Andalusian/Lusitano
What is the Judge Looking For?
General Qualifications

- Horses must be serviceably sound, show no signs of lameness and be in good condition.
- Horses with loss of sight in one eye may not compete in halter classes.
- Horses shall be shown with full mane and tail OR in the traditional Andalusian style (but no mixing of components).
- Supplemental hair in mane or tail shall be cause for disqualification.
- Braiding is optional.
General Qualifications

- Use of dyes or other coloring is prohibited including hoof blackening products.
  - Clear hoof polish is permitted
  - Glitter is prohibited
- Use of foreign substances or practices which alter or influence a horse’s natural carriage, movement, or behavior is prohibited
  - Judge **MUST eliminate** any horse which shows aggression or discontent in the ring
  - Horses showing signs of undue stress or inhumane treatment **MUST be penalized**
  - Judge **MUST excuse** any horse that possesses a whip mark
Different Class Specs

• Remember, each division has class specifications, listed in order of importance.

• Always check the class specs.
Shoeing

AL103.3

- Under saddle or driving performance classes - single therapeutic pad max thickness of 1/8” is allowed
  - Toe/pad measurement must not exceed 4 ¾”.
- Acceptable pads: full pads and rim pads.
  - Wedge pads no greater than 1/4” thick at its maximum thickness.
  - Full pads must be made of clear plastic, if the frog and sole of the hoof is covered, the pad must be made of clear plastic.
  - Leather pads not permitted.
- Foreign material within the pad or between pad and shoe/hoof designed to add additional weight or enhance action is strictly prohibited.
  - Material with anti-concussive qualities such as rubber, oakum, pine tar, silicone, foam rubber, latex, etc. may be used between the pad and hoof
- Pads are not permitted in halter classes or best movement classes.
Halter Classes

• Shown in-hand at a walk and trot
• Emphasis placed on type, conformation, quality, way of going, substance and manners
  • Half-Andalusians judged on conformation, quality, way of going, substance and Andalusian type
• Lack of required appointments shall result in immediate disqualification
• Disqualifiers: falling or fallen crest, ewe neck, colts/stallions 2 and over without both testicles descended.
Position of Horse

- Should stand with front legs square
- Back legs should be positioned either squarely or just inside a square.
  - Back legs permitted to be slightly split with one slightly behind the other as long as all four remain inside the square.
- Horse should not be stretched under any circumstances.
- If an exhibitor stands a horse stretched, the judge will ask the exhibitor to reposition the horse.
  - A horse is considered stretched if front legs are in front of the vertical and/or rear legs are behind the vertical.
HALTER JUDGING

Horses shall enter the arena at a relaxed walk in a counterclockwise direction. Failure to completely clear the gate at a walk shall require the horse to reenter at the proper walk. The horse shall then strike a trot until reaching its designated position in line, as directed by the ringmaster or judge(s).

When asked, the exhibitor shall walk the horse from the rail to the Ring Master. At the direction of the Ring Master, the exhibitor will walk the horse parallel to the long side of the arena toward the judge(s) for a minimum of thirty (30) feet, turn the horse in either direction, without stopping, and walk the horse back to the starting point [away from the judge(s)]. Without stopping, the exhibitor will turn the horse in either direction and trot the horse parallel to the long side of the arena toward the judge(s) and past the judge(s) for a minimum of sixty (60) feet. The exhibitor will then turn the horse in either direction and trot back to the judge(s) position, where the horse will then be presented to the judge(s). If the exhibitor circles the horse during the trotting process, only one intentional circle at either end will be allowed (total of two circles). Exhibitors are allowed to reposition the horse if it moves ahead of the exhibitor without fear of penalization or disqualification. However, it is within the judge's discretion to penalize an exhibitor who must do this repeatedly to maintain control of the horse. The horse should stand with front legs square. Back legs should be positioned either squarely or just inside a square. Back legs are permitted to be slightly split with one slightly behind the other as long as all four remain inside the square. The horse should not be stretched under any circumstances. If an exhibitor stands a horse stretched, the judge(s) will ask the exhibitor to reposition the horse. A horse is considered stretched if front legs are in front of the vertical and/or rear legs are behind the vertical. A horse is considered not stretched if all four feet are flat on the ground and at least one front and one rear cannon bone are perpendicular to the ground. After examination, horses shall trot away from the judge back to the rail and around the arena to the end of the line.

