

SSHBEA



Sport Horse

RULE BOOK

Effective April 1, 2021

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

I. GENERAL GUIDELINES

A. Exhibitors:

1. Participants are not required to be SSHBEA members.
2. All contestants must be clean and neatly dressed in western hat or helmet, boots, long-sleeved western shirt, buttoned or snapped, with cuffs down, 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.*) Shirts must be tucked in at the waist. (*Exception: Western crop top*) 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 of the dress code.
3. A 5-second penalty in timed divisions and disqualification in untimed divisions will be assessed if the hat/helmet is not on the contestant's person the entire time the contestant is in the arena. (Hats may be held on the body by a stampede string.)
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.
5. Youth 12-17 may show in any division.
6. Youth 11 and under must keep their horses in a saddle gait, with the exception of cattle and 6-11 classes. *Hunting course classes for youth 11 & under are prohibited.*
7. Youth 11 and under may have an adult accompany them in the ring during competition for the safety and comfort of the child, but the adult may not assist the rider or touch the horse. Adults assisting or touching a horse or rider will result in a lower score or penalty. Children performing without assistance should be placed higher than a child that needs adult assistance.

8. Leadline 6 and under exhibitors must have feet in stirrups and must wear a helmet. Buddy stirrups are acceptable. Handler must be 12 years old or older and must have control of the horse. *Suggested divisions:* Trail Obstacle, Barrels, and Pole Bending.

B. Horses

1. Horses must be SSHBEA registered, except in classes for "Other Breeds."
2. All horses must exhibit a saddle gait.
3. All horses must be in good health and have a current **negative Coggins test**.
4. Horses must be clean and properly groomed.
5. Clean Western tack in good working condition must be used.
Horn on Western saddle is optional.
6. Approved equipment: Bits with shanks no more than 8 inches, snaffle bits, humane mechanical hackamores, side pulls, 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. 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.
8. 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.

C. Classes

1. 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, Youth 12-17, 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.

2. 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.
3. Non-Pro Classes: A horse and rider team qualify for this division until they win a High Point Championship as a team.
4. Other Breed Classes: Use same rules as Open Classes

D. Class Procedures & Rules

1. 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.
2. Anyone who pays the entry fee for designated classes will be allowed to show in all classes (*Exception*: Members not in good standing). This includes the Show officials.
3. You must enter or scratch from a class at least TWO classes before the class you want to compete or withdraw from.
4. Any chairman of any division that requires a pattern or course must submit the pattern/course layout to the coordinator at least 1 week before the event.
5. Prize money and awards may vary among events.
6. 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.
7. Alcoholic beverages, drugs, and weapons are **forbidden** at all events.
8. 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).

E. Judges & Other Officials

1. All Judges must be licensed. (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.

2. A veterinarian may check horses before, during, and after any event, and has the right to disqualify any horse whose health may be in danger.
3. Having a Medical Official on duty is recommended.

II. WORLD GRAND CHAMPION SPORT HORSE POINTS TALLY

- A. Points are earned by horse, not rider. In the event of a tie for the High Point Champions, the Sport Horse Committee will determine the tie breaker and it will be a timed event.
- B. **ALL DESIGNATIONS OF HORSE AND RIDER MUST BE MADE PRIOR TO BEGINNING OF COMPETITION IN THAT DIVISION.**
- C. Divisional High Point Grand Champions will be crowned in each of the following: Mares, Stallions, Geldings, Two Year Olds, Three and Four Year olds, Non-Pro, Saddle Gait, Other Breeds, Youth 12-17 Horse, Youth 11 & Under Horse, and Youth 6-11 Horse.

The horse with the most *overall* points from the categories of Mares, Stallions and Geldings, will be crowned High Point World Grand Champion. (*Example: High Point World Grand Champion is a Gelding, then High Point Grand Champion Mare, High Point Grand Champion Stallion, High Point Grand Champion Two Year Old, High Point Grand Champion Non-Pro, High Point Grand Champion Saddle Gait, High Point Grand Champion Three and Four Year Old, High Point Grand Champion Other Breed, and High Point Grand Champion Youth 12-17 Horse, High Point Grand Champion Youth 11 & Under Horse, and High Point Grand Champion Youth 6-11 Horse.*)
- D. Divisions: Competitive Trail Ride, Trail Obstacle, Reining, Hunting, Barrels, Pole Bending, Team Penning, Shotgunning, Jumping, Sorting, Breakaway Roping, and Working Cow Horse. All these divisions do not have to be offered at 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.

- E. Classes may be offered for Ladies, Mixed, Amateur, Non Pro or Novice in some divisions. Classes for novice riders are for those who are learning the sport. These classes will earn World Titles, awards and prize money, but will not count toward High Point Championships.
- F. 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, otherwise points will not count.
- G. More than one rider may 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 separate back number. Horse/rider earning points must be designated prior to beginning of competition in that division, if not, points will not count.
- H. 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 High Point must be earned in Youth Classes only. Points earned by a youth in open classes will only go toward Open High Point. Points earned by a youth in a Two-Year-Old class will only go toward Two-Year-Old High 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.
- I. 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.
- J. Scoring is by time only in Team Penning, Shotgunning, Sorting, Barrels, and Pole Bending.
- K. Combination scoring and timing in Jumping, Working Cow Horse, and Breakaway Roping.
- L. Competitive Trail Ride, Trail Obstacle, and Hunting Courses are scored by a judge. Time may be used as a tiebreaker.
- M. Reining is scored by a judge.
- N. 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.

