

## **CHAPTER AL ANDALUSIAN/LUSITANO DIVISION**

### **SUBCHAPTER AL-1 GENERAL QUALIFICATIONS**

AL100 General

AL101 Eligibility to Compete

AL102 Breed Standards

AL103 Shoeing

### **SUBCHAPTER AL-2 HALTER CLASSES**

AL104 General

AL105 Conduct and Specifications

AL106 Championships

AL107 Get of Sire and Produce of Dam

AL108 Gold Medal Movement Award

AL109 Cobra of Mares

### **SUBCHAPTER AL-3 PERFORMANCE CLASSES**

AL110 General

### **SUBCHAPTER AL-4 BEST MOVEMENT**

AL111 General

AL112 Appointments

AL113 Qualifying Gaits

AL114 Best Movement Class Specifications

### **SUBCHAPTER AL-5 ENGLISH PLEASURE – FORMAL SADDLE HORSE**

AL115 General

AL116 Appointments

AL117 Qualifying Gaits

AL118 English Pleasure Formal Saddle Horse Class Specifications

### **SUBCHAPTER AL-6 ENGLISH PLEASURE - SADDLE SEAT HORSE**

AL119 General

AL120 Appointments

AL121 Qualifying Gaits

AL122 English Pleasure – Saddle Seat Class Specifications

### **SUBCHAPTER AL-7 ENGLISH PLEASURE COUNTRY**

AL123 General

AL124 Appointments

AL125 Qualifying Gaits

AL126 English Pleasure Country Class Specifications

### **SUBCHAPTER AL-8 ENGLISH PLEASURE – HUNT SEAT**

AL127 General

AL128 Appointments

AL129 Qualifying Gaits

AL130 English Pleasure –Hunt Seat Class Specifications

### **SUBCHAPTER AL-9 ENGLISH PLEASURE – DRESSAGE SUITABILITY**

AL131 General

AL132 Appointments

AL133 Qualifying Gaits

AL134 Dressage Suitability Class Specifications

### **SUBCHAPTER AL-10 DRESSAGE HACK**

AL135 General

AL136 Appointments

AL137 Qualifying Gaits

AL138 Dressage Hack Class Specifications

### **SUBCHAPTER AL- 11 ENGLISH PLEASURE-PRO AM**

AL139 General

AL140 Appointments

AL141 Qualifying Gaits

AL142 English Pleasure Pro-Am Class Specifications

### **SUBCHAPTER AL-12 ENGLISH PLEASURE - VINTAGE RIDER**

AL143 General

AL144 Appointments

AL145 Qualifying Gaits

AL146 English Pleasure - Vintage Rider Class Specifications

### **SUBCHAPTER AL-13 HUNTER HACK**

AL147 Appointments

AL148 Qualifying Gaits

AL149 Hunter Hack Class Specifications

### **SUBCHAPTER AL-14 ENGLISH SHOW HACK**

AL150 General

AL151 Appointments

AL152 Qualifying Gaits

AL153 English Show Hack Class Specifications

### **SUBCHAPTER AL-15 WESTERN PLEASURE**

AL154 General

AL155 Appointments

AL156 Qualifying Gaits

AL157 Western Pleasure Class Specifications

## **SUBCHAPTER AL-16 WESTERN PLEASURE - PRO-AM**

AL158 General

AL159 Appointments

AL160 Qualifying Gaits

AL161 Western Pleasure Pro-Am Class Specifications

## **SUBCHAPTER AL-17 WESTERN PLEASURE-VINTAGE RIDER**

AL162 General

AL163 Appointments

AL164 Qualifying Gaits

AL165 Western Pleasure – Vintage Rider Class Specifications

## **SUBCHAPTER AL-18 VERSATILITY DRIVING TO ENGLISH**

AL166 General

AL167 Appointments

AL168 Qualifying Gaits

AL169 Versatility Driving to English Class Specifications

## **SUBCHAPTER AL-19 VERSATILITY ENGLISH TO WESTERN**

AL170 General

AL171 Appointments

AL172 Qualifying Gaits

AL173 Versatility English to Western Class Specifications

## **SUBCHAPTER AL-20 DRIVING**

AL174 General

## **SUBCHAPTER AL-21 FORMAL DRIVING**

AL175 General

AL176 Appointments

AL177 Qualifying Gaits

AL178 Formal Driving Class Specifications

## **SUBCHAPTER AL-22 SHOW PLEASURE DRIVING**

AL179 General

AL180 Appointments

AL181 Qualifying Gaits

AL182 Show Pleasure Driving Class Specifications

## **SUBCHAPTER AL-23 COUNTRY PLEASURE DRIVING**

AL183 General

AL184 Appointments

AL185 Qualifying Gaits

AL186 Country Pleasure Driving Class Specifications

## **SUBCHAPTER AL-24 PLEASURE DRIVING**

- AL187 General
- AL188 Appointments
- AL189 Qualifying Gaits
- AL190 Pleasure Driving Class Specifications

## **SUBCHAPTER AL-25 TRADITIONAL TYPE CARRIAGE DRIVING**

## **SUBCHAPTER AL-26 ANDALUSIAN NATIVE (CONTEMPORARY) TACK AND ATTIRE**

- AL191 General
- AL192 Appointments
- AL193 Attire

## **SUBCHAPTER AL-27 ANDALUSIAN HERITAGE (HISTORICAL) TACK AND ATTIRE**

- AL194 General
- AL195 Appointments
- AL196 Qualifying Gaits
- AL197 Andalusian Heritage (Historical) Tack and Attire Class Specifications

## **SUBCHAPTER AL-28 FANTASY COSTUME - OPEN TO PUREBRED AND HALF-ANDALUSIAN HORSES**

- AL198 General
- AL199 Appointments
- AL200 Qualifying Gaits
- AL201 Fantasy Costume Class Specifications

## **SUBCHAPTER AL-29 LONG REINING**

- AL202 General
- AL203 Appointments
- AL204 Qualifying Gaits
- AL205 Required Movements
- AL206 Required Tests

## **SUBCHAPTER AL-30 JUNIOR EQUITATION**

- AL207 General
- AL208 Saddle Seat Equitation
- AL209 Hunt Seat Equitation
- AL210 Western Equitation
- AL211 Walk-Trot Equitation – 10 and Under

## **SUBCHAPTER AL-31 JUNIOR EXHIBITOR SHOWMANSHIP IN HAND**

- AL212 Junior Exhibitor Showmanship In Hand

**SUBCHAPTER AL-32 ANDALUSIAN & HALF ANDALUSIAN PLEASURE**

**JUNIOR EXHIBITOR**

AL213 General

AL214 Appointments

AL215 Qualifying Gaits

AL216 Andalusian and Half Andalusian Pleasure – Junior Exhibitor Class  
Specifications

**SUBCHAPTER AL-33 REINING**

**SUBCHAPTER AL-34 WESTERN TRAIL HORSE**

**SUBCHAPTER AL-35 WESTERN RIDING**

**SUBCHAPTER AL-36 WALK – TROT**

AL217 Walk - Trot Green Horse

AL218 Walk - Trot Equitation Green Rider

**SUBCHAPTER AL-37 LIBERTY**

AL219 Generals

AL220 Appointments

AL221 Qualifying Gaits

AL222 Class Specifications

**SUBCHAPTER AL-38 HALF ANDALUSIANS**

AL223 General

**SUBCHAPTER AL-39 HALF ANDALUSIAN COSTUME**

AL224 General

AL225 Appointments

AL226 Qualifying Gaits

AL227 Half Andalusian Costume Class Specifications

**SUBCHAPTER AL-40 HALF ANDALUSIAN DRIVING**

AL228 General

AL229 Appointments

AL230 Qualifying Gaits

AL231 Half Andalusian Driving Class Specifications

**SUBCHAPTER AL-41 DRESSAGE ANDALUSIAN/LUSITANO**

AL232 General

AL233 Championships

**SUBCHAPTER AL-42 DRESSAGE SPORT HORSE IN HAND**

AL234 Dressage Sport Horse In Hand

## **SUBCHAPTER AL-43 DOMA VAQUERA-OPEN TO PUREBRED AND HALF-ANDALUSIAN HORSES**

AL235 General

AL236 Judging Criteria

AL237 Appointments

AL238 Attire

AL239 Gaits and Maneuvers

AL240 Patterns

## **SUBCHAPTER AL-44 WORKING EQUITATION ANDALUSIAN/LUSITANO**

AL241 Overview

AL242 Functionality Phase

AL243 Ease of Handling Phase

AL244 Speed Phase - Obstacles at Speed

AL245 Team Cattle Work Phase

AL246 Competition Management

## CHAPTER AL ANDALUSIAN/LUSITANO DIVISION

For further information regarding Andalusian/Lusitano and Half-Andalusian competitions, contact the International Andalusian and Lusitano Horse Association, 101 Carnoustie North, Box 200, Birmingham, AL 35242, (205) 995-8900

### SUBCHAPTER AL-1 GENERAL QUALIFICATIONS

#### AL 100 General

IALHA Conformation Judging Forms, Functionality Judging Forms, Best Movement Score Sheet, Functionality Test Pattern, Halter Pattern and Working Equitation Tests may be obtained by either contacting IALHA in writing, downloading from the IALHA website at [www.ialha.org](http://www.ialha.org), or downloading from the USEF website at [www.usef.org](http://www.usef.org) from the Andalusian/Lusitano page, Forms and Guidelines tab.

#### AL101 Eligibility to Compete

1. Purebred and Half-Andalusian horses to be shown in a local or regional competition must be registered with or application for registration made to IALHA. Weanlings and yearlings are eligible if both parents are either registered or application has been made to register them with IALHA. In order to be qualified to enter the ring in a National Championship class, the horse must be registered with the IALHA and a copy of the registration papers on file with the Competition Secretary. Weanlings and yearlings may enter a National Championship Class without a copy of the registration papers on file with the Competition Secretary if and only if the Competition Secretary has received a letter from the IALHA Registrar or Half-Andalusian Registration Secretary identifying the weanling or yearling and certifying that each and every requirement for registration of such weanling or yearling has been met and the registration certificate will be issued. Lineage must be traceable back to the Spanish or Portuguese Stud Books. Copies of registration papers must be mailed with entries or presented at each competition.
2. Half Andalusians may not be shown together with Purebred Andalusian/Lusitanos except in the following classes: Junior Equitation, Showmanship, Western Trail, Western Riding, Doma Vaquera, Reining, Dressage, Musical Free Style, Fantasy Costume, Green Rider and Working Equitation.
3. All horses entered must be serviceably sound, show no signs of lameness and be in good condition. Horses with loss of sight in one eye may compete in performance classes only.
4. Each horse shall be shown in its entire natural splendor with a full mane and tail or in the traditional Andalusian style. The following description is of the traditional Andalusian style of presentation. Weanlings of both sexes are seen with their forelock shaved, their manes roached or shaped to enhance the shape of the neck, and all tail hairs shaved. Yearling fillies are shown with the tail shaved from the tail head to below the vulva except for a small bob. The hairs are banded, and are above the hock. Yearling colts are shown with no forelock, the mane in the same condition as the yearling fillies, but the tail is shaved, or permitted to grow and banded for neatness. Two year and older colts and stallions are shown in full mane and tail. Two year and older fillies are shown with or without a forelock, roached or shaped mane, tail shaved at the tail head to below the vulva and the hairs which grow from the bottom now reach the hocks and are banded for neatness. Mares three and over are shown with or without a forelock, roached or shaped mane and their tails are shaved from the tail head to the bottom of the vulva. The hairs at the end of the tail may now be permitted to grow as long as they would naturally, but are always banded for a neat presentation (generally between the hock and fetlock). Whichever method of presentation an exhibitor selects is appropriate, but there may be no mixing of components, i.e. shaping the mane of the colt after age two, or shaping the mane of the mare, but allowing all the hair on her tail to grow.
5. It is recommended that bridle paths not exceed a maximum of four inches. The addition of supplemental hair in mane or tail shall be cause for disqualification. Braiding is optional.
6. The use of dyes or other coloring is prohibited including hoof blackening products. The use of clear hoof polish is

permitted. The use of glitter on or in the mane, tail, hair, or hooves is prohibited.

7. Any horse is considered to be one year old on the first day of January following the actual date of foaling.
8. No horse may be shown under saddle until it is at least three years old.
9. No horse may be shown in a driving class until it is at least two years old.
10. The use of or the application of, to or into any horse (other than legal levels of allowed medications) any foreign or caustic substance, such as ginger, mustard, pepper, abrasives, etc., which would alter or influence a horse's natural carriage, movement or behavior, is prohibited.
11. The injecting of any foreign substance into a horse's tail, the cutting of tail ligaments, soring or maiming of feet, or any such practice which would alter or influence a horse's natural carriage, movement or behavior, is prohibited.
12. Stallions may be handled, ridden or driven by women and Junior Exhibitors. Exception: Stallions are prohibited in Walk-Trot Equitation 10 & Under (AL211.1), Walk-Trot Green Rider (AL218.1) and Junior Exhibitor Showmanship In-Hand (AL212.1).
13. Junior Exhibitors are required to wear protective headgear in all Hunter, Jumper and Hunter Equitation classes in conformity with GR801.
14. If a rider falls off of his/her horse during a class, it is at the discretion of the judge whether or not the rider is allowed to continue or is excused. Exception: See AL-44 for falls during Working Equitation classes.
15. Horses must be shown without artificial appliances. Anything that alters the intended use of equipment as provided for in the description of appointments for a given class is considered to be an artificial appliance. This includes but is not limited to tongue ties and/or mouth ties. Gag bits are prohibited. Action produced by artificial methods shall be penalized. The use of chains, rollers or similar devices on the competition grounds during or before a competition are prohibited and the show committee shall bar violators from further participation for the remainder of the competition, and violator(s) shall forfeit all entry fees and winnings for the entire competition.
16. Any action(s) against a horse by an exhibitor, which are deemed excessive by a judge, Federation steward or competition veterinarian, in the competition ring or anywhere on the competition grounds may be punished by official warning, limitation or other sanctions which may be deemed appropriate by the show committee. Such action(s) could include, but are not limited to, excessive use of whip and spurs.
17. Judges must eliminate from judging consideration any horse which shows aggression or discontent toward its handler, rider or any person in the ring.
18. Horses showing signs of undue stress or inhumane treatment must be penalized. The exhibition of a horse that has a cut or abrasion showing clear evidence of fresh blood in the mouth, nose, chin, shoulder, barrel, flank or hip area must be considered to be ineligible to receive an award in that respective class.
19. Judges must excuse from the ring any horse that possesses a whip mark (welt) on any portion of the horse. A whip mark or welt is an inflammation of skin and subcutaneous tissue resulting in a swelling in extreme cases is an abrasion or laceration. The cardinal signs of inflammation include heat, pain (sensitivity or palpation) and swelling. The judge(s) finding of fact with respect to the presence or absence of a whip mark (welt) evident during a class shall be final and no appeal may be taken thereon. The judge(s) shall make written finds of fact which shall be delivered to the Federation steward with respect to any horse excused under this rule. In a class that is judged by more than one judge, if a judge in that class believed that an entry has a whip mark, that entry must be examined by all judges of the class and each judge must determine if a whip mark exists. If a majority of the judges of that class determine that whip mark exists, the entry must be excluded from the ring, according to the specification set forth in this article. If a majority of the judges determine there is not a whip mark, then each judge who is of the minority opinion shall submit his or her own written finding of fact and shall have the authority to eliminate said entry from further consideration.
20. The following classes do not affect Maiden status of the horse: English Pleasure Pro-Am, Western Pleasure



21. Electronic communication devices used for purposes of coaching exhibitors during a competition shall be prohibited in all classes in the Andalusian/Lusitano Division. Exhibitors with a permanent hearing impairment are permitted to use an electronic communication device upon submission of a written certification from a treating medical professional's office certifying the permanent hearing impairment and certifying the requirement of an electronic communication device. The certifying medical certification must be provided to the competition Steward within a reasonable time prior to competing who shall attach a copy to the Steward report.
22. An exhibitor with a disability (other than hearing), will be provided reasonable accommodation upon submission of a written certification from a treating medical professional's office certifying the disability and identifying the accommodation necessary for the exhibitor to compete safely. The medical certification must be provided to the competition Steward within a reasonable time prior to competing who shall attach a copy to the Steward report.

## **AL102 Breed Standards**

1. The horse is known for agile movements, elevated, extended, harmonious and cadenced. The horse has great facility to adopt various aptitudes and to conquer difficulties, as if with special predisposition for collection and the turns over the haunches. The horses have an easy response to the command and the mouth is additionally soft, for a result that is obedient and of extraordinary comfort. The horses are temperate and hardy, serviceable and energetic, noble and docile. They learn rapidly and participate intimately with the rider. Their principal service is as a mount, with great ability for "alta escuela" (dressage and airs), bullfighting, light teams or carriages and with special conditioning for handling cattle running in range conditions.
2. The head should be in proportion to the overall size and weight of the horse. It should be rectangular in shape, and of medium length, with a long jaw that is not overly pronounced. Profile: straight or convex, nostrils are elongated and arched. Eyes: large, lively, showing a kind and alert expression, their shape is triangular with a permanently raised eyebrow. The ears are attached slightly lower on the side of the head compared to other breeds, but must stand up straight without a curl to the inside or falling to the outside. The size must be in proportion to the head. Mares sometime have longer, narrower ears. The neck should be of medium length, solidly built and lightly arched with neither a heavy crest nor a thick throat. Withers should be prominent, moderately wide, and muscular. The shoulder should be long, broad, well sloping and powerfully muscled. Ribs are well sprung and oval. Forearms should be large, well muscled and in correct proportion to the width of the chest. Cannon bones are substantial, slightly longer, lean and in proportion to the horse's height. The back should be of medium length, straight and horizontal. The loin shall be broad, short and strong. Croup should be gently sloping and nicely rounded with a low set, thick tail fitted following the curvature of the croup. Viewed from the rear the tail should be carried straight, hips should be strong and rounded, and there should be a well muscled thigh and gaskin of medium length. Hind leg cannon bones should be of proportioned length and clean tendons. The hock should be straight and well defined. The pasterns should be of medium slope and length and be well flexioned. Hooves are round and of proportionate size.
3. The height at the withers varies from 15 hands to 16.1 hands with an occasional individual under or over. Mares should be feminine and males should be masculine. Andalusians shall be medium in length, and if other than medium, excessive length of body is less desirable than short length. Movement: elevated, extended, harmonious and cadenced with roundness yet always moving forward.
4. To be penalized are less than desirable Andalusian traits: Concave frontal nasal profiles and the ultra convex nasal profiles. Excessively large heads, forehead too wide and flat. Eyes bulging or round, orbital arches protruding. Nose square and wide, nostrils round. Ears too big, fallen, too closely set and with abnormal movement. Neck too short, low set neck or thick throatlatch. Low withers, swayback, or back tent-shaped. Poorly muscled, thin or weak rib structures, cylindrical thorax, chest and barrel not deep enough. Tail set too high, or too loosely set. Cow hocks

or uneven hocks. Pasterns too long or excessively short and vertical. Movements displaying poor elevation, irregular tempo or excessive winging.

### **AL103 Shoeing**

1. Any machine made (keg) or handmade shoe made of magnetic steel, mild steel or aluminum is allowed. No part of the shoe may exceed the dimensions of 3/8" thick by 1 1/8" wide (nail heads and/or toe clips are not considered when measuring the shoe). The shoe may be of any type and configuration except in the case of a bar shoe, the bar may not extend below the ground surface of the shoe.
2. Maximum length of toe is 4 3/4".
3. In under saddle or driving performance classes, the use of a single therapeutic pad per hoof with a maximum thickness of 1/8" is allowed as long as the overall length of the toe measurement (see GR510) does not exceed the maximum toe length of 4 3/4". Acceptable pads of 1/8" thickness include full pads and rim pads. Wedge pads may be no greater than 1/4" thick at its maximum thickness. Full pads must be made of clear plastic and if the frog and sole of the hoof is covered, the pad must be made of clear plastic. Leather pads are not permitted. The introduction of a foreign material within the pad, between the pad and shoe, or between the pad and 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 for additional support. Pads are not permitted in halter classes or best movement classes.
4. Artificial hoof walls are prohibited. Exception: repairs to hooves that follow the natural line of the hoof.
5. At the discretion of a judge or a steward officiating at a licensed Andalusian Competition, or at the request of the Show Committee (See GR1201), inspection (including measuring the shoe, presence of a pad, and measurement of hoof length) may be required. Shoes cast after entering or before exiting the arena in any class shall be inspected.
  - a. A random inspection of horses at all National, Regional and qualifying shows may be required. Said inspection shall be performed by a licensed steward or judge designated by the Show Committee (The Show Committee may, at its discretion designate more than one licensed official to perform inspections). Any trainer, exhibitor and/or agent of a horse subject to the inspection each may request to be present and heard while said inspection is being performed by said licensed official(s). Prior to any disqualification and/or other penalties imposed on a horse at a competition, the inspecting officials shall make reasonable efforts to notify and have present the owner(s), and trainer(s) of said horse, or agent(s) at the inspection. The inspecting officials shall take possession of any shoe and/or pad, and measure the shoe with a USEF approved shoe gauge. Measurement of hoof length shall be made in accordance with GR510. In the event that the inspecting officials find a violation of the shoe measurement, hoof length, and/or pad the horse shall be disqualified for the entire competition, and the owner shall be required to forfeit all prize money, sweepstakes, futurity and trophies, entry fees, ribbons and points won at said competition by said horse. Additionally, if any forbidden foreign material is found on the hoof, the steward shall file a charge against the trainer(s) and/or owners with the Federation Hearing Committee in accordance with the General Rules. The trainer and/or owner of a horse found to be shod with any forbidden material as described is subject to whatever penalty or penalties are assessed through the charge process.
6. In the event of a shoe cast during the progress of a class, see GR804 and GR833.
7. Shoes are not permitted on weanlings or yearlings.
8. All horses competing in the Andalusian and Half Andalusian reining sections shall be exempt from shoeing regulations. This does not exempt horses that are cross entered into any other classes from compliance with applicable shoeing requirements while competing in those classes.

### **SUBCHAPTER AL-2 HALTER CLASSES**

## **AL104 General**

1. There shall be separate In-Hand classes for Purebred and Half-Andalusian horses.
2. A lack of required appointments shall result in immediate disqualification.
3. The length of lead shall not exceed 12' from the point of attachment.
4. A suitable headstall equipped with a throat latch is mandatory. If a Serreta is used, it must be leather covered or wrapped and adjusted snugly to avoid injury.
5. Whips are not to exceed six (6) feet including snapper.
6. Handlers shall wear either jumpsuits or dress slacks and long sleeve shirts. No denim allowed. Ties, kerchief, bolo tie, brooch or pin and appropriate leather shoes, dress shoes or boots are required. Sweaters, vests, coats or traditional Spanish (Traje Corte) or Portuguese (Campino) attire are optional. Tuxedos are appropriate for evening classes only.
7. Disqualifiers: Falling or fallen crest or ewe neck. Colts and stallions two years and older that do not have both testicles descended.

## **AL105 Conduct and Specifications**

1. Emphasis shall be placed on type, conformation, quality, way of going, substance and manners. Half Andalusians will be judged on conformation, quality, way of going, substance and Andalusian type, in that order. The Half-Andalusians may show characteristics of any other breed. The foregoing first three qualities shall take precedence in adjudication of in hand classes over breed type.
2. An Exhibitor is any person who holds, walks or trots a horse in the competition arena. No Exhibitor may hold more than one horse at a time in the arena.
3. Every exhibitor is required to sign an entry blank and must be a Federation member or pay a Show Pass fee.
4. Horses are to be shown in-hand at a walk and trot. The following procedures shall be followed in all In-Hand classes. At all IALHA Regional and National level competitions, all entries, including post entries, in a class must be drawn for position and enter the ring in that order. The order will be posted at least 30 minutes prior to the start of the class. This procedure may be used at other recognized competitions at the discretion of competition management. 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.

