

**Judges Rules Task Force
Rulebook Revisions for 2014
Web Version (As of 10-21-2013)**

Show Rules Task Force – Reisinger.

President Reisinger called for a motion to support the creation of a Show Rules Task Force, and after committee review and comment, their findings will go to the Executive Committee for consideration and possible approval of these rule changes to take effect January 1, 2014.

Motion #3: It was moved and seconded to approve the formation of a Show Rules Task Force, with the group's findings going to the appropriate standing committees and finally to the Executive Committee for consideration and possible approval of these proposed rule changes, to take effect January 1, 2014. Motion passed.

(The name was later changed to Judges' Rules Task Force.)

General Show Rules

SC-070. new B., pg. 84. Addition to read, reletter B. to C.: An exhibitor shall not be placed by any judge who has received from the exhibitor or his/her immediate family, a salary, commission, or any type of remuneration or consideration, directly or indirectly, within 3 months of the date of the show in question. An exhibitor is to be sensitive to any such conflict and shall report the conflict to the show office prior to competing in any class. EXCEPTION: Breeding fees, mare care, vet expense, shipping fees or any other fee related to breeding. Any violation of this rule will be considered unsportsmanlike conduct by the exhibitor.

SC-096. APHA Special Events

6. All other rules in the General Show and Contest section of the APHA Rule Book shall apply.

7. For NCHA dual-approved Special Events, see Rule SC-286.

8. For Working Ranch Horse Special Events, see Rule SC-301.

9. For Cowboy Mounted Shooting Special Events, see Rule SC-305.

10. For Dressage Special Events, see Rule SC-310.

11. For Speed Event Special Events, see Rule SC-289.

SC-105. (pg. 94). Multiple-Judge Shows

A. Multiple-judge shows...

6. Individual runs for each judge may be made in all timed events. The decision on whether or not to require individual runs for each judge is to be made by the show manager.

a. In a multi-judge situation, all judges do not have to be present in the speed event classes; however, there must be a minimum of one judge judging the classes.

SC-160. H., pg. 102,

H. Entry numbers... shows. If the exhibitor elects to display number on saddle pad in performance

events, it must be **correct** on both sides. Failure by exhibitor...from the class. **Exception: In timed events, all cattle events and reining, one correct number displayed on the saddle pad is acceptable.**

SC-160. P. Addition to read:

P. Lameness. Obvious lameness is: The judge shall examine and check for lameness of all horses brought into any class. This is essential regardless of whether or not the competition indicates it is necessary.

5. Obvious lameness is cause for disqualification.

SC-160. new T. to read:

R. Judging Instructions.

1. Disqualify. A judge shall disqualify an entry for prohibited attire and/or prohibited equipment or missing equipment required by APHA rules.

2. Drop Bridles. The judge will be required to drop the bridles of all horses in at least one class per show. For safety reasons, exhibitors must dismount when dropping bridles.

3. Severe Equipment. The judge may prohibit the use of bits and equipment he may consider too severe.

4. Bits. A bit cannot be physically or mechanically changed to increase the severity of its use and may be eliminated at the discretion of the judge.

5. Blood. The judge must be observant of the noses, mouths, jaws, and bodies of all horses for raw or abused areas. If a horse's mouth, nose, jaw or any other area shows signs of broken skin, rawness, or bleeding, the horse will be disqualified from the class.

6. A judge must submit all APHA-approved score sheets for Longe Line, Trail, Western Riding and Reining to show management to be posted for viewing.

Halter Class General Rules

SC-175. New K. and re-letter. Ideal Standard for American Paint Horses.

1. The ideal standard for the American Paint Horse Association is a horse of stock-type that is first and foremost balanced, as well as structurally correct, attractive, high quality, and well-muscled. This horse should be symmetrical from head to tail, with eye appeal that is a result of the blending of an attractive head; refined throat latch; well-proportioned, trim neck; long, sloping shoulder; deep heart girth; short, strong back; long hip and croup. These characteristics should be coupled with straight, structurally correct legs and feet that are free of major deviation. The ideal horse should appear athletic and be uniformly well-muscled throughout with a well-defined and muscular forearm, chest, shoulder, stifle, and gaskin.

2. The head should be short with a wide, flat forehead, small refined muzzle, gender-related jaw line; and have large, soft eyes. The ears should be small, short, and well-positioned on the head while showing alert expression. The head should be gender specific with a stallion having a defined jawbone, a mare having a reasonable sized jawbone that is not emphasized, and a gelding having a reasonable sized jawbone that is slightly larger than a mare, but less than a stallion.

3. The neck should begin with a clean, defined throatlatch. The neck should be lean and long in relation to the balance of the individual, cylindrical in shape, and blend smoothly into the

shoulder. The crest of the neck should be narrow and clean across the top. The bottom of the neck should originate high out of the chest, and the top of the neck should tie into a prominent wither.

4. The shoulder extends from the point of the shoulder to the withers; and should be long sloping at a 45 degree angle or less, well-defined, tie smoothly and set back well into the wither, thus allowing for a full extension for an easy stride.

5. The overall topline should appear strong and be reasonably smooth, and level in height at the top of the withers and croup. The withers should be prominent and be the highest point on the horse's back and positioned above the heart girth area. The heart girth should be deep and proportional to the length of leg. The back and loin should be strong, and short as compared to a relatively long underline, and tie smoothly into the croup. The croup should be long and smooth turning, with a well-placed tail set.

6. The legs should be correctly aligned and square under the body. They should have adequate size of bone and feet, and have sloping pasterns that corresponds with the angle of the shoulder that allows for maximum shock absorbance from concussion during performance.

SC-175. K. Judging in the Arena. Change 1 and delete existing 2.

1. The judge shall make an individual examination for conformation defects, soundness and way of travel of each horse at the walk and jog-trot.

a. Each exhibitor and horse must complete the prescribed pattern. The pattern is as follows: horses will walk to the judge one at a time. As the horse approaches, the judge (s) will step to the right (left of the horse) to enable the horse to trot straight to a cone placed 50 feet away. At the cone the horse will continue trotting, turn to the left and continue trotting. The judge may ask for any further individual examination he feels is needed.

b. After trotting, horses will be lined up head to tail for individual inspection by the judge. The judge shall inspect each horse from both sides, front and rear.

c. Any deviation from correct leg conformation and way of going shall be penalized. The horse must move straight and true. This is essential regardless of whether the competition indicated that it is necessary or not. The walk should be a natural, flat-footed four-beat gait. The walk must be alert, with a stride of reasonable length for the size of the horse. The jog-trot should be a smooth, ground-covering two-beat gait.

d. All stallions and mares will be inspected for parrot mouth or monkey mouth.

e. All stallions two years of age or older will be inspected for cryptorchidism.

2. Balance is the single most important trait to consider when selecting the most desirable individual in any class. It is the duty of the judge to compare each individual based on which is the most balanced, eye appealing, and that exhibits the highest combination of positive traits, keeping in mind that no individual is perfect. The ideal is a horse that, simply put, is the most desirable horse in that particular class on that particular day but never based on which individual is the tallest or weighs the most. The horse should never be judged on one single trait. The judging should be based on which individual has the highest combination of the following traits: balance, structural correctness, appropriate

quality gender and breed type characteristics, and high quality muscling compared to all other individuals in that class.

- a. The most critical point to consider when evaluating balance is viewing a horse from the side profile. First, determine the equivalence of the length of the shoulder to the length of the back and to the length of the hip. Secondly, observe the proportional and equivalent relationship from the withers to the floor of the chest and the floor of the chest to the ground. The final evaluation of balance is the levelness of the top line with the withers being at least the same height as the croup, or slightly higher, particularly in a horse four years old or older. Moderate exceptions are acceptable when a horse is young and growing.**
 - b. Structural correctness is the skeletal structure of the horse and is inclusive of all bones being at the proper angles to allow for balance and maximum shock absorbance from concussion during performance. Blemishes on the legs should only be considered if they contribute to a mechanical or structural unsoundness.**
 - c. Overall appropriate quality, gender, and breed type characteristics; and the amount and definition of muscling should be considered as a part of determining the individual that has the most positive combination of desirable traits.**
- 3. Disqualifications:**
- a. Lameness. Obvious lameness is:**
 - 1. Consistently observable at a trot under all circumstances;**
 - 2. Marked nodding, hitching or shortened stride;**
 - 3. Minimal weight-bearing in motion and/or at rest and inability to move.**
 - b. Parrot/Monkey Mouth. Defined as no occlusal contact between the upper and lower central incisors.**
 - c. Cryptorchid. Cryptorchidism in a stallion that is 2 years of age or older where there is evidence of only one testicle present.**
 - d. Incorrect Pattern. All contestants that do not complete the prescribed pattern correctly in three attempts. Exception: Contestants in all Youth and Amateur divisions that do not complete the prescribed pattern are not to be placed over any contestant that completes the pattern correctly, but will not be disqualified.**
 - e. Setting Up-Inspection. All contestants that do not get their horse set up and standing still for inspection long enough to allow for proper inspection of all 4 sides. Exception: Contestants in all Youth and Amateur divisions that do not get their horse set up and standing still for inspection long enough to allow for proper inspection of all 4 sides are not to be placed over any contestant that completes the set up and inspection, but will not be disqualified.**
 - h. Loose Horse. Any horse that becomes detached from its handler and is no longer under control shall be disqualified. If the initial horse exhibiting poor mannerisms causes other exhibitors to lose their horse, only the initiating horse can be disqualified. The decision of the judge will be final.**
 - i. Disruptive Horse. Any horse that is disruptive, or is a danger to the exhibitor, other exhibitors or horses, may be disqualified at the judge's discretion.**
- 4. Faults.**
- a. Major Faults in Balance:**
 - 1. Steep shoulder**
 - 2. Long back**

