

The logo features three horses in silhouette at the top. Below them, the word "Mustang" is written in a serif font, followed by "HERITAGE" in a larger, bold, serif font. A horizontal line separates "HERITAGE" from "TIP", which is written in a large, bold, blue sans-serif font. Below "TIP" is the word "CHALLENGE" in a bold, black sans-serif font.

Mustang  
HERITAGE  
**TIP**  
CHALLENGE

Southern Cross Ranch  
Columbia, AL

**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 TRAIL, LIBERTY HORSEMANSHIP

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

**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

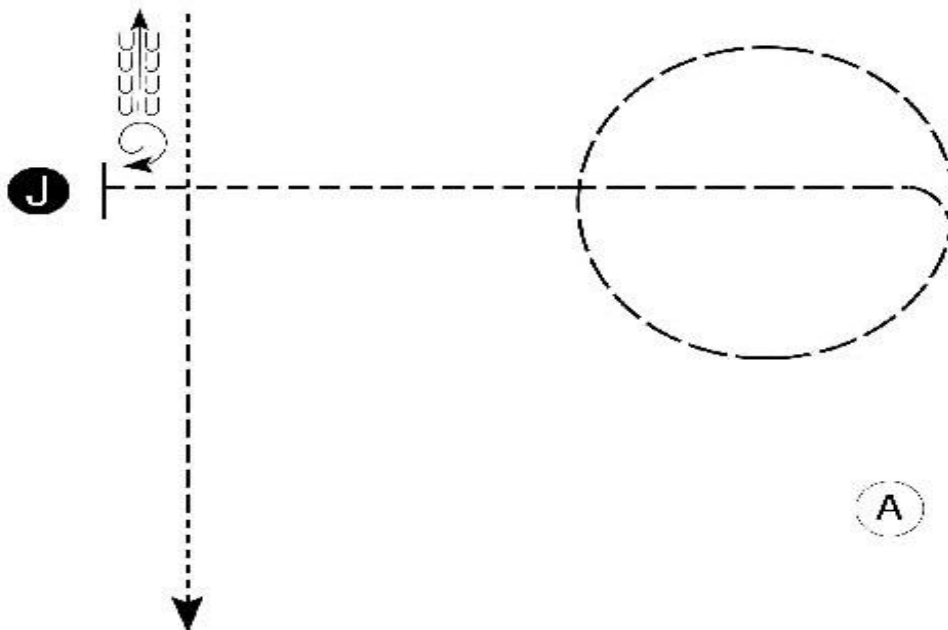
The entertained response of audience – laughter, cheer, applause, emotional connection to the theme, etc.

  
**MUSTANG**  
**HERITAGE**  
**TIP**  
**CHALLENGE**

Southern Cross Ranch  
Columbia, AL



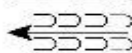
**CONDITIONING &  
SHOWMANSHIP CLASS**



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&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.

WALK	-----
TROT	- - - - -
BACK	← 
MARKER	⊙ A
JUDGES	⊙ J

The logo features three silhouettes of horses in profile, facing right, positioned above the word "Mustang" in a serif font. Below "Mustang" is the word "HERITAGE" in a larger, all-caps serif font. A horizontal line separates "HERITAGE" from the word "TIP" below it. "TIP" is written in a large, bold, blue, sans-serif font. Below "TIP" is the word "CHALLENGE" in a bold, black, sans-serif font.

Mustang  
HERITAGE  
**TIP**  
CHALLENGE

Southern Cross Ranch  
Columbia, AL

LIBERTY HORSEMANSHIP

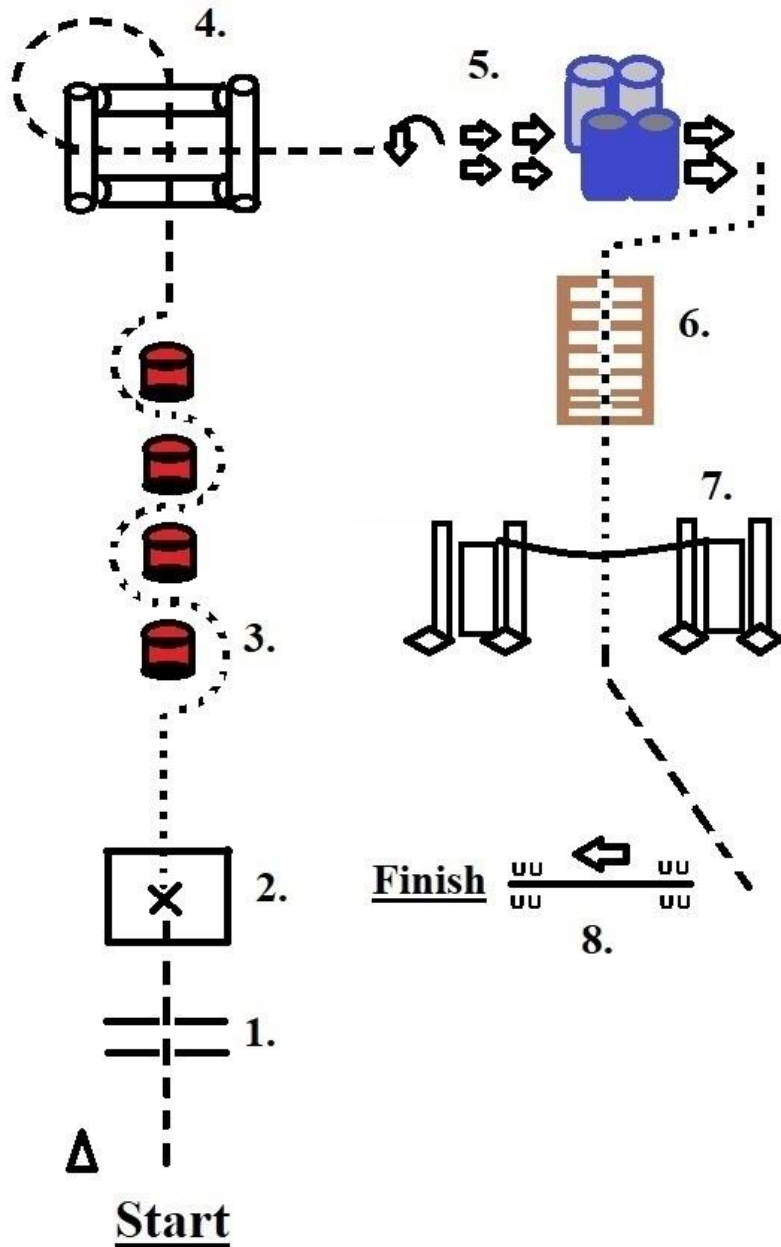
**NOTE: You can complete this pattern with the halter on, but you will be deducted 10 points total per each judge.**

- 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**


  
 Mustang
   
 HERITAGE
   
**TIP**
  
 CHALLENGE

Southern Cross Ranch
   
 Columbia, AL

**IN-HAND TRAIL**



- 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
  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.