



Official Handbook

of Rules & Regulations

LAST REVISED DECEMBER 8, 2023

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our mission

The mission of *Working Horse Central* is to highlight the working horse while promoting long term mental and physical soundness. The competitions will focus on building horses through levels in a way to promote functional biomechanics, healthy posture, self-carriage, adjustability, relaxation, fitness, and a solid partnership between horse and rider. WHC strives to be a positive competition platform for the betterment of the horse.

The goal of *Working Horse Central* is to highlight the versatility of the horse while advancing the partnership of the horse and rider



through levels designed to build skills required in the working horse.

Working Horse Central strives to educate participants in functional biomechanics and psychology of the working horse. *Working Horse Central* is not breed or discipline specific. All breeds and disciplines are welcome.



introduction

Working Horse Central (WHC) is designed to promote the technique and skill of working horses. WHC is focused on the preservation of the working horse in a modern mechanical era while enabling both professionals and the average horse owner to compete in a common sense discipline highlighting functional biomechanics coupled with mental and physical soundness. *Working Horse Central* strives to create educational opportunities for all levels of horse and riders.

phases

There are four phases that make up a Working Horse Central. The phases may be held at stand-alone shows, held virtually, or piggy backed onto existing competitions for other disciplines. The first three (Working Horse Functionality, Working Horse Trail, Working Horse Agility) are the mandatory phases required for a complete WHC specific under saddle competition. The first two (Working Horse Functionality and Working Horse Trail) are the mandatory phases required for a complete WHC specific In Hand and Lead Line competition. Phases may be held in any order at the discretion of show management.

WORKING HORSE FUNCTIONALITY

- Prescribed patterns are ridden at each level. The judge will choose the pattern and it will be published in the prizelist.
- Each level will have a maximum of three (3) patterns for the judge to choose from.
- Each movement within the pattern is given a numerical score.
- Collective marks are given for gaits, impulsion, posture, suppleness, submission, and horsemanship..

WORKING HORSE TRAIL

- Obstacles designed to simulate challenges encountered by the working horse.
- Obstacles will be given individual numerical scores.
- A coefficient mark of one (1) will be given to obstacle that are walked.

- A coefficient of two (2) will be given to obstacles performed in trot.
- A coefficient of three (3) will be given to obstacles performed in canter.
- Collective marks are given for gaits, impulsion, posture, suppleness, submission, and horsemanship..
- The goal of this phase is to negotiate the obstacles with accuracy, ease, engagement, thoroughness and relaxation.

WORKING HORSE AGILITY

- Obstacles are ridden at speed.
- The objective is to negotiate the course with no errors, in the correct order, as quickly and efficiently as possible.
- Beginner Horsemen are restricted to walk and trot.
- Each break of gait to canter will result in a ten (10) point/second penalty for the first three (3) occurrences. The fourth occurrence will result in a disqualification. Any horse remaining in canter more than three (3) strides will be disqualified.
- There are no gait restrictions in any other levels unless enacted by show management for safety reasons due to weather conditions or footing.
- Individual scores are based on elapsed time through the obstacles plus time penalties and minus time bonuses.
- A Horsemanship score will be given for each competitor.
- A Horse submission/adjustability score will be given to each horse.

WORKING HORSE CATTLE

- This phase highlights the ability of a working horse and rider to work with cattle.
- There are two options for this phase.
- In the event a competition offers both options the scores will be averaged for year end awards points.

– **Option A – Individual**

- » A cow must be cut from a herd of at least four (4) cows.
- » The rider must remove the cow from the Herd Zone, make a figure eight (8) around two (2) barrels and return the cow to the herd.
- » The rider has five (5) minutes to perform this task. The cow will be assigned to the rider prior to entering the Herd Zone.
- » Rider will be awarded a time score plus bonuses/penalties, a horsemanship score, and a herdsmanship score.
- » The horse will be awarded scores on adjustability and submission.

– **Option B – Team**

- » A team of three (3) riders must sort six (6) cows in numerical order and move them to a pen on the opposite end of the competition arena.
- » There can only be two (2) cows in the Working Zone at a time.
- » The riders have ten (10) minutes to perform this task.
- » The team will be awarded a time score plus bonuses/penalties.
- » Each rider will be awarded a time score plus bonuses/penalties, a horsemanship score, and a herdsmanship score.
- » Each horse will be awarded scores on adjustability and submission.



divisions

RIDER

Show management may offer classes in any of the following divisions for riders:

LEAD LINE

Open to riders ten (10) years of age and under, as of January 1 of the calendar year.

- A separate Functionality pattern and Trail course will be given to accommodate for handlers. May not compete in Agility or Cattle.

SPROUTS

For riders ready to step up from lead line. Helper can be in ring. For each movement that requires help from the person on the ground, the rider will receive a two (2) point penalty.

- A separate Functionality pattern and Trail course will be given to accommodate for handlers. May not compete in Agility or Cattle.

JUNIOR

Open to riders seven (7) to seventeen (17) years of age, as of January 1 of the calendar year.

NON-PRO

Riders that are not defined as professionals. Rider who does not have income, outside competition earnings, relating to training or instructing in the equine industry.

PRO

Professionals in the equine industry who earn income relating to training or

instructing in the equine industry. This list may include but is not limited to trainers, instructors, coaches, judges, etc.

HORSE

All working horses will compete in a single division.

horse requirements

- Horse – refers to any member of the Equid family. Any horse is eligible to compete.
- Gaited horse may use an intermediate saddle gait instead of the trot. “Saddle Gait” should be inferred in all areas that trot is referenced.
- All horses entered must be serviceably sound; show no signs of lameness, discomfort, or pain; and be in good condition. Horse should be content doing the job assigned to it.
- A horse must be at least one (1) year old at the beginning of the competition year to compete in In Hand.
- Exception: Horses turning one (1) year old prior to June 1st of the competition year may compete as a one (1) year old.
- Horses must be at least four (4) years old at the beginning of the competition year to compete in under saddle classes.
- **Exception:** Horses turning four (4) year old prior to June 1st of the competition year may compete as a four (4) year old.
- Horses may not compete in Advanced Horsemen until six (6) years of age.
- A horse’s age is determined by birth age as of January 1st of the competition year.
- Horses that have lost sight in one eye or have impaired vision are permitted to compete in all phases. Horses that have lost sight in both eyes are not allowed to compete in any phase.

- The Senior Judge may disqualify any horse, either before or during a competition, which they deem to be unsafe for competition.

performance levels

Show management may offer classes in any of the following levels/divisions.

IN HAND

- This level is designed for young horses or horses that are not going under saddle. It is also designed for handlers who may not be able to do ridden work.
- Horses competing in this level may not enter under saddle classes with the same handler they were entered in the In Hand level.

- Only Working Horse Functionality and Trail are offered at this level.
- May be offered in Junior, Non-Pro and Pro.

BEGINNER HORSEMEN

- This level is designed for new horse-rider pairs, new riders, young horses, and green horses who are developing basics in preparation for canter.
- There is no Working Horse Cattle at this level.
- Walk and trot are required in all phases.
- Canter is not allowed and will be penalized up to a disqualification.
- Rising or sitting trot is allowed.
- May be offered for Junior, Non-Pro, and Pro.



NOVICE HORSEMEN

- This level is designed for horse–rider pairs that have become balanced enough to add basic canter work.
- No flying changes are allowed in this level.
- All changes of lead should be through trot.
- Rising or sitting trot is allowed.
- May be offered for Junior, Non–Pro and Pro Divisions.

SEASONED HORSEMEN

- This level is designed for horse–rider pairs that have become balanced enough to add simple changes in canter, smaller circles in canter, and more transitions.
- Sitting trot is required for collected trot.
- Rising trot may be used without penalty in extensions.
- Changes of lead should be through the walk.
- May be offered for Junior, Non–Pro and Pro Divisions.

ADVANCED HORSEMEN

- This level is designed for horse–rider pairs ready to show their skill and balance through flying changes.
- Sitting trot is required.
- Rising trot may be ridden for extensions of trot with a two (2) point penalty for the movement.
- One (1) hand should be used on the reins as outlined in the “Use of Hands” section.
- May be offered for Junior, Non–Pro and Pro Divisions.

entry requirements

- A horse-rider/handler pair is considered an entry.
- A horse-rider/handler entry can only compete in one level/ division per show.
- A rider must declare level/division at beginning of the competition season.
- The horse and rider pair may not move backwards unless three scores of 55% or less are received in three separate competitions. They may do so immediately upon earning their third qualifying score.
- A rider and horse may self-advance at any time. A new show pass must be purchased for the new level.
- A horse may be entered twice in a competition if ridden by two different riders and in different levels or divisions.
- **Exception:** Two (2) youth can share the same horse in the same level and divisions.
- Dispensation Cards are available for riders need considerations for different abilities. Each dispensation case will be reviewed independently.



advancement requirements

Beginning in 2025 – these are preliminary advancement requirements and subject to change with yearly revisions.

In all rated shows as well championship competitions scores will be averaged together and awarded tracking points for lifetime advancement of horse and rider pairs. Points are calculated by adding all scores for each phase together and dividing by the number of phases offered at the competition.

In all rated shows as well championship competitions scores will be averaged together and awarded tracking points for lifetime advancement of horse and rider pairs. Points are calculated by adding all scores for each phase together and dividing by the number of phases offered at the competition. A horse/rider pair is required to advance to the next

SCORE EARNED	POINTS ACCRUED
40% thru 44.999%	.25
45% thru 48.999%	.50
49% thru 54.999%	.75
55% thru 59.999%	1
60% thru 64.999%	2
65% thru 69.999%	3
70% thru 74.999%	4
75% thru 79.999%	5

SCORE EARNED	POINTS ACCRUED
80% thru 84.999%	6
85% thru 89.999%	7
90% thru 94.999%	8.5
95% thru 99.999%	9
100% thru 109.999%	9.5
110% and above	10.5

higher level in the following competition year when they have achieved a designated number of points based on the level of competition. A maximum of forty (40) points are counted per year:

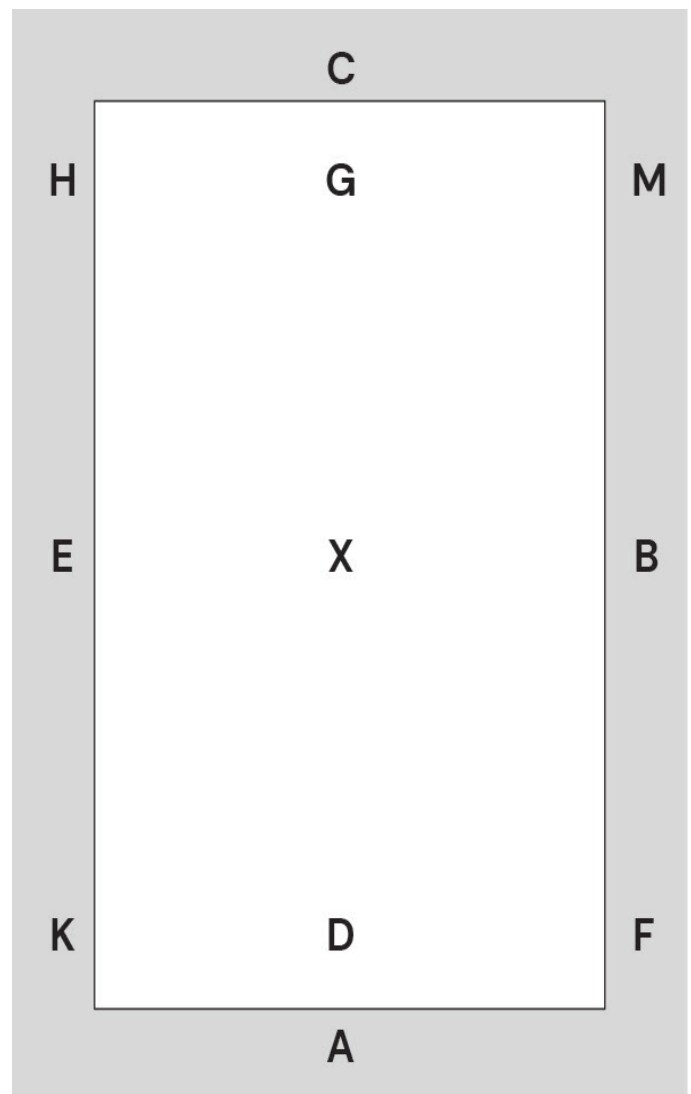
LEVEL	POINTS REQUIRED
Beginner Horseman	100
Novice Horseman	150
Seasoned Horseman	200

