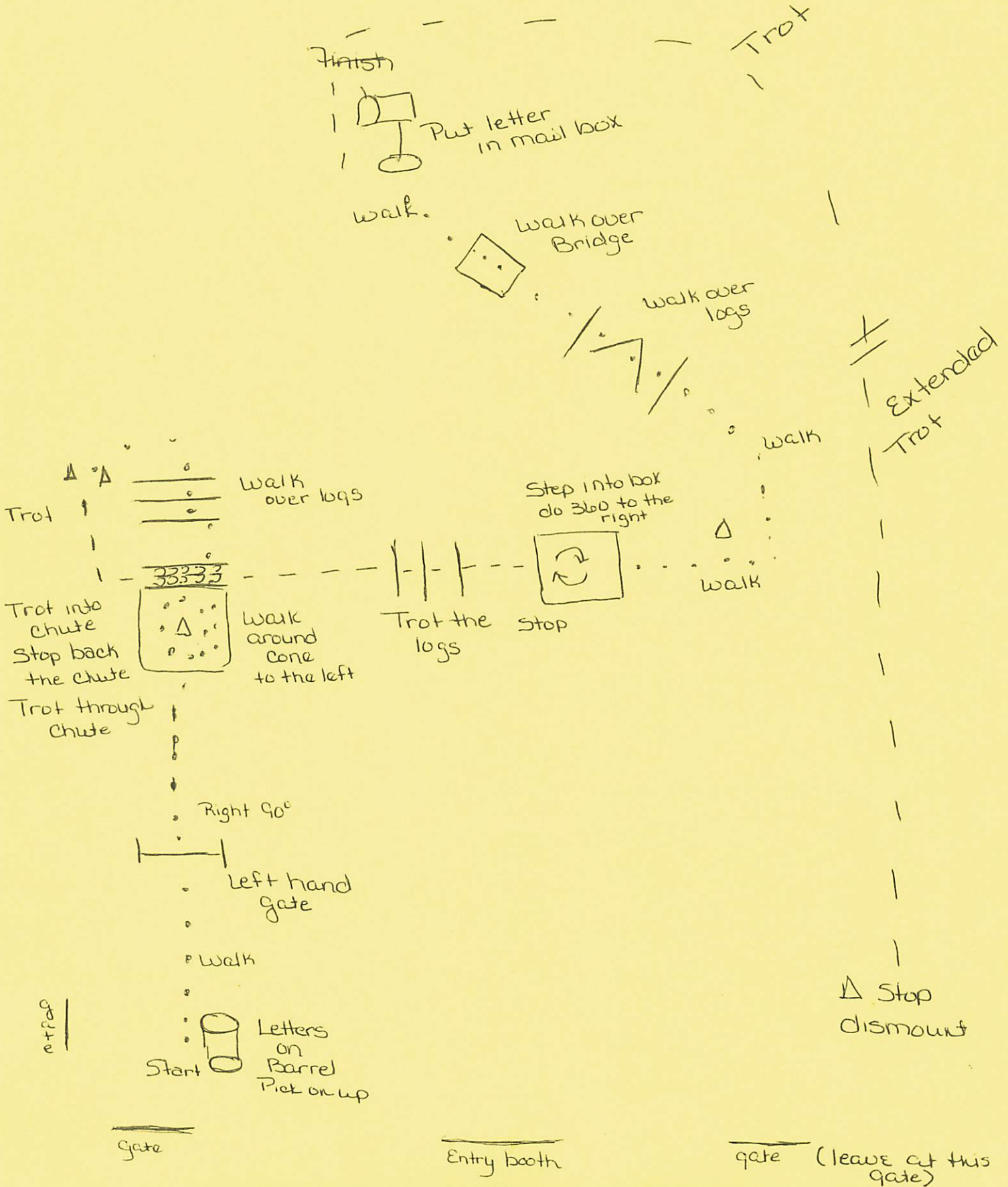


# Beginner Trail

CLASS 182  
183  
184



# Beginner Trail

Number \_\_\_\_\_

1. Start at barrel pick up letter  
\_\_\_\_\_ 10pts
2. Walk to gate and perform left handed gate. Then perform 90° to the right  
\_\_\_\_\_ 10pts
3. Walk into the box and walk around the cone going left  
\_\_\_\_\_ 10pts
4. Walk out of box and walk over logs at 2 cones pick up Trot  
\_\_\_\_\_ 10pts
5. Trot into chute stop. Back the chute. Pick up trot and trot through chute  
\_\_\_\_\_ 10pts
6. Trot to the logs and stop at box  
\_\_\_\_\_ 10pts
7. Walk in box and perform 360 to the right. Walk out of box  
\_\_\_\_\_ 10pts
8. Walk over logs and bridge  
\_\_\_\_\_ 10pts
9. Walk to the <sup>mail box</sup>, put letter in the box  
\_\_\_\_\_ 10pts
10. Pick up Trot, Then Extend Trot to cone and stop and dismount  
\_\_\_\_\_ 10pts

