

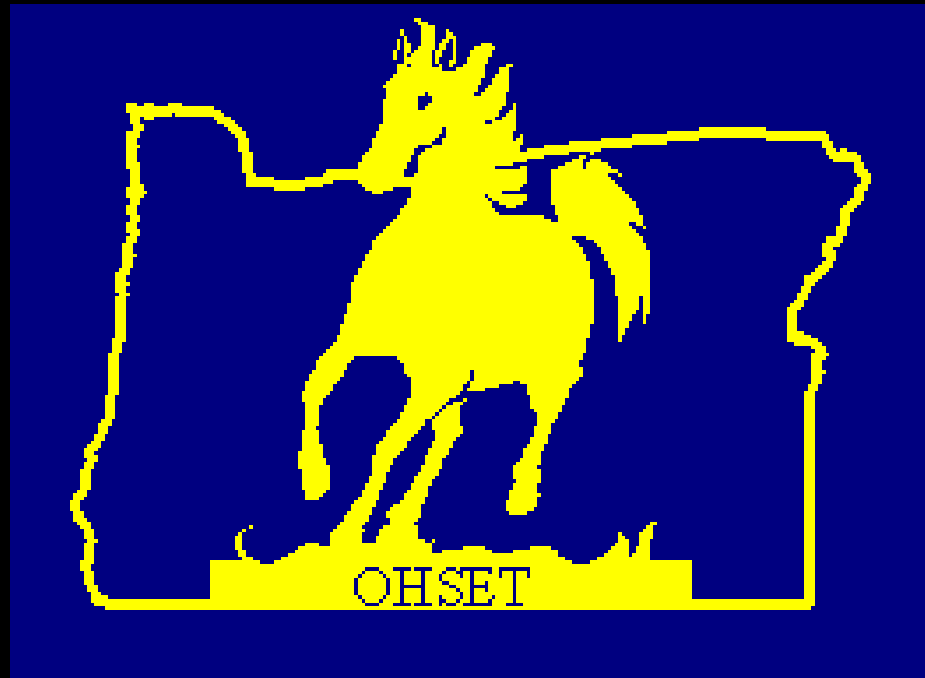
OREGON HIGH SCHOOL  
EQUESTRIAN TEAMS, INC.  
DEC 2008 - MAY 2009

**WELCOME!**

WELCOME ~~AND~~ THANK  
YOU FOR COMING!

PLEASE ACCEPT MY APOLOGY FOR NOT HAVING RULE BOOKS ON HAND.  
PLEASE KNOW, THEY ARE NOT HERE, BECAUSE WE ARE MAKING OUR  
ABSOLUTE BEST EFFORT FOR ACCURACY, READABILITY, AND USABILITY,  
ALL WHILE TRYING TO KEEP COSTS DOWN.

YOUR DISTRICT CHAIRS SHOULD HAVE THEM IN-HAND IN APPROXIMATELY  
10 DAYS. COMPLETE RULE BOOKS SHOULD BE POSTED ON THE WEBSITE BY  
THE END OF THE WEEK.



MAKING THIS YEAR  
OUTSTANDING!  
DEC 2008 - MAY 2009

# HOW CAN I HELP?

- I hope to work with the state board to build upon a really great program that we have the pleasure to be a part of.
- I hope to instill ethical behavior at every turn – Our organization is as credible as the least credible person in the room.
- I will listen
- I will do my best to facilitate and follow process while still allowing our organization to be open to new thoughts and ideas.

# HOW CAN YOU HELP?

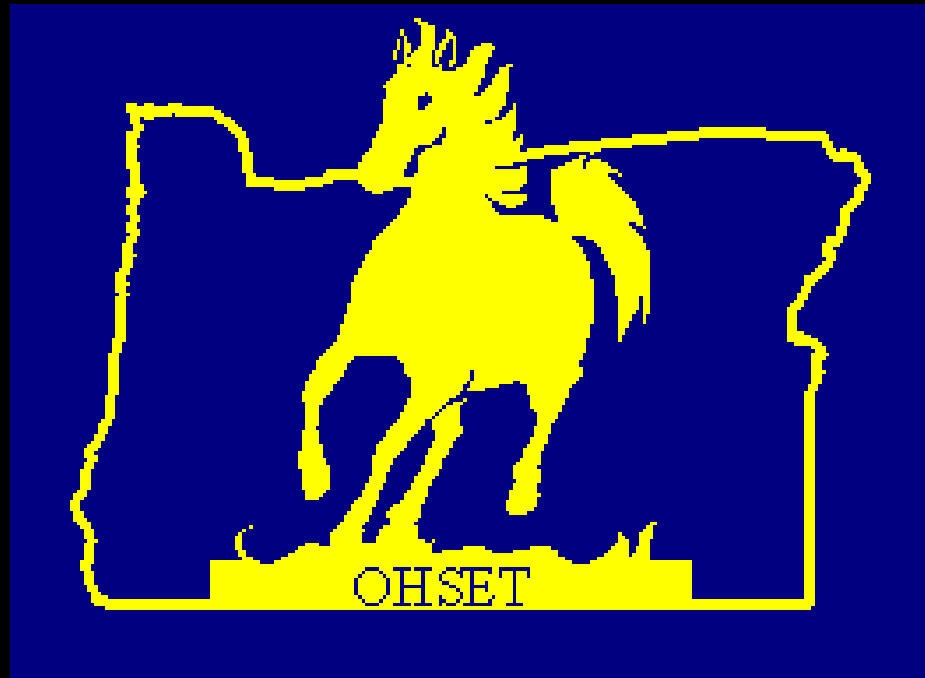
- Demonstrate Integrity at ALL times.
- Practice good sportsmanship. Everyone, every time.
- Volunteer
- Make Constructive suggestions.
- Listen to constructive suggestions.
- Remember, competition alone is healthy – it's our job to keep it that way.
- Have Fun and what is it Linda always said, "Go OHSET!"

# COMMUNICATION

- Remember, OHSET has an expected order of communication
- Athletes and Parents – bring your concerns to advisors and Coaches
- Advisors and Coaches, bring your concerns to District Chairs and Vice Chairs
- District Chairs and Vice Chairs, bring your concerns to the State Chair and/or an appropriate Committee Chair (please keep me in the loop)

# COMMUNICATION

- Sometimes this all seems cumbersome, and honestly, I am one of the worst offenders – but I'm working on it. It's a practiced system and it really does work best if we communicate this way – no matter how big or small the issue.
- If you feel you aren't being heard, then work your way up the order and ask for help.
- To Everyone – response time is critical; if we're taking several days to get back to someone, they're going to move on to someone else for answers. And, to those asking for response, remember, we're all volunteers, with other things on our schedule too – we may not get back immediately, but most of us respond within 48 hrs or less.
- If it's urgent, feel free to call if you're not getting a quick enough email response.



**VOLUNTEERS**  
**DEC 2008 - MAY 2009**

# VOLUNTEERS MAKE THIS ORGANIZATION HAPPEN

- No one receives money for their service to this organization.
- This includes the state chair and officers, the district chairs and their officers, and coaches and advisors.
- You can thank them by remembering they are volunteers; many with other jobs and responsibilities.
- You can thank them by being honest and respectful.
- You can thank them by being flexible and understanding.
- You can thank them by offering your help.
- You can thank them by offering constructive ideas to consider for the entire team/district/organization's benefit.
- You can thank them by shaking their hand or giving them a hug and saying "thank you."

# STATE OFFICERS

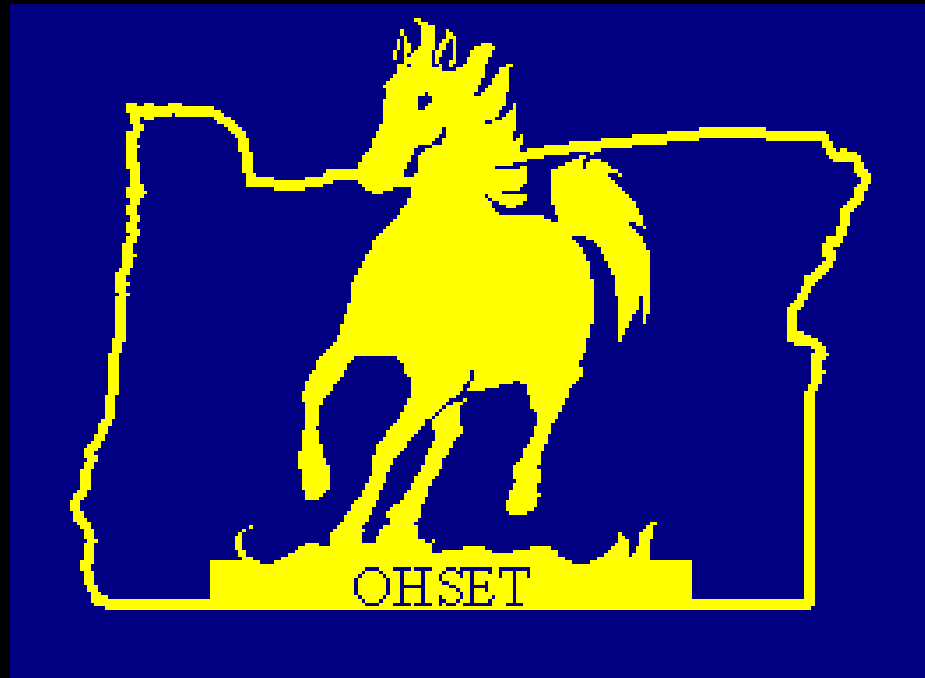
- CANDI BOTHUM, CHAIR
- KARISSA DISHON, VICE CHAIR
- DEBI FERRER, SECRETARY
- KARREN CHOLEWINSKI, TREASURER

