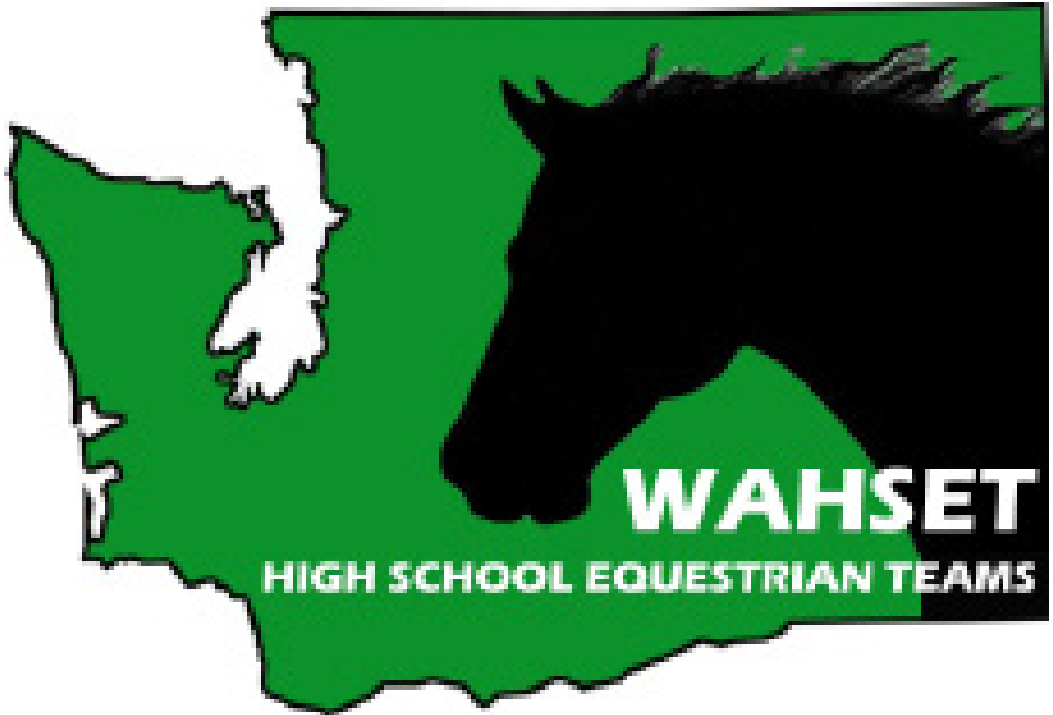


WAHSET Rule Book





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Summary of Revisions

Revision	Page(s)	Summary
Please note that the 2012-2013 version of the WAHSET Rule Book was a complete reprint due to the new WAHSET logo. In addition, the WAHSET Constitution and By-Laws were removed from this manual and made a separate, stand-alone manual. Specific rule changes included in this reprint are:		
Original	1-01-14	Expands guidance concerning proper treatment of WAHSET-approved judges
Original	1-02-7	Added discourtesy, direct abuse and threatening conduct towards an approved judge to the list of reasons for disqualification
Original	2-01-4	Added the wireless handswitch timer as an option for stopping time in breakaway roping
Original	2-01-4	Changed the box dimensions for breakaway roping
Original	2-01-5	Deleted requirement for two judges in breakaway roping
Original	2-01-6	Added the wireless handswitch timer as an option for stopping time in steer daubing
Original	2-01-6	Changed the box dimensions for steer daubing
Original	2-01-6	Deleted requirement for two judges in steer daubing
Original	2-01-7	In team sorting, reversing the order of go for the second go is now at the discretion of the district chair
1	1-02-1	Corrected website address for the Washington Ladies Riding Club Association
1	1-02-18	Revised guidance for award of the WAHSET State Champion rocker and WAHSET State Top Ten rockers
1	2-01-3	Revised to allow split reins in team sorting
1	2-01-4	Revised to allow use of permanently installed boxes and chutes in breakaway roping
1	2-01-6	Revised to allow use of permanently installed boxes and chutes in steer daubing
1	2-02-3	Changed required number of copies of drill pattern forms and explanation sheets from five (5) to three (3)
1	2-02-3	Changed guidance concerning athlete participation in drill maneuvers for Short Program
1	2-02-3	Repeated time limit guidance for Short Program teams
1	2-02-3	Changed guidance concerning athlete participation in drill maneuvers for Working Fours
1	2-02-4	Expanded definition of alignment/accuracy in Drill Team Judging Guidelines
1	2-02-5	Deleted "regroup" from the rule



Summary of Revisions (cont.)

Revision	Page(s)	Summary
1	2-02-7	Changed reference for drill maneuvers from the WAHSET Rule Book to the Drill Team Basics Handbook
1	2-02-8 through 2-02-50	Deleted written maneuvers from the WAHSET Rule Book (being published in the Drill Team Basics Handbook)
1	2-04-4	Added mandate to hold a walk-through of the course prior to competition in Hunt Seat Equitation over Fences
1	2-04-4	Added "officiating" to the paragraph concerning excusal of unsafe athletes from Hunt Seat Equitation over Fences
1	2-07-3	Allows use of colored tape on top of gaming poles
2	1-01-13	Changes deadline for refunds to January 15
2	1-02-1	Deletes reference to state chair and email address
2	2-01-5	Redefines haze line in breakaway roping
2	2-01-6	Deletes "safety line" rule in steer daubing
2	2-01-7	Redefines haze line in steer daubing
2	2-02-7	Moves responsibility for the six drawn maneuvers from the judges committee to the drill committee
2	2-08-3	Establishes limit of one attempt at roping the calf head in working rancher
3	1-01-9	Added restriction that the stewardship committee will not be used to overturn a Judge's decision
3	1-01-11	Changed membership of state stewardship committee
3	1-02-2	Added restriction that the stewardship committee will not be used to overturn a Judge's decision
3	1-02-8	Added rule to allow use of red ribbon in equine's tail
3	1-02-8	Updated guidance concerning issuing of time slots to individuals
3	1-02-8	Changed rule to indicate that Drill team order should be selected by the WAHSET points program
3	1-02-17	Added rule concerning declaration of alternates at the state meet
3	2-01-6	Added rule to require chalked safety line in steer daubing
3	2-01-7	Clarified guidance concerning team order in team sorting
3	2-01-8	Added guidance concerning spotting of cattle in team sorting
3	2-02-1	Added regulation snaffle bits to list of optional equipment for drill classes
3	2-02-3	Deleted requirement to submit Drill Pattern Form

**Summary of Revisions (cont.)**

Revision	Page(s)	Summary
3	2-02-4	Replaced the duplicate “Equine Manners” paragraph (from “EXECUTION OF DRILL” section) with “Degree of Difficulty” paragraph
3	2-02-7	“Six Required Maneuvers” Section now only applies to Short Program (6+) teams
3	2-02-7	Clarified description of Maneuver by Pairs and Maneuver by Fours
3	2-02-8	Added “Four Required Maneuvers” Section which applies to Working Fours teams
3	2-07-1	Added regulation snaffle bits to list of optional equipment for timed non-cattle classes
3	2-07-6	Clarified guidance concerning stepping on or across the start/finish line in Idaho Stake Race
3	2-07-9	Clarified guidance concerning stepping on or across the start/finish line in Pole Bending
3	2-08-3	Added restriction for snaffle bits and bosal in Working Rancher
4	1-02-5	Removed requirement to have GPA confirmation and Goals and Evaluation form available at all events and practices
4	1-02-5	Changed guidance concerning certification of medical insurance for athletes
5	1-02-7	Changed to allow one alternate for two, three and four person teams
5	2-01-5	Changed time allowed for opening chute from 90 to 60 seconds in Roping
5	2-01-6	Changed time allowed for opening chute from 90 to 60 seconds in Daubing
5	2-02-7	Specified four permanent required maneuvers and four drawn required maneuvers for Working Fours
5	2-02-8	Removed redundant guidance concerning drawn required maneuvers
5	2-05-2	Allows cross entry of In-Hand Trail equine in all classes except Trail
5	2-05-3	Changed timing guidance in IHOR to allow for use of electric eye
5	2-05-3	Added penalty for touching horse in IHOR class
5	2-05-3	Added requirement to quickly reset course between handlers in IHOR
5	2-06-1	Clarifies guidance concerning face paint in Working Pairs
5	2-06-1	Allows carrying of flags in Working Pairs, in conjunction with a flag boot
5	2-07-7	Specifies a no time for failure to pick up the first flag in Individual Flags

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Chapter 1

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Mission Statement

A. Washington High School Equestrian Teams (**WAHSET**) shall be a “not for profit” corporation dedicated to promoting and organizing equestrian competition in high school athletic or activity programs.

B. WAHSET has as its main goal, recognition in the high schools of the equestrian athlete and to give them an opportunity to achieve that recognition in a fair, positive and educational format. The goals are to encourage team play, peer acceptance and good horsemanship. Competition is to follow sportsmanship guidelines as set down by the individual participating school activity guidelines and equine sportsmanship guidelines as set forth by the United States Equestrian Federation (**USEF**).

C. Any high school in the State of Washington is eligible to form a team and join the WAHSET organization. The state is divided into districts. District competitions will be held with the goal of qualifying for a final State Championship Meet. Each high school with an approved team will have adult and youth representation on their District Board of Directors. Each district will have adult and youth representatives on the State Board of Directors.

D. Competition is a winter/spring sport scheduled as much as possible not to conflict with other organized high school sports. The purpose is to promote continuous growth in programs fostering horsemanship education, sponsor activities to encourage interscholastic participation and to have cooperative adult supervised leadership for all students in grades 9 through 12.

E. High School Equestrian Teams support, challenge and offer recognition to the dedicated teens who, both physically and mentally, pursue the challenge of the sport of equine competition.

Equine Inherent Risk Law

A. The Washington High School Equestrian Teams, Inc. (**WAHSET**) program is a school-related equine activity. Therefore, all activities are subject to the Washington State LIMITATIONS ON LIABILITY FOR EQUINE ACTIVITIES (RCW 4.24.530 and 4.24.540).

B. By your presence at these activities you have indicated that you have accepted the limits of liability resulting from inherent risks of Equine Activities. All persons associated with WAHSET will be regarded as participants and are limited by the inherent risk law:

RCW 4.24.540

Limitations on liability for equine activities — Exceptions.

(1) Except as provided in subsection (2) of this section, an equine activity sponsor or an equine professional shall not be liable for an injury to or the death of a participant engaged in an equine activity, and, except as provided in subsection (2) of this section, no participant nor participant’s representative may maintain an action against or recover from an equine activity sponsor or an equine professional for an injury to or the death of a participant engaged in an equine activity.

(2)(a) RCW 4.24.530 and 4.24.540 do not apply to the horse racing industry as regulated in chapter 67.16 RCW.

(b) Nothing in subsection (1) of this section shall prevent or limit the liability of an equine activity sponsor or an equine professional:

(i) If the equine activity sponsor or the equine professional:

(A) Provided the equipment or tack and the equipment or tack caused the injury; or

(B) Provided the equine and failed to make reasonable and prudent efforts to determine the ability of the participant to engage safely in the equine activity, determine the ability of the equine to behave safely with the participant, and determine the ability of the participant to safely manage the particular equine;



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(ii) If the equine activity sponsor or the equine professional owns, leases, rents, or otherwise is in lawful possession and control of the land or facilities upon which the participant sustained injuries because of a dangerous latent condition which was known to or should have been known to the equine activity sponsor or the equine professional and for which warning signs have not been conspicuously posted;

(iii) If the equine activity sponsor or the equine professional commits an act or omission that constitutes willful or wanton disregard for the safety of the participant and that act or omission caused the injury;

(iv) If the equine activity sponsor or the equine professional intentionally injures the participant;

(v) Under liability provisions as set forth in the products liability laws; or

(vi) Under liability provisions in chapter 16.04, *16.13, or *16.16 RCW.

[1989 c 292 § 2.]

Notes:

*Reviser's note: Chapters 16.13 and 16.16 RCW were each recodified and/or repealed in their entirety by 1989 c 286. For disposition of chapters 16.13 and 16.16 RCW, see Table of Disposition of Former RCW Sections, Volume 0.

Application -- 1989 c 292 §§ 1 and 2: See note following RCW 4.24.530.

RCW 4.24.530

Limitations on liability for equine activities -- Definitions.

Unless the context clearly indicates otherwise, the definitions in this section apply to RCW 4.24.530, 4.24.540, and section 3, chapter 292, Laws of 1989.

(1) "Equine" means a horse, pony, mule, donkey, or hinny.

(2) "Equine activity" means: (a) Equine shows, fairs, competitions, performances, or parades that involve any or all breeds of equines and any of the equine disciplines, including, but not limited to, dressage, hunter and jumper horse shows, grand prix jumping, three-day events, combined training, rodeos, driving, pulling, cutting, polo, steeple chasing, endurance trail riding and western games, and hunting; (b) equine training and/or teaching activities; (c) boarding equines; (d) riding, inspecting, or evaluating an equine belonging to another whether or not the owner has received some monetary consideration or other thing of value for the use of the equine or is permitting a prospective purchaser of the equine to ride, inspect, or evaluate the equine; and (e) rides, trips, hunts, or other equine activities of any type however informal or impromptu that are sponsored by an equine activity sponsor.

(3) "Equine activity sponsor" means an individual, group or club, partnership, or corporation, whether or not the sponsor is operating for profit or nonprofit, which sponsors, organizes, or provides the facilities for, an equine activity including but not limited to: Pony clubs, 4-H clubs, hunt clubs, riding clubs, school and college sponsored classes and programs, therapeutic riding programs, and, operators, instructors, and promoters of equine facilities, including but not limited to stables, clubhouses, pony ride strings, fairs, and arenas at which the activity is held.

(4) "Participant" means any person, whether amateur or professional, who directly engages in an equine activity, whether or not a fee is paid to participate in the equine activity.

(5) "Engages in an equine activity" means a person who rides, trains, drives, or is a passenger upon an equine, whether mounted or unmounted, and does not mean a spectator at an equine activity or a person who participates in the equine activity but does not ride, train, drive, or ride as a passenger upon an equine.



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(6) "Equine professional" means a person engaged for compensation (a) in instructing a participant or renting to a participant an equine for the purpose of riding, driving, or being a passenger upon the equine, or, (b) in renting equipment or tack to a participant.

[1989 c 292 § 1.]

Code of Conduct Standards & Violation Procedures

A. Organizational Goals and Affiliations

(1) Washington High School Equestrian Teams (**WAHSET**) has as its main goal the recognition in the high schools of the equestrian athlete and to give them an opportunity to achieve that recognition in a fair, positive and educational format. The goals are to encourage team play, peer acceptance and good horsemanship. Competition is to follow sportsmanship guidelines as set down by the Washington State School Board, as well as the individual participating school activity guidelines and equine sportsmanship guidelines as set forth by the United States Equestrian Federation (**USEF**).

B. WAHSET Code of Conduct Standards

(1) All athletes participating, volunteers associated with and persons contracted with WAHSET during the WAHSET season, will comply with WAHSET Code of Conduct Standards. (All persons associated will be called member throughout this document unless specifically identified.)

(2) Each team shall take reasonable measures to insure supporters (friends, relatives, volunteers) of their team conduct themselves according to WAHSET Code of Conduct Standards.

C. Standards of conduct will be applied in the following order:

(1) School

(a) Athletes shall comply with the written rules of their school district, pursue the prescribed course of study, submit to lawful authority of principal, athletic or activity director, teachers, advisors and coaches and conduct themselves in an orderly fashion.

(2) WAHSET

(a) When appropriate, when school code of conduct does not apply, WAHSET Code of Conduct will prevail. USEF will be utilized as a guideline when appropriate.

D. We endorse and promote the following values and conduct in order to achieve the WAHSET mission:

(1) High expectations for students, school staffs, advisors, coaches, parents, families, volunteers, communities and spectators.

(2) Strong leadership.

(3) Teamwork.

(4) Clear expectations and communications.

(5) Accountability.

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(6) Appropriate attire:

- (a)** One solid color, team long sleeved polo down to the wrist, collared shirt.
- (b)** ASTM/SEI properly adjusted helmet worn by athletes when mounted on an equine or in a cart, wagon, or buggy, etc. being pulled by one or more equines.
- (c)** Appropriate footwear when on or near an equine.
- (d)** Athletes with long hair shall wear it neatly so that their number is clearly visible.

(7) Lifelong learning and skill building.

(8) Recognition of, and rewards for, excellence.

(9) Community & family participation and support.

(10) Safe, orderly learning environments.

E. Misconduct includes but is not limited to:

(1) Persistent failure to comply with rules, Code of Conduct or the directions of WAHSET officials.

(2) Failure to treat other members in a courteous manner.

(3) Profane or abusive language.

(4) Theft, damage or destruction of property at a WAHSET activity.

(5) Intentional cheating.

(6) Assaults or threats of harm to people, animals or property.

(7) Unlawful addictive behaviors including but not limited to narcotics, alcohol, tobacco, etc.

(8) Directions from audience while athlete is performing patterns is strongly discouraged.

(9) Use of electronic devices, such as i-pods and cell phones, while in any arena (mounted or not) is strictly prohibited. Violation of this requirement may result in disqualification. Medical devices may be approved as an exception to this rule on a case-by-case basis.

(10) Abuse, misuse or neglect of equine:

(a) Article 302 of USEF (USA EQ.) has issued guidelines identifying specific cruelty and abuse acts. The following acts are included, but are not limited to:

(1) Excessive use of a whip or spurs on any equine in a stall, runway, schooling area, competition ring or elsewhere.

(2) Any striking of the equine's head (on the poll and forward of the poll) with the whip shall be deemed excessive.

(3) Inhumane treatment of an equine in a stall, runway, schooling area, competition ring or elsewhere.

(4) Excessive jerking of hands that leads to bleeding.



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(b) Cruelty – A Matter Of Perspective

(1) Many common practices and training methods may appear abusive. Are whips, spurs and sweat the instruments of cruelty? Maybe, maybe not, depending on the observer.

(2) If we do not police ourselves, someone else may do it for us.

(3) As you train your equine remember that you are the ambassador for all of us involved with equines.

(c) Cruelty and abuse may be unintentional or a matter of degree. To determine if an action is abusive or cruel, examine your actions and ask yourself the following questions:

(1) Am I asking my equine to give more than it is mentally or physically capable of giving?

(2) Do my training methods depend on devices to achieve a “look” or quick fix?

(3) When I must use punishment, is it used fairly? Am I striking in anger or frustration? Am I using the lightest aid to achieve a desired action?

(4) Do I use pain or fear as a training method?

(5) What will be the long-term effect on my equine?

(d) If cruelty is reported, it will be investigated. Appropriate action will be taken and if cruelty or abuse persists, will be reason for elimination from that event/class. (See the WAHSET Violation Procedures section.)

F. These are considered minimum standards of conduct:

(1) It is encouraged that each registered team coach/advisor contacts their high school and get a written copy of their Code of Conduct.

(a) The written High School Code of Conduct ought to be discussed with athletes, parents and volunteers and included as part of signing the WAHSET Code of Conduct Endorsement.

(b) If the high school does not have a written code of conduct, ask them the process utilized if an athlete, (football, basketball, etc), exhibits misconduct. Then put this process in writing, discuss it with athletes, parents and volunteers and include as a part of signing the WAHSET Code of Conduct Endorsement.

(2) Each advisor/coach has the right to formulate additional requirements concerning student conduct while under the direct supervision of the advisor/coach.

(a) It is encouraged that expectations be written, discussed with athletes, parents and volunteers and included as part of signing the WAHSET Code of Conduct Endorsement.

G. WAHSET Violation Procedures

(a) Failure to abide by the rules, Code of Conduct standards or regulations of WAHSET will lead to a process of confidential investigation and possible appropriate disciplinary actions.

(b) Investigation:

(1) Is defined as an exploration of the facts.

(2) Individual, confidential communications is the preferred method.

(3) Is the responsibility of the person in the leadership role, i.e. the registered team coach/advisor, district chair or state chair, following the Communication Expectations section in this manual.

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- (c)** Follow the school's identified process:
 - (1)** This is the first line of action. Treating athletes in a like manner according to school policy is the best process.
- (d)** If WAHSET needs to employ a disciplinary process, the action should fit the misconduct.
 - (1)** Our organizational goals include providing an "opportunity to achieve in a fair, positive and educational format".
 - (2)** Documentation of disciplinary actions is encouraged:
 - (a)** Including present misconduct, disciplinary action and plan for improvement as well as action if any misconduct occurs again.
 - (b)** Signature of immediate involved parties is encouraged:
 - (1)** Athlete or team.
 - (2)** Registered team coach/advisor, district chair or state chair, whomever is managing the process.
 - (c)** Give copies to involved parties.
- (e)** It is recommended that actions that include or are similar to removing of points or disqualification, when considered, be discussed with the district chair. Actions that include suspension or expulsion, when considered, should be discussed with the district chair and the state chair to maintain standards of practice.
- (f)** First violations may include disciplinary actions such as:
 - (1)** Discussion, plan of action for improvement.
 - (2)** Loss of points for athlete and/or team.
 - (3)** Disqualification for athlete or team.
 - (4)** Disqualification from a class.
 - (5)** Suspension from a meet.
- (g)** Second violations may include disciplinary actions such as:
 - (1)** Disqualification for athlete or team.
 - (2)** Disqualification from a class.
 - (3)** Suspension from present meet.
 - (4)** Suspension from next meet.
 - (5)** Expulsion from WAHSET.
- (h)** Third violations may include disciplinary actions such as:
 - (1)** Disqualification for athlete or team.
 - (2)** Suspension from present meet & next meet.
 - (3)** Expulsion from WAHSET.



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(i) Reinstatement from suspension/disqualification/expulsion of athlete or team process:

- (1) Is available for first violations only. There is no reapplication/reinstatement process available for second or third violations.
- (2) WAHSET athlete may apply for reinstatement after a first violation if the following has been complied with:
 - (a) Letter of request for reinstatement from the member.
 - (b) For drug, alcohol, tobacco, or other addictive behaviors violations, a documented counseling and/or a course of treatment.
 - (c) Written approval by registered team advisor and/or coach.
- (3) Approval of continued participation needs to include the same persons involved in the suspension or disqualification process.
 - (a) Either party may request District and/or State Chair to participate.