5. If an exhibitor is to handle more than one entry in the class, he must have present in the arena an additional exhibitor to facilitate the transfer of the horses.
6. The portions of the above sections of this rule pertaining to more than one exhibitor do not apply to any amateur classes or Best Movement performance classes in which only one horse is permitted per exhibitor.
7. The Champion and Reserve Champion Senior Stallion, Mare and Gelding, Junior Stallion & Mare and Champion Colt, Filly & Junior Gelding may have all four feet measured and may have one front shoe removed immediately upon leaving the competition ring. Official veterinarian, Federation Steward or Federation Judge and competition manager shall supervise and IALHA shall cover the expense of this procedure.
8. Individual competition management may preclude the use of whips at any competition.
9. Excessive shanking shall be penalized at the judge(s) discretion. A horse that appears to be intimidated by the handler will be penalized. Excessive use of the whip or actions that may disturb other entries shall be severely penalized. Judge(s) may excuse any entry deemed in violation of these restrictions.
10. Functionality:
  - a. Purebred Stallions 5 years old and older entered in their respective halter classes must compete in a ridden functionality test which counts as 25% of the horse's total conformation score. In functionality, horses are shown at working gaits of the walk, trot/jog and canter/lope. Lengthening of gaits may be called for by the judge(s).
  - b. Exhibitors shall enter at trot in a counterclockwise direction. All horses shall be worked at all gaits in both directions. In the lineup, horses must stand quietly and may be asked to back individually.
  - c. Spanish, Portuguese or any tack and attire acceptable in any of the under saddle classes described in the A/L section of the USEF rulebook may be used, but styles must not be mixed.
  - d. Whips (no longer than 47.2 inches or 120 cm) and spurs are allowed.
  - e. Horses are judged on the following:
    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.
  - f. All classes restricted to amateur handlers (ATH) are excluded from the requirement for functionality testing regardless of the age of the stallion.
  - g. Champion Stallion and Champion of Show classes are excluded from the requirement for functionality testing.

## AL106 Championships

1. For purebreds and Half Andalusians:
  - a. Junior Breeding or In-Hand Championships may be offered for 4 year olds and under; Senior Breeding or In-Hand Championships may be offered for 5 year olds and over.
  - b. In the Breeding and In-Hand section, the Championship and Reserve Championship will be awarded to horses that have placed first or second in their qualifying classes. Only first place winners in qualifying classes may be chosen as champion. First and second place horses from all classes must compete in their respective championship classes or forfeit their prizes. (Exception: In the event that either of the top two placings in any class fail

#### **AL - ANDALUSIAN/LUSITANO DIVISION**

to show back in their championship, the subsequent two places are eligible to move up in the order and compete in that Championship.) After the Championship has been awarded, the second place horse from its age group shall move up to the front line and be judged equally with the remaining first place horses for the Reserve Championship.

- c. If a Show Grand Championship is held, all Champion and Reserve Champion ribbon winners are eligible to compete.

### **AL107 Get of Sire and Produce of Dam**

1. Get of Sire and Produce of Dam classes shall have at least two purebred entries, entered under the name of the sire or dam, with one handler per entry.
2. Entries shall be presented under the same provisions as Halter/In-Hand above, except a walk or trot is optional. No halter pattern is used for this class.
3. More than one set of entries per sire or dam may be presented in the same class.
4. Entries shall be judged on reproductive likeness, uniformity, and quality of breed characteristics, conformation and similarity.
5. Sire or dam are not required to be present, except dam must be present in the case of an entry which is a nursing foal.

### **AL108 Gold Medal Movement Award**

1. To be awarded to the best moving horse in all classes in which Gold Medal Movement Awards are offered.
2. This award will be given to the horse in each halter class who has the highest total of the scores given for the walk and the trot on its Conformation Judging Form.

### **AL109 Cobra of Mares**

1. An entry consists of three mares and/or fillies.
2. It is optional to show horses at the walk or trot as detailed for Halter/In-Hand classes. No halter pattern is used for this class.
3. Emphasis shall be placed upon reproductive likeness, uniformity, and quality of breed characteristics, conformation and similarity.
4. A handler and a tailer are allowed per entry.

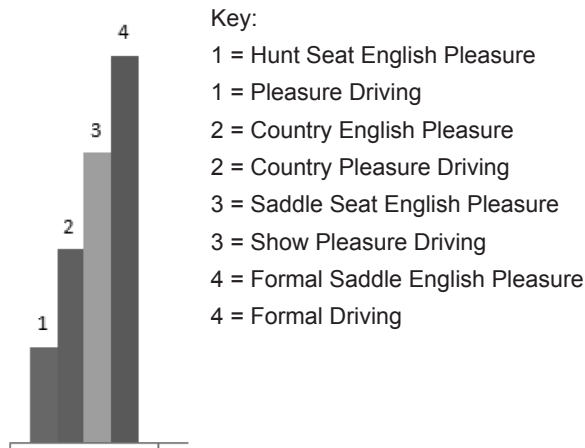
## **SUBCHAPTER AL-3 PERFORMANCE CLASSES**

### **AL110 General**

UNLESS STATED OTHERWISE, IN ALL CLASSES WHERE HORSES COMPETE COLLECTIVELY:

1. Exhibitors shall enter at a trot in a counterclockwise direction. All horses shall be worked at all gaits both ways of the ring.
2. Ladies and Gentlemen classes are restricted to Amateur riders and drivers only.
3. Judges are required to consider the performance of each gait equally in adjudicating each class.
4. In the lineup, horses must stand quietly and may be asked to back individually or as a group.
5. Light contact with the reins must be maintained at all gaits.
6. Martingales and tie downs are prohibited
7. Bandages and boots of any type are prohibited.

8. Junior horses may be shown in a snaffle (or a bosal in Western Pleasure); once shown in a curb type bit, they may not be shown back in a snaffle (bosal).
9. Spurs, whips, or crops are optional.
10. Excessive speed at any gait must be penalized.
11. Protective headgear may be worn without penalty (See GR801.4).
12. There will be no cross entries allowed between the following sections at any IALHA sanctioned competition.
  - a. Formal Driving/Formal Saddle
  - b. Show Pleasure Driving/English Pleasure Saddle Seat
  - c. Country Pleasure Driving/Country English Pleasure
  - d. Pleasure Driving.
13. RANGE OF TROT FOR ENGLISH AND DRIVING HORSES. Range of motion varies for the different English and Driving classes. This section is intended to show the relationships between motions in these classes. This description is NOT intended to set a literal standard. Motion is just one part of a horse's performance, which includes many other components of evaluation. Motion involves proper balance between the front and the rear end. Significant rear-end engagement and impulsion are equally important parts of a horse's overall motion. Regardless of the height of the trot, a horse should show a rhythmic, cadenced gait with adequate suspension and freedom of movement, versus a tight, "trappy" movement. The following diagram shows the relative levels of motion for the various classes:



## **SUBCHAPTER AL-4 BEST MOVEMENT**

### **AL111 General**

1. Open to Purebred Stallions, Mares and Geldings of all ages.
2. To be judged on movement only and not conformation.

### **AL112 Appointments**

Refer to AL104.

### **AL113 Qualifying Gaits**

1. Horses are to be shown In-Hand as they would in a halter class.
2. Four-beat walk showing as much overstep of the front hoofprint by the hind hoofprint as possible.
3. Animated trot with emphasis on extension, suspension and a balanced cadence with impulsion.



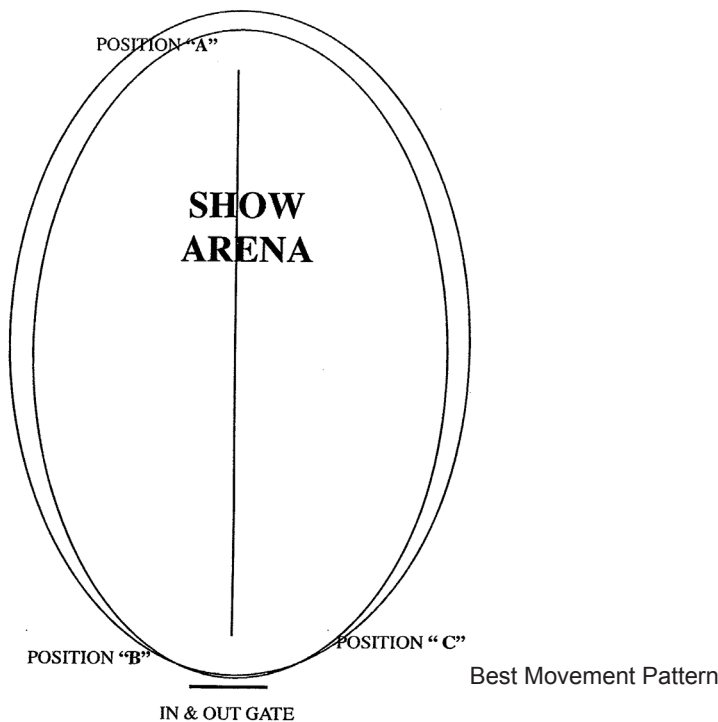
## AL114 Best Movement Class Specifications

### 1. Best Movement Pattern:

Horses enter the arena through the in gate at a trot and trot counterclockwise to Position A, come down to a walk and proceed at the walk to Position B. After all horses are in the arena and lined up, each horse will trot straight down the center of the arena to the opposite end, come down to a walk turn right (clockwise) and walk around the arena to Position C. After the last horse has trotted, the horses will walk on the rail to the right, (clockwise), single file to Position A. Each horse will then trot straight down the center and turn to the left (counterclockwise) and walk back to Position A. After all horses have been reviewed individually, they will be asked to walk on the rail until requested to stop and maintain position.

2. Equal emphasis must be given to the walk and the trot and a separate numerical score for each gait will be given. Decimals may be used.

3. Scores and placings will be determined by the summation of the two scores given for the walk and the trot. The higher score will receive the higher placing. **Best Movement Scoresheets must be used and are available at [www.usef.org](http://www.usef.org). BOD 1/16/16 EFFECTIVE 12/1/16**



## SUBCHAPTER AL-5 ENGLISH PLEASURE – FORMAL SADDLE HORSE

### AL115 General

1. Horses must be brought back to the walk before being asked to make the transition from the trot to the canter.
2. The judge may not request that gaits be performed only on the snaffle or curb.

### AL116 Appointments

1. Bridles shall be the light show type. Full bridles or Pelham bits must be used. Exception: Junior horses may be shown in a snaffle bit in any class within this section. Once shown in a curb type bit, they may not be shown back in a snaffle.
2. A cut back English saddle is required. The girth must be of leather, web, string or other suitable material.

3. Informal saddle seat dress is suggested for pleasure classes. It consists of a jacket and jodhpurs with a derby or soft hat. Formal riding habits are not permitted prior to evening classes except for Regional or National Championship classes.

### **AL117 Qualifying Gaits**

1. Animated Walk – A lively, animated and graceful walk that could be loosely termed a four-beat gait, but which does not give the appearance of being a jog or a prance. It should be judged as a separate entity and not merely as a transition gait.
2. Animated Trot – Executed in a highly collected manner. The horse's energy should be directed toward animation rather than speed. This gait requires extreme knee flexion and use of the shoulder for a balanced, graceful extension to the point where the horse does not significantly move forward. The hocks should remain well under and be lifted and not driven to the rear. The most desirable animated trot gives a balanced appearance from front and rear.
3. Canter – A three-beat gait which is to be collected, animated, true, smooth, unhurried, straight and correct on both leads. Loss of form due to excessive speed must be penalized.

### **AL118 English Pleasure Formal Saddle Horse Class Specifications**

1. In OPEN, MAIDEN, NOVICE, LIMIT, STALLION, MARE, and GELDING classes, horses will be judged on brilliant performance, presence, quality, type, manners and conformation. To be shown at the animated walk, the animated trot and canter.
2. In AMATEUR, AMATEUR OWNER, LADIES, GENTLEMEN and JUNIOR EXHIBITOR classes, horses will be judged on brilliant performance, manners, type, quality, and suitability of horse to rider. To be shown at the animated walk, the animated trot and canter.
3. In JUNIOR HORSE (three, four and five years old) classes, horses will be judged on quality, brilliant performance, type, conformation and manners. To be shown at the animated walk, the animated trot and canter.

## **SUBCHAPTER AL-6 ENGLISH PLEASURE - SADDLE SEAT HORSE**

### **AL119 General**

1. Horses must be brought back to the walk before being asked to make the transition between the trot to the canter.
2. The judge may not request that gaits be performed only on the snaffle or the curb.
3. It is imperative that horses give the distinct appearance of being pleasurable to ride and display a pleasurable attitude. Vitality and presence are highly desirable and obedience to the rider of prime importance. All gaits must be performed with willingness and obvious ease, cadence, balance and smoothness.
4. Excessive speed at any gait must be penalized.

### **AL120 Appointments**

1. Bridles shall be the light show type. Full bridles or Pelham bits must be used. Exception: Junior horses may be shown in a snaffle bit in any class within this section. Once shown in a curb type bit, they may not be shown back in a snaffle.
2. A cut back English saddle is required. The girth must be of leather, web, string or other suitable material.
3. Informal saddle seat dress is suggested for pleasure classes. It consists of a jacket and jodhpurs with a derby or soft hat. Formal riding habits are not permitted prior to evening classes except for Regional or National Championship classes.

### **AL121 Qualifying Gaits**

1. Walk - A four-beat gait which is to be true, flat-footed and ground covering.
2. Normal Trot - A two-beat gait which is balanced overall, relaxed, and easy going with elasticity and freedom of



3. Strong trot - To be faster with lengthened stride, maintaining balance, ease and freedom of movement.
4. Canter - A three-beat gait which is to be smooth, unhurried, straight and correct on both leads.
5. Hand Gallop - To be a faster gait, with a lengthened stride. It should be mannerly and controlled, straight and correct on both leads.

### **AL122 English Pleasure – Saddle Seat Class Specifications**

1. In OPEN, MAIDEN, NOVICE, LIMIT, STALLIONS, MARES, AND GELDING classes, horses will be judged on performance, manners, type, quality, and attitude except as noted below. To be shown at the walk, normal trot, strong trot, canter and hand gallop.
2. In AMATEUR, AMATEUR OWNER, LADIES, GENTLEMEN AND JUNIOR EXHIBITOR classes, horses will be judged on manners, performance, quality, attitude and suitability of horse to rider. To be shown at the walk, normal trot and canter.
3. In JUNIOR HORSE (three, four and five years old) classes, horses will be judged on quality, type, performance, attitude and manners. To be shown at the walk, normal trot and canter.

## **SUBCHAPTER AL-7 ENGLISH PLEASURE COUNTRY**

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### **AL123 General**

1. A judge may not request that gaits be performed only on the snaffle or curb.
2. It is mandatory that horses be asked to halt on the rail, stand quietly, back and walk off on a loose rein, at least one direction of the arena.
3. It is imperative that the horse gives the distinct appearance of being a pleasure to ride. A quiet, responsive mouth is paramount.
4. Horses must be brought back to the walk before being asked to make the transition from the trot to the canter.
5. Excessive speed at any gait must be penalized.

### **AL124 Appointments**

1. Bridle shall be light, show type, either single snaffle, single curb, curb and snaffle, or Pelham bit.
2. English-type saddle. No forward seat saddles allowed. Girth shall be either leather, web, string or other suitable material.
3. Informal saddle seat attire is required; no hunt attire. Suggested are conservative colors such as black, blue, gray, beige or brown jacket with matching jodhpurs. Day coat with jodhpurs also permitted. Boots and derby or soft hat required. Contrasting hats, vests and/or tie are acceptable.

### **AL125 Qualifying Gaits**

1. All gaits must be performed with willingness and obvious ease, cadence, balance and smoothness.
2. Walk - A four-beat gait. To be true, flat-footed and ground covering.
3. Normal Trot - A two-beat gait. To be an overall balanced, relaxed, easy going trot with elasticity and freedom of movement. High action MUST be penalized. Posting is required.
4. Strong Trot - A two-beat gait. To be faster with lengthened stride, maintaining balance, ease and freedom of movement. High action MUST be penalized. Posting is required.
5. Canter - A three-beat gait. To be smooth, unhurried, straight and correct on both leads.
6. Hand Gallop - To be a faster gait, with a lengthened stride. It should be mannerly and controlled, straight and correct on both leads.

## **AL126 English Pleasure Country Class Specifications**

1. In OPEN, MAIDEN, NOVICE, LIMIT, STALLIONS, MARES and GELDING classes, horses are to be judged on attitude, manners, performance, type, quality and conformation. To be shown at the walk, normal trot, strong trot, canter and hand gallop.
2. AMATEUR, LADIES, GENTLEMEN AND JUNIOR EXHIBITOR classes are to be judged on attitude, manners, performance, type, quality and suitability of horse to rider. To be shown at the walk, normal trot, and canter.
3. JUNIOR HORSES (three, four and five years old) are to be judged on attitude, performance, type, quality, conformation and manners. To be shown at the walk, normal trot, and canter.

## **SUBCHAPTER AL-8 ENGLISH PLEASURE – HUNT SEAT**

### **AL127 General**

1. Manes and tails may be braided.
2. Excessive speed at any gait must be penalized.

### **AL128 Appointments**

1. Regulation bridles including a snaffle, Pelham or kimberwicke bit are required. A cavesson type nose band shall also be used with the above bridles. Dropped nose bands, figure eight nose bands and flash nose bands are not allowed. Draw reins, bit converter straps, and/or artificial appliances are prohibited. A judge at his/her own discretion may penalize a horse with non-conventional types of bits or nose bands. Ornamented bridles, browbands, or cavessons are not permitted.
2. English hunt, dressage, combined or side-saddles are permitted.
3. Riders should wear coats of any tweed or Melton for hunting (conservative wash jackets in season), breeches (or jodhpurs) and boots. A dark blue, black or brown hunting cap or hunting derby is mandatory.
4. Spurs; and crops up to 30" in length, are optional.

### **AL129 Qualifying Gaits**

1. It is imperative that the horse give the distinct appearance of being a pleasure to ride and display a pleasurable and relaxed attitude. The neck should be carried lower than that of an English Saddle Seat horse with the head in a more relaxed manner with less bend at the poll.
2. Walk - A four-beat gait. Straight, true and flat-footed. Regular and unconstrained with good reach.
3. Trot - A two-beat gait. Straight and regular. The trot should be mannerly, cadenced and balanced. To be performed at a medium speed with a free-moving, ground-covering stride, with rider posting.
4. Canter - A three-beat gait. Even, smooth, unhurried, correct and straight on both leads.
5. Hand Gallop - To be a faster gait, with a lengthened stride. It should be mannerly and controlled, straight and correct on both leads.

### **AL130 English Pleasure –Hunt Seat Class Specifications**

1. In OPEN, MAIDEN, NOVICE, LIMIT, STALLION, MARE, and GELDING classes, horses will be judged on performance, manners, type, quality, and attitude except as noted below. To be shown at the walk, trot, canter and hand gallop.
2. In AMATEUR, AMATEUR OWNER, LADIES, GENTLEMEN and JUNIOR EXHIBITOR classes, horses will be judged on manners, performance, type, quality and suitability of horse to rider. To be shown at the walk, trot, canter and hand gallop.
3. In JUNIOR HORSE (three, four and five years old) classes, horses will be judged on quality, type, performance,

attitude and manners. To be shown at the walk, trot and canter and hand gallop.

## **SUBCHAPTER AL-9 ENGLISH PLEASURE – DRESSAGE SUITABILITY**

### **AL131 General**

1. Exhibitors may be asked to lengthen or shorten strides, walk on a loose rein, halt, stand quietly and back.
2. Horses should give the appearance of having the potential to become a dressage horse. Horses which have competed above First Level Dressage are not eligible to compete in Dressage Suitability. Slight errors should not be penalized.
3. Trot work to be ridden sitting or rising at the discretion of the rider.

### **AL132 Appointments**

1. Horses must be shown in a snaffle bridle and smooth snaffle bit (as approved in DR121) with cavesson. Drop, flash or figure eight nose bands are permissible.
2. Saddles shall be dressage or all purpose English type.
3. Hunt coat, breeches or jodhpurs, boots or jodhpur boots and hunt cap or dressage derby are required attire.

### **AL133 Qualifying Gaits**

1. Walk - A four-beat gait. Straight, flat-footed and ground-covering. Irregularity of gait should be penalized.
2. Trot - A two-beat gait. The trot should be free, forward and balanced. The hocks well flexed with the hind legs stepping over the foot print of the front foot. Speed is not a factor; the trot should never be hurried.
3. Canter - A three-beat gait. The canter should show impulsion, balance and engagement. The horse's back must be relaxed and supple allowing the hindquarters to reach under and work with moderate power and drive. The horse's neck should be relaxed and carried in a natural position for each individual's conformation.

### **AL134 Dressage Suitability Class Specifications**

The class shall be 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. Horses are judged on gaits, type and correctness, and manners consistent with United States Dressage Federation (USDF) and Federation rules. Classes may be divided for Open, Amateur, Junior Exhibitor, Stallions, Mares, Geldings and Junior Horses. Slight errors should not be penalized.

## **SUBCHAPTER AL -10 DRESSAGE HACK**

### **AL135 General**

1. The Dressage Hack class is open to any horse, however, once a horse has been entered and shown in a Dressage Hack class that horse may not thereafter be shown in a Dressage Suitability Class.
2. Manes and tails may be braided, secured with thread, yarn or bands. Ribbons or other decorations are prohibited.

### **AL136 Appointments**

1. Horses may be shown in a snaffle bridle with a smooth snaffle bit or a full bridle (As approved in DR121). Drop, flash or figure eight nosebands are permissible when using a snaffle. Regular cavesson nosebands are also permissible with a snaffle or full bridle.
2. English Dressage or English All-Purpose saddles are permitted. Conservative Dressage style saddle pads are required.
3. Martingales of any type, draw reins, other artificial appliances, boots and bandages are prohibited in competition. One whip is permitted in all classes. The whip must not be longer than 47.2 inches or 120cm, including the lash.

4. Attire shall be a short riding coat of conservative color, with tie, choker, or stock tie, breeches or jodhpurs, boots or jodhpur boots, a Hunt cap, Derby, Top Hat or protective headgear. Protective headgear may be worn without penalty. (See GR801.4) Gloves of conservative color are recommended. Half chaps and/or leggings are not allowed. Spurs are permitted.

### **AL137 Qualifying Gaits**

1. Horses to enter at a working trot, in a counter clockwise direction. Horses will perform working walk, working trot, working canter, lengthened trot and lengthened canter both ways of the arena. Free walk and working trot on long rein with horse stretching forward and down to be performed in at least one direction. Horses may be asked to back four (4) steps on the rail as a group or individually in the lineup. Canter transitions may be called from a walk or trot.
2. Trot work to be ridden sitting or rising at the discretion of the rider.

### **AL138 Dressage Hack Class Specifications**

1. Classes may be divided for Open, Amateur, Junior Exhibitor, Stallions, Mares and Geldings. If classes are divided, a Championship is recommended. A horse must have been entered, shown and judged in a qualifying class to be eligible for the Championship class.
2. In addition to objectives for the Dressage Suitability class, horses should begin to show more thrust (pushing power) and show progression towards a degree of balance and throughness. Horse should be reliably on the bit. A greater degree of straightness, bending, suppleness and throughness is required. There should be a clear distinction between the paces (working and lengthened). The horse's ability as a Dressage mount is to be highly considered.

## **SUBCHAPTER AL - 11 ENGLISH PLEASURE-PRO AM**

### **AL139 General**

1. This class will be judged in two parts.
2. The professional exhibitor will ride first.
3. At the judge's direction, the professional will dismount and the amateur will mount and work the horse in the second direction of the ring.
4. The amateur rider need not be an amateur owner.
5. This class may be combined with Western Pleasure Pro Am, but never Purebred and Half Andalusians.

### **AL140 Appointments**

Entries to be shown under Formal Saddle Horse, English Pleasure Saddle Seat, Country English Pleasure or Hunt Seat tack, attire and appointments. See AL116, AL120, AL124, and AL128 respectively.

### **AL141 Qualifying Gaits**

Horses will be shown at the walk, trot and canter both ways of the arena.

### **AL142 English Pleasure Pro-Am Class Specifications**

1. The professional will be judged as in an open class (i.e., extensions may be asked for at any gait) in the first direction.
2. When ridden by the professional rider, the horse will be judged on performance.
3. The amateur will be judged under Amateur Rules (i.e., no extensions will be asked for) in the second direction.
4. When ridden by the amateur rider, horses will be judged on manners, performance, type, quality, and suitability of horse to rider.

## **SUBCHAPTER AL-12 ENGLISH PLEASURE - VINTAGE RIDER**

### **AL143 General**

1. This class is open to any Amateur rider 45 Years of age or older.
2. Class may be combined with Western Pleasure-Vintage Rider, but never Purebred and Half Andalusians.
3. Excessive speed at any gait must be penalized.

### **AL144 Appointments**

1. Horses to be shown in English Pleasure appointments (Formal Saddle Horse, English Pleasure Saddle Seat, Country English Pleasure or Hunt Seat). Attire should match the seat being ridden.
2. Refer to the specific section for appropriate tack and attire. See AL116, AL120, AL124, and AL128 respectively.

### **AL145 Qualifying Gaits**

1. Walk - A four-beat gait which is to be true, flat-footed and ground covering.
2. Trot - A two-beat gait which is balanced overall, relaxed, and easy going with elasticity and freedom of movement.
3. Canter - A three-beat gait which is to be smooth, unhurried, straight and correct on both leads.

### **AL146 English Pleasure - Vintage Rider Class Specifications**

1. To be judged on manners, performance, type, quality and suitability of horse to rider.
2. To be shown at a walk, trot, and canter both ways of the ring.

