Novice Rider** – A member who has not gained 48 novice rider points or more on January 1<sup>st</sup> of the current year. Must hold a valid WES amateur card. Horses 4 years and older to be ridden two handed in a snaffle bit or hackamore or one handed in a curb bit.
- f. **Amateur** – All Competitors must hold a valid WES amateur card. Horses 4 years and older to be ridden one handed in a curb bit, except that horses under 6 years of age may be ridden two handed in a snaffle bit or hackamore.
- g. **Open** – All competitors. Horses 4 years and older to be ridden one handed in a curb bit. Horses under 6 years of age may be ridden two handed in a snaffle bit or hackamore.
- h. **Novice Horse** – A horse that has not gained 48 novice horse points or more on the 1<sup>st</sup> January of the current year. Horses 4 years and older can be ridden two handed in a snaffle bit or hackamore or one handed in a curb bit.
- i. **Intermediate Horse** – A horse that has not gained 48 intermediate horse points or more on the 1<sup>st</sup> January of the current year. Horses 4 years and older can be ridden two handed in a snaffle bit or hackamore or one handed in a curb bit.

- j. **Walk/Jog** – Open to Novice (horse or rider) and all youth categories. Horses 4 years and over to be ridden two handed in a snaffle or hackamore or one handed in a curb bit. No points awarded.

**6.5** In all point earning classes, points will be awarded as follows;

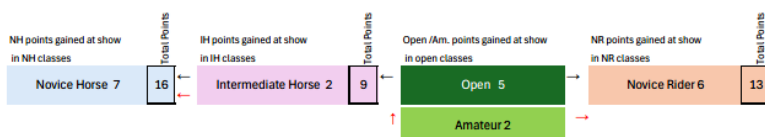
Entries	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>
Over 16	9	8	7	6	5	4	3	2	1	0.5
14-16	8	7	6	5	4	3	2	1	0.5	
11-13	7	6	5	4	3	2	1	0.5		
8-10	6	5	4	3	2	1	0.5			
7	5	4	3	2	1	0.5				
6	4	3	2	1	0.5					
5	3	2	1	0.5						
4	2	1	0.5							
3	1	0.5								
2	0.5									

Competitors are advised to refer to the following Points Allocation Map for an explanation of how points earned in competition are applied in WES.competition are applied in WES

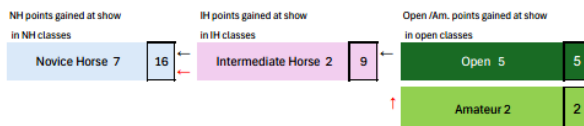
**6.6** Points gained while competing in a higher level will be added to those already awarded at a lower level E.g. points gained in Open Pleasure will be added to Intermediate Horse, Novice Horse and Novice Rider points.

Points awarded to youth riders in categories other than youth will be awarded as above.

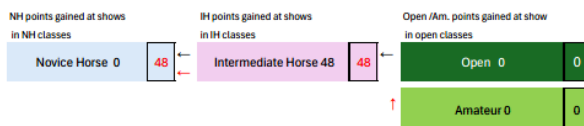
Points Allocation Map



**Points are passed down to lower divisions**



The only way would arrive at 48 points in NH & IH would be if the horse only entered in IH classes and gained 48 points.





6.7 Competitors entering a class “Hors Concours” (for example for a practice run) must inform the judge and remove or hide any entry number they have been given (only allowed in rail classes if for safety reasons numbers allow)

6.8 **Championship Qualifiers.** Entry into Championship classes at The WES National Show will be limited to competitors from the following categories (refer to page 16, paragraph 6.4)

- Youth 13 and Under
- Youth 14-18
- Intermediate Horse
- Amateur Rider
- Open

These will be Known as the designated categories.

Competitors placing in Novice Rider, Novice Horse, Little Britches and any Walk/Jog classes are excluded from entry into Championship classes, in respect of their placings in those classes. If the same competitor also enters one of the designated categories and is placed as required, they will be eligible to enter the Championship class based on the placings only.

Entry into the Championship classes can be earned three routes.

- Champion horse and rider combination from the previous year's National Show as published in the official results, on the Society's website.
- First and second competitors in that discipline, in the designated categories at the current National Show.
- First and second placed competitors in that discipline, in the designated categories at WES approved shows either Area or Regional show. (A regional show is an approved show being organised by a combination of two or more areas.

For avoidance of doubt, placings at Affiliated shows, do not count for this purpose.

The qualifying disciplines are:

1. Showmanship
2. Horsemanship
3. Western Pleasure
4. Trail (excluding In Hand Trail)
5. Western Riding
6. Reining
7. Ranch Riding
8. Ranch Trail
9. Working Rance Rail

From time to time the disciplines may be amended subject to agreement of Council.

*There will be no additional fee for entry into Championship classes. All qualifying competitors will be invited to come forward for entry into the class. However, competitors must be able to perform at the required level for the Championship class e.g. undertake flying changes if required by the pattern.*

*A competitor cannot normally have more than one "run" in any Championship class e.g. if a competitor has qualified for Trail in both Amateur and Open categories, they can only perform one attempt in the Trail Championship class. The exception to this would be if a competitor qualified on two different horses in different categories but for the same discipline. However, if said qualification was for a "rail" class e.g. Western Pleasure, then the competitor can only compete on one horse in the Championship class. In this event, the competitor must inform the Show Secretary which horse they will be competing on in the Championship class.*

- 6.9 Competitors may direct questions to a judge ONLY via the ring steward.
- 6.10 In all classes where backing is required, the judge may, at his/her discretion, require backing of only the top ten.
- 6.11 A Judge must place a maximum of ten places. No class is complete until all ties through point earning places are broken. A judge may ask for a run-off if there is a tie for first place.
- 6.12 Re-runs will not be allowed in instances of equipment failure.
- 6.13 Any horse leaving the arena while being judged, without the consent of the judge, will be disqualified from that class.
- 6.14 Horses which in the opinion of the Judge, are out of control, behaving in an unacceptable or unsafe manner or rider illtreating horses will be disqualified and asked to leave the arena, in the case of the latter, disciplinary proceedings may follow.
- 6.15 Any horse or rider that threatens (such as, but not limited to, kicking, barging, deliberately cutting up) another competitor or acting in a dangerous manner, will be disqualified from the class and asked to leave the arena. In the case of kicking at another horse or exhibitor in a rail class the horse will be excluded from any other rail class at that show and entry fees will be forfeited.
- 6.16 Stallions must not be handled or ridden by any person under the age of 19.
- 6.17 A horse or rider falling to the ground is cause for disqualification. A horse is deemed to have fallen when its shoulder and/or hip and/or underline touches the ground. A rider is considered to have fallen, when he or she is not astride.
- 6.18 **Lameness.** The judge shall examine and check for fitness and lameness of all horses brought into any class. The judge has the authority and duty to excuse and disqualify any horse from the class due to fitness or lameness at any time while being judged. Only with veterinary clearance at the show will the horse be allowed into other classes. This clearance shall not affect the result of any previous class.

Obvious Lameness is:

1. Consistently observable at the trot under all circumstances.
2. Marked nodding, hitching or shortening of stride.
3. Minimal weight bearing in motion and/or at rest and inability to move

**6.19:** The following terminology shall apply in all western classes whenever a specific gait is called for;

- A. The **walk** is a natural, flat-footed, four-beat gait. The horse must move straight and true at the walk. The walk must be alert with a stride of reasonable length in keeping with the size of the horse. Loss of forward rhythmic movement shall be penalised.
- B. The **jog** is a smooth, ground-covering, two-beat diagonal gait. The horse works from one pair of diagonals to the other pair. The jog should be square, balanced and with a straight, forward movement of the feet. Horses walking with their back feet and trotting on the front are not considered performing the required gait. When asked to extend the jog, he moves out with the same smooth way of going.
- C. The **lope** is an easy, rhythmical three-beat gait. Horses moving to the left should lope on the left lead. Horses moving to the right should lope on the right lead. Horses travelling at a four-beat gait are not considered to be performing at a proper lope. The horse should lope with a natural stride and appear relaxed and smooth. He should be ridden at a speed that is a natural way of going. The head should be carried at an angle that is natural and suitable to the horses' conformation at all gaits.
- D. A simple change of lead is performed by breaking to a **walk or jog** for one to three strides. More than three strides will be treated as a break of gait.

**6.20** An exhibitor may enter more than one horse per event, but a horse may not be entered for more than one rider in the same class.

**6.21** In all pattern classes it is mandatory that the Show Management post the pattern to be worked at least one hour prior to the commencement of the class.

**6.22** The following performance events have been approved by the Society.

## 7. Showmanship

### 7.1 Categories

Available in Novice Rider, Amateur, Open and all Youth divisions and Little Britches Horses any age, yearlings may be shown after 1<sup>st</sup> July in the year foaled.

**7.2** Showmanship is designed to evaluate the exhibitors' ability to execute a set of manoeuvres prescribed by the judge with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional and correct body position, only the **showman is being judged the horse is merely a prop.**

It is mandatory that the show management post any pattern to be worked at least one hour prior to the commencement of the first class. Patterns should be designed to test the exhibitor's ability. All ties will be broken at the judge's discretion.

**7.3 Class Procedures;** All exhibitors may enter the arena and then work individually, or each exhibitor may be worked from the gate. When exhibitors are worked individually from the gate, a working order is required. The following manoeuvres are considered acceptable; lead the horse at walk, jog/trot or extended trot, or back in a straight line, a combination of straight and curved lines; stop; and turn 90 ( $\frac{1}{4}$ ), 180 ( $\frac{1}{2}$ ), 270 ( $\frac{3}{4}$ ), 360 (full turn) degrees or any combination or multiple of these turns. The pull turn is an unacceptable manoeuvre. The judge must have exhibitors set up the horse squarely for inspection sometime during the pattern.

**7.4 Scoring;** shall be on a basis of 0-100 with 70 denoting an average performance. Each manoeuvre will be scored from +3 to -3 with  $\frac{1}{2}$  point increments acceptable that will be added or subtracted from 70. Manoeuvre scores should be determined independent of penalties and should reflect equal consideration of both performance of the exhibitor's pattern and the form and effectiveness of the exhibitor and presentation of horse to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor. Exhibitors overall form and effectiveness should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent.

**7.5 OVERALL APPEARANCE OF EXHIBITOR AND HORSE** – The Exhibitor's overall poise, confidence, appearance and position throughout the class and physical appearance of the horse will be evaluated.

#### **A. Appearance and position of Exhibitor**

Appropriate western attire must be worn. Clothes and person are to be neat and clean. The use of artificial aid is prohibited.

Exhibitors should be poised, confident, courteous and genuinely sportsmanlike at all times, quickly recognising and correcting faults in the positioning of the horse. The exhibitor should continue showing the horse until the class has been placed or they have been excused, unless otherwise instructed by the judge. The exhibitor should appear business-like, stand and move in a straight, natural and upright manner, and avoid excessive, or animated body positions.

The exhibitor must lead on the horse's left side holding the lead shank in the right hand near the halter (not holding the chain) with the tail of the lead loosely coiled in the left hand. The excess lead should never be tightly coiled, rolled or folded. When leading, the exhibitor should be positioned between the eye and the mid-point of the horse's neck, referred to as the leading position.

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

When executing a back, the exhibitor should turn from the leading position to face toward the rear of the horse with the right hand extended across the exhibitor's chest and walk forward beside the horse moving backward.

When setting up for inspection, the exhibitor should stand angled toward the horse in a position between the horse's eye and muzzle and should never leave the head of the horse. Exhibitors shall use the "Quarter Method" when presenting the horse. The exhibitor should maintain a position that is safe for themselves and the judge. The position of the exhibitor should not obstruct the judge's view of the horse and should allow the exhibitor to always maintain awareness of the judge's position. The exhibitor should not crowd other exhibitors when setting up side-by-side or head-to-tail. When moving around the horse, the exhibitor should change sides in front of the horse with the minimal steps and should assume the same position on the right side of the horse that they had left on the left side.

Leading, backing, turning and initiating the set up should be performed from the left side of the horse. At no time should the exhibitor ever stand directly in front of the horse. The exhibitor should not touch the horse in any way or cue the horse by the use of hands or feet at any time during the class.

## **B. Appearance of the Horse**

The horse's body condition and overall fitness should be assessed. The coat should be clean, well-brushed and in good condition. The mane, tail, forelock and wither tuft must not contain ornaments (ribbons, bows, etc.), but may be braided or banded. The length of mane and tail may vary, as long as they are neat, clean and free of tangles.

Hooves should be properly trimmed and if shod, the shoes should fit correctly, and clinches should be neat. Hooves must be clean and may be painted black or with hoof dressings or shown naturally.

Tack should fit properly and be neat, clean and in good repair.

**7.6 Class Procedures;** The exhibitor should perform the work accurately, precisely, smoothly, and with a reasonable amount of speed. Increasing speed of the work increases the degree of difficulty, however, accuracy and precision should not be sacrificed for speed. The horse should lead, stop, back, turn and set up willingly, briskly and readily with minimal visible or audible cueing. A severe disobedience will not result in a disqualification but should be penalised severely, and the exhibitor should not place above an exhibitor that completes the pattern correctly. Excessive schooling or training, wilful abuse, loss of control of the horse by the exhibitor, failure to follow prescribed pattern, knocking over or working on the wrong side of the cones shall be cause for disqualification.

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

The stop should be straight, prompt, smooth and responsive with the horse's body remaining straight. The horse should back up readily with the head, neck and body aligned in a straight or curved line as instructed

The following manoeuvres are considered acceptable: - lead the horse at walk, jog, trot or extended trot, or back in a straight or curved line, or a combination of straight and curved lines: stop and turn 90 ( $\frac{1}{4}$ ) 180 ( $\frac{1}{2}$ ) 270 ( $\frac{3}{4}$ ) 360 (full turn) degrees or any combination of

these turns. **The pull turn is an unacceptable manoeuvre.** On turns of greater than 90 degrees, the ideal turn consists of the horse pivoting on the right hind leg while stepping across and in front of the right front leg with the left front leg. An exhibitor should not be penalised if their horse performs a pivot on the left hind leg, but an exhibitor whose horse performs the pivot correctly should receive more credit. The Judge must have the exhibitors set the horse up squarely for inspection sometime during the class. The horse should be set up quickly with the feet squarely underneath the body. The exhibitor does not have to reset a horse that stops square.

- 7.7 An exhibitor should be penalized in the pattern independent of manoeuvre scores and deducted from the final score as follows:

**A. Three (3) Points**

Break of gait at the walk or trot up to 2 strides.

Over or under turning up to ¼ of a turn.

Ticking or hitting cone.

Sliding a pivot foot.

Lifting a pivot foot during a pivot or set up and replacing it in the same place.

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

**B. Five (5) Points**

Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location.

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

Splitting the cone (cone between horse and exhibitor)

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

Horse stepping out of set up after presentation.

Horse resting a foot or hip in a set up.

Over or under turning 1/8 to ¼ turn.

**C. Ten (10) Points**

Exhibitor is not in the required position during inspection.

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

Standing directly in front of the horse.

Loss of lead shank, including the chain or two hands on the shank.

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

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

#### **D. Disqualifications (should not be placed including)**

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

Horse becomes separated from exhibitor.

Failure to display the correct number.

Wilful abuse.

Excessive schooling or training, use of artificial aids.

Illegal equipment.

Off pattern, including knocking over or wrong side of cone or marker; never performing designated gait; over or under turning more than  $\frac{1}{4}$  turn.

Novice classes, exhibitors going off pattern, knocking over or wrong side of cone, never performing specified gait or over or under turning more than  $\frac{1}{4}$  turn than designated shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

## **8. Horsemanship**

### **8.1 Categories**

Available in Walk/Jog, Novice Rider, Amateur, Open and all Youth divisions and Little Britches.

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

It is mandatory that the judge post any pattern to be worked at least one hour prior to the commencement of the first class. Patterns should be designed to test the exhibitor's ability. All ties will be broken at the judge's discretion.

- 8.3 Class Procedures;** All exhibitors must enter the ring and then work individually, or each may be worked from the gate individually. Exhibitors should be instructed to either leave the arena, fall into line, or fall into place on the rail after their work. The final top 10 must work at all three gaits in at least one direction of the arena. The following manoeuvres are acceptable in a pattern: walk, jog, trot, extended trot, lope or extended lope in a straight line, curved line, serpentine, circle or figure 8, or combination of these gaits and manoeuvres; stop; back in a straight or curved line; turn or pivot, including spins and rollbacks on the haunches and/ or on the forehand; side pass, two-track or leg-yield; flying or simple change of lead; counter-canter; or any other manoeuvre; or ride without stirrups. A back should be asked for at some time during the class. Judges should not ask exhibitors to mount or dismount.

It is mandatory that the show management post any pattern to be worked at least one hour prior to the commencement of the first class. Patterns should be designed to test the exhibitor's ability. All ties will be broken at the judge's discretion.

**8.4 Scoring;** shall be on a basis of 0-100 with 70 denoting an average performance. Each manoeuvre will be scored from +3 to -3 with ½ point increments acceptable that will be added or subtracted from 70. Manoeuvre scores should be determined independent of penalties and should reflect equal consideration of both performance of the exhibitor's pattern and the form and effectiveness of the exhibitor and presentation of horse to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor. Exhibitors overall form and effectiveness should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent

**8.5 OVERALL APPEARANCE OF EXHIBITOR AND HORSE** – The exhibitor's overall poise, confidence, appearance and position throughout the class as well as the physical appearance of the horse will be evaluated.

#### **A. Appearance and Position of Exhibitor**

Appropriate western attire must be worn. Clothes and person are to be neat and clean.

**Basic Position** – Maximum credit should be given to the rider that appears natural in the seat and rides with a balanced, functional and correct position regardless of the manoeuvre or gait being performed. During the rail work and pattern the exhibitor should have a strong, secure and proper position. Exhibitors should sit and maintain an upright position with the upper body at all gaits. The rider should sit in the centre of the saddle and the horse's back with the legs hanging to form a straight line from the ear through the centre of the shoulder and hip, touching the back of the heel or through the ankle. The heel should be lower than the toes, with a slight bend in the knee and the lower leg should be directly under the knee. The riders back should be flat, relaxed and supple. An overly stiff and/or overly arched lower back will be penalised. The shoulders should be back, level and square. The rider's base of support should maintain secure contact with the saddle from the seat to inner thigh. Light contact should be maintained with the saddle and the horse from the knee to midcalf. The knee should point forward and remain closed with no space between the rider's knee and saddle. The exhibitor will be penalised for positioning the legs excessively behind or forward of the vertical position. Regardless of the type of stirrup, the feet may be placed home in the stirrup, with the boot heel touching the stirrup, or may be placed with the ball of the foot in the centre of the stirrup. The rider's toes should be pointing straight ahead or slightly turned out with the ankles straight or slightly broken in. Riding with toes only in the stirrup will be penalised. Those exhibitors that can maintain the proper position throughout all manoeuvres should receive more credit. When riding without stirrups, the exhibitor should maintain the same position as previously described.

**Hands** – Both hands and arms should be held in a relaxed, easy manner, with the upper arm(s) in a straight line with the body. The arm(s) holding the reins should be bent at the elbow forming a line from the elbow to the horse's mouth. It is acceptable that the free hand and arm may be carried bent at the elbow in a similar position as the hand holding the reins or carried straight down at the rider's side. Some movement of the free arm is permissible, but excessive pumping as well as excessive stiffness will be penalised. When riding one-handed with a curb bit the rider's wrist is to be kept straight and relaxed, with the handheld at about 30 to 45 degrees inside the vertical. Romal reins should be held as defined in rule 5.8.2 The rein hand should be carried immediately above or slightly in front of the saddle horn. The reins should be adjusted to have subtle control of the horse and at no time shall reins require



more than a slight hand movement to control the horse. Reins may be adjusted so that the rider has light contact with the horse's mouth. Excessively tight or loose reins will be penalised.

**Head** – The rider's head should be held with the chin level and the eyes forward. When circling, the rider should look slightly to the inside of the circle. Never, at any time should the rider's chin be pointing dramatically over their inside shoulder looking excessively to the inside of the circle, nor should the rider look down at the horse's head or shoulder. Before the start and upon completion of the pattern work, the exhibitor should glance at the judge as a courtesy. The exhibitor should not crowd the exhibitor next to or in front of them when working on the rail and should pass to the inside of the arena. When reversing on the rail, the exhibitor should always reverse to the inside of the arena.

## **B. Appearance of Horse**

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

## **8.6 Performance**

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

The horse should perform all manoeuvres in the pattern willingly, briskly and readily with minimal visible or audible cueing. Severe disobedience will not result in a disqualification, but should be severely penalised, and the exhibitor should not place above an exhibitor that completes the pattern correctly. Failure to follow the prescribed pattern, knocking over or working on the wrong side of the cones, excessive schooling or training, or wilful abuse by the exhibitor is cause for disqualification.

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

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

Turns should be smooth and continuous. When performing a turn on the haunches, the horse should pivot on the inside hind leg and step across with the front legs. A rollback is a stop and 180 degrees turn over the hocks with no hesitation. Backing during turns will be penalised severely. The horse should step across with the front and hind legs when performing the side pass, leg-yield and two-track. The side pass should be performed with the horse keeping the body straight while moving directly lateral in the specified direction. When performing a leg-yield, the horse should move forward and lateral in a diagonal direction with the horse's body arced opposite to the direction that the horse is moving. In the two-track, the horse should move

forward and lateral in a diagonal direction with the horse's body held straight or bent in the direction the horse is moving.

A simple or flying change of lead should be executed precisely in the specified number of strides and/or at the designated location. A simple change of lead is performed by breaking to a **walk or Jog** for one to three strides, more than three strides will be treated as a break of gait. Flying changes should be simultaneous front and rear. All changes should be smooth and timely.

