

MUSTANG AND BURRO OPEN SHOW

SCORING SYSTEM

CONDITIONING - Maximum 40 points per judge

1. Appropriate weight/muscle 0-20 points per judge
2. Appearance (hair and coat condition, feet, condition, grooming, etc...) 0-20 points per judge

SHOWMANSHIP, IN HAND AND RIDDEN TRAIL, LIBERTY HORSEMANSHIP, RAIL AND PATTERN CLASSES

- Maximum 40 points each per judge (120 max. total per judge)
- 8 maneuvers or series of maneuvers per class
- 1/2 points during judging are allowed

SCORING POINT SYSTEM:

- 0 - skipped, not attempted
- 1 - major faults, poor quality
- 2 - some struggle, low quality
- 3 - good, average quality
- 4 - well done, decent quality
- 5 - excellent, impressive, high quality

FREESTYLE - maximum 80 points per judge

1. Harmony - max. 20 points

The communication and partnership between horse and trainer, and the horse's overall willingness, relaxation and confidence.

2. Degree of Difficulty – max. 20 points

Incorporation of a variety of maneuvers and their degree of difficulty. These maneuvers would include but are not limited to – pivot, side pass, back up, pulling or dragging, serpentines, tricks (lay down, bow, sit, etc.), circles with variance in size and speed, stops, etc.

3. Choreography, Musicality and Creativity - max. 20 points

The composition and arrangement of the exhibition in relation to the music and its rhythm. The use of themes, maneuvers, costumes, and/or props to enhance the performance and overall originality.

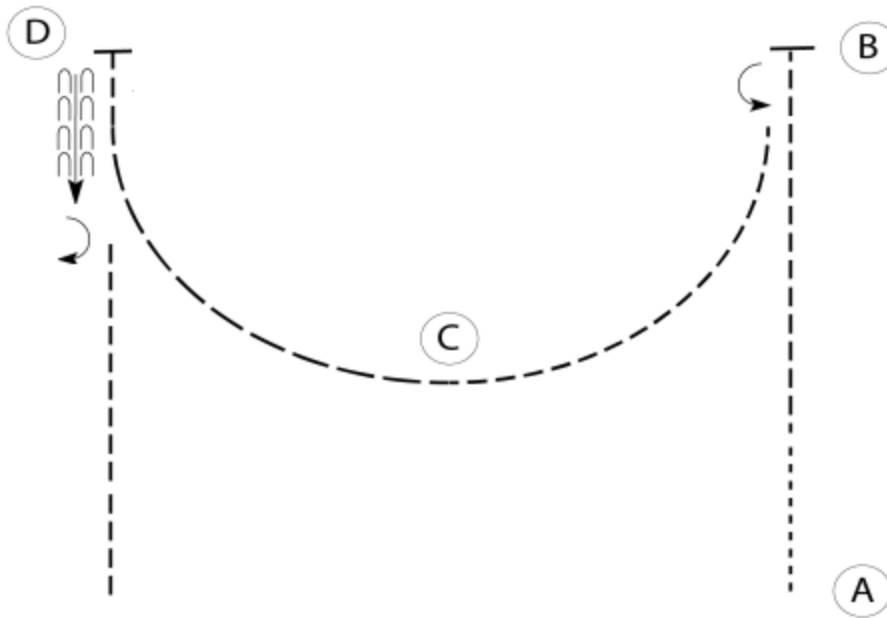
4. Audience Engagement - max. 20 points

The entertained response of audience – laughter, cheer, applause, emotional connection to the theme, etc.

PATTERN CLASS

Walk-Trot or Walk-Jog Division

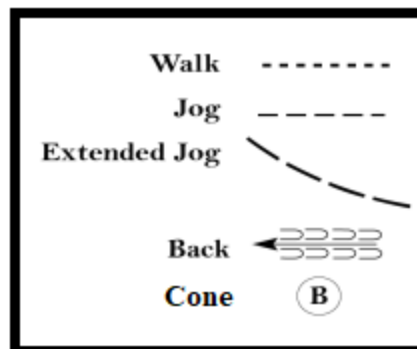
A-B 40 ft apart, B-C 20 ft apart, C-D 20 ft



Be ready at A.