After completion of individual presentation, the class as a group must reverse in a clockwise direction and quietly walk single file, with whip at the exhibitor's side. The lead line must maintain a clearly discernible drape, i.e. the exhibitor must not place their hand on the chain or close enough to in any way restrict natural head and neck motion. Also, the exhibitor may not unnecessarily impede the forward motion of the horse while at the walk. After the last horse has completed one circuit of the arena, the class will reverse back to counterclockwise direction and all entries shall line up on the rail for final placement.
Functionality

• Purebred Stallions 5 years old and older entered in their respective halter classes must compete in a ridden functionality test
  • Counts as 25% of the horse’s total conformation score.
  • Shown at working gaits of the walk, trot/jog and canter/lope.
  • Lengthening of gaits may be called for
• Any tack and attire acceptable in any of the under saddle classes may be used, but styles must not be mixed.
• Classes restricted to amateur handlers, Champion Stallion, and Champion of Show classes excluded from functionality requirement
Functionality

• Horses judged on:
  1. Freedom and regularity of gait in the walk, trot, and canter.
  2. Impulsion, engagement of the hindquarters and balance.
  3. Continuity of the cadence, and desire to move forward.
  4. Manners and attitude must be strongly considered.
Performance Classes

• Judges are required to consider the performance of each gait **EQUALLY** in adjudicating each class
• In the lineup, horses must stand quietly and may be asked to back individually or as a group
• Light contact with reins must be maintained at all gaits
• Excessive speed an any gait must be penalized
Range of Trot

• The following diagram shows the relative levels of motion for the various classes:

Key:
1 = Hunt Seat English Pleasure
1 = Pleasure Driving
2 = Country English Pleasure
2 = Country Pleasure Driving
3 = Saddle Seat English Pleasure
3 = Show Pleasure Driving
4 = Formal Saddle English Pleasure
4 = Formal Driving
Best Movement Class

- There is a pattern that must be used (AL114)
- Judged on movement only, not conformation
- 4 beat walk showing as much overstep as possible
- Animated trot- emphasis on extension, suspension and a balanced cadence with impulsion
Gaits:

- **Animated Walk**: Lively, animated, graceful
  - could be loosely termed a four-beat gait, but not a jog or prance
  - Judged as a separate entity, not merely as a transition gait.

- **Animated Trot**: highly collected, animation not speed
  - Extreme knee flexion and use of shoulder for balanced, graceful extension, horse does not move significantly forward
  - Hocks well under, balanced front to rear

- **Canter**: collected, animated, true, smooth unhurried straight
  - Loss of form due to excessive speed must be penalized
Formal Saddle Horse Specs

• Open, Maiden, Novice, Limit, Stallions, Mares, Geldings- judged on brilliant performance, presence, quality, type, manners, conformation

• Amateur, A/O, Ladies, Gentlemen, Jr. Exhibitors- judged on brilliant performance, manners, type, quality, suitability of horse to rider

• Jr. Horse- judged on quality, brilliant performance, type, conformation, manners
English Pleasure- Saddle Seat

• Imperative horses give distinct appearance of being pleasurable to ride and display a pleasurable attitude
• Vitality & presence are highly desirable
• Obedience to rider of prime importance
• All gaits performed with willingness and obvious ease, cadence, balance and smoothness

• **EXCESSIVE SPEED AT ANY GAIT MUST BE PENALIZED**
English Pleasure Saddle Seat Gaits

- **Walk**: 4-beat, true, flat footed, ground covering
- **Normal Trot**: balanced overall, relaxed, easy going with elasticity and freedom of movement
- **Strong Trot**: faster with lengthened stride, maintaining balance, ease and freedom of movement
- **Canter**: smooth, unhurried, straight and correct on both leads
- **Hand Gallop**: faster gait, with a lengthened stride, mannerly and controlled, straight and correct on both leads
  - (Amateur, Ladies, Gentlemen, Jr. Exhibitor, and Jr. Horses not shown at strong trot or hand gallop)
English Pleasure Saddle Seat Specs

- Open, Maiden, Novice, Limit, Stallions, Mares, Geldings- judged on **performance, manners, type, quality, attitude**
- Amateur, A/O, Ladies, Gentlemen, Jr. Exhibitors- judged on **manners, performance, quality, attitude, suitability of horse to rider**
- Jr. Horse- judged on **type, performance,**
English Pleasure Country

