

Manitoba Gymkhana Rodeo Association

Official Handbook of
Rules and Regulations
2018



FORWARD

Early in November 1961, a group of people dedicated to improving the standards of Western horsemanship held a meeting to form an association – the main objectives being:

1. To publish a standard set of rules.
2. To set up a point system whereby championships could be awarded at the close of each summer season.

The association was formed and is known as Manitoba Gymkhana Rodeo Association or M.G.R.A.

These bylaws are current as of the date of publication. When referring to any bylaws always make sure that you are referring to the most recent one.

The association was formed in 1961 and has made changes to the rules as deemed necessary to keep up with the changing trends in the horse show world. It operates under the guidance of volunteer directors and they are open to suggestions on how to make the association more user friendly.

Competitors are to familiarise themselves with M.G.R.A. rules if they intend to compete in a M.G.R.A. sanctioned show and rule books are available to purchase from the M.G.R.A. executive at a reasonable cost.

INDEX

	Page
Bylaws	
Article I – Titles & Objectives	1
Article II – Board	2
Article III – Members	4
Article IV – Meetings	5
Point System	6
Year End Awards	7
Duties of Affiliated Clubs of Association	8
General Rules	10
Western Pleasure	12
Reining	14
Pattern 1	20
Pattern 2	22
Pattern 3	24
Pattern 4	26
Pattern 5	28
Pole Bending	30
Barrel Racing	32

BYLAWS

ARTICLE I – TITLE & OBJECTIVES

This association shall be known as the Manitoba Gymkhana Rodeo Association and shall at all times be operated and conducted as a non-profit association. Its main purpose and function is to furnish genuine interest in light horses, good horsemanship, and good sportsmanship.

1. To promote light horse and western horse activities in the country of Canada.
2. To promote good fellowship between riding clubs and agricultural societies.
3. To encourage and promote knowledge in the care, handling and enjoyment of horses and in the science of horsemanship.
4. To standardize rules in accordance with all horse clubs.
5. To recognize judges and technical delegates and to promote the education of future judges.

This association is subject to The Corporations Act and all articles in this document shall be read to conform with this act.

ARTICLE II – BOARD

BOARD – The board shall consist of Past-President, President, Vice-President, Secretary, Treasurer and Directors.

OFFICERS – The officers of the association shall be the President, Vice President, Secretary and Treasurer, all of whom shall be elected by members of the association at the annual meeting.

SECTION I – Duties of the Officers

PRESIDENT

- shall be the chief officer of the association;
- shall preside at all meetings;
- shall see that the bylaws, rules and regulations of the association are enforced;
- shall perform all other duties that may be prescribed by the Board;
- shall be ex-official member of all committees;
- the written contracts of the association shall be executed in behalf of the association by the President and attested by the Secretary;

VICE-PRESIDENT

- during the absence of the President, the Vice-President shall have the powers and duties of that office;
- shall perform all other duties that may be prescribed by the Board;

SECRETARY

- shall give or cause to be given notices of all meetings of the board;
- record minutes and circulate to all Board members of the minutes of such meeting;
- shall keep the minutes of all meetings;
- shall be the custodian for the safekeeping of all documents and records of the association;
- shall make a report of his/her office to the Board when demanded and to all meetings;
- shall keep track of the members' points throughout the season;
- shall perform such other duties as may be prescribed by the Board;

TREASURER

- shall receive all monies, disburse the same only itemize demands and upon order of the Board;
- keep a complete and detailed record of all the association's financial transactions and maintain copies of all receipts and invoices issued by or to the Association;
- shall make a report of his/her office to the Board when demanded and to all meetings;
- shall perform such other duties as may be prescribed by the Board;

SECTION II – Board

1. The affairs of the corporation shall be managed by the Board of no less than four (4) and no more than eight (8) directors selected on a volunteer basis at the annual meeting for a year term.
2. An elected board member term runs for one year, typically from the current annual general meeting to the next year's annual general meeting.
3. The Board shall have the voting privileges at the meetings except the President who can only vote when there's a tie except in ballot votes.
4. The Past President will be allowed voting privileges and be a Board member until such time as the presiding President vacates his or her office.
5. The board members must be at least 18 years of age.
6. The office of the Secretary and Treasurer may be held by the same person.
7. Should a member of the elected Board miss three consecutive meetings without a reasonable excuse, he or she can be replaced by a majority vote of the remaining Board.
8. In the case of any vacancy in the elected Board by death, resignation, disqualification, or other cause thereof may elect a successor.
9. The business and property of the association shall be managed and controlled by the Officers.
10. The Board shall have the power and authority to make, amend, repeal and enforce such rules and regulations, not contrary to those bylaws as they may deem expedient concerning the conduct, management and activities of the association, the admission, classification, qualifications, suspensions, and expulsion of members, removal of officers, the rules and regulations governing the procedure of such suspensions and expulsions and removal, the fixing and collecting of dues and fees, regulations regarding the expenditure of money, the auditing of books and records, the awarding of championships, the conducting of shows, contest, exhibitions, races and other details relating to the general purposes of the association.
11. The Board from time to time, may create and empower other committees, general or special.
12. The Board shall have the power to penalize members for violating the rules at shows, or any other unsportsmanlike or intemperate behavior towards show officials.
13. Liaisons will be chosen for each sanctioned M.G.R.A. to help them run the show in an orderly and smooth fashion.

ARTICLE III - MEMBERS

Whenever in these bylaws, the term member or members shall be used, unless otherwise specified, it shall mean a member or members having the right to vote.

1. Members of the association shall be admitted, retained and expelled in accordance with such rules and regulations as the Board may from time to time adopt.
2. In all matters governed by the vote of the members, each member in good standing shall be entitled to one vote.
3. One representative from each club or society is entitled to one vote.
4. It is recommended that each member has a current horse council membership.
5. Memberships Age Categories
 - a. Senior Members: 19 years and over
 - b. Junior Members: 13-18 years as of January 1st of the current year
 - c. Pee Wee Members: 12 years and under as of January 1st of current year
6. Junior and Pee Wee members must carry proof of age.
7. Non-Manitoba residents may join M.G.R.A. and compete at shows for points providing that they hold a current M.G.R.A. membership. Out of province clubs, exhibition or agricultural societies can host an approved M.G.R.A. show and they must follow the M.G.R.A. rules.
8. Family, single and associate membership fees, and affiliate (riding clubs, exhibitions or agricultural societies) fees will be determined at the annual meeting each year and published in the M.G.R.A.'s newsletter.

ARTICLE IV - MEETINGS

SECTION I – Annual General Meeting

1. The annual meeting of the members shall be held within the calendar year, at such time and place that has been chosen by the Board, for the purpose of electing new officers, and the transaction of other business as may be brought forward at the meeting.
2. Notice of the annual meeting with the time and place will be made in writing to the to the last known address of each paid member in good standing, not less than 15 days prior to the date of such meeting.
3. All paid members are entitled to a vote on any motions brought forward.
4. The Board positions (except directors) are elected by the paid members at this meeting.
5. There must be a minimum of nine members to constitute a quorum.

SECTION II – Meeting

1. Special meetings of the association shall be held whenever called by direction of the President, or by two-thirds of the Directors for the time being in office.
2. Notice of each meeting indicating briefly the object or objects hereof shall be given in writing, not less than 5 days prior to the date of such meeting.
3. The frequency of the meetings shall be left to the discretion of the President.
4. There must be a minimum of nine members to constitute a quorum. No business shall be transacted at a meeting of the Board unless a quorum of the Board is present.

SECTION III – Chairperson of the meeting

Any officer of the association may call the meeting of the members to order and may act as chairperson of such meetings, precedence being given as follows: President, Vice-President, Secretary, Treasurer. In the absence of these four officers, the meeting will be rescheduled to more convenient time.