phase descriptions

WORKING HORSE FUNCTIONALITY

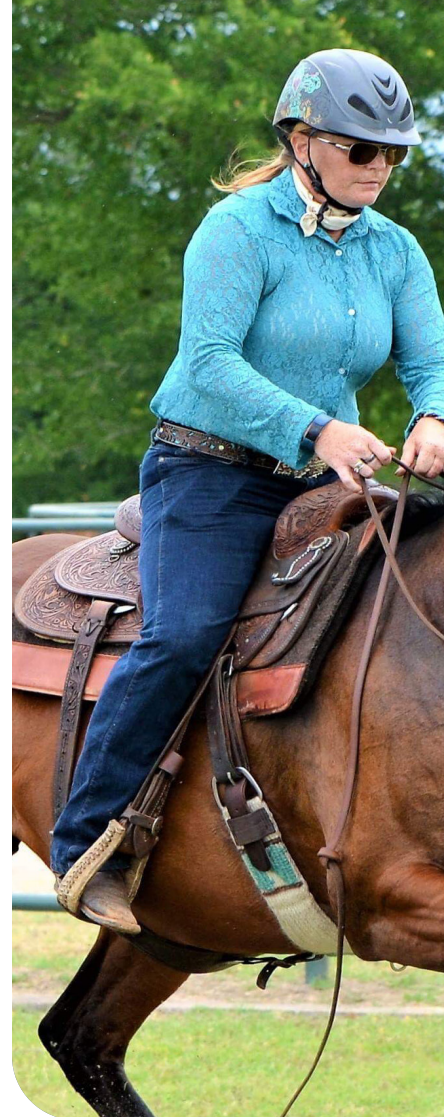
OBJECTIVE

Working Horse functionality creates a foundation for horses and riders to conquer the challenges presented performing obstacles, in field work and working live animals. The goal is to have patterns that work to develop the adjustability of the horse, strength, suppleness and to improve the regularity and correctness of the gaits. Great consideration is given to functional posture, lightness, energy, relaxation, engagement, bend, and roundness of the topline. The working horse in this phase should appear calm, supple, confident, responsive, and keen, thus demonstrating willingness, adjustability and harmony with its rider. These qualities are documented in the collective marks for each test.



COMPETITION ARENA

- Patterns are ridden in a court no smaller than 60 feet x 120 feet and no larger than 70 feet x 140 feet, which is measured from the inside of the fence.
- For all levels, the arena must be lettered as described:
 - Corner letters should be off the short end by one-third ($\frac{1}{3}$) of the distance between the corner and center letter.
 - Center letters should be centered in the middle of the corresponding sides.
 - The entrance should be a minimum of five (5) feet wide and a maximum of ten (10) feet. The arena entrance does not have to be closed.
- The surface should be flat, free from any stones, and appropriate for competition purposes. It may be grass, sand, dirt, or a specialized surface. It should not be too hard, too soft, or slippery.
- The competition area should be outlined with a fence, ground poles, cones or similar items.
- Corners and letters must be clearly marked.
- The judge will choose their position. However, the judge must remain in the same position for all riders of a division/level.
- If there are multiple judges, the Senior Judge chooses their position prior to other judges selecting theirs.
- The judges should be equally spaced around the outside of the competition arena. The judges should remain in the same location for all riders of a division/level.
- Whenever possible, there should be a minimum distance of twenty (20) feet between the spectators and the arena. If this is not possible, spectators should be positioned at the maximum possible distance allowed by the facility construction.





PATTERNS

Working Horse Functionality patterns are provided for each division and level. In the event there are multiple patterns per division/level the judge will select the pattern number and the selection must be designated in the prize list.

EXECUTION

- Competitors in all levels perform the movements in the order and at the specified location in the court.
 - Show management (secretary, manager, technical delegate or judge) draw numbers to determine the order of go.
 - The Judge will ring a bell (or blow a whistle) to signal permission to enter the arena.
 - After the bell has been rung, the horse and rider must enter the arena within sixty (60) seconds. Failure to do so will result in a five (5) point penalty.
 - In Hand, Lead Line, Beginner Horsemen, and Novice Horsemen may have a reader positioned outside the court preferably near B or E to read the pattern aloud without penalty. The penalty for a reader at other levels is ten (10) points.
- Readers are not allowed for any other levels without penalty as described above.
 - Announcing the patterns is limited to reading the LOCATION/ REQUIREMENTS as it is written once only.
 - » **Exception:** If the Judge sends a rider back to a letter due to a course error, the reader is allowed to repeat the movement one additional time. The reader may give no information other than what is included in the **Location/Requirements** column on the pattern. The Judge may penalize a competitor whose reader adds additional information.
 - The reader should not be positioned close to any judges.

- A coach may be present to coach the rider during the phase for a ten (10) point penalty.
- A coach may be present to coach the rider during the phase for a ten (10) point penalty.
 - The coach must stand outside the competition area and away from the judge so as not to be a distraction.
 - The reader and the coach should not be the same individual.
- In the event of a course error, the judge may ring the bell and notify the competitor of the error.
- An error is any change in the movement that alters the course of the pattern.
- A movement performed in an incorrect gait is not a course error but will result in a five (5) point penalty for that movement.
- A break of gait will be a two (2) point penalty per occurrence.
- An error or a failure to perform any element of the pattern does not disqualify the rider until the fourth error. Five (5) points will be subtracted for each of the first three (3) errors or failure to perform any exercise. The fourth error will result in disqualification. The Judge must record the error for an error to be counted for penalty or disqualification.

SCORING

- Each movement is scored on a scale of ten (10) (highest) to zero (0) to enable placement of the competitors.
- When two (2) or more Judges officiate at a competition, each judge will have their class placed.
- Competitions may choose to give only one (1) award for the average of the judges but the placings of each judge must be posted/announced.
- Half points are allowed.
- Competitors may have access to their score sheets after all computations are complete and verified, or when authorized by the Judge.
-

COLLECTIVE MARKS FOR:

- **Gaits:** Correctness, freedom, and regularity.
- **Posture:** Roundness of outline, open throatlatch, bascule of the neck, height of the poll, lift of the withers, distribution of weight over the hind legs.
- **Impulsion:** elasticity of steps, suppleness of the back; engagement of hindquarters, forward.
- **Suppleness:** Throughness, lightness of the forehand, straightness, softness.
- **Submission:** Willingness, harmony, obedience, confidence, ease of the movement, connection.
- **Horsemanship:** Position and seat; correct use of aids; effectiveness of aids, decision making. Completeness, grooming, appropriateness of tack and attire.



PENALTIES/ GROUNDS FOR DISQUALIFICATION

Penalty

- **Outside Assistance:** maximum of thirty (30) points, ten (10) points per occurrence at Judge's discretion.
- **Designated Coaching:** ten (10) point penalty.
- **Course Error:** five (5) point penalty for each of the first three (3) course errors.
- **Movement performed in incorrect gait:** five (5) point penalty.
- **Failure to enter within sixty (60) seconds of signal:** five (5) point penalty.
- **Break of gait:** two (2) point penalty per occurrence.
- **Overstepping any sides of arena:** ten (10) point penalty per occurrence.

Disqualification

- Overstepping any of the sides of the arena with four (4) legs after four occurrences.
- Failure to advance for fifteen (15) seconds. (Judge's discretion).
- Four (4) course errors.

WORKING HORSE TRAIL

OBJECTIVE

The WHC Trail is designed to represent difficulties that a horse and rider would encounter while working in a field environment. The objective is to show both the rider's and horse's capacity for critical thinking, calmness, agility, and regularity in performing the obstacles showing the partnership of the horse and rider. The rider should demonstrate navigation between obstacles that will set the horse up to be balanced upon entering the obstacle. The horse should demonstrate work in a way that would promote soundness after a full day of work.

ARENA

- The ideal arena for an WHC Trail is a dimension of 130 feet by 230 feet.
- The competition area may not be smaller than 60 feet by 140 feet.
- The competition area should be free of stones or objects that could unnecessarily endanger the competitor or horse.
- The competition area may be grass, dirt, specialized surface or a combination of any of these materials provided that it is not too hard, too soft or slippery.
- The optimum distance from the public is no less than twenty (20) feet.
- A mounting block should be available in the arena.
- A minimum of two (2) obstacles should be provided in the warm-up area.

OBSTACLES

- The Obstacles Section contains a list of the obstacles, and a summary of the basic requirements.
- Obstacles may be performed in any gait unless specified by show management for safety reasons or specifically directed in the obstacle description.
- Coefficients will be awarded based on gait.
 - Walk coefficient of one (1).
 - Trot coefficient of two (2).
 - Canter coefficient of three (3).
- Bonus points will be given for each clean change of lead designated by the level while performing an obstacle.
 - One (1) bonus point will be given for correctly executed simple changes of lead through the walk, successfully knowing over an object, and retrieving the ring..
 - Two (2) bonus points will be given for correctly executed flying changes.

- No bonus points will be given for changes of lead through the trot.
- Beginner horsemen are not allowed to canter at any time.
- The gait between obstacles is the rider's choice. However, the same gait must be performed between all obstacles. If there is a change of gait between obstacles a coefficient will be given in accordance with the lowest gait executed between obstacles.
- The chosen gait is the one the rider begins the course in.
- Obstacles must be approached from the numbered side.

COURSE

- Fourteen (14) obstacles are required for Working Horse Trail.
 - A minimum of two (2) obstacles from each of the six (6) categories must be selected.
- For Lead Line and In-Hand there are ten (10) obstacles required.
 - A minimum of one (1) obstacle from each of the six (6) categories must be selected.
- Beginner Horsemen may only be required to back in straight lines and may not be required to drag objects, back, or sidepass lines that are not straight.
- Each course will have entrance and exit markers set five (5) feet to eight (8) feet apart.
- Obstacles may be performed twice if there is limited space for the course. However, the obstacle must be performed in the opposite direction for the second execution and there must be at least two (2) obstacles in between the executions.
- Only two (2) obstacles per course may be used twice.
- Obstacles will be numbered on the right, indicating the order in which they are to be encountered.
 - Exceptions would be: If the obstacle can be approached from either side, the number will be centered on the obstacle.

- If the obstacle requires a left turn first, the number may be placed to indicate a left turn vs a right turn.
- Obstacle numbers are part of the obstacle.
- Numbers indicate the direction the obstacle must be approached.
- Some obstacles may be marked with red and white markers to indicate entry/exit and proper direction through the obstacle (red markers on the right, white on the left).
- Course markers are part of the obstacle. If there is a transition necessary for a particular obstacle, the marker signifies the transition point.
- Any obstacle may be erected, adorned with, or be a part of another type of decoration/advertising provided it is not dangerous for the execution of the obstacle.
- A course map must be posted and/or made available to competitors no less than two (2) hours prior to the first scheduled ride of the phase.