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

An exhibitor should be penalized in the pattern independent of manoeuvre scores and deducted from the final score as follows:

**A. Three (3) Points**

Break of gait at the walk or trot up to 2 strides.

Over or under turning up to  $\frac{1}{4}$  of a turn.

Ticking or hitting cone.

Obviously looking down to check leads.

**B. Five (5) Points**

Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location.

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

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

Loss of stirrup.

Bottom of boot not touching pad of stirrup at all gaits including backup.

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

**C. Ten (10) Points**

Loss of rein.

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

Holding saddle with either hand.

Cueing with the end of the romal.

Blatant disobedience including kicking, pawing, bucking and rearing.

Spurring in front of the chinch.

More than three strides in a simple change.

**D. Disqualifications (should not be placed including)**

Failure to display correct number.

Abuse of horse or schooling.

Fall by horse or rider.

Illegal equipment or illegal use of hands on reins.

Use of prohibited equipment.

Off pattern, including knocking over or wrong side of cone or marker; never performing designated gait; over or under turning more than  $\frac{1}{4}$  turn.

Novice classes, exhibitors going off pattern, knocking over or wrong side of cone, never performing specified gait or over or under turning more than  $\frac{1}{4}$  turn than designated shall not be disqualified, but must always be placed below exhibitors not incurring a disqualifying fault.

## 9. Freestyle Horsemanship

- 9.1** Requirements for Freestyle Horsemanship are to follow the rules as described for the Horsemanship class as detailed in the section 8. Freestyle Horsemanship provides an opportunity to use horsemanship skills creatively and to expand them to music by means of choreography. Riders are encouraged to use musical scores which permit them to show the athletic ability of the horse in a crowd appealing way.
- 9.2** Required Manoeuvres will be defined as follows:
- (a) Each gait walk, jog and lope will be shown in both directions
  - (b) Stop and back up
  - (c) Side pass in both directions
  - (d) Turn on haunches of 180 in either direction
  - (e) A minimum of 1 lead change in lope from left to right
  - (f) A minimum of 1 lead change in lope from right to left
- 9.3** Exhibitors will only be judged astride.
- 9.4** Exhibitors are allowed to use two hands (as well as one or no hands) and any bit approved by the WES rulebook, including snaffle bits and bosals.
- 9.5** Failure to perform all the required manoeuvres or failure to complete the performance within the time limit will result in a score of 0.
- 9.6** Additional manoeuvres such as half pass are appropriate in Freestyle and shall be given appropriate credit. Additional repetitions of required manoeuvres are appropriate but will only add or subtract from the existing scores already given for the required manoeuvres, not as additional scores.
- 9.7** Equipment used in Freestyle must adhere to the following standards:
- (a) All equipment must be non-abusive and humane based on WES Rules and Regulations.
  - (b) Any equipment not specifically covered by or in conflict with standard equipment guidelines must be non-abusive to the horse.

**9.8 Time Limit:** A maximum of 3 minutes including any introductions. The time limit will be from the beginning of the music or from the beginning of the introduction (whichever is first) and will end with the music.

1. Costumes. Permitted but not required. Emphasis is placed on performing the manoeuvres to music.
2. Props. Permitted but at no time may hinder the judges' view of the horse or rider. The use of props will not add to the score.

## 10. Western Pleasure

### 10.1 Categories

Available in Walk/Jog, Novice Rider, Amateur, Open and all Youth divisions and Little Britches and all horse classes.

### 10.2 Prohibited Equipment

1. Wire curbs regardless of how padded or covered.
2. Any Chin/curb strap narrower than  $\frac{1}{2}$ ".
3. Mechanical hackamores.
4. Martingales, nosebands and tie-downs.
5. Draw reins.
6. Crop or quirts.
7. Protective boots, leg wraps or bandages

### 10.3 Optional Equipment

1. Rope or riata. If used, the rope or riata must be coiled and attached to the saddle.

**10.4** This class will be judged on the performance, condition and conformation of the horse, however, a minimum of 20 per cent of the judging shall be based on condition and conformation. Entries will be penalised for excessive speed or being on wrong leads.

**10.5** Horses to be shown at a walk, jog and lope on a reasonably loose rein without undue restraint.

- A. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. At the option of the judge, horses may be asked to extend the walk, jog or lope, one or both ways of the ring. The judge may ask all or just the top 15 horses to extend at the jog, however, never more than the top 15 horses may be asked to extend at the lope. Riders should sit at the extended jog. Horses are required to back easily and stand quietly. Passing on the inside is permissible and should not be penalised so long as horses being passed are not interfered with and the horse maintains a proper, even cadence and rhythm.
- B. Horses are to be reversed to the inside (*away from the rail*). They may be required to reverse at the walk or jog at the discretion of the judge but shall not be asked to reverse at the lope. On completion of the 'reverse' competitors should continue at the same pace being performed when asked to reverse.
- C. The judge may ask for additional work of the same nature from any horse. The judge is not to ask for work other than that listed above.

- D. The rider shall not be required to dismount except in the event the judge wishes to check equipment.
- E. In the event of a large entry to this class the Judge may ask for go-rounds to ensure the safety of the competitors. In the event of go-rounds the Judge must select the top 10 horses overall for the final to be worked on the rail together.

**9.6** A good pleasure horse has a flowing stride of reasonable length in keeping with his conformation. He should cover a reasonable amount of ground with little effort. Ideally, he should have a balanced, flowing motion. He should carry his head and neck in a relaxed, natural position. He should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. His head should be level, with his nose slightly in front of the vertical, having a bright expression with his ears alert. He should be shown on a reasonably loose rein, but with light contact and control. He should be responsive, yet smooth in transitions when called for. When asked to extend, he should move out with the same flowing motion. Maximum credit should be given to the flowing, balanced and willing horse which gives the appearance of being fit and a pleasure to ride.

## **10.7 FAULTS:**

### **A. To be scored according to severity.**

1. Being on wrong lead.
2. Excessive speed (*any gait*).
3. Excessive slowness in any gait, losing forward flow in his motion.
4. Breaking gait.
5. Failure to take the appropriate gait when called for.
6. Head carried too high.
7. Touching horse or saddle with free hand.
8. Head occasionally carried too low.
9. Occasional over flexing or straining neck in head carriage so the nose is carried behind the vertical.
10. Excessive nosing out.
11. Opening mouth excessively.
12. Stumbling or falling.
13. Use of spurs or romal forward of the cinch.
14. If horse appears sullen, dull, lethargic, emaciated, drawn, or overly tired.
15. Quick, choppy or pony strided.
16. If reins are draped to the point that light contact is not maintained.

### **B. To be cause for disqualification.**

1. Changing hands on reins or two hands on reins (*except when showing with a hackamore or snaffle bit*).
2. More than one finger between reins.
3. Head consistently carried too high.
4. Over flexing or straining neck in head carriage so the nose is consistently carried behind the vertical.
5. Performing a complete circle at any time during the class.
6. Fall to the ground by horse or rider
7. Head consistently carried too low (tip of ear below the withers)

# 11. Preliminary Pleasure

- 11.1** Horses any age ridden two-handed in a snaffle bit or hackamore or one handed in a curb bit. This class is now open to any horse or rider irrespective of the points they have accrued. **N.B** No points are awarded in this class. Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon commencing the pattern and judging will cease after the last manoeuvre. Any fault incurred prior to the commencement of a pattern will be scored accordingly. Equipment all as described for Pleasure.

Be ready at A.

Walk to B.

At B jog to D.

At D lope on a left lead to G.

At G Walk and reverse.

At G jog to D with a leg yield out to pass the two cones and leg yield to return to the track.

At D lope on a right lead.

At B stop and back up.

Hesitate to show completion of pattern.

Leave the arena.

- 11.2** The Class is to be run individually on the rail to simulate a Pleasure class including an assessment of all paces together with a simulated overtaking manoeuvre. The overtaking manoeuvre is to be simulated by the provision of two cones set two (2) metres apart sited centrally on the long side two (2) metres from the rail. Scoring will be on a basis of 0 to 100 with 70 denoting an average performance.

- 11.3** Scoring guidelines to be considered: Points will be added or subtracted from the manoeuvres on the following basis, ranging from plus  $1\frac{1}{2}$  to minus  $1\frac{1}{2}$ :  $+1\frac{1}{2}$ , excellent;  $+1$ , very good;  $+1\frac{1}{2}$ , good; 0, average;  $-1\frac{1}{2}$ , poor;  $-1$  very poor;  $-1\frac{1}{2}$ , extremely poor. Manoeuvre scores are to be determined independently of penalty points.

## **A. To be scored according to severity.**

1. Excessive speed (*any gait*).
2. Excessive slowness in any gait, losing forward flow in his motion.
3. Head occasionally carried too high.
4. Head occasionally carried too low.
5. Occasional over flexing or straining neck in head carriage so the nose is carried behind the vertical.
6. Excessive nosing out.
7. Opening mouth excessively.
8. Use of spurs or romal forward of the cinch.

9. If horse appears sullen, dull, lethargic, emaciated, drawn, or overly tired.
10. Quick, choppy or pony-strided.
11. If reins are draped to the point that light contact is not maintained.

**B. To be cause for disqualification.**

1. Changing hands on reins or two hands on reins (*except when showing with a hackamore or snaffle bit*).
2. More than one finger between reins.
3. Head consistently carried too high.
4. Over flexing or straining neck in head carriage so the nose is consistently carried behind the vertical.
5. Fall to the ground by horse or rider
6. Head consistently carried too low (tip of ear below the withers)
7. Over-flexing or straining neck so the nose is carried behind the vertical consistently.
8. Failure to complete pattern as written.

**C. Five points.**

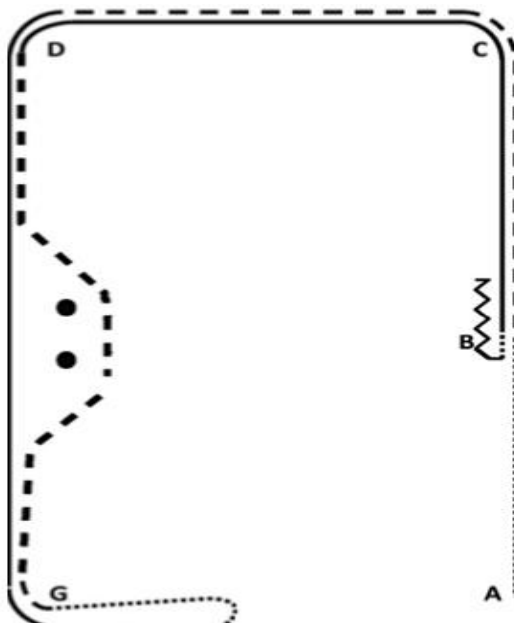
1. Blatant disobedience including kicking out, biting, bucking, and rearing.
2. Holding saddle or touching horse with either hand.

**D. Three points.**

1. Not performing the specific gait (*walk, jog or lope*) or stopping when called for in the pattern, within 10 feet (3m) of the designated area.
2. Break of gait at walk or jog for two or more strides.
3. Break of gait at the lope.

**E. One Point**

1. Break of gait at the walk or jog up to two strides.



# 12. Ranch Riding

## 12.1 Categories

Available in Novice Rider, Amateur, Open and all Youth divisions and all horse classes.

## 12.2 Prohibited Equipment

1. Wire Curbs regardless of how padded or covered.
2. Any Chin/curb strap narrower than  $\frac{1}{2}$ ".
3. Mechanical hackamores.
4. Martingales, nosebands and tie-downs.
5. Draw reins.
6. Crops or quirts.

## 12.3 Optional Equipment

1. Rope or riata. If used, the rope or riata must be coiled and attached to the saddle.
2. Protective boots or leg wraps.

**12.4** The purpose of the Ranch Riding class is to measure the ability of the horse to be a pleasure to ride while being used as a means of conveyance from performing one ranch task to another. The horse should reflect the versatility attitude and movement of a working ranch horse riding outside the confines of an arena. The horse should be well trained, relaxed, quiet, soft and cadenced at all gaits. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse can be ridden with light contact or on a relatively loose rein without requiring undue restraint but not shown on a full drape of reins. The overall manners and responsiveness of the ranch riding horse to make timely transitions in a smooth and correct manner, as well as the quality of the movement are of primary considerations. The ideal ranch riding horse should have a natural ranch horse appearance from head to tail in each manoeuvre.

**12.5** Each horse will work individually, performing the required gait manoeuvres and a minimum of three optional manoeuvres. Horses will be scored on a basis of 0 to 100, with 70 denoting an average performance. Each manoeuvre will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each Manoeuvre will be scored on the following basis,

- 1½ extremely poor
- 1 very poor
- ½ poor
- 0 correct
- +½ good
- +1 very good
- +1½ excellent

Manoeuvres scores are to be determined and assessed independently of penalty points.

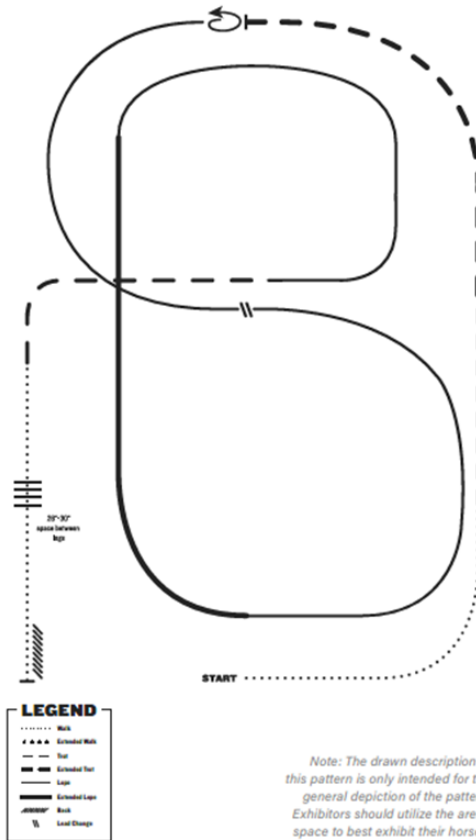
**12.6** The required gait manoeuvres will include the walk, trot and lope in both directions and the extended trot and extended lope in at least one direction, as well as stops and back.

**12.7** The optional manoeuvres may include a side pass, turns of 360 degrees or more, change of lead (simple or flying), walk, jog or lope over logs (the use natural logs are encouraged) or any reasonable combination of manoeuvres that would be reasonable for a horse to perform or encounter during ranch work.



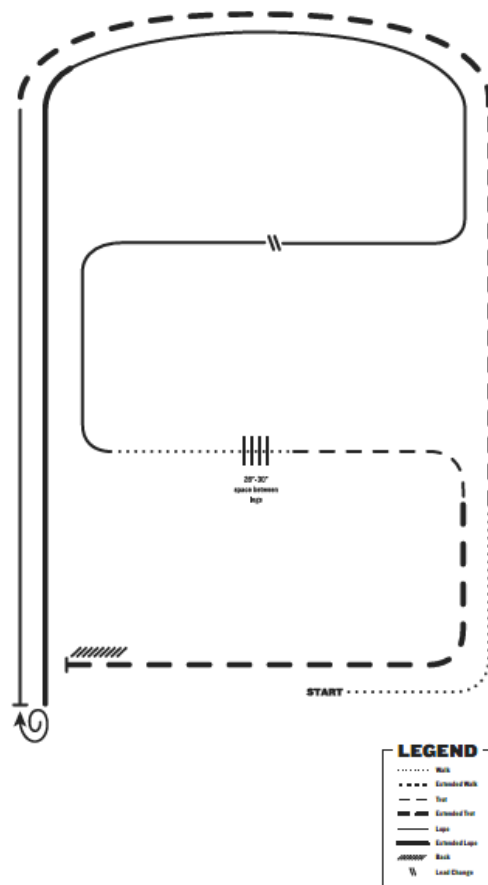
- 12.8** Posting at the extended trot is acceptable.
- 12.9** Touching or holding the saddle horn is acceptable.
- 12.10** When exhibiting in a snaffle bit or hackamore, the exhibitor may switch between two hands and one hand on the reins at any time.
- 12.11 Ranch Riding Penalties,** A contestant shall be penalized each time the following occur.
- 12.12 One (1) point penalties**  
Too slow (per Gait)  
Over bridled (per manoeuvre)  
Out of frame (per manoeuvre)  
Break of gait at walk or trot for 2 strides or less.  
Wrong lead or out of lead for 2 strides or less
- 12.13 Three (3) point penalties**  
Break of gait at walk or trot for more than 2 strides.  
Break of gait at the lope.  
Wrong lead or out of lead.  
Draped reins (per manoeuvre)  
Out of lead or cross-cantering more than two (2) strides when changing leads.  
Walking more three strides when making a simple lead change.  
Severe disturbance of any obstacle.  
Trotting for more than 3 strides in lope departures or when exiting a rollback.
- 12.14 Five (5) point penalties.**  
Blatant disobedience (kick, bite, buck, rear etc.) for each refusal.
- 12.15 Ten (10) point penalty.**  
Unnatural ranch horse appearance (horse's tail is obvious and consistently carried in an unnatural manner in every manoeuvre)
- 12.16 (OP) Placed below horse performing all manoeuvres.**  
Eliminates manoeuvre.  
Incomplete manoeuvre.  
Use of two hands, more than one finger between split reins or any fingers between romal reins.
- 12.17 Zero (0) score.**  
Illegal equipment.  
Wilful abuse.
- 12.18** One of the 15 approved patterns must be used. (See page 33 to 48)

# RANCH RIDING - PATTERN I



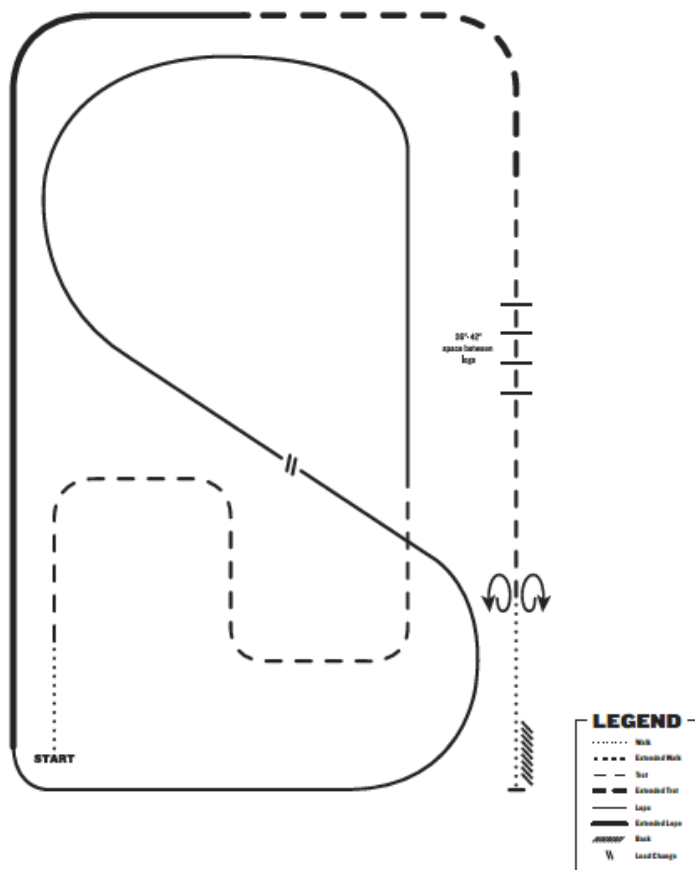
1. Walk
2. Trot
3. Extend trot, at the top of the arena, stop.
4. 360° turn left. lead ½ circle lope to the centre
5. Left lead ½ circle lope to the centre.
6. Change leads (simple or flying)
7. Right lead ½ circle.
8. Extend lope up the long side of the arena (right lead).
9. Collect back to a lope around the top of the arena and back to centre.
10. Break down to an extended trot.
11. Walk over logs (26" to 30" between logs)
12. **Stop and back up**

# RANCH RIDING - PATTERN 2



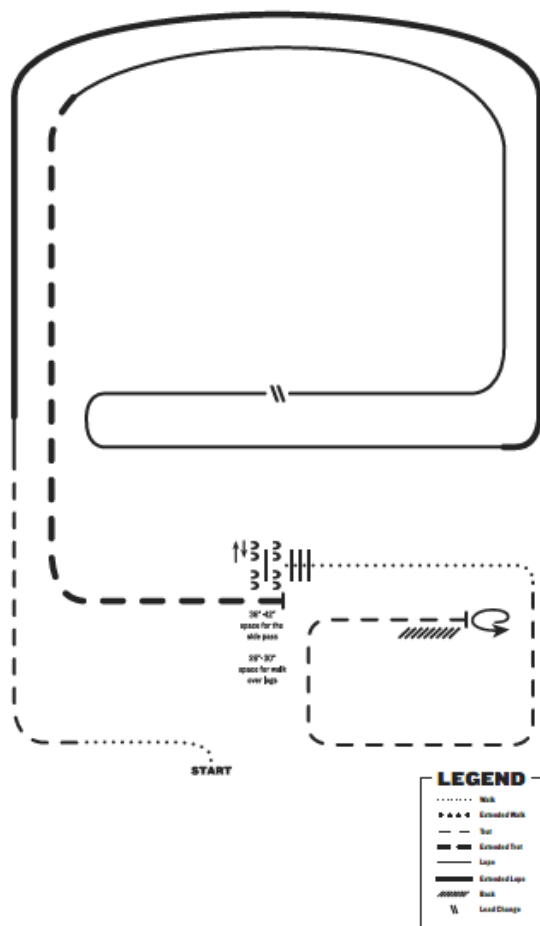
1. Walk.
2. Trot.
3. Extended trot.
4. Lope left lead.
5. Stop 1½ turn right.
6. Extended lope,
7. Collect lope right lead.
8. Change lead (simple or flying) continue lope left lead
9. Walk.
10. Walk over logs (**26" to 30" space between logs**)
11. Trot
12. Extended trot.
13. Stop and back up.

