



**Special
Olympics**
Georgia

EQUESTRIAN PROGRAM GUIDE



---REVISED 2016---

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SPECIAL OLYMPICS GEORGIA (SOGA) EQUESTRIAN PROGRAM

Horseback riding for persons with intellectual and/or physical challenges has been widely recognized as beneficial physically, mentally, and emotionally. Physically, riding develops muscle tone and improves coordination, posture and balance. Because riding challenges the rider to learn new skills, and to think ahead and plan in order to control the horse, the athletes' attention span and reasoning ability may also improve. Many times riding has provided the first opportunity for empowerment the athlete has ever experienced as he/she is in control of the horse. The athlete is also empowered to care for instead of being taken care of. Self-esteem grows as a result. And finally, riding is just plain fun.

HOW TO START AN EQUESTRIAN PROGRAM IN YOUR AREA

1. Contact your Special Olympics Georgia Regional Manager. You can find the Regional Manager responsible for your area at: <http://www.specialolympicsga.org/become-an-athlete/find-a-program/>
2. Contact a Professional Association of Therapeutic Horsemanship International (PATH) program in your area. A list of the PATH operating centers in Georgia can be obtained from PATH. Call these centers and inquire about the possibility of enrolling your athletes for a session of riding. Most of the PATH programs are non-profit and only charge of nominal fee; however, most will have waiting lists. You may also want to join PATH. For an annual membership fee, you will receive ongoing information concerning clinics, seminars, national conference, and equipment. PATH is an excellent source of all the updates in therapeutic riding.

PATH	PO Box 33150 (1-800-369-RIDE)	Denver, Colorado 80223 www.pathintl.org
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3. Contact existing SOGA riding programs. Go visit and observe. The agencies can provide information and ideas on how they got started and where they found resources. A list of SOGA equestrian programs can be obtained from the SOGA state office in Atlanta (770-414-9390).
4. Contact boarding stables or individual horse owners in your community. Many agencies and committees throughout the state have had success with this approach. Stable owners may be willing to lend you horses and riding time so that your athletes can be trained. Some also have riding instructors who may be willing to work with your riders. Stables and individuals that already teach riding lessons are the best bet as they are more likely to have quiet, suitable school horses. You may find leads for possible resources in the Yellow Pages under stables or horse supplies. Local Saddle Clubs or 4-H Clubs may also be willing to sponsor your athletes and provide riding time horses, or equipment. Check to make sure the stable or horse owner has adequate liability insurance. Call the SOGA office for more information on insurance issues.
5. You will need volunteers to act as horse handlers and sidewalkers for beginning riders, as well as volunteers to brush and saddle the horses. Local and area Management Teams are a

good source of volunteers and horse experience is not necessarily a must. Volunteers can be trained by an instructor knowledgeable in the safety standards of riding for special populations. All coaches are required to attend a SOGA Certified Coaches Clinic before your athletes may attend competition.

6. During a coaches clinic you can expect to learn proper safety techniques, techniques in training the rider with intellectual disabilities, horse and equipment selection, volunteer training, SOGA equestrian competition rules, and hands on experience with a Special Olympics rider. It is important for your volunteer instructor to be an experienced horse person with instruction experience who is willing to attend a Coaches Clinic.

EQUIPMENT

1. Athletes are to wear jeans or other long pants, and hard sole shoes with a (minimum 1/2") heel. Riding boots are required for practice sessions and competition. Tack stores will sometimes donate riding apparel to your athletes. You might also check with Saddle clubs and 4-H Clubs for donations of outgrown or unneeded clothes from their membership.
2. All riders must wear protective SEI-ASTM approved helmets with a full harness while riding. The chinstrap must be properly fastened at all times while the rider is mounted. Individuals, tack shops, or clubs might donate helmets.

Special Olympics Georgia (SOGA) has SEI-ASTM approved helmets, which can be borrowed for use during the competition should you need an extra helmet. However, your program must have helmets for use during your training sessions to comply with Special Olympics safety policies.

3. All horses must have saddles, no bareback pads permitted. Equipment such as halters, saddles, bridles, brushes and other horse items will be needed for your training sessions. Stable owners will often let you use their equipment if you are using their horses. Volunteers may have equipment that may be borrowed, or again, seek donations. Some local Special Olympics committees have purchased equipment for their riding program.

ALL saddles must have breakaway safety stirrups (see Required Safety Equipment section for a full clarification). Rubber bands must be properly affixed to English peacock stirrups. Any style safety stirrup can be attached to any style saddle, as long as the stirrup is properly secure on the leather or fender. Please understand that for the safety of every rider, the athlete will NOT be allowed to be mounted without safety stirrups on the saddle. If the rider approaches the ring for competition without safety stirrups, he/she will be scratched from that event.

With the exception of the Advanced level athletes, horses must wear a halter over or under the bridle in a fashion not to interfere with the bit or use of the reins. **A lead should never be attached to the bit or the bridle.**

4. **Athletes are not to be attached to the saddle with any mechanism, including Velcro.** The only exception is the use of using rubber bands around the foot of the boot to help keep his/her foot in stirrups.

COACHES INFORMATION

*****Coaches are to travel to the event with a copy of all athlete medicals.
Coaches are to carry a copy with them throughout the entire weekend*****

Class Guidelines:

Please refer to the individual sections of this book giving class descriptions and procedures. We have special division requirements, equipment requirements and assistance levels that are unique to our show. Our rules and judging criteria are derived from AQHA and U.S. Equestrian competition although they have been modified to meet our special criteria. If you have an athlete with an even more “special” need, we will make every attempt to accommodate your need while keeping fairness within the competition. For example, if your athlete is sight or hearing impaired, please make it known to the gate keeper and minor modifications may be made if necessary. If you have any questions regarding class rules or requirements that are not answered in this book, please contact a member of the organizing committee.

Safety:

Our utmost concern is safety. We all need to stay attentive to what is going on around us. Horses can be unpredictable and many are not accustomed to the show environment. If at any time you see a potentially unsafe situation, please alert a GOC member. This applies in the barn area and warm up arenas as well as during competition. Horse handlers, side walkers and coaches should be continually aware of their surroundings and may at times disregard the “competition rules” in the name of safety.

- **REQUIRED SAFETY EQUIPMENT**

1. **HELMET**

An SEI-ASTM approved helmet is required for anyone who is mounted. Helmets are strongly suggested at all times an athlete is in the company of any horse. Helmets are required for the athlete while showing in showmanship. In addition, all other safety equipment, safety stirrups, heeled footwear etc, are required anytime an athlete is mounted as well as, the appropriate side walkers and horse handlers must attend the athlete and his/her horse while anywhere on the grounds.

2. **SAFETY STIRRUPS**

Safety stirrups must be used in addition to hard sole footwear with a minimum of a ½ inch heel

Staff, GOC members and coaches have discussed the needs of the athletes and the types of stirrups available in the market and designed a “standard for performance” that a safety stirrup must meet.

The stirrup’s design must either:

1. Prevent the toe of the rider from moving forward so far that the heel of the rider loses its proper position **BEHIND** the stirrup.
2. Actually come apart in a way to allow the foot to easily slide from the stirrup.

These actions must occur without any proactive movement by the athlete.

There are several designs of safety stirrups on the market that we do not feel appropriate for the majority of athletes. The following designs are **not** approved for use at the show.

- Detachable Stirrup: as the stirrup rotates (as in a fall) it completely detaches from the leather.
- A “bent leg” design where the sides are merely bent to form a “path” for a foot to slide thru.
- A stirrup designed so the foot pad will flex downward (commonly called an equitation stirrup.)
- The Ridge design where the tread is elevated in the front to discourage the foot from sliding forward.
- The “flexible leg” stirrup where the stirrup legs would bend but not completely release the foot.

Therefore, based on the sheer number of new designs that would not be appropriate for our needs, it is virtually impossible to create a list of “approved” and “non-approved” stirrups. It seemed more appropriate to require that every stirrup that is used to function in a manner described below.

The stirrups shown are representative of its type. There are many manufactures of each design.

In addition, remember that safety stirrups need to be the proper fit to the foot. Too large or too small and they become ineffective.

- 1) **Peacock Stirrups:** Identified by a rubber band on the outer side of the stirrup designed to give way and allow a foot to fall from the stirrup out the side.



- 2) **Breakaway stirrups:** Come in English and Western models. Are designed to release when pressure is applied laterally preventing the rider from being dragged after falling from the horse. The middle bar is designed not to release unless the toe of the

foot is pointed upwards, as it does when a rider falls from the horse, hooks the bar and applies lateral pressure. The middle bar will then release, freeing the foot from the stirrup.



- 3) **Sidestep Safety Stirrups:** designed to “open up” as the foot rotates upward at any angle. Allows total freedom for the foot to fall in any direction.



- 4) **Tapaderos or caged stirrups:** which involve a type of covering over the front of the stirrups. This barrier prevents the rider's foot from slipping all the way through the stirrup.



These aluminum endurance stirrups feature a safety nose with padding and a guard to keep your foot directly in the stirrup



Toe Stoppers, attach to regular stirrups

Athletes are required to be outfitted with ALL required safety equipment, as well as the appropriate assistance for his/her division at all times while mounted or handling a horse.

If an athlete approaches the in gate not in compliance, he/she will be turned away and scratched from the event.

*****Coaches are to travel to the event with a copy of all athlete medicals. Coaches are to carry a copy with them throughout the entire weekend*****

- **COMPETITION RULES/POLICIES**

1. All riders must have completed ten (10) riding training sessions within the six (6) months preceding the competition.
2. Coaches are responsible for bringing the horses to the competition and for the horses care while on the grounds.
3. A designated veterinarian will be contacted by SOGA and be on call for emergencies. The Agency/coach will be responsible for all fees when services are rendered.
4. Athletes must declare a division and a discipline when registering for the event. The registration form will show what classes are available to each discipline. A short description of each class follows this section.
5. Beginner and Intermediate Athletes may show in 3 individual events + Unified Drill
6. Advanced Athletes may compete in 5 events + Unified drill

- **ARENA AND BARN RULES**

ARENAS:

The warm up area is reserved for athletes to practice, warm up and wait for their class.

1. No LUNGING during and 1 hour past end of show.
2. No one should be mounted in that arena except athletes during and 1 hour past end of show.

There will be practice times posted for athletes only as well as coaches/volunteers only.

A general time schedule may be as follows:

BEFORE THE SHOW:

Coaches/Volunteers may ride in the A OR B ARENA. NO ATHLETES mounted or on foot should be in the arenas.

1. Haul in day (before the show starts) until 11 pm.
2. First day of showing (Friday) morning until 9:00 am.
3. 1 hour after the end of the show on Saturday.
4. **The sand warm up area (next to Arena C) is reserved for coaches and volunteers to lunge and ride at any time. NO ATHLETES ARE TO**

**BE IN THE SAND WARM UP AREA MOUNTED OR ON FOOT
AT ANY TIME**

Athletes may ride ONLY in the A ARENA AND B ARENA

1. First day of show (Friday) beginning at 9:00 AM thru the end of show.
2. Beginning of show Saturday thru 1 hour past end of show.

DURING THE SHOW:

1. Athletes, coaches and volunteers only in the warm up pen. Ask your families and spectators to watch from the bleachers.
2. Mounting areas are provided along the sides of the arena. Do not leave a block or any other equipment in the center of the arena.
3. Tack changes need to be made whenever possible. If you need to leave tack in the warm up area, please use the rail to the left of the out gate. Do not leave any equipment anywhere else in the arena or along the rail.
4. Athletes may not be in the arena ON FOOT except when being ESCORTED to a mounting area.
5. Do not leave an athlete unattended.
6. Athletes must be accompanied by the level of assistance required by his/her division.
7. **NO DOGS, on or off leash in the warm up arena.**
8. Do not tie horses to the rail.
9. **Do not leave a handler with more than one horse.**
10. If a horses' behavior is considered to be contrary to a safe environment, you will be asked to remove him/her. Another horse will be found for your athlete if necessary.
11. Please cooperate with the SOGA STAFF, GOC, and Volunteers in their effort to provide a safe and relaxed environment for your athletes to enjoy.

GROUNDS

1. Anytime athletes are allowed to be mounted there will be NO RIDING ON THE CONCRETE OR PAVEMENT. This includes during the show as well as any time athletes are allowed to practice in the covered arena and the MAIN arena.

● **BARN**

1. Do not use any decorations for your stalls that move, make noise or that might be "scary" to other horses.
2. Do not block hallways with tables, hay, tack or an overabundance of chairs and fans. Leave hallways safely passable for horses and athletes.
3. No one is to be mounted in the barn.
4. Dogs left in the barn area must be restrained inside a stall. Do not tie dogs to stall doors.

5. A current Coggins Report for each horse must be stapled to the stall in which he/she is housed.
6. An “in case of emergency” card with agency/contact and phone number is required to be stapled to the stall, with the Coggins report.

While some of these rules might seem “excessive” by some, it is impossible to tell if a rider is a coach, volunteer or an unattended athlete. Please help us by abiding by these rules for the weekend

- **Tack:**

In addition to the MANDATORY SAFETY EQUIPMENT:

1. Western Riding and Western Horsemanship classes require a stock type seat. Any Western type (pleasure, barrel, reining etc.) or Australian saddle is allowed.
2. Dressage and English Equitation classes require an English type seat. Any type (dressage, jumping, all purpose etc.) or Australian saddle is allowed.
3. Trail may be shown using either style tack.
4. Unified Drill has no restrictions, except the safety equipment, saddle and bridle must be used.
5. A bridle with a bit or a commercially available hackmore/bitless bridle must be used. Horses may not be shown in a rope or web halter.
6. Aside from the listings above, there is no restriction on tack. For example, leg protection, martingales, etc. may be used.
7. An athlete may ride with one or two hands, regardless of bit or discipline.
8. Any style safety stirrups may be used with any style saddle.
9. Only in situations where tack is misapplied or maladjusted will an official question tack.
10. A saddle MUST be used.

- **ATTIRE:**

Aside from the mandatory safety equipment, proper attire for each discipline is encouraged but not mandatory. If heat is a factor, short sleeves are permitted. Coats are always optional.

- **REQUIRED GAITS:**

If a gaited horse is entered in any class that requires a trot or jog, the proper, slowest intermediate gait for that horse will be substituted for the jog/trot. An upward transition to a true gait will be rewarded. In the advanced classes, a lope or canter will be required.

- **SHOWING:**

Arena Assistance:

The following assistance will be at each arena:

Judge

Rules Judge-

Steward – liaison to coaches and announcer

Spotters – for safety

Gatekeeper – check in, go order and continuity; if you have any conflict between rings for horses or athletes please discuss with the gatekeeper. He/she will determine the final class to be judged.

Rules and Regulations official – ensures proper safety equipment and handler/side walkers prior to entering the arena.

Judging Criteria:

In addition to the class specific requirements, the following criteria have equal consideration in judging the classes:

Rider's balance

Rider's seat

Use of aids

Ability to follow directions

Ring etiquette and safety

Results as shown by the performance of the horse are not to be considered more important than the manner used in obtaining them.

Excessive assistance and Coaching:

Coaches are not allowed to side walk or handle.

Coaching is not allowed by anyone.

The following exceptions are allowed:

Beginner/Intermediate I classes – occasionally a little **encouragement** may be given to the athlete by the handler. It should **not be instruction** and should not be excessive.

Higher intermediate/advanced classes – if after three attempts your athlete is having difficulty, the judge or steward may address the athlete directly or request that you assist the athlete through that specific maneuver and then let them finish the class if possible.

Some classes may be allowed a "caller". It will be noted on the pattern's page if a caller is allowed.

COACHING FROM THE RAIL IS PROHIBITED AT ALL TIMES

Be aware that an athlete who completes his/her class without any coaching or assistance will be rewarded at a higher level than those who receive help.

This includes, at the *beginner level*, an athlete who is attempting to guide his/her horse with the least amount of "leading" by the horse handler.

The *Beginner I-A* level, where the handler should stand back and not "lead" the athlete thru a pattern

In the *Intermediate divisions*, the horse handler needs to be aware of the proper "hook-on, off" or "attend head, step back" places in the patterns (and rail work).

The rules judge will be attentive to the amount of assistance your athlete receives.

An athlete's score will be negatively affected by improper assistance or rules violations.

EVENTS OFFERED AT THE STATE SHOW:

Athletes in the following divisions: Beginner I, Beginner IA, Beginner II, Intermediate I, Intermediate II and Intermediate III, **must declare to be either an English competitor or a Western Competitor.**

Classes available to the **English** competitor are:

- English Equitation OR Dressage (not both)
- Trail
- Showmanship
- Unified Drill

Classes available to the **Western** competitor are:

- Western Horsemanship OR Western Riding (not both)
- Trail
- Showmanship
- Unified Drill

Athletes competing in divisions Intermediate IV, Advanced I or Advanced II **do not** need to declare a discipline and may enter the following classes, using proper tack and turnout for each class. The coach will be responsible for entering classes without conflicts and managing time constraints.

- Western Horsemanship
- Western Riding
- English Equitation
- Dressage
- Trail
- Showmanship
- Unified Drill

The following is a short description of each class offered by SOGA at the state show. More detailed information can be found for each class in its specific section **in this guide**.

Judging Criteria:

In addition to the class specific requirements, the following criteria have equal consideration in judging the classes:

Rider's balance

Rider's seat

Use of aids

Ability to follow directions

Ring etiquette and safety

Results, as shown by the performance of the horse, are not to be considered more important than the manner used in obtaining them.

Dressage:

Shown in English tack. Athletes are judged on their ability to control the horse and ride the required movements while showing proper equitation. Dressage may be "called".

English Equitation:

Shown in English tack. Athletes are judged on their ability to control the horse riding a preset pattern, precision within the pattern and equitation. Equitation may be "called."

The athlete will also be required to work on the rail as a group.

Western Horsemanship:

Shown in Western tack. Horsemanship is the Western equivalent of English Equitation. The same patterns will be required with modifications due to discipline. Rail work will be required. Horsemanship may be "called".

Western Riding:

At our show, Western Riding is the Western equivalent to Dressage. In addition to equitation and precision, the judge will be looking for smoothness within the pattern. Western Riding may be "called".

Trail:

May be shown in either English or western tack and attire. The athlete negotiates a course of obstacles. Trail may not be "called".

Unified Drill:

Athletes pair with partners to ride a drill to music, predesigned by his/her coach. Costumes/themes are encouraged. As many as 3 athletes and 3 partners may compete as a group. Riders will be judged on required movements as well as creativity and performance and may use English or Western tack. Divisions are combined for Unified Drill.

Showmanship at Halter:

Shown in hand. No riding. Athletes are judged on their ability to correctly lead, handle and show the horse in a preset pattern. Athletes show the ability to follow directions, demonstrating awareness of the Judges location and interact with the Judge.

4 divisions of Showmanship are offered. An athlete may cross divisions in Showmanship. You may choose the most appropriate division based on the athletes current level of competition skill as well as his or her physical ability.

Beginner: A horse handler is required to walk on the right side of the horse with lead line attached. An additional walker may shadow the athlete.

Intermediate: A horse handler is required to walk on the right side with lead line in hand but not accompany the athlete during the actual pattern or inspection.

Advanced: No assistance in the arena.

Adaptive: Is held outside the arena on pavement to facilitate the athlete who is non ambulatory. Wheelchairs and walkers are allowed. Horse handler must walk on right side of horse with lead attached and a spotter shadowing the athlete.



2016 Contact Information



Please contact the Games Director for any initial correspondence with the GOC.

Kelli Britt (Games Director) 770-414-9390 x 122
kelli.britt@specialolympicsga.org

Emily Hamilton (Volunteer Games Director) 478-986-8421
emilyham001@yahoo.com

Georgia Milton-Sheats (CEO) 770-414-9390 x 106
georgia.milton-sheats@specialolympicsga.org

Robert Yost (COO) 229-834-3434
robert.yost@specialolympicsga.org

Whitney Warren (Volunteers) 229-292-6955
whitney.warren@specialolympicsga.org

Kylie McGregor (Sponsorship) 770-414-9390 x 102
kylie.mcgregor@specialolympicsga.org

Kelli Britt (Rules & Evaluation) 770-414-9390 x 122
kelli.britt@specialolympicsga.org

DIVISIONS

Riders are assigned to a competition division according to a Rider Profile (see page 85-87), which is filled out by the coach for each rider prior to competition. Riders may enter any or all classes offered in their division but may not cross between divisions with the exception of Showmanship. Divisions will be divided into classes of not more than six (6) riders according to tack style and SOI rules for age. Classes will not be divided according to the gender of the riders. In an effort to provide fair competition, classes will be combined within a division if there are less than three (3) riders.