- O. 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).

III. BARREL RACING RULES

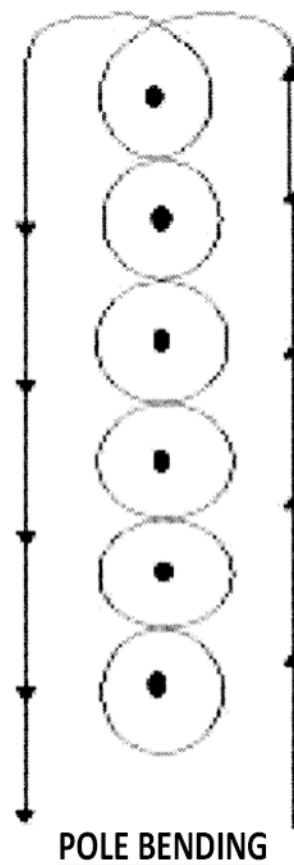
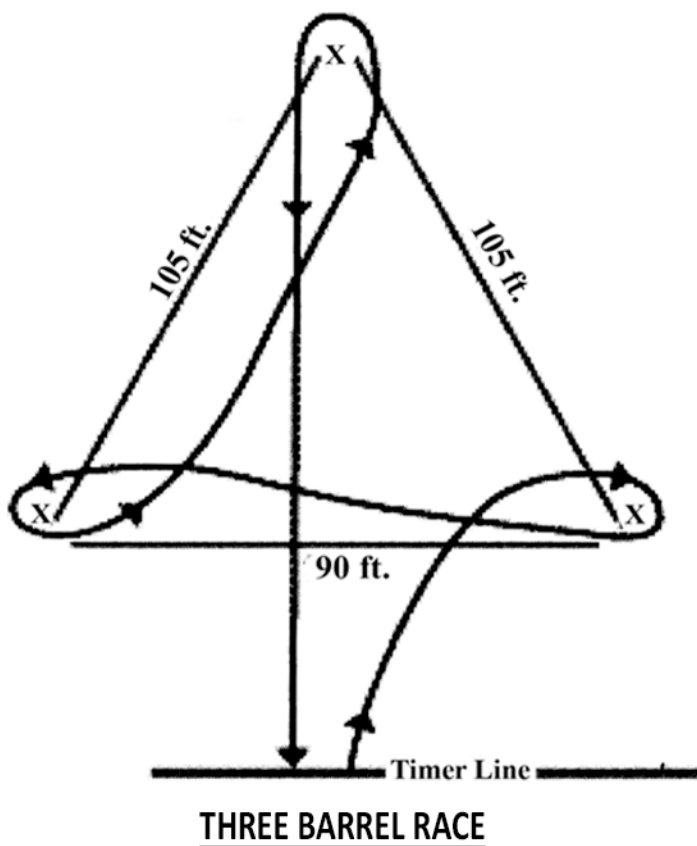
A. General Rules: Barrel Racing

1. A 5-second penalty will result if the hat/helmet is not on the contestants' person the entire time contestant is in the arena. Hats may be held by a stampede string.
2. All 11 and under contestants must wear approved helmets and keep horse in a saddle gait. *Exception: 6-11 classes.*
3. The horse must be in forward motion within 30 seconds after passing through the entry gate or be disqualified and dismissed from the ring.
4. A 5-second penalty is issued for knocking over a barrel or disqualification occurs (no time) for failing to run the correct pattern. Contestants must start and finish across the same line.

B. Three Barrel or One Barrel Race

1. *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.

2. *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.



IV. POLE BENDING RULES

A. General Rules: Pole Bending

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 may be held on the body by a stampede string.
2. All 11 and under contestants must wear approved helmets and keep horse in a saddle gait. *Exception: 6-11 classes.*

3. The horse must be in forward motion within 30 seconds after passing through the entry gate or be disqualified and dismissed from the ring.
4. A 5-second penalty is issued for knocking over a pole or disqualification occurs (no time) for failing to run the correct pattern.
5. Contestants must start and finish across the same line.

B. Procedures: Pole Bending

1. For each contestant competing there shall be a line of 6 white poles at least 6' high.
2. Poles are to be uniform and set 21' apart and 21' from the starting line if arena space allows. Distance may be adjusted in 3' if need occurs.
3. Contestant may have a running start.
4. Contestant races to the last pole, begin and end weaving 6th pole, turns and races back to the finish line.
5. Exhibitors may start from the left & circle the poles clockwise.

V. SADDLE 'ROUND THE BARRELS & POLES RULES

The same 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.

VI. SOGGY BARRELS/SOGGY POLES RULES

- A. Contestants will begin their barrel or 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.

- B. Contestants will receive a 5-second penalty for knocking over a pole or barrel and disqualified for failing to run the correct pattern.
- C. 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.
- D. 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.
- E. In case of a tie, a rerun may be called for.
- F. Patterns are the same as regular poles and barrels.

VII. WORKING COW HORSE RULES

A. General Rules: Working Cow Horse

- 1. Disqualification will result if the hat/helmet is not on the contestants' person the entire time contestant is in the arena. Hats may be held on the body by a stampede string.
- 2. Classes are not offered for youth 11 and under.
- 3. The horse must be in forward motion within 30 seconds after passing through the entry gate or be disqualified and dismissed from the ring.