3. **Weak loin**
 4. **Short croup**
 5. **Steep croup**
 6. **Weakness behind the withers**
 7. **Shallow heart girth**
 8. **Extremely short legs or long legs in relation to the heart girth**
 9. **Extremely unlevel from withers to croup**
 10. **Extremely unproportional with the shoulder, back or stifle being greatly different in lengths when viewed from the side**
- b. Minor Faults in Balance:**
1. **Moderate slope to the shoulder**
 2. **Slightly long in the back**
 3. **Slightly weak in the loin**
 4. **Slight steepness to the croup**
 5. **Slight rounding of the croup**
 6. **Slight weakness or dip behind the withers**
 7. **Slightly shallow in the heart girth**
 8. **Shorter legs or longer legs than depth of heart girth**
 9. **Slightly unlevel from withers to croup**
 10. **Slightly unproportional with the shoulder, back or stifle being different lengths when viewed from the side**
- c. Major Faults in Structural Correctness:**
1. **Steep shoulder that only allows for 4 or less inches of depth of chest**
 2. **Long back that gives the appearance of being much longer than the shoulder length and hip length when viewed from the side**
 3. **Weak back that gives the appearance of being much more than two inches from the top of the withers**
 4. **Front legs from the front when the knee joint is obviously to the inside or outside of a straight line**
 5. **Front legs from the front when the fetlock joint is obviously deviated to the inside or outside of a straight line**
 6. **Front legs from the front when the hoof is severely deviated to the inside or outside of a straight line possibly causing interference when tracking**
 7. **Front legs from the side when the knee is forward of a straight line and can never come close to locking into a straight line**
 8. **Front legs from the side when the knee is anywhere behind a straight line or referred to as calf-kneed**
 9. **Front legs from the side when the pastern is directly above and runs straight from the pastern joint to the hoof with little or no angle**
 10. **Rear legs from the rear when the point of the hock is obviously to the inside or outside a straight line running from the point of the hip**
 11. **Rear legs from the rear when the hooves are obviously deviated to the inside or outside of the straight line from the point of the hip**
 12. **Rear legs from the side when the hock joint itself (only looking at the hock joint) is anything greater than a 160 degree angle or less than 130 degrees**

13. Rear legs from the side when the pastern joint is directly above and runs straight from the pastern joint to the hoof with little or no angle
- d. **Minor Faults in Structural Correctness:**
1. Steep shoulder that allows for some depth of chest but not at the proper 45 degree angle
 2. Long back that is longer than the shoulder or hip lengths when viewed from the side
 3. Weak back that is less than two inches from the top of the withers to the back, but still shows weakness
 4. Front legs from the front where there is a slight deviation of the knee joint to the inside or outside of a straight line
 5. Front legs from the front where the fetlock joint is deviated to the inside or outside of a straight line
 6. Front legs from the front when the hoof is deviated to the inside or outside of a straight line, but not severe enough to interfere when tracking
 7. Front legs from the side when knee is slightly forward of a straight line and can lock into a straight line
 8. Front legs from the side when the knee is only slightly behind the vertical or slightly calf-kneed
 9. Front legs from the side when the pastern has some angle from the pastern joint to the hoof, but not enough angle to give proper concussion
 10. Rear legs from the rear when the point of the hock is to the inside or outside of a straight line running from the point of the hip
 11. Rear legs from the rear when the hooves are deviated to the inside or outside of a straight line from the point of the hip
 12. Rear legs from the side when the hock joint itself (only looking at the hock joint) is slightly outside the boundaries of ideal which vary from 135 degrees to 150 degrees
 13. Rear legs from the side when the pastern joint has some angle, but lacks the correct angle to give proper concussion
- e. **Severe Fault in Quality, Gender or Breed-Type Characteristics:**
The horse shall be heavily penalized, so as to not be placed over a horse in a point-earning placing.
1. Horses 14 hands or less
 2. Horses that are gaited (rack or pace)
- f. **Major Fault in Quality, Gender or Breed-Type Characteristics:**
1. Excessively long head
 2. Roman nose
 3. Pig eyed
 4. Excessively long ears
 5. Excesssively narrow between the eyes
 6. Excessive bulge between the eyes
 7. Floppy ears
 8. Poor set ears or ear with bad expression

g. Minor Faults in Quality, gender or Breed-Type Characteristics:

1. Long head
2. Small bulge between the eyes
3. Pin eared
4. Narrow between the eyes
5. Small eyes
6. Long ears
7. Offset ears
8. Excessively small nostrils

h. Major Faults in Muscling:

1. Chest muscling that appears as a wide flat or no V
2. Chest muscling that appears to be less than 6 inches from the neck/chest junction to the floor of the chest when viewed from the front
3. Shoulder muscling that appears to be less than half the length of the back or stifle when viewed from the side
4. Forearm muscling that has little or no bulge or definition
5. Forearm muscling that fails to tie in high with no blending to the chest or knee
6. Stifle muscling that appears more narrow than the top of the hip when viewed from the rear giving an appearance of being “apple butted”
7. Stifle muscling that appears flat with little or no definition
8. Stifle muscling that appears to be less than half the length of the back or extremely short with no length when viewed from the side
9. Gaskin muscling that has little or no bulge or definition
10. Gaskin muscling that fails to tie in high with no blending to the stifle or hock

i. Minor Faults in Muscling.

1. Chest muscling that appears to have an inverted V, but lacks the depth of high quality muscling
2. Chest muscling that appears more than 6 inches in depth from the neck/chest junction, but lacking true high quality depth of chest
3. Shoulder muscling that is proportional in length when viewed from the side, but not equivalent to the back and stifle
4. Forearm muscling that has definition, but lacks the bulge of high quality muscling
5. Forearm muscling that ties in and blends into the chest and knee, but lacks the bulge and definition of true high quality muscling
6. Stifle muscling that appears to have definition, but lacks the bulge and width of true high quality muscling
7. Stifle muscling that appears shorter when viewed from the side in comparison to the back and chest, but is still proportional
8. Gaskin muscling that has definition, but lacks the bulge of high quality muscling
8. Gaskin muscling that ties in and blends into the stifle and hock, but lacks the bulge and definition of true high quality muscling

General Performance Rule

Equipment Failure

SC-185. M. 3. pg. 110. Clarify to read as follows:

3. If equipment breaks or becomes unattached, (i.e. headstall coming off, any part of the rein(s) becoming detached or coming out of the riders hand(s) and/or touching the ground, or cinch/girth becoming detached from the saddle) the exhibitor will immediately be brought to the middle of the arena or excused from the show arena and shall be cause for disqualification. Any other equipment failure that does not potentially endanger any exhibitor will not be a disqualification.

(i.e., curb strap coming loose, tail failing out, breast collar breaking, etc.)

SC-185. P. All horses will be judged immediately upon entering the arena and judging will cease when the judges' cards are handed in, unless covered by specific class rules.

Yearling In-Hand Trail

SC-192., change to read.

C. Scoring System.

4. Five (5) POINTS.

- a. Dropping slicker or object required to be carried on course.
- b. First or second cumulative refusal, balk, or evading an obstacle by shying or backing.
- c. Letting go of gate or dropping rope gate.
- d. Use of either hand to instill fear or praise (slight touching or tapping with one hand to cue horse in a sidepass maneuver only is acceptable).
- e. Stepping outside the confines of, falling or jumping off or out of an obstacle with more than one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with more than one foot.
- f. Blatant disobedience (including **biting**, kicking out, bucking, rearing, striking or continuously circling the exhibitor).

5. Zero (0) total score for course (disqualification).

- a. Performing the obstacles other than in specified order.
- b. No attempt to perform an obstacle.
- c. Equipment failure that delays completion of pattern.
- d. Excessively or repeatedly touching the horse.
- e. Failure to enter, exit or work obstacle in any manner other than how it's described, including overturns of more than 1/4 turn.
- f. Failure to follow the correct line of travel between obstacles.
- g. Working outside designated boundary marker of the arena or course area.
- h. Third cumulative refusal, balk, or evading an obstacle by shying or backing over entire course.
- i. Failure to demonstrate correct gait between obstacles as designated.
- j. Horse gets loose from exhibitor.
- k. Leading or **backing** on the wrong side of the horse. **Leading and backing should be performed from the left side of the horse.**
- l. **Fall of horse or handler**

- m. Excessive schooling, pulling, turning or backing anywhere on course
- n. Failure to complete obstacle (i.e. dropping the rope gate and not picking it up)

English Attire

SC-195. A. 2. , pg. 118, change to read:

- 2. All exhibitors, regardless of age, must wear ASTM-approved Helmets when jumping fences anytime on the show grounds at an APHA-approved event. See equipment and attire chart in back of rule book. See Rule SC-160. O. 1. regarding use of logos.

SC-192. F. Obstacle Requirements. Course will include a minimum of 6 and a maximum of 8 obstacles and must be designed using ~~obstacles~~ **a minimum of one obstacle** from each of the following divisions. ~~with a maximum of 2 obstacles per division.~~ Complexity..

Hunter Under Saddle

SC-200. A. new 7. to read and renumber accordingly:

- 1. Entries must be shown with both hands maintaining a light contact on the horse's mouth. Hands should be held at 45 degree angle, creating a straight line from the bit to the rider's elbows. The hands should be carried close to the withers - not more than 10" apart. The end of the reins should come out of the top of the hand between the index finger and thumb. Three or four fingers around the reins are permitted. The bight of the reins can be carried on either side of the horse. Riders' hands should be visible to the judge(s) at all time.

Division B, pg. 116

3. Square, Minimum 8' (2.4383 m) sides. Lead into the square. While all four feet are confined in the square, make a 360 degree or less turn and lead out. ~~Handler's feet should remain in square also.~~ **Handler may remain inside or outside the square.**

SC-200. A. 4. , pg. 119, New i. to read:

A. English Tack

~~i. Bloody Mouth. In all divisions, if a horse's mouth is found to be bloody, disqualification is at the discretion of the judge.~~

i. The judge must be observant of the noses, mouths, jaws, and bodies of all horses for raw or abused areas. If a horse's mouth, nose, jaw or any other area shows signs of broken skin, rawness, or bleeding, the horse will be disqualified from the class.

Related Rules SC-240. H. 2. Pg. 137 and JU-000 I. 2. E. pg. 216. Repeat wording above.