• Imperative that horse gives distinct appearance of being a pleasure to ride
• A quiet, responsive mouth is paramount
• Horses must be asked to halt on the rail, stand quietly, back and walk off on a loose rein at least one direction of the arena
• All gaits must be performed with willingness and obvious ease, cadence, balance, and smoothness
• **EXCESSIVE SPEED AT ANY GAIT MUST BE PENALIZED**
English Pleasure Country Gaits

- **Walk:** 4-beat, true, flat footed, ground covering
- **Normal Trot:** overall balanced, relaxed, easy going with elasticity and free movement
  - **HIGH ACTION MUST BE PENALIZED**
- **Strong Trot:** faster with lengthened stride, maintaining balance, ease, and free movement
  - **HIGH ACTION MUST BE PENALIZED**
- **Canter:** smooth, unhurried, straight, correct on both leads
- **Hand gallop:** faster gait a lengthened stride, mannerly, controlled, straight, and correct on both leads.

**Amateur, Ladies, Gentlemen, Jr. Exhibitor, and Jr. Horses not shown at strong trot or hand gallop**
English Pleasure Country Specs

- Open, Maiden, Novice, Limit, Stallions, Mares, Geldings judged on **attitude, manners, performance, type, quality, conformation**

- Amateur, Ladies, Gentlemen, Jr. Exhibitors judged on **attitude, manners, performance, type, quality, suitability of horse to rider**

- Junior Horses judged on **attitude, performance, type, quality, conformation, manners**
English Pleasure- Hunt Seat

• Should display a pleasurable and relaxed attitude
• Neck carried lower than a Saddle Seat horse
• Head should be carried in a more relaxed manner with less bend at the poll
• Excessive speed at any gait MUST BE PENALIZED
Hunt Seat Gaits

- **Walk:** 4-beat, flat footed, straight and true, regular and unconstrained with good reach
- **Trot:** straight and regular, mannerly, cadenced, and balanced, medium speed with free-moving, *ground covering stride* (with rider posting)
- **Canter:** even, smooth, unhurried, straight on both leads
- **Hand Gallop:** faster gait, lengthened stride, mannerly and controlled, straight and correct on both leads.
English Pleasure Hunt Seat Specs

- Open, Maiden, novice, Limit, Stallion, Mare, Geldings judged on: **performance, manners, type, quality, attitude**
- Amateur, A/O, Ladies, Gentlemen, Jr. Exhibitor judged on: **manners, performance, type, quality, suitability of horse to rider**
- Jr. Horse judged on: **quality, type, performance, attitude, manners**
English Pleasure - Dressage Suitability

• Horses should give the appearance of having the potential to become a dressage horse
• Slight errors should not be penalized
• Judged on:
  • Freedom, regularity and purity of the paces
  • Harmony, lightness and ease of movements
  • Lightness of the forehand and engagement of the hindquarters
  • Acceptance of the bridle with submissiveness throughout, without tension or resistance
Dressage Suitability Gaits

- Exhibitors may be asked to lengthen or shorten strides, walk on a loose rein, halt, stand quietly and back
- **Walk:**
  - straight, flat footed, 4-beat, ground covering
  - Irregularity of gait should be penalized
- **Trot:**
  - Free, forward and balanced
  - Hocks well flexed with hind legs stepping over front hoof print
  - Speed is not a factor, shouldn’t be hurried
  - To be ridden rising or sitting at the discretion of the rider
Dressage Suitability Gaits

- **Canter:**
  - Should show impulsion, balance and engagement
  - Horse’s back must be relaxed and supple allowing hindquarters to reach under and work with moderate power and drive
  - Horse’s neck should be relaxed and carried in a natural position for each individual’s conformation
Dressage Hack

• Horse’s ability as a Dressage mount is to be highly considered
• In addition to the objectives of the Dressage Suitability class, horses should:
  – Begin to show more thrust (pushing power)
  – Progression towards a degree of balance and thoroughness
  – Should be reliably on the bit
  – Greater degree of straightness, bending, suppleness and thoroughness is required
  – Clear distinction between the paces (working and lengthened)
Dressage Hack Gaits

- **Both directions** horses must perform:
  - working walk, working trot, working canter, lengthened trot and lengthened canter
  - Reference the Dressage Chapter rules for gait descriptions
- **At least one direction** horses must perform:
  - free walk
  - working trot on a long rein with horse stretching forward and down
  - May be asked to back 4 steps on the rail as a group or individually in the lineup.
  - Canter transitions maybe be called from walk or trot
  - Trot work to be ridden sitting or rising at discretion of rider
Hunter Hack