WALKING THE COURSE

- A course walk is offered prior to the start of the phase.
- Competitors will walk at their designated times based on show schedule.
- Competitors may touch/handle obstacles.
- They may not move or displace obstacles in an attempt to create easier execution or sabotage another competitor.
- The judge should walk the course and examine all obstacles after the course walk and prior to the first ride.
- The judge or other show official must be on the course during the course walk to answer questions.
- The judge must be present for competitors to approach for a minimum of fifteen (15) minutes.
- Coaches/trainers may accompany riders.
- The coach or trainer may only ask questions of the officials if representing a youth rider.
- It is recommended that show management offer a fifteen (15) to thirty (30) minute window for the course walk.

- Show officials will signal the arena's opening and closing.
- Pants or a riding skirt, boots or closed toe/closed heel shoes, and a shirt with a collar and sleeves (capped, short, long, etc) must be worn by anyone in the competition arena during the course walk. Individuals not dressed appropriately will be asked to leave.
- Course changes during the time of the course walk may only be made if all competitors are advised of the change and given the opportunity to walk that portion of the course.
- No changes may be made to the course following the course walk.
- No competitor may remain in the arena after the course walk has ended.
- Competitors may not be forced to ride more than 15 minutes after the closing of the course.
- Competitors may not school the course or bring a horse onto the course at any time.



EXECUTION

- Competitors enter the course in the defined order as designated by show management.
- Judge indicates the official start of the course by ringing a bell or a whistle.
- Once the judge has signaled the start of the course, the competitor has sixty (60) seconds to enter through the start line.
- Failure to enter within the sixty (60) seconds will result in a five (5) point penalty.
- When the course is completed, the rider passes through the exit markers
- Failure to cross through entry/exit markers prior to starting the course or upon completing the course will result in a ten (10) point penalty per occurrence.



- The rider may choose the direction of passage through entry and exit markers.
- Competitors may use either the right or left hand in completing obstacles.
- For an obstacle to be successfully performed, a rider must:
 - Ride between the obstacle's entrance markers (if applicable) in the correct direction.
 - Approach the obstacle from the numbered side if there is no entrance marker, e.g., replace pole. The approach must be close enough (generally within four (4) feet) to execute from the direction of entry.
 - Execute the skills required for the obstacle.
 - Exit the obstacle through exit markers (if applicable).
- Riders must perform the obstacles in the order designated on the course map. Failure to do so will receive a zero (0) score for the obstacles that were skipped.
- Beginner Horsemen and Novice Horsemen (all divisions) may have a person read the trail course order without penalty.
 - The reader is limited to announcing the obstacle number and name once only.
 - The reader may give no additional information; the Judge will issue an outside assistance penalty to a competitor whose reader adds additional information.
 - The reader must be positioned outside the perimeter of the arena, not near the in/out gate.
 - The reader should not be positioned close to any judges.
- A coach may be present to coach the rider during the phase for a ten (10) point penalty.

- The coach must be stationed outside the competition ring and away from the judge to not be a distraction.
- The reader and the coach should not be the same individual.
- Riders may not cross any obstacle in their trial that has not been performed unless designate on the map or specifically allowed by the Judge.
 - If the rider crosses an obstacle prior to performing without permission from the judge, they will receive a course error penalty of five (5) points per occurrence.
- If allowed to cross an obstacle, the competitor can cross that obstacle freely anytime during the execution of the course.
- Once an obstacle has been performed, it may be crossed without penalty.
- Knocking over any portion of the obstacle will result in a two (2) point penalty per occurrence.
- If a competitor knocks over or drops part of an obstacle that is required to complete its execution:
 - If the rider drops an object and dismounts to retrieve the object. Two (2) point deduction per occurrence.
 - If the rider drops an object and request the object be handed back to them by the ground crew five (5) point deduction per occurrence.
- The rider is not judged on the dismount and remount.
- Hitting an obstacle number or course marker may result in a lower score at the discretion of the Judge.
- The compulsory gait between obstacles is chosen by the rider.
- The gait in which the rider passes through the start line will dictate their compulsory gait between obstacles.
- On the gait coefficient score, a walk will receive a coefficient of one (1). A trot will receive a coefficient of two (2). A canter will receive a coefficient of three (3).
- If the rider changes gaits between obstacles, the coefficient will be given for the lowest gait performed.

- When executing an obstacle, a correctly executed simple change through the walk will receive one (1) bonus point per occurrence. A correctly executed flying change will receive a two (2) bonus points per occurrence.
- All changes should be of the same style.
- Mixing styles in the performance of the obstacle will lower the score.
- A break of gait is a two (2) point deduction per occurrence whether it be during course navigation or during the execution of an obstacle.

SCORING

- Each obstacle is scored on a scale of ten (10) (highest) to zero (0).
- When two (2) or more Judges officiate at a competition, each judge will have their class placed.
- Competitions may choose to give only one (1) award for the average of the judges but the placings of each judge must be posted/announced.
- Half points are allowed.

COLLECTIVE MARKS FOR:

- **Gaits:** Correctness, freedom, and regularity.
- **Posture:** Roundness of outline, open throatlatch, bascule of the neck, height of the poll, lift of the withers, distribution of weight over the hind legs.
- **Impulsion:** elasticity of steps, suppleness of the back; engagement of hindquarters, forward.
- **Suppleness:** Throughness, lightness of the forehand, straightness, softness.
- **Submission:** Willingness, harmony, obedience, confidence, ease of the movement, connection.
- **Horsemanship:** Position and seat; correct use of aids; effectiveness of aids, decision making. Completeness, grooming, appropriateness of tack and attire.
- **Course Navigation:** Evaluation of course lines, approaches to obstacles, correct leads and bends for the course lines. Coefficient given based on gait between obstacles. Walk coefficient of one (1), trot coefficient of two (2), canter/lope coefficient of three (3).



COURSE ERRORS

- A course error is an error in the manner of approaching an obstacle or performing the obstacle, i.e., when the competitor:
 - Approaches the obstacle without passing between the entrance markers (if the obstacle has them) or without having completed a previous obstacle.
 - Does not perform the correct movements within the obstacle.
 - Does not pass between the obstacle's exit markers (if the obstacle has them).
 - Refuses an obstacle (e.g., the horse stops, steps backwards, or circles before entering the obstacle). Riders are allowed three (3) refusals; each refusal is penalized with two (2) points. If the third try is unsuccessful, the rider can, with the authorization of the Judge, move on to the next obstacle and a score of zero (0) is given for the obstacle not completed.
 - Crossing the line of an obstacle prior to it being performed.
 - Course errors will be penalized with a five (5) point penalty but may be remedied before passing through the entry approach markers of the next obstacle to avoid penalty.
- The obstacle does not need to be performed in its entirety if the error can be corrected without reperforming the entire obstacle.
- Skipping an obstacle will result in a zero (0) score for the obstacle.
- An obstacle is considered skipped if performed out of order, not completed, or not performed.
- The fourth skipped obstacle result in a disqualification.
- Poor course execution will result in a lower score depending on severity.

PENALTIES/GROUNDS FOR DISQUALIFICATION

Penalty

- **Outside assistance:** ten (10) point penalty each occurrence up to a maximum of thirty (30) points per phase.

- **Designated Coaching:** ten (10) point penalty.
- **Course error:** five (5) point penalty.
- **Refusal:** Two (2) points per occurrence. Maximum of six (6) points per obstacle. Fourth refusal is a score of zero (0) for the obstacle.
- **Failure to rider through course start entrance markers:** ten (10) point penalty per occurrence.
- **Break of gait:** Two (2) point penalty per occurrence.
- **Dropping an object dismounting to retrieve:** Two (2) points penalty per occurrence.
- **Dropping an object and having object handed back:** Five (5) points penalty per occurrence.
- **Knocking over a portion of the obstacle:** Two (2) point penalty per occurrence.

Disqualification

- Four (4) course errors.
- Four (4) skipped obstacles.
- Failure to advance for fifteen (15) seconds.
- Showing an obstacle to the horse in an overt manner prior to beginning course.

WORKING HORSE AGILITY

OBJECTIVE

Working Horse Agility is designed to test the partnership of the horse and rider under pressure. This phase demonstrates adjustability of the horse, rider coordination, horse submission, speed and obedience. The agility phase is judged on time plus bonuses and penalties. In addition, there is a horsemanship score for the rider and an adjustability/submission score for the horse. Final percentage will be figured by averaging raw times of all competitors and dividing

average class time by competitor's final adjusted time. The percentage for the collectives will be figured by dividing the total earned points by the total possible points. The percentages from the time and collectives will be averaged to figure speed percentage.

ARENA

- The ideal arena for an WHC Agility is a dimension of 130 feet by 230 feet.
- The competition area may not be smaller than 60 feet by 140 feet.
- It should be free of stones or objects that could endanger the competitor or horse. It may be grass, dirt, specialized surface or a combination of any of these materials if it is not too hard, too soft or slippery.
- Course entrance and exit markers must be within the boundary of the arena.
- Markers must be set a minimum of five (5) feet and a maximum of eight (8) feet apart.
- The timers (or automatic timer) are positioned at the entrance and exit markers.
- A mounting block should be available in the arena.

COURSE DESIGN

- Course design requirements for the WHC Agility trial are the same as for WHC Trail trial with the following exceptions:
- The Agility course at each level will include some or all of the obstacles used in the trail phase, or may add different obstacles.
- There must be at least one (1) obstacle from each of the categories.
- There may be only one (1) backing obstacle.
- There may be only one (1) side pass obstacle.
- There may be no mounting/dismounting obstacle.
- There must be twelve (12) obstacles. No more, no less.
- The Pen is performed in one circuit only; the rider may choose the direction.

A close-up, vertical photograph of a horse's head, showing its eye, ear, and mane. The horse has a brown coat with a white blaze on its face. The image is partially obscured by text boxes on the right side.

WALKING THE COURSE

Competitors are allowed to walk the course prior to the Agility Phase. The same rules apply as forwalking the course in the WHC Trail phase.

EXECUTION

- Competitors enter the course in accordance with the defined order of go.
- The Judge indicates the official start of each trial by ringing a bell.
- After the bell has been rung, competitors have sixty (60) seconds to begin the course by passing through the entrance markers.
- In order for an obstacle to be successfully performed, a rider must:
 - Ride between the obstacle's entrance markers (if applicable) in the correct direction.
 - Approach the obstacle from the numbered side if there is no entrance marker, e.g., replace pole. The approach must be close enough (generally within four 4 feet) to execute from the direction of entry.
 - Execute the skills required for the obstacle.
 - Exit the obstacle through exit markers (if applicable).
- Riders must perform the obstacles in the order designated on the course map. Failure to do so will result in a thirty (30) second penalty for every obstacle that is skipped, is failed to be completed or performed correctly.
- Riders may not cross any obstacle in their trial that has not been performed unless designated on the course map or specifically allowed by the Judge.

- Passing through an obstacle that has not been completed will result in a thirty (30) second penalty.
- If allowed to cross an obstacle by the Judge, they can cross that obstacle freely anytime during the course.
- Once an obstacle has been performed, it can be crossed without penalty.
- When timed with an electronic timer, a designated timer's time used as backup.
- If automatic timers are not available, there must be two timers with one designated as the official timer.

OBSTACLE TIME PENALTIES/BONUS TIME

Obstacle faults committed in this trial are penalized in seconds added to the elapsed time score. Time penalties are accrued as follows:

Five (5) Second Penalties

- Placing the tip end of the pole in the drum or skewering the ring or knocking over objects with the butt end of pole.
- Failure to open or close the mailbox.
- Failure to show the mail in the mailbox.
- Any leg stepping over a side pass rail; each leg stepping over earns a penalty.

Ten (10) Second Penalties

- Knocking over or dislodging by horse or rider any part of any obstacle in the arena.
- Knocking over the drum and the pole stays in (does not have to be reset) in the retrieve/replace pole obstacle.
- Failing to pass through entrance/exit markers.
- Coaching.