SECTION IV – Protest

Protest must be made in writing, signed and addressed to the secretary of M.G.R.A.

POINT SYSTEM

Only the shows put on by clubs, exhibitions or agricultural societies affiliated with M.G.R.A. can be recognized with points awarded to M.G.R.A. members.

The judges at the sanctioned shows must place all M.G.R.A. classes to the 10th place (no more ribbons or prize money has to be given past the 5th place) on the judges' card that are forwarded to the M.G.R.A. secretary to ensure that the paid members get their required points for attending the show.

The M.G.R.A. secretary will use the scale system by taking the non-M.G.R.A. members out of the top ten placings and moving the M.G.R.A. members up to the top five placings. The scale system is used to adjust points so that the M.G.R.A. members will receive the top 5 placings worth 10-7-5-3-1 points. In the event of a tie, the placing points from the tied placing and the placing below will be added together and split in half between those two members. The members who got placed below the tied placing will be bumped down to the next placing point(s).

In the event that the M.G.R.A. show cannot be completed due to weather or other unforeseen circumstances; the points will be not be counted for that show.

Points will be awarded as follows:

First place	10 points
Second place	7 points
Third place	5 points
Fourth place	3 points
Fifth place	1 point

YEAR END AWARDS

1. There will be awards presented at the annual banquet such as;
 - a. high average and reserve high average horse of each event in each age group
 - b. high point and reserve high point horse of each event in each age group along with the 3rd, 4th and 5th placing.
 - c. over-all high point Pee Wee, Junior and Senior
 - d. over-all reserve high point Pee Wee, Junior and Senior
 - e. over-all high point rider/horse
2. The year-end awards can be removed or added to the discretion of the association each year.
3. The average will be computed by adding up all points in each individual event and then dividing the total by the number of shows which the member has attended.
4. High Point Rider/Horse awards is calculated by adding the points in all events that the rider/horse has competed in.
5. All members must attend at least 5 M.G.R.A. sanctioned shows to have the points counted for the year end awards. This includes attending 5 shows in the event for the points to be counted.
 - a. Example: A member competed in 6 shows during the season. However, the member only competed in 4 western pleasure and 7 reining classes. The member will receive points in reining but not the western pleasure points.
6. The points will be counted from the first M.G.R.A show the member attended shortly after the secretary receive the membership form and fee.
7. Points will be awarded to the horse and rider combination only.

SECTION I – Final Show

It is not necessary to hold a Final Show for members' points to count for year-end awards. The decision to hold or not hold a Final Show will be voted on at the annual meeting each year. The Board makes the decision on the location of the Final Show.

If the association makes the decision to hold a Final Show, the association and members may follow the requirements;

1. In order to qualify for the Final Show, the member must compete at least five sanctioned shows per class that they wish to compete in at the Final Show.
 - a. Example: Jane competed in 7 shows during the season. However, she only competed in 4 western pleasure, 7 reining, 7 pole bending and 6 barrel racing classes. She is eligible to compete in all of her classes at the Final Show except for western pleasure class.
2. Points earned at the Final Show can be included in the year end totals.

DUTIES OF AFFILIATED CLUBS OF ASSOCIATIONS

1. Clubs, exhibitions or agricultural societies who would like to sanction M.G.R.A. into their show must pay the sanctioning fee, complete the required forms and email/mail it to the secretary.
2. In order to be recognized as a M.G.R.A. show, they must include all events; western pleasure, reining, pole bending and barrel racing, and in all age groups; Pee Wee, Junior, and Senior, into their program as listed below.
 - a. Pee Wee Western Pleasure
 - b. Junior Western Pleasure
 - c. Senior Western Pleasure
 - d. Pee Wee Reining
 - e. Junior Reining
 - f. Senior Reining
 - g. Pee Wee Pole Bending
 - h. Junior Pole Bending
 - i. Senior Pole Bending
 - j. Pee Wee Barrel Racing
 - k. Junior Barrel Racing
 - l. Senior Barrel Racing
3. Clubs, exhibitions or agricultural societies who have not paid the sanctioning fee cannot advertise as holding a M.G.R.A. show.
4. Affiliated clubs, exhibitions or societies are allowed to put on only one approved M.G.R.A. show per year with the option of running a double point show in one day.
5. All M.G.R.A. classes must run on the same day, if the show is a two or three-day show.
6. Other classes may be added such as 8 year & under Barrel Racing but will not be counted for points if members compete in these extra classes.
7. Ensure that the M.G.R.A. sanctioned shows start on time and be completed before dark.
8. Due to safety factors, show sanctioning will not be approved unless the M.G.R.A. show starts early enough to provide natural lighting or have adequate alternate lighting. The directors of M.G.R.A. can recommend that the show start earlier than what was stated on the sanctioning request.
9. Raking is recommended after every five runs in the speed events and the arena must be worked before the M.G.R.A. classes begin. Hand or quad raking is allowed.
10. The arena should be free of stones and not be so hard that could cause lameness or stone bruises in horses.
11. M.G.R.A. will provide a list of people who are willing to serve as a liaison to the show committee and help with the setting up of the patterns if needed, answering questions and enforcing the rules of the association.

SECTION I – Officials to run a show and their duties

JUDGE

1. To familiarize himself/herself with M.G.R.A. rules and judge accordingly.
2. The judge's decision is final.
3. The judges at the sanctioned shows must place all M.G.R.A. classes to the 10th place (no more ribbons or prize money has to be given past the 5th place) on the judges' card that are forwarded to the secretary of the horse show to ensure that the paid members get their required points for attending the show.
4. Reining score cards are preferred.
5. Times should be written in the appropriate column in the speed events.

TWO TIMERS

1. Using stop watches or an electronic timer with two back up stop watches for barrel racing and pole bending events.
2. One stand behind the other at the start/finish line and time the horse on the nose.
3. Calculate the average of the two times to the hundredths and give it to the judge.
4. Every sanctioned M.G.R.A. show must have 2 timers in speed events and it is recommended to have electric timers if possible.

SHOW SECRETARY

1. To record all winners up to the 10th placing in each event.
2. To record all times scored in timed events.
3. To record all competitors for each event even if they did not get placed.
4. It is important to have the name of each horse and rider combination as points are collected on each horse.
5. Forward the required results paperwork to the M.G.R.A. secretary within ten days of the horse show.

GENERAL RULES

1. All contestants (member and non-members) must abide by the rules and regulations when participating in MGRA approved shows. Infractions may be penalized by disqualification.
2. Any size of horse or pony shall be allowed to enter any or all events.
3. A horse may be ridden by a Pee Wee, Junior or Senior competitor in all events but not by different riders in the same age category.
 - a. Example: A Junior and a Senior may ride the same horse in barrel racing but two Junior riders cannot ride the same horse in barrel racing.
4. In all events, a horse can only be ridden in two age categories. The horse must be assigned to one rider per age division to the limit of two age divisions.
 - a. Example: A Pee Wee and a Senior rider may ride the same horse in reining, therefore a Junior rider cannot use the same horse in reining.
5. At any approved M.G.R.A. show, all competitors must compete in only one age division.
6. Any competitor is only allowed to ride a maximum of two horses in an event (both to be saddled and bridled ready for competition).
7. In all events, western hats or helmets are to be worn when entering the arena or crossing the starting line, failure to do so will result in disqualification.
8. A lost hat or approved helmet in any event is a drop in placing to that contestant. Judges are asked to enforce this rule with no exceptions. It is up to the judges' discretion if he/she wants to eliminate the competitor.
9. All contestants should wear a dummy string or chinstrap on their headgear.
10. In all events, all riders must ride independently and can't be tied in the saddle.
11. In all events, the horse cannot be ponied by another horse, but a junior or adult can run the pattern in front of them in speed events. The person running cannot control the horse or pony in any way and must only use voice commands to direct the rider.
12. In speed events, horses to be timed on the nose, both start and finish by two timers or electric timers.
 - a. Stop watches used should be in the hundredths of a second and at no time, should there be less than two stop watches.
 - b. The electric timer must be backed up by two timers using a stop watches at least to the hundredths of a second. Both sets of times must be recorded.
 - c. When the electric timer is used and a minority of contestants are missed, the stop watch times are to be used as official times for those contestants missed.
 - d. When the electric timer fails to operate for more than half of the contestants, stop watch times will be used as official times for all contestants in the event.