## **SUBCHAPTER AL-13 HUNTER HACK**

### **AL147 Appointments**

1. Bridle shall be light, show type; either single snaffle, double (full) or pelham. Kimberwicke bit is permitted. Browbands and cavessons other than hunter or dressage types are prohibited. Unconventional tack such as figure eight, drop, or flash nose bands are prohibited.
2. Saddles shall be any type hunt or all purpose English. Girths of either leather, white web, nylon string or suitable material.
3. Breastplates are allowed.
4. Riders should wear coats of any tweed or Melton for hunting (conservative wash jackets in season), breeches (or jodhpurs) and boots.
5. Spurs and crops up to 30" in length are optional.
6. Exhibitors are required to wear protective headgear in conformity with GR801.2 and .3.

### **AL148 Qualifying Gaits**

1. Entries are to be shown at the walk, trot and canter both ways of the ring.
2. The Hunter Hack horse should move in the same manner as a Working Hunter horse.

### **AL149 Hunter Hack Class Specifications**

1. Horses shall enter the arena and line up at the direction of the ringmaster. Each horse is first required to jump two fences, the first fence to be 2'3" and the second to be 2'6". Fences should be set at increments of 12'. Ground lines are required.
2. Horses to perform a hand gallop one way of the ring after the second fence, halt, back and stand quietly on a loose rein.
3. Horses shall be judged 30% on performance, manners, type, quality and conformation and 70% over fences. Faults to be scored in accordance with the Hunter Division, Subchapter HU-5 Judging.

## **SUBCHAPTER AL-14 ENGLISH SHOW HACK**

### **AL150 General**

1. A judge may not request that gaits be performed only on snaffle or curb.
2. The collected and extended gaits must be called for; i.e., collected walk, extended walk, normal walk; collected trot, extended trot, normal trot; collected canter, extended canter, normal canter and hand gallop.
3. At the discretion of the judge, horses while on the rail may be asked to halt and back.
4. A Show Hack horse is not necessarily a Dressage horse, nor an English Pleasure horse. Elevation and high knee action are not to be emphasized. The Show Hack is a suitable section for the well trained animal. Show Hacks must be balanced and show vitality, animation, presence, clean fine limbs and supreme quality. Soundness is required.
5. Horses may show with a braided mane and tail. Braids maybe secured with tape, yarn or rubber bands.
6. Decorations are prohibited.
7. Excessive speed must be penalized.

### **AL151 Appointments**

1. Bridle shall be light, show type; either single snaffle, double (full) or Pelham. Kimberwicke bit is permitted. Browbands and cavessons other than hunter or dressage types are prohibited. Unconventional tack such as figure eight, drop, or flash nose bands are prohibited.
2. Saddles shall be any type Dressage or all purpose English. Girths of either leather, white web, nylon string or suitable material.
3. Breastplates are allowed.
4. Traditional hack attire consists of conservatively colored coat, breeches and boots. A conservatively colored hunting cap or derby is required.
5. Formal attire consisting of white breeches, top hat and tails may be worn. It is usual to wear such attire after 6:00 pm or in Championship classes.

### **AL152 Qualifying Gaits**

1. A Show Hack horse shall be able to perform all of the gaits with a noticeable transition between the normal, collected, and extended gaits. The horse must be under complete control and easily ridden. Obedience to the rider is of prime importance. If the horse exhibits clear transitions in a balanced and level manner, appearing to be giving a comfortable and pleasurable ride, he is performing correctly for this class.
2. Walk - A four-beat gait. Straight, true and flat-footed. Normal Walk: Regular and unconstrained, moving energetically and calmly forward. Collected Walk: Strides are shorter and higher than at the normal walk. The head approaches the vertical, but should never move behind it. Pacing is a serious fault. Extended Walk: The horse is allowed to lengthen frame and stride while rider maintains light rein contact. The horse should cover as much ground as possible without rushing.
3. Trot - A two-beat gait. Free-moving, straight, rider maintaining light contact with horse's mouth at all times. Normal Trot: Light, crisp, balanced and cadenced. Collected Trot: The horse's stride is shorter and lighter, maintaining balance and impulsion. The neck is more raised and arched than at the normal trot as head approaches the vertical line, never moving behind it. Extended Trot: Maintaining the same cadence and performing at medium speed, the horse lengthens its stride as a result of greater impulsion from the hindquarters. Horse should remain light in rider's hand as it lengthens its frame. Trot work to be ridden sitting or rising at the discretion of the rider.
4. Canter - A three-beat gait. Straight on both leads, smooth. Normal Canter: Light, even strides, should be moved into without hesitation. Collected Canter: Marked by the lightness of the forehand and the engagement of the hindquarters, the collected canter is characterized by supple, free shoulders. Neck is more raised and arched than in normal



**AL - ANDALUSIAN/LUSITANO DIVISION**

canter as the head approaches the vertical line, never moving behind it. Extended Canter: Maintaining the same cadence, the horse lengthens its stride as a result of greater impulsion from the hindquarters. Horse should remain light in rider's hand as it lengthens its frame.

5. Hand Gallop - To be a faster gait, with a lengthened stride. It should be mannerly and controlled, straight and correct on both leads.

### **AL153 English Show Hack Class Specifications**

1. OPEN, MAIDEN, NOVICE, LIMIT, STALLION, MARE AND GELDING classes to be judged on manners, performance, type, quality, and attitude.
2. AMATEUR, AMATEUR OWNER, LADIES, GENTLEMEN, AND JUNIOR EXHIBITOR classes to be judged on manners, performance, type, quality and suitability of horse to rider.
3. JUNIOR HORSE classes to be judged on quality, type, performance, attitude, and manners.

## **SUBCHAPTER AL-15 WESTERN PLEASURE**

### **AL154 General**

1. Horses are to be reversed to the inside (away from the rail) and will not be asked to reverse at the lope.
2. Light hand contact with the horse's mouth must be maintained at all gaits without undue restraint.
3. Only one hand may be used around the reins, and hands must not be changed. Two hands may be used when a Junior Horse is being shown in a snaffle bit or hackamore.
4. The horse must be ridden with the horse's eyes generally at or above the withers in all gaits.
5. Excessive speed at any gait must be penalized.

### **AL155 Appointments**

1. Any Western type headstall without nose band in conjunction with any standard Western bit shall be allowed.
2. Bits: A standard Western bit is one which has a shank with a maximum overall length of 8 1/2 inches. The mouthpiece shall consist of a metal bar which is from 3/8 inch to 3/4 inch in diameter, varying from the straight bar to a full spade. Jointed mouth pieces are permitted. Flat leather chin strap which must be at least 1/2 inch in width. Any device made of wire, metal or rawhide used in conjunction with or as part of leather chin strap is prohibited. Curb chains are also allowed and must be at least 1/2 inch in width and lie flat against the jaw. Hackamores or snaffle bits (smooth mouth) will be permitted on Junior Horses. Mechanical hackamores are prohibited. Junior Horses are permitted to show in all other Western classes with a snaffle bit or hackamore and riders may use two hands. Once a Junior Horse is shown in a standard Western bit, it may not go back and be shown in a snaffle bit or hackamore in the Western division. A hackamore includes a bosal rounded in shape and constructed of braided rawhide or leather and must have a flexible non-metallic core attached to a suitable headstall.
3. Split reins or closed reins with romal are equally acceptable. When a hackamore is used, attached reins may be of hair, rope or leather. For method of holding reins, see WS102.
4. A riata and hobbles are optional.
5. Entries shall be shown with a stock saddle; silver equipment will not count over a good working outfit. Side saddles are also permitted with proper attire. Tapaderos are prohibited.
6. Whips are not allowed other than with a side saddle.
7. Riders must wear Western hat, long sleeved shirt with any type of collar, trousers or pants and boots (a one piece long sleeved equitation suit is acceptable provided it includes any type of collar). Chaps, shotgun chaps, or chinks are required. A vest, jacket, coat and/or sweater may also be worn. Protective headgear with harness is optional in all classes (not required to be of Western style). Refer to GR801.
8. Spurs are optional.

### **AL156 Qualifying Gaits**

1. Horses are to be shown at a walk, jog-trot and lope on a reasonably loose rein both ways of the ring. Exception: Open classes, horses are to be shown at a walk, jog-trot, lope and hand gallop on a reasonably loose rein both ways of the ring.
2. Walk - A four-beat gait. True, flat-footed and ground-covering.
3. Jog-Trot - A two-beat gait. Free, square, slow and easy.
4. Lope - A true three-beat gait. Smooth, slow, easy and straight on both leads.
5. Hand Gallop - To be a faster gait, with a lengthened stride. It should be mannerly and controlled, straight and correct on both leads.

### **AL157 Western Pleasure Class Specifications**

1. WESTERN PLEASURE, OPEN, MAIDEN, NOVICE, LIMIT, STALLION, MARE and GELDING classes will be judged on performance, manners, type, quality and attitude. To be shown at the walk, jog-trot, lope and hand gallop.
2. In AMATEUR, AMATEUR OWNER, LADIES, GENTLEMEN and JUNIOR EXHIBITOR classes, horses will be judged on manners, performance, type, quality and attitude. To be shown at the walk, jog-trot and lope.
3. In JUNIOR HORSE (3, 4 and 5 years old) classes, horses will be judged on quality, type, performance, attitude and manners. To be shown at the walk, jog-trot, and lope.

## **SUBCHAPTER AL-16 WESTERN PLEASURE - PRO-AM**

### **AL158 General**

1. This class will be judged in two parts.
2. The professional exhibitor will ride first.
3. At the judge's direction, the professional will dismount and the amateur will mount and work the horse in the second direction of the ring.
4. The Amateur rider need not be an Amateur Owner.
5. This class may be combined with English Pro Am, but never Pure and Half Andalusians.

### **AL159 Appointments**

For tack and attire see AL155.

### **AL160 Qualifying Gaits**

1. Walk - A four-beat gait. True, flat-footed and ground-covering.
2. Jog-Trot - A two-beat gait. Free, square, slow and easy.
3. Lope - A true three-beat gait. Smooth, slow, easy and straight on both leads.

### **AL161 Western Pleasure Pro-Am Class Specifications**

1. Horses will be shown at the walk, jog-trot and lope both ways of the arena.
2. The professional will be judged as in an open class (i.e., extensions may be asked for at any gait) in the first direction.
3. When ridden by the professional rider, the horse will be judged on performance.
4. The amateur will be judged under the Amateur Rules (i.e., no extensions will be asked for) in the second direction.
5. When ridden by the amateur rider, horses will be judged on manners, performance, type, quality and attitude.



## **SUBCHAPTER AL-17 WESTERN PLEASURE-VINTAGE RIDER**

### **AL162 General**

1. This class is open to any Amateur rider 45 Years of age or older.
2. Horses may be shown as in a Western Pleasure class.
3. Class may be combined with English Pleasure-Vintage Rider, but never Pure and Half Andalusians.
4. Excessive speed at any gait must be severely penalized.

### **AL163 Appointments**

Refer to AL155 for appropriate appointments.

### **AL164 Qualifying Gaits**

1. Walk - A four-beat gait. True, flat-footed and ground-covering.
2. Jog-Trot - A two-beat gait. Free, square, slow and easy.
3. Lope - A true three-beat gait. Smooth, slow, easy and straight on both leads.

### **AL165 Western Pleasure – Vintage Rider Class Specifications**

1. To be judged on manners, performance, type, quality and suitability of horse to rider.
2. Horses are to be shown at a walk, jog-trot and lope on a reasonably loose rein both ways of the ring.

## **SUBCHAPTER AL-18 VERSATILITY DRIVING TO ENGLISH**

### **AL166 General**

1. Each entry must be shown by one and the same person.
2. Horses must be shown first as a Driving horse, either Formal, Show Pleasure, Country Pleasure, or Pleasure Driving and then under saddle as an English Pleasure horse, either Formal Saddle, Saddle Seat, Country Pleasure Saddle Seat or Hunt Seat.
3. Two grooms or attendants, both of whom must wear unadorned dusters or smocks (unadorned includes dusters or smocks with IALHA logo), may assist with unharnessing and saddling. One groom must act as a header. Ample time is allowed for the tack change; this is not a race.
4. Removal of the driving bridle while the horse is hitched to a vehicle calls for instant elimination.
5. A win in this class does not affect Maiden status.

### **AL167 Appointments**

1. Driving: Formal (AL176), Show Pleasure (AL180), Country Pleasure (AL184) or Pleasure (AL188).
2. Under Saddle: Formal Saddle (AL116), Saddle Seat (AL120), Country Pleasure Saddle Seat (AL124), or Hunt Seat (AL128).

### **AL168 Qualifying Gaits**

1. Walk - A four-beat gait. Brisk, true and flat-footed with good reach.
2. Trot - A two-beat gait. To be mannerly, cadenced, balanced and free-moving.
3. Extended Trot - A two-beat gait. This is a stronger trot, performed with a lengthened powerful, reaching stride.
4. Canter - A three-beat gait. To be smooth, unhurried, straight and correct on both leads.

### **AL169 Versatility Driving to English Class Specifications**

1. Entries to enter the arena in a counterclockwise direction at the trot.
2. Driving horses to be shown at the walk, trot and extended trot both directions of the arena.

3. English horses to be ridden at the walk, trot and canter both directions of the arena.
4. Each entry is judged 50% as a Driving Horse and 50% as an English Pleasure Horse.

## **SUBCHAPTER AL-19 VERSATILITY ENGLISH TO WESTERN**

### **AL170 General**

1. Each entry must be shown by one and the same person.
2. Each entry is to be shown first as an English Pleasure Horse, either Formal Saddle, Saddle Seat, Country Pleasure Saddle Seat or Hunt Seat and then as a Western Pleasure Horse.
3. Two grooms or attendants may assist in the tack change, but must wear unadorned dusters or smocks (unadorned includes dusters or smocks with IAHLA logo). Ample time is allowed for the tack change. This is not a race.
4. A win does not affect Maiden status.

### **AL171 Appointments**

1. For the first portion of the class, tack and attire to be appropriate for Formal Saddle, Saddle Seat, Country Pleasure Saddle Seat, or Hunt Seat. Refer to AL116, AL120, AL124, and AL128 respectively.
2. For the second portion of the class, the tack and attire shall be as appropriate for Western Pleasure. Refer to AL155.

### **AL172 Qualifying Gaits**

1. Walk- A four-beat gait. True, flat-footed and ground covering.
2. Trot- A two-beat gait. To be mannerly, cadenced and balanced.
3. Jog-Trot- A two-beat gait. Free, square, slow and easy.
4. Canter- A three-beat gait. To be smooth, unhurried, straight and correct on both leads.
5. Lope- A Three-beat gait. To be smooth, slow, easy and straight on both leads.

### **AL173 Versatility English to Western Class Specifications**

1. English horses to be ridden at the walk, trot and canter both directions of the ring.
2. Western horses to be ridden at the walk, jog-trot and lope both directions of the ring.
3. To stand quietly and horses may be asked to back.
4. Horses are to be judged 50% as an English Pleasure Horse and 50% as a Western Pleasure horse.

## **SUBCHAPTER AL-20 DRIVING**

### **AL174 General**

Unless otherwise stated, in all driving classes where horses compete collectively:

1. Junior horses (2, 3, 4 and 5 years old) may be shown in driving classes.
2. Two year old horses may only be shown using two wheeled pneumatic tired vehicles. In Formal Driving, they may use a four-wheeled pneumatic tired vehicle.
3. Two year old horses shall not be shown with an overcheck, but must be shown with a side check.
4. Sidechecks/overchecks must remain attached until the judges turn in their cards.
5. Entry - An entry consists of a single horse, not pairs or teams, and a single driver.
6. Only in Pleasure Driving and Traditional Type Carriage Driving are one or two people allowed per vehicle, where appointments allow for a traditional type vehicle.
7. Exhibitors shall enter the ring in a counterclockwise direction at the trot required for the specific class.
8. Horses are to stand quietly and back readily. (Exception: Formal horses shall not be asked to back, see AL175.2)
9. Headers, wearing unadorned dusters or smocks (unadorned includes dusters or smocks with IALHA logo) must be

**AL - ANDALUSIAN/LUSITANO DIVISION**

utilized to insure the safety of the exhibitors.

10. Gloves and a whip suitable to the vehicle are required.

11. Equipment is to be in sound condition.

12. Protective headgear may be worn without penalty (see GR801.4).

13. There will be no cross entries allowed between the following sections at any IALHA sanctioned competitions:

Formal Driving/Formal Saddle

Show Pleasure Driving/English Pleasure Saddle Seat

Country Pleasure Driving/Country English Pleasure

Pleasure Driving.

14. Drivers should dress conservatively according to the style of the present day. Period costumes are discouraged.

Dress for the driver must conform to the turnout.

## **SUBCHAPTER AL-21 FORMAL DRIVING**

### **AL175 General**

1. One person per vehicle allowed.

2. Formal Driving horses are not required to back.

### **AL176 Appointments**

Horses are to be shown in show harness, bridle with blinkers, overcheck (with separate overcheck bit) or sidecheck, snaffle bit (straight or jointed) or any traditional driving bit, to a four wheeled, pneumatic tire show vehicle. Burr, gags, and twisted wire bits are not allowed.

### **AL177 Qualifying Gaits**

1. Animated Walk - A lively, animated and graceful walk that could be loosely termed a four-beat gait, but which does not give the appearance of being a jog or a prance. It should be judged as a separate entity and not merely as a transition gait.

2. Animated Trot - Executed in a highly collected manner. The horse's energy should be directed toward animation rather than speed. This gait requires extreme knee flexion and use of the shoulder for balanced, graceful extension. It is most desirable that a horse go above "level arm" but it is not desirable to lose extension to the point where the horse does not significantly move forward. The hocks should remain well under and be lifted and not driven to the rear. The most desirable animated trot gives a balanced appearance from front and rear.

3. At the command "show your horse" the driver has the privilege of showing the entry to its best advantage at the trot, but excessive speed must be penalized.

### **AL178 Formal Driving Class Specifications**

OPEN, MAIDEN, NOVICE, LIMIT, STALLION, MARE, GELDING, AMATEUR AND AMATEUR OWNER classes are to be judged on performance, quality, manners, type and conformation. To be shown at the animated walk, animated trot and "show your horse." Horses to give a brilliant performance with style, presence, finish, balance and cadence.

## **SUBCHAPTER AL-22 SHOW PLEASURE DRIVING**

### **AL179 General**

1. One person per vehicle allowed.

2. Excessive speed must be penalized.

3. High, natural and free moving action is desirable.

4. The Show Pleasure horse generally has less animation than the Formal Harness horse but should still be alert and

responsive.

### **AL180 Appointments**

Horses are to be shown in show harness, bridle with blinkers, overcheck (with separate overcheck bit) or sidecheck, snaffle bit (straight or jointed) or any traditional driving bit, to a two - wheeled, pneumatic tire vehicle. Burr, gags, and twisted wire bits are not allowed.

### **AL181 Qualifying Gaits**

1. Walk - A highly collected four-beat gait exhibiting much “primp” at a slow, regulated speed, with good action and animation. It should have snap and easy control. It is a four-beat gait performed with great style, elegance and airiness of motion.
2. Normal Trot - Natural and cadenced with impulsion and power from behind, the front airy and light. The action is balanced, bold and brilliant, characterized by free shoulder action. The horse is to have leg flexion with extension, the foreleg extending fully forward at full stretch with floating motion combined with hock action that is powerful and well raised, and the hind leg being brought forward with a driving stride.
3. Strong Trot - A strong trot is to be faster with a lengthened stride, maintaining balance, ease and freedom of movement.

### **AL182 Show Pleasure Driving Class Specifications**

1. OPEN, MAIDEN, NOVICE, LIMIT, STALLION, MARE AND GELDING classes are to be judged on performance, type, quality, conformation and manners. To be shown at the walk, normal trot and strong trot.
2. AMATEUR, AMATEUR OWNER, LADIES, GENTLEMEN and JUNIOR EXHIBITOR classes are to be judged on manners, performance, type, quality and conformation. To be shown at the walk, normal trot and strong trot.
3. JUNIOR HORSE classes are to be judged on quality, type, conformation and manners. To be shown at the walk, normal trot, and strong trot.

## **SUBCHAPTER AL-23 COUNTRY PLEASURE DRIVING**

### **AL183 General**

1. It is imperative that the horse give the distinct impression of being a pleasure to drive and display a pleasurable attitude. To this end, all gaits must be performed with willingness and obvious ease, cadence, balance and smoothness.
2. Excessive knee action must be penalized.
3. Excessive speed must be penalized.

### **AL184 Appointments**

Horses are to be shown in show harness. Bridle with blinkers, overcheck (with separate overcheck bit) or sidecheck, snaffle bit (straight or jointed) or any traditional driving bit, to a two-wheeled show vehicle, suitable to the horse. Traditional antique-type vehicles are not permitted. Burr, gags, and twisted wire bits are not allowed.

### **AL185 Qualifying Gaits**

1. Walk - A four-beat gait, brisk, true, and flat-footed with good reach.
2. Normal Trot - A two-beat gait, to be performed at medium speed with moderate collection. The normal trot must be mannerly, cadenced, balanced and free-moving.
3. Strong Trot - This is a stronger trot, performed with a lengthened stride, powerful and reaching, at a rate of speed which may vary between horses since each horse should attain his own strong trot in harmony with his own maximum natural stride. The horse must not be strung out behind. The horse should show moderate collection without

exaggeratedly high action in front. He must present a willing attitude while maintaining form. The strong trot must be mannerly, cadenced, balanced and free-moving.

### **AL186 Country Pleasure Driving Class Specifications**

1. OPEN, MAIDEN, NOVICE, LIMIT, STALLION, MARE and GELDING classes are to be judged on attitude, manners, performance, type, quality and conformation. To be shown at the walk, normal trot and strong trot.
2. AMATEUR, AMATEUR OWNER, LADIES, GENTLEMEN and JUNIOR EXHIBITOR classes are to be judged on manners, performance, type, attitude, quality and conformation. To be shown at the walk, normal trot and strong trot.
3. JUNIOR HORSE classes are to be judged on quality, type, attitude, performance, conformation and manners. To be shown at the walk, normal trot and strong trot.

## **SUBCHAPTER AL-24 PLEASURE DRIVING**

### **AL187 General**

1. This is the ideal class for the driving horse who carries himself in an Andalusian/Lusitano hunter pleasure type frame.
2. Excessive knee action and/or speed must be penalized.

### **AL188 Appointments**

Horses are to be shown in show harness. Bridle with blinkers, overcheck (with separate overcheck bit) or sidecheck, snaffle bit (straight or jointed) or any traditional driving bit, to a two wheeled vehicle, either show or traditional type, suitable to the horse. Burr, gags, and twisted wire bits are not allowed.

### **AL189 Qualifying Gaits**

1. Walk - A four-beat gait which is to be true, flat-footed and ground covering.
2. Normal Trot - A two-beat gait which is balanced overall, relaxed and easy going with elasticity and freedom of movement.
3. Strong Trot - A strong trot is to be faster with a lengthened stride, maintaining balance, ease and freedom of movement.
4. It is imperative that the horse give the distinct impression of being a pleasure to drive. A quiet, responsive mouth is paramount. All gaits must be performed with willingness and obvious ease, cadence, balance and smoothness.

### **AL190 Pleasure Driving Class Specifications**

1. OPEN, MAIDEN, NOVICE, LIMIT, STALLION, MARE and GELDING classes are to be judged on manners, performance, type, quality and attitude. To be shown at the walk, normal trot and strong trot.
2. AMATEUR, AMATEUR OWNER, LADIES, GENTLEMEN and JUNIOR EXHIBITOR classes are to be judged on manners, performance, type, quality and attitude. To be shown at the walk, normal trot and strong trot.
3. JUNIOR HORSE classes are to be judged on quality, type, performance, attitude and manners. To be shown at the walk, normal trot and strong trot.

## **SUBCHAPTER AL-25 TRADITIONAL TYPE CARRIAGE DRIVING**

For rules governing the judging of Traditional Type classes, refer to the USEF Carriage Pleasure Driving rules.

## **SUBCHAPTER AL-26 ANDALUSIAN NATIVE (CONTEMPORARY) TACK AND ATTIRE**

### **AL191 General**

1. Exhibitors shall enter the ring in a counterclockwise direction at the trot and shall show their horses at the walk, trot

and canter both ways of the ring.

2. Entries are to be judged 50% on tack and attire and 50% on performance.

## AL192 Appointments

Entries shall be shown under contemporary Spanish or Portuguese equipment. There are different styles of Spanish and Portuguese tack and attire, which are traditional and correct for the Andalusian horse. It is not correct in either of these two countries to mix attire and equipment (saddles) and should not be acceptable here in the U.S.

