

SHW600. LEVEL 1 (GREEN) HUNTER UNDER SADDLE.

The purpose of Level 1 (Green) hunter under saddle is to allow a horse to compete in a field with minimally accomplished horses of the same level of experience. The Level 1 (Green) hunter under saddle is a stepping-stone to the more advanced competition of Level 2 (Progressive)/Level 3 (Open). This class should be judged according to the purpose of its intent. Horses must be ridden with equipment that is approved as per AQHA equipment rules for hunter under saddle.

SHW600.1. With the exception of eligibility requirements, the same rules apply in Level 1 (Green) hunter under saddle as apply in hunter under saddle.

SHW600.2 Horses eligible to compete:

SHW600.2.1 Horses in their first year of showing in AQHA-approved shows in hunter under saddle.

SHW600.2.2 Horses that have shown during previous years in AQHA-approved Rookie, Level 1 (Green) hunter under saddle, Level 2 (Intermediate/Progressive), Level 3 (Youth, Amateur, Open division) hunter under saddle, but have not won more than 25 points or won more than \$1,000 in any equine organization or association in these classes as of January 1 of the current show year. Points are cumulative in determining eligibility. Rookie exhibitor and Level 1 (Novice) points will not count.

SHW601. HUNTER UNDER SADDLE. The purpose of the hunter under saddle horse is to present or exhibit a horse with a bright, alert expression, whose gaits show potential of being a working hunter. Therefore, its gait must be free-flowing, ground covering and athletic. Hunters under saddle should be suitable to purpose. Hunters should move with long, low strides reaching forward with ease and smoothness, be able to lengthen stride and cover ground with relaxed, free-flowing movement, while exhibiting correct gaits that are of the proper cadence. The quality of the movement and the consistency of the gaits is a major consideration. Horses should be obedient, have a bright expression with alert ears, and should respond willingly to the rider with light leg and hand contact. Horses should be responsive and smooth in transition. When asked to extend the trot or hand gallop, they should move out with the same flowing motion. The poll should be level with, or slightly above, the withers to allow proper impulsion behind. The head position should be slightly in front of, or on, the vertical.

SHW601.1 This class will be judged on performance, condition and conformation. Maximum credit shall be given to the flowing, balanced, willing horse.

SHW601.2 Horses may be asked to change to canter from the flat-footed walk or trot, at the judge's discretion.

SHW601.3 At the option of the judge, all or just the top 12 horses may be required to hand gallop, one or both ways of the ring. Never more than 12 horses to hand gallop at one time. At the hand gallop, the judge may ask the group to halt and stand quietly on a free rein (loosened rein).

SHW602. Horses to be:

SHW602.1 shown under saddle, not to jump.

SHW602.2 shown at a walk, trot and canter both ways of the ring. Horses should back easily and stand quietly.

SHW602.3 reversed to the inside away from the rail.

SHW603. Faults scored according to severity:

- Quick, short or vertical strides
- Being on the wrong lead
- Breaking gait
- Excessive speed at any gait
- Excessive slowness in any gait, loss of forward momentum
- Failure to take the appropriate gait when called for
- Head carried too high
- Head carried too low (such that poll is below the withers)
- Overflexing or straining neck in head carriage so the nose is carried behind the vertical
- Excessive nosing out
- Failure to maintain light contact with horse's mouth
- Stumbling
- If a horse appears sullen, dull, lethargic, emaciated, drawn or overly tired
- Consistently showing too far off the rail

SHW604. Faults which will be cause for disqualification, except in Level I (Novice) amateur or Level I (Novice) youth, which shall be faults scored according to severity:

- Head carried too low (such that poll is below the withers consistently)
- Overflexing or straining neck in head carriage so the nose is carried behind the vertical consistently

SHW610. PLEASURE DRIVING. The purpose of the class is to evaluate the horse's ability and pleasurable attitude while pulling a cart. The horse should have an engaged trot with more impulsion and a long ground covering stride. Style, conformation and safety are paramount in this class. A pleasure driving horse should carry himself in a natural balanced position with a relaxed head and neck. His poll should be level with, or slightly above the level of the withers.

SHW610.1 Horses shall enter the ring in the same direction. Each horse shall then be exhibited at the walk, park gait and road gait in both directions of the show ring. At the direction of the ring steward, such change of direction shall be accomplished by the horses crossing the show ring on the diagonal while walking only. The recommended class procedure is walk, park gait, road gait, park gait and walk.

SHW610.2 Each horse shall also be required to back easily and straight and stand quietly.