Stewardship Process Guidelines

A. The goal of the stewardship process is to interpret rules as needed and settle any disputes or conflicts brought forward at district and state meets. This is to be done with the goals and vision of the organization in mind.

- (1) The stewardship committee will not be used to overturn a Judge's decision in an event.

B. District meet:

- (1) Issues that arise at a district meet which require a stewardship committee meeting will be submitted using the proper lines of communication. The issue will be submitted through the appropriate team advisor/coach to the district chair, either verbally or written. It is the district chair's responsibility to determine if a stewardship committee meeting is warranted.
- (2) Members of the district stewardship committee:
 - (a) District chair - as per individual district rules.
 - (b) One adult person representative from each competing team. The stewardship committee will be formed prior to the start of a competition.
- (3) Procedures:
 - (a) When an issue arises requiring a stewardship committee meeting, the district chair will call the meeting.
 - (b) The stewardship committee meeting shall be held in private - the only people present will be the district chair and members of the stewardship committee. The district chair, when appropriate, may invite other persons involved in the matter to this meeting.
 - (c) The district chair will present an overview of the issue to the stewardship committee, and then invite discussion on the topic. The person requesting resolution may present his/her case, at the discretion of the district chair.
 - (d) At the conclusion of the discussion, the district chair will excuse everyone from the meeting, with the exception of the stewardship committee and the district chair.

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(e) The stewardship committee will then review the applicable rules and discuss the situation, considering all the issues and ramifications of the decision. A motion will be made and vote taken with majority ruling.

(f) The results of the stewardship committee meeting will be communicated to the appropriate team advisor/coach by the district chair.

C. State meet:

(1) Every attempt will be made to resolve issues at the state meet at the lowest level, following the proper lines of communication:

(a) The person with a concern will first go to the advisor of the team. If needed, the advisor of the team will then contact the district chairperson with the concern and possible resolution options.

(b) The district chairperson (or designee), will attempt to resolve the situation at his/her level. The district chair will:

(1) Investigate the situation by gathering facts from appropriate persons, including the judge(s) and steward(s) if necessary.

(2) Consider possible solutions, including potential consequences of each solution.

(3) Determine if the situation can be resolved at the district level. If so, then the district chair is responsible to do so.

(4) If the issue cannot be resolved at the district level, then the district chair will forward the issue to the state chair for action. The state chair then investigates the situation by gathering the facts from appropriate persons, including the judge and steward if needed.

(5) The state chair may choose to either resolve the issue or to call a stewardship committee meeting based on this investigation.

(2) Issues that arise at the state meet which require a stewardship committee meeting will be submitted using the proper lines of communication. The issue will be submitted through the appropriate team advisor/coach, through the district chair to the state chair. It is the state chair's responsibility to determine if a stewardship committee meeting is warranted.

(3) Communication requirements:

(a) Issues must be communicated to the state chair in written form and may be submitted via email, regular mail or in person.

(b) The communication must include a concise description of the issue, reference to any applicable rules and possible resolutions.

(c) The communication must be accompanied by a check for the amount of \$50.00, made payable to WAHSET.



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(4) Members of the state stewardship committee:

- (a) The state chair – votes only to break a tie and should act to facilitate the meeting.
- (b) The state elected officers.
- (c) Each district chair or their designated alternate. One vote per district.
- (d) State rules chair.
- (e) State judges chair.
- (f) State arena chair.
- (g) State points chair.

(5) Procedures:

- (a) When an issue arises requiring a stewardship committee meeting, the state chair will call the meeting.
- (b) The state chair determines if the stewardship committee meeting shall be held in private. The state chair, when appropriate, may invite other persons involved in the matter to the meeting.
- (c) The advisor of the team involved has the option of presenting the issue or having the state chair present the issue to the stewardship committee. The advisor may request the person with the issue to make a presentation as well.
- (d) When the issue has been presented, the stewardship committee will have the opportunity to ask any questions. Once the questions are answered, the advisor and/or others will depart the meeting.
- (e) The stewardship committee will then review the applicable rules and discuss the situation, considering all the issues and ramifications of the decision. A motion will be made and vote taken with majority ruling.
- (f) The state chair will then present the decision to the team advisor/coach and any others interested in the outcome.

WAHSET Advisor/Coach Role Expectations

A. Registered team advisor and/or head coach:

- (1) This is a required position for every team.
- (2) This individual must be 21 years old or older.
- (3) Responsibilities:
 - (a) Organizes team to meet the mission, purpose and goals of the WAHSET program.
 - (b) Liaison with high school. Understands high school requirements for athlete participation, such as code of conduct and grade requirements.
 - (c) Represents team at the district board meetings or ensures a delegate attends.
 - (d) Utilizes and enforces communication guidelines and includes the district chairperson in issues as appropriate to promote fairness within the district.
 - (e) Possesses a clear understanding of WAHSET rules, policies and guidelines.

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- (f) Acts in an advisory capacity to assist the coaches, athletes, parents and volunteers in participating according to rules, policies and guidelines.
- (g) Identifies in writing, clear expectations of the team regarding conduct, attendance, lettering requirements, practices, participation in fund raising, etc.
- (h) Identifies (prefer in writing) official WAHSET functions including practices.
- (i) Ensures team registration is complete:
 - (1) Ensures team approval from high school via a signature of a high school administrator approving team participation.
 - (2) Ensures information on all adult coaches meets WAHSET and high school requirements.
 - (3) Ensures complete registration of all athletes including medical insurance, signed code of conduct, school requirements met.
 - (4) Maintains appropriate paperwork at all WAHSET functions.
 - (5) Personally signs a WAHSET Code of Conduct Endorsement.
 - (6) Encourages all participants, i.e. coaches, volunteers, etc., to sign WAHSET Code of Conduct Endorsement.
- (j) Provides situations where each equestrian team member:
 - (1) Can be exposed to cooperative working experiences that lead to common group goals.
 - (2) Can experience good leadership opportunities, fair play, horsemanship, honesty, character, pride and good sportsmanship at all times.

B. Registered team head coach:

- (1) This an optional position for every team.
- (2) If used, this individual must be 21 years old or older.
 - (a) In conjunction with the advisor, outlines expectations in writing for athletes, for practices, lettering requirements, etc.
 - (b) Provides practices within the WAHSET season – September 1st to May 31st.
 - (c) Does not select teams or athletes prior to September 1st.
 - (d) Provides, conducts and hosts equestrian interscholastic programs with proper instructions, coaching methods and conditioning rules, in order to insure the health, safety and welfare of each participant and equine.
 - (e) Encourages athlete leadership.

Refund Policy & Procedure

A. Registration fees:

- (1) WAHSET state and district boards believe that to facilitate interscholastic competition, promote a sound program of educational enrichment value and encourage a cooperative, democratic process of fair and good horsemanship with youth focus, it is important to be a good steward of financial resources.



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(2) To that purpose, WAHSET will not refund any state or district registration fees after January 15. The only exception to this rule will be when the athlete did not compete in any class at that first meet and follows the appropriate procedure outlined below:

(a) Refund must be applied for within one week of first meet to district chair. Requests for refunds must be presented to the district chair via email or ground mail. (Postmark or email date will determine date of request).

(b) If the refund is approved by the district chair, all refunds will be minus a \$55.00 charge to cover administrative costs, including purchase of liability insurance that was in effect for the rider, whether they competed or not (\$45.00 to state and \$10.00 to district). Except in the case of extenuating circumstances, District Chair has authority to refund total amount.

B. Stall/State Meet fees:

(1) State meet fees: No refund will be given once stall(s) have been reserved.

(2) District stall fees: District policy for stall refunds will be defined by each district.

C. Camping fees:

(1) State meet camping fees: No refund will be given once the camping has been reserved.

(2) District camping fees: District policy for camping refunds will be defined by each district.

Lettering Guidelines

⚠ **Note:** The following suggestions are only “guidelines” in determining eligibility for letters. The final decision concerning lettering requirements rests with the school.

A. The team advisor/coach may award a letter to team members using the following criteria:

(1) If a team athlete received a medal - 1st, 2nd, 3rd - provided they participated in 2 out of 3 meets.

(2) The team athlete qualified to attend a state competition including attending as an alternate or substitute.

(3) The following list will give each team athlete a possible 100 points for active involvement.

(4) In order to achieve a letter, a team athlete should score 80 points or better.

(5) The team advisor/coach will score each team athlete according to their participation in:

(a) Goal and Evaluation sheets - turned in by required dates.

(b) Active participation in team meetings and participation on at least one committee.

(c) Active participation in team fund raising events.

(d) Active attendance at scheduled events whether participating in competition or not.

(e) You should readily show your team spirit and support.

(f) Must read, sign and abide by the Code of Conduct set forth by WAHSET.

(g) Consistent active participation in district competitions with a goal toward improvement in equine athletic skills.

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Date: 08/01/12

Revision: Original

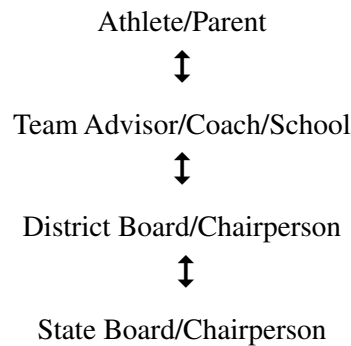


GENERAL INFORMATION

Communication Expectations

A. Policy:

- (1) Our goal is to have a process of communication that follows established guidelines and encourages program improvement.
- (2) The basic process of communication flows in both directions:



- (3) Team members should gather support for their positions at the district meetings. Issues can be discussed with potential solutions identified and district's solutions prioritized.
- (4) The district chair has the responsibility to go to their districts to "check the pulse of their constituents" on issues. Their state board members or alternates bring that position to the state meetings for discussion. When able and appropriate, issues are discussed at the state board, and input by the district boards is encouraged.
- (5) The state board meetings will be making decisions every month. The state board is composed of people the teams and districts have elected to make decisions for them. **Any** WAHSET athlete can participate, give their input and views at **any** state board meeting, even though they may not directly vote or bring motions. They may, however, do both of these through their district chair.
- (6) The democratic process does not ensure you will get what you want. It ensures you will have a voice, an opportunity to bring all your data and opinions before the organization, and have a reasonable attempt to try and sway a majority of votes to support your position. If you do not succeed, do not assume those who chose to vote differently must be ill-informed. They may have accurately heard all your positions and your requests for support, but chose to disagree.
- (7) Members of state board are spectators when visiting district meets. They may be used as a resource, but shall not interfere with the rulings of judges, stewardship committee meetings and stewardship committee rulings. If a team has a concern regarding stewardship rulings, WAHSET stewardship process guidelines will be followed.
- (8) Communication with WAHSET judges should be limited to designated district/state management. Any contact with judges before the competition would be considered inappropriate and is discouraged by the Judges Committee and WAHSET. An approved judge shall be treated with courtesy, cooperation and respect. No person shall direct abuse or threatening conduct toward any judge either in furtherance of his judging duties or as a result thereof.



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Date: 08/01/12

Revision: Original

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Insurance Policy and Procedure

A. Policy:

- (1) Washington High School Equestrian Team, Inc (**WAHSET**) will follow State and Federal laws to reduce physical and financial risk to WAHSET athletes, the state and district boards and the organization as a whole.
 - (2) WAHSET state board will maintain a Commercial General Liability insurance policy that insures WAHSET against the risk of injury to spectators during WAHSET activities.
 - (3) WAHSET state board will maintain Director's and Officers (**D&O**) insurance policy to protect against potential risk of wrongful acts and/or errors & omissions brought against the board, which does not involve bodily injury or property damage.
 - (4) Athletes ride at their own risk. Each WAHSET athlete will maintain health insurance to cover any personal injury. The high school team advisor/coach is accountable for ensuring each athlete provides proof of insurance prior to participating in WAHSET events.
 - (5) Each WAHSET athlete will be familiar with WAHSET rules and sign the WAHSET Code of Conduct prior to participating to promote understanding of safety rules and decrease risk of injury.
 - (6) Any additional event where athletes are riding an equine will require WAHSET additional event insurance to be purchased prior to the event.
- ⚠ **Caution:** WAHSET does NOT authorize or insure parades.
- (7) Any incident that may be covered by WAHSET insurance will be reported utilizing the appropriate forms within 48 hours to be covered.

B. Definitions:

- (1) Certificate of Insurance: A proof of insurance, a formal document from our insurer that states the specifications of our insurance. At an extra cost.
- (2) Additional Insured: Arena asks to be named as an additional insured by our insurance company. This allows them to utilize WAHSET insurance coverage to also cover them if a suit is brought before them. At an extra cost.
- (3) Additional Event: An WAHSET event that includes riding of equines. Examples may include clinics, benefit shows, etc. It does not include scheduled district or state meets or team practices.
- (4) Insured Persons: Defined per the WAHSET Director's and Officers (**D&O**) insurance policy, Section III. C. Shall mean all persons who were, are now, or shall be directors, trustees, officers, employees, volunteers, or staff members of the Organization or its Subsidiaries, including, any executive board members and committee members whether salaried or not. (In a message dated 3/13/02 6:32:22 AM Pacific Standard Time, Andy Beauchamp, our Insurance Agent writes "This is a very broad definition and would include your coaches and advisors. This being said, they are covered and no additional premium is warranted.")

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Date: 08/01/12

Revision: Original



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C. Procedures:

(1) To ensure your team is insured:

(a) Prior to practices, complete the team registration and send via the district to the state board with:

- (1)** Each athlete's name, address, and telephone number.
- (2)** Each coach's name, address and telephone number.
- (3)** Each advisor's name, address and telephone number.
- (4)** Authorizing signature from the high school and printed name and contact telephone number.

(b) With any changes in the team, especially additional persons, update the team roster form and send via district to the state board.

(c) Non-competing athletes are members of the team and should be listed as so on the team roster form.

(2) If your school, arena or barn requests a certificate of insurance;

(a) Clarify if they need proof of liability insurance and/or to be named as an additional insured.

(b) Collect pertinent information:

(1) If Certificate of Insurance, all that is required is to whom and where to send it.

⊗ **Note:** Some people will only need a copy of your district's Certificate of Insurance. A copy can be requested from your district chair.

(2) If a Certificate of Insurance naming the entity as an additional insured is requested, identify the name of entity, address, name of contact person and telephone number to be printed on the certificate. Send this information via your district to the state board.

(3) To purchase Additional Event Insurance, send to the state board via your district chair, at least 4 weeks prior to the event:

- (a)** Date of the event
- (b)** Address of the event
- (c)** Name of the contact person at the event
- (d)** Telephone number of contact person
- (e)** Name of the district and team requesting the insurance
- (f)** What kind of event (gaming show, schooling show, etc.)
- (g)** Approximate number of riders attending
- (h)** Approximate number of spectators

(4) To report an incident:

- (a)** Fill out the appropriate reporting form (contact the WAHSET state board)
- (b)** Contact the WAHSET state board within 48 hours of the incident
- (c)** Send the form to the WAHSET state board



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D. References:

- (1) Washington State RCW 4.24.530 and 4.24.540.
- (2) The Federal Volunteer Act Provides Civil Liability Protection for Non-Profit Volunteers

E. Frequently asked questions regarding insurance and risk:

- (1) How can I be sure my school, coach, advisor, riders are covered by WAHSET insurance policies?

(a) The team registration process is the key! Those persons listed on the team registration (and only those persons) are covered. Coverage begins once your team's registration is received by your district board or designee.

(b) Remember liability insurance only covers spectators and other organizational liability.

(c) Directors' and Officers' insurance only covers persons listed as State Board Members, District Board Members, Coaches and Advisors.

- (2) What decreases the risks for a coach or advisor?

(a) If the coach or advisor:

(1) Is listed on the team registration.

(2) Is following all the WAHSET rules and acting within the scope of the volunteer's responsibilities.

(3) Is not paid for any services.

(b) Then the volunteer coach or advisor is covered by the Federal Volunteer Act which states no volunteer of a nonprofit organization shall be liable for harm caused by an act or omission of the volunteer on behalf of the organization or entity if:

(1) The harm was not caused by willful or criminal misconduct, gross negligence, reckless misconduct, or a conscious, flagrant indifference to the right or safety of the individual harmed by the volunteer.

(2) The harm was not caused by the volunteer operating a motor vehicle, vessel, an aircraft, or other vehicle for which the state requires the operator or the owner of the vehicle, craft or vessel to possess an operator's license or maintain insurance.

⚠ **Note:** This means driving a rider and/or hauling a horse reverts to your personal liability.

(c) The volunteer coach or advisor is covered by WAHSET's Directors & Officers Insurance policy.

(d) A very important way coaches and advisors decrease risk is by following the WAHSET Advisor/Coach Role Expectations.

(e) Coaches/Advisors are highly encouraged to identify in writing, team and individual athlete practices associated with WAHSET. At all WAHSET events or functions, following WAHSET rules is expected.

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Date: 08/01/12

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(3) What about team sorting clinics or other practices?

(a) If the coach/advisor required the athlete to be there and has identified it as a practice, all WAHSET rules apply, i.e. helmets, boots, etc.

(b) If the athletes are attending a team sorting clinic outside of WAHSET and athletes happen to ride, as WAHSET team, i.e. the clinic is not considered a practice, not required practice or identified as a practice, then WAHSET is not involved and not liable for any part of the activity. Coaches should be very careful in this situation to be clear what a practice is and what it is not.

(4) What happens if a coach/advisor encourages practice out of the WAHSET season?

(a) There are two outcomes:

(1) The coach/advisor would not be following WAHSET rules and all liability becomes theirs. They would be considered negligent and any injury that occurred would not be covered by WAHSET insurance coverage.

(2) Because WAHSET rules are not being followed, the team could be suspended.

(5) When do I need additional insurance?

(a) Additional event insurance is required anytime athletes are riding equines as a WAHSET function or district function of WAHSET including but not limited to benefit show, clinic, exhibition, etc. Equines increase the risk and our insurance company requires prior knowledge of the event and additional event insurance.

(b) Additional insurance is NOT required for team practices, fund raising events that do not include equine riding, walking in a parade as a team without horses. District meets are already covered.

(6) What if the school is sponsoring the event, do I still need additional event insurance?

(a) Even if the school is sponsoring the event and has liability insurance to cover their liabilities, WAHSET Additional Event insurance is mandatory. The school or other entity does NOT have insurance to cover WAHSET's liabilities. The only way that WAHSET's liabilities are covered is with an additional event insurance certificate issued for the date and the event covered by WAHSET's insurance company. This is NOT double coverage. Your school (or other entity) carries insurance, WAHSET carries insurance. They are covering two different entities. Additional event insurance ensures that assets and the best interest of the organization are protected.

(7) What is the risk to a high school in participating in Washington High School Equestrian Teams?

(a) There is very little risk to the high school regarding equestrian teams.

(b) Our first line of defense is the Equine RCW in Washington Law. This is a Washington State law that identifies the limitations of risk for schools as an equine activity sponsor. Under Washington State Laws 4.24.530 and 4.24.540, all athletes participate at their own risk, and accordingly under the law, that no person shall be liable for damage sustained by another solely as a result of risks inherent in equine activity. All "Equine Activity Sponsors" shall not be liable for any injuries to, or death of, a participant. This provides exceptional protection for each school district from lawsuits, as the law disallows lawsuits involving the inherent risk law from being filed.



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(1) “Equines activity Sponsor” means an individual, group or club, partnership or corporation, whether or not the sponsor is operating for profit or nonprofit, that sponsors, organizes or provides the facilities for an equine activity, including but not limited to pony clubs, 4-H clubs, hunt clubs, riding clubs, school and college sponsored classes and programs, therapeutic riding programs and operators, instructors, and promoters of equine facilities, including but not limited to stables, clubhouses, pony ride strings, fairs, and arenas at which the activity is held.

(c) WAHSET has rules to promote safe competition. Each athlete and their parents are required to sign a detailed Code of Conduct that outlines expectations including that all athletes have and wear helmets and boots when riding, and have medical insurance to participate. WAHSET rules promote safe riding and encourage experienced equine people supervising to identify the very rare unsafe situation. Most athletes are equine owners and are familiar with the responsibilities that go along with partnering with an equine in competition.

(d) As a nonprofit organization, we have liability insurance that insures us against the risk of injury to spectators during WAHSET activities. Coverage includes:

Clubs and Association Liability Occurrence Basis:

General Aggregate	2 million
Each Occurrence	1 million
Products & Completed Operations	1 million
Personal & Advertising Injury	1 million
Fire Damage (any one fire)	100,000
Medical Payments	5,000

(e) Athlete must recognize the risk as it is addressed by the State of Washington inherent risk law. EACH STUDENT ATHLETE MUST SUPPLY THEIR OWN HEALTH/ACCIDENT INSURANCE. The advisor/coach for the high school is accountable to validate this insurance.

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Date: 08/01/12

Revision: Original



GENERAL INFORMATION

Guidelines & Procedure for Application for Cooperative Sponsorship

A. Cooperative sponsorship should not be a matter of convenience, but more a matter of necessity. WAHSET is dedicated to the growth of our organization and believes that every athlete in the State should be given the opportunity to represent his/her school in the equestrian sport.

B. Before applying for a team-to-team co-op, a diligent effort must be made to create an independent entity representing each definition listed in our rulebook under Cooperative Sponsorship. Steps to ensure that every effort has been exerted to create an independent entity includes:

- (1) Contact with the school officials to test interest and assistance.
- (2) Canvassing of the school to create interest in our sport:
 - (a) Flyers
 - (b) Phone calls
 - (c) Lunch meetings
 - (d) Radio announcements
 - (e) School announcements
- (3) Plan an evening meeting place and time and invite all interested athletes & parents:
 - (a) Show our WAHSET promotional video to stimulate the desire .
 - (b) Take sign up sheets.
- (4) Ask for a spot on the next school board meeting:
 - (a) Bring information/registration packet.
 - (b) Bring the video.
- (5) Remember what qualifies as a team:
 - (a) One rider minimum.
 - (b) Advisor.
 - (c) School approval as a high school varsity team or high school club.

C. If you have diligently exhausted all the above options with little or no response and cannot secure the three necessary factors to create a school team, then and only then does the cooperative team become an option.