- Horse should move in the same manner as a Working Hunter horse
- Shown at walk, trot, canter both ways
- Each horse required to jump 2 fences set at increments of 12’
  - First fence is 2’3” and second is 2’6”
- After second fence- hand gallop one way of the ring, halt, back, and stand quietly on a loose rein
- Judge:
  - 30% on performance, manners, type, quality, conformation.
  - 70% over fences
Hunter Hack Faults

• Faults scored in accordance with Hunter Chapter HU-5:
• Depending on severity, may be considered minor or major faults:
  • Rubbing the jump
  • Swapping leads in front of jump
  • Spooking
  • Kicking up or out
  • Jumping out of form
  • Jumping off the center line of jump
  • Bucking and/or playing
  • Adding or eliminating a stride between fences
Hunter Hack Faults

• The following are considered major faults:
  • Knockdown
  • Refusal
  • Dangerous jumping
  • Breaking stride, or trotting

• The following constitute elimination:
  • Bolting from the ring
  • Fall of horse and/or rider
  • Stopping for loss of shoe or broken equipment
English Show Hack

• Not necessarily a Dressage horse, nor an English Pleasure horse, just well trained
• **Elevation and high knee action are NOT to be emphasized**
• Must be balanced and show vitality, animation, presence, clean fine limbs, and supreme quality
• Noticeable transition between paces, clear transitions in a balanced and level manner
• Obedience of prime importance, must appear to give a comfortable and pleasurable ride
• May be asked to halt and back while on the rail
English Show Hack Gaits

- **Walk:** 4-beat, straight, true, flat footed
  - **Normal Walk:** regular, unconstrained, energetic and calmly forward
  - **Collected Walk:** shorter and higher stride, head approaches vertical but never behind it, pacing is a SERIOUS FAULT
  - **Extended Walk:** lengthened frame and stride, covering ground without rushing
English Show Hack Gaits

- **Trot:** free moving, straight, light rein contact
  - **Normal Trot:** light, crisp, balanced, cadenced
  - **Collected Trot:** stride is shorter and lighter, maintaining balance and impulsion, neck is more raised and arched, head approaches vertical but never behind it
  - **Extended Trot:** maintaining same cadence at medium speed, horse lengthens its stride as a result of greater impulsion, should remain light in rider’s hand
- Trot work to be ridden sitting or rising at the discretion of the rider.
English Show Hack Gaits

- **Canter**: straight on both leads, smooth
  - **Normal Canter**: light, even strides, moved into without hesitation
  - **Collected Canter**: marked by the lightness of the forehand and engagement of hindquarters with supple, free shoulders, neck more raised and arched as head approaches vertical, but never behind it
  - **Extended Canter**: maintaining same cadence, horse lengthens its stride as a result of impulsion, should remain light in rider’s hand
- **Hand Gallop**: faster, lengthened stride, mannerly and controlled, straight and correct
English Show Hack Specs

- Open, Maiden, Novice, Limit, Stallion, Mare and Geldings judged on:
  - manners, performance, type, quality, attitude
- Amateur, A/O, Ladies, Gentlemen and Jr. Exhibitors judged on:
  - manners, performance, type, quality, suitability of horse to rider
- Junior Horses judged on:
  - quality, type, performance, attitude, manners
Western Pleasure

• Horse’s eyes must be generally at or above the level of the withers at all gaits
• Light contact with horse’s mouth must be maintained at all gaits without undue restraint, on a reasonably loose rein
• Only one hand may be used around reins, and hands must not be changed
  • 2 hands may be used on Jr. Horse when shown in snaffle or hackamore
• Excessive speed at any gait must be penalized.
Western Pleasure Gaits

• **Walk:** 4-beat, true, flat footed, ground-covering

• **Jog-Trot:** 2-beat, free, square, slow and easy

• **Lope:** true 3-beat gait, smooth, slow, easy and straight on both leads

• Open Classes must also be shown at the **Hand Gallop** - faster gait, with a lengthened stride.
  • Should be mannerly and controlled, straight and correct on both leads
Western Pleasure Specs

- Open, Maiden, Novice, Limit, Stallion, Mare, and Geldings: judged on performance, manners, type, quality, attitude
- Jr. Horses judged on: quality, type, performance, attitude, manners
Romal Reins