### 1. Spanish

#### a. Saddle

1. For the Spanish, there are three major types of saddles: vaquera, royal or sidesaddle (vaquera or English), with variations of them all. The vaquera (albardon, jerazana) and vaquera sidesaddles are identical except the sidesaddle has leaping horns which may be on the left or right to the preference of the rider. The saddle is rectangular in shape covered with sheepskin, having a raised, rounded cantle at the back. It has a canvas under side and is placed directly on the horse without saddle pads. The colors of the leather showing at the cantle or pommel may be dark brown, black or natural. The stirrups are blackened steel, triangular in shape. Crupper strap to match.
2. The royal saddle (includes espanol and portrera) faintly resembles a dressage saddle from the side, but it has a raised cantle and pommel, the overall length exceeds the width of a dressage saddle. It is traditionally, not necessarily, covered in sheepskin. The stirrup is the triangular blackened steel. Crupper strap to match.
3. Breast collars are only used, but not always, with side saddle and royal saddle, plain or covered with sheepskin. Silver is not used. Plain leather is preferred in Spain, though decorative tooling can be used with the Gala event attire.

#### b. Bridle and Bit

1. The type of bit used is a blackened steel bit in snaffle, pelham, curb (shank), with low, medium or high port. In Spain, two sets of reins are used for the younger horse, one set attached to the leather covered or wrapped serreta at the nose band (serreta is a curved metal nose piece that is always covered with leather or wrapped to cover the sharp metal points and attaches to the nose band with two rings to attach reins), the top rein coming from the nose band and the regular reins coming from the mouth (snaffle or shanked blackened solid bit) or with the pelham. A leather-covered muscarola (serreta without ring attachments) may also be placed on the nose band depending on the training level of the horse.
2. The bridle leather is dark brown, natural or black to suit the horse with or without throat latch. Vaquera without throatlatch, royal and sidesaddle with or without throat latch. Plain leather is preferred in Spain, though decorative tooling can be used with the Gala event attire. All hardware is of blackened steel. With each of the three types of saddles, an appropriate bridle will have a brow band with a mosquero (fly screen) made of long leather fringe or of horse hair (having three circles in a pyramid at the top and tassels) not to extend below the nose band.

### 2. Portuguese

#### a. Saddle

1. For the Portuguese, there are three major types of saddles: Portuguesa (bullfight style), Dressage (Portuguese or English style) or sidesaddle (Portuguese or English style) with variations of them all. The Portuguesa (bullfight) saddle has a high cantle and pommel in the front. The front and back slope in wings down to hold the leg firmly in place. This is a bull fighting saddle made to hold the rider in place. The seat of the saddle may be rough-out leather of varying colors or smooth leather.
2. The Portuguese saddle will at least have a loin pad of leather (or animal skin) between the saddle and the crupper. If the rider is in eighteenth century attire, the saddle covers (silk) will have great embroidery in



designs to suit the rider's attire.

3. The stirrups are either brass or chrome, oval shaped under the foot or close-toed, rectangular (box) wooden stirrups with brass or chrome overlays in varying degrees of intricacy to match the leather accessories.
4. Breast collars and crupper to match bridle. Saddle pad may be used but must conform to the outline shape of saddle.
5. Dressage (Portuguese) to be advised.
6. Campino equipment to be advised.

b. Bridle and Bit

1. The bridle is a flat, brown, natural or black leather, with wide buckles of brass or silver (chrome, nickel) at all adjustment points. There are different styles of bridles, flat plain (simple), half-presentation (a little fancier) or full presentation (very decorative and ornate with feather penacho). A white leather bridle is used for exhibition only. No mosquero or fringe is allowed. The bit to suit the horse. Stylized brass and chrome bits are used to match with presentation equipment.

## AL193 Attire

### 1. Spanish

- a. Vaquera, Feria, Gala or Exhibition: the attire for the rider in the vaquera or royal saddle, male or female is almost identical.

1. Traditionally the high waisted short jacket is of conservative colors, dark or light grays, blues, burgundy, greens browns and tans. May be solids, hounds tooth or faintly striped. Black jackets are generally for evening events. The jacket ends above the waist and has five buttons on each sleeve angled from the wrist lightly back towards the elbow. If the jacket is that of vaquero style, it has five buttons down the front and two side pockets. The jacket is worn open for the women and buttoned at the top button for the men. It has no collar and no cuff. The female style may have a small collar. Some exhibition and gala jackets do not have buttons, they may have black or contrasting trimmings, embroidery, and a vest may be worn.
2. The pants rise high into the waist and have suspenders to hold the pants at this height. The pants are of the color that compliments the color of the short jacket, dark gray with a black stripe, brown stripes, green stripes, navy stripes or solid colors. The pants are of two different styles, pantalon and calzona depending on the discipline in which the rider is riding. Pantalon style ends with a turned up white cuff and the calzona at mid calf panel with buttonholes, in which dangles a grouping of silver or natural material ornaments, called cariles. There is no belt worn. A colorful scarf or sash is worn around the waist and tied on the right side.
3. The shirt is plain white with a turned down collar (not button down), for the men and lightly ruffled for the women.
4. The hat is flat crown, with flat brim. Conservative color to match the attire of the rider. The hat should be a darker shade of color. Black and shades of grays are the most used. Protective headgear may be worn without penalty (see GR801.4).
5. There are two styles of boots. Boto compero are tall, rough out, low heeled boots and worn with pantalon style pants (white cuff). Botins are ankle height, rough out boots always worn with half-chaps called polainas and these are worn with the calzone style pants. Boots are of natural leather (brown) never black. The polainas are plain or tooled to varied degrees with fringe at the top of the spat (which is worn under the pant).

b. For the side saddle rider (Amazona)

1. Wears the same styles of jackets as described above.
2. The skirt is to match the jacket in conservative colors or in black, long full skirt with large pleat, buttoning the back for walking.
3. The shirt is white as above or with stand up collar and ruffles. The rider wears conservative single stud

earrings.

4. The flat hat as described above to coordinate with the jacket worn or the Calanes hat, with the hair covered with colorful scarf in a hair net (madroero). Protective headgear may be worn without penalty (see GR801.4).
5. Her boots are dark boto compero or black.
6. She will carry a whip to the off side absent the leg. The overall look is subdued elegance.

c. For "A La Grupa"

1. The male rider wears the attire of the above vaquera riders.
2. The feria dress is worn when the woman is riding a la grupa only. She should have flowers in her hair, bracelets of the color of her dress on her arm, earrings also matching the dress. Gold and diamonds are not appropriate. Colorful plastic is in order. She should have a fringed scarf, which makes a "V" at the back of the dress emphasizing the plunge of the back (and pinned into place), and pinned in the front of the bust. The fringe should either lightly flow over the ruffles of the shoulder or be completely contained in the front and in the back.
3. She will sit fully to the left or right, putting her right or left arm around the waist of the male; with her left or right hand under the tiers of flounces holding onto the crupper. She is sitting on a small pad, which is held in place by the crupper, which passes through the under side of the pad. Feria (Flamenco) dress is not permitted to ride astride or sidesaddle. It is not native to Spain.

2. Portuguese.

a. Bullfighting and Haute École Exhibition.

1. The coat, called the casaca, reminiscent of French court of Louis XV and Louis XVI is traditionally of rich and vibrantly colored satin or silk but may also be of fine velvet, heavily embroidered along the front, at the cuffs, and down the back. Attached to the cuffs here is deep lace. There is a black ribbon from the top of the coat at the center of the head. There is a single vent in the back. The rider wears a vest embroidered to compliment the coat.
2. The shirt is white and plain with lace showing at the collar.
3. The pants are white, beige, blue or black to compliment the jacket.
4. The boots (Frederica) extended in height to the knee the front of the boot is cut in a "V" shape. The shelf-heel on which the spurs rest and square toe. White stockings are worn above the knee.
5. A black tri-cornered hat, edge trimmed in white feathers, is worn. Protective headgear may be worn without penalty (see GR801.4).

b. Women's attire riding sidesaddle or astride (Amazona propriamente dita or para esarranchar).

1. Jackets have various characteristics. The main characteristics are two-pointed lapels, two fitted pockets with vertical openings, top of sleeves near the shoulder full (almost ballooning), cuff-less and silk lining in tone with color of jacket. Colors of jacket somber colors in nature, browns, beige, greens, burgundy, tweeds and black. It is sometimes adorned with trimmings around the edges and designs on the back. Material is usually of wool, raw silk or fine velvet. No buttons on the jacket for the side saddle rider but the astride rider may use a cavaleiros style jacket if they wish. Trims and designs are of a contrasting or a coordinating color.
2. The skirt is to match the jacket in conservative color or in black, long full skirt with large pleat, buttoning in the back for walking. The astride rider has a split skirt that covers the riding patalone (breeches) of the same color as skirt. The skirt fits snugly on the hips and may have a high waist, buttoning on the side or in the middle, slit from the top of the thigh front and back in a way to open over the saddle when riding and conceals the breeches when dismounted.
3. Shirt with a small collar embellished with a jabot of lace or cotton. Collar is decorated with a brooch or black satin bow. Two or four buttonholes are at the collar and are closed with collar links. A variety of styles may be worn by the astride rider. Cuffs may be plain or lacy. Shirt must always be white. Satin cummerbund with



horizontal pleats complimenting the outfit is worn; also acceptable is a satin or cotton sash wrapped around the waist as in the cavaleros dress. A waistcoat (vest) may be worn but always the cummerbund or sash to harmonize with the outfit or in black. Gloves must always be worn with these two outfits.

4. Amazona hat has an upturned brim, a slightly indented convex crown and is adorned with two silk pom poms (country hat). Astride rider may also wear the cavaleros style of hat. Protective headgear may be worn without penalty (see GR801.4).
5. Boots may be that of the cavaleros or above ankle boot with button or lace closure. Black or brown.

c. Horsemen's Riding Attire. (Caveleiros)

1. The jacket is cropped short at the waist or slightly below, cut straight across the back at the waist. A variety of collar styles: shawl collar, two-pointed lapels, polo type, round band. Double breasted lapels or simply collar-less. Two-pointed lapel collar frequently has velvet or velveteen on the upper half. Material is also varied from fine wool and velvet to cloth of various textures and ranging from light to dark colors of somber tones. Some jackets have applications of different fabric and color on the front (pockets, etc.) and elbows of the sleeves. The jacket has two breast pockets; edges bound or trimmed and show a glimpse of the lining. Sleeves are cuff-less and plain or may have a stripe of fabric with buttons mounted. Buttons (if used) are of silk braiding, silver braiding, glass, horn, wood, bone, silver or modern materials usually with a foot (not holes) or frog and loop.
2. The Portuguese pants are straight cut without cuff falling to the ankles. The waistband is high snugly fitting button of fly hidden with flap, but three buttons visible rising above to the waist. Two small horizontal pockets at the waistband. Buttons to attach suspenders. Material of pants should be of wool or cotton blend and of the same tone or lighter tone than that of the jacket. Breeches can also be worn of the same or lighter complementary tone of the jacket; buttons are usually sewn along the lateral seam to the taste of the wearer, with long stockings showing above the boot.
3. The shirt is plain white with a turned-down collar, fastening could be single or double closures of plain or covered buttons or collar links of enamel up to a gold or silver, with or without precious stones. Also "Sunday best" has a wide ruffled front with or without pleats or with or without lace. Buttons may be plain or decorative. Sleeves are large and roomy ending in simple or double cuff.
4. Waistcoats have different shapes of neck to suit the wearer. Can be single breasted, double-breasted, with or without collar as the jacket dictates. Usually the front is made of the same fabric as the jacket. Some have pockets. The sash is placed over the waistcoat and the waistband of the trousers. The color is black for cavaleros. Silk, wool or cotton wrapped snugly around the waist with fringed amount to the left. The sash is two meters long and 30 cm wide. No scarves or bandana. Gloves are optional.
5. The hat, two styles are predominant. "Mazzantini", flat brimmed cylindrical crown straight across the top, wide ribbon band, decorated with three buttons placed vertically. "Portuguesa" soft wide brimmed 9 cm, indented convex crown 10 cm, encircled by a 2 cm ribbon band, so as it may be held between the thumb and middle finger. Colors in black, gray or brown.
6. The half-boot, with the top shorter than the above "Frederica", is a greased calf boot with shelf-heeled, squared or rounded toe, and may have closures laterally by a system of pins and loops, small leather laces. More formal may be in patent leather with higher quality design with shelf-heel. Ankle boot with leather gaiters with pin and loop or lace closure attachments. Colors in black, gray, or brown are the norm.

## **SUBCHAPTER AL-27 ANDALUSIAN HERITAGE (HISTORICAL) TACK AND ATTIRE**

### **AL194 General**

Entrants must submit a narrative not to exceed one minute in length to be read by the announcer during the class

describing and the period and heritage it represents.

### **AL195 Appointments**

1. Entries may be shown under authentic tack from the period represented.
2. Riders shall wear attire, which represents the heritage of a culture which used and rode Andalusian horses.

### **AL196 Qualifying Gaits**

1. Exhibitors shall enter the ring in a counterclockwise direction at the trot.
2. Exhibitors shall show their horses at the walk, trot and canter both ways of the ring.

### **AL197 Andalusian Heritage (Historical) Tack and Attire Class Specifications**

Entries shall be judged 70% attire and 30% on performance.

## **SUBCHAPTER AL-28 FANTASY COSTUME - OPEN TO**

### **PUREBRED AND HALF-ANDALUSIAN HORSES**

#### **AL198 General**

1. Excessive speed must be penalized.
2. Exhibitors may be asked to halt and stand quietly.
3. Light hand contact must be maintained.
4. Lineup position is at the discretion of the judge.
5. It will be at the judge's discretion to decide if a costume is unsafe and cause for elimination.
6. No walkers allowed. Flags, bards, and /or banners are permitted.

#### **AL199 Appointments**

1. The Exhibitor's safety should be a primary consideration.
2. Costumes should be made of durable material and securely attached, such that no part of the costume falls off during the class.

#### **AL200 Qualifying Gaits**

1. Exhibitors to enter the ring at a walk in a counterclockwise direction.
2. All horses shall be worked at a walk and trot both ways of the ring.

#### **AL201 Fantasy Costume Class Specifications**

1. Exhibitor is to give free expression the imagination and creativity of the presentation.
2. A short script about each costume may be provided to the announcer from each entry. Only the winning entry will have their script read during the awards presentation for the class. The script must not exceed one minute when read.
3. Exhibitors can show individually or in groups up to but not exceeding five per group. Groups must be clearly identifiable, with lead rider wearing number easily visible to judge.
4. To be judged on creativity, authenticity to period, suitability of costume to horse and rider and manners.

## **SUBCHAPTER AL-29 LONG REINING**

#### **AL202 General**

1. Exhibitors are to present a neat appearance with handler and horse appropriately turned out.
2. Horses may show with braided manes and tails.

## **AL203 Appointments**

1. Bridle: Dressage, Spanish or Portuguese bridle, with snaffle bit. Cavesson must be used with this bridle. No colored brow band cavessons.
2. Surcingle: Leather surcingle, with crupper (optional). Traditional surcingle with saddle pad and breast plate may be used in level three and kur, when wearing traditional clothes.
3. Long Reins: To be of leather, webbing or rope. Whichever type is chosen, must be clean and in good condition.
4. Whips are optional.
5. Hunt outfits, consisting of Jodhpurs, hunt coats, boots and hat are appropriate for levels 1 and 2.
6. Formal top hat and tails or traditional Spanish or Portuguese attire are required for level 3 and Musical Kür (freestyle).

## **AL204 Qualifying Gaits**

1. Walk - A true, four-beat walk, with the horse collected. The motion should be brisk and vigorous with the horse showing animation and brilliance.
2. Trot - Animated, natural, and cadenced, with impulsion and power from behind, the front airy and light. The animated natural trot is extremely bold and brilliant, characterized by free shoulder action. The trot should appear effortless and be executed willingly with apparent ease. The action should be balanced and cadenced. The trot should be a true two-beat diagonal gait. Mixed gaits, pacing or racking must be considered major faults.
3. Canter - A true, three beat gait, collected, animated, smooth and unhurried. The movement light and airy with more elevation in the front. The horse to be balanced, supple and mobile. To be straight on both leads.

## **AL205 Required Movements**

1. Shoulder-in: the horse is slightly bent to the inside track. The horse's inside foreleg passes and crosses in front of the outside leg; the inside hind leg is placed in front of the outside leg. The horse is looking away from the direction in which it is moving. Shoulder-in, if performed correctly with horse slightly bent and at the correct angle, is not only a suppling movement but also a collecting movement. Shoulder-in is performed along the wall at an angle of about 30 degrees to the direction in which the horse is moving.
2. Travers: the horse's haunches are carried slightly to the inside track, with the horse looking in the direction in which it is moving. Travers is performed along the wall or preferably on the center line at an angle of about 30 degrees to the direction in which the horse is moving. The horse's outside legs pass and cross in front of the inside legs.
3. Renvers: this is the inverse movement to travers with the tail instead of the head to the wall. The same principles are applicable as at the travers.
4. Half-Pass: this movement is a variation of travers executed on the diagonal instead of along the wall. The horse although slightly bent, should be as close as possible to parallel to the long side of the arena, while maintaining the forehand slightly in advance of the quarters. The outside legs pass and cross in front of the inside legs. The horse is looking in the direction in which it is moving. The horse should maintain the same cadence and balance throughout the whole movement. In order to give more freedom and mobility to the shoulders which adds to the ease and grace of the movement, it is of great importance not only that the horse is correctly bent and thereby prevented from protruding his inside shoulder, but also to maintain the impulsion especially the engagement of the inside hind leg.
5. Turn on the haunches: this movement is a schooling exercise which can be executed from the walk and is preparatory for the pirouette which is executed out of collected gaits. The horse's forehand moves in even, quiet and regular steps around the horse's inner hind leg while maintaining the rhythm of the walk. In the half turn on the haunches, the horse is not required to step with its inside leg in the same spot each time it leaves the ground but may move slightly forward. Backing or loss of rhythm is considered a serious fault. This movement may be

executed through 90, 180 or 360 degrees.

6. Pirouette: the pirouette (half-pirouette) is a circle (half-circle) executed on two tracks with the radius equal to the length of the horse, the forehand moving round the haunches. Pirouettes (half-pirouettes) are usually carried out at the collected walk or canter but can also be executed at piaffe. At the pirouette (half-pirouette) the forefeet and the outside hind foot move round the inside hind foot which forms the pivot and should return to the same spot, or slightly in front of it, each time it leaves the ground. At whatever pace the pirouette (half-pirouette) is executed, the horse slightly bent in the direction in which it is turning should, remaining on the bit with light contact, turn smoothly maintaining the exact same cadence and sequence of footfalls of that pace. The poll stays the highest point during the entire movement. During the pirouette (half-pirouette) the horse should maintain its impulsion and never move backwards or deviate sideways. If the inside hind foot is not raised and returned to the ground in the same rhythm as the outside hind foot the pace is no longer regular. In executing the pirouette (half-pirouette) in the canter, the handler should maintain perfect lightness of the horse while accentuating the collection. The quarters are well engaged and lowered and show a good flexion of the joints. The quality of the pirouettes (half-pirouettes) is judged according to suppleness, lightness, cadence and regularity and to the precision and smoothness of the transitions; pirouettes (half-pirouettes) at the canter are judged also according to the balance, the elevation and the number of strides (at pirouettes 6-8, half-pirouettes 3-4 are desirable).
7. Piaffe: the piaffe is the most collected of the trot paces. The horse shows an elevated and cadenced trot on the spot, with the quarters slightly lowered. The horse should demonstrate great freedom and mobility of all the joints as he moves each diagonal pair of legs. The toe of each foreleg should be raised to halfway up the cannon bone of the other front leg; and the hind legs, showing great activity, should lift each hind toe to just above the opposite hind fetlock. The horse must always have the desire to move forward and show a lively impulsion while remaining lightly on the bit.
8. Passage: the passage is a very collected, very elevated, cadenced trot. The horse shows graceful, springy steps with a prolonged moment of suspension. The knees and hocks are highly flexed as the quarters are more engaged and the horse remains lightly on the bit. When this movement is established, the horse should then be able to move from piaffe to passage and back to piaffe without any apparent effort, loss of rhythm or cadence.

## **AL206 Required Tests**

1. Level One: Novice
2. Level Two: Intermediate
3. Level Three: Advanced
4. Musical Kur: Advanced
5. Optional Tests: To be used if a Dressage arena is not available. Required elements may be done in random order (except halt and salute at entry and exit). It is up to each exhibitor to choreograph his/her own test and provide the order of execution of the required elements to the judge prior to the competition.
  - a. Optional Test Level One Required elements: Halt Salute on entry and exit; 20 meter circle left at collected trot; 20 meter circle right at collected trot; medium walk (to be performed several times in the program); shoulder-in right at collected trot; shoulder-in left collected trot; 10 meter half circle right at collected trot; 10 meter half circle left at collected trot; leg yield right at collected trot; leg yield left at collected trot.
  - b. Optional Test Level Two Required elements: Halt and salute on entry and exit; shoulder right at collected trot; shoulder-in left at collected trot; half-pass right at collected trot half-pass left at collected trot; rein back; travers right at collected trot; travers left at collected trot; collected walk; extended walk; half pirouette at walk left and right; collected canter; half-pass right and left at collected canter; flying change demonstrated in connection with half-pass at collected canter.
  - c. Optional Test Level Three Required Elements: Halt and Salute on entry and exit; collected trot; half-pass right

**AL - ANDALUSIAN/LUSITANO DIVISION**

at collected trot; half-pass left at collected trot; rein back; collected walk; medium walk; extended walk; collected canter; half-pass right at collected canter; half-pass left at collected canter; flying change of lead (demonstrated in connection with half-pass); three flying changes every four strides; three flying changes every three strides; piaffe (10 to 15 steps); passage (10 to 15 steps); transitions between passage and piaffe must be demonstrated.

**SUBCHAPTER AL-30 JUNIOR EQUITATION**

**AL207 General**

1. Exhibitors shall be junior exhibitors (An individual who has not reached his/her 18th birthday as of December 1 of the current competition year.). (See GR127).
2. The rider's position, seat, hands and the correct use of the aids are to be judged, refer to Equitation Chapter EQ.
3. Purebred and Half-Andalusian horses are permissible.

**AL208 Saddle Seat Equitation**

1. Appointments as appropriate to Saddle Seat Equitation, see EQ114. Dressage saddles are prohibited.
2. Saddle Seat Equitation classes are to be shown at a walk, trot and canter both ways of the ring, refer to EQ116.

**AL209 Hunt Seat Equitation**

1. Appointments as appropriate to Hunt Seat Equitation, see EQ105.
2. Hunt Seat Equitation classes are to be shown on the flat at a walk, trot and canter both ways of the arena, refer to EQ107.

**AL210 Western Equitation**

1. Appointments as appropriate to Western Equitation, see EQ123.
2. Exhibitors shall enter the ring in a counterclockwise direction at the jog trot. Horses shall be worked at the walk, jog-trot and lope both ways of the ring, refer to EQ125.

**AL211 Walk-Trot Equitation – 10 and Under**

1. General.
  - a. Junior Exhibitors are prohibited from showing in Walk-Trot Equitation after previously competing in any recognized class which requires a canter. They also may not compete in a class at the same competition which requires a canter.
  - b. Stallions are prohibited.
2. Appointments: As appropriate to Saddle Seat, Hunt Seat, Western, Spanish or Portuguese. (See related Sections, above.)
3. Qualifying Gaits
  - a. Exhibitors will enter the ring in a counterclockwise direction at a trot or jog-trot.
  - b. To show at a walk and trot or jog-trot both directions of the arena.
  - c. Three or more canter or lope strides are cause for disqualification.
  - d. Horses may be asked to back.
4. Class Specifications
  - a. The exhibitor will be judged on his or her basic position in the saddle: Hand-Leg-Back position. Exhibitor will also be judged on his or her ability to govern, control and properly exhibit the horse.

**SUBCHAPTER AL-31 JUNIOR EXHIBITOR SHOWMANSHIP IN HAND**

**AL212 Junior Exhibitor Showmanship In Hand**

The showmanship class shall be judged with emphasis on the handler's ability to prepare and present the horse

safely, correctly and elegantly. The conformation of the horse is not to be judged, since the horse is considered a means of displaying the abilities of the junior exhibitor. The ideal showmanship performance consists of a poised, confident, appropriately attired exhibitor leading a well groomed and conditioned horse that quickly and efficiently performs the required movements with promptness, smoothness and precision. Horses shall be presented in the Andalusian show stance (refer to AL105.4).

#### 1. GENERAL

- a. Judging is based on 50%-Presentation of the horse and showmanship skills, 40%-Condition, grooming and fitting of the horse, 10%-Appearance and grooming of the exhibitor.
- b. Unsoundness of the horse being shown shall not penalize a handler unless it is sufficiently severe as to impair the required performance, in which case the penalty is at the judge's discretion.
- c. Stallions are not permitted.
- d. Pure and Half Andalusians may compete in the same class.
- e. Horses may be presented either English or Western.
- f. Showmanship pattern must be posted at least one hour prior to the class.

