

SPORT HORSE RULES

The SSHBEA Sport Horse Division does not fall under the jurisdiction of The Horse Protection Act.

GENERAL GUIDELINES

1. For all competitions, all Contestants must be clean and neatly dressed in Western Hat (Exception: if entry chooses to wear helmet), Boots, Long-sleeved western shirt, buttoned (or snapped), with cuffs down and buttoned (or snapped), western pants or jeans. (Exception: Short sleeved and/or sleeveless western shirts are approved attire for one day summertime events excluding the one-day event held in conjunction with the SSHBEA Spring Show.) Shirt must be tucked in at the waist. (Exception: Western crop tops) In the event a contestant has a mishap during any division and a button or snap is torn off or broken, this is not an infraction to the dress code. NOTICE: In all classes a 5 second penalty in timed divisions and disqualification in untimed divisions will be assessed if the hat or helmet is not on the contestant's person the entire time the contestant is in the arena. (Hats held on the body by a stampede string are allowed.)
2. For all competition, all contestants must use clean Western tack in good working condition. Horn on Western saddle is optional.
3. Grooming, neatness and cleanliness of horse will be necessary.
4. Helmets are mandatory for all 17 & under exhibitors in the Jumping division and all 11 & under exhibitors in all divisions. Helmets are optional and available for all other Youth exhibitors and encouraged for all exhibitors.
 - 4A. Youth 12-17 may show in any division.
5. All horses must exhibit a saddle gait. Participants are not required to be SSHBEA members. Horses are required to be SSHBEA registered. This is not required for horses participating in the "Other Breeds" classes.
6. Approved equipment: Bits with shanks - Limit 8 inches, Snaffle bits, Humane Mechanical Hackamores, Sidepulls, German and Running Martingales, Bosals and Tiedowns for all Divisions (Exceptions: See Reining & Jumping Rules). Protective leg coverings and spurs are approved for all divisions.
7. Classes may be broken down into Open, 2 Year Olds, 3 Year Olds, 4 Year Olds, 3-4 Year olds, Saddle Gait, In-Hand, Ladies, Men, Adults(18 & over), Mixed, 50 Years and over, Youth12-17, Youth 6-17, Youth 11 & under, Youth 6-11(certain divisions), Youth 6 & under(certain divisions), Amateur, Non Pro, Novice and Advanced (18 Years & over only-2 Years old and over Horses), Colts in Hand-handlers must be 12 years or older, and Other Breeds.

8. Anyone who pays the entry fee for designated classes will be allowed to show in all classes (except members not in good standing). This includes the Show officials.
9. Any Chairman of any division that requires a pattern or course must submit this pattern / course layout to the coordinator at least 1 week before the event.
10. Non-Pro / Novice classes will be defined by the Division Chairman / Committee or Show Committee and explained on the class sheet. May vary from division to division and event to event.
- 10A. Non-Pro Classes- A horse and rider team qualify for this division until they win a High Point Championship as a team.
- 10B. Saddle Gait classes- A horse and rider team qualify for this division until they win a High Point Championship as a team.
- 10C. Other Breed Classes – Use same rules as Open Classes
11. Prize money and awards may vary among events.
12. Affiliating, sanctioning and / or sponsoring organizations must notify the SSHBEA office 30 days prior to any event. An affiliation fee of \$1 / per entry must be paid to cover paperwork. A \$5 arena fee may be accessed for each horse.
13. All Judges must be licensed judges (guest license may be issued). The Judge(s) have the discretion to disqualify any participant from competition for due or just cause. The Judge(s) decision cannot be protested. Judges and Timekeepers must be dressed in full western attire.
14. May have veterinarian to check horses before, during, and after any event. The vet has the right to disqualify any horse whose health may be in danger.
15. All horses participating must be in good health and have a current negative Coggins test.
16. Any horse out of control must be excused immediately in any division. Any horse must be in forward motion within 30 seconds after passing through the entry gate or be disqualified and dismissed from the ring.
17. SSHBEA or sponsoring organizations will not be responsible for accidents or injury. Waivers of responsibility and liability must be signed by the participants to protect SSHBEA, property owners and affiliating organizations. Youth must have parent or guardian present to sign waivers.
18. Having a Medical Official on duty is recommended.
19. Alcoholic beverages and drugs are forbidden at all events.
20. Any conflict or decision arising and not covered by these rules shall be settled by the Show Chairman / Committee or his designate, using the official SSHBEA Rules (if needed).
21. 11 and Under must keep their horses in a saddle gait, with the exception of cattle classes. There will not be Jumping or Hunting course classes for 11 & under.

22. 11 and Under may have an adult accompany them in the ring during competition, but may not assist the rider or touch the horse. **This is for safety and comfort of the child. Adults assisting or touching a horse or rider will result in a lower score or penalty. Children performing on their own should be placed higher than a child that needs adult assistance.

23. A fall to the ground by horse or rider during competition equals disqualification, with the exception of Competitive Trail Ride and Hunting Courses where they will get a 0 score for that station. View rule 39.17-17

24. You MUST enter or scratch from a class TWO classes ahead of the class that you want to compete/withdraw from.

25. Saddle Gait competitors should exhibit a saddle gait when in competition. Other gaits should be penalized.

26. Leadline 6 and Under- Child Must have feet in stirrups and MUST wear a helmet- Buddy stirrups are acceptable. Handler must be 12 years old or older. Handler must have control of the horse. Suggested divisions- Trail Obstacle, Barrels, and Pole Bending.

WORLD GRAND CHAMPION SPORT HORSE POINTS TALLY

1. A Hi-Point Grand Champion will be crowned from each of the following Categories: Mares, Stallions, Geldings, Two Year Olds, Three and Four Year olds, Non-Pro, Saddle Gait, Other Breeds, Youth Horse- Riders 12-17, Youth Horse-Riders 11 & under and Youth Horse-Riders 6-11. Then the Hi Point World Grand Champion will be crowned from the categories of Mares, Stallions and Geldings, being the horse with most overall points. (Example: Hi Point World Grand Champion is a Gelding, then Hi Point Grand Champion Mare, Hi Point Grand Champion Stallion, Hi Point Grand Champion Two Year Old, Hi Point Grand Champion Non-Pro, Hi Point Grand Champion Saddle Gait, Hi Point Grand Champion Three and Four Year Old, Hi Point Grand Champion Other Breed, and Hi Point Grand Champion Youth Horses, 12-17 and 11 & under. Points are earned by Horse, not Rider. In the event of a tie for the Hi Point Champions, the Sport Horse Committee will determine the tie breaker and it will be a timed event.

2. Divisions: Competitive Trail Ride, Trail Obstacle, Reining, Hunting, Barrels, Pole Bending, Team Penning, Shotgunning, Jumping, Sorting, Breakaway Roping, and Working Cow Horse. All of these divisions do not have to be in all events. Fun classes may be added. The Competitive Trail Ride and Hunting will be held outdoors. Exhibitors in the Championship CTR and Hunting divisions must choose at the beginning of the competitions, which of these events they want their points to count from, to be totaled in with remainder of Championship event in November.

