

MID-WESTERN HORSEMAN'S SOCIETY RULEBOOK



1977 - 2024

Updated as of the AGM 2023

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0.0 OBJECTIVES & PRIORITIES

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

MWHS rulebook revised for above section 1997, 2023

1.0 BY-LAW NUMBER ONE

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

1.1 LOGO

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



1.2 DIRECTORS

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

QUORM: No less than 50% of the elected directors.

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

MWHS rulebook revised for above section 2016

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

MWHS rulebook revised for above section 2003

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

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

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

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

MWHS rulebook revised for above section 1996, 2020

VOTING: At a meeting of the Board, each Director present shall have one (1) vote on every question and in the case of an equality of votes, the Chairman of the board shall have

one vote on every question and in the case of equality of votes the Chairman of the Board shall have a second or casting vote.

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

1.3 OFFICERS

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

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

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

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

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

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

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

MWHS rulebook revised for above section 1996, 2023

1.4 COMMITTEES

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

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

The Chairman of each committee will submit to the board:

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

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

MWHS rulebook revised for above section 1996, 2012, 2013

1.5 MEMBERS

Application for membership shall be in writing. Each applicant, on becoming a member, agrees to be bound by the by-laws and all the rules and regulations of the Society, including committees. The Society has the power to reject any application for membership. Memberships become active upon full payment and are current until December 31st of the current year

1.5.1 TYPES OF MEMBERSHIP

- a) **Family Membership:** The family membership shall be entitled to all the rights and privileges of the Society except, that this membership is entitle to two (2) votes only. With the exception of a spouse, a person may not harbor under a family membership upon reaching his 19th birthday as of January 1st. Annual family membership fees must be paid. Family members must reside together and be supported by the household. Exceptions

are students away at school and/or children living in the custody of another parent. Any other exceptions must be approved by the Board upon written request. Two (2) members of a family must be present to have two (2) votes. One (1) member does not have two (2) votes.

b) Open Membership: The Open member shall be entitled to one (1) vote at all meetings of the Society and be entitled to participate equally in any distribution of the Society upon it's dissolution. Annual membership fees must be paid.

c) Novice: Any age rider on a horse over 13.2 hands, holding a single or family membership may apply for novice status provided they have not shown in twenty (20) open or breed shows over the past five (5) years, not received money for riding, training, instructing or judging.

Any person being denied Novice status will have thirty days in which to appeal the decision at a Board hearing. If still denied, he/she may appeal at the next General meeting. General membership decision is final. If Novice status is granted it is retroactive to the date of the application.

If a novice wins MWHS High-point or reserve in Open divisions once or have won High-point or Reserve Novice or Jr. A twice they are graduated out of Novice.

Novice applicant MUST fill out a Novice application prior to entering their first novice class.

MWHS rulebook revised for above section 2016, 2022, 2023

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

1.5.2 MEMBERSHIP FEES

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

Family Membership - \$60.00

Open Membership - \$30.00

MWHS rulebook revised for above section 2023

1.5.3 MEETING OF MEMBERS

a) Annual Meetings: The Annual Meeting shall be held at a place and time designated each year by the Board of Directors or the President. Unless impossible, it should be in the fall of the year after the show season. Election of the Executive and amendments to the rules or Constitution can only take place at an annual meeting.

b) Special Meetings: Other General meetings may be convened by order of the President, Vice-President or the Board of Directors at any time and at any place.

c) With or Without Notice: Notice of the time and place of any meeting and the general nature of the business to be transacted shall be mailed to each member entitled to vote at the meeting at least ten (10) days prior to the date of the meetings. Annual General Meeting may be held at any time and at any place within our area without notice if all members entitled to vote are present. At such meetings, any business may be transacted

as a regular annual or general meeting. Notice published in the Newsletter is considered proper notice if mailed, then (10) days prior to the meeting.

- d) Waiver:** Notice of any irregularity in the notice may be waived by any member. The waiver may be in written form.
- e) Voting:** At all meetings or polls, every voting member present or by written proxy, shall have one vote on a show of hands or by secret ballot. Changes to rules or constitution require two-thirds of the total votes cast to be in favour for the motion to be passed. Proxies are not allowed for rule changes.
- f) Quorum:** A quorum of any general or annual meeting shall consist of a minimum of fifteen (15) voting members.
- g) Order of Business:** Business will be conducted according to Robert's Rules of Order, or as follows:
 - 1. Call to order and reading of notice of meeting
 - 2. Identification of members and establish a quorum
 - 3. Reading minutes of the previous meeting
 - 4. Treasurer's report
 - 5. Reports of Officers, Directors and Committees
 - 6. Correspondence
 - 7. Unfinished business
 - 8. President's report
 - 9. Election of directors
 - 10. New business
 - 11. Adjournment

MWHS rulebook revised for above section 2010

1.6 FISCAL YEAR

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

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

BILL PAYMENT: A bill must be paid within one calendar year of said occurrence of the bill in question in order for it to be considered for payment. All bills that are not submitted within the calendar year will not be considered to be valid unless deemed so by the board due to an extenuating circumstance for the bill not to have been submitted within the calendar year.

MWHS rulebook revised for above section 20006, 2010

1.7 PROBATION, SUSPENSION, EXPULSION

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

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

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

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

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

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

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

MWHS rulebook revised for above section 1996

2.0 BY LAW NUMBER TWO

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

MWHS rulebook revised for above section 1996

3.0 GENERAL RULES

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

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

MWHS rulebook revised for above section 2015

3.1 HORSES

Unless otherwise specified, ponies are considered horses.

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

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

3.2 TACK

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

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

3.3 BITS

- a) Any Junior horse or pony five (5) years of age or under may be shown in a snaffle bit or bosal. Rider must ride with two hands in all performance classes if snaffle bit or bosal is used. Any pony regardless of age may be shown in a snaffle bit or shank bit and rider may use two hands regardless of bit being used. Refer to examples of correct hand positions for snaffle bit.
- b) Bosals used by a Junior horses or ponies must be flexible and may have flexible cable core but absolutely no rigid material under the jaw or over the nose, no matter how padded or covered. A braided rawhide or leather bosal may be used in lieu of a snaffle bit, no larger than $\frac{3}{4}$ " (19mm) in diameter at the cheek. There must be a minimum of two (2) finger spaces (approximately $1\frac{1}{2}$ " or 3.8 cm) between bosal and the nose.
- c) Reference to Snaffle bits in Western performance classes mean the conventional O-ring, egg-butt, or D-ring with a ring no larger than 4" (10 cm) and not smaller than 2" (5 cm). The inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex wrapped. The bar must be a minimum of $\frac{5}{16}$ " (98 mm) in diameter, measured 1" (25 mm) in from the cheek with a gradual decrease to centre of the snaffle. The mouthpiece may be two or three pieces. A three piece, connecting ring of $1\frac{1}{4}$ " (32 mm) or less in diameter, or a connecting flat bar of $\frac{3}{8}$ " to acceptable. Optional loose leather curb strap. Reins must be attached above the curb strap.
- d) Horses five (5) years old and younger may be shown in a snaffle bit, hackamore, curb bit, half-breed or spade bit. Horses six (6) years and older must be shown in a curb bit, half-breed or spade bit. Reference to bit in Western Performance classed mean the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage. All curb bits must be of mechanical device and should be considered a standard western bit.

A description of a legal, standard Western bit includes:

1. $8\frac{1}{2}$ " (215 mm) maximum length shank to be measured as indicated in the diagram. Shanks must be fixed.
2. Concerning mouthpieces, bars must be round, oval or egg-shaped, smooth and unwrapped metal of $\frac{5}{16}$ " to $\frac{3}{4}$ " (8 mm to 20 mm) in diameter, measured 1" (22 mm) from the cheek. They may be inlaid, but smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar) such as extensions or prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three piece, connecting ring of $1\frac{1}{4}$ " (32 mm) or less in diameter, or a connecting flat bar of $\frac{3}{8}$ " to $\frac{3}{4}$ " (10 mm to 20 mm), measured top to bottom

with a maximum length of 2" (50 mm), which lies flat in the horse's mouth is acceptable.

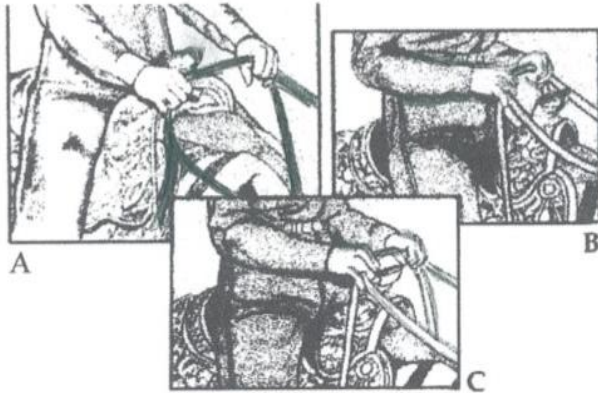
3. The port must be no higher than 3 ½" (90 mm) maximum, with rollers and covers acceptable. Broken mouthpieces, half-breeds and spades are standard.
 4. Slip or gag bits, donut and flat polo mouth pieces are NOT acceptable in performance classes.
- e) When a curb bit is used, a curb strap or curb chain is required, but must meet the approval of the judge. It must be at least ½" (15 mm) in width and lie flat against the jaw of the horse. A broken strap or chain is not necessarily cause for disqualification.
- f) In all English classes, an English snaffle (no shank), Kimberwick, Pelham and/or full bridle (with two (2) reins), all with cavesson noseband and brow band may be used.
1. In reference to mouthpieces, nothing may protrude below the mouthpiece (bar). Solid and broken mouth pieces' may have a port no higher than 1 ½" (40 mm). On broken mouthpieces only, connecting rings of 1 ¼" (32 mm) or less in diameter or connecting flat bar of 3/8" to ¾" (10 mm to 20 mm), measured top to bottom with a maximum length of 2" (50 mm) and lie flat in the horse's mouth are acceptable. All mouthpieces must be a minimum of 5/16" (8 mm) in diameter to be measured 1" (25 mm) in from the cheek or ring. Any bit having fixed headstall and/or fixed rein requires the use of a curb chain. Smooth round, oval or egg-shaped, slow twist, corkscrew, single twisted wire, double twisted wire mouthpieces and straight bar or solid mouthpieces with a maximum of 1 ½" (40 mm) high ports are allowed.
 2. Bits of any style (Pelham, snaffle, Kimberwick) featuring mouthpieces with cathedrals, donuts, prongs, edges or rough, sharp material shall be cause for disqualification. If a curb bit is used, the chain must be at least ½" (15 mm) in width and flat against the jaw of the horse.
- g) In timed events, any humane type of bit or hackamore may be used on horses of all ages.
- i) **Romal reins**
Romal means an extension of braided or round material attached to closed reins. This extension shall be carried in the free hand with a sixteen (16) inch (40 cm) spacing between the reining hand and the free hand holding the romal. When using romal reins, the rider's hand shall be around the reins with the wrists kept straight and relaxed., the thumb on top and the fingers closed lightly around the reins. When using a romal, no fingers between the reins are allowed. The free hand may not be used to adjust the rider's length of rein in any reining class. During reining, the use of the free hand while holding the romal to alter the tension or length of the reins from the bridle to the reining hand is considered to be the use of two hands and a score of 0 will be applied, with the exception of any place a horse is allowed to be completely stopped

during a pattern. In all other classes, the free hand may be used to adjust the rider's length of rein. In all western classes, excess rein(s) may be straightened or disentangled anytime during the class, provided the rider's free hand used to straighten or disentangle remains behind the rein hand. Any attempt to alter tension or length of the reins from bridle to rein hand is to be considered use of two hands and a penalty score of zero or disqualification will be applied.

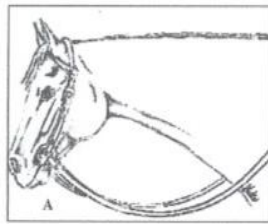
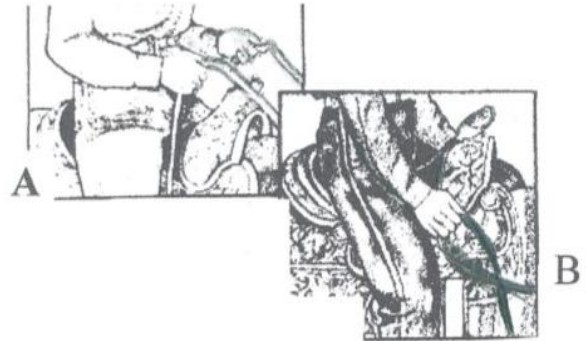
MWHS rulebook revised for above section 2001, 2014, 2015, 2023

CARRIAGE OF REINS (LIGHT CONTACT)

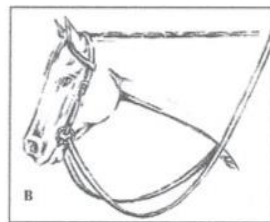
Examples of Acceptable Hand Positions



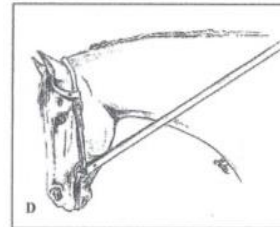
Examples of Unacceptable Hand Positions



Acceptable



Too Loose



Too Tight

TYPICAL EXAMPLES OF ACCEPTABLE BITS



D-ring Snaffle



Eggbutt Snaffle

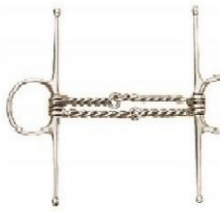


O-ring Snaffle



Rawhide Bosal

Some examples of acceptable English bits for all ages



Double Twisted Wire



Slow Twist



Corkscrew



Single Twist



Snaffle Bit with connecting flat bar

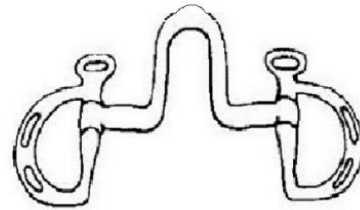


Correction Bit

Some examples of unacceptable English bits

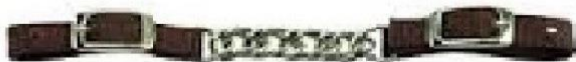
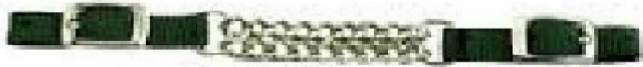


Triangular Mouth

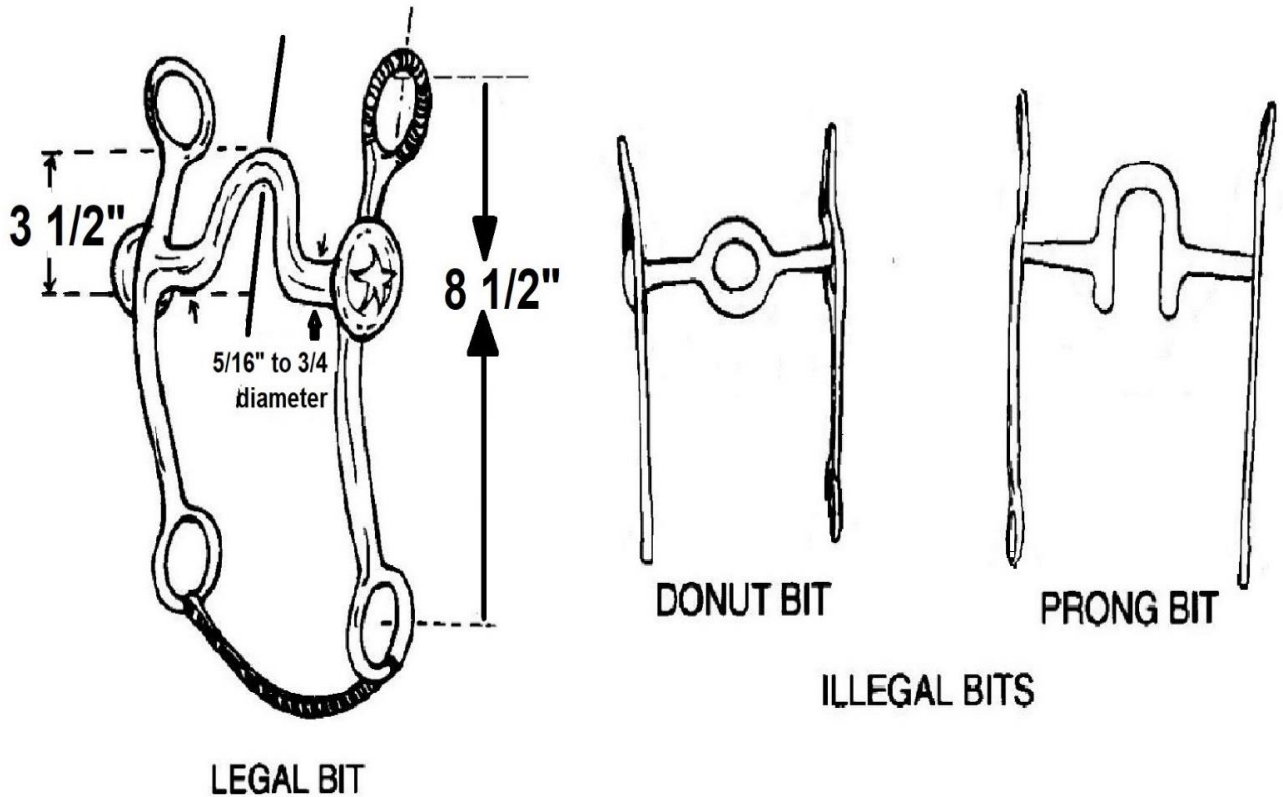


Excessive Port

Some examples of acceptable chin straps



Western bits



3.4 ATTIRE

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

- c) Judges, at their discretion, may authorize adjustments to attire due to weather related conditions.

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

3.5 DIVISIONS

- a) **HALTER:** Horses or ponies to be shown on line and judged for conformation. They may be shown by Adults, Juniors or Novices. Juniors may not show stallions.
- b) **OPEN:** Any exhibitor showing a horse over 13.2 hands (54" or 137 cm).
- c) **JUNIOR A** Any exhibitor 18 years of age or under as of January 1st of the current year, showing a horse over 13.2 hands (54" or 137 cm).
- d) **JUNIOR B** Any exhibitor 12 years of age or under as of January 1st of the current year, showing a pony 13.2 hands (54" or 137 cm) or under.
- e) **LEADLINE** Any exhibitor 7 years of age or under or 8 years of age and over, as of January 1st of the current year, to be lead on a horse or pony by a handler 14 years of age or older as of January 1st of the current year. Only the rider must hold a current MWHS family or single membership to accumulate points. An office fee will be charged to the exhibitors.
- f) **NOVICE** Any age exhibitor showing a horse over 13.2 hands (54" or 137 cm). A current MWHS family or single membership and a Novice approval are necessary to accumulate Novice points in all Open classes. To exhibit in a Novice class, the exhibitor must complete and sign a Novice eligibility form. Novice Western Pleasure class only – a Novice rider may choose to ride any age of horse in a ring snaffle bit or bosal with two hands, otherwise if riding in a shank bit, they must ride with one hand.
- g) **ADULT** Any exhibitor 19 years of age or over as of January 1st riding a horse over 13.2 hands (54" or 137 cm).

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

3.6 PROTESTS

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

3.7 JUDGES

- a) The Judge is to be dressed in suitable western attire.
- b) Speed events can be judged by a show official instead of a Judge, who is given the power and same authority of a Judge on approval or the board in advance with a pre-approved list established when there are two rings being used.

- c) The Judge may order any person or horse from competition for bad conduct of exhibitor or horse. Such person may also be suspended from further competition during that show at the discretion of the judge.
- d) It is mandatory that all the MWHS approved show Judges and Ring Stewards know and adhere to the rules and regulations of the Society.
- e) All Judges and Ring Stewards have the authority to request the removal or alteration of any piece of equipment or accessories.
- f) We allow a judge to officiate at a maximum of two (2) shows per year if, another judge that has been booked for a show has an unforeseen circumstance arise and cannot attend the show he/she has been hired for.
- g) A Judge cannot judge a MWHS approved show during the year in which he/she or a member of his/her family is competing for points.
- h) No horse shall be shown before a Judge officiating at a MWHS approved show that has been sold by that Judge within a period of three (3) months prior of the date of the show.
- i) Following the announcement of a MWHS approved show's judge, exhibitors may not show a horse under that Judge if they have engaged in a financial transaction in connection with horses with that Judge within a period of three (3) months prior to the date of the show.
- j) Exhibitors may not show before a Judge from whom they have leased a horse unless the lease is terminated at least three (3) months prior to the date of the show.
- k) No youth or adult may compete in a class in which horsemanship is a factor before a Judge by whom they have been instructed, coached or tutored with or without pay within three (3) months prior to the date of the show. MWHS clinic and speed participants are exempt.
- l) No youth may compete at a MWHS approved show before a Judge with whom his/her parents or guardians have had a financial transaction in connection with the sale or lease of a horse within twelve (12) months prior to the date of the show.
- m) It is not permissible for a Judge to discuss the sale or lease of any horse during the continuation of a show at which he/she is officiating.
- n) If a scheduled judge does not arrive, the show committee and available MWHS directors will do their best to get a qualified person to judge the show and points will be held until the Judge's credentials have been verified and approved.
- o) A Judge is to use score sheets for all pattern classes and score sheets will be available for viewing.
- p) Once a class has been judged, it shall not be re-judged. Once the Judge(s) has marked his/her card(s) and placed for awards recorded or announced there shall be no change of

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

- q) The Judge's decision is final.

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

3.8 RING STEWARDS

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

MWHS rulebook section above revised 2004, 2014

3.9 CHUTE STEWARD

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

MWHS rulebook section above section revised 2023

3.10 SHOW CONDITIONS

- a) To hold a MWHS approved show, a show approval form must be submitted, approved and adhered to.
- b) MWHS recommends a minimum rings size of one hundred (100) feet by two hundred (200) feet (30.5 by 61 m). The ring is to be safely enclosed. At the discretion of the Show Manager and MWHS Horse Show/Show and Contest Committee a second ring may be cordoned off for trail, showmanship and/or halter classes when conditions allow or are necessary. The area is to be marked off to stop spectators etc. from walking through.
- c) In all classes, unless conditions warrant, the entire ring is to be used unless the Judge and show committee deem unsafe conditions.
- d) No classes may be added or deleted after a show has received approval without the written permission of the Show and Contest Committee.

- e) In all speed events Junior A must run the same course as Open.
- f) MWHS shows will be approved to run from Friday 6:00 p.m. through Sunday and statutory holidays.
- g) When a tie is broken by flipping a coin, points and money go to the decision of the flip. Judge is to make the flip
- h) It is suggested that equipment not be set up until the arena is cleared to discourage the use of equipment for practicing.
- i) A second area may be arranged to run classes, if the regular ring is to be used for non-MWHS classes not requiring the MWHS Judge.
- j) All show committees wishing to hold a MWHS point award show must submit their application and approval forms at least sixty (60) days in advance of the date of the show.
- k) If an application and approval form for show approval of a MWHS point award show is received after the deadline and the Board of Directors have duly met and decided it would benefit the Society to hold this show, all members must be adequately notified either by MWHS newsletter or by a separate flyer. The sponsoring show committee is responsible for the costs of producing and mailing the flyers to all MWHS members.
- l) After the show is approved, any change of a Judge must be reported to the Show and Contact chairperson and the Board of Directors must decide on approval before the start of the first class.
- m) There shall be no MWHS shows held after Thanksgiving weekend.
- n) Lightning Policy – The show needs to wait twenty (20) minutes following the last bolt.