- Riders hand is to be around reins
- No fingers allowed between reins
- May only rein with one hand and may not switch hands.
Illegal Rein Holds for Romal Reins
Split Reins

• One finger is permitted between reins when the end of the reins falls on the side of the reining hand
Formal Driving

Gaits:

- **Animated Walk:** lively, animated, graceful, loosely termed a 4-beat gait, not a jog or a prance

- **Animated Trot:** highly collected, energy directed toward animation not speed; extreme knee flexion and use of shoulder for balanced, graceful extension, most desirable that horse go above “level arm” without losing extension and significant forward movement; hocks remain well under and lifted- not driven to the rear; balanced appearance from front to rear

- **“Show Your Horse”:** driver shows horse to its best advantage, but excessive speed must be penalized

- Formal Driving horses are not required to back.
Formal Driving Specs

- Horses to give a brilliant performance with style, presence, finish, balance and cadence.
- Judged on performance, quality, manners, type, conformation
Show Pleasure Driving

- High, natural, free-moving action is desirable
- Generally has less animation than the Formal Harness horse but should be alert and responsive
- Excessive speed must be penalized
Show Pleasure Driving Gaits

- **Walk:** highly collected 4-beat gait with “primp” at a slow, regulated speed; good action and animation; has snap and easy control; performed with style, elegance and airiness of motion

- **Normal Trot:** natural and cadenced with impulsion and power from behind; action is balanced, bold and brilliant with free shoulder action; leg flexion with extension, foreleg extending fully forward at full stretch with floating motion; hock action is powerful and well-raised with a driving stride

- **Strong Trot:** faster with a lengthened stride, maintaining balance, ease and freedom of movement
Show Pleasure Driving Specs

• Open, Maiden, Novice, Limit, Stallion, Mare, Gelding judged on performance, type, quality, conformation, manners

• Amateur, A/O, Ladies, Gentlemen, Jr. Exhibitor judged on manners, performance, type, quality, conformation

• Jr. Horse judged on quality, type, conformation, manners
Country Pleasure Driving

• Imperative horse gives distinct impression of being a pleasure to drive and display a pleasurable attitude.

• All gaits must be performed with willingness and obvious ease, cadence, balance and smoothness.

• Excessive knee action and excessive speed MUST BE PENALIZED.
Country Pleasure Driving Gaits

- **Walk:** 4-beat, brisk, true, flat-footed, good reach
- **Normal Trot:** medium speed with moderate collection, mannerly, cadenced, balanced, free-moving
- **Strong Trot:** lengthened stride, powerful and reaching; must not be strung out behind; moderate collection without exaggeratedly high action in front; willing attitude while maintaining form.
  - Rate of speed may vary between horses since it should be in harmony with his own maximum natural stride
Country Pleasure Driving Specs

- Open, Maiden, Novice, Limit, Stallion, Mare, and Geldings judged on: **attitude, manners, performance, type, quality, conformation**
- Amateur, A/O, Ladies, Gentlemen, and Jr. Exhibitors judged on: **manners, performance, type, attitude, quality, conformation**
- Junior Horses judged on: **quality, type, attitude, performance, conformation, manners**
Pleasure Driving

• This is the ideal class for the driving horse who carries himself in an Andalusian/Lusitano hunter pleasure type frame.
• Excessive knee action and/or speed MUST BE PENALIZED.
• Imperative that horse gives the distinct impression of being a pleasure to drive.
• Quiet, responsive mouth is paramount
• Gaits performed with willingness, obvious ease, cadence, balance, and smoothness
Pleasure Driving Gaits

• **Walk:** 4-beat, true, flat-footed, ground covering

• **Normal Trot:** balanced, relaxed, easy going, elasticity and freedom of movement

• **Strong Trot:** faster with lengthened stride, maintaining balance, ease, freedom of movement
Pleasure Driving Specs

- Open, Maiden, Novice, Limit, Stallion, Mare, and Geldings judged on: manners, performance, type, quality, attitude
- Junior Horses judged on: quality, type, performance, attitude, manners
Andalusian Native (Contemporary)
Tack and Attire
Spanish and Portuguese
General

• Shown at walk, trot, canter
• Judged 50% on tack and attire and 50% on performance
• Shown in either Spanish or Portuguese equipment, but should not mix styles
Spanish Saddles

• 3 major types:
  – Vaquera
  – Royal (includes Espanol and portrera)
  – Side Saddle (Vaquera or English style)
Spanish Saddles