B. Characteristics of a good working cow horse:

- 1. Good manners
- 2. Shifts easily and smoothly, with its feet under it at all times. When stopping, hind feet should be well under the horse.
- 3. A soft mouth that responds to a light rein especially when turning. (A hard or heavy mouth and/or lugging on the bridle are considered faults.)
- 4. Natural head position, with no nervous tossing of head.
- 5. Works with reasonable speed, while still under control.

C. Procedures: Working Cow Horse

Upon receiving a cow in the arena, each contestant:

1. Shall hold the cow on the prescribed end of the arena for sufficient time (approximately 30 seconds) to demonstrate the ability of the horse to contain the cow on that end.
2. Shall take the cow down the fence after a reasonable amount of time, making at least one turn each way on the fence.
3. Shall take the cow to an open part of the arena and circle it at least once in each direction.
4. Shall complete the working cow horse class within two minutes.

D. Scoring: Working Cow Horse

1. The judge shall take into consideration the size of the arena, condition of the ground, and the disposition and degree of difficulty exhibited by the cattle.
2. Each maneuver above, (C1-3,) will be scored and the average will be the contestant's score. Scoring will be on the basis of 0 to 100, with 70 denoting an average performance.
3. Scoring emphasis on 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. An exhibitor who does not attempt to complete the cow work will not be considered for placement. A horse that attempts to complete the cow work but does not finish for any reason other than the two minute time limit or "causes of a zero score" (below) will be scored accordingly at the judges' discretion.
4. A judge has the discretion to award new cattle to enable a contestant to show the horse's ability, if time and number of cattle permit, 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.
5. The contestant's horse shall be penalized for general bad manners such as:
 - a. Biting, striking, or running over the cow (10 points)
 - b. Running past the cow (3 points for every horse's length past the cow)
 - c. Hanging up on the fence (5 points)

- d. Exhausting the cow before circling (5 points)
 - e. Failing to hold cow on the end of the arena (10 points)
 - f. Failing to show sufficient control of cow while circling (5 points)
6. 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 - must be called off the cow.
 - c. Any horse that runs over a cow, causing a fall of horse and rider - shall terminate work immediately.
7. Characteristics 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.

VIII. BREAKAWAY ROPING RULES

A. General Rules: Breakaway Roping

- 1. Disqualification will result if the hat/helmet is not on the contestants' person the entire time contestant is in the arena. Hats may be held on the body by a stampede string.
- 2. Classes are not offered for youth 11 and under.
- 3. The horse must be in forward motion within 30 seconds after passing through the entry gate or be disqualified and dismissed from the ring.
- 4. Horse must start from behind a barrier.
- 5. A 10 second penalty will be added to the final time for breaking the barrier.

6. 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.
7. 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.

B. Procedures: Breakaway Roping

1. 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 two-minute time limit.
2. 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 him to rope the calf without leaving the barrier or box stall, shall be considered a disqualification.
3. 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.
4. 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.
5. The rope may not pass through bridle, tie down, neck rope or any other device.
6. 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.
7. It is recommended, whenever possible, the judge be on horseback and flag the class.

IX. REINING RULES

A. General Rules: Reining

1. Disqualification will result if the hat/helmet is not on the contestants' person the entire time contestant is in the arena. Hats may be held on the body by a stampede string.
2. All 11 and under contestants must wear approved helmets.
3. Open and Non-Pro class exhibitors must use one hand on reins regardless of bit. Youth 12-17 may use two hands regardless of bit (for safety reasons).
4. Patterns and a sample score sheet will be posted prior to reining horse class on the day of the competition.
5. 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.

B. Scoring: Reining

1. Each contestant will perform the pattern separately and individually.
 - a. 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.
 - b. A score of 0 denotes a correct maneuver with no level of difficulty.
 - c. 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.
 - d. Disqualification and a "no-score" is given for a contestant's run if and when:
 - i. Any finger(s) other than 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*).
 - ii. Spurring the horse forward of the girth and or excessive spurring.

- iii. Use of two hands on the reins (*Exception: snaffle bit, 2, 3 & 4 year olds and any bit in 12-17 classes*)
 - iv. Failure to complete the pattern or break of pattern.
 - v. Dropping a rein while horse is in motion.
 - vi. Extreme unruliness of horse.
 - vii. A fall to the ground by horse or rider.
 - viii. Use of illegal equipment, bits, and/or tack.
 - ix. Rider's hat or helmet is lost.
 - x. Changing riding hands any time after horse has entered arena.
- 2. A sample of procedure for judges scoring is included.
 - 3. All Judges' decisions are final.
 - 4. The Judge has the discretion to prohibit the use of any bits he/she considers severe.

C. Equipment: Reining

1. Prohibited Equipment

Tie downs, cavesons, cross chain cavesons, whips, bits prohibited by SSHBEA rules (any bit with a shank longer than 8 inches), wire chin straps, regardless of padding, any chin strap narrower than ½ inch, martingales, nosebands, hackamores, bosals, tacks in reins, or elsewhere.