Total \_\_\_\_\_

Intermediate

Trail  
CLASS 186  
187  
188

Right Lead



Walk to  
mail box  
Put letter  
in box



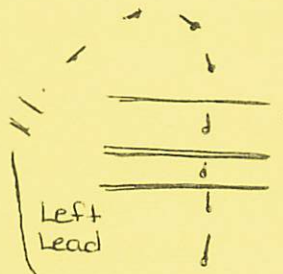
Walk over  
bridge



Walk  
log

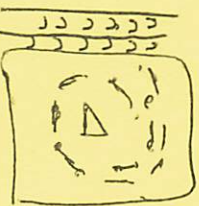
Right lead

change to left lead Simple or flying



Trot the  
logs

Left  
Lead



Trot the  
box to the  
left

Lope  
into  
chute  
Stop  
back  
chute

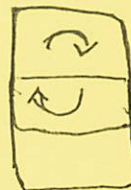
Trot through  
chute

Trot



Trot the  
log

Trot to  
box  
Stop



Walk in  
360 to the  
right

Walk



90°  
to right

Left  
handed  
gate



Letters  
on  
Barrel  
Pick one up

gate

Stop  
dismount

gate

Entry Booth

gate

# Intermediate Trail

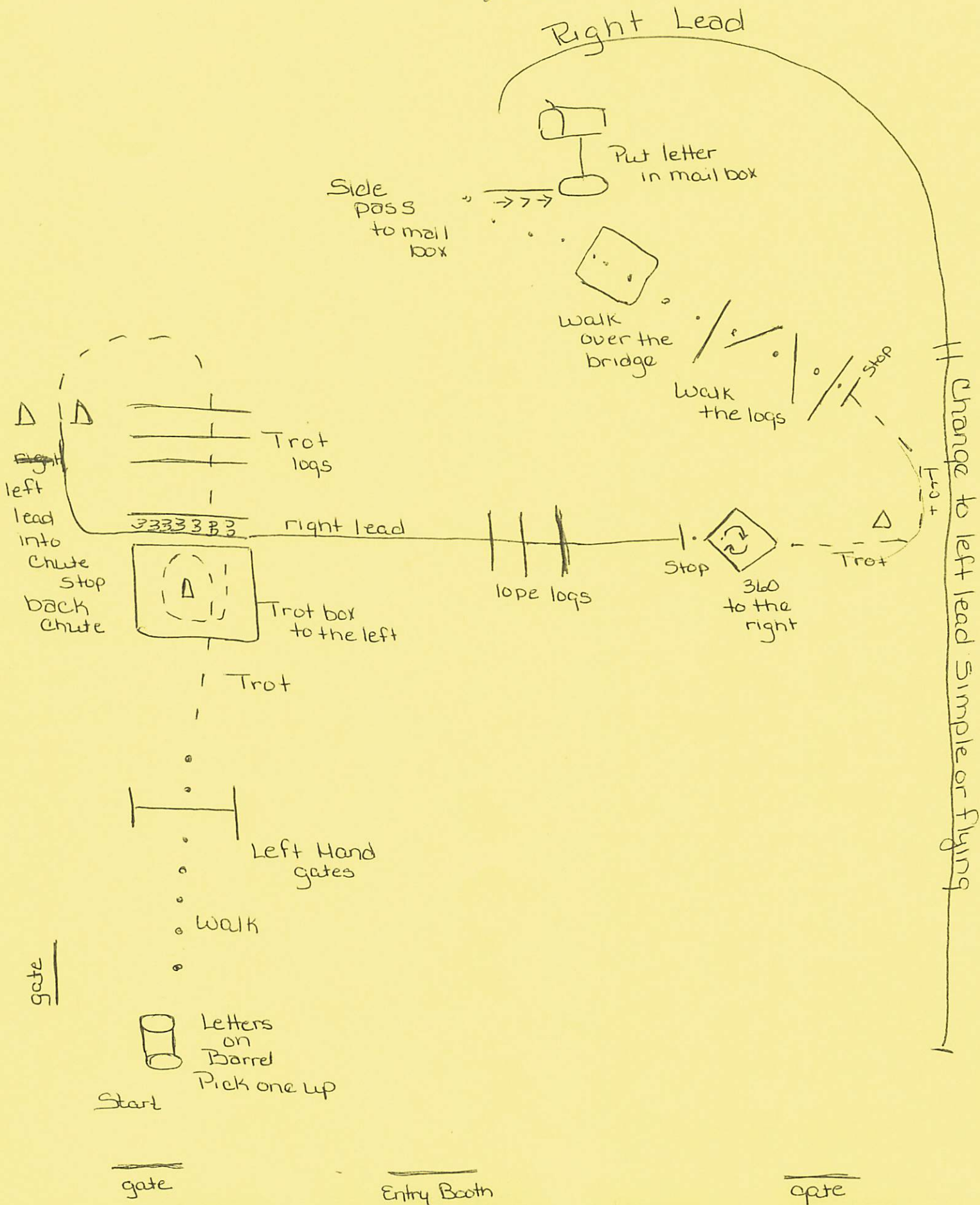
Number \_\_\_\_\_

1. Pick up letter on barrel  
\_\_\_\_\_ 10pts
2. Walk to gate. Perform a left handed gate. 90° to right  
\_\_\_\_\_ 10pts
3. Pick up Trot. Trot into box and around the cone going left  
\_\_\_\_\_ 10pts
4. Trot out of box and over logs  
\_\_\_\_\_ 10pts
5. Pick up left lead and lope into the chute. Stop. Back Chute. Pick up Trot and trot back through chute  
\_\_\_\_\_ 10pts
6. Trot to logs and stop at box  
\_\_\_\_\_ 10pts
7. Walk into box and perform 360 to the right. Walk out of box  
\_\_\_\_\_ 10pts
8. Walk over logs and bridge  
\_\_\_\_\_ 10pts
9. Walk to the mail box, put the letter in the box  
\_\_\_\_\_ 10pts
10. Pick up right leads. Change to left lead (simple or flying)  
Stop at cone and dismount.  
\_\_\_\_\_ 10pts

\_\_\_\_\_ Total

# Advance Trail

CLASS 191  
192



# Advance Trail

1. Pick up letter on barrel \_\_\_\_\_ 10 pts
2. Walk to gate. Perform left handed gate. Perform 90° to right \_\_\_\_\_ 10 pts
3. Pick up Trot. Trot into box and around cone to left. \_\_\_\_\_ 10 pts
4. Trot out of box and over logs \_\_\_\_\_ 10 pts
5. Pick up left lead and lope into chute. Stop. Back chute. Pick up lope right lead through chute \_\_\_\_\_ 10 pts
6. Lope over logs and stop at box \_\_\_\_\_ 10 pts
7. Walk into box and perform 360 to right. Walk out of box \_\_\_\_\_ 10 pts
8. Trot to \_\_\_\_\_ logs Stop and walk \_\_\_\_\_ 10 pts  
- logs and bridge
9. Walk to mail box and side Pass log to mail box, put letter in the box \_\_\_\_\_ 10 pts
10. Pick up right lead. Change to left lead (simple or flying) Stop at cone and dismount. \_\_\_\_\_ 10 pts