# DISTRICT CHAIRS

- JIM ROPER, SOUTHERN
- TODD GARY, TRI-RIVER VALLEY
- CHRIS DINSMORE, NORTH EAST
- DONNA ESPELIEN, NORTH WEST
- KAREN FRIEND, CENTRAL
- DEBBI LANGELIERS, SOUTH VALLEY
- KARISSA DISHON, NORTH VALLEY
- PAM MILLER, WILLAMETTE

# COMMITTEE CHAIRS

- KAREN BRAGG, RULES
- KATIE STODICK, RULES
- JOANN OSWALD, JUDGES
- KAREN FRIEND, POINTS
- CHRIS DINSMORE, REGISTRATION
- BILL WIER, CO-OPS
- LINDA CRAWFORD, SCHOLARSHIP and INSURANCE
- KARISSA DISHON, AWARDS
- LINDA CRAWFORD, RECENT PAST CHAIR
- LUANNE BOETINGER, PAST CHAIR



BY LAW CHANGES  
DEC 2008 - MAY 2009

# #1 MEMBERSHIP

- From: The Membership of OHSET Shall consist of registered riders of each...

- TO: The Membership of OHSET consists of registered competing & non-competing athletes of each...

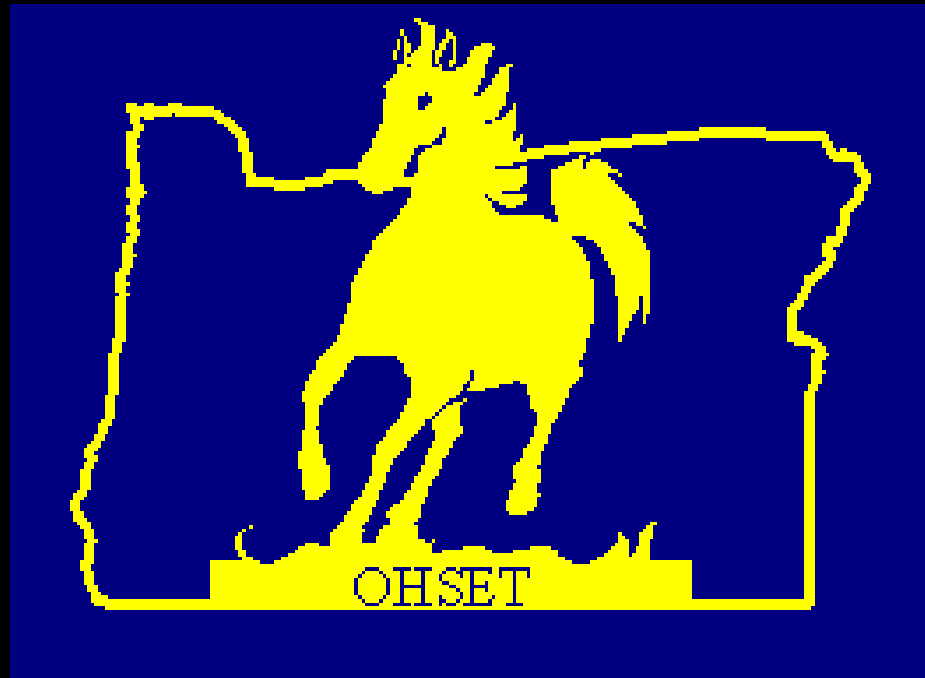
## #2 MEMBERSHIP

- ADDITION – CURRENTLY NOT ADDRESSED:

*“All persons signing the OHSET Code of Conduct will acknowledge and adhere to OHSET rules and bylaws.”*

## #3 FINANCIAL

- From: All districts and the State Board are required to file a yearly budget and a year-end financial statement with the ...
- TO: All Districts & the State Board are required to file a yearly budget and a *bi-annual financial statement* with the State Board Treasurer. *Jan 1 – Jun 30 & Jul 1 – Dec 31.*



# NOTABLE RULE ADJUSTMENTS DEC 2008 - MAY 2009

# THINGS YOU SHOULD KNOW...

- Rule changes happen at your request.
- Anyone can submit a rule change, look for the form to submit at your meets.
- The deadline for rule changes/suggestions for 2009 is midnight on the 10<sup>th</sup> day following the state meet. However, they may be submitted all year until that date.
- Then rule submissions will be collaborated and sent to districts for their review.
- Following district's review, submissions go to the rules committee, made up of committee co-chairs, the judges' chair, the state chair, and one designated person from each district.
- This committee decides on a proposal to take to the state board – the state board then votes on the rule change/add/clarify proposal.
- The rules committee co-chairs are: **Katie Stodick & Karen Bragg**
- After today, if you have a rule question, ask your coach to ask your district chair and if they can't answer, they'll ask a rules chair.

# GENERAL

- AT ANY TIME DEEMED APPROPRIATE BY THE STATE BOARD, THE BOARD MAY PROVIDE FACILITATION, DISCIPLINE, RULE ENFORCEMENT, OR NECESSARY CONSEQUENCES TO ANY DISTRICT, TEAM OR INDIVIDUAL.
- ANY CODE OF CONDUCT VIOLATION THAT INVOLVES A DISTRICT OR VICE CHAIR, THE OHSET STATE BOARD MUST BE NOTIFIED IMMEDIATELY.
- ONE ATHLETE MAY FROM EACH DISTRICT MAY ATTEND ANY STEWARDSHIP PROCEEDINGS.
- CURRENT RULE ADDITIONS MISSED DURING PRINTING WILL BE COMMUNICATED VIA EMAIL AND OTHER NECESSARY MEANS (THEY WILL NOT BE DROPPED.)

# JUDGING

- REQUIREMENTS TO BECOME A JUDGE, APPRENTICE, AND STAY ON THE LIST WERE REVISED.
- MUST BE 20 YEARS OLD TO BEGIN THE APPRENTICE PROCESS
- TIMED EVENT JUDGES WILL BE REQUIRED TO TAKE A CLOSED BOOK TEST.
- PROSPECTIVE JUDGES MUST WORK AS A SCRIBE OR HELP WITH TIMED EVENT SET UP, ETC. BEFORE APPLICATION.

# POINTS

- STATE QUALIFIERS AT THE DISTRICT LEVEL, ARE NOT OFFICIAL UNTIL CONFIRMED BY THE STATE.
- DISTRICT RESULTS MUST BE SUBMITTED TO THE STATE POINTS CHAIR WITHIN ONE WEEK OF EACH DISTRICT MEET.

# EQUIPMENT

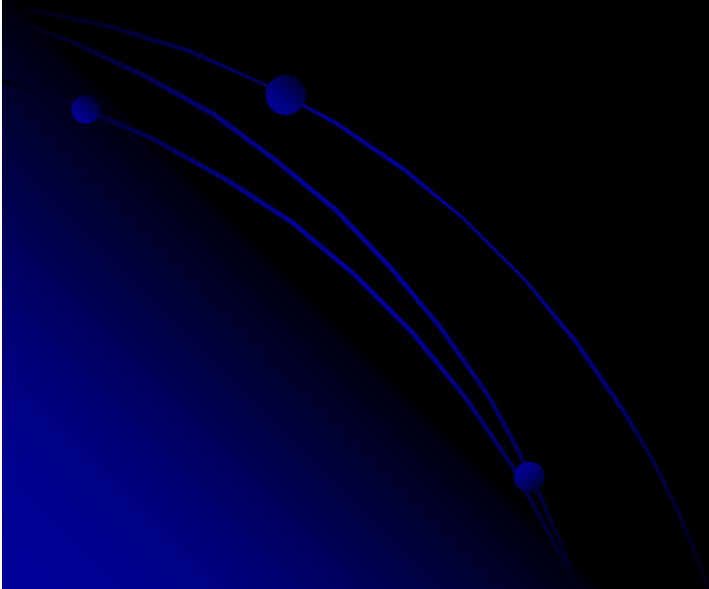
- IF A JUDGE DEEMS REQUIRED EQUIPMENT IS NOT PRESENT, ATHLETE MAY NOT CONTINUE THE COURSE/EVENT.
- SOLID OR MULTI COLORED HELMET COVERS ARE ALLOWED - NO ADDITIONAL ADORNMENTS OF ANY KIND ARE ALLOWED.
- SIDEPULLS ALLOWED ONLY IN DRILL, PAIRS, GAMING AND CATTLE EVENTS.
- AUSTRALIAN TYPE SADDLES ARE NOT ALLOWED

# WORKING PAIRS

- COSTUME MAY BE ON EQUINE ONLY
- ANY COSTUME DEEMED UNSAFE BY JUDGE WILL RESULT IN AN ELIMINATION.