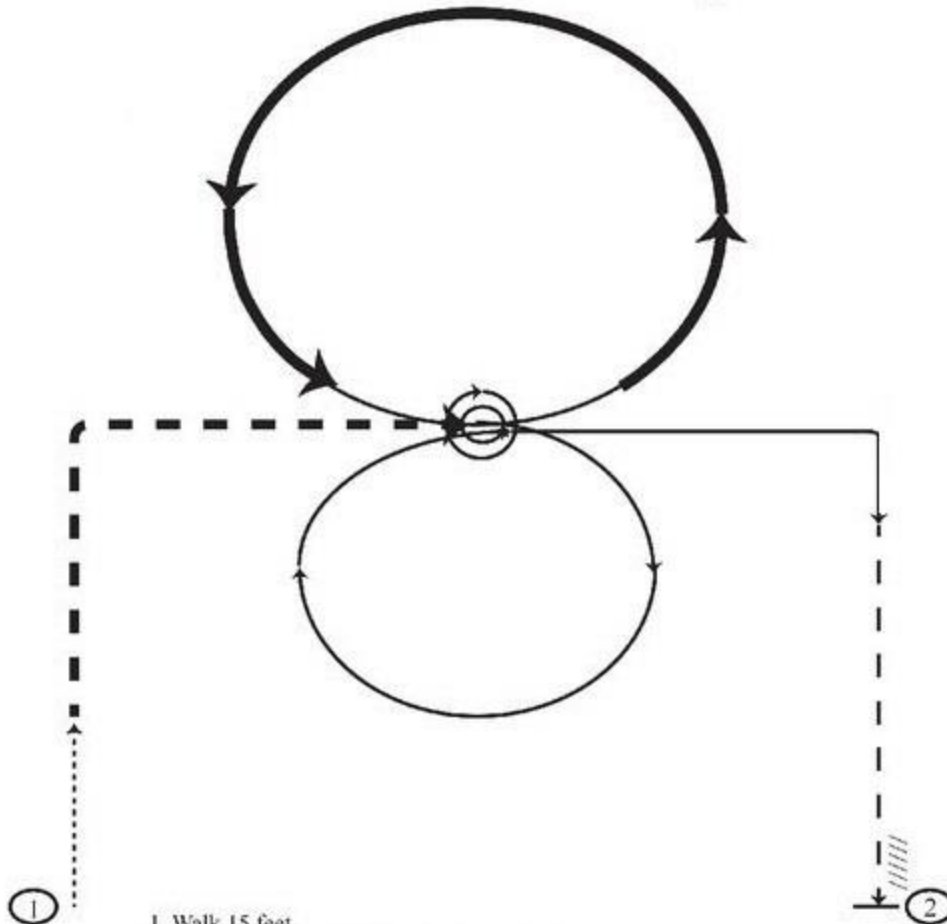
1. Walk approximately two strides from A.
2. Jog to B.
3. Stop and perform a 180 degree turn to the left.
4. Jog a half circle to C.
5. Extend the jog to D.
6. Stop at D and back approximately one horse length.
7. Perform a 180 degree turn to the right.
8. Exit at a jog.