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

3.11 ENTRIES

- a) A horse can only be entered once in each class at a show.
- b) A horse will not be allowed to compete unless proper entry has been made and both horse and rider have fulfilled all rules as required prior to the event.
- c) Entries close when the class begins.
- d) Horse four (4) years and under are allowed to have one exhibition run per show per day at the end of the Open barrel race (for which they may or may not be charged a time fee at the discretion of the show committee) provided that they have not entered any barrel race that day. No other timed events are allowed exhibition runs.
- e) Exhibition rides allotted are not point eligible or placed. MWHS encouraged clubs to charge same fee as actual class and fee to be included on class list.
- f) At MWHS sanctioned shows, put on by MWHS, should an exhibitor scratch from a class, they will receive their entry fee back.

3.12 CONDUCT

- a) All contestants must make a genuine effort in each class. In case of ties in speed events, reruns must be within two (2) seconds of time of last run.
- b) Horses must enter and leave the ring under control at all times unless otherwise advised by the Judge or Show Committee. This includes no running into the ring before the ten (10) foot (3 M) pylons or markers. Riders must use discretion when riding on the show grounds.
- c) All horses entered in a class to be judged, must assemble at the entrance of the arena in ample time for the judging to start promptly and to continue without delay and shall remain there (except while competing) until dismissed by the Judge or Ring Steward shall otherwise direct. Exhibitor will be allowed one minute, at the Judge's discretion, from last call until the starting performance in ring.
- d) Any request to speak to the Judge must go through the Ring Steward
- e) Exhibitors may be disqualified for unsportsmanlike conduct and may be subject to further disciplinary actions for future functions.
- f) Hands off Policy – No show staff or volunteers touch another person unless that person has asked for assistance. If the person is acting disrespectful, unsportsmanlike and the situation is escalating the police or security are to be called and if necessary, the show will stop until the police or security have arrive and dealt with the situation.

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

3.13 DISQUALIFICATION

- a) Rider cannot use the ends of reins or flag staffs. Excessive spurring or hitting in or out of the show ring or in front of the cinch can cause disqualification at the discretion of the Judge or Chute Steward.
- b) Any rider interfering with, colliding with or cutting off other riders is to be disqualified.
- c) Exhibitors may not use the show's equipment in the ring at any time before their class is run.
- d) In all classes, any rider and/or horse which falls during performance is automatically disqualified. A rider falls when he/she has to vault or dismount in the ring. A horse has fallen when the shoulder or haunch touches the ground
- e) When riding in any performance class, the rider cannot hold onto the saddle or horn with the free hand with the exception of ranch classes.
- f) Any contestant who is assisted by another person inside the arena or show ring will be disqualified.
- g) Failure to wear a number or the correct number in a visible manner will result in disqualification.

3.14 PERFORMANCE

- a) Any Junior horse five (5) years old or under may be shown in a snaffle bit or bosal. Any pony regardless of age may be shown in a snaffle bit. Rider must ride with two hands in all performance classes if using a snaffle bit or bosal.
- b) Gait terminology: walk, extended walk, jog, lope, extended lope, trot, extended trot, canter and hand gallop to be used at the Judge's discretion.
- c) Patterns must be posted one (1) hour before classes for Adult, Junior A and Junior B showmanship classes and Adult, Junior A horsemanship classes.
- d) All youth classes must use the entire ring unless directed otherwise.
- e) In all rail classes, horses may not be pulled off the rail individually for placing.
- f) All youth 18 years and under as of January 1st of the current year must wear a helmet while mounted.

3.15 TIMED EVENTS

- a) All distances must be measured with a tape measure when possible.
- b) Courses must be set up in such a manner that horses have ample room to turn and stop, minimum of forty (40) feet (12.25 m) is recommended.
- c) No obstacle may be less than fifteen (15) feet (4.5 m) from any rail and end barrel or pole must be no less than twenty (20) feet (6 m) from the rail.
- d) Whenever possible, starting poles are to be moved back to the fence. If not, they are to be a minimum of twenty-five (25) feet (7.75 m) apart.
- e) In all timed events, horses are to have a running start within the ring.
- f) Timing shall begin when the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.
- g) If the timer fails during a qualifying run, the exhibitor can have two more chances to make a qualifying run.
- h) Bats, crops and over and under ropes are allowed in Open and Junior A timed event. In Junior B events - they can use crops and/or spurs only.
- i) Horses are not to be released until they reach the markers. Markers are to be placed within a maximum of ten (10) feet (3 m) prior to the gate. Horses must leave the ring under control. Failure to do so may result in disqualification. Markers would consist of two (2) pylons. Once horse in the ring, gates are closed and will remain closed until the horse is ready to exit the ring.

- j) Knocking over timing standards, barrels or makers constitutes disqualification except when knocking barrels or poles in Barrel Race or Pole Bending they will receive a five (5) second penalty for each barrel or pole knocked over.
- k) All rules apply to Open, Junior A and Junior B classes.
- l) All youth 18 years and under as of January 1st of the current year must wear a helmet while mounted.
- m) Either the Judge, Ring Steward or appointed official should be in a position to be consistently call any infractions.
- n) In the Keyhole event, the Judge or appointed official must be in the ring and be in a position adjacent to the keyhole to be able to call any infractions.
- o) In the event that the timer fails, two (2) stop watches will be available to be used as the official time.
- p) In warm-up barrels, exhibitors have 60 (sixty) seconds from the time they enter the gate to work the pattern. If the time exceeds 60 (sixty) seconds, the exhibitor will be asked by the announcer and/or the chute steward to leave the ring no matter where they are in the pattern.
- q) **Jackpot:** When a speed jackpot is offered at a MWHS show, it will run concurrently with the regular point class. A separate jackpot entry fee must be paid if exhibitor wants to enter the jackpot. The total entry fees will make up the jackpot purse. Only the times of those entered into the jackpot will be used to calculate the payout of the jackpot. If there are divisions i.e. Open, Jr. A, Jr. B, Novice, all divisions can count in the jack-pot. The exhibitor must determine which division time will count towards the jackpot prior to any of the divisions starting if they are entering more than one division.

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

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

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

If only 2 1D qualifiers and no 2D, the money will be split 60%, 40%. Should there only be 1 1D winner and no 2D winners, the 1D and 2D money will go to the 1D winner. If there is only one jackpot qualifier in the 3rd D they will receive all the 3D money.

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

3.16 HUMANE TREATMENT OF HORSES

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

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

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

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

MWHS rulebook section above revised 2005, 2012, 2016

4.0 POINTS AND AWARDS

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

TO ACCUMULATE POINTS, YOU MUST BE A MWHS MEMBER

1. a) A ten (10) point sliding system will be used: awarding one (1) point per entry shown up to ten (10) horses, except Supreme Halter Horse and Reserve Supreme Halter Horse Champion. To earn this title, the first and second place of each age category in each sex division will compete together and the judge will choose a Supreme Champion and a Reserve Supreme Champion. The Supreme Champion will get two (2) points more than the largest halter class to a maximum of 12 points and the Reserve Champion will get one (1) point more than the largest halter class to a maximum of 11 points. At the annual awards banquet there will be an overall Supreme Halter Horse Champion and a Reserve Supreme Halter Horse Champion award.
 - b) Junior A Western pleasure and Junior A barrels will each run as one class and points will split into 13 and under and 14-18 age divisions for year end awards.
- 2.a) Points to count for horse only except in Walk/Jog/Trot, Junior B, Junior A and Adult Showmanship; Adult Horsemanship; and all Novice classes which count for horse and exhibitor combination. Lead Line class points count for rider only.
 - b) If there is a death or injury (veterinary certificate provided as proof of injury) of an exhibitor's horse, the exhibitor can apply to have their points changed over to their next horse, but will only permitted one change per season.
 - c) Open English Equitation is a horse/rider pointed class and not to be included in High Point Open Performance but to be included in High Point Novice Performance.
 - d) Exhibitor/horse or Open division horse must compete in 50% (rounded down) of that class held during the year for a year end award.
3. Year-end individual class and overall ties will be broken by adding the next highest class(es) from shows dropped, highest to lowest and one at a time until the tie is broken or

extra class(es) are used up. If still tied, count greatest number of firsts, then seconds, etc. until the tie is broken. If still tied, after all that, the tie will remain and both horses or exhibitors will be awarded.

4. The classes that will be eligible for year-end awards will be determined by the Board of Directors and will be listed on the current year's show approval form.
5. a) 75% of all shows where a class was held, count for individual class awards. The overall High Point division awards are calculated by adding up those totals from 75% of shows where the class was held. In the case of 75% not being an even number, the higher number of shows will count.
b) In Open Performance and Open Speed Events at each show, only the horse's top five (5) classes count (excluding Junior Horse Western Pleasure) for Overall points when more than five (5) classes are approved eligible for points. All classes still count for individual class awards.
6. In the case of an incomplete show, the classes that have been completed count for class awards only, but not for overall High Point awards, unless the entire division has been run.
7. All approved Halter classes will be eligible for individual class awards.
8. Supreme Champion and Reserve Supreme Champion points count for individual class awards and overall High Point Halter awards.
9. All Junior A and Junior B approved classes that are held at least 50% of the 75% of shows during the year will be eligible for individual class awards. All approved classes will count towards the High Point Performance and High Point Speed Events awards in Junior A and B divisions. Each horse and rider combination must compete in at least two (2) different classes in each division to be eligible for High Point awards.
10. When more than five (5) classes have been approved to be eligible for points, only the top five (5) Open Performance and Speed Event approved classes held during that year will receive individual class awards. All approved Open Performance classes with the exception of Adult Showmanship, Adult Horsemanship, Open English Equitation, Junior Horse Western Pleasure and Novice classes will count towards the High Point Performance award. All approved Open Speed Event classes with the exception of Novice will count toward the High Point Speed Event award.
11. In order to qualify for the High Point Open Versatility Performance award, a horse must compete in 3 different approved Open performance classes during the current year (Trail, English Pleasure, Western Pleasure, Reining, Ranch Rail) To qualify for the High Point Open Versatility Speed Event award, a speed horse must compete in at least 3 different Open speed event classes during the current year (Barrels, Polebending, Flag, Keyhole, Down and Back). To qualify for the High Point Open Horse award, the following classes are used to calculate the winner: Open Western Pleasure, Open English Pleasure, Open Trail, Open Barrels, Open Polebending and Open Keyhole (3 performance, 3 speed).

12. To qualify for individual event High Point rotating trophies a horse must compete in 50% of the eligible shows for that year.
13. Overall Novice awards will consist of three (3) following divisions: High Point Halter, High Point Performance and High Point Speed Events. Only Novice classes will count towards the Novice awards. Novices could still show in Open, Adult and Jr. A classes should they wish to do so. Suggested Novice performance classes would be Showmanship, Western Pleasure and Horsemanship with Trail, (optional). Suggested Speed events would be Barrel race, Polebending, Keyhole and Flag race with (optional). Exhibitors may show in up to twenty (20) performance and twenty (20) speed event shows in total. It will be up to the committee to decide whether exhibitors graduate.
14. All Junior B exhibitors that compete in 50% (rounded down) of a class and not receiving a year end award will receive a participant award. This includes Lead Line and Walk/Jog/Trot classes.
15. Points will be available as soon after a show as possible and will be posted on the website.

MWHS rulebook section above revised 2007, 2012, 2013, 2014, 2017, 2020, 2022, 2023

4.1 APPROVED CLASSES

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

<u>HALTER</u>	2 and under Stallions, 2 and under Geldings, 2 and under Mares 3 and over Stallions, 3 and over Geldings, 3 and over Mares	
<u>LEAD LINE</u>	Mandatory - 7 years and under Optional - 8 years of age and over (Non-point)	
<u>JUNIOR B</u>	<u>Mandatory</u> Walk/Jog/Trot on a Horse Performance (3) Showmanship at Halter Western/English Equitation or Western Pleasure Trail Optional - Walk/Jog/Trot on a pony	<u>Speed Events (3)</u> Cloverleaf Barrel Race Keyhole Polebending Down and Back
<u>JUNIOR A</u>	Performance (3) Showmanship at Halter English Pleasure Western Pleasure Western Horsemanship	<u>Speed Events (3)</u> Cloverleaf Barrel Race Keyhole Polebending Flag Race
<u>OPEN</u>	<u>PERFORMANCE (ALL)</u> Trail English Pleasure Western Pleasure Jr. Horse Western Pleasure Reining Ranch Riding Optional - English Equitation Ranch Rail Walk/Jog/Trot on a horse - rider 13 years of age and over	<u>SPEED EVENTS (ALL)</u> Cloverleaf Barrel Race Keyhole Polebending Flag Race Down and Back
<u>ADULT</u>	<u>Performance (1)</u> Adult Showmanship Adult Horsemanship	
<u>NOVICE</u>	<u>Performance (ALL)</u> Showmanship Western Pleasure Horsemanship Optional - Trail	<u>Speed Events (ALL)</u> Cloverleaf Barrel Race Polebending Keyhole Optional - Flag Race
<u>NON POINT</u>	<u>PERFORMANCE</u> Ranch Trail (2023 Trial Class)	<u>Speed Events</u> Double Figure Eight Texas Speed and Action Combination

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

5.0 HALTER CLASSES

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

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

Whips may not be used in halter.

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

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

MWHS rulebook section above revised 2020

6.0 LEAD LINE

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

Rider must have a MWHS membership to accumulate points.

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

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

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

No stallions allowed.

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

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

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

Points to count for rider only.

Lead line will not have to pay an office fee if the horse is already entered in the show. However, should the lead line horse not already entered, a grounds fee will have to be paid.

MWHS rulebook section above revised 2026, 2017, 2023

7.0 PERFORMANCE CLASSES

Refer to General Rule 3.13

Junior Horse Western Pleasure refer to Rule 8.3

7.1 ADULT SHOWMANSHIP

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

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

Only the exhibitors to be judged. The horse is merely a prop to show the ability of the showmanship. Showmanship at halter shall be a separate class from the other halter classes. This class is to be judged strictly on the exhibitor's ability to fit and show a horse.

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

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

MWHS rulebook section above revised 2004

7.2 ADULT HORSEMANSHIP

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

For Junior Horse Western Pleasure Horses refer to rule 8.3.

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

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

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

MWHS rulebook section above revised 2019

7.3 WESTERN PLEASURE

A good pleasure horse has a free-flowing stride of reasonable length with the conformation. He should cover a reasonable amount of ground with little effort. Ideally, he should have a balanced, flowing motion while exhibiting correct gaits that are of the proper cadence. The

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

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

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

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

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

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

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

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

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

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

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

Disqualifications:

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

Performance – 60 points

Condition and Conformation – 10 points

Manners – 20 points

Neatness of horse and rider – 10 points

MWHS rulebook section above revised 1998, 2015

7.3.1 NOVICE WESTERN PLEASURE

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

7.4 TRAIL

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

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

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

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

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

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

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

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

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

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

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

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

1. If disrupted, the course shall be reset. In the case that an obstacle is used in combination, the obstacle cannot be reset until the contestant finishes the entire obstacle.
2. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he/she

deems unsafe or non-negotiable. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

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

Mandatory trail course obstacles include:

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

Optional trail course obstacles include but are not limited to:

1. Water hazard (ditch or small pond). No metal or slick bottomed boxes will be used. When a water hazard /box is used, it shall remain dry at all times.
2. Serpentine obstacles at a walk or jog. The spacing to be a minimum of 6' (six feet) (1.8 m) for the jog.
3. Carry object from one part of the arena to another. (Only objects which resonably might be carried on a trail ride may be used).

4. Ride over wooden bridge (suggested minimum width shall be 36" (thirty-six inches) (91 cm) wide and at least 6' (six feet) (2 m) long. Bridge should be sturdy, safe and negotiated at a walk only.
5. Put on and remove a slicker.
6. Remove and replace materials from a mailbox.
7. Side pass (may be elevated to 12" (twelve inches) (30 cm) maximum).
8. An obstacle consisting of four logs or rails, laid in a square. Minimum width of the square should be 6' (six feet) (1.8 m). Each contestant will enter the square by riding over a log or rail as designated. When all four feet are inside the square, the rider should execute a turn as indicated, and depart.

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

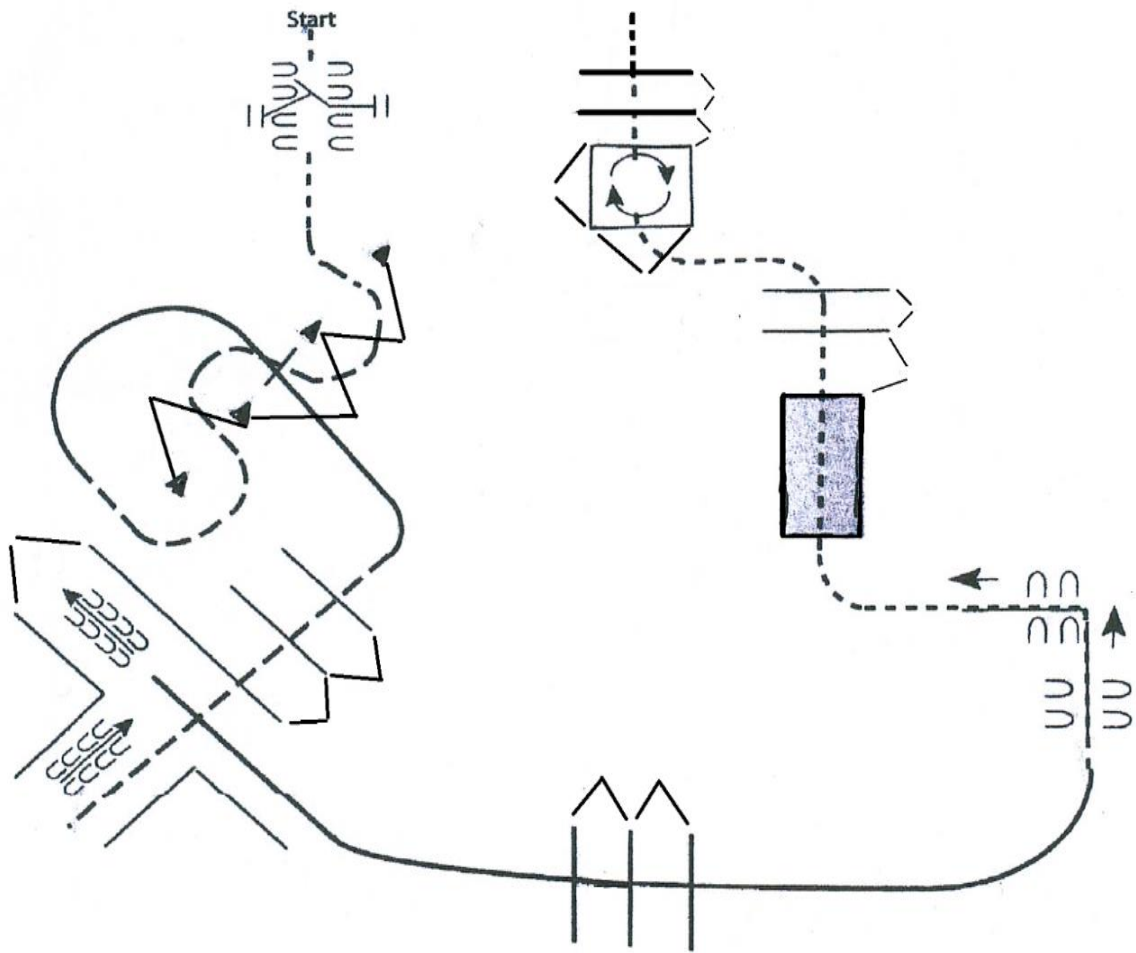
Unacceptable Obstacles:

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

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

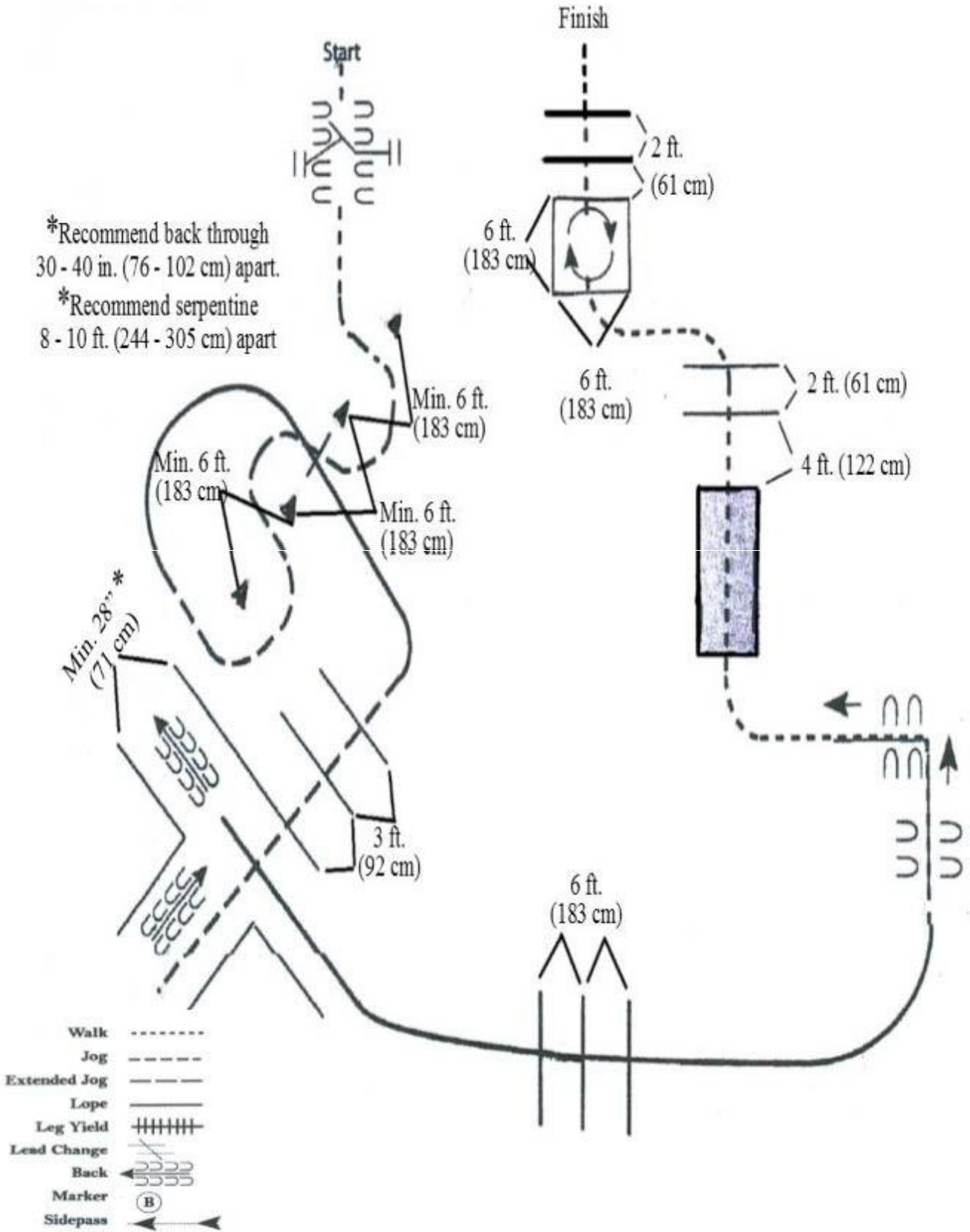
MWHS rulebook section above revised 2011, 2012, 2015, 2023

SAMPLE TRAIL PATTERN



Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	ⓑ
Sidepass	← — — — — →

SAMPLE TRAIL PATTERN WITH MEASUREMENTS



7.5 ENGLISH PLEASURE

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

The judge may require an exhibitor to extend any gait.