# DRESSAGE

- BIT CHECKS MAY BE DONE AT THE END OF THE PERFORMANCE



# DRIVING

- HEADERS MUST BE A REGISTERED VOLUNTEER OR ATHLETE.
- ATHLETES (HEADERS) MUST BE IN TEAM UNIFORM
- FOR ALL HEADERS, BOOTS ARE REQUIRED.

# IHOR and IN HAND TRAIL

- MAY USE THEIR HANDS BUT MAY NOT TOUCH THEIR HORSE TO MOVE AROUND OBSTACLES. TOUCHING WILL NOT BE A ZERO, BUT HANDLERS WILL BE SCORED ACCORDINGLY.
- IN IHOR, TEAMS WILL RECEIVE AN OVERALL "HORSEMANSHIP" SCORE, THAT INCLUDES EACH ATHLETE'S TIME WAITING FOR THEIR TURN.

# DRILL

- CAPTAINS ARE NO LONGER REQUIRED TO WEAR ARMBANDS
- BEFORE A "LARGE" TEAM CAN HAVE A SECOND WORKING 4S TEAM, THEY MUST HAVE A SHORT PROGRAM TEAM.

# DRILL - DRAWN MANEUVERS

- ZIPPER #71
- HEART #92
- SUICIDE CHARGE #59
- 4-WAY BOX #15
- 45 DEGREE RIDETHROUGH/HERRINGBONE #152
- CIRCLE (ROLLBACK TO PAIRS) #106

*NUMBERS ARE FROM OHSET (OLDER) COLLECTION OF DIAGRAMS, NOT THE NEW WA DRILL TEAM PUBLICATION.*

# ROPING and DAUBING

- ATHLETES WILL HAVE 60 SECONDS ONCE THEIR NAME IS CALLED, TO ENTER THE BOX AND ASK FOR THEIR CALF (NOT 90)
- MOUNTED ATHLETES MAY HELP OTHER MOUNTED ATHLETES IN THE BOX.
- THE LENGTH OF THE HAZING LINE MUST REMAIN CONSISTENT. IF SOMEONE LEAVES THE HAZING LINE, AN ATHLETE ON HORSEBACK MUST REPLACE THEM.

# TEAM PENNING

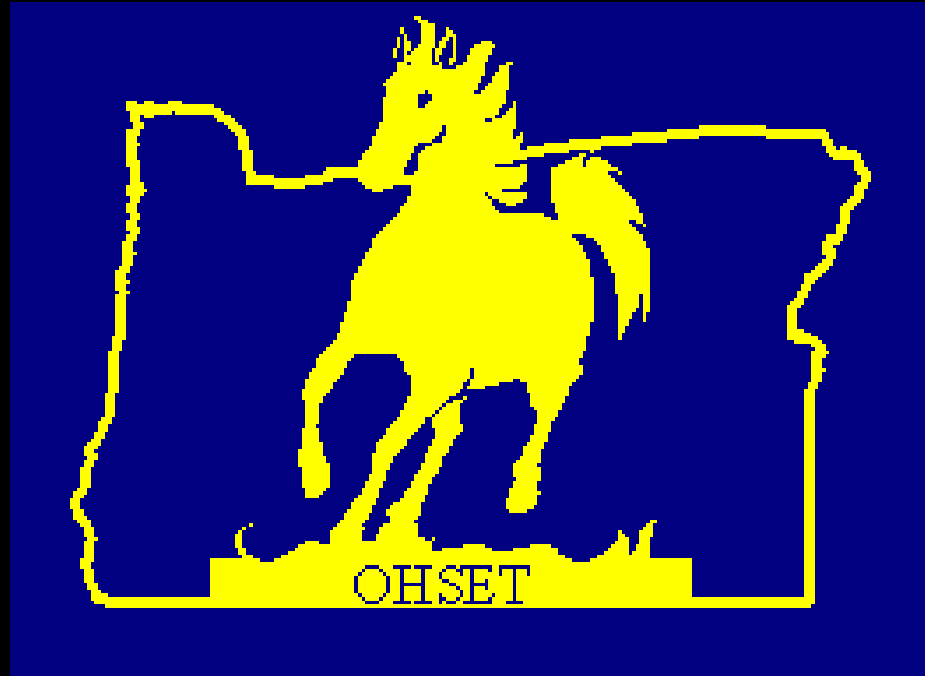
- HERDS WILL BE EQUAL NUMBERS AND WILL BE BETWEEN 18-27 HEAD.
- ONCE THE TEAM IS COMMITTED TO THE CATTLE, NO RE-RIDE WILL BE GIVEN, EXCEPT IN EXTREMELY UNUSUAL CIRCUMSTANCES. (IE: IF A NUMBER ISN'T CALLED QUICK ENOUGH, BUT THE TEAM BEGINS TO WORK THE CATTLE, NO RE-RIDE WILL BE ALLOWED.)

# GAMING EVENTS

- RUNNING IN THE GATE IS NOT ALLOWED.
- TIMED EVENT JUDGES ARE NOW REQUIRED TO TAKE A CLOSED BOOK TEST.
- IT IS THE JUDGE'S RESPONSIBILITY TO OVERSEE, SUPERVISE AND PARTICIPATE IN ALL COURSE SET UP.

# STATE MEET

- ONLY REGISTERED OHSET ATHLETES MAY RIDE AT THE STATE MEET.
- ONLY STATE MEET OFFICIALS MAY SET UP PRACTICE OBSTACLES IN ANY PRACTICE ARENA AT THE STATE MEET.



PATTERNS  
DEC 2008 - MAY 2009

# THINGS YOU SHOULD KNOW...

- Patterns are designed by the judges, at their annual training and approved by the OHSET State board at their October meeting.
- After today, questions about patterns should be addressed to your district chair who will follow up by contacting the judges' chair.
- The judges' chair is **Joann Oswald**.



# IN HAND OBSTACLE RELAY

2009

Date: \_\_\_\_\_ District: \_\_\_\_\_

**CLASS: IN HAND OBSTACLE RELAY**

ATHLETES: \_\_\_\_\_  
HIGH SCHOOL: \_\_\_\_\_ TEAM: \_\_\_\_\_

**Expectations:**  
This is a horsemanship class! Equine and athletes should be properly groomed as in a Showmanship Class. Maneuvers should be crisp and practiced. Only the very best should attempt the "BONUS" obstacle element.

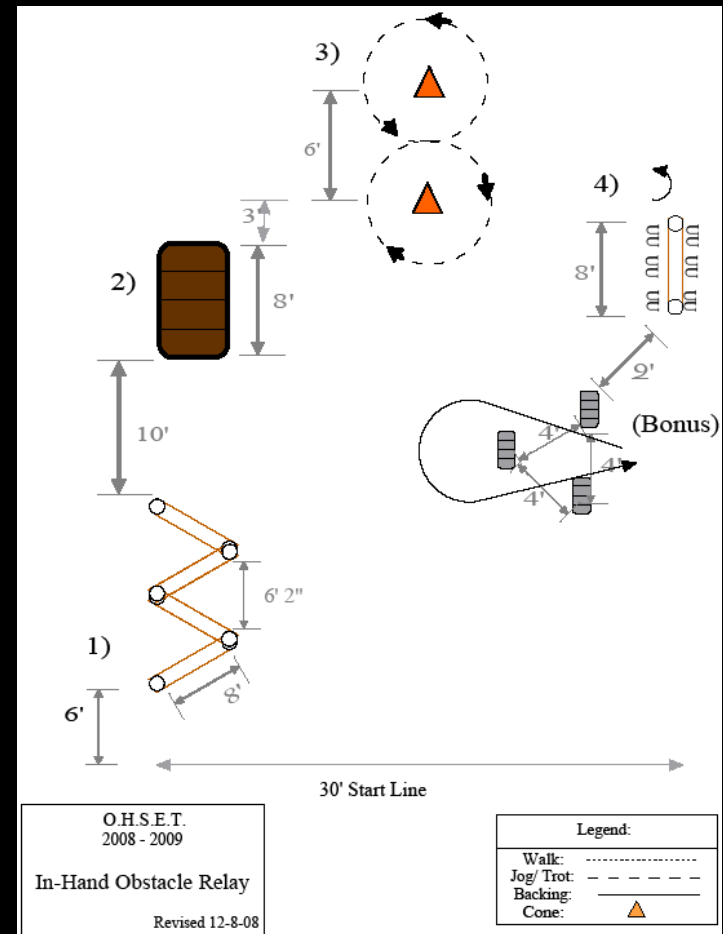
Equine should show no resistance to handler during any maneuver and should appear as if not on a lead rope.

Equine should move quickly, but maintain the superior ground manners that one would expect in a showmanship class.

**Equipment Needed:** Chalk line will be placed between start poles/cones. 4x8' bridge, 2 cones, 5, 8' pole (3-6" diameter), 3, barrels

Obstacle:	Handler 1:	Handler 2:	Handler 3:	Handler 4:
Trot Over Zig Zag				
Walk Over Bridge				
Trot Fig 8, Right to Left				
180 degree left haunch turn, Sidepass pole left				
Optional, Back through 2 barrels around 3 <sup>rd</sup> barrel – counter clockwise				
Penalty Points	-	-	-	-
Total points / handler minus penalty points				
<b>Overall Handling &amp; Horsemanship – Including while waiting behind the start line. (10 points possible)</b>				
Total Time: _____	1 assessment per team		Penalty Points: _____	
			Total Team Points:	
Judge's Signature: _____				

Revised 11.18.08



# DRIVING

2009

Date: \_\_\_\_\_ District: \_\_\_\_\_

**CLASS: DRIVING**

HIGH SCHOOL: \_\_\_\_\_ ATHLETE #: \_\_\_\_\_

**Expectations:**

Walk – A free, flat-footed, regular and unconstrained walk of moderate extension *is required*. The equine should walk energetically, but calmly, with an even and determined pace.