SC-205. F., pg. 121. Addition to read:

F. Movement to Purpose. Hunter Under Saddle horses should be suitable to purpose. They should move in a long, low frame and be able to lengthen their strides and cover ground as in traversing Hunt Country following hounds. Leave remainder of F. as is.

SC-205. B. 3, B. 4, C. 3. A., and C. 3. B., pg. 120, delete and replace with:

Horses may be shown in a regulation hunt snaffle bit. No mouth pieces can be wrapped in metal. No square stock steel can be used. Slow twists, corkscrew, double and single twisted wires may be

used if they are 5/16" in diameter to be measured 1" from the cheek or ring. Bits may be broken in more than one place. No bit with leverage such as Kimberwicks, pelhams, Mylars, or any bit with shanks, a curb chain, (or fixed reins), can be used in either the two or three year old hunter under saddle.

SC-205. H., pg. 122. Move gaits section to SC-201 and replace existing SC-201.

SC-205. H. Delete existing H. and Replace with the following:

H. Hunter Under Saddle and Over Fences Gait Descriptions:

a) THE WALK:

1) Poor Walk: This horse may have an uneven pace that lacks a four beat cadence or have a stop and start or robotic appearance that resembles a march. He may appear nervous and on the muscle or intimidated and fearful of going forward.

He may anticipate or try to jog or break or he may appear dull, bored and listless dragging his legs and losing rhythm and flow.

2) Average Walk: The horse will walk with a four beat gait, a balanced top line and a relaxed appearance. He may slow down some but still maintains forward motion. He keeps his body straight and has cadence and rhythm. All of this done correctly and with manners is average.

3) Good Walk: This horse has a four beat, a balanced and comfortable top line, relaxed demeanor and appears bright and attentive. He maintains rhythm, flow and cadence and travels straight with light contact from the reins. He reaches from his shoulder and tracks up from behind with his reaching legs staying close to the ground. His feet enter the ground softly and maintain the same pace coming out of the ground as he has going into it.

b) THE TROT:

1) Extremely Poor Trot: This is a horse that cannot seem to do a two beat gait and appears very uncomfortable in his attempt to accomplish it. He does not have any flow or balance in his motion and appears uncomfortable to ride. He may be weak and sloppy in his hocks causing a loss of forward motion or use his hocks loosely or too far back causing a loss of cadence and rhythm. This also could be a horse that is misbehaving and is unwilling to perform the gait properly and therefore is not exhibiting acceptable motion.

2) Very Poor Trot: This is a horse that may have an uneven cadence or be unwilling to go forward. He may not keep an even and balanced motion with a level top line. This horse may appear quick legged or seem to move in an up and down fashion or may be on the muscle looking nervous and tense or he may be on a loose and sloppy rein causing a lack of collection

or to travel heavy on the forehand. He may cover the ground by taking more frequent steps instead of correctly increasing the length of the strides.

3) Poor Trot: This is a horse with an average motion, exhibiting negative characteristics in their performance. For example, this horse may have an average trot gait but have a dull, unhappy or resentful expression.

4) Correct or Average Trot: This horse has a two beat diagonal gait in which the left front and right hind foot touch the ground simultaneously and the right front and left hind do so also. This is the standard trot and a horse **MUST** have a true two beat gait to be “average” or any of the levels higher than “average”. He has a level top line, with a relaxed appearance and pleasant expression, is shown on light contact and appears to go in a forward, obedient manner.

5) Good Trot: This is a horse with an average motion, exhibiting positive characteristics in their performance. For example this horse may have an average trot gait but have excellent manners and expression with ears forward and appearing bright but relaxed and calm.

6) Very Good Trot: This is a horse that appears very comfortable to ride, always has a consistent rhythmic cadenced two beat gait, is guiding well and has a relaxed and level top line. He has a good forward stride with balance and impulsion. Compared to the excellent horse he may not have as much stride as he may not have the degree of drive off the hindquarters or as much reach with his shoulders. He may bend his knees or flex his pasterns a little but he is still obviously soft, smooth and relaxed. He has an attentive and calm appearance with a pleasant expression and maintains light bit contact.

7) Excellent Trot: This horse’s motions seem effortless and efficient. He utilizes his top line by rounding his back and driving evenly off his hind legs creating impulsion and suspension while still remaining soft and controlled. He takes long ground covering steps with deliberate full strides and stays close to the ground. He reaches from his shoulder and is flat with his knee and extends his leg forward and seems to enter the ground toe first, even though it actually lands flat. His drive from his hocks allows his hind leg to step into or in front of where his front foot left the ground using full extension of the stride. This horse is balanced, has a level top line and has an even rhythm and cadence. He has excellent manners and great expression appearing relaxed and happy, soft in his poll, jaw and mouth and is shown on light contact.

c) THE EXTENDED TROT:

1) Poor Extended Trot: This horse never appears to

lengthen his stride but just trots faster. He may also appear to be jarring and rough to ride.

2) Average Extended Trot: Is a horse who when asked to extend, moves up in his pace and still appears smooth to post on.

3) Good Extended Trot: Is a horse who when asked to extend has an obvious lengthening in his stride with a slight increase in his pace making him more versatile. This horse is still smooth but appears to have more length with less effort being exerted.

d) THE CANTER:

1) Extremely Poor Canter: This is a horse that does not have a true three beat gait. He has no cadence, no rhythm, and no balance, appears out of sync and obviously is not comfortable to ride. This may also be a horse that is misbehaving and is unwilling to perform the gait properly and therefore is not exhibiting acceptable motion.

2) Very Poor Canter: This is a horse that may appear to have a three beat gait but lacks self carriage. He may be flat in that he has either not rounded his back, or failed to engage his hindquarters and therefore lacks drive, impulsion and suspension. He may be weak hocked causing him to pull himself forward with his front end or he may not be balancing off his hindquarters causing him to be heavy on his forehead. This horse may lack forward motion, smoothness of gait, or consistency of speed. He may not use his shoulders properly causing excessive knee action. He may be showing on loose reins and be strung out and lacking collection or be nervous and on the muscle causing a shortening or quickening of stride.

3) Poor Canter: This is a horse with an average motion, exhibiting negative characteristics in his performance. For example, this horse may have an average canter but be lacking in expression or lack consistency in his top line.

4) Correct Or Average Canter: This horse has a true three beat gait with a level top line, and a comfortable motion. This is the standard canter and a horse **MUST** have a true three beat gait to be considered "average" or any of the levels higher than "average". He is shown on light contact and is responsive to his rider and has a relaxed appearance with a pleasant expression.

5) Good Canter: This is a horse with an average motion, exhibiting positive characteristics in his performance. For example, this may be a horse with an average canter gait but has great expression, consistency and lovely manners.

6) Very Good Canter: This is a horse that has more style, drive, impulsion and suspension than the average horse. He has a strong but smooth drive from behind. He may bend his

knee a little or not have quite the length of stride of the excellent horse, yet he still has a level top line and relaxed appearance, is correct and appears to be comfortable to ride. He has a pleasant expression and is responsive to his rider and shown with light bit contact.

7) Excellent Canter. This is a horse that utilizes his top line by rounding his back, engaging his hindquarters to drive his hind legs deep underneath him creating impulsion and suspension in his motion. He has a strong, deep, forward stride behind and an equally forward, flat-kneed reach with his front legs. He appears effortless and totally in control of his motion with great self carriage. He creates energy yet stays soft and responsive to his rider. His weight is distributed properly onto his hindquarters and he moves with long, slow strides. He gives the appearance that, if asked, he could easily lengthen his stride and correctly perform a hand gallop. This horse has a great degree of suspension, impulsion and elasticity to his movement. He has great expression with ears forward and is consistent, relaxed and confident with light bit contact.

Working Hunter

SC-215. F. 7. - change last sentence to read:

7. An animal required to re-track ~~will~~ **can** be trotted unmounted, ~~and~~ in hand, **or mounted**, before the judge(s). If an animal is found...

Jumping

SC-220. D., pg. 129, new 1. to read: It is strongly recommended that judges time the first round of the jumping in order to be able to place ties on horses incurring faults in the first round.

Western Attire

SC-235. A., pg. 134. Required Attire. In all Western events, speed events and halter, it is mandatory to wear appropriate Western attire, including **collared long sleeve shirt or blouse, jacket or vest with long sleeves and collar...**

SC-240. H. 2., pg. 137, change to read: The judge must be observant of the noses, mouths, jaws, and bodies of all horses for raw or abused areas. If a horse's mouth, nose, jaw or any other area shows signs of broken skin, rawness, or bleeding, the horse will be disqualified from the class.

Western Performance Gaits

SC-241. Delete existing SC-241 and replace with SC-245. J. (repeat SC-245. J. in this location).

Western Pleasure

SC-245. F. pg. 139-142.

Make F. a **New H.** A Western Pleasure horse should be a pleasure to ride.....

Make H. a **New F. Ring Procedure.**

G. remains the same.

Addition to read:

I. A tight rein or excessive slack is at no time acceptable. Head carriage should be quiet and comfortable.

J. Head Set. ...

K. Gaits.

1. Walk. Remain as is.

a. Evaluation. Renumber 1-3 as follows:

- 1. A Poor Walk...**
- 2. An Average Walk...**
- 3. A Good Walk....**

2. Jog

a. Evaluation

- 1. A horse with an unacceptable jog...**
- 2. A Poor Jog hesitates or skips...**
- 3. A below Average Jog exhibits average...**
- 4. The Correct or Average Job has a two-beat...**
- 5. A Good Jog shows average motion...**
- 6. The Very Good Jog appears very comfortable...**
- 7. An Excellent Jog moves effortlessly...**

3. Extended Jog

a. Evaluation

- 1. A Poor Extended Jog never appears to lengthen...**
- 2. The Average Extended Jog moves up in pace...**
- 3. A Good Extended Jog exhibits an obvious...**

4. Lope

a. Evaluation

- 1. An Unacceptable Lope is not a true three-beat...**
- 2. A Poor Lope may have a three-beat gait...**
- 3. A Below Average Lope exhibits average...**
- 4. The Correct or Average Lope is a true...**
- 5. A Good Lope has average motion but the horse...**
- 6. A Very Good Lope appears to have more lift...**
- 7. A horse exhibiting an Excellent Lope rounds...**

SC-245. F. (was H, relettered F.) RING PROCEDURE.