### RANCH RIDING - PATTERN 3



1. Walk
2. Trot serpentine.
3. Lope left lead around the end of the arena then diagonally across the arena.
4. Change leads (simple or flying).
5. Lope right lead around end of the arena.
6. Extend lope on the straight away and around corner of the arena.
7. Extend trot around corner of the arena.
8. Collect to a trot.
9. Trot over logs (**36" to 42" space between logs**)
10. Stop. 360° in each direction 1<sup>st</sup> (L-R or R-L)
11. Walk. Stop and back up.

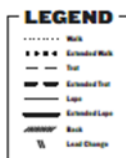
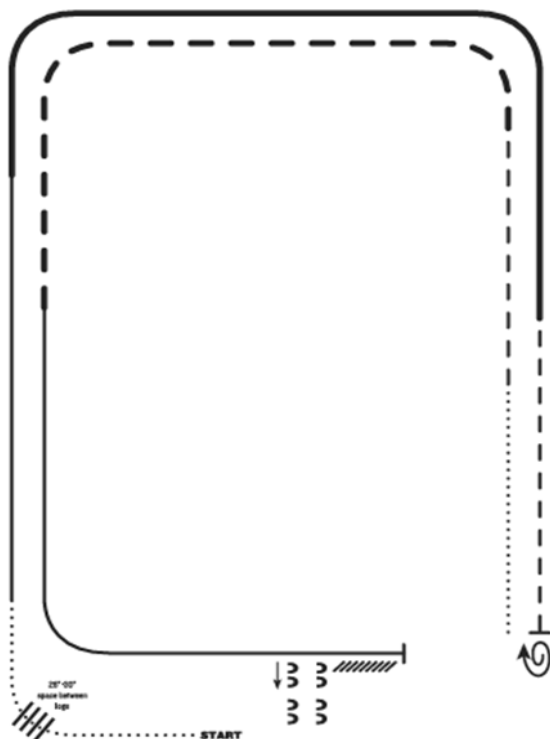
# RANCH RIDING - PATTERN 4



1. Walk
2. Trot
3. Extended lope right lead.
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, ½ way. **(36" to 46" space for side pass)**
9. Walk over logs **(26" to 30" space between logs)**
10. Walk
11. Trot square
12. Stop. 360° turn left and back

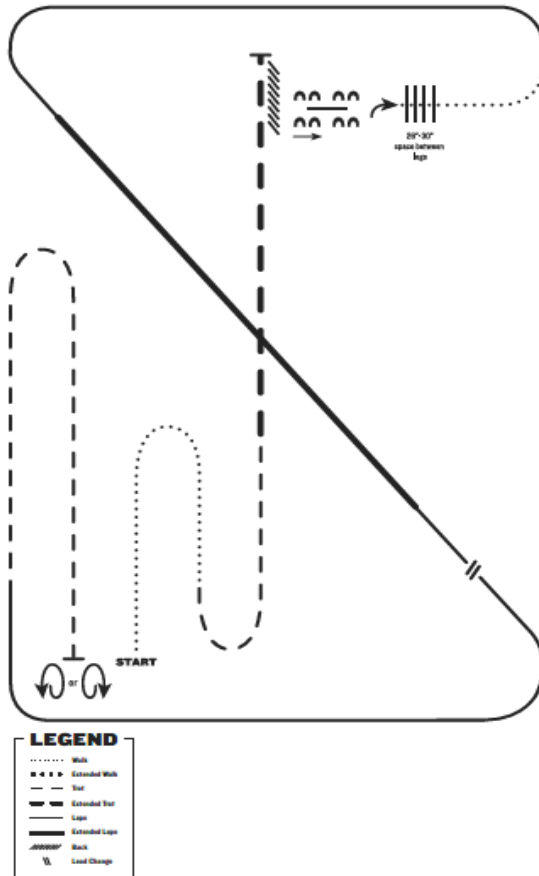


# **RANCH RIDING - PATTERN 6**



1. Walk
2. Walk over logs (**26" to 30"** space between logs)
3. Lope right lead.
4. Extended lope right lead
5. Trot
6. Stop, 1½ turn right
7. Walk
8. Trot
9. Extended Trot
10. Lope left lead
11. Stop and back
12. Side pass right

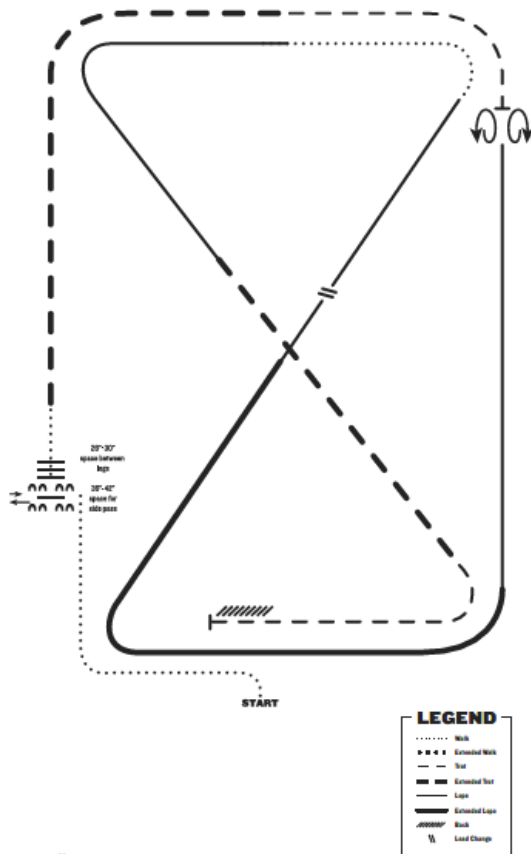
# **RANCH RIDING - PATTERN 7**



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass right over log
6. ¼ turn right, walk over logs (**26" to 30" space between logs**)
7. Walk
8. Lope left lead
9. Extended lope left lead
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360° turn either direction

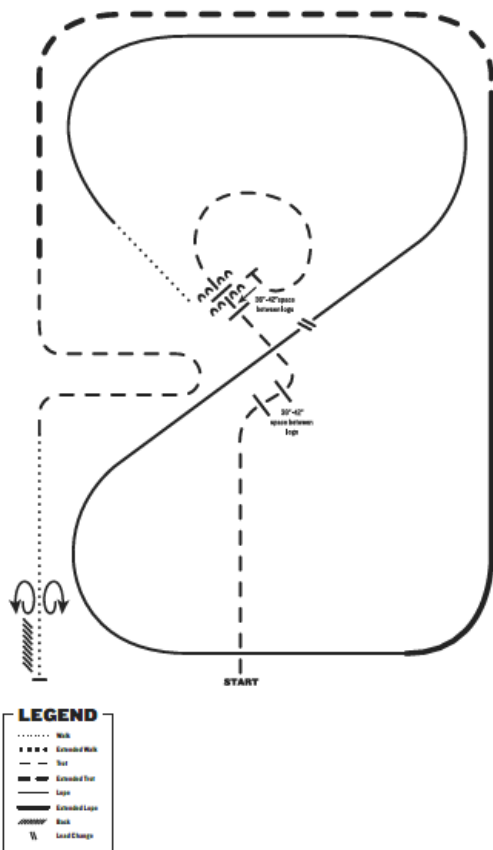


# **RANCH RIDING - PATTERN 8**



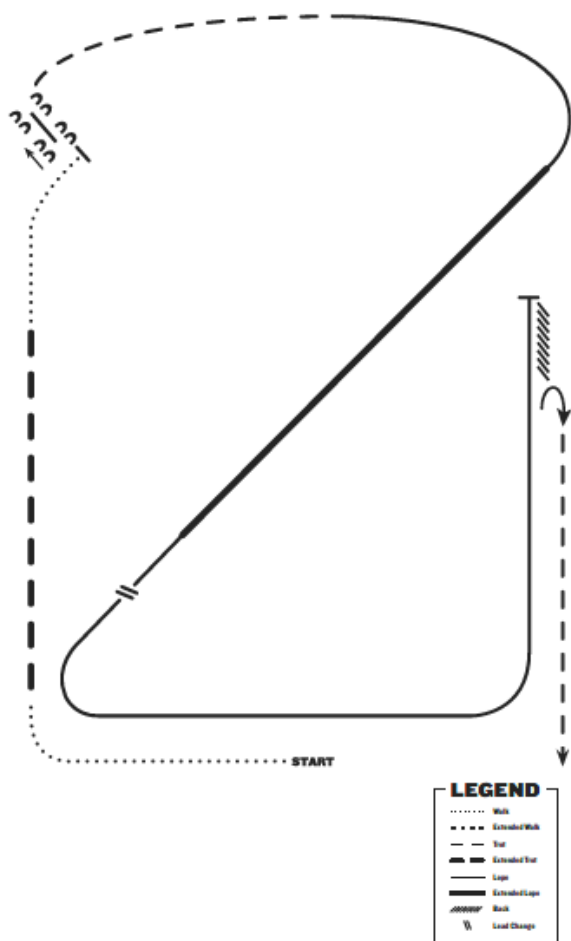
1. Walk
2. Side pass left across first log ½ way to the right (**36" to 42" space for side pass**)
3. Walk over logs (**26" to 30" space between logs**)
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st)( L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying)
10. Walk
11. Lope left lead
12. Extended trot
13. Stop and back

## RANCH RIDING - PATTERN 9



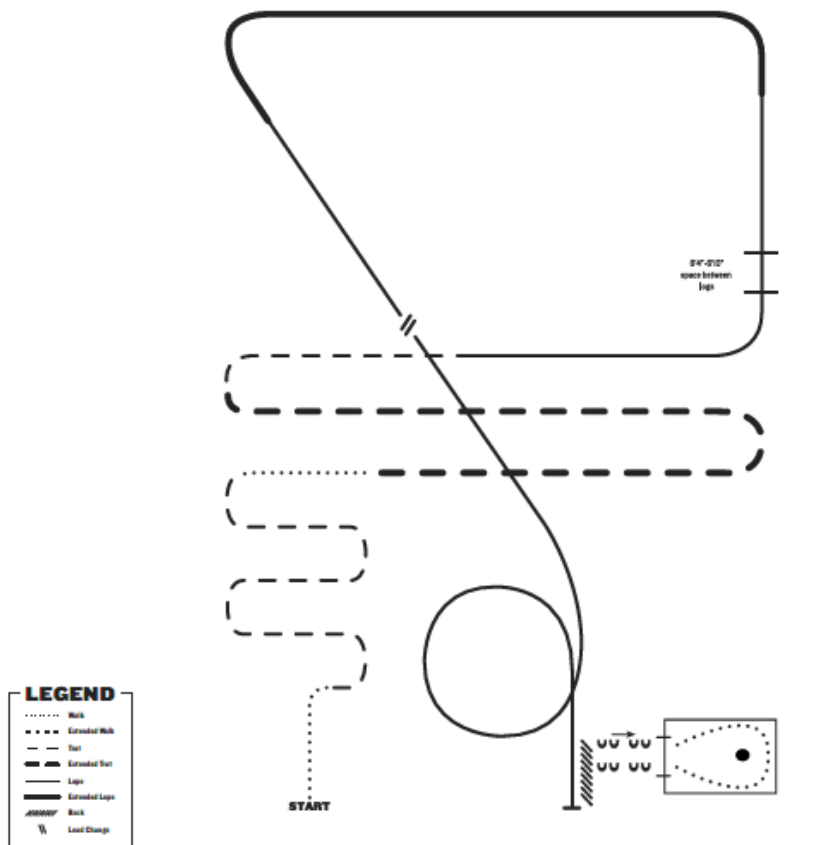
1. Trot
2. Trot over two sets of logs (**36" to 42" space between logs**)
3. Trot circle, stop and side pass left over log
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope left lead
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360° turn each direction (either direction 1<sup>st</sup> (L-R or R-L))

# **RANCH RIDING - PATTERN 10**



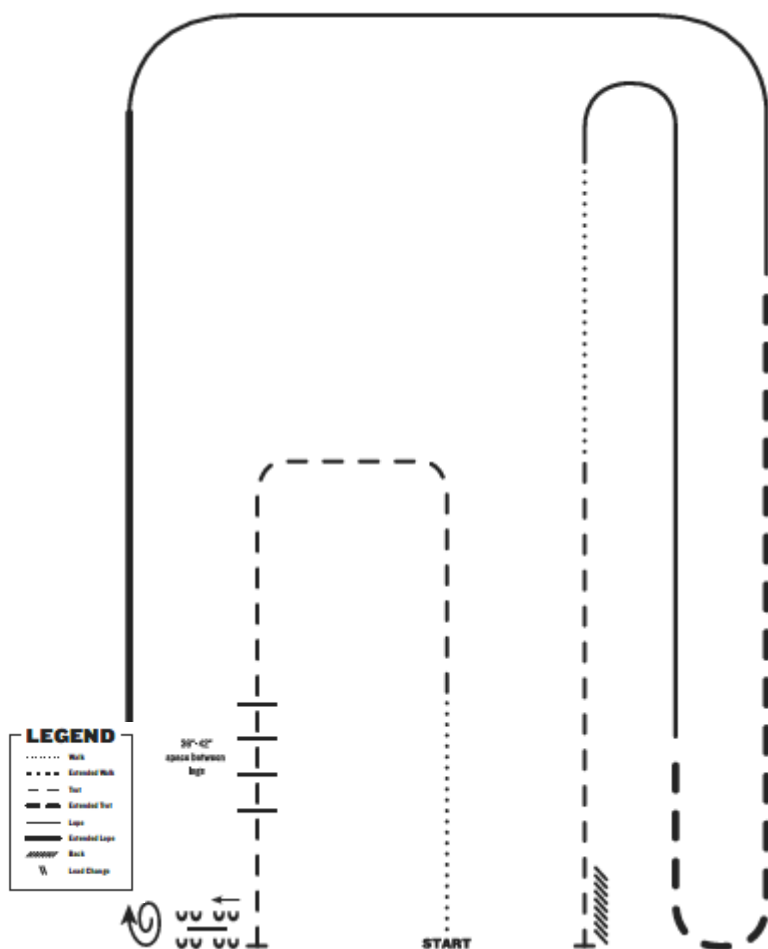
1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. ½ turn right
12. Trot to finish

# **RANCH RIDING - PATTERN 11**



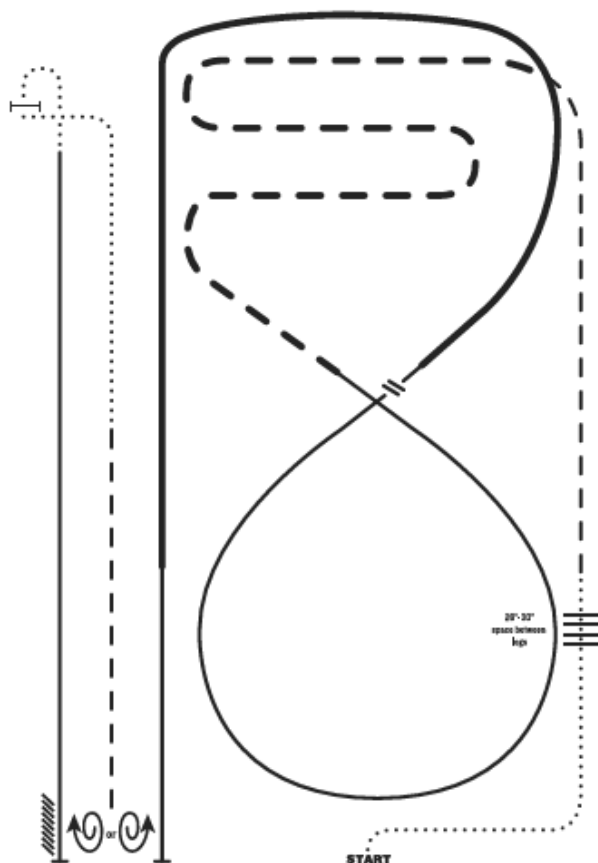
1. Walk
2. Trot serpentine
3. Walk
4. Extended trot
5. Trot
6. Lope left lead
7. Lope over logs (**6'4" to 6'10" space between logs**)
8. Extended lope left lead
9. Collect lope, change leads (simple or flying)
10. Lope right lead
11. Lope circle
12. Stop and back
13. Side pass to gate, left hand push into pen
14. Walk around cone, right hand push out

## RANCH RIDING - PATTERN 12



1. Walk
2. Trot
3. Trot over logs and stop (30" to 42" space between logs) Stop
4. Side pass right over log
5. 1½ turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope on left lead
10. Walk
11. Trot
12. Stop and back

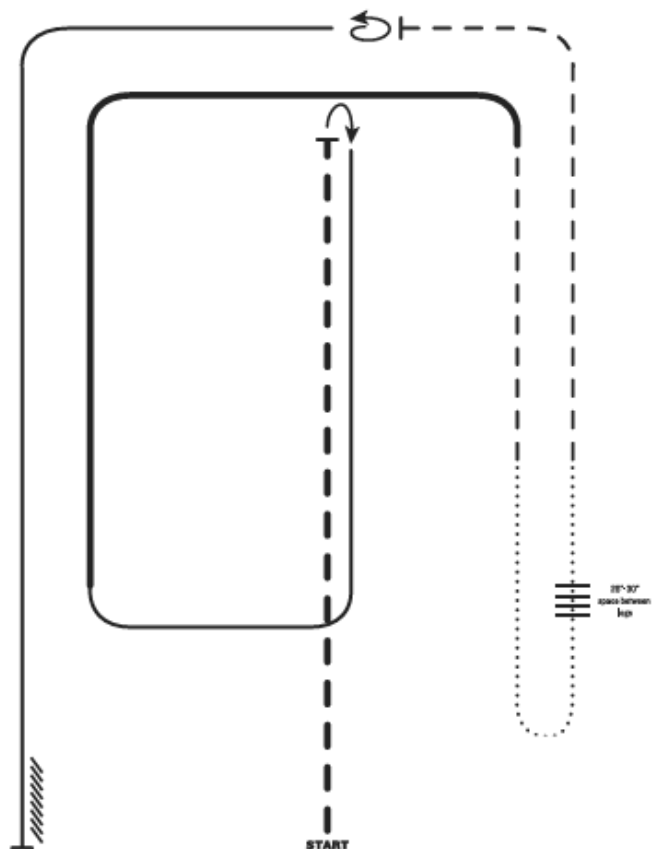
## RANCH RIDING - PATTERN 13



1. Walk
2. Walk over logs (**26" to 30" space between logs**)
3. Trot
4. Extended Trot serpentine
5. Lope right lead
6. Change leads (simple or flying change)
7. Extended lope left lead, collect lope
8. Stop 1½ turn either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back



## RANCH RIDING - PATTERN 15



1. Extended Trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Walk
7. Walk over logs (**26" to 30" space between logs**)
8. Walk
9. Trot
10. Stop, 360° turn left
11. Lope left lead
12. Stop and back



# 13. Trail

## 13.1 Categories

Available in Walk/Jog, Novice Rider, Amateur, Open and all Youth divisions, Little Britches and all horse classes.

## 13.2 Prohibited Equipment

1. Wire curbs regardless of how padded or covered.
2. Any Chin/curb strap narrower than  $\frac{1}{2}$ ".
3. Mechanical hackamores.
4. Martingales, nosebands and tie-downs.
5. Draw reins.
6. Crop or quirts.

## 13.3 Optional Equipment

1. Rope or riata. If used, the rope or riata must be coiled and attached to the saddle.
2. Protective boots or leg wraps.

**13.4** This class will be judged on the performance of the horse while negotiating the obstacles, with emphasis on manners, response to the rider, and quality of movement.

**13.5** Credit will be given to horses negotiating the obstacles with style, authority, and some degree of speed, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course when obstacles warrant it and willingly responding to the rider's cues on more difficult obstacles.

**13.6** Horses shall be penalised for any unnecessary delay while approaching obstacles. Horses with an artificial appearance while negotiating obstacles should be penalised.

**13.7** Except for the novice rider section and junior or novice horses shown with hackamore or snaffle bit, only one hand may be used on reins, except that it is permissible to change hands to work an obstacle. (*Reins to be carried as per para 5.7*).  
A. While a horse is in motion, the rider's hands shall be clear of the horse and saddle.  
B. Spurs or romal shall not be used forward of the cinch.

**13.8** Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show the three gaits (*walk, jog, lope*) somewhere between obstacles as part of its work, and quality of movement and cadence should be considered as part of the manoeuvre score.

**13.9** The gait between obstacles shall be at the discretion of the judge.

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

**13.11** Suggested scoring will be on the basis of zero to infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus  $1\frac{1}{2}$  to minus  $1\frac{1}{2}$ :  $-1\frac{1}{2}$  extremely poor,  $-1$  very poor,  $-\frac{1}{2}$  poor, 0 correct,  $+\frac{1}{2}$  good,  $+1$  very good,  $+1\frac{1}{2}$  excellent.

