



# 2019 NWA Gaited Dressage Introductory Level - TEST B

## WALK - FLAT WALK

**REQUIREMENTS:**

Free Walk  
Medium Walk  
Flatwalk  
20 meter circle  
Halt through walk

**PURPOSE:** To introduce the rider and/or horse to the sport of dressage. To show understanding of riding the horse forward with a steady tempo into an elastic contact with independent, steady hands and a correctly balanced seat. To show proper geometry of figures in the arena with correct bend (corners and circles)

# NO:

TEST		DIRECTIVE IDEAS	POINTS	COEFFICIENT	TOTAL	REMARKS
1	A  X	Enter flatwalk  Halt through medium walk. Salute - Proceed flatwalk	Straightness on centerline and in transition; clear flatwalk and walk rhythm.			
2	C	Track left, flatwalk	Balance and bend in turn.			
3	E	Circle left 20 meters, flatwalk	Roundness and size of circle; clear flatwalk rhythm and bend			
4	Between K & A	Medium Walk	Willing and balanced transition; walk rhythm			
5	F - E	Free Walk	Complete freedom to stretch neck forward and downward; clear walk rhythm, straightness on the diagonal; ground cover.			
6	E - H	Medium Walk	Willing and balanced transition; clear walk rhythm			
7	Between H & C	Flatwalk	Willing and balanced transition; clear flatwalk rhythm			
8	B	Circle right 20 meters, flatwalk	Roundness and size of circle; clear flatwalk rhythm and bend			
9	A  X	Down Centerline  Halt through medium walk. Salute	Straightness on centerline, willing, balanced transition and halt			

Leave arena at free walk - exit at A



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# 2019 NWAHA Gaited Dressage Introductory Level - TEST B

## WALK - FLAT WALK

### COLLECTIVE MARKS

GAITS (Freedom and regularity)				
IMPULSION (Desire to move forward with suppleness of the back and steady tempo).				
SUBMISSION (acceptance of steady contact, attention, and confidence).		2		
RIDER's POSITION AND SEAT (keeping in balance with horse).				
RIDER's EFFECTIVENESS OF AIDS (correct bend and preparation of transitions).				
GEOMETRY AND ACCURACY (correct size and shape of curcles and turns).				

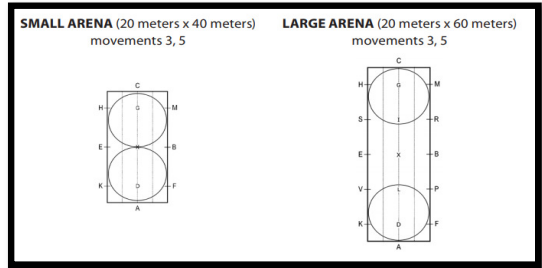
160

### FURTHER REMARKS:

SUBTOTAL: \_\_\_\_\_

ERRORS ( - \_\_\_\_\_ )

TOTAL POINTS: \_\_\_\_\_



National Walking Horse Association

## 2019

# INTRODUCTORY LEVEL - TEST B

### WALK - FLAT WALK

This unique series of tests provides an opportunity for the horse and/or rider new to dressage to demonstrate elementary skills. The tests have been designed to encourage correct performance and to prepare the horse for the transition to the USEF tests.

### SUGGESTED SCHEDULING TIME

5:00 Standard Arena  
4:00 Small Arena  
(Possibly long for schooling shows)

**INSTRUCTION:**  
Turns from centerline to long side and long side to centerline should be ridden as a half circle, touching the track at a point midway between the centerline and the corner, and vice versa.

**COMMENT:**  
Horses should be ridden on a light but steady contact, with the exception of the free walk in which the horse is allowed complete freedom to stretch neck forward and downward.

**National Walking Horse Association**  
 PO Box 7111  
 Jacksonville, North Carolina 28540  
 Phone: (859) 252-6942  
 E-Mail: office@nwaha.com



Name of Competition \_\_\_\_\_

Class \_\_\_\_\_

Date \_\_\_\_\_

Number and Name of Horse \_\_\_\_\_

Name of Rider \_\_\_\_\_

**MAXIMUM POSSIBLE POINTS: 160**

FINAL SCORE

Points \_\_\_\_\_ Percent \_\_\_\_\_

Name of Judge / Position \_\_\_\_\_

Signature of Judge \_\_\_\_\_

Score sheet effective date: December 1, 2018 - November 30, 2022

## Dressur 2 Gang

A – X	Einreiten im Flatwalk
X	über Schritt halten – Güßen, anreiten im Flatwalk
C	linke Hand
E	auf dem Mittelzirkel geritten, Flatwalk
Zwische A – K	Schritt
F – E	durch die halbe Bahn wechseln, dabei Zügel aus der Hand kauen lassen
E - H	Schritt - Zügel wieder aufnehmen
Zwischen	
H u. C	Flatwalk
B	auf dem Mittelzirkel geritten, Flatwalk
H – X – F	Free Walk
A	auf die Mittellinie abwenden
X	halten, Grüßen



# 2019 NWA GAITED THIRD LEVEL TEST 1

## PURPOSE

To confirm that the horse demonstrates correct basics, and having begun to develop an uphill balance at Second Level, now demonstrates increased engagement, especially in the extended canter and running walk. Transitions between the collected, medium and extended canter, and between flat and running walk, should be well defined and performed with engagement. The horse should be reliably on the bit and show a greater degree of straightness, bending, suppleness, throughness, balance and self-carriage than at Second Level

READER PLEASE NOTE: Anything in parentheses should not be read.

## INTRODUCE

Extended gaits; half pass at flatwalk; single flying change.

\*Double Bridle Optional\*

## ENTRY NO:

### Conditions:

ARENA SIZE: Standard

AVERAGE RIDE TIME: 6:30

(from entry at A to final halt)

Suggested to add at least 2 min. for scheduling purposes

MAXIMUM PTS: 370

TEST		DIRECTIVES		POINTS	COEFFICIENT	TOTAL	REMARKS
1	A X	Enter flat walk Halt, salute Proceed flat walk	Engagement, self-carriage and quality of walk; well defined transitions; straightness; attentiveness; immobility (min. 3 seconds)				
2	C S-V	Track left Shoulder-in left	Angle, bend and balance; engagement and self-carriage				
3	V-L L-H	Half circle left 10m Half pass left	Shape and size of half circle; alignment, bend, fluency and crossing of legs; engagement and self-carriage		2		
4	R-P	Shoulder-in right	Angle, bend and balance; engagement and self-carriage				
5	P-L L-M	Half circle right 10m Half pass right	Shape and size of half circle; alignment, bend, fluency and crossing of legs; engagement and self-carriage		2		
6	H-X-F F	Running Walk Flat Walk	Moderate lengthening of frame and stride with engagement, elasticity, straightness and uphill balance; consistent tempo; well defined transitions				
7	A	Halt, rein back 4 steps Proceed medium walk	Immobility, willing steps back with correct rhythm and count; straightness; clear transitions		2		
8	K-R R	Change rein, extended walk Medium walk	Regularity; suppleness of back; activity; overtrack; freedom of shoulder; stretching to the bit; clear transitions		2		
9	M Between G & H	Turn left Shorten stride, half turn on haunches left Proceed medium walk	Quality of shortened walk strides; tempo and regularity; activity of hind legs; bend and fluency in turn				
10	Between G & M H	Shorten stride, half turn on haunches right Proceed medium walk Track right	Quality of shortened walk strides; tempo and regularity; activity of hind legs; bend and fluency in turn				
11		(Medium walk) [RMG(H)G(M)GHC]	Regularity and quality of the walk		2		
12	Before C C	Shorten the stride in walk Collected canter right lead	Well defined transition; regularity and self-carriage; engagement and quality of canter				
13	M-F F	Medium canter Collected canter	Moderate lengthening of frame and stride with engagement, elasticity, suspension, straightness and uphill balance; consistent tempo; well defined transitions				
14	V	Circle right 10m	Shape and size of circle; bend; engagement and self-carriage				
15	V-R	Change rein, flying change of lead between centerline and R	Clear, balanced, fluent, straight flying change; engagement and self-carriage		2		
16	H-K K	Extended canter Collected canter	Utmost ground cover with lengthening of frame; elasticity, engagement, suspension; straightness and uphill balance				
17	(Transitions H and K) K-A-P	Collected canter	Well defined maintaining tempo and balance				
18	P	Circle left 10m	Shape and size of circle; bend; engagement and self-carriage				
19	P-S	Change rein, flying change of lead between centerline and S	Clear, balanced, fluent, straight flying change; engagement and self-carriage		2		
20	C	Flat walk	Well defined, balanced transition; engagement				
21	M-X-K K	Running Walk Flat Walk	Utmost ground cover with lengthening of frame; elasticity, engagement; straightness and uphill balance				
22	(Transitions M and K) K-A	Flat walk	Well defined maintaining tempo and balance				
23	A X	Down centerline Halt, salute	Bend and balance in turn; engagement, self-carriage and quality of walk; well defined transition; straightness; attentiveness; immobility (min. 3 seconds)				