#### 2. APPEARANCE OF EXHIBITOR-10%

- a. Attire-Boots or dress shoes are to be worn, no tennis shoes; long sleeved shirt or blouse is mandatory. No Denim is permitted. Long hair should be neatly pulled back. Sweater, vest or jacket, gloves and ties are optional. Informal but neat attire should not be penalized.

#### 3. CONDITION, GROOMING & FITTING OF THE HORSE-40%

- a. As per Halter Class Specifications
- b. Tack also as per Halter Class Specifications

#### 4. PRESENTATION OF THE HORSE-50%

- a. As the judge moves around the horse, handler should position himself or herself so they do not obstruct the judge's view of the horse. The handler shall use the Quarter System as explained herein. The horse should not be stretched. Horses must stand square on front feet. Hind feet may either be square or have one rear cannon bone perpendicular to the ground.
- b. Leading and Showing-The handler should follow the pattern used for the Halter Classes, with the addition of the Quarter System when standing the horse up for the judge. The horse shall be led from the left (near) side with the handler holding the lead strap in the right hand at a distance from the horse allowing for maximum control and presentation. Handler's position when leading is midway between the head and shoulder of the horse. The remaining portion of the strap should be held safely in the left hand, and not wrapped around the hand. When moving away from the judge, the horse should be kept in line with the judge so the horse's movement can be observed. The horse should be brought to a complete stop at either end of the line before turning to the right, away from the handler. The handler should appear alert until the entire class has been placed and the judge has submitted his card. The handler should be natural and avoid over showing, and respond promptly to requests from the judge or other officials. A light touch of the whip is permitted, if necessary. Courtesy and good sportsmanship

AL - ANDALUSIAN/LUSITANO DIVISION  
should prevail at all times.

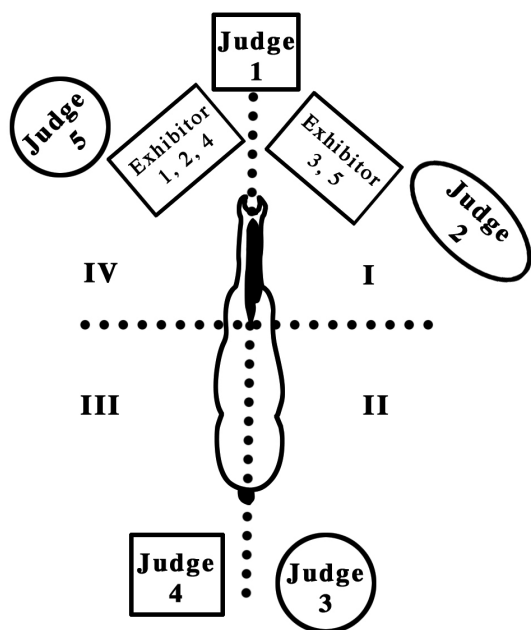
## 5. SHOWMANSHIP FAULTS

- Not following the judge's instructions.
- Not showing the horse, but showing yourself.
- Crowding other competitors while leading the horse or in the lineup.
- Not lining up in front of the judge for presentation.
- Turning the wrong direction.
- Not following the Quarter System.
- Not holding the lead shank correctly or jerking it excessively.
- Attire not clean and neat.
- Horses in poor condition, not clean or properly groomed.
- Improper tack.

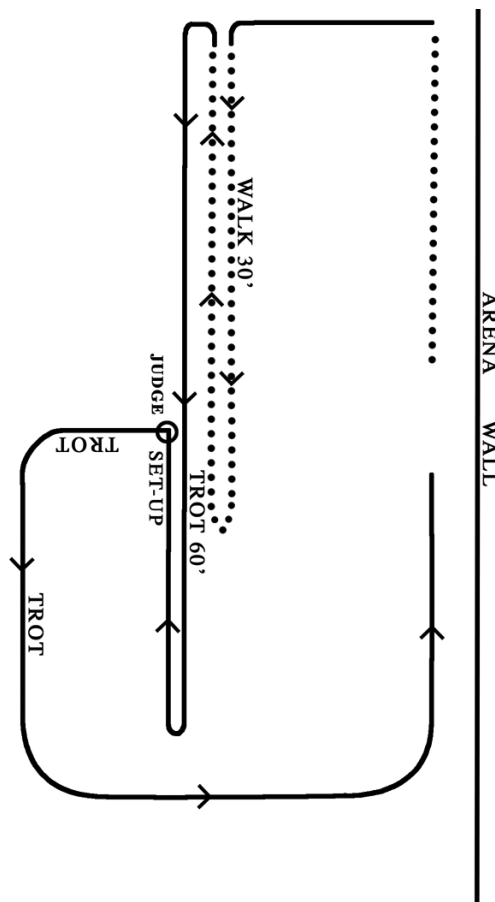
## 6. QUARTER SYSTEM

The Quarter System involves drawing imaginary lines bisecting the horse into four equal areas as shown in the drawing. They are numbered I, II, III, IV for identification. One line runs across the horse just behind the withers. The other runs from head to tail. When the horse is set up for inspection, the exhibitor stands in area IV. When the judge moves to area II, the exhibitor moves to area I. When the judge moves to area III, the exhibitor moves back to area IV. When the judge moves to area IV, the exhibitor moves back again to area I. An exhibitor should never stop directly in front of the horse, since this is a danger zone. When the judge is in the front half of your horse, you should be on the opposite side of the horse. When the judge is in the back half of your horse, you should be on the same side of the horse.

JR EXHIBITOR SHOWMANSHIP QUARTER SYSTEM



JR EXHIBITOR SHOWMANSHIP PATTERN





**SUBCHAPTER AL-32 ANDALUSIAN & HALF ANDALUSIAN PLEASURE JUNIOR EXHIBITOR****AL213 General**

1. Open to riders 17 years of age and under
2. If entries warrant classes may be split according to the age of the rider. It is recommended that classes be split into age divisions for riders 13 and under and one for riders 14 – 17. If class is split, complementary class must be offered.

**AL214 Appointments**

1. Tack and attire must match the discipline being ridden and the class entered.
2. Protective headgear may be worn without penalty. (See GR801).
3. For English tack and attire refer to AL116, AL120, AL124, AL128, and AL132 respectively.
4. For Western tack and attire refer to AL155.

**AL215 Qualifying Gaits**

1. English Pleasure – Formal Saddle Horse, Saddle Seat, Country, Hunt Seat, Dressage Suitability.
  - a. Walk – refer to AL117.1, AL121.1, AL125.2, AL129.2 and AL133.1 respectively
  - b. Trot – refer to AL117.2, AL121.2, AL125.3, AL129.3 and AL133.2 respectively
  - c. Canter – refer to AL117.3, AL121.4, AL125.5, AL129.4 and AL133.3 respectively
2. Western Pleasure
  - a. Walk – refer to AL156.2
  - b. Jog-trot – refer to AL156.3
  - c. Lope – refer to AL156.4

**AL216 Andalusian and Half Andalusian Pleasure – Junior Exhibitor Class Specifications**

1. Andalusian Pleasure – Junior Exhibitor. Competitors enter the ring to the right at a trot/jog-trot. To be shown both directions of the ring at a walk, trot/jog-trot, canter/lope. The order to reverse may be executed by turning either toward or away from the rail. Entries will line up on command. To be judged on manners, performance, type, attitude, quality and suitability of horse to rider.
2. Half Andalusian Pleasure – Junior Exhibitor. Competitors enter the ring to the right at a trot/jog-trot. To be shown both directions of the ring at a walk, trot/jog-trot, canter/lope. The order to reverse may be executed by turning either toward or away from the rail. Entries will line up on command. To be judged on manners, performance, attitude, quality and suitability of horse to rider.

**SUBCHAPTER AL-33 REINING**

For rules governing Reining Classes, refer to USEF Reining Division: RN101 General, RN102 Equipment, RN103 Scoring, and RN106 Patterns.

**SUBCHAPTER AL-34 WESTERN TRAIL HORSE**

For rules governing Western Trail Horse Classes, refer to USEF Western Sub-chapter 3.

**SUBCHAPTER AL-35 WESTERN RIDING**

For rules governing Western Riding classes see WS130-WS137.



## **SUBCHAPTER AL-36 WALK – TROT**

### **AL217 Walk - Trot Green Horse**

#### **1. General**

- a. Horse may not be shown in any other class at the competition which requires a canter or a lope.
- b. Horse must never have been judged in any class at a USEF Licensed competition that requires a canter or a lope.
- c. Horse may not have been shown under saddle prior to the current competition year.

#### **2. Appointments**

- a. Tack and attire must match the discipline being ridden and the class entered.
- b. Protective headgear is acceptable. See GR801.4.

#### **3. Qualifying Gaits**

- a. The horse must give the appearance of being a safe and suitable mount for the class. The safety of all exhibitors is of primary concern.
- b. Walk-A four-beat gait; To be true, flat-footed and ground covering.
- c. Trot-A two-beat gait; To be an overall balanced, relaxed, easy going trot with elasticity and freedom of movement.
- d. Jog-A two beat gait; Free, square, slow and easy.

#### **4. Walk-Trot Open Green Horse Class Specifications**

- a. Competitors enter the ring in a counterclockwise direction at a walk.
- b. To be shown both directions of the ring at the walk and trot or jog only.
- c. The order to reverse may be executed by turning either toward or away from the rail.
- d. To be judged on performance, suitability of horse to rider, quality, conformation and manners.

### **AL218 Walk - Trot Equitation Green Rider**

#### **1. General**

- a. Rider may not show in any other class at the competition which requires a canter.
- b. Rider must never have been judged in a class at a USEF licensed competition that required a canter or lope.
- c. No tests or patterns may be called for.
- d. One header per horse must be allowed during the line-up to ensure safety of exhibitors.
- e. Stallions are prohibited.

#### **2. Appointments**

- a. Tack and attire must match the discipline being ridden and the class entered.
- b. Protective headgear is acceptable. See GR801.4.
- c. Headers must be properly attired. See GR801.

#### **3. Qualifying Gaits**

- a. The horse must give the appearance of being a safe and suitable mount for the class. The safety of all exhibitors is of primary concern.
- b. Walk-A four-beat gait; To be true, flat-footed and ground covering.
- c. Trot-A two-beat gait; To be an overall balanced, relaxed, easy going trot with elasticity and freedom of movement.
- d. Jog-A two beat gait; Free, square, slow and easy.

#### **4. Walk-Trot Green Rider Class Specifications**

- a. Competitors enter the ring in a counterclockwise direction at a walk.
- b. To be shown both directions of the ring at the walk and trot or jog-trot only. The order to reverse may be

executed by turning either toward or away from the rail. Entries will line up on command. Horses must not be asked to back.

c. To be judged on the rider's position, seat, hands and effective use of aids.

## **SUBCHAPTER AL-37 LIBERTY**

### **AL219 General**

1. General:
  - a. All horses must adhere to rules in Subchapter AL-1 General Qualifications.
  - b. One exhibitor wearing number and one assistant are allowed per entry. Each exhibitor and assistant is allowed a whip no longer than 6 feet including attachments. An empty bag, ribbons, or other materials not exceeding 12" in length may be attached to the whip. Exhibitor, assistant, whips and/or attachments must not touch the horse at any time during the performance.
  - c. Time will begin when the halter is removed. The time allowed for each performance is 90 seconds with an additional 90 seconds allowed only to the exhibitor for catching the horse. Failure to catch the horse within the designated 90 seconds by the exhibitor will result in disqualification of the entry. There will be no baiting (use of hay, grain, clickers, etc.) of liberty horses during the catch or the horse will be disqualified.
  - d. The exhibitor is responsible for turning music in to the competition management in a timely manner as stated in the prize list. It is the exhibitor's responsibility to have the music in an acceptable media format as per management's requirements, which is to be stated in the prize list.
2. Attire: Refer to AL104.
3. Facility requirements: A secure arena with a substantial fence for confinement of horses is a necessity. The enclosure must be of sufficient height and durability to ensure that horses will remain inside. Competition management should not offer this class unless a proper, safe enclosure is available for use.
4. No deliberate interference with the horse from outside the ring. Announcement is to be made prior to the class to specify that no outside assistance is allowed.
5. Specifications: Separate classes are to be held for Purebred and Half Andalusian Horses.
6. Judging: Horses to be judged on movement, style, quality, and use of the whole arena. The liberty horse is expected to perform at both a canter and a trot.

### **AL220 Appointments**

1. Refer to AL104
2. Protective leg gear such as polo wraps, splint boots and/or non-weighted bell boots are permitted.

### **AL221 Qualifying Gaits**

1. Walk- A true four-beat gait.
2. Trot- A two-beat gait.
3. Canter- A three-beat gait.

### **AL222 Class Specifications**

1. If entries warrant, separate classes may be held for STALLIONS, GELDINGS and MARES.
2. At the first sound of music remove the halter and turn the horse loose.
3. Horses should be worked at both ends of the arena.
4. The time allotted for Liberty is up to 1 ½ minutes. Following the 1 ½ minute Liberty session, a two minute period is allotted for handlers to catch the horse. Horses not caught at the end of the two minute period will be disqualified.
5. Horses are to be judged on charisma, style, movement, quality and type.

## **SUBCHAPTER AL-38 HALF ANDALUSIANS**

### **AL223 General**

1. Horses shown in this section must have been issued a certificate of registration from the International Andalusian/Lusitano Horse Association.
2. The Rules in the Andalusian/Lusitano Division apply to Half Andalusians.
3. Entries may not be shown in the Andalusian/Lusitano Division with Purebreds except in the following classes:  
Junior Equitation, Showmanship, Western Trail, Western Riding, Doma Vaquera, Reining, Dressage, Musical Free Style, Fantasy Costume, Green Rider and Working Equitation.
4. Half-Andalusian English Pleasure Class will include Saddle Seat and Hunt Seat unless entries warrant separating the two. In combined classes, it is prohibited to ask horses to walk on a loose rein.

## **SUBCHAPTER AL-39 HALF ANDALUSIAN COSTUME**

### **AL224 General**

This class is open to any Half Andalusian meeting the requirements of AL223 Half Andalusian General rules.

### **AL225 Appointments**

1. The costume can be either Native (AL192) or Heritage (AL195) provided the exhibitor's safety is of primary consideration.
2. Costumes should be made of durable material and securely attached, such that no part of the costume falls off during the class.

### **AL226 Qualifying Gaits**

1. Exhibitors shall enter the ring in a counterclockwise direction at the trot.
2. To be shown at the walk, trot and canter both ways of the ring.

### **AL227 Half Andalusian Costume Class Specifications**

OPEN, AMATEUR and JUNIOR HORSES to be judged 30% on quality, way of going and conformation; 70% on costume.

## **SUBCHAPTER AL-40 HALF ANDALUSIAN DRIVING**

### **AL228 General**

Refer to AL174 General Driving rules.

### **AL229 Appointments**

Refer to AL176, AL180, AL184 and AL188.

### **AL230 Qualifying Gaits**

1. Walk - An animated or flat gait to be performed with moderate collection.
2. Trot - A two beat gait to be performed at medium speed with moderate collection.
3. Strong Trot - This is a stronger trot, performed with a lengthened stride, powerful and reaching at a rate of speed which may vary between horses since each horse should attain his own strong trot in harmony with his own natural stride. Horse must not be strung out behind.

### **AL231 Half Andalusian Driving Class Specifications**

1. In OPEN classes horses are to be judged on performance, manners, quality & conformation. **To be shown at the**

walk, normal trot and strong trot.

2. In AMATEUR classes horses are to be judged on manners, performance, quality & conformation. To be shown at the walk, normal trot and strong trot.
3. In JUNIOR HORSE (two, three, four and five years old) classes horses are to be judged on quality, performance, conformation & manners. To be shown at the walk, normal trot and strong trot.

## **SUBCHAPTER AL-41 DRESSAGE ANDALUSIAN/LUSITANO**

### **AL232 General**

1. Breed-restricted dressage classes held in the Andalusian/Lusitano Division to be conducted in accordance with USEF Dressage rules (Chapter DR), except as stated herein:
  - a. When cross entry by rider or horse/rider combination is permitted between Dressage and other Andalusian/Lusitano classes at a competition, DR120 and DR121 apply only to the designated Dressage warm-up and competition areas, or when exhibitor is actually warming-up for Dressage classes.
  - b. False tails are not permitted in Andalusian/Lusitano Division Dressage classes (exception to DR121.7)
  - c. The use of dyes or other coloring to change the natural color on a horse is prohibited (exception to GR802)
  - d. A separate number for each horse/rider combination does not have to be issued. (exception to DR126.1j(4))
  - e. Exception to DR126: Ride times may be changed at the discretion of competition management.
  - f. Exception to DR119.2: Horses are allowed a maximum of four Dressage rides per day at the fourth level or below. Horses are allowed a maximum of three Dressage rides per day above fourth level.
2. All horse competing in "Open" Dressage classes held at an Andalusian/Lusitano Division competition must comply with Dressage rules (Chapter DR), including DR121.

### **AL233 Championships**

1. Qualification: Horse/rider combinations must compete at a USEF/USDF recognized dressage competition during the current competition year, and have received a minimum score as determined by the International Andalusian/Lusitano Horse Association and published in the prize list in any test at the championship level offered.
  - a. Dressage classes will be conducted in a 20 x 60 meter arena. On the day of the dressage championships, the arena will be open for hand walking only around the perimeter.
  - b. During championship competition, another rider may ride the horse on the showgrounds or compete in other performance championship classes, but only the qualified horse/rider combination may compete in the dressage championship class.
  - c. Whips may not be carried in championship tests except by competitors riding side saddle.
  - d. All championship tests must be ridden from memory.
  - e. In the event of a tie (equality of total points) the collective marks will determine first, second and/or third places. If collective marks are equal, the tests will be returned to the judge for placing resolution.
  - f. Hors de Concours entries are not permitted.
  - g. A horse must obtain 50% or better to be named Champion.

## **SUBCHAPTER AL-42 DRESSAGE SPORT HORSE IN HAND**

### **AL234 Dressage Sport Horse In Hand**

1. For rules governing Sport Horse In Hand classes see Dressage Division, Subchapter DR-2 Dressage Sport Horse Breeding. Breed restricted Sport Horse In Hand classes held in the Andalusian/Lusitano Division to be conducted in accordance with USEF Dressage Sport Horse Breeding (Subchapter DR-2) rules except as stated herein:
  - a. Exception to DR204: Sport Horse In Hand classes for the Andalusian and Half Andalusian Sport Horses may

#### **AL - ANDALUSIAN/LUSITANO DIVISION**

be held separately or in conjunction with any licensed Andalusian/Lusitano competition. Sport Horse In Hand classes may be held as specified in the AL division or as deemed appropriate by competition management and published in the prize list with the exception that horses of one sex shall not be judged against those of the opposite sex.

- b. Exception to DR206: Bridles are mandatory on horses three years and older. A bridle shall be a dressage-type snaffle bridle or hunter-type snaffle bridle. Snaffle may be with or without cheeks, keepers allowed. A noseband is optional but if used, it must be a cavesson style noseband. A split or single chain may be used, attached through both sides of the bit, with/or instead of reins. Horses aged two years may be shown in a bridle (as listed above), or a brown or black plain leather stable halter. Horses under age two years must be shown in a brown or black plain leather stable halter. Horse wearing non conforming appointments will be eliminated from judging consideration.
  - 1. Conservative casual attire is recommended for the handler. This would include casual pants and shirt. Also acceptable would be Dressage or hunter attire including breeches, boots, shirt with tie, stock tie or choker collar. Jackets, hats, vests, and gloves are optional.
  - 2. The handler may carry only one whip, maximum length of six feet, including lash and without attachments (i.e. plastic bags, ribbons, etc.).

### **SUBCHAPTER AL-43 DOMA VAQUERA-OPEN TO PUREBRED AND HALF-ANDALUSIAN HORSES**

#### **AL235 General**

- 1. The combination (horse and rider) receiving the highest score at the IALHA National Championship Show in either the basic or intermediate level will not be eligible to compete at that level in future years.
- 2. Rider provides appropriate background music during the test, which is any Spanish or Latin guitar, Classical or Modern without vocals.
- 3. Arena size: Minimum 18 x 40 meters or 20 x 60 meters.
- 4. Participants will be called in a pre-established order. A participant who does not enter within one minute will be eliminated.
- 5. No comments can be made during contestant's ride.
- 6. It is important the judge does not forget the 'air or attitude of proudness' of the vaquero. This is what defines and distinguishes Doma Vaquera from other disciplines.
- 7. The horse must walk with impulsion, the mosquero moving in rhythm with the horse.
- 8. The 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.
- 9. The rider should present to the judge his own style, not to copy other riders. The importance of the submission of the horse to the rider and not the reverse, adapting himself to the horse so that he does not irritate or confuse the horse.
- 10. One has to place value on the image of the rider but it does not override the overall impression of the horse and rider.
- 11. The movements made in the 'aire vaquero' should have the quality of spontaneity. Repetitive and monotonous movements will not be 'Doma Vaquera'.
- 12. The basic movements required constitute approximately 80% of the score. The rest of the exercises and movements elevate and compliment the technical level of Doma Vaquera.
- 13. The judge should score accurately the basic movements, walk, trot, canter, and gallop of the horse in their notes.

The judge may comment positively or negatively on the manner of each movement performed.

14. The rider should be given higher scores for the spontaneity, diversity, style, alternation of walk and gallop, obedience of the horse and the risk the rider assumes according to the combinations of distinct movements.

15. The rules specify:

- a. All movements are to be made on both reins and if not done on both, it will not be considered complete and the points will not be more than 5 points.
- b. There are coefficients in the basic movements that are inscribed on the score sheet. This is for the rider to realize the more important movements.
- c. One must place much importance on the entrance and execution of the initial presentation of horse and rider. Those that do not show the proper respect and dignity, the 'air' of Doma Vaquera', must not receive more than 5 points.

### **AL236 Judging Criteria**

1. The judge will sit at the end of the arena opposite from where the exhibitors enter. Each judge will be provided with a scribe who shall have the proper scorecard. The scribe will record the judges scoring (0-10) and give the card to the judge for his final review. All combinations (horse and rider) will line up in the arena for inspection. If they do not pass with a sufficient (5) score, they will not be allowed to perform the pattern. Points will be calculated at the end of each ride. Scorecards will be available to the contestant following the completion of the competition.
2. The movements are graded on a scale of 0 to 10 by the judge. The highest point is 10 the lowest is 0. Decimals are not permitted. The movements described on the tests are obligatory and in no case will be modified or simplified. Movements that are not completed will be penalized ten points.
3. SCORING: The scale of points is as follows:
  - 10. excellent
  - 9. very good
  - 8. good
  - 7. rather good
  - 6. satisfactory
  - 5. sufficient
  - 4. insufficient
  - 3. rather bad
  - 2. bad
  - 1. very bad
  - 0. not executed
4. Freestyle: All the movements to be ridden are numbered in the order that they will be performed and listed on a score sheet to be given to the judge prior to the ride. The order and placement of the movements in the ring is at the election of the rider. Freestyle patterns must be submitted to the show management for delivery to the judge(s) one hour or more before the class starts. If the freestyle pattern is not submitted within the one hour or more time frame the rider must ride the prescribed pattern. No exceptions.
5. Rider that is eliminated is not able to claim a ribbon or award.
6. Eliminations:
  - a. Entering ring before the signal.

#### **AL - ANDALUSIAN/LUSITANO DIVISION**

- b. Entire horse exiting described arena during test.
  - c. Evidence of fresh injuries or blood on the horse's nose, mouth, back or sides.
  - d. Lameness of horse.
  - e. Abuse of horse in the show ring and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition.
  - f. Improper attire or equipment to be penalized at judge's discretion
  - g. Not entering ring within one minute of signal.
  - h. Rider grabs reins in both hands. Use of two hands, except in case of Junior Horses wearing a bosal or snaffle bridle It is permissible to adjust rein length with free hand.
  - i. Fall of horse and or rider. A horse is deemed to have fallen when its shoulder and/or hip, and/or underline touches the ground.
7. The basic level recommended time to complete is six minutes
8. Intermediate and Advanced levels recommended time to complete is eight minutes

### **AL237 Appointments**

1. Basic and Intermediate at a local competition: Turn out of the horse and rider should be of one discipline and riding style (i.e. placement of hands and use of reins.) Junior horses may be ridden in a snaffle with two hands on the reins. Advanced shall use the same appointments that are appropriate at the Regional/National Show.
2. Basic, Intermediate, and Advanced at a Regional/National Competition: A Spanish Vaquera saddle of black or brown. No saddle pad may be used. Brown stripe or black and gray stripe blanket, to be tied in front, without the farm brand. Black or brown headstall, with or without a throatlatch, and a leather or braided horsehair (Mosquero), is to be used. The bit is a black curb type bit. Spurs are optional, if used they shall be black with white or brown spur straps.
3. Special Considerations: Long manes may be braided. No colored ribbons shall be used in the mane or tail. Martingales and leg protectors are prohibited. The horse may wear shoes or be unshod. Special sliding shoes are prohibited.