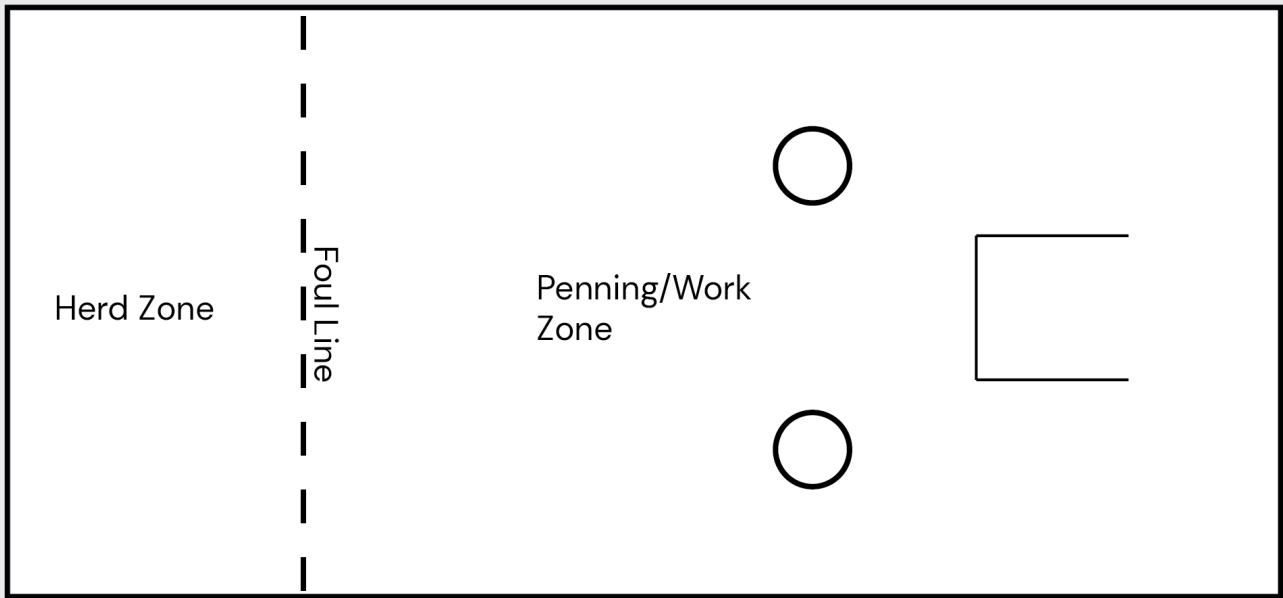
- Outside assistance ten (10) seconds per occurrence, maximum of thirty (30) seconds.

Thirty (30) Second Penalties

- Failure to latch the gate to the proper portion of the obstacle. (This penalty is in effect when the rider has closed the gate but not to the proper latch device.).
- Dropping and failing to replace the gate. If the rider can collect the gate without dismounting, he/she can do so without penalty. Riders may also dismount, collect the rope, remount, and then complete the obstacle with no penalty.
- Failure to pass through the start finish line within the sixty (60) seconds will result in thirty (30) second penalty.
- Failure to complete an obstacle. (Not performed, not completed or not performed correctly prior to starting next obstacle).
- Passing through an obstacle that has not been completed.
- Dropping and having obstacle handed back to rider.
- After three refusals at an obstacle, may move on with permission from the Judge.

Time Taken

- If a competitor drops any obstacle item (e.g. cup, pole, etc.) or knocks over a part of the obstacle that is required to complete its execution, the rider must dismount, retrieve/reset the item, remount, and continue on to complete the obstacle.
- Time continues to accrue while the rider makes the correction. Having ground crew replace obstacle or hand object back to rider without dismounting will result in a fifteen (15) seconds penalty.
- Failure to retrieve a dropped item will result in a thirty (30) second penalty. The ring does not have to be retrieved if dropped.



Bonuses

- » Spearing the rings, knocking over objects or roping the dummy earns a ten (10) second bonus (time taken off total elapsed time).
- » There is no penalty for missing.
- » To receive the bonus for the rings, the rings must make it to the deposit barrel.
- » The objects must be knocked over without knocking over the pedestal.
- » The dummy must be "caught".
- » There is no penalty for failing any of these tasks.

PENALTIES/GROUNDS FOR DISQUALIFICATION

Penalty

- Outside assistance, each occurrence (ten (10) second penalty per occurrence maximum thirty (30) second penalty).
- Designated coaching ten (10) second penalty.

- Failing to complete obstacle thirty (30) second penalty.
- Passing through an obstacle not yet completed thirty (30) second penalty.
- Three refusals and passing obstacle thirty (30) second penalty.
- Failing to pass through start/finish line will result in a thirty (30) second penalty.
- Passing through the course entry/exit marker(s) after the rider has passed through the entry gate to begin timing of the trial but before all the obstacles in the trial have been executed will result in a thirty (30) second penalty.
- Knocking down an obstacle or part thereof that has not yet been performed will result in a thirty (30) second penalty. Rider must replace knocked over pieces if required to complete the obstacle.
- Failure to ride through water in the water obstacle, e.g., jumping over the ditch without any of the horse's hooves touching the water will result in a thirty (30) second penalty.

Disqualification

- Failure to advance for fifteen (15) seconds.

WORKING HORSE CATTLE

OBJECTIVE

The Cattle trial tests the ability of a horse and rider to work cattle individually and with teammates. The objective is to demonstrate the abilities of cutting/herding/containing cattle efficiently and accurately.

Option A – Individual

- A cow must be cut from a herd of at least four cows.
- The cows must be marked and identifiable.
- The rider must remove the cow from the Herd Zone, make a figure eight (8) around two (2) barrels and return the cow to the herd.

- The rider has five (5) minutes to perform this task.
- The rider will be assigned a cow prior to entering the Herd Zone.
- Rider will be awarded a time score plus bonuses/penalties, a horsemanship score, and a herdsmanship score.
- The horse will be awarded scores on adjustability and submission.

Option B – Team

- A team of three riders must sort six cows in numerical order and move them to a pen on the opposite end of the competition arena.
- There should be at least ten (10) cows in the Herd Zone.
- Six (6) of which must be numbered.
- There can only be two cows in the Working Zone Outside the pen) at a time.
- The riders have ten minutes to perform this task.
- The team will be awarded a time score plus bonuses/penalties.
- Each rider will be awarded a time score plus bonuses/penalties, a horsemanship score, and a herdsmanship score.
- Each horse will be awarded scores on adjustability and submission.
- Each rider must cut two cows and move them from Herd Zone to penning/ Working Zone.
- Riders may not be assigned consecutive numbers.
- Riders will be assigned a start number.
- Numbers must be cut and penned in numerical order from the starting number. i.e. start with 4. The cows must be cut in this order 4,5,6,1,2,3.

ARENA

- The recommended arena size is 230 feet x 100 feet, ideally with no ninety (90) degree corners.
- The arena must have adequate, safe fencing strong enough and tall

enough (minimum five (5) feet) to contain cattle should they attempt to test the enclosure.

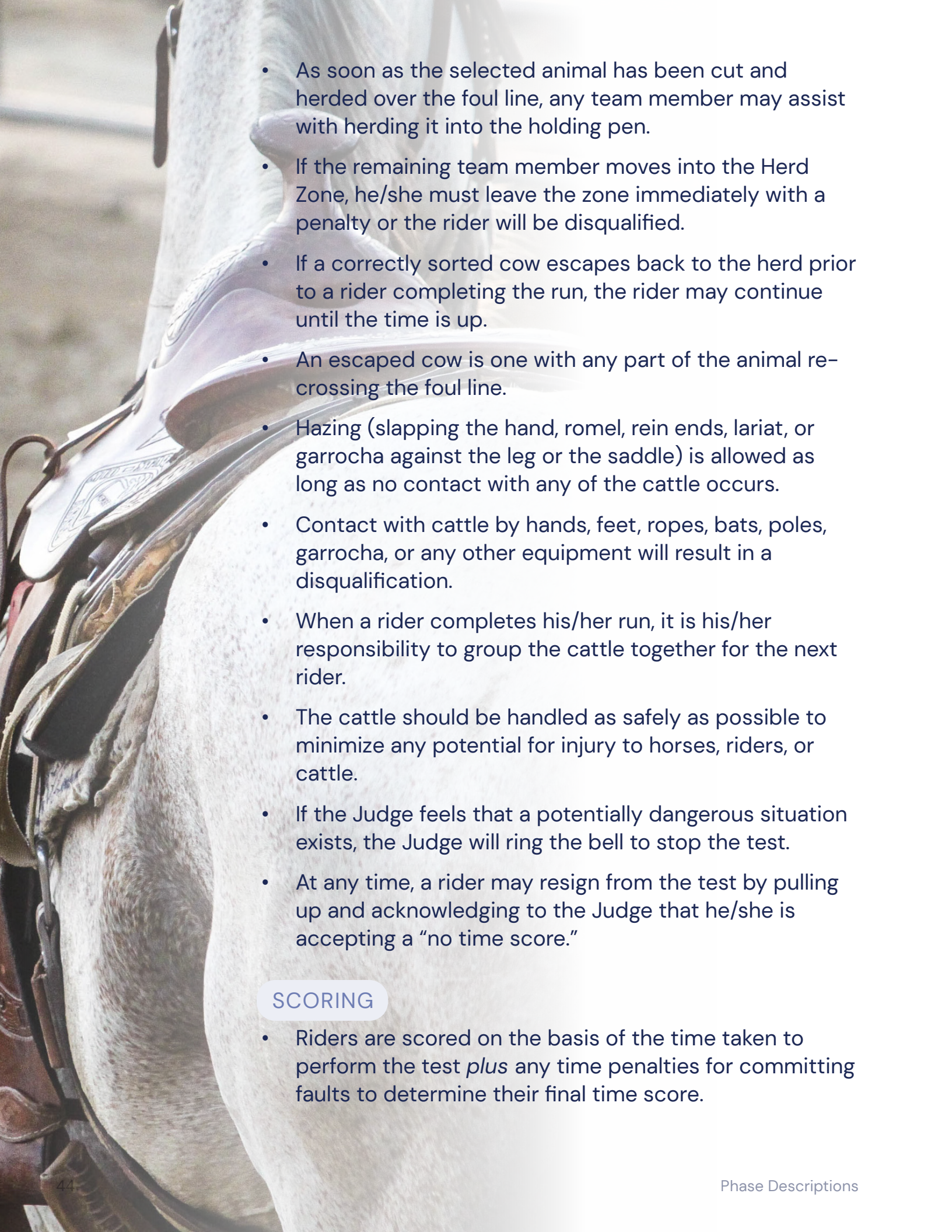
- The arena should be free of stones or objects that could endanger the competitor or horse.
- The arena may be grass, dirt, specialized surface or a combination of any of these materials if it is not too hard, too soft or slippery.
- A start/foul line separates the Herd Zone where the herd is settled from the penning/Working Zone where a holding pen is located.
- The **foul line** is designated by a chalk line and/or marker(s) located on the arena fence, easily viewed by the Judge .
- The Herd Zone is between 25% to 35% of the total arena depending on the number and type of cattle used, the performance level being judged, and the arena configuration.
- For the individual event two barrels should be set up about halfway down the Working Zone.
- The barrels should be a minimum of twenty (20) feet apart.
- For the team event a holding pen is set up at the far end of the arena, away from the Herd Zone.
- The exact size and position of the holding pen can vary with the host facility. It can be either within the perimeter of the arena, attached to the perimeter fence, or set up as an attached separate pen outside the arena.
- The holding pen should be large enough to avoid cattle crashing into the back fence.
- A Judge is positioned with an unobstructed view of the foul line. The official timer should be positioned next to the judge.
- The backup timer is positioned on the foul line at the opposite side of the arena if that makes sense based on set up.
- A flagger is positioned at the pen to signal when a cow is completely contained in the pen to stop the clock.
- Show management reserves the right to add a turnback rider(s). This rider must stay at the foul line to assist with settling the herd and herd safety.

