GAITED PERFORMANCE, NON-TROT, Class 27

1. Purpose: To display the best attributes of the gaited performance horse and equitation skills of the rider. This class demands an exhibition of greater versatility from rider and horse than is asked for in either pleasure or equitation classes.

2. Class will be judged on manners, suitability, performance (rein or handle); type and conformation may be considered only in extremely close competition.

3. Horses must stand easily and back quietly.

4. Horses are to be shown at a walk, natural gait appropriate to breed, and third gait appropriate to breed both ways of the ring. At any time the judge may ask that the horses be halted and walked off on a loose rein.

5. Judge has option to ask exhibitor to extend any gait or request additional work.

6. Horses are to be reversed at a walk or natural gait, but not at the third gait.

7. Entries shall be penalized for being on a wrong lead (if the third gait is a canter), and/or breaking gaits.

8. Horses entered in this class may not enter Western Pleasure, Hunter Under Saddle or any of the Saddle Seat Trotting classes.

HUNTER DIVISION (Classes 28–47)

APPOINTMENTS:

PERSONAL: All exhibitors are required to wear an SEI or SEI/ASTM approved equestrian safety helmet with fastened chin harness in every class (see rule #5 on page 7). Clothing must be clean, neat, and appropriate for hunter classes. Rider must wear coat, boots (no tennis shoes or sport shoes are acceptable), and breeches. Spurs of the unroweled type (where rowel is defined as a flat disc with or without points), gloves, crops, or bats are optional. Gloves are preferred in the equitation and dressage classes.

TACK: Clean English forward, hunting, or dressage type saddles. Saddles may have suede seat and/or suede inserts on the skirts. Snaffle, pelham, kimberwick, or full bridles (Weymouth) are permitted. See Contest Rules, Regulations and Procedures (page 12) for description of legal bits for Hunter Division. A caveson noseband is required. Pelham bridles must have two sets of reins attached (pelham connectors not allowed). Breast plates are optional. Standing martingales are optional in over fence classes (Working Hunter, Equitation Over Fences, and Handy Hunter). Martingales are not allowed in any under saddle flat classes. Draw reins and hackamores are not permitted. No boots below the fetlock will be permitted in any class. Boots confined to the cannon area will be permitted only in equitation over fences classes. No figure 8, flash, or drop nose bands allowed in Hunter Classes. Refer to Dressage Appointments (pg. 61) for exceptions to the above as well as additional requirements.
HUNTER UNDER SADDLE, Classes 34–36

1. The class will be judged on the horse's way of going, manners, and suitability. Conformation of the horse may only be considered in extremely close competition.

2. Horses enter the ring at a trot and are shown on the flat at a walk, trot, and canter while maintaining light contact with the horse's mouth.

3. Horses must work both ways of the ring at all gaits to demonstrate their ability with different leads.

4. The judge may ask finalists to extend the trot and/or hand gallop but never more than a safe number of horses to gallop at one time.

5. Horses should back easily and stand quietly. The judge may ask that only the finalist be backed.

HUNT SEAT EQUITATION ON THE FLAT, Classes 37–38

1. The rider's performance and skills are being judged in this class. Rider's basic position in the saddle, position and use of hands, legs and feet, ability to control and show a horse, and suitability of horse to rider are important, but rider's skills and execution must be considered.

2. Riders will not be required to jump.

3. Position:
   A. **General Appearance:** Rider should have workmanlike appearance, with light and supple seat and hands, which conveys the impression of complete control should any emergency arise.

   B. **Basic Position:** The eyes should be up and shoulders back. Toes should be out at an angle best suited to rider's conformation; ankles flexed in, heels down, calf of leg in contact with horse and slightly behind girth. Iron may be either under the toe, ball of the foot, or slightly behind ball of the foot.

   C. **Position in Motion:** At the walk and slow trot, body should be vertical; posting trot, inclined forward; canter, halfway between posting trot and walk; galloping and jumping, same inclination as posting trot.

   D. **Hands:** Hands should be over and in front of the horse's withers, knuckles thirty degrees inside the vertical with hands making a straight line from horse's mouth to rider's elbow. Hands should not be held tightly together. Method of holding reins is optional and the bight of reins may fall on either side, but it is more acceptable for the bight of the reins to lie on the off side. However, all reins must be picked up at the same time. The rider should maintain light contact with the horse's mouth at all times except when standing still.