1. Walk, Jog and Lope. Horses are to be shown at the walk, jog and lope on a reasonably loose rein without undue restraint. It is mandatory that the moderate extension of the jog be asked for in at least one direction during **each western pleasure class**. Exceptions: Two-Year-Old Western Pleasure, Novice Youth 18&Under Western Pleasure, Novice Amateur Western Pleasure, Youth Walk-Trot 5-9 Western Pleasure, **Youth 13 & Under Western Pleasure and Amateur Walk-Trot Western Pleasure.** **However, the moderate extension of the jog remains optional in the above-named class exceptions.** An extended jog is a definite two-beat lengthened stride that results in covering more ground. Horses must work both ways of the ring at all required gaits to demonstrate their ability with different leads. A horse will not be penalized for passing. The judge shall have the right to ask for additional work from any horse. **At the option of the judge, horses may be asked to lengthen their strides at the walk or lope, one or both ways of the ring.** Exception: Novice and

Walk-Trot classes. A judge may back only the finalists.

2. Reversing. Horses are to be reversed to the inside, away from the rail. Horses may be required to reverse at the walk or jog. A horse may be required to go from any gait to any other gait at the discretion of the judge. **Forward motion must be maintained through the transitions as well as the reverse without breaking gait.**

SC-245. G. (combine existing F. and G.)

G. A Western Pleasure horse should be a pleasure to ride. He/she should exhibit a free flowing stride with natural lift and self-carriage, along with smooth gaits and transitions. Emphasis shall be placed on good movers, manners and a willing attitude, as reflected in the horse's ears, mouth, tail and way of going; any attempt to alter these attributes shall be severely penalized. Credit should be given for performing with a degree of difficulty as described as good, very good or excellent in the gait evaluations under J. below. This class will be judged on the performance, manners, condition and conformation of the horse. All horses will be judged at the walk, jog, lope and back as well as on all transitions.

SC-245. H.. Change to read as follows:

H. In judging western pleasure, credit is to be given to the horse that under light control and without intimidation goes forward with comfort, self carriage, confidence, willingness, and a balanced fluid stride. To evaluate these things a judge should look for these six characteristics: cadence and rhythm, topline and expression, consistency and length of stride, in that order. Cadence is defined as: The accuracy of a horse's footfalls at any given gait. Rhythm is defined as: The speed of those footfalls at any given gait. The Topline: The head and neck should be carried in a relaxed, natural position, compatible with the horse's conformation. The head should not be carried behind the vertical, giving the appearance of intimidation or be excessively nosed out, giving a resistant appearance. Expression should have a pleasant look with clear bright eyes and a willing attitude. Consistency is defined as the ability to maintain the same topline, cadence and rhythm in each gait throughout the class. Length of stride should be of a reasonable length in relation to that horse's conformation with a full extension of the limbs. The winner of any western pleasure class should be the horse that best combines these 6 (six) characteristics. Cadence and rhythm should always be first and most important in evaluating a western pleasure horse.
Old I. becomes J. and reletter remainder.

Gaits

SC-245. J., Pg. 140, re-order the gaits J. 1. 2. and 3. To K. 1. 2. and 3. and make the Evaluation paragraphs in reverse order, beginning with the poor walk as 1, average walk as 2 and good walk as 3; do the same in jog and lope, reversing the order of the gait evaluations.

SC-245. L. (was K.) Faults.

17. Overly canted at the lope/canter. (Outside hind leg consistently carried further in than inside front leg.)

SC-245. H. 2., pg. 140, addition to read:

2. Reversing. Horses are to be reversed to the inside, away from the rail. Horses may be required to reverse at a walk or a jog or may be required to go from any gait to any other gait at the discretion of the judge. **Forward motion must be maintained through the transitions as well as the reverse**

without breaking gait. No contestant will be asked to reverse at a lope.

Trail

SC-250. E. 4. pg. 144, new g. to read: g. Holding the saddle horn.

SC-250. E. 5. a. , pg. 145. Addition to read: Use of two hands...,except that it is permissible to change hands to work an obstacle **or to straighten reins when stopped.**

SC-250. E. 5. l. Delete existing l. and Change to read: Failure to complete obstacle, i.e. dropping rope gait and not picking it up. Delete as follows: See Rule SC-185. M. and SC-240. B.

SC-250. E. 5. new m. Addition to read: Fall of horse or rider

SC-250. E. 5. new n. to read: Excessive schooling, pulling, turning, or backing anywhere on course.

SC-250. H., pg. 146, Change 10 obstacles to 12 obstacles.

H. Obstacle Requirements. Course will include a minimum of 6 and a maximum of ~~10~~12 obstacles and must be designed using at least one obstacle from each of the following divisions.

SC-250. new F. and reletter: Faults, which occur on the line of travel between obstacles and should be scored according to severity, in maneuver scores:

- 1. head carried too high**
- 2. head carried too low (tip of ear below the withers)**
- 3. over-flexing or straining neck in head carriage so the nose is carried behind the vertical**

Western Riding

SC-255. pg. 149. A. Western Attire and Tack. See rules SC-235 and SC-240. ~~Exception—Leg wraps and/or boots optional at rider's discretion.~~ See back of rule book for legend for the following patterns (diagrams.)

SC-255. E., pg. 149. New 1. to read: and renumber remaining paragraphs.

1. A cone shall be placed along the wall or rail of the arena to designate where the exhibitor should initiate the walk. On Pattern 1, the cone should be placed a minimum of 15 feet before the first pylon. On patterns, 2, 3, 4 and 5 the cone should be placed even with the first pylon. The on-deck exhibitor should not go to the start cone until the contestant on pattern has cleared the working area by the start cone for the final time

Western Riding Patterns, pg. 152, add verbiage to Pattern #1:

#1. Walk at least 15' and jog over log.

Pgs. 152-160, add a starting cone at the Start line on all the Western Riding pattern diagrams.

SC-255. G. pg. 149. Reorganize numbering and starting from least offense to most severe penalty.

SC-255. G. 1. new d. Holding saddle with either hand - 5 point penalty

SC-255. G. 5. g. Major refusal - stop and back (delete) ~~more than 2 strides or 4 steps with front legs.~~

SC-255. G. 5. h. Major disobedience (add) including schooling.

SC-255. H. add 4-7 to read:

H. 4. head carried too high

5. head carried too low (tip of ear below the withers)

6. over-flexing or straining neck in head carriage so the nose is carried behind the vertical

7. excessive nosing out

SC-256., pg. 160 Green Western Riding. Change Green Western Riding pattern on number 3 from 3 to 4.

Working Cow Horse.

SC-265. WORKING COW HORSE. The Working Cow Horse class is based on the traditional Vaquero training techniques used to develop the most highly schooled of all cow horses, the bridle horse. The training begins in a snaffle bit, progresses to a hackamore and then the two-rein on the way to the bridle. This method of training, which takes years rather than months, is geared to helping a horse reach his maximum level of performance, from the working ranch to the competitive arena. Both the cow work portion of this event and the reined work portion are mandatory. Scoring emphasis on the cow work portion shall be based on the horse maintaining control of the cow at all times, exhibiting superior cow sense and natural cow working ability without excessive reining or spurring. The greater the difficulty of the run, the more credit should be given. The difficulty may be due to the extreme speed or stubbornness of the cow, or the cow's reluctance to move down the fence when sufficiently driven by the contestant. The most controlled cow work with the highest degree of difficulty should be marked the highest. Failure of an exhibitor to attempt to complete the cow work portion of the class, as well as the reined work, will result in the exhibitor not being considered an entry in the class. A horse that attempts to complete the cow work and has not been disqualified will be scored accordingly at the judge's discretion. A horse going off pattern in the reined work will receive a score of zero. A horse that attempts both the reined work and the cow work portion may be placed, even if disqualified in one portion of the class. (Example: If a horse is disqualified and receives a 0 score for the reined work, but scores a 70 for the cow work, its total score would be a 70 and the horse would be eligible for placing.) However, the fall of a horse and rider being judged shall be cause for disqualification and not eligible to be placed.

A. The approved pattern will be used and each contestant will cause his horse to travel at the gait indicated for each part of the pattern. When judging reined work, the judge should refer to the reining portion of the handbook for guidelines with the addition of a one point penalty for scotching or anticipating a stop.

B. In approved working cow horse classes, any of the twelve approved APHA working cow horse patterns may be used. One of the twelve is to be selected by the judge of the class and used by all contestants in the class. All trot in patterns may be modified to lope in patterns. When selecting a lope-in pattern, judges should take into consideration the direction of the exhibitor's approach to the arena center so the horse can be on the correct lead from the gate to the start of the patterns. Rider will walk through the gate and, without trotting, pick up the correct lead and continue loping to the center of arena. At the center, without

stopping or breaking gait, begin pattern. When using a lope to the center pattern, judging of the pattern will begin at the center of arena. Penalties occurring while loping to the center of arena to begin pattern will be assessed.

C. For an ideal cow work, each contestant, upon receiving a cow in the arena, shall hold the cow on the prescribed end of the arena or sufficient time to demonstrate the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. The contestant shall then take the cow to an open part of the arena and circle it at least once in each direction. The required pattern for the cow work is boxing, fence turns and circles, in that order. It is the judge's responsibility to control the pen and treatment of all cattle.

D. The judge should take into consideration the size of the arena, condition of ground and the disposition and degree of difficulty exhibited by the cattle worked.