Slow Trot/Jog: The equine should maintain impulsion while showing submission to the bit.

Working Trot: This is a pace between the strong and slow trot. The equine should go forward freely and straight; on a taut, but light rein.

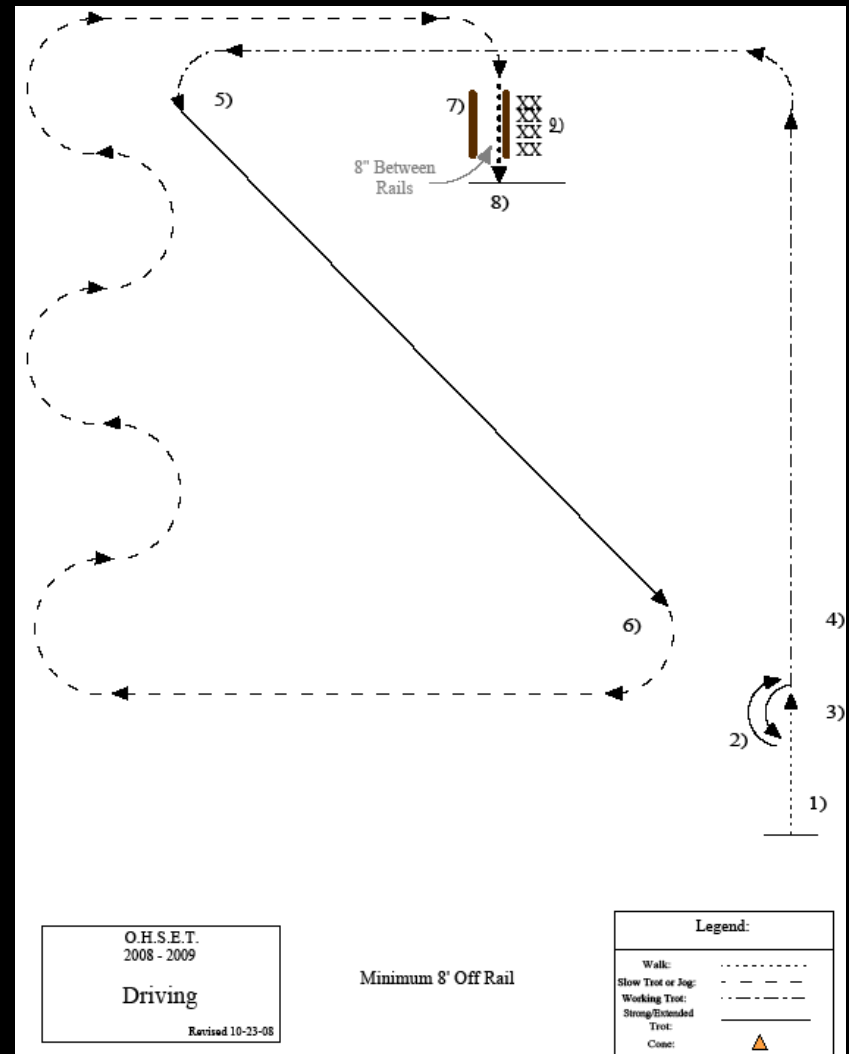
Strong or Extended Trot: This is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced. Light contact to be maintained. Excessive speed will be penalized.

Grooming and clean gear will be noted and will be considered in the Overall Reinsmanship scoring. The course is set for standard, draft or mini equines. Use and plan arena space appropriately. The pivots should be steady continual motion with little or no movement in the pivot wheel.

**Equipment Needed:** 2 – 8'-10' rails (3-6" in diameter)

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Walk, one horse's length		
2.	180 degree left wheel pivot		
3.	180 degree right wheel pivot		
4.	Working trot		
5.	Extended trot across diagonal		
6.	Before corner transition to jog trot – serpentine in jog trot		
7.	Walk through poles – right wheel between poles		
8.	Stop, settle		
9.	Back right wheel completely through, walk forward through poles, stop wait to be excused.		
10.	Overall Reinsmanship		

Revised 11.5.08



# SADDLE SEAT EQUITATION

2009

Date: \_\_\_\_\_ District: \_\_\_\_\_

**CLASS: SADDLE SEAT EQUITATION**

HIGH SCHOOL: \_\_\_\_\_ ATHLETE #: \_\_\_\_\_

**Expectations:** Proper body and hand position is of utmost importance, with hands elevated but keeping a straight line between bit and elbows and using light contact with the equine's mouth.

Body position with ear, shoulder, hip, and heel alignment will be closely observed in this pattern.

Use of the arena to best display the equine's ability and athlete's horsemanship will score higher points. Animated movement of the equine with no resistance to hand or leg cues during the pattern, maintaining the ability to collect during lead changes and transitions is going to contribute to the overall success of this performance.

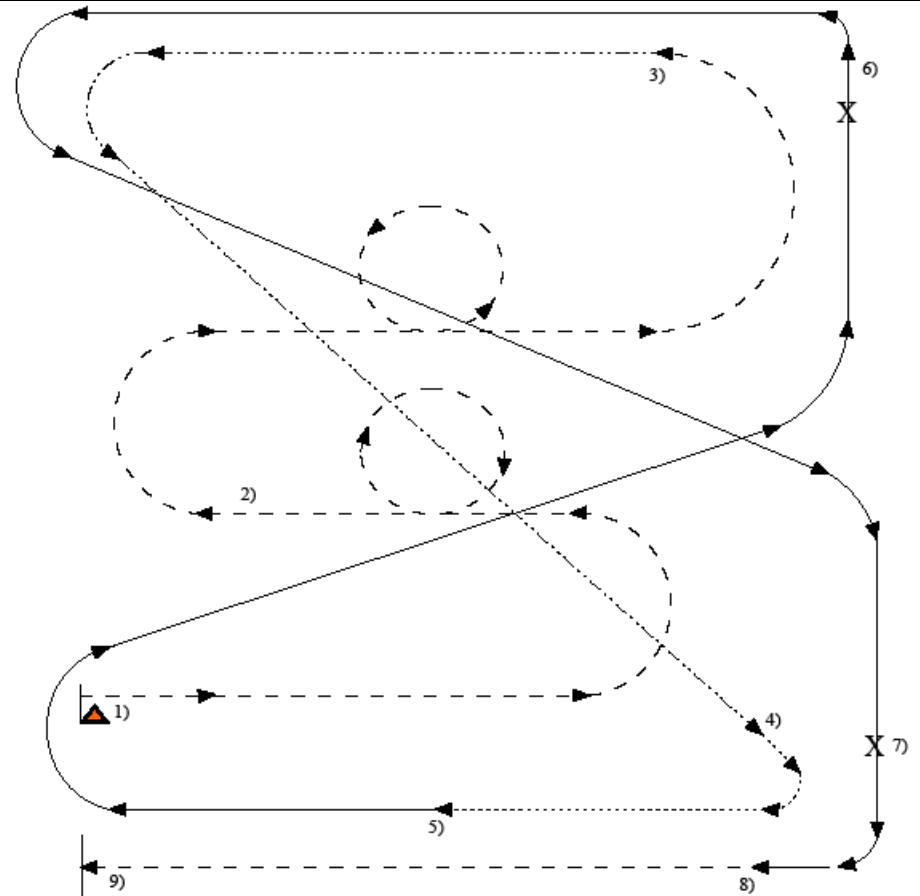
Accurate and quality lead changes are expected.