- 13.12** Working a rope gate. If riding in a snaffle, having unlatched the gate it is acceptable to revert to two hands to complete the obstacle, as is carrying an object from one part contestant shall be penalized each time the following occur. of the arena to another.
- 13.13** Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:
- 13.14 Trail Penalties,** A contestant shall be penalized each time the following occur.
- 13.15 One half (½) point**
1. Each tick or contact of a log, pole, cone, plant or any component of an obstacle.
- 13.16 One (1) point**
1. Each hit, bite, or stepping on a log, pole, cone, plant or any component of an obstacle.
  2. Incorrect or break of gait at walk or jog for two strides or less.
  3. Both front feet or hind feet in a single-stride slot or space at walk or jog.
  4. Skipping over or failing to step into required space.
  5. Split pole in lope over.
  6. Incorrect number of strides, if specified.
- 13.17 Three (3) point**
1. Incorrect or break of gait at the walk or jog for more than two strides.
  2. Out of lead or break of gait at the lope (*except when correcting an incorrect lead*)
  3. Knocking down an elevated pole, cone. Barrel, plant, obstacle, or severely disturbing an obstacle.
  4. Falling or jumping off or out of a bridge or water box with one (1) foot once the horse has got onto or into that obstacle.
  5. Stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, box, side pass) with one (1) foot once the horse has entered the obstacle.
  6. Missing or evading a pole that is a part of a series of an obstacle with one (1) foot.
- 13.18 Five (5) point**
1. Dropping slicker or object required to be carried on the course.
  2. First or second cumulative refusal, balk or evading an obstacle by shying or backing.
  3. Letting go of gate or dropping rope gate.
  4. Use of either hand to install fear or praise.
  5. Falling or jumping off or out of a bridge or water box with more than one (1) foot once the horse has got onto or into that obstacle.
  6. Stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, box, side pass) with more than one (1) foot once the horse has entered the obstacle.
  7. Missing or evading a pole that is a part of a series of an obstacle with more than one (1) foot.
  8. Blatant disobedience (including kicking out, bucking, rearing, striking).
  9. Holding saddle with either hand.

### **13.19 Disqualified 0 – Score**

1. Use of two hands (except when showing in a snaffle bit or bosal) or changing hands on reins, except that it is permissible to change hands to work an obstacle or to straighten reins when stopped.
2. Performing the obstacle incorrectly or other than in specified order.
3. No attempt to perform an obstacle.
4. Equipment failure that delays completion of pattern.
5. Excessively or repeatedly touching the horse on the neck to lower the head.
6. Entering or exiting an obstacle from the incorrect side or direction.
7. Working an obstacle the incorrect direction; including overturns of more than  $\frac{1}{4}$  turn.
8. Riding outside designated boundary marker of the arena or course area.
9. Third cumulative refusal, balk or evading an obstacle by shying or backing.
10. Failure to ever demonstrate correct lead and/or gait as designated.
11. Failure to follow the correct line of travel between obstacles.
12. Excessive schooling, pulling, turning, stopping or backing anywhere on the course.
13. Failure to open and shut gate or failure to complete gate (except in novice classes where they are placed below all who complete course correctly).

### **13.20 Faults which occur on the line of travel between obstacles, scored according to severity.**

1. Head carried constantly too low.
2. Head carried constantly too high.
3. Over flexing or straining neck in head carriage so the nose is carried behind the vertical.

**13.21** Management, when setting courses, should keep in mind that the idea is not to trap a horse, or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. If difficult courses are set, novice trail should be less difficult. When the distances and spaces are measured between all obstacles, the inside base to inside base measurement of each obstacle considering the normal path of the horse, should be the measuring point. Enough space must be provided for a horse to jog (*at least 30 feet; 9m*) and lope (*at least 50 feet; 15m*) for the judge to evaluate these gaits.

**13.22** At least six obstacles will be used, three of which will be mandatory, and three others selected from an approved list. The course shall be reset as originally after each horse has worked. If an obstacle fails and cannot be repaired, it shall be removed from the course. Scores for that obstacle shall be deducted from all previous works for that class.

#### **a. Mandatory obstacles are:**

1. Opening, passing through, and closing a gate. The design of the gate must not endanger horse or rider. If gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.

**Working the Trail Class Gate:** Competitors are advised that, when changing hands to work a gate, there is no specified way to hold the reins in the 'new' hand, i.e. it is permissible to hold them 'romal' style and, with split reins, you do not have to cross tails to the opposite side. However, do remember that you must revert to the correct hand position when the gate is closed and you are exiting the area.

2. Ride over at least four logs or poles. These can be in a straight line, curved, zigzag or raised. The space between the logs is to be measured and the path the horse is to take should be the measuring point. Trot overs and lope overs cannot be elevated in novice classes. All elevated elements must be placed in a cup, notched block, or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element. The spacing for walkovers, trot overs and lope overs shall be as follows or increments thereof.
  - a. The spacing for walkovers shall be 20-24" (40-60cm) and may be elevated to 12" (30cm) and at least 22" (55cm) apart.
  - b. The spacing for jog-overs shall be 3' to 3'6" (90 to 105cm) and may be elevated to 8" (20cm).
  - c. The spacing for lope-overs shall be 6' to 7' (1.8 to 2.1m) and may be elevated to 8" (20cm).
3. Backing obstacle: Backing obstacle to be spaced a minimum of 28" (70cm). If elevated 30" (75cm) spacing is required. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar.
  - a. Back through and around at least three markers.
  - b. Back through L, V, U, straight or similar shaped course. May be elevated no more than 24".

**b. Optional obstacles are: (but not limited to)**

1. Water hazard (ditch or small pond). No metal, concrete, or slick bottom boxes will be used.
2. Serpentine obstacles at walk or jog. Spacing to be a minimum of 6 feet for jog.
3. Carry an object from one part of the arena to another. (*Only objects which reasonably might be carried on a trail ride may be used*).
4. Ride over wooden bridge, negotiated at walk only. – *Suggested minimum width shall be 36" (90cm) and at least six feet (1.8m) long*. Bridge should be sturdy and safe.
5. Pick up and carry a western type slicker.
6. Remove and replace materials from mailbox.
7. Side pass (*may be elevated to 12 inches maximum*) – over obstacle is optional.
8. An obstacle consisting of four logs or rails, each 6 to 7 feet (1.8 to 2m) long, laid in a square as shown below. Each contestant will enter the square by riding over a log or rail as designated. When all four feet are inside the square, the rider will execute a turn as indicated by the pattern and depart.

Any other safe and negotiable obstacle which could reasonably be expected to be encountered on a trail ride and meets the approval of the judge may be used.

A combination of two or more of any of the obstacles is acceptable.

**c. Unacceptable obstacles:**

1. Ground tie.
2. Tires.

3. Animals.
4. Hides.
5. PVC pipe.
6. Dismounting.
7. Jumps.
8. Rocking or moving bridges.
9. Water box with floating or moving parts.
10. Flames, dry ice, fire extinguisher, etc.
11. Logs or poles elevated in a manner that permits such to roll.
12. Metal, concrete, and slick bottom water hazards.

- 13.23** The judge has the right and duty to alter the course in any manner or remove any obstacle they deem to be unsafe. In addition, any officer of the society who considers a trail course to be unsafe may request it be altered. Should an event continue without such a request being considered, it will void its cover under the WES Insurance.

## ***14. In-Hand Trail***

### **14.1 Categories**

*Class is limited to yearlings after 1<sup>st</sup>. July in the year foaled, 2yr olds and 3yr olds.*

- 14.2** *This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the handler and quality of movement. Credit will be given to horses negotiating the obstacle with style, positive expression and minimal visible or audible cueing, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to obstacles and picking their way through the course when the obstacles warrant it and willingly responding to the handler's cues on more difficult obstacles. Horses shall be penalised for any unnecessary delay while approaching or negotiating the obstacles. Horses with artificial appearance over obstacles should be penalised.*

- 14.3 Equipment:** *Horses are to be shown in a halter. The exhibitor must lead on the left side holding the lead shank in the right hand near the halter with the tail of the lead loosely coiled in the left hand. The exhibitor's hand shall not be on the chain portion of the lead. A chain or cord (minimum gauge 4 mm) may be used either under the chin or hanging from the halter. Any other use of the chain will result in disqualification. A lead without a chain can be snapped directly to the halter under the chin. The type of equipment used is not to be a consideration in placing the horse if the equipment meets the requirements stated above .*

*Exhibitor must use only the left hand to carry the excess lead, looped loosely except when carrying an object from one part of the arena to another, opening/closing a gate or side passing.*

*Exhibitor is not allowed to touch the horse, except when side passing.*

- 14.4 Scoring:** *Scoring will be on the basis of 0-infinity with 70 denoting an average score. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½:*

- 1½ extremely poor
- 1 Very poor
- ½ poor
- 0 correct
- +½ good
- +1 very good
- +1½ extremely good

Obstacle scores are to be determined and assessed independently of penalty points. Credit will be given to those horses negotiating the obstacles cleanly, smoothly and alertly with style in prompt response to the handler's cues. Judges should consider the overall appearance of the horse, condition, grooming and the equipment in their overall scores. Correctness of the horse is to be considered. Drifting to the side or stopping crooked, leading or turning sluggishly should be considered and evaluated in the horse's manoeuvre scores and reflected in the horse's overall score.

**14.5 Penalties:** The following penalties will be applied to each occurrence and be deducted from the final score.

#### **14.6 One-half (½) point**

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

#### **14.7 One (1) point**

1. Incorrect or break of gait at walk or jog for two strides or less.
2. Both front or hind feet in a single-stride slot or space.
3. Skipping over or failing to step into the required space.
4. Incorrect number of strides. If specified.

#### **14.8 Five (5) Points**

1. Dropping slicker or object required to be carried on the course.
2. First or second cumulative refusal, balk, or evading an obstacle by shying or backing.
3. Letting go of the gate or dropping the rope gate.
4. Use of either hand to install fear or praise (slight touching or tapping with one hand to cue a horse in a side-pass manoeuvre is acceptable).
5. Falling or jumping off or out of a bridge or water box with more than one foot once the horse has stepped onto or into that obstacle.
6. Stepping outside the confines of an obstacle with designated boundaries (e.g. back through, 360-degrees, box, side-pass) with more one foot once the horse has entered the obstacle.
7. Missing or evading a pole that is part of a series with more one foot.
8. Blatant disobedience (including biting, rearing, kicking out, bucking, rearing, striking or continuously circling the exhibitor).

#### **14.9 Disqualified – 0 score**

1. Performing the obstacle incorrectly or other than in specified order.
2. No attempt to perform an obstacle.
3. Equipment failure that delays completion of pattern.
4. Excessively or repeatedly touching the horse.
5. Entering or exiting an obstacle from the incorrect side or direction.

6. Working an obstacle in the incorrect direction; including overturns of more than  $\frac{1}{4}$ .
7. Failure to follow the correct line of travel between obstacles.
8. Working outside designated boundary marker of the arena or course area.
9. Third cumulative refusal, balk, or evading an obstacle by shying or backing.
10. Failure to demonstrate correct gait between obstacles as designated.
11. Horse gets loose from exhibitor.
12. Leading or backing on the wrong side of the horse, leading or backing should be performed from the left side of the horse.
13. Fall of Horse or Exhibitor.
14. Excessive schooling, pulling, turning or backing anywhere on course.
15. Failure to open and close gate or failure to complete gate.

**14.10 Course:** Management, when setting courses, should keep in mind that the idea is not to trap a horse or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind to eliminate any accidents. Obstacles should be placed in a manner that they flow from one to the other quickly and efficiently. When the distances and spaces are measured all obstacles the inside base to inside base measurement of each obstacle considering the normal path of the horse should be the measuring point.

If disrupted the course shall be reset. In the case that an obstacle is used in a combination, the obstacle cannot be reset until the contestant finishes the entire obstacle.

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

Courses will include a minimum of four and a maximum of eight obstacles and must be designed using a minimum of one obstacle from each of the following categories (A,B,C,D).

#### **14.11 Category A:**

Lead over at least four logs or poles. These can be in a straight line, curved, zigzag or raised. The space between logs is to be measured and the path the horse is to take should be the measuring point. All elevated elements must be placed in a cup, notched block or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element.

Spacing for walkovers and trot overs should be as follows or increments thereof.

**Walkovers** shall be 20" to 24" (50 to 60 cm) and may be elevated to 12" (30 cm).

Elevated walkovers should be set at a minimum of 22" (55 cm) apart.

**Trot overs** shall be 3' to 3' 3" (90 to 100 cm) and may be elevated to 8" (20 cm).

#### **14.12 Category B:**

**1. Side pass.** An object of such nature which is safe, may be used to demonstrate the responsiveness of the horse to signals at its side. If raised, height may be used may not exceed 2 feet (60 to 96 cm). The obstacle be designed to require the horse to side pass, to the right or left, off pressure or signal on its near side. The obstacle should be in the course design such that the horse approaches but does not cross or straddle a log while completing the side pass. The exhibitor is allowed to touch the horse on the side during the side pass

**2. Lime Circle.** Requiring either

a: Turn on the forehand with front feet inside and hind feet turning outside the circle. The handler may hold the horse and the excess lead in his/her left hand during the turn.

b: Turn on the haunches with hind feet inside and front feet outside the circle.

**3. Square.** A minimum of **8' (2.4m)** sides. Lead into the square. While all four feet are confined in the square, make the required turn and lead out. The handler may remain inside or outside the square.

**4. Gate.** The gate must be set up so that it is a minimum of **4 feet (1.2m)** and **4 feet (1.2m)** in height and so that exhibitor can open from his/her left side. It is permissible to carry excess lead in the right hand while negotiating the gate. Handlers losing control of the gate while passing through shall penalised and scored accordingly.

**14.13 Category C:**

**1. Back Through.** Shall consist of either;

Poles. Straight, L, double L, V, U, or similar shaped obstacle Poles should be on the ground with a minimum spacing of **30" (76.2 cm)**. The handler may remain inside or outside the pole.

**2. Barrels or Cones.** Minimum of three with a minimum spacing of **36" (91.4cm)**. Handler and horse should pass through the barrels or cone together.

**3. Bridge.** A bridge with a wooden floor not to exceed **12" (30 to 48cm)** in height, with or without side rails not less than **48" (122cm)** apart will be used.

**4. Water Box.** If used water box must be dry.

**14.14 Category D:**

**1. Carrying Object.** Any object other than an animal and of a reasonable size and weight may be carried to a specific point.

**2. Mailbox.** Remove and/or replace item.

**3. Serpentine.** Obstacle consisting of cones through which a horse will manoeuvre at a walk or jog. Cones to be placed a minimum of **4 feet (1.2m)** for walk, **7 feet (2.1m)** for Jog.

Any other safe and negotiable obstacle which could reasonably be expected to be encountered on a trail and meets the approval of the judge may be used.

A combination of two or more of any manoeuvres in an obstacle is acceptable.

**14.15 Unacceptable Trail Course Obstacles.** Include but not limited to;

Tyres

Animals

Hides

PVC pipe

Jump

Rocking or moving bridges

Water box with water or moving parts

Flames, dry ice, fire extinguisher etc.

Logs or poles elevated in a manner that permits such to roll.



# 15. Ranch Trail

## 15.1 Categories

Available in Novice Rider, Amateur, Open and all Youth divisions and all horse classes.

- 15.2** The ranch trail class should test the horse's ability to cope with situations encountered while being ridden through a pattern of obstacles generally found during the course of everyday ranch work. The horse/rider team is judged on the correctness, efficiency, and pattern accuracy with which the obstacles are negotiated, and the attitude and mannerisms exhibited by the horse. Judging emphasis is on identifying the well broke, responsive, and well-mannered horse which can correctly navigate the course. The ideal ranch trail horse should have a natural ranch horse appearance from head to tail in each manoeuvre.
- 15.3** The ranch trail course will include no less than six and no more than nine obstacles (in enclosed arena) or no less than six and as many as the terrain will allow (in an outdoor course). It is mandatory that the horse be asked to walk, trot and lope during the course. Walk can be part of obstacle score or be scored with approaching obstacle. Trot must be at least 35ft and scored with approaching obstacle. Lope must be lead-specific, at least 50ft and scored with approaching obstacle. Care must be exercised to avoid setting up any obstacle that may be hazardous to horse or rider.
- 15.4** When setting courses management will be mindful that the idea is not to trap a horse/rider team or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to reduce the risk of accidents. Show management shall have the option of setting up the trail course to best fit the arena conditions. An outdoor course can be used if appropriate terrain is available.
- 15.5** Judges must walk the course and have the right and duty to alter the course if it is not in keeping with the intent of the class. Judges may remove or change any obstacle they deem unsafe, non-negotiable or unnecessarily difficult. Any time a trail obstacle becomes unsafe during a class, it shall be repaired or removed from the course. If the course cannot be repaired and some horses have completed the course, the score for that obstacle shall be deducted from all previous draws in the class.
- 15.6** The course must be designed using mandatory obstacles and manoeuvres plus optional obstacles. Combining two or more obstacles is acceptable.
- 15.7 Prohibited Obstacles** Tarps, water obstacles with slick bottoms, PVC pipe used as a jump or walk over, tires (unless filled), rocking or moving bridges, logs elevated in a manner that permits such to roll in a dangerous manner.
- 15.8 Mandatory Obstacles and/or Manoeuvres**
1. Ride over obstacles on ground (natural logs are recommended). Walk, trot or lope may be used but one gait is required.
    - a. Walk overs: no more than five logs no more than 10" high and spacing between 26-30 inches. The formation may be straight, curved, zig-zagged or raised.
    - b. Trot overs: no more than five logs no more than 10" high. The space between logs should be 36-40 inches. The formation can also be straight, curved, zig-zagged or raised.
    - c. Lope overs: no more than five logs no more than 10" high. The space between logs should be 6 to 7 feet. The formation can also be straight, curved, zig-zagged or raised.

2. Opening, passing through and closing a gate. Use gate that will not endanger horse or rider and requires minimum side passing.
3. Ride over wooden bridge. Bridge should be sturdy, safe and negotiated at a walk only. Heavy plywood lying flat on ground is an acceptable simulation of a bridge. Suggested minimum width shall be 36 inches wide and at least 6 foot long.
4. Backing obstacle are to be spaced at a minimum of 28 inches. If elevated, 30 inches spacing is required. Back through and around at least three markers. Back through L, V, U or straight or similarly shaped course which may be elevated no more than 24 inches.
5. Side pass obstacle: Any object which is safe and of any length may be used to demonstrate responsiveness of the horse to leg signals. Raised side pass obstacles should not exceed 12 inches.
6. Drag an obstacle: The drag maybe a complete figure of eight and may begin in either direction. The exhibitor **MUST HAVE THE ROPE DALLIED ON THE SADDLE HORN** (half or full dally) for the duration of the drag. **This Obstacle is not allowed in the Youth 13 &U division, and Youth 14-18 should be a straight drag between two posts.**

**15.9 Optional Obstacles:** Optional obstacles may be used provided the obstacles can be found in everyday ranch work. Optional obstacles from which selection can be made include but not limited to.

1. A jump obstacle whose centre height is not less than 14 inches high or more than 25 inches high. Holding the saddle horn is permissible for this obstacle.
2. Carry object from one part of the arena to another.
3. Remove and replace materials from a mailbox.
4. Trot though markers spaced a minimum of 6 feet apart.
5. Cross natural ditches or ride up or down embankments.
6. Swing rope or throw rope at a dummy steer head.
7. Step in or out of obstacle.
8. Put on slicker or coat.
9. Stand to mount with mounting block.
10. Walk through water obstacle.
11. Open gate on foot.
12. Pick up feet.
13. Walk through brush.
14. Ground tie (hobbles are allowed)
15. Lead at the trot.

**15.10 Credits and Penalties.** All runs begin upon entering the pen and any infractions are subject to penalty at that time (such as two hands on the reins, using either hand to install fear or praise, etc.) The rider has the option of eliminating any obstacle, however this will result in being “off pattern” (OP) and the horse/rider may not place above others who have completed the pattern correctly. A judge may ask an exhibitor to pass on an obstacle after three refusals or any time for safety reasons.

**15.11 Credit** is given to horse/rider teams who negotiate obstacles correctly and efficiently. Horses should receive credit for showing attentiveness to obstacles and ability to negotiate through the course when the obstacles warrant it while willingly responding to rider’s cues on more difficult obstacles. Quality of movement and cadence should be considered part of the manoeuvre score for the obstacle. Manoeuvre evaluations and penalty applications are to be determined independently. The following penalties will be applied to each occurrence and be deducted from the final score:

**1 point:**

- Over-bridled (per manoeuvre)
- Out of frame (per manoeuvre)
- Each hit, bite or stepping on a log, cone, plant or any component of the obstacle.

Incorrect or break of gait at walk or trot for two (2) strides or less.  
Both front or hind feet in a single stride slot or space at a walk or trot.  
Skipping over or failing to step in to required space.  
Split pole in lope over.  
Incorrect number of strides, if specified.  
One or two steps on mount /dismount or ground tie except shifting to balance.  
Wrong lead or out of lead for two strides or less.

### **3 point**

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

### **5 point.**

Spurring in front of cinch.  
Blatant disobedience.  
Use of either hand to install fear/praise.  
Stepping out of or falling out off an obstacle with more than one foot.  
Dropping an object required to be carried.  
1<sup>st</sup> or 2<sup>nd</sup> cumulative refusal.  
Letting go of gate.  
Five or more steps on mount/dismount or ground tie.  
Missing or evading part of a log/obstacle with more than one (1) foot.

## **15.12 Off-Pattern (OP)** Exhibitors cannot be placed above others who complete pattern correctly or exhibitors with less off-patterns.

Incomplete manoeuvre.  
Eliminating or adding manoeuvre.  
3rd Refusal.  
Repeated blatant disobedience.  
Failing to dally and remain dallied.  
Use of two hands (except when using snaffle bit or hackamore).  
More than one finger between split reins or any finger between romal reins.  
Failure to open and shut gate or failure to complete gate.

## **15.13 Disqualified 0-Score**

Lameness  
Abuse  
Leaving working area before pattern is complete  
Illegal equipment.  
Disrespect or misconduct, improper western attire, fall of horse/rider  
Improper western attire,  
Fall of horse/rider

# 16. Western Riding

## 16.1 Categories

Available in Novice Rider, Amateur, Open and all Youth divisions and all horse classes.

**16.2** Western Riding is an event where the horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners, disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy moving.