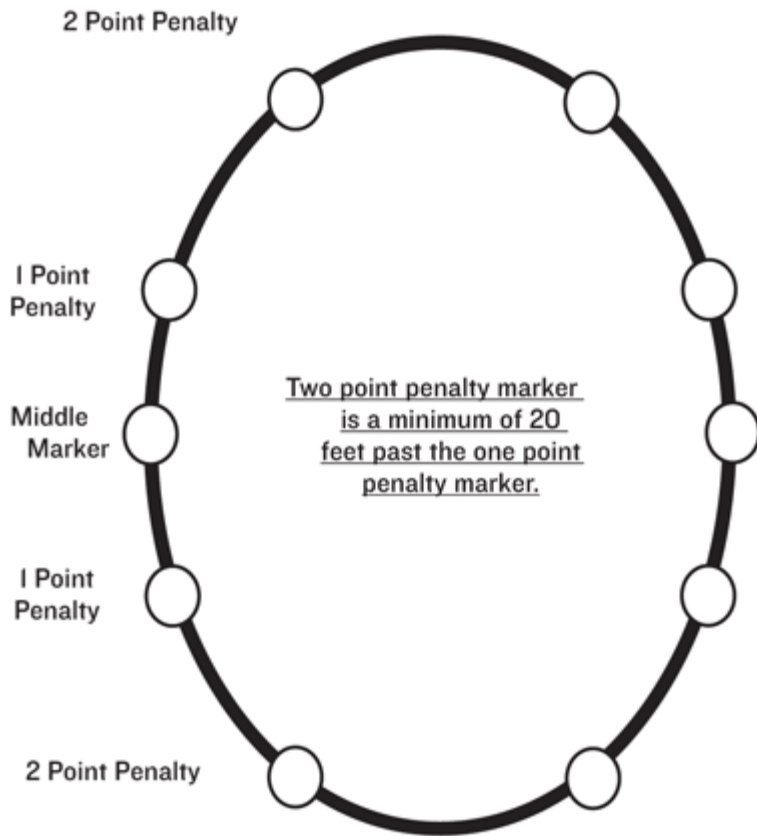
E. At the discretion of the judge, cow work may be done immediately following each individual's pattern work or immediately after completion of pattern work by all horses being exhibited.

F. Horse should keep working until judge blows whistle. If exhibitor quits working before the judge blows the whistle, a score of 0 will be given.

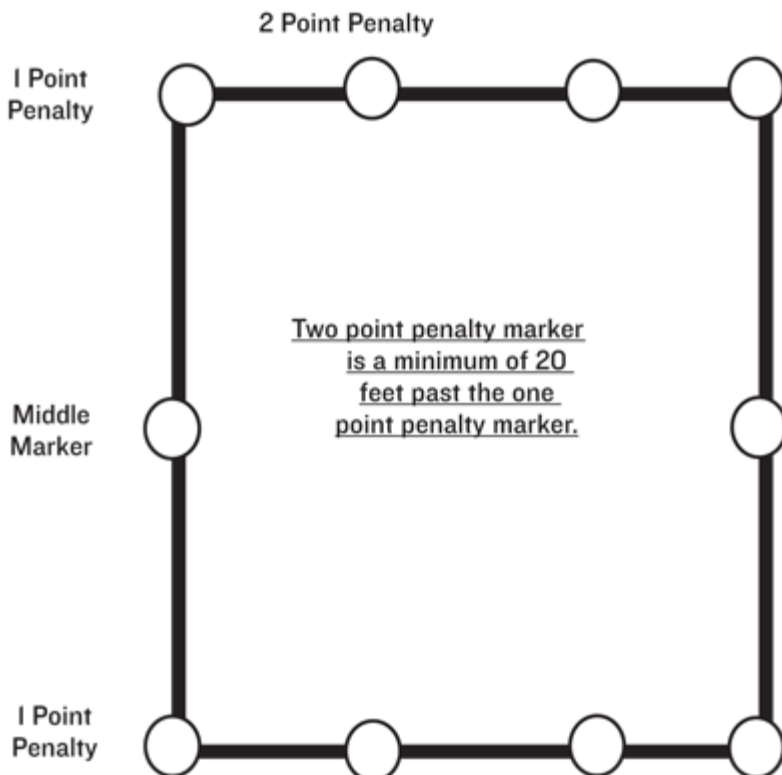
G. If time and number of cattle permit, the judge may, at his discretion, award new cattle, to enable the contestant to show his horse's ability on the cow, based on the following criteria:

- 1. The cow won't or can't run;**
- 2. The cow won't leave the end of the arena;**
- 3. The cow is blind or won't yield to the horse;**
- 4. The cow leaves the arena.**

OVAL ARENA



SQUARE ARENA



H. SCORING. Scoring will be on the basis of 60-80, with 70 denoting an average performance. The same basis of scoring shall apply to both the reined work and cow work. In the event of a tie, the entry with the highest cow work will be declared the winner.

Penalties should be assessed, per occurrence, as follows for fence work:

1. One (1) point penalties:

A. Loss of working advantage

C. Using the corner or the end of the arena to turn the cow (In an oval arena, when the cow's head breaks the plane of the end marker)

E. Changing sides of arena to turn cow (1 point each time)

L. For each length horse runs past cow A length by is 1 horse length of daylight between the cow's head and the top of the horse's tail

P. Working Out of position

S. Slipping a rein

T. Failure to drive cow past middle marker on first run down the fence

W. Excessive whipping, spurring, or hollering

2. Two (2) point penalties:

A. Going around the corner of the arena before turning the cow (When the cow's head breaks the plane of the 2 point penalty marker)

B. When working an animal in the open field (at least 20' from the side of arena) and the animal gets within 3 feet from the end fence before being turned. This applies when going from one end of the arena to the other.

3. 3 point penalties:

E. Exhausting or overworking the cow before circling

H. Hanging up on the fence (refusing to turn)

Definition of Hang-up: When attempting to turn a cow on the fence a horse is considered to be hung up when the animal being worked exits the turn and the horse momentarily refuses the rider's command and freezes up (stops lateral movement of the shoulders). Also considered a hang-up is when a horse is put in a position where it is physically impossible to complete the turn and the lateral movement of his shoulders is stopped.

K. Knocking down the cow without having a working advantage

4. 5 point penalties:

A. Not getting one turn each way (5 points each way)

B. Spurring or hitting in front of cinch at any time

C. Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate

5. -0- score:

A. Turn tail

B. Using 2 hands on the reins in a bridle or two rein class

C. Fingers between the reins in a bridle class, except the two rein class

D. Balking

E. Out of control (Any horse that is out of control while working the cow, thus endangering the rider, i.e. crossing the path of the cow, shall be called off the cow)

F. Bloody Mouth (inside)

G. Illegal Equipment

H. Leaving the work area before the pattern or work is complete

I. Fall of horse or rider

J. Schooling of the horse between the rein and cow work when the cow work immediately follows rein work

K. Schooling of the horse between cows, if a new cow is awarded (Schooling is defined as gaining an advantage by excessive pulling, turning, stopping or backing)

L. If a rider hits or kicks the animal being worked, with the romal or reins, in an abusive manner

M. Failure to pull up immediately after a new cow has been awarded

N. Improper Western Attire

O. Failure to work in the proper working order.

6. N-E. Failure of an exhibitor to attempt to complete the pattern

7. No Score

A. Lameness of the horse

B. Abuse

NOTE: A judge may blow his/her whistle at any time to terminate the work. A score of zero will be given if the work is not complete at that time.

I. The characteristics of the horse considered faults include:

1. Exaggerated opening of mouth
2. Hard or heavy mouth
3. Nervous throwing of head
4. Lugging on bridle
5. Halting or hesitation while being shown, particularly when being run out, indicating anticipation of being set up
6. Losing a cow or being unable to finish a pattern because of a bad cow, the contestant should be penalized at the judge's discretion

J. The characteristics of a good working cow horse include:

1. Good manners
2. Shifty, smooth and having its feet under it at all times; when stopping, hind feet should be well under it
3. A soft mouth and should respond to a light rein, especially when turning
4. Head should be maintained in its natural position
5. Work at reasonable speed and still be under control of the rider

K. A show may have up to three approved working cow horse classes. No horse may be entered in both junior bit and hackamore/snaffle bit working cow horse classes at the same show;

1. If three working cow horse classes are held at a show they shall be the following:
 - a. Senior working cow horse shown with bit
 - b. Junior working cow horse shown with bit

- c.** Hackamore/snaffle bit working cow horse (5-year-olds and younger, shown with a hackamore or snaffle bit)
 - d.** The use of 'two rein equipment' is allowed as recognized by our NRCHA alliance in APHA working cow horse. The purpose of the two rein option is the transition between the hackamore and bridle and can be used on any aged horse in the amateur, junior, senior or all age working cow horse class or amateur limited working cow horse for one year only. These horses can be shown only one year in this class. A horse may be shown in the two rein equipment for one year only regardless of the class in which it is shown in. The bit and bosal combination must be approved in accordance with NRCHA rules, below. Only one hand may be used on the reins and hands must not be changed. Any number of fingers between reins will be permitted. Horses 5 years of age and under as of January 1 of current show year, may be shown in either a snaffle bit or hackamore.
 - e.** NRCHA rules allow for a spade bit or a bit having the following characteristics; one with an unbroken bar mouthpiece with one inch or higher port measured from the bottom of the bar to the top of the port. There must be an operable cricket or roller (with single for multiple rings) incorporated within the mouthpiece of the bit. It is legal to have a barrel, made of copper or metal, wrapped around the bar space of the bit and is to be considered a part of the mouthpiece. The barrel must be round, smooth, and made up of one continuous, unbroken piece. The minimum diameter, on any part of the bar of the mouthpiece, is 5/16 inch. Bars must be round, oval or egg shaped smooth and unwrapped metal. Latex wrap or any foreign material is not acceptable. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs. The cheeks must be connected at the bottom. The overall length of the bit shall not be longer than 8 1/2 inches measured from the inside bottom of the top of headstall ring to point of pull in the bottom ring. Optional tongue release shall not exceed 3 inches in width.
 - f.** In the two rein class, bosals may be of any size, constructed of braided rawhide or leather and have a non-metal flexible core. No iron or foreign substance may be used. The rider must use one hand on the reins. Fingers between the reins will be permitted.
 - g.** The hackamore shall be round in shape and constructed of uniform braided rawhide or leather and have a non-metal flexible core. No gimmick of any kind may be used in conjunction with the bosal. No rigid material of any kind may be used, regardless of how padded or covered, in conjunction with the bosal. Horse hair bosals are prohibited. Tape is not allowed on the noseband of the hackamore. Smooth, flat, wrapped tape is allowed on the hackamore between the headstall and the mecate reins. Maximum amount of tape allowed is 2 inches on each side of the hackamore.
- 2.** If two working cow horse classes are to be held at a show, they shall be the following:
- a.** Senior working cow horse shown with bit
 - b.** Junior working cow horse shown with either a bit, hackamore or snaffle bit at the discretion of the exhibitor

3. If only one working cow horse class is to be held at a show, it shall be working cow horse - all ages - horses 6 years old and older must be shown in bit while horses 5 years old and younger may be shown in either bit, hackamore or snaffle bit at the discretion of the exhibitor.