SHW610.3 Horses must be shown with natural American Quarter Horse hoofs and standard shoes. No extended hoofs, heavy shoes or toe weights allowed.

SHW610.4 No exhibitor shall drive a horse while standing, kneeling or using a seat extension in the cart at any time. An exhibitor may momentarily rise if circumstances warrant. No horse shall be unbridled or unattended while hooked to a cart. Excessive noise making by exhibitors shall be penalized according to severity.

SHW610.5 This class will be judged 80 percent on the horse's performance and suitability for assuring a pleasurable drive, with a maximum of 20 percent on condition and conformation.

SHW610.6 Maximum credit should be given to a horse that moves straight, with free movement, manners and a bright expression.

SHW610.7 The horse shall be severely penalized if he carries his head behind the vertical, is over flexed, excessively nosed out, the poll is below the withers or exhibits lack of control by exhibitor.

SHW610.8 Consistently showing too far off the rail shall be penalized according to severity.

SHW615. LEVEL I (NOVICE) YOUTH AND LEVEL I (NOVICE) AMATEUR WALK/TROT HUNT SEAT EQUITATION ON THE FLAT. Available only at Level I (Novice) shows. The same rules apply in walk/trot hunt seat equitation on the flat as apply in hunt seat equitation on the flat, except cantering is prohibited both in pattern and rail work.

SHW616. HUNT SEAT EQUITATION ON THE FLAT. Available only in the amateur and youth divisions. The purpose is to evaluate the ability of the hunter rider to perform various maneuvers on his/her horse which provides a base for natural progression to over fence classes. The communication between horse and rider through subtle cues and aids should not be obvious. Equitation is judged on the rider and his/her effect on the horse. Hunt seat equitation on the flat provides a base for a natural progression to over fence classes. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

SHW617. Pattern. It is mandatory that the judge post the pattern at least one hour prior to commencement of the class. The pattern should be designed so the majority of exhibitors can perform it in a reasonable length of time (under 60 seconds). All patterns must include a trot and canter. Patterns used in classes for riders 13 and under should use maneuvers from Group #1 and/or Group #2 [SHW620]. Horses' gaits are to be ridden with the same cadence and speed as you would find in the rail phase. All ties will be broken at the discretion of the judge.

SHW618. Basic Position. To mount, take up reins in left hand and place hand on withers. Grasp stirrup leather with right hand and insert left foot in stirrup and mount. To dismount, rider may either step down or slide down. The size of rider must be taken into consideration.

SHW618.1 Hands should be over and in front of horse's withers, knuckles 30 degrees inside the vertical, hands slightly apart and making a straight line from horse's mouth to rider's elbow. Method of holding reins is optional, and bight of reins may fall on either side. However, all reins must be picked up at the same time.

SHW618.2 The eyes should be up and shoulders back.

SHW618.3 Toes should be at an angle best suited to rider's conformation; heels down, calf of leg in contact with horse.

SHW618.4 Iron should be on the ball of the foot and must not be tied to the girth.

SHW619. Class Procedure: Exhibitors may be worked individually from the gate or they may all enter at once, but a working order must be drawn regardless. The entire class, or only the finalists, must work at all three gaits at least one direction of the arena. Rail work can be used to break ties and possibly adjust placings.

SHW619.1 A turn on the forehand to the right is accomplished by moving haunches to the left.

SHW619.2 A forehand turn to the left is accomplished by moving haunches to the right.

SHW619.3 If riders are asked to drop their irons, they can leave them down or cross them over the withers.

SHW619.4 When performing a leg-yield, the horse should move

forward and lateral in a diagonal direction with the horse's body straight with a slight flexion of the head in the opposite direction of lateral movement. When a horse yields to the right, the head is slightly (just to see the eye of the horse) to the left. A horse yielding to the left, the head is slightly flexed to the right.

SHW620. Individual works may be comprised of any of the following: **Group #1** - Walk, Sitting Trot, Extended Trot, Posting Trot, Canter, Circles, Figure 8, Halt, Back, Sidepass, Address Reins, Demonstrate Change of Diagonal; **Group #2** - Serpentine (Trot or Canter), Turn on Haunches or Forehand, Leg-Yield, Flying or Simple Change of Lead; or **Group #3** - Canter and Hand Gallop in a straight or curved line, Counter-Canter Figure 8, Drop or Pick-up Irons without stopping.

SHW620.1 THE WALK: Should be a four-beat gait with the rider in a vertical position with a following hand.

