



**Michigan  
Interscholastic  
Horsemanship  
Association**

**2024  
Season**

**Rules and  
Regulations**

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Articles I - VI can be found online at: [www.miha.org](http://www.miha.org)

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## **Purpose**

The purpose of this organization is to promote continuous growth in programs fostering horsemanship education, sponsor activities to encourage interscholastic participation and to have cooperative adult-supervised leadership (coaching) for all students in grades 5 through 12 who are desirous to participate regardless of race, creed or national origin and meet the Association rules and regulations (By-Laws).

## **Goals**

- A. Throughout Association leadership and coaching, it is our goal that the student members derive whatever enjoyment and benefits possible as a result of participating as riders in horsemanship education programs and interscholastic competition.
- B. The MIHA and Coaches will involve each equestrian student (male and female) to the extent possible in team competition.
- C. The MIHA and Coaches will provide situations where each equestrian team member can be exposed to cooperative working experience that leads to common group goals.
- D. The MIHA and Coaches will provide each equestrian team member with the opportunities to experience good leadership, fair play, horsemanship, sense of honesty, character, pride and good sportsmanship at all times.
- E. The MIHA and Coaches will conduct their programs with proper instruction and adequate supervision, implementing appropriate coaching methods and conditioning rules, keeping the health, safety and welfare of each rider and mount their first priority.
- F. Registered MIHA Coaches, Assistant Coaches, and Adult Volunteers will sign the Code of Conduct annually and adhere to the Code of Conduct guidelines.

## **Article VII - Competition**

Competition Meets shall be conducted according to the rules found below:

### **Season**

The MIHA Year will run from January 1<sup>st</sup> to December 31<sup>st</sup> of each year.

The Junior Division will be considered a spring sport. Meets will take place from May 10<sup>th</sup>-June 30<sup>th</sup>.

The Senior Division will be considered a fall sport. Meets will take place from August 10<sup>th</sup>-September 30<sup>th</sup>.

- A. All meets shall consist of these classes, but the order of the classes will be at the discretion of the show committee or the District Chairperson.
- B. Suggested Class Order at the high school meets shall be:
  1. Western Fitting and Showing
  2. Hunt Seat Fitting and Showing
  3. Saddle Seat Fitting and Showing
  4. Saddle Seat Equitation

5. Saddle Seat Pattern
6. Saddle Seat Bareback
7. Hunt Seat Equitation
8. Hunt Seat Bareback
9. Equitation Over Fences
10. Western **Horsemanship**
11. Western Bareback
12. Western Reining or Ranch Riding
13. Trail
14. Flag Race
15. Cloverleaf
16. Timed Events Pattern
17. Two-Person Relay Race

*Ba. Suggested Class Order at the Junior Division meets shall be:*

1. *Western Fitting and Showing*
2. *Hunt Seat Fitting and Showing*
3. *Saddle Seat Fitting and Showing*
4. *Saddle Seat Equitation*
5. *Saddle Seat Pattern*
6. *English Equitation (Hunt Seat or Saddle Seat) Walk/Trot*
7. *Hunt Seat Equitation*
8. *English Bareback (Hunt Seat or Saddle Seat) – Class to be Walk/Trot, but only Walk, Trot, Canter riders are eligible to participate.*
9. *Equitation Over Fences*
10. *Western **Horsemanship** Walk/Trot*
11. *Western **Horsemanship***
12. *Western Reining or Ranch Riding*
13. *Western Bareback Class to be Walk/Trot, but only Walk/Trot/Canter riders only are eligible to participate.*
14. *Trail*
15. *Flag Race*
16. *Cloverleaf*
17. *Timed Events Pattern*
18. *Two-Person Relay Race*

C. Western Riding/Reining Pattern, Trail, Saddle Seat Pattern, Equitation Over Fences and the Two-Person Relay Race will have a limit of THREE (3) entries per class per team, with the remaining classes to have a limit of FOUR (4) entries per class per team. Each available entry space will be called a “slot”.

D. Points. In each event the following points shall be awarded:

FIRST place	8 Points
SECOND place	7 Points
THIRD place	6 Points
FOURTH place	5 Points
FIFTH place	4 Points
SIXTH place	3 Points
SEVENTH place	2 Points
EIGHTH place	1 Point
NINTH place	Honorable Mention (0 Points)

1. At the District Level, placing ties must be broken by the Judge or worked off in contesting. Tied entrants shall receive equal points. The next lower placed team shall not receive more points than the tied teams. Points will be determined by this calculation – the number of points awarded for the winning placing, added to the next lower number of points for each team involved in the tie, then that point total will be split evenly among the tied teams. The next place finisher (team) not involved in the tie will receive the placing and points following (the number of) the teams involved in the tie. Examples:
  - a. A two-team tie for first place will be calculated by adding 8 points (1st place) + 7 points (2nd place) = 15 points. 15 points, divided by 2 = 7.5 points per tied team. (8 + 7 = 15 divided by 2 = 7.5) The next place finisher will be awarded 3rd place and 3rd place points = 6 points.
  - b. A three-team tie for 2nd would be 7 points (2nd place) + 6 points (3rd place) + 5 points (4th place) = 18 points divided by 3 = 6 points per tied team (7 + 6 + 5 = 18 divided by 3 = 6) The next place winner will be 5th place, receiving 5th place points = 4 points.
- E. The team that has the highest number of points at the completion of all events shall be considered the winner.
- F. In the event of a tie, there will be no run-off and each first-place team will stand as co-champions. This includes regular meets, Regional Meets and the State Championship Meet(s).
- G. Meets shall be judged according to rules found in the Handbook under section titled Rules and Regulations. Each event shall have a detailed description to further explain guidelines of the events in the Rules and Regulations section of this book.
- H. Registration for events shall be submitted for entire team by Coach prior to commencement of first class in the meet. No changes shall be made once preceding class enters the ring, except in the event of an illness or injury to a horse or rider. In this case, a substitution would be allowed as long as the affected class is not detained.
- I. A Coach is to request all tack changes to entry table. Tack changes will be limited to 5 minutes. Timing of tack changes will be done by announcer or ringmaster. He/she is to use a stopwatch. Timing will begin when last horse from previous class leaves the ring.
- J. Judges are responsible for the placing of the competitors in each class. The judge's decision is final.
- K. The District Chairperson is responsible for all on-site activities other than judging. All complaints regarding, but not limited to, rider/team conduct and safety, will be directed to the District Chairperson.
- L. Any claimed infraction of an MIHA rule by riders, coaches, adult volunteers, judges, grooms, and/or show committee during competition must be registered (protested) with the District Chairperson by a registered adult coach prior to the commencement of the second following class. The start of judging of the next class constitutes a waiver of any alleged violation of MIHA rules. The District Chairperson will notify the judge through the ringmaster of the grievance. Otherwise, the judge's decision is final.

- M. The Regional Chairperson is responsible for all on-site activities. All complaints regarding, but not limited to, rider/team conduct, and safety will be directed to the Regional Chairperson.
- N. Any claimed infraction of an MIHA rule by riders, coaches, adult volunteers, judges, grooms, and/or show committee during regional competition must be registered (protested) with the Regional Chairperson by a registered adult coach prior to the commencement of the next class in the division. The start of judging of the next class constitutes a waiver of any alleged violation of MIHA rules. The Regional Chairperson will notify the judge through the ringmaster of the grievance. Otherwise, the judge's decision is final.
- O. PROTEST FEES: No fee is required for a protest at the District level. A \$25.00 fee is required for a protest at the Regional level. A \$50.00 fee is required for a protest at the State Meet. All fees must be in cash.
- P. These Fees will be refunded if the protest is found to be valid.

### **Article VIII - Organization of Districts**

Seasonal competition in MIHA is arranged so that the equestrian teams may play other neighboring MIHA teams regardless of school or team size. This system preserves traditional interscholastic rivalries and minimizes travel.

- A. District is a grouping of Junior and Senior Division teams within a geographical area having a minimum of ten and a maximum of nineteen Senior Division teams. *Districts may be combined for Junior Division competition to facilitate appropriate numbers.*
  - 1. A District must hold three qualifying meets for each high school team per season in order to send teams to the MIHA Regional and State Championship Meets barring any unforeseen natural disasters.
    - a. *A District will hold one Junior Division meet for each team per season (in the spring) and it may hold up to two additional Junior Division meets. All expenses incurred for the second and third meets will be the responsibility of the individual District. There will not be any structured inter-District playoff system.*
  - 2. Sportsmanship Trophies will be given out to the districts at Rider Registration.
  - 3. Each District must have a District Chairperson (a registered adult coach or a registered adult volunteer elected by a majority vote of the registered coaches within the district) who is responsible for overseeing the seasonal competition within the District.
    - a. This person may be a registered adult coach, assistant coach or volunteer selected by a majority vote of the registered adult coaches in a district.
    - b. The election for all district chairpersons will be coordinated by the existing District Chairperson with the nomination, election and submission of proper documentation by December 31<sup>st</sup> of each year.
    - c. If the District Chairperson fails to provide the appropriate documentation by said date, the Executive Board will coordinate the election of the district during the immediately following January.
  - 4. Responsibility of the District Chairperson are:

- a. *A District Chairperson may appoint an individual (a registered adult coach, a registered assistant adult coach or a registered adult volunteer), with the approval of the Junior Division Coaches in the District, to serve as the District Junior Division Coordinator and be responsible for overseeing the Junior Division within the District. This individual shall be responsible to the District Chairperson.*
- b. The District Chairperson is responsible for the selection of judges, meet locations, setting rider registration deadlines, planning meet dates, and any plans necessary to organize their series of meets for competition. Under no circumstances shall any team, without express authority from the District Chairperson be allowed to hire any judges for their district meets.
- c. The District Chairperson, in consultation with the registered adult coaches, is responsible for all safety issues of competition within said District.
- d. Each District Chairperson and/or District Treasurer, will handle all financial matters of the district and submit an annual District Financial Report (which can be found on the website at [www.miha.org](http://www.miha.org)), covering income and expenditures from Jan. 1 through Dec. 31 and year-end balance to the State Treasurer no later than the second Saturday of January of the next year. Each statement should be self- audited by each district with at least one coach and one parent reviewing all district transactions and signing the year end statement. All financial statements are available to the public. Failure to do so shall result in sanctions imposed upon the District Chairpersons/District Treasurer by the Executive Board.
- e. Each District Chairperson will receive an annual Team Financial Report, covering income and expenditures from Jan. 1 through Dec. 31 and year-end balance, from each coach by January 1st. The forms for the Team financial reports can be found on the website at [www.miha.org](http://www.miha.org) and the State Financial Report may be used as an example for these financial reports. All financial statements are available to the public.
- f. Each District Chairperson will be responsible for the accurate registration of riders and their mounts. The rider registration forms for each team are to be held by MIHA personnel until after the completion of the State Championship Show.
- g. Each District Chairperson will deliver rider registration forms of their district's division team champions to the Regional show Office/Chairperson prior to the start of the Regional meet. The Regional Show Chair will deliver rider registration forms of the regions division champions and reserve champions to the State Show Office/Chairperson prior to the start of the State Championship meet. Under no circumstances will the winning teams' rider registrations be returned to the coach after the regular District season or before the State Championship.
- h. Each District Chairperson will deliver judge payment information such as name, address,

telephone, and social number to the State Treasurer by November 30 each year. The form can be found on the website at [www.miha.org](http://www.miha.org). Failure to do so shall result in sanctions imposed upon the district/Regional Chairpersons by the Executive Board.

- i. The District Chair or representative must be in attendance for at least 50% of the monthly Board of Directors meetings.

5. Each District is encouraged to have at least one Assistant District Chairperson (registered adult coach or registered adult volunteer) elected by majority vote of the registered coaches in the District or appointed by the District Chairperson, as decided within each District. Responsibilities of the Assistant District Chairperson are to assist the District Chairperson as needed, and to carry out any and all of the District Chairperson responsibilities outlined above, as delegated by the District Chair, or if the District Chair position becomes vacant. Contact information for all Assistant District Chairs must be submitted to the Executive Board by December 31<sup>st</sup> of each year. Should the Assistant District Chair position be vacant, information for a District Emergency Contact must be provided instead.

6. A District with twelve to nineteen teams, and seventy-five or more riders, may hold meets at two sites simultaneously (total of six meets per season). Each team should attend three meets, with teams arranged so the meets will be approximately the same size. A District with fifteen to nineteen teams, and over 150 Riders, may hold meets at three sites simultaneously (total of nine meets per season); with each team attending three meets. All teams shall play each other in rotation in these divided Districts, and it is required teams compete against all other teams sharing their division (A, B, C or D). Meet size can vary according to team size and number of riders present at each meet.

7. Districts reaching twenty teams can be divided into two Districts. Size of teams and number of riders should be considered to warrant splitting the Districts. A committee of the State Chairperson, District Chairperson(s) and District Coaches will decide whether to split or reorganize Districts.

B. The Board of Directors is allowed to review districts. Decisions on redistricting will be based on the criteria of the size, geographical area, and the arena facilities.

1. Upon this review the Board of Directors shall recommend team changes to the District Chairperson of the said district and give notice to the team change.
2. There will be a 15-day comment period for the team involved: the Executive Board will make the final decision on the change at the end of that period. Executive Board decisions are final, registered letters will be sent to the coaches of the teams involved.

C. Provisional Districts may be formed in order to facilitate growth of the Association.

1. A geographical area with five to nine potential teams, if located too far from existing districts, may request Provisional District status.
2. This status will be granted for two years upon approval by the MIHA Board of Directors. An additional two years



of provisional status may be granted if deemed necessary and appropriate by the MIHA Board of Directors.

3. A Provisional District must hold three meets per season.

#### **Article IX – Organization of Regions**

- A. The Board of Directors will annually determine which Districts will compete in each of the Regional Meets.
- B. Each year after the Districts have held their three qualifying meets, MIHA will hold regional meets, consisting of one meet in each of the regions.
- C. A region is a grouping of Districts within a geographical area having a minimum of three districts and a maximum of six districts.
  1. Each region will have a Regional Chairperson, selected by a majority vote of the District Chairpersons of that region. The Regional Chairperson, in consultation with the District Chairpersons of that region, is responsible for the selection of judges, meet location and any plans necessary to organize their regional meet, and all safety issues of competition within said region.
  2. Each Regional Chairperson or Regional Treasurer will submit an annual Regional Financial Report covering the income and expenditure for their Regional Meet to the State Treasurer no later than December 1st following the said meet. Failure to do so shall result in sanctions imposed upon the Regional Chairpersons and/or Regional Treasurer by the Executive Board.
  3. Each Regional Chairperson will be responsible for overseeing that the MIHA Rules and Regulations are followed in their region. Failure to do so shall result in sanctions imposed upon the Regional Chairperson by the Executive Board.
- D. Regional Meets are conducted using the same format as the State Championship Show as found under By-Laws, Article XIV – Regional / State Championship.
  1. All teams selected to compete begin the Regional Meets with zero points; no cumulative season points will count.
  2. Awarding of District trophies will be at the District Meets.
  3. Awarding of Regional Champion and Reserve Champion trophies in each division will be at the Regional Championships.
  4. Electric timers with at least one manual backup will be mandatory for contesting classes at all Regional Meets. The backup timer(s) will be used only when the electric timers fail. The number of backup timers utilized, will be determined by the Regional Show Chairpersons, prior to the start of the meet.
  5. Protests must be in writing and received by the show office prior to the commencement of the next class in your division. Any protest submitted at the Regional Meets, must be accompanied by a fee of \$25.00. This fee will be refunded if the protest is found to be valid.
- E. The teams qualifying to attend the Regional Meets will be competing in their respective division for the MIHA Region (#) Division A Regional Championship and Reserve Champion, Region (#) Division B Regional Championship and Reserve Champion, Region (#) Division C Regional Championship and Reserve Champion, Region (#) Division D

Regional Championship and Reserve Champion and will receive recognition as such at the State Championship Meet.

- F. Each District/Regional Chairperson will be responsible for overseeing that the MIHA Rules and Regulations are followed in their District/Region. Failure to do so shall result in sanctions imposed upon the District/Regional Chairpersons by the Executive Board.

#### **Article X - Organization of Teams**

A high school equestrian team shall consist of students grades 9 through 12, attending the same educational institution, interested in participating in MIHA. An educational institution is defined as a public school, charter school, private school, parochial school, or an alternative educational program. The team shall be led by a registered adult coach. *A Junior Division Equestrian Team shall consist of students grade 5 through 8, attending one educational institution, interested in participating in MIHA, led by a registered adult coach.* The coach shall deliver the entire High School team roster (riders and mounts) to the District Chairperson. The District Chairperson will then register that team with the Executive Board prior to fall competition. *The Junior Division coach shall deliver the entire Junior team roster (riders and mounts) to the District Chairperson. The District Chairperson will then register that team with the Executive Board prior to spring competition.*

- A. Educational institution not to include school districts. Charter Schools in MIHA are considered Public Schools.
- B. In school districts where fifth, sixth or ninth grade students are not housed in the same building as middle or high school students, they must participate with the educational institution they will be attending.
- C. In school districts where sixth grade students are not housed in the same building as seventh and eighth grade students, they must participate with the educational institution they will be attending.
- D. Alternative Education Program students in grades ninth through twelfth may ride for the school issuing their diploma.
- E. Students enrolled in School of Choice will ride for the school they are attending.
- F. Students enrolled in private school may compete on the public-school team serving the area of their legal residence with the approval of the coach of record and/or the school administration.
  - 1. When private school riders are denied permission to ride on the public-school team, they have the option of forming their own team.
- G. Non-traditional forms of schools such as virtual school, homeschool, or online learning may compete in one of the following ways.
  - 1. Ride on the public-school team serving the area of their legal residence.
  - 2. Have the option of forming their own team open to all riders of all non-traditional schools of their legal residence.
  - 3. Form a non-traditional team open to all riders attending the same program, with restriction to the MIHA school district of residence with district chair and executive board approval.
- H. If three or more students from one private school, alternative education program join MIHA, they will be required to form

their own team and will no longer be able to compete on the public-school team.

- I. A team shall not restrict or limit the number of riders participating on the team for the purpose of competing in a particular division.
- J. Team size will be used to establish the division of competition and slot allotment for each team. Once rider registrations are handed in to the District Chairperson the competition division will not change even if riders are lost before the first meet.
  - 1. Students registered as “grooms” will not be counted as registered riders.
- K. Each year, the date of rider registration will be announced at the Annual Winter Meeting.
- L. Team coaches may request a move from their existing district to a new district only during the period of time starting one day after completion of the State Championship and ending one day before the date of the Annual Winter Coaches Meeting. As an example, this would be October 22nd through February 10th. Specific dates will vary from year to year. The procedure would require written approval by the accepting district and letters of intent to the district you would like to leave, as well as the MIHA Executive Board. All communications must be in writing. Copies of all correspondence must be sent to all parties involved. The Executive Board reserves the right to disallow the change from one district to another if it is found to compromise the spirit and/or purpose of the Association.