Barrel Racing

(See Rule Changes Control SC-270 and SC-290-1--sent to convention for voting--have been incorporated here so they would be accepted with all the Judges' Rules to be changed. If these rules are approved, the two controls referenced would not have to be voted on at convention.)

SC-270. pg. 189.

SC-270. Western Attire and Tack, Roping, Speed Events, Team Penning and Ranch Sorting

B. WESTERN TACK. Western type equipment must be used. Horses shall be shown with a stock saddle; silver equipment will not count over a good working outfit. Bridle may be either a standard plain or silver headstall with a brow band, shaped ear or split ear. (See equipment and attire chart in back of rule book.)

1. Bits.

a. **Shanks.** Shanks may be fixed or loose.

b. **Mouthpieces.** In regards to mouthpieces, bars must be 5/16 inch (7.9mm) to 3/4 inch (1.9cm) in diameter, measured one inch from the cheek. Nothing, such as extensions or prongs, may protrude below the mouthpiece bar. ~~The mouthpiece may be 2 or 3 pieces. If it is a three piece, a connecting ring of 1 1/2 inches (3.81cm) or less in diameter or a connection flat bar of 5/16 inch (7.9mm) to 3/4 inch (1.9cm), measured top to bottom with maximum length of two inches.~~ It must lie flat in horse's mouth. **Exception: Acceptable western or English bits or mouthpieces may be used if they meet bit specifications outlined in SC-200 and SC-240.**

c. Slip or gag bits are permitted in speed events.

d. The judge may prohibit the use of bits and equipment he may consider too severe.

e. A bit cannot be physically or mechanically changed to increase the severity of its use and may be eliminated at the discretion of the judge.

SC-289. (pg. 200) Speed Events Dual-Approved As APHA Special Events. New Rule to read:

A. For speed events that are dual-approved as APHA-approved Special Events and held concurrently with another all-breed organization (e.g. NBHA Barrel Racing dual-approved as an APHA Special Event), the following rules apply:

1. **Timing officials may be used in place of APHA Judges as per Rule JU-000.C. Officials must be approved by the National Barrel Horse Assn. (NBHA) and/or other recognized speed event organization approved by the APHA.**
2. **Applicable association's rules take precedent over APHA rules in dual-approved events. APHA rules prevail at standalone APHA Special Events.**

SC-290. B. new 5., pg. 201, Addition to read:

5. Setting the Barrels. Distances of the barrels in the barrel pattern from the wall are recommended to be 45 feet from the start/finish line to the entrance gate, 18 feet from barrels 1 and 2 from the wall, and 36 feet from barrel 3 to end of arena, 60 feet from start/finish to barrel 1 and 2, 105 ft. between barrels 1 and 3 and 105 ft. between barrels 2 and 3. *Barrel Racing Diagram to be changed accordingly.*

SC-290. D. 1. (pg. 201). New a. to read:

a. If exhibitor shows in more than one class and pays entry fees for each class, exhibitor may run once and carry over the time for all the classes (roll over times). Declaration for roll over times to be utilized must be made at time of entry and/or prior to first run.

SC-290. D. Time.

4. Penalty. A five second penalty will be assessed:

a. For each barrel knocked over-

b. ~~If the hat or helmet is not on the exhibitor's person for the entire time the exhibitor is in the arena barrel racing.~~

Should be new 4. b. To read:

4. b. The hat must be on the rider's head when the exhibitor enters the arena. At show management's option, a fine may be imposed to an exhibitor for loss of hat.

Pole Bending

SC-295. B. (pg. 202). New 5. to read:

5. If exhibitor shows in more than one class and pays entry fees for each class, exhibitor may run once and carry over the time for all the classes (roll over times). Declaration for roll over times to be utilized must be made at time of entry and/or prior to first run.

SC-295. C. (pg. 202). New C. to read:

C. The hat must be on the rider's head when the exhibitor enters the arena. At show management's option, a fine may be imposed to an exhibitor for loss of hat

Stake Race

SC-296. C. (pg. 204) Delete and replace with:

C. Timed Event. This is a timed event. For time calculation see Rule SC-290. D. 5-

~~1. Penalty. A five second penalty will be assessed if the hat or helmet is not on the exhibitor's person for the entire time the exhibitor is in the arena~~

1. The hat must be on the rider's head when the exhibitor enters the arena. At show management's option, a fine may be imposed to an exhibitor for loss of hat.

SC-296. C. (pg. 204) New 2. to read:

2. If exhibitor shows in more than one class and pays entry fees for each class, exhibitor may run once and carry over the time for all the classes (roll over times.) Declaration for roll over times to be utilized must be made at time of entry and/or prior to first run.

JUDGES

JU-000. A. 1. ...Six months after that date, a judge's name will be removed from the list and reapplying as a new judge applicant would be necessary for possible reinstatement.

JU-000. A. 6. Addition to read: ...Failure to do so would require reapplying as a new judge applicant.

JU-000. Judge Rules and Regulations C. (pg. 212)

C. SPECIALTY JUDGES.

1. APHA will approve specialty judges in the following classes:

f. **Barrel Racing, Pole Bending, Stake Race (NBHA and/or other recognized speed event organization approved by the APHA)**

JU-000. G. 3. A judge shall not visit in the horse barns, with owners, exhibitors, trainers, or other judges; inspect or discuss any horse entered in the show or contest; or review the show program until after the entire show has been completed.

JU-000. G. 5. , pg. 214, Conflict of Interest. Association judges are to be sensitive to any conflict of interest between the Association's objectives and their own personal business or pecuniary interests. An APHA approved judge shall not have a conflict of interest between APHA's objective and their own personal business or pecuniary interests. Each judge should refrain from using his or her official status to further one's own personal or financial purpose. When such conflict of interest arises, the judge is expected to either withdraw the personal objective from the transaction in question or resign as an APHA-approved judge, so he or she may pursue the personal objective. Breach of this ethical rule shall be subject to review.

JU-000. G. b. and c. pg. 214. Change 6 mos. to 3 mos.

JU-000. G. 5., pg. 214, Addition of New e. to read:

e. These specific areas of disqualifying conflict of interest are not exclusive and judges are ineligible to judge another's horse; if: 1) if a judge cannot exercise an objective opinion, free from prejudice, bias, or other outside influence because of a connection with an owner, exhibitor, or anyone else connected with the horse; and/or 2) if such connection would appear to others to be of possible bias or impropriety, whether or not the judge feels he/she would be affected.

JU-000. Judge Rules and Regulations. Addition to read: new H. 6. a., pg. 214.

H. AUTHORITY AND RESPONSIBILITIES OF APHA JUDGES.

6. Judging Of Classes. Only one judge may be used for halter and performance classes. Ancillary judges may be used to judge individual work classes, and will be aligned with the main judge, to be considered as one complete show. If more than one judge is to be used, the classes to be judged by ancillary judges shall be publicized prior to the show.

a. In a multi-judge situation, all judges do not have to be present in the speed event classes; however, there must be a minimum of one judge judging the classes.

JU-000. H. 8. Pg. 214, Delete existing H. 8. and replace with:

New 8. to read: A judge must submit all APHA-approved score sheets for Longe Line, Trail, Western Riding and Reining to show management to be posted for viewing.

Related Rule: Also add this sentence to SC-185. H., pg. 109.

JU-000. I. Change title to read: Judging Instructions. (1. And 4. Remain the same.)

JU-000. I. new 2. pg. 215, change to read: The judge must be observant of the noses, mouths, jaws, and bodies of all horses for raw or abused areas. If a horse's mouth, nose, jaw or any other area shows signs of broken skin, rawness, or bleeding, the horse will be disqualified from the class.

JU-000. I. existing 2. Move to SC-160. New T. and reletter.

AMATEUR

Showmanship

AM-105. D. 3. E., pg. 232 and YP-100. D. 3. E., pg. 262: Delete the last sentence and replace with the following:

e. When executing a turn to the right the exhibitor should face the horse and move the horse away from them. On turns of 90 degrees or greater the horse should pivot on the right or left hind leg while stepping across with the front legs. ~~Left turns (pull turns) must be less than 90 degrees.~~ **Pull turns are not allowed.**

AM-105, D. 4. pg. 232, and YP-100. D. 4. , pg. 263 Add to Faults:

D. 4. Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/o frequency of the infraction. An exhibitor that incurs a severe fault avoids elimination, but should be placed below all other exhibitors that complete the pattern correctly. A minor fault can become a major fault and a major fault can be a severe fault when the degree and/or frequency of the infraction(s) merits.

4. a. Minor Faults.

1. Poorly groomed, conditioned or trimmed horse
2. Dirty, ragged or ill-fitting halter or lead
3. Improper position by the exhibitor
4. Excessively stiff, artificial or unnatural movement around the horse or when leading
5. Excessive use of verbal cues
6. Lead shank tightly coiled around hand or dragging the ground

7. Taking hands off of lead or changing hands on lead, except when showing the horse's teeth
8. Drifting of the horse when led
9. Horse stopped crooked or drops a hip out when stopping, setting up or standing
10. Leading, backing, or turning sluggishly or crooked
11. Horse not set up squarely or excessive time is required to set up
- 12. Sliding a pivot foot or lifting foot and replacing in same place**
- 13. Break of gait at walk or trot for one stride**

4. b. Major Faults.