**16.3** Credit shall be given for the emphasis placed on smoothness, even cadence of gaits (i.e., starting and finishing pattern with the same cadence), and the horse's ability to change leads precisely, easily, and simultaneously both hind and front at the centre point between markers. The horse should have a relaxed head carriage showing response to the rider's hands, with a moderate flexion at the poll. He should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. Horses may be ridden with light contact or on a reasonably loose rein. The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride.

**16.4** The judge will select from patterns *1 to 9 (smaller arenas may use Novice Rider patterns 4 & 5) for any class except for the novice rider class where Novice Rider patterns 1 to 4 can be used.*

**16.5:** On the pattern:

- A. The small circles represent markers (*cones recommended*). These should be separated by a uniform measured distance of not less than 30 feet (9m) nor more than 50 feet (15m) on the side with five markers (*see diagram 40-50 feet; 12-15m between the three markers in the novice rider pattern*). The markers on the opposite side should be set adjacent to the appropriate markers (*three or five*). It is recommended that markers be set to a minimum of 15 feet (4.5m) from the fence and with 50 (15m) to 80 foot (24m) width in the pattern, as the arena permits.
- B. The rectangle represents a solid pole, a minimum of eight feet in length.
- C. The long serpentine line indicates the direction of travel and the gaits at which the horse is to move. The recommended lead changing point is equal to  $\frac{1}{2}$  stride length before or after the centre point between the markers. The dotted line (.....) indicates walk, the dash line (— —) jog, and the solid line (——) lope.
- D. A cone shall be placed along the wall or rail of the arena to designate where the exhibitor should initiate the walk on pattern 1,3,5,6, 8, N1 & N4. The cone should be placed at a minimum of 15ft before the first pylon. On patterns 2, 4, 7, 9, N2 & N3 the cone should be placed even with the first pylon. The next exhibitor should not go to the start cone until the contestant on pattern has cleared the working area by the start cone for the final time

**16.6** Scoring will be on a basis of 0 to 100 with 70 denoting an average performance.

Scoring guidelines to be considered: Points will be added or subtracted from the manoeuvres on the following basis, ranging from  $+1\frac{1}{2}$  to  $-1\frac{1}{2}$ :  $+1\frac{1}{2}$ , excellent;  $+1$ , very good;  $+\frac{1}{2}$ , good; 0, average;  $-\frac{1}{2}$ , poor;  $-1$  very poor;  $-1\frac{1}{2}$ , extremely poor. Manoeuvre scores are to be determined independently of penalty points.

A contestant shall be penalised each time the following occurs:

**16.7 Five points:**

1. Out of lead beyond the next designated change area (*note: failure to change, including cross-cantering. Two consecutive failures to change would result in two five (5) point penalties*).
2. Blatant disobedience includes kicking out, biting, bucking, and rearing.
3. Holding saddle or touching horse with either hand.
4. Use of either hand to install fear or praise.

**16.8 Three points:**

1. Not performing the specific gait (*jog or lope*) or stopping when called for in the pattern, within 10 feet (3m) of the designated area.
2. Incorrect change of lead.
3. Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
4. Additional lead changes anywhere in pattern (*except when correcting an extra lead change or incorrect lead*)
5. In patterns 1, 3 & 8 failure to start the lope within 30 feet (9m) after crossing the log at the jog.
6. Break of gait at walk or jog for two or more strides.
7. Break of gait at the lope.

**16.9 One point:**

1. Hitting or rolling log.
2. Out of lead more than one stride either side of the Centre point and between the markers.
3. Splitting the log (*log between the two front or two hind feet*) at the lope.
4. Hind legs skipping or coming together during lead change.
5. Break of gait at the walk or jog up to two strides.
6. Non-simultaneous lead change (front to hind or hind to front)

**16.10 Half a point:**

1. Tick or light touch of log.

**16.11 Disqualification (zero score):**

1. Fall to ground by horse or rider (*see para 6.21*).
2. Illegal equipment.
3. Wilful abuse.
4. Off course.
5. Knocking over markers.
6. Completely missing log.
7. Major refusal – stop and back 2 strides or 4 steps with front legs.
8. Major disobedience – rearing, schooling.
9. Failure to start lope prior to end cone in pattern 1 and 5.
10. Kicking at other horses, exhibitors or officials.
11. Four incorrect changes of lead or failing to change leads four times within the run.
12. Overturn of more than  $\frac{1}{4}$  turn.

**16.12** Faults scored according to severity, which will be cause for disqualification, except in Novice classes.

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

**16.13 Credits:**

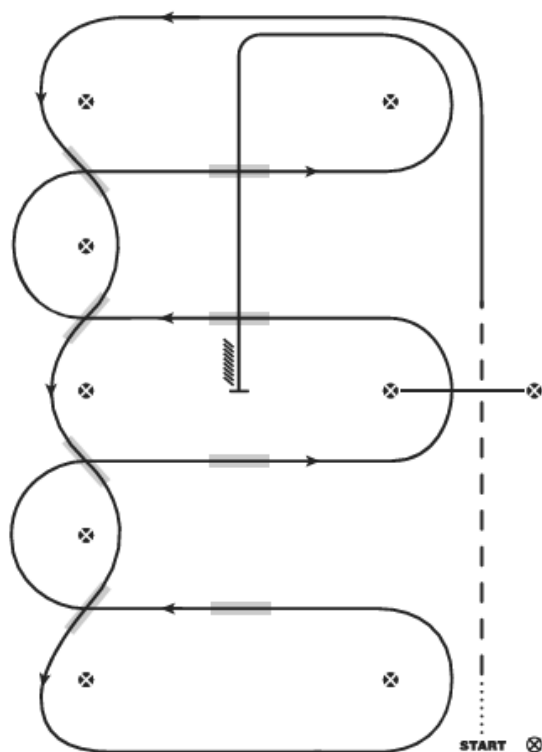
1. Changes of leads, hind and front simultaneously.
2. Changes at designated point.
3. Accurate and smooth pattern.
4. Even pace throughout.
5. Easy to guide and control with rein and leg.
6. Manners and disposition.
7. Conformation and fitness.

**16.14** The following characteristics are considered faults and should be judged accordingly in manoeuvre scores.

1. Opening mouth excessively.
2. Anticipating signals or early lead changes.
3. Stumbling.
4. Bad head carriage. Head carried (too high; too low; over-flexing so nose is behind vertical; nosed out).

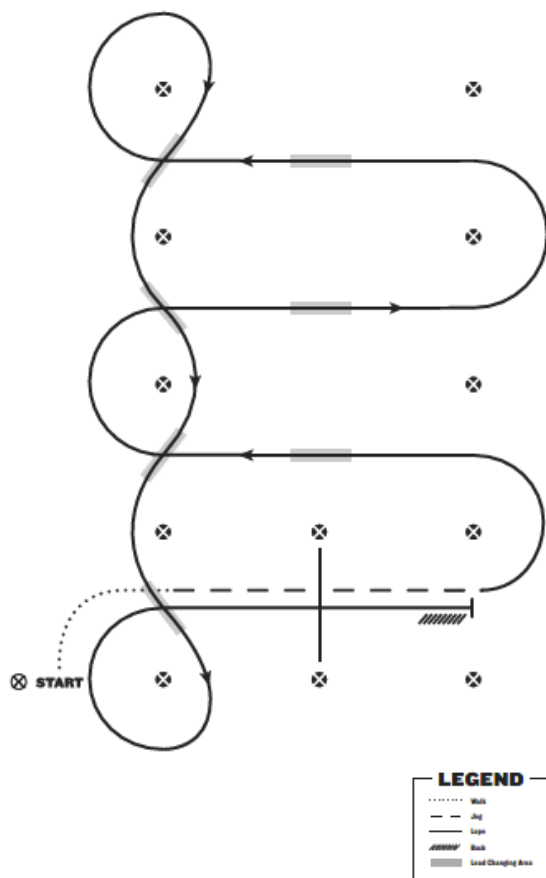
**16.14** Patterns see page 63 to 78

# WESTERN RIDING PATTERN 1



1. Walk at least 15 feet from the start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change lope around end of arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the centre, stop & back up.

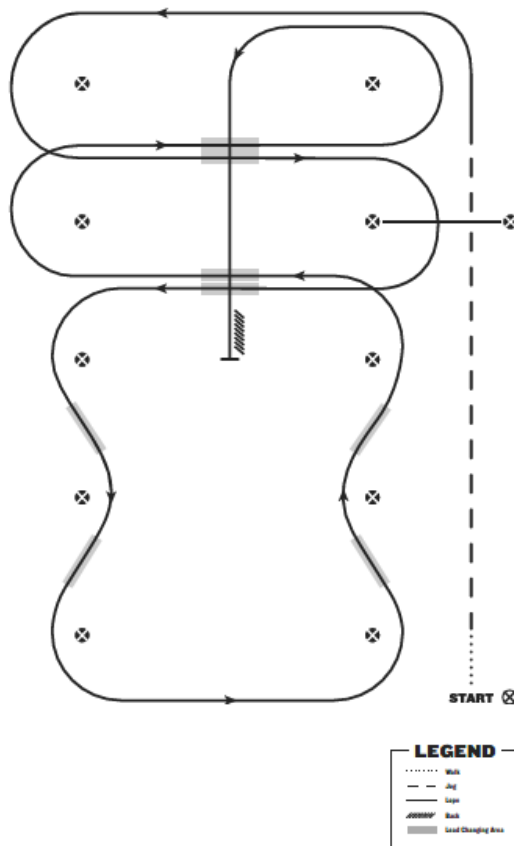
## WESTERN RIDING PATTERN 2



1. Walk at least 15 feet from the start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead.
3. First crossing change.
4. Lope over log.
5. Second crossing change.
6. First line change.
7. Second line change.
8. Third line change.
9. Fourth line change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the centre stop & back up.

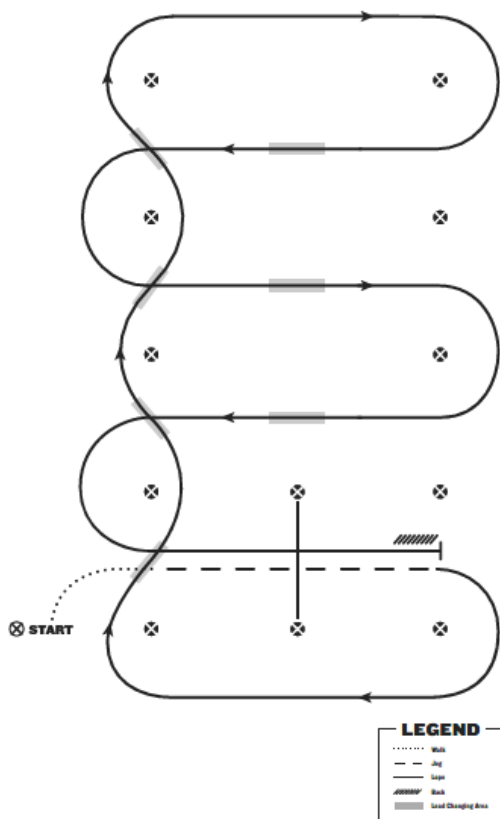


### WESTERN RIDING PATTERN 3



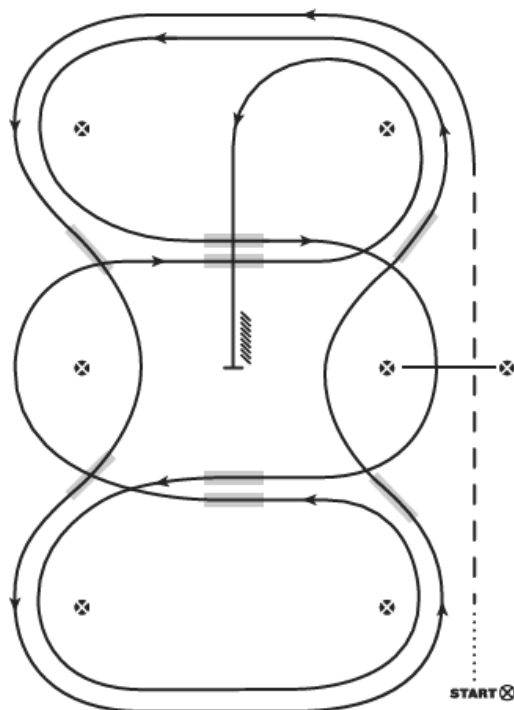
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to lope left lead.
3. First crossing change.
4. Lope over log.
5. Second crossing change.
6. First line change.
7. Second line change.
8. Third line change.
9. Fourth line change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the centre, stop & back up

# WESTERN RIDING PATTERN 4



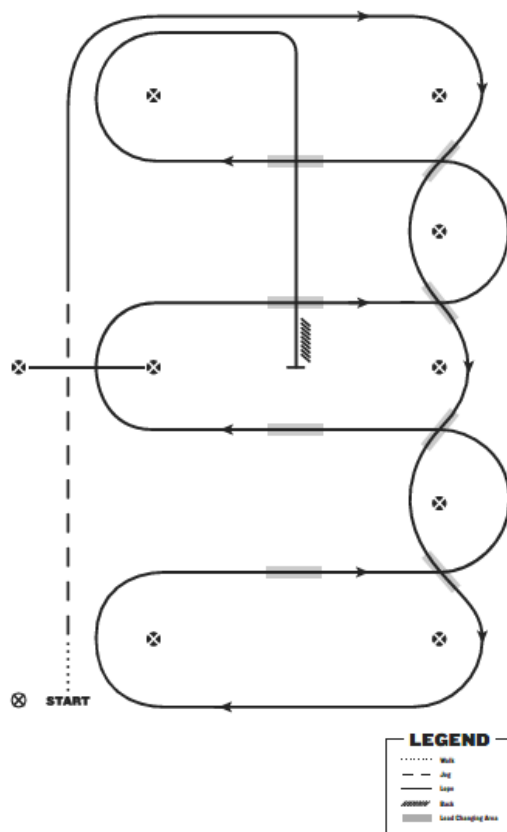
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to lope right lead.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, stop & back up.

**WESTERN RIDING PATTERN 5**  
**\*Recommended For Small Arenas\***



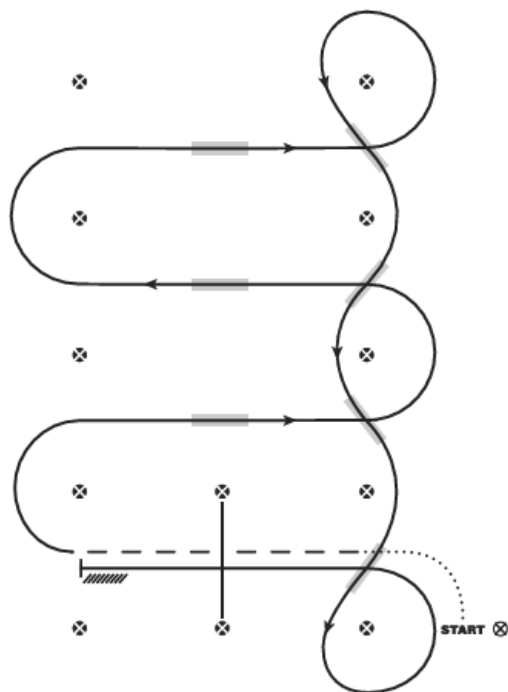
1. Walk at least 15 feet from the start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Lope over log.
9. Second crossing change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope, stop & back up.

# WESTERN RIDING PATTERN 6



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change, lope around end of arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the centre, stop & back up.

## WESTERN RIDING PATTERN 7



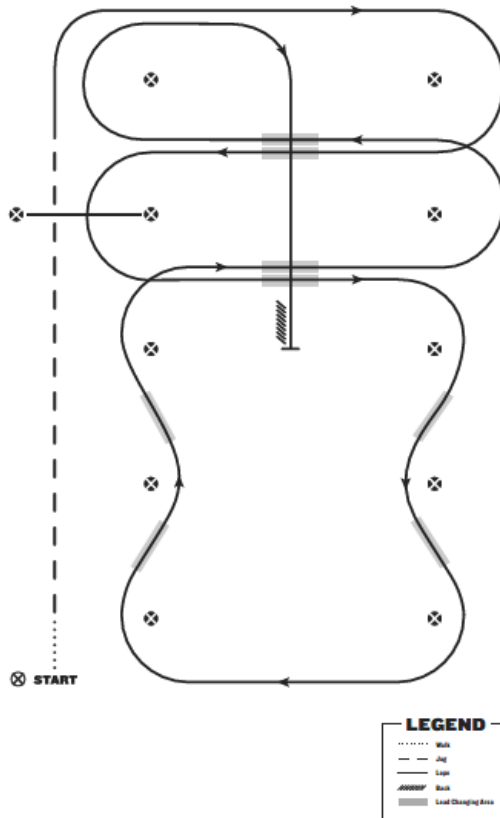
LEGEND	
.....	Walk
----	Jog
————	Lope
	Back
■	Lead Changing Area

----	Jog
————	Lope
	Back
■	Lead Changing Area

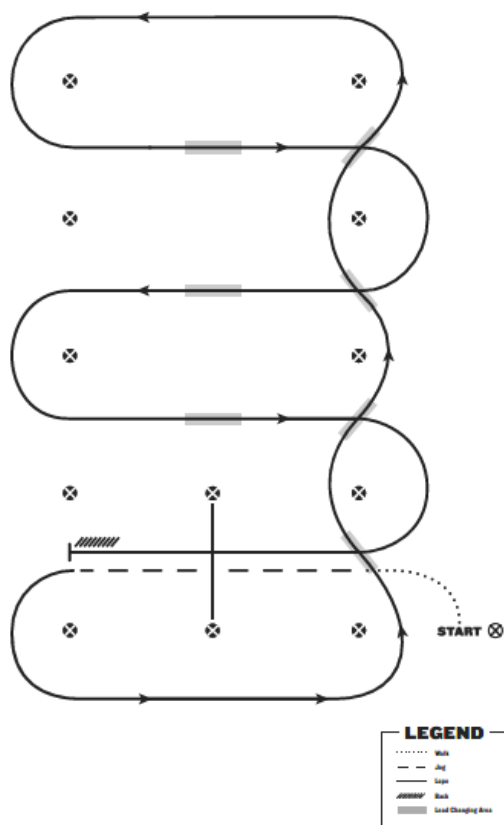
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change, lope around end of arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the centre, stop & back up.

## WESTERN RIDING PATTERN 8



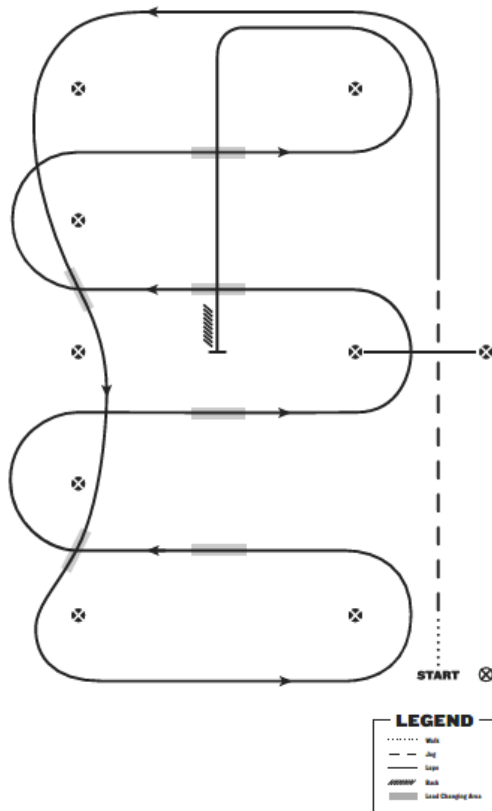
1. Walk at least 15 feet from the start cone to the first marker transition to jog, jog over log.
2. Transition to the lope right lead.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle & first line change.
7. Second Line change.
8. Third line change.
9. Fourth line change & circle.
10. Lope over log.
11. Lope, stop & back up.

# WESTERN RIDING PATTERN 9



1. Walk at least 15 feet from the start cone to the first marker transition to the jog, jog over log.
2. Transition to the lope right lead.
3. First crossing change.
4. Lope over log.
5. Second crossing change.
6. First line change.
7. Second line change.
8. Third line change.
9. Fourth line change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the centre. Stop back up.

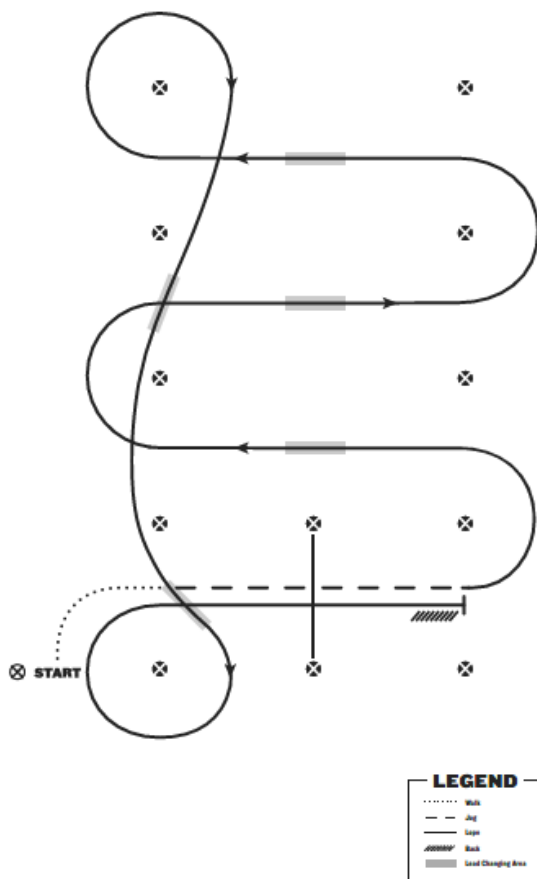
## NOVICE RIDER WESTERN RIDING PATTERN 1



1. Walk at least 15 feet from start cone to the first marker, transition to the jog, jog over log.
2. Transition to the lope left lead & lope around the end.
3. First line change.
4. Second line change, lope around end of the arena.
5. First crossing change.
6. Second crossing change.
7. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the centre, stop & back up.