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

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

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

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

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

Walk: True flat footed for pleasure classes.

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

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

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

Personal Appointments: required: see 3.4(b) Attire

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

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

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

MWHS rulebook revised for above section 2001

7.5.1 ENGLISH EQUITATION

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

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

All appointments are the same as in English Pleasure.

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

MWHS rulebook revised for above section 2014, 2023

7.6 REINING

Reining is a judged event designed to show the athletic ability of a ranch type horse in the confines of a show arena. In reining competition, contestants are required to run one of several approved patterns. Each pattern includes small slow circles, large fast circles, flying lead changes, rollbacks over the hocks, a series of 360° spins done in place and the exciting sliding

stops that are the hallmark of the reining horse. To rein a horse is not only to guide it but, also to control it's every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on it's own must be considered a lack of control. Any one of 15 approved reining patterns may be used and is to be selected by the judge of the class and used by all contestants in the class. Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena. Any fault incurred prior to the commencement of the pattern will be scored accordingly. All deviations from the exact written pattern must be considered a lack of or temporary loss of control and therefore faulted according to severity of deviation. Credit will be given for smoothness, finesse, quick-ness and authority in performing the various maneuvers while using controlled speed.

- a) Scoring will be based on 0 - infinity, with 70 denoting an average performance. Maneuver scores will be as follows: +1½ Excellent, +1 Very Good, +½, 0 Correct, -½, -1 Very Poor, -1½ Extremely Poor
- b) **The following will result in a NO score:**
 - Abuse of an animal in the show arena and/or evidence that an ace to abuse has occurred prior to or during the exhibition of a horse in competition
 - Use of illegal equipment, including wire on bits, bosals, or curb chains
 - Use of illegal bits, bosals or curb chains when using a snaffle bit, optional curb strap is acceptable; however, curb chains are not acceptable
 - Use of tack collars, tie downs or nosebands
 - Use of whips or bats
 - Use of any attachment which alters the movement of, or circulation to the tail
 - Failure to provide horse and equipment to judge for inspection when requested
 - Disrespect or misconduct by the exhibitor
 - Closed reins are not allowed except as standard romal reins
 - Excess rein may be straightened anytime during the pattern, provided the rider's free hand remains behind the rein hand. Any attempt to alter tension or length of the reins from the bridle to the rein hand is to be considered use of two hands and a penalty score of 0 (zero) will be applied. In being used to instill fear or praise, a penalty 5 (five) will be applied, and a reduction in the maneuver score.
- c) **The following will result in a 0 score:**
 - Use of more than index or first finger between reins
 - Use of two hands (except for a junior horse wearing a snaffle bit or bosal) or changing hands
 - Improper use of romal reins
 - Failure to complete pattern as written
 - Performing the maneuvers other than in specified order
 - The inclusion of maneuvers not specified, including but not limited to backing more than 2 (two) strides or turning more than 90 degrees

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

Balking or refusal of command where performance is delayed

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

Over spins of more than 3/4 turn

Fall to the ground by horse or rider

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

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

d) **Neither a no score or a 0 score are eligible to place**

e) **The following will result in a penalty of 1/2:**

Starting a circle at a jog or exiting rollbacks at a jog up to two (2) strides

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

Failure to remain a minimum of 20 feet (6 m) from the wall or fence when approaching a stop and/or rollback

Delayed change of lead by one stride where the lead change is required by the pattern description

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

f) **The following will be result in a penalty of 1**

In patterns requiring a run around, failure to be on the correct lead when rounding the end of the arena for 1/2 turn or less

Each time a horse is out of lead, a judge is required to deduct on point. The penalty for being out of lead is accumulative and the judge will deduct one penalty point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead

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

g) **The following will result in a penalty of 2:**

Break of gait

Freeze up in spins or rollbacks

On walk in patterns, failure to stop or walk before executing canter departure

On run in patterns, failure to be in a canter prior to first marker

If a horse does not completely pass the specified marker before initiating a stop position

Jogging beyond two (2) strides, but less than 1/2 circle or 1/2 the length of the arena

In patterns requiring a run around, failure to be on the correct lead when rounding the end of the arena for 1/2 turn or more

h) **The following will result in a penalty of 5**

Spurring in front of the cinch

Use of either hand to install fear of praise

Holding the saddle with either hand

Blatant disobedience including kicking, biting, rearing, bucking and striking

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

Opening mouth excessively when wearing bit

Excessive jawing, opening mouth or head raising on stops

Lack of smooth, straight stops on haunches, bouncing or sideways stops

Refusing to change leads

Anticipating signals

Stumbling

Backing sideways

Knocking over markers

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

Losing stirrup

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

MWHS rulebook revised for above section 2006, 2014, 2015

7.6.1 REINING PATTERNS

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

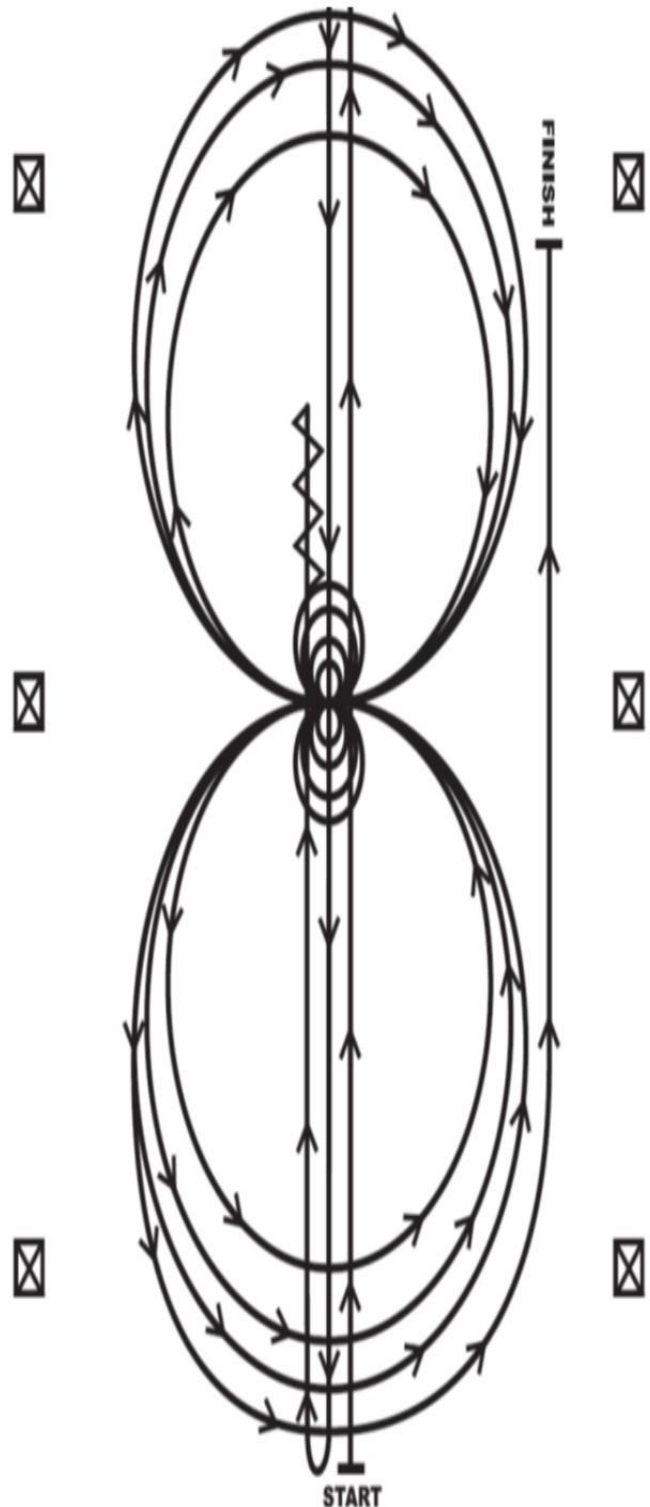
REINING PATTERN 1

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

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

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2004



REINING PATTERN 2

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

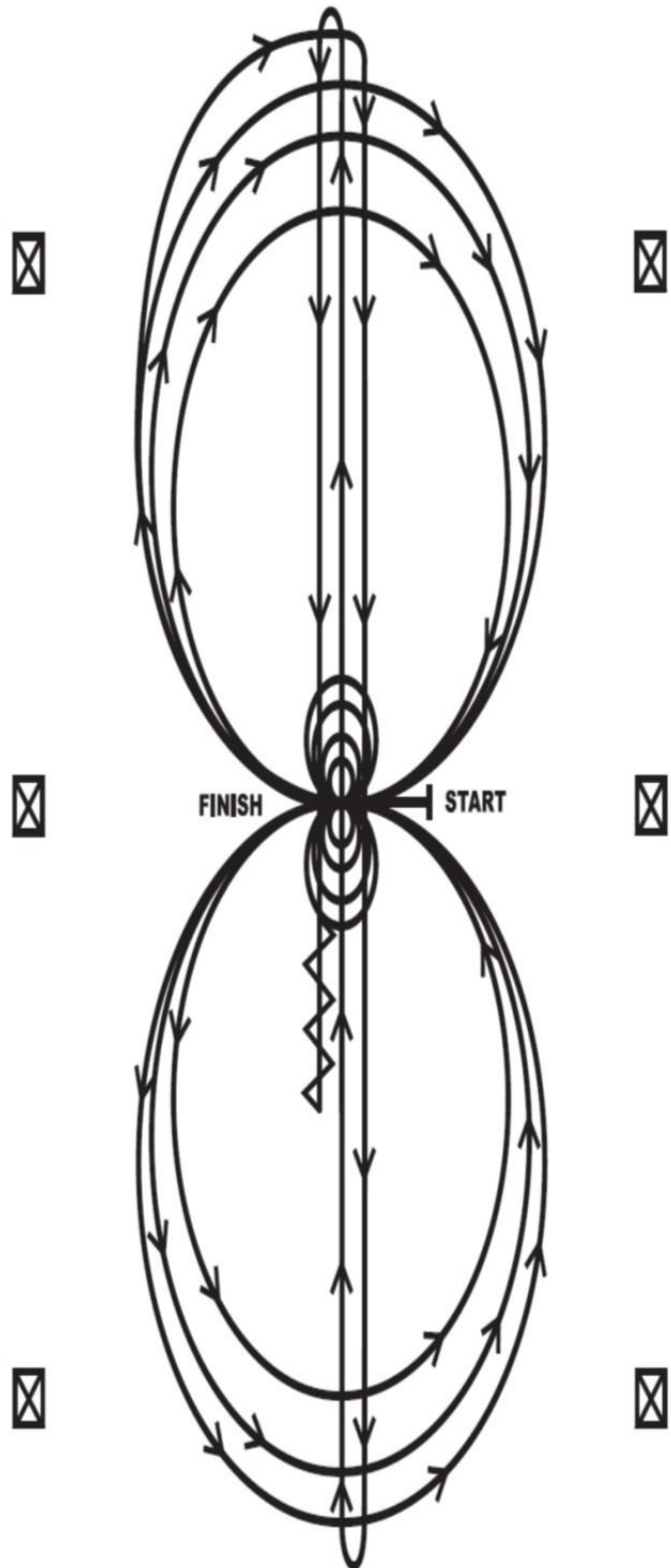
Horse must walk or stop prior to starting Pattern

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

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

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2004



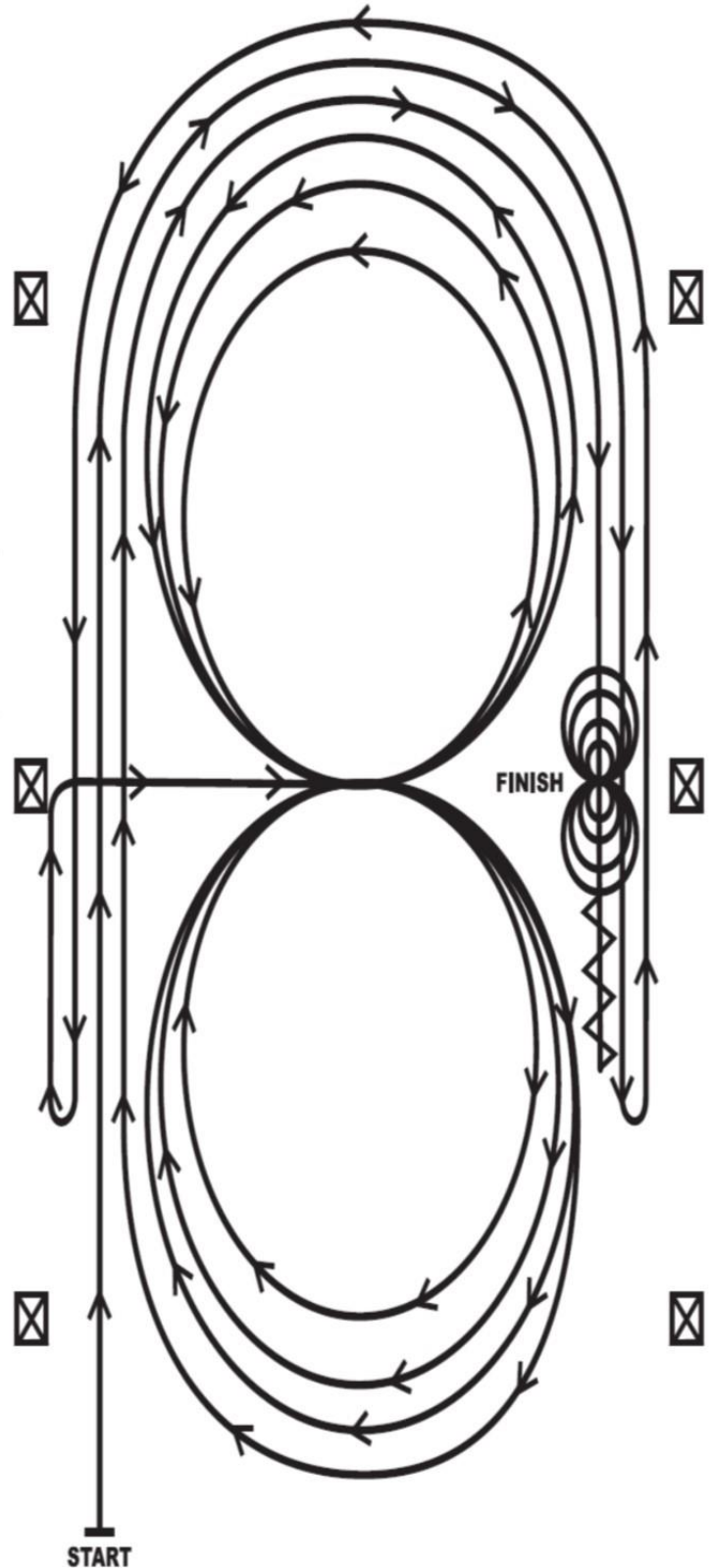
REINING PATTERN 3

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

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

Rider may drop bridle to Judge

MWHS rulebook revised for the above section 2004



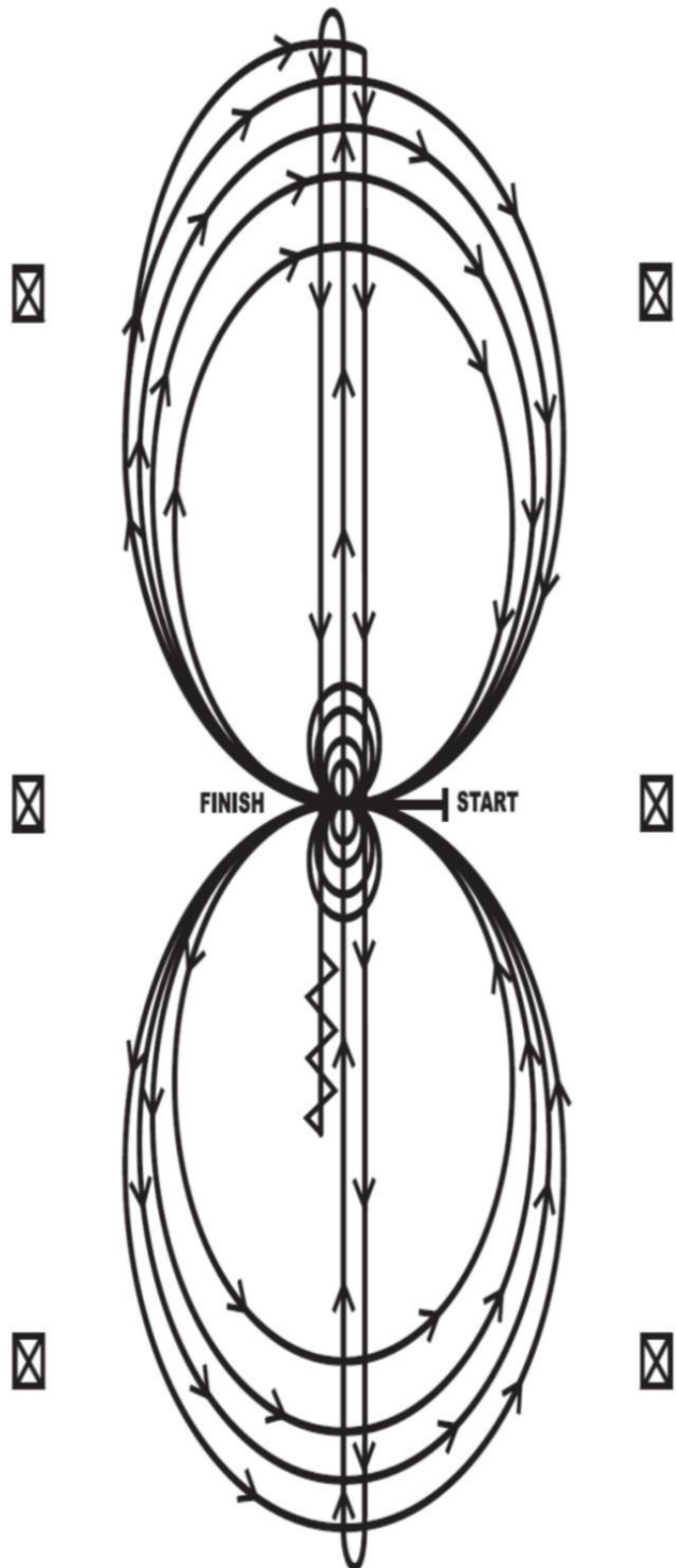
REINING PATTERN 4

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

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

Rider may drop bridle to Judge

MVHS rulebook revised for above section 2004



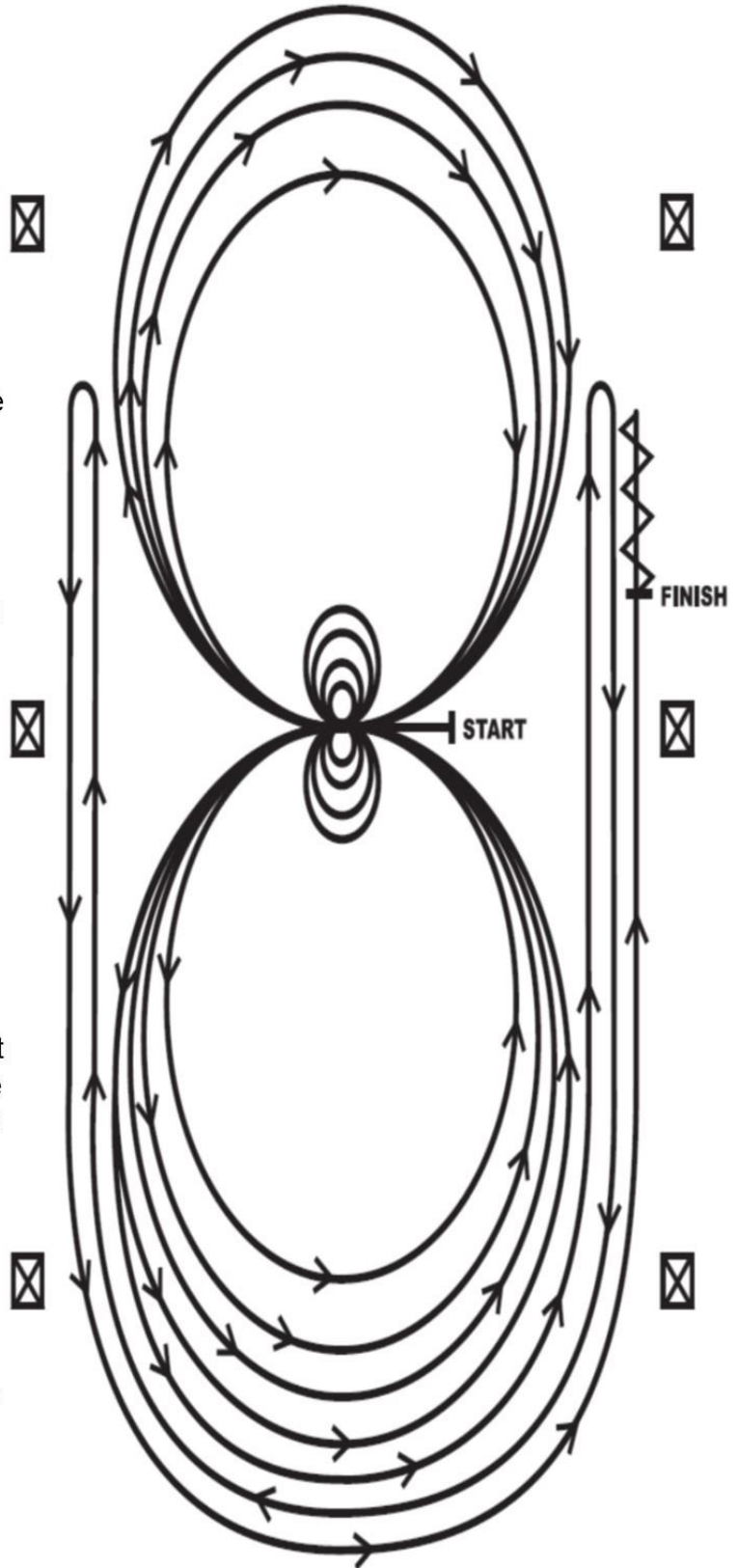
REINING PATTERN 5

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

Horse must walk or stop prior to starting pattern

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

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



Rider may drop bridle to Judge

MWHS rulebook revised for above section 2004

REINING PATTERN 6

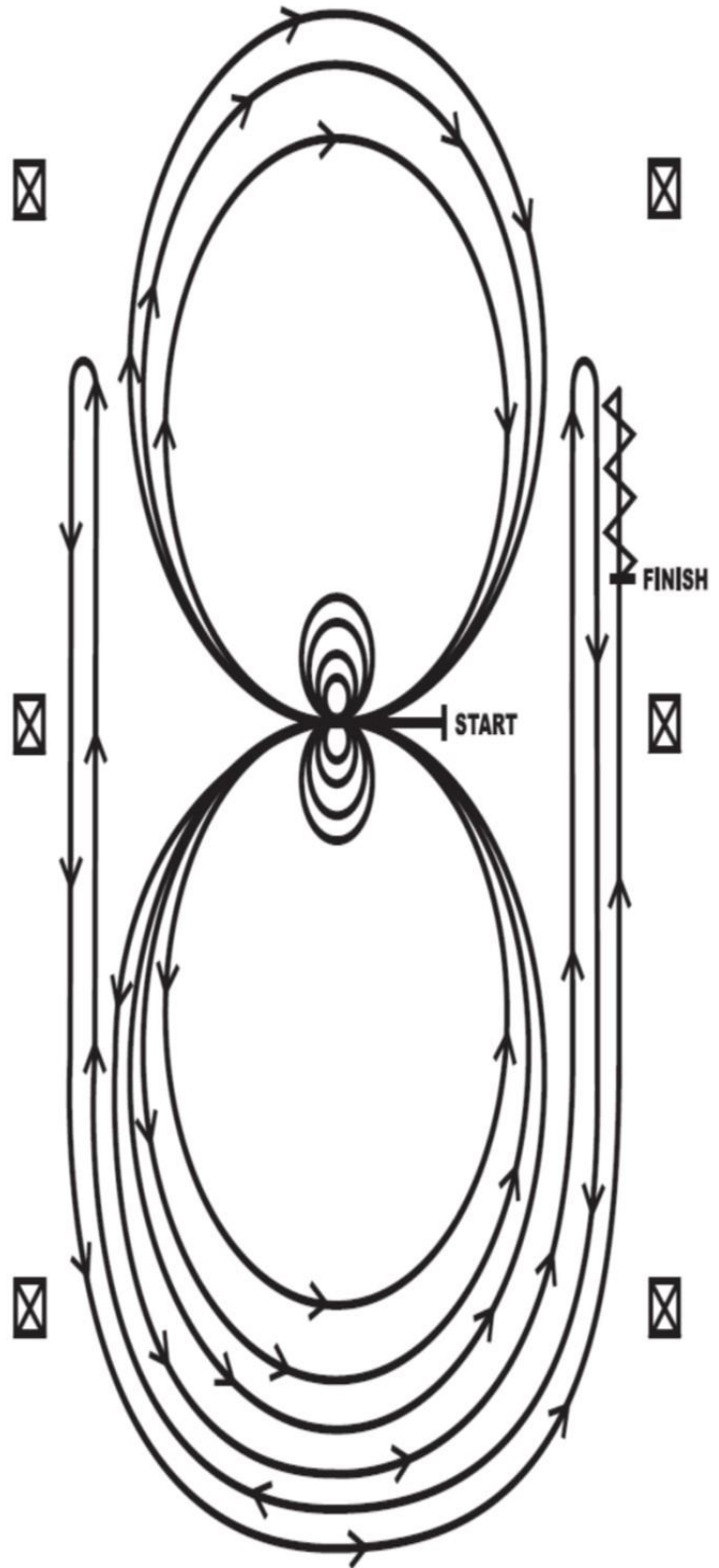
Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