Divisions are as follows: (SOGA will provide spotters in the arena for independent riders)

BEGINNER Riders will be asked to ride around the arena in a group at the walk, to perform a halt, perform large circles, and reverse directions. Riders will be asked to trot one at a time in Beginner II.

BEGINNER I – ASSISTED/WALK ONLY Horse handler required – lead must
(English or Western) be attached to horse/1 or 2 sidewalkers required.

BEGINNER IA – UNASSISTED/WALK ONLY Horse handler required in arena – lead must be in hand but
athlete is completely unassisted while competing

BEGINNER II - ASSISTED/SITTING TROT Horse handler required – lead must
(English or Western) be attached to horse/1 or 2 sidewalkers required.

INTERMEDIATE Riders will be asked to ride around the arena in a group at the walk, perform a halt, reverse direction, perform large circles and to trot one at a time. Intermediate IV will trot as a group. All riders must be able to show at a walk independently in Intermediate II, III, and IV.

INTERMEDIATE I – Assisted/ SITTING Trot
(English/ Western) Horse handler required to walk next to horse's head at the walk without the lead attached. Horse handler required to attach lead to horse at the trot. Sidewalkers optional.

INTERMEDIATE II – Partial Assist/SITTING Trot
(English/ Western) Rider must be able to show at a walk independently without horse handler assistance. Horse handler is required to attend at horse's head at the trot but lead may not be attached to horse. No sidewalkers permitted.

INTERMEDIATE III – PARTIAL ASSIST/POSTING TROT
(English Only) Rider must be able to show at a walk independently without horse handler assistance. Horse handler is required to attend at horse's head at the trot but lead may not be attached to horse. No sidewalkers permitted.

INTERMEDIATE IV – INDEPENDENT
(English/ Western) Rider must be able to control the horse at a walk and trot in a group and show independently without ground assistance.

ADVANCED

ADVANCED I Riders will be asked to ride around the arena in a group at the walk, sitting trot and posting trot (English only), and will be asked to canter one at a time, perform a halt, perform large circles and reverse direction. No ground assistance is permitted. Riders must be able to ride independently.

ADVANCED II Riders will be asked to walk, perform sitting trot, and canter both ways of the arena in a group, perform a halt, large circles and reverse direction. English riders will also be asked to post trot. Riders must be able to ride independently.

COMPETITION OUTSIDE SPECIAL OLYMPICS

Coaches are encouraged to train their riders following proper rules of competition as well as using correct scoring guidelines, which are based on rules/scoring used by other equine organizations in the United States. When riders understand rules/procedures to be followed in competition, he/she has a better chance of succeeding in equestrian competitions sponsored by other equine groups outside of Special Olympics. Our Special Olympics program exists to give an **opportunity** for individuals with intellectual disabilities to learn to ride and compete just as other segments of the equine population in our communities can ride and compete. When your athlete rider is able to branch out to other equine competitions, you should feel the ultimate accomplishment as a coach and Special Olympics can feel pride in offering a chance for that individual to learn and grow as a participating member of the community and society.

TRAIL

Class Description and Procedures

This class is judged on the performance of the horse over obstacles, with emphasis on manners and response to the rider.

1. Athletes will be asked to demonstrate all gaits required by their division.
2. Trail may be shown using any style tack. Traditional turnout is suggested. ASTM approved headwear and footwear is mandatory.
3. The following have equal consideration in judging the class:
 - A. Riders Horsemanship – Balance, seat, use of aids.
 - B. Ability to follow instruction.
 - C. Ring etiquette and safety.
 - D. Sportsmanlike conduct.
 - E. Results as shown by the performance of the horse are not to be considered more important than the manner used in obtaining them.
4. Class procedure: Riders will work individually, in a go order set by the gatekeeper. There will be no rail work.
5. Scoring: In trail competition, each obstacle is judged separately. It is the combination of the execution of all obstacles as well as the demonstration of proper horsemanship that will determine final order. Two point stance over the poles is optional.

Judges will assign a point value for each obstacle and points will be added or subtracted from this score based on rider's performance over that obstacle.

Extra credit will be given to horse/riders combination negotiating the obstacles with correctness and style with the horse showing attentiveness to the rider.

Credit will be given to the athlete who makes every effort to negotiate each obstacle in the correct order and who demonstrates the ability to properly instruct the horse (regardless of the level of success of the horse). Credit is also given for proper horsemanship: seat, hands, legs and body position.

Least credit will be given to the rider who does not demonstrate his or her ability to direct the horse.

Special Instructions and Information:

Athletes will be permitted to walk the trail course on foot only prior to competition. Coaches, handlers or volunteers will be permitted to lead or ride horses through the trail course during designated times prior to competition. For safety reasons, please refrain from riding the course when athletes are walking the course. The times for walking and riding the course will be announced.

Every effort will be made to set up the course as exact to the printed patterns as possible. Unforeseen restrictions may arise that require adjustments to the size or shape of the pattern. The course will be set up as early as possible.

TRAIL
Beginner I
Assisted, Walk Only

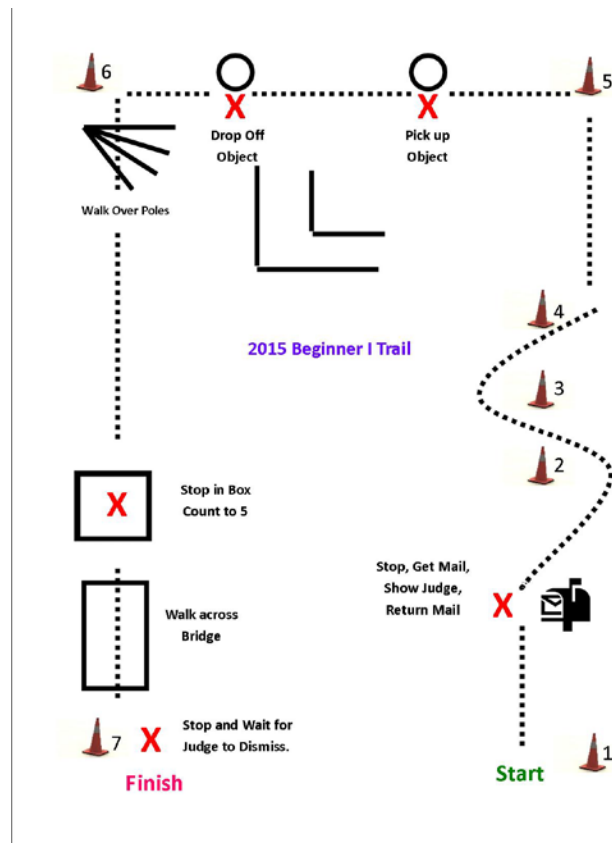
Horse Handler and 1-2 sidewalkers required

Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of the reins.
Lead line must be attached at all times.

Course instructions:

Wait at arena gate for instructions by the gatekeeper. Pattern begins at Cone 1. Start your pattern when acknowledged by the judge.

1. Walk forward to mailbox. (Remove the letter, show to the judge, replace and close box.)
2. From Mailbox, proceed walk to right of Cone 2.
3. Weave through Cones 3 and 4.
4. Walk to Cone 5, turn left.
5. Walk to 1st Barrel and pick up object.
6. Continue to 2nd Barrel and place object on barrel.
7. Walk to Cone 6 and turn left.
8. Walk over Poles
9. Continue walk to Box and halt for a count of 5.
10. Continue walk across bridge to Cone 7.
11. Pattern complete – wait for judge to dismiss.



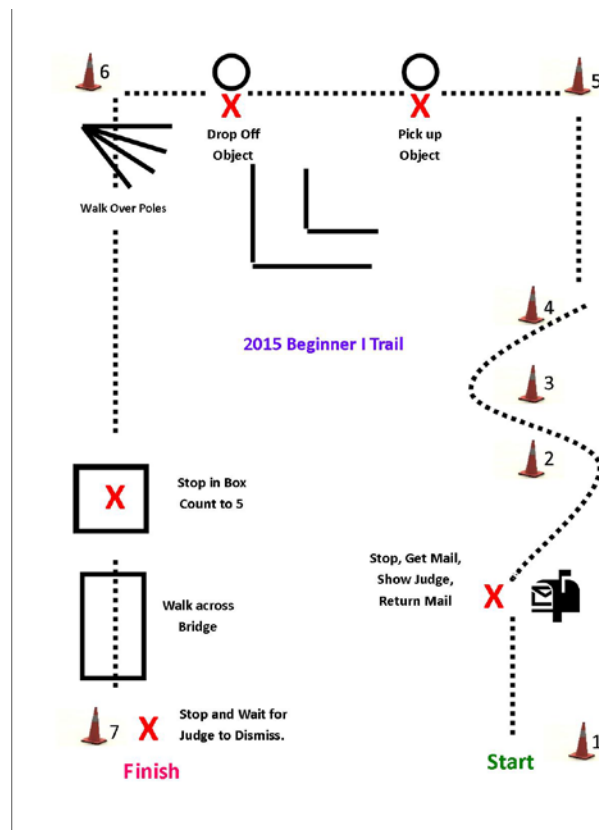
TRAIL
Beginner I-A
Non-Assisted, Walk Only

Horse handler and spotter from the athletes agency, required to be in arena, sidewalkers not allowed.
Athlete required to work pattern unassisted. Handler to stand back.
Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of the reins.
Handler must have lead line in Hand.

Course instructions:

Wait at arena gate for instructions by the gatekeeper. Pattern begins at Cone 1. Start your pattern when acknowledged by the judge.

1. Walk forward to mailbox. (Remove the letter, show to the judge, replace and close box.)
2. From Mailbox, proceed walk to right of Cone 2.
3. Weave through Cones 3 and 4.
4. Walk to Cone 5, turn left.
5. Walk to 1st Barrel and pick up object.
6. Continue to 2nd Barrel and place object on barrel.
7. Walk to Cone 6 and turn left.
8. Walk over Poles
9. Continue walk to Box and halt for a count of 5.
10. Continue walk across bridge to Cone 7.
11. Pattern complete – wait for judge to dismiss.



TRAIL
Beginner II
Assisted, Walk Only

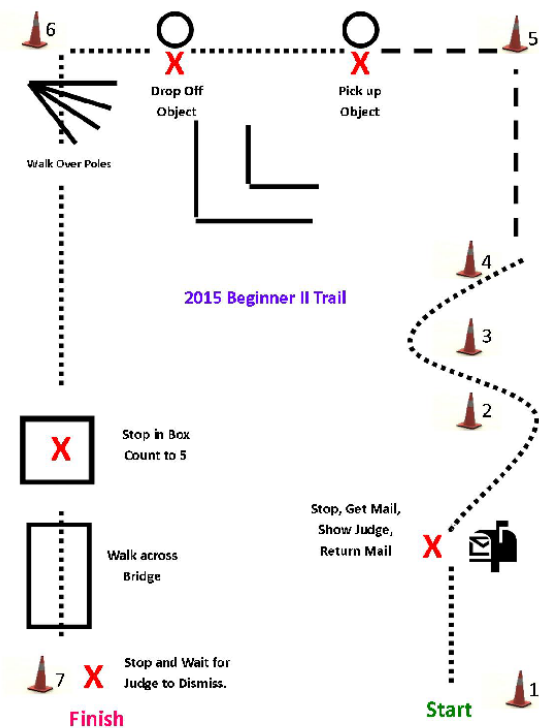
Horse Handler and 1-2 sidewalkers required

Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of the reins.
Lead line must be attached at all times.

Course instructions:

Wait at arena gate for instructions by the gatekeeper. Pattern begins at Cone 1. Start your pattern when acknowledged by the judge.

1. Walk forward to mailbox. (Remove the letter, show to the judge, replace and close box.)
2. From Mailbox, proceed walk to right of Cone 2.
3. Weave through Cones 3 and 4.
4. Begin Trot at Cone 4.
5. Turn left at Cone 5 (still in Trot) to 1st Barrel.
6. Halt at 1st Barrel and pick up object.
7. Continue to 2nd Barrel and place object on barrel.
8. Walk to Cone 6 and turn left.
9. Walk over Poles
10. Continue walk to Box and halt for a count of 5.
11. Continue walk across bridge to Cone 7.
12. Pattern complete – wait for judge to dismiss.



TRAIL
Intermediate I
Partial Assisted Walk, Assisted Jog or Sitting Trot

Horse Handler required. Sidewalkers are optional.

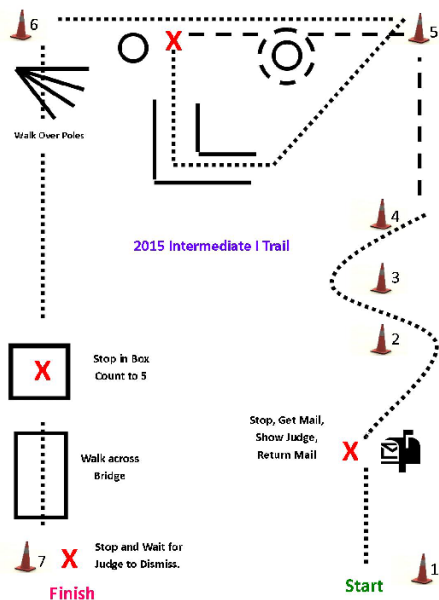
Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of the reins.

Horse Handler is required to attend the head at the walk and required to attach lead to horse at the jog or trot.

Course instructions:

Wait at arena gate for instructions by the gatekeeper. Pattern begins at Cone 1. Start your pattern when acknowledged by the judge.

1. Walk forward to mailbox. (Remove the letter, show to the judge, replace and close box.)
2. From Mailbox, proceed walk to right of Cone 2.
3. Weave through Cones 3 and 4.
4. Begin Trot at Cone 4
5. Turn left at Cone 5 (still in Trot) to 1st Barrel
6. Circle 1st Barrel to left at Trot
7. Continue to 2nd Barrel (still at Trot)
8. Halt, turn left
9. Walk through Dogleg
10. Turn left out of Dogleg
11. Continue Walk to Cone 5
12. Walk to Cone 6 and turn left.
13. Walk over Poles
14. Continue walk to Box and halt for a count of 5.
15. Continue walk across bridge to Cone 7.
16. Pattern complete – wait for judge to dismiss.



TRAIL
Intermediate II
Walk, Partially Assisted Jog/Sitting Trot

Horse Handler required. Sidewalkers are not allowed

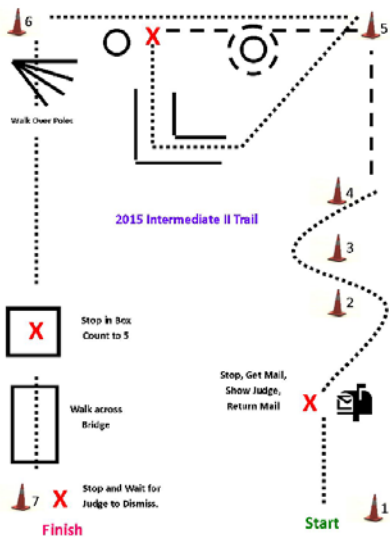
Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of the reins.

Horse Handler is required to Stand back at the walk and required attend the head horse at the jog or trot with leadline in hand.

Course instructions:

Wait at arena gate for instructions by the gatekeeper. Pattern begins at Cone 1. Start your pattern when acknowledged by the judge.

1. Walk forward to mailbox. (Remove the letter, show to the judge, replace and close box.)
2. From Mailbox, proceed walk to right of Cone 2.
3. Weave through Cones 3 and 4.
4. Begin Trot at Cone 4
5. Turn left at Cone 5 (still in Trot) to 1st Barrel
6. Circle 1st Barrel to left at Trot
7. Continue to 2nd Barrel (still at Trot)
8. Halt, turn left
9. Walk through Dogleg
10. Turn left out of Dogleg
11. Continue Walk to Cone 5
12. Walk to Cone 6 and turn left.
13. Walk over Poles
14. Continue walk to Box and halt for a count of 5.
15. Continue walk across bridge to Cone 7.
16. Pattern complete – wait for judge to dismiss.



TRAIL
Intermediate III
Walk, Partially Assisted Posting Trot

Horse Handler required. Sidewalkers are not allowed

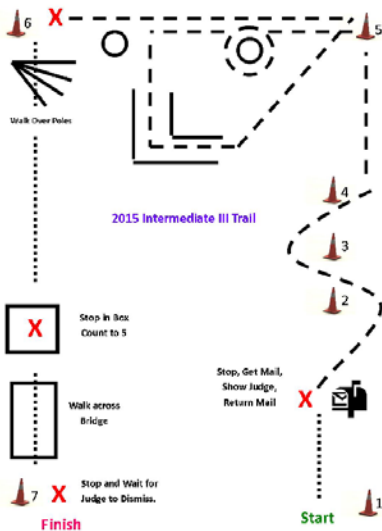
Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of the reins.

Horse Handler is required to Stand back at the walk and required attend the head horse at the jog or trot with leadline in hand.

Course instructions:

Wait at arena gate for instructions by the gatekeeper. Pattern begins at Cone 1. Start your pattern when acknowledged by the judge.

1. Walk forward to mailbox. (Remove the letter, show to the judge, replace and close box.)
2. From Mailbox, Begin Trot to right of Cone 2.
3. Weave through Cones 3 and 4. (Still at Trot)
4. Turn left at Cone 5 (still in Trot) to 1st Barrel
5. Circle 1st Barrel to left at Trot
6. Continue to 2nd Barrel (still at Trot)
7. Turn left before 2nd Barrel
8. Trot through Dogleg
9. Turn left out of Dogleg
10. Continue Trot to Cone 5
11. Trot to Cone 6 and turn left.
12. Halt at Cone 6, turn left
13. Walk over Poles
14. Continue walk to Box and halt for a count of 5.
15. Continue walk across bridge to Cone 7.
16. Pattern complete – wait for judge to dismiss.



TRAIL
Intermediate IV
Walk, Jog/Posting Trot

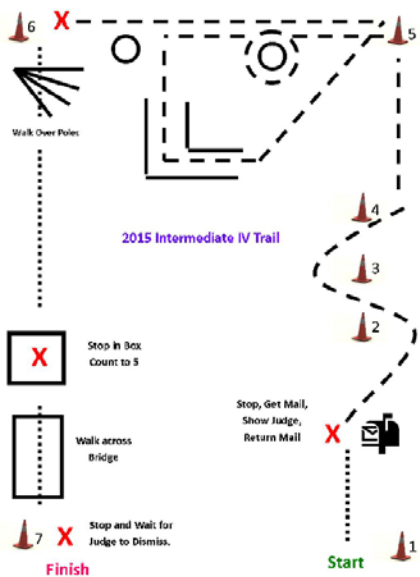
No assistance allowed in the arena. Please have a handler with the athlete in the gate area and to meet the athlete in the out gate area.

Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of the reins. Spotter will be provided.

Course instructions:

Wait at arena gate for instructions by the gatekeeper. Pattern begins at Cone 1. Start your pattern when acknowledged by the judge.

1. Walk forward to mailbox. (Remove the letter, show to the judge, replace and close box.)
2. From Mailbox, Begin Trot to right of Cone 2.
3. Weave through Cones 3 and 4. (Still at Trot)
4. Turn left at Cone 5 (still in Trot) to 1st Barrel
5. Circle 1st Barrel to left at Trot
6. Continue to 2nd Barrel (still at Trot)
7. Turn left before 2nd Barrel
8. Trot through Dogleg
9. Turn left out of Dogleg
10. Continue Trot to Cone 5
11. Trot to Cone 6 and turn left.
12. Halt at Cone 6, turn left
13. Walk over Poles
14. Continue walk to Box and halt for a count of 5.
15. Continue walk across bridge to Cone 7.
16. Pattern complete – wait for judge to dismiss.