Leave arena at A in free walk



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# 2019 NWA GAITED THIRD LEVEL TEST 1

COLLECTIVE MARKS				
<b>GAITS</b> (Freedom and regularity)		1		
<b>IMPULSION</b> (Desire to move forward; elasticity of the steps; suppleness of the back; engagement of the hindquarters)		2		
<b>SUBMISSION</b> (Willing cooperation; harmony; attention and confidence; acceptance of bit and aids; straightness; lightness of forehand and ease of movements)		2		
<b>RIDER'S POSITION AND SEAT</b> (Alignment; posture; stability; weight placement; following mechanics of the gaits)		1		
<b>RIDER'S CORRECT AND EFFECTIVE USE OF AIDS</b> (Clarity; subtlety; independence; accuracy of test)		1		
<b>FURTHER REMARKS:</b>				
<b>To be deducted</b> Errors of the course and omissions are penalized			<b>SUBTOTAL:</b> <b>ERRORS:</b> (-            ) <b>TOTAL POINTS:</b> <b>(Max Points: 370)</b>	
1st Time = 2 points 2nd Time = 4 points 3rd Time = Elimination				

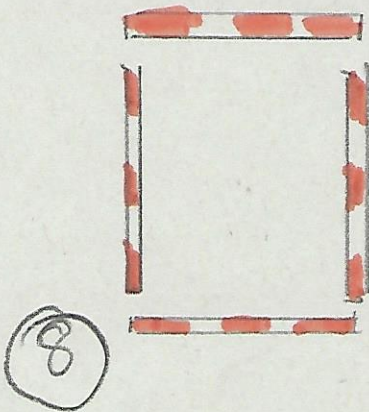
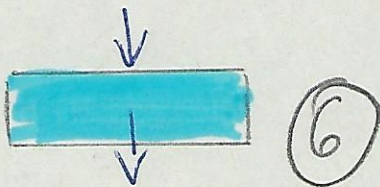
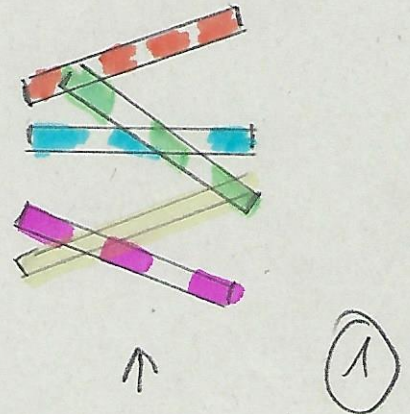
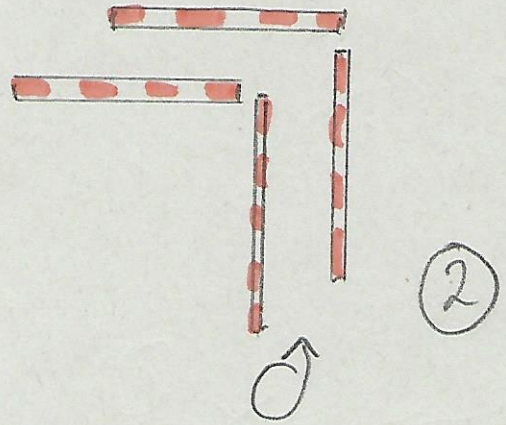
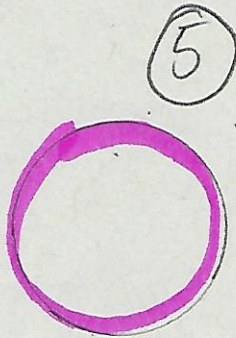
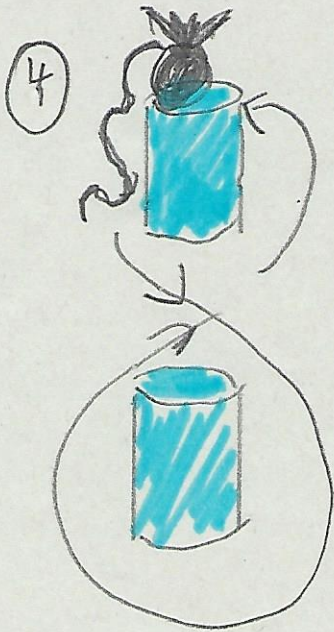
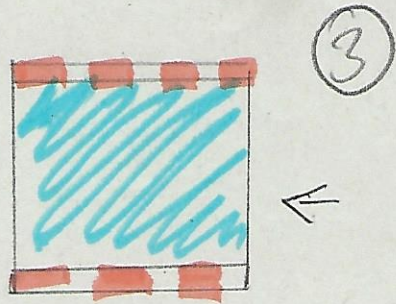
<p><b>National Walking Horse Association</b>  <b>2019 NWA GAITED THIRD LEVEL TEST 1</b></p>	<p style="text-align: center;">Name of Competition _____</p> <p style="text-align: center;">Date of Competition _____</p> <p style="text-align: center;">Number and Name of Horse _____</p> <p style="text-align: center;">Name of Rider _____</p>	<p style="text-align: center;"><b>FINAL SCORE</b></p> <p style="text-align: center;">Maximum Pts: 370</p> <p style="text-align: center;">Points _____ Percent _____</p> <p style="text-align: center;">Name of Judge _____</p> <p style="text-align: center;">Signature of Judge _____</p>
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### Dressur 3 Gang

A – X	Einreiten im Flatwalk
X	halten – Güßen, anreiten im Flatwalk
C	linke Hand
S – V	Schulter herein links
V – L	halbe Volte 10m
L – H	Schenkelweichen zurück zum Hufschlag
R – P	Schulter herein rechts
P – L	halbe Volte 10m
L – M	Schenkelweichen zurück zum Hufschlag
H – X – F	durch die ganze Bahn wechseln im Runningwalk
F	Flatwalk
A	Halten, 4 Schritte rückwärts richten, danach Schritt
K – R	durch die Bahn wechseln, dabei Zügel aus der Hand kauen lassen
R	Schritt
M	links um
G – H	kurz kehrt links
G – M	kurz kehrt rechts
H	rechts um
Vor C	versammelter Schritt
C	rechts angaloppieren
M – F	Arbeitsgalopp
F	versammelter Galopp
V	Volte 10m
V – R	durch die Bahn wechseln mit fliegendem Galoppwechsel
H – K	an der langen Seite Galoppsprünge verlängern
K	Arbeitsgalopp
K – A – P	versammelter Galopp
P	Volte 10m
P – S	durch die Bahn wechseln mit fliegendem Galoppwechsel
C	Flatwalk