SHW620.2 THE POSTING TROT: Figure 8 at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting the saddle when left front leg is on the ground; at right diagonal, rider should be sitting the saddle when right front leg is on the ground; when circling clockwise at a trot, rider should be on left diagonal; when circling counter-clockwise, rider should be on right diagonal. The rider should close his/her hip angle to allow his/her torso to follow the horizontal motion of the horse. The upper body should be inclined about 20 degrees in front of the vertical.

SHW620.3 SITTING TROT AND CANTER: At the sitting trot, the upper body is only slightly in front of the vertical. At the canter, the body should be positioned slightly more in front of the vertical. As the stride is shortened, the body should be in a slightly more erect position.

SHW620.4 TWO-POINT POSITION: The pelvis should be forward, but relaxed, lifting the rider's weight off the horse's back and transferring the weight through the rider's legs. In this position the two points of contact between horse and rider are the rider's legs. Hands should be forward, up the neck, not resting on the neck.

SHW620.5 HAND GALLOP: A three-beat, lengthened canter ridden in two-point position. The legs are on the horse's sides while the seat is held out of the saddle. When at the hand gallop, the rider's angulation will vary somewhat as the horse's stride is shortened and lengthened. A good standard at a normal hand gallop should be about 30 degrees in front of the vertical.

SHW621. SCORING: Exhibitors are to be scored from 0 to 100. One-half point increments are acceptable. Run content scores will be indicated as follows:

+ = Above Average

√ = Average

- = Below Average

An additional + (excellent) or - (well below average) may be given.

SHW621.1 FINAL SCORING shall be on a basis of 0-100, with an approximate breakdown as follows:

90-100 Excellent equitation, including body position and use of aids. Completes pattern accurately, quickly, smoothly and precisely; demonstrates a high level of professionalism.

80-89 Very good rider that executes the pattern as well as correct equitation and use of aids. Excellent rider that commits a minor fault, or an excellent rider that commits a major fault.

70-79 Good pattern execution and average equitation but lacking adequate style and professional presentation to merit

elevating to the next scoring range. A very good rider that commits a minor fault.

60-69 Fair pattern that lacks quickness or precision. Rider has obvious position and/or appearance faults that prevents effective equitation. A good rider that commits one minor fault, or a very good rider that commits a major fault in the performance of the pattern.

50-59 One major fault or multiple minor faults in the performance. A rider that demonstrates a lack of riding ability and knowledge of correct body position.

40-49 Severe fault, two or more major faults or multiple minor faults in the performance of the exhibitor that demonstrates a lack of riding ability and knowledge of correct body position.

10-39 Exhibitor commits more than one severe fault or multiple major faults in performance, exhibits poor riding skills, but completes the class and avoids disqualification

SHW621.2 Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. An exhibitor that incurs a severe fault avoids elimination, but should be placed below all other exhibitors that complete the pattern correctly. A minor fault can become a major fault and a major fault can become a severe fault when the degree and/or frequency of the infraction(s) merits.

SHW621.2.1 Minor faults

Break of gait at walk or trot up to two strides

Over/under turn of 1/8 of the prescribed turn

SHW621.2.2 Major faults

Break of gait, out of lead, missing lead or diagonal for one-two strides

Not stopping within 10 feet of designated area

Incorrect gait or break of gait at walk or trot for more than two strides

Obvious looking for lead or diagonal

Over or under turn more than 1/8 of prescribed turn, but not more than 1/4 turn

head carried too high

head carried too low (such that the poll is below the withers)

over-flexing or straining neck in head carriage so the nose is carried behind the vertical

excessive nosing out

SHW621.2.3 Severe Faults (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault) include:

loss of iron or rein

break of gait at canter, out of lead or missing lead or diagonal more than two strides

lack of contact between rider's hand and bit touching horse

grabbing any part of the saddle

cropping or spurring in front of the shoulder

kicking at other horses, exhibitors or judge

severe disobedience or resistance by horse including, but not limited to, rearing, bucking or pawing.

SHW621.2.4 Disqualifications (should not be placed) include:

failure by exhibitor to wear correct number in visible manner
willful abuse
excessive schooling or training
fall by horse or rider
illegal use of hands on reins
use of prohibited equipment
knocking over the cone, going off pattern or working on wrong side of cone
failure to follow pattern correctly, including failure to ever execute correct lead or gait where called for
overturning more than 1/4 of prescribed turn

SHW622. Rookie/LEVEL I (NOVICE) Classes Only. Exhibitor going off pattern, knocking over or on wrong side of cone, never performing specified gait, or overturning more than 1/4 turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

SHW622.1 Faults, which will be cause for disqualification, except in **Level I** (Novice) amateur or **Level I** (Novice) youth classes, which shall be faults, scored according to severity:

Head carried too low (such that the poll is below the withers consistently).