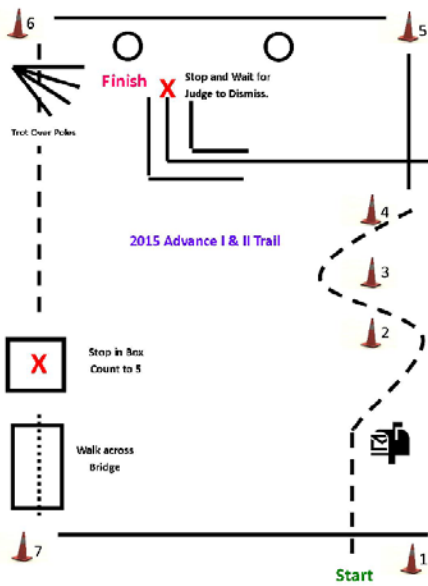
TRAIL
Advanced I & II
Walk/Jog or Posting Trot/ Lope or Canter

No assistance allowed in the arena. Please have a handler with the athlete in the gate area and to meet the athlete in the out gate area.
Spotter will be provided.

Course instructions:

Wait at arena gate for instructions by the gatekeeper. Pattern begins at Cone 1. Start your pattern when acknowledged by the judge.

1. Begin trot at Cone 1
2. Weave through Cones 2, 3 and 4 beginning to the right of Cone 2. (Still at Trot)
3. At Cone 4, pick up Canter
4. Turn Left at Cone 5 (Still at Canter)
5. Continue Canter to Cone 6, come down to trot
6. Turn left at Cone 6, continue trot over poles
7. Continue Trot into Box
8. Halt in Box for count of 5
9. Walk over bridge and continue to Cone 7
10. Turn left at Cone 7 and pick up Canter
11. Turn left at Cone 1 (Still in Canter)
12. Canter on Rail to Cone 4.
13. Come down to Trot at Cone 4.
14. Turn left through Dogleg at trot
15. Halt at end of Dogleg.
16. Pattern is Complete – Wait for judge to dismiss.



English Equitation

Class Description and Procedures

This class is judged on the performance of the rider's ability to demonstrate proper riding position, skills and accuracy as well as the ability to control their horse in a group.

1. Athletes will be asked to demonstrate all gaits required by their division.
2. Equitation must be shown using English or Australian Tack and English attire. ASTM Approved headwear and footwear is mandatory.
3. The following have equal consideration in judging the class:
 - A. Riders equitation: balance, seat, leg, posture and use of aids
 - B. Ability to follow instruction.
 - C. Ring etiquette and safety.
 - D. Sportsmanlike conduct.
 - E. Results as shown by the performance of the horse are not to be considered more important than the manner used in obtaining them.
4. Class procedure: Riders will work individually in a go order set by the gatekeeper. Following the last individual go and in **classes with at least 3 athletes competing, riders will be required to work as a group on the rail with a minimum of one way of the arena. In classes with 2 or fewer athletes competing, it is at the judges' discretion if rail work is required.**
5. Scoring: 80% of an athlete's score will reflect pattern work and 20% on the rail work.

Judges will assign a point value for each maneuver and points will be added or subtracted from this score based on the rider's performance of that maneuver. Rail work is generally used to break ties.

In addition to proper equitation, the judge will be looking for the straightness of a line, roundness of a circle and the accuracy of the maneuvers.

Extra credit will be given to horse/riders combinations performing the maneuvers with correctness and style with the horse showing attentiveness to the rider.

Credit will be given to the athlete who makes every effort to perform each maneuver in the correct order and who demonstrates the ability to properly instruct the horse (regardless of the level of success by the horse) while maintaining proper equitation, (balance, seat, legs, hands and posture).

Least credit will be given to the rider who does not demonstrate his or her ability to maintain proper equitation or does not show ability to direct the horse.

Special Instruction and Information Regarding English Equitation:

Riders will not be allowed to practice the patterns in the show arena.
Every effort will be made to set the pattern as exact to the printed patterns as possible.

“Callers” are allowed in the Beginner and Intermediate Divisions only.

During the individual workout only, in addition to the proper horse handlers that the division requires, an additional assistant may enter the arena and “call” the pattern to the rider. The coach will be allowed to call. The caller **must be with the horse and rider at check in** and remain with them until after their work out.

While the presence or absence of a “caller” will not affect the riders score in any way, any break in the rules by the caller may do so.

Callers will not be allowed in the Advanced Division.

English Equitation
Beginner I
Assisted, Walk Only

Horse Handler and 1-2 Sidewalkers required.

Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of reins.

Horse Handler must have lead line attached at all times.

Wait at gate for instructions from gatekeeper. You will be asked to line up against the rail leading to cone 1 (red). Move to the cone as the rider in front of you is circling the barrels. Wait for the Judge to acknowledge you to begin the pattern.

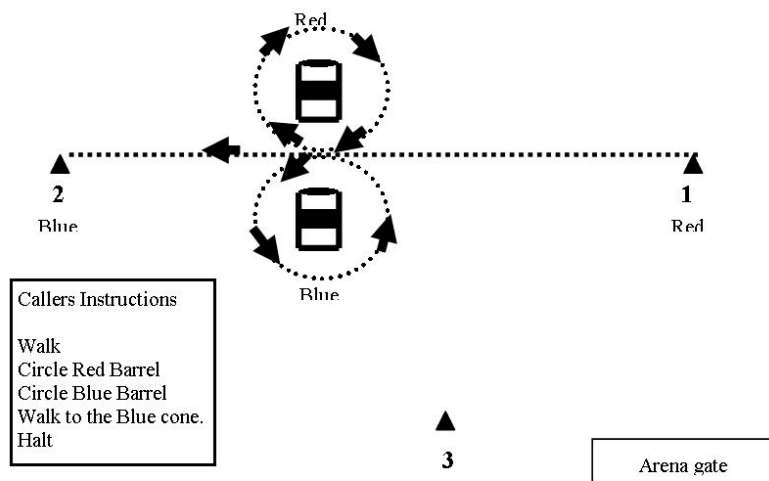
Pattern instructions:

Walk a straight line to the center of the barrels and circle the barrels, to the right (red) and then the left (blue). Continue a straight line to cone 2 (blue).

At cone 2, Halt.

Wait to be dismissed by Judge.

When dismissed, find a spot on the rail and wait for the patterns to conclude. Be ready for rail work. Leave 2-3 horse lengths between horses. You may circle your horse if needed (you are not being judged) but please stay as close to the fence and as far from the pattern as possible and be aware of other exhibitors. As the last exhibitor finishes his or her pattern be prepared to begin the rail work. **Look to the arena steward for any other instructions.**



English Equitation
Beginner I-A
 Unassisted, Walk Only

Horse Handler and spotter **from the athletes agency** required to be in the arena.
 Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of reins.
 Horse Handler must have lead line in hand.

Wait at gate for instructions from gatekeeper. You will be asked to line up against the rail leading to cone 1 (red). Move to the cone as the rider in front of you is circling the barrels. Wait for the Judge to acknowledge you to begin the pattern.

Special Handler and Spotter requirements:

Horse handler and spotter are required to stand back during the athletes pattern work.
 Horse handler and spotter are required to meet the athlete at the end of his/her pattern and wait with them on the rail. When the rail work begins, horse handler and spotter will need to step back again.....while maintaining a distance from the athlete the handler/spotter need to be able to quickly assist the athlete if the need arises. Handler/spotter will also wait with the athlete in the lineup, for the class to be called. The lead line is required to be attached at that time.

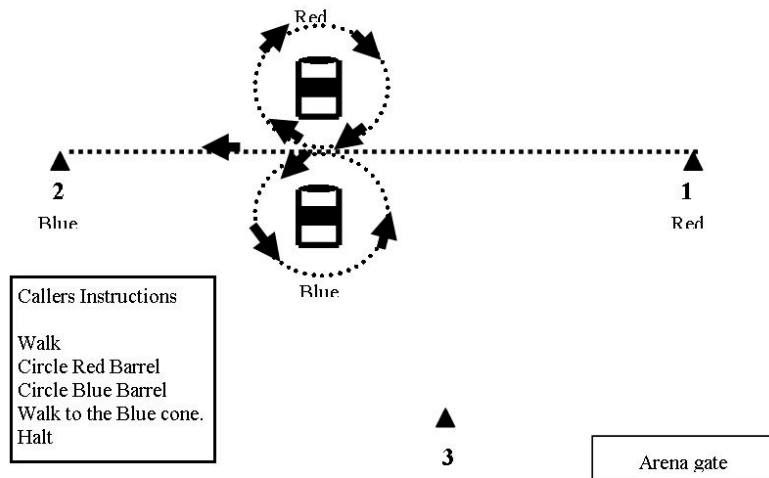
Pattern Instructions:

Walk a straight line to the center of the barrels and circle the barrels, to the right (red) and then the left (blue).
 Continue a straight line to cone 2 (blue).

At cone 2, Halt.

Wait to be dismissed by Judge.

When dismissed, find a spot on the rail and wait for the patterns to conclude. Be ready for rail work. Leave 2-3 horse lengths between horses. You may circle your horse if needed (you are not being judged) but please stay as close to the fence and as far from the pattern as possible and be aware of other exhibitors. As the last exhibitor finishes his or her pattern be prepared to begin the rail work. **Look to the arena steward for any other instructions.**



English Equitation
Beginner II
 Assisted, Walk / Trot

Horse Handler and 1-2 Sidewalkers required.

Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of reins.

Horse Handler must have lead line attached at all times.

Wait at gate for instructions from gatekeeper. You will be asked to line up against the rail leading to cone 1 (red). Move to the cone as the rider in front of you is circling the barrels. Wait for the Judge to acknowledge you to begin the pattern.

Pattern instructions:

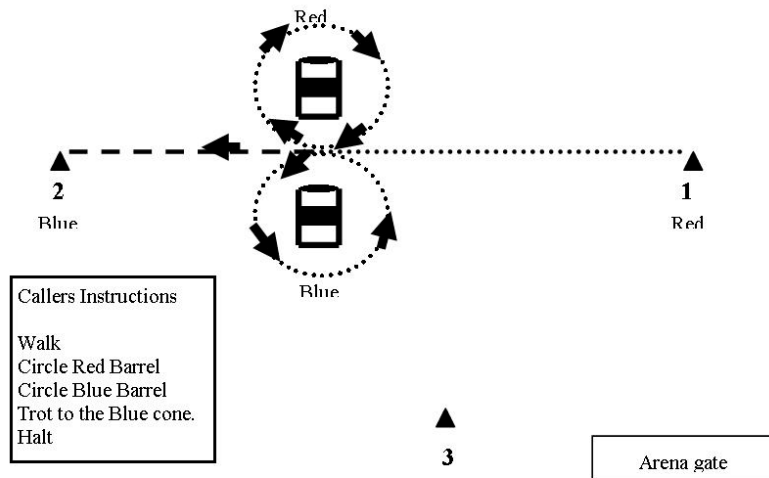
Walk a straight line to the center of the barrels and circle the barrels, to the right (red) and then the left (blue).

Trot a straight line to cone 2 (blue).

At cone 2, Halt.

Wait to be dismissed by Judge.

When dismissed, find a spot on the rail and wait for the patterns to conclude. Be ready for rail work. Leave 2-3 horse lengths between horses. You may circle your horse if needed (you are not being judged) but please stay as close to the fence and as far from the pattern as possible and be aware of other exhibitors. As the last exhibitor finishes his or her pattern be prepared to begin the rail work. **Look to the arena steward for any other instructions.**



English Equitation
Intermediate I
Partial Assisted Walk, Assisted Sitting Trot

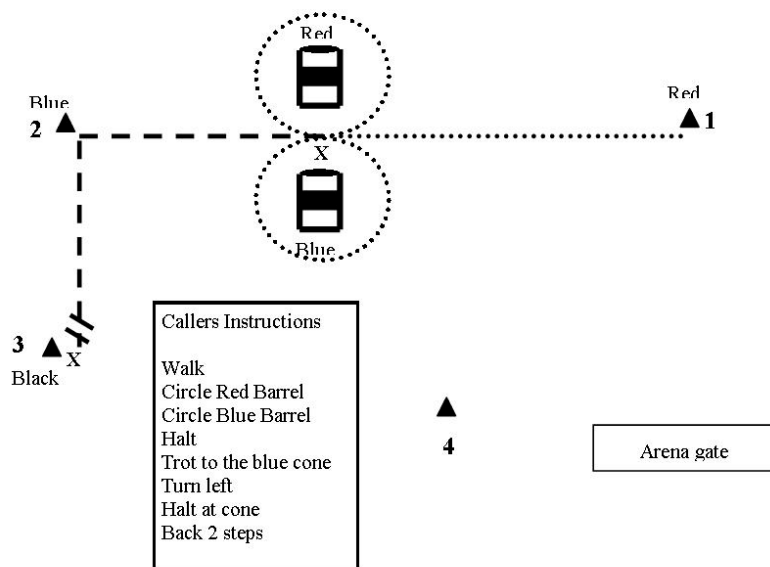
Horse Handler required. Sidewalkers are optional
Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of reins.
Horse Handler to remain at the horses head at the walk with lead line in hand and lead line to be attached at the trot.

Wait at gate for instructions from gatekeeper. You will be asked to line up against the rail leading to cone 1 (red). Move to the cone as the rider in front of you is completing his/her pattern. Wait for the Judge to acknowledge you to begin the pattern.

Pattern instructions:

Walk a straight line and circle the red barrel to the right, circle blue barrel to the left.
Halt. Trot to Cone 2 (blue).
Turn left and continue to trot to the Cone 3 (black).
At cone 3, Halt and back 2 steps.
Wait to be dismissed by Judge.

When dismissed, find a spot on the rail and wait for the patterns to conclude. Be ready for rail work. Leave 2-3 horse lengths between horses. You may circle your horse if needed (you are not being judged) but please stay as close to the rail and as far from the pattern as possible and be aware of other exhibitors. As the last exhibitor finishes his or her pattern be prepared to begin the rail work. **Look to the arena steward for any other instructions.**



English Equitation
Intermediate II
Walk, Partial Assisted Sitting Trot

Horse Handler required. Sidewalkers are not allowed.

Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of reins.

Horse Handler to stand back at the walk with lead line in hand and attend the head at the trot.

Wait at gate for instructions from gatekeeper. You will be asked to line up against the rail leading to cone 1 (red). Move to the cone as the rider in front of you is completing his/her pattern. Wait for the Judge to acknowledge you to begin the pattern.

Pattern instructions:

Begin at Cone (red)

Walk a straight line to Cone 2 (blue).

Halt. Back 2 steps

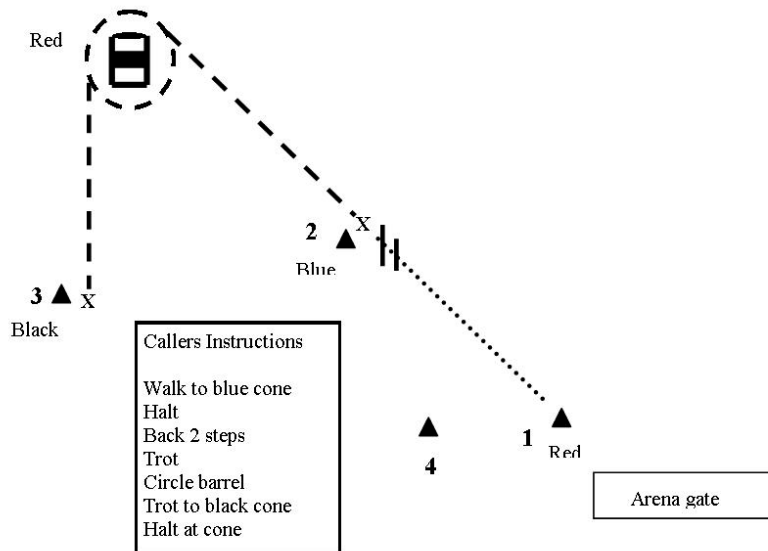
Trot a straight line to the barrel and circle barrel (1 1/2 times) to the left

Trot to cone 3 (black)

Halt at Cone 3 (black).

Wait to be dismissed by Judge.

When dismissed, find a spot on the rail and wait for the patterns to conclude. Be ready for rail work. Leave 2-3 horse lengths between horses. You may circle your horse if needed (you are not being judged) but please stay as close to the rail and as far from the pattern as possible and be aware of other exhibitors. As the last exhibitor finishes his or her pattern be prepared to begin the rail work. **Look to the arena steward for any other instructions.**



English Equitation
Intermediate III
Walk, Partial Assisted Posting Trot

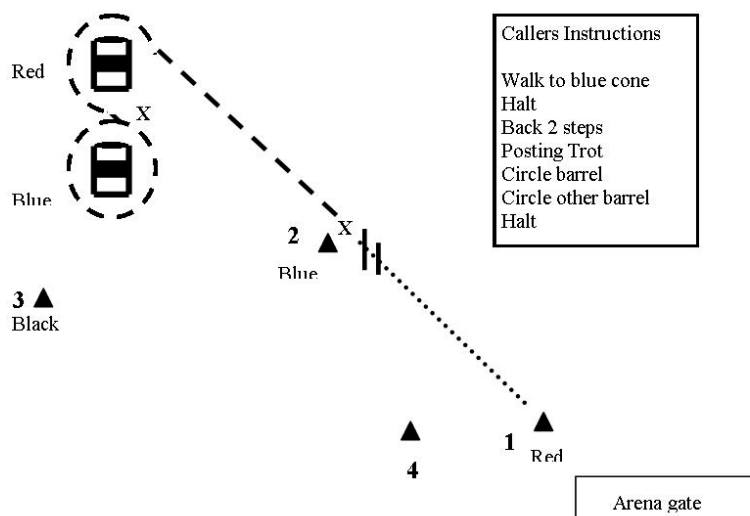
Horse Handler required. Sidewalkers are not allowed.
Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of reins.
Horse Handler to stand back at the walk with lead line in hand and attend the head at the trot.

Wait at gate for instructions from gatekeeper. You will be asked to line up against the rail leading to cone 1 (red). Move to the cone as the rider in front of you is completing his/her pattern. Wait for the Judge to acknowledge you to begin the pattern.

Pattern instructions:

Walk a straight line to Cone 2 (blue).
Halt. Back 2 steps
Trot a straight line to the top of the red barrel and circle barrel (3/4 circle)
Figure 8 and circle the blue barrel showing change of diagonal
Halt between the barrels.
Wait to be dismissed by Judge.

When dismissed, find a spot on the rail and wait for the patterns to conclude. Be ready for rail work. Leave 2-3 horse lengths between horses. You may circle your horse if needed (you are not being judged) but please stay as close to the rail and as far from the pattern as possible and be aware of other exhibitors. As the last exhibitor finishes his or her pattern be prepared to begin the rail work. **Look to the arena steward for any other instructions.**



English Equitation
Intermediate IV
Unassisted Walk , Posting Trot

Horse Handlers and Sidewalkers are not allowed.

Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of reins.

Spotters will be provided in the arena.

A spotter will be provided to stand with a horse while the athlete is waiting to perform a pattern or waiting on the rail for the rail work to begin. If your athlete might need additional assistance during these times, please tell the gatekeeper or steward.

Wait at the arena gate for direction by steward or gatekeeper. When instructed to go to the Red cone, wait for the Judge to acknowledge you to begin the pattern.

Walk a straight line to the middle of the barrels.

Posting Trot and circle Red Barrel

Circle Blue Barrel

Continue Posting trot around the Blue cone to the Black cone.

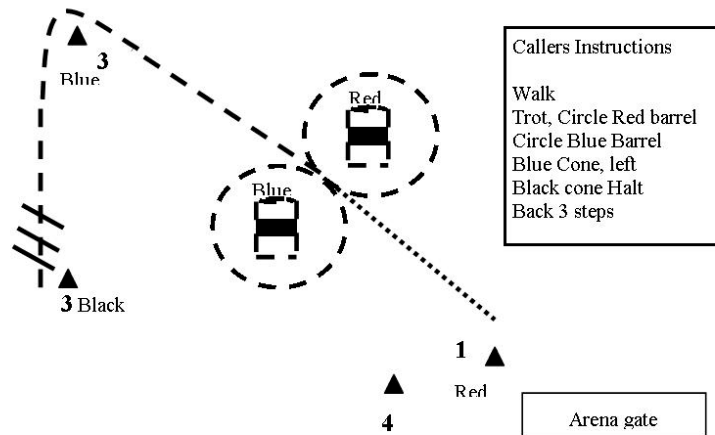
Halt

Back 3 steps

When dismissed, find a spot on the rail to line up head to tail and be ready for rail work.