M – X – K	durch die ganze Bahn wechseln im Runningwalk
K	Flatwalk
A	auf die Mittellinie abwenden
X	halten, Grüßen

Trail in Hand

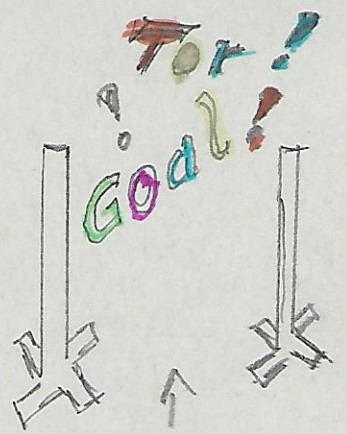




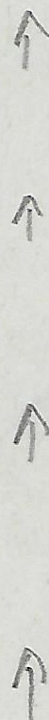
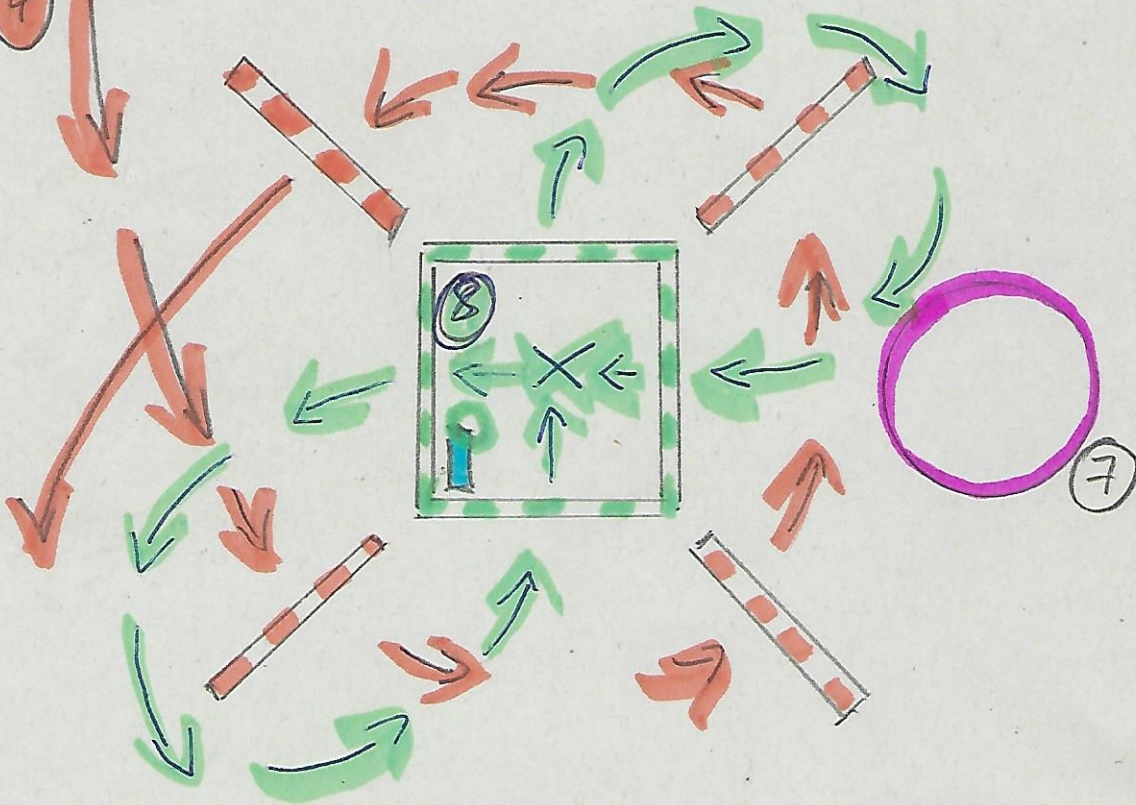
## **Trail in hand**

1.  
Überquere die Stangen
2.  
Rückwärts durch L
3.  
Überquere die Plane
4.  
An der Tonne halten, Rappelsack auf den Boden fallen lassen. Eine 8 um die Tonnen führen und den Rappelsack hinterherziehen
5.  
Hinterhandwendung 360 Grad. Die Hinterbeine müssen im Kreis bleiben
6.  
Wasserüberquerung
7.  
Seitwärts über die Stange
8.  
Pferd ins Viereck führen, Parken, Strick auf den Boden, außen rum gehen und dann wieder zum Pferd.

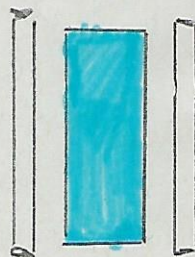
# Trail



④



⑤

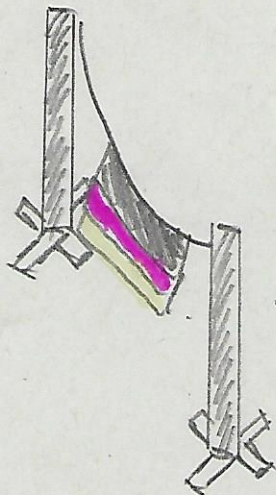


⑥



②

Ball



①  
Tor

## Trailparcours

In diesem Trailparcour gibt es die Möglichkeit bei einigen Hindernissen EXTRAPUNKTE zu kassieren oder aber auch bei Nichtbewältigung zu verlieren.

Jeder Reiter kann für sich entscheiden, ob er das macht oder nicht.

Wird die **Extravariante(X)** geschafft, erhält er pro Hindernis *3 Punkte extra*, schafft er dies nicht, werden ihm *3 Punkte extra abgezogen*. Es sei also gut überlegt!!!

1.

Tor

2.

Das Pferd muss den Ball in das Tor schießen! Der Reiter darf nicht mit Händen oder Füßen helfen!

3.

Rückwärts durch die Stangen.

Dann seitwärts über die Stange hin und zurück

180 Grad Wendung und wieder Rückwärts durch die beiden Stangen

**3.x**

*Rückwärts durch die Stangen.*

*Dann seitwärts über die erhöhte Stange hin und zurück*

*180 Grad Wendung und wieder Rückwärts durch die beiden Stangen*

4.

Im Walk über die 4 Stangen im Uhrzeigersinn

**4.x**

*Im Galopp über die 4 Stangen im Uhrzeigersinn*

5.

Rückwärts eine 8 um die Hütchen

**5.x**

*Mit Regenschirm und einhändig Rückwärts eine 8 um die Hütchen*

6.

Wasserdurchquerung

**6.x**

*Wasserdurchquerung, in der Mitte für 3 Sekunden halten. Das Pferd muss mit allen 4 Beinen im Wasser stehen!*

7.

Vorhandwendung 360 Grad, die Vorderbeine müssen im Kreis bleiben!