Over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

SHW625. HUNTER HACK. The purpose of hunter hack is to give horses and opportunity to show their expertise over low fences and on the flat. The hunter hack horse should move in the same style as a working hunter. The class will be judged on style over fences, even hunting pace, flat work, manners and way of going. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

SHW625.1 Horses are first required to jump two fences, two feet three inches (68.5 cm) to three feet (90 cm). However, if the jumps are set on a line, they are recommended to be in increments of 12 feet (3.5 meters) but adjusted to no less than two strides. A ground line is recommended for each jump.

SHW625.2 Horses being considered for placing are then to be shown at a walk, trot and canter both ways of the ring with light contact.

SHW625.3 At the discretion of the judge, contestants may be asked to hand gallop, pull up or back and stand quietly following the last fence.

SHW625.4 When necessary to split large classes by running more than one go-round, finalists must both be re-jumped and reworked on the flat.

SHW625.5 Placing for the class shall be determined by allowing a minimum of 70 percent for individual fence work and a maximum of 30 percent for work on the flat.

SHW625.6 Faults over fences will be scored as in the working hunter class. Horses eliminated in the over-fence portion of the class shall be disqualified.

SHW626. Faults to be scored accordingly, but not necessarily cause disqualification during the rail work, include:

Being on wrong lead and/or wrong diagonal at the trot
Excessive speed (any gait)

Excessive slowness (any gait)
Breaking gait
Failure to take gait when called
Head carried too low or too high
Nosing out or flexing behind the vertical
Opening mouth excessively
Stumbling

SHW627. Faults which will be cause for disqualification, except in Level I (Novice) amateur or Level I (Novice) youth classes, which shall be faults, scored according to severity:

Head carried too low (such that the poll is below the withers consistently).

Over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

SHW630. LEVEL I (GREEN) WORKING HUNTER. The purpose of Level I (Green) working hunter is to allow a horse to compete in a field with minimally accomplished horses of the same level of experience. The Level I (Green) working hunter is a stepping-stone to the more advanced competition of Level 2 (Progressive)/Level 3 (Open). This class should be judged according to the purpose of its intent. Fence heights shall be two feet six inches (76cm) to two feet nine inches (85cm).

SHW630.1 With the exception of eligibility requirements and heights of the jumps, the same rules apply in Level I (Green) working hunter class as apply in working hunter.

SHW630.2 Horses eligible to compete:

SHW630.2.1 Horses of all ages who have no previous AQHA points in open division working hunter, amateur working hunter, youth working hunter amateur equitation over fences, youth equitation over fences, Level I (Green) jumping, open jumping, youth jumping and amateur jumping and who have not exhibited in a class three feet (90 cm) and over in competition.

SHW630.2.2 Horses become eligible for Level I (Green) working hunter for a time period of that calendar year after entering any working hunter class other than the Level I (Green) working hunter.

SHW630.2.3 Horses that have shown only in Level I (Green) working hunter prior to 2014 and have earned 25 points or less in Level I (Green) working hunter will be eligible to compete.

SHW635. LEVEL 2 (PROGRESSIVE) WORKING HUNTER. The purpose of the Level 2 (Progressive) working hunter is the next step in the progression from the Level I (Green) working hunter to the more advanced level of competition with the seasoned horse. This class should be judged according to the purpose of its intent.

SHW635.1 Eligibility: Horses of all ages that have not earned 10 points in AQHA-approved working hunter classes excluding Level I (Green) working hunter points. A horse is eligible to complete only one time in the Level 2 (Progressive) working hunter class at the AQHA World Show.

SHW635.2 Fence heights shall be two feet nine inches (85 cm).

SHW636. WORKING HUNTER. The working hunter is a representative of the type of horse used in the hunt field. He should possess manners, jumping ability, style, pace and quality. The working hunter

must be able to demonstrate his ability to furnish the rider with a smooth comfortable and safe ride. The same rules apply in junior working hunter as apply in senior or all-ages working hunter classes, except the minimum height of obstacles.