13. In speed events, contestants must enter their arena in a motion towards the gate and begin their run from inside the arena. Failure to comply will result in a disqualification. The gate does not have to be closed to start the run but must be closed before the completion of the run. We understand that speed horses can be high strung. As long as the rider makes every effort to keep the horse under control while entering the show ring and the reins are not dropped to a full out run position.
14. Horses to be shown under clean serviceable western tack. Reruns will not be allowed instances of equipment failure. When the exhibitor's equipment failure causes a delay or a run to be discontinued, the judge will disqualify the entry.
15. The judge will disqualify anyone who does not appear in clean western attire (western hat or helmet, western boots, western long-sleeved shirts with sleeves rolled down) regardless of the temperature.
16. In all events, except where class appointments state otherwise, riders may use any humane type of western bit or hackamore except for the use of flat chain strap not less than ½ inch width. The rider must not use any wire, tight nose band or mechanical device that will give a rider undue control over a horse.
17. Disqualification will result from contestant touching his/her horse in front of the cinch with a crop, bat, over or under, or their hand.
18. Any rider interfering, colliding with, or cutting off other riders may be disqualified.
19. Contestants will be disqualified for abusing horses in any manner or for misconduct. Every horse, shall at all times, be treated humanely with dignity, respect and compassion. The standard by which conduct or treatment will be measured is that in which a reasonable person, informed and experienced in generally accepted equine training and exhibition procedures or veterinary standards, would determine to be cruel, abusive or inhumane.
20. Horses may be led into the show ring or arena.
21. In all events, the rider's name or number will be called three times. If the rider is not in the arena by then, the gate will be closed or move on to the next competitor.

WESTERN PLEASURE RULES AND REGULATIONS

A good pleasure horse has a free-flowing stride of reasonable length in keeping with his/her conformation. The horse should cover a reasonable amount of ground with little effort. Ideally, the horse should have a balanced and flowing motion. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads.

1. Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or jog at the discretion of the judge, but shall not be asked to reverse at the lope.
2. Horses to be shown at a walk, jog and lope on a reasonably loose rein and light contact without undue restraint.
3. The horse should carry his/her head and neck in a relaxed natural position with his/her poll level with or slightly above the level of the withers.
4. Breed conformation and natural way of going to be recognized.
5. The horse should not carry his/her head behind the vertical, giving the appearance of intimidation or be excessively nosed out, giving a resistant appearance. His/her head should be level with his/her nose slightly in front of the vertical, having a bright expression with his/her ears alert.
6. The horse must be responsive, yet smooth, in transitions when called for.
7. When asked to extend, he/she should move out with the same flowing motion. Riders should sit during the extended gait.
8. Maximum credit should be giving to the flowing, balanced and willing horse which give the appearance of being fit and a pleasure to ride.
9. Judging
 - 60% Performance
 - 30% Conformation
 - 10% Tack and Equipment
10. Horses or ponies who are disobedient in a class may be asked to leave the ring or line up in the center of the arena before the class is completed if warranted that they are unsafe and disruptive to fellow competitors by the judge.
11. Exhibitions, clubs and agricultural societies must split the class if there are more than 15 entries in the class with at least 10 horses coming back for the final placing.

SECTION I - Faults to be scored according to severity:

1. excessive speed (any gait)
2. wrong lead
3. breaking gait
4. excessive slowness (any gait) - loss of forward momentum
5. failure to take the appropriate gait when called for
6. touching saddle with free hand
7. head carried too high
8. head carried too low (tip of ear below the withers for five or more strides)
9. over flexing or straining the neck so the nose is carried behind the vertical for five or more strides
10. excessive nosing out
11. opening mouth excessively
12. stumbling or falling
13. use of spurs forward of the cinch
14. a horse that appears sullen, dull, lethargic, emaciated, drawn or overly tired
15. reins are dropped to the point that light contact is not maintained

SECTION II – Faults which will be caused for disqualification:

1. changing hands or two hands on reins, except when showing with a bosal or snaffle bit with a Junior Horse (5 & under). Proof of horse's age may be required.
2. more than one finger between the reins.

SECTION III - Tack

1. Any humane type of Western bit except for a flat chain, not less than ½ inch width.
2. Wire or other metal device may not be used in conjunction with or as part of a leather chin strap.
3. Split reins or romal must be used.
4. Running martingales, tie-downs and protective boots are not permitted.
5. Gag bits are not permitted.

THE GENERAL RULES APPLY TO THIS EVENT – SEE PG. 10 & 11

REINING CLASS RULES AND REGULATIONS

The best reined horse should be willfully guided or controlled with little or no apparent resistance and dictated to completely. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed which raises the difficulty level and makes him/her more pleasing and exciting to watch for the audience.

1. The courses are set up as in the diagrams using poles or pylons as markers on the wall, the end markers are set about 150 feet part from the center marker.
2. Reining patterns for each age category. Judges cannot use patterns other than stated in this book.
 - a. #1 and 2: Pee Wee
 - b. #3 and 4: Junior
 - c. #3, 4 and 5: Senior
3. Judges should note that it is their responsibility to assure that these markers are placed correctly and in such a fashion that a horse might reasonably go past them and complete a stop maneuver, no less than 50 feet from the end walls/fence.
4. A reining scribe must be provided either by the judge or the affiliated clubs of association.
5. All deviations from the exact written pattern must be considered a lack of control.
6. It is preferred that the judges reduce the score that would have been assigned a maneuver should certain specific incidents occur. For example, if a horse stumbles, it is suggested that the judge reduce the score for that maneuver by $\frac{1}{2}$ point.
7. The judge may apply a $\frac{1}{2}$ penalty for starting a circle or exiting a rollback at a jog or walk, up to two strides.
8. Failure to remain a minimum of 20 feet from the wall/fence when approaching a stop or rollback, $\frac{1}{2}$ point will be deducted.
9. Freeze-up vs refusal of a command: Refusal of a command will incur a score of no score. In this instance, the judge must determine that the horse blatantly and continuously refuses a rider's command or where a horse freezes or balks other than in a spin or rollback.
10. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.
11. In the instance, where a horse turns during a backup but turns less than $\frac{1}{4}$, realigned and continues the backup, the score should be reduced by $\frac{1}{2}$ - 1 point depending on the severity.
12. A "no score" is not eligible to place while a score of "0" is eligible to place.
13. The judge places according to the highest scores.

14. It is imperative that that judges remain mindful that when a penalty is incurred in completing a maneuver, the score assigned for the maneuver should not be reduced by virtue of the fact that a penalty was incurred. The penalty should be assigned as stipulated in the rules and the score for the maneuver should be assessed as though the penalty had not incurred.
15. No run-off is required for a tie. Both competitors receive the placing for that tie.
16. All riders must go to the judge for inspection at the end of their performance. The judge may ask that the bridle be dropped only in Junior and Senior Reining unless illegal equipment is detected.
17. In Pee Wee reining, two hands are allowed except with a romal.

SECTION I - Reining Credits - Scoring will be on the basis of 1-100 with 70 denoting an average performance.

Circles

1. A horse shows clearly a defined difference in the speed and size of the small slow and large fast circles, with controlled speed, smoothness, finesse and good attitude.
2. Must receive credit on that maneuver from ½ to 1 ½ points depending on the level of difficulty is displayed.