\_\_\_\_\_ Total

# ENGLISH/WESTERN DIVISION

## LEAD LINE EQUITATION

Lead Line Equitation Criteria	Points
Rider's performance & appointments of horse, rider & handler .....	90
Horse's performance.....	10
<b>Total .....</b>	<b>100</b>

### CRITERIA EXPLANATION

**RIDER'S PERFORMANCE**—This class is recommended for 4-H cloverbud or inexperienced riders. Horses may be shown either English or western. The riders will be judged on equitation at the walk both ways of the ring and must have both feet in the stirrups at all times. Buddy stirrups are acceptable. It is highly recommended that a halter be used in addition to the bridle, and that the lead be attached to the halter and not the bridle. The handlers may assist the rider but shouldn't have sole control of the horse. In the lineup, the rider (**not the handler**) should back the horse.

**APPOINTMENTS OF HORSE, RIDER & HANDLER**—Appointments of horse and rider should be consistent with the seat chosen, as described in this book. Handler's appointments should be appropriate for the horse and rider's appointments.

## WALK-TROT EQUITATION

Walk-Trot Equitation Criteria	Points
Rider's performance & appointments of horse & rider .....	90
Horse's performance.....	10
<b>Total .....</b>	<b>100</b>

### CRITERIA EXPLANATION

**RIDER'S PERFORMANCE**—This class is recommended for young or inexperienced riders. Horses may be shown either English or western, and riders must have correct appointments for the chosen seat, as described in this book. The riders will be judged on equitation at the walk and the jog, trot, or second gait, both ways of the ring. Riders' feet must be in the stirrups at all times. The horse should be suitable to the rider's ability. The rider should be in control of the horse at all times.

**APPOINTMENTS OF HORSE & RIDER**—Appointments of horse and rider should be consistent with the seat chosen, as described in this book.

## ENGLISH/WESTERN TRAIL CLASS

**APPOINTMENTS OF HORSE & RIDER**—The appointments of the horse and rider should be consistent with the seat chosen (such as western, saddle seat, hunter seat, or dressage) and must match. See the appropriate divisions for details on appointments. This class may not be performed bareback and requires a bridle that matches the style of riding.

## HORSE'S PERFORMANCE & MANNERS

This class will be judged on the performance of the horse over the obstacles, with emphasis on manners, response to the rider, and attitude. Credit will be given to exhibitors negotiating the obstacles with style, expression, and some degree of speed—providing carefulness is not sacrificed. Credit will be given to horses showing the ability to pick their own way through courses when obstacles warrant it and willingness to respond to rider's cues on more difficult obstacles.

Horses will be penalized for any unnecessary delay while approaching the obstacles. Horses with artificial appearance over obstacles should be penalized, as should riders who stand in the stirrups and lean forward over the horse's neck in an exaggerated manner.

No horse that deviates from the posted pattern in any way or that receives a "no score" for a particular obstacle shall place above any horse that completes the pattern as written.

### COURSE DESCRIPTION

**Safety is extremely important when designing a trail class.** Obstacles should simulate situations that are naturally encountered on the trail, not situations that are designed to trap or eliminate exhibitors. It is recommended that trail classes be held in an arena or roped off area, if possible.

Courses shall include a minimum of six and a maximum of eight obstacles. Three of the obstacles should come from the "mandatory obstacles" list and the remainder from the "optional obstacles" list. The obstacles should remain constant throughout the class.

After the obstacles have been placed on a course, it is recommended that the setup crew use marking chalk, flour or another safe material under the objects to indicate where they should be reset if a horse moves them while negotiating the course. The course must be returned to its original design after each horse has worked.

Horses shall not be required to work on the rail. Courses will be designed to require exhibitors to show their horses' three gaits (depending on the breed) for the judge to evaluate:

- Walk
- Jog, trot, or second gait—at least 30 feet
- Lope, canter, or third gait—at least 50 feet

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

When measuring distances and spaces between obstacles, the measurement should be taken from the inside base of one obstacle to the inside base of the next along the typical path of the horse.

The judge must walk the course and has the right and duty to alter the course in any manner to remove or change any obstacle they deem unsafe or nonnegotiable. If at any time the judge deems a trail obstacle unsafe, it shall be repaired or removed. If the obstacle can't be repaired and exhibitors have already completed the course, the score for that obstacle shall be deducted from the scores of exhibitors who have completed the course and the obstacle removed.

When possible, the trail course should be posted at least 60 minutes before the scheduled time of the class.

**Mandatory obstacles (choose three):**

- Sidepass
- Ride over at least four logs or poles placed on the ground. The logs can be placed in a straight line, curved, zigzag, or a combination. The recommended spacing between the logs follows:
  - Walk-overs—20 inches to 24 inches
  - Trot-overs—3 feet to 3 feet, 6 inches, or increments thereof
  - Lope-overs—6 feet to 7 feet, or increments thereof
- Ride over wooden bridge. Bridge must be at least 36 inches wide and at least 6 feet long, and must be sturdy, safe, and negotiated at a walk.
- Open, pass through, and close a gate. Course instructions should designate whether gate is to be negotiated as a right-hand push or pull or a left-hand push or pull, and the gate must be set up accordingly. The gate must not endanger horse or rider. If a rope gate is used, the rider must never flip the rope over the horse's head or change hands on the rope.