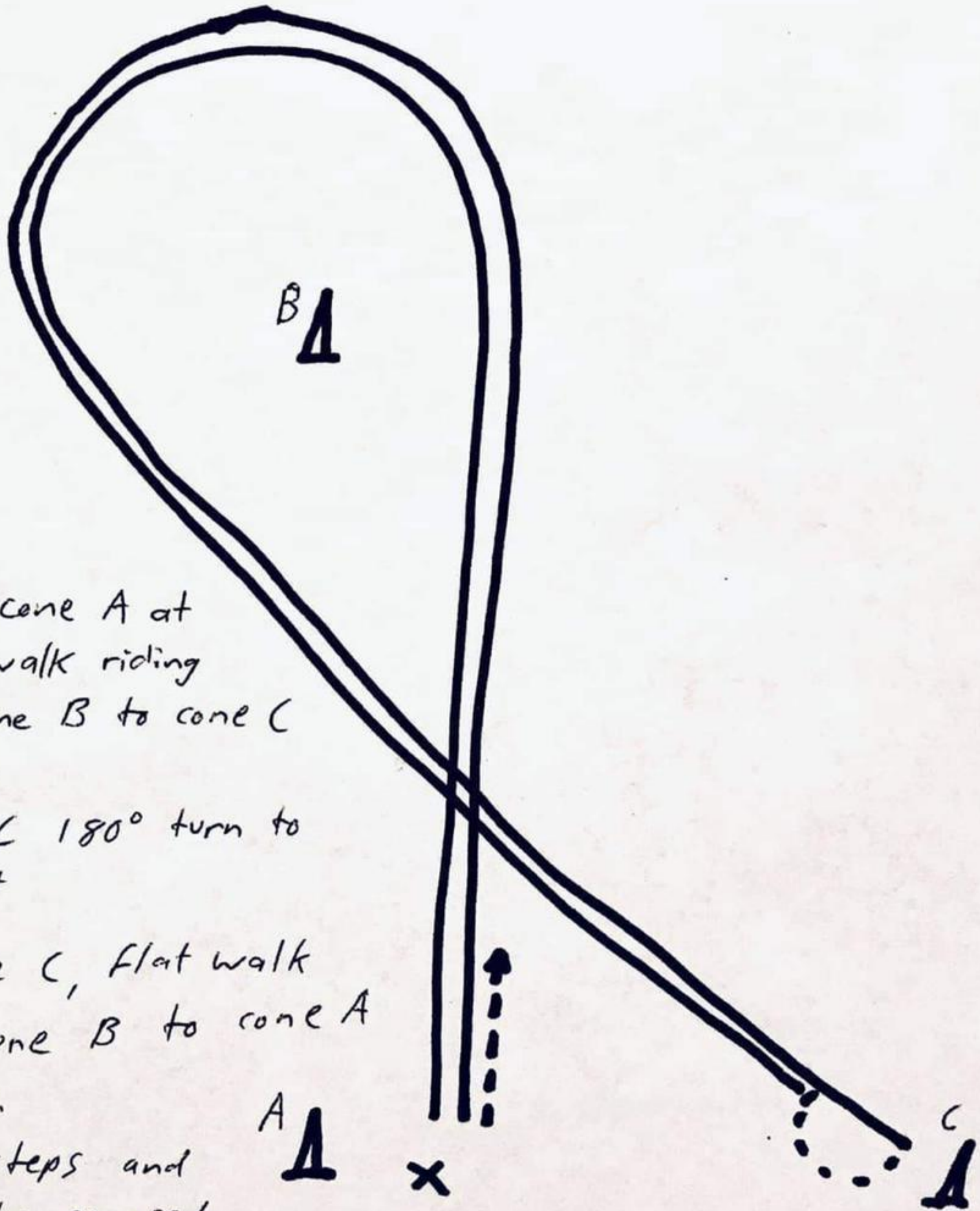
8.

Im Viereck halten. Links um die erste Stange, durchs Viereck, rechts um die Stange. Im Viereck halten, absteigen, das Pferd parken und außen rum gehen und dann wieder zum Pferd.

**8.x**

*Im Viereck den Halsring von der Tonne nehmen und dem Pferd umlegen. Links um die erste Stange, durchs Viereck, rechts um die Stange. Im Viereck halten, absteigen, das Pferd parken und außen rum gehen und dann wieder zum Pferd. Die Zügel dürfen hierbei nicht benutzt werden!*

# Stock Seat Equitation 2 gait



1. Start at cone A at the flatwalk riding around cone B to cone C and halt.
2. At cone C 180° turn to the right
3. From cone C, flat walk around cone B to cone A and halt.
4. Back 5 steps and wait to be excused.

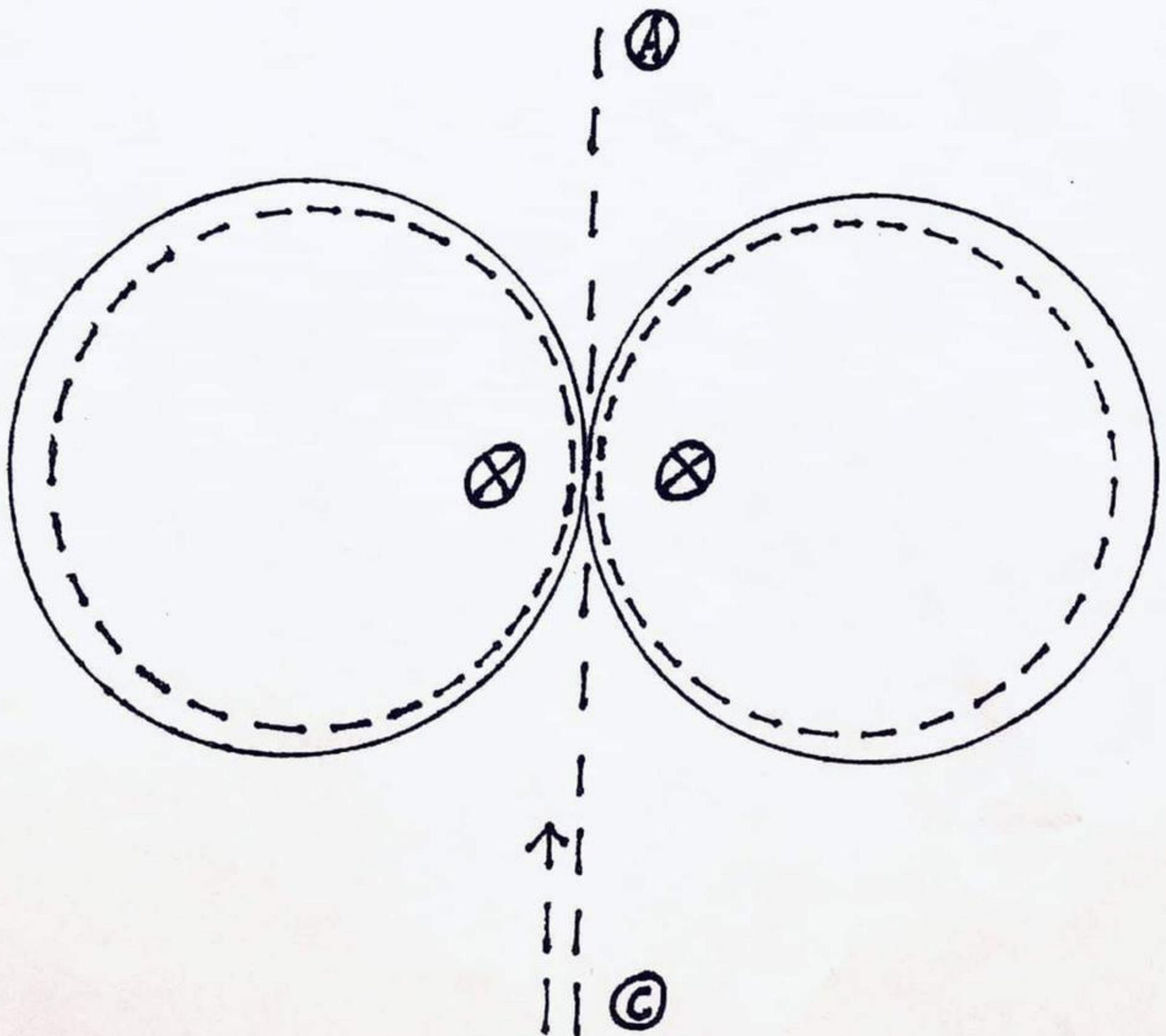
# Equitation Pattern

Present horse at marker A to begin test.