**Equipment Needed:** 1 cone

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Start at cone, trot/intermediate gait first loop of serpentine to center, circle right in center		
2.	Trot/intermediate gait second loop of serpentine to center, circle left		
3.	Strong/Extended trot/intermediate gait, down rail and across diagonal		
4.	Walk, walk around corner to center		
5.	Canter, right lead around corner and short diagonal line, down rail, counter canter. Change leads before corner (type of change is optional)		
6.	Continue to left around end of arena, and short diagonal line, down rail, counter canter.		
7.	Change leads before corner. (type of change is optional)		
8.	Trot/intermediate gait		
9.	Halt, present your horse for 10 seconds. Wait to be excused.		
10.	Overall Horsemanship		

Judge's Signature: \_\_\_\_\_

Revised 11.06.08



O.H.S.E.T.  
2008 - 2009

**Saddle Seat**

Revised 10-23-08

Intermediate Gait is  
Appropriate for Gaited Horses

**Legend:**

Walk: .....  
Trot / INT. Gait: - - - - -  
Strong Trot / Running Walk: - . - . - .  
Canter: \_\_\_\_\_

# HUNT SEAT EQUITATION

2009

Date: \_\_\_\_\_ District: \_\_\_\_\_

**CLASS: HUNTSEAT EQUITATION**

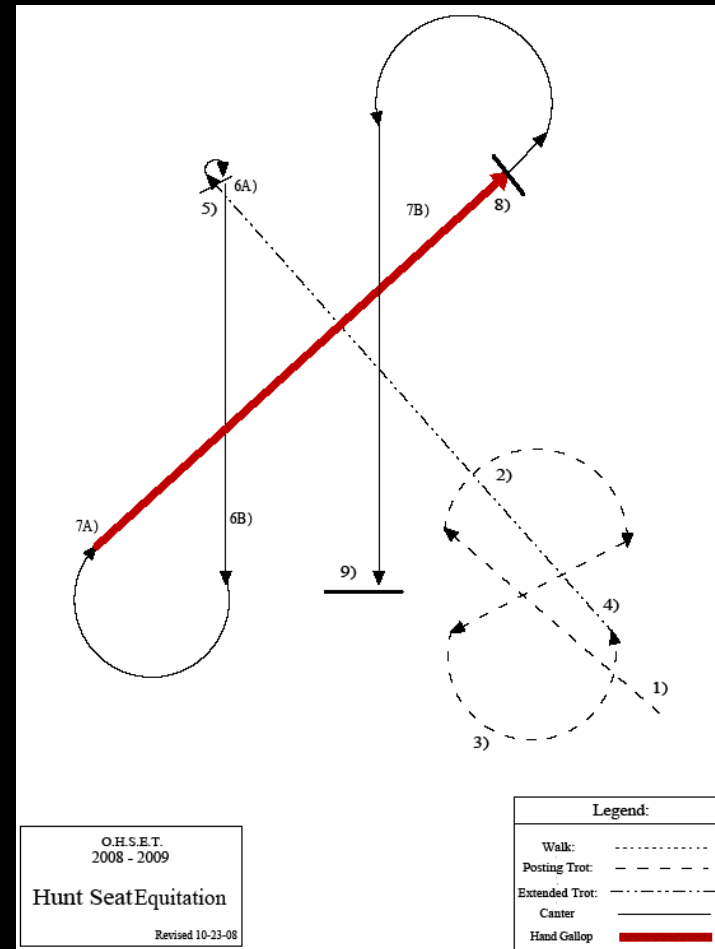
HIGH SCHOOL: \_\_\_\_\_ ATHLETE #: \_\_\_\_\_

**Expectations:**  
 Seat and hands light & supple  
 Reins either inside or outside little finger  
 Eyes up, looking toward next maneuver  
 Iron on ball of foot  
 At walk & trot, there should be a near straight line from the shoulder to the hip, to the heel.  
 At canter and hand gallop, shoulders should be a couple degrees in front of the vertical  
 Flying changes – Max. 10 points; Simple changes – Max. 8 points.

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Drop irons; Posting trot, right diagonal without irons, change to the correct diagonal at X		
2.	Posting trot "bow tie" with diagonal changes at X		
3.	Pick up irons while posting the trot		
4.	Extended Trot		
5.	Halt. Approximately 225 degree right forehand turn – until facing appropriate direction.		
6.	A) Canter Left Lead B) Change to right lead (before corner and reverse through corner – this maneuver should be 10 meters or more.		
7.	A) Hand Gallop B) Collect the Canter		
8.	Before the corner, change to left lead and reverse the corner at the canter		
9.	Halt, settle and stand for 5 seconds. Wait to be excused.		
10.	Overall Equitation		

Judge's Signature: \_\_\_\_\_

Revised 12.08.08



# HUNT SEAT EQUITATION OVER FENCES

2009

Date: \_\_\_\_\_ District: \_\_\_\_\_

## CLASS: HUNTSEAT EQUITATION OVER FENCES

HIGH SCHOOL: \_\_\_\_\_ ATHLETE #: \_\_\_\_\_

**Expectations:** Athlete should have a workmanlike appearance, seat and hands being light and supple, conveying the impression of complete control.

Hands should be above and in front of equine's withers, thumbs thirty degrees inside the vertical, hands slightly apart and making a straight line from equine's mouth to athlete's elbow. Reins may be held to inside or outside of little finger. Bight of reins may fall on either side. Athlete should keep light and consistent contact with equine's mouth.

In basic position the eyes should be up and looking toward the next fence. Toes should be at an angle best suited to the athlete's conformation. Ankles should be flexible, heels down, calf of leg in contact with equine and slightly behind the girth. Iron should be on the ball of the foot and must not be tied to the girth.

At slower gaits there should be a near-straight line from the athlete's shoulder, through the hip, down to the heel. The shoulders should be a couple of degrees in front of the vertical at a Canter, Hand Gallop and when Jumping.

The performance begins when the athlete is given the signal to proceed after entering the arena; one circle is allowed before approaching the first fence.

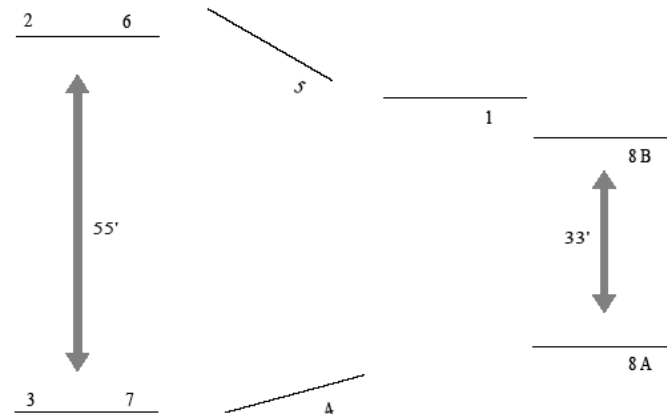
At the Judge's discretion, an eliminated athlete may jump an additional fence, but may not continue thereafter.

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Setup and Approach 1 <sup>st</sup> Jump, Vertical w/cross poles (height: 2'6"-2'8")		
2.	2 <sup>nd</sup> Jump, Picket fence (height: 2'6"-2'8")		
3.	3 <sup>rd</sup> Jump, ¼ round (height: 2'7"-2'9")		
4.	4 <sup>th</sup> Jump, Panel (height: 2'6"-2'8")		
5.	5 <sup>th</sup> Jump, Panel (height: 2'7"-2'9")		
6.	6 <sup>th</sup> Jump, Picket fence (height: 2'6"-2'8")		
7.	7 <sup>th</sup> Jump, ¼ round (height: 2'7"-2'9")		
8.	8A Jump, Post & Rail Flower box (Height: 2'7" – 2'9")		
9.	8B Jump, Oxer – post & rail. (Height: 2'7" – 2'9")		
10.	Overall Equitation		

Judge's Signature: \_\_\_\_\_

Revised 11.05.08

Minimum of 6' off rail



O.H.S.E.T.  
2008 - 2009

## Hunt Seat Equitation Over Fences

Enter

Revised 10-23-08

Minimum of 6' off rail



# TRAIL

2009

Date: \_\_\_\_\_ District: \_\_\_\_\_

CLASS: TRAIL

HIGH SCHOOL: \_\_\_\_\_ ATHLETE #: \_\_\_\_\_

**Expectations:** Horsemanship knowledge in displaying fundamentals is important. Accuracy, smoothness and acceptance of obstacles should be points of training. Timing will count. Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step. Leads should be accurate and backing should be precise, but not too slow. Haunch turns, pivots, lateral movements and backing should be smooth with continual movement.

Refusals will deduct points. Two refusals will require moving on to the next element.

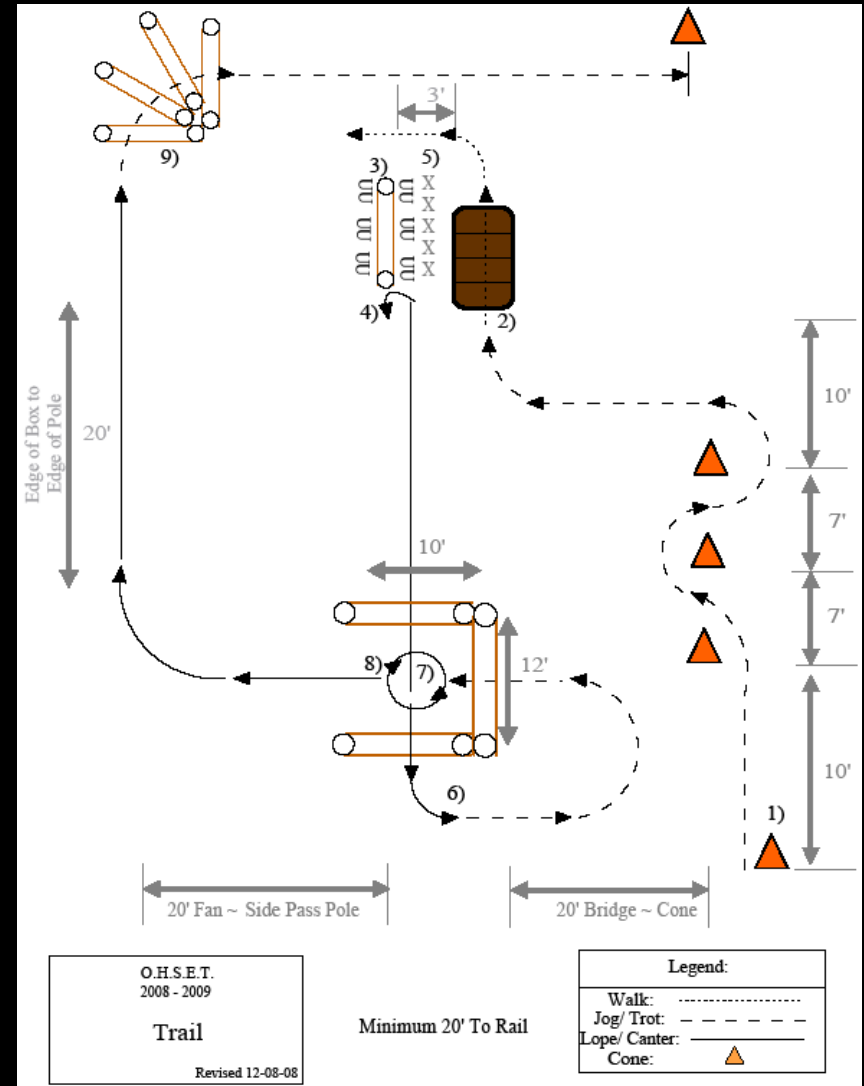
Judges will be looking for a "finished" equine/athlete combination in this event.