### ***Junior Division Teams***

- A. *Two or more schools may elect to form a cooperative program for the MIHA Junior Division, and show as one team, under the following conditions.*
  - 1. *One of the cooperating schools will be designated as primary, all of the other schools participating in the cooperative program will be considered secondary.*
  - 2. *The primary school may have any number of riders on the team formed under the cooperative program.*
  - 3. *A maximum of two (2) riders from any one secondary school may participate in the cooperative program. If there are three (3) or more riders from a single secondary school, they will be required to form their own team and will not be permitted to participate in the cooperative program.*
  - 4. *All riders from the primary school and all secondary schools must participate on the same cooperative program team. Riders attending one school may not participate on different teams, except as noted in C above for private school and Schools of Choice students.*
  - 5. *The Coach of the primary school will inform the chairman of the district of their intent to form a cooperative program prior to spring Junior Division registration.*
  - 6. *The School Administration, from any of the cooperating teams recognized by their school as a school activity, club or sport, must approve of the cooperative program.*
  - 7. *The MIHA Junior Division Steering Committee approves each cooperative program.*
- B. *For the sake of competition a Junior Division Districts with only one “A” Team has the option to split that team and show as two or more “B” Teams or two or more “C” Teams*

*or a combination of “B” and “C” Teams with the approval of the District Chairperson or District Junior Division Coordinator.*

## **Article XI - Coaches and Assistant Coaches**

Coaches and Assistant Coaches responsibilities shall be as follows:

- A. To have and hold membership in good standing with MIHA.
- B. Have appropriate paperwork with current information on file with the State Organization.
- C. Assistant Coaches must have Coaches’ approval before applying for said position.
- D. Coaches and Assistant Coaches shall work together to further the Association’s goals and purpose and sportsmanship.
- E. Coaches and/or Assistant Coaches shall provide adequate publicity for participation of members in spring (Junior Division) and fall (High School) competition.
- F. Coaches and Assistant Coaches will adhere to the “Purpose and Goals” of MIHA as set forth in our Constitution Articles II and III, including the no restriction By-Law located in Article X, Item J. If the individual school athletic codes require that you not adhere to the above; the School Administrator, will submit in writing, coaching/team specifications to the Executive Board Officers for approval.
- G. Coaches will be limited to the coaching responsibilities of one school. Individual hardship cases will be reviewed by the Executive Board upon petition by the (team/coach) involved, through their District Chairperson. Assistant Coaches may choose to be limited to the coaching responsibilities of one school or they may choose to assist other coaches/teams, as long as the teams they are assisting do not compete in the same division.
- H. Each Coach, Assistant Coach or Team Treasurer is responsible for all financial matters of that team including the submission of the annual Team Financial Report. Individual hardship cases will be reviewed by the Executive Board upon petition by the team, coach or assistant coach involved. Failure to do so shall result in sanctions imposed upon the coaches, assistant coaches, and treasurer by the executive board.
- I. Coaches and/or Assistant Coaches shall meet with the judge to discuss judging rules prior to commencement of the first class at each meet and again before the first Timed Events Class to discuss and clarify rules and regulations. This procedure will be followed at the Regional Meets and the State Championship Meet with the exception of the meeting before the Timed Events, which will be held at the discretion of the Regional Chairpersons and the State Championship Show Chairperson.
- J. Coaches and/or Assistant Coaches shall have the option to check over jump and trail class courses prior to commencement of said class. Conditions that are unsafe in the ring to rider, horse, or spectator are grounds for protest. The collective opinion of the coaches or their designated assistant coach that are present shall rule.
- K. Annual Financial Report. Each Team Coach, Assistant Coach, or Team Treasurer will submit an annual Team Financial Report, covering income and expenditures from Jan. 1 through Dec. 31 and year-end balance to their District Chairperson by January 1st. The State Financial Report may be used as an example for these financial reports. Forms found at [www.miha.org](http://www.miha.org).

## **Article XII - Riders and Mounts**

The riders participating shall know and abide by the following rules and regulations of MIHA and by Coach's directions and decisions.

- A. Riders shall be limited to two mounts per season, registered with MIHA on the form which is to be provided by the Association. This registration must be completed before a rider can participate in a meet.
  - 1. Mounts may be shared only by members of immediate family riding on the same team. Exception: Two middle school riders may share a mount if one rider is a walk trot rider. This rider will be limited to showing the shared horse in 2 designated walk trot classes and showmanship that the horse has not already been entered in by the other rider.
    - a. When siblings share a mount, both siblings must be registered with that mount.
    - b. Immediate family is defined as brother, sister, stepbrother, stepsister, foster care sibling, exchange student.
  - 2. Mounts becoming unfit for competition as substantiated by a veterinarian certificate may be replaced. This certificate and the new horse's registration form must be filed with the Association before replacement mount can be used in competition.
  - 3. Any mount that is registered for use may not have been registered by any other rider during the current season. Junior Division and Senior Division are separate seasons.
  - 4. Mounts that have been replaced with a veterinarian's certificate may be reinstated if they become fit for use again. If a rider chooses to return to their original mount the replacement mount then becomes ineligible for competition even if the rider only registered one horse at the beginning of the season.
- B. Current year's negative Coggins test required, in accordance with the Michigan State Law.
- C. Rider registration will include a color profile of entire horse. Current Coggins with color photo is acceptable. Picture must match horse.
- D. TRANSPORTATION is the responsibility of team member.
- E. NO STALLIONS shall be allowed.
- F. PARTICIPATION
  - 1. Riders in the Senior Division are limited to four years of competition.
  - 2. A rider cannot participate after completion of their 12<sup>th</sup> grade year, even if they did not receive a diploma.
  - 3. A rider cannot participate more than once in any one event, per meet.
  - 4. A horse cannot participate more than once in any one event, per meet.
  - 5. In order to compete in the Regional or State Championship, a rider and at least one of their mounts must have competed in at least one meet during the regular District Season.
  - 6. Under no circumstances shall a rider split a class with a mount. Example: ride the pattern portion of an equitation class with one horse and the rail portion with another, or

in the case of Regionals or State Championship ride one speed flight with one horse and the second speed flight with another (even “The Silent Rider mount” in Two Man must remain the same).

**G. CONDUCT OF RIDERS**

1. No registered rider is allowed to use alcoholic beverages, smoking materials or illegal drugs at any MIHA sponsored event.
2. The use of foul language or unsportsmanlike conduct will not be tolerated at any MIHA sponsored event.
3. Mistreatment, abuse or neglect of any animal at an MIHA sponsored event will not be tolerated.
4. Disrespectful treatment of coaches, adult volunteers, team members, or show officials by riders will also not be tolerated.

**H. Failure to abide by the rules and regulations of MIHA will lead to any or all of the following:**

1. Loss of points for rider or team.
2. Disqualification for rider or team.
3. Suspension of rider or team.
4. Expulsion from team.
5. Expulsion from Association.

**I. Horses ridden in MIHA competition must be serviceably sound. This means that the registered horse must not show evidence of lameness, broken wind, or any other signs of unsoundness. If soundness of a horse, registered with MIHA is in question, a veterinarian’s certificate of soundness may be required to establish eligibility for use in competition. At all MIHA competitions the judge’s decision on serviceably is final.**

**J. If questions, other than protest, arise from a rider, parent or legal guardian in regard to MIHA; they should be directed to the registered adult coach for the team. If they are not satisfied with the coach’s response they may contact the District Chairperson, and from there the MIHA Executive Board for resolution. The matter may be presented to the Board of Directors for decision, as deemed necessary by the Executive Board. All communications must be in writing. Copies of all correspondence must be sent to all parties involved by the complainant, in writing via registered mail.**

**K. CONDUCT OF PARENTS AND GUESTS OF RIDER**

Those parents and guests of each rider shall conduct themselves in an appropriate adult manner while attending MIHA sponsored events. Inappropriate conduct may be cause for disqualification of their rider for one or all events of the day. Such determinations shall be the responsibility of the District Chairperson at MIHA meets, the Regional Chairpersons at Regional Meets and the Executive Board during State Championship.

**Article XIII – Team Structure and Slotting Rules**

**A. Each team will be categorized as either**

1. Division A team with 8 or more riders (63 slots)
2. Division B team with 5 to 8 riders (42 slots)
3. Division C team with 2 to 5 riders (24 slots)
4. Division D team with 1 or 2 riders (15 slots)

**B. Coaches will assign class slots to each rider. Each rider shall not participate in more than EIGHT EVENTS in any one meet unless one of the following occurs:**

,

1. Division D team exists – 15 total slots
  - a. 2 rider team – no rider may be assigned more than 11 slots.
  - b. 1 rider team – rider is allotted 15 slots.
2. Division C team exists – 24 total slots
  - a. 3 rider team – no rider may be assigned more than 11 slots.
  - b. 2 rider team – no rider may be assigned more than 15 slots.
  - c. 1 rider team – rider is allotted 16 slots.
3. Division B team exists – 42 total slots
  - a. 6 rider team – no rider may be assigned more than 11 slots.
  - b. 5 rider team - no rider may be assigned more than 12 slots.
  - c. 4 rider team - no rider may be assigned more than 14 slots.
  - d. 2 or 3 rider team - no rider may be assigned more than 17 slots.
4. Division A team exists – 63 total slots
  - a. 8 rider team – no rider may be assigned more than 11 slots.
  - b. 7 rider team - no rider may be assigned more than 12 slots.
  - c. 6 rider team - no rider may be assigned more than 14 slots.
  - d. 5 rider team - no rider may be assigned more than 16 slots.
  - e. 3 or 4 rider team – no rider may be assigned more than 17 slots.

Schools having 15 or more riders may have 2 teams, one being an A Team and the other a Division B or C as members warrant. The A team must be filled with 11 or more riders before a B or C team may be formed. No rider may interchange between teams.

Schools having 25 or more riders may have three teams, an A team, a B team, and a C team. The A team must be filled with 11 or more riders before a B or C team may be formed. No rider may interchange between teams.

Schools having 31 or more riders may have four teams.

1. Two A teams, one B team, and one C team.
2. One A team, two B teams, and one C team.
3. The A team must be filled with 11 or more riders. The B team must be filled 6-10 riders, and the C team will have 2-5 riders.

C. ABSENT RIDER SLOT ALLOTMENT. In the event that a registered team member would:

1. Decide not to be a participating member of the team for the entire season and notifies the coach of this decision,
2. Become injured and unable to compete at any or all of the meets.
3. Notify the coach that they cannot attend one or more of the meets.
4. Becomes ineligible to compete because of grades or disciplinary action:
  - a. The coach must notify their District Chairperson or Regional Chairperson of the situation and the change in the number of riders competing on the team for that meet. This must be done in the time allotted, as defined within each district or region and as determined by the Chairperson at the State Championship meet. If all requirements are met, the team will then be

allowed to use the absent rider's slots. They need to comply with the formula stated in Article XIII Section B.

#### **Article XIV – Regional/State Championship**

- A. The highest scoring large teams, medium teams, small teams, and extra small teams will qualify to advance to the MIHA Regional Meets. These teams will be called District (#) Division A Champion & Reserve Champion, District (#) Division B Champion & Reserve Champion, District (#) Division C Champion & Reserve Champion, District (#) Division D Champion & Reserve Champion and will receive recognition as such at their Regional Meet.
- B. In the event of a tie, an audit of the points will be done. If there is still a tie, there will be no run-off and each 1<sup>st</sup> place team will stand as co-champions and the 3<sup>rd</sup> place team will stand as reserve champions. This includes District Meets, Regional Meets and the State Championship Meets.
  1. If a team chooses not to move on to the Regional Meet the next highest scoring team in that division will be allowed to advance if they so wish.
- C. Each Region will send eight teams to the State Championship Meet, their regions' Division "A" Champion and Reserve Champion, Division "B" Champion and Reserve Champion, Division "C" Champion and Reserve Champion and Division "D" Champion and Reserve Champion. In the event a region does not have two Division "A", Division "B", Division "C", and Division "D" teams, the region will have the number of teams they may send to the MIHA State Championship Meet reduced to match the divisions in which they had teams.
- D. Each year after the Regions have held their qualifying meets, MIHA will hold a State Championship Meet or Meets. The teams qualifying to attend this State Championship Meet will be competing for the MIHA Division A State Championship/ Reserve Championship and trophies, the MIHA Division B State Championship/Reserve Championship and trophies or the MIHA Division C State Championship/Reserve Championship and trophies and the MIHA Division D State Championship/Reserve Championship and trophies.
- E. Regional and State Championship Meets are conducted exactly as the regular season meets with the following exceptions:
  1. A two-judge system will be used were as each judge will place the classes independently. Both sets of placing's will be read, and points awarded. Each judge will place 11 exhibitors with first place receiving 10 points, second place receiving 9 points... tenth place receiving 1 point, and eleventh place receiving zero points.
  2. In the timed events there shall be two rounds in each event with points as follows: first place receiving 10 points, second place receiving 9 points, third place receiving 8 points...tenth place receiving 1 point and eleventh place receiving zero points.
  3. At all Regional and State Championship Meets the second round of the four Timed Events must be with



the slowest times running first progressing down to the riders with the fastest times running last.

- F. Division A teams will compete only against other Division A teams for the Division A State Championship. Division B teams will compete only against other Division B teams for the Division B State Championship. Division C teams will compete only against other Division C teams for the Division C State Championship. Division D teams will compete only against other Division D teams for the Division D State Championship.
- G. All teams selected to compete begin the State Championship Meet at zero points; no cumulative season points will count.
- H. Awarding of Regional and State Championship titles will be done after Class 17 is completed and scores are tallied.
- I. State Championship meet location shall be approved by vote of MIHA through the District Chairpersons. State Championship meets will be run by the State Championship Chairperson and the Executive Committee. A volunteer from each of the Districts attending the state meet will assist the show committee as needed.
- J. Electric timers, with at least one back-up, will be mandatory for contesting classes at all Regional/State Championship meets. The back-up timer(s) will be used only when the electric timers fail. The number of back-up timers will be determined by the Regional/State Championship Show Chairperson, prior to the start of the meet, barring any unforeseen natural disasters.
- K. Protests must be in writing and received by the show office prior to the commencement of the next class in your division. A \$25.00 fee is required for a protest at the Regional level. A \$50.00 fee is required for a protest at the State Meet. All fees must be in cash.
- L. This fee will be refunded if the protest is found to be valid.
- M. Timed tack changes are not enforced at the MIHA Regional and State Championship Meet, unless deemed necessary by the Regional Chairperson at the Regional Meet or by the State Championship Show Chairperson and/or the Executive Board at the State Championship Meet.
- N. The use of Clothing and Equipment Stewards will be at the discretion of the Regional Chairperson at the Regional Meets or by the State Championship Show Chair and/or Executive Board at the State Championship meet.
  - 1. These Stewards will be carded judges or individuals with extensive knowledge of the MIHA rule book.

#### **Article XV - Investigation of Rule Infraction**

Suspected rule infractions of riders, coaches, adult volunteers, judges, grooms, and/or show committee are to be treated through the formal protest procedure to qualify for an investigation. Once a suspected rule infraction has been filed as a formal protest the investigation will be handled as follows:

- A. The investigation will be handled by either the District Chairperson at a District Meet, the Regional Chairperson at a Regional Meet or by the Executive Board Officers at the MIHA State Championship.

- B. The District Chairperson, the Regional Chairperson or the Executive Board Officers will notify the coach of the team with the suspected rule infraction. Team members and/or parents will not be approached without the coach being present.
- C. The District Chairperson, the Regional Chairperson or the Executive Board Officers will approach the investigation with an open mind and will treat the parties involved and/or the accused as innocent until proven guilty and will handle the investigation accordingly.
- D. The District Chairperson, the Regional Chairperson or Executive Board Officers will complete the evaluation in a timely fashion prior to the final placing of the teams involved in that particular meet and will make a determination based on their findings.
- E. Once the District Chairperson, the Regional Chairperson or Executive Board Officers has made a determination, they should handle it accordingly. Therefore, if the suspected rule infraction has merit the District Officers or the Executive Board Officers will take the appropriate disciplinary action. Likewise, if the parties involved/accused are found not guilty, they should be treated as innocent.
- F. The District Chairperson, the Regional Chairperson or the Executive Board Officers will close the matter by making a general announcement of their findings and the action being taken. The announcement should be along the following lines:
  - 1. In the case of the formal protest regarding the following suspected rule infraction, (state rule infraction), the District Chairperson or the Regional Chairperson or the Executive Board Officers, after a thorough investigation have found the protest to HAVE merit. We have taken the following action (state the action taken) in order to correct the rule infraction stated in the formal protest. We expect that all parties involved or otherwise will treat this as a closed matter.
  - 2. In the case of the formal protest regarding the following suspected rule infraction, (state rule infraction), the District Chairperson or the Regional Chairperson or the Executive Board Officers, after a thorough investigation have found the protest to be WITHOUT merit. We are of the opinion that this protest warrants no further investigation. We expect that from this point forward, all parties involved or otherwise will treat this as a closed matter.

**Article XVI - Disciplinary Procedure**

- A. Any member or non-member may be disciplined, suspended, or expelled from the MIHA when it has been established by satisfactory evidence that such member has violated the Purpose (Article II of MIHA Constitution), Goals (Article II of MIHA Constitution) Membership (Article IV of MIHA Constitution) or has violated the By-Laws, Rules or Regulation of MIHA.
- B. The Executive Board Officers shall have sole authority to investigate possible or alleged violations of the Constitution, By-Laws, and Rules and Regulations of MIHA.
  - 1. In order for a complaint, other than one that can be verified by credible testing, to be considered for investigation, it must be in writing, signed and dated. The individual(s) filing the complaint must follow current procedure (Article XII, J) and be prepared for full

disclosure of the complaint to the party (parties) concerned in the complaint and must be prepared to appear at a hearing as deemed necessary.

- C. When it is determined that there is sufficient cause for a hearing, the person charged shall be given no less than ten (10) days' notice of a time and place for hearing such allegations by the Executive Board Officers, at which time and place he shall have the opportunity, to be heard and to present evidence in his/her own behalf, and to hear and receive evidence.
  - 1. The Executive Board Officers shall make its decision and action within (10) days of the hearing. (The decision and action of the Executive Board Officers shall be final and binding on all parties with approval of the Board of Directors.
- D. In regard to any violation of Article III of the Constitution of MIHA (see page 3), as a part of its disciplinary action, the Executive Board Officers may revoke participation privileges in all MIHA approved events for definite or indefinite period.
- E. Pending final hearing by the Executive Board Officers, the Board may, by giving written notice of their action:
  - 1. Temporarily suspend such member the effect of which shall be to deny him/her further MIHA privileges until the Executive Board Officers can hear the matter and take the appropriate disciplinary action.
    - a. If the Executive Board Officers exercise their discretion prior to the date set for the hearing, the date for the hearing before the Executive Board Officers shall not be later than (20) days after the Executive Board Officers exercises their power pursuant to this Section.
- F. On or after such time as any person have been denied participation privileges in MIHA approved events, but that their membership privileges are not affected, the following restrictions shall apply:
  - 1. The person shall not be eligible to participate in any MIHA approved event.
  - 2. That person shall not be eligible to officiate at any MIHA approved event.
  - 3. During the period of denial of MIHA privileges, failures to comply with these restrictions are further grounds for disciplinary action.
- G. On or after such time as any person has been suspended, expelled or denied further MIHA privileges, in addition to other provisions of this rulebook or policy of the MIHA the following restrictions shall apply:
  - 1. That person shall not participate in any MIHA approved event.
  - 2. That person shall not be eligible to officiate at any MIHA approved event.
- H. During the period of expulsion, suspension or denial of MIHA privileges, failure to comply with these restrictions and any other express conditions or restrictions of said disciplinary actions may constitute grounds for further disciplinary action.
- I. When a member is disciplined, suspended, or expelled, or a non-member is denied membership privileges, or when a member or non-member is temporarily suspended by the Executive Board Officers, pending hearing, the name and address of such member or non-member may be publicly

announced in the next notice of meeting of the Board of Directors.

Showing a horse is an art and should be considered as such by the showman and judge alike. Proper showing testifies to the obvious pride the showman has in the animal being exhibited. This pride is evidenced by the condition and appearance of the horse and by the actions of the exhibitor and horse in the ring which indicate previous training to form a coordinated team. MIHA embraces the use of different breeds and while MIHA has general standards, judges should recognize showmanship competence that follows breed standards for the breed being shown. Judges are expected to be familiar with all breed standards and judge on ability of the showman. Technical points and minor infractions of rules should not be over-emphasized to the extent that they outweigh an effective job of presenting a clean, well-conditioned, trained animal.