D. At this point please refer to the rulebook under Cooperative Sponsorship, for definition of team, district and state co-ops. Depending on your status, you may then apply to the nearest school, district or state that offers our program and meets the size conditions as a sponsoring entity.

E. WAHSET recognizes that all situations will not be the same; but we want assurance that every possible effort has been made to follow the Cooperative Sponsorship Rules before requesting exceptions through your district and the state board.

F. The Cooperative Sponsorship Application form is in the WAHSET registration packet. Please submit co-op applications using this form, making sure fields are filled in before presenting to your district and state board.



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G. When applying for a co-op between teams, the following procedure should be used:

- (1) Document all steps taken to create an independent team (including those that did not work).
- (2) Find out which team is the closest to your school and offers WAHSET and qualifies as a sponsor-ing team.
- (3) Verify with the school district that it would be the closest school offering this sport.
- (4) Prepare the application and endeavor to get the consent and signature of the Principal or Athletic Director of the applying school. If you cannot secure the approval then use the WAHSET form letter to advise the applying school that there are students participating in WAHSET at another school.
- (5) Plan a meeting with the coach of the sponsoring team.
- (6) Meet with the sponsoring school (with head coach at your side) and request the approval of that school to accept the applying school as a co-op.
- (7) Present the completed application to your district board for approval.
- (8) If approved at the district level then forward to the state board immediately. Applications will be entertained at each meeting presented but all co-op applications must be submitted to the state no later than December 15th and will be approved at the following board meeting.

H. Cooperative sponsorships for district and state are considered on individual applicant basis. Assistance from the state board on each project should be requested. Issues such as economics, boundaries and growth will affect these applications. Please refer to the appropriate sections in our rulebook under Cooperative Sponsorship.

WAHSET Logo Use

A. The current WAHSET state board retains the right to control all uses of the WAHSET logo.

B. All applicants must agree to the following:

- (1) If the logo is to be used in conjunction with any other logos, the current state board must be notified, and retains the right to approve or disapprove.
- (2) You must not alter the logo in any way.
- (3) Resizing the logo is allowed, however, proportions must be the same. Alterations to color will not be allowed.
- (4) The WAHSET logo must not be used in any manner that might, in any way, encourage or promote illegal, immoral or non-approved activities.

C. Commencement and duration:

- (1) Your use of the WAHSET logo may commence upon state board approval notification.
- (2) You must agree to discontinue use of the logo upon receipt of a WAHSET state board request.

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D. Application procedure:

- (1)** Application for WAHSET logo use will be submitted to the state board using the WAHSET Logo Application for Use form.
- (2)** Application for each use must be approved by the current WAHSET state board. Upon receipt of application, the state board will approve/deny use at the next regularly scheduled state board meeting.
- (3)** Applicant must be a registered member of WAHSET in good standing. Exceptions to this will be decided by the current state board.
- (4)** Applicant must agree to adhere to strict guidelines when using the WAHSET logo.



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**WAHSET Logo
Application for Use**

Please print legibly!

Name of Applicant/
Organization: _____

Contact Person: _____

Address: _____

Phone: _____

Cell phone: _____

Email address: _____

Logo is to be used on: _____

Purpose of logo use: _____

Proposed size of logo: _____

Dates of logo use: _____

Other information you wish the state board to know regarding logo use:

I have read and agree to abide by all provisions of the policy for logo use.

Signature: _____ Date: _____

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Date: 08/01/12

Revision: Original



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**1-02-1**

Date: 09/12/14

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GENERAL INFORMATION

General Rules Information

A. The WAHSET rule book is published by the state board and is to be followed by every team member and adult. The WAHSET rules and guidelines have been formulated specific to WAHSET competition and these rules shall prevail. Should any clarification become necessary after the new season starts, they will be made public via email and other appropriate lines of communication, including direct communication with the district chairs and state board members.

B. Rule books information:

(1) Rule books from the following organizations are used as references for our district and state competitions:

Washington High School Equestrian Teams (**WAHSET**)
www.wahset.org

Oregon High School Equestrian Teams (**OHSET**)
www.ohset.com

United States Equestrian Federation, Inc. (**USEF**)
4047 Iron Works Parkway
Lexington, KY 40511
(859) 258-2472
www.usef.org

Washington State Horsemen (**WSH**)
www.wshorsemen.com

Western Horsemen of Oregon (**WHO**)
www.westernhorsemenoforegon.com

Cascade Team Penning Association (**CTPA**)
PO Box 1
Sherwood, OR 97140
(503) 590-4198
www.ctpa.net

United States Dressage Federation (**USDF**)
4051 Iron Works Parkway
Lexington, KY 40511
(859) 971-2277
www.usdf.org

Washington Ladies Riding Club Association (**WLRCA**)
www.wlrca.com

Patterned Speed Horse Association (**PSHA**)
www.patternedspeedhorse.com



GENERAL INFORMATION

Rule Interpretation

A. Judges

- (1) Judges' decisions are final in all cases under the scope of their responsibility.
- (2) Two judges are required for each event at the state championship meet.

B. Stewardship committee(s)

- (1) The goal of stewardship committees is to interpret rules as needed and settle any disputes or conflicts brought forward at a meet. This is to be done with the goals and vision of the entire organization in mind. See the Stewardship Process Guidelines section of this manual.
- (2) The stewardship committee will not be used to overturn a Judge's decision in an event.

C. If a conflict occurs in interpretation of a rule or guideline, the WAHSET rule book takes precedence. Then, the rule books of USEF, WSH, WHO, CTPA, WLRCA, USDF and PSHA will be used.

- (1) All issues need to be communicated in a timely manner, as follows:
 - (a) If concerning a particular class, communicate issues prior to completion of the class.
 - (b) Other issues must be communicated prior to completion of the meet.

D. Stewardship committee

- (1) Procedures for the district and state stewardship committees are found in the Stewardship Process Guidelines section of this manual.

Rule Precedence

A. WAHSET rules and guidelines will take precedence over all other rules. However, USEF, WSH, PSHA, WHO, CTPA, USDF and WLRCA rules will support WAHSET if rules for a particular class are not covered in the WAHSET rules and guidelines.

B. Classes of competition - rule books are listed in governing order after the WAHSET rulebook:

- (1) Pattern Classes:
 - (a) Showmanship (USEF, WSH)
 - (b) Stock Seat Equitation (USEF, WSH)
 - (c) Dressage Equitation (USDF, USEF)
 - (d) Working Rancher (OHSET)
 - (e) Saddle Seat Equitation (USEF, WSH)
 - (f) Hunt Seat Equitation Over Fences (USEF)
 - (g) Hunt Seat Equitation (USEF, WSH)
 - (h) Reining (USEF, WSH)
 - (i) Driving (USEF, WSH)
 - (j) In-Hand Trail (WAHSET)
 - (k) Trail (USEF, WSH)



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(2) Timed Classes:

- (a) Keyhole (PSHA, WSH)
- (b) Barrels (PSHA, WSH)
- (c) Breakaway Roping (WAHSET)
- (d) Pole Bending (PSHA, WSH)
- (e) Idaho Stake Race (WAHSET)
- (f) Steer Daubing (WAHSET)
- (g) Individual Flags (PSHA, WSH)

(3) Team classes:

- (a) Team Sorting (CTPA)
- (b) Team Canadian Flags (WHO)
- (c) In-Hand Obstacle Relay (WAHSET)
- (d) Two Man Birangle (WSH)
- (e) Drill Team - Working Fours (WLRCA)
- (f) Working Pairs (WAHSET)
- (g) Drill Team - Short Program (WLRCA)

Participation

A. General participation in WAHSET:

- (1) The coaches and advisors forming the equine sport program must follow school and WAHSET guidelines.
- (2) A team must have the approval of the proper authorities of the school as indicated on the Team Registration Form.
- (3) Volunteers, coaches, advisors and team support people must understand and sign the WAHSET Code of Conduct standards.
- (4) WAHSET Code of Conduct Endorsements must be filed with the District and be kept available in the office at each meet.
- (5) A participation fee, established prior to the competition season, will be charged to each athlete.
- (6) Fees must be paid as required by the district prior to participation in any event. See the Refund Policy & Procedure section of this manual.
- (7) Criminal history background releases will be run against Washing State requirements pursuant to RCW 43.43.830 through 43.43.845

B. Team participation in WAHSET:

- (1) Every team advisor and coach will comply with the rules and guidelines as set forth by their high school in regard to security and or criminal history background.
- (2) Adult supervision (21 years or older) must be present at all team activities.
- (3) The teams that are located in the district will participate and be part of that district.

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Date: 08/01/12

Revision: Original



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(4) A team can consist of both competing and non-competing athletes (grooms). Only competing athletes will count toward the team's large, medium or small team designation.

C. Athlete participation in WAHSET:

(1) Eligibility:

(a) Any high school student, regardless of race, creed, sex, ability or skill level, physical or mental challenge may participate in WAHSET.

(b) A student may participate in WAHSET for four consecutive years or eight semesters (or the equivalent) after entering the 9th grade.

(c) All of the athletes representing a school must be enrolled in and attending that school with the following exceptions:

(1) If a student's family moves from one school district to another, the student will be allowed to ride on the team of the new school.

(2) If the student is enrolled and riding on a team that is not in their school district, the student will then be allowed to ride on that team.

(3) If a student transfers from a school without an equestrian team to a school with an equestrian team, then the student will be allowed to ride on that team.

(4) If a student transfers from a school with a team to a new school with a team, but the student is not physically living in the new school district, he/she will not be allowed to ride on the new school's team for one year.

(5) If a student is co-oping with a school, the student is not allowed to switch teams unless he/she goes one year without riding.

(6) Home school students must ride on the team of the school district in which they live. If the student is registered with a school that is not in his/her school district, the student is allowed to choose which team he/she would like to ride with.

(7) Any exception to these guidelines requires the approval of the state board.

(d) Students representing a high school shall not compete against unattached individuals. Example: If a meet is scheduled for high schools, everyone competing must represent his/her high school. There can be no unattached individuals entered in any of the events.

(e) Each student athlete must supply their own health/accident insurance.

(f) Athletes participating in any WAHSET-associated activity must wear a properly adjusted, regulation ASTM/SEI helmet while mounted or in a vehicle (cart, wagon, buggy, etc) being pulled by one or more equines.

(g) The student athlete must meet the scholastic requirements and/or the athletic guidelines of their school in order to be eligible to participate in WAHSET.

(h) Athletes' parents/guardians are responsible for athlete transportation and transportation of their equine. Athletes are **not** allowed to drive themselves and/or their equine to and from District and State meets.

(2) All athletes and their parents or guardian must read, sign and understand the WAHSET Code of Conduct Endorsement.



1-02-5

Date: 11/10/16

Revision: 4

GENERAL INFORMATION

(3) A completed competitor registration form with listed attachments must be signed, filed with team and available at all events and practices:

(a) Medical insurance information

(4) Competing athlete - student in 9th through 12th grade interested in competing on an equestrian team who:

(a) Has a team advisor/team coach.

(b) Meets their high school criteria for participation in athletic or club activities.

(c) Meets WAHSET registration criteria including but not limited to:

(1) Registering with the district and the state.

(2) Payment in total of applicable fees to the state and district.

(3) Signed the WAHSET Code of Conduct Endorsement.

(4) Parent/guardian certifies on the registration form that athlete is covered by medical insurance.

(5) Met the scholastic requirements per school requirements.

(d) Entitles athletes to:

(1) Participate and practice as a rider/handler with the team.

(2) Compete as an athlete at district meets.

(3) Attend and participate in district and state board meetings.

(4) Qualify and compete as a rider/handler in the state meet.

(5) Receive year-end district and state meets awards.

(5) Non-competing athlete - student in 9th through 12th grade interested in participating on an equestrian team who:

(a) Has an advisor/team coach.

(b) Meets their high school criteria for participation in athletic or club activities.

(c) Meets WAHSET registration criteria including but not limited to:

(1) Registering with the district and the state.

(2) Payment in total of applicable fees to the state and district.

(3) Signed the WAHSET Code of Conduct Endorsement.

(4) Parent/guardian certifies on the registration form that the athlete is covered by medical insurance.

(5) Met the scholastic requirements per school requirements.

1-02-6

Date: 08/01/12

Revision: Original



GENERAL INFORMATION

(d) Entitles non-competing athlete to participate during WAHSET practices, functions and meets. Non-competing athletes participation may include, but is not limited to:

- (1)** Groom.
- (2)** Team manager.
- (3)** Team secretary.
- (4)** Team treasurer.
- (5)** Stall cleaner.

Athlete Uniform

A. All athletes participating in any WAHSET sponsored activity **MUST** wear an ASTM/SEI helmet, properly adjusted according to manufacturer's instructions while mounted or in a vehicle (cart, wagon, buggy, etc.) being pulled by one or more equines.

(1) An ASTM/SEI helmet properly adjusted according to manufacturers regulations. The helmet must maintain the proper adjustment throughout the entire event or a disqualification may occur.

B. Upon entering the arena for the class, solid colored polo shirt with collar, long sleeve, rolled down to the wrist, and shirt tucked in is part of the required uniform.

(1) A safety vest may be worn by any athlete in any event that he/she so chooses. Safety vest may be worn under or over the polo shirt as long as the athlete's number is clearly visible.

(2) One solid color, long sleeve polo shirt, which may contain:

- (a)** Athlete's number - clearly visible on shirt.
- (b)** Athlete's name.
- (c)** School name.
- (d)** School logo.
- (e)** One American flag 2" x 3".

(3) No adornments are allowed (pinned, sewn, glued, or otherwise artificially attached) on uniform.

(4) Sponsor logos are allowed only on vests and jackets, not on the uniform shirt.

C. Solid color western style pants or jeans OR English breeches or jodhpurs.

D. Appropriately corresponding boots for the style of riding and tack used. Boots must have a definite heel - no ramps are allowed.

E. Athletes with long hair need to wear it neatly so that the athlete's number is clearly visible.

**1-02-7**

Date: 09/28/17

Revision: 5

GENERAL INFORMATION

Disqualification

A. List of reasons for disqualification:

- (1) Uniform shirt untucked.
- (2) Uniform shirt sleeves rolled up.
- (3) Cruelty to animals.
- (4) Bad language.
- (5) Straighten helmet while on course. On course is further clarified as “after first crossing the start/finish line and before crossing that line again”.
- (6) Use of prohibited equipment as defined in the Class Rules section of this manual.
- (7) Discourtesy, direct abuse or threatening conduct towards an approved judge.

Athlete Participation in Meets

A. Points for events in all 3 meets will be added together.

B. The athlete/team must compete in at least two of the three district meets to qualify for the state championship meet.

C. The athlete/team must compete in a class in at least two of three meets to qualify for that class at the state championship meet.

D. An athlete must compete in at least two of the three district meets to medal at the district level.

E. An athlete may participate in up to five individual classes and all team events. The athlete may ride in each team event or individual class one time.

F. Athletes will wear their assigned number in the arena while participating in any event.

G. Only exhibitors with a number may ride in warm-up areas and show arenas during a meet. Only competitors shall ride or drive a competitor’s horse on competition grounds unless prior written permission from the stewardship committee is obtained. The only exception is team sorting or cattle judge and/or cow settler, if necessary. Failure to obtain permission or to comply with the stewardship committee decision will result in disqualification of the exhibitor and horse from the meet.

H. Varsity/junior varsity participation

- (1) There will be no varsity/junior varsity designation in WAHSET. All varsity points will count towards team participation points in the district.

I. Alternate participation in WAHSET (see Section 2-02 for Drill Regulations)

- (1) One alternate will be allowed for two, three and four person team classes.
- (2) A new team is formed when anyone other than the original athletes, including their designated alternate, ride in that event.

J. A pool of alternates will be named for teams in each qualifying event prior to the first competition.

- (1) Once an athlete is drawn from the pool of alternates and rides on a team, he/she becomes a permanent member of that team and that team can use no other alternates.

1-02-8

Date: 10/05/16

Revision: 3



GENERAL INFORMATION

K. In case of injury, if team has no alternates, a team may ride short if they have a physician's written statement or a stewardship committee's approval to the athlete's illness preventing the athlete from competing.

L. Equine Participation in WAHSET

- (1) The team advisor/coach must be informed of any health issues that would affect the participation of the equine athlete.
- (2) Equines cannot be shared in the same class in a single meet.
 - (a) Equine may be used in the same class from district to district. If more than one athlete qualifies for state with that equine only ONE athlete will be able to use it at the state championship meet per class.
 - (b) An equine used for In-Hand Trail cannot be an equine that is also cross-entered as a riding animal by anyone at any WAHSET competition during the season. This equine MAY be used in Driving, In-Hand Obstacle Relay and Showmanship.
- (3) Equines five and under in any class may use a regulation snaffle or rawhide bosal. Equines six and over must use any standard bit for that class or breed (except timed events, working pairs and drill).
- (4) Definition of small equine - a small equine will be determined by the measurement of 48 inches or less from base of the last mane hair to the ground.
- (5) No stallions of any age will be allowed to participate in WAHSET.
- (6) An equine may have a red ribbon in its tail to warn other riders not to ride up behind the horse.

M. Meet participation

- (1) Meet time slots may be given to schools, not individuals, except in case of athlete conflict with other events, tack or equipment changes or the discretion of the Points keeper and/or District or State Chair.
- (2) If an athlete is not available at the designated team time, that individual's ride may be forfeited.
- (3) Drill team order should be selected by the WAHSET Points program.

Scheduling

A. Season begins September 1st of the current school year and ends at the conclusion of the state championship meet.

B. Each district will hold three competitions between the general meeting and, if possible, three weeks prior to the state championship meet.

- (1) If possible, the competitions should be held at a facility large enough to accommodate all of the classes in one weekend.
- (2) If it is not possible to hold all the events on the same weekend, events should be scheduled as close as possible to the competition dates.
- (3) Schools may field as many teams as they can.
 - (a) Districts may limit teams if needed.



1-02-9

Date: 08/01/12

Revision: Original

GENERAL INFORMATION

C. Equine practices may start on September 1st of the current school year if all team and individual fees are paid and the associated paperwork is turned in.

- (1) No team practices or coaching prior to September 1st.
- (2) No tryouts, selection of events or varsity status by a coach/advisor prior to September 1st.
- (3) No equine or athlete (on foot) participation in an WAHSET identified event/practice prior to season. WAHSET members may gather at any time without equine prior to September 1st.
- (4) Clinics or other equine related functions may be held outside the scheduled season provided they are open to all schools. Clinic organizers will notify the state board prior to the clinic to communicate with all districts and obtain appropriate WAHSET insurance.

Patterns

A. The WAHSET state judges committee will draw up and approve the patterns for the competition season no later than the end of August each year. These patterns will be released to teams no later than November 1st of each year. The State Board does not have approval authority over these patterns.

B. The WAHSET state judges committee will draw up and approve the patterns for the State Meet no later than the end of August of each year. These patterns will be released to teams no later than two weeks prior to the scheduled start of the State Meet competition. The State Board does not have approval authority over these patterns.

C. Different patterns will be used at district and state competitions, except for the Working Pairs and Working Fours/Drill Short Program classes.

D. Pattern classes will be judged on a 1 to 10 basis for each maneuver, 5 being average. A score sheet will be designed for each pattern.

Cruelty

A. If cruelty is reported, it will be investigated and appropriate action taken. If cruelty persists, it will be grounds for elimination of the athlete at that meet.

- (1) Refer to Code of Conduct Violation Procedure for appropriate action.

Judging

A. WAHSET carded judges shall be considered before all others followed by USEF, WSH, WHO, CTPA, USDF, 4-H and other state and/or national associations deemed appropriate by WAHSET.

B. In the event of an emergency situation or cancellation by the WAHSET senior judge, judges other than WAHSET qualified may be used. If a WAHSET judge cancels at the last moment it is the district's responsibility to report the incident to the judges committee chair and the state chair for review.

C. A judge will only be allowed to officiate in the divisions they have qualified in and should let the competition committee know of any areas qualification is lacking.

D. In order to obtain and retain a judge's card in WAHSET, candidates will be required to attend a clinic every two years.

E. Judges who are carded in another WAHSET-recognized organization will be considered to judge only disciplines in which they are deemed qualified by the WAHSET judge's committee.

1-02-12

Date: 08/01/12

Revision: Original



GENERAL INFORMATION

District co-op

(a) Criteria to be considered by the applicant:

- (i) District(s) and state(s) geographical district boundaries,
- (ii) Projected district growth and
- (iii) Economical issues.

(b) The applying high school(s) must submit in writing to their district on the appropriate WAHSET application form. The current district must approve the co-op. The current district sends the request to the sponsoring district, addressed to the state board, on the appropriate WAHSET application form, to the district secretary for review by the district board of directors stating who the school is and who the sponsoring district is. The sponsoring district must approve the co-op.

(4) The district co-op deadline for all applications must be submitted to the state no later than December 15th and will be approved at the following board meeting.

(5) Procedure for approval

- (a) The application is brought to the current district's board to be approved or disapproved. If approved, the current district signs and forwards the application to the sponsoring district.
- (b) The application is brought to the sponsoring district's board to be approved or disapproved. If approved, the sponsoring district signs and forwards the application to the state board.
- (c) The application is brought to the state board to be approved or disapproved by a majority vote of the state board of directors.
- (d) Each completed application will be reviewed at the next regular meeting, district or state, following receipt of the co-op application form.
- (e) District co-op's will be approved for one year at a time.

E. State(s) co-op

(1) Criteria to be consider by the applicant:

- (a) WAHSET district(s) and states geographical district boundaries,
- (b) Projected district or state(s) growth and
- (c) Economical issues.

(2) The applying state organization must submit in writing from their organization on the appropriate WAHSET application form. The WAHSET state board must approve the co-op.

(3) The state co-op deadline for all applications must be submitted to the state no later than December 15th and will be approved at the following board meeting.

(4) Procedure for approval

- (a) The authorized organization official of the applying state must sign the application.
- (b) The state approved application is to be sent to the WAHSET state board to be approved or disapproved by a majority vote of the WAHSET state board of directors.
- (c) Each completed application will be reviewed at the next regular state meeting, following receipt of co-op application form.
- (d) State co-op's will be approved for two years at a time.