**Equipment Needed:** 5 cones, 1 - 4x8 bridge, 6 - 10' poles (4, fan & 2 for the 3-sided box), 1 - 8' pole (sidepass), 1 - 12' pole (back of 3-sided box),

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Jog around cones		
2.	Walk Over Bridge		
3.	Sidepass left over pole		
4.	90 degree left haunch turn and back between pole and bridge		
5.	Left lead lope out and over (3-sided) box		
6.	Transition to jog and stop in box		
7.	360 degree right haunch turn		
8.	Right lead lope out of box and transition to jog		
9.	Jog through fan and halt		
10.	Overall Horsemanship		

Judge's Signature: \_\_\_\_\_

Revised 11.06.08



# IN HAND TRAIL

2009

Date: \_\_\_\_\_ District: \_\_\_\_\_

## CLASS: IN HAND TRAIL

HIGH SCHOOL: \_\_\_\_\_ ATHLETE #: \_\_\_\_\_

### Expectations:

Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step. Accuracy, smoothness and acceptance of obstacles should be points of training. Timing will count.

Haunch turns, pivots, lateral movement and backing should be smooth with continual movement.

Refusals will deduct points. Two refusals will require moving on to the next element.

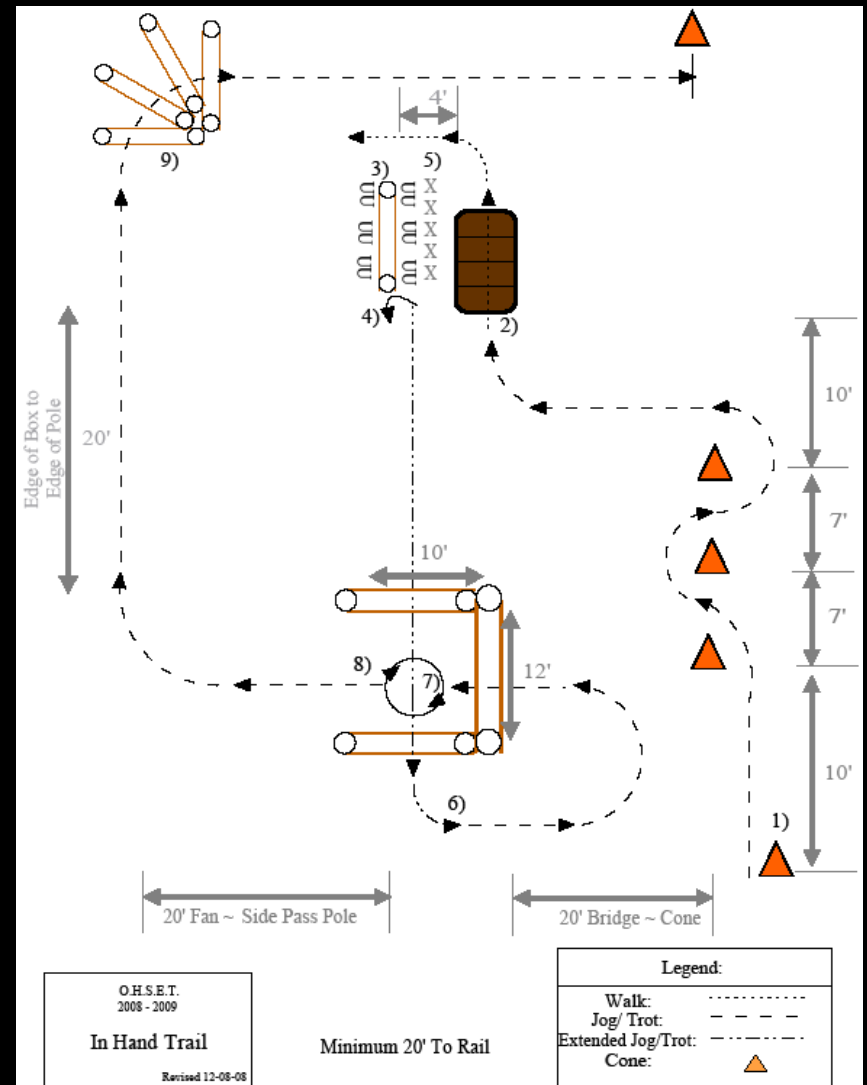
It should appear that the equine is working without the use of a lead rope exhibiting no resistance. Judges will be looking for "finished" equine/athlete team.

**Equipment Needed:** 5 cones, 1 - 4x8 bridge, 6 - 10' poles (4, fan & 2 for the 3-sided box), 1 - 8' pole (sidepass), 1 - 12' pole (back of 3-sided box),

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Jog Around Cones		
2.	Walk Over Bridge		
3.	Side Pass Left Over Pole		
4.	90 degree left haunch turn and back between pole and bridge		
5.	Extended jog between bridge and pole and through (3-sided) box		
6.	Transition down to jog and stop in box		
7.	360 degree right haunch turn		
8.	Jog		
9.	Jog through fan, halt at cone		
10.	Overall Handling		

Judge's Signature: \_\_\_\_\_

Revised 11.06.08



# STOCK SEAT

2009

Date: \_\_\_\_\_ District: \_\_\_\_\_

## CLASS: STOCKSEAT EQUITATION

HIGH SCHOOL: \_\_\_\_\_ ATHLETE #: \_\_\_\_\_

Equitation skills in performing smooth elegant maneuvers and transitions score higher. Understanding what the pattern calls for and planning arena space will enhance the performance.

This pattern is asking for the athletes' BEST lead changes.

The following is the general guideline for scoring lead changes (the scores are maximum possible if every part of the element including the lead change is perfect):

- Flying Lead Change – maximum possible 10
- Interrupted Lead Change – maximum possible 8
- Simple Lead Change – maximum possible 6

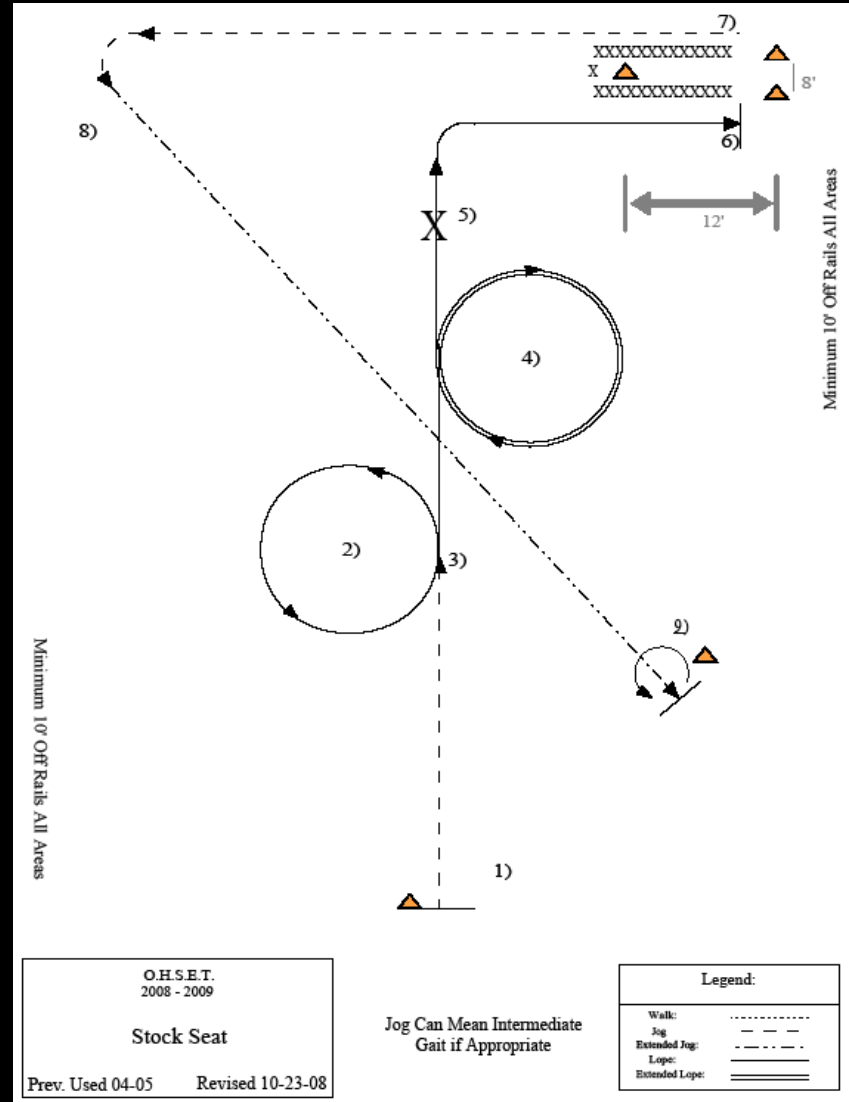
Clearly, the goal is a perfect flying lead change, however, this allows for athletes to work into this maneuver. Remember, perfect means: equitation, hands, change (no steps in an interrupted, few steps in simple, no disunited steps in flying and so on.)