Lead Departure

1. The horse takes the lead from the stop position without being turned sideways or having to take one or two walking steps.
2. The horse who has to take several steps at a walk to accomplish the lead departure should not receive any credit for the departure.

Lead Changes

1. The horse who changes lead exactly at the specified position in the arena, changes in one stride in a straight line without increase in speed with smoothness, finesse and good attitude.

Stops

1. The horse who keeps his/her feet and hocks under in a locked position, sliding with both hind feet in a straight line with his/her back bent.
2. The front feet maintain forward motion and ground contact.
3. There is light rein contact and the mouth stays quiet.
4. The amount of credit depends on the length of slide, the maintenance of form throughout the stop and the level of difficulty.

Spins

1. The horse keeps the inside hind leg in one place, uses the outside hind leg and front legs for propulsion, and has continuous contact with the ground with one front leg.
2. After approximately $\frac{1}{4}$ turn, the horse accelerates and maintains the same speed throughout.
3. The amount of credit depends on the level of difficulty.

Backups

1. The horse backs up in a straight line in a continuous motion, displaying willingness and some speed.

Rollback

1. The horse rolls over his/her inside hind leg at the end of a stop, using the outside hind leg and front legs for propulsion in a continuous motion.
2. After completion of the 180-degree turn, the horse departs in the same tracks that he/she came in.
3. Displays willingness, quickness and good form.

SECTION II - The following faults will result in a reduction of two points:

1. break of gait: a horse is considered to have broken gait anytime he/she breaks from a lope to a trot, walk or stop (where a stop is not indicated during the execution of a pattern)
2. the horse does not completely pass the specified marker before the stop position
3. jogging or walking beyond two strides but less than $\frac{1}{2}$ circle or $\frac{1}{2}$ length of the arena
4. the horse fails to execute a lope departure from a walk, jog or stop position at the beginning of the pattern
5. failure to be in a lope after passing the first marker of a run-in pattern
6. the horse freezes up in a spin or rollback (complete stoppage of motion by the horse which delays the execution of a spin or rollbacks)

SECTION III - The following faults will result in a reduction of five points:

1. spurring the front of cinch
2. use of free hand to instill fear
3. holding saddle with free hand
4. blatant disobediences including kicking, biting, bucking or rearing

SECTION IV - The following faults which will result in a no score or a score of 0 (at judge's discretion):

1. willful abuse of the horse in the arena
2. use of illegal equipment
3. use of illegal bits, bosals or curb chains
4. use of tack collars, tie downs or nose bands
5. use of electric shockers, whips or bats
6. use of an attachment which alters the movement or circulation to the tail
7. failure to provide horse and equipment to the judge for inspection
8. disrespect or misconduct by the exhibitor
9. using reins or romal as a whip
10. failure to complete pattern as written
11. performing the maneuvers other than in specified order
12. the inclusion of maneuvers not specified
13. backing more than two strides (four steps with the front feet)
14. a turn or more than 90 degrees where not specified
15. equipment failure that delays completion of pattern
16. running away or failing to guide where it becomes impossible to discern whether the entry is on pattern
17. jogging in excess of $\frac{1}{2}$ of the circle or $\frac{1}{2}$ of the length of the arena while starting a circle, circling or exiting a rollback
18. changing hands or two hands on reins, except when showing with a bosal or snaffle bit with a Junior Horse (5 & under). Proof of horse's age may be required. Pee Wee riders may use two hands on the reins except with a romal.
19. more than one finger between the reins
20. fall to the ground by horse or rider
21. balking or refusal of command

SECTION V - Spin Maneuvers Penalties: horses are required to stop and start the spin at the precise location in the arena. The following penalty will be assigned:

1. over or under spinning up to $\frac{1}{8}$ of a turn – deduct $\frac{1}{2}$ point
2. over or under spinning from $\frac{1}{8}$ to $\frac{1}{4}$ of a turn – deduct 1 point
3. over spins more than $\frac{1}{4}$ - no score: this is deemed as to be an inclusion of a maneuver not specified
4. under spins by more than $\frac{1}{4}$ and is properly realigned before starting the next maneuver – deduct 2 points: this is considered as a freeze-up in the spin

SECTION VI - Lead Penalties:

Starting circles or eights out of lead, and delayed change of lead will be judged as follows:

1. delayed change of lead beyond one stride – deduct ½ point
2. from start to ¼ circle – deduct 1 point
3. from start to ½ circle – deduct 2 points
4. from start to ¾ circle – deduct 3 points
5. for the complete circle – deduct 4 points

Where a change of lead is specified immediately prior to a run to the end of the arena, failure to change leads will be penalized as follows:

1. delayed change of lead beyond one stride – deduct ½ point
2. failure to change leads beyond one stride but where lead changes is completed prior to the next maneuver – deduct 1 point
3. failure to change leads beyond one stride but where lead is not changed prior to the next maneuver – deduct 2 points
4. in patterns requiring a run-around, failure to be on correct lead when rounding the end of the arena – deduct 1 point
5. failure to be on correct lead prior to the center point to the arena – deduct 2 points

Note: if the horse is in the correct lead while rounding the end of the arena and drops out of lead while running in a straight line to the next maneuver, no penalty should be applied.

SECTION VII - Faults against the horse to be scored accordingly but not to cause disqualification:

1. opening mouth excessively when wearing bit
2. excessive jawing, opening mouth or head raising on stop
3. lack of smooth, straight stop on haunches, bouncing or sideways stop
4. refusing to change leads
5. anticipating signals
6. stumbling
7. backing sideways
8. knocking over markers

SECTION VIII - Faults against the rider to be scored accordingly but not to cause disqualification:

1. losing stirrup
2. any unnecessary aid given by the rider such as unnecessary talking, spurring, jerking of reins, etc.

Failure to run circles or figure eights within the markers is not considered a fault depending on arena conditions and size. However, failure to go beyond the markers on rollbacks and stops are considered a fault.