1-02-13

Date: 08/01/12

Revision: Original

GENERAL INFORMATION

Scoring/Placing

A. Point system:

<u>Placing</u>	<u>Points Awarded</u>
1st	20
2nd	18
3rd	16
4th	14
5th	12
6th	11
7th	10
8th	9
9th	8
10th	7
11th	6
12th	5
13th	4
14th	3
15th	2
Participation	1

(1) Method of scoring will remain consistent at the state and district level.

(2) Team points, including participation points, are double of individual points.

(a) Schools are to be allowed to field as many teams and drill teams as they would like, however, only the highest placing team for each high school in a team event will count toward meet team points. In Drill, at a district meet, a school may earn meet team points from only their highest placing drill team from either short program or working fours.

(b) Districts may limit teams if needed.

(3) Points are awarded equally to all athlete/teams with scores tied at that placing except for the In-Hand Obstacle Relay, where time breaks the tie.

(4) All athletes/teams with tied scores will receive full points for the position they are tied at.

(5) Ties are not to be broken at any district meet or the state championship meet in any event, except as noted below for Team Sorting and In-Hand Obstacle Relay.

(6) The points for placing below the ties are awarded as usual after the number of tied positions has been subtracted from the placing.

1-02-14

Date: 08/01/12

Revision: Original



GENERAL INFORMATION

B. Examples:

(1) Tie for 1st. No 2nd place or 2nd place points awarded:

<u>Score</u>	<u>Placing</u>	<u>Points Awarded</u>
90	1st	20 (qualifies as a 1,2,3 finish)
90	1st	20 (qualifies as a 1,2,3 finish)
89	3rd	16 (qualifies as a 1,2,3 finish)
88	4th	14 (does NOT qualify as a 1,2,3 finish)
87	5th	12 (does NOT qualify as a 1,2,3 finish)

(2) Tie for 2nd. No 3rd place or 3rd place points awarded:

<u>Score</u>	<u>Placing</u>	<u>Points Awarded</u>
90	1st	20 (qualifies as a 1,2,3 finish)
89	2nd	18 (qualifies as a 1,2,3 finish)
89	2nd	18 (qualifies as a 1,2,3 finish)
88	4th	14 (does NOT qualify as a 1,2,3 finish)
87	5th	12 (does NOT qualify as a 1,2,3 finish)

(3) Tie for 3rd. No 4th place or 4th place points awarded:

<u>Score</u>	<u>Placing</u>	<u>Points Awarded</u>
90	1st	20 (qualifies as a 1,2,3 finish)
89	2nd	18 (qualifies as a 1,2,3 finish)
88	3rd	16 (qualifies as a 1,2,3 finish)
88	3rd	16 (qualifies as a 1,2,3 finish)
87	5th	12 (does NOT qualify as a 1,2,3 finish)

(4) Two athletes tied for first place. Both receive 1st place points. No 2nd place points awarded. 3rd place points to third highest scoring athlete. 4th through 15th place points awarded as usual.

(5) Three teams tied for 3rd place, two teams tied for 6th place. Award 1st and 2nd place points as usual. Award points for 3rd place to all three tied teams. No 4th or 5th place points awarded. Award 6th place points to both teams tied at 6th place, no 7th place points awarded. Points for 8th through 15th place awarded as usual.

C. Clarifications:

(1) In-Hand Obstacle Relay (**IHOR**) – ties in total score awarded at a meet are broken by lowest time. If still tied, tie is not broken. IHOR ties in year end points totals in a district are NOT broken.

(2) Team Sorting – WAHSET/CTPA rules used to sort number of goes cows are sorted; number of cows sorted, and total time. If still tied, tie isn't broken.



1-02-15

Date: 08/01/12

Revision: Original

GENERAL INFORMATION

D. Team points

- (1) If a school has more than one team in a team event, only the top team's score is counted toward total team points. No participation points are given to remaining teams from the same school for district qualifications.
- (2) All team points are tracked for state qualifications.

E. Disqualification (no points awarded)

- (1) Points are NOT given for disqualifications.
- (2) If an athlete is disqualified from an event for any reason, the athlete and school team will not receive a point, including participation points.

F. No time / off course / elimination

- (1) "No times" are NOT considered a disqualification, participation points are awarded.
- (2) Athletes will NOT be disqualified for an "off course".
 - (a) The athlete will not receive points for the elements of the pattern that are "off course" or not attempted. A zero will be given for that element.
 - (b) Reining elements may be given a score of zero. All other element scores will be tallied and awarded to athlete. The athlete will not be disqualified.
 - (c) A rider who falls is eliminated and receives only a participation point, not a score, in every event except drill, which will have its own penalties.
 - (d) If an athlete is eliminated for three cumulative refusals, his/her score will not be tallied and the athlete will receive a participation point only. If an athlete is deemed to be non-competent to jump by the judge, he/she will receive no participation point.

Year End District Points

- A. An accurate point count must be kept for every event in the competition and points compiled at the end of the district's competition season.
- B. Each individual/team's points for all three meets will be added together for ranking.
- C. Riders may qualify for a maximum of five individual year-end awards or state qualification.
- D. Ties in year-end district point totals are not broken.
- E. Average event/class size
 - (1) For each district meet, add up the total number of athletes/teams that competed in that event.
 - (a) No-shows and scratches do not count toward event total.
 - (b) DNF (did not finish) or DQ's DO count toward event total.
 - (2) Add totals for that event for all three meets. Divide by three. All fractions are rounded up.

1-02-16

Date: 08/01/12

Revision: Original



GENERAL INFORMATION

F. A minimum of three and up to a maximum of 10% (rounded up) of the average number of individual/team competitors identified above, of the top year end point earners in each event will go to state championship meet.

(1) Top 10% rule: Multiply .10 times the average event size. If the average event size is 30 (even) or less, that event sends award winners only to state.

⚠ **Note:** This may result in more than three award winners going to state if there are ties in the award placing.

(a) If average event size is 30 plus a fraction or more, that event sends, total, the top 10% of the average event size.

(b) These high point results are to be submitted to the state board of directors for notification of state competition participants.

G. All award winners qualify for the state championship meet, even if the total number of award winners is greater than 10% of event.

(1) Example A: Two athletes tied for first place in district. Average event size is 29. Both athletes tied at first place receive gold awards, 3rd highest receives silver, 4th highest receives bronze. All four qualify for state.

(2) Example B: Three Team Sorting teams tied for third place in district. Average event size is 30. Award gold and silver as usual, and three tied teams receive bronze awards. All five teams qualify for state.

H. There is a tie at the score for the last qualifying (non-award) spot; all with that score qualify for state.

(1) Example A: No ties in award placing. Average event size is 60. 10% rule would send 6 to state. There are two athletes/teams tied for sixth place. Both athletes/teams tied for sixth qualify for state.

I. 10% rule determines more than award winners will qualify for state, and there is a tie at a position above the last qualifying position. The number of athletes/teams determined with the 10% rule does not increase.

(1) Example A: No ties in award placing. There are two athletes tied for fourth place. Average event size is 60. 10% rule would send six to state. The event sends the top six qualifiers to state.

J. If there were originally ties for placings that qualified for state and a qualifier does not attend the state championship meet, additional placings/alternates qualify only based on the 10% rule.

(1) Example A: Three team sorting teams tied for third in district. Average event size is 30. Award gold, silver and three bronze awards are given. All five teams qualify. Any of the qualifying teams then declines to attend state. No additional (alternate) teams qualify to attend until the number of award winning teams attending the state championship meet drops below three.

(2) Example B: Three athletes tied for third place in district. Average event size is 60. 10% rule would send six to state. Gold, silver and bronze awards are given. The top athletes (award winners plus next highest scoring athlete) qualify for state. Any qualifying athlete declines to attend the state championship meet. The first alternate now qualified to attend, keeping the total qualifiers attending the state championship meet to six.

(3) Example C: No ties in award placing. There are two riders tied for sixth place. Average event size is 60. 10% rule would send six to state. Both athletes tied for sixth place qualified for state. Any qualifier declined to attend the state championship meet. No additional athletes qualify to attend until the number of remaining qualifiers attending the state championship meet drops below six.



1-02-17

Date: 10/05/16

Revision: 3

GENERAL INFORMATION

K. If a qualifier does not attend, and there were only three award winners originally with an event size of 30 or less, and there is a tie for the next alternate position, then all tied at that position are eligible to attend state.

(1) Example A: No ties in award placings. There is a three-way tie for fourth place. Average event size is 30. The three award winners qualify for state. Any award qualifier declined to attend state. All three alternates tied for fourth place now qualify to attend state.

State Championship Meet Qualifications

A. State championship meet qualifying athletes will be determined by year end point totals at the district level.

B. All district medal winners qualify for the state championship meet.

C. Other state championship meet qualifications:

(1) Qualification of district and state record holding athletes must break record in a WAHSET recognized timed event.

(a) Athlete must break record for the current season.

(b) If a record is not broken, previous year(s) record holder does not qualify.

(2) Must break record for the current season, and hold that record at season's end.

(3) Athletes placing 1st, 2nd or 3rd in two meets, in the same event qualify for the state championship meet.

D. 10% of average event size qualifies for state championship meet (includes award winners).

E. To qualify for state, competitors must have earned points other than participation points in that class during the season. Participation points alone cannot qualify an athlete or team for year-end award or the state meet.

F. Districts will only name three alternates to state qualifiers in each class.

G. At the state meet, alternates must be declared before the first athlete enters the gate for a specific event.

Awards

A. District awards:

(1) For individual and team events, the top three places will be awarded a gold, silver or bronze medal.

(2) Athlete must have an official time in order to medal in roping and daubing.

(3) Each school's athlete's points from each event will be added together, then divided by the number of the school's registered athletes as of meet one, not to include non-competing athletes, for a total point tally, and at the end of the season, each large, medium and small team (as defined below in State awards (4)(a)-(c)) with the highest point tally will be awarded a team trophy.

(4) A sportsmanship trophy may be awarded based on merit and voted on by the district.

(5) District may determine other awards to be presented.

1-02-18

Date: 10/05/16

Revision: 3



GENERAL INFORMATION

B. State awards:

(1) Awards are given at the end of the state championship meet. Medals may be given during the meet.

(2) WAHSET gold medalist will receive a WAHSET State Champion rocker. All Top Ten placings will receive a WAHSET State Top Ten rocker (one per eligible rider per state meet).

(a) All members of a team receive individual awards for that team event.

(3) All gold medal teams will receive a team award.

(4) Other awards:

(a) High point large team (21 and more competing athletes)

(b) High point medium team (11 to 20 competing athletes)

(c) High point small team (1 to 10 competing athletes)

⚠ **Note:** Team size will be determined by the number of registered riders on the team roster as of your district's first meet.

(d) Timed event

(e) Performance

(f) Combined Performance and Timed Event (must compete in both categories)

(g) Scholarship

Liability

A. A general liability policy purchased and maintained through the WAHSET organization will cover spectators and bystanders.

B. Each student athlete must supply their own health-accident insurance.

Timed Event Records

A. See WHO record procedures for protocol verifying course and time for gaming events.

(1) Timed events will be timed and recorded to the thousandth place.

(2) If a "no time" is given after the run starts in timed and cattle events, the time acquired to that point should be recorded in case of error.

B. State records may only be broken at the State Championship meet regardless of District records. District records may only be broken at District meets.



1-02-19

Date: 10/05/16

Revision: 3

GENERAL INFORMATION

C. Records will be tracked in each district and state championship meet for Breakaway Roping, Steer Daubing, Team Sorting, Team Canadian Flags, Two Man Birangle, Barrels, Keyhole, Idaho Stake Race, Pole Bending and Individual Flags.

(1) In Breakaway Roping, the record will be held by the participant who roped the calf with the best time in one go around.

(2) In Steer Daubing, the record will be held by the athlete who daubs one cow with the best time.

(3) In Team Sorting, the record will be held by the team who successfully sorts all ten cows in the best time in one go around. If ten cows are not sorted, the record holder is the team who successfully sorts the most cows in 90 seconds.

D. Time is to be verified by timer and judge utilizing the Timed Event Record Form regardless of timed event.

E. Both the judge and timer must sign the Timed Event Record Form. The form (or copy) is then turned in to the state points chair within four days of the meet conclusion date.

F. Report record to state chair within four days of meet.

1-02-20

Date: 08/01/12

Revision: Original



GENERAL INFORMATION

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Date: 08/01/12

Revision: Original



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**2-01-3**

Date: 09/24/13

Revision: 1

CLASS RULES

Cattle Classes General Information

A. The following classes are covered under this section:

- (1) Breakaway Roping (WAHSET)
- (2) Steer Daubing (WAHSET)
- (3) Team Sorting (CTPA)

B. Required equipment:

- (1) Bridle or hackamore, with throat latch
- (2) Western type saddle with horn
- (3) Roping, romal or mecate reins (breakaway roping and steer daubing only)
- (4) Split reins, roping, romal or mecate reins (team sorting only)
- (5) Rope (breakaway roping event only)
- (6) Breast collar

C. Optional equipment:

- (1) Slip or gag bits
- (2) Hackamore (including mechanical)
- (3) Tie-downs attached to/or under a breast collar
- (4) Protective boots, leg wraps and bandages
- (5) Nosebands
- (6) Martingales, fitted properly as to not propose a danger if horse falls or athlete loses control (To be decided by judge)
- (7) Western Spurs
- (8) Over and Under (To be inspected by judge)
- (9) Chinks

D. Prohibited:

- (1) Roughing cattle
- (2) Rope may not pass through bridle, tie down, neck rope or any other device
- (3) Halters
- (4) Split reins even if tied or joined together (except in team sorting)
- (5) Bits or equipment that judge may consider severe
- (6) Chaps & ½ Chaps

2-01-4

Date: 09/24/13

Revision: 1



CLASS RULES

Breakaway Roping

- A.** Any encouragement of forward motion or holding back by anyone other than the rider will be a disqualification. A coach, advisor or athlete may bring the equine in the arena or into the box, but it is prohibited to hold the equine, or encourage forward motion.
- B.** This is a timed event with a 30 second time limit with 2 goes per rider.
- C.** Cattle with horns 2" or longer may be caught with a legal head catch. A legal head catch is both horns, a half head or around the neck.
- D.** Two loops will be permitted. Option to rebuild or carry the 2nd loop.
- E.** When a mixed herd of polled cattle and cattle with less than 2" horns are used, a legal catch is to be any loop that goes completely over the calf's head and draws up on any part of the calf's body causing the rope to break away from the saddle horn. A legal horned catch will be: both horns, half a head or catch as described in the previous sentence.
- F.** One or two ropes are to be tied to the saddle horn by a heavy string, in such a manner as to allow the rope to be released from the horn when the calf reaches the end of the rope.
- G.** A visible cloth or flag must be attached to the end of the rope tied to the horn to make it easier for the flagger to see it break free.
- H.** The contestant shall be awarded a "no time" should he/she break the rope from the horn by hand or touch the rope or string after the catch is made or if the rope dallies around the horn and/or does not break free when the calf reaches the end of the rope.
- I.** Time will be started from drop of the flag at barrier or electronic timer and stopped as indicated by the judge dropping the flag or wireless handswitch timer when the rope string breaks from the saddle horn.
- (1) Horse must be facing out/forward before calling for the steer's release.
- J.** For facilities that do not have permanent boxes and chutes in place, the boxes will be 12 feet wide, and from the front of the chute to the back of the box will be no less than 12 feet and no more than 14 feet. For the depth of the box, measure from the pivot point of the head gate back 12 to 14 feet. For the width, measure over 12 feet. For facilities where permanent boxes and chutes are in place, the existing boxes may be used as-is provided that the dimensions of the boxes are no smaller than 12 feet wide by 12 feet deep.
- K.** There are 3 barrier options:
- (1) Judge at line
- (2) Rope
- (3) Electric Eye
- L.** The cow's nose must break the 6 foot barrier for the athlete to leave the box.
- (1) A ten second penalty for breaking the barrier will be added.
- M.** Any attempt by a contestant to position his/her equine in the box enabling him/her to rope the calf without leaving the box shall be a no-time.
- N.** An athlete must request a re-ride prior to throwing the rope and/or any attempt is made to catch the steer. Must make the request prior to the next rider entering the box.
- O.** Cattle handler shall be consistent throughout the event.



2-01-5

Date: 09/28/17

Revision: 5

CLASS RULES

P. The judge will determine legal catches or any other rule infraction, the judge's decision is final.

- (1) It is recommended whenever possible, that the judge be on horseback and flag the class.
- (2) All contestants will remain mounted while in the arena.

Q. One judge is needed for this event, watching horse in the box, and when to drop the flag to stop the time.

R. An athlete will receive 60 seconds from the time their name is called to the time the chute opens. If athlete is not in the box and ready when that period of time is up then they will be awarded a "no time".

- (1) Announcer will not call athlete's name until signaled by the judge.
- (2) The line judge or announcer may keep the time.
- (3) The announcer will call the 30-second warning for the athlete getting into the box.

S. Placing: All riders with successful catches in 2 goes beat any riders with only 1 go with successful catch. Placing will be determined first by the number of successful catches, then lowest total time.

T. State and district records will be tracked by single fastest time.

U. State qualification:

- (1) In breakaway roping, an athlete must have at least one catch in a district meet to qualify for the State championship meet.

V. An electric eye will be used at state level.

W. The haze line will be aligned to the left of the header's box when looking out of the box. The judge and chairperson determine the exact position of the haze line based on safety considerations for the arena in use.

X. Athletes enter and compete from the heeler box.

2-01-6

Date: 09/28/17

Revision: 5



CLASS RULES

Steer Daubing

A. Any encouragement of forward motion or holding back by anyone other than the rider will be a disqualification. A coach, advisor or athlete may bring the equine horse in the arena or into the box, but it is prohibited to hold the equine or encourage forward motion.

B. Equipment for arena:

(1) 3' dauber with a tennis ball at the end dipped in a "bright" paste of contrasting color.

C. This is a timed event with a 15 second limit with 2 goes.

(1) Time starts at drop of flag at barrier.

(a) Horse must be facing out/forward before calling for the steer's release.

(2) Time stops when the judge drops his/her flag or wireless handswitch timer. Athlete must raise the 3' dauber above his head to indicate a successful daub. A successful daub is placed between the withers and tail of the cow.

(3) If time is called by athlete and a mark is not visible on the steer a "no time" will be awarded.

(4) If the dauber is thrown at steer or dropped by athlete a "no time" will be awarded.

(5) Required chalked "safety line" at 3/4 distance of length of arena from exit of cattle chute to arena wall. No time to rider if steer crosses safety line prior to daub.

D. For facilities that do not have permanent boxes and chutes in place, the boxes will be 12 feet wide, and from the front of the chute to the back of the box will be no less than 12 feet and no more than 14 feet. For the depth of the box, measure from the pivot point of the head gate back 12 to 14 feet. For the width, measure over 12 feet. For facilities where permanent boxes and chutes are in place, the existing boxes may be used as-is provided that the dimensions of the boxes are no smaller than 12 feet wide by 12 feet deep.

E. An athlete must request a re-ride prior to daubing the steer and/or any attempt is made to daub the steer. Must make the request prior to the next rider entering the box.

F. The cow's nose must break the 6-foot barrier for the athlete to leave the box.

(1) A ten second penalty for breaking the barrier will be added to time.

G. Cattle handler shall be consistent throughout the event.

H. Any attempt by a contestant to position his equine in the box enabling him/her to daub the steer without leaving the box shall be a no-time.

I. The judge will determine legal daubs or any other rule infraction, the judge's decision is final.

(1) It is recommended whenever possible, that the judge be on horseback and flag the class.

(2) All contestants will remain mounted while in the arena.

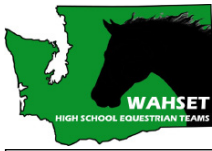
J. Only one judge will be needed, on horseback watching for infractions regarding the horse in the box, and watching for a legal daub.

K. An athlete will receive 60 seconds from the time their name is called to the time the chute opens. If athlete is not in box and ready when that period of time is up then they shall be awarded a "no time".

(1) Announcer will not call athlete's name until signaled by the judge.

(2) Line judge or announcer may keep the time.

(3) The announcer will call a 30-second warning for the athlete getting into the box.

**2-01-7**

Date: 10/05/16

Revision: 3

CLASS RULES

L. All riders running 2 goes with successful daubs beat any rider with only 1 go with successful daub. Placing will be determined first by the number of goes with successful daubs, then lowest total time.

M. State and district records will be tracked by single fastest run.

N. State Qualification:

(1) In steer daubing, an athlete must have at least one daub at a district meet to qualify for the state championship meet.

(2) Electric eye will be used at state level.

O. The haze line will be aligned to the left of the header's box when looking out of the box. The judge and chairperson determine the exact position of the haze line based on safety considerations for the arena in use.

Team Sorting

A. A team shall be defined as 2 members.

B. Time limit: 90 seconds.

(1) The announcer will call a 30-second warning for sorting time expiration.

C. Settling of herds: There will be ten cattle in the arena with visible 0-9 numbers. Fresh herds will be settled for three minutes bunched on one side, rolled two to three times (depending on cattle) through the gate single file as best as can be done, not one cow at a time. Cattle will be grouped after each run in the middle or corner of the arena to the judge's satisfaction. Direction of cattle sorted will be determined by the arena chair and/or cattle judge prior to the start of the first go. (example: every team can sort from the same side.) The judge and/or cow settler may use a competitor's horse which is not entered in the Team Sorting event.

D. Start: Starting number for each team will be drawn when the team is in the arena. Judge will raise the flag when the cattle are ready. First rider will cross the start/foul line within three to four seconds, as soon as the settlers are clear. The judge will drop the flag and the announcer will give the number to start and the team will continue sorting in numerical order (ie: 7-8-9-0). Riders do not have to alternate after each cow is sorted.

E. Cattle sorted: Teams are judged on the total number of cattle sorted, and on the time. Total cows sorted in two goes beats cattle sorted in one go for placement in total cattle for the average, regardless of the total number of cows. Reverse the order for the second go, within each sorting group, at the discretion of the district chair.

(1) A cow is sorted and timed when the complete cow crosses the start/foul line.