Pattern is complete, when in line with A



PATTERN CLASS

Walk-Trot-Canter or Walk-Jog-Lope Division

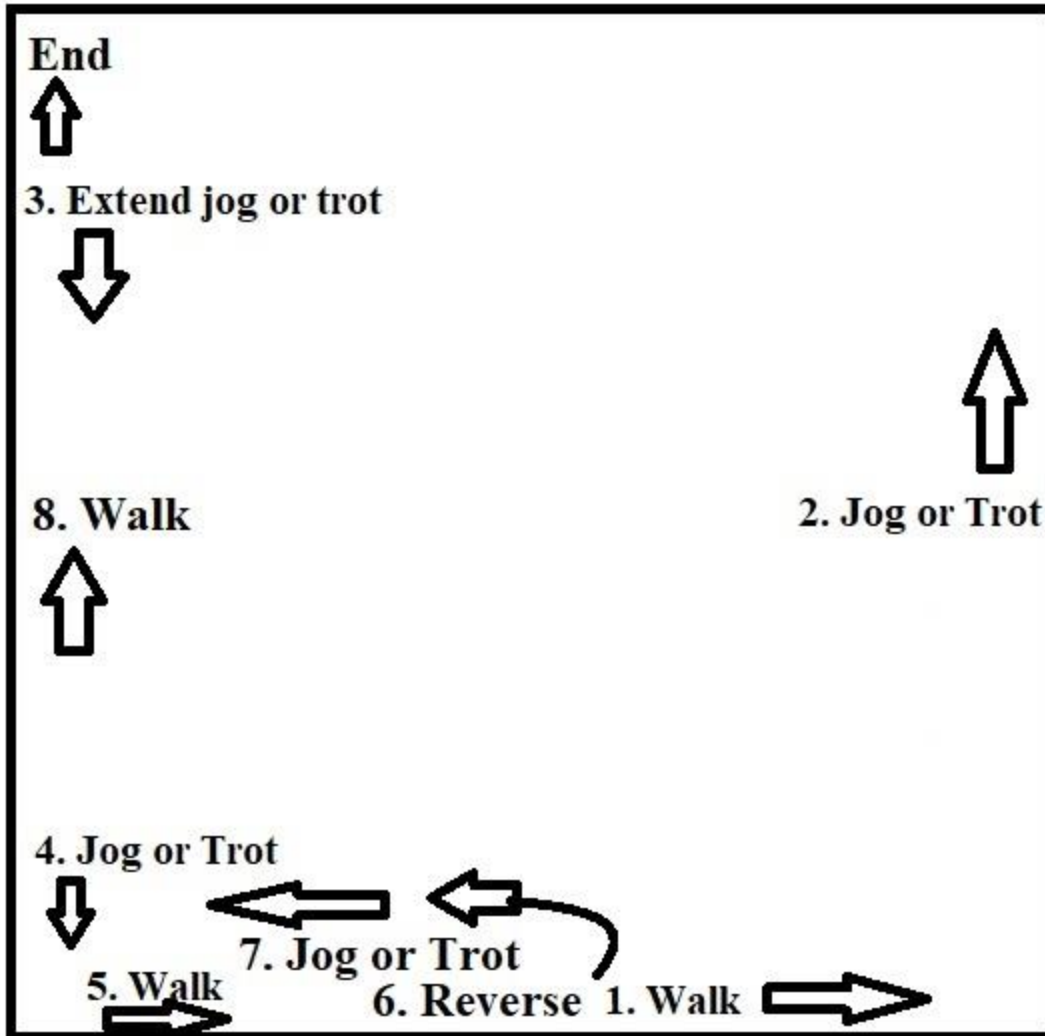


1. Walk 15 feet.
2. Extended jog to the middle of the arena.
3. 360° turn to the right and 360° to the left.
4. Lope a left lead circle, building speed before collecting to the lope. Change leads, flying or simple.
5. Lope a smaller circle to the right without losing cadence.
6. Lope a corner to the right.
7. Jog to marker. Stop and back 2 horse lengths.
8. Exit at a walk or jog.

NOTE: The drawn description of this pattern is only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.