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

- Back through a path built with cones spaced a minimum of 28 inches apart or rails spaced a minimum of 36 inches apart. Neither cones nor rails may be elevated, and horses may **not** be required to back over objects.
- Carry an object from one part of the arena to another. Objects may only be those that might reasonably be carried on a trail ride, such as a coat or slicker or a bucket.
- Put on and take off a slicker.
- Open and close a mailbox. Showing an object taken from inside the mailbox is optional.
- Enter, turn inside, and exit from a box. This obstacle shall consist of four logs or rails, each 5 feet to 8 feet long, laid in a square. Exhibitors will enter the square by riding over the designated log. When all four of the horse's hooves are inside the square, the rider executes the turn indicated and leaves the box.
- Any other safe and negotiable obstacle that riders could reasonably expect to encounter on a trail that the judge approves. Such obstacles may not be on the "prohibited obstacles" list.
- Dismount. May only be used as the last obstacle of the course.

**Prohibited obstacles include the following:**

- Tires
- Animals
- Animal hides
- PVC pipe
- Jumps higher than 12 inches
- Rocking or moving bridge
- Water box with floating or moving parts
- Flames, dry ice, fire extinguishers, and similar devices
- Logs or poles elevated in a way that allows them to roll

- Firearms, whether real or toy

**SCORING GUIDELINES**

Sample scoresheets for this class are online at:

- AQHA Resources (<https://aqha.com/forms-and-resources>)—Scroll to "Score Sheet."
- Appaloosa Horse Club Downloadable Forms (<https://appaloosa.com/all-forms>)—Scroll to "Judges Score Sheets."

Riders may use only one hand on the reins, except when riding junior horses with snaffle bits or bosals, and when riding an English style. Riders may not change hands on the reins when the horse is in motion. Riders may change hands on the reins when working with an obstacle (such as a gate or mailbox). English riders are permitted to put both reins in one hand when negotiating an obstacle (such as a gate or mailbox). Riders are permitted to put one finger between reins. Rider's hands must be clear of the horse and saddle while the horse is in motion.

**Obstacle Scores**

Each obstacle should be assigned an obstacle score on this scale:

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

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

**Penalty Scores**

Penalties should be assessed for each occurrence as follows.

**Disqualification from the class:**

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

**½-point penalty:**

- Each tick of a log, pole, cone, or obstacle.



**1-point penalty:**

- Hitting or stepping on a log, pole, cone, or obstacle (each occurrence).
- Breaking gait at a walk or jog for two strides or less.
- Placing both front or hind feet in a single-stride slot or space.
- Skipping over or failing to step into a required space.
- Splitting pole, or having the pole between two front or hind feet, in a lope-over.

**3-point penalty:**

- Breaking gait at a walk or jog for more than two strides.
- Going out of lead or breaking gait at a lope, canter, or third gait (except when correcting an incorrect lead).
- Knocking down an elevated pole (such as a jump 12 inches high or less), cone, barrel, or plant obstacle, or severely disturbing an obstacle.
- Stepping outside the confines of, falling or jumping off an obstacle (such as a back-through grid, bridge, sidepass box, or water box) with one foot. Each foot will accrue additional penalties.

**5-point penalty:**

- Dropping a slicker or other object that is required to be carried on the course.
- Refusing, balking, or attempting to evade an obstacle by shying or backing (first time).
- Losing control or letting go of a gate.

**5 or more penalty points:**

- Failing to ever demonstrate a correct lead or gait, if designated.
- Failing to complete an obstacle (for example, open the gate, pass through the gate, and close the gate).
- Refusing, balking, or attempting to evade an obstacle by shying or backing (second time).

**No score (for a particular obstacle only):**

- Negotiating an obstacle differently than is described on the pattern.
- Missing or not attempting an obstacle.
- Refusing, balking, or attempting to evade an obstacle by shying or backing (third time).

**ENGLISH/WESTERN RIDING CLASS**

In this event, "the horse is judged on quality of gaits, lead changes at the lope or canter, response to the rider, manners, and disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy moving (*AQHA Handbook of Rules and Regulations, 2022, p. 159-160*).

**HORSE'S PERFORMANCE & MANNERS**—Horses will be judged on the riding quality of gaits, changes of leads, response to the rider, manners, and disposition. Preference will be given to complete flying changes of leads midway between the markers throughout the entire class. This indicates the control of a rider over their mount and encourages youth to train for the event.

A rider will be penalized for losing a stirrup, using two hands on the reins (except where two hands are permitted), changing hands on the

reins (except when negotiating the gate), or touching any part of the saddle with the free hand. While the horse is in motion, the rider's hands should be clear of the horse and saddle.

**APPOINTMENTS OF HORSE**—Appointments of horse and rider should be consistent with the seat chosen, as described elsewhere in this book. Skid boots, splint boots, and protective leg wraps are optional in English/western riding classes.

**APPOINTMENTS OF RIDER**—Appointments of horse and rider should be consistent with the seat chosen, as described in this book.

**COURSE DESCRIPTION**

Figure 20 illustrates the English/western riding course. The AQHA western riding pattern 2 is also acceptable; however, if it is to be used, copies of the pattern should be provided to judges and exhibitors well in advance of the class.

The eight small dots represent markers (cones or pylons are recommended). These should be separated by a uniform distance of not less than 30 feet and no more than 50 feet. The distances may be altered if the local arena is too small.