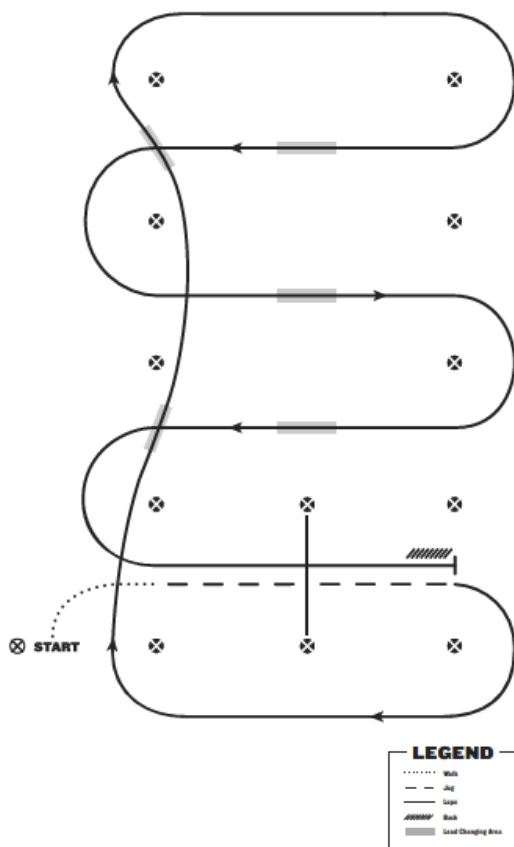


## NOVICE RIDER WESTERN RIDING PATTERN 2



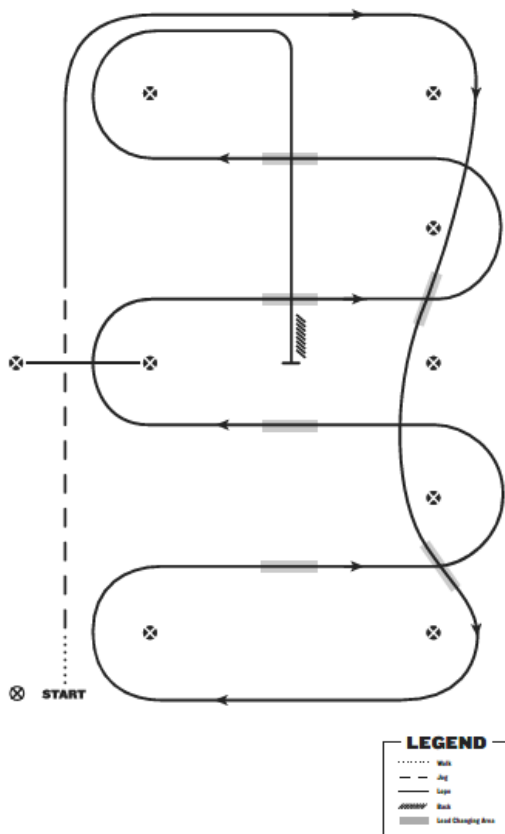
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle & first line change.
7. Second line change & circle.
8. Lope over log.
9. Stop and back up.

## NOVICE RIDER WESTERN RIDING PATTERN 4



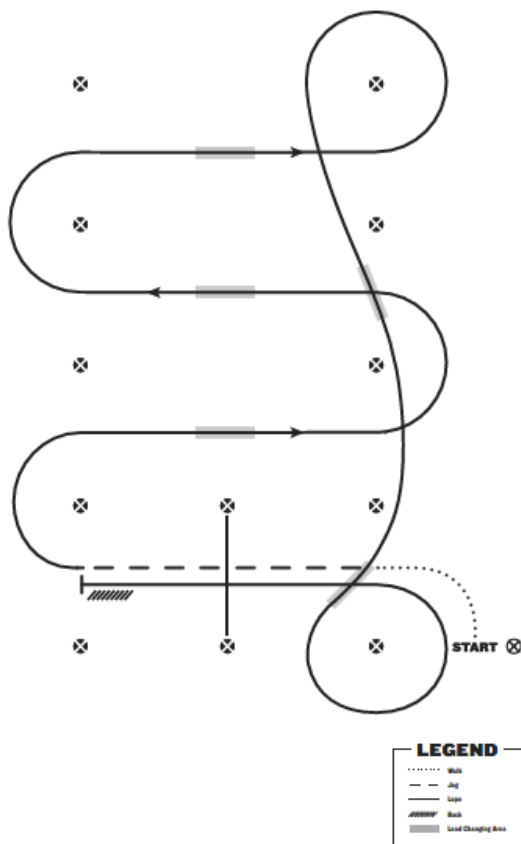
1. Walk at least 15 feet from start cone to the first marker, transition to the jog, jog over log.
2. Transition to the lope right lead & lope around end.
3. First line change.
4. Second line change & lope around end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop & back up.

## NOVICE RIDER WESTERN RIDING PATTERN 6



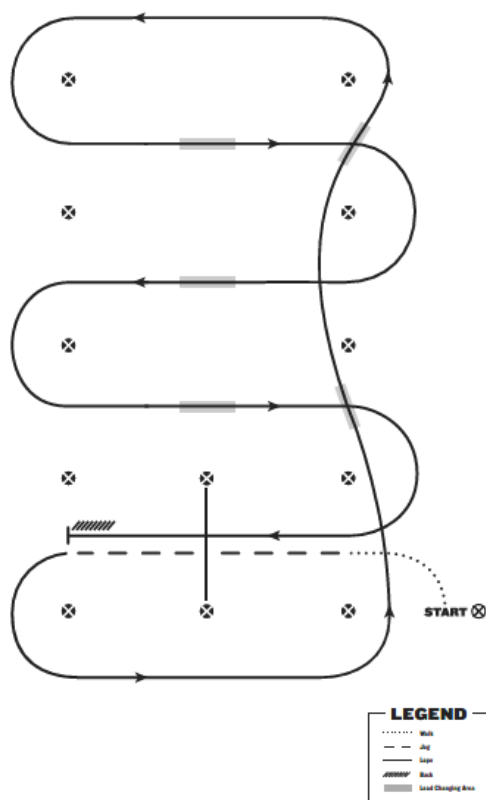
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to lope right lead & around the end.
3. First line change.
4. Second line change, lope around end of the arena.
5. First crossing change.
6. Second crossing change.
7. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the centre, stop & back up.

## NOVICE RIDER WESTERN RIDING PATTERN 7



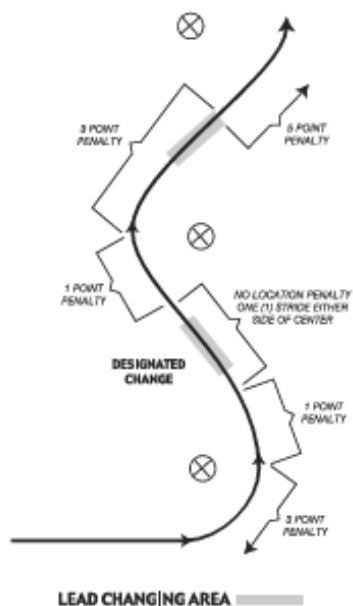
1. Walk at least 15 feet from the start cone to the first marker, transition to the jog, jog over log.
2. Transition to the lope right lead.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle & first line change.
7. Second line change & circle.
8. Lope over log.
9. Stop, back up.

## NOVICE RIDER WESTERN RIDING PATTERN 9

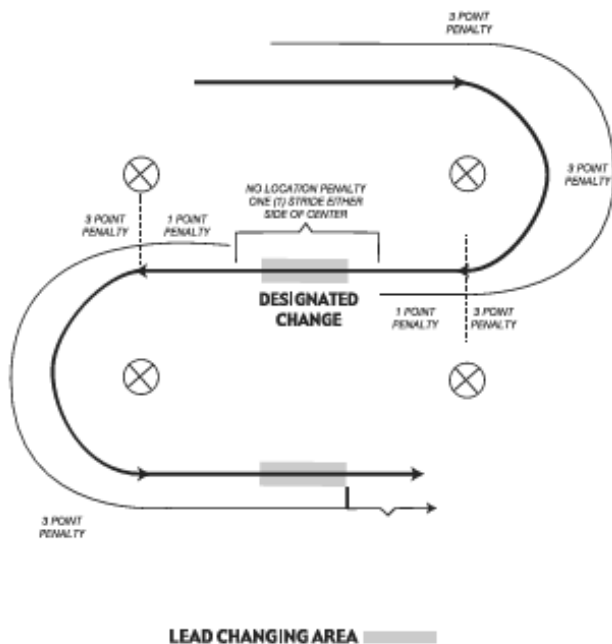


1. Walk at least 15 feet from start cone to first marker, transition to the jog, jog over log.
2. Transition to the lope left lead & lope around end.
3. First line change.
4. Second line change, lope around the end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop back up.

### Location Penalties for Designated Change



### Location Penalties for Designated Change



# 17. Reining

## 17.1 Categories

Available in Novice Rider, Amateur, Open and all Youth divisions and all horse classes.

## 17.2 Prohibited Equipment

1. Wire curbs regardless of how padded or covered.
2. Any Chin/curb strap narrower than  $\frac{1}{2}$ ".
3. Mechanical hackamores.
4. Martingales, nosebands and tie-downs.
5. Draw reins.
6. Crop or Quirts

## 17.3 Optional Equipment

1. Rope or riata. If used, the rope or riata must be coiled and attached to the saddle.
2. Protective boots or leg wraps

17.4 In an approved Reining class any approved NRHA pattern may be used. One of these patterns is to be selected by the judge of the class and used by all contestants in the class. In addition, the WES Novice Rider patterns can be used for the Novice Rider class.

17.5 Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena and judging will cease after the last manoeuvre. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

17.6 To rein a horse is not only to guide him but to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control and therefore a fault that must be marked down according to severity of deviation. After deducting all faults, set here within, against execution of the pattern and the horse's overall performance, credit will be given for smoothness, finesse, attitude, quickness, and authority in performing the various manoeuvres, while using controlled speed which raises the difficulty level and makes him more exciting and pleasing to watch to an audience.

17.7 Scoring will be on the basis of zero to infinity, with 70 denoting an average performance. Points will be deducted or subtracted from the individual manoeuvres on the following basis, ranging from plus  $1\frac{1}{2}$  to minus  $1\frac{1}{2}$ :  $-1\frac{1}{2}$  extremely poor, -1 very poor,  $-\frac{1}{2}$  poor, 0 average,  $+\frac{1}{2}$  good, +1 very good,  $+1\frac{1}{2}$  excellent. Manoeuvre scores are to be determined independently of penalty points. Manoeuvre scores are to be determined independently of penalty points.

## 17.8 The following will result in no score;

1. Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition e.g. use of boot polish to hide past abuse.
2. Use of illegal equipment, including wire on bits, bosals or curb chains.

3. Use of illegal bits, bosals or curb chains; when using a snaffle bit optional curb strap is acceptable; however, curb chains are not acceptable.
4. Use of tack collars, tie downs or nose bands.
5. Use of whips or bats.
6. Use of any attachment which alters the movement of or circulation to the tail.
7. Failure to dismount and/or present horse and equipment to the appropriate judge for inspection.
8. Disrespect or misconduct by exhibitor.

**17.9 The following will result in a score of 0:**

1. Use of more than index or first finger between reins.
2. Use of two hands (*except where a snaffle bit or hackamore is allowed*) or changing hands. ***Excess rein may be straightened anytime during the pattern, provided the riders' free hand remains behind the rein hand. Any attempt to alter tension or length of the reins from bridle to the rein hand is to be considered use of two hands a penalty score of zero will be applied.***
3. 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.
4. Failure to complete pattern as written. Including failing to jog the majority of the way to the centre in pattern 11.
5. Performing the manoeuvres other than in the specified order.
6. The inclusion of manoeuvres not specified, including but not limited to:
  - a. Backing more than 2 strides.
  - b. Turning more than 90 degrees.
  - c. Coming to a complete stop anywhere the pattern doesn't call for a stop. (*Exception: a complete stop in the 1<sup>st</sup> quarter of a circle after a canter departure is not to be considered an inclusion of a manoeuvre; a 2-point break of gait penalty will apply.*)
  - d. On run in patterns, once beginning a canter a complete stop prior to reaching the first marker.
7. Equipment failure that delays the completion of the pattern including dropping a rein that comes in contact with the ground while the horse is in motion.
8. Balking or refusal of command where pattern is delayed.
9. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
10. Jogging in excess of  $\frac{1}{2}$  circle or  $\frac{1}{2}$  the length of the arena.
11. Over spins of more than  $\frac{1}{4}$  turn.
12. Fall to ground by horse or rider (*see para 6.21*).
13. When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the centre line.
14. Kicking at other horses, exhibitors or judge.

**17.10 The following will result in a reduction of five points:**

1. Spurring in front of the cinch.
2. Use of the free hand to install fear or praise.
3. Holding the saddle or touching horse with either hand.
4. Blatant disobedience, including, but not limited to rearing, bucking or pawing.
5. Horse dropping to its knees or hocks.

**17.11 The following will result in a penalty of two points.**

1. Break of gait.
2. Freeze up in spins or rollbacks.



3. On walk in patterns, loping prior to reaching the centre of the arena and/or failure to stop or walk before executing a canter departure.
4. On run in patterns, failure to be in a lope or break of gait prior to the first marker.
5. On run in patterns, a horse that lopes off and, BEFORE the first marker, returns to a trot, then returns to the lope.
6. If a horse does not completely pass the specified marker before initiating a stop position.

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

1. Each time the horse is out of lead a judge is required to penalize by one point. The penalty for being out of lead is cumulative and the judge will deduct one penalty point for each quarter ( $\frac{1}{4}$ ) of the circumference of a circle or any part thereof that a horse is out of lead. A judge is required to penalize a horse  $\frac{1}{2}$  point for a delayed change of lead by one stride where the lead change is required by the pattern description.
2. Deduct  $\frac{1}{2}$  point for starting circle at a jog or exiting rollbacks at a jog up to two strides. Jogging beyond two strides, but less than  $\frac{1}{2}$  circle or  $\frac{1}{2}$  the length of the arena, deduct two points.
3. A  $\frac{1}{2}$  point penalty deduction will be given for failure to remain a minimum of 20 feet from the side of the arena when approaching a stop and/or rollback, (at the judge's discretion depending on the size of the arena).

**17.13** 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:

1. From the turn to the halfway position at the end wall, one (1) point.
2. Beyond the halfway point to the beginning of the run down, two (2) points.
3. In a pattern requiring a run around, there will be a  $\frac{1}{2}$  point penalty for failure to remain a minimum of 10 feet from either side of the centre of the arena, (at the judge's discretion depending on the size of the arena).

**17.14** Deduct  $\frac{1}{2}$  point for over or under spinning up to  $\frac{1}{4}$  of a turn; deduct one point for over or under spinning  $\frac{1}{4}$  to  $\frac{1}{2}$  turn; A horse can only be assessed one over or under spin penalty per manoeuvre.

**17.15** A horse that severely stumbles, significantly detracting from the manoeuvre shall have the manoeuvre reduced by one half ( $\frac{1}{2}$ ) manoeuvre score.

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

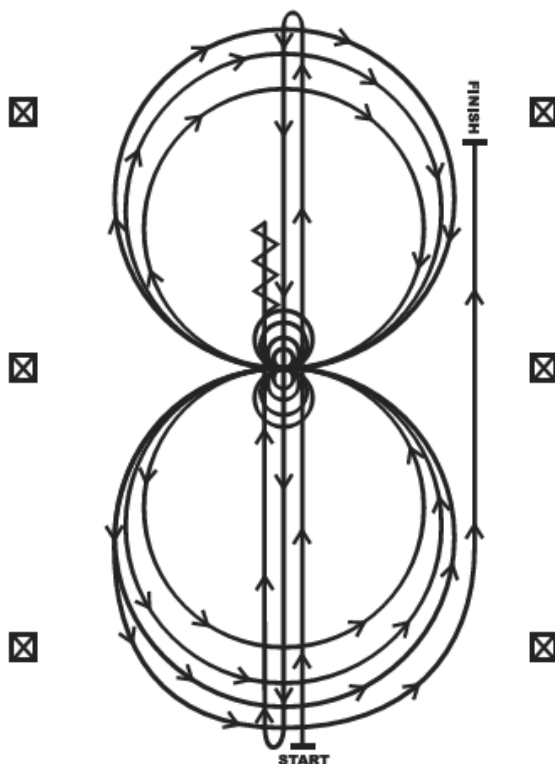
1. Opening mouth excessively when wearing bit.
2. Excessive jawing, opening mouth or head raising to stop.
3. Lack of smooth, straight stop on haunches – bouncing or sideways stop.
4. Refusing to change leads.
5. Anticipating signals.
6. Stumbling.
7. Backing sideways.
8. Knocking over markers.

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

1. Losing Stirrup.
2. Failure to run circles or figure eights within the markers is not considered a fault depending on arena conditions and size; however, failure to go beyond markers on rollbacks and stops is considered a fault.
- 3.

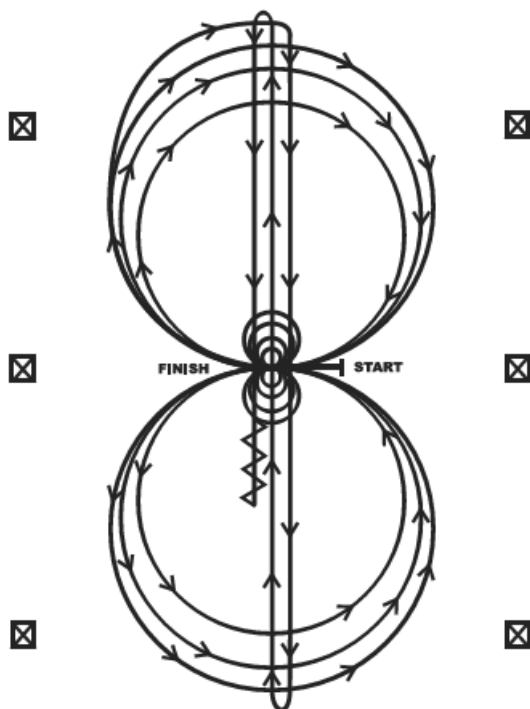
**17.18** Patterns see pages 81 to 101

## REINING PATTERN 1



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

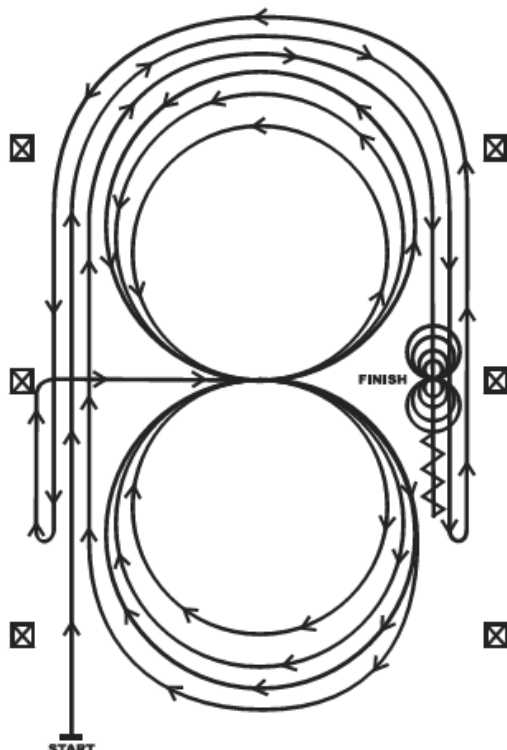
## REINING PATTERN 2



Horses may walk or jog to the centre of the arena, Horse must walk or stop prior to starting pattern, Beginning at the centre of the arena facing the left wall or fence.