(2) If a cow is sorted out of order, it's a no-time or if any part of the non-numbered or wrong number cow breaks the start/foul line the team receives a no-time.

(3) If any part of the cow crosses back over after it has been sorted, then the team receives a no-time.

(4) Each cow will be timed as it is sorted and the clock will be stopped when the tenth cow completely crosses the line. The tenth cow has to be all the way clean.

(5) Cattle in sequence may cross side-to-side as long as the correct numbered cow is a nose ahead.

(6) A team must sort one cow to be a legal sort and then has the option of letting time run. Zero cows is a no-time.

2-01-8

Date: 10/05/16

Revision: 3



CLASS RULES

(7) In case of a foul (ie: cow escapes), the team can ask for a reride or accept the number of cattle sorted at the time the foul occurred. Time will be based on the last sorted clean cow prior to the foul. In case of mechanical error or foul (ie: the clock not being reset), the team has the option of an immediate reride or continuing with the appropriate time added on to the clock.

F. Commitment to cattle: Once committed to cattle by the horse breaking the start/foul line, the team is responsible for the cattle. It is the responsibility of the team, before working the cattle, if, in their opinion, there is an injured animal in the herd, to let the judge know. Once the cattle are worked, no excuses are accepted. Cattle will be rotated after each cow's number has been called to begin a run.

G. Arena size: 50' x 50' ±10%. Both sides are equal in size. Gate or gap 12'. Minimum of 4' panel on each side of gate or gap.

H. No spotting allowed. No one other than the sorting team members may call out or locate a cow or identify a cow that is next in sequence to be sorted or is a dirty cow, this is to include a sorted cow that is trying to cross back through the gate. If the audience calls out or locates a cow, it may result in elimination of that team and a no-time. If the audience is a competing school, that school team may also be eliminated.

I. A team will be disqualified by the judge for any action he/she feels to be unnecessary roughness to the cattle or unsportsmanlike conduct. If excessive roughness continues, any team or team member may be disqualified by the judge from the sorting events.

J. Roughing: Contact with cattle by hands, hats, ropes, bats, romal or any other equipment is a disqualification. Roughing includes, but is not limited to, running over cattle with horses, stepping on cattle while in pursuit, running through the herd in such a manner that cattle are knocked down or off stride, horses consistently biting the cattle, and entering the pen with such force on the cattle causing them to collide with the pen panels. Roughing will be a disqualification.

**2-02-1**

Date: 10/05/16

Revision: 3

CLASS RULES

Drill Classes General Information

A. The following programs are covered under this section as one (1) class:

- (1) Working Fours (WLRCA)
- (2) Short Program (WLRCA)

B. Required equipment:

- (1) Drill team may be ridden in English or Western Equipment with corresponding attire. All members of a team will use the same style equipment (either English or Western). Equipment should be clean, in good working order and safe.
- (2) Bridles must be worn
- (3) Arm bands identifying Captain and Co-Captain
- (4) Breast collar

C. Optional equipment:

- (1) Hackamore
- (2) Standing martingales and tie downs (attached to/or under a breast collar)
- (3) Running martingales
- (4) Protective boot, leg wraps and bandages
- (5) ½ Chaps & Leggings
- (6) Nose bands
- (7) Ribbons, glitter and sparkles on equine
- (8) Regulation snaffle bits

D. Prohibited equipment:

- (1) Wire chin straps, regardless of how padded or covered
- (2) Decoration/costuming of Team Uniform
- (3) Any chin strap narrower than ½ inch
- (4) Draw reins
- (5) Jerk lines
- (6) Tack collars
- (7) Chaps & Chinks
- (8) Sunglasses
- (9) Skirts (sidesaddle)

2-02-2

Date: 08/01/12

Revision: Original



CLASS RULES

Drill Team

A. Equipment: Drill Team may be ridden in English or Western equipment with corresponding attire. Equipment should be clean, in good repair and safe. Bridles must be worn.

B. Elastic or Velcro arm bands shall be worn by Captain and Co-Captain during performance of the drill. Arm bands shall be fully visible to the judges.

C. General Drill Rules

- (1) Position in the show schedule will be determined by the show chairman or committee.
- (2) All equines will be serviceably sound and in good condition. Any equines showing signs of lameness or unsoundness will not be allowed to compete.
- (3) Drill team coaches or other athletes will not be allowed in the arena while their team is competing. Coaching or encouraging from outside the arena is permissible.
- (4) During drill competition only equines involved in the performance will be allowed in the arena.
- (5) It is mandatory to offer a drill practice period in the competition arena prior to the actual run at all District and State meets. During the assigned practice period, only the equine in the drill activity will be allowed in the arena.
- (6) During practice only coaching staff will be allowed in the arena on foot, all other athletes must be mounted.
- (7) Times for length of each drill performance will be recorded on the official scorecard.
- (8) Time scores are to be taken by official timers and reported to the judges. Time starts when the first rider enters the arena and stops when the last rider leaves the arena.
- (9) Etiquette Standard for the use of Stars and Stripes per Public Law 94.344 use of the United States Flag:
 - (a) The flag should never be carried flat or horizontal, but always aloft and free.
 - (b) The U.S. flag should not be dipped to any person or thing. Regimental colors, state, city, organizational or other flags are dipped as a mark of honor.
 - (c) Do not let the Flag of the United States touch anything beneath it, such as the ground, floor, water or merchandise.

**2-02-3**

Date: 10/05/16

Revision: 3

CLASS RULES

Working Fours (4 Athletes) / Short Program (6+ athletes)

A. Schools are to be allowed to field as many drill teams as they would like, however, only the highest placing team for each high school in a team event will count toward meet team points. In Drill, at a District meet, a school may earn meet team points from only their highest placing drill short program and working fours team. A participant may only compete in one drill or working fours program.

B. Athletes can only compete in one (1) drill (either working fours or short program) for any team at each competition. Rules for listing team members and alternates will follow guidelines as in all other team events.

C. Teams cannot switch from one program to the other after they have made a commitment or they shall forfeit all their accumulated points.

D. Each drill team will be required to submit up to three (3) copies of the Explanation Sheet listing of all maneuvers in order of appearance in their drill. Teams must submit drill explanation sheets to the State office no later than the first scheduled day of the State meet.

E. There is a time limit of 4 to 6 minutes per team to perform a drill.

Short Program (6 or more)

A. Six (6) Primary athletes must participate in the execution of all permanent required maneuvers and all additional maneuvers.

B. In extreme cases teams competing in the Short Program may ride with less than six (6) athletes in District/State Competitions. An extreme case may be if an equine or athlete is injured or ill and there is no replacement and only when the Stewardship Committee has granted permission.

C. There is a time limit of 4 to 6 minutes per Short Program team to perform a drill.

Working Fours

A. Shall consist of no less than four athletes.

B. Four athletes must participate in the execution of all permanent required maneuvers and all additional maneuvers.

C. In extreme cases teams competing in the Working Fours Program may ride with less than four (4) athletes in District/State Competitions. An extreme case may be if an equine or athlete is injured or ill and there is no replacement and only when the Stewardship Committee has granted permission.

2-02-4

Date: 10/05/16

Revision: 3



CLASS RULES

Drill Team Judging Guidelines

A. Guidelines may overlap Judges discretion.

B. EXECUTION OF DRILL

- (1) Alignment/Accuracy: Vertical and horizontal alignment in maneuvers of a team. Lines should always be straight whether in squads, columns, company front, etc. Alignment also pertains to placement of the maneuver in the arena.
- (2) Spacing: Maintaining a uniform distance between all equines throughout an entire maneuver. Distance may be varied as long as it is equal.
- (3) Timing/ Coordination: How athletes work together in the performance of their maneuvers. There are no missed holes, collisions, etc. A team should move as a unit and be smooth in its maneuvers. This includes the ability of the team to foresee the necessity to adjust its speed to the maneuver without breaking gait. Both spacing and gait are to be maintained. The team will be penalized for loss of gait unless change of pace is obviously a part of the maneuver.
- (4) Degree of Difficulty: Consistency and accuracy of identifiable maneuvers; taking into account overall balance of presentation, transitions and the pace at which they are executed. Degree of Difficulty can also be influenced by the correct carriage of flags or pennants.

Drill Design

A. ORIGINALITY/UNIQUENESS: Patterns or methods of presentation, attractiveness of pattern, symmetry and definition of maneuvers, also the attractiveness of method used continuity in which one maneuver leads to another. A team performing a variety of different type maneuvers. The patterns should not be all circles or all lines. A team moving from one maneuver to another without repeating should receive credit for variety.

B. "SPECTACULARITY"/CROWD APPEAL: Refers to the execution of maneuvers. Teams should be alert, wide-awake and at attention at all times. Speed shall be noted because it is more difficult to do a maneuver well when it is done at a faster speed. It is also more difficult to do some diagrammatically simple maneuvers well. Precision shall not be sacrificed for speed. Speed is to be used only as an added point for "spectacularity." Crowd appeal-pleasing to an audience.

General Impression

A. PRESENTATION/PATTERN DESIGN: Drill pattern shall flow from maneuver to maneuver and should be easy to follow. The drill should be drawn in such a manner that anyone without knowledge of drill could understand and see how the drill flows. The pattern should be drawn with clean presentation and writing. If the drill presentation is not complete and clear, judges may mark down for this category.

B. UNIFORMITY/EQUINE & EQUIPMENT: Shall be of like style. Multiple colors of uniform and equipment are allowed. Saddles, bits, bridles and use of tie downs are not required to be identical within a team. Breast collar, saddle pad covers, girth cover, leg bands, flag/pennant and poles should be uniform.

C. EQUINE MANNERS/PERFORMANCE: Equines are expected to be responsive, quiet and obedient. Faults include broken gaits (jogging during the loping phase or loping during the trotting phase), disobedient (blowup, fit), striking or biting. Pinning ears or active tail should not be judged for equine manners. Manners are ways of going and suitability as a drill equine. Equines should be well behaved. They should not jump or shy and should work freely and easily at all times. They should stand quietly and straight in line and not move until the signal is given.

**2-02-5**

Date: 09/24/13

Revision: 1

CLASS RULES

D. HORSEMANSHIP: Good equitation/horsemanship with balanced seat shall be emphasized. Two hands are permitted on the reins for English or Western, one hand is preferred but not required. Ridden correctly one hand should score higher than two handed. There should be light contact without undue restraint on the reins; proper use of hands and legs shall be evaluated. Degree of horsemanship is evaluated to determine quality of horsemanship. Flag presentation shall include manner in which the flags are carried. The shafts shall be perpendicular with forearm parallel to the ground. Elbows should be fixed at a right angle; the emblem should be pointed forward. Flags should be kept free and not allowed to wind around the pole.

E. Explanation of Point Value Deductions

(1) BROKEN OR DROPPED EQUIPMENT, TACK OR UNIFORMS: Shall include helmets, leg bands, pennants, flags, tail bows or anything that has fallen to the ground or broken in such a manner to necessitate stopping to repair it. The Captain/Co-Captain/Coach can call time. Time will stop and start on Captain/Co-Captain/Coach's signal. Two points (-2) for each occurrence.

(2) COLLISION NO FALL OF EQUINE OR RIDER: Shall be deemed to be any physical contact between two or more equines, two or more athletes, or equine and athlete with a wall or gate which does not result in a fall. (Only the Captain/Co-Captain/Coach can call time. Time will stop and start on Captain/Co-Captain/Coach signal). Ten points (-10) for each occurrence.

(3) EXCESSIVE/UNCONTROLLED SPEED: Riders will be considered to have excessive/uncontrolled speed if athlete loses control or a severe loss of precision due to speed. Three points (-3) for each occurrence.

(4) FALL OF EQUINE AND/OR ATHLETE: No collision involved. A team will be able to halt and restart as soon as equine and athlete are in position. Same rules for restart as fall due to collision. If a flag athlete falls only the fall of equine and or athlete will be deducted, not the dropped flag. (Only the Captain/Co-Captain/Coach can call time. Time will stop and start on Captain/Co-Captain/Coach signal. Five points (-5) for each occurrence.

(5) Fall Due to Collision: Shall be deemed to be any physical contact between two or more equines, two or more athletes, or equine and athlete with a wall or gate, which results in a fall. If equine or athlete is unable to continue, a substitute equine and/or athlete will be allowed to fill the position. The position may remain empty. Only the Captain/Co-Captain/Coach can call time. Time will stop and start on Captain/Co-captain/Coach signal. Thirty five points (-35) for each occurrence.

(6) REGROUP: May be done when a team has lost its organization and or athletes must change position to be able to continue or other extenuating circumstances such as severe tack breakage, fall of equines and or athlete, or medical emergency. If a team is unable to continue, they may ask the senior judge for permission to leave the arena and return at the end of the draw. Time and deductions will remain official; time keeper will record time when performance is stopped by Captain/Co-captain/Coach and start time when Captain /Co-captain/Coach signals to commence the performance. Five points (-5) for each occurrence.

(7) TIME (4 to 6 minutes): Timing starts when the first athlete passes through the entry gate and/or cones marking entrance and stops when the last athlete crosses the exit gate and/or cones. An official timekeeper will enforce this rule. Only the Captain/Co-captain/Coach can call time. Time will stop and start on Captain/Co-captain/Coach signal. Five points (-5) for each occurrence under or over the allotted time.

F. DISQUALIFICATION: Unsportsmanlike conduct, in addition to the disqualification reasons listed in the General Information section of this manual, will result in disqualification of the drill team. Drill shall be scored with all deductions that may apply.

2-02-6

Date: 08/01/12

Revision: Original



CLASS RULES

G. ALTERNATE GUIDELINES:

(1) In Working Fours Drill Teams (and Short Program), the number of alternates is limited to $\frac{1}{2}$ the number of primary members. For example, if a team is formed with six primary members, the team is allowed three alternates.

(2) In Drill, once an alternate is pulled from the Drill Alternate Pool, that alternate does belong only to that drill team from then on. But, a given drill team can also use other alternates from the Drill Alternate Pool if desired.

(3) In Drill, riding short is allowed as previously covered.

(4) Before the first meet, ALL drill teams must name:

(a) Short Program – Name 6 primary members before first meet

(b) Working Fours – Name 4 primary members before first meet

(5) Drill Alternate Pool – If desired, the school may name any other registered competitors in that school that are not already named above, to their Drill Alternate Pool, before first meet.

(6) Once pulled from the Drill Alternate Pool (i.e., used in a competition), that alternate may ride only on that specific drill team, and no other drill team (in competition) for the season.

(7) When pulling in an alternate from the Drill Alternate Pool, that school's advisor/coach MUST notify the meet office, in writing, BEFORE that Drill Team competes.

(8) If a school intends to field only one drill team, they still must name the alternates that may possibly compete this season (listing all other competing athletes for the school as alternates is OK).

(a) EXAMPLE #1: 12 competing athletes in a school, and the school only fields one drill team - a short program. Names 6 primary riders to the drill team, and can name three of the remainder of the school's competing athletes to their Drill Alternate Pool. Any combination of riders from the original named 6 or from the original named Drill Alternate Pool may ride in competition at any of this season's meets. Again, when a rider is pulled from their Drill Alternate Pool, the school's advisor/coach MUST notify the meet office, in writing, BEFORE that Drill Team competes at that meet.

(b) EXAMPLE #2: 12 competing athletes in a school, and the school fields 2 drill teams, both working fours. The school names 4 primary riders to each team. That leaves 2 riders left that can be named to each of the Drill Alternate Pools. When a member of the alternate pool is pulled and competes for one of the drill teams, they are then a part of that team, for the remainder of the season, are no longer in the alternate pool, and may not compete with the other drill team.



2-02-7

Date: 09/28/17

Revision: 5

CLASS RULES

Maneuvers

- A.** The WAHSET state drill committee will select the six drawn maneuvers no later than the end of August each year. The maneuvers will only be drawn from those listed in the handbook published on the WAHSET website. The drawn maneuvers will be released to teams no later than October 1st of each year.
- B.** Teams may design their Drill when maneuvers are released. Teams may not practice drill with or without an equine until September 1.
- C.** Short Program has six (6) Permanent Required and six (6) Drawn required maneuvers in WAHSET drill. Each of the twelve (12) maneuvers must be exhibited and can not be combined or substituted with any other maneuver.
- D.** Working Fours has four (4) Permanent Required and four (4) Drawn required maneuvers in WAHSET drill. Each of the eight (8) maneuvers must be exhibited and can not be combined or substituted with any other maneuver.

Six Required Maneuvers for Short Program (6+) Teams (remain the same each year and required by WAHSET)

A. (#1) A CHANGE OF PACE

- (1) A definite change of pace from lope/trot-walk or any combination. Pace should remain for length of arena, across the arena or a complete revolution in circles or pivots.

B. (#5) MANEUVER BY PAIRS

- (1) Any maneuver where the pair of riders are together either vertical, horizontal or oblique.

C. (#9) MANEUVER BY FOURS

- (1) Any maneuver where the four riders are together either vertically, horizontally or oblique.

D. (#11) SINGLE FILE CROSS

- (1) Two single file lines, crossing ahead of or behind each on-coming rider. Riders may approach from same end or opposite ends of the arena. Variations shall include leaving the long sides or short ends of the arena. Spacing may vary.

E. (#35) A SINGLE LINE ABREAST

- (1) A single line abreast MOVES whether moving forward or in circular motion. May include but not limited to one (1) of the following. Single Line Abreast, Company Front, Crack the Whip.

F. (#95) A CIRCLE

- (1) Riders in a close plane, equidistant from a fixed center point.

2-02-8

Date: 09/28/17

Revision: 5



CLASS RULES

Four Required Maneuvers for Working Fours (remain the same each year and required by WAHSET)

A. (#1) A CHANGE OF PACE

(1) A definite change of pace from lope/trot-walk or any combination. Pace should remain for length of arena, across the arena or a complete revolution in circles or pivots.

B. (#11) SINGLE FILE CROSS

(1) Two single file lines, crossing ahead of or behind each on-coming rider. Riders may approach from same end or opposite ends of the arena. Variations shall include leaving the long sides or short ends of the arena. Spacing may vary.

C. (#35) A SINGLE LINE ABREAST

(1) A single line abreast MOVES whether moving forward or in circular motion. May include but not limited to one (1) of the following. Single Line Abreast, Company Front, Crack the Whip.

D. (#95) A CIRCLE

(1) Riders in a close plane, equidistant from a fixed center point.

**2-03-1**

Date: 08/01/12

Revision: Original

CLASS RULES

Driving Classes General Information

A. The following class is covered under this section:

- (1) Driving (USEF Chapter "DP", WSH)

B. Required equipment:

- (1) Blinders
- (2) On heavier vehicle, thimbles or breeching is required
- (3) Over checks or side checks

C. Optional equipment:

- (1) Aprons
- (2) Knee rugs
- (3) Gloves
- (4) Whip (long enough to reach the shoulder of the equine) if used, must be held and used correctly
- (5) Snaffle, Liverpool or Buxton, Full Cheek and Half Cheeks
- (6) Breeching (Exception: Heavier Vehicle)
- (7) Running martingales
- (8) Twisted bits

D. Prohibited equipment:

- (1) Wire bits of any type, except twisted bits
- (2) Boots or wraps of any type
- (3) Spurs
- (4) Gag bits

Driving

A. Headers are required any time the horse is hitched to the driving vehicle except while the competitor is working his/her pattern.

B. A safety inspection of equipment, by the judge, will be performed prior to event.

C. Guide to gaits (speed rates in order):

- (1) Trot – would be compared to a jog – slow, smooth
- (2) Pleasure Trot - Medium speed, good tempo
- (3) Working Trot – Exerts most energy – deliberate & fast
- (4) Extended Trot

2-03-2

Date: 08/01/12

Revision: Original



CLASS RULES

D. Class expectations:

- (1) Higher scores will go to the team that stays closest to the obstacles.
- (2) Equipment checks are part of the score.
- (3) Grooming and clean gear will be noted and will be considered in the Overall Reinsmanship scoring.
- (4) Two separate courses will be set for this class - one for large horses and the other for small horses. Large horses will compete against large horses and small horses will compete against small horses.
 - (a) Scoring for the two courses will be combined into one class score.
- (5) Equine and athlete should remain calm and collected when entering the arena.
- (6) The pivot should be steady continual motion with little or no movement in the pivot wheel.
- (7) Bit checks are at the discretion of the judge.

**2-04-1**

Date: 08/01/12

Revision: Original

CLASS RULES

English Classes General Information

A. The following classes are covered under this section:

- (1) Dressage Equitation (USDF, USEF Chapter “DR”)
- (2) Hunt Seat Equitation (USEF Chapter “EQ” – Subchapters: Eq-1 & Eq-2, WSH)
- (3) Hunt Seat Equitation Over Fences (USEF Chapter “EQ” & “HU”)
- (4) Saddle Seat Equitation (USEF Chapter “EQ” – Subchapters: Eq-1 & Eq-3, WSH)
- (5) Hunt Seat / Saddle Seat Trail (USEF, WSH)

B. Required equipment:

(1) Hunt Seat Classes:

- (a) Forward Seat Saddle
- (b) Regulation snaffle, pelhams, full bridles, kimberwicks, all with cavesson nosebands.

(2) Saddle Seat Classes:

- (a) Full bridles with cavesson (curb and snaffle) or Pelham bit with two (2) sets of reins
- (b) Gaited Horses may opt to use a single rein bridle and bit
- (c) Cut back Saddle

(3) Dressage Equitation:

- (a) Cavesson. Flash and drop nose bands are allowed.
- (b) Dressage, forward or all purpose saddle
- (c) The only bit permitted is the snaffle bit. All snaffle bits must be smooth. (See USEF DR 121-2. for specifics.)

C. Optional equipment:

- (1) Spurs of an English type
- (2) Crops or bats, may carry one whip no longer than 30” including snapper or lash
- (3) Gloves
- (4) English breast plate (Hunt Seat Equitation, Hunt Seat Equitation Over Fences and Hunt Seat Trail classes only)
- (5) Braiding of mane or mane and tail in hunt style
- (6) ½ Chaps
- (7) One whip no longer than 4 ft including snapper or lash (Exceptions: Hunt Seat Eq. & Hunt Seat Equitation Over Fences)

2-04-2

Date: 08/01/12

Revision: Original



CLASS RULES

D. Optional equipment (for Dressage Equitation only):

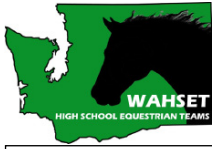
- (1) Spurs-made of metal, shank must be curved (pointing down) or straight pointing directly back from the center of spur. If rowels are used, they must be free to rotate.
- (2) Dropped, flash, crescent, crossed and regular nosebands are the usable options. Padded nosebands are permitted.