Leave 2-3 horse lengths between horses. You may circle your horse if needed (you are not being judged) but please stay as close to the rail and as far from the pattern as possible and be aware of other exhibitors. As the last exhibitor finishes his or her pattern be prepared to begin the rail work. Look to the arena steward for any other instructions.

Riders will be asked to perform posting trot as a group during rail work.



English Equitation
Advanced I Division
Unassisted Walk, Posting Trot, Canter (one at a time)

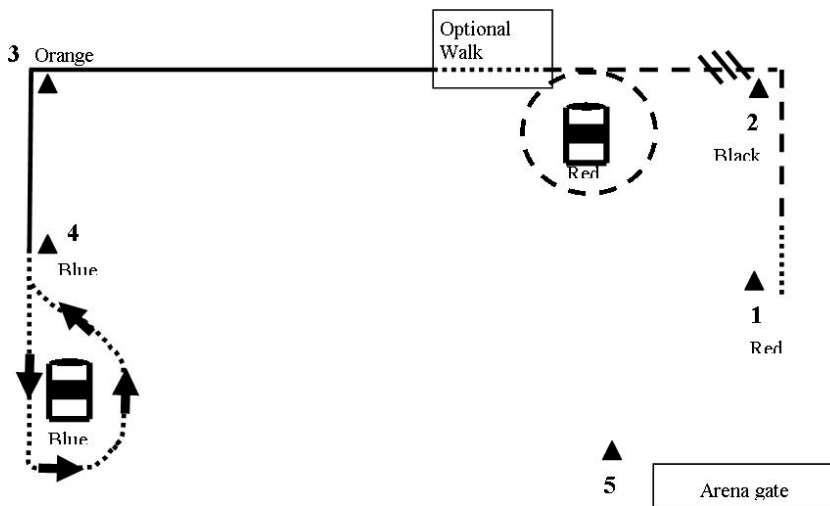
Horse Handlers, Sidewalkers and Callers are not allowed.
 Spotters will be provided in the arena.
 Please have someone from the athletes agency with him/her in the in gate and out gate area.

Wait at the arena gate for direction by steward or gatekeeper. When instructed to go to the Red cone, wait for the Judge to acknowledge you to begin the pattern.

Beginning at cone 1, walk then pick up posting trot.
 Left around cone 2 and circle barrel, to the left, at a trot.
 May break to a walk, then, canter around cone 3
 Break to walk at cone 4, walk teardrop around barrel (changing direction)
 Pick up Canter and follow original line of travel.
 Break to (may walk a few strides) a posting trot and circle barrel to the right.
 Continue trot and Halt cone 2.
Back 3 steps.
 Wait to be dismissed by Judge.

When dismissed, exit arena thru the out gate. Remain in holding area to return for rail work.
 Look to the arena steward for any other instructions.
 Riders will be asked to perform walk, posting trot and reverse as a group and canter one at a time during rail work.

X



English Equitation
Advanced II Division
Unassisted Walk, Posting Trot, Canter

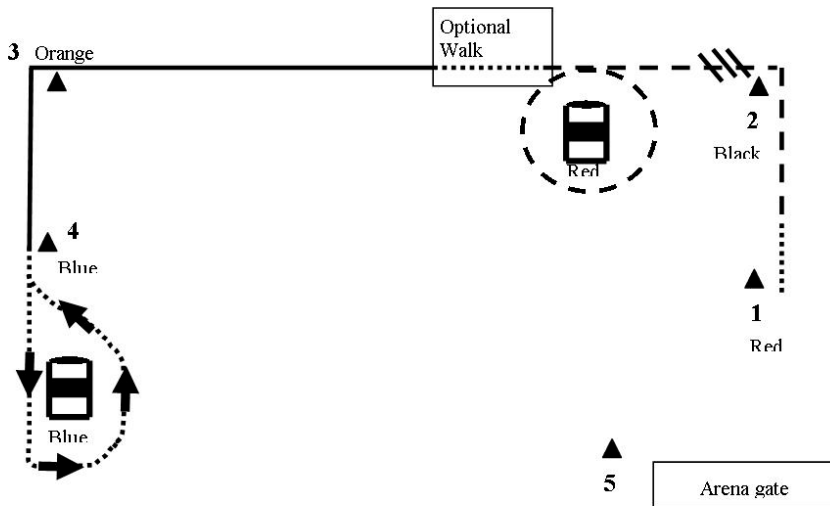
Horse Handlers, Sidewalkers and Callers are not allowed.
 Spotters will be provided in the arena.
 Please have someone from the athletes agency with him/her in the in gate and out gate area.

Wait at the arena gate for direction by steward or gatekeeper. When instructed to go to the Red cone, wait for the Judge to acknowledge you to begin the pattern.

Beginning at cone 1, walk then pick up posting trot.
 Left around cone 2 and circle barrel, to the left, at a trot.
 May break to a walk, then, canter around cone 3
 Break to walk at cone 4, walk teardrop around barrel (changing direction)
 Pick up Canter and follow original line of travel.
 Break to (may walk a few strides) a posting trot and circle barrel to the right.
 Continue trot and Halt cone 2.
Back 3 steps.
 Wait to be dismissed by Judge.

When dismissed, exit arena thru the out gate. Remain in holding area to return for rail work.
 Look to the arena steward for any other instructions.
 Riders will be asked to perform walk, posting trot, canter and reverse as a group during rail work.

X



Western Horsemanship

Class Description and Procedures

This class is judged on the performance of the rider's ability to demonstrate proper riding position, skills and accuracy as well as their ability to control their horse in a group.

1. Athletes will be asked to demonstrate all gaits required by their division in their pattern as well as on the rail.

2. Horsemanship must be shown using Western or Australian tack and western attire. ASTM Approved headwear and footwear is mandatory.

3. The following have equal consideration in judging the class:

A. Riders horsemanship: balance, seat, leg, posture and use of aids.

B. Ability to follow instruction.

C. Ring etiquette and safety.

D. Sportsmanlike conduct.

E. Results as shown by the performance of the horse are not to be considered more important than the manner used in obtaining them.

4. Class procedure: Riders will work individually, in a go order set by the gatekeeper. Following the last individual go, and in **classes with at least 3 athletes competing, riders will be required to work as a group on the rail, with a minimum of one way of the arena. In classes with 2 or fewer athletes competing, it is at the judges' discretion if rail work is required.**

5. Scoring: 80% of an athlete's score will reflect the pattern work and 20% on the rail work.

Judges will assign a point value for each maneuver and points will be added or subtracted from this score based on the rider's performance of that maneuver. Rail work is generally used to break ties.

Extra credit will be given to horse/rider combinations performing the maneuvers with correctness and style with the horse showing attentiveness to the rider.

Credit will be given to the athlete who makes every effort to perform each maneuver in the correct order and who demonstrates the ability to properly instruct the horse (regardless of the level of success by the horse) while maintaining proper equitation, (balance, seat, legs, hands and posture).

Least credit will be given to the rider who does not demonstrate his or her ability to maintain proper equitation or does not show ability to direct the horse.

Special Instructions and Information:

Riders will not be allowed to practice the patterns in the show arena.
Every effort will be made to set the pattern as exact to the printed patterns as possible.

“Callers” are allowed in the Beginner and Intermediate Divisions only.

During the individual workout only, in addition to the proper horse handlers that the division requires, an additional assistant may enter the arena and “call” the pattern to the rider. The coach will be allowed to call. The caller **must be with the horse and rider at check in** and remain with them until after their work out.

While the presence or absence of a “caller” will not affect the riders score in any way, any break in the rules by the caller may do so.

Callers will not be allowed in the Advanced Division.

Western Horsemanship
Beginner I
Assisted, Walk Only

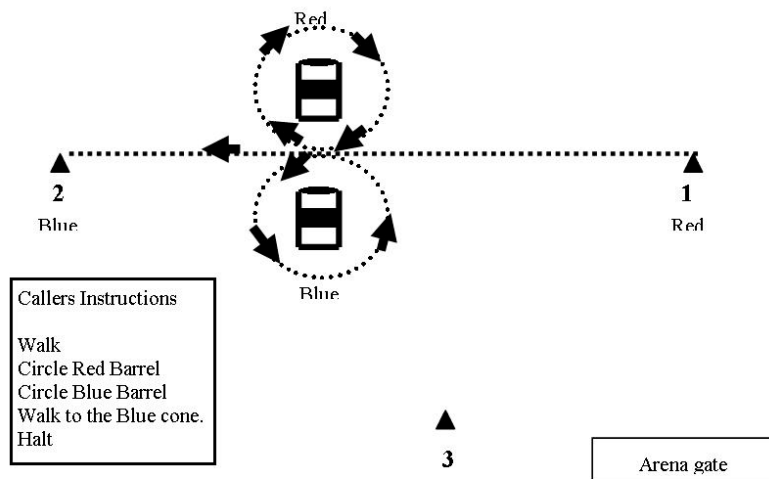
Horse Handler and 1-2 Sidewalkers required.
Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of reins.
Horse Handler must have lead line attached at all times.

Wait at gate for instructions from gatekeeper. You will be asked to line up against the rail leading to cone 1 (red). Move to the cone as the rider in front of you is circling the barrels. Wait for the Judge to acknowledge you to begin the pattern.

Pattern instructions:

Walk a straight line to the center of the barrels and circle the barrels, to the right (red) and then the left (blue). Continue a straight line to cone 2 (blue).
At cone 2, Halt.
Wait to be dismissed by Judge.

When dismissed, find a spot on the rail and wait for the patterns to conclude. Be ready for rail work. Leave 2-3 horse lengths between horses. You may circle your horse if needed (you are not being judged) but please stay as close to the fence and as far from the pattern as possible and be aware of other exhibitors. As the last exhibitor finishes his or her pattern be prepared to begin the rail work. **Look to the arena steward for any other instructions.**



Western Horsemanship
Beginner I-A
 Unassisted, Walk Only

Horse Handler and spotter **from the athletes agency** required to be in the arena.
 Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of reins.
 Horse Handler must have lead line in hand.

Wait at gate for instructions from gatekeeper. You will be asked to line up against the rail leading to cone 1 (red). Move to the cone as the rider in front of you is circling the barrels. Wait for the Judge to acknowledge you to begin the pattern.

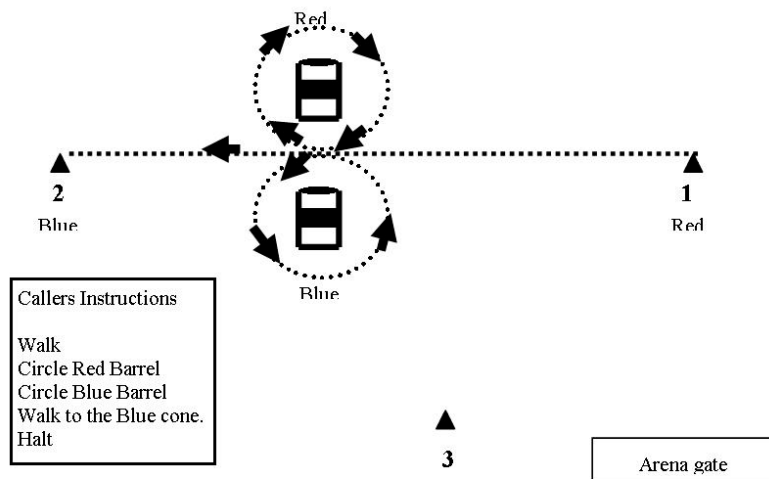
Special Handler and Spotter requirements:

Horse handler and spotter are required to stand back during the athletes pattern work.
 Horse handler and spotter are required to meet the athlete at the end of his/her pattern and wait with them on the rail. When the rail work begins, horse handler and spotter will need to step back again....while maintaining a distance from the athlete the handler/spotter need to be able to quickly assist the athlete if the need arises. Handler/spotter will also wait with the athlete in the lineup, for the class to be called. The lead line is required to be attached at that time.

Pattern Instructions:

Walk a straight line to the center of the barrels and circle the barrels, to the right (red) and then the left (blue). Continue a straight line to cone 2 (blue).
 At cone 2, Halt.
 Wait to be dismissed by Judge.

When dismissed, find a spot on the rail and wait for the patterns to conclude. Be ready for rail work. Leave 2-3 horse lengths between horses. You may circle your horse if needed (you are not being judged) but please stay as close to the fence and as far from the pattern as possible and be aware of other exhibitors. As the last exhibitor finishes his or her pattern be prepared to begin the rail work. **Look to the arena steward for any other instructions.**



Western Horsemanship
Beginner II
Assisted, Walk / Jog

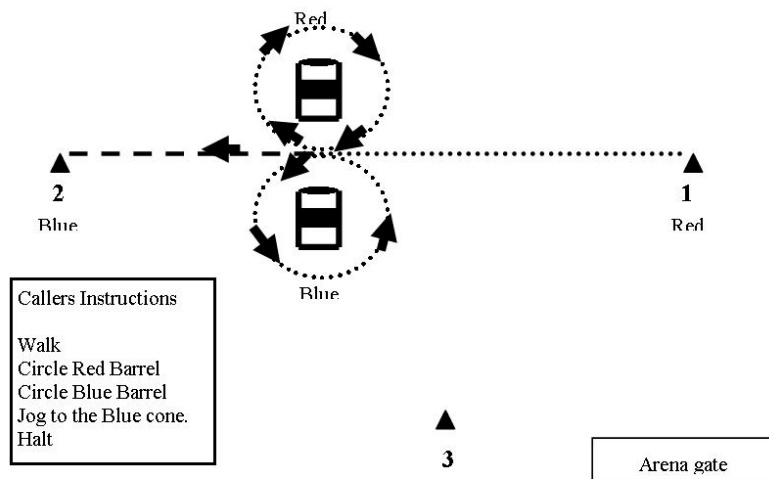
Horse Handler and 1-2 Sidewalkers required.
Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of reins.
Horse Handler must have lead line attached at all times.

Wait at gate for instructions from gatekeeper. You will be asked to line up against the rail leading to cone 1 (red). Move to the cone as the rider in front of you is circling the barrels. Wait for the Judge to acknowledge you to begin the pattern.

Pattern instructions:

Walk a straight line to the center of the barrels and circle the barrels, to the right (red) and then the left (blue).
Jog a straight line to cone 2 (blue).
At cone 2, Halt.
Wait to be dismissed by Judge.

When dismissed, find a spot on the rail and wait for the patterns to conclude. Be ready for rail work. Leave 2-3 horse lengths between horses. You may circle your horse if needed (you are not being judged) but please stay as close to the fence and as far from the pattern as possible and be aware of other exhibitors. As the last exhibitor finishes his or her pattern be prepared to begin the rail work. **Look to the arena steward for any other instructions.**



Western Horsemanship Intermediate I Partial Assisted Walk, Assisted Jog

Horse Handler required. Sidewalkers are optional
 Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of reins.
 Horse Handler to remain at the horses head at the walk with lead line in hand and lead line to be attached at the trot.

Wait at gate for instructions from gatekeeper. You will be asked to line up against the rail leading to cone 1 (red). Move to the cone as the rider in front of you is completing his/her pattern. Wait for the Judge to acknowledge you to begin the pattern.

Pattern instructions:

Walk a straight line and circle the red barrel to the right, circle blue barrel to the left.

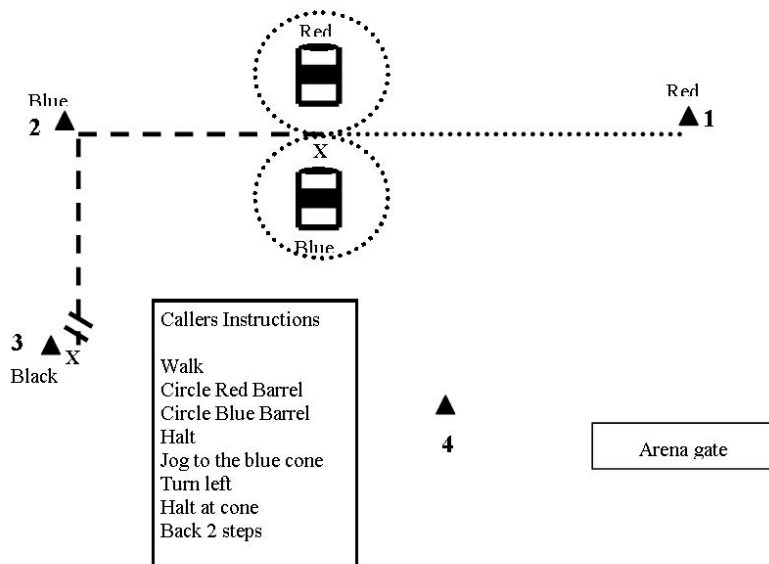
Halt. Jog to Cone 2 (blue).

Turn left and continue to jog to the Cone 3 (black).

At cone 3, Halt and back 2 steps.

Wait to be dismissed by Judge.

When dismissed, find a spot on the rail and wait for the patterns to conclude. Be ready for rail work. Leave 2-3 horse lengths between horses. You may circle your horse if needed (you are not being judged) but please stay as close to the rail and as far from the pattern as possible and be aware of other exhibitors. As the last exhibitor finishes his or her pattern be prepared to begin the rail work. **Look to the arena steward for any other instructions.**



Western Horsemanship
Intermediate II
Walk, Partial Assisted Jog

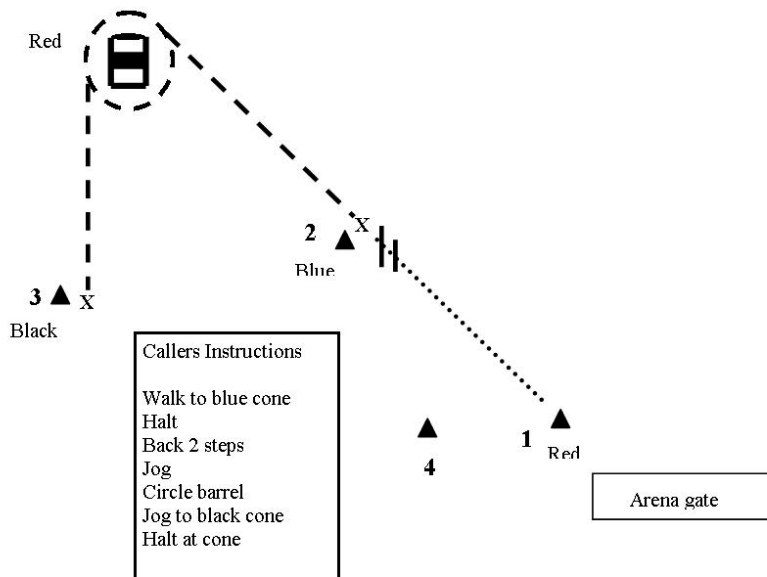
Horse Handler required. Sidewalkers are not allowed.
Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of reins.
Horse Handler to stand back at the walk with lead line in hand and attend the head at the jog.

Wait at gate for instructions from gatekeeper. You will be asked to line up against the rail leading to cone 1 (red). Move to the cone as the rider in front of you is completing his/her pattern. Wait for the Judge to acknowledge you to begin the pattern.

Pattern instructions:

- Begin at Cone 1 (red)
- Walk a straight line to Cone 2 (blue).
- Halt. Back 2 steps
- Jog a straight line to the barrel and circle barrel (1 1/2 times) to the left
- Jog to Cone 3 (black)
- Halt at Cone 3 (black).
- Wait to be dismissed by Judge.

When dismissed, find a spot on the rail and wait for the patterns to conclude. Be ready for rail work. Leave 2-3 horse lengths between horses. You may circle your horse if needed (you are not being judged) but please stay as close to the rail and as far from the pattern as possible and be aware of other exhibitors. As the last exhibitor finishes his or her pattern be prepared to begin the rail work. Look to the arena steward for any other instructions.