1. The horse will be judged on quality of gaits, changes of lead, response to the rider, manners, and disposition.
2. The horse should maintain an even cadence and change leads precisely and easily, front and rear, at the center point between markers as indicated by the shaded areas on the pattern. The horse

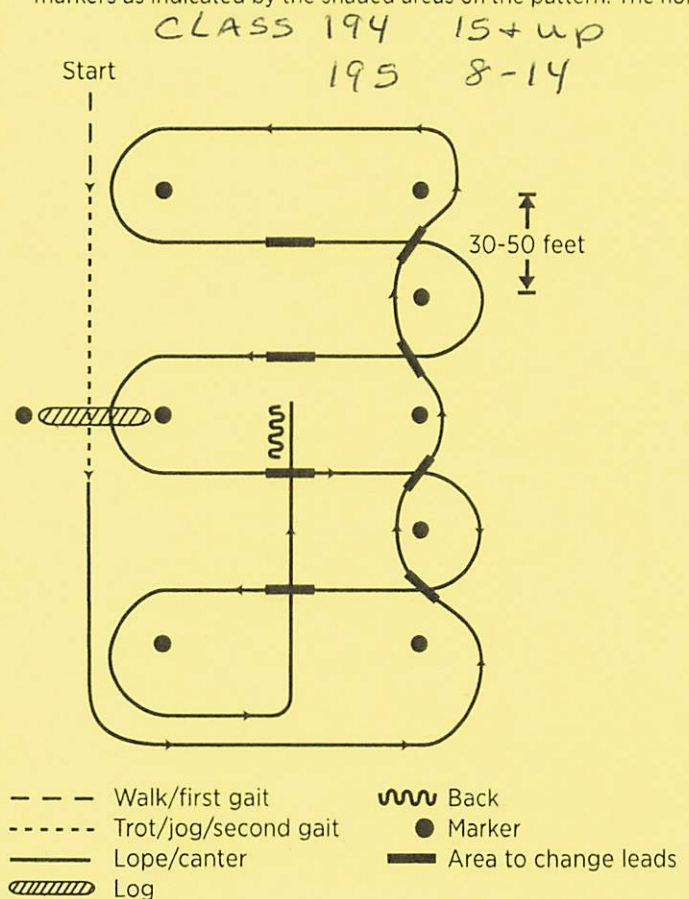


Figure 20. English/western riding pattern.

should have a relaxed head carriage showing its response to the rider's hands, with moderate flexion at the poll. The tail should remain quiet throughout the pattern. The horse should cross the log at the jog or pleasure gait and lope without breaking gait or radically changing stride.

3. Additional information about the pattern follows.
  - The arrows on the lines indicate the direction of travel and the type of line indicates the gait.
  - The log should be at least 8 feet long and laid on the ground.
  - The markers should be cones or pylons. In the row of five markers, the markers are separated by equal distances of 30 to 50 feet. The markers in the row of three are aligned with the first, third, and fifth markers in the row of five.
  - After stopping and backing at least 10 feet at the end of the pattern, the rider will report to the judge to be excused.
4. A horse going off pattern is disqualified. Off pattern is any of the following: an incomplete pattern, incorrect order of maneuvers, knocking over markers, passing on the wrong side of markers, making extra loops in the pattern, missing the log, five or more simple lead changes, and failure to change leads.
5. The judge may require an exhibitor to repeat or reverse any part of the routine.
6. Only one hand is allowed on the reins and only the index finger is allowed between the reins. Except when negotiating the gate, the hand on the rein cannot be changed. When romal reins are used they will be carried as described under "Stock Seat Equitation" in the Western Division.
7. The running walk or other pleasure gait is acceptable for any horses that do not jog.
8. Each rider will enter the ring with a score of 70, which represents an average performance. Final scores will generally fall in a range from 40 to 80 points.
  - **Scoring guidelines:** Points will be added or subtracted from the eight maneuvers on the following basis.
    - 1 = very poor
    - ½ = poor
    - 0 = correct
    - +½ = good
    - +1 = excellent
  - Sample scoresheets are available online from:
    - AQHA Resources (<https://aqha.com/forms-and-resources>)—Scroll to the "Score Sheets" section.
    - Appaloosa Horse Club Downloadable Forms (<https://appaloosa.com/all-forms>)—Scroll to the "Judges Score Sheets" section.
  - The maneuvers are:
    - a. Trot over the log
    - b. Trot and transition to lope
    - c. Line (side) lead changes (plus or minus 1 point per change)
    - d. First two crossing lead changes (plus or minus 1 point per change)
    - e. Lope over the log

f. Second two crossing lead changes (plus or minus 1 point per change)

g. Lope, stop, and back a minimum of 10 feet

- An additional score of plus or minus 1 point will be given for pattern accuracy and smoothness.
- Contestants will be penalized as follows:

**5 points**

- Failure to change leads where indicated in pattern.

**3 to 5 points**

- Using the free hand to instill fear in or to praise the horse.

**3 points**

- Breaking gait at a lope, including a simple lead change.

- Making extra lead changes anywhere on the course.

- Breaking gait at a walk or jog for two or more strides.

- Failure to begin lope within 30 feet after crossing log.

**2 points**

- Failing to take a prescribed gait at the designated point in the pattern.

- Failing to change lead behind until the next change point.

**1 point**

- Breaking gait at a walk or trot up to two strides.

- Hitting the log.

**½ point**

- Touching the log lightly.

- Failing to change lead behind from one-half stride up to a cone.

**Disqualifications**—Failure to perform at least four flying lead changes will result in disqualification.

- The following are considered faults and should be penalized at the judge's discretion:
  - Opening mouth excessively or throwing head on maneuvers.
  - Anticipating signals or early lead changes.
  - Stumbling.
  - Losing a stirrup or holding on.
  - Any unnecessary aid given by the rider, such as talking, petting, spurring, quirting, or jerking the reins.

## GREEN ENGLISH/WESTERN RIDING

This class will use the same rules, scorecard, scoring system, and evaluation criteria as English/western riding. Horses may perform simple lead changes without disqualification but will receive a 3-point penalty for each simple change performed. Riders are encouraged to advance their skill in 4-H, hence those horses who perform flying lead changes in the class will earn credit over those who perform only simple changes.

AQHA green western riding patterns 1, 2 or 4 should be used.

If a show offers English western riding and allows simple lead changes, the class should be listed on the show bill as green English/western riding. Only standard English/western riding (in which four or more simple lead changes results in disqualification) will be offered at the Michigan State 4-H Horse Show.