Horse must walk or stop prior to starting pattern
Beginning at the centre of the arena facing the left wall or fence

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

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2004



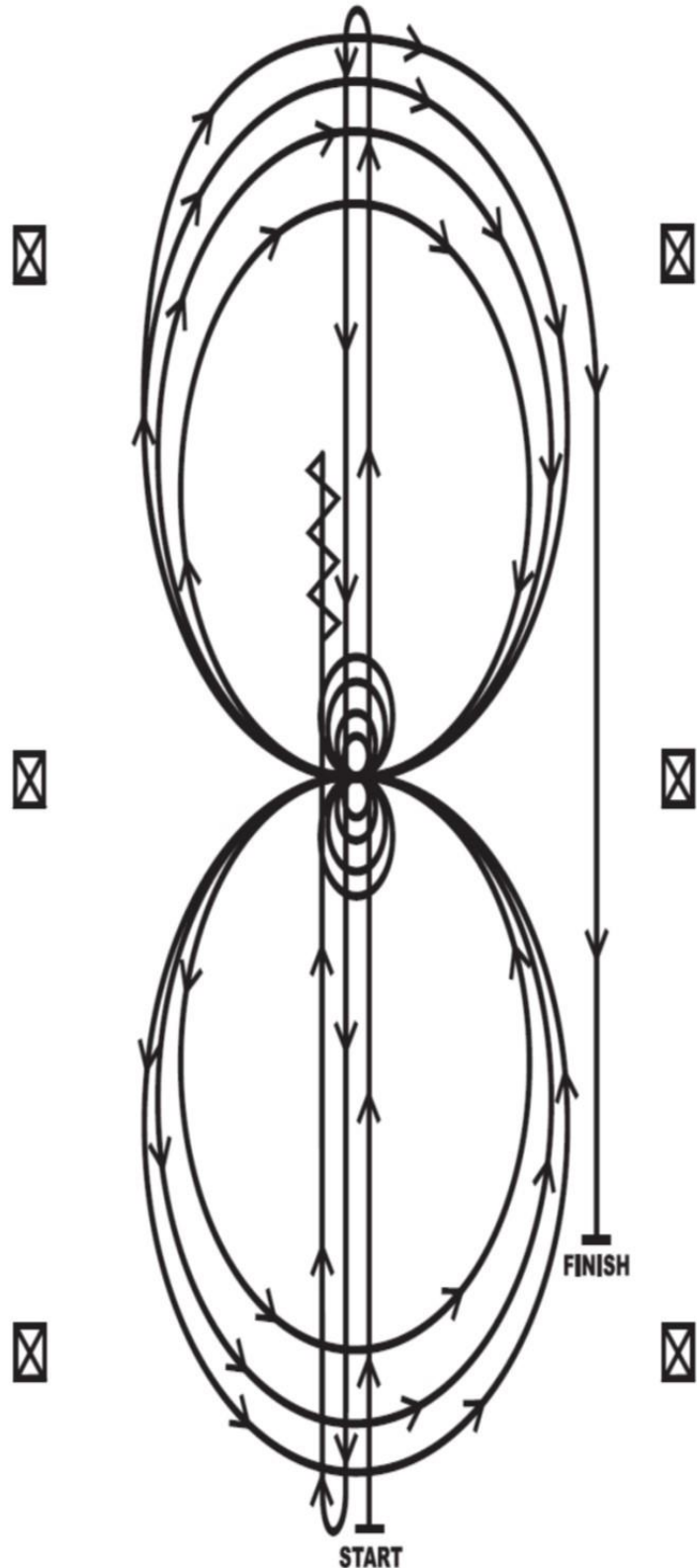
REINING PATTERN 7

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

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

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2004



REINING PATTERN 8

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

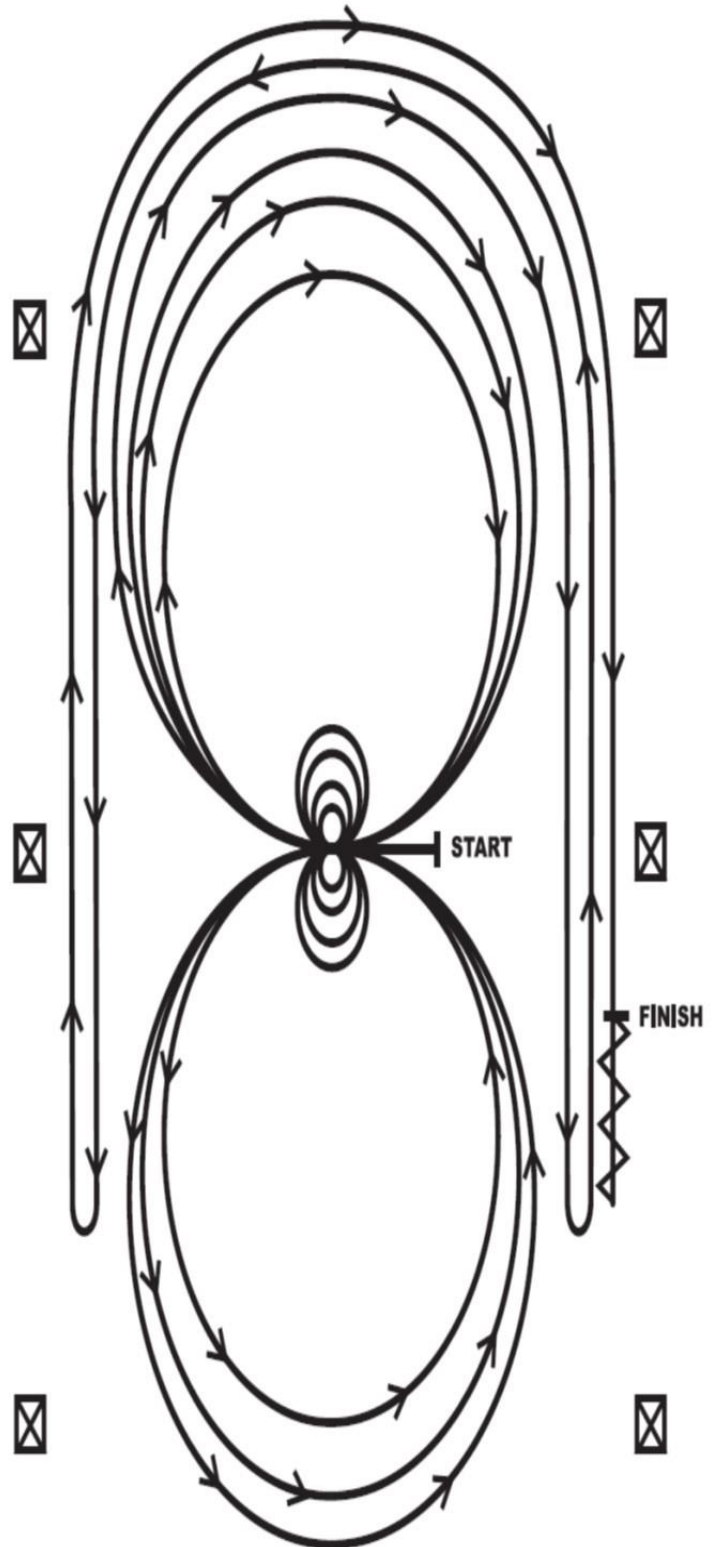
Horse must walk or stop prior to starting pattern

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

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

Rider may drop bridle to Judge

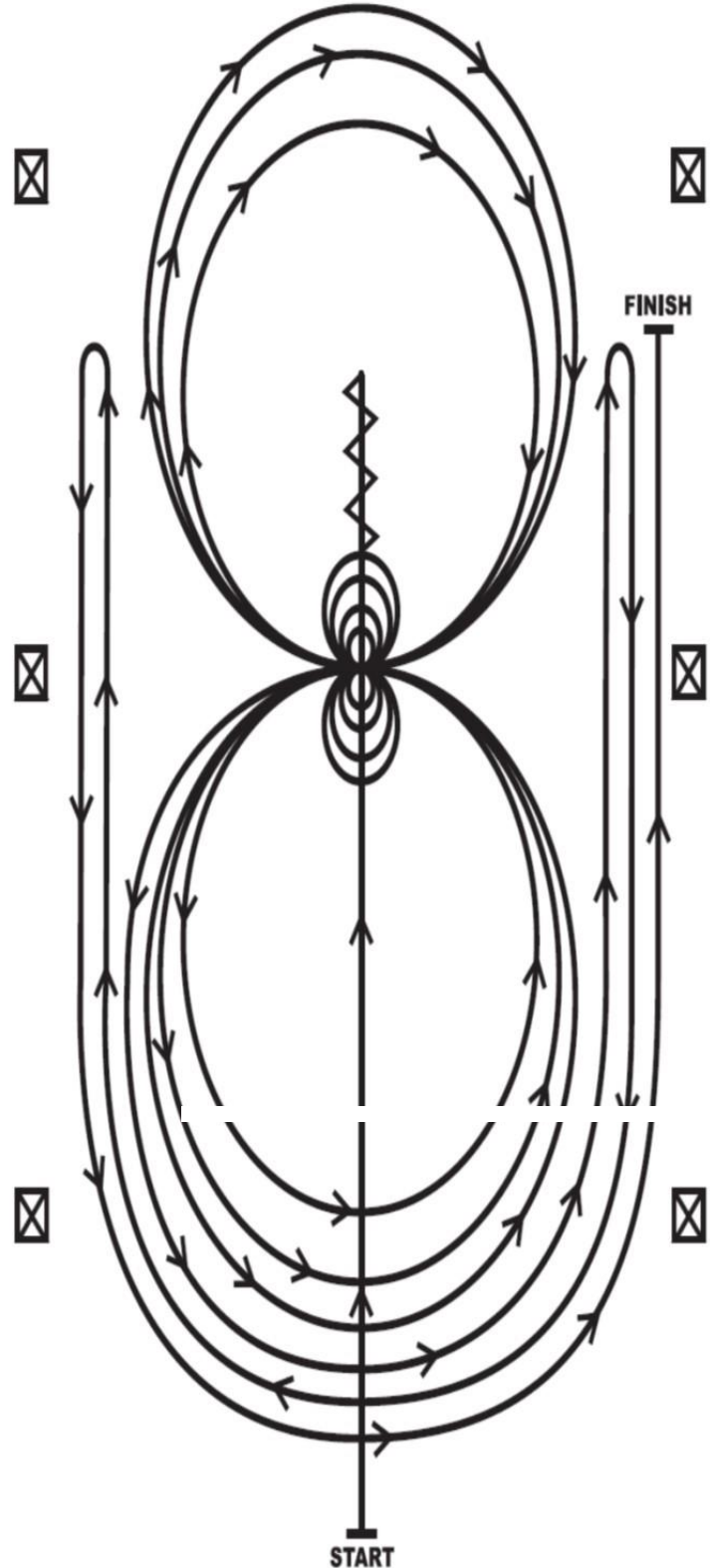
MWHS rulebook revised for above section 2004



REINING PATTERN 9

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

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



Rider may drop bridle to Judge

MWHS rulebook revised for above section 2004

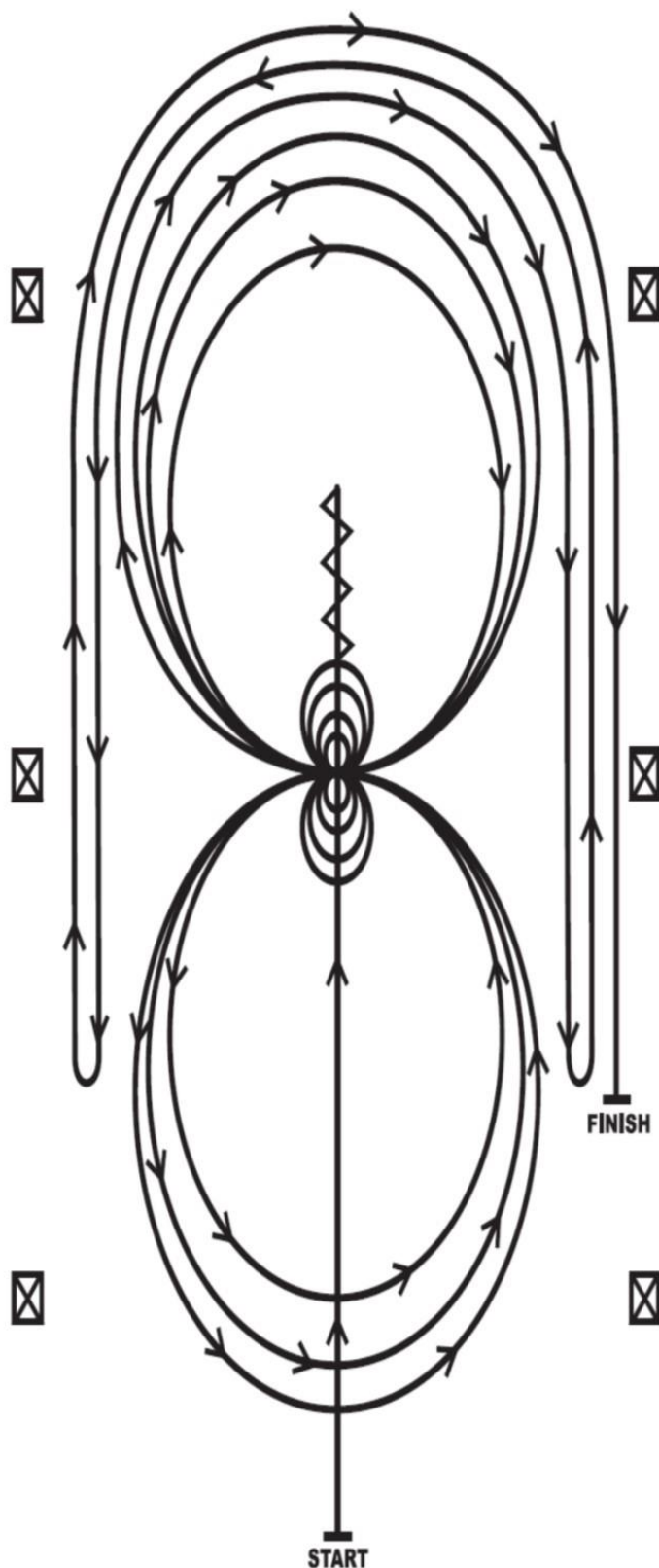
REINING PATTERN 10

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

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

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2004, 2011, 2014



REINING PATTERN 11

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

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

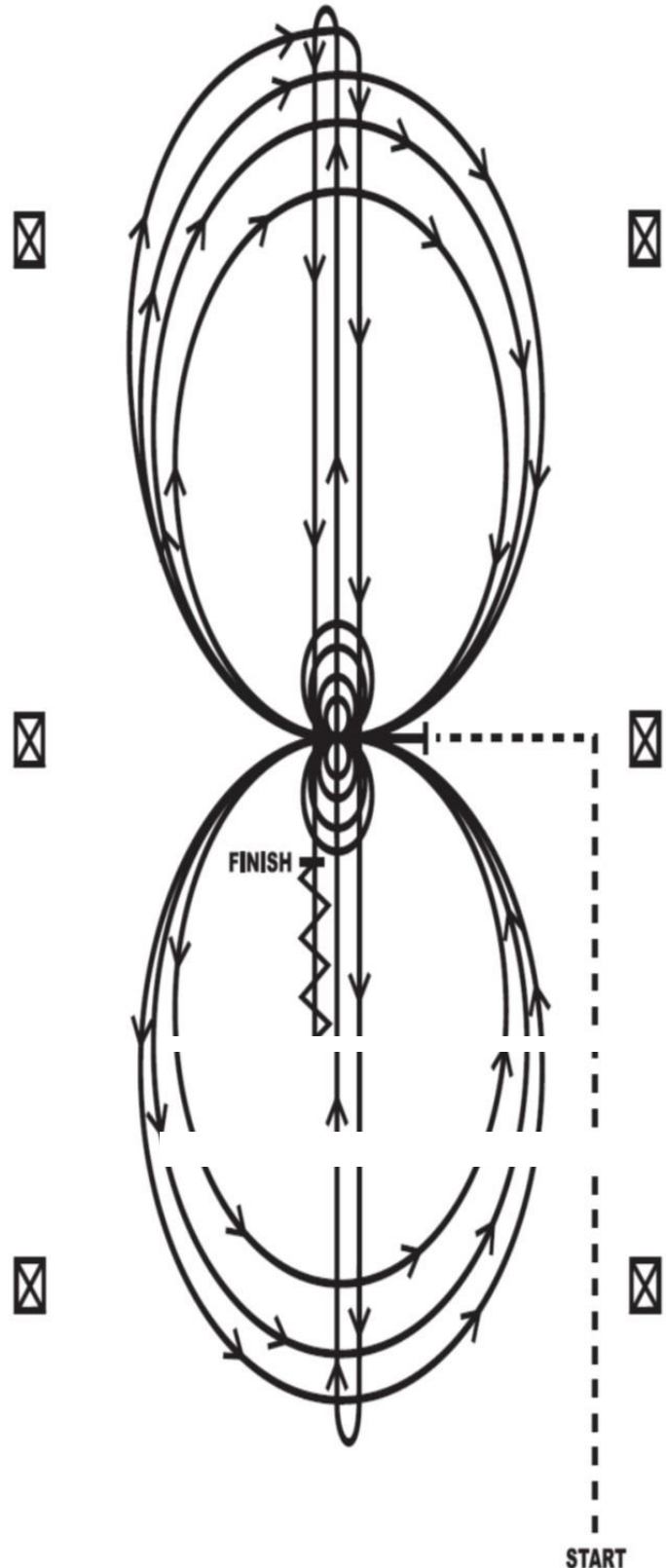
Horses must walk or stop prior to starting pattern