CATTLE

- For the individual trial there must be a minimum of four (4) cows and not more than ten (10) cows in the herd.
- For the team trial there must be a minimum of ten (10) cows and not more than fifteen (15) cows in the herd.
- For the individual trial cattle must be individually identifiable, being tagged or marked with a number, letter, and/or a color large enough to be easily identified by riders and Judges.
- For the team trial the cattle must be numbered 1-6.

EXECUTION

- If teams are not pre-defined by team entries, show management will assign teams of three (3) members each.
- Each team should be balanced with respect to experience of the horses and riders.
- Show management determines the order of go.
- Each team will enter and leave the arena at a walk.
- When the cattle are settled behind the foul line, the Judge indicates the official start of each test by ringing a bell. The rider has sixty (60) seconds to cross the start/foul line.
- Time will start sixty (60) seconds after the Judge has rung the bell or when the rider's horse's nose passes over the foul line.
- Time stops when the rider has completed the task and all other cattle are in the Herd Zone or when the time period is up.
- For the individual phase, turnback riders are allowed to enter the Herd Zone. They are allowed to assist in keeping the herd in the Herd Zone and keeping cut cow from returning to Herd Zone. The turnback riders may not leave the foul line.
- For the team phase, no more than two (2) horses and riders are allowed in the Herd Zone at a single time.
- Team members assist in maintaining the remaining cattle in the Herd Zone.

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- As soon as the selected animal has been cut and herded over the foul line, any team member may assist with herding it into the holding pen.
 - If the remaining team member moves into the Herd Zone, he/she must leave the zone immediately with a penalty or the rider will be disqualified.
 - If a correctly sorted cow escapes back to the herd prior to a rider completing the run, the rider may continue until the time is up.
 - An escaped cow is one with any part of the animal re-crossing the foul line.
 - Hazing (slapping the hand, romel, rein ends, lariat, or garrocha against the leg or the saddle) is allowed as long as no contact with any of the cattle occurs.
 - Contact with cattle by hands, feet, ropes, bats, poles, garrocha, or any other equipment will result in a disqualification.
 - When a rider completes his/her run, it is his/her responsibility to group the cattle together for the next rider.
 - The cattle should be handled as safely as possible to minimize any potential for injury to horses, riders, or cattle.
 - If the Judge feels that a potentially dangerous situation exists, the Judge will ring the bell to stop the test.
 - At any time, a rider may resign from the test by pulling up and acknowledging to the Judge that he/she is accepting a "no time score."

SCORING

- Riders are scored on the basis of the time taken to perform the test *plus* any time penalties for committing faults to determine their final time score.

- Riders will receive herdsmanship and horsemanship scores.
- The horse will be awarded scores on adjustability and submission.
- Final percentage will be figured by averaging raw times of all competitors and dividing average class time by competitor's final adjusted time. The percentage for the collectives will be figured by dividing the total earned points by the total possible points.
- The percentages from the time and collectives will be averaged to figure speed percentage.
- Riders receive collective marks regardless of number of cows penned.
- For the team option, teams penning five (5) cows may not place above riders penning six (6) cows. Teams penning four (4) cows may not place above riders penning five (5) cows. Teams penning three (3) cows may not place above teams penning four (4) cows. Teams penning two (2) cows may not place above teams penning three (3) cows. Teams penning one (1) cow may not place above teams penning two (2) cows.
- For the individual option failure to execute the designated task is a no time.
- Ties in the cattle trial are decided by the lowest total time accrued.
- If those marks are equal, the team (or rider) with the least amount of penalty time will place higher.
- If there is still a tie, the entries will remain tied.

PROTESTS AND RE-RIDES

- If a rider has a dispute about a run, he/she must submit a protest in writing within thirty (30) minutes of the ride. If the protest is sustained, the rider will be allowed a re-ride.
- Should a cow be mis-numbered or have too many or too few cattle in the herd, only the rider/team that is in the arena at the time the problem is identified will receive a re-ride.
- The re-ride will be a clean slate and will be done immediately.
- If a rider/team protests a cow and a decision is made by the Judge to pull the cow, a re-ride option will be given to that rider/team only.

SHOW MANAGEMENT

- Show management has the right to cap the number of entries it accepts for the cattle trial based on space, time, number of cattle available, or other limitations of the individual event.
- Maximum number of entries or levels in the cattle trial may be different than the maximum accepted in the other three trials of the same event. The protocol for determining who will be allowed to compete will be determined by entry date.
- All announcements at the show supersede anything in writing pertaining to the arena, foul line, holding pen, number of cattle, or other variables at the discretion of show management.
- The Cattle trial rules are not inclusive of all situations. If a situation arises in which there is not a rule, the Judge(s) will meet with show management to discuss the issue and make a ruling for that individual event.

PENALTIES/GROUNDS FOR DISQUALIFICATION

Penalty

- Penalty time (ten (10) seconds each occurrence) is added to the elapsed time for the following infractions:
 - » Herd cow crosses the foul line.
 - » Team member's horse crosses into the Herd Zone.
 - » Outside assistance per occurrence per rider on the team (maximum of ninety (90) seconds in penalties).
 - » Designated coaching ten (10) seconds per rider.
- The rider crosses the foul line before the Judge has given permission to proceed thirty (30) seconds.
- A team member crosses the foul line, starting the clock before the rider does thirty (30) seconds.
- Team member's horse crosses into the Herd Zone and does not immediately leave thirty (30) seconds.





Disqualification

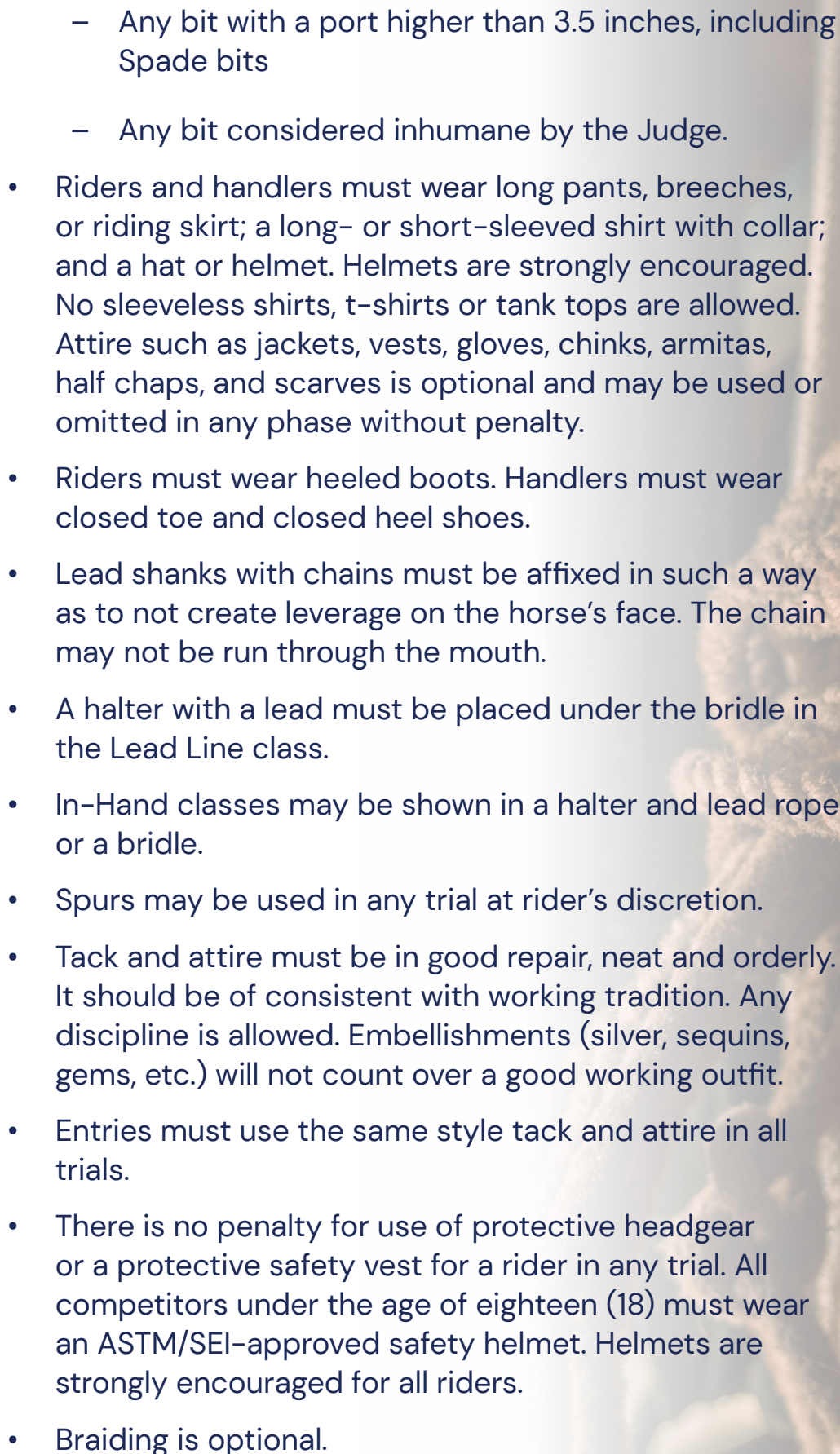
- Roughing. Includes but is not limited to:
 - » Unnecessary or aggressive behavior toward horse, cattle, or herd holder;
 - » Contact, running over, stepping on, or knocking down cattle while in pursuit;
 - » Over-pursuit causing cattle to collide with holding pen panels, attempt to escape, or 'dog pile' in any opening.
 - » Horses biting cattle.
- Any signs of injury, lameness or traces of blood caused by the rider.
- Endangering any other rider, horse, ground crew, or official.
- Any attempt to work cattle on foot.

tack, attire, and equipment allowances

TACK AND ATTIRE

The responsibility for correct tack, attire, and equipment rests with the competitor.

- Tack must include a saddle, stirrups, and a bridle or bosal.
- Bitted bridles, bitless bridles, and sidepulls are allowed. Natural or authentic bosals and hackamores are allowed.
- Any cavesson/ noseband must be adjusted to allow room for two fingers placed vertically on the bridge of the nose.
- Curbs may be chain or leather and must be a minimum of half inch in width. The curb must lie flat against the horse's chin.
- Any allowed bit can be used regardless of tradition or discipline.
- The following bits are not allowed:
 - Mechanical hackamores
 - Gag bits
 - Twisted or wire bits
 - Elevator bits
 - Combination bits
 - Shank bits that exceed 8.5 inches in shank length as measured from the top of the shank where it attaches to the headstall to the bottom where it attaches to the rein.

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- Any bit with a port higher than 3.5 inches, including Spade bits
 - Any bit considered inhumane by the Judge.
 - Riders and handlers must wear long pants, breeches, or riding skirt; a long- or short-sleeved shirt with collar; and a hat or helmet. Helmets are strongly encouraged. No sleeveless shirts, t-shirts or tank tops are allowed. Attire such as jackets, vests, gloves, chinks, armitas, half chaps, and scarves is optional and may be used or omitted in any phase without penalty.
 - Riders must wear heeled boots. Handlers must wear closed toe and closed heel shoes.
 - Lead shanks with chains must be affixed in such a way as to not create leverage on the horse's face. The chain may not be run through the mouth.
 - A halter with a lead must be placed under the bridle in the Lead Line class.
 - In-Hand classes may be shown in a halter and lead rope or a bridle.
 - Spurs may be used in any trial at rider's discretion.
 - Tack and attire must be in good repair, neat and orderly. It should be of consistent with working tradition. Any discipline is allowed. Embellishments (silver, sequins, gems, etc.) will not count over a good working outfit.
 - Entries must use the same style tack and attire in all trials.
 - There is no penalty for use of protective headgear or a protective safety vest for a rider in any trial. All competitors under the age of eighteen (18) must wear an ASTM/SEI-approved safety helmet. Helmets are strongly encouraged for all riders.
 - Braiding is optional.