- 1. Not performing gait or not stopping within 5 feet of designated area**
- 2. Break of gait at walk or trot for more than 1 stride**
- 3. Splitting the cone**
- 4. Picking up a pivot foot and replacing it in a different place**
- 5. Picking up a foot after presentation**
- 6. Over/under turning 1/8 to 1/4 of designated turn**

4. c. Severe Faults (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault)

- 1. Out of position during presentation**
2. Exhibitor touching the horse or kicking or pointing their feet at the horse's feet during setup
3. Standing directly in front of the horse
- 4. Loss of lead shank, holding chain, or two hands on shank.**

4. d. (instead of 5.) Disqualifications (must not be placed)

1. Horse escapes from exhibitor
2. Failure of exhibitor to wear correct number in a visible manner.
3. Any inhumane treatment of the horse
4. Excessive schooling or training
5. Improper attire
6. Loss of control or severe disobedience that endangers others to include but not limited to: biting, pawing, rearing, kicking out or continuously circling the exhibitor
7. Leading on the wrong side of the horse
8. Knocking over the cone
9. Working on the wrong side of the cones
10. Going off pattern
- 11. Never performing specific gait**
- 12. Overturning more than a 1/4 of a turn of designated turn**
- 13. In Novice Classes Only: Exhibitors going off pattern, knocking over or on wrong side**

of cone, never performing specified gait, or overturning more than 1/4 turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

AM-105. New G. to read:

1. SCORING: Exhibitors are to be scored from 0 to 100. One-half point increments are acceptable. Run content scores will be indicated as follows:

+ = Above Average

√ = Average

- = Below Average

An additional + (Excellent) or -- (well below average) may be given.

2. FINAL SCORING shall be on a basis of 0-100, with an approximate breakdown as follows:

- **90-100 Excellent showmanship, including body position and presentation of horse. Completes pattern accurately, quickly, smoothly and precisely; demonstrates a high level of professionalism.**
- **80-89 Very good performance in execution of the pattern as well as correct showmanship and presentation of horse. Excellent showman that commits a minor fault.**
- **70-79 Good pattern execution and average showmanship; lacking adequate style and professional presentation to merit elevating to the next scoring range. A very good showman that commits a minor fault.**
- **60-69 Fair pattern that lacks quickness or precision. Horse with consistently unwilling attitude or handler with obvious position and/or presentation faults that prevents effective showmanship. A good showman that commits two minor faults in the performance of the pattern. An excellent showman that commits a major fault.**
- **50-59 One major fault or multiple minor faults in the performance or presentation or position of exhibitor that precludes effective communication with the horse.**
- **40-49 Severe fault, two or more major faults, or multiple minor faults in the performance or the execution of the pattern and demonstrates a lack of handling ability and knowledge of correct body position.**
- **10-39 Exhibitor commits more than one severe fault or multiple major faults in performance or position but completes the class and avoids disqualification.**

3. Novice Classes Only. Exhibitor's going off pattern, knocking over or on wrong side of cone, never performing specified gait, or overturning more than 1/4 turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

Hunt Seat Equitation

**AM-110. pg. 235, new K and reletter to read: (Also change YP-115, new k. and reletter, pg. 265
Faults:**

K. Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/o frequency of the infraction. An exhibitor that incurs a severe fault avoids elimination, but should be placed below all other exhibitors that complete the pattern correctly. A minor fault can become a major fault and a major fault can be a severe fault when the degree and/or frequency of the infraction(s) merits.

L. Minor Faults.

- 1. Break of gait at walk or trot up to 2 strides**
- 2. Over/under turn of 1/8 of the prescribed turn**

M. Major Faults.

1. Break of gait, out of lead, missing lead or diagonal for 1-2 strides
2. Not stopping within 10 feet of designated area
3. Incorrect gait or break of gait at walk or trot for more than 2 strides
4. Obvious looking for lead or diagonal
5. Over or under turn more than 1/8 of prescribed turn, but not more than 1/4 turn

N. Severe Faults (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault)

1. Loss of iron or rein
2. Break of gait at canter, out of lead or missing lead or diagonal more than 2 strides
3. Lack of contact between rider's hand and bit
4. Touching horse
5. Grabbing any part of the saddle
6. Cropping or spurring in front of the shoulder
7. Kicking at other horses, exhibitors or judge
8. Severe disobedience or resistance by horse including, but not limited to, rearing bucking or pawing

O. Faults Scored According to Severity

1. Head carried too high
2. Head carried too low (such that the poll is below the withers)
3. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical
4. Excessive nosing out

P. Disqualifications (must not be placed)

1. Failure by exhibitor to wear correct number in visible manner
2. Inhumane treatment of the horse
3. Excessive schooling or training
4. Fall by horse or rider
5. Illegal use of hands on reins
6. Use of prohibited equipment
7. Knocking over the cone
8. Working on the wrong side of the cones
9. Failure to follow pattern correctly, including failure to ever execute correct lead or gait where called for
11. Overturning by more than 1/4 of prescribed turn
12. In Novice Classes Only: Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, or overturning more than 1/4 turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

AM-110, New Q. to read:

Q. SCORING: Exhibitors are to be scored from 0 to 100. One-half point increments are acceptable. Run content scores will be indicated as follows:

- + = Above Average
√ = Average
- = Below Average

1. FINAL SCORING shall be on a basis of 0-100, with an approximate breakdown as follows:

- **90-100 Excellent equitation, including body position and use of aids. Completes pattern accurately, quickly, smoothly and precisely; demonstrates a high level of professionalism.**
- **80-89 Very good rider that executes the pattern as well as correct equitation and use of aids. Excellent rider that commits a minor fault.**
- **70-79 Good pattern execution and average equitation but lacking adequate style and professional presentation to merit elevating to the next scoring range. A very good rider that commits a minor fault.**
- **60-69 Fair pattern that lacks quickness or precision. Rider has obvious position and/or appearance faults that prevents effective equitation. A good rider that commits two minor faults in the performance of the pattern.**
- **50-59 One major fault or multiple minor faults in the performance. A rider that demonstrates a lack of riding ability and knowledge of correct body position.**
- **40-49 Severe fault, two or more major faults or multiple minor faults in the performance or the exhibitor that demonstrates a lack of riding ability and knowledge of correct body position.**
- **10-39 Exhibitor commits more than one severe fault or multiple major faults in performance, exhibits poor riding skills, but completes the class and avoids disqualification**

2. Novice Classes Only. Exhibitor's going off pattern, knocking over or on wrong side of cone, never performing specified gait, or overturning more than 1/4 turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

AM-111. pg. 235. and YP-116. pg. 267. Change to read: HUNT SEAT EQUITATION OVER FENCES. Available only in the amateur and youth divisions. The purpose of this event is to evaluate amateur and youth rider's correctness and ability over the fences. This class should be judged on the precision of riding ability while executing the jumps. The class objective is to judge the rider's ability over the fences, not the horse. Only the effect the rider has on a horse is to be considered. How a rider elects to ride the course, the pace and approach to the jumps are used to evaluate the rider's judgment and ability.

A. Position. Refer to HUNT SEAT EQUITATION ON THE FLAT; BASIC POSITION.

B. Course requirements. Course is to be posted one hour prior to the class.

- 1. At least four obstacles are required and horses must jump a minimum of six fences.**

2. Refer to WORKING HUNTER regarding hunter courses which should be offered enabling the rider to be judged on their ability to establish and maintain an even hunting pace.

3. At least one change of direction is required.

4. Minimum height of fences must be 2'6" (79 cm), with a maximum height of 3' (91.4 cm). Except in novice and select classes where the maximum height is 2'9" (83.8 cm).

5. It is recommended that show management offer this class prior to its corresponding working hunter class.

B. Class Routine. The exhibitor is being judged as soon as he/she enters the arena.

1. Exhibitors have the option of entering the arena at any gait (unless otherwise stated on the course), making transition to canter from halt, walk or trot before approaching the first fence.

2. Each competitor may circle once before approaching the first obstacle, then proceeds around the course keeping an even pace throughout. If a rider steps into the obvious wrong lead for one or two strides only before or on the courtesy circle, it is noted on the score sheet, which may be used as a tie breaker in the event of a ride of equal quality and score.

3. Rider must obtain correct lead to properly turn around end of arena before breaking into final trot circle. The class is not over until the exhibitor trots a circle and walks out of the ring. Riders should leave the arena at a walk unless otherwise instructed.

4. Except for refusals, jumping faults of the horse are not to be considered unless it is the result of the rider's ability. If a refusal occurs in a double or triple, competitors must re-jump all obstacles in the combination.

5. In cases of broken equipment or loss of shoe, competitor must continue or be eliminated.

6. An exhibitor may enter the class only one time.

C. SCORING may be on a basis of 0-100, with an approximate breakdown as follows:

- 90-100: Excellent equitation, position and presentation; meets all fences squarely and at proper distance. Uses all options to their advantage.**
- 80-89: Minor equitation faults, i.e., long, weak distance, deep distance, one step landing at counter-canter. Rider still maintains a quality ride.**
- 70-79: More problems occur, equitation suffers, i.e., rounded shoulders, heels are not down, hands incorrect, lacks the style and presence. One major fence problem, i.e., chip with a ride up the neck, or discreet swap out, jumping off one side of jump. No dangerous fences, not a flowing course.**
- 60-69: Major equitation faults, poor body position, loose legs and seat, failure to obtain or maintain trot to a trot fence approach, 2 or 3 misses at the fence.**
- 40-59: Breaking to a trot while on course, counter-canter or cross-canter at ends of arena, missed lead changes, loss of stirrup, dropping a rein, extra stride in -combination.**
- 10-39: Rider avoids elimination, one or two refusals, knockdowns, dangerous fences.**

D. The following will result in elimination:

**Three accumulative refusals
off course**

1. If elimination occurs during a ride-off, the competitor is placed last of all those chosen for the ride-off.

E. Major faults include:

a refusal

loss of stirrup

trotting while on course when not part of a test

loss of reins

incorrect diagonal

Outside assistance will be penalized at the judge's discretion.

Horsemanship.