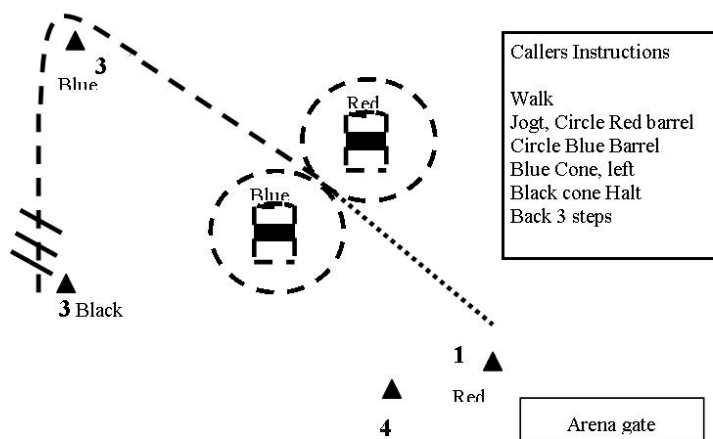
Western Horsemanship
Intermediate IV
Unassisted Walk , Jog

Horse Handlers and Sidewalkers are not allowed.
Horse must have halter over or under bridle in a fashion not to interfere with the bit or use of reins.
Spotters will be provided in the arena.
A spotter will be provided to stand with a horse while the athlete is waiting to perform a pattern or waiting on the rail for the rail work to begin. If your athlete might need additional assistance during these times, please tell the gatekeeper or steward.

Wait at the arena gate for direction by steward or gatekeeper. When instructed to go to the Red cone, wait for the Judge to acknowledge you to begin the pattern.

Walk a straight line to the middle of the barrels.
Jog and circle Red Barrel
Circle Blue Barrel
Continue Jog around the Blue cone to the Black cone.
Halt
Back 3 steps

When dismissed, find a spot on the rail to line up head to tail and be ready for rail work.
Leave 2-3 horse lengths between horses. You may circle your horse if needed (you are not being judged) but please stay as close to the rail and as far from the pattern as possible and be aware of other exhibitors. As the last exhibitor finishes his or her pattern be prepared to begin the rail work. Look to the arena steward for any other instructions.
Riders will be asked to perform posting trot as a group during rail work.



Western Horsemanship
Advanced I Division
Unassisted Walk, Jog, Lope (one at a time)

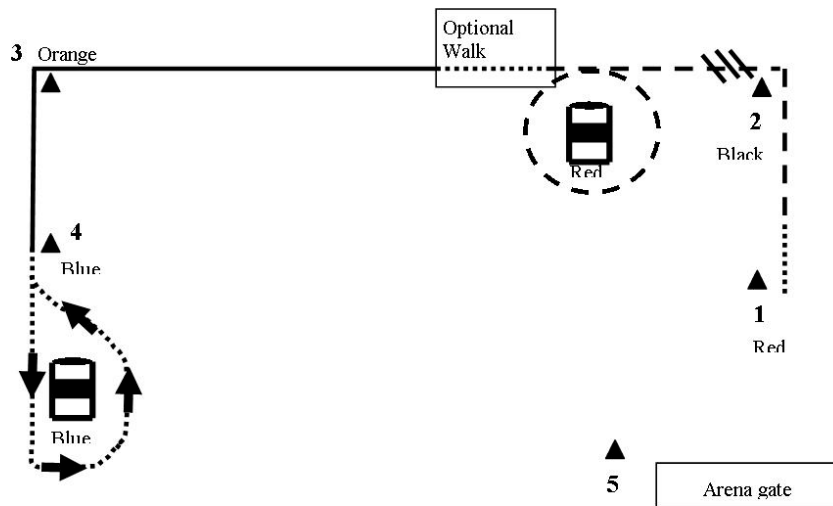
Horse Handlers, Sidewalkers and Callers are not allowed.
 Spotters will be provided in the arena.
 Please have someone from the athletes agency with him/her in the in gate and out gate area.

Wait at the arena gate for direction by steward or gatekeeper. When instructed to go to the Red cone, wait for the Judge to acknowledge you to begin the pattern.

Beginning at cone 1, walk then pick up jog.
 Left around cone 2 and circle barrel, to the left, at a jog.
 May break to a walk, then, lope around cone 3
 Break to walk at cone 4, walk teardrop around barrel (changing direction)
 Pick up lope and follow original line of travel.
 Break to (may walk a few strides) a jog and circle barrel to the right.
 Continue jog and Halt cone 2.
Back 3 steps.
 Wait to be dismissed by Judge.

When dismissed, exit arena thru the out gate. Remain in holding area to return for rail work.
 Look to the arena steward for any other instructions.
 Riders will be asked to perform walk, jog and reverse as a group and lope one at a time during rail work.

X



Western Horsemanship
Advanced II Division
Unassisted Walk, Jog, Lope

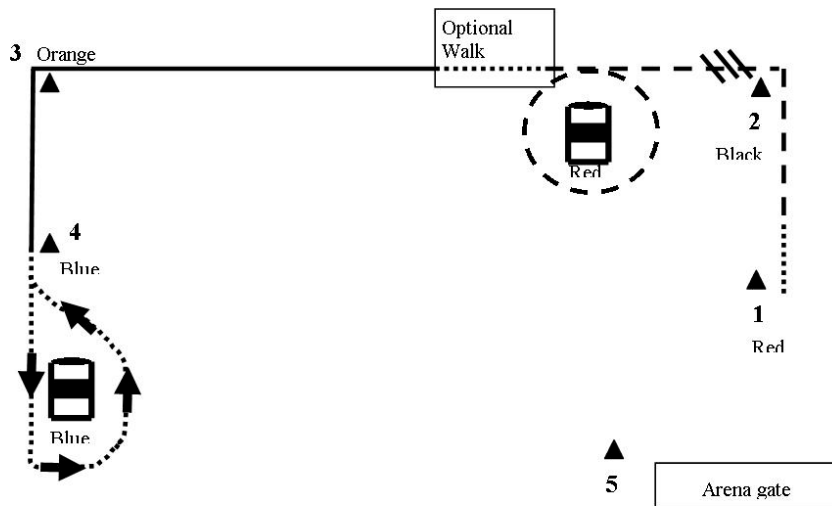
Horse Handlers, Sidewalkers and Callers are not allowed.
 Spotters will be provided in the arena.
 Please have someone from the athletes agency with him/her in the in gate and out gate area.

Wait at the arena gate for direction by steward or gatekeeper. When instructed to go to the Red cone, wait for the Judge to acknowledge you to begin the pattern.

Beginning at cone 1, walk then pick up jog.
 Left around cone 2 and circle barrel, to the left, at a jog.
 May break to a walk, then, lope around cone 3
 Break to walk at cone 4, walk teardrop around barrel (changing direction)
 Pick up lope and follow original line of travel.
 Break to (may walk a few strides) a jog and circle barrel to the right.
 Continue jog and Halt cone 2.
Back 3 steps.
 Wait to be dismissed by Judge.

When dismissed, exit arena thru the out gate. Remain in holding area to return for rail work.
 Look to the arena steward for any other instructions.
 Riders will be asked to perform walk, jog, lope and reverse as a group.

X



Showmanship at Halter

Class Description and Procedures

This class is judged strictly on the exhibitor's ability to fit and show a halter horse. The horse is merely a prop to demonstrate the ability and preparation of the exhibitor. The ideal showmanship performance consists of a poised, confident and neatly attired exhibitor leading a well groomed and conditioned horse that quickly and efficiently performs the requested pattern. The horses' conformation will not be judged.

1. Showmanship may be shown using either western or huntseat attire. Halters are encouraged due to safety concerns. Advanced Division may show in a bridle. ASTM Approved headwear and footwear is mandatory.

2. The following have equal consideration in judging the class:

- A. Riders Showmanship – Appearance of horse and exhibitor, Position, performance of pattern***
- B. Ability to follow instruction
- C. Ring etiquette and safety
- D. Sportsmanlike conduct
- E. Results as shown by the performance of the horse are not to be considered more important than the manner used in obtaining them.

3. Class procedure: Riders will work individually, in a go order set by the gatekeeper. There will be no rail work.

4. Scoring: In showmanship competition, each maneuver is judged separately. It is the combination of the execution of all maneuvers as well as the demonstration of proper showmanship ability that will determine final order.

Judges will assign a point value for the turnout of exhibitor and horse and each maneuver. Points will be added or subtracted from this score based on the horse and riders performance thru each maneuver.

Extra credit will be given to horse/exhibitor combinations completing the maneuvers with correctness and style with the horse showing attentiveness to the exhibitor.

Credit will be given to the athlete who makes every effort to complete each maneuver in the correct order and who demonstrates the ability to properly instruct the horse (regardless of the level of success of the horse). Credit is also given for proper showmanship.

Least credit will be given to the exhibitor who does not demonstrate his or her ability to direct the horse.

*****Special Instructions and Information:**

Showmanship competition is based on two things. One is the ability of the exhibitor to effectively present a horse for evaluation. The other is safety. When presenting the horse to the judge the exhibitor is expected to “quarter” the horse as the Judge moves around the horse in order to view the horse from all angles (as if the horse was being judged for conformation). Using the “quarter” system, the exhibitor will always be in eye contact with the Judge and the horse and has the horse in a position to keep the Judge safe should that ever become an issue.

Except during inspection, when the exhibitor may move forward, yet stay to the side of the horse, the exhibitor should remain at or close to the near throatlatch in proper leading position. In all classes the Judge will move to the horses and athletes’ right.

In order for the exhibitor to succeed in this competition the horse must willingly walk and trot with the exhibitor, stand square and quiet, back, and turn 180 degrees using a pivot foot. The horse must be clipped and groomed to its breed standard. The conformation and athletic ability of the horse is never judged.

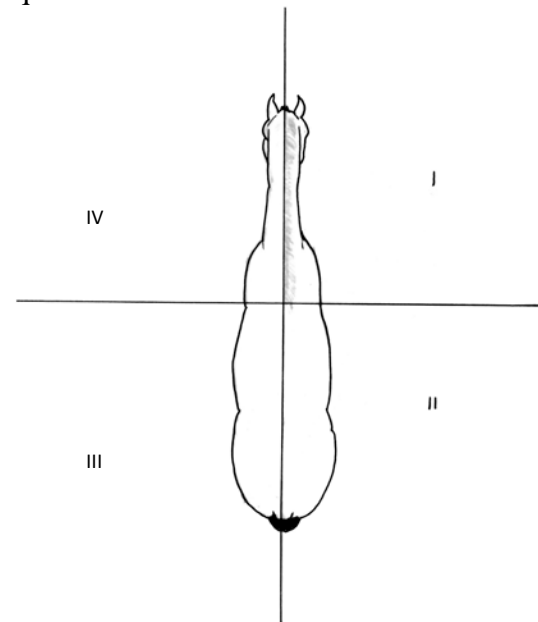
If you are handling a horse for an exhibitor, with or without a lead attached, please remember to stand back to give your exhibitor room to work around the horse as required.

Quartering the horse during individual inspection:

Imaginary lines bisect the horse into four quadrants.

Circling to the horse’s right “off” side, Nose to wither, I; Wither to tail, II; on the near side, tail to wither III and wither to nose IV.

When the Judge is in I, exhibitor is in IV.
As Judge moves to II, exhibitor moves to I,
Judge moves to III, exhibitor moves back to IV and when the Judge moves to IV, exhibitor moves to I.
Exhibitor should be able to make eye contact with the Judge at all times.



Riders may cross divisions for Showmanship competition.

Please study the patterns to determine which division suits the ability level of each exhibitor to handle the horse at halter.

Adaptive Showmanship: This division is limited to non-ambulatory Athletes. Athletes are required to have a Horse Handler walking on the right side of the horse with lead attached. There may be a side walker on the left of the exhibitor. Adaptive Showmanship will be held outside of the main arena on pavement. The class will be judged as any other division with the exception that no quartering will be required.

Beginner Showmanship: Athletes are required to have a Horse Handler walking on the right side of the horse's head with the lead line attached. Horse Handler is present for safety and should step back a step or two during inspection. Additional assistant that shadows the athlete is optional.

Intermediate Showmanship: Athlete may have a Horse Handler walking on the right side of the horse's head (with a lead line in hand) while entering the arena and during the line up but should stand back while the athlete completes the pattern and inspection.

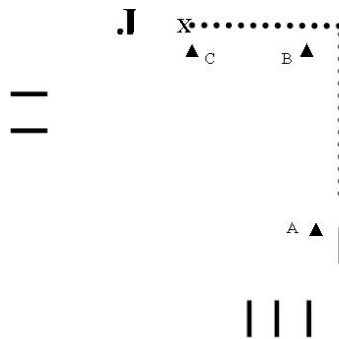
Advanced Showmanship: Athletes must compete without assistance while in the arena. Spotters will be provided in the arena.

No Handler or walker may be behind the withers of the horse.

Showmanship Adaptive

Horse Handler required on right side of horse with lead attached.
Optional Sidewalker beside athlete

Pattern will be set on pavement



Line up side by side at the direction of the ring steward. First horse to go should wait at the cone A.

When the athlete on course is passing Cone B, next athlete should advance to Cone A

Wait at Cone A to be acknowledged by Judge. Athlete to be on the **LEFT** side of the horses head in the proper leading position.

When acknowledged by the Judge, walk from Cone A to Cone B, turn left and continue in a straight line to Judge and stop at Cone C

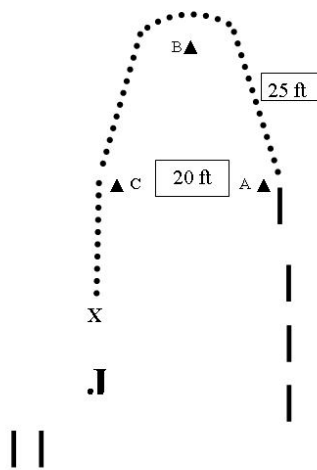
Set Up for Inspection

When dismissed, turn to the right and lineup behind the Judge side by side facing the center of the "arena".

Showmanship Beginner

Horse Handler required on right side of horse with lead attached.
Optional Sidewalker beside athlete

Pattern may be set either direction within the arena



Line up head to tail. First horse to go should wait at the cone A.

When the athlete on course is passing Cone C, next athlete should advance to Cone A

Wait to be acknowledged by Judge. Athlete to be on the right side and in front of the horses head with the Judge in sight...just as they would be during inspection. When acknowledged by the Judge, athlete should change to the left side of the horses head to proper leading position and walk from Cone A, around Cone B to Cone C, continue in a straight line to Judge.

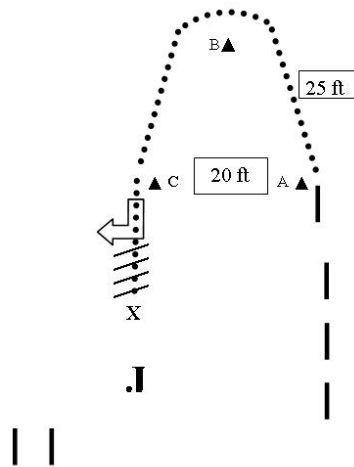
Set Up for **Inspection**

When dismissed, turn to the right and lineup behind the Judge side by side facing the center of the arena..

Showmanship Intermediate

Horse Handler required on right side of horse with lead in hand.
Handler to stay with athlete while at cone A and wait for the athlete
to complete the pattern behind the Judge.
Optional sidewalker on the left side of the athlete.

Pattern may be set either direction within the arena



Line up head to tail. First horse to go may wait at the cone A.

When the athlete on course is passing Cone C, next athlete should advance to Cone A

Wait to be acknowledged by Judge. Athlete to be on the right side and in front of the horses head with the Judge in sight...just as they would be during inspection. When acknowledged by the Judge, athlete should change to the left side of the horses head to proper leading position and walk from Cone A, around Cone B to Cone C, continue in a straight line to Judge.

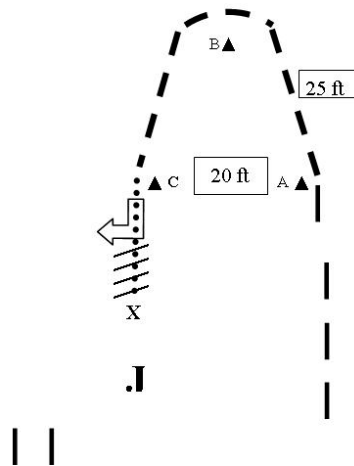
Set Up for Inspection

When dismissed, back the horse 4 steps, perform a 90 degree turn to the right (pivoting on the right hind) and lineup behind the Judge side by side.

Showmanship Advanced

No Assistance in the arena allowed

Pattern may be set either direction within the arena



Line up head to tail. First horse to go may wait at the cone A.

When the athlete on course is passing Cone C, next athlete should advance to Cone A

Wait to be acknowledged by Judge. Athlete to be on the right side and in front of the horses head with the Judge in sight...just as they would be during inspection. When acknowledged by the Judge, athlete should change to the left side of the horses head to proper leading position and trot from Cone A, around Cone B to Cone C, break to a walk at cone C and continue in a straight line to Judge.

Set Up for Inspection

When dismissed, back the horse 4 steps, perform a 90 degree turn to the right (pivoting on the right hind) and lineup behind the Judge side by side.

Dressage

Descriptions and Procedures

These guidelines are provided to SOGA coaches/instructors to help them guide their riders toward correct execution in Dressage. We feel that by knowing what the judges are looking for, the instructors can select those areas where the rider can make improvement and gradually lead them to the next level of performance.

Seat/Upper Body

Good:

Continuous, complete contact with the saddle, keeping the spine vertical and in the center of the horse; relaxed thigh and supple back; upper body balanced over seat and leg; proper alignment of rider's head, ankle, hip & shoulder; head balanced over shoulders with chin up.

Minor Faults:

Rounded back; swayback; lacking appropriate muscle tone; tense or floppy; leaning out or in; not in middle of horse; collapsed hip; rocking at the canter; shoulder moving excessively with each stride; balanced too far forward or too far back.

Major Faults:

Bouncing out of the saddle; tight in the thigh or muscles of the buttocks; or pumping with seat; excessive body motion; chair seat – legs too far in front of the pelvis; crooked; falling off of the horse.

Legs

Good:

Correct heel/hip alignment at all gaits (heel under hip); correct angle in hip and knee to ankle joints; quiet, steady position; correct stirrup length; heel level with or lower than toe; stirrup on ball of foot.

Minor Faults:

Too much weight in stirrups; incorrect alignment; angles too open or too closed; stirrups too short or too long; unsteady leg position; pinching with knee or thigh; heels higher than toe; bringing up knee and heel when using leg aid.

Major Faults:

Kicking; spurring every stride; toes out; gripping calves; losing stirrup; heels thrust down with excessive weight in stirrups; especially if out in front of thigh.

Hands/Arms

Good:

Arms hanging naturally at side with relaxed shoulders, elbows and wrists; direct line between elbow, hand and horse's mouth; thumbs up at a 45 degree angle; quiet, steady, light contact; able to maintain consistent head position; hands held in front of pommel over withers; effective half halts.

DRESSAGE TESTS

REVISED 2009

CLASS DESCRIPTION & PROCEDURES:

- English tack and attire are required.
- Tests can be “called” by a “caller” standing outside the arena at either the letter B or E.
- The horse must have a halter over or under the bridle in a fashion that does not interfere with the bit or use of the reins.

LEVELS OF COMPETITION:

Beginner I division - WALK TEST A

- Horse handler required and 1 or 2 sidewalkers required.
- The horse must have a halter over or under bridle in a fashion not to interfere with the bit or use of the reins.
- The horse handler must remain at the horse’s head with a lead rope attached to the halter at all times.

Beginner I-A division - WALK TEST A

- Horse handler and spotter from the athletes’ agency required to be in the arena.
- Horse handler must have lead rope in hand and stand back unless athlete requires assistance.
- The horse must have a halter over or under bridle in a fashion not to interfere with the bit or use of the reins.