# Using Pattern 1 CLASS 197, 198

## REINING DIVISION

"To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely." (*Jim Willoughby, quoted in the National Reining Horse Association 2022 Handbook: Rules, Regulations, and Judges Guide*)

**APPOINTMENTS OF HORSE & RIDER**—See the "Western Appointments" section of the Western Riding Division. Skid boots, splint boots and protective leg wraps are optional in reining classes.

The judge will indicate the length of the pattern with markers on the arena fence or wall. Markers within the area of the pattern may be used as a guide, but circles, figure eights, and other movements do not have to be performed within the markers.

### REINING PATTERN 1

See figure 18 for a diagram of reining pattern 1.

1. Run with 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 center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
4. Complete one spin to the right. Hesitate.
5. Complete one and one-quarter spins to the left so that the horse is facing the left wall or fence.
6. Beginning on the left lead, complete two circles to the left, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
7. Complete two circles to the right, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
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 center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate you have completed the pattern.
9. Dismount and drop the bridle to the designated judge.

### REINING PATTERN 2

Exhibitors may walk or trot their horses to the center of the arena. Horses must walk or stop before starting the pattern. Begin at the center of the arena facing the left wall or fence. (See fig. 19 for a diagram of reining pattern 2.)

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

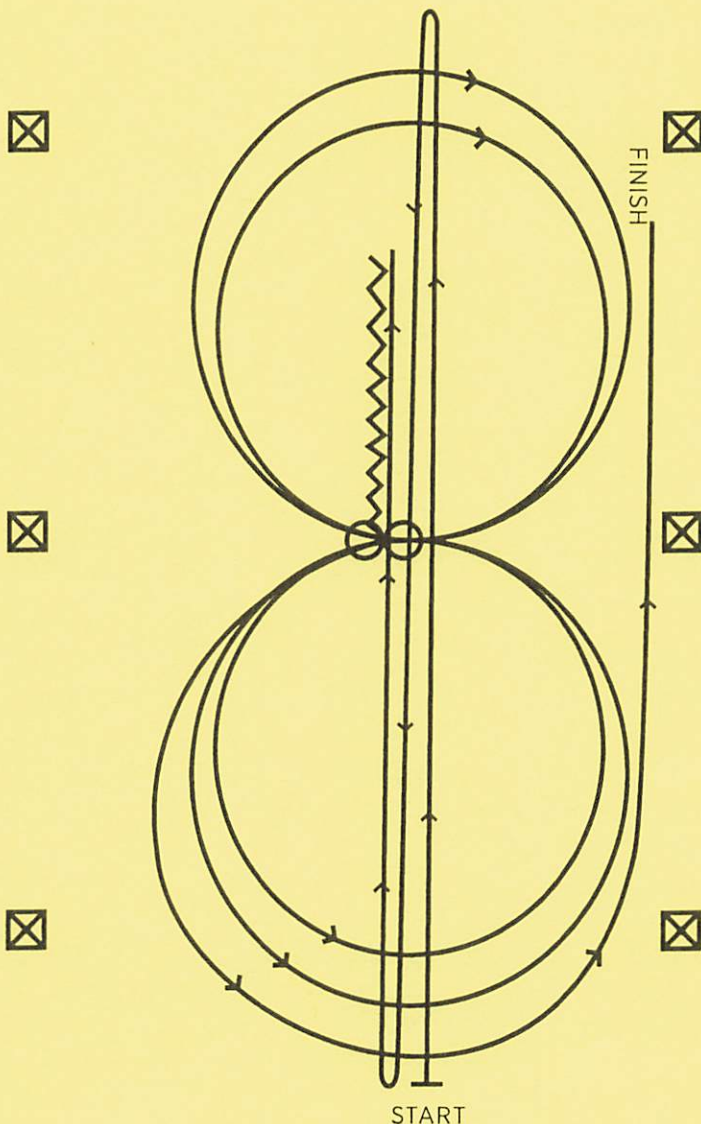


Figure 18. Reining pattern 1.

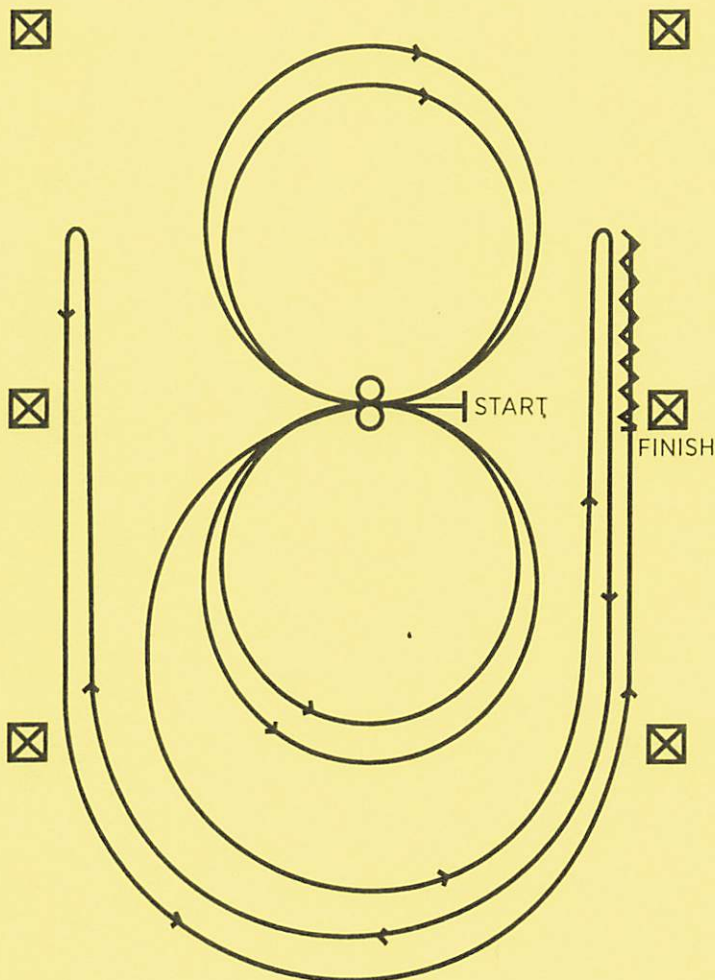


Figure 19. Reining pattern 2.