   E. **Reins:** The rein of a snaffle bridle may be held either outside the little finger or between the third and little finger. The snaffle rein of a pelham or full bridle should be held outside the little finger and curb rein between the third and little finger or between the second and third fingers. In either case, reins should be picked up at the buckles by the right hand, then straightened and
separated in correct order by the fingers of the left hand, pulled taut, and adjusted to even pressure in both hands.

4. Each rider will individually perform a given pattern which may be composed from the optional list of tests below. The judge will score each rider on his/her individual skills and execution of the pattern. Failure to execute or complete the pattern will not be a disqualification but shall be scored accordingly. Optional list of tests for Hunters which may be executed collectively or individually follows (For Class 37, Juniors/Intermediates may be tested using A through H and for Class 38, Seniors may be tested using A through K.):

A. Execute a slow sitting trot, posting trot, and/or extended trot.
B. Back.
C. Walk from a gallop with the emphasis on hands.
D. Halt from a canter.
E. Dismount and mount.
F. Figure 8 at the trot demonstrating the proper change of diagonals. The rider should be on the left diagonal when trotting in a clockwise direction and on the right diagonal when circling counterclockwise. On the left diagonal, the rider will be sitting in the saddle when the horse’s left front leg is on the ground. The rider is on the right diagonal when sitting in the saddle when the horse’s right front leg is on the ground.
G. Figure 8 at canter demonstrating a simple change of leads. (A simple change of leads is one in which the horse is brought back into a walk or trot before being restarted in a canter on the opposite lead.) Figures should be started at the center of the two circles so that one change of lead is shown.
H. Ride without stirrups.
I. Figure 8 at the canter on the correct leads demonstrating a flying change of leads. (Change leads without slowing down to a walk or trot.)
J. Maintain a counter-canter.
K. Demonstrate a half turn on forehand and/or half turn on the haunches.

5. Finalists will be required to work on the rail to determine final placings. Riders shall enter the ring at a walk in a counterclockwise direction. The riders will proceed at least once around the ring at each gait (walk, trot and canter) and on command, reverse and repeat. The riders may be requested to gallop in safe groups and/or perform additional tests. The reverse may be executed by turning either towards or away from the rail.

**HUNTER HACK, Classes 39–40**

1. The class will be open to horses or ponies. The class will be judged on the horse or pony’s way of going, manners, suitability, and style of jumping.

2. All riders entering this class will jump two fences first; then only finalists as selected by the judge will work on the flat at a walk, trot, and canter.

3. Judge has the option of asking for a hand gallop and/or halt in either the flat or jumping phase. No more than eight at a time will be asked to gallop.
4. There will be a choice of fence height. Rider may elect to jump 2’ 3” or 2’ 6”.

5. Three cumulative disobediences, a fall of horse and/or rider, or going off course disqualifies the entry from the entire class. Dismissed contestants will exit promptly.

6. Placing for the class shall be determined by judging 70 percent on individual fence work and 30 percent on flat work.

7. No martingales of any type will be allowed in either phase.

WORKING HUNTER, Class 42, and PONY WORKING HUNTER, Class 41

1. Horses will be judged on performance, manners, hunting pace, style of jumping, way of moving, and suitability for actual use in the hunting field.

2. All horses must be serviceably sound. Horses must be placed on performance before consideration for soundness. Finalist will be jogged in hand past the judge for soundness in order of performance. Any horse showing lameness, broken wind, or impairment of vision as determined by the judge will be disqualified.

3. Each horse will individually negotiate a course consisting of at least eight jumping efforts with a minimum of four obstacles. At least two changes of direction are recommended. Judging will start when the horse enters the arena and ends when the horse leaves the arena.

4. Maximum height of fences will be the following:
   A. Hunter horses – 3’ 3”
   B. Large ponies (over 13.2 hands - 14.2 hands) – 2’ 9”
   C. Small/Medium ponies (13.2 hands and under) – 2’ 3”

5. Management should provide at least two practice jumps. These jumps should be in a warm-up ring or area.

6. Jumps to be used in the jumping classes may be selected from the following list but will not be limited to this list:
   A. Brush.
   B. Post and Rail.
   C. In and Out (Post and Rails shall be spaced at least 20’–22’ for small ponies, 22’–24’ for large ponies and 24’–26’ apart for horses).
   D. Gate.
   E. Chicken Coop.
   F. Stone Wall.
   G. Oxer (Must not be square – it is recommended that the back element be 3”–6” higher).