### **General Rules for Competition**

- A. Riders must have their assigned number in a visible position, either on both sides of their saddle pad/blanket or in the center of their back. Failure to wear the correct number during competition is cause for disqualification. Riders with obstructed or illegible numbers will also be disqualified.
  2. Assigned back number shall mean the numerical number assigned by the show committee. Riders may not choose their own back numbers.
  2. Back number used by riders that are not issued by the show committee should in no way designate which team a rider is competing for. Numerals must be solid black on white background. No team colors or writing other than the numerals shall appear on the placket.
- B. When patterns are used in a class, riders should have access to those patterns at least ½ hour before the class. Not to be confused with individual tests the judge may ask for during a class where a pattern was not used.
- C. No rider is allowed to use any kind of electronic transmitting device during MIHA competition (except with a certified disability).
- D. A fall of the horse or rider either on course during a timed event or in the arena during any other class shall be a disqualification. A competitor is considered to have fallen when he or she is separated from the horse in such a way as to necessitate remounting or vaulting back into the saddle. A horse is considered to have fallen when, at the same time, its shoulder and hip on the same side have touched either the ground, or an obstacle and the ground.
- E. Contestants must be penalized for incomplete appointments. The penalty will depend on the nature and extent of the omissions or the inappropriateness of the appointments.
- F. Coaching from the rail will not be penalized.
- G. Judges, at their discretion, may authorize adjustments to attire due to weather-related conditions.
- H. When lightning is observed, the competition is suspended and contestants/horses/spectators will take shelter and shall not return to the arena until the lightning has been absent from the sky for 30 minutes.

- I. One of the following class methods will be selected by the judge, in consultation with the show chairperson:
1. Rail work only: walk, jog/trot or second gait and lope/canter in each direction.
  2. Rail work then pattern: walk, jog/trot or second gait and lope/canter in at least one direction, followed by a pattern or test of the top exhibitors.
  3. Pattern with optional rail work: If rail work is performed, it must be at least one way with all 3 gaits. At the State Championship meet, a pattern will be performed by all exhibitors.
- J. The wearing of team apparel in any class other than gymkhana events will be cause for disqualification.
- K. Gymkhana appointments are only appropriate in Trail and Gymkhana events.
- L. Blinkers, leg wraps, draw reins, German Martingales or other devices that are deemed unsafe or abusive by the judge will not be allowed in any class. If you question whether the device can be used, ask your coach before the coaches meeting so they may ask.
- M. A judge shall have the authority to require the removal or alteration of any piece of equipment which, in his/her opinion, would tend to give a horse or rider an unfair advantage.
- N. Show management shall have the authority to change or alter patterns, ring assignments or reschedule classes for safety reasons related to weather conditions.
- O. Horses will be allowed to wear protective bandaging for superficial injuries.
- P. No camera footage (video or still photography) may be used to overturn a judge's decision.
- Q. A body protecting or inflatable vest, specifically designed for use in equestrian sport, may be worn in any class and may not affect judgement of equitation or incur a penalty from the judge. Vests of these styles may be worn underneath or outside the proper attire for the class as noted in the "appointment of rider" section of each discipline. They are also allowed when jackets are waived.

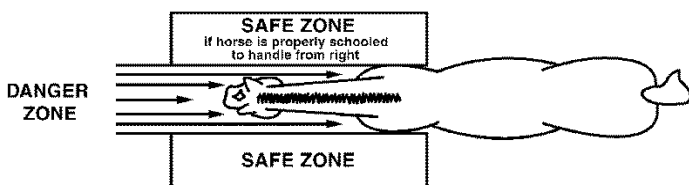
### **Fitting and Showing**

Conformation of the horse is not judged since the horse is considered a means of displaying the abilities of the showman. Judge(s) are to evaluate the class on the following criteria.

#### **A. Appearance of the Horse**

1. Condition and Thriftiness
  - a. Smooth, glossy coat, showing hard, rippling muscles.
  - b. Displays alertness and vigor.
  - c. A loose, pliable skin that is clean and healthy with fine, smooth, glossy hair.
  - d. Evidence of a correct balance of nutrition, care and exercise.
  - e. Excess fat or a thin, unthrifty condition is objectionable.
2. Grooming
  - a. Clean, well-brushed hair coat. Dust, dandruff and stains are objectionable.

- b. Areas around the eyes, ears, muzzle, and nostrils, between the legs and around the tail must be clean of dirt, stains, and debris. Facial hair, including muzzle whiskers, eye whiskers, and inner or outer ear hair, may be trimmed or left unclipped on any horse, regardless of breed.
  - c. Trimming of the mane and tail should correspond to breed standards. If not trimmed the mane and tail must be clean and free of snarls, with the mane trained properly to fall on one side of the neck. In Hunt Seat Classes, if you braid the tail you must braid the mane. If you have a roached mane, do not braid the tail. Braiding of the mane only will be acceptable. Braiding yarn should match the mane and tail in color. It is recommended that if you do braid, do both the mane and the tail, or let the mane and tail flow free and natural. Braiding is optional and the judge is not to take preference. Banding of the mane is permissible.
  - d. Feet should be clean and the hoofs trimmed properly. Hoof dressing is permitted but will not place over hooves cleaned and polished in a natural state.
  - e. If the feet are shod, the shoes must fit and not show undue wear.
3. Tack
- a. Neat, clean and properly adjusted.
  - b. Should complement, not detract from the horse.
  - c. Western Fitting and Showing classes are to be shown in a halter. The halter should meet breed standards.
  - d. Hunt Seat Fitting and Showing may be shown in a plain leather halter, breed appropriate show halter (not of the western type), a hunt seat bridle or a dressage bridle.
  - e. Saddle Seat Fitting and Showing may use a plain leather, breed appropriate show halter (not of the western type), a full bridle (Weymouth and snaffle) with or without the snaffle, or a Pelham bridle with or without a snaffle rein. If snaffle rein has not been removed, it should be placed over the horse's withers. The horse is led and presented with the curb rein only.
  - f. All show halters, regardless of the class shown, must have a throat latch and be acceptable to breed standards.
  - g. The use of a chain and lead shank with chain under the horse's jaw or over the horse's nose shall be permitted for reasons of safety.
  - h. When a plain leather halter is used it must be free of embellishments including name plates.



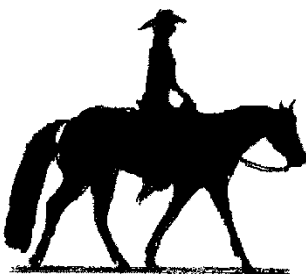
## B. The Exhibitor

1. Appearance - A neat and clean appearance. Appropriate clothing: Well-fitting and in good taste. Expensive clothing is not necessary.
  - a. Western Showmanship Appointments: Rider must wear a western hat or protective headgear (not required to be of western style). A vest, jacket, or coat may be worn with a long sleeve shirt with any type of collar. Pants or trousers, with a belt when belt loops are present, must be worn with western boots. Gloves are optional. Whips are also optional when showing pleasure type breeds.
  - b. Saddle Seat Showmanship Appointments: Exhibitors must wear a derby, Homberg, snap brim, or protective head gear. Riding habit must include a jacket in conservative colors with collars and lapels of the same color, herringbone, tweeds and pinstripes or other combinations of colors that appear solid from a distance are acceptable. Habits must also include Kentucky jodhpurs, vest, dress shirt and tie. Boots must be of the jodhpur style, and either patent or regular leather. A whip, gloves, and small boutonnieres or lapel pins are optional. No day coats (non-traditional or high contrast colors) or Tuxedos.
  - c. Hunt Seat Showmanship Appointments: Exhibitors must wear a hunt cap or protective head gear. A coat or blazer must be of the hunt seat type in conservative colors. Dress shirt with tie or a traditional English shirt with rat catcher collar is acceptable. Dickey keys are allowed as long as the rider is wearing a camisole, tank top or t-shirt underneath the dickey and hunt coat. Riding breeches in standard colors and a belt if belt loops are present are required. Dress or Field boots in black or brown, are required with no half chaps. *Junior riders may wear cuffed jodhpur pants and jodhpur boots with garters or legging straps.* Gloves and collar pins are optional.

## C. Showing the Horse

1. Ring Department
  - a. The exhibitor should be ready when the class is called, entering the ring in a brisk, alert manner. Follow the instructions given by the ring steward.
  - b. Pattern to be used is up to the show committee but should be appropriate for the discipline being shown.
  - c. Exhibitor should remain attentive for any instructions from the ring steward or judge.
  - d. Showmanship is practiced from the time of entering the ring until retired from the ring after the class is completed.
2. Actions
  - a. Manners and actions in handling the horse reflect the time and effort spent in training. Actions of the horse indicate willing response to showman.
  - b. Works calmly and quietly in the class.
  - c. Showman and horse work as a team. The horse responds to the slightest signals.
  - d. Exhibitor stays alert and is quick to respond to requests from the judge or steward.

- e. Actions do not draw attention from horse to exhibitor.
  - f. Keeps horse showing to best advantage during the period in the ring. (Over-showing is objectionable; the showman should not make the horse nervous).
3. Leading
- a. Lead from the left side of the horse with the lead shank held in the right hand about 8 to 12 inches from the halter. (Smaller exhibitors may need a long hold). Emphasis should be placed on the light control of the horse with a minimum of pressure to allow the horse to hold its head naturally. A loose flopping lead strap is objectionable. Excess strap is held loosely in the left hand in a figure eight or coil for safety.
  - b. The horse should move readily and freely at a walk or trot with a very minimum of urging by the exhibitor. The exhibitor should stay in position by the near side of the horse's neck, preferably halfway between the horse's head and shoulder. A well-trained horse will move readily at a speed of gait equal to the speed at which the exhibitor is moving.
4. Posing
- a. The horse should set up quickly, stand squarely and move forward or back freely.
  - b. The horse is trained to pose by use of the lead strap and soft voice commands. Kicking the horse's legs into position is prohibited.
  - c. Stance of the horse should be appropriate to the breed type.
  - d. Sufficient room should be allowed for safety and courtesy to fellow showmen.



## **Western Performance Classes**

### **A. Clothing and Equipment**

- 1. Appointments of Horse:
  - a. Western tack and saddle should fit horse and rider.
  - b. Horses 6 years old and older must be ridden with a standard Western bit. References to standard western bits refer to the use of a curb bit that has a solid or broken mouthpiece, has shanks and act with leverage. A curb chain or curb strap must be present and of the standard flat variety.
  - c. Horses 5 years old and younger have the option of using a standard bit, a snaffle, or bosal. With a



snaffle or bosal, two hands may be used for reining. References to snaffle bits mean conventional 0-ring, D-ring or Egg butt, with or without twists, no wire or shanks. A loose curb strap is optional when using a snaffle but must be leather or nylon and attached below the reins. Bosal should have no metal under the jaw or nose band and should allow room for approximately three fingers between the bosal and jaw.

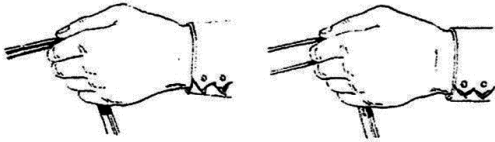
- d. No curb chains or straps narrower than ½ inch are permitted. It must lie flat against the jaw of the horse.
  - e. Hobbles are optional. Lariat, reata and slicker are permitted.
  - f. Nosebands, hackamore bits, running martingales, tie-downs and draw reins are prohibited.
  - g. Skid and splint boots are optional in Western Riding, Western Reining and Trail, but are prohibited in Western **Horsemanship** and Western Bareback.
2. Appointments of Rider: Rider must wear western hat or protective headgear (not required to be of western style). Protective headgear required for Western Bareback. Long sleeve shirt with any type of collar, pants or trouser, a belt when belt loops are present and western boots. A vest, jacket, coat or sweater may also be worn. Chaps, gloves and spurs are optional. No bats, hand quirts or whips of any kind.

## B. **Western Horsemanship**

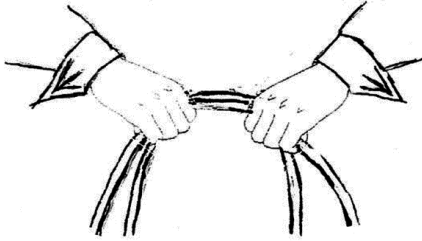
1. Hands: Soft hands on reins, neck rein with hand reining straight across on horizontal plane, reasonable loose rein without undue restraint, arms are in a straight line with body, the one holding reins bent at elbow. Only one hand is to be used for reining and hands shall not be changed. Hand to be around reins. End of split reins should be on the same side as the reining hand. It is permissible in this class for rider to use a finger between reins. When using romal no finger between reins is allowed. The hand not being used for reining should be carried in a relaxed and consistent position and rider may hold romal reins to keep from swinging and to adjust the position of the reins, provided it is held at least 16 inches from the reining hand. Reining hand should be positioned above pommel and as near to it as possible. Hands do not touch saddle or horse. Horses 2-5 may be ridden in a snaffle or bosal; rider should show with both hands on reins.



**Hand when a romal is used**



**Hand when split reins are used.**



**Hands when a bosal is used or slit reins with a snaffle bit.**

2. Position: Riders must sit straight and in the center of the horse's balance, keeping complete contact with the saddle. The rider should sit the saddle with legs hanging straight and slightly forward to the stirrups, or with knees slightly bent and weight directly over balls of the feet. In either position the stirrups should be just short enough to allow heels to be lower than toes. Body always should appear comfortable, relaxed, and flexible. Rider should sit to jog/trot and not post. The obvious shifting of the rider's weight, leaning to direct the horse, or overuse of spurring should be penalized.
3. Suitability: Rider should fit horse, and the spirit of the horse should be equal to the rider's ability. Horse must be serviceably sound.
4. Performance: Results as shown by performance of the horse are not to be considered more important than the method used in obtaining them. The horse must walk, jog (or second gait), and lope (or third gait) in either or both directions (at the judge's discretion).
5. When judges use individual tests during a class, they may use the following tests or any other they deem to be fair and appropriate.
  - a. Individual performance on the rail.
  - b. Figure eight at the jog or second gait.
  - c. Figure eight at lope on correct lead with lead change.
  - d. Lope stop and back.
  - e. Ride without stirrups.
  - f. Extension of gaits.
  - g. Serpentine at a lope demonstrating lead change.
  - h. Serpentine alternating gaits.
  - i. Ride serpentine at jog or second gait.
  - j. Counter canter at least 15 feet from the rail.
  - k. Execute a 180, 270 or 360° turn.
  - l. Back

### C. **Western Bareback Horsemanship**

1. To be judged the same as Western Horsemanship except there will not be a saddle or pad of any kind. Work-offs in all bareback classes are optional.
2. *Junior Division performance will be rail work, walk and jog in each direction. In addition, the judge may ask for a walk/jog pattern or test of the top exhibitors. Exhibitors participating in Western Horsemanship Walk/Trot or English Equitation Walk/Trot are not eligible to enter Western Bareback.*

### D. **Western Riding Pattern**

This class is a combination class which is designed to show characteristics of control and skills used in horsemanship, reining and trail classes. Further, it combines the maneuvers needed for a handy working ranch horse and rider. MIHA scores sheets will be used for this class for exhibitor feedback and are available at MIHA.org.

The rider is judged in this class on his/her ability to govern, control and properly exhibit the mount he/she is riding in the required pattern. (See appendix for pattern of the year). Particular emphasis shall be placed upon basic position in the saddle, lightness of hands, change of leads, use of aids, smoothness of performance, steadiness of gaits and response to the rider. Conformation will not be judged. Preference shall be given to flying changes of leads midway between the markers throughout the entire class. This indicates the control of the rider over his/her mount.

The position of the rider's free hand is optional but should indicate a relaxed, not sloppy, balanced attitude of the body and should be kept free of the horse and equipment. Any horse not following the exact pattern will be disqualified. Knocking down of markers or obstacles will also disqualify a contestant.

Using two hands on the reins (unless riding with a snaffle or bosal), changing hands on the reins, or touching any part of the saddle with his/her free hand is a disqualification. Only one hand may be used on reins and hands must not be changed. Hands are to be around reins; one finger between reins permitted.

Spurs or romal shall not be used forward of the cinch. While horse is in motion, the rider's hands shall be clear of the horse and saddle.

#### **On the pattern:**

1. The eight small circles represent pylon markers (cones are recommended). These should be separated by a uniform measured distance of not less than 30 feet or more than 50 feet on the sides with 5 markers (see diagram in appendix) in pattern one the three markers on the opposite side should be set adjacent to the appropriate markers, in pattern three the two markers on the opposite should be set adjacent to their appropriate markers. It is recommended that markers be set a minimum of 15 feet from the fence and with 50 to 80-foot widths, in the pattern, as the arena permits.
2. A solid wood log or pole should be used and be a minimum of 8 feet in length.
3. The long serpentine line indicates the direction of travel and gaits at which the rider is to travel. The recommended lead changing point is equal to 1/2 stride length before or after the center point between the markers. The recommended lead changing point is shaded in all pattern diagrams. The dotted line (.....) indicates walk, the dash line (— — —) indicates jog, and the solid line (\_\_\_\_) indicates lope.

## **Scoring:**

1. Scoring will be on a basis of 0-100 with 70 denoting an average performance.
2. Scoring guidelines to be considered: points will be added or subtracted from the maneuvers on the following basis, ranging from plus +1.5 to minus -1.5; with -1.5 extremely poor, -1 very poor, -.5 poor, 0 average, +.5 good, +1 very good, +1.5 excellent. Maneuver scores are to be determined independently of penalty points.
3. A rider shall be penalized each time the following occur:

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

- a. Failure to change leads including cross cantering (note: failures to change, including cross-cantering, at two consecutive change areas would result in 10 penalty points).
- b. Blatant disobedience.
- c. Use of hand to instill fear in horse.

### **Three (3) Points**

- a. Not performing the specific gait (jog or lope) or stopping when called for in the pattern, within 10 feet of the designated area.
- b. Break of gait at the lope.
- c. Simple change of leads.
- d. Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead).
- e. In pattern one, failure to start the lope within 20 feet after crossing the log/pole at the jog.
- f. Break of gait at walk or jog more than two strides.
- g. Starting pattern out of lead.

### **One (1) Point**

- a. Break of gait at walk or jog up to two strides.
- b. Hitting or rolling log/pole.
- c. Out of lead for more than one stride to the cone.
- d. Splitting the log/pole (log/pole between the two front or two hind feet) at the lope.

### **One half (.5) Point**

- a. Tick or light touch of log/pole.
- b. Hind legs skipping or coming together during lead change. Out of stride from 1/2 to 1 stride.

### **Disqualified**

- a. Fall to ground by horse or exhibitor.
- b. Off course or omitting part of the pattern.
- c. Completely missing log/pole.
- d. Touching the horse or saddle with the free hand.
- e. Using two hands on the reins (except when riding with a bosal or snaffle).
- f. Use of the romal or spurs forward of the cinch.

**The following characteristics are considered as faults and should be judged accordingly:**

- a. Horse opening mouth excessively or raising head on maneuvers.
- b. Anticipating signals or early lead changes.
- c. Stumbling.
- d. Rider losing stirrup.
- e. Any unnecessary aid given by the exhibitor, such as unnecessary talking, petting, spurring, quirting or jerking of the reins.

**Credits to the rider:**

- a. Change of leads, hind and front simultaneously.
- b. Changes at designated point.
- c. Accurate and smooth pattern.
- d. Even pace throughout.
- e. Easy to guide and control with rein and leg.
- f. Manners and disposition.
- g. Maintaining correct seat throughout the pattern.

**E. Western Reining**

1. Each contestant will perform the required pattern individually and separately (see appendix for pattern of the year). Horse shall rein and handle easily, fluently, effortlessly and with reasonable speed throughout the pattern. Any horse not following the exact pattern will be disqualified.
2. Each horse and rider combination will be judged on the neatness, dispatch, ease, calmness, and speed with which they perform the pattern. MIHA scores sheets will be used for this class for exhibitor feedback and are available at MIHA.org.