### **AL238 Attire**

1. Basic and Intermediate at a local competition: Appropriate wardrobe is to be worn and the judge will have the final word on allowing an entry to show. The rule should apply for the particular discipline that is listed in the IALHA rule book. Advanced shall use the same attire that is appropriate at the Regional/National Show.
2. Basic, Intermediate, and Advanced at a Regional/National Competition: A TRAJE CORTO jacket in solid black or dark brown. The black jacket shall be worn with gray and black striped pants. The brown jacket (Calzona) provided that the silver ornaments (Caireles) are removed and the cuffs of the pants are turned up. A black Sevillano hat may be worn with gray striped pants and a brown Sevillano hat may be worn with brown pants. Also acceptable are jackets of grey, blue, green, and earthy colors. Female riders would wear the same attire or with a split skirt, but shall not have flowers or ornaments in their hair.

### **AL239 Gaits and Maneuvers**

1. Reins are held in the left hand with the little finger between them. This is the only correct position and any other is considered a grave fault. The right hand is only used to adjust the length of the reins. The right hand is to be placed on the thigh with the thumb forward in the walk and trot. At the canter and gallop the right hand is crossed in front of the chest. (Exception: If horse is ridden in a snaffle, rider may use two hands on reins.)
2. One may not use the voice for aiding the horse, heavily penalized by the judge.
3. Contestant enters ring on right lead stopping in front of judge and saluting. This is also repeated at end of ride El Paso (walk):



4. The walk is a fundamental movement of Doma Vaquera. The horse must go with rhythm, swinging the mosquero with impulsion and rhythm. The rider must show to the judge, without hurrying, straightness on a line and curvature on a circle.
5. Circles: Circles at a walk must describe a complete circle, with measured regularity of steps, roundness of the circle, and the aids and position of the rider.
6. Half passes: Made with correct aids, curving toward direction of travel with the forehand leading the posterior.
7. Full pass: This is a half pass with as little as possible forward movement.
8. Turns on forehand and haunches:  
To be executed on a straight line, full turn, without losing impulsion, leaving in the same direction that it was initiated. The turn on the haunches at a walk is a classic movement. No rearward steps of the horse are allowed. Both are performed with constant cadence, head curved slightly in the direction of the turn. Horses will be penalized for not picking up their pivot leg.
9. Reinback: Straight, minimum of 6 steps back and 6 steps forward.
10. Gallop: The gallop, collected, working and extended, should be true and cadenced with impulsion, balanced and centered, and not on the forehand. Like the walk the rider should demonstrate to the judge with clarity and completeness the generousness and quality of his mount.
11. Flying changes: Flying changes on the straight line constitute a secondary movement; it is a movement of adornment, of indisputable difficulty correctly executed.
12. Counter-canter: Counter canter done from a straight line or from a circle.
13. Rollbacks: Rollbacks are executed from good working gallop, the horse is well under himself, lifting his front and turning 180 degrees or 360 degrees, leaving with IMPULSION and the SAME lead that he initiated the exercise. The horse never stops moving.
14. Arrear: Not simply an extended gallop but the horse initiates a gallop extending his neck and utilizing his strength to develop an energetic gallop in a short space. The rider slows the gallop, turns and extends again in the opposite direction repeating the collection and turn. This is simply not an extended gallop but with much effort and the judge will reward with his points the higher the risk.
15. Fast stop: The fast stop should be made from an energetic gallop, reinback of at least 6 steps and leaving immediately on other lead, fast gallop, another fast stop with at least 6 steps of reinback. The final stop has to be made in front of the judge, the back legs well under the horse, immobile, and the horse obedient.

## AL240 Patterns

Below are the patterns for each Doma Vaquera level. The Basic test is to be done as is listed, and the Intermediate and Advanced may do the pattern or a free style test, which is done only in the following manner. There are certain Required Elements and it is up to the exhibitor to choreograph his or her own ride. The free style pattern must be submitted along with the proper score sheet to the judge prior to the ride. These movements excluding the halt, salute, on entry and exit, may be done in any order. Freestyle patterns must be submitted to the show management for delivery to the judge(s) one hour or more before the class starts. If the freestyle pattern is not submitted within the one hour or more time frame the rider must ride the prescribed pattern. No exceptions.

### A. LEVEL I – BASICO – DESCRIPTION OF PATTERN

Figure 1: Enter the arena at A at the canter on the right lead. Canter A to I. At I stop, settle and salute the judge(s).

After signal from judge(s) walk from I, G, M, B, X.

Figure 2: At X, turn right and walk to I. At I, make a 9m circle to the right. At I, make a 9m circle to the left. At I, walk to G and to H. At H, turn on haunches to the left 180 and continue to M.

Figure 3: At M, turn on forelegs 180° to the right. Walk to H, turn on forelegs 180° to the left and walk to G.

**AL - ANDALUSIAN/LUSITANO DIVISION**

Figure 4: At G, stop for 4 seconds, reinback a minimum of 4 steps. Walk forward. At G, start working trot to M, B, X and I. At I, make a 9m circle to the right. At I, make a 9m circle to the left. At I, transition to a collected trot and continue to G, M and R.

Figure 5: At R, start canter and canter around the arena to E. At E, make an 18m circle to the right. At E canter to H. Before G, transition to the walk and continue to M. At M turn on haunches 180° to the right and continue to G.

Figure 6: After G and before H, start canter and continue to E. At E, make an 18m circle to the left.

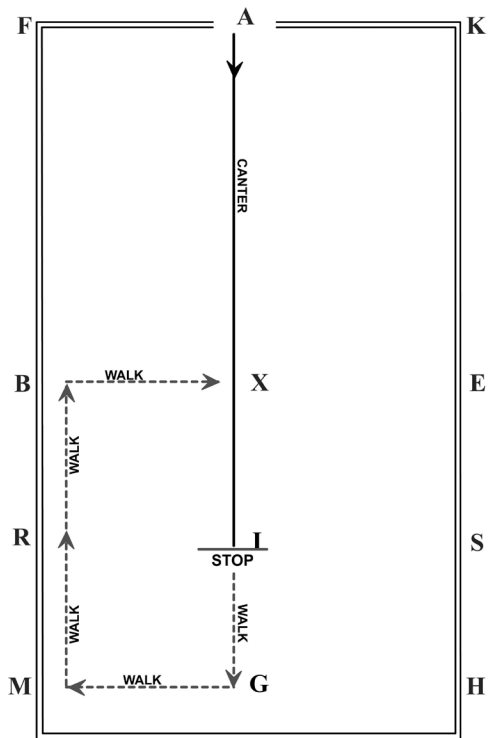
Figure 7: At E, continue canter to K, A, I. At I, make a fast stop\* and reinback immediately a minimum of 6 steps. After reinback, long walk to G, stop and salute judge(s).

Figure 8: After signal from judge(s) depart the arena at working walk.

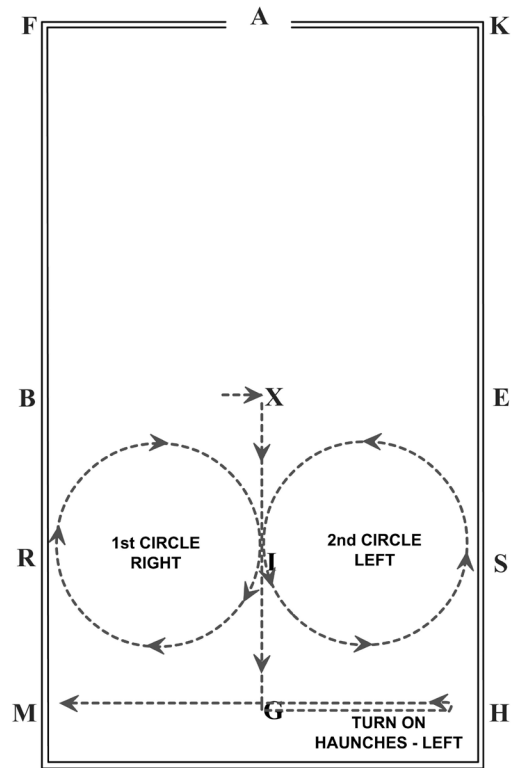
\*NOTE: The fast stop prescribed herein is NOT a sliding stop that is performed in reining classes.

## LEVEL I DIAGRAMS OF PATTERN

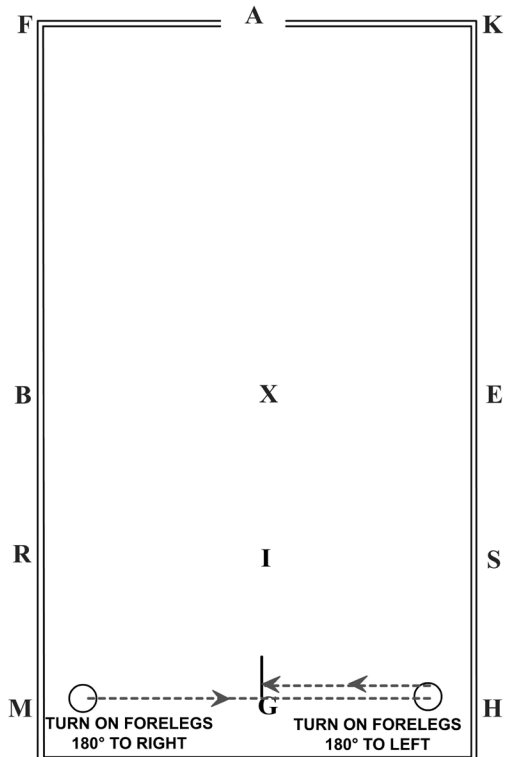
Level I - Figure 1



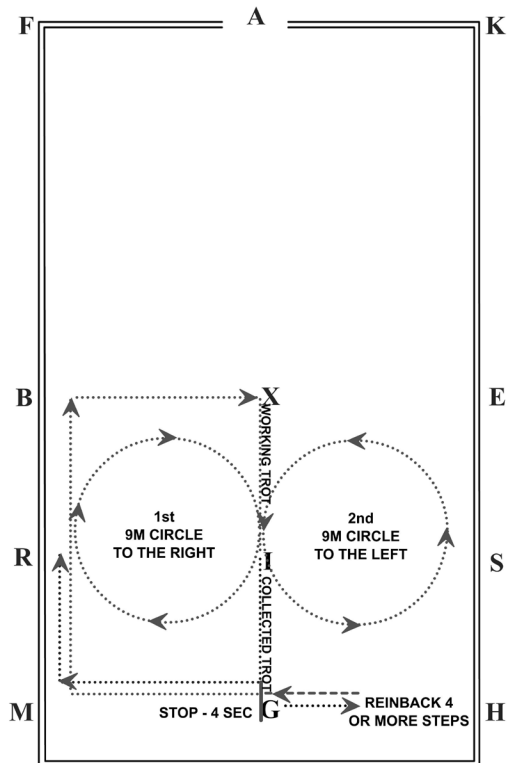
Level I - Figure 2



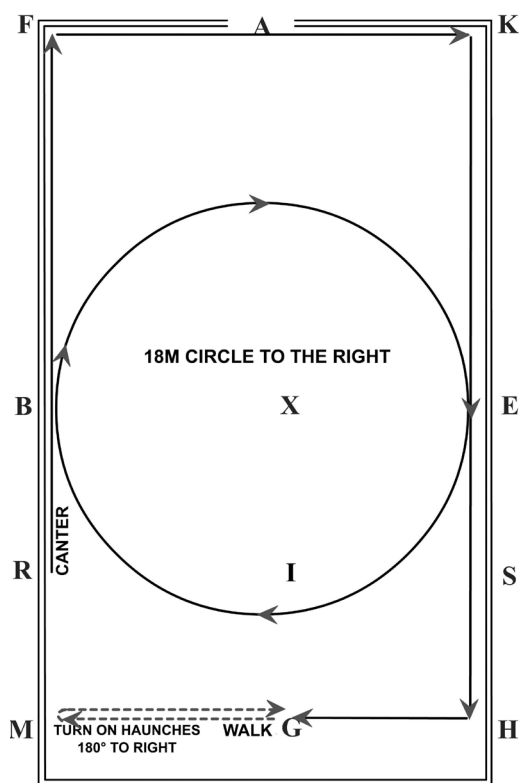
Level I - Figure 3



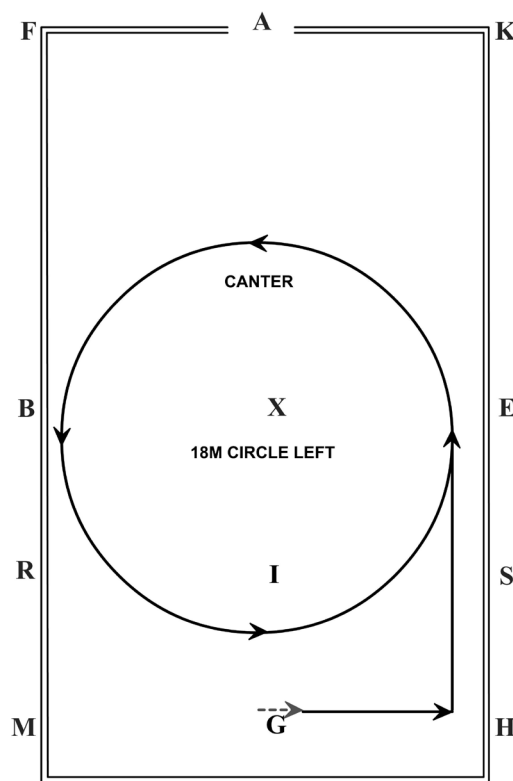
Level I - Figure 4



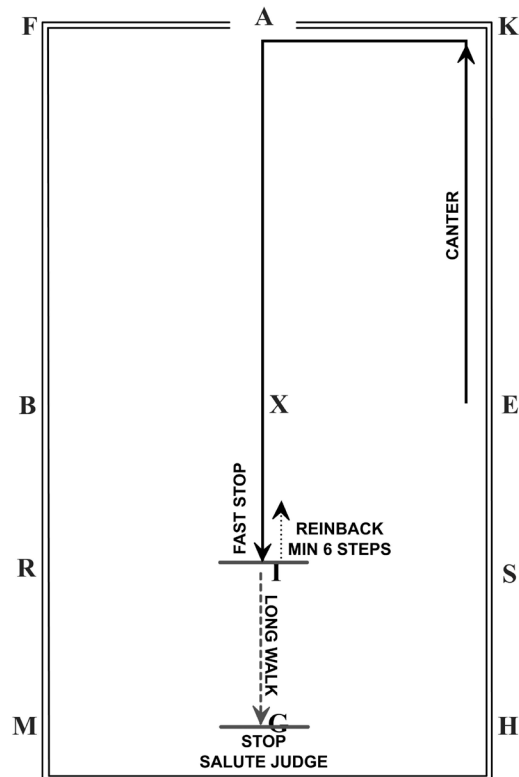
AL - ANDALUSIAN/LUSITANO DIVISION  
Level I - Figure 5



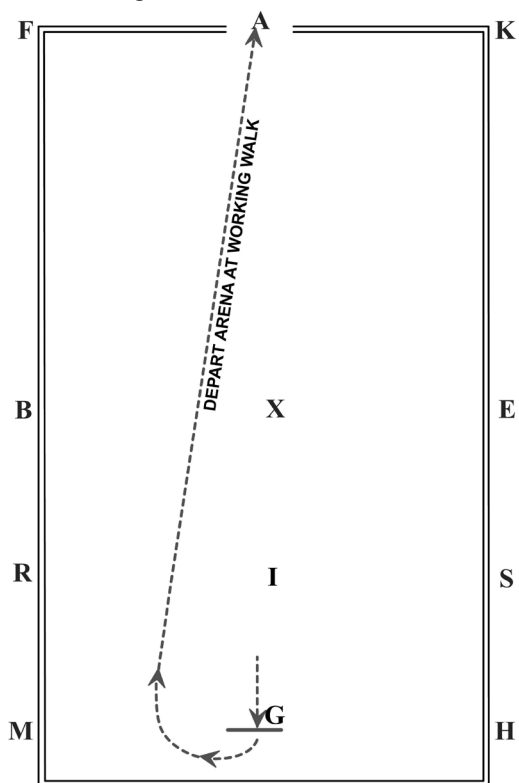
Level I - Figure 6



Level I - Figure 7



Level I - Figure 8



## B. LEVEL II - INTERMEDIO - DESCRIPTION OF PATTERN

Figure 1: Enter the arena at A at the working canter on the right lead. Working canter to I, stop, settle and salute the judge(s). After judges' signal to begin, start collected walk from I to G, M, B and X.

Figure 2: Collected walk from X to I. At I, at the working walk, make a 9m circle to the right. At I, make a 9m circle to the left. At I, continue working walk to G, M. At M, turn left on haunches 180° and continue working walk to H. At H, turn right on haunches 180° and continue working walk to M.

Figure 3: At M, turn right on forelegs 180° and continue working walk to H. At H, turn left on forelegs 180° and continue working walk to G. At G, stop for 4 seconds, reinback a minimum of six steps and continue working walk to M, B, X.

Figure 4: At X, continue working walk to G, H. After H, half pass left to arena center line and walk forward to X. At X, rollback right 180° then half pass to M. At M, rollback left 180° and continue working walk to R and stop.

Figure 5: Working canter from R to F, A and X. After X, canter half pass right to arena rail and canter around rail to H. After H, canter half pass left to centerline of arena and continue canter to X.

Figure 6: At X, canter a 9m circle to the left. At X, change lead and canter a 9m circle to the right.

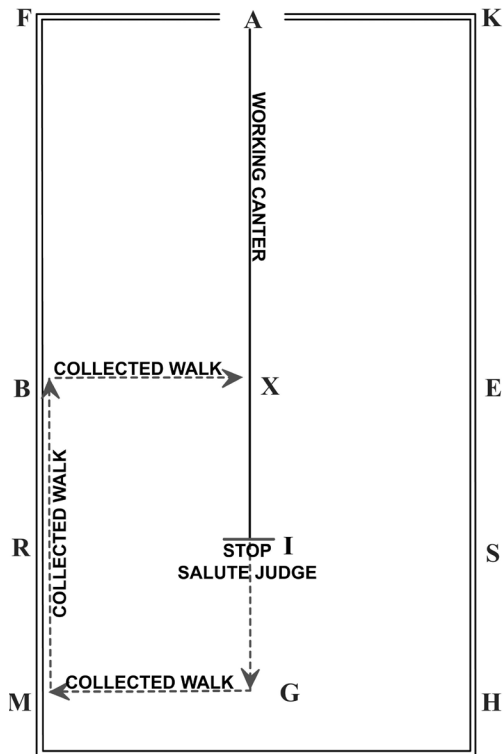
Figure 7: After X, on arena center line, rollback left 180°. Canter to G, and rollback right 180°. Continue canter to X and then to F.

Figure 8: Canter F to A and turn right. Gallop from A to I. At I, perform a fast stop,\* reinback a minimum of 6 steps and stop. Long walk to G, stop and salute judge(s). At signal from judge(s), depart the arena at working walk.

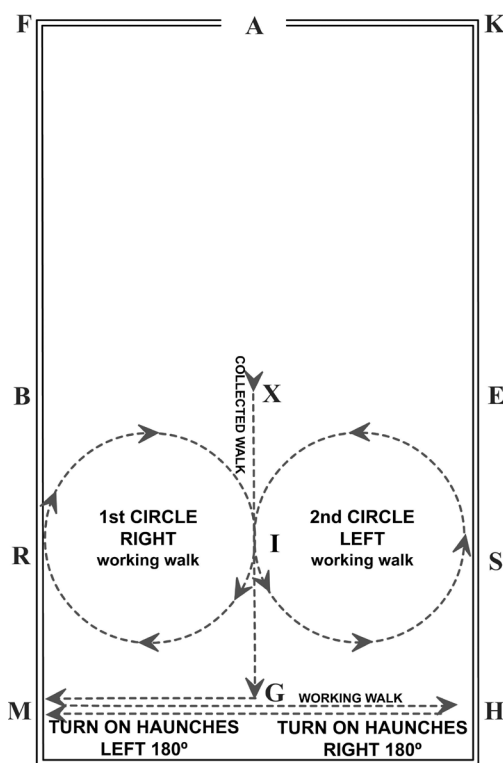
\*NOTE: The fast stop prescribed herein is NOT a sliding stop that is performed in the United States reining shows.

## LEVEL II DIAGRAMS OF PATTERN

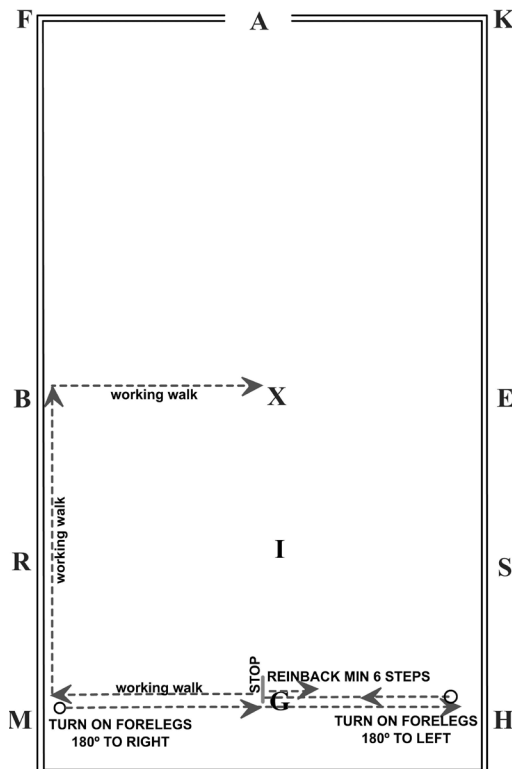
Level II - Figure 1



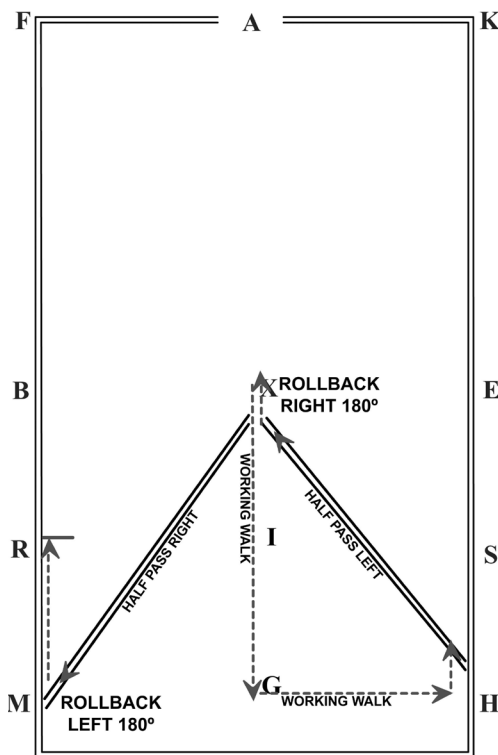
Level II - Figure 2



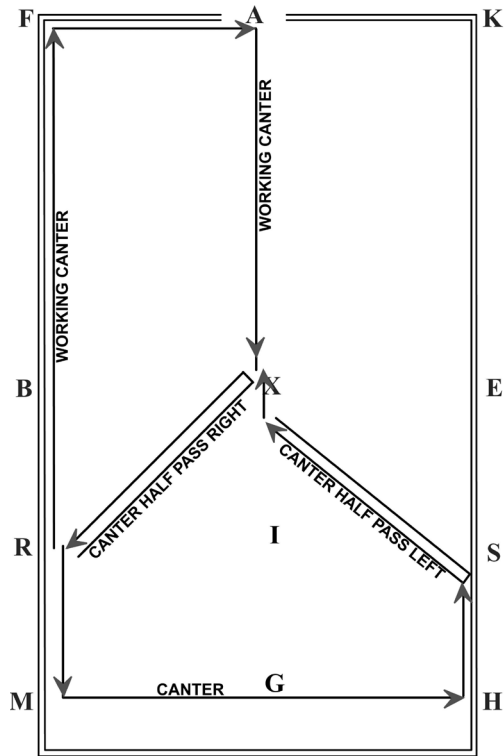
Level II - Figure 3



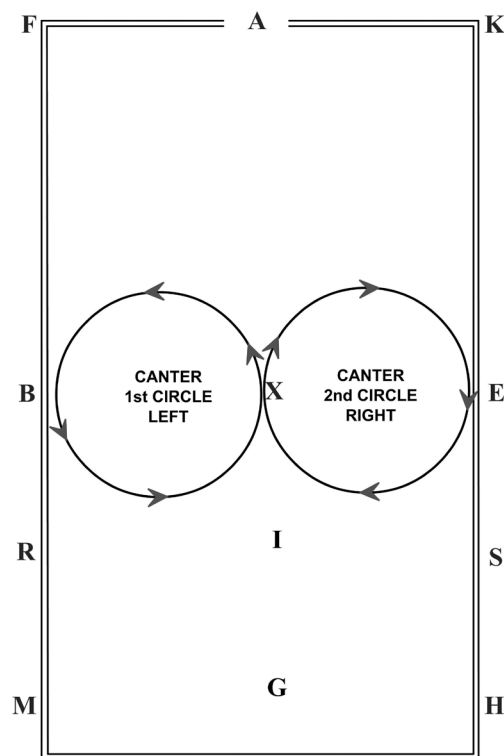
Level II - Figure 4



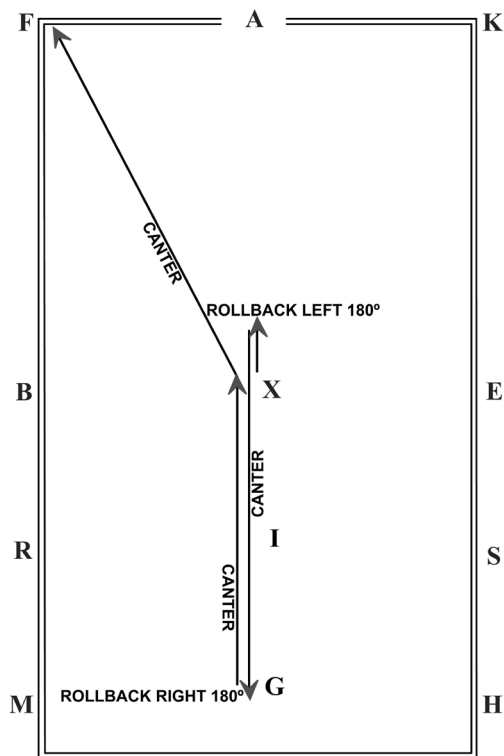
Level II - Figure 5



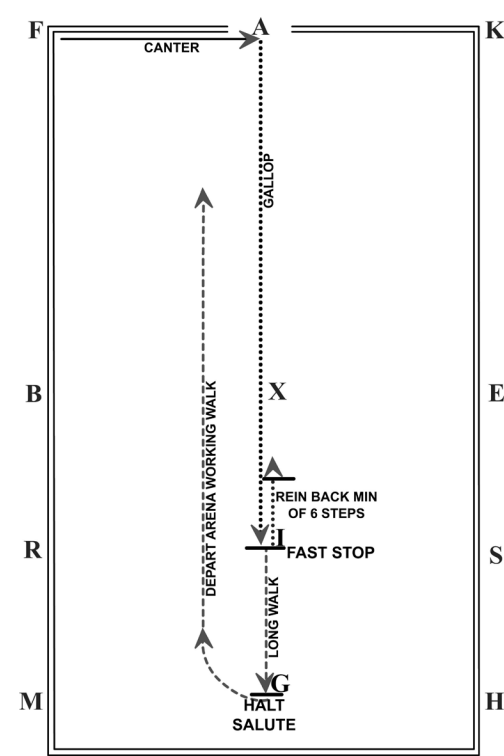
Level II - Figure 6



Level II - Figure 7



Level II - Figure 8





C. LEVEL III - ALTA - DESCRIPTION OF PATTERN

Figure 1: Enter the arena at A at the working canter on the right lead. Working canter to I, stop, settle and salute the judge(s). After judges' signal to begin, start collected walk from I to G, M, B. At B, turn right.