• 1st Type- Vaquera Saddle:
  • Black or brown, rectangular shaped, covered with sheepskin with a raised, rounded cantle, no saddle pad
  • Blackened steel, triangular shaped stirrups
  • Crupper
Spanish Saddles

• 2\textsuperscript{nd} Type - Royal Saddle:
  • Faintly resembles a dressage saddle with a raised cantle and pommel
  • Traditionally, but not necessarily covered in sheepskin
  • Triangular blackened steel stirrups
  • Crupper
Portrerá
(Variation of Royal Saddle)
Alta Esquela Saddle
(Variation of Royal Saddle)
Spanish Saddles

• 3rd Type- Side Saddle
  – Vaquera style is identical except it has a leaping horn
  – English style side saddle also acceptable
Spanish Appointments

• Bridle and bit:
  – Bridle is dark brown, natural or black leather with or without throatlatch
  – All hardware is blackened steel
  – Browband has leather or braided horsehair
    Mosquero (fly screen) not to extend beyond noseband
  – Bit is blackened steel (snaffle, pelham or curb)
Spanish Attire

• Male or Female rider in Vaquera or Royal Saddle:
  – High-waisted short jacket in conservative color (black usually reserved for evening)
  – 5 buttons on each sleeve (Vaquero style also has 5 buttons down front and 2 side pockets)
  – Jacket is worn open for women and buttoned at the top for men
Spanish Attire

• High-waisted pants that complement color of jacket, with suspenders
• Pants have a turned up white cuff or end at mid calf with buttonholes and silver ornaments
• Colorful sash worn around waist and tied on the right side
• Shirt is plain white with turned down collar for men and lightly ruffled for women
• Hat is dark with flat crown and brim
• Boots are natural leather (never black)
Spanish Attire

• Side Saddle rider:
  • Vaquero-style jacket
  • Long, full skirt with pleat, buttons in the back, matches jacket (conservative color)
  • White Vaquero-style shirt or with stand up collar and ruffles
  • Conservative single-stud earrings
    – Vaquero-style hat or Calanes hat, with hair covered with colorful scarf in a hair net
    – Boots are dark or black
Portuguese Saddles

• 3 major types:
  – Portuguesa (bullfight style)
  – Dressage (Portuguese or English style)
  – Side Saddle (Portuguese or English style)
Portuguese Saddles

• Portuguesa (bullfight) Saddle:
  • High pommel and cantle
  • Front and back slope in wings down to hold leg firmly in place
  • Seat may be rough-out leather in varying colors or smooth leather
  • Saddle pad may be used but must conform to the outline shape of the saddle
Portuguesa Saddle

• Has a loin pad of leather or animal skin beneath saddle and crupper

• Stirrups either are brass or chrome and oval shaped under the foot or close-toed, rectangular and wooden with brass or chrome overlays

• Breast collars and crupper to match bridle
Portuguesa Saddle and Stirrups
Portuguese Appointments

• Bridle and bit:
  • Black or brown leather with wide buckles of brass or silver. May be:
  • Plain: flat and simple
  • Half-Presentation: a little fancier
  • Full-Presentation: very decorative and ornate with feather penacho and stylized brass or chrome bit
  • No mosquero or fringe is allowed
  • Bit to suit the horse
Portuguese Bullfighting/Haute Ecole Exhibition Attire

(with full presentation bridle)
Portuguese Horsemen’s Attire (half-presentation bridle)
Other Tack/Attire Classes

• Heritage (Historical) Tack and Attire
  • Entrants submit narrative describing period
  • Shown at walk, trot, canter
  • Judged 70% attire, 30% performance

• Fantasy Costume
  • Costumes must be safe and attached securely
  • Shown at walk and trot only
  • Judged on creativity, authenticity to period, suitability of costume to horse/rider, manners
Long Reining

Qualifying Gaits:

• **Walk:** true, 4 beat with horse collected. Motion should be brisk and vigorous with horse showing animation and brilliance

• **Trot:** animated, natural, cadenced with impulsion and power from behind, the front airy and light
  - Extremely bold and brilliant, characterized by free shoulder action
  - Should appear effortless, action should be balanced and cadenced
  - Major faults- mixed gaits, pacing, or racking

• **Canter:** true 3 beat gait, collected, animated, smooth, unhurried, light and airy with more elevation in front, straight on both leads
Long Reining Movements