2. Approved Equipment for 2, 3, & 4 year old divisions

- a. O-ring or D-ring snaffle with a smooth or twisted mouthpiece and is preferred for the 2, 3 & 4 year old divisions.
- b. When using one of these snaffle bits on 2, 3, & 4 year olds, contestants may use two hands on reins.
- c. Mouthpiece must not be so small that it could cause injury to the horse's mouth.
- d. 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.

D. Reining Goals & Elements of Concern

1. *Center of Arena* – The point at which circles begin and end, lead changes occur, and straight lines are run.
2. *Spin* – A 360-degree turn made over the stationary, inside hind leg (pivot point). The outside front leg should cross over inside front leg.
3. *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.
4. *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.
5. *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.
6. *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.
7. *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.
8. *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.
9. *Accuracy* - The accuracy of your pattern is the main objective. Credit will be given for smoothness, finesse, precision, a high level of discipline and authority.

E. Open Reining Pattern

Enter 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

F. Youth 12-17 & Non-Pro Reining Pattern

Enter arena at a walk.

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

G. Youth 11 & Under Reining Pattern

Youth should start and stop tasks with the cone to their right. One parent/instructor may stand at the entrance gate in case the youth needs assistance but must not distract the youth or judge – only encourage the child when necessary.

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.

H. Two-Year-Old Reining Pattern

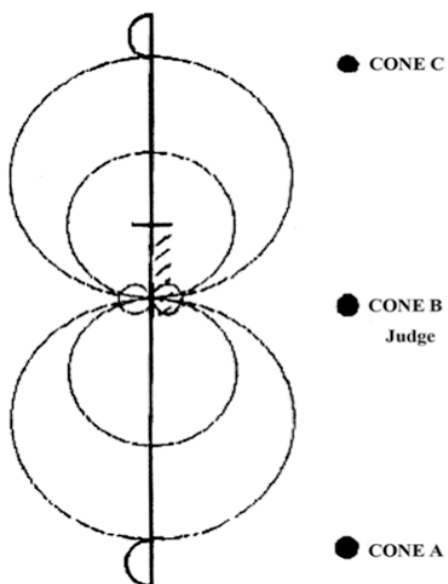
Enter the arena at a walk.

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.

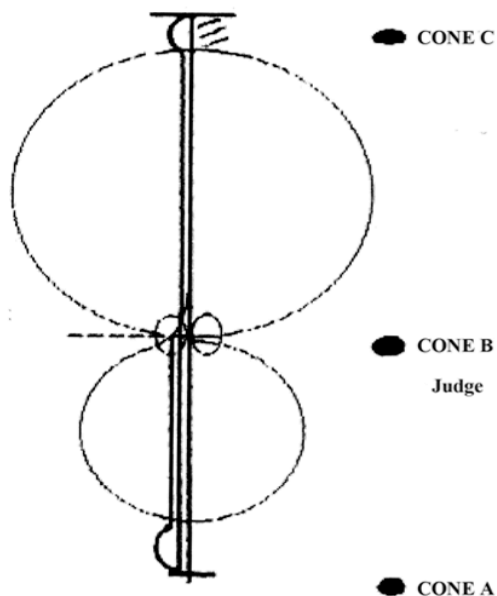
13. Saddle to the Judge for inspection.

**Any events after August 1 must call for lope on correct lead. At SSHBEA Championship event, on #8 & #9, will be changed from "saddle" to "lope on correct lead."*

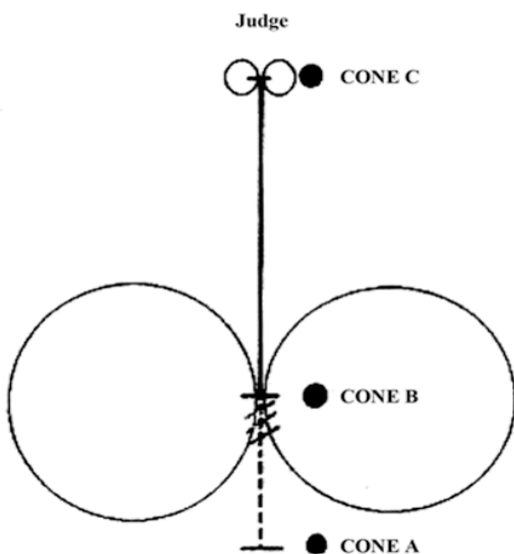
OPEN REINING PATTERN



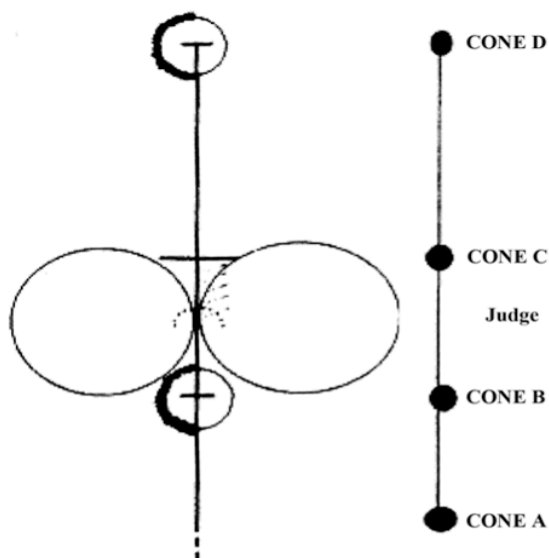
YOUTH 12-17 PATTERN



YOUTH 11 & UNDER PATTERN



TWO-YEAR-OLD PATTERN



REINING JUDGE'S SCORE SHEET

Date _____ Event _____ Class # _____ Pattern _____ Judge _____

MANEUVER SCORES: -1½ Extremely Poor, -1 Very Poor, -½ Poor, 0 Correct, +½ Good, +1 Very Good, +1½ Excellent