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

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

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2011, 2014



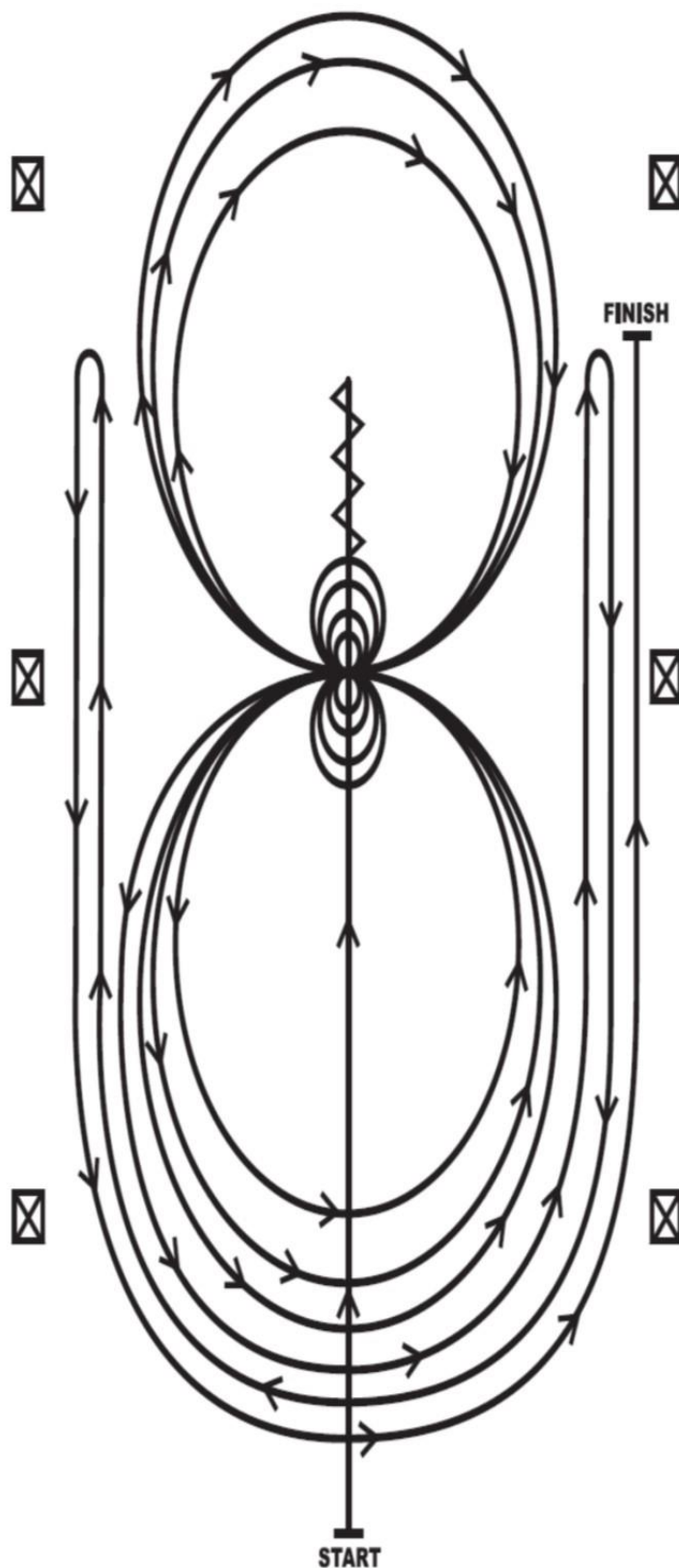
REINING PATTERN 12

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

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

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2015



REINING PATTERN 13

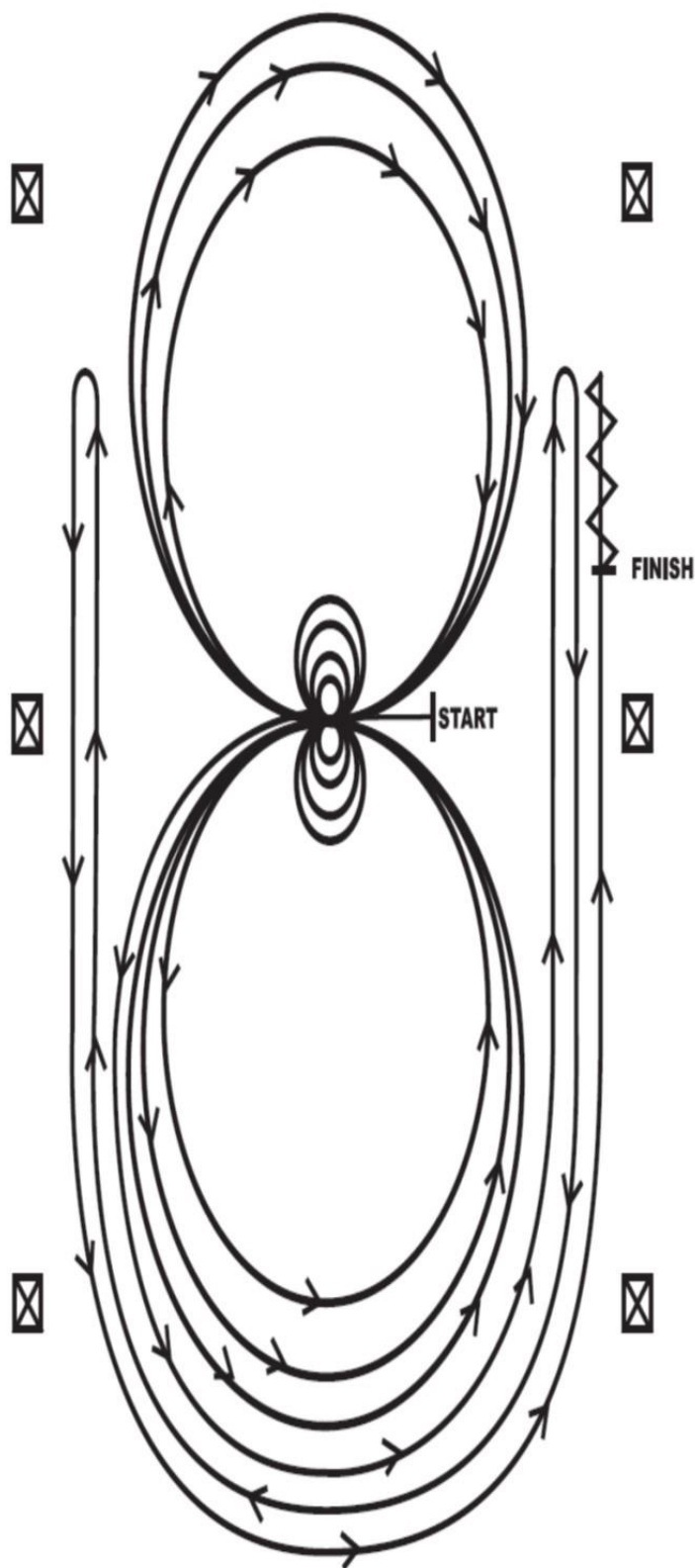
Rider must notify the Judge **BEFORE** starting pattern whether doing two or four spins

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

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

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2015



REINING PATTERN 14

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

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

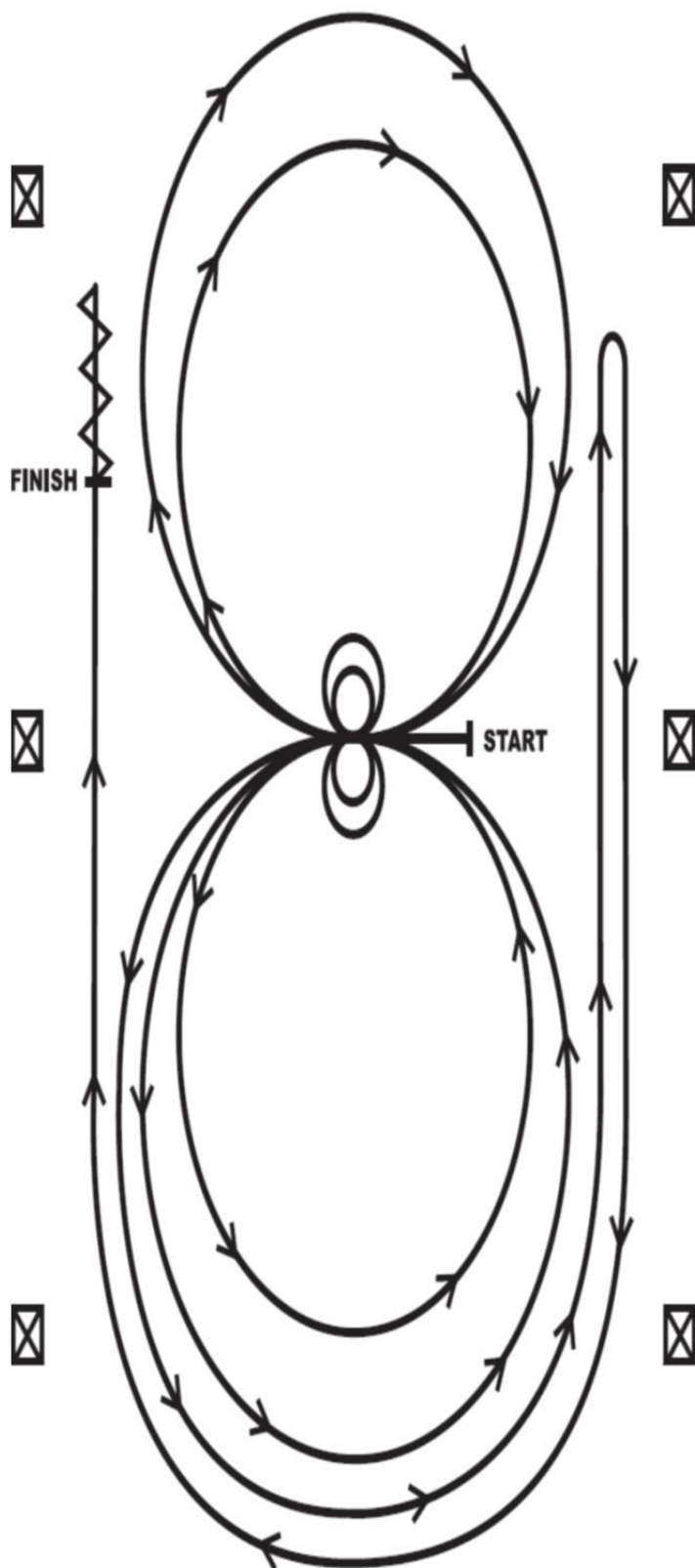
Horses must walk or stop prior to starting the pattern.

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

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

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2015



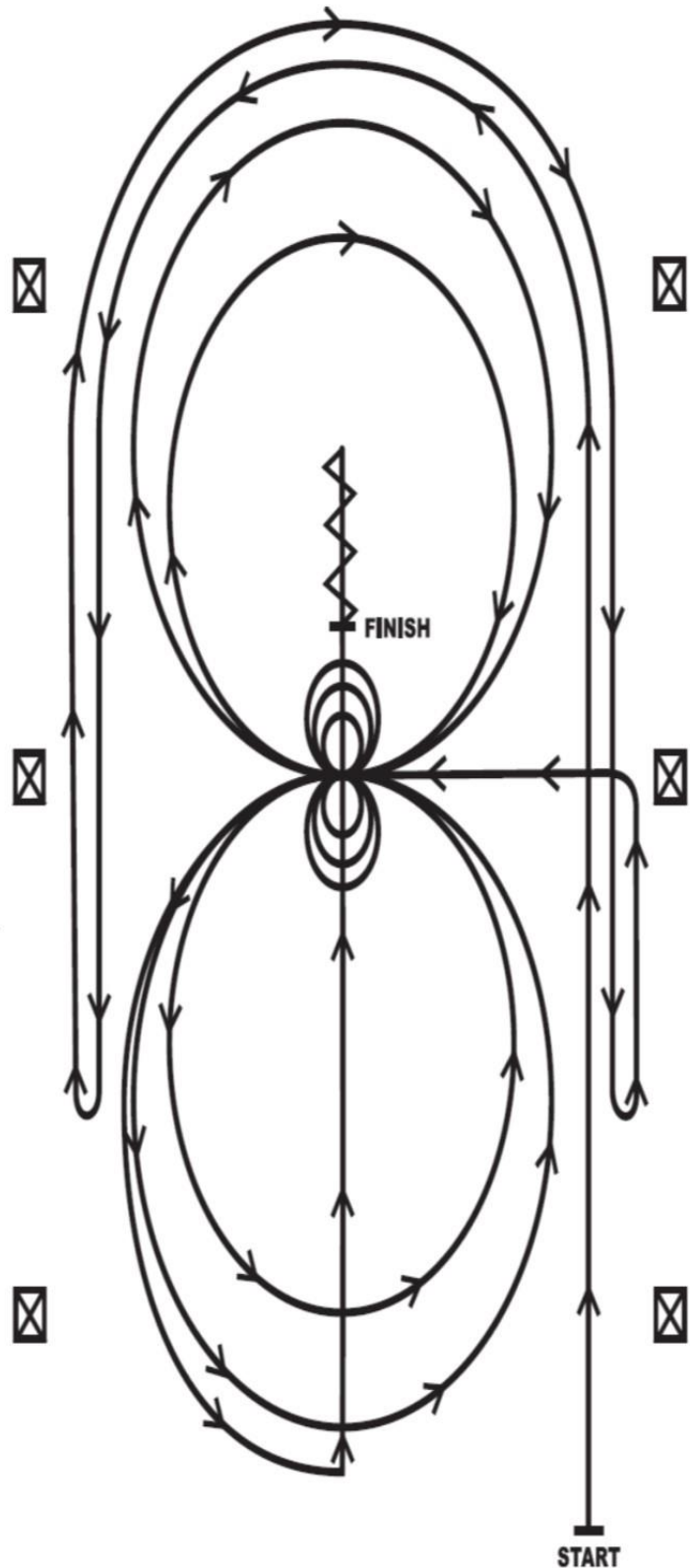
REINING PATTERN 15

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

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

Rider may drop bridle to Judge

MWHS rulebook revised for above section 2015



7.7 RANCH RIDING

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

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

a) Requirements:

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

- 6.3 The extended trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above level topline.
 - 6.4 The lope is a three-beat gait. The lope should be relaxed and smooth with a natural, forward moving stride.
 - 6.5 The extended lope is not a run or a race but should be an obvious lengthening of stride, demonstrating a forward, working speed.
 7. No time limit.
 8. One of the suggested patterns may be used, however a judge may utilize a different pattern as long as all required maneuvers are included and the three (3) (or more) optional maneuvers are included. Should a judge use one of his/her own patterns, it is recommended to not have the stop following an extended lope.
 9. The use of natural logs is encouraged.
 10. Posting at the extended trot is acceptable.
 11. Touching or holding the saddle horn is acceptable.
- b) Apparel and Equipment: (encouraged but not mandatory)
1. Trimming inside ears is discouraged
 2. Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair
 3. Equipment with silver should not count over a good working outfit. Silver on bridles and saddles is discouraged
 4. It is suggested competitors use a breast collar and a rear cinch
- c) Scoring will be on the basis of 0 - infinity, with 70 denoting an average performance. Maneuver scores will be as follows: +1½ Excellent; +1 Very Good; +½ Good; 0 Correct; -½ Poor; -1 Very Poor; -1½ Extremely Poor
- d) The following will result in a 1 (one) point penalty:
- Too slow per gait
 - Over bridled
 - Out of frame
 - Break of gait at walk or jog for two (2) strides
- e) The following will result in a 3 (three) point penalty:
- Break of gait at walk or jog for more than two strides
 - Break of gait at lope
 - Wrong lead or out of lead
 - Draped reins
 - Out of lead or cross-cantering more than two (2) strides when changing leads
 - Trotting more than three strides when making a simple lead change

Severe disturbance of any obstacle

- f) The following will result in a 5 (five) point penalty: Blatant disobedience (kick, bite, buck, rear, etc. for each refusal
- g) Placed below horses performing all maneuvers: Eliminate maneuver
Incomplete maneuver
- h) The following will result in a 0 (zero) score: Major disobedience or schooling
Willful abuse
Illegal equipment including hoof black, braided or banded manes or tail extensions.

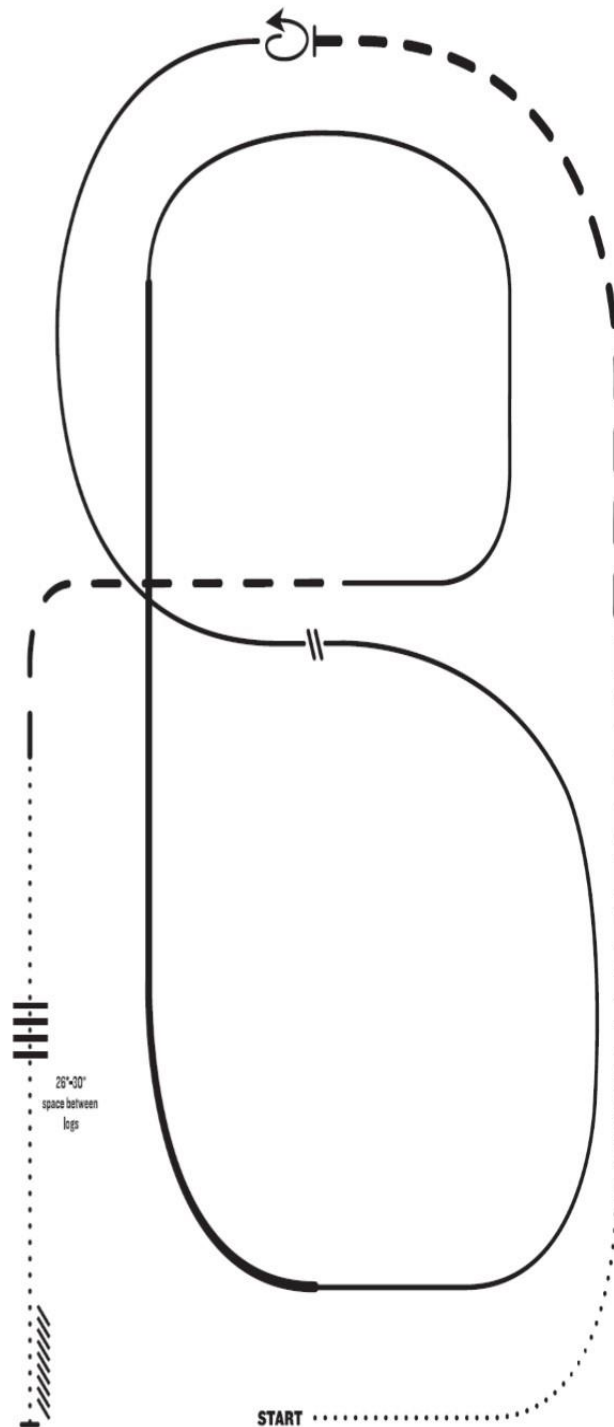
No specific penalties will be incurred for nicks or logs but deduction may be made in maneuver score.

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

MWHS rulebook revised for above section 2015, 2022

RANCH RIDING PATTERN 1

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

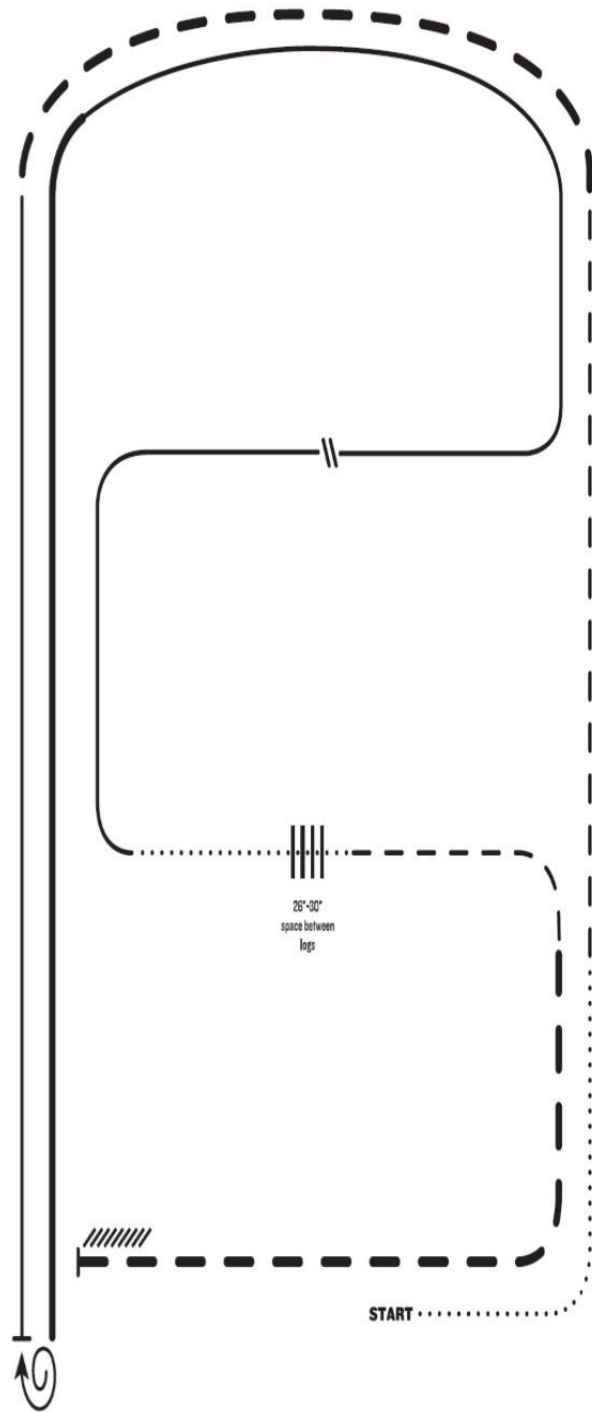


LEGEND	
.....	Walk
.....	Extended Walk
- - - -	Trot
- - - -	Extended Trot
————	Lope
————	Extended Lope
//////	Back
W	Lead Change

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

RANCH RIDING PATTERN 2

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



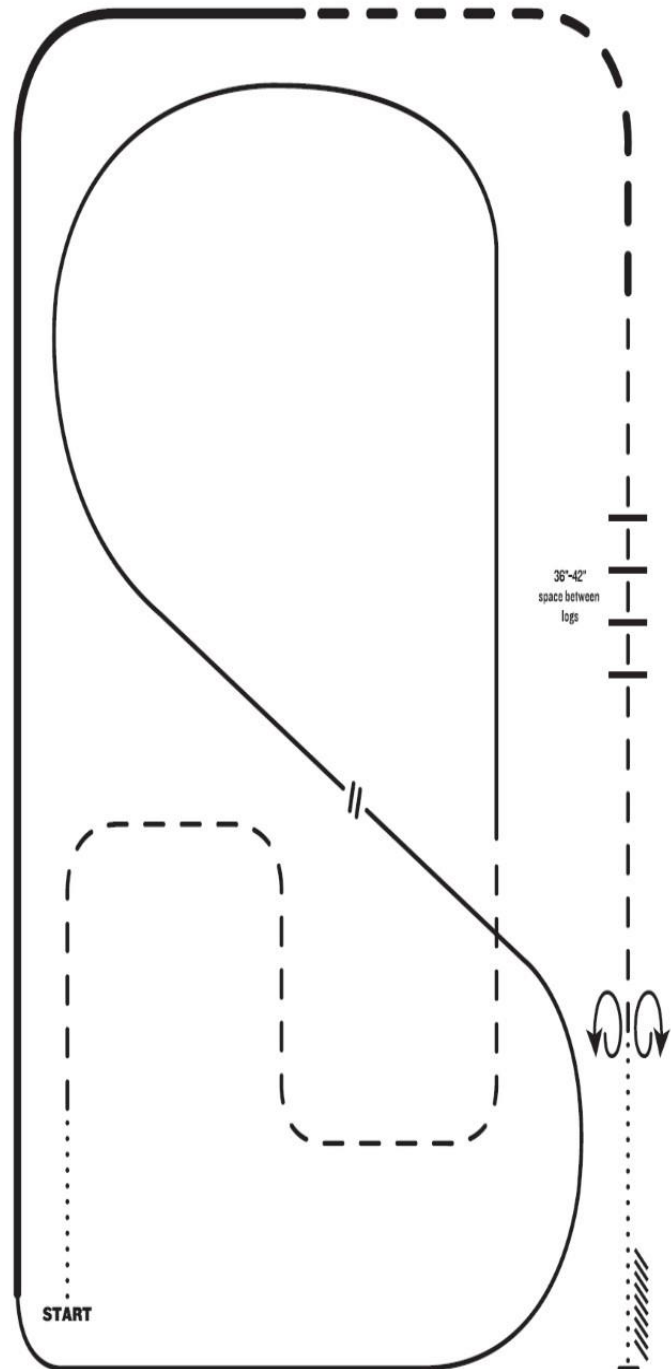
LEGEND

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

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

RANCH RIDING PATTERN 3

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

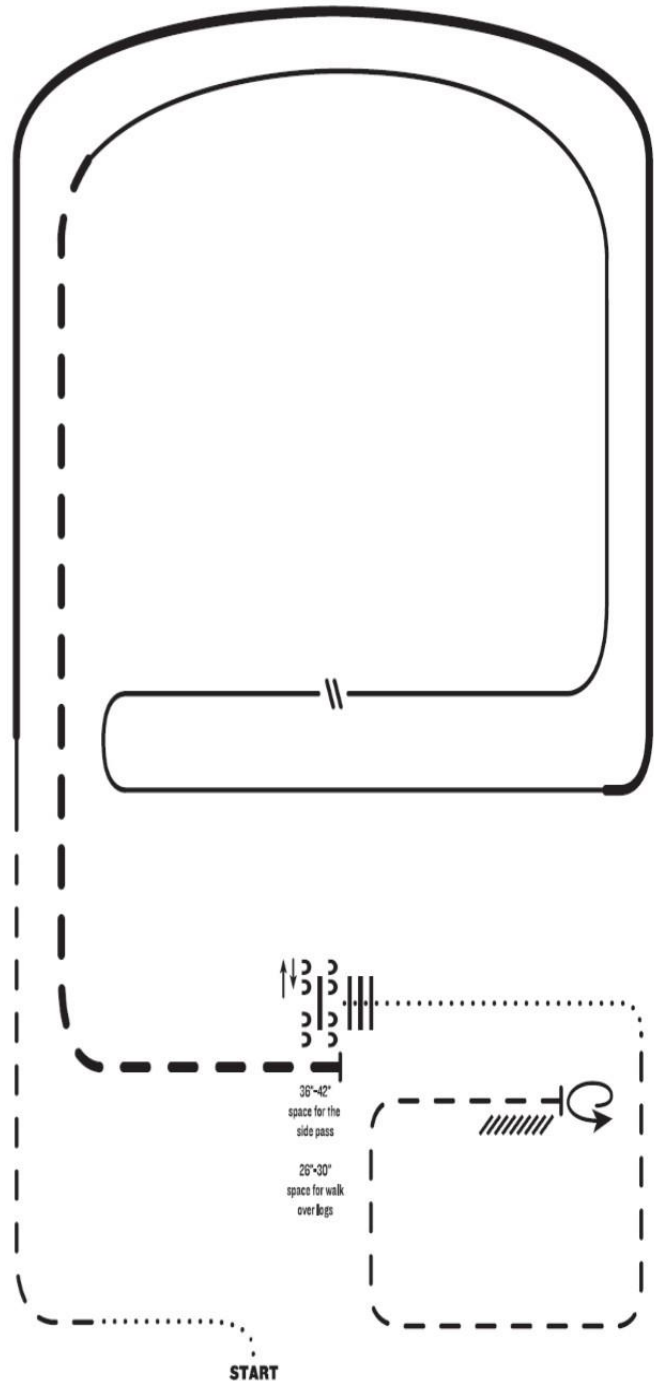


LEGEND	
.....	Walk
.....	Extended Walk
- - - -	Trot
- - - -	Extended Trot
————	Lope
————	Extended Lope
//////	Back
//	Lead Change