3. Classes may be offered for Ladies, Mixed, Amateur, Non Pro or Novice in some divisions- all these classes are for non-pro riders or riders who are learning the sport. These classes will earn World Titles, awards and prize money, but these classes will not count toward Hi Point Championships. (excluding Non-Pro)
4. One rider may earn points on more than one horse as long as horse/rider earning points is designated prior to beginning of competition in that division, if not, points will not count.
5. More than one rider can compete on the same horse for points, but points can only be earned once in each class. (Example: Both riders can ride in same class, but only one rider, per division, can earn points.) Exception: For youth only: 2 exhibitors may use same horse and count points for each exhibitor - points may not be combined- each exhibitor must have own separate back number. Horse/rider earning points must be designated prior to beginning of competition in that division, if not, points will not count.
6. Youth Categories: Points are earned by the Horse, Not the Rider. Youth may compete in Youth, Open (12 – 17 only) or Two-Year-Old, etc., on same horse at same event. Points toward Youth Hi Point will be earned in Youth Classes only. Points earned by a youth in Open classes will only go toward Open Hi Point. Points earned by a youth in a Two-Year-Old class will only go toward Two-Year-Old Hi Point. **Notice:** In the Jumping division, all 6-17 participants must wear approved helmets and in divisions, all 11 & under participants must wear approved helmets.
7. Two-Year-Old Category: Points earned by a Two-Year-Old in divisions not offering a Two-Year-Old class will be counted but that horse must be designated as Two-Year-Old prior to beginning of competition in that division, or points will not count.
8. Scoring is by time only in Team Penning, Shotgunning, Sorting, Barrels & Pole Bending.
9. Combination scoring and timing in Jumping, Working Cow Horse, and Breakaway Roping.
- 9A. Competitive Trail Ride, Trail Obstacle, and Hunting Courses are scored by a judge - Time may be used as a tie-breaker.
10. Reining – scored by Judge.
11. 1 thru 15 places will be offered in each class. Each place will be awarded points as follows:
1st-16, 2nd-15, 3rd-14, 4th-13, 5th-12, 6th-11, 7th-10, 8th-9, 9th-8, 10th-7, 11th-6, 12th-5, 13th-4, 14th-3, 15th-2 and 1 point given for participation - horse must complete competition. In team sports - all members of teams will receive number of points same as individual points.
12. If there is a tie in places 1 thru 5, (or number of places awarding prize money) there will be a run off or tie breaker (in timed divisions - time breaks tie). If a horse places 6 thru 15 and there is a tie, each horse involved in the tie will receive the higher number of points. (Example: If three horses are tied for 11th place, they will each receive 6 points (covering 11th, 12th and 13th place) 14th place then receives 3 points and 15th receives 2 points).

13. ALL DESIGNATIONS OF HORSE AND RIDER MUST BE MADE PRIOR TO BEGINNING OF COMPETITION IN THAT DIVISION.

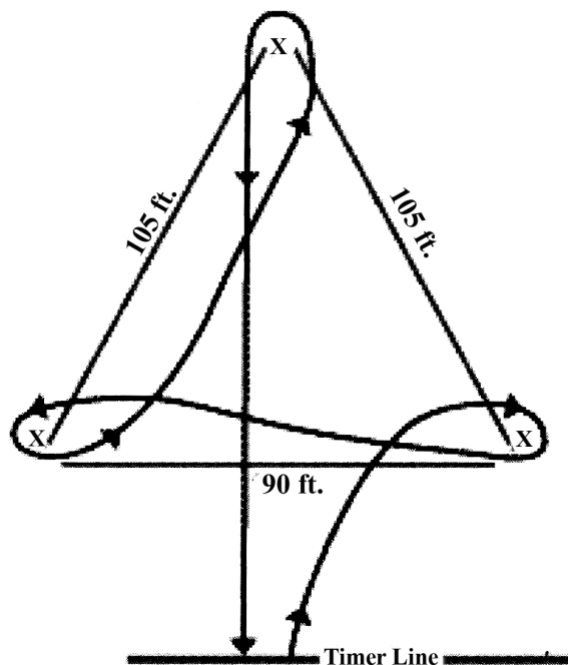
BARREL RACING RULES

1. A 5 second penalty will result if the hat or helmet is not on the contestants' person the entire time contestant is in the arena. Hats held on the body by a stampede string are allowed. All 11 and under contestants must wear approved helmets and keep horse in a saddle gait. Any horse must be in forward motion within 30 seconds after passing through the entry gate or be disqualified and dismissed from the ring.

2. THREE BARREL RACE

Contestants may go either right or left to the first barrel, but must make one right turn and two left turns, or one left turn and two right turns. The barrels should be 20 feet from the fence, and not less than 20 feet from the starting line, 90 feet between barrel 1 and 2, not less than 105 feet from barrel number 3 to barrels 1 and 2. Contestant will receive a 5-second penalty for knocking over a barrel, or disqualification (no time) for not following the pattern. Contestants must start and finish across the same line.

THREE BARREL PATTERN



3. ONE BARREL RACE

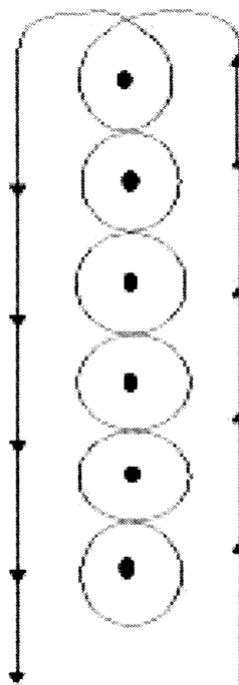
This contest is staged in an arena where there is more than 150 feet or clear space, so that the barrel can be set up 130 feet or more from the starting and finishing line. Distance may be adjusted for safety reasons. Rider may start pattern on either side of the arena, and must circle the barrel, and then cross the finish line. A 5-second penalty is issued for knocking over a barrel or disqualification (no time) for failing to run the correct pattern. Contestants must start and finish across the same line.

POLE BENDING RULES

1. A 5 second penalty will result if the hat or helmet is not on the contestants' person the entire time contestant is in the arena. Hats held on the body by a stampede string are allowed. All 11 & under contestants must wear an approved helmet and keep horse in a saddle gait. Horse must be in forward motion within 30 seconds after passing thru the entry gate or be disqualified or dismissed from the ring.

2. For each contestant competing there shall be a line of 6 poles at least 6 feet high, a minimum in diameter, approximately 1/16 inch wall thickness, and painted white. Distance may be adjusted if need occurs. Poles are to be uniform and set 21 feet apart and 21 feet from the starting line. Contestant may have a running start. Contestant races to the last pole, begin and end weaving 6th pole, turns and races back to the finish line. Contestants will receive a penalty of 5 seconds for knocking over a pole or disqualification for failing to run the correct pattern. Contestants must start and finish across the same line

Exhibitors may start from the left & circle the poles clockwise.



SADDLE ROUND THE BARRELS AND POLES RULES

The basic rules apply for these classes as in the regular Barrels and Poles except the horse must not break out of a saddle gait. There will be a 5-second penalty if the horse breaks into a lope or a canter or if a pole/barrel is knocked over and disqualification for failing to run the correct pattern. If horse breaks gait the 2nd time there will be an additional 5-second penalty and the 3rd time will result in disqualification.