Beginner II division – WALK – TROT TEST

- Horse handler required and 1 or 2 sidewalkers required.
- The horse must have a halter over or under bridle in a fashion not to interfere with the bit or use of the reins.
- The horse handler must remain at the horse’s head with a lead rope attached to the halter at all times.

Intermediate I division - WALK – TROT TEST

- Horse handler required. Sidewalker optional.
- The horse must have a halter over or under bridle in a fashion not to interfere with the bit or use of the reins
- Horse handler is required to attend the head at the walk and to attach lead to the halter at the trot.

Intermediate II & III** divisions - WALK – TROT TEST

- Horse handler is required. Sidewalkers are not allowed.
- Horse handler is required to stand back at the walk and attend the head at the trot with lead line in hand.
- The horse must have a halter over or under bridle in a fashion not to interfere with the bit or use of the reins
 - ** Intermediate III division will perform a posting trot

Intermediate IV divisions –USDF Introductory Level Test 1

- Horse handler, Sidewalkers not allowed.
- Spotters will be provided in the arena.
- The horse must have a halter over or under bridle in a fashion not to interfere with the bit or use of the reins

Advanced I division –USDF Training Level Test 1

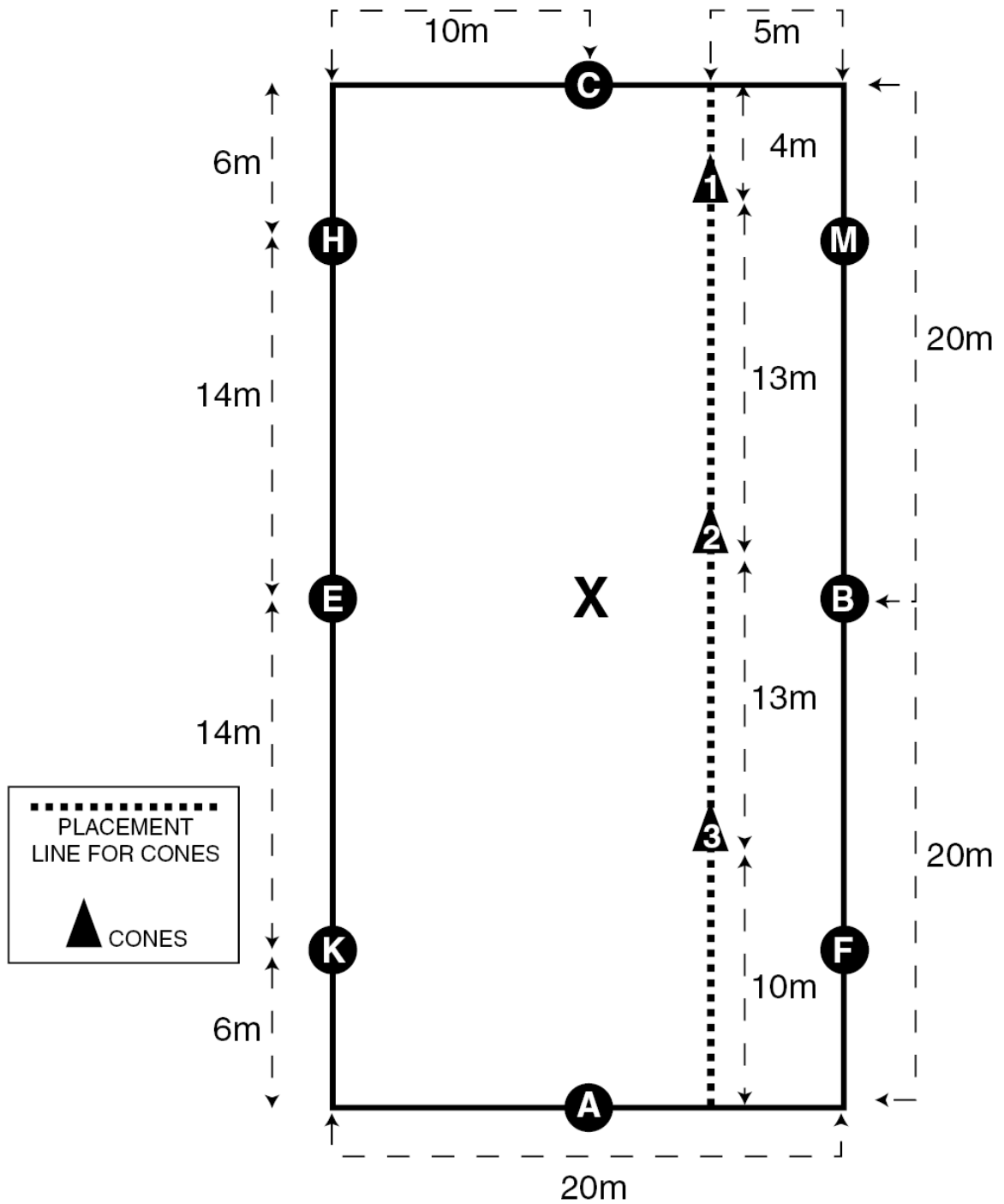
- Horse handler, Sidewalkers not allowed.
- Spotters will be provided in the arena.

Advanced II division –USDF Training Level Test 2

- Horse handler, side walkers not allowed.
- Spotters will be provided in the arena.

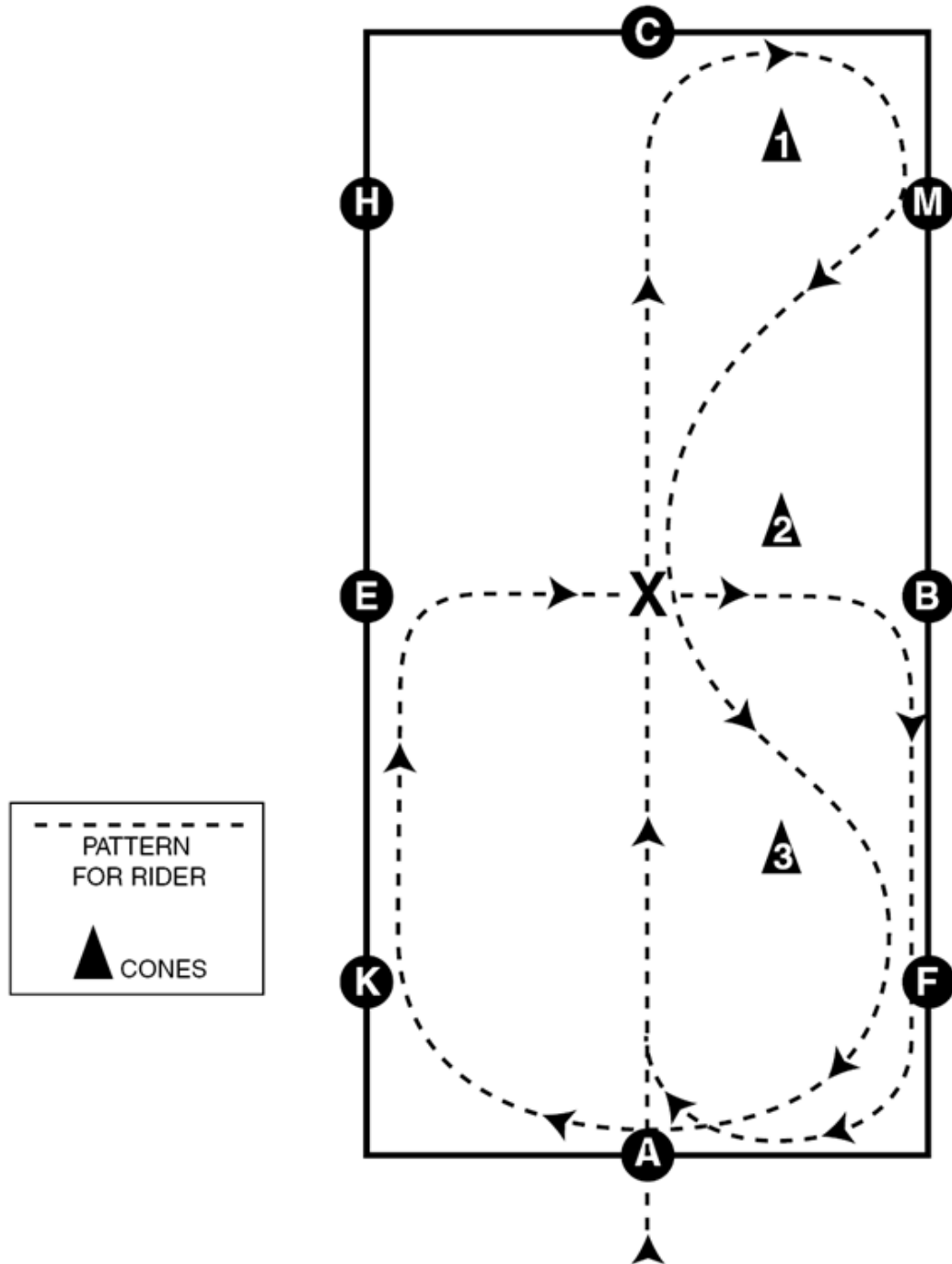
DRESSAGE

SETUP for RIDER'S Walk Test



Dressage

Walk Test for RIDERS



Dressage

Walk Test for RIDERS

	TEST	DIRECTIVE IDEAS	POINTS (1 thru 10)	REMARKS
1	A	Enter at the walk		
2	X	Halt, salute, proceed at the walk		
3	C	Track right		
4	M - F	Weave through the cones, starting to the left of the first cone		
5	E	Turn right		
6	B	Turn right		
7	A	Down centerline		
8	X	Halt, salute		

Leave arena at free walk on long rein at A

COLLECTIVE REMARKS:

Rider's ability to influence direction and activity of horse.		
Rider's position.		
Rider's balance and ability to influence horse.		
Confidence of rider.		

Each collective remark is worth 5 points.

FURTHER REMARKS:

SUBTOTAL _____

ERRORS (- _____)

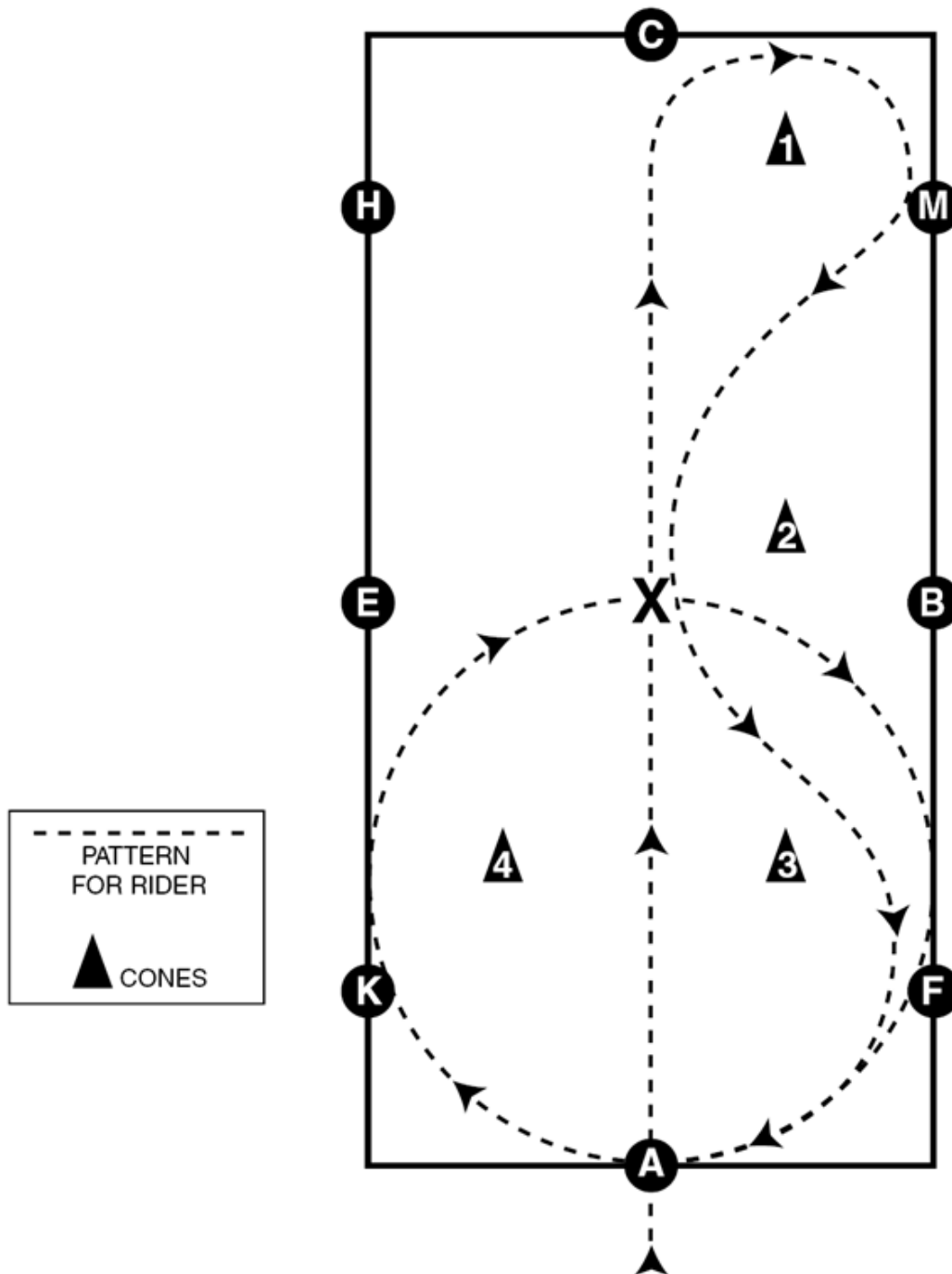
TOTAL POINTS _____



Dressage

Walk-Trot Test for RIDERS

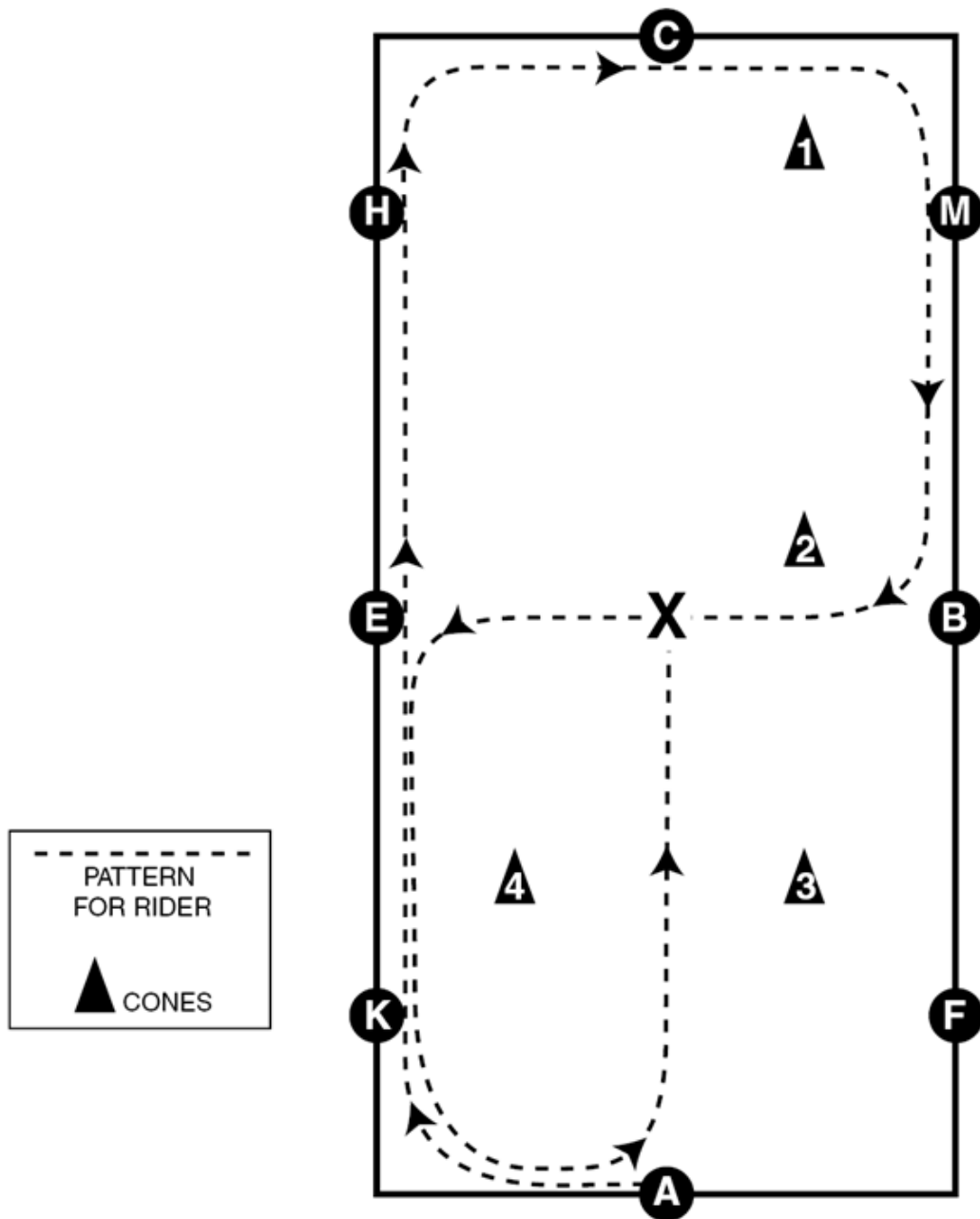
Movements 1 – 5



Dressage

Walk-Trot Test for RIDERS

Movements 6 – 13



Dressage

Walk–Trot Test for RIDERS

	TEST	DIRECTIVE IDEAS	POINTS (1 thru 10)	REMARKS
1	A	Enter at the walk		
2	X	Halt. Salute. Proceed at the walk		
3	C	Track right.		
4	M-F	Weave through cones, starting to left of first cone.		
5	A	Circle right 20 meters. (Begin at A, touch the rail opposite cone 4, touch X, touch rail opposite cone 5, touch A.)		
6	Between A and K	Trot, sitting or posting.		
7	K-H	Trot.		
8	Between H & Corner	Walk.		
9	C	Halt 5 seconds. Proceed at Walk.		
10	B	Turn right.		
11	E	Turn left.		
12	A	Down centerline.		
13	X	Halt. Salute.		

Leave arena at free walk on long rein at A

COLLECTIVE REMARKS:

Rider's ability to influence direction and activity of horse.		
Rider's position.		
Rider's balance and ability to influence horse.		
Confidence of rider.		

Each collective remark is worth 5 points.

FURTHER REMARKS:

SUBTOTAL _____

ERRORS (– _____)

TOTAL POINTS _____

**Division Intermediate IV USDF Introductory Level Test 1
(United States Pony Club D-1 Test)**

(Walk – Trot)

Competition: _____ Date: _____ No: _____

Name of Horse: _____ Name of Rider: _____

Arena: Small (20m x 40m)

Maximum possible points: 160

TEST		PTS	REMARKS
1. A X	Enter working trot Develop medium walk continue to C		
2. C M-X-K K	Turn right in medium walk Walk – Develop free walk Develop medium walk		
3. A	Working Trot Continue down long side to C		
4. C	Circle left 20m		
5. H-X-F	Change rein, working trot		
6. A	Circle right 20m		
7. A-K- E E	Working trot Turn right		
8. B	Turn right, continue to A		
9. A X	Down centerline Halt through medium walk, salute		

Leave arena in free walk on long rein, Exit at A.

Sitting trot, rising trot or any combination thereof may be used when trot work is required.

COLLECTIVE REMARKS	PTS	COEF	TOTAL	REMARKS
Rider's balance & position		2		
Equestrian feel & skill, the effectiveness of the aids		2		
Confidence of the rider & keeping the activity of the horse		2		
Rider's ability to influence direction of the horse & the accuracy		1		

Further Remarks:

Subtotal: _____

Errors: (-) _____

Total Points: _____

Judge's Name: _____

Judge's Signature: _____

**EQUESTRIAN****DIVISION ADVANCED 1 TRAINING LEVEL TEST 1**

Competition: _____ Date: _____ No: _____

Name of Horse: _____ Name of Rider: _____

Purpose: To confirm that the horse's muscles are supple and loose, and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit.