SECTION IX - Tack

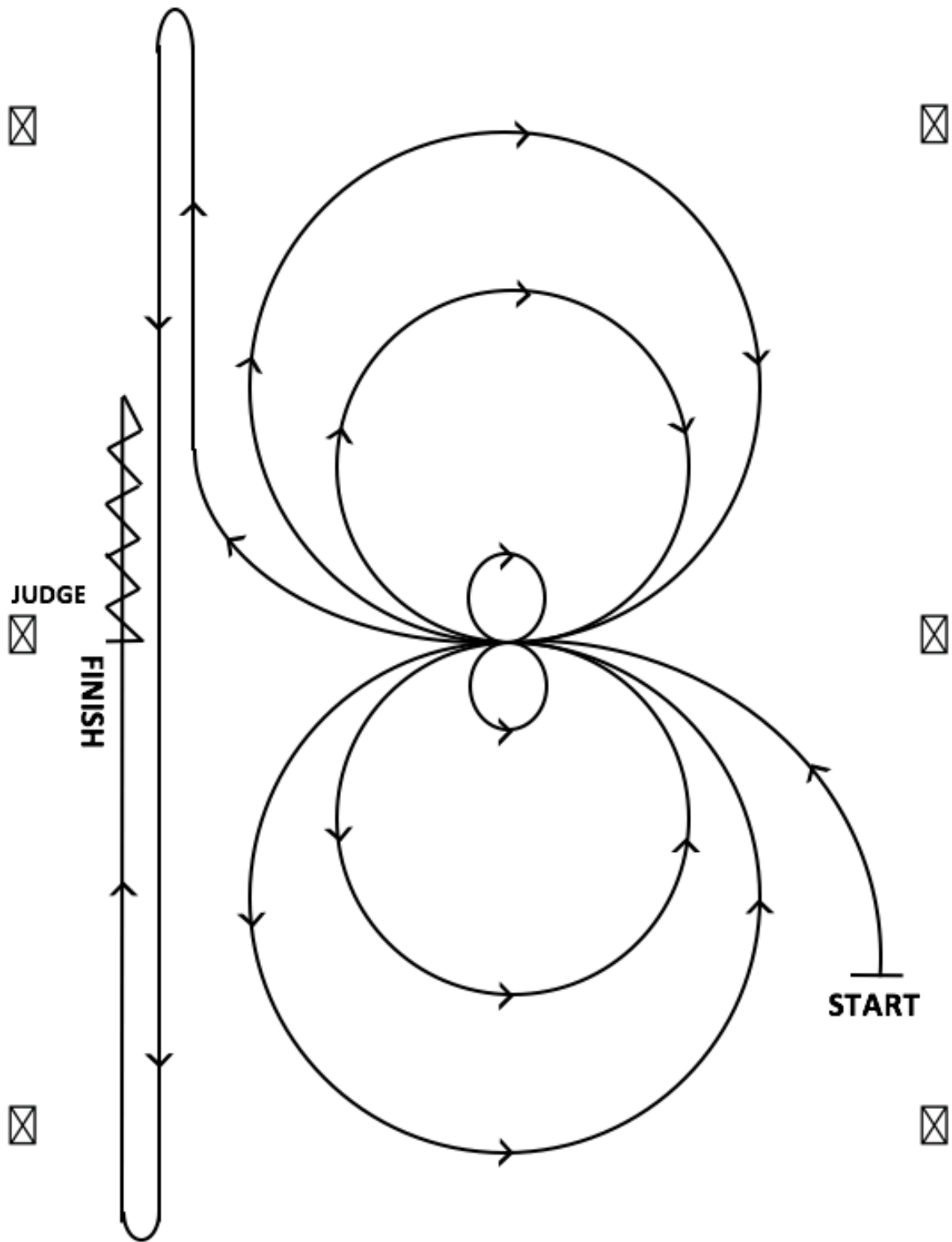
1. Any humane type of Western bit, free of mechanical devices may be used.
2. Rope or leather bosals free of wire, iron or mechanical devices may be used.
3. Curb chains are permissible provided that they are at least ½ inch width, free of barbs, wire or twists, lay flat against the horse's jaw.
4. Split reins or romal must be used.
5. Running martingales and tie-downs are not permitted.
6. A rider may untangle excess reins, where excess reins may prevent the rider from continuing the pattern, where said excess can be straightened without affecting the performance of the horse during hesitations or when settling the horse.
7. When using a romal, no finger between the reins is allowed.
8. The free hand may be used to hold the romal, provided it is held at least 16 inches from the reining hand and in a relaxed position.
9. Use of the free hand while holding the romal, to alter the tension of length or reins from the bridle to the reining hand is considered to be the use of two hands and will result a disqualification.
10. Protective leg gear may be used.
11. Gag bits are not permitted.

THE GENERAL RULES APPLY TO THIS EVENT – SEE PG. 10 & 11

REINING PATTERN #1

1. Walk or trot to centre of arena.
2. Small slow circle to the right at a lope.
3. Large fast circle to the right at a lope.
4. Stop.
5. One 360-degree spin to the right.
6. Small slow circle to the left at a lope.
7. Large fast circle to the left at a lope
8. Stop.
9. One 360-degree spin to the left.
10. Lope down the arena 20 feet off the wall past the end marker.
11. Stop, no hesitation, and rollback to the left.
12. Lope to the opposite end of the arena past the end marker.
13. Stop, no hesitation, and rollback to the right.
14. Lope past the centre marker and stop.
15. Back up at least 10 feet. Hesitate.
16. Go to the Judge for bit inspection.

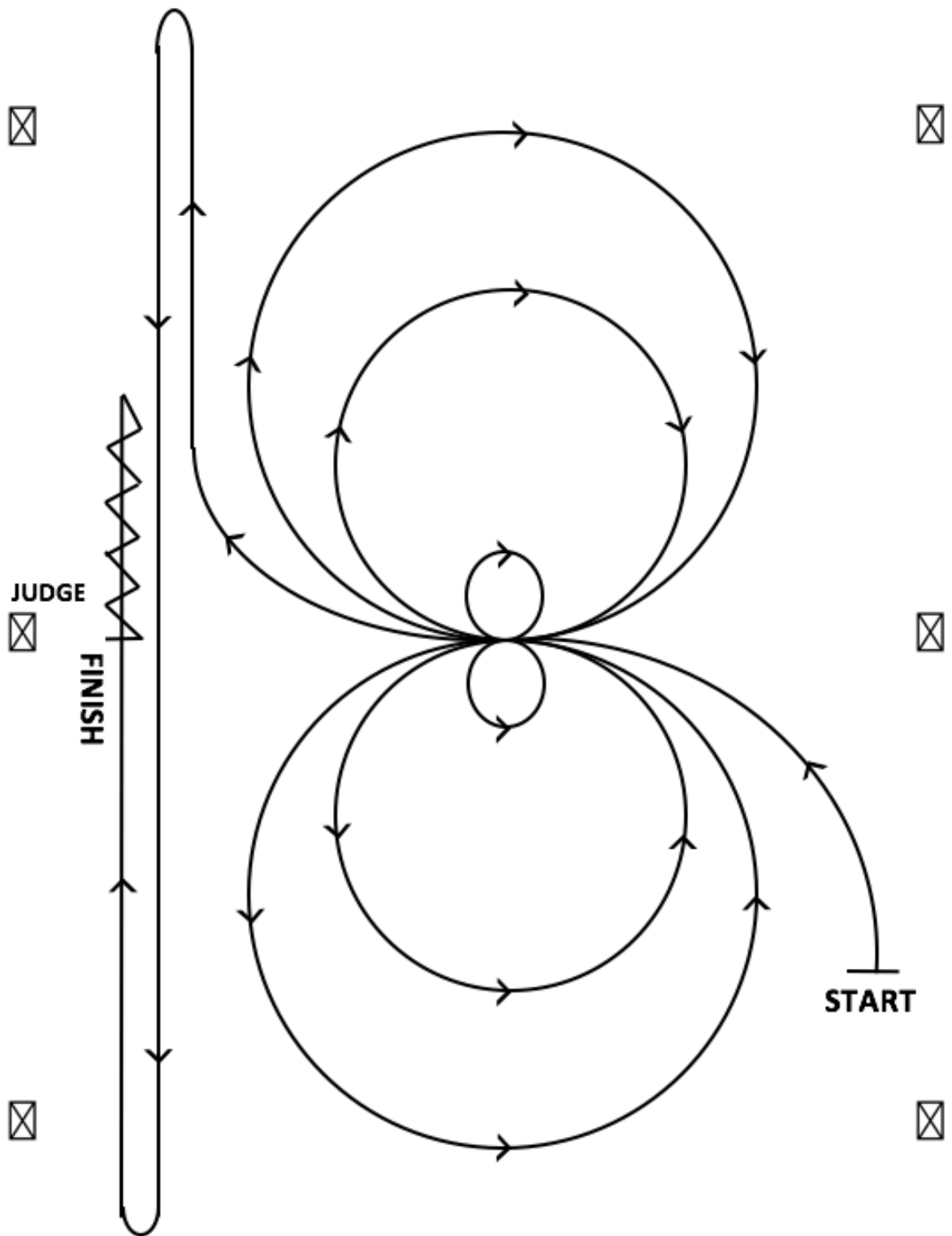
REINING PATTERN #1 DIAGRAM



REINING PATTERN #2

1. Walk or trot to centre of arena.
2. Small slow circle to the right at a lope.
3. Large fast circle to the right at a lope.
4. Flying or simple (drop to a trot) lead change.
5. Small slow circle to the left at a lope.
6. Large fast circle to the left at a lope
7. Stop.
8. One 360-degree spin to the left.
9. One 360-degree spin to the right.
10. Stop and hesitate.
11. Lope down the arena 20 feet off the wall, past the end marker.
12. Stop, no hesitation, and rollback to the left.
13. Lope to the opposite end of the arena, past the end marker.
14. Stop, no hesitation, and rollback to the right.
15. Lope past the centre marker and stop.
16. Back up at least 10 feet. Hesitate.
17. Go to the Judge for bit inspection.