SOGGY BARRELS/SOGGY POLES Contestants will begin their barrel / pole bending pattern holding a full glass of water and perform the pattern at a saddle gait only. The contestant must be excused if a distinct saddle gait is not performed. Contestants will receive a 5 second penalty for knocking over a pole/barrel and disqualification for failing to run the correct pattern. One hand only is to be used in holding the glass, out and away from the body of horse and rider. The hand may not cover the top of the glass. The class will be scored by starting with 16 points for entry with best time and 16 points for the entry with the most water left in the glass and on down 15, 14, 13 etc. Each contestant's points will then be totaled together for the winner. In case of a tie, a rerun may be called for. Patterns are the same as regular poles and barrels.

WORKING COW HORSE RULES

1. Disqualification will result if the hat or helmet is not on the contestant's person the entire time contestant is in the arena. Hats held on the body by a stampede string are allowed. Any horse must be in forward motion within 30 seconds after passing through the entry gate or be disqualified and dismissed from the ring.
2. Scoring emphasis on the cow work 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. Failure of an exhibitor to attempt to complete the cow work will result in the exhibitor not being considered an entry in the class. A horse that attempts to complete the cow work but does not finish for any reason other than the two-minute time limit or Rule 6G a, b, or c will be scored accordingly at the judges' discretion.
3. For an ideal cow work, each contestant, upon receiving a cow in the arena:
 - A. Shall hold the cow on the prescribed end of the arena for sufficient time to demonstrate the ability of the horse to contain the cow on that end. (approximately 30 seconds)
 - B. 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.
 - C. The contestant shall then take the cow to an open part of the arena and circle it at least once in each direction. Each maneuver (1. 2. 3.) will be scored and the average will be score of class. Scoring will be on the basis of 0 to 100, with 70 denoting an average performance.

4. 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.
5. The cow work portion of the working cow horse class must be completed within two minutes.
6. The contestant's horse shall be penalized for general bad manners such as:
 - A. Biting, Striking or Running over the cow - 10 points
 - B. Horses that run past cow – for every horse's length past cow - 3 points
 - C. Hanging up on fence - 5 points
 - D. Exhausting cow before circling – 5 points
 - E. Failure to hold cow on end of arena – 10 points
 - F. Failure to show sufficient control of cow while circling - 5 points
 - G. Causes of zero score:
 - a. Any unnecessary roughness to the cow.
 - b. Any horse out of control while working, thus endangering the rider crossing the path of the cow, shall be called off the cow.
 - c. Any horse that runs over a cow, causing a fall of horse and rider shall terminate the work and receive a score of zero.
7. If time and number of cattle permit, the judge may, at his discretion, award new cattle, to enable the contestant to show this horse's ability on the cow, based on the following criteria:
 - A. The cow won't or can't run.
 - B. The cow won't leave the end of the arena.
 - C. The cow is blind or won't yield to the horse
 - D. The cow leaves the arena.
8. The following characteristics of the horse are considered faults:
 - A. Exaggerated opening of mouth.
 - B. Hard or heavy mouth.
 - C. Nervous throwing of head.
 - D. Lugging on the bridle.
 - E. 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.
9. The characteristics of a good working horse are:
 - A. Good manners.
 - B. Shifty, smooth and having its feet under it at all times, when stopping, hind feet should be well under it.

- C. A soft mouth and should respond to a light rein, especially when turning.
- D. Head should be maintained in its natural position.
- E. Work at reasonable speed and still be under control.

BREAK AWAY ROPING RULES

1. Disqualification will result if the hat or helmet is not on the contestant's person the entire time contestant is in the arena. Hats held on the body by a stampede string are allowed. Any horse must be in forward motion within 30 seconds after passing through the entry gate or be disqualified and dismissed from the ring.
2. Horse must start from behind a barrier.
3. A 10 second penalty will be added to the time for breaking the barrier.
4. Two loops will be permitted. One or two ropes are to be tied to the saddle horn by a heavy string, in such a manner as to allow the rope to be released from the horn when the calf reaches the end of the rope. A visible cloth or flag must be attached to the end of the rope tied to the horn to make it easier for the flagger to see in break free, or the use of a break away honda is permitted.
5. Should the roper desire to use a second loop he may either recoil, if carrying only one rope, or use a second rope tied to the saddle horn. If the second loop falls loose, it cannot be rebuilt. The contestant may free his first loop from the horn after a miss, before getting his loop ready if he wishes.
6. The contestant shall receive no time should he break the rope from the horn by hand or touch the rope or string after the catch is made. If the rope dallies or will not break free when the calf reaches the end of it, the contestant will receive no time.
7. Time will be called from drop of flag at barrier, which will be a 10 or 15 feet white line from where the calf starts, or a string barrier to the break of rope string from the saddle horn. There will be a 2 minute time limit. A legal catch is to be any loop that goes completely over the calf's head and draw up on any part of the calf's body, causing the rope to break away from the saddle horn. Roping the calf without releasing the loop from the hand is not permitted.
8. The contestant shall not attempt to rope the animal until the barrier flag has been dropped. Any attempt by a contestant to position his horse behind the barrier, enabling the constant to rope the calf without leaving the barrier or box stall shall be considered a disqualification.
9. Rope may not pass through bridle, tie down, neck rope or any other device.
10. A judge may, at his discretion, use the ring steward, other show officials or approved Sport Horse Judges to assist as barrier judges and to help determine legal catches or any rule infraction.
11. It is recommended, whenever possible, the judge be on horseback and flag the class.

REINING RULES

1. Disqualification will result if the hat or helmet is not on the contestant's person the entire time contestant is in the arena. Hats held on the body by a stampede string are allowed.

2. SCORING SYSTEM

Each contestant will perform the pattern separately and individually. Every contestant will enter the arena with a score of 70. It is at the judge's discretion to assign scores for each maneuver, ranging from $-1/2$ for extremely poor quality maneuvers to $+1/2$ for excellent quality. A score of 0 denotes a correct maneuver with no level of difficulty. The total of the scores applied to maneuver groups is combined with the starting score of 70 and from this gross maneuver score, any penalties are deducted to calculate the horse's final score. Penalties include -2 for a break of gate while executing the pattern and stopping during a downward speed transition.

3. Open and Non-Pro class exhibitors must use one hand on reins regardless of bit. 12-17 exhibitor may use two (2) hands regardless of bit (for safety reasons).

4. Disqualification and a no-score is given for a contestant's run if and when:

*Any fingers besides the index finger between the reins. (Exception: 2, 3 & 4 year old using snaffle bit in 2, 3 & 4 year old classes and any bit in 12 – 17 classes).

*Spurring the horse forward of the girth and or excessive spurring.

*Use of two hands on the reins (Exception: snaffle bit, 2, 3 & 4 year olds and any bit in 12 – 17 classes).

*Failure to complete the pattern or break of pattern.

*Dropping a rein while horse is in motion.

*Extreme unruliness of horse.

*A fall to the ground by horse or rider.

*Use of illegal equipment, bits, and/or tack.

*Rider's hat or helmet is lost.

*Changing riding hands any time after horse has entered arena.