**Scoring:**

1. Scoring will be on a basis of 0-100 with 70 denoting an average performance.
2. Scoring guidelines to be considered: points will be added or subtracted from the maneuvers on the following basis, ranging from plus +1.5 to minus -1.5; with -1.5 extremely poor, -1 very poor, -.5 poor, 0 average, +.5 good, +1 very good, +1.5 excellent. Maneuver scores are to be determined independently of penalty points.
3. A rider shall be penalized each time the following occur:

**Five (5) Points**

- a. Use of hand to praise or instill fear in horse.
- b. Touching the horse or saddle with the free hand.

**Two (2) Points**

- a. Freeze up in spin or rollback.
- b. Break of gait.
- b. Simple change of leads.
- c. Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead).
- d. Horse does not completely pass the specified marker before initiating stop position.

### **One (1) Point**

- a. For each  $\frac{1}{4}$  circle that the horse is out of lead. This score is cumulative, so one complete circle out of lead is a minus 4 points.
4. Faults against the rider to be scored at the discretion of the judge.
  - a. Opening mouth excessively.
  - b. Losing a stirrup.
  - c. Any unnecessary aid given by the rider (such as unnecessary talking, spurring, quirting, jerking of reins, etc.)
  - d. Failure to run double loops within markers and/or beyond the markers is to be considered a fault, not a disqualification.
  - e. Lack of smooth straight stops.
  - f. Anticipating signals.
  - g. Stumbling.
  - h. Backing sideways.

### **Disqualifications:**

1. Spurs or romal shall not be used forward of the cinch.
2. Equipment failure that delays completion of the pattern, including the loss of a rein that makes contact with the ground while the horse is in motion.
3. No hackamores, martingales, noseband or tie-down will be permitted.
4. Off-course or course not completed.
5. Use of more than one finger between the reins.
6. Changing hands on the rein or use of two hands on the reins (with the exception of junior horses in a snaffle or bosal).
7. Knocking over markers.
8. Blatant disobedience to include kicking out, biting, bucking, and rearing
9. Fall by the horse or rider.

### **E. Ranch Riding**

This class is used to demonstrate the characteristics of control and skills used in horsemanship, reining, and trail classes. It combines the maneuvers needed for a handy working ranch horse and rider. The rider is judged in this class on his/her ability to govern, control, and properly exhibit the mount he/she is riding in the required pattern. Particular emphasis shall be placed upon basic position in the saddle, lightness of hands, change of leads, use of aids, smoothness of performance, steadiness of gaits, and response to the rider.

The overall cadence and performance of the gaits should emphasize forward movement, free-flowing and ground covering movement for all gaits. Transitions should be performed where designated, with smoothness and responsiveness. Posting at the extended trot is acceptable. *Touching or holding the saddle horn is acceptable while exhibiting the extended trot.* Only one hand may be used on the reins and hands must not be changed. Hands are to be around reins; one finger between reins permitted. The position of the rider's free hand is optional but should indicate a relaxed,

not sloppy, balanced attitude of the body and should be kept free of the horse and equipment.

Any horse not following the exact pattern will be disqualified.

On the pattern:

1. A solid wood log or pole should be used and be a minimum of 8 feet in length. (Up to 4 needed)
2. The long serpentine line indicates the direction of travel and gaits at which the rider is to travel. The recommended lead change point is equal to  $\frac{1}{2}$  stride length before or after the center point between the markers. The recommended lead change point is shaded in all pattern diagrams. The dotted line (...) indicates walk, the dash line (---) indicates trot, darker thicker dashes indicate extended trot, the solid line (\_\_\_) indicates lope, darker thicker line indicates extended lope, and (////) indicates backing.

Scoring:

1. Scoring will be on the basis of 0-100 with 70 denoting average performance.
2. Scoring guidelines to be considered: points will be added or subtracted from the maneuvers on the following basis, ranging from +1  $\frac{1}{2}$  to -1  $\frac{1}{2}$ ; with -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. Maneuver scores are to be determined independently of penalty points.
3. A rider shall be penalized each time the following occur:

#### Five (5) Points

- Blatant disobedience (kick, bite, buck, rear, etc.)
- Each refusal

#### Three (3) Points

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

#### One (1) Point

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

#### Disqualification

- Fall to ground by horse or exhibitor
- Off course or omitting part of the pattern
- Completely missing log/pole
- Using two hands on the reins (except when riding with a bosal or snaffle)
- Use of the romal or spurs forward of the cinch
- Willful abuse

#### The following are considered faults and should be judged accordingly

- Horse opening mouth excessively or raising head on maneuvers
- Anticipating signals or early lead changes
- Stumbling
- Rider losing stirrup

- Any unnecessary aid given by the exhibitor such as unnecessary talking, petting, spurring, quirting, or jerking of the reins

#### Credits to the rider

- Change of leads, hind and front simultaneously
- Changes at designated point
- Accurate and smooth pattern
- Even pace throughout
- Easy to guide and control with rein and leg
- Manners and disposition
- Maintaining correct seat throughout pattern

#### ***F. Western Riding Pattern and Western Reining or Ranch Riding (Junior Division)***

1. *Only walk, trot, and canter riders will be allowed in these classes.*
2. *Riders will use the patterns found in the appendix of this book labeled Junior Division.*
3. *The same scoring and penalty system will be used as the High School division.*

#### **G. Western Horsemanship Walk/Trot (Junior Division)**

*To be judged as Western Horsemanship.*

*Performance will be rail work, walk and jog in each direction. In addition, the judge may ask for a walk/jog pattern or test of the top exhibitors.*

*Exhibitors in Western Horsemanship Walk/Trot may participate in Showmanship, English Equitation Walk/Trot, Trail and the timed events, but may not canter in any class entered.*



#### **Saddle Seat Performance Classes**

##### **A. Clothing and Equipment**

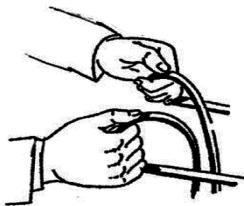
1. **Appointments of Horse:**
  - a. Saddle must be a flat English type commonly called cutback. Dressage, Forward seat, Western and Side Saddles are prohibited.
  - b. Entries shall be shown in a full bridle (snaffle and curb) or English Pelham. Four reins are required on the bridle.
  - c. A Racking Horse or Tennessee Walking Horse may be shown in a typical Walking Horse (curb) bridle.
  - d. No bit converters are permitted. Martingales and tie-downs are prohibited.
2. Appointments of Rider: Clothing need not be expensive, but must be neat, clean and well fitted.
3. Exhibitors must wear a derby, Homberg, snap brim or protective head gear, protective headgear required for Saddle Seat Bareback. Riding habit must include a jacket in conservative colors with collars and lapels of the same color, herringbone, tweeds and pinstripes or other



combinations of colors that appear solid are acceptable. Habits must also include Kentucky jodhpurs, vest, dress shirt and tie. Boots must be of the jodhpur or Paddock style and either patent or regular leather. A whip, gloves and small boutonnieres or lapel pins are optional. Spurs must be of the English un-roweled type. Only standard equitation whip (not to exceed 36 inches) may be carried. No Day Coats or Tuxedos. Coats and jodhpurs (pants) must be of matching colors, but materials can differ.

## B. Saddle Seat Equitation

1. Hands: Should be held in an easy position, neither perpendicular nor horizontal to the saddle, and should show sympathy, adaptability and control. The height the hands are held above the horse's withers is a matter of how and where the horse carries its head. However, the reins and the rider's forearm shall form a straight line from the horse's mouth to the rider's elbow. The method of holding the reins is optional, except that both hands shall be used and all reins must be picked up at one time. Bight of rein should be on the off side.



**Hands when a Walking horse bit is used.**



**Hands when a full bridle or Pelham are used.**

2. Position: To obtain proper position, the rider shall place himself comfortably in the saddle and find his/her center of gravity by sitting with a slight bend at the knees but without use of irons. While in this position adjust leathers to fit. Irons should be placed under the ball of the foot neither at toe nor 'home', with even pressure on entire width of sole and center of iron. Foot position should be natural. Toes should not turn in (causing cocked ankles), nor out. In a natural foot position, the toes may turn out at a very slight 15° angle. A vertical line drawn from rider's shoulder downward should ideally pass through shoulders, hips and heels. Judges should note that the required equitation seat should in no way be exaggerated but should be thoroughly efficient and comfortable. In Saddle Seat equitation classes, riders should convey the impression of effective and easy control. The ideal is a rider who presents his/her horse and shows him/her to the best advantage. The picture as a whole is of major importance.
  - a. Walk: slight motion in saddle.
  - b. Trot: slight elevation in saddle, hips under body at post, not swinging forward and backward. Motion

should be fluid and timed with the horse's stride, not a mechanical up-and-down. (No posting at second gait.)

- c. Canter: close seat, going with horse, not pumping.
3. Suitability: Rider should fit horse, and the spirit of the horse should be equal to the rider's ability. Horse must be serviceably sound. The horse's performance, however, should be equal to the rider's ability for effective control. An infraction or misbehavior on the part of the horse should be noted in relation to the effectiveness of the method used by the rider to handle the situation.
4. Performance: Results as shown by performance of the horse are not to be considered more important than the method used in obtaining them. Walk, trot (or second gait) and canter (or third gait) either or both ways of the ring (at the judge's discretion). Riders on gaited horses are not expected to post. The order to reverse may be executed by turning either toward or away from the rail. Light contact with the horse's mouth is required. Hand and leg aids should be subtle and quiet. Horses in Saddle Seat classes are presented in a highly collected, animated fashion. The rider of a brilliant horse should not be penalized because the horse does not appear to give a pleasure ride consistent with the judge's personal preference. (Many Saddle Seat equitation horses are not pleasure horses.). Good timing and judgment should be recognized. (Infractions of the horse caused by the rider should, of course, be penalized.)
5. When judges use individual tests during a class, they may use the following tests or any other they deem to be fair and appropriate.
  - a. Address reins.
  - b. Back.
  - c. Individual performance on rail.
  - d. Figure Eight at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting the saddle when left front leg is on the ground. At right diagonal, rider should be sitting the saddle when right front leg is on the ground. When circling clockwise the rider should be on the left diagonal, when circling counterclockwise the rider should be on the right diagonal.
  - e. Figure eight at canter. Lead change preference should be instructed by the judge (full stop, through the walk or through the trot), figures commenced in center of two circles so that one lead change is shown.
  - f. Change leads down center ring, stopping at each change.
  - g. Halt from the canter through the trot and walk.
  - h. Serpentine at the trot, changing diagonals. The rider should perform a series of left and right half circles equal in size along a straight line (usually the center line). When the rider crosses the line, the horse should be at right angles to that line for one stride before curving into the next half-circle.
  - i. Ride without stirrups.
  - j. Serpentine, alternating gates.
  - k. Extend the trot.

### C. Saddle Seat Bareback Equitation

1. All rules and specifications for Saddle Seat Equitation should also apply to Saddle Seat Bareback classes, with the exception of those which deal with the saddle. Work-offs in all bareback classes are optional.

### D. Saddle Seat Pattern

1. Suggested Saddle Seat patterns (Patterns are shown in the Appendix section of this rule book.)
2. Pattern to be determined annually by the membership from suggested list.
3. Judge will use individual score sheets to be provided by MIHA (example found in the Appendix section of this rule book.)
4. A reader shall not be permitted to read for the rider.
5. Patterns should take place in a full-size arena with or without the use of markers.
6. When the rider makes an error of test, such as rising trot when the test calls for sitting trot or wrong diagonals, judges will penalize the rider with a lower score.
7. When a rider makes an error in the course, including faults such as omitting a movement or a turn in the wrong direction, but the rider returns to the point of error before the next movement and rights themselves, the rider will score a 0 on that movement but will not be eliminated from the class.
8. When a rider makes an error in the course that results in the rider being off pattern and not correcting themselves before the next movement will be eliminated from the class.



### Hunt Seat Classes

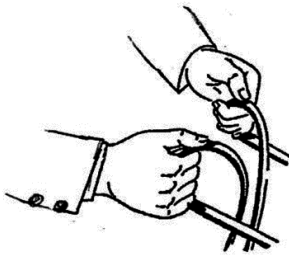
#### A. Clothing and Equipment

1. Appointments of the Horse:
  - a. Saddles must be of the English forward seat, hunting style or dressage style.
  - b. Only hunt seat bridles and dressage style bridles are permitted. A cavesson or drop nose band is required (except in timed events). Only regulation snaffles, English pelhams, kimberwicks and full bridles (curb and bradoon snaffle) will be allowed. References to snaffle bits mean conventional O-ring, Egg-butt or D-ring, Half Cheek, and Full Cheek.
  - c. Breastplates are permitted but not required.
  - d. Martingales, bell boots and splint boots are permitted in the equitation over fences class but prohibited in flat classes.
  - e. The use of a fitted saddle pad and stirrup treads are recommended.

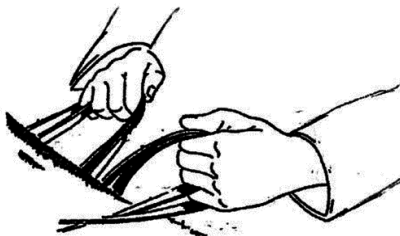
- f. Crops must be of the regular Hunt Seat type if used.
  - g. Colored brow bands or colored nose bands are prohibited.
2. Appointments of the Rider
- a. Exhibitors must wear an ASTM/SEI approved helmet with strap or harness secured under the chin in all hunt seat performance classes.
  - b. Coats and blazers must be of the hunt type in conservative colors.
  - c. Dress shirt with tie or a traditional English shirt with rat catcher collar is acceptable. *Dickeys are allowed as long as the rider is wearing a camisole, tank top or t-shirt underneath the dickey and hunt coat.*
  - d. Riding breeches in standard colors and a belt if belt loops are present are required.
  - e. Dress or Field boots in black or brown, are required. Junior riders may wear cuffed jodhpur pants and jodhpur boots with garters or legging straps.
  - f. Gloves and collar pins are optional.
  - g. Crop or hunt type bat are permissible in all classes. Spurs are optional but must be of the English type, including blunt roller types.
  - h. No half chaps are allowed.

#### B. Hunt Seat Equitation

1. Hands: The method of holding the reins should be consistent with the type of equipment used. The hands should be over the withers, with the knuckles 30 degrees inside the vertical and the hands slightly apart. The arms should be positioned so that a straight line is made from the horse's mouth to the rider's elbow. The hands should show sympathy, adaptability and control. One or two rein bridles may be used however, all reins must be picked up at the same time.



**Hands when a single rein bridle is used.**



**Hands when a double rein bridle is used.**

2. Position: To obtain proper position, the rider shall place himself comfortably in the saddle and find his/her center of gravity by sitting with a slight bend at the knees. Irons should be placed under the ball of the foot neither at toe

- nor 'home', with even pressure on entire width of sole and center of iron. Foot position should be natural, ankles flexed in, and heels down, calf of the leg in contact with the horse and slightly behind the girth. A vertical line drawn from rider's shoulder downward should ideally pass-through shoulders, hips and heels. Judges should note that the equitation seat should be thoroughly efficient and comfortable.
3. Suitability: Rider should fit horse, and the spirit of the horse should be equal to the rider's ability. Horse must be serviceably sound.
  4. Performance: Walk, trot/second gait and canter either or both ways of the ring (at the judge's discretion). Riders on gaited horses are not expected to post. Results as shown by performance of the horse are not to be considered more important than the method used in obtaining them. The order to reverse may be executed by turning either toward or away from the rail. Light contact with the horse's mouth is required. The Hunt Seat horse should move with a long, low stride and cover ground with relaxed free flowing movement. Mounts should be responsive and smooth during transitions.
  5. When judges use individual tests during a class, they may use the following tests or any other they deem to be fair and appropriate.
    - a. Back.
    - b. Individual performance on the rail.
    - c. Figure Eight at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting in the saddle when left front leg is on the ground. At right diagonal, rider should be sitting the saddle when right front leg is on the ground. When circling clockwise the rider should be on the left diagonal; when circling counterclockwise the rider should be on the right diagonal.
    - d. Figure Eight at a canter on correct lead with simple change of lead. Figures to be commenced in center of two circles so that one change of lead is shown.
    - e. Ride without stirrups. Stirrups must remain hanging unless otherwise directed by the judge.
    - f. Canter a straight line with lead change.
    - g. Execute serpentine at the trot, changing diagonal and/or canter demonstrating simple or flying change of leads. A series of left and right half circles off center of imaginary line where correct diagonal or lead change must be shown.
    - h. Execute a 180, 270 or 360 degree turn on the forehand.
    - i. Address reins.
    - j. Hand gallop and pull up.
    - k. Counter canter at least 15 feet of the rail.
    - l. Serpentine alternating gaits.
    - m. Answer questions judge may ask. It is recommended that identical questions be asked of each rider. An example would be one each of tack, anatomy and equitation.

### C. **Hunt Seat Bareback**

To be judged the same as Hunt Seat Equitation except there will not be a saddle or pad of any kind. Work-offs in bareback classes are optional.

### D. **Equitation Over Fences**

The class is judged on the rider's ability over the fence not the horses. Only the effect the rider has on the horse is to be considered, i.e. horse knocking or dropping a rail. Any refusal should be considered a major fault. How the rider elects to ride the course, the pace and approach to the jumps is used to evaluate the rider's judgment and abilities. The exhibitor is being judged the minute they step into the arena. They may enter the ring at a walk. They may transition to the canter from any gait before approaching the first fence. Each competitor may circle once before approaching the first obstacle, and then proceed around the course keeping an even hunter pace. Correct &/or consistent strides between jumps should be rewarded. Riders should obtain correct leads when making turns throughout the course. At the end of the course riders should display a courtesy circle and leave the arena at a walk.

1. Fence height for horses/equine over 14.2 hands competing on the High School team will be 2'6".
2. Fence height for ponies/equine 14.2 hands and under competing on the High School team will be 2'3", when requested by a coach.
3. Three refusals (cumulative) on course will eliminate the entry. Except for refusals, jumping faults of the horse such as touches and knockdowns are not to be considered unless it is the result of the rider's ability.
4. If a rider is off course, this automatically eliminates the ride.
- 4a. Other causes for elimination may include bolting, loss of control, bucking, rearing or other major disobedience.
5. If a fall, three refusals, or off-course occurs during a work-off, the entry shall be placed last of all those chosen for a work-off.
6. ASTM/SEI protective headgear must be secured with chin strap when jumping. Infraction of this rule will result in disqualification.
7. One practice fence will be set up inside or outside the ring 1/2 hour before the jump class.

### E. **Equitation Over Fences Course**

1. Suggested Hunt Seat Pattern or courses (see Appendix).
2. Pattern or course to be determined annually by Board of Directors from suggested list.
3. Ground poles are required on the approach side of each jump.
4. Any jump over two feet is required to use two poles as an obstacle or use fillers, such as bales, barrels, plants, or other fillers which are available at the site
5. Any variation of obstacles is up to the discretion of the District Chairperson or Show Committee. Should a coach feel an obstacle to be hazardous to the rider or horse, he/she may protest. The Judge's decision as to its change or elimination shall be final. (This must be done prior to the start of the class.)

6. Riders and Coaches will be allowed to walk the course for 15 minutes before the Equitation Over Fence class begins.
7. It is recommended the jumps be set at distances of multiples of 12 feet, with minimum of 46 feet between jumps.
8. Recommendations for stride distances:
  - 46' = 3 strides for horses and 4 strides for ponies
  - 58' = 4 strides for horses and 5 strides for ponies
  - 70' = 5 strides for horses and 6 strides for ponies
  - 82' = 6 strides for horses and 7 strides for ponies
9. Appropriate striding will be noted on Regional and State Meet Patterns.