E. Prohibited equipment:

- (1) Draw reins
- (2) Non-English type spurs
- (3) Western or sidesaddles
- (4) Bit converters
- (5) Gag Bit
- (6) Ribbon, Glitter, & Sparkle (Exception: Residual from working pairs when scheduling does not allow its removal.)
- (7) Figure 8, flash, or dropped nose band (Exception: Hunt Seat Eq. Over Fences & Dressage Equitation)
- (8) Martingales (Exception: Hunt Seat Eq. Over Fences)
- (9) Protective boots, leg wraps and bandages (Exception: Hunt Seat Eq. Over Fences)
- (10) Cut back saddle (Exceptions: Saddle Seat & Saddle Seat Trail)
- (11) Gaited horses or any equine shall NOT be shown with chains on feet.

F. Prohibited equipment (for Dressage Equitation only):

- (1) Kimberwick
- (2) Bit Guards
- (3) Any bit with a twist in the metal



2-04-3

Date: 08/01/12

Revision: Original

CLASS RULES

Dressage Equitation

A. The use of a caller is permitted.

B. Class expectations:

- (1) We are looking for correct leads, balanced gaits and elegant, smooth transitions.
- (2) Using leg aids and quiet hands, while taking advantage of the full extent of the arena and letters, will be noted. Flowing circles, resistance-free bending with flexion while creating a rhythm in the pattern will score higher.
- (3) Impulsion where needed is evident in this pattern, while relaxed posture and horsemanship skills on the part of the athlete should make each element look effortless.
- (4) Interrupted elements, "off course" or causes to start over will be scored as in any WAHSET pattern, receiving a "0" for that element. Stepping outside of the dressage arena will result in an elimination and the athlete will receive a participation point only.
- (5) Bit checks are at the discretion of the judge.

C. Minimum required arena equipment:

- (1) All small arena letters (minimum: A, K, E, H, C, M, B, F)
- (2) Poles, chain or fencing to border entire arena (court).

Hunt Seat Equitation

A. In Hunt Seat classes, regulation snaffles, Pelhams, Kimberwicks and full bridles, all with cavesson nosebands, are permitted.

B. Class expectations:

- (1) Good crisp movement of the equine with no resistance and soft flowing bends will score higher.
- (2) Equitation skills with ear, shoulder, hip, and heel alignment while keeping a straight line between bit and elbows are paramount. The finished team will place higher.
- (3) Lead changes should be smooth with flying changes receiving higher scores.
- (4) Equine should remain calm showing no resistance to the cues throughout the pattern.
- (5) Attention to every detail will be noted. This is a precision class.
- (6) Bit checks are at the discretion of the judge.

2-04-4

Date: 09/24/13

Revision: 1



CLASS RULES

Hunt Seat Equitation Over Fences

A. Fences will have a height or spread of 2' 6" (2 feet, 6 inches) to 2' 9" (2 feet, 9 inches).

(1) A walk-through of the course by participating athletes will be held prior to commencing competition.

B. The officiating judge may deem an athlete non-competent to jump and that decision will stand.

C. The officiating judge may excuse any athlete he/she feels is unsafe.

D. There is to be a maximum of two qualification jumps witnessed by the officiating judge prior to athlete's start of the Hunt Seat Equitation Over Fences class to determine if the athlete/horse is suited to the class.

E. Three (3) combined refusals when on course is an elimination. This does not include refusal(s) at the qualification jumps.

F. Class expectations:

(1) Athlete should have a workmanlike appearance, seat and hands being light and supple, conveying the impression of complete control.

(2) Hands should be above and in front of equine's withers, knuckles thirty degrees inside the vertical, hands slightly apart and making a straight line from equine's mouth to athlete's elbow. Method of holding reins is optional and bight of reins may fall on either side.

(3) In basic position the eyes should be up and shoulders back. Toes should be at an angle best suited to the athlete's conformation. Ankles should be flexed in, heels down, calf of leg in contact with equine and slightly behind the girth. Iron should be on the ball of the foot and must not be tied to the girth.

(4) The position at a canter should be a couple of degrees in front of the vertical; posting trot, inclined forward, galloping and jumping, same inclination as the posting trot.

(5) The performance begins when the equine enters the arena or is given the signal to proceed after entering the arena.

(6) The following will result in elimination:

(a) Fall of equine and/or athlete

(b) Three cumulative refusals - score will not be tallied and athlete receives a participation point.

(c) Off course

(d) Non-competent to jump (as determined by the judge) - athlete receives no participation point.

(7) With the judges permission, an eliminated athlete may make one attempt to jump an additional single object, but may not continue thereafter.

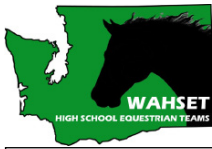
(8) The following constitute major faults and will be scored accordingly:

(a) A refusal

(b) Loss of stirrup

(c) Trotting on course when not part of a test

(d) Loss of reins



2-04-5

Date: 08/01/12

Revision: Original

CLASS RULES

(9) Each athlete may circle once before approaching the first fence and once upon completion of the pattern.

(10) Bit checks are at the discretion of the judge.

Saddle Seat Equitation

A. In the Saddle Seat class entries shall be shown in full bridles (curb and snaffle) or Pelham bit with two (2) sets of reins.

B. Standard Walking Horses (breed) may opt to use a single rein, bridle and bit.

C. Class expectations:

(1) Proper body and hand position is of utmost importance, with hands elevated but keeping a straight line between bit and elbows and using light contact with the equine's mouth.

(2) Body position with ear, shoulder, hip, and heel alignment will be closely observed in this pattern.

(3) Use of the arena to best display the equine's ability and athlete's horsemanship will score higher points. Animated movement of the equine with no resistance to hand or leg cues during the pattern, maintaining the ability to collect during lead changes and transitions is going to contribute to the overall success of this performance.

(4) Bit checks are at the discretion of the judge.

Hunt Seat/Saddle Seat Trail

A. Class expectations:

(1) Attention to detail and educating the equine to negotiate the obstacles makes this class easy. Horsemanship knowledge in displaying fundamentals is important. Accuracy, smoothness and acceptance of obstacles should be points of training. Refusals will deduct points.

(2) Judges will be looking for a "finished" equine/rider team in this event.

(3) Gaits around and over obstacles should be smooth and obedient.

(4) Hand carried items shall be held in one hand and reins in the other.

(5) Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each set up. Leads should be accurate and backing should be precise but not too slow. Haunch turns, pivots, lateral movements and backing should be smooth with continual movement. Delay of pattern will cost points.

(6) Two refusals will require moving on to the next element.

(7) Bit checks are at the discretion of the judge.

2-04-6

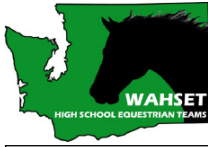
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Revision: Original



CLASS RULES

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2-05-1

Date: 08/01/12

Revision: Original

CLASS RULES

In-Hand Classes General Information

A. The following classes are covered under this section:

- (1) Showmanship (USEF, WHO)
- (2) In-Hand Trail (WAHSET)
- (3) In-Hand Obstacle Relay (WAHSET)

B. Required equipment:

- (1) Halter and lead rope or leather lead
- (2) Headgear - may be Western hat, English hat/helmet or regulation helmet

C. Optional equipment:

- (1) Gloves
- (2) Nose or chin chains (for the equine)
- (3) Full bridle (Showmanship in English or Saddle Seat attire only)

D. Prohibited equipment:

- (1) Bridles of any type (except as noted above)
- (2) Whips, crops, or bats
- (3) Spurs
- (4) Chaps/Chinks
- (5) Leg wraps (Exception: IHOR)
- (6) Ribbons, glitter, and sparkle on horses (Exception: IHOR)

Showmanship

A. In showmanship classes, the athlete may show according to the showmanship specifications of the breed of his or her equine. Showmanship is a demonstration of the athlete's ability to show the equine to its best advantage in hand.

B. Haunch turns should have forward motion.

C. Conformation of the equine is not to be considered.

D. The lead should be 6' to 8' in length.

E. Athletes will be penalized for use of hand aids.

2-05-2

Date: 09/28/17

Revision: 5



CLASS RULES

F. Class expectations:

- (1) Showmanship should also be called SALESMANSHIP. The athlete should exhibit their equine with extreme confidence in the equine and themselves. Elements should be smooth and accurate. Flowing motion, rather than start, stop motion is preferred.
- (2) We are not looking for the athlete to rush through the pattern but rather create a presence that convinces the judge that their equine partner is at its' best and that they have nailed every element of the pattern. Eye contact with the judge, crisp body communication and facial expression are all part of this ground equitation class.
- (3) Changes of sides should show the willingness of the equine to yield to the athlete under any circumstance. Condition of coat, feet, mane, and tail does count in this class.
- (4) Equines should display no resistance – lead rope and halter, should be outfitted correctly, but appear to not be necessary in the equine's performance.

In-Hand Trail

A. This class will be using the regular trail course, with alterations to allow for animals to be shown in hand.

- (1) When designing courses for large horses and small horses, ONLY adjust the size of the obstacles.

B. To be judged the same as a regular trail course.

C. Bridges are crossed by horse and handler.

D. In-Hand Trail equine are not restricted to size or breed.

E. No cross entry of equine in In-Hand Trail and Trail classes.

F. Class expectations:

- (1) Attention to detail and educating the equine to negotiate the obstacles makes this class easy. Horsemanship knowledge in displaying fundamentals is important. Accuracy, smoothness and acceptance of obstacles should be points of training. Timing will count. Refusals will deduct points. Judges will be looking for "finished" equine/athlete team in this event.
- (2) Gaits around and over obstacles should be smooth.
- (3) Hand carried items shall be held in the hand opposite the leading hand.
- (4) Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each set up. Haunch turns, pivots, lateral movement and backing should be smooth with continual movement. Delay of pattern will cost points.
- (5) Two refusals will require moving on to the next element.
- (6) It should appear that the horse is working without the use of a lead rope exhibiting no resistance.
- (7) Two separate courses will be set for this class - one for large horses and the other for small horses. Large horses will compete against large horses and small horses will compete against small horses.
 - (a) Scoring for the two courses will be combined into one class score.

**2-05-3**

Date: 09/09/18

Revision: 5

CLASS RULES

In-Hand Obstacle Relay (IHOR)

A. This is a 4-person team event. Schools with only 2 or 3 eligible competing athletes will be allowed to participate using 4 different equine.

B. Each team is allowed 5 minutes to complete the course. Any teams exceeding the 5 minute allotment shall be assessed a 10 point penalty for each minute or fraction of a minute in violation. At 8 minutes the timer will blow a whistle or ring bell to call time. All points accumulated until the whistle will count.

Example: 5:01 minutes -6 minutes = -10 point penalty 6:01 minutes – 7 minutes = -20 points, etc.

C. Each contestant may earn up to 10 points for navigating each of the mandatory obstacles. IHOR contestants will be judged on performance of the handler and horse as they negotiate each obstacle.

D. Each team member may earn up to an additional 10 points for the team by completing the bonus obstacle. The four mandatory obstacles must be attempted before a contestant may attempt the bonus obstacle.

E. All team members shall be positioned behind the 30' start/finish line in the arena. Time starts when the first handler or equine breaks the plane of the starting line. The next contestant cannot break the plane of the start line until the contestant on course (handler) has crossed the start/finish line. Time shall end when the fourth handler or equine breaks the plane of the start/finish line.

F. Contestants will not be DQ'd for scratching (when two handlers are determined to be on the course at the same time) at the start/finish line. A team in violation will be given a 10-point penalty for each occurrence.

G. Points will be added up for all mandatory and bonus obstacles for each contestant and added together with the other team members to determine total team score. Penalty points will be deducted from the teams' total to determine the final team score.

H. Contestants may use any gait between obstacles when not specified in the pattern.

I. Contestants may use their hands without touching their horse to move them around or through obstacles. Individual elements where this rule is violated will be scored with a "0".

J. All In-Hand and riding equine are eligible for this event.

K. Time will only be used as a tie breaker with the exception of points being deducted for times exceeding the 5 (five) minute time limit.

L. Class expectations:

(1) This is a horsemanship class! Equine and athletes should be properly groomed as in a Showmanship Class.

(2) Maneuvers should be crisp and practiced. Only the very best should attempt the "BONUS" obstacle element.

(3) Equine should show no resistance to handler during any maneuver and should appear as if not on a lead rope.

(4) All obstacles must be attempted before trying for the BONUS obstacle.

(5) Equine should move quickly but maintain the superior ground manners that one would expect in a showmanship class.

(6) Time is used only to break ties – time penalties do apply.

(7) Arena crew will quickly reset knocked obstacles between handlers.

2-05-4

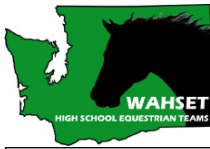
Date: 08/01/12

Revision: Original



CLASS RULES

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**2-06-1**

Date: 09/28/17

Revision: 5

CLASS RULES

Pair Classes General Information

A. The following class is covered under this section:

- (1) Working Pairs (WAHSET)

B. Optional equipment:

- (1) Costume limited to face paint hair and helmet decoration

- (a) The only facial decoration allowed for Working Pairs shall be face paint.

- (2) All humane bits regardless of horse's age

- (3) Any age equine may use a snaffle or bosal. Snaffles can be Western or English and bosal or mechanical hackamore in Western only.

- (4) Gloves

- (5) Rope or riata; if used, the rope or riata must be coiled and attached to the saddle.

- (6) Spurs

- (7) Individual Music

- (8) Costume and/or decorations for horse such as glitter and sparkles

- (9) Leg wraps

- (10) Nose bands and tie downs. The tie-down must be attached to or under the breast collar.

- (11) Martingales

- (12) ½ Chaps & Chinks

- (13) Sunglasses

- (14) Breast collar or English breast plate

- (15) Flags on flag poles may be carried as part of the costume element in conjunction with a flag boot.

C. Prohibited equipment:

- (1) Wire chin straps, regardless of how padded or covered

- (2) Decoration and/or costuming of team uniform

- (3) Any chin strap narrower than ½ inch

- (4) Draw reins

- (5) Jerk lines

- (6) Tack collars

- (7) Chaps

- (8) Skirts (sidesaddle)

2-06-2

Date: 08/01/12

Revision: Original



CLASS RULES

Working Pairs

A. Equine equipment shall meet requirements of WAHSET for chosen style of riding. (Except any age equine may use a snaffle or bosal. Snaffle can be Western or English and bosal or mechanical hackamore is Western only).

B. Both hands may be used on the reins for English or Western style.

C. Working Pairs may be ridden in English (Saddle Seat, Hunt Seat, Dressage, Side Saddle) or Western equipment with corresponding attire.

D. Working Pairs is to be ridden in an arena using Dressage symbols for orientation. The arena should be fairly close in size to a small dressage arena (65 ft X 130 ft approx.) without using any type of borders or boundaries.

E. Class expectations:

(1) This class is judged on individual horsemanship skills, which include correct leads, balanced gaits, transitions and overall uniformity. Smooth and quiet use of aids to maintain conformity is essential.

(2) Timing at the halt and stop should be simultaneous and equines should be balanced, facing forward. Backing should also be simultaneous, equines together, riders shoulder to shoulder. Use of the arena and timing of transitions and lead changes will be evaluated for score.

(3) Riders should always mirror each other, even when apart.

(4) The pattern should be smooth overall and the music and decoration on the equines should enhance the performance and can be evaluated in the overall score.

(5) The close, salute and turn should also be in unison.

(6) Because of safety issues it is vital that leads be correct and equine be in unison at the lope or canter.

(7) Scoring shall include a 10 point bonus per rider for costumes and music.

F. Required arena equipment:

(1) All small dressage arena letters (A, K, E, H, C, M, B, F).

**2-07-1**

Date: 10/05/16

Revision: 3

CLASS RULES

Timed Non-Cattle Classes General Information

A. The following classes are covered under this section:

- (1) Barrels (PSHA, WSH)
- (2) Idaho Stake Race (WAHSET)
- (3) Individual Flags (PSHA, WSH)
- (4) Keyhole (PSHA, WSH)
- (5) Pole Bending (PSHA, WSH)
- (6) Two Man Birangle (WSH)
- (7) Team Canadian Flags (WHO)

B. Required equipment:

- (1) Bridle or hackamore, with throat latch
- (2) Western type saddle with horn
- (3) Roping, romal or mecate reins
- (4) Breast collar

C. Optional equipment:

- (1) Slip or gag bits
- (2) Nose bands
- (3) Spurs
- (4) Protective boots, leg wraps, and bandages
- (5) Over and Under (to be inspected by judge)
- (6) Tie-Downs attached to or under breast collar
- (7) Martingales, fitted properly as to not be a danger if equine falls or athlete loses control, to be decided by judge
- (8) Regulation snaffle bits

D. Prohibited equipment:

- (1) Halters
- (2) Split reins
- (3) Chaps/ ½ Chaps/Chinks

E. Resetting the Course

- (1) In no timed event will the course be reset while the rider is on pattern. The only exception to this would be Canadian Flags, where the rider must retrieve the flag. A dropped flag may be reset before remounting. In all other events, the arena crew will reset downed equipment after riders have run.

2-07-2

Date: 08/01/12

Revision: Original



CLASS RULES

F. Arena safety

- (1) As soon as athlete takes the course arena staff must close all arena gates. Gate does not have to be closed for athlete to start.
- (2) Contestants must enter and leave the arena demonstrating control.
- (3) Only contestants, coaches, advisors, ring crew and officials are allowed in the arena.
- (4) Equine that constitutes a safety hazard may be disqualified.
- (5) No athletes/teams may be coached from inside the arena at the meet.

G. Athletes off course/elimination - participation points awarded:

- (1) Leaving the course, run outs, refusals, upsetting the starting poles.
- (2) Taking more than 60 seconds to cross the starting line. The course begins at the start line. Announcer announces athlete, judge raises hand to indicate course is ready, athlete has 60 seconds to start the course whether in arena or not. The judge will time or indicate to the timer to start the 60 seconds. It is a judge's call to "No Time" athlete if they have not taken the course.
- (3) Stepping on or outside any of the marked lines of the Keyhole Race. Failure of the equine to have all four feet inside circle before turning toward the finish line.

H. Athlete disqualification - no points awarded:

- (1) Intentionally striking the equine with arena equipment.
- (2) Abuse of the equine by any means, includes hitting the horse ahead of the elbow in any manner while on course. Touching or patting will not be considered hitting.
- (3) Inhumane use of equipment.
- (4) Unsportsmanlike conduct in the arena:
 - (a) Use of profane language
 - (b) Unnecessary roughness, abusing the equine
 - (c) Disorderly conduct of any kind
- (5) An unmanageable equine for reasons of safety.
- (6) Loose equine defined as separated from and out of control of the athlete. A ground tied horse shall be considered in control.
- (7) Touching or adjusting of helmet. If helmet comes loose or unbuckled, it is a disqualification.

I. Five (5) second penalties will be given for:

- (1) Each knockdown of stake, pole, or barrel on course.
- (2) In the flag race, if the flag is missed putting in the container or the container is upset and athlete crosses the finish line.

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CLASS RULES

J. Re-rides:

- (1) Re-rides are to be run after the last rider in that event has run. Re-rides are permitted for:
 - (a) Interference by another rider and/or horse (to be determined by judge).
 - (b) Failure of all timing devices, provided no disqualification of event has occurred.
- (2) If the re-ride is granted, it will be judged as an entirely new ride, with new penalties and disqualifications.
- (3) Moving a course:
 - (a) If moved for safety reasons, riders may choose to either re-run or keep their first time.
 - (b) If moved for initial wrong measurement, all riders must re-run.

K. Record breaking procedures:

- (1) After record breaking run, the show is stopped and the judge will oversee re-measurement of the course. Office staff will fill out record breaking sheet immediately for the judge's signature.

L. Arena equipment - the following equipment shall be used whenever any of the following terms are used. All equipment is to be standardized according to the applicable specifications.

(1) Timer's equipment:

- (a) Electric clocks - the light and the photocell are to be set on the starting line.
- (b) Two hand watches - to be set at least 1000th of a second, two hand watches to be used as back-up timers only. To be used by adults only.

(2) Barrels - fifty-five gallon plastic barrel, white or blue in color, containing eight pounds of dry sand with both ends intact, and set in an inverted position. The ring must be sealed down to the bottom of the barrel.

(a) Specifications (plus or minus ½ inch allowed on all measurements):

- (1) Height - 35 ¼ inches
- (2) Diameter - 22 ¾ inches
- (3) Ring - 23 ¼ inches

(b) Barrel weights:

- (1) Rounded plastic barrel - 45 to 50 lbs.
- (2) Plastic barrel with rimmed bottom - 30 to 35 lbs.

(3) Quarter barrels (flag barrels) - painted white and containing 8 to 10 inches of sand or soil. The flag containers to be marked inside the container with a permanent mark, at the 8 to 10 inch point, measured from the bottom of the container up.

(4) Flags - consists of a staff and a flag. Staff to be 1 inch to 1 1/16 inch wood doweling or other material as approved by the State Board. Staff is 5 feet long, painted white and planed the full length, or bottom three feet of the staff, to flatten 2 sides. Flag staff to be made out of any kind of wood doweling. Bottom inch tapered to a dull point. Flags to be sturdy material (double thickness, hemmed 8" x 12"), securely fastened to flag staff with nails, brads or large staples, one light and one dark, leaving an 8" x 8" portion free from staff.

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CLASS RULES

(5) Pole bases - black rubber base or black plastic bases filled with a weighted substance. Bases should be 3 inches tall and 14 inches across. Total weight with pole and converter, approximately 17 lbs. (plastic converter is needed to hold pole in base securely).

(a) Standard 1.5 inch schedule 40 or 80 white plastic pipe, 80 to 81 inches long.