The judge will be given a score sheet to use during the competition. A sample score sheet is included in rules to show the level of importance of each maneuver.

5. All judges' decisions are final.

6. Patterns and a sample score sheet will be posted prior to reining horse class on the day of the competition.

7. PROHIBITED EQUIPMENT

*Tie Downs

*Caveson

*Whips

*Bits that do not pass SSHBEA rules – any bit with a shank longer than 8 inches.

*Cross chain caveson

*Wire chin straps, regardless of padding

*Any chin strap narrower than ½ inch

*Martingales, nosebands, hackamores, bosals

*Tacks in reins, or elsewhere

*Judge has the discretion to prohibit the use of any bits that he/she considers severe.

8. APPROVED EQUIPMENT FOR 2, 3 & 4 YEAR OLD DIVISIONS: O-ring or D-ring snaffle with a smooth or twisted mouthpiece and is preferred for the 2, 3 & 4 year old divisions. Using one of these snaffle bits on 2, 3 & 4 year olds, contestants may use 2 hands on reins. Mouthpiece must not be too small where it could cause injury to the horse's mouth. If 2, 3 or 4 year old entry uses an approved curb bit then the rider must perform pattern with the reins in one hand.

9. Each contestant will perform the required pattern individually and separately. To rein a horse is not only to guide him but, to control his every movement. The best-reined horse should be willfully guided or controlled with little or no apparent resistance and dictated completely. Any movement on his own must be considered a lack of control.

10. Goals & Elements of Concern

A. Center of the Arena – the point at which circles begin and end, lead changes occur and straight lines are run.

B. Spin – a 360-degree turn made over the stationary, inside hind leg (pivot point). The outside front leg should cross over inside front leg.

C. Speed in Maneuvers – Displays to the judge a higher level of difficulty if and only if the maneuver is being executed correctly. Example: A rider will gain points if he/she correctly executes a spin at an elevated speed however, a rider will be severely penalized if there is an elevation of speed without the correct pattern of footfall for the actual spin.

D. Rollback – A 180-degree reversal of forward motion. Executed in one continuous motion by loping to a stop, “rolling” the shoulders back over the hocks, and departing at a lope. The horse must not take a step forward or backward prior to rolling back.

E. Circles – must have a common center point, there must be a clearly defined difference in the speed and size of a small, slow circle and a large, fast circle. Circles on the left side of the center point

should mirror circles on the right side of the center point.

F. Relax – Gives the horse and rider a few seconds to prepare mentally for the next maneuver.

Standing while relaxed demonstrates to the judge that the horse is mentally focused on his rider.

G. Backup – should be performed in a straight line and should be executed willingly by the horse without throwing his head, tugging on the bit, or opening his mouth.

H. Lead Changes – Simple lead change is a break of gait from a lope to a saddle or walk, using two strides or less to pick up the next lead in the pattern. If the lead change is specified to be at the center point of the arena or at a particular cone, then the first stride of the new lead should be at that specified point, not before or after. This requires the rider to break the horse down two strides before the specified transition point.

11. The accuracy of your pattern is the main objective. Credit will be given for smoothness, finesse, precision, a high level of discipline and authority.

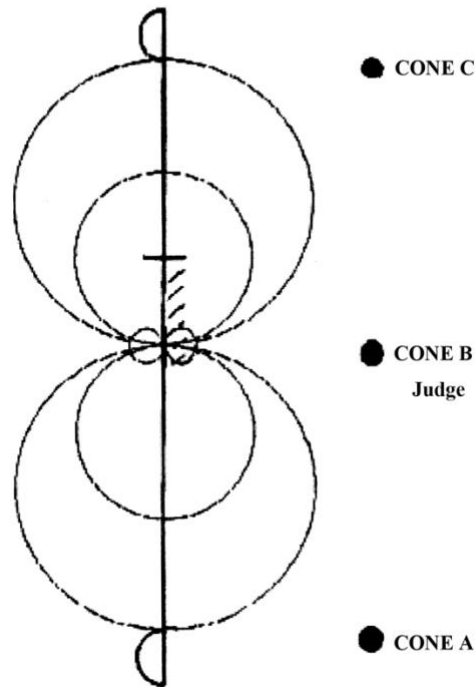
OPEN REINING PATTERN

Enter the arena at a walk.

1. At CONE A, begin lope on either lead, straight up the middle of the arena.
2. Past CONE C - Perform a left rollback - no hesitation - advance down the arena at a lope (left lead).
3. Past CONE A - Perform a right rollback -no hesitation - advance up the arena at a lope (right lead).
4. Past CONE B - Stop - Relax - back up even with CONE B - Relax.
5. 2 - 360 degree spins to the left. Relax.
6. 2 1/4 360 degree spins to the right. Relax.
7. Complete a large, fast circle to the left - simple lead change.
8. Complete a large, fast circle to the right - simple lead change.
9. Complete a small, slow circle to the left – simple lead change
10. Complete a small, slow circle to the right - Stop at center of arena. Relax.
11. Saddle to Judge for inspection

ILLUSTRATION OF OPEN REINING PATTERN

PATTERN

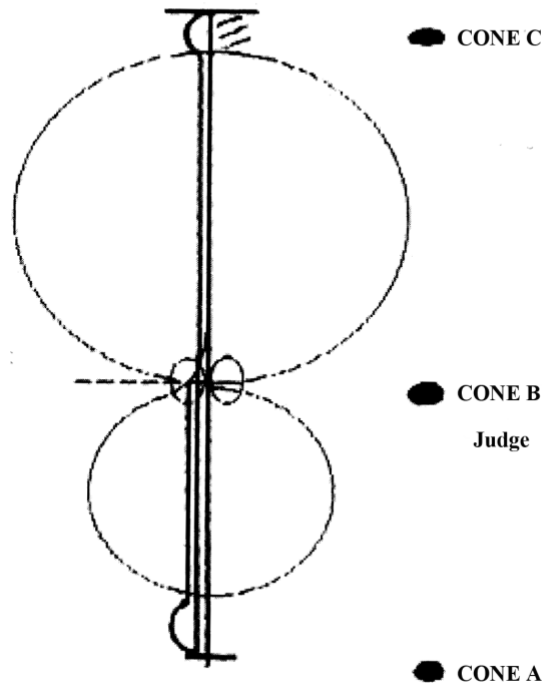


JUVENILE 12-17 & NON-PRO REINING PATTERN

Enter the arena at a walk. Advance at a saddle gait, with the rail to your left, to CENTER CONE on left.

1. At center of arena, complete large, fast circle to the left - simple lead change.
2. Complete a small, slow circle to the right - simple lead change.
3. Lope straight up the center of arena - Stop - even with CONE C - back up 3 steps - Relax
4. 1 - 180 degree turn to the left - lope straight down center of arena (left lead).
5. Stop - even with CONE A.
6. 1 - 180 degree turn to the right - lope straight up the center of the arena (right lead).
7. Stop even with CONE B - Relax.
8. 1 - 360 degree spin to the left - Relax
9. 1 1/4 - 360 degree spin to the right - Relax
10. Saddle to Judge for inspection

**ILLUSTRATION OF JUVENILE 12-17
REINING PATTERN**



JUVENILE 11 & UNDER REINING PATTERN

Walk to CONE A and Stop.