RAIL CLASS

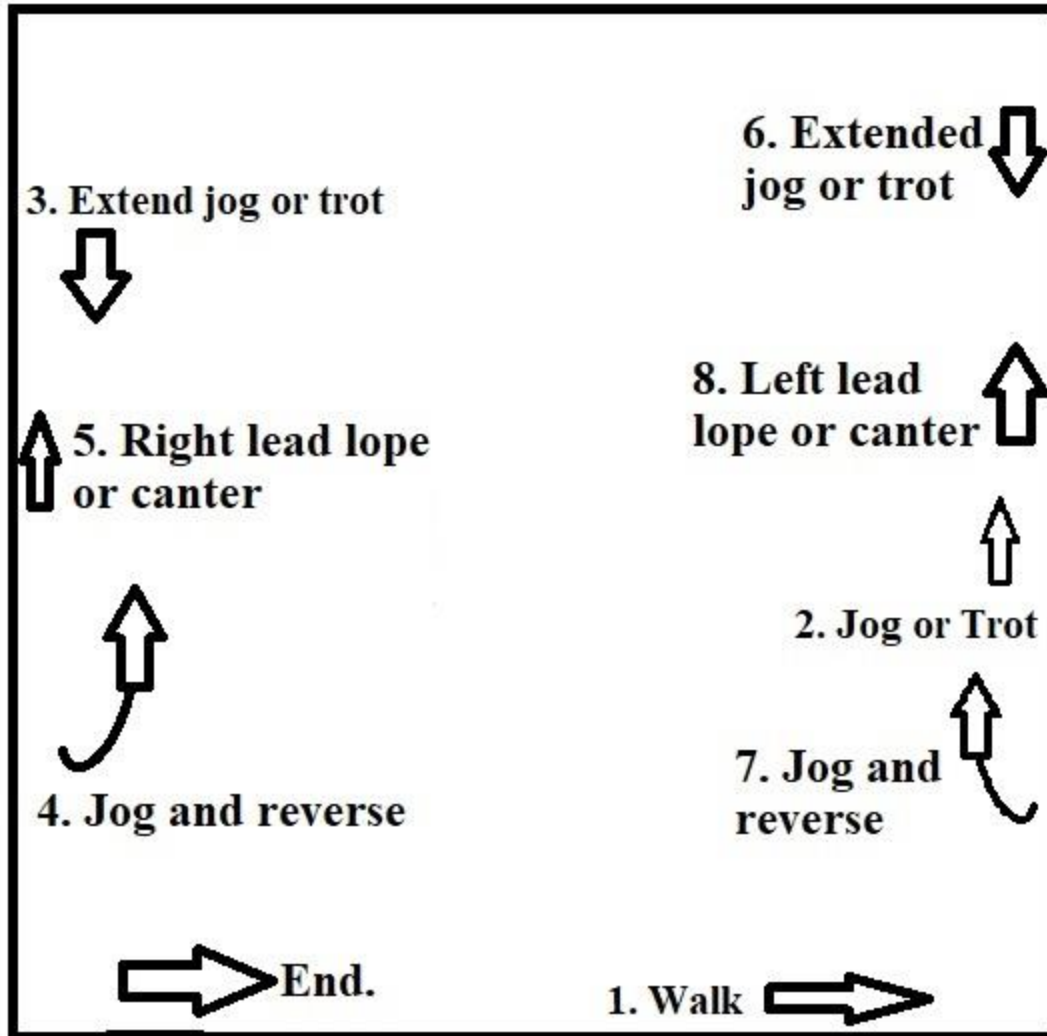
Walk-Trot or Walk-Jog Division



1. Start on the rail at a walk, with the rail at your right shoulder.
2. Jog or trot, starts in the middle of the long arena rail.
3. Extend the jog or trot after you ride through the far left corner.
4. Jog or trot before the front left corner. Walk after the corner.
5. Walk to the middle of the short side of the arena.
6. Reverse at the walk.
7. Before the corner jog or trot to the middle of the long side.
8. Walk to the far left corner. The rail pattern ends there.