- Check class specs for description of required movements:
  - Shoulder-in
  - Travers
  - Renvers
  - Half-Pass
  - Turn on the haunches
  - Pirouette
  - Piaffe
  - Passage
Junior Equitation

• Rider’s position, seat, hands and the correct use of aids are to be judged

• Refer to chapter EQ
Saddle Seat Equitation

• Basic Position:
  • Efficient and comfortable, not exaggerated
  • Hands held in easy position, neither perpendicular nor horizontal to saddle
  • Foot position should be natural (neither extremely in nor out) with heels down
Saddle Seat Position
Hunter Seat Equitation

• Basic position:
  • Body should be a couple degrees in front of vertical
  • Eyes up and shoulders back
  • Hands over and in front of withers- straight line from elbow to wrist to horse’s mouth
  • Heels down, calf in contact with horse and slightly behind girth- straight line from hip to heel
Hunt Seat Position
Western Seat Equitation

Basic Position:

• Straight line from shoulder-hip-heel
• Stirrup adjusted to the proper length to allow heels to be lower than toes, with a slight bend in the knee and calf close to horse
• Body should always appear comfortable, relaxed, and flexible
• Upper arms in line and close with body, one hand holding reins bent at elbow
• Hand holding reins to be above or slightly in front of horn and as near to it as possible
• Free hand can hold the end of the reins if at least 16 inches of slack rein between hands, otherwise its position is optional and held in a relaxed manner with the elbows close to the body and rider’s body straight at all times
  • Often see free hand held at same level as other hand when using split reins, and holding end of reins resting on thigh when using romal reins
Western Position
Jr. Exhibitor Showmanship In Hand

• Judged with emphasis on handler’s ability to prepare and present the horse safely, correctly, and elegantly
• Conformation not to be judged
• Ideal performance consists of a poised, confident, appropriately attired exhibitor leading a well groomed and conditioned horse that quickly and efficiently performs required movements with promptness, smoothness, and precision
Showmanship

• Judged:
  • 50% on presentation of horse and showmanship skills;
  • 40% on condition, grooming, and fitting of horse;
  • 10% on appearance and grooming of exhibitor

• Unsoundness of horse not to be penalized unless it is severe enough to impair required performance (penalty at judge’s discretion)

• See rules for faults and explanation of “The Quarter System”
Andalusian & Half Andalusian Pleasure Jr. Exhibitor

- Tack and attire must match discipline being ridden & class entered
- Judged on manners, performance, type, attitude, quality, suitability of horse to rider
  - Half Andalusian not judged on type
Walk-Trot Green Horse and Rider

• Green Horse or Rider
  • May not be shown in any other class at that competition which requires a canter or lope
  • Must never have been judged in any class at USEF competition that requires a canter or lope
• Green Horse may not have been shown under saddle prior to current competition year
• Green Rider – no tests or patterns, no stallions, one header per horse must be allowed during line-up, no backing
Doma Vaquera
Doma Vaquera

• Movements graded on a scale of 0-10
• Judge must not forget the “air or attitude of proudness” of the vaquero
• Horse must walk with impulsion
• Gallop must be steady and true with impulsion and cadence, achieving all of the movements with an air more lively than usually seen in working horses.
Doma Vaquera

• Basic movements required constitute approximately 80% of the score. The rest of the exercises and movements elevate and compliment the technical level of the Doma Vaquera.

• Rider should be given higher scores for spontaneity, diversity, style, alternation of walk and gallop, obedience of horse, and risk according to combinations of distinct movements.
Doma Vaquera

- All movements must be made on both reins. If not it will not be considered complete and the points will not be more than 5
- Must place much importance on the entrance and execution of the initial presentation. Those that do not show proper respect and dignity, the “air of Doma Vaquera”, must not receive more than 5 points
Doma Vaquera

• Reins are held in left hand with little finger between them. This is the only correct position and any other is considered a grave fault. (exception- horse ridden in snaffle)

• Rider may not use voice for aiding horse, heavily penalized by judge.
Doma Vaquera Tack

- **Saddle:**
  - Black or brown Vaquera saddle (rectangular shaped, covered with sheepskin with a raised, rounded cantle), no saddle pad
  - Blackened steel, triangular shaped stirrups
  - Brown, black, or gray striped blanket tied in front (no logos)-“Manta Estribera” (saddle drape)
  - The saddle drape should be long enough to touch the stirrups on either side. Traditionally made of course woven untreated cotton with fringing. Originally used to wear over the rider’s shoulders in cold weather or to carry their lunch.
- **Crupper**
Doma Vaquera Appointments