SHW636.1 A hunter course shall be any course that management deems a fair test of a hunter. Judges are responsible for correctness of each course after it has been set and shall call the show management's attention to any errors that would tend to result in unfair or inappropriate courses. The judge must walk the course and has the right and duty to alter the course in any manner to ensure its safety. The judge may remove or change any obstacle he deems unsafe or non-negotiable.

SHW636.2 There will be a minimum five minute warm-up period after the course walk is closed before the first competitor is called to the ring to compete.

SHW636.3 Circling once upon entering the ring is permissible.

SHW636.4 Horses shall not be requested to rejump the course.

SHW636.5 Manners shall be emphasized in youth and amateur classes.

SHW636.6 When an obstacle is composed of several elements, any disturbance of these elements will be penalized; however, only a reduction in height of the top element shall be considered a knockdown.

SHW636.7 In cases of broken equipment, the rider may either continue without penalty, or stop and correct the difficulty and be penalized the same as any loss of forward impulsion.

SHW636.8 When an obstacle requires two or more fences (in and out), faults committed at each obstacle are considered separately. In case of a refusal or runout at one element, entry must rejump the previous elements.

SHW636.9 The course must be posted at least one hour before scheduled time of class.

SHW636.10 It is mandatory that a schooling area with at least one practice jump or practice time in the arena be provided.

SHW636.11 Schooling over obstacles in the ring or over any part of an outside course is permitted only at the time designated by show management.

SHW637. Course or Arena Arrangement. One change of direction is mandatory. Minimum of four obstacles. Horses to jump a minimum of eight fences.

SHW637.1 Obstacles which may be used: fences shall simulate obstacles found in the hunting field, such as natural looking post and rail, brush, walls, coops and ascending oxers (not square). Triple bar and hogsback are prohibited. Striped poles are not recommended; PVC poles used as rails are not permitted.

SHW637.2 The top element of all fences must be securely placed so that a slight rub will not cause a knockdown;

SHW637.3 Distance between fences is recommended to be in 12-foot (3.5 meters) increments with the exception of some combinations: one stride in and out, 24-26 feet (7 meters); two strides in and out, 36 feet (11 meters); three strides, 48 feet (14.5 meters);

SHW637.4 The use of wings on obstacles in hunter classes is recommended; standards made of PVC material must be anchored or properly secured.

SHW637.5 Jump standards with hole heights at three inch (75

mm) intervals with jump cups are recommended.

SHW638. Fence Heights. A variation of three inches (75 mm) in fence height, lower than official heights listed below, may be instituted if show management and the judge feel circumstances warrant, i.e., footing, weather, etc.

SHW638.1 Minimum height for junior, and **Level 2** (Progressive) horses, youth and amateur classes must be two feet nine inches (88 cm), with a maximum of **three feet** (91 cm).

SHW638.2 Minimum heights for senior horses must be three feet (91 cm), with a maximum of three feet three inches (1 meter).

SHW638.3 Minimum heights all-ages must be a two feet nine inches (88 cm) with a maximum of three feet three inches (1 meter).

SHW638.4 Minimum height for **Level 1** (Novice) and select will be two feet six inches (76 cm) with a maximum of two feet nine inches.

SHW639. Scoring. Scoring to be judged on manners, way of going and style of jumping. Horses shall be credited with maintaining an even hunting pace that covers the course with free-flowing strides. Preference will be given to horses with correct jumping style that meet fences squarely, jumping at the center of fence. Judges shall penalize unsafe jumping and bad form over fence, whether touched or untouched, including twisting. Incorrect leads around the ends of the course or cross-cantering shall be penalized, as well as excessive use of crop. In and outs (one or two strides) shall be taken in the correct number of strides or be penalized. Any error which endangers the horse and/or its rider, particularly refusals or knockdowns, shall be heavily penalized.

SHW639.1 Scoring shall be on a basis of 0-100, with an approximate breakdown as follows:

90-100: an excellent performer and good mover that jumps the entire course with cadence, balance and style.

80-89: a good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults.

70-79: the average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the scoper horses; the good performer that makes a few minor faults.

60-69: poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences.

50-59: a horse that commits one major fault, such as a hind knockdown, refusal, trot, cross-canter or drops a leg.

30-49: a horse that commits two or more major faults, including front knockdowns and refusals, or jumps in a manner that otherwise endangers the horse and/or rider.

10-29: a horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.

SHW639.2 The following will result in elimination:

A total of three disobediences that can include any of the following: refusal, stop, run out or extra circle.

Jumping an obstacle before it is reset.

Bolting from the arena.

Off course.

Deliberately addressing an obstacle.