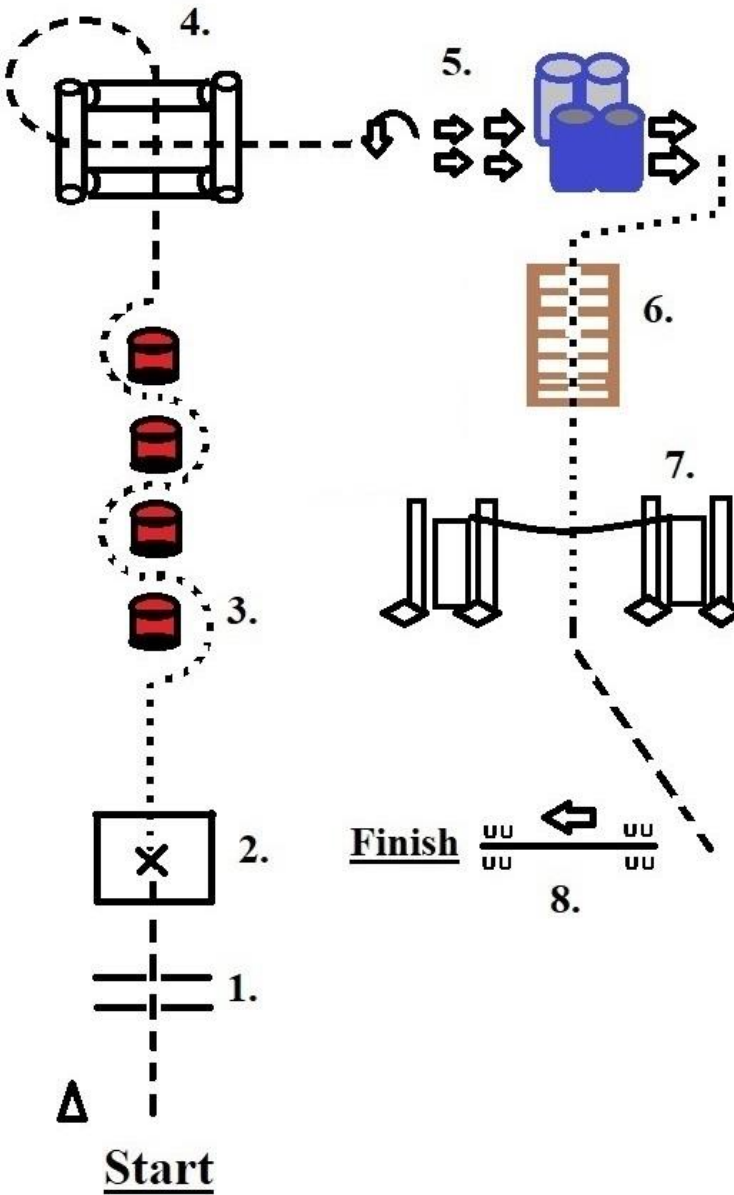
RAIL CLASS

Walk-Trot-Canter or Walk-Jog-Lope Division



1. Start on the rail at a walk, with the rail at your right shoulder.
2. Jog or trot, starts in the middle of the long arena rail.
3. Extend the jog or trot after you ride through the far left corner.
4. Jog before the next corner and reverse at the jog or trot.
5. Right lead lope or canter in the middle of the long side of the arena.
6. Transition down to an extended jog or trot after the far right corner.
7. Jog and reverse before the corner.
8. Left lead lope or canter starts in the middle of the long side of the arena. Lope around the arena on the rail to the spot where it says "End" in the drawing. This rail pattern ends here.