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

RANCH RIDING PATTERN 4

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

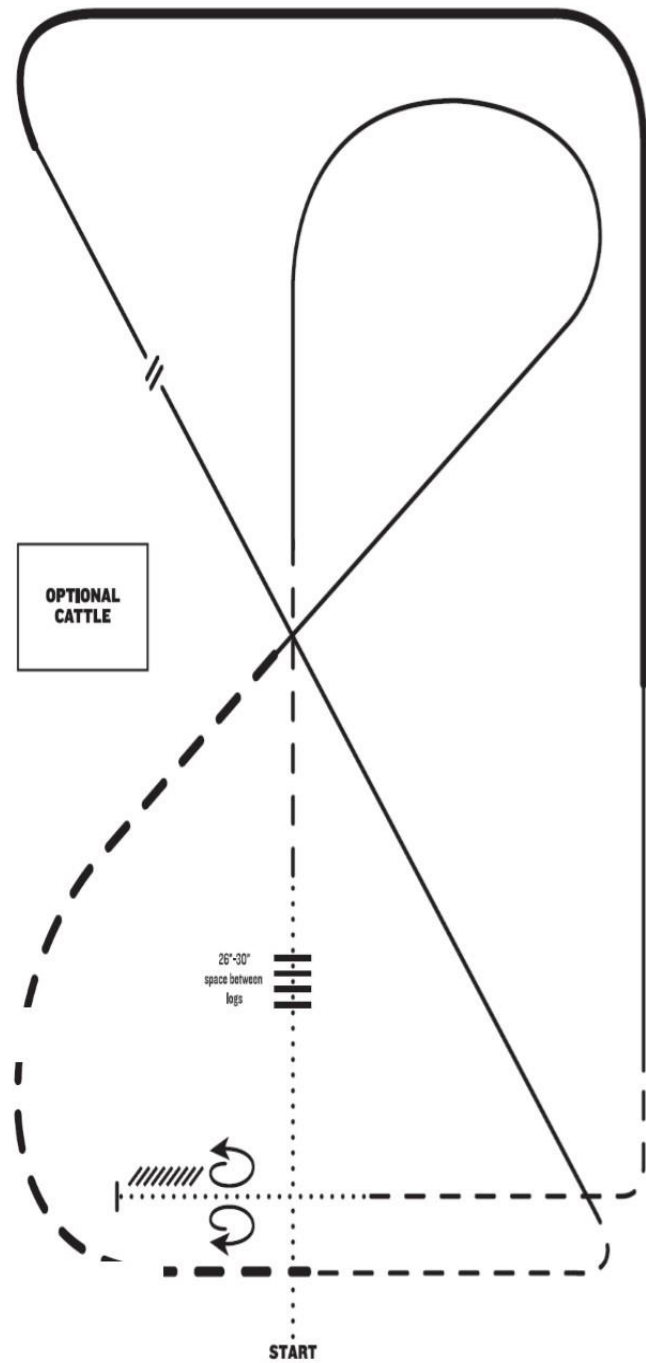


LEGEND	
.....	Walk
.....	Extended Walk
----	Trot
----	Extended Trot
—	Lope
—	Extended Lope
////	Back
	Lead Change

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

RANCH RIDING PATTERN 5

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

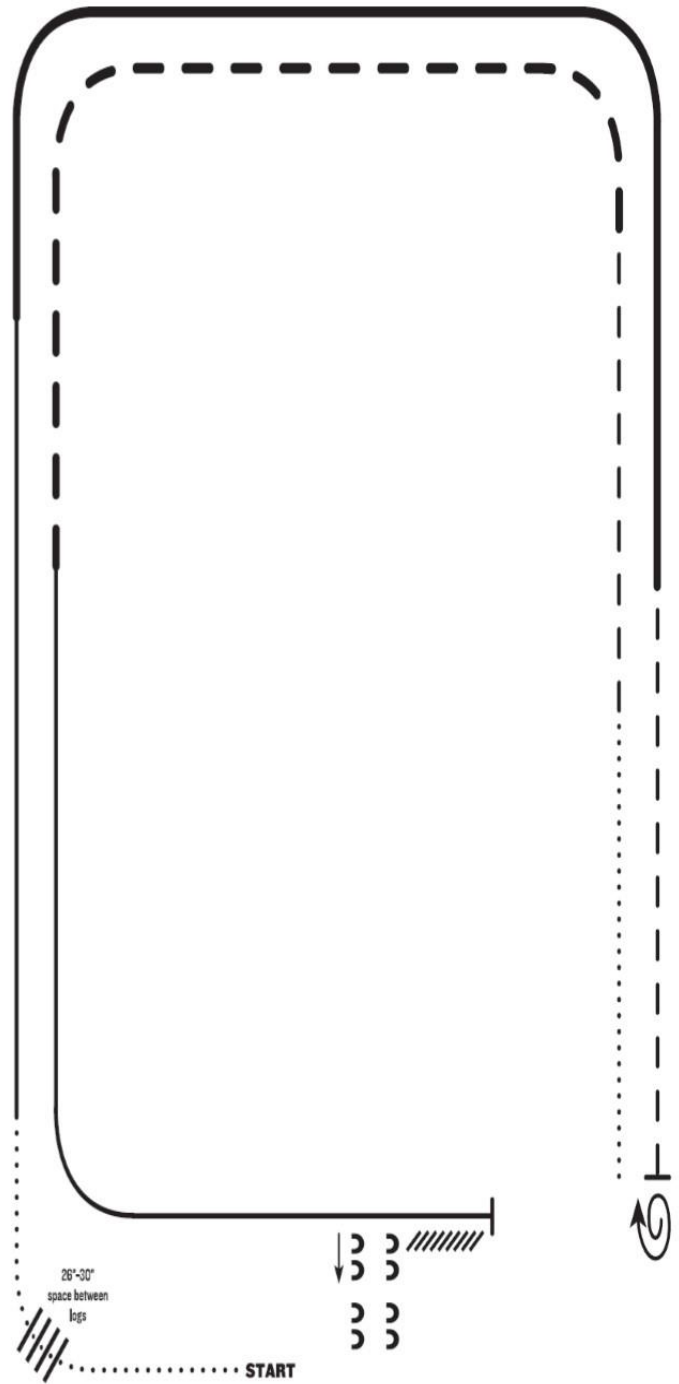


LEGEND	
.....	Walk
.....	Extended Walk
---	Trot
- . - .	Extended Trot
————	Lope
————	Extended Lope
////	Back
//	Lead Change

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

RANCH RIDING PATTERN 6

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

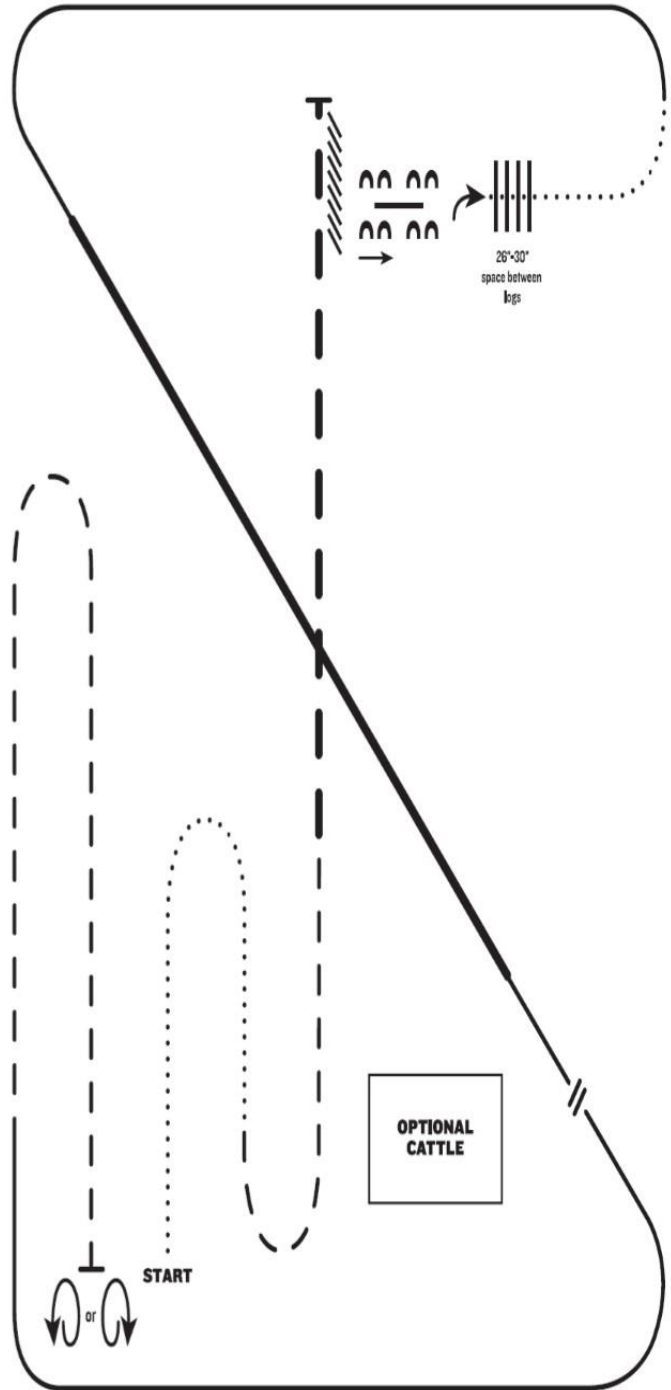


LEGEND	
.....	Walk
.....	Extended Walk
- - - -	Trot
- - - -	Extended Trot
————	Lope
————	Extended Lope
////	Back
W	Lead Change

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

RANCH RIDING PATTERN 7

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



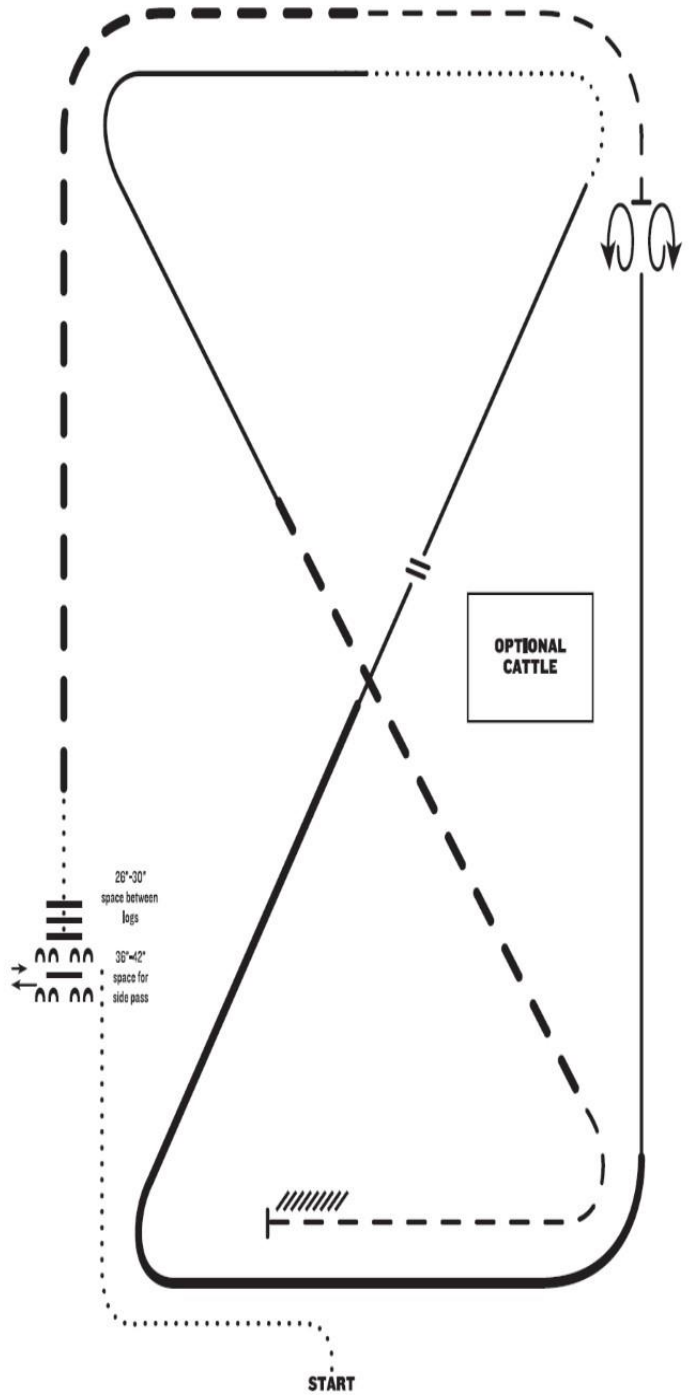
LEGEND

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

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

RANCH RIDING PATTERN 8

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

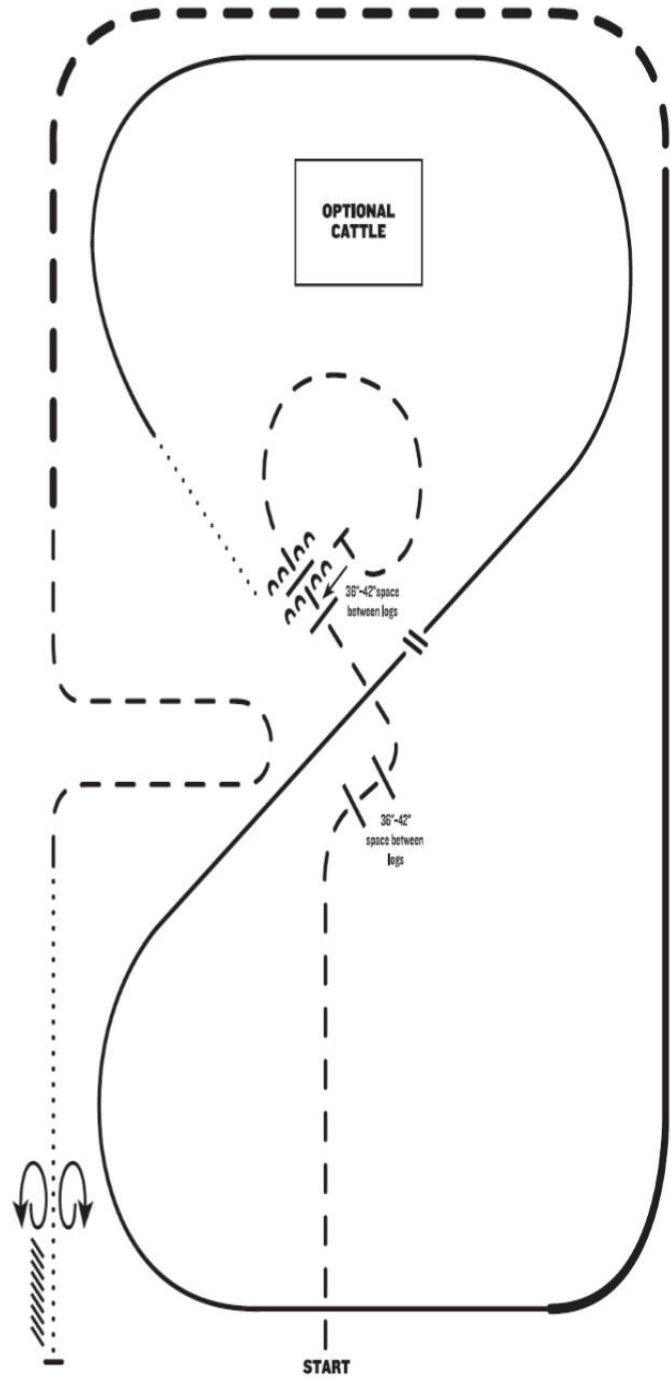


LEGEND	
.....	Walk
.....	Extended Walk
---	Trot
---	Extended Trot
—	Lope
—	Extended Lope
////	Back
∩	Lead Change