1. At CONE A, walk straight up the center of the arena to CONE B.
2. At CONE B, saddle a large circle to the left - complete the circle.
3. At CONE B, saddle a large circle to the right - complete the circle.
4. At CONE B, Stop - Relax - Back up 3 steps.
5. Saddle straight up the arena to CONE C.
6. At CONE C, Stop - Relax
7. 1 - 360 degree turn to the left - Relax.
8. 1 - 360 degree turn to the right - Relax.
9. Walk or Saddle to the Judge for Inspection.

Child should start and stop tasks with the cone to the right of them.

One parent/instructor may stand at the entrance gate in case the child needs assistance. Parent/instructor must not distract child or judge - only encourage the child when necessary.

**ILLUSTRATION OF JUVENILE 11 & UNDER
REINING PATTERN**

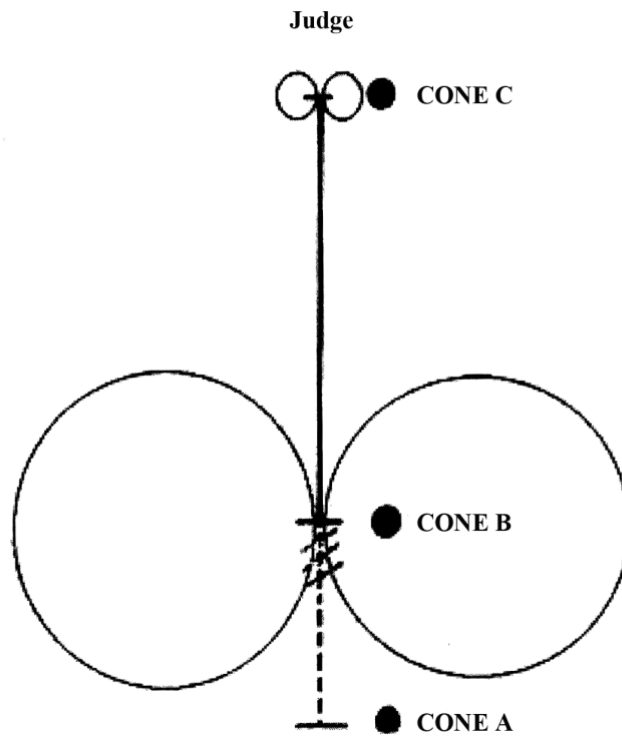
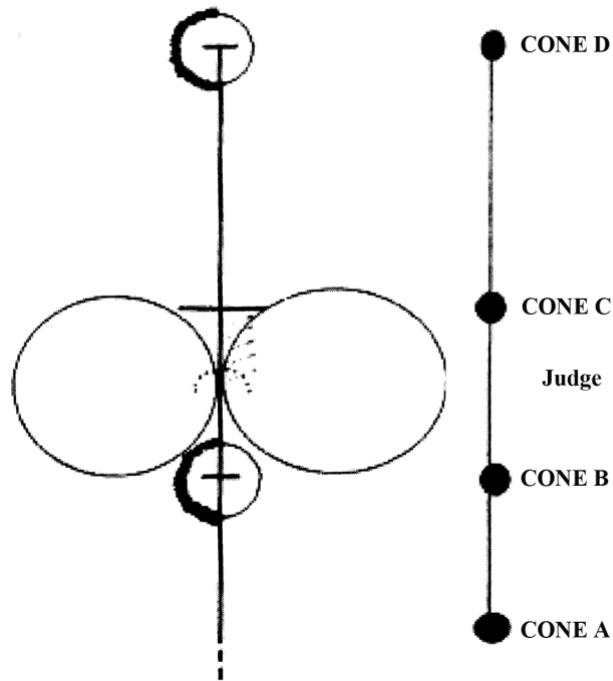


ILLUSTRATION OF TWO YEAR OLD REINING PATTERN



TWO-YEAR-OLD REINING PATTERN

Enter the arena at a walk.

1. At CONE A - saddle up the center of arena.
2. Stop - even with CONE D - Relax.
3. 1 1/2 - 360-degree spin to the left - Relax.
4. Saddle down the center of the arena.
5. Stop - even with CONE B - Relax.
6. 1 1/2 - 360 degree turn to the right - Relax.
7. Walk to CONE C - Stop - Back up 5 steps - Relax.
8. Saddle a large circle to the left - complete the circle.
9. Saddle a large circle to the right - complete the circle.
10. Stop at center of arena - Relax.
11. 1/4 - pivot to the left.
12. 1/2 - pivot to the right - Relax.
13. Saddle to the Judge for inspection.

14. At SSHBEA Championship event on #'s 8 & 9, "saddle" will be change to lope on correct lead. Any events after August 1 must call for lope on correct lead.

Reining Horse Sample Judges Sheet

Open Pattern

Maneuver 1

Begin lope on either lead, straight up the middle of the arena.

___ correct lead

___ straightness of run

Maneuver 2

Perform a left rollback – no hesitation – advance down the arena at a lope. (left lead)

___ no hesitation

___ rollback (left)

___ correct lead (left)

Maneuver 3

Perform a right rollback – no hesitation – advance up the arena at a lope. (right lead)

___ no hesitation

___ rollback (right)

___ correct lead (right)

Maneuver 4

Past CONE B – stop – relax – back up even with CONE B – relax.

___ location

___ stop

___ relax

___ back up

___ relax

Maneuver 5

2 360-degree spins to the left, relax.

___ spins

___ relax

Maneuver 6

2 1/4 - 360-degree spins to the right, relax.

___ spins

___ relax

Maneuver 7

Complete a large, fast circle to the left – simple lead change.

___ circle size and speed

___ lead change

Maneuver 8

Complete a large, fast circle to the right – simple lead change.

___ circle size and speed

___ lead change

Maneuver 9

Complete a small, slow circle to the left – simple lead change.

___ circle size and speed

___ lead change

Maneuver 10

Lope a small, slow circle to the right – stop at the center of arena, relax.

___ circle size and speed

___ stop relax

HUNTING RULES

1. Disqualification will result if the hat or helmet is not on the contestant's person the entire time the contestant is in the Competition, Hats held on the body by a stampede string are allowed. Any horse must be

in forward motion within 30 seconds upon start of competition at any and all stations or be disqualified & dismissed from the class.

- A. Horse must have smooth, easy gait for traveling long distances.
- B. Must lope easily on command, no leads, for quick access to game.
- C. Must settle back down after full run and stop.
- D. Must stand quietly for mounting.
- E. Must stay while checking dog-ground tie with rein on ground or reins loosely around saddle horn.
- F. Must neck rein with one hand to be able to lead dog.
- G. Be at ease around lead rope, dogs and other horses.
- H. Be able to send over jump.
- I. Two-year-old horses in two-year-old classes may exhibit a saddle gait OR lope at rider's discretion.

If two- and three-year-olds are combined, the two-year-old rule applies.

J. OPTIONAL: Trooper Saddles allowed. (Only in hunting division.)

2. Points Scored: 0, 1, 2 etc. per obstacle/10 being the best & 0 being the worst. Horse shall be penalized for any unnecessary delay while approaching the obstacles. Event may be timed also.