**A. English Equitation Walk/Trot (Junior Division)**

1. *To be judged as Hunt Seat or Saddle Seat Equitation.*
2. *To be ridden in either Hunt Seat or Saddle Seat Appointments. The tack and attire must match the seat being ridden.*
3. *Performance will be rail work, walk and trot in each direction. In addition, the judge may ask for a walk/trot pattern or test of the top exhibitors.*
4. *Exhibitors in English Equitation Walk/Trot may participate in Showmanship, Western Horsemanship Walk/Trot, Trail and the timed events, but may not canter in any class entered.*

**B. English Bareback (Junior Division)**

1. *To be judged as Hunt Seat or Saddle Seat Equitation except there will not be a saddle or pad of any kind.*
2. *Performance will be rail work, walk and trot in each direction. In addition, the judge may ask for a walk/trot pattern or test of the top exhibitors.*
3. *Exhibitors participating in Western Horsemanship Walk/Trot or English Equitation Walk/Trot are not eligible to enter English Bareback.*

**C. English Equitation Over Fences (Junior Division)**

1. *Only walk, trot, canter riders will be allowed in this class.*
2. *Riders have the option of approaching the first fence at a trot.*
3. *Junior Division fences to be 18" regardless of the horse or pony height. If cross poles are used the height is to be measured at the center of the cross of the poles.*

**Trail Class**

**A. Clothing and Equipment**

1. **Appointments of the Rider:** Appointments of the rider must match the seat ridden (Western, Hunt Seat, Saddle Seat or—Gymkhana) and conform to the rules and regulations of that seat. Optional: hat to match the seat ridden or ASTM/SEI protective headgear may be worn and the strap or harness must be secured under the chin during competition. Team apparel of any type is prohibited in trail.
2. **Appointments of the Horse:** Appointments of the horse must match the seat ridden (Stock Seat, Hunt Seat, Saddle Seat or Gymkhana) and conform to the rules and regulations of that seat. Performing Trail Pattern in

Gymkhana attire will require the horse to be in at least one Gymkhana class.

## B. Rules

1. There may be a maximum of eight obstacles used in a MIHA trail class, 3 chosen from the mandatory list and 5 from the mandatory/optional list.
2. A rider may make three attempts at each obstacle. If the third try is unsuccessful, the rider must go on to the next obstacle.
3. If the judge or the majority of coaches present at a meet consider an obstacle dangerous, it will be removed from the class before it starts.
4. If the class is not held in a fenced arena, boundary lines must be designated.
5. When possible, the trail course should be posted at least 30 minutes before the start of the competition. If the Trail Class is set up ahead of time, it must be supervised. Any horse and rider on course before the judging begins will be disqualified from the class, and no substitutions of rider by coach will be allowed.
6. Riders with a coach will be allowed to walk the course before the trail class begins.
7. Time to start and finish is when rider crosses a set timing line.
8. Riders may change hands on the reins to negotiate an obstacle except during designated work hand (i.e. Left-Hand Gate)
9. The obstacles should remain constant throughout the class. After the obstacles have been placed on a course it is recommended that the setup crew use marking chalk, flour or another safe material under the objects to indicate where they should be reset if a horse moves them while negotiating the course. The course must be returned to its original design after each horse has worked.
10. Horses shall not be required to work on the rail.
11. No rider that deviates from the posted pattern in any way or that receives a **“NO” (NS) score** for a particular obstacle shall place above any rider that completes the pattern as written.
12. Adverse weather conditions shall allow for variances to Mandatory and Optional obstacles.
13. Judges shall continue to score pattern even if exhibitor has a “0”/Disqualification score unless dismissed or voluntarily leaves course.

## C. Course Description

Obstacles should simulate situations that are naturally encountered on the trail, not situations that are designed to trap or eliminate exhibitors. Courses should be designed to require exhibitors to show their horse’s three gaits (depending on the breed) for the judge to evaluate:

**Note:** Junior Division Trail courses for walk-trot riders must be adjusted so that exhibitors are not required to lope or canter.

### **Mandatory Obstacles (choose three):**

1. Side pass
2. Ride over at least four logs or poles on the ground. The logs can be placed in a straight line (measured at center), curved (distance measured at middle of log), zigzag



(measured at ends), or a combination. The recommended spacing between the logs as follows:

- Walk-overs-20 inches to 24 inches
  - Trot-overs-3 feet to 3 feet, six inches, or increments thereof
  - Lope-overs- 6 feet to 7 feet, or increments thereof
  - Each gait counts as an obstacle (i.e., 1. Walk-over, 2. Trot-overs, 3. Lope -overs)
  - Multiple ride overs can be combined with other obstacles (i.e., walk over logs, walk over bridge)
3. Ride over wooden bridge. Bridge should be at least 36 inches wide and at least 6 feet long, and must be sturdy, safe, and negotiated at a walk.
  4. Open, pass through and close a gate. Course instructions should designate whether gate is to be negotiated as a right-hand push or pull or a left-hand push or pull, and the gate must be set up accordingly. The gate must not endanger horse or rider.

**Optional obstacles (choose three to five, depending on how many mandatory obstacles are chosen):**

1. Back through a path built with cones spaced a minimum of 28 inches apart or rails spaced a minimum of 36 inches apart. Neither cones nor rails may be elevated, and horses may **not** be required to back over objects.
2. Carry on object from one part of the arena to another. Objects may only be those that might reasonable be carried on a trail ride, such as a coat or slicker or a bucket.
3. Put on and take off a slicker.
4. Open and close a mailbox. Showing an object taken from inside the mailbox is optional.
5. Enter, turn inside and exit from a box. This obstacle shall consist of four logs or rails, each 5 feet to 8 feet long, laid in a square. Exhibitors will enter the square by riding over the designated log. When all four of the horse's hooves are inside the square, the rider executes the turn indicated and leaves the box.
6. Dismount. May only be used as the last obstacle of the course.
7. Trot and or Lope at least 4 cones as designated by pattern.
8. Single jump of no more than 12 inches.
9. Elevated poles(cavalettis) no more than 10 inches high and no more than 4 poles at a walk or jog/trot only. (Widths see #2 Mandatory obstacles)
10. Any other safe and negotiable obstacle that riders could reasonably expect to encounter on a trail that the judge approves. Such obstacles may not be on the "prohibited obstacles" list.

**Prohibited obstacles include the following:**

1. Tires
2. Live Animals
3. Hides
4. PVC Pipe
5. Rocking or moving bridge
6. Water box with floating or moving parts
7. Flames, dry ice, fire extinguishers, etc.

8. Backing over an obstacle.
9. Log or poles elevated in such a manner that permits the log or pole to roll.
10. Firearms real or toy.

#### **D. Scoring Guidelines**

Sample score sheets for this class at the back of this rule book or available online at [www.MIHA.org/rules.php](http://www.MIHA.org/rules.php)

##### **1. Obstacle Scores**

- a. Each obstacle should be assigned an obstacle score on this scale.
  - + 1 1/2 points = excellent
  - +1 point = very good
  - + 1/2 point = good
  - 0 points = correct
  - 1/2 point = poor
  - 1 point = very poor
  - 1 1/2 points = extremely poor
- b. Obstacle scores are to be determined and assessed independently of penalty points. 0 scores for a particular obstacle will be marked in the score section (see general rule #12)

##### **2. Disqualifications or “0” Penalty Score from the class:**

- a. Using more than one finger between the reins unless seat ridden allows for it.
- b. Using two hands on the reins except for exhibitors riding junior horses in a snaffle bit or romal, riding in English style or Gymkhana.
- c. Changing hands on the reins (except when necessary to negotiate an obstacle; English riders are permitted to put both reins in one hand to negotiate an obstacle).
- d. Using a romal other than for reining the horse.
- e. Equipment failure that delays completion of the pattern.
- f. Touching the horse on the neck to lower the head.
- g. Using the free hand to instill fear or to praise.
- h. Falling to the ground (horse or rider).
- i. Riding outside the designated course boundaries.
- j. Willfully abusing the horse.
- k. Rearing, bucking, or other major disobedience by the horse.
- l. Performing the class with mismatched equipment and attire.
- m. Performing the class bareback.
- n. Breaking the pattern (going off course)

##### **3. Penalty Scores (Penalties should be assessed for each occurrence as follows)**

###### **1/2 point penalty:**

\*Each tick of a log, pole, cone, or obstacle.

###### **1 point penalty:**

\*Hitting or stepping on a log, pole, cone, or obstacle (each occurrence)

- \*Breaking gait at a walk or jog for two strides or less.
- \*Placing both front or hind feet in a single-stride slot or space.
- \*Skipping over or failing to step into a required space.
- \*Splitting poles, or having the pole between two front or hind feet, in a lope-over.

### **3 point penalty:**

- \*Breaking gait at a walk or jog for more than two strides.
- \*Going out of lead or breaking gait at a lope, canter or third gait (except when correcting an incorrect lead)
- \*Knocking down an elevated pole (such as a jump, cone, barrel, or plant obstacle, or severely disturbing an obstacle)
- \*Stepping outside the confines of, falling or jumping off an obstacle (such as a back-through grid, bridge, side pass, box or water box) with one foot.
- \*Walk/Trot/Lope overs; missing log with one foot.

### **5 point penalty:**

- \*Dropping a slicker or other object that is required to be carried on the course.
- \*Losing control, letting go of a gate, changing hands or putting rope gate over or under the horse's head.
- \*Refusing, balking or attempting to evade an obstacle by shying or backing (first time).
- \*Stepping outside the confines of, falling or jumping off an obstacle with more than one (1) foot.

### **5 or more penalty points:**

- \*Failing to ever demonstrate a correct lead or gait, if designated.
- \*Walk/Trot /Lope overs; missing log with 2-3 feet.
- \*Refusing, balking or attempting to evade an obstacle by shying or backing (second time)

### **No Score (NS):**

- \*Negotiating an obstacle differently than described on the pattern.
- \*Missing, not attempting an obstacle, or moving on to next obstacle after first/second attempt.
- \*Walk/Trot/Lope Overs; missing log with all four feet.
- \*Refusing, balking, or attempting to evade an obstacle by shying or backing (third time).
- \*Letting go of gate and not completing it (closing); Failing to complete an obstacle.



## TIMED EVENTS

### A. Clothing and Equipment

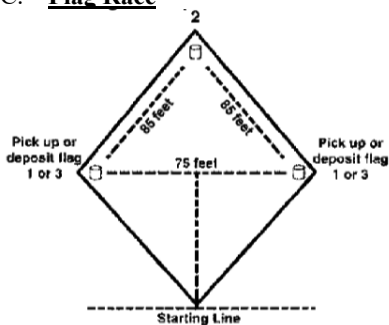
1. Appointments of the Horse: Saddles, headstalls and bits must match the seat ridden (Western, Saddle Seat or Hunt Seat.) and conform to the rules and regulations of that seat. The exceptions being that hackamores, snaffles, gag bits, tie downs and standing or running martingales are allowed. Splint, skid, shin, sport and bell boots are also allowed. If split reins are used, they must be tied or fastened together, a single rein is recommended.
2. Appointments of the Rider: All riders must wear ASTM/SEI approved protective headgear. The strap or harness must be secured under the chin in a manner that will ensure that the headgear stays on the rider's head for the duration of the event. Upper body apparel must have long sleeves (with sleeve down to wrists) and match the seat ridden or be team apparel (school or equestrian team). For team apparel, hooded attire and attire with front pockets are allowed. Shirts must be tucked in with the exception of sweatshirts and jackets. Pants and boots must match seat ridden as defined under each riding discipline in this book. Spurs, chaps and gloves are optional but must match seat ridden. For safety reasons, belts are also optional. Crops, bats, over-&-unders, and hand quirts may be used but only behind the cinch or girth.

### B. General Rules – Timed Events

1. Fall of the rider or horse shall disqualify the entry. Rider has fallen when he/she is separated from his/ her horse (which has not fallen) in such a way as to necessitate remounting or vaulting into the saddle. Horse has fallen when its shoulder and haunch on the same side touch the ground or touch an obstacle and the ground. Fall of the rider or horse shall disqualify the entry when fall of horse or rider occurs while being timed on course.
2. Riders must have their assigned number in a visible position, either on both sides of their pad or in the center of their back, during the class in which they are competing. Riders with hair covering and/or obstructing the view of their numbers shall be disqualified. Failure to wear a number or wearing an incorrect number while competing is cause for disqualification.
3. Re-rides will be given in the event of timer malfunctions and when course equipment is not in its proper position, including the flag in flag race, being blown out of position.
4. Rider will be given one minute to start after his/her number has been called, or be disqualified.
5. Running through the chute or gate to enter or exit the arena will result in a disqualification.
6. The rider will either lead or ride horse into and out of the arena, under control at all times. The use of a header may be used to lead the horse and rider through the gate or while mounting inside the arena at the gate area is allowed. Headers must leave arena before exhibitor starts their pattern.
7. Any horse showing evidence of inhumane treatment will be disqualified.
8. A rider's time will be publicly announced immediately after the ride.

9. Going off-pattern or failure to complete pattern will result in disqualification.
10. If starting marker is knocked over, or the rider fails to start or finish between the designated markers rider will be disqualified.
11. Spurring or kicking in front of the cinch or girth, will cause disqualification. Excessive spurring/kicking while the rider's feet are in or out of the stirrups will cause disqualification at the Judge's discretion. Spur or spurring is defined as: a pointed device fastened to the back of a rider's boot or used to urge a horse on with spurs. Kicking is defined as: to strike out or hit with the foot (with nothing attached to the boot). Excessive is defined as: more than is usual, acceptable or needed.
12. The judge, at his/her discretion, may disqualify a rider for excessive use of a bat, crop or whip. Excessive is defined as: more than is usual, acceptable or needed.
13. Once the barrels are set in the arena for the contesting events, no rider is allowed to practice the pattern that is set. If a rider or riders are caught, they will be disqualified from the class which is set up and no substitutions of rider by coach will be allowed.
14. In classes where judges will be required to make a "line" call (Keyhole, Speed & Action and 2-Man Relay) the horse will be considered disqualified when the hoof touches the line. Pushing the line from inside the mark or the kicking of dirt that may make the line disburse will not be considered as a disqualification.
15. Hitting the horse or pony in front of the cinch with anything, including the hands, will be cause for disqualification.
16. Rubber banding the rider's feet, or the use of any device designed to hold the rider in the saddle is strictly prohibited.
17. Wire appearing anywhere on the horse and chin straps or hackamore chains less than ½ inch in width are cause for disqualification.
18. Fresh blood or open wounds caused by bits or ill-fitting equipment may disqualify a rider at the judge's discretion.
19. The use of draw reins and leg wraps are unsafe and will be cause for disqualification.
20. Any rider that uses the gate or fence to stop their horse by running into it after the course is completed will be disqualified.
21. *Junior Division exhibitors who participated in Western Horsemanship Walk/Trot or English Equitation Walk/Trot may only walk and trot in the timed events. Walk/Trot exhibitors will be disqualified if they canter three (3) or more consecutive strides while performing a timed event.*

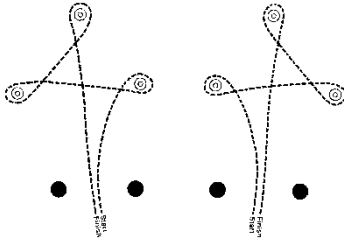
### C. Flag Race



1. Causes for Disqualification
  - a. See general rules for timed events.
  - b. Failure to pick up flag on the first pass.
  - c. Failure to place flag in second bucket on first pass.
  - d. Hitting any part of the horse's body with the flag or stick.
  - e. Dropping the flag.
  - f. Knocking over any barrel or knocking bucket over or off barrel.
  - g. Putting the flag end of the stick down in the barrel.
2. Equipment for Pattern
  - a. Three 55-gallon plastic barrels or drums, minimal dimensions of 23.5" diameter top and 35" tall.
  - b. Two 5-gallon plastic buckets, with handles removed, minimal dimensions are a 12" opening and 14.5" tall.
  - c. Five inches (5") of playground sand will be placed in the bottom of each bucket.
  - d. One flag stick 21" long of wooden doweling 1" in diameter.
  - e. Flag is to be 6" square, firmly attached to the doweling. Flag material will be "nylon lagging". If multiple flags are to be used in the same event, the fabric and color must be the same.
  - f. Two starting markers such as: cones, kegs or drums.
  - g. All barrels shall be placed with lip (top) down in the sand of the arena.
  - h. Flag bucket will be placed to the outside edge of barrel, per diagram above.
3. Course design:

Horse must start within 25 feet min., 50 feet max (ideal) depending on arena size, of two starting markers set at fence line. Three 55-gallon plastic barrels or drums shall be set to form a triangle. All barrels shall be at least 15 feet from any fence or wall. Riders may have the option of riding course A or B. Course A the rider shall cross the timeline and staying on the outside of all barrels and deposit the flag in the bucket on top of barrel 1 and then deposit the flag in the bucket on top of barrel 3, then re-cross the timeline. Course B is ridden by crossing the timeline and riding the triangle in the opposite direction and then re-crossing the timeline.
4. The flag race will be timed from when the horse's first leg crosses the timeline until the first leg returns across the line.

## D. Cloverleaf Race



1. Cause for Disqualification
  - a. See General Rules for Timed Events.
2. Cause for Penalty
  - a. Knocking over a barrel carries a five second penalty for each barrel.
3. Equipment for Cloverleaf
  - a. Three 55-gallon plastic barrels or drums.
  - b. Barrels should be placed with the lip side down.
  - c. Two starting markers such as cones, kegs or drums.
4. Course Design (See Above):

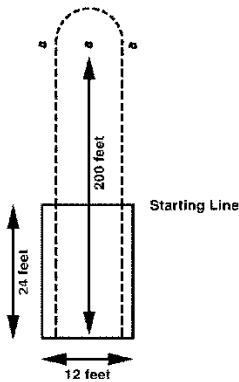
Horse must start within 25 feet min., 50 max (ideal) depending on arena size, of two starting markers set at fence line. Three 55-gallon plastic barrels set in a triangle (the same Pattern used for the Flag Race) will be used. Rider will cross timeline and run to the barrel on the right, make a right hand turn around the barrel, run to the left barrel, turn left around it, run to the third barrel, make a left turn around it and re-cross the timing line. The course may be run going left around the first barrel and right around the next two barrels.

## E. Timed Events Patterns

There are four timed events patterns: Speed and Action, Keyhole, Pole Bending and Stake Race.

Pattern number to be run will be determined annually by the membership from the suggested list.

### 1. Speed & Action



- a. Course Design/Rules
  - i. Seven Markers are needed. Use four of the markers to form a 12-foot wide by 24-foot-long box. Lines are to be made on both of the 24-foot

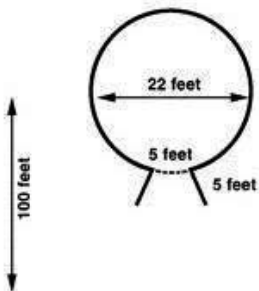
sides as well as the back side of the box (see diagram on page 42) using lime or similar substance. The remaining 3 markers are to be placed at 7-foot intervals (from center to center) in a straight line parallel and a maximum of 200 feet from the starting line or a minimum of 25 feet back from the furthest rail, allowing for different arena sizes.

- ii. The horse and rider are to start by running through the box and past the start/finish line. Then continue to the markers 200 feet away, ride through two markers, circling the center marker and returning to the box. (Rider can turn either right or left around the center marker.) The rider must then ride past the start/finish line and stop within the box.

b. Causes for Disqualification

- i. See general rules for timed events.
- ii. Knock down any of the seven markers.
- iii. Leaving the finish box before being released by the judge.
- iv. Jumping markers, the horse hoof touches the line before being released by the judge.
- v. Horse to be considered on course when entering closed end of box. Hoof touching or stepping on or over either of the 24-foot side lines before horse reaches timing line is to be considered off course.
- vi. Spinning to a stop more than 90 degrees in the box, as determined by the judge.