### CRITERIA EXPLANATION

Judges are encouraged to score reining classes according to the National Reining Horse Association (NRHA) scoring system, which states that all riders will enter the class with a score of 70, which represents an average run. (Scoresheets are available at <https://nrha.com/media/pdf/2015/judgesscorecard.pdf>.) That score is added to or subtracted from as maneuvers are performed and penalties are added.

Each maneuver should be scored according to the following scale:

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

Scoring will be on the basis of 60 to 80, with 70 representing an average performance.

#### The following will result in a disqualification from the class:

- Failure to complete the pattern as written.
- Equipment failure that delays completion of the pattern.

- Performing maneuvers other than in the specified order.
- Including maneuvers not specified, including but not limited to backing more than two strides (two strides meaning four steps with the front feet).
- A turn of more than 90 degrees where one is not specified.
- Running away or failure to guide where it becomes impossible to discern whether the entry is on pattern.
- Jogging more than one-half circle or one-half the arena while starting a circle, circling, or exiting a rollback.
- Overspins of more than ¼-turn.
- Use of illegal equipment.
- Willful abuse of the horse.
- Using the reins or romal as a whip.
- Using more than one finger between reins.
- Changing hands on the reins.
- Using two hands on the reins (except with junior horses that are ridden two-handed, or that are shown in a bosal or snaffle bit).
- Fall to the ground by horse or rider.
- Balking or refusing a command.

#### The following will result in a 5-point reduction:

- Spurring in front of the cinch.
- Use of the free hand to instill fear.
- Holding the saddle or touching or petting the horse with the free hand.
- Blatant disobedience of the horse, including kicking, biting, bucking, and rearing.

#### The following will result in a 2-point reduction:

- Failure to go beyond markers on stops or rollbacks when it is called for in the pattern.
- Break of gait.
- Freeze up in spin or rollbacks.
- On walk-in patterns, failure to stop or walk before executing a canter departure.
- On run-in patterns, failure to be in a canter before the first marker.
- Starting or performing circles out of lead will be judged as follows: Each time a horse is out of lead, a judge is required to deduct 1 point, which is cumulative. The judge will deduct 1 point for each quarter of the circumference of the circle or any part thereof that the horse is out of lead. The judge is required to deduct ½ point for a delayed change of lead by one stride.

#### Other faults and their penalties include:

- Starting a circle at a jog or exiting rollbacks at a jog up to two strides (½ point).
- Over- or under-spinning up to one-eighth of a turn (½ point).

- Failure to remain a minimum of 20 feet from the wall or fence when approaching a stop or rollback (½ point).
- Over- or under-spinning from one-eighth to one-quarter turn (1 point).
- Jogging beyond two strides, but less than one-half circle or one-half the length of the arena (2 points).
- When a change of lead is specified immediately before a run at the end of the arena, failure to change leads will be penalized as follows:
  - Failure to change leads by one stride (½ point).
  - Failure to change leads beyond one stride but completed before the next maneuver (1 point).

#### Lead Penalties\*

- Each time a horse is out of lead, the judge is required to penalize it by 1 point. The penalty for being out of a lead is cumulative, and the judge will add 1 penalty point for each one-quarter circumference of a circle or any part thereof that a horse is out of lead. The judge is further required to penalize a horse ½ point for a lead change delayed by one stride where a change of lead is required by the pattern. **Note:** A gait is specified, but no lead is specified in the instance of run-downs either on the side of the arena or through the middle of the arena, and no penalty is incurred for a horse changing leads in these areas.
- In patterns where a horse is required to run around the end of arena, the horse must be on the correct lead while rounding the end of the arena. The horse is required to be on the specified lead as soon as it completes the first straight portion of the run around and begins to turn the corner of the arena. Failure to be in the correct lead beyond this point will result in the following penalties:
  - From the turn to the halfway position at the end wall (-1 point).
  - Beyond the halfway point up to the beginning of the run-down (-2 points).
  - It should be noted NRHA has determined there to be no correct lead on a straight line. Therefore, changing leads in a straight line is not to be penalized, though it may or may not demonstrate resistance to being dictated to completely, which must be dealt with in maneuver evaluation.
- Where a pattern requires a half circle before beginning a run-down to the other end of the arena, a failure to be on a specified lead should be penalized as follows:
  - Beyond one stride up to one-quarter circumference of circle (1 point).
  - Beyond one-quarter circumference of circle up to the entire half circle (2 points).
  - Lead is not changed before next maneuver (2 points)

#### Faults against the horse to be scored at the judge's discretion, but not to cause disqualification:

- Opening mouth excessively (when the horse is shown in a bit).
- Excessive jawing, opening mouth, or head raising on stop.
- Lack of smooth, straight stop on haunches, bouncing, or sideways stop.
- Refusing to change leads.
- Anticipating signals.
- Stumbling.
- Backing sideways.
- Knocking over markers.