Maneuver Description															
Draw	Exh #	Maneuver	1	2	3	4	5	6	7	8	9	10	Penalty Total	FINAL SCORE	
		Penalty Score													
		Maneuver Score													
		Penalty Score													
		Maneuver Score													
		Penalty Score													
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		Maneuver Score													
		Penalty Score													
		Maneuver Score													

Judge's Signature: _____

I. Sample Reining Horse Judge's 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 left, 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 the arena, relax.*

_____ circle size and speed
_____ stop

X. HUNTING RULES

A. General Rules: Hunting

1. Disqualification will result if the hat/helmet is not on the contestants' person the entire time contestant is in competition. Hats may be held on the body by a stampede string.
2. The horse must be in forward motion within 30 seconds upon start of competition and at all stations or be disqualified and dismissed from the class.
3. Trooper Saddles are allowed. (*Only in hunting division.*)

B. Requirements: Hunting

1. Horse must have smooth, easy gait for traveling long distances.
2. Must lope easily on command, no leads, for quick access to game.
3. Must settle back down after full run and stop.
4. Must stand quietly for mounting.
5. Must stand while checking dog - ground tie with rein on ground or reins loosely around saddle horn.
6. Must neck rein with one hand to be able to lead dog.
7. Be at ease around lead rope, dogs and other horses.
8. Be able to send over jump.
9. 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.

C. Scoring: Hunting

1. Each obstacle will be given points from 0 to 10 with 0 being the worst and 10 being the best.
2. Horse shall be penalized for any unnecessary delay when approaching obstacles.
3. The event may also be timed.

XI. TRAIL OBSTACLE RULES (INCLUDES COLT IN HAND)

A. General Rules: Trail Obstacle

1. Disqualification will result if the hat/helmet is not on the contestants' person the entire time contestant is in competition. Hats may be held on the body by a stampede string.
2. All 11 and under contestants must wear approved helmets and keep horse in a saddle gait.
3. The horse must be in forward motion within 30 seconds after passing through the entry gate or be disqualified and dismissed from the ring.
4. Exhibitor's safety is of utmost importance and must be considered first in designing the course. Only safe obstacles will be used.
5. Colt handlers must be 12 years of age or older.
6. 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.
7. 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" or less.
8. 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.

B. Procedures: Trail Obstacle

1. Each exhibitor will enter the ring and perform individually.
2. 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.

C. Judging: Trail Obstacle

1. 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.
2. More than one judge may be used in scoring the horse/colt's performance over the obstacles.
3. 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.
4. 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 cannot be protested.
5. Credit will be given to those horses/colts negotiating the obstacles with style and some degree of speed, as long as 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.
6. 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.
7. Gait between obstacles shall be at the discretion of the Judge(s).
8. Horse/colt shall be penalized for any unnecessary delay while approaching the obstacles.
9. Failure to follow course shall cause disqualification. Failure to complete obstacle must be severely penalized.
10. Three refusals or going past the maximum time allowed for the obstacle will result in a 0 score for that obstacle.
11. The course must be reset to its original layout after each horse/colt has worked.

D. Suggested Trail Obstacles (Other safe obstacles may be used.)

1. *Gate* - 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.
2. *Log Step Over* - Ride/lead over at least four logs, placed a minimum of 15 inches apart. These can be a straight line, curved, zigzag, or raised. Entry should step over quietly; no jumping, stumbling, balking or sidestepping.
3. *Wooden Bridge* - Ride/lead over wooden bridge (Suggested minimum width & length is 36" wide and 6' long). Plywood may be used to simulate sound and appearance of bridge. There should be no hesitating or sidestepping.
4. *See Saw/Teeter Totter* - Ride over with no hesitating, sidestepping, or jumping.
5. *Water Hazard* – Ditch, small pond, or blue tarp may be used. No metal or slick bottom boxes may be used. Entry should enter without hesitation; should not jump across.
6. *Ground Tie* - Exhibitor walks a full circle around horse. A one-piece rein may lay loosely on neck of entry.
7. *Carry or Drag* - Object which might reasonably be carried on a trail ride will be carried or dragged from one designated location to another.
8. *Back Through L* – A "L-shaped" course is laid
 - a. On the ground - 28" minimum space between logs/hay;
 - b. Elevated - 30" minimum between logs/hay.
 - c. *Colts Only* - Back may be straight poles.
 - d. Entry should back quietly & willingly with nose tucked, no head tossing, excessive mouth opening, or sidestepping.
9. *Rain Slicker* - Put on and remove rain slicker. Entry should stand quietly.
10. *Mailbox* - Remove & replace materials from mailbox. Entry should stand quietly and not shy away from mailbox.
11. *Side pass* (straight, L or W) - Entry should pass willingly & smoothly.