2. **Keyhole**



a. Course Design/Rules

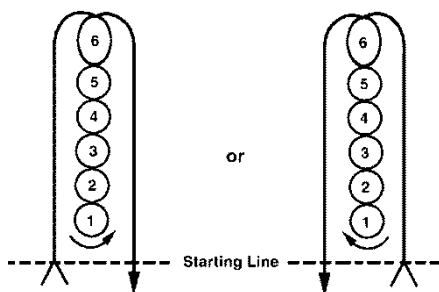
- i. The ground will be laid out with a limed keyhole on the ground with the opening of the keyhole facing the starting line.
- ii. The center of the circle should be 100 feet from the timing line.
- iii. The keyhole will be in the form of a broken circle 22 feet in diameter with the throat 5 feet wide. The angled sides are 5 feet long.
- iv. The horse can have a running start across the timing line.
- v. The horse will cross the timing line, enter the circle of the keyhole through the chute, turn around, (in either direction) entirely in the circle of the keyhole, exit through the chute, and re-cross the timing line.

b. Causes for disqualification



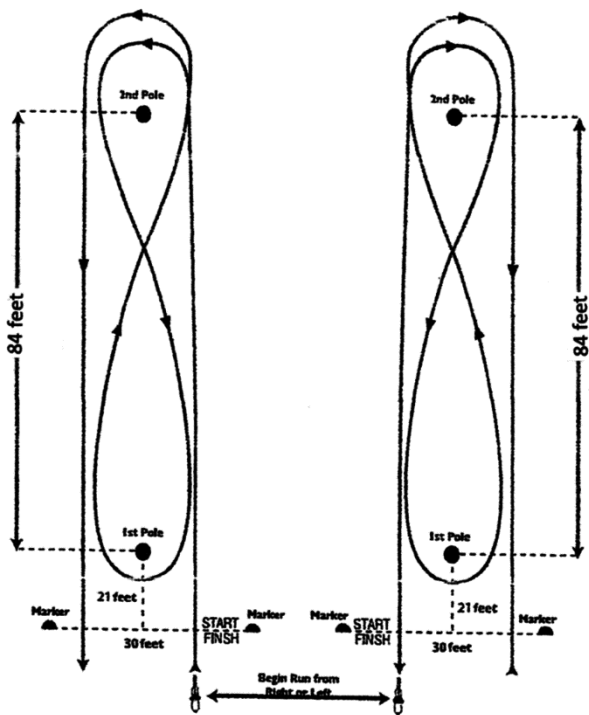
- i. See general rules for timed events.
- ii. The horse will be considered disqualified when the hoof touches the line.
- iii. Turns around in the throat of the keyhole rather than in the circle.
- iv. Failure to complete the pattern.

### 3. **Pole Bending**



- a. Course Design/Rules
  - i. Six poles a minimum of 6 feet high set on top of the ground, with bases 10 inches to 14 inches in diameter will be set 21 feet apart in a straight line perpendicular to the starting line. The first pole will be set 21 feet from the starting line and the remaining 5 poles at 21 feet intervals thereafter. It is recommended that a small amount of lime be placed under each base for ease of placement. (See diagram below.) Pole base should be weighted per manufacturer recommendations.
  - ii. Contestants may start on either side of the line of poles. Horse and rider will begin by running through the start/ finish line, move in an approximately straight line to pole 6, make a 180 degree turn around pole 6, then pass between pole 6 and 5, bending through the poles to pole 1, circle pole 1, pass between pole 1 and 2, bending through the poles back to pole 6, make a 180 degree turn around pole 6 and run down on the opposite side of the poles that the horse and rider started on and through the start/finish line (see below).
- b. Causes for Disqualification
  - i. See General Rules for Timed Events.
- c. Causes for Penalty
  - i. Knocking over a Pole carries a five second penalty for each pole.

#### 4. Stake Race



##### a. Course Design/Rules

- i. Two poles a minimum of 6 feet high set on top of the ground, with bases 10 to 14 inches in diameter will be set 84 feet apart in a straight line. The first pole 21 feet from the starting line and the second pole will be set 80 feet beyond the first pole. It is recommended that a small amount of lime be placed under each base for ease of placement. The starting line is designated with two markers set 30 feet apart.
- ii. Contestants may start on either side of the line of poles. Horse and rider will begin by running through the start/finish line and run down the right side of left side of the poles. Contestant shall not cross between the poles before making their first turn. Riders will make either a right or left turn past the second pole completing their first turn. Riders will then cross between poles and make a turn in the opposite direction around the first pole. Contestants will then cross between poles again and turn the first direction again around the second pole then run straight back (opposite side than when first starting pattern) to the start/finish line. Pattern must be run according to diagram.

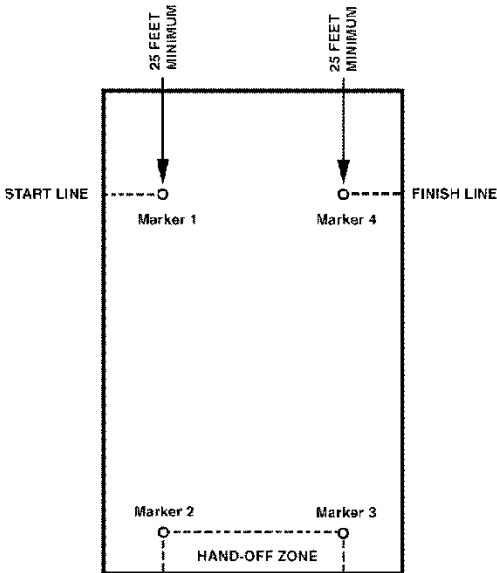
##### b. Causes for Disqualification

- i. See General Rules for Timed Events

##### c. Causes for Penalty

- i. Knocking over a pole carries a five second penalty for each pole.

## 5. Two-Person Relay Race



- a. Course Rules
  - i. Each team may have three Two-Person Relay teams and will ONLY use one slot per team. The “Point Rider” will need to be designated at least two classes prior to the commencement of the Two-Person Relay Race. The second rider in the Two-Person Relay Race will be called the “Silent Rider” and will not use any of their available slots by participating in the Two-Person Relay Race.
  - ii. A rider cannot participate more than once in the Two-Person Relay Race.
  - iii. A horse cannot participate more than once in the Two-Person Relay Race.
- b. Causes for Disqualification
  - i. See General Rules for Timed Events.
  - ii. Horse knocks over or cuts inside a marker.
  - iii. Horse is hit with the baton.
  - iv. Baton is dropped.
  - v. Rider 1 or rider 2 or both riders go outside the hand-off zone before hand-off is completed. Riders cannot leave hand-off zone and then return.
  - vi. Rider 1 circles marker three or goes on into the course after the hand-off, chasing the 2nd horse.
  - vii. Rider 2 enters the course before the hand-off.
  - viii. The horse will be considered disqualified when the hoof touches the line.
- c. Equipment for Two-Person Relay Race
  - i. Four markers such as cones, 55-gallon barrels or drums. If drums are metal, tires or safety wraps are to be put around the top of each drum.
  - ii. Lime or flour.
  - iii. Baton: 2 foot long, 3/4” flexible hose, such as pressure hose used for cars.

- d. Course Design (see diagram above).
  - i. Four markers or cones are to be set a minimum of 15 feet off the arena wall or fence to form a rectangle at the four corners of the area.
  - ii. The start and finish line will be in a line from the wall through barrels 1 and 4 to the opposite wall.
  - iii. The hand-off zone will be marked with lime or flour from the arena wall to barrel 2, from barrel 2 to barrel 3, and back to the wall (see diagram below). The depth of this box will be a minimum of 30 feet and a maximum of 40 feet. The length of the box will be a minimum of 70 feet and a maximum of 90 feet.
- e. Pattern for Two-Person Relay Race
  - i. Rider 1: Has the choice of riding the pattern either direction of the arena.
  - ii. Rider 1: Must start within 25 feet min., 50 max (ideal) depending on arena size, of starting timeline and follow course past marker 1 and marker 2 carrying the baton in either hand. Upon entering hand-off zone, rider 1 must successfully hand off the baton to rider 2 within the lined off area of the zone. Method of hand-off can be done at the rider's discretion. Rider 1 must stay in the box after hand off and not leave before the completion of the course by rider 2.
  - iii. Rider 2: Enters hand-off zone before the start of the race and stands quiet. Rider may take a position anywhere in the hand-off zone. Method of hand-off is at the rider's discretion. After hand-off, rider 2 will then continue on around marker 3 to the timing line at marker 4 and end the race.

## APPENDIX

Back #: \_\_\_\_\_

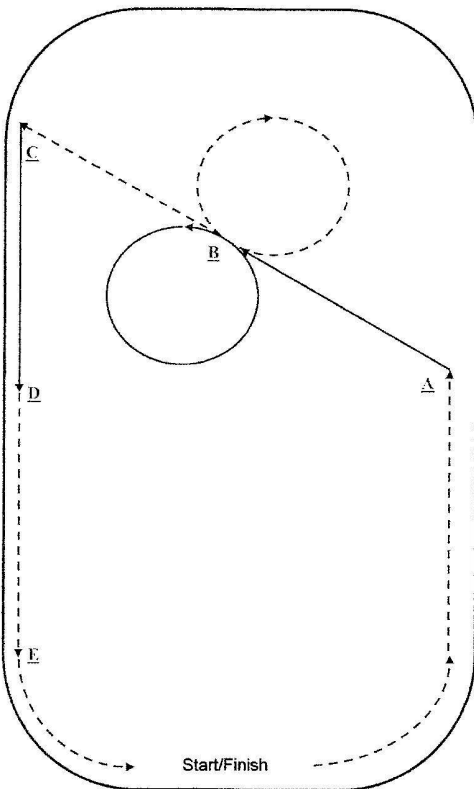
### High School Saddle Seat Pattern #1

Each item to be scored from 0-10 points.

Total possible is 100 points.

(All trot work will be performed at the rising trot on the correct diagonal unless specified.)

#	Movement	Points	Score
1	From the start point, trot or second gait to point A. Halt.	10	
2	Pivot to face point B. Canter on the left lead to point B and continue cantering a circle to your left. Halt.	10	
3	Perform a circle to your right at the trot or second gait and continue to point C. Halt.	10	
4	Pivot to face point D. Drop your irons.	10	
5	Canter on the right lead to point D. Halt.	10	
6	Trot or second gait to point E. Halt. Pick up your irons.	10	
7	Trot or second gait to the finish point.	10	
8	Rider's position.	10	
9	Riders effective use of aids.	10	
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.)	10	
<b>Total</b>		<b>100</b>	



## APPENDIX

Back #: \_\_\_\_\_

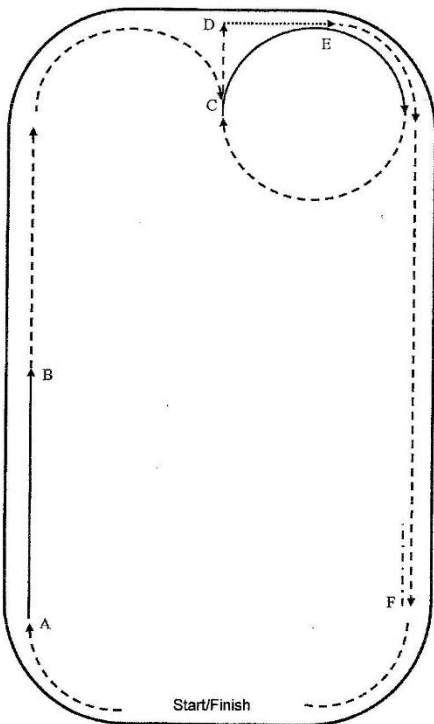
### High School Saddle Seat Pattern #2

Each item to be scored from 0-10 points.

Total possible is 100 points.

(All trot work will be performed at the rising trot on the correct diagonal unless specified.)

#	Movement	Points	Score
1	From the start point, trot or second gait to point A. Halt. Canter on the left lead to point B.	10	
2	Drop down to a trot or second gait to point C as shown. Halt.	10	
3	Pivot 180 degrees and canter 1/2 circle on the right lead. Halt.	10	
4	Trot or second gait the second 1/2 circle and point D. Halt.	10	
5	Pivot right, drop your irons and walk to point E.	10	
6	Trot or second gait down your right rail to point F. Halt. Pick up your irons.	10	
7	Back 4 steps and trot or second gait to the finish point.	10	
8	Rider's position.	10	
9	Riders effective use of aids.	10	
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.	10	
<b>Total</b>		<b>100</b>	



## APPENDIX

Back #: \_\_\_\_\_

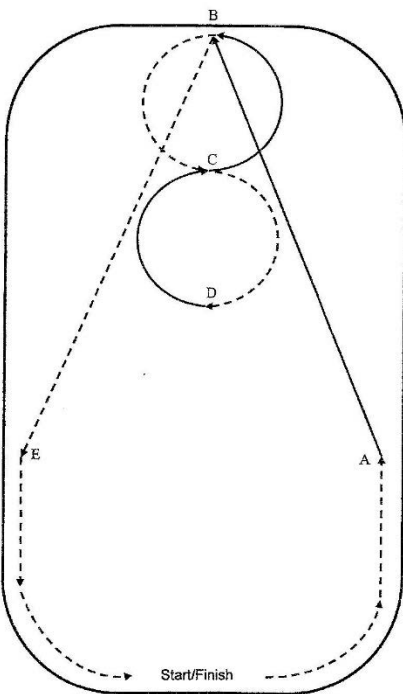
### High School Saddle Seat Pattern #3

Each item to be scored from 0-10 points.

Total possible is 100 points.

(All trot work will be performed at the rising trot on the correct diagonal unless specified.)

#	Movement	Points	Score
1	Trot or second gait from the start point to a point 1/3 of the way up the straightaway (A).	10	
2	Stop and reposition your horse. Canter a straight line on the right lead to the center of the turn at the opposite end of the ring (B).	10	
3	Reposition your horse and execute a 1/2 circle to the left at the trot or second gait.	10	
4	Continue the trot or second gait into a 1/2 circle to the right (C).	10	
5	Stop at D. Execute a 1/2 circle at the canter on the right lead.	10	
6	Stop (C). Canter another 1/2 circle on the left lead to B. Reposition your horse to face E.	10	
7	Drop your irons and trot or second gait in a straight line to E. Halt and pick up your irons. Continue to the finish point at the trot or second gait.	10	
8	Rider's position.	10	
9	Riders effective use of aids.	10	
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.)	10	
<b>Total</b>		<b>100</b>	



## APPENDIX

Back #: \_\_\_\_\_

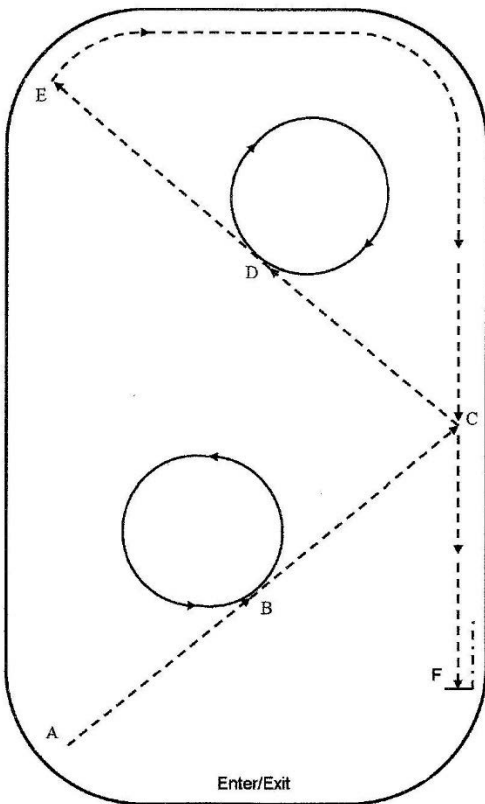
### High School Saddle Seat Pattern #4

Each item to be scored from 0-10 points.

Total possible is 100 points.

(All trot work will be performed at the rising trot on the correct diagonal unless specified.)

#	Movement	Points	Score
1	Begin your pattern at point A. Sit trot or second gait from A to B. Halt.	10	
2	Canter a circle to the left on the left lead. Halt.	10	
3	Trot or second gait to point C. Halt. Pivot left and trot or second gait to D. Halt.	10	
4	Canter a circle to the right on the right lead. Halt.	10	
5	Sit trot or second gait to point E. Halt. Pivot to the right.	10	
6	Drop your irons and trot or second gait around the turn and down the rail. Halt at F.	10	
7	Pick up your irons. Back. Walk to exit.	10	
8	Rider's position.	10	
9	Riders effective use of aids.	10	
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.)	10	
<b>Total</b>		<b>100</b>	