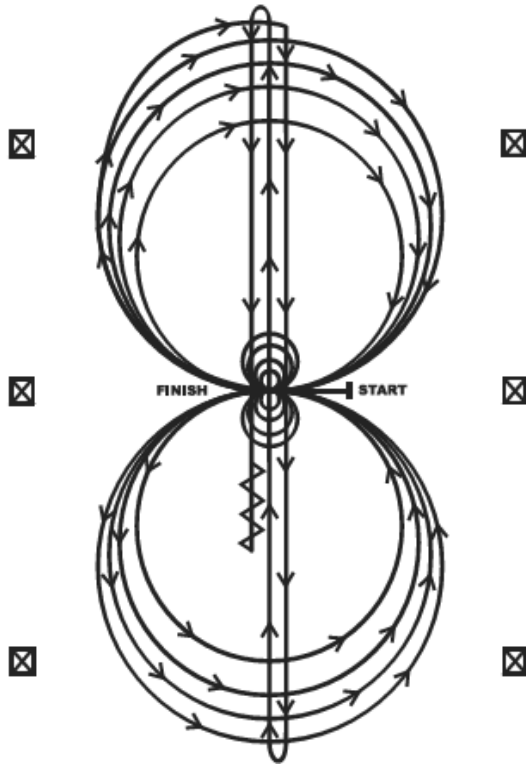
1. Beginning on the right lead, complete three circles to the right; the first circle small and slow; the next two large and fast. Change leads at the centre of the arena.
2. Complete three circles to the left; the first circle small and slow; the next two large and fast. Change leads at the centre of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

### REINING PATTERN 3



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

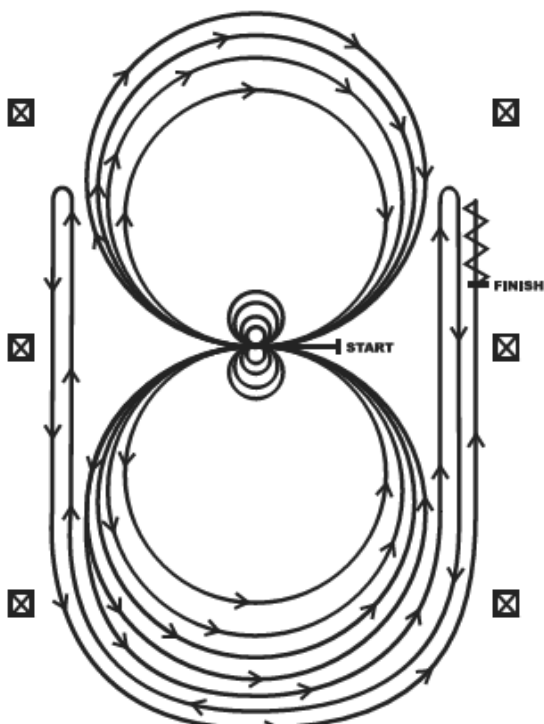
#### REINING PATTERN 4



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

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

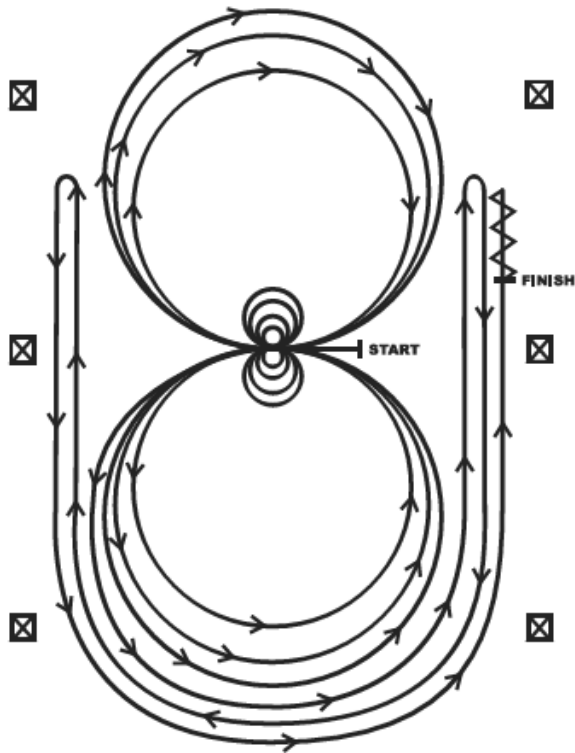
## REINING PATTERN 5



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

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

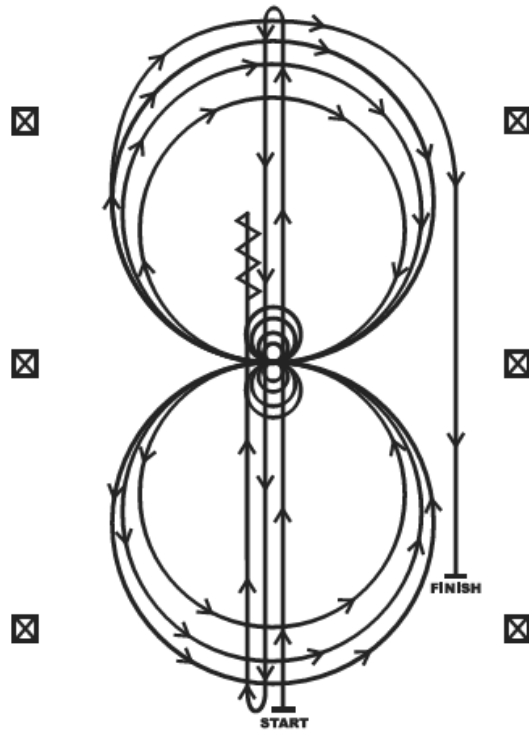
## REINING PATTERN 6



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

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

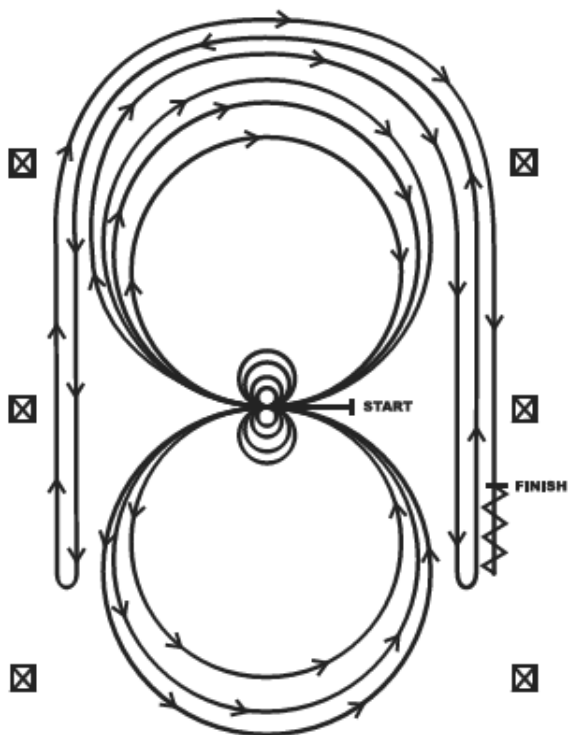
## REINING PATTERN 7



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



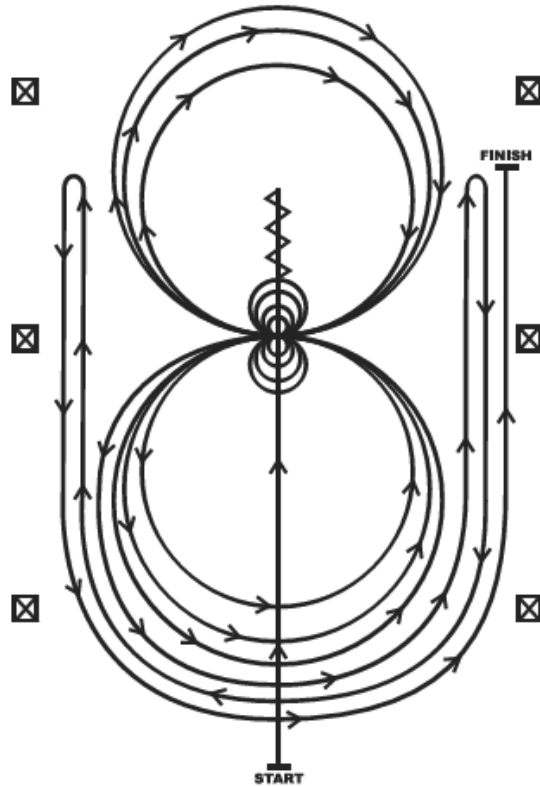
## REINING PATTERN 8



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

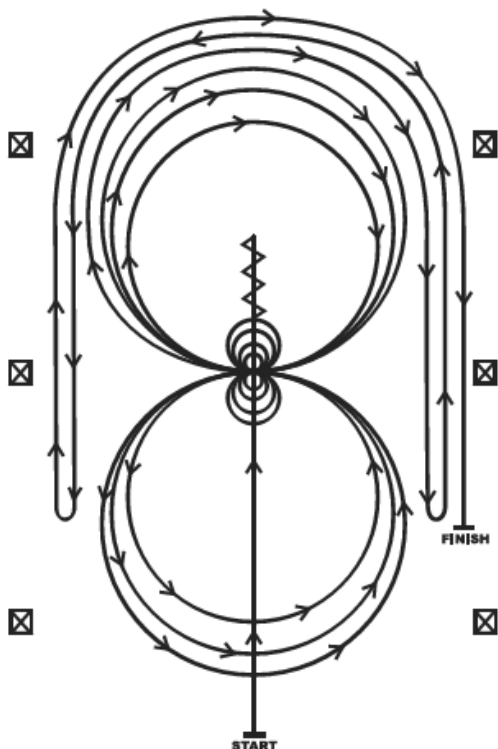
1. Complete four spins to the left. Hesitation.
2. Complete four spins to the right. Hesitation.
3. Beginning on the right lead complete three circles to the right; the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the centre of the arena.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

## REINING PATTERN 9



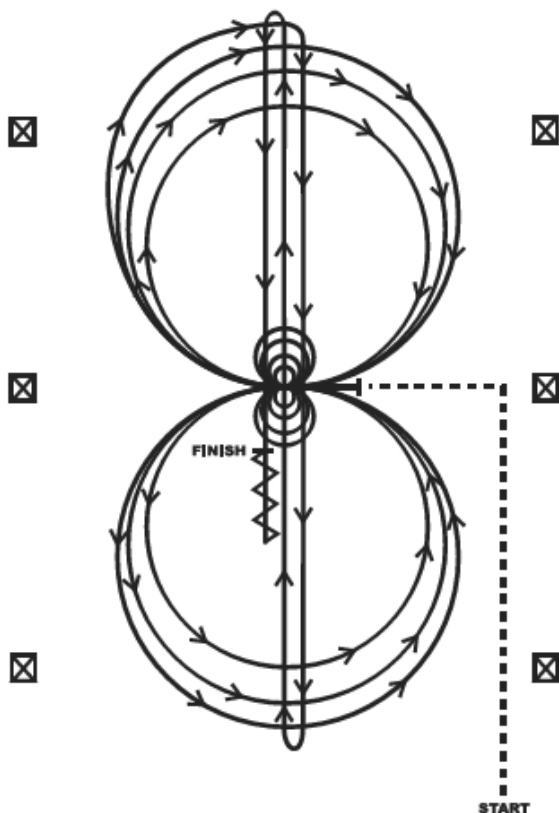
1. Run past the centre marker and do a sliding stop. Back up to the centre of the arena or at least 10 feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning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

## REINING PATTERN 10



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

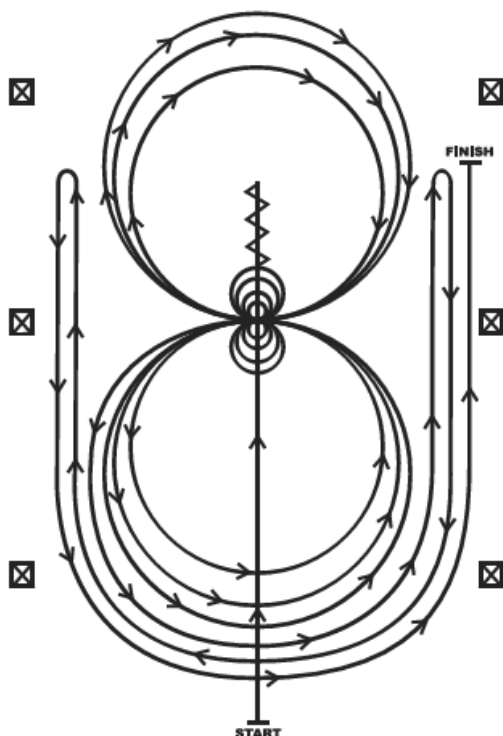
## REINING PATTERN 11



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

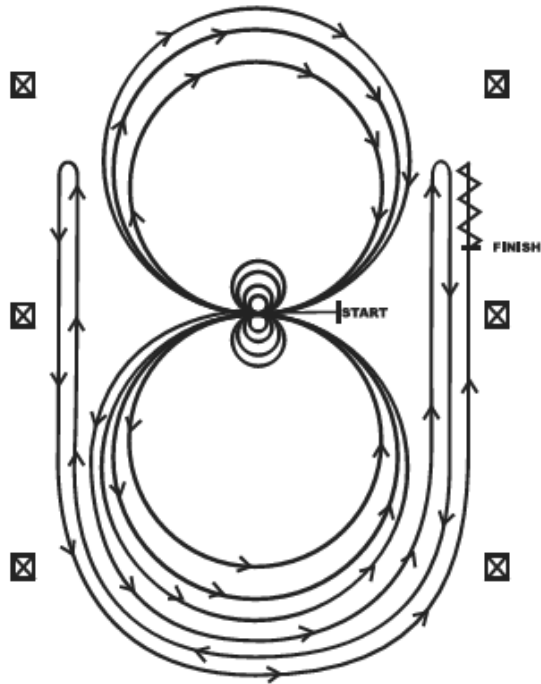
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; next two large and fast, change leads at the centre of the arena.
4. Complete three circles to the left; the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

## REINING PATTERN 12



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

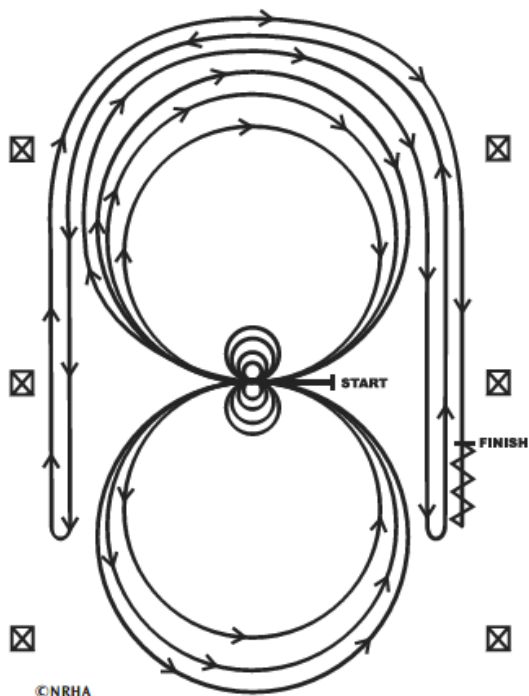
## REINING PATTERN 13



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

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

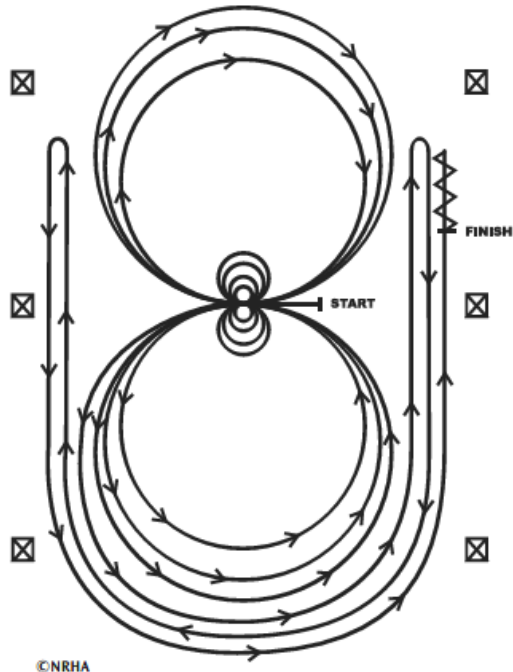
## REINING PATTERN 14



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

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

## REINING PATTERN 15

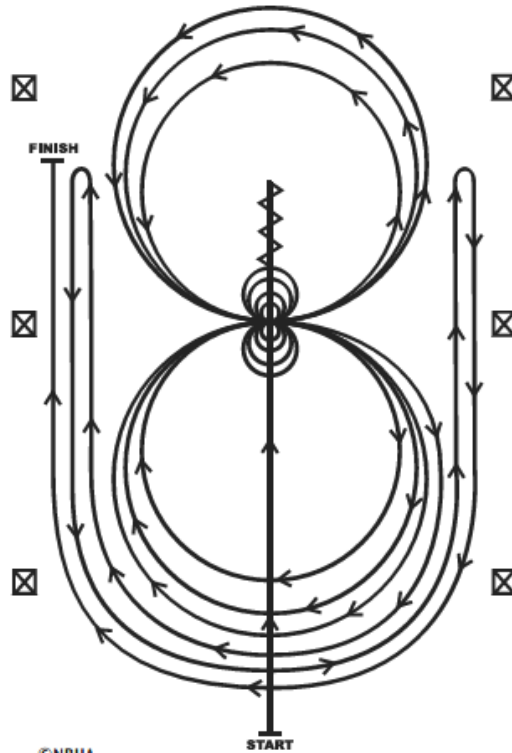


Horses may walk or jog to the centre of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the centre of the arena facing the left wall or fence.

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

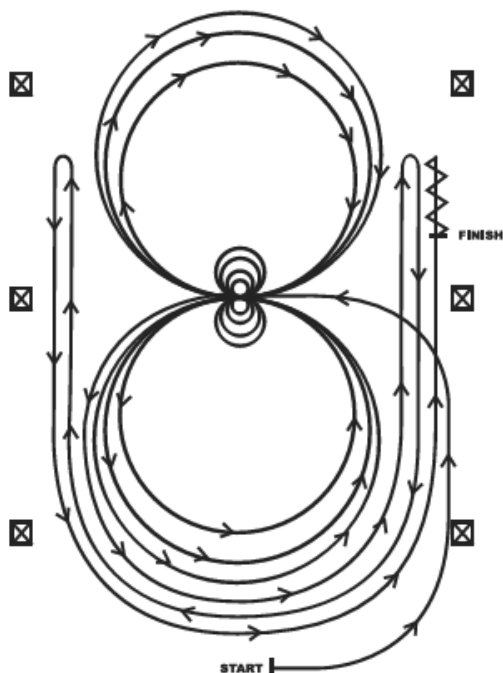


## REINING PATTERN 16



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

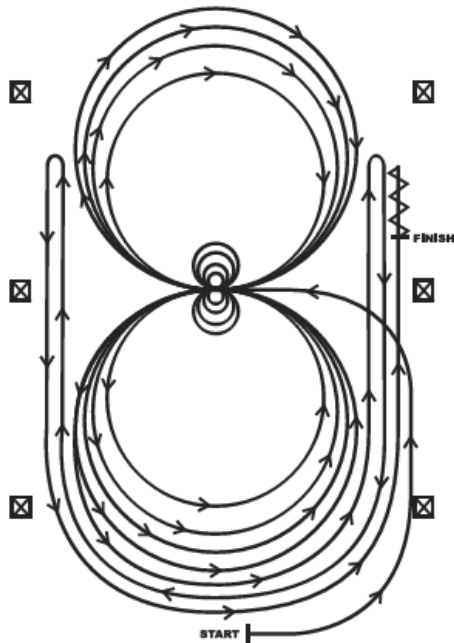
## REINING PATTERN 17



Beginning on the left lead. Continue to the centre of the arena to begin the pattern facing towards the left wall or fence, without stopping or breaking gait.

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

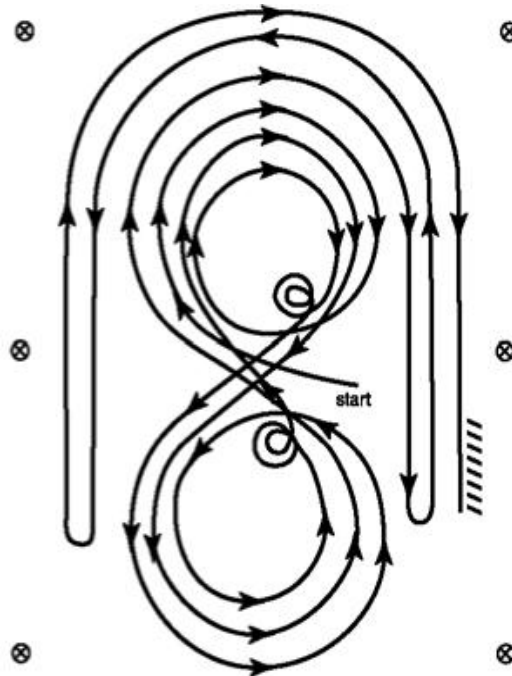
## REINING PATTERN 18



Beginning on the left lead. Continue to the centre of the arena to begin the pattern facing towards the left wall or fence, without stopping or breaking gait.