12. *Back through and around three markers or cones set either in a triangle or line.* Entry should back quietly and willingly with nose tucked, no head tossing, excessive mouth opening, or sidestepping.
13. *Square* - An obstacle consisting of four logs or rails, each 5-6' 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.
14. *Stump* - Simulated or real. Entry must place both feet flat on stump, lock knees for 5 seconds, and back off at rider's command.
15. *Jump* - for colts in hand *only* - Entry will be sent over 12" jump.
16. *Brush* - Lead in-hand entry or ride horse through brush. Should go through willingly.
17. *Deer statue* - Entry should pass by quietly.
18. *Chicken in cage* - Entry should pass by quietly.

XII. COMPETITIVE TRAIL RIDE RULES

A. General Rules: Competitive Trail Ride

1. Disqualification will result if the hat/helmet is not on the contestants' person the entire time contestant is in competition. Hats may be held on the body by a stampede string. A 0 score will result from loss of hat or helmet at that particular obstacle/location.
2. All 11 and under contestants must wear approved helmets.
3. The horse must be in forward motion within 30 seconds upon start of the competition at all stations or be disqualified and dismissed from the ring.
4. Exhibitor's safety is of utmost importance and must be considered first in designing the course. Only safe obstacles will be used.
5. Youth 11 & Under may compete *only* in their group at the event.

B. Procedures: Competitive Trail Ride

1. The course layout must be submitted to the coordinator one week prior to the event.
2. The course layout must be posted at least 1 hour before the competition begins.

3. All competitors must meet with officials of Competitive Trail Ride 30 minutes before the start.
4. 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.

C. Judging: Competitive Trail Ride

1. The Judge(s) must approve the trail or course.
2. The setup of the Judge(s) and the rotation (if any) will depend on the setup of the course.
3. Judges may need a Trailmaster/Timekeeper to help with the running of the competition.
4. The Judge(s) have the discretion to disqualify any participant from competing for due or just cause. The Judge(s) decision cannot be protested.
5. 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) officiating the Competitive Ride.
6. Three refusals or going past the maximum time allowed for the obstacle will result in a 0 score for that obstacle.
7. At the end of the event the points will be added.
8. Points from 0 to 10, with 0 the worst and 10 being the best, will be assigned. The competitor with the highest score will win.
9. If a tiebreaker 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.
10. The number of obstacles per competition will depend on location and setup of the course.
11. If a rider unintentionally dismounts their horse in the Competitive Trail Ride/Hunting, they will receive a 0 score for that station (judge) only.
12. The condition of each horse may be considered at the end of each competition.

13. A timeout may be called by a competitor for the purpose of repairing broken tack or replacing a lost shoe. Timeouts cannot exceed two, with a total of five minutes.

D. Suggested Trail Obstacles (Other safe obstacles may be used.)

1. *Deer Statute* - Entry should pass by quietly.
2. *Climbing* - Slow steps, no lunging or running.
3. *Stop on a Hill* - The horse must stop and stand, turned along side of hill, then resume climb on the rider's decision.
4. *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.
5. *Jumping From Standstill* - Must stop on other side of jump. Must move straight over jump, no veering from one side to the other. Jump must not be less than 14" nor more than 36".
6. *Jumping While 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" nor more than 36".
7. *Water* - Horse should enter without hesitation or thought. Horse should not paw the water or lay down in it, or jump across a creek.
8. *Walking Over Limbs* - At least 4, minimum of 15" apart. No jumping; step over only. Steps should be smooth without stumbling. No balking or sidestepping.
9. *Backing* - Back quietly with nose tucked: no head tossing; excessive mouth opening; or side passing.
10. *Bridge* - A minimum of 36" wide by 6' long. No jumping on or off. Must go over quietly.
11. *Stump* - No sidestepping or refusing. (Refusal means 0 points for the obstacle.) Must put both feed flat on stump and must lock knees. Must back off stump at rider's command. Stump must be a height of 18" or more and 18-20" in circumference.
12. *Loading In Trailer* - Horse must load easily & quietly in two-horse trailer with petition and back out easily.

XIII. TEAM PENNING/SHOTGUNNING RULES

A. General Rules: Team Penning/Shotgunning

1. A five-second penalty will result if the hat/helmet is not on the contestants' person the entire time contestant is in competition. Hats may be held on the body by a stampede string.
2. All 6-11 contestants must wear approved helmets.
3. The horse must be in forward motion within 30 seconds upon passing through the entry gate or be disqualified and dismissed from the ring.

B. Procedures: Team Penning

1. Within a one and one half-minute time limit, a team of three riders must cut and pen three head of cattle with the same assigned number from the herd. 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 #14) does not apply to 6-11.*)
2. A 30 second warning prior to the final time being called must be given to the team working the cattle. In the event a warning is not given, a rerun may be given.
3. 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".
4. 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.

5. 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.*
6. 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.
7. As each team begins a run, there must be fifteen to thirty head of cattle in the arena. In the event than 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 an incorrectly numbered herd will remain the same.
8. A team calling for time with any incorrectly numbered cattle in the pen will be judged a "no time".
9. Contact with cattle by hand, hats, ropes, bats, romel, 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.
10. 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.
11. 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.

12. 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.
13. 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.
14. If five or more cattle (*extras are called trash*) are brought across the starting line, the team will be judged a “no time”.
15. 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.
16. In the event of a tie affecting the placing, each team will be allowed to pen one animal. Fastest time breaks the tie.
17. THERE WILL BE NO DISPUTES. ALL DECISIONS BY THE JUDGE OR JUDGES ARE FINAL.
18. 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.
19. 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”.
20. The Show Chairman or his designate shall settle any conflict or decision arising and not covered by these rules.
21. Foul Line=60% of length of arena. Holding pen will be a minimum of 16’ wide x 20’ deep.

