

# Judging Criteria

## Horsemanship Patterns/Skills

### Back

Horse is to back calmly and willingly and travel straight or follow pattern.

Resistance such as open mouth, tossing head, or excessive speed penalized

Horse should be slow and steady, excessive speed penalized.

Rider should check where they are going but then center in the saddle facing forward.

When backing through pattern horse should not step out of pattern or hit poles.

### Dismount

Rider could be asked to dismount their horse in a safe manner.

Horse should stand still and show patience.

Rider should clear rump of horse with leg.

Rider's foot should not be in the stirrup when first foot hits the ground.

Rider should land softly facing forward, maintaining control of reins.

If not remounting stirrups should be secured as appropriate to saddle.

### Figure 8-

Figure 8 is comprised to two circles of equal size, one to the right, one to the left.

The beginning and end of your Figure 8 is where the circles join.

The circles should be the same size, show bend, show relaxed change of bend.

If posting at trot show correct change of diagonal.

### Halt

Rider will be asked to bring horse to complete stop.

Horse should stop balanced and straight.

No head tossing, mouth opening.

Penalty for steps past or outside the markers

### SidePass/ Sideways

A lateral move. Horse moves sideways, moving hips and shoulders at the same time. If horse is moving to the right, his left foot should cross in front of right foot in both hind and front.

Deduction for legs not crossing over smoothly

Rider should be balanced and centered in the saddle.

Front and Hind of horse should move laterally together.

You could be asked to go sideways in front, over, or around an obstacle.

### **Transitions in the Gaits**

Transitions should be smooth, relaxed and accurate to placement.

Missing markers, resistance, excessive force penalized.

Inappropriate speed, rushing penalized.

### **Weave-**

Asked to weave in between objects. Horse is to maintain cadence and rhythm and weave evenly.

Penalty for bumping or knocking over objects.

If posting trot use correct diagonals.

### **Yields**

Hindquarter Yield to Right - hindquarters move to the right approximately 2-3 steps to per quarter turn. Left hindleg crosses in front of right. Forequarters march in place .

Forequarter Yield to the Left - Forequarters move to the left approximately 2-3 steps to per quarter turn. Right front crosses in front of left front. Hindquarters march in place.

You could be asked to keep hindquarters/ forequarters in/on an obstacle.

## **Obstacles**

### **Ball Push**

Horse should calmly and intentionally push ball thru corridor.

Horse can use chest, legs, nose.

If rider assistance is called for in directives rider can use their foot, hand or whip.

If no rider assistance is called for and used, it will be penalized.

### **Carry/ Drag/ Throw**

Rider might be asked to carry and item from one destination to another. (bucket, flag, balloon, ball)

Rider might be asked to pick up an object and toss it into or thru a target.

Horse may be asked to drag an item from one destination to another. (Boogie Board, sled, branch)

Horse should show bravery and confidence.

Rider should be aware of how horse is feeling and act accordingly.

Rider should show organization and planning to make the transfer smooth and easy.

## **Gate**

Rider must always maintain control of the gate by keeping hand on the gate.

Execution should be smooth and seamless, showing yields, backing where appropriate.

Horse should be comfortable with the gate in all areas.

## **Over, Under, Thru Obstacles- Car Wash/ Noodle Squeeze/ Bridge/ Arches/ Tarps**

Confident, brave forward movement is rewarded.

Excessive hesitation, rushing, or avoidance penalized

**Bridges** can be flat or arched. Tarps can be of any color/size.

**Arches/ Squeezes** are made of pool noodles.

**CarWash**- could be hanging shower curtain, pool noodles, or other

**Liverpool**- filled with water

**Litter Box**- Square made of jump rails, filled with plastic bottles, or other distraction.

## **Mailbox**

Horse should regard the mailbox without fear or shying.

Calmly wait for rider/handler to open mailbox and place/retrieve mail/ or other surprise..

Mailbox door should be closed before continuing.

## **Poles/Labyrinth/ Wagon Wheel**

Poles could be in a predictable or "unpredictable" pattern

Penalized for stepping on, hitting, or stumbling over poles.

Horses should be supple/athletic, riders balanced and not leaning.

## **Barrel Pinwheel-**

Rider will be asked to transport a board in a circle keeping on end on a barrel.

Horse should show confidence and bravery, maintain a nice arc in the circle.

Rider should show confidence in handling the pinwheel, and keeping board on the barrel.

## **Ring the Bell**

Pick up wooden dowel and ring a bell hung from shephard's hook.

Horse should stand quietly during maneuver.

Rider/Handler should make smooth movements

# General Rules

We will have white cones marking the judging zones of each obstacle. If you enter the judging zone you qualify for some score even if you cannot complete obstacle.

Horse is Afraid of Obstacle- keep horse settled and choose to move on to next obstacle accepting no score. Come back and practice during a Play Day.

You can Partially negotiate an obstacle- do what you can safely, partial points will be awarded. If you get inside the white boundary cones you will receive some score.

Time Alloted on Course- We are allowing about 5 minutes per ride. This is flexible. Which means ride times assigned are approximate. We want everyone to have a safe and enjoyable experience. So don't rush.

If you are taking excessive time at an obstacle, or looking unsafe, the judge has the right to ask you to move on to next obstacle.

You can either memorize your course, or have it called out by a friend. Only the directives from the test sheet can be read, no outside coaching.

If you are next to go, please be ready at the in gate to keep everything moving.