**TRAIL CLASS
WALK-TROT or WALK-JOG DIVISION**

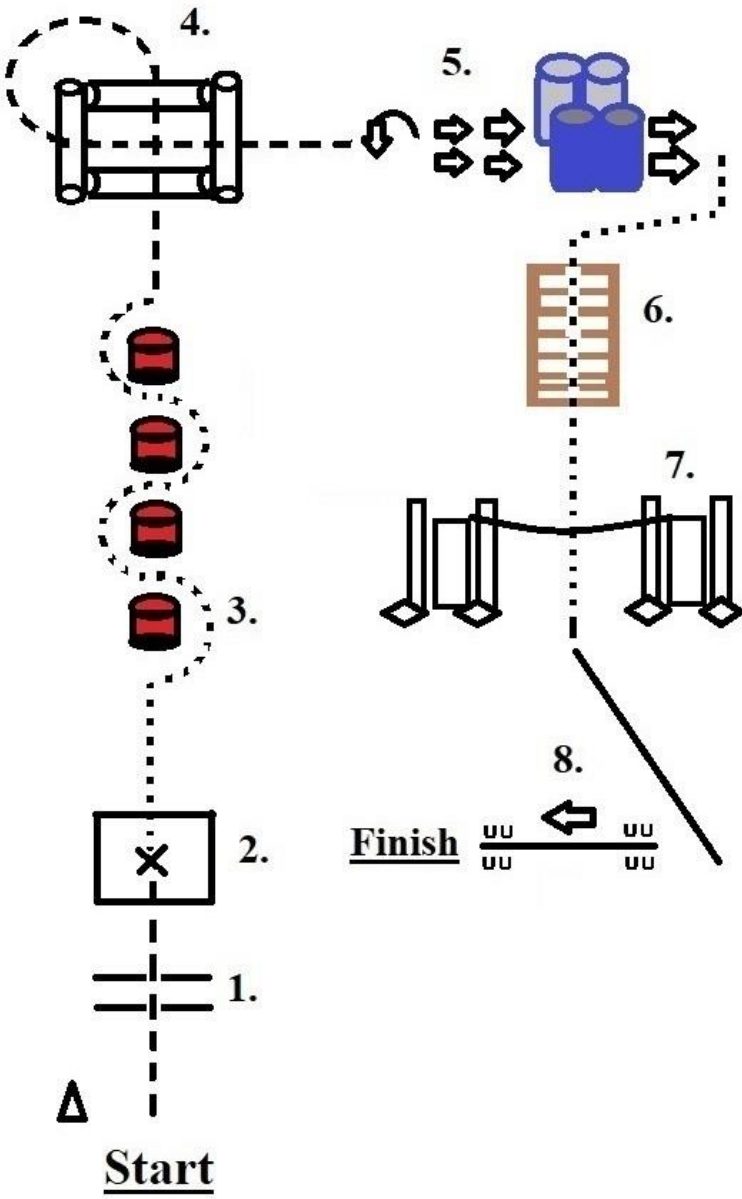


Be ready to start at the cone.

1. Trot over ground poles, stop in the box.
2. Stop in the box.
3. Weave tubs at a walk.
4. Trot over ground poles.
5. Stop before barrels. Pivot 180 degrees left. Back up through barrels.
6. Walk to and over the bridge or a tarp.
7. Walk to the gate, open it, walk through, close the gate.
8. Trot to the left side of the pole. Stop. Sidepass to the right straddling the ground pole.

Exit the arena at a walk.

TRAIL CLASS
Walk-Trot-Canter or Walk-Jog-Lope Division

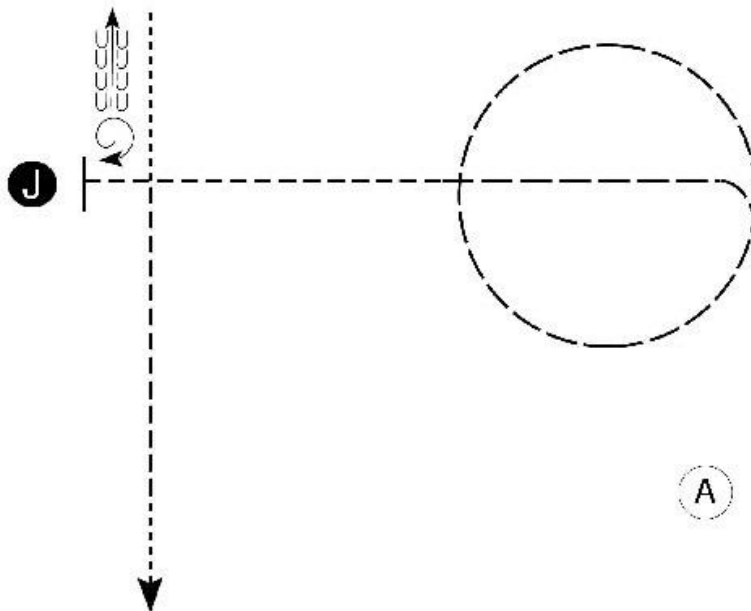


- Be ready to start at the cone.
1. Trot over ground poles, stop in the box.
 2. Stop in the box.
 3. Weave tubs at a walk.
 4. Trot over ground poles.
 5. Stop before barrels. Pivot 180 degrees left. Back up through barrels.
 6. Walk to and over the bridge or a tarp.
 7. Walk to the gate, open it, walk through, close the gate.
 8. Canter on the right lead to the left side of the pole. Stop. Sidepass to the right straddling the ground pole. Exit the arena at a walk.



CONDITIONING & SHOWMANSHIP CLASS

NOVICE AND OPEN IN-HAND DIVISIONS



Be ready at A

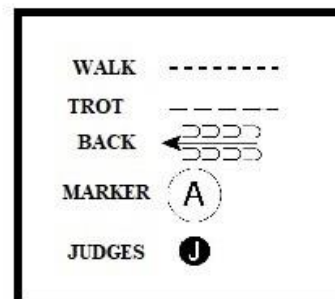
1. Trot a straight line until even with Judges.
2. Extend the trot in a circle then turn left and continue extended trot halfway to Judges.
3. Slow to a regular trot and continue to Judges.