7. When designing a hunt course, the jumps should be spaced a minimum of 48’ apart but all intervals must be in multiples of 12’ (e.g. 48’ and 60’ apart). The space to be measured is the distance from the backside of one jump to the front of the next.
8. Faults:

A. An even hunting pace is required for a good performance. Excessive speed, breaking gaits, wrong leads, etc. will be penalized.

B. Jumping form and style will be considered. Unsafe jumping will be penalized, regardless of whether the jump was cleared.

C. Light touches are not to be considered in the jumping but may be recorded for reference in extremely close competition. Touching brush only on a brush jump is not to be scored as a touch.

D. When a horse makes two faults at an obstacle, only the major fault on the top element will be scored. Disobediences are accumulative and count in addition.

E. When an obstacle contains more than one jump, faults are scored on each jump.

F. In case of refusal or run out on an obstacle that contains more than one jump, entry may rejump previous as well as remaining jumps.

G. Three cumulative disobediences, a fall of horse and/or rider, or going off course disqualifies the entry. Dismissed contestants will exit promptly.

9. The following point system may be used in scoring working hunters:

Knock-downs:
A. With any part of horse’s body behind the stifle ................................................................. 4 faults
B. With any part of horse’s body in front of the stifle ............................................................... 8 faults
C. Of standard or wing in jumping obstacle with any part of horse, rider, or equipment .......... 8 faults
D. When a horse touches an obstacle, causing a rail of an adjoining panel or wing to fall, it shall not be construed as a knock-down.

Disobediences:
Circling once upon entering the ring and once upon leaving is permissible.

A. 1st refusal, runout, bolting on course, extra circle, or showing an obstacle to a horse .......... 8 faults
B. 2nd refusal, runout, bolting on course, extra circle, or showing an obstacle to a horse .......... 8 faults
C. 3rd refusal, runout, bolting on course, extra circle, or showing an obstacle to a horse .... Elimination
D. Jumping an obstacle before it is reset .................................................................................. Elimination
E. Bolting from the ring ........................................................................................................ Elimination
F. Failure to keep proper course .......................................................................................... Elimination
G. Jumping an obstacle not included in course ..................................................................... Elimination

Falls:
Horse and/or rider falling in competition ........................................................................... Elimination
EQUITATION OVER FENCES, Classes 43–44

1. Rules for equitation over fences are the same as equitation on the flat, only the tests differ. Riders enter ring and perform a test over fences.

2. Except for refusals, jumping faults are not considered unless it is the result of the rider’s ability.

3. Classes are to be held over at least six jumps, no restriction of type of fence except height. Jumps shall not exceed 2' 3" for juniors/intermediates. For seniors, jumps shall not exceed 3' 0" for horses, 2' 9" for large ponies, and 2' 3" for small/medium ponies.

4. After the class has individually completed the course, finalists may be asked to re-enter the ring and perform a series of tests or rail work to break ties and determine final placings. These tests may be the same as equitation on the flat with the addition of the following:
   A. Jump low fences at walk, trot, or canter; depending on judge’s discretion.
   B. Pull up between fences except in combination.
   C. Jump fences on a figure-of-eight course.
   D. Jump serpentine course, demonstrating simple change of lead.

HANDY HUNTER, Class 45

1. Horses will be judged on performance, manners, hunting pace, style of jumping, way of moving, and suitability for actual use on a trappy hunting field.

2. All horses must be serviceably sound. Horses must be judged on performance before being judged for soundness. Finalists will be jogged in hand past the judge for soundness in order of performance. Any horse showing lameness, broken wind, or impairment of vision as determined by the judge will be disqualified.

3. Each horse will negotiate a course consisting of at least eight jumping efforts with a minimum of four obstacles. At least two changes of direction are required.

   One combination jump must be included in the course. Horses are required to trot over one fence toward the end of the course.

   Judging will start when the horse enters the arena and ends when the horse leaves the arena.