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

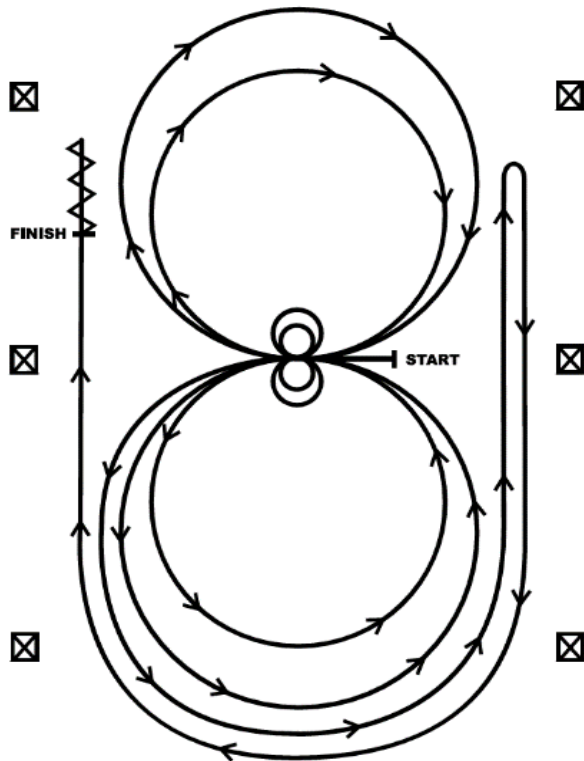
## NOVICE RIDER REINING PATTERN 1



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

1. Beginning on the right lead, complete two circles to the right; the first circle large and fast; the second small and slow. Stop at the centre of the arena.
2. Perform two spins at the centre marker at the end of the spin the horse should be facing the left wall or fence. Hesitate.
3. Beginning on the left lead complete two circles to the left; the first circle large and fast; the second circle small and slow. Stop at the centre of the arena.
4. Perform two spins to the left, the horse should be facing the left wall or fence. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the centre of the arena, run a large fast circle to the left and change leads at the centre of the arena.
6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the centre marker and do a left rollback at least twenty feet (six meters) from the wall or fence, no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the centre marker and do a right rollback at least twenty feet (six meters) from the wall or fence, no hesitation.
8. Continue back around the previous circle but do not close this circle, run down the right side of the arena past the centre marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

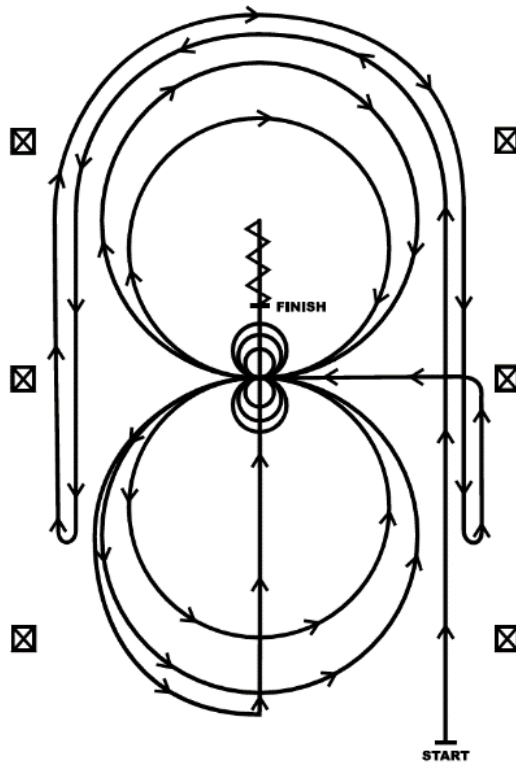
## NOVICE RIDER REINING PATTERN 2



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

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

## NOVICE RIDER REINING PATTERN 3



1. Run around the end of the arena, run down the left side past the centre marker and do a right rollback, no hesitation.
2. Run around the end of the arena, run down the right side of the arena and do left rollback, no hesitation.
3. Complete two left circles; the first circle large and fast; the second circle small and slow, stop at the centre of the arena.
4. Complete three spins to the left. Hesitate.
5. Complete two right circles; the first circle large and fast; the second circle small and slow, stop at the centre of the arena.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, at the top of the circle run down the centre of the arena past the centre marker stop and back up ten feet (3 meters). Hesitate to demonstrate completion of the pattern.

# 18. Freestyle Reining

## 18.1 General Rules

1. Reining manoeuvres originated, from moves that a cow horse must use in performing its duties and have been refined to the high level of competition existing today. Freestyle Reining not only provides an opportunity to use these manoeuvres creatively, but also to expand them to music by means of choreography. Riders are encouraged to use musical scores which permit them to show the athletic ability of the horse in a crowd appealing way.
2. WES rules will apply except where the following rules pre-empt same.
3. Required Manoeuvres. Will be defined as follows:
  - (a) A minimum of 4 consecutive spins to the right
  - (b) A minimum of 4 consecutive spins to the left
  - (c) A minimum of 3 stops
  - (d) A minimum of 1 lead change at the canter from right to left.
  - (e) A minimum of 1 lead change at the canter from left to right
4. Exhibitors will only be judged astride.
5. Exhibitors are allowed to use two hands (as well as one or no hands) and any bit approved by the WES rulebook, including snaffle bits and bosals.
6. Failure to perform all the required manoeuvres or failure to complete the performance within the time limit will result in a score of 0.
7. Additional manoeuvres such as rollbacks, backups, speed variations, and non-classical reining manoeuvres such as half pass and side pass are appropriate in Freestyle and shall be given appropriate credit. Additional repetitions of required manoeuvres are appropriate but will only add or subtract from the existing scores already given for the required manoeuvres, not as additional scores.
8. Equipment used in Freestyle must adhere to the following standards:
  - (a) All equipment must be non-abusive and humane based on WES Rules and Guidelines.
  - (b) Any equipment not specifically covered by or in conflict with standard equipment guidelines must be non-abusive to the horse.
9. Time Limit. A maximum of 4 minutes including any introductions. The time limit will be from the beginning of the music or from the beginning of the introduction (whichever is first) and will end with the music.
10. Costumes. Permitted but not required. Emphasis is placed on performing the reining manoeuvres to music.
11. Props. Permitted but at no time may hinder the judges' view of the horse. The use of props will not add to the score.

# 19. Working Western Rail

## 19.1 Categories

Available in Novice Rider, Amateur, Open and all Youth divisions and all Horse divisions.

## 19.2 Cross Entries

In WES classes cross entries are allowed (i.e. Working Western Rail and Western Pleasure).

## 19.3 Prohibited Equipment

1. Wire curbs regardless of how padded or covered.
2. Any Chin/curb strap narrower than  $\frac{1}{2}$ ".
3. Mechanical hackamores.
4. Martingales, nosebands and tie-downs.
5. Draw reins.
6. Crop or quirks.
7. Protective boots, leg wraps or bandages

## 19.4 Apparel and Equipment

1. Hoof polish or hoof black is allowed.
2. No braided or banded manes/tails or tail extensions. Trimming inside ears is discouraged.
3. Trimming bridle path is allowed, also trimming of fetlocks
4. Equipment with silver should not count over a good working outfit. Excessive silver on bridles and saddles is discouraged.
5. It is suggested competitors use a breast collar and a rear cinch. When exhibiting in a snaffle bit or hackamore, an exhibitor may switch between two hands and one hand on the reins at any time.

## 19.5 Optional Equipment

Rope or riata if used, the rope or riata must be coiled and attached to the saddle.

**19.6** The Working Western Rail class measures the ability of the horse to be a pleasure to ride and should reflect the versatility, attitude and movement of a working horse

**19.7** The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint while being responsive to the rider and making timely transitions in a smooth and correct manner.

## 19.8 Class Requirements

1. All exhibitors will work as a group. Individuals working off the rail will not be penalized, and passing is permissible.
2. Horses must work both ways of the ring at the walk, trot and lope. Horses must work at least one way of the ring at the extended trot and extended lope. At the option of the judge, horses may be asked to extend their stride at the walk.
3. The overall cadence and performance of the gaits should be as those described below with an emphasis on forward, free-flowing, and ground-covering movement.
  - a. Walk - the walk is a natural, flat footed, four-beat gait. The gait is rhythmic and ground-covering. As in all gaits, the horse should display a level, or slightly above level topline with a bright, attentive expression.



- b. Extended Walk – the extended walk is an obvious lengthening of stride that will naturally increase the pace. The horse should move in a natural manner (not a running walk) as if it were moving across an open pasture.
- c. Trot- the trot is a natural two-beat gait demonstrating more forward motion than the western jog.
- d. Extended Trot- the extended trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large
- e. area on a ranch with an above level topline.
- f. Lope- the lope is a three-beat gait. The lope should be relaxed and smooth with a natural, forward moving stride.
- g. Extended Lope- the extended lope is not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward, working speed. The horse should display an above level topline with a bright, attentive expression.
- 4. At the extended trot and lope, the exhibitor may post or stand in the stirrups.
- 5. Touching or holding the saddle horn during any extended gait is acceptable.
- 6. Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or trot at the discretion of the judge but shall not be asked to reverse at the lope.
- 7. Horses are required to back easily and stand quietly. Horses may be brought to the centre or backed on the rail.
- 8. The rider shall not be required to dismount except in the event the judge wishes to check equipment

**19.9** The horse should be well-broke, relaxed, quiet, soft and cadenced at all gaits. The movement of the working western rail horse should simulate a horse needing to cover long distances, softly and quietly. The overall manners and responsiveness of the horse and the horse's quality of movement are the primary considerations. Maximum credit should be given to the horse that has a natural flowing stride and consistent, ground covering gaits. Transitions should be performed when requested, with smoothness and responsiveness. The ideal working western rail horse should have a natural head carriage at each gait. The horse should be soft in the bridle, yield to contact and shall not be shown on a full drape of rein. Riders are encouraged to use adequate space given the extension of gaits required. This class should show the horse's ability to work at a forward, working pace while under control by the rider. The horse shall be balanced and appear willing and a pleasure to ride in a group situation.

#### **19.10 FAULTS:**

##### **A. To be scored according to severity.**

- a. Too slow (any gait)
- b. Excessive speed (any gait)
- c. Over-bridled (nose behind the vertical)
- d. Head carried too low such that the poll is below the withers Out of frame
- e. Head carried too high
- f. Break of gait
- g. Wrong lead or out of lead
- h. Failure to take the appropriate gait when called
- i. Opening mouth excessively
- j. Draped reins
- k. Use of spurs forward of the cinch
- l. Canted at the lope

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

**B. To be cause for disqualification.**

- Use of two hands (except junior horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins shall be cause for disqualification.
- Head carried too low and/or clearly behind the vertical excessively and consistently while the horse is in motion or otherwise showing the appearance of intimidation.

## 20. Versatile Horse

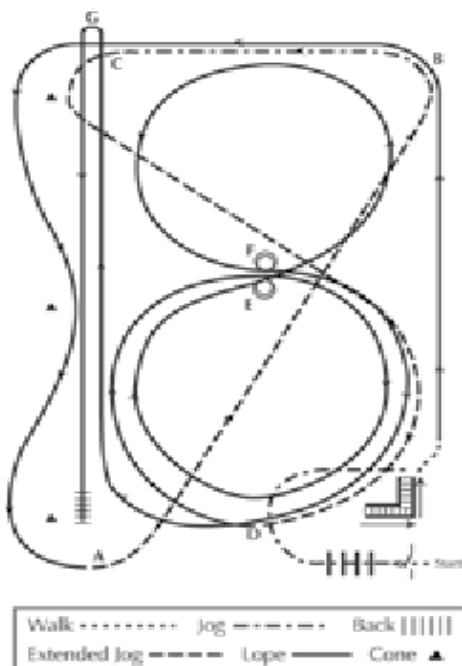
### 20.1 Categories

*Available in Novice Rider, Amateur, Open and all Youth divisions and all horse classes.*

*NB No points are awarded in this class. Simple or flying changes may be used.*

**20.2** *Any suitable pattern may be used.*

**20.3** *Example Pattern:*



### Manoeuvres

*1-3 as Trail*

*4-5 as Western Riding*

*6-8 as Pleasure*

*9-16 as Reining*

### **Pattern**

1. *Open and pass through gate.*
2. *Jog over four logs.*
3. *Back through L, side pass L shape (either way)*
4. *Lope on left lead*
5. *Perform a serpentine through the cones, changing leads.*
6. *Extend the jog from A to B.*
7. *Jog B to C.*
8. *Extend the Jog from C to D.*
9. *Lope  $\frac{1}{2}$  large fast circle right than small slow circle.*
10. *Stop perform two right spins at E.*
11. *Lope on left lead one small circle.*
12. *Stop perform two left spins at F.*
13. *Lope on right lead with speed  $\frac{3}{4}$  circle and run to end cone and perform rollback.*
14. *Run to end cone and stop.*
15. *Back up a minimum of ten feet.*
16. *Hesitate to show the end of pattern.*

## **21. Rules for Judges**

### **21.1 Judges Committee**

A Judges Committee will be formed comprising.

1. 5 Judges to be elected by the existing approved WES Judges. Elections will be held every year for the Judges Committee at which time 2 of the members shall retire being those who have served longest in office and between those who have served in office for the same duration the members to retire shall be determined by lot. To be eligible for Judges Committee Judges must have been an approved WES judge for a minimum period of two years. These elections will take place at the judge's seminar on the Friday morning of the seminar weekend.
2. Chairperson to be appointed by Judges Committee. This appointment will be reviewed every year. A retiring chairperson may be reappointed.
3. A Secretary will be appointed to act as administrator for the Judges' Committee.
4. A member of the judges committee will be invited to all Council meetings when issues in respect of Judging are contained within the agenda.

It will be the duty of the Judges Committee to administer judge's tests, conduct the judge's seminar and review judging performances on recommendation of show representatives or by official protest. The Judges Committee shall make recommendations to WES Council on any action they feel is necessary to improve the quality, integrity and performance of the judging system.

### **21.2 Selection of Judges**

1. Judges for all approved WES shows and affiliated shows must be selected from the WES Approved list as effective at the time of approval/affiliation. If a judge is subsequently removed from the list before a show the Western Equestrian Society shall substitute an approved Judge at no additional cost to the organiser.
2. Guest Judges may be approved for selection at an approved or affiliated show provided they hold one of the following Judges Cards:-

- A) AQHA, APHA, ApHC, AHSA, or any other recognised breed association that administers annual tests or reviews across the whole Western Riding Discipline (i.e. specialist cards are excluded)
  - B) European carded judges of any breed western associations of similar standing to WES.
3. Designation as a WES Approved Judge is a privilege not a right bestowed by the WES Council following recommendation by the Judges Committee

### 21.3 Approval

1. A prospective judge must attend a WES Judges Seminar and upon passing the testing requirements set out by the Judges Committee will be recommended to Council as suitable for consideration for judging privileges
2. The applicant must have been a full WES member for at least two consecutive years before he or she can be considered for approval as a WES judge.
3. All approved WES Judges must be current WES members. If a judge fails to renew his or her subscription after a period of 2 months they shall be removed from the approved list and will be required to reapply as if they were a new applicant.

The Judge Applicants Test will comprise:

Written test with an open rule book

Video Judging

Live judging test

4. Judge Applicants will be required to score a mark of 95% or more for the open rule book test plus an overall mark (open rule book test plus live judging) of 88% or more.
5. Existing Judges will be required to attend either the WES Judges Seminar, or the International Equine Judges Seminar, or recognised breed judging seminar at least twice every six years but will be subject to the judge's test on the open rule book annually. Testing for existing judges will be different to the judge applicants. This test will be administered at the beginning of November each year. Completed papers are to be received by the Chairman of Judges by December 31<sup>st</sup>.
6. Existing judges that fail to obtain 95% must re-submit to the applicants test the following year at the judging seminar. Failure in both will result in judge's privileges being withdrawn. It is recommended that judges failing their first test DO NOT take bookings for judging until the results of their second test are published.
7. Failure to submit the rule book test to the Chairman of Judges by January 1<sup>st</sup> will result in a failure of test irrespective of their score.
8. New applicants approved by council will be eligible to take up their posts upon approval by Council, however successful applicants are required to stand alongside existing judges for at least one show before accepting a judge's appointment.

### 21.4 General Rules

1. A horse may not be shown under a judge if that judge has been owner, exhibitor, trainer, or agent of that horse within the previous 14 days or if said horse is ridden by a member of his/ her immediate family or by an employee/employer of said judge. If a horse is exhibited not in compliance with this rule the judge should notify the show management of the non-compliance prior to the class being placed. The exhibitor should not be counted as an entry, and the horse shall not be scored in the class. All parties involved including but not limited to the owner, exhibitor, and judge will be held responsible in the event non-compliance occurs. The Judges Committee will investigate the matter and handle in accordance with its findings and consistent with WES disciplinary rules. (*see section 4*)
2. Judges must always act in the best interest of the Western Equestrian Society avoiding any circumstances which create a conflict of interest while officiating at

- any WES event. Conflicts of interest are subject to review by the Judges Committee. In the event it is determined that a judge has acted in an official capacity with a conflict of interest, the judge may be removed from WES Judges' list and may be subject to further disciplinary action for unsportsmanlike conduct.
3. Judges shall keep in mind that while judging they are representing the Society. Judges shall dress appropriately in western attire including western hat to favourably represent their position.
  4. A judge shall conduct himself/herself in a manner fitting and proper to one afforded the honour of officiating at any WES approved or Affiliated event. Any misconduct on the part of the judge at any WES contest such as drinking alcohol immediately prior to or during the contest, the use of abusive language, or any other action unbecoming to one in his/her position either on the grounds or elsewhere during the duration of the show will make him/her subject to a complete and impartial hearing on the cause of the complaint before the appropriate committee.
  5. A judge who undertakes the obligation to officiate at a WES sanctioned event is responsible to fulfil that commitment. Should he/she be unable to officiate for any reason, he/she is required to arrange for a suitable, qualified replacement. Judges are also required to notify the WES Show Co-ordinator of the change.
  6. Judges must place down to tenth place (subject to sufficient entries), where there are less than ten placings, but more entries the remaining blank spaces on the judge's card should indicate D/Q.
  7. Scores for all Reining, Trail and Western Riding Classes to be posted
  8. The Judge is responsible for tallying the correct number of entries exhibited in each class and recording the correct figure on the Judges Card, entering the correct placings on the Judges Card and signing and dating the card.
  9. Once a judge has marked his/her card and places for awards made there will be no changing of judge's records EXCEPT when proper documentation or proof shows that a CLERICAL ERROR HAS OCCURRED. This must be done in a reasonable time and NO LATER than one hour of the last class of the day.
  10. Judges, via their stewards, may ask a competitor to leave the arena for being improperly dressed; for improper showing (not limited to riding different patterns); and for excessive schooling.
  11. Judges may not judge the same WES Approved or Affiliated show in consecutive years.
  12. Competitors may direct questions to a Judge only via the ring steward.
  13. The Judge shall request bridles be dropped in at least one class at the show.
  14. Minimum payment for an approved Judge is expenses plus £100 per 8-hour day.
  15. A judge must present in writing any complaint within 10 days of the incident that he/she may have against contestants or shows to the Chairman of Judges. The judge is not required to post the £10 grievance fee. His/her case will be reviewed by the judges committee and recommendations made to WES Council to be dealt with in accordance with the disciplinary procedures section of the rule book. Complaints in respect of a Judge will be dealt with as outlined in section 4 of this rule book.

## 22. Rules For Professionals

### 22.1 General Rules

1. All approved WES Professionals must be current WES members. If a professional fails to renew his/her subscription after a period of 8 weeks they shall be removed from the approved list. Should they then fail to renew after a period of 6 months they will be required to submit a renewal fee of £75 to regain status. If they fail to renew after 12 months they will have to reapply as if they were a new applicant.
2. All accredited WES professionals must have the following :
  - a. Current Public Insurance of a minimum of £5 million to teach at a WES approved Liability event.
  - b. First Aid certification from a recognised organisation, Acceptable certificates include a Safety at Work, two days initial first aid course or an equine specific first aid course.
  - c. Safeguarding training (if working with children), e.g. a Child Protection training course and obtained a DBS (Disclosure & Barring Service) check before they can work with children aged 18 or under.Professionals will be required to provide evidence of the above to event organisers.
3. WES professionals are also required to:
  - a. Have a working understanding of the WES Rulebook
  - b. Commit to the WES Professional standards and have signed the WES Code of Conduct
4. A WES professional must always act in the best interest of The Western Equestrian Society avoiding any circumstances which create a conflict of interest while instructing at any WES event. Conflicts of interest are subject to review by the WES council. In the event it is determined that an instructor has acted in an official capacity with a conflict of interest the professional may be removed from the be WES professionals list and may be subject to further disciplinary action.
5. Professionals shall keep in mind that while coaching at a WES event they are representing the Society. Professionals shall dress appropriately in western attire including western hat to favourably represent their position.
6. A Professional shall conduct themselves in a manner fitting and proper. Any misconduct on the part of the professional at any WES clinic such as excessive drinking of alcohol immediately prior to or after the clinic, the use of abusive language or any other action unbecoming to one in their position either on the grounds or elsewhere during the duration of the event, will make them subject to a complete and impartial hearing on the cause of the complaint before the appropriate committee.
7. A Professional who undertakes the obligation to instruct at a WES sanctioned event is responsible for fulfilling that commitment. Should they be unable to officiate for any reason, they are required to arrange for a suitable qualified replacement.
8. Under the terms of the Riding Establishments Act 1964 & 1970 a Professional who provides a horse for the purpose of tuition must ensure that he/she carries the appropriate insurance and license to operate as a Riding Establishment. Any approved Professional found to be in breach of the Act will be immediately suspended from the accredited list.

## 24.2 Selection of Professionals

1. Professionals for all WES clinics/events should wherever possible be selected from the WES approved list as effective at the time of approval application.
2. Guest professionals may be approved for selection at an approved clinic provided they have provided evidence of insurance of a minimum of £5 million to both the organiser and the WES Council. Approval to be made via application to the WES Education Officer who will confirm the intended guest professional may be used.
3. Designation as a WES approved Professional is a privilege, not a right, bestowed by the WES Council following the professional's assessment.

## 24.3 WES Professional Pathways

### 1. Option 1: Assessment Pathway:

Apply for a practical, in-person assessment with our Education Officer. Suitable for experienced riders and teachers not already qualified through UKCC.

- Professional Levels 1 & 2 assessed together or separately – Details of WES Professional levels are published on the WES website <https://wes-uk.com/wes-professionals>
- Applicants must complete a Rule Book test and return to the Chair of Judges.
- Rule Book tests will be marked before assessment date set and results given to
  - candidates and assessors.
- Please note candidates achieving 95% or less will be asked to resubmit test, 95% or less on the second test will result in failure to pass the WES Professionals assessment.
- Pathway Fee: £125 per level
- Open to all WES members

### 2. Option 2: UKCC/Portfolio Route

For applicants who have already undertaken and qualified as a Western UKCC Level 1

or Level 2 coach, they are eligible for application by portfolio of experience and CV.

- Applications are assessed/approved by the WES Education officer and WES council.
- Western UKCC level one coaches can only apply for Level 1 WES professionals' status
- Western UKCC Level 2 and higher coaches can apply for WES Level 2 professional status.
- To continue to higher WES levels an additional application has to be made subject to the conditions set out in the WES Professionals syllabus: <https://wes-uk.com/wes-professionals>
- For all professionals applying using this pathway they must complete a WES rule book test, hold a current WES Professionals membership, First Aid qualification, Insurance as stated previously and have attended a child protection course.
- This pathway has a £75 application fee.

(Please note that all UKCC Western coaches' technical competence is assessed during the UKCC workshop as outlined in the UKCC Technical syllabus.)

# Notes



## 23. Document Information

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