This is an equitation class. Body position of athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Start at cone and jog down center line.		
2.	Pick up left lead and lope circle to the left		
3.	On straight line, change to right lead. Correct flying lead change is preferred.		
4.	Extend lope and circle right		
5.	On center line, collect lope and change to left lead. Continue up centerline and turn corner to the right. (counter canter)		
6.	Stop at cone, back "U" shape ending at opposite cone.		
7.	Pick up jog and continue around corner		
8.	Extend the jog across diagonal, stop at cone.		
9.	360 degree left haunch turn, wait to be excused.		
10.	Overall Horsemanship		

Judge's Signature: \_\_\_\_\_

Revised 11.05.08



# REINING

2009

Date: \_\_\_\_\_ District: \_\_\_\_\_

**CLASS: REINING (NRHA Pattern #3)**

HIGH SCHOOL: \_\_\_\_\_ ATHLETE #: \_\_\_\_\_

**Expectations:** Use of the arena is paramount and deductions are made for staying too close to the walls. Elements do not have to be performed inside or outside the markers except when noted in the pattern to pass or go to a marker specifically.

Though "run" is a professional term used in reining, the development of speed in this class determines the quality of the rider's horsemanship. Body "language" and that communication with the equine during each maneuver will be scored.

Transitions from fast to slow should be evident, with circles round and consistent. Sliding stops should be smooth, not "popping." Equine should remain calm during the rollback maneuvers without hesitation. All reining patterns call for lead changes and flying changes are expected. Horses not attempting or performing correct flying lead changes will be marked accordingly.

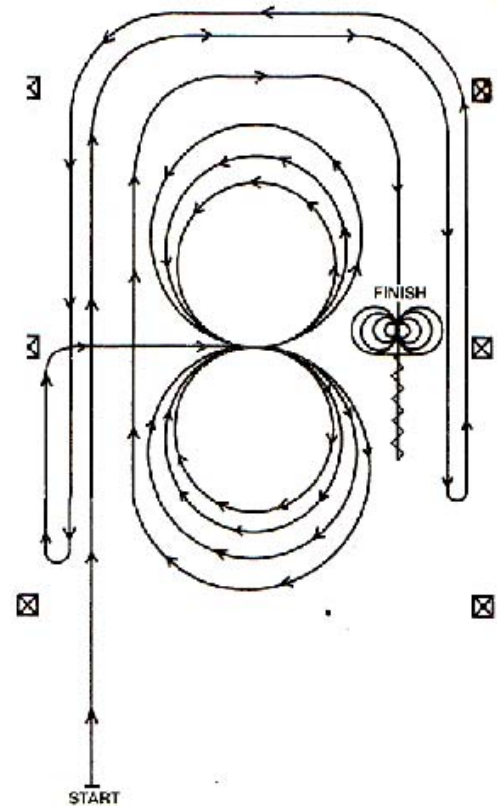
Bit checks are at the discretion of the judge. It shall be acceptable for athletes to dismount following acknowledgement from the judge that the pattern is complete.

Markers will be placed on the wall or fence of the arena as follows:  
At the center of the arena AND at least 50' from each end wall

Equipment Needed: 6 cones Pattern will take 5-7 minutes.

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Lope straight up the left side of the arena, circle the top end of the arena, and staying at least 20' from the walls or fence, run straight down the opposite or right side of the arena past the center marker, stop, and do a left rollback - no hesitation.		
2.	Continue straight up the right side of the arena circle back around the top of the arena, and staying at least 20' from the walls, run straight down the left side of the arena past the center marker, stop and do a right rollback - no hesitation.		
3.	Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center 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.		
4.	Change leads in the center of the arena. (flying lead change expected and preferred)		
5.	Complete three circles to the left: the first two circles large and fast; the third circle small and slow.		
6.	Change leads in the center of the arena. (flying change expected and preferred)		
7.	Begin a large fast circle to the right, but do not close this circle, continue up the left side of the arena, circle the top of the arena, staying at least 20' from the walls, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back at least 10'. Hesitate.		
8.	Complete 4 spins to the right; hesitate.		
9.	Complete 4 spins to the left; Wait to be excused.		
10.	Overall Horsemanship (Ok to dismount before exit)		
Judge's Signature: _____			

Revised: 12.8.08



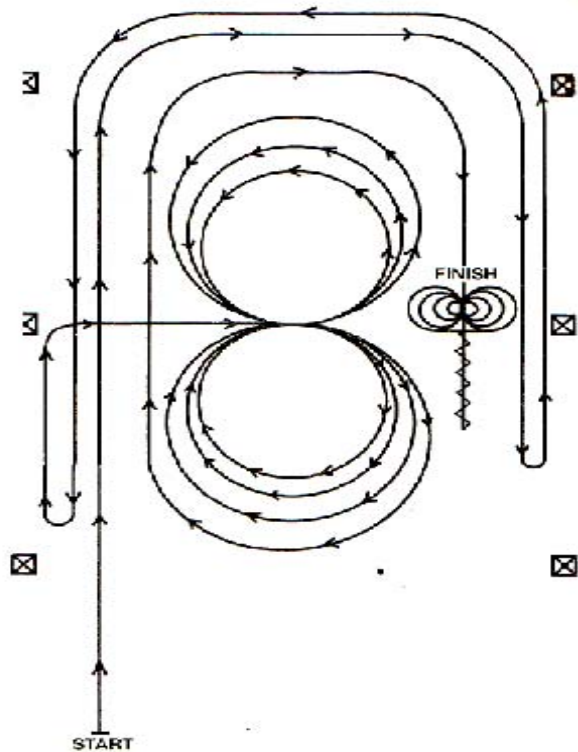
O.I.S.E.T.  
2008 - 2009

Reining

(NRHA #3)

Revised 10-07-08

# REINING



O.H.S.E.T.  
2008 - 2009  
Reining  
(NRHA #3) Revised 10-07-08

The last time we did this pattern in OHSET there was a lot of confusion because it does not say to stop in elements 1 and 2. This issue is addressed well in the NRHA Rulebook/judges guide where it explains that a sliding stop is expected and that no hesitation means after the rollback is initiated.

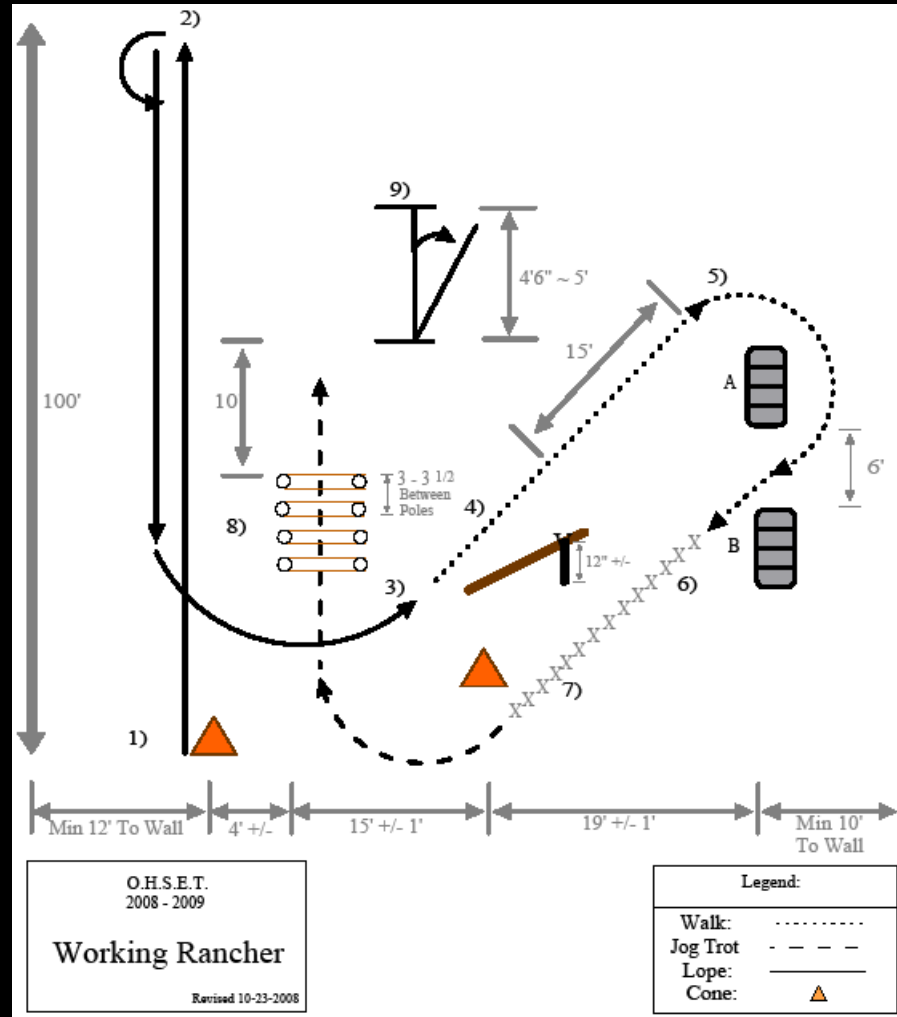
"Lope straight up the left side of the arena, circle the top end of the arena, and staying at least 20' from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback – no hesitation."