- Numbers, if provided by show management, must be worn at all times when a horse is out of the stall or leaves trailer area.

EQUIPMENT ALLOWANCES

- Hoof boots (i.e., boots used in lieu of shoes) are allowed in all trials. Synthetic or metal shoes are allowed. Composite hoof products such as casting and Formahoof are allowed.
- Bell boots and protective boots are allowed in any trial.
- Use of a whip (crop) is allowed in Beginner Horsemen and Novice Horsemen. The whip must not exceed forty-eight (48) inches in length, including any lash. The whip does not have to be carried in all trials. Seasoned Horsemen and Advanced Horsemen may only carry a whip if it is consistent with the tradition of the tack and attire being utilized. The whip must be maintained in an upright position in the free hand and may not be used as an aid to instruct the horse.
 - In-Hand competitors may use “carrot stick” or bamboo style whips.
- Fly hoods (ear covers) are permitted for competition in order to protect horses from insects. The fly hoods should be discreet and should not cover the horse’s eyes. After completion of the trial, the rider is responsible for removing the fly hood for inspection. Visual inspection will be made for ear plugs or other banned items.
- A nose net may be used if a veterinarian has diagnosed the horse with head shaking syndrome. A letter from the veterinarian must be included with the entry form.
- The following equipment is not permitted:
 - Tie downs
 - Tongue ties
 - Martingales
 - Halters with lead rope
 - Serretas
 - Bearing, side, draw, or balancing reins
 - Blinkers

- Ear plugs/muffs unless accompanied by a veterinary note
- Metal-core nosebands or hackamores
- Studded or spiked curb/chin straps/nosebands
- Tail wraps
- Electronic communications devices, headphones, earphones, electronic entertainment devices, etc. are prohibited in the competition arena unless a coaching penalty is to be accepted. Use of such or similar equipment without declared coaching will result in elimination. Such devices may be used in the paddock.

OUTSIDE ASSISTANCE/COACHING

- A penalty of ten (10) points/seconds for each phase will be applied for requested coaching.
- Coaching must be declared prior to entering the ring.
- For all other circumstances and levels outside assistance will be penalized at the Judge's discretion up to thirty (30) points/seconds per phase.

EXCEPTIONS:

- Readers are allowed without penalty for Beginner Horsemen and Novice Horsemen.
- No coaching except as described above.
- The outside assistance/coaching restriction begins when the Judge rings the bell to indicate the start and ends once the phase has been completed.

USE OF HANDS

- Horses may be ridden with one hand or two in all levels through Seasoned Horsemen Level.
- Riders riding one handed for 90% or more of the trial receive a coefficient of two (2) on the rider/horsemanship score.
- Riders using one hand for 50% or more of the trial will receive a coefficient of one and a half (1.5) on the rider/horsemanship score.
- All bonuses are awarded at Judges discretion and may not be appealed.
- Advanced Horsemen should always use one hand on the reins.

- Competitors are free to use either hand to hold the reins but should not switch hands unless executing an obstacle that requires a free hand for execution.
- Reins should stay in the same hand through the execution of the obstacle.
- Switching of rein hand during execution will result in a five (5) point penalty per occurrence.
- Switching rein hands outside the execution of an obstacle that requires a free hand to complete will result in a five (5) point/second penalty per occurrence.
- Competitors may briefly stroke/touch the horse in front of the rein hand. Excessive stroking or touching of the horse may be penalized in the rider score.

USE OF VOICE

A soft voice is allowed. Loud or excessive use of voice may be penalized by the Judge in the collective mark for the Rider.

general grounds for disqualification/ elimination

DEFINITIONS

- **Disqualification** (disqualify, disqualified) = disqualification from the trial. Entries disqualified from a trial can compete in other trials and are still eligible for awards.
- **Elimination** (eliminate, eliminated) = elimination from the competition. Entries eliminated from the competition are not eligible for any awards.



DISQUALIFICATION

- Entering the arena/course prior to the bell being rung.
- Taking more than sixty (60) seconds to enter the arena/course after the Judge has signaled the start unless otherwise outlined in the trial execution.
- Horse shows signs of lameness, pain, or severe distress.
- Horse shows signs of blood on any part of its body caused by an existing unhealed wound or an injury in the arena.
- Rider mistreats the horse.
- Horse is unsafe.
- Excessive use of the whip.
- Use of illegal tack, attire, or equipment.
- Fall of horse or rider.
- Not using the same style tack and/or attire throughout the competition. The same tack must be used in the same manner in all trials. This includes using the same rein(s) when using a Pelham or double bridle, e.g., riders may not “drop” reins for different trials.
- Dismounting for any reason other than to pick up an obstacle or perform an obstacle requiring the rider to dismount.
- Gross disrespect or misconduct by an exhibitor.
- Four (4) instances of canter in Beginner Horsemen level.
- More than three (3) consecutive strides of canter in Beginner Horsemen Level.

ELIMINATION

- Horse shows signs of blood on any part of its body caused by bridle, spurs, or whip, or any wounds apparently from abuse or mistreatment.
- Use/application of any foreign or caustic substance to or into any horse that would alter or influence a horse’s movement or behavior.

Note: The Judge is the only official allowed to disqualify (DQ) or eliminate a rider. Other officials must bring violations for the judge to review and make an official ruling.

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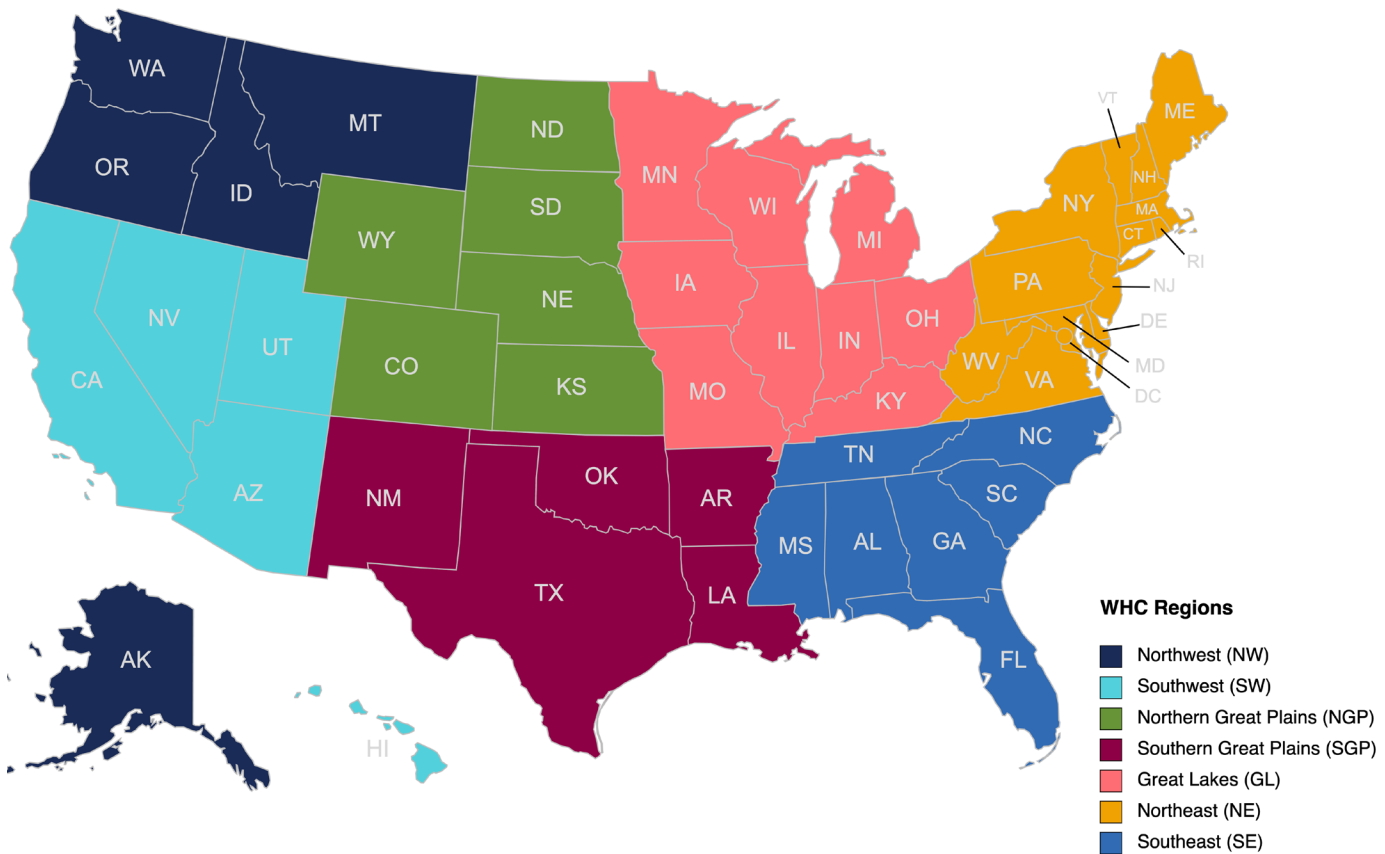
competition types & regions

Note: The competition year runs from January 1 through December 31.

RATED SHOWS

- Rated shows may be run in conjunction with other show events.
- The cattle phase may be offered as a stand-alone event or piggy backed onto another working event.
- Virtual shows must offer at least two (2) phases for In-Hand and Lead Line and first three (3) phases for all other events to be approved.
 - A minimum of five (5) competitors is required for virtual events. Stand-alone Working Horse Competitions must offer the first three (3) of the four (4) phases.





Regions are defined as follows:

1	Northwest (NW)	Alaska, Washington, Oregon, Idaho, Montana
2	Southwest (SW)	California, Nevada, Utah, Arizona, Hawaii, U.S. territories in the Pacific
3	Northern Great Plains (NGP)	Wyoming, North Dakota, South Dakota, Nebraska, Kansas, Colorado
4	Southern Great Plains (SGP)	New Mexico, Texas, Oklahoma, Arkansas, Louisiana
5	Great Lakes (GL)	Minnesota, Iowa, Missouri, Wisconsin, Illinois, Michigan, Indiana, Ohio, Kentucky
6	Northeast (NE)	New York, Vermont, New Hampshire, Maine, Massachusetts, Rhode Island, Connecticut, New Jersey, Pennsylvania, Delaware, Maryland, Virginia, West Virginia, District of Columbia
7	Southeast (SE)	Tennessee, Mississippi, Alabama, North Carolina, South Carolina, Georgia, Florida, U.S. territories in the Atlantic

- Scores earned in all types of rate competitions result in points earned toward required advancement, year end points (if a paid year end participant) and determine eligibility for championship competitions.
- Rated competitions may take place over one (1) or more days. Rated shows may award prize money.

CHAMPIONSHIP SHOWS

- Championship shows may be held in a single region or a combined regional event.
- Championships can be held no more frequently than once per year, per region, but are not required to be held every year.
- The Qualifying Period is January 1– December 31.
- Championships must be held within eleven (11) months of ending date of qualifying period (Held by November 30 the year following last qualifying date).
- To be eligible to compete in a championship, a horse and rider combination must have competed in at least two rated competitions within the region within the qualifying period.
- At the qualifying competition, the combination must have successfully completed all phases they will be competing in at the championship.
- Riders must compete in the highest level for which they are qualified.
- Scores earned at championships result in points earned toward required advancement.
- Scores earned at championships will be counted towards year end awards.
- Championships may take place over two (2) or more days. Prize money may be awarded.
- Any horse and rider combination that has won a championship three (3) times at a given level is not eligible to compete in subsequent championships at that level or below.
- Advanced Horsemen are excluded from this requirement.
- Rider eligibility will be based upon the qualifying period designated by the national body, regardless of whether the championship competition is held after the end of the competition year. This also applies to age limitation of riders and horses.

officials & show personnel

Competitions should have a show manager/secretary, judge, scribe, technical delegate, and score keeper. They may be able to serve in additional volunteer roles if it does not affect their ability to serve in their primary role.