Transitions in and out of the halt may be made through the walk.

Conditions: _____ Average time: 4:00
Arena: Small (20m x 40m) Maximum possible points: 210

TEST	PTS.	COEF.	TOTAL	REMARKS
1. A X				Enter working trot Halt, Salute proceed working trot
2. C E				Track left Circle left 20m
3. Between K&A				Working canter left lead
4. A				Circle left 20m
5. Between B&M				Working trot
6. C				Medium walk
7. HXF F		2		Free walk Medium walk
8. A				Working trot
9. E				Circle right 20m
10. Between H&C				Working canter right lead
11. C				Circle right 20m
12. Between B&F				Working trot
13. A X				Down centerline Halt, Salute

Leave arena at walk at A • Sitting trot, rising trot or any combination thereof may be used when trot work is required.

COLLECTIVE REMARKS	PTS.	COEF.	TOTAL	REMARKS
Rider's balance & position		2		
Equestrian feel & skill, the effectiveness of the aids		2		
Confidence of the rider & keeping the activity of the horse		2		
Rider's ability to influence direction of the horse & the accuracy		1		

Further Remarks: _____

Subtotal: _____
Errors: (- _____)
Total Points: _____

Judge's Name: _____

Judge's Signature: _____



EQUESTRIAN

DIVISION ADVANCED II TRAINING LEVEL TEST 2

Competition: _____ Date: _____ No: _____
 Name of Horse: _____ Name of Rider: _____

Purpose: To confirm that the horse's muscles are supple and loose, and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit.

Transitions in and out of the halt may be made through the walk.

Conditions: _____ Average time: 4:30
 Arena: Small (20m x 40m) Maximum possible points: 230

TEST		PTS.	COEF.	TOTAL	REMARKS
1. A X	Enter working trot Halt, Salute Proceed working trot				
2. C B	Track right Turn right				
3. E	Turn left				
4. A	Medium walk				
5. FXM M	Free walk Medium walk		2		
6. C	Working trot				
7. E	Half circle left 20m				
8. Approaching B B B	Working canter left lead Circle left 20m Straight ahead				
9. Between B&M	Working trot				
10. E	Turn left				
11. B	Turn right				
12. E	Half circle right 20m				
13. Approaching B B B	Working canter right lead Circle right 20m Straight ahead				
14. Between B&F	Working trot				
15. A X	Down centerline Halt, Salute				

Leave arena at walk at A • Sitting trot, rising trot or any combination thereof may be used when trot work is required.

COLLECTIVE REMARKS	PTS.	COEF.	TOTAL	REMARKS
Rider's balance & position		2		
Equestrian feel & skill, the effectiveness of the aids		2		
Confidence of the rider & keeping the activity of the horse		2		
Rider's ability to influence direction of the horse & the accuracy		1		

Further Remarks: _____

Subtotal: _____
 Errors: (- _____)
 Total Points: _____

Judge's Name: _____
 Judge's Signature: _____

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Western Riding

Class Description and Procedures

The Western Riding competition is based on a well mannered, free and easy moving horse. The horse should be guided willfully through a designated course, demonstrating fluid changes in direction and gait.

1. Athletes will be asked to perform all gaits required by their division.
2. Western Riding must be shown using western tack and attire in addition to mandatory safety equipment. The only division requiring lead changes is Advanced II. In our event, any type of lead change is acceptable, flying or simple.
3. The following have equal considerations in judging the class:
 - A. The riders' ability to guide the horse through the designated course.
 - B. The ability to maintain consistent gait and smooth transitions of gait and direction.
 - C. Riders Horsemanship
 - D. Sportsmanlike conduct.
 - E. Results as shown by the performance of the horse are not to be considered more important than the manner used in obtaining them.
4. Class Procedure: Riders will work individually in a work order set by the gatekeeper. There will be no rail work.
5. Scoring: Each maneuver (change of gait, change of direction, log, back, etc) is scored using a plus or minus to an average score.

Points will be deducted for:

Off course
Failure to change leads, gaits
Not performing the specified gait
Failure to change lead, gait at the specified place
Performing additional transitions, changes
Break of gait for more than 2 strides
Hitting or rolling the log

Points will be awarded for:

Clean changes of leads, gaits at the designated place
Accurate and smooth pattern
Even pace and style

The course is set as follows:

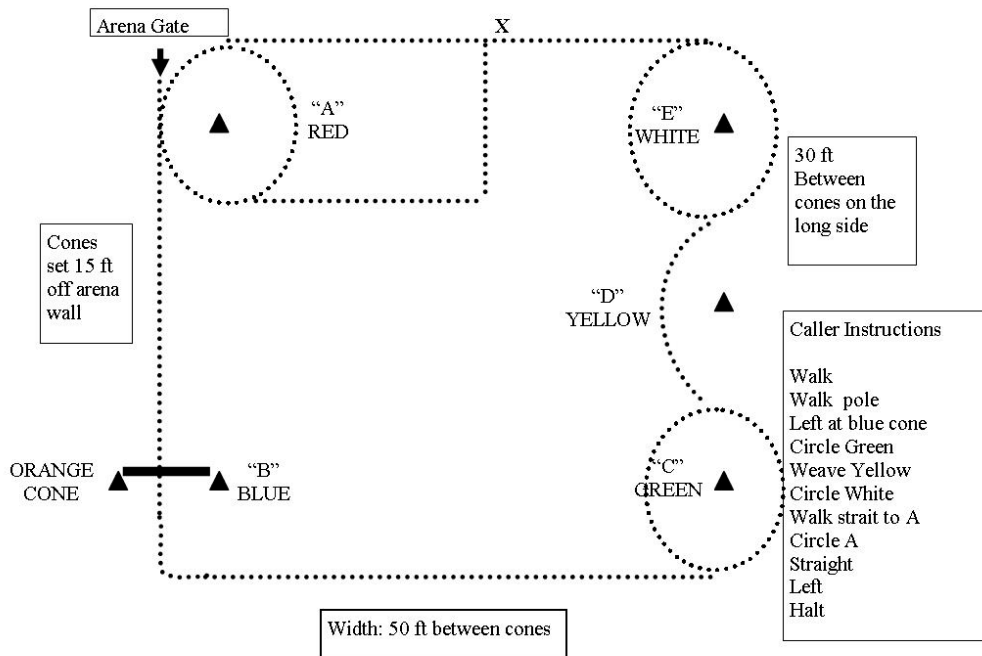
The cones will be set a minimum of 15 ft off of the arena wall. There will be 30 feet between cones (down the long side) and a width of 50ft

Western Riding Beginner I Assisted Walk Only

Horse Handler required. 1 or 2 Sidewalkers are required. Callers are allowed.
 Horse must have halter over or under the bridle in a fashion not to interfere with the bit or use of the reins.
 Lead line is to be attached at all times.
 Wait at the arena gate for direction by steward or gatekeeper. You will be judged at the first marker.

Enter or proceed at walk.

1. Walk
2. Walk over log, turn left, Jog
3. Bend and circle C to the left
4. Weave cone D
5. Circle cone E to the left
6. Cross arena and circle cone A to the left
7. Walk to center, turn left at center line
8. Halt between A and E and wait to be dismissed.



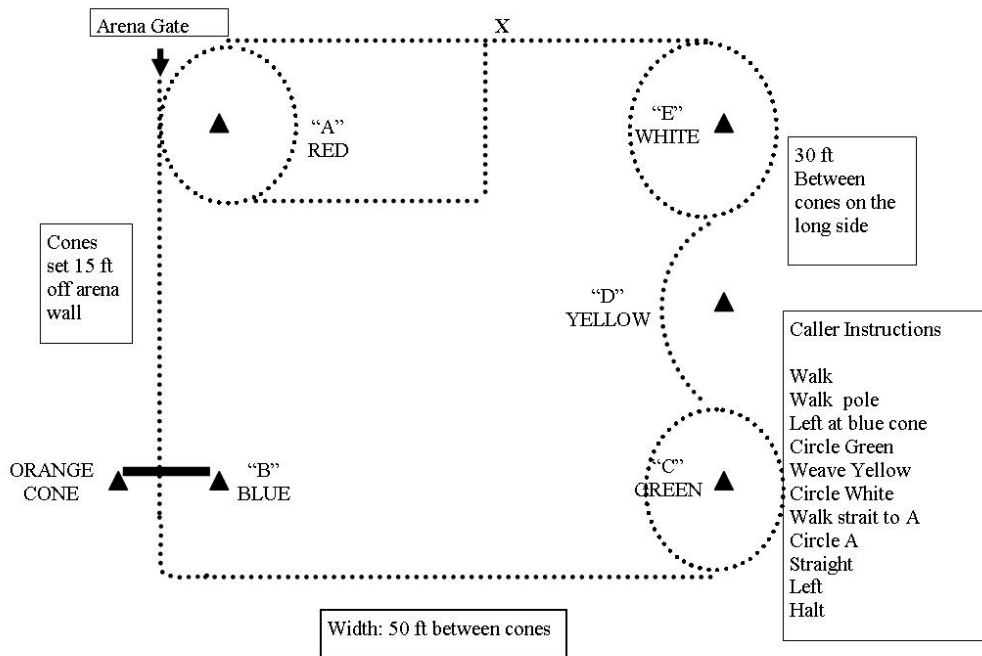
Western Riding
Beginner I-A
Unassisted Walk Only

Horse Handler and spotter from the athletes agency are required to be in the arena. Callers are allowed.
Horse Handler must have lead line in hand and stand back unless athlete requires assistance.
Horse must have halter over or under the bridle in a fashion not to interfere with the bit or use of the reins.

Wait at the arena gate for direction by steward or gatekeeper. You will be judged at the first marker.

Enter or proceed at walk.

1. Walk
2. Walk over log, turn left
3. Bend and circle C to the left
4. Weave cone D
5. Circle cone E to the left
6. Cross arena and circle cone A to the left
7. Walk to center, turn left at center line
8. Halt between A and E and wait to be dismissed.

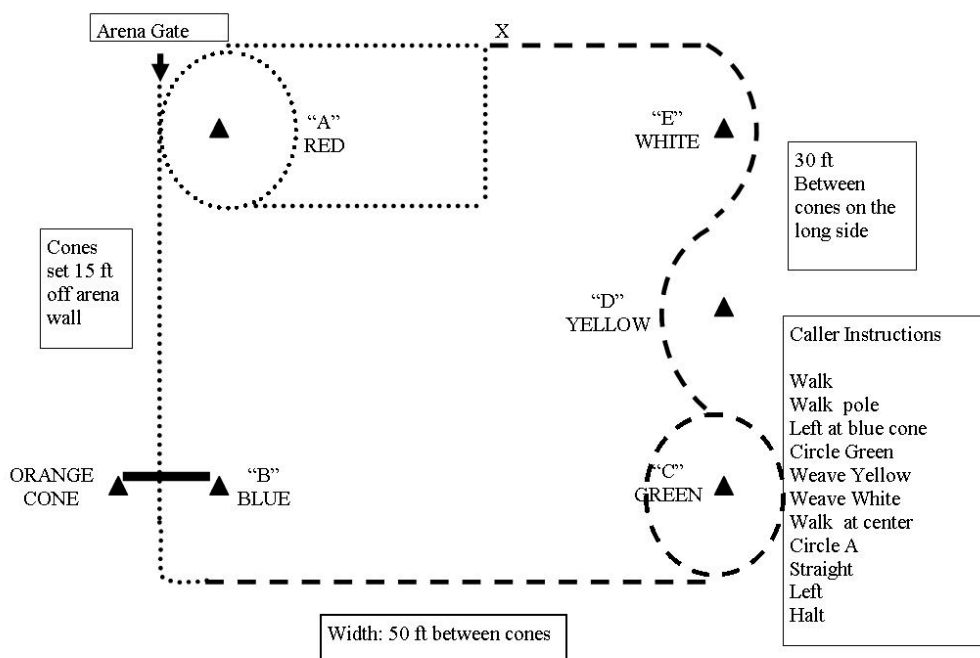


Western Riding Beginner II Assisted Walk, Jog

Horse Handler required. 1 or 2 Sidewalkers are required. Callers are allowed.
Horse must have halter over or under the bridle in a fashion not to interfere with the bit or use of the reins.
Lead line is to be attached at all times.
Wait at the arena gate for direction by steward or gatekeeper. You will be judged at the first marker.

Enter or proceed at walk.

1. Walk
2. Walk over log, turn left, Jog
3. Circle cone C to the left
4. Weave cone D and cone E
5. Break to walk at centerline
6. Cross arena and circle cone A to the left
7. Walk to center, turn left at center line
8. Halt between A and E, back, and wait to be dismissed.

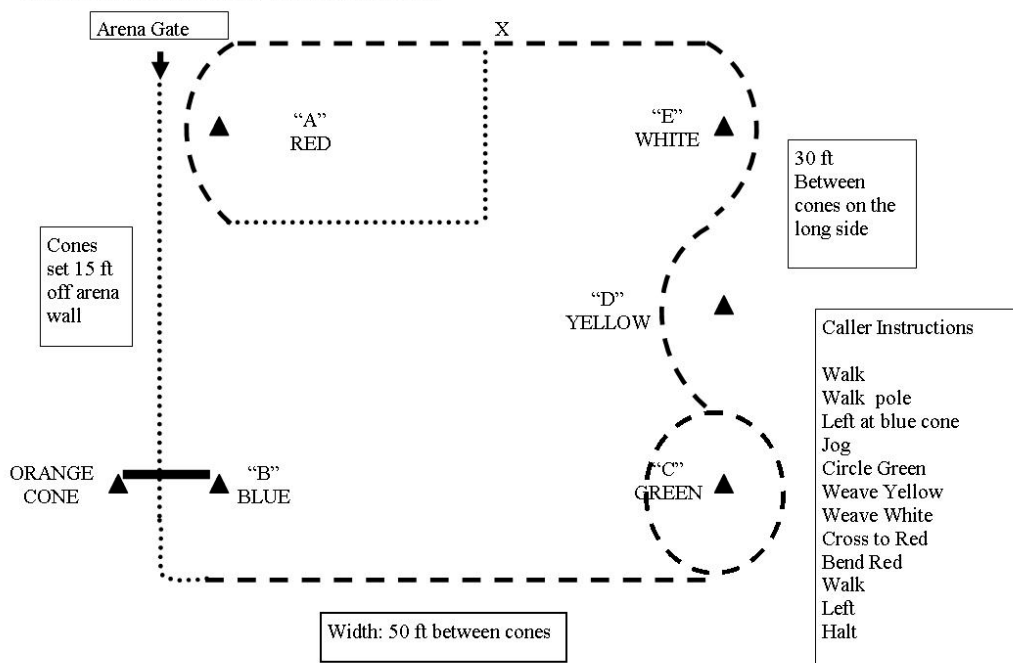


Western Riding Intermediate I Partial Assisted Walk , Assisted Jog

Horse Handler required. Sidewalkers are optional. Callers are allowed.
Horse must have halter over or under the bridle in a fashion not to interfere with the bit or use of the reins.
Horse Handler is required to attend the head at the walk and required to attach lead line at the jog.
Wait at the arena gate for direction by steward or gatekeeper. You will be judged at the first marker.
Halts are not written in for "hook on" /"hook off". You may pause without penalty.

Enter or proceed at walk.

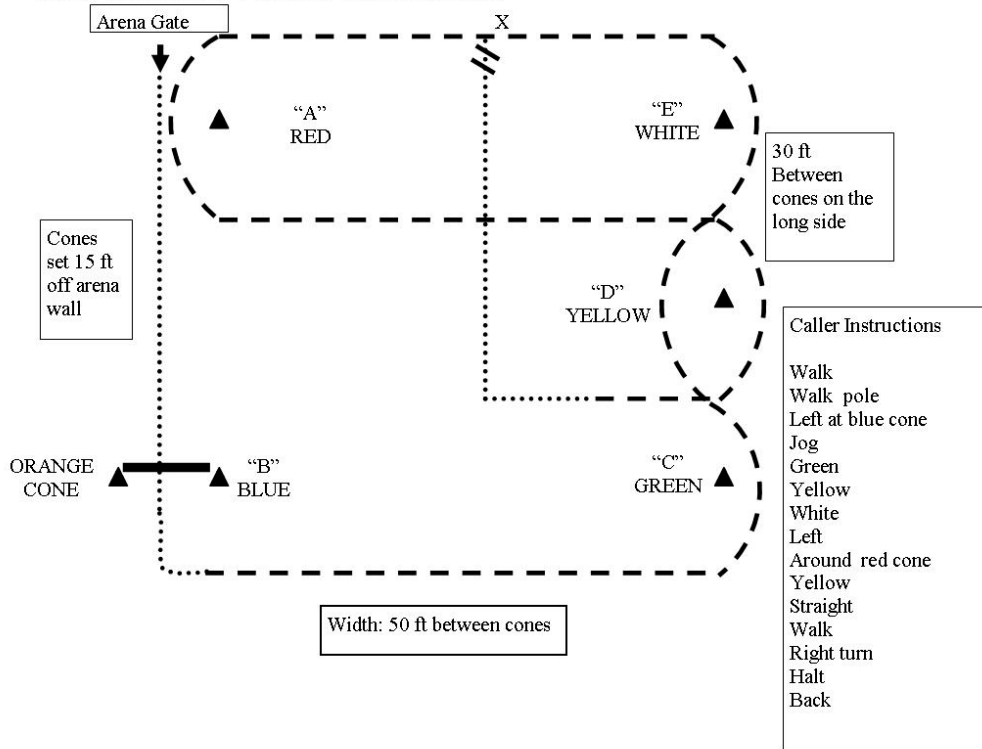
1. Walk
2. Walk over log, turn left, Jog
3. Circle C to the left
4. Weave cone D
5. Weave cone E to the right
6. Cross arena, bend around cone A
7. Break to walk, turn left at center line
8. Halt between A and E and wait to be dismissed.



Western Riding
Intermediate II
Walk, Partial assisted Jog

Horse Handler required. Sidewalkers are not allowed. Callers are allowed.
 Horse must have halter over or under the bridle in a fashion not to interfere with the bit or use of the reins.
 Horse Handler is required to stand back at the walk and required to attend the head for the jog with lead line in hand.
 Wait at the arena gate for direction by steward or gatekeeper. You will be judged at the first marker.
Halts are not written in for "hook on" / "hook off". You may pause without penalty.

- Enter or proceed at walk.
1. Walk
 2. Walk over log, turn left, Jog
 3. Bend and weave to E
 4. Cross area and continue to jog
 5. Bend around A and cross arena
 6. Bend around D and cross arena, breaking to walk before centerline
 7. Turn right and walk centerline
 8. Halt between A and E, back, and wait to be dismissed.



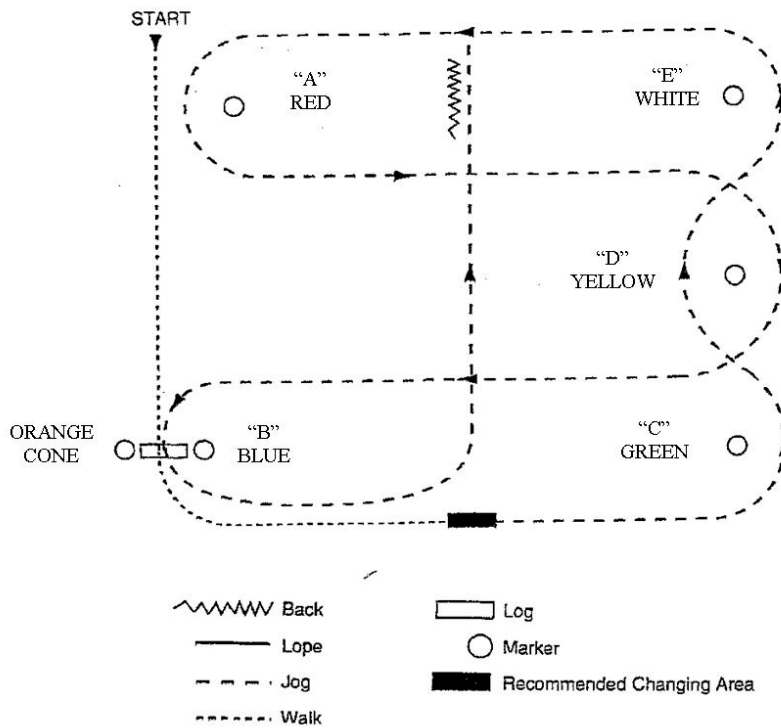
Western Riding Intermediate IV Division Walk / Jog

Horse Handlers, Sidewalkers are not allowed. Callers are allowed.
Spotters will be provided in the arena.