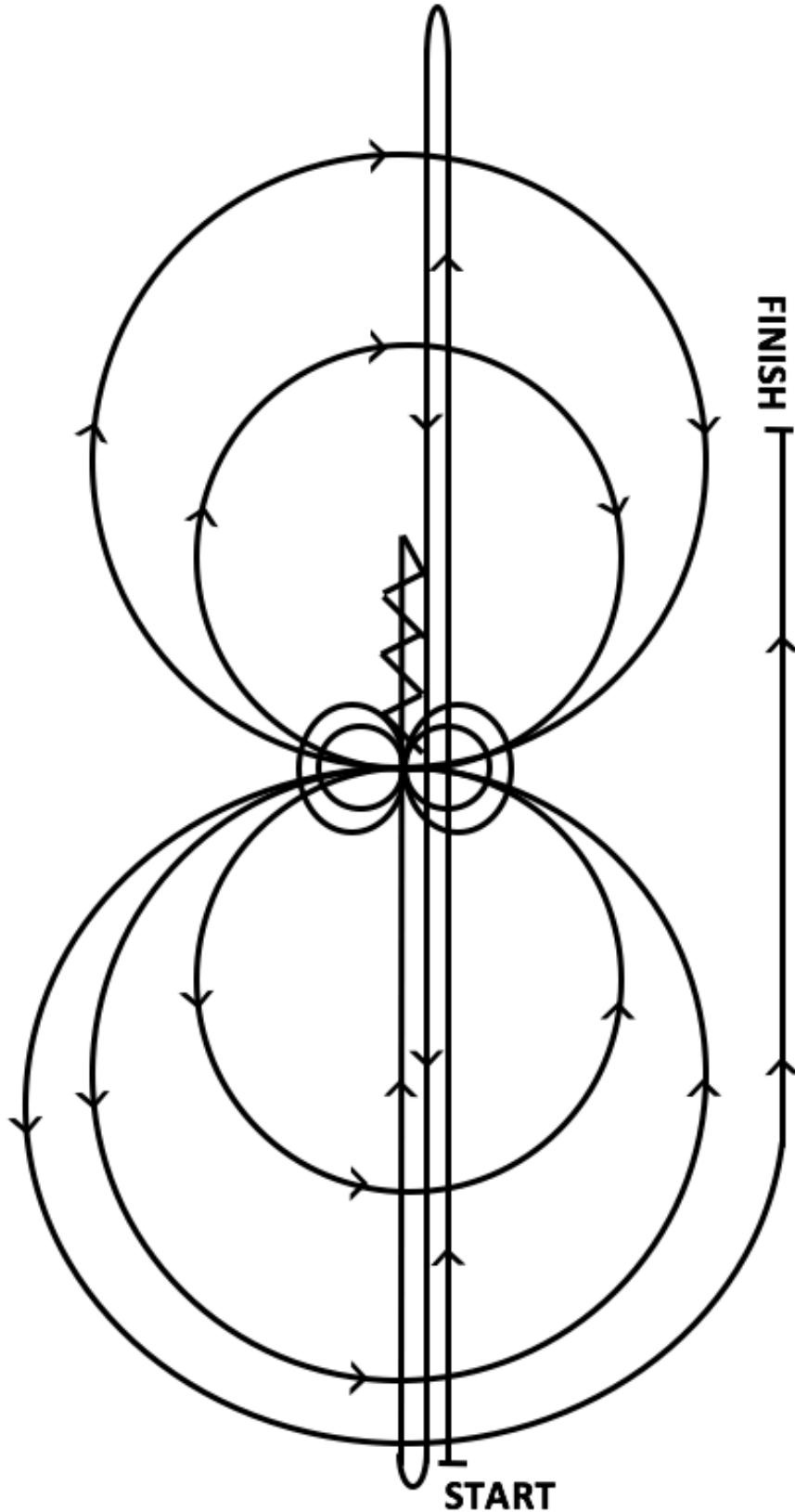
REINING PATTERN #2 DIAGRAM



REINING PATTERN #3

1. Lope at speed to the far end of the arena past the end markers in the middle of the arena.
2. Stop, no hesitation, and rollback to the left.
3. Lope to the opposite end of the arena, past the end marker.
4. Stop, no hesitation, and rollback to the right.
5. Lope past the centre marker and do a sliding stop.
6. Back straight to the center of the arena and hesitate.
7. Two spins to the right.
8. Two and a quarter spins to the left and hesitate. When completed, the horse will be facing the left wall/fence.
9. Small slow circle to the left at a lope.
10. Large fast circle to the left at a lope
11. Change leads at the center of the arena.
12. Small slow circle to the right at a lope.
13. Large fast circle to the right at a lope
14. Change leads at the center of the arena and begin a large fast circle to the left. Do not close the circle. Run straight down the side of the arena 20 feet off the wall past the center marker and do a sliding stop.
15. Hesitate to demonstrate the completion of the pattern.
16. Go to the Judge for bit inspection.