SHOW MANAGER

- The Show Manager is responsible for the management of the competition.
- Handle staffing of all necessary show personnel.
- Responsible for the proper training, and are present throughout the competition to facilitate the show operation.
- The Show Manager is responsible for applying for and complying with the requirements of the competition.
- All Show Managers have the duty to arrange good technical, sporting, and humane conditions required for the smooth performance of the competition.

SHOW SECRETARY

- The Show Secretary manages all administrative functions and maintains records for the competition.
- Show Secretary receives entries, verifies eligibility and horse registrations, prepares class lists, and maintains competitor scores.
- The Show Secretary posts the order of go for all phases, selected patterns, and course maps.
- The Show Secretary posts the individual scores and rankings within two (2) hours of phase completion.

- The scores should be posted no later than two (2) hours after the last ride of the phase.
- The Judge or the Technical Delegate must approve the release of results and score sheets.
- The Show Secretary will hold any score sheet not delivered to a competitor for a period of fourteen (14) days after the competition.
- Copies of score sheets and results must be kept on file for a period of twelve (12) months for all shows.
- Copies may be digitally stored.
- The Show Secretary provides information to the Show Announcer (if available) to keep participants and public informed.

JUDGE

- There may be more than one (1) Judge at a competition.
- Each judge must judge all riders in a particular division/phase. For example: You may have a judge for Working Horse Functionality Beginner Horsemen level and a judge for Working Horse Trail Seasoned Horsemen level.
- Each judge must judge all the riders for each phase to be consistent.
- You may have a judge that judges only Functionality and one that judges only Trail each level. However, the same judge must judge all riders in the division/level to be consistent.
- A Senior Judge must be appointed when more than one (1) judge is officiating. You can have a Senior judge for each phase.

Judges are rated as follows:

- **Senior Judge:** May officiate at rated competitions and championships; may judge any level.
- **Approved Judge:** May officiate at rated competitions. May officiate championship competitions on a panel with Senior Judges. Approved judges may not outnumber Senior Judges on a panel.
- **Conditional Judges:** May officiate specific phases, divisions, or levels as approved by Judge Committee. Conditions are approved per show.
- The same Judge or Jury must judge each competitor within phase/level.

- Two (2) judges for each phase are required beginning for Championship competitions. The same judges must judge an entire level, phase or division. All the riders must compete for a level, division, phase under the same set of judges.
- When multiple Judges officiate at competition, placements are given for each judge.
 - Scores may be averaged to determine overall competition placement.
 - Show organizers may give awards for each judge or just overall competition placement.
- A Scribe will assist each Judge during the phases.
- All Judges must ensure that the rules are strictly followed.
- The appointed Senior Judge is the competition's ultimate authority and is responsible for ensuring compliance with rules for performance of all phases.
- The Judge has the authority, and responsibility to disqualify any competitor whose horse shows signs of blood anywhere (e.g., mouth, sides, legs).
- At the end of any phase, if any signs of blood are detected on the horse, the rider must remain in the area for examination and the Judge will be informed.
- The Judge will analyze the situation and if considered justified, order the competitor's disqualification from that trial, or elimination from the competition as described in the rules.
- The Judge and/or the Technical Delegate must approve the release of results and score sheets prior to posting and release.

TECHNICAL DELEGATE

- A Technical Delegate with comprehensive knowledge of the rules will be present at all phases.
- The Technical Delegate works in collaboration with the Judge.
- The Technical Delegate must be impartial in the performance of this function.

The Technical Delegate:

- Is responsible for the supervision and performance of the phases and compliance with the rules in collaboration with the Judge.
- Must have a full set of rules available at the competition, copies of protest forms.
- Will be present during any veterinary inspections.
- Receives all complaints made by the competitors, ensures they are given to the Protests Committee, and informs the competitors of Committee decisions.
- All shows must have someone serving in the roll of Technical Delegate.
- The TD may not preside over any phases or divisions in which they are competing.
- The Judge and/ or the Technical Delegate must approve the release of results and score sheets prior to posting and release.
- The Technical Delegate's duties are conducted outside the competition arena.

RIDERS

- All riders are entitled to enjoy good technical, humane, and sporting conditions in performing this discipline and competing in these phases.
- Riders are entitled to receive their score sheets at the end of each phase, provided that the results have been announced.
- A parent, a legal guardian, or legal representative of the parent or legal guardian, as defined on the registration form must represent riders under the age of eighteen (18) years.
- Riders are obliged to register correctly under penalty of not being allowed to compete at the competition, must comply with the Rules, and accept all of the decisions of the show officials and management.
- Riders have a right of inquiry, protest, and appeal on the issues outlined in these rules.
- Riders should be respectful to officials, management and other competitors. Riders may be asked to leave if they are not.

TRAINERS AND HANDLERS

- Trainers are defined as persons who give lessons or instruct the horse or rider.
- Handlers are individuals who assist in caring for and preparing the horse at a competition.
- Riders and handlers are allowed to be present in and around stabling and arenas provided they are properly identified and have signed a liability release.
- During course walks, the Trainer may accompany the Rider.
- Riders under eighteen (18) years of age may be accompanied during the course walk by a parent or other representative if a Trainer is not present.
- Trainers and Handlers may not, under any circumstances, speak to the Judges or officers during the performance of the phases.

VETERINARIAN

- A licensed veterinarian must be on call for all competitions.
- It is always recommended a veterinarian be on site.
- The veterinarian is responsible for the well-being of horses during the phases.
- Upon detecting a clinical problem with a horse, the veterinarian must inform the Senior Judge, Technical Delegate or Show Manager.
- Any horse disqualified from the trial for a clinical problem may only re-enter the arena with the authorization of the veterinarian.

Paddock Steward

- The Paddock Steward coordinates the competitors' entrance into the arena based on their entry order.
- The Paddock Steward will make visual inspections of the horse and rider prior to the phase and manually check for blood after phase is completed.
- Rider may be asked to dismount and drop bit.
- If blood is detected on a horse, either before or after the competition, the Paddock Steward must inform the Judge and Technical Delegate immediately.

Other duties include:

- Monitoring horses and riders in the paddock to ensure a safe warm-up environment.
- Controlling entry to the warm-up area to prevent overcrowding.
- Ensuring no coercive methods and/or abusive acts are used on the horses.
- For competitions with multiple arenas or a large number of competitors, more than one steward may be required to manage the warm-up arena and competition arena gate.
- The Paddock Steward must notify the Judge, either directly or through the Technical Delegate, of any failure to comply with the rules. The Technical Delegate will inform the competitor of the decision after the Judge has made a ruling.
- The Paddock Steward may not, under any circumstances, be held liable for any rules violation committed by any competitor.

SCRIBE

- Each Judge will have a Scribe for every phase of the competition. The Scribe will document the Judge's scores and comments on the score sheet for each phase.
- Scribes should have neat handwriting.
- Scribes should not have conversations with the judge unless the judge engages them in conversation.

SCORERS

- Scorers tally individual score sheets and verify accuracy of final show results before awards are presented.
- The Technical Delegate and/or Judge should verify what the Scorers present before scores are posted.

COURSE DESIGNER

- The Course Designer designs the courses for WHC trail and agility phases in accordance with requirements defined in this document.
- The Course Designer coordinates with the Show Manager in advance regarding the availability of obstacles.
- Approval of the design must be obtained from the Judge prior to the start of the competition. The Senior Judge may design the course.
- The course design must be kept confidential until it is made available to all

competitors.

GROUND CREW

- A Ground Crew stands by the arena to replace and reset obstacles after each ride, as well as move obstacles (if necessary) between phases or levels.
- They also assist riders who may have dropped items in the arena.

TIMERS

AGILITY

- Automatic timers should be used for Agility Phase.
- When timed with an electronic timer, there must be a backup manual timer.
- This can be the Judge or an individual designated by the Judge.
- If there is no automatic timer available, two manual timers must be used.
- One timer will be designated as the official timer and the other timer will be the backup.

CATTLE TRIAL

- There should be two (2) individuals positioned on either side of the foul line.
- The individual closest to the Judge will be the timer.
- The individual farthest from the Judge will be the backup timer.

RUNNERS

Runners take the score sheets from the Scribe to the Scorers or Show Secretary during the competition.

ANNOUNCER

The Announcer keeps the competitors and public informed of schedules.

SAFETY COORDINATOR

The Safety Coordinator prepares/posts an Emergency Plan to provide guidance to show personnel on how to handle emergencies.

EMERGENCY MEDICAL PERSONNEL

An on-call number must be posted for all competitions.

FARRIER

Farrier must be on call if not onsite.

general competition requirements

Paddock Rules

- The paddock is an area designated as a warm-up zone in which riders prepare their horses before entering the arena and in which riders who have competed in a phase can cool down their horses. A Paddock Steward controls the paddock.
- All competitors must be polite in dealing with the Paddock Steward, and responsive to their direction.
- The Paddock is a zone for warm-up. Competitors leaving the arena must respect those competitors who have not yet entered.
- Exuberance or horseplay that may interfere the competitors is prohibited.
- The Paddock Steward will immediately inform the Judge and/or Technical Delegate of any failure to comply with the paddock rules.
- The competitor is liable for any disciplinary penalty.
- Riders with safety concerns are encouraged to wear an orange vest in the paddock.
- Lunging is not allowed in the warmup paddock area. Exception would be those warming up for Lead Line or In-Hand. Lunging should take place in a corner out of the way for competitors warming up under saddle.
- A separate area may be offered for lunging.

Entry Order

- Show management will draw numbers to determine the entry order.
- Once finalized, management will post the entry order and make it available to all competitors at least two (2) hours before the start of each phase.

- Course maps must be posted a minimum of two (2) hours prior to the corresponding phase.
- It is allowable and preferable to publish a general schedule and courses one (1) day or more in advance.
- For competitions where phases are held on different days, there should be a new draw for each phase.
- Show management will maintain the entry order, and adjust for conflicts involving riders with several horses.
- Entry order may be the same in phases held on the same day.
- Any competitor who competes with multiple horses is entitled to at least fifteen (15) minutes between rides.
- It is the rider's responsibility to know the entry order and monitor the progress of the phase to ensure they are ready at the gate when called.
- Competitors have sixty (60) seconds to appear at the gate after being called or will be disqualified.

VETERINARY INSPECTION

- At championship competitions, the veterinarian will inspect each horse upon arrival at the show grounds to evaluate general condition and identification documents/vaccination records.
- The Judge, Technical Delegate, Paddock Steward, or veterinarian may also require inspections before and/or after trials. Inspections performed immediately after trials will be done in a discrete manner and location.
- The veterinarian will inform the Senior Judge of the results of the exam.
- If any irregularity is found, a horse may be disqualified or eliminated from the competition in accordance with these rules at the discretion of the Senior Judge.
- The competitor will be informed by the Judge or Technical Delegate.

DRUG TESTING

- No horse may compete in any competition if it has been administered any banned substance as defined by USEF GR409 or any excess therapeutic substance as specified in GR410. It is the duty of all competitors, owners, trainers, and/or support personnel to ensure that this rule is strictly followed.
- All drug testing, if conducted by show management, will be in conformance

with USEF rules.

- If the horse on which they competed or will compete is selected for sampling, the responsible person must ensure the horse submits to sample collection and comply with all sampling procedure requirements.