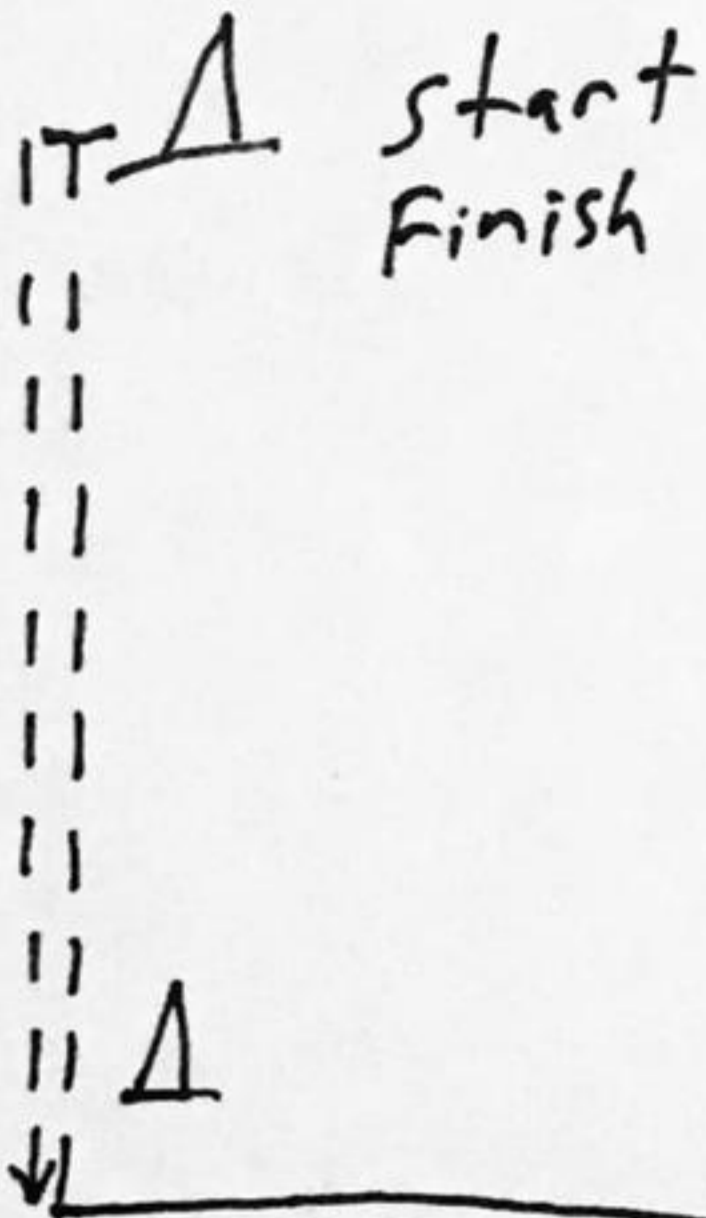
Flat walk between markers X, flat walk a figure 8 starting to the left.

Canter a figure 8 between markers X starting to the left.

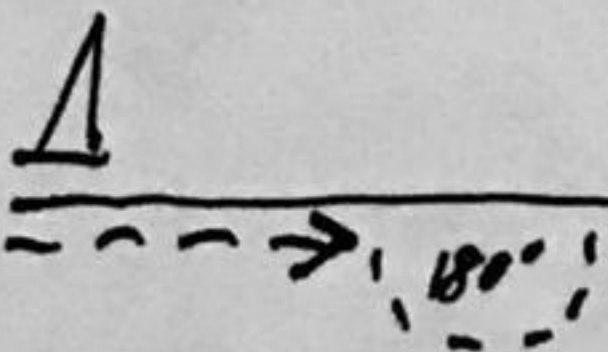
Between markers X flat walk to marker C, back three steps.



# Equitation 2 gait



1. walk to cone B
2. Flat walk to cone C
3. Back 4 steps
4. 180 degree turn on haunches left.
5. Flat walk to cone B
6. walk to cone A

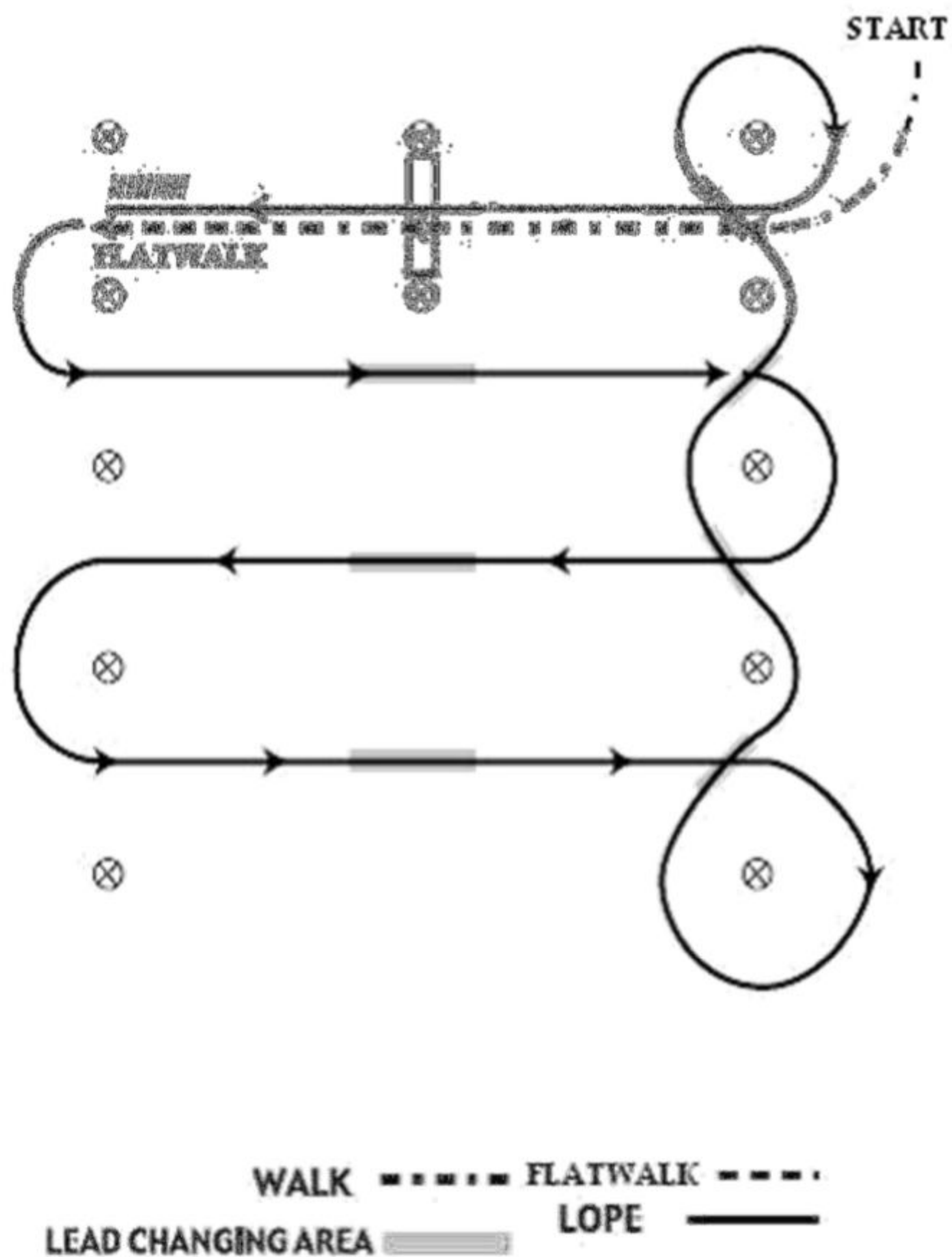


# Equitation Pattern 3 gait

1. Begin at first cone at the flat walk down the center line.
2. Transition to the running walk half way down center line. Halt at cone 2.
3. Turn 90° to the left.
4. Execute a 4 loop serpentine down center line back to cone 1.
5. Left lead canter first loop.
6. Flat walk 2nd + 3rd loops.
7. Right lead canter 4th loop.
8. Transition to flat walk at cone 1 to cone 3. Halt.
9. Back 5 steps. wait to be excused.