Figure 2: At X, turn right and transition to working walk. At I, Make a 9m circle to the right. At I, make a 9m circle to the left. At I, continue working walk to G, M. At M, turn left on haunches 180° and continue working walk to H. At H, turn right on haunches and continue to M.

Figure 3: At M, turn right on forelegs 180° and continue to H. At H, turn left on forelegs 180° and continue to G. At G, stop for 4 seconds, reinback a minimum of 6 steps and continue working walk to M, B and turn right.

Figure 4: At X, turn right. Continue working walk G, H. After H, half pass left to X. After X, rollback right 180° and half pass to M. At M, rollback left 180° and walk forward.

Figure 5: At R, full pass right to arena center line. Walk forward a minimum of 4 steps, full pass left to arena rail and walk to B.

Figure 6: At B, begin working canter to F, A, and X. At X, start canter half pass right to arena rail and around arena to H. After H, canter half pass to X.

Figure 7: At X, rollback right and canter to I. At I, rollback left and canter to X. At X, make a 9m circle to the left. At X, Change leads and make a 9m circle to the right.

Figure 8: At X, counter canter a 9m circle to the left. At X, change leads and counter canter a 9m circle to the right. At X, canter toward A. Before A, make a 360° spin left, canter forward, make a 360° spin right, and canter to A.

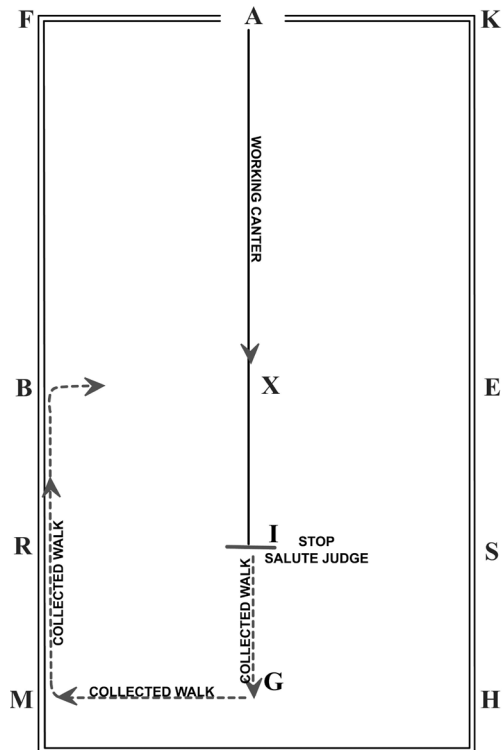
Figure 9: Continue canter from A to K. At K, canter diagonal to M making a flying lead change, before, at and after X. At M, turn left to G. At G, begin collected canter around arena to A.

Figure 10: At A, turn left and stop on arena center line. After stop, gallop straight to I and make a fast stop.\* Reinback a minimum of 8 steps and long walk forward to G. At G, stop and salute judge(s) at judges' signal, depart arena at the working walk.

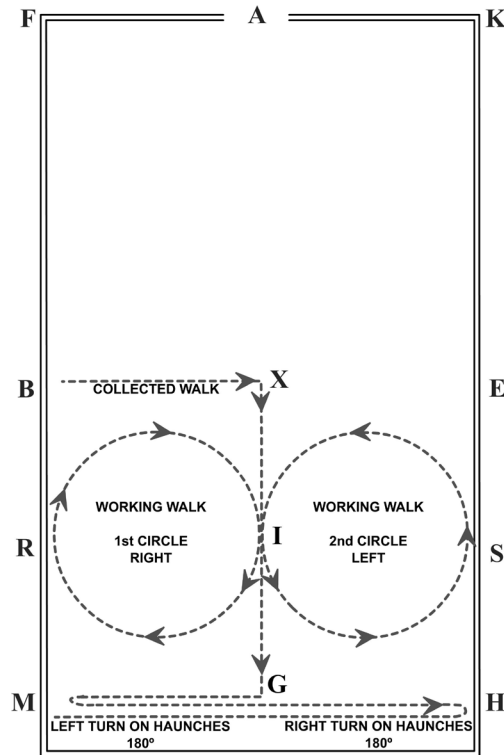
\*NOTE: The fast stop prescribed herein is NOT a sliding stop that is performed in the United States reining shows.

**LEVEL III DIAGRAMS OF PATTERN**

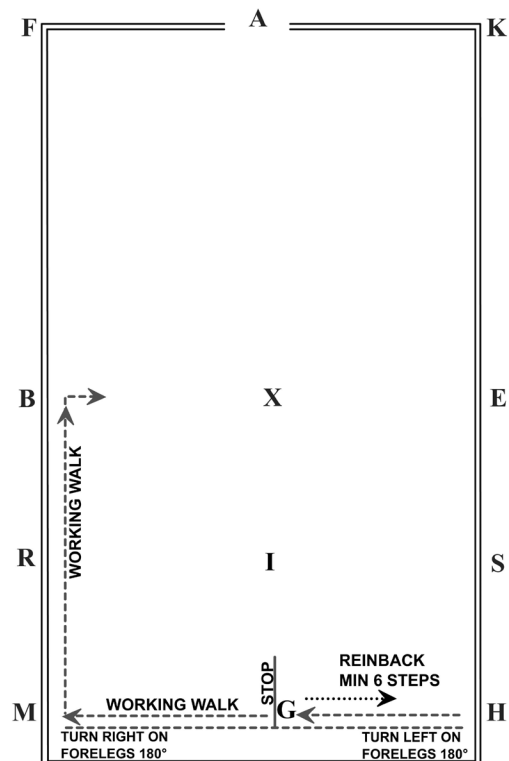
Level III - Figure 1



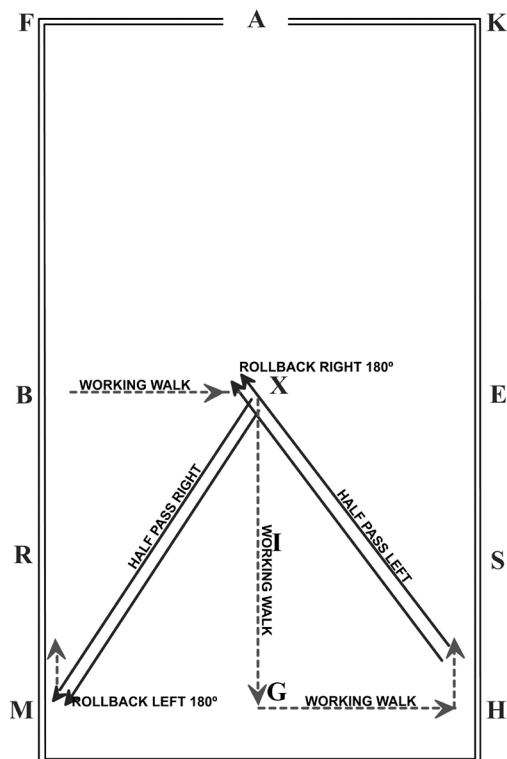
Level III - Figure 2



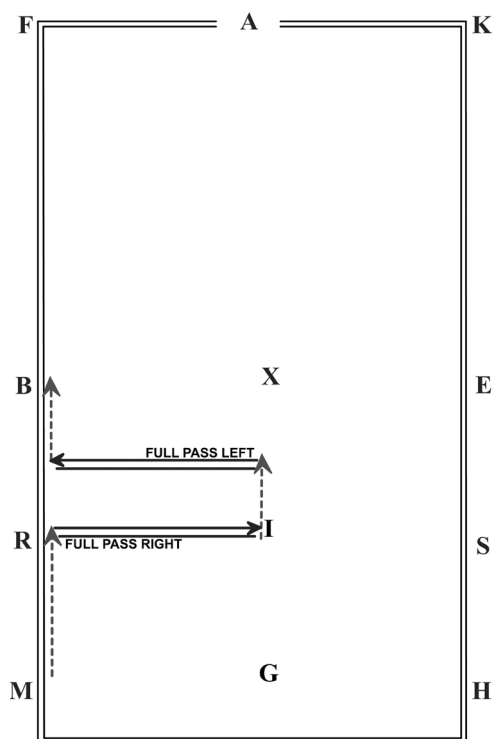
Level III - Figure 3



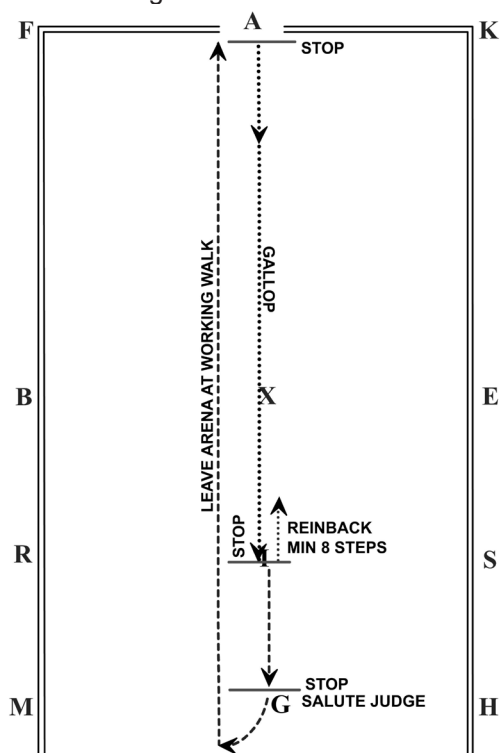
Level III - Figure 4



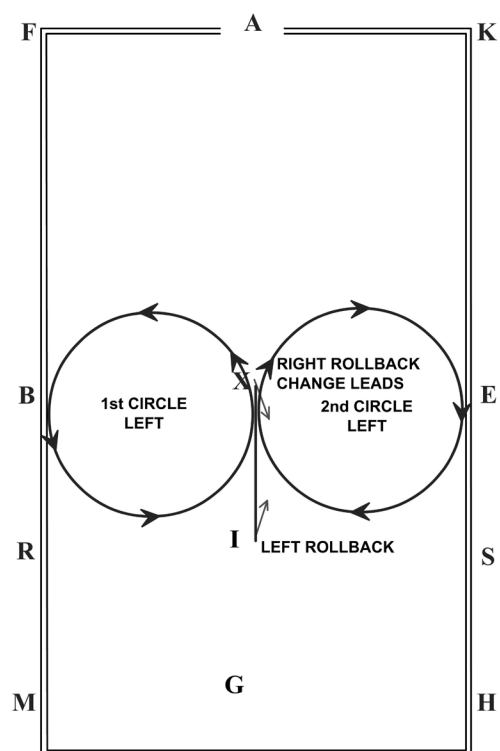
AL - ANDALUSIAN/LUSITANO DIVISION  
Level III - Figure 5



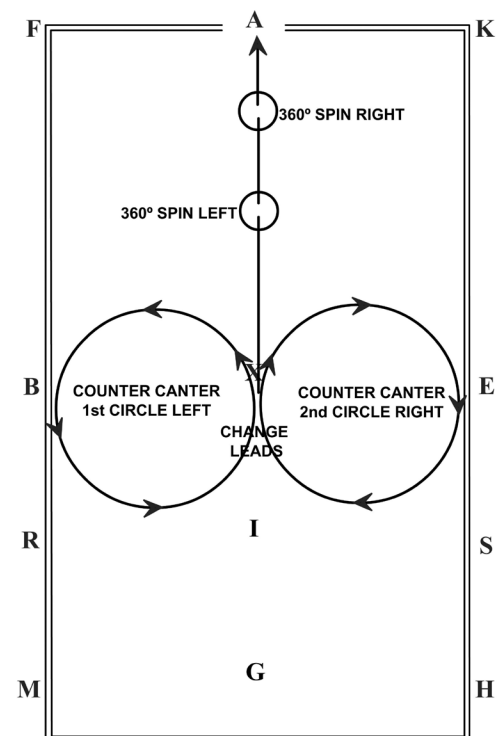
Level III - Figure 6



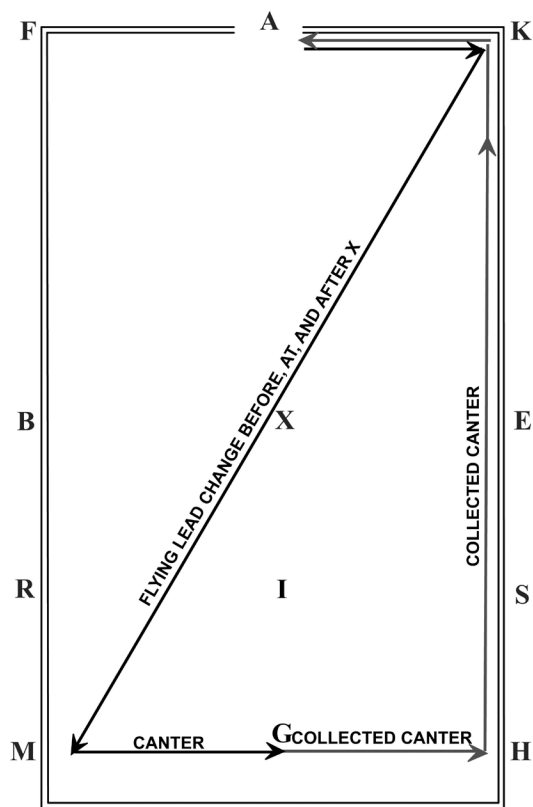
Level III - Figure 7



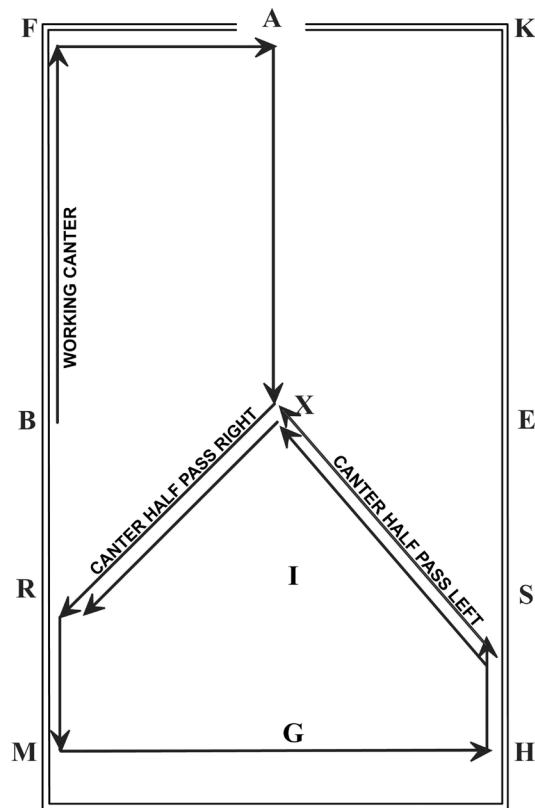
Level III - Figure 8



Level III - Figure 9



Level III - Figure 10



## SUBCHAPTER AL-44 WORKING EQUITATION ANDALUSIAN/LUSITANO

### AL241 Overview

#### 1. Objective and General Principles

Working Equitation was created with the intent of exhibiting equestrian techniques, skills, and heritage developed in countries whose riders use horses in field work. The objective of Working Equitation is to demonstrate the utility of the horse in partnership and harmony with the rider.

#### 2. Phases:

- Phase: One part of the Working Equitation competition. Each phase is scheduled as a separate class, with performance in each phase contributing to the overall placing in the competition.
- An individual Working Equitation competition is comprised of three phases in the following order: Functionality, Ease of Handling, and Speed phases.
- Competitions comprised of only one or two of the phases are allowed under these rules. In such cases, the competition advertisement shall state the phases to be conducted and that it is not a complete Working Equitation competition.
- When a competition includes all phases, the show management may allow entrants to compete in one or more of the phases without requiring them to compete in all phases. See General Scoring section for more information.
- Team competitions also include a Cattle Work phase to be performed after the Speed phase.

#### 3. Levels and Divisions: Introductory, Level 1, 2, 3, 4

##### Levels Descriptions:

- Introductory level: This level is for horses or riders with only basic skills. At this level the rider may use two

**AL - ANDALUSIAN/LUSITANO DIVISION**

hands throughout the competition. The skills called for include walk, walk on a loose rein, trot, halt and rein back in the Functionality test, allows walking through all obstacles and trotting between obstacles. Obstacles chosen for this level should be simple, such as the serpentine, bridge, straight corridor, 3 barrels, pick up a pitcher, double slalom, livestock pen or figure 8 barrels.

- b. Level 1: This level asks for the following gaits: walk, walk on loose rein, trot, canter on correct lead, halt, rein back and some lateral control to maneuver in the obstacles. The transitions upward and downward are gradual and the rider may use 2 hands throughout the competition. Refer to the obstacle chart for the obstacle list.
- c. Level 2: This level asks for walk, walk on loose rein, trot, canter, simple lead changes, halt from any gait, large and small circles, rein back, leg yield and turn on haunches. Rider's may choose to ride with either 2 hands or one hand but will receive more points for using just one hand. During the obstacle phase riders are expected to canter between obstacles. Please refer to the obstacle chart.
- d. Level 3: This level asks for walk, walk on loose rein, collected walk, trot, canter, collected canter, flying lead changes, halt from any gait, large and small circles, rein back, turn on haunches, half pass at the walk and a half pirouette or rollback. Riders must use one hand on the reins throughout the competition. Refer to obstacle chart for gaits required in obstacles.
- e. Level 4: This is the most advanced level and should demonstrate a finished working horse. Riders may only use one hand on the reins throughout the competition. Only walk, collected walk, canter and collected canter are called for during the Functionality phase. Riders are expected to choreograph their own routine to include all of the elements on the Level 4 Functionality test score sheet. Riders must provide music to accompany their Functionality test. This level uses rules that are available for download from [www.ialha.org](http://www.ialha.org).
- f. Divisions within these levels may be offered, at the discretion of show management. Typical examples include amateur/open, junior exhibitor, senior exhibitor, age of rider, or gender of rider.
- g. Riders are classified as amateurs or professionals according to USEF rules.

Skills Chart for Working Equitation Levels					
Skill/maneuver Description	Intro	Level 1	Level 2	Level 3	Level 4
Halt from walk	X	X	X	X	X
Halt from trot	X	X		X	
Halt from canter			X	X	X
Walk	X	X	X	X	X
Collected Walk				X	X

Skills Chart for Working Equitation Levels					
Skill/maneuver Description	Intro	Level 1	Level 2	Level 3	Level 4
Trot	X	X	X	X	
Canter		X	X	X	X
Collected Canter				X	X
Canter from trot		X	X		
Canter from walk			X	X	X
Canter from halt			X	X	X
20 meter circle	X	X	X		X
15 meter circle		X	X		X
10 meter circle		X	X	X	X
Rein back	X	X	X	X	X
Walk on a loose rein	X	X	X	X	X
Simple lead changes			X		
Flying lead changes				X	X
Leg yield at walk			X		X

Skills Chart for Working Equitation Levels					
Skill/maneuver Description	Intro	Level 1	Level 2	Level 3	Level 4
Half pass at walk				X	X
Half pass at canter					X
Turn on haunches			X	X	X
Half pirouette/rollback				X	X
Full pirouette					X
Ride with 2 hands	X	X			
Ride with 2 hands or 1 hand			X		X
Ride with 1 hand				X	X

#### 4. Use of riders' hands:

- Riders in the Introductory Level, Level 1 and Level 2 may ride with one or two hands and will receive credit for riding one handed.
- Riders at Level 3 and 4 shall use a single hand on the reins at all times or they will be eliminated. The free hand may only be used for momentary adjustment of the reins.

#### 5. Tack and Attire

- Tack and attire is required to be all of the same tradition and must remain consistent throughout the competition. At Level 4, competitors must show in complete tack and attire that is of a traditional cattle-working tradition. Refer to rules available on [www.ialha.org](http://www.ialha.org).
- Tack must be complete, including a bridle or bosal and saddle. Attire shall include a hat or helmet, and boots with a sturdy heel.
- When an entry enters the gate for the Functionality phase, the judge or designated gate steward will note the tack and attire for the entry. Each time an exhibitor begins a subsequent phase, tack and attire will be checked and noted on the competitors' score sheet. In each phase, the judge, or designated gate steward, will check to ensure tack and attire is consistent throughout the competition. Substitution for equipment that has broken between phases is allowed provided the replacement equipment is of the same style and the broken equipment



is presented to management for approval.

- d. Regardless of the tradition of an entry's turnout, at no time shall a horse be shown, exhibited, exercised, or otherwise subjected to tack or other artificial devices that are deemed inhumane, cause visible injury obvious to the judge or steward, or are otherwise prohibited by USEF.
  - e. Questions as to the acceptability of an entry's tack or attire may be referred to the judge through the steward prior to the horse being shown. Any decision made by the judge shall be final.
  - f. There shall be no penalty for the use of protective headgear or protective safety vest for the rider in any Phase. See USEF GR801.4.
  - g. Protective boots for horses are allowed in the Ease of Handling, Speed, and the Cattle Work phases. Bell boots (over-reach boots) or similar devices are allowed in the Speed and Cattle Work phases. In the case of inclement weather, management may permit the use of bell boots on the front hooves for the Ease of Handling phase.
  - h. Whips or crops are allowed at the Introductory Level and Levels 1 and 2. No whips or crops are allowed in competition phases at Levels 3 or 4. Whips may be used in the warm-up arena.
6. Eligibility
- a. Horses must be at least four years old.
  - b. An entry shall consist of a single horse and rider combination. Each entry must compete at the same level in all phases. A rider may compete on multiple mounts as separate competition entries. A horse may compete only once at a single competition.
  - c. Team Classification: Four horse and rider combinations must compete in all three required phases as individuals and as a team in the Cattle Work phase.
7. General Rules for all Phases
- a. Salute: Competitors are required to salute the head judge while at a halt at the beginning and end of the test in each phase. All female riders and male riders wearing protective head gear will salute the judge with a nod of the head and sweep of the arm. Male riders not wearing protective headgear will remove their hat using the hand not holding the reins.
  - b. Outside Assistance: Competitors may not receive outside assistance during the phases or they will be disqualified from the phase. Riders may receive clarifications or advice during the warm-up period or after the phase has been completed. Exception: A caller may be used for the Functionality phase at the Introductory level and Level 1.