(b) Pole base is black, pole must be white. Two pieces of colored tape (2½" to 3" wide) may be placed 12" down from the top of the pole and the second piece to be placed 24" down from the top of the pole.

(6) Canadian flags - flag staff to be 42 inches long with the same flag, staff material and dimensions as for individual flags. The staff will not be planed.

M. Setting up events

(1) In all events a chalked start/finish line will be used.

(2) In all events except barrels, 2 poles 30 feet apart shall designate the start/finish line. In barrels, the starting poles shall be 60 feet apart.

(3) Photocell and light to be on the start/finish line.

(4) When the course is measured, the measurement shall be taken from the center of barrels, poles, containers, or other properties or to the lime dot if event property has been moved.

N. Decisions as to penalties, no times and other judging calls will be decided solely by the course judge. During the running of the event, the judge must only be approached by the District Chairperson, State Chairperson or their designee.

CLASS RULES

Barrels

A. Course description:

- (1) Three barrels shall be placed in a triangular formation, as shown in Figure 2-1. The number 1 and 2 barrels are set 33 feet from the start/finish line and 60 feet apart. The number 3 barrel is 80 feet from the number 1 and 2 barrels.
- (2) To square the barrels with the arena measure as follows: 30 feet from the middle of the start/finish line (in line with starting line), then 33 feet to the barrel and 107 feet 7 inches back to middle of starting line, making a triangle.

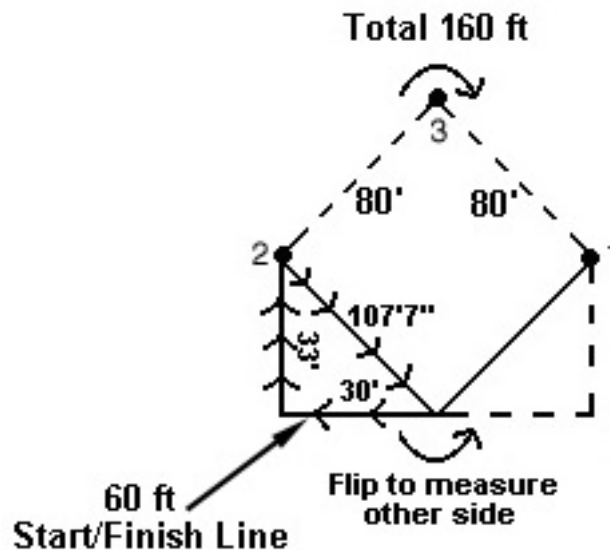


Figure 2-1. Barrel Pattern

B. Riding instructions:

- (1) Rider crosses the start/finish line, circles the number 1 barrel to right, crosses to the number 2 barrel, circles it to left, then rides to the number 3 barrel, circles it left and races across the start/finish line; OR
- (2) Rider crosses the start/finish line to the number 2 barrel, circle it to left, crosses to the number 1 barrel, circles it to right, runs to the number 3 barrel, circles it to right and races across the start/finish line.

C. Knocking over a barrel is a 5-second penalty. Going off course is a “no-time”. Decisions as to penalties and no-time will be decided solely by the course judge.

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Date: 10/05/16

Revision: 3



CLASS RULES

Idaho Stake Race

A. Course description:

(1) Four poles are to be used - two set 100 feet apart at opposite ends of the course. A start/finish line will be established by two poles set 30 feet apart (15 feet either side of the two poles that establish the figure 8) at a distance of 20 feet before the first figure 8 pole. The figure 8 pole at the end of the course opposite the start/finish line will be at least 15 feet from the arena wall, fence or barrier (Figure 2-2).

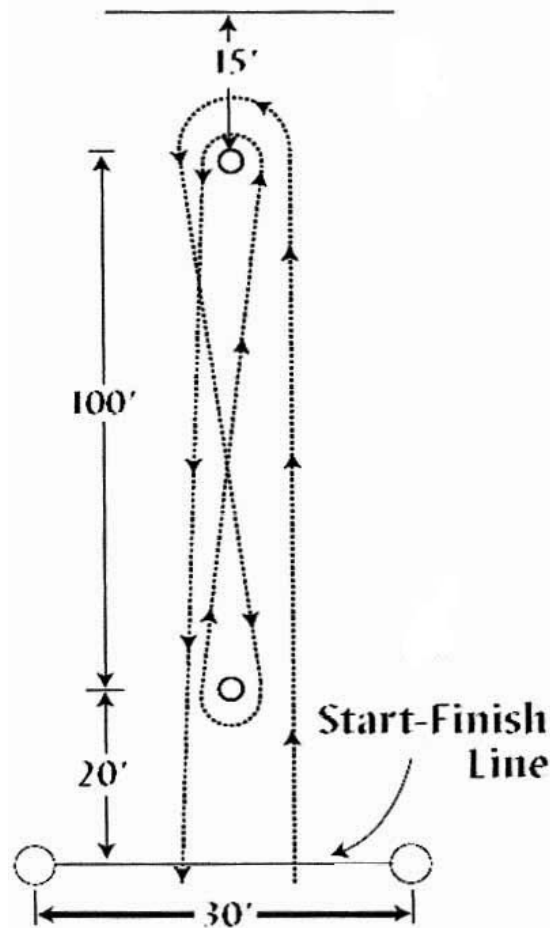


Figure 2-2. Idaho Stake Race Pattern

B. Riding instructions:

(1) Rider starts by crossing the start/finish line and riding to the opposite end of the course on either side of the figure 8 poles. Rider begins the figure 8 by circling the pole at the end of the course opposite the start/finish line. To complete the figure 8 pattern, rider crosses between the figure 8 poles and turns around the pole closest to the start/finish line in the opposite direction of the first turn, continues back down course and turns around the farthest pole in the same direction as the first turn, then continues back up the side of the course opposite the side started on and crosses the start/finish line. Three turns around the poles are required to complete this course.

(2) Stepping on or across the start/finish line while turning the pole nearest the start/finish line will result in a no time, even if the timer continues to run. Tails do not count.

(3) Each knock down of a pole will result in a five-second penalty.

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Date: 09/28/17

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CLASS RULES

Individual Flags

A. Course description:

(1) Two quarter barrels are placed 100 feet apart. The first barrel shall be 20 feet from the start/finish line (Figure 2-3). Fill barrels with 8 to 10 inches of sand or soil. Typically, the flags will be oriented in the barrels opposite of each other (left or right) as requested by the rider.

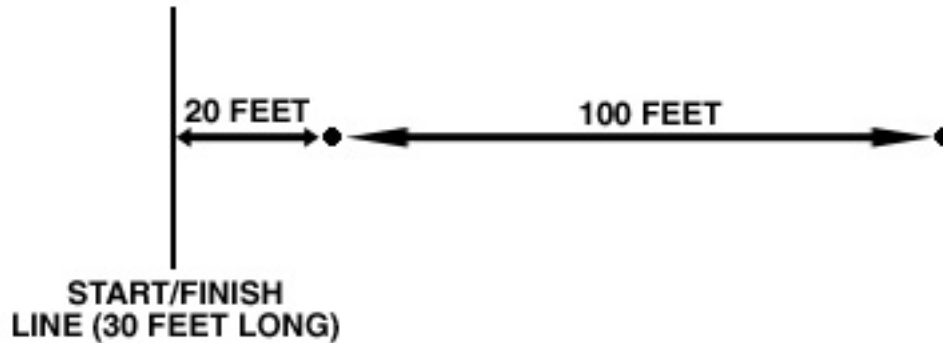


Figure 2-3. Individual Flags Pattern

B. Riding instructions:

(1) Upon entering the arena, the rider indicates to the arena crew which hand will be used by raising that hand. The arena crew will then orient the flags in their barrels accordingly.

(2) The rider crosses the start/finish line, then goes to first barrel and removes the flag from that barrel. The rider then goes around the second barrel, exchanging the first flag for the second one. The rider then goes back to the first barrel, placing the flag from the second barrel into the first barrel, then crosses the start/finish line.

(3) The rider may circle the barrel several times if he/she chooses. Individual flags is a “container event”, as long as the rider goes around the far flag container the course requirements are met.

C. If a flag is dropped or put into the wrong container, the rider will receive a 5-second penalty for each error.

(1) Failure to pick up the first (1st) flag will result in a no time (NT).

(2) If the rider carries the flag across the start/finish line, rider will receive a no time.

D. If a barrel is upset and the rider crosses the start/finish line, rider will receive a 5-second penalty per barrel.

(1) If the barrel is upset during the run, but the rider is able to insert the flag in the upset barrel, but not able to return the barrel to the upright position, only one 5-second penalty is given.

(2) If barrel is upset during the run, but the rider is able to insert the flag and return the barrel to the upright position, it is a clean run.

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Date: 08/01/12

Revision: Original



CLASS RULES

Keyhole

A. Course description:

(1) A keyhole will be marked with lime, as shown in Figure 2-4. The center of the circle will be 100 feet from the start/finish line. The circle will have radius of 10 feet, the neck length to be 10 feet and the neck width to be 5 feet. Extend the circle to meet the neck.

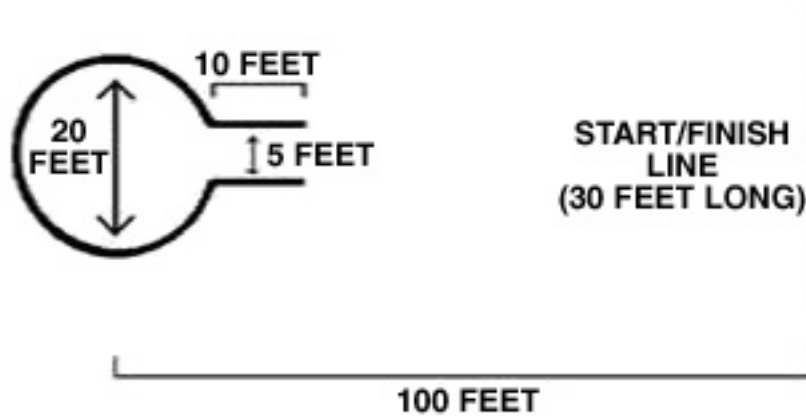


Figure 2-4. Keyhole Pattern

B. Riding instructions:

(1) At the starting signal, the rider crosses the starting line, races into the circle of the keyhole, turns his horse and returns back across the start/finish line. All four (4) of the equine's feet must go into the circle.

C. Stepping on, or outside any lines of the keyhole shall be off course and a "no-time" is given. A judge must be at the keyhole to make this determination and his/her decision is final.

D. It will be considered off course when horse goes by the entrance lines.



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Date: 10/05/16

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CLASS RULES

Pole Bending

A. Course description:

(1) Six poles shall be set in a straight line, spaced 21 feet apart with the start/finish line 21 feet in front of the first pole (Figure 2-5).

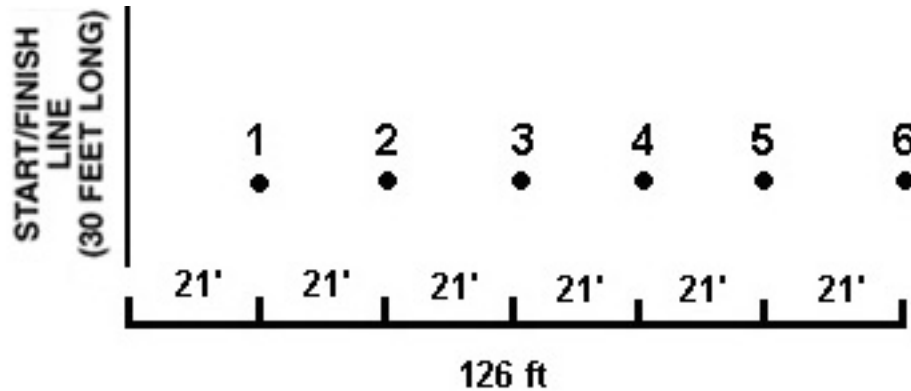


Figure 2-5. Pole Bending Pattern

B. Riding instructions:

(1) The rider crosses the start line, races to the number 6 pole, pivots and bends back through the poles, pivots around the number 1 pole, bends back through poles, turns and races across the start/finish line.

(2) The rider may start to the left or right of the poles.

C. Stepping on or across the start/finish line while turning the pole nearest the start/finish line will result in a no time, even if the timer continues to run. Tails do not count.

D. Each knock down of a pole will result in a 5-second penalty.

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CLASS RULES

Two Man Birangle

A. Course description:

- (1) Two poles 30 feet apart shall be placed 120 feet down the course from the start/finish line (Figure 2-6).
- (2) A centerline will be identified at the start/finish line. The centerline will be approximately ten (10) feet in length extending from the off-course side of the start/finish line.

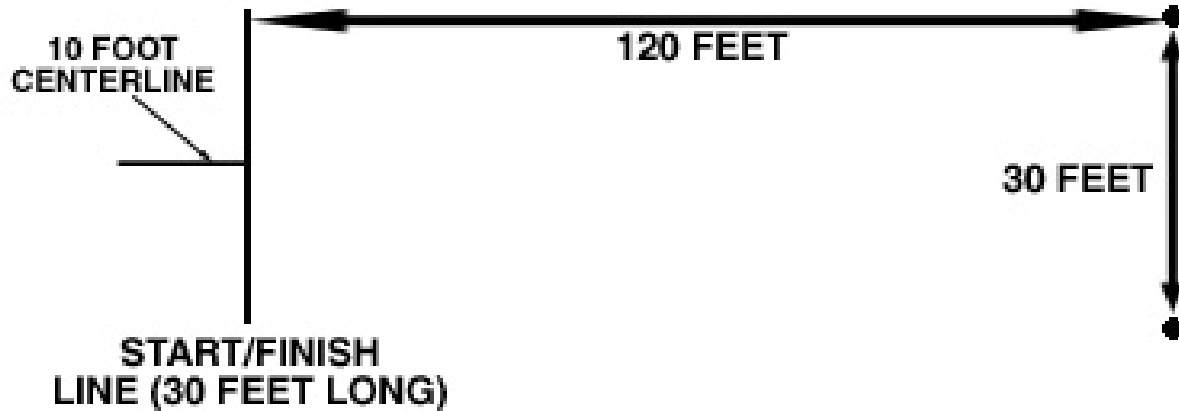


Figure 2-6. Two Man Birangle Pattern

B. Riding instructions:

- (1) The first rider crosses the start/finish line, then turns either pole from the inside out, then turns the opposite pole from the outside in (either two left or two right turns). The first rider then races across the start/finish line.
- (2) The second rider, once the first rider is off the course, then runs the same course, having the option of which direction to turn first.
- (3) Each knock down of a pole will result in a 5-second penalty. Course will not be reset until the run has been completed by both riders.

C. Contestants will be issued a NO TIME when two athletes are determined to be on the course at the same time. The team will receive participation points.

- (1) Two athletes are determined to be on the course at the same time if the nose of the departing horse crosses the start/finish line prior to the hind feet of the return horse crossing the start/finish line - **TAILS DO NOT COUNT**.

D. The returning equine and the equine entering the course must be on opposite sides of the centerline when crossing the start/finish line. If the centerline is crossed, the judge will award the team with a "no time". The team will receive participation points.

CLASS RULES

Team Canadian Flags

A. Course description:

- (1) Four flags (42 inches in length) shall be spaced at 2-foot intervals, one end in the ground 4 inches, with the first flag 100 feet from the start/finish line and the fourth flag 106 feet from the start/finish line (Figure 2-7).
- (2) A centerline will be identified at the start/finish line. The centerline will be approximately ten (10) feet in length extending from the off-course side of the start/finish line.

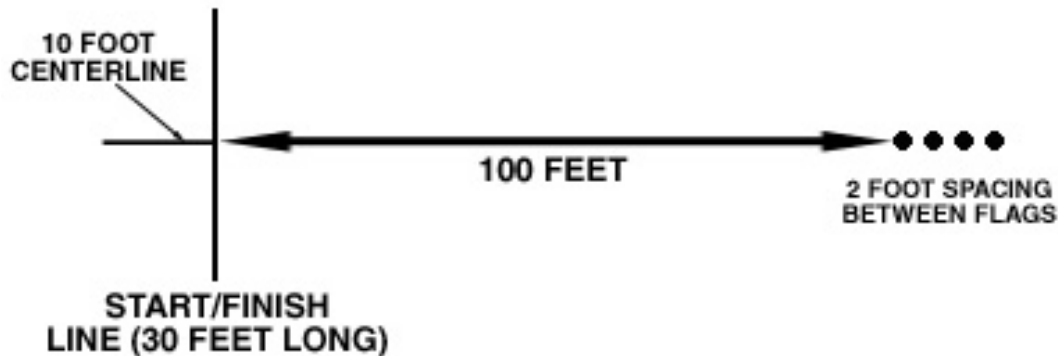


Figure 2-7. Team Canadian Flags Pattern

B. Riding instructions:

- (1) The first rider races down around all flags, picks up flag farthest from the start/finish line and brings it back across the start/finish line. All riders must cross the start/finish line with their flag or the team will receive a no time.
- (2) Once the previous rider is off the course, remaining riders each follow the same action one at a time, each taking the farthest flag in line until all riders have completed the course.
- (3) Any flag knocked down must be picked up by the corresponding rider in his own turn. Riders may dismount to accomplish this. A dropped flag may be reset before remounting.
- (4) Riders must be on horseback when they cross the finish line.

C. Contestants will be issued a **NO TIME** when two athletes are determined to be on the course at the same time. The team will receive participation points.

- (1) Two athletes are determined to be on the course at the same time if the nose of the departing horse crosses the start/finish line prior to the hind feet of the return horse crossing the start/finish line - **TAILS DO NOT COUNT**.

D. The returning equine and the next equine to enter the course must be on opposite sides of the centerline when crossing the starting line. If the centerline is crossed, the judge will award the team with a “no time”. The team will receive participation points.

E. Team Canadian Flags is a 4-person team event. If a school has only 3 riding members, they may ride this event with 3 athletes using 4 different equines.

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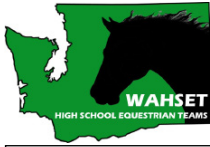
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CLASS RULES

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CLASS RULES

Western Classes General Information

A. The following classes are covered under this section:

- (1) Stock Seat Equitation (USEF Chapters "EQ" and "WS", WSH)
- (2) Working Rancher (OHSET)
- (3) Western Trail (USEF, WSH)
- (4) Reining (USEF Chapter "RN", WSH)

B. Required equipment:

- (1) Western saddle with horn
- (2) There shall be no discrimination against any standard western bit.
- (3) All snaffle bits and rawhide bosals may be used on junior equines.
 - (a) Junior equines are defined as equines 5 yrs old and under.
- (4) No snaffles on horses 6 years of age and older.
 - (a) Documentation of equine's age may be requested.
 - (b) The use of a snaffle on a horse the age of 6 (six) years or older shall be considered prohibited.
- (5) Working Rancher additional requirements:
 - (a) Roping, Romal or Mecate reins
 - (b) Rope

C. Optional equipment:

- (1) Gloves
- (2) Rope or Riata - if used, the rope or riata must be coiled and attached to the saddle
- (3) Western spurs
- (4) Hackamores of any type (Working Rancher only)

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CLASS RULES

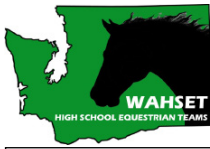
D. Prohibited equipment:

- (1) Jerk lines
- (2) Tack collars
- (3) Chaps & ½ Chaps
- (4) Whips, Crops or bats
- (5) Slip or gag bits
- (6) Wire chin straps regardless of padding or covering
- (7) Any chin strap narrower than ½ inch
- (8) Martingales and draw reins
- (9) Sidesaddle or any type of English saddle
- (10) Nose bands and tie-downs (exception: Working Rancher)
- (11) Chinks (exception: Working Rancher)
- (12) Protective boots, leg wraps, and bandages (exceptions: Working Rancher and Reining)
- (13) Gaited horses or any equine shall NOT be shown with chains on feet.

Stock Seat Equitation

A. Class expectations:

- (1) Equitation skills in performing smooth elegant maneuvers score higher. Understanding what the pattern calls for will enhance the performance.
- (2) In this pattern, correct flying lead changes will score higher.
- (3) Attention to detail while using the arena area to your best advantage will show off your horsemanship to the best advantage. Performing crisp accurate movement is preferred.
- (4) Backing should be smooth and resistance free with rider aids unobserved. Equine should appear to enjoy the backing elements.
- (5) This is an equitation class. Body position of the athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.
- (6) Bit checks are at the discretion of the judge.

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CLASS RULES

Working Rancher

A. Class expectations:

- (1) The working rancher should have the ability to keep the equine moving forward at a smooth even tempo. There should be time for the equine to negotiate each obstacle just as on the ranch but there should be no refusals or hesitation when asked to perform any task.
- (2) Rider aids should be used quietly and unobserved, completing one element and getting ready to execute the next without undue jerking and pulling on the equine.
- (3) This pattern is designed to show the athlete's expertise in the proper use of ropes, keeping the equine under control and completing the ranch job with the least amount of energy involved. Excess use of bit and reins should be avoided and noted in the score.
- (4) Though this pattern should be ridden with more speed and purpose than trail, the athlete should have a willing and relaxed equine at all times.
- (5) Athletes may use two hands with snaffle bit or bosal only on junior horses (5 yrs old and under).
- (6) Bit checks are at the discretion of the judge.
- (7) Only 1 (one) attempt at roping the calf head is allowed.

Western Trail

A. Class expectations:

- (1) Attention to detail and educating the equine to negotiate the obstacles makes this class easy. Horsemanship knowledge in displaying fundamentals is important. Accuracy, smoothness and acceptance of obstacles should be points of training. Timing will count. Refusals will deduct points.
- (2) Judges will be looking for a "finished" equine/rider team in this event.
- (3) Gaits around and over obstacles should be smooth and obedient.
- (4) Hand carried items shall be held in one hand and reins in the other.
- (5) Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each set up. Leads should be accurate and backing should be precise but not too slow. Haunch turns, pivots, lateral movements and backing should be smooth with continual movement. Delay of pattern will cost points.
- (6) Two refusals will require moving on to the next element.
- (7) Bit checks are at the discretion of the judge.