# WORKING RANCHER

2009

Date: _____ District: _____			
<b>CLASS: WORKING RANCHER</b>			
HIGH SCHOOL: _____ ATHLETE #: _____			
<p><b>Expectations:</b> The working rancher should have the ability to keep the equine moving forward at a smooth even tempo. There should be time for the equine to negotiate each obstacle just as on the ranch, but there should be no refusals or hesitation when asked to perform any task.</p> <p>This pattern should be ridden with more speed and purpose than Trail or Stockseat, the athlete should have a willing and relaxed equine at all times.</p> <p>A minimum of two swings are expected before throwing at the log. Exhibitors will have only one opportunity to catch; however catch is only a part of what will be judged in this element. Equally or more important are positioning, rope handling, safety and technique.</p> <p>Recoil should be smooth and efficient.</p> <p><b>Equipment Needed:</b> 2 Cones, rope gate (54"-60" wide), 4, 5-7' poles/posts (6-8" diameter), 2 barrels, 1, 8' log (7"-10" in diameter) and 12" riser. Additionally, a person must be present after the drag to immediately remove rope at the cone for recoil.</p>			
#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Enter with loop built, Pick up right lead lope		
2.	Roll back left and into left lead		
3.	Stop.		
4.	Position and rope log, jerk slack, and dally		
5.	Drag log around barrel		
6.	Turn and back, still dragging log, to cone		
7.	Re-coil		
8.	Jog over poles		
9.	Dismount off side, open gate go through and close		
10.	Overall Horsemanship		
Judge's Signature: _____			

Revised 12.08.08



# WORKING PAIRS

2009

Date: \_\_\_\_\_ District: \_\_\_\_\_

**CLASS: WORKING PAIRS**

HIGH SCHOOL: \_\_\_\_\_ ATHLETE #: \_\_\_\_\_

This class is judged on individual horsemanship skills, which include correct leads, balanced gaits, transitions and overall uniformity. Smooth and quiet use of aids to maintain conformity is essential.

Mirror images are important. Circles should be round and equal.

Work for simultaneous lope/canter departs and haunch turns.

Keep equines straight during leg yield.

Timing is an essential part of this class. Use of the arena and timing of transitions will be evaluated for score.

The pattern should be smooth overall and the music and decoration on the equines should enhance the performance and can be evaluated in the overall score.

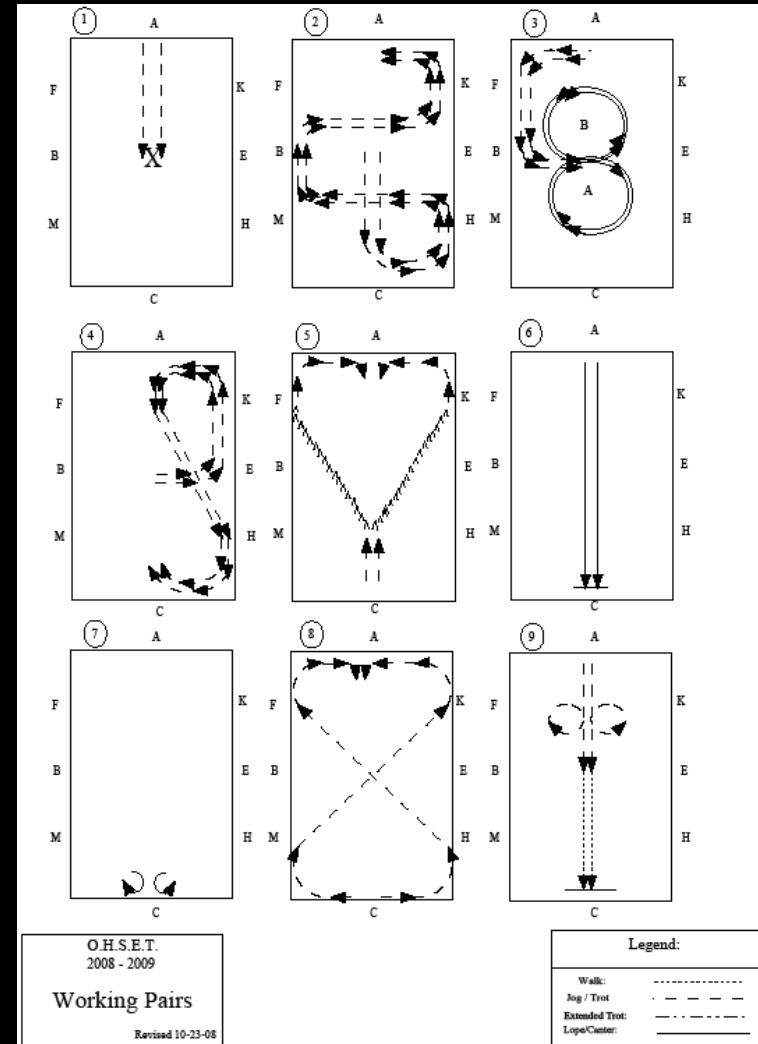
The close, salute and turn should also be in unison.

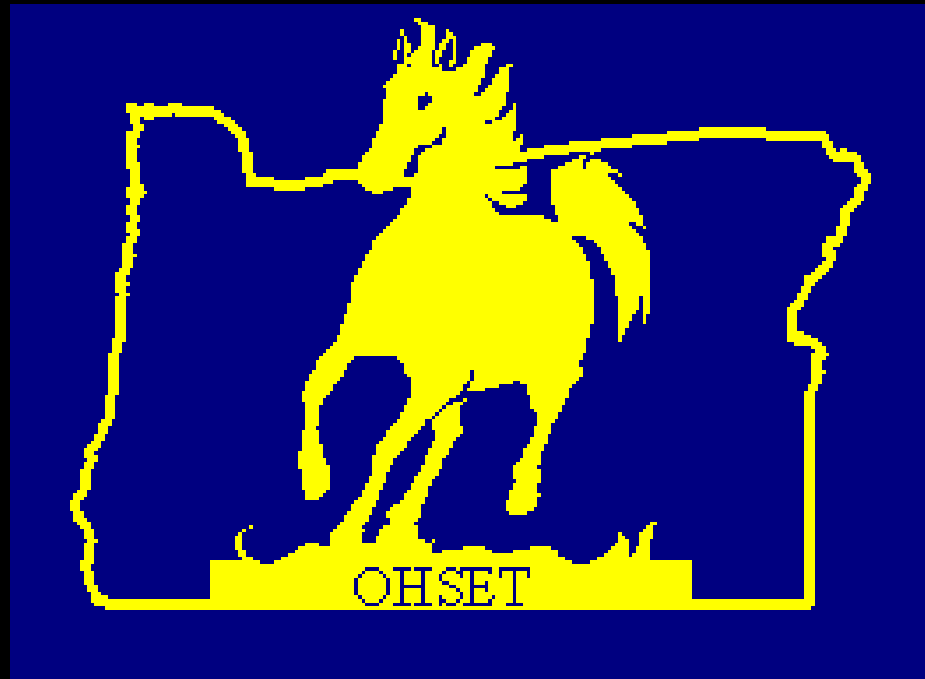
**Equipment Needs:** All Small Dressage arena letters (A, K, E, H, C, M, B, F)

#	ELEMENT JUDGED:	COMMENTS:	SCORE
1.	Enter as pairs at A, Jog/sitting trot, Halt / Salute at X		
2.	Proceed at a jog/trot – serpentine in pairs		
3.	At X (center) pick up lope/canter, right lead; Figure 8. At X, left lead – optional change		
4.	Jog/Trot out of center to rail, turn left, continue on rail at A, trot to D (between F & K), ride short diagonal left to H, jog/trot H to C		
5.	At C, trot/jog to G (between M & H), separate, and leg yield to F/K, continue trot/jog to A		
6.	Come together at A, turn to center & pick up lope/canter down center to C and do a balanced stop.		
7.	90 degree haunch turns away from each other.		
8.	Pick up trot/jog at C, continue on rail through M/H, crossing at X to F/K, come together at A		
9.	Turn to center, pick up trot, separate between D & X and do small circles, drop to walk, balanced stop at C, salute.		
10.	Overall Horsemanship		

Judge's Signature: \_\_\_\_\_

Revised 11.5.08





THANKS FOR COMING

HAVE A SAFE DRIVE HOME