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

RANCH RIDING PATTERN 9

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

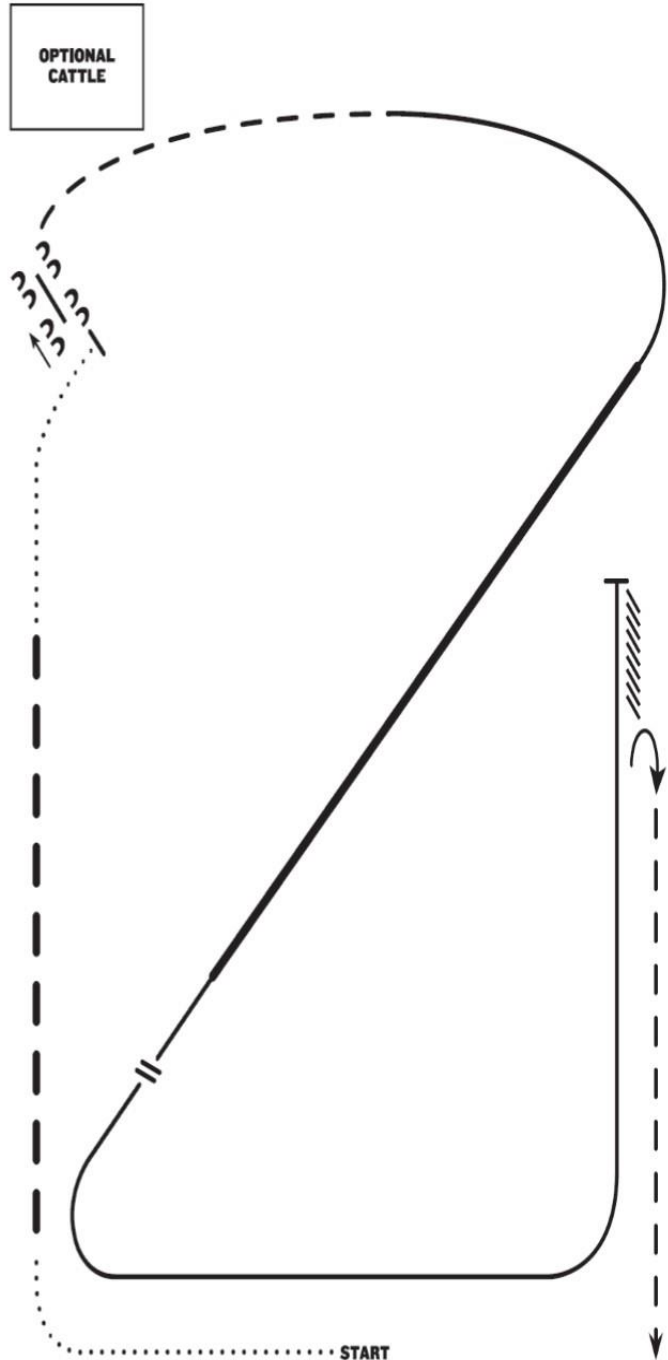


LEGEND

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

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

RANCH RIDING PATTERN 10



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

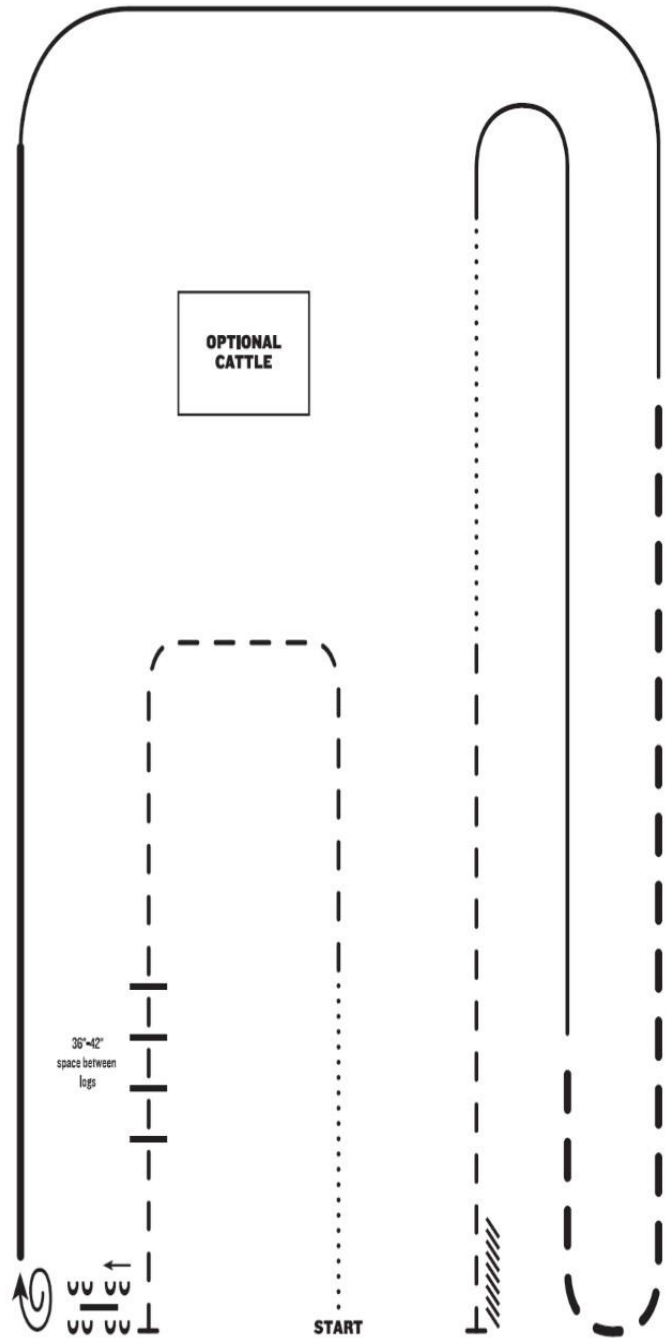
LEGEND

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

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

RANCH RIDING PATTERN 11

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



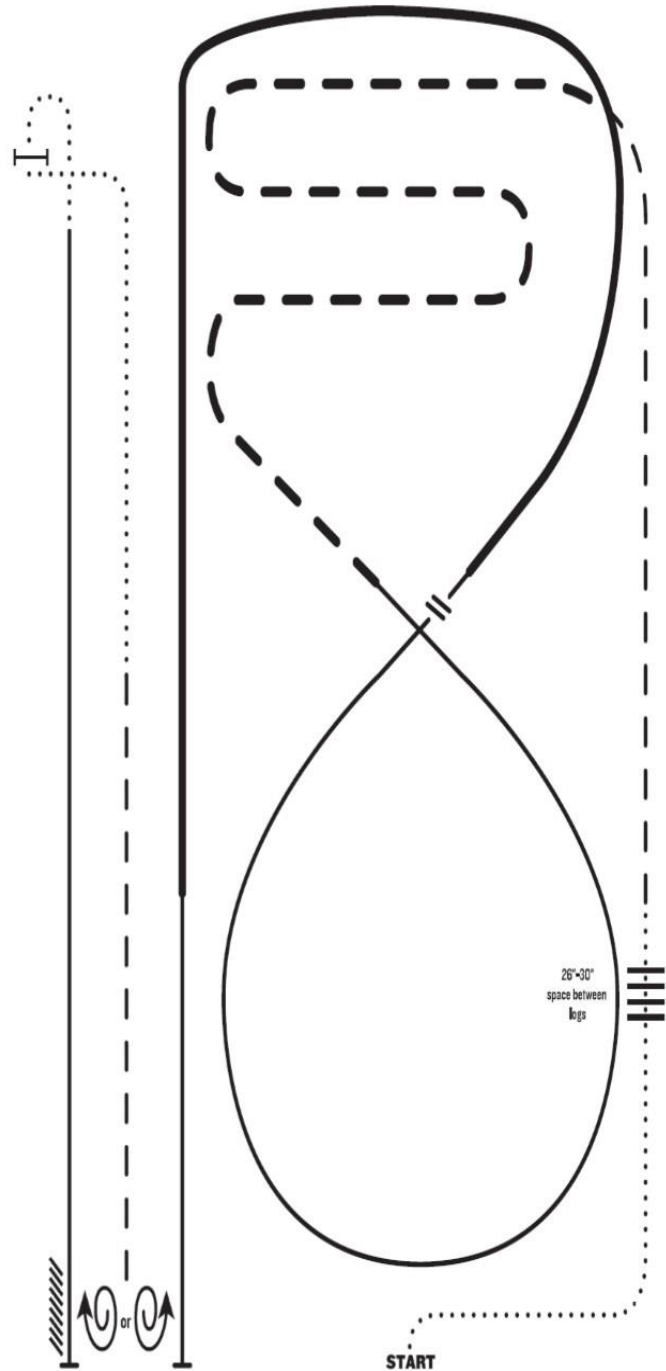
LEGEND

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

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

RANCH RIDING PATTERN 12

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



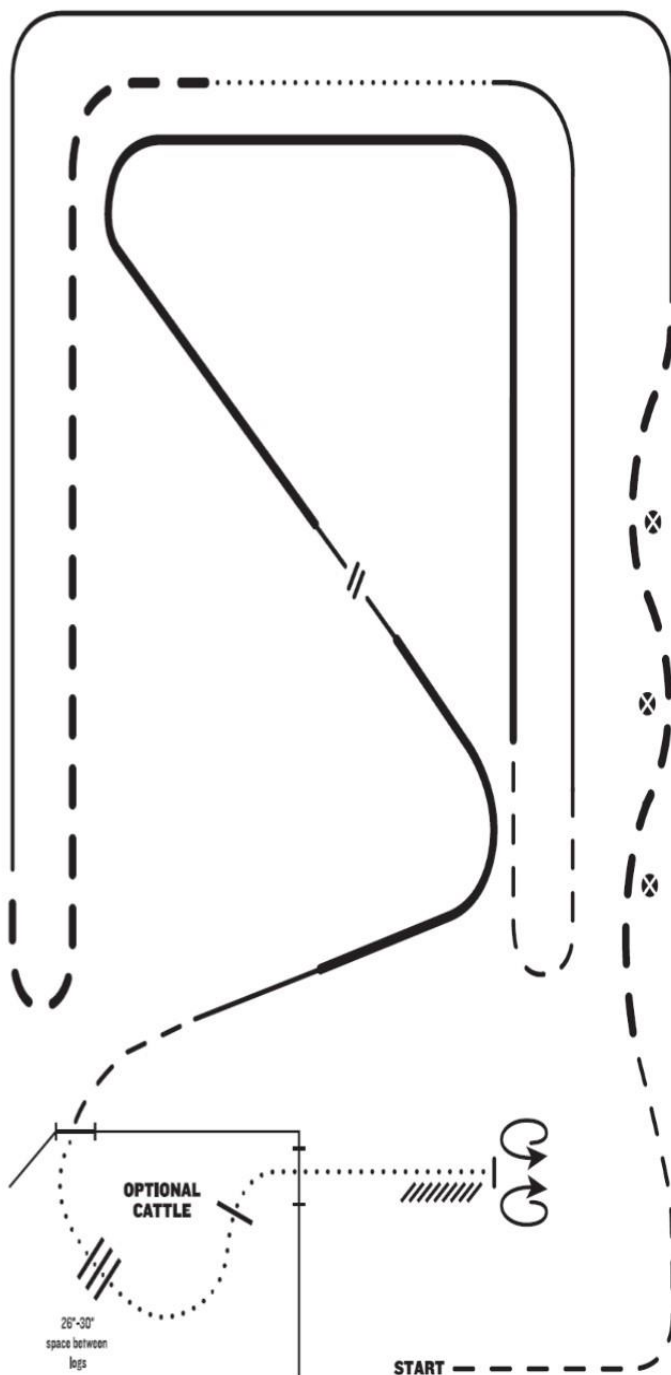
LEGEND

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

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

RANCH RIDING PATTERN 13

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



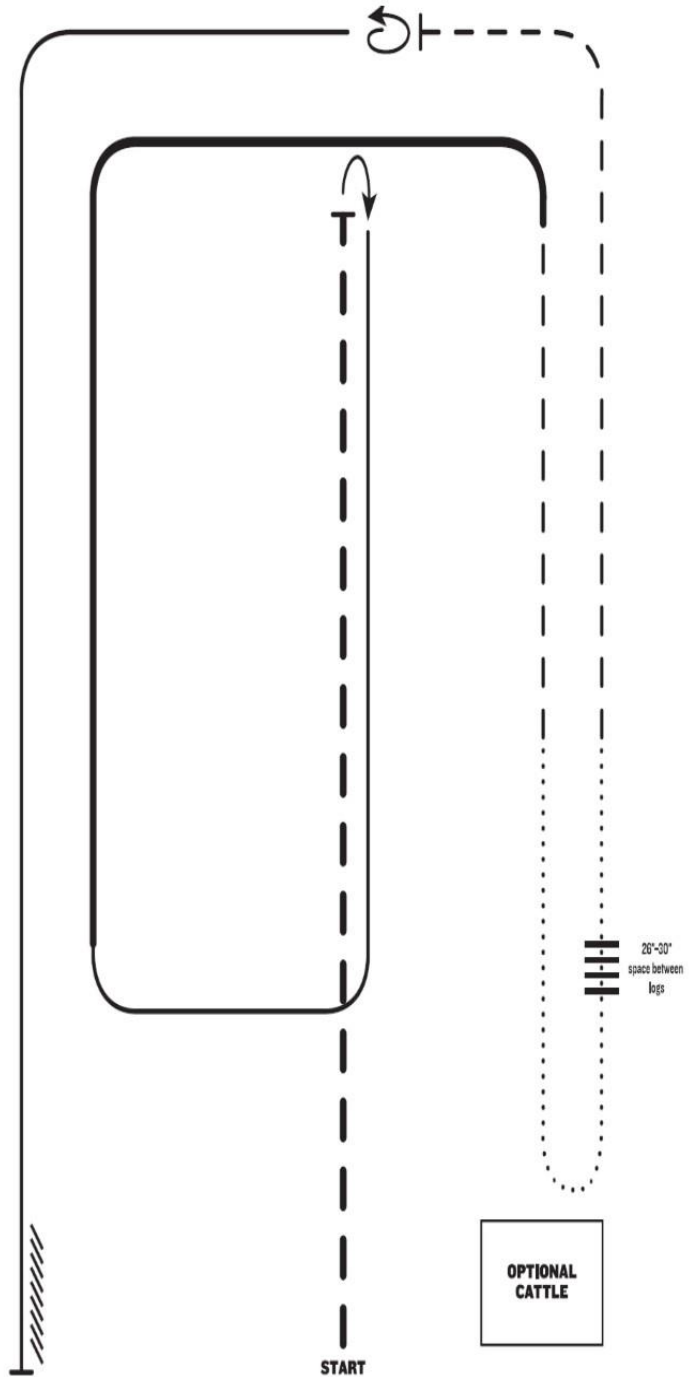
LEGEND

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

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

RANCH RIDING PATTERN 14

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



LEGEND

.....	Walk
.....	Extended Walk
- - - -	Trot
- - - -	Extended Trot
— — — —	Lope
— — — —	Extended Lope
//////	Back
∩	Lead Change

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

7.8 Ranch Rail

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

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

Ranch Rail Apparel and Equipment:

1. The use of hoof polish or hoof black is discouraged.
2. Braided or banded manes/tails or tail extensions is discouraged.
3. Trimming inside ears is discouraged.
4. Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair

5. Equipment with silver should not count over a good working outfit. Excessive silver on bridles and saddles is discouraged.
6. It is suggested competitors use a breast collar and a rear cinch.
7. When exhibiting in a snaffle bit or hackamore, an exhibitor may switch between two hands and one hand on the reins at any time

Faults scored according to severity:

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

Faults which will be cause for disqualification:

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

7.9 RANCH TRAIL

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

CLASS REQUIREMENTS/PROCEDURES:

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

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

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

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

PROHIBITED OBSTACLES:

Tarps, water obstacles with slick bottoms, PVC pipe used as a jump or walk over, tires, rocking or moving bridges, painted logs or poles, logs elevated in a manner that permits such to roll in a dangerous manner.

MANDATORY OBSTACLES AND MANUEVERS

1. Ride over obstacles on the ground (natural logs are required). Walk, trot or lope may be used but only one gait is required. - Walk-overs: Walk over no more than **four** logs no more than 10 inches high. The spacing between successive logs should be 26 – 30 inches. The formation may be straight, curved, zigzagged or raised. - Trot-overs: Trot over no more than **four** logs no more than 10 inches high. The spacing between successive logs should be 36-42 inches. The formation can be straight, curved, zigzagged or raised. - Lope-overs: Lope over no more than **three** logs no more than 10 inches high. **No more than two logs may be used in succession.** The spacing between logs should be **at least** 6 to 7 feet. The formation can be straight, curved, zigzagged or raised.
2. Opening, passing through and closing a hinged swinging gate (not a rope gate): Use gate that will not endanger horse or rider and requires minimum side-passing.

3. Ride over wooden bridge: Bridge should be sturdy, safe and negotiated at a walk only. Heavy plywood lying flat on the ground is an acceptable simulation of a bridge. Suggested minimum width shall be 36 inches wide and at least 6 feet long.
4. Backing obstacles: Backing obstacles are to be spaced at a minimum of 28 inches. If elevated, 30 inch spacing is required. Back through and around at least three markers. Back through L, V, U or straight or similarly shaped course which may be elevated no more than 24 inches.
5. Side-pass obstacle: Any object which is safe and of any length may be used to demonstrate responsiveness of the horse to leg signals. Raised side pass obstacles should not exceed 12 inches.
6. Drag an object: For open and amateur classes ONLY. The drag is not to be used in any youth, or Rookie/Level 1 amateur classes. Drag may be a complete figure eight and may begin in either direction. The exhibitor must have the rope dallyed on the saddle horn (half or full dally) for the duration of the drag.

OPTIONAL OBSTACLES.

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

- A jump obstacle whose center height is not less than 14 inches high or more than 25 inches high. Holding the saddle horn is permissible for this obstacle
- Only live or stuffed animals which would normally be encountered in an outdoor setting may be used but not to be used in an attempt to spook a horse.
- Carry object from one part of the arena to another.
- Remove and replace materials from a mailbox. - Trot through cones spaced a minimum of 6 feet apart.
- Cross natural ditches or ride up embankments.
- Swing rope or throw rope at a dummy steer head.
- Step in and out of obstacle.
- Put on slicker or coat.
- Stand to mount with mounting block.
- Walk through water obstacle.
- Open gate on foot.
- Pick up feet.
- Walk through brush.
- Ground tie (hobbles are allowed).
- Lead at the trot.

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

CREDITS AND PENALTIES.

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

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

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

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

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

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

Off-Pattern (OP) - Exhibitors cannot place above others who complete pattern correctly
Incomplete maneuver
Eliminating or adding a maneuver
3rd refusal

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

Disqualified 0 – Score Lameness
Abuse
Leaving working area before pattern is complete
Illegal equipment
Disrespect or misconduct
Improper western attire
Fall of horse/rider

8.0 Jr. PERFORMANCE CLASSES – Jr. A & B

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

MWHS rulebook revised for above section 2017

8.1 Jr. A SHOWMANSHIP AT HALTER

For rules, refer to rule 8.1 - Adult Showmanship

8.2 Jr. A ENGLISH PLEASURE

For rules, refer to rule 8.5 - Open English Pleasure

8.3 Jr. A WESTERN PLEASURE

For rules, refer to rule 8.3 - Open Western Pleasure

8.4 Jr. A WESTERN HORSEMANSHIP

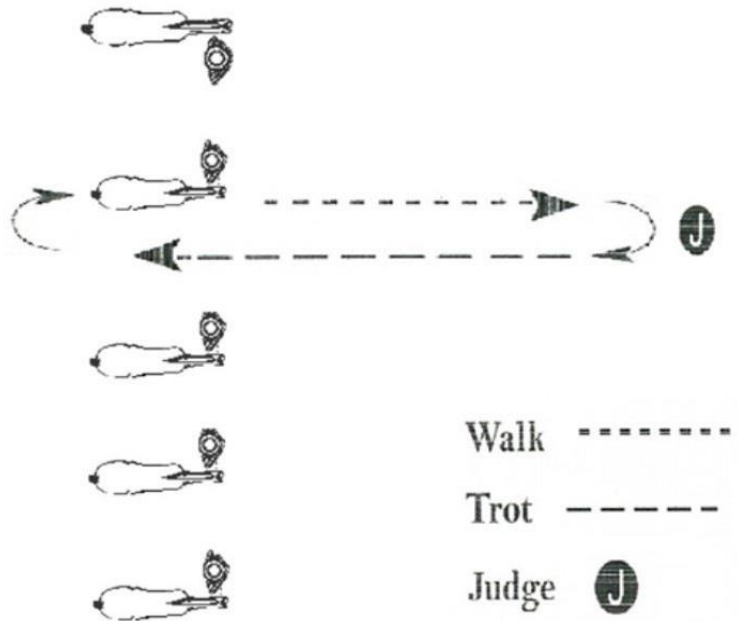
For rules, refer to rule 8.2 - Adult Horsemanship

8.5 Jr. B SHOWMANSHIP

For rules, refer to rule 8.1 – Adult Showmanship with the exception that the patterns to be used are the one provided in the rulebook. See following pages.

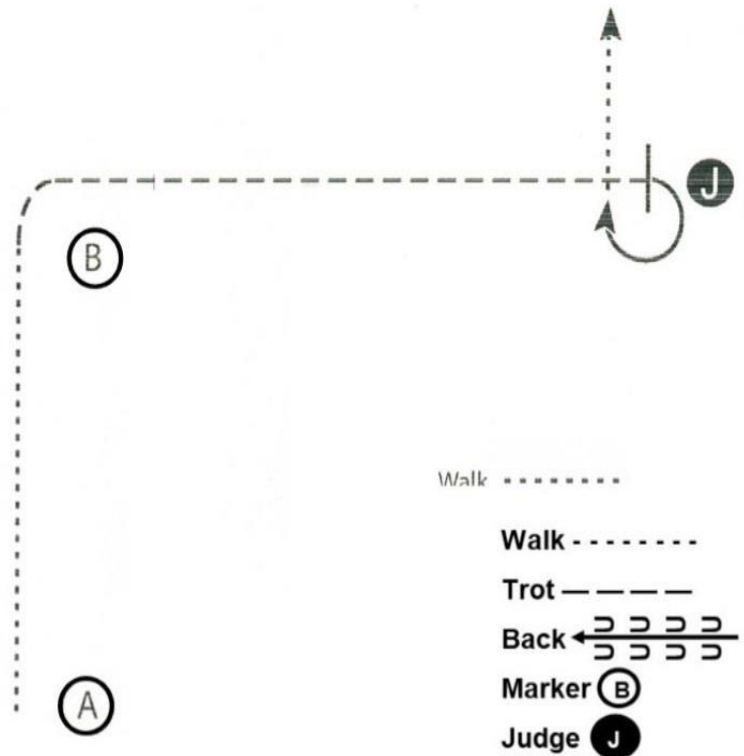
JR B SHOWMANSHIP PATTERN 1

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



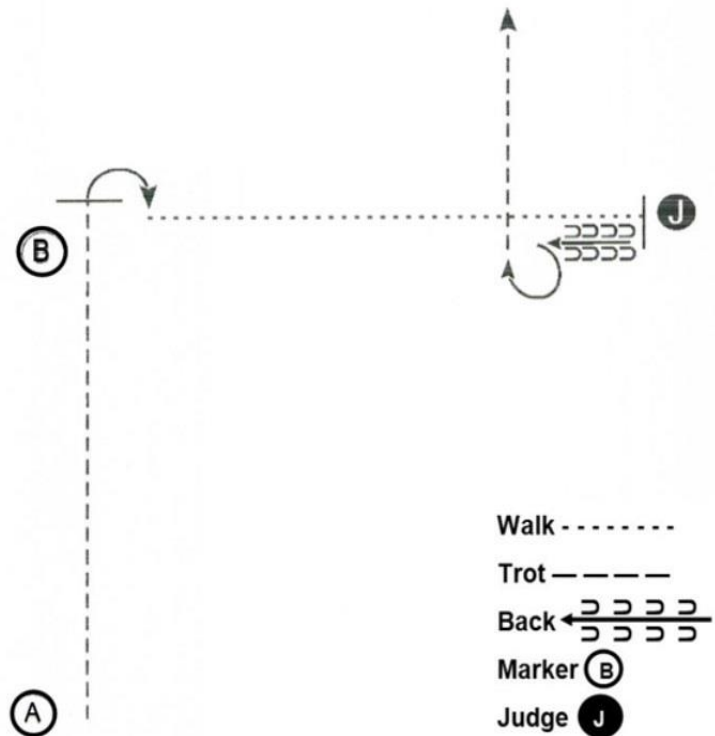
JR B SHOWMANSHIP PATTERN 2

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



JR B SHOWMANSHIP PATTERN 3

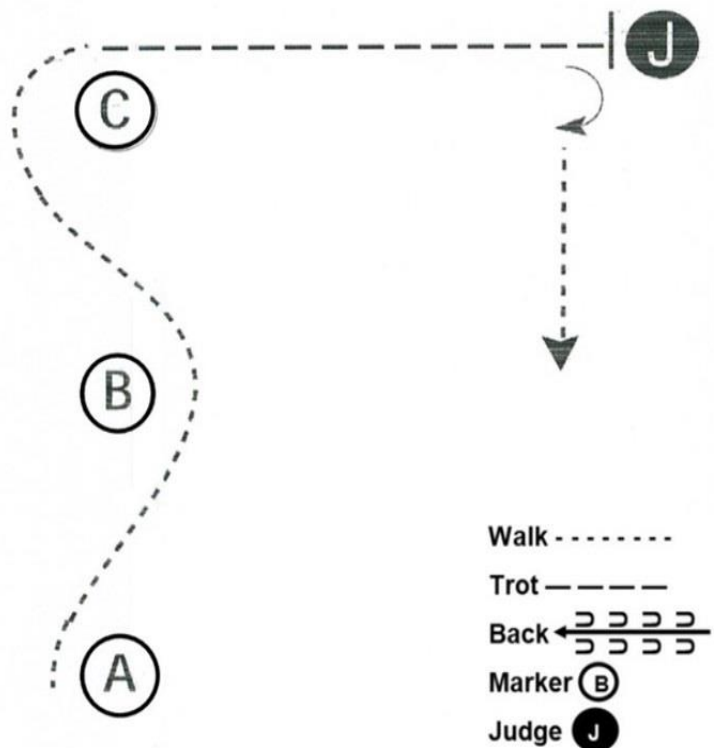
1. Begin at A, trot from A and past B
2. Stop and perform a 90° turn
3. Walk to the Judge, stop and set up for inspection
4. When dismissed back one horse length and perform 270° turn
5. Trot to the line up



JR B SHOWMANSHIP PATTERN 4

Be ready at A

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

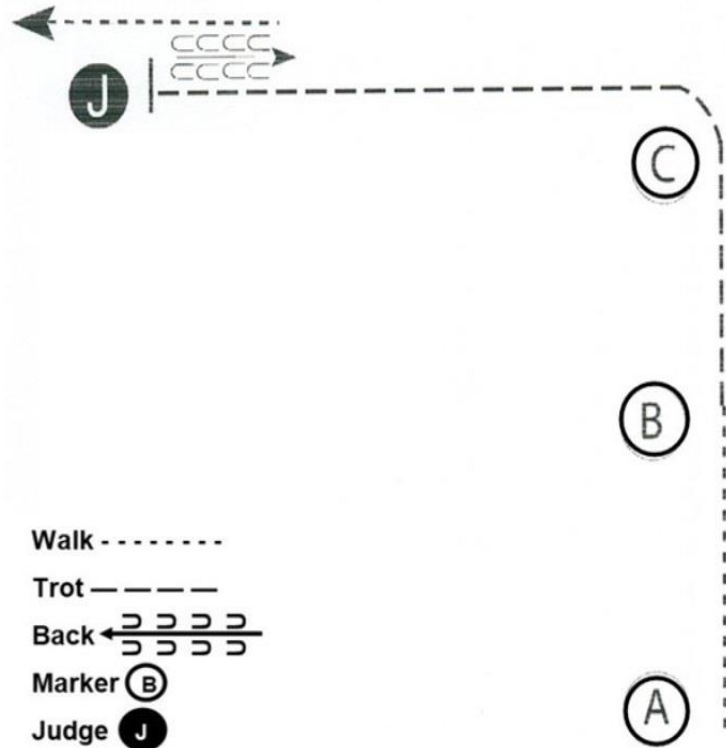


JR B SHOWMANSHIP PATTERN 5

Be ready at A

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

Follow the instructions of your Ring
Steward



8.6 Jr. B WESTERN/ENGLISH PLEASURE

For rules, refer to rule 8.3 – Open Western Pleasure with the exception that the rider may use two hands with a curb bit.

8.7 Jr. B WESTER/ENGLISH EQITATION

For snaffle bit ponies, refer to rule 8.6. Height in 9.0 - Jr. Performance Classes Jr. A & B. The age of the pony is not to influence the type of bit. All pleasure classes are to use split reins and two hands when a snaffle bit or bosal. With a curb bit rider may use two hands.

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

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

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

8.8 Jr. B TRAIL

For rules, refer to rule 8.4 - Trail

8.9 WALK - JOG

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

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

MWHS rulebook revised for above section 2017, 2023

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

Only the walk and jog or trot are to be asked for and horses must be over 13.2 hands. There are to be no patterns used. Rider must not enter other Jr. B or Jr. A classes, with the exception of Jr. B or Jr. A showmanship and Jr. B Speed events. Also see rule 9.0. Rider may use two hands with a curb bit. Once you have entered and competed in a riding class that includes a lope, you are no longer eligible to compete in a walk/jog class during the remainder of the current show year.

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

Only the walk and jog or trot are to be asked for. There are to be no patterns used. Ponies must be 13.2 hands or under. Rider must not enter any other Jr. B or Jr. A classes with the exception of Jr. B Showmanship and Jr. B speed events. Also see rule 9.0. Rider may use two hands with a curb bit. Once you have entered and competed in a riding class that includes a lope, you are no longer eligible to compete in a walk/jog class during the remainder of the current show year.