C. Shotgunning Procedures

1. Shotgunning follows the same basic rules as Team Penning.
2. The pen is moved against the rail and a single competitor must cut and pen one calf with the assigned number from of the herd. The fastest time wins.

XIV. CORRAL OR STOCKYARD SORTING RULES

A. General Rules: Corral or Stockyard Sorting

1. A five-second penalty will result if the hat/helmet is not on the contestants' person the entire time contestant is in competition. Hats may be held on the body by a stampede string.
2. All 6-11 contestants must wear approved helmets.
3. The horse must be in forward motion within 30 seconds upon passing through the entry gate or be disqualified and dismissed from the ring.

B. Procedures – Sorting in Full Size Arena

1. Each team has three riders. 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 herd holders required for the corral sorting competition.
3. A corral 120' long x 60' wide with panels across the middle leaving a 12-foot opening will be used for the sorting. 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 numbered collars, 0-9, placed on one side of the corral.
5. The 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 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 7-10 of the cows have been moved to the opposite side of the corral. (*Exception:* Youth 6-11 must only bring 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. *Example:* 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.

C. Procedures – Sorting in Smaller Arena/Area (slight variation)

1. At the start of the event, 11 cows (10 of which are numbered 0–9, and one 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.
2. 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.

XV. JUMPING RULES

A. General Rules: Jumping

1. Disqualification will result if the hat/helmet is not on the contestants' person the entire time contestant is in competition. Hats may be held on the body by a stampede string.
2. All 6-17 contestants must wear approved helmets.
3. The horse must be in forward motion within 30 seconds upon passing through the entry gate or be disqualified and 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 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 knockdowns and a good time.

JUMPING SCORE & TIME SHEET

Class # _____

BACK #	JUMPS: KNOCKDOWNS	TOTAL KNOCKDOWNS	OVER TIME LIMIT	BROKE PATTERN	BROKE TIMER	TIME	

SCOREKEEPER: _____

TIMEKEEPER: _____

B. Procedures: Jumping

1. The focus is on the performance of the horse over jumps, with emphasis on manners, response to the exhibitor, and a willing attitude.
2. A scorekeeper will be used to record faults and pattern broken. The scorekeeper will need a timekeeper.
3. Gait between jumps shall be at the discretion of the rider.
4. Failure to follow course shall cause disqualification.
5. All jumps will be not less than 14" or more than 36" high, ridden over. *Exceptions:* The Saddle Gait division will use cross rails and Youth Riders 6-11 will be 12" or less.
6. *Jumps, Standing* - Jump must be from a standstill. Horse must stop on other side of jump and stand quietly. Horse must move straight over jump, no veering to one side or the other.
7. *Jumps, Moving* - Approach jump at a walk or lope. Horse must land solid without stumbling. Horse should continue moving after jumping.
8. *Sending or Leading over Jumps*. Must jump willingly without hesitation. No excessive persuasion by exhibitor.
9. *English Jumping* - Requires both English Attire and English Tack

XVI. SPORT HORSE FUN CLASS RULES

A. Broom (or Cowboy) Polo

1. General Rules: Broom Polo

- a. *Youth 11 and under contestants are not permitted to participate in polo.*
- b. The horse must be in forward motion within 30 seconds upon passing through the entry gate or be disqualified and dismissed from the ring.

2. Procedures: Broom Polo

- a. One or two 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.
- b. Entries will divide into two teams with four players per team. There will be five-minute play periods (chukkers). If there are 8 players per team, each team will be split and alternate play periods or after a goal is scored.
- c. 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 the 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.
- d. Umpire should call fouls for any maneuver that appears to be dangerous to another rider or horse.
- e. Fouls:
 - i. When a rider raises the broom above the horse's shoulder or hips. When a rider makes physical contact with another horse or rider.
 - ii. When a rider cuts into the path of another horse in an unsafe manner.
 - iii. Horses rearing up or out of control will be dismissed.

- iv. 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.
- f. In all polo games, when a player misses a shot, he must ride away from the ball, allowing others to take a shot.
- g. When the ball goes out of bounds, an umpire, spectator or assistant should toss it in at that point.
- h. Riders should halt when the ball goes out of bounds. Riders resume motion as soon as the ball is tossed back in.
- i. Polo is a team sport so keep your horse moving and don't stand around.
- j. 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.
- k. These are basic rules and are subject to change as our ability improves.

B. Turn And Burn

1. General Rules: Turn and Burn

- a. All Youth 17 and under contestants must wear approved helmets.
- b. The horse must be in forward motion within 30 seconds upon passing through the entry gate or be disqualified and dismissed from the ring.