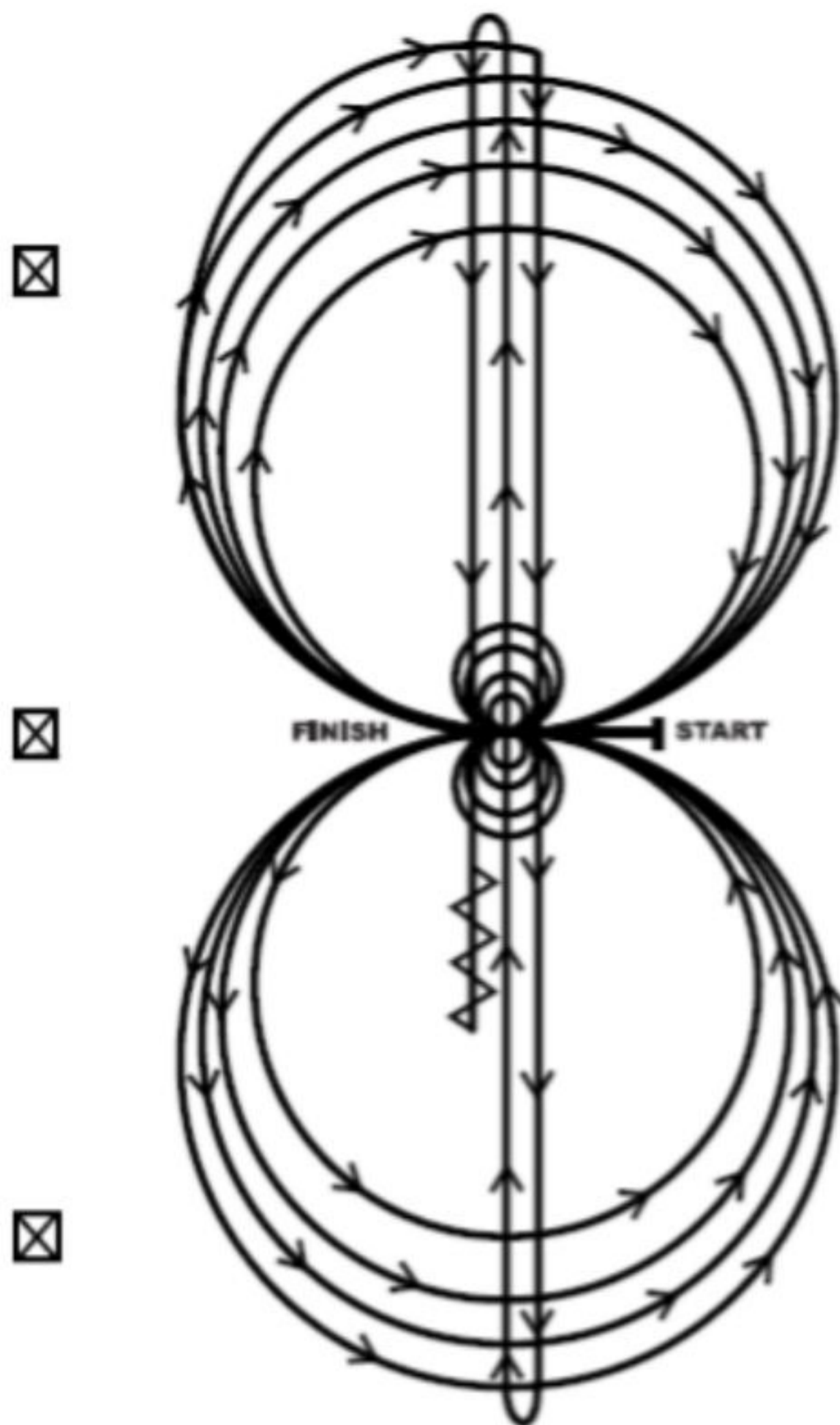
## WESTERN RIDING PATTERN 2



1. Walk over log, transition to Flat Walk
2. Transition to the Lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, Halt & Back



## REINING PATTERN NUMBER 4



Horses may walk \_\_\_\_\_ to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

2. Complete four spins to the right. Hesitate.

3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

4. Complete four spins to the left. Hesitate.

5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)

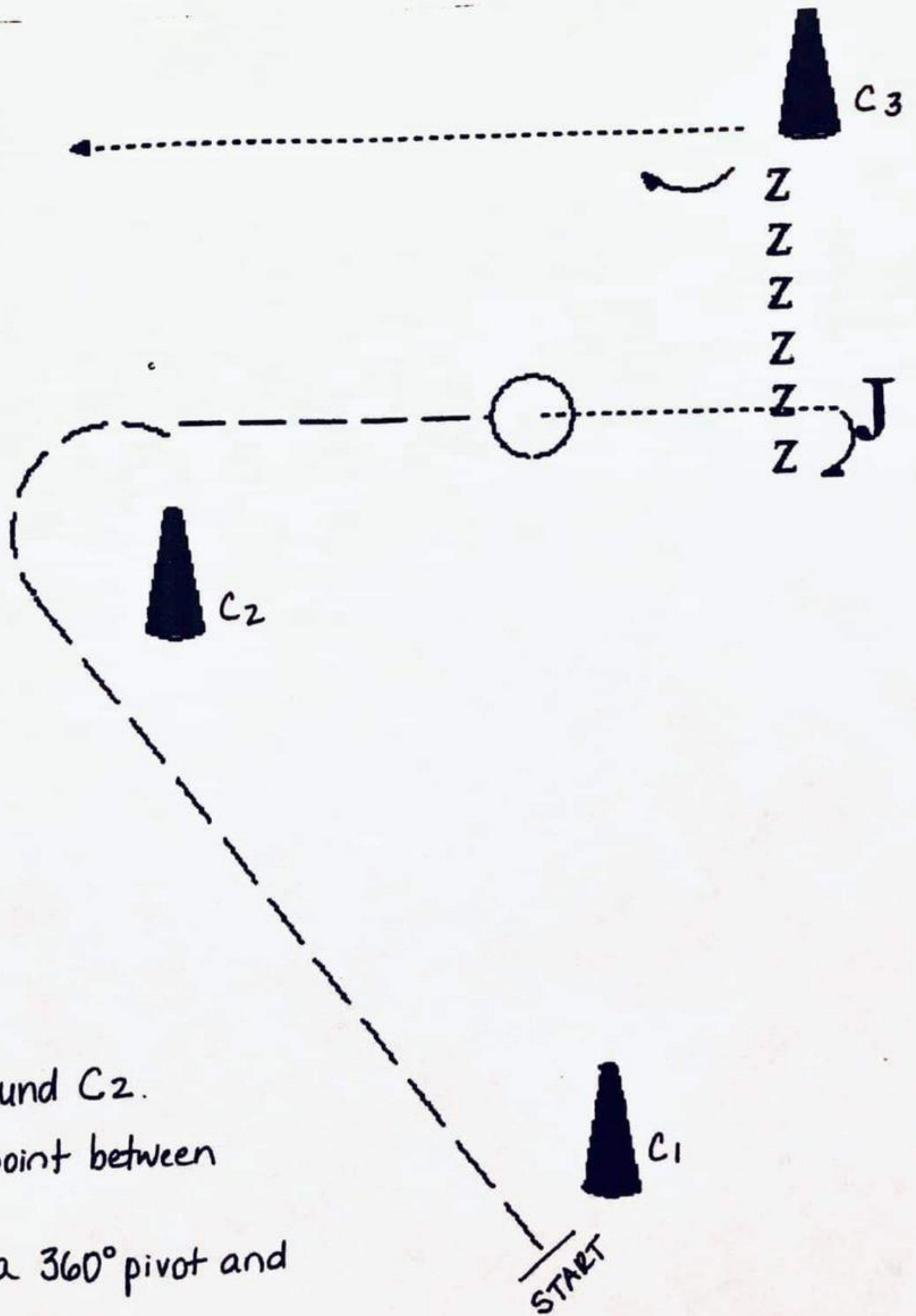
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.