Failure to trot the horse in a small circle on a loose rein for soundness, after jumping the last fence, while still mounted and prior to leaving the arena.

SHW639.3 Disobediences/Major faults. Refer to JUMPING; excluding refusal on an in-and-out jump.

SHW645. HUNT SEAT EQUITATION OVER FENCES.

Available only in the amateur and youth divisions. The purpose of this event is to evaluate amateur and youth rider's correctness and ability over the fences. This class should be judged on the precision of riding ability while executing the jumps. The class objective is to judge the rider's ability over the fences, not the horse. Only the effect the rider has on a horse is to be considered. How a rider elects to ride the course, the pace and approach to the jumps are used to evaluate the rider's judgment and ability.

SHW645.1 Position. Refer to HUNT SEAT EQUITATION ON THE FLAT; BASIC POSITION.

SHW646. Course requirements. Course is to be posted one hour prior to the class.

SHW646.1 At least four obstacles are required and horses must jump a minimum of six fences.

SHW646.2 Refer to WORKING HUNTER regarding hunter courses which should be offered enabling the rider to be judged on their ability to establish and maintain an even hunting pace.

SHW646.3 At least one change of direction is required.

SHW646.4 Minimum height of fences must be 2'6" (79 cm), with a maximum height of 3' (91.4 cm). Except in Level I (Novice) and Select classes where the maximum height is 2'9" (83.8 cm).

SHW646.5 It is recommended that show management offer this class prior to its corresponding working hunter class.

SHW647. Class Routine. The exhibitor is being judged as soon as he/she enters the arena.

SHW647.1 Exhibitors have the option of entering the arena at any gait (unless otherwise stated on the course), making transition to canter from halt, walk or trot before approaching the first fence.

SHW647.2 Each competitor may circle once before approaching the first obstacle, then proceed around the course keeping an even pace throughout. If a rider steps into the obvious wrong lead for one or two strides only before or on the courtesy circle, it is noted on the score sheet, which may be used as a tie breaker in the event of a ride of equal quality and score.

SHW647.3 Rider must obtain correct lead to properly turn around end of arena before breaking into final trot circle. The class is not over until the exhibitor trots a circle and walks out of the ring. Riders should leave the arena at a walk unless otherwise instructed.

SHW647.4 Except for refusals, jumping faults of the horse are not to be considered unless it is the result of the rider's ability. If a refusal occurs in a double or triple, competitors must re-jump all obstacles in the combination.

SHW647.5 In cases of broken equipment or loss of shoe, competitor must continue or be eliminated.

SHW647.6 An exhibitor may enter the class only one time.

SHW648. SCORING may be on a basis of 0-100, with an approximate breakdown as follows:

90-100: Excellent equitation, position and presentation; meets all fences squarely and at proper distance. Uses all options to their advantage.

80-89: Minor equitation faults, i.e., long, weak distance, deep distance, one step landing at counter-canter. Rider still maintains a quality ride.

70-79: More problems occur, equitation suffers, i.e., rounded shoulders, heels are not down, hands incorrect, lacks the style and presence. One major fence problem, i.e., chip with a ride up the neck, or discreet swap out, jumping off one side of jump. No dangerous fences, not a flowing course.

60-69: Major equitation faults, poor body position, loose legs and seat, failure to obtain or maintain trot to a trot fence approach, two or three misses at the fence.

40-59: Breaking to a trot while on course, counter-canter or cross-canter at ends of arena, missed lead changes, loss of stirrup, dropping a rein, extra stride in combination.

10-39: Rider avoids elimination, one or two refusals, knock-downs, dangerous fences.

SHW649. The following will result in elimination:

three cumulative refusals
off course

SHW649.1 If elimination occurs during a ride-off, the competitor is placed last of all those chosen for the ride-off.

SHW650. Major faults include:

a refusal
loss of stirrup
trotting while on course when not part of a test
loss of reins
incorrect diagonal

Outside assistance will be penalized at the judge's discretion.

SHW655. LEVEL 1 (GREEN) JUMPING. The purpose of Level 1 (Green) jumping is to allow a horse to compete in a field with minimally accomplished horses of the same level of experience. The Level 1 (Green) jumping is a stepping-stone to the more advanced competition of Level 2 (Progressive)/Level 3 (Open). This class should be judged according to the purpose of its intent. Fence heights shall be three feet to three feet three inches.

SHW655.1 With the exception of eligibility requirements and heights for the jumps, the same rules apply in Green jumping class as apply in jumping.