4. Maximum height of fences:
   A. Hunter horses – 3’ 3"
   B. Large ponies (over 13.2 hands - 14.2 hands) – 2’ 9"
   C. Small/Medium ponies (13.2 hands and under) – 2’ 3"

5. Management must provide at least two practice jumps in a warm up ring or area.
6. Jumps to be used in the jumping classes may be selected from the following list but will not be limited to this list:
   A. Brush.
   B. Post and Rail.
   C. In and Out (post and rails shall be spaced at least 20′–22′ for small ponies, 22′–24′ for large ponies and 24′–26′ apart for horses).
   D. Gate.
   E. Stone Wall.
   F. Oxer (Must not be square – it is recommended that the back element be 3”–6” higher).
   G. Prohibited are: A chicken coop hinged at the top and free at the bottom, and jumps such as triple bar and hogs back, striped rails, targets, and any spread over 4′.

7. When designing a hunt course, the jumps should be spaced a minimum of 48′ apart. All intervals must be in multiples of 12′ (e.g. 48′ and 60′ apart). The space to be measured is the distance from the backside of one jump to the front of the next.

8. Faults:
   A. An even hunting pace is required for a good performance. Excessive speed, breaking gaits, wrong leads, etc. will be penalized.
   B. Jumping form and style will be considered. Unsafe jumping will be penalized, regardless of whether the jump was cleared.
   C. Light touches are not to be considered in the jumping but may be recorded for reference in extremely close competition. Touching brush only on a brush jump is not to be scored as a touch.
   D. When a horse makes two faults at an obstacle, only the major fault on the top element will be scored. Disobediences are cumulative and count in addition to fault scores.
   E. When an obstacle contains more than one jump, faults are scored on each jump.
   F. In case of refusal or run out on an obstacle that contains more than one jump, entry may rejump previous as well as remaining jumps.
   G. Three cumulative disobediences, a fall of horse and/or rider, or going off course disqualifies the entry. Dismissed contestants will exit promptly.

9. The following point system may be used in scoring handy hunters:

   **Knock-downs:**
   A. With any part of horse's body behind the stifle................................................................. 4 faults
   B. With any part of horse's body in front of the stifle .......................................................... 8 faults
   C. Of standard or wing in jumping obstacle with any part of horse, rider, or equipment ......... 8 faults
   D. When a horse touches an obstacle, causing a rail of an adjoining panel or wing to fall, it shall not be construed as a knock-down.
Disobediences:
Circling once upon entering the ring and once upon leaving is permissible.

A. 1st refusal, runout, bolting on course, extra circle, or showing an obstacle to a horse .......... 8 faults
B. 2nd refusal, runout, bolting on course, extra circle, or showing an obstacle to a horse ........ 8 faults
C. 3rd refusal, runout, bolting on course, extra circle, or showing an obstacle to a horse ... Elimination
D. Jumping an obstacle before it is reset ...................................................................................... Elimination
E. Bolting from the ring .................................................................................................................. Elimination
F. Failure to keep proper course ................................................................................................... Elimination
G. Jumping an obstacle not included in course ........................................................................... Elimination

Falls:
Horse and/or rider falling in competition ...................................................................................... Elimination

DRESSAGE: Class 46, Training Level and Class 47, First Level

APPOINTMENTS:

PERSONAL: Personal appointments will be as described in the Hunter Appointments section (pg. 54). In addition, dressage whips are optional, and may be no longer than 47.2 inches (120 cm) including lash.

TACK: Any English type saddle may be used (i.e., dressage, forward seat, flat, or cut back). A plain snaffle bridle is required with a regular cavesson, or a dropped, a flash, or a figure-8 noseband. Except for buckles and a small disk of sheepskin, which may be used in the intersection of the two leather straps of a figure-8 noseband, the noseband must be made entirely of leather or leather-like material. A padded noseband is allowed.