MWHS rulebook revised for above section 2022, 2023

9.0 SPEED EVENT CLASSES

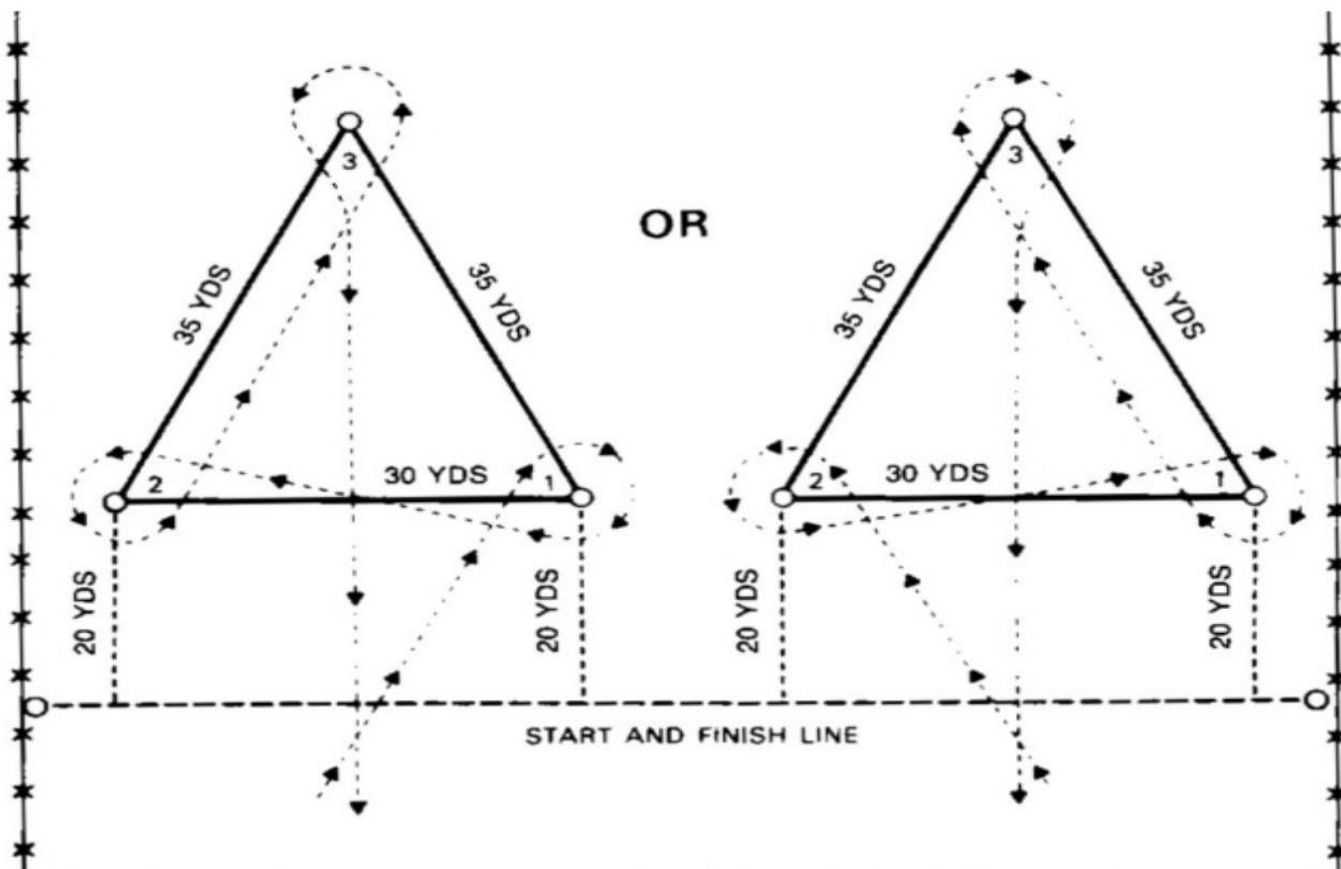
Refer to rule 3.14 – Speed Event Rules. Refer to the following pages for patterns and descriptions.

9.1 CLOVERLEAF BARREL RACE

Three 45 gallon (170 liter) closed barrels must be used. The barrels are placed in a triangle, starting line to base of barrels to be 30 feet (9 meters). Each barrel must be a minimum of 15 feet (4.5 meters) from the side of the arena, except the head barrel which must be a minimum of 20 feet (6 meters) from the end. Two markers at the fence mark the start and finish line. Midpoint of the starting line to be in line with the midpoint of base barrels and head barrel. Horse enters and returns through markers or is disqualified.

COURSE: Running start, horse makes a right turn around the right hand barrel, left turn around the left barrel, left turn around head barrel and back between the midpoint of base barrels and markers to cross finish line. OR left turn around left barrel, right turn around right barrel, right turn around head barrel and back between base barrels and markers to cross the finish line.

PENALTY: There will be a five (5) second penalty for each barrel knocked over



MWHS rulebook revised for above section 1997

9.2 POLEBENDING

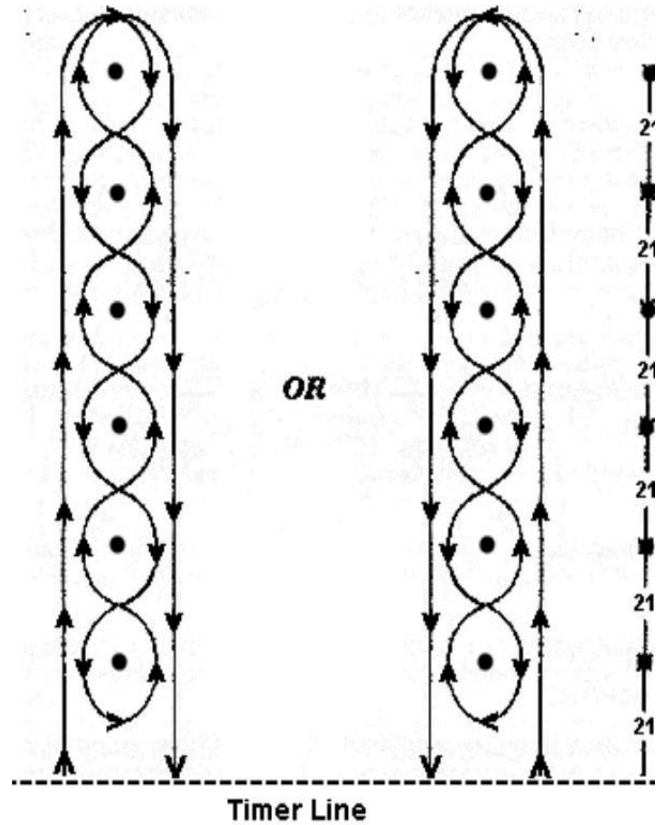
Six poles 6 feet (2 meters) in height and mounted on suitable bases to be used. Poles are spaced 21 (twenty-one) feet (6.4 meters) apart, first pole to be 21 (twenty-one) feet (6.4 meters) from the starting line.

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

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

DISQUALIFICATIONS: Off course,
Breaking time beam before completing run.

MWHS rulebook revised for above section 1997



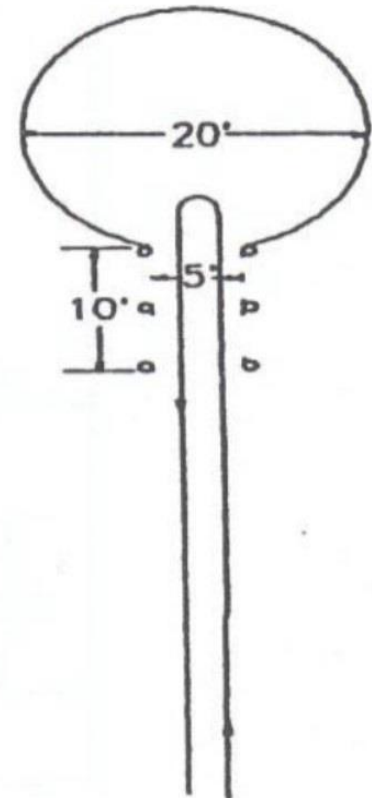
9.3 KEYHOLE

Measurements of Keyhole: Entrance 5 (five) feet (1.5 meters), 10 (ten) feet (3 meters) long into a circle 20 (twenty) feet (9 meters) diameter. Start to be 150 (one hundred fifty) feet (46 meters) to furthest edge of circle or back to circle to be 20 (twenty) feet off end wall. 6 markers to be used for entrance, 3 (three) on each side on the neck and to be 5 gallons (20 liter) highly visible pails. No lines between markers in the neck. All boundary lines of the circle to be marked in lime, sawdust or shavings.

COURSE: Running start. Rider races to keyhole, turns within circle of the keyhole and returns through opening to finish line.

DISQUALIFICATIONS: Horse stepping outside the line,
Knocking over marker,
Jumping markers
Turning in the neck of keyhole.

MWHS rulebook revised for above section 1997



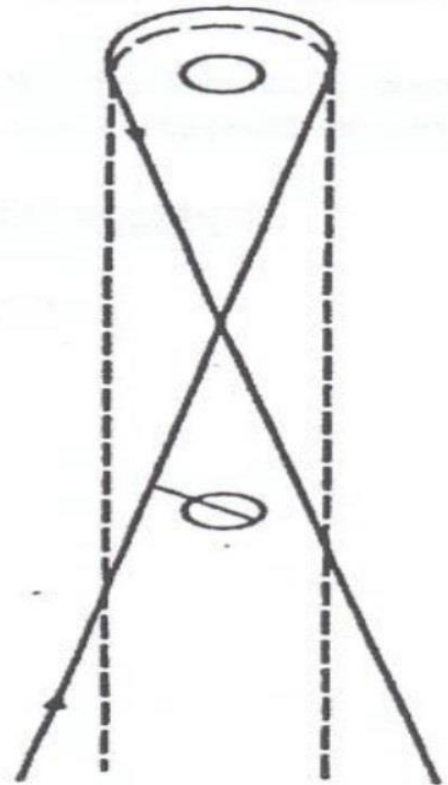
9.4 FLAG RACE

One open 45 gallon (145 liter) barrel with earth in the bottom to be placed halfway down the center of the arena. Another marker to be placed near the far end of the arena in line with the middle and starting line mid-point. Distance from starting line to end marker to be 150 (one hundred fifty) feet (46 meters) or at least 20 (twenty) feet (9 meters) off end wall or fence. The flag shall be a round wooden pole 1" to 1¼ "(2.5 to 3 mm) in diameter, 4 (four) feet to 4 feet 2 inches (122 cm – 127 mm) in length. Taping of the handle is recommended.

COURSE: Running start. Rider races up one side of the barrel, picks up the flag, races around the end marker, deposits flag back in barrel from the opposite side that it was picked up and races across the finish line.

DISQUALIFICATIONS: Flag not in barrel
Knocking over barrel or end marker

MWHS rulebook revised for above section 1997, 2014, 2023



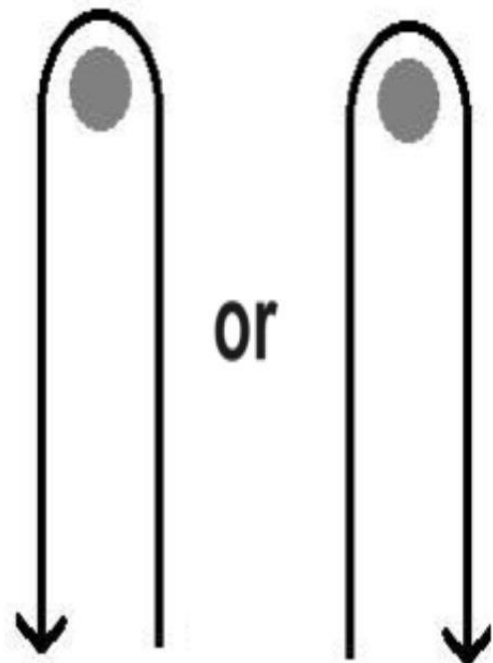
9.5 DOWN & BACK

One closed 45 gallon (170 liter) barrel place in the center near the end of the arena. Distance from starting line and end barrel will be 150 feet (46 meters) or at least 20 feet (9 meters) off the end of fence.

COURSE: Running start. Rider races to end barrel, turns around it and races back to finish line.

DISQUALIFICATIONS: Knocking over barrel

MWHS rulebook revised for above section 1997, 2023



9.6 TEXAS SPEED AND ACTION

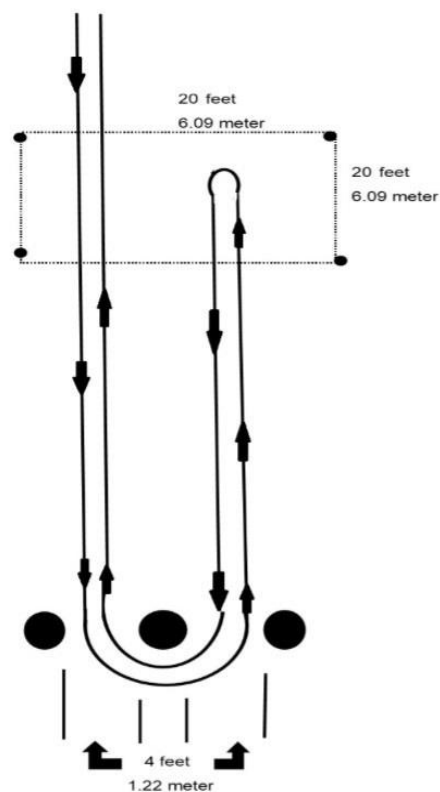
Three 45 gallon (170 liter) closed barrels are placed 4 feet (122 cm) apart parallel to end fence and at least feet (6 meters) from end fence. Four poles mark the corners of a 20 foot (6 meters) square with the lead edge at the starting line or close to it. Course to be 150 feet (46 meters) where possible.

COURSE: Running start. Rider to race through square to barrels, go around the centre barrel in either direction, race back to the square, turn and go back around the centre barrel in the opposite direction as taken the first time and race back through the square to cross the finish line. Entire horse must be in the square when turning.

DISQUALIFICATIONS: Knocking over barrel
Stepping outside the square
Off course

Rider may complete course if they so wish to do so.

MWHS rulebook revised for above section 2006. 2008



9.7 DOUBLE FIGURE EIGHT

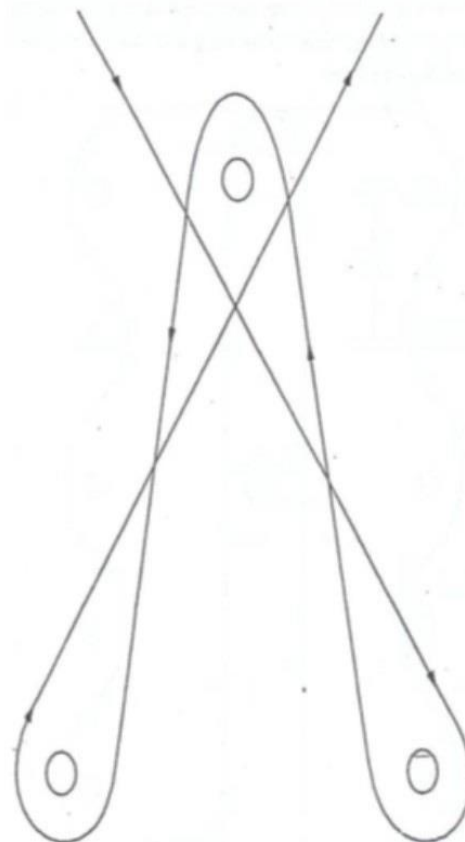
Three 45 gallon (170 liter) closed barrels are set up in an inverted triangle, with the head barrel closest to the starting point (reverse Cloverleaf Barrel Race)

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

DISQUALIFICATION: Off course

Knocking over barrel

MWHS rulebook revised for above section 1997



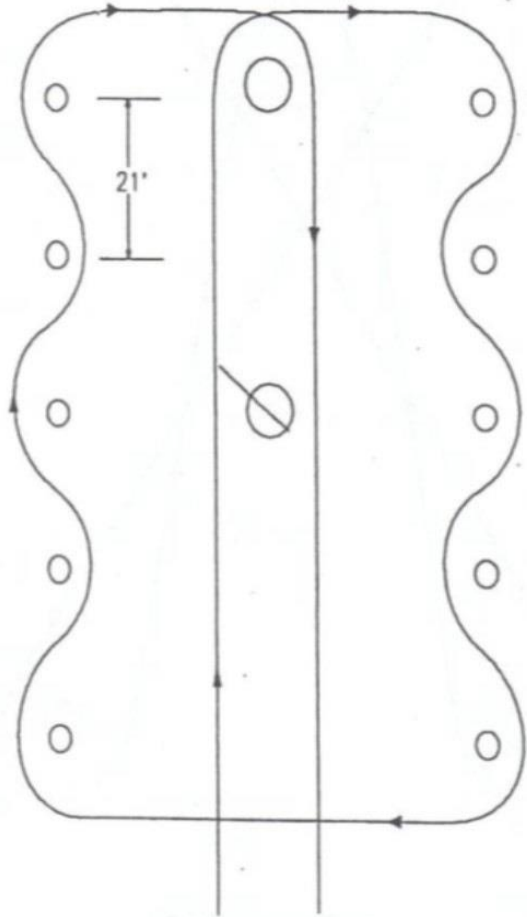
9.8 COMBINATION GAME

Five poles (as in Polebending) are placed on each side of the arena, 21 feet (6.4 meters) apart where possible, minimum of 18 feet (5.5 meters) and two open barrels (as in Flag Race) are placed one in the centre and one at the far end of the arena.

COURSE: Rider races to pick up the flag from the near barrel, places it in the end barrel, then turns to the right of left and pole bends through the poles on that side of the arena, one direction only, cross the arena to pole bend through the poles on the other side of the arena, pick up the flag from the end barrel and place it back in the first barrel and race across the finish line.

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

MWHS rulebook revised for above section 1997



10.0 Jr. A & B SPEED EVENTS

Refer to rule 3.14 - General Timed Events rule

10.1 Jr. A & B CLOVERLEAF BARREL RACE

Refer to rule 10.1 - Cloverleaf Barrel Race

10.2 Jr. A & B POLEBENDING

Refer to Rule 10.2 - Polebending

10.3 Jr. A & B KEYHOLE

Refer to Rule 10.3 – Keyhole Race

11.0 Jr. A FLAG RACE

Refer to Rule 10.4

10.5 Jr. B DOWN AND BACK

Refer to Rule 10.5 – Down and Back



MID-WESTERN ONTARIO HORSEMAN'S SOCIETY

YOUTH SCHOLARSHIP APPLICATION

RULES OF APPLICATION

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

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

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

Essays to count for 40% of Total

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

Application to count for 60% of Total

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



PATTERN CLASS SCORE SHEET

SHOW: _____ DATE: _____

CHECK DIVISION

CHECK CLASS

JUDGE: _____

Jr. B Open

Showmanship

Jr. A Adult

English Equitation

SIGNATURE: _____

Novice

Horsemanship

Each rider is scored between 0=infinity points and automatically begins the run with a score of 70 points
 -3 Extremely Poor -2 Very Poor -1 Poor 0 Correct +1 Good +2 Very Good +3 Excellent

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

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (0-2)



MWHS TRAIL SCORE SHEET

SHOW: _____

CLASS: _____

DATE: _____

TRAIL OBSTACLE SCORES: +1 1/2 - Excellent: +1 - Very Good: + 1/2 - Good: 0 - Correct: -1/2 - Poor: -1 - Verry Poor: -1 1/2 - Extremely Poor

PENALTY 1/2: Each tick of a log, pole or obstacle

PENALTY 1: Hit, bite or step on

- Incorrect gait at walk or jog 2 strides or less
- Both feet in space
- Skip space
- Split pole
- Failure to meet the correct strides on trot over log
- Incorrect number of strides, if specified

PENALTY 3: Break of gait at walk or jog 2 strides

- Knockdown
- Step out or jump off with one foot
- Missing or evading a pole that is part of an obstacle with one foot

PENALTY 5: 1st refusal or evade

- 2nd refusal
- Loss of control at the gate
- Use of either hand to instill fear of praise
- Step out or jump off obstacle with more than 1 foot
- Blatant disobedience
- Failure to complete obstacle
- Holding saddle

PENALTY 0: Failure to follow the correct line of travel within or between obstacles

- Use of 2 hands
- Use of Romal reins other than outlined
- Performing obstacles incorrectly or other than specified order
- No attempt to perform obstacle
- Equipment failure
- Excessively or repeatedly touching the horse on the neck to lower head
- Fall to the ground
- Failure to enter, exit or work an obstacle from correct side or direction, including overturns of more than 1/4 turn
- Failure to work an obstacle other than how it is described
- Outside boundary marker of arena or course area
- 3rd refusal
- Failure to demonstrate correct lead or gait
- On line of travel, demonstrate correct lead or gait
- Excessive schooling anywhere on course
- Failure to open and shut the gate or complete the gate

		PENALTY																	
		OBS SCORE																	
		PENALTY																	
		OBS SCORE																	
		PENALTY																	
		OBS SCORE																	
		PENALTY																	
		OBS SCORE																	
		PENALTY																	
		OBS SCORE																	

82

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



MWHS REINING

SHOW: _____

CLASS: _____

DATE: _____

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

JUDGE'S NAME _____



MWHS RANCH RIDING

Date:	
Show:	
Class:	
Judge:	

1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- wrong lead or out of lead for 2 strides or less

3 points

- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

For more information on how classes are judged visit www.aqhuniversity.com

MANEUVER SCORES

Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points
 -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

WO Entry #		MANEUVER DESCRIPTION										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
TIE-BREAKER																
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: _____



MWHS RANCH TRAIL SCORE SHEET

Date:	
Show:	
Class:	
Judge:	

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- each hit, bite or stepping on a log, cone plant or any component of the obstacle
- break of gait at walk or trot for 2 strides or less
- both front or hind feet in a single-stride slot or space at a walk or trot
- skipping over or failing to step into required space
- split pole in lope-over
- incorrect number of strides, if specified
- 1 to 2 steps on mount/dismount or ground tie except shifting to balance
- wrong lead or out of lead for 2 strides or less

3 points

- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- 3 to 4 steps on mount/dismount or ground tie
- trotting for more than 3 strides in lope departures or exiting a rollback
- knocking over or severely disturbing an obstacle
- stepping out of or falling off an obstacle with 1 foot
- missing or evading a part of log/obstacle with 1 foot

5 points

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise
- stepping out of or falling off an obstacle with more than 1 foot
- dropping an object required to be carried
- 1st or 2nd cumulative refusal
- letting go of gate
- 5 or more steps on mount/ dismount or ground tie
- missing or evading a part of log/obstacle with more than 1 foot

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- 3rd refusal
- repeated blatant disobedience
- failure to dally and remain dalled during the drag
- use of two hands (except junior and L1 horses shown in a snaffle bit/ hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)
- failure to open and shut gate, or failure to complete gate

Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

For more information on how classes are judged visit www.aqhuniversity.com

WO Entry #		MANEUVER SCORES									Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
MANEUVER DESCRIPTION		1	2	3	4	5	6	7	8	9				
MANEUVER														
	PENALTY													
	MANEUVER SCORE													
	PENALTY													
	MANEUVER SCORE													
	PENALTY													
	MANEUVER SCORE													
	PENALTY													
	MANEUVER SCORE													
	PENALTY													
	MANEUVER SCORE													
	PENALTY													
	MANEUVER SCORE													

Judge's Signature: _____

This retype has been done in Windows 16, 2023

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

Line spacing - 1.5