## **AL242 Functionality Phase**

1. The objective of the Functionality phase is to demonstrate the harmonious development of the form and ability of the horse. The horse in this phase 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:
  - a. Confidence, harmony, regularity and ease of movement;
  - b. Lightness of forehand of the horse and engagement of the hindquarters, demonstrating good impulsion;
  - c. Acceptance of the bit, with obedience and attentiveness to the rider without any tension or resistance.
  - d. Working Functionality phase tests can be found at [www.usef.org](http://www.usef.org) from the Andalusian/Lusitano page, Forms and Guidelines tab.
    1. The head judge will signal readiness by using a bell or whistle, after which the entry shall have a maximum of one minute to enter the arena and begin the test.
    2. Evaluation of each entry begins when he/she enters the arena and ends when he/she exits the arena.
    3. Level 4 tests shall have a maximum time of seven minutes. Timer shall start at the beginning salute to the

head judge.

- e. Level 4 riders are required to provide accompanying music. Check with management for acceptable format.
- f. Errors on Course: penalized as follows:
  - 1. First error-3 points;
  - 2. Second error-6 points;
  - 3. Third error, the entry is eliminated. The judge may permit eliminated entries to finish the test.
- g. Scoring: All movements will be assigned a mark from 10 to 0, using the following scale. Half points are allowed.
 

Excellent	10
Very Good	09
Good	08
Reasonably Good	07
Satisfactory	06
Marginal	05
Insufficient	04
Fairly Poor	03
Poor	02
Very Poor	01
Not Executed	00

  - 1. The marks are multiplied by the corresponding coefficients listed in the test form.
  - 2. Penalty points are deducted.
- h. Placing of competitors for the phase will be ranked highest to lowest scores. In the event of a tie, the judge's marks for General Impressions are used to break the tie. In the event the General Impressions marks are equal, tied entries will remain tied.

## AL243 Ease of Handling Phase

- 1. The objective of this phase is to demonstrate both the rider's and horse's capacity for tranquil, precise, and stylish movement through a variety of obstacles. The obstacles represent challenges which could be encountered in the field.
- 2. Obstacles should be designed with safety in mind. If at any time an obstacle is found to be unsafe, it shall be repaired or removed from the course. If it cannot be repaired, and some entries have completed the course, the score for this obstacle shall be deducted.

Each phase shall include obstacles as described below:

- a. Introductory Level: Between 6 and 8 obstacles.
- b. Levels 1: Between 7 and 10 obstacles.
- c. Level 2: Between 8 and 12 obstacles.
- d. Level 3: Between 10 and 15 obstacles.
- e. Level 4: At least 15 obstacles
- 3. At the Introductory level and Level 1, trot is allowed for movement between obstacles.
- 4. Movement between obstacles at all other levels shall be at the canter.
- 5. Chart of Obstacles: The chart indicates which gaits are allowed for each obstacle. Reference the obstacle

descriptions for more information. Legend for the table is as follows:

- a. N/A – Not applicable. The obstacle does not have a gait associated with it.
- b. W – Walk
- c. C – Canter
- d. W/C – Walk or Canter
- e. T – Trot
- f. A blank cell indicates the obstacle is not used at that level.

Obstacle/Level Chart of Gait Allowed					
Obstacle Type	Intro	Level 1	Level 2	Level 3	Level 4
Between Obstacles	T	T or C	C	C	C
Gate	N/A	N/A	N/A	N/A	N/A
Retrieve Lance	T	T or C	C	C	C
Knock Down Balls	T	T or C	C	C	C
Hit a Shield	T	T or C	C	C	C
Move a Ball in Corridor	W	W	W	W	W
Replace Lance	T	T or C	C	C	C
Bridge	W	W	W	W	W
Livestock Pen	W	W	W/C	W/C	C
Pitcher	N/A	N/A	N/A	N/A	N/A
Move a Sack	W	W	C	C	C

Obstacle/Level Chart of Gait Allowed					
Obstacle Type	Intro	Level 1	Level 2	Level 3	Level 4
Hay Jump		T or C	C	C	C
Figure 8	W	T or C	C	C	C
Cloverleaf	W	T or C	C	C	C
Corridor	W	W	W	W/C	C
Pole Bending	T	T or C	C	C	C
Parallel Pole Bending		T or C	C	C	C
Ring a Bell	N/A	N/A	N/A	N/A	N/A
Move a Cup	Varies	Varies	Varies	Varies	Varies
Dismount	N/A	N/A	N/A	N/A	N/A
Unusual Footing	W	W	W	W	W
Water Ditch		W/C	W/C	W/C	W
Embankment		T or C	C	C	C
Lasso a Target		W	W	W	W
Drag an Object		W	W	W	W

Obstacle/Level Chart of Gait Allowed					
Obstacle Type	Intro	Level 1	Level 2	Level 3	Level 4
Herding cattle		Varies	Varies	Varies	Varies
Side Pass Pole			W/C	W/C	W/C
Pirouette in the Triangle				C	C

6. The judge has the right to alter the course.
7. All elevated poles must be set in a standard jump cup or similar type bracket.
8. The course should be set up in such a manner as to allow the movements to be performed by riders using their left hand to hold the reins.
9. All obstacles shall be marked by red and white flags or markers (red on the right and white on the left) and numbered on the right hand side of the entrance flag to indicate the order of completion.
10. Class Procedure
  - a. All exhibitors entered in the phase will be allowed to inspect the course on foot without their mounts. Exhibitors may be accompanied by their trainer.
  - b. Competitors must perform the obstacles in the manner and order posted.
  - c. The head judge will signal readiness by using a bell or whistle. The entry shall enter the arena at the walk, approach the general area of the judge and salute. Before crossing the start line, an entry may not perform any obstacles, however they may cross the pole bending, parallel pole bending, and the series of obstacles with the lance. The rider may adjust the placement of the lance in the barrel to preference.
  - d. The entry shall have one minute from the time of the salute to begin the test or be eliminated. At the end of the test, the rider must salute the judge.
  - e. In order for an obstacle to be successfully performed, a rider must enter, exit and work the obstacle from the correct side or direction and perform the technical maneuver required by the obstacle.
  - f. 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 the next obstacle. The judge shall give a zero score for the obstacle. This will not be considered a cause for elimination.
  - g. If a competitor commits an error within any obstacle, the competitor may re-start the obstacle and perform it correctly before going on to the next obstacle. Credit shall be given for the proper execution with a deduction for the error.
11. Judging criteria general to all obstacles:
  - a. The phase is 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.
  - b. Riders are assessed on position in the saddle, subtle use of aids and partnership with the horse.
  - c. The horse should work cadenced and in balance.
12. Obstacles performed at the canter should be on the correct lead. Change of direction at the canter shall have a corresponding lead change. Flying changes shall be rewarded more than simple changes; either break of gait or

13. Obstacles that are bumped, disturbed, or knocked down will have points deducted according to the severity. 14. Scoring: Execution of all obstacles, Notes for the Course, and Overall Impression will be rated from 10 to 0 on the score sheet, using the following scale. Half points are allowed.

•	Excellent	10
•	Very Good	09
•	Good	08
•	Reasonably Good	07
•	Satisfactory	06
•	Marginal	05
•	Insufficient	04
•	Fairly Poor	03
•	Poor	02
•	Very Poor	01
•	Not Executed	00

15. Placing of competitors for the phase will be ranked highest score to lowest score. In the event of a tie, the total marks for General Impressions are used to break the tie. If the General Impressions marks are equal, tied entries will remain tied and each will be awarded the points associated with the placing.
16. Causes for elimination in the Ease of Handling phase shall include:
- a. Failure to halt and salute the head judge or beginning the course before acknowledgement from the judge.
  - b. Committing a course error including:
    1. Crossing through, or over an obstacle out of sequence once the competitor has begun the test. This includes obstacles that may be in the arena but are not included in the course.
    2. Exceptions may be made, but must be noted on the course map. Those obstacles for which exceptions may be made are those using the lance, Pole Bending, and Parallel Pole Bending.
    3. Once performed, the horse/rider may cross the pole bending, parallel pole bending, and the series of obstacles using the lance.
    4. Entering/exiting on the wrong side of the flags indicating right/left.

### **AL244 Speed Phase - Obstacles at Speed**

1. Objective: The speed phase has been designed to demonstrate the rider's capacities for coordination and anticipation coupled with the horse's qualities of submission, speed, attention and finesse. The obstacles should be performed as quickly as possible. Any gait may be used.
2. Obstacles Permitted: The Speed phase obstacle course shall consist of the obstacles described in AL 243 Ease of Handling phase. The available obstacles and number of obstacles shall be as described in AL243 except as modified in sub sections "a" and "b" below. The Speed Trial course must differ from the ease of handling course. This may be achieved by a change in order, addition, or subtraction of obstacles.
  - a. Corridors and Side Pass Pole may have small balls placed in shallow dished supports attached to the supported poles, fences or walls defining the corridors. The shallow dished supports shall be such that a light impact with

the supported pole will knock the ball off.

- b. Picking Up a Pitcher of Water, Dismount, and/or Unusual Footing shall not be included in the Speed phase.

### 3. Class Procedure:

Same as Ease of Handling phase with the exception: The event will be timed from the moment the horse's nose crosses the starting line to the time its nose crosses the finish line. The starting and finish line need not be the same location.

4. Scoring – Time Penalties: The Speed phase score is based on the time taken by the competitor to complete the course with the addition of time penalties for faults. The competitor with the lowest aggregate time (course time plus penalty time) shall be placed first, and successive places shall be awarded accordingly. Time penalties shall be assessed as follows.
  - a. General: Knocking over a part of an obstacle except as noted below. – 10 seconds. If there are multiple actions that knock down portions of the obstacle, each shall be penalized. If multiple portions of an obstacle are knocked down with a single action, only one penalty is assessed.
  - b. Gate
    1. If the rider drops the rope when a rope is used in lieu of a constructed gate, he/she may dismount to retrieve rope, remount, and finish obstacle or receive a penalty of 30 seconds.
    2. Failure to latch gate – 20 seconds. This applies only to certain levels.
  - c. Retrieve a Lance and Replace a Lance – Knocking over a barrel – 5 seconds. If rider drops the lance, or the lance does not stay in the barrel after placement, rider may dismount to retrieve lance and finish obstacle or a penalty of 30 seconds will be assessed. There shall be no time penalties for dismount and retrieval. Riders at the Introductory level shall not dismount but the Arena Steward or his/her crew shall pick up the lance and hold it upright for the rider to retake and finish the obstacle.
  - d. Knock Down Balls and/or Catch a Ring at Various Heights and Hit a Shield.
    1. Failure to knock off ball or hit shield – 5 seconds.
    2. Failure to skewer ring or place in barrel with lance – 5 seconds.
  - e. Move a Sack
    1. Sack falls off table after rider places it on table – 5 seconds.
    2. If rider drops the sack, rider may dismount to retrieve the bag and finish obstacle or be assessed a 30-second penalty. Time shall continue through the dismount, but there shall be no time penalties for dismount and retrieval.
  - f. Hay Jump
    1. Knocking jump pole off – 5 seconds.
    2. Dislodging hay bale(s) – 5 seconds (in addition to penalty of dislodging jump pole).
    3. Failure to jump the obstacle – 30 seconds.
  - g. Bending Poles and Parallel Bending Poles – Knocking over a pole – 5 seconds. Failure to ring bell or move and place cup if incorporated into an obstacle – 10 seconds.
  - h. Corridor. Bumping the obstacle. Positioning small balls on the obstacle may aid the judge to know when the obstacle is bumped but is not required – 3 seconds.
  - i. Sidepass Pole
    1. Bumping the obstacle. Positioning small balls on the obstacle may aid the judge to know when the obstacle is bumped but is not required – 3 seconds.
    2. Any leg stepping across the rail opposite of the indicated side – 5 seconds.
  - j. Pirouette in the Triangle – Not completing the entire  $\frac{3}{4}$  pirouette – 5 seconds.
  - k. Elimination – Competitors shall be eliminated for the following errors:
    1. Uncorrected course fault.



2. Third refusal of any obstacle.
3. Failure to perform any obstacle.

## **AL245 Team Cattle Work Phase**

1. Objective: The 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.
2. Class Procedure:
  - a. The cows shall be marked by distinct numbers or colors and applied to groups of four cows. A color or number shall be assigned to each place in the order of go before the competition.
  - b. Each rider in the team shall be assigned an order of cutting within the team.
  - c. At the beginning of the phase, the herd shall be located in the containment zone. The team of riders shall be positioned in the cutting zone.
  - d. The head judge shall ring a bell to signal the team may begin their trial. The team shall salute the judge and then has 60 seconds, from the judge's signal to begin the trial.
  - e. Time begins when the first rider of the team crosses the line between the cutting zone and the containment zone for the first time.
  - f. The team of riders shall cut the cows of the assigned color or number one cow at a time. Each team rider, in his/her assigned order, shall cut one cow, while the other team riders maintain the herd. Only the rider cutting the cow may cross the boundary into the containment zone.
  - g. Each rider has three minutes to cut and deliver the cow. If time expires before the cow is cut and delivered, the judge shall ring a bell or sound a whistle signaling to stop and proceed to the next rider.
  - h. Once a cow has been cut from the herd and is in the cutting zone, the other team members may assist in delivering the cow to the pen. Time for the next rider will begin when the cow is delivered.
  - i. Any cow that crosses the line of containment, except the individual cow designated for cutting, must be returned to the containment zone. A cut cow is only considered delivered when it is in the pen and all other cows are in the containment zone. Once delivered, the cow is free to leave the pen and return to the herd.
  - j. When all assigned cows have been delivered and the remainder of the herd is fully within the containment zone, time for the team shall be stopped. The team shall salute the judge at the conclusion of the trial.
  - k. Cattle sorting poles, la garrocha poles or ropes may be used. The rope may not be used to lasso a cow.
3. Scoring: Time penalties shall be added to the execution time as follows:
  - a. 15 seconds - any cow, other than the one designated as the cut cow, crosses the line of containment into the cutting area.
  - b. 10 seconds – A cow, once cut from the herd and crossing the line of containment into the cutting zone, and before delivered into the pen, re-crosses the line of containment.
  - c. 10 seconds – A team rider, other than one currently working the cow, crossing the containment line to the cutting zone before the designated cow is cut and in the cutting zone.
  - d. 60 seconds – Each cow assigned to the team but not delivered at the expiration of the three minute per cow time limit.
4. Placing for the phase will be based upon number of cows delivered and time. Teams with the most number of cows delivered will be ranked from the lowest aggregate time plus penalties to the largest aggregate time plus penalties. Subsequent placings will utilize the same criteria.
5. Elimination: A team shall be eliminated for the following:
  - a. Any behavior or movements that endanger the horses or cattle.
  - b. Lassoing a cow.
  - c. Any evidence of blood on either horses or cattle.

- d. First rider does not cross the containment line within one minute of head judge's signal.
- e. Entering the arena before instructed by head judge or steward.
- f. Failure to salute the judges.
- g. Using two hands on the reins in Level 4.
- h. Fall of horse or rider.
- i. Illegal equipment.
- j. Horse turning tail from cow being worked or refusing to enter the herd to work.

## **AL246 Competition Management – Guidelines for Management**

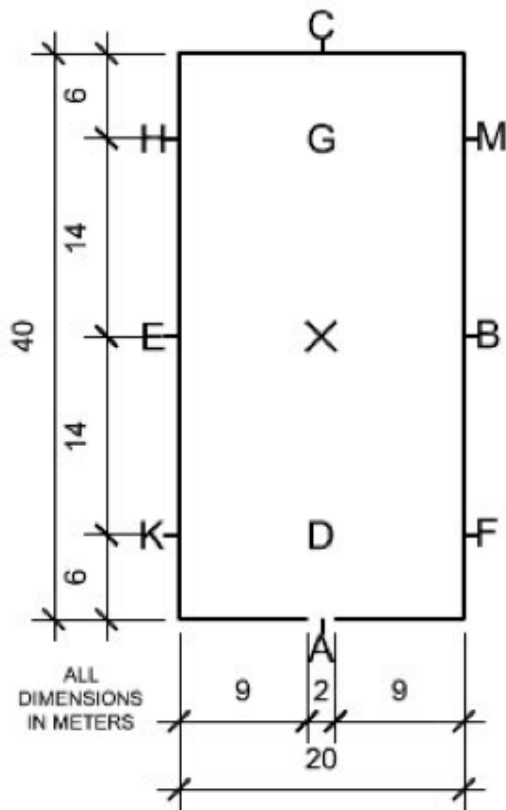
### **1. Officials**

- a. Different judges for the Functionality, Ease of Handling, and Speed, and Cattle Work phases may be used.
- b. One judge is allowed, three judges are recommended, and five judges are preferred to officiate Working Equitation competitions.
- c. Functionality Phase Judges: One, three, or five judges may be used. Distribution of the judges around the arena shall be as follows:
  - 1. 1 judge: The judge should be on the short side of the arena, opposite the entry gate and at center.
  - 2. 3 judges: The head judge should be on the short side of the arena, opposite the entry gate and at center. Each of the remaining two judges should be located on each of the long sides, opposite center.
  - 3. 5 judges: The head judge should be on the short side of the arena, opposite the entry gate and at center. One judge each should be located on the same side of the arena as the head judge, and on either side of the head judge, each located 2.5 meters from the corner of the arena. Each of the remaining two judges should be located on each of the long sides, opposite center.
- d. Ease of Handling Judges: One, three, or five judges may be used. Judges should be distributed around the arena so that each judge has a clear view of all obstacles.
- e. Speed Phase Judges: One, three or five judges may be used. Each judge should have a clear view of all obstacles, with each judge having a different vantage point.
- f. Scribes: Each judge must be provided an individual to assist in recording scores.

### **2. Riding Arenas**

The Functionality Phase is conducted within a standard 20x40 meter Dressage arena. When a complete arena is not used, the corners of the arena should be marked. Arenas for Introductory, Levels 1, 2, and 3 should have the letters appropriately marked. Arenas for Level 4 do not need to be marked with letters.

- a. The arena for the Obstacle/Ease of Handling and Speed phases has no size requirement, however recommended minimum dimensions are 50m x 30m (160 x100 feet).
- b. The Cattle Work Phase arena should have minimum dimensions of 50m x 30m (160 x100 feet). The catch pen may be incorporated within the area of the cutting zone provided it is off to one side, has fencing/panels to separate it, except the open gate, and the long dimension of the arena is at least 55 meters (175 feet). See diagram in AL 306.
- c. Each phase may have a warm-up arena and a competition arena.
- d. A warm up arena may be located near the competition arena. The warm-up arena used for Ease of Handling and Speed phases may have a few obstacles included in it. The obstacles need not be the same as those in the competition arena.



3. Order of Go: The order of go must be posted 60 minutes before the first phase of the day begins. If there is a scheduled break of more than one hour between phases, the order of go must be posted 30 minutes before the next phase.

Order of go should be determined as follows:

- a. In situations where one or more riders are competing in only one or two phases, the order of go for these riders should be by draw and precede the riders competing in the full competition.
  - b. Order of go **is** decided by a draw and **will remain** the same for **the Functionality, Ease of Handling, and Speed** phases. If the draw results in a rider with multiple mounts placed in close proximity, show management should adjust the order to allow adequate time between rides, before posting. **BOD 1/16/16 Effective 12/1/16**
  - c. In the event that a competitor has multiple horses, he/she may request a change of schedule for sufficient time to change mounts. Alternately, he/she will be allowed a five-minute gate hold to prepare the next horse for the arena.
  - d. The order of go for the Cattle Work phase should be determined by the team scores, as totaled for team competition, and ordered lowest to highest.
    1. Competitors who fail to comply with the order of go may be eliminated at the discretion of the judge(s).
    2. If a competitor is affected by a serious, confirmed problem (loss of shoe, wounds, etc.), the judge may alter the order of go.
4. Timed Phases: A timer is required. When a manual timer (person with stopwatch) is used, a minimum of two timers should be used. The same timer should be used for all entries of a phase and level. Where available, electronic timing is highly recommended. Where electronic timers are used and the start/finish lines are different, two timer triggers are required. Competition management should provide a backup timer for the electronic timer.
5. The head judge will be provided a bell or whistle with which to signal the rider to begin his/her trial. The bell or

whistle is also used to signal an error to the rider or elimination per the rules.

## 6. General Scoring

- a. Competition management may give awards in each phase as if each were an individual class.
- b. If show management elects to allow entry in individual phases without requiring participation in all three, competitors may be awarded places in each phase separately. However, the overall Working Equitation placing will be limited to competitors who participated in all three phases.
- c. Overall competition points shall be awarded based upon the competitor's finishing rank within each phase.

Points are awarded as follows.

1st Place:  $n+1$

2nd Place:  $n$

3rd Place:  $n-1$

4th Place:  $n-2$ , etc.

$n$  is equal to the number of competitors entered in the competition.

After each phase, the judge will sign the scorecards and will then pass them to the scorers. Scores and comments must be written in ink. Any corrected score must be initialed by the judge making the correction. The marks are then totaled. Penalty points incurred for errors are deducted on each score sheet to obtain the total score for that phase.

- d. The total overall score is obtained by adding the total points awarded for placing for each phase.
- e. In the team competition, the three highest scores of the individual team members are totaled for the first three phases. This sum will be the team score. The team score for Cattle Work phase is then added to the previous sum to determine the final team placings.
- f. If there are two or more judges, the points awarded by each judge will be published separately in addition to the total score for the Functionality Phase and Ease of Handling Phase: Total final results must be published in marks as well as in percentages with numbers written to three decimal places. Scores should be publicly posted as soon as possible after each ride.
- g. In the event of a tie for the overall competition, the overall impression scores for the Ease of Handling phase shall be used to break the tie, with the competitor with the higher score placing higher. In the event there is still a tie, the overall impression scores for the Functionality Phase shall be used to break the tie. If a tie still exists, the competitor with the fastest aggregate time on the Speed phase shall place higher.
- h. If a competitor withdraws (scratches, etc.) prior to a class or is excused, eliminated or a "no show" prior to or during the performance of a phase, the words "scratched," "excused," "eliminated," or "no show" or abbreviations of such, must appear after the competitor's name on the results sheet.
- i. Videotape may not be used to dispute a judge's decision.
- j. Judges should not leave until all scores from the classes they officiated have been totaled and any ties resolved.
- k. If a mathematical error on the score sheet is discovered, it must be brought to the attention of competition management within one hour of the official posting of the scores from the last class of that competition day. Competition Management must announce said posting, and must make the phase sheets available to competitors immediately upon resolving the error or by the beginning of the following competition day if exhibitors are no longer present at the time of the resolution.

## 7. Causes for Elimination: Horse/rider combinations shall be eliminated from the competition under the following circumstances:

- a. Infraction of any state or federal law pertaining to the exhibition, care and custody of horses within the state or country where a Working Equitation class is being held.
- b. Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during

the exhibition of a horse in competition.

- c. Illegal tack.
- d. Change of tack/attire between phases.
- e. The exhibition of a horse with clear evidence of fresh blood in the mouth, nose, chin, shoulder, barrel, flank or hip area (those areas reasonable to believe the injury may have been caused by the rider or equipment).

Horse/rider combination may be eliminated from the current or next phase, depending on which is closest to the time the incident occurred, under the following circumstances:

- 1. Use of whips in the competition arena at the Intermediate and Advanced levels.
- 2. Entering the arena before the judge has signaled readiness for the competitor to enter.
- 3. Entering the arena out of order from the posted entry order, unless directed by the judge/steward.
- 4. Taking more than one minute to begin the trial after the bell has been rung.
- 5. Fall of horse and/or rider.
- 6. Use of free hand to guide or signal mount at the Advanced level.
- 7. Failing to complete the pattern/course as given and/or posted.
- 8. Leaving the arena during the trial prior to completing the pattern and/or being excused by the judge.
- 9. Disrespect or misconduct by the exhibitor.
- 10. The judge may excuse a horse at any time while in the arena for unsafe conditions, unruly behavior, or improper exhibition pertaining to the horse and/or rider. This may include the exhibition of an animal not in a fit or sound condition.
- 11. The use of abusive equipment and/or the use of abusive showing techniques by the rider.
- 12. Failure to correct a course fault in the Ease of Handling phase.

It should be noted that in every case the exhibitor should be given the benefit of doubt, should any doubt exist.