#### Faults against the rider to be scored accordingly, but not to cause disqualification:

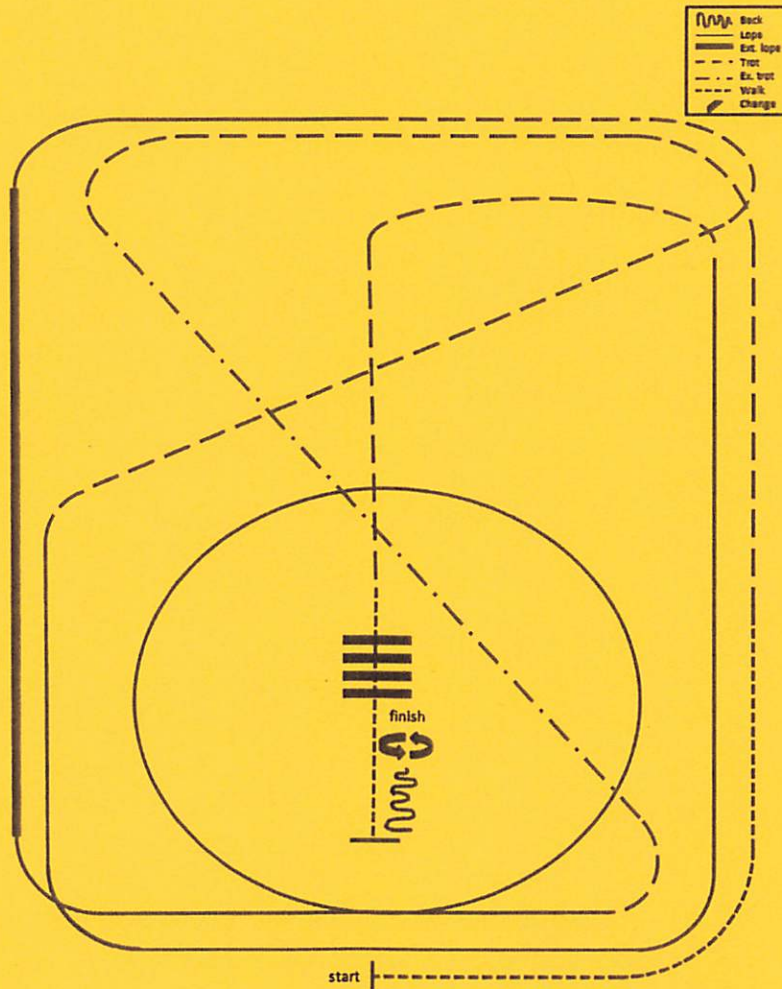
- Losing a stirrup.
- Any unnecessary aid given by the rider (such as talking, spurring, quiring, or jerking of reins). **Note:** If this is deemed excessive by the judge, it may fall under "willful abuse of the horse" and result in disqualification.
- Failure to go beyond markers on rollbacks and stops is considered a fault. Failure to run circles or figures eights within the markers is not considered a fault, depending on arena conditions and size.

\*Lead Penalties adapted with permission from the 2022 *National Reining Horse Association Pattern Book*.

# Ranch Riding

CLASS 199 15 & up

201 8 to 14

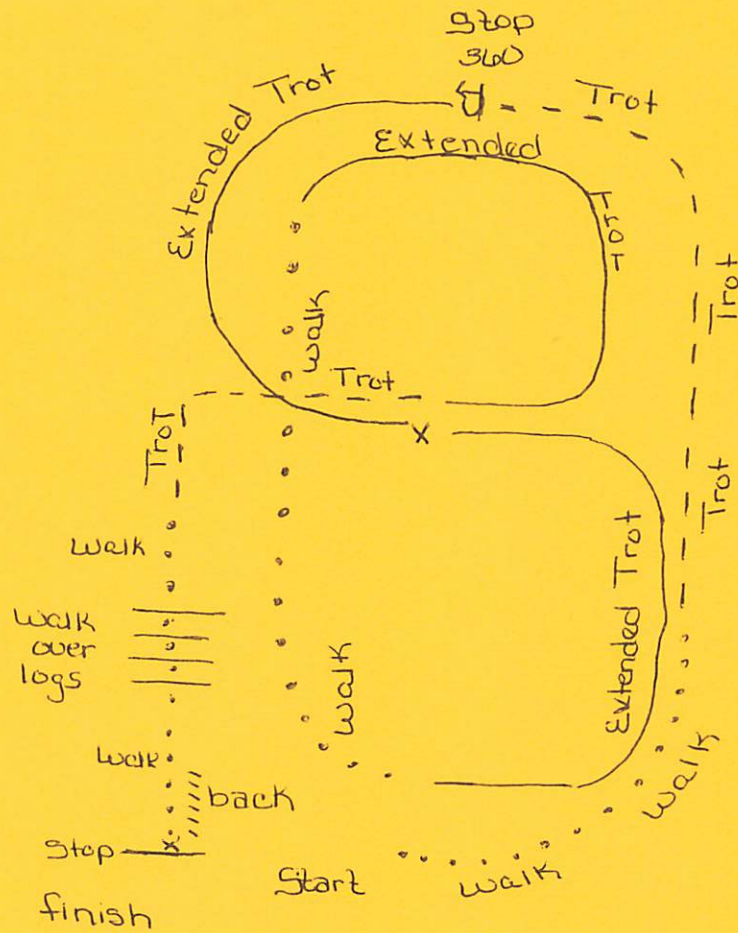


- |  |                        |
|--|------------------------|
| 1. Walk                                      | 7. Lope left lead      |
| 2. Trot                                      | 8. Trot                |
| 3. Ext. trot, trot                           | 9. Walk                |
| 4. Lope right lead                           | 10. Walk over          |
| 5. Ext. lope right lead,<br>lope right lead. | 11. Stop, back up      |
| 6. Trot                                      | 12. Turn left 180 gr.  |
|  | 13. Turn right 180 gr. |

CLASS 200  
15+ up

# Ranch Riding Walk/Trot

CLASS 200  
8 to 14



1. Walk
2. Trot
3. Stop and Perform 360 to the left
- 4.
- 5 x Stop and Extend Trot
6. Walk
7. Extended Trot
8. Trot
9. Walk, Walk over 4 logs
10. Continue walk. Stop
11. Stop and Back

- X Stop
- ... Walk
- Extended Trot
- ↶ 360 to left
- /// Back