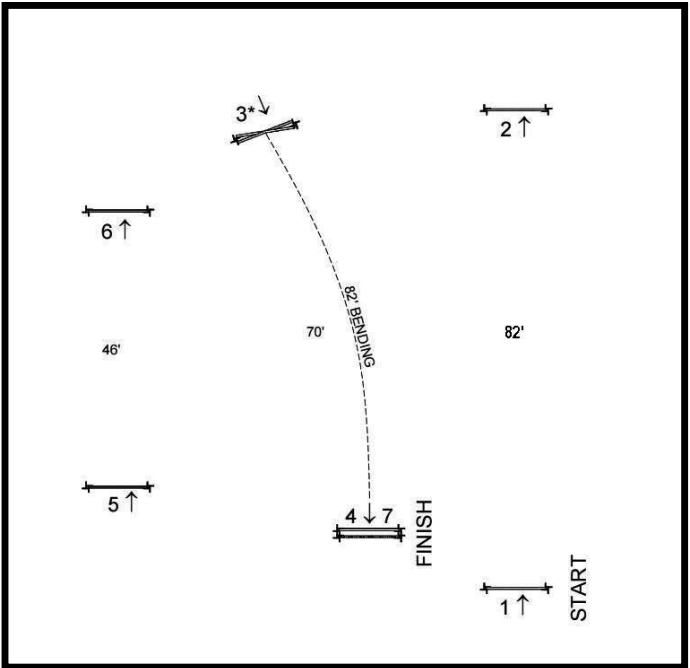




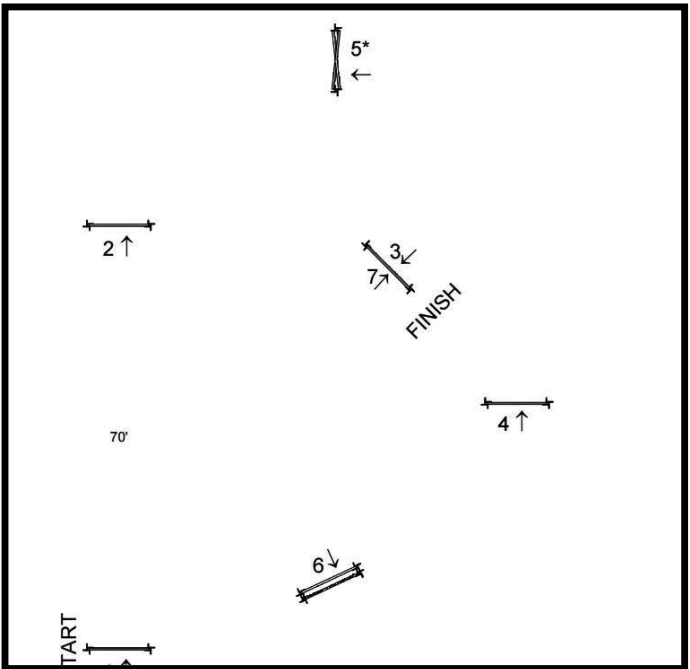
APPENDIX

High School  
*Equitation Over Fences*

Pattern #1



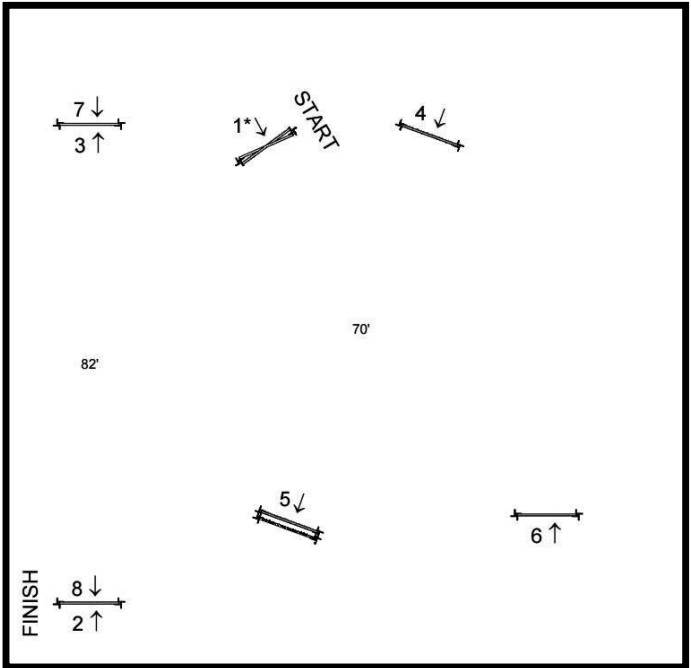
Pattern #2



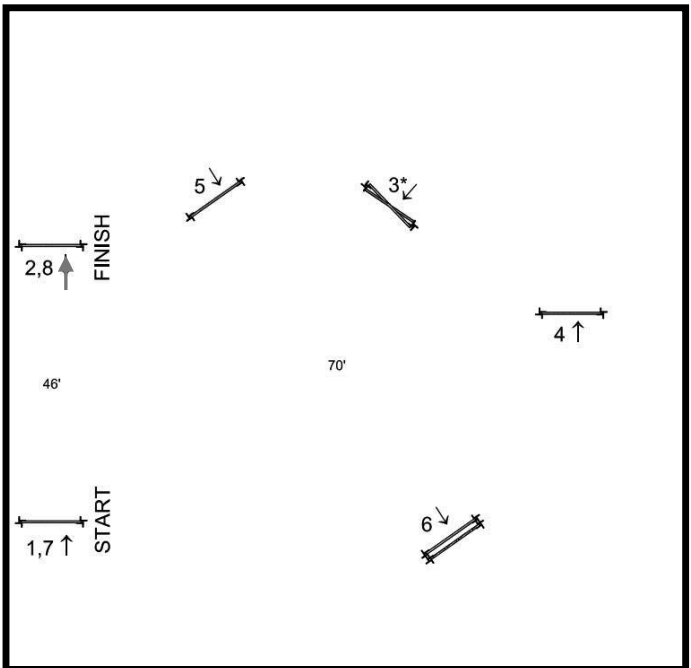
**APPENDIX**

**High School  
*Equitation Over Fences***

**Pattern #3**



**Pattern #4**




## APPENDIX

# *Equitation Over Fences Jump Key*

Key:

\*  Cross Rail - Must be Trotted. Cups set at 2'-6" at standards.

 Vertical

 Oxer - To be added at Regionals and States. Not to exceed 18" in width.

46'

(3) strides - horse

(4) strides - pony or short-strided horse

58'

(4) strides - horse

(5) strides - pony or short-strided horse

70'

(5) strides - horse

(6) strides - pony or short-strided horse

82'

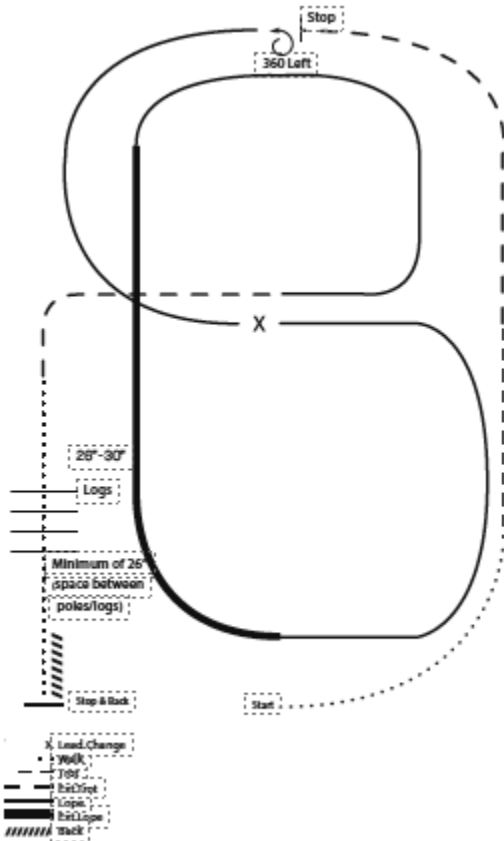
(6) strides - horse

(7) strides - pony or short-strided horse

Notes:

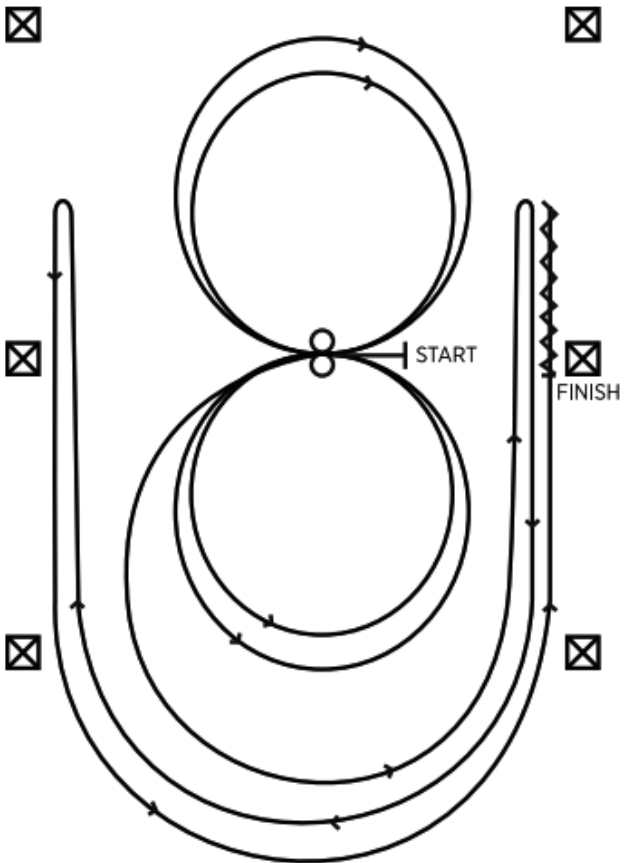
1. When modifying lines to accommodate smaller arenas, reference the stride key.
2. The oxer will be included at the Regional and State competition.
3. A vertical will be used for district meets in place of the oxer.

## High School *Ranch Riding Pattern #1*



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

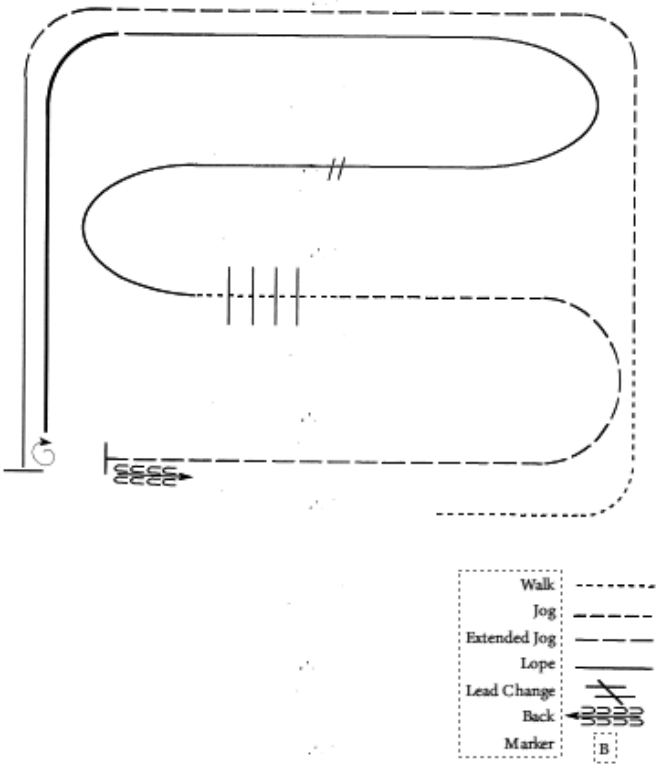
**High School**  
***Western Reining Pattern #2***



Exhibitors may walk or trot their horses to the center of the arena. Horses must walk or stop before starting the pattern. Begin at the center of the arena facing the left wall or fence

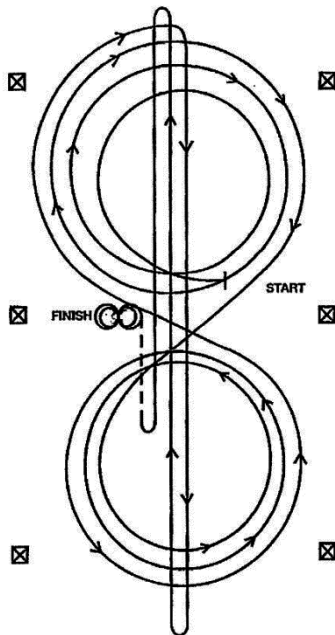
1. Complete one spin to the right. Hesitate.
2. Complete one spin to the left. Hesitate.
3. Beginning on the left lead, complete two circles to the left, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
4. Complete two circles to the right, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
5. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
6. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters)
8. Dismount and drop the bridle to the designated judge.

## High School *Ranch Riding Pattern #3*



1. Walk
2. Trot
3. Extended Trot
4. Left lead lope
5. Stop, execute one and one-half turn right
6. Extended Lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended Trot
13. Stop and back

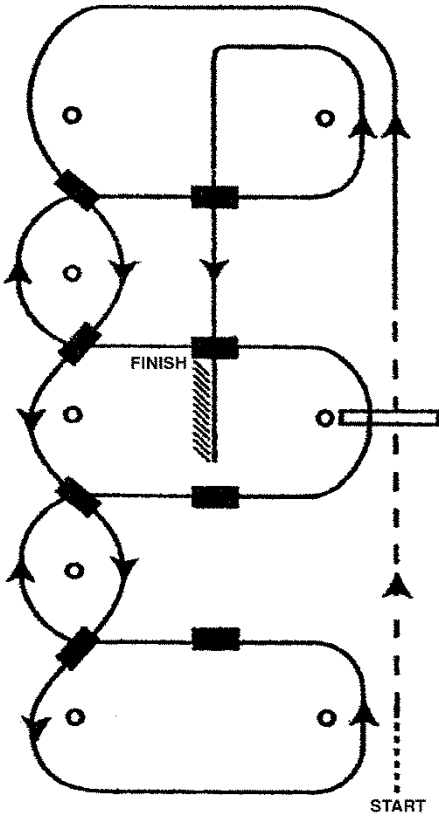
## High School *Western Reining Pattern #4*




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

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

High School  
*Western Riding*

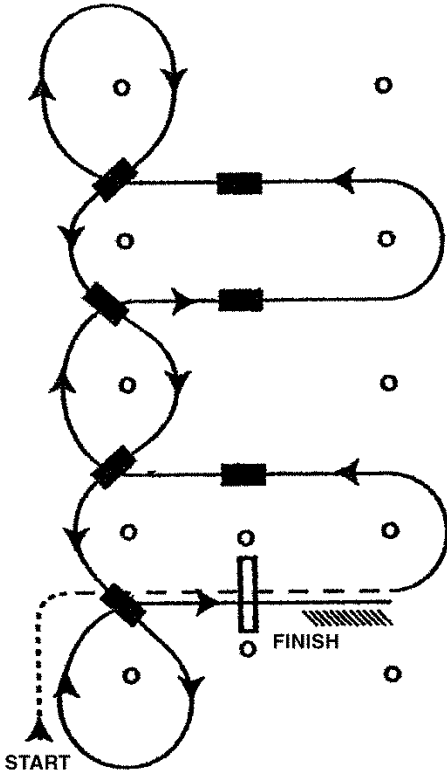


Walk.....	Marker ○	
Jog———	Recommended changing area ■	
Lope——	Log 	
Back // // // //		

1. Walk, transition to jog, jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.



High School  
*Western Riding*



Walk.....	Marker ○
Jog-----	Recommended changing area ■
Lope_____	Log □
Back \\\\\\\\\\\	

1. Walk, transition to jog, jog over log.
2. Transition to left lead.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope over log.
11. Lope, stop and back.

## **High School** *Suggested Class Order*

1. **Western Fitting and Showing**
2. **Hunt Seat Fitting and Showing**
3. **Saddle Seat Fitting and Showing**
4. **Saddle Seat Equitation**
5. **Saddle Seat Pattern**
6. **Saddle Seat Bareback**
7. **Hunt Seat Equitation**
8. **Hunt Seat Bareback**
9. **Equitation Over Fences**
10. **Western Horsemanship**
11. **Western Bareback**
12. **Western Reining or Ranch Riding**
13. **Trail**
14. **Flag Race**
15. **Cloverleaf**
16. **Timed Event Patterns**
17. **Two-Person Relay Race**

## APPENDIX

Back #: \_\_\_\_\_

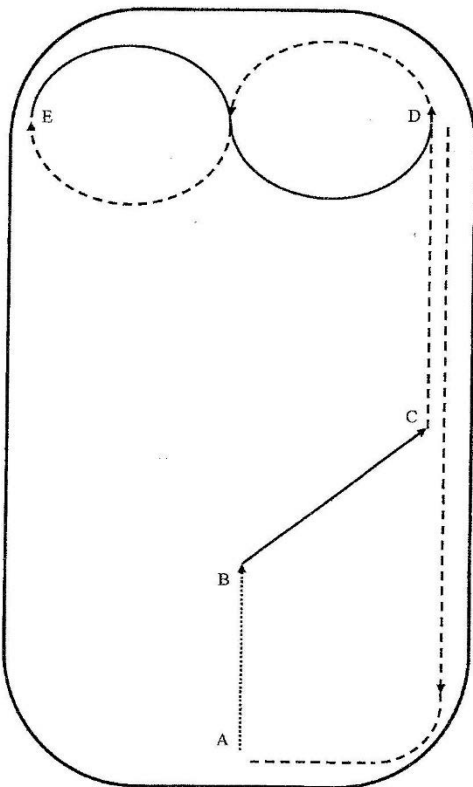
### Junior Division *Saddle Seat Pattern #1*

Each item to be scored from 0-10 points.

Total possible is 90 points.

(All trot work will be performed at the rising trot on the correct diagonal unless specified.)

#	Movement	Points	Score
1	Starting at point A, walk to point B. Halt.	10	
2	Pivot to face point C. Canter to point C on the right lead. Halt.	10	
3	Pivot to face point D. Trot or second gait to point D and continue into a two-loop serpentine to point E. Halt.	10	
4	Canter a two-loop serpentine back to point D showing a simple lead change through the halt or walk. Halt at D.	10	
5	Execute a 180 degree turn to the right.	10	
6	Trot or second gait back to point A. Halt.	10	
7	Rider's position.	10	
8	Riders effective use of aids.	10	
9	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.)	10	
<b>Total</b>		<b>90</b>	



## APPENDIX

Back #: \_\_\_\_\_

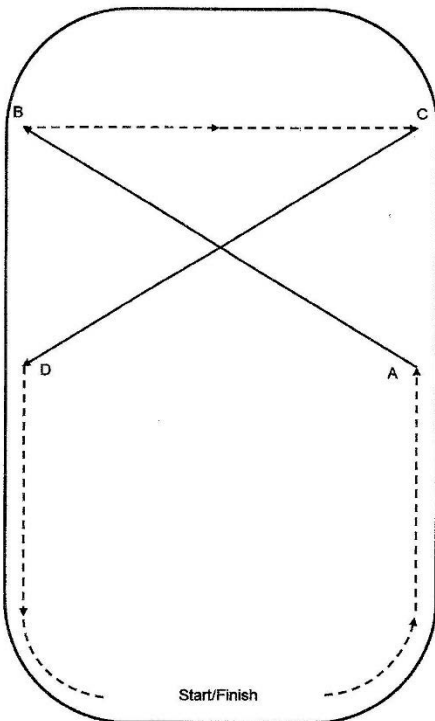
### Junior Division *Saddle Seat Pattern #2*

Each item to be scored from 0-10 points.

Total possible is 90 points.

(All trot work will be performed at the rising trot on the correct diagonal unless specified.)

#	Movement	Points	Score
1	From the start point, trot or second gait down the rail on your right to the midpoint of the rail (A). Halt.	10	
2	Pivot to your left and canter a diagonal line on the right lead to the end of the opposite straightaway (B). Halt.	10	
3	Pivot to your right and sit trot or second gait a straight line across the ring to (C). Halt.	10	
4	Pivot to your right and canter a diagonal line on the left lead to the midpoint of the opposite rail (D). Halt.	10	
5	Pivot to your left and trot or second gait to the finish point. Halt.	10	
6	Back 5 steps.	10	
7	Rider's position.	10	
8	Riders effective use of aids.	10	
9	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.	10	
<b>Total</b>		<b>90</b>	



## APPENDIX

Back #: \_\_\_\_\_

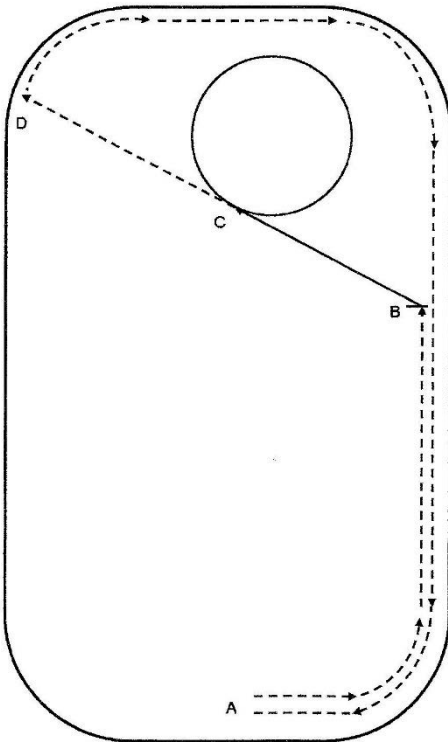
### Junior Division Saddle Seat Pattern #3

Each item to be scored from 0-10 points.

Total possible is 90 points.

(All trot work will be performed at the rising trot on the correct diagonal unless specified.)

#	Movement	Points	Score
1	From point A, trot or second gait 2/3 the length of the straightaway (B).	10	
2	Stop. Turn left to face the opposite corner.	10	
3	Canter on the right lead to the midpoint of the line (C) and continue to canter a circle to the right.	10	
4	Stop. Sit trot or second gait the second half of the diagonal line to the rail (D). Stop.	10	
5	Turn right and trot or second gait around the curve.	10	
6	Extend the trot or second gait down the straightaway and stop at A.	10	
7	Rider's position.	10	
8	Riders effective use of aids.	10	
9	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.)	10	
<b>Total</b>		<b>90</b>	



## APPENDIX

Back #: \_\_\_\_\_

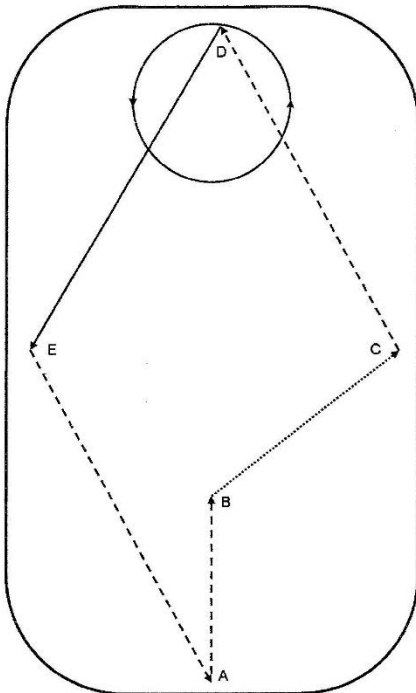
### Junior Division Saddle Seat Pattern #4

Each item to be scored from 0-10 points.