4. Stop and set up for inspection.

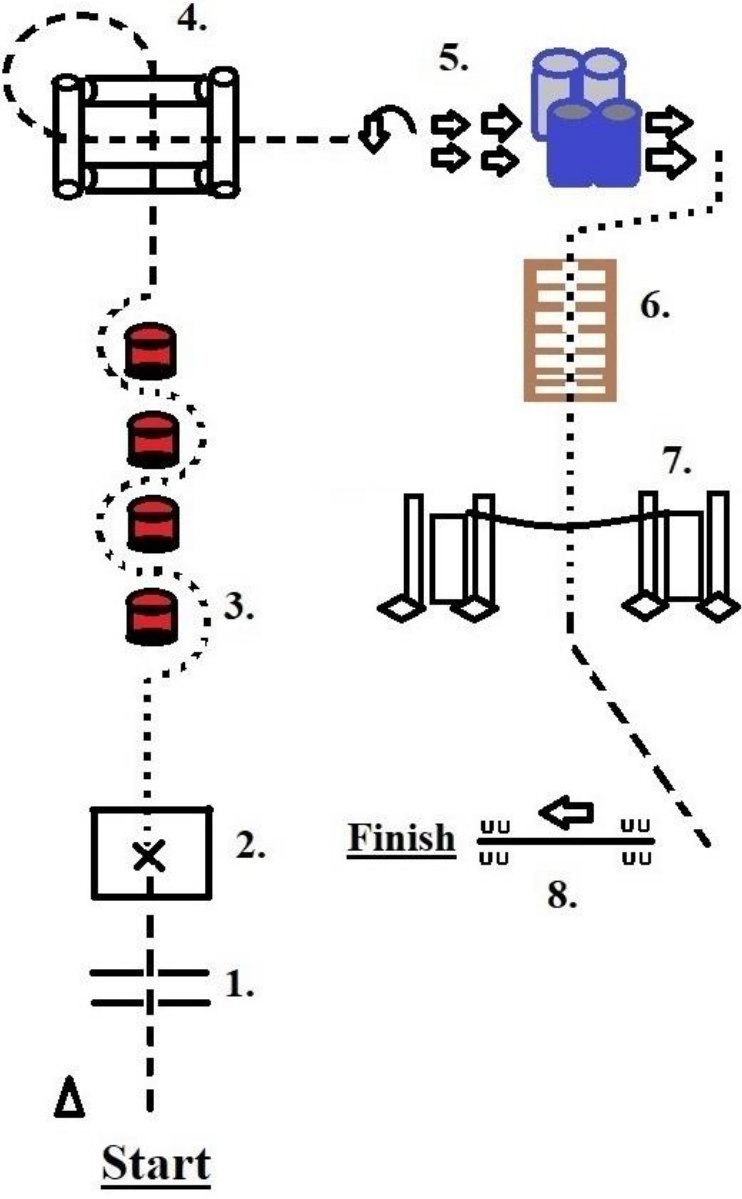
Judges will walk around the horse one time, one at a time, to assess the condition of the mustang.

5. Perform a 1 $\frac{3}{4}$ turn to the right.
6. Back two horse lengths.
7. Walk until even with Judge.
8. Trot until even with A then walk.

Pattern ends when you walk at the A marker.



IN HAND TRAIL
Novice and Open Divisions



- Be ready to start at the cone.
1. Trot over ground poles, stop in the box.
 2. Pick up all 4 feet.
 3. Weave tubs at a walk.
 4. Trot over ground poles.
 5. Stop before barrels. Pivot 180 degrees left. Back up through barrels.
 6. Walk to and over the bridge or a tarp.
 7. Walk to the gate, open it, walk through, close the gate.
 8. Trot to the left side of the pole. Stop. Sidepass to the right straddling the ground pole. Exit the arena at a walk.

LIBERTY HORSEMANSHIP

Novice and Open Divisions

NOTE: You can complete this pattern with the halter on, but you will be deducted 10 points total per each judge.

- 1. Start from the stand still in the center with horse at your right shoulder.**
- 2. Walk one circle to the left following the rail with horse at your right shoulder. Return to center.**
- 3. Send horse two circles left at the trot.**
- 4. Change direction.**
- 5. Send horse two circles right at the trot.**
- 6. Draw horse back to you.**
- 7. Stop at center.**
- 8. Back up 4 steps**