TRAIL OBSTACLE RULES (Includes COLT IN HAND)

- 1. All 11 & under must wear approved helmets.
- 2. Disqualification will result from loss of hat or helmet. Stampede strings are allowed.
- 3. Any horse must be in forward motion within 30 seconds after passing through the entry gate or be disqualified & dismissed from the ring.
- 4. Only safe obstacles will be used. Exhibitor's safety is of utmost importance and must be considered first in designing the course.
- 5. Each exhibitor will enter the ring and perform individually.
- 6. The course layout to be used must be submitted to the Sport Horse Coordinator one week prior to the event. The course to be used must be posted at least one hour before the class, using at least six obstacles.
- 7. This class will be judged on the performance of the horse/colt over obstacles, with emphasis on manners, response to the exhibitor and a willing attitude.
- 8. More than one judge may be used in scoring the horse/colt's performance over the obstacles.
- 9. The Judge(s) will grade each obstacle-subtracting points for faults, refusals, excessive time, etc. A point system of 0, 1, 2, etc. may be used with 0 being the worst and 10 being the best. Selected obstacles may be timed. At the end of the event the points will be added and the competitor with the highest score will win.

Ties will be broken using the time. Judges may need a Trailmaster/Timekeeper to help with the running of the competition. The Judge(s) have the discretion to disqualify any participant from competing for due or just cause. The Judge(s) decision can- not be protested.

10. Credit will be given to those horses/colts negotiating the obstacles with style and some degree of speed, providing carefulness is not sacrificed. Credit will be given to horses/colts showing capability of picking their own way through course when obstacles warrant it, and willingly responding to exhibitor's cues on more difficult obstacles.

11. Horses/colts with an artificial appearance over obstacles should be penalized, as should exaggerated standing in stirrups and leaning forward over horse's neck by exhibitor.

12. Gait between obstacles shall be at the discretion of the Judge(s).

13. Horse/colt shall be penalized for any unnecessary delay while approaching the obstacles.

14. Failure to follow course shall cause disqualification. Failure to complete obstacle is to be severely penalized.

15. Three refusals or going past the maximum time allowed for the obstacle will result in a 0 score for that obstacle.

16. The course shall be reset as it was originally, after each horse/colt has worked.

17. Colt handlers must be 12 years of age or older.

Will be discretion of handler whether to walk over obstacles or beside them in colt classes. Leather halter is required. Lead rein chains must not be placed over the nose, under the jaw or in the mouth of any colt. The lead rein must be attached directly to the ring on the halter. If entries warrant, class may be split between weanlings and yearlings.

17A. Adult Horse IN HAND over obstacles. Horses will be 2 Years old or Older. Leather Halter is required. Handlers 12 years and older. Send- over Jump may be set at 24 in. or less.

18. Colts shown in halter classes may not be shown in under saddle classes. If a horse has been exhibited under saddle it may not be entered in "Colt in Hand" classes for that entire event.

19. OBSTACLES (Suggested)

OTHER SAFE OBSTACLES MAY BE USED

A. Opening, passing through, and closing gate (changing hands-on gate or turning loose of the gate may be penalized). Use a gate that will not endanger horse/colt or Exhibitor.

B. Ride/lead over at least four logs, these being placed a minimum of 15 inches apart. These can be a straight line, curved, zigzag, or raised. Step over quietly. No jumping, no stumbling, balking or side stepping.

C. Ride/lead over wooden bridge (suggested minimum width shall be 36 inches wide and at least 6

feet long). May be plywood set so as to simulate sound and appearance of bridge. No hesitating or side stepping.

D. Ride over see-saw/teeter-totter. No hesitating sidestepping or jumping.

E. Water hazard (ditch or small pond, blue tarp). No metal or slick bottom boxes will be used.

Horse/colt should enter without hesitation. Should not jump across.

F. Ground tie horse/colt, walking full circle around horse-1 piece reins may lay loosely on neck of horse/colt.

G. Carry or drag object from part of arena to another (only objects which reasonably might be carried on a trail ride may be used).

H. Back horse/colt through L-shaped course: (a) on the ground-28 inches minimum space between logs/hay; (b) elevated-30 inches minimum between logs/hay. Back may be straight poles. Back quietly with nose tucked, no tossing of head, excessively opening mouth, or sidestepping.

I. Put on and remove rain slicker. Horse/colt should stand quietly.

J. Remove & replace materials from mailbox. Horse/colt should not shy away from mail- box and stand quietly.

K. Side pass (straight, L or W) Horse/colt should pass willingly & smoothly.

L. Back through and around three markers or cones set either in a triangle or line. Horse should back willingly with nose tucked, no tossing of head, excessively opening mouth or sidestepping.

M. An obstacle consisting of four logs or rails, each 5 or 6 feet long, laid in a square. Each contestant will enter the square by stepping over log or rail at designated side. When all four feet are inside the square, contestant will execute a 360-degree turn (right or left), pause and depart by stepping over log or rail immediately, opposite side of entry.

N. Simulated stump (or real stump). Horse must place both feet flat on stump, lock knees (for 5 seconds) and must back off at rider's command.

O. Jump for colts in hand (only)-12 in. Will be send over jump.

P. Lead colt or ride horse through brush. Should go through willingly.

Q. Deer statue. Horse/colt should pass by quietly.

R. Chicken in cage. Horse/colt should pass by quietly.

COMPETITIVE TRAIL RIDE RULES

1. All 11 & under participants must wear approved helmets. A 0 score will result from loss of hat or helmet at that particular obstacle/location. Stampede strings are allowed.

2. Any horse must be in forward motion within 30 seconds upon start of competition at any and all stations or be disqualified & dismissed from the class.
3. Only safe obstacles will be used. Exhibitor's safety is of utmost importance and must be considered first in designing the course.
4. Youth 11 & under may compete only in their group at that event.
5. The course layout to be used must be submitted to the coordinator one week prior to the event.
6. All competitors must meet with officials of Competitive Trail Ride 30 minutes before the start.
7. Selected obstacles/locations may have a set amount of time for each competitor to navigate those obstacles/locations. Time may be used to break a tie. An official of each event will set the time.
8. The Judge(s) must approve the trail or course. The course layout to be used must be posted at least 1 hour before the class starts.
9. The set up of the Judge(s) and the rotation (if any) of them will depend on the setup of the course.
10. Judges may need a Trailmaster/ Timekeeper to help with the running of the competition.
11. The Judge(s) have the discretion to disqualify any participant from competing for due or just cause. The Judge(s) decision cannot be protested.
12. Each horse will be judged on overall performance. The method of judging a horse's overall performance will be left up to the Judge(s) who are officiating the Competitive Ride.
13. Three refusals or going past the maximum time allowed for the obstacle will result in a 0 score for that obstacle.
14. At the end of the event the points will be added.
0, 1, 2, etc. is the scoring with 0 the worst and 10 being the best. The competitor with the highest score will win.
15. If a tiebreak is needed, other than time, another obstacle can be used, or accumulative seconds of all obstacles can be added together with the lowest number of seconds breaking the tie.
16. The number of obstacles per competition will depend on location and setup of the course.
17. If a rider unintentionally dismounts their horse in the Competitive Trail Ride/Hunting, they will receive a 0 score for that station (judge) only.
18. The condition of each horse may be considered at the end of each competition.
19. A time out may be called by a competitor for the purpose of repairing broken tack or replacing a lost shoe. Time outs cannot exceed two (2), with a total of five (5) minutes.
20. Trail Obstacles (suggested)
 - A. DEER STATUE -Horse should pass by quietly.