SHW655.2 Horses eligible to compete:

SHW655.2.1 Horses in their first year of showing in AQHA-approved shows in Level 1 (Green) working hunter, open working hunter, amateur working hunter, youth working hunter, amateur equitation over fences, youth equitation over fences, open jumping, amateur jumping or youth jumping.

SHW655.2.2 Horses that have shown during previous years in AQHA-approved Rookie, Level 1 (Green) working hunter, Level 2 (Intermediate/Progressive) working hunter, Level 3 (Youth, Amateur, Open) working hunter, equitation over fences, Level 1 (Green) jumping, Level 2 (Intermediate/Progressive), Level 3 (Youth, Amateur, Open) jumping, but have not won more than 25 points or won more than \$1,000 in any equine organization or association in these events as of January 1 of the current show year. Points from all divisions will count and are cumulative in determining eligibility. Level 1 (Novice) points will not count.

SHW656. JUMPING. The jumper's task is to solely jump and his score is based entirely on his performance alone. Open jumping is offered only as an all-age class.

SHW657. Arena Arrangement: There will be a minimum of four

obstacles. Horses are to make a minimum of eight jumps.

SHW657.1 A spread fence consisting of two or more elements will be mandatory.

SHW657.2 It is recommended the first obstacle be no more than minimum height.

Post and Rail (at least two)

Chicken Coop

Stone Wall

Triple Bar

Brush Jump

SHW657.3 Both a starting line at least 12 feet (3.6 meters) in front of the first obstacle, and a finish line at least 24 feet (7.3 meters) beyond the last obstacle must be indicated by markers (at least 12 feet (3.6 meters) apart) at each end of the lines. Horse must start and finish by passing between markers.

SHW657.4 Obstacles, except within combinations, should be located a minimum distance of 48 feet (14.6 meters) apart, size of arena permitting.

SHW657.5 Height of obstacles must be a minimum of three feet six inches and a maximum of four feet (122 cm) in first go-round, except in youth and amateur which is a minimum of three feet three inches (99 cm) and a maximum of three feet six inches (105 cm).

SHW658. Jumping is a scored and timed event. The time taken will be used to break all ties on horses with jumping faults and/or the combination of jumping and time faults. Time allowed may be used under the direction of show management, judge(s), and professional course designer. The time allowed to complete the course should be calculated from an actual measurement of the course's length (a minimum speed of 360 yards (327.6 meters per minute)). The length of the course must be announced or posted prior to the start of the class. The judge should assure that the course has in fact been properly measured and the time allowed calculated according to the speed. After the first competitor has completed their round, the time allowed and the competitor's time should be announced. The use of a time allowed is optional in the first round.

SHW658.1 The judge(s) may change the time allowed if they feel it is inaccurate, but only after consultation with the course designer. The time allowed may only be adjusted after the first competitor completes the round without a disobedience and not later than following the third competitor to complete the course without a disobedience.

SHW658.2 The time limit to complete the course is double the time allowed.

SHW658.3 A one-second time fault is charged for each second or fraction thereof by which the time allowed is exceeded. Time faults awarded in a final jump-off are penalized one fault for each commenced second over time allowed. Knockdown(s) occurring from a refusal will incur a four-second penalty. Any competitor whose time including penalty seconds exceeds the time limit is eliminated.

SHW659. Jump-offs will be held over the original course altered as follows:

SHW659.1 The sequence of obstacles may be in any order as long as the original direction is maintained, with the exception of vertical obstacles being able to be jumped in the opposite direction from the first round.

SHW659.2 The height and spread of at least 50 percent of the obstacles shall be increased not less than three inches (7.6 cm) and not more than six inches (15.2 cm) in height, and to a maximum spread of six feet (1.8 meters).

SHW659.3 Courses may be shortened after the first round that might include obstacles that might not have been used in the first round. However, the course may not be shortened to less than 50 percent of the original obstacles and must include at least one vertical and one spread jump.

SHW659.4 When a jump-off is required, the winner will be decided on time only if faults are equal. If two or more horses are disqualified in the timed jump-off and are tied for a point, they are not to be re-jumped, but should flip a coin to break the tie.

SHW659.5 Time shall begin from the instant the horse's chest reaches the starting line until it reaches the finish line. Time shall be stopped while a knocked down jump is being replaced, this is from the moment the rider gets his mount in a position to retake the jump until the proper authority signals that the jump has been replaced. It shall be the rider's responsibility to be ready to continue the course when the signal is given.