See the next section for a list of bits permitted in Dressage. All bits must be smooth and with a solid surface. Twisted, wire and roller bits are prohibited. A bushing or coupling is permitted as the center link in a double jointed snaffle; however, the surface of the center piece must be solid with no moveable parts. The mouthpiece of a snaffle may be shaped in a slight curve, but ported snaffles are prohibited. Bits must be made of metal or rigid plastic and may be made with a rubber, plastic or leather covering; flexible rubber bits are not permitted. Bits may not be modified by adding latex or other material. Bits with mouthpieces made of synthetic material are permitted, provided that the contours of the bit conform to the contours of one of the bits pictured below. The diameter of the snaffle mouthpiece must be minimum 3/8 inch diameter at rings or cheeks of the mouthpiece.

Martingales, bit guards, any kind of gadgets (such as bearing, side, running, balancing reins, nasal strips, tongue tied down, etc.), any kind of boots (including “easy-boots”) or bandages (including tail bandages) and any form of blinkers, earmuffs or plugs, nose covers, seat covers, hoods are prohibited. Tack may be inspected prior to competition. Unauthorized tack will be removed or contestant will be disqualified.
BITS PERMITTED IN DRESSAGE

1. Ordinary snaffle with single-jointed mouthpiece.
2. Ordinary snaffle with double-jointed mouthpiece.
3. Racing snaffle (D-ring).
4. Snaffle.
   a. with cheeks, with or without keepers.
   b. without cheeks (Egg-butt).
5. Snaffle with upper or lower cheeks.
6. Unjointed snaffle (Mullen-mouth).
7. Snaffle with cheeks. (Hanging or drop cheek; Baucher). This may be a D-ring or other ordinary snaffle as pictured in Nos. 1-6.
8. Dr. Bristol.
10. French snaffle.
11. Snaffle with rotating mouthpiece.
12. Rotary bit.

TEST USED: To be determined on an annual basis.

1. The purpose is to test the rider and horse on the basic principles of dressage competition.
2. An exhibitor may enter only one Dressage class.
3. Approximately 5–10 minutes will be allowed for each test. This includes warm up time prior to riding test. Specific time limit to be determined based on test used.
4. Rider must enter within 45 seconds after whistle or bell has been sounded. A salute to the judge is required, but does not entail the removal of the hat.
5. The Dressage judge is responsible for breaking ties.
6. Scoring:

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Excellent</td>
</tr>
<tr>
<td>9</td>
<td>Very good</td>
</tr>
<tr>
<td>8</td>
<td>Good</td>
</tr>
<tr>
<td>7</td>
<td>Fairly good</td>
</tr>
<tr>
<td>6</td>
<td>Satisfactory</td>
</tr>
<tr>
<td>5</td>
<td>Sufficient</td>
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<tr>
<td>4</td>
<td>Insufficient</td>
</tr>
<tr>
<td>3</td>
<td>Fairly bad</td>
</tr>
<tr>
<td>2</td>
<td>Bad</td>
</tr>
<tr>
<td>1</td>
<td>Very bad</td>
</tr>
<tr>
<td>0</td>
<td>Not performed or fall of horse or rider</td>
</tr>
</tbody>
</table>

7. Penalties:
   1st error – 2 points
   2nd error – 4 points
   3rd error – elimination.
8. Arena size for this competition may be either 20 m x 40 m or 20 m x 60 m.

**SPEED EVENTS DIVISION (Classes 48–55)**

**APPOINTMENTS:**

PERSONAL: Clothing should be clean and neat. Riders shall wear western boots (no tennis shoes or sport shoes are acceptable) and western dress pants or jeans. Shirts must have a collar and sleeves (long or short) or be appropriate show attire (i.e. slinky’s, band collars, turtlenecks). All exhibitors are required to wear an SEI or SEI/ASTM approved equestrian safety helmet with fastened chin harness in every class (see rule #5 on page 7).

TACK: Western-type saddles will be used. A mechanical hackamore or other type bridles may be used. Use of two hands on the reins is allowed in speed events. Judge or appointed equipment official may prohibit the use of bits or equipment deemed too severe. Use of martingales, tie-downs and nosebands is permitted in these classes. Draw reins are not allowed in speed events. Bandages (leg wraps) are not permitted in any speed event class.

BITS: **IMPORTANT - See Contest Rules, Regulations, and Procedures (page 11) for description of legal bits for Western and Speed Events Divisions.** In addition, for speed events only, slip or gag bits will be allowed provided the mouthpiece and shank requirements/limitations are met as described in the section referenced above. “Rutledge Roper” bits will also be allowed.