AM-115. E. , pg. 239. Performance (~~10 Points~~):

AM-115. F. pg. 241, Addition to read:

F. Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. An exhibitor that incurs a severe fault avoids elimination, but should be placed below all other exhibitors that complete the pattern correctly. A minor fault can become a major fault and a major fault can be a severe fault when the degree and/or frequency of the infraction(s) merits

F. 1. Minor Faults.

- a. Loose, sloppy, dirty, or poor fitting clothing or hat; or loss of hat
- b. Over-cueing with reins and/or legs
- c. Poorly groomed, conditioned or trimmed horse; or poorly or ill-fitted equipment
- d. Excessive staring at judge, head held crooked, or severe turning of the head
- e. Stiff, artificial or unnatural body, leg, arm and/or head position
- f. Reins too long or short, or uneven
- g. Loose leg with open knee
- h. Break of gait at walk or jog up to 2 strides**
- i. Over/under turn up to 1/8 of a turn**
- j. Oblong or flat-sided circles, or horse dropping shoulder (counter arc when circling)
- k. Stopping rough, crooked, or dropping a hip out when stopping
- l. Backing sluggishly or crooked
- m. Failure to maintain a pivot foot or stepping behind with the front legs when turning
- n. Holding the head or neck excessively crooked when moving in straight lines or when stopping or backing
- o. Show resistance when cued or reined
- p. Hesitation during any maneuver unless specified
- q. Failure of horse to stand still in the pattern
- r. Rough pattern work or transitions

F. 2. Major Faults.

- a. **Break of gait at a lope, out of lead or missing lead for 1-2 strides**
- b. **Not stopping within 10 feet of designated area**
- c. **Incorrect gait or break of gait at walk or jog for more than 2 strides**
- d. **Over turn of more than 1/8th of a turn, but not more than 1/4 of a turn**
- e. **Failure of bottom of boot to be in contact with pad of the stirrup**
- f. Failure to exhibit change of speed when requested
- g. Toes pointed down
- h. Exhibitor looking down to check leads
- i. Exhibitor falling forward when stopping

F. 3. Severe Faults (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault)

- a. **Loss of stirrup or rein**
- b. **Missing a lead for more than 2 strides.**
- c. Touching the horse.
- d. Grabbing the saddle horn or any other part of the saddle
- e. Cueing with the end of the romal
- f. Spurring in front of the shoulder
- g. Kicking at other horses, exhibitors or judge
- h. Severe disobedience or resistance by horse including, but not limited to, rear, bucking or pawing

F. 4. Faults Scored According to Severity

1. **Head carried too high**
2. **Head carried too low (such that the poll is below the withers)**
3. **Over-flexing or straining neck in head carriage so the nose is carried behind the vertical**
4. **Excessive nosing out**

F. 5. Disqualifications (must not be placed)

5. a. – h. remains same
- i. **Failure to follow the pattern correctly, including failure to ever execute correct lead or gait where called for**
- j. **Overturning more than 1/4 of prescribed turn**
- k. **In Novice Classes Only: Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, or overturning more than 1/4 turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.**

AM-115, pg. 241. F. new 6. Faults which will be scored according to severity.

- a) **head carried too low (tip of ear below the withers consistently)**
- b) **over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently**

AM-115. G. Delete existing G and replace with:

G. SCORING: Exhibitors are to be scored from 0 to 100. One-half point increments are acceptable. Run content scores will be indicated as follows:

+ = Above Average

√ = Average

- = Below Average

1. FINAL SCORING shall be on a basis of 0-100, with an approximate breakdown as follows:

- **90-100 Excellent** rider, including body position and use of aids. Completes pattern accurately, quickly, smoothly and precisely while demonstrating a high level of professionalism.
- **80-89 Very good** performance in execution of the pattern as well as correct horsemanship and use of aid. Excellent horseman that commits a minor fault.
- **70-79 Good** pattern execution and average horsemanship lacking adequate style and professional presentation to merit elevating to the next scoring range. A very good rider that commits a minor fault.
- **60-69 Fair** pattern that lacks quickness or precision or rider has obvious position and/or appearance faults that prevents effective horsemanship; or a good horseman that commits two minor faults in the performance of the pattern. An excellent rider that commits a major fault.
- **50-59** One major fault or multiple minor faults in the performance. A rider that demonstrates a lack of riding ability and knowledge of correct body position.
- **40-49** A rider that commits a severe fault, two or more major faults or multiple minor faults in the performance or the exhibitor that demonstrates a lack of riding ability and knowledge of correct body position.
- **10-39** Rider that commits more than one severe fault of multiple major faults in performance or exhibits poor riding skills but completes the class and avoids disqualification.

2. Novice Classes Only: Exhibitor's going off pattern, knocking over or on wrong side of cone, never performing specified gait, or overturning more than 1/4 turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

AM-141. New B. to read:

B. LIMITED WORKING COW HORSE. **Limited Working Cow Horse** consists of a reining pattern and single cow work on the end of the arena. Each contestant upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for 50 seconds, demonstrating the ability of the horse and rider to control the cow. Time shall begin when the gait closes behind the cow after being let into the arena. The announcer or judge will signal the completion of the 50 seconds with a whistle or horn. There shall be no schooling between the completion of the rein work and the cow work, or between cows if a new cow is awarded.

C. SCORING. Scoring will be on the basis of 60-80, with 70 denoting an average performance. The same basis of scoring shall apply to both the reined work and the boxing work. In the event of a tie, the entry with the highest cow work will be declared the winner. The judge may blow the whistle at any time to terminate the work. A score of zero will be given if the work is not complete at that time. Each work will be limited to 50 seconds.

D. Credits

1. Maintaining control of the cow at all times
2. Maintaining proper position
3. Degree of difficulty
4. Eye appeal
5. Time worked

E. Penalties should be assessed, per occurrence, as follows for the limited cow horse work:

1. 1 point penalties:

A. Loss of working advantage

P. Working out of position

W. Excessive whipping, spurring, or hollering

2. 3 point penalties:

C. Loss of control and animal leaves the end of arena

3. 5 point penalties:

B. Spurring or hitting in front of cinch at any time

C. Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate

4. -0- score:

A. Turn tail

B. Using 2 hands on the reins when using a bridle or two rein

C. Fingers between the reins, except when using a two rein

D. Balking

E. Out of control

F. Bloody mouth (inside)

G. Illegal equipment

H. Leaving the work area before the pattern or work is complete

I. Fall of horse or rider

J. Schooling of the horse between the rein work and cow work

K. Schooling of the horse between cows if a new cow is awarded

L. Failure to pull up immediately after a new cow has been awarded

M. Improper Western Attire

N. Failure to work in the proper working order.

5. N-E – Failure of an exhibitor to attempt to complete the pattern

6. No Score

A. Lameness of the horse

B. Abuse

New F. (existing D.) remains:

F. Points earned in this class will count for ROM and Superior Event only. Points in this class will not count toward any other APHA awards.

AM-245. D. Disqualifications. In Novice Classes Only (showmanship, horsemanship and hunt seat equitation): Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, or overturning more than ¼ turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault. See SC-160. I.

YOUTH

YP-080. K. Timed Events

~~1. Penalty: A \$ five second penalty will be assessed if the hat or helmet is not on the exhibitor's person for the entire time the exhibitor is in the arena in speed events. r~~

1. The hat must be on the rider's head when the exhibitor enters the arena. At show management's option, a fine may be imposed to an exhibitor for loss of hat.

Goat Tying

YP-140. A. pg. 275, make E. and new A. and reletter accordingly.

YP-152, new B. and C. to read:

B. LIMITED WORKING COW HORSE. Limited Working Cow Horse consists of a reining pattern and single cow work on the end of the arena. Each contestant upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for 50 seconds, demonstrating the ability of the horse and rider to control the cow. Time shall begin when the gait closes behind the cow after being let into the arena. The announcer or judge will signal the completion of the 50 seconds with a whistle or horn. There shall be no schooling between the completion of the rein work and the cow work, or between cows if a new cow is awarded.

C. SCORING. Soring will be on the basis of 60-80, with 70 denoting an average performance. The same basis of scoring shall apply to both the reined work and the boxing work. In the event of a tie, the entry with the highest cow work will be declared the winner. The judge may blow the whistle at any time to terminate the work. A score of zero will be given if the work is not complete at that time. Each work will be limited to 50 seconds.

D. Credits

1. Maintaining control of the cow at all times
2. Maintaining proper position
3. Degree of difficulty
4. Eye appeal
5. Time worked

E. Penalties should be assessed, per occurrence, as follows for the limited cow horse work:

1. 1 point penalties:

A. Loss of working advantage

P. Working out of position

W. Excessive whipping, spurring, or hollering

2. 3 point penalties:

C. Loss of control and animal leaves the end of arena

3. 5 point penalties:

B. Spurring or hitting in front of cinch at any time

C. Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate

4. -0- score:

A. Turn tail

B. Using 2 hands on the reins when using a bridle or two rein

C. Fingers between the reins, except when using a two rein

D. Balking

E. Out of control

F. Bloody mouth (inside)

G. Illegal equipment

H. Leaving the work area before the pattern or work is complete

I. Fall of horse or rider

J. Schooling of the horse between the rein work and cow work

K. Schooling of the horse between cows if a new cow is awarded

L. Failure to pull up immediately after a new cow has been awarded

M. Improper Western Attire

N. Failure to work in the proper working order.

5. N-E – Failure of an exhibitor to attempt to complete the pattern

6. No Score

A. Lameness of the horse

B. Abuse

New F. (existing D.) remains:

F. Points earned in this class will count for ROM and Superior Event only. Points in this class will not count toward any other APHA awards.

General Show Rules - Disqualification

YP-245, new D. Walk-Trot and Novice classes only:

D. Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, or overturning more than $\frac{1}{4}$ turn of what is designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault

Equipment and Attire Chart

Pg. 313 add under optional tack: Leg Wraps and/or boots optional at rider's discretion in Equitation Over Fences.

Pg. 317: add: under optional tack: Leg Wraps and/or boots optional at rider's discretion in Horsemanship.

Pg. 317: add under prohibited tack: Leg Wraps and/or boots prohibited in Western Pleasure, Trail and Western Riding.