SHW660. Scoring. Jumpers are scored on a mathematical basis and penalty faults which include knockdowns, disobediences and faults.

SHW660.1 First disobedience anywhere on course - four faults.

SHW660.2 Second cumulative disobedience anywhere on course - four faults.

SHW660.3 In cases of broken equipment, the rider may either continue without penalty or stop and correct difficulty, in which case he /she will be penalized four faults.

SHW660.4 In case of loss of shoe, rider may continue without penalty or be eliminated.

SHW660.5 Knockdown. An obstacle is considered knocked down and four faults assessed, when a horse or rider, by contact:

SHW660.5.1 Lowers any part thereof which establishes the height of the obstacle or the height of any element of a spread obstacle even when the falling part is arrested in its fall by any portion of the obstacle; or

SHW660.5.2 Moves any part thereof which establishes the height of the obstacle so it rests on a different support from the one on which it was originally placed;

SHW660.5.3 Knocks down an obstacle, standard wing, automatic timing equipment or other designated markers on start and finish lines.

SHW660.5.4 If an obstacle falls after the horse leaves the ring, it shall not be considered a knockdown.

SHW660.6 Disobediences.

SHW660.6.1 Refusal. When a horse stops in front of an obstacle (whether or not the obstacle is knocked down or altered), it is a refusal unless the horse then immediately jumps the obstacle without backing one step. If horse takes one step backwards, it is a refusal.

SHW660.6.1.1 After a refusal, if horse is moved toward the obstacle but does not attempt to jump, it is considered another refusal.

SHW660.6.1.2 In the case of a refusal on an in-and-out jump, the horse must return to the start of the in-and-

out sequence and rejump previous elements as well as following elements.

SHW660.7 Run-out. A run-out occurs when the horse evades or passes the obstacle to be jumped; jumps an obstacle outside its limiting markers; or when the horse or rider knocks down a flag, standard, wing or other element limiting the obstacle (without obstacle being jumped).

SHW660.7.1 Loss of forward movement. Failure to maintain trot, canter or gallop after crossing starting line, except when it is a refusal, a run-out or when due to uncontrollable circumstances, such as when an obstacle is being reset.

SHW660.7.2 Unnecessary circling on course. Any form of circle or circles, whereby the horse crosses its original track between two consecutive obstacles anywhere on course, except to retake obstacle after refusal or run-out.

SHW660.8 Elimination.

Third cumulative disobedience anywhere on course.

Jumping an obstacle before it is reset, or without waiting for signal to proceed.

Starting before judges signal to proceed.

Failure to enter ring within one minute of being called.

Failure to cross the starting line within 45 seconds after an audible signal to proceed.

Jumping an obstacle before crossing start line unless said obstacle is designated as a practice obstacle, or after crossing the finish line, whether forming part of the course or not.

Off course.

Rider and/or horse leaving the arena before finishing the course (penalized at any time the horse is in the ring).

Excessive use of a whip, rope, crop, bat or reins anywhere on the horse.

SHW680. DRESSAGE. An AQHA-approved event. AQHA will recognize these levels of dressage competition starting with the Training Level, continuing through First Level, Second Level, Third Level, Fourth Level, FEI Prix St. George, FEI Intermediate I, FEI Intermediate II, and FEI Grand Prix. Dressage may also be offered at an AQHA-approved show or special event and must be judged by a licensed USEF/USDF judge.

SHW680.1 Freestyle is not recognized.

SHW680.2 Dressage will be offered and approved through USEF/USDF licensed competitions holding an AQHA-approved class.

SHW680.3 Show approval as well as horse and exhibitor eligibility requirements must be met.

SHW680.4 A one-time license fee of \$85 for the horse must be recorded with AQHA prior to the competition.

SHW681. POINTS. The percentage score will be converted into a point value. Points will be awarded in each division and recorded on horse's records. AQHA points can be earned starting at Training Level going through Grand Prix. The points are listed on the horse's record and count for awards such as Register of Merit, year-end high points and also count for Incentive Fund payout; however, Training Level is not eligible for Incentive Fund payout. AQHA recognizes high points (first through 10th) for open, amateur and youth divisions for each level, however an exhibitor/horse is only eligible to win high point award one time per level.

SCORES				
	60-65	66-70	71-75	76+
POINT CONVERSION				
Training Level	1	2	3	4
First Level	1.5	3	4.5	6
Second Level	2	4	6	8
Third Level	2.5	5	7.5	10
Fourth Level	3	6	9	12
FEI	4	8	12	16

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