Total possible is 90 points.

(All trot work will be performed at the rising trot on the correct diagonal unless specified.)

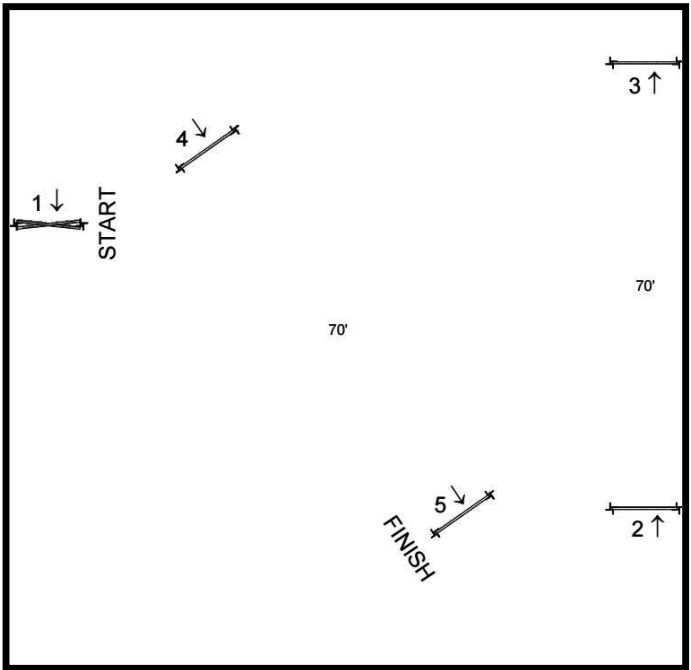
#	Movement	Points	Score
1	Beginning at A, sit trot or second gait a straight line down the center line 1/3 the length of the ring. Halt (B).	10	
2	Pivot to your right and walk to the midpoint of the rail to the right (C). Halt.	10	
3	Pivot to your left and trot or second gait a diagonal line to the midpoint of the turn (D). Halt.	10	
4	Pivot to your left and canter a circle to the left on the left lead. Halt.	10	
5	Pivot to your left and canter a diagonal line on the right lead to the midpoint of the rail (E). Halt.	10	
6	Pivot to your left and trot or second gait on a diagonal line to the starting point (A). Halt.	10	
7	Rider's position.	10	
8	Riders effective use of aids.	10	
9	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.	10	
<b>Total</b>		<b>90</b>	



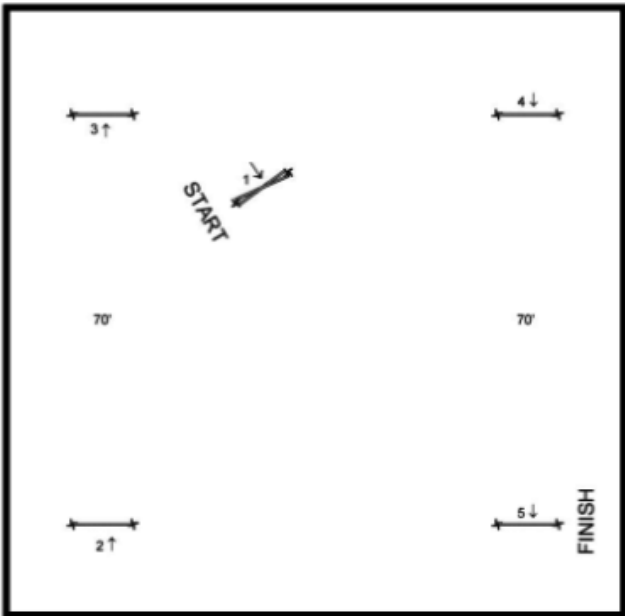
**APPENDIX**

**Junior Division**  
*Equitation Over Fences*

**Pattern #1**



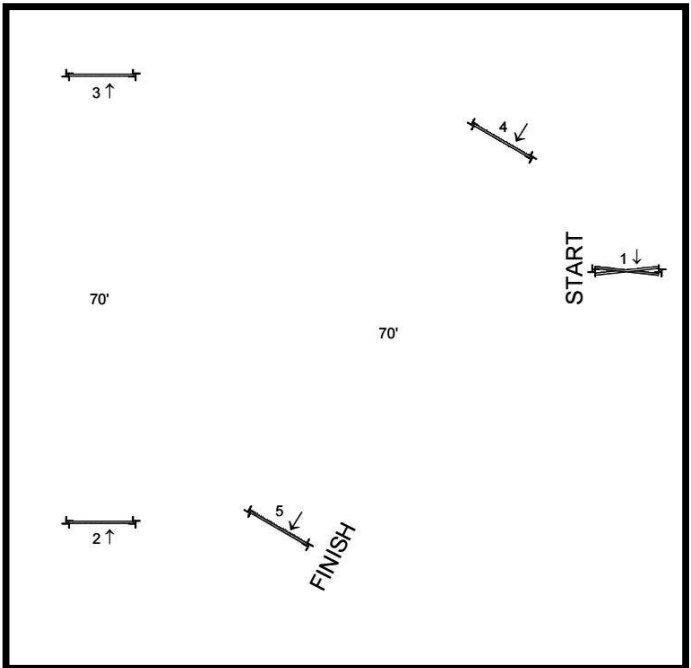
**Pattern #2**



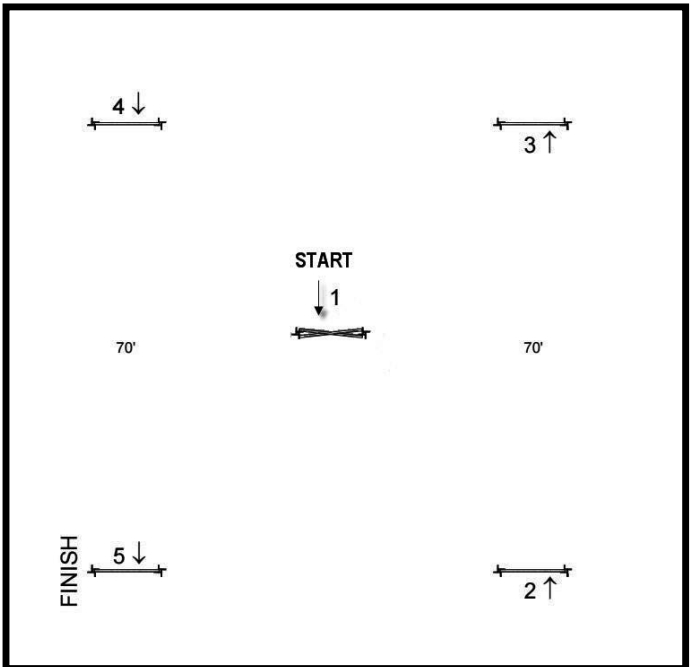
**APPENDIX**

**Junior Division**  
*Equitation Over Fences*

**Pattern #3**



**Pattern #4**






## APPENDIX

### *Equitation Over Fences Jump Key*

Key:

\*  Cross Rail - Must be Trotted. Cups set at 2'-6" at standards.

 Vertical

 Oxer - To be added at Regionals and States. Not to exceed 18" in width.

46'

(3) strides - horse

(4) strides - pony or short-strided horse

58'

(4) strides - horse

(5) strides - pony or short-strided horse

70'

(5) strides - horse

(6) strides - pony or short-strided horse

82'

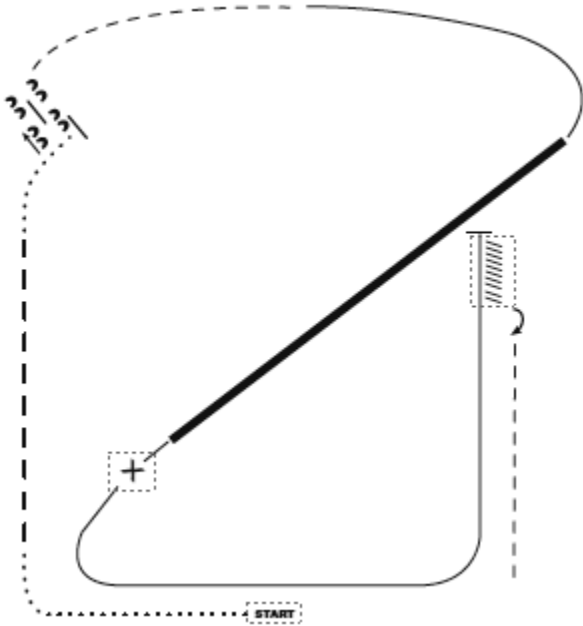
(6) strides - horse

(7) strides - pony or short-strided horse

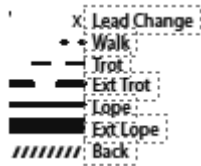
Note:

When modifying lines to accommodate smaller arenas, reference stride key.

**Junior Division**  
*Ranch Riding Pattern #1*

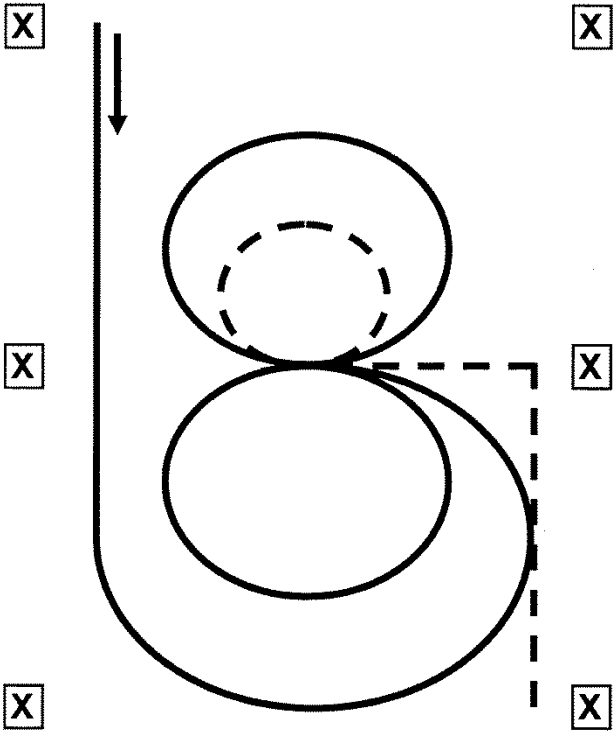


1. Walk
2. Extended Trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope Right lead
7. Extend lope right lead
8. Collect lop and change leads (simple of flying)
9. Lope left lead
10. Stop and back
11. 180 deg. turn to right
12. Trot



## APPENDIX

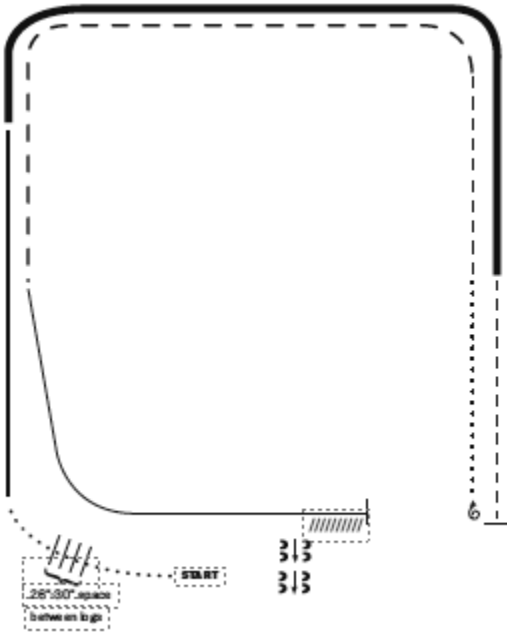
### Junior Division *Western Reining Pattern #2*



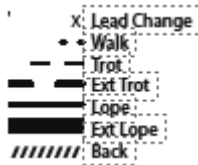
1. Jog along the right rail to the center marker. Stop.
2. Execute a ninety (90) degree turn on the haunches to the left. Jog to the center of the arena, and do a figure eight and one-half, first circle to the right at the jog, left circle at the center, change leads at the center of the arena, then do a right circle at the center. Stop at the center of the arena.
3. Execute a one hundred and eighty (180) degree turn on the haunches to the right.
4. Lope around the end of the arena and down the left side. Stop approximately even with the third marker.
5. Back at least ten (10) feet. Hesitate to show completion of the pattern.
6. Walk to the judge and stop for inspection.

# APPENDIX

## Junior Division Ranch Riding Pattern #3

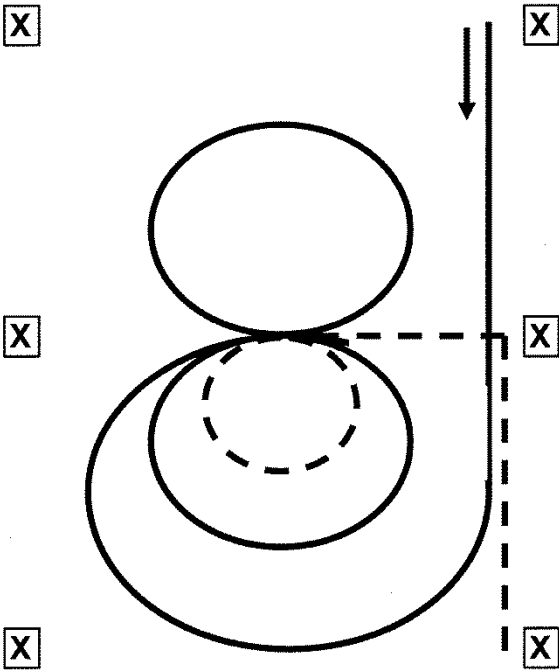


1. Walk
2. Walk over logs
3. Lope right lead
4. Extend lope (right lead)
5. Trot
6. Stop, execute one and one half turn right
7. Walk
8. Trot
9. Extend trot
10. Lope left lead
11. Stop and back
12. Side pass right



## APPENDIX

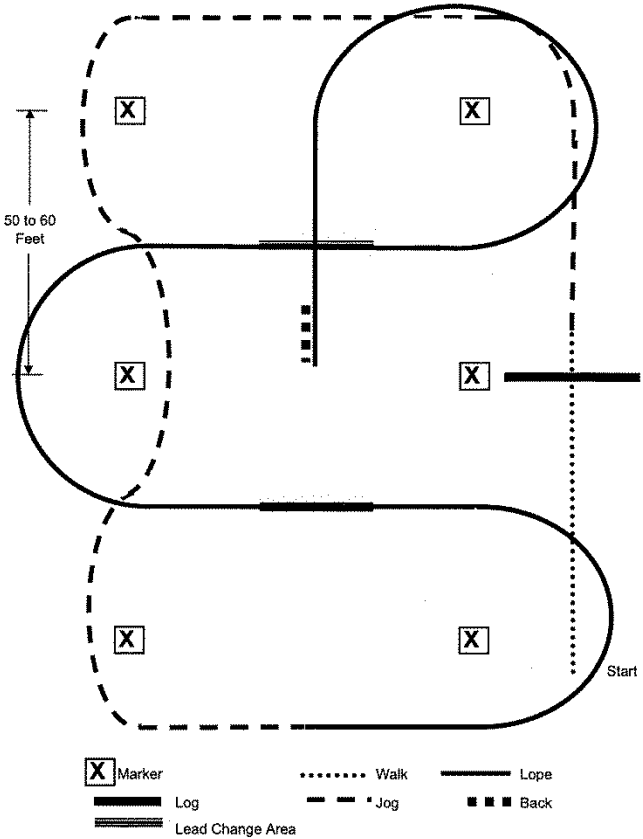
### Junior Division Western Reining Pattern #4



1. Jog along the right rail to the center marker. Stop. Execute a two-hundred and seventy (270) degree turn on the haunches to the right.
2. Jog to the center of the arena, and do a figure eight and one-half, first circle to the left at the jog, right circle at the canter, change leads at the center of the arena, then do a left circle at the canter. Stop at the center of the arena.
3. Execute a three hundred and sixty (360) degree turn on the haunches to the left.
4. Lope on the left lead around the end of the arena and down the right side. Stop approximately even with the third marker.
5. Back at least ten (10) feet. Hesitate to show completion of the pattern.
6. Walk to the judge and stop for inspection.

## APPENDIX

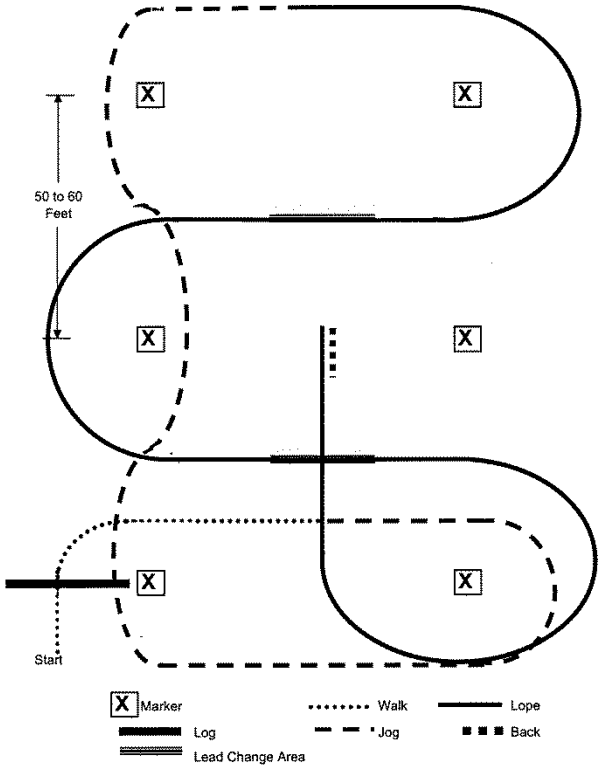
### Junior Division *Western Riding*



1. Begin at the first cone. Walk over the log.
2. Pick up a jog, jog around the end.
3. Weave through the cones at the jog.
4. Pick up the lope at the middle of the end.
5. Do two crossing changes.
6. Circle the last cone, lope down the centerline.
7. Stop and back at least one horse's length.

## APPENDIX

### Junior Division *Western Riding Pattern*



1. Begin before the first cone. Walk over the log.
2. Pick up a jog half-way across the pattern, turn right and jog around the end.
3. Weave through the cones at the jog, passing over the log at the first cone.
4. Pick up the lope at the middle of the end.
5. Do two crossing changes.
6. Circle the last cone, lope down the centerline.
7. Stop and back at least one horse's length.

## **Junior Division** *Suggested Class Order*

1. **Western Fitting and Showing**
2. **Hunt Seat Fitting and Showing**
3. **Saddle Seat Fitting & Showing**
4. **Saddle Seat Equitation**
5. **Saddle Seat Pattern**
6. **English Equitation Walk/Trot**
7. **Hunt Seat Equitation**
8. **English Bareback Walt/Trot for WTC riders**
9. **Equitation Over Fences**
10. **Western **Horsemanship** Walk/Trot**
11. **Western **Horsemanship****
12. **Western Reining or Ranch Riding**
13. **Western Bareback Walk/Trot for WTC riders**
14. **Trail**
15. **Flag Race**
16. **Cloverleaf**
17. **Timed Event Patterns**
18. **Two-Person Relay Race**