7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.

8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

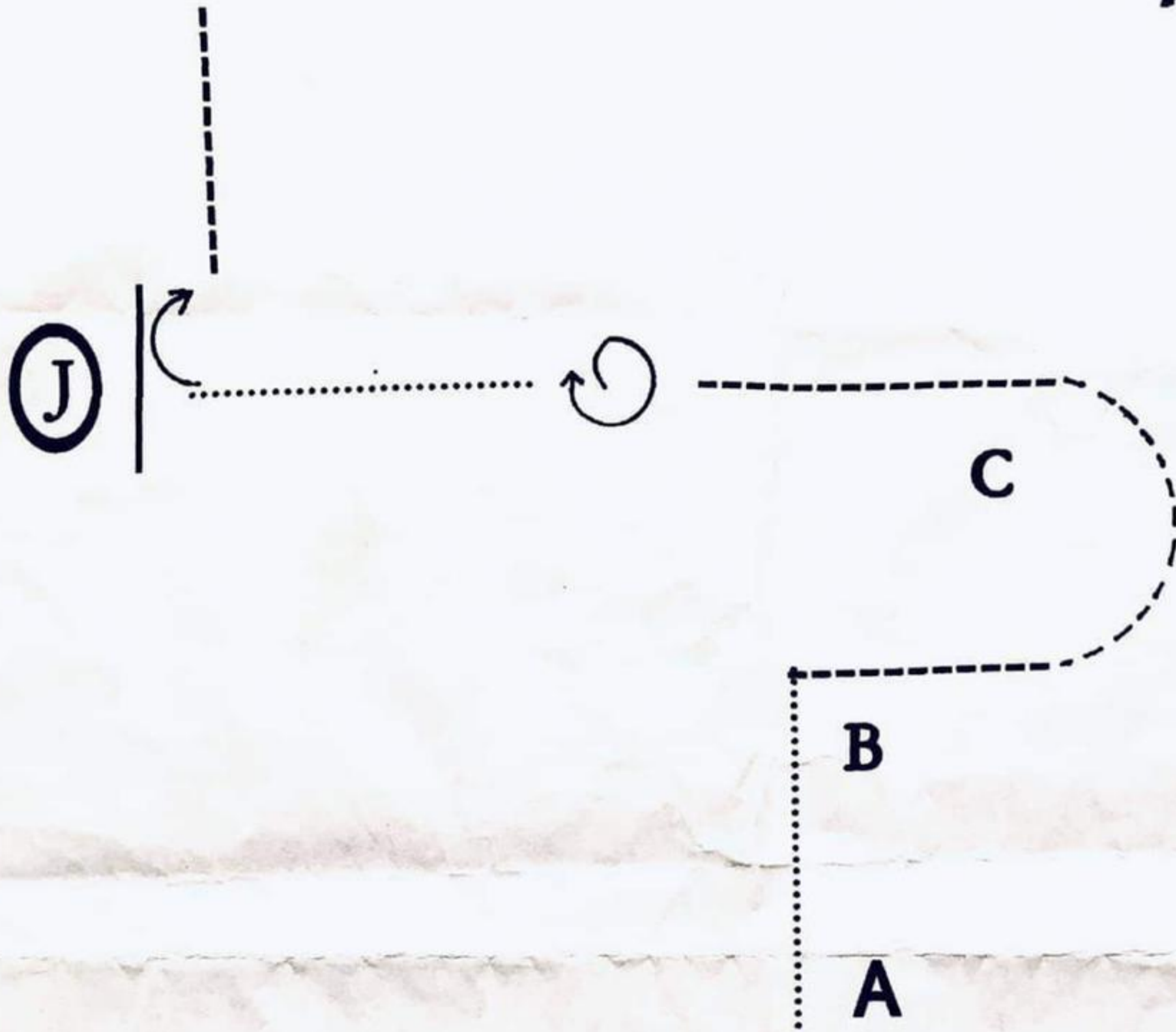
Rider may drop bridle to the designated judge.

# Showmanship



- ① Gait to and around C2.
- ② Continue to midpoint between C2 and judge.
- ③ Stop. Perform a 360° pivot and walk to judge.
- ④ Set up for close inspection. When excused by judge, perform a 90° pivot.
- ⑤ Back to C3. Perform a 90° pivot. Excused at a walk.

# Showmanship Adult



Be ready at A

1. Walk to B
2. Flat walk or slow gait from B around C
3. Halfway between C and Judge, stop and do a 360 degree turn
4. Walk to judge and set up for inspection
5. When dismissed, do a 90 degree turn and flat walk to exit

Walk .....

Flat Walk or Slow Gait -----

Running Walk or Fast Gait - - - - -

Canter or Lope \_\_\_\_\_

Back ← ↗ ↘ ↗ ↘ ↗ ↘

## 11 SHOWMANSHIP AT HALTER

### 11.2 Showmanship

Showmanship is designed to judge the exhibitor's ability to present the horse. The Exhibitor uses the horse as a tool to display their ability to properly condition and show their horse. Exhibitors are judged on the fitting, grooming, training, and showing of their horses. It is recommended that the Judge(s) keep separate score cards for each exhibitor.

The pattern guidelines include:

- a. Leading the horse at a Walk, Flat Walk, or Back in a straight or curved line, or a combination of straight and curved lines.
- b. Stop; and turn 90 degrees ( $\frac{1}{4}$ ), 180 degrees ( $\frac{1}{2}$ ), 270 degrees ( $\frac{3}{4}$ ), 360 degrees (full turn) or any combination or multiple of these turns.
- c. The pull turn is an unacceptable maneuver.
- d. The Judge must have exhibitors set the horse up for inspection sometime during the class, either in the pattern or during the lineup.

Horses shown in Saddle Seat attire may be Parked Out during inspection and line up, however the judge may ask the exhibitor to square up the horse for inspection. Horses shown in any other attire should be set up square for inspection and during line up. Show Managers may offer variations of the class, including advanced, novice, amateur, youth, etc. Show Managers may permit cross-entry in multiple classes.

### 11.3 General

- a. Showmanship classes should be divided according to the age of exhibitors.
- b. The horse's conformation is not to be considered in the judging of the class.
- c. The horse must be serviceably sound.
- d. Exhibitors must wear the correct attire and tack, either English or Western but not a combination of both.
- e. Whips are permitted with English attire only.
- f. Patterns are at the Judges' discretion and may be different for different age levels. If a pattern is used the exhibitors must be provided the opportunity to ask questions prior to the start of the class.
- g. Patterns must be posted at least one hour prior to the beginning of the class.

### 11.4 Attire, Tack & Equipment

The exhibitor shall present a neat, clean, well groomed, attentive, courteous look that is appropriate for the class. Either Western or English attire are permitted but not a combination of both and attire must match the tack.

Suitability of tack and attire, fit, and cleanliness will be considered. Properly worn ASTM/SEI approved headgear is strongly recommended in any and all events. For complete descriptions of attire, please refer to the NWA Rule Book Chapter 8.