Wait at the arena gate for direction by steward or gatekeeper. You may wait at the gate to be acknowledged.
You will be judged at the first marker.

Enter or proceed at walk.

- A : Walk
- B : Walk over log, turn left, Jog at centerline
- C : Bend and weave to E
- E : Cross area and continue to jog
- A : Bend around A and cross arena
- D : Bend around D and cross arena,
- B : Jog over log, bend around B and jog down centerline.
- A : Halt between A and E, back, and wait to be dismissed.



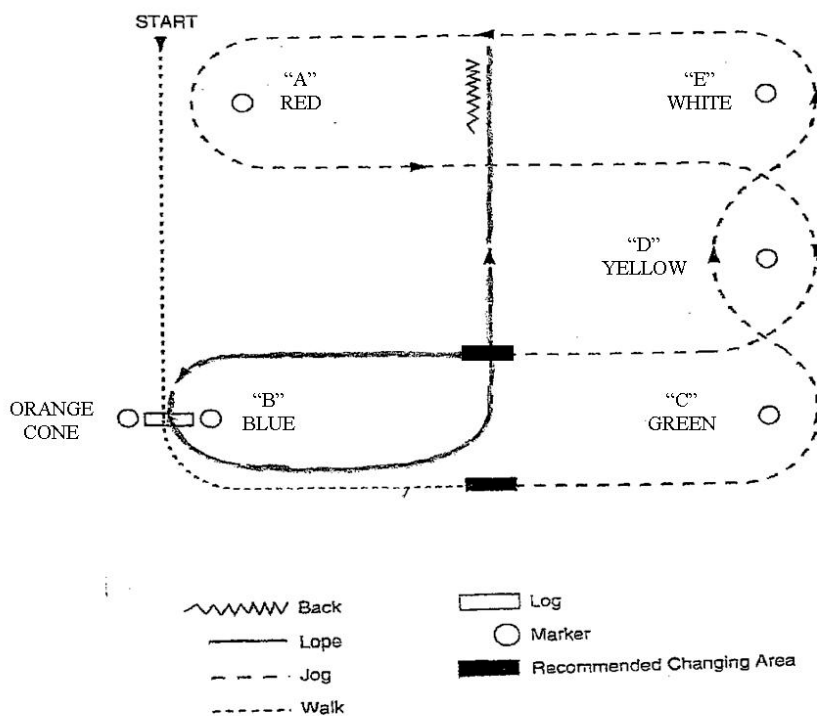
Western Riding Advanced I Division Walk / Jog / Lope

Horse Handlers, Sidewalkers are not allowed. Callers are allowed.
Spotters will be provided in the arena.

Wait at the arena gate for direction by steward or gatekeeper. You may wait at the gate to be acknowledged.
You will be judged at the first marker.

Enter or proceed at walk.

- A : Walk
- B : Walk over log, turn left, Jog at centerline
- C : Bend and weave to E
- E : Cross area and continue to jog
- A : Bend around A and cross arena
- D : Bend around D and cross arena, pick up lope at centerline
- B : Lope over log, bend around B and lope down centerline.
- A : Halt between A and E, back, and wait to be dismissed.



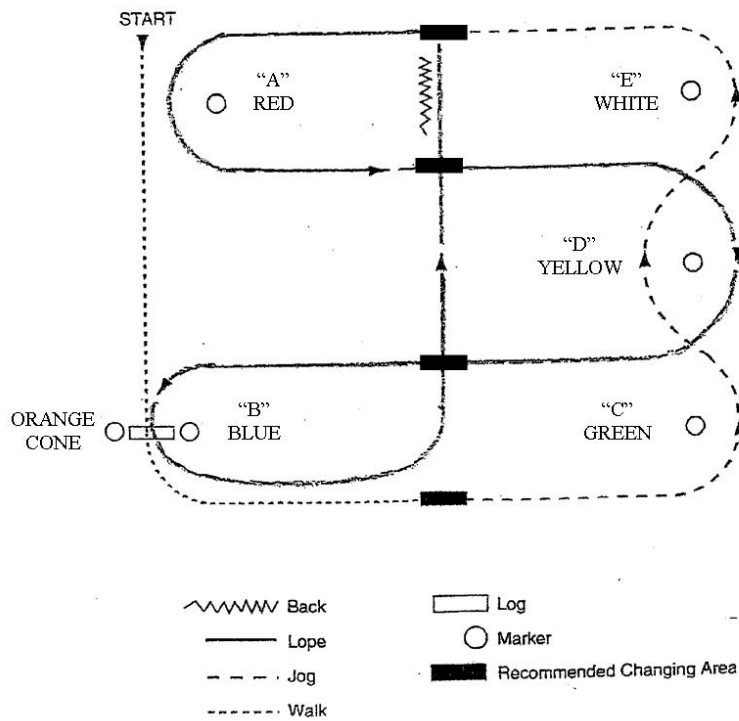
Western Riding
Advanced II Division
 Walk / Jog / Lope

Horse Handlers, Sidewalkers are not allowed. Callers are allowed.
 Spotters will be provided in the arena.

Wait at the arena gate for direction by steward or gatekeeper. You may wait at the gate to be acknowledged.
 You will be judged at the first marker.

Enter or proceed at walk.

- A : Walk
- B : Walk over log, turn left, Jog at centerline
- C : Bend and weave to E
- E : Cross area and pick up a lope at centerline
- A : Bend around A and cross arena (lead change at centerline)
- D : Bend around D and cross arena (lead change at centerline)
- B : Lope over log, bend around B and lope down centerline.
- A : Halt between A and E, back, and wait to be dismissed.



Unified Freestyle Drill Team

****Athletes who compete individually may not also compete as partners.
Athletes are athletes, partners and partners.**

Class Description and Procedures

We are excited to offer a new class that provides a chance for our athletes to experience unified competition. In Unified Sports, each Special Olympics athlete is paired with an athlete without intellectual disabilities called a “unified partner”.

If you are interested participating, please read all information carefully and look for updates with new information. There are special requirements that must be met prior to the day of the show.

General Information:

- 1) The class will be held in the Advanced (Red) arena. 120ft x 105ft wide. You may bring poles, cones, letters etc...to use as markers within the 120ft X 105ft arena if needed.
- 2) Tack: All rules follow same guidelines as in the equitation/horsemanship classes. Any style tack may be used in combination within a class.
- 3) Athletes AND unified partners must follow the attire and approved safety equipment rules as in the equitation/horsemanship classes.
- 4) Costumes, IF worn, (not a requirement), must not be a hindrance to the safety of either the athlete or the horse. Costumes must not impede the sight or movement of horse or rider. PLEASE practice at home and at the show grounds to allow the horse and rider to become accustomed to them prior to competition.
In addition, please be attentive at the show grounds and realize that other horses have not been desensitized to your costumes. It is your responsibility to utilize costumes while assuring the safety of others.
- 5) A caller may be used in all divisions, but is bound by the same rules dressage/western riding.
- 6) See special procedures for music submittal.
- 7) See special rules for division requirements.
- 8) The performance must be between 2:30 and 3 minutes in length.
- 9) **NO COACHES ARE ALLOWED TO BE UNIFIED PARTNERS.** If you are listed to be a Coach at the Horse Show, then you are a Coach. If you are listed as a Unified Partner at the Horse Show, then you are a Unified Partner. Entrants can only have 1 person type for the Show. Unified Partners CAN serve as horse handlers / sidewalkers in other events.
- 10) A member of your agency must meet with the announcer 1 hour prior to the beginning of the class. Bring a CD to the beginning of your routine and an introduction to your drill.
- 11) **Warm up / Practice for the Unified drill will be in the B Arena only. Competition will be in the A Arena. No practice will be allowed in the A Arena. Drill teams will practice in the B Arena immediately preceding their competition in the A Arena.**

Judging Criteria:

There will be multiple judges for this event. There will be one “rules” judge and up to 3 “performance” judges. Each will assign a score from 1-25, based on the criteria below, to allow a total score from 1-100 for each performance.

1. Rules score: Each drill must include the following somewhere in the performance
 - a) Athletes and their partners will be asked to demonstrate all gaits required by their division, with the exception of the canter/lope. The canter/lope may only be performed in the Unified Division III explained further in the rules below.
 - b) A straight line
 - c) A circle
 - d) A halt
 - e) A transverse of the arena, either by diagonal or serpentine
 - f) Athletes and partners must go both ways of the arena

Score will be from 1-25

2. Performance scores: based on the following:
 - a) Originality: Use of music and/or costumes, Creativity (max 5 pts)
 - b) Precision and horsemanship: overall success of all riders to perform drill with accuracy. Including timing, spacing, positioning (max 10 points)
 - c) Suitability of performance (how well the routine matches the athletes skill and incorporates the unified partnership) (max 10 pts)

Score will be from 1-25

Team Composition (*NOTE – CHANGED FOR 2016 COMPETITION*):

- ***Teams include 4 riders (2 Special Olympics Athletes and 2 Unified Partners)***
- Within each team, there must be a unified rider partnered with each athlete. Failure to comply will be a scratch.
- Teams may be comprised of athletes from different divisions (see below for breakdown).
- Assistance levels are bound by the same rules as equitation/horsemanship for each athlete within his/her own division.
- Gait requirements have been amended (see below for breakdown)
- Each athlete will wear an identifying armband, or equivalent, to identify his/her unified division.

Divisions Requirements:

Unified Division I:

Athletes eligible: Beginner I
 Beginner IA
 Beginner II
 Intermediate I

Assistance levels: (sidewalkers and leaders) must match each athlete’s regular division.

Gaits performed: Beg I and IA - Walk only
 Beginner II & Inter I - Walk and may jog/trot (not required)
Partners of athletes may only perform the same gaits as the athlete.

Unified Division II:

Athletes eligible: Intermediate II
 Intermediate III
 Intermediate IV
 Advanced I
 Advanced II

Assistance levels: Horse leaders assistance must match each athlete’s regular division.

Gaits performed: Walk and jog/trot only

Unified Division III:

Athletes eligible: Advanced I
 Advanced II

Assistance levels: No assistance allowed, although the agency MUST provide spotters.

Gaits performed: Walk and jog/trot and may lope (lope not required)

(SEE EXAMPLES BELOW):

A) A 4 rider team may consist of:
1 Beg I rider and 1 unified partner and
1 Inter I rider and 1 unified partner

The Beg I athlete must have a horse handler w/lead attached and 1-2 sidewalkers
The Beg I athlete and his/her unified partner may only walk for his/her part in the drill

The Inter I athlete must have a horse handler at the horses head, unattached at the walk and attached at the trot and may have sidewalkers.

The Inter I athlete and his/her partner must show at a walk and a jog/trot for his/her part in the drill.

B) A 6 man team may consist of:
1 Intermediate II rider and 1 unified partner
1 Intermediate IV rider and 1 unified partner
1 Advanced II rider and 1 unified partner

The Inter II athlete will show independently at the walk but must have a horse handler in the arena (with a lead line) to attend the head, unattached, at the trot.

The Inter II athlete and his/her unified partner must show the walk and jog/trot.

The Inter IV athlete will show independently at the walk and jog/trot but must have a horse handler in the arena (with a lead line) to act as a spotter only.

The Inter IV athlete and his/her unified partner must show the walk and jog/trot.

The Advanced I athlete will show independently at the walk and trot but must have a horse handler in the arena (with a lead line) to act as a spotter only.

The Inter Advanced I athlete and his/her unified partner must show the walk and jog/trot and may not lope in this division.

C) A 2 man team may consist of:
1 Advanced II athlete and 1 unified partner

The Advanced II athlete will show independently at all 3 gaits (lope not required) but must have a spotter from his/her agency in the arena.

The Advanced II athlete and his/her unified partner must show at the walk and jog/trot and may show at the lope.

.....

COACHES:

*****When designing your drill, please keep in mind when and where your horse handlers must attend the athlete. Consider writing that into the drill. You may even have a halt written in to facilitate the horse handler to approach without having to “chase” the athlete.

Instructor / Coach Information

Please complete this form for every coach or instructor that will be attending the Horse Show with your delegation

Name _____

Certified Special Olympics Georgia? Yes _____ No _____

Address _____

City _____ State _____ Zip _____

Phone # Day (___) _____ Night (___) _____

Fax (___) _____ E-mail _____

Best time to call? _____

Name of Stables/Facility where you train _____

City/Town _____

- Please be as accurate as possible in selecting the division for your athlete according to his/her ability level. Refer to class descriptions and patterns for each division.
- Beginner I through Intermediate III must choose English or Western. Riders may not cross between divisions. English riders must choose between Dressage and Equitation. Western riders must choose between Western Riding and Horsemanship.
- Intermediate IV, Advanced I and Advanced II may enter both English and Western classes
- Please indicate if other horses are being used for each class. (Rider Entry Form)

I certify that I have read, understand and shall abide by the Official Special Olympics Sports Rules for Equestrian Sports and the information provided by Special Olympics Georgia for Equestrian Sports. I have entered this athlete in the safest, most appropriate division level for his/her ability.

Signature of person completing entry form

Date

OFFICIAL GEORGIA HORSE SHOW INDIVIDUAL ENTRY FORM

Athlete Name: _____ D.O.B. _____ Area: _____

Horse Name: _____ Delegation: _____

SOGA Certified Equestrian Coach: _____

Email: _____ Phone Number: _____

Please check all events that apply to this rider:

Dressage: Horse Name:

Beg I	Beg I-A	Beg II	Inter I	Inter II	Inter III	Inter IV	Adv I	Adv II

English Equitation: Horse Name:

Beg I	Beg I-A	Beg II	Inter I	Inter II	Inter III	Inter IV	Adv I	Adv II

Trail: Horse Name:

Beg I	Beg I-A	Beg II	Inter I	Inter II	Inter III	Inter IV	Adv I	Adv II

Western Horsemanship: Horse Name:

Beg I	Beg I-A	Beg II	Inter I	Inter II	Inter III	Inter IV	Adv I	Adv II
					N/A			

Western Riding: Horse Name:

Beg I	Beg I-A	Beg II	Inter I	Inter II	Inter III	Inter IV	Adv I	Adv II
					N/A			

Showmanship: Horse Name :

Adaptive	Beg	Inter	Adv					



OFFICIAL HORSE SHOW UNIFIED DRILL ENTRY FORM

Music Requirements: An audio copy of your selected music and written copy of any lyrics that are used must be submitted to SOGA staff for approval prior to the event. Please ensure that you have received written approval for your selection prior to the show. Submit music and written copy of lyrics to SOGA by paperwork deadline (8/12/2016).

AREA #: _____ AGENCY: _____

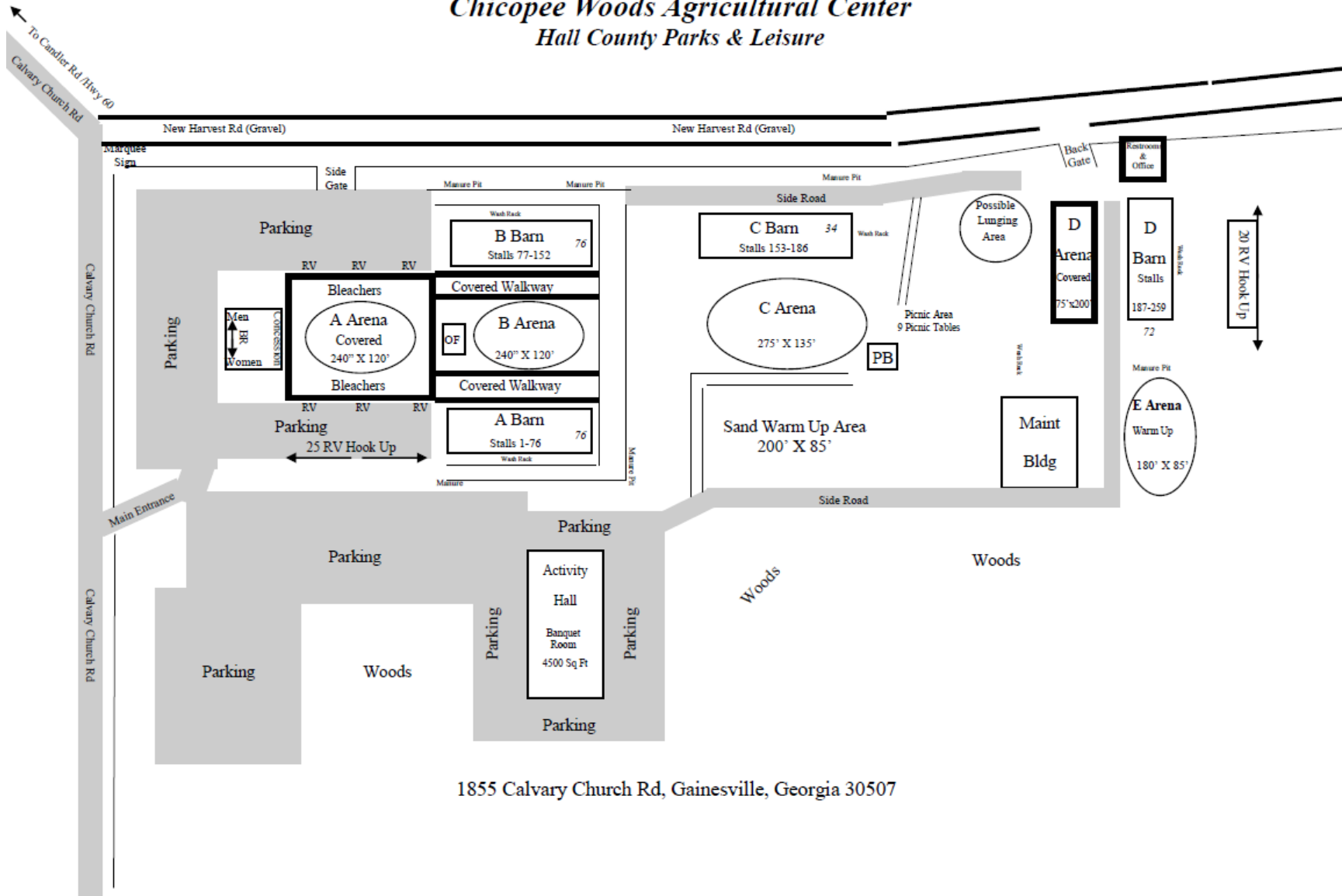
Certified Coach Registered with SOGA: _____ Phone Number: _____

*An INFORMED member of your agency must meet with SOGA staff 2 hours prior to the beginning of the class to discuss synchronization for your performance. You will need to provide a copy of the music in the form of a CD, CUED to the beginning of your routine.

TEAM NAME:			NAME OF DRILL:		
MUSIC:			LENGTH OF DRILL:		
	"P" IF UNIFIED PARTNER	PLAYER'S LAST NAME:	FIRST NAME:	DOB:	HORSE NAME:
1					
2					
3					
4					
TEAM NAME:			NAME OF DRILL:		
MUSIC:			LENGTH OF DRILL:		
	"P" IF UNIFIED PARTNER	PLAYER'S LAST NAME:	FIRST NAME:	DOB:	HORSE NAME:
1					
2					
3					
4					

****ALL UNIFIED DRILL TEAMS MUST CONSIST OF 2 ATHLETES AND 2 PARTNERS****

Chicopee Woods Agricultural Center Hall County Parks & Leisure



1855 Calvary Church Rd, Gainesville, Georgia 30507



***Special
Olympics
Georgia***

Special Olympics Georgia
4000 DeKalb Technology Parkway
Building 400, Suite 400
Atlanta, Georgia 30340
770-414-9390 x 122
1-800-866-4400
Fax: 770-216-8339
E-mail: kelli.britt@specialolympicsga.org

www.specialolympicsga.org