• Bridle:
  • Black or brown headstall, with or without throatlatch
  • Leather or braided horsehair Mosquero not to extend beyond noseband
    • The Mosquero has a dual purpose- to keep flies away from the eyes and to show when the horse is walking forwards properly and working well through his back (mosquero swings from side to side).
  • Bit is black curb-type
Doma Vaquera Attire

• Traje corto jacket in solid black, dark brown, grey, blue, green, or earthy colors.
• Gray and black striped pants (with black jacket) or matching pants with the other color jackets, cuffs turned up
• Matching Sevillano hat
• Females may wear a split skirt, but shall not have flowers or ornaments in their hair
Working Equitation
Overview

Objective and General Principles:

• Created with the intent of exhibiting equestrian techniques, skills, and heritage developed in countries whose riders use horses in field work.

• The objective is to demonstrate the utility of the horse in partnership and harmony with the rider.
Use of Riders’ Hands

• Introductory Level, Level 1 and Level 2 may ride with one or two hands
• Level 3 and 4 must ride with one hand at all times or they will be eliminated
  • Ok to adjust reins with free hand
Three Phases

• Each phase is scheduled as a separate class, with performance in each phase contributing to the overall placing in the competition.
• An individual competition is comprised of three phases in the following order: Functionality, Ease of Handling and Speed phase
• Team competitions also include a Cattle Work phase to be performed after the Speed phase.
Tack and Attire

- Required to be all of the same tradition and must remain consistent throughout competition
  - Keep track on verification sheet
- No whips in competition, ok in warm up
Functionality Phase

• The objective is to demonstrate the harmonious development of the form and ability of the horse.

• Horse should appear calm, supple, loose, flexible, confident, attentive and keen; thus achieving understanding with its rider.

• Each movement should be executed smoothly and with precision. These qualities should be demonstrated by:
  • Confidence, harmony, regularity and ease of movement
  • Lightness of forehand and engagement of the hindquarters, demonstrating good impulsion
  • Acceptance of the bit, with obedience and attentiveness to the rider without any tension or resistance.

• Score each movement from 0-10 (see rules for scale)
Functionality Phase

Trotting toward X

15 meter circle
Ease of Handling Phase

- Objective is to demonstrate both the rider’s and horse’s capacity for tranquil, precise and stylish movement through a variety of obstacles representing challenges which could be encountered in the field.

- Judging criteria general to all obstacles:
  - Judged on the performance of the horse over and through obstacles.
  - The transitions in gait are judged for each obstacle and are factored into the scoring.
  - Riders are assessed on position in the saddle, subtle use of aids and partnership with the horse.
  - The horse should work cadenced and in balance.

- Score each obstacle 0-10 on score sheet.
Ease of Handling Phase

• Introduction and Level 1 trot is allowed between obstacles
• All other levels must canter between
• If after three attempts at approaching an obstacle the horse and rider have not entered the obstacle, the judge should instruct them to move on to next obstacle. Score is 0 for that obstacle (not eliminated)
Ease of Handling Phase

• Causes for elimination in this phase:
  • Failure to halt and salute or beginning course before acknowledgement from judge
  • Committing a course error including:
    • Crossing through or over an obstacle out of sequence once competitor has begun test (includes obstacles in the arena that are not included in course)
    • Entering/exiting on wrong side of the flags indicating right/left
Ease of Handling

Retrieves a Lance from a Barrel

Gate

Cloverleaf around 3 Barrels
Speed Phase – Obstacles at Speed

- Objective is to demonstrate the rider’s capacities for coordination and anticipation coupled with the horse’s qualities of submission, speed, attention and finesse.
- Obstacles should be performed as quickly as possible at any gait may be used.
- **Scoring – Time Penalties:** score is based on the time taken by the competitor to complete the course with the addition of time penalties for faults.
- See rules for time penalty assessment.
Speed Phase

Hay Jump

Catch a Ring
Team Cattle Work Phase

• Consists of a team comprised of four riders who work together to separate four pre-selected cows from a herd and drive them into a pen without losing control of the herd.

• See rules for procedure and scoring
THE END
USEF would like to thank Amanda Bassett, Terry Cage Photography, Bruce W. Menke, and Panoramic Artistry for use of their photos; and Francine Dismukes and IALHA for the video footage. All photos and videos are copyrighted and should not be reproduced.