B. CLIMBING -• Slow steps, no lunging or running.

- A stop on a hill might be required. The horse must stop and stand, turned along side of hill, then resume climb on the rider's decision.

C. DOWN HILL

- Horse should be tucked, no side stepping.
- Horse should not be over elevated on hind legs.
- Slow rate of decent, no running or lunging.

D. JUMPING, STANDING

- Jump must be from a stand still.
- Must stop on other side of jump.
- Must move straight over jump, no veering one side to the other.
- Jump must not be less than 14 inches nor more than 36 inches.

E. JUMPING, MOVING

- Approach jump at a walk.
- Horse must land solid without stumbling.
- Horse should continue moving after jumping.
- Jump must not be less than 14 inches nor more than 36 inches.

F. WATER

- Horse should enter without hesitation or thought.
- Horse should not paw the water or lay down in it, or jump across a creek.

G. WALKING OVER LIMBS

- At least 4-minimum of 15 inches apart.
- No jumping: step over only.
- Steps should be smooth without stumbling.
- No balking or sidestepping.

H. BACKING - Back quietly with nose tucked: no tossing of head; excessively opening mouth; or side passing.

I. BRIDGE

- Bridge should be minimum width of 36 inches wide and at least 6 feet long.
- No jumping on or off.
- Must go quietly over.

J. STUMP

- No side stepping or refusing. (Refusal means 0 points for the obstacle.)

- Must put both feet flat on stump and must lock knees.
- Must back off stump at rider's command.
- Stump must be 18 inches or more high and 18 to 20 inches in circumference.

K. LOADING IN TRAILER - Horse must load easily & quietly in 2 horse trailer with petition and back out easily.

L. OTHER SAFE OBSTACLES MAY BE USED

TEAM PENNING/SHOTGUNNING RULES

1. A 5 second penalty will be assessed if the hat or helmet is not on the contestant's person the entire time contestant is in the arena-Hats held on the body by a stampede string are allowed. All 6-11 contestants must wear a helmet.

2. Any horse must be in forward motion within 30 seconds after passing through the entry gate or be disqualified & dismissed from the ring.

3. Within a one and one half-minute time limit, a team of three riders must cut out from the herd and pen three head of cattle with the same assigned number. The fastest time wins. (EXCEPTION: YOUTH-6-11 must only pen 1 of the 3 calves with the same number-they may pen more if they want. Trash rule (Rule # 15) does not apply to 6 – 11. A warning must be given to the team working the cattle, thirty seconds prior to the final time being called. In the event a warning is not given, a rerun may be given.

4. To call for time, one rider must stand in the gate and raise a hand for the flag. Flag will drop when the nose of the horse enters the gate and the rider calls for time. Horse may enter pen to call time. Unnecessary roughness of cattle when calling time may result in disqualification. One horse may enter pen to remove odd cow. Time continues until all unpenned cattle are on the cattle side of the start/foul line. All riders are not required to be across pen side of start/foul line to call time. (One, two or three riders may call time.) In the event an animal escapes from the pen after time is called for, but prior to the time that any unpenned cattle are on the cattle side of the foul line, the team will be judged a "no time".

5. A team may call for time with only one or two assigned cattle penned. However, a team penning three head places higher than a team penning one or two, regardless of the time.

6. After a run, two team members **must** bunch & hold cattle, unless one or more is in the next run or your run will receive a 5-second penalty. In shotgunning you must also help bunch and hold cattle after your run or your run will receive a 5-second penalty.

7. All cattle will be bunched on the cattle side of the starting line before the time begins. The judge will raise the flag to signal when the arena is ready. Contestants will be assigned their number when the judge drops his

flag as the nose of the first horse crosses the starting line. Riders are committed once they enter the arena. Any delay will result in disqualification.

8. As each team begins a run, there must be fifteen to thirty head of cattle in the arena. In the event that more or fewer than three identical numbers are in the arena, and if the number given the team riding isn't there, a rerun must be given at the end of that set of cattle. Times for all other teams within such a misnumbered herd will remain the same.

9. A team calling for time with any incorrectly numbered cattle in the pen will be judged a "no time".

10. Contact with cattle by hand, hats, ropes, bats, rommel, or any other equipment will result in disqualification. A team exhibiting any unnecessary roughness will be disqualified. No hazing with whips, hats, or ropes will be allowed.

11. Once committed to the cattle, a team is completely responsible for their animals. It is the team's responsibility before working the cattle to pull up and call for a judge if, in their opinion, there is an injured or unusable animal in their numbered cattle. Once cattle are worked, no excuses are acceptable.

12. If an animal leaves the arena through or over the fence, the team may be disqualified for unnecessary roughness, given time on their remaining cattle, or must be given a rerun, depending on the judge's decision. If a rerun is given, it must be given at the end of that set of cattle. If no fresh cattle are available for reruns, the cattle used will be determined by the arena director or cattle owner. If more than one rerun is given in any go around, they will be taken in order of occurrence.

13. A team will be disqualified by the judge for any action he feels to be unnecessary roughness to the cattle, or horse, or unsportsmanlike conduct.

14. No substitutions will be allowed after a team has made their first run. If one or two team members cannot complete a penning, the remaining team members may elect to finish their run by themselves.

15. If five or more cattle (extras are called trash) are brought across the starting line, the team will be judged a "no time".

16. If for any reason a team doesn't show after the order of go has been drawn, their cattle number will be drawn to avoid changing the order of go to the other contestants.

17. In the event of a tie affecting the placing, each team will be allowed to pen one animal. Fastest time breaks the tie.

18. THERE WILL BE NO DISPUTES. ALL DECISIONS BY THE JUDGE OR JUDGES ARE FINAL.

19. In the event of a mechanical or official error, the participating team will be given a re-ride at the end of the set of cattle.

20. Sixty seconds after the last member of a team leaves the arena, the following team must be in the arena. Any delay will be judged "no time".

21. The Show Chairman or his designate shall settle any conflict or decision arising and not covered by these rules.

22. Foul Line=60% of length of arena. Holding pen will be a minimum of 16' wide X 20' deep.

23. SHOTGUNNING is ruled by the same basic rules as Team Penning. The pen is moved over against the rail and 1 person is given a number and he/she must cut 1 calf with that number out of the herd and pen it. The fastest time wins.

RULES FOR CORRAL SORTING OR STOCKYARD SORTING

A 5 second penalty will be assessed if the hat or helmet is not on the contestant's person the entire time contestant is in the arena-Hats held on the body by a stampede string are allowed. All 6-11 contestants must wear a helmet. Any horse must be in forward motion within 30 seconds after passing through the entry gate or be disqualified & dismissed from the ring.

1. Three riders are on each team. You may enter more than once by changing at least one of the riders on the team to form a new team.