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Date: 08/01/12

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CLASS RULES

Reining

A. Reining elements may be given a score of zero. All other element scores will be tallied and awarded to athlete. The athlete will not be disqualified unless using prohibited or inhumane equipment.

B. Arena setup:

(1) Markers (such as cones) will be placed on the wall or fence of the arena at the center of the arena and at least 25' from each end wall. A total of 6 cones is required.

(2) USEF-approved reining patterns will be used for this class.

C. Class expectations:

(1) "Reining is the dressage of western riding" is a common description of this class and for good reason. Particular attention to placement of the cones, center markers and judge position are all critical to the performance. Use of the arena is paramount and deductions are made for staying too close to the walls.

(2) Though "run" is a professional term used in reining, the development of speed in this class determines the quality of the rider's horsemanship. Body "language" and that communication with the equine during each maneuver will be scored.

(3) Transitions from fast to slow should be evident, with circles round and consistent. Sliding stops should be smooth, not "popping." Equine should remain calm during the rollback maneuvers without hesitation. All reining patterns call for lead changes and flying changes will score higher than simple or interrupted changes.

(4) Bit checks are at the discretion of the judge.



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MISCELLANEOUS INFORMATION

Chapter 3

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MISCELLANEOUS INFORMATION

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MISCELLANEOUS INFORMATION

Elements Which May Be Found In Patterns

Element	Description	Faults
Back	<p>Equine moves backward a specified number of steps, in an even, steady and balanced manner.</p> <p>If asked to “close the back”, the equine returns to where it started, regardless of the number of steps.</p> <p>If asked to “settle”, equine remains for 4 to 6 seconds and resumes pattern, or waits to be excused.</p>	<p>Backing crooked</p> <p>Moving forward before backing</p> <p>Inconsistent steps and rhythm</p> <p>Evading athletes hand</p> <p>Backing the incorrect number of steps</p> <p>Sluggish, resistant movement</p> <p>Disobedience</p> <p>Closing of back not up to starting position</p>
Back, In Hand	<p>Movement, as per above.</p> <p>Athlete to be positioned off either shoulder, as directed by the pattern. May change hands to back, but not required.</p>	<p>As above</p> <p>Athlete in front of the equine while backing</p>
Canter, Lope	<p>A three beat gait with balance, collection and suitable energy for seat ridden, on proper lead</p>	<p>Four beat gait</p> <p>Breaking Gait</p> <p>Cross firing</p> <p>Incorrect lead</p>
Change of Lead, Simple	<p>At the canter/lope, the athlete changes from one lead to the other without loss of forward motion, through the trot.</p> <p>May be done either on the straight or through a bend or circle such as a Figure 8 or Serpentine.</p>	<p>Increasing tempo of gait through the change – rushing</p> <p>Too many trot steps</p> <p>Equine evading bit (rough hands)</p> <p>Missing change, continuing on same lead</p> <p>Late or early change, depending on pattern instructions</p> <p>Breaking gait</p> <p>Loss of control</p>

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**MISCELLANEOUS INFORMATION**

Element	Description	Faults
Change of Lead, Interrupted	At the canter/lope, the athlete changes from one lead to the other without loss of forward motion, through the halt. May be done either on the straight or through a bend or circle such as a Figure 8 or Serpentine.	Trotting into halt Halt rough and lacking balance Equine evading bit (rough hands) Trotting out of halt Missing change, continuing on same lead Late or early change, depending on pattern instructions Breaking gait Loss of control
Change of Lead, Flying	At the canter/lope, the athlete changes from one lead to the other without loss of forward motion, while maintaining a canter May be done either on the straight or through a bend or circle such as a Figure 8 or Serpentine.	Increasing tempo of gait through the change – rushing Breaking gait, any trot steps Changing leads in front first Changing leads in back or in front with a stride or more before the cross fire is corrected Equine evading bit (rough hands) Missing change, continuing on same lead or cross firing Late or early change, depending on pattern instructions Breaking gait Loss of control
Circle	A round maneuver that begins and ends at the same spot. May be ridden or driven at any gait.	No bend Counter bent Irregular Shape Incomplete Break of gait



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MISCELLANEOUS INFORMATION

Element	Description	Faults
Counter Canter, Lope	<p>Equine to be ridden on “incorrect” lead for direction traveled. Should include at least one corner or circle.</p> <p>Equine should appear to be guided from seat, leg and balance rather than too much hand.</p> <p>Equine should remain properly bent in corners or circles and show good balance.</p>	<p>Canter unsteady, out of balance or 4-beat</p> <p>Breaking gait</p> <p>Failure to hold lead for the required distance</p> <p>Failure to acquire specified lead</p> <p>Early or late transition to and/or from specified lead</p>
Drag Object <i>Trail, In-Hand Trail, Working Rancher</i>	<p>Pull a designated object according to the pattern – a specified distance or around and through obstacles.</p>	<p>Failure to complete the drag as directed by the pattern</p> <p>Unsafe handling of rope</p> <p>Equine spooking from object</p>
Drop Irons, Stirrups	<p>Athlete will ride at prescribed gait without the feet in the irons or stirrups. When asked to pick up irons or stirrups, the athlete will do so with both feet at the same time in a smooth, controlled fashion.</p>	<p>Changes in basic position of hands, legs, seat and posture</p> <p>Loss of balance</p> <p>Loss of control</p> <p>Inability to recover irons or stirrups in a fluid, effortless manner</p>
Figure 8, Canter or Lope	<p>Circles should be of equal size with lead change(s) in the center.</p> <p>Equine should appear to be guided from seat, leg and balance rather than too much hand.</p> <p>Athlete should look in the direction of travel.</p>	<p>Irregular shape circle</p> <p>Irregular size circle</p> <p>Incorrectly bent</p> <p>Equine not balanced</p> <p>Early or late lead change</p> <p>No lead change</p> <p>Incorrect lead changes (Pattern should specify Simple, Interrupted or Flying)</p> <p>Breaking gait</p> <p>Loss of control</p>

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Date: 08/01/12

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**MISCELLANEOUS INFORMATION**

Element	Description	Faults
Figure of 8, Trot or Jog	<p>Circles should be of equal size with diagonal change(s) at the trot in the center.</p> <p>Equine should appear to be guided from seat, leg and balance rather than too much hand.</p> <p>Athlete should look in the direction of travel.</p>	<p>Irregular shape circle</p> <p>Irregular size circle</p> <p>Incorrectly bent,</p> <p>Equine not balanced</p> <p>Early or late diagonal change</p> <p>No diagonal change</p> <p>Breaking gait</p> <p>Loss of control</p>
Hand gallop	<p>Equine is asked to lengthen stride through increased impulsion at the canter or lope.</p> <p>Athlete should ride in two point position, the athlete making contact with two legs while the seat is out of the saddle and the upper body is inclined to approximately 20 degrees.</p>	<p>Remaining in three point position</p> <p>Breaking gait</p> <p>Failure to show any change in canter</p> <p>Losing control</p> <p>Going too fast</p> <p>Rough transitions</p> <p>Disobedience</p>
Leg Yield	<p>Equine yields to the pressure of the athlete's leg by moving forward and to the side, much less than at a 45 degree angle. Cross over of legs is not required. Equine should be looking forward rather than in the direction traveled.</p>	<p>Equine's body crooked</p> <p>Equine increases tempo or speed of gait</p> <p>No apparent yield</p>
Overall Horsemanship	<p>The judge is to consider:</p> <p>The athlete's basic position: Hands, Seat, Legs, Posture</p> <p>The athlete's poise and confidence</p> <p>The athlete's effective use of aids</p> <p>The athlete's attitude toward his equine. The athlete's attire as to neatness and cleanliness</p> <p>The equine's grooming as to neatness and cleanliness</p> <p>Proper tack and equipment</p> <p>Athlete's knowledge of the pattern</p>	<p>Improper tack, clothes</p> <p>Display of unsportsman-like attitude</p> <p>Abuse of equine</p> <p>Disrespect of Judge</p> <p>Repeated errors in seat, hand, leg, posture, use of aids.</p> <p>Off pattern</p>



3-01-7

Date: 08/01/12

Revision: Original

MISCELLANEOUS INFORMATION

Element	Description	Faults
<p>Rollback</p> <p><i>Reining, Working Rancher, Stockseat</i></p>	<p>Equine lopes in on a straight line, sets haunch, turns 180 degrees over a stationary inside hind leg (pivot foot), and departs at the lope on the original line. The lead on the depart depends on the direction of the rollback. If the equine rolls to the right, he should depart on his right lead; if he rolls left, departure is on the left lead.</p> <p>Executed with briskness.</p> <p>In Reining, a slight hesitation is allowed.</p> <p>In stockseat/working rancher, no hesitation is allowed.</p>	<p>Jogging in, jogging out</p> <p>Over or under 180 degree roll</p> <p>Loss of pivot foot</p> <p>Wrong lead in or out</p> <p>Cross firing</p> <p>Hesitation, stopping, backing, or stepping forward prior to turn</p> <p>Loss of control</p> <p>Excessive use of aids</p>
<p>Rope, Dally</p>	<p>Athlete to turn rope around horn to prepare to drag or hold object</p>	<p>Failure to make enough turns around horn</p> <p>Failure to keep thumbs up and clear of the rope</p> <p>Athlete should keep hand on thigh after the dally</p>
<p>Rope, Uncoil</p> <p><i>Working Rancher</i></p>	<p>Athlete to prepare the rope for use</p>	<p>Dropping rope</p> <p>Excessive time to prepare rope</p> <p>Tangling rope on saddle, horn or equine</p> <p>Letting rope touch the ground</p>
<p>Serpentine, Trot, Jog</p>	<p>A series of half circles, all of equal size, allowing the athlete to demonstrate at least 3 diagonal changes at the trot; good steering control at the jog.</p> <p>Equine should appear to be guided from seat, leg and balance rather than too much hand</p> <p>Athlete should make effective use of eyes to layout a balanced series of half circles.</p>	<p>Irregular shaped half circle</p> <p>Irregular size of half circle</p> <p>Irregular tempo to the trot, jog</p> <p>Incorrect bend or balance</p> <p>Early or late diagonal changes (trot)</p> <p>No diagonal changes (trot)</p> <p>Breaking gait</p> <p>Loss of control</p>

3-01-8

Date: 08/01/12

Revision: Original

**MISCELLANEOUS INFORMATION**

Element	Description	Faults
Serpentine, Canter, Lope	<p>A series of half circles, all of equal size, allowing the athlete to demonstrate at least 3 lead changes.</p> <p>Equine should appear to be guided from seat, leg and balance rather than too much hand.</p> <p>Athlete should make effective use of eyes to layout a balanced series of half circles.</p>	<p>Irregular shaped half circle</p> <p>Irregular size of half circle</p> <p>Irregular tempo to the canter, lope</p> <p>Incorrectly bent, balanced equine</p> <p>Early or late lead changes</p> <p>No lead changes</p> <p>Incorrect lead changes (Pattern should specify Simple, Interrupted or Flying)</p> <p>Breaking gait</p> <p>Loss of control</p>
Settle or Hesitation	<p>Equine to stand balanced and still for a specified duration of time, or for at least 5 seconds. In Reining, to show obedience and willingness to stand before or after a maneuver of speed.</p>	<p>Stepping or shuffling out of stand</p> <p>Crooked stand</p> <p>Resting a foot</p> <p>Not still long enough</p> <p>Excessive use of aids by athlete</p>
<p>Set up for Inspection</p> <p><i>Showmanship</i></p>	<p>Equine to stand squarely on all four feet. May show to breed, stretched or with legs slightly offset. Athlete moves around equine using the quarter system – athlete on the same side of the equine when the judge is behind the withers; athlete on the opposite side of the equine when the judge is forward of the withers.</p>	<p>Equine resting a leg</p> <p>Geldings “dropped”</p> <p>Equine not standing still</p> <p>Athlete on wrong side of equine in relation to the judge</p> <p>Equine standing too offset</p> <p>Athlete not alert & attentive to judge (eye contact)</p>



3-01-9

Date: 08/01/12

Revision: Original

MISCELLANEOUS INFORMATION

Element	Description	Faults
Side Pass	<p>The equine's forehand and hindquarters move in regular, quiet steps to the side. Movement should be balanced front and back with the legs crossing over in front of one another.</p> <p>The movement should be continuous, forward motion (legs crossing over in front of each other rather than behind), while not progressing forward.</p> <p>In hand, the athlete should not touch the equine to achieve this movement.</p>	<p>Backing</p> <p>Stepping forward</p> <p>Hesitant movement, loss of rhythm</p> <p>Crossing over behind rather than in front</p> <p>Creeping forward or back</p> <p>Equine's body crooked</p> <p>Disobedience</p> <p>In hand – touching the equine</p> <p>Over obstacles – touching the obstacle.</p>
Spin or Turn Around <i>Reining, Working Rancher</i>	<p>A 360 degree turn, or series of turns where equine pivots on inside hind leg as with haunch turn. Should be performed with energy and no hesitation, similar cadence in speed of the right and left turns is desired. Spins should start slow and build speed.</p>	<p>Lost pivot foot</p> <p>Spin "travels"</p> <p>Over or under spin</p> <p>Hesitation, locking up</p> <p>Resistance to athlete's commands</p> <p>Spurring in front of cinch</p>
Stop, Halt	<p>May be performed from any gait.</p> <p>Should be balanced, with equine's hind legs under the body, and with a minimum of extra steps. It should be accomplished through the athlete's seat and leg with a minimum of hand.</p> <p>In hand –equine should halt in response to athlete's voice and/or body with limited, if any tug on the lead.</p>	<p>Athlete inclined back in the shoulders</p> <p>Athlete falling forward as equine stops</p> <p>Equine pulling on hand, evading bit, indicating heavy hands</p> <p>Equine not settled after the halt</p> <p>Halt crooked</p> <p>In hand – excessive pull on the lead, shanking or jerking</p>

3-01-10

Date: 08/01/12

Revision: Original

**MISCELLANEOUS INFORMATION**

Element	Description	Faults
Stop, Sliding <i>Reining, Working Rancher, Western Equitation</i>	Equine comes to a complete stop out of a lope or gallop. Stop should be balanced, straight and with no transitional steps of jog or walk. Equine sets down on haunches with enough energy to slide the hind feet into the stop, while front legs continue to move in a forward 'pedaling' fashion.	Lacking energy Jogging or walking No slide Hopping rather than sliding Crooked stop Heavy hands as demonstrated by equine throwing head or opening mouth.
Trot, Collected <i>Hunt seat, saddle seat, Driving</i>	Equine is asked into a shortened frame while maintaining impulsion. This results in an energetic, shortened stride. The athlete should sit the trot.	Over flexing at the poll, equine looking forced and tight Loss of impulsion Failure to show any change in trot Evading athlete's hand Disobedience
Trot or jog, Extended	Equine is asked to lengthen stride through increased impulsion. There should be no change in the tempo of the gait. The athlete should post English; two point or sit erect Western, as directed.	Trotting "faster" rather than "longer" Breaking gait Failure to show any change in trot Evading athlete's hand Western rider posting Disobedience
Trot, In hand <i>Showmanship, In-Hand Trail</i>	Equine to trot straight with athlete remaining "ear to ear" with the equine. Trot should be brisk.	Resistant to trot or stop Line not straight Failure to trot Loss of control Disobedience Trot not brisk
Trot, Pleasure <i>Driving</i>	Cadenced two beat gait without excessive speed or collection.	Excessive Speed Overly collected Unsteady in rhythm or speed Breaking to canter or walk



3-01-11

Date: 08/01/12

Revision: Original

MISCELLANEOUS INFORMATION

Element	Description	Faults
Trot, Sitting <i>Hunt Seat, Saddle Seat</i>	Should be at the same pace an athlete would normally post. Athlete should demonstrate a deep seat and supple back, easily following the motion of the equine.	Slowing the trot Bouncing seat Loss of leg position Rough hands
Trot, Strong <i>Saddle Seat, Driving</i>	The athlete or driver is to perform the show trot or intermediate gait suitable for the breed of equine being ridden. Emphasis shall be on quality, style, and consistency of gait. As an example this includes a “park” trot for Morgans, a “Running Walk” for Tennessee Walkers, the Paso Largo for Paso Fino etc. This is not an “Extended Trot”, but a more energetic, forward gait which may have a degree of elevation.	Allowing the equine to get strung out or “pacey.” Losing definition of gait (intermediate gaits) Breaking gait Failure to show any change in trot or intermediate gait. Evading athlete’s hand Disobedience
Trot, Working <i>Driving</i>	Cadenced two beat gait with more energy than a pleasure trot.	Excessive Speed Overly collected Indistinct from a pleasure trot Unsteady in rhythm or speed Breaking to canter or walk
Trot, Working <i>Dressage</i>	A steady, cadenced two beat gait free flowing with moderate collection and engagement of the hind quarters.	Strung out or heavy on the forehand Equine lacking engagement Hollow in the spine Resistant to hand, not on the bit Breaking gait Inconsistent tempo Rushing
Turn on the fore-hand	Hindquarters move in regular, quiet steps in a circle around the forehand. The movement may be performed as a full 360-degree turn or more, or anything short of that. The turn should be continuous, forward motion around the proper pivot foot (right fore for the right turn, left fore for the left turn.) The pivot foot may step as in a walk, in place or track a small half circle with only slight forward movement.	Backing Sidestepping Stepping forward Hesitant movement, loss of rhythm Disobedience

3-01-12

Date: 08/01/12

Revision: Original

**MISCELLANEOUS INFORMATION**

Element	Description	Faults
Turn on the haunches	<p>The equine's forehand moves in regular, quiet steps in a circle around the equine's inner hind leg. The movement may be performed as a full 360-degree turn or more or anything short of that.</p> <p>The turn should be continuous, forward motion around the proper pivot foot (right hind for the right turn, left hind for the left turn.)</p> <p>The pivot foot may step as in a walk, in place or track a small half circle with only slight forward movement.</p>	Backing Sidestepping Stepping forward Hesitant movement, loss of rhythm Disobedience
Two track	<p>This is a lateral movement where-by the equine moves forward and to the side while remaining fairly straight between the poll and tail. Legs should cross over in front of each other while making diagonal progress through the arena.</p> <p>Equine may be bent slightly in the direction of motion.</p>	Bending of equine to the opposite of the direction of travel Equine over bent in any direction Inconsistent steps and rhythm, forehand to hindquarter Losing and regaining two track Tracking diagonally rather than laterally Disobedience
Walk, Free <i>Dressage</i>	A relaxed walk, with the equine stretching out and down with his head and neck to lengthen stride. Athlete to relax, but not lose contact on the reins.	Too much slack in the rein Equine hurried rather than relaxed Cadence increases No lengthening shown Breaking gait A wandering line No distinction between medium walk and free walk
Walk, Medium <i>Dressage</i>	A relaxed, marching 4 beat gait	Rushing Too slow, lacking energy Breaking gait Resistant
Walk, Extended	A marching, 4 beat gait with the equine's frame and stride lengthening while athlete maintains light rein contact. The equine should cover as much ground as possible without rushing.	Rushing Too slow, lacking energy Breaking gait Failure to show obvious lengthening of stride



3-01-13

Date: 08/01/12

Revision: Original

MISCELLANEOUS INFORMATION

Element	Description	Faults
Walk, Collected	An energetic walk with a shorter, more elevated stride.	Rushing Too slow, lacking energy Breaking gait Failure to show obvious shortening of stride
Showmanship, Extra Elements (smoothing coat, mane or tail)	In the event the judge touches an equine during inspection, the athlete should smooth the spot after the judge has signaled that the inspection is complete. This should be accomplished in a safe and efficient manner.	Dropping the lead Athlete placing him/herself in a danger zone
Picking up Hoof	At the direction of the judge or pattern, the athlete is to step to the desired hoof, keeping the lead in hand but not turning the equine's head. May need to change hands on the lead depending on which side of the equine the athlete is on. The athlete should follow the equine's leg down with his hand to the fetlock, without tangling or wrapping the lead around the equine's leg or his/her own body. After picking up the hoof, the athlete should brush loose dirt from its surface and show the hoof to the judge.	Dropping lead Letting lead touch the ground Placing body, feet or head of the athlete in an unsafe position. Pulling the equine out of balance Resistance from the equine– not picking up the foot or taking it away from the athlete.
Mouthing	The athlete shows the equine's teeth to the judge upon request. Athlete should use free hand to lift the upper lip away from the teeth while the lead hand draws the lower lip down.	Dropping lead Letting lead touch the ground Resistance from equine Not showing the teeth
Questions	Athletes should be prepared to answer any questions put to them by the judge. Question may be on any relevant subject such as parts of the equine, grooming, basic equine care, proper attire (WAHSET rules).	Inattentive to the judge Wrong answer
Backing in Rein- ing	The equine moves in reverse motion in a straight line, for a required distance, with a degree of energy and briskness.	Crooked line Loss of continuous motion Not meeting, or exceeding specified distance Excessive use of aids

3-01-14

Date: 08/01/12

Revision: Original

**MISCELLANEOUS INFORMATION**

Element	Description	Faults
Run Downs <i>Reining</i>	Runs are performed in a straight line down center or side of arena as indicated in pattern (and markers), beginning at the lope or controlled gallop and increasing speed as approaching stop. The speed prior to halt should match that of the speed demonstrated in large fast circles (see Reining Circles, in element list).	<ul style="list-style-type: none"> Break of gait (jogging, or walking) No increase of speed Excessive, uncontrolled speed Use of arena wall to stop Crooked, uneven line Incorrect lead (if specified) Cross firing, extra lead changes Failure to go beyond markers Excessive use of aids (spurring)
Reining Circles	A round path sharing a common center and performed at the lope in a specific location. A clearly defined speed and size of the small slow, and large fast circle must be shown. Each circle to the left should match those to the right (and visa versa) in relation to the size and speed as specified in the pattern. Lead changes adjoining the circles should always be Flying (see Flying Changes, in element list).	<ul style="list-style-type: none"> Unbalanced or undefined circles No change in speed as indicated in fast and slow circles Starting circle from jog, or breaking from lope while in circle Cross Firing, or incorrect lead Delayed or no change of lead Excessive, uncontrolled speed Relying on arena walls for turn (circles should be round and off the rail) Circles floating, or leaving specified location of pattern Excessive use of aids