REINING PATTERN #3 DIAGRAM



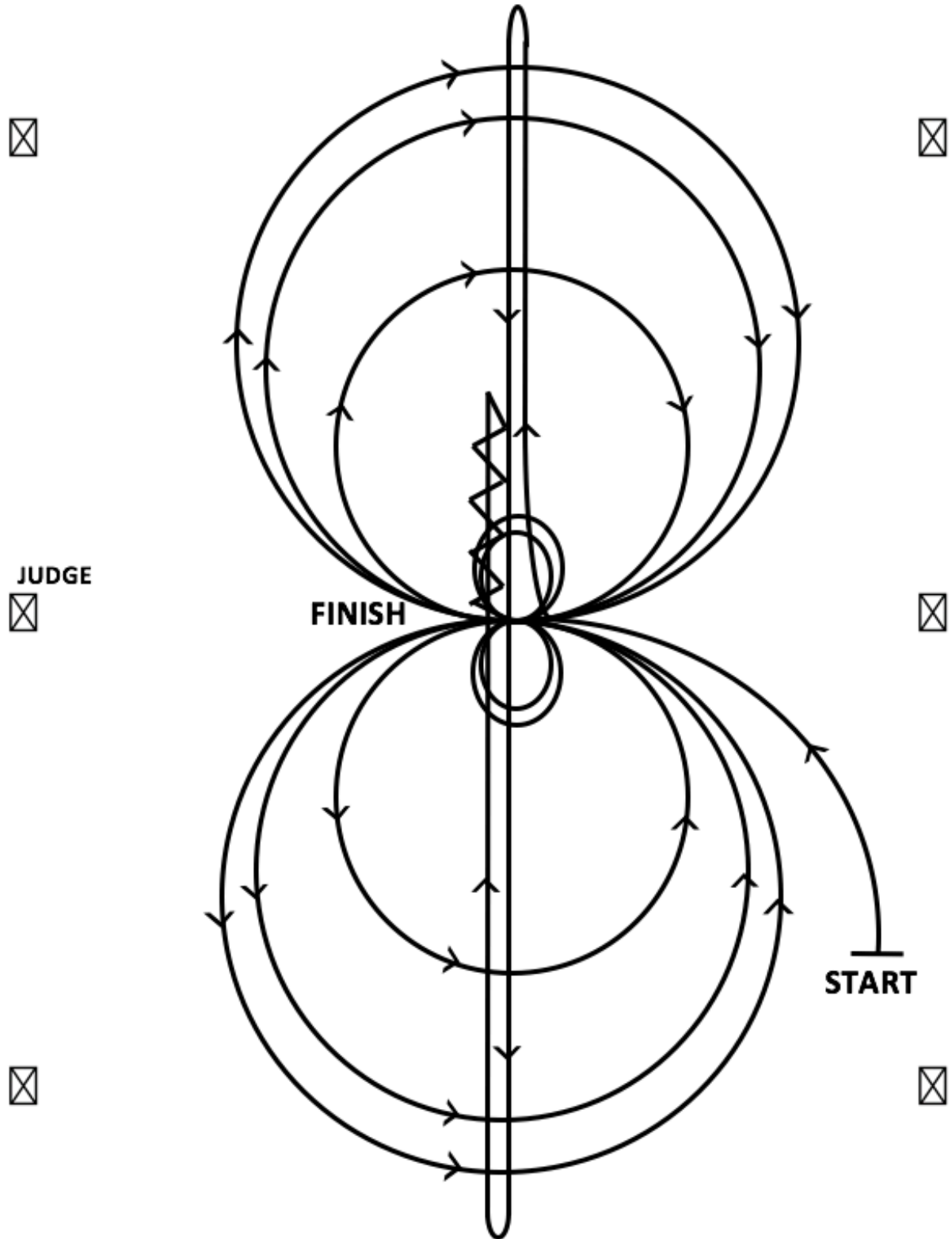
JUDGE



REINING PATTERN #4

1. Walk to the centre of arena.
2. Large fast circle to the right at a lope.
3. Small slow circle to the right at a lope.
4. Stop but no hesitation.
5. Two spins to the right.
6. Stop and hesitate.
7. Large fast circle to the left at a lope.
8. Small slow circle to the left at a lope.
9. Stop but no hesitation.
10. Two spins to the left
11. Stop and hesitate.
12. Lope on the right lead and make a fast figure-eight over the large circles.
13. Close the eight and change leads.
14. Lope to the far end of the arena (in the center) past the end marker.
15. Stop, no hesitation, and rollback to the left.
16. Lope to the opposite end of the arena past the end marker.
17. Stop, no hesitation, and rollback to the right.
18. Lope past the centre marker and do a sliding stop.
19. Back over slide tracks. Hesitate.
20. Go to the Judge for bit inspection.

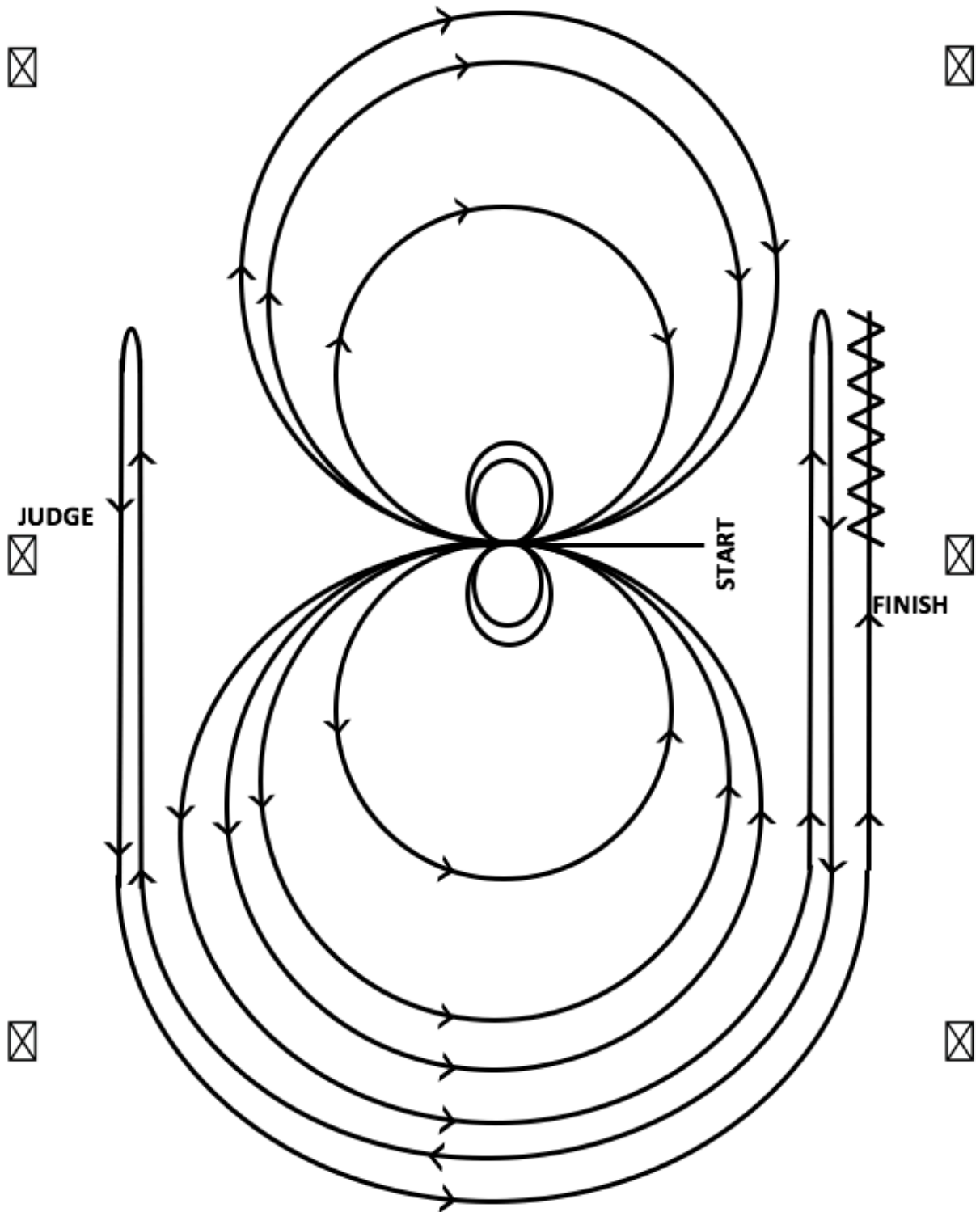
REINING PATTERN #4 DIAGRAM



REINING PATTERN #5

1. Walk to the centre of arena.
2. Two spins to the right.
3. Hesitate.
4. Two spins to the left.
5. Two large fast circles to the left at a lope.
6. One small slow circle to the left at a lope.
7. Change leads at the centre of the arena.
8. Two large fast circles to the right at a lope.
9. One small slow circle to the right at a lope.
10. Change leads at the centre of the arena.
11. Begin a large fast circle to the left. Do not close the circle. Run straight down the side of the arena 20 feet off the wall/fence past the center marker.
12. Stop, no hesitation, rollback to the right.
13. Continue back around previous circle, run down the opposite side of the arena 20 feet off the wall past the center marker.
14. Stop, no hesitation, and rollback to the left.
15. Continue back around previous circle, run down the side of the arena 20 feet off the wall past the center marker and do a sliding stop.
16. Back straight to the centre of the arena or at least 10 feet.
17. Hesitate to demonstrate the completion of the pattern.
18. Go to the Judge for bit inspection.