2. There are no heard holders required for the corral sorting competition.

3. A corral that is 120 feet long by 60 feet wide with panels across the middle leaving a 12-foot opening will be used for the sorting. The electric timers are placed on the panels in the middle of the corral. The 12-foot corral opening is used as both the timer/start line and the foul line.

4. There are 10 cows with number collars, 0-9, placed on one side of the corral.

5. The three riders begin on the opposite side of the corral. When the announcer calls "flags up", the three riders cross through the corral opening thus starting the time clock. When the clock begins, the announcer calls a number. The team then brings the called number through the corral opening. They will then continue to bring the required number of cattle through the opening in numeric order from the one the announcer called.(i.e.: 3,4,5,6,7,8,9,0,1,2) until seven to ten (7-10) of the cows have been moved to the opposite side of the corral. (EXCEPTION: YOUTH 6-11 must only bring three to five (3-5) head of cattle through the corral opening but the cattle must be in numeric order from the one the announcer called. i.e., 3,4,5,6,7)

6. If at any time a cow goes across the line out of order, the team receives an automatic no time. If at any time a cow that has been moved correctly to the opposite side, crosses back through the corral opening, the team receives an automatic no time.

7. Each team is allowed 90 seconds to move the cattle to the opposite side of the corral. If the time expires before all cattle have been moved properly, the team receives a qualified time of 90 seconds with the number

of cattle that have been moved during that time. An example of this would be: the number called is 3, and the team has correctly moved 3,4,5,6 & 7 to the opposite side when time expires. This team receives a score of 5 head in 90 seconds. The team moving the highest number of cattle in the least amount of time to the opposite side of the corral is the winner.

8. Each time a new team enters the corral, the cattle will be sorted from the opposite side in which they had been sorted by the previous team. The riders are allowed to move from side to side through the corral opening without being penalized.

9. Roughing the cattle will be called at the discretion of the judge.

SORTING RULES FOR SMALLER ARENA / AREA (slight variation)

At the start of the event, 11 cows (10 of which are numbered 0–9, and one of which is left unmarked) wait in one of two adjoining pens. Two riders cross the opening between the two pens, starting the time and signaling for the judge to read out the number of the first cow to be cut.

Each cow must enter the second pen in numerical order – starting with the number called by the judge at start time, followed last by the unmarked cow. If any cow or part of a cow crosses the line out of turn, the team is immediately disqualified. It takes strategy, teamwork, and stock knowledge.

JUMPING RULES

1. All 12-17 participants must wear an approved helmet.

2. Disqualification will result if the hat or helmet is not on the contestant's person the entire time contestant is in the arena. Hats held on the body by a stampede string are allowed.

3. Any horse must be in forward motion within 30 seconds after passing through the entry gate or be disqualified & dismissed from the ring.

4. Each exhibitor will enter the ring and perform individually.

5. The course to be used must be posted at least one hour before the class, using a minimum of four (4) jumps.

6. Prohibited equipment: Tie Downs and Martingales

7. The scoring is on time and the least faults.

8. The ultimate goal would be to have no knock- downs and a good time.

9. It is recommended to focus on the performance of the horse over jumps, with emphasis on manners, response to the exhibitor and a willing attitude.

10. A scorekeeper will be used to record faults and pattern broken. The scorekeeper will need a time- keeper.

11. Gait between jumps shall be at the discretion of the rider.
12. Failure to follow course shall cause disqualification.
13. All jumps will be not less than 14 inches or more than 36 inches high, ridden over
- 13A. Exceptions: The Saddle Gait division will use crossrails and Youth Riders 6-11 will be 12 inches or less.
14. Jumps-Standing
 - a. Jump must be from a stand still
 - b. Horse must stop on other side of jump and stand quietly.
 - c. Horse must move straight over jump, no veering to one side or the other.
15. Jumps-Moving
 - a. Approach jump at a walk or lope.
 - b. Horse must land solid without stumbling.
 - c. Horse should continue moving after jumping.
16. Sending or Leading over Jumps. Must jump willingly without hesitation. No excessive persuasion by exhibitor.
17. English Jumping- Requires both English Attire and English Tack.

SPORT HORSE FUN CLASSES

A. BROOM (or COWBOY) POLO

1. Any horse must be in forward motion within 30 seconds after passing through the entry gate or be disqualified & dismissed from the ring.
2. Youth 11 & Under are not permitted to participate in Polo
3. One or 2 bales of hay are placed about 20 feet from each end of the arena for goals. A goal box will be drawn 4 feet out from hay bales. The foul line will be about 15 feet from the goal box. A centerline will be drawn across middle of arena, with an 8-foot center circle drawn. Use lime or spray paint to mark field.
4. Entries will divide into two teams. There will be 4 players per team. There will be 5 minute play periods (chukkers). If we have 8 players per team, we will split each team and alternate play periods or after a goal is scored.
5. First rider of each team line up facing each other, near center circle. The umpire rolls the ball between opposing teams at centerline. Both first players attempt to hit ball toward their goal. The second players move up to follow through if their teammate misses the ball. Another player defends opponents' goal. Other players play the field hoping to follow up with a good shot or help defend the

goal. Players should rotate positions each time a goal is scored, so all players have a piece of the action.

6. Umpire should call fouls for any maneuver that appears to be dangerous to another rider or horse.

Fouls are: When a rider raises the broom above the horse's shoulder or hips. When a rider makes physical contact with another horse or rider. When a rider cuts into the path of another horse in an unsafe manner. Horses rearing up or out of control will be dismissed. When a foul is called the fouled team get a free shot. Place the ball directly in front of goal on foul line. A player rides unopposed to the ball for the free shot, and as soon as the swing is completed, play resumes.

7. In all polo games, when the player misses a shot, he must ride away from the ball, allowing others to take a shot.

8. When the ball goes out of bounds, an umpire, spectator or assistant should toss it in at that point. Riders should halt when the ball goes out of bounds. Riders resume motion as soon as the ball is tossed back in.

9. Polo is a team sport---keep your horse moving, and don't stand around.

10. The size of the playing field depends on the size of the facility. The smaller the field, the slower the gait at which the game should be played.

11. These are basic rules and are subject to change as our ability improves.

B TURN AND BURN

1. All 17 & under participants must wear approved helmets. Any horse must be in forward motion with

30 seconds after passing through the entry gate or be disqualified and dismissed from the ring.

2. Turn and Burn (Jumping Figure Eight) is an event that requires the ability to jump and turn sharp with a whole lot of speed. A jump, usually made out of pvc pipe, is set up just ahead of the timer. The jump can be 24 inches. Three barrels are placed at the end of the arena 21 feet across from each other. The object of this event is to run over the jump heading down to the middle barrel. When you reach barrel, you can go either left or right around the barrel heading to the second barrel, turning around the second barrel, bending around the middle barrel again, heading to the third barrel, turning around the third barrel, back to the middle barrel where you bend around the middle barrel once more, then you head back over the jump. Knocking over a barrel or the jump results in a no time.

3. For 11 & under contestants, the jump pole will be laid on the ground; they will step across then saddle around the barrels in the same pattern as listed above. There will be a 5 second penalty if horse breaks into lope or canter or if hat or helmet is lost.

TURN & BURN PATTERN

TURN AND BURN