#### 11.4.1 English Attire

- a. The rider should choose a neat, well-fitted habit with accompanying accessories within the guidelines based on tradition and present-day customs.
- b. A traditional saddle suit must consist of matching coat and pants and is correct for both day and evening. Suggested colors include black, blue, grey, green, beige or brown with coordinated accessories. Vests should be worn and may either match or contrast with the habit color. The coat length should be at least three inches below the fingertips when standing. The jodhpurs

- should be long enough to rest on the rider's boot top.
- Underpasses are not required to be worn.
- c. A matching or coordinated English riding hat A tie matching or coordinating with the suit color should be worn with an appropriate styled shirt. Boots should be of the English type in either calf or patent leather. Gloves and whips are optional.

#### 11.4.2 Western Attire

- a. The rider should choose a neat, well-fitted Western style outfit with accompanying accessories within the guidelines based on tradition and present-day customs.
- b. A traditional Western outfit must consist of a Western styled, long-sleeve shirt with collar, Western style pants, Western cowboy hat and Western style boots.
- c. Western styled coats, vests and/or jackets are appropriate.
- d. Ties, bolos or scarfs may be worn.
- e. Gloves are optional.

#### 11.4.3 Tack & Equipment

Clean and properly adjusted equipment should be used. Lead shanks (or ropes) should be 6-7 feet long. If a chain is used it should be adjusted so that the Exhibitor's hands do not touch the chain. The shank needs to be short enough to assure maximum control and responsiveness from the horse.

- Rope Halters are not permitted.

##### 11.4.3.1 English Tack

- English show halter; chain on lead strap permitted (may be used over or under horse's nose).
- Arab-style cable halters are not permitted.

##### 11.4.3.2 Western Tack

- Leather Halter; chain on lead strap permitted (may be used over or under horse's nose).
- Whips of any kind are not permitted.

#### 11.4.4 Fitting and Grooming

The horse shall present a polished appearance. The bridle path should be clipped to approximately 4 inches behind the poll, as well as the long hair on the jaw, pasterns and legs. Manes and tails shall be groomed and clean and free of tangles.

Braids are acceptable for English attire and tack.

Braids are prohibited for entries showing in Western attire and tack.

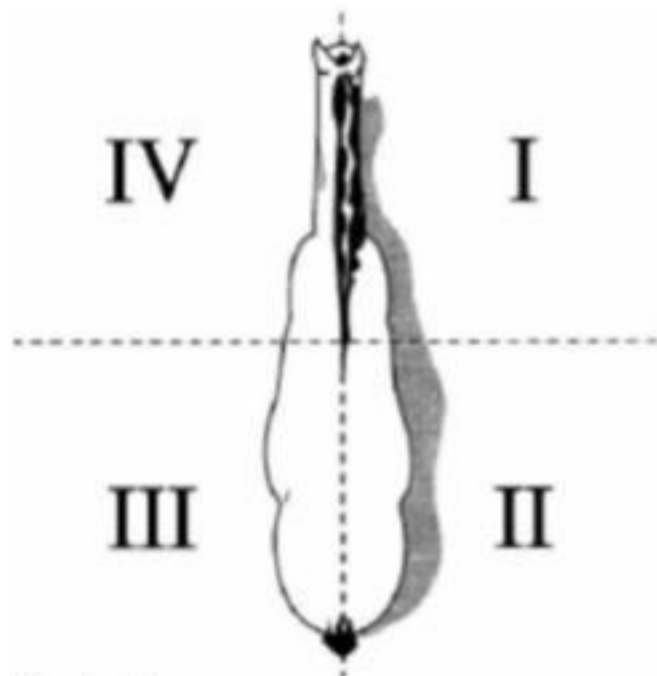
The horse's feet should be trimmed and may be properly shod. The hooves should be clean. Clear hoof polish is optional.

#### 11.4.5 Showing the Horse

Always lead from the left side at an alert Walk, following the Judge's directions. The length of the lead should not be so short as to interfere with free, natural movement of the animal or so long as to surrender control or permit a sloppy lead. Exhibitors must have the right hand on the lead when leading their horse. The left hand holds the remainder of the lead in one loose loop or in a figure-eight folded manner. The exhibitor should never hold the chain portion of the lead. Horses should Walk in a brisk, alert manner and give the appearance that the exhibitor and horse are a team.

Posing: Always keep the horse posed square or parked out depending on attire and tack. Know where the Judge is and what they want. Make it easy for the Judge to see the horse at its best

advantage. Position the horse by the pressure on the lead. When posing the horse, stand toward the front, facing the horse at a 45 degree angle, but never directly in front of the horse. Always be in a position where you can observe your horse and keep an eye on the judge. The Quarter Method is the suggested method of showmanship.



Using the quarter method, when the Judge comes to quadrant I, the handler should be in IV. As the judge moves to II, the handler moves to I. When the Judge moves to III, the handler moves to IV. As the Judge moves up the horse to IV, the handler returns once more to Quadrant I.

#### 11.4.6 Faults

##### *Minor faults*

- Breaking the gait at the Walk or Flat Walk for one stride.
- Using an ill fitted halter.
- Lifting a pivot foot and replacing in same place or sliding the foot.

##### *Major faults*

- Not performing gait or not stopping within 10 feet of designated area.
- Breaking the gait at the Walk or Flat Walk for more than one stride.
- Crossing to the wrong side of the cone.
- Not remaining alert and watching the Judge for instructions.
- Stepping out of or moving the hind end significantly during a pivot or turn.
- Allowing the horse to remain out of position.

##### *Severe faults*

- Moving to the offside of the horse and remaining out of position.
- Using your feet to move the horse's feet.
- Pushing the horse with your hands or using your hands to place the horse's feet and legs.
- Standing directly in front of your horse.
- Loud voice commands to your horse or other unnecessary actions.
- Holding your hand on the chain of the lead shank.

- Failure of the horse to lead properly.
- Not wearing the correct number in a visible manner.
- Over-turning more than ½ turn of designated turn.

#### 11.4.7 Disqualifications

- Loss of control of the horse.
- Willful abuse, excessive schooling/training.
- Knocking over the cone or going off pattern.
- Never performing a specific gait.

#### 11.4.8 Additional Tests (as requested by judge)

- a. The judge may question exhibitors. The same question must be asked of each exhibitor.
- b. Walk horse to and from the judge.
- c. Back the horse.
- d. Reverse the horse.
- e. Pick up horse's hoof or hooves.
- f. Move to a different spot in line.

#### 11.4.9 Judging

- 50% Exhibitor's method of showing.
- 20% Exhibitor's attire and equipment.
- 30% Horse's Fitting and Grooming.

## 12 SPEED EVENTS

### 12.2 Barrel Racing

Barrel Racing is a timed event in which the horse and rider execute a clover-leaf pattern around three barrels. The horse/rider team who completes the pattern in the shortest time wins. In the event of a tie, the tied horse/rider teams have a run-off. The fastest time in the run-off is declared the winner of that placing, and the second horse moves to the next lower placing.

#### 12.2.1 Tack and Equipment

Western attire and equipment is required. Properly worn ASTM/SEI approved headgear is highly recommended for the exhibitor in any and all events and shall not be penalized. All youth riders must wear ASTM/SEI-approved helmets. Exhibitors must wear a hat or helmet when entering the ring. "Stampede Strings" may be used. Baseball caps ARE NOT permitted. A 5 second penalty will be assessed if the hat or helmet is not on the exhibitor's person the entire time they are in the arena. For complete descriptions of Western tack and attire, please refer to the NWA Rule Book Chapter. Martingales, tie-downs, protective boots, and polo wraps are permitted. Hackamores (including mechanical hackamores) and bosals are permitted. Whips, crops, or bats are prohibited. Draw reins are prohibited.

#### 12.2.2 The Pattern

The barrel distances for a standard size arena (130 ft. wide by 200 ft. long) are as follows:

From the starting line to the 1st and 2nd barrels the distance is 60 feet.  
 The distance between the first and second barrels is 90 feet,  
 The distance from the 1st and 2nd barrels to the 3rd barrel is 105 feet.