REINING PATTERN #5 DIAGRAM



POLE BENDING RULES AND REGULATIONS

1. The course consists of six poles in a straight row, spaced 21 feet apart with starting and finishing line 21 feet from the first pole.
2. Poles must be six feet in height with bases no larger than 14 inches or less than 12 inches in diameter made out of wood or rubber.
3. Pattern must be adjusted to ensure 45 feet stopping distance. No exceptions.
4. Contestants must enter their arena in a motion towards the gate and begin their run from inside the arena. Failure to comply will result in a disqualification. The gate does not have to be closed to start the run but must be closed before the completion of the run. We understand that speed horses can be high strung. As long as the rider makes every effort to keep the horse under control while entering the show ring and the reins are not dropped to a full out run position.
5. The rider's name or number will be called three times. If the rider is not in the arena by then, the gate will be closed or move on to the next competitor.
6. A horse may start either to the right or the left of the first pole and then run the remainder of the pattern accordingly.
7. A contestant may, from a riding position, hold a pole from falling.
8. Riders may hold onto the saddle to prevent falls.
9. The use of spurs and bats, over and under are allowed. However, excessive use of spurs and bats prior to the race, during the race or after the race will mean automatic disqualification.
10. Knocking over a pole brings a five second penalty.
11. No run-off is required for a tie. Both competitors receive the placing for that tie.
12. The judge places according to the fastest times.

SECTION I – The following faults will result in a disqualification:

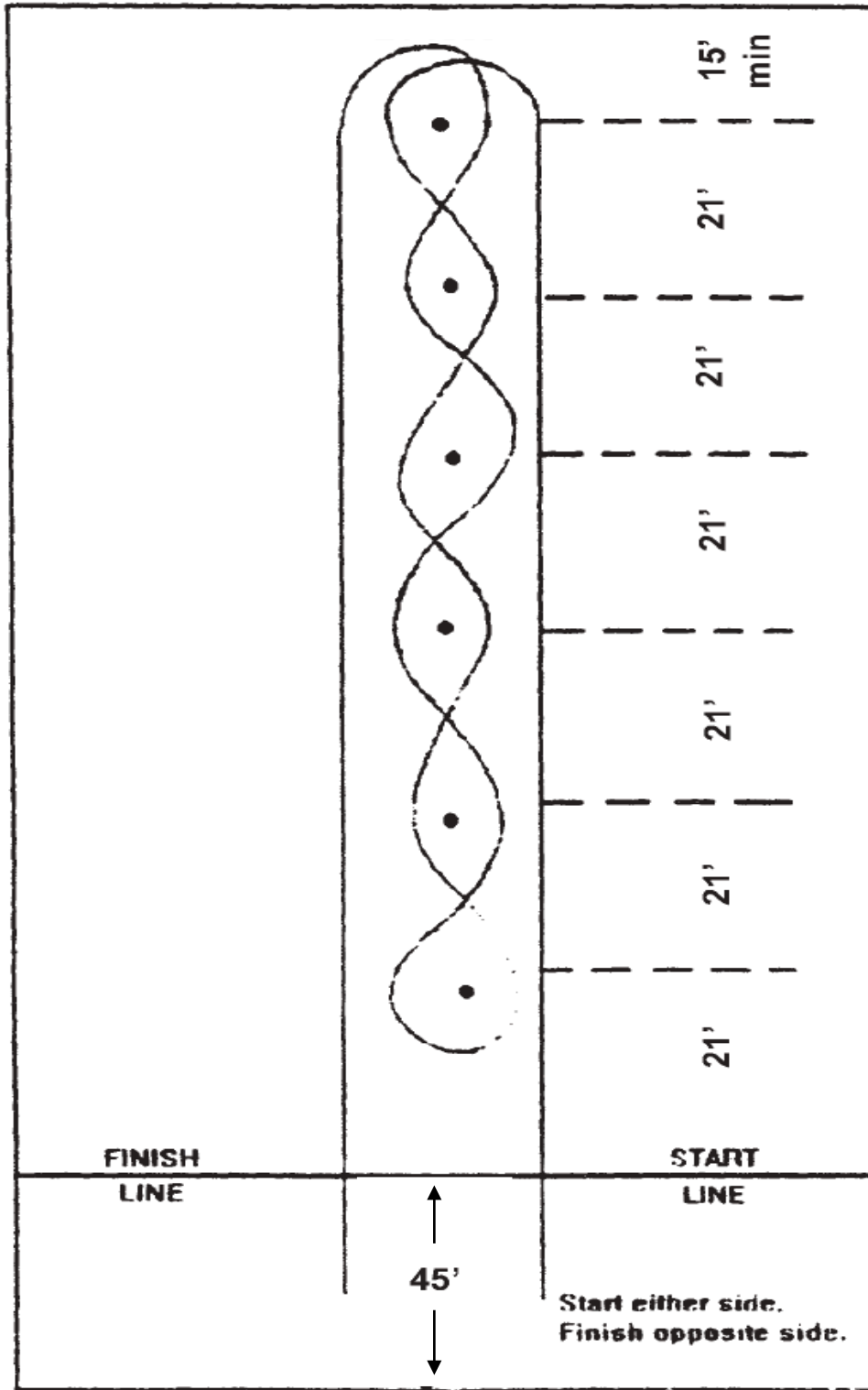
1. turning pole wrong (going off pattern)
2. the horse runs past the next pole on the course and does not back up to correct its position but rather runs over the lines it has made or turns to correct its position
3. crossing finish line before course is finished

SECTION II - Tack

1. Any bit, rope or leather bosals free of wire, iron or mechanical devices may be used.
2. Split reins, romal, single rein, martingale and tie-down may be used.
3. Curb chains are permissible provided that they are at least ½ inch width, free of barbs, wire or twists, lay flat against the horse's jaw.
4. Protective leg gear may be used.

THE GENERAL RULES APPLY TO THIS EVENT – SEE PG. 10 & 11

POLE BENDING PATTERN DIAGRAM



BARREL RACING RULES AND REGULATIONS

1. Recommended barrel distance 60 feet x 120 feet with score line 20 feet.
2. Barrels must be set at least 15 feet from the respective fences, 20 feet from the score line and 45 feet stopping distance even if the show arena is smaller than the regulation size. No exceptions.
3. Barrels to be 45-gallon size steel non-galvanized are preferred with the ends still in the barrels.
4. Contestants must enter their arena in a motion towards the gate and begin their run from inside the arena. Failure to comply will result in a disqualification. The gate does not have to be closed to start the run but must be closed before the completion of the run. We understand that speed horses can be high strung. As long as the rider makes every effort to keep the horse under control while entering the show ring and the reins are not dropped to a full out run position.
5. The rider's name or number will be called three times. If the rider is not in the arena by then, the gate will be closed or move on to the next competitor.
6. Whenever arena conditions permit, contestants may come into the arena and start race on the run or they may start from a standing position but in no case, may they cause unnecessary delay starting.
7. A contestant may, from a riding position, hold a barrel from falling.
8. Riders may hold onto the saddle to prevent falls.
9. The use of spurs and bats, over and under are allowed. However, excessive use of spurs and bats prior to the race, during the race or after the race will mean automatic disqualification.
10. A five second penalty will be given for each barrel knocked over.
11. Either barrel #1 or #2 may be taken first as long as the contestant follow the cloverleaf pattern.
12. No run-off is required for a tie. Both competitors receive the placing for that tie.
13. The judge places according to the fastest times.

SECTION I – The following faults will result in a disqualification:

1. not following the cloverleaf course (going off pattern)
2. crossing finish line before course is finished

SECTION II - Tack

1. Any bit, rope or leather bosals free of wire, iron or mechanical devices may be used.
2. Curb chains are permissible provided that they are at least ½ inch width, free of barbs, wire or twists, lay flat against the horse's jaw.
3. Rope or leather bosals free of wire, iron or mechanical devices may be used.
4. Split reins, romal, single rein, martingale and tie-down may be used.
5. Protective leg gear may be used.

THE GENERAL RULES APPLY TO THIS EVENT – SEE PG. 10 & 11

BARREL RACING PATTERN DIAGRAM