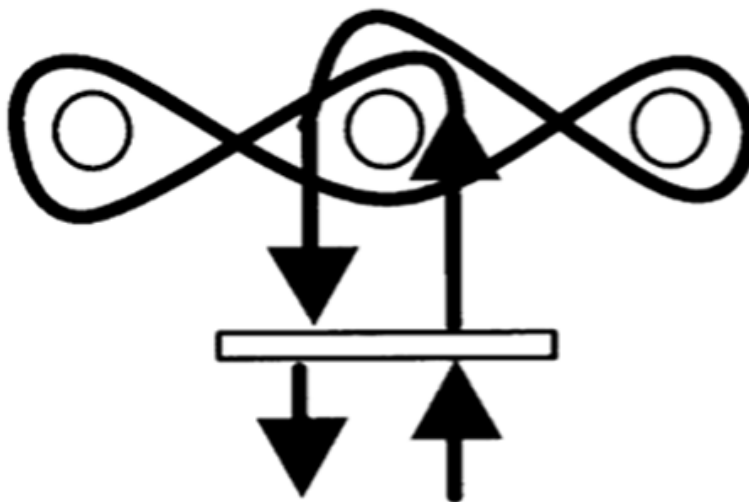
2. Procedures: Turn and Burn

- a. 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". Three barrels are placed at the end of the arena 21' 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.

- b. Knocking over a barrel or the jump results in a no time.
- c. 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 AND BURN



2021 SSHBEA Sport Horse Rules

<p style="text-align: center;">-A-</p> <p>Approved Equipment 4</p> <p>Attire 3</p>	<p style="text-align: center;">-F-</p> <p>Fall..... 4</p> <p>Forbidden..... 5</p> <p>Fun Class Rules..... 37</p>	<p style="text-align: center;">-S-</p> <p>Saddle Horn, optional..... 4</p> <p>Saddle 'Round Barrels & Poles Rules 10</p> <p>Shotgunning Rules..... 30</p> <p>Soggy Barrels & Poles Rules 10</p> <p>Stockyard Sorting Rules..... 33</p>
<p style="text-align: center;">-B-</p> <p>Barrel Racing Rules 8</p> <p style="padding-left: 20px;"><i>Pattern</i> 9</p> <p>Breakaway Roping Rules 13</p> <p>Broom Polo Rules 37</p>	<p style="text-align: center;">-H-</p> <p>Helmets..... 3</p> <p>Horse Protection Act..... 3</p> <p>Hunting Rules..... 23</p>	<p style="text-align: center;">-T-</p> <p>Team Penning Rules 30</p> <p>Trail Obstacle Rules 24</p> <p style="padding-left: 20px;"><i>Suggested Obstacles</i> 26</p> <p>Turn & Burn Rules 38</p> <p style="padding-left: 20px;"><i>Pattern</i> 39</p>
<p style="text-align: center;">-C-</p> <p>Classes 4</p> <p style="padding-left: 20px;"><i>Barrel Racing</i> 8</p> <p style="padding-left: 20px;"><i>Breakaway Roping</i> 13</p> <p style="padding-left: 20px;"><i>Broom Polo</i> 37</p> <p style="padding-left: 20px;"><i>Competitive Trail Rides</i> 27</p> <p style="padding-left: 20px;"><i>Corral Sorting</i>..... 33</p> <p style="padding-left: 20px;"><i>Cowboy Polo</i> 37</p> <p style="padding-left: 20px;"><i>Hunting</i> 23</p> <p style="padding-left: 20px;"><i>Jumping</i> 34</p> <p style="padding-left: 20px;"><i>Pole Bending</i> 9</p> <p style="padding-left: 20px;"><i>Reining</i> 15</p> <p style="padding-left: 20px;"><i>Saddle, Barrels/Poles</i> 10</p> <p style="padding-left: 20px;"><i>Shotgunning</i>..... 30</p> <p style="padding-left: 20px;"><i>Soggy Barrels/Poles</i> 10</p> <p style="padding-left: 20px;"><i>Stockyard Sorting</i>..... 33</p> <p style="padding-left: 20px;"><i>Team Penning</i> 30</p> <p style="padding-left: 20px;"><i>Trail Obstacles</i> 24</p> <p style="padding-left: 20px;"><i>Turn & Burn</i> 38</p> <p style="padding-left: 20px;"><i>Working Cow Horse</i> 11</p>	<p style="text-align: center;">-J-</p> <p>Jumping Rules 34</p> <p style="padding-left: 20px;"><i>Score & Time Sheet</i> 35</p>	<p style="text-align: center;">-W-</p> <p>Working Cow Horse Rules ... 11</p>
<p>Coggins Test 4</p> <p>Competitive Trail Ride Rules 27</p> <p style="padding-left: 20px;"><i>Suggested Obstacles</i> 29</p> <p>Corral Sorting Rules 33</p> <p>Cowboy Polo Rules 37</p>	<p style="text-align: center;">-P-</p> <p>Patterns</p> <p style="padding-left: 20px;"><i>Barrel Racing</i> 9</p> <p style="padding-left: 20px;"><i>Pole Bending</i> 9</p> <p style="padding-left: 20px;"><i>Reining</i> 20</p> <p style="padding-left: 20px;"><i>Reining Score Sheet</i> 21</p> <p style="padding-left: 20px;"><i>Turn & Burn</i> 38</p> <p>Points Tally..... 6</p> <p>Pole Bending Rules 9</p> <p style="padding-left: 20px;"><i>Pattern</i> 9</p>	
	<p style="text-align: center;">-R-</p> <p>Reining Rules..... 15</p> <p style="padding-left: 20px;"><i>Patterns</i> 20</p> <p style="padding-left: 20px;"><i>Sample Score Sheet</i> 21</p>	