EVIDENCE OF BLOOD

- The Judge has the authority and responsibility to disqualify any competitor whose horse shows signs of blood anywhere (e.g., mouth, sides, legs).
- The Paddock Steward will inspect the condition of horses before and after every phase.
- If blood is detected on a horse, either before or after the competition, the Paddock Steward will inform the Judge and Technical Delegate immediately.
- The rider must remain in the area for examination.
- The Judge will analyze the situation, and if considered justified, order the competitor's disqualification from the phase.
- If the blood is caused by bridle, spurs, whip, or any wounds apparently from abuse or mistreatment, the competitor will be eliminated from the competition.

HORSE/CATTLE WELFARE

- It is the duty of everyone to ensure all animals are treated humanely, with dignity, respect, and compassion.
- Rules are created to require owners, trainers, and exhibitors are continually responsible for the well being and humane treatment of all animals.
- The animal's welfare is paramount to other considerations.
- Owners may be held responsible for the actions of their trainers, agents, employees, and representatives.
- Individuals may be disciplined, disqualified, fined, expelled from the show grounds, and banned from future competitions.
- The standard by which conduct will be measured is that which a reasonable person, informed and experienced in generally accepted animal care, training, and exhibition procedures or veterinary standards, would determine to be cruel, abusive, or inhumane.
- All competitions must adhere to the *FEI Code of Conduct for the Welfare of the Horse*.

PRIZES

- Prizes should be awarded for a minimum of the top two (2) places of each division/level/trial.
- Additional prizes are awarded at the discretion of show organizers.

scoring & determining final placement

SCORING

- Working Horse Functionality and Trail movements and collectives are scored on a scale of ten (10) (highest) to zero (0) to enable correct and logical placement of the competitors.
- When two (2) or more Judges officiate at a competition, each judge will have the class placed based on their scores. Half points are allowed.
- The Working Horse Agility phase is scored by elapsed time, with time adjusted for bonus time or penalties.
 - There are collective scores given Horsemanship for each competitor. A Horse submission/adjustability score will be given to each horse. Final percentage will be figured by averaging raw times of all competitors and dividing average class time by competitor's final adjusted time
 - The percentage for the collectives will be figured by dividing the total earned points by the total possible points. The percentages from the time and collectives will be averaged to figure speed percentage.
- The Cattle trial is scored by elapsed time plus penalty time.
 - There are collective scores given for Herdsmanship and Horsemanship for each competitor.
 - A Horse submission/adjustability score will be given to each horse.
 - Final percentage will be figured by averaging the times of all competitors and dividing the competitors final adjusted time by the average from all competitors for that division/level.



- The percentage for the collectives will be figured by dividing the total earned points by the total possible points.
- The percentages from the time and collectives will be averaged to figure speed percentage.
- For the team option, teams penning five (5) cows may not place above riders penning six (6) cows. Teams penning four (4) cows may not place above riders penning five (5) cows. Teams penning three (3) cows may not place above teams penning four (4) cows. Teams penning two (2) cows may not place above teams penning three (3) cows. Teams penning one (1) cow may not place above teams penning two (2) cows.
- The winner of WHC phases is the competitor who receives the highest percentage score.
- On the score sheets for each movement/obstacle all coefficients should be calculated prior to adding in bonus points or penalties.

DETERMINING POINTS

- The total number of points available in each level/ division is based on the number of competitors entered and initially competing in that level/ division.
- The point basis remains even if fewer riders compete in subsequent phases within that level/ division as a result of scratches or DQs.

Competitors earn points depending on their placement in each phase under each judge, e.g.:

First Place	= N + 1
Second Place	= N - 1
Third Place	= N - 2
Fourth Place	= N - 3

Where N = the number of competitors entered in that level/division.

DETERMINING FINAL PLACEMENT FOR INDIVIDUAL COMPETITORS

- The total number of points earned by each competitor in each phase determines the final placing for that level.
- To be considered for final placement, competitors must enter all phases offered for the level/division.
- Competitors who have withdrawn or been disqualified in any of the phases or eliminated from the competition are not awarded any points for that phase.
- Competitors who withdraw or are disqualified from a phase may participate in the other phases and earn competition points in those phase.
- A rider who has withdrawn or been disqualified from a phase may not place above a rider who has successfully completed all the phases.
- A withdrawal or scratch is not equivalent to a disqualification (DQ). A rider with a DQ will be placed ahead of a rider who withdrew or scratched, regardless of points accrued.

HANDLING TIES

Note: Competitors who are tied get the same placing and points; competitors scoring lower than the tie get placed as if there were no tie. For example: If two (2) competitors are tied for second place in a six (6) horse class, they would each get second place prizes and each be awarded five (5) points. The next horse in line would be placed fourth with three (3) points, as if the tie did not exist. There would be no third place award or points.

- If a tie occurs in WHC Functionality the collective marks are used to break the tie. If these marks are equal, the entries remain tied and each will be awarded the points associated with the placing for which they are tied.
- If a tie occurs in the WHC Trail, the rider who incurred a zero (0) will be placed lower than the rider who did not.
 - If both have zeros (0s), the rider with more zeroes (0s) will be placed lower.
 - If the tie remains, the collective marks are used to break the tie.
 - If these marks are equal, the entries remain tied and each will be awarded the points associated with the placing for which they are tied.

- If a tie occurs in the Agility trial, the competitor with the lowest accrued penalty/bonus time (in seconds) will be placed higher.
 - If the time penalties are equal, the collective marks are used to break the tie.
 - If the competitors remain tied and each entry will be awarded the points associated with the placing for which they are tied.
- If a tie occurs in the Cattle trial, the competitor with the lowest accrued time penalties (in seconds) will be placed higher.
 - If the tie remains, the collective marks are used to break the tie.
 - If there is still a tie, the entries will remain tied and each entry will be awarded the points associated with the placing for which they are tied.

In the event of a tie for overall placement at a given level:

- The competitor with the highest score in WHC Trail will place higher.
- If there is still a tie, the competitor with the highest score in WHC Agility will place higher.
- If there is still a tie, the competitor with the highest score in WHC Cattle will place higher.

DETERMINING POINTS AND FINAL PLACEMENT FOR TEAMS

- For each phase, individual team member scores are compared with one (1) another to determine the placing for that phase.
- The number of points available is based on the total number of riders on all competing teams, e.g., four (4) teams with three (3) riders each would be a total of twelve (12) riders, where the highest score would get thirteen (13) points, the second highest eleven (11) points, etc.
- The point basis determined for the WHC Functionality will remain the same for all subsequent phases.
- A team's total point score is computed by adding the points for the team's riders in each of the phases. The teams are ranked according to the total team points.

HANDLING TIES

In the event of a tie for final team placement:

- The team with the highest score in WHC Cattle will place higher
- If there is still a tie, the team with the highest score in WHC Trail will place higher.
- If there is still a tie, the team with the highest score in WHC Functionality will place higher.

AMENDMENTS TO THE JUDGE'S SCORE SHEETS & NON-AWARD OF POINTS

- A Judge must initial any amendments or erasures on his/her score sheet. If this is not done, the score will not be entered until the issuing Judge has validated it.
- In the event of a non-award of a mark for a movement or exercise, the score sheet will be returned to the Judge for it to be completed .
- Judges must be unanimous when awarding a zero (0) point score. If this is not the case, the Senior Judge will call a meeting of the Judges to clarify the situation or determine the validity of the zero (0) score at his/her discretion.
- Judges must be unanimous in the case of disqualifications. If this is not the case, the Senior Judge will call a meeting of the Judges to clarify the situation or determine the validity of the disqualification at his/her discretion.

YEAR END AWARDS

- To be eligible for Year End Awards, competitors must designate their level and division for which they are competing and pay a yearly awards fee to Working Horse Central prior to their first competition of the year.
- Competitors are eligible for individual competition awards without paying an awards fee.
- To receive and be eligible for Year End Awards, the awards fee must be paid.
- One set of points will be awarded for each judge officiating up to two sets of points per competition.
- Must have competed in a minimum of three (3) phases at a minimum of three (3) competitions.
- Top six (6) scores for each phase will be used.

POSTING RESULTS

- Scores sheets will be posted no later than two (2) hours following the completion of the phase.
- Originals of the score sheets will be available to the competitors after each phase.
- The Judge and/or the Technical Delegate must approve the release of results and score sheets prior to posting and release.

INQUIRIES, PROTESTS, AND APPEALS

INQUIRIES

- The rider, a parent, guardian, or legal representative of a rider under eighteen (18) years old, the owner of the horse, or the owner's agent may inquire about any perceived irregularity or mis-scoring during the course of the competition.
- Such inquiries are addressed to the Technical Delegate for ruling.

PROTESTS

- A Protests Committee must be designated for all competitions.
- The Protests Committee is comprised of the Technical Delegate, the Senior Judge, and the Show Manager.
- A Show Manager who competes in the same level/division may not serve on a Protests Committee.
- The rider, a parent or guardian of a rider under eighteen (18) years old, the owner of the horse, or the owner's agent authorized in writing is entitled to lodge a protest.
- Protests are addressed to the Technical Delegate, who will deliver it to the Show Secretary.
- The protest must be in writing, signed, and accompanied by a fee of \$50 (USD), made payable to the Working Horse Central.
- The fee will be refunded if the protest (or a subsequent appeal) is upheld.
- Protests must be filed within the following time limits:
 - Concerning the eligibility of a horse or competitor, not later than one (1) hour before the start of the competition.

- Concerning the condition of the footing, not later than one (1) hour before the start of the competition.
 - Concerning an obstacle, the length of the course, the condition of the course, not later than fifteen (15) minutes before the relevant phase.
 - Concerning irregularities or incidents during the competition, or scoring (except errors as noted below), as soon as possible and not later than thirty (30) minutes after the publishing of the results of the relevant test.
 - Cattle: Concerning irregularities or incidents during the competition, as soon as possible and no later than thirty (30) minutes after the ride.
 - Concerning mathematical or transcription errors, not later than one (1) hour after the posting of the results. The posting of scores must be announced.
- The Protests Committee must issue a ruling on the protest within two (2) hours of the submission of the protest. If the protest is upheld, the Protests Committee will post a statement to that effect and correct the posting of any scores and/or results affected by the ruling.
 - If the Protests Committee upholds part of the protest but denies other portions, the protest will be considered upheld to the extent stated in the ruling and the \$50 (USD) deposit will be refunded to the appellant.
 - If the protest is denied, the appellant will forfeit the \$50 (USD) deposit.

APPEALS

- The rider, the designated representative of a rider under eighteen (18) years old, the owner of the horse, or the owner's agent authorized in writing, is entitled to appeal a ruling of the Protests Committee.
- The appeal must be in writing, signed, accompanied by a fee of \$100 (USD) made payable to Working Horse Central and mailed within seven (7) calendar days of the conclusion of the competition.
- Working Horse Central must issue a ruling within thirty (30) days of receipt.
- Working Horse Central may request additional information from the appellant, any competition official, volunteers, or other witnesses at the competition in question.
- If the appeal is upheld, the appellant will be refunded both the fees for the

protest and the appeal.

- Any competition results impacted by the appeal will be corrected.
- Any awards and prizes will be corrected.
- Working Horse Central may review the results of any competition without an appeal having been filed.
- If discrepancies in scoring or computational errors are found, WHC will inform the competition management and will post corrected results.
- Any awards or prizes must be corrected by the Show Manager.

DISCIPLINARY DISPOSITIONS AND FINES

- The Technical Delegate, Show Manager, and Judge/President of the Jury are responsible for enforcing the rules.
- Any show official, competitor, or their representative who commits a serious violation of these rules may be subject to disciplinary dispositions and/or fines.
- The Technical Delegate may refer any serious violation of rules directly to Working Horse Central.
- Working Horse Central will review the matter and determine disciplinary measures or levy fines.

